

Customer (Dis)honesty in Priority Queues

Rouba Ibrahim

School of Management, UCL

This work is joint with:

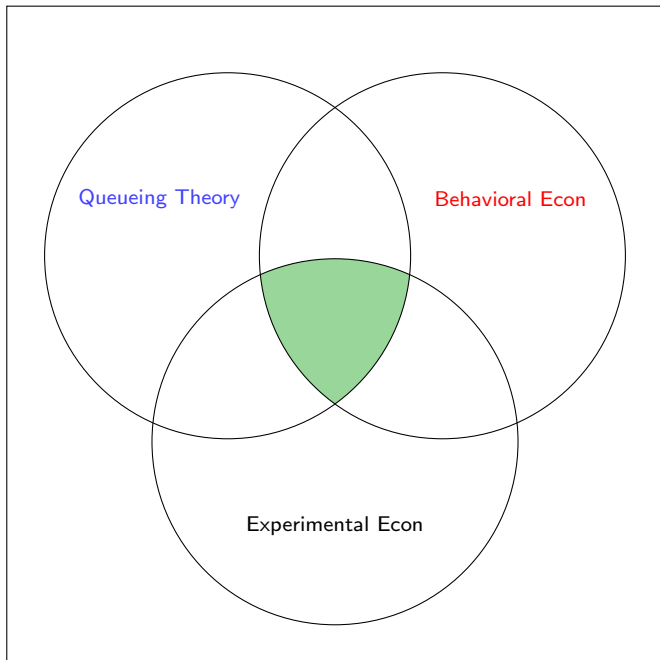


Arturo Estrada Rodriguez



Dongyuan Zhan

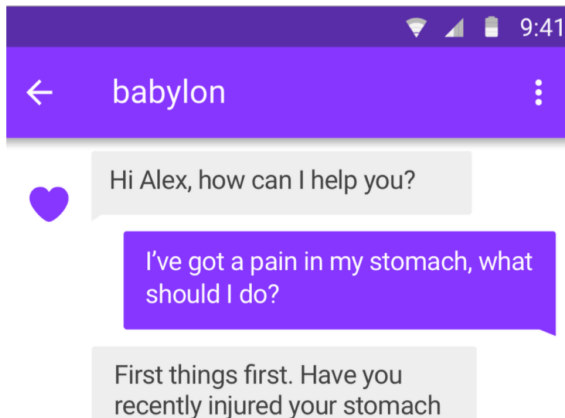
At a High Level



GP patients expected to overplay symptoms on NHS chatbot to 'get appointment quicker'

Further pilots in North West London were dropped because of fears of patients 'gaming' the system

Alex Matthews-King Health Correspondent | Thursday 23 November 2017 11:41 | [comments](#)



The chatbot app uses simulated a consultation to our patients about their symptoms (babylon)

Coronavirus: People without symptoms 'misusing testing'

9 September



Coronavirus pandemic



Covid: Concerns over 'queue jumping' for vaccine in London

By Guy Lynn
BBC News

🕒 24 March



Coronavirus pandemic



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- A one-shot, anonymous, interaction with service provider.
- Queues (other people) are unobservable.

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- ① How to model customer **misreporting** behaviour in **queues**?
 - Can our model be validated with experimental data?

- ② How can we **control** performance in the system effectively?
 - What is the optimal scheduling policy?

Relevant Literature

- **Control of queues with uncertain parameters**

Van der Zee and Theil (1961), Argon and Ziya (2009), Bren and Saghafian (2019), Singh et al. (2021)...

- **Queueing economics**

Mendelson and Whang (1990), Afeche and Mendelson (2004), Kittsteiner and Moldovanu (2005), Kleinrock (1967), Lui (1985), Hassin and Haviv (2003), Hu et al. (2021), Afeche (2013), Afeche and Pavlin (2016), Yang et al. (2021), Yang (2021)...

- **Misreporting behaviour**

Rosenbaum et al. (2014), Abeler et al. (2014, 2019), Fischbacher and Föllmi-Heusi (2013), Celse et al. (2019), Dugar et al. (2019), Steinel et al. (2022)...

