



Linear Contextual Dynamic Pricing

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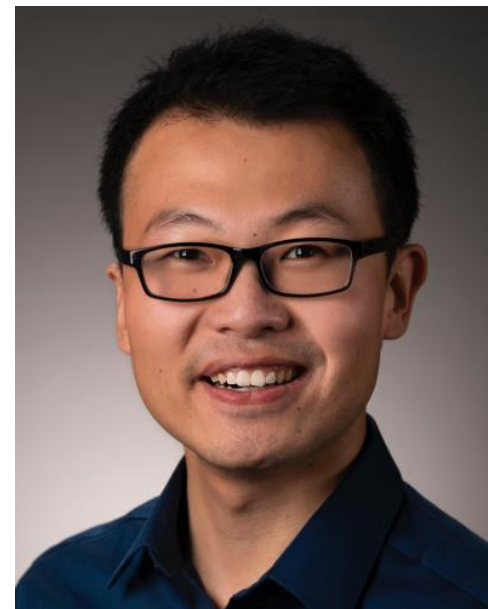
Outline

- Problem Settings
- A Linear Valuation (LV) Problem
- A Linear Policy (LP) Problem
- Open Problem

References:

[XW21] Xu, Jianyu, and Yu-Xiang Wang. "Logarithmic regret in feature-based dynamic pricing." *in NeurIPS 2021* [spotlight presentation].

[XW22] Xu, Jianyu, and Yu-Xiang Wang. "Towards Agnostic Feature-based Dynamic Pricing: Linear Policies vs Linear Valuation with Unknown Noise." *in AISTATS 2022* [oral presentation].



These are joint works
with Prof. Yu-Xiang Wang

Problem Setting

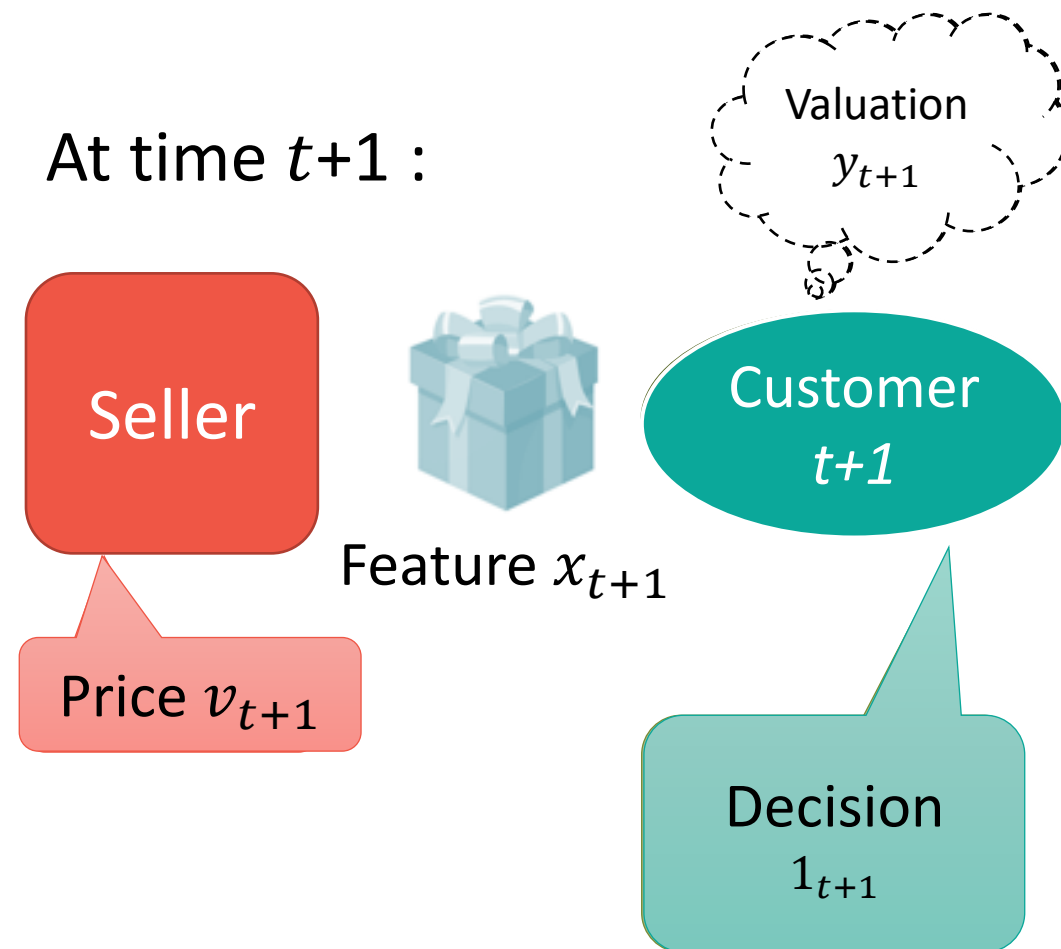
- Online-fashion contextual pricing:

