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

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- → Previously: Engineer at Google and Facebook. Distributed RL at Loon.





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 RI
- 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!

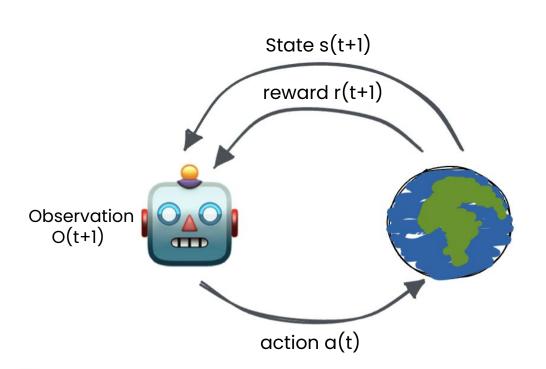
Goals - Understand:

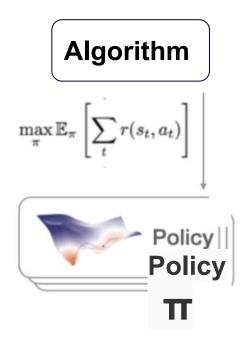
- What are the advantages of using RL in RecSys?
- What are the pros and cons of offline RL in practical scenarios?





Brief intro RL

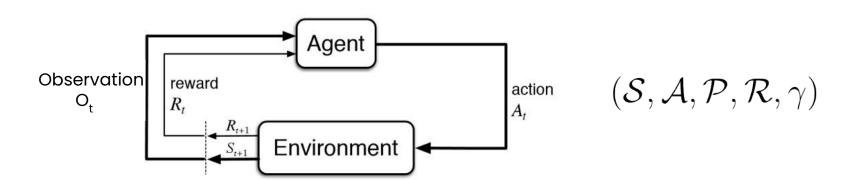








Brief intro RL formalization







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.

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Brief intro RecSys

Companies want to recommend content.



ML: Pointwise recommendations.



RL: Combine pointwise recommendations with session based data.







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





New way: RL in RecSys

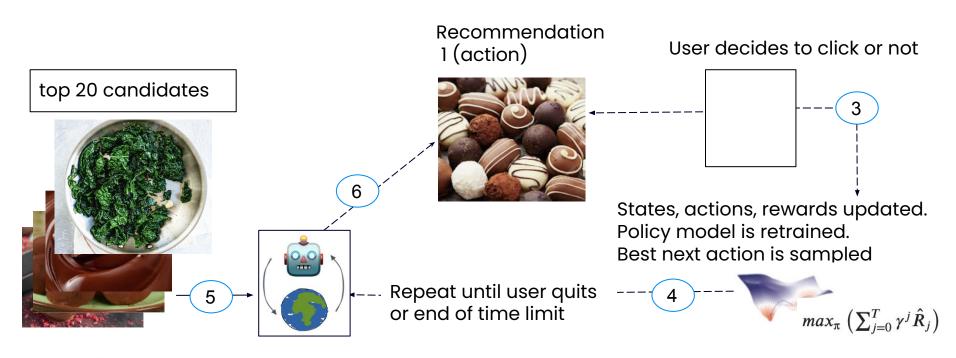
- By formulating each user's session history as a sequence of decisions, the RecSys problem can be converted into a sequential decision-making problem.
 - documents = items to be recommended
 - States = previous item features, user features
 - Actions = recommended items
 - Rewards = long term satisfaction
 - Gamma = 0 (bandits) or 1 (RL)
 - Agent = Recommendation system
 - Env = Google's RecSim
 - Algorithm = RLlib algorithm





Environments Suitable for RL

Delayed Rewards & Long Term Satisfaction (LTS)

