

# RL Paper Presentation

Off-Policy Evaluation for Large Action Spaces via Embeddings

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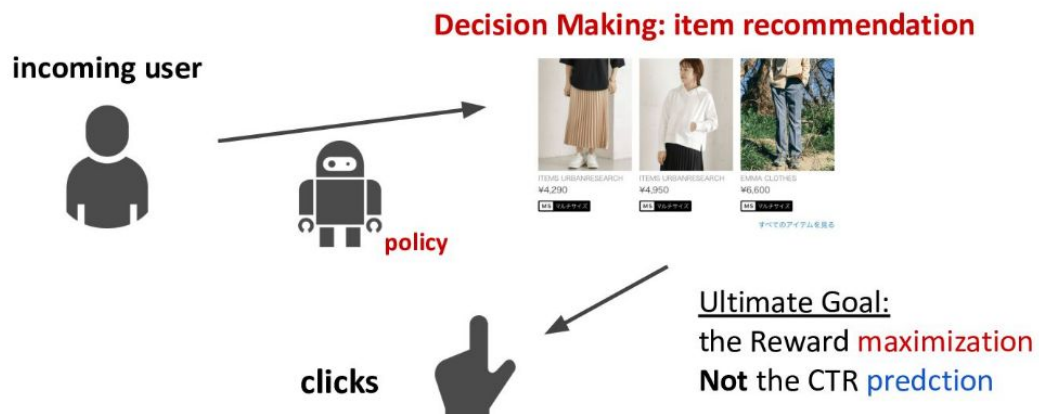
# Introduction

We are talking about ‘Off-Policy Evaluation for Large Action Spaces via Embeddings’.

In this paper the author starts by showing the existing models that exist fail in the case when action space is large. These cases include recommendations systems for netflix, spotify, etc.

In this cases there are millions of movies, and songs to choose from.

We often use machine learning to make **decisions**, not **predictions**



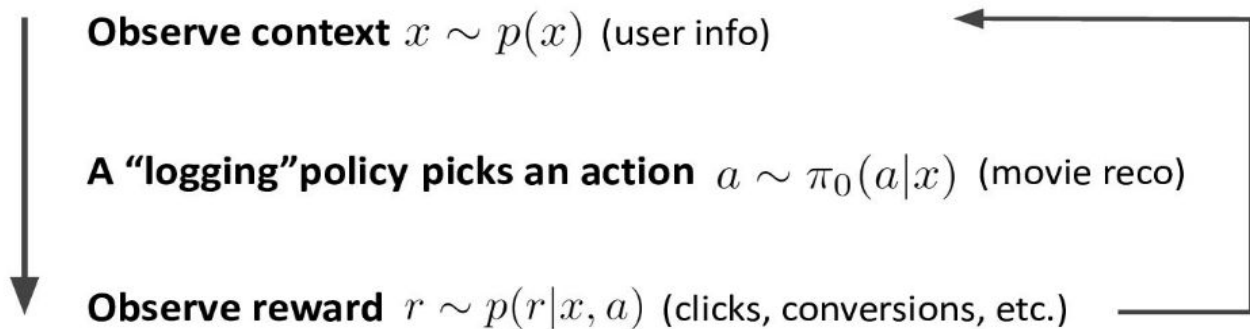
# OPE setting - Off policy evaluation

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The paper starts by using estimators to make the predictions, in off-policy setting.

Motivation for OPE:

How can we evaluate the performance of a new decision making policy using only data collected by logging, past policy?



the *logging policy* interacts with the environment

and produces the *log data*:  $\mathcal{D} := \{(x_i, a_i, r_i)\}_{i=1}^n$

### Off-Policy Evaluation: Logged Bandit Data

We are given *logged bandit data* collected by *logging policy*  $\pi_0$

$$\mathcal{D} := \{(x_i, a_i, r_i)\}_{i=1}^n$$

where

$$(x, a, r) \sim \underbrace{p(x)}_{\text{unknown}} \underbrace{\pi_0(a|x)}_{\text{known}} \underbrace{p(r|x, a)}_{\text{unknown}}$$

# Off policy

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Now let the evaluation function be:

$$V(\pi_e) := \mathbb{E}_{p(x) \pi_e(a|x) p(r|x,a)} [r]$$

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**value of eval policy**

(our “estimand”)

And the evaluation policy is  $\pi_e$

## Mean Square error.

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$$\begin{aligned}\text{MSE}(\hat{V}; \pi_e) &:= \mathbb{E}_{\mathcal{D}} \left[ \left( V(\pi_e) - \hat{V}(\pi_e; \mathcal{D}) \right)^2 \right] \\ &= \text{Bias} \left( \hat{V}(\pi_e; \mathcal{D}) \right)^2 + \mathbb{V}_{\mathcal{D}} \left[ \hat{V}(\pi_e; \mathcal{D}) \right]\end{aligned}$$

$$\text{Bias}(\hat{V}(\pi)) := \mathbb{E}_{\mathcal{D}}[\hat{V}(\pi; \mathcal{D})] - V(\pi),$$

$$\mathbb{V}_{\mathcal{D}}[\hat{V}(\pi; \mathcal{D})] := \mathbb{E}_{\mathcal{D}} \left[ \left( \hat{V}(\pi; \mathcal{D}) - \mathbb{E}_{\mathcal{D}}[\hat{V}(\pi; \mathcal{D})] \right)^2 \right].$$

# Estimators IPS

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We started by using IPS (inverse propensity score), and the formula for that is:

$$\hat{V}_{\text{IPS}}(\pi_e; \mathcal{D}) := \frac{1}{n} \sum_{i=1}^n \underbrace{\frac{\pi_e(a_i | x_i)}{\pi_0(a_i | x_i)}}_{w(x_i, a_i)} \cdot r_i$$

(vanilla)  
importance weight

**Assumption 2.1.** (Common Support) The logging policy  $\pi_0$  is said to have common support for policy  $\pi$  if  $\pi(a|x) > 0 \rightarrow \pi_0(a|x) > 0$  for all  $a \in \mathcal{A}$  and  $x \in \mathcal{X}$ .

