# RanCh

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Title Tools for abstract discrete Random Choice

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BugReports http://github.com/mccauslw/RanCh/issues
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<b>Description</b> This package provides tools for a research project whose purpose is to help us better understand the foundations of stochastic discrete choice. It includes datasets compiled from the literature on context effects and stochastic intransitivity and from some recent experiments. It provides graphical tools to display likelihood function and posterior density contours, as well as regions, in the space of choice probabilities, defined by various stochastic choice axioms, context effects and other conditions.
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binary2ternary

Transform 2nd order barycentric coordinates to 3rd order

## **Description**

binary2ternary transforms the 2nd order barycentric coordinates of the rows of binary\_points into the 3rd order barycentric coordinates of the rows of ternary\_points. This is useful for plotting points and line segments of binary choice probabilities on the sides of the 3rd order barycentric coordinate system. The two non-zero columns of the result are specified in the 2-vector ternary\_cols.

## Usage

binary2ternary(binary\_points, ternary\_cols)

## Arguments

binary\_points matrix of points, with each row a 2-vector on the 1-simplex

ternary\_cols 2-vector specifying the columns of the result corresponding to the two columns of binary\_points

BM\_terms 3

#### Value

matrix of points, with each row a 3-vector on the 2-simplex. The first element of ternary\_cols gives the column of the result that takes the values of the first column of binary\_points; the second element gives the column of the result taking the values of the second column of binary\_points. The remaining column of the result is set to zero.

#### **Examples**

```
binary2ternary(matrix(c(0.6, 0.4), nrow=1), c(2,3)) # returns 1x3 matrix [0 0.6 0.4] binary2ternary(matrix(c(0.6, 0.4), nrow=1), c(3,2)) # returns 1x3 matrix [0 0.4 0.6]
```

BM\_terms

Compute Block-Marschack terms from a random choice structure

## **Description**

BM\_terms returns a matrix of the same dimensions as the input matrix, a random choice structure P. The non-NA terms are all non-negative if and only if the random choice structure P satisfies random utility.

#### Usage

```
BM_terms(P)
```

## **Arguments**

Ρ

A random choice structure. Element P[A,x] is the probability that x is chosen when choice set A is presented.

#### Value

A matrix of Block-Marschak terms. If Q is the result, then for all random rankings of the elements of the universe of objects than induce the random choice structure P, element Q[A,x] is the probability that x is ranked higher than any other element of choice set A and lower than any element in the complement of A in the universe of objects. If  $x \notin A$ , then Q[A,x] has value NA. The RCS P satisfies random utility if and only if for all  $x \in A \subseteq T$ ,  $Q_A(x) \ge 0$ 

```
P \leftarrow create_P3(0.7, 0.6, 0.8, 0.6, 0.3, names = c('x', 'y', 'z'))

Q \leftarrow BM_terms(P)
```

4 compromise\_X3

com	ıpr	OIT	Ίĺ	se

Check if choice probabilities exhibit compromise effect

## Description

compromise returns TRUE if the specified binary and ternary choice probabilities in random choice structure P are in the specified compromise effect region.

## Usage

```
compromise(P, target, competitor, decoy, two_sided = FALSE)
```

#### **Arguments**

P matrix, random choice structure

target index of target object
competitor index of competitor object
decoy index of decoy object

two\_sided logical value indicating whether the compromise inequality is to hold also for

competitor and decoy exchanged.

## Value

A logical value indicating whether the appropriate choice probabilities are in the similarity effect region.

## **Examples**

```
P \leftarrow create_P3(0.7, 0.6, 0.8, 0.6, 0.3, names = c('x', 'y', 'z'))

compromise(P, target=1, competitor=2, decoy=3)
```

compromise\_X3

Compromise effect regions

#### **Description**

compromise\_X3 constructs six regions (all polygons) associated with binary-ternary compromise effects. Below, x and z are the extreme choice objects and y is the between (or compromise) object. The interior of each polygon gives the set of ternary choice probabilities consistent with (1) the two specified binary choice probabilities and (2) one of six compromise effect conditions.

