

Estimating Player Skills in Real-World Communities using Variational Inference



Statistical modeling of paired comparison data

Let $y \in \{0,1\}$ be the result of a *binary paired comparison* between two entities (i, j)

$$y = \begin{cases} 0 & \text{if } j \text{ is preferred over } i \\ 1 & \text{if } i \text{ is preferred over } j \end{cases}$$

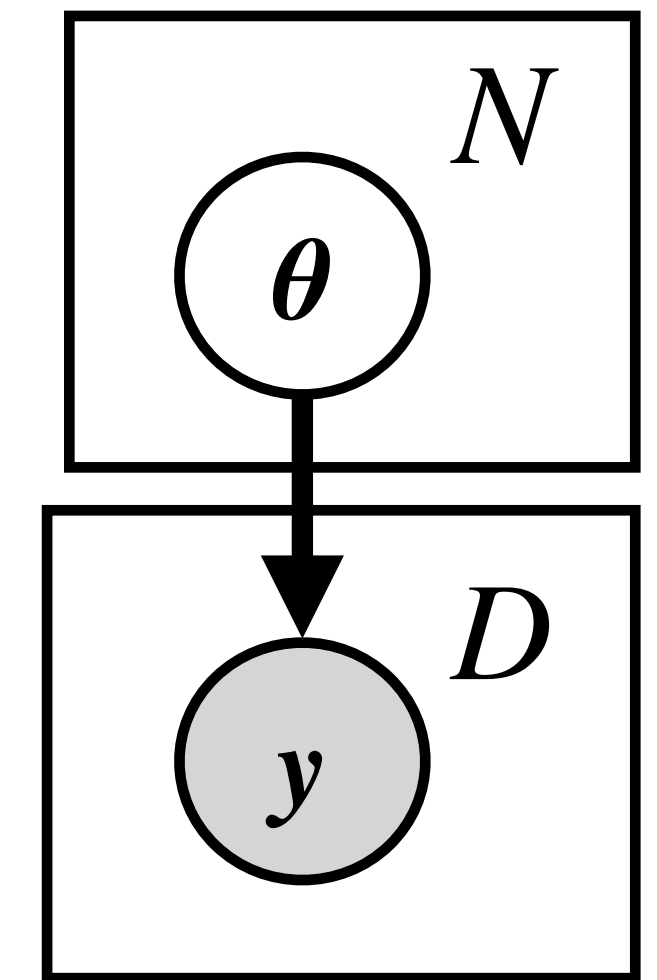
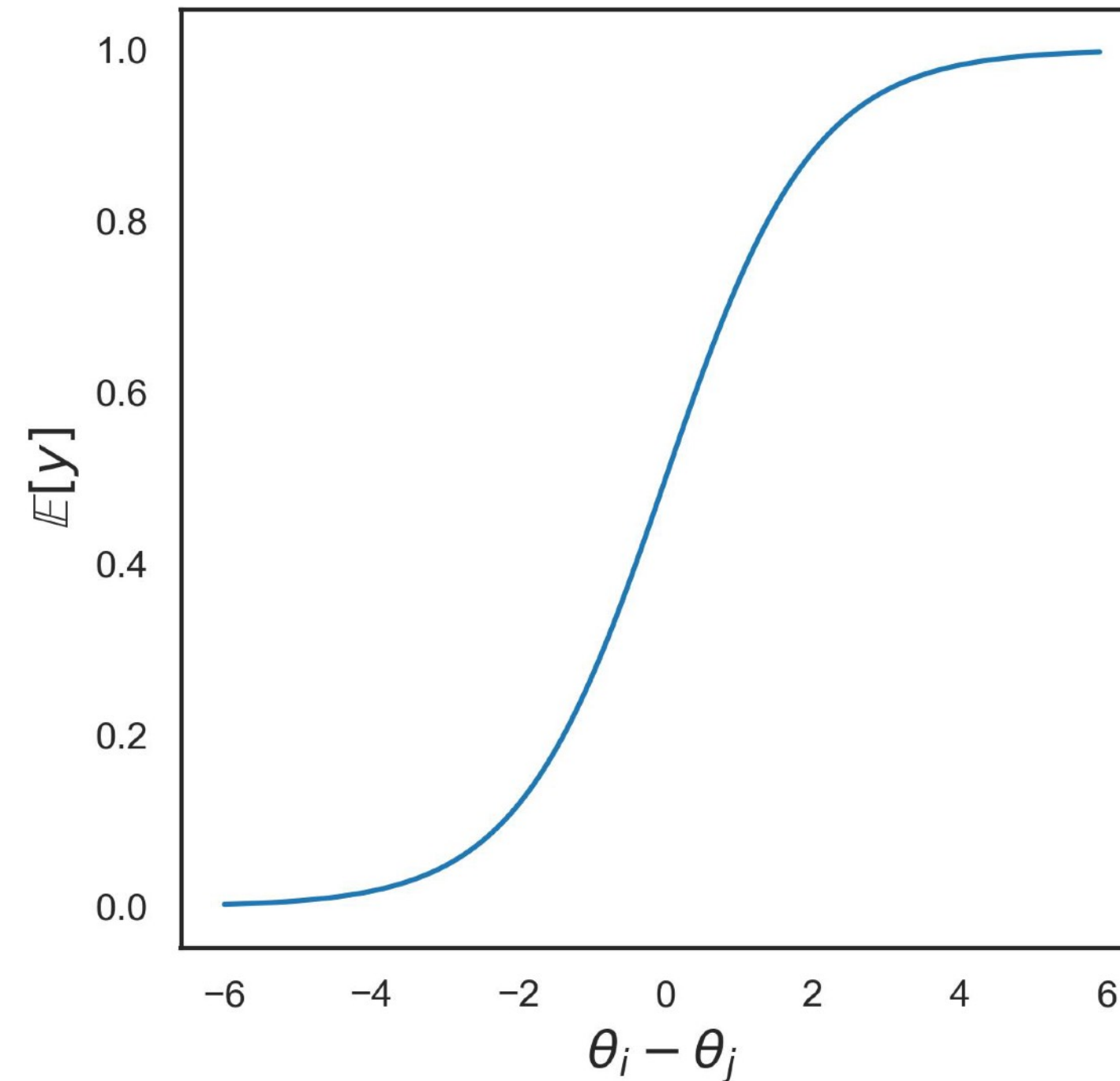
Bradley-Terry Model (a.k.a. logistic regression)

