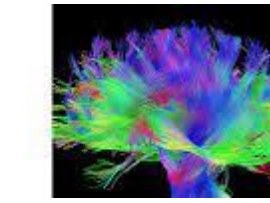


Near-Optimal Collaborative Learning in Bandits

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In a collaborative setting in bandits, when the optimal arm for each agent maximizes some *global* reward computed across agents, communication between agents often becomes necessary. **How to guarantee sample-efficiency in that case while limiting communication? What about regret guarantees?**

Introduction of the Weighted Collaborative Model

Collaborative learning is a general machine learning paradigm in which a group of M agents collectively train a learning algorithm. Making personalized decisions for each agent [1] leads to the twist that **each agent m should play the optimal arm**, among K ones, in a mixed model $\mu'_m \in \mathbb{R}^K$ which is obtained as a combination of her local model $\mu_m \in \mathbb{R}^K$ with the local models of other agents $(\mu_n)_{n \neq m}$

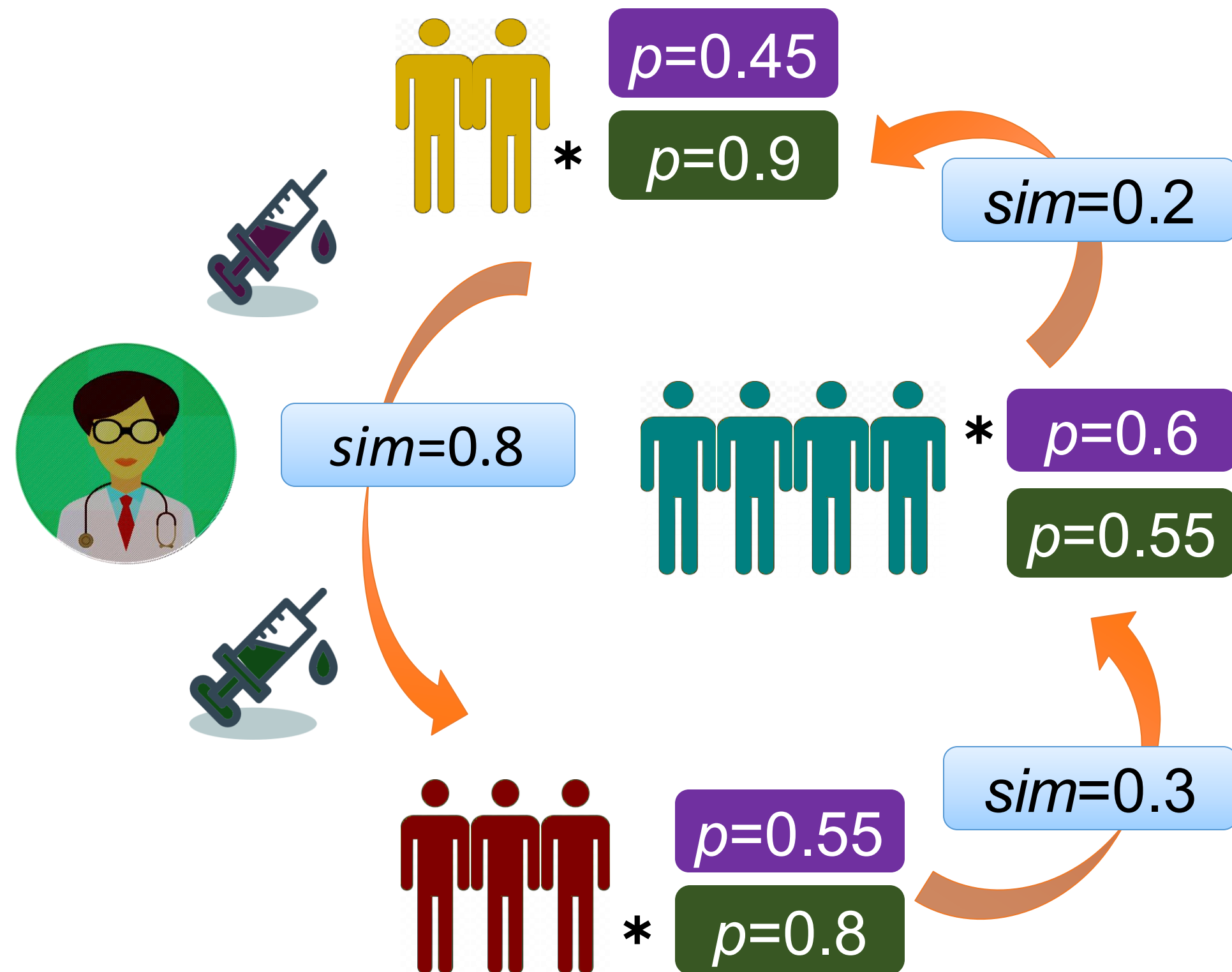
Weighted collaborative model.

