

Chapter–3

1. Simon's Model of Decision-Making

Herbert Simon made key contributions to enhance our understanding of the decision-making process. In fact, he pioneered the field of decision support systems. According to (Simon 1960) and his later work with (Newell 1972), decision-making is a process with distinct stages. He suggested for the first time the decision-making model of human beings. His model of decision-making has three stages:

- Intelligence which deals with the problem identification and the data collection on the problem.
- Design which deals with the generation of alternative solutions to the problem at hand.
- Choice which is selecting the 'best' solution from among the alternative solutions using some criterion.

The figure given below depicts Simon's decision-making model clearly.



Intelligence Phase

This is the first step towards the decision-making process. In this step the decision-maker identifies/detects the problem or opportunity. A problem in the managerial context is detecting anything that is not according to the plan, rule or standard. An example of problem is the detection of sudden very high attrition for the present month by a HR manager among workers. Opportunity seeking on the other hand is the identification of a promising circumstance that might lead to better results. An example of identification of opportunity is a marketing manager get to know that two of his competitors will shut down operations (demand being constant) for some reason in the next three months, this means that he will be able to sell more in the market.

Thus, we see that either in the case of a problem or for the purpose of opportunity seeking the decision-making process is initiated and the first stage is the clear understanding of the stimulus that triggers this process. So if a problem/opportunity triggers this process then the first stage deals with the complete understanding of the problem/opportunity. Intelligence phase of decision-making process involves:

Problem Searching: For searching the problem, the reality or actual is compared to some standards.

Differences are measured & the differences are evaluated to determine whether there is any problem or not.

Problem Formulation: When the problem is identified, there is always a risk of solving the wrong problem. In problem formulation, establishing relations with some problem solved earlier or an analogy proves quite useful.

Design Phase

Design is the process of designing solution outlines for the problem. Alternative solutions are designed to solve the same problem. Each alternative solution is evaluated after gathering data about the solution. The evaluation is done on the basis of criteria to identify the positive and negative aspects of each solution. Quantitative tools and models are used to arrive at these solutions. At this stage the solutions are only outlines of actual solutions and are meant for analysis of their suitability alone. A lot of creativity and innovation is required to design solutions.

Choice Phase

It is the stage in which the possible solutions are compared against one another to find out the most suitable solution. The 'best' solution may be identified using quantitative tools like decision tree analysis or qualitative tools like the six thinking hats technique, force field analysis, etc.

This is not as easy as it sounds because each solution presents a scenario and the problem itself may have multiple objectives making the choice process a very difficult one. Also uncertainty about the outcomes and scenarios make the choice of a single solution difficult.

2. Components of a DSS

Following are the components of the Decision Support System—

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Database Management System (DBMS) – To solve a problem the necessary data may come from internal or external database. In an organization, internal data are generated by a system such as TPS and MIS. External data come from a variety of sources such as newspapers, online data services, databases (financial, marketing, human resources).

• Model Management System – It stores and accesses models that managers use to make decisions. Such models are used for designing manufacturing facility, analyzing the financial health of an organization, forecasting demand of a product or service, etc.

Support Tools – Support tools like online help; pull down menus, user interfaces, graphical analysis, error correction mechanism, facilitate the user interactions with the system.

3. Phases of decision making process

Decision-making is a cognitive process that results in the selection of a course of action among

several alternative scenarios.

Decision-making is a daily activity for any human being. There is no exception about that. When it comes to business organizations, decision-making is a habit and a process as well.

Effective and successful decisions result in profits, while unsuccessful ones cause losses. Therefore, corporate decision-making is the most critical process in any organization.

In a decision-making process, we choose one course of action from a few possible alternatives. In the process of decision-making, we may use many tools, techniques, and perception

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In addition, we may make our own private decisions or may prefer a collective decision.

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Usually, decision-making is hard. Majority of corporate decisions involve some level of dissatisfaction or conflict with another party.

Following are the important steps of the decision-making process. Each step may be supported by different tools and techniques.



Step 1–Identification of the Purpose of the Decision

In this step, the problem is thoroughly analyzed. There are a couple of questions one should ask when it comes to identifying the purpose of the decision.

