



# Using PSMs in the public sector: the experience at Dstl

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Presentation to Operational Research Society Problem Structuring Methods SIG Seminar

LSE 11 October 2006

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# Overview

- Quick introduction to Dstl
- Trends on use of Soft OA in Dstl
- Sample of methods used at Dstl
- Dstl's Soft OA CoP
- Questions.



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# Dstl Overview

- Dstl's **Mission**
  - Creating the winning edge for UK Forces and Government through the best use of science and technology
- Dstl's **Vision**
  - To be the indispensable source of science and technology at the heart of defence
- Part of MoD
- Approx 3,000 employees
- Project based organisation.



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# Dstl Departments



Policy & Capability Studies

Naval Systems

Land Battlespace Systems

Air and Weapon Systems

Joint Systems

Information Management

Energetics

Electronics

Sensors & Countermeasures

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Physical Sciences

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Detection

Systems

Science

Technology



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# Aim of Talk

- Provide an overview of the **use of Soft OA in Dstl**
- Background context
  - Increasing complexity of world
- Different types of problems
  - **Puzzles**
    - What needs to be done and how to do it is clear
  - **Problems**
    - What needs to be done is clear, but not how to do it
  - **Messes**
    - What needs to be done and how to do are both unclear.

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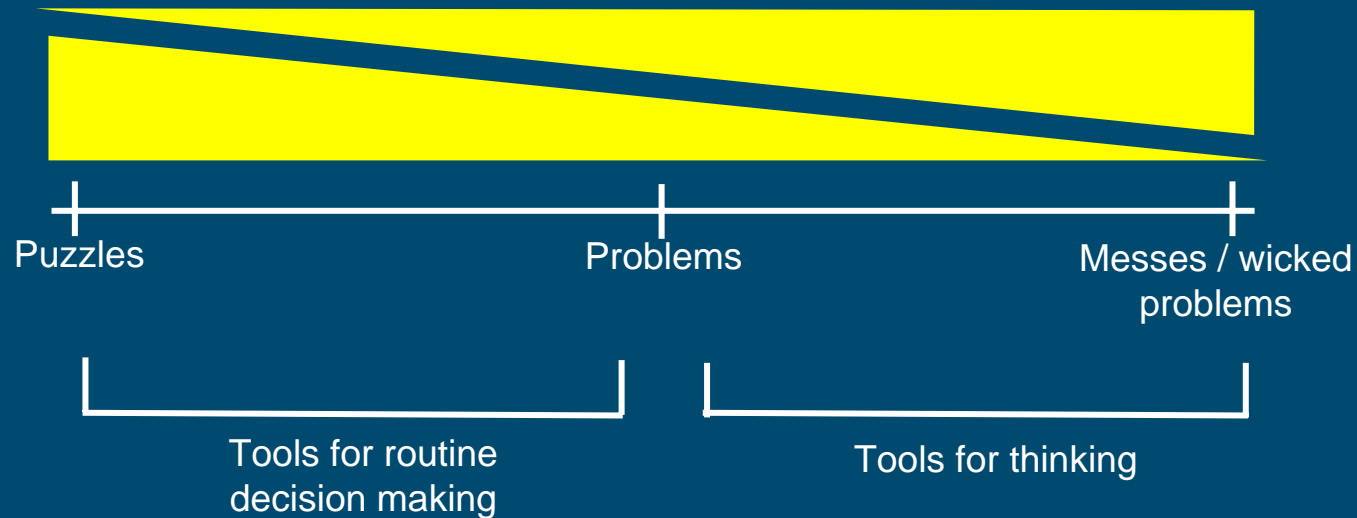
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# Why use Soft OA?

From Pidd (2004) Systems Modelling: Theory and Practise



- Provides tools for thinking
- Helps address messes and wicked problems.

# Use of soft methods in Dstl

- Output from MSc OR Student project
- Based on a small sample (41 respondents).

Method	% of respondents with experience
Cognitive Analysis	12
Decision Analysis/Decision Trees	46
Drama Theory	2
Game Theory	10
Metagame Analysis	0
Robustness Analysis	0
Scenario Planning	34
SSM	29
Storytelling/ Narrative Approach	12
SCA	7
SODA	7
System Dynamics	29
Total Systems Methodology	5
Viable Systems Model	0
<b>Others</b>	<b>83</b>
ACTIFELD	
Benefits Mapping	
CLD	
Experimental Gaming	
Influence Analysis	
MCDA	
Strategic Assessment Method	
Strategic Gaming	

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# Trends of use at Dstl

- Complementarity
  - Complementary use of hard and soft methods
  - Combining hard and soft methods
- Multi-methodology
  - Combining together more than one methodology (in whole or part) within a particular intervention.

# Project Start-up

- Understanding the problem
  - SSM (elements of)
  - Brainstorming
  - Influence diagrams
  - Dialogue mapping
  - NATO CoBP for C2 studies
  - SWOT / PESTLE
  - What / how / why / where / when / who
  - .....
- Eliciting the customer's requirements
  - Neuro-Linguistic Programming
  - Cognitive mapping
- Who do we need to consult?
  - Stakeholder analysis

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# Sample of methods used during a project



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# Strategic Assessment Method



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# Strategic Assessment Method (SAM)

- Aims to understand the strategic context for a given situation
  - Context is complex
  - Designed to look into the medium term
- Identifies
  - Key risks and opportunities
  - Key indicators of approaching crises
  - Strategic options
- Supports the development of policy, plans and strategy.

# History: SAM's R&D Programme

- Inception: 1997
- Programme of methodological R&D, funded by MOD
- Eight experimental trials 1997-2003:
  - Angola
  - SE Asia
  - Cyprus
  - Southern Caucasus
  - Operational support to PJHQ
  - Nile Basin
  - UK Critical National Infrastructure Protection
  - Defence Diplomacy & Conflict Prevention
- Case study: 2004
  - Indo-Pak Conflict Prevention Fund.

# Key questions SAM seeks to help answer

- Risks and Opportunities
  - What are the key **risks** and **opportunities**?
  - How can we reduce our exposure?
- Crises
  - What are the **key trends and events** that might lead towards a crisis?
  - Which ones can we **influence**? By what means?
  - What would the crisis look like? How would it affect us?
- Stability
  - Is the situation relatively **stable** - politically, economically, socially, technologically?
  - What or who is causing any **instability**?
  - How fast might the situation change? How much warning might we have?
- Surprise
  - How can we reduce the likelihood of strategic **surprise**?
  - What key **indicators** can forewarn me of otherwise unexpected events?
  - What do we not know?

