

Nearly Optimal Regret for Stochastic Linear Bandits with Heavy-Tailed Payoffs

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Abstract

In this paper, we study the problem of stochastic linear bandits with finite action sets. Most of existing work assume the payoffs are bounded or sub-Gaussian, which may be violated in some scenarios such as financial markets. To settle this issue, we analyze the linear bandits with heavy-tailed payoffs, where the payoffs admit finite $1 + \epsilon$ moments for some $\epsilon \in (0; 1]$. Through median of means and dynamic truncation, we propose two novel algorithms which enjoy a sublinear regret bound of $\tilde{O}(d^\epsilon T^{1-\epsilon})$, where d is the dimension of contextual information and T is the time horizon. Meanwhile, we provide an $\Omega(d^\epsilon T^{1-\epsilon})$ lower bound, which implies our upper bound matches the lower bound up to polylogarithmic factors in the order of d and T when $\epsilon = 1$. Finally, we conduct numerical experiments to demonstrate the effectiveness of our algorithms and the empirical results strongly support our theoretical guarantees.

1 Introduction

Bandit online learning is a powerful framework for modeling various important decision-making scenarios with applications ranging from medical trials to advertisement placement to network routing [Bubeck and Cesa-Bianchi, 2012]. In the basic stochastic multi-arm bandits (MAB) [Robbins, 1952], a learner repeatedly selects one from K arms to play, and then observes a payoff drawn from a fixed but unknown distribution associated with the chosen arm. The learner's goal is to maximize the cumulative payoffs through the trade-off between exploration and exploitation, i.e., pulling the arms that may potentially give better outcomes and playing the optimal arm in the past [Auer, 2002]. The classic upper confidence bound (UCB) algorithm achieves a regret bound of $O(K \log T)$ over T iterations and K arms, which matches the minimax regret up to a logarithmic factor [Lai and Robbins, 1985].

One fundamental limitation of stochastic MAB is that it ignores the side information (contexts) inherent in the aforementioned real-world applications, such as the user and web-

page features in advertisement placement [Abe *et al.*, 2003], which could guide the decision-making process. To address this issue, various algorithms have been developed to exploit the contexts, based on different structures of the payoff functions such as Lipschitz [Kleinberg *et al.*, 2008; Bubeck *et al.*, 2011] or convex [Agarwal *et al.*, 2013; Bubeck *et al.*, 2015]. Among them, the stochastic linear bandits (SLB) has received significant research interests [Auer, 2002; Chu *et al.*, 2011], in which the expected payoff at each round is assumed to be a linear combination of features in the context vector. More precisely, in each round of SLB, the learner first observes feature vector $x_{t,a} \in \mathbb{R}^d$ for each arm a . After that, he/she selects an arm a_t and receives payoff r_{t,a_t} , such that

$$\mathbb{E}[r_{t,a_t} | x_{t,a_t}] = x_{t,a_t}^\top \theta^* \quad (1)$$

where $\theta^* \in \mathbb{R}^d$ is a vector of unknown parameters. The metric to measure the learner's performance is expected regret, defined as

$$R(T) = \sum_{t=1}^T x_{t,a_t^*}^\top \theta^* - \sum_{t=1}^T x_{t,a_t}^\top \theta^*$$

where $a_t^* = \operatorname{argmax}_{a \in \{1, 2, \dots, K\}} x_{t,a}^\top \theta^*$ and a_t is the action chosen by the learner at round t .

