

Multi-armed Bandits

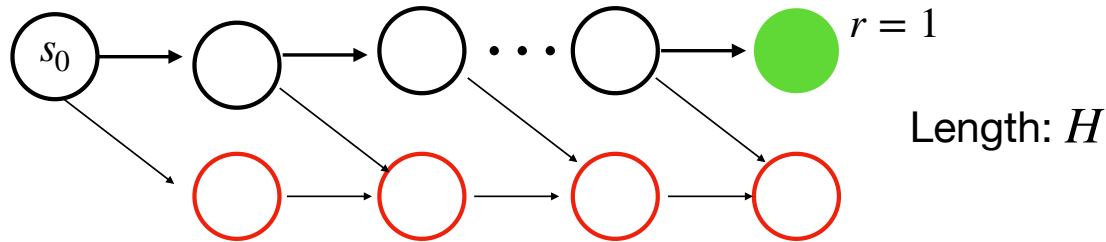
Sham Kakade and Wen Sun

CS 6789: Foundations of Reinforcement Learning

The need for Exploration in RL:

The Combination Lock Example (i.e., the sparse reward problem)

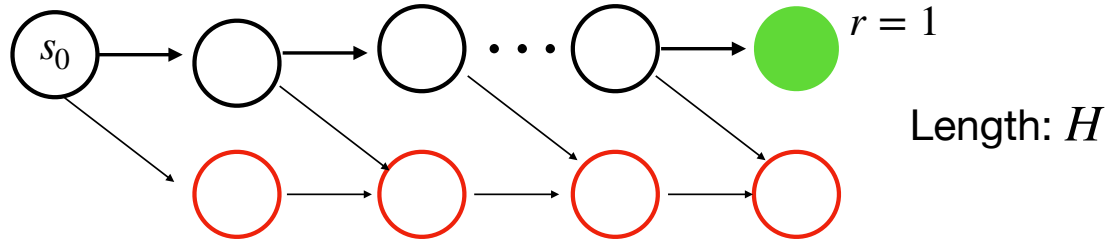
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What is the probability of a random policy generating a trajectory that hits the goal?

Exploration!

We need to perform systematic exploration,
i.e., remember where we visited, and purposely try to visit unexplored regions..

What we will do today:

Study Exploration in a very simple MDP:

$$\mathcal{M} = \{s_0, \{a_1, \dots, a_K\}, H = 1, R\}$$

i.e., MDP with one state, one-step transition, and K actions

This is also called Multi-armed Bandits

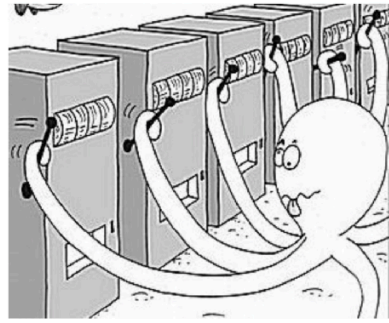
Plan for today:

1. Introduction of MAB
2. Attempt 1: Greedy Algorithm (a bad algorithm)
3. Attempt 2: Explore and Commit
4. Attempt 3: Upper Confidence Bound (UCB) Algorithm

Intro to MAB

Setting:

We have K many arms: a_1, \dots, a_K



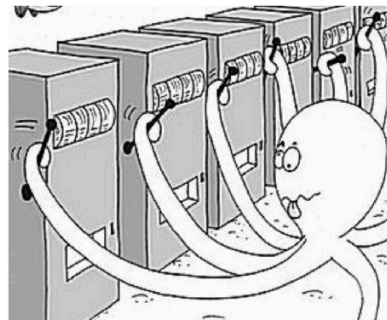
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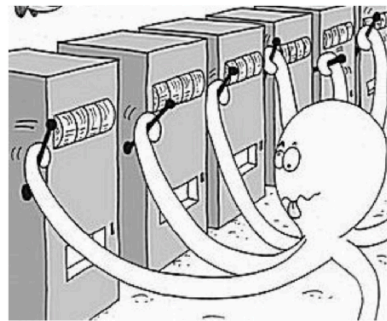
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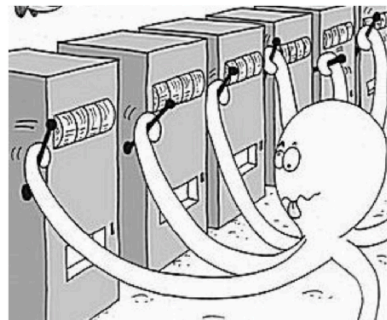
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Every time we pull arm a_i , we observe an i.i.d reward $r = \begin{cases} 1 & \text{w/ prob } p \\ 0 & \text{w/ prob } 1 - p \end{cases}$



