



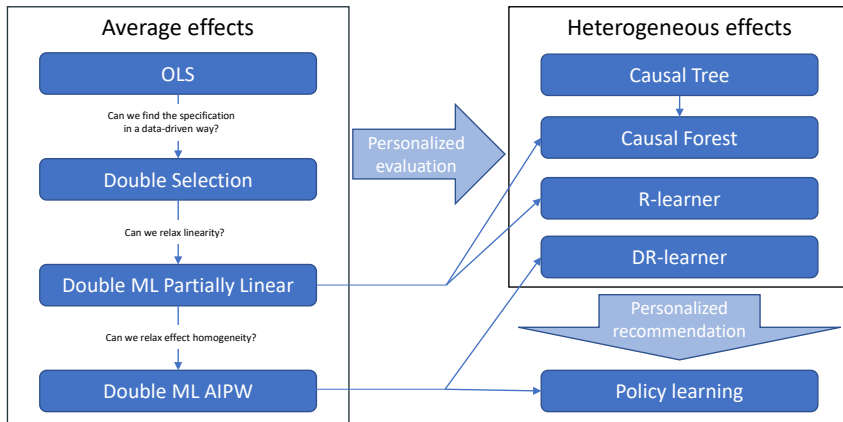
Causal Machine Learning

Multi-armed bandits (online policy learning)

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WiSe 23/24

State of the journey



Last week we uncovered policy learning in the familiar context with historic data

Plan of this morning

How to use Causal ML for decision making (policy recommendation) if we can sequentially choose the treatment?

1. Online policy learning (bandits)
2. Wrapping-up

Online policy learning (bandits)

A dynamic setting

Our policy learning lived **so far** in the familiar world where we evaluate **historic data** and derive policy recommendations for the future (offline policy learning)

So-called **online policy learning** lives in a different setting

Instead of learning policies after treatment assignments took place, **we learn what works while assigning treatments**

This involves **algorithms** that are able to **actively interact/experiment with their environment**

For me this is the first method we cover that **might deserve the AI label**

Tech companies vs. social science

Amazon, Facebook, Google, Spotify, ... use online PL to figure out which ads, playlists or other features of the user experience **maximize their returns**

Several features of their setting are **excellent for online learning**:

- Millions of users per day
- Real time data
- Real time outcomes (did the user click or not?)

These features are **rarely present in social sciences** and the literature of adapting the methods to productive use for us is in the beginning

Still (or for this reason) I would like to give you the idea behind these methods

Let's look at the intuition from the nice illustration in "Practitioner's Guide: Designing Adaptive Experiments" by Hadad, Rosenzweig, Athey, and Karlan (2021)

Multi-armed bandits - visual (1/4)

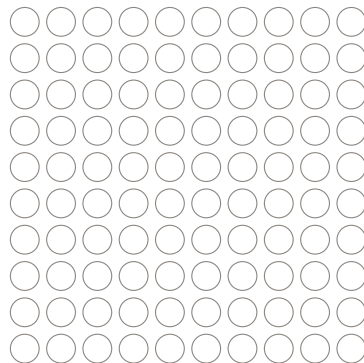
Figure 1

Experiment Setup

Treatments or Arms



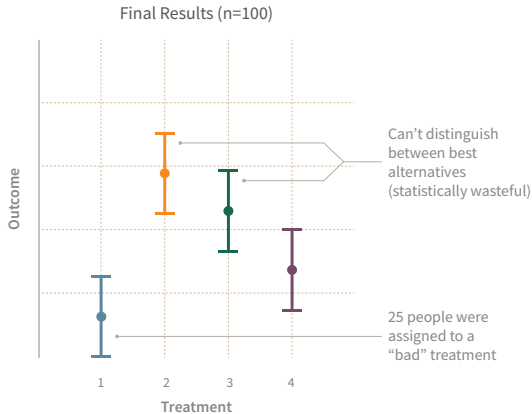
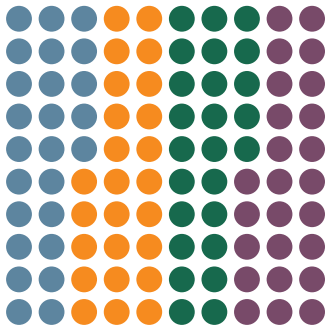
Experimental Budget (n=100)



Multi-armed bandits - visual (2/4)

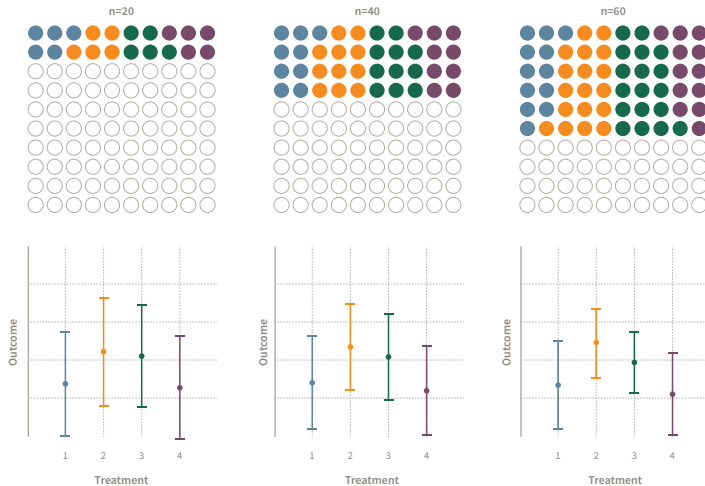
Figure 2

Illustration of Nonadaptive Experiment Results



Multi-armed bandits - visual (3/4)

