

AN EFFICIENT PESSIMISTIC-OPTIMISTIC ALGORITHM FOR CONSTRAINED STOCHASTIC LINEAR BANDITS

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CONSTRAINED BANDITS: ONLINE DISPATCHING



Crowdsourcing

- Jobs arrive in a dynamic way
- Dispatch jobs to servers
- Observe reward, cost, and budget

CONSTRAINED BANDITS: ONLINE DISPATCHING



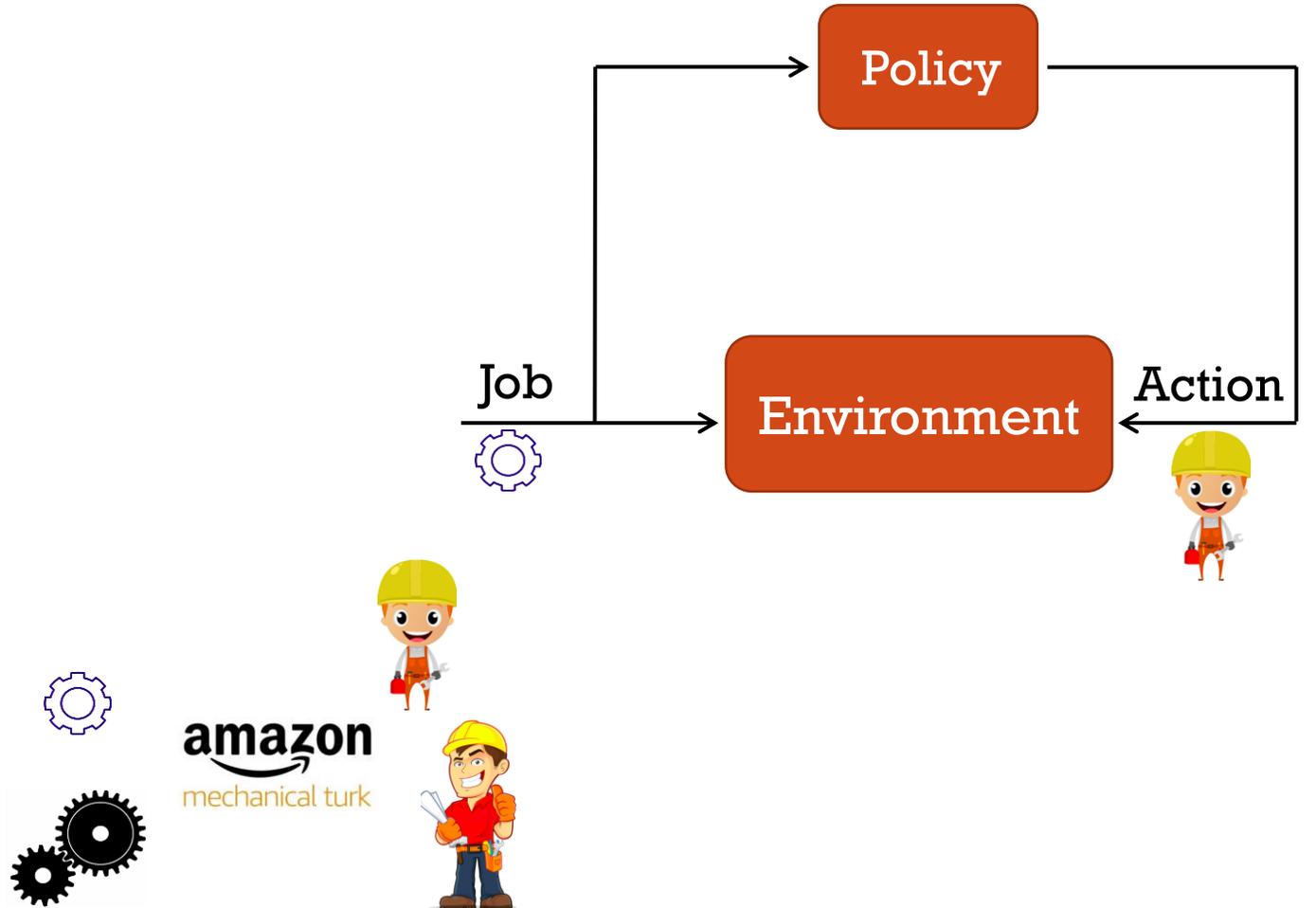
