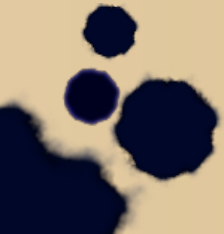


# Intelligent Decision Making

by  
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# Intelligent Decision Making

- Should I go to this class?
    - Yes
    - Or No
    - First decision of the day
- 1) This is NOT the first decision of the day
  - 2) Lets make it an intelligent decision

# Well, what about it?

## ♦What is the first decision of the day?

- ♦ The alarm goes off.
- ♦ Hit the snooze button or get up?
- ♦ That is the first question of the day

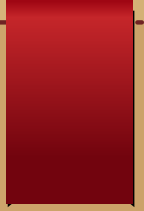


## ♦Second decision:

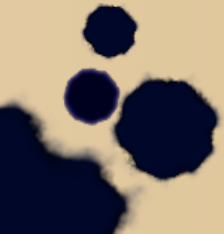
- ♦ What should I wear today?
- ♦ It goes on like this.
- ♦ 300 - 400 questions a day



# How to make the decision



- Impulsive
  - I'm tired, late night last nite, hit the snooze
  - What the heck, I'll get up soon
- Emotional
  - Who cares, my boss hates me anyways, hit the snooze
- Intelligent
  - What will happen either way?
  - What are the costs of each alternative decision?
  - How do these compare to desired outcomes?



# Important Decision

- Company A has the opportunity to buy Company B for \$100 Million
  - If this is a good move,
    - Company A could grow, take a large portion of the market, and increase their net profit, increasing shareholder equity.
    - Would also give a big bonus to the executives
  - If this a bad move,
    - it could bankrupt Company A, ending their existence
    - The executives would lose their grossly overpaid position
- This is a very important decision

# What is this 'Intelligence'?

- Ability to understand or reason (dictionary)
- Mental Ability (Encyclopedia)
  - Learning
  - Problem solving
  - Abstract thinking
  - Reasoning
  - Spatial manipulation
  - Language acquisition
  - That which is measured on an IQ test
- Herb Simon
  - Involves associations, pattern recognition, inference, experience, and intuition

# Definitions

- Decision
  - A conclusion or selection after consideration
  - Considers needs, preferences, and values one has or seeks
- Decision-Making
  - Cognitive process resulting in the selection of a belief or course of action among several alternative possibilities, based on values and preferences of the decision maker
- Intelligent Decision-Making
  - Using intelligence in making a decision
  - To improve the quality of the decision

# Axiom

- The best decisions are made based on knowledge and information
  - Harvey Brightman

# Define the Problem

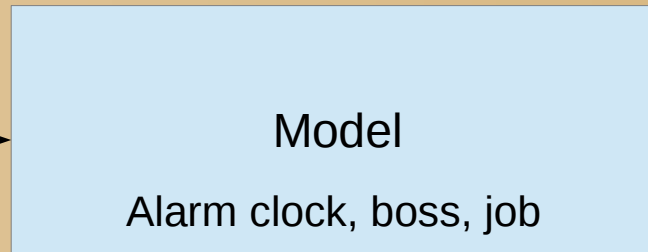
- What exactly are we trying to decide?
- Important step, if not correct, answer may not be
- Avoid type III error → right answer to wrong problem

# Model Based Decision-Making

- Build a model of the system
  - In this case the alarm clock, the boss, and the job
  - Capable of forecasting results of any action option
- Input the action options (alternatives)
- Record the results
- Compare them to the desired results
- This is a Model Based Decision Support System (MBDSS)
- Decisions are made based on what the model predicts

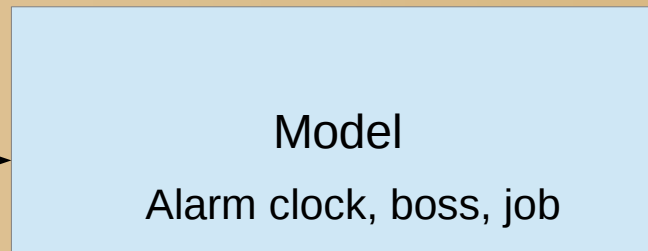
# Model Based Decision-Making

Hit the snooze button  
Later start



Get to work late  
Boss gets mad  
Get fired

No Snooze button  
Push self and get up



Get to work on time  
Tired  
Still have job

Does this help you make the decision?

