Hands-on Reinforcement Learning for RecSys - from Bandits to Offline RL with Ray RLlib

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- → GitHub: https://bit.ly/rllib_recsys_2022_github
- → Q & A Doc: https://bit.ly/rllib recsys 2022-qa
- → Logins+passwords: https://bit.ly/rlib_recsys-logins
- → Anyscale: <u>console.anyscale.com</u>
- → Tutorial Survey: https://bit.ly/rlib_recsys_2022











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\$whoami (Christy)

- → AI/ML DevAdvocate @Anyscale.
- → Previously: AI/ML Solutions Architect at AWS, before that data scientist real-time fraud detection

\$whoami (Kourosh)

- → ML Engineer working on RL and RLlib @Anyscale.
- → Previously: PhD student at UC Berkeley working on RL in Robotics and design optimization



RL Team @ Anyscale





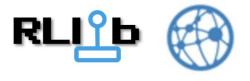


Anyscale

Who we are: Original creators of Ray, a unified framework for scalable, distributed computing. Part of that framework are our libraries for ML and data processing.

What we do: Scalable compute for AI and Python

Why we do it: Scaling is a necessity, scaling is hard; make distributed computing easy and simple for all developers.



Some of RLlib's Industry Users





Overview of the tutorial

- → Brief intro RL
- → Brief intro RecSys
 - + Traditional Approaches
 - + Defining RecSys as an RL problem
- → Online RL vs Offline RL
- → Hands-on coding with python notebooks and scripts
- → Thank you! Connect with us!

Goals - Understand:

- ➤ What are the advantages of using RL in RecSys?
- What are the pros and cons of offline RL in practical scenarios?

Overview of the tutorial

- → 4 min: Welcome
- → 5 min: Very brief intro RL
- → 5 min: Very brief intro RecSys
 - + Machine learning (ML) approach
 - + Challenges with current ML approach
 - Map RecSys problem into MDP for RL
- → 5 min: Intro Online RL vs Offline RL
- → 1 hour: Hands-on with Google Colab
 - + 15min: Introduction to the environment
 - + 10min: Run baselines, bandit, and RL algorithm
 - + 5min: Conclusion so far TODO ADD slide with results
 - 10min: Run offline RL on expert, random, greedy data
 - + 5min: Conclusion so far TODO ADD slide with results
 - + 5min: Deploy a policy to production using Ray Serve