Crowdsourcing



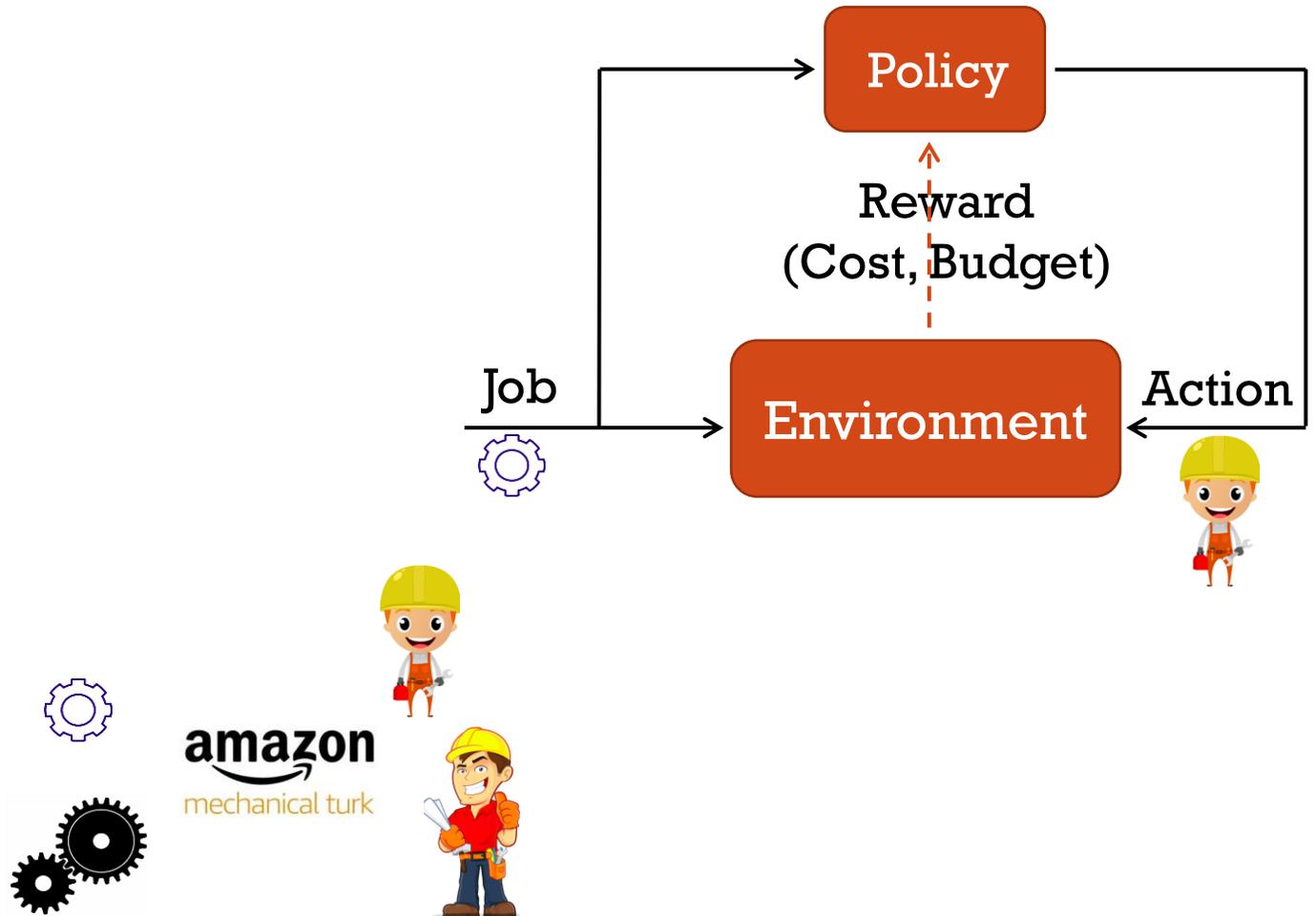
Healthcare

- Jobs arrive in a dynamic way
- Dispatch jobs to servers
- Observe reward, cost, and budget

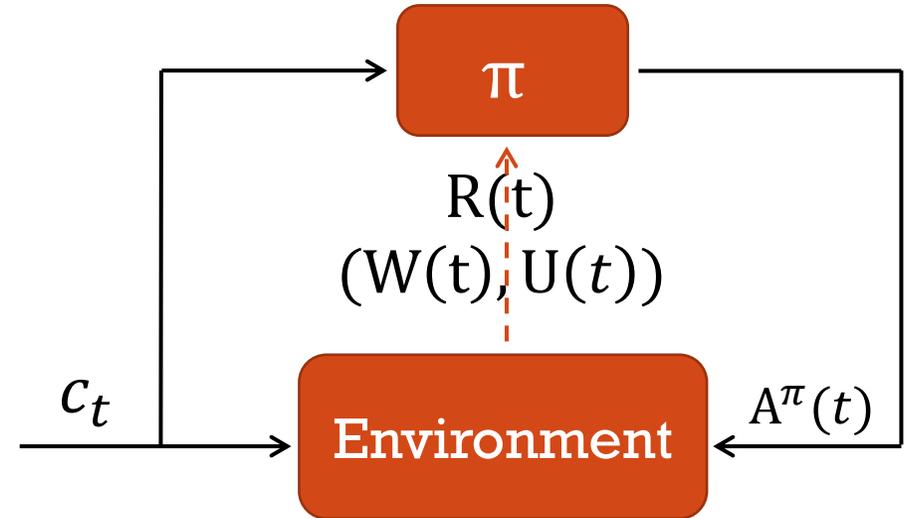
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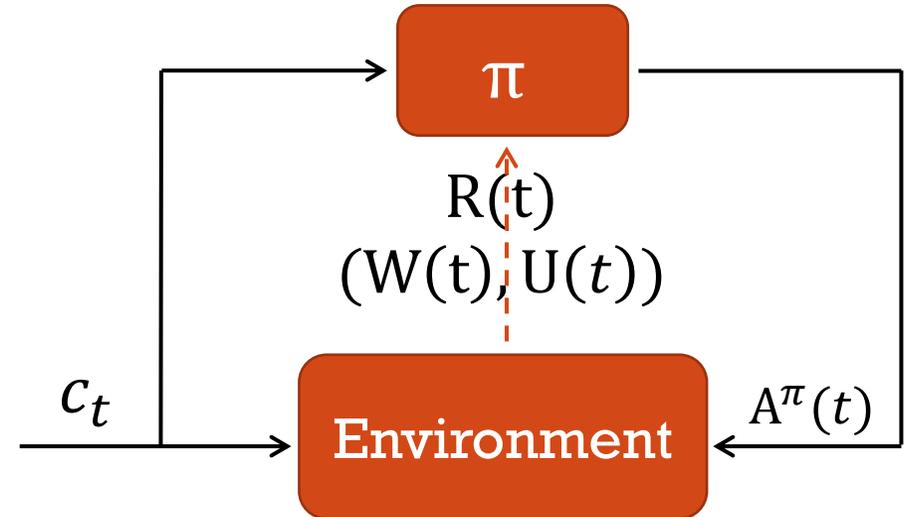
CONSTRAINED BANDITS: ONLINE DISPATCHING



