2019 SAWTOOTH SOFTWARE CONFERENCE

Excel Simulator Tips & Tricks



Additional Files

https://github.com/kpfairchild/ExcelSimulator

Topics we'll cover

- Why Excel?
- Elements of an Excel Simulator
- Essential Excel Tricks
 - Array Formulas
 - Named Ranges
 - Other essentials
- Essential Calculations
- Segmentation and Weighting
- Style ConsiderationsPutting it all Together

Why Excel?

We have lots of simulator options:

- Lighthouse Most powerful
- sawtoothsimulator.com Most online!
- Lighthouse Excel export Easy option, less flexible, not client ready
- Custom Excel Simulator Fully customizable, easy to give to clients

Elements of an Excel Simulator

Raw Utilities

| Utilities | Responde | Include | Red | Green | Blue | Large | Medium | Small | \$1 | \$2 | \$3 | None | Weight |
|-----------|----------|---------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|--------|
| | 1 | 1 | -3.62349 | 1.001738 | 2.621753 | -2.15951 | -0.81362 | 2.973124 | 3.323278 | -0.57624 | -2.74704 | -0.66378 | 1 |
| | 2 | 1 | -0.80942 | -0.34355 | 1.152971 | -4.53894 | 1.89831 | 2.640632 | 1.618263 | -0.40939 | -1.20888 | 1.545042 | 1 |
| | 3 | 1 | -2.73823 | 1.059232 | 1.678997 | -0.73896 | -0.09789 | 0.836851 | 2.831797 | -0.85676 | -1.97504 | -1.62692 | 1 |
| | 4 | 1 | -1.99565 | -0.56262 | 2.558271 | -1.23016 | 0.403141 | 0.827014 | 0.66186 | 0.618527 | -1.28039 | -1.00349 | 1 |
| | 5 | 1 | -1.46044 | -0.23222 | 1.692657 | -1.81586 | -0.35355 | 2.169413 | 2.757226 | -0.31874 | -2.43848 | 1.872246 | 1 |
| | 6 | 1 | -2.28387 | 0.052385 | 2.231486 | -0.72782 | -0.1769 | 0.904722 | 0.686105 | 0.621647 | -1.30775 | 1.513226 | 1 |
| | 7 | 1 | -1.45997 | -0.35845 | 1.818422 | -1.96922 | -0.88731 | 2.856529 | 1.621175 | -0.65916 | -0.96202 | 1.552688 | 1 |
| | 8 | 1 | -1.56939 | 0.413143 | 1.156242 | -5.15151 | 2.155056 | 2.99645 | 1.429354 | 0.207433 | -1.63679 | 0.631759 | 1 |
| | 9 | 1 | -1.0332 | 0.214559 | 0.818645 | -4.63485 | 2.195269 | 2.439577 | 1.40377 | -0.09069 | -1.31308 | -0.56315 | 1 |
| | 10 | 1 | -1.50262 | -0.91921 | 2.421831 | -2.04183 | -0.36999 | 2.411819 | 4.877868 | -1.9591 | -2.91877 | -0.21828 | 1 |

Elements of an Excel Simulator

Calculations/other hidden stuff

| Design | Include? | 0 | 1 | 0 | 0 | 1 |
|--------|----------|---|---|---|---|------|
| 1 | Color | 2 | 1 | 1 | 1 | |
| 2 | Size | 1 | 1 | 1 | 1 | |
| 3 | Price | 1 | 1 | 1 | 1 | |
| | | 1 | 2 | 3 | 4 | None |
| 1 | 1 | 0 | 1 | 1 | 1 | 0 |
| 1 | 2 | 1 | 0 | 0 | 0 | 0 |
| 1 | 3 | 0 | 0 | 0 | 0 | 0 |
| 2 | 1 | 1 | 1 | 1 | 1 | 0 |
| 2 | 2 | 0 | 0 | 0 | 0 | 0 |
| 2 | 3 | 0 | 0 | 0 | 0 | 0 |
| 3 | 1 | 1 | 1 | 1 | 1 | 0 |
| 3 | 2 | 0 | 0 | 0 | 0 | 0 |
| 3 | 3 | 0 | 0 | 0 | 0 | 0 |
| | | 0 | 0 | 0 | 0 | 1 |

