CATX

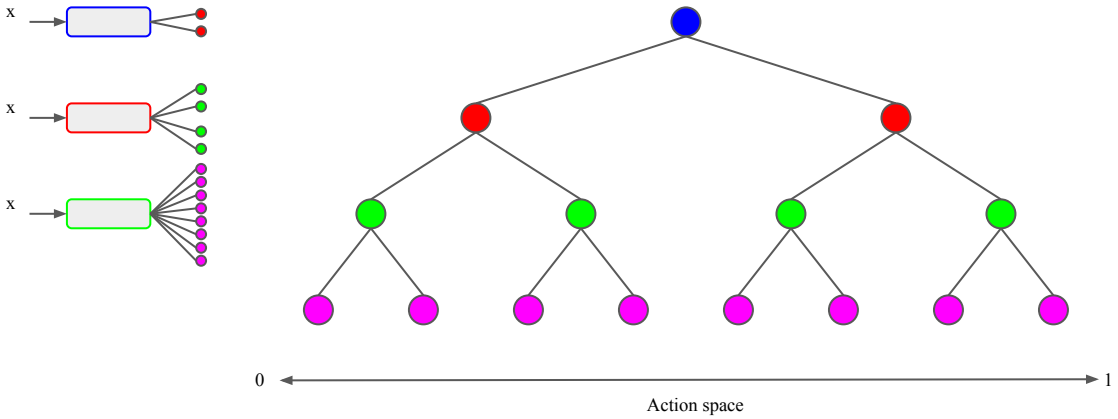
A JAX implementation of the *"Efficient Contextual Bandits with Continuous Actions"* paper

Tree

Tree

This example uses a tree of depth 3
At each depth there is neural network (depth 0: blue, depth 1: red, and depth 2: green)
Each neural network output layer dimension is 2^(depth+1)

```python
class Tree(hk.Module):
    def __init__(
        self,
        network_builder: NetworkBuilder,
        tree_params: TreeParameters,
        name: Optional[str] = None,
    ):
```

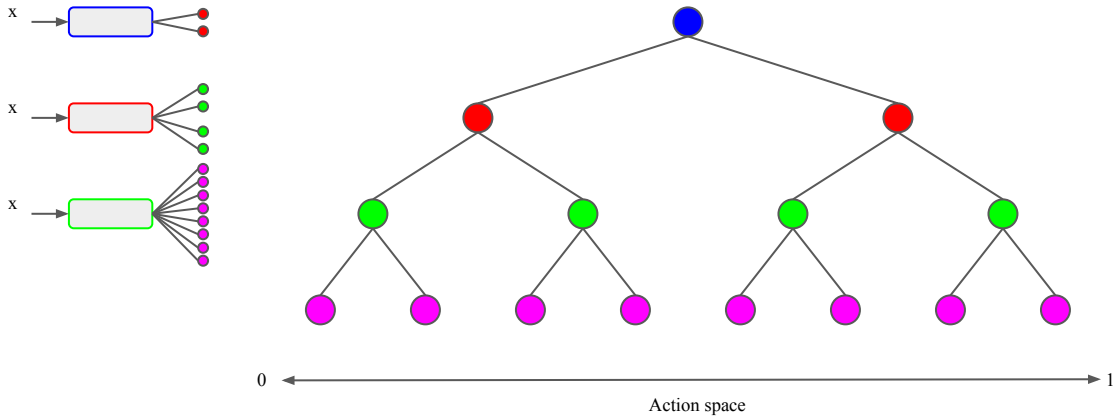


Tree parameters

Tree parameters

action space

```
@dataclass
class TreeParameters:
```



Tree parameters

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@dataclass
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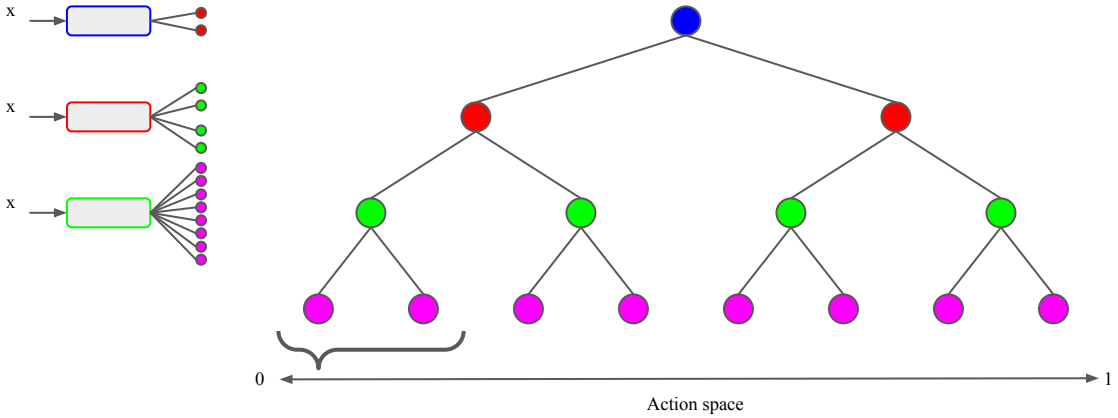
action spaces: each discretized action centroid covers 2*bandwidth of the action space



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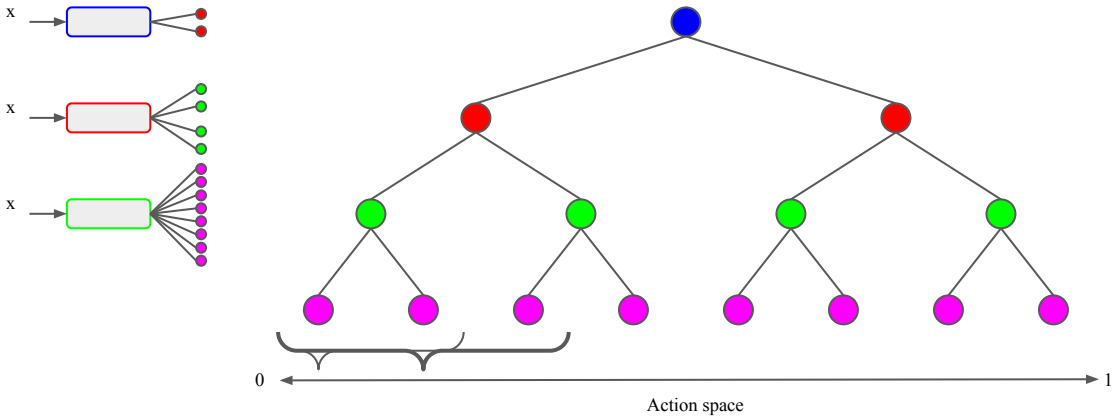

