

Clinical Decision Making and Decision Analysis

CBB 7400

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What is Decision Making?

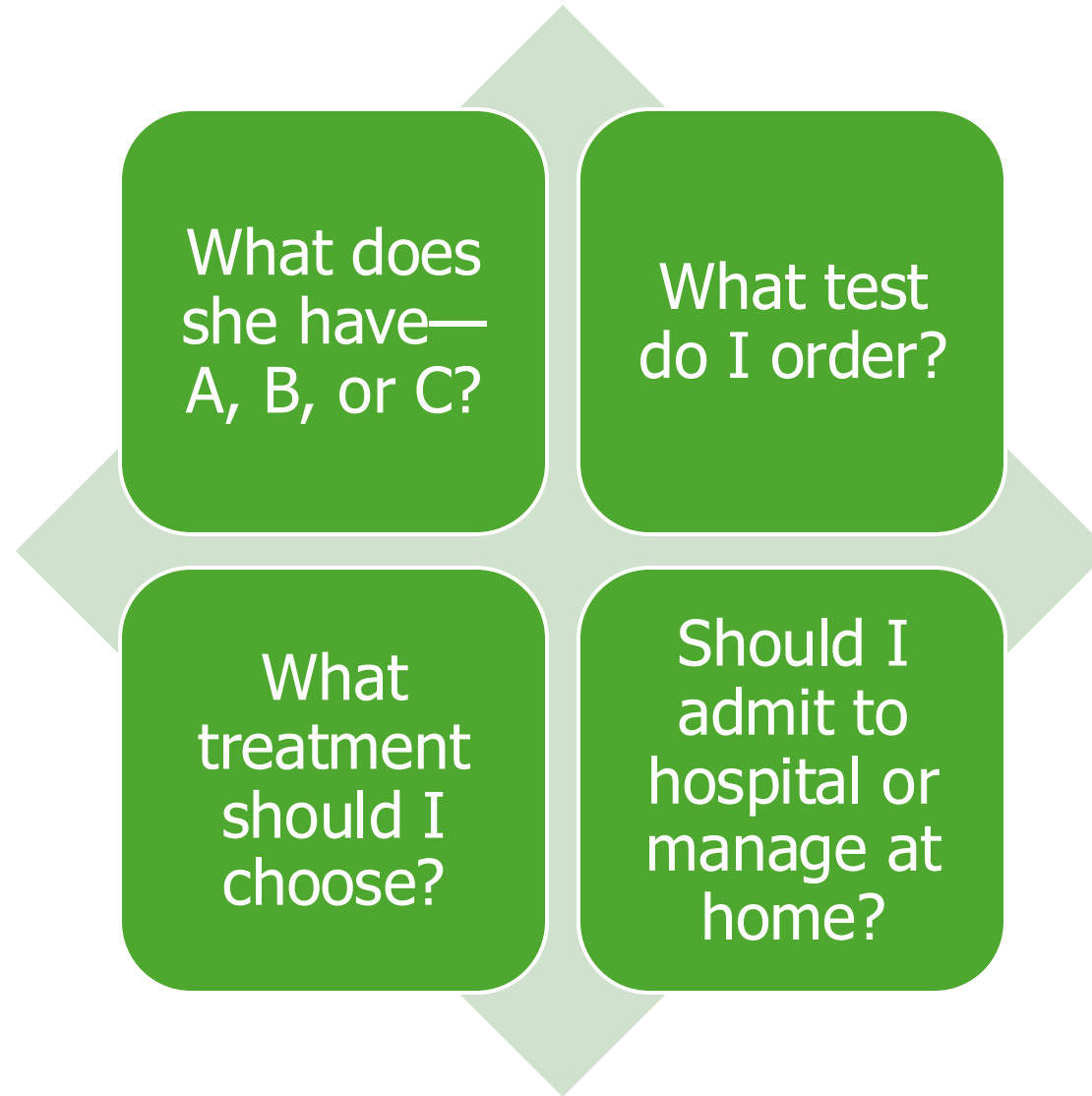
What do you need to make a decision

- World Model:
 - What will happen if I do X?
- Outcome Model:
 - How much value does that branch lead to?

Disciplines of Analyzing Decision Making

- Causal Inference
 - Concerned with:
 - what is the change in an outcome of interest for two different treatments or exposures
- Reinforcement Learning
 - What policy (method of selecting actions) creates optimal value?
- Game Theory
 - In situations where an individual's decisions can impact the decision of others, what strategies emerge and are optimal?

Decision Making In Medicine



Challenge 1: Uncertainties

- Cannot agree on what constitutes a disease.
 - Fever = $\text{Temp} \geq X$?
 - Sinusitis = mucosal thickening on CT $\geq Y$
- Even with clear criteria, disagree about interpretation of findings
 - Truth of patient's statement?
 - Hearing acuity affects what is heard thru stethoscope
- Testing has false positive and false negative results
- Therapy has failure rate
- No certainty about outcome of an intervention
- May disagree about desirability of an outcome

Cognitive Decision Systems

A solid purple square.

Type 1

A solid green square.

Type 2

Cognitive Decision Systems

Type 1: The Intuitive/Reflexive System involves automatic decision making based on pattern recognition. It's fast and requires little effort.

Type 2: The Analytical/Problem-Solving System is more critical and logical. It involves stepping back and thinking more carefully about the patient's presentation. It involves estimating pretest probabilities, continuous self-questioning, and considering alternative diagnoses.