## Usage

```
compromise_X3(pyx, pyz)
```

## **Arguments**

рух	scalar, probability $p(y,x)$ of choosing $y$ when presented with choice set $\{x,y\}$ .
pyz	scalar, probability $p(y,z)$ of choosing $y$ when presented with choice set $\{y,z\}$ .

create\_P3 5

#### Value

named list of six polygons in a barycentric coordinate system. Each polygon is a matrix, with one row for each polygon vertex and one column for each of the three choice objects x,y and z. Element i,j gives the probability of choosing j when presented with choice set  $\{x,y,z\}$ , at the i'th polygon vertex. The six polygons—triangles except for Cxz, a quadrilateral—are:

Cxyz region where there is a compromise effect with y as target, x as competitor and x as decoy Czyx region where there is a compromise effect with y as target, x as competitor and x as decoy Co region where there is neither compromise effect

 $\begin{tabular}{ll} {\bf Cx} & {\bf region with only the} \ x \ {\bf effect} \\ {\bf Cz} & {\bf region with only the} \ z \ {\bf effect} \\ \end{tabular}$ 

Cxz region with both effects

#### See Also

similarity\_X3 for an analogous function for the similarity effect.

#### **Examples**

```
C <- compromise_X3(0.5, 0.6)</pre>
```

create P3

Random Choice Structure for a three-object universe

## **Description**

create\_P3 creates a random choice structure for a three-object universe from

## Usage

```
create_P3(p12, p23, p13, P1, P2, names = c("x", "y", "z"))
```

## **Arguments**

<b>p</b> 1	12	Probability of chosing object 1 when presented with objects 1 and 2
p2	23	Probability of chosing object 2 when presented with objects 2 and 3
<b>p</b> 1	13	Probability of chosing object 1 when presented with objects 1 and 3
P1	I	Probability of chosing object 1 when presented with objects 1, 2 and 3
P2	2	Probability of chosing object 2 when presented with objects 1, 2 and 3
na	ames	character vector giving names to the three objects

#### Value

A Random Choice Structure

```
P \leftarrow create_P3(21/40, 37/40, 28/40, 19/40, 15/40, names=c('Red', 'Purple', 'Pink'))
```

dDir3\_quantile

dDir

Dirichlet density function

## **Description**

dDir computes the Dirichlet density at a point p in the regular simplex, for a vector alpha of Dirichlet parameters.

### Usage

```
dDir(p, alpha, log = FALSE)
```

#### **Arguments**

p vector of probabilities on the regular simplex

alpha vector of Dirichlet parameters

log logical; if TRUE, the log density is returned

#### Value

density or log density value

## **Examples**

```
f <- dDir(c(0.1, 0.3, 0.6), c(2.5, 0.5, 1.0))
```

dDir3\_quantile

Quantile of density value for third order Dirichlet

## **Description**

dDir3\_quantile computes an approximation of the given quantile of a third order Dirichlet density value, under that Dirichlet distribution.

## Usage

```
dDir3_quantile(quantile, alpha, normalized = FALSE)
```

#### **Arguments**

quantile the quantile of the desired density value

alpha a vector of Dirichlet parameters

normalized binary; if TRUE, return the quantile as a fraction of the maximum density value;

if FALSE, return the unnormalized quantile.

#### Value

The value of the quantile, normalized or not

Dir2\_HD\_region 7

Dir2\_HD\_region

Highest Density (HD) region for a second order Dirichlet distribution

#### **Description**

Dir2\_HD\_region constructs a line segment approximating the highest density region of a second order Dirichlet distribution. The line segment is in a second order barycentric coordinate system. This can be used to compute highest prior density and highest posterior density (HPD) regions for a second order Dirichlet-multinomial model (i.e. a beta-binomial model).

## Usage

```
Dir2_HD_region(alpha, HD_probability)
```

#### **Arguments**

```
alpha vector of three (positive) Dirichlet parameters. HD_probability scalar in [0,1] giving the probability of the HD region
```

#### Value

matrix giving polygon approximation of HD region. Each row gives a polygon vertex. The three columns correspond to coordinates in a barycentric coordinate system.

