

## **Amazon Shopping Cart Recommendations**

Add an item to your shopping cart at a website



- Most sites show the cart
- At Amazon, Greg Linden had the idea of showing recommendations based on cart items
- Evaluation
  - Pro: cross-sell more items (increase average basket size)
  - Con: distract people from checking out (reduce conversion)
- HiPPO (Highest Paid Person's Opinion) was: stop the project
- Simple experiment was run, wildly successful, and the rest is history

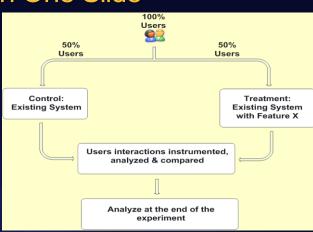
From Greg Linden's Blog: http://glinden.blogspot.com/2006/04/early-amazon-shopping-cart.html

Agenda

- Controlled Experiments in one slide
- Examples: you're the decision maker
- Cultural evolution: hubris, insight through measurement, Semmelweis reflex, fundamental understanding
- Two key messages to remember
  - It is hard to assess the value of ideas.
     Get the data by experimenting because data trumps intuition
  - Make sure the org agrees what you are optimizing and evolve your culture towards data-driven decisions
- Papers, examples, all the statistics, pros/cons at <a href="http://exp-platform.com">http://exp-platform.com</a> (reprints of key paper available here)

### Controlled Experiments in One Slide

- Concept is trivial
  - Randomly split traffic between two (or more) versions
    - A (Control)
    - B (Treatment)
  - Collect metrics of interest
  - Analyze



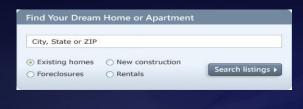
- Must run statistical tests to confirm differences are not due to chance
- Best scientific way to prove causality, i.e., the changes in metrics are caused by changes introduced in the treatment(s)

**Examples** 

- Three experiments that ran at Microsoft
- All had enough users for statistical validity
- Game: see how many you get right
  - Everyone please stand up
  - Three choices are:
    - A wins (the difference is statistically significant)
    - A and B are approximately the same (no stat sig diff)
    - B wins
  - If you guess randomly
    - 1/3 left standing after first question
    - 1/9 after the second question

### **MSN Real Estate**

- "Find a house" widget variations
- Overall Evaluation Criterion(OEC): Revenue to Microsoft generated every time a user clicks search/find button





Α

- Raise your right hand if you think A Wins
- Raise your left hand if you think B Wins
- Don't raise your hand if you think they're about the same

**MSN Real Estate** 

- If you did not raise a hand, please sit down
- If you raised your left hand, please sit down
- A was 8.5% better
- Since this is the #1 monetization, it effectively raised revenues significantly
- Actual experiment had 6 variants.
   If you're going to experiment, try more variants, especially if they're easy to implement

## MSN Home Page Search Box

OEC: Clickthrough rate for Search box and popular searches

A

Web | MSN | Images | Video | News | Maps | Shopping

Popular Searches: Fireworks safety | Rihanna | Campaign patriotism

Web | MSN | Images | Video | News | Maps | Shopping

Search

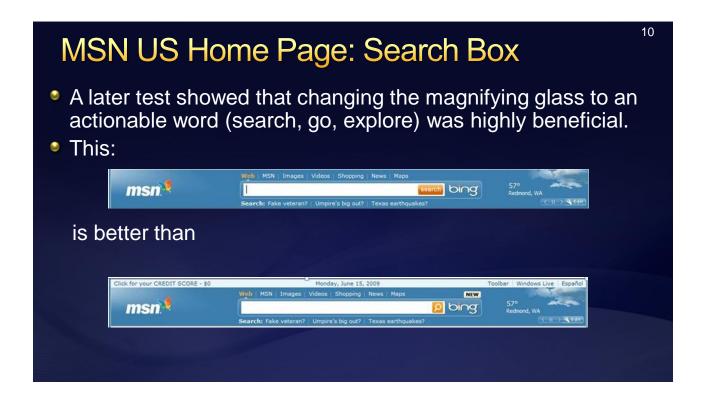
Fireworks safety | Rihanna | Campaign patriotism