# Simple Mathematics

- The grocery store says that if I buy from them, then I will get a discount on my gasoline.
- Lets put some numbers to these facts
  - They will give me a \$1 discount per gallon if I spend \$1000.00
  - My car has an 11 gallon tank, and does not go on empty
  - I can save 10 to 15% by watching sales and shopping around
- Result: It will cost \$100 to \$150 at the store in order to save at best \$10 at the gas pump

# Expected Monetary Value (EMV)

- A lottery ticket
  - 1 chance in 100 to win (1% or 0.01)
  - Ticket costs \$1
  - Can win \$100
- If bought all 100 tickets, would win for sure
  - Spend \$100
  - Win \$100
  - No gain
- EMV (of a ticket) = Probability of win times prize ( $P(w) * \$$ )
  - In this case  $\rightarrow 0.01 * \$100 = \$1$
- Cost of ticket equals the EMV, do not bother with it, unless you like the thrill



# Using EMV to Help Decision-Making

- Magazine company has sweepstakes
  - Chance of winning is 1 in 20 million
  - Cost to enter is 1 postage stamp (\$0.49)
  - Grand prize is \$1.5 million
- $EMV = (5 * 10^{-8}) * (\$1.5 * 10^6) = \$0.075$  (7 ½ cents)
- Compare to cost of entry
- Does this help make an intelligent decision?

# Inference

- A friend invites you to a multi-level marketing meeting
- They tell you that you will make much money
- Time to get the facts & statistics
  - How many people get involved with this?
  - How many make lots of money?
  - What are the descriptive statistics?
  - How many sigma out is this?
  - What can be inferred from the statistics?
  - Does this help you make a decision?

# Inference Logic

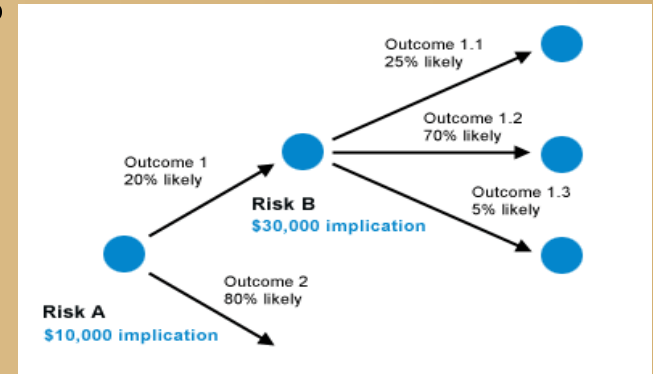
- Someone wants to sign you up to sell Pway
- This person is not loaded with money (same person that is always borrowing money to buy a soda)
- You can infer that selling Pway is not the way to make lots of money

# Statistical Inference

- Marketing director at tire company
- Must make decision on how long of a warranty on new tire
- Sell tires to employees
- Monitor them in the parking lot
- Get statistics and test results
  - Plot time and mileage life of test tires
  - Do the statistics
  - How much time and miles is included in 2 sigma?
- Does this help you make a decision?

# Decision Trees

- A tree like graph that models decisions and possible consequences, including stochastic nodes
- Similar to flow chart
- Each path is a decision rule
- Allows calculation of expected values
- Most can be implemented in a spreadsheet
  - Very handy, does all math and formulas
- A great tool for assisting in decision-making



# Understanding Decision Trees

- What does each path in the decision tree indicate
  - What impact will it have?
  - How will it solve your problem?
  - What other actions will it cause, negative & positive?
  - Is this the best solution?
  - What risks does it present?
- Shows all of the possibilities
  - Can now compare them
  - Find the one that best meets desired outcome

# Decision Table

- Build a table
- Criteria on the left column
- Next column is importance
- Alternatives across the top
- Rate each alternative for each criterion
- Multiply by importance
- Add weighted average
- Look for highest score

# Decision Table Example

<u>Basis</u>	<u>Weight</u>	<u>Job A</u>	<u>Job B</u>	<u>Job C</u>
Pay	.75	\$100K	\$90K	\$60K
City	.75	Bad	so-so	Good
Benefits	.55	Fair	None	Good
Climate	.60	Cold	Moderate	Good
Advancement	.80	Good	so-so	Good

# Pattern Recognition

- Think about your job
- Reasons that the boss promoted people
- Reasons that the boss fired people
- Is there a common pattern for each?
  - Sleeping at desk
  - Personal phone calls
  - Getting to work late
  - Landing a big contract