CONSTRAINED BANDITS: ONLINE DISPATCHING

$$\max_{\pi} \mathbb{E} \left[\sum_{t=1}^T R(t) \right]$$

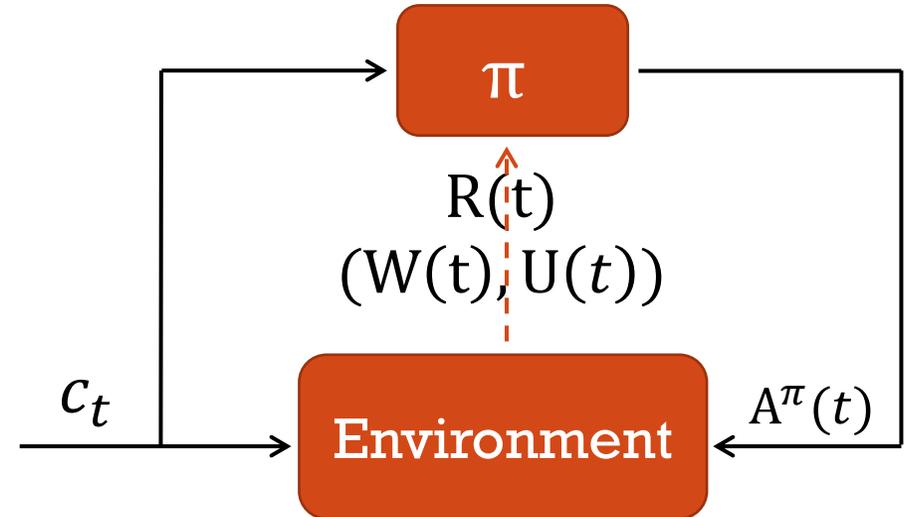
s. t. $\mathbb{E} \left[\sum_{t=1}^{\tau} W(t) \right] \leq \mathbb{E} \left[\sum_{t=1}^{\tau} U(t) \right]$



CONSTRAINED BANDITS: ONLINE DISPATCHING

$$\max_{\pi} \mathbb{E} \left[\sum_{t=1}^T R(c_t, A^{\pi}(t)) \right]$$

$$\text{s. t. } \mathbb{E} \left[\sum_{t=1}^{\tau} W(c_t, A^{\pi}(t)) \right] \leq \mathbb{E} \left[\sum_{t=1}^{\tau} U(t) \right]$$