Dir3\_HD\_region

Highest Density (HD) region for a third order Dirichlet distribution

## **Description**

Dir3\_HD\_region constructs a polygon approximating the highest density region of a third order Dirichlet distribution. The polygon is in a three-dimensional barycentric coordinate system. This can be used to construct approximate highest prior density and highest posterior density (HPD) regions for a Dirichlet-multinomial model.

# Usage

```
Dir3_HD_region(alpha, HD_probability)
```

#### **Arguments**

```
alpha vector of three (positive) Dirichlet parameters.

HD_probability scalar in [0,1] giving the probability of the HD region
```

## Value

matrix giving polygon approximation of HD region. Each row gives a polygon vertex. The three columns correspond to coordinates in a barycentric coordinate system.

8 log\_ML\_Dir\_mult

log_ML_DCE_Dir_mult	Marginal li	ikelihood _	for	discrete	choice	experiment,	Dirichlet-
	multinomial	model					

## Description

log\_ML\_DCE\_Dir\_mult computes the marginal likelihood for a model where choice count vectors are independent multinomial across choice sets and choice probability vectors are independent Dirichlet across choice sets.

## Usage

```
log_ML_DCE_Dir_mult(Alpha, N, log = TRUE)
```

## **Arguments**

Alpha	matrix of Dirichlet parameters, each row giving the Dirichlet distribution of the corresponding row of a random choice structure.
N	count matrix with the same dimensions as Alpha, pertaining to the same universe of objects.
log	logical; if TRUE, return the log Bayes factor

log_ML_Dir_mult Log marginal likelihood for Dirichlet-multinomial model
---

## Description

log\_ML\_Dir\_mult computes the log marginal likelihood for a multinomial data generating process and a Dirichlet prior over choice probabilities.

## Usage

```
log_ML_Dir_mult(alpha, N, log = TRUE)
```

## Arguments

alpha	vector of Dirichlet parameters
N	vector of multinomial counts
log	logical; if TRUE, return the log marginal likelihood; if FALSE, the marginal like-
	lihood. log=FALSE is usually not recommendend, as underflow is likely.

#### Value

Marginal likelihood or log marginal likelihood

marginalize 9

marginalize	Routines for simple manipulations of count matrices and random
	choice structures.

## **Description**

Marginalize a count matrix or random choice structure

## Usage

```
marginalize(input_N, objects)
```

## **Arguments**

input\_N A count matrix

objects A vector of objects to retain

#### **Details**

This function takes as input a count matrix or random choice structure on a universe of objects and returns a marginalization of it to a universe that is a subset of the original universe.

#### Value

A count matrix

## **Examples**

```
\label{eq:nbce} $$N_bce \leftarrow {\rm marginalize}(PC\_counts['Beer',,], \ c(2, 3, 5)) \ \# \ Marginalize \ data \ first $$P_bce_1 \leftarrow {\rm proportions}(N_bce) \ \# \ then \ compute \ proportions $$P \leftarrow {\rm proportions}(PC\_counts['Beer',,]) \ \# \ Compute \ proportions \ first $$P_bce_2 \leftarrow {\rm marginalize}(P, \ c(2, 3, 5)) \ \# \ then \ marginalize. \ Gives \ same \ result.
```

MC\_counts

Choice counts in multiple choice experiment

# Description

A three dimensional array, 141 by 31 by 5, of count data. Element i,j,k gives the number of times subject i chose object k when presented with choice set j. The choice set index j=1,...,31 encodes a non-empty subset of the universe of the five choice objects a, b, c, d and e, numbered 1, 2, 3, 4, 5. Each digit (or bit) in the binary representation of j is an inclusion indicator: object k is in the set if and only if the k'th digit from the right is 1. For example, the set with b, c, d and e (but not a) is encoded as binary 11110 (decimal 30). Whenever k is not an element of j, the value is NA.

#### Usage

MC\_counts

10 MC\_trials

#### **Format**

An object of class array of dimension 141 x 31 x 5.

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include MC\_trials, a table of choice trial data, and MC\_raw, a table of raw data.

MC\_raw

Multiple Choice experiment data

## **Description**

Raw trial-by-trial data from Multiple Choice experiment

## Usage

MC\_raw

## **Format**

A data frame with 53 variables generated in (WJM) We do not provide documentation, although the variable names are suggestive.

