

# Airborne Decision Making: Heuristics and Biases: should we be worried?

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# Three misconceptions about Heuristics

Heuristics are always a second best solution – one that you employ when you don't have enough time or skill to think through a problem completely

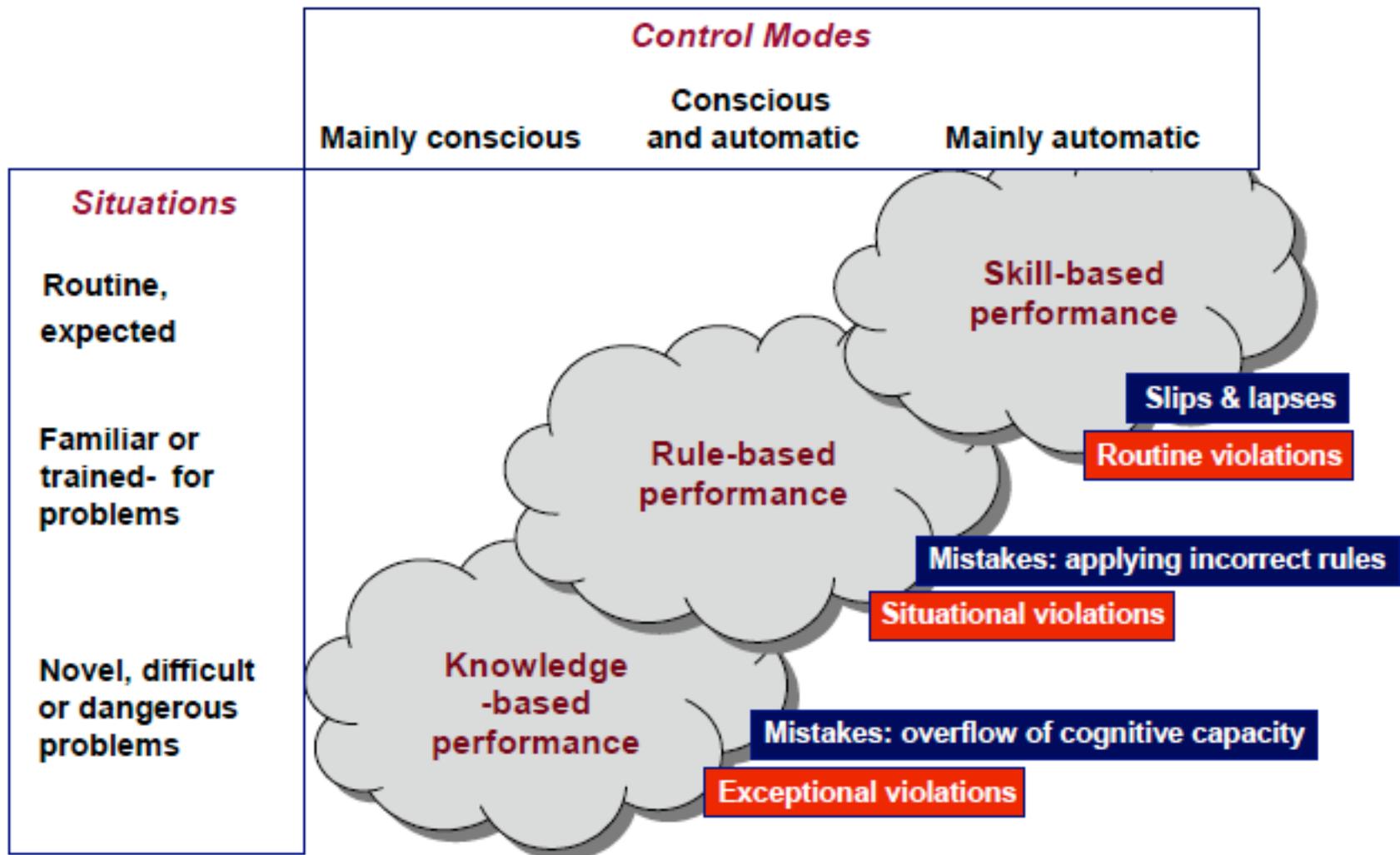
A quick and dirty way of problem solving that reflects that we have cognitive limitations; a view that prevails today in the form that we are cognitive misers;

More information, more computation and more time would always let us make better decisions.



