Dynamic Pricing: Profit Maximization From "Bandit" Feedback

Aaron Roth

University of Pennsylvania

April 20 2021

► Last lecture, we gave an online auction for maximizing revenue in digital goods settings.

- Last lecture, we gave an online auction for maximizing revenue in digital goods settings.
- But it was an "auction" rather than a "pricing scheme" because bidders had to report their valuations.

- ► Last lecture, we gave an online auction for maximizing revenue in digital goods settings.
- ▶ But it was an "auction" rather than a "pricing scheme" because bidders had to report their valuations.
- More practical/realistic if we just post prices and let buyers make purchase decisions.

- Last lecture, we gave an online auction for maximizing revenue in digital goods settings.
- But it was an "auction" rather than a "pricing scheme" because bidders had to report their valuations.
- More practical/realistic if we just post prices and let buyers make purchase decisions.
- ▶ But also more complex, because we don't get the feedback needed to run the polynomial weights algorithm.

- Last lecture, we gave an online auction for maximizing revenue in digital goods settings.
- But it was an "auction" rather than a "pricing scheme" because bidders had to report their valuations.
- More practical/realistic if we just post prices and let buyers make purchase decisions.
- ▶ But also more complex, because we don't get the feedback needed to run the polynomial weights algorithm.
- ► This lecture: solve this kind of "censored" learning problem when bidders are drawn from a distribution.

- Last lecture, we gave an online auction for maximizing revenue in digital goods settings.
- But it was an "auction" rather than a "pricing scheme" because bidders had to report their valuations.
- More practical/realistic if we just post prices and let buyers make purchase decisions.
- ▶ But also more complex, because we don't get the feedback needed to run the polynomial weights algorithm.
- ► This lecture: solve this kind of "censored" learning problem when bidders are drawn from a distribution.
- ▶ Its also possible to solve the problem without the distributional assumption... Just more complicated.

▶ We can offer fixed prices, and just observe whether buyers take or leave them. (Not their values).

- ► We can offer fixed prices, and just observe whether buyers take or leave them. (Not their values).
- ▶ We know nothing about the instance at the start, but learn as we go (and can change prices as we learn).

- ▶ We can offer fixed prices, and just observe whether buyers take or leave them. (Not their values).
- ▶ We know nothing about the instance at the start, but learn as we go (and can change prices as we learn).

Definition

In a dynamic pricing setting, there are n buyers, each with valuation $v_i \in [0,1]$ drawn independently from some unknown distribution \mathcal{D} .

- 1. At time t, the seller sets some price $p_t \in [0,1]$.
- 2. Buyer t arrives with $v_t \sim \mathcal{D}$. If $v_t \geq p_t$, the buyer purchases the good, and the seller gets revenue p_t . Otherwise, the buyer declines to purchase the good, and the seller gets revenue 0.

A Learning Approach

We continue to want to compete with the bext fixed price benchmark:

$$OPT = \max_{p} p \cdot \Pr[v \ge p] \cdot n$$

A Learning Approach

We continue to want to compete with the bext fixed price benchmark:

$$OPT = \max_{p} p \cdot \Pr[v \ge p] \cdot n$$

Our approach last lecture was to reduce the problem to an online learning problem, and solve it using the PW algorithm.

A Learning Approach

► We continue to want to compete with the bext fixed price benchmark:

$$OPT = \max_{p} p \cdot \Pr[v \ge p] \cdot n$$

- Our approach last lecture was to reduce the problem to an online learning problem, and solve it using the PW algorithm.
- ▶ We'll try and do the same thing this lecture. We need to define a learning problem with more restricted feedback.

Bandit Problems

Definition

In the multi-armed bandit problem, there are k "arms" i, each of which is associated with a payoff distribution \mathcal{D}_i over [0,1] with mean μ_i . In rounds t, the algorithm chooses arm i_t and receives reward $r_{it}^t \sim \mathcal{D}_i$.

Bandit Problems

Definition

In the multi-armed bandit problem, there are k "arms" i, each of which is associated with a payoff distribution \mathcal{D}_i over [0,1] with mean μ_i . In rounds t, the algorithm chooses arm i_t and receives reward $r_{it}^t \sim \mathcal{D}_i$.

The expected reward of the algorithm after T days is $\sum_{t=1}^{T} \mu_{i_t}$. The *regret* of the algorithm is:

$$Regret(T) = T \cdot \mu_{i^*} - \sum_{t=1}^{T} \mu_{i_t}$$

where $i^* = \arg \max_i \mu_i$ is the arm with highest expected reward.

▶ Idea: "optimism in the face of uncertainty".

- ▶ Idea: "optimism in the face of uncertainty".
- We will quantify uncertainty about the mean payoff of each arm i by maintaining a confidence interval around its empirical estimate.

