Linear Contextual Bandits

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Contextual Bandits



all-user recommendation system



personalized recommendation system

e.g. the user's historical purchase record, location, social network activity, ...

Contextual Bandits

For time t = 1, 2, ..., T:

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

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

Learner observes $r_t = R(x_t, a_t) + w_t$

$$\begin{aligned} \text{Regret} &= \max_{\boldsymbol{\pi}} \sum_{t=1}^{T} R(x_t, \boldsymbol{\pi}(\boldsymbol{x}_t)) - \sum_{t=1}^{T} R(x_t, a_t) & \quad \text{Optimal policy: } \boldsymbol{\pi}(\boldsymbol{x}) = \underset{a \in \mathcal{A}}{\operatorname{argmax}} \ R(\boldsymbol{x}, a) \\ &= \sum_{t=1}^{T} \max_{a \in \mathcal{A}} R(x_t, a) - \sum_{t=1}^{T} R(x_t, a_t) \end{aligned}$$

View Each Context as a Separate MAB

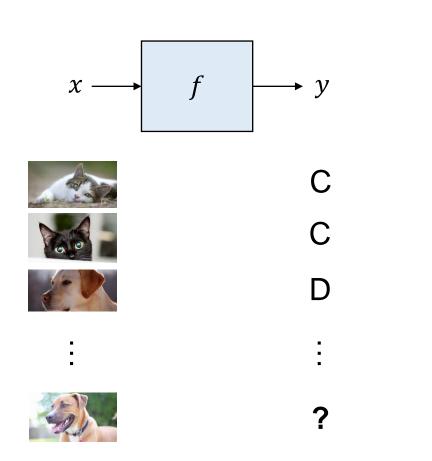
Regret =
$$\sum_{t=1}^{T} \max_{a \in \mathcal{A}} R(x_t, a) - \sum_{t=1}^{T} R(x_t, a_t)$$

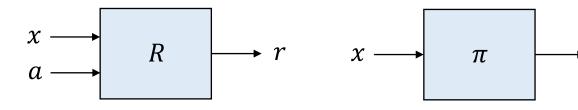
$$= \sum_{x \in \mathcal{X}} \left(\sum_{t: x_t = x} \max_{a \in \mathcal{A}} R(x, a) - \sum_{t: x_t = x} R(x, a_t) \right)$$

Not scalable and not generalizable

Function Approximation in Contextual Bandits

x: context, a: action, r: reward





value-based approach

policy-based approach

If a good approximation \hat{R} is found, a good policy can be derived as

$$\pi(x) = \operatorname*{argmax}_{a} \widehat{R}(x, a)$$

Find an f so that $f(x) \approx y$ for **seen** (x, y) pairs Hoping that $f(x') \approx y'$ also holds for **unseen** x'

Linear Contextual Bandits

This is a linear **assumption**, not just linear **function approximation**. The former is stronger.

Linear Reward Assumption: $R(x, a) = \phi(x, a)^T \theta^*$

 $\phi(x, a) \in \mathbb{R}^d$ 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, ..., T:

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

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

Learner observes $r_t = \phi(x_t, a_t)^T \theta^* + w_t$

 $(w_t \text{ is zero-mean})$

$$\operatorname{Regret} = \sum_{t=1}^{T} \max_{a \in \mathcal{A}} R(x_t, a) - \sum_{t=1}^{T} R(x_t, a_t) = \sum_{t=1}^{T} \max_{a \in \mathcal{A}} \phi(x_t, a)^{\mathsf{T}} \theta^{\star} - \sum_{t=1}^{T} \phi(x_t, a_t)^{\mathsf{T}} \theta^{\star}$$

Linear CB is a Generalization of MAB

Key Questions in Linear Contextual Bandits

- How to obtain an estimated reward function $\hat{R}(x, a)$?
 - Was easy in multi-armed bandits today we'll see how to do this in linear CB
- How to explore?
 - ϵ -greedy

$$a_t = \begin{cases} \text{uniform}(\mathcal{A}) & \text{with prob. } \epsilon \\ \text{argmax}_a \, \hat{R}_t(x_t, a) & \text{with prob. } 1 - \epsilon \end{cases}$$

Boltzmann exploration

$$p_t(a) \propto \exp(\lambda_t \, \hat{R}_t(x_t, a))$$

- Optimism in the face of uncertainty (LinUCB)
- Thompson Sampling

How to Estimate the Reward Function R(x, a)?

