

## Linear Bandits

- An arm set  $\mathcal{A} = [K]$ , which corresponds to arm vectors  $\{a(1), a(2), \dots, a(K)\} \subset \mathbb{R}^d$ .
- At each time  $t$ , the agent chooses an arm  $A_t$  from the arm set  $\mathcal{A}$  and then observes a noisy reward  $X_t = \langle \theta^*, a(A_t) \rangle + \eta_t$ , where  $\theta^* \in \mathbb{R}^d$  is the unknown parameter vector and  $\eta_t$  is independent zero-mean 1-subgaussian random noise.

## Best Arm Identification in the Fixed-Budget Setting

- To maximize the probability of identifying the best arm with no more than  $T$  arm pulls.
- The agent uses an online algorithm  $\pi$  to decide the arm  $A_t$  to pull at each time step  $t$ , and the arm  $i_{\text{out}} \in \mathcal{A}$  to output as the identified best arm by time  $T$ .
- We seek to minimize the error probability

$$\Pr \left[ i_{\text{out}} \neq \arg \max_{j \in \mathcal{A}} \langle \theta^*, a(j) \rangle \right].$$

## Notations

- For any arm  $i \in \mathcal{A}$ , let  $p(i) = \langle \theta^*, a(i) \rangle$  denote the expected reward.
- Assume that  $p(1) > p(2) \geq \dots \geq p(K)$ .
- For any suboptimal arm  $i$ , we denote  $\Delta_i = p(1) - p(i)$  as the optimality gap. Also set  $\Delta_1 = \Delta_2$ .

## Hardness Quantities

$H_1 = \sum_{1 \leq i \leq K} \Delta_i^{-2}$	$H_2 = \max_{2 \leq i \leq K} \frac{i}{\Delta_i^2}$	$1 \leq \frac{H_1}{H_2} \leq \log(2K)$
$H_{1,\text{lin}} = \sum_{1 \leq i \leq d} \Delta_i^{-2}$	$H_{2,\text{lin}} = \max_{2 \leq i \leq d} \frac{i}{\Delta_i^2}$	$1 \leq \frac{H_{1,\text{lin}}}{H_{2,\text{lin}}} \leq \log(2d)$
$1 \leq \frac{H_1}{H_{1,\text{lin}}} \leq \frac{K}{d}$	$1 \leq \frac{H_2}{H_{2,\text{lin}}} \leq \frac{K}{d}$	

