

School of Data Analysis and Artificial Intelligence Department of Computer Science

DATA SCIENCE FOR BUSINESS

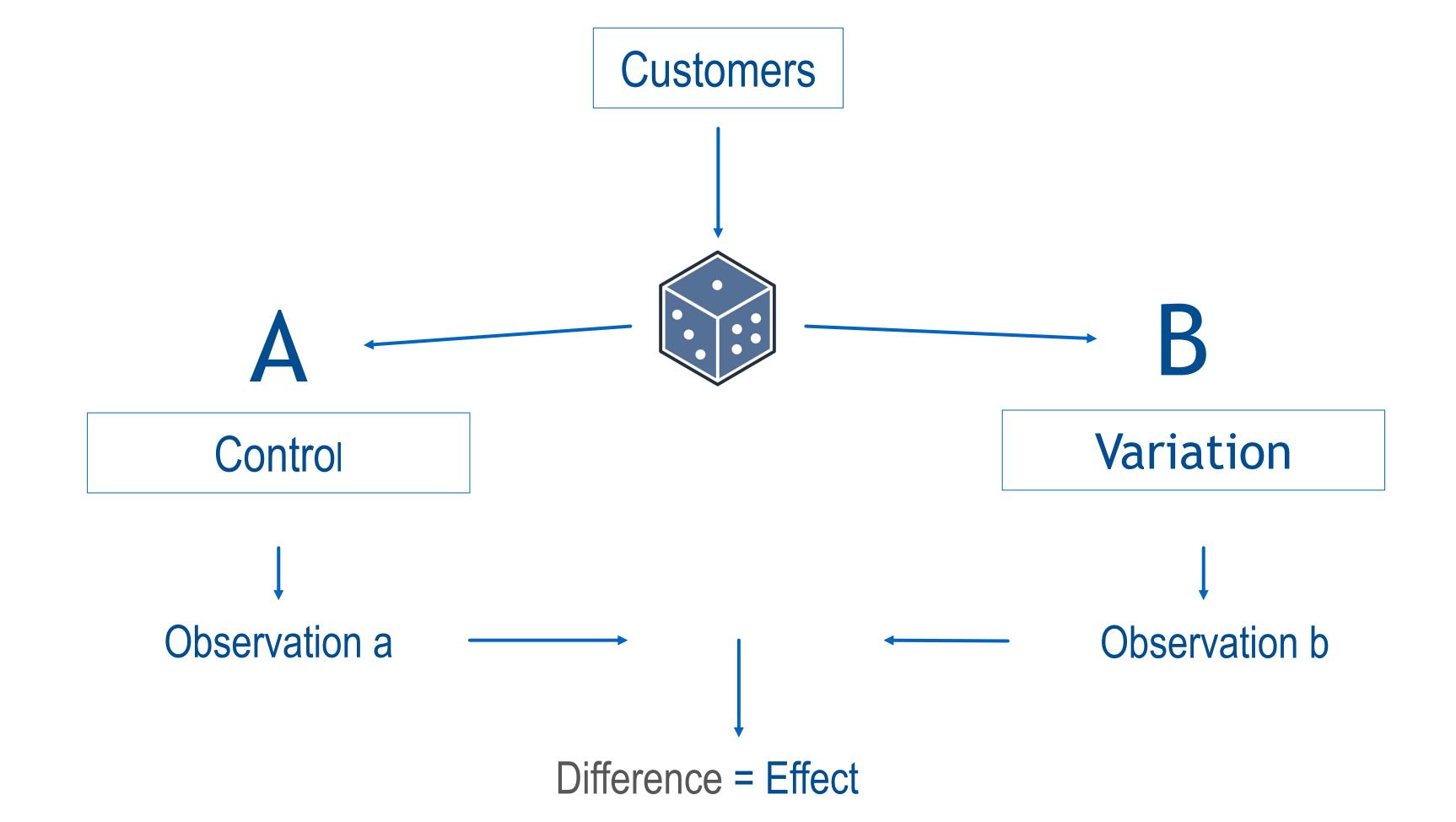
Lecture 7. Design of experiments

Moscow, June 3rd, 2022.