For $t = 1, 2, \dots, T$:

- **Feature** $x_t \in \mathbb{R}^d$ is revealed;
- A customer generates a **valuation** y_t **secretly**;
- The seller (**we**) proposes a **price** v_t ;
- Customer makes a **decision** $1_t = 1[v_t \leq y_t]$;
- We receive a **reward** $r_t = v_t \cdot 1_t$.

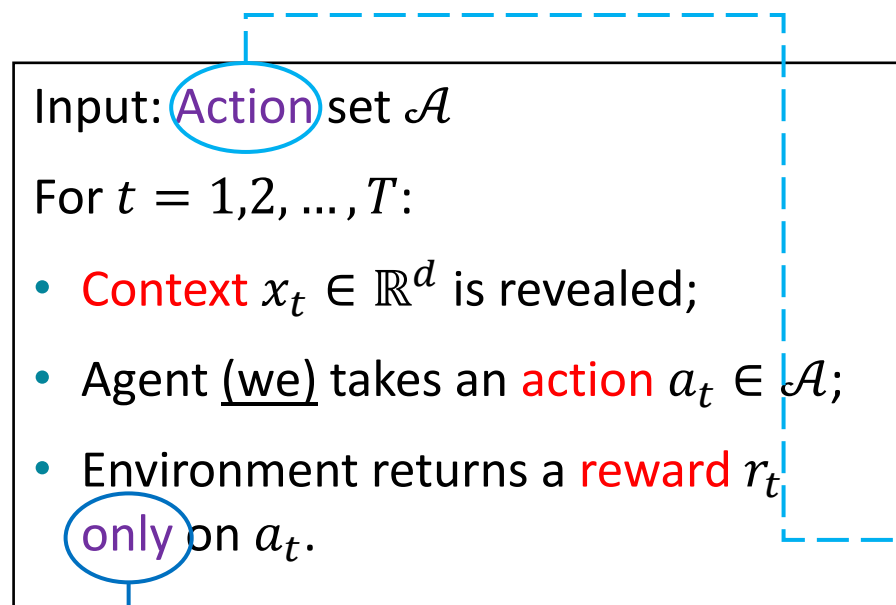
- We **never** observe customer's valuation!

At time $t+1$:



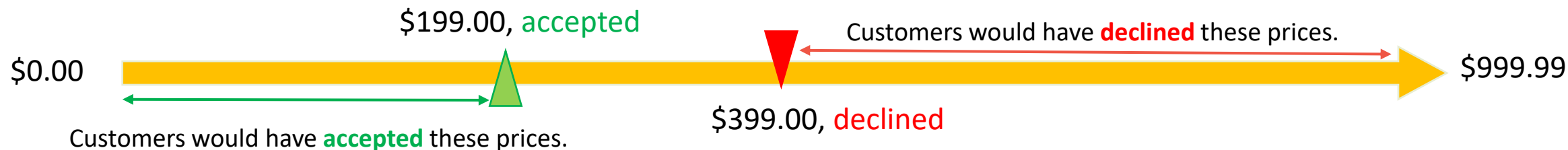
Compare with Contextual Bandits

Contextual bandits:



In Comparison, pricing has ...

- Similarities:
 - Online-learning process
 - Partial-information feedback
 - Interactive decisions
- Differences:
 - Infinite Actions & Non-continuous Reward
 - Half-space feedback



Performance Metric: Regret

A *regret* is defined as:

$$\sum_{t=1}^n \max_{v_t^*} \mathbb{E}[v_t^* \cdot 1(v_t^* \leq y_t) | x_t] - \sum_{t=1}^n \mathbb{E}[v_t \cdot 1(v_t \leq y_t) | x_t]$$

Max expected reward of a seller knowing optimal price in advance.

Expected reward of our algorithm.

Larger regret \rightarrow Worse performance !