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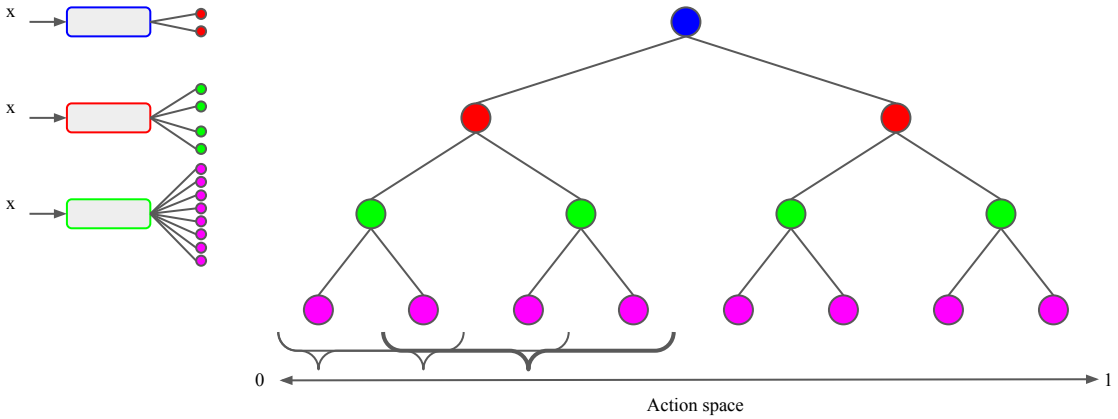

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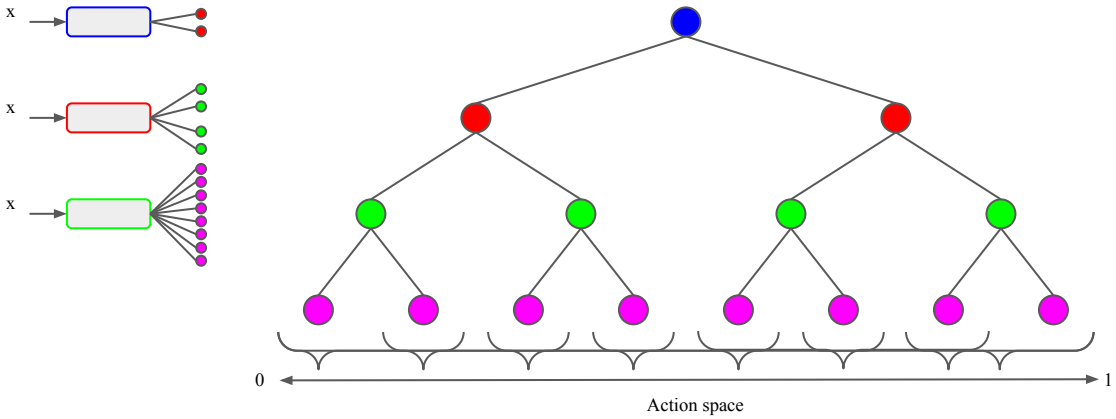
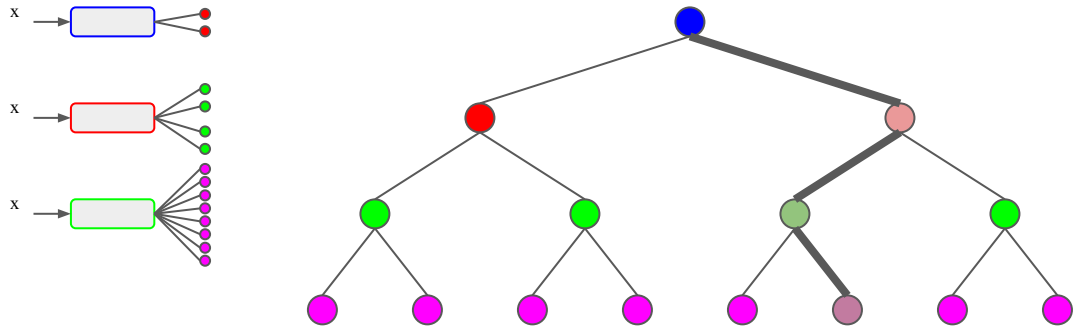


Action query

Action query

forward pass of the tree by following the max of the logits

```
def sample(
    self, obs: Observations, epsilon: float
) -> Tuple[Actions, Probabilities]:
```



Action query

sample an action with eps-greedy

```python
def sample(
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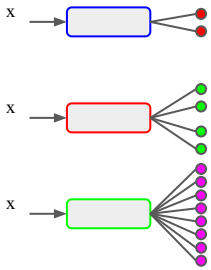
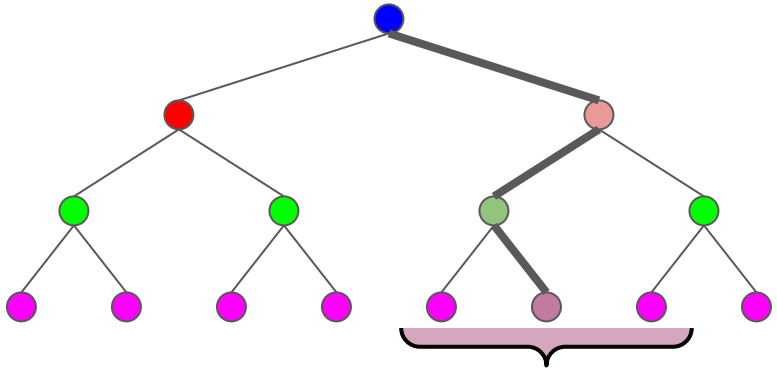
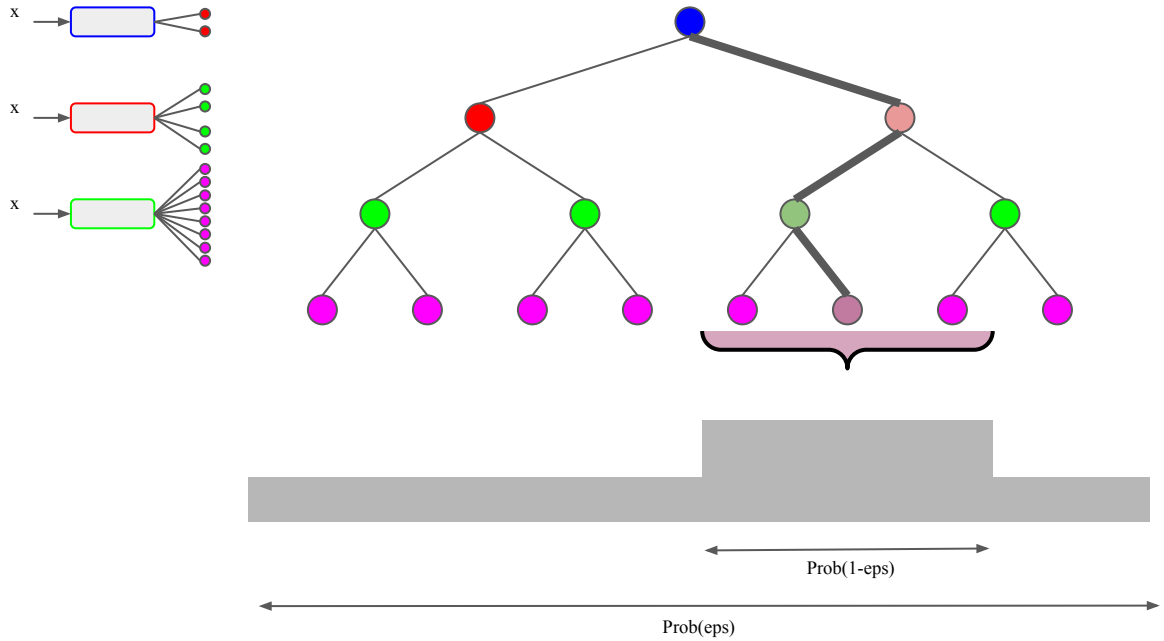




Action query

sample an action with eps-greedy

