Linear (and contextual) Bandits: Rich decision sets (and side information)

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- Poster session: June 1, 9-11:30a
 - Request: CSE grad students, could you please help others with poster printing?
 - Aravind: Ask by 2p on Weds for help printing.
 - Prepare, at most, a 2 minute verbal summary.
 - Come earlier to setup.
 - Submit your poster on Canvas.
- Due Dates: Please be on time.

Today:

- review: Linear bandits
- today: contextual bandits, game trees?

Review

Bandits in practice: two major issues

- The decision space is very large.
 - Drug cocktails
 - Ad design
- We often have "side information" when making a decision
 - history of a user

Contertal barrer

More real motivations...

Clinical trials:



- choose a treatment A_t for patient t
- observe a response $X_t \in \{0,1\}$: $\mathbb{P}(X_t = 1) = \mu_{A_t}$
- Goal: maximize the number of patient healed

Recommendation tasks:

 ν_1



 ν_3

 ν_4

 ν_5

- ν_2 • recommend a movie A_t for visitor t
- observe a rating $X_t \sim \nu_{A_t}$ (e.g. $X_t \in \{1, \ldots, 5\}$)

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Linear bandits

- An additive effects model.
- Suppose each round we take a decision $x \in \mathcal{D} \subset \mathcal{R}^d$.
 - x is paths on a graph.
 - x is a feature vector of properties of an ad
 - x is a which drugs are being taken
- Upon taking action *x*, we get reward *r*, with expectation:

$$\mathbb{E}[\mathbf{r}|\mathbf{x}] = \boldsymbol{\mu}^{\top}\mathbf{x}$$

- only *d* unknown parameters (and "effectively" 2^{*d*} actions)
- W desire an algorithm A (mapping histories to decisions), which has low regret.

$$T\mu^{\top} x_* - \sum_{t=1}^T \mathbb{E}[\mu^{\top} x_t | \mathcal{A}] \leq ??$$

(where x_* is the best decision)

Example: Shortest paths...



- again, let's think of optimism in the face of uncertainty
- we observed some $r_1, \ldots r_{t-1}$, and have taken $x_1, \ldots x_{t-1}$.
- Questions:
 - what is an estimate of the reward of $\mathbb{E}[r|x]$ and what is our uncertainty?
 - what is an estimate of μ and what is our uncertainty?

Regression!

Υ, \times , ···· \times _{f-1}

Define:

$$\boldsymbol{A}_t := \sum_{\tau < t} \boldsymbol{x}_{\tau} \boldsymbol{x}_{\tau}^\top + \lambda \boldsymbol{I}, \ \boldsymbol{b}_t := \sum_{\tau < t} \boldsymbol{x}_{\tau} \boldsymbol{r}_{\tau}$$

• Our estimate of μ

$$\hat{\mu}_t = A_t^{-1} b_t$$

Confidence of our estimate:

$$\|\mu - \hat{\mu}_t\|_{A_t}^2 \leq \mathcal{O}(d\log t)$$

$$(\mu - \mu_t)^{\top} \mathcal{A}_t \quad (\mu - \mu_t)^{\top} \mathcal{A}_t$$



- Again, optimism in the face of uncertainty.
- Define: $B_{i} := \int u^{i} ||_{U_{i}} \hat{u}_{i}||^{2} < \mathcal{O}d\log t$

$$B_t := \{\nu | \|\nu - \hat{\mu}_t\|_{A_t}^2 \le \mathcal{O}d\log t\}$$

• (Lin UCB) take action:

$$\mathbf{x}_t = \operatorname{argmax}_{\mathbf{x} \in \mathcal{D}} \max_{\nu \in \mathbf{B}_t} \nu^\top \mathbf{x}$$

then update A_t , B_t , b_t , and $\hat{\mu}_t$.

