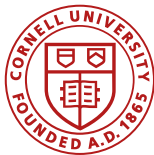


Choice Set Optimization Under Discrete Choice Models of Group Decisions

Kiran Tomlinson and Austin R. Benson

Department of Computer Science, Cornell University



ICML 2020

Discrete choice models

Goal

Model human choices

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Given a set of items, produce probability distribution

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Utility

2

3

2

1

1






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Choice set					
Utility	2	3	2	1	1
			↓ softmax		
Choice prob.	0.18	0.50	0.18	0.07	0.07

$$\Pr(\text{choose } x \text{ from choice set } C) = \frac{\exp(u_x)}{\sum_{y \in C} \exp(u_y)}$$

The choice set influences preferences

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e.g., preference for red fruit:

choice set 1



4



1

choice set 2



2



1



2

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Not expressible with MNL

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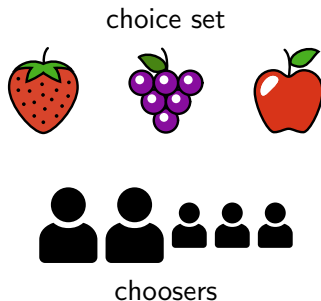
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Context effects are common

(Huber et al., 1982; Simonson & Tversky, 1992; Shafir et al., 1993; Trueblood et al., 2013)

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Choice Set Optimization Under Discrete Choice Models of **Group Decisions**



Choice Set Optimization Under Discrete Choice Models of **Group Decisions**

choice set



adults



children

Choice Set Optimization Under Discrete Choice Models of **Group Decisions**

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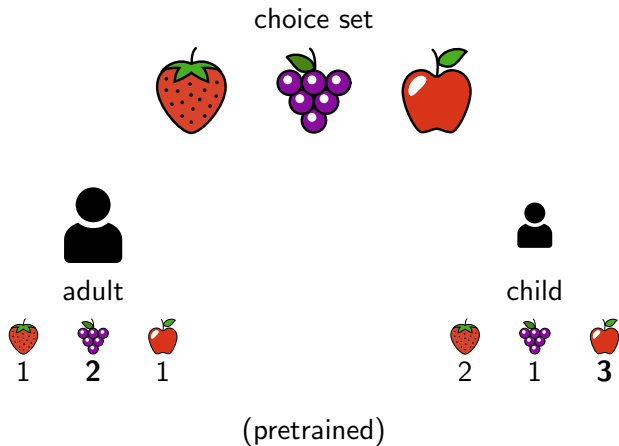


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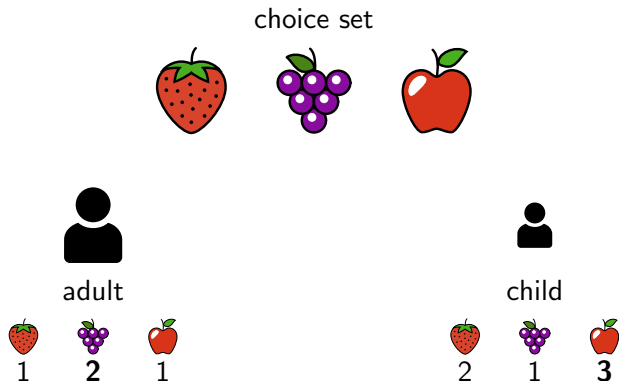


child

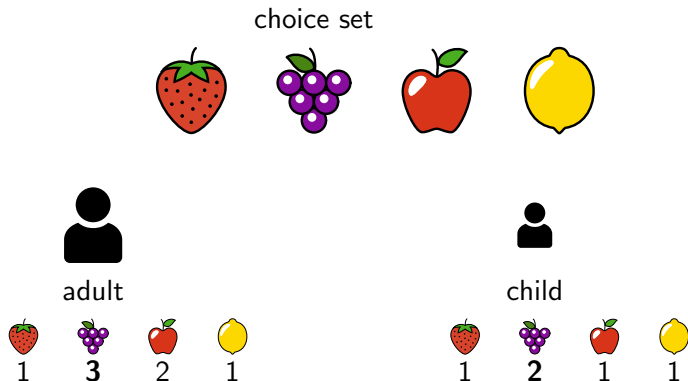
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Our contributions

Central algorithmic question

How can we influence the preferences of a group of decision-makers by introducing new alternatives?

