



THE UNIVERSITY OF TEXAS AT AUSTIN  
McCOMBS SCHOOL OF BUSINESS

# Decision Trees 2

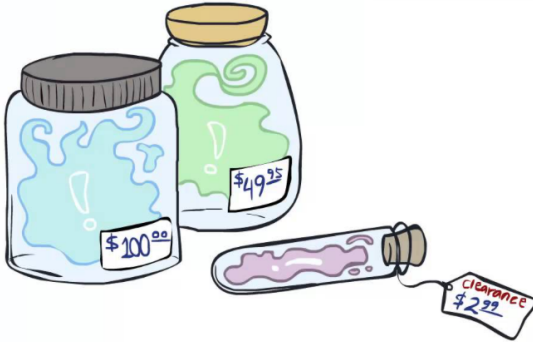
---

**Lecture 21**

**STA 371G**

# What Is It Worth to Know More About an Uncertain Event?

## Value of Information



# Topics to Cover

- Value of Information

# Topics to Cover

- Value of Information
- Bevo: The Movie Example

# Topics to Cover

- Value of Information
- Bevo: The Movie Example
- Expected Value of Perfect Information

# Topics to Cover

- Value of Information
- Bevo: The Movie Example
- Expected Value of Perfect Information
- Expected Value of Imperfect Information

# Value of Information

- Sometimes information can lead to better decisions.

## Value of Information

- Sometimes information can lead to better decisions.
- How much is information worth, and if it costs a given amount, should you purchase it?



## Value of Information

- Sometimes information can lead to better decisions.
- How much is information worth, and if it costs a given amount, should you purchase it?
- The expected value of perfect information, or EVPI, is the most you would be willing to pay for perfect information.

## Typical Setup

- In a multistage decision problem, often the first-stage decision is whether to purchase information that will help make a better second stage decision

## Typical Setup

- In a multistage decision problem, often the first-stage decision is whether to purchase information that will help make a better second stage decision
- In this case the information, if obtained, may change the probabilities of later outcomes

## Typical Setup

- In a multistage decision problem, often the first-stage decision is whether to purchase information that will help make a better second stage decision
- In this case the information, if obtained, may change the probabilities of later outcomes
- In addition, you typically want to learn how much the information is worth

## Typical Setup

- In a multistage decision problem, often the first-stage decision is whether to purchase information that will help make a better second stage decision
- In this case the information, if obtained, may change the probabilities of later outcomes
- In addition, you typically want to learn how much the information is worth
- Information usually comes at a price. You want to know whether the information is worth its price

## Typical Setup

- In a multistage decision problem, often the first-stage decision is whether to purchase information that will help make a better second stage decision
- In this case the information, if obtained, may change the probabilities of later outcomes
- In addition, you typically want to learn how much the information is worth
- Information usually comes at a price. You want to know whether the information is worth its price
- This leads to an investigation of the value of information

## Example: Marketing Strategy for Bevo: The Movie

UT Productions has to decide on a marketing strategy for its new movie, Bevo. Three major strategies are being considered:

- (A) Aggressive: Large expenditures on television and print advertising.

## Example: Marketing Strategy for Bevo: The Movie

UT Productions has to decide on a marketing strategy for its new movie, Bevo. Three major strategies are being considered:

- (A) Aggressive: Large expenditures on television and print advertising.
- (B) Basic: More modest marketing campaign.



## Example: Marketing Strategy for Bevo: The Movie

UT Productions has to decide on a marketing strategy for its new movie, Bevo. Three major strategies are being considered:

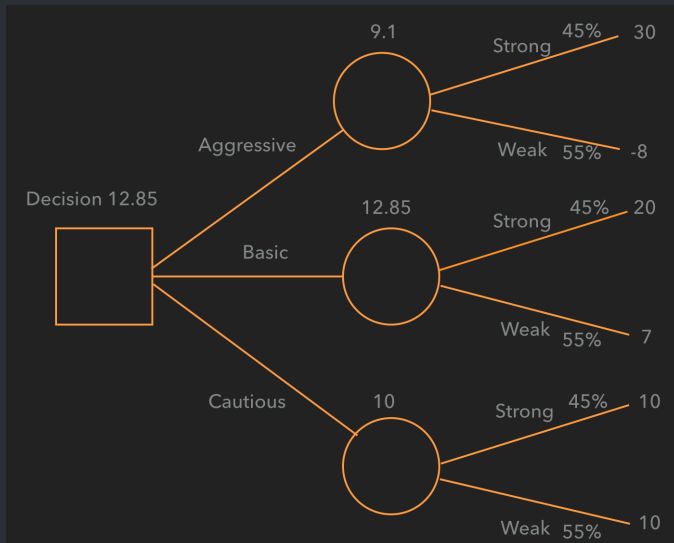
- (A) Aggressive: Large expenditures on television and print advertising.
- (B) Basic: More modest marketing campaign.
- (C) Cautious: Minimal marketing campaign.

