

## WFA8433-Natural Resource & Conservation Decision Making

*Class 4 Decision trees and decision models*



## Housekeeping

- Suggested readings:
  - Smart Choices Chapters 7 & 8
  - Conroy & Peterson 159-160
- Assignment(s): None
- Group work: Will assign today



## Best alternative?



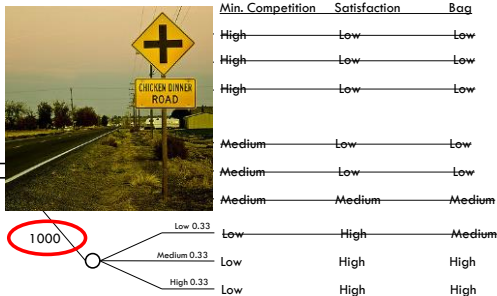
Well that depends  
Rain or Shine?

## Alternatives

1. Stock 300 Trout
2. Stock 500 Trout
3. Stock 1000 Trout



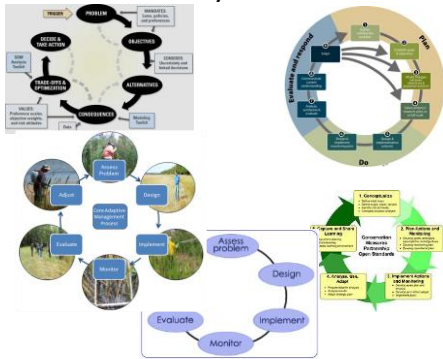
## What is the best decision?



## What if some information is known about return to creel?



## Folksy to Formal



## ProOACT



## Class objectives

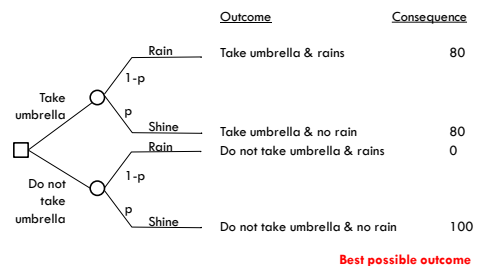
1. Further understanding of decision trees incorporating uncertainty
2. Expected value
3. Risk profiles
4. Dealing with multiple objectives
5. Curse of dimensionality

## Simple decision tree

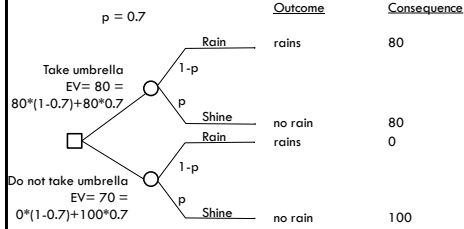
Should I take an umbrella?

- Decision alternatives
  - Take umbrella, Do not take umbrella
- Uncertainty: Will it rain ( $1-p$ ) or not ( $p$ )

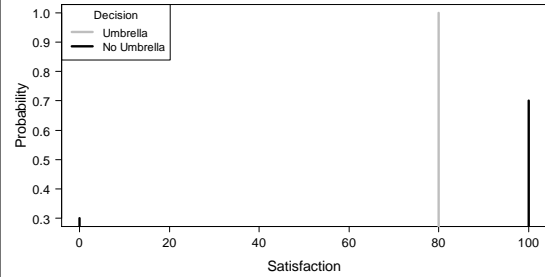
## Umbrella decision



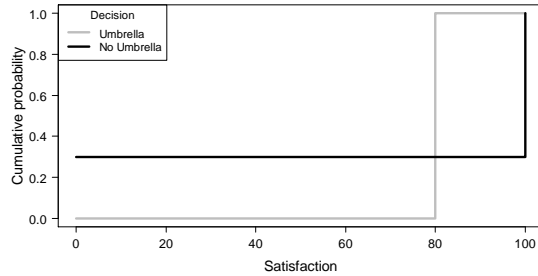
## Umbrella decision: Expected value (EV)



## Risk profile



## Cumulative Risk Profile



## A more complicated tree

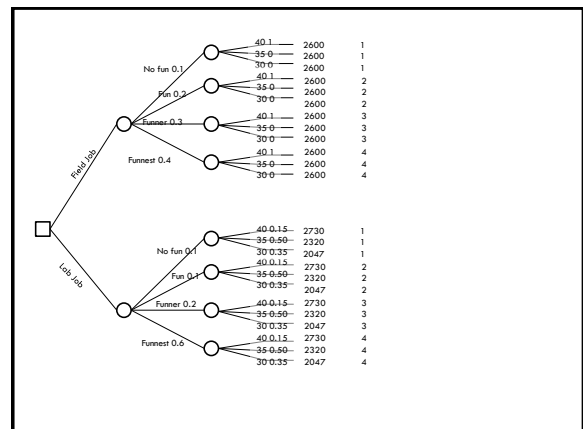
Which Summer internship offer should I take?