Intro to MAB

Applications on online advertisement:



Arms correspond to Ads

Each arm has **click-through-rate**
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3. **Update**: Decide what ad to recommend for next round

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For $t = 0 \rightarrow T - 1$

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Note: each iteration, we do not observe rewards of arms that we did not try

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$$\text{Regret}_T = T\mu^\star - \sum_{t=0}^{T-1} \mu_{I_t} \quad \mu^\star = \max_{i \in [K]} \mu_i$$

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Goal: no-regret, i.e., $\text{Regret}_T/T \rightarrow 0$, as $T \rightarrow \infty$

Intro to MAB

Why the problem is hard?

Exploration and Exploitation Tradeoff:

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Exploration and Exploitation Tradeoff:

Every round, we need to ask ourselves:

Should we pull arms that are less frequently tried in the past (i.e., **explore**),
Or should we commit to the current best arm (i.e., **exploit**)?

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A bad arm (i.e., low μ_j) may generate a high reward by chance!
(recall we have $r \sim \nu$, i.i.d)

Attempt 1: Greedy Algorithm

More concretely, let's say we have two arms a_1, a_2 :

Reward dist for a_1 : w/ prob 60%, $r = 1$; else $r = 0$

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The greedy alg will pick a_2 —**loosing expected reward 0.2 every time in the future**

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(a bad algorithm: constant regret)

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Q: what's the fix here?

Yes, let's (1) try each arm multiple times, (2) compute the empirical mean of each arm, (3) commit to the one that has the highest empirical mean

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Algorithm hyper parameter $N < T/K$ (we assume $T \gg K$)

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Q: how to set N ?

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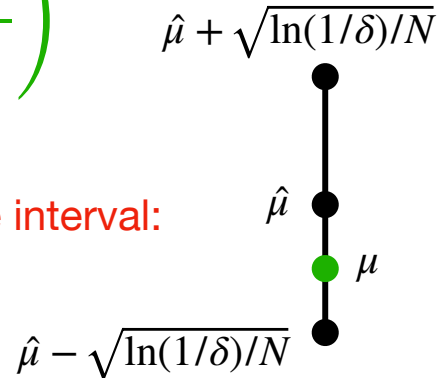
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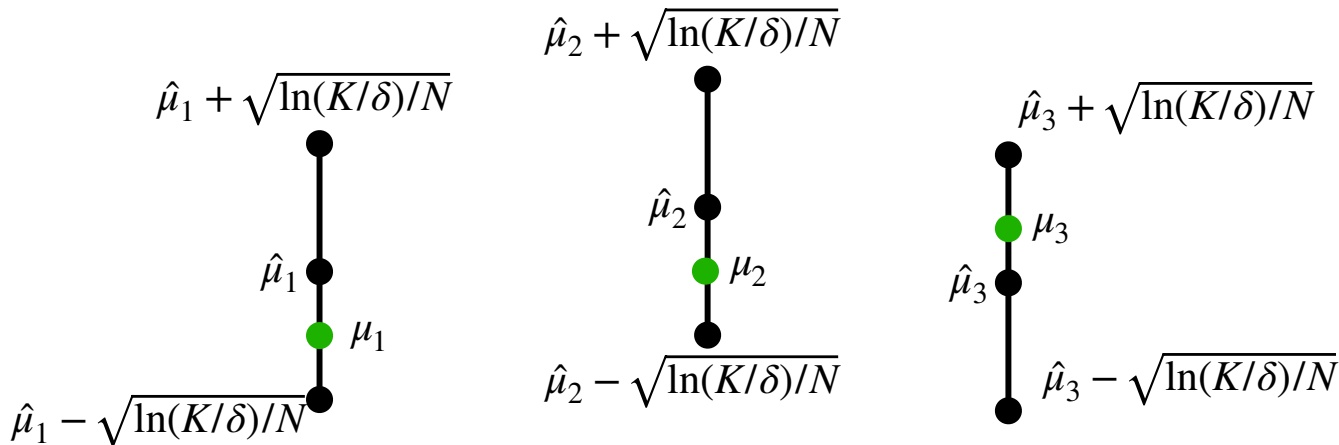
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Let's now bound $\text{Regret}_{\text{exploit}}$

