



### What is Personalizer?

Rodrigo Kumpera

rokumper@Microsoft.com

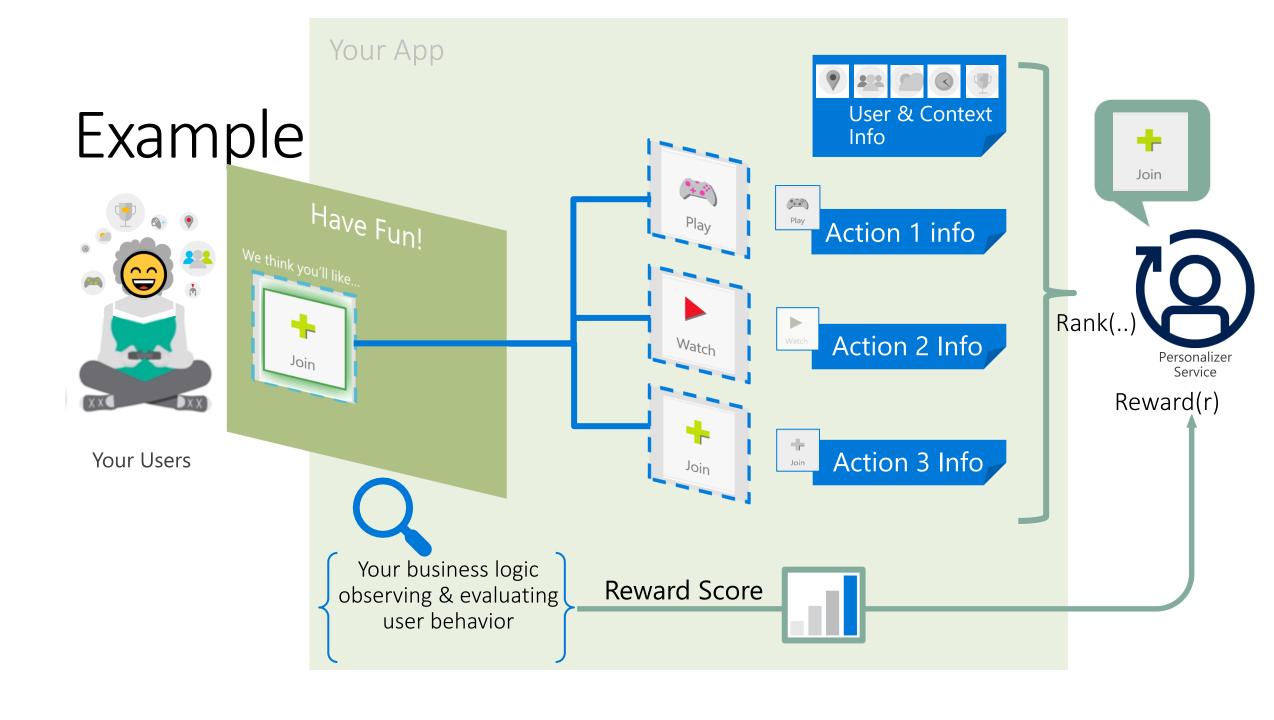
@kumpera











```
__mod = modifier_ob__
mirror object to mirro
mirror_mod.mirror_object
peration == "MIRROR_X":
mirror_mod.use_x = True
"Irror_mod.use_y = False
lrror_mod.use_z = False
 _operation == "MIRROR_Y"
 Irror_mod.use_x = False
 lrror_mod.use y = True
 lrror_mod.use_z = False
 operation == "MIRROR Z"
 lrror_mod.use_x = False
  lrror_mod.use_y = False
  rror_mod.use_z = True
 melection at the end -add
  ob.select= 1
   er ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modified
   irror ob.select = 0
  bpy.context.selected obje
   lata.objects[one.name].sel
  int("please select exaction
  --- OPERATOR CLASSES ----
    pes.Operator):
    X mirror to the selected
   ject.mirror_mirror_x"
 ontext):
    ontext
ext.active_object is not
```

