

A Dynamic Framework for Optimizing Reward Policies in the Sharing Economy

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Introduction

A Sharing Economy:

- The sharing economy offers a framework where goods, services, and skills are exchanged on a temporary basis, often facilitated by technology-driven platforms.

Sharing Economy Overview:

- Transformative socio-economic model emphasizing shared consumption and resource efficiency (Sundararajan, 2016).
- Promotes sustainability, reduces environmental impact, and creates income opportunities.
- Examples: Uber (ride-sharing), Airbnb (home rentals), TaskRabbit (gig tasks), Freelancer (freelance work) (Davlembayeva and Papagiannidis, 2023).

Challenges of A Sharing Economy:

- Sustainability relies on active user engagement and resource provider participation (Acquier, Daudigeos and Pinkse, 2017).
- External factors (e.g. job market fluctuations, economic conditions) introduce instability (Frenken and Schor, 2017).

Method

The proposed framework integrates **game theory** and **dynamic programming** to optimize reward policies in the sharing economy:

- Dynamic Nash Equilibrium:**
 - Model strategic interactions among shoppers under evolving market conditions.
 - Assume shoppers adopt instantaneous Nash equilibrium strategies, updated recursively over time.

- Recursive Shopper Selection:**
 - Prioritize shoppers based on **marginal profit contribution**:

$$profit_j = \alpha \cdot \delta O_j - c_j \cdot p_j$$

where OTP is one-time purchase, δO_j is the marginal OTP contribution of shopper j , c_j is incentive cost, and p_j is acceptance probability.

- Iteratively select shoppers until budget or OTP constraints are met.

- Calibrate Adaptive Multiplier α** (profit-to-OTP ratio) via risk-neutral pricing:
 - Adjust α iteratively to align marginal profit with budget limits.
 - Ensure invariance to small α changes by focusing on shopper profitability ranking.

Results

• OTP Fulfillment vs. Shoppers:

- OTP increases monotonically with shopper participation but shows diminishing returns.
- Critical threshold identified beyond which additional incentives yield negligible gains.

• Cost Efficiency:

- Dynamic allocation reduces total incentive costs by 15–20% while maintaining $\geq 81\%$ OTP.

• Marginal Profit Optimization:

- Algorithm stops when $\frac{d(OTP)}{d(n)} \cdot \alpha = \frac{d(cost)}{d(n)}$, ensuring zero marginal profit at equilibrium.

• Scalability:

- Region-specific parallel optimization achieves 90% computational efficiency on cloud infrastructure.