Assume each entity has a “merit”/“skill” parameter

$$\boldsymbol{\theta} = [\theta_1, \dots, \theta_N]^T \in \mathbb{R}^N$$

Then the outcome y is distributed according to:

$$y | \theta_i, \theta_j \sim \text{Bernoulli} \left(\frac{1}{1 + e^{-(\theta_i - \theta_j)}} \right)$$



Applications



NETFLIX

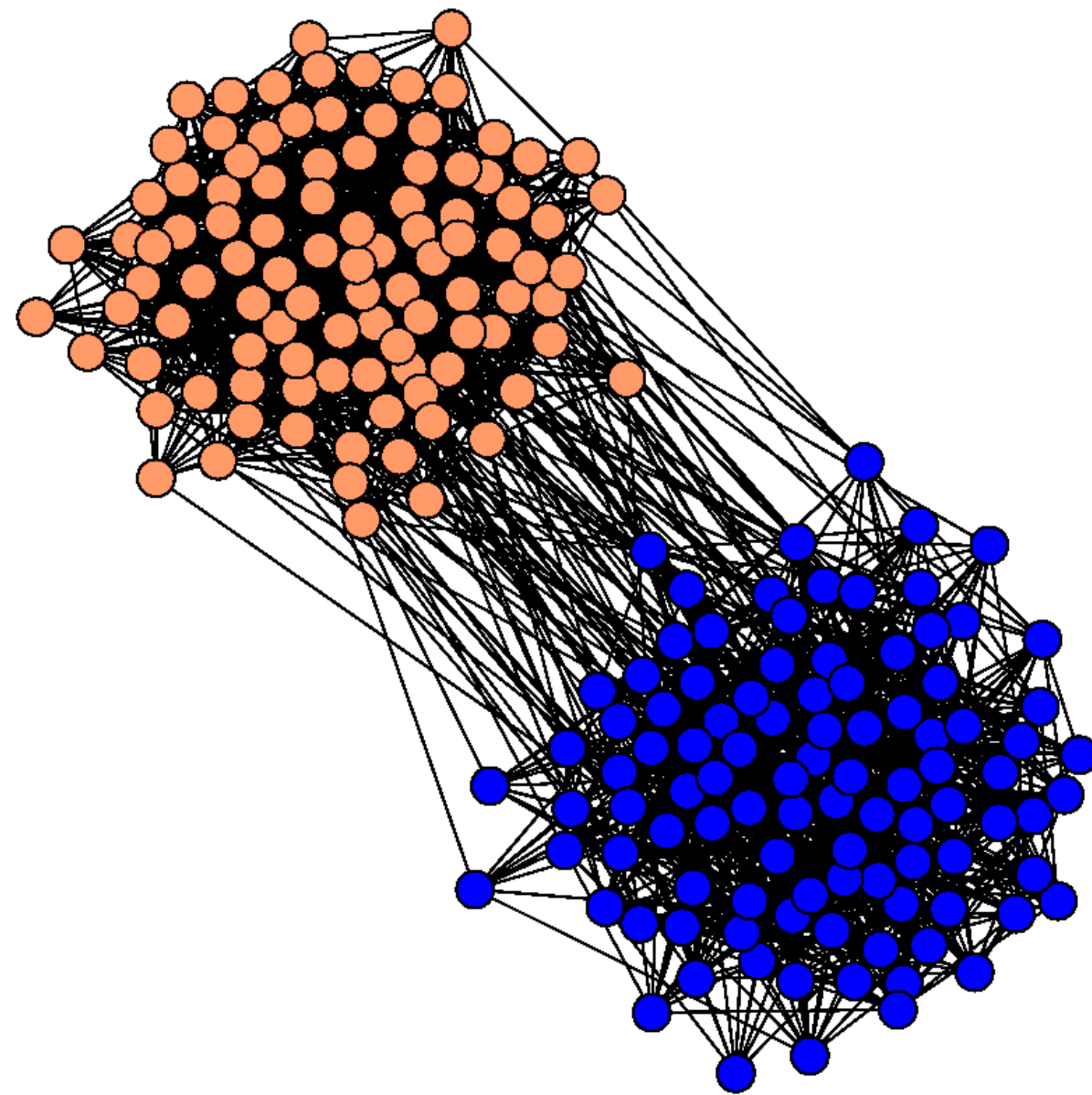
Sports & Games

Recommendations & Ads

And more...