While SLB has been explored extensively [Auer, 2002; Chu *et al.*, 2011; Abbasi-yadkori *et al.*, 2011; Zhang *et al.*, 2016], most of the previous work assume the payoffs are bounded or satisfy the sub-Gaussian property. However, in many real-world scenarios such as financial markets [Cont and Bouchaud, 2000] and neural oscillations [Roberts *et al.*, 2015], the payoffs $r_{t,a}$ fluctuate rapidly and do not exhibit bounded or sub-Gaussian property but satisfy heavy-tailed distributions [Foss *et al.*, 2013], i.e.:

$$\lim_{c \rightarrow \infty} \mathbb{P}\{r_{t,a} - \mathbb{E}[r_{t,a}] > c\} \cdot e^{\lambda c} = \infty; \quad \forall \lambda > 0;$$

There exists a rich body of work on learning with heavy-tailed distribution [Audibert and Catoni,

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the distributions have finite moments of order $1 + \epsilon$ for some $\epsilon \in (0, 1]$. Later, Shao *et al.* [2018] improve these bounds to $\tilde{O}(dT^{-\epsilon})$ by developing two more delicate algorithms. When the variance of payoff is finite (i.e., $\sigma = 1$), this bound becomes $\tilde{O}(d\sqrt{T})$, which is nearly optimal in terms of T . However, when the number of arms is finite, this upper bound is sub-optimal as there exists an $O(\sqrt{d})$ gap from the lower bound $\Omega(\sqrt{dT})$ [Chu *et al.*, 2011]. Thus, an interesting challenge is to recover the regret of $O(\sqrt{dT})$ under the heavy-tailed setting for linear bandits with finite arms.

To the best of our knowledge, this is the first work which investigates heavy-tailed SLB with finite arms and our contributions are highlighted as follows:

- We propose two novel algorithms to address the heavy-tailed issue in stochastic linear bandits with finite arms. One is developed based on median of means, and the other adopts the truncation technique. Furthermore, we establish an $\tilde{O}(dT^{-\epsilon})$ regret bound for both algorithms.
- We provide an $\Omega(d^{\epsilon}T^{-\epsilon})$ lower bound for heavy-tailed SLB problem, which matches our upper bound in terms of the dependence on T . It also implies the dependence on d in our upper bound is optimal up to a logarithmic term when $\epsilon = 1$.
- We conduct numerical experiments to demonstrate the performance of our algorithms. Through comparisons with existing work, our proposed algorithms exhibit improvements on heavy-tailed bandit problem.

2 Related Work

In this section, we briefly review the related work on bandit learning. The p -norm of vector $x \in \mathbb{R}^d$ is $\|x\|_p = (|x_1|^p + \dots + |x_d|^p)^{1/p}$ and the ℓ_2 -norm is denoted as $\|\cdot\|$.

2.1 Bandit Learning with Bounded/Sub-Gaussian Payoffs

The celebrated work of Lai and Robbins [1985] derived a lower bound of $\Omega(K \log T)$ for stochastic MAB, and proposed an algorithm which achieves the lower bound asymptotically by making use of the upper confidence bound (UCB) policies. Auer [2002] studied the problem of stochastic linear bandits, and developed a basic algorithm named LinRel to solve this problem. However, he failed to provide a sub-linear regret for LinRel since the analysis of the algorithm requires all observed payoffs so far to be independent random variables, which may be violated. To resolve this problem, he turned LinRel to be a subroutine which assumes independence among the payoffs, and then constructed a master algorithm named SupLinRel to ensure the independence. Theoretical analysis demonstrates that SupLinRel enjoys an $\tilde{O}(\sqrt{dT})$ regret bound, assuming the number of arms is finite. Chu *et al.* [2011] modified LinRel and SupLinRel slightly to BaseLinUCB and SupLinUCB, which enjoy similar regret bound but less computational cost and easier theoretical analysis. They also provided an $\Omega(\sqrt{dT})$ lower bound for SLB. Dani *et al.* [2008] considered the setting where

the arm set is infinite, and proposed an algorithm named ConfidenceBall₂ which enjoys a regret bound of $\tilde{O}(d\sqrt{T})$. Later, Abbasi-yadkori *et al.* [2011] provided a new analysis of ConfidenceBall₂, and improved the worst case bound by a logarithmic factor.