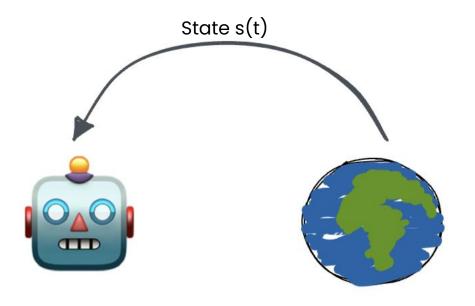




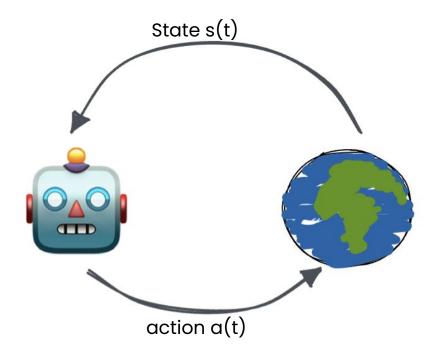




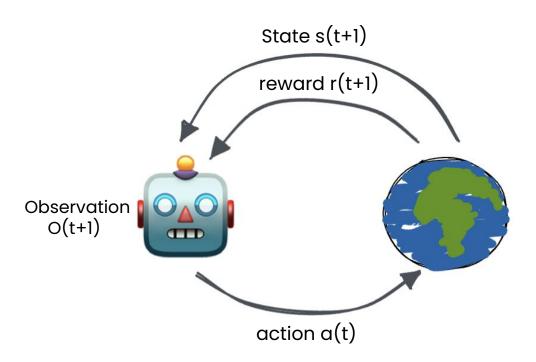






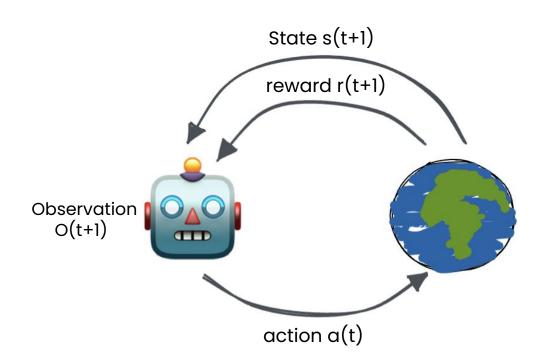












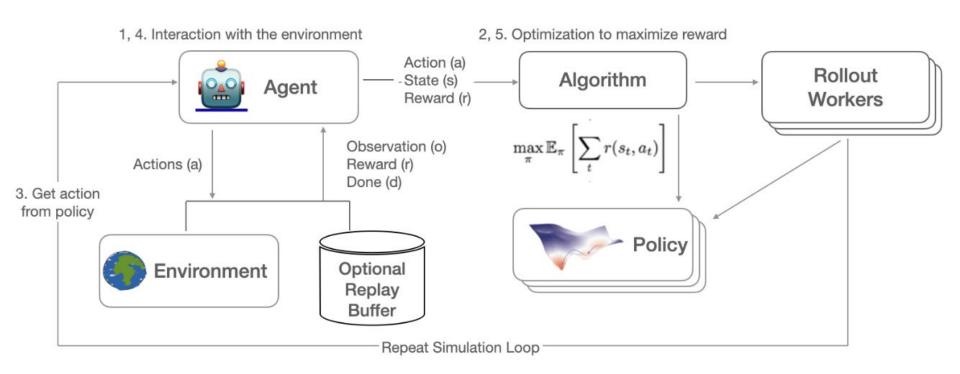
Algorithm

$$\max_{\pi} \mathbb{E}_{\pi} \left[\sum_{t}^{\cdot} r(s_{t}, a_{t}) \right]$$

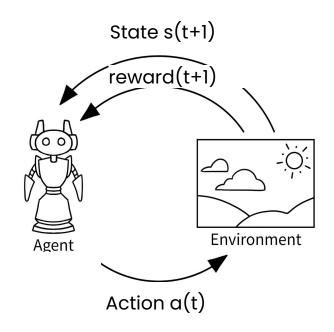












Conversation between an agent and an environment.

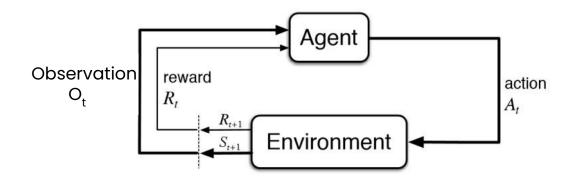
Learning objectives:

- Maximize sum of rewards.
- Learn from delayed reward.
- Proper exploration to maximally learn



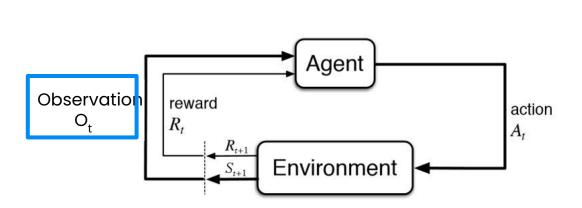








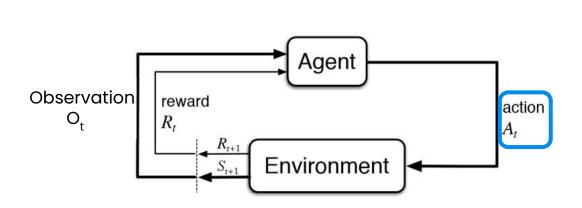




(S, A, P, R, Y)