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This is same to regular offline evaluation, where we say that  $b > 0$  for all values where  $a > 0$ .



# Drawbacks of IPS and other filters

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$$\begin{aligned} n\mathbb{V}_{\mathcal{D}} [\hat{V}_{\text{IPS}}(\pi; \mathcal{D})] &= \mathbb{E}_{p(x)\pi_0(a|x)} [w(x, a)^2 \sigma^2(x, a)] \\ &\quad + \mathbb{V}_{p(x)} [\mathbb{E}_{\pi_0(a|x)} [w(x, a)q(x, a)]] \\ &\quad + \mathbb{E}_{p(x)} [\mathbb{V}_{\pi_0(a|x)} [w(x, a)q(x, a)]] , \end{aligned} \tag{2}$$

Here it is made by three terms

- The first term reflects the randomness in the rewards.
- The second term represents the variance due to the randomness over the contexts.
- The final term is the penalty arising from the use of IPS weighting, and it is proportional to the weights and the true expected reward

# MIPS Intro

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**Action Embeddings:** is the additional information that we extract from the action space. This is prior information stored in logged bandit dataset “D”. The intuition is that this can help the estimator transfer information between similar actions.

**MIPS Estimator:** uses the marginal distribution of action embeddings, rather than actual actions, to define a new type of importance weights.

Say we have a policy  $\pi$ . The Marginal Distribution by the paper is given as:

$$p(e|x, \pi) = \sum_{a \in \mathcal{A}} p(e|x, a) \pi(a|x)$$

# Embeddings

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typical logged  
bandit data for OPE

$$\mathcal{D} := \{(x_i, a_i, r_i)\}$$



we additionally observe  
**action embeddings**

logged bandit data  
w/ **action embeddings**

$$\mathcal{D} := \{(x_i, a_i, e_i, r_i)\}$$

# New assumptions

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**Assumption 3.1.** (Common Embedding Support) The logging policy  $\pi_0$  is said to have common embedding support for policy  $\pi$  if  $p(e|x, \pi) > 0 \rightarrow p(e|x, \pi_0) > 0$  for all  $e \in \mathcal{E}$  and  $x \in \mathcal{X}$ , where  $p(e|x, \pi) := \sum_{a \in \mathcal{A}} p(e|x, a)\pi(a|x)$  is the *marginal* distribution over the action embedding space given context  $x$  and policy  $\pi$ .

**Assumption 3.2.** (No Direct Effect) Action  $a$  has no direct effect on the reward  $r$ , i.e.,  $a \perp r \mid x, e$ .

# MIPS (marginalized IPS)

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The paper defines the MIPS Policy Value as:

$$\hat{V}_{\text{MIPS}}(\pi_e; \mathcal{D}) := \frac{1}{n} \sum_{i=1}^n \underbrace{\frac{p(e_i | x_i, \pi_e)}{p(e_i | x_i, \pi_0)}}_{w(x_i, e_i)} \cdot r_i$$

*Marginalized IPS (MIPS)*

# Bias

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The paper defines Bias as the violations of assumptions taken.

$$\begin{aligned} \text{Bias}(\hat{V}_{\text{MIPS}}(\pi)) \\ = \mathbb{E}_{p(x)p(e|x,\pi_0)} \left[ \sum_{a < b} \pi_0(a|x, e) \pi_0(b|x, e) \right. \\ \quad \times (q(x, a, e) - q(x, b, e)) \\ \quad \left. \times (w(x, b) - w(x, a)) \right], \end{aligned}$$

# Variance

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The paper has compared variance of MIPS and IPS and set a value which must be greater than or equal to zero in order to have a variance reduction.

$$\begin{aligned} & n \left( \mathbb{V}_{\mathcal{D}}[\hat{V}_{\text{IPS}}(\pi; \mathcal{D})] - \mathbb{V}_{\mathcal{D}}[\hat{V}_{\text{MIPS}}(\pi; \mathcal{D})] \right) \\ &= \mathbb{E}_{p(x)p(e|x, \pi_0)} \left[ \mathbb{E}_{p(r|x, e)} \left[ r^2 \right] \mathbb{V}_{\pi_0(a|x, e)} \left[ w(x, a) \right] \right], \end{aligned}$$

# MSE

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MSE Gain is defined as the following equation, in case of violation of any assumption.

$$\begin{aligned} & n \left( \text{MSE}(\hat{V}_{\text{IPS}}(\pi)) - \text{MSE}(\hat{V}_{\text{MIPS}}(\pi)) \right) \\ &= \mathbb{E}_{x,a,e \sim \pi_0} \left[ \left( w(x,a)^2 - w(x,e)^2 \right) \cdot \mathbb{E}_{p(r|x,a,e)}[r^2] \right] \\ & \quad + 2V(\pi)\text{Bias}(\hat{V}_{\text{MIPS}}(\pi)) + (1-n)\text{Bias}(\hat{V}_{\text{MIPS}}(\pi))^2. \end{aligned}$$



# Dilemma

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There is a Bias and Variance. Bias reduces when Action Embeddings are informative. On the other hand, Variance reduces when AE are not informative.

A balance of Bias can improve MSE and have high variance reduction.

The paper has proposed an Action Embedding Selector method called SLOPE.