

... Teoria Deciziilor

- *Metode multicriteriale de analiză a deciziilor*

...

- *Metoda ELECTRE*

...

ELECTRE methods

ELECTRE is a family of multi-criteria decision analysis methods that originated in Europe in the mid-1960s. The acronym ELECTRE stands for: ELimination Et Choix Traduisant la REalité (ELimination and Choice Expressing REality).

The method was first proposed by Bernard Roy and his colleagues at SEMA consultancy company. A team at SEMA was working on the concrete, multiple criteria, real-world problem of how firms could decide on new activities and had encountered problems using a weighted sum technique. Bernard Roy was called in as a consultant and the group devised the ELECTRE method. As it was first applied in 1965, the ELECTRE method was to choose the best action(s) from a given set of actions, but it was soon applied to three main problems: choosing, ranking and sorting. The method became more widely known when a paper by B. Roy appeared in a French operations research journal.[1] It evolved into ELECTRE I (*electre one*) and the evolutions have continued with ELECTRE II, ELECTRE III, ELECTRE IV, ELECTRE IS and ELECTRE TRI (*electre tree*), to mention a few.[2]

Bernard Roy is widely recognized as the father of the ELECTRE method, which was one of the earliest approaches in what is sometimes known as the French School of decision making. It is usually classified as an "outranking method" of decision making.

There are two main parts to an ELECTRE application: first, the construction of one or several outranking relations, which aims at comparing in a comprehensive way each pair of actions; second, an exploitation procedure that elaborates on the recommendations obtained in the first phase. The nature of the recommendation depends on the problem being addressed: choosing, ranking or sorting.

Criteria in ELECTRE methods have two distinct sets of parameters: the importance coefficients and the veto thresholds.

References

1. Roy, Bernard (1968). "Classement et choix en présence de points de vue multiples (la méthode ELECTRE)". *la Revue d'Informatique et de Recherche Opérationnelle (RIRO)* (8): 57–75.
2. Figueira, José; Salvatore Greco, Matthias Ehrgott (2005). *Multiple Criteria Decision Analysis: State of the Art Surveys*. New York,: Springer Science + Business Media, Inc.. ISBN ISBN 0-387-23081-5.
3. Multicriteria Decision Aid: the Outranking Approach (ppt)

Introduction to Decision Making Methods, János Fülöp

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<http://academic.evergreen.edu/projects/bdei/documents/decisionmakingmethods.pdf>

Outranking methods

The principal outranking methods assume data availability broadly similar to that required for the MAUT methods. That is, they require alternatives and criteria to be specified, and use the same data of the decision table, namely the a_{ij} s and w_i s.

Vincke (1992) provides an introduction to the best known outranking methods; see also Figueira et al. (2004) for state-of-art surveys. Here, the two most popular families of the outranking methods, the **ELECTRE** and the **PROMETHEE** methods will be briefly outlined.

<http://academic.evergreen.edu/projects/bdei/documents/decisionmakingmethods.pdf>

The ELECTRE methods

The simplest method of the ELECTRE family is ELECTRE I.

The ELECTRE methodology is based on the *concordance* and *discordance* indices. We start from the data of the decision matrix, and assume here that the sum of the weights of all criteria equals to 1. For an ordered pair of alternatives ($\mathbf{A}_j, \mathbf{A}_k$), the concordance index c_{jk} is the sum of all the weights for those criteria where the performance score of \mathbf{A}_j is least as high as that of \mathbf{A}_k , i.e.

$$c_{jk} = \sum_{i: a_{ij} \geq a_{ik}} w_i, \quad j, k = 1, \dots, n, \quad j \neq k.$$

Clearly, the concordance index lies between 0 and 1.

