

# Batched Multi-armed Bandits Problem

YanJun Han (Stanford EE)

Joint work with:

Zijun Gao

Stanford Stats

Zhimei Ren

Stanford Stats

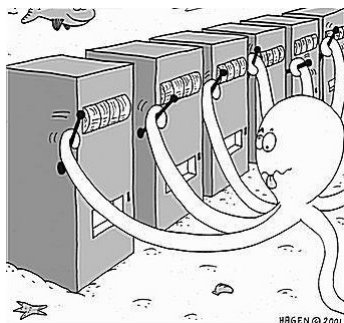
Zhengqing Zhou

Stanford Math

NeurIPS 2019, Vancouver, Canada

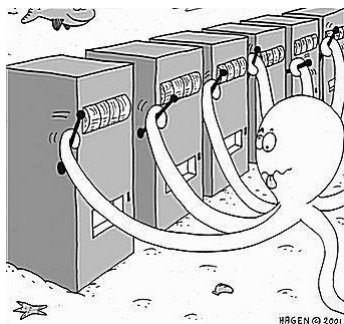
# Background: Multi-armed Bandits (MAB)

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



# 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



Spam filtering



Dynamic pricing



Recommender system

## Partial Information in the “Space” Domain

### Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Time \ Arm	1	2	3	4	5	6	7	...	$T$
1									
2									
3									
4									
5									
⋮									
$K$									

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Time \ Arm	1	2	3	4	5	6	7	...	$T$
1									
2									
3	✓								
4									
5									
⋮									
$K$									

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1									
2		✓							
3	✓								
4									
5									
⋮									
$K$									

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1									
2		✓							
3	✓								
4									
5									
⋮									
$K$			✓						



# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1									
2		✓							
3	✓								
4									
5					✓				
⋮									
$K$			✓						

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1									
2		✓							
3	✓				✓				
4									
5				✓					
⋮									
$K$			✓						

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1						✓			
2		✓							
3	✓				✓				
4					✓				
5									
⋮									
$K$			✓						

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1						✓			
2		✓							
3	✓				✓				
4					✓				
5									
⋮									
$K$			✓				✓		

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1						✓			
2		✓							
3	✓				✓				
4				✓					
5									
⋮									
$K$			✓				✓	✓	

# Partial Information in the “Space” Domain

## Space Domain: Bandit Feedback

Only the reward of the pulled arm is revealed.

Time \ Arm	1	2	3	4	5	6	7	...	$T$
1						✓			
2		✓							
3	✓				✓				
4									✓
5				✓					
⋮								✓	
$K$			✓				✓		

# Batched Multi-armed Bandit

Batched MAB problem:

- limited rounds of actively querying data
- split the time horizon into  $M$  batches
- rewards revealed simultaneously at the end of each batch

# Batched Multi-armed Bandit

Batched MAB problem:

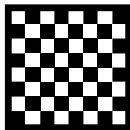
- limited rounds of actively querying data
- split the time horizon into  $M$  batches
- rewards revealed simultaneously at the end of each batch



Clinical trial



Crowdsourcing



Reinforcement learning



# Batched Multi-armed Bandit

Batched MAB problem:

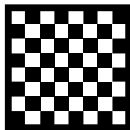
- limited rounds of actively querying data
- split the time horizon into  $M$  batches
- rewards revealed simultaneously at the end of each batch



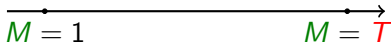
Clinical trial



Crowdsourcing



Reinforcement learning



# Batched Multi-armed Bandit

Batched MAB problem:

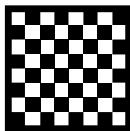
- limited rounds of actively querying data
- split the time horizon into  $M$  batches
- rewards revealed simultaneously at the end of each batch



Clinical trial

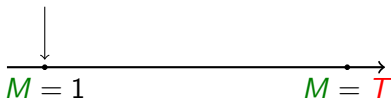


Crowdsourcing



Reinforcement learning

batch learning



# Batched Multi-armed Bandit

Batched MAB problem:

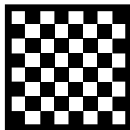
- limited rounds of actively querying data
- split the time horizon into  $M$  batches
- rewards revealed simultaneously at the end of each batch



