How To Run Many Tests At Once

Interaction Avoidance and Detection

Lukas Vermeer DDMA Experimentation Heroes, October 31st, 2023



Alexander Richter (He/Him) • 2nd ABlyft - A/B-Testing Platform

That is specifically one of the talks I'm really looking forward to Lukas Vermeer

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Something Something Experimentation Something

The monomyth of pretty much every talk I've ever done.

Lukas Vermeer Some event, Somewhere

A personal story

A first person narrative involving failure and learning to connect with the audience.



Some

Mind

Blowing

Content

Obligatory Q&A

Your opportunity to ask me pretty much anything at all.

"But what about the interactions!?"



Yes. What about them?

As long as experiments are executed orthogonally (fancy word alert!) and there are no interaction effects, The Math Just Works[™].

	Users in A of experiment 1	Users in B of experiment 1
Users in A of experiment 2	control	+5%
Users in B of experiment 2	+10%	+15%



Yes. What about them?

As long as experiments are executed orthogonally (fancy word alert!) and there are no interaction effects, The Math Just Works[™].

	Users in A of experiment 1	Users in B of experiment 1	What we see experiment 2
Users in A of experiment 2	control	+5%	control (0 + 5) / 2 = 2.5%
Users in B of experiment 2	+10%	+15%	+10% (10 + 15) / 2 = 12.5%
What we see experiment 1	control (0 + 10) / 2 = 5%	+5% (5 + 15) / 2 = 10%	Alexandra d

A silly example to illustrate (functional) interactions









Two kinds of interactions: traffic interactions

One experiment treatment causes a different mix of traffic to flow to another experiment. A statistician would call this "sampling bias".





Two kinds of interactions: metric interactions

Impact on a metric for a combination of two experiments differs from what we see in either experiment in isolation.

	Users in A of Experiment 1	Users in B of Experiment 1
Users in A of Experiment 2	Control	+5%
Users in B of Experiment 2	+10%	-50%



Potential consequences

1. Biased measurement

Bias Example 2	Effect
A of Experiment 2 (50% of users in experiment 1)	+10%
B of Experiment 2 (50% of users in experiment 1)	+20% —B doubles the effect of experiment 1!
Total for Users in Experiment 1	+15%

2. Inference and decisions errors

Bias Example 1	Effect
A of Experiment 2 (50% of users in experiment 1)	+10%
B of Experiment 2 (50% of users in experiment 1)	-100%
Total for Users in Experiment 1	-45%



Interaction effects are not a problem worth worrying about

They are rare^[citation needed 1] and severe ones are obvious and easy to avoid or detect.



2. Refusal of the Cal



Retur KNOWN UNKNOWN The Hero's Journey

4. The Crossing of the First Threshold



I understand and am grateful for the fact that I am speaking from a place of immense privilege. I had options to choose from. This is not the case for many others. Still, I hope this post may help others who have the luxurious challenge of having to choose their own adventure.

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Return KNOWN Conserved States



21 DECEMBER 2021 BY LUKAS VERMEER IN EXPERIMENTATION, DATA ANALYTICS, INNOVATION, VISION & MISSION

Building a Culture of Experimentation

Lukas Vermeer is Vista's Director of Experimentation and worked previously in a similar role at Booking.com. Together with his team – the "Experimentation Hub" – he is driving our cross-organizational effort to help Vista navigate towards our Experimentation North Star.

Vista's goal is to deliver **jaw-dropping customer value** to small business owners looking for design and marketing solutions. To confirm that our



"But what about the interactions!?"



6. The Road of Trials

Null Strategy: Not Running an Experiment at All



"Just ship it!"



Sequential Avoidance: Running One Experiment at a Time



"First try this."



"Then try this."



Isolation Avoidance: Running Experiments in Separated Lanes



"We try this."

Experiment 1



"They try this."

Experiment 2

And the second s

Combined Avoidance: Combining Treatments Into a Single Experiment







"This is B."

ABC Experiment



time

People being worried about interaction effects is a problem worth worrying about

Worrying undermines trust and reduces velocity. Dogmatic avoidance has a very high cost.

> 7. The Meeting with the Goddess

Detection Instead: Not Avoiding Interactions and Choosing Detection



"We try this."



"They try this."

Experiment 1 and also Experiment 2 (+*interaction detection*)



Goddess

time

Uh...

And then I realised I had no idea what I was actually talking about all those years.



"Why don't you just use a regression?"



10. Apotheosis

"Why don't you just use a regression draw a line?"



Regression tries to fit a line to some data given a model.

In this example, the model given is $Y \sim X$. In other words, estimate Y given only X.

This model describes a linear function of the form Y = a + X * b. The regression will try to estimate a and b.

The line fits our data best when a=0 and b=1.

Regression works through mathemagic.

Please don't ask me to explain.



Aside: connecting the dots



The exact same model could be used to analyse the results of a regular A/B test.

The linear function Y = a + X * b could represent the results of a test if we assume

- Y = the metric of interest
- *a* = base rate
- X = which treatment user was exposed to
- *b* = the effect of the treatment

Most regression implementations will return confidence intervals and p-values for *b*.

You probably don't want to do this.



Y~X1 *X2

We can extend the regression model to include more than one input. We can also include "interaction terms" which combine multiple inputs.

The above model expands to Y = a + X1 * b + X2 * c + X1:X2 * d



```
> summary(lm(metric value ~ exp 1*exp 2, data = df))
Call:
lm(formula = metric value ~ exp 1 * exp 2, data = df)
Residuals:
Min 10 Median 30 Max
-25.38 -22.34 -20.82 -20.20 280.00
Coefficients:
Estimate Std. Error t value Pr(>|t|)
(Intercept) 20.1959 0.3081 65.543 < 2e-16 ***
exp 1 0.6201 0.4339 1.429 0.153
exp 2 2.1495 0.4348 4.943 7.69e-07 ***
exp 1:exp 2 2.4183 0.6146 3.935 8.33e-05 ***
```

Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1

Residual standard error: 48.59 on 99996 degrees of freedom Multiple R-squared: 0.001691, Adjusted R-squared: 0.001661

F-statistic: 56.45 on 3 and 99996 DF, p-value: < 2.2e-16



10. Apotheosis





11. The Ultimate Boon





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27 FEBRUARY 2023 BY LUKAS VERMEER IN INNOVATION, EXPERIMENTATION

Interaction Effects Experimentation

Experiments allow us to test how ch behavior of our users. We make mar running at the same time. As we sca Vista, there will be an increased risk occurring.

We say an interaction has occurred experiments on a metric combined



4 APRIL 2023 BY LUKAS VERMEER IN INNOVATION, EXPERIMENTATION

Avoiding Interactio Experimentation

In the previous post (find it here) in effects and discussed the potential undetected. In this post, we will disk interaction effects and share some to conflict avoidance.

Some may think the ideal solution is simultaneously to avoid all possible



26 JUNE 2023 BY LUKAS VERMEER, ADRIANA APARICIO MARIJUAN IN INNOVATION, EXPERIMENTATION

Detecting Interaction Effects in Online Experimentation

In the first two posts (one, two) in this series, we explained what interaction effects are and what their consequences could be if they remain undetected. We also listed several approaches to avoiding interaction effects and shared some of the tools and processes we use to enable conflict avoidance.

In this third and final installment in the series, we will discuss how to detect interactions and share code and tools we built at Vista to address this



Return Threshold

Interaction effects are still not a problem worth worrying about, but people being worried about interaction effects is a problem worth worrying about.

Avoid some, detect others. Regression is one approach to implement such detection.



Second Q&A

Your opportunity to ask me pretty much anything at all except for that one thing.

