# Contextual Combinatorial Cascading Bandits

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### Multi-armed Bandit Problem

- A special case of reinforcement learning
- There are *m* arms (machines)
- Arm i has an unknown reward distribution with unknown mean  $\mu_i$ 
  - best arm  $\mu^* = \max \mu_i$







#### Multi-armed Bandit Problem

- In each round t, the learning agent selects one arm  $i_t$  to play and observes the reward  $R_t(i_t)$
- Regret after playing *T* rounds: Always play the best arm

Regret = $T\mu^* - \mathbb{E}\left[\sum_{t=1}^T \mathbf{R}_t(i_t)\right]$ 

- Objective: minimize regret in  ${\cal T}$  rounds
- Balancing tradeoff between exploitation and exploration
  - Exploration: try options that have not been tried much before
  - Exploitation: try options that yield good results so far







#### Multi-armed Bandit Problem

• UCB (Upper Confidence Bound) [Auer, Cesa-Bianchi, Fischer 2002]



where  $T_i$  is the played times of arm *i*.

- Gap-dependent bound  $O(\log T \sum_{i:\Delta_i > 0} 1/\Delta_i)$ ,  $\Delta_i = \mu^* \mu_i$ , match lower bound
- Gap-free bound  $O(\sqrt{mT \log T})$ , tight up to a factor of  $\sqrt{\log T}$



#### Combinatorial Multi-Armed Bandit

- Action is combinatorial
  - Selecting a matching, a routing path, a sequence of ads to display, a list of movies to recommend
- May observe some feedback on elements involved (e.g. semi-bandit feedback)
- Challenges
  - Exponential number of actions --- cannot be fully explored
  - Offline optimization may already be hard

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# Motivation of Cascading Bandit

- Websites search results
- Recommended movies
- Etc.
- All are sequential lists
  - Users are likely to go through the list from top down
  - Stop at the first satisfactory item
  - Click as the feedback
  - Online feedback helps improving list quality



### **Contextual Combinatorial Cascading Bandit**

#### Contexts

- User profiles, search keywords
- Important for search, recommendations
- Combinatorial
  - Action is selection of a sequence
  - May have other combinatorial constraints (children movies)

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#### Our Contribution

- Formulate the Contextual Combinatorial Cascading Bandits problem
- Proposed C<sup>3</sup>-UCB algorithm, handles
  - contextual information
  - cascading feedback
  - position discount (top positions may be more important)
  - general reward function

	context	cascading	Position discount	General reward
Combinatorial UCB <sup>1</sup>	No	Yes	No	Yes
Contextual Combinatorial UCB <sup>2</sup>	Yes	No	No	Yes
Comb-Cascade <sup>3</sup>	No	Yes	No	No
C <sup>3</sup> -UCB(ours)	Yes	Yes	Yes	Yes

• Theoretical analysis and empirical evaluation

1 Chen et al. 2013

2 Qin et al. 2014

3 Kveton et al. 2015

# Setting & Algorithms

### Setting of C<sup>3</sup>B

- $E = \{1, \dots, L\}$ : set of base arms
- Action  $A = (a_1, ..., a_k)$ : a sequence of base arms
  - There is a feasible action set S.
- At each time  $t \ge 1$ 
  - set of contexts  $\{x_{t,a}\}_{a \in E}$  are given (e.g. user/keyword features)
  - learning agent selects a feasible action  $\mathbf{A}_t = (\mathbf{a}_1^t, \dots, \mathbf{a}_{|\mathbf{A}_t|}^t)$
  - The user checks from the first item and stops at **O**<sub>t</sub>-th item.
  - Feedback: observe weights of first  $O_t$  items,  $R_t(a_k^t)$ ,  $k \leq O_t$ .

$$\mathbb{E}[\mathbf{R}_{t}(a)] = \theta_{*}^{\top} \cdot x_{t,a} = w_{t,a}$$
  
Fixed but unknown

# Setting of C<sup>3</sup>B

- Assume the expected reward of an action A is a function of  $w_t = \{w_{t,a}\}_{a \in E}$  of each base arm,  $f(A, w_t)$ . • Pegret in T rounds
- Regret in *T* rounds  $Regret = \sum_{t=1}^{T} f_t^* - \mathbb{E} \left[ \sum_{t=1}^{T} f(A_t, w_t) \right]$ 
  - $f_t^*$ : max expected reward in round t