The main difficulty in bandit problem is the trade-off between exploitation and exploration. Most of the existing work take advantage of UCB to settle this issue and adopt the tool of ridge regression to estimate μ^* [Auer, 2002; Chu *et al.*, 2011]. The least square estimator of Chu *et al.* [2011] is

$$\hat{\mu}_t = \operatorname{argmin}_{\theta \in \mathbb{R}^d} \|V_t \theta - Y_t\|^2 + \|\theta\|^2 \quad (2)$$

where $V_t = [X_{\tau, a_\tau}]_{\tau \in \Psi_t} \in \mathbb{R}^{|\Psi_t| \times d}$ is a matrix of the historical contexts, $Y_t = [r_{\tau, a_\tau}]_{\tau \in \Psi_t} \in \mathbb{R}^{|\Psi_t| \times 1}$ is the historical payoff vector and $\Psi_t \subseteq \{1, 2, \dots, t-1\}$ is a filtered index set. The confidence interval for arm a at round t is

$$\left[X_{t,a}^\top \hat{\mu}_t - w_{t,a}; X_{t,a}^\top \hat{\mu}_t + w_{t,a} \right] \quad (3)$$

where $w_{t,a} = (\lambda + 1) \sqrt{X_{t,a}^\top A_t X_{t,a}}$, $A_t = I_d + V_t^\top V_t$ and $\lambda = O(\sqrt{\ln(TK)})$. If $w_{t,a}$ is small for all $a \in \{1, 2, \dots, K\}$, which means the estimations for coming payoffs are accurate enough, the arm with highest upper confidence bound is played to execute exploitation. Otherwise, if there exists an arm a with $w_{t,a}$ large enough, arm a is played to explore more information.

2.2 Bandit Learning with Heavy-tailed Payoffs

The classic paper of Bubeck *et al.* [2013] studied stochastic MAB with heavy-tailed payoffs, and proposed a UCB-type algorithm which enjoys a logarithmic regret bound, under the assumption that the $1 + \epsilon$ moment of the payoffs is bounded for some $\epsilon \in (0, 1]$. They also constructed a matching lower bound. Medina and Yang [2016] extended the analysis to SLB, and developed two algorithms enjoying $\tilde{O}(dT^{-\epsilon})$ and $\tilde{O}(\sqrt{dT}^{-\epsilon} + dT^{-\epsilon})$ regret bounds respectively. In a subsequent work, Shao *et al.* [2018] constructed an $\Omega(dT^{-\epsilon})$ lower bound for SLB with heavy-tailed payoffs, assuming the arm set is infinite, and developed algorithms with matching upper bounds in terms of T .

An intuitive explanation for heavy-tailed distribution is that extreme values are presented with high probability. One strategy tackling the heavy-tailed problem is median of means [Hsu and Sabato, 2016], whose basic idea is to divide all samples drawn from the distribution into several groups, calculate the mean of each group and take the median of these means. Another strategy is truncation following the line of research stemmed from Audibert and Catoni [2011], whose basic idea is to truncate the extreme values. Most of the existing work for heavy-tailed bandits develop algorithms based on median of means and truncation [Bubeck *et al.*, 2013; Medina and Yang, 2016; Shao *et al.*, 2018].

For heavy-tailed SLB algorithms adopting median of means, it is common to play the chosen arm multiple times and get r payoffs $\{r_{t, a_t}^j\}_{j=1}^r$ at each round. Different “means”

is considered in existing work [Medina and Yang, 2016; Shao *et al.*, 2018]. The algorithm MoM [Medina and Yang, 2016] takes the median of $\{r_{t,a}^j\}_{j=1}^r$ to conduct least square estimation by one time and the subsequent algorithm MENU [Shao *et al.*, 2018] adopts the median of means of least square estimations. More precisely, for $j = 1; 2; \dots; r$, the j -th estimator in MENU is

$$\tilde{y}_t^j = \operatorname{argmin}_{\theta \in \mathbb{R}^d} \|\tilde{V}_t - \tilde{Y}_t^j\|^2 + \|\theta\|^2$$

where $\tilde{V}_t = [x_{\tau,a_\tau}]_{\tau=1}^{t-1} \in \mathbb{R}^{(t-1) \times d}$ and $\tilde{Y}_t^j = [r_{\tau}^j]_{\tau=1}^{t-1} \in \mathbb{R}^{(t-1) \times 1}$. After that, the median of means of least square estimations is

