

# Bayesian Design Principles for Frequentist Sequential Learning

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- We develop a general theory encompassing bandit problems, reinforcement learning, and beyond.

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**Frequentist** approach requires less information, but is more bottom-up;  
**Bayesian** approach is more top-down, but requires stronger assumptions.

## Main research question

Can we develop **principled Bayesian-type** algorithms, that are **prior-free**, **computationally efficient**, and work well in both **stochastic** and **adversarial/non-stationary** environments?

## Contributions: approach

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- Uses **Bayesian posteriors** for randomized estimation and decision making.
  - More **principled and precise** than **existing frequentist algorithms**.
- Introduces **Algorithmic Information Ratio (AIR)** as an optimization objective to create “**algorithmic beliefs**”, as well as a complexity measure to bound the **frequentist regret** of any algorithm.
  - Develop a “**principle of maximal AIR**” to derive novel learning algorithms and unify existing ones.

## Contributions: applications

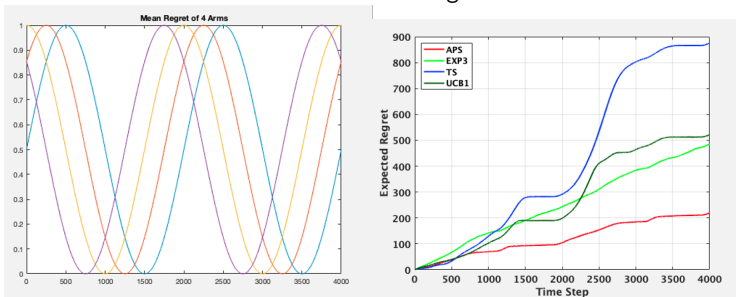
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## Contributions: applications

- In **Multi-armed bandits (MAB)**, our proposed **Adaptive Posterior Sampling (APS)** algorithm achieves “**best-of-all-worlds**” empirical performance in **stochastic, adversarial, and non-stationary** environments!
- We also provide theoretical guarantees and insights to **linear bandits**, **bandit convex optimization**, and **reinforcement learning**.

## Numerical evidence: changing environment

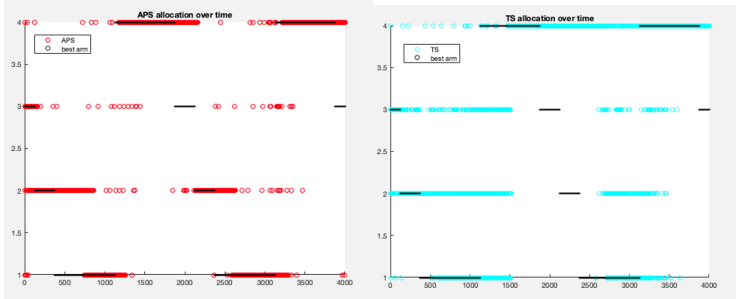
- **Non-stationary** MAB: generate a 4-armed bandit problem with the mean-reward structure showed in the left figure:



- **APS** achieves best performance, while **TS** fails in this non-stationary environment.

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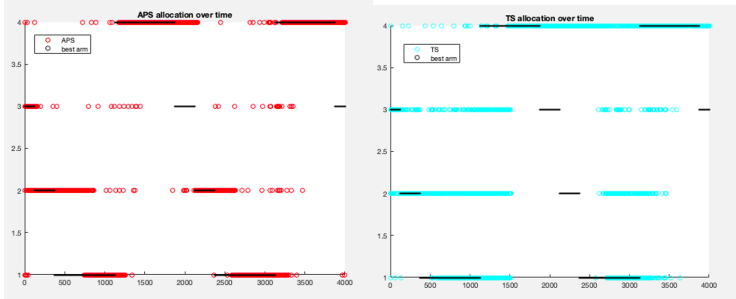
- **Non-stationary** MAB: generate the "sine curve" environment, track the selected arms and the best arms throughout the process.



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- **APS** is highly responsive to changes in the best arm, whereas **TS** is relatively sluggish in this regard!
- Creating new **algorithmic beliefs** has the potential to be a game changer.



Thanks!

