

# DEVELOPMENT OF A SIMULATED ENVIRONMENT FOR DECISION MAKING WITH AN AUTONOMOUS SYSTEM UNDER UNCERTAINTY

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# OVERVIEW

## ▶ Introduction

- ✓ Background
- ✓ Statement of the Problem
- ✓ Aims
- ✓ Framework (Decision Making/Judgment)

## ▶ Lens Model

- ✓ Lens Model Equation
- ✓ Hybrid Lens Model

# OVERVIEW (CONTINUED)

- ▶ Methodology
  - ✓ Computer-based Simulation Testbed
    - Structure of the Figure
    - Mechanism
- ▶ Future Work
- ▶ Questions & Answers



# INTRODUCTION

## BACKGROUND

### ▶ Problem

- ✓ Explosive detection has been an issue for military and law enforcement personnel
  - Lack of automation interaction
  - Human deciding independently
  - Leads to disastrous outcomes

### ▶ Purpose of the project

- ✓ Develop a simulated environment
  - Assist humans with interacting with autonomous systems in making decisions
  - Train humans to make decisions while in situations that contains pressure



# INTRODUCTION

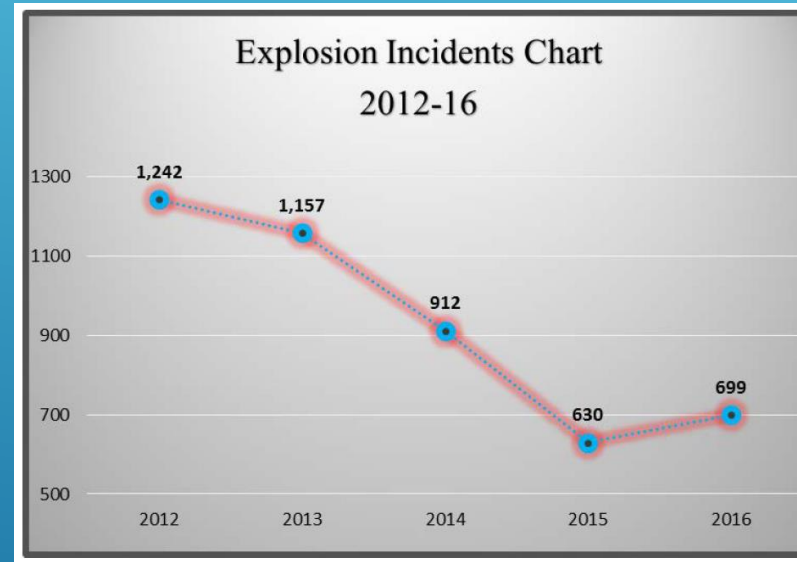
## BACKGROUND

- ▶ Computer-based simulations
  - ✓ Huge number of skilled individuals needed
  - ✓ Cost efficient due to ambiguity (personnel and computer time)
  - ✓ Simulations are conducted in real time with the use of:
    - Modeling
    - Executing
    - Animating
  - ✓ Quality, safety, and productivity of a task  
(UH, 2000)



# INTRODUCTION BACKGROUND

- ▶ Real Life Stories
  - ✓ United States Bomb Data Center (USBDC)



(ATF, 2016)

# INTRODUCTION BACKGROUND

- ✓ World Trade Center (New York City, September 11, 2001)
  - Most highly ranked event within the United States history
  - Report of 2,666 deaths
  - Possibly involved explosives on planes or buildings
- ✓ Virtual Interactive Combat Environment (VICE)
  - Train cognitive skills needed by:
    - Military
    - Homeland security
    - Law enforcement
  - Confronts and resolves issues within environments



# INTRODUCTION

## BACKGROUND

- ▶ Why are simulated environments needed by military, homeland security, and law enforcement?
  - ✓ Prevent hazardous situations (i.e. detecting explosives)
  - ✓ Practice for both experienced and non-experienced individuals
  - ✓ Train the cognitive skills of personnel by:
    - Conducting and resolving potential as well as actual conflict
      - Urban
      - Suburban
      - Rural



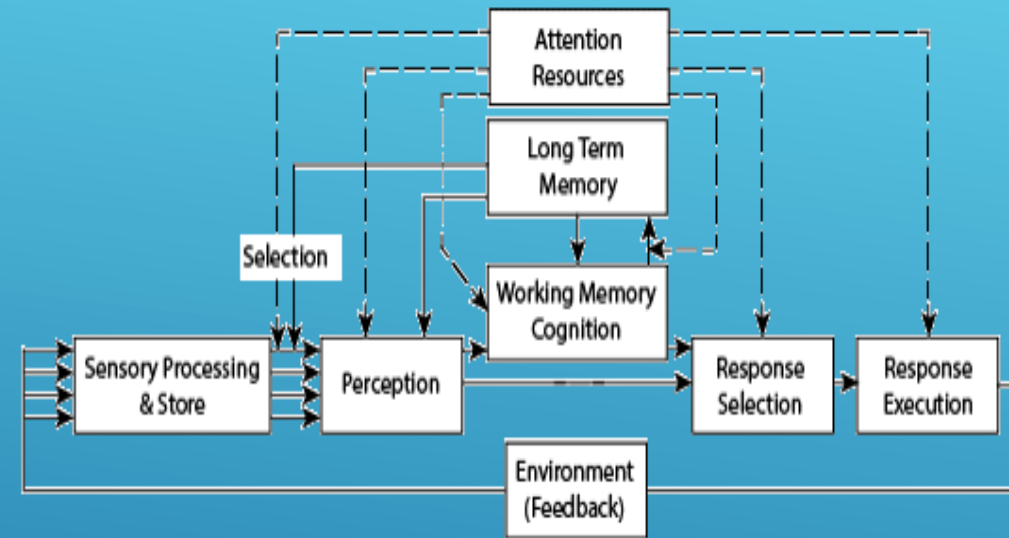


# INTRODUCTION

## BACKGROUND

### ► Complexity of a Human

- ✓ Performance of an individual
- ✓ Four major areas of human information processing:
  - Mental Workload
  - Situation Awareness (Perception/ Working Memory)
  - Complacency (Decision Making)
  - Skill Degradation (Response Selection) (Parasuraman et al., 2000)