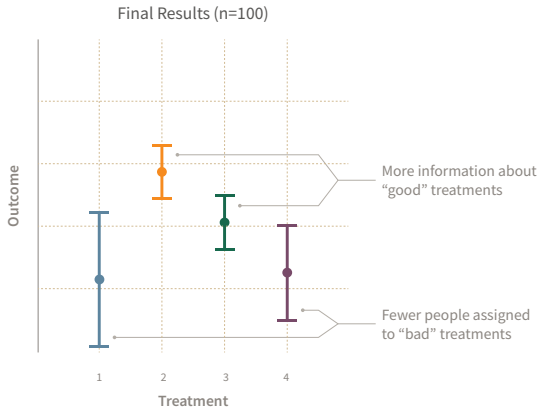
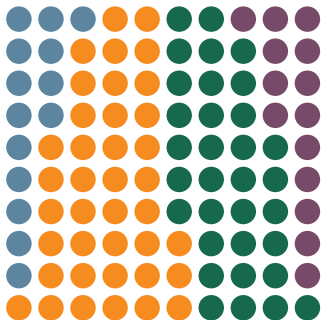
Figure 3
Illustration of an Adaptive Experiment



Multi-armed bandits - visual (4/4)

Figure 4

Illustrative Adaptive Experiment Result



Multi-armed bandits - formal

Multiple treatments $W \in \{0, \dots, T\}$ (same framework as at the end of last week)

But **units** $i = 0, \dots, N$ **arrive sequentially** to be assigned to treatment

Question: Which treatment to assign to unit $i + 1$? (no covariates for now)

Optimal treatment would be to assign those with **largest average potential outcome** $\gamma_w := \mathbb{E}[Y(w)] \Rightarrow \pi_{i+1}^* := \arg \max_w \mathbb{E}[Y(w)] = \arg \max_w \gamma_w$

Goal: **Minimize regret** for all units $\min \frac{1}{N} \sum_i (\underbrace{\mathbb{E}[Y_i(\pi_i^*)]}_{\text{optimal}} - \underbrace{\mathbb{E}[Y_i(W_i)]}_{\text{actual}})$

Remark: The name is derived from the problem gamblers face when deciding which of the one-armed bandits in the casino to play (**nice cartoon explanation**)

Two conflicting goals

We start out with randomly assigning each treatment

But if every treatment was assigned at least twice (i.e. we can estimate a variance), we have the chance to **balance two conflicting dimensions**:

- **Exploration:** we can assign units to treatments that we are uncertain about
⇒ use unit $i + 1$ to **explore what works best** (reduce uncertainty)
- **Exploitation:** we can likely decrease regret by assigning unit $i + 1$ to the treatment that is currently viewed as the best ⇒ **exploit what we know so far** in an optimistic way

Two common strategies

Denote by $\hat{\gamma}_{i,w}$ the estimated average PO using all units until i , by $\hat{\sigma}_{i,w}^2$ the variance of this estimate, and by $\alpha > 0$ an appropriately chosen constant

UPPER CONFIDENCE BOUND (UCB) method: Calculate a confidence interval with critical value α and choose the treatment with highest upper confidence bound

$$W_{i+1} = \arg \max_w (\hat{\gamma}_{i,w} + \alpha \hat{\sigma}_{i,w}) \quad (1)$$

Thompson sampling: Draw for each treatment from a normal distribution

$\tilde{\gamma}_{i,w} \sim N(\hat{\gamma}_{i,w}, \alpha^2 \hat{\sigma}_{i,w}^2)$ and pick the one with the highest draw