$$R(\text{gears}, \text{worker}) = 0.1$$

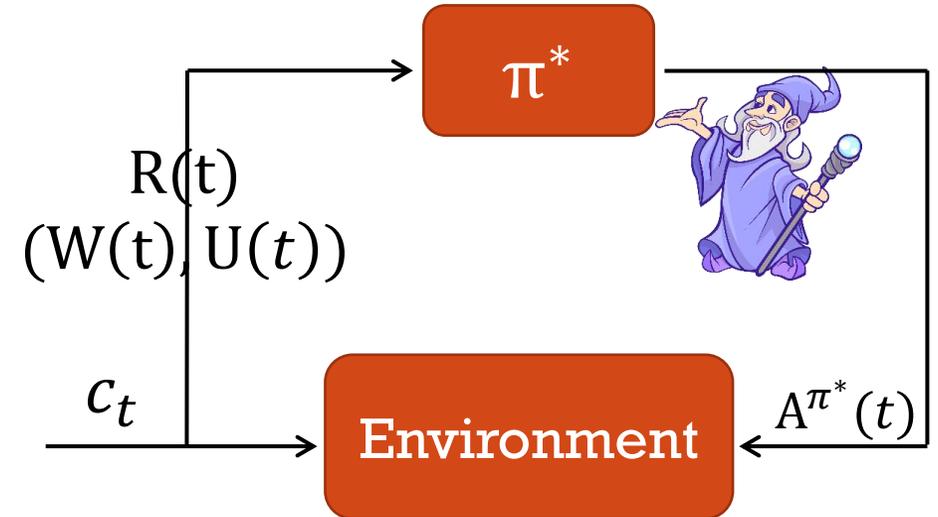
$$W(\text{gears}, \text{worker}) = 90$$



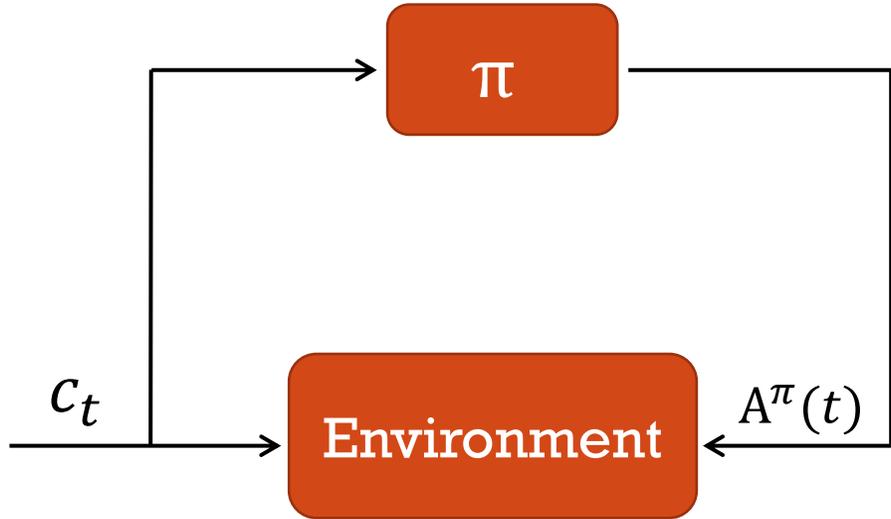
CONSTRAINED BANDITS: ONLINE DISPATCHING

$$\max_{\pi} E \left[\sum_{t=1}^T R(c_t, A^{\pi}(t)) \right]$$

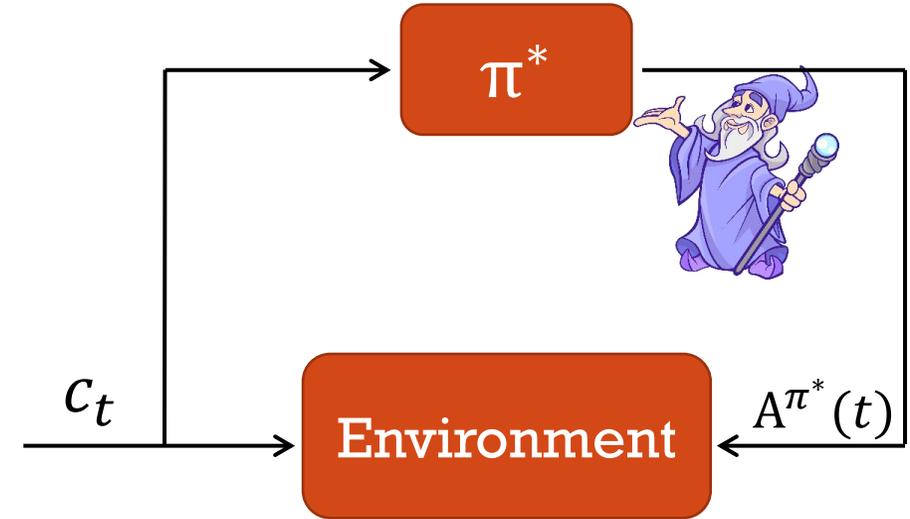
s. t. $E \left[\sum_{t=1}^{\tau} W(c_t, A^{\pi}(t)) \right] \leq E \left[\sum_{t=1}^{\tau} U(t) \right]$



CONSTRAINED BANDITS: ONLINE DISPATCHING



V.S.



Goals:

- ❑ Achieve optimal performance:

$$\text{Regret} = \text{TotalReward}(\pi^*) - \text{TotalReward}(\pi).$$

- ❑ Guarantee zero violation:

$$\text{Violation} = \text{TotalCost}(\pi) - \text{TotalBudget}.$$

CONSTRAINED STOCHASTIC LINEAR BANDITS

Model:

1. N servers and T time slots
2. A task arrives with feature c_t at time slot t .
3. Rewards are unknown:

$$R(c_t, j) = \langle \theta_*, \phi(c_t, j) \rangle + \eta_t$$

4. Costs are known:

$$W(c_t, j)$$

5. Stochastic (anytime) accumulative constraints:

$$E[\sum_{t=1}^{\tau} W(c_t, A(t))] \leq E[\sum_{t=1}^{\tau} U(t)]$$



amazon
mechanical turk



CONSTRAINED STOCHASTIC LINEAR BANDITS

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$$R(c_t, j) = \langle \theta_*, \phi(c_t, j) \rangle + \eta_t$$

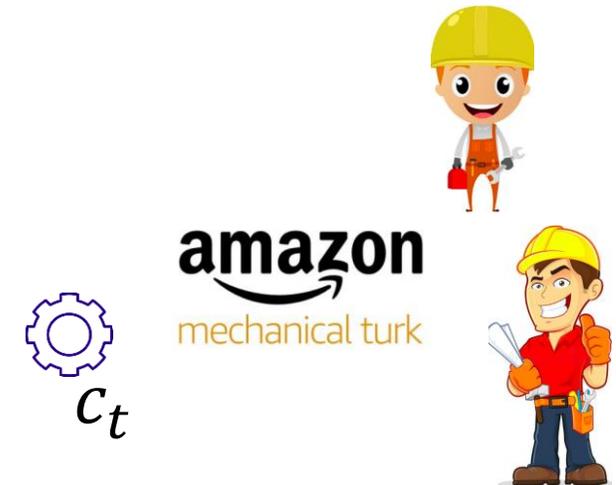
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$$E[\sum_{t=1}^{\tau} W(c_t, A(t))] \leq E[\sum_{t=1}^{\tau} U(t)]$$

$$R(\text{gear}, \text{worker}) = 0.6$$



$$R(\text{gear}, \text{worker}) = 0.8$$

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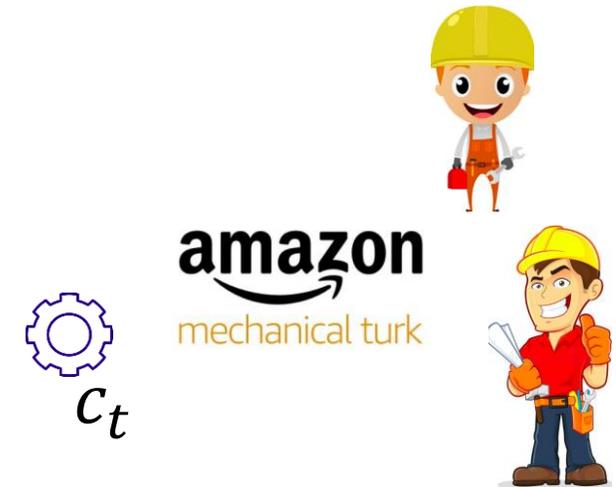
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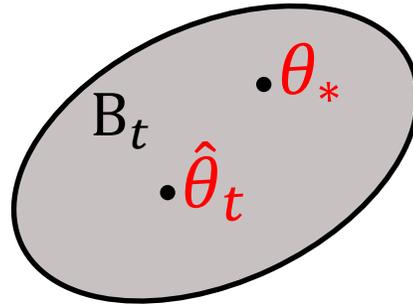
$$W(\text{gear}, \text{worker}) = 30$$



