# Bandits and Exploration: How do we (optimally) gather information?

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#### Announcements...

- HW 4 posted soon (short)
- Poster session: June 1, 9-11:30a; ask TA/CSE students for help printing
- Projects: the term is approaching the end....

#### Today:

- Quick overview: Parallelization and Deep learning
- Bandits:
  - Review: Vanilla k-arm setting,UCB
  - 2 Today: UCB (continued), Thompson, Linear bandits and ad-placement

#### The problem

- In unsupervised learning, we just have data...
- In supervised learning, we have inputs X and labels Y (often we spend resources to get these labels).
- In reinforcement learning (very general), we act in the world, there is "state" and we observe rewards.
- Bandit Settings: We have K decisions each round and we do only received feedback for the chosen decision...

## Review

#### Multi-Armed Bandit Game

6: Hin's

- K Independent Arms:  $a \in \{1, \dots K\}$
- Each arm a returns a random reward R<sub>a</sub> if pulled. (simpler case) assume R<sub>a</sub> is not time varying.
- Game:
  - You chose arm  $a_t$  at time t.
  - You then observe:

$$X_t = R_{a_t}$$

where  $R_{a_t}$  is sampled from the underlying distribution of that arm.

• The distribution of  $R_a$  is not known.

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#### The Goal

- We would like to maximize our long term future reward.
- Our (possibly randomized) sequential strategy/algorithm A is:

$$a_t = A(a_1, X_1, a_2, X_2, \dots a_{t-1}, X_{t-1})$$

• In T rounds, our reward is:

$$\mathbb{E}[\sum_{t=1}^T X_t | \mathcal{A}]$$

where the expectation is with respect to the reward process and our algorithm.

 Objective: What is a strategy which maximizes our long term reward?

### Our Regret

Suppose:

$$\mu_{a} = \mathbb{E}[R_{a}]$$

- Assume  $0 \le \mu_a \le 1$ .
- Let  $\mu_* = \max_a \mu_a$
- In expectation, the best we can do is obtain  $\mu_*T$  reward in T steps.
- In T rounds, our regret is:

$$\mu_* T - \mathbb{E}\left[\sum_{t=1}^T X_t | \mathcal{A}\right] \leq ??$$

Objective: What is a strategy which makes our regret small?

#### A Naive Strategy

- For the first  $\tau$  rounds, sample each arm  $\tau/K$  times.
- For the remainder of the rounds, choose the arm with best observed empirical reward.
- How good is this strategy? How do we set  $\tau$ ?
- Let's look at confidence intervals.

#### Our regret

- (Exploration rounds) What is our regret for the first  $\tau$  rounds?
- ullet (Exploitation rounds) What is our regret for the remainder au rounds?
- Our total regret is:

$$\mu_* T - \sum_{t=1}^T X_t \le \tau + \mathcal{O}\sqrt{\frac{\log(K/\delta)}{\tau/K}}(T-\tau)$$

• How do we choose  $\tau$ ?

### The Naive Strategy's Regret

- Choose  $\tau = K^{1/3}T^{2/3}$  and  $\delta = 1/T$ .
- Theorem: Our total (expected) regret is:

$$\mu_* T - \mathbb{E}[\sum_{t=1}^T X_t | \mathcal{A}] \le \mathcal{O}(K^{1/3} T^{2/3} (\log(KT))^{1/3})$$

#### Can we be more adaptive?

- Are we still <u>pulling arms that we know are sub-optimal?</u>
   How do we know this??
- Let  $N_{a,t}$  be the number of times we pulled arm a up to time t.
- Confidence interval at time t: with probability greater than  $1 \delta$ ,

$$|\hat{\mu}_{a,t} - \mu_a| \le \mathcal{O}\sqrt{\frac{\log(1/\delta)}{N_{a,t}}}$$

• with  $\delta \to \delta/(TK)$ , the above bound will hold for all time arms  $a \in [K]$  and timesteps  $t \le T$ .

