

# Adaptive T&E via Bayesian Decision Theory DATAWorks 2024

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April 18, 2024

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#### How much is conducting a single trial of a system worth?





## **Executive Summary**

- Bayesian Sequential Testing
  - Bayesian model maintains knowledge about system under test
    - Enables knowledge to be ported between test events
    - Predicts impact of even a single trial on knowledge about system
  - Leverages multiple evaluation criteria
    - Requirements: visualize progress toward meeting requirements
    - Optimal design: generate test design candidates
    - Moneyball: novel criterion for Bayesian models
- Moneyball evaluation criterion
  - Based on operational utility of system given current knowledge
    - Captures stakeholder priorities
    - Formulated in same units as testing cost: *enables principled cost/benefit analysis*
  - Recommends which trials are best, or whether it's time to stop testing







## Dynamo T&E

- Dynamic Knowledge via Bayesian model of system
- Moneyball and other evaluation criteria





## Dynamo T&E: Dynamic Knowledge + Moneyball



- Dynamic Knowledge
  - Bayesian model
  - Ports knowledge between test events
  - Real-time decisions

- Moneyball evaluation
  - All stakeholders' priorities put into common currency of operational utility
  - Subsumes Requirements and Optimal Design criteria
  - Includes cost of testing

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When testing is no longer worthwhile

## AN/TPQ-53: Exemplar for Tabletop Demo

- Demo based on data from IOT&E 2 test event
  - Held at Yuma Proving Grounds, summer 2015
- Demo provides example of a decision-support tool for a dynamic test event
  - In contrast to a static test design, which cannot incorporate the results of test
- Exemplar system: AN/TPQ-53
  - Estimates Point Of Origin (POO) and Point Of Impact
  - POO provided to counterfire shooters
  - Detects projectiles in flight while scanning 90° or 360° search area
    - Can detect projectiles of varying aspect angles: incoming, crossing, etc. ←
  - Characterizes in-flight projectiles as Mortar, Artillery, or Rocket

#### Lockheed Martin AN/TPQ-53



Op Mode

- Munition

-• Aspect Angle



## First Step: Define Inputs and Outputs



- Can collect input/output pairs (x,y) for data analysis
- Test design?
  - Which environments **x** to test?
- Test evaluation?
  - Which outcomes *y* indicate system is good or bad in environment x?



- Define inputs and outputs
  - Input: environment x
    - Conditions under which a trial is made
    - E.g., range to target, depth, system configuration
  - Output: outcomes *y* 
    - Results of a single trial
    - E.g., hit/miss, miss distance, time to failure

#### <u>TPQ-53 case</u>

- Environment x = munitions type, operating mode (90° vs 360°), radar-to-battery range, etc.
- Outcome y = Point Of Origin error between actual and estimated location of battery



## **Evaluation Criterion: Meeting Requirements**



 (U) Define which outcomes are considered good

- Typical structure for specifying requirements
  - Group environments x into sectors
  - Set thresholds on *y* for each sector
  - Specify what fraction of outcomes must meet each threshold
  - TPQ-53: 9 sectors with thresholds for each
- (U) Test design?
- (U) Prediction?
  - (U) What are outcomes for an environment that wasn't tested?





## System Model Predicts System Performance



 Model: predicts outcomes y in any environment x





- Design system model with parameters  $\theta$ : "tunable knobs"
- Estimate  $\theta$  from test data
- Predicts outcomes *y* in untested environments **x**
- Compliance fraction in each sector (for a given  $\theta$ )
  - Fraction of outcomes *y* within threshold over all **x** in sector



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## Evaluation Criterion: Design of Experiments Metrics



- Theory of Optimal Design
  - Specifies which environments **x** to test
  - Goal: optimize some DoE metric for estimating parameters  $\theta$  —
- Benefit: optimal test design independent of outcomes y
  - Provides good estimate of  $\theta$  regardless of system being good or bad
- Drawback: ignores requirements

- Optimal Design: select test environments x to optimize information about parameters θ
  - "Alphabet soup" of Design of Experiments (DoE) metrics:
    - A-optimality
    - C-optimality
    - D-optimality
    - E-optimality
    - S-optimality
    - T-optimality
    - G-optimality
    - I-optimality
    - V-optimality

## Interlude: What is the Goal of T&E?



- A RECTORING
- Is the goal of T&E:
  - To assess compliance?
  - Or to gain information?