$$W(\text{gear}, \text{worker}) = 10$$

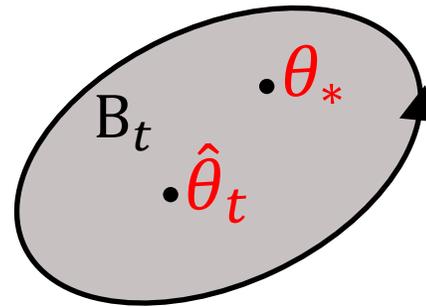
BANDIT LEARNING-BASED ONLINE ALGORITHM

1. Optimistic reward estimation



BANDIT LEARNING-BASED ONLINE ALGORITHM

1. Optimistic reward estimation



$\hat{r}(c_t, j)$

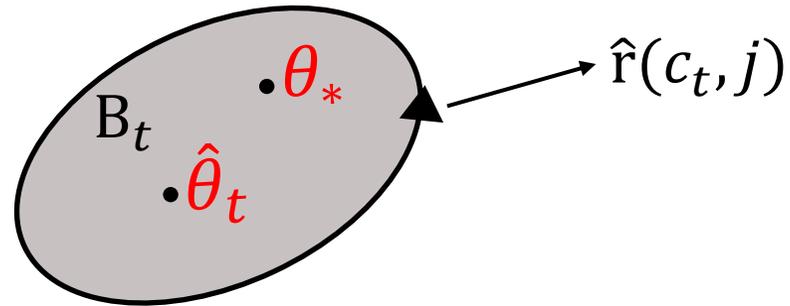
$\widehat{\text{reward}}(\text{gear}, \text{worker}) = 0.9$

true reward($\text{gear}, \text{worker}$) = 0.8



BANDIT LEARNING-BASED ONLINE ALGORITHM

1. Optimistic reward estimation

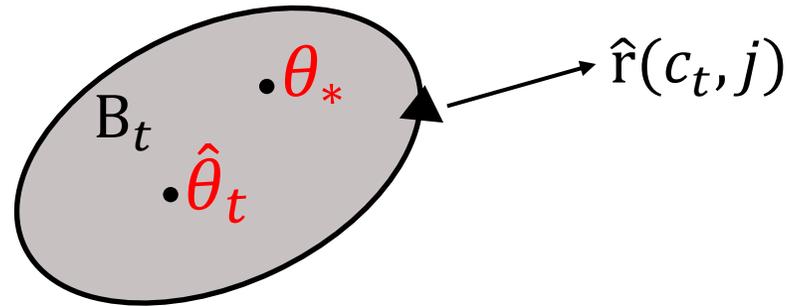


2. Pessimistic action

$$A(t) = \operatorname{argmax}_j \widehat{\text{reward}}(c_t, j) - \text{violation}(c_t, j) \quad \hat{r}(\text{gear}, \text{worker}) > \hat{r}(\text{gear}, \text{worker})$$

BANDIT LEARNING-BASED ONLINE ALGORITHM

1. Optimistic reward estimation



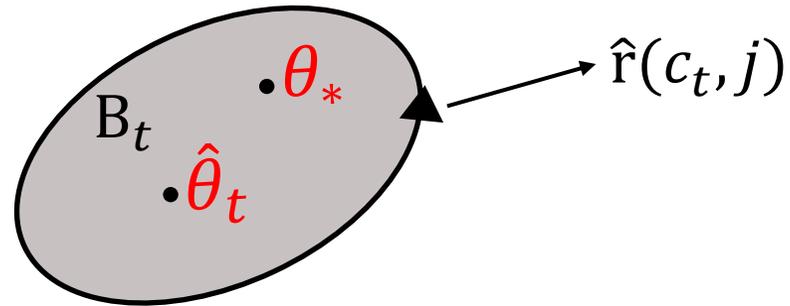
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1. Optimistic reward estimation



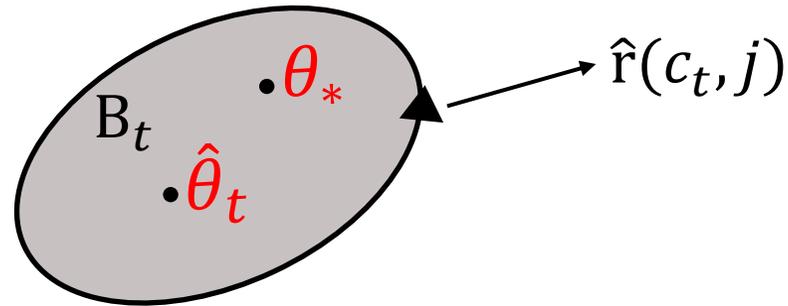
2. Pessimistic action

$$A(t) = \operatorname{argmax}_j \widehat{\text{reward}}(c_t, j) - \text{violation}(c_t, j)$$

