1) Setting: Contextual Bandits Simplified RL setting: simplified version of state: context context is memoryless, drawn iid at each timestep X: set of contexts x A= El, -, K} a set of discrete actions $\mathbb{D} \in \Delta(x)$ context distribution $x_t \sim D$ r X×A → △ (R) noisy reward re~r(Xt, at) depends on contex & action $F[r(x,a)] = M_a(x)$ T: time Horizon Actions should depend on the context, TT: X >> A (or TT(a|s) stochastic) Optimal Policy: T+(x) = argmax Ma(X) minimize Expected Regret: $R(T) = \sum_{t=1}^{T} E\left[\mathcal{N}^{*}(x_{t}) - \mathcal{N}_{a_{t}}(x_{t}) \right] \qquad \mathcal{N}^{*}(x_{t}) = \max_{\alpha} \mathcal{N}_{a(x_{t})}$ 2) Tabular Setting Suppose M contexts IDEA: run a separate MAB algorithm for each context Alg: Explore-then-Commit w Context Fb t=1,2,...T N times explore Observe Xt 1) if 3 arm pulled less than 2) otherwise, at = argmax ya(xt) - exploit

Alg: UCB W/ contexts For t=1,2,... T: pull $\alpha_t = \underset{\alpha}{\operatorname{argmax}} \hat{\mathcal{M}}_t^{\alpha}(X_t) + \sqrt{\underset{N_t^{\alpha}(X_t)}{\operatorname{log}}(T_{K_M/\delta})}$ Context-clepen dent mean & count K.M policies: Regret bounds will be similar to last 2 lectures with K replaced w/ K.M # arms # contexts # polícies 3) Function Approximation We may herer see the same context twice! ex: user: $\{F, 22, CS\} = X_1$ user 2: $\{M, 21, econ\} = X_2$ user 3: { F, 20, econ} = x3 Instead of estimating ya(x) with counting we can use function approximation $\hat{y}_{a}(x) = \underset{\text{function ass}}{\operatorname{argmin}} \stackrel{t}{\geq} (y(x_{ik}) - r_{k})^{2} \frac{1}{2} = a^{3}$ How to get CI on ya(x)? Error bounds for supervised learning

Lemma: for
$$X_i \sim D$$
, $E[y_i] = f_x(x_i)$

$$\hat{f} = av gmin \sum_{i=1}^{N} (\hat{f}(x_i) - y_i)^2$$
Then with high probability,
$$E[\hat{f}(x) - f_v(x)] \leq \int C^{\infty} \leftarrow companity of F$$

Algorithm: Explore—then—Commit $W \leq L$

1) Pull each arm N times, record $\{\{(x_i^n, v_i^n)\}_{i=1}^N\}_{a=1}^N$

$$(t=1,-1,NK)$$

$$Estimate $\hat{y}_a(x) = av gmin \sum_{i=1}^N (M(x_i^n) - v_i^n)^2$

$$2) + NV+1,-, T: pull $a_t = av gmax \hat{y}_a(x_t)$

Pagret Analysis:
$$R(T) = R_1 + R_2 = \sum_{NK+1} E[y_{ax}(x_t) - y_{ax}(x_t)]$$

$$\{NK = \sum_{NK+1} E[y_{ax}(x_t) - y_{ax}(x_t)]$$

$$E[y_{ax}(x_t) - y_{ax}(x_t)] = E[(y_{ax}(x_t) - \hat{y}_{ax}(x_t))$$

$$f(y_{ax}(x_t) - \hat{y}_{ax}(x_t))$$$$$$

R(T) & N/K + 2T
$$\sqrt{\frac{2}{N}}$$
 $N = (\frac{1}{2}x \sqrt{\frac{2}{3}})^{2/3}$
 $N = (\frac{1}{2}x \sqrt{\frac{2$

 $\mathbb{E}\left[|\mathcal{M}(x)-\hat{\mathcal{H}}(x)|\right] \times 1$

Next lecture: Lin UCB algorithm $Ma(x) = \Theta_a X$

General (intextual setting $Ma(x) = \Theta_{*}^{T} \varphi(x,a)$