### Upper Confidence Bound (UCB) Algorithm

- At each time t,
  - Pull arm:

$$a_t = \operatorname{argmax} \hat{\mu}_{a,t} + c \sqrt{\frac{\log(KT/\delta)}{N_{a,t}}}$$
  
:=  $\operatorname{argmax} \hat{\mu}_{a,t} + \operatorname{ConfBound}_{a,t}$ 

(where  $c \le 10$  is a constant).

- Observe reward X<sub>t</sub>.
- Update  $\widehat{\mu_{a,t}}$ ,  $N_{a,t}$ , and ConfBound<sub>a,t</sub>.
- How well does this do?

# Today

#### Instantaneous Regret

- With probability greater than 1  $-\delta$  all the confidence bounds will hold.
- Question: If

$$\operatorname{argmax} \hat{\mu}_{a,t} + \operatorname{ConfBound}_{a,t} \leq \mu_*$$



could UCB pull arm a at time t?

• Question: If pull arm a at time t, how much regret do we pay? i.e.

$$\mu_* - \mu_{a_t} \le ??$$

#### **Total Regret**

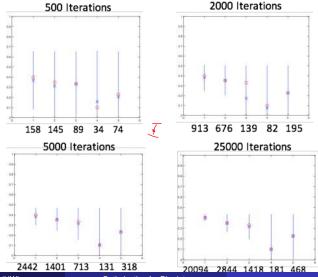
Theorem: The total (expected) regret of UCB is:

$$\mu_* T - \mathbb{E}[\sum_{t=1}^T X_t | \mathcal{A}] \le \sqrt{KT \log(KT)}$$

- This better than the Naive strategy.
- Up to log factors, it is optimal.
- Practical algorithm?

#### Simulation

#### Simulation



#### Proof Idea: for K = 2

 $> 1 - \delta$ ).

- Suppose arm a = 2 is not optimal.
- Claim 1: All confidence intervals will be valid (with  $Pr \ge 1 \delta$ ).
- Claim 2: If we pull arm a = 1, then no regret.
- Claim 3: If we pull a = 2, then we pay  $2C_{a,t}$  regret. To see this:
  - Why?

$$\hat{\mu}_{ extbf{a},t} + extbf{ extit{C}}_{ extbf{a},t} \geq \hat{\mu}_{ extbf{1},t} + extbf{ extit{C}}_{ extbf{1},t} \geq \mu_*$$

Why?

$$\mu_{a} \geq \hat{\mu}_{a,t} - C_{a,t}$$

• The total regret is:

Negret 
$$\leq \sum_{t} C_{a,t} \leq \sum_{t} \frac{1}{\sqrt{N_{a,t}}}$$

• Note that  $N_{a,t} \leq T$  (and increasing).





#### Aside: Logarithmic regret

- The previous rates are not a function of problem dependent parameters.
- 2 E Jane Dest On any given problem, we expect to eventually start pulling the best arm.
- Define the "gap" as:

$$\Delta = \mu_* - \max_{a \neq a_*} \mu_a$$

Theorem: The total (expected) regret of UCB is:

$$\mu_* T - \mathbb{E}[\sum_{t=1}^T X_t | \mathcal{A}] \leq \frac{K}{\Delta} \log(T)$$

(same algorithm enjoys this bound.)

• Question: How is the "naive" algorithm different?

### Thompson sampling

- Practical issues:
  - how to obtain good confidence intervals?
  - o variants with "similar" performance?
- Suppose we are "Bayesian". We have a posterior distribution

$$Pr(\mu_a|\text{History}_{< t})$$

- Thompson sampling:
  - Sample from each posterior:

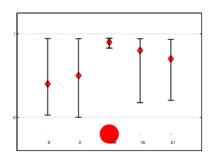
$$\nu_a \sim \Pr(\mu_a | \text{History}_{< t})$$

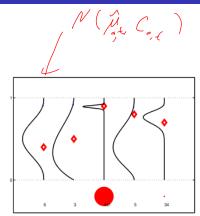
take action

$$a_t = \operatorname{argmax}_a \nu_a$$

update posteriors

### Thompson sampling and Confidence intervals





#### Acknowledgements

- http://gdrro.lip6.fr/sites/default/files/ JourneeCOSdec2015-Kaufman.pdf
- https://sites.google.com/site/banditstutorial/