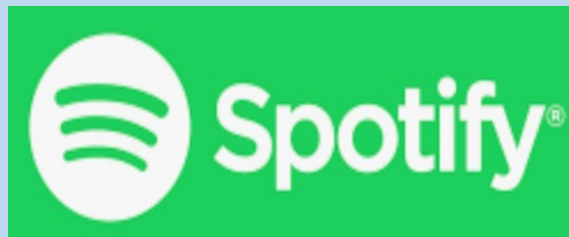
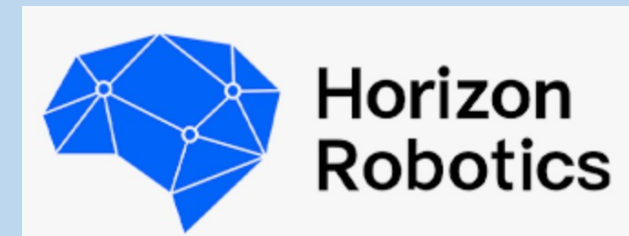


Society of Agents: Regret Bounds of Concurrent Thompson Sampling

Yan Chen (joint with)

Perry Dong, Qinxun Bai, Maria Dimakopoulou, Wei Xu, Zhengyuan Zhou



Google AI Robot Farm



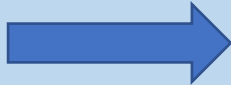
Personalized Promotions



Arena



Agent 1



Agent 2



Agent 3



Exploration

Concurrent UCRL

- **Same behavior of agents**
- **NO DIVERSITY**

- **Upper Confidence Bounds**

e.g. Guo et.al 2015, Pazis et.al 2016

Concurrent PSRL

- **Different behaviors of agents**
- **DIVERSIFIED**

- **Posterior Sampling**

e.g. Dimakopoulou et.al 2018, Dimakopoulou&Van Roy 2018

Motivation

- **Concurrent Posterior Sampling**

- **Empirical Evidence:**

- (e.g. Dimakopoulou et.al 2018, Dimakopoulou&Van Roy 2018)

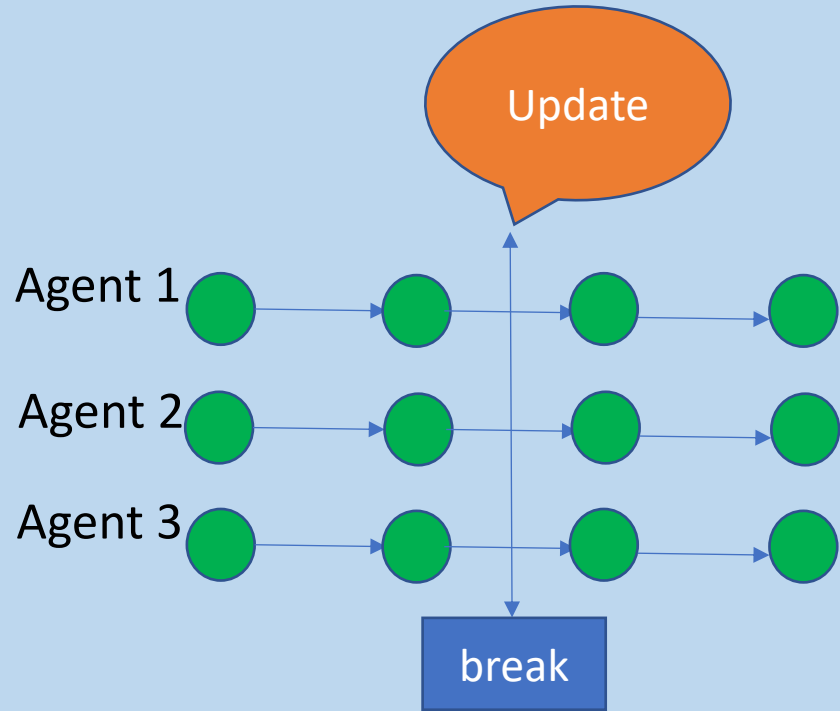
- **Theory:**

- **?**

Our Contribution

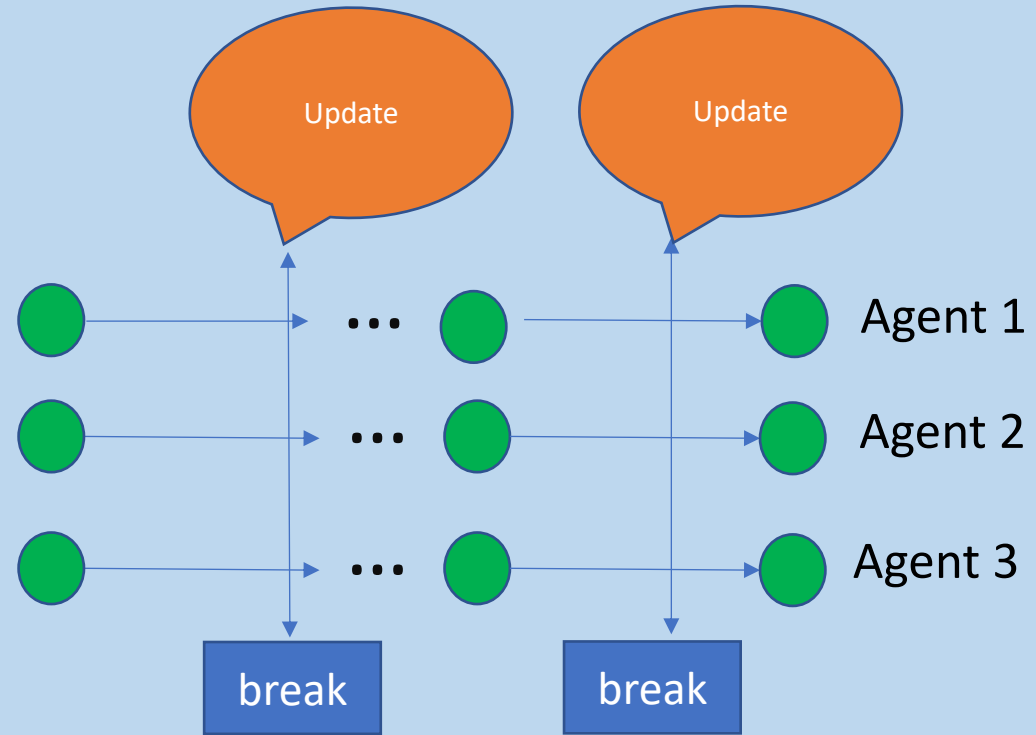
- **First Regret bounds** on simple-but natural concurrent PSRL
- **Finite-Horizon & Infinite-Horizon**

