

# Multi-armed Bandits

**Sham Kakade and Kianté Brantley**

**CS 2824: Foundations of Reinforcement Learning**

# Announcements

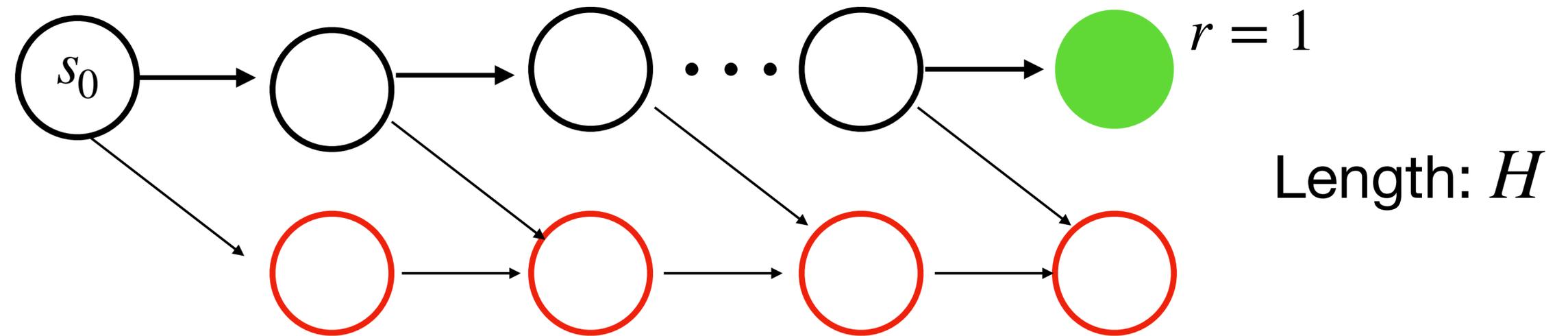
## Course Projects

- Check the course website for the project deadline dates
- Three important dates:
  - Proposal due after spring break
  - Midterm report due before project presentations
  - Final report due after reading period
- Groups
  - Group sizes are at max 3
  - Group presentations will be in the last three lectures; we know this overlaps with ICLR, and we'll poll for presentation slots before ICLR.

# The need for Exploration in RL:

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

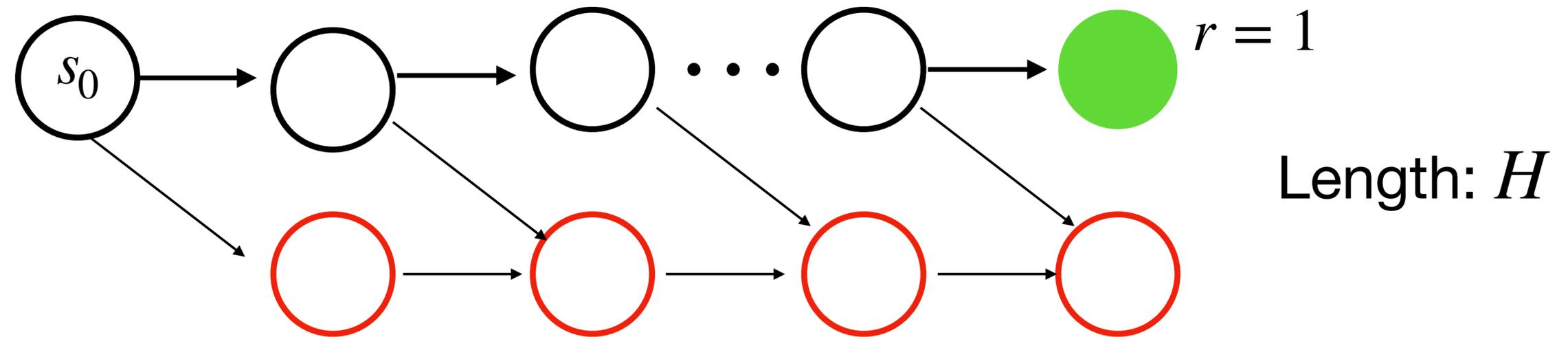
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# The need for Exploration in RL:

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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

