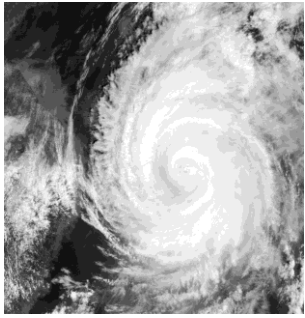


# Risk & Safety in Engineering



Dr. Jochen Köhler

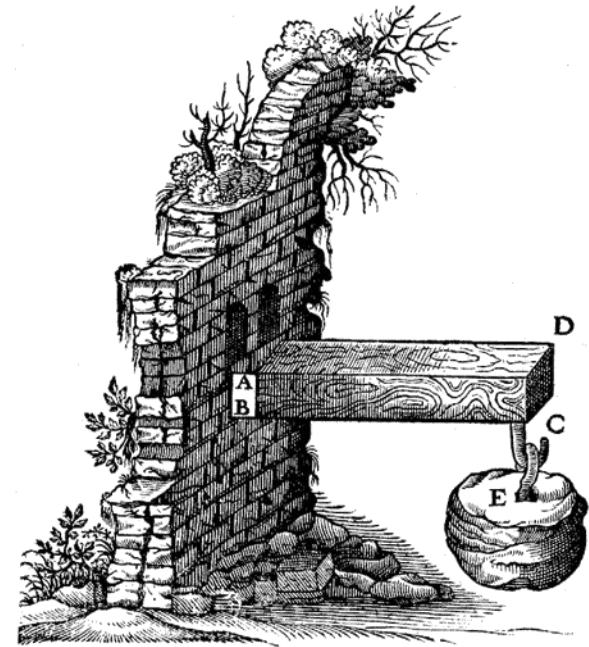
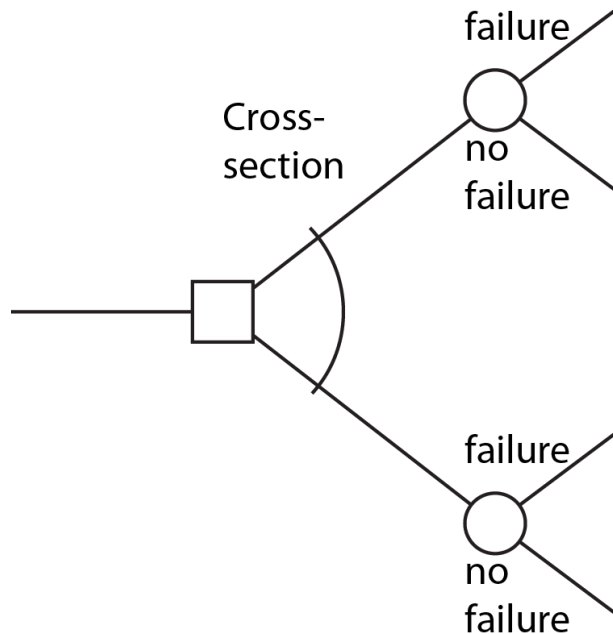
# Content of today