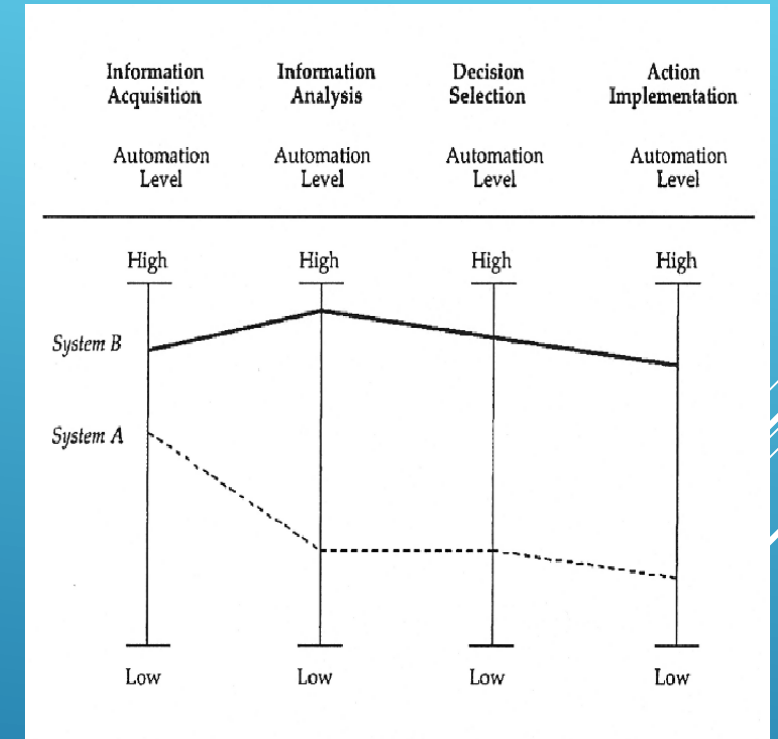


Human information processing (Wickens, 1992)

# INTRODUCTION BACKGROUND

## ► Automation

- ✓ Automatically operate an apparatus, a process, or a system
- ✓ Takes the place of human labor
- ✓ Ability to act alone or work with a human  
(Merriam-Webster Dictionary, 2017)
- ✓ Four Levels and Stages (Parasuraman et al., 2000)



# INTRODUCTION

## STATEMENT OF THE PROBLEM

- ▶ Creation of a system (simulated environment)
- ▶ Benefits of the simulated environment
  - ✓ Enhancing users utilization
  - ✓ Enabling decisions to be made by a user
- ▶ Tools
  - ✓ Software
    - Visual Basic
    - Microsoft Excel



# INTRODUCTION

## PROJECT AIMS

- ▶ Develop a guideline that will be effective in implementing decision making for an autonomous system into an environment that is simulated.
- ▶ Develop a tool that will enhance, integrate, and innovate a systematic process that will enable users to make decisions that sufficient to safety.
- ▶ Establish an understanding of how the collaboration between the HO and ADA can lead to effective decision making in an environment that is uncertain.



# INTRODUCTION

## FRAMEWORK(DECISION MAKING/JUDGMENT)

- ▶ Become more introduced with the use of automation
- ▶ Process of making choices
  - ✓ Identification of decisions
  - ✓ Gathering information
  - ✓ Assessment of alternative resolutions
- ▶ Judgment focuses on the assessment of an environment



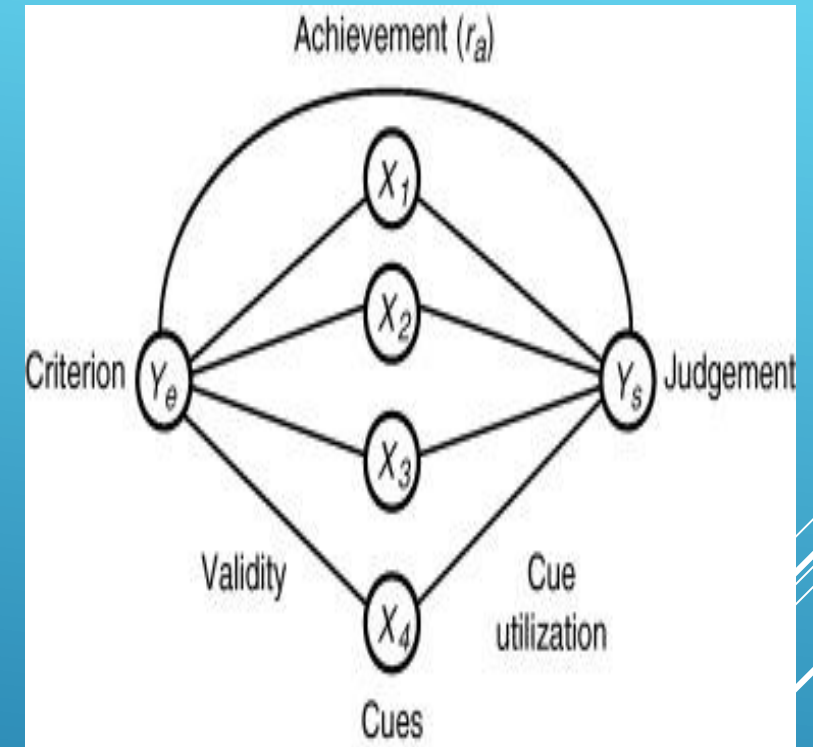
# INTRODUCTION

## FRAMEWORK (DECISION MAKING/JUDGMENT)

- ▶ Suitable decision making approach – Lens Model
  - ✓ Describes relationships between the environment and behavior of organisms within the environment
  - ✓ Use of ANOVA design
    - Correlation of components such as decisions made by users
    - Use Excel spreadsheet to keep track of data from simulation
    - Create scatterplots by showing the following:
      - Strength
      - Direction
      - Shape