| Share of Prefer | rence Calc | | | | |
|-----------------|------------|-----------|-----------|-----------|----------|
| | Product 1 | Product 2 | Product 3 | Product 4 | None |
| SOP | 0 | 0.100145 | 0.100145 | 0.100145 | 0.699565 |

| Labels | | |
|--------|-------------------|-------------|
| | | |
| | Include | |
| | Exclude | |
| | Red | 1 |
| | Green | 2 |
| | Blue | 3 |
| | Large | 1 |
| | Medium | 1 2 3 |
| | Small | 3 |
| | \$1 | 1 |
| | \$1 \$2 \$3 | 2 |
| | \$3 | 3 |

Elements of an Excel Simulator

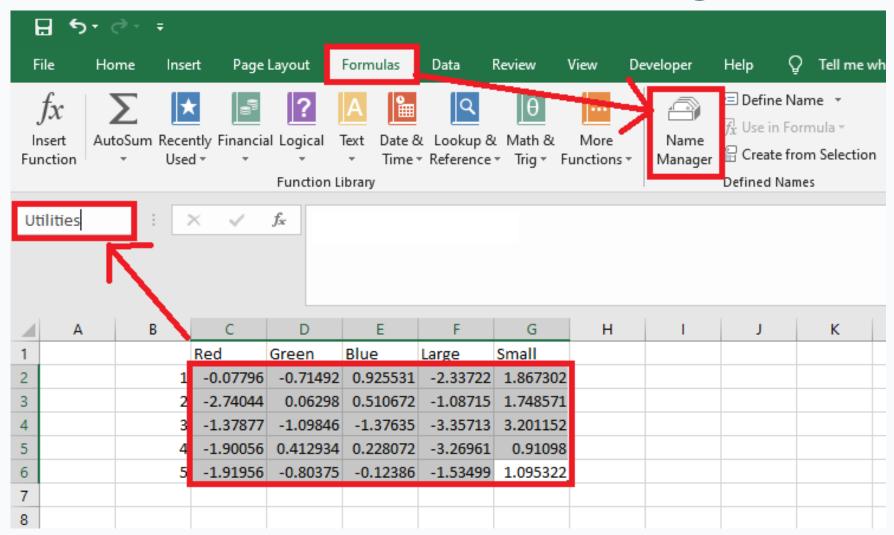
Client facing configurator and share of preference display

| Simulator | | Product 1 | Product 2 | Product 3 | Product 4 | None |
|-----------|----------|-----------|-----------|-----------|-----------|---------|
| | Include? | Exclude | Include | Exclude | Exclude | Include |
| | Color | Green | Red | Red | Red | |
| | Size | Large | Large | Large | Large | |
| | Price | \$1 | \$1 | \$1 | \$1 | |
| | | | | | | |
| | SOP | 0.00% | 20.39% | 0.00% | 0.00% | 79.61% |

Essential Excel Tricks - Array Formulas

- Runs calculations on whole arrays of values at the same time
- Can output to multiple cells
- Can reduce the total amount of cells that need to store intermediate calculation steps (brevity/clarity tradeoff!!)
- How to:
 - When editing a cell, press 'Control+Shift+Enter' (CSE) instead of 'Enter'.
 - 2. F9 is your best friend to evaluate intermediate steps for difficult computations

Essential Excel Tricks - Named Ranges



Essential Excel Tricks - Other common formulas

- Finding stuff
 - VLOOKUP Find a value, return another value
 - MATCH Find a value, tell me where you found it
- Indicator logic (converting TRUE/FALSE to 1/0)
- OFFSET Give me a cell near a cell, offset by some amount
- ROW/COLUMN What row am I on?
- INDEX Give me subset of another selection