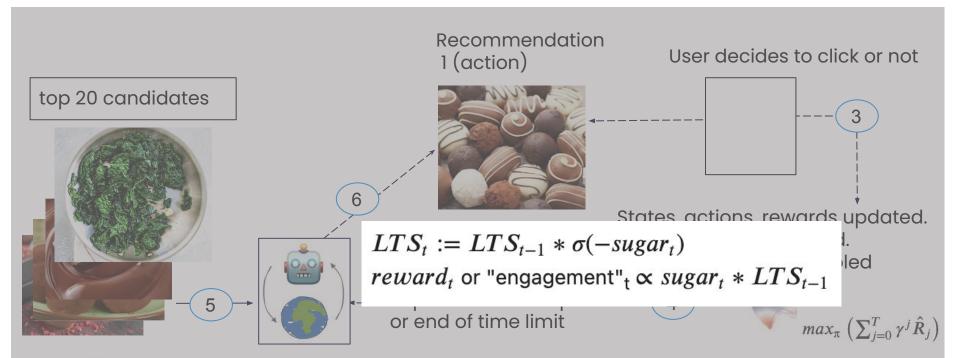






Environments Suitable for RL

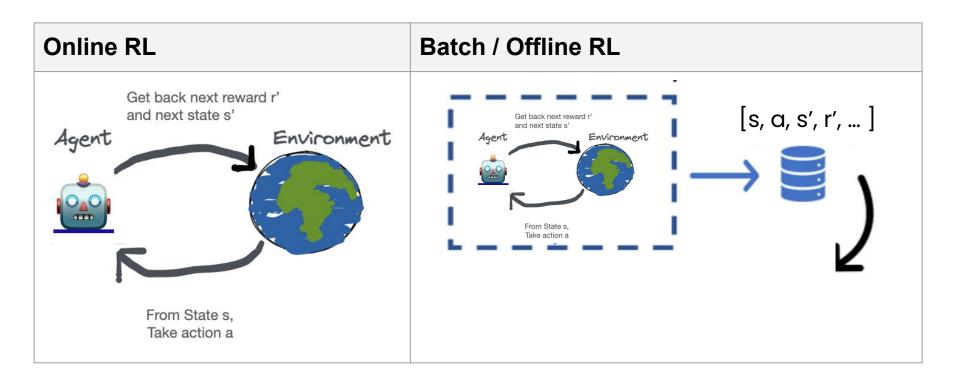
Delayed Rewards & Long Term Satisfaction (LTS)







Online RL vs Offline RL







Today's Dataset

- RecSim environment with a random agent.
- Offline Bandit
- Offline RL

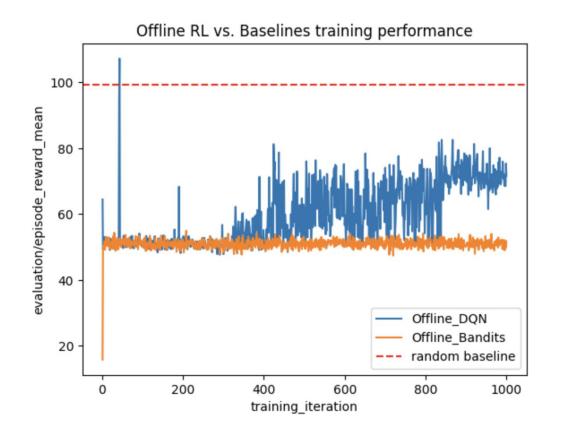


https://bit.ly/rllib_odsc_west_2022





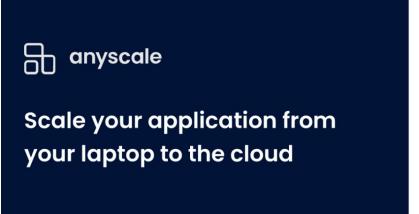
Sample result from notebook

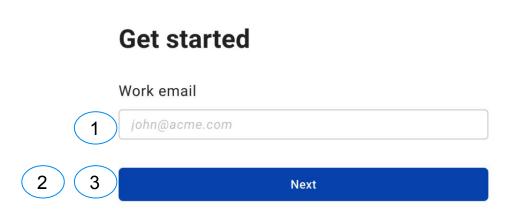






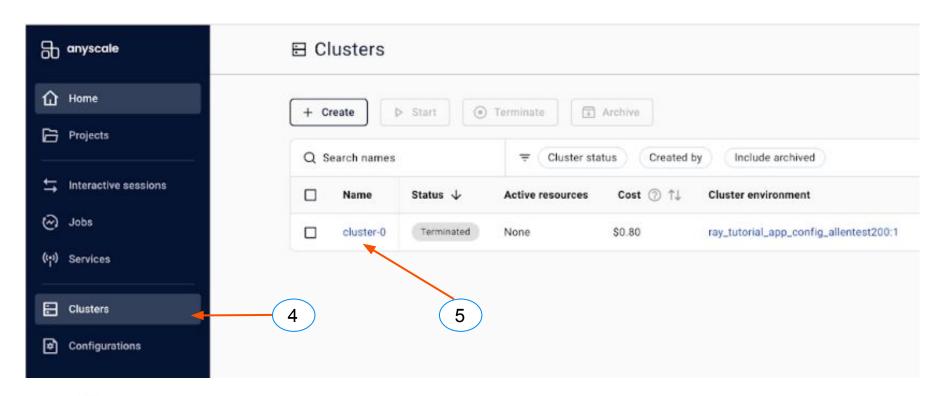
- 1. Claim username/password at https://bit.ly/rllib_odsc_west_2022
 - a. Update the "Status" column to "Claimed"
- 2. Go to Console: http://console.anyscale.com/
- 3. Enter username (for the email) and password