Repitition: Decision trees and examples

The Concept of Utility

# Structural Engineering Decision Problem:

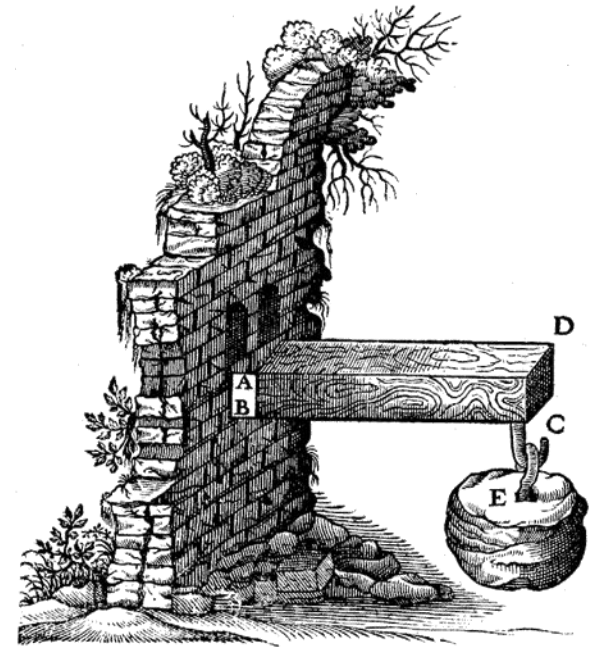
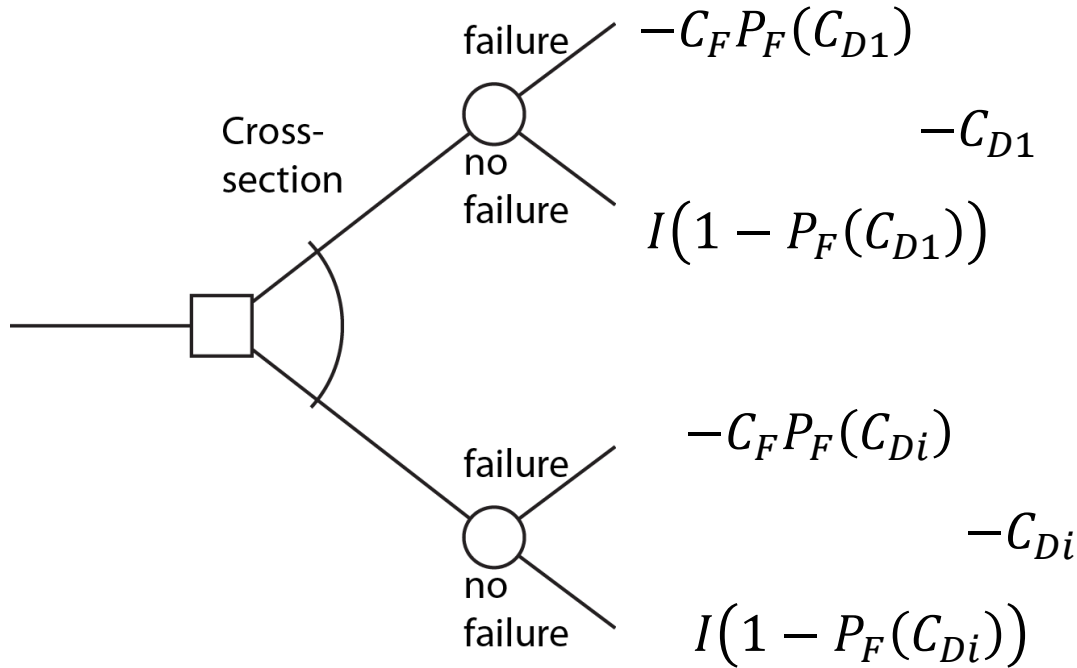
What is the proper cross section ?



Drawing: Leonardo da Vinci

# Structural Engineering Decision Problem:

What is the proper cross section ?



Drawing: Leonardo da Vinci

# Structural Engineering Decision Problem:

Optimal Design:

Expected Benefit of the Structure

Benefit of the Structure in Service



Reliability

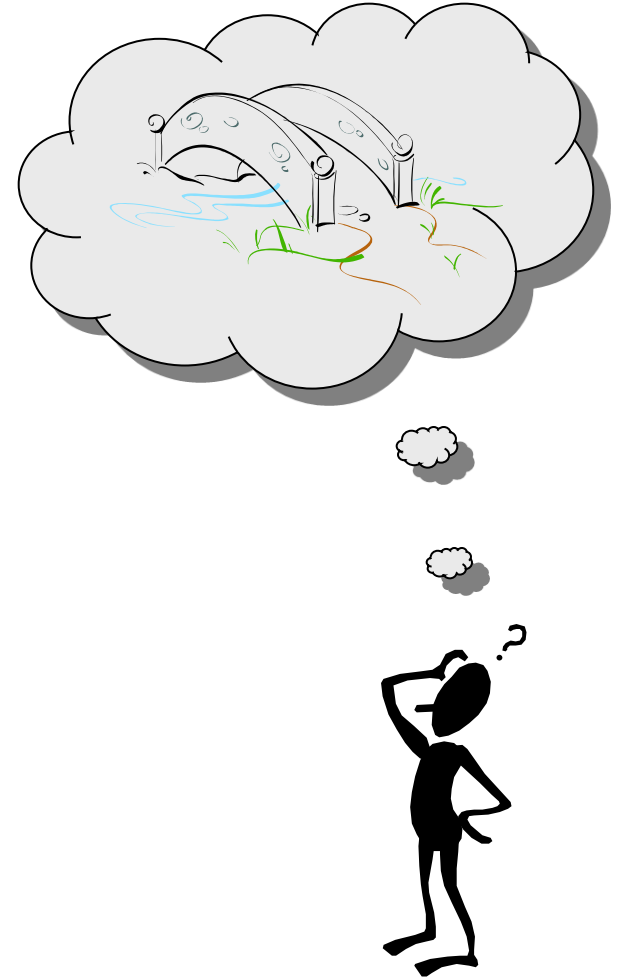
Risk

$$E[B] = I(1 - P_F(C_D)) - C_D - C_F P_F(C_D)$$

$C_D$  : Design Cost;

$C_F$  : Failure Cost;

$P_F$  : Failure Probability



# Structural Engineering Decision Problem:

Optimal Design:

Expected Benefit of the Structure

Benefit of the Structure in Service



Reliability

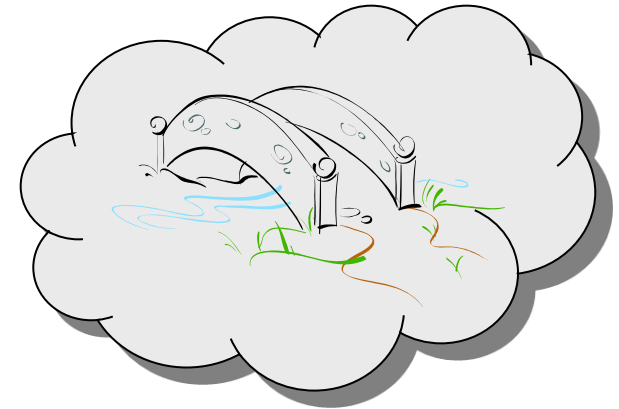
Risk

$$E[B] = I(1 - P_F(C_D)) - C_D - C_F P_F(C_D) \Rightarrow \frac{\partial E[B]}{\partial C_D} = 0$$

$C_D$  : Design Cost;

$C_F$  : Failure Cost;

$P_F$  : Failure Probability



# Structural Engineering Decision Problem:

Optimal Design:

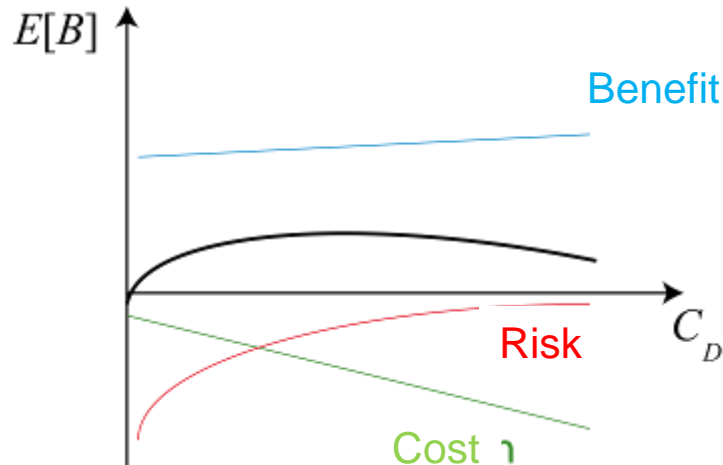
Expected Benefit of the Structure

Benefit of the Structure in Service

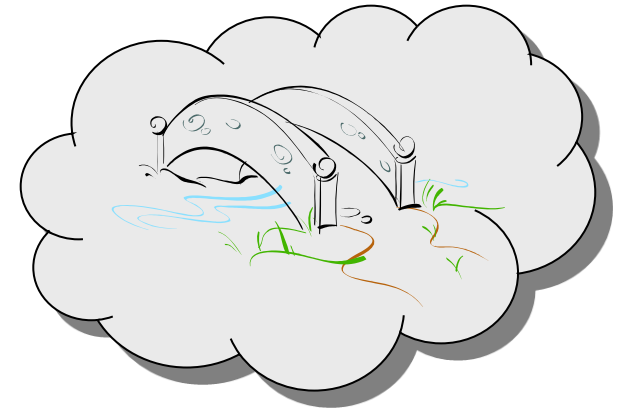
Reliability

Risk

$$E[B] = I(1 - P_F(C_D)) - C_D - C_F P_F(C_D) \Rightarrow \frac{\partial E[B]}{\partial C_D} = 0$$



The probability of failure plays an important role !!!