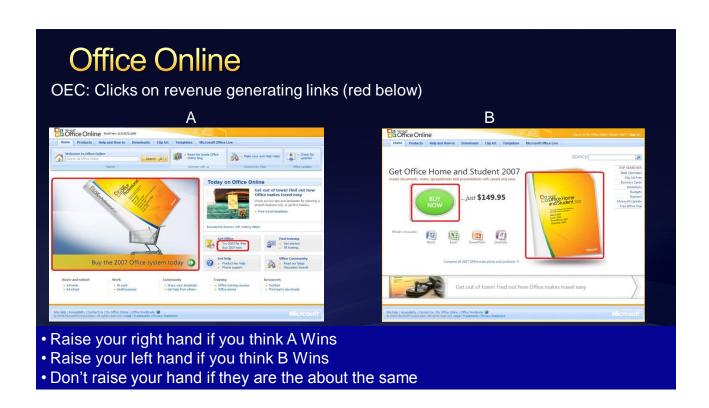
Differences: A has taller search box (overall size is the same), has magnifying glass icon, "popular searches"

B has big search button

- · Raise your right hand if you think A Wins
- Raise your left hand if you think B Wins
- Don't raise your hand if they are the about the same









### Twyman's Law

Any statistic that appears interesting is almost certainly a mistake

- If something is "amazing," find the flaw!
- Examples
  - If you have a mandatory birth date field and people think it's unnecessary, you'll find lots of 11/11/11 or 01/01/01
  - If you have an optional drop down, do not default to the first alphabetical entry, or you'll have lots jobs = Astronaut
- The previous Office example assumes click maps to revenue.
   Seemed reasonable, but when the results look so extreme, find the flaw (conversion rate is not the same; see why?)

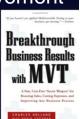
# Hard to Assess the Value of Ideas: Data Trumps Intuition

At Amazon, half of the experiments failed to show improvement

QualPro tested 150,000 ideas over 22 years

- 75 percent of important business decisions and business improvement ideas either have no impact on performance or actually hurt performance...
- Based on experiments with ExP at Microsoft
  - 1/3 of ideas were positive ideas and statistically significant
  - 1/3 of ideas were flat: no statistically significant difference
  - 1/3 of ideas were negative and statistically significant
- Our intuition is poor: 2/3<sup>rd</sup> of ideas do not improve the metric(s) they were designed to improve. Humbling!

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### **Key Lessons**

- Avoid the temptation to try and build optimal features through extensive planning without early testing of ideas
- Experiment often
  - To have a great idea, have a lot of them -- Thomas Edison
  - If you have to kiss a lot of frogs to find a prince, find more frogs and kiss them faster and faster
     -- Mike Moran, Do it Wrong Quickly

Do It Wrong Quickly How the Web Changes the Old Marketing Rules

- Try radical ideas. You may be surprised
  - Doubly true if it's cheap to implement (e.g., shopping cart recommendations)
  - If you're not prepared to be wrong, you'll never come up with anything original – <u>Sir Ken Robinson</u>, TED 2006

### The OEC

- If you remember one thing from this talk, remember this point
- OEC = Overall Evaluation Criterion
  - Agree early on what you are optimizing
  - Getting agreement on the OEC in the org is a huge step forward
  - Suggestion: optimize for customer lifetime value, not immediate short-term revenue
  - Criterion could be weighted sum of factors, such as
    - Time on site (per time period, say week or month)
    - Visit frequency
  - Report many other metrics for diagnostics, i.e., to understand the why the OEC changed and raise new hypotheses

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   Semmelweis reflex, fundamental understanding



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### The Cultural Challenge

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It is difficult to get a man to understand something when his salary depends upon his not understanding it.
-- Upton Sinclair

- Why people/orgs avoid controlled experiments
  - Some believe it threatens their job as decision makers
  - At Microsoft, program managers select the next set of features to develop. Proposing several alternatives and admitting you don't know which is best is hard
  - Editors and designers get paid to select a great design
  - Failures of ideas may hurt image and professional standing.
     It's easier to declare success when the feature launches
  - We've heard: "we know what to do. It's in our DNA," and "why don't we just do the right thing?"