- ▶ Idea: "optimism in the face of uncertainty".
- ▶ We will quantify uncertainty about the mean payoff of each arm i by maintaining a confidence interval around its empirical estimate.
- ▶ We will then behave greedily but not by playing the arm with the highest empirical mean so far, but rather by playing the arm with the highest *upper confidence bound*.

- Idea: "optimism in the face of uncertainty".
- We will quantify uncertainty about the mean payoff of each arm i by maintaining a confidence interval around its empirical estimate.
- ▶ We will then behave greedily but not by playing the arm with the highest empirical mean so far, but rather by playing the arm with the highest *upper confidence bound*.
- ► This is being optimistic imagining that each arm is as good as it could possibly be, consistent with the evidence.

Confidence Intervals

Theorem (Chernoff-Hoeffding Bound)

Let $\mathcal D$ be any distribution over [0,1] with mean μ , and let $X_1,\ldots,X_n\sim \mathcal D$ be independent draws. Then for any $0\leq \delta \leq 1$:

$$\Pr\left[\left|\frac{1}{n}\sum_{i=1}^{n}X_{i}-\mu\right|\leq\sqrt{\frac{\ln\left(\frac{2}{\delta}\right)}{2n}}\right]\geq1-\delta$$

The Algorithm

$UCB(\delta, T)$:

Define $w(n) = \sqrt{\frac{\ln\left(\frac{2T}{\delta}\right)}{2n}}$. Initialize empirical means $\hat{\mu}_i^0 \leftarrow 1/2$ and upper and lower confidence bounds $u_i^0 \leftarrow 1, \ell_i^0 \leftarrow 0$ for each arm i. Initialize play counts $n_i^t \leftarrow 0$ for each arm i.

for t = 1 to T do

Pick an arm $i_t \in \arg\max u_i^{t-1}$. Observe reward $r_{i_t}^t$.

Update: For each $i \neq i_t$, set

$$(\hat{\mu}_{i}^{t}, u_{i}^{t}, \ell_{i}^{t}, n_{i}^{t}) \leftarrow (\hat{\mu}_{i}^{t-1}, u_{i}^{t-1}, \ell_{i}^{t-1}, n_{i}^{t-1})$$

For
$$i = i_t$$
, $n_i^t \leftarrow n_i^{t-1} + 1$,

$$\hat{\mu}_i^t \leftarrow \frac{n_i^{t-1}}{n_i^t} \hat{\mu}_i^{t-1} + \frac{1}{n_i^t} r_i^t, u_i^t \leftarrow \hat{\mu}_i^t + w(n_i^t), \ell_i^t \leftarrow \hat{\mu}_i^t - w(n_i^t)$$

end for

Regret

Theorem

For any set of k arms, with probability $1-\delta$, the UCB algorithm obtains regret:

$$Regret(T) \leq O\left(\sqrt{k \cdot T \cdot \ln\left(\frac{T}{\delta}\right)}\right)$$

Deserve that the widths of the confidence intervals w maintained by the UCB algorithm are defined such that (by the Chernoff-Hoeffding bound): for each t and i, with probability $1-\delta/T$:

$$\mu_i \in [u_i^t, \ell_i^t].$$

Deserve that the widths of the confidence intervals w maintained by the UCB algorithm are defined such that (by the Chernoff-Hoeffding bound): for each t and i, with probability $1-\delta/T$:

$$\mu_i \in [u_i^t, \ell_i^t].$$

Since there are T confidence intervals constructed over the run of the algorithm, with probability $1 - \delta$, simultaneously for all i and t:

$$\mu_i \in [u_i^t, \ell_i^t].$$

Deserve that the widths of the confidence intervals w maintained by the UCB algorithm are defined such that (by the Chernoff-Hoeffding bound): for each t and i, with probability $1-\delta/T$:

$$\mu_i \in [u_i^t, \ell_i^t].$$

Since there are T confidence intervals constructed over the run of the algorithm, with probability $1 - \delta$, simultaneously for all i and t:

$$\mu_i \in [u_i^t, \ell_i^t].$$

► For the rest of the argument, we will assume that this is the case.

Suppose at day t we play action i_t , obtaining expected payoff μ_{i_t} .

