Contextual Bandits & a Real-world RL Case Study

Lucas Janson and Sham Kakade CS/Stat 184: Introduction to Reinforcement Learning Fall 2023

- Contextual Bandits
- LinUCB
- Real world RL example



Contextual bandit environment

For
$$t = 0 \rightarrow T - 1$$

- 2. Learner pulls arm $a_t = \pi_t(x_t) \in \{1, \dots, K\}$

Note that if the context distribution ν_{χ} always returns the same value (e.g., 0), then the contextual bandit <u>reduces</u> to the original multi-armed bandit

Formally, a contextual bandit is the following interactive learning process:

1. Learner sees context $x_t \sim \nu_x$ Independent of any previous data π_{t} policy learned from all data seen so far 3. Learner observes reward $r_t \sim \nu^{(a_t)}(x_t)$ from arm a_t in context x_t







UCB for contextual bandits

- mean and number of arm pulls separately for each value of the context all arm mean estimates $\hat{\mu}_{t}^{(k)}(x)$, of which there are $K|\mathcal{X}|$ instead of just K
- Added x_t argument to $\hat{\mu}_t^{(k)}$ and $N_t^{(k)}$ since we now keep track of the sample - Added $|\mathcal{X}|$ inside the log because our union bound argument is now over

- UCB algorithm conceptually identical as long as $|\mathcal{X}|$ finite:
 - $\pi_t(x_t) = \arg\max_k \hat{\mu}_t^{(k)}(x_t) + \sqrt{\ln(2TK|\mathcal{X}|/\delta)/2N_t^{(k)}(x_t)}$

- But when $|\mathcal{X}|$ is really big (or even infinite), this will be really bad!
- <u>Solution</u>: share information across contexts x_t , i.e., <u>don't</u> treat $\nu^{(k)}(x)$ and $\nu^{(k)}(x')$ as completely different distributions which have nothing to do with one another Example: showing an ad on a NYT article on politics vs a NYT article on sports:
 - Not *identical* readership, but still both on NYT, so probably still similar readership!







- LinUCB
- Real world RL example

Modeling in contextual bandits

Need a model for $\mu^{(k)}(x)$, e.g., a linear model: $\mu^{(k)}(x) = \theta_k^T x$

E.g., placing ads on NYT or WSJ (encoded as 0 or 1 in the first entry of x), for articles on politics or sports (encoded as 0 or 1 in the second entry of x) $\Rightarrow x \in \{0,1\}^2$

Lower dimension makes learning easier, but model could be wrong/biased

 $|\mathcal{X}| = 4 \Rightarrow$ w/o linear model, need to learn 4 different $\mu^{(k)}(x)$ values for each arm k

With linear model there are just 2 parameters: the two entries of $\theta_k \in \mathbb{R}^2$



Linear model fitting

Linear model for re

Least squares estimator: $\hat{\theta}_t^{(k)}$

Minimize squared error over time points when arm k selected

$$\hat{\theta}_{t}^{(k)} = \left(\sum_{\tau=0}^{t-1} x_{\tau} x_{\tau}^{\top} \mathbf{1}_{\{a_{\tau}=k\}}\right)^{-1} \sum_{\tau=0}^{t-1} x_{\tau} r_{\tau} \mathbf{1}_{\{a_{\tau}=k\}}$$

ewards:
$$\mu^{(k)}(x) = x^{\mathsf{T}}\theta^{(k)}$$

$$= \arg\min_{\theta \in \mathbb{R}^d} \sum_{\tau=0}^{t-1} (r_{\tau} - x_{\tau}^{\mathsf{T}}\theta)^2 \mathbf{1}_{\{a_{\tau}=k\}}$$

Uncertainty quantification

- For UCB, recall that we need <u>confidence bounds</u> on the expected reward of each arm (given context x_t)
- Hoeffding was the main tool so far, but it used the fact that our estimate for the expected reward was a sample mean of the rewards we'd seen so far in the same setting (action, context)
- With a model, we can use rewards we've seen in other settings \rightarrow better estimation
 - But not using sample mean as estimator, so need something other than Hoeffding
 - <u>Chebyshev's inequality</u>: for a mean-zero random variable Y,
 - $|Y| \le \beta \sqrt{\mathbb{E}[Y^2]}$ with probability $\ge 1 1/\beta^2$