$$W_{i+1} = \arg \max_w \tilde{\gamma}_{i,w} \quad (2)$$

Illustration UCB

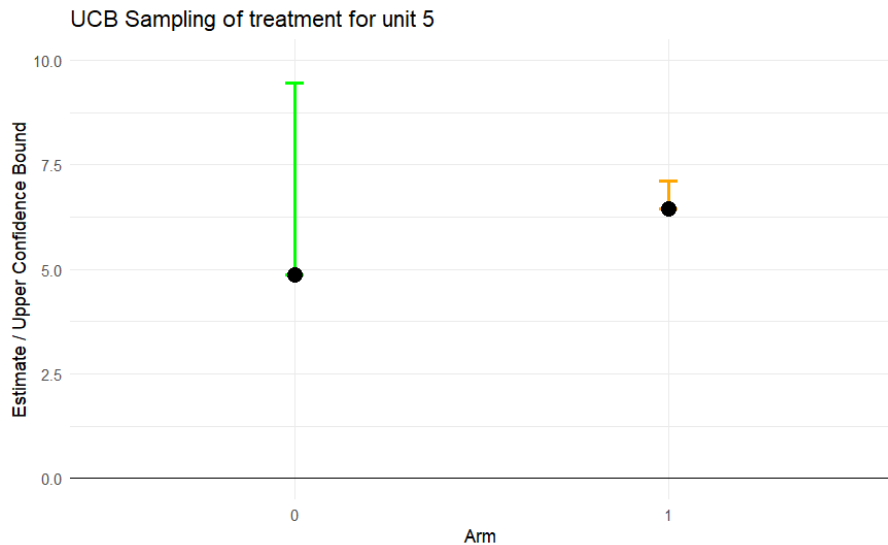


Illustration UCB

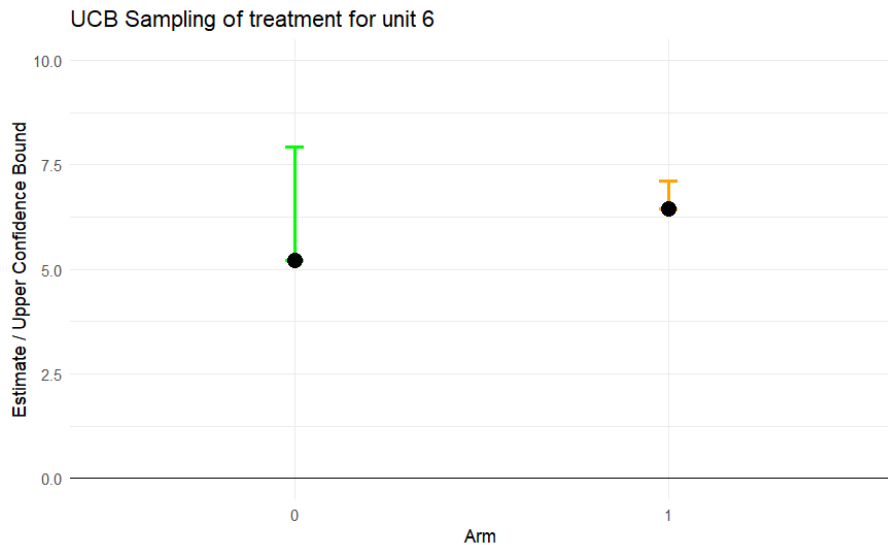


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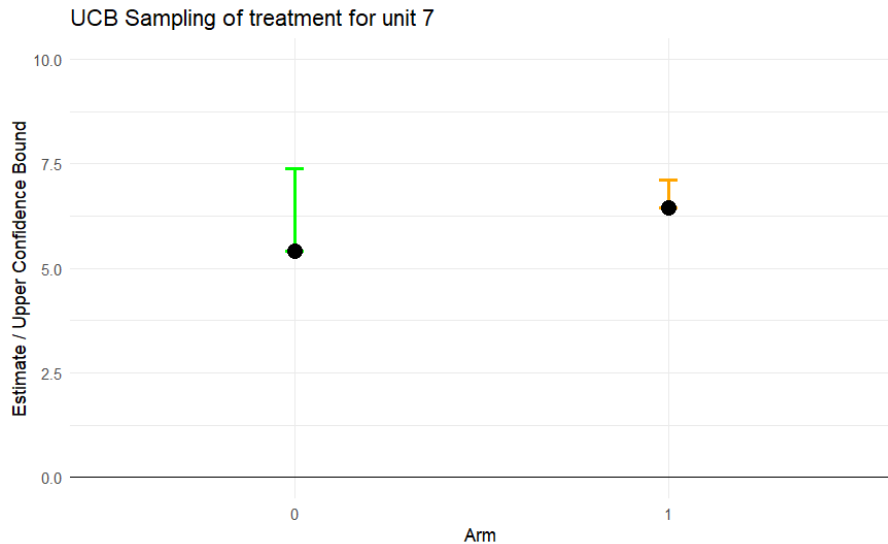


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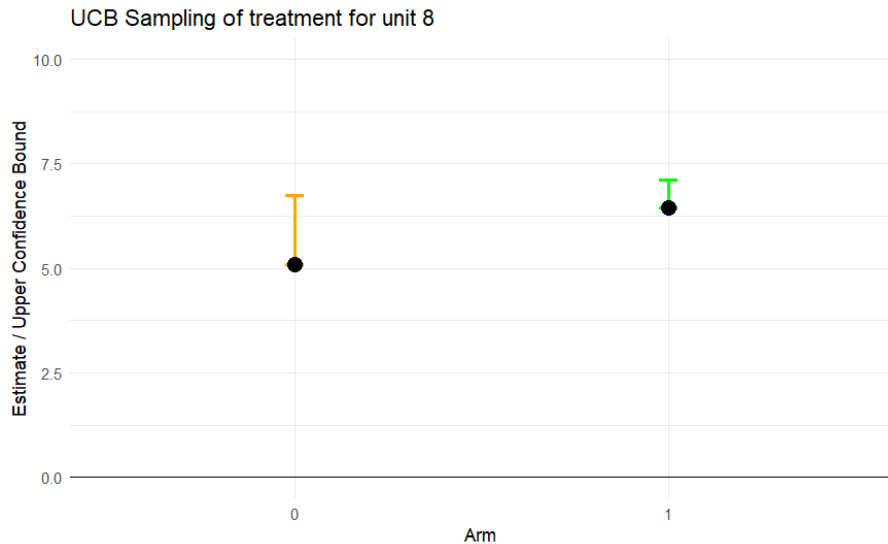