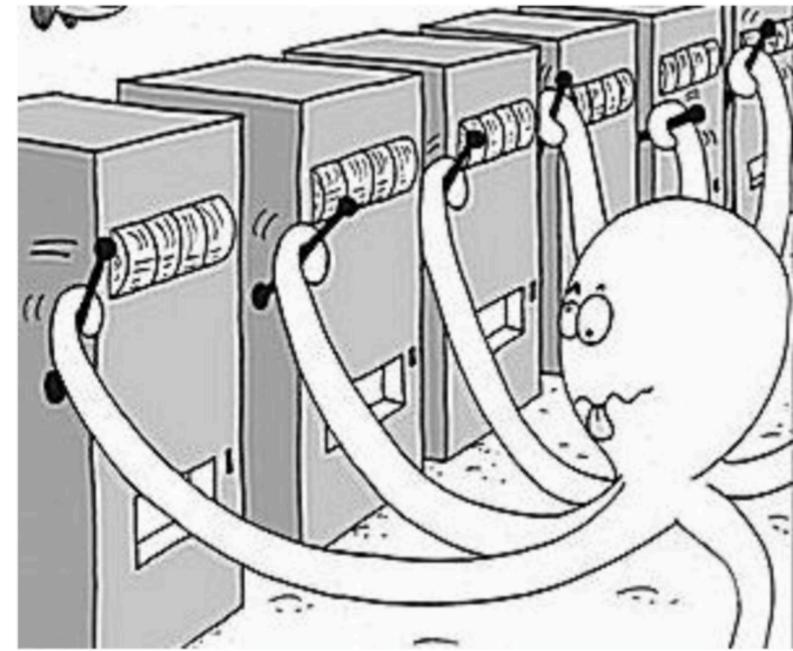
# Plan for today:

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:  $a_1, \dots, a_K$



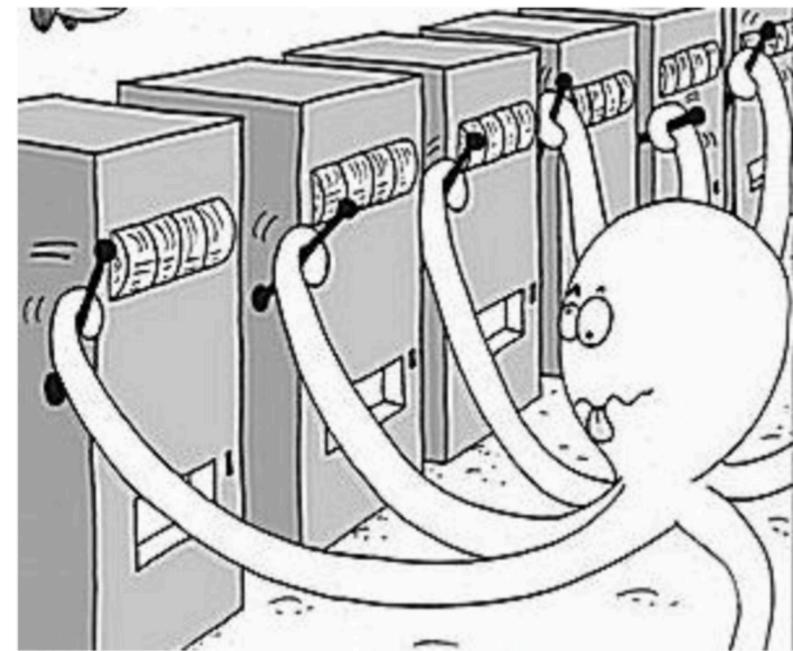
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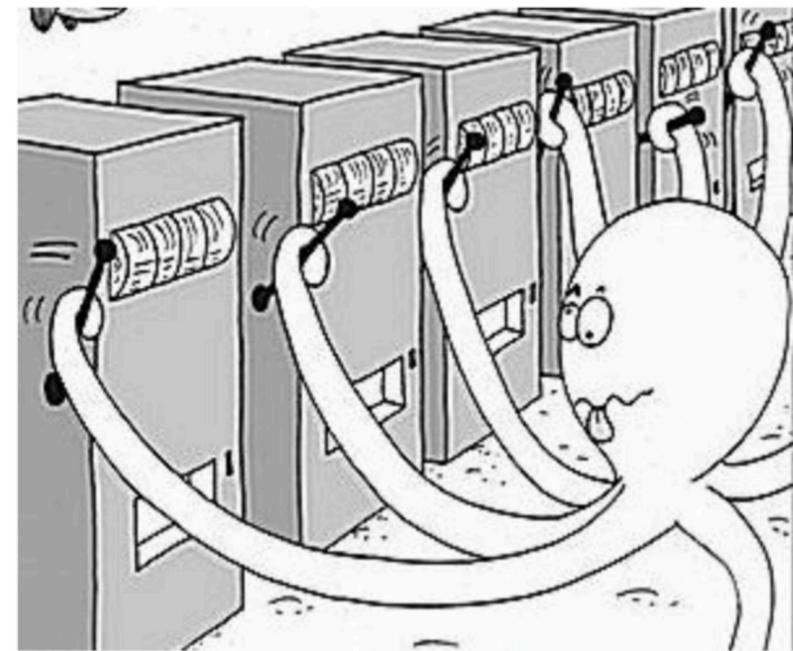
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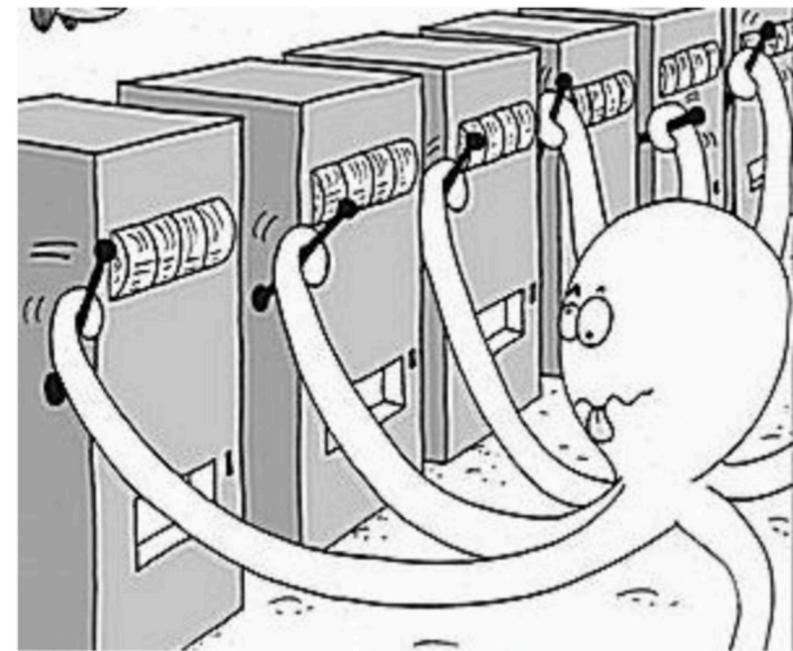
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**Example:**  $a_i$  has a Bernoulli distribution  $\nu_i$  w/ mean  $\mu_i := p$ :