```
def sample(
    self, obs: Observations, epsilon: float
) -> Tuple[Actions, Probabilities]:
```



Action query

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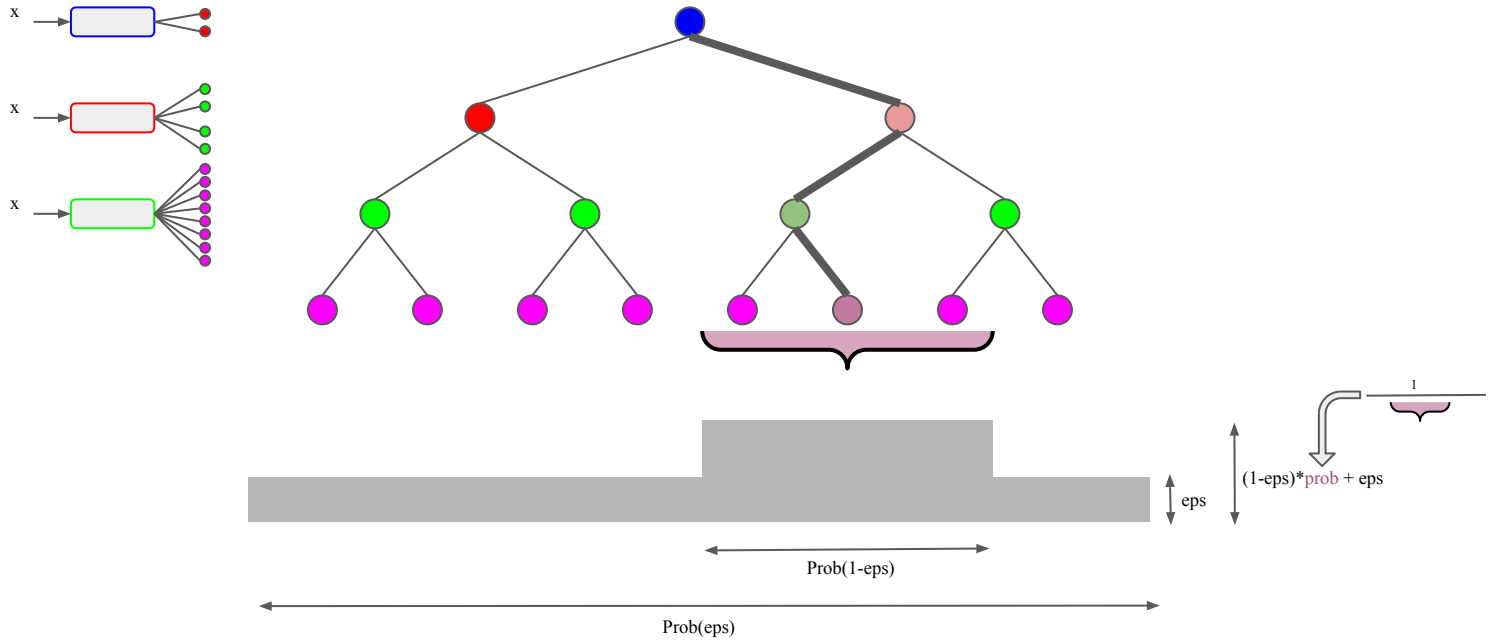
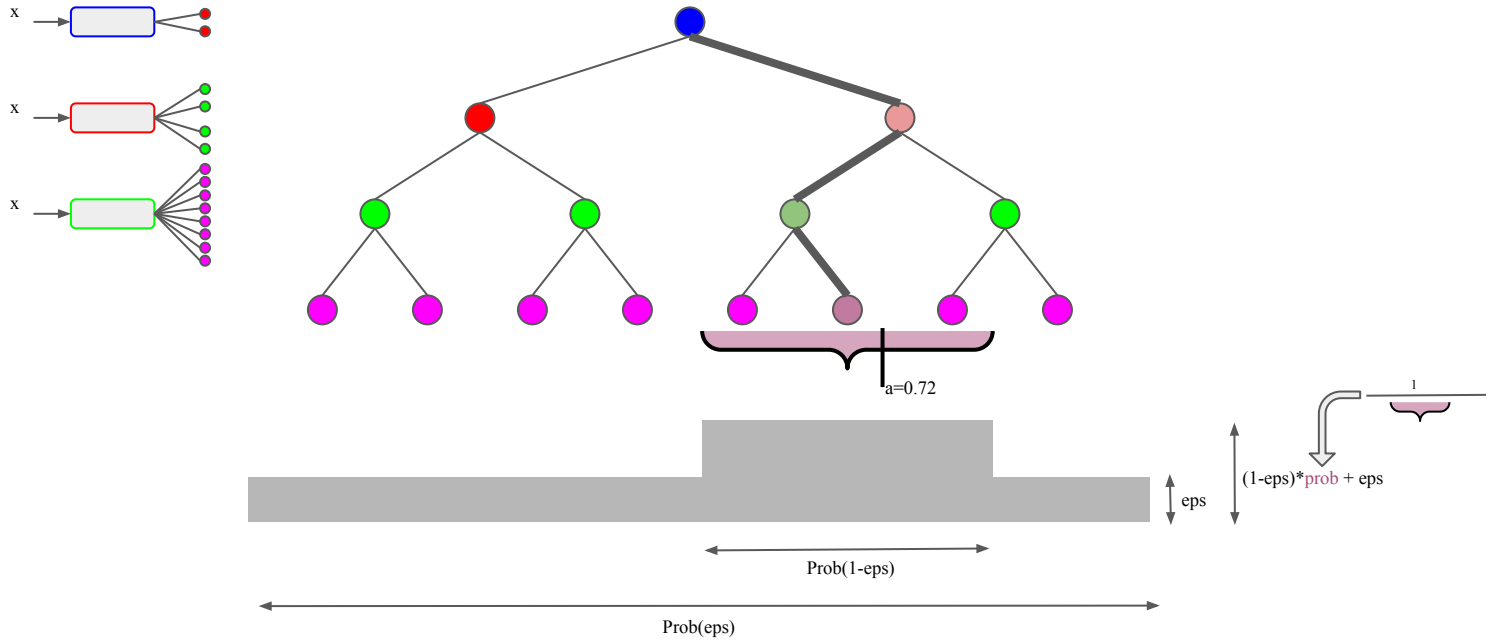


Action query

sample an action with eps-greedy (example: a=0.72)

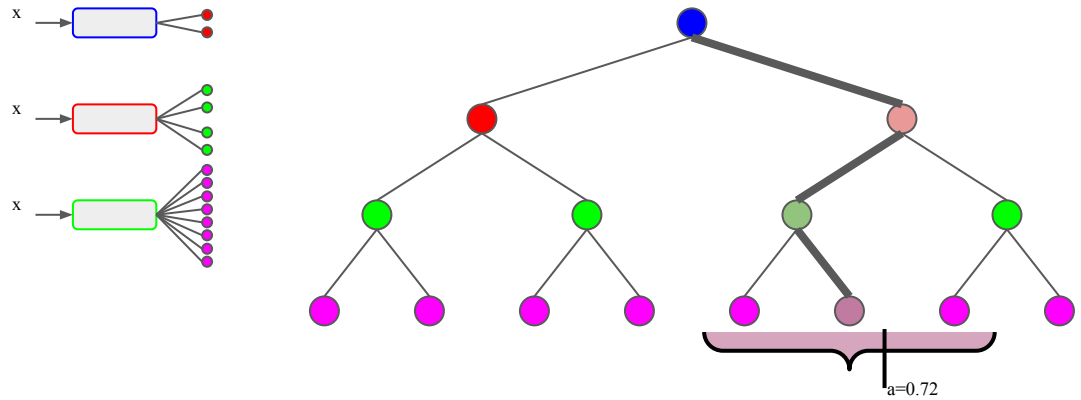
```
def sample(
    self, obs: Observations, epsilon: float
) -> Tuple[Actions, Probabilities]:
```



Action cost

Action cost

apply action in the environment and receive cost feedback



