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# Customer Lifetime Value Prediction with Uncertainty Estimation Using Monte Carlo Dropout

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Anonymous Author(s)

Affiliation

Address

email

## Abstract

1 Accurately predicting customer Lifetime Value (LTV) is crucial for companies  
2 to optimize their revenue strategies. Traditional deep learning models for LTV  
3 prediction are effective but typically provide only point estimates and fail to cap-  
4 ture model uncertainty in modeling user behaviors. To address this limitation, we  
5 propose a novel approach that enhances the architecture of purely neural network  
6 models by incorporating the Monte Carlo Dropout (MCD) framework. We bench-  
7 marked the proposed method using data from Player Unknown’s Battlegrounds  
8 (PUBG) Mobile which is one of the most downloaded mobile games in the world,  
9 and demonstrated a substantial improvement in predictive Top 5% Mean Absolute  
10 Percentage Error compared to existing state-of-the-art methods. Additionally, our  
11 approach provides confidence metric as an extra dimension for performance eval-  
12 uation across various neural network models, facilitating more informed business  
13 decisions.

## 14 1 Introduction

15 Customer Lifetime Value (LTV) is defined as the revenue generated by a customer over a specified  
16 time period  $T$ , where  $T$  may vary depending on the specific business applications. Accurate prediction  
17 of LTV has become crucial for companies seeking to optimize their service and plan revenue strategies.  
18 For instance, early identification of customers’ long-term purchasing potential allows for more precise  
19 targeted and customized service, thereby significantly increasing overall revenues.

20 Existing approaches to LTV prediction generally fall into two categories: conventional RFM-based  
21 (Recency, Frequency, and Monetary) statistical methods [1, 2, 3] and machine learning (ML)-based  
22 predictive models [4, 5, 6, 7]. ML-based methods formulate LTV prediction as a supervised-learning  
23 problem. They usually outperform RFM-based statistical models by making use of more user features.  
24 They are especially useful in scenarios where users do not have prior purchasing history, making  
25 RFM-based models inapplicable. Deep learning models have demonstrated as effective tools for  
26 predicting LTV. However, these models typically generate only single numerical point estimates,  
27 which fail to capture the model uncertainty when characterizing user behavior [8, 9, 10, 11]. In  
28 practice, customer purchasing behavior is influenced by numerous factors that may not be fully  
29 captured by model structures and parameters. As a result, model uncertainty is inherent in LTV  
30 prediction. Single-point predictions do not account for the uncertainty and may result in biased  
31 estimates [12, 13, 14]. Consequently, relying on single-point predictions for LTV in production can  
32 potentially compromise overall operating revenues and diminishing positive customer feedback.

33 To mitigate these risks, it is essential to complement the single-point prediction with additional  
34 statistical measures, such as the mean, variance, and distribution of the predictions. This approach  
35 enhances the accuracy of business decision-making processes and reduces the likelihood of potential  
36 financial losses [15, 16].

37 A common approach to addressing this issue in other research areas is incorporating traditional  
 38 statistical modeling [17, 18, 19, 20]. For instance, integrating a Gaussian Process (GP) block at  
 39 the end of DNNs can provide a distribution of forecasts along with other statistical information  
 40 [21]. However, this method may introduce unacceptable time cost in runtime-sensitive applications,  
 41 such as LTV prediction [22, 23, 24]. Gal et al. (2016) has proposed a theoretical framework that  
 42 interprets dropout training in DNNs as approximate Bayesian inference in deep GPs, offering reduced  
 43 computational time (see also [25]).

44 The challenges associated with LTV prediction can be summarized as follows: 1) Traditional deep  
 45 learning models provide only single-point predictions offering limited information. [9, 26, 27, 28]. 2)  
 46 Incorporating explicit components to capture model uncertainty, such as a Gaussian Process block, can  
 47 provide valuable confidence estimates, but it incurs significant computational cost [29, 30, 31, 32, 33].  
 48 To address these limitations, we propose a novel approach that represents model uncertainty using  
 49 stochastic dropout.

50 The contributions of this paper are summarized as follows:

- 51 1. To the best of our knowledge, it is the first LTV prediction model purely based on neural  
 52 networks that provide uncertainty quantification without the need for additional modules.
- 53 2. The proposed framework demonstrates significant improvements across multiple LTV  
 54 metrics on different DNN architectures.
- 55 3. The proposed framework provides confidence metric as an additional dimension of measure-  
 56 ment for evaluating various LTV models (shows in Figure 1).