# LENS MODEL

- ▶ Egon Brunswik's (1952)
  - ✓ Book – The Conceptual Framework of Psychology
  - ✓ Probabilistic Functionalism Theory (Perception)
  - ✓ Selection of environmental cues (Responding)
  - ✓ Validity of perceptions
  - ✓ Probabilistic beliefs versus certainty
- ▶ Kenneth Hammond (1955)
  - ✓ Social Judgments



# LENS MODEL

## LENS MODEL EQUATION

- ▶ Mathematical Approach
- ▶ Five Parameters
  - ✓  $r_a$  – Achievement
  - ✓  $R_s$  – Control
  - ✓  $R_e$  – Predictability
  - ✓  $G$  – Linear Knowledge
  - ✓  $C$  – Unmodeled Knowledge





# LENS MODEL

## LENS MODEL EQUATION

### ► Descriptions of the five parameters

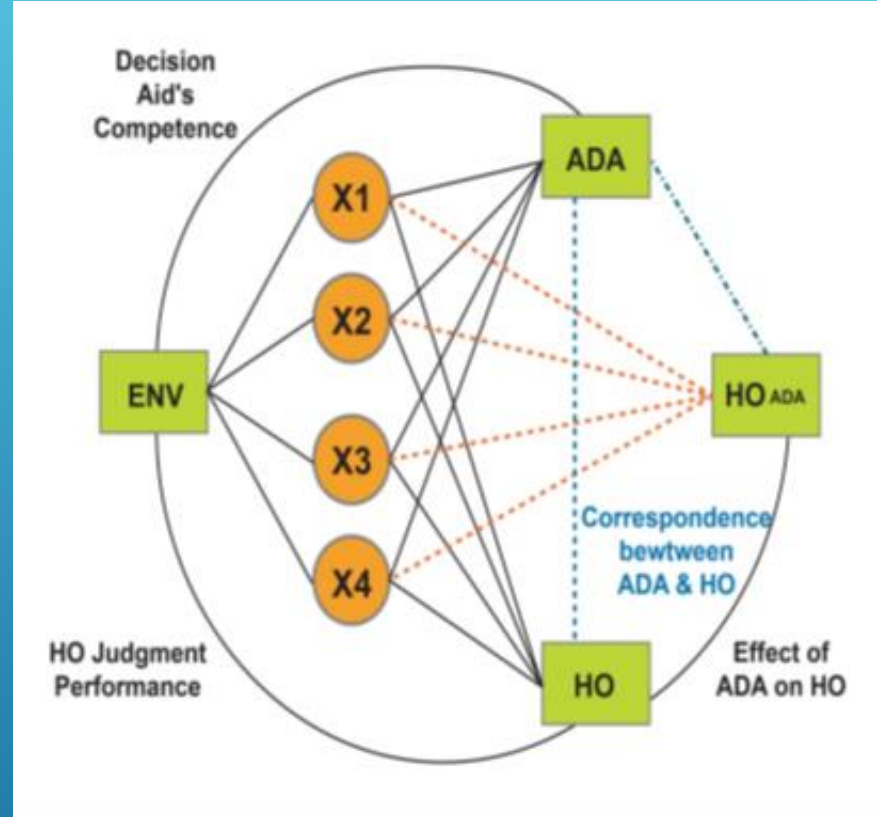
Table 1

*Description of LME Parameters*

Variables	Names	Meanings
$r_a$	Achievement	Correspondence between the human's judgment and the actual environmental state
$R_e$	Predictability	Reflects how well the prediction of the environment based on the state of the linear model
$R_s$	Control	Reflects how well the prediction of human's judgment in correspondence with the linear model
$G$	Linear Knowledge	Reflects how well the actual environment is captured based on model of the human
$C$	Unmodeled Knowledge	Reflects the differences that are similar between both the predicted and the actual of the human judgments and the values of the environment

