Reclaiming Rapid Cognition

Improving Decision-making in Command and Control Agencies by Understanding and Enabling Rapid Cognition

Presentation 206

Captain Elizabeth A. Cassleman, USMC

From Operation Enduring Freedom





Austere, Mobile Environment

To Operation Iraqi Freedom





Stationary, Data Heavy Environment

Effects of Technology

- Battlefield Picture in Real Time
- Can see individual units
- Faster Communications
- Demand for constant updates
- Demand for immediate response to senior's requests

Overall Effect

- Micro-management
- Second-guessing subordinates
- Demand for explanations
- Disables Rapid Cognition Decision-Making

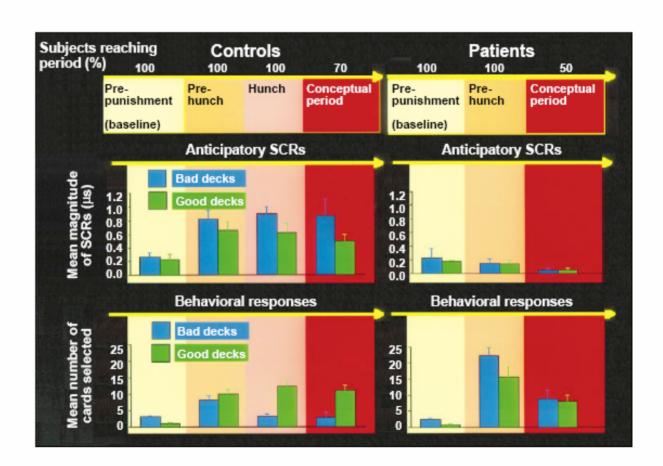
Reclaiming Rapid Cognition Overview

- What is Rapid Cognition?
- Training Rapid Cognition Decision-Makers
- Getting Back to Basics—Enabling the Executors
- Why it Matters What Our Architecture Looks Like
- Leadership as a Network Property

What is Rapid Cognition?

"I see only one move ahead, but it is the correct one."-Jose Raul Capablanca, Chess Grandmaster

Deciding Advantageously Before Knowing the Advantageous Strategy (1997)



Deciding Advantageously Before Knowing the Advantageous Strategy (1997)

- Rigged Decks
- From cards 10-20, after few losses, anticipatory SCRs
- By card 50, subjects had hunch
- By card 80 subjects could verbalize strategy
- Subjects began to choose advantageously before they realized which strategy worked best

Decision-Making Cycle

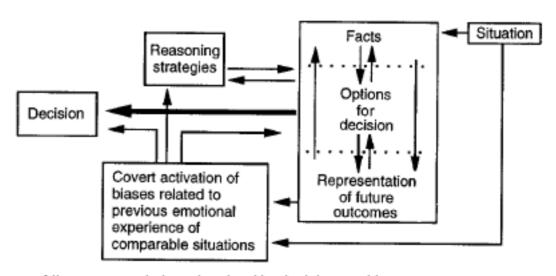


Fig. 2. Diagram of the proposed steps involved in decision-making.

Rapid Cognition

- Takes place in unconscious
- Is a rational process
- Works at a faster rate than conscious thought
- Found in high-stress, quick reaction professions

Training Rapid Cognition Decision-Makers

"Yet this belief in the importance of innate talent, strongest perhaps among the experts themselves and their trainers, is strangely lacking in hard evidence to substantiate it . . . The preponderance of psychological evidence indicates that experts are made, not born." —Philip E. Ross

Training the Components

- Knowledge Bank
 - Academic knowledge
- Experiential Knowledge
 - Allows the organization of knowledge
- Simulation Training
 - Identifies problems
 - Overcomes stress reactions

Experts don't know significantly more, they just access it more efficiently

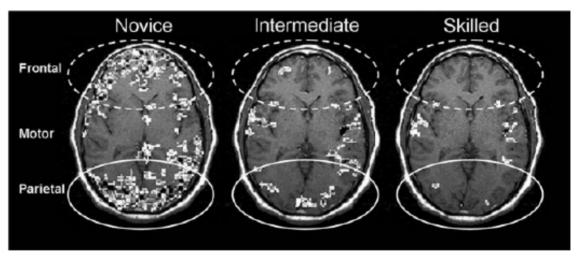


Figure 37.1. Activation of the brain, as a function of practice, in three periods of learning a motor tracking task. This is a maximum projection image, with white areas showing the activation of any cortical area either above or below the illustrated brain slice. The image is an axial (aerial) view of the head, where the top of the image corresponds to the front (nose) of the head and the bottom corresponds to the back of the head. The frontal areas (dashed ellipse) and parietal attention control areas (solid ellipse) show dramatic reductions in activation. The motor areas (middle of images) shares fairly preserved activation.

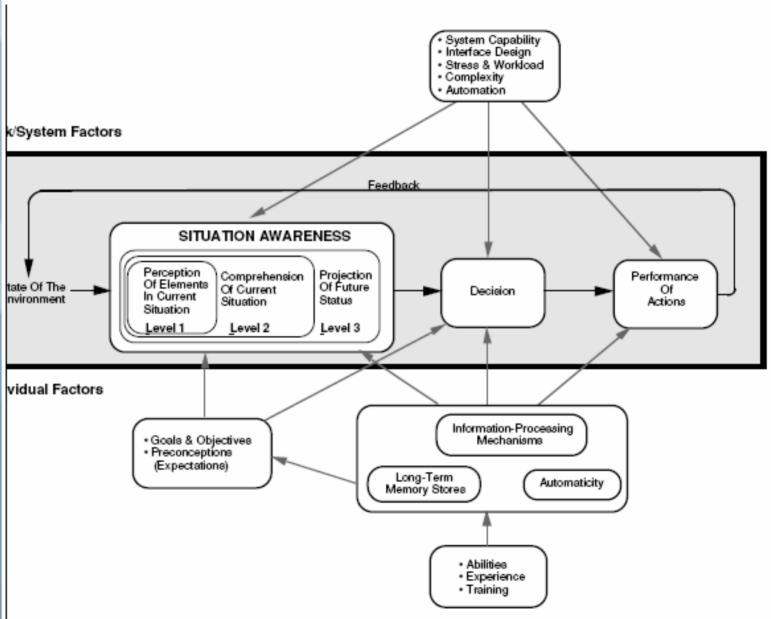


Figure 36.1. Model of Situation Awareness in Dynamic Decision Making (Endsley, 1995)