## 57 2 Methodology

58 Dropout training in DNNs can be framed as approximate Bayesian inference in deep Gaussian  
 59 processes [15]. This approach enables researchers to obtain the quantification of model uncertainty  
 60 in DNN predictions from a mathematically rigorous perspective, without modifying the backprop-  
 61 agation process. Equation 1 illustrates the concept of treating Monte Carlo Dropout (MCD) as a  
 62 Bayesian approximation, where predictions are obtained by averaging the results of multiple network  
 63 evaluations under stochastic dropout conditions [25].

$$\hat{y} = \frac{1}{T} \sum_{j=1}^T f(x; w \cdot d_j) \quad (1)$$

64 The parameters in Equation 1 are detailed as follows:  $x$  represents the input features;  $\hat{y}$  denotes  
 65 the prediction output;  $T$  is the number of Monte Carlo trials;  $w$  represents the parameter weights;  
 66 and  $d_j$  is the dropout masks. The term  $f(x; w \cdot d_j)$  refers to the network’s output given input  $x$   
 67 and parameter weights, with element-wise multiplication by dropout masks. The pseudo-code for  
 68 sampling in LTV prediction tasks using the MCD method is outlined in Algorithm 1.

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### Algorithm 1 Implementation of MCD method

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**Input:** test data  $D_{test}$  containing input features of  $N$  samples, i.e.,  $D_{test} = \{x_1, x_2, \dots, x_N\}$

**Output:** forecast with uncertainty measurement for  $N$  samples

**for**  $i = 1$  to  $N$  **do**

take an individual sample  $x_i$

**for**  $j = 1$  to  $T$  **do**

perform a single forward pass with dropout mask  $d_j$ , obtaining  $\hat{y}_{ij} = f(x_i; w \cdot d_j)$

**end for**

produce a result vector as  $[\hat{y}_{i,1}, \hat{y}_{i,2}, \hat{y}_{i,3}, \dots, \hat{y}_{i,T}]$  for sample  $x_i$

calculate the mean  $\hat{y}_i$  and variance  $\hat{\sigma}_i$  of the result vector  $[\hat{y}_{i,1}, \hat{y}_{i,2}, \hat{y}_{i,3}, \dots, \hat{y}_{i,T}]$

**end for**

**Return:**  $\hat{Y} = [\hat{y}_1, \hat{y}_2, \dots, \hat{y}_N], \hat{\sigma} = [\hat{\sigma}_1, \hat{\sigma}_2, \dots, \hat{\sigma}_N]$  for the  $N$  samples

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69 Algorithm 1 illustrates the stochastic sampling process through multiple trials of random dropout.  
 70 Specifically,  $T$  forward passes are conducted for each of the  $N$  samples drawn from the test set,

71 producing a set of predictions. Each sample  $x_i$  ( $1 \leq i \leq N$ ), from the test set yields a result vector of  
 72 size  $T$ , denoted as  $[\hat{y}_{i,1}, \hat{y}_{i,2}, \dots, \hat{y}_{i,T}]$ . Then the mean, and variance for each vector are calculated,  
 73 facilitating the construction of forecasts with uncertainty quantification for individual input samples  
 74 in the test set.

### 75 3 Experiments

76 In the previous section, we discussed the interpretation of dropout as a Bayesian approximation and  
 77 provided a detailed breakdown of how to implement the MCD approach during the inference stage to  
 78 extract uncertainties. In this section, we present several experiments to evaluate the proposed  
 79 framework using the data from Player Unknown’s Battlegrounds (PUBG) Mobile which is one of the  
 80 most played online games in the world having over 1 billion downloads. Both standard metrics for  
 81 LTV prediction and the proposed new metric using confidence intervals are presented. Due to space  
 82 constraints, we refer the reader to the Appendix A for additional details on standard LTV prediction  
 83 metrics.

#### 84 3.1 Experimental Setup

85 The prediction task was to estimate the purchasing amount for the subsequent month after a new user  
 86 has engaged with the game for one week, and then select potential top spenders for downstream tasks.  
 87 The dataset utilized in this study covered approximately 3 million users. To evaluate the effectiveness  
 88 and generalizability of the proposed approach, the MCD framework is implemented on two base  
 89 models: the Multi-Layer Perceptron (MLP) and the Deep and Cross Network v2 (DCNv2) [34]. MLP  
 90 was selected due to its simplicity and moderate performance, providing a suitable baseline, while  
 91 DCNv2 was chosen for its demonstrated state-of-the-art performance in recommender systems and  
 92 LTV prediction research. Both models were trained using Mean Squared Error (MSE) loss on the  
 93 log-transformed purchasing amounts.