Cognitive Decision Systems



Type 1

Type 1

Raw pattern recognition

Heuristics

Raw Pattern Recognition

Chest pain and unilateral leg swelling

Representativeness

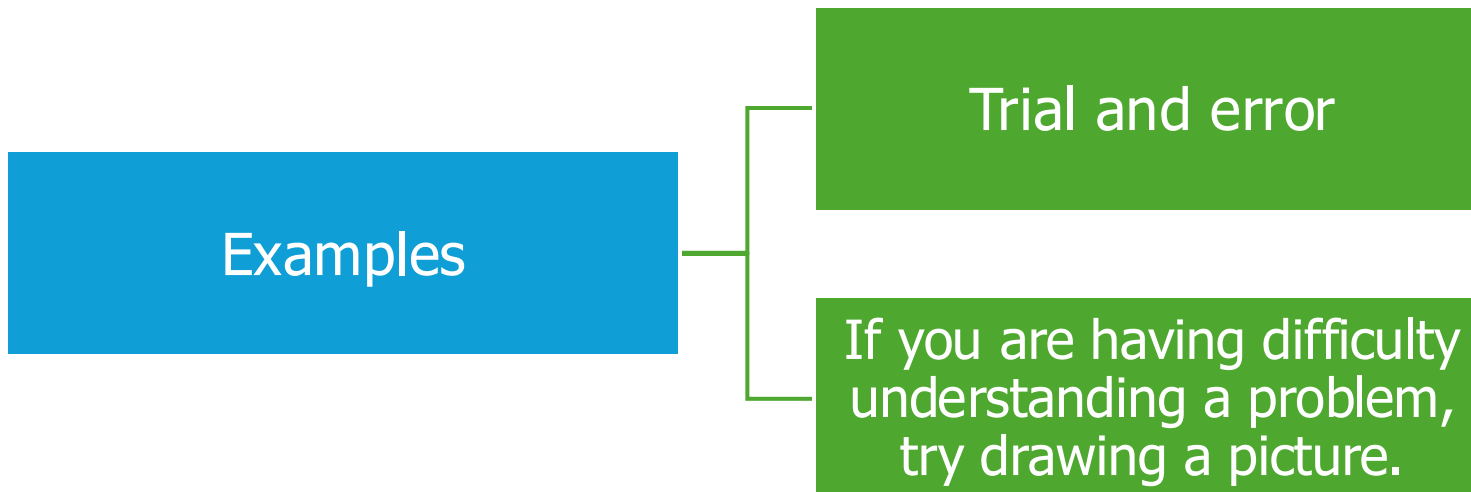
When confronted with a new experience and a need to make a judgment or decision, our brains automatically rely on past experiences and mental representations seemingly similar to this new situation

Representativeness is about reliance on stereotypes.

Use of Heuristics

Experience-based techniques that help in problem solving, learning and discovery

Used to come to a solution rapidly that is hoped to be close to the best possible answer



Sources of Error — Type 1 Thinking

- **Anchoring bias** – locking on to a diagnosis early in the assessment and failing to adjust to new information
- **Diagnosis momentum** – accepting a previous diagnosis without considering the differential diagnosis adequately
- **Confirmation bias** – looking for evidence to support a pre-conceived opinion, rather than looking for dis-confirming information
- **Premature closure** – once you have found one diagnosis (eg: a fracture on a set of x-rays) you stop to searching for others (eg: the second fracture on the same set of x-rays)

More Cognitive Biases

- **Availability Bias:** overestimate rare events because of recency
- **Representativeness Bias:** overestimate rare events because of pattern matching
- **Value Bias:** distort probability because of the perceived value

Cognitive Decision Systems



Type 2

Probabilities

Bayesian Thinking and Probability Revision

Threshold approach to Decision Making

Formal Decision Analysis

Probabilistic Decision Making

- Wordle is a great example of sequential probabilistic decision making
 - Prior probabilities
 - Sequential decisions
- Wordle is restricted to two letter words with A,B,C,D
 - $P(AB)=0.5$, $P(CB)=0.3$, $P(DB)=0.19$, $P(CD) = 0.01$
 - First guess: AB
 - 0.5 chance immediate win
 - Second guess, best has 0.6:
 - total expectation = $0.5+0.5*0.6 = 0.8$ in two steps
 - First Guess: CD
 - 0.01 chance immediate win
 - Second guess 100%
 - Total expectation = $0.01+0.99*1 = 1.0$

Fundamentals of Probabilities

- **Summation** - the sum of all possible outcomes of a chance event = 1.0
- **Joint probability** - concomitant occurrence of any number of events; $p[E \text{ and } F]$
- **Product rule** - $p[E \text{ and } F] = p[E] \times p[F]$ when they are independent
- **Conditional probability** - probability that E occurs given that F is known to occur
$$p[E | F] = p[E \text{ and } F] / p[F]$$
- **Independence** - when $p[E | F] = p[E]$