SA is demanding, frequently incomplete, and erroneous comprehension, and projection

Novice

| Schema of prototypical situations | Mental models of domain | Automaticity of processes | Learned skills (e.g., scan patterns, communications)

Figure 36.2. Factors effecting SA in Novices and Experts in a Domain

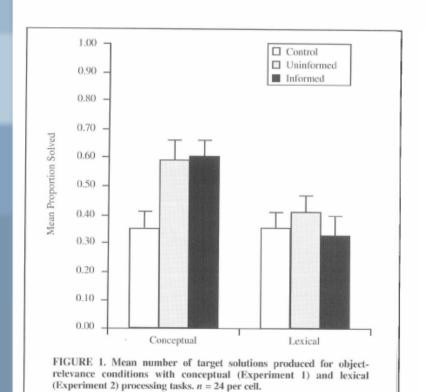


FIGURE 2. Mean difficulty ratings for object-relevance conditions with con-

ceptual (Experiment 1) and lexical (Experiment 2) processing tasks. n = 24 per

cell. The rating scale went from 1 = very easy to 5 = very difficult.

1. Object: apple

Detective Jones arrived at the hospital to find that AI Franks, who had been in a coma, died moments ago while under police custody. Officer Bob Clark, who was assigned to guard the door, swore that no one had entered the room since a nurse last checked in on him some two hours earlier. Aside from an autopsy, Jones ordered that the hospital room be combed for clues. The only unusual thing found was a waste can containing crumpled pieces of paper, a tongue depressor, a half-caten apple, and an empty eigarette pack. Other than that, everything seemed normal. After the search, Jones suggested to Officer Clark that he was lying, and that someone had indeed been in the room in the last half hour. What caused Jones to draw such a conclusion?

Answer: The half caten apple was still white, indicating recency of being bitten.

2. Object: camera

During a world fair a group of scientists were exhibiting their advances in genetic engineering. There were cross-breeds of various bulls, cows, and other domestic farm animals. Featured on the exhibit were several over-sized prize turkeys. One afternoon during the show, a woman walked up to the exhibit, shot the turkeys, and then ran out of the building. Although she was known to a number of people, nobody made any attempt to stop her. Why?

Answer: The woman shot the turkeys with a camera. She was a journalist with a deadline.

3. Object: chess set (in folded box)

Professor Charles was giving a lecture on "The Life of the Aristocracy in the 19th Century." "It was during a large festive gathering of nobility," began Charles, "when a fairly common occurrence took place. The Queen suddenly attacked and killed the King. The crowd watched the entire scene and then casually continued their party." In what situation in the 19th century would a crowd be so casual about the Queen killing the King?

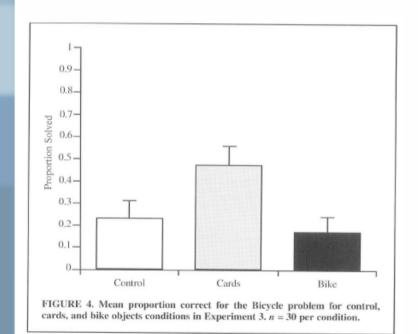
Answer: This would happen in a game of chess.

4. Object: Bicycle brand playing cards (in the original box)

A man is found inside a room dead, lying among 53 Bicycles. The only other objects in the room are a table and some chairs. What might have happened to cause this scene?

Answer: The man was playing cards with Bicycle brand playing cards, was caught with an extra card, and was killed by his opponent.

- Insight Problems
- Cannot be solved by comprehensive analysis
- Successfully primed subjects to get correct answers by showing them objects that later came up in the problems



3.5
2.5
2
1.5
Difficulty

Control
Cards
Bike

Confidence

FIGURE 5. Mean difficulty and confidence ratings for the Bicycle problem

for control, cards, and bike objects conditions in Experiment 3. n = 30 per condition. The rating scale went from 1 = very easy to 5 = very difficult.

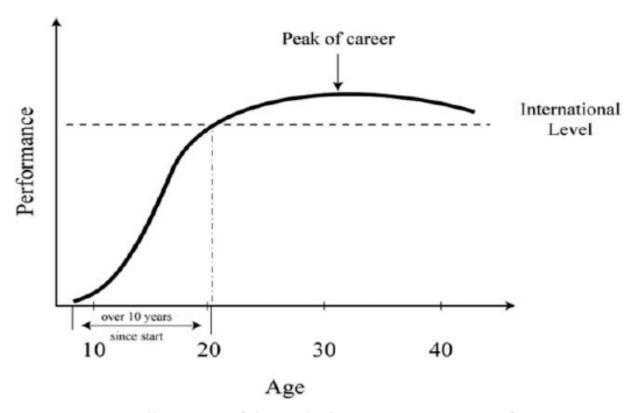


Figure 38.3. An illustration of the gradual increases in expert performance as a function of age, in domains such as chess. The international level, which is attained after more than around ten years of involvement in the domain, is indicated by the horizontal dashed line. (From "Expertise," by K. A. Ericsson and Andreas C. Lehmann, 1999, Encyclopedia of Creativity. Copyright by Academic Press.)