Algorithm in Graph

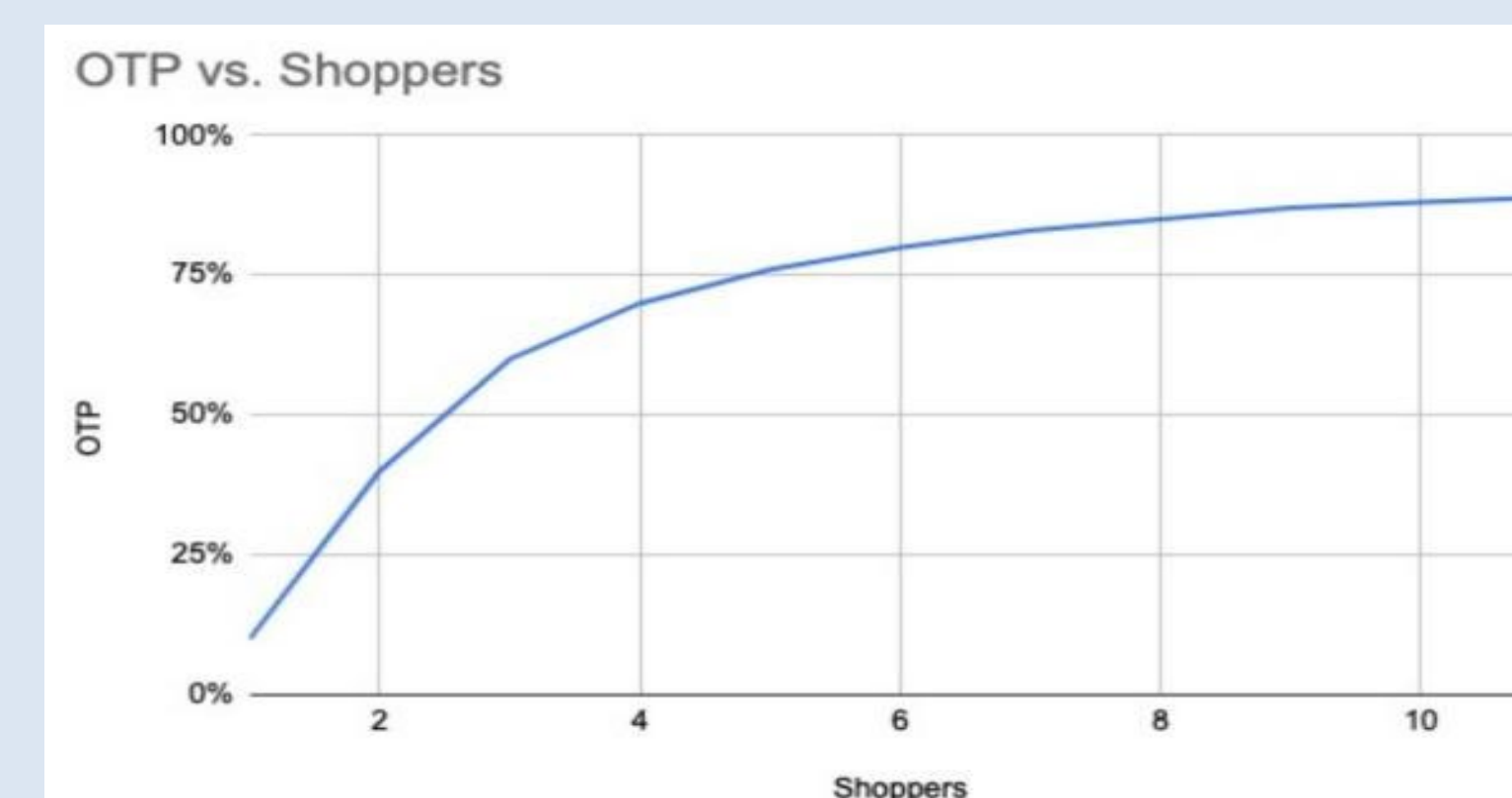


Figure 1. OTP vs Shoppers



Figure 2. d(OTP)/d(n) vs Shoppers

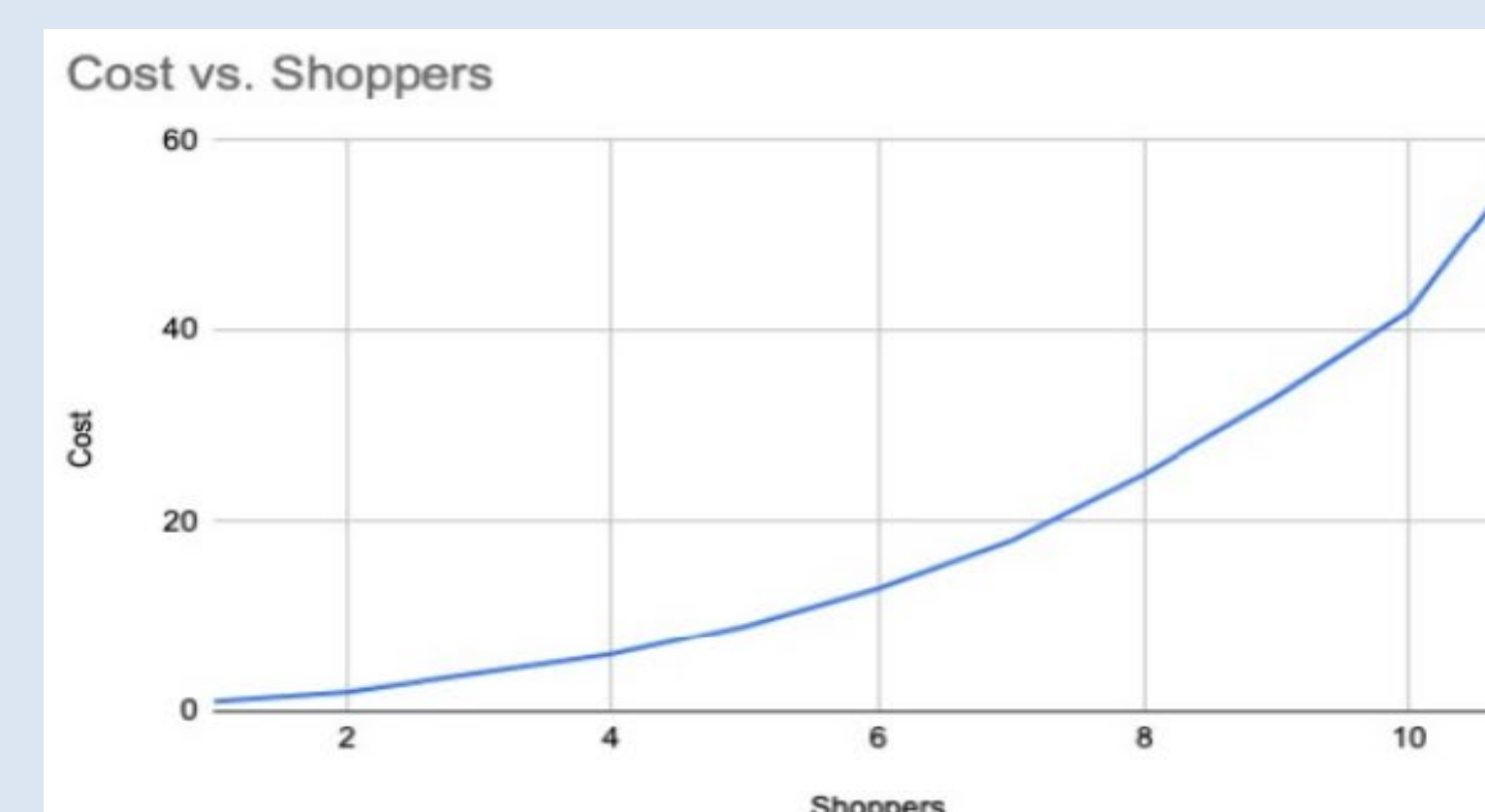


Figure 3. Cost vs Shoppers



Figure 4. d(Cost)/d(n) vs Shoppers

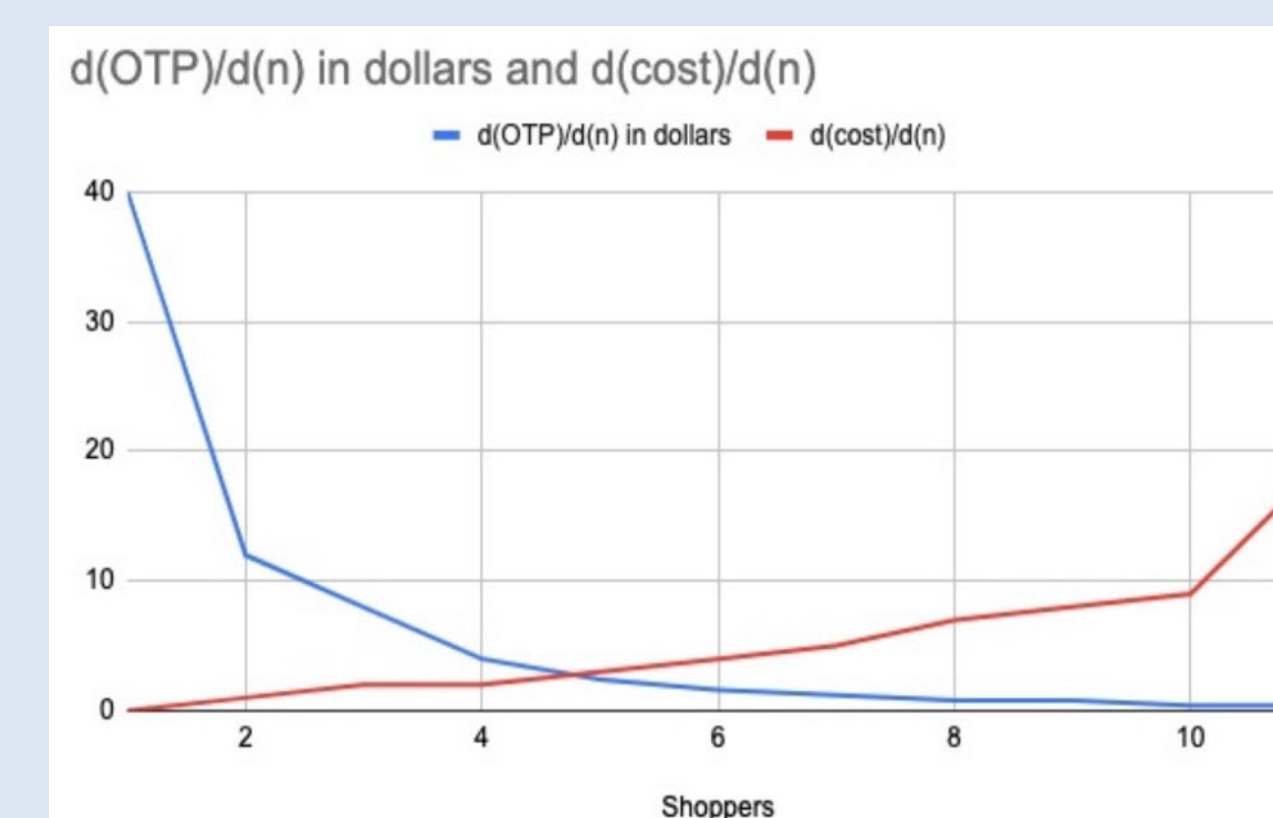


Figure 5. Marginal OTP and Marginal Cost

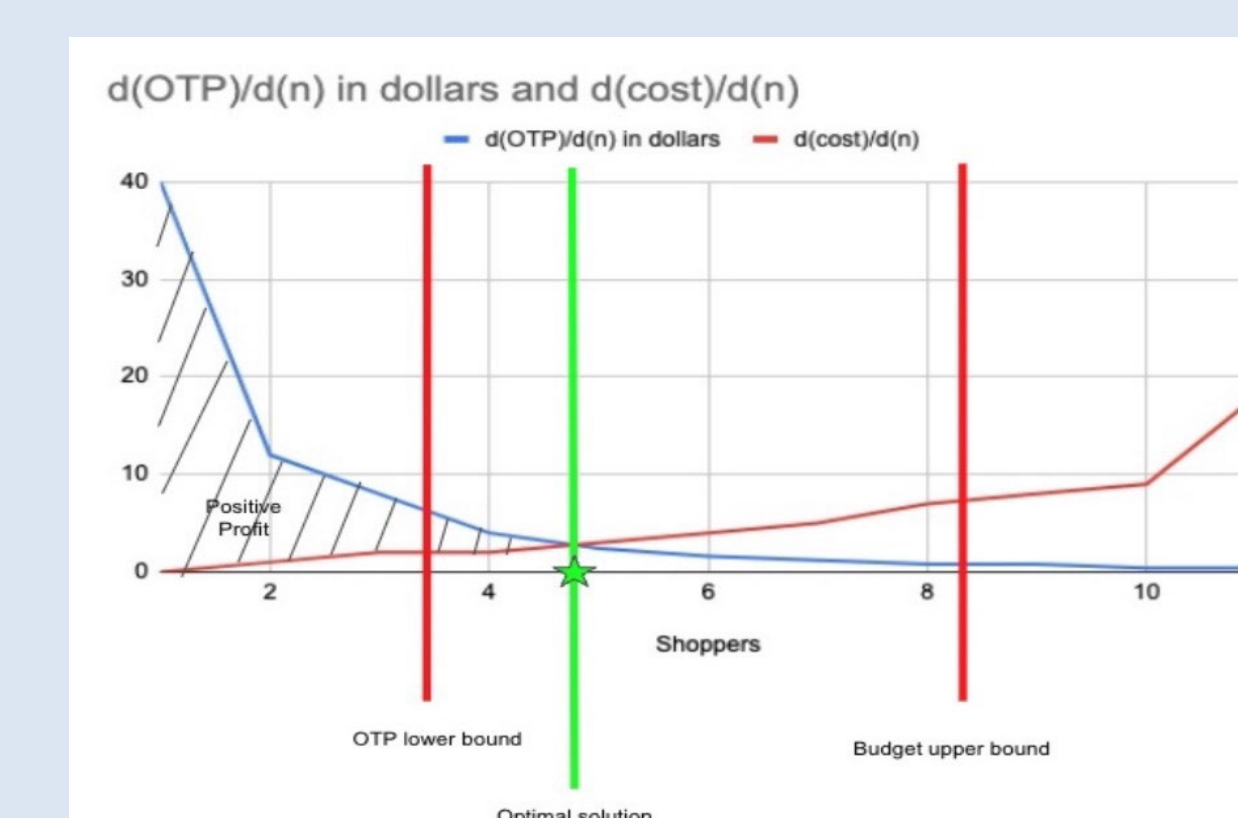


Figure 6. Choose the Next Best Shopper

Conclusions

• Dynamic Framework for Reward Optimization:

- Introduced a dynamic framework leveraging game theory and dynamic programming to optimize reward policies in the sharing economy.
- Focused on enhancing user participation, resource utilization, and platform growth through adaptive reward mechanisms.

• Effective Incentive Allocation:

- Demonstrated the ability to maximize platform efficiency and profitability with budget constraints.
- Prioritized high-impact users to ensure optimal resource allocation and maintain minimum OTP fulfillment rates.

• Future Research Directions:

- Real-world implementation and deeper integration of machine learning for more accurate predictions.
- Long-term sustainability studies to refine and expand the framework's applicability across diverse sharing economy ecosystems.

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