## Payoffs for Bevo: The Movie

The net payoffs depend on the market reaction to the film.

Decisions	Market Reaction	
	Strong	Weak
Aggressive	30	-8
Basic	20	7
Cautious	10	10
Probability	0.45	0.55

## Decision Tree for Bevo: The Movie



## Expected Value of Perfect Information (EVPI)

How valuable would it be to know what was going to happen?

- If a clairvoyant were available to tell you what is going to happen, how much would you pay her?

## Expected Value of Perfect Information (EVPI)

How valuable would it be to know what was going to happen?

- If a clairvoyant were available to tell you what is going to happen, how much would you pay her?
- Assume that you don't know what the clairvoyant will say and you have to pay her before she reveals the answer

## Expected Value of Perfect Information (EVPI)

How valuable would it be to know what was going to happen?

- If a clairvoyant were available to tell you what is going to happen, how much would you pay her?
- Assume that you don't know what the clairvoyant will say and you have to pay her before she reveals the answer

## Expected Value of Perfect Information (EVPI)

How valuable would it be to know what was going to happen?

- If a clairvoyant were available to tell you what is going to happen, how much would you pay her?
- Assume that you don't know what the clairvoyant will say and you have to pay her before she reveals the answer

EVPI is: EV with perfect information - EV with no information

## Finding EVPI With a Payoff Table

The payoffs depend on the market reaction to the film:

Decisions	Market Reaction	
	Strong	Weak
Aggressive	30	-8
Basic	20	7
Cautious	10	10
Probability	0.45	0.55

- With no information, the Basic strategy is best:  $EV = 0.45(20) + 0.55(7)$   
= 12.85



## Finding EVPI With a Payoff Table

The payoffs depend on the market reaction to the film:

Decisions	Market Reaction	
	Strong	Weak
Aggressive	30	-8
Basic	20	7
Cautious	10	10
Probability	0.45	0.55

- With no information, the Basic strategy is best:  $EV = 0.45(20) + 0.55(7) = 12.85$
- With perfect info, select the Aggressive strategy for a Strong reaction and the Cautious strategy for a Weak reaction:  $EV = 0.45(30) + 0.55(10) = 19$

## Finding EVPI With a Payoff Table

The payoffs depend on the market reaction to the film:

Decisions	Market Reaction	
	Strong	Weak
Aggressive	30	-8
Basic	20	7
Cautious	10	10
Probability	0.45	0.55

- With no information, the Basic strategy is best:  $EV = 0.45(20) + 0.55(7) = 12.85$
- With perfect info, select the Aggressive strategy for a Strong reaction and the Cautious strategy for a Weak reaction:  $EV = 0.45(30) + 0.55(10) = 19$
- $EVPI = 19 - 12.85 = 6.15$

## Finding EVPI With a Decision Tree

- Step 1: Set up tree without perfect information and calculate EV by rolling back

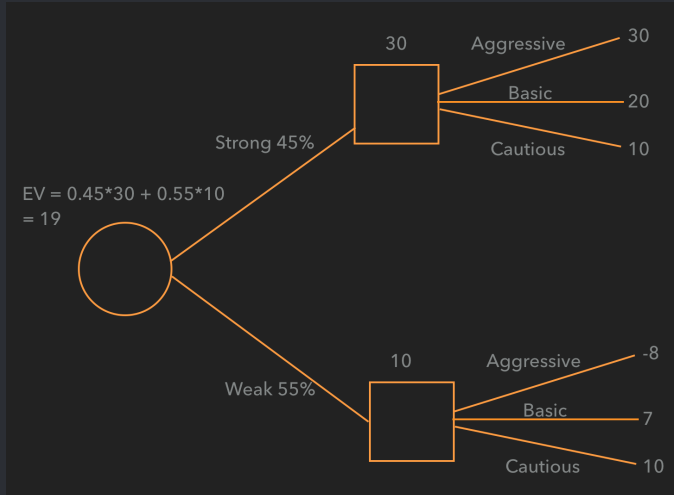
## Finding EVPI With a Decision Tree

- Step 1: Set up tree without perfect information and calculate EV by rolling back
- Step 2: Rearrange the tree to reflect the receipt of the information and calculate the new EV