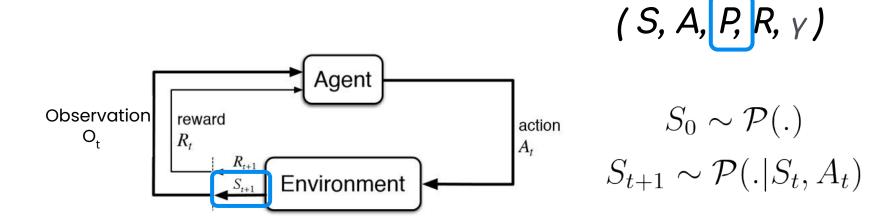




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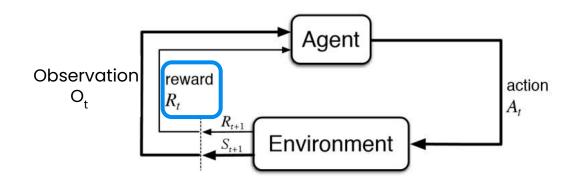






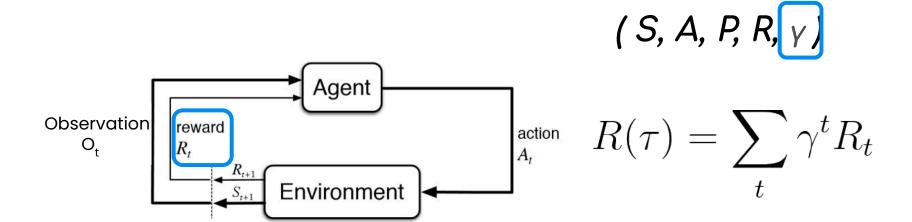










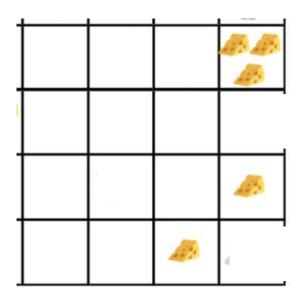






Discount factor γ in RL

- If $\gamma = 0$, the algorithm considers 1-step rewards only.
- If $\gamma = 1$, the algorithm considers all future rewards equally.







Brief intro RecSys

Companies want to recommend content.



ML: Pointwise recommendations.



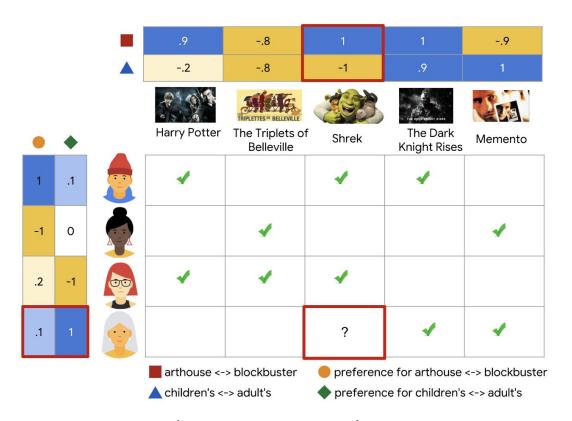
RL: Combine pointwise recommendations with session based data.







Brief intro RecSys ML



Credit: https://developers.google.com/machine-learning/



Challenges with traditional ML in RecSys

- Traditional ML (collaborative filtering) models are **static with** respect to time.
 - Ignores the sequence of interactions with a given user.
- Static models can be:
 - Too short-sighted and miss out on Long-term, delayed rewards
 - Overlook important and changing user intents or business conditions such as seasonality or promotional campaigns





 By taking each user's session history as a sequence of decisions, the RecSys problem can be converted into a sequential decision-making problem.

$$Pr[S(t+1)=s_{t+1} \mid A(t)=a_{t}, S(t)=s_{t}, A(t-1)=a_{t-1}, ...S(0)=s_{0}]$$

• A stochastic process is a Markov Decision Process (MDP) if the values at time t depend only on the values at time t-1.

$$Q_{\pi}(s, a) = E_{\pi} \left[\sum_{j=0}^{T} \gamma^{j} r_{t+j+1} | S_{t} = s, A_{t} = a \right]$$

RL has become the de-facto ML approach for solving MDPs.