Getting Back to Basics—Enabling the Executors

"You've got to let people work out the situation, work out what's happening. The danger in calling is that they'll tell you anything to get you off their backs, and if you act on that and take it at face value, you could make a mistake. Plus, you are diverting them. Now they are looking upward instead of downward. You're preventing them from resolving the situation."—Paul VanRiper

Thinking Too Much: Introspection Can Reduce the Quality of Preferences and Decisions (1991)

Table 1
Study 1: Mean Liking Ratings for the Five Jams

Condition	Jam 1	Jam 2	Jam 3	Jam 4	Jam 5
Control					
M	6.52	7.64	6.12	2.72	4.68
SD	2.22	1.66	2.05	2.26	2.66
Reasons					
M	4.54	6.25	5.42	2.88	4.92
SD	2.00	2.38	2.70	2.13	2.89
t	3.27	2.38	1.03	25	30
p	.002	.02	.31	.81	.77

Note. The jams are listed in order of their rankings by the Consumer Reports experts; Jam 1 was the highest ranked jam, Jam 2 was the second highest, and so on. The liking ratings were made on 9-point scales that ranged from disliked (1) to liked (9).

 Novices differed from expert jam ratings when asked to explain why they liked the jam they liked

Thinking Too Much: Introspection Can Reduce the Quality of Preferences and Decisions (1991)

Table 4
Courses Preregistered for and Actually Taken

		Condition	
Variable	Control	Reasons	Rate all
Preregistration			
Highly rated courses	.41	.15	.21
Poorly rated courses	.04	.10	.01
Actual enrollment			
Highly rated courses	.37	.21	.24
Poorly rated courses	.03	.08	.03

Note. Subjects were assigned a 1 if they registered for or actually took a course and a 0 if they did not register or take a course.

 Introspecting about decisions to take psych courses caused students to weight information in a less than optimal way and to make less optimal choices. TABLE I Comparison of the Experiential and Rational Systems (From Epstein et al., 1996)

Experiential System	Rational System		
1. Holistic	1. Analytic		
2. Automatic, effortless	Intentional, effortful		
 Affective: pleasure-pain oriented (what feels good) 	Logical: reason oriented (what is rational)		
Associationistic connections	4. Logical connections		
Behavior mediated by "vibes" from Past events	Behavior mediated by conscious appraisal of events		
 Encodes reality in concrete images, metaphors, and narratives 	Encodes reality in abstract symbols, words, and numbers		
7. More rapid processing: oriented toward immediate action	Slower processing: oriented toward delayed action		
 Slower and more resistant to change: change with repetitive or intense experience 	 Changes more rapidly and easily: changes with strength of argument and new evidence 		
 More crudely differentiated: broad generalization gradient; stereotypical thinking 	More highly differentiated		
 More crudely integrated: dissociative, emotional complexes; context- specific processing 	 More highly integrated: context-general Principles 		
 Experienced passively and preconsciously: we are seized by our emotions 	11. Experienced actively and consciously: we are in control of our thoughts		
Self-evidently valid: "experiencing is believing"	 Requires justification via logic and evidence 		

TABLE II Characteristics of Analysis and Intuition (From Dunwoody et al., 2000)

Analysis	Intuition	
High insight into judgment process, and hence, publicly	Low insight into judgment process, and hence, difficult to	
retraceable	retrace and defend	
Low confidence in outcome, high confidence in method	High confidence in outcome, low confidence in method	
Cues are objectively evaluated	Cues are perceptually evaluated	
Slow rate of processing	Fast rate of processing	
Errors few, but large when they occur	Errors normally distributed	
High cognitive consistency	Low cognitive consistency	

TABLE III Task Characteristics That Induce Analysis and Intuition (From Dunwoody et al., 2000)

Analysis-inducing	Intuition-inducing		
Task Characteristics	Task Characteristics		
Less than five cues	More than five cues		
Successively presented cues	Simultaneously presented cues		
Low cue redundancy	High cue redundancy		
Unequal weighting of cues in ecology	Equal weighting of cues in ecology		
Cues objectively measured	Cues perceptually measured		
Nonlinear cue functions	Linear cue functions		
Organizing formula available	No organizing formula available		
Task outcome available	Task outcome unavailable		

Rapid Cognition

- Uses a different part of the brain than Comprehensive Analysis
- Can be "switched off" by asking for an explanation
- Fragile Process

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The Verbal Overshadowing Effect: Why Descriptions Impair Face Recognition (1997)

Table 1 Recognition and Recognition Weighted by Confidence Scores for Experiment 1

	Percentage Correct Recognition	Recognition × Confidence Scores	SE
Self-paced test			
Control	80	4.95	.39
Verbal	65	4.20	.51
Speeded test			
Control	70	4.30	.38
Verbal	35	3.20	.37
Two-choice			
Control	65	4.25	.51
Verbal	55	3.85	.49
Ignore			
Verbal	45	3.30	.45

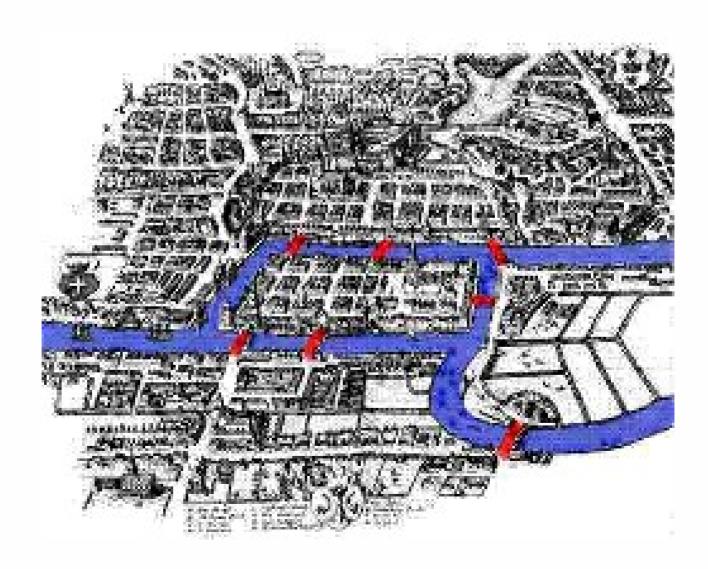
Table 2 Recognition and Recognition Weighted by Confidence Scores for Experiment 2