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include MC\_trials, a table of choice trial data, and MC\_counts, an array of choice count data.

MC\_trials

Table of choice trial data from the Multiple Choice experiment

# Description

Table of choice trial data from the Multiple Choice experiment

## Usage

MC\_trials

multiplicative\_X3

#### **Format**

```
A tibble with 18 variables

subject subject identifier

trial trial identifier (gives the order in which a subject sees choice sets)

set factor, name of choice set presented: 'ab', 'cde', etc., with objects in alphabetical order

choice factor, choice made by subject: 'a', 'b', 'c', 'd' or 'e'

set_perm factor, order of presentation of objects on screen, left to right

set_card integer, cardinality of choice set (i.e. number of available options)

set_bin binary representation of choice set (binary digits indicate object membership in choice set)

choice_int integer, code for chosen object: a=1, b=2, ..., e=5

ab, ac, ..., de revealed preference indicator: taking column ab as an example, the value is 1 if a is revealed preferred to b, -1 if b is revealed preferred to a, 0 otherwise.
```

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include MC\_counts, an array of choice count data, and MC\_raw, a table of raw data.

multiplicative\_X3

Compute a cross section of the multiplicative inequality region

#### **Description**

multiplicative\_X3 computes the region (a triangle) of ternary probabilities consistent with given binary probabilities and the multiplicative inequality.

#### Usage

```
multiplicative_X3(P)
```

#### **Arguments**

Ρ

A random choice structure

### Value

A 3x3 matrix where each row gives one of the three vertices, in barycentric coordinates, of the triangular region where the multiplicative inequality holds.

```
P \leftarrow create_P3(0.7, 0.6, 0.8, 0.6, 0.3, names = c('x', 'y', 'z')) multiplicative_X3(P)
```

PC\_demographics

PC\_counts

Array of choice count data from the Population Choice experiment

## **Description**

A three dimensional array, 32 by 31 by 5, of count data. Element i,j,k gives the number of subjects that chose object k when presented with choice set j of domain i. The choice set index  $j \in \{1,...,31\}$  encodes a non-empty subset of the universe of the five choice objects a,b,c,d and e, numbered 1, 2, 3, 4, 5. Each digit (or bit) in the binary representation of j is an inclusion indicator: object k is in the set if and only if the k'th digit from the right is 1. For example, the set  $\{b,c,d,e\}$  is encoded as binary 11110 (decimal 30) Whenever k is not an element of j, the value is NA.

#### Usage

PC\_counts

#### **Format**

An object of class array of dimension 32 x 31 x 5.

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include PC\_trials, a table of choice trial data, PC\_demographics, a table of demographic information, and PC\_raw, a table of raw data.

PC\_demographics

Table of demographic information from the Population Choice experiment

### **Description**

Table of demographic information from the Population Choice experiment

## Usage

PC\_demographics

#### **Format**

A data frame with demographic information on subjects

sex Sex of subject: 1 for male, 2 for female

age Age of subject in years

location Province or territory in Canada, 1=Alberta, 2=British Columbia, 3=Manitoba, 4=New Brunswick, 5=Newfoundland/Labrador, 6=Northwest Territories, 7=Nova Scotia, 8=Ontario, 9=Prince Edward Island, 10=Quebec, 11=Saskatchewan, 12=Yukon

PC\_raw

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include PC\_trials, a table of choice trial data, PC\_counts, a matrix of choice count data, and PC\_raw, a table of raw data.

PC\_raw

Table of raw data from Population Choice experiment

#### **Description**

Table of raw data from Population Choice experiment

#### Usage

PC\_raw

#### **Format**

```
A data frame with 23 variables
```

responseid Unused subject identifier

gender Sex of subject: 1 for male, 2 for female

age Age of subject in years

location Province or territory in Canada, 1=Alberta, 2=British Columbia, 3=Manitoba, 4=New Brunswick, 5=Newfoundland/Labrador, 6=Northwest Territories, 7=Nova Scotia, 8=Ontario, 9=Prince Edward Island, 10=Quebec, 11=Saskatchewan, 12=Yukon

set

block Index (1,...,1024) of pre-constructed random design assigned to subject

consent Whether or not subjects gives consent (1) or not(2). All subjects give consent.