#### Example – movie recommendation

- Each movie i has a feature vector  $m_i$
- At time *t*,
  - A random user comes with feature vector  $u_t$
  - Use  $x_{i,t} = g(m_i, u_t)$ , a function of  $m_i$  and  $u_t$ , (e.g. direct sum, outer-product) as context
  - The learning agent recommends a list of movies A<sub>t</sub>
  - The user checks from the first movie and stops at the attractive one.
  - The learning agent receives reward  $\gamma_k$  if the user stops at position k.

 $1 = \gamma_k \ge \cdots \ge \gamma_k \ge 0$ 



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# C<sup>3</sup>-UCB Algorithm

- For round  $t = 1, 2, \dots, T$ 
  - obtain context:  $\{x_{t,a}\}_{a \in E}$
  - From  $\mathbb{E}[\mathbf{R}(a)] = \theta_*^{\mathsf{T}} x_a = w_a$ , we get an estimate  $\widehat{\theta}_{t-1}$  of  $\theta_*$ . (use linear regression, details omitted.) With high probability  $w_{t,a} \in (\widehat{\theta}_{t-1}^{\mathsf{T}} x_{t,a} - \beta_{t-1} \| x_{t,a} \|_{V_{t-1}^{-1}}, \qquad \widehat{\theta}_{t-1}^{\mathsf{T}} x_{t,a} + \beta_{t-1} \| x_{t,a} \|_{V_{t-1}^{-1}})$
  - The upper confidence bound (UCB) of base arms:

$$U_{t}(a) = \min \left\{ \widehat{\theta}_{t-1}^{\top} x_{t,a} + \beta_{t-1} \| x_{t,a} \|_{V_{t-1}^{-1}}, 1 \right\}$$

- use offline oracle to find the best action for UCB:  $A_t = O_{\mathcal{S}}(U_t)$
- play action  $A_t$ , observe prefix feedback  $R_t(a_k^t), j \leq O_t$
- update observations (details omitted)

#### Result

• Regret bound in *T* rounds:

$$Regret = O\left(\frac{d}{p^*}\sqrt{TK}\ln(T)\right)$$

- *d*: dimension of latent and feature vectors
- $p^*$ : minimum probability of triggering all arms in a sequence
- *K*: largest length of the sequence
- Regret bound of disjunctive objective in T rounds:

$$Regret = O\left(\frac{d}{1-f^*}\sqrt{TK}\ln(T)\right)$$

•  $f^* = \max f_t^*$ : the maximal expected reward in T rounds.

#### Result

	context	cascading	Position discount	General reward	Regret bound
Combinatorial UCB <sup>1</sup>	No	Yes	No	Yes	$O(m\sqrt{mT\log T})$
Contextual Combinatorial UCB <sup>2</sup>	Yes	No	No	Yes	$O(d\sqrt{T}\log T)$
Comb- Cascade <sup>3</sup>	No	Yes	No	No	$O(\sqrt{\frac{KLT\log T}{f^*}})$
C <sup>3</sup> -UCB (ours)	yes	Yes	Yes	Yes	$O\left(\frac{dB}{p^*}\sqrt{TK}\ln(T)\right)$

1 Chen et al. 2013 2 Qin et al. 2014 3 Kveton et al. 2015

# Experimental Results

#### Regret comparisons in Synthetic Data



100 items, select 4 items latent and feature vector dimension = 4

#### Reward comparisons in MovieLens



MovieLens dataset, 200 movies, select 4 items d= 400 (By SVD decomposition)

#### Conclusions

- Incorporating contextual information to cascading bandit
- Advancing the research in combinatorial online learning
- Application potential
  - Any sequential list recommendation (search, ads, mobile recommendations)
    - Need online (real-time) feedback
- Future work
  - Theoretical lower bounds
  - Other non-sequential click models

Thank you! Q&A