



# Planning to Fairly Allocate: Probabilistic Fairness in the Restless Bandit Setting

Christine Herlihy\* Aviva Prins\* Aravind Srinivasan John P. Dickerson

University of Maryland, College Park



## Introduction



Figure 1. In the restless multi-armed bandit setting, select  $k \ll N$  arms at each timestep  $t$ . Each arm evolves according to an action-dependent Markov Decision Process (MDP).

Find a probabilistic policy  $\pi^*$  that maximizes reward and enforces the budget and (new!) distributive fairness constraints.

$$\pi^* = \arg \max_{\pi \in \mathbb{R}^N} R^\pi(S) \text{ s.t. } \sum_i p_i = k \text{ and } \forall i, p_i \in [\ell, u]$$

## The Whittle Index:

$$W(b_t^i) = \inf_m \left\{ m \mid V_m(b_t^i, a_t^i = 0) \geq V_m(b_t^i, a_t^i = 1) \right\}$$

$$V_m(b_t^i) = \max \begin{cases} m + r(b_t^i) + \beta V_m(b_{t+1}^i) & \text{passive} \\ r(b_t^i) + \beta \left[ b_t^i V_m(P_{1,1}^1) + (1 - b_t^i) V_m(P_{0,1}^1) \right] & \text{active} \end{cases}$$