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**  
(CTR): probability of getting clicked  
(unknown)

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A learning system aims to maximize CTR in a long run:

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## Applications on online advertisement:



Arms correspond to Ads

Each arm has **click-through-rate** (CTR): probability of getting clicked (unknown)

A learning system aims to maximize CTR in a long run:

1. **Try** an Ad (pull an arm)
2. **Observe** if it is clicked (see a zero-one **reward**)
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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$$\text{Regret}_T = T\mu^\star - \sum_{t=0}^{T-1} \mu_{I_t}$$
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Total expected reward of the arms we pulled over T rounds

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

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**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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Alg: try each arm once, and then commit to the one that has the **highest observed** reward

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Q: what could be wrong?

A bad arm (i.e., low  $\mu_i$ ) 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  $r = 0$

Reward dist for  $a_2$ : w/ prob 40%,  $r = 1$ ; 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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Due to randomness in the reward distribution, trying each arm once is not enough, i.e., observed single reward may be far away from the mean

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Due to randomness in the reward distribution, trying each arm once is not enough, i.e., observed single reward may be far away from the mean

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

Q: How many times is enough?

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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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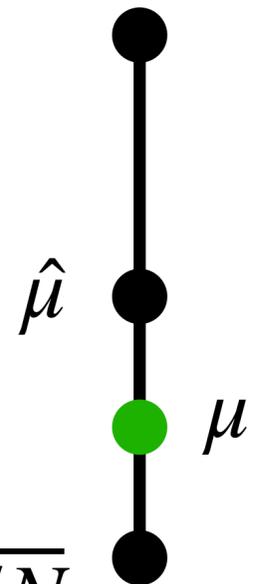
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$$\hat{\mu} - \sqrt{\ln(1/\delta)/N}$$