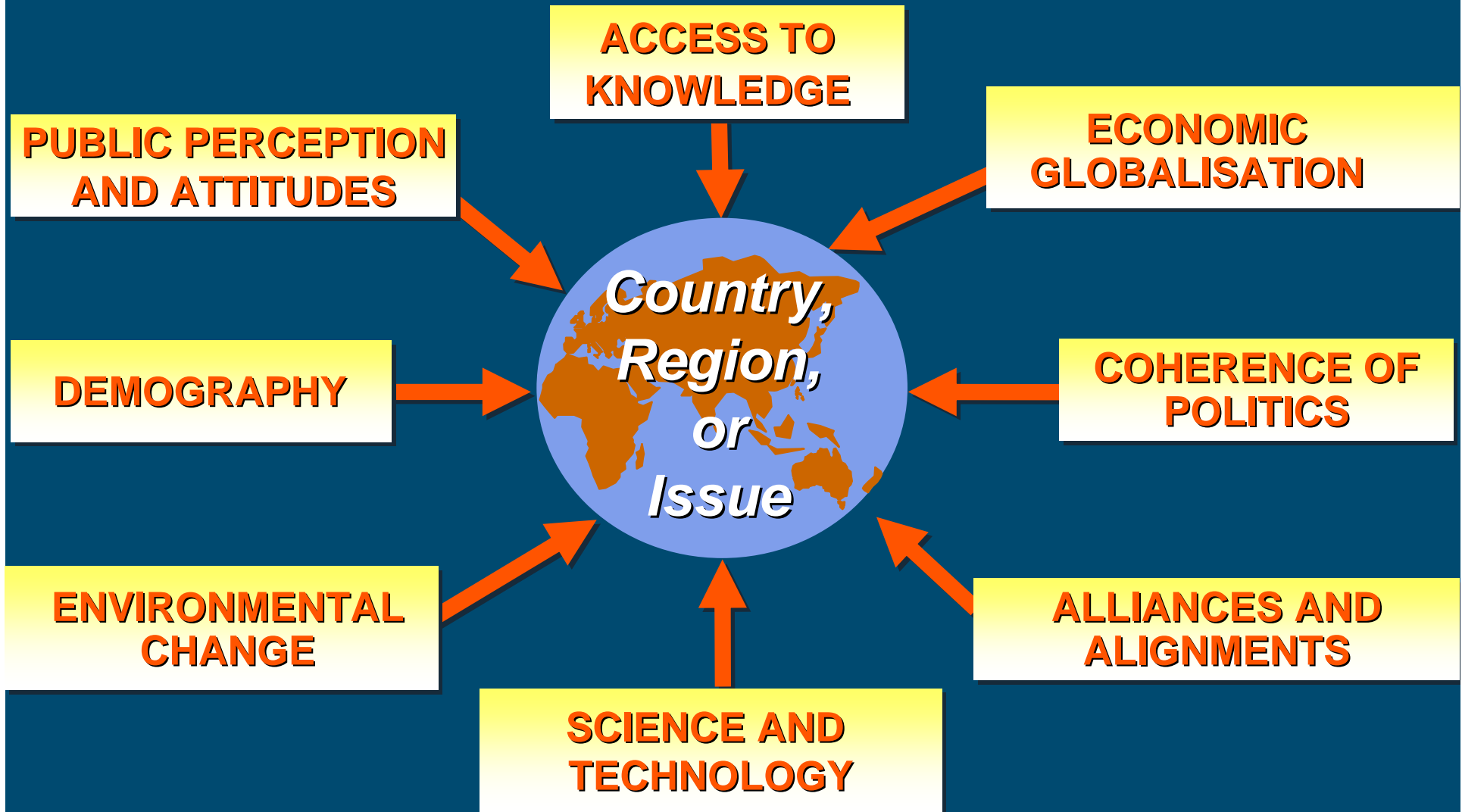
# Overview of Process

Part	Phase	Name	Basic Assessment
1	0	Preliminary preparations	Basic Assessment
	1	Expert judgement capture	
2	2a	Analysis, visualisation and modelling	Full Assessment
3	2b	Desk-level assessment of strategic options	
	3	Principals' assessment	

# Phase 1: Expert Judgement Capture

- What data do we want?
  - Horizon Scanning
- How do we capture the data?
- Who are the experts?
- Where are the experts from?
- Why do we use so many people?

# Horizon Scanning



# Phase 1: Expert Judgement Capture

- What data do we want?
- How do we capture the data?
  - Interviews
  - Workshops
  - Written material
- Who are the experts?
- Where are the experts from?
- Why do we use so many people?

# Phase 1: Expert Judgement Capture

- What data do we want?
- How do we capture the data?
- Who are the experts?
  - Subject matter experts in geographical area
  - Those with in country / region experience
- Where are the experts from?
- Why do we use so many people?

# Phase 1: Expert Judgement Capture

- What data do we want?
- How do we capture the data?
- Who are the experts?
- Where are the experts from?
  - Academia, industry, media, various areas of public sector
- Why do we use so many people?

# Phase 1: Expert Judgement Capture

- What data do we want?
- How do we capture the data?
- Who are the experts?
- Where are the experts from?
- Why do we use so many people?
  - Holistic view of issue
  - Minimise bias

# Phase 2a: Analysis and Visualisation

- Aims to **create extra understanding** beyond the raw captured judgements
  - Key risks and opportunities
  - Potential key indicators
  - Gaps in knowledge
- Analytical techniques include:
  - Thematic analysis - 'seeing through lenses'
  - Cause and effect analysis
  - Risk and opportunity mapping - visualisation.

