

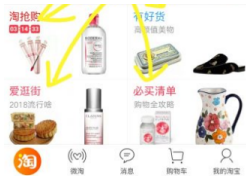
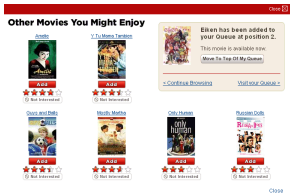


Online Learning to Rank with Features

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Learning to Rank



Amazon, YouTube, Facebook, Netflix, Taobao

Online Learning to Rank

- There are a items and l positions
- At each time $t = 1, 2, \dots$,
 - Choose an ordered list $\pi_t = (\pi_t^1, \dots, \pi_t^l)$
 - Show the user the list
 - Receive click feedback $r_t = (r_t^1, \dots, r_t^l) \in \{0, 1\}^l$ per position
- Objective: Maximize the expected number of clicks

$$E \sum_{t=1}^T \sum_{i=1}^l r_t^i$$

Click Models

- Click models describe how users interact with item lists
- Cascade Model (CM)
 - Assumes the user checks the list from position 1 to position i , clicks at the first satisfying item and stops
- Dependent Click Model (DCM)
 - Further assumes there is a satisfaction probability after click
- Position-Based Model (PBM)
 - Assumes the user click probability on an item a of position k can be factored into item attractiveness and position bias
- Generic model
 - Make as few assumptions as possible about the click model



X



✓



X



✓

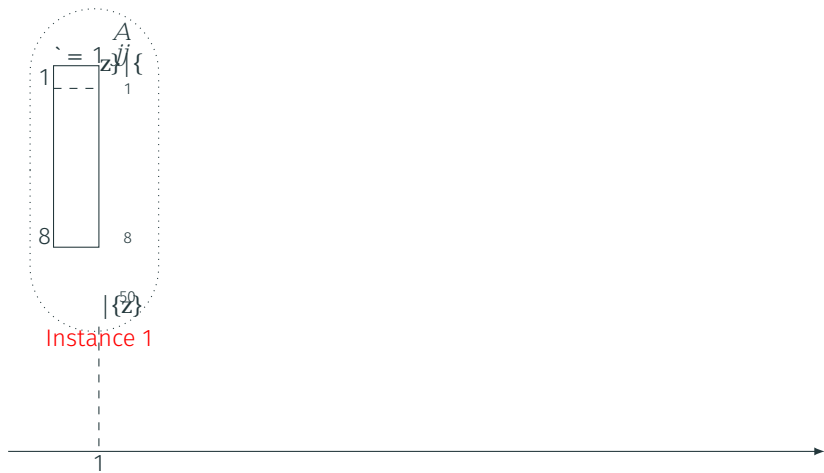


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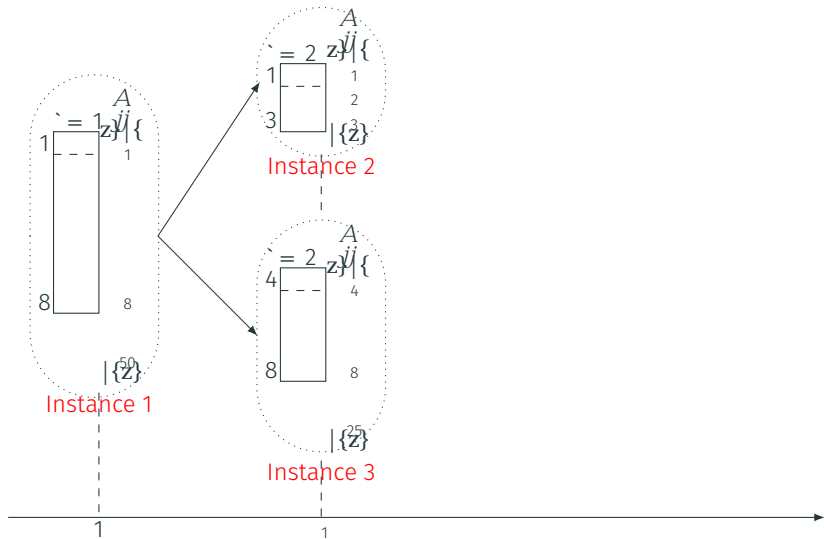
RecurRank

- Each item i is represented by a feature vector $\mathbf{x}_i \in \mathbb{R}^d$
- The attractiveness of item i is $\mu_i = \mathbf{x}_i^\top \boldsymbol{\mu}$
- Click probability factors: $P(i; \mu) = \mu_i \prod_{j \neq i} (1 - \mu_j)$ where μ_i is the examination probability, which satisfies reasonable assumptions
- **RecurRank** (Recursive Ranking)
- For each phase ℓ
 - Use first position for **exploration**
 - Use remaining positions for **exploitation**, rank best items first
- Split items and positions when the phase ends
- Recursively call the algorithm with increased phase

