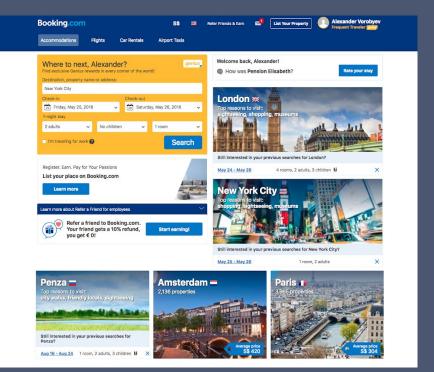
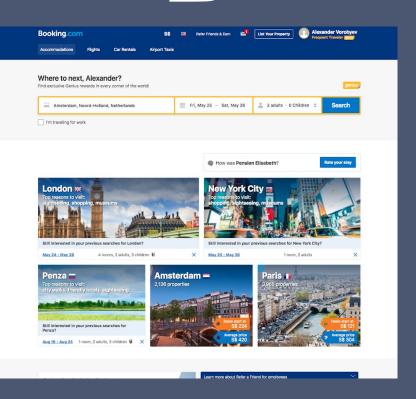
Booking.com Subpopulation-aware experimentation platform Christina Katsimerou

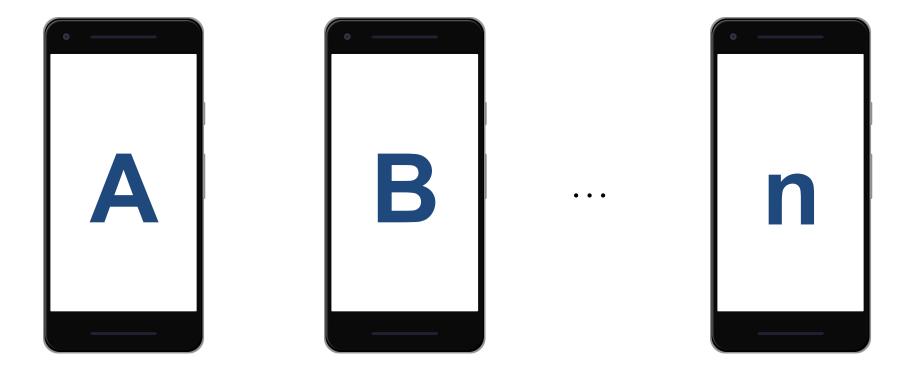
Principal Machine Learning Scientist

CWI, 25/05/2022





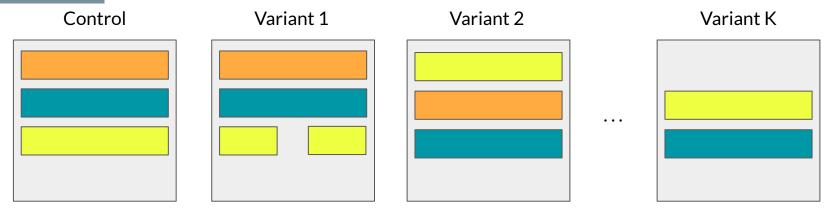


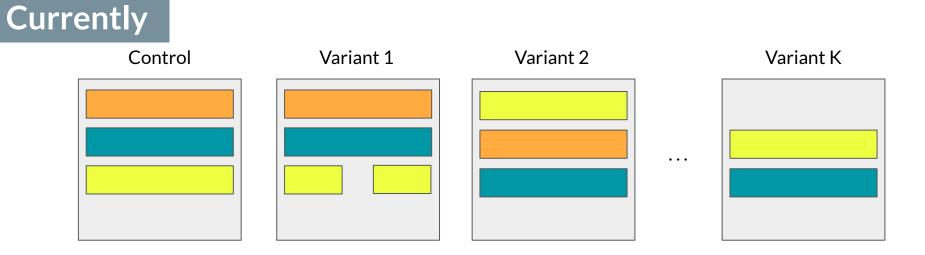


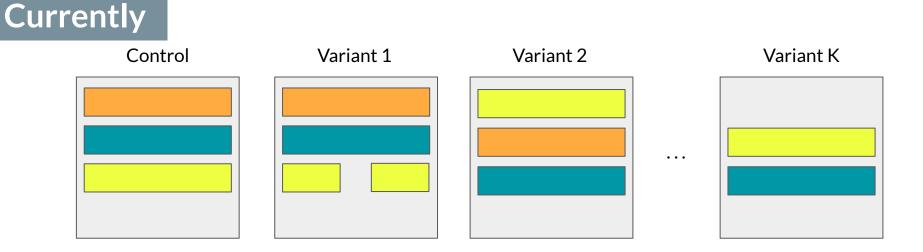