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 - States = item features, user features





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 - o **Gamma** = 0 (bandits) or 1 (RL)

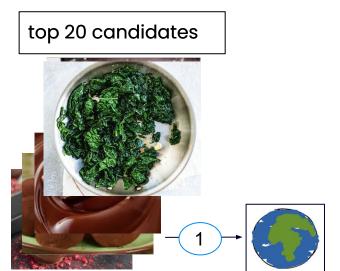




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 - States = item features, user features
 - Actions = recommended items
 - Rewards = long term satisfaction (explicit or implicit)
 - Gamma = 0 (bandits) or 1 (RL)
 - Agent = user or customer receiving recommendations
 - Env = Google's RecSim (wrapped as Gym env)
 - Algorithm = RLlib algorithm

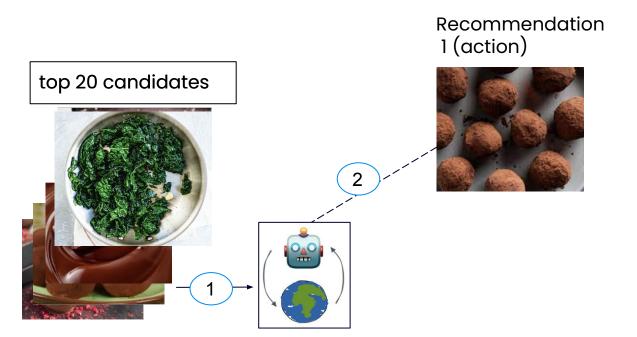


RL Environment: Delayed Rewards & Long Term Satisfaction (LTS)



