



Lyft Data Challenge 2019

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Problem Statement





Problem Statement

- What is a driver churn?
- What factors affect driver churn?
- How to reduce churn?
- Test hypothesis!



Definition of driver churn

- Assumption:

Drivers who have more than 10 days of inactivity have churned

- Last day is 2016/06/27
- Look for driver whose last day of activity was before 2016/06/17

Why 10?

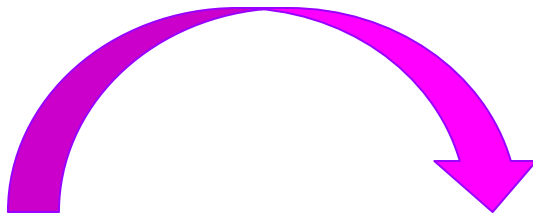
- We call 10 the “window”
- Find a window such that the gap between not giving any ride is smallest
- Assign True or False to `driver_id_rest_too_long`

	driver_id	0	1	2	3	4	5	6	7	8	has_churned
	002be0ffdc997bd5c50703158b7c2491	35.0	45.0	32.0	10.0	10.0	29.0	46.0	47.0	23.0	0
	007f0389f9c7b03ef97098422f902e62	1.0	1.0	9.0	5.0	0.0	6.0	5.0	2.0	2.0	0
	011e5c5dfc5c2c92501b8b24d47509bc	7.0	4.0	1.0	5.0	7.0	5.0	5.0	0.0	0.0	1

Why 10?

- Did not drive on week 2, 3, 4, 5
- Drove again on week 6, 7
- Did not drive on week 8

Has he churned?
No! Is he taking a break?



	driver_id	0	1	2	3	4	5	6	7	8	has_churned
8d5a99f2032a336a57222948915edf09	31.0	26.0	0.0	0.0	0.0	0.0	0.0	2.0	1.0	0.0	1

Why 10?

- For a window of 7, 320 drivers “took a break” for 7 days
- For a window of 10, 197 drivers “took a break” for 10 days
- For a window of 30, 14 drives “took a break” for 30 days

	driver_id	0	1	2	3	4	5	6	7	8	has_churned
002be0ffdc997bd5c50703158b7c2491		35.0	45.0	32.0	10.0	10.0	29.0	46.0	47.0	23.0	0
007f0389f9c7b03ef97098422f902e62		1.0	1.0	9.0	5.0	0.0	6.0	5.0	2.0	2.0	0
011e5c5dfc5c2c92501b8b24d47509bc		7.0	4.0	1.0	5.0	7.0	5.0	5.0	0.0	0.0	1

Feature Engineering



Feature Engineering



Features	Explanation
fare	The revenue generated by the ride. Calculated from the formula: $\text{Fare} = (\text{base fare} + \text{cost per mile} \times \text{miles traveled} + \text{cost per min} \times \text{mins traveled}) \left(1 + \frac{\text{prime time}}{100}\right) + \text{service fee}$
drop_requested_lag	lag between a driver dropping off a passenger and picking up next passenger
ride_prime_time	Prime Time applied on the ride
driving_period	The time elapse between the first a driver drove till the last day he drove. The driver may rest in the middle.

