
Preselection Bandits (Paper ID: 4941)

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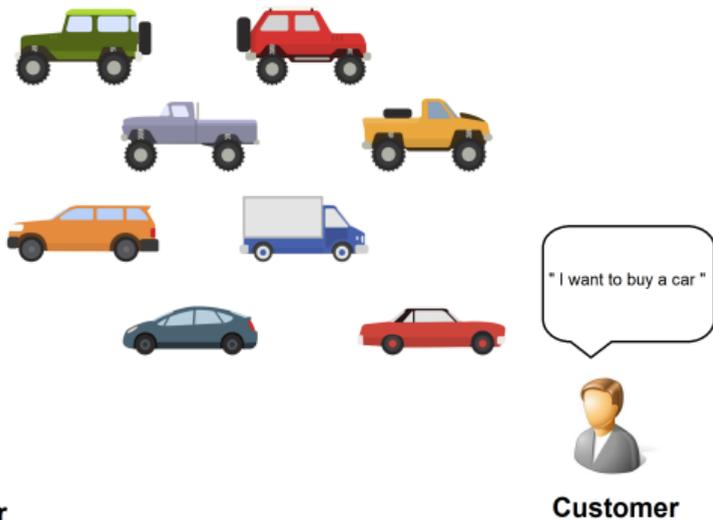
Paderborn University, Germany

