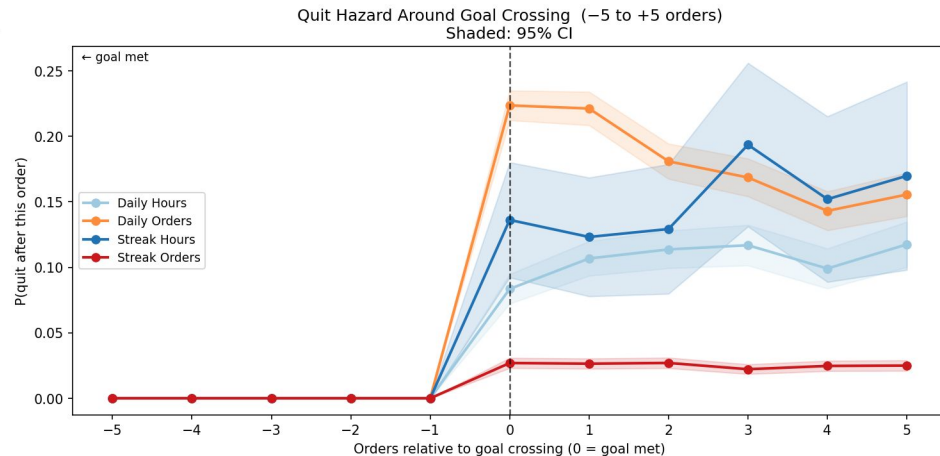
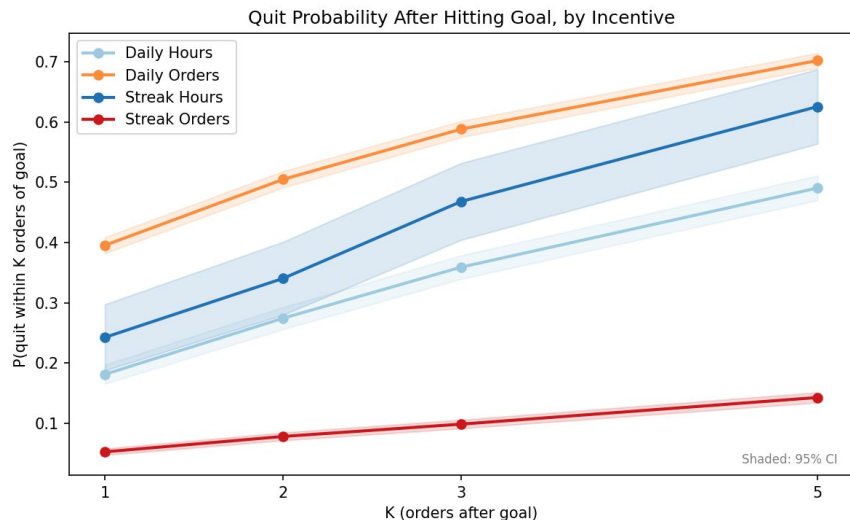


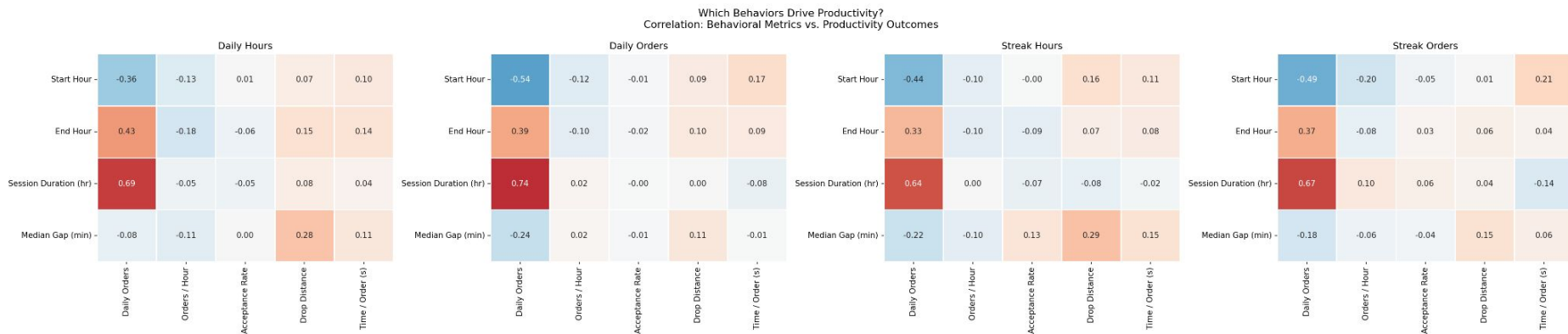
# Top Insights

# Daily Orders causes sharp stop at/after goal behavior



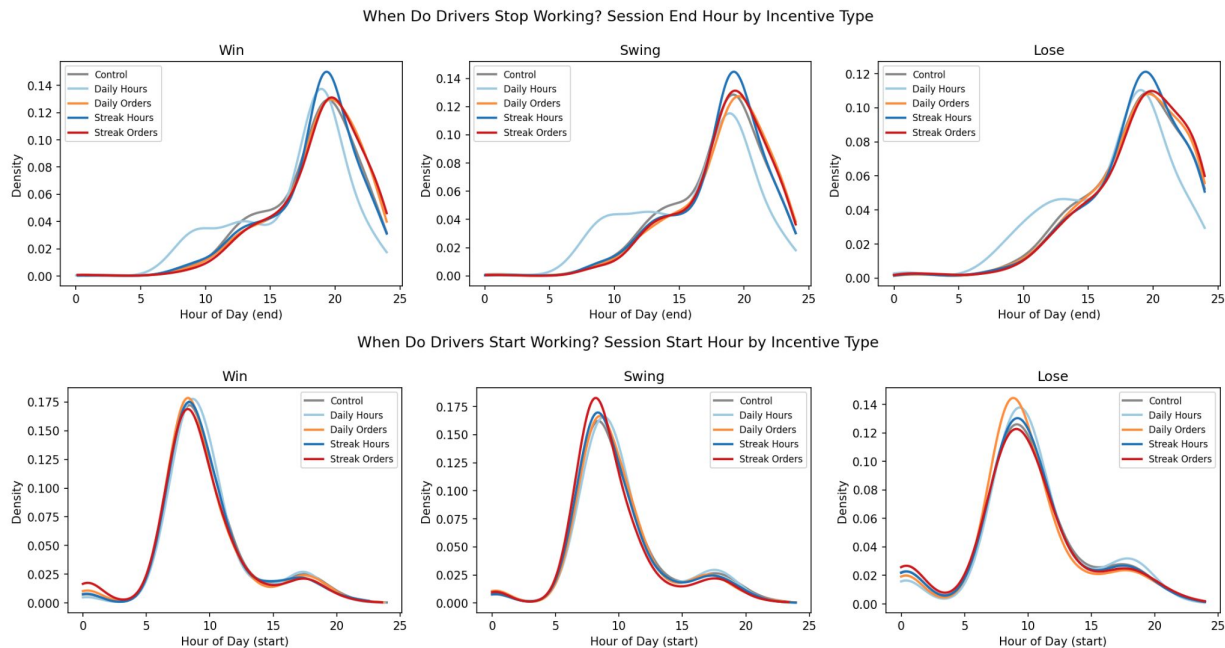
After hitting their goal, 58.8% of DO drivers quit within 3 orders. DO creates the sharpest behavioral stop of any incentive type. More than 1 in 5 DO drivers quit on the exact order they hit their daily target, and 70% are gone within 5 orders.

# Duration worked is what drives productivity



Across all incentive types, the behavior that has the most impact on productivity metrics is session duration which is positively correlated with daily orders, most other metrics aren't correlated to driver behaviors. By increasing the hours the drivers work, daily orders will likely increase as well. (continued in next slide)

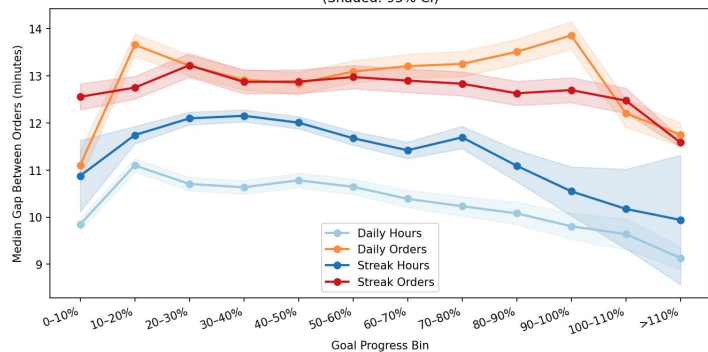
# Duration worked is what drives productivity (cont.)



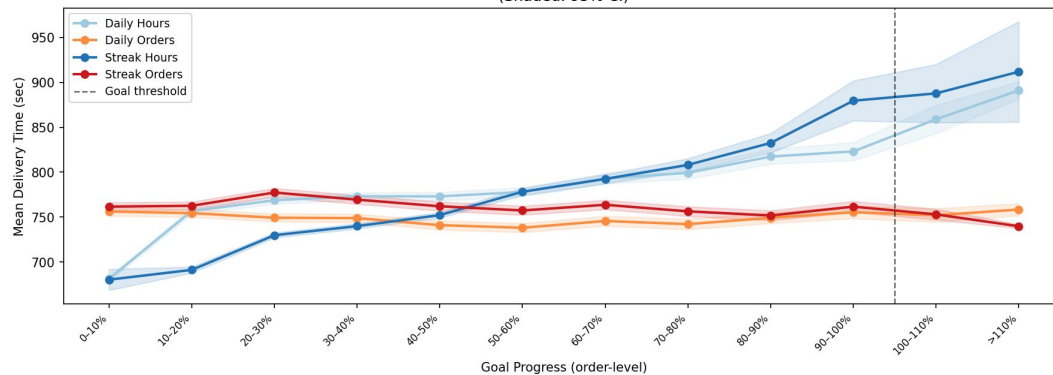
Driver start times don't change across market regimes and incentives. End hours is the main change that results in different session durations so to increase productivity we should aim to increase session duration.

# Order based incentives have higher productivity

Order Pace: Do Drivers Hustle More Near Goal?  
(Shaded: 95% CI)

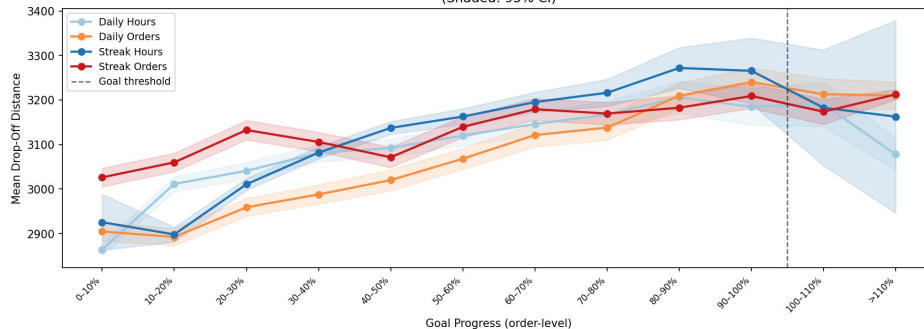


Task Duration by Goal Progress  
(Do drivers pick faster orders near threshold?)  
(Shaded: 95% CI)



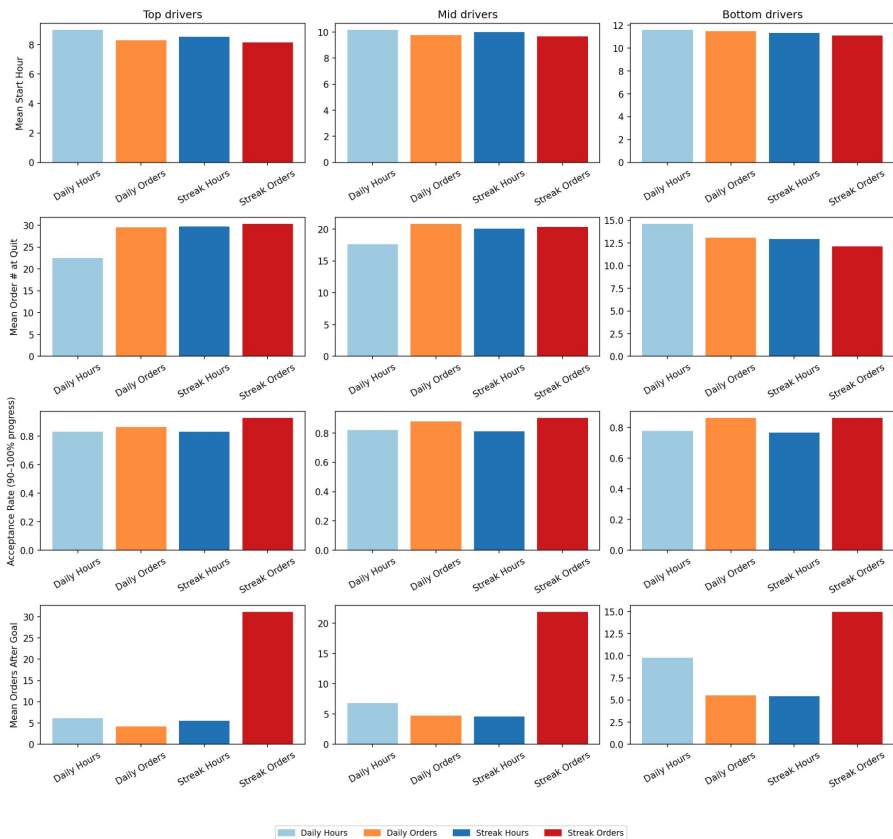
Orders based incentives have slightly longer gaps between orders but consistently low delivery time while hours based incentives have shorter time between orders and increasing delivery times throughout the day. Distance is approximately the same for all incentives.