A/B/n testing

- Decision making
- ✤ Learning & Inspiration

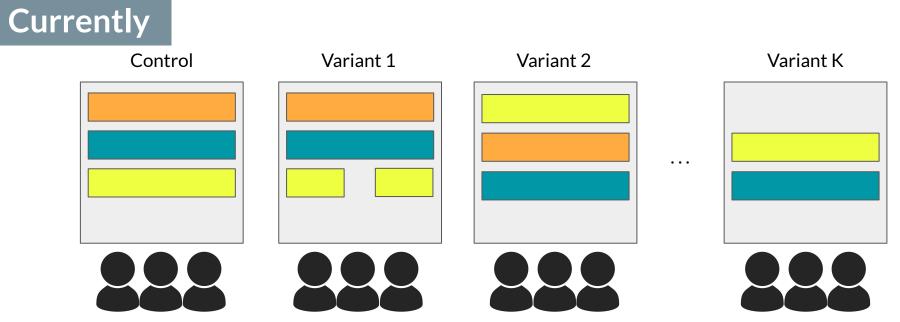
Currently



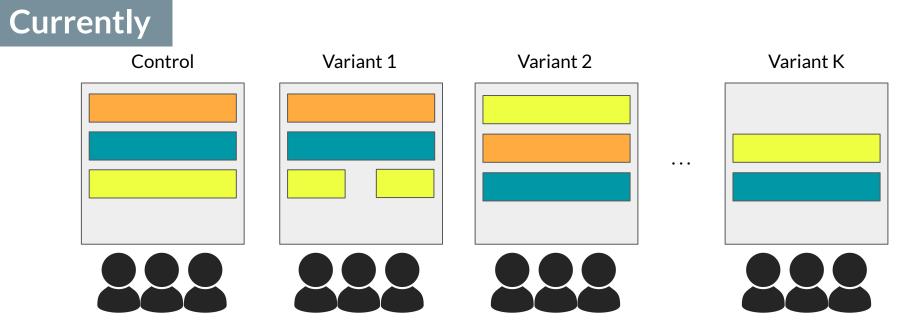




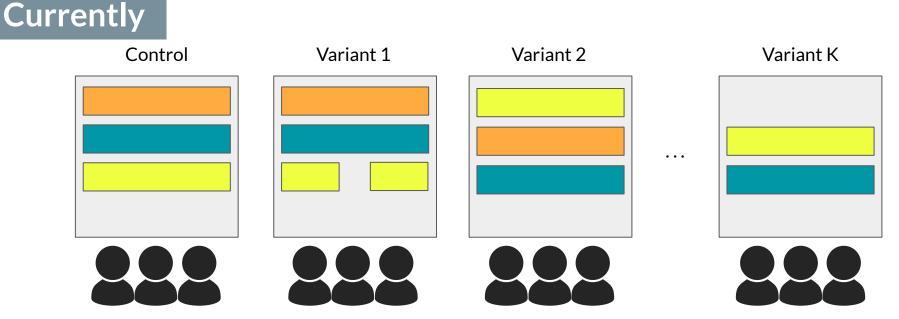
- Determine minimum desired detectable effect
- Compute sample size N



- Determine minimum desired detectable effect
- Compute sample size ${\cal N}$
- Distribute traffic uniformly among variants