# Visualisation of the Concepts

43 Directly amenable trend

17 Directly amenable event

54 Indirectly amenable trend

56 Indirectly amenable event

55 Non-amenable trend

39 Non-amenable event

NB Numbers are only serial numbers

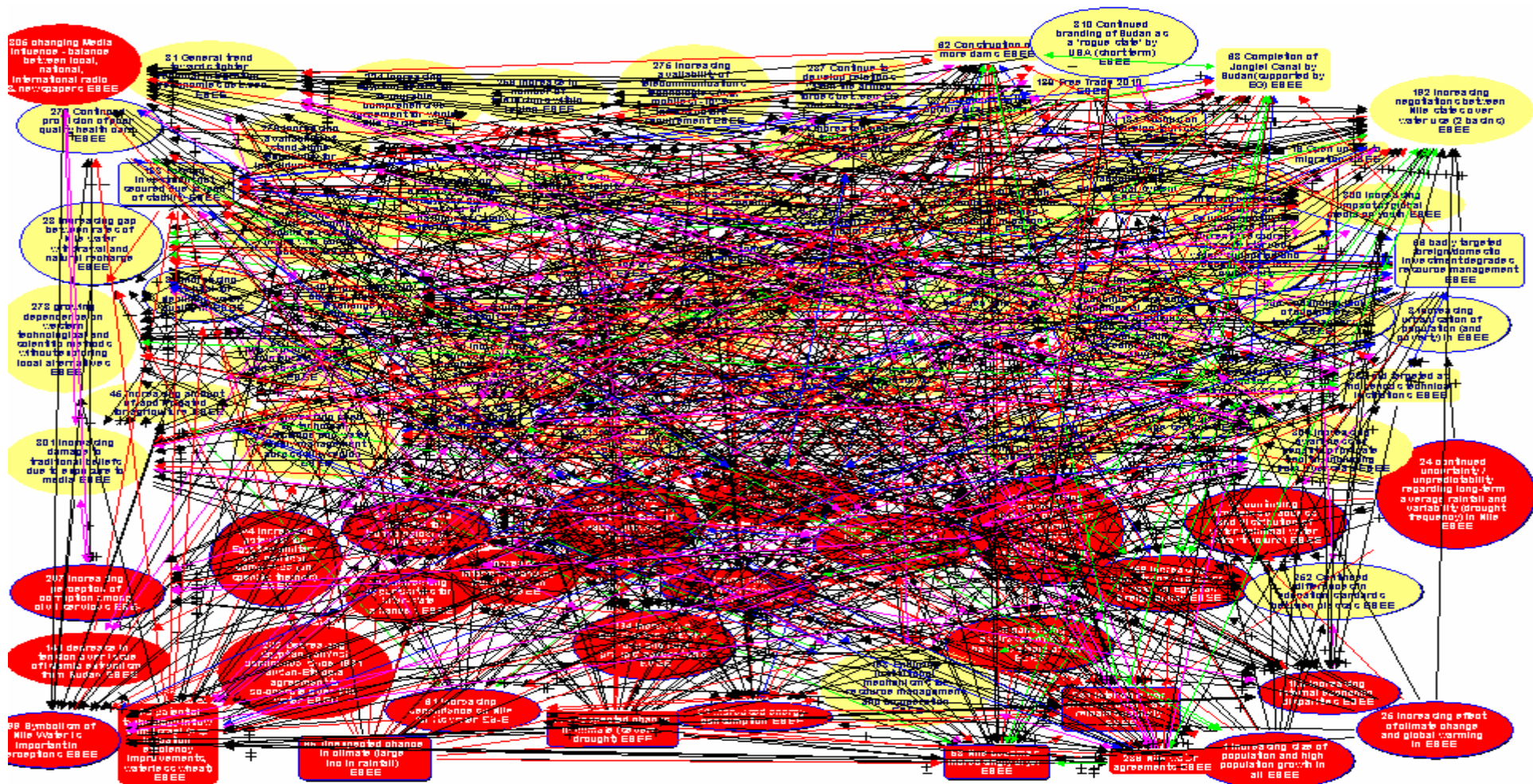


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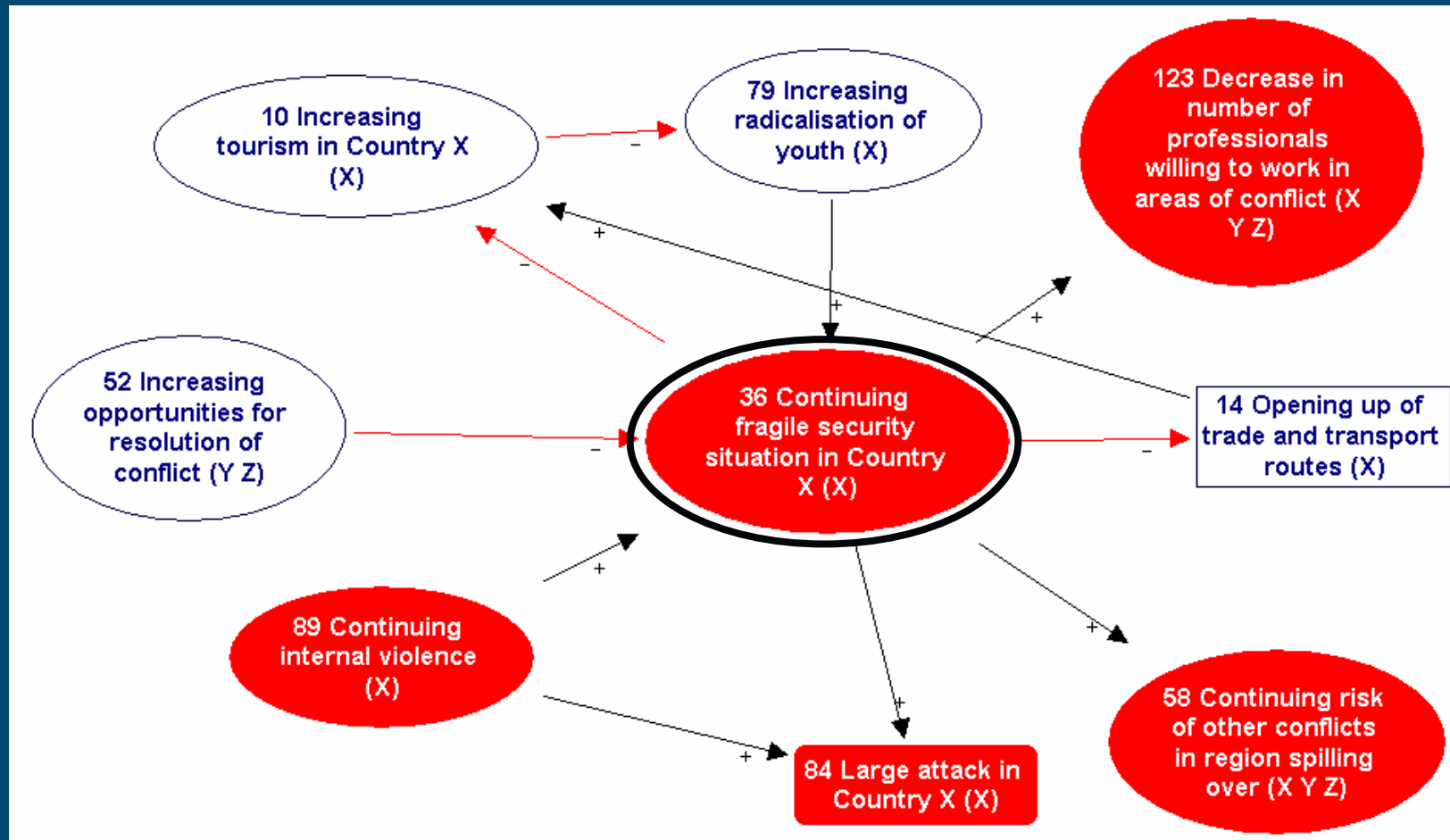
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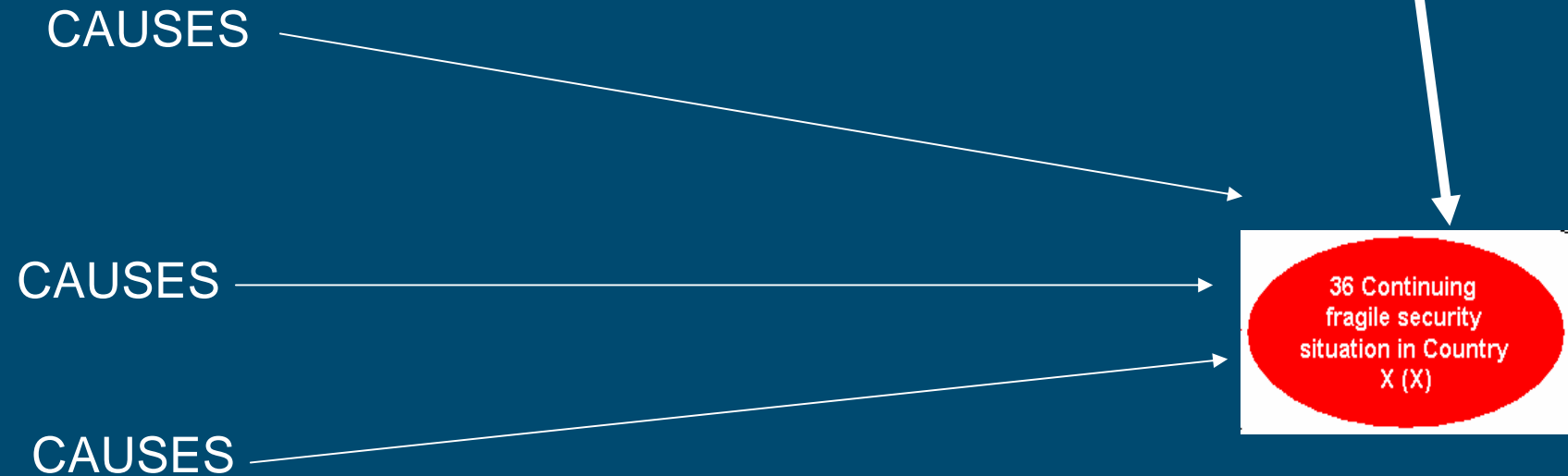


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# All issues surrounding node 36