# LENS MODEL

## HYBRID LENS MODEL (HLM)



# LENS MODEL

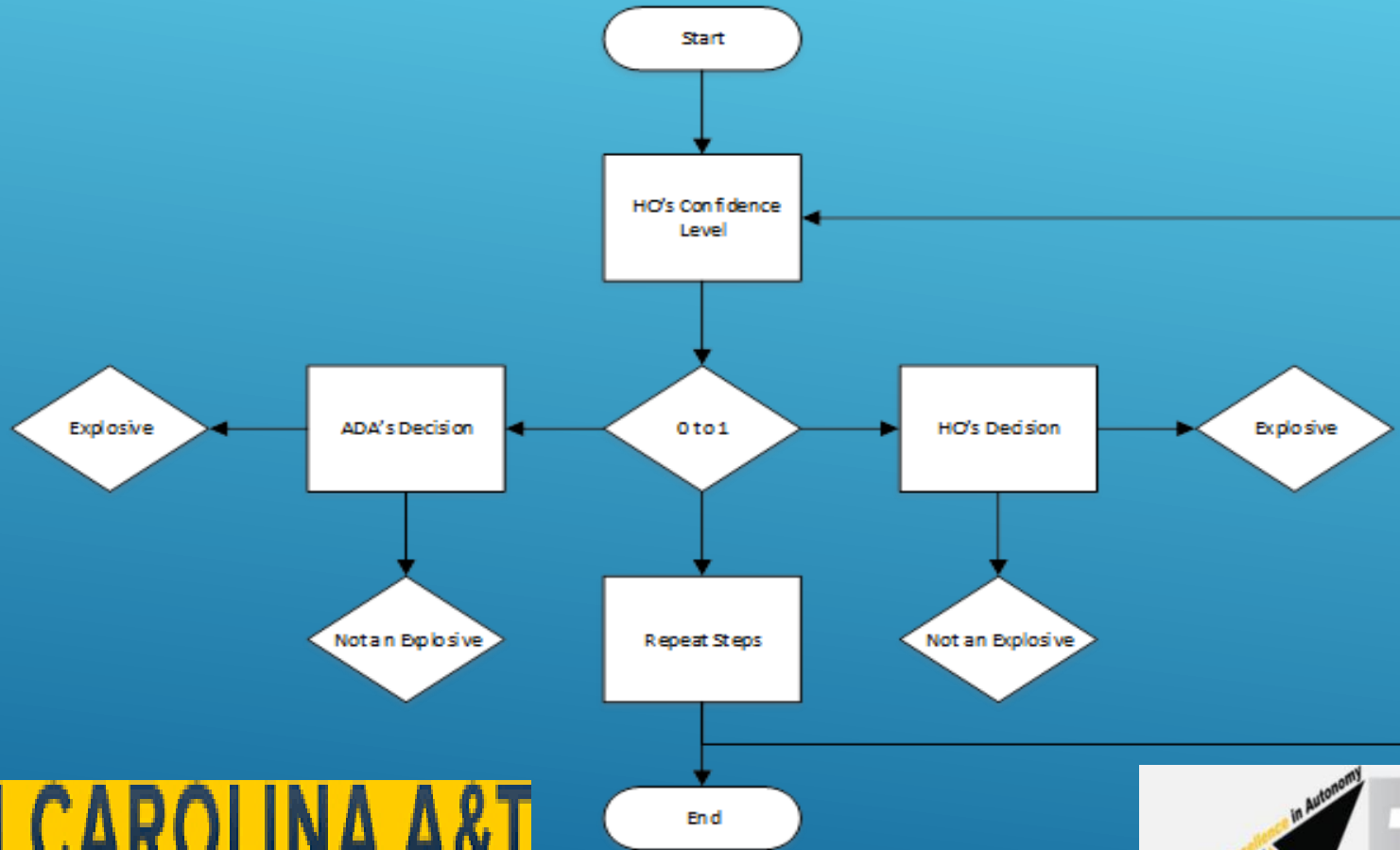
## HYBRID LENS MODEL (HLM)

Two categorical data sets (decision) and coding (E—1 and N—0)

Y <sub>1</sub>	Y <sub>2</sub>	Y <sub>1</sub> (coded)	Y <sub>2</sub> (coded)	
E	N	1	0	Not a Match
N	E	0	1	Not a Match
E	E	1	1	Match
E	E	1	1	Match
N	N	0	0	Match

# METHODOLOGY

## STRUCTURE OF THE FIGURE



# METHODOLOGY

## STRUCTURE OF THE FIGURE

- ▶ Four tabs
  - ✓ Start – Begins the simulation
    - Autonomous system moves to one of the top numbers randomly
    - User selects the random number
    - Four cues are displayed to the user
    - User inputs level of confidence from 0 to 1 (Twice)
    - ADA's decision is displayed to the user
    - User inputs decision (E or N)