Task Distance by Goal Progress  
(Do drivers pick shorter trips near threshold?)  
(Shaded: 95% CI)



# DH reduces productivity for higher tier drivers

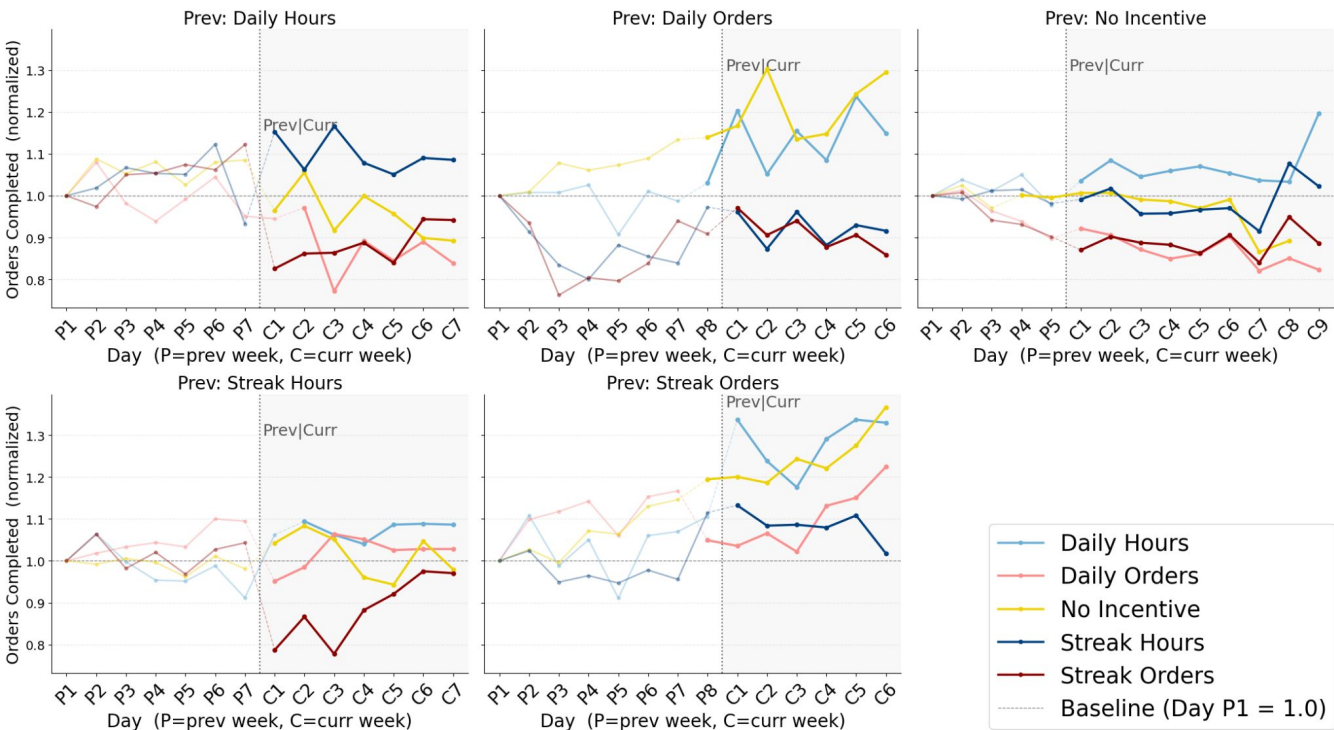
Behavioral Metrics by Driver Tier and Incentive Type  
(Top = highest-earning drivers; Bottom = lowest-earning)



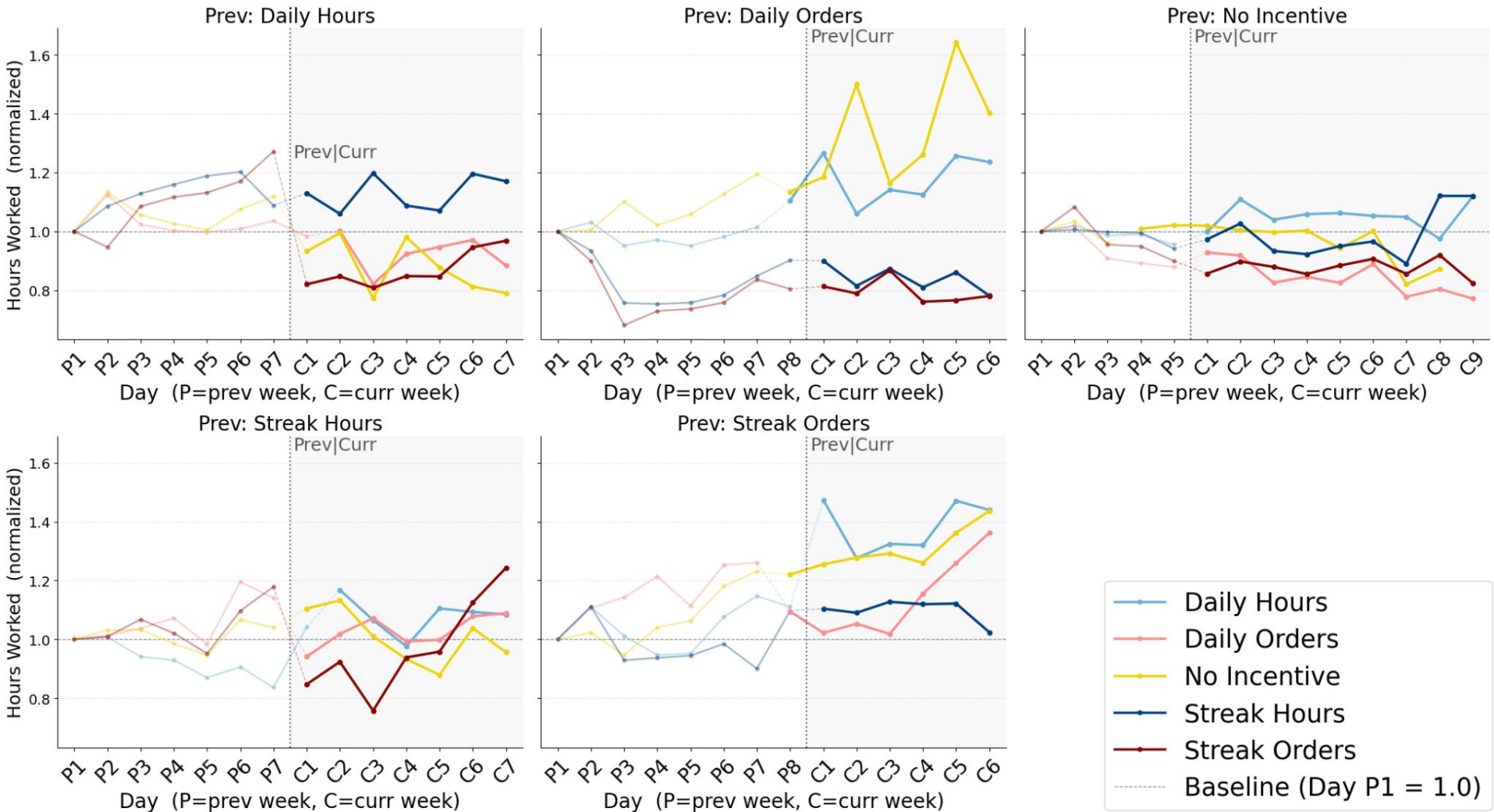
In the Mean Order # at Quit row for top drivers, the DH bar is shorter than the other three incentives, ~22 vs. ~30 for DO, SH, and SO. This gap is less significant in mid tier drivers and does not appear for bottom tier drivers. The hours-based daily incentive disproportionately pulls high-earning drivers to stop earlier than they otherwise would.

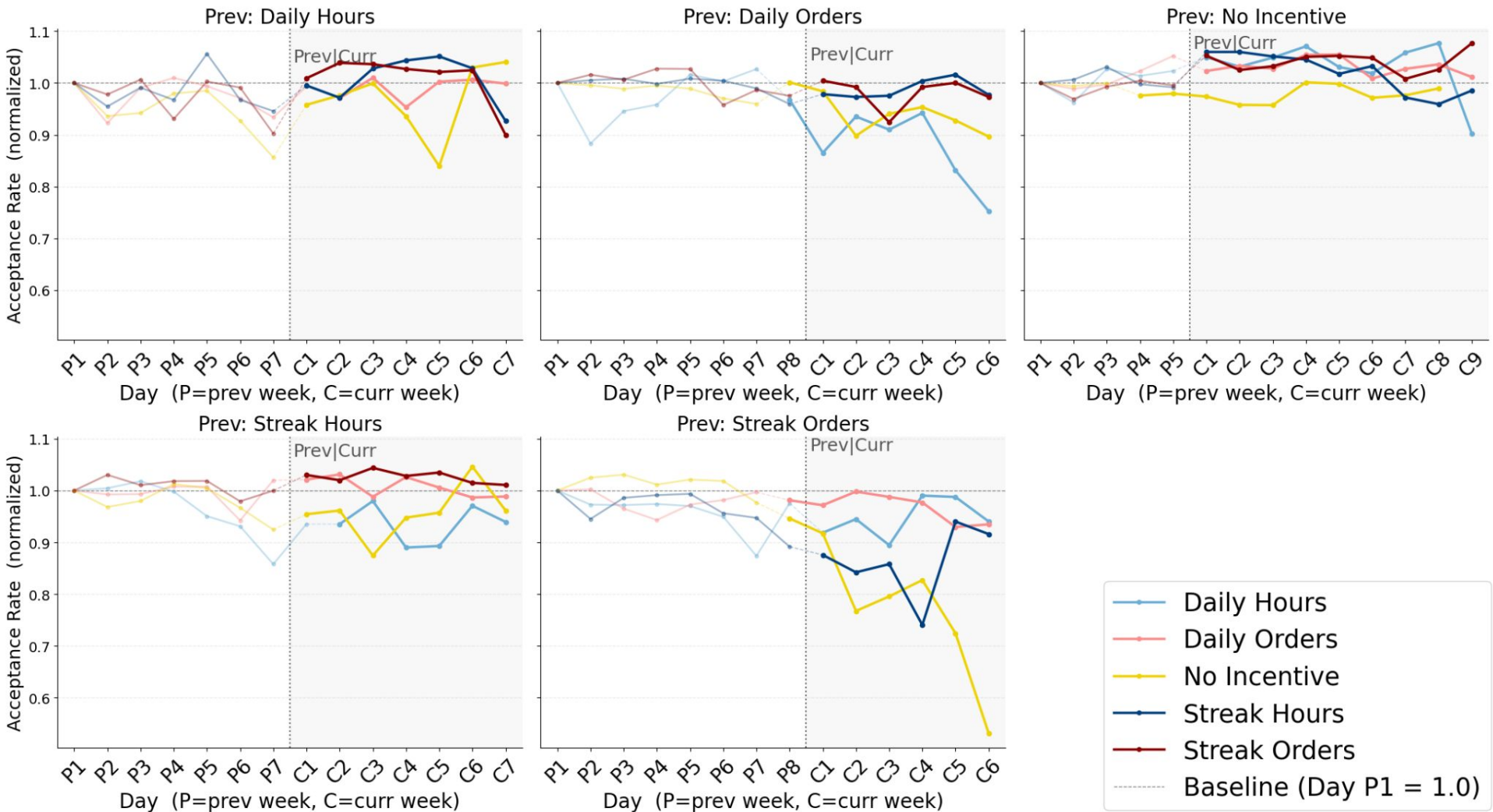
1. Novelty Effect: There is a Day 1 peak, followed by a drop after the first day, and then an increase again near the end of the week (Mixed-effect model)
  - a. End of the week growth could be due to a lot of the incentives having Hunting Periods/required days on weekends/end of the week (especially Streak-based incentives)
    - i. There is a stronger end of week “recovery” for streak-based incentives
  - b. Especially in hours worked
2. Streak based incentives are less likely to have as big of a “shock” on Day 1 after the introduction of the incentive, and their behavior is more consistent throughout the week (less of a drop after Day 1) (aka they pace themselves better than daily-level incentives)
  - a. Could also be the structure of the incentive itself (driver’s are following the structure of the incentive)
    - i. E.g daily based goals have a higher goal to reach each day; streak-based incentives kind of have built in pacing (e.g. Mid-level driver in KHONKAEN) Streak orders -> 26 orders for Mon/Tues; 24 orders for Wed/Thu/Fri; 29 orders for Sat/Sun VS Daily Orders -> 27 orders everyday)
3. Streak Orders to No Incentive continues an upwards trend in terms of orders completed and hours worked, but a downward trend in terms of acceptance rate indicating a slight carryover effect from a streak-based incentive to the next week, as well as higher demand for the week of No Incentive (Sequencing graphs)
4. Transitioning to No Incentive after an active incentive tends to produce stronger performance than transitioning from one active incentive to another (especially in the beginning of the week) (Welch’s t-test/sequencing graphs)
  - a. Carry-over effect from the previous week’s incentive
  - b. Drivers would be anticipating the return of the incentive, or there could have been some sort of habit formation
5. Despite different driver tiers, all drivers tend to behave roughly the same (Sequencing graphs split by tiers)