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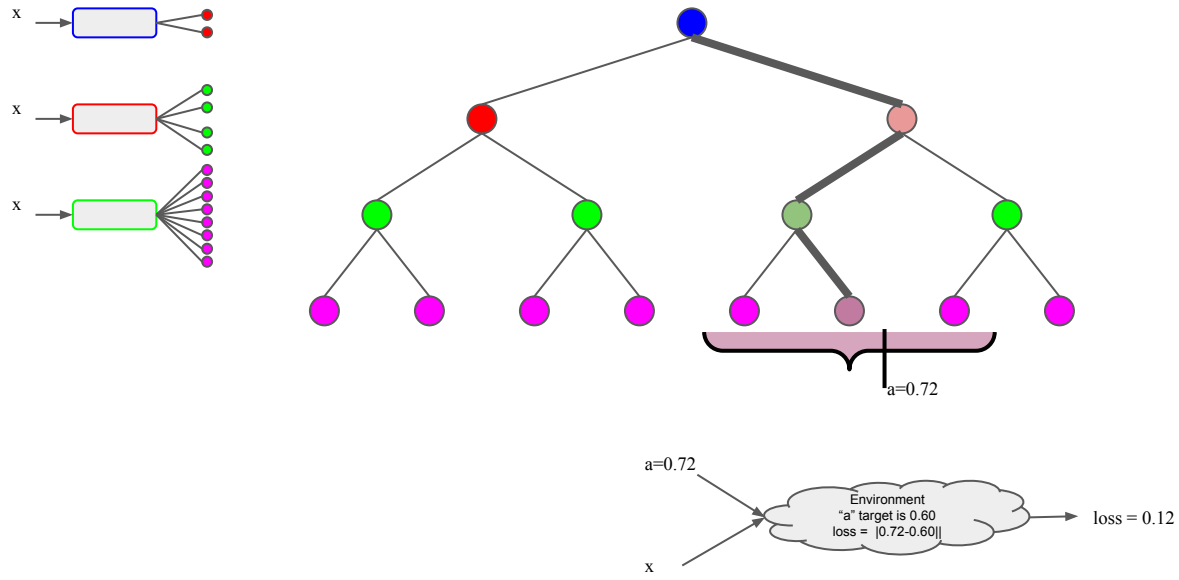
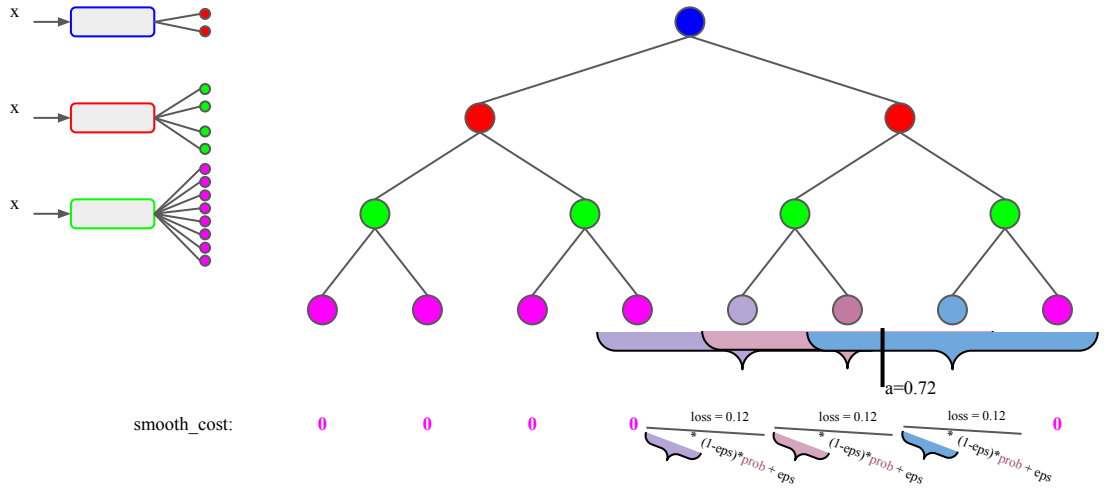


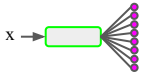
Action cost

smooth the cost across the discretized actions that could have generated the applied action

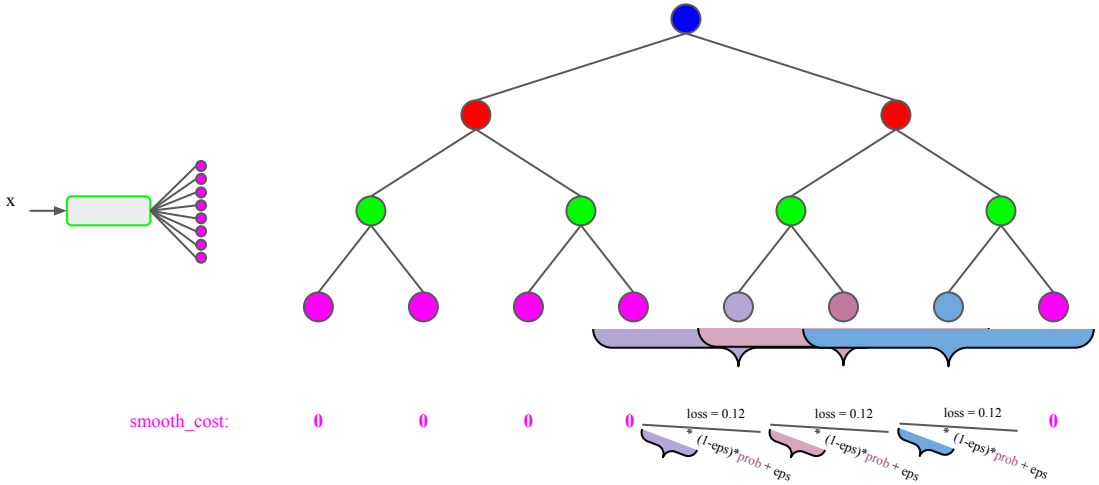
```python
@functools.partial(jax.jit, static_argnames=("self",))
def _compute_smooth_costs(
    self, costs: JaxCosts, actions: JaxActions, probabilities: JaxProbabilities
) -> JaxCosts:
```



Update neural network weights

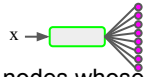
Update: 