Chebyshev confidence bounds + intuition Chebyshev: $x_t^{\top} \theta^{(k)} \leq x_t^{\top} \hat{\theta}_t^{(k)} + \beta \sqrt{x_t^{\top} (A_t^{(k)})^{-1} x_t}$ with probability $\geq 1 - 1/\beta^2$ $A_t^{(k)} = \sum_{\tau}^{t-1} x_{\tau} x_{\tau}^{\top} 1_{\{a_{\tau} = k\}}$

Intuition:

UCB term 1: $x_t^T \hat{\theta}^{(k)}$ large when context and coefficient estimate aligned UCB term 2: $x_t^{\mathsf{T}}(A_t^{(k)})^{-1}x_t = \frac{1}{N_t^{(k)}}x_t^{\mathsf{T}}(\Sigma_t^{(k)})^{-1}x_t$, where $\Sigma_{t}^{(k)} = \frac{1}{N_{t}^{(k)}} A_{t}^{(k)} = \frac{1}{N_{t}^{(k)}} \sum_{\tau=0}^{t-1} x_{\tau} x_{\tau}^{\top} 1_{\{a_{\tau}=k\}} \text{ is the empirical covariance}$ matrix of contexts when arm k chosen

Large when $N_{t}^{(k)}$ small or x_{t} not aligned with historical data



LinUCB algorithm

Re For $t = 0 \rightarrow T - 1$ 1. $\forall k$, define $A_t^{(k)} = \sum_{\tau}^{t-1} x_{\tau} x_{\tau}^{\top} 1_{\{a_{\tau}=t\}}$ $\tau = 0$

2. Observe context x_t and choose a_t

3. Observe reward $r_t \sim \nu^{(a_t)}(x_t)$

 c_t similar to log term in (non-lin)UCB, in that it depends logarithmically on $1/\delta$ (δ is probability you want the bound to hold with) ii. *t* and *d* implicitly via $det(A_t^{(k)})$

Can prove \tilde{O} (

Equivariation makes
$$A_t^{(k)}$$
 invertible
 $=_{k} + \lambda I$ and $\hat{\theta}_t^{(k)} = (A_t^{(k)})^{-1} \sum_{\tau=0}^{t-1} x_{\tau} r_{\tau} 1_{k}$
 $t_t = \arg \max_k \left\{ x_t^{\top} \hat{\theta}_t^{(k)} + c_t \sqrt{x_t^{\top} (A_t^{(k)})^{-1} x_t^{\top} (A_t^{(k)})^{$

$$(\sqrt{T})$$
 regret bound







- LinUCB
- Real world RL example

Case Study: RL for Supply Chains

Real-world RL is hard.







Many RL successes in controlled domains.

How can RL add value in the real world?

Issues:

sample complexity? how to use offline data? exploration/counterfactual reasoning?













The Supply Chain Problem

- Supply Chain is about buying, storing, and transporting goods.
- There is a lot of historical "off-policy" data
 - e.g. Amazon, ...
- Today: how can we use this data to solve the inventory management problem?
 - counterfactual issues?

The New York Times

Supply Chain Hurdles Will Outlast Pandemic, White House Says

The administration's economic advisers see climate change and other factors complicating global trade patterns for years to come.



The New York Times



How the Supply Chain Crisis Unfolded



Can we use historical data to solve inventory management problems in supply chain?

- How to use historical data?
- Moving to real-world inventory management problems
- Real world results

Outline

Deep Inventory Management

Dhruv Madeka mazon, maded@amazon.com

Kari Torkkola Amazon, karito@amazon.com

Carson Eisenach Amazon, ceisen@amazon.com

Anna Luo Pinterest*, annaluo676@gmail.com

Dean P. Foster Amazon, foster@amazon.com

Sham M. Kakade Amazon, Harvard University, shamisme@amazon.com

Largely based on this paper: arxiv/2210.03137



I: Utilizing historical data

Warm up: Vehicle Routing (when using historical data might be ok)

- We want a good policy for routing a single car.
- Policy π : features -> directions features: time of day, holiday indicators, current traffic, sports games, accidents, location, weather,

Historical Data:

suppose we have logged historical data of features

- Backtesting policies:
 - Key idea: a single route minimally affects traffic
 - Counterfactual: with the historical data, we can see what would have happened with another policy.