# The Concept of Utility

- Utility is one of the two ingredients of risk based decision making.
- Utility is in general expressed in terms of attributes, e.g.:
  - Cost
  - Life safety
  - Noise
  - Environmental impact
  - Travel time
  - Traffic capacity
  - Etc.
- The essence of utility is to transform attributes into a single scale.



# The Concept of Utility

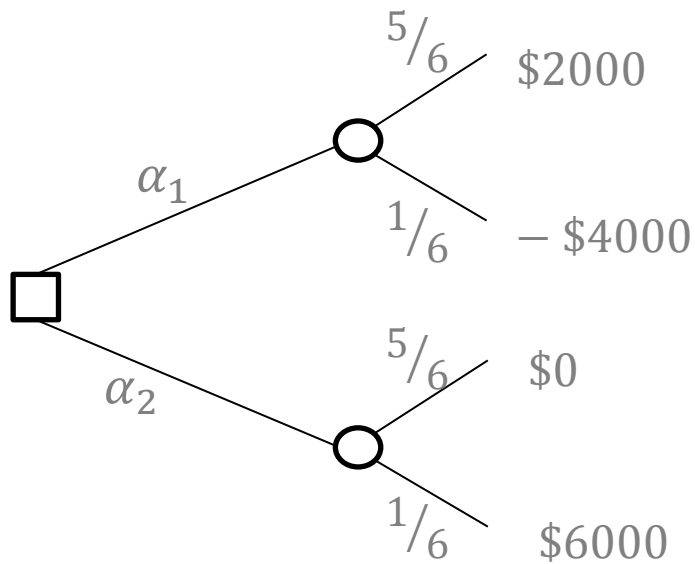
- Example: consider the choices  $\alpha_1$  and  $\alpha_2$ :



# The Concept of Utility



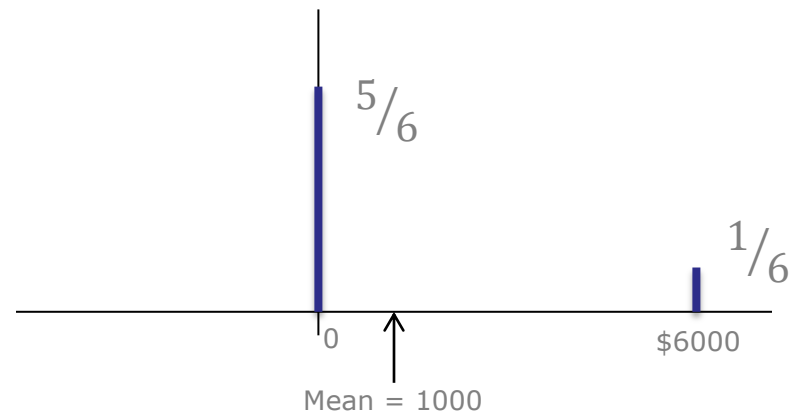
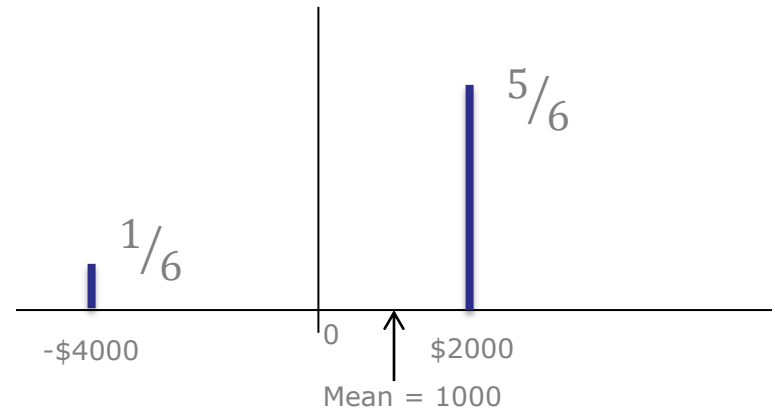
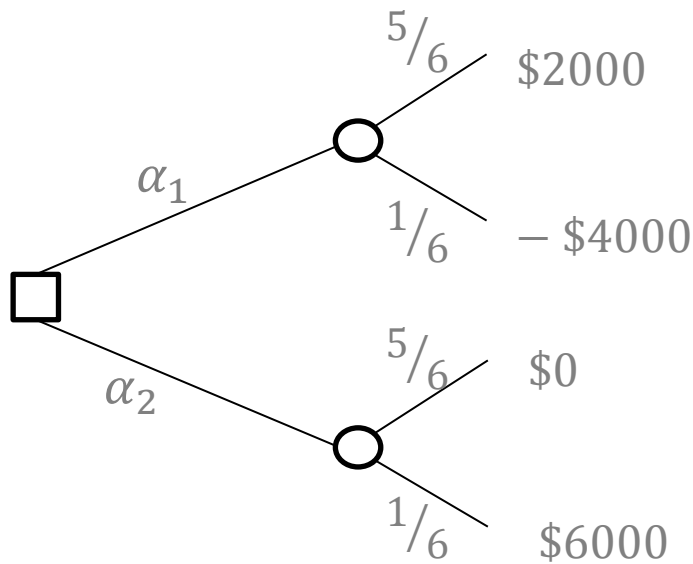
- Example: consider the choices  $\alpha_1$  and  $\alpha_2$ :



