

Contextual Bandits with Non-Linear / General Reward

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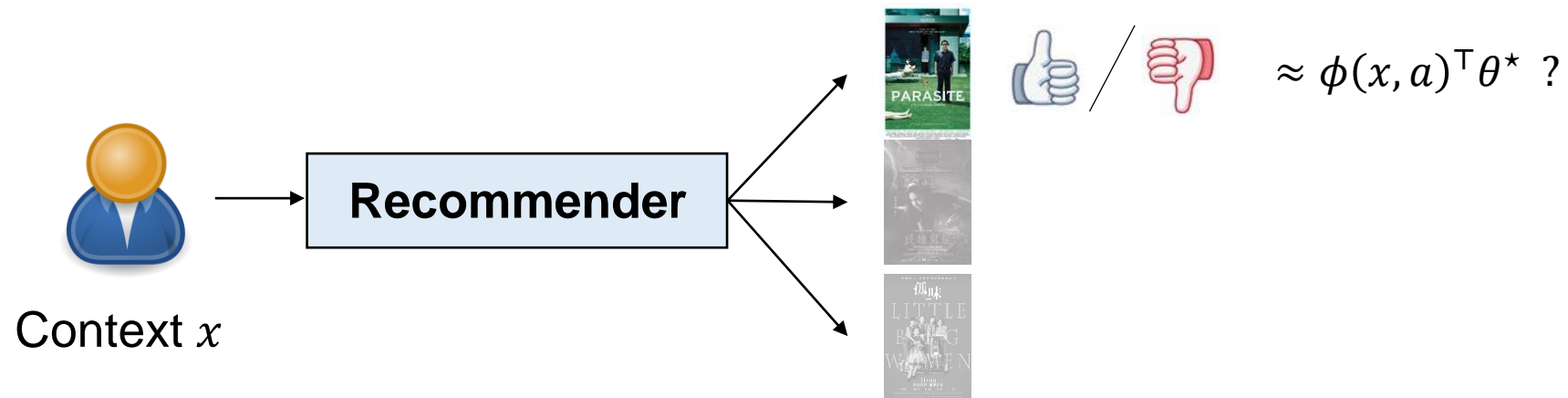
Topics

- Generalized linear contextual bandits
- A (optimal) reduction from contextual bandits to regression

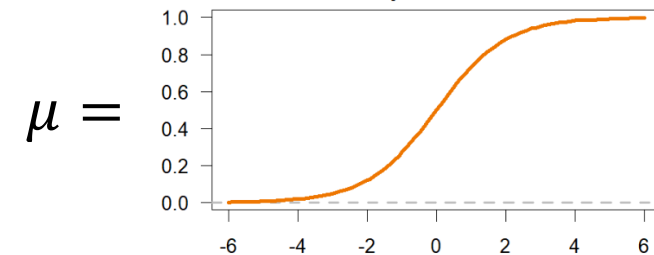
Generalized Linear Contextual Bandits

Contextual Bandits with Non-Linear Reward

Oftentimes, the reward may not be “approximately linear” in the feature vector.



Another option: Reward $\approx \mu(\phi(x, a)^T \theta^*)$



Logistic Contextual Bandits

$$\text{Logistic function: } \mu(z) = \frac{1}{1+e^{-z}}$$

Logistic Reward Assumption: $R(x, a) = \frac{1}{1+e^{-\phi(x,a)^\top \theta^*}}$

$\phi(x, a) \in \mathbb{R}^d$ is a **feature vector** for the context-action pair (known to learner)
 $\theta^* \in \mathbb{R}^d$ is the ground-truth **weight vector** (hidden from learner)

Given: feature mapping $\phi: \mathcal{X} \times \mathcal{A} \rightarrow \mathbb{R}^d$

For time $t = 1, 2, \dots, T$:

Environment generates a context $x_t \in \mathcal{X}$

Learner chooses an action $a_t \in \mathcal{A}$

Learner observes $r_t \sim \text{Bernoulli} \left(\frac{1}{1+e^{-\phi(x_t, a_t)^\top \theta^*}} \right)$

Designing a CB algorithm involves

- Estimate θ^* using data from time $1, 2, \dots, t - 1$.
 - MAB: calculate empirical mean for each arm
 - Linear CB: linear regression

(The estimated $\hat{\theta}_t$ can be readily combined with naïve exploration methods e.g., ϵ -greedy, Boltzmann exploration)
 - For more strategic exploration methods: identify the **confidence set** of θ^* by quantifying the error between $\hat{\theta}_t$ and θ^* (call this set Θ_t)
 - MAB: Hoeffding's inequality
 - Linear CB: some advanced concentration inequality
 - **UCB**: $a_t = \operatorname{argmax}_a \max_{\theta \in \Theta_t} R_\theta(x_t, a)$
- TS**: $\theta_t \sim \text{dist. over } \Theta_t, \quad a_t = \operatorname{argmax}_a R_{\theta_t}(x_t, a)$