#### 94 3.2 Main Results

95 The first metric for evaluating the proposed method is confidence assessment, which has not been  
 96 addressed in previous LTV prediction studies. Deep learning models producing incorrect predictions  
 97 due to model uncertainty is inevitable. It is preferable for incorrect predictions to be associated  
 98 with low confidence and correct predictions with high confidence. We benchmarked the model’s  
 99 performance across various confidence levels.

100 The confidence assessment in this chapter is represented by the accuracy versus confidence plot. The  
 101 confidence intervals (CIs) for a sample  $x_i$  are computed using the following equation:  $CI = \hat{y}_i \pm z \frac{\hat{\sigma}_i}{\sqrt{T}}$ ,  
 102 where  $z$  ( $0 \leq z \leq 1$ ) is the confidence threshold. For  $N$  samples, accuracy is defined as the proportion  
 103 of samples of which the true label  $y$  falls in the range of  $CI$ . Thus, accuracy varies against the  
 104 confidence threshold  $z$ , which is shown in Figure 1. The x-axis represents the confidence threshold  $z$ ,  
 105 while the y-axis shows the accuracy **x%** of predictions.

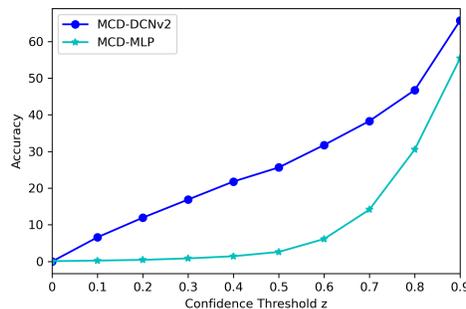


Figure 1: Model accuracy across different confidence intervals

106 As shown in Figure 1, the MCD-DCNv2 model exhibits higher accuracy across all confidence  
 107 intervals. However, even at the optimal performance points of both models at  $z = 0.9$ , there remains  
 108 a performance gap of 10%, with MCD-DCNv2 generating predictions with greater certainty.

109 Selecting the superior model for production needs to take into account more metrics which we present  
 110 in the rest of this section. Three common metrics of LTV prediction were compared: normalized Gini  
 111 coefficient[4], Mean Absolute Percentage Error (MAPE), and hit-rate (a.k.a., precision). Normalized  
 112 Gini coefficient and hit-rate reflect a model’s ability to generate the correct ranking of users. The  
 113 former doesn’t require a threshold similar to AUC, whereas the later needs a threshold which we set  
 114 as top 5%. MAPE reflects how far the predicted values deviate from the actual values. It is usually  
 115 applied to the entire data set for regression problems. However, our data labels are inflated with  
 116 zeros, making MAPE infinity. Therefore, we computed MAPE for users in the top 5th percentile.  
 117 Best performed MCD settings were selected for both MLP and DCNv2. We compared the proposed  
 118 method with raw models, as well as the well-established Ziln loss method from LTV prediction  
 119 literature introduced by Google [4]. Results are shown in Table 1.

	Normalized Gini Coefficient	Top5% MAPE	Top5% Hit-Rate
MLP	0.9605	0.4835	35.95%
MCD-MLP	<b>0.9638</b>	<b>0.1858</b>	36.07%
DCNv2	0.9609	0.4226	36.12%
MCD-DCNv2	0.9637	0.2003	<b>36.25%</b>
Ziln	0.9581	0.7500	36.11%

Table 1: Comparison of three common metrics for LTV prediction: normalized Gini coefficient (higher is better), MAPE (lower is better), and hit-rate (higher is better) across various model settings.

120 As presented in Table 1, the raw DCNv2 model outperforms the raw MLP model across all three  
 121 metrics. However, the performance metrics shift after implementing the MCD framework. The  
 122 proposed framework yields more substantial performance improvements in the MCD-MLP model  
 123 compared to MCD-DCNv2, particularly in terms of the normalized Gini coefficient and top 5%  
 124 MAPE. However, the MCD-DCNv2 model still achieves the highest top 5% hit rate.

125 Compared to Ziln, MCD-DCNv2 demonstrates superior performance, especially in MAPE metric.  
 126 This advantage may be attributed to the fact that, although the Ziln loss method was designed to  
 127 address the severe label imbalance issue in zero-inflated data for LTV prediction, it assumes a  
 128 lognormal distribution for non-zero labels, which does not align with the distribution characteristics  
 129 of our real-world datasets.

130 In business scenarios, models are evaluated holistically using multiple metrics and different models  
 131 can be selected for production based on different priorities. First, the MCD framework offers  
 132 significant performance enhancement, particularly within the MCD-MLP structure. Second, business  
 133 stakeholders may prioritize a model that emphasizes robustness in confidence estimation to hedge  
 134 risks, even at the expense of less performance gain in predicted values. In this case, MCD-DCNv2 is  
 135 preferred.