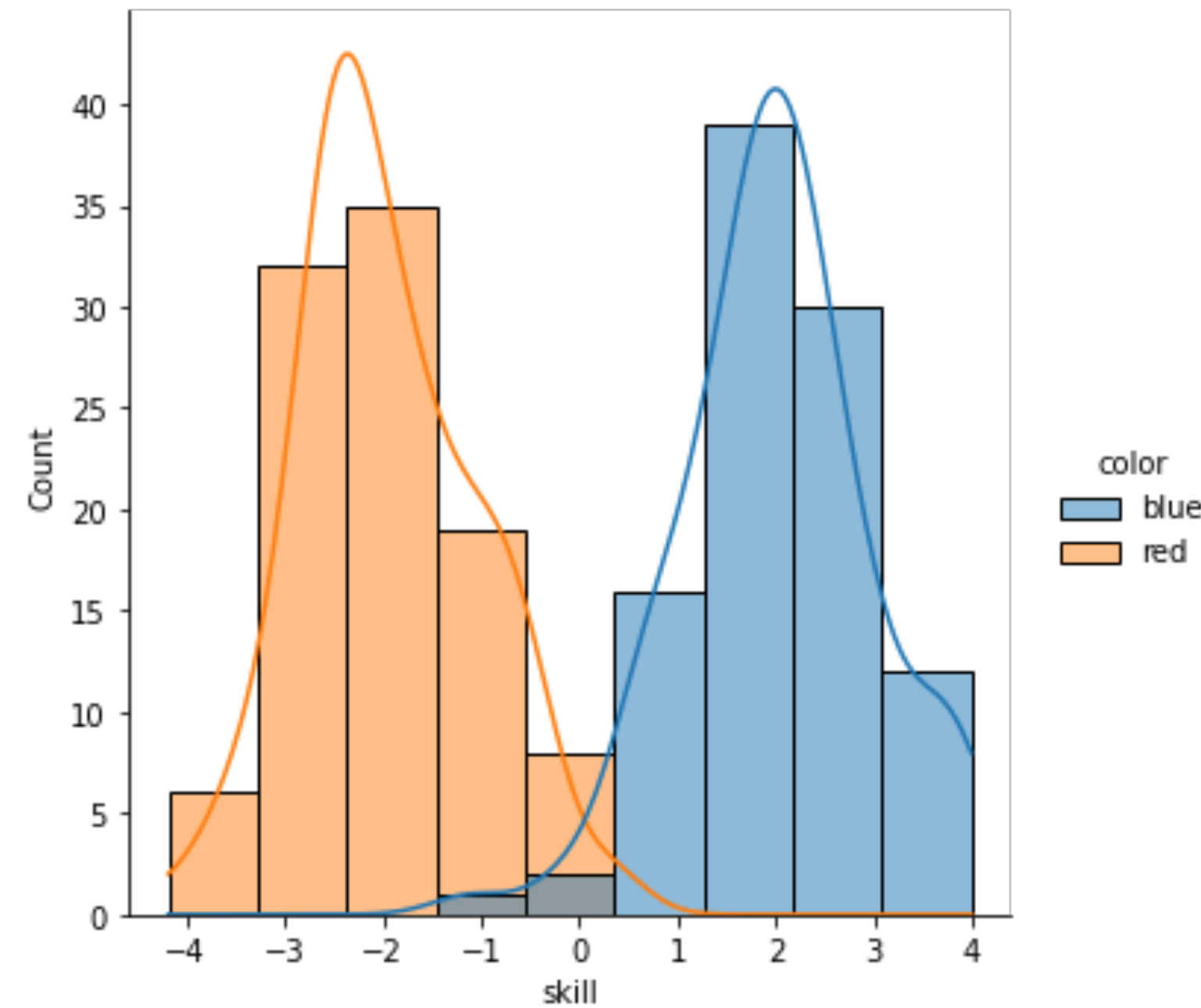
Simulated data model with regional match disparity and skill disparity

Simulated Matches y :
Stochastic Block Model



2 clusters with 100 nodes each
 $p(\text{within-group connections}) = 0.2$
 $p(\text{between-group connections}) = 0.01$