3. Calibration

BANDIT LEARNING-BASED ONLINE ALGORITHM

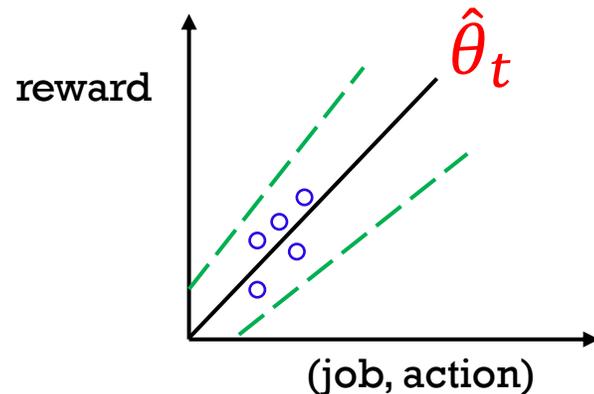
1. Optimistic reward estimation



2. Pessimistic action

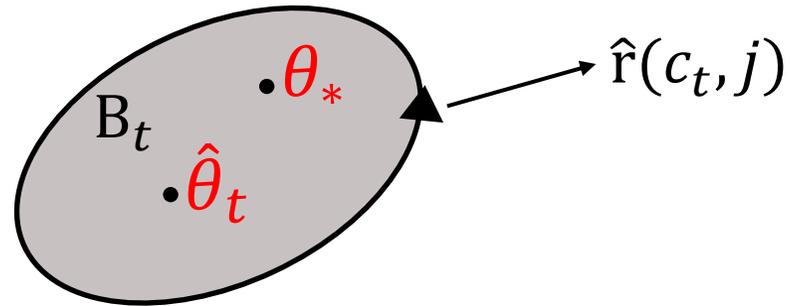
$$A(t) = \operatorname{argmax}_j \widehat{\text{reward}}(c_t, j) - \text{violation}(c_t, j)$$

3. Calibration on reward



BANDIT LEARNING-BASED ONLINE ALGORITHM

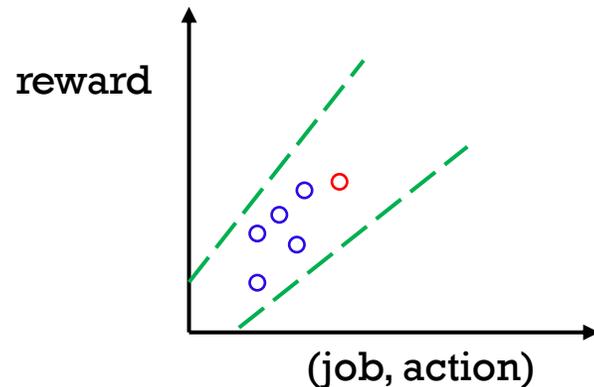
1. Optimistic reward estimation



2. Pessimistic action

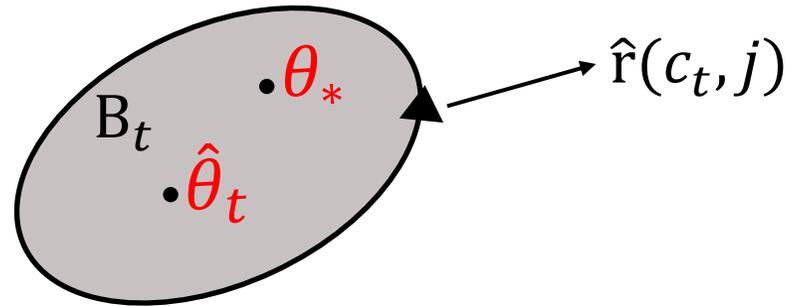
$$A(t) = \operatorname{argmax}_j \widehat{\text{reward}}(c_t, j) - \text{violation}(c_t, j)$$

3. Calibration on reward



BANDIT LEARNING-BASED ONLINE ALGORITHM

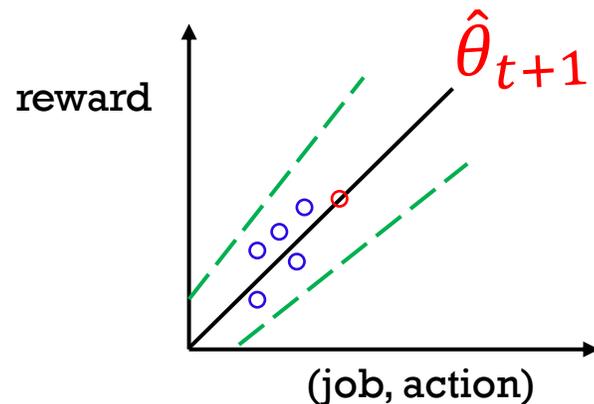
1. Optimistic reward estimation



2. Pessimistic action

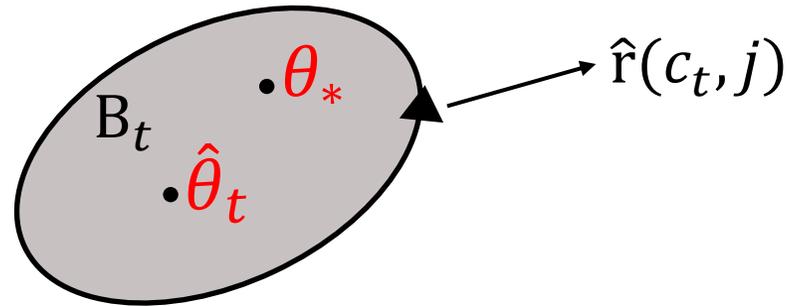
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BANDIT LEARNING-BASED ONLINE ALGORITHM