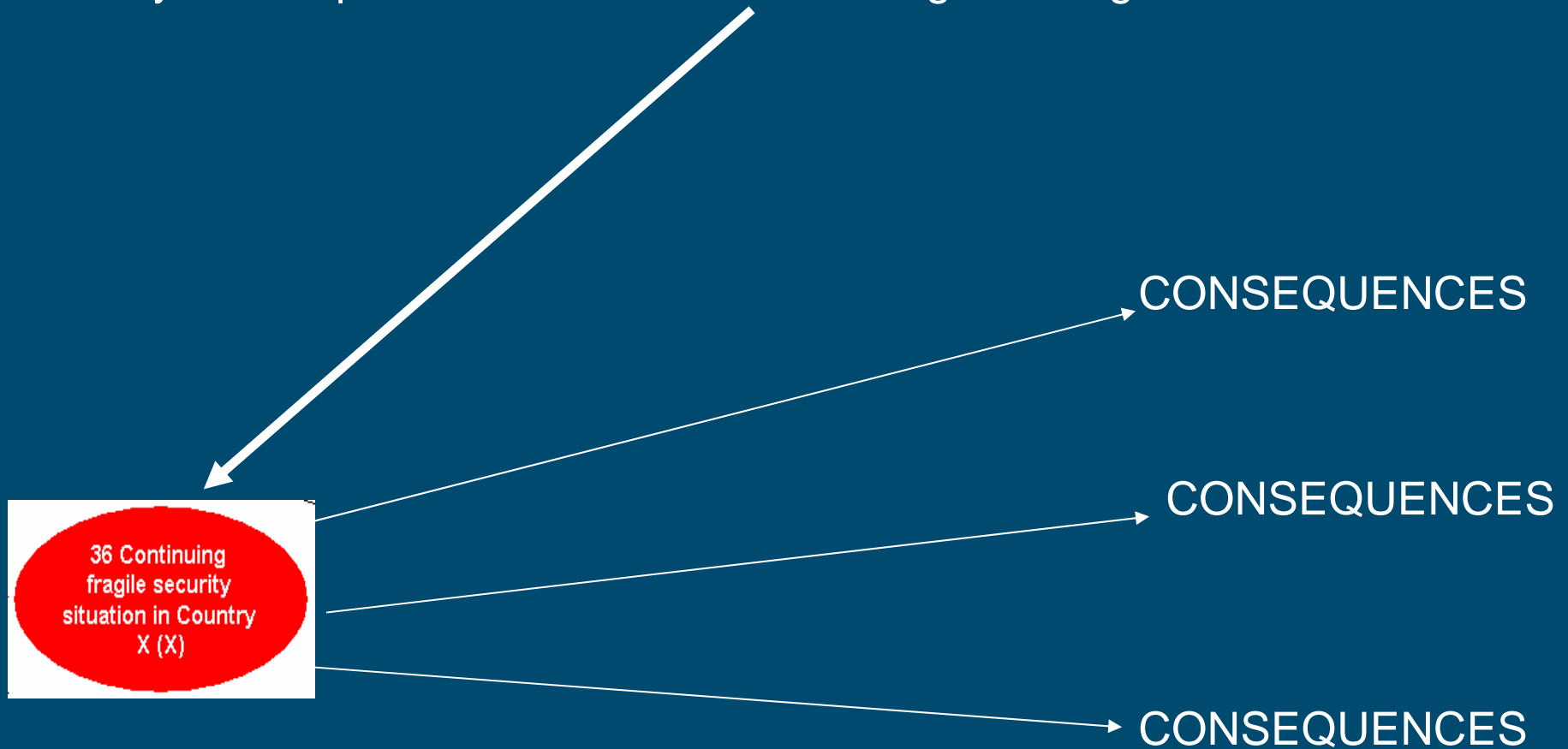


Identify central factor on diagram -  
Causes view is created to show factors leading to it.



DIAGRAMS - read Left to Right

Identify Consequences from the factor - things leading from it



DIAGRAMS - read Left to Right

# Phase 2b: Options Generation Workshops

- Aim: generate and prioritise strategic options
- Identify primary risks and opportunities
- Use these to inform option generation
- Assess options (H - M - L)
  - Effectiveness (including track record if applicable)
  - Feasibility (would the country of interest permit it?)
  - Political attractiveness (to HMG)
  - New idea?

# Reviews of SAM

- Psychological review of phase 1
  - “An **improvement in the group decision-making process** when compared with unstructured methods”
- Defence Scientific Advisory Council (DSAC) OA Working Group
  - “SAM represent a solid and praiseworthy attempt to **bring credibility to qualitative decision support** in MoD”

Inclusive

Identifies  
strategic  
options

Reduces  
complexity

**SAM ADDED  
VALUE**

Holistic

‘Joined-up’

Increases  
understanding

Structured  
process



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# Scenarios



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# Scenario Planning

- Scenarios provide focus and detail against which issues can be explored and assessed
- Why use scenarios?
  - Predicting the future [!?]
  - Springboard for creative thinking
  - Build consensus and buy-in for policy
  - Test the robustness of a policy, plan or strategy
- Different methods for constructing scenarios.

# Scenario Planning 2

- Different ways to use scenarios
  - Modelling
  - Gaming
  - Discussion
- The scenario method doesn't stop with the creation of a scenario or a **number of scenarios**, it begins there
- Scenario use at Dstl
  - Future equipment and force structure requirements
  - Testing and refining government policy.

# Gaming



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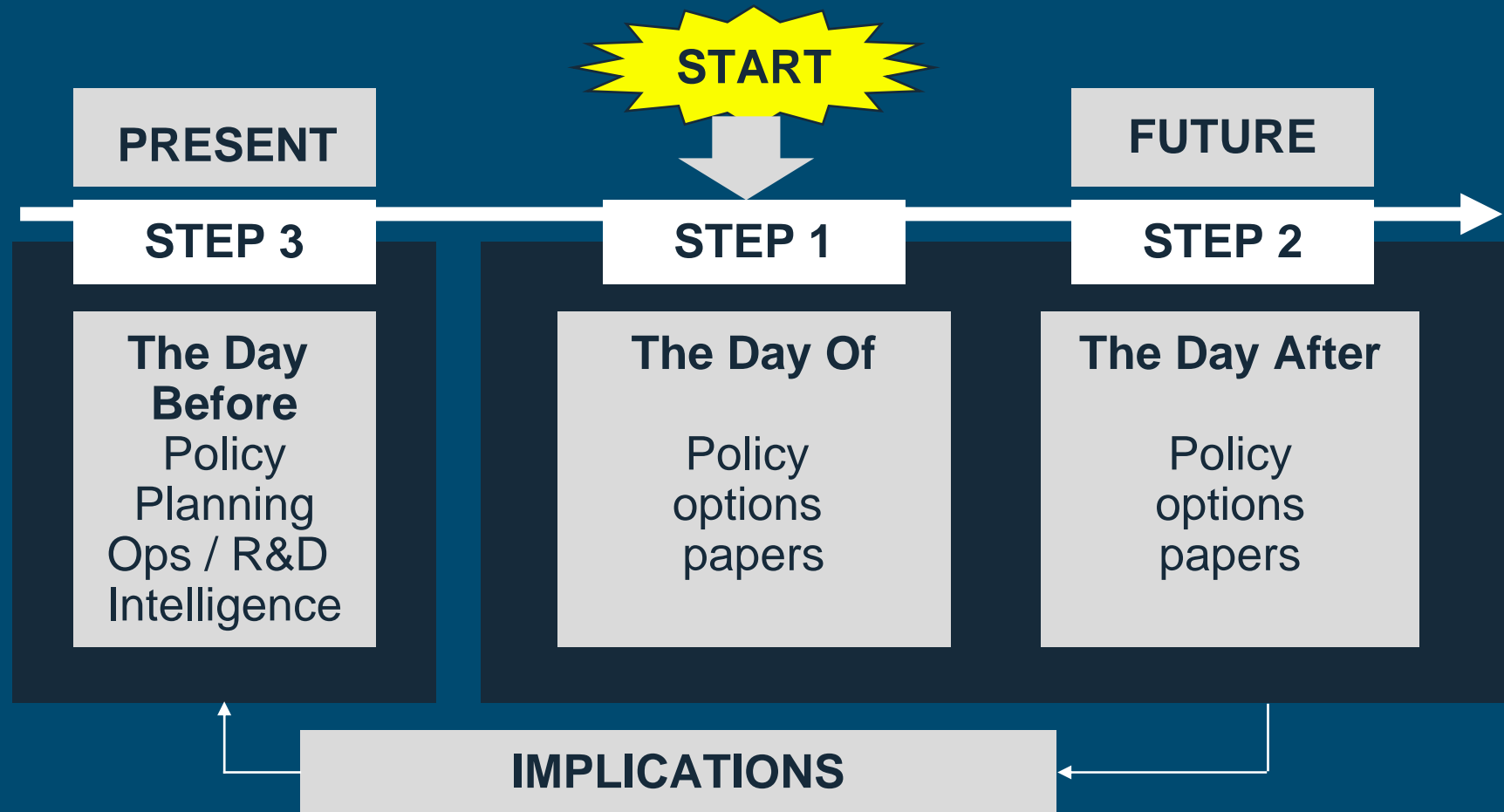
# Gaming - using the Scenarios

- What are games?
  - Scenario based exercises involving real-time, human interaction and decision making
- Designed to explore operational concepts, capture issues, explore decision making processes or to enable planning
- Different types, focusing on different types of information
  - War Games
  - Politico-Military Games
  - Strategic Games, e.g. 'The Day After' Method.

