Exercise Lecture

Contents

Motivations

Linear Environment Implementation

Linear UCB Implementation

Motivations



When the arms space is huge we can exploit the information gained on observed arms to estimate the reward function of non-observed arms

Linear Environment

Each arm j is associated with a feature vector $x_j = (x_{j1}, x_{j2}, x_{j3}, ..., x_{jD})$ with $x_{ji} \in [0,1]$

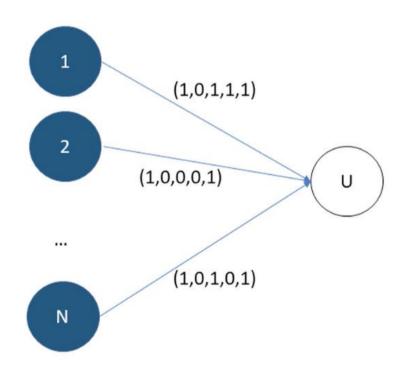
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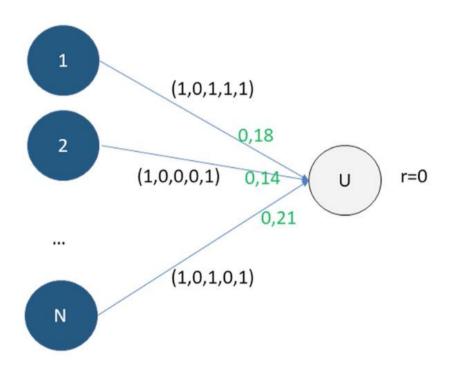
The reward is a linear combination of the arm feature vector and a parameters vector θ :

$$r_t = x_t^T \theta$$

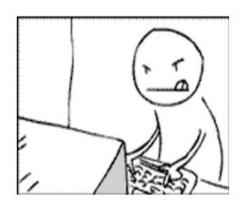
Example: Social Influence

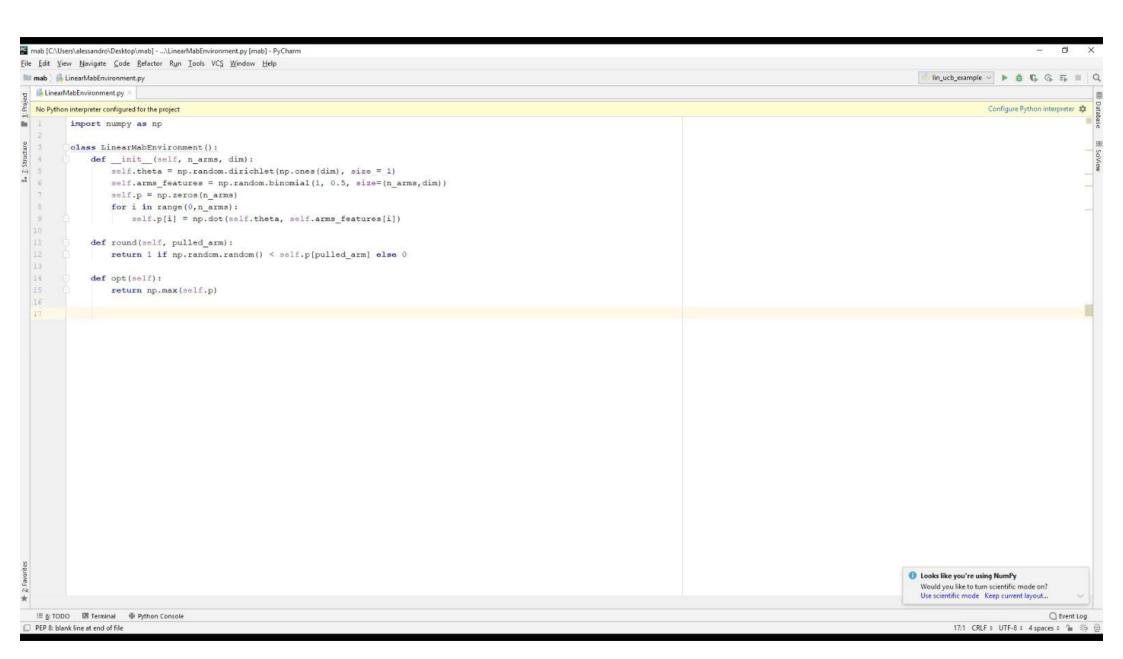


Example: Social Influence



Let's implement it!





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Initialization: $B_0 = 0 \in \mathbb{R}^d$, $M_0 = I \in \mathbb{R}^{dxd}$

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- 2) Choose the arm with maximum ucb value
- 3) Update matrices:

a)
$$M_t = M_{t-1}$$
 $B_t = B_{t-1}$

b)
$$M_t = M_t + x_t x_t^T$$

and $B_t = B_t + x_t r_t$

IMLinUCB

Wen, Zheng, et al. "Online influence maximization under independent cascade model with semi-bandit feedback." Advances in neural information processing systems. 2017.

Let's implement it!