Updated relevant graphs



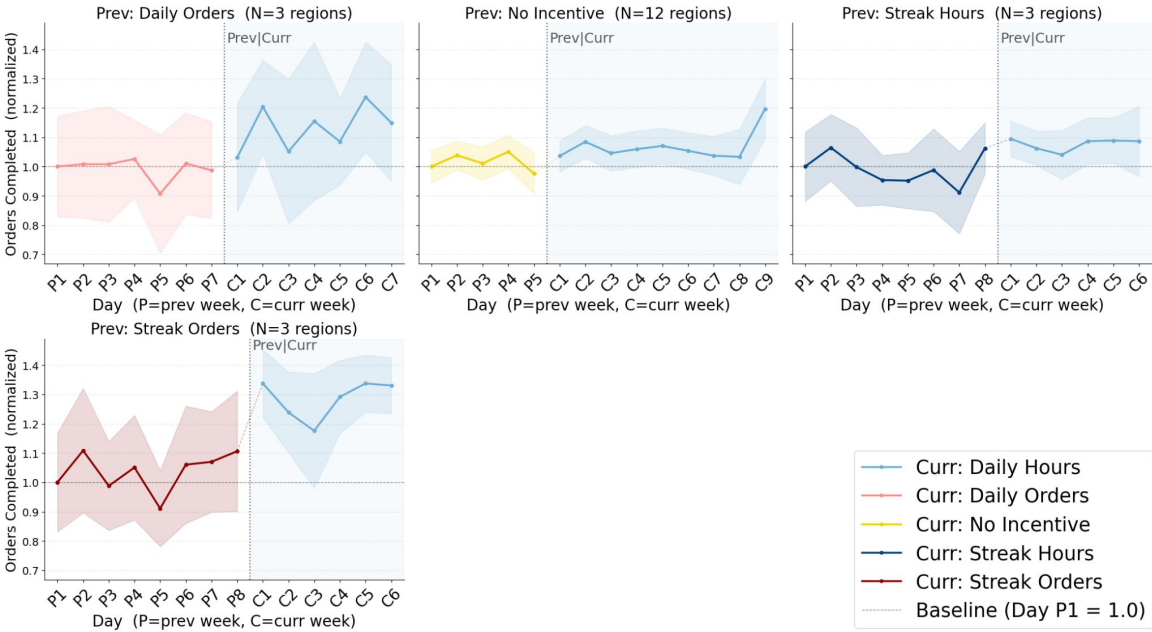
Daily Hours tends to have the best/highest productivity in terms of Orders Completed/Hours Worked regardless of the sequencing of incentives but also one of the lowest acceptance rates meaning this increase in productivity could be due to spike in demand





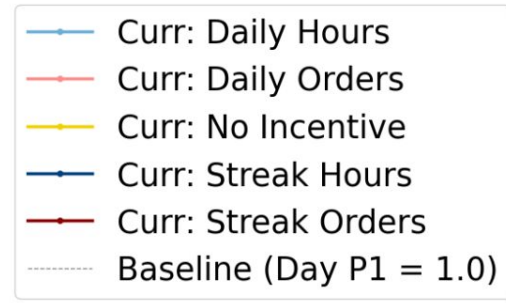
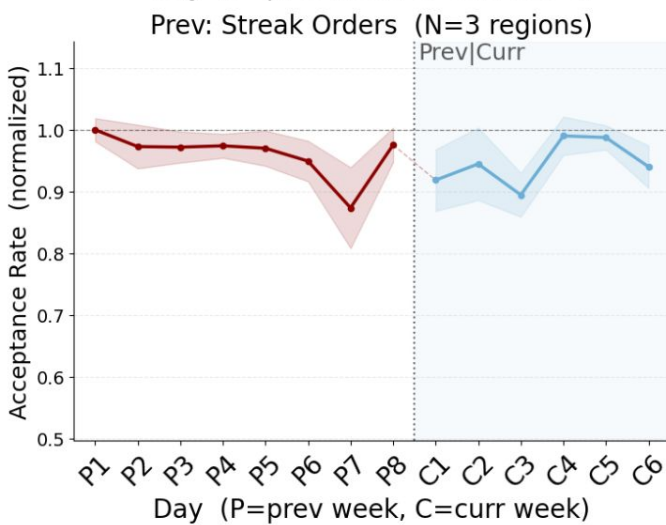
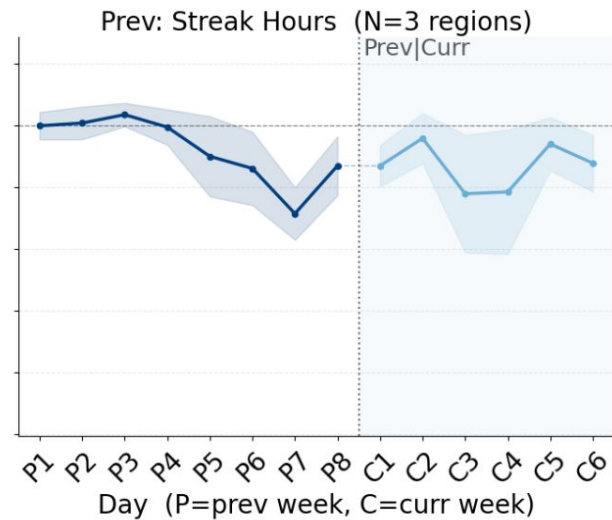
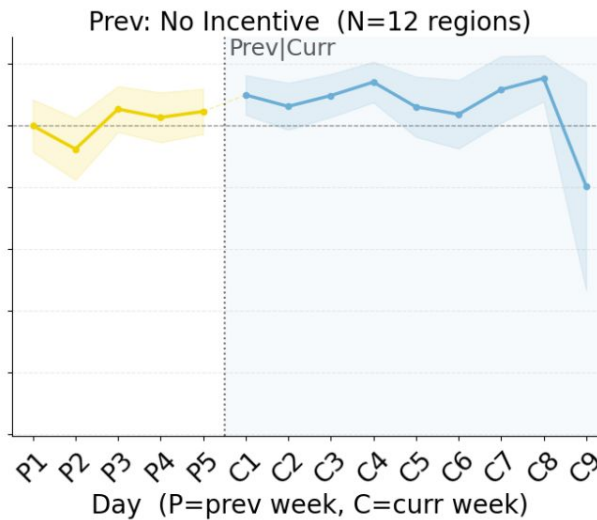
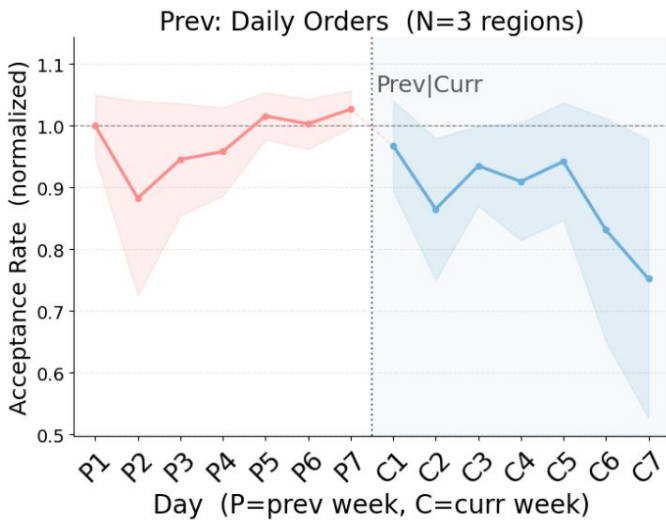
The following graphs are the same as the previous graphs, just easier to read...

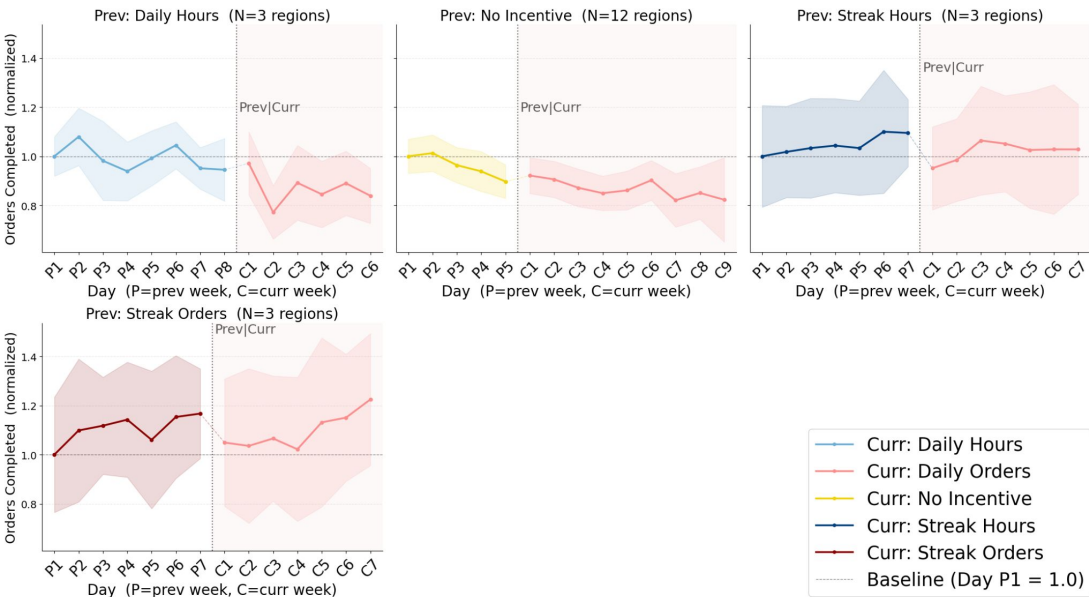
- Holding the current week incentive constant, we can see the different behavior as a result of a different previous week's incentive
- Everything is normalized to previous week day 0 to see any changes as a result of incentive sequencing (e.g. does Daily Hours after No incentive do better than Daily Hours after Streak Hours)
- Trend line since all driver tiers tend to behave roughly the same



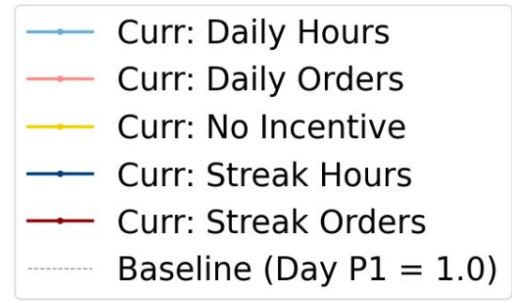
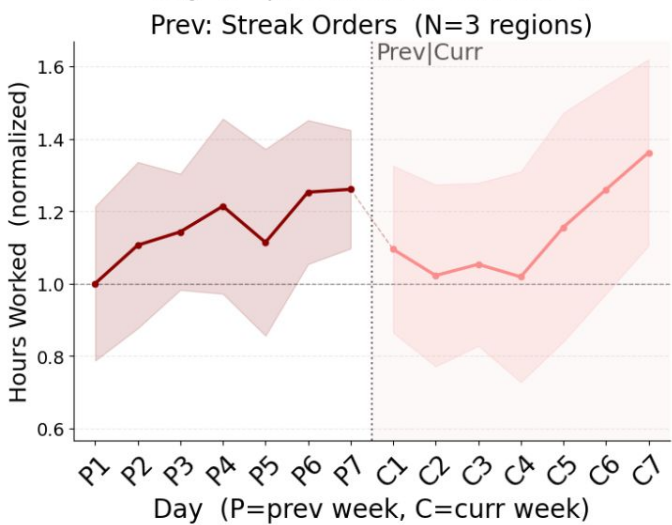
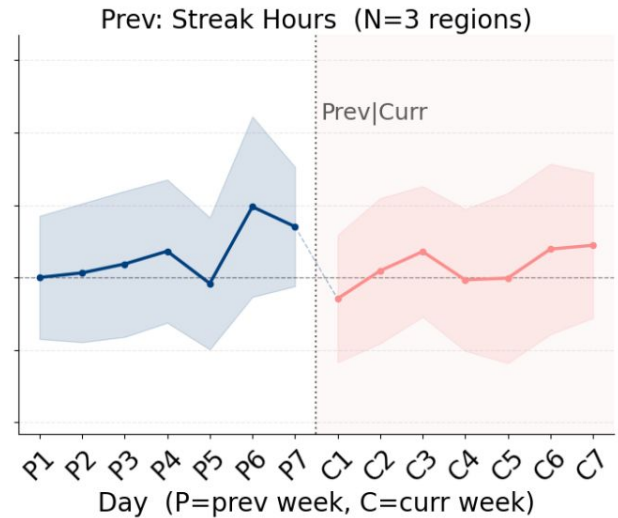
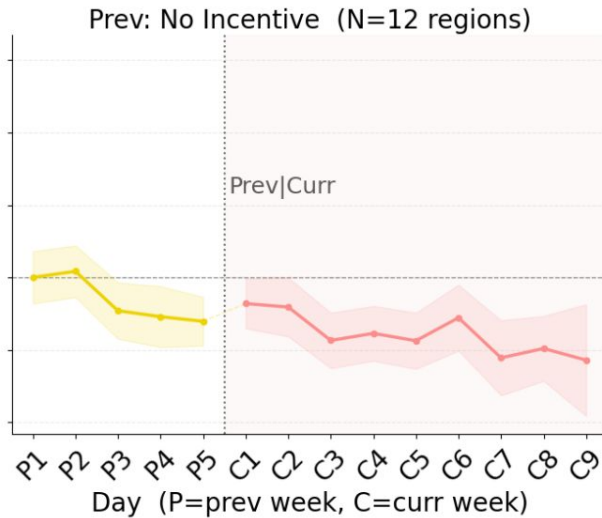
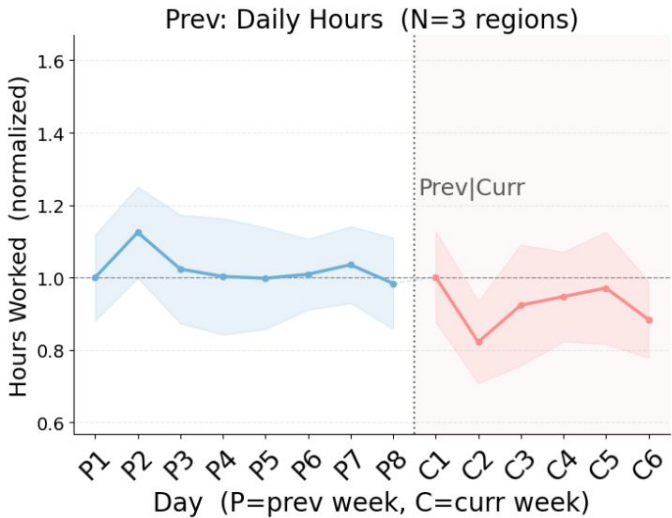
- Streak Orders to Daily Hours does the best in terms of orders and hours worked (increased productivity)
- Acceptance Rate seems to be roughly the same throughout the week
  - Slight dip at the end of the week (likely due to higher demand (aka more orders), and a certain capacity of the drivers to work)

