

Scalable Thompson Sampling for Non-Conjugate Models

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Bayesian Causal Inference for Real World Interactive Systems

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Exploration in Recommendation

Collaborative Filtering

out of matrix prediction

X : context

A : recommendation

			
	0.1	0.3	?
	0.3	0.05	?
	?	?	?

cold start
non-stationarity

Thompson Sampling

Given dataset \mathcal{D} , likelihood $p(\mathcal{D} | \theta)$, and prior $p(\theta)$ with model variables θ .

Iterate over the following two steps:

- 1 Sample model variables from posterior $\theta^{(s)} \sim p(\theta | \mathcal{D})$
- 2 Pick action $a^* = \arg_a \max \mathbb{E}[\text{reward}(a) | \theta^{(s)}]$

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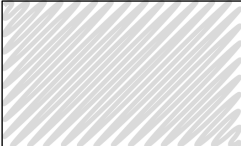
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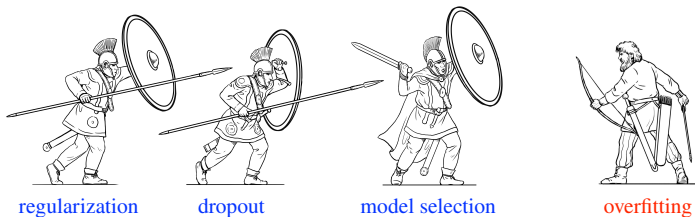
Unless $p(\mathcal{D} | \theta)$ and $p(\theta)$ take the same form (conjugate), the posterior calculation is computationally prohibitive for many models.

Exploration for Non-Conjugate Models

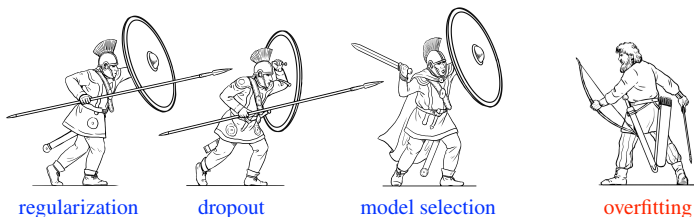
- Complex models (e.g. deep neural nets, gradient boosted decision trees) present challenges for quantifying uncertainty.
- Hard to apply existing exploration-exploitation schemes (e.g. UCB, Thompson sampling) off the shelf.

no/low model uncertainty	model uncertainty	
	bootstrapping MCMC	computationally expensive (relative to base model)
epsilon-greedy Boltzmann exploration last layer variance	model-specific approximations (e.g. Laplace) residual overfit (this talk)	computationally inexpensive (relative to base model)

On Avoiding Overfitting

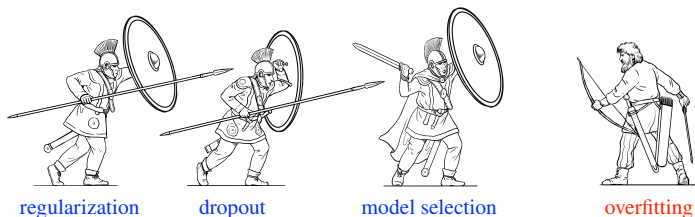


On Avoiding Overfitting



- Amazing literature on how to defend against overfitting.

On Avoiding Overfitting



- Amazing literature on how to defend against overfitting.
- Is overfitting ever useful?

The Residual Overfit

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- Formally, if $h(x)$ is the unknown true function, then assume:

$$f(x) = h(x) + \beta, \text{ for any } \beta \perp\!\!\!\perp \epsilon$$

$$g(x) = h(x) + \epsilon, \text{ where } \mathbb{E}[\epsilon] = 0$$

where $\mathbb{E}[\cdot]$ is with respect to the true population distribution.

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$$\text{residual overfit} = |f(x) - g(x)|.$$

- Claim: the squared residual overfit is an upper bound on the error of $f(x)$ with respect to the true function $h(x)$.

Residual Overfit Derivation # 1

Train f and g on two distinct random splits of datasets drawn from the true population distribution F . Calculate residual overfit on query point x ,

$$\begin{aligned} & \mathbb{E}[(f(x) - g(x))^2] \\ &= \mathbb{E}[(h(x) + \beta - h(x) - \epsilon)^2] \\ &= \mathbb{E}[(\beta - \epsilon)^2] \\ &= \mathbb{E}[\beta^2 - 2\beta\epsilon + \epsilon^2] \\ &= \mathbb{E}[\beta^2] + \mathbb{E}[\epsilon^2] \\ &= \text{MSE}[f(x)] + \text{Var}[g(x)] \end{aligned}$$

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Reminder: argument holds in expectation and needs $\beta \perp\!\!\!\perp \epsilon$.