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Finally, combine two regret together:

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Minimize the upper bound via optimizing N:

$$\text{Set } N = \left(\frac{T \sqrt{\ln(K/\delta)}}{2K} \right)^{2/3}, \text{ we have:}$$

$$\text{Regret}_T \leq O(T^{2/3} K^{1/3} \cdot \ln^{1/3}(K/\delta))$$

Handwritten notes:

$$\frac{\text{Regret}_T}{T} \rightarrow 0$$
$$\Rightarrow \frac{T^{2/3}}{T} = T^{-1/3}$$

To conclude on Explore then Commit:

[Theorem] Fix $\delta \in (0,1)$, set $N = \left(\frac{T\sqrt{\ln(K/\delta)}}{2K} \right)^{2/3}$, with

probability at least $1 - \delta$, **Explore and Commit** has the following regret:

$$\text{Regret}_T \leq O \left(T^{2/3} K^{1/3} \cdot \ln^{1/3}(K/\delta) \right)$$

△

Q: can we do better, particularly, can we get \sqrt{T} regret bound?

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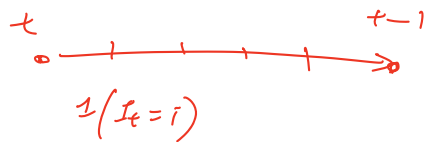
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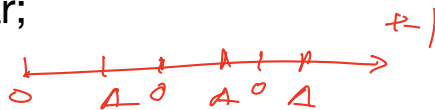
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$$\text{i.e., } \hat{\mu}_t(i) = \sum_{\tau=0}^{t-1} \mathbf{1}\{I_\tau = i\} r_\tau / N_t(i)$$



Recall the Tool for Building Confidence Interval:

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Thus, we can show that for all iteration t , we have the for all $k \in [K]$, w/ prob $1 - \delta$,

$$|\hat{\mu}_k(i) - \mu_k| \leq \sqrt{\frac{\ln(KT/\delta)}{N_t(k) \sigma}}$$

How many times we have
tried k .

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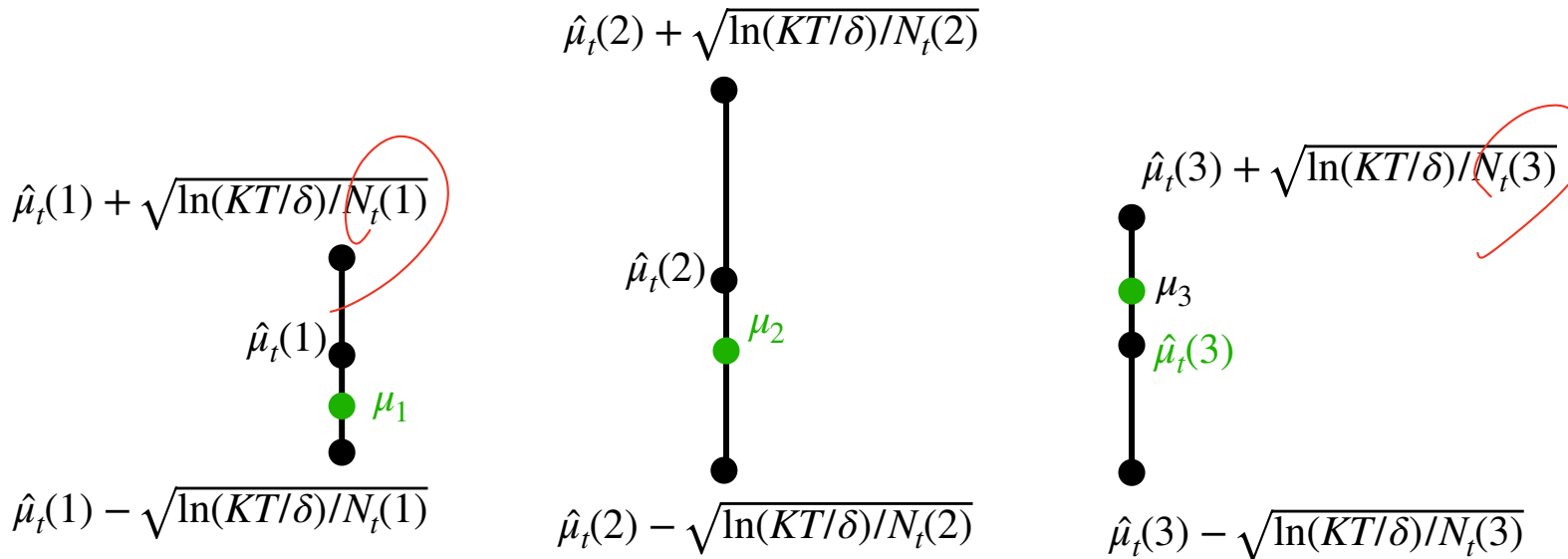
Proving this result actually requires reasoning **Martingales**, as samples are not i.i.d, i.e., whether or not you pull arm k in this round depends on previous random outcomes (See Ch 6 for more details)

