# On Disruption Prediction and the Relative Cost of Disruptions

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## The bottom line is that we need disruption predictors to help minimize the real costs (\$) associated with disruptions

- Materials to repair/replace damaged components
- Labor to repair/replace damaged components
- Shutdown/restart of auxiliary systems
- Regulatory fines
- etc.





# Disruption prediction is a 2-D optimization problem in balancing the number of disruptions against the number of early terminations





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There are costs associated with making the wrong prediction, so our optimization problem is really a cost minimization problem





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## There will be a distribution of costs associated with disruptions, beyond the baseline operating costs

### **Mitigation (Detection) Only**

(assuming mitigation system acts on 100% of disruptions)

 $E[C_M] P_D$ Natural Expected Cost of Disruptivity Mitigated Disruption





# There will be a distribution of costs associated with disruptions, beyond the baseline operating costs







To see when the predictor will reduce the costs associated with disruptions, we only need to compare these two cost scenarios





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## The Relative Cost of Disruptions

#### Takeaway #1

There exists a relationship between disruption prediction performance and the Relative Cost of Disruptions.

## Threshold depends on the Relative Cost of Disruptions





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## Why should we care what the minimum performance threshold is?

Minimum Performance Threshold
X Example Performance Requirement
Example Predictor Performance



A predictor may fail to meet the desired performance requirements *but still exceed the threshold for saving costs*.

Implementing one of these is better than nothing!

#### Takeaway #2

The relative cost of disruptions must be considered when assessing whether a predictor should be used.



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## Why should we care what the minimum performance threshold is?

Minimum Performance Threshold
X Example Performance Requirement
Example Predictor Performance



If the relative cost of disruptions is low (e.g. ineffective avoidance action), a predictor may fail to meet the minimum performance threshold.

Implementing one of these is worse than nothing!

#### Takeaway #2

The relative cost of disruptions must be considered when assessing whether a predictor should be used.



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## Why should we care what the minimum performance threshold is?

Minimum Performance Threshold
X Example Performance Requirement
Example Predictor Performance
Iso-Cost Lines



The iso-cost surfaces are lines parallel to the minimum performance threshold.

The optimal predictor will be different for different thresholds (relative costs and P<sub>D</sub>)!

#### Takeaway #3

The relative cost of disruptions must be considered when identifying the best available predictor.



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## Applying to Examples from the Literature (References on next slide)



\*Markers indicate optimal operating point on each individual ROC curve

The Relative Cost of Disruptions must be considered when choosing amongst available predictors.



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## References

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• I used WebPlotDigitizer Version 4.3 to extract the ROC data, <a href="https://automeris.io/WebPlotDigitizer">https://automeris.io/WebPlotDigitizer</a>





## Summary

### Three Takeaways:

1. There exists a relationship between predictor performance and the Relative Cost of Disruptions

The relative cost of disruptions must be considered when:

- 2. assessing whether a predictor should be used, and
- 3. identifying the best available predictor

### Suggestion:

We should dedicate some resources to assess these costs in order to properly evaluate the effectiveness of prediction tools (private companies will certainly have to do this)





## Comparing Costs: The Variables

- E[C<sub>D</sub>] Expected cost of an unmitigated Disruption
- $E[C_M]$  Expected cost of a Mitigated disruption
- P<sub>D</sub> Natural disruptivity rate
- R<sub>M</sub> Mitigation System Reliability
- E[C<sub>A</sub>] Expected cost of an Avoidance Action
- $E[C_T]$  Expected cost of an early Termination
- $R_{TP}$  True Positive Rate of prediction
- R<sub>FP</sub> False Positive Rate of prediction
- R<sub>FN</sub> False Negative Rate of prediction (equals 1 R<sub>TP</sub>)
- Let's assume the mitigation system detects *every* disruption and takes action (i.e. R<sub>M</sub> = 1), so the cost of unmitigated disruptions doesn't clutter up the algebra...





## Inputs and Outputs for Setting Prediction Requirements



Engineering Constraint on <u>Total Number</u> of Disruptions (averaged over campaign)

This will change over time as disruptions accumulate!

Higher  $P_D \rightarrow Can$  tolerate higher  $R_{FP}$  to satisfy  $R_{TP}$ Higher  $R_{TP} \rightarrow Can$  tolerate higher  $R_{FP}$  to satisfy  $R_{TP}$ Higher (E[C<sub>M</sub>] – E[C<sub>A</sub>]) / E[C<sub>T</sub>]  $\rightarrow$  Can tolerate higher  $R_{FP}$  to satisfy  $R_{TP}$ 

*The Relative Cost of Disruptions* is reflected in the relationship between the False Positive and True Positive requirements





## Higher Relative Cost of Disruption means larger R<sub>FP</sub> can be tolerated



\*Markers indicate optimal operating point on each individual ROC curve

The optimal operating point depends on the Relative Cost of Disruptions and the Disruptivity



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