DESIGN OF EXPERIMENTS

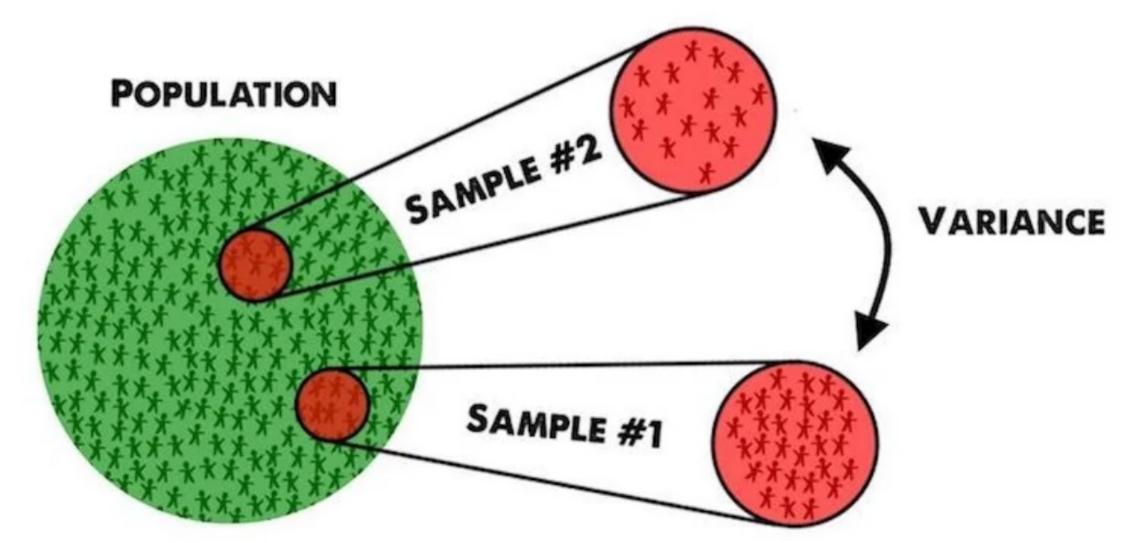
Randomized experiments allows us to measure the true effect of proposed solutions

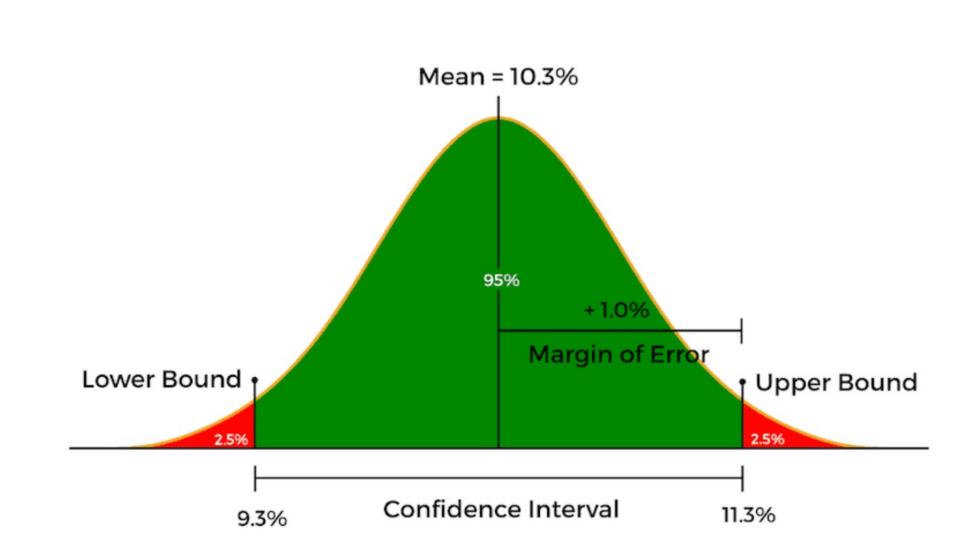




STATISTICAL SAMPLING

A/B testing set up





The "population" is the group we want information about.

The "sample" is a small portion of the larger population.

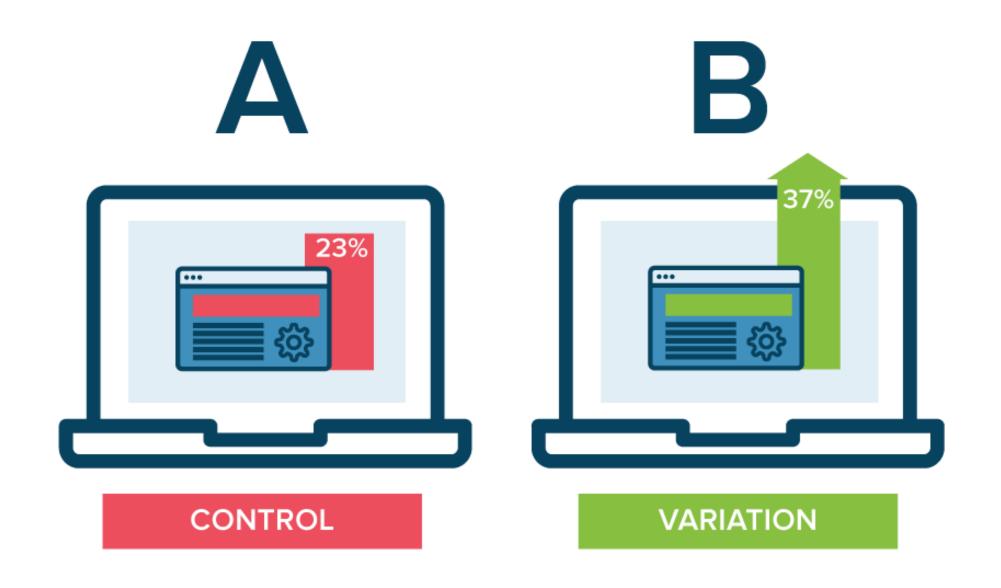
The variability across samples is expressed as a unit called the "variance",