# METHODOLOGY

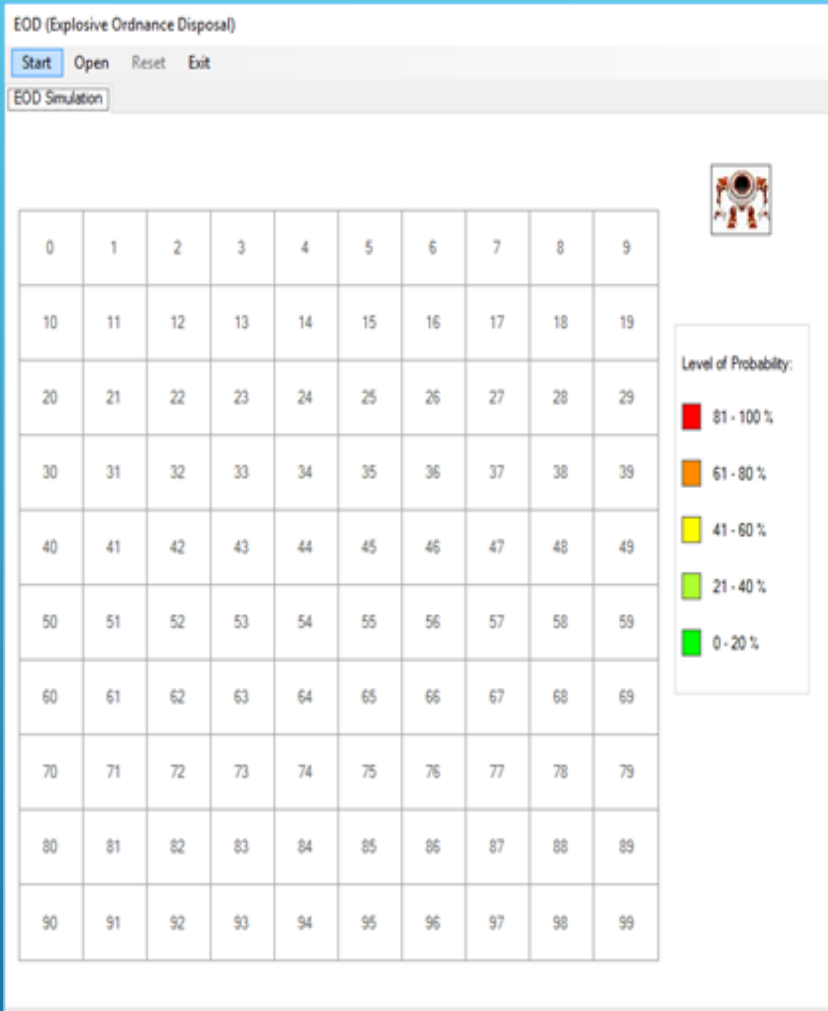
## STRUCTURE OF THE FIGURE

- ✓ Open – Allows the user to open the data file (Excel)
  - ✓ Reset – Gives the user the option to start the simulation over
  - ✓ Exit – Saves and closes the simulation
- ▶ Grid has 100 squares (10 rows and 10 columns)
  - ▶ Robot (Autonomous System)
  - ▶ Level of Probability (Compares the decisions between the users)
  - ▶ Shows a goal that should be accomplished by the user

EOD (Explosive Ordnance Disposal)

Start Open Reset Exit

EOD Simulation



The simulation interface features a 10x10 grid of cells, numbered 0 to 99. A legend titled "Level of Probability" defines five color-coded ranges: 81-100% (red), 61-80% (orange), 41-60% (yellow), 21-40% (light green), and 0-20% (dark green). A small robot icon is visible in the top right corner of the grid area.

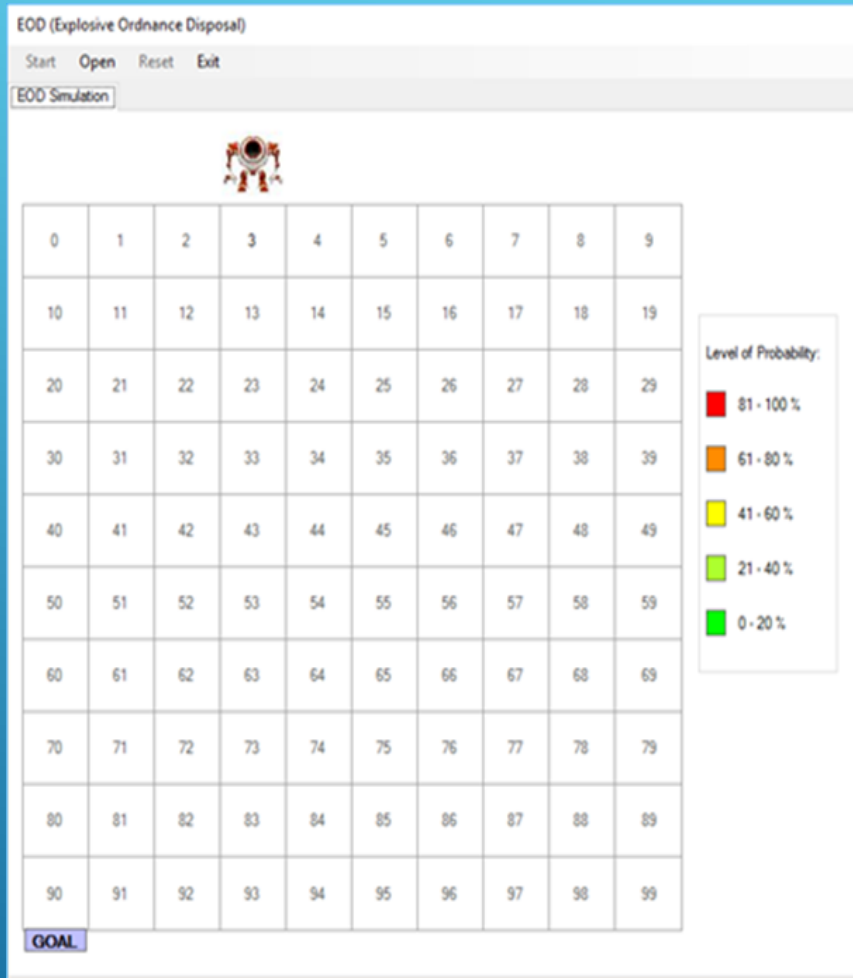
0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Level of Probability:

- 81 - 100 %
- 61 - 80 %
- 41 - 60 %
- 21 - 40 %
- 0 - 20 %

## SIMULATION (TEST-RUN 1)

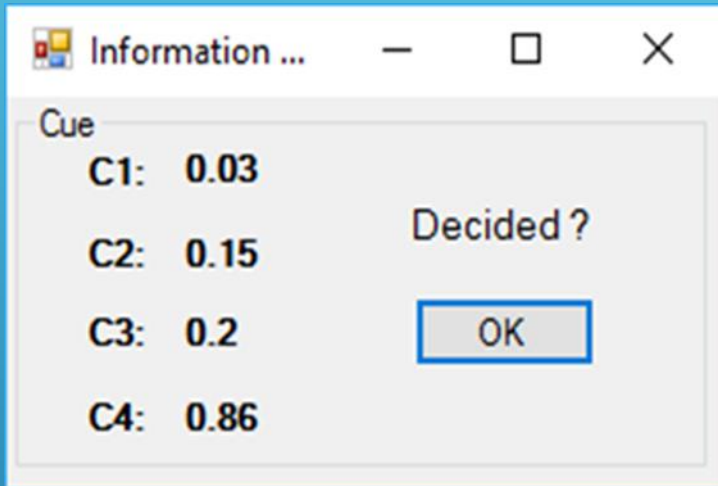
- User clicks the start button



## SIMULATION (TEST-RUN 1)

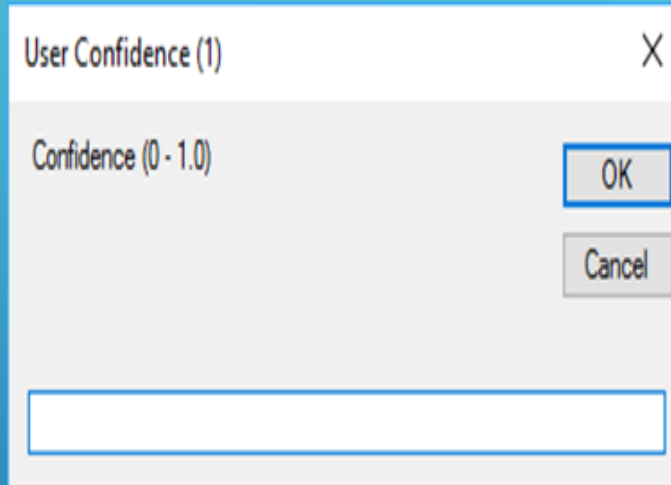
- Robot moves to a randomly generated number
- A goal is set based on a portion of the code within the Visual Studio program
- User is expected to choose the random number that the robot is located above





## SIMULATION (TEST-RUN 1)

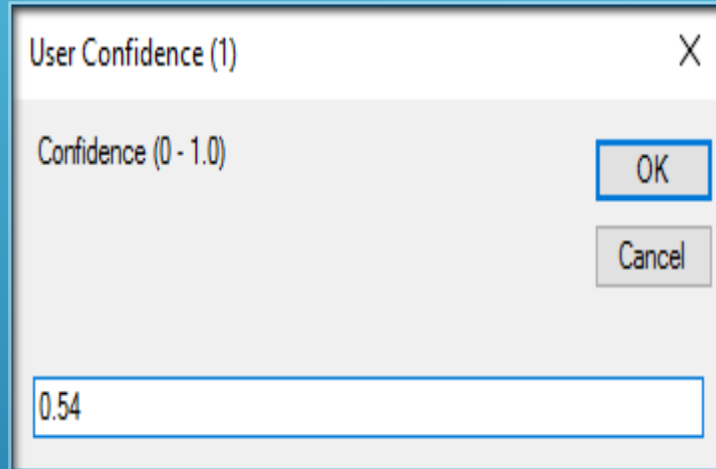
- Four cues are displayed to the user
- User takes as much time as needed to come to a decision
- Once a decision has been made, the user is expected to click the OK button



A screenshot of a Windows-style dialog box titled "User Confidence (1)". The dialog has a close button (X) in the top right corner. Below the title bar, the text "Confidence (0 - 1.0)" is displayed. To the right of this text are two buttons: "OK" and "Cancel". Below the text and buttons is a large, empty rectangular input field.

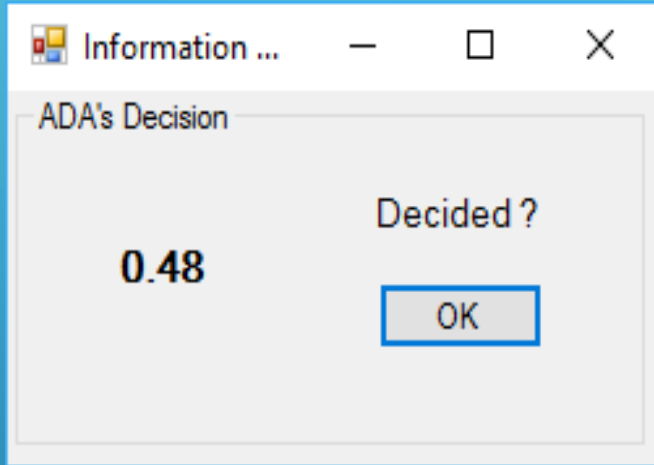
## SIMULATION (TEST-RUN 1)

- User decision should be based on a confidence level between 0 to 1
- User chooses a level of confidence
- First confidence level input into the blank box below
- OK button should be clicked



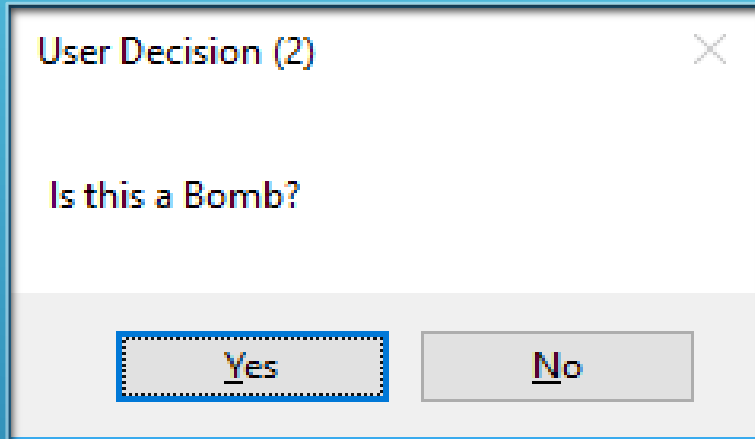
## SIMULATION (TEST-RUN 1)

- Example of the user inputting his/her first confidence level
- User chose a confidence level of 0.54
- The user clicks the OK button to continue the simulation