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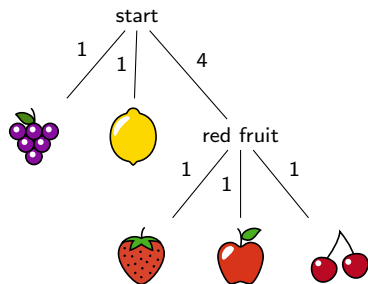
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Three models accounting for context effects

- Nested logit (NL) (McFadden, 1978)
- Context-dependent random utility model (CDM) (Seshadri et al., 2019)
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repeated softmax
over node children

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p_{xy}					
		0	-1	0	-1
	0		0	0	0
	-1	0		0	-1
	0	0	0		0
	-1	0	-1	0	






softmax over
pull-adjusted utilities:

$$u_x + \sum_{z \in C} p_{zx}$$

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item	aspects
	{berry, red, sweet}
	{berry, purple, sweet}
	{red, crunchy}
	{citrus, yellow, sour}
	{red, sweet}

utility for each *aspect*

repeatedly choose an aspect,
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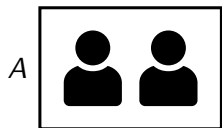
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- 3 Can learn utilities from choice data (SGD on NLL)

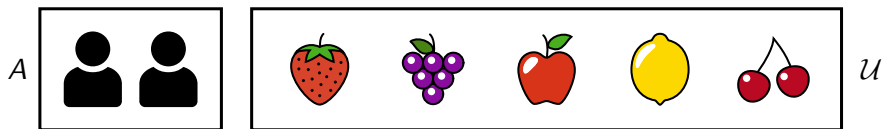
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Problem setup



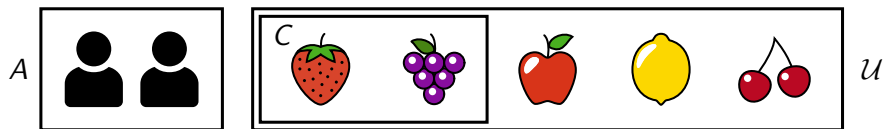
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Problem setup



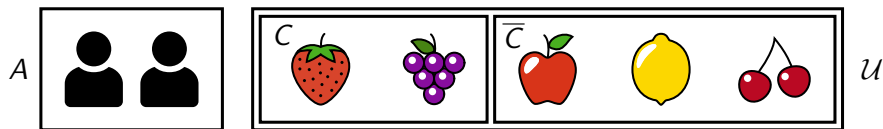
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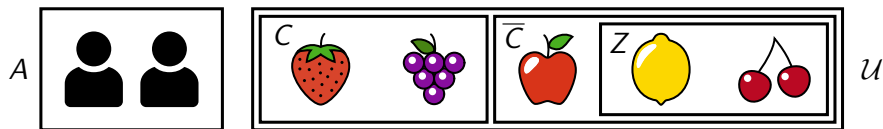
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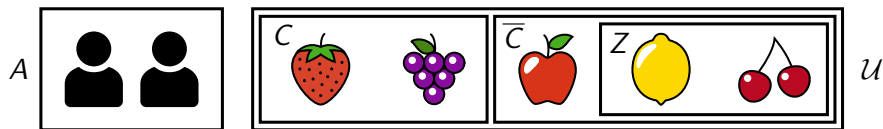
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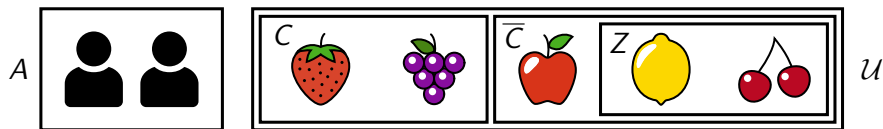
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Choice set optimization

Find $Z \subseteq \bar{C}$ that optimizes some function of $\Pr(a \leftarrow x \mid C \cup Z)$