## Finding EVPI With a Decision Tree

- Step 1: Set up tree without perfect information and calculate EV by rolling back
- Step 2: Rearrange the tree to reflect the receipt of the information and calculate the new EV
- Step 3: Compare the EV's with and without the information

# Finding EVPI With a Decision Tree



## What About Imperfect Information?

Suppose that Myra the movie critic has a good record of picking winners

- In the past, Myra predicted Strong for 70 percent of movies where the audience reaction was Strong and Weak for 30 percent of them.

## What About Imperfect Information?

Suppose that Myra the movie critic has a good record of picking winners

- In the past, Myra predicted Strong for 70 percent of movies where the audience reaction was Strong and Weak for 30 percent of them.
- Similarly, she predicted Weak for 80 percent of movies where the audience reaction was Weak and predicted Strong for 20 percent of them.



## What About Imperfect Information?

Suppose that Myra the movie critic has a good record of picking winners

- In the past, Myra predicted Strong for 70 percent of movies where the audience reaction was Strong and Weak for 30 percent of them.
- Similarly, she predicted Weak for 80 percent of movies where the audience reaction was Weak and predicted Strong for 20 percent of them.
- Also, remember that the probability of a Strong reaction is 45 percent and of a Weak reaction is 55 percent



## What About Imperfect Information?

Suppose that Myra the movie critic has a good record of picking winners

- In the past, Myra predicted Strong for 70 percent of movies where the audience reaction was Strong and Weak for 30 percent of them.
- Similarly, she predicted Weak for 80 percent of movies where the audience reaction was Weak and predicted Strong for 20 percent of them.
- Also, remember that the probability of a Strong reaction is 45 percent and of a Weak reaction is 55 percent



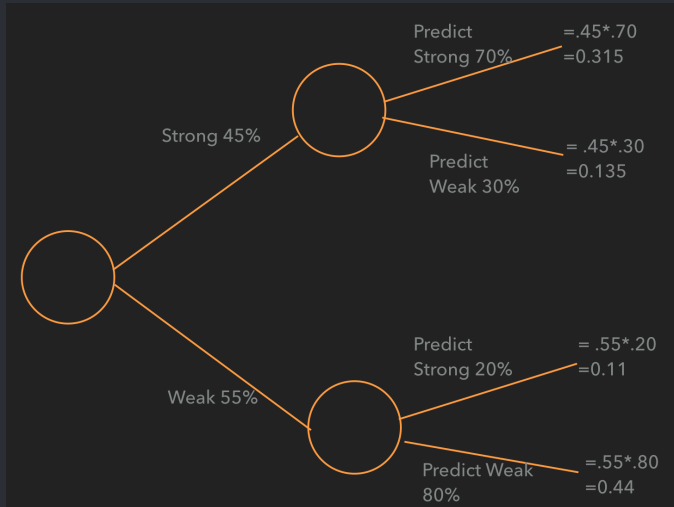
## What About Imperfect Information?