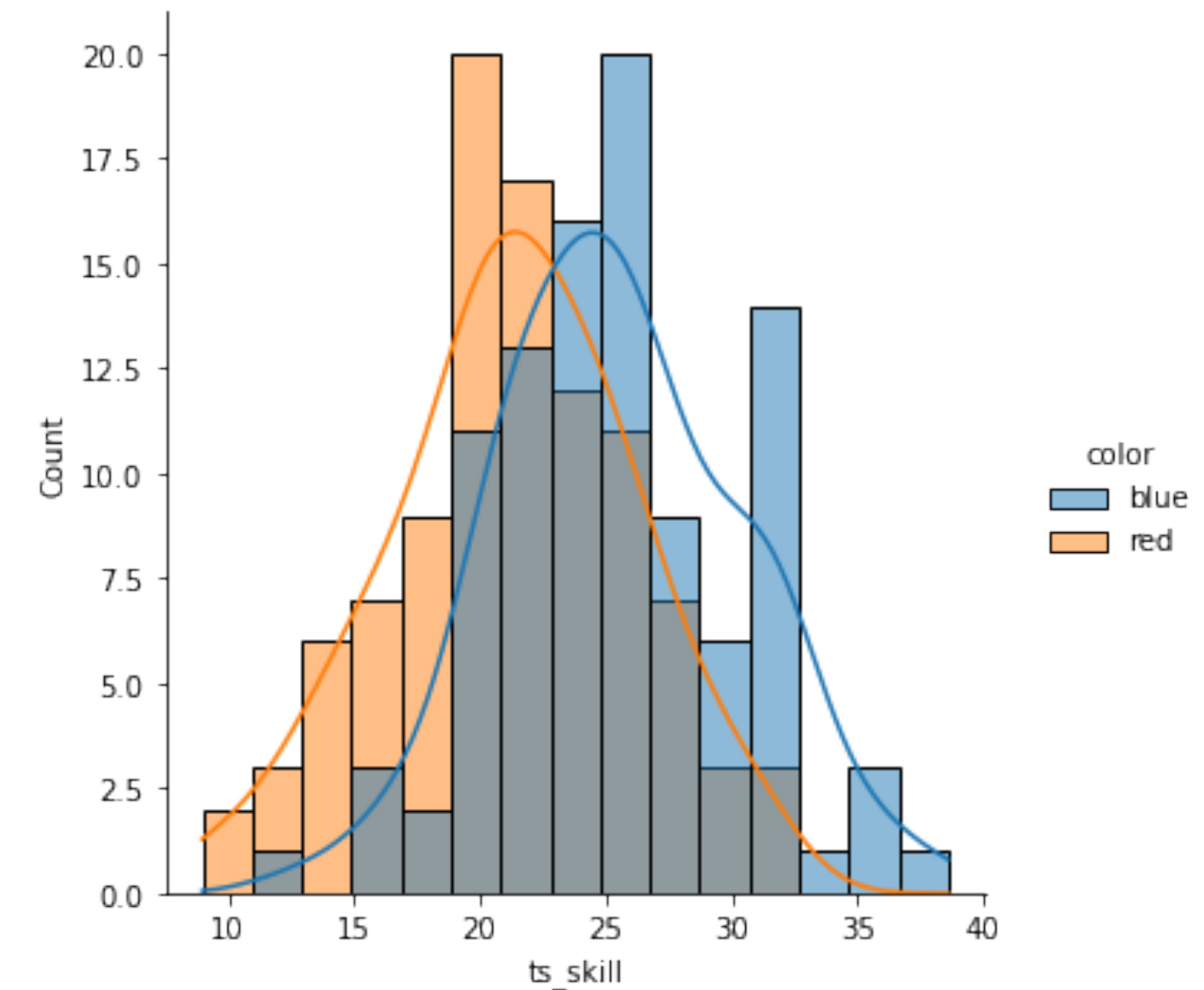
Simulated Skill Parameters θ



$$\theta_{red} \sim \mathcal{N}(-2, 1)$$

