Assouad, Fano, and Le Cam with Interaction: A Unifying Lower Bound Framework and Characterization for Bandit Learnability

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<https://arxiv.org/abs/2410.05117>

1 / 14

Interactive Decision Making

Examples: robotics, games, clinical trails, reinforcement learning, etc.

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Understand the fundamental limits for statistical estimation and interactive decision making problems.

Interaction protocol

For each round $t = 1, ..., T$:

- **•** The learner selects a decision $\pi^t \in \Pi$, where Π is the decision space.
- The learner receives an observation $o^t \in \mathcal{O}$ sampled via $o^t \sim M^{\star}(\pi^t)$, where $\mathcal O$ is the observation space.

After *T* rounds, the learner outputs $\widehat{\pi} \in \Pi$ and incurs a loss $L(M^{\star}, \widehat{\pi})$.

- M^* : $\Pi \to \Delta$ (*O*) is the *model* of the environment
- Learner is given a model class $M \subseteq (\Pi \to \Delta(\mathcal{O}))$ containing M^*
- Example: structured bandits/contextual bandits, episodic RL, etc.

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- M^* : $\Pi \to \Delta$ (*O*) is the *model* of the environment
- Learner is given a model class $M \subseteq (\Pi \to \Delta(\mathcal{O}))$ containing M^*
- Example: structured bandits/contextual bandits, episodic RL, etc.
- Special case: statistical estimation
	- Non-interactive: $o^1, \cdots, o^T \sim M^*$ independently

Minimax criterion

The *T*-round minimax risk is defined as

$$
\min_{\texttt{ALG}} \max_{M \in \mathcal{M}} \mathbb{E}^{M, \texttt{ALG}} L(M, \hat{\pi})
$$

- min over all possible *T*-round algorithm ALG with output $\hat{\pi}$
- max over the *worst-case* model $M \in \mathcal{M}$

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Statistical estimation (non-interactive):

- Standard and well-understood in statistics
- Proving upper bound: choosing a particular algorithm
- Proving lower bound: requires specialized techniques
	- Le Cam's two-point method
	- Assouad's lemma
	- Fano's inequality

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Beyond statistical estimation:

- Upper & lower bounds: case-by-case
- [Foster et al. \[2021\]](#page-13-0) proposes Decision-Estimation Coefficient (DEC) framework, providing both lower and upper bounds for any DMSO problem
	- DEC approach is seemingly different from the classical techniques
	- The DEC lower & upper bounds have a gap related to the complexity of estimation [\[Foster et al., 2021,](#page-13-0) [2023\]](#page-13-1)

Contributions

- A unifying framework for information-theoretic lower bound in statistical estimation and interactive decision making, which recovers
	- Le Cam's two-point method, Assouad's lemma, Fano's inequality
	- The DEC lower bound approach
- A novel complexity measure, the Fractional Covering Number
	- A new lower bound for interactive decision making (and complements the DEC lower bound)
	- A unified characterization of learnability for any structured stochastic bandit problem
	- Polynomially matching lower and upper bounds for any convex model class

$$
\mathsf{N}_{\mathrm{frac}}(\mathcal{M},\Delta):=\inf_{p\in\Delta(\Pi)}\sup_{M\in\mathcal{M}}\;\frac{1}{p(\pi:L(M,\pi)\leq\Delta)}.
$$

• Measuring the best possible coverage over Δ -optimal decisions

Fractional covering number

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$$

- Measuring the best possible coverage over Δ -optimal decisions
- Dual form of the *fractional cover*

Theorem (Fractional covering number lower bound; Informal)

For a *T*-round algorithm to achieve risk $\leq \Delta$, it is necessary that

 $T \geq \Omega(\log N_{\text{frac}}(\mathcal{M}, \Delta)/C_{\text{KL}}),$

where C_{KL} is the radius of the model class M under KL divergence.

• Complementary to the DEC lower bound

Fractional covering number

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$$

- **Application 1:** bandit learnability (and beyond)
- Observation: fractional covering number also provides an upper bound!
- There is a brute-force algorithm that returns a 2Δ -optimal decision using $T \le \widetilde{O}\left(\frac{N_{\text{frac}}(\mathcal{M}, \Delta)}{\Delta^2}\right)$ rounds

Theorem (Bandit learnability)

A class M of stochastic bandits (with Gaussian rewards) is learnable with finite *T* if and only if $N_{\text{frac}}(\mathcal{M}, \Delta) < +\infty$ for all $\Delta > 0$.

$$
N_{\text{frac}}(\mathcal{M}, \Delta) := \inf_{p \in \Delta(\Pi)} \sup_{M \in \mathcal{M}} \frac{1}{p(\pi : L(M, \pi) \leq \Delta)}.
$$

- **Application 1:** bandit learnability (and beyond)
- **Application 2:** tighter upper bound for convex class
- $\bullet \Rightarrow$ Polynomially matching lower and upper bounds for convex model class

Thanks!

- Dylan J Foster, Sham M Kakade, Jian Qian, and Alexander Rakhlin. The statistical complexity of interactive decision making. arXiv preprint arXiv:2112.13487, 2021.
- Dylan J Foster, Noah Golowich, and Yanjun Han. Tight guarantees for interactive decision making with the decision-estimation coefficient. In The Thirty Sixth Annual Conference on Learning Theory, pages 3969–4043. PMLR, 2023.

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