The Chess Stress Test for Discrete Choice Modeling

Kenneth W. Regan¹ University at Buffalo (SUNY)

UB CSE UpBeat, 10/19/2018

¹ Joint work with Tamal Tanu Biswas and with grateful acknowledgment to UB's Center for Computational Research (CCR)

Given options m_1, \ldots, m_J and information $X = X_1, \ldots, X_J$ about all of them, and characteristics S of a person choosing among them, we want to project the probabilities p_i of m_i being chosen.

Given options m_1, \ldots, m_J and information $X = X_1, \ldots, X_J$ about all of them, and characteristics S of a person choosing among them, we want to project the probabilities p_j of m_j being chosen. First define numbers $u_i = g(X, S)_j$ often thought of as "utilities."

Given options m_1, \ldots, m_J and information $X = X_1, \ldots, X_J$ about all of them, and characteristics S of a person choosing among them, we want to project the probabilities p_j of m_j being chosen. First define numbers $u_j = g(X, S)_j$ often thought of as "utilities." Then the *multinomial logit* (MNL) model represents the probabilities via

$$\log(p_j) = \alpha + \beta u_j.$$

Given options m_1, \ldots, m_J and information $X = X_1, \ldots, X_J$ about all of them, and characteristics S of a person choosing among them, we want to project the probabilities p_j of m_j being chosen. First define numbers $u_j = g(X, S)_j$ often thought of as "utilities." Then the *multinomial logit* (MNL) model represents the probabilities via

$$\log(p_j) = \alpha + \beta u_j.$$

The quantities

$$L_j = e^{lpha + eta \, u_j}$$

(日) (日) (日) (日) (日) (日) (日) (日)

are called *likelihoods*.

Given options m_1, \ldots, m_J and information $X = X_1, \ldots, X_J$ about all of them, and characteristics S of a person choosing among them, we want to project the probabilities p_j of m_j being chosen. First define numbers $u_j = g(X, S)_j$ often thought of as "utilities." Then the *multinomial logit* (MNL) model represents the probabilities via

$$\log(p_j) = lpha + eta u_j.$$

The quantities

$$L_j = e^{lpha + eta \, u_j}$$

are called *likelihoods*. Then the probabilities are obtained simply by normalizing them:

$$p_j = rac{L_j}{\sum_{j'=1}^J L_{j'}} =_{\mathit{def}} \mathit{softmax}(eta u_1, \dots, eta u_J).$$

Given options m_1, \ldots, m_J and information $X = X_1, \ldots, X_J$ about all of them, and characteristics S of a person choosing among them, we want to project the probabilities p_j of m_j being chosen. First define numbers $u_j = g(X, S)_j$ often thought of as "utilities." Then the *multinomial logit* (MNL) model represents the probabilities via

$$\log(p_j) = lpha + eta u_j.$$

The quantities

$$L_j = e^{lpha + eta \, u_j}$$

are called *likelihoods*. Then the probabilities are obtained simply by normalizing them:

$$p_j = rac{L_j}{\sum_{j'=1}^J L_{j'}} =_{def} \textit{softmax}(eta u_1, \dots, eta u_J).$$

Finally obtain β by fitting; e^{α} becomes a constant of proportionality so that the p_j sum to 1.

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

• One player P with characteristics S.



- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.

・ロト ・ 日 ・ モ ト ・ モ ・ うへぐ

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).
- Moves indexed by values v_1, \ldots, v_J in nonincreasing order.

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).
- Moves indexed by values v_1, \ldots, v_J in nonincreasing order.
- Values determined by strong chess programs. Not apprehended fully by *P* (bounded rationality, fallible agents).

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).
- Moves indexed by values v_1, \ldots, v_J in nonincreasing order.
- Values determined by strong chess programs. Not apprehended fully by *P* (bounded rationality, fallible agents).
- Raw utilities $u_j = \delta(v_1, v_j)$ by some difference-in-value function δ in either "pawn units" or "chance of winning" units.