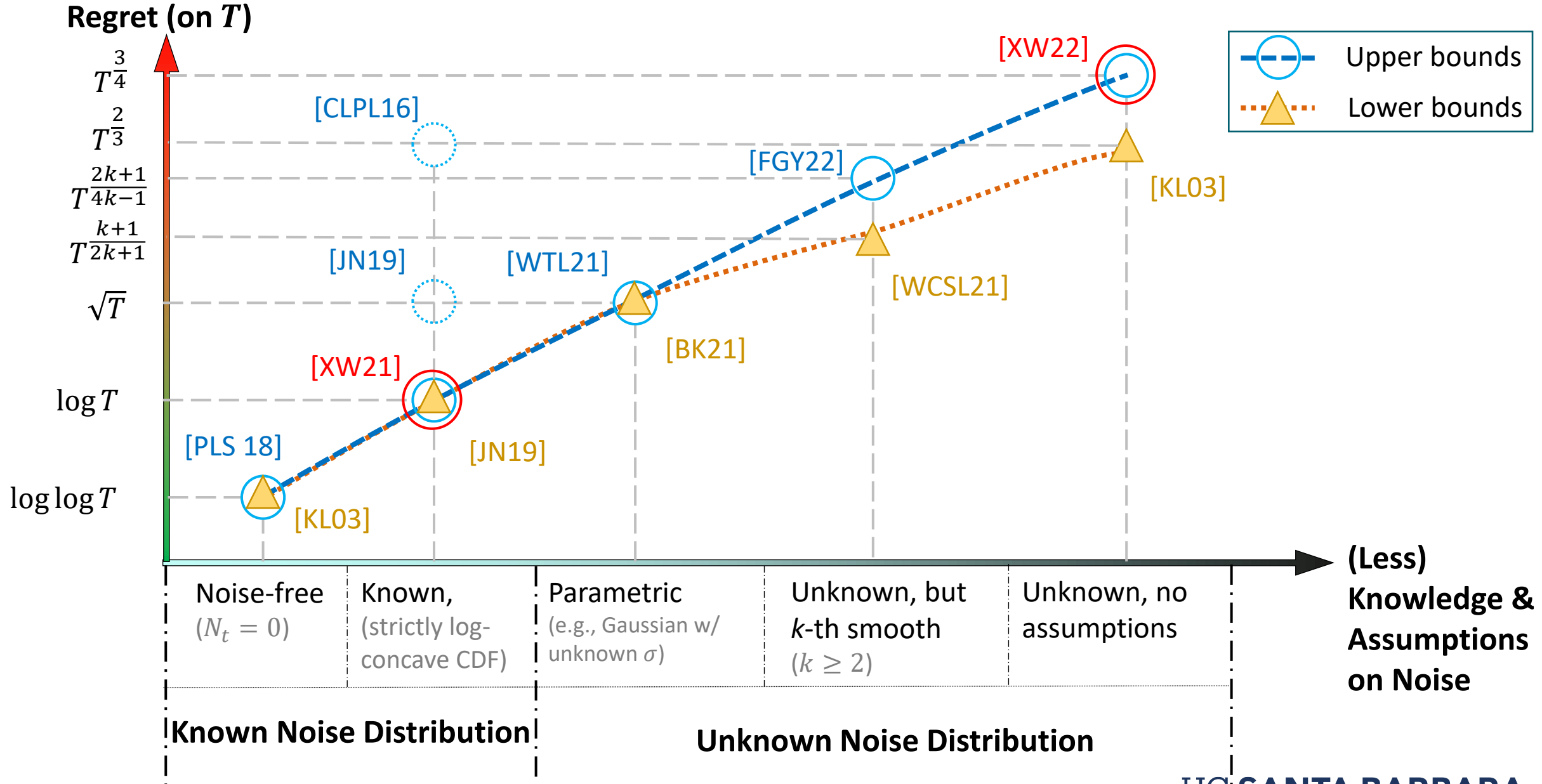
Linear Valuation (LV)

- Customer's valuation y_t is ...
 - **Linear** (on feature x_t), and
 - **Noisy** (added as N_t)

$$y_t = x_t^\top \theta^* + N_t$$

- We assume ...
 - θ^* is **fixed** and **unknown**;
 - N_t 's are **i.i.d.**

LV: Knowledge vs Regret



LV: $O(d \log T)$ Regrets for *Known* Noise Distributions [XW21]

- We achieve the optimal $O(d \log T)$ regret.
 - in both **stochastic** and **adversarial** settings.

x_t 's are drawn from **any** independent and identical **distributions** (i.i.d)