```
def learn(
    self,
    obs: Observations,
    actions: Actions,
    probabilities: Probabilities,
    costs: Costs,
) -> None:
```



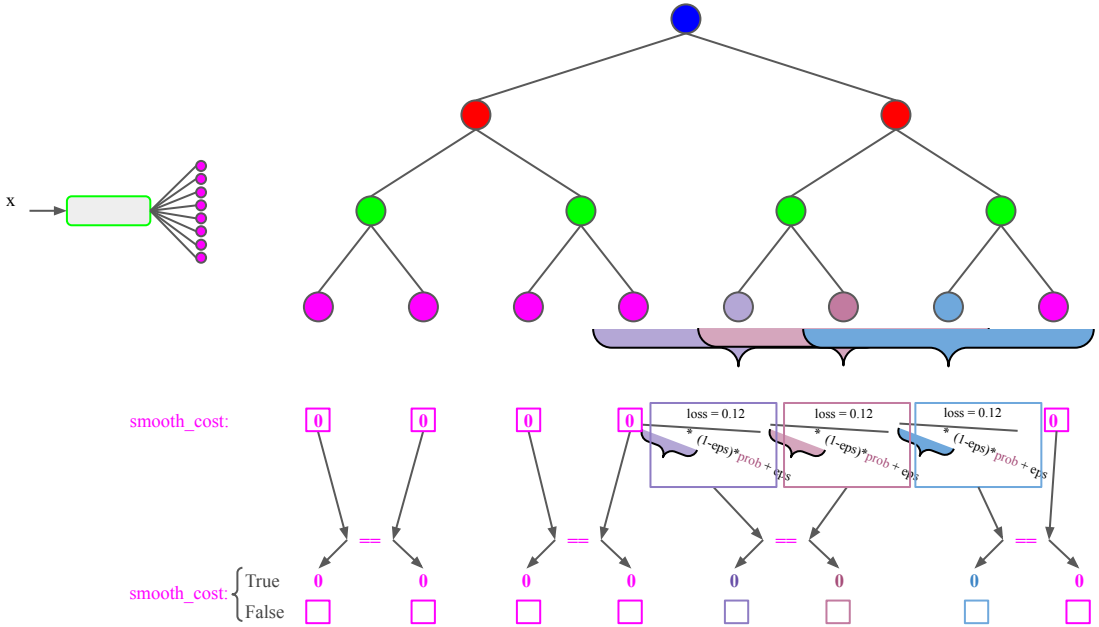
loss ft = sum(softmax(●●●●●●●●) * smooth cost)

min(loss ft)

Update: 

Only update nodes whose pair childs have different cost.

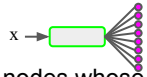
```
def learn(
    self,
    obs: Observations,
    actions: Actions,
    probabilities: Probabilities,
    costs: Costs,
) -> None:
```



loss ft = sum(softmax(●●●●●●●●) * smooth cost)

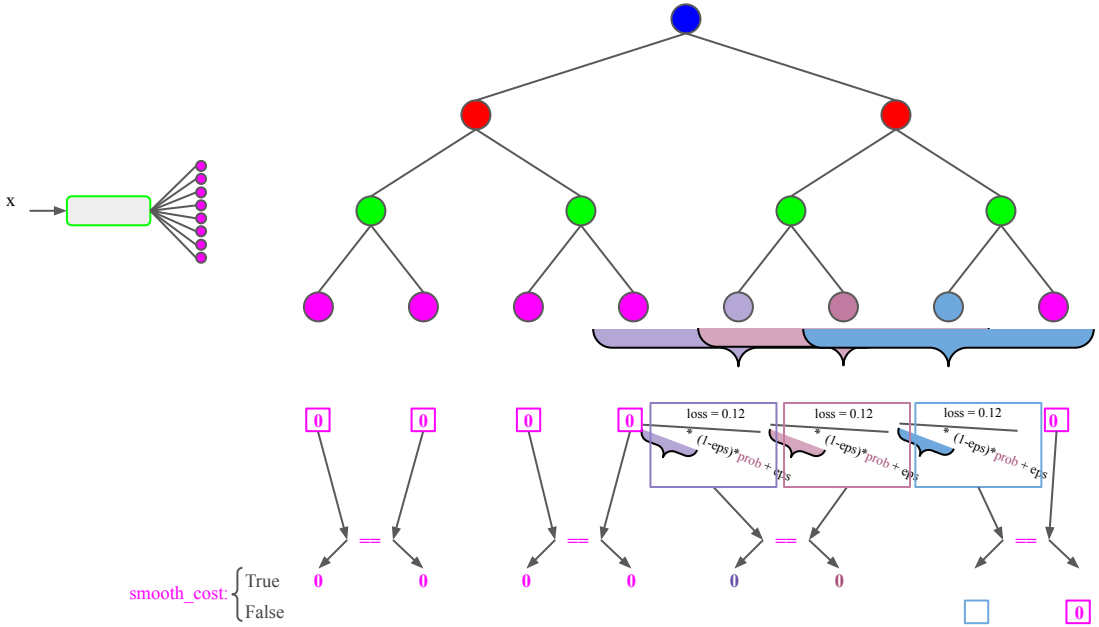
min(loss ft)

Update:



Only update nodes whose pair childs have different cost.
In this example:

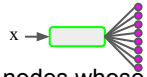
```
def learn(
    self,
    obs: Observations,
    actions: Actions,
    probabilities: Probabilities,
    costs: Costs,
) -> None:
```



loss ft = sum(softmax( ) * smooth cost)

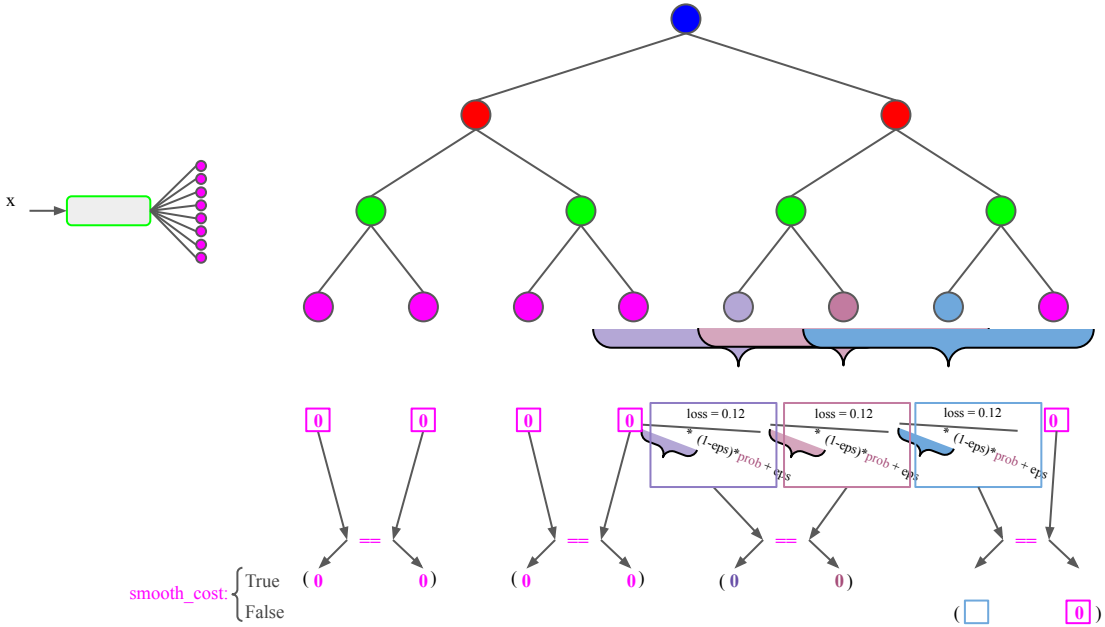
0 0 0 0 0 0

min(loss ft)

Update: 

Only update nodes whose pair childs have different cost.
In this example:
Note: the softmax is performed pairwise