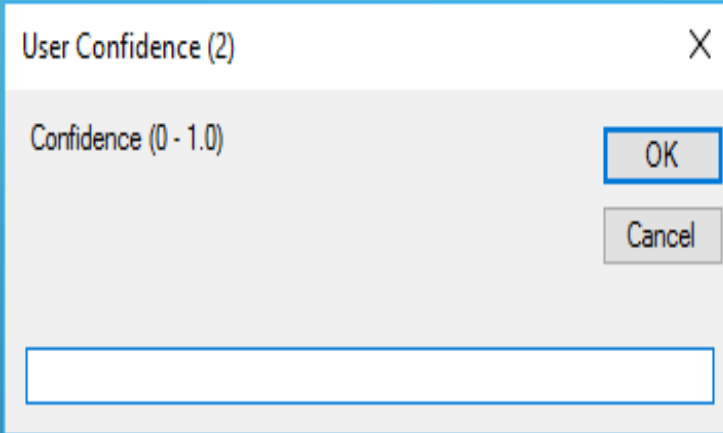
## SIMULATION (TEST-RUN 1)

- Decision of an autonomous system is revealed to the user
- User compares his/her confidence level with the autonomous decision aid's decision
- User makes a second decision



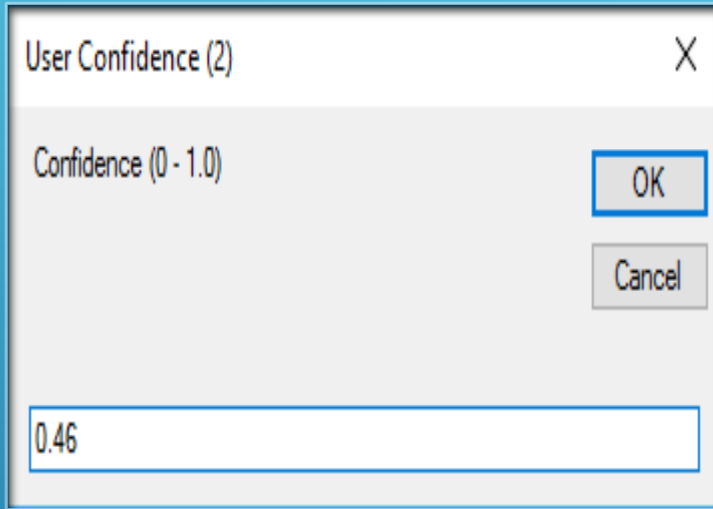
## SIMULATION (TEST-RUN 1)

- User contemplates whether or not there is an explosive based on the ADA's decision
- One of two choices are provided to the user:
  - ✓ Yes
  - ✓ No



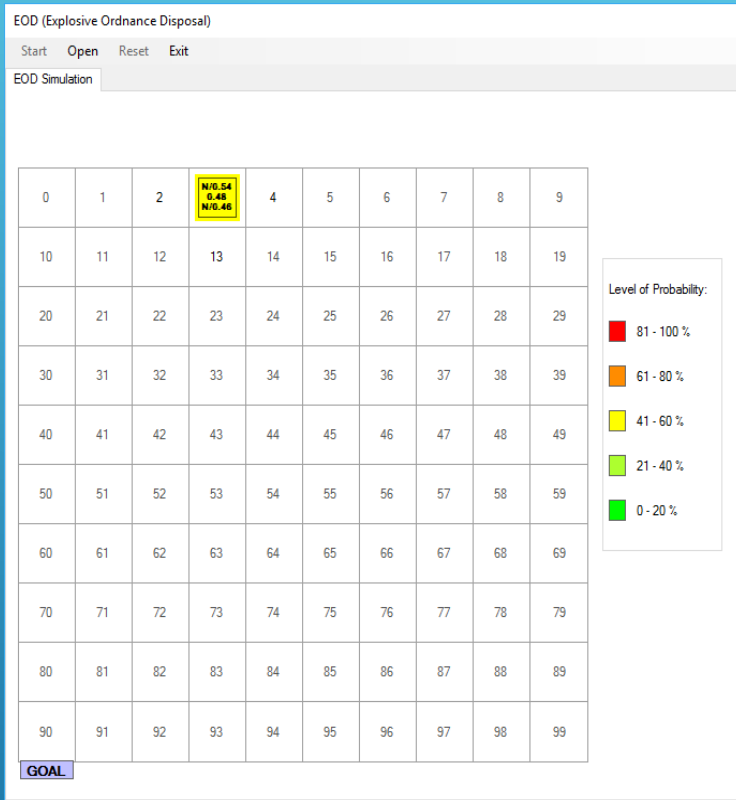
## SIMULATION (TEST-RUN 1)

- Same confidence level scale used from 0 to 1
- User chooses a second level of confidence
- Second confidence level inserted in to
- User clicks the OK button



## SIMULATION (TEST-RUN 1)

- Example of the user inserting his/her second confidence level
- A confidence level of 0.46 was chosen by the user
- The OK button is to be clicked so that the simulation continues