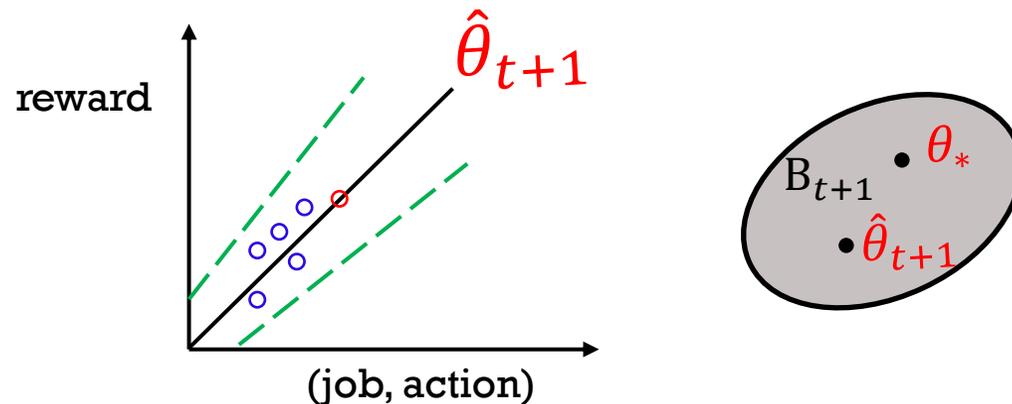
1. Optimistic reward estimation



2. Pessimistic action

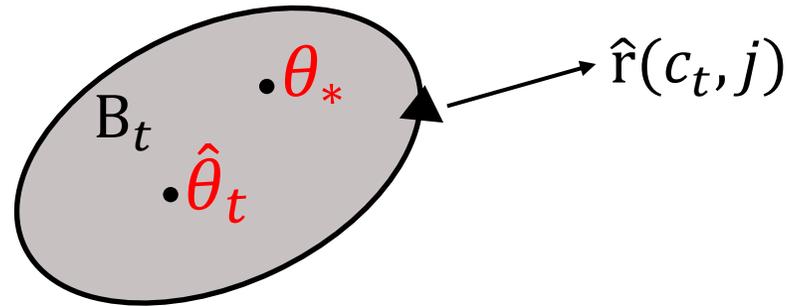
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1. Optimistic reward estimation

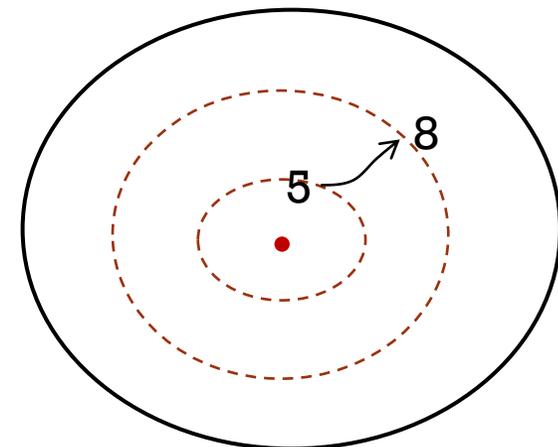


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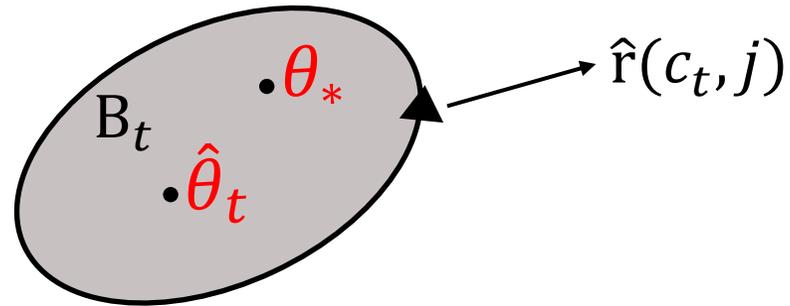
3. Calibration on violation

$$\text{violation}(t + 1) = \underbrace{\text{violation}(t)}_5 + \underbrace{\text{cost}(t) - \text{budget}(t)}_3$$



PESSIMISTIC-OPTIMISTIC ONLINE ALGORITHM

1. **Optimistic** reward estimation

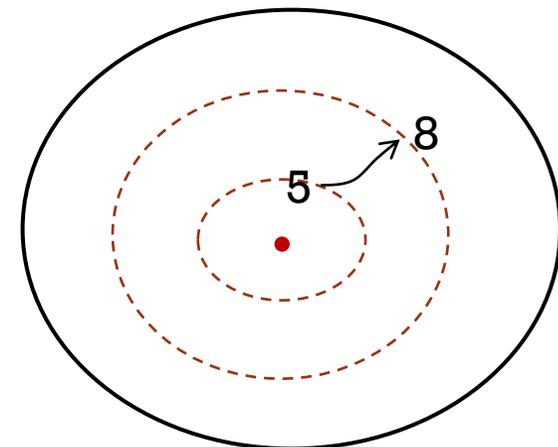


2. **Pessimistic** action

$$A(t) = \underset{j}{\operatorname{argmax}} \widehat{\text{reward}}(c_t, j) - \text{violation}(c_t, j)$$

3. Calibration on violation

$$\text{violation}(t + 1) = \underbrace{\text{violation}(t)}_5 + \underbrace{\text{cost}(t) - \text{budget}(t)}_3$$



PESSIMISTIC-OPTIMISTIC ONLINE ALGORITHM

Theorem (Informal):

Pessimistic-optimistic algorithm achieves $\text{Regret}(\tau) = O(\sqrt{\tau})$ and $\text{Violation}(\tau) = 0$ after some constant rounds.

[LiuLiShiYing21] First efficient online algorithm to achieve optimal regret & violation (anytime).

