

Organizational structure and the aggregation of individual-level beliefs

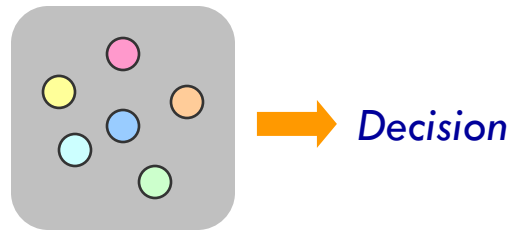
Felipe Csaszar

U. of Michigan – Strategy Department

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What is information aggregation

- Anytime N individual-level opinions are converted into one organization-level decision

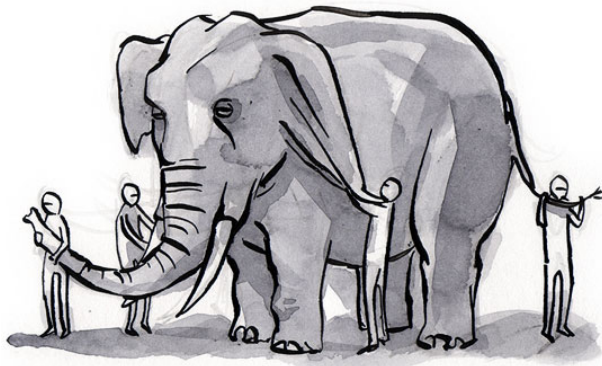


- Consistent with central concepts of the Carnegie tradition
 - Organizations as information processing devices
 - Organizational structure as who reports to whom + process used to make decisions

Why information aggregation is relevant

- Information aggregation is pervasive:
 - TMTs, boards of directors, partners in a VC fund
- Particularly pervasive in strategic decision-making:
 - The more relevant a decision, the more likely that that decision will not be made by a single individual
- Allows to compare the performance of very different organizational structures:
 - Hierarchies, Committees, Markets, Individuals
- Sheds light on important open questions:
 - Rumelt, Schendel, and Teece (1994:42): one fundamental question of strategy is *how* firms make decisions
 - Finkelstein, Hambrick, and Cannella (2009:115): there is a huge gulf between executive characteristics and organizational outcomes

“How organizational structure can compensate for flawed mental representations”



Blind men and the elephant



CEO of car co.

I am not an expert in either Marketing or Engineering. What should I do?

- Do what the most relevant VP is telling me? (**Delegation**)
- Approve only if both agree? (**Unanimity**)
- Average their opinions? (**Averaging**)

This project will be a **great success**



VP Marketing

This project will be a **moderate failure**



VP Engineering



Research questions

1. Which decision-making structure is most appropriate for which environment?
2. Are there situations where a structure employing individuals with flawed mental representations can perform as well as an individual with a correct mental representation?
3. The opposite: Are there situations where the only way to achieve high performance is by relying on individuals with the correct mental representation?

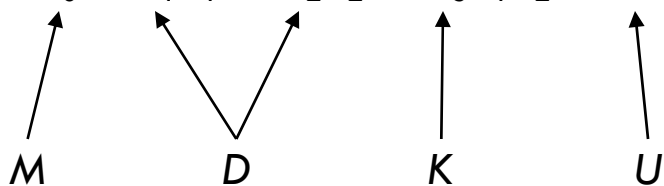


Egon
Brunswik

Model

1 Environment

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_1 x_2 + \varepsilon$$



(munificence) (dominance) (complexity) (uncertainty)

2 Projects

(that have characteristics)

$$x_1$$

$$x_2$$

3 Individuals

(that have mental representations and
have opinions about the projects)

$$y^A = \beta_0^A + \beta_1^A x_1 + \varepsilon$$

$$y^B = \beta_0^B + \beta_2^B x_2 + \varepsilon$$

Individuals estimate their mental
representation based on the N projects they
have seen in the past (N = experience)

4 Structures

(that aggregate opinions)

Delegation: approve if ($D < 0$ and $\hat{y}_A > 0$)
or if ($D \geq 0$ and $\hat{y}_B > 0$)