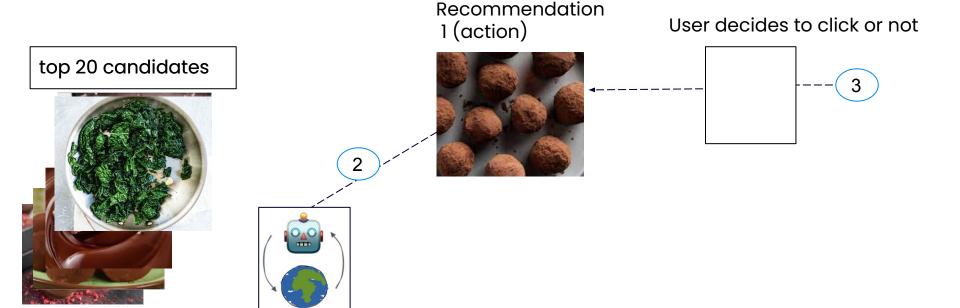




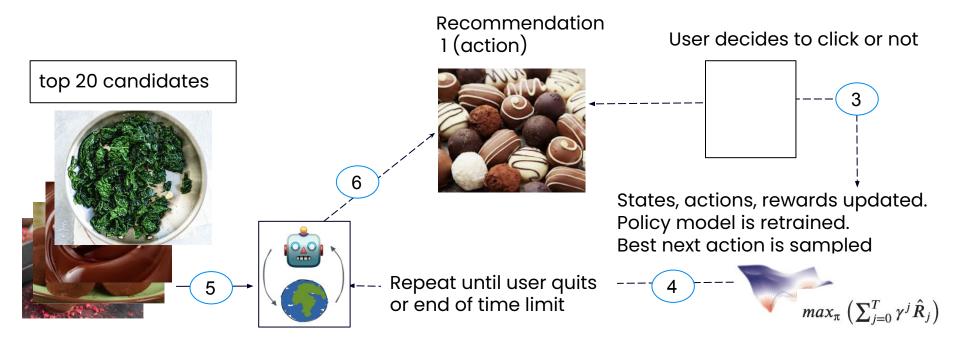




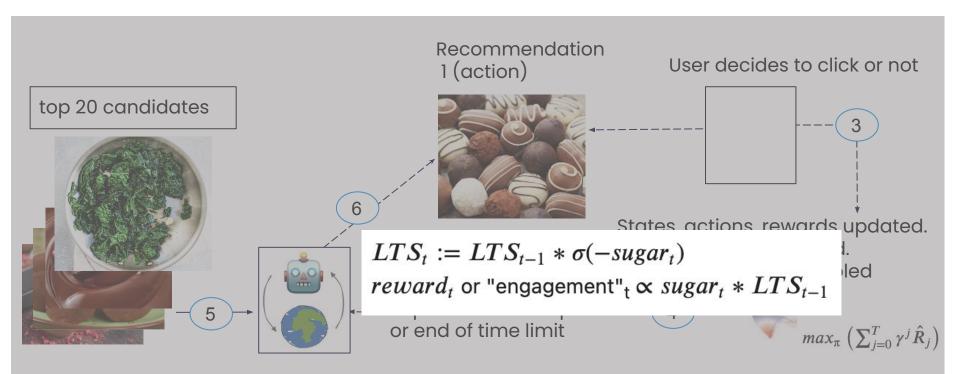
















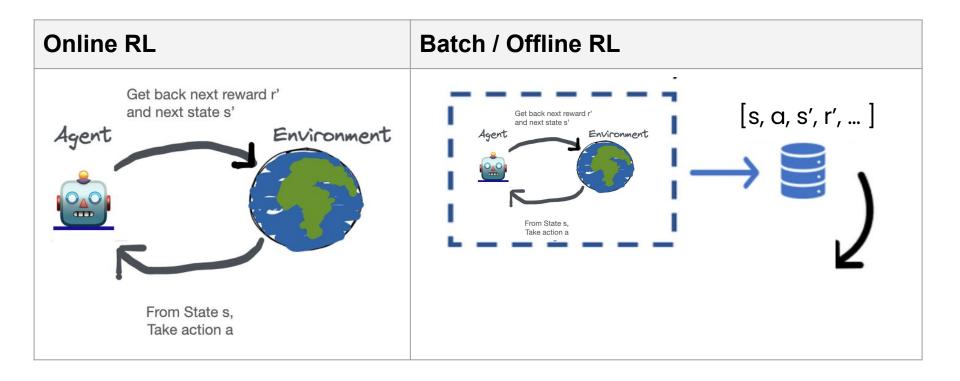
Online RL vs Offline RL

Online RL	Batch / Offline RL
Get back next reward r' and next state s' Agent Environment	
From State s, Take action a	