Clinical trial



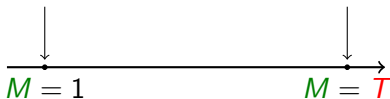
Crowdsourcing



Reinforcement learning

batch learning

online learning



## Partial Information in the “Time” Domain

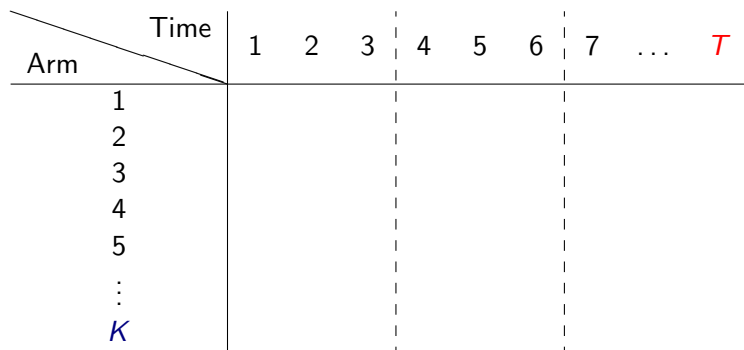
Time Domain: Limited Rounds of Adaptivity

Feedbacks are only revealed in batches.

# Partial Information in the “Time” Domain

## Time Domain: Limited Rounds of Adaptivity

Feedbacks are only revealed in batches.



# Partial Information in the "Time" Domain

## Time Domain: Limited Rounds of Adaptivity

Feedbacks are only revealed in batches.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1									
2		✓							
3	✓								
4									
5									
⋮									
$K$			✓						

# Partial Information in the “Time” Domain

## Time Domain: Limited Rounds of Adaptivity

Feedbacks are only revealed in batches.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1						✓			
2		✓							
3	✓				✓				
4					✓				
5									
⋮									
$K$			✓						

# Partial Information in the "Time" Domain

## Time Domain: Limited Rounds of Adaptivity

Feedbacks are only revealed in batches.

Arm \ Time	1	2	3	4	5	6	7	...	$T$
1						✓			
2		✓							
3	✓				✓				
4									✓
5				✓					
⋮								✓	
$K$			✓				✓		



# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$

# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$

# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$
- best arm  $\mu^* = \max_{i \in [K]} \mu^{(i)}$ , suboptimality gap  $\Delta_i = \mu^* - \mu^{(i)}$

# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$
- best arm  $\mu^* = \max_{i \in [K]} \mu^{(i)}$ , suboptimality gap  $\Delta_i = \mu^* - \mu^{(i)}$
- policy  $\pi$ :  $\pi_t$  determined by the observed rewards before current batch

# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$
- best arm  $\mu^* = \max_{i \in [K]} \mu^{(i)}$ , suboptimality gap  $\Delta_i = \mu^* - \mu^{(i)}$
- policy  $\pi$ :  $\pi_t$  determined by the observed rewards before current batch

## Regret

$$R(\pi) = \sum_{t=1}^T \left( \mu^* - \mu^{(\pi_t)} \right).$$

# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$
- best arm  $\mu^* = \max_{i \in [K]} \mu^{(i)}$ , suboptimality gap  $\Delta_i = \mu^* - \mu^{(i)}$
- policy  $\pi$ :  $\pi_t$  determined by the observed rewards before current batch

## Regret

$$R(\pi) = \sum_{t=1}^T \left( \mu^* - \mu^{(\pi_t)} \right).$$

Batch constraint represented by a grid  $t_1 < t_2 < \dots < t_M = T$

# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$
- best arm  $\mu^* = \max_{i \in [K]} \mu^{(i)}$ , suboptimality gap  $\Delta_i = \mu^* - \mu^{(i)}$
- policy  $\pi$ :  $\pi_t$  determined by the observed rewards before current batch

## Regret

$$R(\pi) = \sum_{t=1}^T \left( \mu^* - \mu^{(\pi_t)} \right).$$

Batch constraint represented by a grid  $t_1 < t_2 < \dots < t_M = T$

- static grid:  $\mathcal{T} = \{t_1, \dots, t_M\}$  fixed in advance

# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$
- best arm  $\mu^* = \max_{i \in [K]} \mu^{(i)}$ , suboptimality gap  $\Delta_i = \mu^* - \mu^{(i)}$
- policy  $\pi$ :  $\pi_t$  determined by the observed rewards before current batch

## Regret

$$R(\pi) = \sum_{t=1}^T \left( \mu^* - \mu^{(\pi_t)} \right).$$

Batch constraint represented by a grid  $t_1 < t_2 < \dots < t_M = T$

- static grid:  $\mathcal{T} = \{t_1, \dots, t_M\}$  fixed in advance
- adaptive grid: the next grid point determined by historic data



