

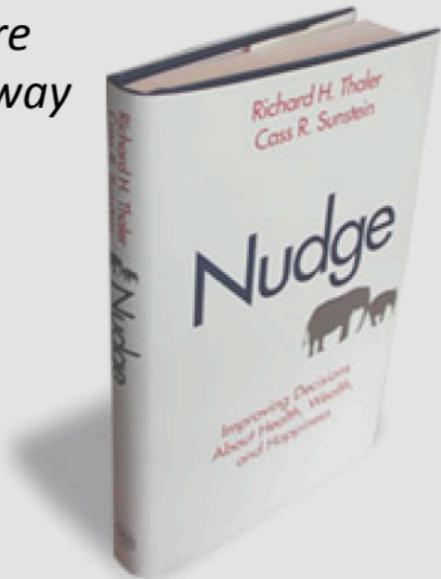
# A Nudge

*Evaluation Insights for Betfair*



*"A nudge is any aspect of the choice architecture  
that alters people's behaviour in a predictable way  
without forbidding any options."*

-Richard Thaler  
Professor of Behavioural Economics  
University of Chicago



## Big picture

- Betfair is an online ‘marketplace’
- Match odds, bet sizes are unknown *a priori*
- ‘Nudging’ user behaviour can be useful



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## Examples of ‘nudges’

- Informing (passive) users that their bets are likely to lapse
- Giving options to (active) users who want to cancel their bets
- Using a user skill database to incentivize selected (skilled) users
- All of the above need predictive capabilities

## Two key questions:

- What is the probability of any given bet being cancelled or lapsed?
- What is the probability of an individual user winning a transaction?

The goal of our analysis is to develop models to answer these questions.