domain Index of choice domain

counts Cardinality of choice set presented

obj1 Object in position 1

obj2 Object in position 2

obj3 Object in position 3, possibly NA

obj4 Object in position 4, possibly NA

obj5 Object in position 5, possibly NA

obj1\_text Complete text describing object 1

obj2\_text Complete text describing object 2

obj3\_text Complete text describing object 3

obj4\_text Complete text describing object 4

obj5\_text Complete text describing object 5

choice Position of object chosen

expdur Trial duration in ms

intdur Survey duration in minutes

feedback Subject's response to "Please provide any additional feedback about the survey you have just completed."

PC\_trials

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include PC\_trials, a table of choice trial data, PC\_counts, a matrix of choice count data, and PC\_demographics, a table of demographic information

PC\_trials

Table of choice trial data from the Population Choice experiment

## **Description**

Table of choice trial data from the Population Choice experiment

## Usage

PC\_trials

#### **Format**

```
A tibble with 20 variables

domain factor, name of choice domain

subject subject identifier

trial trial identifier (gives the order in which a subject sees choice sets)

duration duration of trial in seconds

set factor, name of choice set presented: 'ab', 'cde', etc., with objects in alphabetical order

choice factor, choice made by subject: 'a', 'b', 'c', 'd' or 'e'

set_perm factor, order of presentation of objects on screen, left to right

set_card Integer, cardinality of choice set (i.e. number of available options)

set_bin Binary representation of choice set (binary digits indicate object membership in choice

set)

choice_int Integer code for chosen object: a=1, b=2, ..., e=5

ab, ac, ..., de revealed preference indicator: taking column ab as an example, value is 1 if a is

revealed preferred to b, -1 if b is revealed preferred to a, 0 otherwise.
```

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include PC\_counts, an array of choice count data, PC\_demographics, a table of demographic information, and PC\_raw, a table of raw data.

plot\_HD\_Dir3

plot_HD_Dir3	Plot highest density regions for RCS with 3 objects

# Description

This function plots the Dirichlet highest density (HD) regions in barycentric coordinates for the three binary choice probability and one ternary choice probability vectors of a random RCS

# Usage

```
plot_HD_Dir3(Alpha, HD_probability, selection)
```

#### **Arguments**

Alpha matrix of Dirichlet parameters specifying the distribution of an RCD

 $HD_p$ robability scalar in [0, 1] giving the probability of the HD region

selection 3-vector specifying the three columns of A to use for plotting

#### **Examples**

plot\_P3

Plot a Random Choice Structure in barycentric coordinates

#### **Description**

plot\_P3 plots four points specifying a Random Choice Structure for a universe of three objects.

#### Usage

```
plot_P3(P, perm = c(1, 2, 3), binary_pch = 1, ternary_pch = 20)
```

## Arguments

P	A random choice structure for a universe of three objects
perm	A permutation of $(1,2,3)$ specifying which objects in the universe correspond to the bottom left, top, and bottom right vertex, respectively of the ternary plot.
binary_pch	Plotting character (pch) for binary choice probabilities. Defaults to a hollow circle.
ternary_pch	Plotting character (pch) for ternary choice probability. Defaults to a solid circle. The convention established with the defaults for binary_pch and ternary_pch allow one to distinguish between a binary choice probability and a ternary choice probability that happens to be on the boundary of the triangle.

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#### **Examples**

```
 P \leftarrow create\_P3(0.7, \ 0.6, \ 0.8, \ 0.6, \ 0.3, \ names = c('x', \ 'y', \ 'z')) \\ plot\_P3(P)
```

```
prior_DCE_scalar_alpha
```

One-parameter Dirichlet prior for a RCS

## **Description**

prior\_DCE\_scalar\_alpha computes a matrix of Dirichlet parameters for a one-parameter Dirichlet prior for a random choice structure.

## Usage

```
prior_DCE_scalar_alpha(alpha, n_objects)
```

# Arguments

alpha univariate parameter for the one-parameter Dirichlet prior.

n\_objects number of objects in the universe.