```
def learn(
    self,
    obs: Observations,
    actions: Actions,
    probabilities: Probabilities,
    costs: Costs,
) -> None:
```



loss ft = sum(softmax( ) * smooth cost)

min(loss ft)

Update:


```
def learn(
    self,
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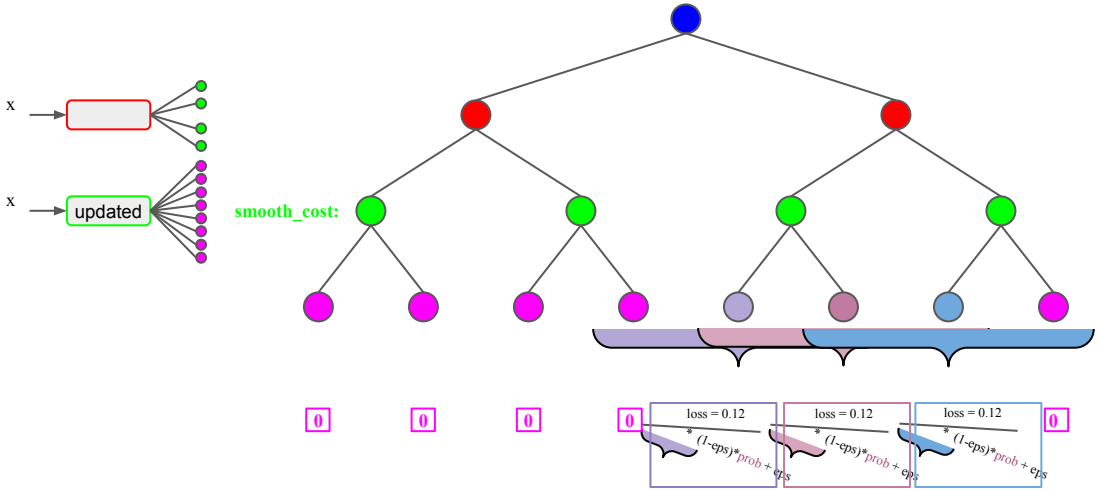
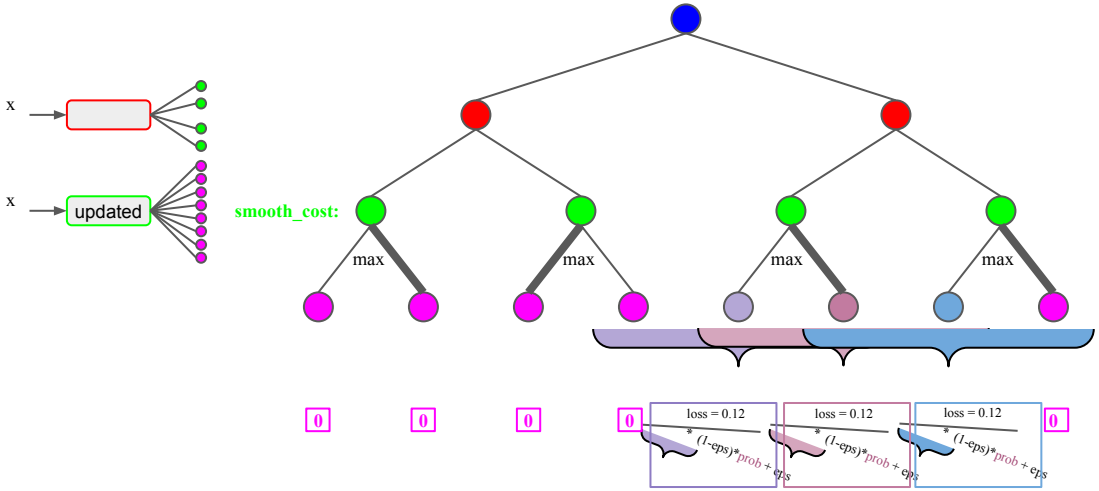