- Information mindset: to gain information about system most efficiently
  - Optimizes test design for precision regardless of test outcomes
  - Sees value in tightening estimate in case A: information is gained



- Compliance mindset: to determine whether system meets requirements
  - Only concern is confidence about system meeting requirements
  - Sees no value in tightening estimate in case B: still 50% chance of compliance

J. Ferry *et al.*, "Use of Bayesian Methods to Optimize Decisions," *Naval Engineers Journal* **136**(1), 2024 (in press)



## Bayesian Model



- Classical approach: estimate parameters  $\theta$ 
  - Done in batch after test event complete
- Bayesian approach: maintain knowledge  $\kappa$  about  $\theta$ 
  - Initialize  $\kappa$  with expert input and prior test event results
  - Update  $\kappa$  with each trial: outcomes y for environment  $\mathbf{x}$



- Bayesian Model:
   Maintains knowledge κ about parameters θ from experts and test data
- Benefits of Bayesian approach
  - Can port knowledge between test events
  - Real-time decisions during test
  - Improved evaluation



## Improved Evaluation with Bayesian Model



- Bayesian assessment of whether requirements met
  - Compliance fraction (per sector) defined for any parameters  $\theta$ 
    - Precise knowledge  $\kappa$  about  $\theta$  depicted as large box
    - Imprecise knowledge  $\kappa$  about  $\theta$  depicted as small box
- Bayesian Experimental Design: leverage expert knowledge



- Gives better assessment of
  - Whether requirements met
  - Optimal test design





## **Evaluation Criterion: Moneyball**





- Moneyball evaluation
  - Direct assessment of  $\kappa$
  - All stakeholders' priorities put into common currency
  - Subsumes Requirements and Optimal Design criteria
  - Includes cost of testing
- Moneyball: a new evaluation criterion for Bayesian models
  - Define the operational *utility* of a system when knowledge about it is  $\kappa$
  - Utility can be based on requirements, but include softer thresholds
  - Utility can represent the value of information by modeling its impact on operational decisions
- Testing decisions: weigh benefit of knowledge gain vs. cost of test

M. Lewis, Moneyball: The Art of Winning an Unfair Game, W. W. Norton and Company, 2003

## **Dynamo T&E**



When testing is no longer worthwhile



- Dynamo combines
  - A Bayesian model of knowledge that updates in real time
  - A Moneyball utility function that assesses decisions in terms of operational impact
- But how does it actually work?





#### **Mathematical Structure**

- Properties of Knowledge
- Governing equations for Utility
- Intrinsic utility: cares only about correct terminal decision
  - Impetus to test propagates out from terminal decision boundaries



## Knowledge

- What does knowledge of a system mean?
  - There's knowledge in the TEMP, IDSK, test data, SMEs, etc.
  - Dynamo requires three properties of knowledge  $\kappa$
- Property #1:  $\kappa$  provides distribution on y for any x
  - E.g.: sample  $\theta$  given  $\kappa$  then sample y given  $\theta$  and  $\mathbf{x}$
  - Or: use explicit formula  $P(y | \mathbf{x}, \kappa) = \int L(y | \mathbf{x}, \theta) P(\theta | \kappa) d\theta$
- Property #2: can update  $\kappa$  to  $\kappa^+$  as data  $(\mathbf{x}, \mathbf{y})$  arrive
  - E.g.: represent  $\kappa$  as an ensemble of  $\theta$ 's and update using MCMC (Markov Chain Monte Carlo)
  - Or: represent  $\kappa$  as a hyperparameter in a conjugate prior family and update it directly
- Together, #1 and #2 provide  $P(\kappa^+ | \kappa, X)$  for any matrix X of n environments to test



The knowledge  $\kappa$  characterizes how the system behaves in any environment x



## **Utility**



- Property #3: a utility function  $u_d(\kappa)$  over  $\kappa$  is defined for all terminal decisions  $d \in D$ 
  - Terminal decisions  $d \in D$ : d = Reject system, d = Accept system, d = Improve system, etc.
  - Utility  $u_d(\kappa)$ : expected benefit of terminal decision d when knowledge is  $\kappa$ 
    - E.g., if  $d = \text{Accept into Full-Rate Production}, u_d(\kappa) = \text{value to military minus costs}$  (production, etc.)
- Elicitation challenging because method makes all assumptions explicit
- Governing equations define a Sequential Bayesian Decision Theory problem