## Why distributive fairness?

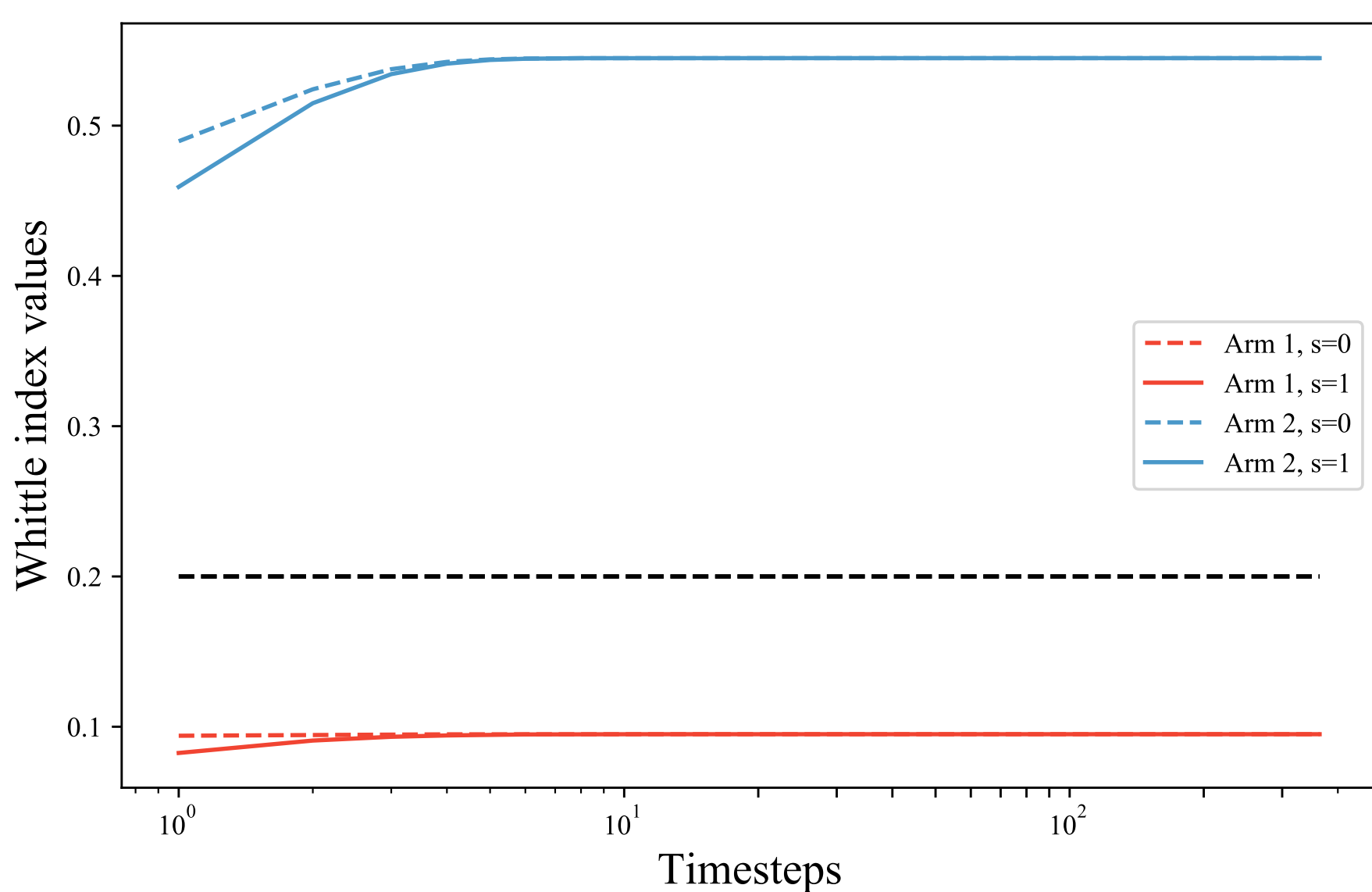
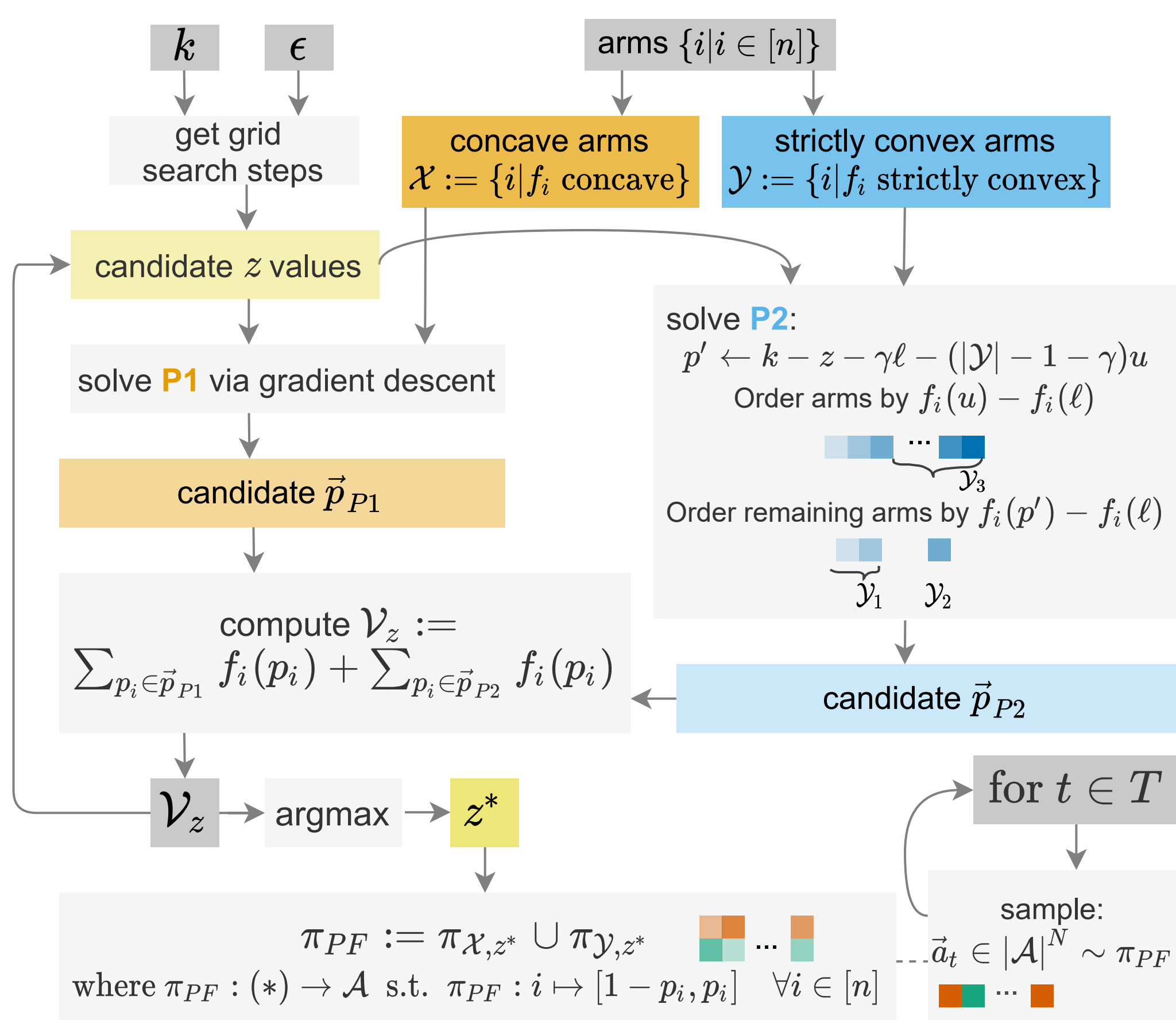


Figure 2. The Whittle index values for Arm 1 and 2 can be separated by a horizontal line, so (WLOG) Arm 2 will always be chosen over Arm 1 because its index value dominates.

