Online Learning over a Finite Action Set with Limited Switching

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• T-iteration repeated game between algorithm & adversary:

In each iteration $t \in \{1, ..., T\}$

Choice. Simultaneously:

Algorithm (randomly) chooses action $I_t \in \{1, ..., n\}$

Our Contributions

Mii

Google

- 1. Present the first PFE algorithms which w.h.p. achieve the optimal order for both **Regret and Switches**, resolving COLT 2013 open problem of Devroye, Lugosi, and Neu.
 - Many existing algorithms work in expectation, but no h.p. guarantees.
 - Efficiently extendable to online combinatorial optimization with limited switching.

2. Using the above and several reductions, we unify previous work and **completely characterize the** complexity of the switching-budget problem (up to small polylog factors): for both the PFE and MAB problems, for all switching budgets, and for both expectation and h.p. guarantees.

Adversary chooses losses $\ell_t : \{1, \dots, n\} \rightarrow [0, 1]$

Feedback. Either:

Prediction from Experts (PFE) setting: Algorithm observes all losses ℓ_{t}

Multi-Armed Bandit (MAB) setting: Algorithm observes only $\ell_t(I_t)$

• Classical goal: min cumulative loss w.r.t. meaningful baseline:

 $\mathsf{Regret}_{T} := \sum_{t=1}^{T} \mathscr{C}_{t}(I_{t}) - \min_{i^{*} \in \{1, \dots, n\}} \sum_{t=1}^{T} \mathscr{C}_{t}(i^{*})$

Switching as a resource

• Switching between actions is bad in applications

- Shows qualitatively different behaviors for full-info & partial-info settings.
- Implies duality between switching costs & switching budgets (a priori, only one reduction is trivial).

Contribution I: first h.p. algorithms for switching-cost PFE

• General framework to convert an algorithm with optimal Regret & Switches expectation guarantees, into an algorithm with analogous *h.p. guarantees*:

> while in iteration $\leq T$ do Run \mathcal{A} with fresh randomness. Stop when use $S' = O\left(\sqrt{\frac{T \log n}{\log \frac{1}{\delta}}}\right)$ switches. end

• In words: split T iterations into $N \approx \log \frac{1}{\delta}$ variable-length epochs. Restart epoch once uses S' switches, with fresh randomness.

• Variable-length epoch is (provably) essential.

Switches_T :=
$$\sum_{t=2}^{I} \mathbf{1} \{ I_t = I_{t-1} \}$$

- Many such applications [see paper for long list...]
- This motivates viewing switching as a resource.
- Leads to a *bi-criteria* optimization problem. Formalize by:

Switching-cost: incur additional loss of c every switch. [Expensive but unlimited.]

Switching-budget: limited to S total switches in game. [Free but limited.]

Our goal: understand tradeoff between Regret & Switches.

• Analysis is broken into 2 parts:

- I. H.p. switching guarantee: show $\mathbb{P}(\# \text{ epochs} > N) \leq e^{-N}$
 - Can prove in black-box manner with just E[switching] bounds for A (no other info on A needed)
- 2. H.p. regret guarantee: show cumulative regret concentrates around (# epochs) x (E[Regret] in single epoch).
 - Can do for FPL-based algorithms.
 - This part of the analysis is not black-boxed as it depends on the algorithm A used.
- Examples of algorithms A that work with our framework:
 - Multiplicative Follow the Perturbed Leader [Kalai and Vempala, 2005]
 - Prediction by Random Walk Perturbation (+ combinatorial version) [Devroye, Lugosi, and Neu, 2013]

Open question: *uniform* h.p. algorithms?

Contribution 2: complexity landscape of online learning with limited switching

Minimax regret

Minimax regret