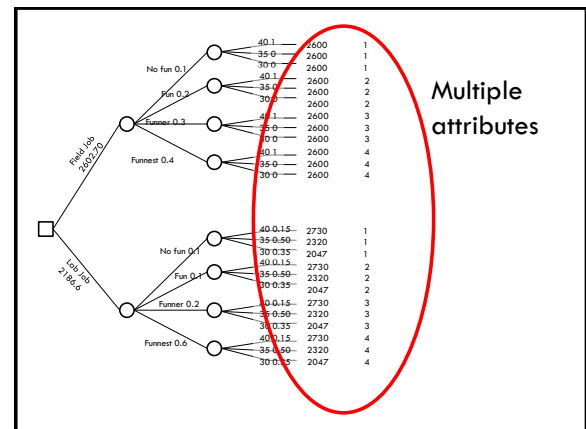
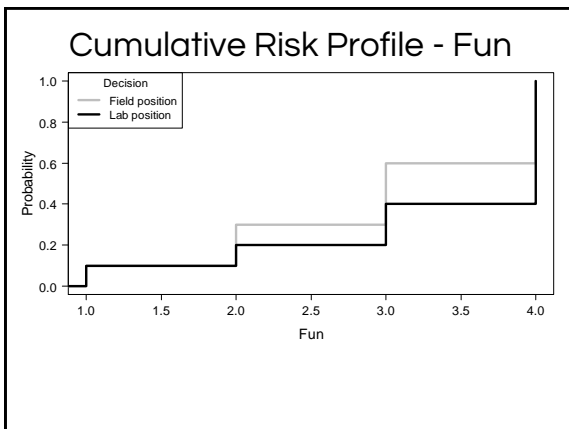
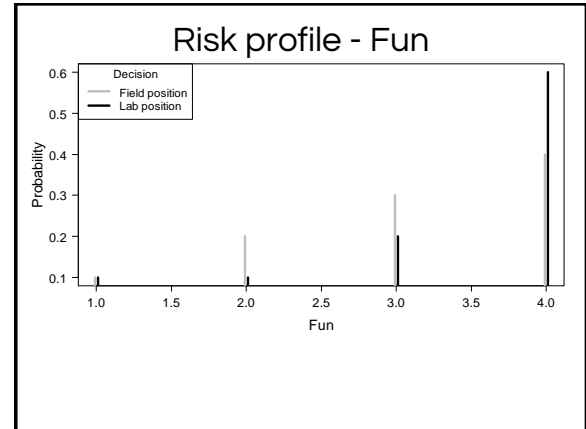
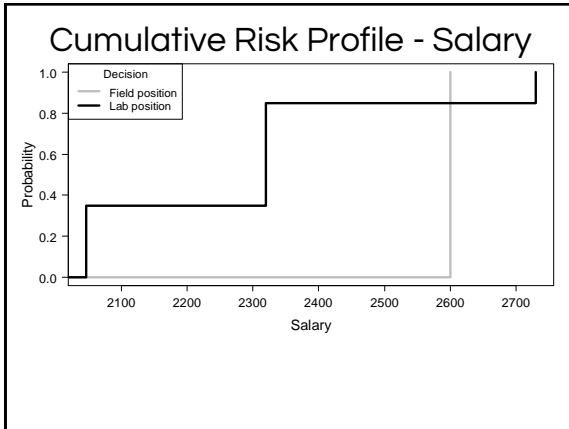
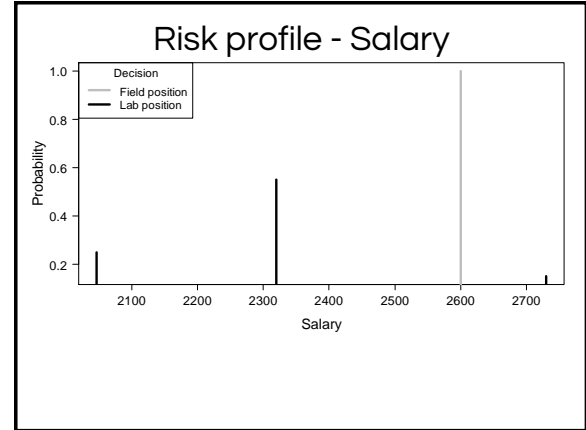
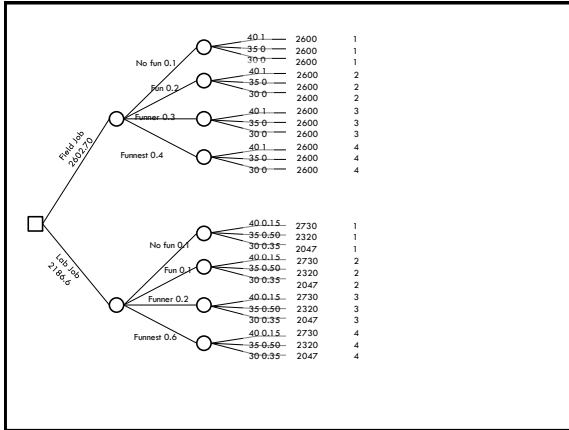
- Decision alternatives
  - field experience or lab experience
- Uncertainty
  - How many hours will I get to work
  - How fun will it be?