### Cultural Stage 1: Hubris

- The org goes through stages in its cultural evolution
- Stage 1: we know what to do and we're sure of it
  - True story from 1849
  - John Snow claimed that Cholera was caused by polluted water
  - A landlord dismissed his tenants' complaints that their water stank
    - Even when Cholera was frequent among the tenants
  - One day he drank a glass of his tenants' water to show there was nothing wrong with it
- He died three days later
- That's hubris. Even if we're sure of our ideas, evaluate them
- Controlled experiments are a powerful tool to evaluate ideas

# Cultural Stage 2: Insight through Measurement and Control

- Semmelweis worked at Vienna's General Hospital, an important teaching/research hospital, in the 1830s-40s
- In 19th-century Europe, childbed fever killed more than a million women
- Measurement: the mortality rate for women giving birth was
  - 15% in his ward, staffed by doctors and students
  - 2% in the ward at the hospital, attended by midwives

# Cultural Stage 2: Insight through Measurement and Control

- · He tries to control all differences
  - Birthing positions, ventilation, diet, even the way laundry was done
- He was away for 4 months and death rate fell significantly when he was away. Could it be related to him?
- Insight:
  - Doctors were performing autopsies each morning on cadavers
  - Conjecture: particles (called germs today) were being transmitted to healthy patients on the hands of the physicians
- He experiments with cleansing agents
  - Chlorine and lime was effective: death rate fell from 18% to 1%

### Cultural Stage 3: Semmelweis Reflex

- Success? No! Disbelief. Where/what are these particles?
  - Semmelweis was dropped from his post at the hospital
  - He goes to Hungary and reduced mortality rate in obstetrics to 0.85%
  - His student published a paper about the success. The editor wrote We believe that this chlorine-washing theory has long outlived its usefulness... It is time we are no longer to be deceived by this theory
- In 1865, he suffered a nervous breakdown and was beaten at a mental hospital, where he died
- Semmelweis Reflex is a reflex-like rejection of new knowledge because it contradicts entrenched norms, beliefs or paradigms
- Only in 1800s? No! A 2005 study: inadequate hand washing is one of the prime contributors to the 2 million health-care-associated infections and 90,000 related deaths annually in the United States

### Cultural Stage 4: Fundamental Understanding

- In 1879, Louis Pasteur showed the presence of Streptococcus in the blood of women with child fever
- 2008, 143 years after he died, there is a 50 Euro coin commemorating Semmelweis



### Summary: Evolve the Culture

Hubris

Measure and Control

Accept Results avoid Semmelweis Reflex

Fundamental Understanding

- In many areas we're in the 1800s in terms of our understanding, so controlled experiments can help
  - First in doing the right thing, even if we don't understand the fundamentals
  - Then developing the underlying fundamental theories

Summary

The less data, the stronger the opinions

#### 1. It is hard to assess the value of ideas

- Listen to your customers
- Get the data by experimenting because data trumps intuition

#### 2. Empower the HiPPO with data-driven decisions

- Hippos kill more humans than any other (non-human) mammal (really)
- OEC: make sure the org agrees what you are optimizing (long term lifetime value)

### 3. Compute the statistics carefully

Getting a number is easy. Getting a number you should trust is harder

#### 4. Experiment often

- Triple your experiment rate and you triple your success (and failure) rate.
   Fail fast & often in order to succeed
- Accelerate innovation by lowering the cost of experimenting



## Bonus True Story - Scurvy and Vitamin C

- Scurvy is a disease that results from vitamin C deficiency
- It killed over 100,000 people in the 16<sup>th</sup>-18<sup>th</sup> centuries, mostly sailors
- First known controlled experiment in 1747
  - Dr. James Lind noticed lack of scurvy in Mediterranean ships
  - Gave some sailors limes (treatment), others ate regular diet (control)
  - Experiment was so successful, British sailors are still called limeys
- But Lind didn't understand the reason
  - At the Royal Naval Hospital in England, he treated Scurvy patients with concentrated lemon juice called "rob."
  - He concentrated the lemon juice by heating it, thus destroying the vitamin C
  - He lost faith in the remedy and became increasingly reliant on bloodletting
- In 1793, a formal trial was done and lemon juice became part of the daily rations throughout the navy; Scurvy was quickly eliminated