Algorithm: EMLP

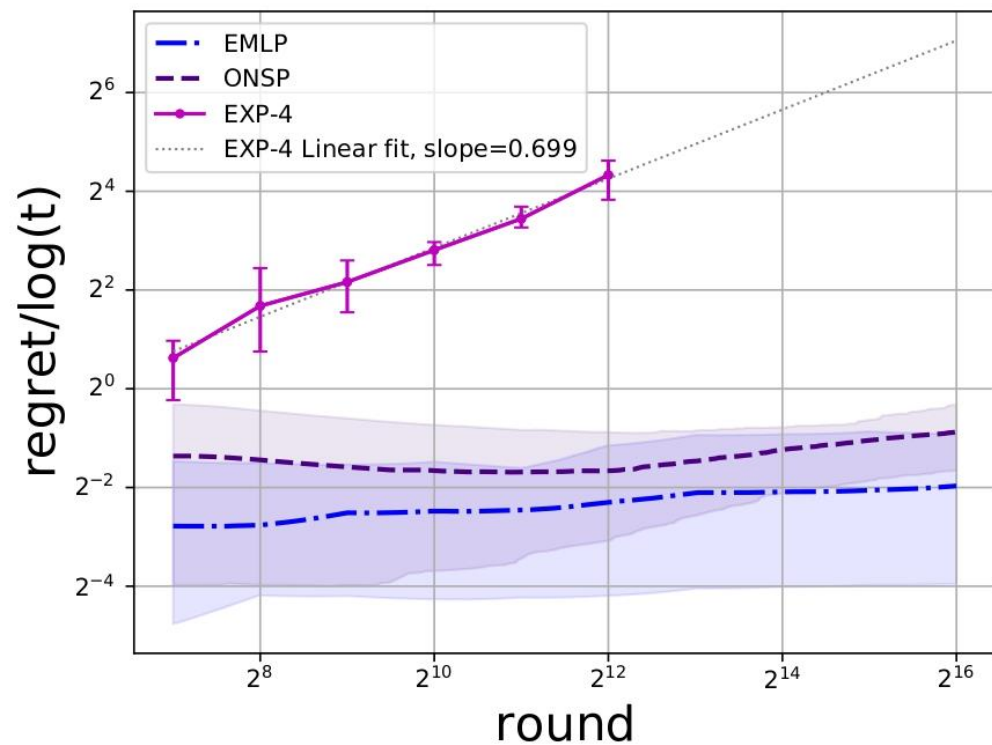
x_t 's are selected by an oblivious **adversary** prior to all sales starting

Algorithm: ONSP

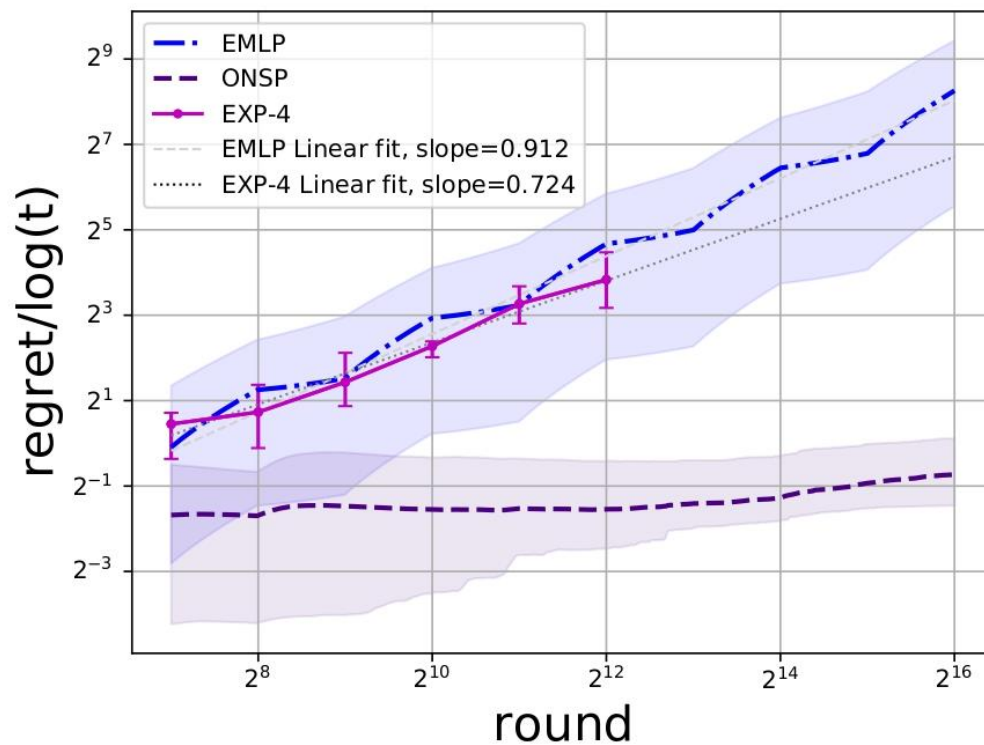
- Why a logarithmic regret?
 - Key: knowing noise distribution \mathbb{D} .
 - Prove an $\Omega(\sqrt{T})$ lower bound for $\mathcal{N}(0, \sigma^2)$ noise with unknown σ .