$$m_j = \operatorname{median} \left\{ \|\tilde{y}_t^j - \tilde{y}_t^s\|_{\tilde{A}_t} : s = 1; \dots; r \right\}$$

where $\|x\|_{\tilde{A}_t} = \sqrt{x^\top \tilde{A}_t x}$ for $x \in \mathbb{R}^d$ and $\tilde{A}_t = I_d + \tilde{V}_t^\top \tilde{V}_t$. Then MENU selects the estimator

$$\tilde{y}_t^{k_*} \text{ where } k_* = \operatorname{argmin}_{j \in \{1, 2, \dots, r\}} \{m_j\} \quad (4)$$

to predict the payoffs for all arms.

For heavy-tailed SLB algorithms adopting truncation, the essential difference between existing work is the term chosen to be truncated. The algorithm based on Confidence Region with Truncation (CRT) [Medina and Yang, 2016] conducts truncation on payoffs $|r_{t,a_t}|$ such that $\tilde{r}_{t,a_t} = r_{t,a_t} \mathbb{I}_{|r_{t,a_t}| \leq \eta_t}$ for $t = t - \epsilon$ and obtains the least square estimator through truncated payoffs \tilde{r}_{t,a_t} . An improved algorithm TOFU [Shao *et al.*, 2018] truncates the term $|u_{\tau}^i r_{\tau,a_\tau}|$. More precisely, let $[u^1; \dots; u^d] = \tilde{A}_t^{-1/2} \tilde{V}_t^\top$ and $u^i = [u_{t_1}^i; u_{t_2}^i; \dots; u_{t-1}^i]$ for $i = 1; 2; \dots; d$. The truncation is operated as

$$\tilde{Y}_t^i = [r_{1,a} \mathbb{I}_{|u_{t_1}^i r_{t_1,a}| \leq b_t}; \dots; r_{t-1,a} \mathbb{I}_{|u_{t-1}^i r_{t-1,a}| \leq b_t}]$$

where $b_t = O(t^{-\epsilon})$ and $\mathbb{I}_{\{\cdot\}}$ is the indicator function. Then the estimator of TOFU is

$$\tilde{y}_t^i = \tilde{A}_t^{-1/2} [u^1 \cdot \tilde{Y}_t^1; \dots; u^d \cdot \tilde{Y}_t^d] \quad (5)$$

such that $u^i \cdot \tilde{Y}_t^i = \sum_{\tau=1}^{t-1} u_{\tau}^i r_{\tau,a_\tau} \mathbb{I}_{|u_{\tau}^i r_{\tau,a_\tau}| \leq b_t}$ for $i = 1; 2; \dots; d$.

3 Algorithms

In this section, we demonstrate two novel bandit algorithms based on median of means and truncation respectively and illustrate their theoretical guarantees. Without loss of generality, we assume feature vectors and target coefficients are contained in the unit ball, that is

$$\|x_{t,a}\| \leq 1; \quad \|\theta\| \leq 1:$$

Following the work of Chu *et al.* [2011], each of our two original algorithms is divided into basic and master algorithms. The main role of basic algorithms is providing confidence intervals via filtered historical informations, and master algorithm is responsible for ensuring the payoffs' independence.

3.1 Basic Algorithms

In the conventional setting where the stochastic payoffs are distributed in $[0; 1]$, Chu *et al.* [2011] utilized the Azuma-Hoeffding's inequality to get the narrow confidence interval (3). Here, we consider the heavy-tailed setting, i.e., for some $\epsilon \in (0; 1]$, there exists a constant $\nu > 0$, such that

$$\mathbb{E} [|r_{t,a_t} - \mathbb{E}[r_{t,a_t}]|^{1+\epsilon}] \leq \nu \quad (6)$$

Note that in this case, Azuma-Hoeffding's inequality is unapplicable as the bounded assumption is violated. The estimator (2) and confidence interval (3) are not suitable for heavy-tailed setting. Therefore, the challenge is how to establish a robust estimator associated with proper confidence intervals.