- Suppose at day t we play action i_t , obtaining expected payoff μ_{i_t} .
- ▶ How much worse is this than μ_{i^*} , the expected payoff of the optimal arm? Since by definition $i_t = \arg\max_i u_i^{t-1}$, and because all of the confidence intervals are valid, we have:

$$\mu_{i_t} \geq \ell_{i_t}^{t-1} = u_{i_t}^{t-1} - 2w(n_{i_t}^{t-1}) \geq u_{i^*}^{t-1} - 2w(n_{i_t}^{t-1}) \geq \mu_{i^*} - 2w(n_{i_t}^{t-1})$$

- Suppose at day t we play action i_t , obtaining expected payoff μ_{i_t} .
- ▶ How much worse is this than μ_{i^*} , the expected payoff of the optimal arm? Since by definition $i_t = \arg\max_i u_i^{t-1}$, and because all of the confidence intervals are valid, we have:

$$\mu_{i_t} \ge \ell_{i_t}^{t-1} = u_{i_t}^{t-1} - 2w(n_{i_t}^{t-1}) \ge u_{i_t}^{t-1} - 2w(n_{i_t}^{t-1}) \ge \mu_{i_t} - 2w(n_{i_t}^{t-1})$$

So the regret incurred at round t is:

$$\mu_{i^*} - \mu_{i_t} \leq 2w(n_{i_t}^{t-1})$$

- Suppose at day t we play action i_t , obtaining expected payoff μ_{i_t} .
- ▶ How much worse is this than μ_{i^*} , the expected payoff of the optimal arm? Since by definition $i_t = \arg\max_i u_i^{t-1}$, and because all of the confidence intervals are valid, we have:

$$\mu_{i_t} \ge \ell_{i_t}^{t-1} = u_{i_t}^{t-1} - 2w(n_{i_t}^{t-1}) \ge u_{i_t}^{t-1} - 2w(n_{i_t}^{t-1}) \ge \mu_{i_t} - 2w(n_{i_t}^{t-1})$$

So the regret incurred at round t is:

$$\mu_{i^*} - \mu_{i_t} \leq 2w(n_{i_t}^{t-1})$$

Or see picture...

$$Regret(T) \leq 2\sum_{t=1}^{T} w(n_{i_t}^{t-1})$$

Regret(T)
$$\leq 2\sum_{t=1}^{T} w(n_{i_t}^{t-1})$$

$$= 2\sum_{i=1}^{k} \sum_{n=1}^{n_i^T} w(n)$$

$$Regret(T) \leq 2 \sum_{t=1}^{T} w(n_{i_t}^{t-1})$$

$$= 2 \sum_{i=1}^{k} \sum_{n=1}^{n_i^T} w(n)$$

$$\leq 2 \sum_{i=1}^{k} \sum_{n=1}^{T/k} w(n)$$

$$Regret(T) \leq 2 \sum_{t=1}^{T} w(n_{i_t}^{t-1})$$

$$= 2 \sum_{i=1}^{k} \sum_{n=1}^{n_i^T} w(n)$$

$$\leq 2 \sum_{i=1}^{k} \sum_{n=1}^{T/k} w(n)$$

$$= 2 \sum_{i=1}^{k} \sum_{n=1}^{T/k} \sqrt{\frac{\ln(\frac{2T}{\delta})}{2n}}$$

$$Regret(T) \leq 2\sum_{t=1}^{T} w(n_{i_t}^{t-1})$$

$$= 2\sum_{i=1}^{k} \sum_{n=1}^{n_i^T} w(n)$$

$$\leq 2\sum_{i=1}^{k} \sum_{n=1}^{T/k} w(n)$$

$$= 2\sum_{i=1}^{k} \sum_{n=1}^{T/k} \sqrt{\frac{\ln\left(\frac{2T}{\delta}\right)}{2n}}$$

$$= 2\sum_{i=1}^{k} \sqrt{\frac{\ln\left(\frac{2T}{\delta}\right)}{2}} \sum_{i=1}^{T/k} \frac{1}{\sqrt{n}}$$

$$\begin{aligned} \textit{Regret}(T) & \leq & 2\sum_{t=1}^{T} w(n_{i_t}^{t-1}) \\ & = & 2\sum_{i=1}^{k} \sum_{n=1}^{n_i^T} w(n) \\ & \leq & 2\sum_{i=1}^{k} \sum_{n=1}^{T/k} w(n) \\ & = & 2\sum_{i=1}^{k} \sum_{n=1}^{T/k} \sqrt{\frac{\ln\left(\frac{2T}{\delta}\right)}{2n}} \\ & = & 2\sum_{i=1}^{k} \sqrt{\frac{\ln\left(\frac{2T}{\delta}\right)}{2}} \sum_{n=1}^{T/k} \frac{1}{\sqrt{n}} \\ & \leq & O\left(\sqrt{k \cdot T \cdot \ln\left(\frac{T}{\delta}\right)}\right) \end{aligned}$$

We will pick a set k "arms", associating each one with a price from $K = \{\alpha, 2\alpha, 3\alpha, \dots, 1\}$.