	Percentage Correct Recognition	Recognition × Confidence Scores	SE
Control	65	4.38	.35
Describe parent	53	3.63	.34
Verbal			
Self-paced	53	3.72	.33
Ignore	38	3.23	.30
Provide			
Self-paced	45	3.48	.31
Ignore	63	4.15	.30

Why It Matters What Our Architecture Looks Like

"Networks have properties hidden in their construction, that limit or enhance our ability to do things with them." –Albert-Laszlo Barabasi

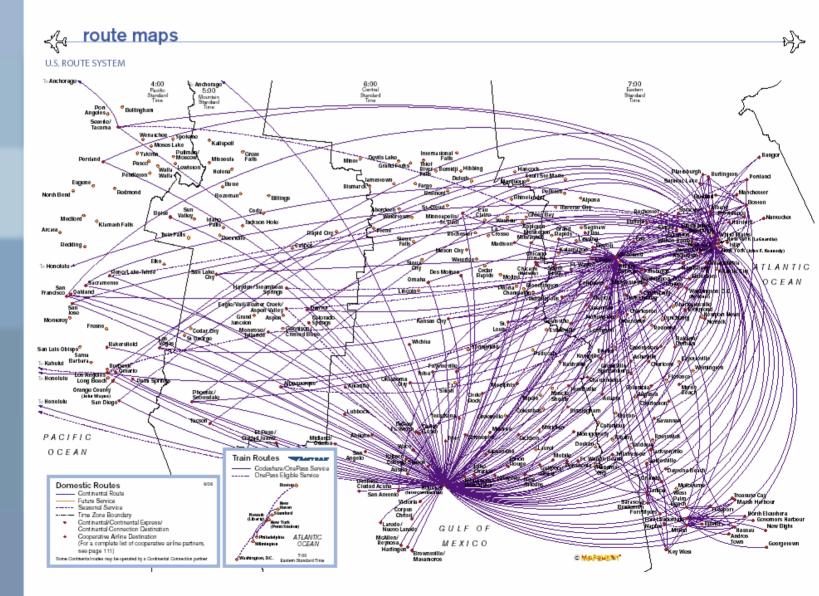
Koenisburg Bridge Problem

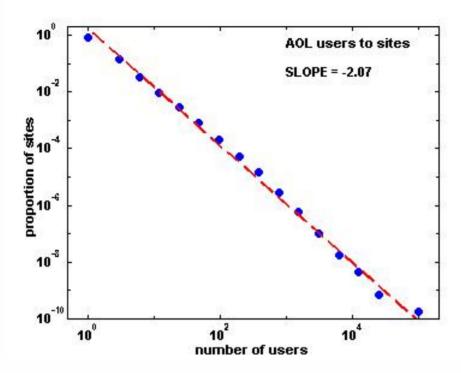


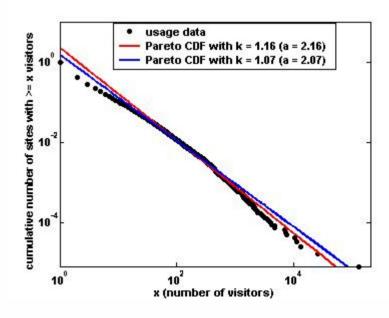
Genesis of Graph Theory

- There was a definitive answer:
 No
- There was a formula to support it: No unbroken non-repetitive path will exist between the nodes when there are an odd number of links
- Networks have Properties