 $u(\kappa) \doteq \max\left(u_D(\kappa), u_C(\kappa)\right) \qquad \text{Utility of } \kappa \text{ with options to stop or continue testing} \\ u_D(\kappa) \doteq \max_{d \in D} u_d(\kappa) \qquad \text{Terminal utility of } \kappa \text{: no further testing allowed (Property #3)} \\ u_C(\kappa) \doteq \max_{X \in C} u_X(\kappa) \qquad \text{Utility of best choice } X \text{ for environments to test next} \\ u_X(\kappa) \doteq \mathbb{E}_{\kappa^+ \mid \kappa, X} \left[ u(\kappa^+) \right] - c_X \qquad \text{Expected utility of testing environments } X \text{ (Properties #1 and #2)} \\ \uparrow \text{testing cost for } X \end{aligned}$ 



## Intrinsic Utility and Martingales

- Requirements, stakeholder preferences, etc. encoded in utility functions  $u_d(\kappa)$ 
  - Important to understand the structure of  $u_d(\kappa)$
- Every  $u_d(\kappa)$  determines a  $u_d(\theta)$  as a special case
  - I.e., when the knowledge  $\kappa$  = "precise value of  $\theta$  known"
- Every  $u_d(\theta)$  defines a certain type of  $u_d(\kappa)$ : an intrinsic utility  $u_d^I(\kappa) \doteq \mathbb{E}_{\theta|\kappa} \left[ u_d(\theta) \right]$
- Every  $u_d(\kappa)$  can be decomposed into  $u_d(\kappa) = u_d^I(\kappa) c_d(\kappa)$ 
  - $u_d^I(\kappa)$  is about making the best terminal decision, on average
  - The cost of imprecision  $c_d(\kappa)$  is the penalty for imprecise knowledge
- Intrinsic utilities form martingales:  $\mathbb{E}_{\kappa^+|\kappa,X} \left[ u_d^I(\kappa^+) \right] = u_d^I(\kappa)$ 
  - For any given  $d \in D$  the utility  $u_d^I(\kappa)$  is the same, on average, as its future value... so why test?
  - Because  $\mathbb{E}_{\kappa^+|\kappa,X}\left[u_D^I(\kappa^+)\right] \ge u_D^I(\kappa)$  (with  $u_D^I(\kappa) \doteq \max_{d\in D} u_d^I(\kappa)$ )



What does this say about a case with only one terminal decision?



100

80

60

40

20

## Marginal Utility of the Option to Test

- For intrinsic utility, impetus to test generated at terminal decision boundaries (i.e., which  $d \in D$  yields largest  $u_d(\kappa)$ ) —
- To see this, re-write equations using  $v(\kappa) \doteq u(\kappa) - u_D(\kappa) = \max(0, v_C(\kappa))$
- New governing equations:
  - $v_{C}(\kappa) \doteq \max_{X \in C} v_{X}(\kappa)$  $v_{X}(\kappa) \doteq \mathbb{E}_{\kappa^{+}|\kappa,X} \left[ v(\kappa^{+}) \right] + g_{X}(\kappa) c_{X}$
- Source term at decision boundaries:  $g_X(\kappa) \doteq \mathbb{E}_{\kappa^+ \mid \kappa, X} \left[ u_D(\kappa^+) \right] - u_D(\kappa)$
- Impetus to test propagates out from decision boundaries









### **Example: Simple Hit/Miss System**

- Beta-Bernoulli model for dynamic knowledge
- Utility model with three terminal decisions
- Source of marginal utility at terminal decision boundaries
  - Determines Continue Testing regions



## Bayesian Model for Hit/Miss System

- Specialize equations to simple hit/miss case
  - No environment **x**
  - Outcome y = 1 (hit) or 0 (miss)
  - Parameter vector  $\theta = p$  (hit probability)
  - Knowledge  $\kappa = (a, b)$







J. Ferry "Experimental design for operational utility," The ITEA Journal of Test and Evaluation, **44**(3), 2023



#### **Terminal Utilities for Hit/Miss System**



0.5  $\Delta m = 1.44$ 0.2  $\dot{p}_0 = 4/9$ -0.5

1.0

 $u_d(p)$ 

• Terminal decisions:  $D = \{R, I, A\}$ • Reject, Improve, or Accept • Continue Testing decisions:  $C = \{T\}$ • Test Intrinsic utilities •  $u_R(\mathbf{p}) = 0$ •  $u_I(p) = 1.44 p - 0.64$ 

