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Human Supervisory Control

Classical Decision Theory & Bayes' Theorem



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Decision Theory & Supervisory Control

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- Two broad areas of decision theory
 - Normative
 - Prescriptive
 - Descriptive
- Why & how do we make decisions?
 - How does technology support or detract from “optimal” decision making
- Informing Design

- Normative: How decisions should be made
- Prescriptive: How decisions can be made, given human limitations
- Descriptive: How decisions are made

Elements of Decision Making

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- The rational decision making process
 - Define the problem
 - Information gathering
 - Identify alternatives
 - Evaluate alternatives
 - Select and implement decision
- Why decisions often go wrong:
 - Certainty vs. uncertainty
 - Bounded rationality
 - Nonlinearity
 - Habits & heuristics
 - Path of least resistance

Classic Decision Theory

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- Maximizing expected value of the outcome
 - Primary assumption of rationality
- Mathematical models of human decision making
- Following assumptions are made about how people make decisions:
 - All alternatives are considered
 - Information acquisition is perfect
 - Probabilities are calculated correctly
- Problems:
 - Humans are not rational decision makers
 - No universal agreement on the worth associated with various outcomes.

Basic Concepts in Decision Analysis

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- State: A description of the world
- Events: A set of states $\{S_1, S_2, \dots, S_j\}$
- Consequences: A set of states
- Acts: Results from decisions

	S_1	S_2
Act 1 (A_1)	C_{11}	C_{12}
Act 2 (A_2)	C_{21}	C_{22}

Basic Terminology

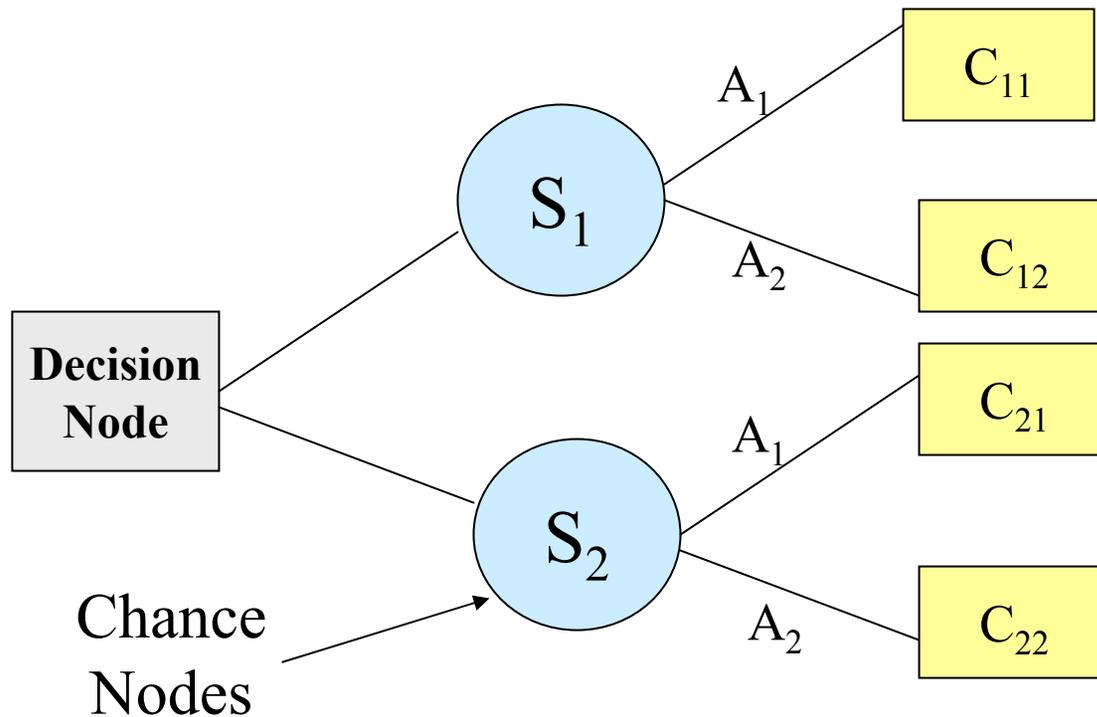
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- Ordering of preferences
 - Alternatives can be quantified and ordered
 - $A > B$, A preferred to B
 - $A = B$, A is equivalent to B
 - $A \geq B$, B is not preferred to A
- Transitivity of preference
 - if $A_1 \geq A_2$, & $A_2 \geq A_3$, then $A_1 \geq A_3$,

Decision Trees

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- Decisions over time and/or events



Decision Making Under Certainty

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- Each alternative leads to one and only one consequence
 - Consequences are known
- Lexicographic ordering
- Dominance
- Satisficing
- Maximin
- Minimax

Lexicographic Ordering

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- All options are first compared in terms of the criterion deemed most important.
 - If there is a unique best performing option, that option is selected as the most preferred.
- In case of a tie, the selection process moves to the second ranked criterion
 - Seeks the remaining option which scores best on the second criterion.
- In case of a tie on the second criterion, the process is repeated for options tying in terms of both the first and second ranked criteria,
 - And so on until a unique option is identified or all criteria have been considered.