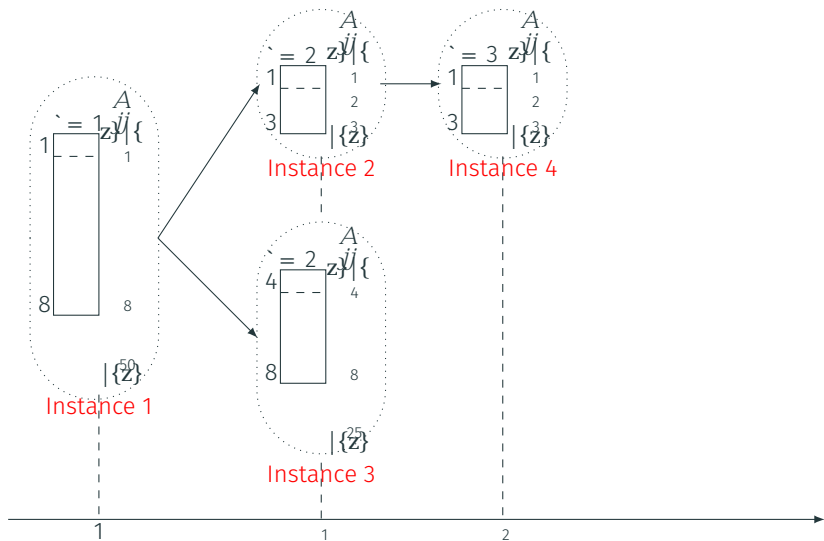
Example



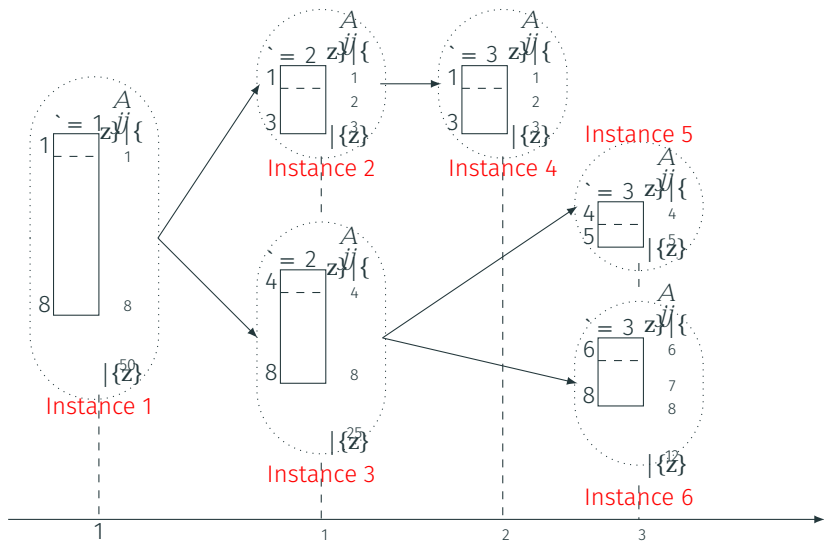
Example



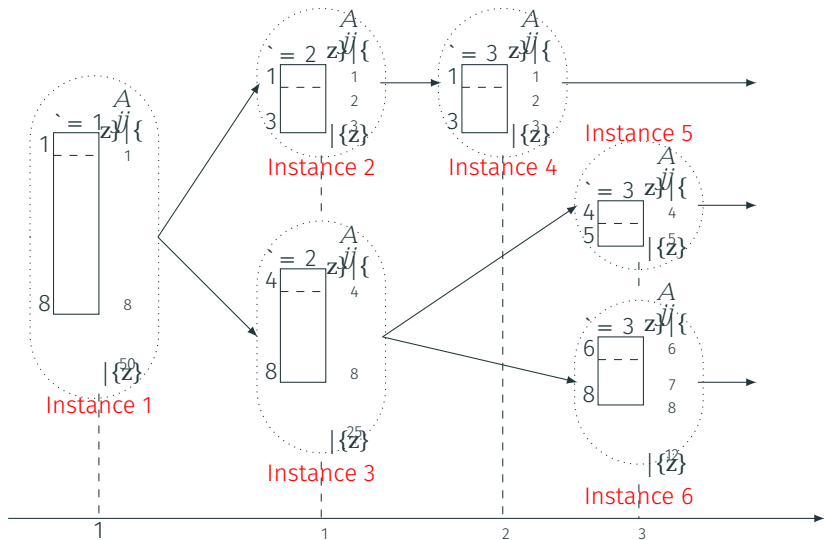
Example



Example



Example



Results

- Regret bound

$$\hat{u}(t) = \tilde{E} \left(\frac{1}{t^{3a} \log(t)} \right)$$

- Improves over existing bound $\tilde{E} \left(\frac{1}{t^{3a} \log(t)} \right)$

Results

- Regret bound

$$\hat{u}(t) = \mathbb{E} \left(\frac{1}{t} \sum_{s=1}^t \log(a_s) \right)$$

- Improves over existing bound $\mathbb{E} \left(\frac{1}{t} \sum_{s=1}^t \log(a_s) \right)$

—RecurRank —CascadeLinUCB —TopRank

Thank you!

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