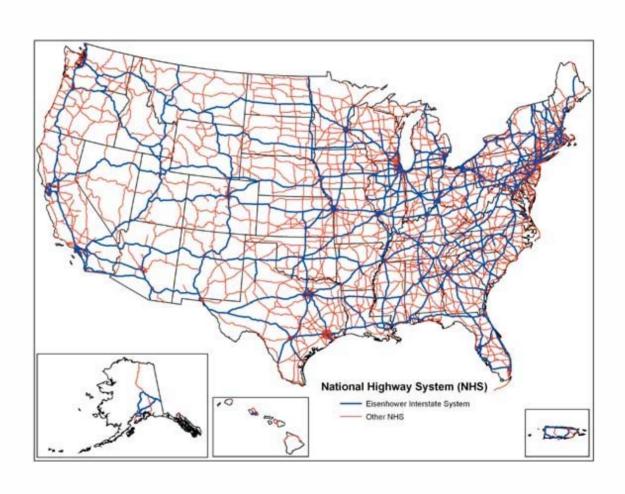
Scale-Free

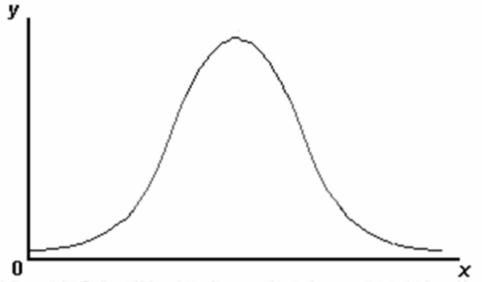




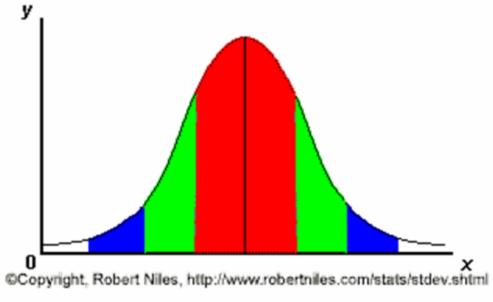


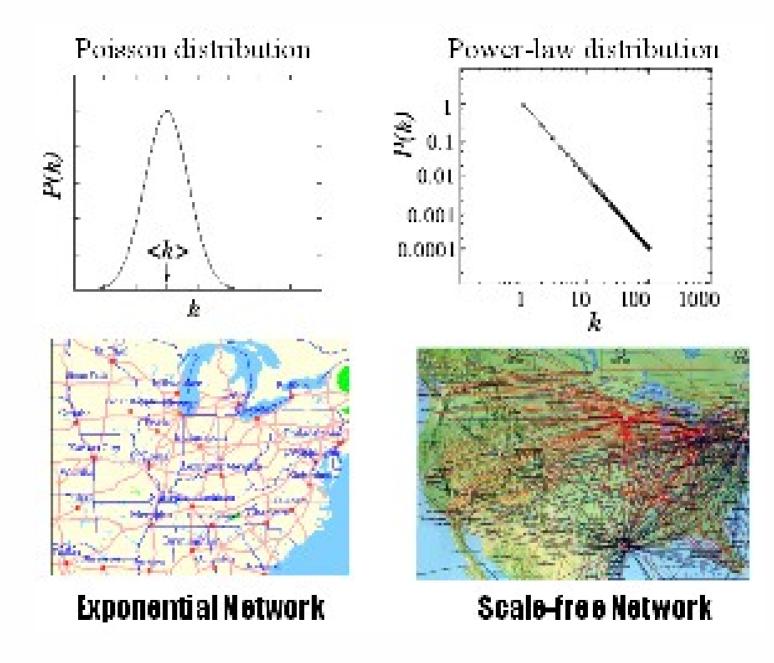
Distributed





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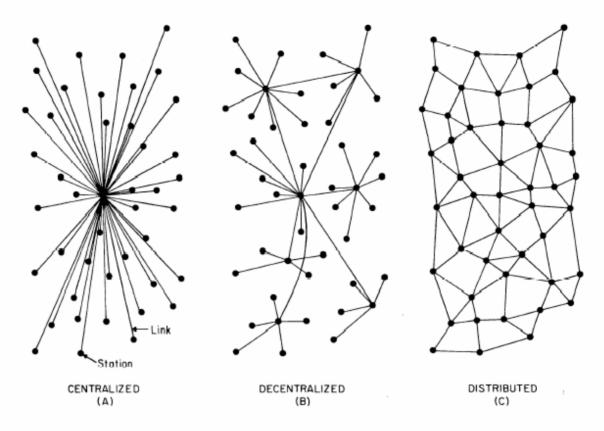
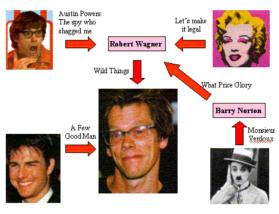
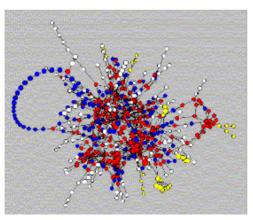
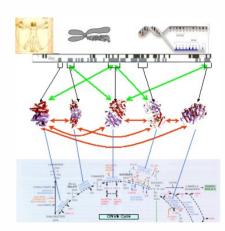


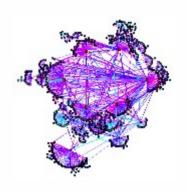
FIG. I — Centralized, Decentralized and Distributed Networks

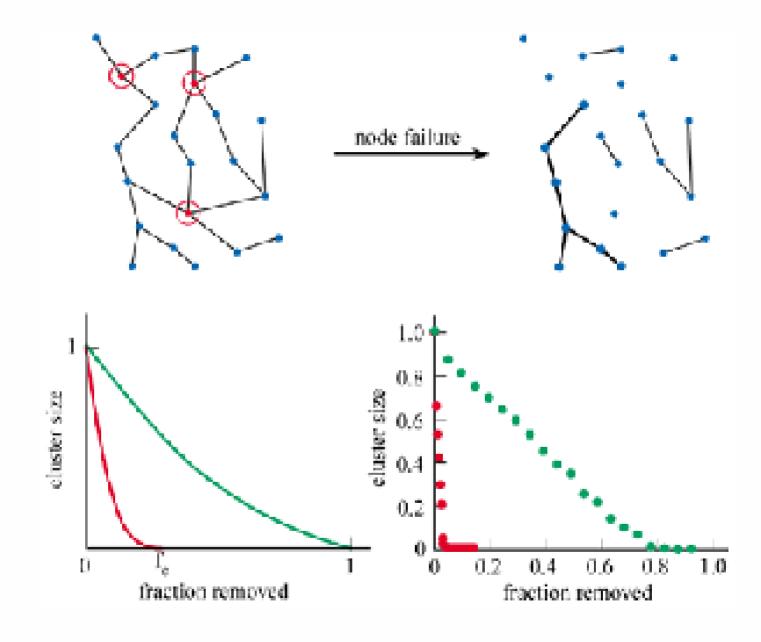
All Scale-Free have similar topologies, regardless of the character of the network











Practical Uses

- Command and Control Systems are generally Scale Free
- C2 have hubs-defining trait
- Are the bottleneck for information and decisions
- Are actually fractals

