

# RanCh

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**Title** Tools for abstract discrete Random Choice

**URL** <http://github.com/mccauslw/RanCh>

**BugReports** <http://github.com/mccauslw/RanCh/issues>

**Version** 0.0.0.9000

**Description** 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.

**Imports** klaR,  
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bitops,  
Smisc,  
ggtern

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rmarkdown

**VignetteBuilder** knitr

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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)
```

## 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]
```

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**

**pyx** scalar, probability  $p(y, x)$  of choosing  $y$  when presented with choice set  $\{x, y\}$ .  
**pyz** scalar, the probability  $p(y, z)$  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 Cxz, a quadrilateral—are:

Cxyz region where there is a compromise effect with  $y$  as target,  $x$  as competitor and  $z$  as decoy

Czyx region where there is a compromise effect with  $y$  as target,  $z$  as competitor and  $x$  as decoy

Co region where there is neither compromise effect

Cx region with only the  $x$  effect

Cz region with only the  $z$  effect

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)
```

---

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

p12	Probability of choosing object 1 when presented with objects 1 and 2
p23	Probability of choosing object 2 when presented with objects 2 and 3
P1	Probability of choosing object 1 when presented with objects 1, 2 and 3
P2	Probability of choosing object 2 when presented with objects 1, 2 and 3
names	character vector giving names to the three objects
P13	Probability of choosing object 1 when presented with objects 1 and 3

### Value

A Random Choice Structure

### Examples

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

---

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))
```

---

Dir2_HD_region	<i>Highest Density (HD) region for a second order Dirichlet distribution</i>
----------------	--

---

**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	<i>Highest Density (HD) region for a third order Dirichlet distribution</i>
----------------	---

---

**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.

---

log_ML_DCE_Dir_mult	<i>Marginal likelihood for discrete choice experiment, Dirichlet-multinomial model</i>
---------------------	--

---

**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(A, N, log = TRUE)
```

**Arguments**

A	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 A, pertaining to the same universe of objects.
log	logical; if TRUE, return the log Bayes factor

---

log_ML_Dir_mult	<i>Log marginal likelihood for Dirichlet-multinomial model</i>
-----------------	--

---

**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 likelihood. log=FALSE is usually not recommendend, as underflow is likely.

**Value**

Marginal likelihood or log marginal likelihood

---

marginalize	<i>Routines for simple manipulations of count matrices and random choice structures.</i>
-------------	--

---

**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**

```
N_bce = marginalize(PC_counts, c(2,3,5))
P_abd = marginalize()
N
```

---

MC_counts	<i>Choice counts in multiple choice experiment</i>
-----------	--

---

**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
```

**Format**

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

---

MC_raw	<i>Multiple Choice experiment data</i>
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---

**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.

---

MC_trials	<i>Tibble recording every choice trial in the multiple choice experiment</i>
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---

**Description**

Tibble recording every choice trial in the multiple choice experiment

**Usage**

MC\_trials

**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.



---

multiplicative_X3	<i>Compute a cross section of the multiplicative inequality region</i>
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---

**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**

P	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.

**Examples**

```
P = create_P3(0.7, 0.6, 0.8, 0.6, 0.3, 0.1, names = c('x', 'y', 'z'))
multiplicative_X3(P)
```

---

PC_counts	<i>Choice counts in Population Choice experiment</i>
-----------	--

---

**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  $j=1,...,31$  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**

```
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](#) for trial-by-trial data, [PC\\_demographics](#) for demographic information and [PC\\_raw](#) for the original raw data.

---

PC_demographics	<i>Demographic information for population choice experiment</i>
-----------------	---

---

**Description**

Demographic information for 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

**See Also**

[RanCh](#), under Datasets for a description of the experiment. Other data objects for the experiment include [PC\\_trials](#) for trial-by-trial data, [PC\\_counts](#) for choice count data and [PC\\_raw](#) for the original raw data.

---

PC_raw	<i>Raw trial-by-trial data from Population Choice experiment</i>
--------	--

---

**Description**

Raw trial-by-trial 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."

### See Also

[RanCh](#), under Datasets for a description of the experiment. Other data objects for the experiment include [PC\\_trials](#) for trial-by-trial data, [PC\\_counts](#) for choice count data and [PC\\_demographics](#) for demographic information

---

PC\_trials

*Table of choice trials, population choice experiment*

---

### Description

Table of choice trials, 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](#) for choice count data, [PC\\_demographics](#) for demographic information and [PC\\_raw](#) for the original raw data.

---

plot\_HD\_Dir3

*Plot highest density region for a third order Dirichlet distribution*

---

### Description

This function plots the Dirichlet highest density region in barycentric coordinates.

### Usage