UCB: Optimism in the face of Uncertainty

Given the confidence interval, we pick arm that has the **highest Upper-Conf-Bound:**

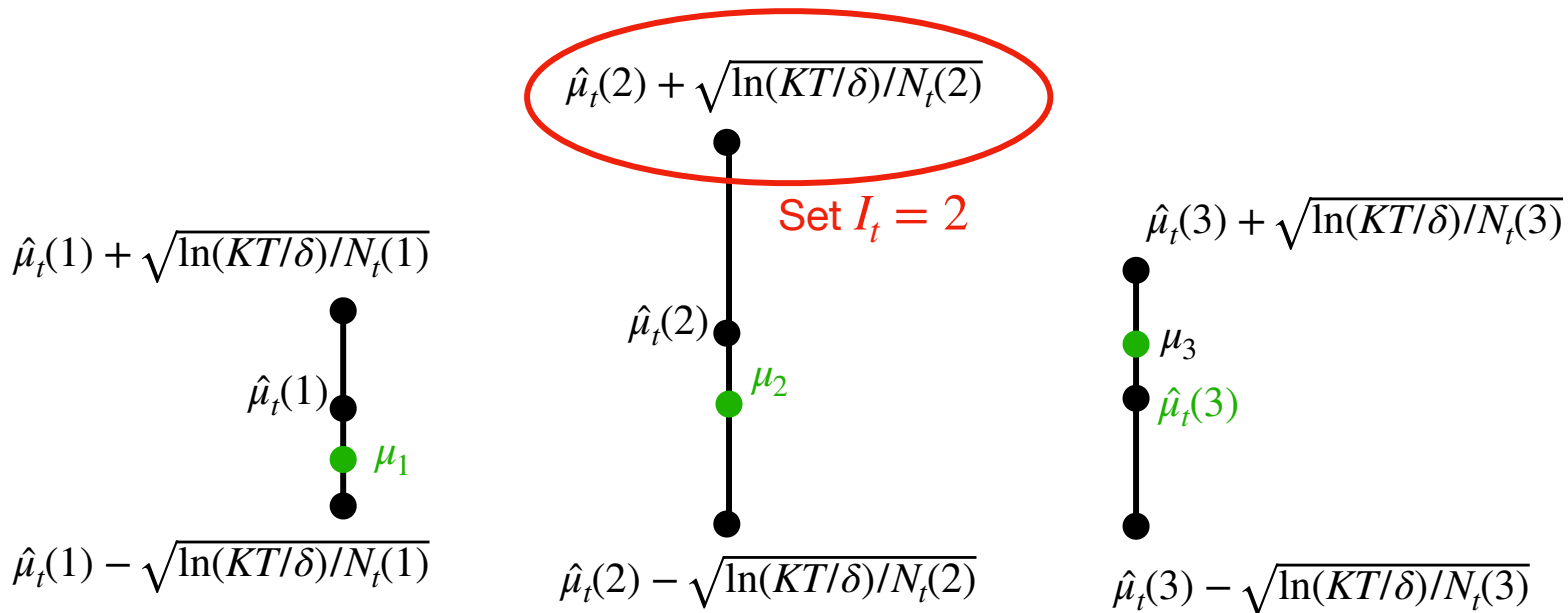
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Put things together: UCB Algorithm:

For $t = 0 \rightarrow T - 1$:

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“Reward Bonus”: $\sqrt{\frac{\ln(KT/\delta)}{N_t(i)}}$
Small

UCB Regret:

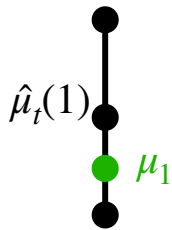
[Theorem (informal)] With high probability, UCB has the following regret:

$$\text{Regret}_T = \tilde{O} \left(\sqrt{KT} \right) \cdot \ln(KT/\delta)$$

Intuitive Explanation of UCB

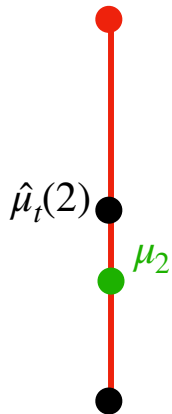
Intuitive Explanation of UCB

$$\hat{\mu}_t(1) + \sqrt{\ln(KT/\delta)/N_t(1)}$$



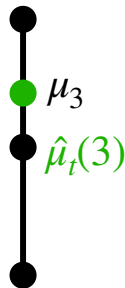
$$\hat{\mu}_t(1) - \sqrt{\ln(KT/\delta)/N_t(1)}$$

$$\hat{\mu}_t(2) + \sqrt{\ln(KT/\delta)/N_t(2)}$$



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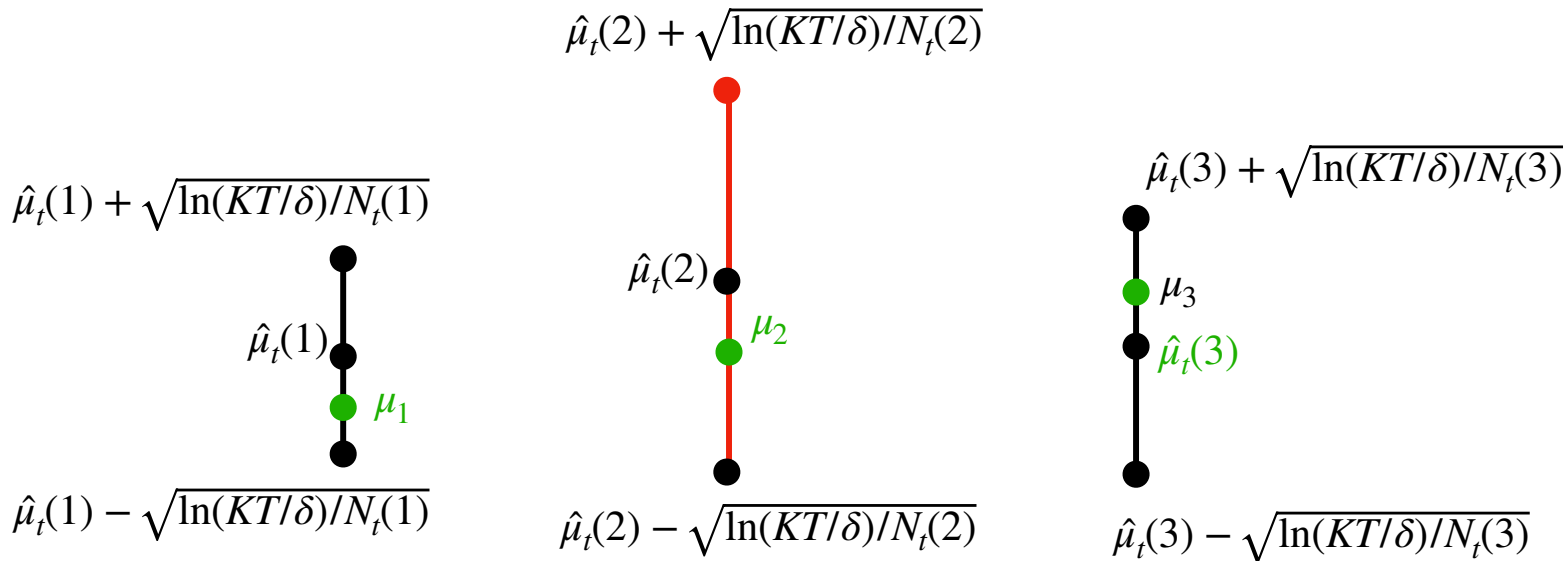
$$\hat{\mu}_t(3) + \sqrt{\ln(KT/\delta)/N_t(3)}$$



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Intuitive Explanation of UCB

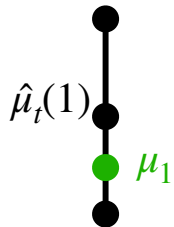
Case 1: it has large conf-interval, which means that it has not been tried many times yet (high uncertainty)