Leadership as a Network Property

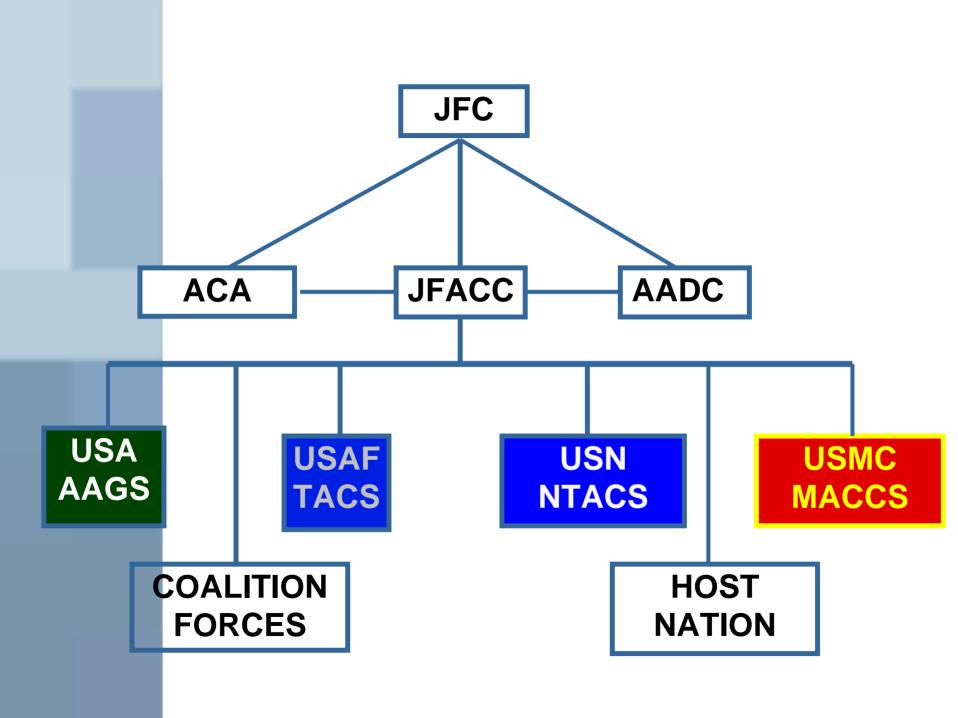
"This is not to say that individual qualities are not important, but rather that sustainable and replicable qualities of leadership treated here as a network property, made possible by the combination of the social network and the individuals themselves."- Dr. John H. Clippinger

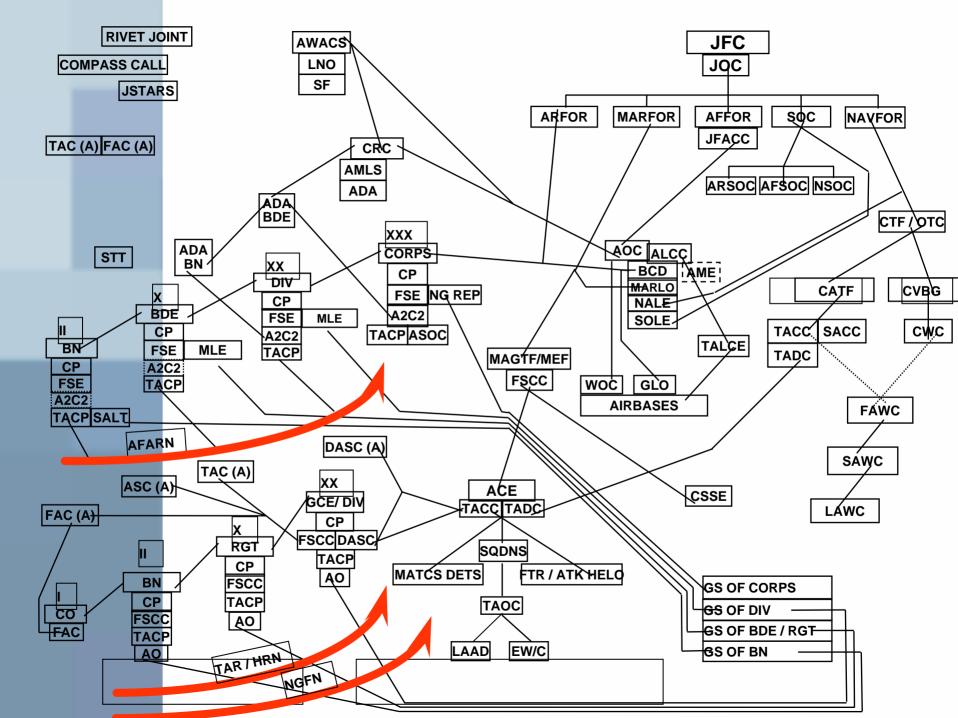
Leadership

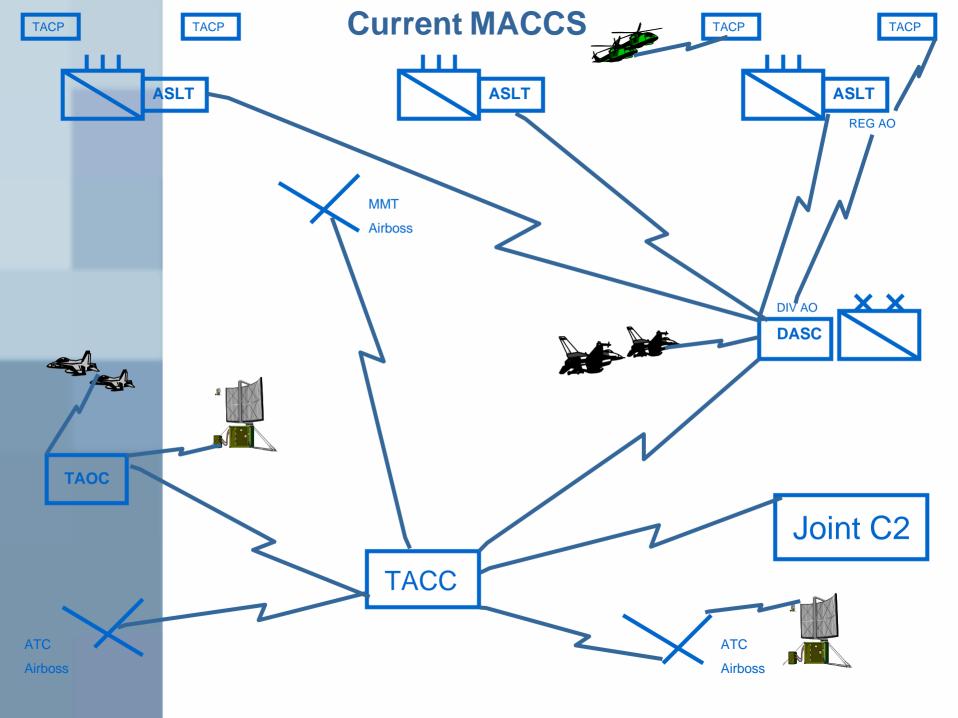
- Sustainable and replicable
- Supported by architecture
- Cognitive Continuum Theory
 - Neither type of decision-making is "wrong"
 - Free to choose most appropriate type of decision-making