**PERFORMANCE = f (POTENTIAL) – (INTERFERENCE)**





**Figure 2**

*Performance Levels and Main Error and Violation Types  
(adapted from Rasmussen and Reason)*

# DECISION PROCESS



Influenced by:

- Ambiguity
- Understanding Risk
- Goal Conflicts
- Pressures

## Choosing a Course of Action

Inadequate Response – from a Rule-Based ‘Error’ (i.e. not retrieved from memory & applied due to:  
- not known, or  
- some contextual factor mitigated against it).

Inadequate Response – from a Choice-Based ‘Error’ (i.e. not retrieved from memory – or only one option retrieved when others are available and should be considered).

Inadequate Response – failure to come up with a workable Creative solution

## Situational Awareness

Error Types

Misinterpret cues  
Misdiagnose cues  
Ignore cues

Risk Levels miss assessed

Time issues miss assessed

Modified from: Orasanu, J. & Martin, L. 1998. “Errors in Aviation Decision Making: A Factor in Accidents and Incidents”.



## Courses of Action

**Rule Based:** single prescribed action to take in response to a particular condition or situation

**Choice Based:** multiple options with legitimate trade-offs. Choices depend on prevailing goals and constraints

**Creative:** no suitable options are readily available and the decision maker must invent one to meet the demands of the situation.