Intuitive Explanation of UCB

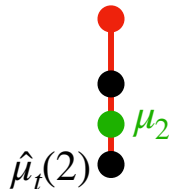
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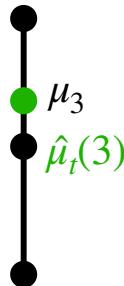
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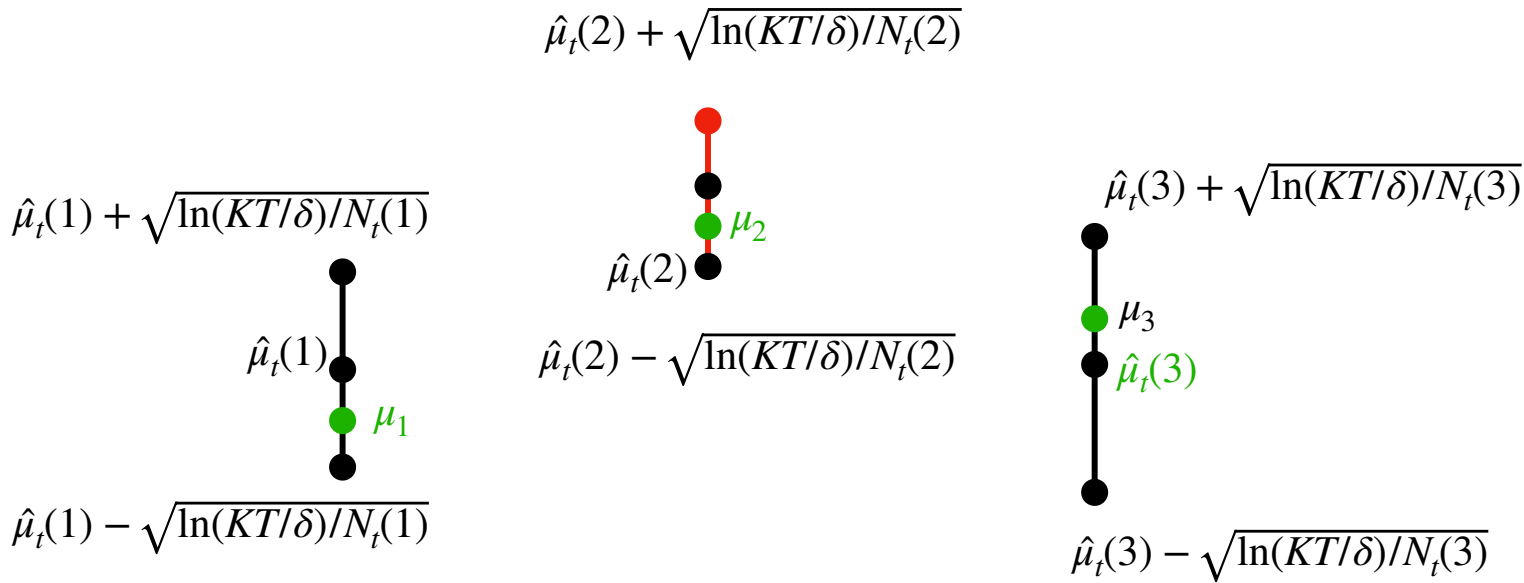
$$\hat{\mu}_t(3) + \sqrt{\ln(KT/\delta)/N_t(3)}$$



$$\hat{\mu}_t(3) - \sqrt{\ln(KT/\delta)/N_t(3)}$$

Intuitive Explanation of UCB

Case 2: it has low uncertainty, then it is simply a good arm, i.e., its true mean is high!



Explore and Exploration Tradeoff

Case 1: I_t has large conf-interval, which means that it has not been tried many times yet (high uncertainty)

Thus, we do exploration in this case!

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Case 2: I_t has small conf-interval, then it is simply a good arm, i.e., it's true mean is pretty high!

Thus, we do exploitation in this case!

