

# **Online Resource Allocation with Non-Stationary Customers**

#### **Overview**

We proposed the Unified Learning-while-Earning Algorithm based on Contextual Bandit with Knapsacks to address resource allocation under nonstationary environments.

- Leveraged contextual information for informed decisions
- Balanced exploration and exploitation for rapidly changing customer preferences
- Overcame limitations of stationary environments
- ► Achieved regret bound of  $\tilde{O}(\sqrt{n|\Theta|T})$  under near-i.i.d. arrivals
- Provided sublinear regret and constant competitive ratio under nonstationary arrivals
- Compared ULwE Algorithm with ALG<sub>IID</sub> and ALG<sub>ADV</sub> in experiments, ULwE Algorithm consistently outperformed other algorithms

## **Problem Setting**

Objective: Maximize the total reward obtained from customer clicks or purchases while considering resource budget constraints.

- n resources with initial budgets: c<sub>i</sub>
- Customer arrival over time horizon: [0, T]
- $\blacktriangleright$  When a customer arrives, we will observe the context information  $x^t$
- Reject or assign a resource j to the customer
- Probability function f<sub>j</sub> (x<sup>t</sup>, θ) : the likelihood of customer purchasing resource j
- Purchase: the system gets a reward r<sub>j</sub> and consumes 1 unit from capacity

Assumption:

- ▶ Distribution:  $P(x^t = x^{(l)}) = \mu_l^t$  for customer type  $l \in 1, 2, ..., L$
- ► For every customer type  $x^{(l)}$ , calculate the expected number of arrivals over the time horizon:  $\lambda_l = \sum_{t=1}^{T} \mu_l^t$
- All  $\mu_l^t$  values are unknown, but  $\lambda_l$  is provided based on historical data.



Algorithm 1 Unified Learning-while-Earning (ULwE) Input: c. T. L Initialize  $\Omega_i^0 = \Theta_i$  for all  $i \in [n]$ for t = 1 to T do if switch = FALSE then  $I^t = \mathsf{ALG}_{\mathsf{LP}}(c, T, L, \Omega_i^{t-1})$ Check if conditions for switching are met. if any condition is violated then switch = TRUE. end if else  $I^t = \mathsf{ALG}_{\mathsf{ADV}}(c, T, L, \Omega^{t-1}_{i})$ end if Check if conditions for updating  $\Omega_i$  are met. if any condition is violated then Remove  $\bar{\theta}^t$  from  $\Omega_{\mu}^t$ else Set  $\Omega_i^t = \Omega_i^{t-1}$  for all  $i \in [n]$ end if end for Algorithm 2 ALGLP Protocol In

Input: c, T, L  
Initialize 
$$\Omega_i^0 = \Theta_i$$
 for all  $i \in [n]$   
for  $t = 1$  to T do  
Solve LP to maximize revenue and obtain  $\overline{s}^t, \overline{\gamma}^t$ :  

$$\max_{s_{ij}, i \in [n], j \in [L]} \sum_{i \in [n]} r_i \sum_{j \in [L]} \lambda_j s_{ij} \overline{f}_i(x^{(j)}, \Omega_i^{t-1})$$
s.t.  $\sum_{j \in [L]} \lambda_j s_{ij} \overline{f}_i(x^{(j)}, \Omega_i^{t-1}) \le c_i, \forall i \in [n]$ 

$$\sum_{i \in [n]} s_{ij} = 1, \forall j \in [L]$$

$$s_{ij} \ge 0, \forall i \in [n], j \in [L].$$
Select resource  $i$  with probability  $\overline{s}_{ijt}$   
end for

Algorithm 3 ALGADV Protocol

Input: c, T, L

```
Initialize \Omega_i^0 = \Theta_i for all i \in [n]
```

for t = 1 to T do

Observe the context  $x^t$  of the new arrival in period t Select

$$I^t = \arg \max_{i \in [n]} r_i^t f_i(x^t, \Omega_i^{t-1})$$

where: 
$$r_i^t = r_i \times (1 - \Psi(N_i^{t-1}/c_i))$$

Xiaoyue Zhang, Hanzhang Qin, Mabel C. Chou

## **Main Contribution**

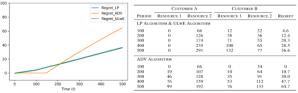
Regret bound:

- Near-i.i.d. arrivals scenario:  $\tilde{O}(\sqrt{n|\Theta|T})$
- Nonstationary arrivals scenario: sublinear regret with a constant competitive ratio

$$\mathsf{OPT} \le \left(1 + \frac{\left(1 + \min_{i \in [n]} c_i\right) \left(1 - e^{-1/\min_{i \in [n]} c_i}\right)}{1 - 1/e}\right) \mathbb{E}[\mathsf{ALG}] + \tilde{O}(\sqrt{n|\Theta|T})$$

## **Numerical Studies**

Regret over Time under Near-IID Arrivals



#### Regret over Time under Adversarial Arrivals