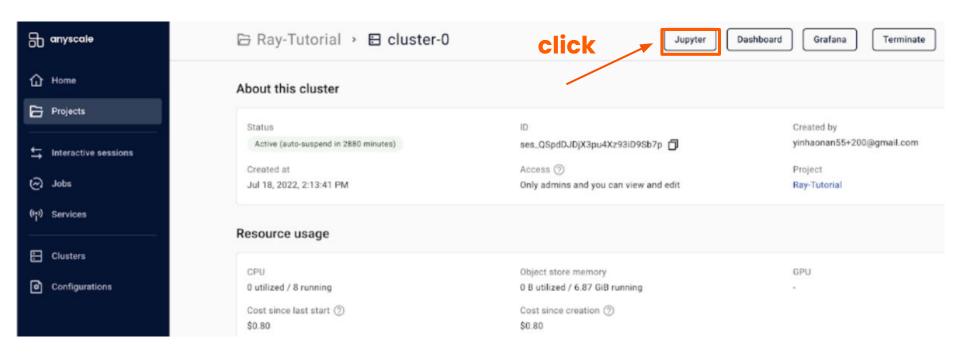






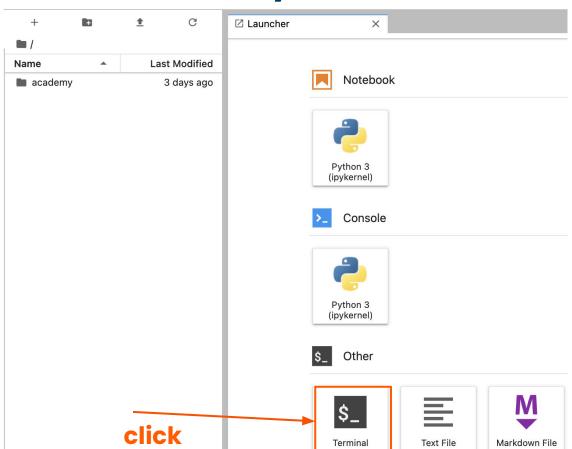














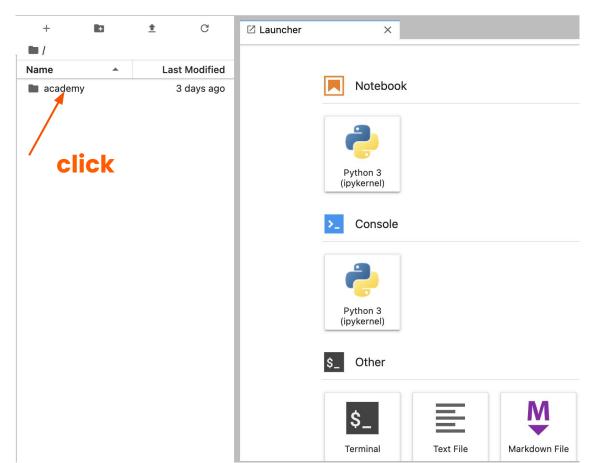


```
ray@ip-10-0-104-35: ~/Ray ×
```

```
(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
```







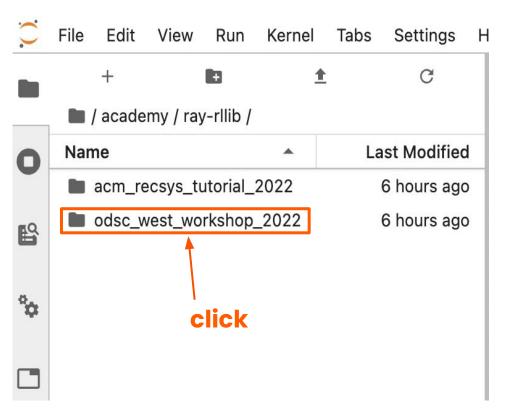




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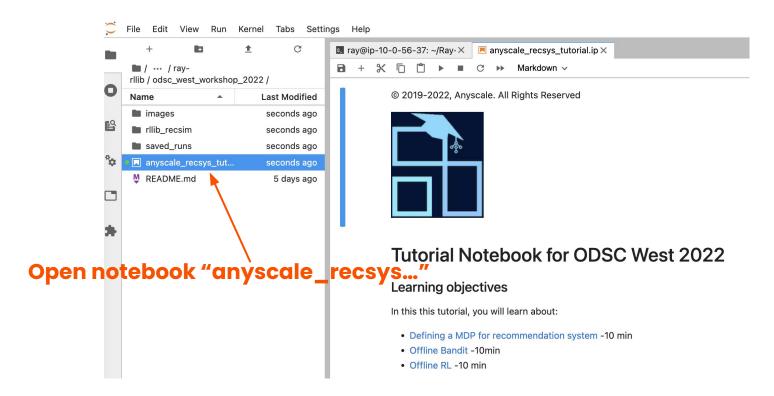
















Thank you.

We would love to connect with you!



Twitter - @anyscalecompute | @raydistributed



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



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



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