The existing work estimate the payoffs for all arms with a single estimator at each round [Auer, 2002; Chu *et al.*, 2011; Medina and Yang, 2016; Shao *et al.*, 2018], while the expected payoff $\mathbb{E}[r_{t,a}]$ depends not only on θ but also on the contexts $x_{t,a}$. Thus an intuitive conjecture is that it's better to take estimators adaptive to arms' contexts, and the following example confirms such conjecture.

Example 1. We assume $\theta = [0.5; 0.5]$, the contextual information is $x_{t,1} = [1; 0]$ for arm 1 and $x_{t,2} = [0; 1]$ for arm 2. If we have two estimator $\hat{y}_t^1 = [0.5; 0]$ and $\hat{y}_t^2 = [0; 0.5]$, it's obvious that \hat{y}_t^1 is a better estimator for $x_{t,1}$ as $x_{t,1}^\top \hat{y}_t^1 = x_{t,1}^\top \theta$ and \hat{y}_t^2 is better for $x_{t,2}$.

The above example encourages us to design estimators adaptive to contexts.

Median of Means

We first present the basic algorithm through median of means (BMM) to get confidence intervals for coming payoffs. The complete procedure is provided in Algorithm 1.

To adopt median of means in bandit learning, we play the chosen arm r times and obtain r sequences of payoffs. After that, BMM executes least square estimation for each sequence of payoffs and gets r estimators (Step 1-3). For $j = 1; 2; \dots; r$,

$$\hat{y}_t^j = \operatorname{argmin}_{\theta \in \mathbb{R}^d} \|V_t - Y_t^j\|^2 + \|\theta\|^2 \quad (7)$$

where $V_t = [x_{\tau,a_\tau}]_{\tau \in \Psi_t} \in \mathbb{R}^{|\Psi_t| \times d}$ is a matrix of the historical contexts, $Y_t^j = [r_{\tau,a_\tau}^j]_{\tau \in \Psi_t}$ is the historical payoff vector and $\Psi_t \subseteq \{1; 2; \dots; t-1\}$ is an index set filtered by the master algorithm. Then, BMM selects an adaptive estimator $\hat{y}_{t,a}$ for each arm a by taking the estimated payoffs as "means" (Step 6). More specifically, the estimator for arm a at current round is $\hat{y}_{t,a} \in \{\hat{y}_t^j\}_{j=1}^r$ such that

$$x_{t,a}^\top \hat{y}_{t,a} = \operatorname{median} \left\{ x_{t,a}^\top \hat{y}_t^j \right\}_{j=1}^r \quad (8)$$

By utilizing median of means, BMM constructs a reliable confidence interval for the expected payoff (Step 6-7), which is

$$\left[x_{t,a}^\top \hat{y}_{t,a} - w_{t,a}; x_{t,a}^\top \hat{y}_{t,a} + w_{t,a} \right] \quad (9)$$

where $w_{t,a} = (t+1) \sqrt{x_{t,a}^\top A_t x_{t,a}}$; $A_t = I_d + V_t^\top V_t$ and $t = O(t^{-\epsilon})$.

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 .614 5(us)Algorithm 1 Basic algorithm through Median of Means (BMM) Algorithm 2 Basic algorithm through Truncation (BTC)

Algorithm 1 Basic algorithm through Median of Means (BMM)