Three choice set optimization problems

Disagreement induced by Z

$$D(Z) = \sum_{\substack{\{a,b\} \subseteq A \\ x \in C}} |\Pr(a \leftarrow x \mid C \cup Z) - \Pr(b \leftarrow x \mid C \cup Z)|$$

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AGREEMENT

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DISAGREEMENT

Find Z that maximizes $D(Z)$

PROMOTION

Find Z that maximizes number of people whose favorite item in C is x^*

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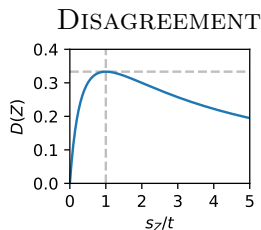
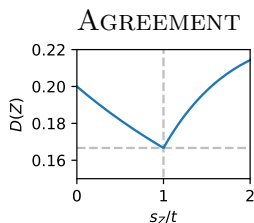
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SUBSET SUM
reductions



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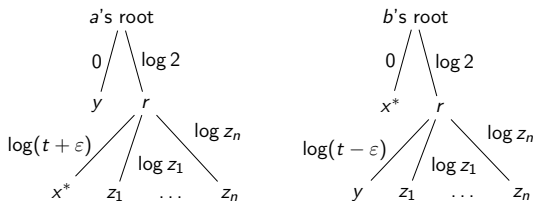
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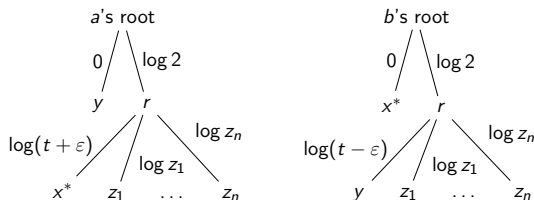
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Model restrictions make PROMOTION easy, but leave AGREEMENT hard.

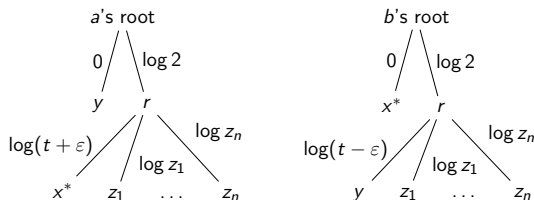
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e.g., same-tree NL

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Idea (inspired by SUBSET SUM FPTAS from CLRS)

Discretize possible utility sums of Z_s

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⇒ compute fewer sets than brute-force

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Polynomial-time approximation for small group AGREEMENT

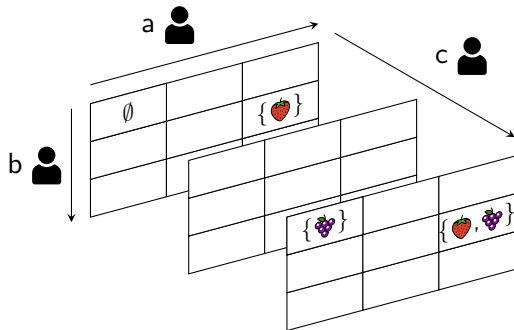
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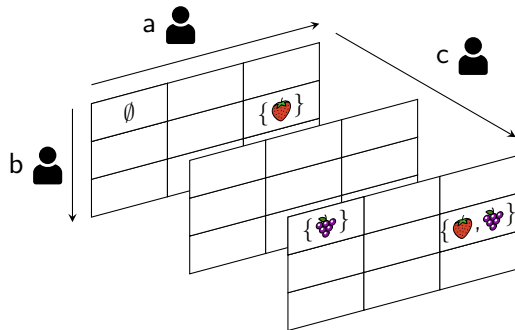
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can be adapted for
CDM, NL,
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Datasets and training procedure

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Model training

Optimize NLL using PyTorch's Adam with amsgrad fix
(Kingma & Ba, 2015; Reddi et al., 2018; Paszke et al., 2019)