- We will pick a set k "arms", associating each one with a price from $K = \{\alpha, 2\alpha, 3\alpha, \dots, 1\}$.
- Note that $k=|K|=1/\alpha$. The distribution on rewards for each arm p is simply the distribution on revenue when deploying a price p realizing reward $r_p=p$ with probability $\Pr[v \geq p]$ and reward $r_p=0$ otherwise.

- We will pick a set k "arms", associating each one with a price from $K = \{\alpha, 2\alpha, 3\alpha, \dots, 1\}$.
- Note that $k = |K| = 1/\alpha$. The distribution on rewards for each arm p is simply the distribution on revenue when deploying a price p realizing reward $r_p = p$ with probability $\Pr[v \ge p]$ and reward $r_p = 0$ otherwise.
- ▶ For every price $p \in [0, 1]$, there is another price $p' \in K$ such that $p \alpha \le p' \le p$.

- We will pick a set k "arms", associating each one with a price from $K = \{\alpha, 2\alpha, 3\alpha, \dots, 1\}$.
- Note that $k = |K| = 1/\alpha$. The distribution on rewards for each arm p is simply the distribution on revenue when deploying a price p realizing reward $r_p = p$ with probability $\Pr[v \ge p]$ and reward $r_p = 0$ otherwise.
- For every price $p \in [0,1]$, there is another price $p' \in K$ such that $p \alpha \le p' \le p$.
- So in a setting with n buyers, we have:

$$\max_{p \in K} p \cdot \Pr[v \geq p] \cdot n \geq \max_{p \in [0,1]} p \cdot \Pr[v \geq p] \cdot n - \alpha n$$



▶ Using the guarantees of the UCB algorithm we have that except with probability δ :

Revenue(UCB)
$$\geq \max_{p \in K} p \cdot \Pr[v \geq p] \cdot n - O\left(\sqrt{k \cdot n \cdot \ln\left(\frac{n}{\delta}\right)}\right)$$

 $\geq OPT - \alpha n - O\left(\sqrt{\frac{n}{\alpha} \cdot \ln\left(\frac{n}{\delta}\right)}\right)$

▶ Using the guarantees of the UCB algorithm we have that except with probability δ :

Revenue(UCB)
$$\geq \max_{p \in K} p \cdot \Pr[v \geq p] \cdot n - O\left(\sqrt{k \cdot n \cdot \ln\left(\frac{n}{\delta}\right)}\right)$$

 $\geq OPT - \alpha n - O\left(\sqrt{\frac{n}{\alpha} \cdot \ln\left(\frac{n}{\delta}\right)}\right)$

Choosing

$$\alpha = \left(\frac{\log(n/\delta)}{n}\right)^{1/3}$$

yields:

$$Revenue(UCB) \ge OPT - O\left(n^{2/3}\log(n/\delta)^{1/3}\right)$$



▶ Using the guarantees of the UCB algorithm we have that except with probability δ :

Revenue(UCB)
$$\geq \max_{p \in K} p \cdot \Pr[v \geq p] \cdot n - O\left(\sqrt{k \cdot n \cdot \ln\left(\frac{n}{\delta}\right)}\right)$$

 $\geq OPT - \alpha n - O\left(\sqrt{\frac{n}{\alpha} \cdot \ln\left(\frac{n}{\delta}\right)}\right)$

Choosing

$$\alpha = \left(\frac{\log(n/\delta)}{n}\right)^{1/3}$$

yields:

$$Revenue(UCB) \ge OPT - O\left(n^{2/3}\log(n/\delta)^{1/3}\right)$$

▶ So if $OPT(n) = \omega \left(n^{2/3} \log(n/\delta)^{1/3} \right)$, then $Revenue(UCB) \ge (1 - o(1))OPT$.



▶ Using the guarantees of the UCB algorithm we have that except with probability δ :

Revenue(UCB)
$$\geq \max_{p \in K} p \cdot \Pr[v \geq p] \cdot n - O\left(\sqrt{k \cdot n \cdot \ln\left(\frac{n}{\delta}\right)}\right)$$

 $\geq OPT - \alpha n - O\left(\sqrt{\frac{n}{\alpha} \cdot \ln\left(\frac{n}{\delta}\right)}\right)$

Choosing

$$\alpha = \left(\frac{\log(n/\delta)}{n}\right)^{1/3}$$

yields:

$$Revenue(UCB) \ge OPT - O\left(n^{2/3}\log(n/\delta)^{1/3}\right)$$

- So if $OPT(n) = \omega \left(n^{2/3} \log(n/\delta)^{1/3} \right)$, then $Revenue(UCB) \ge (1 o(1))OPT$.
- For any non-trivial distribution, this is the case (since OPT(n) grows linearly with n).



Thanks!

See you next class — stay healthy, and wear a mask!