Input: $t \in \mathbb{R}_+; r \in \mathbb{N}; \Psi_t \subseteq \{1; 2; \dots; t-1\}$
Output: $\hat{r}_{t,a}; w_{t,a}; a = 1; 2; \dots; K$
 1: $A_t \leftarrow I_d + \sum_{\tau \in \Psi_t} x_{\tau,a_\tau} x_{\tau,a_\tau}^\top$
 2: $b_t^j \leftarrow \sum_{\tau \in \Psi_t} r_{\tau,a_\tau}^j x_{\tau,a_\tau}; r_{\tau,a_\tau}^j$ is the j -th payoff of playing the arm a_τ in round $\tau, j = 1; 2; \dots; r$
 3: $\hat{b}_t^j \leftarrow A_t^{-1} b_t^j; j = 1; 2; \dots; r$
 4: Observe K arm features, $x_{t,1}; x_{t,2}; \dots; x_{t,K} \in \mathbb{R}^d$
 5: **for** $a = 1; 2; \dots; K$ **do**
 6: $\hat{r}_{t,a} \leftarrow x_{t,a}^\top \hat{b}_t$, where $x_{t,a}^\top \hat{b}_t$ is the median of $\{x_{t,a}^\top \hat{b}_t^j\}_{j=1}^r$
 7: $w_{t,a} \leftarrow (t+1) \sqrt{x_{t,a}^\top A_t^{-1} x_{t,a}}$
 8: **end for**

Algorithm 2 Basic algorithm through Truncation (BTC)

Input: $t \in \mathbb{R}_+; \Psi_t \subseteq \{1; 2; \dots; t-1\}$

When compared with existing algorithms, the main difference lies in how to combine median of means with least square estimation. As we introduced in related work, MoM of Medina and Yang [2016] and MENU of Shao *et al.* [2018] take payoffs and the distance between different estimators as “means” respectively, while BMM takes estimated payoffs (8) as “means” and predicts coming payoffs with estimators adaptive to contexts. The theoretical guarantee for our estimators is displayed as follows. The payoffs’ independence for filtered set Ψ_t is ensured by the master algorithm SupBMM and we will present it later.

Proposition 1. For fixed feature vectors x_{τ,a_τ} with $\tau \in \Psi_t$ in BMM, the payoffs $\{r_{\tau,a_\tau}^j\}_{\tau \in \Psi_t; j = 1; 2; \dots; r}$ are independent random variables which satisfy (1) and (6). Then, if $t = (12V)^{-\epsilon} t^{-\frac{\epsilon}{1-\epsilon}}$ and $r = \lceil 8 \ln \frac{2KT \ln T}{\delta} \rceil$, with probability at least $1 - \delta = T^{-\epsilon}$, for any $a \in \{1; 2; \dots; K\}$, we have

$$|\hat{r}_{t,a} - x_{t,a}^\top *| \leq (t+1) \sqrt{x_{t,a}^\top A_t^{-1} x_{t,a}}$$

Remark. The confidence interval of BMM depends on the $1 + \epsilon$ central moment of the payoff distribution, which is constructed at the cost of r times to play the chosen arm. When the payoffs admit a finite variance, i.e., $\epsilon = 1$, our algorithm utilizes tighter confidence intervals with $t = \sqrt{12V}$, in contrast, Chu *et al.* [2011] constructed confidence intervals with $t = O(\sqrt{\ln(TK)})$. The detailed proof can be found in the full paper [Xue *et al.*, 2020].

Truncation

In this section, we develop the basic algorithm through truncation (BTC) to get confidence intervals for coming payoffs. The complete procedure is provided in Algorithm 2.

For heavy-tailed SLB algorithms adopting truncation, the key point is how to combine the least square estimation with truncation. The existing least square estimator (2) without truncation does not take use of current epoch’s contexts $x_{t,a}$, while Example 1 encourages us to consider adaptive estimator. The estimated payoff of Chu *et al.* [2011] is a linear combination of historical payoffs, i.e.;

$$x_{t,a}^\top A_t^{-1} V_t^\top Y_t = \sum_{\tau \in \Psi_t} \tau r_{\tau,a_\tau}$$