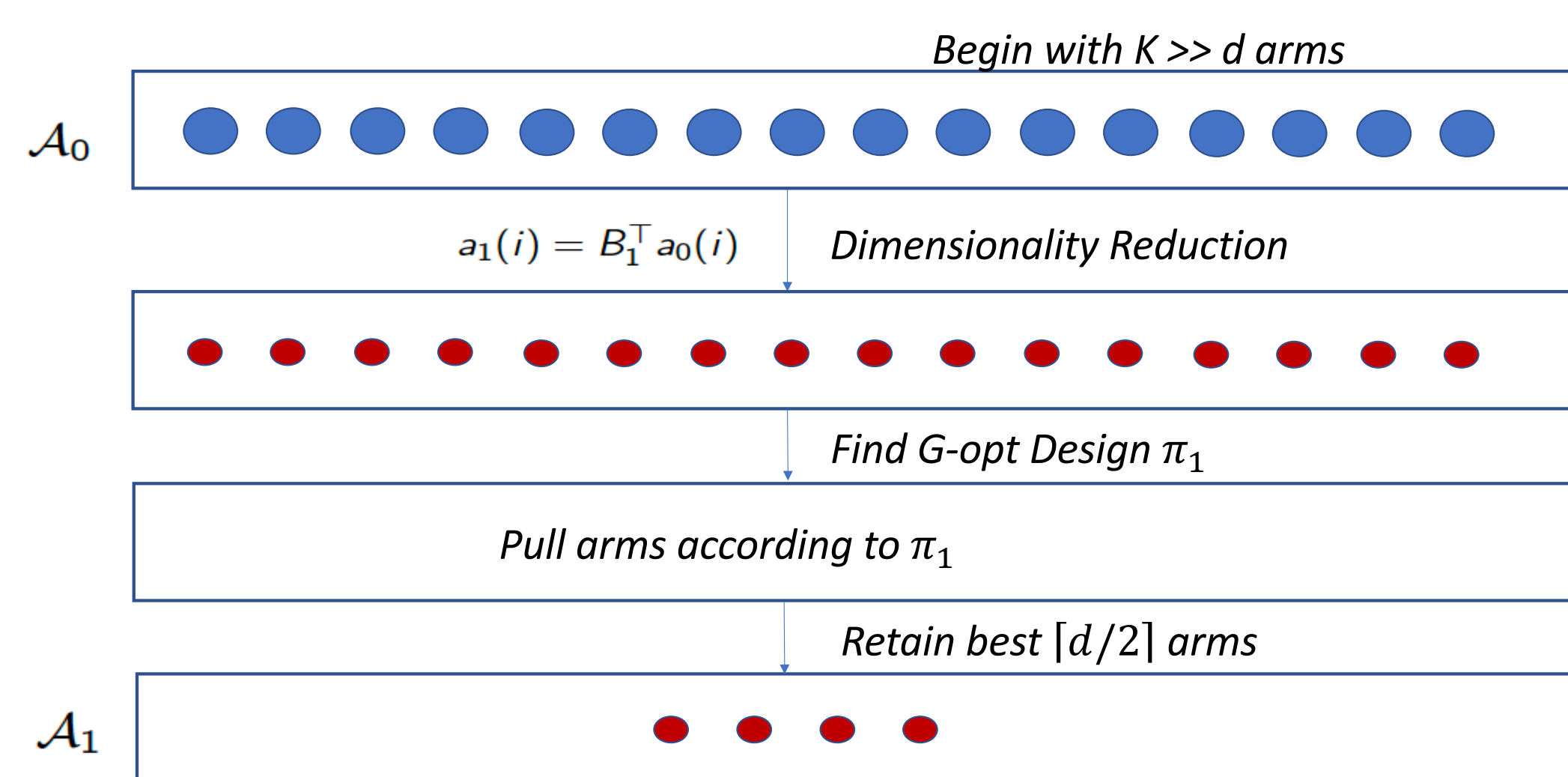
## Algorithm: Optimal Design-based Linear Best Arm Identification (OD-LinBAI)

**Input:** time budget  $T$ , arm set  $\mathcal{A} = [K]$  and arm vectors  $\{a(1), a(2), \dots, a(K)\} \subset \mathbb{R}^d$ .