- Recall $R(x, a) = \phi(s, a)^T \theta^*$. We only need to estimate θ^* .
- At time t, we already gathered

$$r_1 = \phi(x_1, a_1)^{\mathsf{T}} \theta^* + w_1$$

 $r_2 = \phi(x_2, a_2)^{\mathsf{T}} \theta^* + w_2$
:

$$r_{t-1} = \phi(x_{t-1}, a_{t-1})^{\mathsf{T}} \theta^* + w_{t-1}$$

How to estimate θ^* ?

Linear Regression

Linear Regression

At time t, we have collected $(x_1, a_1, r_1), (x_2, a_2, r_2), ..., (x_{t-1}, a_{t-1}, r_{t-1})$.

We want to generate an estimation $\hat{\theta}_t$ such that $\phi(x_i, a_i)^{\top} \hat{\theta}_t \approx r_i$

Linear Regression / Ridge Regression (define $\phi_i = \phi(x_i, a_i)$)

$$\hat{\theta}_{t} = \min_{\theta} \sum_{i=1}^{t-1} (\phi_{i}^{\mathsf{T}} \theta - r_{i})^{2} + \lambda \|\theta\|^{2} \iff \hat{\theta}_{t} = \left(\lambda I + \sum_{i=1}^{t-1} \phi_{i} \phi_{i}^{\mathsf{T}}\right)^{-1} \left(\sum_{i=1}^{t-1} \phi_{i} r_{i}\right)$$

 $\Rightarrow \hat{R}_t(x, a) = \phi(x, a)^{\mathsf{T}} \hat{\theta}_t$ (Use this directly in ϵ -greedy or Boltzmann exploration!)

To design a UCB algorithm, we have to quantify the estimation error $\hat{\theta}_t - \theta^*$

What can we say about $\hat{\theta}_t - \theta^*$?

Let's develop some intuition first.. (This intuition comes from Haipeng Luo's lecture)

Let
$$r_i = \phi_i^T \theta^* + w_i$$
 for $i = 1, ..., N$

Assume $w_i \sim \mathcal{N}(0, \sigma^2)$, and

Assume $\{\phi_1, ..., \phi_N\}$ are fixed vectors independent from $\{w_1, ..., w_N\}$

Let

$$\widehat{\theta} = \left(\sum_{i=1}^{N} \phi_i \phi_i^{\mathsf{T}}\right)^{-1} \left(\sum_{i=1}^{N} \phi_i r_i\right)$$

Question: What can we say about $\hat{\theta} - \theta^*$?

Geometric Intuition

Concentration Inequality for Linear Regression

Theorem.

In linear contextual bandits, assume w_t is zero-mean and 1-sub-Gaussian. $\|\phi(x,a)\|_2 \le 1$, $\|\theta^*\|_2 \le 1$.

Let

$$\hat{\theta}_t = \Lambda_t^{-1} \left(\sum_{i=1}^{t-1} \phi_i r_i \right), \quad \text{where } \Lambda_t = I + \sum_{i=1}^{t-1} \phi_i \phi_i^{\mathsf{T}}.$$

Then with probability at least $1 - \delta$, for all t = 1, ..., T,

$$\|\theta^* - \hat{\theta}_t\|_{\Lambda_t}^2 \le \beta \triangleq d \log\left(1 + \frac{T}{d}\right) + 3\log\frac{1}{\delta}$$

Abbasi-Yadkori, Pal, Szepesvari. Improved algorithms for linear stochastic bandits. 2011.