Ο

Ð

Warm up 2: Fleet Routing

- We want to route a whole fleet of self-driving taxis.
- Policy π : features -> directions
 - features: customer demand, time, holiday indicators, current traffic, sports games, accidents, location, weather...
- Historical Data:

suppose we have logged historical data of features

- Backtesting policies:
 - Key idea: a small fleet route may have small affects on traffic.
 - another policy.



Counterfactual: with the historical data, we can see what would have happened with

Supply Chain Data

Time	Inventory	Demand	Order	Revenue
0	100	20	_	40
0	80	_	10	-10
1	90	20	_	40
1	70		50	-50
2	120	60	_	120
2	60		10	-10

Price= \$2 Cost= \$1

Backtesting a policy

Time	Inventory	Demand	Order	Revenue
0	100	20	_	40
0	80	_	10 <i>40</i>	<u> </u>
1	<u>-90</u> 120	20	_	40
1	-70- <i>100</i>	_	<u>-50</u> -20	<u> </u>
2	120	60	_	120
2	60		10	-10

Price =Cost= \$1

• Current order doesn't impact future demand.

- This allows us to backtest!
- Empirically, backlog due to unmet demand does not look significant.¹



Formalization of the Supply Chain Problem

- an exogenous noise process [Efroni et al 2021, Sinclair et al 2022]
- The supply chain problem as an ExoMDP:
 - Action a_{t} : how much you buy •
 - Exogenous random variables: evolving under Pr and not dependent on our actions $(Demand_t, Price_t, Cost_t, Lead Time_t, Covariates_t) := s_t$
 - Known controllable part (inventory) I_t : (known) evolution is dependent on our action.
 - $I_t = \max(I_{t-1} + a_{t-1} D_t, 0)$ (and suppose we start at I_0).
 - Immediate reward is the profits: $r(s_t, I_t, a_t) := \text{Price}_t \times \min(\text{Demand}_t, I_t) \text{Cost}_t \times a_t$
- Learning setting:

 - Goal: maximize our over H step cumulative reward: \bullet

 $V_H(\pi) = E_{\pi}$

Exogenous MDPs: Growing literature around a class of MDPs where a large part of the state is driven by

Offline Data: We observe N historical trajectories, where each sequence is sampled $s_1, \ldots, s_T \sim \Pr$

$$\pi \left[\sum_{t=1}^{H} \gamma^t r(s_t, I_t, a_t) \right]$$



Why is it an interesting RL problem?

- Lots of time dependence!
 - If you buy too much, you're left with the inventory for months!
 - Your actions (orders) affect the state at a random time later
 - Tons of correlation across time (Demand, Price, Cost, Seasonality, etc)

What do ExoMDPs buy us?

We can backtest (assuming the "controllable" dynamics are known) and avoid the counterfactual/causality issue!

Theorem: RL in ExoMDPs is as easy as Supervised Learning Suppose we have K policies $\Pi = \{\pi_1, \dots, \pi_K\}$, and we have N sampled exogenous paths. Then we can accurately backtest up to nearly $K \approx 2^N$ policies. Formally, for $\delta \in (0,1)$, with pr. greater than $1 - \delta$ - we have that for all $\pi \in \Pi$:

 $|V_0(\pi) -$

(assuming the reward r_t is bounded by 1).

- Implications:
 - We can optimize a neural policy on the past data.
 - $\min\{2^{H}, K\}$, using historical data due to the counterfactual issue.

$$|\hat{V}_0(\pi)| \le H_1 \sqrt{\frac{\log(K/\delta)}{N}}$$

In the usual RL setting (not exogenous), we would have an amplification factor of (at least)

II: Real World Inventory Management Problems

Real-world Issue: Censored Demand

• When demand \geq inventory, what customers see:



We only observe sales not the demand: **Sales** := min(**Demand**, **Inventory**)

Can we still backtest?