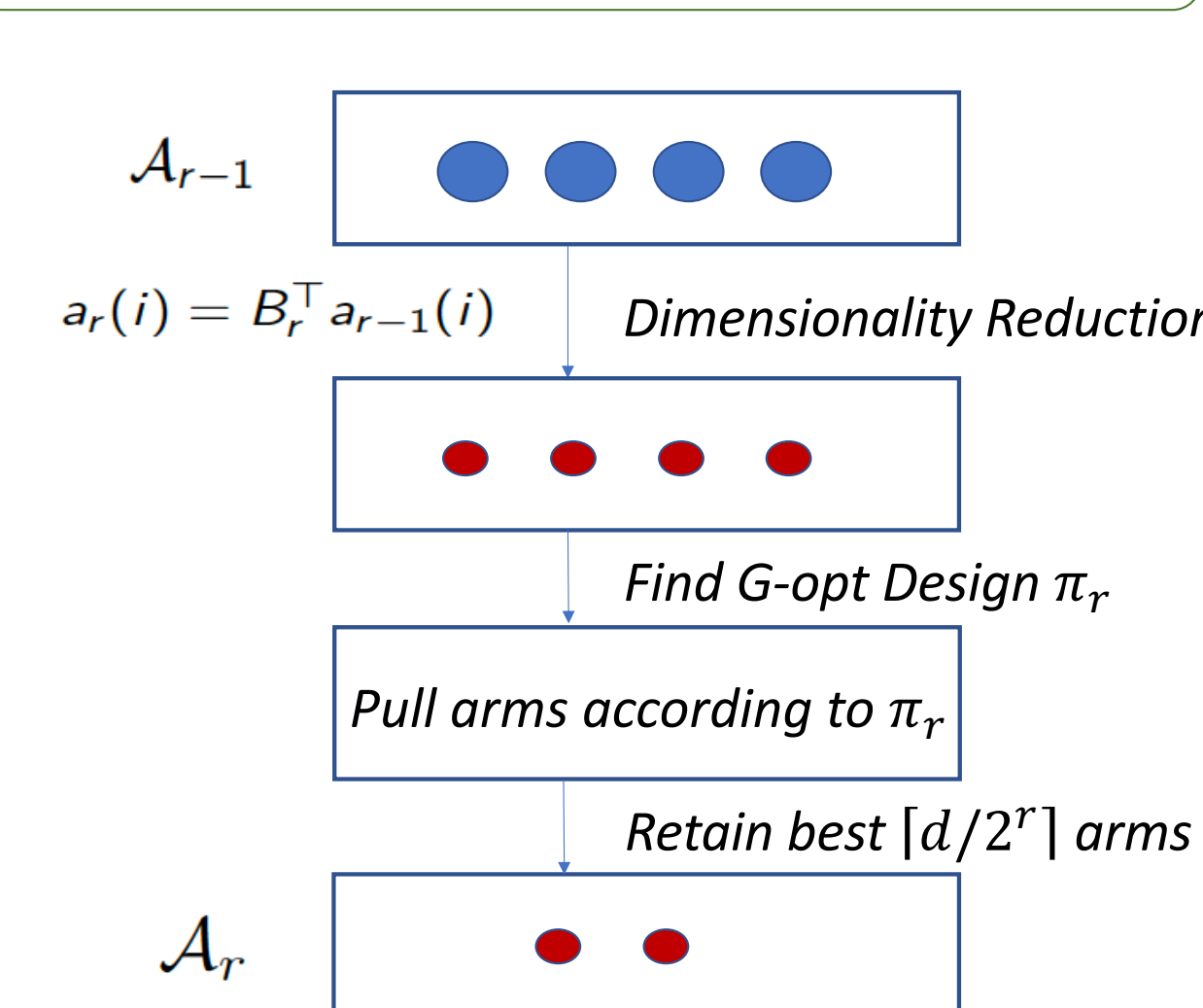
- Initialize  $t_0 = 1$ ,  $\mathcal{A}_0 \leftarrow \mathcal{A}$  and  $d_0 = d$ .
- For each arm  $i \in \mathcal{A}_0$ , set  $a_0(i) = a(i)$ .
- Calculate  $m = \Theta(T/\log_2 d)$ .
- for**  $r = 1$  to  $\lceil \log_2 d \rceil$  **do**
- Set  $d_r = \dim(\text{span}(\{a_{r-1}(i) : i \in \mathcal{A}_{r-1}\}))$ .
- if**  $d_r = d_{r-1}$  **then**
- For each arm  $i \in \mathcal{A}_{r-1}$ , set  $a_r(i) = a_{r-1}(i)$ .
- else**
- Find matrix  $B_r \in \mathbb{R}^{d_{r-1} \times d_r}$  whose columns form an orthonormal basis of the subspace spanned by  $\{a_{r-1}(i) : i \in \mathcal{A}_{r-1}\}$ .
- For each arm  $i \in \mathcal{A}_{r-1}$ , set  $a_r(i) = B_r^\top a_{r-1}(i)$ .
- end if**
- if**  $r = 1$  **then**
- Find a G-optimal design  $\pi_r : \{a_r(i) : i \in \mathcal{A}_{r-1}\} \rightarrow [0, 1]$  with  $|\text{Supp}(\pi_r)| \leq \frac{d(d+1)}{2}$ .
- else**
- Find a G-optimal design  $\pi_r : \{a_r(i) : i \in \mathcal{A}_{r-1}\} \rightarrow [0, 1]$ .
- end if**
- Set  $T_r(i) = \lceil \pi_r(a_r(i)) \cdot m \rceil$  and  $T_r = \sum_{i \in \mathcal{A}_{r-1}} T_r(i)$ .
- Choose each arm  $i \in \mathcal{A}_{r-1}$  exactly  $T_r(i)$  times.
- Calculate the OLS estimator:  $\hat{\theta}_r = V_r^{-1} \sum_{t=t_r}^{t_r+T_r-1} a_r(A_t) X_t$  with  $V_r = \sum_{i \in \mathcal{A}_{r-1}} T_r(i) a_r(i) a_r(i)^\top$ .
- For each arm  $i \in \mathcal{A}_{r-1}$ , estimate the expected reward:  $\hat{p}_r(i) = \langle \hat{\theta}_r, a_r(i) \rangle$ .
- Let  $\mathcal{A}_r$  be the set of  $\lceil d/2^r \rceil$  arms in  $\mathcal{A}_{r-1}$  with the largest estimates of the expected rewards.
- Set  $t_{r+1} = t_r + T_r$ .
- end for**