#### Value

a matrix of Dirichlet parameters with the same dimensions as a count matrix for a universe of the same size.

proportions

Random Choice Structure from count proportions

## Description

proportions takes a count matrix as input, and returns choice proportions as a random choice structure.

## Usage

```
proportions(N)
```

#### **Arguments**

N

A count matrix.

#### Value

A random choice structure.

```
PC_P <- proportions(PC_counts[1,,])</pre>
```

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RanCh

RanCh: A package for abstract discrete Random Choice

# Description

The RanCh package provides data, graphical tools and inference tools for abstract discrete random choice analysis.

## Data sets

NA

random\_utility

Check if random choice structure satisfies random utility

# Description

 $random\_utility\ returns\ TRUE\ if\ the\ random\ choice\ structure\ P\ satisfies\ random\ utility\ and\ FALSE\ otherwise.$ 

# Usage

```
random_utility(P)
```

## Arguments

Ρ

A random choice structure

### Value

A logical value indicating whether P satisfies random utility.

```
P \leftarrow create_{P3}(0.7, 0.6, 0.8, 0.6, 0.3, names = c('x', 'y', 'z')) random_utility(P)
```

18 *RDS\_2011\_counts* 

rDir

Dirichlet random variates

#### **Description**

rDir draws from the Dirichlet distribution

## Usage

```
rDir(n, alpha)
```

## **Arguments**

n number of draws

alpha vector of Dirichlet parameters

#### Value

matrix with n rows, each a draw from the Dirichlet distribution

## **Examples**

```
library(klaR) p \leftarrow rDir(1000, c(1, 1, 1)) \# Uniform distribution on 2-simplex triplot(label=c('x', 'y', 'z')) plot(tritrafo(p))
```

RDS\_2011\_counts

Choice count data from the Regenwetter, Dana and Davis-Stober (2011) experiment

#### **Description**

A four dimensional array, 3 by 18 by 31 by 5, of count data. Element h,i,j,k gives the number of times subject i chose object k when presented with choice set j of domain k. Domain names are "Cash 1", "Cash 2" and "Noncash", explained in the paper. The choice set index  $j \in \{1,...,31\}$  encodes a non-empty subset of the universe of the four choice objects k, k, k, k, and k, numbered 1, 2, 3, 4, 5. Each digit (or bit) in the binary representation of k is an inclusion indicator: object k is in the set if and only if the k'th digit from the right is 1. For example, the set k is encoded as binary 01110 (decimal 14). Whenever k is not an element of k, the value is NA.

## Usage

```
RDS_2011_counts
```

## **Format**

An object of class array of dimension 3 x 18 x 31 x 5.

#### See Also

RanCh, under Datasets for a description of the experiment.

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regularity

Check if random choice structure satisfies regularity

## **Description**

regularity returns TRUE if the random choice structure P satisfies regularity and FALSE otherwise.

### Usage

```
regularity(P)
```

## **Arguments**

Р

A random choice structure

#### Value

A logical value indicating whether P satisfies regularity.

#### **Examples**

```
P \leftarrow create_P3(0.7, 0.6, 0.8, 0.6, 0.3, names = c('x', 'y', 'z')) regularity(P)
```

regularity\_X3

Compute a cross section of the regularity region

# Description

regularity\_X3 computes the region (a triangle or the empty set) of ternary probabilities consistent with given binary probabilities and the regularity condition.

## Usage

```
regularity_X3(P)
```

## **Arguments**

Ρ

A random choice structure.

#### Value

If the region is empty, the output is NULL. Otherwise, a 3x3 matrix where each row gives one of the three vertices in barycentric coordinates.

```
P \leftarrow create_P3(0.7, 0.6, 0.8, 0.6, 0.3, names = c('x', 'y', 'z'))
reg_region \leftarrow regularity_X3(P)
```

20 set\_index

ru

Helper function for random\_utility and BM\_terms, below.

#### **Description**

ru tests whether or not a random choice structure satisfies random utility

#### Usage

```
ru(P, compute_Q)
```

#### **Arguments**

Р

matrix, a random choice structure

compute\_Q,

a logical value indicating whether or not to compute Q, the matrix of Block-Marschak terms corresponding to P. If compute\_Q is true, output is a list with elements Q and is\_ru, where is\_ru is a boolean value that is TRUE or FALSE according to whether or not P satisfies random utility If compute\_Q is FALSE, output is TRUE or FALSE according to whether or not P satisfies random utility.

