

# Incentivizing Exploration by Heterogeneous Users

COLT 2018

Bangrui Chen, Peter Frazier

Cornell University  
Operations Research and Information Engineering  
bc496@cornell.com, pf98@cornell.edu

David Kempe

University of Southern California  
Department of Computer Science  
david.m.kempe@gmail.com

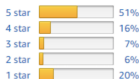
July 8, 2018

# Customers Undervalue Exploration



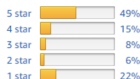
★★★★☆ 2,202

3.7 out of 5 stars ▾



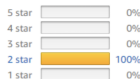
★★★★☆ 508

3.6 out of 5 stars ▾



★★★★☆ 1

2.0 out of 5 stars ▾



- Incentives are misaligned:
  - Customers are myopic and want to **exploit**
  - Amazon wants customers to **explore**
- To fix this, Amazon can **incentivize exploration**

# Previous Work

---

## Without Money Transfer

- Kremer, Mansour & Perry 2014
- Mansour, Slivkins & Syrgkanis 2015
- Mansour, Slivkins, Syrgkanis & Wu 2016
- Mansour, Slivkins & Wu 2018
- Slivkins 2017

## With Money Transfer

- Frazier, Kempe, Kleinberg & Kleinberg 2014
- Han, Kempe & Qiang 2015
- This paper

# We Incentivize **Heterogeneous** Agents

---



- **Our setting:** Customers have different preferences
- **Challenge:** Amazon doesn't know these preferences
- **Opportunity:** Heterogeneity provides free explorations

# Problem Setting

---

## Agents

- Myopic agents arrive sequentially
- Agent  $t$  has linear utility with preference vector  $\theta_t \in \mathbb{R}^d$  drawn from known distribution  $F$

## Arms

- Each arm has an unknown feature vector  $u_i \in \mathbb{R}^d$
- Pulls give noisy observation of  $u_i$
- Everyone observes averages  $\hat{u}_{i,t}$  of each arm's past pulls

## Agents' behavior

- Principal chooses payment  $c_{t,i}$  for arm  $i$  at time  $t$
- Agent  $t$  pulls arm  $i_t = \arg \max_i \{\theta_t \cdot \hat{u}_{i,t} + c_{t,i}\}$

## Principal's Goal

- Minimize cumulative regret with small cumulative payment

# Algorithm Sketch

---

An arm is **payment-eligible** if:

- without incentives, its probability of being pulled is below a threshold
- AND it hasn't been pulled in a long-time

Our **algorithm**:

- If there is a payment-eligible arm, offer enough incentive to raise its probability of being pulled above the threshold
- Otherwise, let agents play myopically

# Key Assumptions

---

- **(Every arm is someone's best)** Each arm is preferred by at least  $p$  fraction of users.
- **(Compact Support)**  $\theta$  has compact support.
- **(Few near-ties)** Let  $q(z)$  be the proportion of agents with  $\text{Utility}(\text{best arm}) \leq z + \text{Utility}(2^{\text{nd}} \text{ best arm})$ . Then  $q(z) \leq L \cdot z$  for all small enough  $z$ .

# Main Result

---

## Theorem 1

Our policy achieves:

- expected cumulative regret  $O(Ne^{2/p} + LN \log^3(T))$ ,
- using expected cumulative payments of  $O(N^2e^{2/p})$ .

We improve our bounds to polynomial in  $1/p$  if

- agent preferences are discrete,
- OR we know a lower bound on  $p$ .



## Discrete Preferences Give Constant Regret

---

### Theorem 2

When agent preferences are discrete ( $L = 0$ ):

- expected cumulative regret  $O(N^2/p)$ ,
  - using expected cumulative payments of  $O(N/p)$ .
- 
- Regret and payment are constant in  $T$
  - The classical MAB has regret  $O(\log T)$
  - **Heterogeneity gives free exploration**

# Questions?

---

Thanks for your time!