## Show me some code

#### Rank(..)

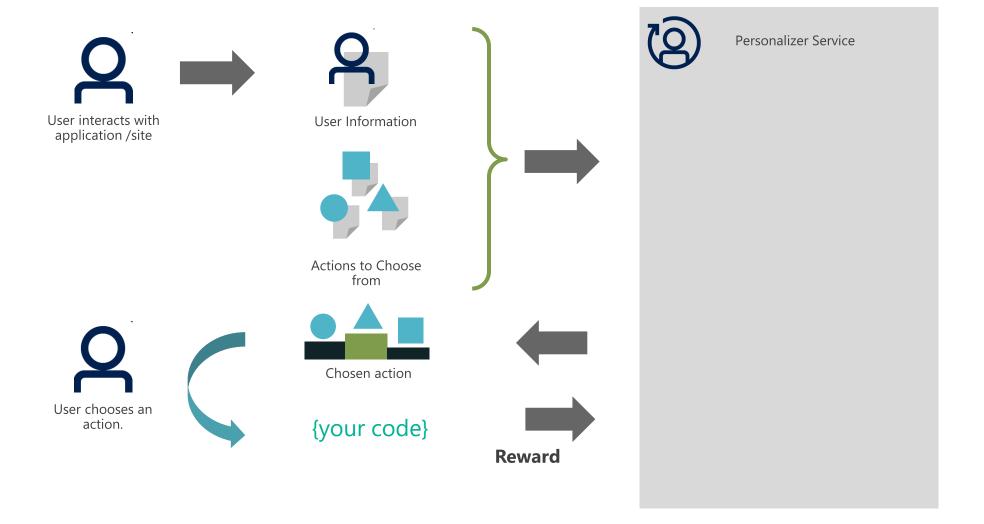
```
user = [{'age': 20}]
User& Context info
                           actions = [
                               models.RankableAction(
                                   id = 'politics',
                                   features = [{'topic': 'politics'}]),
                                                                                    Actions
                               models.RankableAction(
                                   id = 'sports',
                                   features = [{'topic': 'sports'}])]
                           request = models.RankRequest(
                               context_features=user,
                               actions=actions
                           response=client.rank(request)
     Rank it!
```

#### Now, the reward

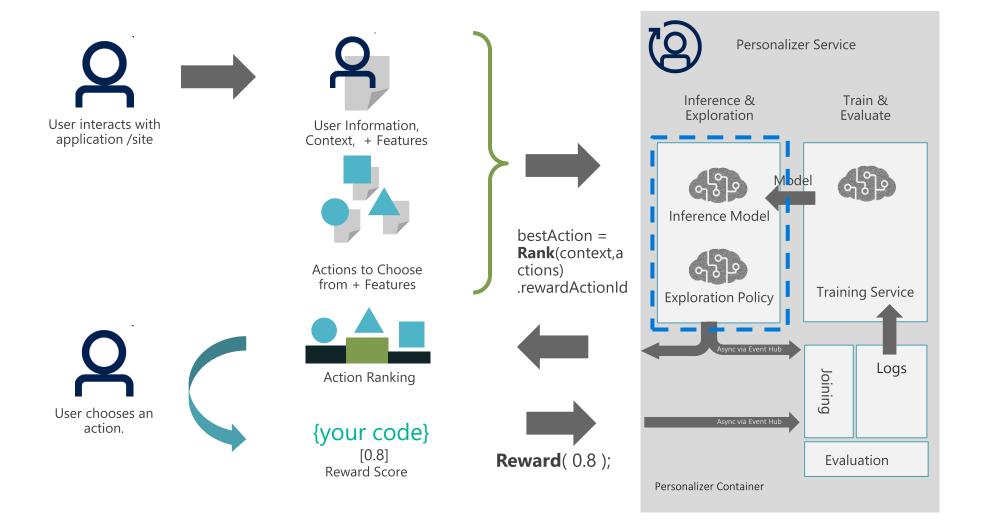
reward = 0.3
client.events.reward(event\_id=event\_id, value=reward)

Yes, that's it.