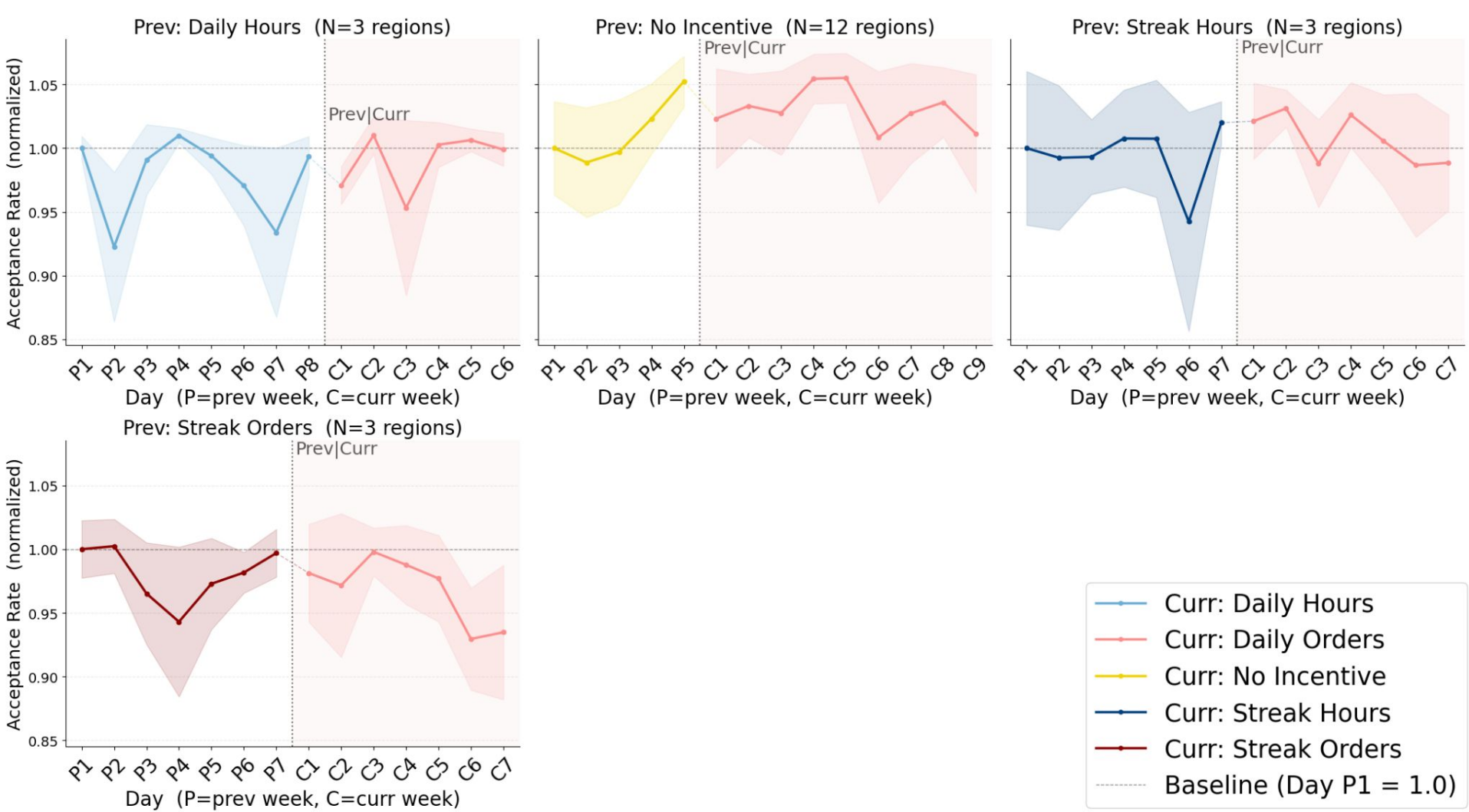


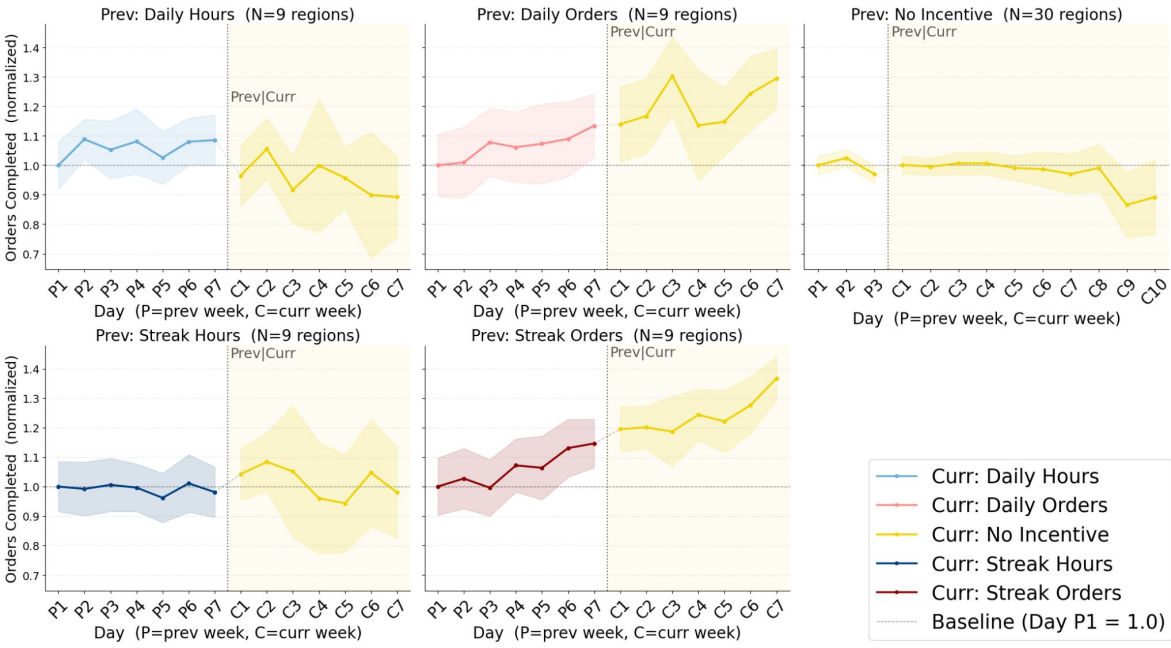




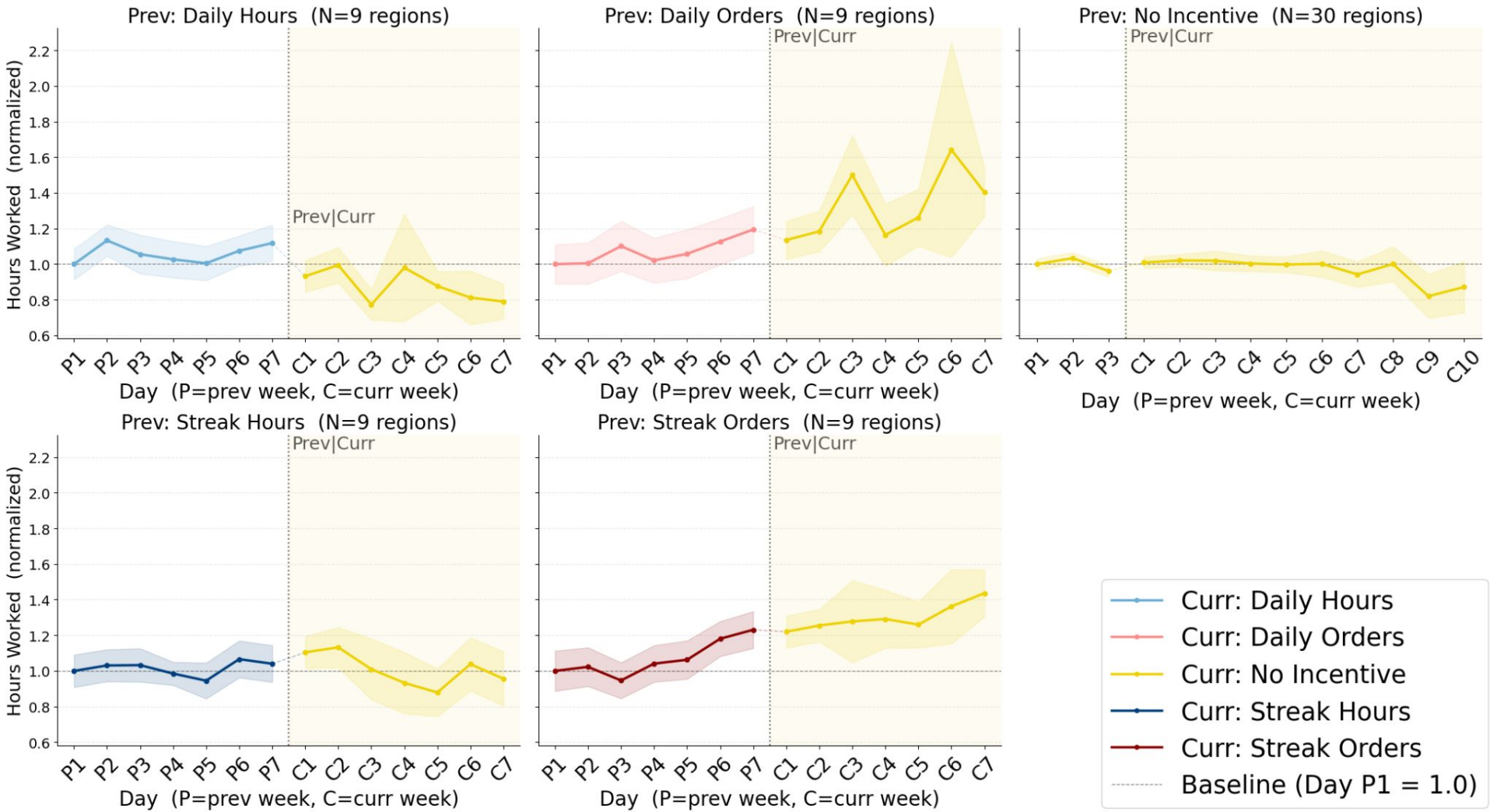
- Previous weeks having streak level incentives (Streak Hours/Streak Orders) tend to carry over the same behavior into the next week when going to a Daily orders incentive compared to coming from Daily Hours of No Incentive
  - Lower acceptance rate for Streak level incentives could also indicate that demand was higher during these time periods