**Output:** the only arm  $i_{\text{out}}$  in  $\mathcal{A}_{\lceil \log_2 d \rceil}$ .

### First Phase



### $r^{\text{th}}$ Phase ( $1 < r \leq \lceil \log_2 d \rceil$ )



## Comparison to Existing Art

- BayesGap [1]:
  - Not parameter-free (require the knowledge of the instance)
  - Error probability:  $\exp(-\Omega(\frac{T}{H_1}))$
- Peace [2]:
  - Not parameter-free (require the knowledge of the instance)
  - Not minimax optimal
- LinearExploration [3]:
  - Error probability:  $\exp(-\Omega(\frac{T}{H_2 \log_2 K}))$
- GSE [4]:
  - Error probability:  $\exp(-\Omega(\frac{T \Delta_1^2}{d \log_2 K}))$

## Numerical Experiments

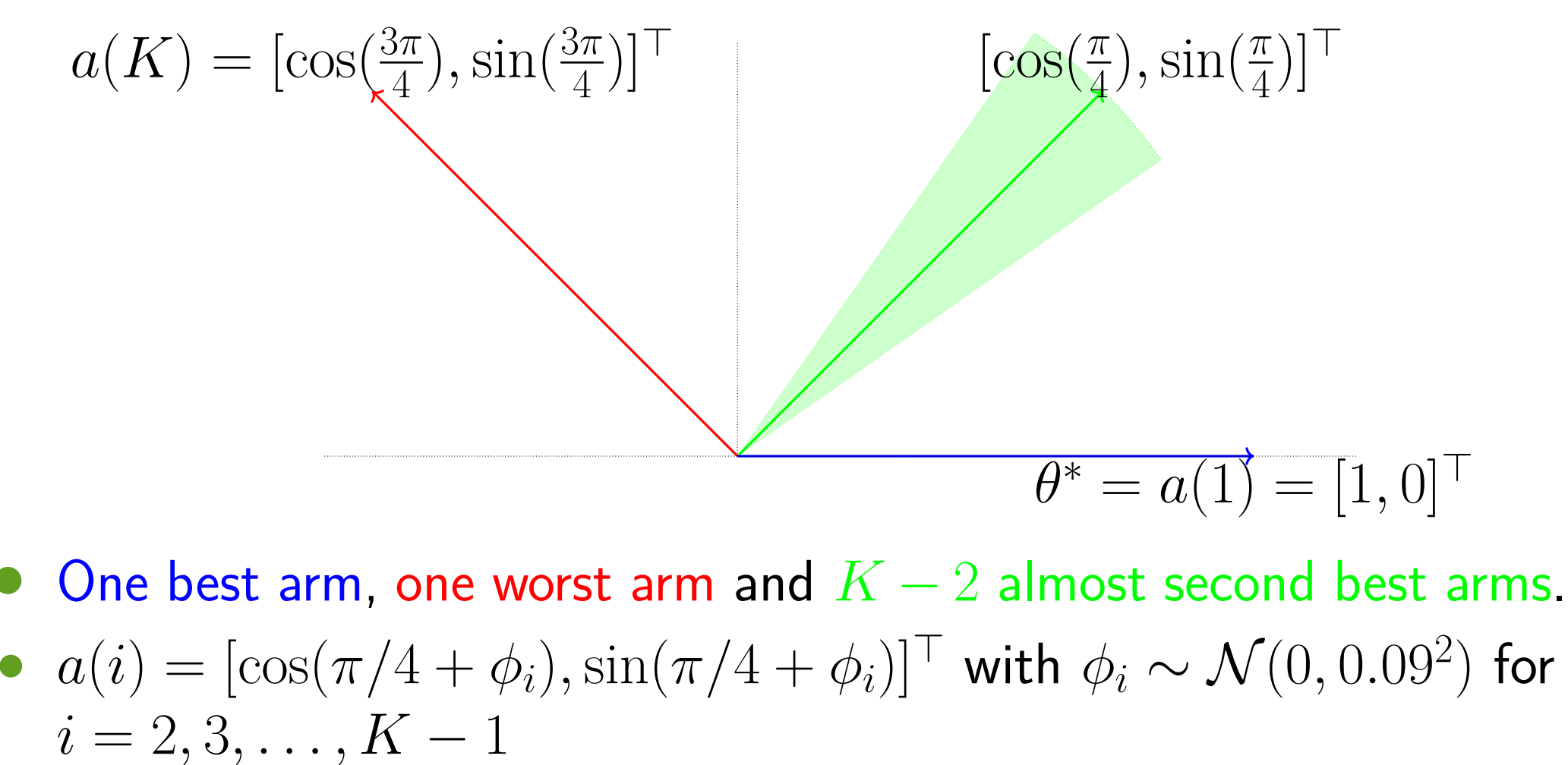
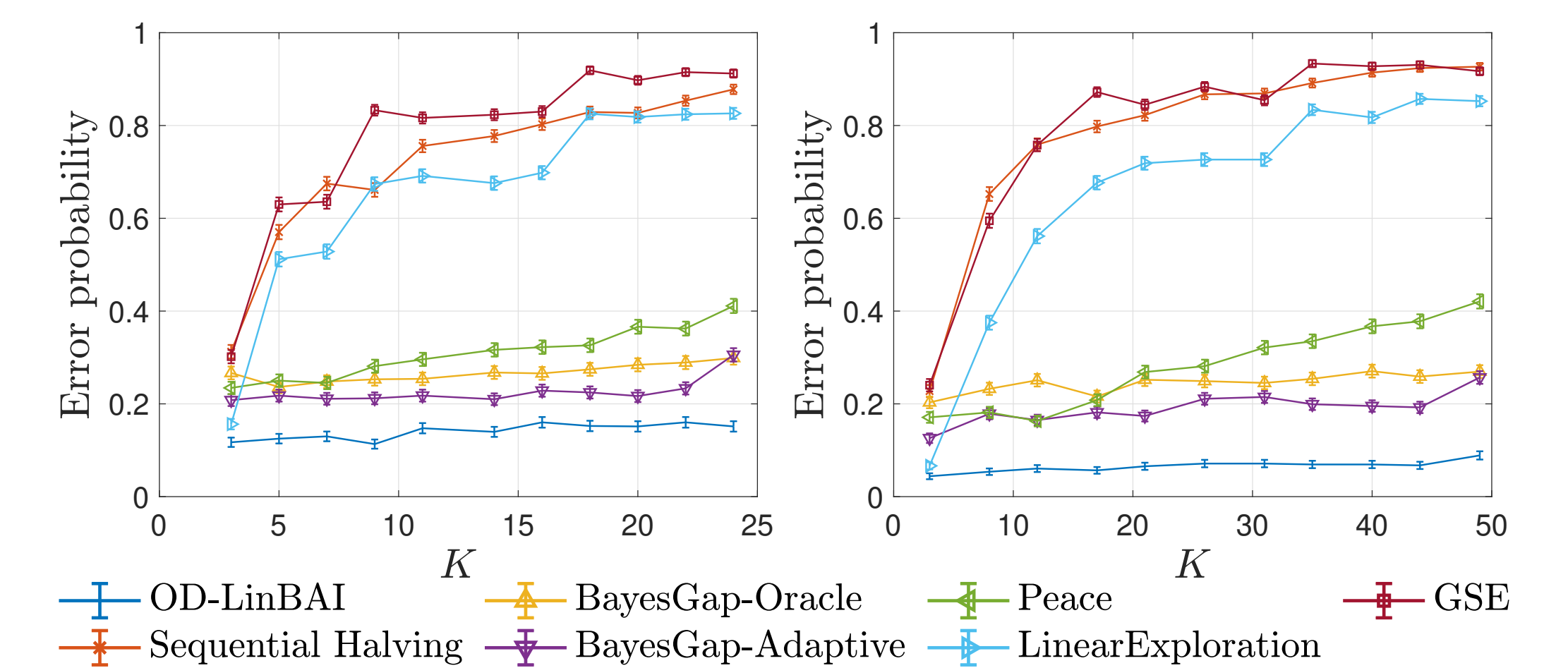