# AVIATION RESEARCH LABORATORY

INSTITUTE OF AVIATION  
UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

FINAL TECHNICAL REPORT

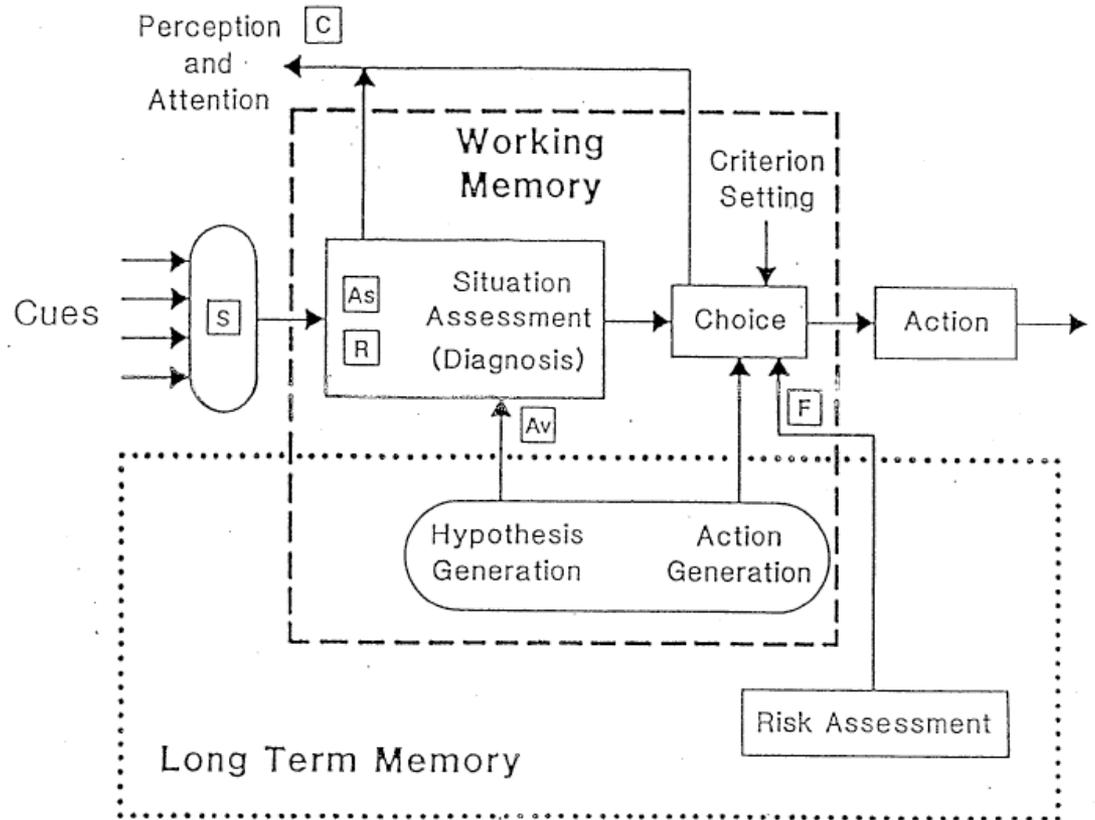


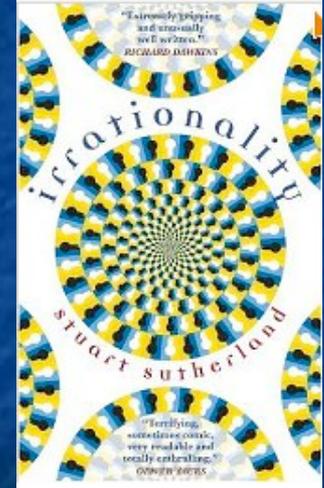
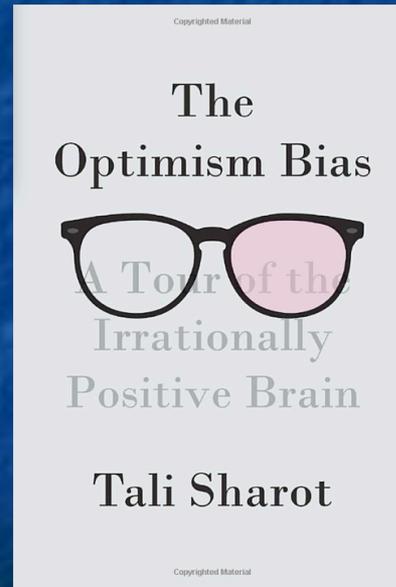
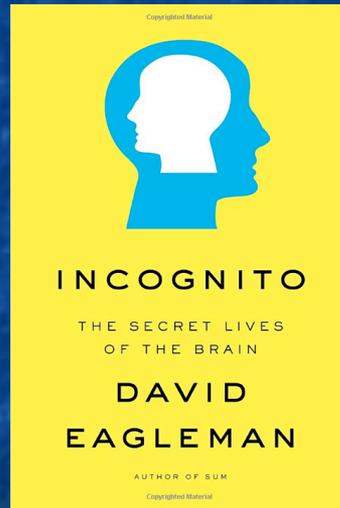
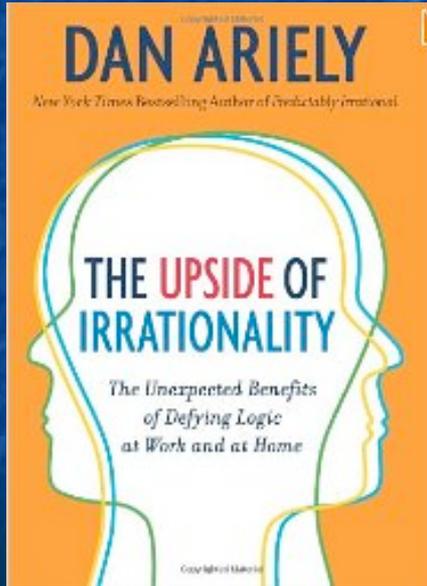
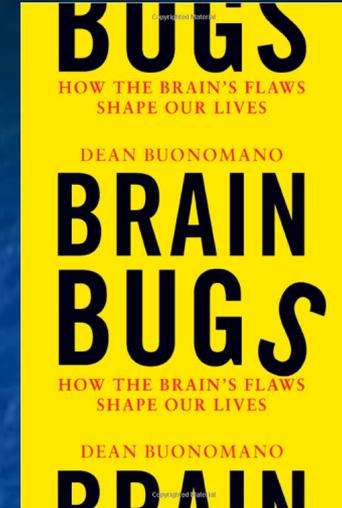
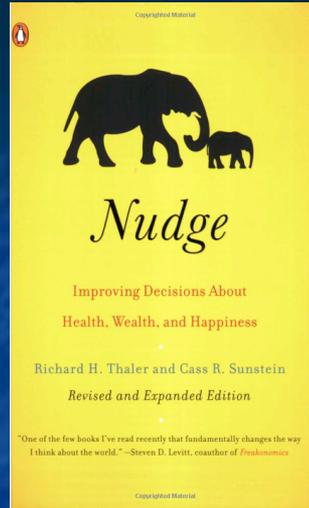
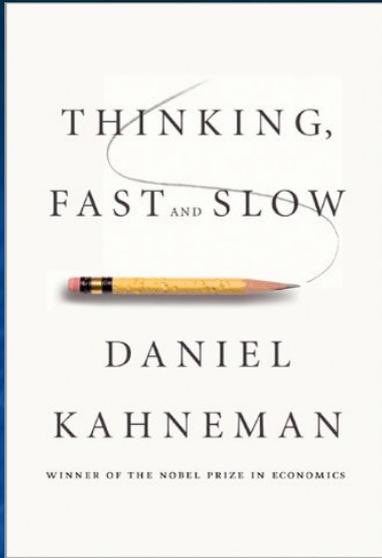
## COMPONENTIAL ANALYSIS OF PILOT DECISION MAKING

