

DECISIONMAKING FOR COMPLEX ADAPTIVE SYSTEMS

PAUL K. DAVIS

RAND AND PARDEE RAND GRADUATE SCHOOL

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Tenets

- * *Most* policy analysis deals with social systems
- * Social systems are *usually* complex adaptive systems
- * *Most* social challenges involve *wicked problems* and *deep uncertainty*
- * Implications for analysis and management are profound

Topics for Change: Worldview

Topic	Now	CAS-Informed
Context	Simple, complicated, well behaved partial systems	Systems, which are complex, adaptive, and ill-behaved
Problem	Well-posed solvable problems	Ill-defined, not solvable, wicked problems Solutions <i>may</i> emerge, or may not
Objectives	Known values, utilities, objectives	Unknown, changing values, objectives, and nonlinear utilities
Knowledge	Reasonable best estimates; some uncertainties. Basis for finding optimal solutions,	Deep uncertainty everywhere; no meaningful best estimate. Models, not just parameters, are suspect. Solutions should be flexible, adaptive, and robust. Optimization is anathema
Decisions	Once-and-for-all decisions	Repeated decisions as reality evolves
Locus	Top-down, confident actions	Top-down, bottom-up, sideways, networked; humble and adaptive

Basis for Reasoning and Inference; analytic style

Topic	Current	Future
Basis for inference	Data, correlation	Causal theory, informed by data
Types of theory	Simple, fragmented mini theories	Integrative, coherent with contextual distinctions but uncertainty-sensitive
Ethic	A statistician's parsimony	Einstein's parsimony
Uncertainty	On margin as add-on	From outset with broad exploration
Option comparison	Cost-effectiveness (CE)	Multicriteria scoreboards, net effectiveness by perspective (normal CE is badly wrong)

Character of Models and Model-Based Analysis

Topic	Current	Future
Type	Statistical	Diverse:causal models, games, ... and empirical methods
Purpose	Explain and predict data in statistical sense (for stable systems)	Describe, explain in causal terms, post-dict, explore, predict when feasible
Ethic	Meaningful correlations (good R^2) with old and new data	Causal explanation and rough prediction even as system and circumstances change
Focus of outcomes	Expected value	Distributional effects, multiple criteria; balance

Final Observations

- Qualitative models may be sound (right factors), but uncertainty sensitive
- Beware of fake rigor
- See games and ABMs as laboratories to inform system dynamics
- Enhance system dynamics to include decision models
- Design for exploratory analysis under deep uncertainty in both models and parameters.
 - Multi-resolution for synoptic first, then selective zoom
 - Routinely report “parametrically” and by “perspective” (beyond what analysis)
 - Use theory-informed exploration to discover phases and tipping points (sharpening “context”)
 - Identify system states that do or do not allow influence with reasonable control
- **Predictions are almost certainly wrong but familiarity with relationships and illustrative dynamics helps actual decision making**

References

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