Numerical Result – LV with Known Gaussian Noise

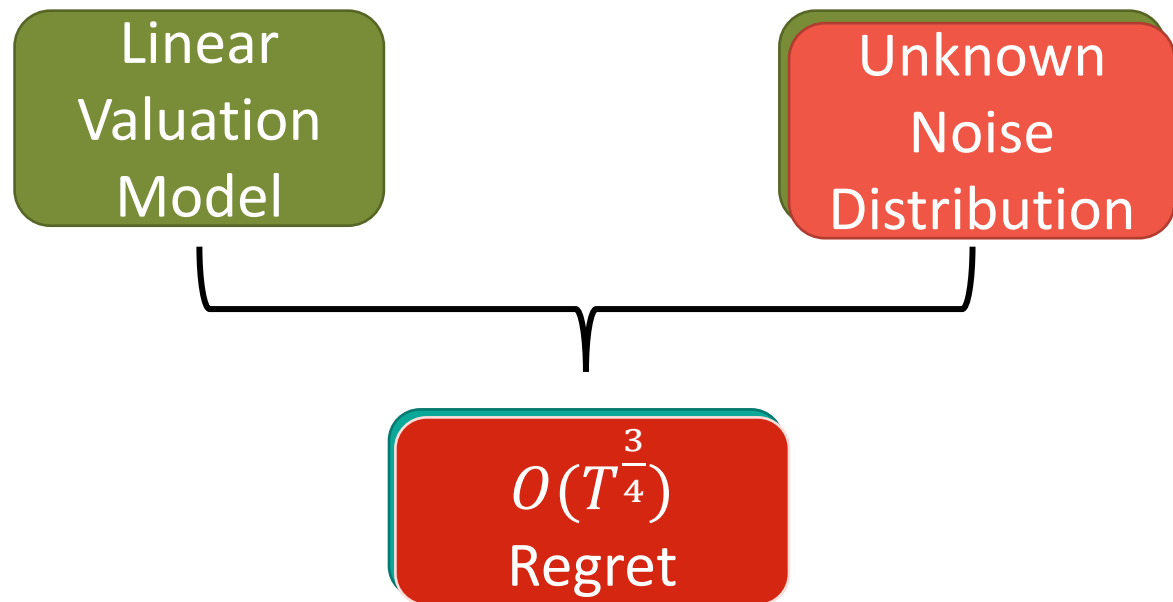
Stochastic x_t 's



Adversarial x_t 's



LV: $\tilde{O}(T^{\frac{3}{4}})$ Regret for *Unknown Noise Distributions* [XW22]



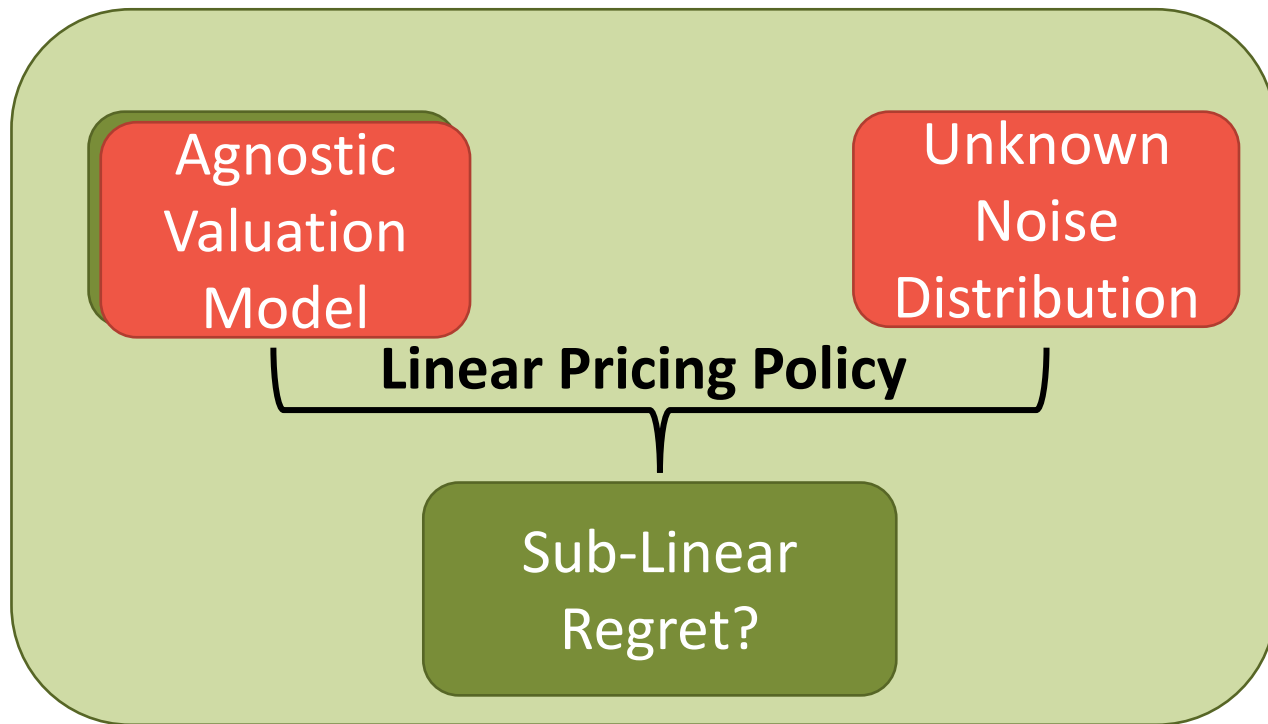
In [XW22], we ...