## SIMULATION (TEST-RUN 1)

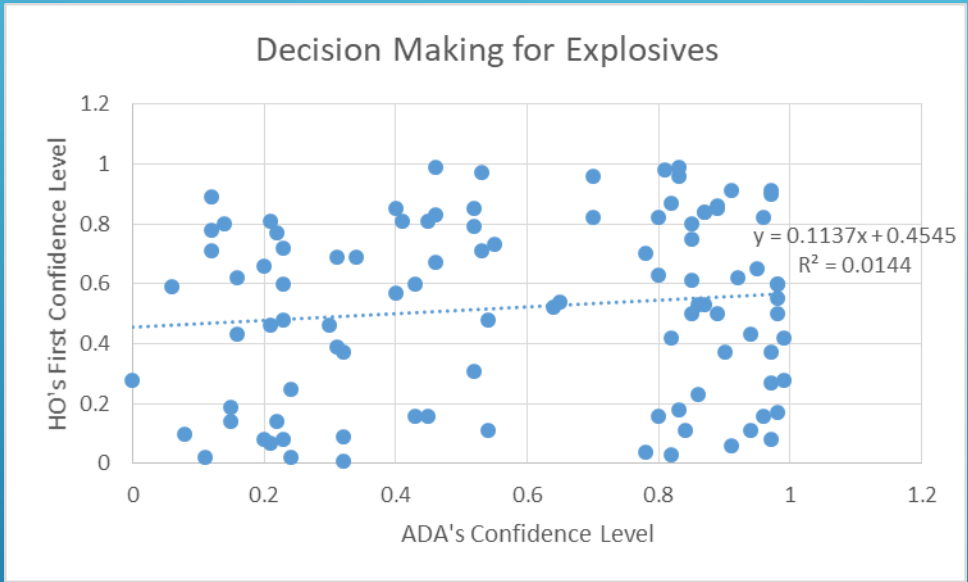
- After clicking the OK button, the first random number will display:
  - ✓ First decision
  - ✓ First confidence
  - ✓ ADA's decision
  - ✓ Second decision
  - ✓ Second confidence
- Also, a color will be shown in regards of the level of probability based on the decisions made by both users





## SIMULATION (TEST-RUN 1)

- User can move below or either the left or right of the initial randomly generated number
- Robot moves above the done button once all of the grids have been filled
- User can either click done or exit to save the data as shown in the picture

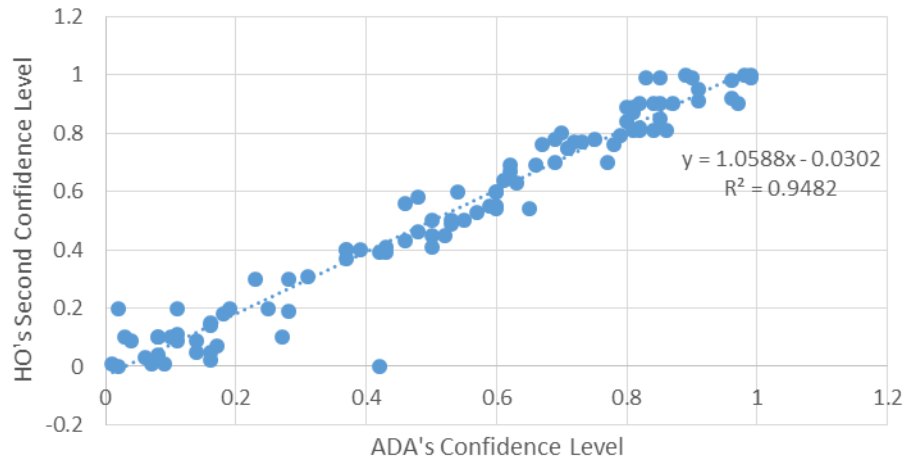


# SIMULATION (TEST-RUN 1)

- 100 points plotted
- Weak correlation
- No specific direction
- A few of the plotted points lie on the linear line

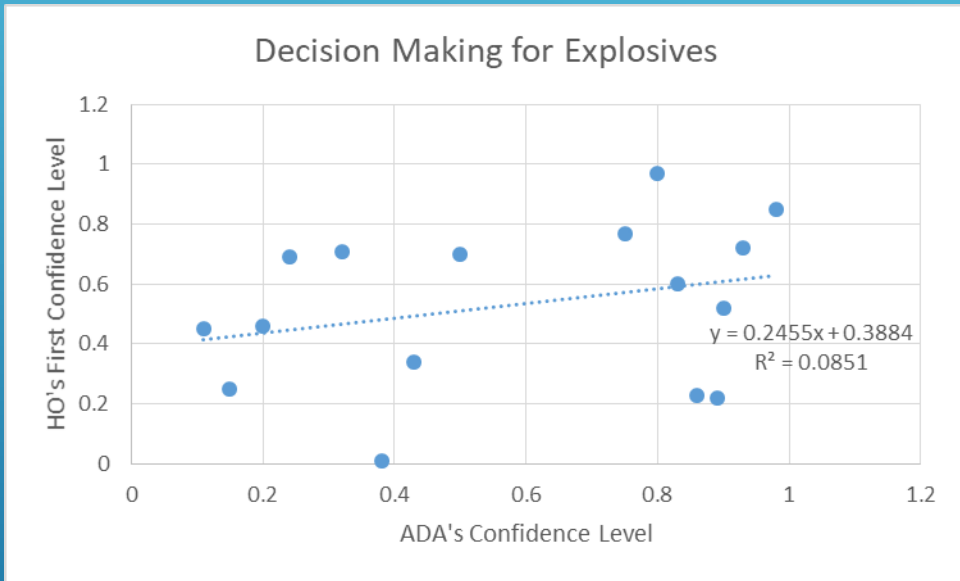


Decision Making for Explosives



## SIMULATION (TEST-RUN 1)

- Positive correlation
- Starts at a decreased state and increases
- Shows a strong positive correlation between both the HO and ADA



## SIMULATION (TEST-RUN 2)

- Weak correlation
- No specific direction
- 2 to 3 of the 16 points are semi-correlated



## SIMULATION (TEST-RUN 2)

- Positive correlation
- Starts at a decreased state and increases
- Shows a strong correlation between the HO and ADA



# FUTURE WORK

- ▶ Research information to create a useful and beneficial guideline to implement users
- ▶ Enhancing tools to effectively apply to the simulated environment
- ▶ Data from the simulated environment is expected to be run in the statistical analysis system (SAS) program
- ▶ Provide results to show whether or not there is a definite match between the environment and users

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# QUESTIONS, COMMENTS, AND/OR CONCERNS



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