Setting: Illustration

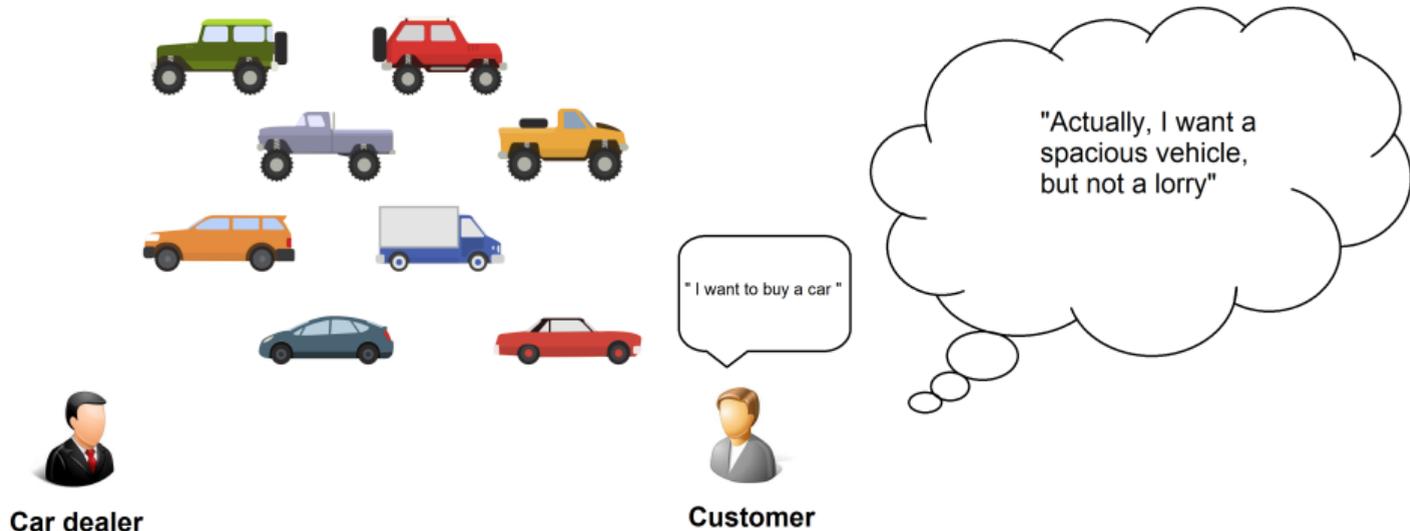


Car dealer

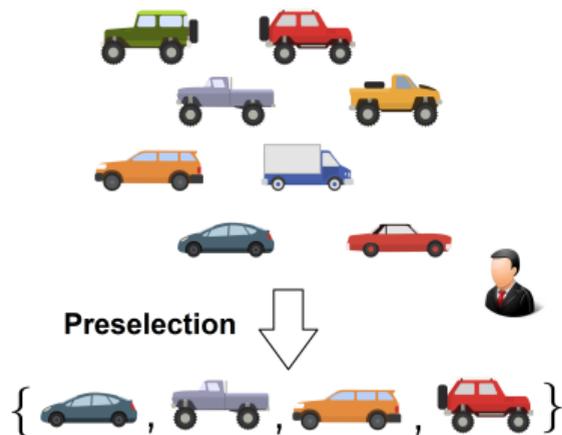
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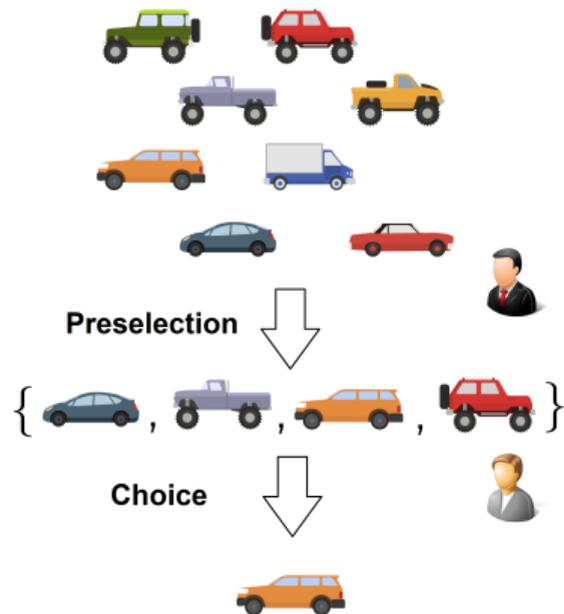
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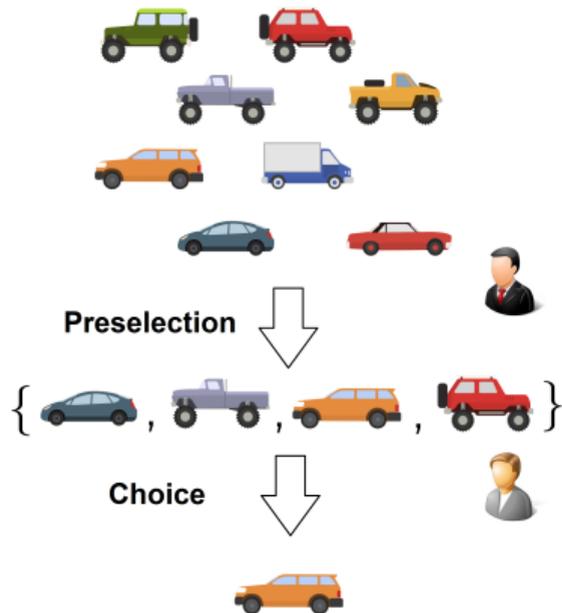
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→ How to make the preselection?

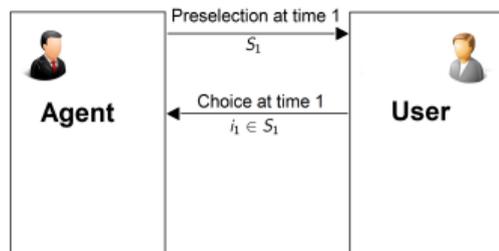
→ Which preselections lead to highly preferred choices?

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- Given n arms (choice options) a_1, \dots, a_n
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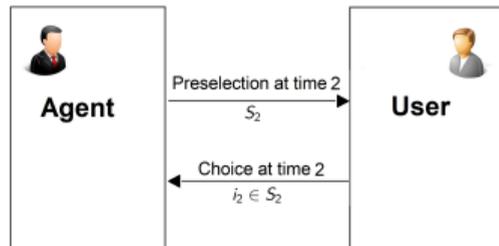
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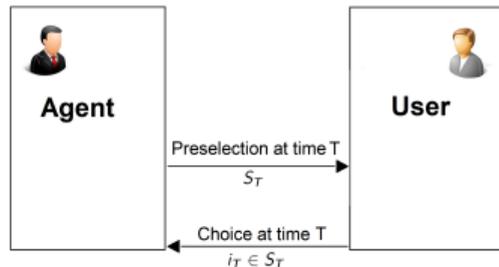