Feature Engineering



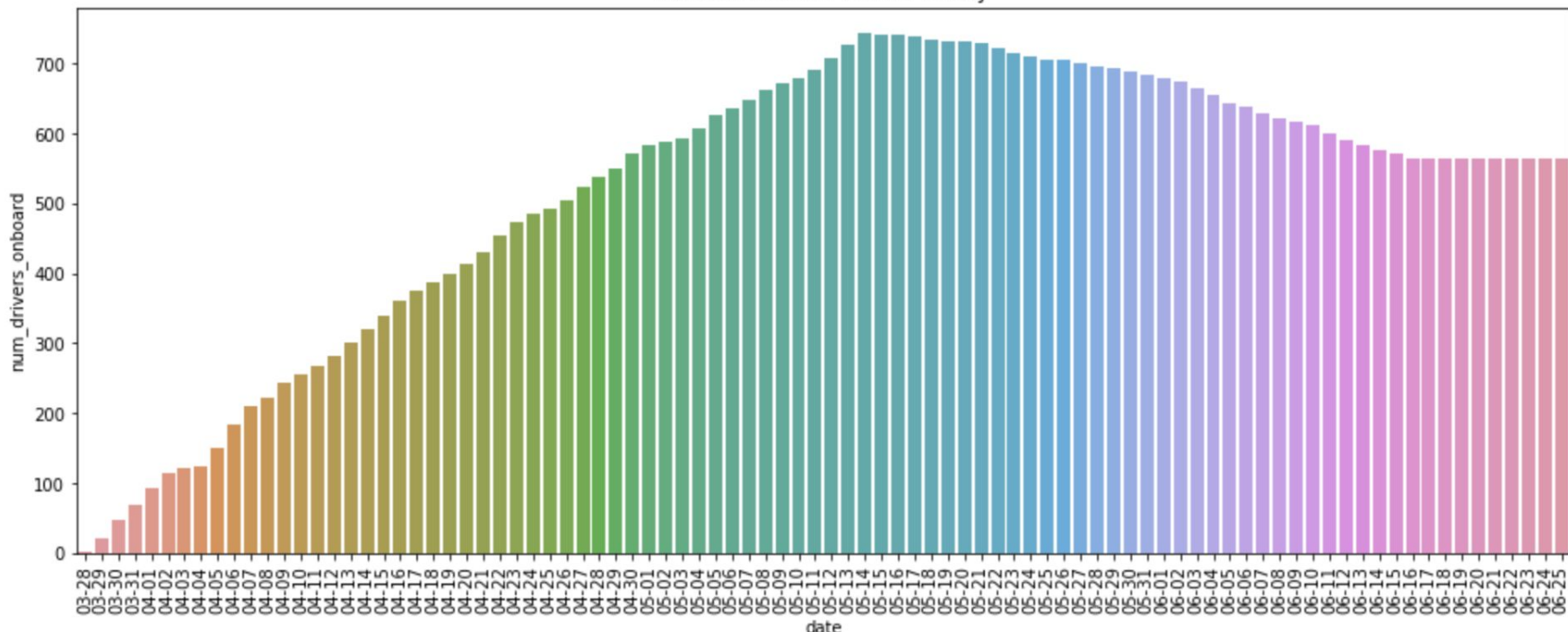
Features	Explanation
unique_days	The number of days a driver actually drove
is_weekday	The percentage of the drives that happened on weekdays for a driver
is_late_ride	The percentage of rides that took place after 11pm for a driver
has_churned	According to our assumption, whether this driver has been churned. Binary.