loss ft = sum(softmax((● ●) (● ●)) * **smooth cost**)

min(loss ft)

Update:


```
def learn(
    self,
    obs: Observations,
    actions: Actions,
    probabilities: Probabilities,
    costs: Costs,
) -> None:
```



loss ft = sum(softmax(( ) ( )) * **smooth cost**)

min(loss ft)

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Update:


```
def learn(
    self,
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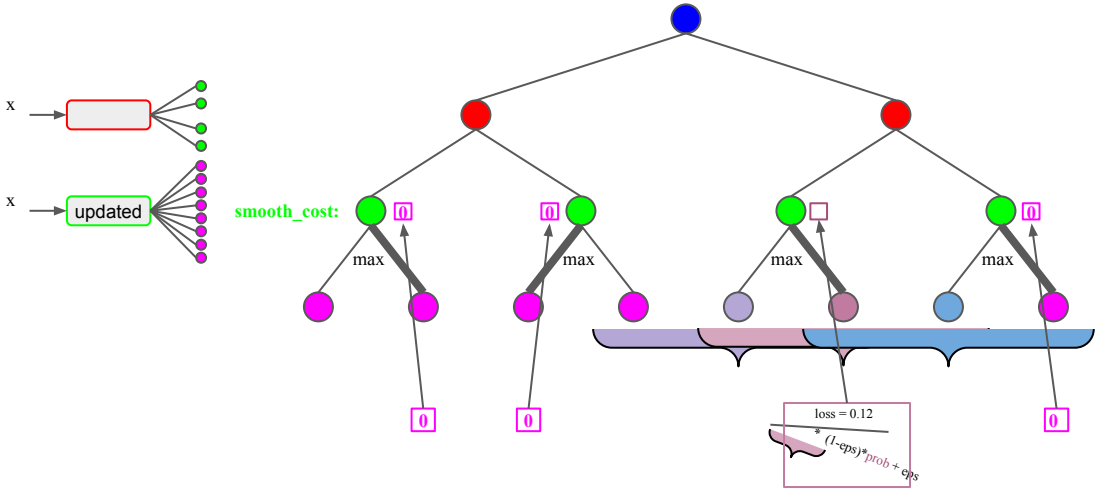

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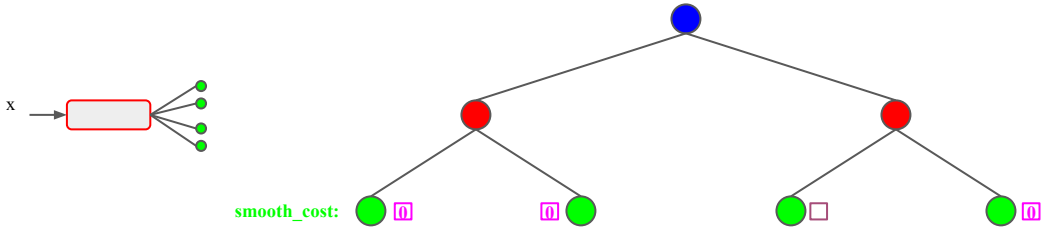

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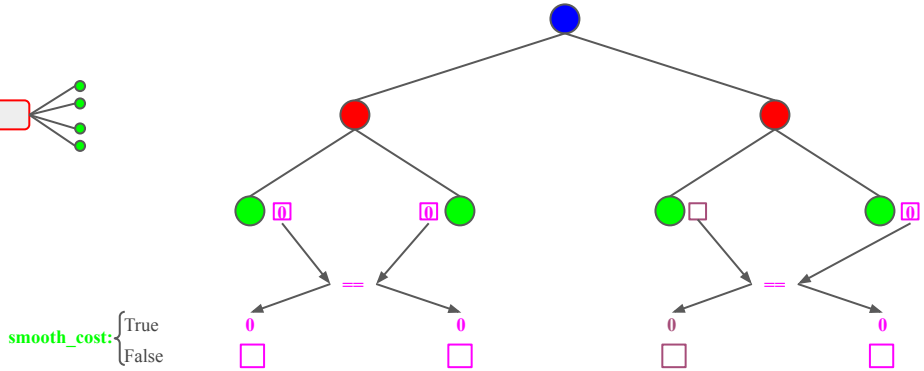

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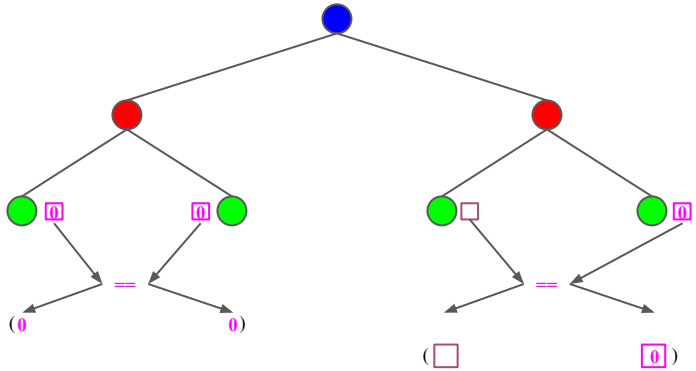

smooth_cost: { True / False

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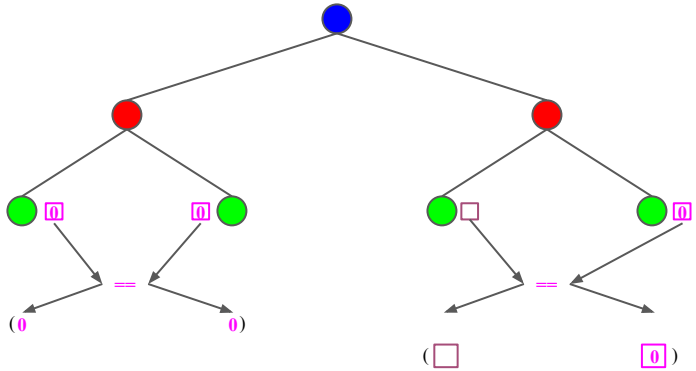

smooth_cost: { True / False

loss ft = sum(softmax( )) * **smooth cost**)

min(loss ft)

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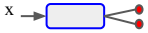
Update: 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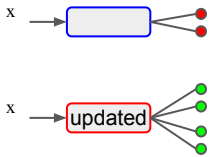
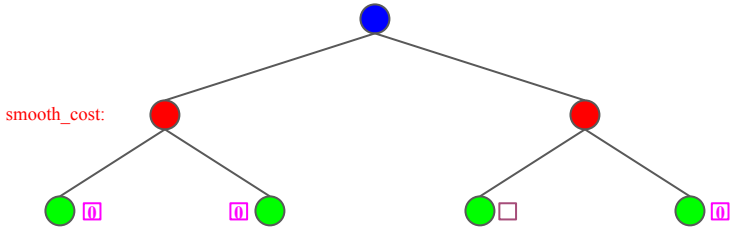
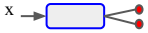




loss ft = sum(softmax(● ●) * smooth cost)

min(loss ft)

Update:

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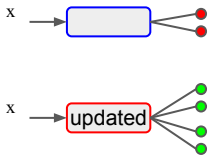