$W = (w_{n,m})_{n,m \in [0,1]^{M \times M}}$: weight matrix quantifying similarities between agents.
Expected mixed reward for arm k in agent m is

$$\mu'_{k,m} := \sum_{n \in [M]} w_{n,m} \mu_{k,n}$$

Assuming that the bandits are Gaussian, that is, the observed reward of selected arm π^t at time t in m $r_{\pi^t,m}$ is $r_{\pi^t,m} = \mu_{\pi^t,m} + \varepsilon$, and $\varepsilon \sim \mathcal{N}(0,1)$

This setting encompasses several prior works [1-3], including best arm identification ($M=1$). The goal is to exploit the information from W to decrease sample complexity/regret, with little cross-agent communication about observed rewards.



Collaborative Best-Arm Identification (CBAI)

Complexity of the Problem

For each agent m , identify with prob. $1-\delta$ the arm $\star_m := \arg \max_{k \leq K} \mu'_{k,m}$ (with highest expected reward) by observing as few rewards as possible (low sample complexity).

Lower bound on the sample complexity.

On instance $\mu \in \mathbb{R}^{K \times M}$ and weight matrix W s.t. $\forall m, w_{m,m} \neq 0$, any algorithm \mathcal{A} which is correct with prob. $1-\delta$ ($\delta \leq 0.5$), and communicates at each round, samples in expectation at least $T^*_{W(\mu)} \log(1/(2.4\delta))$ times, where

$$T^*_{W(\mu)} := \min_{t \in (\mathbb{R}^+)^{K \times M}} \sum_{k,m} t_{k,m} \\ \text{s.t. } \forall m \leq M, \forall k \neq \star_m, \sum_{n \leq M} w_{n,m}^2 (1/t_{k,n} + 1/t_{\star_m,n}) \leq (\mu'_{\star_m,m} - \mu'_{k,m})^2 / 2$$

In the instance in Figure 1, $T^*_{W(\mu)} \approx 1,422$ whereas $T^*_{id}(\mu) \approx 3,368$.

Near-Optimal Algorithm for CBAI

We introduce a phased-elimination algorithm (Algorithm 1) to solve this problem, based on a relaxation of the lower bound problem \tilde{P}^*

Relaxed lower bound problem.

For any $\Delta \in \mathbb{R}^{K \times M}$ and weight matrix W

$$\tilde{P}^*(\Delta) := \min_{t \in (\mathbb{R}^+)^{K \times M}} \sum_{k,m} t_{k,m} \text{ s.t. } \forall m \leq M, \forall k \leq K, \sum_{n \leq M} w_{n,m}^2 / t_{k,n} \leq (\Delta_{k,m})^2 / 2$$

We show that $\tilde{P}^*(\Delta) \leq T^*_{W(\mu)} \leq 2\tilde{P}^*(\Delta)$ for $\Delta_{k,m} := \mu'_{\star_m,m} - \mu'_{k,m}$. Then:

Sample Complexity Upper Bound for W-CPE-BAI.

With prob. $1-\delta$, **W-CPE-BAI** outputs the optimal arm for each agent by sampling at most $32T^*_{W(\mu)} \log_2(8/(\min_{k \leq K} \Delta_{k,m})) \log(1/\delta) + o_{\delta \rightarrow 0}(\log(1/\delta))$ times.

Collaborative Regret Minimization

For each agent m , the objective is to minimize the following regret at horizon T

$$R_\mu(T) := \mathbb{E} \left[\sum_{m,t} \mu'_{\star_m,m} - \mu_{\pi^t,m} \right]$$

Lower bound on the regret.

On instance $\mu \in \mathbb{R}^{K \times M}$ and weight matrix W , any uniformly efficient algorithm in which all agents communicate after each round satisfies

$$\liminf_{T \rightarrow \infty} R_\mu(T) / \log(T) \geq C^*_{W(\mu)},$$

where

$$C^*_{W(\mu)} := \min_{c \in (\mathbb{R}^+)^{K \times M}} \sum_{m,k \neq \star_m} c_{k,m} \Delta_{k,m} \\ \text{s.t. } \forall m \leq M, \forall k \leq K, \sum_{n \text{ s.t. } k \neq \star_n} w_{n,m}^2 / c_{k,n} \leq (\Delta_{k,m})^2 / 2$$

This lower bound proves the conjecture in [1] with weaker assumptions.