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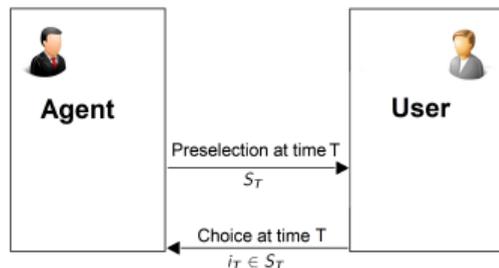


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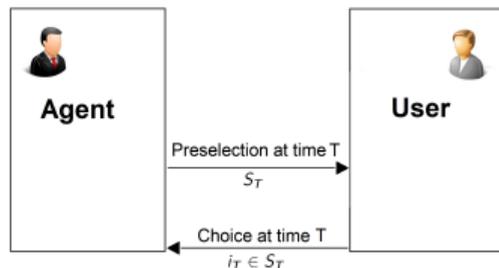
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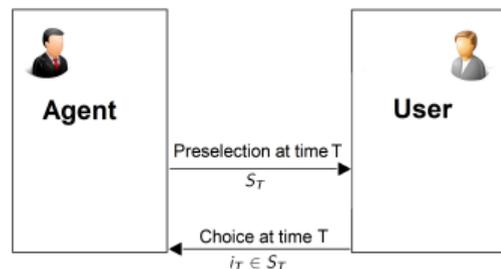
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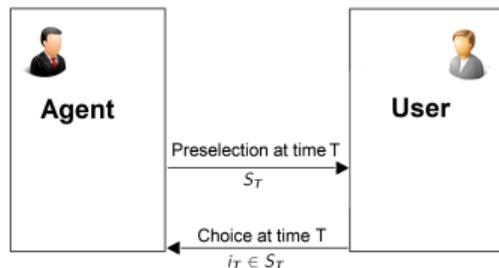
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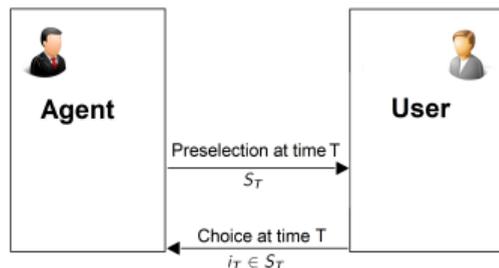
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- ⇒ **We model this choice behavior as an i.i.d. random process**

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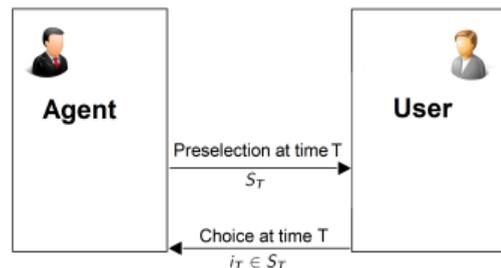
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Questions:

1. What is a good preselection of arms?
2. How can we learn it in an online learning framework?

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Related settings: Battling Bandits (Saha and Gopalan, 2018, 2019), Stochastic click models (Zoghi et al., 2017; Lattimore et al., 2018), MNL Bandits (Agrawal et al., 2016, 2017)

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- $\Pr(\text{user chooses arm } a_i \in S) = \frac{\theta_i}{\sum_{a_j \in S} \theta_j}$
 \Rightarrow Probability for choosing a_i is proportional to its strength (MNL model)

User Choice Modeling: Preciseness

- Suppose θ_i is decomposable as $\theta_i = v_i^\gamma$
 - ★ $v_i \in \mathbb{R}_+$: latent utility of arm a_i (w.l.o.g. $v_i \neq v_j$ if $i \neq j$)
 - ★ $\gamma \in (0, \infty)$: degree of user's preciseness

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 γ large: precise user

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\Rightarrow Performance measure for learner: Regret at time t , i.e., $\mathcal{U}(S^*) - \mathcal{U}(S_t)$

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 - \rightsquigarrow Allows to capture decision-making biases of users ("decoy effect")

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\rightsquigarrow Which reference arm a_J ?