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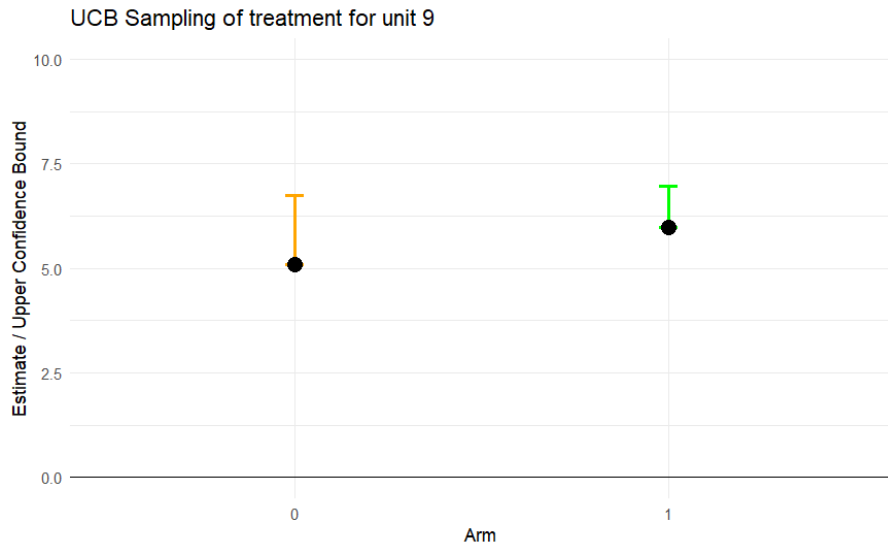


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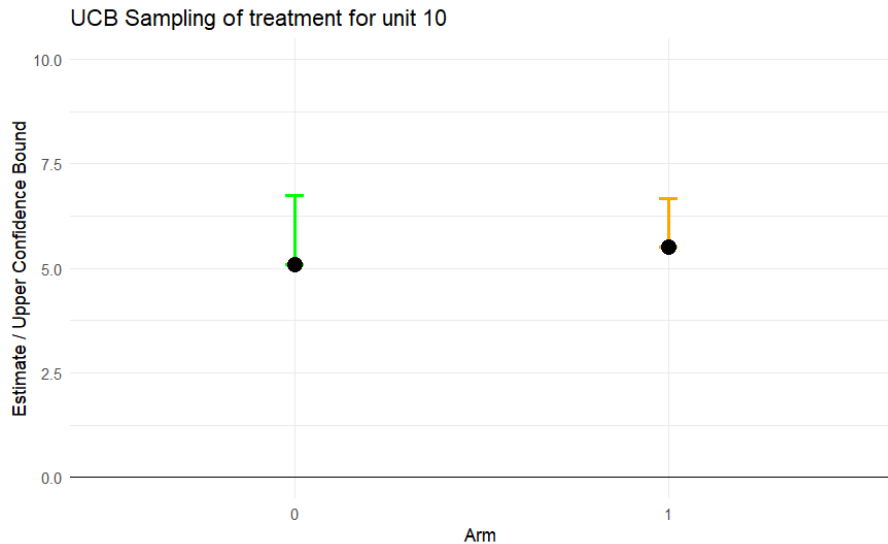


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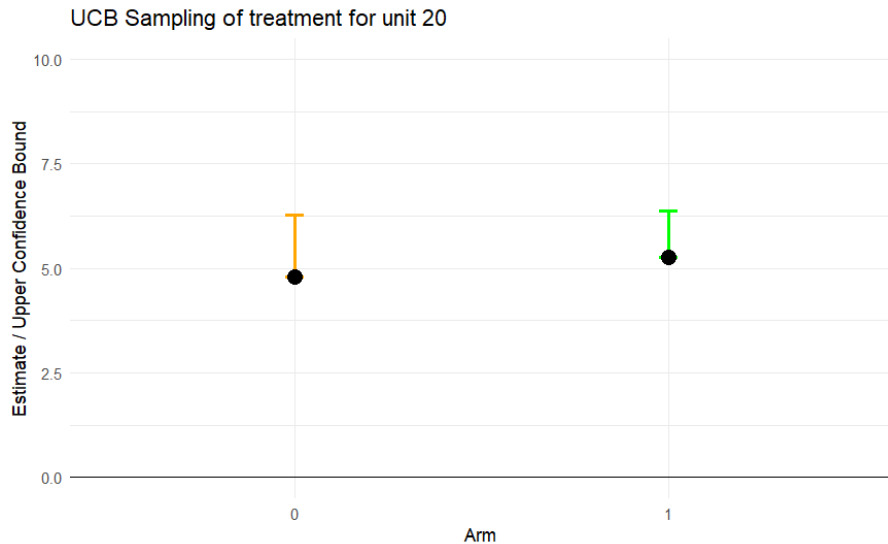


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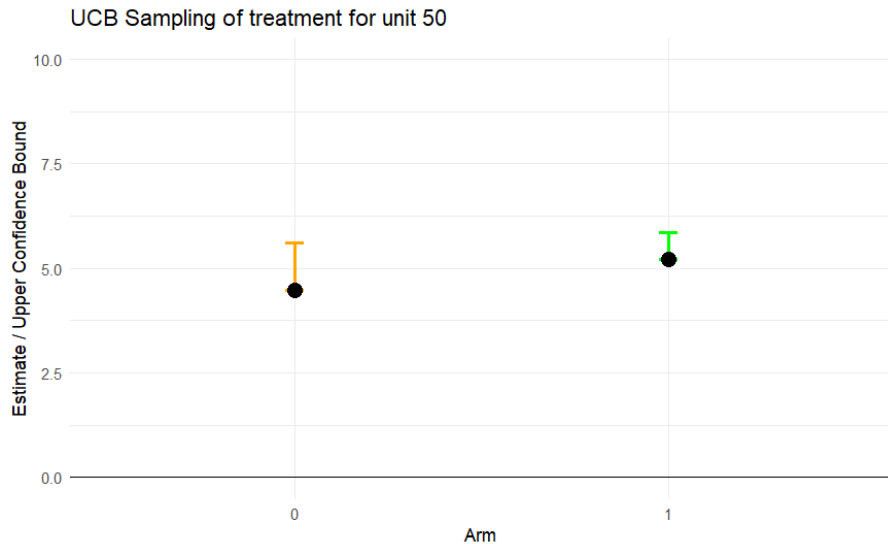


