Modeling paired-choice data to effectively predict human evaluations of individual performance

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General setup

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- But:
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- Human evaluators provide informed assessments of individuals that can be leveraged for picking optimal people for certain tasks and/or roles
- But:
 - These evaluations are costly to implement
 - Human raters' criteria might not be consistently enforced
- A reliable model of human evaluators would allow us to:
 - Assess individuals with greater speed and consistency
 - Minimize the burden on human raters



- 81 operators spread across 8 nationwide sites
- 76 attributes to serve as predictors
 - Demographic factors plus physical, intellectual, and personality traits
- 3 scenarios on which operators are evaluated
- 3-4 evaluators nested within each site
 - Evaluations are in the form of **paired choices**
 - E.g., Should <u>Bob</u> or <u>Tom</u> take part in this task?
- 3771 total choices



Site	Operator1	Operator2	win1	win2	Scenario	Evaluator	Age	
Site A	162	180	1	0	1	1	1	
Site A	216	162	1	0	1	1	13	
Site A	125	216	0	1	1	1	11	
Site A	102	180	1	0	1	1	1	
Site A	102	87	0	1	1	1	-14	

76 • • differential features

3771 rows



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Operator1 and **Operator2** are the two people being compared on a given trial •

3771 rows



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Note how individuals move between these two columns

•

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differential

win1 is our outcome of interest

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Data contain 76 **differential features** (e.g., Age_{Operator1} – Age_{Operator2})

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Objectives

- Build a model that predicts human evaluations of individuals
- Evaluate which attributes most strongly influence evaluation
- Evaluate the predictive capabilities of the model
 - I.e., cross-validate the model on novel observations



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Bias in favor of Operator1



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Operators 1 and 2
receive respective
weights (W_k) of 1
and -1
\beta_n is estimated latent
ability
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Coefficients (β_k) are estimated for differential values of covariates (X_k)



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- We made three noteworthy modifications to the model above:
 - 1) Incorporated hierarchical model structure

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 - 3) All inputs X_k were *z*-transformed to remove any artifacts from differences in scale



 Top predictors: <u>Predictor</u> 	<u>Estimate</u>	<u>Change in P(w</u>	<u>vin1)</u>
Values	0.50	0.12	
Picture completion	0.49	0.12	
Depth perception	-0.41	-0.10 For 0.08 cha we'd -0.06 corr	For every 1 SD
Tender-mindedness	0.33		change in predictor,
Wrist extension	-0.23		corresponding
Excitement seeking	0.21	0.05	changes to the win
Impulsivity	0.20	0.05	probability
Assertiveness	0.15	0.04	
Altruism	-0.13	-0.03	
Contrast sensitivity	0.13	0.03	



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Leave-one-out cross-validation yields highly accurate predictions • AUC = 0.94





Leave-one-**person**-out crossvalidation also yields accurate predictions

• AUC = 0.77





There is **no overall trend** suggesting that low or high performance makes an individual easier to predict

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$$r = -0.0^{\circ}$$



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- The model performs well when predicting novel data
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 - Critically, the model was accurate at predicting novel people (i.e., LOPO CV)
- Prediction accuracy is independent of observed win rate
 - Worse- and better-performing individuals are all predicted with roughly the same accuracy
- Our hierarchical BTL model is a promising step toward automating evaluations of individual performance