Our historical data is then censored....

Sales := min(Demand, Inventory)

Time	Inventory	True Demand	Sales	Order	Revenue
Т	10	??	10	-	20
•	•	\$19.99 & FREE Shipping	Thu Jan 31	Buy New Qty: 1 ‡	\$18.96 List Price:
•	•	Get it Tue, Jan 29 - Thu, Jan 31, or Get it Fri, Jan 25 - Fri, Jan 25 if you choose paid Local Express Shipping at checkout In stock on January 23, 2019. Order It now. Ships from and sold by Vertellis.		FREE Shipping	\$29.99 Save: \$11.03 (37%) on orders over \$35.
	•			Temporarily out of stock. Order now and we'll deliver when available. Details Ships from and sold by Amazon.com. Gift-wrap available.	
		Qty: 1 • \$19.99 + Free	Shipping	کیب Ac	d to Cart

Price= \$2 Cost= \$1

If we could fill in the missing demand, then we could still backtest!



We have many observed historical covariates

- Covariates: Sales, Web Site, Glance Views, Product Text, Reviews
- Example: the #times customers look at an item gives us info about the unobserved demand.

 Let's forecast the missing variables from the observed covariates! $\hat{\mathbb{P}}(\text{Missing Data} | \text{Observed Data})$

Buy New Qty: 1 ‡	\$18.96 List Price: \$29.99 Save: \$11.03 (37%)		
FREE Shippin	g on orders over \$35.		
Temporarily out of stock. Order now and we'll deliver when available. Details Ships from and sold by Amazon.com. Gift-wrap available.			
<u>بب</u> ۸	dd to Cart		
Sign in to turn	on 1-click ordering		



Uncensoring the data...

Sales := min(Demand, Inventory)

Time	Inventory	True Demand	Sales	Order	Revenue
Т	10	40	10	-	20
•	•		•	Buy New Qty: 1 ‡	\$18.96 List Price:
•	•		•	FREE Shipping	\$29.99 Save: \$11.03 (37%) on orders over \$35.
•	•			Temporarily ou Order now and we'l available. Details	deliver when
•	•		•	Ships from and sole Gift-wrap available.	-
	•		•		n 1-click ordering



Price = \$2Cost= \$1

Key idea: **Use covariates** (e.g. glance views) to forecast missing demand, vendor lead times, etc



What do ExoMDPs buy us?

small), then we can backtest accurately. (with only additive error increase based on our SL error). Setting: we have N sampled sequences $\{s_1^i, s_2^i, \dots, s_H^i\}_{i=1}^N$, where M_i and O_i are the missing and observed exogenous variables in sequence i. Forecast: $\widehat{\mathbb{P}^{i}} = \widehat{\Pr(M_{i} | O_{i})}$ is our forecast of $\mathbb{P}^{i} = \Pr(M_{i} | O_{i})$. Assume: With pr. 1, forecasting has low error: $\frac{1}{N} \sum^{N} \text{TotalVar}\left(\mathbb{P}^{i}, \widehat{\mathbb{P}}^{i}\right) \leq \epsilon_{\sup}.$ Guarantee: For any $\delta \in (0,1)$, with pr. greater than $1 - \delta$, for all $\pi \in \Pi$:

We can backtest (even with censored data) and avoid the counterfactual/causality issue!

Theorem: If we can accurately forecast the missing (exo) variables (i.e. our SL error is

```
|V_0(\pi) - \hat{V}_0(\pi)| \le H \left( \epsilon_{\text{sup}} + \sqrt{\frac{\log(K/\delta)}{N}} \right)
```



III: Training Policies & Empirical Results

The Simulator

- Collection of historical trajectories:
 - 1 million products
 - 104 weeks of data per product
- Uncensoring:
 - Demand
 - Vendor Lead Times
- Policy gradient methods in a "gym":
 - "gym" ↔ backtesting ↔ simulator (note the "simulator" isn't a good world model).
 - The policy can depend on many features. (seasonality, holiday indicators, demand history, product details, text features)









Sim to Real Transfer

- Sim: the backtest of DirectBackprop improves on Newsvendor.
- total revenue.