## PROBFAIR: a probabilistically fair policy



## Experimental evaluation

Random <sup>§</sup>	Select $k$ arms uniformly at random at each $t$ .
Round-Robin <sup>§, ‡</sup>	Select $k$ arms at each $t$ in fixed, sequential order.
TW-based heuristics <sup>‡</sup>	Select top- $k$ arms based on Whittle index values. Available arms vary based on time-indexed fairness constraint satisfaction [3].
Risk-Aware TW (RA-TW) <sup>†</sup>	Select top- $k$ arms based on Whittle index values, with a concave reward function [2].
Threshold Whittle (TW) <sup>*</sup>	Select top- $k$ arms based on Whittle index values [4, 1].

Table 1. Comparison policies

$\min_i \mathbb{E}[\# \text{ pulls}]$	Policy	$\mathbb{E}[\text{IB}]$ (%)	$\mathbb{E}[\text{EMD}]$ (%)
10 $\ell = 0.056$ $\nu = 18$	PF $\ell$	88.45 $\pm$ 0.27	81.11 $\pm$ 0.18
	First $\nu$	88.75 $\pm$ 0.27	<b>68.19 <math>\pm</math> 0.14</b>
	Last $\nu$	89.32 $\pm$ 0.26	69.17 $\pm$ 0.11
	Random $\nu$	<b>92.02 <math>\pm</math> 0.18</b>	71.24 $\pm$ 0.13
18 $\ell = 0.1$ $\nu = 10$	PF $\ell$	81.57 $\pm$ 0.29	60.04 $\pm$ 0.22
	First $\nu$	81.07 $\pm$ 0.31	<b>47.44 <math>\pm</math> 0.09</b>
	Last $\nu$	81.30 $\pm$ 0.29	48.47 $\pm$ 0.08
	Random $\nu$	<b>84.33 <math>\pm</math> 0.26</b>	51.67 $\pm$ 0.10
30 $\ell = 0.167$ $\nu = 6$	PF $\ell$	68.22 $\pm$ 0.33	22.66 $\pm$ 0.17
	First $\nu$	70.22 $\pm$ 0.30	<b>19.10 <math>\pm</math> 0.03</b>
	Last $\nu$	69.41 $\pm$ 0.33	19.70 $\pm$ 0.03
	Random $\nu$	<b>70.52 <math>\pm</math> 0.34</b>	19.96 $\pm$ 0.04
comparison	TW	<b>100.00 <math>\pm</math> 0.00</b>	<b>100.00 <math>\pm</math> 0.00</b>
	RA-TW	72.73 $\pm$ 0.38	115.14 $\pm$ 0.26
baseline	Random	54.66 $\pm$ 0.35	10.44 $\pm$ 0.11
	NoAct	0.00 $\pm$ 0.00	76.08 $\pm$ 0.11
	RR	<b>62.96 <math>\pm</math> 0.33</b>	<b>0.00 <math>\pm</math> 0.00</b>

Table 2.  $\mathbb{E}[\text{IB}]$  and  $\mathbb{E}[\text{EMD}]$  by policy and fairness bracket

tl;dr: Fairer hyperparameters ( $\ell \uparrow, \nu \downarrow$ ), yield decreased  $\mathbb{E}[\text{IB}]$  and  $\mathbb{E}[\text{EMD}]$ , reflecting improved individual fairness at the expense of total reward. For each  $(\ell, \nu)$ , ProbFair performs competitively with respect to the best-performing heuristic (which, like TW, are state-aware).