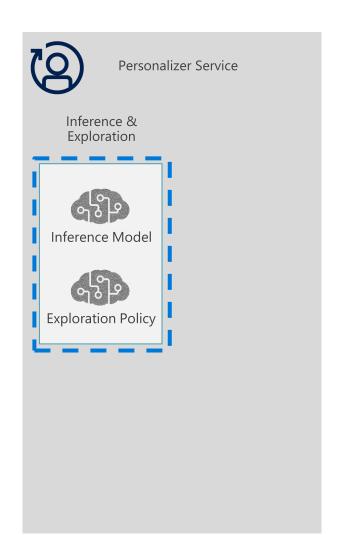
#### How does it look inside?



#### It's a complicated box...



#### The brains





www.vowpalwabbit.org

#### Vowpal Wabbit



OPEN SOURCE LIBRARY

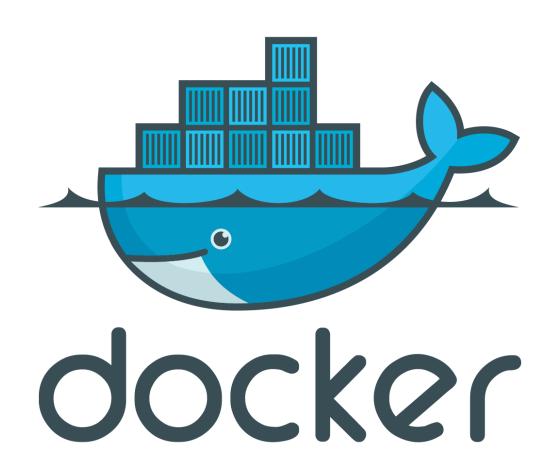


ONLINE, ACTIVE OR INTERACTIVE LEARNING

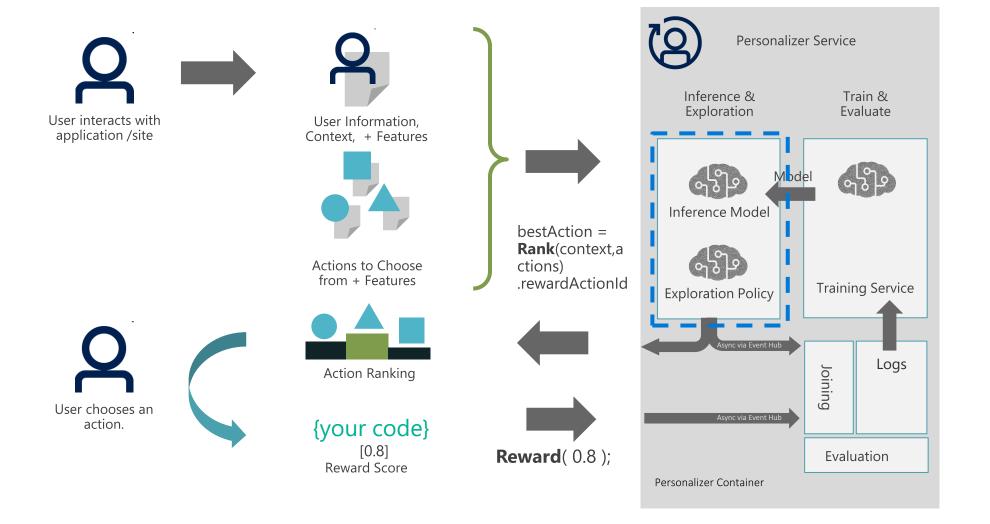


CONTEXTUAL BANDITS, LEARN2SEARCH, EXTREME CLASSIFICATION

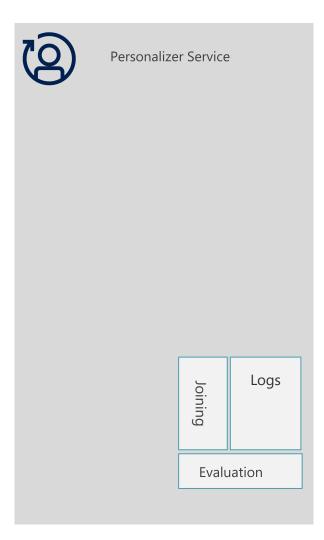
## Http service wrapped in a container



#### Logs & Joining



#### Logs & Joining

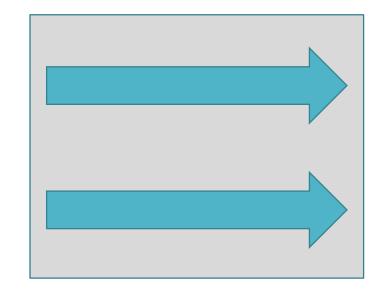


#### Logs & Joining

#### Joiner

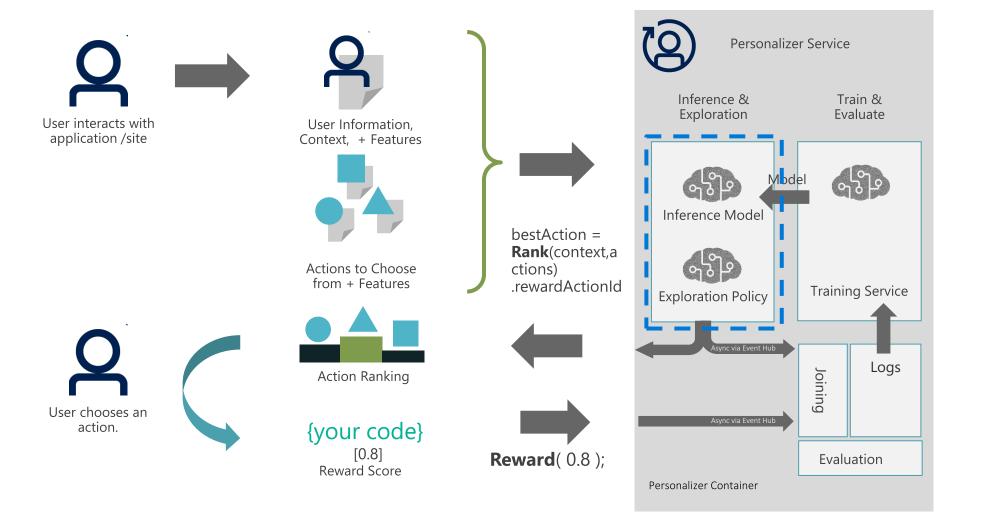