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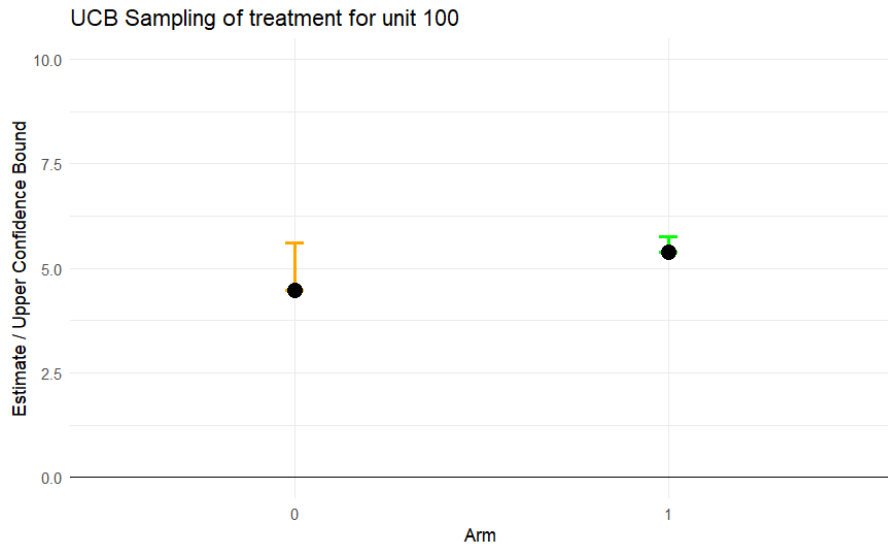