probability at least $1 - \epsilon$; $\forall a \in \{1; 2; \dots; K\}$, we have

$|\hat{r}_a - r_a| \leq \epsilon$

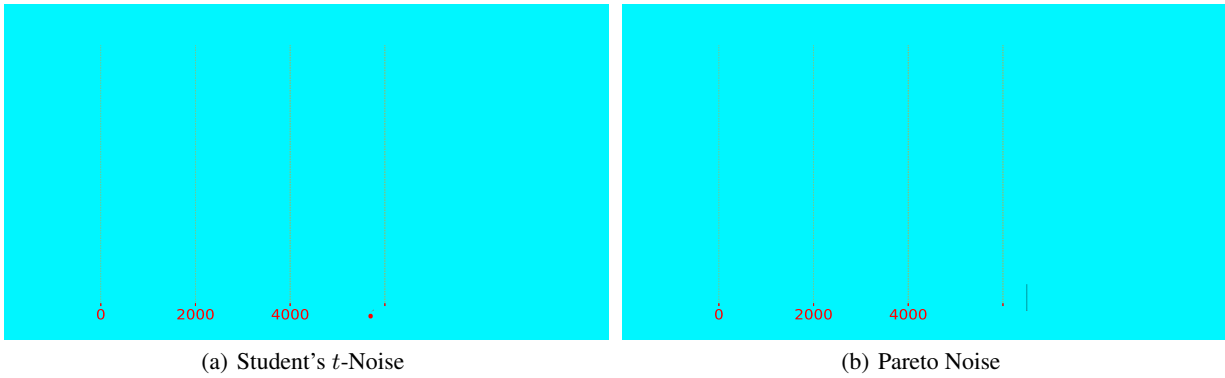


Figure 1: Comparison of our algorithms versus the MoM, CRT, MENU and TOFU.

4 Lower Bound

In this section, we give the lower bound for finite-armed SLB with heavy-tailed payoffs.

Theorem 3. For any algorithm \mathcal{A} with $T \geq K \geq 4$ and $T \geq (2d)^{\frac{1}{1-\epsilon}}$, let $\epsilon = (K(T + 2K))^{-\epsilon}$, there exists a sequence of feature vectors $\{x_{t,a}\}_{t=1}^T$ for $a = 1; 2; \dots; K$ and a coefficient vector μ^* such that the payoff for each arm is in $\{0; 1\}$ with mean $x_{t,a}^\top \mu^*$. If $d \geq K$, we have

$$\mathbb{E}[R(T)] \geq \frac{1}{32} (d-1)^{\frac{1}{1-\epsilon}} T^{-\epsilon} = O\left(d^{\frac{1}{1-\epsilon}} T^{-\epsilon}\right):$$

Remark. The above theorem essentially establishes an $\Omega(d^{\frac{1}{1-\epsilon}} T^{-\epsilon})$ lower bound associated with d and T for SLB under the heavy-tailed setting, which matches the upper bounds of Theorems 1 and 2 in the sense of the polynomial order on T . To the best of our knowledge, this is the first lower bound for finite-armed SLB with heavy-tailed payoffs. The detailed proof can be found in the full paper [Xue *et al.*, 2020].

5 Experiments

In this section, we conduct experiments to evaluate the proposed algorithms. All algorithms' parameters are set to $\epsilon = 1$ and $\delta = 0.01$. We adopt MoM and CRT of Medina and Yang [2016], MENU and TOFU of Shao *et al.* [2018] as baselines for comparison.

Let the feature dimension $d = 10$, the number of arms $K = 20$ and $\mu^* = \mathbf{1}/\sqrt{d} \in \mathbb{R}^d$, where $\mathbf{1}$ is an all-1 vector so that $\|\mu^*\| = 1$. Each element of the vector $x_{t,a}$ is sampled from the uniform distribution of $[0; 1]$, and then the vector is normalized to a unit vector ($\|x_{t,a}\| = 1$). According to the linear bandit model, the observed payoff is

$$r_{t,a} = x_{t,a}^\top \mu^* + \epsilon_t$$

where ϵ_t is generated from the following two noises.

- (i) Student's t -Noise: The probability density function of this noise is $\epsilon_t \sim \frac{\Gamma(2)}{\sqrt{3\pi}\Gamma(1.5)} \left(-\text{NoTd}[(\text{linear})\text{-W}]\right)$

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