# AI: Strategy + Marketing (MGT 853)

Al and Customer Experience (Session 7)

Vineet Kumar

Yale School of Management Spring 2025

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# **Uber: Applying ML to Improve the Customer Pickup Experience**

- What is Uber's business problem?
  - Why is this an important problem?
  - To start solving a business problem, we need the following components: (a) Define the problem (b) Identify metric (not accuracy) (c) Intervention and (d) Evidence of improvement  $(\Delta \uparrow)$
- (How) can we do this without ML? (Can we just ask for pickup location? Address? Landmark?)
- Why do we think ML may help?
- We said that improving pickup happiness was the business goal.
  However, this depends on the type of person. The case mentions different Personas, let's do a deep dive into this idea of personas and (try) to identify what they care about. (Two sided Platform peed to worry about both riders and drivers.

- What are the prediction problems that will help Uber solve business problem?
  - Persona Multi-class classification problem (How do we validate?)
  - Pickup Location
    - What hypotheses could we have about the Pickup Location?
    - Do we have the y variable in the data? After the ride? Accurate?
  - Quality of Match between Rider (i) and Driver (j)
- What ML algorithms should we consider using?
- Do we observe happiness? No. So, should we use (U)nsupervised learning? Key Q is "Would it solve the business problem?"
- ullet Proxy variable approach to solving this  $\Longrightarrow$  converts this to (S)upervised Learning problem
  - What exactly is this Proxy variable approach?
  - How do we validate this?



- What decisions / actions should Uber take to increase PQM? (Algorithm, Rider, Driver)
- How do we deal with Venue pickups?
  - Why do we care specifically about this?
  - What specific / additional challenges does this bring up?
  - How do we solve this?
- What data do we have for the X variables directly available?
- Which ones are not directly available in the data? Which can we feature engineer? Which do we have to obtain from third party sources? Which ones are passive versus active?

- How do we measure value of the ML approach?
- Summarize the approach all the way from business problem to ML to back to business problem.
- Where have we used human judgment in Uber case?
- When should we use Semi-supervised Learning?
- How do we demonstrate value of ML in solving this problem?
  - Current approach (C), non-ML approach (T.A), ML approach (T.B)

# Gaming in Learning (Adversarial Learning)

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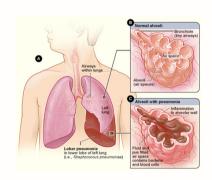
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#### So, what's the problem?

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  - What makes a good proxy? Can you prove it?



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  - Need to do a controlled experiment to demonstrate this link.