Illustration Thompson sampling

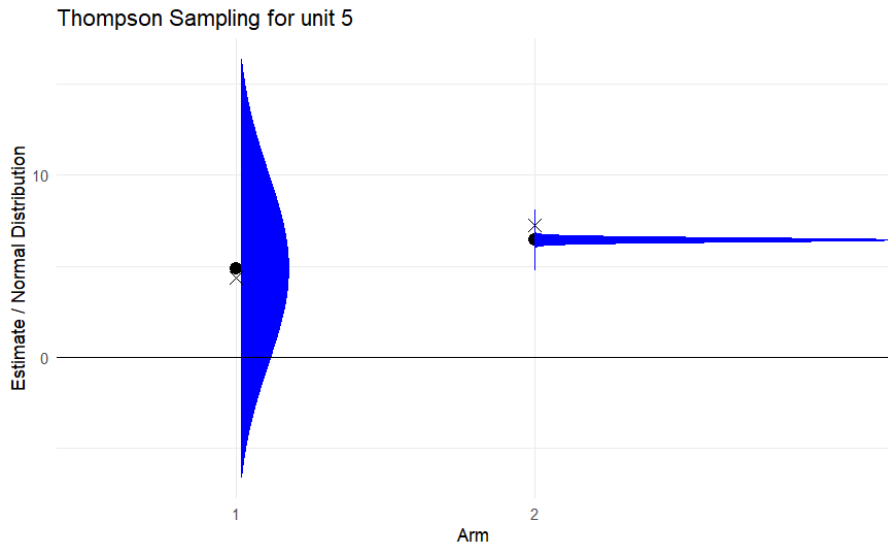


Illustration Thompson sampling

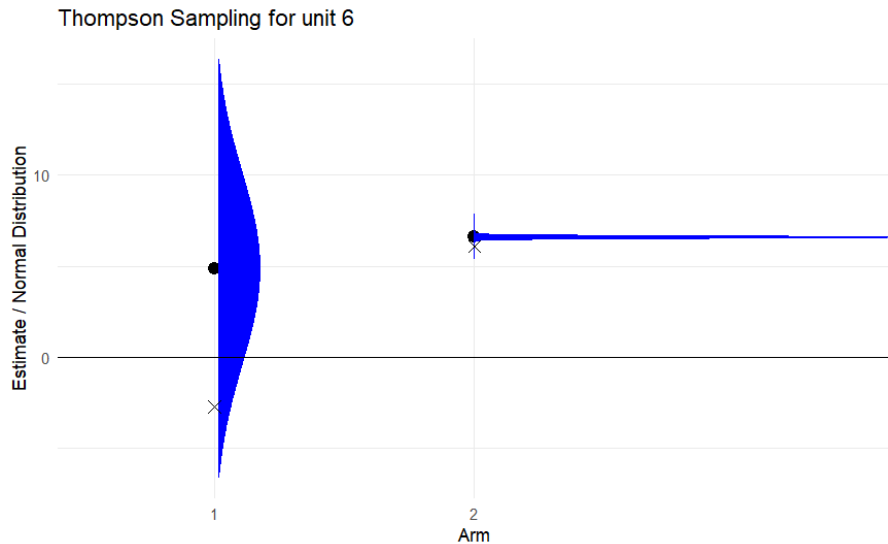


Illustration Thompson sampling

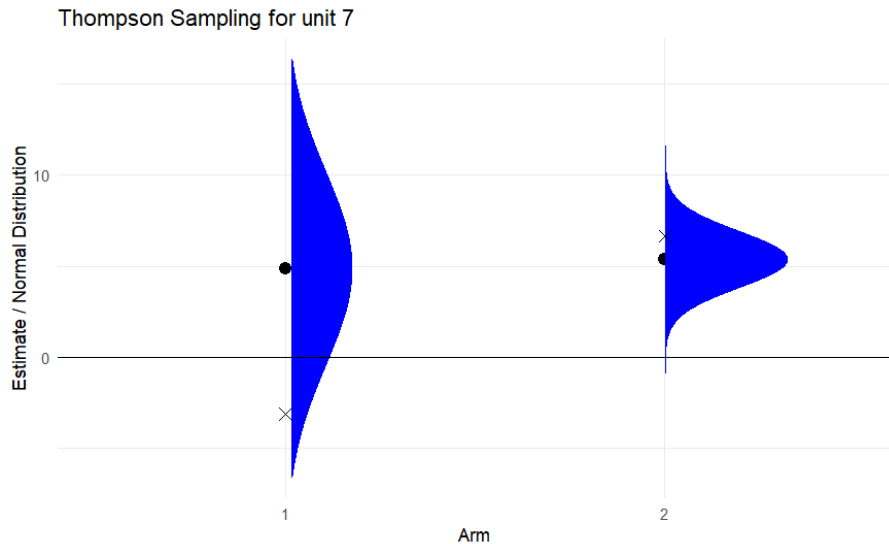


Illustration Thompson sampling

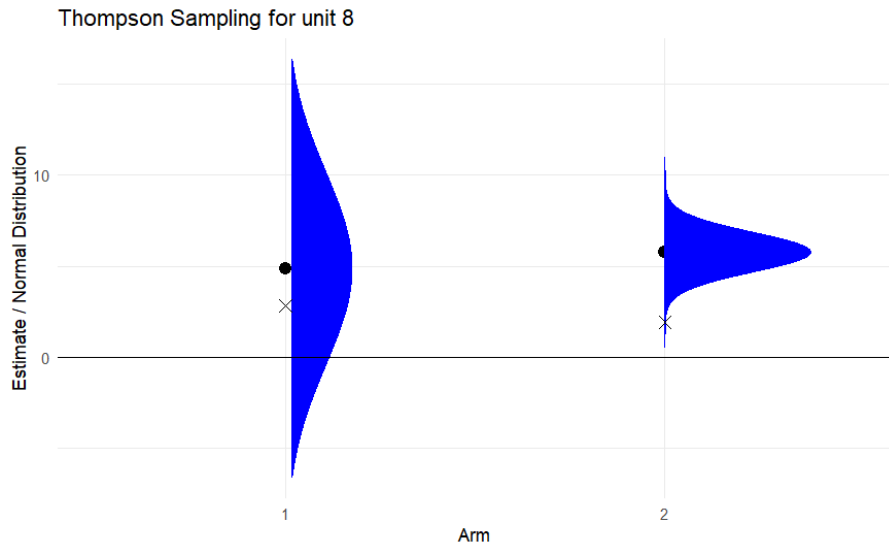


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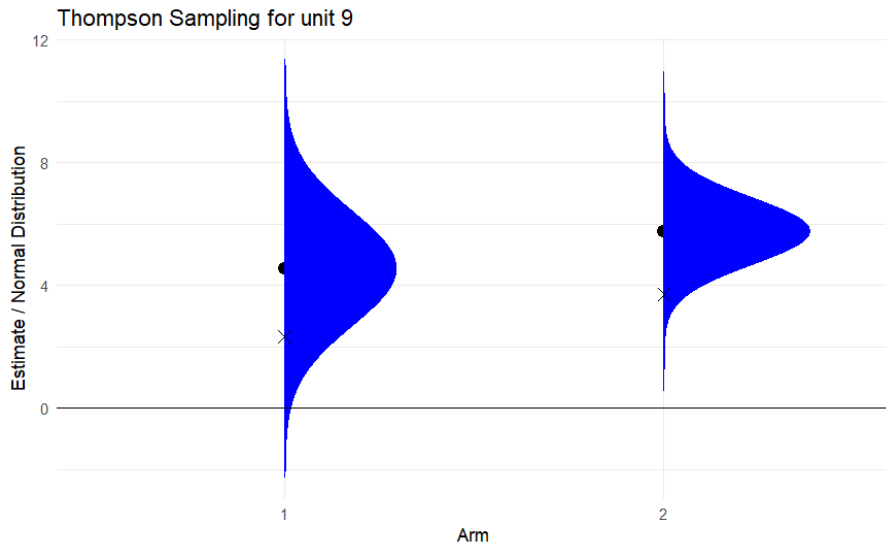