Unanimity: approve if $\hat{y}_A > 0$ and $\hat{y}_B > 0$

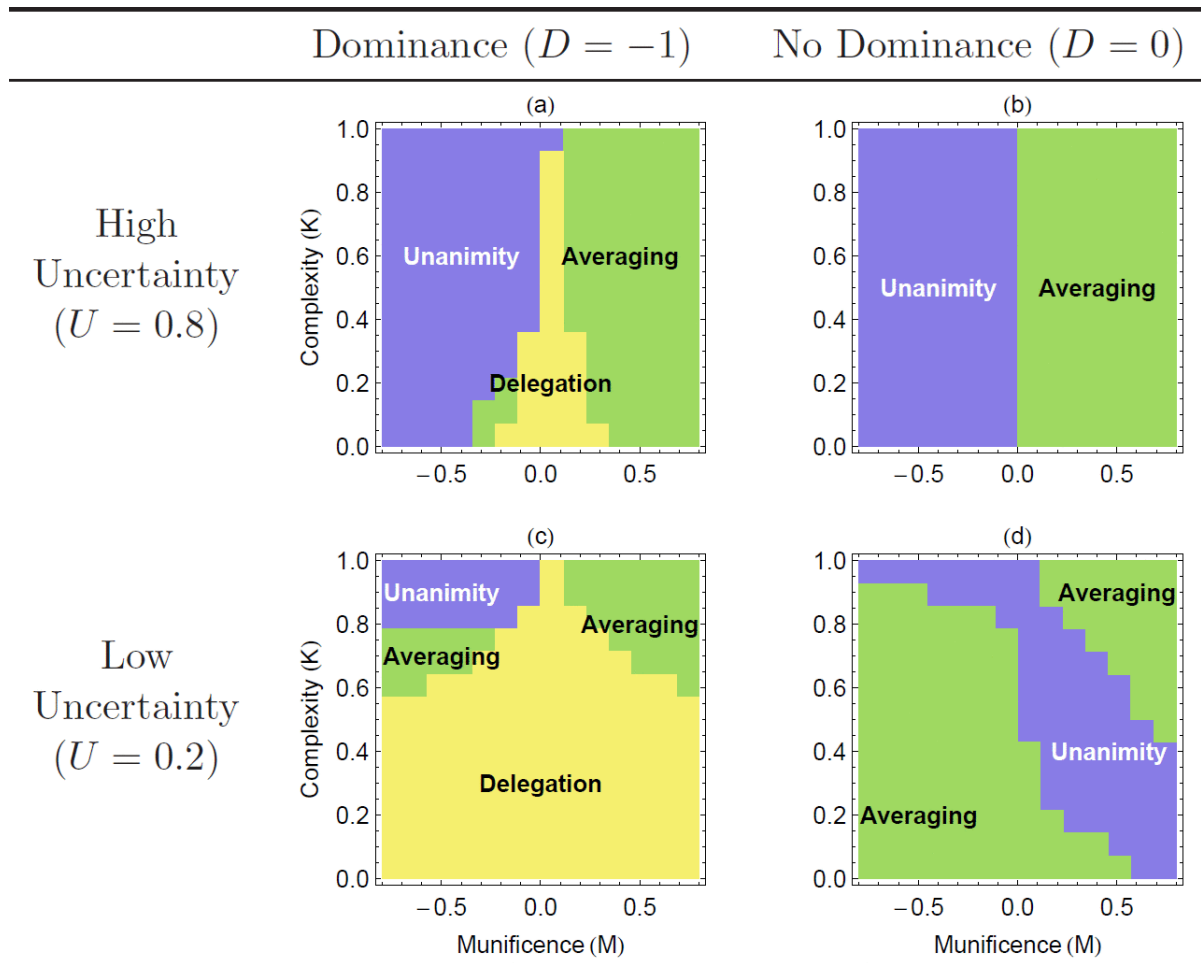
Averaging: approve if $(\hat{y}_A + \hat{y}_B)/2 > 0$

5 Organizational Performance

Average quality of approved projects under a
given structure s in a given environment (M, D, K, U)
employing individuals with experience N

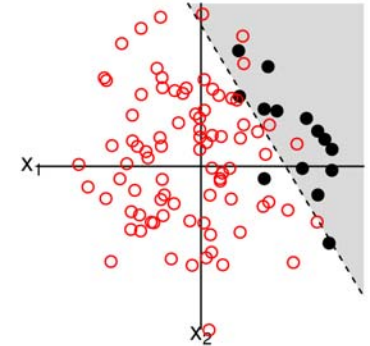
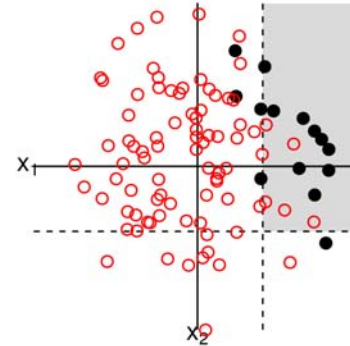
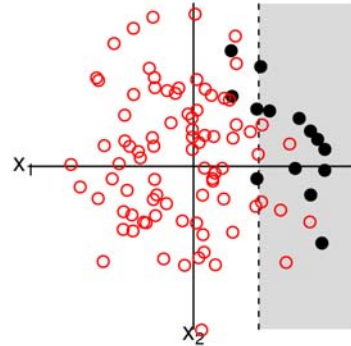
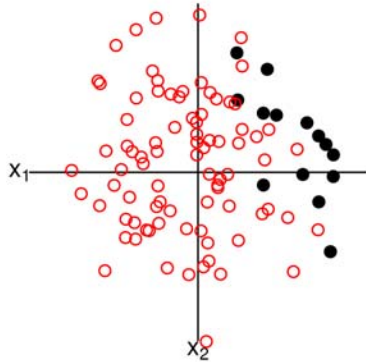
$$\pi_s(M, D, K, U, N) = \frac{\sum y}{\# \text{ of screened projects}}$$