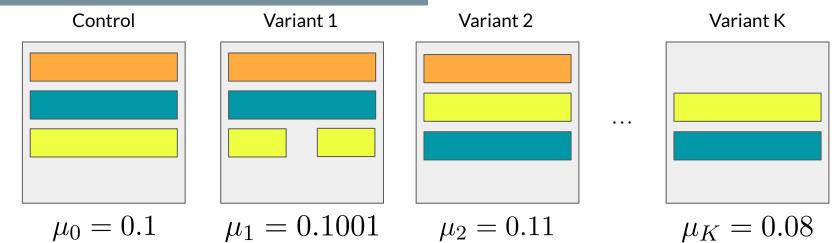


- Determine minimum desired detectable effect
- Compute sample size N
- Distribute traffic uniformly among variants
- At sample size N compute p-values p_k per hypothesis

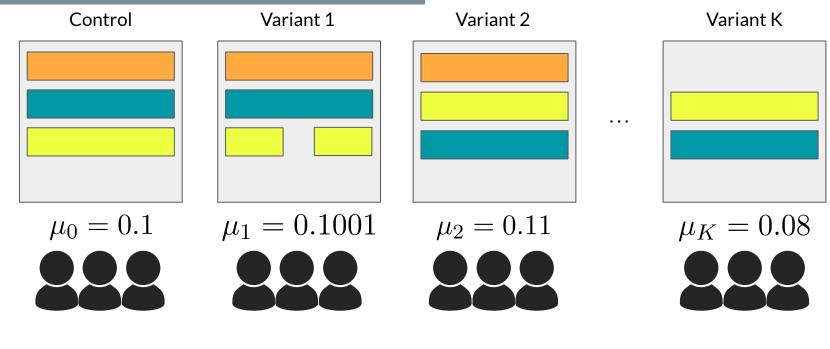


- Determine minimum desired detectable effect
- Compute sample size ${\cal N}$
- Distribute traffic uniformly among variants
- At sample size N compute p-values p_k per hypothesis
- Reject $H_{0,k}$ if $p_k \leq \frac{\delta}{K}$

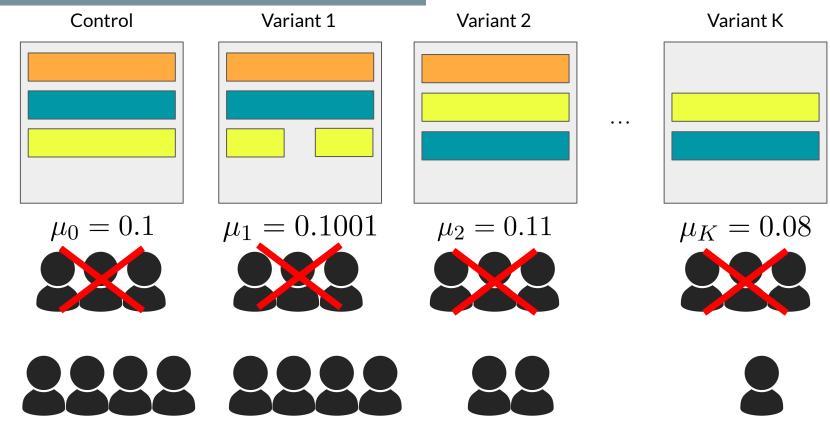
Problem #1: Uniform allocation



Problem #1: Uniform allocation



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Problem #2: No monitoring

Experimenters want to monitor continuously their experiments to:

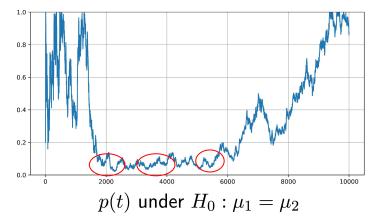
- → Detect effects as quickly as possible
- → Give up soon when there is no effect

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The platform does not allow data dependent stopping times