{EventId,Context,Action}

{EventId,Reward}

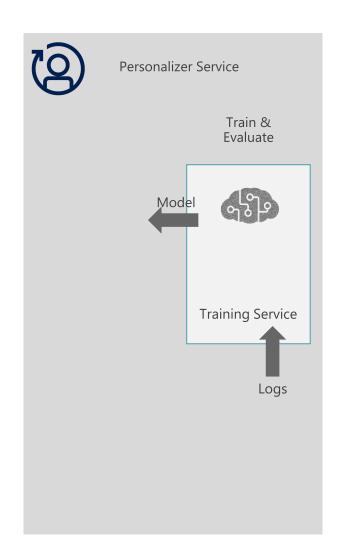


{Event,Context,Action,Reward}

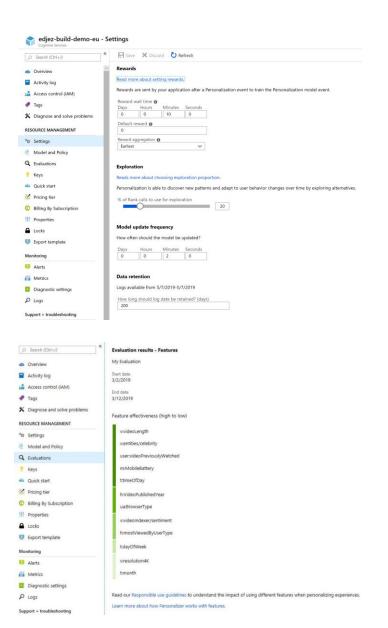
#### Trainer



#### Trainer

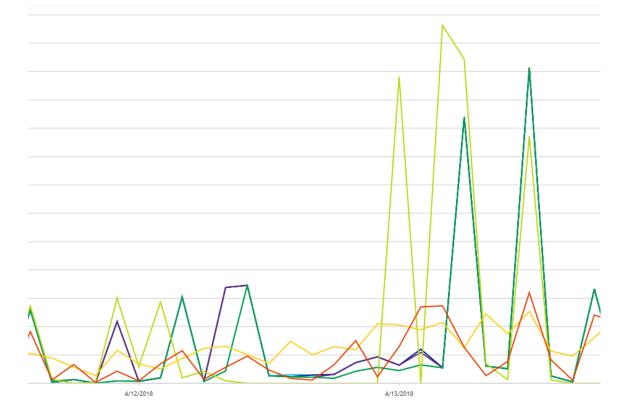


#### Azure Portal



# Counter factual evaluation and optimization

to Rank by the app	0.01438	0.00757 - 0.02120
Policy of this Personalizer Loop	0.01357	
rated ranks	0.01127	0.00936 - 0.01317
	0.00000	0.00000 - 0.00000
	0.00000	0.00000 - 0.00000



## Do you have a Bandits problem?



You're picking one choice from many options.