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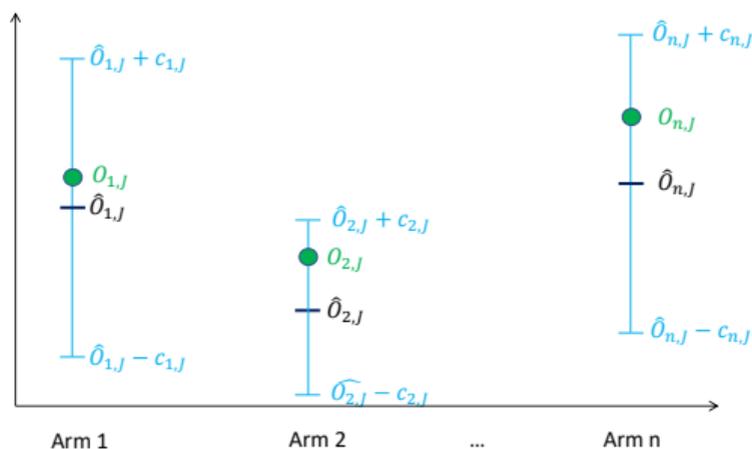
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\rightsquigarrow Which reference arm a_J ? \implies The empirically most chosen so far!

The TRCB algorithm

Our algorithmic solution: Thresholding-Random-Confidence-Bound (TRCB) algorithm

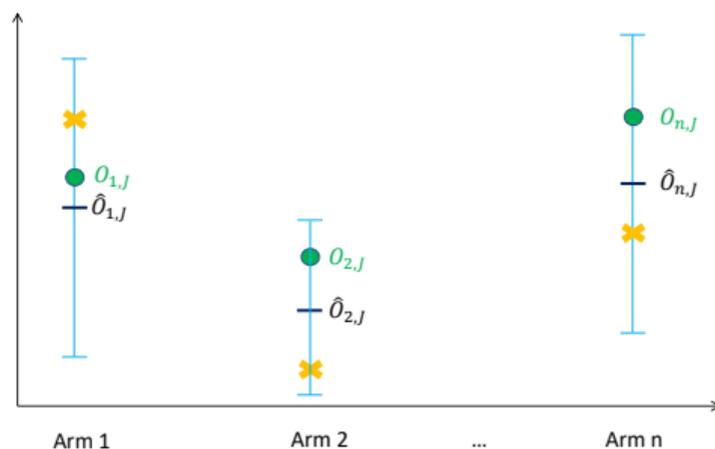
- For each relative utility $O_{i,J}$, compute confidence region based on $\hat{O}_{i,J}$



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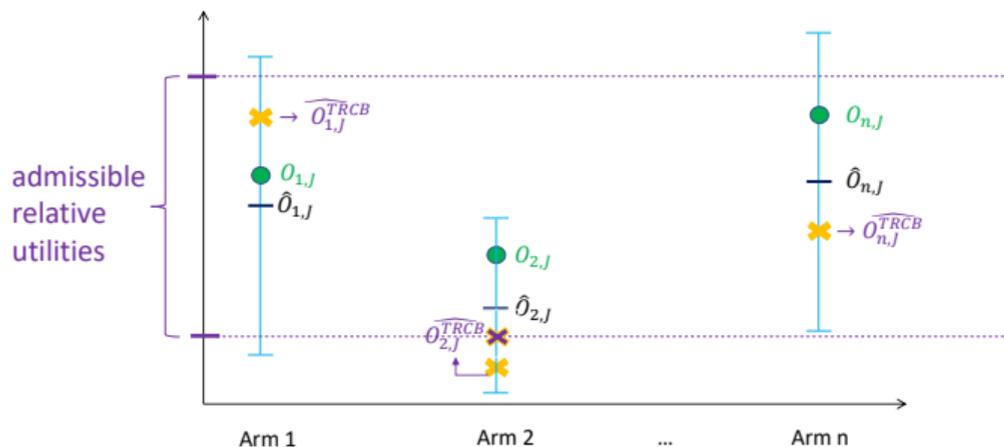
- Sample a **random value** inside each **confidence region**