SF_{WORK} CDM AGREEMENT

$C = \{\text{drive alone, transit}\}$

SFWORK CDM AGREEMENT

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Greedy

$Z = \{\text{carpool}\}$

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Greedy

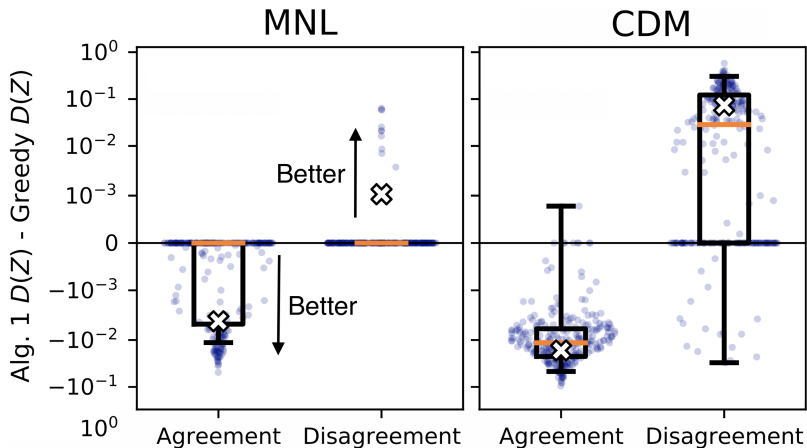
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Optimal

$Z = \{\text{bike, walk}\}$

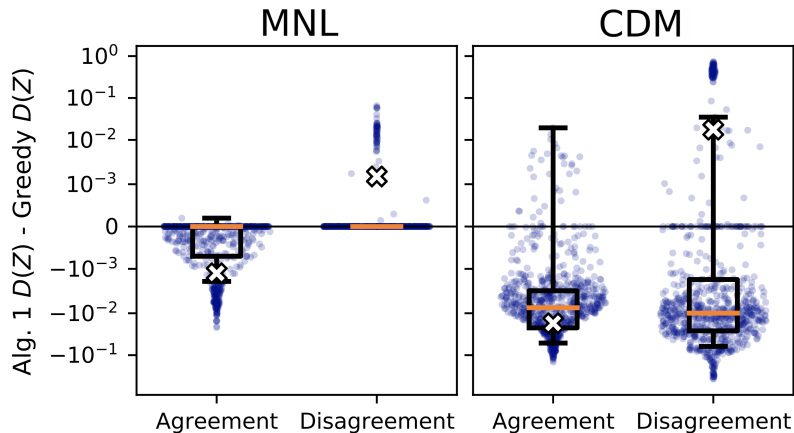
Approximation outperforms greedy on 2-item choice sets

ALLSTATE



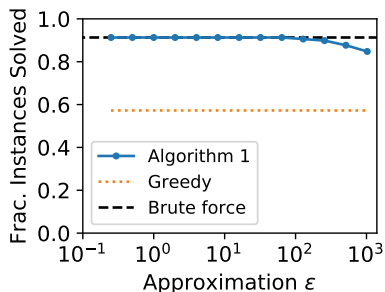
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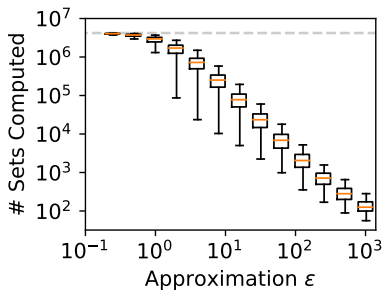
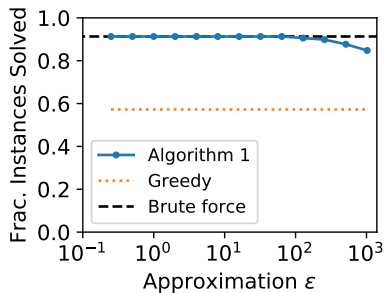
Approximation outperforms theoretical guarantee

ALLSTATE CDM PROMOTION on all 2-item choice sets



Approximation outperforms theoretical guarantee

ALLSTATE CDM PROMOTION on all 2-item choice sets



Acknowledgment

This research was supported by NSF Award DMS-1830274, ARO Award W911NF19-1-0057, and ARO MURI. We thank Johan Ugander for helpful conversations.

Takeaways

- 1 Influence group preferences by modifying the choice set
- 2 NP-hard to maximize consensus or promote items
- 3 Promotion is easier than achieving consensus
- 4 Approximation algorithm that works well in practice

Availability

Data and source code hosted at <https://github.com/tomlinsonk/choice-set-opt>.