#### Value

A logical value indicating whether P satisfies random utility.

set\_index

Compute set index

## **Description**

set\_index takes a vector of object indices and constructs a set index, which is an index for the set of objects whose indices appear in the given vector. Each digit (or bit) in the binary representation of the resulting set index is an inclusion indicator: object i is in the set if and only if the i'th digit from the right is 1. For example, the set with objects 1, 3, and 4 has index equal to binary 1101, or decimal 13. The set with elements 1, 3 and 4 can be specified as the input vector c(1,3,4) or any permutation thereof, such as c(3,4,1).

## Usage

```
set_index(v)
```

#### **Arguments**

٧

vector of object indices, in any order

#### **Details**

Note that the singleton set with object i is represented as 2^(i-1). The bitwise "or" (bitw0r) of the set indices of two sets gives the set index of the union; the bitwise "and" (bitwAnd), the intersection.

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#### Value

a integer index corresponding to the set of objects whose indices are in v

## **Examples**

```
A <- set_index(c(1,3,4)) # Returns (decimal) 13, equal to binary 1101.
```

similarity

Check if choice probabilities exhibit similarity effect

## **Description**

similarity returns TRUE if the specified binary and ternary choice probabilities in random choice structure P are in the specified similarity effect region.

## Usage

```
similarity(P, target, competitor, decoy, two_sided = FALSE)
```

# Arguments

P matrix, random choice structure

target index of target object

competitor index of competitor object

decoy index of decoy object

two\_sided logical value indicating whether the similarity inequality is to hold also for target

and decoy exchanged.

#### Value

A logical value indicating whether the appropriate choice probabilities are in the similarity effect region.

```
P \leftarrow create_P3(0.7, 0.6, 0.8, 0.6, 0.3, names = c('x', 'y', 'z'))
similarity(P, target=1, competitor=2, decoy=3)
```

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Similarity effect regions

## **Description**

similarity\_X3 constructs six regions (all polygons) associated with binary-ternary similary effects. Below, x and y are "similar" choice objects and object z is dissimilar to both x and y. The interior of each polygon gives the set of ternary choice probabilities consistent with (1) the two specified binary choice probabilities and (2) one of six similarity effect conditions.

# Usage

```
similarity_X3(pxz, pyz)
```

# **Arguments**

pxz	scalar, probability of choosing $y$ when presented with choice set $\{x, z\}$
pyz	scalar, probability of choosing $y$ when presented with choice set $\{y, z\}$

#### Value

named list of six polygons in a barycentric coordinate system. Each polygon is a matrix, with one row for each polygon vertex and one column for each of the three choice objects x, y and z. Element i, j gives the probability of choosing j, when presented with choice set  $\{x, y, z\}$ , at the i'th polygon vertex. The six polygons—triangles except for Sxy, a quadrilateral—are:

Sxyz region where there is a similarity effect with object x as target, y as decoy and z as competitor

Syxz region where there is a similarity effect with object x as target, y as decoy and z as competitor

So region where there is neither similarity effect

Sx region with only the x effect

Sy region with only the y effect

Sxy region with both effects

## See Also

compromise\_X3 for an analogous function for the compromise effect.

```
S \leftarrow similarity_X3(0.5, 0.6)
```

T\_1972\_counts 23

T\_1972\_counts

Choice count data from the Tversky (1972) experiment

#### **Description**

A four dimensional array, 3 by 8 by 7 by 3, of count data. Element h, i, j, k gives the number of times subject i chose object k when presented with choice set j of domain k. Domain names are "Dots", "Gambles" and "Applicants", explained in the paper. The choice set index  $j \in \{1, ..., 7\}$  encodes a non-empty subset of the universe of the three choice objects k, k, and k, k, and k, numbered 1, 2, 3. Each digit (or bit) in the binary representation of k is an inclusion indicator: object k is in the set if and only if the k'th digit from the right is 1. For example, the set  $\{y, z\}$  is encoded as binary 110 (decimal 6). Whenever k is not an element of k, the value is NA.