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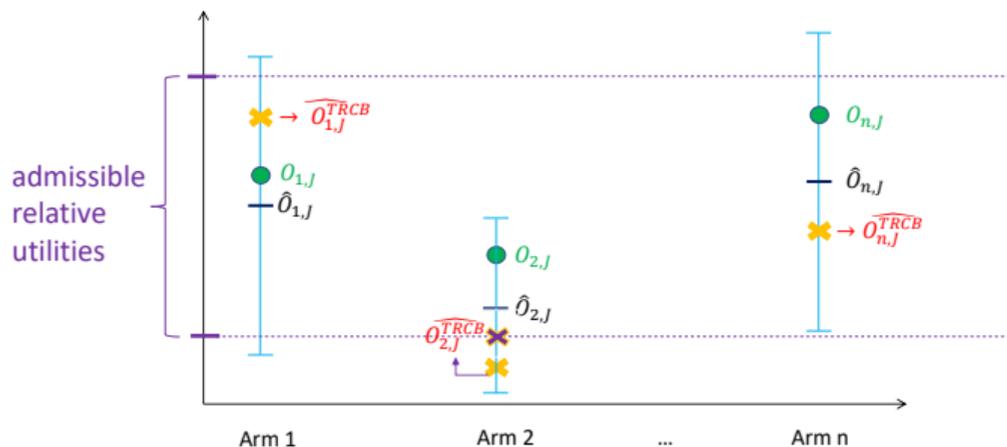
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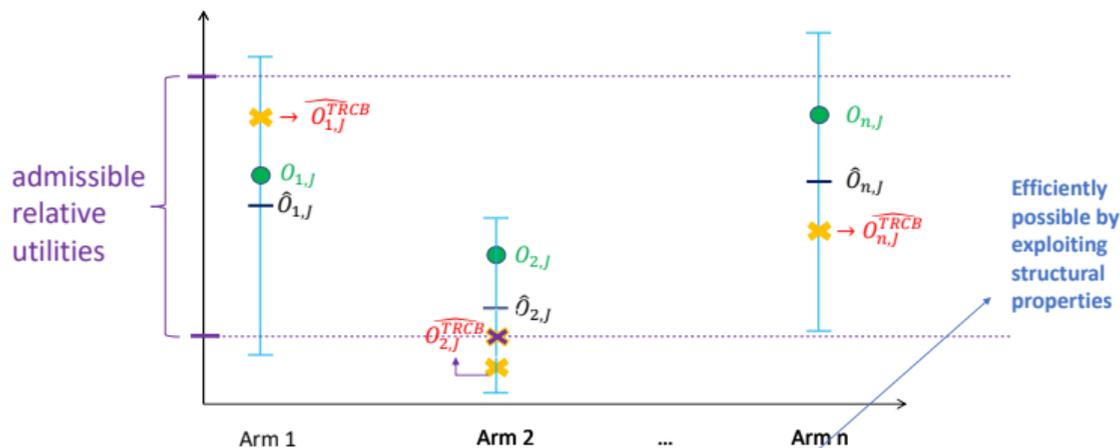


- maximize **sampled** expected utility $S_t = \operatorname{argmax}_S \mathcal{U}(S; \left(\widehat{O}_J^{TRCB}\right)^{1/\gamma})$

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Contribution (continued)

Our contribution: Introduction of the Preselection Bandits

- Restricted Preselection – All subsets of a fixed size $k \in \mathbb{N}_{\geq 2}$ are admissible preselections
- ★ Our suggestion: The Thresholding-Random-Confidence-Bound (TRCB) algorithm
- ★ Upper bound on cumulative regret: $O(\sqrt{n T \log(T)})$
- ★ Lower bound: $\Omega(\sqrt{n T})$
- Flexible Preselection – All non-empty subsets of arms are admissible preselections
- ★ Our suggestion (in the paper): The Confidence-Bound-Racing (CBR) algorithm
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Contribution (continued)

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- + Experimental study in the paper

Further research questions

- What if the strength parameters $\theta_1, \theta_2, \dots, \theta_n$ also depend on the current user j ?

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- Different choice models

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