- What exactly is the problem?*
- Why the problem should be solved?*
- Who are the affected parties of the problem?*
- Does the problem have a deadline or a specific time-line?*

Step 2–Information Gathering

A problem of an organization will have many stakeholders. In addition, there can be dozens of

factors involved and affected by the problem.

In the process of solving the problem, you will have to gather as much as information related to the factors and stakeholders involved in the problem. For the process of information gathering, tools such as 'Check Sheets' can be effectively used.

Step 3–Principles for Judging the Alternatives

In this step, the baseline criteria for judging the alternatives should be set up. When it comes to defining the criteria, organizational goals as well as the corporate culture should be taken into consideration.

As an example, profit is one of the main concerns in every decision making process. Companies usually do not make decisions that reduce profits, unless it is an exceptional case. Likewise, baseline principles should be identified related to the problem in hand.

Step 4–Brainstorm and Analyze the Choices

For this step, brainstorming to list down all the ideas is the best option. Before the idea generation step, it is vital to understand the causes of the problem and prioritization of causes.

For this, you can make use of Cause-and-Effect diagrams and Pareto Chart tool. Cause-and-Effect diagram helps you to identify all possible causes of the problem and Pareto chart helps you to prioritize and identify the causes with the highest effect.

Then, you can move on generating all possible solutions (alternatives) for the problem in hand.

Step 5–Evaluation of Alternatives

Use your judgment principles and decision-making criteria to evaluate each alternative. In this step, experience and effectiveness of the judgment principles come into play. You need to compare each alternative for their positives and negatives.

Step 6–Select the Best Alternative

Once you go through from Step 1 to Step 5, this step is easy. In addition, the selection of the best alternative is an informed decision since you have already followed a methodology to derive and select the best alternative.

Step 7–Execute the decision

Convert your decision into a plan or a sequence of activities. Execute your plan by yourself or with the help of subordinates.

Step 8–Evaluate the Results

Evaluate the outcome of your decision. See whether there is anything you should learn and then correct in future decision making. This is one of the best practices that will improve your decision

making skills.

4. Types Of DSS

Decision Support Systems (DSS) are a class of computerized information systems that support decision-making activities. DSS are interactive computer-based systems and subsystems intended to

help decision makers use communication technologies, data, documents, knowledge and/or models to complete decision process tasks.

A decision support system may present information graphically and may include an expert system or artificial intelligence (AI). It may be aimed at business executives or some other group of knowledge workers.

Typical information that a decision support application might gather and present would be, (a) Accessing all information assets, including legacy and relational data sources; (b) Comparative data figures; (c) Projected figures based on new data or assumptions; (d) Consequences of different decision alternatives, given past experience in a specific context.

There are a number of Decision Support Systems. These can be categorized into five types:

Communication-driven DSS

Most communication-driven DSSs are targeted at internal teams, including partners. Its purpose is to help conduct a meeting, or for users to collaborate. The most common technology used to deploy the DSS is a web or client server. Examples: chats and instant messaging softwares, online collaboration and net-meeting systems.

Data-driven DSS

Most data-driven DSSs are targeted at managers, staff and also product/service suppliers. It is used to query a database or data warehouse to seek specific answers for specific purposes. It is deployed via a mainframe system, client/server link, or via the web. Examples: computer-based databases that have a query system to check (including the incorporation of data to add value to existing databases).

Document-driven DSS

Document-driven DSSs are more common, targeted at a broad base of user groups. The purpose of such a DSS is to search web pages and find documents on a specific set of keywords or search terms. The usual technology used to set up such DSSs are via the web or a client/server system. Examples:

Knowledge-driven DSS:

Knowledge-driven DSSs or 'knowledgebase' are they are known, are a catch-all category covering a broad range of systems covering users within the organization setting it up, but may also include others interacting with the organization - for example, consumers of a business. It is essentially used to provide management advice or to choose products/services. The typical deployment technology used to set up such systems could be client/server systems, the web, or software running on stand alone PCs.