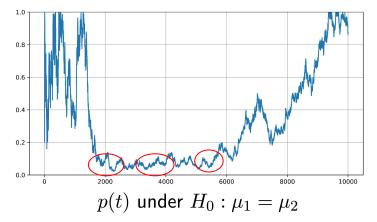


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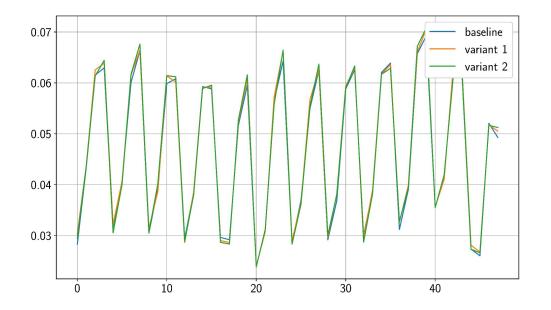
Monitoring without properly correcting for it inflates the false positive rate.

New formulation

We aim to identify the subset of **all variants that are better than the control**, while:

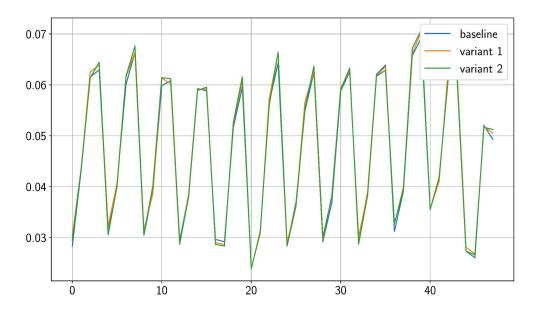
- optimizing adaptively the stopping time of the A/B/n experiment
- being δ -PAC: the probability of stopping and returning a wrong answer must be $\leq \delta$
- optimizing adaptively the allocation of variants to users

Seasonality



Click-through rate per 6 hours for 12 days

Seasonality



Click-through rate per 6 hours for 12 days

Seasons \rightarrow subpopulations

With **J** subpopulations, each variant is a mixture of **J** distributions.

The value of the variant a is:

$$\mu_a = \sum_{i=1}^J \alpha_i \mu_{a,i}$$

Interaction with subpopulations

- Pick variant
 Disk subservate
- Pick subpopulation

See subpopulationPick variant

- Pick variant
- Don't see subpopulation

(a) Active

(b) Proportional

(c) Oblivious

Interaction with subpopulations

Pick variantPick subpopulation

See subpopulationPick variant

- Pick variant
- Don't see subpopulation

(a) Active

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(c) Oblivious

more powerful

less powerful

A bandit with K+1 arms and J subpopulations is

- a $(K+1) \times J$ matrix $\pmb{\mu}$ of reward distributions
- distribution $\pmb{\alpha}$ of J subpopulations

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- a $(K+1) \times J$ matrix $\pmb{\mu}$ of reward distributions
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The correct answer for $(oldsymbol{\mu},oldsymbol{lpha})$ is

$$\mathcal{S}(\boldsymbol{\mu}) = \left\{ k \in \{1, \dots, K\} \text{ s.t } \sum_{j=1}^{J} \alpha_j \mu_{k,j} > \sum_{j=1}^{J} \alpha_j \mu_{0,j} \right\}$$

٠

For any sampling strategy, the expected number of rounds $\mathbb{E}_{\mu}[\tau_{\delta}]$ is bounded from below.