Residual Overfit Derivation #2

Population averaged maximum *a posteriori* objective:

$$\mathcal{L}_\theta = \mathbb{E}_F[\log p(\mathcal{D} | \theta)] + \log p(\theta | \alpha)$$

$$\theta^* = \arg_\theta \max \mathcal{L}_\theta$$

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Apply implicit function theorem:

$$\frac{d\theta^*}{d\alpha} = - \left(\mathbb{E}_F \left[\frac{\partial^2}{\partial \theta_i \partial \theta_j} \log p(\mathcal{D} | \theta) \right] \right)^{-1} \frac{\partial^2}{\partial \theta \partial \alpha} \log p(\theta | \alpha) \quad (1)$$

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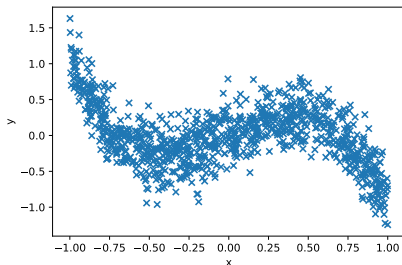
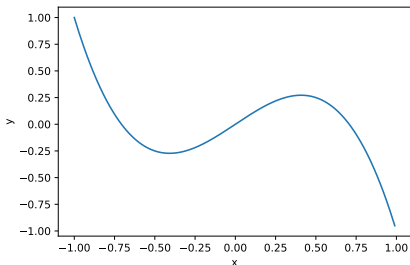
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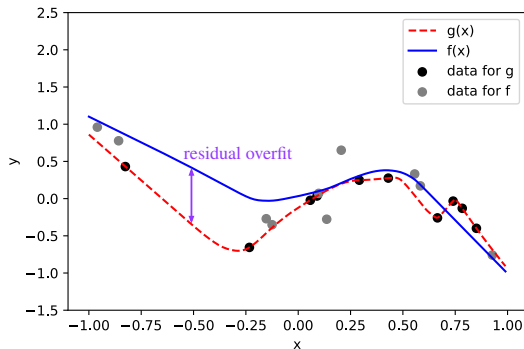
Residual overfit is a first-order Taylor-based approximation of Eq. 1.

Synthetic Example

- True reward is $h(x) = x(1 - 2x^2)$.
- Continuous action space with two local optima in range $[-1, 1]$.

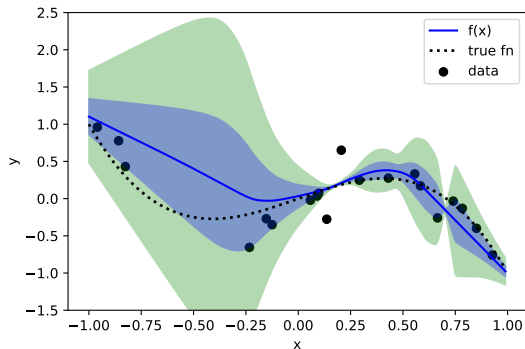


Synthetic Example



- Model architecture: 3-layer neural net each with 500 ReLu nodes.
- f : train for 20 epochs (early stopping).
- g : train for 1000 epochs (overfit).

Synthetic Example



- Inner blue shaded region: *residual overfit*.
- Outer green shaded region: 2.58 times residual overfit (99% confidence interval).

Why Not Just Fit to RMSE?

- Observed RMSE combines epistemic with aleatoric uncertainty.
- Example: generated 100 data points at input points $x \in \{-1, -\frac{1}{2}, 0, \frac{1}{2}, 1\}$.

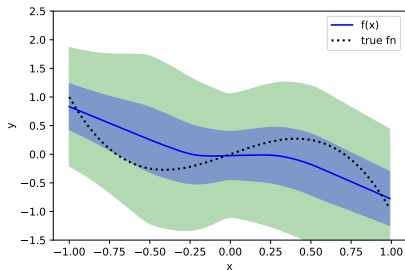


Figure: Fit model to observed RMSE

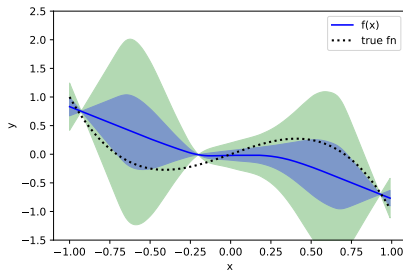
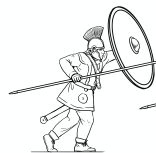


Figure: Residual overfit

Residual Overfit Method of Exploration (ROME)



regularization



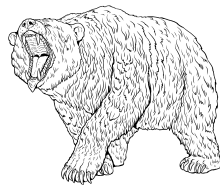
dropout



model selection

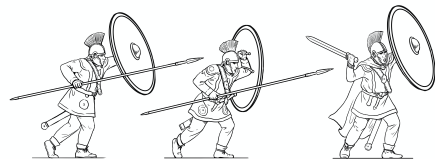


overfitting



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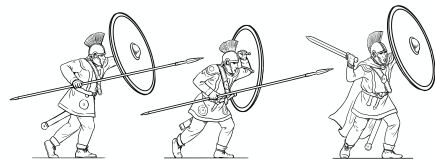
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Can we use residual overfit for exploration?