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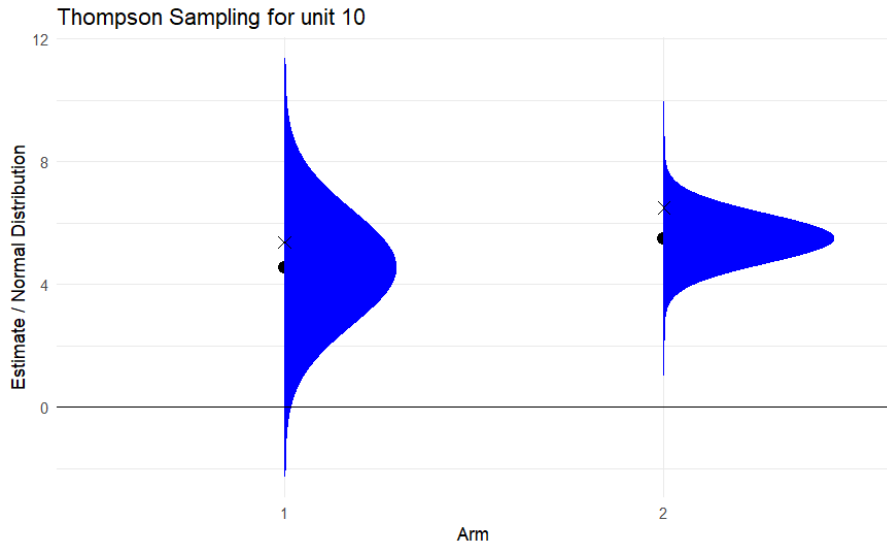


Illustration Thompson sampling

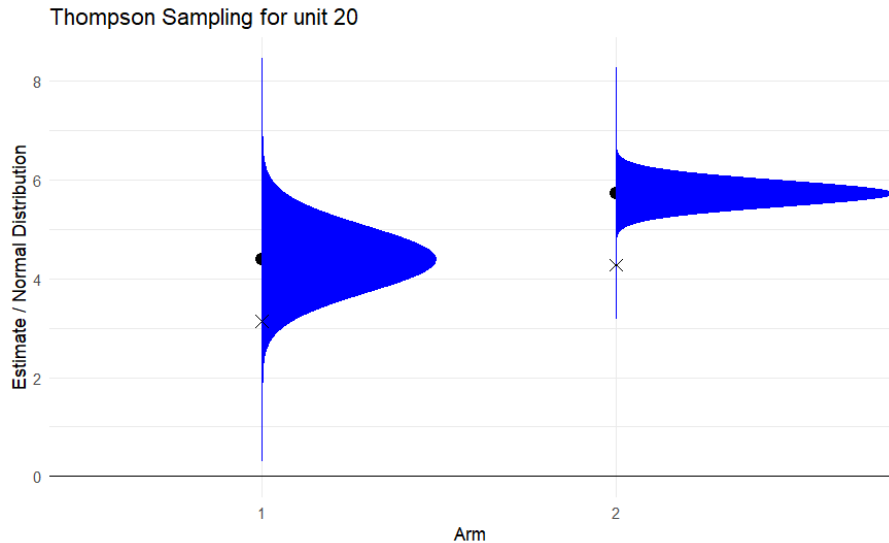


Illustration Thompson sampling

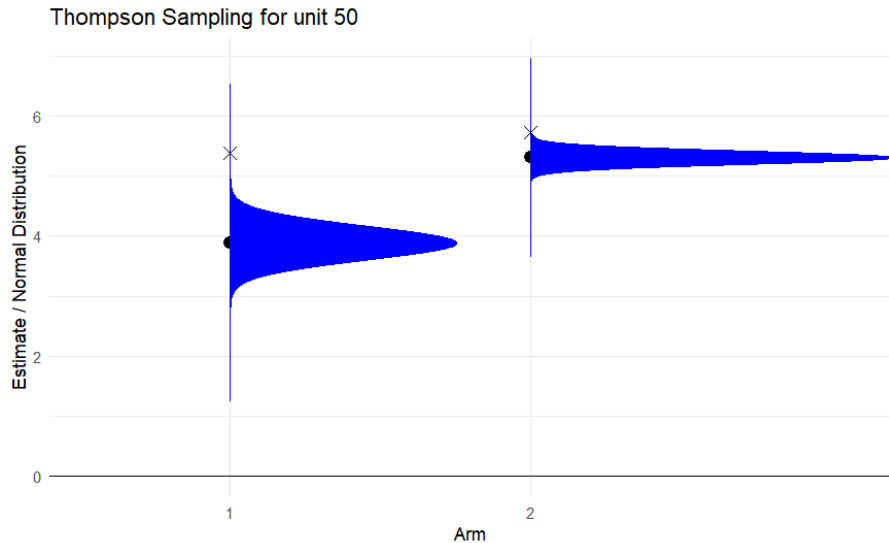
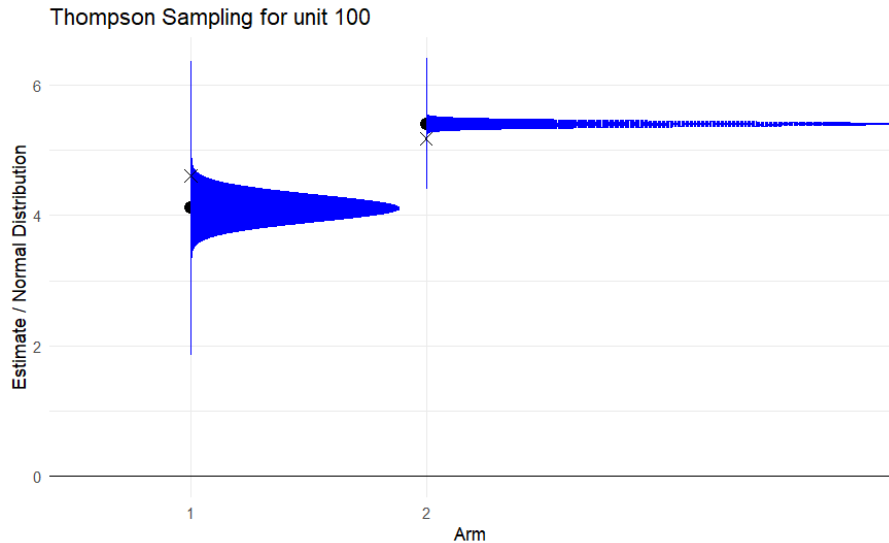