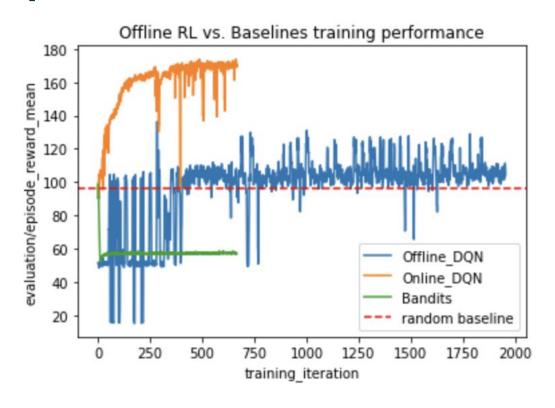


Online RL vs Offline RL





Sample result from notebook

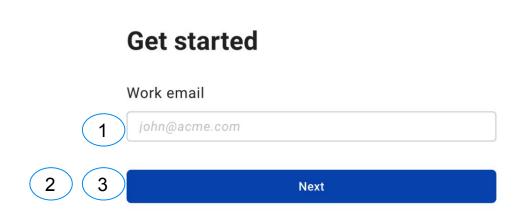






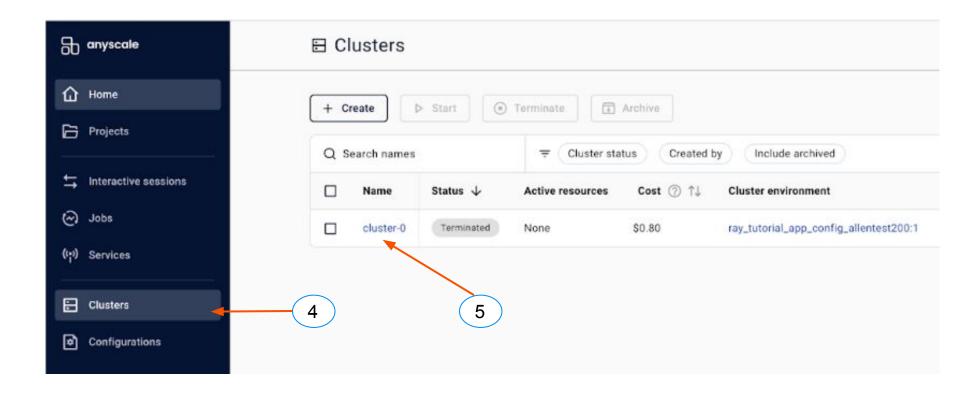
- Claim username/password at https://bit.ly/rlib_recsys-logins
 - a. Update the "Status" column to "Claimed"
- 2. Go to Console: http://console.anyscale.com/
- 3. Enter username (for the email) and password





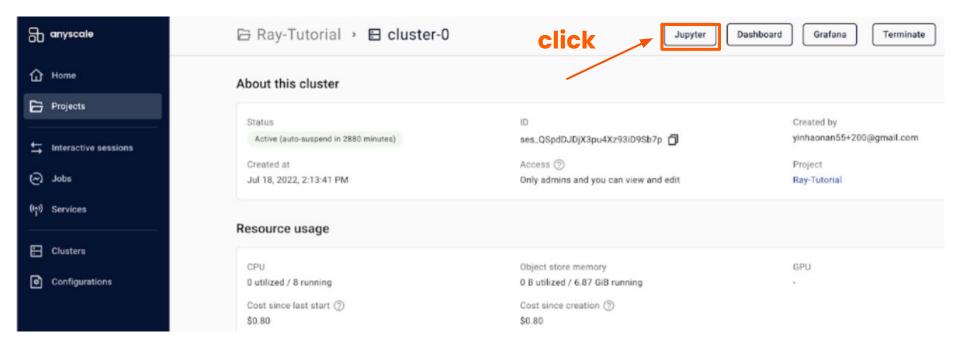






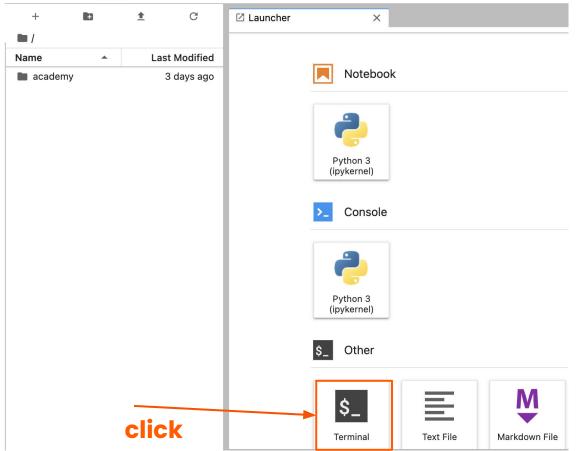














ray@ip-10-0-104-35: ~/Ray ×

```
(base) ray@ip-10-0-104-35:~/Ray-Tutorial$ ls
academy
(base) ray@ip-10-0-104-35:~/Ray-Tutorial$ cd academy
(base) ray@ip-10-0-104-35:~/Ray-Tutorial/academy$ git pull
remote: Enumerating objects: 121, done.
remote: Counting objects: 100% (121/121), done.
remote: Compressing objects: 100% (78/78), done.
remote: Total 108 (delta 53), reused 70 (delta 29), pack-reused 0
Receiving objects: 100% (108/108), 4.76 MiB | 4.13 MiB/s, done.
```