Bayes' Formula

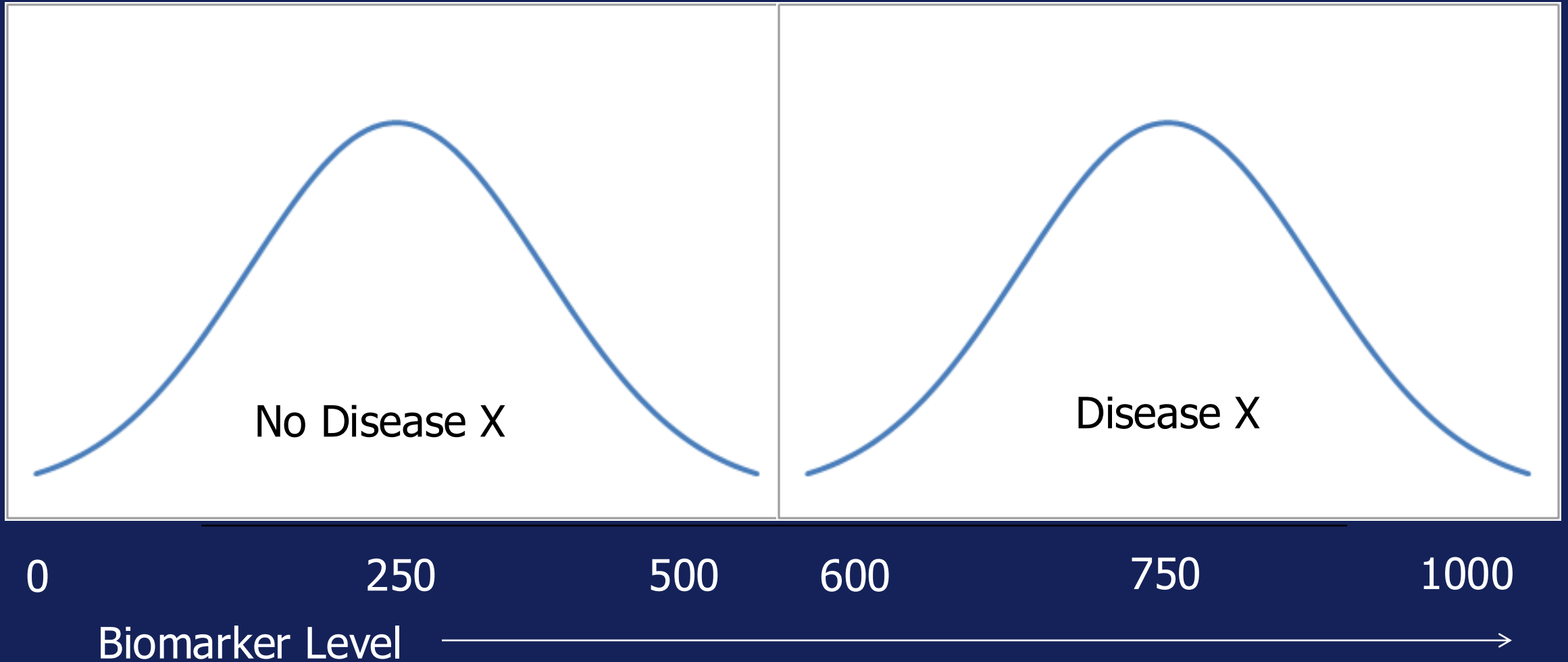
$$P(A | B) = \frac{P(B | A)P(A)}{P(B)}$$

- Probability revision in view of new information
- What is the $p(D+|T+)$ i.e., the post test probability of disease
- **This requires knowing the pre-test probability (prevalence) of the disease: $p(D+)$**

Testing Truths

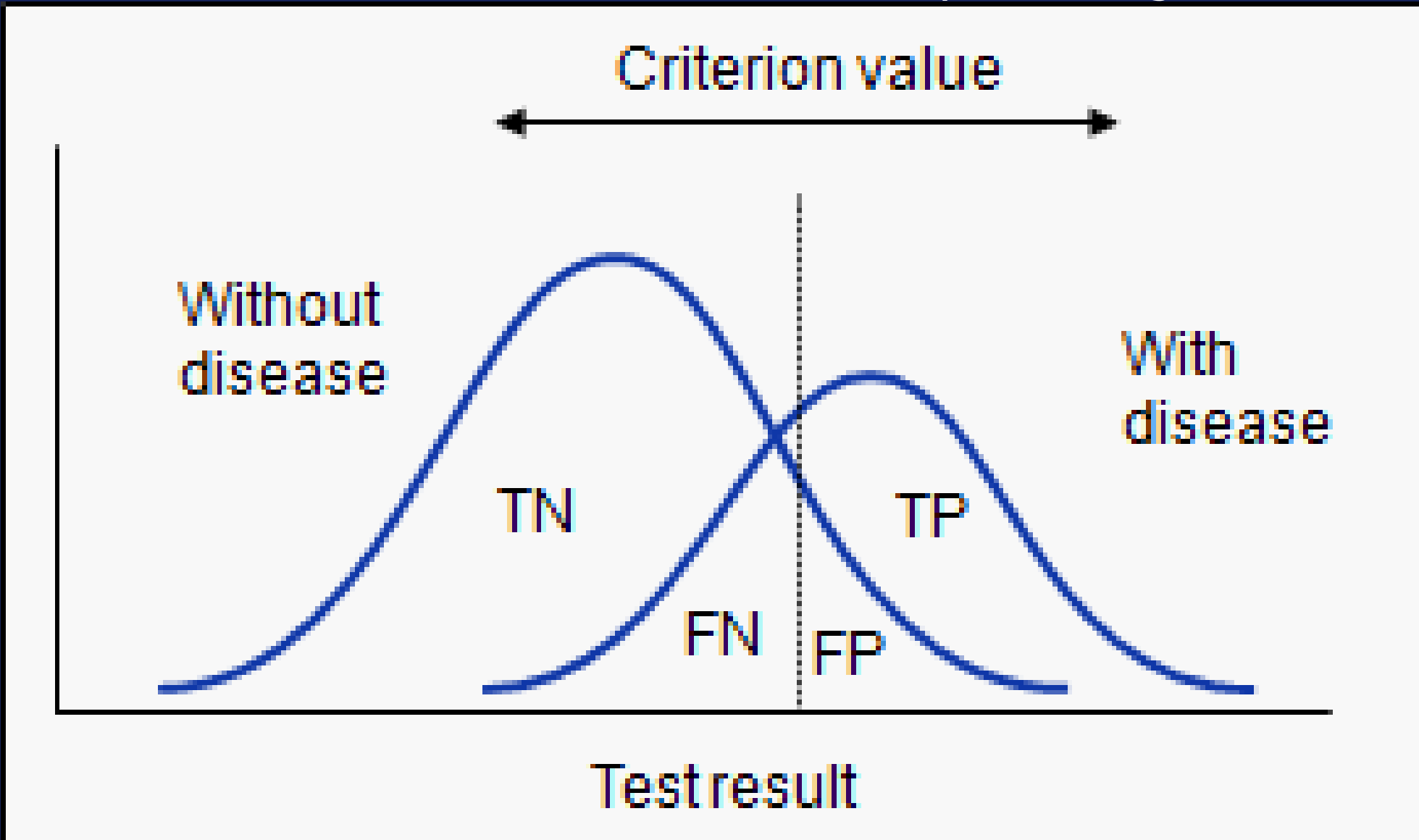
- Tests rarely reveal *with certainty* a patient's true state (true positive and true negative)
- False positive results and false negative results must be considered
- **Sensitivity** = **probability** of the test being positive when the patients has the disease $p(T+|D+)$
- **Specificity** = **probability** of the test being negative when the patient doesn't have the disease $p(T-|D-)$