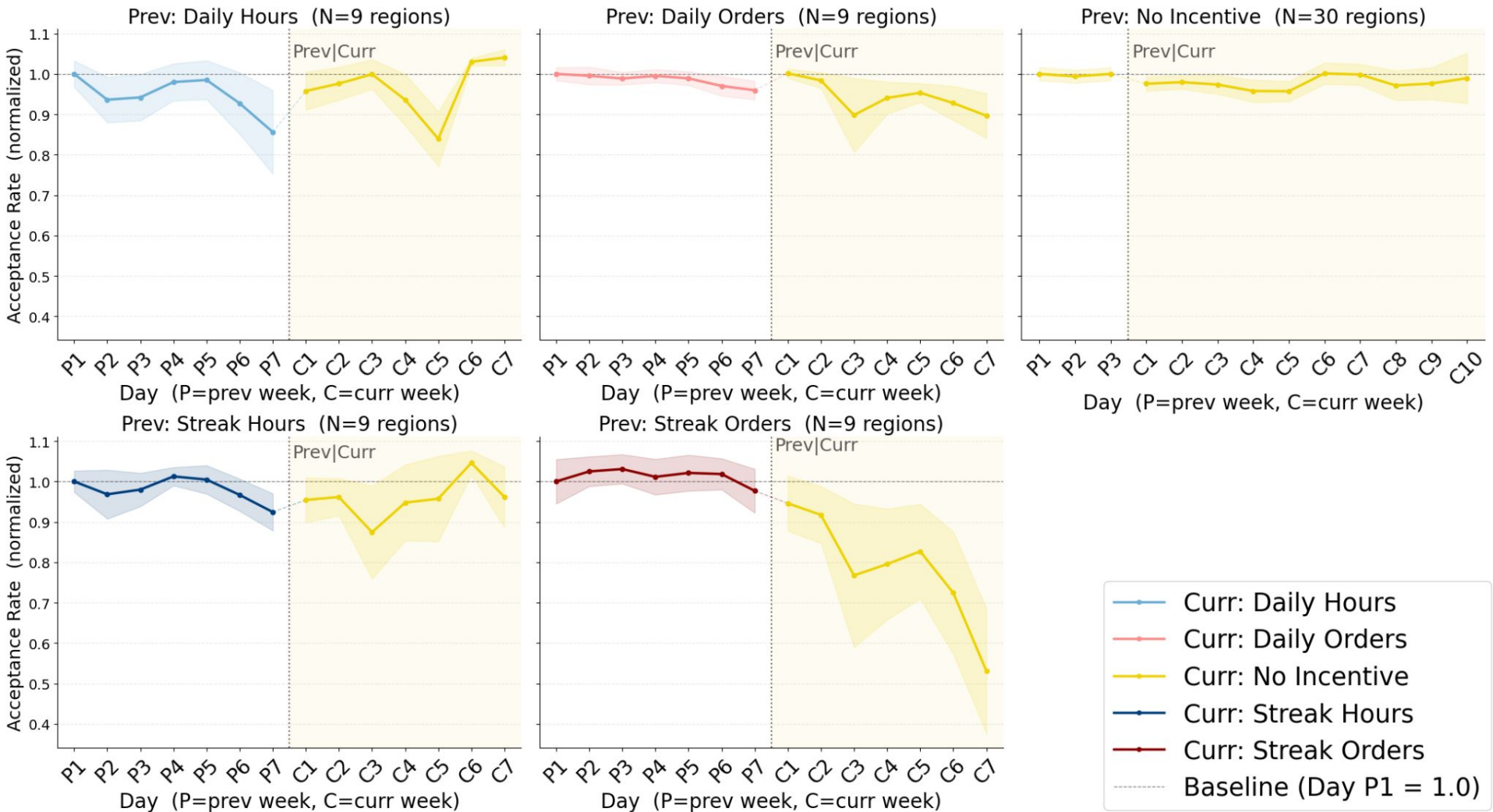


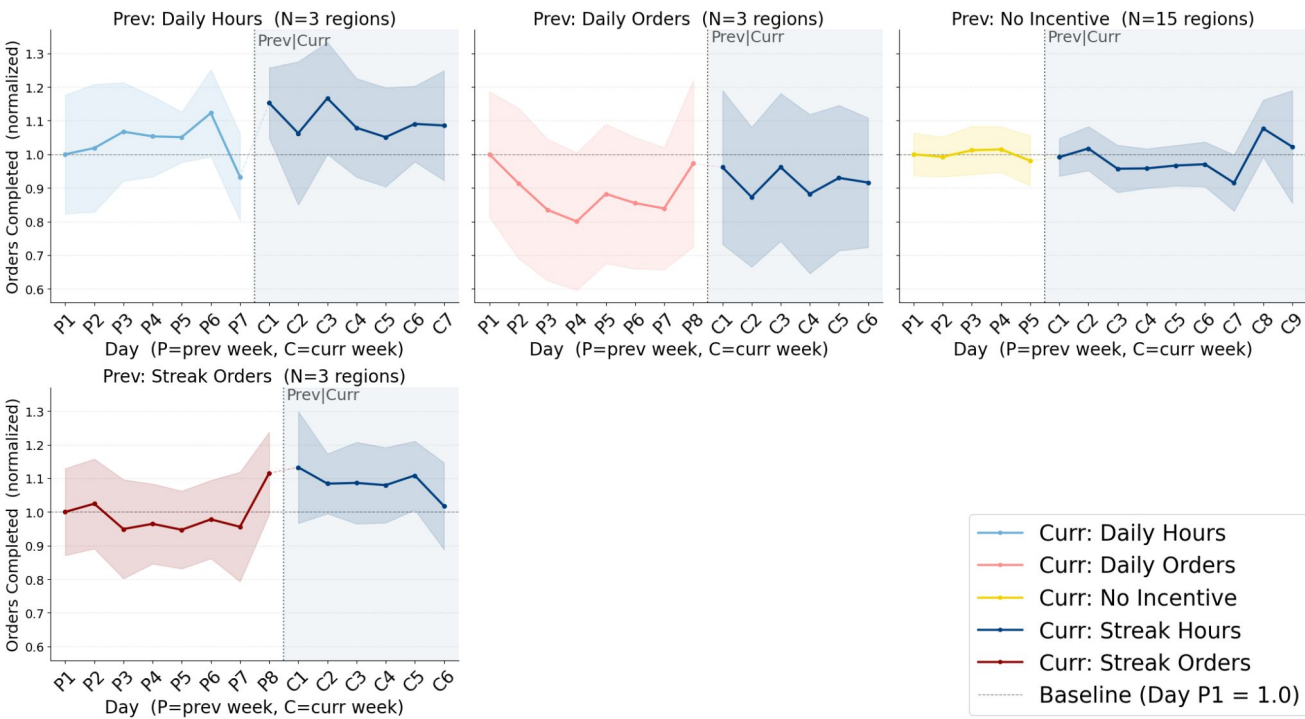




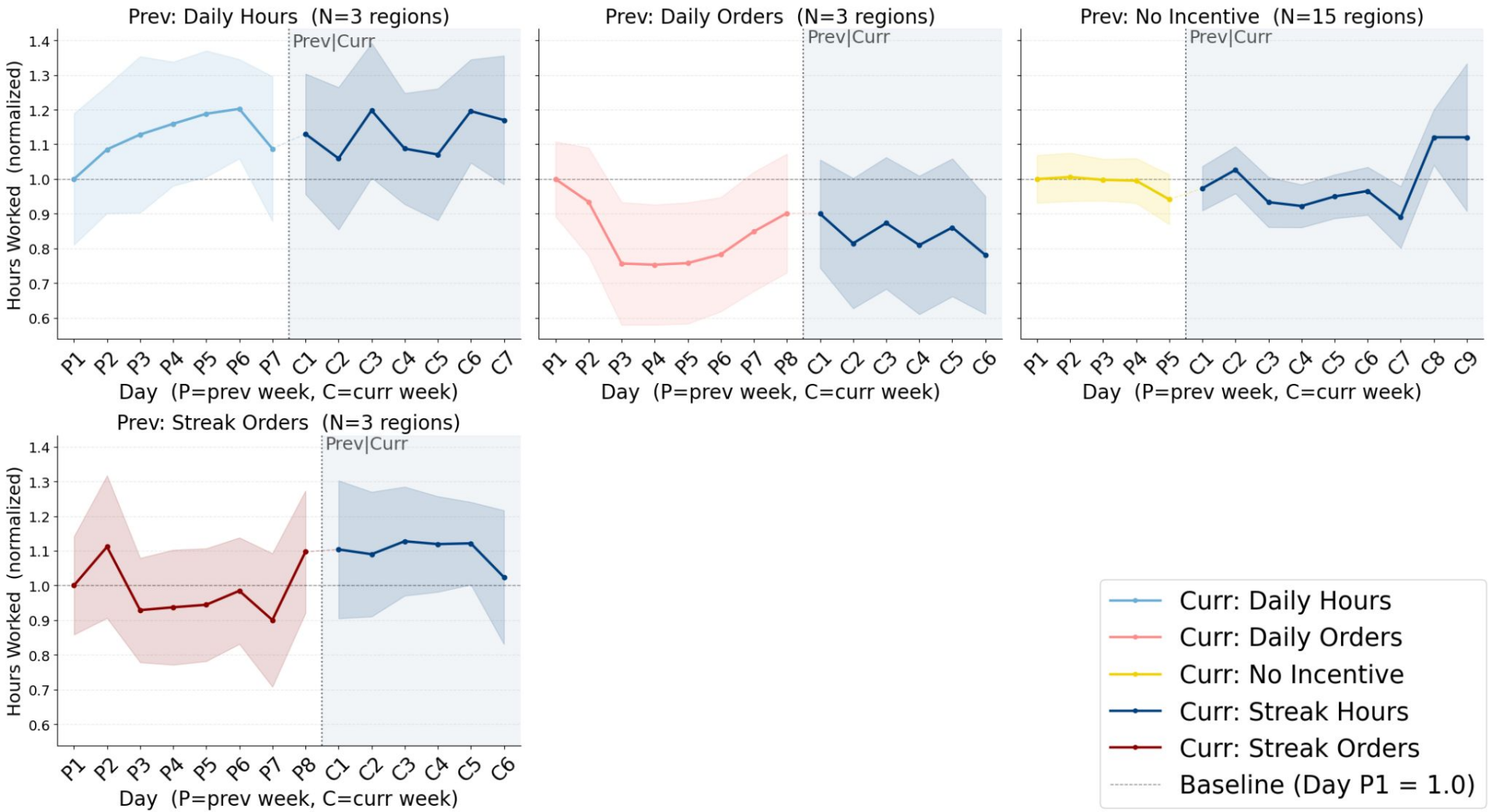
- No incentive week to no incentive is pretty stable and consistent (as we would expect)
- Order level incentives (especially Streak Orders) to No Incentive has a consistent increase from the previous week into the No Incentive week, indicating a carry over effect, especially in terms of orders completed

