L13 – Week 7 Introduction to Multi-armed Bandits (part 2)

CS 295 Optimization for Machine Learning Ioannis Panageas

Recap of framework (stochastic)

Setting. We are given K arms and time window T (known). At each time step t = 1...T.

- *Player chooses arm a_t*.
- Observes reward $r_t \in [0,1]$ for the chosen arm.
- The algorithm observes only the reward for the selected action, and nothing else.
- The reward for each action is IID. For each arm $a \in [K]$, there is a distribution D_a over reals, called the reward distribution (unknown). Every time this action is chosen, the reward is sampled independently from this distribution.

Goal: Minimize the regret

$$R(T) = \mu^* T - \sum_{t=1}^{T} \mu(a_t) \text{ or } \mathbb{E}[R(T)].$$

Upper Confidence Bounds

Definition (Confidence bounds). We define upper/lower confidence bounds for every arm a and round t

$$UCB_t(a) = \hat{\mu}_t(a) + r_t(a), \ LCB_t(a) = \hat{\mu}_t(a) - r_t(a),$$

where $\hat{\mu}_t(a)$ is the average reward of arm a so far, $r_t(a) = \sqrt{\frac{2 \log T}{n_t(a)}}$ (confidence radius) and $n_t(a)$ is the number of samples from arm a in round 1, ..., t,

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Definition (UCB). Consider the following algorithm:

- Try each arm once.
 In each round t, pick arg max_a UCB_t(a).

Remarks:

• An arm a has the largest UCB_t for two reasons: The empirical reward is large (hence it is likely a has high reward) or confidence radius is large, thus the arm has not been explored much.

Either reason makes this arm worth choosing!

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Theorem (Regret). UCB algorithm achieves regret

$$\mathbb{E}[R(T)]$$
 to be $O(\sqrt{KT \log T})$.

Theorem (Regret v2). UCB algorithm achieves regret

$$\mathbb{E}[R(T)] \le O(\log T) \left(\sum_{a: \mu(a) < \mu(a^*)} \frac{1}{\mu(a^*) - \mu(a)} \right).$$

Let us define the "clean" event (we condition on that)

$$\mathcal{E} = \{ \forall j, a \mid \hat{\mu}_j(a) - \mu(a) \mid \leq r_j(a) \}.$$

$$\mu(a_t) + 2r_t(a_t) \ge \hat{\mu}_t(a_t) + r_t(a_t)$$
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 \ge UCB_t(a*) since we chose a_t

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Let a^* be an optimal arm and assume that we chose arm a_t at time t then:

$$\mu(a_t) + 2r_t(a_t) \ge \hat{\mu}_t(a_t) + r_t(a_t)$$
 clean event
$$= \text{UCB}_t(a_t)$$

$$\ge \text{UCB}_t(a^*) \text{ since we chose } a_t$$

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Hence it holds

$$2r_t(a_t) \ge \mu(a^*) - \mu(a_t) = \Delta(a_t).$$

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$$2\sqrt{\frac{2\log T}{n_T(a)}} = 2r_T(a) \ge \mu(a^*) - \mu(a) = \Delta(a).$$

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The contribution of arm *a* to the total regret is

$$\Delta(a) \times n_T(a) \le 2\sqrt{2n_T(a)\log T}.$$

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Optimization for Machine Learning

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Finally observe that \sqrt{x} is a concave function hence, by Jensen's inequality we get

$$\frac{1}{K}\sum_{a}\sqrt{n_{T}(a)} \leq \sqrt{\frac{1}{K}\sum_{a}n_{T}(a)} \leq \sqrt{\frac{T}{K}}.$$

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We conclude that the regret is bounded by

$$O(\sqrt{TK\log T}).$$

Recall that we showed

$$2\sqrt{\frac{2\log T}{n_T(a)}} = 2r_T(a) \ge \mu(a^*) - \mu(a) = \Delta(a).$$

This implies that

$$n_T(a) \le \frac{8\log T}{\Delta(a)^2}$$

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Hence the regret is bounded by

$$O(\log T) \sum_{a} \frac{1}{\Delta(a)}.$$

Framework (adversarial bandits)

Setting. We are given K arms and time window T (known). At each time step t = 1...T.