# Mathematical Formulation

- time horizon  $T$ , number of arms  $K$
- stochastic MAB: pulling arm  $i$  gives reward  $r_t \sim \mathcal{N}(\mu^{(i)}, 1)$
- best arm  $\mu^* = \max_{i \in [K]} \mu^{(i)}$ , suboptimality gap  $\Delta_i = \mu^* - \mu^{(i)}$
- policy  $\pi$ :  $\pi_t$  determined by the observed rewards before current batch

## Regret

$$R(\pi) = \sum_{t=1}^T \left( \mu^* - \mu^{(\pi_t)} \right).$$

Batch constraint represented by a grid  $t_1 < t_2 < \dots < t_M = T$

- static grid:  $\mathcal{T} = \{t_1, \dots, t_M\}$  fixed in advance
- 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]:

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

$$\mathbb{E}[R(\pi^2)] \leq C \cdot \sum_{i \neq \star} \frac{1 \vee \log(T \Delta_i^2)}{\Delta_i}$$

## Two Types of Regrets

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

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

$$\mathbb{E}[R(\pi^2)] \leq C \cdot \sum_{i \neq \star} \frac{1 \vee \log(T \Delta_i^2)}{\Delta_i}$$

### Minimax Regret

$$R_{\min\text{-max}}(K, M, T) = \inf_{\pi, \mathcal{T}} \sup_{\|\Delta\|_{\infty} \leq \sqrt{K}} \mathbb{E}[R(\pi)]$$

## Two Types of Regrets

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

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

$$\mathbb{E}[R(\pi^2)] \leq C \cdot \sum_{i \neq \star} \frac{1 \vee \log(T \Delta_i^2)}{\Delta_i}$$

### Minimax Regret

$$R_{\text{min-max}}(K, M, T) = \inf_{\pi, \mathcal{T}} \sup_{\|\Delta\|_{\infty} \leq \sqrt{K}} \mathbb{E}[R(\pi)]$$

### Problem-dependent Regret

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

## Previous Results

Full online case:

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

$$R_{\text{pro-dep}}(K, T, T) = \Theta(K \log(T))$$

## Previous Results

Full online case:

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

$$R_{\text{pro-dep}}(K, T, T) = \Theta(K \log(T))$$

Required number of batches [ACBF'02, CBDS'13]:

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

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

## Previous Results

Full online case:

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

$$R_{\text{pro-dep}}(K, T, T) = \Theta(K \log(T))$$

Required number of batches [ACBF'02, CBDS'13]:

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

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

Two-armed case with static grid [PRCS'16]:

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

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

## Previous Results

Full online case:

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

$$R_{\text{pro-dep}}(K, T, T) = \Theta(K \log(T))$$

Required number of batches [ACBF'02, CBDS'13]:

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

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

Two-armed case with static grid [PRCS'16]:

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

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

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



# Main Result I: Upper Bound

## Theorem 1 (Upper Bound)

There exist policies  $\pi^1, \pi^2$  such that

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

$$\mathbb{E}[R(\pi^2)] \leq \text{polylog}(K, T) \cdot \frac{KT^{\frac{1}{M}}}{\min_{i \neq \star} \Delta_i}$$

# Main Result I: Upper Bound

## Theorem 1 (Upper Bound)

There exist policies  $\pi^1, \pi^2$  such that

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

$$\mathbb{E}[R(\pi^2)] \leq \text{polylog}(K, T) \cdot \frac{KT^{\frac{1}{M}}}{\min_{i \neq \star} \Delta_i}$$

- $M = \log \log T$  batches sufficient for centralized minimax regret
- $M = \log T$  batches sufficient for centralized problem-dependent regret

# BaSE Policy

---

BaSE (Batched Successive Elimination)

---

**Input:**  $K$ ,  $M$ ,  $T$ , time grid  $\mathcal{T}$

**Output:** policy  $\pi$

# BaSE Policy

---

## BaSE (Batched Successive Elimination)

---

**Input:**  $K, M, T$ , time grid  $\mathcal{T}$

**Output:** policy  $\pi$

initialize the set of active arms  $\mathcal{A} \leftarrow [K]$ ;

---

## BaSE (Batched Successive Elimination)

---

**Input:**  $K, M, T$ , time grid  $\mathcal{T}$

**Output:** policy  $\pi$

initialize the set of active arms  $\mathcal{A} \leftarrow [K]$ ;