$$\theta_{blue} \sim \mathcal{N}(2, 1)$$

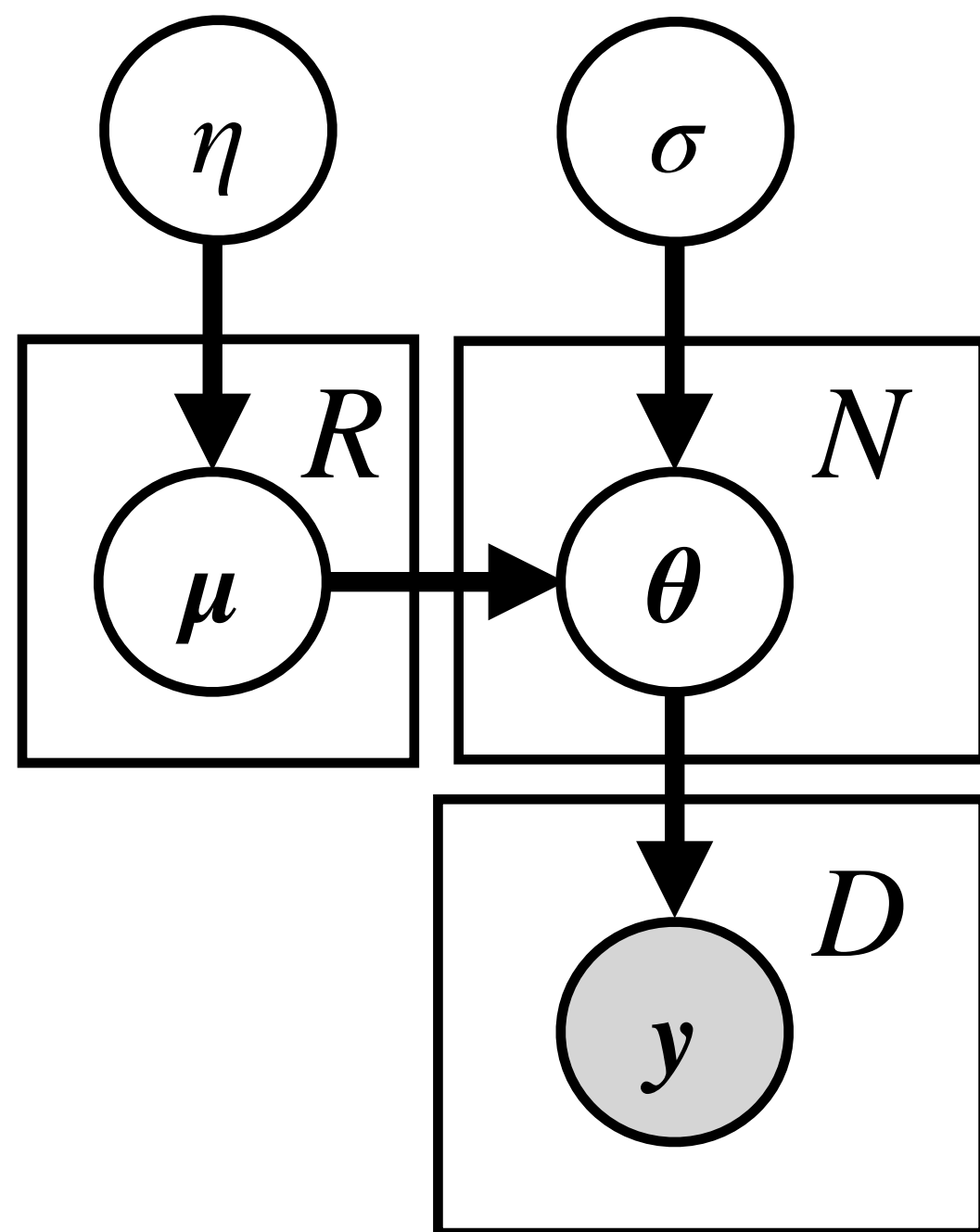
Microsoft TrueSkill Estimates
 $E[\theta | y]$