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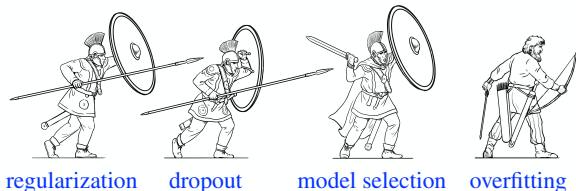


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Can we use residual overfit for exploration?

UCB: $\text{reward}(x_a) = f(x_a) + \alpha |f(x_a) - g(x_a)|$, for hyperparameter α .

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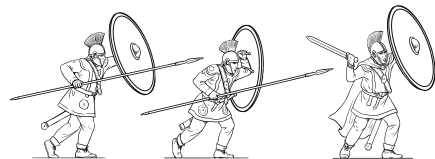
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Thompson Sampling: $\text{reward}(x_a) \sim \mathcal{N}(f(x_a), (f(x_a) - g(x_a))^2)$

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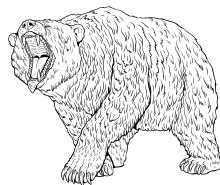
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Exponential family moment matching for different observation models.
E.g., for binary rewards, closed-form expression for the beta posterior.

Empirical Evaluation

- Base model: random forest classifier (RF).

Methods:

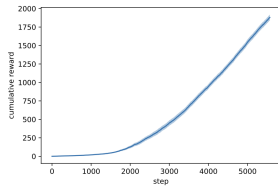
- Uniform random.
- Epsilon greedy, with $\epsilon = 0.1$.
- LinUCB, with $\alpha = 1.0$.
- Bootstrap Thompson sampling, with $M = 20$ bootstraps of the data.
- ROME-UCB & ROME-TS:
 - f : base model
 - g : a single decision tree
 - both f and g trained on the same data

Results

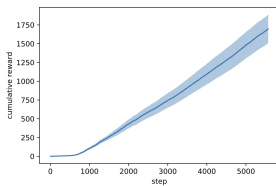
Table: Average regret with 95% confidence interval over 10 replications. Top performing method for each dataset in bold.

Method	Covertypes (7 classes)	Bach Chorales (65 classes)	MovieLens (3600 classes)
LinUCB	0.415 ± 0.003	0.664 ± 0.007	0.967 ± 0.005
Epsilon Greedy	0.403 ± 0.005	0.711 ± 0.051	0.970 ± 0.000
Bootstrap-TS	0.390 ± 0.003	0.668 ± 0.028	0.971 ± 0.000
ROME-UCB	0.422 ± 0.004	0.718 ± 0.035	0.963 ± 0.005
ROME-TS	0.524 ± 0.004	0.657 ± 0.012	0.941 ± 0.006
Uniform Random	0.859 ± 0.004	0.985 ± 0.001	0.986 ± 0.001

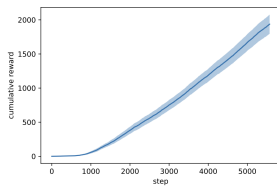
Bach Chorales



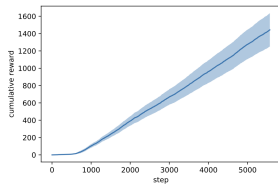
(a) LinUCB



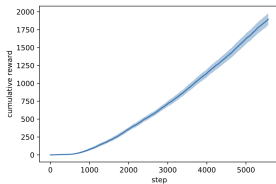
(b) Epsilon Greedy



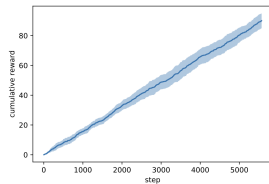
(c) Bootstrap-TS



(d) RoME-UCB

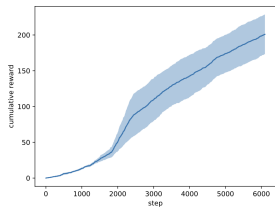


(e) RoME-TS

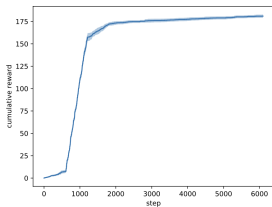


(f) Uniform Random

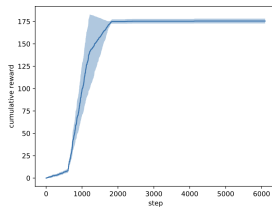
MovieLens (Depleting Actions)



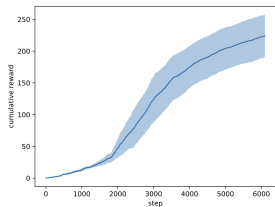
(a) LinUCB



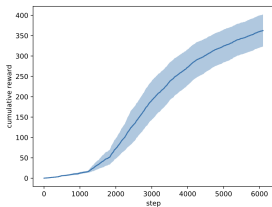
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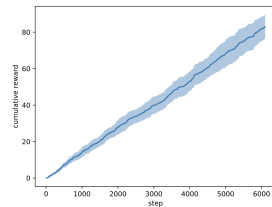
(c) Bootstrap-TS



(d) ROME-UCB



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