# Data Analysis

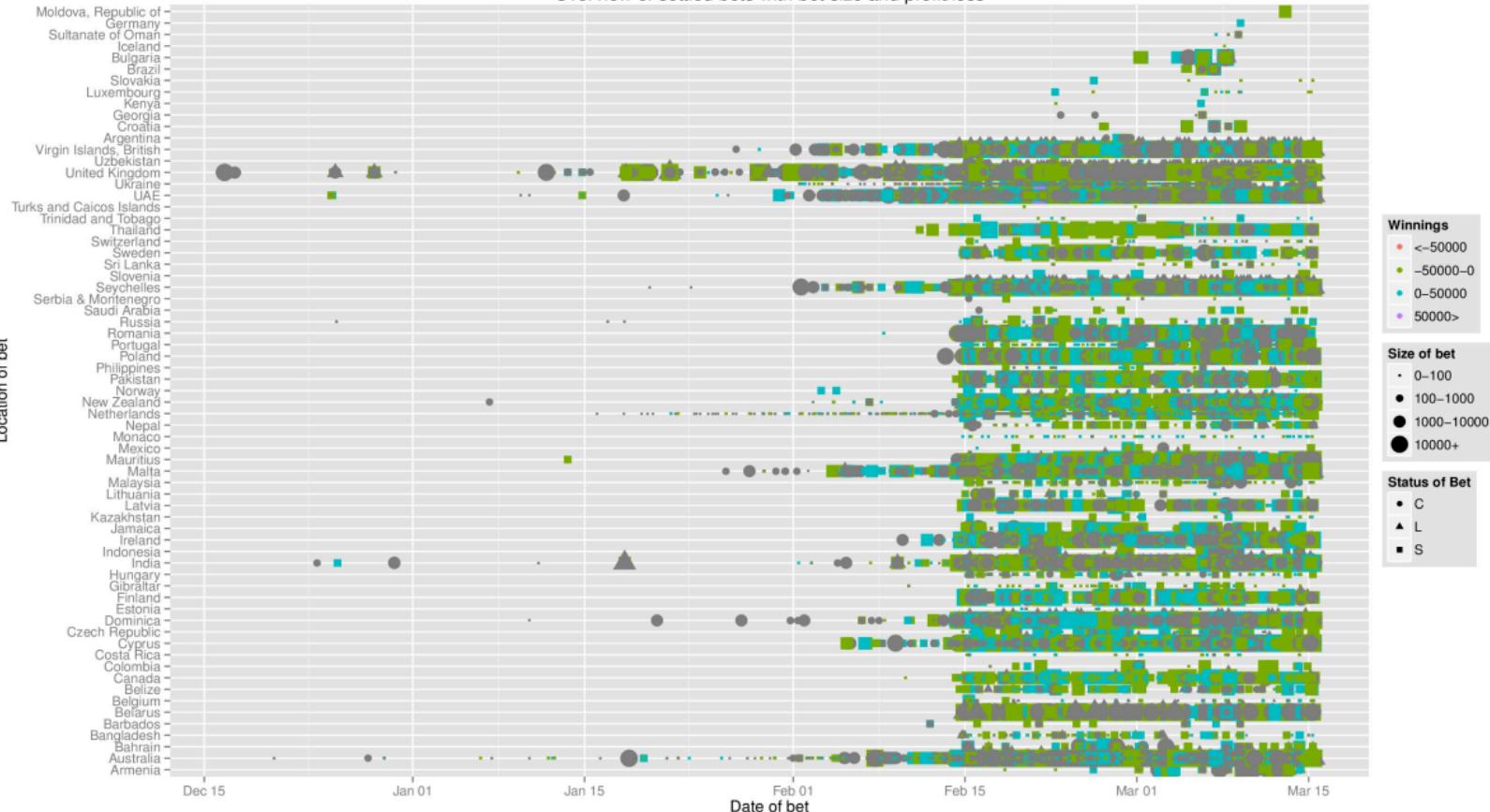


# Problem: Way too much data!

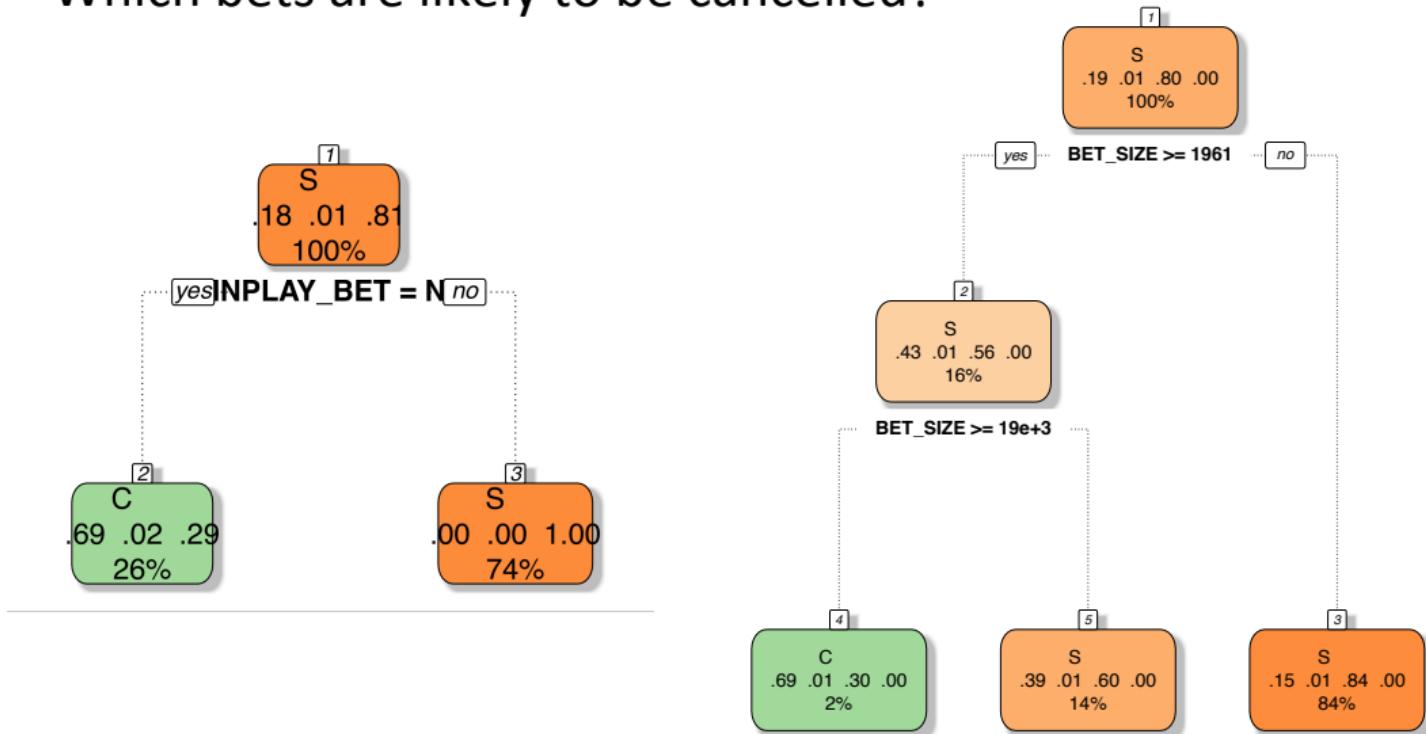
Overview of bets



### Overview of settled bets with bet size and profit/loss



# Which bets are likely to be cancelled?



C = Cancelled

L = Lapsed

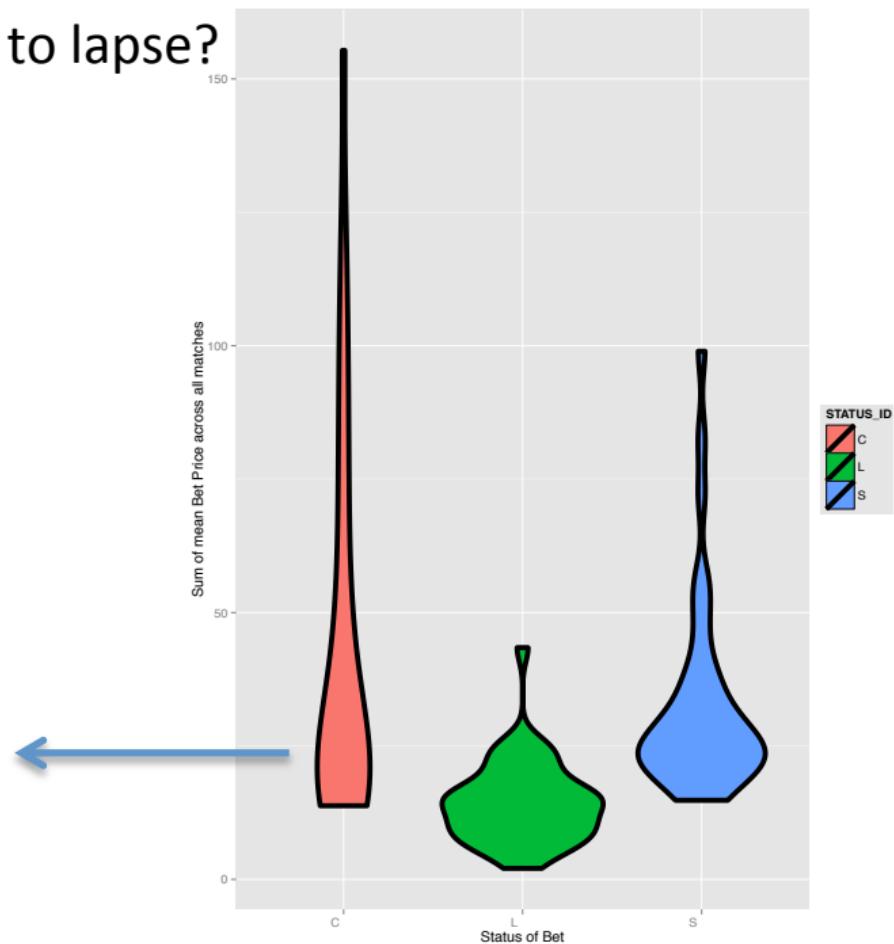
S = Settled

V = Void