Hierarchical Bayesian model of regional skill disparity

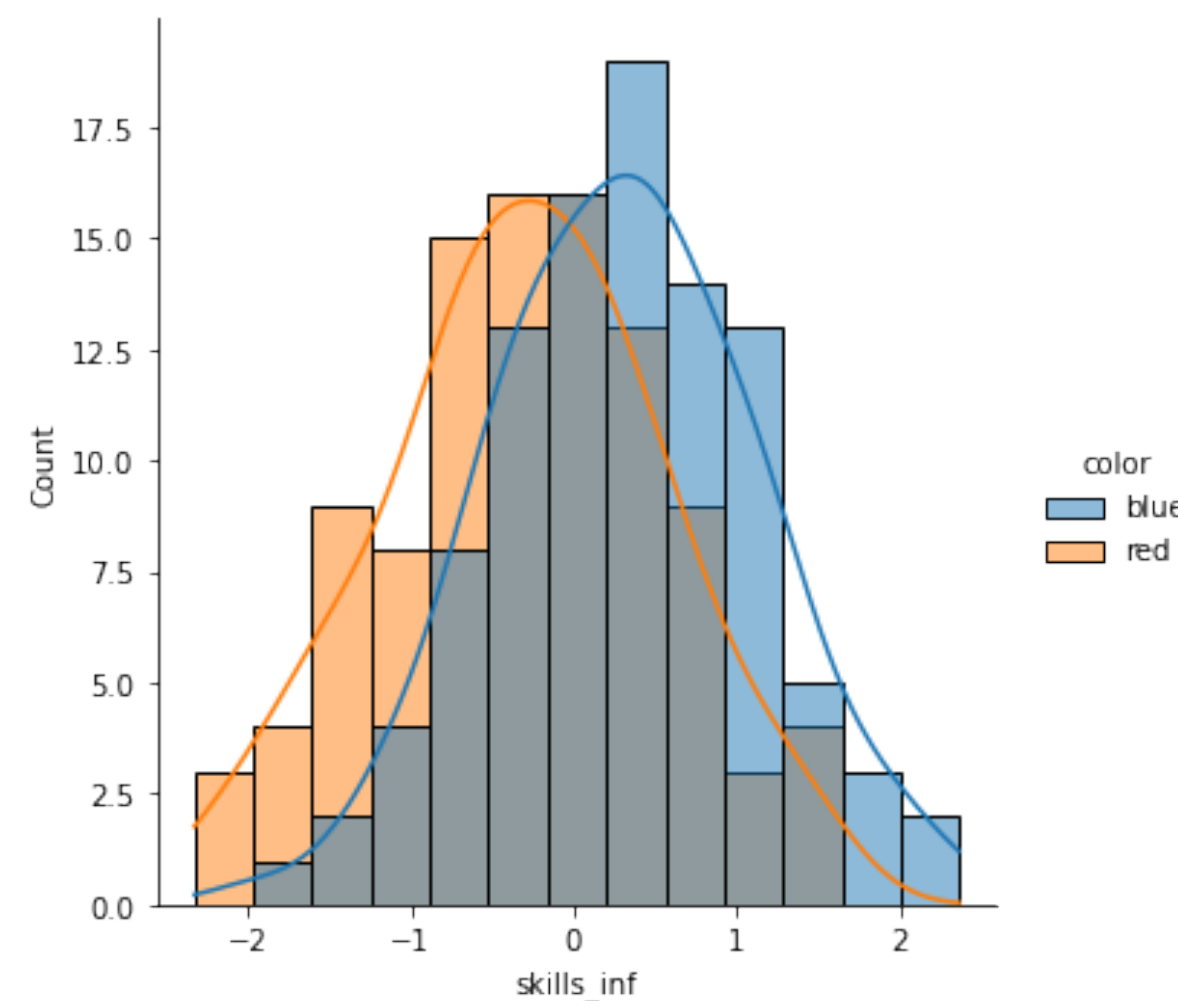
Regional Bradley-Terry (B-T)

Each player i is assigned to a region $r(i) \in \{1, \dots, R\}$, their prior skill is Normal with mean $\mu_{r(i)}$ and variance σ^2