## 136 4 Conclusion and Future Work

137 We proposed the MCD framework that represents the first application of a purely neural network-  
 138 based prediction model in the LTV domain that incorporates uncertainty measurement without  
 139 introducing additional modules. Experiments on a real-world dataset were conducted, illustrating  
 140 that the proposed framework also improved the conventional metrics. We advocate the usage of  
 141 uncertainty assessment for LTV applications to support more informed and reliable decision-making  
 142 in business contexts.

143 In future work, we aim to investigate the potential of incorporating uncertainty measures as features  
 144 in user segmentation tasks, such as identifying high-value users in gaming contexts [7, 35, 36, 37].  
 145 We also plan to benchmark the proposed MCD framework on more DNN architectures and investigate  
 146 other uncertainty-aware models, such as deep ensembles [22, 38, 39] originally introduced by Google  
 147 DeepMind.

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247 **A Appendix: Supplementary Figures**

248 In the previous results section, the optimal prediction outcomes generated by various model architec-  
 249 tures were compared. We also investigated the impact of hyperparameter settings on the predictive  
 250 performance of MCD models. We visualized the change in normalized Gini coefficient [4] and Top  
 251 5% MAPE as the number of MCD trials increased in Figure 2. The performance of the raw models is  
 252 also included as a baseline for comparison.

253 Figure 2(a) presents the performance on normalized Gini coefficient. Raw DCNv2 (dash-dot line) and  
 254 raw MLP (dotted line) models are shown as baseline references. Raw DCNv2 model outperforms the  
 255 raw MLP model. However, following the integration of MCD into these models, MCD-MLP model  
 256 achieves a higher normalized Gini improvement compared to the MCD-DCNv2 model. Furthermore,  
 257 normalized Gini coefficients for both MCD models show a trend toward convergence as the MCD  
 258 trial size increases.

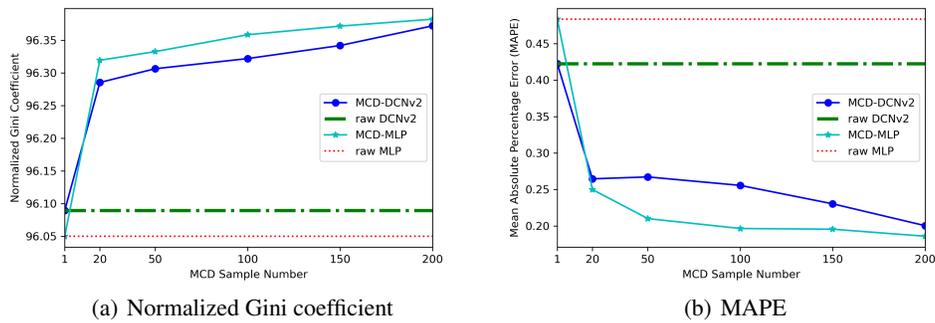


Figure 2: Major metrics using different MCD trials. Both the normalized Gini coefficient and MAPE improved as the number of trials increased.

259 Figure 2(b) shows the performance on Top 5% MAPE. A lower MAPE value indicates that a model  
 260 produces more accurate predictions. The Top 5% MAPE performance of the raw DCNv2 (dash-  
 261 dot line) and raw MLP (dotted line) models is presented as baselines. It can be observed that  
 262 implementation of the MCD framework results in an approximately 50% improvement in MAPE  
 263 performance for both raw models. Additionally, consistent with the observed gains in the normalized  
 264 Gini coefficient, the MCD-MLP model demonstrates a more substantial performance improvement  
 265 compared to the MCD-DCNv2 model, even though the raw DCNv2 model initially outperforms  
 266 the raw MLP model. Moreover, both MCD models exhibit a trend toward convergence in MAPE  
 267 performance as the MCD sample size increases.

268 One downstream application for LTV prediction is to design user acquisition marketing strategies.  
 269 Gini and MAPE performance gains are not always the primary concerns for business owners. When  
 270 market conditions decline and campaign funding is constrained, the reliability of a model and its  
 271 ability to minimize uncertainties become critical factors in business decision-making. Therefore,  
 272 considering the results shown in Figures 1 and 2, the MCD-DCNv2 model, compared to MCD-MLP,  
 273 offers significantly higher confidence in its predictions, at the cost of only a 0.01% reduction in Gini  
 274 and a 1.45% decrease in MAPE performance. This trade-off is straightforward and advantageous for  
 275 consideration in business applications.