Suppose that Myra the movie critic has a good record of picking winners

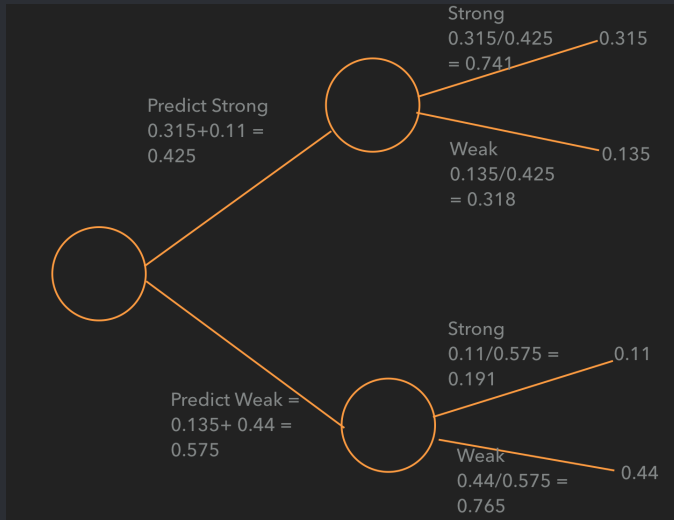
- In the past, Myra predicted Strong for 70 percent of movies where the audience reaction was Strong and Weak for 30 percent of them.
- Similarly, she predicted Weak for 80 percent of movies where the audience reaction was Weak and predicted Strong for 20 percent of them.
- Also, remember that the probability of a Strong reaction is 45 percent and of a Weak reaction is 55 percent

What to do now???

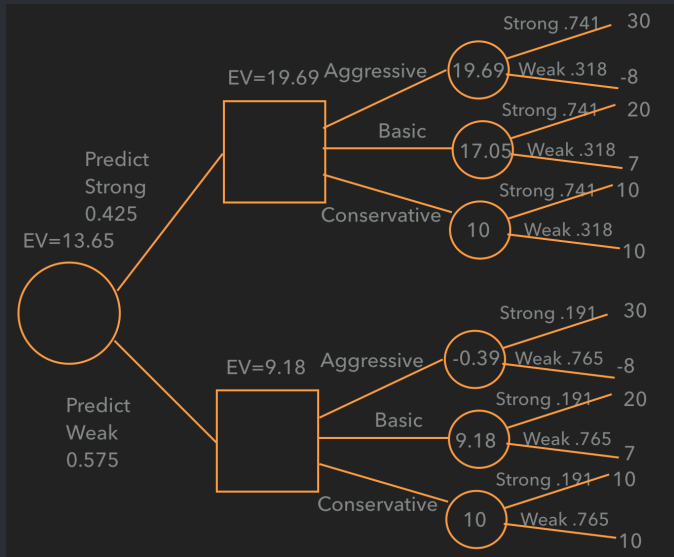
# Reverse the Tree!



# Reverse the Tree!

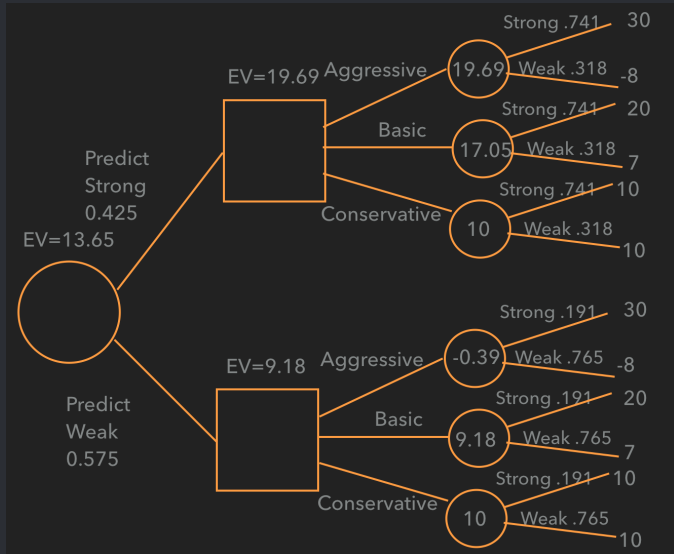


# Tree With Imperfect Information



# Myra's Information is Is Worth Paying For

It changes the decision and adds  $13.65 - 12.85 = 0.80$  in value



# Things to Remember About Information Value

- Perfect information is more valuable than any imperfect information



# Things to Remember About Information Value

- Perfect information is more valuable than any imperfect information
- Information cannot have negative value

# Things to Remember About Information Value

- Perfect information is more valuable than any imperfect information
- Information cannot have negative value
- Information has non-zero value if and only if it changes some decision

# Things to Remember About Information Value

- Perfect information is more valuable than any imperfect information
- Information cannot have negative value
- Information has non-zero value if and only if it changes some decision
- Sometimes there is more than one correct way to draw a decision tree for a decision