• Specialize equations to simple hit/miss case

- $u_A(p) = 1.44 p^2 0.44$
- Best to Reject for p < 4/9
- Best to Improve for 4/9
- Best to Accept for 5/6 < p•



## Optimal Decisions as a Function of Cost of Single Trial



## Shade Continue Region with Marginal Utility



A CONTRACTOR



26

## Change Color Scheme to Focus on Marginal Utility





## Solve for Marginal Utility v(a;n) Directly?



- Goal: calculate how impetus to test propagates out from decision boundaries enables direct computation of optimal decisions
- Exact asymptotic formula for zero-cost case:  $\tilde{v}(a;n,p_0) \doteq \sqrt{\frac{p_0(1-p_0)}{4n}} F\left(\frac{a-np_0}{\sqrt{np_0(1-p_0)}}\right)$  with  $F(z) \doteq \frac{|z|}{2\sqrt{\pi}} \Gamma\left(-\frac{1}{2},\frac{z^2}{2}\right)$





## Application of Dynamo to AN/TPQ-53 System

• Governing equations for Bayesian linear regression model





## Normal–Normal-Inverse-Gamma (NNIG) Model

- Parameter  $\theta = (\mathbf{c}, \sigma^2)$  governs distribution of y for each value of x
  - Scalar version:  $L(\mathbf{y} | \mathbf{x}, \theta) = \mathcal{N}(\mathbf{y}; \mathbf{c} \cdot \mathbf{x}, \sigma^2) \doteq \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left[-\frac{(\mathbf{y} \mathbf{c} \cdot \mathbf{x})^2}{2\sigma^2}\right]$

• Vector version: 
$$L(\vec{y} | X, \theta) = \mathcal{N}(\vec{y}; X\mathbf{c}^T, \sigma^2 I) \doteq \frac{1}{(2\pi\sigma^2)^{n/2}} \exp\left(-\frac{\left(\vec{y} - X\mathbf{c}^T\right)^T \left(\vec{y} - X\mathbf{c}^T\right)}{2\sigma^2}\right)$$

- Knowledge  $\kappa = (\mu, V, \alpha, \beta)$  governs distribution of  $\theta$ 
  - $P(\theta \mid \kappa) = P(\mathbf{c} \mid \boldsymbol{\mu}, \boldsymbol{V}, \sigma^2) P(\sigma^2 \mid \boldsymbol{\alpha}, \boldsymbol{\beta})$

$$P(\mathbf{c} | \boldsymbol{\mu}, \boldsymbol{V}, \sigma^{2}) = \mathcal{N}(\mathbf{c}; \boldsymbol{\mu}, \sigma^{2} \boldsymbol{V}) \doteq \frac{1}{\sqrt{(2\pi\sigma^{2})^{d} | \boldsymbol{V} |}} \exp\left(-\frac{(\mathbf{c} - \boldsymbol{\mu})\boldsymbol{V}^{-1}(\mathbf{c} - \boldsymbol{\mu})^{T}}{2\sigma^{2}}\right)$$
$$P(\sigma^{2} | \boldsymbol{\alpha}, \boldsymbol{\beta}) = \mathcal{I}\mathcal{G}\left(\sigma^{2}; \frac{\boldsymbol{\alpha}}{2}, \frac{\boldsymbol{\beta}}{2}\right) = \frac{(\boldsymbol{\beta}/2)^{\boldsymbol{\alpha}/2}}{\Gamma(\boldsymbol{\alpha}/2)} (\sigma^{2})^{-(\boldsymbol{\alpha}/2+1)} e^{-\boldsymbol{\beta}/(2\sigma^{2})}$$









## Bayesian Inversion to Assimilate Test Data

• Posterior predictive distribution = multivariate *t* 

$$P(\vec{y} \mid X, \kappa) = \int L(\vec{y} \mid X, \theta) P(\theta \mid \kappa) d\theta = \mathcal{T}_{\alpha} \left( \vec{y}; X \boldsymbol{\mu}^{T}, \frac{\beta}{\alpha} (I + X V X^{T}) \right)$$

$$predict outcomes y given knowledge \kappa$$

$$= \frac{\Gamma((\alpha + n)/2)}{\Gamma(\alpha/2) \sqrt{(\beta \pi)^{n} \mid I + X V X^{T} \mid}} \left( 1 + \frac{1}{\beta} (\vec{y} - X \boldsymbol{\mu}^{T})^{T} (I + X V X^{T})^{-1} (\vec{y} - X \boldsymbol{\mu}^{T}) \right)^{-(\alpha + n)/2}$$