Christopher D. Wickens, Alan Stokes, Barbara Barnett,  
and Tom Davis, Jr.

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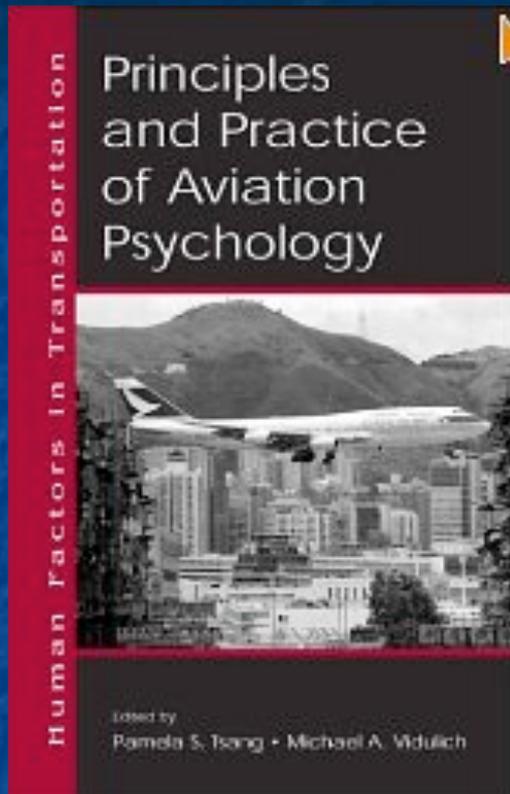




# Judgment under uncertainty: Heuristics and biases

Edited by  
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David O' Hare' s Decision Making Analogies

- \* Pilot as Faulty Computer
- \* Pilot as Rational Computer
- \* Pilot as an Enquiring Expert
- \* Pilot as Character Defective



The seduction of pseudo explanations.

Moliere's parody of the Aristotelian doctrine of substantial forms: Why does opium make you sleepy?

Because of its dormative properties.



“Models of heuristic cognition focus on situations in which people need to act fast, the probabilities or utilities are unknown, and multiple goals and ill-defined problems prevent logic or probability theory from finding the optimal solution.”





A glove and ball cost \$1.10 in total. The glove costs \$1 more than the ball. How much does the ball cost?