The computation of the discordance index d_{jk} is a bit more complicated:

$d_{jk}=0$ if $a_{ij} > a_{ik}$, $i=1, \dots, m$, i.e. the discordance index is zero if $\mathbf{A}j$ performs better than $\mathbf{A}k$ on all criteria. Otherwise,

$$d_{jk} = \max_{i=1, \dots, m} \frac{a_{ik} - a_{ij}}{\max_{j=1, \dots, n} a_{ij} - \min_{j=1, \dots, n} a_{ij}}, \quad j, k = 1, \dots, n, \quad j \neq k,$$

i.e. for each criterion where $\mathbf{A}k$ outperforms $\mathbf{A}j$, the ratio is calculated between the difference in performance level between $\mathbf{A}k$ and $\mathbf{A}j$ and the maximum difference in score on the criterion concerned between any pair of alternatives. The maximum of these ratios (which must lie between 0 and 1) is the discordance index.

A concordance threshold c^* and discordance threshold d^* are then defined such that $0 < d^* < c^* < 1$.

Then, $\mathbf{A}j$ outranks $\mathbf{A}k$ if the $c_{jk} > c^*$ and $d_{jk} < d^*$, (the concordance index is above and the discordance index is below its threshold, respectively).

This outranking defines a partial ranking on the set of alternatives. Consider the set of all alternatives that outrank at least one other alternative and are themselves not outranked. This set contains the promising alternatives for this decision problem. Interactively changing the level thresholds, we also can change the size of this set.

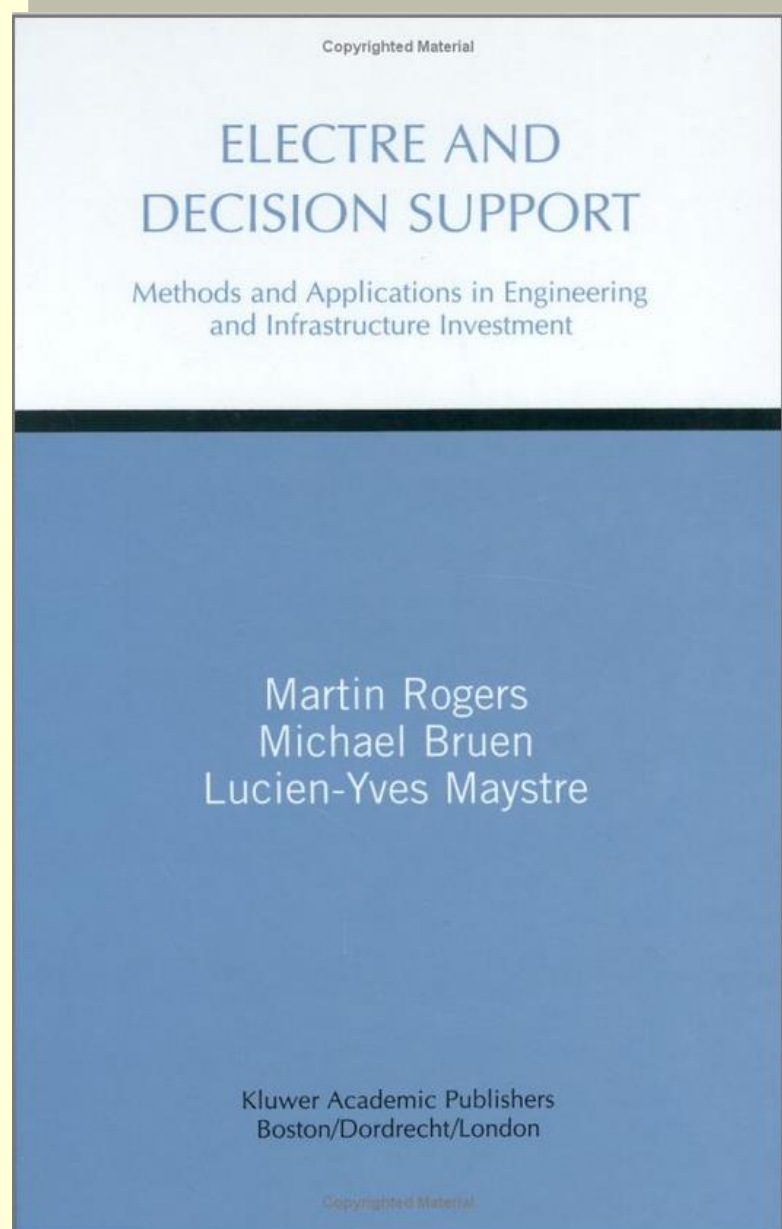
The ELECTRE I method is used to construct a partial ranking and choose a set of promising alternatives. ELECTRE II is used for ranking the alternatives. In ELECTRE III an outranking degree is established, representing an outranking creditability between two alternatives which makes this method more sophisticated (and, of course, more complicated and difficult to interpret).