# 'The Day After...' Method

- What?
  - Scenario-based exercises using a simulated crisis with real issues.
  - Participants are senior advisers to national leader (i.e. not role play).
  - Decision points force discussion and recommendations in context of:
    - limited time;
    - significant uncertainty.
  - Carefully designed, scripted, tested and executed.
- Why?
  - Key benefits / products include:
    - Shared understanding of the 'big picture'.
    - Better informed policy / strategy.
    - Pragmatic guidance for contingency planning.
    - Networking (intra- and inter- Government).

# Strategic Gaming Exercises - Method



# Experimental Gaming Overview

- Customer questions
  - Gain an improved understanding of the **mechanisms** through which **coercive effects** can be achieved
  - Examine the **means** by which HMG can **change an adversary's intent** to use force
- Why gaming?
  - Adversaries have choices
  - Interested in affecting Red's perceptions of gain and loss, and Red's cost/benefit calculus
  - We don't fully know how to model humans and their decision making, yet.

# Potential Areas of Insight (easier to harder to address)

- 1) How will a given regime **behave** when under pressure to change their intent?
- 2) How **susceptible** to intent change is a given regime?
- 3) What **level of pressure** is required to change the intent of the target regime?
- 4) What **ways** of attempting to change Red's intent are more effective than others?
- 5) Are we able to change the intent of the adversary before they **undermine our will**?
- 6) **When will we win**?

# Experimental Gaming

- **Structured role playing** of different Red leaders
  - Skilled role players / actors “wrapped” inside a profile
  - Profile extensively reviewed by experts
  - Provided players with detailed character profiles:
    - Personality info
    - Personal history
    - Cultural info
    - Historical info
    - Political info
    - ORBAT
  - Game conditions controlled.

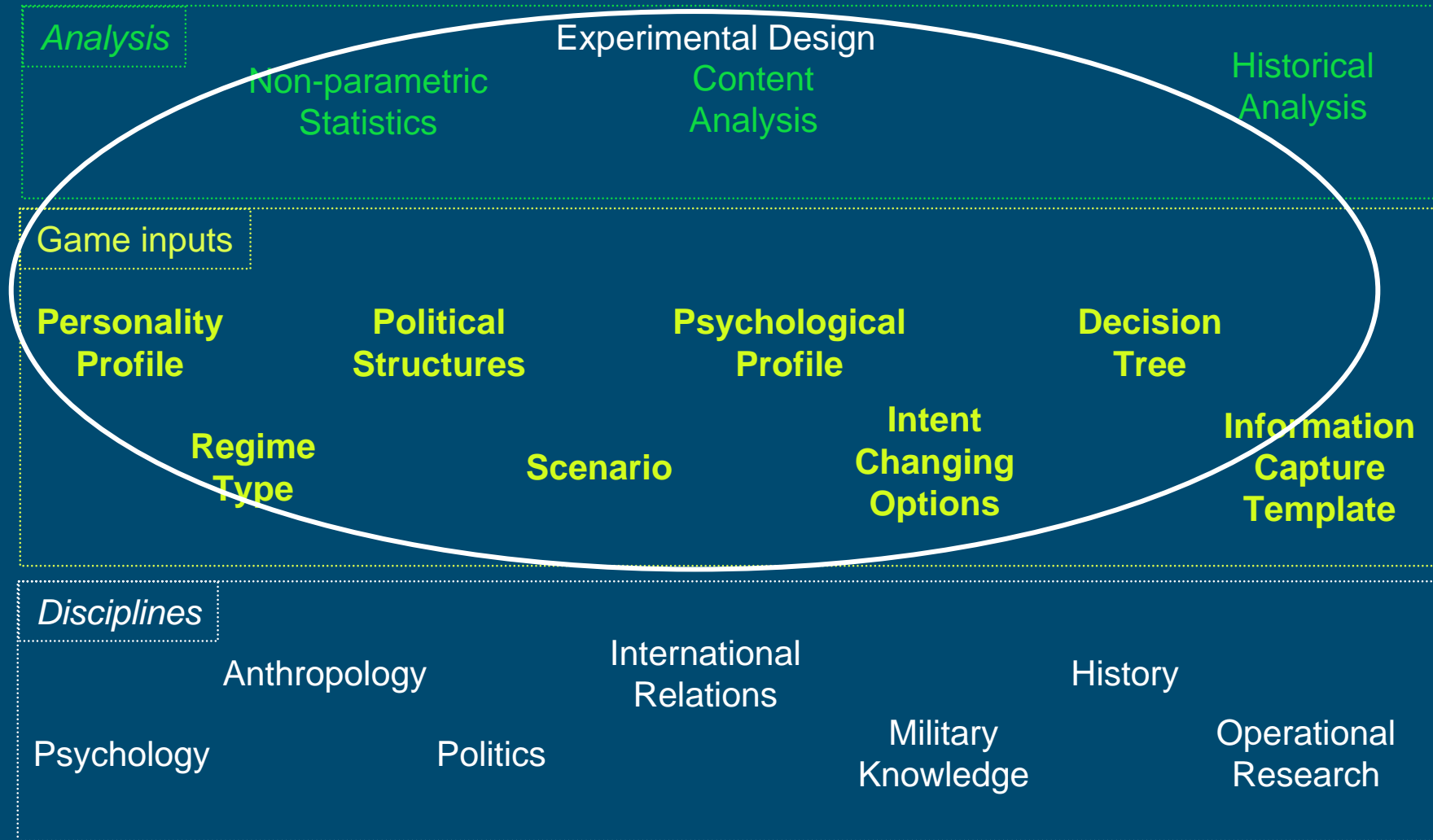
# Experimental Gaming

- **Structured role playing** of different Red leaders
  - Skilled role players / actors “wrapped” inside a personality and leadership profile
- **Two independent variables** that are varied between the games
  - (1) Regime Type
  - (2) Blue strategies
- Scenario scripted using a **decision tree** with a discrete set of options available to the player
- Information captured at each game turn and at game end.

# Using the Results

- Method has been extensively reviewed by experts
  - Assessed as **groundbreaking** and fit for purpose
- Findings have
  - An extremely high degree of consistency with reality
  - The potential to inform strategic planning and balance of investment in military capabilities
- Follow-on work is seeking to pull through the results into a model that can be run stochastically alongside existing high-level Operational Analysis campaign models.

# Multi-disciplinary and Methodology



# Social Network Analysis



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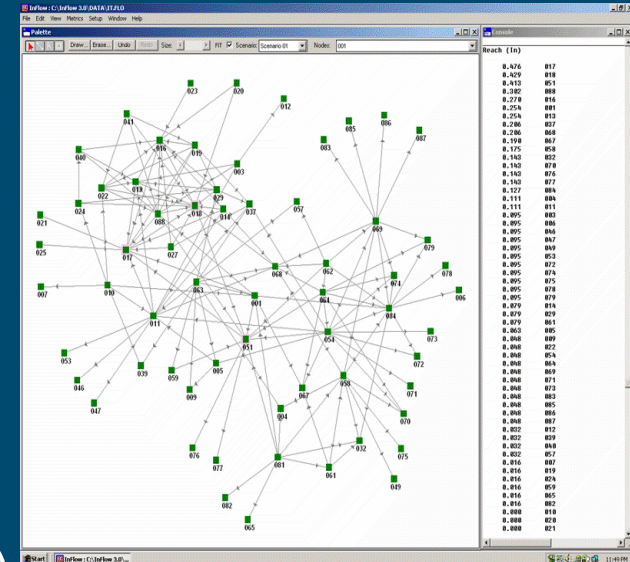
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# Social Network Analysis (SNA)