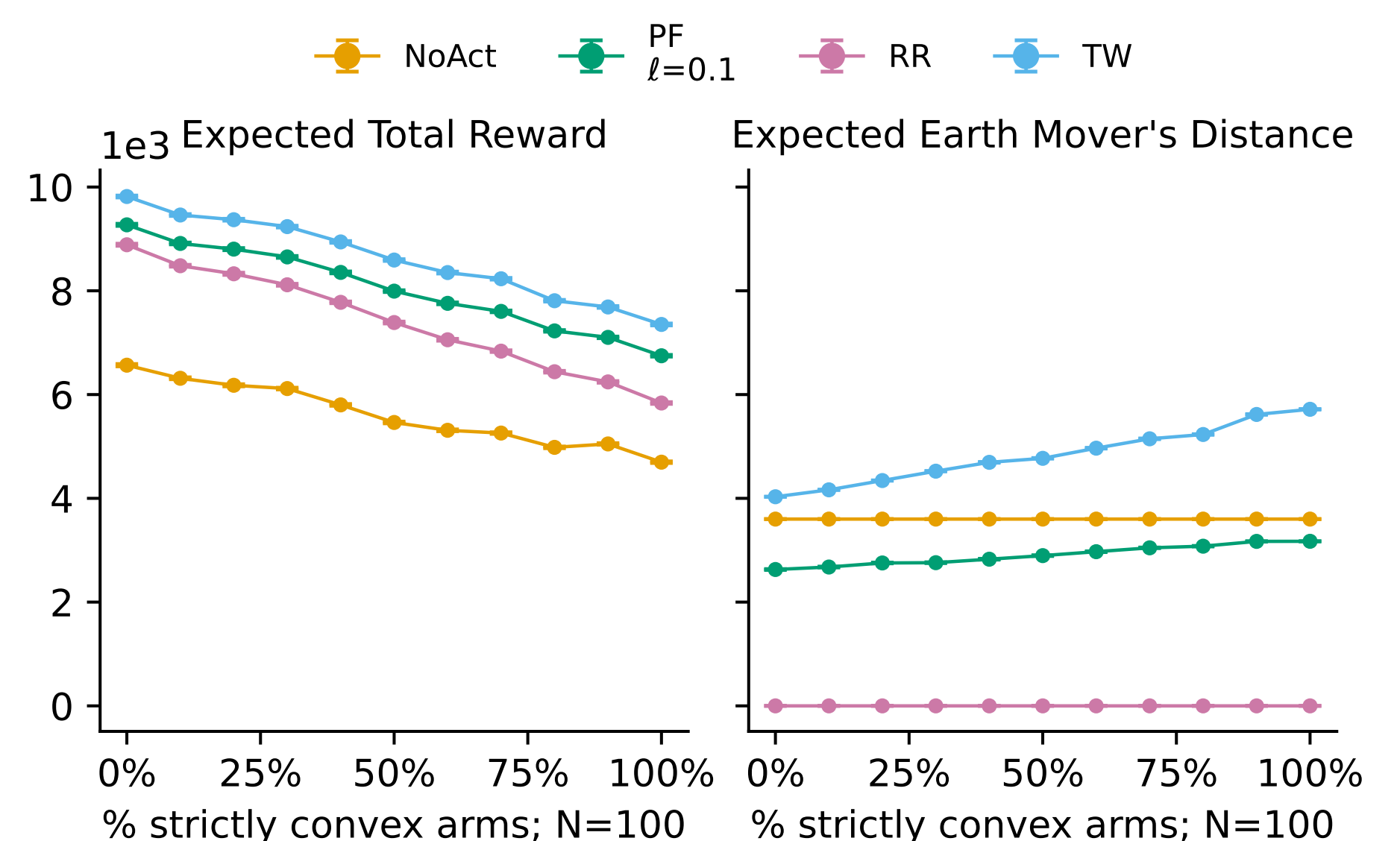


Figure 4. ProbFair evaluated on a breadth of randomly-generated cohorts.

tl;dr:  $\mathbb{E}[R]$  predictably declines for all policies as the % of unfavorable arms increases, while  $\mathbb{E}[\text{EMD}]$  rises for TW and ProbFair. ProbFair's normalized performance remains stable even as cohort composition is varied.

## References

- [1] A. Mate, J. Killian, H. Xu, A. Perrault, and M. Tambe. Collapsing Bandits and Their Application to Public Health Intervention. *Advances in Neural Information Processing Systems (NeurIPS)*, 33, 2020.
- [2] A. Mate, A. Perrault, and M. Tambe. Risk-Aware Interventions in Public Health: Planning with Restless Multi-Armed Bandits. In *20th International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, London, UK, 2021.
- [3] A. Prins, A. Mate, J. A. Killian, R. Abebe, and M. Tambe. Incorporating Healthcare Motivated Constraints in Restless Bandit Based Resource Allocation. *preprint*, 2020.
- [4] P. Whittle. Restless Bandits: Activity Allocation in a Changing World. *Journal of Applied Probability*, 25(A):287–298, 1988.