## UCB-VI and Contextual Bandits

## Lucas Janson and Sham Kakade

CS/Stat 184: Introduction to Reinforcement Learning
Fall 2023

## Today

- Recap
- UCB-VI for tabular MDPs
- UCB-VI for linear MDPs
- Contextual bandits intro


## Recall: Value Iteration (VI)

$\mathrm{VI}=\mathrm{DP}$ is a backwards in time approach for computing the optimal policy:

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For $t=0, \ldots, T-1$ :
Choose the arm with the highest upper confidence bound, i.e.,

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High-level summary: estimate action quality, add exploration bonus, then argmax

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Collect a new trajectory by executing $\pi^{n}$ in the true system $\left\{P_{h}\right\}_{h=0}^{H-1}$ starting from $s_{0}$

## Model Estimation

Let us consider the very beginning of episode $n$ :

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\text { Estimate model } \hat{P}_{h}^{n}\left(s^{\prime} \mid s, a\right), \forall s, a, s^{\prime}, h:
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\hat{P}_{h}^{n}\left(s^{\prime} \mid s, a\right)=\frac{N_{h}^{n}\left(s, a, s^{\prime}\right)}{N_{h}^{n}(s, a)}
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$b_{h}^{n}(s, a)$ specifically chosen so that $V_{h}^{\star}(s) \leq \hat{V}_{h}^{n}(s)$ with high probability

## UCBVI: Put All Together

For $n=1 \rightarrow N$ :

1. Set $N_{h}^{n}(s, a)=\sum_{i=1}^{n-1} \mathbf{1}\left\{\left(s_{h}^{i}, a_{h}^{i}\right)=(s, a)\right\}, \forall s, a, h$
2. Set $N_{h}^{n}\left(s, a, s^{\prime}\right)=\sum_{i=1}^{n-1} \mathbf{1}\left\{\left(s_{h}^{i}, a_{h}^{i}, s_{h+1}^{i}\right)=\left(s, a, s^{\prime}\right)\right\}, \forall s, a, a^{\prime}, h$
3. Estimate $\hat{P}^{n}: \hat{P}_{h}^{n}\left(s^{\prime} \mid s, a\right)=\frac{N_{h}^{n}\left(s, a, s^{\prime}\right)}{N_{h}^{n}(s, a)}, \forall s, a, s^{\prime}, h$
4. Plan: $\pi^{n}=\mathrm{VI}\left(\left\{\hat{P}_{h}^{n}, r_{h}+b_{h}^{n}\right\}_{h}\right)$, with $b_{h}^{n}(s, a)=c H \sqrt{\frac{\log (|S||A| H N / \delta)}{N_{h}^{n}(s, a)}}$
5. Execute $\pi^{n}:\left\{s_{0}^{n}, a_{0}^{n}, r_{0}^{n}, \ldots, s_{H-1}^{n}, a_{H-1}^{n}, r_{H-1}^{n}, s_{H}^{n}\right\}$

## High-level Idea: Exploration Exploitation Tradeoff

Upper bound per-episode regret: $V_{0}^{\star}\left(s_{0}\right)-V_{0}^{\pi^{n}}\left(s_{0}\right) \leq \hat{V}_{0}^{n}\left(s_{0}\right)-V_{0}^{\pi^{n}}\left(s_{0}\right)$ by construction of $b_{h}^{n}$

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Large $b_{h}^{n}(s, a)$ means $\pi^{n}$ is being encouraged to do $(s, a)$, since it will apparently have very high reward, i.e., exploration

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2. What if $\hat{V}_{0}^{n}\left(s_{0}\right)-V_{0}^{\pi^{n}}\left(s_{0}\right)$ is large?

Some $b_{h}^{n}(s, a)$ must be large (or some $\hat{P}_{h}^{n}(\cdot \mid s, a)$ estimation errors must be large, but with high probability any $\hat{P}_{h}^{n}(\cdot \mid s, a)$ with high error must have small $N_{h}^{n}(s, a)$ and hence high $\left.b_{h}^{n}(s, a)\right)$
Large $b_{h}^{n}(s, a)$ means $\pi^{n}$ is being encouraged to do $(s, a)$, since it will apparently have very high reward, i.e., exploration

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\mathbb{E}\left[\operatorname{Regret}_{N}\right]:=\mathbb{E}\left[\sum_{n=1}^{N}\left(V^{\star}-V^{\pi^{n}}\right)\right] \leq \widetilde{O}\left(H^{2} \sqrt{S A N}\right)
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## Today

- Recap
- UCB-VI for tabular MDPs
- UCB-VI for linear MDPs
- Contextual bandits intro


## Linear MDP Definition

Finite horizon time-dependent episodic MDP $\mathscr{M}=\left\{S, A, H,\{r\}_{h},\{P\}_{h}, s_{0}\right\}$
$S \& A$ could be large or even continuous, hence poly( $|S|,|A|)$ is not acceptable

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P_{h}\left(s^{\prime} \mid s, a\right)=\mu_{h}^{\star}\left(s^{\prime}\right) \cdot \phi(s, a), \quad \mu_{h}^{\star}: S \mapsto \mathbb{R}^{d}, \quad \phi: S \times A \mapsto \mathbb{R}^{d}
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Feature map $\phi$ is known to the learner!
(We assume reward is known, i.e., $\theta^{\star}$ is known)

## Planning in Linear MDP: Value Iteration

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Indeed we can show that $Q_{h}^{\pi}(\cdot, \cdot)$ Is linear with respect to $\phi$ as well, for any $\pi, h$

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Penalized Linear Regression:

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## How to choose $b_{h}^{n}(s, a)$ ?

Chebyshev-like approach, similar to in linUCB (will cover next lecture):

$$
b_{h}^{n}(s, a)=\beta \sqrt{\phi(s, a)^{\top}\left(A_{h}^{n}\right)^{-1} \phi(s, a)}, \quad \beta=\widetilde{O}(d H)
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## linUCB-VI: Put All Together

For $n=1 \rightarrow N$ :

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Which user comes in next is random, but we have some context to tell situations apart and hence learn different optimal actions

Contextual bandit environment

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$\pi^{\star}$ is the policy we compare to in computing regret

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$\pi_{t}$ might seem unfamiliar since we haven't talked about a policy in bandits before, but actually we've always had it, it's just that without context, we didn't need a name or notation for it because it was so simple!

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Still know posterior over $k^{\star}\left(x_{t}\right)$ that can draw from to choose $a_{t}$; this is $\pi_{t}\left(x_{t}\right)$

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Choosing the best model, fitting it, and quantifying uncertainty are really questions of supervised learning

## Today

- Recap
- UCB-VI for tabular MDPs
- UCB-VI for linear MDPs
- Contextual bandits intro


## Summary:

UCBVI algorithm applies UCB idea to MDPs to achieve exploration/exploitation trade-off



Feedback:
bit.Iy/3RHtlxy


