

Near-Optimal Bayesian Online Assortment of

Reusable Resources

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Personalized Online Assortment

- Users $[T]$ & reusable resources $[n]$
- Type τ of a user encodes
 - r_i^τ : rental fee from each resource i
 - $G_i^\tau = \mathbb{P}[d_i^\tau \leq x]$: rental duration CDF for each resource i
 - $\phi_i^\tau(S) = \mathbb{P}[x \text{ is chose in assortment } S]$
- [Assumption I] all choice models satisfy weak substitution
- [Assumption II] oracle access to an optimal offline assortment solver $\operatorname{argmax}_S \sum \alpha_i \phi_i^\tau(S)$
- Each resource $i \in [n]$ has capacity c_i ; let $c_{\min} = \min_i c_i$
- Users arrive at platform in an *online* fashion
 - when user $t \in [T]$ arrives, platform observes type $\tau \sim F_t$
 - platform selects assortment $S_t \subseteq [n]$ based on current resource availability
 - user t selects item $i \sim \phi_i^\tau(S)$, rental duration $d_i \sim G_i^\tau$
 - platform collects rental fee r_i^τ

Competitive Ratio & Revenue Benchmark

- Goal:** given F_1, \dots, F_T , design online (randomized) assortment algorithm that maximizes total collected rental fees
- Competitive ratio:**
$$\min_{\text{problem instance}} \frac{\mathbb{E}[\text{ALG}]}{\mathbb{E}[\text{Benchmark}]}$$
- Revenue benchmark:** any upper bound on the expected revenue of best online policy



Expected LP

knows realized type sequence, not knows realized choices/durations inventory feasibility in expectation

Main Result

Main Theorem.

A near-optimal algorithm that (i) runs in polynomial time; and (ii) obtains the following competitive ratio w.r.t. Expected LP

$$\max\left(\frac{1}{2}, 1 - \varepsilon^*(c_{\min})\right), \quad \varepsilon^*(c_{\min}) = \mathcal{O}\left(\sqrt{\frac{\log(c_{\min})}{c_{\min}}}\right)$$

- no stationary assumption, benchmark is strongest
- information theoretically optimal (up to log factors)

General Four-step Recipe

- Pre-processing:
 - solve Expected LP to obtain $\{y_{S,t,\tau}^*\}$
- At each time $t \in [T]$:
 - Simulation: <lossless rounding>
 - given realized type τ , sample assortment $\tilde{S} \sim \{y_{S,t,\tau}^*\}_{S \subseteq [n]}$
 - Discarding: <handle ex post inventory feasibility>
 - for each $i \in \tilde{S}$, send “suggestion query” to *Discarding*⁽ⁱ⁾
 - Discarding*⁽ⁱ⁾ is procedure (possibly adaptive) that decides whether to discard resource $i \in \tilde{S}$ or not
 - Post-processing: <handle technical difficulties below>
 - given un-discarded resources \hat{S} , pick (possibly randomized) subset $\bar{S} \subseteq \hat{S}$ to help “global operation” of the algorithm

Technical Difficulties

- Weak substitution: discarding resource i increases resource j 's selecting probability
- Reusable resource: *positive* correlation of resource i across different time periods

Sub-assortment Sampling in Post-processing

- Input:** assortment \hat{S} and targeted probabilities $\{p_i\}_{i \in \mathcal{S}}$ s.t.
$$p_i \leq \phi_i^\tau(\hat{S})$$
- Output:** sample sub-assortment $\bar{S} \subseteq \hat{S}$ matching targeted probability, i.e.,
$$\mathbb{E}_S[\phi_i^\tau(\bar{S})] = p_i$$
- Implications: handle difficulties due to weak substitution and resource reusability

Resource-wise Discarding Procedure

- Uniform discarding towards $1 - \varepsilon^*(c_{\min})$
 - discard with probability $\varepsilon^*(c_{\min})$
- DP-based discarding towards $\frac{1}{2}$
 - calculate per-unit revenue-to-go with replenishment
$$\mathcal{V}_{i,t} = h(\{y_{S,t,\tau}^*\})$$
 - discard if $r_i^\tau < \mathcal{V}_{i,t+1} - \sum g_i^\tau(d) \cdot \mathcal{V}_{i,t+d}$

Hybrid Algorithms: Best-of-both-world

- Question:** how to select discarding procedure for a given instance?
- Hybrid-1:** for each resource i
 - compute $\mathcal{R}_i = \frac{c_i \mathcal{V}_{i,1}}{\text{“Optimal revenue of resource } i \text{ in Expected LP”}}$
 - select DP-based discarding procedure if $\mathcal{R}_i \geq 1 - \varepsilon^*(c_i)$
- Hybrid-2:** for each user t
 - use Mento Carlo to estimate expected future revenue from each discarding procedure
 - select discarding procedure with higher estimation