**for**  $m = 1$  to  $M$  **do**

    pull all active arms for same number of times in  $m$ -th batch;

---

## BaSE (Batched Successive Elimination)

---

**Input:**  $K, M, T$ , time grid  $\mathcal{T}$

**Output:** policy  $\pi$

initialize the set of active arms  $\mathcal{A} \leftarrow [K]$ ;

**for**  $m = 1$  to  $M$  **do**

    pull all active arms for same number of times in  $m$ -th batch;

    estimate the mean reward for each active arm;

---

## BaSE (Batched Successive Elimination)

---

**Input:**  $K, M, T$ , time grid  $\mathcal{T}$

**Output:** policy  $\pi$

initialize the set of active arms  $\mathcal{A} \leftarrow [K]$ ;

**for**  $m = 1$  to  $M$  **do**

    pull all active arms for same number of times in  $m$ -th batch;

    estimate the mean reward for each active arm;

    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

$$t_1 = a, \quad t_m = \lfloor a\sqrt{t_{m-1}} \rfloor,$$

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



# Optimal Grid Design

## Minimax Grid

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

$$t_1 = a, \quad t_m = \lfloor a\sqrt{t_{m-1}} \rfloor,$$

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

## Geometric Grid

$\mathcal{T}_{\text{geometric}} = \{t'_1, \dots, t'_M\}$  with

$$t'_1 = b, \quad t'_m = \lfloor bt'_{m-1} \rfloor,$$

where  $b$  is chosen such that  $t'_M = T$ .

# Optimal Grid Design

## Minimax Grid

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

$$t_1 = a, \quad t_m = \lfloor a\sqrt{t_{m-1}} \rfloor,$$

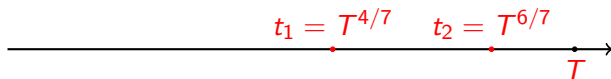
where  $a$  is chosen such that  $t_M = T$ .

## Geometric Grid

$\mathcal{T}_{\text{geometric}} = \{t'_1, \dots, t'_M\}$  with

$$t'_1 = b, \quad t'_m = \lfloor bt'_{m-1} \rfloor,$$

where  $b$  is chosen such that  $t'_M = T$ .



# Optimal Grid Design

## Minimax Grid

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

$$t_1 = a, \quad t_m = \lfloor a\sqrt{t_{m-1}} \rfloor,$$

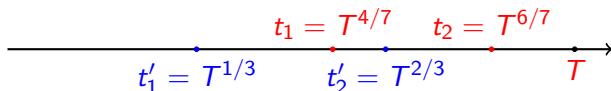
where  $a$  is chosen such that  $t_M = T$ .

## Geometric Grid

$\mathcal{T}_{\text{geometric}} = \{t'_1, \dots, t'_M\}$  with

$$t'_1 = b, \quad t'_m = \lfloor bt'_{m-1} \rfloor,$$

where  $b$  is chosen such that  $t'_M = T$ .



## Main Result II: Static Lower Bound

### Theorem 2 (Static Lower Bound)

Under any static grid,

$$R_{\text{min-max}}(K, M, T) = \Omega(\sqrt{K} T^{\frac{1}{2-2^{1-M}}})$$

$$R_{\text{pro-dep}}(K, M, T) = \Omega(K T^{\frac{1}{M}})$$

## Main Result II: Static Lower Bound

### Theorem 2 (Static Lower Bound)

Under any static grid,

$$R_{\text{min-max}}(K, M, T) = \Omega(\sqrt{K} T^{\frac{1}{2-2^{1-M}}})$$

$$R_{\text{pro-dep}}(K, M, T) = \Omega(K T^{\frac{1}{M}})$$

- match the upper bounds within logarithmic factors

## Main Result II: Static Lower Bound

### Theorem 2 (Static Lower Bound)

Under any static grid,

$$R_{\text{min-max}}(K, M, T) = \Omega(\sqrt{K} T^{\frac{1}{2-2^{1-M}}})$$

$$R_{\text{pro-dep}}(K, M, T) = \Omega(K T^{\frac{1}{M}})$$

- match the upper bounds within logarithmic factors
- proof uses a **max-min** approach: find multiple fixed reward distributions under which no policy performs uniformly well

## Max-min: Fixed Hypothesis Testing

Fundamental idea of hypothesis testing: construct several reward distributions such that

## Max-min: Fixed Hypothesis Testing

Fundamental idea of hypothesis testing: construct several reward distributions such that