Model-driven DSS

Model-driven DSSs are complex systems that help analyse decisions or choose between different options. These are used by managers and staff members of a business, or people who interact with the organization, for a number of purposes depending on how the model is set up - scheduling, decision analysis etc. These DSSs can be deployed via software/hardware in stand-alone PCs, client/server systems, or the web.

5. Purpose of Decision-making

Decision Support System refers to a class of systems which support in the process of decision making and does not always give a decision itself. Decision Support Systems (DSS) are a specific class of computerized information system that supports business and organizational decision making activities.

A properly designed DSS is an interactive software based system intended to help decision makers compile useful information from raw data, documents, personal knowledge, and/or business models to identify and solve problems and make decisions.

DSS is an application of Herbert Simon model, as discussed, the model has three phases:

i) Intelligence

ii) Design

iii) Choice

The DSS basically helps in the information system in the intelligence phase where the objective is to identify the problem and then go to the design phase for solution. The choice of selection criteria varies from problem to problem.

It is therefore, required to go through these phases again and again till a satisfactory solution is found.

In the following three phase cycle, you may use inquiry, analysis, and models and accounting systems.

m to come to a rational solution.

These systems are helpful where the decision maker calls for complex manipulation of data and use of several methods to reach an acceptable solution using different analysis approaches. The decision support system helps in making a decision and also in performance analysis. DSS can be built around the rule in case of programmable decisions situation. The rules are not fixed or predetermined and require every time the user to go through the decision making cycle as indicated in Herbert Simon model.

6. Level of Programmability

On the basis of the purpose of decision-making activities, the organizational decisions are divided into 3 categories:

Strategic Planning Decisions: Strategic planning decisions are those decisions in which the decision maker develops objectives and allocates resources to achieve these objectives. Such decisions are taken by strategic planning level (top level) managers.

Management Control Decisions: Management control decisions are taken by management control level (middle level) managers and deal with the use of resources in the organization.

Operational Control Decisions: Operational control decisions deal with the day-to-day problems that affect the operation of the organization. These decisions are taken by the managers at operational level (bottom level) of the organization.

Simon on the basis of level of the programmability of a decision, proposed two types of decisions:

Programmed, also known as structured decisions

Non-programmed, also known as unstructured decisions.

Programmed/Structured Decisions

Programmed or structured are those decisions, which are well defined and some specified procedure

or some decision rule might be applied to each decision. Such decisions are routine and repetitive and require little time for developing alternatives in the design phase. Programmed or structured decisions have traditionally been made through habit, by operating procedures or with other accepted tools.

Non-programmed/Unstructured Decision

Decisions, which are not well defined and have not pre-specified procedures or decision rule are known as unstructured or non-programmed decisions.

7. Knowledge of Outcomes

Another approach of classifying decisions is the level of knowledge of outcomes. An outcome defines what will happen, if a decision is made or course of action taken. When there is more than one alternative, the knowledge of outcome becomes important. On the basis of the level of knowledge

f outcomes, decision-making can be classified into three categories.

- 1. Decision under certainty: Decision-making under certainty takes place when the outcome of each alternative is fully known. There is only one outcome for each alternative.*
- 2. Decision under risk: Decision-making under risk occurs when there is a possibility of multiple outcomes of each alternative and a probability of occurrence can be attached to each outcome.*
- 3. Decision under uncertainty: Decision-making under uncertainty takes place when there are a number of outcomes for each alternative & the probabilities of their occurrences are not known.*

8. Methods for Choosing Among Alternatives

Dynamic Decision-Making

Dynamic decision-making (DDM) is a synergistic decision-making involving interdependent systems, in an environment that changes over time either due to the previous actions of the decision-maker or due to events that are outside of the control of the decision-maker.

These decision-makings are more complex and real-time.

Dynamic decision-making involves observing how people used their experience to control the system's dynamics and noting down the best decision taken thereon.

Sensitivity Analysis

Sensitivity analysis is a technique used for distributing the uncertainty in the output of a mathematical model or a system to different sources of uncertainty in its inputs.