See Figueira et al (2004) for more details and further members of the ELECTRE family.

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MULTIPLE CRITERIA DECISION ANALYSIS

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Chapter 4

ELECTRE METHODS

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Abstract Over the last three decades a large body of research in the field of ELECTRE family methods appeared. This research has been conducted by several researchers mainly in Europe. The purpose of this chapter is to present a survey of the ELECTRE methods since their first appearance in mid-sixties, when ELECTRE I was proposed by Bernard Roy and his colleagues at SEMA consultancy company. The chapter is organized in five sections. The first section presents a brief history of ELECTRE methods. The second section is devoted to the main features of ELECTRE methods. The third section describes the different ELECTRE methods existing in the literature according to the three main problematics: choosing, ranking and sorting. The fourth section presents the recent developments and future issues on ELECTRE methods. Finally, the fifth section is devoted to the software and applications. An extensive and up-to-date bibliography is also provided in the end of this chapter.

Keywords: Multiple criteria decision aiding, Outranking approaches, ELECTRE methods.



The PROMETHEE methods





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Strategies for Writing a Conclusion

Conclusions are often the most difficult part of an essay to write, and many writers feel that they have nothing left to say after having written the paper. A writer needs to keep in mind that the conclusion is often what a reader remembers best. Your conclusion should be the best part of your paper.

A conclusion should

- stress the importance of the thesis statement,
- give the essay a sense of completeness, and
- leave a final impression on the reader.

Suggestions

- **Answer the question "So What?"** Show your readers why this paper was important. Show them that your paper was meaningful and useful.
- **Synthesize, don't summarize**
 - Don't simply repeat things that were in your paper. They have read it. Show them how the points you made and the support and examples you used were not random, but fit together.
- **Redirect your readers**
 - Give your reader something to think about, perhaps a way to use your paper in the "real" world. If your introduction went from general to specific, make your conclusion go from specific to general. Think globally.
- **Create a new meaning**
 - You don't have to give new information to create a new meaning. By demonstrating how your ideas work together, you can create a new picture. Often the sum of the paper is worth more than its parts.

Strategies

- **Echoing the introduction:** Echoing your introduction can be a good strategy if it is meant to bring the reader full-circle. If you begin by describing a scenario, you can end with the same scenario as proof that your essay was helpful in creating a new understanding.

Example

Introduction

From the parking lot, I could see the towers of the castle of the Magic Kingdom standing stately against the blue sky. To the right, the tall peak of The Matterhorn rose even higher. From the left, I could hear the jungle sounds of Adventureland. As I entered the gate, Main Street stretched before me with its quaint shops evoking an old-fashioned small town so charming it could never have existed. I was entranced. Disneyland may have been built for children, but it brings out the child in adults.

Conclusion

I thought I would spend a few hours at Disneyland, but here I was at 1:00 A.M., closing time, leaving the front gates with the now dark towers of the Magic Kingdom behind me. I could see tired children, toddling along and struggling to keep their eyes open as best they could. Others slept in their parents' arms as we waited for the parking lot tram that would take us to our cars. My forty-year-old feet ached, and I felt a bit sad to think that in a couple of days I would be leaving California, my vacation over, to go back to my desk. But then I smiled to think that for at least a day I felt ten years old again.

- **Challenging the reader:** By issuing a challenge to your readers, you are helping them to redirect the information in the paper, and they may apply it to their own lives.

Example

Though serving on a jury is not only a civic responsibility but also an interesting experience, many people still view jury duty as a chore that interrupts their jobs and the routine of their daily lives. However, juries are part of America's attempt to be a free and just society. Thus, jury duty challenges us to be interested and responsible citizens.