# The Concept of Utility



- Example: consider the choices  $\alpha_1$  and  $\alpha_2$ :



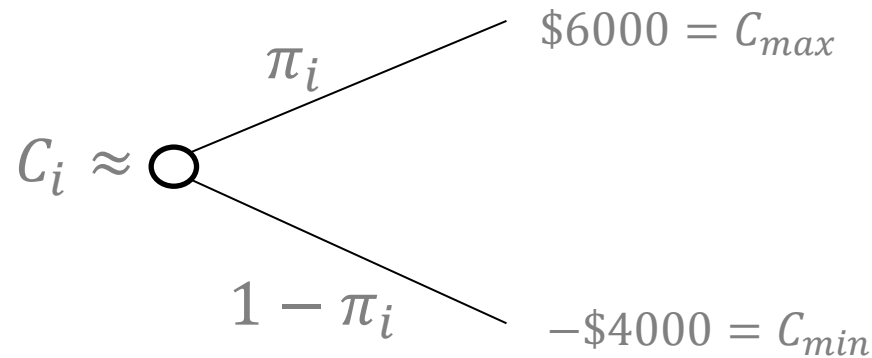
# The Concept of Utility



- Basic reference lottery tickets (example cont.)

- Idea: assign  $\pi$ 's that «certainty equivalents» are obtained based on a reference lottery.

$$\mathbf{c} = \begin{pmatrix} \$6000 \\ \$2000 \\ \$0 \\ -\$4000 \end{pmatrix}$$



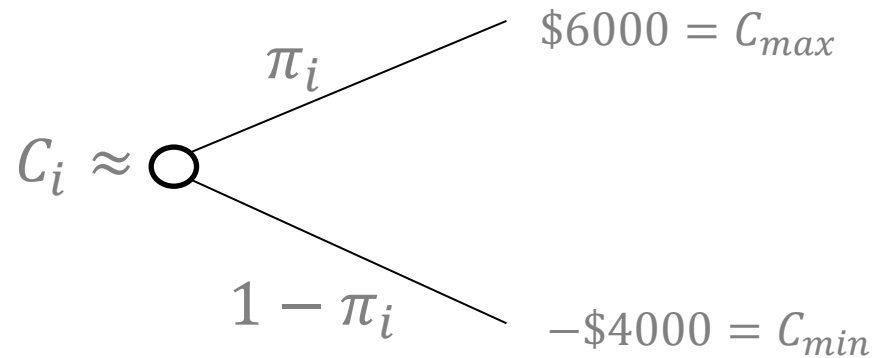
# The Concept of Utility



- Basic reference lottery tickets (example cont.)

- Idea: assign  $\pi$ 's that «certainty equivalents» are obtained based on a reference lottery.

$C_i$	$\pi_i$
\$6000	1
\$2000	0.92
\$0	0.8
-\$4000	0



# The Concept of Utility

- Basic reference lottery tickets (example cont.)



$C_i$	$\pi_i$
\$6000	1
\$2000	0.92
\$0	0.8
-\$4000	0