Two Populations

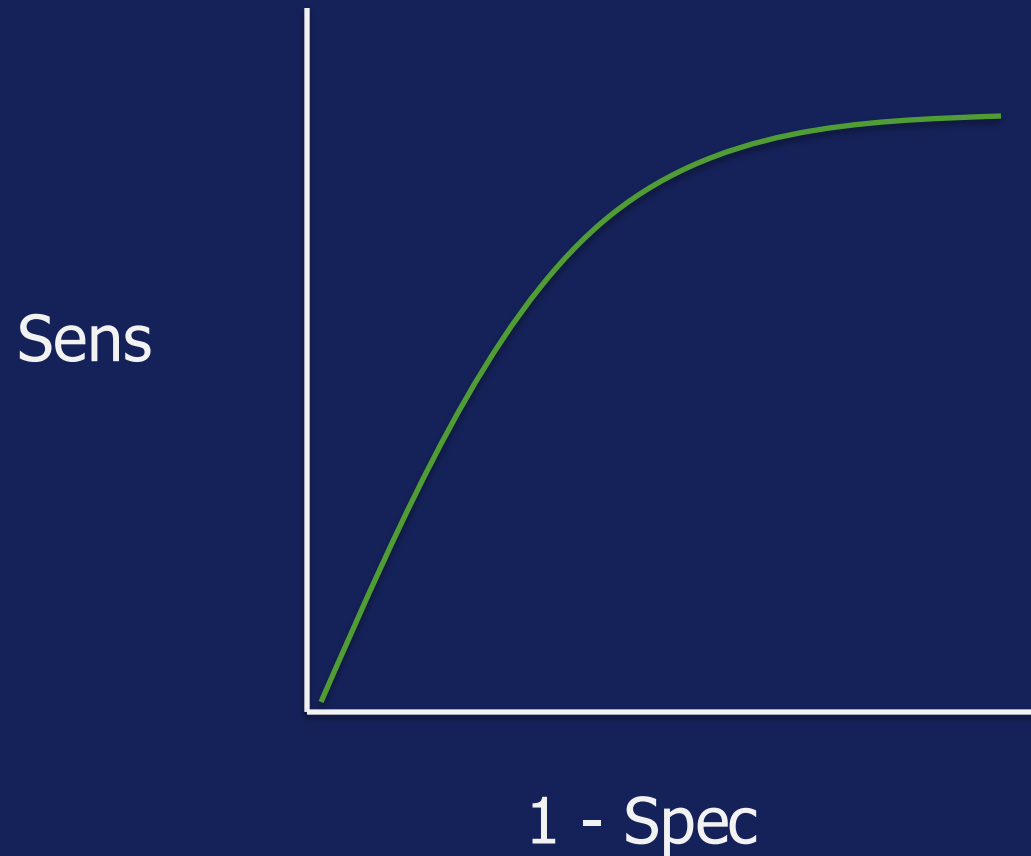


High Sensitivity
Many False Positives

High Specificity
Many False Negatives

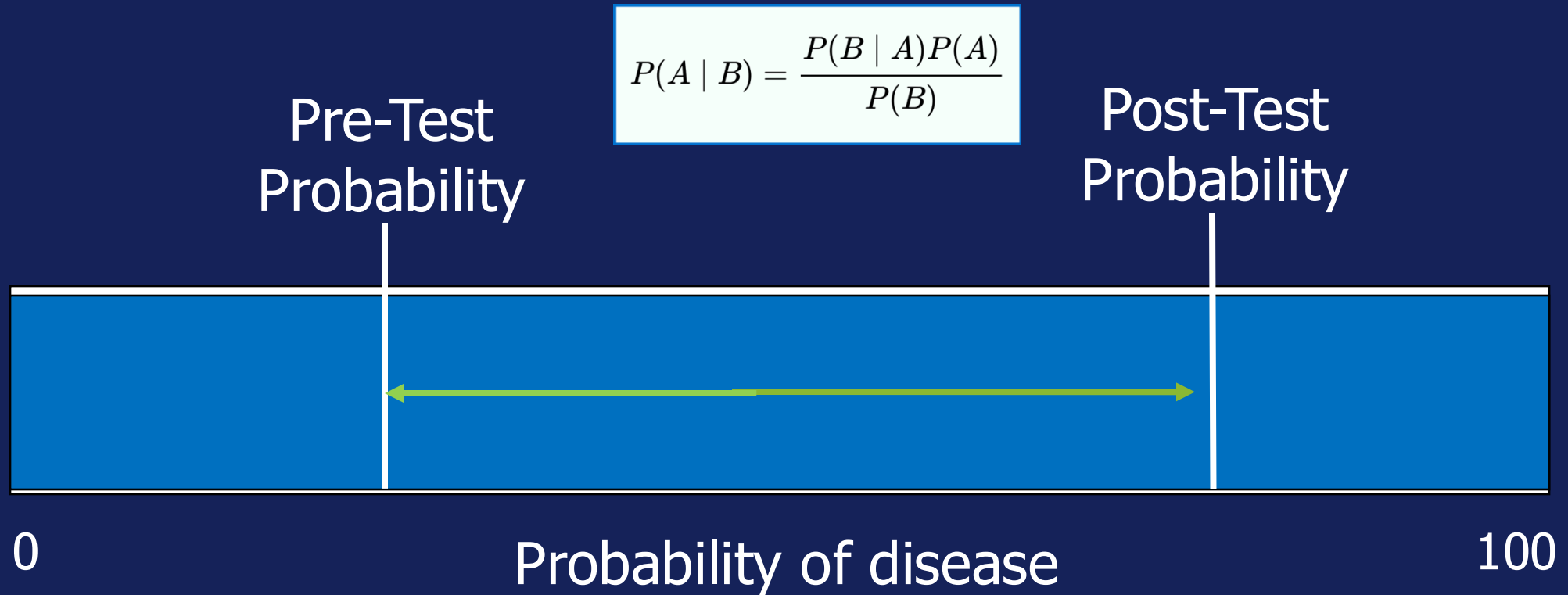


ROC Curve

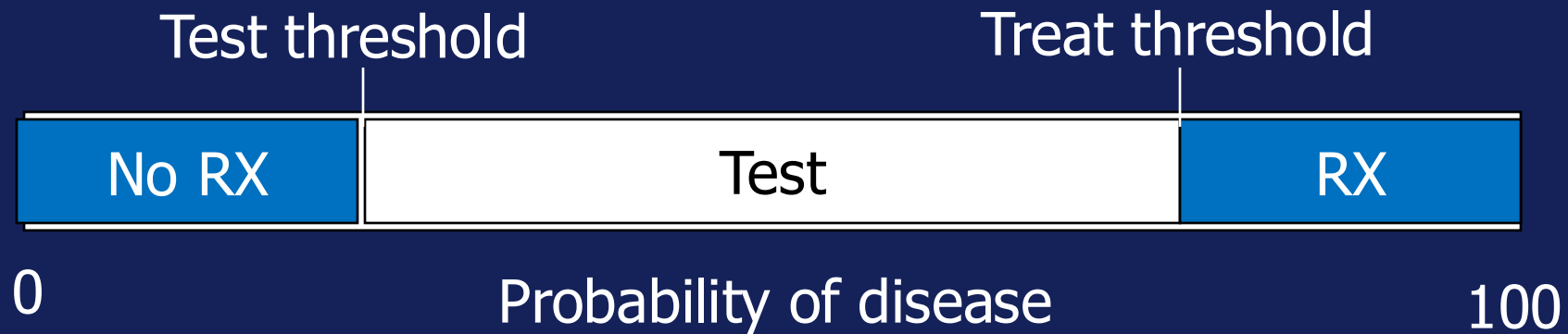


- Graphic representation of tradeoff between sensitivity and 1-specificity (FPR)