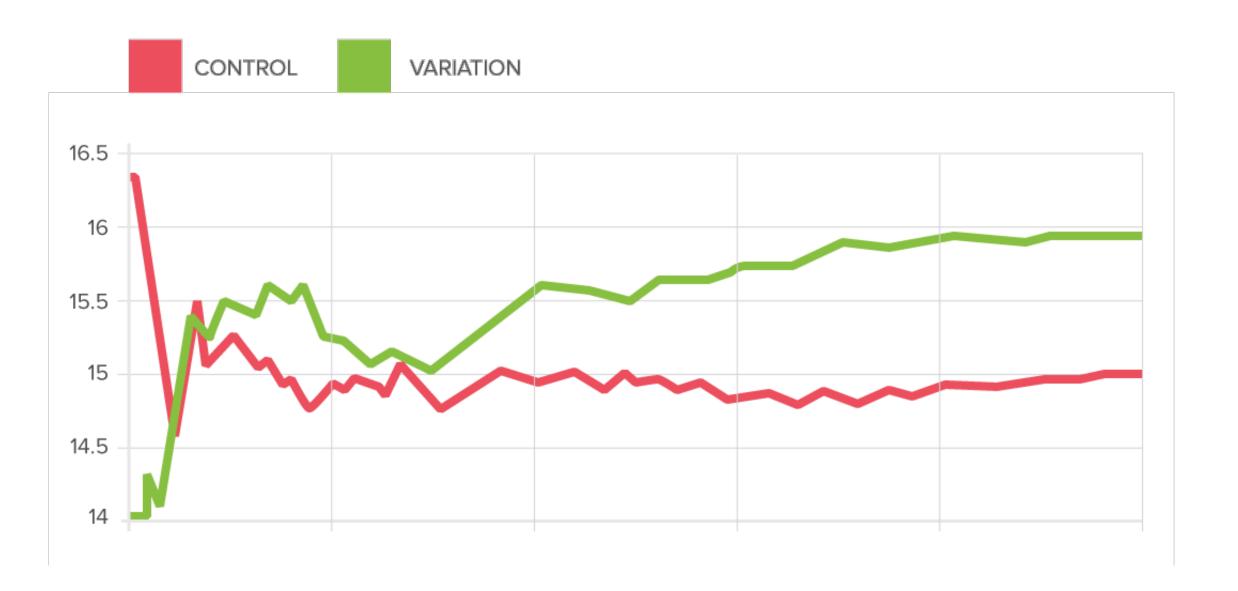
The higher the variance, the more variable the mean will be across samples