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).
- Moves indexed by values v_1, \ldots, v_J in nonincreasing order.
- Values determined by strong chess programs. Not apprehended fully by *P* (bounded rationality, fallible agents).
- Raw utilities $u_j = \delta(v_1, v_j)$ by some difference-in-value function δ in either "pawn units" or "chance of winning" units.

• Parameter β treated as a divisor s of those units, i.e., $\beta = \frac{1}{s}$.

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).
- Moves indexed by values v_1, \ldots, v_J in nonincreasing order.
- Values determined by strong chess programs. Not apprehended fully by *P* (bounded rationality, fallible agents).
- Raw utilities $u_j = \delta(v_1, v_j)$ by some difference-in-value function δ in either "pawn units" or "chance of winning" units.
- Parameter β treated as a divisor s of those units, i.e., $\beta = \frac{1}{s}$.
- Second parameter c allows nonlinearity: $\delta(v_1, v_i)^c$. (First c = 1.)

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).
- Moves indexed by values v_1, \ldots, v_J in nonincreasing order.
- Values determined by strong chess programs. Not apprehended fully by *P* (bounded rationality, fallible agents).
- Raw utilities $u_j = \delta(v_1, v_j)$ by some difference-in-value function δ in either "pawn units" or "chance of winning" units.
- Parameter β treated as a divisor s of those units, i.e., $\beta = \frac{1}{s}$.
- Second parameter c allows nonlinearity: $\delta(v_1, v_i)^c$. (First c = 1.)
- MNL model (called "Shares" by me) then equivalent to:

$$\log(p_j) = \mathit{U}_j = \left(rac{\delta(\mathit{v}_1, \mathit{v}_j)}{s}
ight)^{\prime}$$

and we go as before.

- One player P with characteristics S.
- Multiple game turns t, each has possible moves $m_{t,j}$.
- For a given turn (i.e., chess position) t, legal moves are m₁,..., m_j,..., m_J (index t understood).
- Moves indexed by values v_1, \ldots, v_J in nonincreasing order.
- Values determined by strong chess programs. Not apprehended fully by *P* (bounded rationality, fallible agents).
- Raw utilities $u_j = \delta(v_1, v_j)$ by some difference-in-value function δ in either "pawn units" or "chance of winning" units.
- Parameter β treated as a divisor s of those units, i.e., $\beta = \frac{1}{s}$.
- Second parameter c allows nonlinearity: $\delta(v_1, v_i)^c$. (First c = 1.)
- MNL model (called "Shares" by me) then equivalent to:

$$\log(p_j) = U_j = \left(rac{\delta(v_1,v_j)}{s}
ight)^{c}$$

and we go as before. Taking $\log(p_j) - \log(p_1)$ on LHS gives same model.

Represent a difference in *double logs* of probabilities on left-hand side instead.

Represent a difference in *double logs* of probabilities on left-hand side instead. Now nice to keep signs nonnegative by inverting probabilities.

 $\log\log(1/p_j) - \log\log(1/p_1) = eta U_j$

Represent a difference in *double logs* of probabilities on left-hand side instead. Now nice to keep signs nonnegative by inverting probabilities.

$$\log\log(1/p_j) - \log\log(1/p_1) = eta U_j$$

(日) (日) (日) (日) (日) (日) (日) (日)

The β can be absorbed as $(\frac{1}{s})^c$ even when $c \neq 1$ so my nonlinearized utility still fits the setting.

Represent a difference in *double logs* of probabilities on left-hand side instead. Now nice to keep signs nonnegative by inverting probabilities.

$$\log\log(1/p_j) - \log\log(1/p_1) = eta U_j$$

The β can be absorbed as $(\frac{1}{s})^c$ even when $c \neq 1$ so my nonlinearized utility still fits the setting. Then abstractly:

$$egin{array}{rcl} rac{\log(1/p_j)}{\log(1/p_1)} &=& \exp(eta \, U_j) =_{def} \, L_j \ \log(1/p_j) &=& \log(1/p_1) L_j \ \log(p_j) &=& \log(p_1) L_j \ p_j &=& p_1^{L_j}. \end{array}$$

Analogy to power decay, Zipf's Law... Proceed to demo.