- **Behavioral queueing**

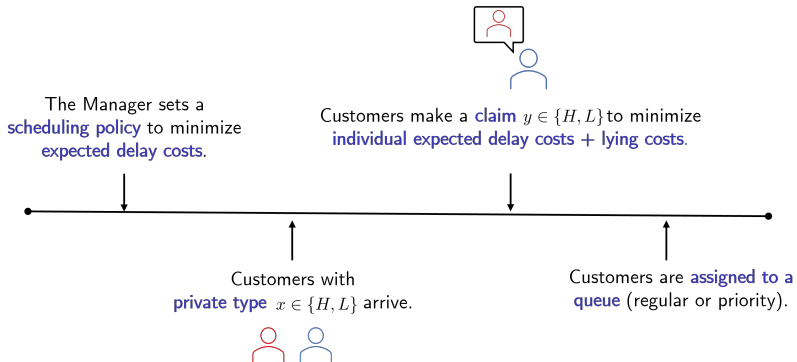
Shunko et al. (2018), Buell (2021), Armony et al. (2021), Kim et al. (2020), Wang and Zhou (2018), Ülkü et al. (2020), Luo et al. (2022), Althenayyan et al. (2022)...

Plan for the remainder of the talk

- Part 1: Propose a queueing game model
- Part 2: Validate model experimentally
- Part 3: Design effective scheduling control

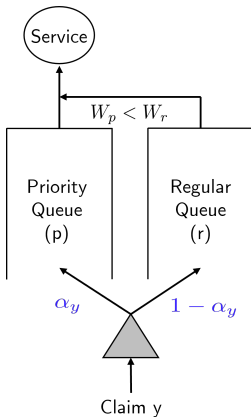
Part 1:
Queueing game model

Queueing Game: Sequence of Events



M/M/1 Non-Preemptive Priority Queue

Customers with a claim $y \in \{H, L\}$ are given priority with probability α_y .



Manager's Problem

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- $\mathbb{E}[W_p]$ and $\mathbb{E}[W_r]$ are delays in priority and regular queues.

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- Heterogeneous lying aversion: θ is a random variable.

(Gibson et al. 2013, Rosenbaum et al. 2014, Abeler et al. 2019)

Lying Cost Models from the Literature

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Strictly convex in expected material benefit

- $\ell(x, y) = \left(c_x \cdot \left(\mathbb{E}[W | Claim = x] - \mathbb{E}[W | Claim = y] \right)^+ \right)^r, r > 1$

(Duch et al. 2021, Gneezy et al. 2018, Kartik 2009)

Best-Response Misreporting Probability

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Customer misreports when

$$c_x \cdot \mathbb{E}[W|Claim = x] \geq c_x \cdot \mathbb{E}[W|Claim = y] + \theta \cdot \ell(x, y),$$

i.e., when θ is small enough.

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Later, we will show that only L customers misreport.

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Lying Cost $\ell(L, H)$	$\mathbb{P}(\text{Misreport})$	Effect of $\Delta\alpha = (\alpha_H - \alpha_L)$	Effect of $\Delta W = (\mathbb{E}[W_r] - \mathbb{E}[W_p])$
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Linear in material benefit	$\mathbb{P}(\theta \leq 1)$	No Effect	No Effect
Convex in material benefit	$\mathbb{P}\left(\theta \leq \frac{1}{(c_L(\alpha_H - \alpha_L)(\mathbb{E}[W_r] - \mathbb{E}[W_p]))^{r-1}}\right)$	↓	↓

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Part 2:
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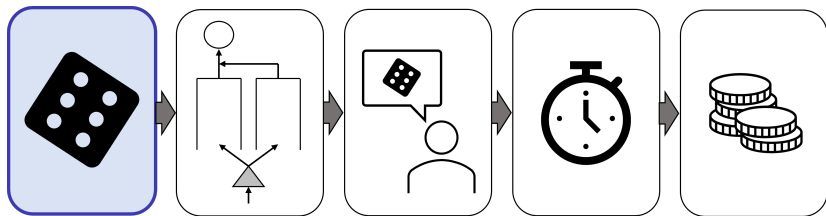
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- Inferences at the **aggregate level**.

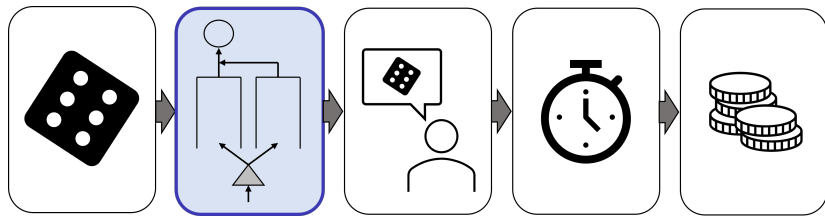
Experimental Design

We run an online experiment. Participants **privately observe** the outcome of a die.



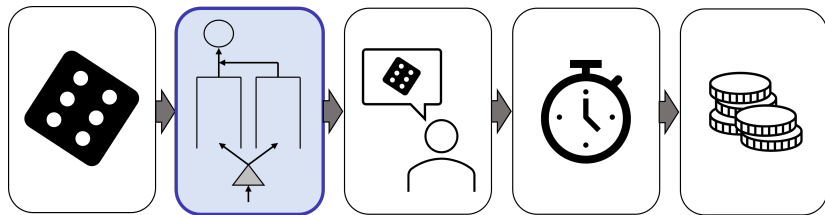
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Participants are **randomly assigned** to 1 out of 9 experimental conditions that differ in their $\Delta\alpha$ and ΔW values.