Real: DirectBackprop significantly reduces inventory without significantly reducing

Real World

0		
	Metrics	% change
	Inventory Level Revenue	-12±6 2.6%
0		



RL from Human Feedback (RLHF)

Step 1

Collect demonstration data, and train a supervised policy.

A prompt is sampled from our prompt dataset.

A labeler demonstrates the desired output behavior.

This data is used to fine-tune GPT-3 with supervised learning.





Some people went to the moon...



Step 2

Collect comparison data, and train a reward model.

A prompt and several model outputs are sampled.

A labeler ranks the outputs from best to worst.

This data is used to train our reward model.



Step 3

Optimize a policy against the reward model using reinforcement learning.

A new prompt is sampled from the dataset.

The policy generates an output.



The reward is used to update the policy using PPO.



Summary:

Today: adding context to bandits requires SL but makes it much more useful The Course: sequential decision making (causality + decisions) • RL gives a helpful set of tools.

- - RL also gives an interesting viewpoint.
- We hope you enjoyed the course!

Attendance: bit.ly/3RcTC9T



Feedback: bit.ly/3RHtlxy



Extensions

- 1. Can always replace contexts x_t with any fixed (vector-valued) function $\phi(x_t)$ E.g., if believe rewards quadratic in scalar x_t , could make $\phi(x_t) = (x_t, x_t^2)$
- 2. Instead of fitting different $\theta^{(k)}$ for each arm, we could assume the mean reward is linear in some function of both the context and the action, i.e., $\mathbb{E}_{r \sim \nu^{a_t(x_*)}}[r] = \phi(x_t, a_t)^{\mathsf{T}} \theta$
 - This is what problem 3 of HW 1 (which we cut) was about; it's helpful especially when K is large, since in that case there are a lot of $\theta^{(k)}$ to fit

Both cases allow a version of linUCB by extension of the same ideas: fit coefficients via least squares and use Chebyshev-like uncertainty quantification to get UCB





More detail on the combined linear model

For $t = 0 \rightarrow T - 1$ 1. $\forall k$, define $A_t = \sum_{t=1}^{t-1} \phi(x_t, a_t) \phi(x_t, t)$ $\tau = 0$

2. Observe x_t & choose $a_t = \arg \max_{t = 1}^{t} x_t$ 3. Observe reward $r_t \sim \nu^{(a_t)}(x_t)$

Comments:

- There is only one A_t and $\hat{\theta}_t$ (not one per arm), so more info shared across k
- ii. Good for large K, but step 2's argmax may be hard

$$(x_{\tau}, a_{\tau})^{\top} + \lambda I \quad \text{and} \quad \hat{\theta}_{t} = A_{t}^{-1} \sum_{\tau=0}^{t-1} \phi(x_{\tau}, d_{\tau})$$
$$= A_{t}^{-1} \sum_{\tau=0}^{t-1} \phi(x_{\tau}, d_{\tau}) \sum_{\tau=0}^{t-1} \phi(x_{\tau}, d_{\tau})$$

iii. The other formulation, with separate $A_t^{(k)}$ and $\hat{\theta}_t^{(k)}$, is called disjointed





Continuous bandit action spaces

- This is because we to some extent treated each arm separately, necessitating trying each arm at least a fixed number of times before real learning could begin
- But now with the new combined formulation, there is sufficient sharing across actions that we can learn $\hat{\theta}_t$ and its UCB without sampling all arms
 - This means that in principle, we can now consider continuous action spaces!
 - This is the power of having a strong model for $\mathbb{E}_{r \sim \nu^{(a_t)}(x_t)}[r]$, and a neural network would serve a similar purpose in place of the combined linear model (UQ less clear)
- But in principle, there is no "free lunch", i.e., the hardness of the problem now transfers over to choosing a good model (a bad model will lead to bad performance)

In bandits / contextual bandits, we have always treated the action space as discrete