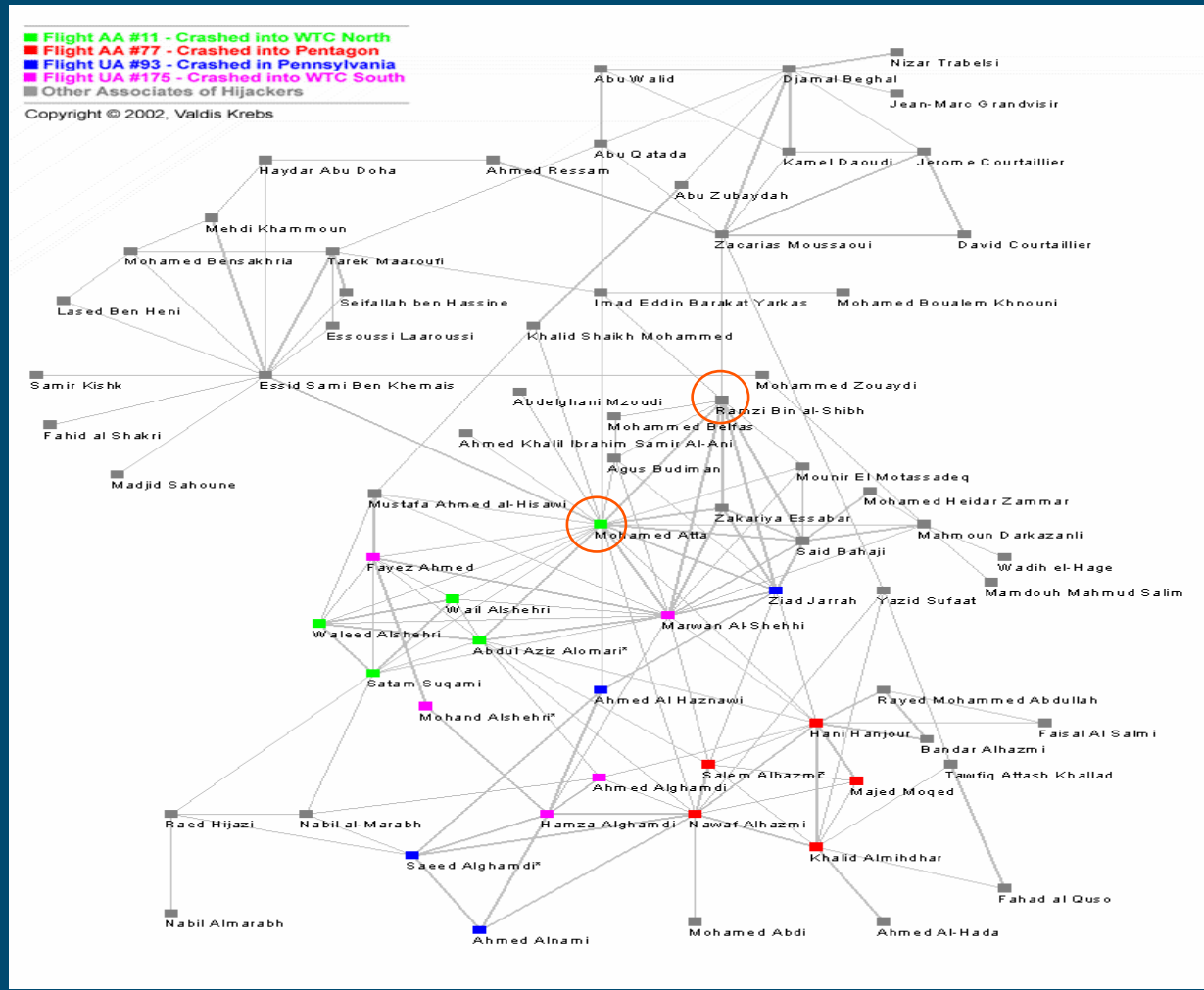
- SNA is the analysis of the pattern of interaction between individuals in social networks, in two stages:
- Network Construction (**Qualitative**)
  - Relational Data
  - Network Visualisation
- Network Analysis - Graph Theory (**Quantitative**)
  - Measure of properties of nodes in relation to other nodes in network:
  - Centrality, Equivalence, density, weak ties.



# SNA cont.

- SNA can be applied to aid targeting and strategic policy
- Current practice by Intelligence Analysts
  - Production of a visual briefing aid, usually based on analyst's own opinions
- Which SNA measures are useful?
  - Centrality (Closeness & Betweenness), Weak Ties, Structural Equivalence/Redundancy
  - Identification of key generic roles in networks
    - Organisers, extenders/contact brokers, seams, low redundancy (Williams 2000)
- Limitations - incomplete data, fuzzy boundaries, dynamic networks.

# SNA Example - 9/11 Hijackers



Source: V. Krebs, [www.orgnet.com](http://www.orgnet.com)



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# Network Disruption - Concepts

- Once network is understood we can develop concepts for disrupting it by targeting:
  - Nodes with high centrality (closeness & degree) & high cognitive load
  - Network seams / cross-overs and extenders and weak ties (betweenness)
  - Nodes with low redundancy
- Measurements of network disruption
- Disruption does not always require a physical attack - SNA could be used to inform Info Ops etc. ...



# Benefits Analysis



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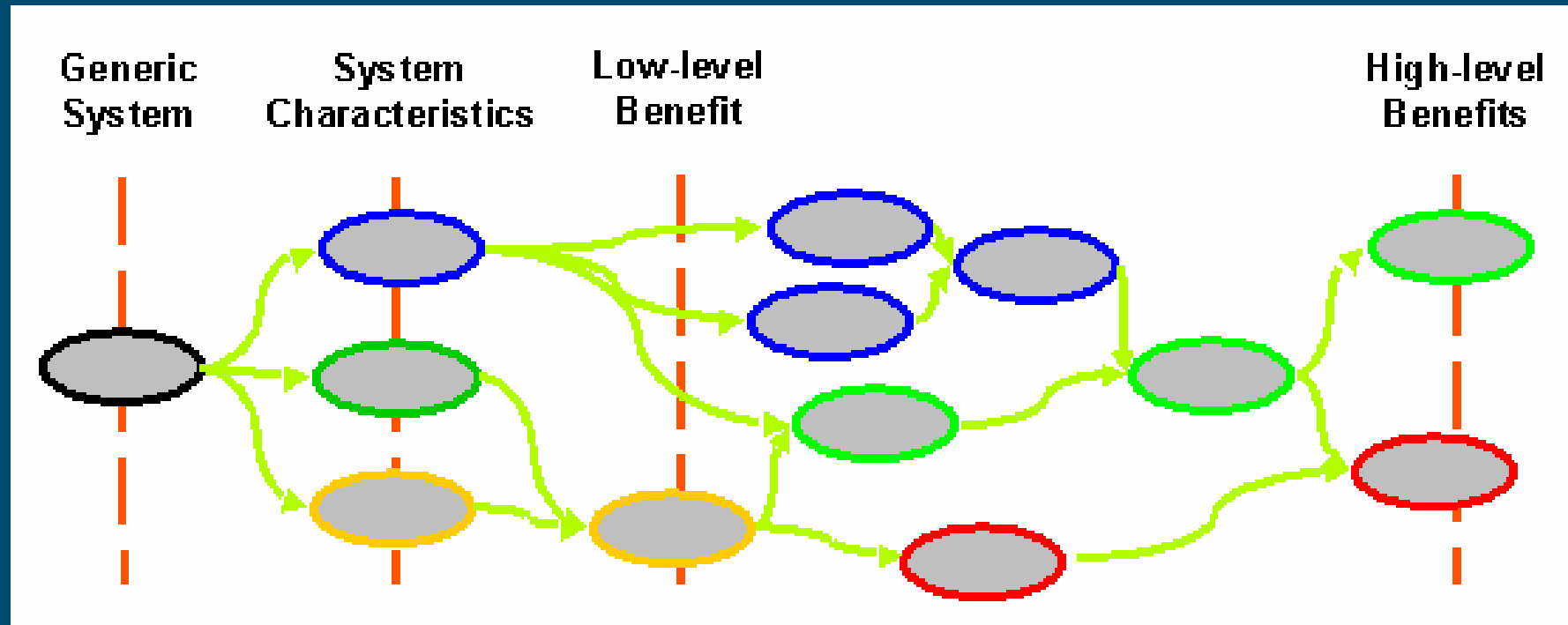


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# Benefits Analysis

- Systematic method for formulating complex, multi-factor investment appraisal problems
- Analysing benefits, particularly non-financial benefits
  - Management of equipment capability
- Method has evolved over past decade
  - Derivation from a number of other methods, including MCDA, QFD and Casual Mapping.