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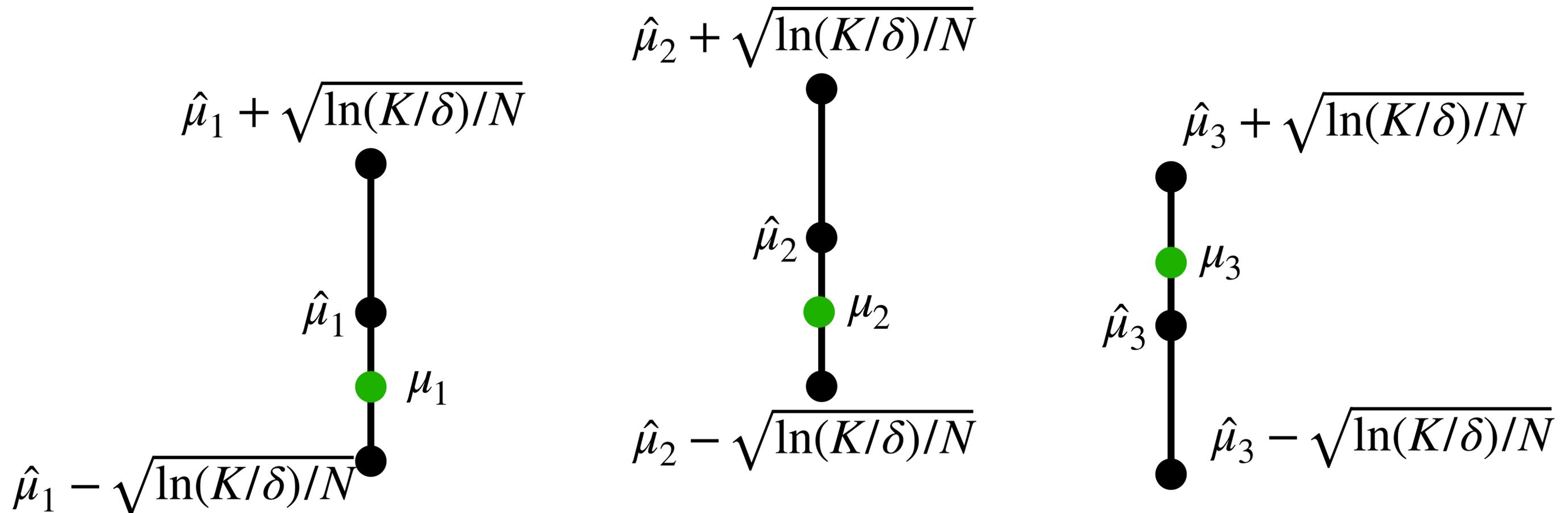
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Let's now bound  $\text{Regret}_{\text{exploit}}$

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**Q: why?**

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Q: why?

$$\leq 2\sqrt{\ln(K/\delta)/N}$$

$$\text{Regret}_{\text{exploit}} \leq (T - NK) (\mu_{I^*} - \mu_{\hat{I}}) \leq 2T \sqrt{\frac{\ln(K/\delta)}{N}}$$

Finally, combine two regret together:

$$\text{Regret}_{\text{explore}} \leq N(K - 1) \leq NK$$

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Minimize the upper bound via optimizing N:

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

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

# 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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# Statistics that we maintain during learning:

**We maintain the following statistics during the learning process:**

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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:

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

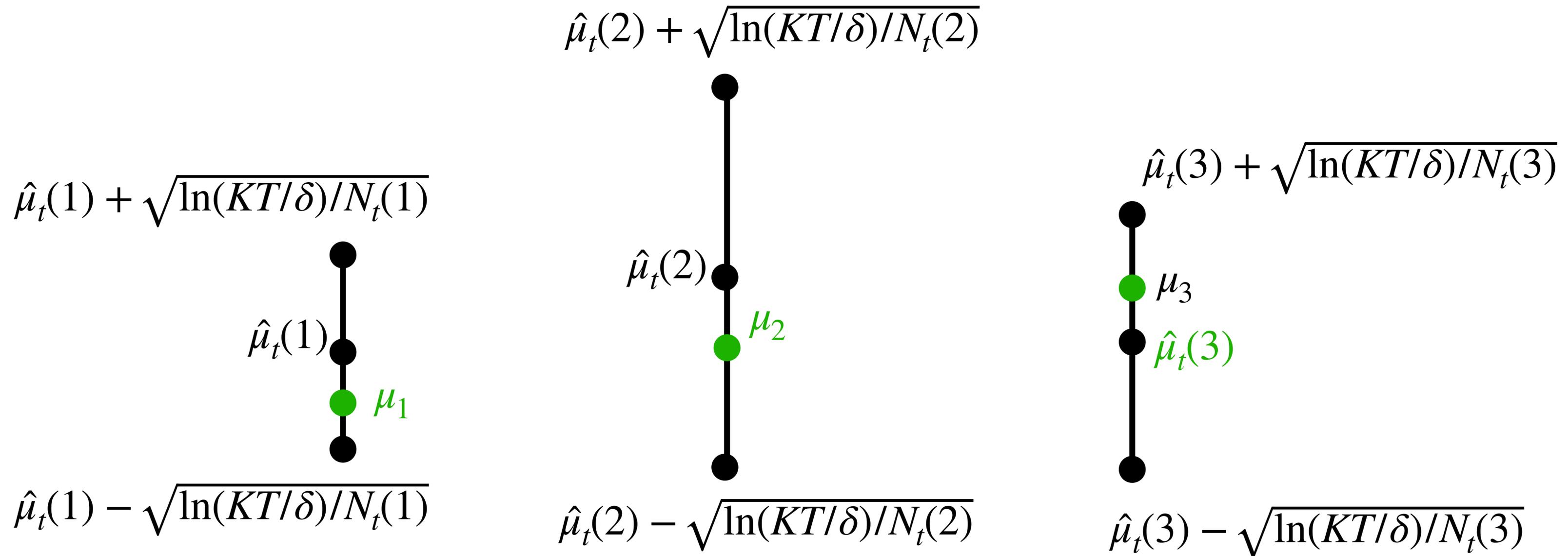
$$|\hat{\mu}_k(i) - \mu_k| \leq \sqrt{\frac{\ln(KT/\delta)}{N_t(k)}}$$

# UCB: Optimism in the face of Uncertainty

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

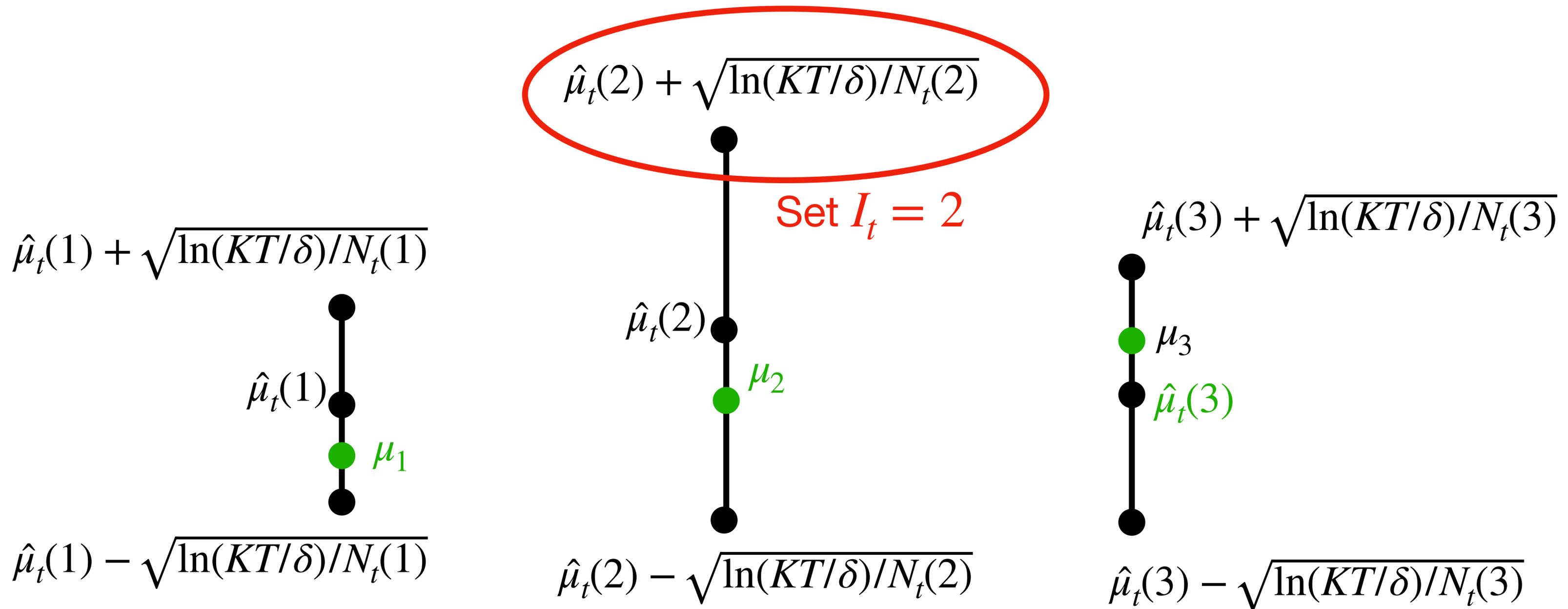
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# Put things together: UCB Algorithm:

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

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

# UCB Regret:

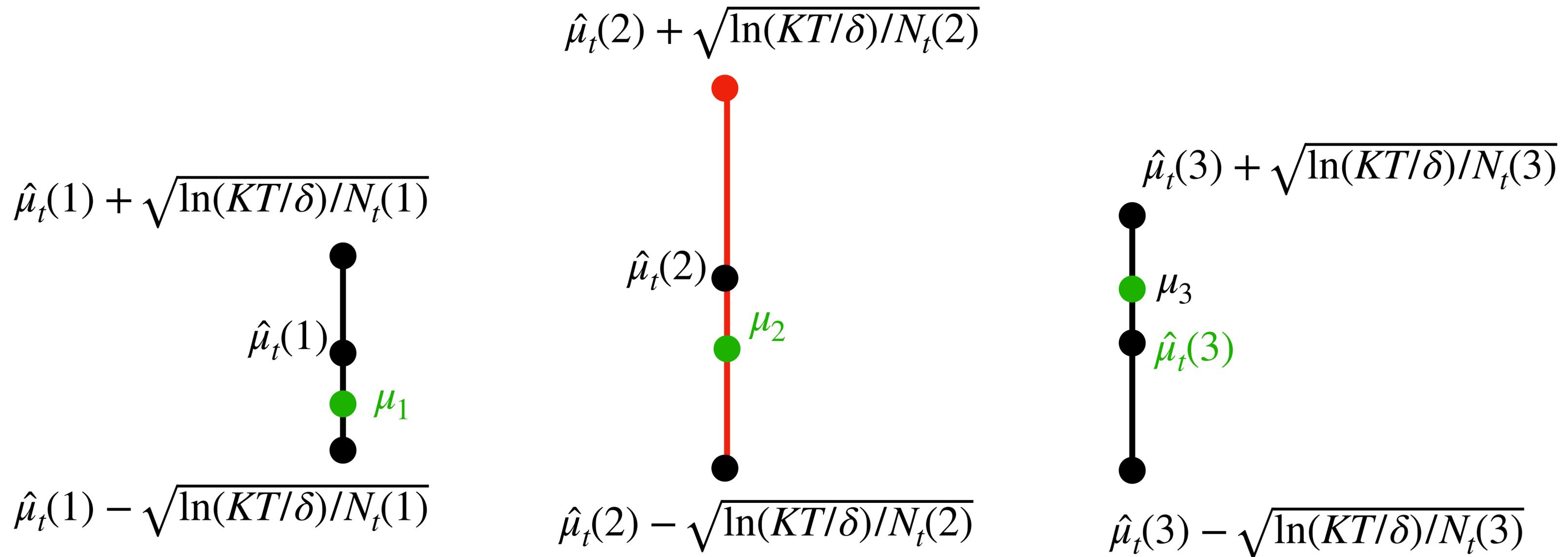
[Theorem (informal)] With high probability, UCB has the following regret:

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

# Intuitive Explanation of UCB

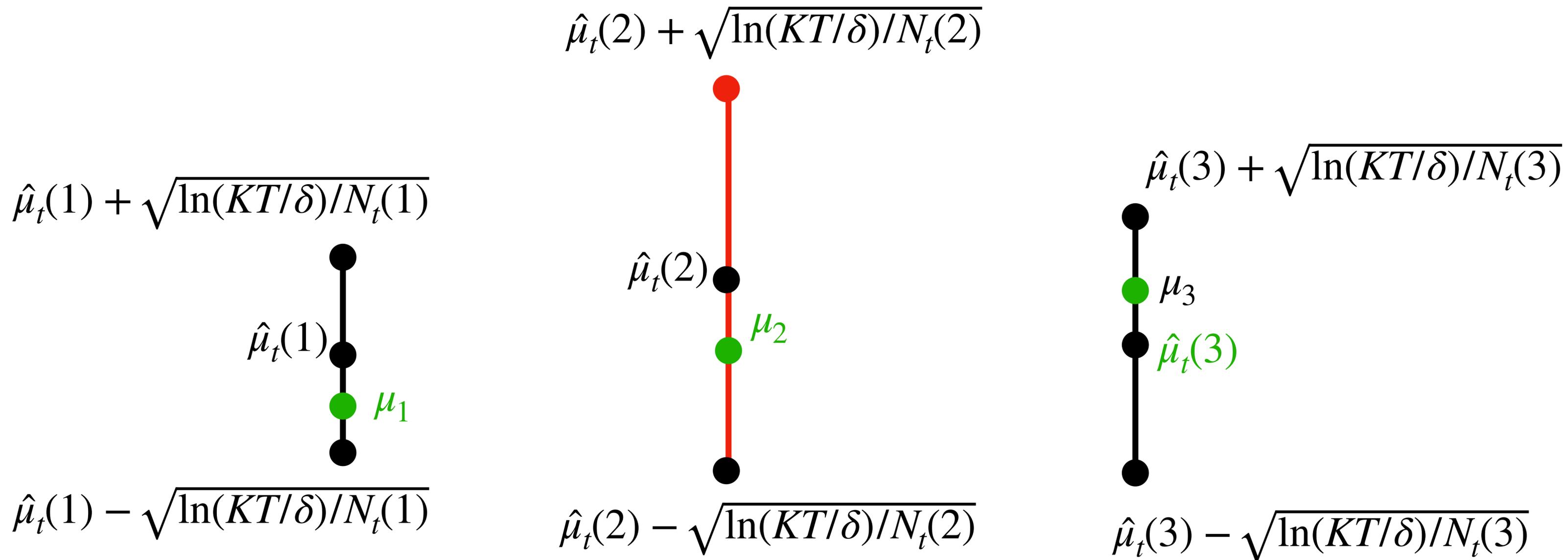
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Q: why upper confidence is high for arm 2?



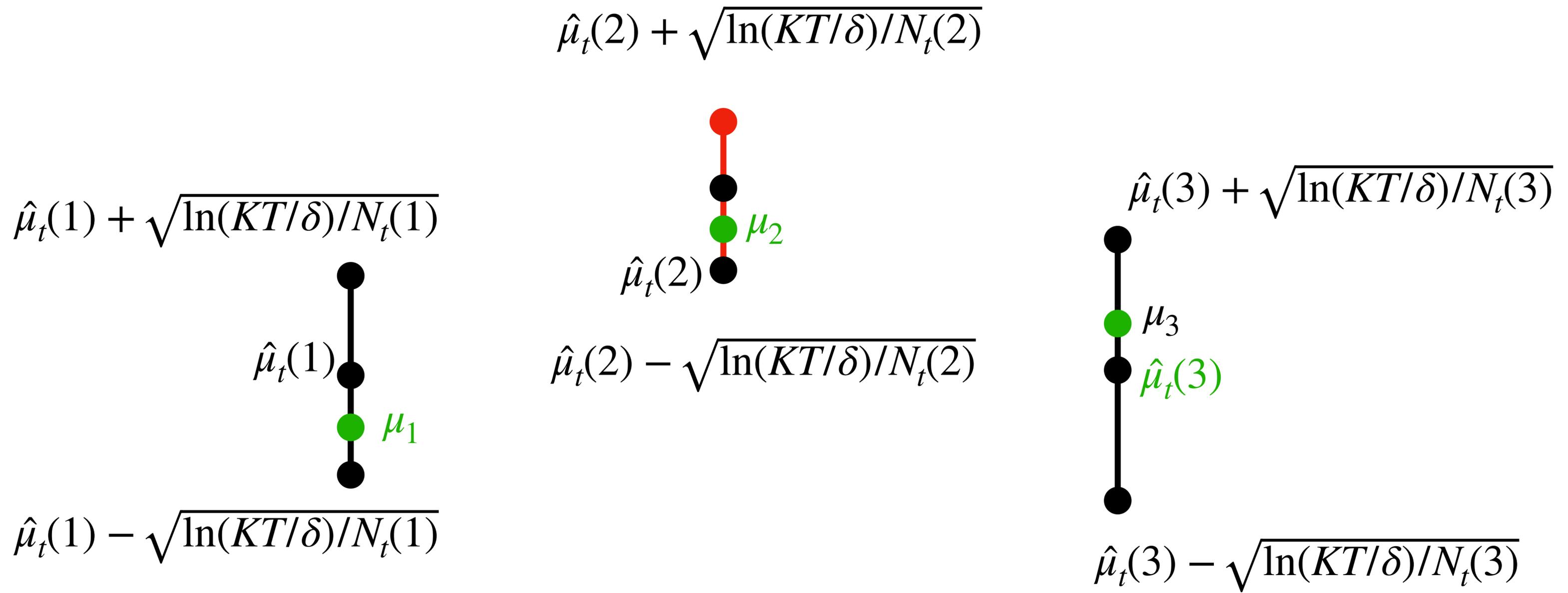
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Case 1: it has large conf-interval, which means that it has not been tried many times yet (high uncertainty)