## Usage

T\_1972\_counts

#### **Format**

An object of class array of dimension 3 x 8 x 7 x 3.

#### See Also

RanCh, under Datasets for a description of the experiment.

YG\_counts

Array of choice count data from the YouGov experiment

## **Description**

A four dimensional array, 16 by 2 by 15 by 4, of count data. Element h,i,j,k gives the number of subjects who chose object k when presented with choice set j of domain h, in their i'th block of 16 trials. The choice set index j=1,...,15 encodes a non-empty subset of the universe of the four choice objects a, b, c, and d, numbered 1, 2, 3, 4. Each digit (or bit) in the binary representation of j is an inclusion indicator: object k is in the set if and only if the k'th digit from the right is 1. For example, the set with b, c, and d (but not a) is encoded as binary 1110 (decimal 14) Whenever k is not an element of j, the value is NA.

#### Usage

YG\_counts

#### Format

An object of class array of dimension 16 x 2 x 15 x 4.

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include YG\_trials, a table of choice trial data, YG\_demographics, a table of demographic information, and YG\_raw, a table of raw data.

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YG\_demographics

Table of demographic information from the YouGov experiment

## **Description**

Table of demographic information from the YouGov experiment

## Usage

YG\_demographics

#### **Format**

A data frame with demographic information on subjects sex Sex of subject educ Educational attainment by subject region Region of subject's residence in US

race Race of subject

age\_range Age range of subject

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include YG\_trials, a table of choice trial data, YG\_counts, a matrix of choice count data, and YG\_raw, a table of raw data.

YG\_raw

Table of choice trial data from the YouGov experiment

## Description

Table of choice trial data from the YouGov experiment

## Usage

YG\_raw

#### **Format**

A data frame with 17 variables:

design

card

domain

combo

perm

choiceset Choice set as a character string

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```
option_1 Object presented in first position: 1, 2, 3 or 4
option_2 Object presented in second position
option_3 Object presented in third position
option_4 Object presented in fourth position
response Object chosen: 1, 2, 3 or 4
order
gender Sex of respondant: 1 for male, 2 for female
educ Education of respondant: 1 for No high school, 2 for High school graduate, 3 for Some
college, 4 for 2-year college, 5 for 4-year college, 6 for post-graduate
region Region of respondant: 1 for northeast, 2 for midwest, 3 for south, 4 for west
race Race of respondant: 1 for White, 2 for Black, 3 for Hispanic, 4 for Asian, 5 for Native
American, 6 for Mixed, 7 for Other, 8 for Middle Eastern
age_cross Age category of respondant: 1 for 18-34, 2 for 35-54, 3 for 55 and over
```

#### See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include YG\_trials, a table of choice trial data, YG\_counts, a matrix of choice count data, and YG\_demographics, a table of demographic information

YG\_trials

Table of choice trials data from the YouGov experiment

## **Description**

Table of choice trials data from the YouGov experiment

#### Usage

YG\_trials

### Format

```
A tibble with 17 variables

domain factor, name of choice domain

subject subject identifier

block block, equal to 1 or 2, identifying the first or second pass a subject makes through the domains.

trial trial identifier (gives the order in which a subject sees choice sets)

duration duration of trial in seconds

set factor, name of choice set presented: 'ab', 'bcd', etc., with objects in alphabetical order choice factor, choice made by subject: 'a', 'b', 'c', or 'd'

set_perm factor, order of presentation of objects on screen, left to right

set_card Integer, cardinality of choice set (i.e. number of available options)

set_bin Binary representation of choice set (binary digits indicate object membership in choice set)

choice_int Integer code for chosen object: a=1, b=2, ..., d=4

ab, ac, ..., cd revealed preference indicator: taking column ab as an example, value is 1 if a is
```

revealed preferred to b, -1 if b is revealed preferred to a, 0 otherwise.

## See Also

RanCh, under Datasets for a description of the experiment. Other data objects for the experiment include YG\_counts, an array of choice count data, YG\_demographics, a table of demographic information, and YG\_raw, a table of raw data.

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