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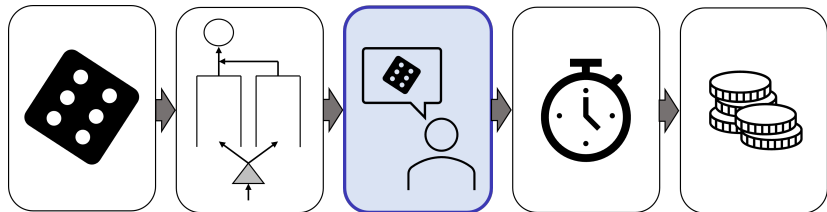
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Condition	$\Delta\alpha$	ΔW	α_H	α_L	W_r	W_p	Sample size
1	1	3 min	1	0	5 min	2 min	226
2	1	8 min	1	0	10 min	2 min	220
3	1	13 min	1	0	15 min	2 min	217
4	0.5	3 min	1	0.5	5 min	2 min	222
5	0.5	8 min	1	0.5	10 min	2 min	227
6	0.5	13 min	1	0.5	15 min	2 min	222
7	0.1	3 min	1	0.9	5 min	2 min	220
8	0.1	8 min	1	0.9	10 min	2 min	233
9	0.1	13 min	1	0.9	15 min	2 min	234

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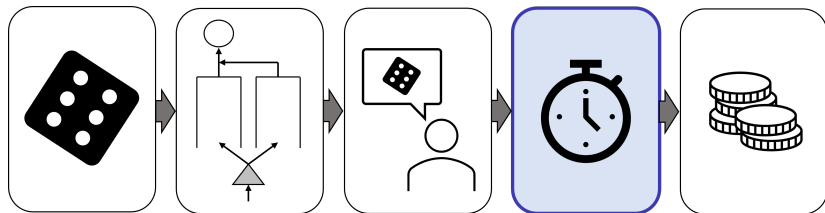
Participants **make a claim** about their die outcome.



- **H claim:** number 5.
- **L claim:** any other number.

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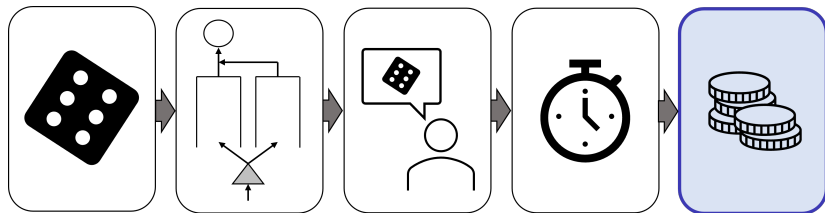
Based on participant claims and experimental condition, they wait in a virtual queue.



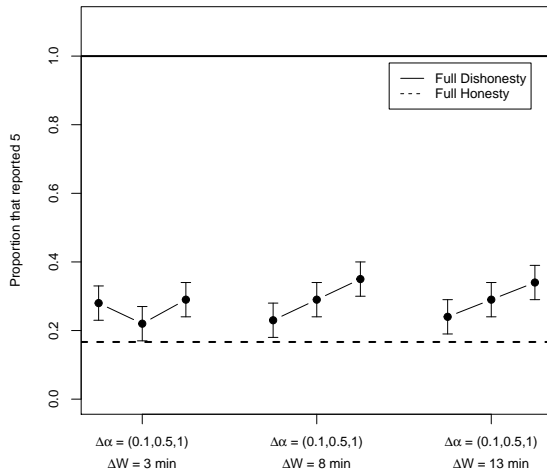
- To ensure waiting costs, participants need to click [Advance in queue](#) buttons.

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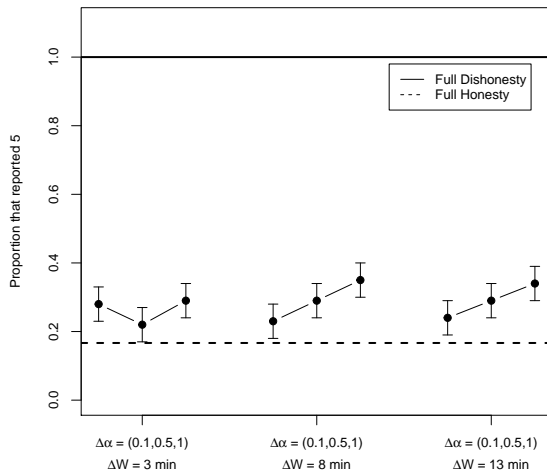
Participants are paid the same amount of money irrespective of their waiting time.