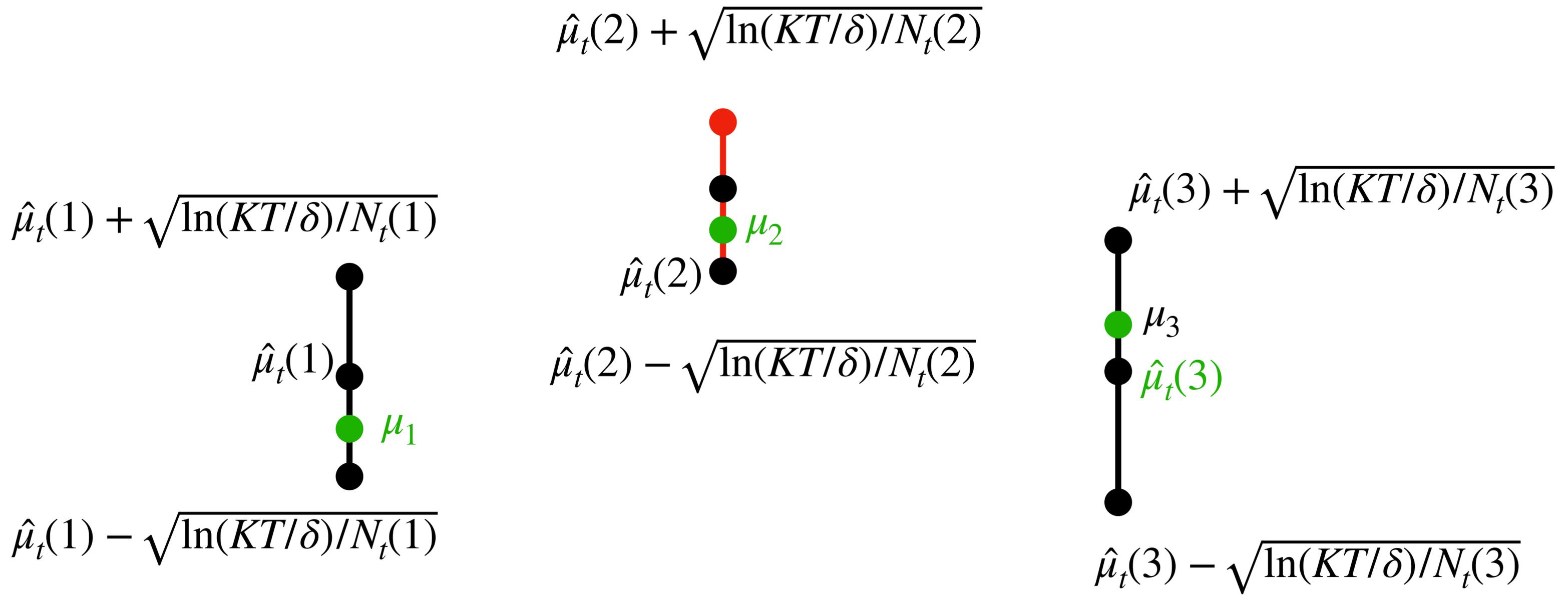
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# Intuitive Explanation of UCB

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



# Explore and Exploration Tradeoff

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**Case 2:**  $I_t$  has small conf-interval, then it is simply a good arm, i.e., its 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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**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  $t$ !

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**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  $\mu^*$  &  $\mu_{I_t}$  is small)!

# Let's formalize the intuition

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

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

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

# 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