

# AI at the Webscale Project Results

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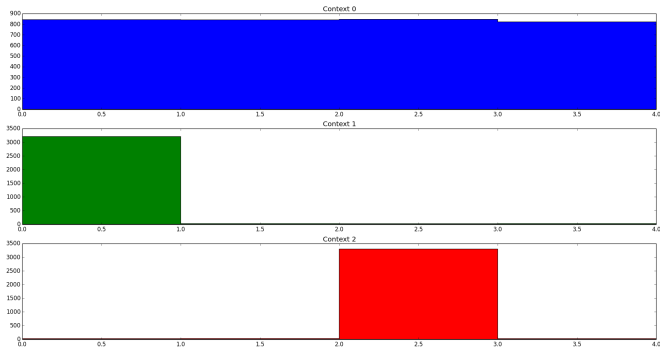
- Epsilon-greedy - Good baseline
- Gibbs-sampling - Too computationally expensive
- Thompson-sampling



$$r = \beta_0 + \beta_{x_1} c_1 + \dots + \beta_{x_k} c_k + \\ \beta_{y_1} a_1 + \dots + \beta_{y_l} a_l + \\ \beta_{z_1} c_1 a_1 + \dots + \beta_{z_m} c_k a_l$$

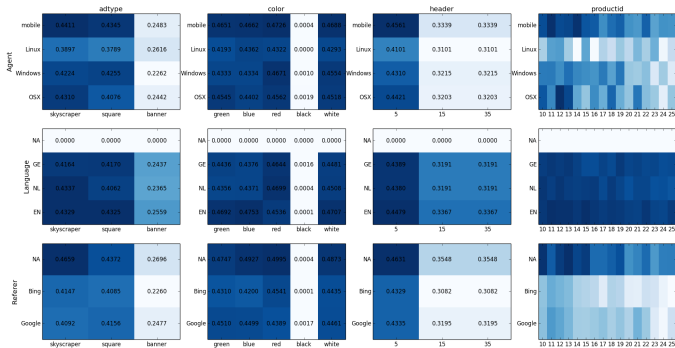
- Reward for update: use *price · effect* instead of *effect*
- Price: Maximize polynomial:  $\beta_0 + \beta_1 \cdot p + \beta_2 \cdot p^2$  instead of bucketing: [1, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50]

# Visualization of policy



- Pre-defined distribution for 1 context parameter (with 3 values), and 4 arms

# Visualization of context vs. proposal



- Every possible combination of proposal parameters, except *price* = 1

# Miscellaneous improvements

- Multivariate Gaussian speedup: using Cholesky transformation
- Use 5000 random interactions to give model 'warm start' before doing actual predictions
- Add features for user ID: average price user paid previously, and whether the user actually bought anything



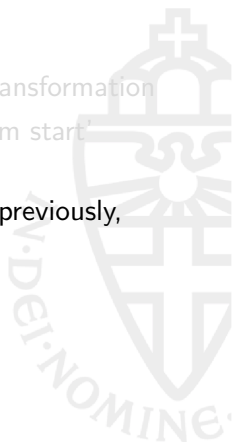
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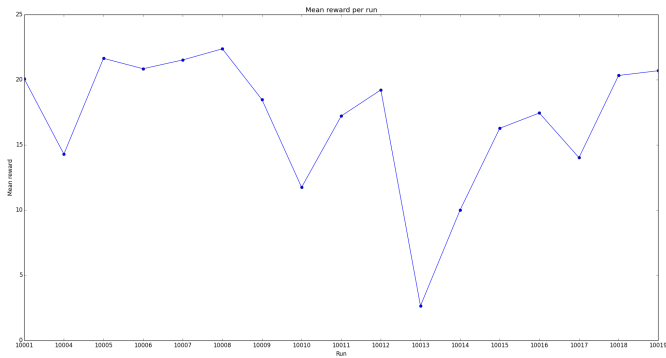




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# Results



- Model tested on 17 runID's
- Total reward: 28.867.200
- Mean reward per interaction: 16,98 (std: 5,008)
- Time taken per run: ~01:25h per run