- Propose a contextual-bandit-based algorithm: **D2-EXP4**.
- Half-space feedback \Rightarrow **Half-Lipschitz**
- Achieve $\tilde{O}(T^{\frac{3}{4}} + d^{\frac{1}{2}}T^{\frac{5}{8}})$ regret.
- Prove an $\tilde{\Omega}(T^{\frac{2}{3}})$ regret lower bound.
 - Works even for Lipschitz noise CDF.

We do **NOT** have ...

- Knowledge on noise models (besides being bounded).
- Assumptions on noise distributional functions.

Linear Policy (LP): Compromise for Agnostic [XW22]



No assumptions on valuation y_t at all!

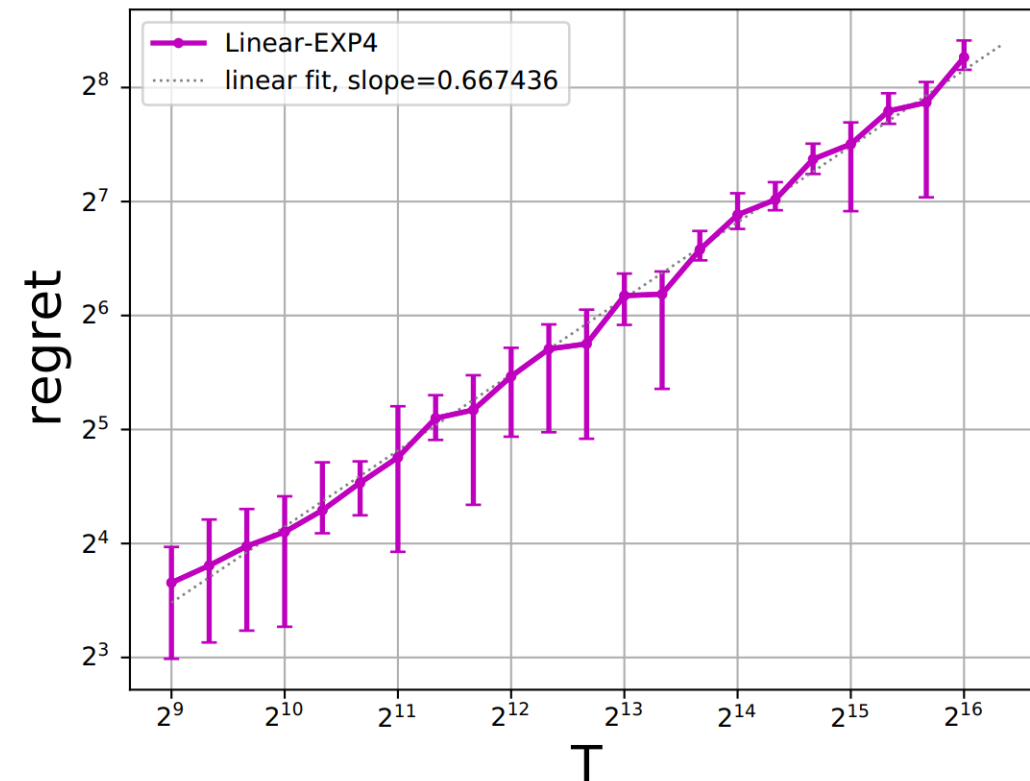
- y_t can be chosen *arbitrarily*.
- *Not possible* to learn the $x_t \rightarrow y_t$ model:
 - *even not necessarily exists!*

What if we *only* compete with **linear** pricing policies?

