### DOTE 6635: Artificial Intelligence for Business Research

### Prediction Problems in Business Research

### Renyu (Philip) Zhang

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## Why Do We Care About Predictions?

- Everyone cares about the prediction of macro economic/political/natural outcomes.
  - · Population, elections, GDP, poverty, tax policy, market research, when will humans run out of fossil fuel, etc.
- Sometimes good predictions could directly lead to good decisions/policies.
  - Weather forecast, demand forecast, stock/asset return, recommendation system, user/patient LT(V), cancer screening, insurances, bail out, etc. American Economic Review: Papers & Proceedings 2015, 105(5): 491–495 http://dx.doi.org/10.1257/aer.p20151023

$$\frac{d\pi(X_0, Y)}{dX_0} = \frac{\partial \pi}{\partial X_0} \underbrace{(Y)}_{\text{prediction}} + \frac{\partial \pi}{\partial Y} \underbrace{\frac{\partial Y}{\partial X_0}}_{\text{causation}}.$$

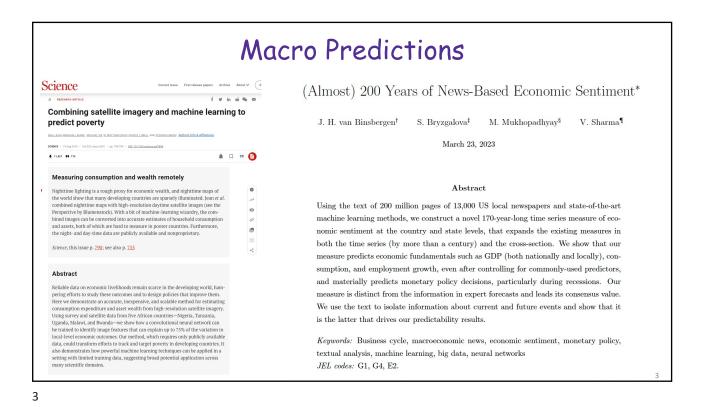
Prediction Policy Problems

By Jon Kleinberg, Jens Ludwig, Sendhil Mullainathan, and Ziad Obermeyer®

- Causal inference is all about predicting the counterfactual outcomes.

   Causal ML, DML, honest tree, matrix completion, etc.

  Empirical policy research often focuses on causal inference. Since policy choices seem to depend on understanding the counterfactual—what happens with and without a policy—this tight link of causality and policy seems natural. While this link holds in many cases, we argue that there are also many policy applications where causal inference is not central, or even necessary.





### Recommendation (Business)



MANAGEMENT SCIENCE

# MIS Marterly

#### Learning Preferences with Side Information

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Anstract. Product and content personalization is now ubiquitous in e-commerce. There are typically not enough available transactional data for this task. As such, companies today seek to use a variety of information on the interactions between a product and a customer to drive personalization decisions. We formalize this problem as one of recovering a large-scale matrix with side information in the form of additional matrices of conforming dimension. Viewing the matrix we seek to recover and the side information we have as sikes of a tensor, we consider the problem of siker recovery, which is to recover specific silices of a simple' tensors from noisy observations of the entire tensor. We propose a definition of simplicity that on the one hand elegantly generalizes a standard generative model for our motivating problem and on the other hand subsumes low-rank tensors for a variety of existing definitions of tensor rank. We provide an efficient algorithm for sike recovery that is practical for massive data sets and provides a significant performance improvement over state-of-the-art incumbent approaches to tensor recovery. Furthermore, we establish near-optimal recovery guarantees that, in an important regime, represent an order improvement over the best available results for this problem. Experiments on data from a music streaming service demonstrate the performance and scalability of our algorithm.

History: Accepted by Noah Gans, stochastic models and simulation.

Supplemental Material: The e-companion is available at https://doi.org/10.1287/mnsc.2018.3092.