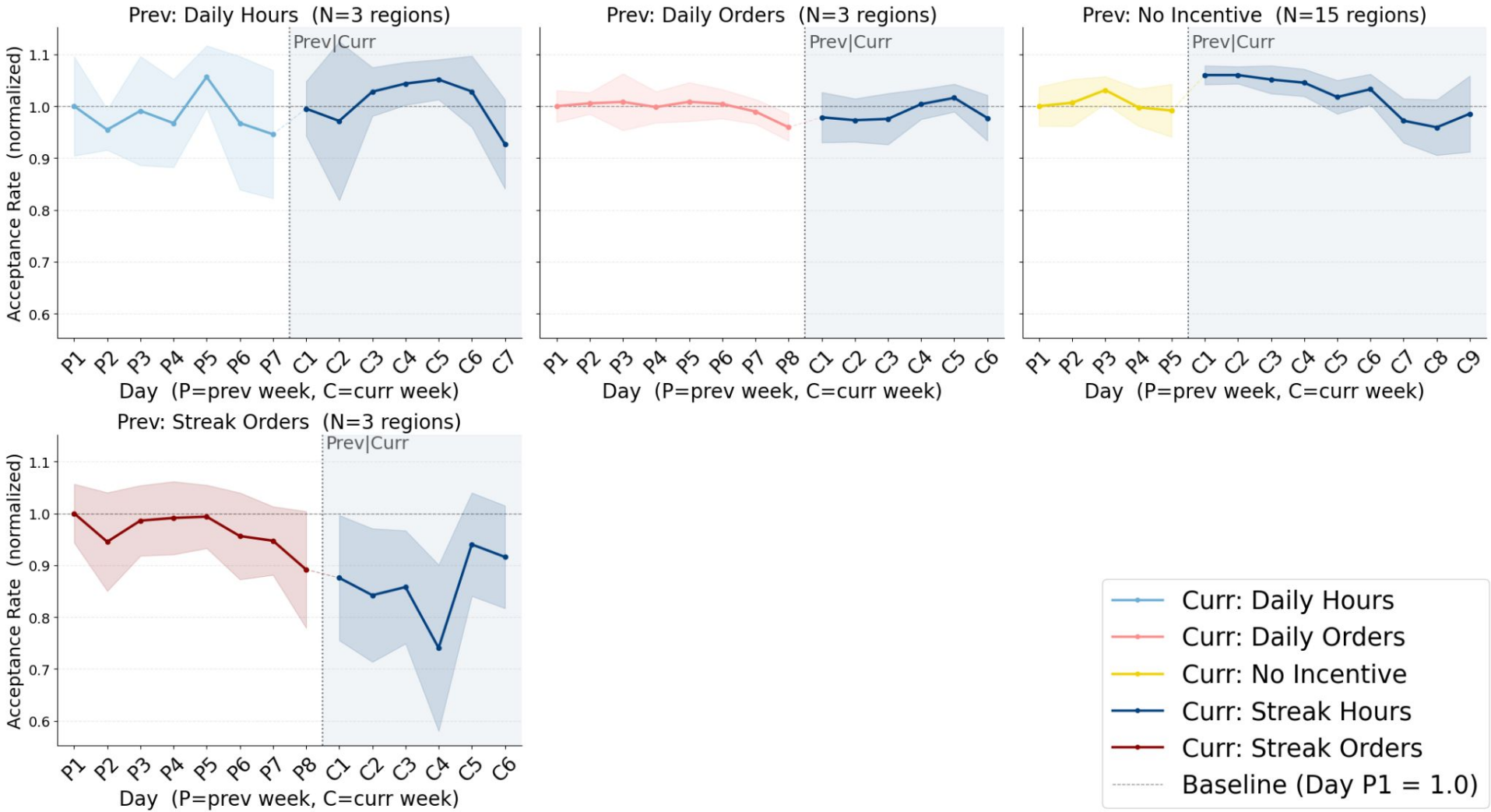


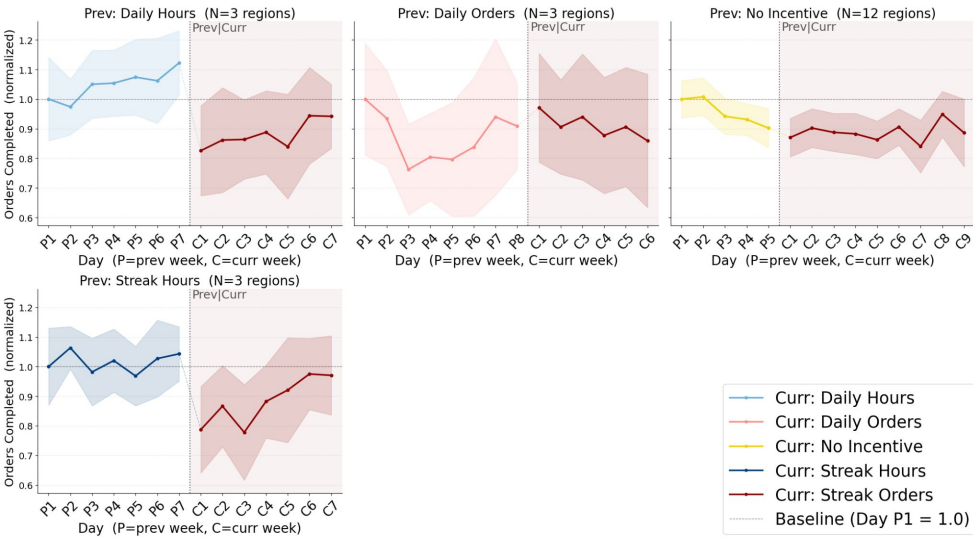




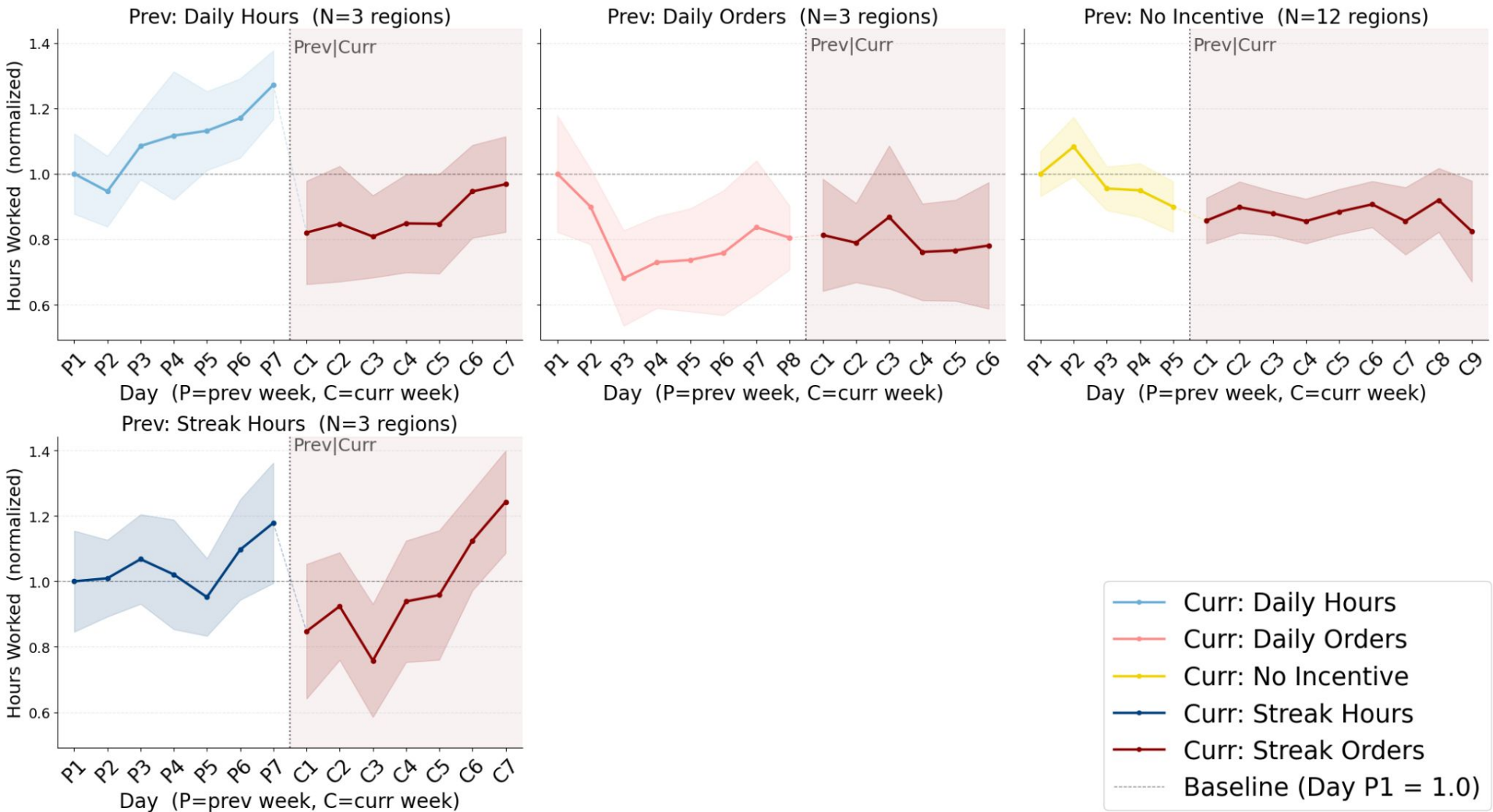
Regardless of the previous week's incentive, Streak Hours tends to follow the same trend of productivity (no crazy spikes/dips throughout this week, roughly same amount of orders completed/hours worked as previous week)

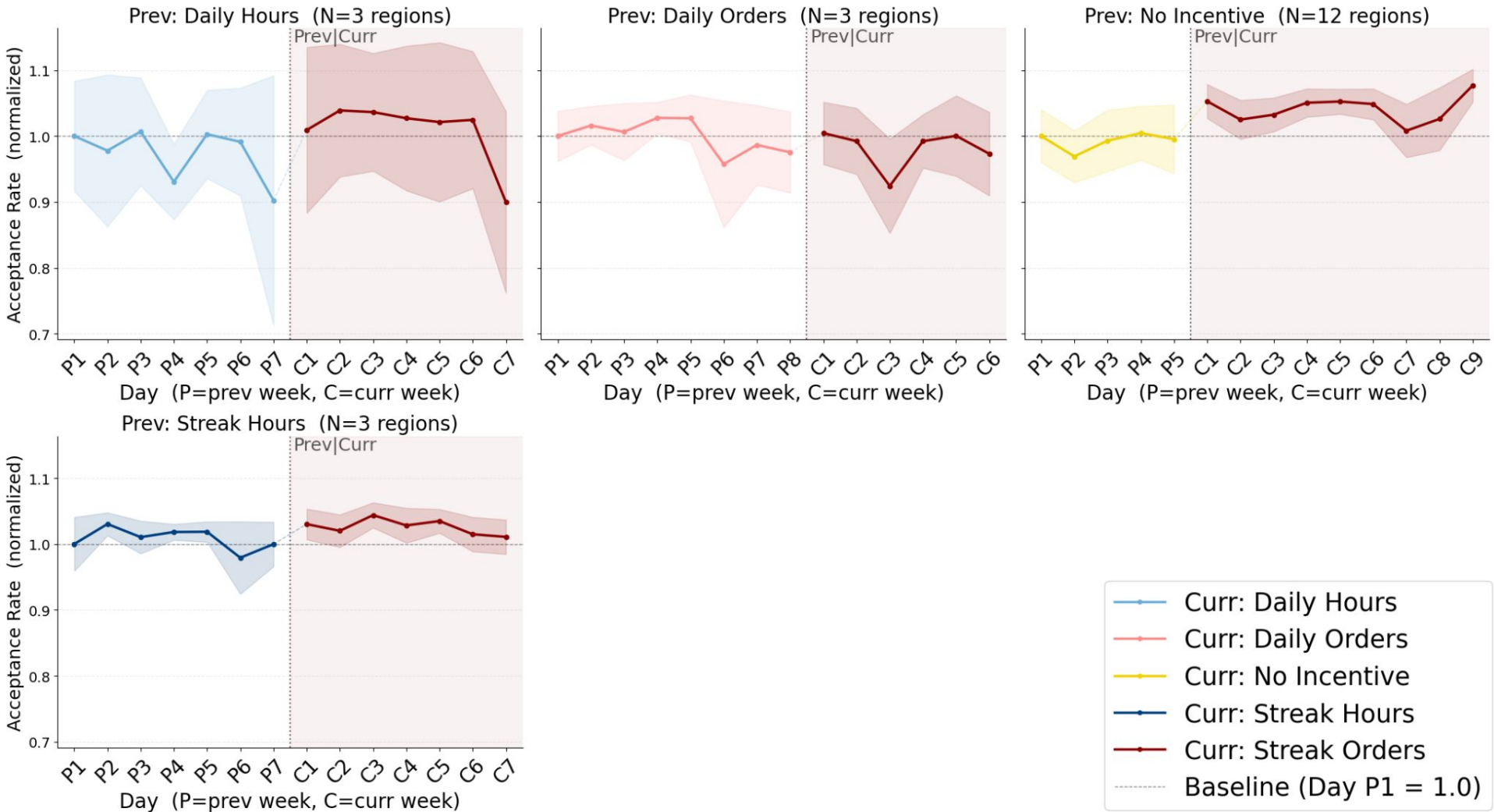


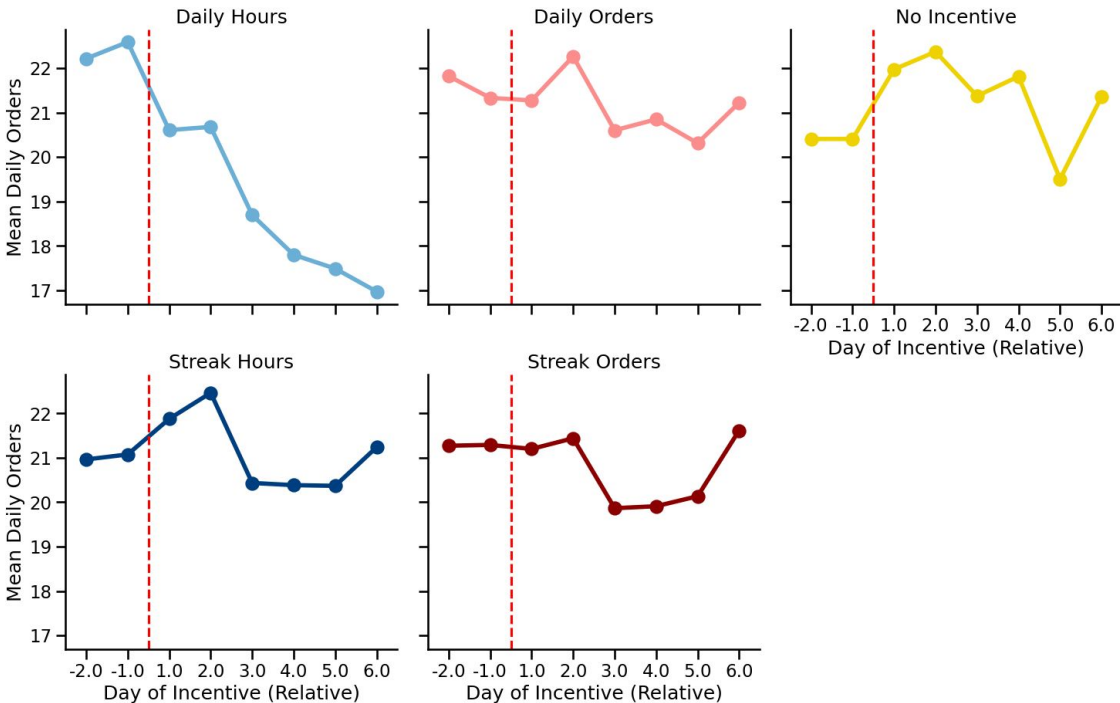




- Initial drop in productivity compared to previous week when coming from Streak Hours or Daily Hours, but recovers back to roughly baseline
- When coming from No Incentive or Daily Orders, tends to behave roughly the same throughout the week