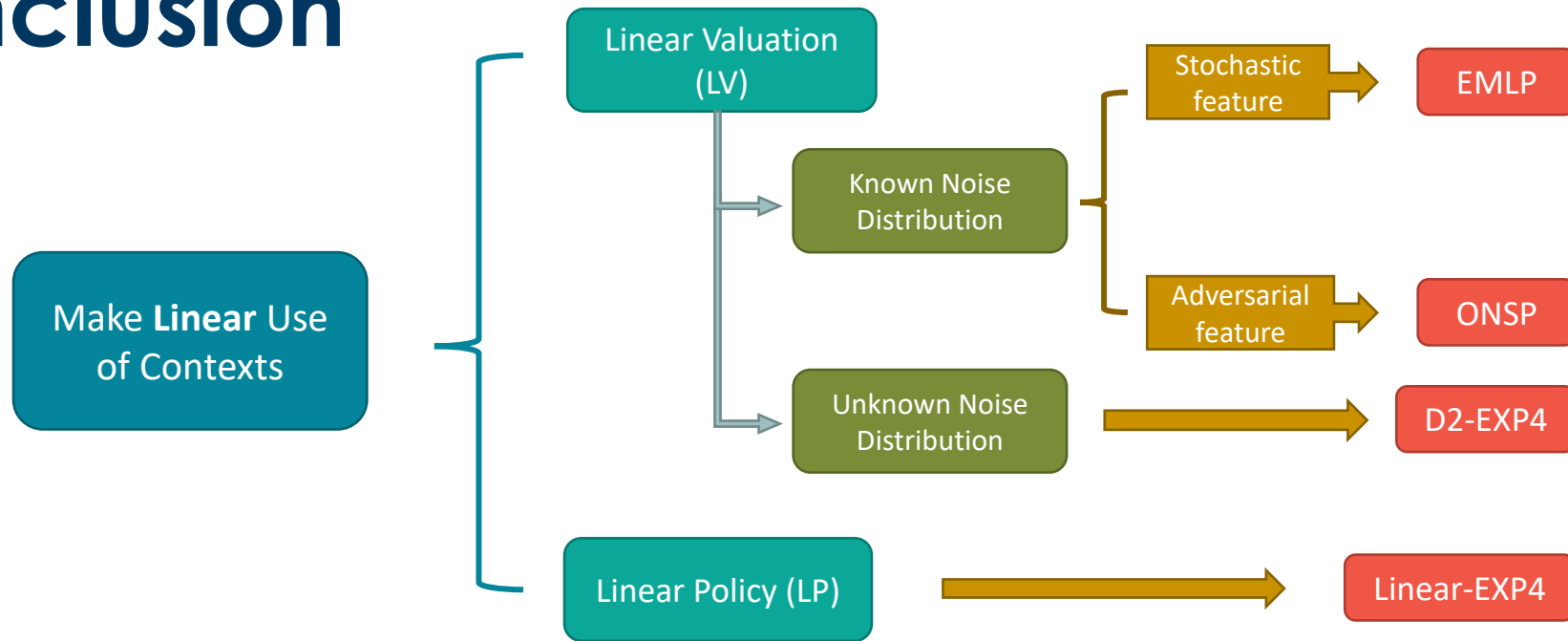
- $\eta^* = \arg \max_{\eta} \mathbb{E}[\sum_{t=1}^T r_t(v_t) | v_t = x_t^\top \eta]$
- $\text{Regret} := \mathbb{E}[\sum_{t=1}^T r_t(x_t^\top \eta^*) - \sum_{t=1}^T r_t]$
- This is a **Linear Policy** (LP) problem!
- Can we achieve sub-linear regret?

Linear Policy (LP): $\tilde{O}\left(T^{\frac{2}{3}}d^{\frac{1}{3}}\right)$ Optimal Regret [XW22]

- We design an algorithm: **Linear-EXP4**.
 - Idea: discretization on action & parameter spaces.
- We achieve a $\tilde{O}\left(T^{\frac{2}{3}}d^{\frac{1}{3}}\right)$ **optimal** regret.
- We prove a matching $\tilde{\Omega}\left(T^{\frac{2}{3}}d^{\frac{1}{3}}\right)$ regret lower bound.