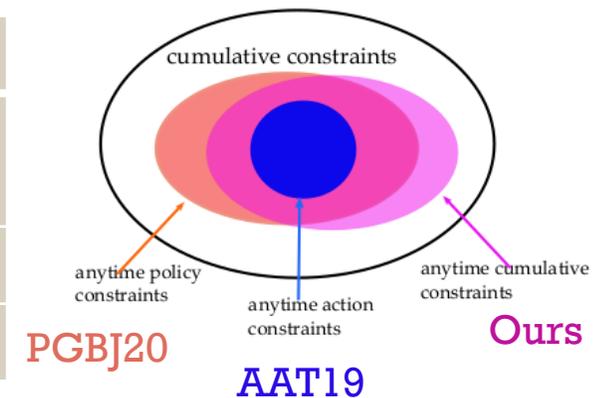
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Related Work	Constraint Type
AD14, AD16, BKS18, CER20	Constraints imposed at the end of time horizon
AAT19	Anytime action constraints
PGBJ20	Anytime policy constraints



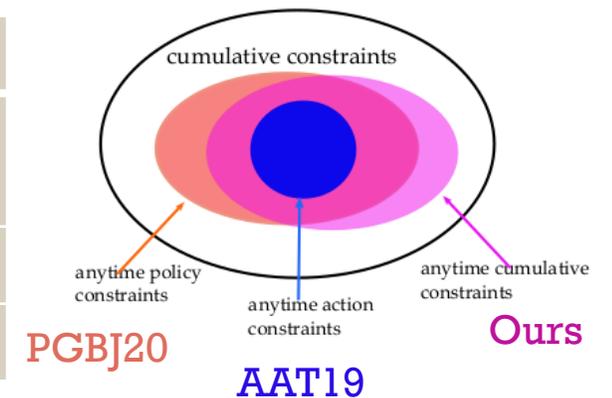
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Primal-dual approach with adaptive optimism in primal and pessimism in dual.

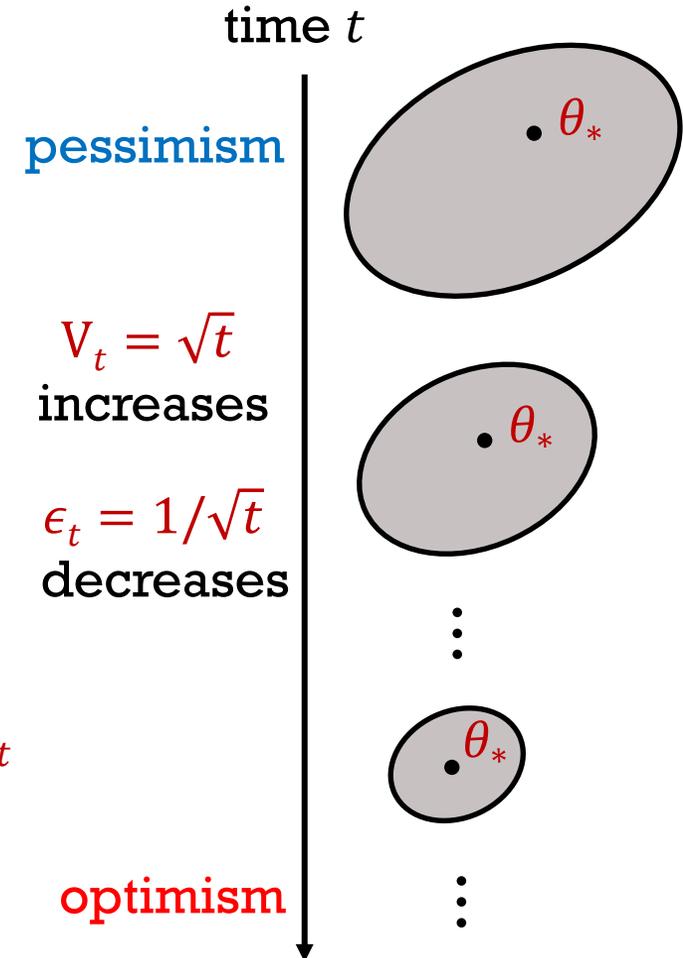
ADAPTIVE OPTIMISM-PESSIMISM IN PRIMAL-DUAL

Primal (action):

$$\begin{aligned} A(t) &= \operatorname{argmax}_j \widehat{\text{reward}}(c_t, j) - \text{violation}(c_t, j) \\ &= \operatorname{argmax}_j V_t \hat{r}(c_t, j) - \text{violation}(c_t, j) \end{aligned}$$

Dual (calibration):

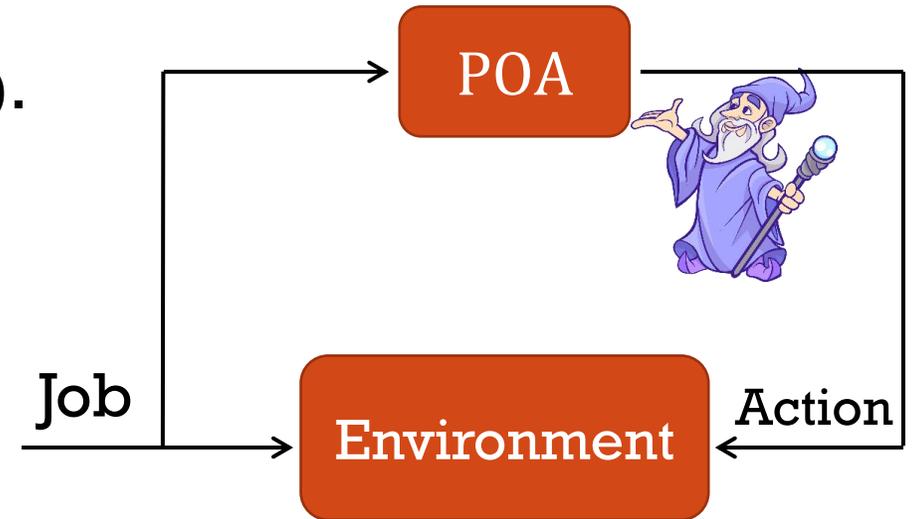
$$\text{violation}(t + 1) = \text{violation}(t) + \text{cost}(t) - \text{budget}(t) + \epsilon_t$$



CONCLUSION

Pessimistic-optimistic online algorithm:

- achieve optimal regret & violation (anytime).
- a novel drift analysis framework to bridge regret and violation.



THANK YOU!