- *Player chooses arm a_t*.
- Adversary picks cost $c_t(a)$ for each arm a.
- *Player* observes cost $c_t(a_t) \in [0,1]$ for the chosen arm.
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$$R(T) = \sum_{t \in [T]} c_t(a_t) - \min_{a} \sum_{t \in [T]} c_t(a) \text{ or } \mathbb{E}[R(T)].$$

MWU (recap)

Algorithm (MWUA). We define the following algorithm:

- 1. Initialize $w_i^0 = 1$ for all $i \in [n]$.
- 2. For $t=1 \dots T do$
- 3. Choose action i with probability proportional to w_i^{t-1} .
- 4. For each action i do
- 5. $w_i^t = (1 \epsilon)^{c_i^t} w_i^{t-1}$.
- 6. End For
- 7. End For

Remarks:

- We choose i with probability $\mathbf{p}_i^t = \frac{\mathbf{w}_i^{t-1}}{\sum_i \mathbf{w}_i^{t-1}}$.
- c_i^t is the cost of action i at time t chosen by the adversary.

Can we use this for adversarial bandits? Reduction

Exp3 Algorithm

Algorithm (Exp3). We define the following algorithm:

- 1. Initialize $w_i^0 = 1$ for all $i \in [n]$.
- 2. For $t=1 \dots T do$
- 3. Choose action i with probability proportional to w_i^{t-1} .
- 4. Only for the chosen action (say i) do
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Remarks:

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- Essentially, we assume that all the actions got cost zero except the chosen action that got cost $\hat{c}_i^t \coloneqq c_i^t/p_i^t$.

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What is the cost of every action? Each a r.v that is an unbiased estimator!

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What is the cost of every action? Each a r.v that is an unbiased estimator!

Formally we ensure that $\mathbb{E}[\hat{c}_i^t|p^t] = c_i^t$ for all i.

We will choose $\epsilon = \sqrt{\frac{2 \log K}{TK}}$ and we will get regret $O(\sqrt{TK \log K})$.

Optimization for Machine Learning

Recall that for the analysis of MWU we defined a potential function Φ_t (sum of weights).

We set
$$\Phi_t = -\frac{1}{\epsilon} \log \sum_i e^{-\epsilon \sum_{\tau=1}^{t-1} \hat{c}_i^{\tau}}$$
.

Set
$$L_i^t = \sum_{\tau=1}^t \hat{c}_i^{\tau}$$
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$$\Phi_{t+1} - \Phi_t = -\frac{1}{\epsilon} \log \frac{\sum_i e^{-\epsilon L_i^t}}{\sum_i e^{-\epsilon L_i^{t-1}}}$$

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$$\begin{split} \Phi_{t+1} - \Phi_t &= -\frac{1}{\epsilon} \log \frac{\sum_i e^{-\epsilon L_i^t}}{\sum_i e^{-\epsilon L_i^{t-1}}} \\ &= -\frac{1}{\epsilon} \log \frac{\sum_i e^{-\epsilon L_i^{t-1}} e^{-\epsilon \hat{c}_i^t}}{\sum_i e^{-\epsilon L_i^{t-1}}} \\ &= -\frac{1}{\epsilon} \log \mathbb{E}_{i \sim p^t} [e^{-\epsilon \hat{c}_i^t}] \end{split}$$

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Since
$$e^{-x} \le 1 - x + \frac{1}{2}x^2$$
.

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By taking expectation we get

$$\mathbb{E}[\Phi_{t+1} - \Phi_t] \ge \sum_i p_i^t c_i^t - \frac{1}{2} \epsilon \sum_i c_i^{t \, 2} \ge \sum_i p_i^t c_i^t - \frac{K\epsilon}{2}$$

We conclude that (telescopic sum)

$$\mathbb{E}[\Phi_T - \Phi_1] \ge \sum_{t=1}^T \sum_i p_i^t c_i^t - \frac{KT\epsilon}{2}$$

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Finally

$$\mathbb{E}[\Phi_T - \Phi_1] \leq \mathbb{E}[L_{i^*}^T - (-\frac{1}{\epsilon} \log K)] = \sum_t c_{i^*}^t + \frac{1}{\epsilon} \log K.$$

Hence

$$\mathbb{E}[R(T)] = \sum_{t} \sum_{i} p_{i}^{t} c_{i}^{t} - \sum_{t} c_{i^{*}}^{t} \le \frac{KT\epsilon}{2} + \frac{1}{\epsilon} \log K$$

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We choose
$$\epsilon = \sqrt{\frac{2 \log K}{TK}}$$
 and it follows that $\mathbb{E}[R(T)]$ is $O(\sqrt{TK \log K})$.

Conclusion

- Introduction to Multi-armed bandits.
 - UCB.
 - Exp3

 Next lecture we will talk about basics in Markov Decision Processes and Stochastic Games.