Dominance

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- Effective for both quick qualitative and quantitative comparisons
- In the real world, solutions rarely are outwardly dominant

	S_1	S_2	S_3	S_4
A_1	1	0	3	0
A_2	2	0	3	2
A_3	2	-1	3	0

Satisficing

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- Otherwise known as Minimum Aspiration
- Select any A_i over all events j such that
$$C_{ij} \geq \text{aspiration level}$$
- Cease to search for alternatives when you find an alternative whose expected utility or level of preference satisfaction exceeds some previously determined threshold.
- Stopping rule
- Is this in keeping with the rational approach to decision making?

Maximin

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- Select any A_i over all events j such that you minimize the maximum loss
 - Maximum of the (row) minima.
 - Conservative approach but overly pessimistic

	S_1	S_2	S_3
A_1	15	3	-6
A_2	9	4	-2
A_3	3	2	1

Maximin

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- Select any A_i over all events j such that you minimize the maximum loss
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	S_1	S_2	S_3	Row min
A_1	15	3	-6	-6
A_2	9	4	-2	-2
A_3	3	2	1	1

Minimax (Regret)

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- Avoid regrets that could result from making a non-optimal decision.
- Regret: the opportunity loss if A_i is chosen
 - Opportunity loss is the payoff difference between the best possible outcome under S_j and the actual outcome from choosing A_i .
 - Convert payoff matrix to opportunity loss (regret) table

	S_1	S_2	S_3
A_1	15	3	-6
A_2	9	4	-2
A_3	3	2	1
Best	15	4	1

	S_1	S_2	S_3
A_1	0	1	7
A_2	6	0	3
A_3	12	2	0

Maximin v. Minimax

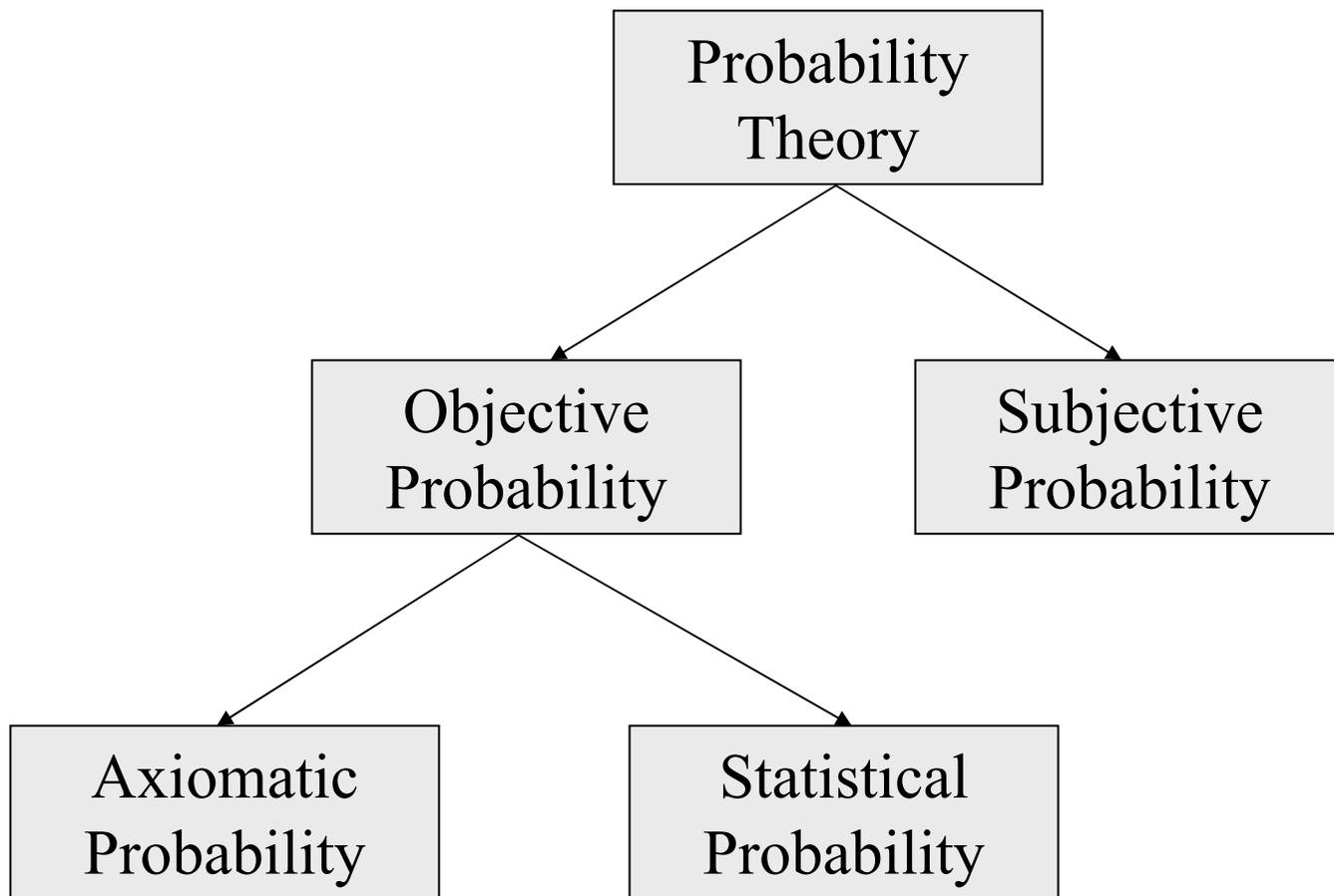
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- Minimax contains more problem information through opportunity losses (e.g. actual monetary losses plus unrealized potential profits)
 - Still conservative but more middle-of-the-road