- Shoulder (inflection point) can help determine optimal threshold for a test
- Area under the curve helps compare different tests. Higher AUC is better

Testing Is Probability Revision



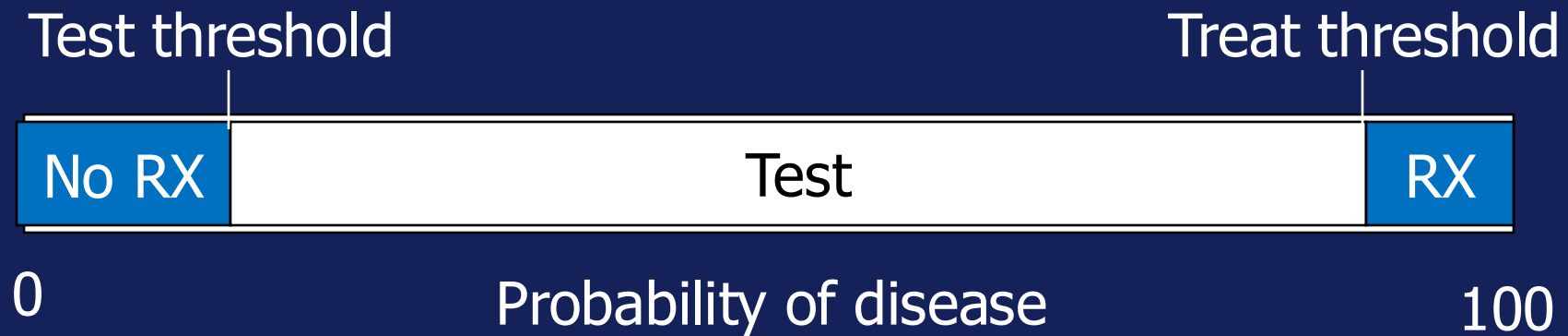
Threshold Approach to Testing and Treating



Selection of a test depends on:

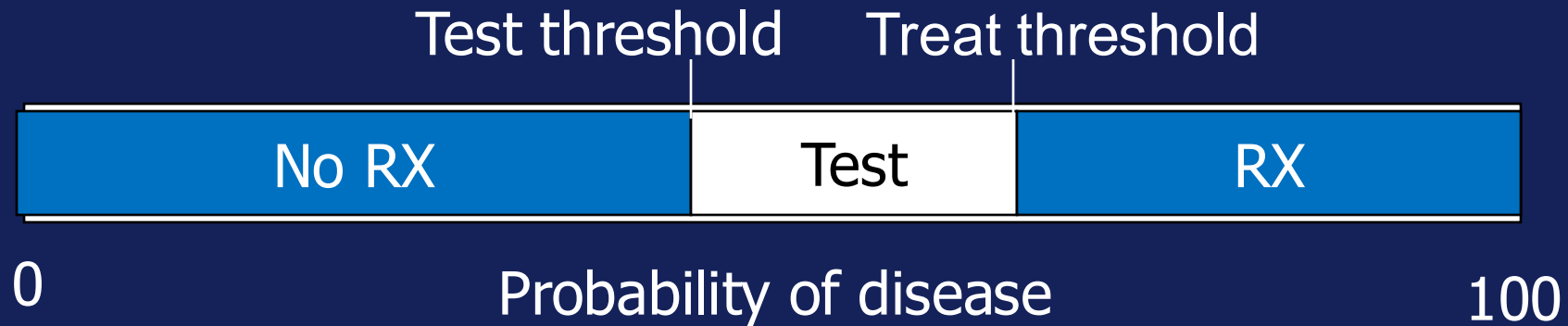
- the probability of disease at which testing becomes reasonable
- the probability of disease at which we are willing to start treatment despite being unsure of a patient's true state

Threshold Approach to Testing and Treating



Test with greater accuracy and lower risk

Threshold Approach to Testing and Treating



Test with lower accuracy or greater risk

Probabilistic Thinking & Health Informatics

Clinical Decision Support

Available Tests

Thresholds

Information Sources

SEGMENT 3 SUMMARY

FORMAL DECISION ANALYSIS

Premises for Decision Analysis

- A decision must be made!
- Consequences of action are uncertain
- Objectives conflict
- For cost-effectiveness analysis
 - Resources are constrained
- Decision analysis is **decision-oriented**, not **truth-oriented**

Expected Value Decision Making



EV = result expected “on average”



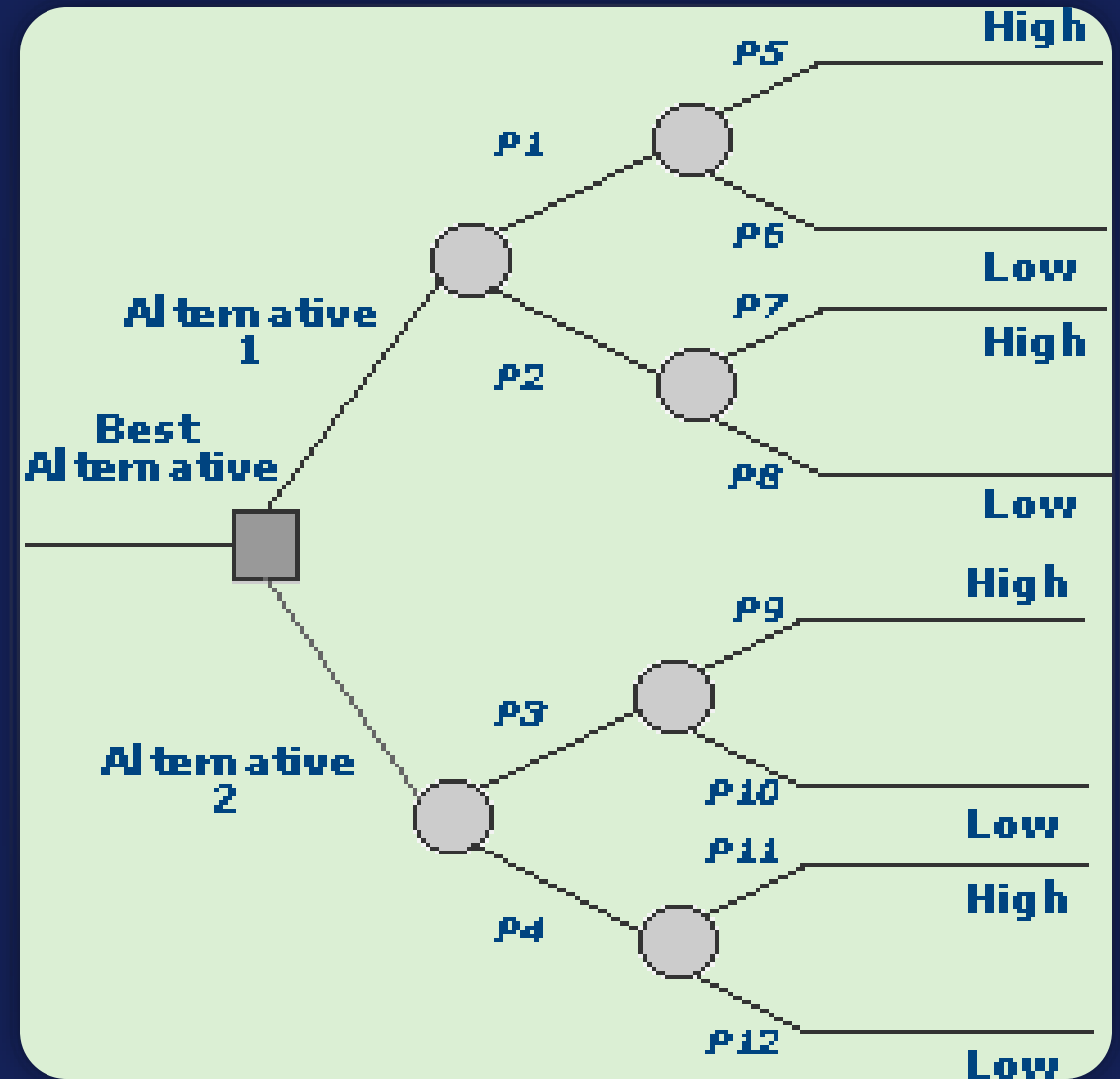
Calculate expected value of each decision alternative