Jack  
(Married)



George  
Unmarried



Anne



Question:  
Is a married person looking at  
an unmarried person?  
a)Yes  
b)No  
c)Cannot be determined



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# What Intelligence Tests Miss

the psychology of rational thought

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Frank and Ernest

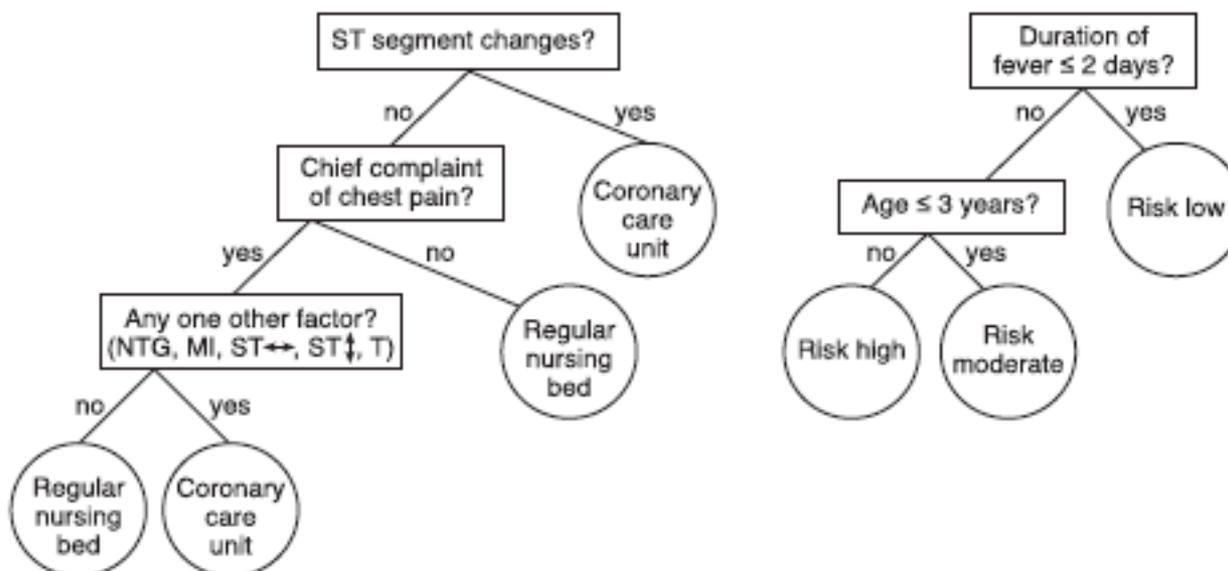




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## Why Heuristics Work



**Fig. 1.** Fast-and-frugal trees for coronary care unit allocation (left; based on Green & Mehr, 1997) and for macrolide prescription for children (right; based on Fischer et al. 2002). The former assists emergency unit physicians in deciding whether a patient with severe chest pain should be sent to the coronary care unit or a regular nursing bed; the latter assists pediatricians in diagnosing whether children are infected with *Mycoplasma pneumoniae* and should be treated with first-line antibiotic treatments (macrolides). A fast-and-frugal tree is a classification tree that has  $M + 1$  exits ( $M$  is the number of cues) and allows for a classification after each question (cue). In contrast, the number of end nodes of a complete tree ( $2^M$ ) increases exponentially, which makes complete trees computationally intractable for large numbers of cues.



Perfect replication (of past)

Unique situation

Need for perfect memory

No need for any memory

Where we need to know what is noise and what is valid information



# Anesthetists Problem Solving

2 were identified as Stalled. They couldn't find any pattern or choose a C of A; neither figured out the problem.

11 were identified as Fixated. They jumped to the obvious diagnosis and rarely considered other hypotheses; none of the 11 figured it out.

17 were identified as Open-minded (or diagnostic Vagabonds). They wouldn't commit to any diagnosis and treated all possibilities as tentative. They never engaged in a course of treatment that let them probe more deeply; none figured it out.

9 were identified as Adaptive Problem Solvers. Like the fixated they identified the most likely cause right off the bat. But when the treatment didn't work they turned to other diagnoses as launching pads for conducting tests and treatments. 7 of the 9 got there.

