

Batched Multi-armed Bandits Problem

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Joint work with:

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Stanford Stats

Zhimei Ren

Stanford Stats

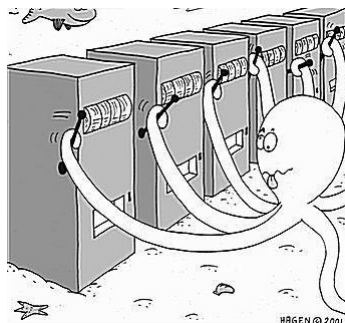
Zhengqing Zhou

Stanford Math

NeurIPS 2019, Vancouver, Canada

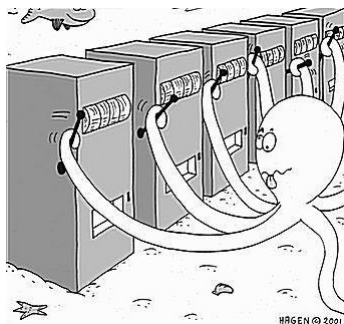
Background: Multi-armed Bandits (MAB)

- sequential decision making
- time horizon T
- action space: K arms
- random reward for each action
- target: maximize the cumulative rewards



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Spam filtering



Dynamic pricing



Recommender system

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Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

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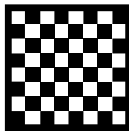
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Clinical trial



Crowdsourcing



Reinforcement learning

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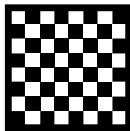
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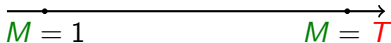
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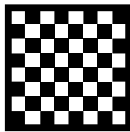
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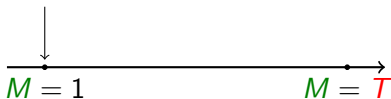


Crowdsourcing



Reinforcement learning

batch learning



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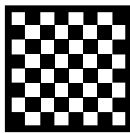
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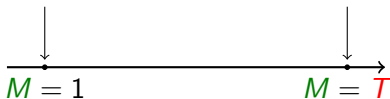
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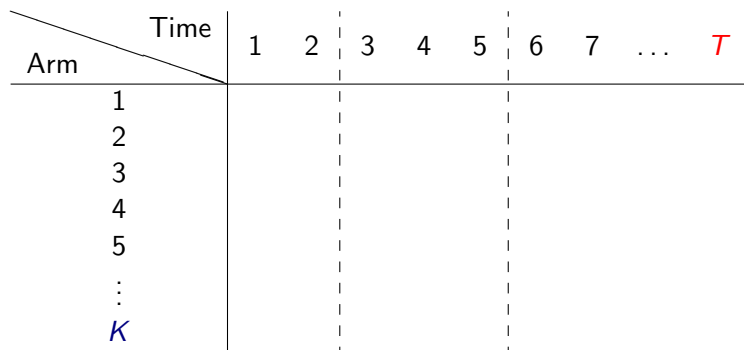
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- adaptive grid: the next grid point determined by historic data
- task: design policy + grid

Two Types of Regrets

Tight analysis of stochastic MAB [Vog'60, LR'85, AB'09]:

$$\mathbb{E}[R(\pi^1)] \leq C \cdot \sqrt{KT}$$

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$$R_{\text{pro-dep}}(K, M, T) = \inf_{\pi, \mathcal{T}} \sup_{\Delta > 0} \Delta \cdot \sup_{\Delta_i \in \{0\} \cup [\Delta, \sqrt{K}]} \mathbb{E}[R(\pi)]$$

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Full online case:

$$R_{\text{min-max}}(K, T, T) = \Theta(\sqrt{KT})$$

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$$R_{\min\text{-max}}(K, \log T, T) = \tilde{\Theta}(\sqrt{KT}) \quad (\text{UCB2})$$

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$$R_{\min\text{-max}}(2, M, T) = \tilde{\Theta}\left(T^{\frac{1}{2-2^{1-M}}}\right)$$

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Lower bounds for adaptive grids typically very challenging [JJNZ'16, AAK'17, DRY'18, ...].

Main Result I: Upper Bound

Theorem 1 (Upper Bound)

There exist policies π^1, π^2 such that

$$\mathbb{E}[R(\pi^1)] \leq \text{polylog}(K, T) \cdot \sqrt{KT} \frac{1}{2^{-2^{1-M}}}$$

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- $M = \log \log T$ batches sufficient for centralized minimax regret
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 eliminate all probably suboptimal arms from \mathcal{A} .

end for

Optimal Grid Design

Minimax Grid

$\mathcal{T}_{\text{minimax}} = \{t_1, \dots, t_M\}$ with

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where a is chosen such that $t_M = T$.

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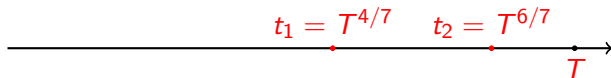
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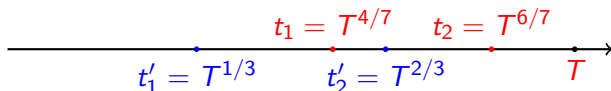
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Theorem 2 (Static Lower Bound)

Under any static grid,

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- proof uses a **max-min** approach: find multiple fixed reward distributions under which no policy performs uniformly well

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Indistinguishability Lemma

Let Q_1, \dots, Q_n be probability measures on some common probability space. Then for any tree $T = ([n], E)$ and test Ψ ,

$$\frac{1}{n} \sum_{i=1}^n Q_i(\Psi \neq i) \geq \sum_{(i,j) \in E} \frac{1}{2n} \exp(-D_{\text{KL}}(Q_i \| Q_j)).$$

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Under any adaptive grid,

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- max-min approach breaks down even for static but randomized grid
- use a **min-max** approach instead: construct corresponding reward distributions **after** a policy is given

Min-max: More Details

Construct reward distributions P_1, P_2, \dots, P_M and events A_1, \dots, A_M .

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Lemma 2 (Covering of Events)

For any policy it holds that

$$\sum_{m=1}^M P_m(A_m) \geq \frac{1}{2}.$$

Concluding Remarks

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- impact and optimal use of partial information in time domain

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- upper bound: BaSE policy with optimal grid design

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Thank you! Poster #49