# Computerized Pattern Recognition

- Specialized programs
  - e.g. Image pattern recognition, statistical, temporal, ANN, etc
  - Learns on historical data (training)
  - Recognizes it when it sees it again

# Military Use of Pattern Recognition

- Person is manning a radar station
  - Sees incoming blip on radar screen
- Look at Radar Cross Section (RCS)
  - Can the object be identified/ pattern recognized?
- Watch behavior
  - Recognize behavior of friend or foe?
- Combine with information from other sources
- C.O. must make decision on action to take based on information and pattern recognition

# Data Mining

- A friend tries to sign you up to sell peanut butter
  - Promises big profit
  - Popular product, sell great quantities
- Do data mining of grocery store data
  - Find that only 1 in 5 people buy peanut butter
  - See that they buy 1 jar for every 3 loaves of bread
- Data mining shows sales of peanut butter are not great
- \* Numbers are only made up

# Abstract Thinking

- Use the same example of the snooze alarm
- First list the action options
- Then think about each one
- What will happen if you select each one
- Think about what will happen, do not just act

# Intuition

- Just get an email that you won a million dollars in the Spanish lottery.
  - Just send in bank account numbers as they request
- Wait a minute, I have a bad feeling about this

# Experience

- Someone comes up and asks to borrow \$10 for lunch
- Must decide whether to do it or not
- Experiences:
  - Did he/she ever borrow from you before
  - Did he/she ever borrow from someone you know
  - If so, was the debt paid back
- Apply this to the decision making process

# Use Knowledge to Improve Quality

- One needs to buy a car, the decision is which one to buy
- Emotional decision-making
  - The red sports car is shnazzy, I choose to buy that one
- Intelligent decision-making
  - Use learning
    - Learn about the various cars out there
    - Go to library and look in Consumer Reports
    - Get on the internet and read reviews
    - Go talk to your mechanic
    - Speak with owners of various models
    - Employ an AI method to learn
    - Build a spread sheet of your finances, include a budget
  - Other aspects such as purpose, features, requirements, etc.

# Knowledge Based DSS

- System that has many knowledge/information sources
- May have rule base
- Example: Auto Rental System
  - What is current inventory
  - Know what is reserved for when
  - Tap into knowledge base for each customer
    - Credit
    - Driving history
  - Competitors pricing

# Multiple Criteria

- Decisions with one output are much easier
  - How much money, winnings, etc
- Multi-criteria are more complex
  - Can have trade-offs
  - Multiple results
    - One can get better
    - As other gets worse
    - How to decide
    - Example: Drive faster to go to work, risk getting speeding ticket
    - The cost of a speeding ticket can more than offset the extra made at work
    - Optimal is fastest can drive without getting ticket

# Utility

- How important is it to keep this job?
  - Inherited a bazillion\* dollars?
  - Or, working paycheck to paycheck
- Must consider the value to the person at that time
- A dime laying on the ground as Bill Gates walks by
- A bottle of water to a guy walking across the desert

\* A bazillion is the largest number known to man

# Utility Example

- A raffle to win a big fancy steak dinner for two
  - \$100 value
  - \$1 ticket
  - 1 in 5 chance of winning
  - Non-transferrable
- Math says expected monetary value is \$20, much more than ticket
- For a vegetarian it is a poor decision to buy a ticket
  - No utility so why spend the \$1



# Cost of Decision

- Every decision has a cost
- Often making a wrong (or not best/optimal) decision has a cost
- These costs must be considered when decision-making

# Cost Example

- In military or computer game, enemy can make surprise attack
- If call up reserves and prepare for an attack, there is an expense.
- If not call up and there is no attack then no expense
- If not call up and there is an attack, can be a gigantic expense, loss of life, property, finances, freedom, etc



# Information Processing

- Computers can be very helpful
- Focus on the problem, NOT the computer
- Model for MBDSS (Opnet, Arena, GPSS, etc)
- Forecasting (SAS, R, SPSS, PSPP, S+, ANN, etc)
- Data mining (Clementine, Enterprise Miner, etc)
- Decision Trees (C4.5, Answer Tree, Excel, etc)
- Pattern recognition (ANN, OLS, specialized programs)
- Prolog for logic comprehension (Prolog, Turbo Prolog)

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