UCB for Logistic Contextual Bandits

Estimation of θ^* :
$$\hat{\theta}_t = \operatorname{argmin}_{\theta} \underbrace{\sum_{i=1}^{t-1} \left(r_i \log \left(\frac{1}{\mu(\phi_i^\top \theta)} \right) + (1 - r_i) \log \left(\frac{1}{1 - \mu(\phi_i^\top \theta)} \right) \right)}_{\text{Logistic Loss}} + \lambda \|\theta\|^2$$

Cf. in Linear CB we use
$$\hat{\theta}_t = \operatorname{argmin}_{\theta} \sum_{i=1}^{t-1} (\phi_i^\top \theta - r_i)^2 + \lambda \|\theta\|^2$$

Confidence set:
$$\|g_t(\theta_t) - g_t(\theta^*)\|_{H_t(\theta^*)^{-1}}^2 \leq \beta \approx d$$

where
$$g_t(\theta) := \sum_{i=1}^{t-1} \mu(\phi_i^\top \theta) \phi_i + \lambda \theta, \quad H_t(\theta) := \sum_{i=1}^{t-1} \mu(\phi_i^\top \theta) (1 - \mu(\phi_i^\top \theta)) \phi_i \phi_i^\top + \lambda I$$

Regret bound:
$$\tilde{O}(d\sqrt{T})$$

Faury et al. Improved optimistic algorithms for logistic bandits. 2020.

Abeille et al. Instance-wise minimax-optimal algorithms for logistic bandits. 2021.

Faury et al. Jointly efficient and optimal algorithms for logistic bandits. 2022.

Generalized Linear Contextual Bandits

$$R(x, a) = \mu(\phi(x, a)^\top \theta^*) \quad \text{for any increasing function } \mu$$

Logistic CB \subset Generalized Linear CB

UCB Algorithm:

Li et al. Provably optimal algorithms for generalized linear contextual bandits. 2017.

Even More General Case

General Function Class

- **Assumption:** the learner has access to a **function class** \mathcal{F} . It is guaranteed that the true reward function R is in \mathcal{F} .
- Linear CB is a special case where $\mathcal{F} = \{f: f(x, a) = \phi(s, a)^\top \theta \text{ for } \theta \in \mathbb{R}^d\}$
- Generalized linear CB is a special case where $\mathcal{F} = \{f: f(x, a) = \mu(\phi(s, a)^\top \theta) \text{ for } \theta \in \mathbb{R}^d \text{ and increasing } \mu\}$

UCB for General Function Class

- **Estimation of \hat{R}_t :** $\hat{R}_t = \operatorname{argmin}_{f \in \mathcal{F}} \sum_{i=1}^{t-1} (f(x_i, a_i) - r_i)^2$ (Regression)
- **Confidence set:** $\mathcal{F}_t = \left\{ f \in \mathcal{F} : \sum_{i=1}^{t-1} \left(f(x_i, a_i) - \hat{R}_t(x_i, a_i) \right)^2 \leq \beta \right\}$
- **Decision:** $a_t = \operatorname{argmax}_a \max_{f \in \mathcal{F}_t} f(x_t, a)$ (Constrained optimization over \mathcal{F})

This algorithm works in theory, but not implementable in practice.
(It's also highly sub-optimal in some cases)

Russo and Van Roy. Eluder Dimension and the Sample Complexity of Optimistic Exploration. 2013.
Lattimore and Szepesvari. The End of Optimism? An Asymptotic Analysis of Finite-Armed Linear Bandits. 2016.

Other Solutions?

- Can we avoid solving the constrained optimization?
 - Yes. ϵ -greedy and Boltzmann exploration only needs \hat{R}_t
- However...
 - ϵ -greedy is non-adaptive and sub-optimal
 - Boltzmann exploration (original form) does not have theoretical guarantee
- It turns out there is an adaptive exploration scheme that has near-optimal regret bound, without explicitly quantifying the uncertainty of \hat{R}_t

SquareCB

Boltzmann

$$p_t(a) = \frac{\exp(\lambda \text{Gap}_t(a))}{\sum_{a'} \exp(\lambda \text{Gap}_t(a'))}$$

SquareCB (Parameter: γ)

At round t , receive x_t , and obtain \hat{R}_t from *any regression procedure*.

Define $\text{Gap}_t(a) = \max_{b \in \mathcal{A}} \hat{R}_t(x_t, b) - \hat{R}_t(x_t, a)$ and

$$p_t(a) = \frac{1}{\lambda + \gamma \text{Gap}_t(a)}, \quad (\text{Inverse Gap Weighting})$$

where $\lambda \in (0, A]$ is a normalization factor that makes p_t a distribution.

Sample $a_t \sim p_t$ and receive $r_t = R(x_t, a_t) + w_t$.

SquareCB

Regret Bound of SquareCB

SquareCB ensures

$$\mathbb{E}[\text{Regret}] \leq O \left(\sqrt{AT \mathbb{E} \left[\sum_{t=1}^T \left(\hat{R}_t(x_t, a_t) - R(x_t, a_t) \right)^2 \right]} \right).$$

If the function class \mathcal{F} is finite, it's possible to ensure

$$\sum_{t=1}^T \left(\hat{R}_t(x_t, a_t) - R(x_t, a_t) \right)^2 \leq \log |\mathcal{F}|.$$