Experimental Results

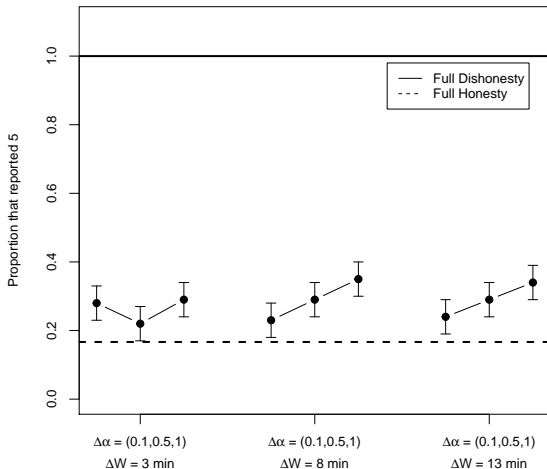


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- **Result 2.** Misreporting behaviour supports the **existence of lying aversion**.

Experimental Results

	Logistic Regressions: $\mathbb{P}(\text{Claim } 5)$		
	(1a)	(2a)	(3a)
(Intercept)	-1.03*** (0.21)	-1.19*** (0.20)	-1.29*** (0.22)
Age	0.00 (0.00)	0.00 (0.00)	0.00 (0.00)
GenderM	0.13 (0.10)	0.13 (0.10)	0.13 (0.10)
ΔW	0.01 (0.01)	- (-)	0.01 (0.01)
$\Delta\alpha$	- (-)	0.45*** (0.13)	0.45*** (0.13)
N	2021	2021	2021
AIC	2398.17	2387.79	2388.81
Pseudo R^2	0.00	0.01	0.01
Pseudo R^2 †	0.01	0.23	0.25

* $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$.

†: at aggregate level.

- **Result 3.** $\Delta\alpha$ influences misreporting behaviour.

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- **Result 3.** $\Delta\alpha$ influences misreporting behaviour.
- **Result 4.** ΔW does not influence misreporting behaviour.

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ΔW	0.01 (0.01)	- (0.01)	0.01 (0.01)
$\Delta\alpha$	- (0.13)	0.45*** (0.13)	0.45*** (0.13)
N	2021	2021	2021
AIC	2398.17	2387.79	2388.81
Pseudo R^2	0.00	0.01	0.01
Pseudo R^2 †	0.01	0.23	0.25

* $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$.

†: at aggregate level.

- **Result 3.** $\Delta\alpha$ influences misreporting behaviour.
- **Result 4.** ΔW does not influence misreporting behaviour.
- **Result 5.** None of the lying-cost models from the literature exhibit the same directional patterns of the data.

Experimental Results

Lying Cost	$\mathbb{P}(\text{Misreport})$	Effect of $\Delta\alpha = (\alpha_H - \alpha_L)$	Effect of $\Delta W = (\mathbb{E}[W_r] - \mathbb{E}[W_p])$
Fixed Cost	$\mathbb{P}(\theta \leq c_L(\alpha_H - \alpha_L)(\mathbb{E}[W_r] - \mathbb{E}[W_p]))$	↑	↑
Linear in material benefit	$\mathbb{P}(\theta \leq 1)$	No Effect	No Effect
Convex in material benefit	$\mathbb{P}\left(\theta \leq \frac{1}{c_L(\alpha_H - \alpha_L)(\mathbb{E}[W_r] - \mathbb{E}[W_p])^{\gamma-1}}\right)$	↓	↓
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Why do existing lying-cost models fail to fit our data?

Because the outcomes of lying are **uncertain** in our setting.

Part 3: Scheduling Control

Updated Customer Lying Aversion Model

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$$\underset{y \in \{H, L\}}{\text{Min}} \quad \underbrace{c_x \cdot \mathbb{E}[W | \text{Claim} = y]}_{\text{Delay cost}} + \underbrace{\frac{\theta}{\tau(\Delta\alpha)}}_{\text{Lying aversion}} \cdot \underbrace{\ell(x, y)}_{\text{Intrinsic lying cost}},$$

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We make assumptions on $\tau(\cdot)$ so that we get consistency with data.

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- All H types claim their type, and only some L types misreport.

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- **Honor policies**, which are commonly used in practice, **can be optimal**.
- Managers can use upgrading policy as a control to **incentivize more honesty**.

Thank You!

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- $\alpha_L^* > 0 \Leftrightarrow$ the misreporting probability is sufficiently **sensitive** to changes in α_L .