 $\mathbb{E}_{\mu}[au_{\delta}]$:

- depends on μ
- gets minimized when we sample with the optimal sampling proportions $w^*(\mu)$, which depend on the mode of interaction with the subpopulations

subpopulations

$$\boldsymbol{\mu} = \begin{bmatrix} 0.15 & 0.05 \\ 0.16 & 0.06 \\ 0.17 & 0.07 \end{bmatrix} \quad \boldsymbol{\alpha} = [0.5, 0.5]$$

subpopulations

$$\boldsymbol{\mu} = \begin{bmatrix} 0.15 & 0.05 \\ 0.16 & 0.06 \\ 0.17 & 0.07 \end{bmatrix} \stackrel{\text{ag}}{\longrightarrow} \boldsymbol{\alpha} = \begin{bmatrix} 0.5, 0.5 \end{bmatrix}$$

	i=1	i=2		
0	0.288	0.182		
1	0.283	0.178		
2	0.042	0.027		
	0.613	0.387		

 $\mathbb{E}_{\boldsymbol{\mu}}[\tau_{\delta}]_{\mathsf{active}} \geq 22370$

subpopulations

	0.15	0.05		
μ=	0.16	0.06	arms	α = [0.5, 0.5]
	0.17	0.07		

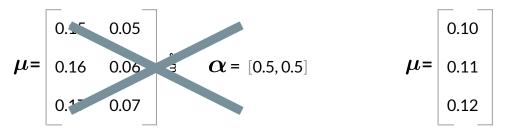
	i=1	i=2		
0	0.288	0.182		
1	0.283	0.178		
2	0.042	0.027		
	0.613	0.387		

	i=1	i=2
0	0.236	0.231
1	0.230	0.234
2	0.034	0.035
	0.5	0.5

 $\mathbb{E}_{\boldsymbol{\mu}}[\tau_{\delta}]_{\mathsf{active}} \geq 22370$

 $\mathbb{E}_{\boldsymbol{\mu}}[\tau_{\delta}]_{\text{proportional}} \geq 23516$

subpopulations



	i=1	i=2
0	0.288	0.182
1	0.283	0.178
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	0.613	0.387

	0.5	0.5
2	0.034	0.035
1	0.230	0.234
0	0.236	0.231
	i=1	i=2

0	0.47
1	0.46
2	0.07
	1

 $\mathbb{E}_{\boldsymbol{\mu}}[\tau_{\delta}]_{\mathsf{active}} \geq 22370$

 $\mathbb{E}_{\boldsymbol{\mu}}[\tau_{\delta}]_{\text{proportional}} \geq 23516$

 $\mathbb{E}_{\boldsymbol{\mu}}[\tau_{\delta}]_{\text{oblivious}} \geq 24158$

Track & Stop Algorithm

For $t \geq 1$:

• Sampling rule: given the current estimates $\hat{\mu}(t)$

1 estimate the target weights $\mathbf{w}_t(\hat{\boldsymbol{\mu}})$

2 pick arm s.t.
$$\frac{N_{a,t}}{t} \rightarrow \mathbf{w}_t(\hat{\boldsymbol{\mu}})$$

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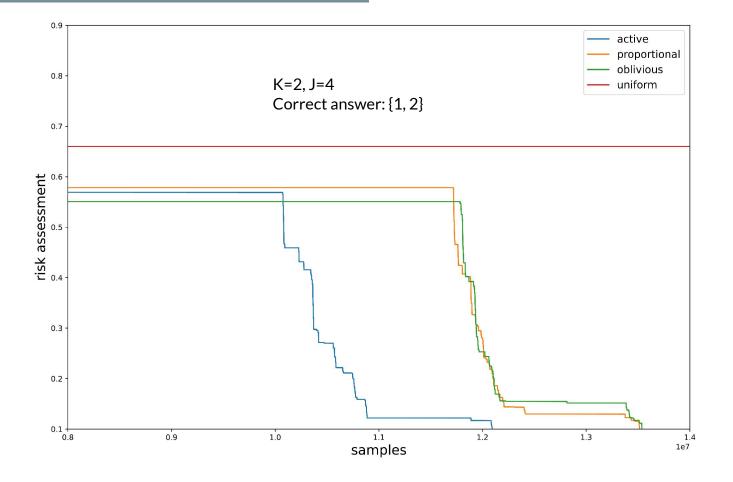
1 estimate the target weights $\mathbf{w}_t(\hat{\boldsymbol{\mu}})$

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$$\frac{N_{a,t}}{t} \rightarrow \mathbf{w}_t(\hat{\boldsymbol{\mu}})$$

