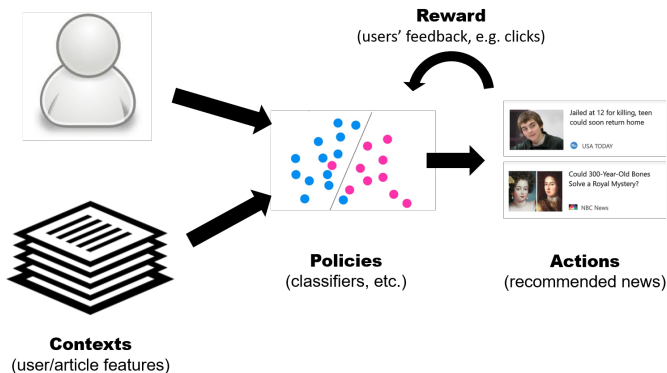


# Efficient Contextual Bandits in Non-stationary Worlds

Haipeng Luo<sup>1</sup>, **Chen-Yu Wei**<sup>1</sup>, Alekh Agarwal<sup>2</sup>, John Langford<sup>2</sup>

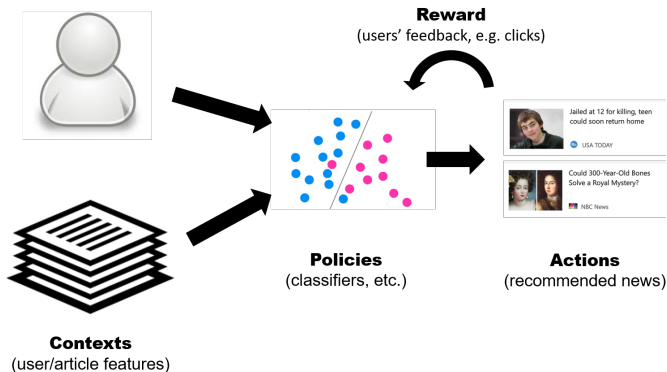
<sup>1</sup>University of Southern California, <sup>2</sup>Microsoft Research (New York City)

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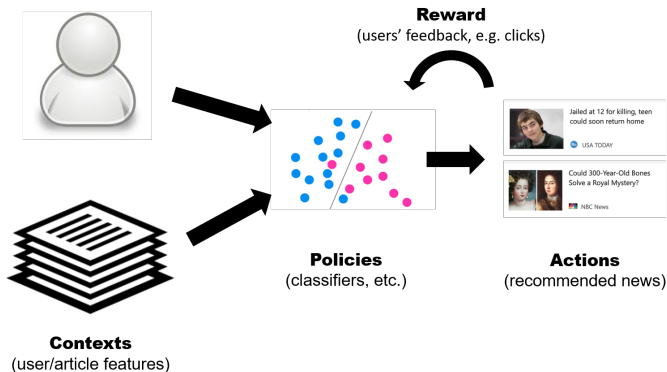
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Different from multi-armed bandit.

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- EXP4: sublinear regret, but the complexity is **linear in  $|\Pi|$**
- $\epsilon$ -greedy, ILOVETOCONBANDITS, BISTRO+ are **oracle-efficient** (poly( $\ln |\Pi|, K, T$ ) calls), but make **i.i.d. assumptions**.

**Oracle:** input:  $\{(x_t, r_t)\}_{t=1}^T$ , output:  $\arg \max_{\pi \in \Pi} \sum_{t=1}^T r_t(\pi(x_t))$  (**ERM**)



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- Sublinear regret is impossible in general
- Previous methods for MAB dynamic regret (e.g., [Besbes et al.'14]) become inefficient for CB

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- Providing a solution to the open problem in [Besbes et al.'14]
- Improving and generalizing the result of [Karnin&Anava'16]

$\Delta^{0.18} T^{0.82}$  in 2-armed bandit  $\rightarrow \min\{S^{1/4} T^{3/4}, \Delta^{1/5} T^{4/5}\}$  in CB



## Algorithm: Ada-Greedy

$\epsilon$ -greedy [Langford&Zhang'08]:

For  $t = 1, 2, \dots, T$ :

- with probability  $\epsilon$ , uniformly explore
- with probability  $1 - \epsilon$ , follow  $\arg \max_{\pi \in \Pi} \sum_{\tau=1}^{t-1} \hat{r}_{\tau}(\pi(x_{\tau}))$
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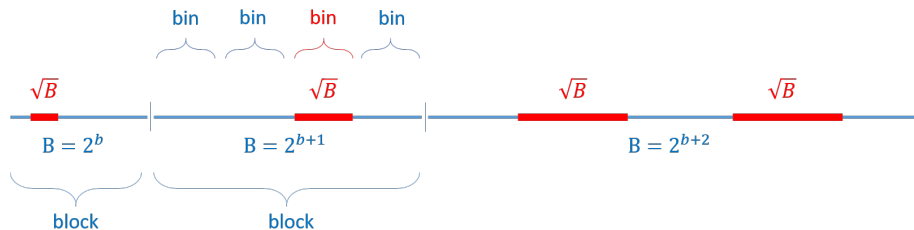
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- Our Ada-ILTCB algorithm is a from a similar adaptation from ILOVETOCONBANDITS[Agarwal et al.'14], which leads to optimal regret bounds.

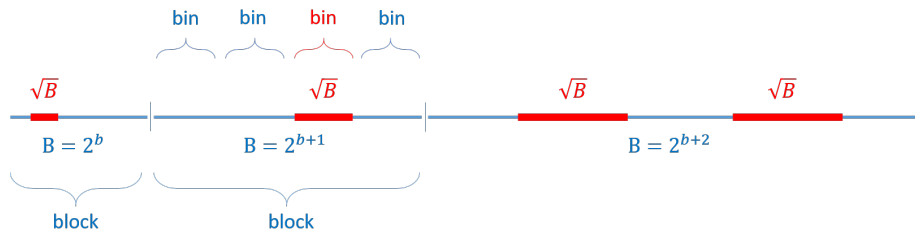
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For  $b = 1, 2, \dots$

- $B \leftarrow 2^b$  (block length)
- partition the next  $B$  rounds into  $\sqrt{B}$  **bins**, each with length  $\sqrt{B}$
- For each bin
  - with probability  $B^{-1/4}$  do **pure exploration** (over actions)
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Gives  $\min\{S^{1/4}T^{3/4}, \Delta^{1/5}T^{4/5}\}$  regret bound without knowing  $S$  or  $\Delta$ .