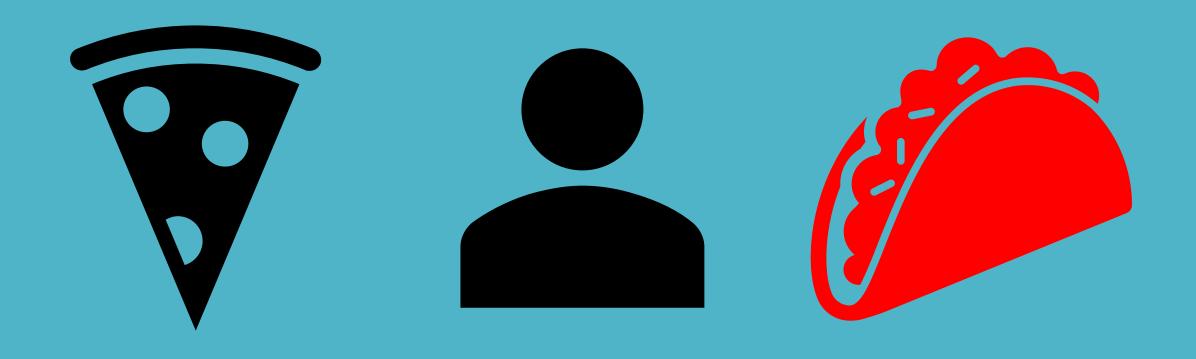
You don't know what would happen if you picked the other options.



Your options change over time.



The world keeps changing around you.

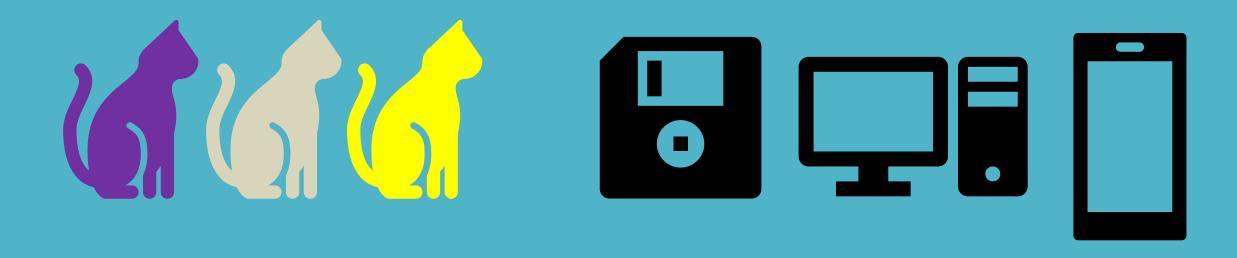


You gave me pizza You don't know my preference to tacos

#### The menu changed!



#### Non stationarity



#### Questions?

Thank you!

rokumper@Microsoft.com

@kumpera

Azure Portal

http://aka.ms/personalizer

Feedback in UserVoice

http://aka.ms/personalizer-uservoice

Research Tutorial

http://hunch.net/~rwil

ML underpinning: Vowpal Wabbit

ML innovations: conditional contextual bandits,