- **Looking to the future:** Looking to the future can emphasize the importance of your paper or redirect the readers' thought process. It may help them apply the new information to their lives or see things more globally.

Example

Without well-qualified teachers, schools are little more than buildings and equipment. If higher-paying careers continue to attract the best and the brightest students, there will not only be a shortage of teachers, but the teachers available may not have the best qualifications. Our youth will suffer. And when youth suffers, the future suffers.

- **Posing questions:** Posing questions, either to your readers or in general, may help your readers gain a new perspective on the topic, which they may not have held before reading your conclusion. It may also bring your main ideas together to create a new meaning.

Example

Campaign advertisements should help us understand the candidate's qualifications and positions on the issues. Instead, most tell us what a boob or knave the opposing candidate is, or they present general images of the candidate as a family person or God-fearing American. Do such advertisements contribute to creating an informed electorate or a people who choose political leaders the same way they choose soft drinks and soap?

Metoda ELECTRE

Metoda ELECTRE (*EL*imination *Et* *Ch*oix *Traduisant* la *RE*alité), dezvoltată în Franța și aplicată în special în țările europene [Roy, 1968; Roy și Vanderpooten, 1996], se bazează pe **conceptul de surclasare** pentru eliminarea alternativelor care sunt într-un anumit sens "*dominate*". Noțiunea de "*dominanță*" în cadrul oferit de surclasare este o generalizare a dominanței clasice și folosește ponderi pentru a ierarhiza criteriile (unele dintre ele au influență mai mare decât altele asupra deciziei).

La fel ca și celelalte metode de analiză multicriterială, metoda ELECTRE are aceleași **etape**:

- specificarea alternativelor și criteriilor,
- evaluarea performanțelor în funcție de criterii și
- stabilirea ponderilor asociate criteriilor, care stabilesc importanța relativă a acestora.

Conceptul de *surclasare* a fost definit de Roy astfel: alternativa A_i *surclasează* alternativa A_k dacă, fiind date preferințele decidentului, calitatea evaluării alternativelor și contextul problemei, există suficiente argumente să se decidă că A_i **este cel puțin la fel de bună ca** A_k și nu există nici un motiv evident care să contrazică afirmația.

Pe baza acestei idei, au fost dezvoltate o serie de proceduri pentru concretizarea conceptului de *surclasare* ca modalitate de asistare a deciziilor multicriteriale.

In general este nevoie de **două etape**:

- a) specificarea unei modalități precise de *stabilire a existenței surclasării* între două alternative și
- b) combinarea evaluărilor de surclasare a alternativelor pentru *a le ierarhiza*.

Esența metodei ELECTRE constă în *identificarea relațiilor de dominanță*.

Ea determină o submulțime de alternative $E \subseteq A$ astfel încât orice alternativă $A_k \notin E$ este surclasată de cel puțin o alternativă $A_i \in E$.

Obiectivul este ca submulțimea E să aibă cât mai puține elemente, care vor reprezenta alternative candidat pentru decizia finală.

Pasul 1. Determinarea indicilor de concordanță și discordanță

Pentru determinarea gradului de concordanță și discordanță ale alternativelor se folosesc **indicii de concordanță și discordanță**. **Indicele de concordanță** c_{ik} se calculează pentru fiecare pereche de alternative (A_i, A_k) ca sumă a ponderilor acelor criterii de decizie C_j pentru care performanța alternativei A_i este mai mare decât performanța alternativei A_k . **Indicele de discordanță** d_{ik} se determină ca elementul maxim al mulțimii rapoartelor dintre diferența performanțelor alternativelor A_k și A_i și diferența maximă de performanță în raport cu fiecare dintre criteriile j pentru care performanța alternativei A_k este cel puțin egală performanței alternativei A_i :

$$c_{ik} = \sum_{\substack{j=1 \\ r_{ij} > r_{kj}}}^n p_j \quad d_{ik} = \max_{\substack{1 \leq j \leq n \\ r_{ij} \leq r_{kj}}} \left\{ \frac{r_{kj} - r_{ij}}{\max_{1 \leq l \leq m} r_{lj} - \min_{1 \leq l \leq m} r_{lj}} \right\} \quad (1 \leq i, k \leq m).$$

În acest fel, **indicele de discordanță** este 0 dacă performanța alternativei A_i este mai bună decât performanța alternativei A_k , respectiv un număr subunitar în caz contrar.