- Large separation: if a policy performs well under one distribution, it will perform badly under others



# Max-min: Fixed Hypothesis Testing

Fundamental idea of hypothesis testing: construct several reward distributions such that

- Large separation: if a policy performs well under one distribution, it will perform badly under others
- Indistinguishability: these reward distributions are information theoretically hard to distinguish given observed rewards

## Max-min: Fixed Hypothesis Testing

Fundamental idea of hypothesis testing: construct several reward distributions such that

- Large separation: if a policy performs well under one distribution, it will perform badly under others
- Indistinguishability: these reward distributions are information theoretically hard to distinguish given observed rewards

### 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  $\Psi$ ,

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

## Main Result III: Adaptive Lower Bound

### Theorem 3 (Adaptive Lower Bound)

Under any adaptive grid,

$$R_{\min\text{-max}}(K, M, T) = \Omega(M^{-2} \cdot \sqrt{KT}^{2-2^{1-M}})$$

$$R_{\text{pro-dep}}(K, M, T) = \Omega(M^{-2} \cdot KT^{\frac{1}{M}})$$

## Main Result III: Adaptive Lower Bound

### Theorem 3 (Adaptive Lower Bound)

Under any adaptive grid,

$$R_{\min\text{-max}}(K, M, T) = \Omega(M^{-2} \cdot \sqrt{KT}^{2^{-2^{1-M}}})$$

$$R_{\text{pro-dep}}(K, M, T) = \Omega(M^{-2} \cdot KT^{\frac{1}{M}})$$

- still match the upper bounds within logarithmic factors

## Main Result III: Adaptive Lower Bound

### Theorem 3 (Adaptive Lower Bound)

Under any adaptive grid,

$$R_{\min\text{-max}}(K, M, T) = \Omega(M^{-2} \cdot \sqrt{KT}^{2^{-2^{1-M}}})$$

$$R_{\text{pro-dep}}(K, M, T) = \Omega(M^{-2} \cdot KT^{\frac{1}{M}})$$

- still match the upper bounds within logarithmic factors
- max-min approach breaks down even for static but randomized grid

## Main Result III: Adaptive Lower Bound

### Theorem 3 (Adaptive Lower Bound)

Under any adaptive grid,

$$R_{\text{min-max}}(K, M, T) = \Omega(M^{-2} \cdot \sqrt{KT}^{\frac{1}{2-2^{1-M}}})$$

$$R_{\text{pro-dep}}(K, M, T) = \Omega(M^{-2} \cdot KT^{\frac{1}{M}})$$

- still match the upper bounds within logarithmic factors
- 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  $A_1, \dots, A_M$ .

## Min-max: More Details

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

### Lemma 1 (Adaptive Hypotheses)

For any policy, if  $P_m(A_m)$  is not too small for some  $m$ , then the policy incurs a large regret in the worst case.



## Min-max: More Details

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

### Lemma 1 (Adaptive Hypotheses)

For any policy, if  $P_m(A_m)$  is not too small for some  $m$ , then the policy incurs a large regret in the worst case.

### 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

Take-home message:

# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain

# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain
- upper bound: BaSE policy with optimal grid design

# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain
- upper bound: BaSE policy with optimal grid design
- lower bound: a min-max approach for adaptive grids

# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain
- upper bound: BaSE policy with optimal grid design
- lower bound: a min-max approach for adaptive grids

Future directions:

# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain
- upper bound: BaSE policy with optimal grid design
- lower bound: a min-max approach for adaptive grids

Future directions:

- remove the  $M^{-2}$  factor in the adaptive lower bound

# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain
- upper bound: BaSE policy with optimal grid design
- lower bound: a min-max approach for adaptive grids

Future directions:

- remove the  $M^{-2}$  factor in the adaptive lower bound
- generalize to adversarial and contextual bandits



# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain
- upper bound: BaSE policy with optimal grid design
- lower bound: a min-max approach for adaptive grids

Future directions:

- remove the  $M^{-2}$  factor in the adaptive lower bound
- generalize to adversarial and contextual bandits
- general tools for limited rounds of adaptivity

# Concluding Remarks

Take-home message:

- impact and optimal use of partial information in time domain
- upper bound: BaSE policy with optimal grid design
- lower bound: a min-max approach for adaptive grids

Future directions:

- remove the  $M^{-2}$  factor in the adaptive lower bound
- generalize to adversarial and contextual bandits
- general tools for limited rounds of adaptivity

Thank you!