Essential Calculations

Total Utility Calculation:

Formula:
$$U_A = Util(A) = Attr1_A + Attr2_A + \ldots + AttrK_A$$

Excel (standard): =sum(a1:e1)

Excel (array): =MMULT(Utilities, Design)

Share of Preference:

Formula:
$$Prob(Choice = A) = \frac{e^{U_A}}{e^{U_A} + e^{U_B} + e^{U_C}}$$

Excel (standard): $=\exp(a1)/(\exp(a1)+\exp(b1)+\exp(c1)$

Excel (array): $=\exp(a1:c1)/\sup(\exp(a1:c1))$

Essential Calculations

Average Share of Preference:

$$SOP_A = \frac{\sum_{i=1}^{n} Prob(Choice_i = A)}{n}$$

Excel (standard): sum(A:A)/count(A:A)

Segmentation and Weighting

Segmentation – Filtering of respondents by known subgroups

Weighting – Changing respondent's relative contribution toward group average

 Use weighting when your actual population is different in a known way from your sampled population.

Segmentation and Weighting – Review Averages

Regular Average:

$$\bar{x} = \frac{x_1 + x_2 + \dots + x_n}{n}$$

$$= \frac{\sum_{i=1}^{n} x_i}{n}$$

Segmentation and Weighting – Review Averages

Regular Average with weights shown:

$$\bar{x} = \frac{1 \cdot x_1 + 1 \cdot x_2 + \dots + 1 \cdot x_n}{1 + 1 + \dots + 1}$$

$$= \frac{\sum_{i=1}^{n} 1 \cdot x_i}{\sum_{i=1}^{n} 1}$$

Segmentation and Weighting – Review Averages

Weighted Average with weights shown:

$$\bar{x} = \frac{w_1 \cdot x_1 + w_2 \cdot x_2 + \dots + w_n \cdot x_n}{w_1 + w_2 + \dots + w_n}$$

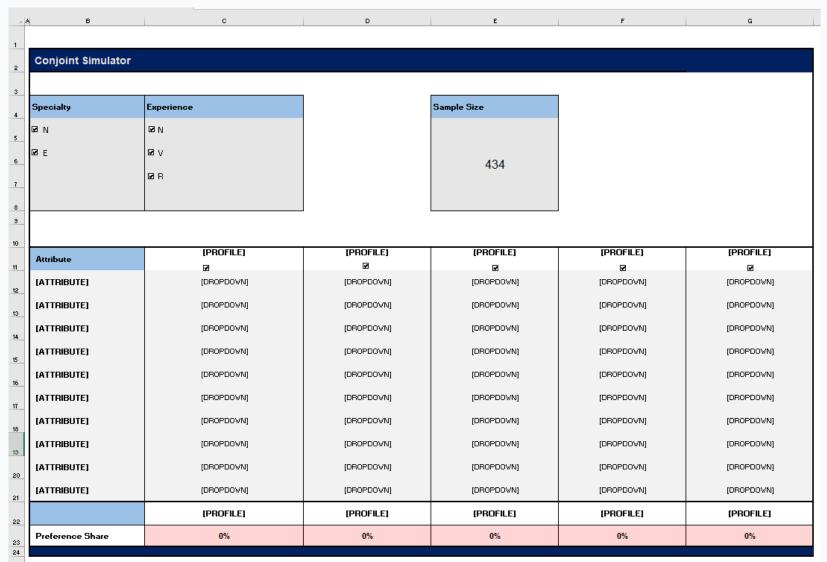
$$= \frac{\sum_{i=1}^{n} w_i \cdot x_i}{\sum_{i=1}^{n} w_i}$$

Excel(array + named ranges): =sum(weights*values)/sum(weights)

Segmentation and Weighting – Segmentation

For building our simulators, we can just treat segmentation is a matter of setting our weights equal to zero when the segment should be excluded.

Style Considerations



- 1. Keep it simple
- Get it working before styling

Let's look at an example!

QUESTIONS?

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