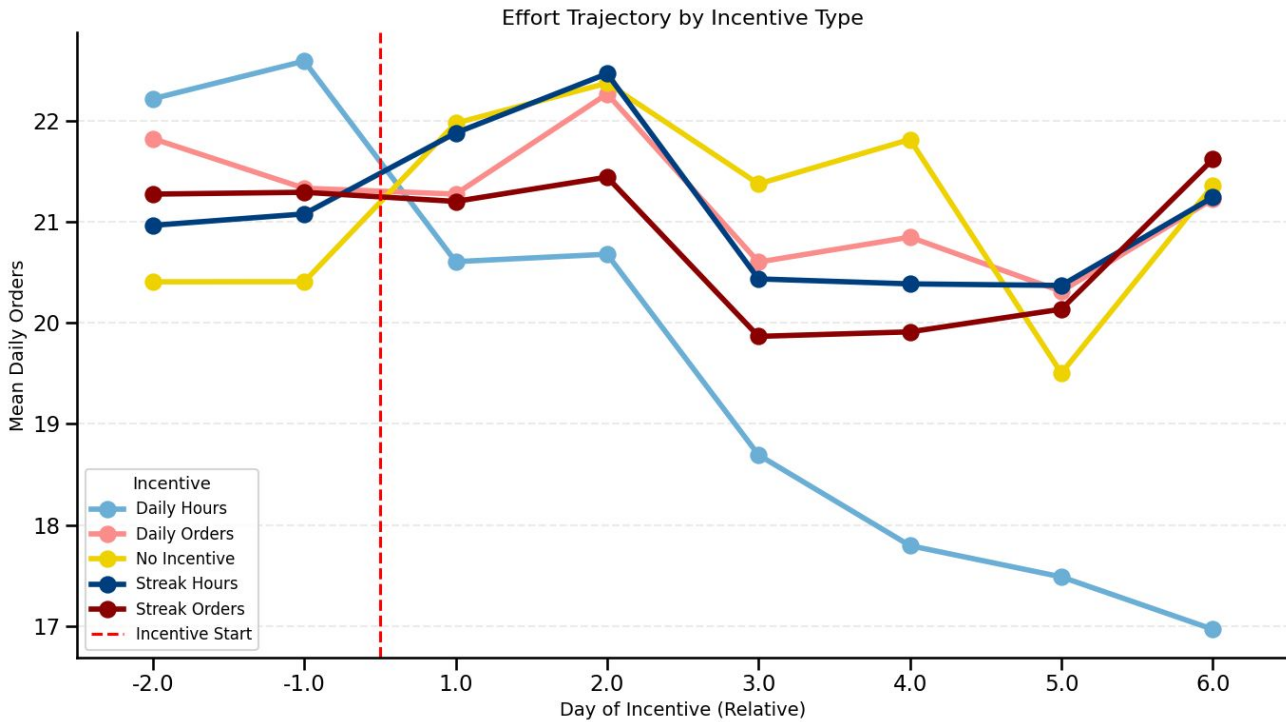




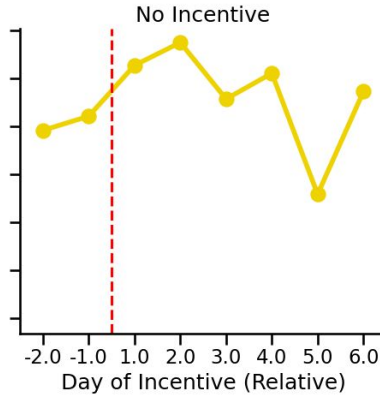
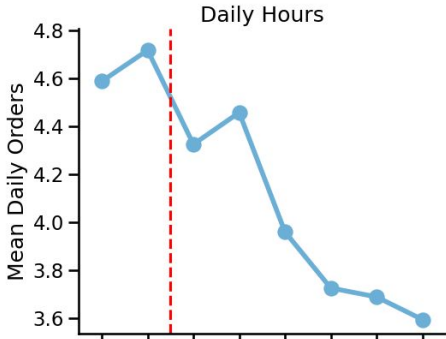


Novelty/Shock factor is apparent in the number of orders completed daily

- Initial spike around the introduction of the incentive, then a drop, and then a recovery near the end of the week (especially for streak-level incentives where the end of the week is where the goal is focused e.g. required days)
- Burn out for Daily Hours, where there is a slight initial stabilization right after the introduction of the incentive before it continues to drop

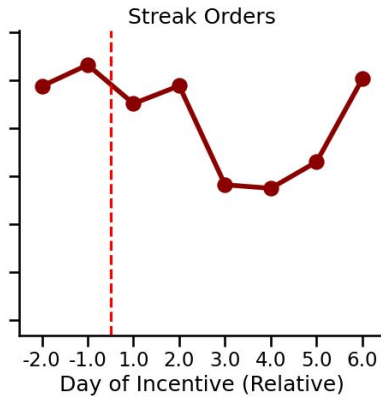
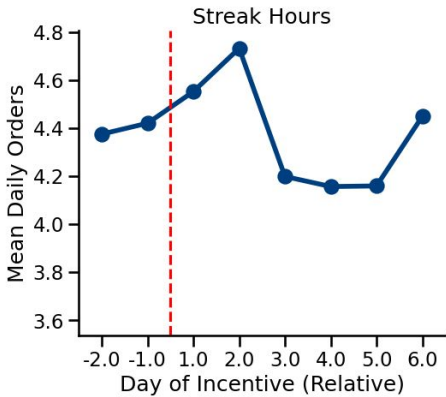


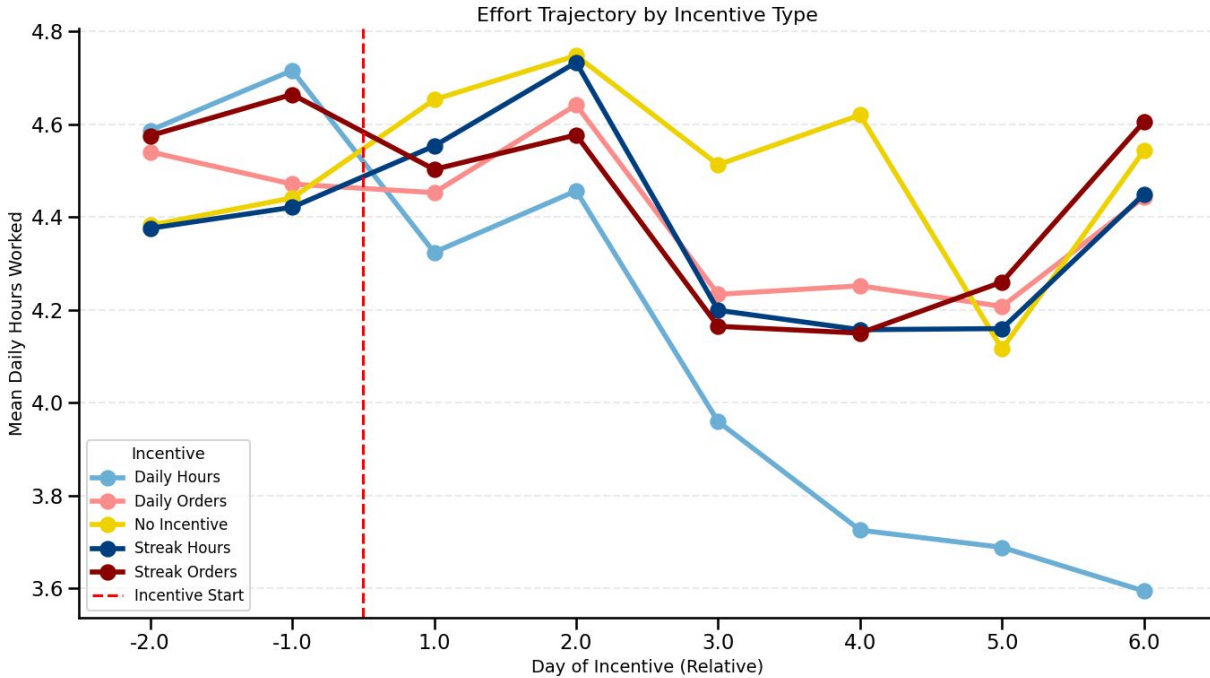
- Most incentives have a spike, and then a bigger drop than No Incentive (maybe burn out from working, or they made enough money from the bonuses to not work during the week days), before reaching a recovery around the end of the week (weekend)
- Streak level incentives have the highest recovery



Novelty/Shock factor is apparent in the number of Hours worked

- Initial spike around the introduction of the incentive, then a drop, and then a recovery near the end of the week (especially for streak-level incentives where the end of the week is where the goal is focused e.g. required days)
- Burn out for Daily Hours, where there is a slight initial spike in hours worked right after the introduction of the incentive before it continues to drop





- There is an even clearer spike then drop for most incentives during the weekdays before the apparent recovery near the end of the week in terms of mean daily hours worked
- Streak level incentives have the highest recovery

Mapping between 30 cities  
and bangkok regions

Matched\_BKK\_Districts  
are in  
(BKK\_region, distance)  
format

Calculated distance  
based on mean daily  
wage, mean daily hours  
worked, mean daily  
orders and num drivers  
in total + of each level  
(baselines of BKK and  
30 cities)

	30_City	Matched_BKK_Districts
0	CHANTHABURI	[(Mueang Phayao, 1.321), (Banphot Phisai, 1.321), (Ban Pho, 1.321), (Huai Phueng, 1.321)]
1	CHIANGRAI	[(Thoen, 2.644), (Sam Khok, 2.658), (Nakhon Chai Si, 2.701), (Bang Pa-In, 2.708)]
2	CHUMPHON	[(Mueang Rayong, 1.17), (Pluak Daeng, 1.269), (Kantharawichai, 1.32), (Mueang Narathiwat, 1.341)]
3	HAT YAI	[(Lat Lum Kao, 2.875), (Phayuha Khiri, 2.908), (Bang Sai, 3.019), (Samphanthawong, 3.096)]
4	KANCHANABURI	[(Kaeng Khoi, 1.051), (Nong Yai, 1.057), (Bueng Na Rang, 1.063), (Nong Khae, 1.065)]
5	KHONKAEN	[(N, 1.703), (Nong Chok, 2.692), (Phra Samut Chedi, 3.108), (Phutthamonthon, 3.137)]
6	KRABI	[(Uthai, 1.592), (Mueang Prachin Buri, 1.676), (Mueang Kanchanaburi, 1.68), (Mueang Nakhon Pathom, 1.869)]
7	LAMPANG	[(Tha Mai, 1.432), (Mueang Mukdahan, 1.432), (Ban Khwao, 2.022), (Khao Yoi, 2.12)]
8	NAKHONNAYOK	[(Mueang Yasothon, 0.671), (Sai Ngam, 0.734), (Mueang Saraburi, 0.76), (Mueang Chiang Mai, 0.98)]
9	NAKHONPATHOM	[(Bang Bo, 2.223), (Bang Sao Thong, 2.397), (Ban Phaeo, 2.513), (Sai Noi, 2.529)]
10	NAKHONSAWAN	[(Mueang Nakhon Nayok, 0.393), (Khao Saming, 0.414), (Pla Pak, 0.425), (Phanom Phrai, 0.44)]
11	NAKHONSRITHAMMARAT	[(Ban Dung, 1.371), (Tan Sum, 1.371), (Pak Thong Chai, 1.371), (Nong Prue, 1.371)]
12	NONGKHAI	[(Pak Chong, 1.012), (Mueang Samut Songkhram, 1.023), (Wang Nuea, 1.024), (Mueang Udonthani, 1.025)]
13	PHAYAO	[(Photharam, 0.841), (Khanu Worakasaburi, 0.846), (Phra Nakhon Si Ayutthaya, 0.849), (Mueang Trang, 0.849)]
14	PHETCHABURI_Chaam	[(Na Kae, 0.696), (Phachi, 0.754), (Mueang Chai Nat, 0.807), (Mueang Chon Buri, 0.85)]
15	PRACHINBURI	[(Kosum Phisai, 1.196), (Lahan Sai, 1.207), (Ban Phai, 1.214), (Amphawa, 1.216)]
16	RATCHABURI_Banpong	[(Mueang Buri Ram, 0.91), (Mueang Chachoengsao, 0.92), (Mueang Roi Et, 0.937), (Bang Pla Ma, 0.968)]
17	SAKAEO_Aranyaprathet	[(Mueang Phuket, 0.707), (Mueang Nakhon Phanom, 0.725), (Sattahip, 0.741), (Nong Suea, 0.752)]
18	SAKONNAKHON	[(Khiri Mat, 1.376), (Wihan Daeng, 1.376), (Lom Sak, 1.376), (Si Sawat, 1.376)]
19	SARABURI_Nongkhae	[(Wiset Chai Chan, 0.78), (Ongkharak, 0.81), (Si Songkhram, 0.816), (Sida, 0.823)]
20	SARABURI_Phraphutthabat	[(Mueang Phrae, 0.25), (Mueang Surin, 0.312), (Mueang Ubon Ratchathani, 0.367), (Mueang Uthai Thani, 0.487)]
21	SISAKET	[(Uthumphon Phisai, 1.16), (Ban Bueng, 1.167), (Samrong Thap, 1.173), (Lat Bua Luang, 1.182)]
22	SONGKHLA_City	[(Phanom Sarakham, 1.113), (Khemarath, 1.115), (Khao Wong, 1.124), (Phon Sai, 1.131)]
23	SURATTHANI_City	[(Non Sila, 0.732), (Det Udom, 0.732), (Si Racha, 0.743), (Wang Noi, 0.781)]
24	SURIN	[(Sawang Arom, 1.295), (Phrom Buri, 1.302), (Cha-Am, 1.304), (Khlung Lan, 1.305)]
25	TAK_Maesot	[(Nikhom Phatthana, 1.08), (Betong, 1.086), (Bang Len, 1.087), (Pakhom, 1.092)]
26	TRAT	[(Khon Buri, 0.914), (Mueang Ratchaburi, 0.926), (Makham, 1.004), (Lan Sak, 1.005)]
27	UDONTHANI	[(Thap Than, 1.272), (Waeng Yai, 1.28), (Ban Mo, 1.282), (Mueang Nakhon Ratchasima, 1.282)]
28	UTTARADIT	[(Ban Laem, 0.219), (Lat Yao, 0.224), (Nong Han, 0.34), (Khok Charoen, 0.384)]
29	YASOTHON	[(Mueang Lampang, 0.618), (Mueang Si Sa Ket, 0.635), (Bang Lamung, 0.669), (Ban Pong, 0.671)]