Another Viewpoint on the Concentration Inequality

$$\begin{aligned} \left\| \theta^{\star} - \hat{\theta}_{t} \right\|_{\Lambda_{t}}^{2} &= \left(\theta^{\star} - \hat{\theta}_{t} \right)^{\mathsf{T}} \left(I + \sum_{i=1}^{t-1} \phi_{i} \phi_{i}^{\mathsf{T}} \right) \left(\theta^{\star} - \hat{\theta}_{t} \right) \\ &= \sum_{i=1}^{t-1} \left(\phi_{i}^{\mathsf{T}} \theta^{\star} - \phi_{i}^{\mathsf{T}} \hat{\theta}_{t} \right)^{2} + \left\| \theta^{\star} - \hat{\theta}_{t} \right\|^{2} &= O(d \log(T/\delta)) \end{aligned}$$

The difference between the predictions of θ^* and $\hat{\theta}_t$ over the past samples

LinUCB

Most "optimistic" estimation for the reward of a

LinUCB

In round t, receive x_t , draw

$$a_t = \operatorname{argmax}_{a \in \mathcal{A}}$$

LinUCB

LinUCB

In round t, receive x_t , draw

$$a_t = \operatorname{argmax}_{a \in \mathcal{A}} \quad \max_{\theta: \|\theta - \widehat{\theta}_t\|_{\Lambda_t} \le \beta} \quad \phi(x_t, a)^{\mathsf{T}} \theta$$

where

$$\widehat{\theta}_t = \Lambda_t^{-1} \left(\sum_{i=1}^{t-1} \phi_i r_i \right), \qquad \Lambda_t = I + \sum_{i=1}^{t-1} \phi_i \phi_i^{\mathsf{T}}.$$

LinUCB

LinUCB

In round t, receive x_t , draw

$$a_t = \operatorname{argmax}_{a \in \mathcal{A}} \quad \phi(x_t, a)^{\top} \hat{\theta}_t + \sqrt{\beta} \|\phi(x_t, a)\|_{\Lambda_t^{-1}}$$

where

$$\widehat{\theta}_t = \Lambda_t^{-1} \left(\sum_{i=1}^{t-1} \phi_i r_i \right), \qquad \Lambda_t = I + \sum_{i=1}^{t-1} \phi_i \phi_i^{\top}.$$

Regret Analysis for LinUCB

Regret Bound of LinUCB

With probability at least $1 - \delta$,

Regret
$$\leq O(d\sqrt{T}\log(T/\delta)) = \tilde{O}(d\sqrt{T})$$
.

Elliptical Potential Lemma

Let
$$\phi_i \in \mathbb{R}^d$$
 and $\|\phi_i\|_2 \le 1$. Define $\Lambda_t = I + \sum_{i=1}^{t-1} \phi_i \phi_i^{\mathsf{T}}$.

Then

$$\sum_{t=1}^{T} \|\phi_t\|_{\Lambda_t^{-1}}^2 \le d \log \left(1 + \frac{T}{d}\right).$$

Thompson Sampling

Thompson Sampling for Linear Contextual Bandits

In round t, receive x_t , draw

$$\theta_t \sim \mathcal{N}(\hat{\theta}_t, \Lambda_t^{-1})$$

$$a_t = \operatorname{argmax}_{a \in \mathcal{A}} \quad \phi(x_t, a)^{\mathsf{T}} \theta_t$$

where

$$\widehat{\theta}_t = \Lambda_t^{-1} \left(\sum_{i=1}^{t-1} \phi_i r_i \right), \qquad \Lambda_t = I + \sum_{i=1}^{t-1} \phi_i \phi_i^{\mathsf{T}}.$$

There is no assumption on the distribution of x_t

• How is this possible?