Models



Finite-horizon

2-episode, 2-horizon, 3 agents



Infinite-horizon

$n=3$ (double epoch)

Finite-horizon & infinite-Horizon

S: state space size;
n: number of agents

- General Prior: $\tilde{O}\left(\frac{S}{\sqrt{n}}\right)$
- Dirichlet Prior: $\tilde{O}(\sqrt{S/n})$

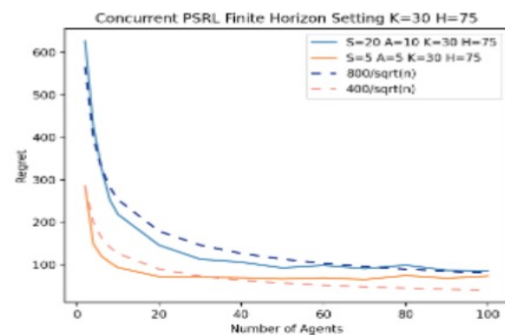
Result Overview:

Per-Agent Bayesian Regret Bounds

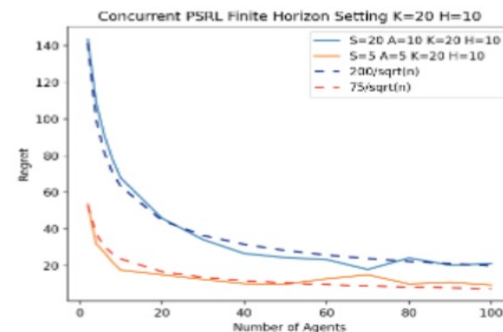
Numerical Results

$\tilde{O}(1/\sqrt{n})$
per-agent
Bayesian
Regret

Finite-Horizon

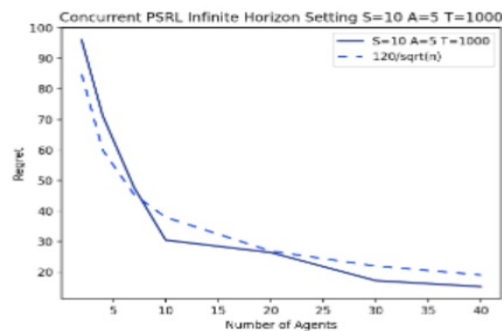


(a) K=30, H=75

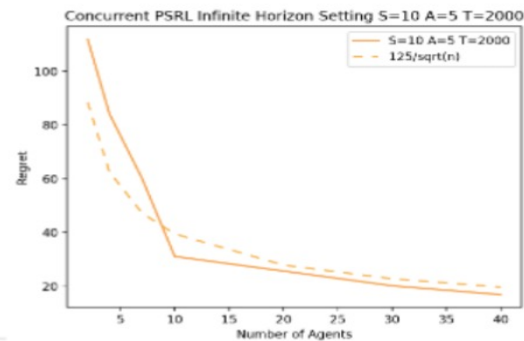


(b) K=20, H=10

Infinite-Horizon



(a) S=10, A=5, T=1000



(b) S=10, A=5, T=2000

Literature

- [1] Shipra Agrawal and Randy Jia. Posterior sampling for reinforcement learning: worst-case regret bounds. *arXiv preprint arXiv:1705.07041*, 2017.
- [2] Maria Dimakopoulou, Ian Osband, and Benjamin Van Roy. Scalable coordinated exploration in concurrent reinforcement learning. *Advances in Neural Information Processing Systems*, 31, 2018.
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- [4] Zhaohan Guo and Emma Brunskill. Concurrent pac rl. In *Proceedings of the AAAI Conference on Artificial Intelligence*, volume 30, 2015.
- [5] Jason Pазis and Ronald Parr. Efficient pac-optimal exploration in concurrent, continuous state mdps with delayed updates. In *Proceedings of the AAAI Conference on Artificial Intelligence*, volume 30, 2016.
- [6] Ian Osband, Daniel Russo, and Benjamin Van Roy. (more) efficient reinforcement learning via posterior sampling. *Advances in Neural Information Processing Systems*, 26, 2013.
- [7] Ian Osband and Benjamin Van Roy. Why is posterior sampling better than optimism for reinforcement learning? In *International conference on machine learning*, pages 2701–2710. PMLR, 2017.