# Which bets are likely to lapse?

## Aggregation Approach

- Mean bet price/match
- Summed over all matches



Thickness indicates frequency

- Cancelled bets correlate with bet size and whether they are made 'in-play'.
- Lapsed bets correlate with mean bet price.
- Possible confounders?

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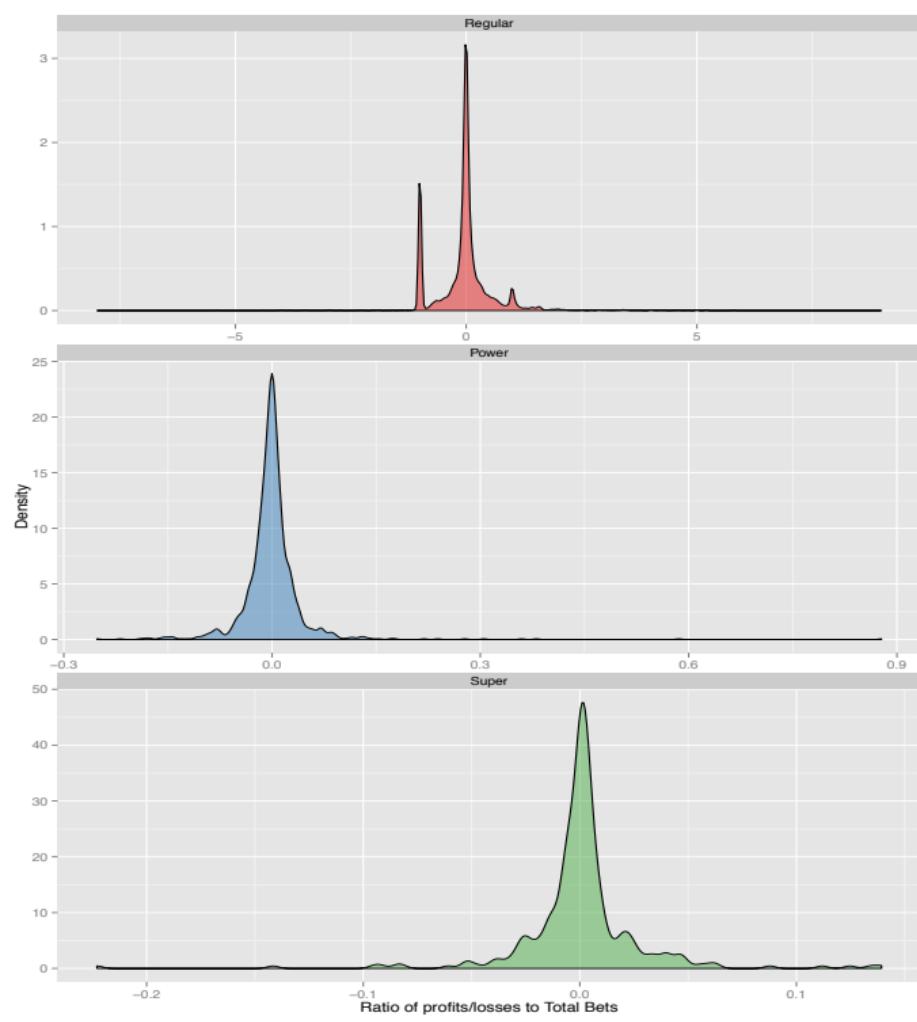
#### Second approach – look at users