Figure 1: Results for different numbers of arms  $K$  with  $T = 25, 50$ .



## References

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- J. Katz-Samuels, L. P. Jain, Z. S. Karnin, and K. G. Jamieson, "An empirical process approach to the union bound: Practical algorithms for combinatorial and linear bandits," in *NeurIPS*, 2020.
- A. Alieva, A. Cutkosky, and A. Das, "Robust pure exploration in linear bandits with limited budget," in *ICML*, 2021.
- M. Azizi, B. Kveton, and M. Ghavamzadeh, "Fixed-budget best-arm identification in structured bandits," in *IJCAI*, 2022.

## Minimax Lower Bound

Let  $\mathcal{E}(a)$  denote the set of linear bandit instances whose  $H_{1,\text{lin}}$  is bounded by  $a > 0$ , i.e.,  $\mathcal{E}(a) = \{\nu : H_{1,\text{lin}}(\nu) \leq a\}$ .

If  $T \geq a^2 \log(6Td)/900$ , then 
$$\min_{\pi} \max_{\nu \in \mathcal{E}(a)} \Pr [i_{\text{out}}^\pi \neq 1] \geq \frac{1}{6} \exp\left(-\frac{240T}{a}\right).$$

Further if  $a \geq 15d^2$ , then 
$$\min_{\pi} \max_{\nu \in \mathcal{E}(a)} \left( \Pr [i_{\text{out}}^\pi \neq 1] \cdot \exp\left(\frac{2700T}{H_{1,\text{lin}}(\nu) \log_2 d}\right) \right) \geq \frac{1}{6}.$$

## Error Probability of OD-LinBAI

For any linear bandit instance  $\nu$ , OD-LinBAI outputs an arm  $i_{\text{out}}$  satisfying

$$\Pr [i_{\text{out}} \neq 1] \leq \left( \frac{4K}{d} + 3 \log_2 d \right) \exp\left(-\frac{m}{32H_{2,\text{lin}}}\right).$$

## Minimax Optimality

As the time budget  $T$  tends to infinity,

- Upper bound:  $\exp(-\Omega(\frac{T}{H_{2,\text{lin}} \log_2 d}))$
- Lower bound:  $\exp(-O(\frac{T}{H_{1,\text{lin}} \log_2 d}))$   $H_{2,\text{lin}} \leq H_{1,\text{lin}}$

Full Paper is Available at:



<https://arxiv.org/abs/2105.13017>