DESIGN OF EXPERIMENTS – A/B TESTING

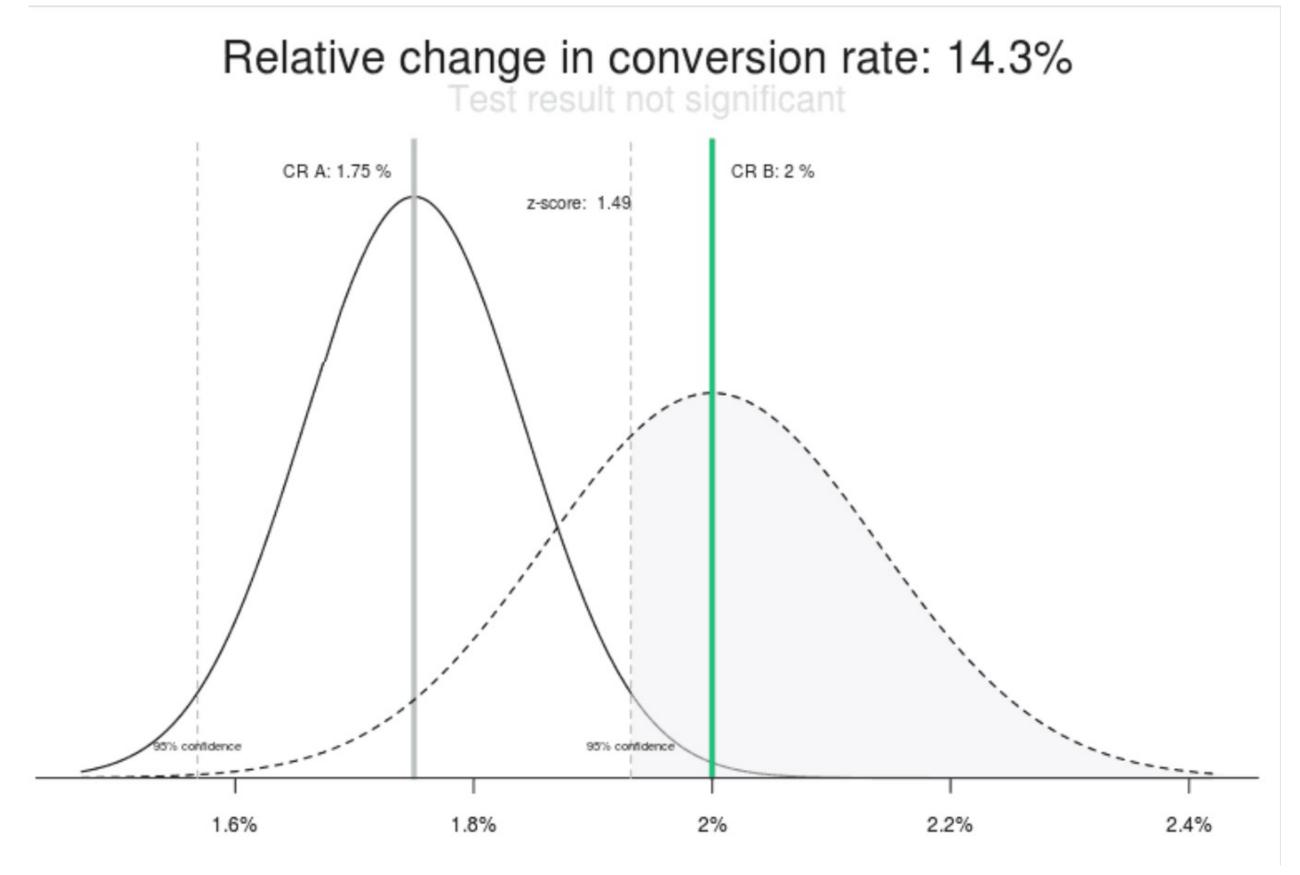
A/B testing set up







A/B testing set up











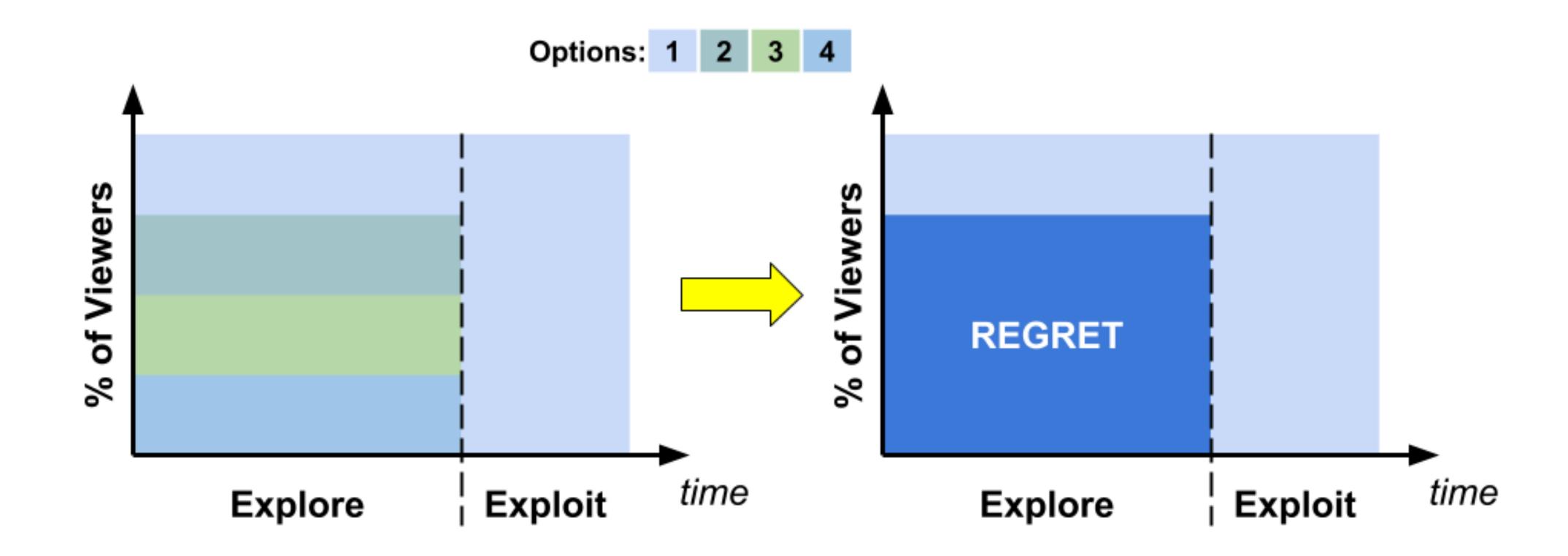






EXPLORE-EXPLOIT DILEMMA

A/B/C... testing

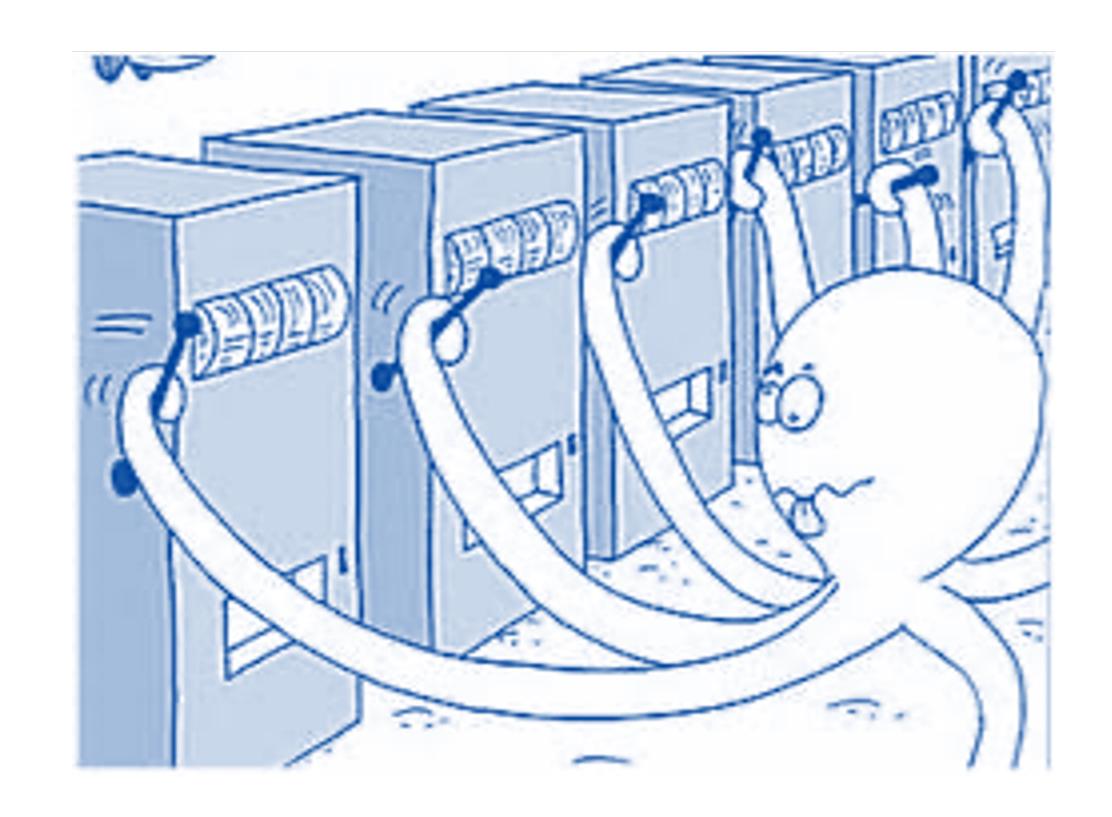




MULTI-ARMED BANDITS (MAB)

Dynamically adjust the allocation