```
plot_HD_Dir3(A, HD_probability, selection)
```

### Arguments

HD\_probability probability of highest density region  
 alpha vector of Dirichlet parameters

### Examples

```
plot_HD_Dir3(A, 0.95, c(1,2,3))
```

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.

**Examples**

```
P = create_P3(0.7, 0.6, 0.8, 0.6, 0.3, 0.1, 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	<i>Random Choice Structure from count proportions</i>
-------------	---

---

**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.

**Examples**

```
PC_P = proportions(PC_counts[1,,])
```

---

RanCh	<i>RanCh: A package for abstract discrete Random Choice</i>
-------	---

---

**Description**

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

**Data sets**

NA

---

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**

P                      A random choice structure

**Value**

A logical value indicating whether P satisfies regularity.

**Examples**

```
P = create_P3(0.7, 0.6, 0.8, 0.6, 0.3, 0.1, 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**

P                      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.

**Examples**

```
P = create_P3(0.7, 0.6, 0.8, 0.6, 0.3, 0.1, names = c('x', 'y', 'z'))
reg_region = regularity_X3(P)
```

---

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

`v`                      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" (`bitwOr` in the package `bitops`) of the set indices of two sets gives the set index of the union; the bitwise "and", the intersection.

### Value

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

### Examples

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

---

similarity\_2\_3

*Check if binary-ternary choice probabilities are in similarity effect region*


---

### Description

similarity\_2\_3 returns TRUE if the specified binary and ternary choice probabilities in random choice structure `P` are in the specified similarity effect region.

### Usage

```
similarity_2_3(P, target, competitor, decoy, weak = TRUE,
  two_sided = FALSE)
```



**Arguments**

P	A random choice structure
target	Index of target object
competitor	Index of competitor object
decoy	Index of decoy object
weak	Logical, whether similarity effect is weak or not

**Value**

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

**Examples**

```
P = create_P3(0.7, 0.6, 0.8, 0.6, 0.3, 0.1, names = c('x', 'y', 'z'))
similarity_2_3(P, target=1, competitor=2, decoy=3)
```

---

similarity_X3	<i>Similarity effect regions</i>
---------------	----------------------------------

---

**Description**

similarity\_X3 constructs six regions (all polygons) associated with binary-ternary similarity 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  $S_{xy}$ , a quadrilateral—are:

$S_{xyz}$  region where there is a similarity effect with object  $x$  as target,  $y$  as decoy and  $z$  as competitor

$S_{yxz}$  region where there is a similarity effect with object  $x$  as target,  $y$  as decoy and  $z$  as competitor

$S_o$  region where there is neither similarity effect

$S_x$  region with only the  $x$  effect

$S_y$  region with only the  $y$  effect

$S_{xy}$  region with both effects

See Also

[compromise\\_X3](#) for an analogous function for the compromise effect.

Examples

```
S = similarity_X3(0.5, 0.6)
```

---

YG_counts	<i>Choice counts in YouGov experiment</i>
-----------	---

---

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.

---

YG_demographics	<i>Demographic information for subjects</i>
-----------------	---

---

Description

Demographic information for subjects

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

---

YG\_raw

*YouGov Experiment data*


---

## Description

Raw trial-by-trial data from YouGov experiment

## Usage

YG\_raw

## Format

A data frame with 17 variables:

design

card

domain

combo

perm

choiceset Choice set as a character string

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 respondent: 1 for male, 2 for female

educ Education of respondent: 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 respondent: 1 for northeast, 2 for midwest, 3 for south, 4 for west

race Race of respondent: 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 respondent: 1 for 18-34, 2 for 35-54, 3 for 55 and over

YG\_trials

*Table of choice trials, population choice experiment***Description**

Table of choice trials, population choice 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.

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