Indicii de concordanță c_{ik} și **discordanță** d_{ik} definesc **matricile de concordanță MC** și **discordanță MD**, matrici pătratice de ordinul $m =$ numărul de alternative decizionale.

Pasul 2. Combinarea indicilor de concordanță și discordanță

Pentru combinarea indicilor de concordanță și discordanță se introduce un prag (relativ mare) de concordanță c^* și un prag (relativ mic) de discordanță d^* .

Cu ajutorul acestora se poate defini concret conceptul de **surclasare**:

alternativa A_i **surclasează** alternativa A_k dacă $c_{ik} > c^*$ și $d_{ik} < d^*$.

Mulțimea E a **alternativelor promițătoare** este formată din acele alternative decizionale care surclasează cel puțin o altă alternativă și nu sunt la rândul lor surclasate.

Dacă mulțimea E conține **prea multe** elemente, ea se poate restrânge prin **majorarea pragului de concordanță și micșorarea pragului de discordanță**.

Dacă E este **prea mică** (de exemplu mulțimea vidă), atunci **se micșorează pragul de concordanță și se majorează pragul de discordanță**.

Exemplu: [Dodgson, 2000]

Alternative decizionale: $A = \{A_1, A_2, A_3, A_4, A_5, A_6, A_7, A_8, A_9, A_{10}\}$ ($m=10$),

Criterii de decizie: $C = \{C_1, C_2, C_3, C_4, C_5, C_6\}$ ($n=6$),

Ponderile asociate criteriilor: $P = \{0.25, 0.10, 0.15, 0.25, 0.05, 0.20\}$.

Matricea performanțelor:

Alternative decizionale	Criterii de decizie					
	$p_1 = 0.25$	$p_2 = 0.1$	$p_3 = 0.15$	$p_4 = 0.25$	$p_5 = 0.05$	$p_6 = 0.2$
	C_1	C_2	C_3	C_4	C_5	C_6
A_1	6	300	27	18	570	12
A_2	2	450	21	19	400	23
A_3	16	350	27	12	420	18
A_4	10	500	20	12	450	20
A_5	11	380	23	20	400	16
A_6	5	250	31	10	430	18
A_7	16	390	24	18	510	21
A_8	17	400	22	26	380	23
A_9	10	410	16	23	410	20
A_{10}	5	250	18	21	400	22
diferențe max – min	17-2= 15	500-250= 250	31-16= 15	26-10= 16	570-380= 190	23-12= 11

Pasul 1. Determinarea indicilor de concordanță și discordanță

În această fază se calculează matricile indicilor de concordanță și de discordanță. Pentru exemplificare, se consideră alternativele A_3 și A_4 . Criteriile de decizie pentru care se calculează indicele de concordanță sunt $\{C_1, C_3\}$ (acele criterii pentru care performanța alternativei A_3 este mai bună decât performanța alternativei A_4 : $r_{31} > r_{41}$, respectiv $r_{33} > r_{43}$), iar cele pentru care se calculează indicele de discordanță sunt $\{C_2, C_4, C_5, C_6\}$ (acele criterii pentru care performanța alternativei A_3 nu este mai bună decât performanța alternativei A_4 : $r_{32} < r_{42}$, $r_{34} = r_{44}$, $r_{35} < r_{45}$, respectiv $r_{36} < r_{46}$). Conform definiției, indicele de concordanță $c_{34} = p_1 + p_3 = 0.25 + 0.15 = 0.4$. Pentru determinarea indicelui de discordanță d_{34} se determină elementul maxim al mulțimii:

$$\left\{ \frac{r_{42} - r_{32}}{250}, \frac{r_{44} - r_{34}}{16}, \frac{r_{45} - r_{35}}{190}, \frac{r_{46} - r_{36}}{11} \right\} = \left\{ \frac{500 - 350}{250}, \frac{12 - 12}{16}, \frac{450 - 420}{190}, \frac{20 - 18}{11} \right\} =$$