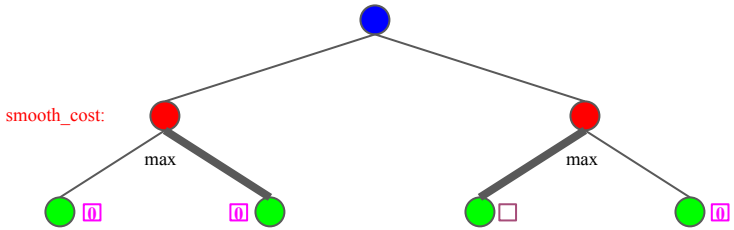

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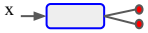
Update: 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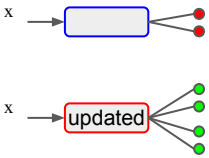

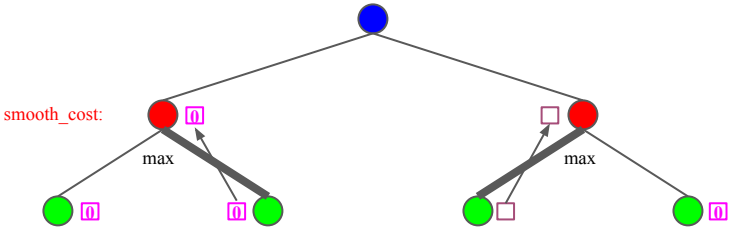

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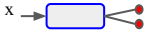


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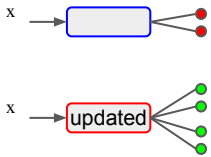
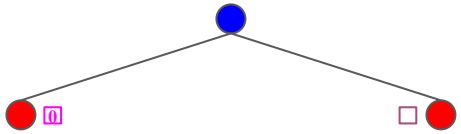


smooth_cost:

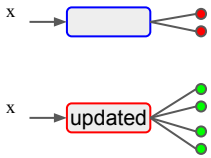


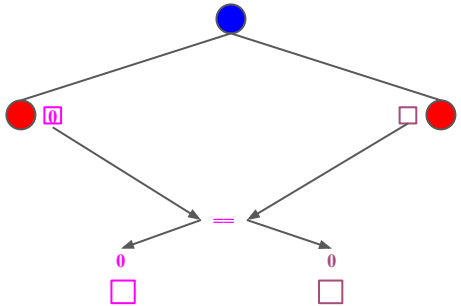
loss ft = sum(softmax(● ●) * smooth cost)

min(loss ft)

Update: x →

```
def learn(
    self,
    obs: Observations,
    actions: Actions,
    probabilities: Probabilities,
    costs: Costs,
) -> None:
```



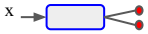


smooth_cost: { True / False

loss ft = sum(softmax(● ●) * smooth cost)

min(loss ft)

Update:

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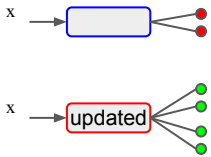
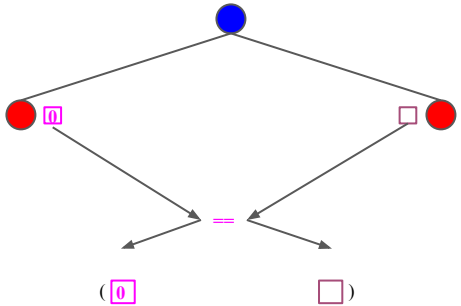
) -> None:
```





smooth_cost: { True / False

loss ft = sum(softmax(● ●)) * smooth cost)

min(loss ft)

Update:

```
def learn(
    self,
    obs: Observations,
    actions: Actions,
    probabilities: Probabilities,
    costs: Costs,
) -> None:
```