## Uncertainties

Decision	Fun level	Probability
Field Job	No fun	0.1
	Fun	0.2
	Funner	0.3
	Funnest	0.4
Lab Job	No fun	0.1
	Fun	0.1
	Funner	0.2
	Funnest	0.6

Decision	Hours/Wk	Probability
Field Job	30	0
	35	0
	40	1
Lab Job	30	0.35
	35	0.50
	40	0.15



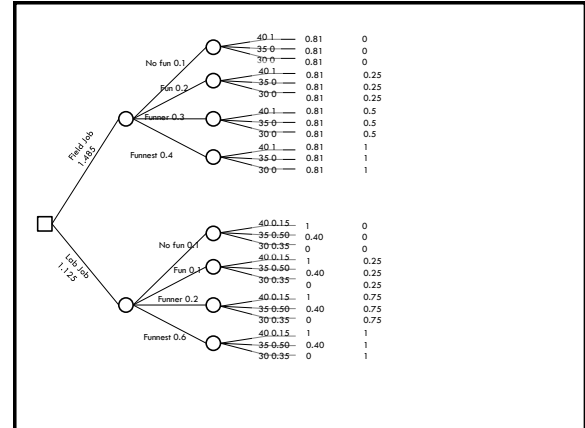


## Proportional scoring

$$Utility = \frac{Value - \min(Value)}{\max(Value) - \min(Value)}$$

$$Utility = \frac{2600 - 2047}{2730 - 2047}$$

$$Utility = 0.81$$



## More uncertainty

- Effects on populations?
- Habitat?



## Timber harvest?



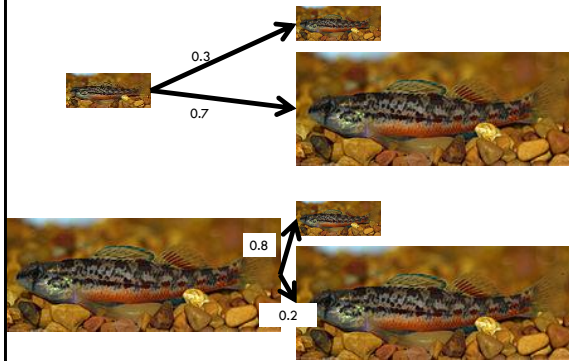
## Uncertainty-Stream condition



## Current Fish Population Size



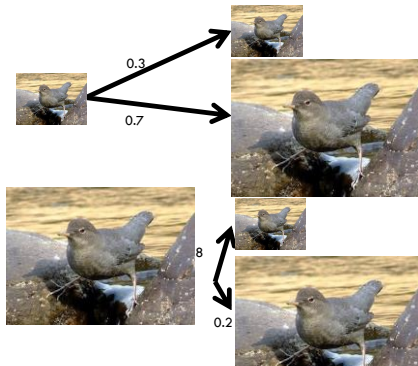
### Future Population Size



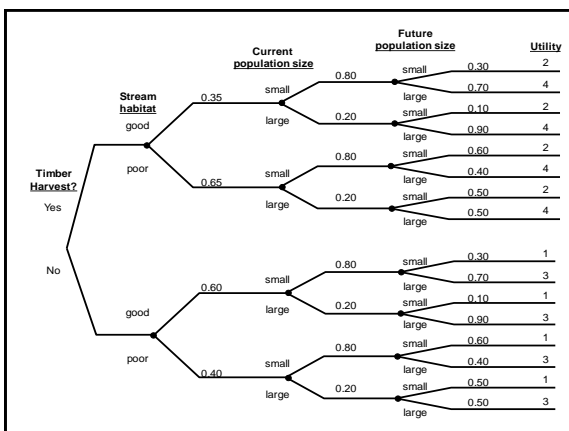
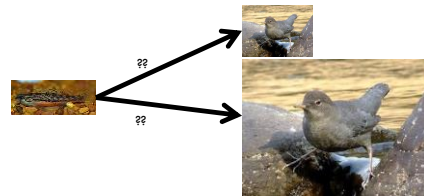
### Consequences