Keywords: personalization • e-commerce • online retail • recommender systems • collaborative filtering • matrix recovery • tensor recovery • side information • multi-interaction data

#### ON THE DIFFERENCES BETWEEN VIEW-BASED AND PURCHASE-BASED RECOMMENDER SYSTEMS<sup>1</sup>

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E-commerce platforms often use collaborative filtering (CF) algorithms to recommend products to consumers. What recommendations consumers receive and how they respond to the recommendations largely depend on the design of CF algorithms. However, the extant empirical research on recommender systems has primarily focused on how the presence of recommendations affects product demand, without considering the underlying algorithm design. Leveraging a field experiment on a major e-commerce platform, we examine the differential impact of the sequence of the designs river-lawser with the product of the platform of the production of the products of the product of the product of the designs or individual products. First, VAV is about seven times more effective in percenting additional product views than PAP but only about twice as effective in generating additional products with interesting the set of the products with their presenting residence rates (PRs.). We show that the products with their present products receive the increasing the views but more effective in increasing the sales of products with they purchase incidence rates (PRs.). Finally, when aggregated over all products with the same levels of price or PIRs, VAV is dominates PAP in generating views and the difference is more effective for products with higher press or lower PIRs. Interestingly, PAP is more effective than VAV in increasing the sales of products with how prices or moderate PIRs, though VAV generates more sales than PAP overall. Our findings suggest that plaforms may benefit from employing different CF designs for different types of products.

Keywords: Collaborative filtering, substitute, complement, price, purchase incidence rate, cross-sell, up-sell

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## Recommendation (CS)

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Deconfounding Duration Bias in Watch-time Prediction for Authors: Buohan Zhan, Changbus Pel, Giang Su, Janfeng Wen, Xueilang Wang, Guanyu Mu Dong Zheng, Peng Jiang, Kun Gai Authors Into & Claims ↑ DeReader PDF 1,454 حبر 17 وو | ABSTRACT Watch-time prediction remains to be a key factor in reinforcing user engagement via vio nendations. It has become increasingly important given the ever-growing popularity of on videos. However, prediction of watch time not only depends on the match between the user and the recommendation is always biased towards videos with long duration. Models trained on this videos with long duration but overlook the underlying user interests. This paper presents the first worl illuminating that duration is a confounding factor that concurrently affects video exposure and watchtion---the first effect on video causes the bias issue and should be eliminated, while the second effect on watch time originates from video intrinsic characteristics and should be preserved. To remove the undesired bias but leverage the natural effect, we propose a Duration-Deconfounded Quantile-based (D2Q) watch-time prediction framework, which allows for scalability to perform or the effectiveness of this duration-deconfounding framework by significantly outperforming the state-ofthe-art baselines. We have fully launched our approach on Kuaishou App, which has substantially

#### Deep Neural Networks for YouTube Recommendations

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You'lube represents one of the largest scale and most sophisticated industrial recommendation systems in existence. In this paper, we describe the system at a high level and focus on the dramatic performance improvements brought by deep learning. The paper is split according to the classic two-stage information retrieval dichotomy: first, we detail a deep candidate generation model and then describe a separate deep ranking model. We also provide practical elsessmand insights derived from designing, iterating and maintaining a massive recommendation—

der system; deep learning; scalability

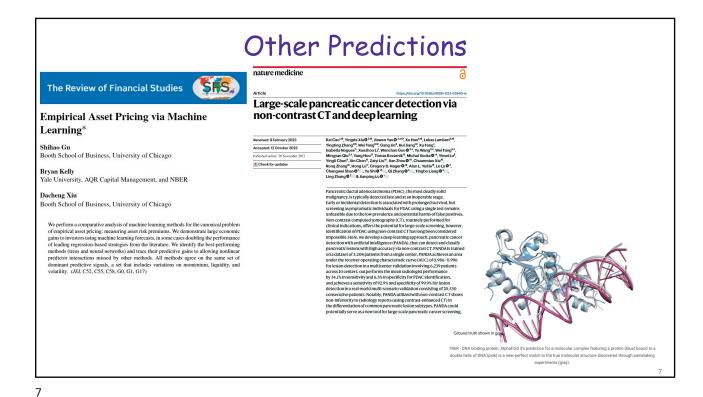
#### 1. INTRODUCTION

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Table 3: Live experiments on Kuaishou App. We use VR as a baseline and show the relative performance of WLR and Res-D2Q with #Groups = 30. The square brackets represent the 9% confidence intervals for online metrics. Statistically-significant improvement (whose value is not in the confidence interval) is marked with bold front in the table.