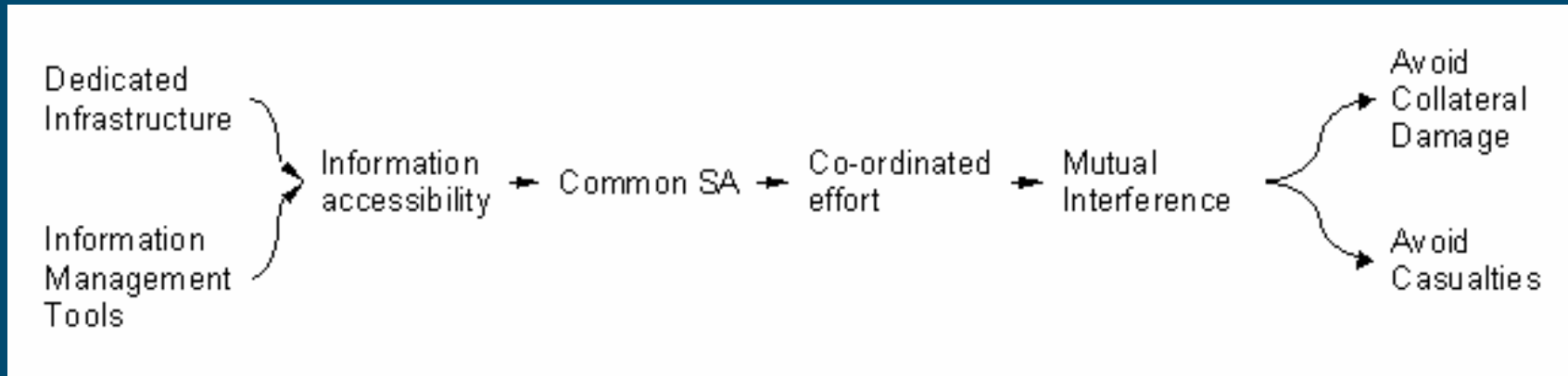
# Generic Benefits Map



# Problem Modelling Phases

- Elicitation and mapping
  - Usually conducted during a workshop
  - Product is a causal map showing the lines of argument between investment variables and the value criteria
- Qualitative analysis
  - Appreciation of the qualitative relationships in the causal map
  - Identification of themes and strands within the map.

# Example Benefits Strand



- Investment variables considered
  - Provision of information management tools and dedicated information infrastructure
- Line of argument
  - Increased investment in information will lead to better information accessibility and situational awareness.

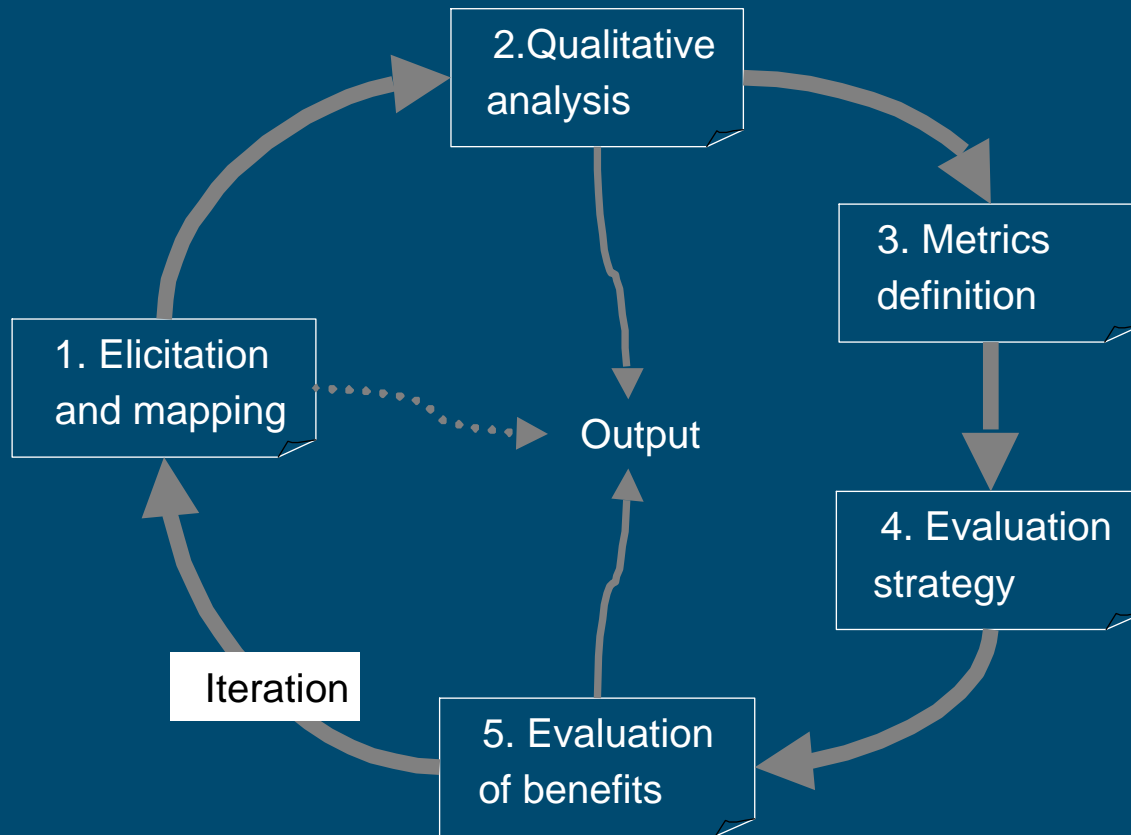
# Problem Modelling Phases

- Metrics definition
  - First step towards quantification of the benefits
  - Causal map used to identify metrics and surrogate metrics
  - Metrics measure something meaningful (measures of effect)
    - Avoid casualties: absolute number of losses
- Modelling the problem may be sufficient, if not...

# Benefits Evaluation Phases

- Evaluation strategy
  - Three different types
    - Matrix-based scoring
    - Network-based functions
    - Strand-based multi-method evaluation
- Evaluation of benefits
  - Dependant of evaluation strategy
  - Must be rigorous
    - Provide a reliable and realistic product.

# Benefits Analysis Method



# Benefits Analysis Overview

- Benefits

- Provides an explicit and clear problem model
- Can facilitate the efficient use of expensive or efficient scarce resources
- Flexible
  - Different evaluation strategies
  - Different uses
- Rigorous

- Limitations

- Unsuitable for wicked problems
- Limited utility in a direct decision support context
- Unable to deal with cyclic behaviours

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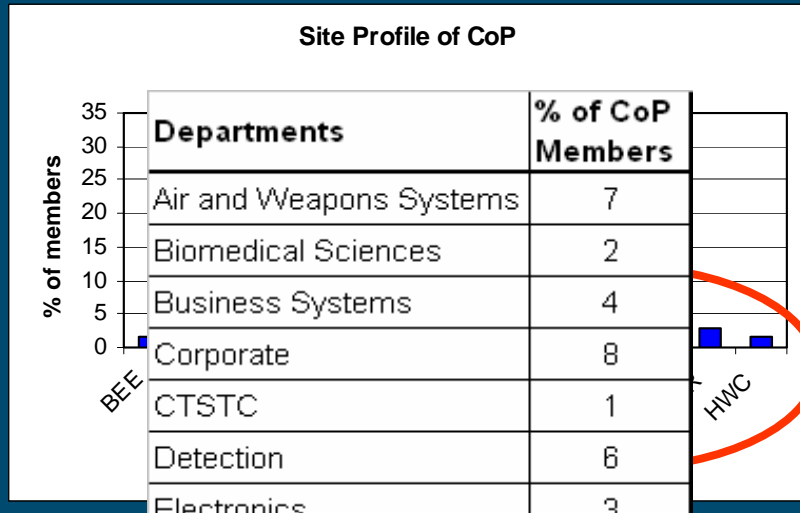
# Why Form a Soft OA CoP?