From a business decision perspective, the sensitivity analysis helps an analyst to identify cost drivers as well as other quantities to make an informed decision. If a particular quantity has no bearing on a decision or prediction, then the conditions relating to that quantity could be eliminated, thus simplifying the decision-making process.

Sensitivity analysis also helps in some other situations, like—

- Resource optimization*
- Future data collections*
- Identifying critical assumptions*
- To optimize the tolerance of manufactured parts*

Static and Dynamic Models

Static models:

- Show the value of various attributes in a balanced system.
- Work best in static systems.
- Do not take into consideration the time-based variances.
- Do not work well in real-time systems however, it may work in a dynamic system being in equilibrium
- Involve less data.
- Are easy to analyze.
- Produce faster results.

Dynamic models–

- Consider the change in data values over time.
- Consider effect of system behavior over time.
- Re-calculate equations as time changes.
- Can be applied only in dynamic systems.

Simulation Techniques

Simulation is a technique that imitates the operation of a real-world process or system over time. Simulation techniques can be used to assist management decision making, where analytical methods are either not available or cannot be applied.

Some of the typical business problem areas where simulation techniques are used are

- re– • Inventory control*
- Queuing problem*
- Production planning*

Operations Research Techniques

Operational Research (OR) includes a wider range of problem-solving techniques involving various advanced analytical models and methods applied. It helps in efficient and improved decision making.

It encompasses techniques such as simulation, mathematical optimization, queuing theory,

stochastic-process models, econometric methods, data envelopment analysis, neural networks, expert systems, decision analysis, and the analytic hierarchy process.

OR techniques describe a system by constructing its mathematical models.

Heuristic Programming

Heuristic programming refers to a branch of artificial intelligence. It consists of programs that are self-learning in nature.

However, these programs are not optimal in nature, as they are experience-based techniques for problem solving.

Most basic heuristic programs would be based on pure 'trial-error' methods.

Heuristics take a 'guess' approach to problem solving, yielding a 'good enough' answer, rather than finding a 'best possible' solution.

Group Decision-Making

In group decision-making, various individuals in a group take part in collaborative decision-making.

Group Decision Support System (GDSS) is a decision support system that provides support in decision making by a group of people. It facilitates the free flow and exchange of ideas and information among the group members. Decisions are made with a higher degree of consensus and agreement resulting in a dramatically higher likelihood of implementation.

Following are the available types of computer-based GDSSs–

- *Decision Network*– This type helps the participants to communicate with each other through a network or through a central database. Application software may use commonly shared models to provide support.
- *Decision Room*– Participants are located at one place, i.e. the decision room. The purpose of this is to enhance participant's interactions and decision-making within a fixed period of time using a facilitator.
- *Teleconferencing*– Groups are composed of members or sub groups that are geographically dispersed; teleconferencing provides interactive connection between more decision rooms. This interaction will involve transmission of computerized and audio or visual information.

9. Decision Theory

Decision theory is a set of concepts, principles, tools and techniques that help the decision maker

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dealing with complex decision problems under uncertainty. More specifically, decision theory deals with methods for determining the optimal course of action when a number of alternatives are available and their consequences cannot be forecasted with certainty.

According to David Lewis (1974), "decision theory (at least if we omit the frills) is not an esoteric science, however unfamiliar it may seem to an outsider. Rather it is a systematic exposition of the consequences of certain well-chosen platitudes about belief, desire, preference and choice. It is the very core of our common-sense theory of persons, dissected out and elegantly systematized".

In the theoretical literature, it is represented that decision theory signifies a generalized approach to decision making. It enables the decision maker to analyze a set of complex situations with many alternatives and many different possible consequences and to identify a course of action consistent with the basic economic and psychological desires of the decision maker.

Decision theory problems are categorized by the following:

1. A decision criterion
2. A list of alternatives
3. A list of possible future events (states of nature)
4. Payoffs associated with each combination of alternatives and events
5. The degree of certainty of possible future events

There are two categories of decision theories that include normative or prescriptive decision theory

to identify the best decision to take, assuming an ideal decision maker who is fully informed, able to compute with perfect accuracy, and fully rational. The practical application of this prescriptive approach is called decision analysis, and aimed at finding tools, methodologies and software to help

people make better decisions. The most systematic and comprehensive software tools developed in this way are called decision support systems.