Method	Main Metric.	Constraint Metrics.			
	Watch Time	Like	Follow	Share	Comment
WLR v.s. VR (baseline)	+0.184%	+1.012%	+0.214%	+0.959%	-0.137%
	[-0.16%, 0.16%]	[-0.50%, 0.51%]	[-0.4%, 0.4%]	[-1.31%, 1.40%]	[-0.75%, 0.73%]
Res-D2Q v.s. VR (baseline)	+0.746%	+0.251%	-0.167%	-0.861%	+0.271%
	[-0.15%, 0.15%]	[-0.41%, 0.41%]	[-0.6%, 0.6%]	[-1.21%, 1.21%]	[-0.85%, 0.86%]



### Predictions Interact with Decisions **Human Decisions and Machine Predictions\*** Main Results in This Paper The Quarterly Journal of Economics, Volume 133, Issue 1, February 2018, Pages 237–293, Hold-Out https://doi.org/10.1093/qje/qjx032 Published: 26 August 2017 110,938 PDF ■ Split View 66 Cite P Permissions < Share ▼ Abstract Can machine learning improve human decision making? Ball decisions provide a good test case. Millions of times each year, Judges make jail-or-release decisions that hinge on a prediction of what a defendant would do if released. The concreteness of the prediction task combined with the volume of data available makes this a promising machine-learning application, Yet comparing the algorithm to judges proves complicated. First, the available data are generated by prior judge decisions. We only observe crime outcomes greated agreements of the properties of the properties of the properties of the properties of the properties. Second, Judges may have a broader set of preferences than the variable the algorithm predicts; for instance, Judges may eare specifically about violent crimes or about racial inequities. We deal with these problems using different econometric strategies, such as quasi-random assignment of cases to Judges. Even accounting for these concerns, our results suggest potentially large welfare gains: one policy simulation shows crime reductions up to 4.9% with no increase in crime rates. Moreover, all categories of crime, including violent crimes, show reductions; these gains can be achieved while simultaneously reducting racial disparties. These results suggest that while machine learning can be valuable, realizing this value requires integrating these tools into an economic framework-being clear about the link between predictions and decisions, specifying the scope of payoff functions; and constructing unbiased decision counterfactuals. Data Crime Predictor $(y_i, x_i)$ Training Set Train Using 5-fold Cross Validation 44,375 | 44,375 | 44,375 | 44,376 | Crime Predictor Untouched Until Editorial Revision (This Draft) FIGURE I Partition of New York City Data (2008-13) into Data Sets Used for Prediction JEL: C10 - General, C55 - Large Data Sets: Modeling and Analysis, K40 - General and Evaluation

### When Do Predictions Make No Sense?

- You are not predicting sufficiently important macro economic/political/natural outcomes.
- · Your prediction is neither accurate nor causal for decision-making.

$$\frac{d\pi(X_0, Y)}{dX_0} = \frac{\partial \pi}{\partial X_0} \underbrace{(Y)}_{\text{prediction}} + \frac{\partial \pi}{\partial Y} \underbrace{\frac{\partial Y}{\partial X_0}}_{\text{causation}}.$$

Your prediction of Y is not accurate.

Your causal identification is not clean.

 Your predictions of the counterfactual outcomes are ungrounded because of the violation of unconfoundedness (a.k.a. CIA) and/or common support (a.k.a. overlapping condition) assumptions.