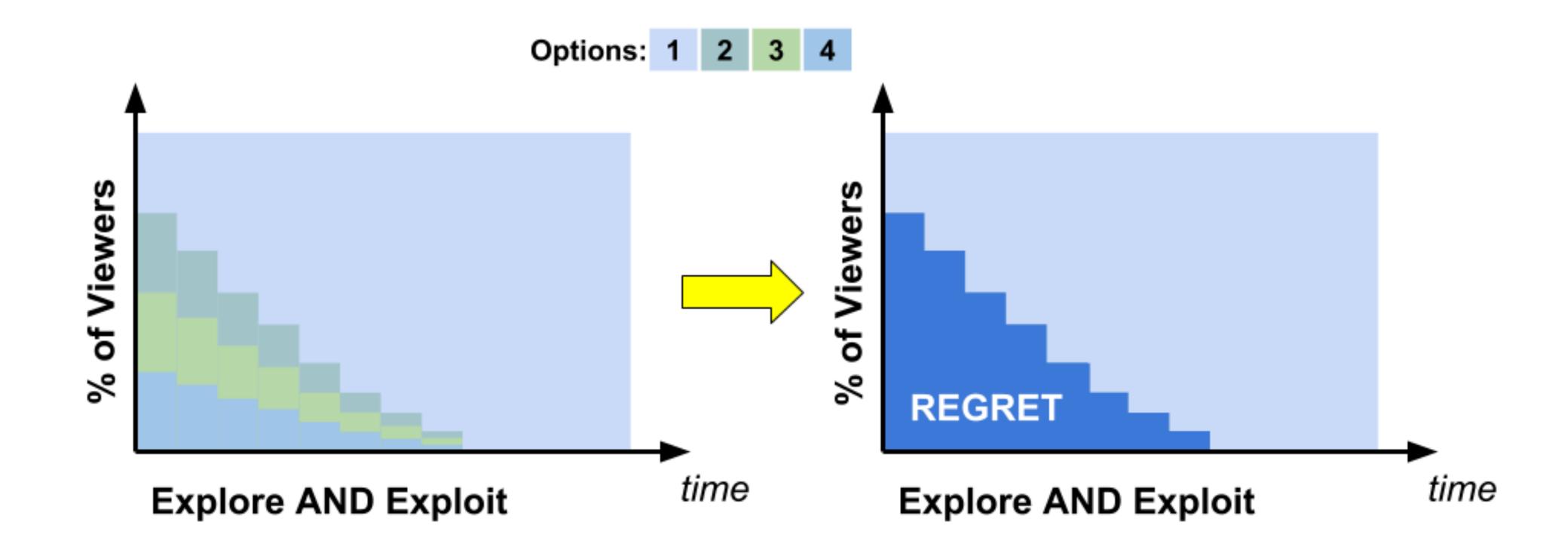
"Multi-armed bandit" - a hypothetical experiment where a person must choose between multiple actions — which slot machine to pull, in which order and how many times, each with an unknown payout. The goal is to obtain the most profitable outcome through a series of improving choices.