$$= \left\{ \frac{150}{250}, \frac{0}{16}, \frac{30}{190}, \frac{2}{11} \right\} = \left\{ \frac{3}{5}, 0, \frac{3}{19}, \frac{2}{11} \right\},$$

prin urmare $d_{34} = 0.6$. Elementele mulțimii din care s-a calculat d_{34} sunt rapoartele dintre diferența performanțelor alternativelor A_3 și A_4 și diferențele maxime de performanță, determinate pentru criteriile $\{C_2, C_4, C_5, C_6\}$ în raport cu care A_3 nu are performanță mai bună decât A_4 .

... Pasul 1. Determinarea indicilor de concordanță și discordanță

Matricea indicilor de *concordanță* este următoarea:

<i>Matricea indicilor de concordanță c_{ik}</i>										
	A_1	A_2	A_3	A_4	A_5	A_6	A_7	A_8	A_9	A_{10}
A_1	-	0.45	0.30	0.45	0.20	0.65	0.20	0.20	0.20	0.55
A_2	0.55	-	0.55	0.60	0.30	0.55	0.55	0.15	0.45	0.45
A_3	0.55	0.45	-	0.40	0.65	0.60	0.15	0.20	0.45	0.55
A_4	0.55	0.40	0.35	-	0.35	0.85	0.10	0.15	0.30	0.55
A_5	0.80	0.65	0.35	0.65	-	0.60	0.25	0.20	0.40	0.50
A_6	0.35	0.45	0.02	0.15	0.40	-	0.15	0.20	0.20	0.20
A_7	0.55	0.45	0.60	0.90	0.75	0.85	-	0.20	0.65	0.55
A_8	0.80	0.65	0.80	0.85	0.80	0.80	0.80	-	0.85	0.95
A_9	0.80	0.55	0.55	0.25	0.60	0.80	0.35	0.15	-	0.65
A_{10}	0.45	0.50	0.45	0.45	0.45	0.45	0.45	0.05	0.35	-

... Pasul 1. Determinarea indicilor de concordanță și discordanță

Matricea indicilor de *discordanță* este :

<i>Matricea indicilor de discordanță d_{ik}</i>										
	A_1	A_2	A_3	A_4	A_5	A_6	A_7	A_8	A_9	A_{10}
A_1	-	1.00	0.67	0.80	0.36	0.55	0.82	1.00	0.73	0.91
A_2	0.89	-	0.93	0.53	0.60	0.67	0.93	1.00	0.53	0.20
A_3	0.79	0.45	-	0.60	0.50	0.27	0.47	0.88	0.69	0.56
A_4	0.63	0.44	0.47	-	0.50	0.73	0.40	0.88	0.69	0.56
A_5	0.89	0.64	0.33	0.48	-	0.53	0.58	0.64	0.36	0.55
A_6	0.74	0.80	0.73	1.00	0.63	-	0.95	1.00	0.81	0.69
A_7	0.32	0.24	0.20	0.44	0.13	0.47	-	0.50	0.31	0.19
A_8	1.00	0.20	0.33	0.40	0.10	0.60	0.68	-	0.16	0.11
A_9	0.84	0.33	0.73	0.76	0.47	1.00	0.53	0.47	-	0.18
A_{10}	0.89	0.80	0.73	1.00	0.52	0.87	0.73	0.80	0.64	-

Pasul 2. Combinarea indicilor de concordanță și discordanță

Indicii de concordanță și discordanță se combină pentru a defini conceptul (relativ) de surclasare. Pentru aceasta, mai este nevoie de stabilirea pragurilor de concordanță c^* și discordanță d^* . De obicei, valorile de start ale acestora se setează la media elementelor din matricile indicatorilor de concordanță și discordanță:

$$c^* = \frac{1}{m(m-1)} \sum_{\substack{i,k=1 \\ i \neq k}}^m c_{ik}, \quad d^* = \frac{1}{m(m-1)} \sum_{\substack{i,k=1 \\ i \neq k}}^m d_{ik}.$$

