Contex-tual Bandity (Numericals)

- Model expected reward by linear for.

$$\overline{\mu}_{a}(x) = \theta_{1}^{q} x_{1} + \theta_{2}^{q} x_{2}$$

$$\overline{\mu}_{b}(x) = \theta_{1}^{b} x_{1} + \theta_{2}^{b} x_{2}$$

ETC

Assume N=2 Exploration rounds

Per each arm. If the first 4

rounds of data, is the format

(features, arm, Reward)

are as follows:

$$\left(\begin{bmatrix} 1\\2 \end{bmatrix}, \alpha, 1\right)$$

$$\left(\begin{bmatrix} 3\\5 \end{bmatrix}, \alpha, 4\right)$$

$$\left(\begin{bmatrix} 4\\3 \end{bmatrix}, b, -1\right)$$

$$\left(\begin{bmatrix}10\\2\end{bmatrix},b,12\right)$$

which arm will be played in round 5 to a user with feature vector [3]? Rewards during two Solution: Pa = (Da Da + I) Da ba

features
of usels
in Exploration Estimate 0 as For Arma in Exploration 1st sound $Da = \begin{cases} 1 & 2 \\ 3 & 5 \end{cases} \Rightarrow 2^{nd} \text{ sow } =$ 2nd sound festury. I= [10] ba = [1] -> reward in first round

4] -> reward in second
round. $\hat{Q}_a = (\hat{D}_a \hat{D}_a + \hat{I}) \hat{D}_a \hat{b}_a$ $= \left(\begin{bmatrix} 1 & 3 \\ 2 & 5 \end{bmatrix}\begin{bmatrix} 1 & 2 \\ 3 & 5 \end{bmatrix} + \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}\right) \left(\begin{bmatrix} 1 & 3 \\ 2 & 5 \end{bmatrix}\begin{bmatrix} 1 \\ 4 \end{bmatrix}\right)$

$$= \left(\begin{bmatrix} 10 & 17 \\ 17 & 29 \end{bmatrix} + \begin{bmatrix} 1 & 0 \\ 01 \end{bmatrix} \right)^{-1} \begin{bmatrix} 13 \\ 22 \end{bmatrix}$$

$$\begin{array}{c}
O_a = \begin{pmatrix}
0.3902 \\
0.5121
\end{pmatrix}$$

For Arm b:

$$D_b = \begin{bmatrix} 4 & 3 \\ 10 & 2 \end{bmatrix} \qquad b = \begin{bmatrix} -1 \\ 12 \end{bmatrix}$$

$$=\frac{1}{815}\begin{bmatrix}50\\3123\end{bmatrix}$$

$$\hat{O}_{b} = \begin{bmatrix} 0.0613 \\ 3.8319 \end{bmatrix}$$

New user

As per the question, the feature vector of the new user is $(27)^{3}$, $(7)^{3}$ Based on our Da, Db let us $\hat{\mu}_{a}(x) = \hat{\partial}_{a}^{1} x_{1} + \hat{\partial}_{a}^{2} x_{2}$ = (0.3902) 3 + (0.5121) 7 = 4.7553 $\hat{p}_b(x) = \hat{o}_b(x + \hat{o}_b(x))$ =(0.0613)3+(3.8319)7

LinUCB

Que: Assume the same data of before and calculate UCR Scores of arma, b after 4 rounds.

Sol:

Da, Db should be computed

in the sameway as done in previous

problem.

→ so, xTôq, xTôb will also be the same.

> we have to just calculate

"Exploration" (DTDa + I) - In term.

Arma:
[37] [30-17] [3]

14 [-17 11] [7]

$$=$$
 $6.7857 = 2.604$

Armb
$$\begin{bmatrix}
3 & 7 \\
815 & 30
\end{bmatrix}
\begin{bmatrix}
3 \\
7
\end{bmatrix}$$

$$= \sqrt{0.4687}$$

$$= 0.6846$$

UCB scores:

$$\begin{array}{rcl}
 & \text{UCB}_{a} & = & \text{Explore} \\
 & = & \hat{\mu}_{a}(x) + \sqrt{xT(D_{a}^{T}D_{a} + I)^{-1}x} \\
 & = & 4 \cdot 7532 + 2 \cdot 604 \\
 & = & 7 \cdot 357 \\
 & = & played \\
 & \text{Since.} \quad \text{UCB}_{b} & = & \hat{\mu}_{b}(x) + \sqrt{xT(D_{a}^{T}D_{a} + I)^{-1}x} \\
 & = & 27 \cdot 002 + 0 \cdot 684 \\
 & = & 27 \cdot 686
\end{array}$$

2nd-