EXPLORE-EXPLOIT DILEMMA

Multi-arm bandits

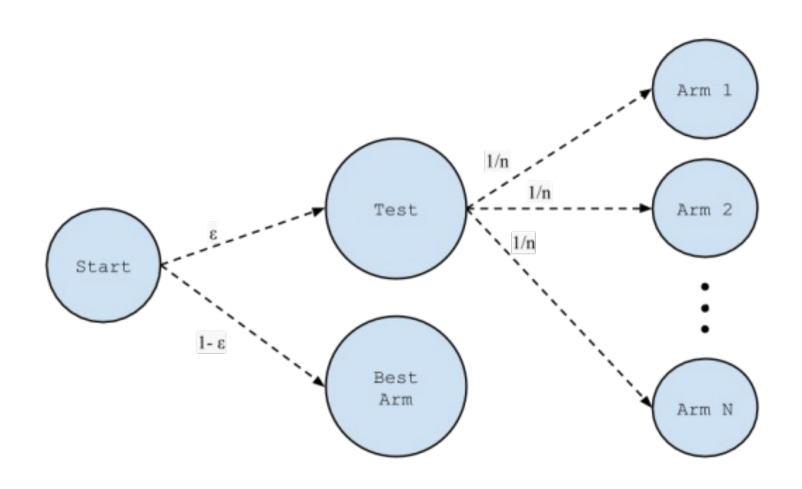




MULTI-ARMED BANDITS

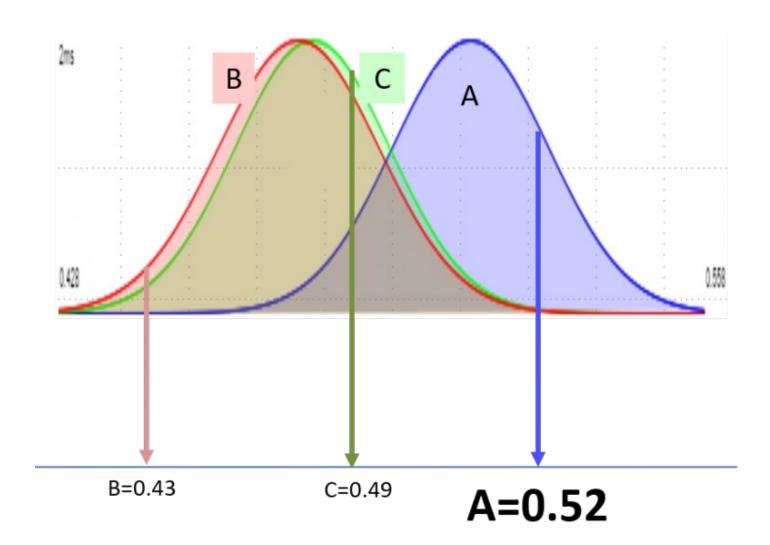
Solution strategies

Epsilon-greedy algorithm



- On every step select the higher expected mean reward option with probability 1- eps (exploit) and others with eps/n, eps –probability of explore
- Update mean rewards
- Most time exploiting