Methodology

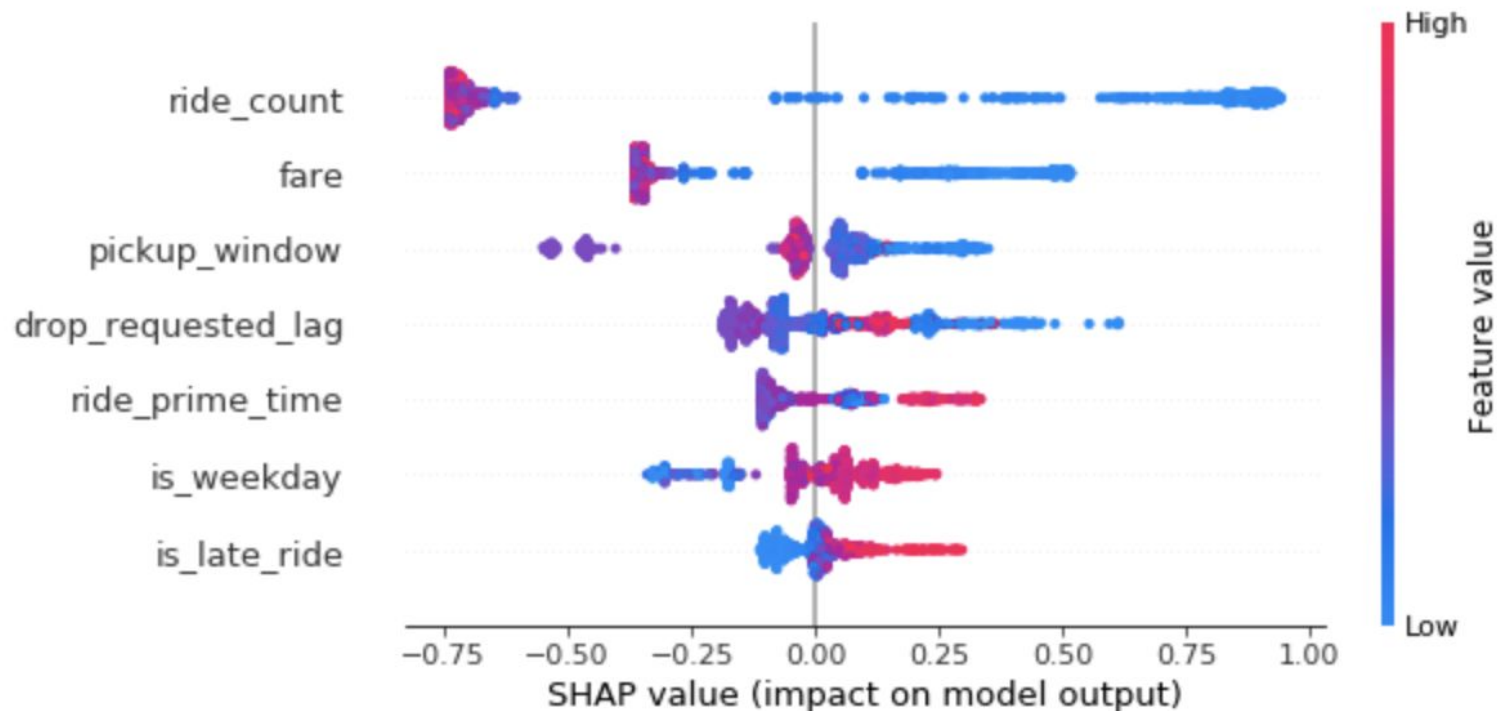


Definition of driver churn

Number of Active Drivers vs Day



Factors affecting driver churn



Factors affecting driver churn



From 1st Challenge,

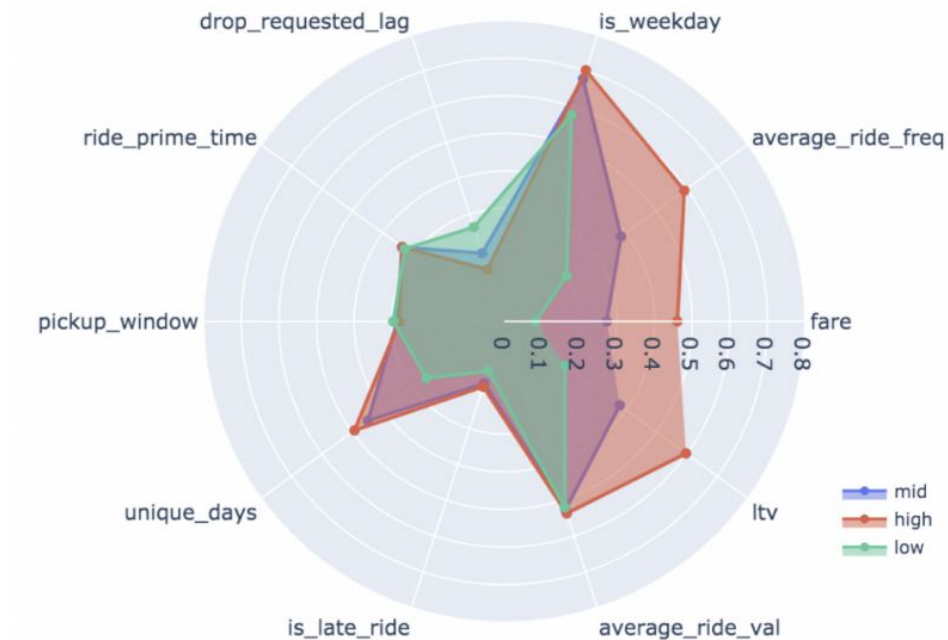


Figure 4: Radar Chart of Features



Steps to reduce churn

- Increase driver's take-home pay!
- Offer a bonus based on “streaks”, such as rewarding them if they drive more consistently. This can help minimize their gap of `average_ride_freq` with high value drivers (as seen in the radar plot)



Hypothesis

- If we increase their take-home pay, churn rate will reduce
- Assume Lyft now takes a 20% cut from how much a driver makes per trip
- What if Lyft takes only 15% cut?