Conclusion

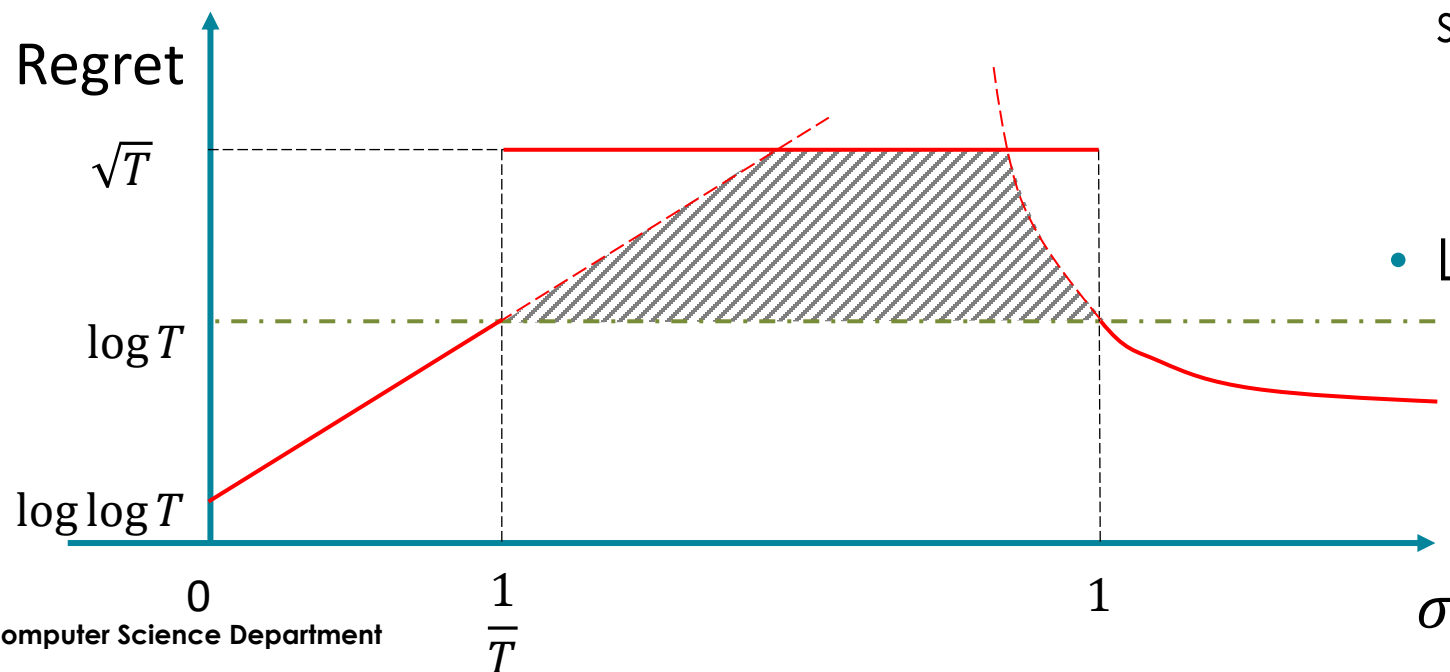


- For Linear Valuation problem ($y_t = x_t^\top \theta^* + N_t$), we achieve:
 - $O(d \log T)$ optimal regret for **known** noise distributions.
 - $\tilde{O}\left(T^{\frac{3}{4}} + T^{\frac{5}{8}} d^{\frac{1}{2}}\right)$ regret for **fully agnostic** noise distribution.
- For Linear Policy problem, we achieve $\tilde{O}\left(T^{\frac{2}{3}} d^{\frac{1}{3}}\right)$ optimal regret.

Open Problem: Regrets over different σ

(on LV with known noise distributions)

Noise σ	Regret	Trend
0	$O(d \log \log T)$	/
$\tilde{O}(1/T)$	$O(d^2 \log T)$	Increasing w.r.t. σ .
$(\Omega(1/T), O(1))$	$O(\sqrt{T})$	(Not matching.)
$\Theta(1)$	$O(d \log T)$	Decreasing w.r.t. σ .



- All existing algorithms for $\sigma = \Theta(1)$ suffer a “higher variance lower regret” phenomenon.
 - Very counter-intuitive.
 - Is this a necessity?
- No log-regret algorithm for “not-very-small” variance noise yet.
 - What is the minimax regret?
- Look forward to a unified algorithm!

Reference

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