Bayesian inversion

• 
$$P(\theta \mid \vec{y}, X, \kappa_0) = \frac{L(\vec{y} \mid X, \theta) P(\theta \mid \kappa_0)}{P(\vec{y} \mid X, \kappa_0)} = \frac{\mathcal{N}(\vec{y}; X \mathbf{c}^T, \sigma^2 I) \mathcal{N}(\mathbf{c}; \boldsymbol{\mu}_0, \sigma^2 V_0) \mathcal{I} \mathcal{G}(\sigma^2; \alpha_0 \mid 2, \beta_0 \mid 2)}{\mathcal{T}_{\alpha_0} \left( \vec{y}; X \boldsymbol{\mu}_0^T, \frac{\beta_0}{\alpha_0} \left( I + X V_0 X^T \right) \right)}$$

• Conjugate prior structure: simple updates

• 
$$P(\theta \mid \vec{y}, X, \kappa_0) = P(\theta \mid \kappa_n) = P(\mathbf{c} \mid \boldsymbol{\mu}_n, V_n, \sigma^2) P(\sigma^2 \mid \alpha_n, \beta_n)$$



Property #1:







## Conjugate Prior Structure of NNIG: Simple Updating

- Update rule for  $\kappa$ 
  - $\boldsymbol{\mu}_{n} = \left(\boldsymbol{\mu}_{0}V_{0}^{-1} + \vec{y}^{T}X\right)V_{n}$   $V_{n} = \left(V_{0}^{-1} + X^{T}X\right)^{-1}$   $\alpha_{n} = \alpha_{0} + n$  $\beta_{n} = \beta_{0} + \left(\vec{y} - X\boldsymbol{\mu}_{0}^{T}\right)^{T}\left(I + XV_{0}X^{T}\right)^{-1}\left(\vec{y} - X\boldsymbol{\mu}_{0}^{T}\right)$
- Simplified update: let  $W \doteq V^{-1}$ ,  $\mathbf{v} \doteq \boldsymbol{\mu} W$ , and  $\gamma \doteq \beta + \boldsymbol{\mu} \cdot \mathbf{v}$ 
  - $\mathbf{v}_n = \mathbf{v}_0 + \vec{y}^T X$   $W_n = W_0 + X^T X$   $\alpha_n = \alpha_0 + n$  $\gamma_n = \gamma_0 + \vec{y}^T \vec{y}$

 $\mu, \mathbf{v}, \mathbf{c}, \mathbf{x} : 1 \times d$  $\vec{y} : n \times 1$  $V, W : d \times d$  $X : n \times d$ 



## **Example of Knowledge Updating**

- Bayesian model maintains the knowledge  $\kappa = (\mu, V, \alpha, \beta)$  about system
  - Beginning with Subject Matter Expert (SME) knowledge initially
    - Though this example uses a diffuse prior (no initial knowledge)
  - Knowledge updated with each test
    - Each test is a pair (x,y): an environment x and an outcome y
- Sequential Bayesian Testing: can use  $\kappa$  to assess system at any time
- Four-slide example for proxy data
  - Knowledge  $\kappa$ : determines distribution over parameter  $\theta$
  - Any value of the parameter  $\theta$  predicts outcomes y in any environment x
    - Outcome *y* = log(error) between actual and estimated location of an object
    - Environment x = various discrete and continuum factors that influence outcome
  - Knowledge  $\kappa$  updated after every test result (x,y)





## Sequential Bayesian Updates with TPQ-53 Proxy Data







**Sequential Bayesian Updates with TPQ-53 Proxy Data** 







## Sequential Bayesian Updates with TPQ-53 Proxy Data







## **Preview of Forthcoming Dynamo GUI**

• Unclassified Mock-Cannon example



#### Mock-Cannon Example



|  | د<br>م بث ال ع :               |
|--|--------------------------------|
| DYNAMO   |                                |
| Select System Under Test<br>Mock-Cannon<br>IMPORT IDSK | Select Example<br>Decision Aid |
|  |                                |
|  |                                |
|  |                                |
|  |                                |





#### Mock-Cannon Example







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#### Mock-Cannon Example







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