Choose strategy with maximum EV (or minimal expected cost)

4 Steps in Decision Analysis

1. Create a decision tree
2. Calculate EV for each decision alternative
3. Choose alternative with highest EV
4. **Use sensitivity analysis to test the conclusions of the analysis**

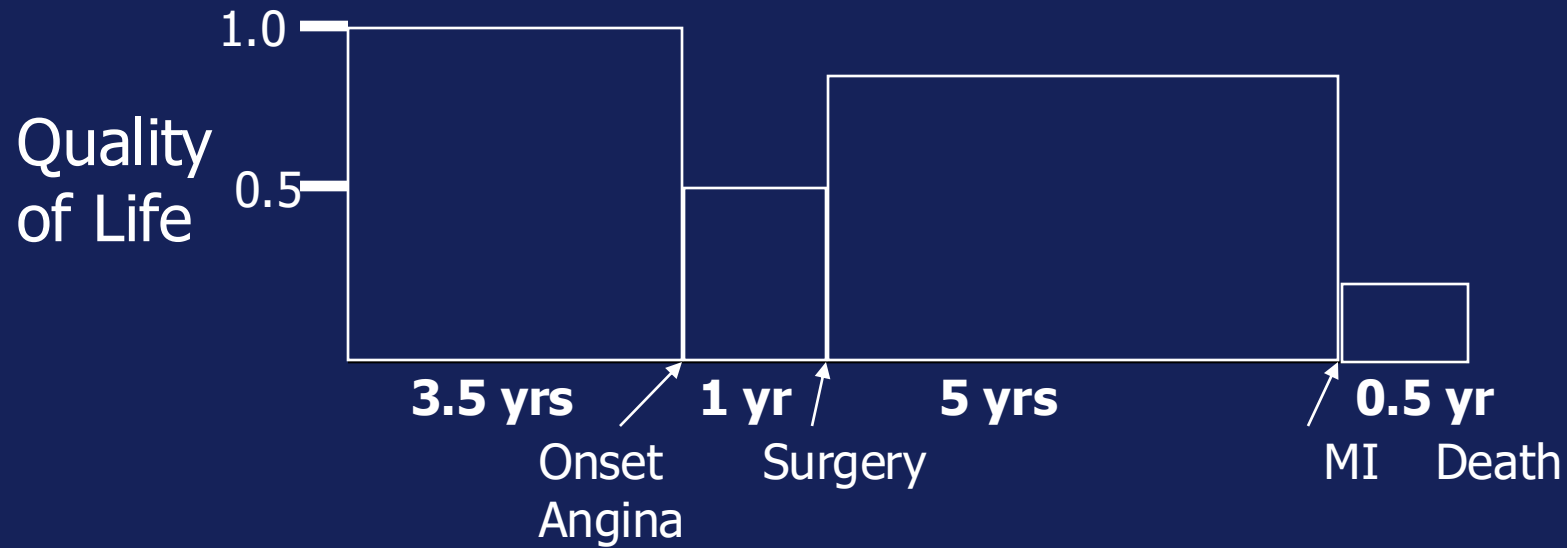


Defining Values of Outcomes: Categorical Scale



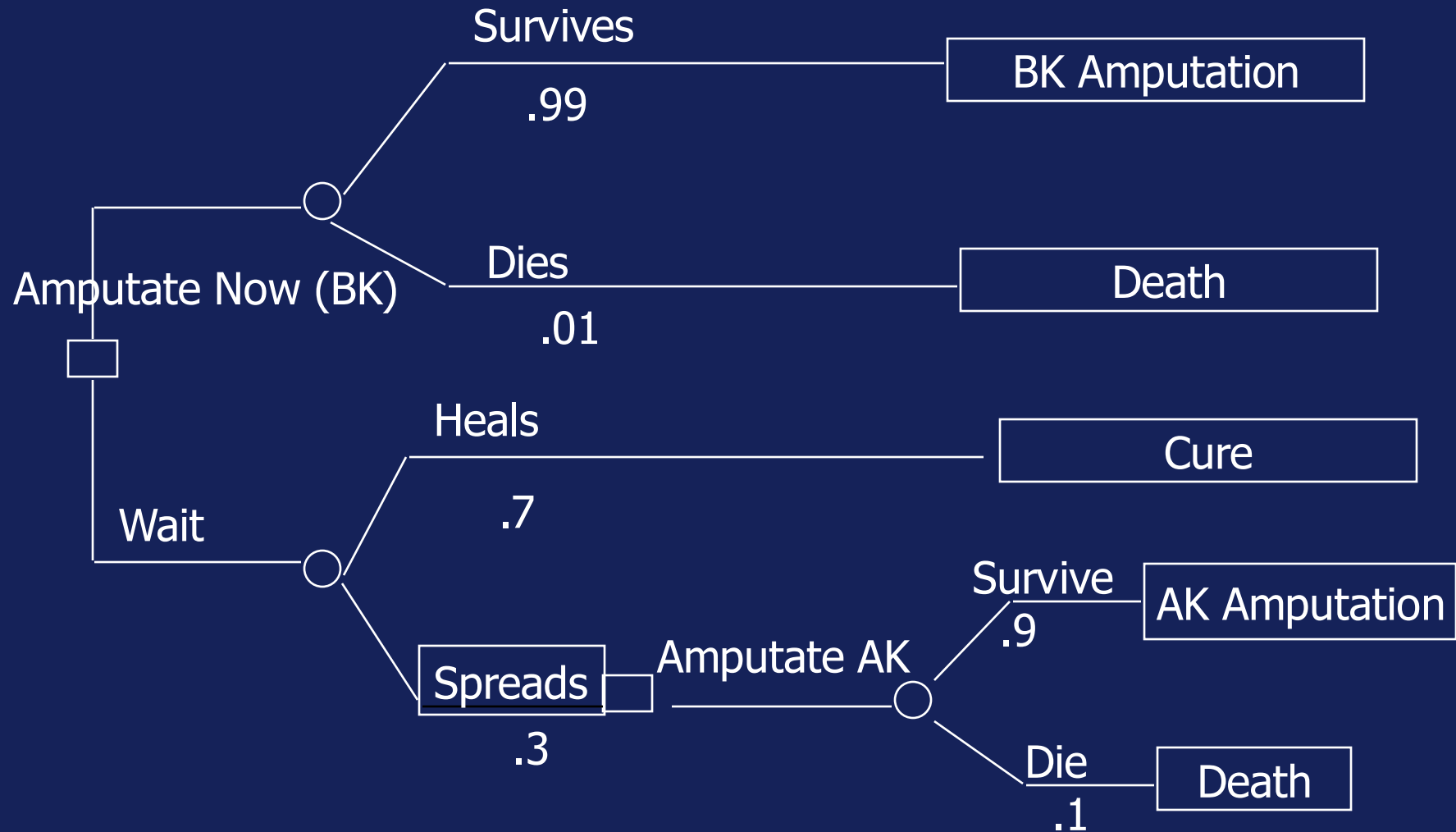
People tend to assign lower values to the intermediate states.