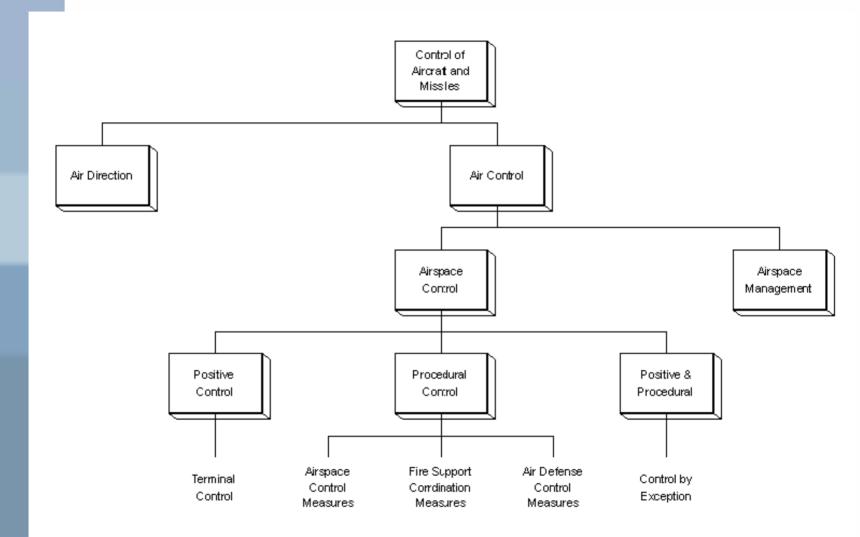
Practical Example

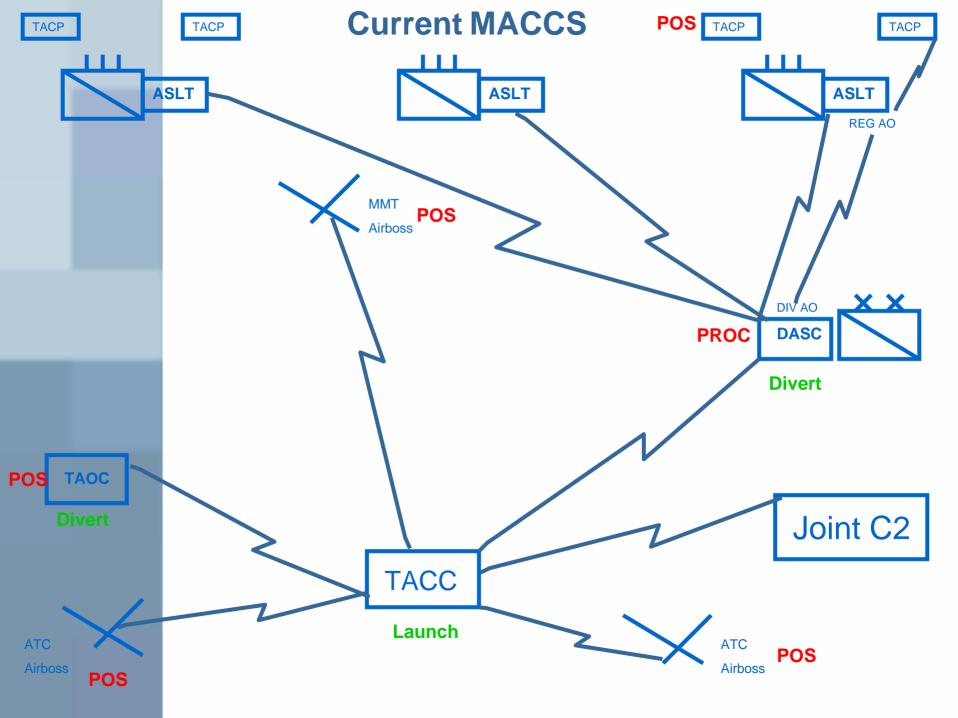
- MACCS Marine Aviation Command and Control System
- TACC -Tactical Air Command Center (Senior Agency)
- DASC -Direct Air Support Center
- TAOC -Tactical Air Operations Center
- FSCC -Fire Support Coordination Center
- ASLT -Air Support Liaison Team