- Dstl is a **project** based organisation
  - Continually required to elicit customer requirements, design and deliver a piece of work that matches these
- Trend towards increasingly **complex** problems
- Soft OA techniques are increasingly being used across the lab
- **CoP aim**
  - Strengthen Dstl and MoD's soft OA capability.

# Dstl's Soft OA CoP

- Formed in Feb 06
- Currently contains 180 members
- Lifespan of years
  - End when no longer a demand for learning about soft OA!
- Members are geographically dispersed
- High degree of legitimacy within organisation
  - Formally funded network.

# Drilling into the who...

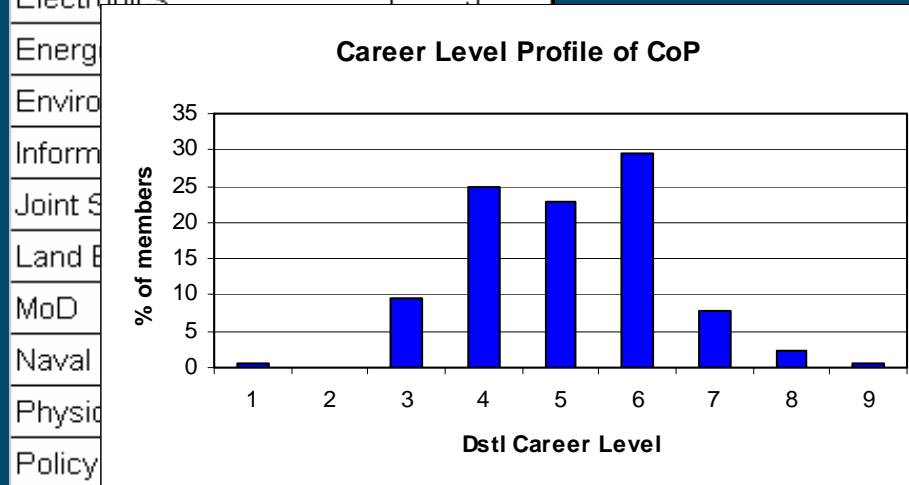


CoP members span many sites across the country

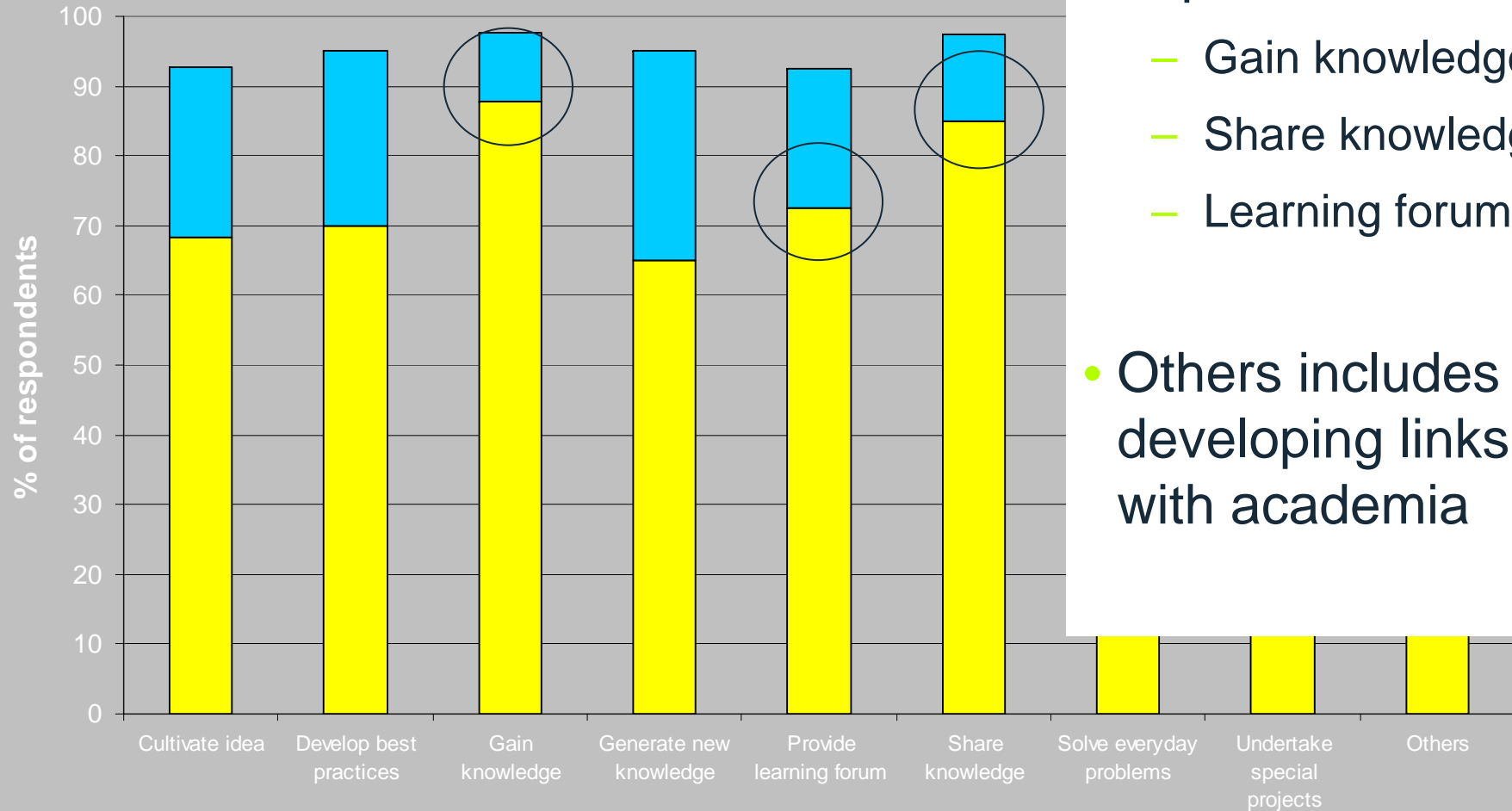
CoP members are not just in Dstl, also MoD & warfare centres .....

CoP members work on very different problems

CoP members are at varying stages in their career



## What do CoP members want?



- Top three areas:
  - Gain knowledge
  - Share knowledge
  - Learning forum
- Others includes developing links with academia

# CoP Activities (1)

- Establish and sustain a **CoP!**
  - Identify interested parties
  - Understand what people want and identify the 'core' group
  - Knowledge management strategy (MSc OR project)
- Create a repository of **knowledge**
  - Intranet site, books
- Keep abreast of **developments** in soft OA field
  - Horizon scanning, academic links
- Develop **skills**
  - Training courses (internal and external), presentations, interaction between members, experiential learning.

# CoP Activities (2)

- Past activities
  - SSM day
    - Short introduction
    - Briefs on uses within Dstl
  - 2 day introduction to PSM course
  - ACTIFELD brief
- MCDA is next on the agenda
  - Academic brief
  - Training courses, including internal course on Benefits Mapping
  - Internal briefs on uses of MCDA within Dstl
- In the future.....

# How can you help?

- Do you have anything to offer the CoP?
  - KM thoughts
  - Titles of good books or papers
  - Interested in giving a talk to the CoP?
  - Exciting events, thoughts on them!
  - ANO .....

# Closing....



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# Other Issues

- Learning from different disciplines
  - New methods
  - Different perspectives to problems
- Verification and validation
  - Work is fit for purpose
  - Ensure that the design fulfils its stated purpose
  - Different approaches to validation
    - Not just realist (against real world events).

# Closing

- Wide use of soft OA in Dstl
  - Growing use
- Trend of use is towards
  - Home created multi-methods
  - Complementary use with hard OA
    - Help structure problem at onset
- Important to address V&V issues.

# Questions?

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