Thompson sampling



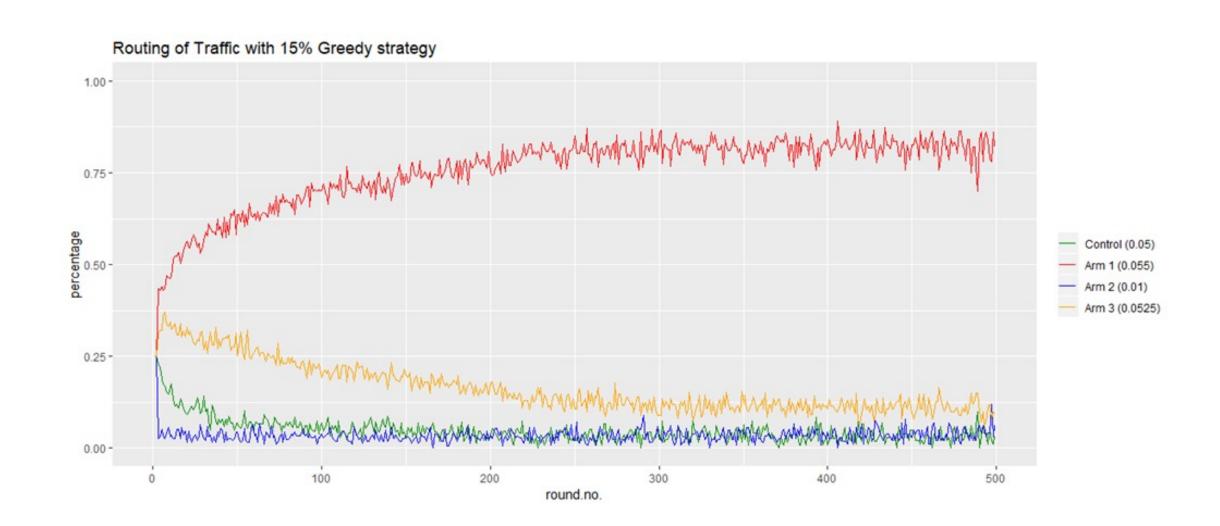
- On every step sample from the distribution of expected rewards and choose one with largest sample.
- Update posterior distributions