In contrast, positive or descriptive decision theory explains observed behaviors under the assumption

that the decision-making agents are behaving under some consistent rules. These rules may, for instance, have a technical framework or an axiomatic framework, integrate the Von Neumann Morgenstern axioms with behavioral descriptions of the expected utility hypothesis, or they may explicitly give a functional form for time-inconsistent utility functions.

10. Decision Tree, Optimization Techniques

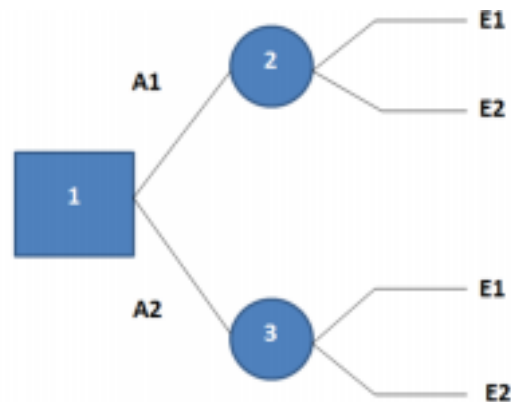
Decisions in stages, decision trees:

In many instances, the choice of the best act is not made in one stage, and the decision problem involves a sequence of facts, events, acts, events. There may be a number of basic alternatives, each

leading to one of a number of situations depending on the outcome of a certain random process. At

each such situation, a number of other alternatives may be available which also lead to a new set of situations depending on another set of events and so on, with acts followed by events, followed by acts, events. Discrete decision theory problems can be represented pictorially using decision trees. It

chronically portrays the sequence of actions and events as they unfold. In below figure, square symbol precedes the set of actions that can be taken by decision maker. The round node precedes the set of events or states of nature that could be encountered after decision is made. The nodes are connected by branches.



Analysis of Decision Trees: After the tree has been drawn, it is scrutinized from right to left. The aim of analysis is to determine the best strategy of the decision maker that means an optimal sequence of the decisions. To analyze a decision tree, managers must know a decision criterion, probabilities that are assigned to each event, and revenues and costs for the decision alternatives and the chance events that occur.

There are two possibilities to how to include revenues and costs in a decision tree. One possibility is to assign them only to terminating nodes where they are included in the conditional value of the decision criterion associated with the decisions and events along the path from the first part of the tree to the end. However, it can be appropriate to assign revenues and costs to branches. This reduces the required arithmetic for calculating the values of the decision criterion for terminating nodes and focuses attention on the parameters for sensitivity analysis.

When analyzing a decision tree, managers must start at the end of the tree and work backwards. They perform two kinds of calculations.

For chance event nodes, managers calculate certainty equivalents related to the event sequence from these nodes. Under the assumption that the decision maker has a neutral attitude toward risk, certainty equivalent of uncertain outcomes can be replaced by their expected value. At decision nodes, the alternative with the best expected value of the decision criterion is selected.

Benefits of Decision Trees

They enable to obtain a visual portrayal of sequential decisions, i.e. they picture a series of chronological decisions. Decision trees are universal, they make more accurate the structure of the decision process and facilitate a communication among solvers of the decision problem. Decision trees force the decision maker to appreciate all consequences of his decisions. Construction and analysis of decision trees by means of computers makes possible to experiment with decision trees and quickly to establish the impact of changes in the input parameters of the tree on the choice of the best policy.

Limitations of decision trees:

- 1. Only one decision criterion can be considered.*
- 2. The decision tree is an abstraction and simplification of the real problem. Only the important decisions and events are included.*
- 3. Managers cannot use decision trees if the chance event outcomes are continuous. Instead, they must redefine the outcomes so that there is a finite set of possibilities.*

The significant result of the analysis of a decision tree is to choose the best alternative in the first stage of the decision process. After this stage, some changes in the decision situations can come, and additional information can be obtained, and usually, it is essential to actualize the decision tree and to determine a new optimal strategy. This procedure is required before every further stage.