Pentru exemplul curent, valorile acestora sunt $c^* = 0.48$ and $d^* = 0.61$. Prin definiție, alternativa A_i surclasează alternativa A_k dacă

$$c_{ik} > c^* \quad \text{și} \quad d_{ik} < d^*.$$

Examinând matricile indicatorilor de concordanță și discordanță, rezultă că:

- A1 surclasează A6;
- A2 surclasează A4;
- A3 surclasează A5, A6, A10;
- A4 surclasează A10;
- A5 surclasează A4, A6, A10;
- A7 surclasează A1, A3, A4, A5, A6, A9, A10;
- A8 surclasează A2, A3, A4, A5, A6, A9, A10;
- A9 surclasează A2, A5, A10.

Pentru că o alternativă este *dominantă* dacă surclasează cel puțin o altă alternativă și nu este surclasată de nici o altă alternativă, alternativele dominante sunt doar A_7 și A_8 (relația de surclasare nu este tranzitivă).

Pentru a determina o mulțime mai redusă (de preferat cu un singur element) de alternative dominante, procedeul de mai sus se poate repeta, folosind praguri mai stricte.

Uzual, c^* se mărește cu 10%, iar d^* se micșorează cu 10%, dar se pot folosi și alte scheme.

Tabelul alăturat
ilustrează modificarea
relațiilor de dominanță
dacă c^* se mărește, iar
 d^* se micșorează.

Rezultatele
precedente reprezintă
Iterația 1).

<i>Modificarea relațiilor de dominanță dacă c^* se mărește, iar d^* se micșorează</i>				
<i>Iterația</i>	c^*	d^*	<i>Alternativa</i>	<i>surclasează alternativele</i>
2	0.53	0.54	A_2	A_4
			A_3	A_5, A_6
			A_5	A_4, A_6
			A_7	$A_1, A_3, A_4, A_5, A_6, A_9, A_{10}$
			A_8	$A_2, A_3, A_4, A_5, A_9, A_{10}$
			A_9	A_2, A_5, A_{10}
3	0.58	0.49	A_3	A_6
			A_5	A_4
			A_7	A_3, A_4, A_5, A_6, A_9
			A_8	$A_2, A_3, A_4, A_5, A_9, A_{10}$
			A_9	A_5, A_{10}
4	0.64	0.44	A_7	A_5, A_9
			A_8	$A_2, A_3, A_4, A_5, A_9, A_{10}$
			A_9	A_{10}
5	0.70	0.40	A_7	A_5
			A_8	A_3, A_5, A_9, A_{10}
6	0.75	0.38	A_8	A_3, A_5, A_9, A_{10}

În primele cinci iterații, mulțimea alternativelor dominante nu are mai puțin de două elemente, A_7 și A_8 . Se observă că doar la **iterația 6** s-a obținut alternativa dominantă A_8 .

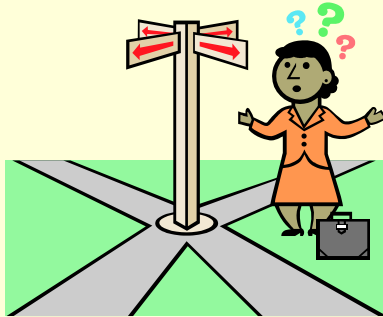
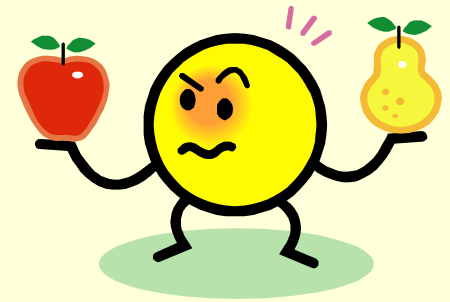
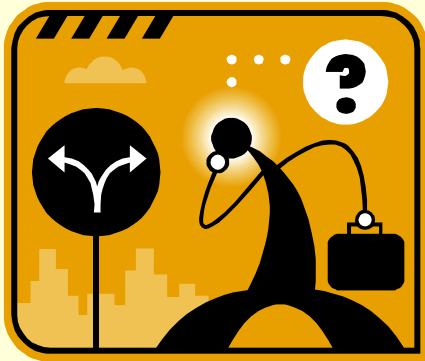
Dacă mulțimea alternativelor dominante **nu se reduce la un singur element și dacă se cere recomandarea unei singure alternative**, atunci trebuie să se recurgă la **alte tehnici**.