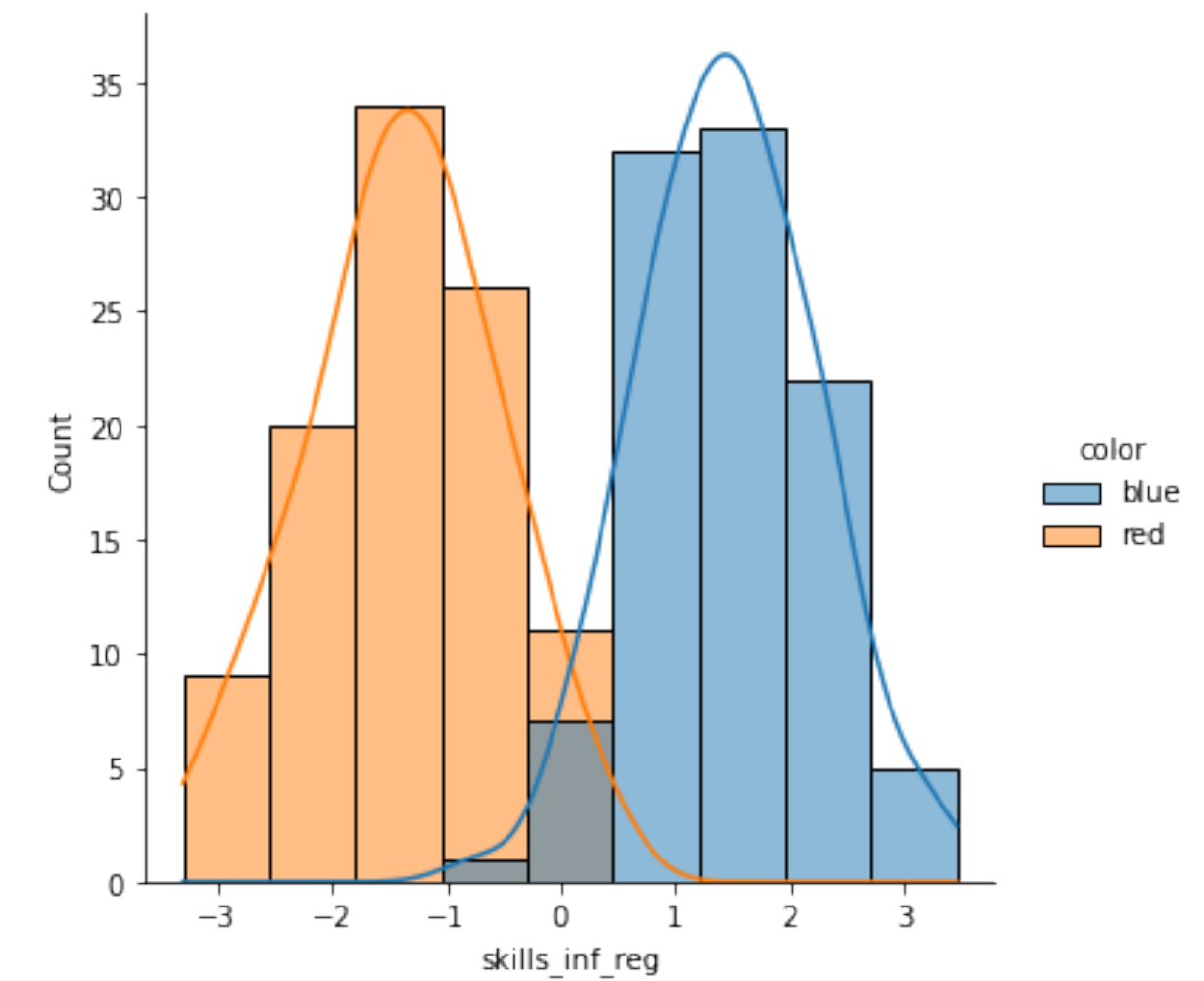


$$\begin{aligned} \sigma &\sim \text{Cauchy}^+(1) \\ \eta &\sim \text{Cauchy}^+(1) \\ \mu | \eta &\sim \mathcal{N}(0, \eta) \\ \theta_i | \mu, \sigma &\sim \mathcal{N}(\mu_{r(i)}, \sigma) \\ y_i | \theta &\sim \text{Bernoulli}(\cdot) \end{aligned}$$

Pyro Bradley-Terry



Pyro Regional B-T



	Bradley-Terry	Regional B-T
Train ELBO	0.622	0.604
Test ELBO	0.673	0.651

Inference using regional model recalibrates rankings across states