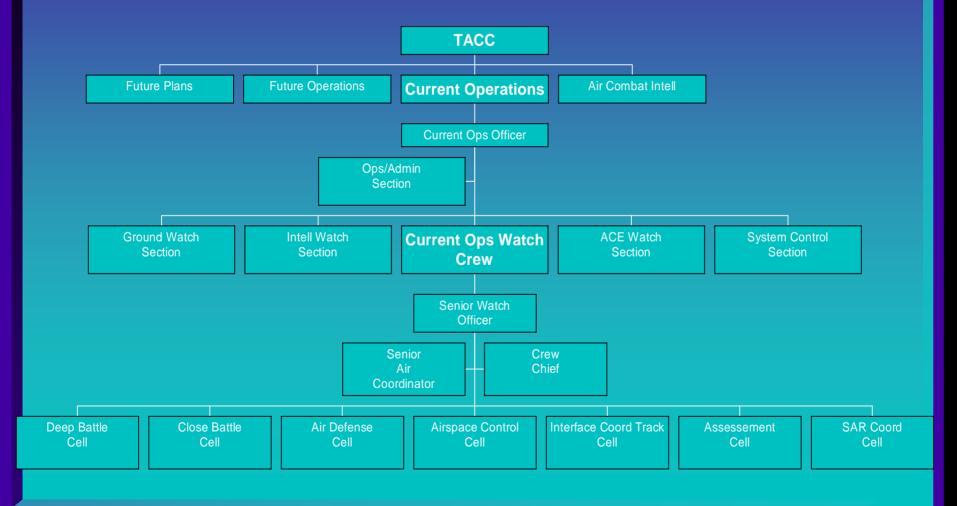




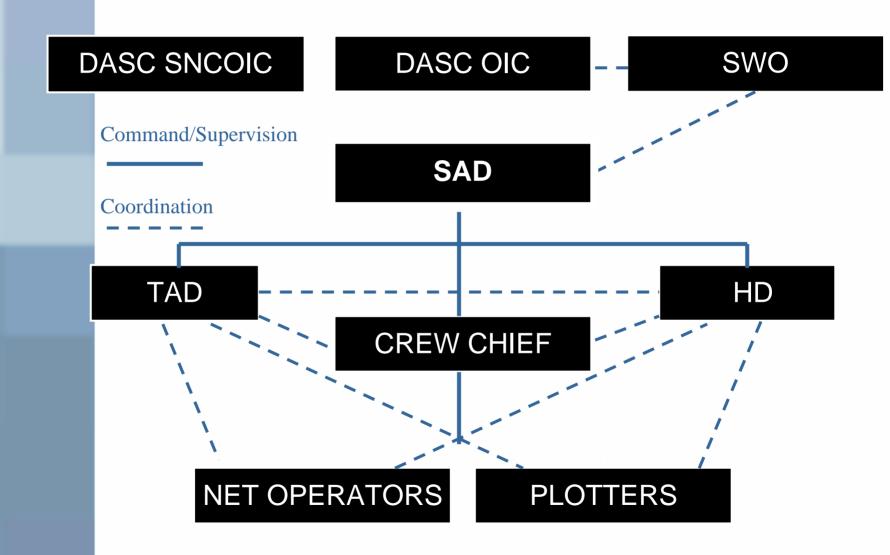


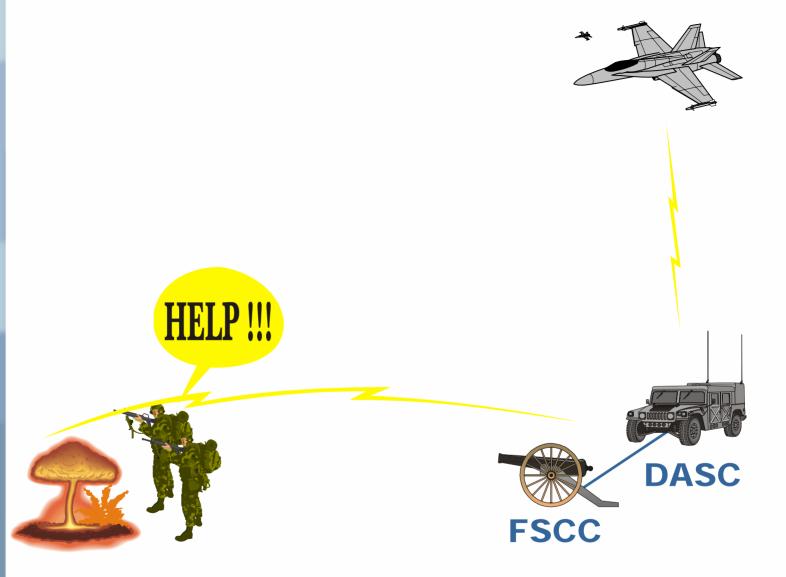


TACC ORGANIZATION

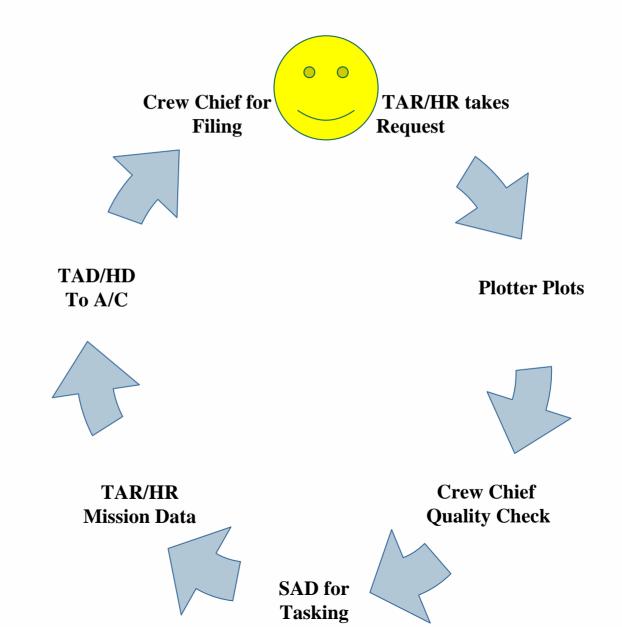


DASC Organization

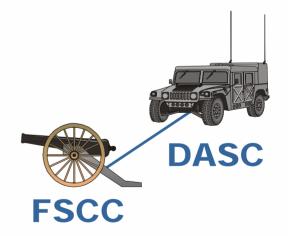




Request Process Internal Procedures







- It is a profoundly erroneous truism, repeated by all copybooks and by eminent people when they are making speeches, that we should cultivate the habit of thinking about what we are doing. The precise opposite is the case. Civilization advances by extending the numbers of important operations which we can perform without thinking about them. Operations of thought are like cavalry charges in battle--they are strictly limited in number, they require fresh horses, and must only be made at decisive moments.
- Alfred North Whitehead
- When making a decision of minor importance, I have always found it advantageous to consider all the pros and cons. In vital matters, however, such as the choice of a mate or a profession, the decision should come from the unconscious, from somewhere within ourselves. In the important decisions of personal life, we should be governed, I think, by the deep inner needs of our nature."
- Sigmund Freud