Illustration Thompson sampling



Some comments

As the number of units increases and thus variance decreases, **both methods assign more often the good treatments and ignore the bad ones**

Assignment of treatments is not related to potential outcomes \Rightarrow **no identification issues**

Larger α means more exploration and less exploitation (lower risk of missing a good treatment by chance), $\alpha \rightarrow \infty$ resembles classic RCT

Contextual bandits use "context" information X and the CAPO instead of average PO for assignment (see e.g. [Dimakopoulou et al., 2019](#))

Many open questions regarding implementation in social science context (only few exploratory studies) \Rightarrow **exciting area for research**

Simulation notebook: Multi-armed bandit

Further material on bandits

Introduction videos: [Multi-armed bandits](#), [UCB method](#), [Thompson sampling](#), [reinforcement learning](#)

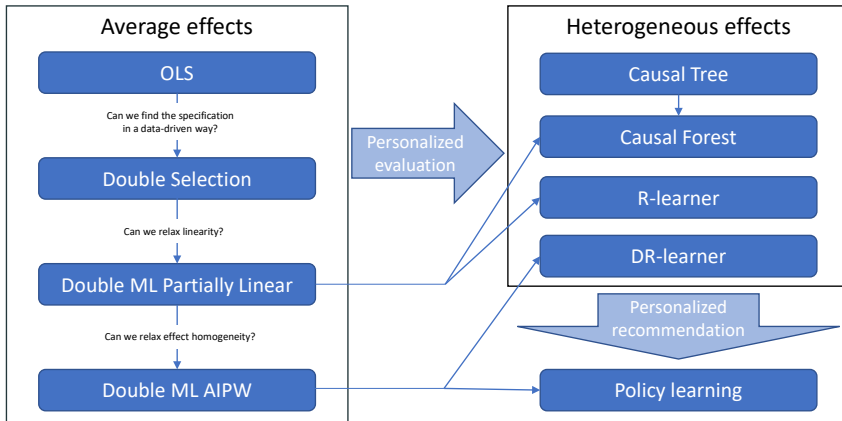
More technical treatments: [Max Kasy teaching slides](#), ["Introduction to Multi-Armed Bandits"](#) by Aleksandrs Slivkins

Applications: [Covid testing](#) (Bastania et al., 2021), [refugee employment assistance](#) (Caria et al., 2021), [charitable giving](#) (Athey et al., 2022)

[Shiny app](#) to play with

[Practitioner's guide](#)

End of the journey



Congrats! 🎉

Wrapping-up

Lessons learned (on a high level)

- Naive integration of ML in causal analysis can go wrong
 - We have to think about our target parameter
 - We should target the underlying objective function, e.g. #CATEvsPL
 - If we know what we want to do, we can leverage the power of ML ...
 - ... to make our lives easier (outsource what the machine can do better)
 - ... to get more out of the same data #nonparametricGATE #policylearning
- ⇒ More time to think about the important stuff (identification, interpretation, ...)
- ⇒ More fun in the estimation part (tuning a ML models is much more fun than specifying models yourself + (arguably) better science, at least for me)

BUT also no silver bullet: Methods help with estimation, not with identification

Key concepts

We have learned several key concepts for Causal ML:

- **Nuisance parameters**: Parameters (so far CEFs of observed variables) that are not of interest *per se* but help us to get our hands on the target parameter
- **Neyman-orthogonal scores**: Smart combination of **multiple** nuisance parameters such that these can be estimated using supervised ML (if high-quality and cross-fit)
- **Pseudo-outcomes**: May be used as outcomes (unbiased signals) in standard regressions to model/validate inherently unobservable causal quantities
- **Modified splitting criteria**: Teach regression trees and forests to model inherently unobservable causal quantities

That's it from my side

I hope this course was a nice add-on to the more classic econometrics courses

We are still at the beginning of understanding the fruitful integration of ML into economics/econometrics

However, the concepts you learned in this course should enable you to digest future developments in causal ML for policy evaluation/recommendation

The literature is currently exploding, so there are a lot of smaller and bigger topics to work on

More free resources - collections

- Collection "Machine Learning for Economists" by Dario Sansone
- Collection "Dive into Causal Machine Learning" of Alexander Quispe
- "Public goods" collection of Christine Cai
- "Must-read recent papers and resources on Causal \cap ML"

More free resources - single resources

Loosely ordered from introductory to advanced:

- "ML & Causal Inference: A Short Course" by Athey, Spiess and Wager
- grf package documentation
- DoubleML user guide
- "ML-based causal inference tutorial" by Golub Capital Social Impact Lab
- "Causal Inference for the Brave and True" Part II by Matheus Facure Alves
- Lecture notes of Stefan Wager
- Lecture notes of Christophe Gaillac and Jeremy L'Hour

Ceterum censeo a fancy method alone is not a credible
identification strategy
⇒ separate identification and estimation