Hypothesis: Why impactful?

- Drivers will be lured to drive for a longer period
- Lower churn rate = \$\$\$\$

Experiment: Original

- The original churn rate is around 30%
- Fit an XGBoost model to predict `has_churned` (label)
- Average AUC of 0.86 on 5 fold validation set



Experiment: Setup

- Increase fare for drivers who are predicted to churn by 6%
- Quick and easy to increase in take-home pay
- Why use 6%? $0.8 * 1.06 = 0.85$
- Drivers take home 85% of a fare

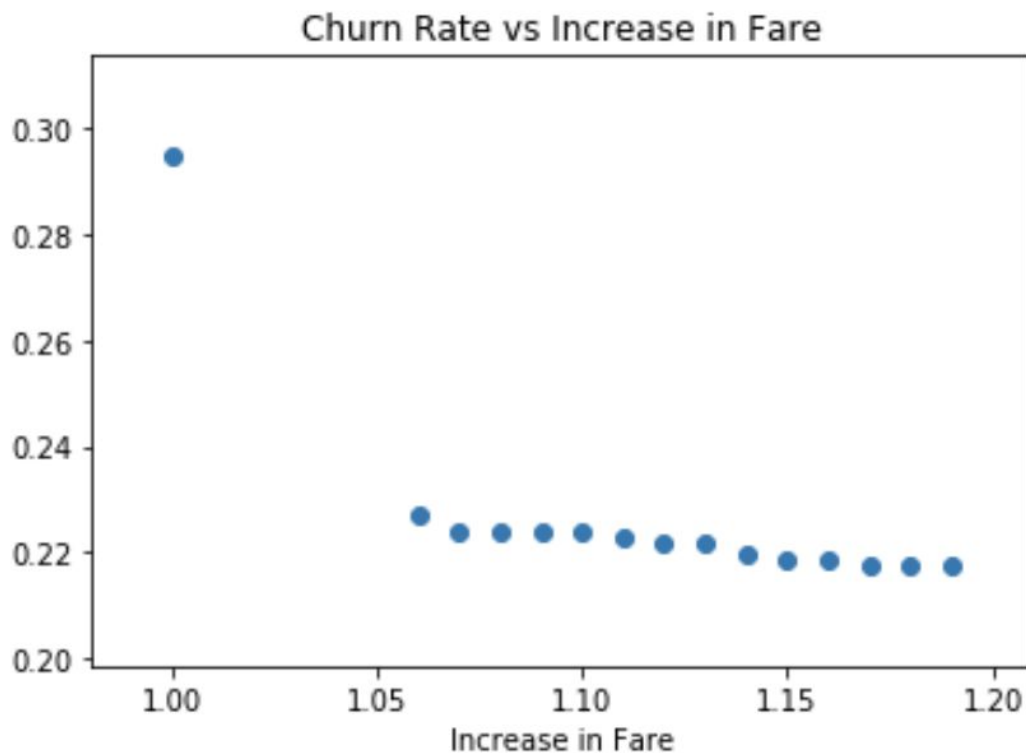
Experiment: Setup

- Holding all features unchanged, predict `has_churned (predicted)` using the original trained XGBoost
- Compare `has_churned (label)` with `has_churned (predicted)`
- Calculate overall `has_churned (predicted)`

Experiment: Result

- Repeat experiment from increase by 6% to 20%
- Translates to take-home pay of 85% to 96%

Experiment: Result





Experiment: Metrics

- AUC to predict `has_churned`, or better, `(will_churn)`
- Reduce in a driver's "break"
- Change in behavior: from `has_churned = 1` to `has_churned = 0`



Experiment: How long?

- Observe activities of drivers who have high probability to churn
- Run experiment for 2 or 3 months to check if increasing their take-home pay convinced them to stay

Experiment: Make decision?

- We are able to run the models and calculated the change in the churn rate.
- Do the statistical test to see if the change is significant or not.
- If it is significant, then we conclude that the change does affect the churn.

Conclusion



Conclusion

- Increase in a driver's take-home pay reduces churn for drivers!



Acknowledgement

Thank you Lyft (and Deitrick especially)!





The End

Questions?