Decision	Future population	Utility
Harvest	Small	2
	Large	4
No harvest	Small	1
	Large	3

### Future Population Size



### Future Population Size

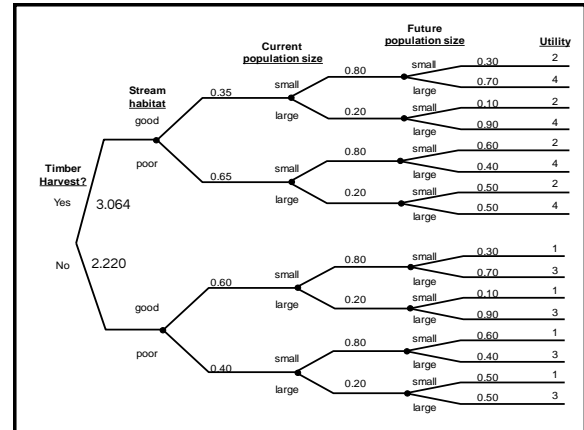


### Harvest

Stream habitat	Population size		Tree branch product
	Current	Future	
good	small	small	$0.35 \cdot 0.80 \cdot 0.30 \cdot 2$
good	small	large	$0.35 \cdot 0.80 \cdot 0.70 \cdot 4$
good	large	small	$0.35 \cdot 0.20 \cdot 0.10 \cdot 2$
good	large	large	$0.35 \cdot 0.20 \cdot 0.90 \cdot 4$
poor	small	small	$0.65 \cdot 0.80 \cdot 0.60 \cdot 2$
poor	small	large	$0.65 \cdot 0.80 \cdot 0.40 \cdot 4$
poor	large	small	$0.65 \cdot 0.20 \cdot 0.50 \cdot 2$
poor	large	large	$0.65 \cdot 0.20 \cdot 0.50 \cdot 4$
		sum	3.064

**No Harvest**

Stream habitat	Population size		Tree branch product
	Current	Future	
good	small	small	$0.6 \cdot 0.8 \cdot 0.3 \cdot 1$
good	small	large	$0.6 \cdot 0.8 \cdot 0.7 \cdot 3$
good	large	small	$0.6 \cdot 0.2 \cdot 0.1 \cdot 1$
good	large	large	$0.6 \cdot 0.2 \cdot 0.9 \cdot 3$
poor	small	small	$0.4 \cdot 0.8 \cdot 0.6 \cdot 1$
poor	small	large	$0.4 \cdot 0.8 \cdot 0.4 \cdot 3$
poor	large	small	$0.4 \cdot 0.2 \cdot 0.5 \cdot 1$
poor	large	large	$0.4 \cdot 0.2 \cdot 0.5 \cdot 3$
	sum		2.220



### In class exercise



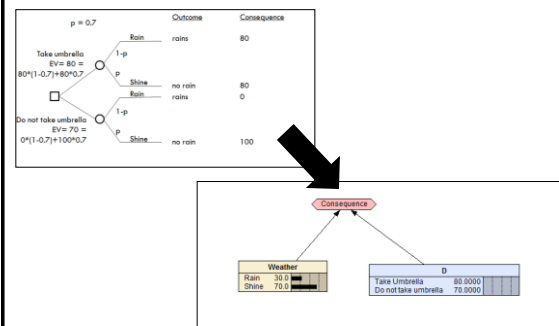
### The Curse of Dimensionality



### Discretization

- Take values and condense to fewer bins
  - 0 to 0.1, 0.11 to 0.2, 0.21 to 0.3, ... 0.91 to 1  
10 bins
  - 0 to 0.25, 0.251 to 0.5, 0.51 to 0.75, 0.751 to 1, 4 bins
  - 0 to 0.25, 0.251 to 0.5, 0.5+

### Introduction to Netica



### Group assignments

- Find group
- Discuss potential final project ideas