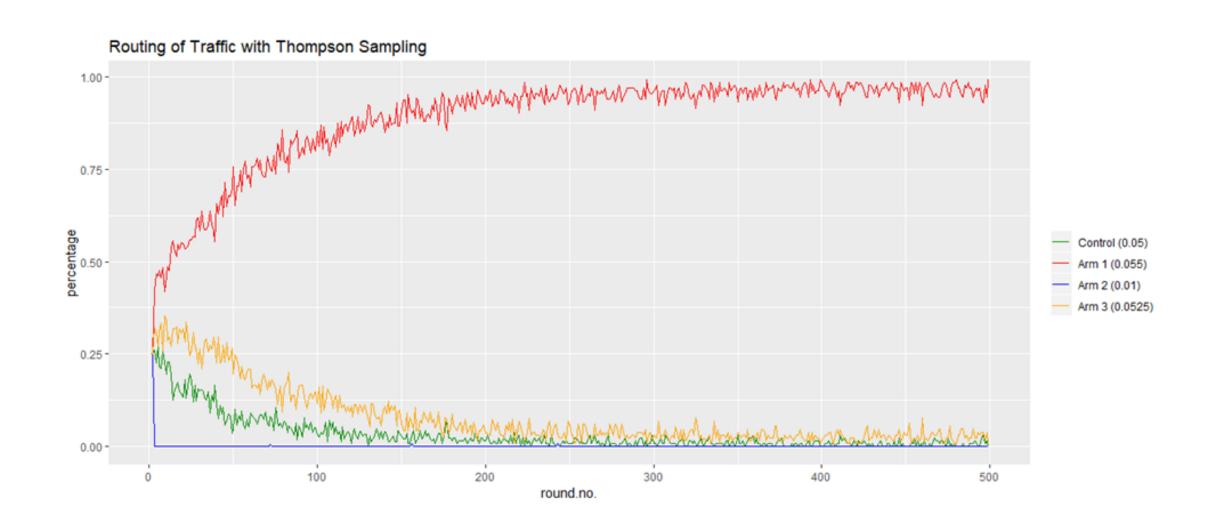
MULTI-ARMED BANDITS

Solution strategies

Epsilon-greedy algorithm



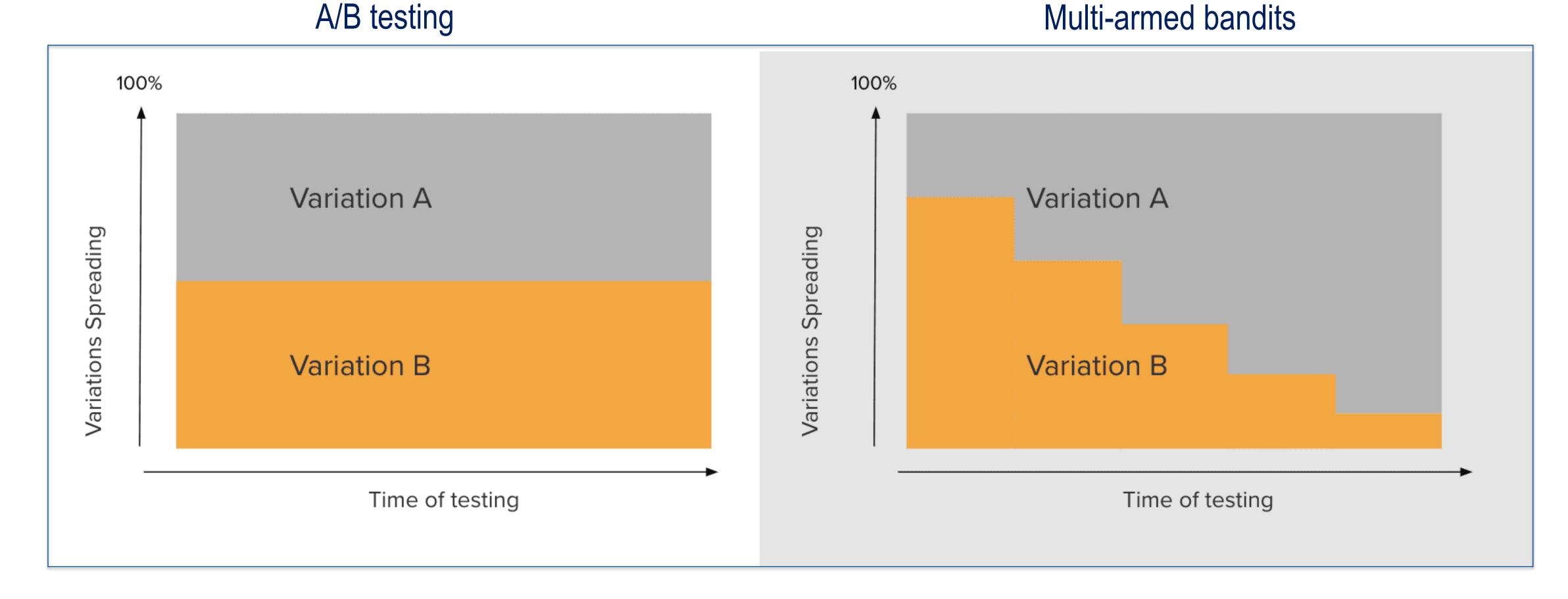
Thompson sampling





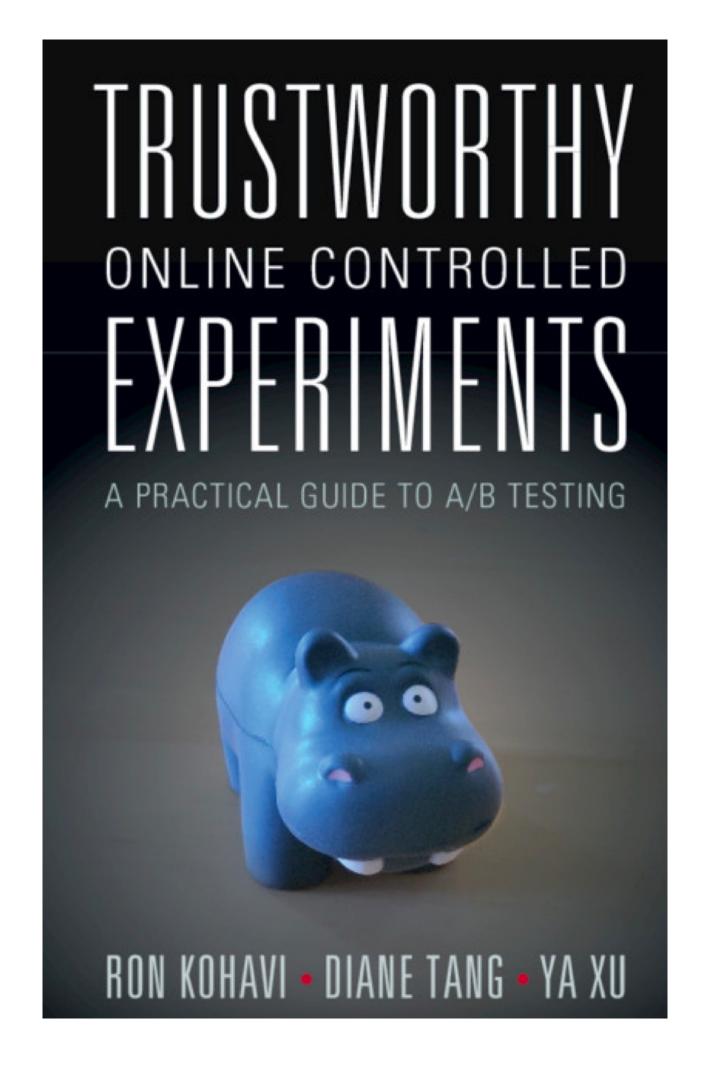
DESIGN OF EXPERIMENTS

Multi-armed bandits





MORE READING





UNIVERSITY