• <u>Recommendation</u>:

 $\mathcal{S}(\hat{\boldsymbol{\mu}}_t) = \{ a \in \{1, \dots, K\} : \hat{\mu}_a(t) > \hat{\mu}_0(t) \} \text{ with risk} \\ \text{assessment } \hat{\delta_t} = \min\{\delta \in (0, 1) | \Lambda(t) \ge \beta(t, \delta) \}$

A/B/n Booking.com



The sub-population aware experiment platform:

- Is more efficient allowing adaptive sampling and stopping in the presence of seasonality
- Experimenters can monitor continuously without errors

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We have already run successfully A/B/n experiments, which we validated on the non adaptive platform

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We have already run successfully A/B/n experiments which we validated on the non adaptive platform

Still work to be done on:

- Delayed rewards
- epsilon-better
- ...

Thank you!

christina.katsimerou@booking.com paper booking.ai

https://jobs.booking.com/careers



- Garivier, A. and E. Kaufmann (2016). "Optimal best arm identification with fixed confidence". In: Conference on Learning Theory. PMLR, pp. 998–1027.
- Russac, Y., C. Katsimerou, D. Bohle, O. Cappé, A. Garivier, and W. M. Koolen (Dec. 2021). "A/B/n Testing with Control in the Presence of Subpopulations". In: Advances in Neural Information Processing Systems (NeurIPS) 34.

Appendix

Complexity

Theorem 1

For any strategy, the expected number of rounds for the ABC-S problem satisfies

$$\liminf_{\delta \to 0} \frac{\mathbb{E}_{\boldsymbol{\mu}}[\tau_{\delta}]}{\ln(1/\delta)} \ge T^{\star}(\boldsymbol{\mu})$$
(1)

where

$$T^{\star}(\boldsymbol{\mu})^{-1} = \sup_{\boldsymbol{w}\in\mathcal{C}} \min_{b\neq 0} \inf_{\lambda\in\mathcal{L}:\lambda_0<\lambda_b} \sum_{a\in\{0,b\}} \sum_{i=1}^J w_{a,i} d(\mu_{a,i},\lambda_{a,i})$$
(2)

- A min-max optimization problem
- Optimal weights $\mathbf{w}^* = target relative frequencies of draws$

Track & Stop Algorithm

For $t \geq 1$:

- Sampling rule: given the current estimates
 - 1 estimate the target weights $\mathbf{w}_t(\hat{\boldsymbol{\mu}})$

2 pick arm s.t.
$$\frac{N_{a,t}}{t}
ightarrow \mathbf{w}_t(\hat{\boldsymbol{\mu}})$$

• <u>Recommendation</u>:

Stop at τ_δ = inf{t ∈ N|test statistic ≥ threshold}
 Recommend S(µ̂t) = {a ∈ {1,...,K} : µ̂a(τ_δ) > µ̂0(τ_δ)}

Generalised Likelihood Ratio Statistic for exponential family bandit models:

$$\Lambda(t) = \min_{b \neq 0} \inf_{\lambda \in \mathcal{L}: \lambda_0 = \lambda_b} \sum_{a \in \{0, b\}} \sum_{i=1}^J N_{a,i}(t) d(\hat{\mu}_{a,i}(t), \lambda_{a,i})$$

$$\boldsymbol{\mu} = \begin{bmatrix} 0.15 & 0.05 \\ 0.16 & 0.06 \end{bmatrix}, \boldsymbol{\alpha} = \begin{bmatrix} 0.5 & 0.5 \end{bmatrix}$$

T _{active} =16013		-	$T_{proportional} = 16840$			_	T _{agnostic} =16841			
	i=1	i=2			i=1	i=2			i=1	i=2
0	0.309	0.194		0	0.252	0.246	-	0	0.251	0.251
1	0.305	0.192		1	0.248	0.254		1	0.249	0.249
	0.614	0.386			0.5	0.5			0.5	0.5