Quality Adjusted Life Years



- Intervals with varying health states x weights
- $\text{QALYs} = 3.5(1) + 1(0.5) + 5(0.9) + 0.5(0.2)$
- 8.6

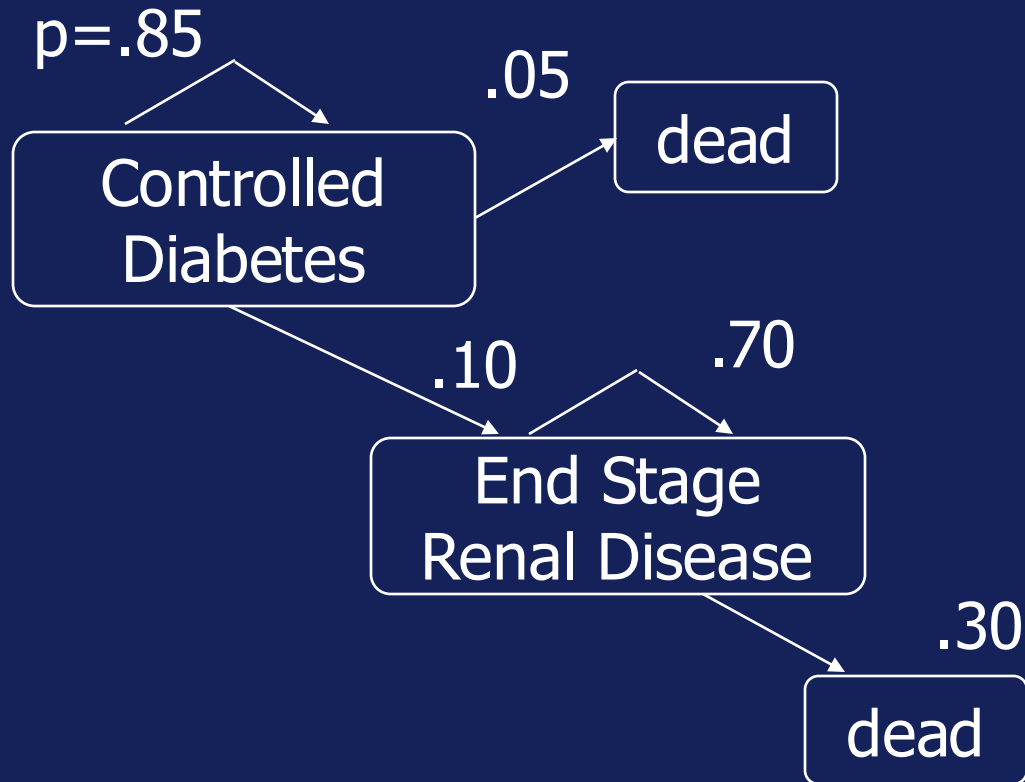
Vascular Insufficiency



Markov Model

represents a changing set of health states over time, where there is a known rate of transition from one health state to another

Probabilities



Utilities

Diabetes	.95
ESRD	.30
Death	0

<http://araw.mede.uic.edu/cgi-bin/markov.cgi>
araw.mede.uic.edu/~alansz/tools/markov.html

Cost-Effectiveness Analysis

- Compares the cost of an intervention to its effectiveness
- **CEA** results are presented in a ratio ($\Delta C/\Delta E$), which expresses cost per health outcome (e.g., \$50,000 per year of life gained)
- **CEA** is generally used to either:
 - compare alternative programs with a common health outcome, or
 - assess the consequences of expanding an existing program
- Resources are scarce; therefore, they must be allocated judiciously

Sensitivity Analysis

Method for evaluating uncertainty in decision analysis parameters

Sensitivity Analysis

Variable	Point Value	Range
Sensitivity of CT	0.84	0.77-0.93
Brain Cancer	0.3 QALY	0.1 – 0.7

Expected Value = XX - XX

Summary



Uncertainties in clinical medicine



Probability



Probability revision when there is new information: Bayes' Rule



Testing



Expected Value Decision Making



Building a decision tree

SEGMENT 4 SUMMARY