## Stat 260/CS 294-102. Learning in Sequential Decision Problems. Peter Bartlett

1. Stochastic bandits.

- k arms.
- Some model for reward distributions P<sub>θ</sub> for θ ∈ Θ. (But Θ might be very large; e.g., {P<sub>θ</sub> : θ ∈ Θ} might be the set of all probability distributions on [0, 1].)
- Arm *j* has unknown reward distribution  $P_{\theta_j}$ , and pulling that arm produces rewards  $X_{j,1}, X_{j,2}, \ldots$  chosen independently from  $P_{\theta_j}$ .
- At time t, the problem is to use the available information (that is, previous choices and outcomes, I<sub>1</sub>, X<sub>I<sub>1</sub>,1</sub>,..., I<sub>t-1</sub>, X<sub>I<sub>t-1</sub>,t-1</sub>) to choose an arm I<sub>t</sub> ∈ {1,...,k}.
- This choice can be randomized.

We aim to get a high total reward. Several formulations:

1. We might consider regret,

$$R_n = \max_{j^*=1,\dots,k} \sum_{t=1}^n X_{j^*,t} - \sum_{t=1}^n X_{I_t,t},$$

and aim to minimize expected regret,  $\mathbb{E}R_n$ , or aim to minimize regret with high probability,

$$\Pr(R_n - f_n \ge \epsilon) \le \delta.$$

2. Or we might consider total reward,

$$\sum_{t=1}^{n} X_{I_t,t}.$$

Maximizing expected total reward is equivalent to minimizing pseudo-regret,

$$\overline{R}_n = \max_{j^*=1,\dots,k} \mathbb{E} \left[ \sum_{t=1}^n X_{j^*,t} - \sum_{t=1}^n X_{I_t,t} \right]$$
$$= n \max_{j^*=1,\dots,k} \mu_{j^*} - \mathbb{E} \sum_{t=1}^n X_{I_t,t},$$

where  $\mu_j = \mathbb{E}X_{j,1}$ . Note that  $\overline{R}_n \leq \mathbb{E}R_n$ . We might instead aim to maximize total reward with high probability.

Fluctuations in  $\sum_{t=1}^{n} X_{j,t}$  grow like  $\sqrt{n}$ , so we cannot hope to achieve  $\mathbb{E}R_n$  better than this order. We'll focus on pseudo-regret.

Notation:

- Mean reward:  $\mu_j = \mathbb{E}X_{j,1}$ .
- Best:  $\mu^* = \max_{j^*=1,...,k} \mu_{j^*}$ .
- Gap:  $\Delta_j = \mu^* \mu_j$ .
- Number of plays:  $T_j(s) = \sum_{t=1}^s \mathbb{1}[I_t = j].$

Hence,

$$\overline{R}_n = n\mu^* - \sum_{j=1}^k \mathbb{E}T_j(n)\mu_j = \sum_{j=1}^k \mathbb{E}T_j(n)\Delta_j.$$