Randolph & Raemer (2004)

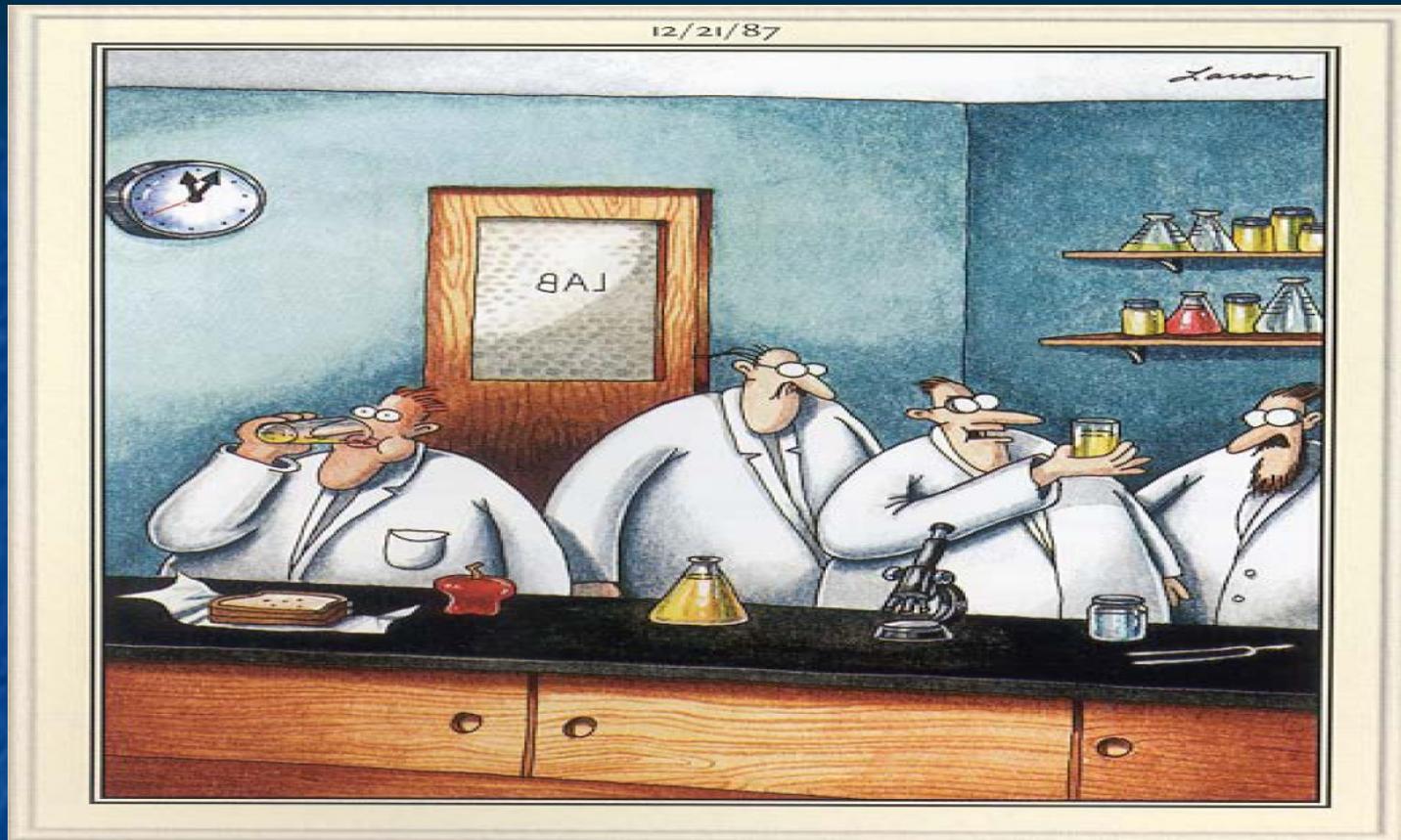




# When Crews Err: % of Errors by Phase of Flight

■ Pre-departure/taxi	26%
■ Take-off	20%
■ Cruise	6%
■ Descent/approach/landing	42%
■ Taxi in	6%





**"This tastes like lemonade; now where's my culture of amoebic dysentery?"**



# Model of SA