• Equivalently, take action:

$$x_t = \operatorname{argmax}_{x \in \mathcal{D}} \hat{\mu}_t^\top x + (d \log t) \sqrt{x A_t^{-1} x}$$

LinUCB: Geometry





Today

• Regret bound of LinUCB

$$T\mu^{\top}x_* - \sum_{t=1}^T \mathbb{E}[\mu^{\top}x_t] \leq d\sqrt{T}$$

(this is the best possible, up to log factors).

- Compare to $O(\sqrt{KT})$
 - Independent of number of actions.
 - k-arm case is a special case.
- Thompson sampling: This is a good algorithm in practice.

- Stats: need to show that *B_t* is a valid confidence region.
- Geometric lemma: The regret is upper bounded by the:

 $\log \frac{\text{volume of posterior cov}}{\text{volume of prior cov}}$

• Then just bound the worst case log volume change.

What about context?

Clinical trials:



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- Game: for *t* = 1, 2, . . .
 - At each time *t*, we obtain context (e.g. side information, user information) *c*_t
 - Our feasible action set is A
 - We choose arm a_t ∈ A_t and receive reward r_{t,at}. (what assumptions on the reward process?)
- Goal: Algorithm \mathcal{A} to have low regret:

$$\mathbb{E}[\sum_{t}(r_{t,a_t^*}-r_t)|\mathcal{A}] \leq ??$$

where $\mathbb{E}[r_{t,a_t^*}]$ is the optimal expected reward at time *t*.

How should we model outcomes?

- Example: ad (or movie, song, etc) prediction. What is prob. that a user *u* clicks on an ad *a*.
- How should we model the click probability of a for user u?
- Featurizations: suppose we have $\phi_{ad}(a) \in \mathcal{R}^{d_{ad}}$ and $\phi_{user}(u) \in \mathcal{R}^{d_{user}}$.
- We could make an "outer product" feature vector *x* as:

$$\mathbf{x}(\mathbf{a}, \mathbf{u}) = \operatorname{Vector}(\phi_{\mathrm{ad}}(\mathbf{a})\phi_{\mathrm{user}}(\mathbf{u})^{\top}) \in \mathcal{R}^{d_{\mathrm{ad}}d_{\mathrm{user}}}$$

• We could model the probabilities as:

$$\mathbb{E}[click = 1|a, u] = \mu^{\top} x(a, u)$$

(or log linear)

How do we estimate μ?

- Suppose each round *t*, we take a decision *x* ∈ D_t ⊂ R^d
 (D_t may be time varying).
 - map each ad/user a to x(a, u).
 - $D_t = \{x(a, u_t) | a \text{ is a feasible ad at time } t\}$
 - Our decision is a feature vector in $x \in D_t$.
- Upon taking action $x_t \in D_t$, we get reward r_t , with expectation:

$$\mathbb{E}[\mathbf{r}_t | \mathbf{x}_t \in \mathbf{D}_t] = \mu^\top \mathbf{x}_t$$

(here μ is assumed constant over time).

• Our regret:

$$\mathbb{E}[\sum_{t}(\mu^{\top}x_{t,a_{t}^{*}}-\mu^{\top}x_{t})|\mathcal{A}] \leq ??$$

(where x_{t,a_t^*} is the best decision at time *t*)

- let's just run linUCB (or Thompson sampling)
- Nothing really changes:
 - A_t and b_t are the same updating rules
 - now our decision is:

$$\mathbf{x}_t = \operatorname{argmax}_{\mathbf{x} \in \mathcal{D}_t} \max_{\boldsymbol{\nu} \in \mathbf{B}_t} \boldsymbol{\nu}^\top \mathbf{x}$$

i.e.

$$x_t = \operatorname{argmax}_{x \in \mathcal{D}_t} \ \hat{\mu}_t^\top x + (d \log t) \sqrt{x A_t^{-1} x}$$

• Regret bound is still $O(d\sqrt{T})$.

- http://gdrro.lip6.fr/sites/default/files/ JourneeCOSdec2015-Kaufman.pdf
- https://sites.google.com/site/banditstutorial/
- http://www.yisongyue.com/courses/cs159/lectures/ LinUCB.pdf