	S_1	S_2	S_3	Maximin	Minimax
A_1	15	3	-6	-6	7
A_2	9	4	-2	-2	6
A_3	3	2	1	1	12

The Uncertain State of the World

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Decision Making Under Risk

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- Each alternative has several possible consequences
 - The probability of occurrence for each consequence, C , is known.
- Expected value: $E(A_i) = \sum_j p_j (C_{ij})$

	S_1	S_2	S_3
$P(S_j)$.1	.6	.3
A_1	15	3	-6
A_2	9	4	-2
A_3	3	2	1

Decision Making Under Uncertainty

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- Alternatives are known
 - Consequences are not known
 - Probability of outcomes are not known
- Minimax/Maximin can still be used.
- Utility a key concept

		Other Driver	
		Swerve	Don't Swerve
You	Swerve	0, 0	0, 10
	Don't Swerve	10, 0	-1000, -1000

Utility Theory

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- Utility theory is an attempt to infer subjective value, or utility, from choices.
 - Applies to both decision making under risk & decision making under uncertainty
- Two types
 - Expected utility
 - Same as EV but utility is the value associated with some outcome, not necessarily monetary.
 - Subjective Expected Utility (SEU)
 - Subjective focuses on decision making behavior
 - » Risk neutral/adverse/seeking
 - Multi-attribute utility
 - Multiple objective extension of SEU
 - Interval scale is critical

MAUT Example

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- Want to buy a car based on price, fuel economy, & reliability.

	Price	Fuel	Reliability	
Attribute Weight	.5	.8	.7	
BMW Z3	20	95	100	156
Geo Metro	100	99	50	164.2
Subaru Outback	60	85	98	166.6

- Major drawback: Assumption of rationality

Uncertainty, Conditional Probability, & Bayes' Theorem

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- Bayes' Theorem

$$P(A | B) = \frac{P(B | A)P(A)}{P(B)}$$


$$P(A | B) = \frac{P(B | A)P(A)}{P(B | A)P(A) + P(B | \bar{A})P(\bar{A})}$$

- $P(A)$ - prior probability of A
- $P(A|B)$ - posterior probability
- $P(B|A)$, for a specific value of B, is the likelihood function for A
- $P(B)$ - the prior probability of B
- $P(A|B) \neq P(B|A)$

Bayesian Networks

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- Bayes nets are models which reflect the states of some part of a world and describe how those states are related by probabilities.
 - Causal chains
- If it might rain today and might rain tomorrow, what is the probability that it will rain on both days?
 - Not independent events with isolated probabilities.
 - Joint probabilities
- Useful for monitoring & alerting systems
- Problems
 - Can't represent recursive systems in a straightforward manner
 - Acquiring probabilities
 - The number of paths to explore grows exponentially with each node

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