Let's formalize the intuition

Denote the optimal arm $I^* = \arg \max_{i \in [K]} \mu_i$; recall $I_t = \arg \max_{i \in [K]} \hat{\mu}_t(i) + \sqrt{\frac{\ln(KT/\delta)}{N_t(i)}}$

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$$\begin{aligned} \text{Regret-at-t} &= \mu^* - \mu_{I_t} \\ &\leq \hat{\mu}_t(I_t) + \sqrt{\frac{\ln(TK/\delta)}{N_t(I_t)}} - \mu_{I_t} \end{aligned}$$

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$$\text{UCB}(I_t) \geq \text{UCB}(I^*) \geq \mu^*$$

Q: why?

$$\leq \underbrace{\hat{\mu}_t(I_t) + \sqrt{\frac{\ln(TK/\delta)}{N_t(I_t)}}}_{\text{UCB of } I_t} - \mu_{I_t}$$

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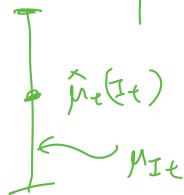
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$$\leq 2\sqrt{\frac{\ln(TK/\delta)}{N_t(I_t)}} \left. \right\} \leftarrow$$

$$\left| \hat{\mu}_t(I_t) - \mu_{I_t} \right| \leq \sqrt{\frac{\ln(TK/\delta)}{N_t(I_t)}}$$



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$$\leq 2\sqrt{\frac{\ln(TK/\delta)}{N_t(I_t)}} \left. \vphantom{\sqrt{\frac{\ln(TK/\delta)}{N_t(I_t)}}} \right\} \rightarrow \text{large}$$

↑
small

Case 1: $N_t(I_t)$ is small

(i.e., uncertainty about I_t is large);

We pay regret, BUT we **explore** here,
as we just tried I_t at iter t !

Let's formalize the intuition

Denote the optimal arm $I^* = \arg \max_{i \in [K]} \mu_i$; recall $I_t = \arg \max_{i \in [K]} \hat{\mu}_t(i) + \sqrt{\frac{\ln(KT/\delta)}{N_t(i)}}$

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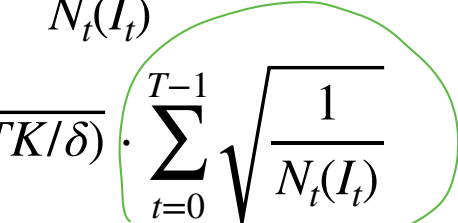
Handwritten notes: $\left. \begin{array}{l} \text{large} \\ \Rightarrow \text{small} \end{array} \right\}$

Case 2: $N_t(I_t)$ is large, i.e., conf-interval of I_t is small,

Then we **exploit** here, as I_t is pretty good (the gap between μ^* & μ_{I_t} is small)!

Let's formalize the intuition

Finally, let's add all per-iter regret together:

$$\begin{aligned}\text{Regret}_T &= \sum_{t=0}^{T-1} (\mu^* - \mu_{I_t}) \\ &\leq \sum_{t=0}^{T-1} 2\sqrt{\frac{\ln(TK/\delta)}{N_t(I_t)}} \\ &\leq 2\sqrt{\ln(TK/\delta)} \cdot \sum_{t=0}^{T-1} \sqrt{\frac{1}{N_t(I_t)}}\end{aligned}$$


$$\sum_{i=1}^T \frac{1}{\sqrt{i}} \leq 2\sqrt{T}$$

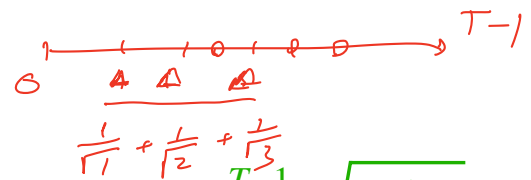
$$\approx \int_1^T \frac{1}{\sqrt{x}} dx$$

$$a^T b \leq \|a\|_2 \|b\|_2$$

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Lemma: $\sum_{t=0}^{T-1} \sqrt{\frac{1}{N_t(I_t)}} \leq O(\sqrt{KT})$

$$= \sum_{i=1}^K \sum_{t=0}^{N_T(i)-1} \sqrt{\frac{1}{t}} \leq \sum_{i=1}^K \sqrt{N_T(i)}$$

$$\sum_{i=1}^K N_T(i) = T$$

$$\begin{aligned} &\leq \sqrt{K \left(\sum_{i=1}^K N_T(i) \right)} \\ &\leq \sqrt{KT} \end{aligned}$$

Summary

1. Setting of Multi-armed Bandit: MDP with one state, and K actions, $H = 1$
2. Need to carefully balance exploration and exploitation
3. The Principle of Optimism in the face of Uncertainty