Initialize $r \leftarrow 0, \forall k, m, \bar{\Delta}_{k,m}(0) \leftarrow 1, n_{k,m}(0) \leftarrow 1, \forall m, B_m(0) \leftarrow [K]$
Draw each arm k by each agent m once
repeat

Central server
 $B(r) \leftarrow \bigcup_{m \in [M]} B_m(r)$
Compute $t(r) \leftarrow \tilde{P}^* \left(\left(\sqrt{2} \bar{\Delta}_{k,m}(r) \right)_{k,m} \right)$
For any $k \in [K]$, compute

$$(d_{k,m}(r))_{m \in [M]} \leftarrow \arg \min_{d \in \mathbb{N}^M} \sum_m d_m \text{ s.t. } \forall m \in [M], \frac{n_{k,m}(r-1) + d_m}{\beta_\delta(n_{k,m}(r-1) + d)} \geq t_{k,m}(r)$$

Send to each agent m $(d_{k,m}(r))_{k,m}$ and $d_{\max} := \max_{n \in [M]} \sum_{k \in [K]} d_{k,n}(r)$

Agent m
Sample arm $k \in B(r)$ $d_{k,m}(r)$ times, so that $n_{k,m}(r) = n_{k,m}(r-1) + d_{k,m}(r)$
Remain idle for $d_{\max} - \sum_{k \in [K]} d_{k,m}(r)$ rounds
Send to the server empirical mean $\hat{\mu}_{k,m}(r) := \sum_{s \leq n_{k,m}(r)} X_{k,m}(s) / n_{k,m}(r)$ for any $k \in [K]$

Central server
Compute the empirical mixed means $(\hat{\mu}'_{k,m}(r))_{k,m}$ based on $(\hat{\mu}_{k,m}(r))_{k,m}$ and W
// Update set of candidate best arms for each user
for $m = 1$ to M **do**

$$B_m(r+1) \leftarrow \left\{ k \in B_m(r) \mid \hat{\mu}'_{k,m}(r) + \Omega_{k,m}(r) \geq \max_{j \in B_m(r)} (\hat{\mu}'_{j,m}(r) - \Omega_{j,m}(r)) \right\}$$

end for
// Update the gap estimates
For all $k, m, \bar{\Delta}_{k,m}(r+1) \leftarrow \bar{\Delta}_{k,m}(r) \times (1/2)^{\mathbb{1}(k \in B_m(r+1) \wedge |B_m(r+1)| > 1)}$
 $r \leftarrow r+1$
until $\forall m \in [M], |B_m(r)| \leq 1$
Output: $\{k \in B_m(r) : m \in [M]\}$

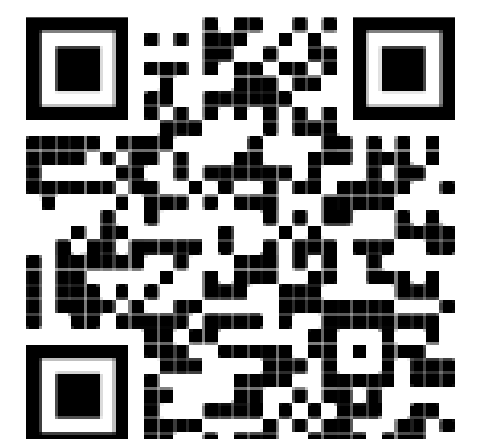
Algorithm 1. Weighted Collaborative Phased Elimination for Best Arm Identification (W-CPE-BAI) algorithm for CBAI.

Discussion

- The strategy to build a near-optimal algorithm for CBAI has the potential to be extended to other identification problems.
- A possible subsequent work would add privacy-preserving features to these algorithms [4].

References

- [1] Shi, Shen & Yang. "Federated multi-armed bandits with personalization." *International Conference on Artificial Intelligence and Statistics*. PMLR, 2021.
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- [3] Russac, Yoan, et al. "A/B/n Testing with Control in the Presence of Subpopulations." *Advances in Neural Information Processing Systems* 34 (2021): 25100-25110.
- [4] Dubey & Pentland. "Differentially-private federated linear bandits." *Advances in Neural Information Processing Systems* 33 (2020): 6003-6014.



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Figure 1. Collaborative setting, with $M=3$ agents/populations, $K=2$ arms/treatments. * denotes optimal arms for each agent.