Dacă însă se cere **ierarhizarea tuturor alternativelor**, se poate proceda în două moduri:

1. Prima variantă, iterativă, elimină la fiecare pas din mulțimea alternativelor pe cea considerată "optimă". Pasul inițial folosește mulțimea tuturor alternativelor, iar după $m-1$ iterații se obține ierarhizarea dorită: alternativa eliminată la pasul k ocupă poziția k în clasament.
2. A doua variantă ia în considerare *meritele relative* ale alternativelor, folosind analiza efectuată anterior. Un clasament *brut* al alternativelor este:

$A_8, A_7, A_9, A_3, A_5, A_2, A_1, A_4, A_6, A_{10}$.

Decision Theory



Unicriterion or multicriteria model ?

- Unicriterion model:

$$\text{Optimise } \{ g(a) \mid a \in A \}$$

- Multicriteria model:

$$\text{Optimise } \{ g_1(a), g_2(a), \dots, g_k(a) \mid a \in A \}$$

Multicriteria table

- **Actions:**
 - Possible decisions,
 - items to evaluate.
- **Criteria:**
 - quantitative,
 - qualitative.

	Crit. 1 (/20)	Crit. 2 (rating)	Crit. 3 (qual.)	Crit. 4 (Y/N)	...
Action 1	18	135	G	Yes	...
Action 2	9	147	B	Yes	...
Action 3	15	129	VG	No	...
Action 4	12	146	VB	?	...
Action 5	7	121	G	Yes	...
...

An example

Purchase of a car

Objectives :

- Economy (price),
- Usage (fuel consumption),
- Performance (power),
- Space,
- Comfort.

Multicriteria table

Car	Price	Power	Consum.	Space	Comfort
Tour. A	360,000	75	8.0	A	A
Sport	390,000	110	9.0	VB	B
Tour. B	355,000	85	7.0	G	A
Lux. 1	480,000	90	8.5	G	VG
Economic	250,000	50	7.5	B	VB
Lux. 2	450,000	85	9.0	VG	G

- Best buy?
- Best compromise?
- Priorities of buyer?

Modeling

1. **Defining the actions:** A the set of actions. A can be defined by extension (by enumeration of its elements), by comprehension.
2. **Defining the criteria:** function g defined on A , taking its values in a totally ordered set, and representing an objective of the decision-maker.
3. **Modeling preferences:** How to compare two actions a and b to each other?

Problematics

	c_1	c_2	c_3	...
A_1	$g_1(A_1)$	$g_2(A_1)$	$g_3(A_1)$...
A_2	$g_1(A_2)$	$g_2(A_2)$	$g_3(A_2)$...
A_3	...			
...	...			

1. choice: determine a subset of actions (the *best ones*).
2. sorting: sort actions in predefined categories.
3. ranking: rank from the best to the worst action.
4. description: describe actions and their consequences.

Dominance and efficiency

Objective:

Based on a unanimity principle:

$$a \text{ dominates } b \Leftrightarrow g_h(a) \geq g_h(b) \quad \forall h$$

Efficiency: a is efficient if it is not dominated by any other action.

Problems:

Dominance is poor (few dominances),

Many actions are efficient.

Global value for a : $V(a) = w_1 g_1(a) + w_2 g_2(a) + \dots$

a is preferred to b if: $V(a) > V(b)$ (if all criteria are to maximise)

Outranking methods

1. Majority principle (vs unanimity for dominance).
2. Pairwise comparison of actions.
3. Closer to the decision problem.
4. ELECTRE methods (1968-).
5. PROMETHEE & GAIA methods (1983-).