# Experimental design in DCM 

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## Why we need Experimental Design?

- If we can observe how people make choices in the real world, we can study their revealed preference.
- When IIA is a reasonable approximation of reality, simple discrete choice produces good forecasts.


## Often we want to study alternatives that do not exist

- Revealed preference: observing choices that people have made in the real world
- Stated preference: asking people to choose among hypothetical choices
- Revealed preference data can be used to calibrate stated preference models


## Steps of the Experimental Design

(1) Break the product or service into a set of attributes and levels.
(2) Choose an appropriate vehicle for generating your design.

- Tables
- Software
- Expert
(8) Construct your design.
(4) Evaluate the results.
- Check business validity of attributes and levels.
- Pre-test the questionnaire.
(c) Return to step 1 if necessary.


## How to identify the attribute list

- Define the actual or hypothetical market
- Identify al relevant substitutes
- Make sure that attributes are independent


## How to select levels

- Levels of each attribute should be mutually exclusive and collectively exhaustive
- Use precise and clear statements to define levels, with metrics whenever possible.
- Avoid using ranges to describe a single level of an attribute, such as "weighs 3 to 5 kilos."
- Levels such as "superior performance" also leave too much in question. What does "superior performance" mean?
- Ranges of levels should be sufficiently extreme to cover the entire scope of the research.
- It is important to balance the number of levels across attributes.
- When levels are quantitative it is advisable to use realistic values.


## Example

| Attributes | Fashion | Quality | Price |
| :--- | :---: | :---: | :---: |
| Levels | Traditional | Standard | 25 |
|  | Modern | High | 149 |

The number of combinations is:

$$
2^{3}=8
$$

Number of levels raised to the power of the number of attributes

## Dummy coding

| Attributes | Fashion | Quality | Price |
| :--- | :---: | :---: | :---: |
| Levels | 0 (Traditional) | 0 (Standard) | $0(25)$ |
|  | 1 (Modern) | 1 (High) | $1(149)$ |

One possible approach is to use all possible 8 combinations. The respondent has to choose among the 8 all possible items resulting form the combination of 3 attributes each with two levels.

## Characteristics of the design

|  | $F$ | $Q$ | $P$ |
| :---: | :---: | :---: | :---: |
| 1 | 0 | 0 | 0 |
| 2 | 0 | 0 | 1 |
| 3 | 0 | 1 | 0 |
| 4 | 0 | 1 | 1 |
| 5 | 1 | 0 | 0 |
| 6 | 1 | 0 | 1 |
| 7 | 1 | 1 | 0 |
| 8 | 1 | 1 | 1 |
| sum | 4 | 4 | 4 |

This design is orthogonal: rows are perfectly uncorrelated; each pair of levels occurs equally often

It is balanced: each level appears an equal number of times.

## Characteristics of the design

|  | $F$ | $Q$ | $P$ |
| :---: | :---: | :---: | :---: |
| 1 | 0 | 0 | 0 |
| 2 | 0 | 0 | 1 |
| 3 | 0 | 1 | 0 |
| 4 | 0 | 1 | 1 |
| 5 | 1 | 0 | 0 |
| 6 | 1 | 0 | 1 |
| 7 | 1 | 1 | 0 |
| 8 | 1 | 1 | 1 |
| sum | 4 | 4 | 4 |

This is a full factorial design:

- it contains alla possible levels of the factors
- it allows you to estimate main effects and two-way or higher interactions

It is also an orthogonal array

- all possible interactions are estimable.


## From Design to Choice set

| Design |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| F | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 1 |
| Q | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 |
| P | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 |

Choice set

|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Fashion | Traditional | Modern | Modern | Modern | Traditional | Traditional | Traditional | Modern |
| Quality | Standard | Standard | Standard | High | Standard | High | High | High |
| Price | 25 | 25 | 149 | 25 | 149 | 25 | 149 | 149 |

It is also possible to divide the choice set into two choice sets with 4 alternatives each, or 4 choice sets with 2 alternatives each.

## Main effects and interactions

## Main effects

- simple effect of price fashion and quality on the choice
- the effect is independent of the levels of other attributes
- for example the effect of quality on the choice is the same at a price of 25 or 149.


## Interactions

- involve two or more factors
- the effect of one factor depends on the level of another
- for example the effect of quality on the choice differs when the price is 25 wrt 149.


## Fractional factorial

Suppose we have five attributes:

- 2 with 4 levels
- 3 with 5 levels

This means a full factorial of $4^{2} \times 5^{3}=2000$ possible alternatives. That are too many to handle, even if partitioned into blocks.

For this reason we need to reduce the number of alternatives to a number which is possible to handle. This design is called fractional factorial.

## Design efficiency

Efficiency measure the goodness of a design.

- it is inversely related to the variance of the parameter estimates
- measure of efficiency are different if we consider linear model compared to logit models
- One common measure is D-efficiency, a value scaled fro 0 to 100 , for linear models.
- for logit models STATA computes fractional factorial using the command dcreate, which employs the modified Fedorov algorithm (Cook and Nachtsheim, 1980; Zwerina et al., 1996; Carlsson and Martinsson, 2003). The algorithm maximises the D-efficiency of the design based on the covariance matrix of the conditional logit model.


## How to compute a fractional factorial

In STATA is possible to install a package to generate efficient designs for discrete choice experiments: dcreate.

The command take the existing dataset as a full factorial that that need to be reduced to create the choice set.

Suppose we have a design imade of 2 four-level attributes and 4 two-level attributes:
this results in $4^{2} \times 2^{4}=256$ possible combinations.
To start we need to create the full factorial using the command genfact.

## From full factorial to fractional factorial

First we need to define the matrix that contains the level in the design, that we denominate levmat:

- matrix levmat $=4,4,2,2,2,2$
- we generate the full factorial genfact, levels (levmat)


We obtain a full factorial with 6 variables which the command denominates $x 1-x 6$ with 256 alternatives.

Now suppose we want to create a fractional factorial with 16 alternatives.

We use the command dcreate by Arne Risa Hole $_{(a . \text {. r.holeesheffield.ac.uk) }}$ to obtain the result.

## dcreate

Before creating the fractional factorial we need to create the matrix of coefficient priors to evaluate the efficiency of the design.

- matrix b = J(1,10,0)
- dcreate i.x1 i.x2 i.x3 i.x4 i.x5 i.x6, nalt(2) nset (16) bmat (b)

Where nalt (\#) specifies the number of alternatives in the design
and nset (\#) specifies the number of choice sets in the design. bmat (\#) specifies a matrix of coefficient priors.

## Choice set

We obtain the fractional factorial with 16 choice set made of 2 alternatives each.

dcreate adds two variables:

- choice_set which identifies the choice set
- alt which identifies the alternatives within the choice set.


## How to include an alternative specific constant

After genfact, create a matrix containing the attribute levels for the opt-out alternative. All the attribute levels are set to the base level (1)

- matrix optout $=J(1,6,1)$
- matrix $\mathrm{b}=\mathrm{J}(1,11,0)$
- dcreate i.x1 i.x2 i.x3 i.x4 i.x5 i.x6, nalt(2)
nset(16) fixedalt(optout) asc(3) bmat(b)
It is also possible to divide the design into two blocks with 8 choice sets each using blockdes:
- blockdes block, nblock(2)