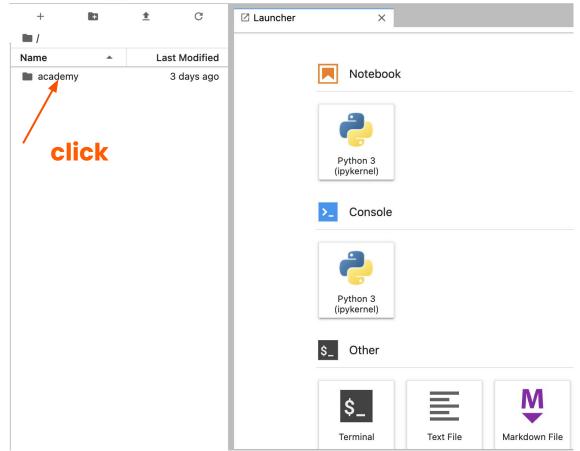
Resolving deltas: 100% (53/53), completed with 8 local objects.

From https://github.com/anyscale/academy

a5ee457..405730b main -> origin/main

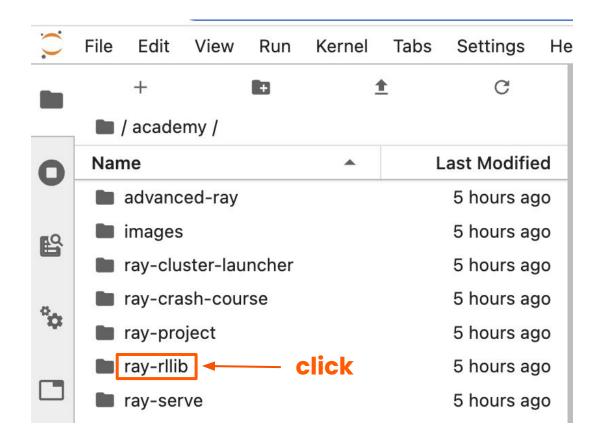






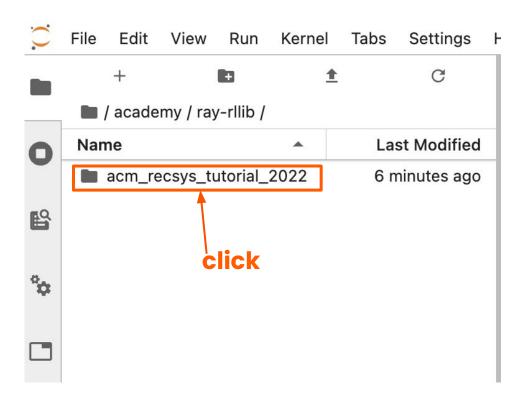






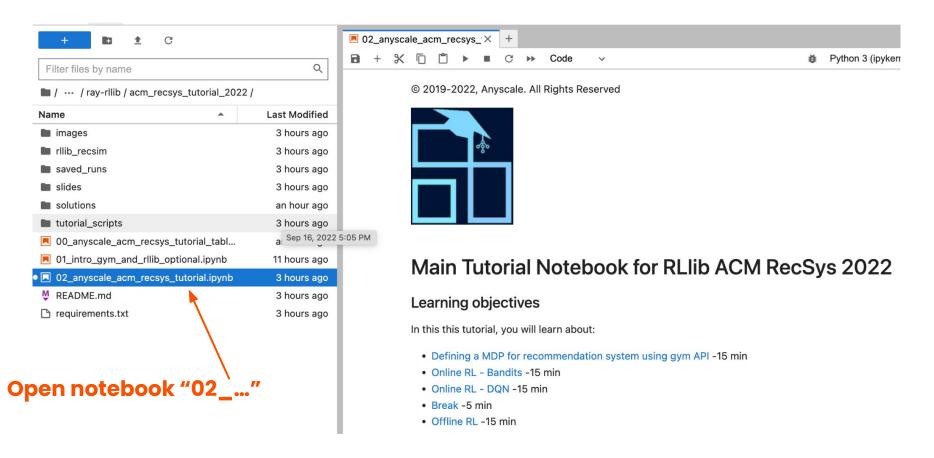












Thank you.

We would love to connect with you!



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GitHub - https://github.com/ray-project/ray



Slack - https://www.ray.io/community



Discuss - https://discuss.ray.io/