Bangkok_District		Matched_30_City	34	Photharam	PHAYAO	70	Lahan Sai	PRACHINBURI			
0	Ban Laem	UTTARADIT	35	Khanu Woralaksaburi	PHAYAO	71	Ban Phai	PRACHINBURI			
1	Lat Yao	UTTARADIT	36	Phra Nakhon Si Ayutthaya	PHAYAO	72	Amphawa	PRACHINBURI	106	Bang Sao Thong	NAKHONPATHOM
2	Mueang Phrae	SARABURI_Phraphutthabab	37	Mueang Trang	PHAYAO	73	Pluak Daeng	CHUMPHON	107	Ban Phaeo	NAKHONPATHOM
3	Mueang Surin	SARABURI_Phraphutthabab	38	Mueang Chon Buri	PHETCHABURI_Chaam	74	Thap Than	UDONTHANI	108	Sai Noi	NAKHONPATHOM
4	Nong Han	UTTARADIT	39	Mueang Buri Ram	RATCHABURI_Banpong	75	Waeng Yai	UDONTHANI	109	Thoen	CHIANGRAI
5	Mueang Ubon Ratchathani	SARABURI_Phraphutthabab	40	Khon Buri	TRAT	76	Ban Mo	UDONTHANI	110	Sam Khok	CHIANGRAI
6	Khok Charoen	UTTARADIT	41	Mueang Chachoengsao	RATCHABURI_Banpong	77	Mueang Nakhon Ratchasima	UDONTHANI	111	Nong Chok	KHONKAEN
7	Mueang Nakhon Nayok	NAKHONSAWAN	42	Mueang Ratchaburi	TRAT	78	Sawang Arom	SURIN	112	Nakhon Chai Si	CHIANGRAI
8	Khao Saming	NAKHONSAWAN	43	Mueang Roi Et	RATCHABURI_Banpong	79	Phrom Buri	SURIN	113	Bang Pa-In	CHIANGRAI
9	Pla Pak	NAKHONSAWAN	44	Bang Pla Ma	RATCHABURI_Banpong	80	Cha-Am	SURIN	114	Lat Lum Kaeo	HAT YAI
10	Phanom Phrai	NAKHONSAWAN	45	Mueang Chiang Mai	NAKHONNAYOK	81	Khlong Lan	SURIN	115	Phayuha Khiri	HAT YAI
11	Mueang Uthai Thani	SARABURI_Phraphutthabab	46	Makham	TRAT	82	Kantharawichai	CHUMPHON	116	Bang Sai	HAT YAI
12	Mueang Lampang	YASOTHON	47	Lan Sak	TRAT	83	Mueang Phayao	CHANTHABURI	117	Samphanthawong	HAT YAI
13	Mueang Si Sa Ket	YASOTHON	48	Pak Chong	NONGKHAI	84	Banphot Phisai	CHANTHABURI	118	Phra Samut Chedi	KHONKAEN
14	Bang Lamung	YASOTHON	49	Mueang Samut Songkhram	NONGKHAI	85	Ban Pho	CHANTHABURI	119	Phutthamonthon	KHONKAEN
15	Ban Pong	YASOTHON	50	Wang Nuea	NONGKHAI	86	Huai Phueng	CHANTHABURI			
16	Mueang Yasothon	NAKHONNAYOK	51	Mueang Udon Thani	NONGKHAI	87	Mueang Narathiwat	CHUMPHON			
17	Na Kae	PHETCHABURI_Chaam	52	Kaeng Khoi	KANCHANABURI	88	Ban Dung	NAKHONSRITHAMMARAT			
18	Mueang Phuket	SAKAEO_Aranyaprathet	53	Nong Yai	KANCHANABURI	89	Tan Sum	NAKHONSRITHAMMARAT			
19	Mueang Nakhon Phanom	SAKAEO_Aranyaprathet	54	Bueng Na Rang	KANCHANABURI	90	Pak Thong Chai	NAKHONSRITHAMMARAT			
20	Non Sila	SURATTHANI_City	55	Nong Khae	KANCHANABURI	91	Nong Prue	NAKHONSRITHAMMARAT			
21	Det Udom	SURATTHANI_City	56	Nikhom Phatthana	TAK_Maesot	92	Khiri Mat	SAKONNAKHON			
22	Sai Ngam	NAKHONNAYOK	57	Betong	TAK_Maesot	93	Wihan Daeng	SAKONNAKHON			
23	Sattahip	SAKAEO_Aranyaprathet	58	Bang Len	TAK_Maesot	94	Lom Sak	SAKONNAKHON			
24	Si Racha	SURATTHANI_City	59	Pakham	TAK_Maesot	95	Si Sawat	SAKONNAKHON			
25	Nong Suea	SAKAEO_Aranyaprathet	60	Phanom Sarakhom	SONGKHLA_City	96	Tha Mai	LAMPANG			
26	Phachi	PHETCHABURI_Chaam	61	Khemarot	SONGKHLA_City	97	Mueang Mukdahan	LAMPANG			
27	Mueang Saraburi	NAKHONNAYOK	62	Khao Wong	SONGKHLA_City	98	Uthai	KRABI			
28	Wiset Chai Chan	SARABURI_Nongkhae	63	Phon Sai	SONGKHLA_City	99	Mueang Prachin Buri	KRABI			
29	Wang Noi	SURATTHANI_City	64	Uthumphon Phisai	SISAKET	100	Mueang Kanchanaburi	KRABI			
30	Mueang Chai Nat	PHETCHABURI_Chaam	65	Ban Bueng	SISAKET	101	N	KHONKAEN			
31	Ongkharak	SARABURI_Nongkhae	66	Mueang Rayong	CHUMPHON	102	Mueang Nakhon Pathom	KRABI			
32	Si Songkhram	SARABURI_Nongkhae	67	Samrong Thap	SISAKET	103	Ban Khwao	LAMPANG			
33	Sida	SARABURI_Nongkhae	68	Lat Bua Luang	SISAKET	104	Khao Yoi	LAMPANG			
			69	Kosum Phisai	PRACHINBURI	105	Bang Bo	NAKHONPATHOM			

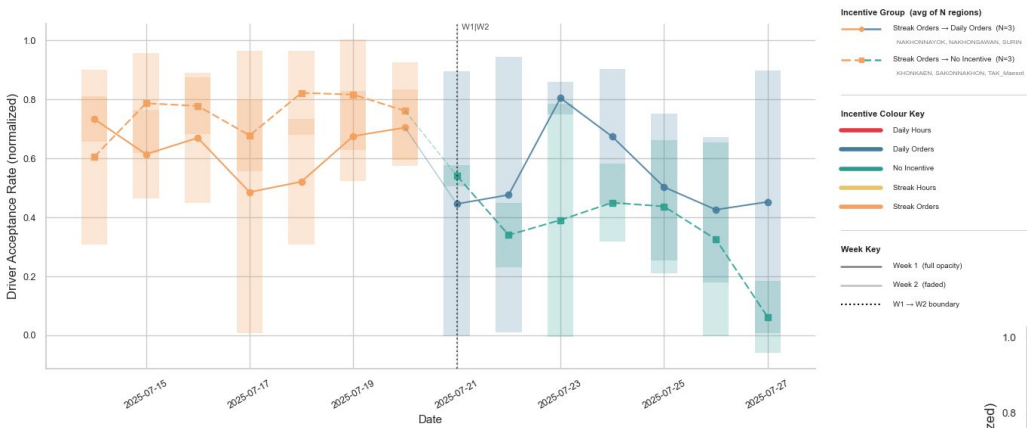
# Math Modeling Insights

# Metric Effect on Acceptance Intensity

Holding the reward horizon fixed, throughput-based contracts create a stronger direct incentive to increase acceptance intensity ( $a$ ) than availability-based contracts, and more sensitive to market conditions.

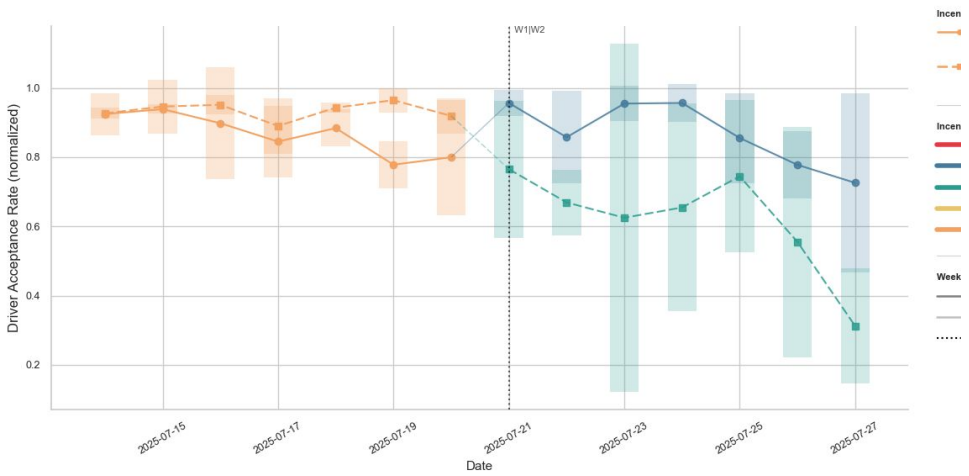
- Attainment Probability is  $A_Q(h, a, \theta; \bar{Q})$ 
  - Assumption: Increasing in  $a$  and increasing differences in  $(a, \theta)$
- Availability-based contracts:
  - qualification depends on hours only
  - acceptance  $a$  has no direct payoff channel
- Throughput-based contracts:
  - qualification depends on output threshold  $Q$
  - acceptance intensity directly affects success probability

Driver Acceptance Rate (normalized) · W1 Incentive: Streak Orders · Driver Tier: Bottom  
 Each line = avg across regions with same W1→W2 incentive | Colour = incentive | Shading = 95% CI

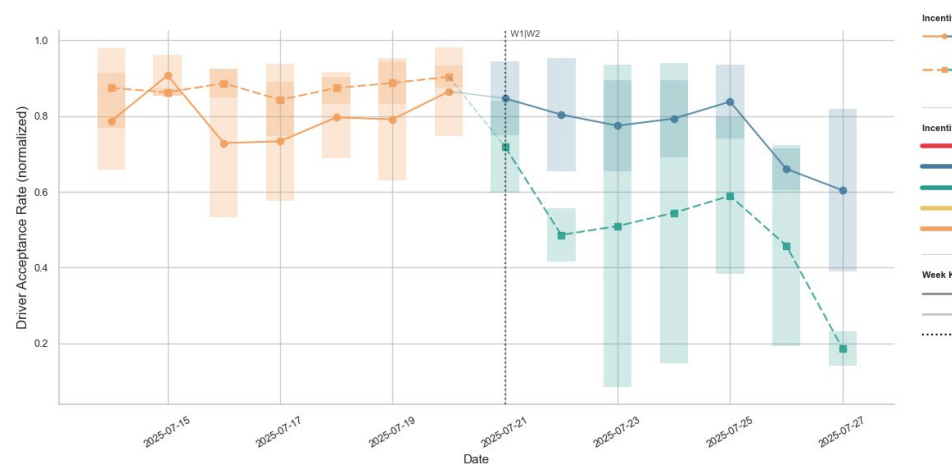


Streak Order to Daily Order and No Incentive contract changes. Can see the acceptance intensity dropped for the latter one.

Driver Acceptance Rate (normalized) · W1 Incentive: Streak Orders · Driver Tier: Top  
 Each line = avg across regions with same W1→W2 incentive | Colour = incentive | Shading =



Driver Acceptance Rate (normalized) · W1 Incentive: Streak Orders · Driver Tier: Mid  
 Each line = avg across regions with same W1→W2 incentive | Colour = incentive | Shading =

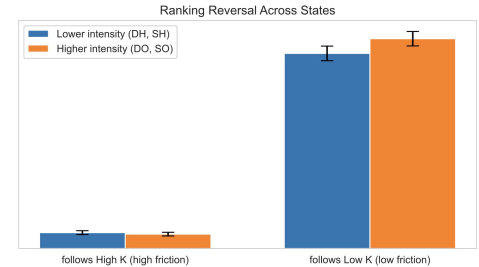


# Ranking Reversal

Suppose the inequality  $Q_2(z^A, z^H) - Q_2(z^B, z^H) \geq Q_2(z^A, z^L) - Q_2(z^B, z^L)$  is strict for predecessor  $z^A$  is more participation-building than  $z^B$  and  $z^H$  is more throughput-intensive than  $z^L$  and the static output gap between  $z^H$  and  $z^L$  is sufficiently small. Then the ranking of  $z^H$  and  $z^L$  can reverse across predecessor states.

$$[Q_2(z^A, z^H) - Q_2(z^B, z^H)] - [Q_2(z^A, z^L) - Q_2(z^B, z^L)] > |\Delta Q(K_2(z^B))|$$

- Predecessor contracts change participation friction  $K$
- This affects successors differently:
  - $z^H$ : more sensitive to reductions in friction
  - $z^L$ : less sensitive
- If the induced gain exceeds the static output gap, rankings flip



# Progress Effect

Under assumption of continuation value  $W_{d+1}(K, r, s; z)$  is weakly increasing in  $s$ , for state-dependent contract  $z$ , the progress premium  $\Delta_d(s; z)$  is weakly increasing in the progress state  $s$ . For reset contracts,  $\Delta_d(s; z)$  is state-independent.

Within-cycle value function: 
$$V_t(K_t, r_t; z_t) = \mathbb{E} \left[ \sum_{d=1}^D \max_{x_{td}, h_{td}, a_{td}} \{ u_{td}(z_t) + \beta \mathbb{E}[W_{t,d+1}(K_t, r_t, s_{t,d+1}; z_t) \mid s_{td}, h_{td}, a_{td}] \} \right]$$

Progress Premium: 
$$\Delta_d(s; z) = \pi_z(s, 1, d) - \pi_z(s, 0, d) + \beta \mathbb{E} \left[ W_{d+1}(K, r, T_z(s, 1, d); z) - W_{d+1}(K, r, T_z(s, 0, d); z) \right]$$

- Progress Premium  $\Delta d(s;z)$  rises as we get closer to the goal
- At goal attainment:
  - $\Delta d(s;z)$  drops to zero
  - Creates a drop in continuation value and mass quitting