- Separated users into ‘Regular’ (Total bets < 1 million AUD), ‘Power’ (Total bets < 10 million AUD) and ‘Super’ (Total bets > 10 million AUD) categories.
- ~18000 Regulars (R), ~1650 Power (P) and ~350 Super (S) users identified.

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- ~18000 Regulars (R), ~1650 Power (P) and ~350 Super (S) users identified.
- Key findings - Mean Bet sizes per user—~370 (R), ~1250 (P) and ~2700 (S) (all AUD)
- Mean transactions per user – ~50 (R), ~500 (P) and ~4450 (S) !
- Big players bet far more regularly – but are they better?



Total Profits/losses divided by total bets

Multiple modes = Lost everything

'Power' users do better than  
'regular' ones

'Super' users do the best  
- Right-shifted curve

Trickle up effect?

A landscape photograph of a field under a cloudy sky. The field is divided into two distinct sections: a brown, harvested area on the left and a green, growing area on the right. The text "Building Classifiers" is overlaid on the image, centered over the boundary between the two fields.

# Building Classifiers

- Model 1 – Lapsed/cancelled bet classifier

Methodology:

- Separated first 40 match (train) and QF data (test)
- Used Random Forest algorithm along with feature selection

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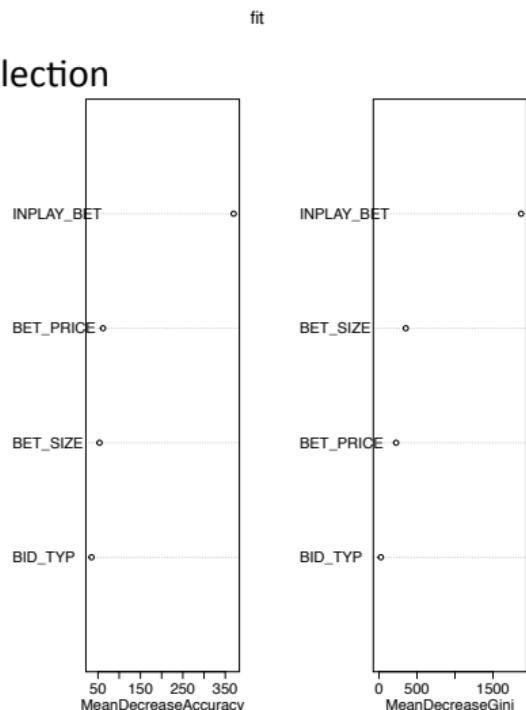
- Separated first 40 match (train) and QF data (test)
- Used Random Forest algorithm along with feature selection

### Results:

- 92.47 % accuracy (CI: 91.94 – 92.98)
- High sensitivity and specificity for cancelled bets.

### Limitations

- Poor performance with predicting lapsed bets
- Feature selection can be improved



- Model 2 – Individual user win/lose classifier

#### Methodology:

- Separated data into blocks, employed time series approach to each user
- Comprehensive feature engineering introduced including cumulative wins at sample, prior average bet size, prior profit/loss, number of prior bets etc
- Used a logistic regression classifier to predict win/loss

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#### Methodology:

- Separated data into blocks, employed time series approach to each user
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- Used a logistic regression classifier to predict win/loss

#### Results:

- It performs reasonably well.

#### Limitations:

- Future plans to try alternative approaches including random forest and neural networks to improve accuracy

A photograph of a paved road with a white dashed center line, flanked by tall, thin pine trees. The road leads towards a body of water and a distant shoreline under a clear sky.

# Conclusions and Future Work

## Conclusions

- Suggested mechanism - 'nudging' customers
- Requires predictive analytics
- Feature design for classification was informed by extensive data analysis
- Two classifier models were developed for bet status and individual user win/loss
- The approaches show promise