What is the best performing structure as a function of the environment



Complex interactions, non-trivial results

What is the underlying mechanism: matching environments to structures



The environment's parameters
(M, D, K, U) affect the location
of good and bad projects in
“project space”

Delegation

Unanimity

Averaging

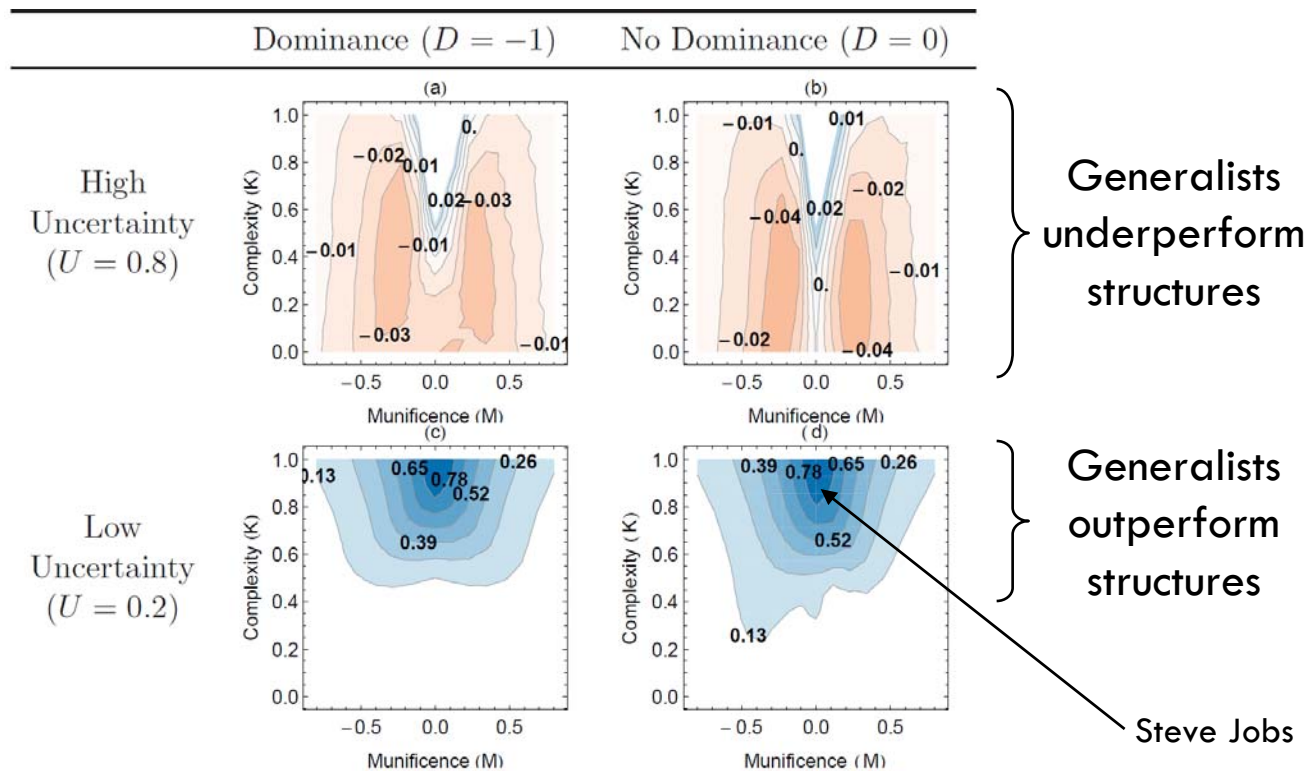
A structure defines the shape of a project selection area

Performance depends on choosing the structure that makes the least errors in a given environment

Best structure	Delegation	Unanimity		Averaging		Generalist
Archetypal project space						
	One dimensional	Mostly negative	Rectangular	Mostly positive	Diagonal	Disjointed
Environmental conditions leading to such a project space	• High $ D $ and Low U and Low/Med K	• Low M and High U	• High $ D $ and Low U and High K and Low M	• High M and High U	• High $ D $ and Low U and High K and High M • Low $ D $ and Low U (unless High K and Med M)	• Low U and High K and Med M

When do generalists add value?

Generalist: individual with the right mental representation, $y^G = \beta_0^G + \beta_1^G x_1 + \beta_2^G x_2 + \beta_3^G x_1 x_2 + \varepsilon$



Conclusions

1. There are some non-trivial interactions between the environment, decision-making structure, and mental representations
2. In many cases, structures can fully compensate for flawed mental representations
3. In some cases (low U , high K , and medium M) only generalists can achieve high performance
4. Information aggregation is a promising and underexplored research avenue