

Six Thinking Hats Heuristic Methodology: Towards a Fuzzy-Logic-Based Explanation

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1. Overview

- How do we enhance reasoning and decision making?
- In his widely used Six Thinking Hats book, Eduardo de Bono proposed a heuristic for this.
- This heuristic is based on separating different reasoning modes (“hats”).
- In this talk, we show that his heuristics can be (at least partly) explained in terms of fuzzy logic.
- Fuzzy logic is a technique in which we explicitly associate a degree of confidence:
 - with each fact and,
 - more generally, each statement from our knowledge base.
- The degree of confidence is, usually, a number from the interval $[0,1]$.

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2. Natural First Steps in Decision Making

- Ideally, it is desirable to come up with a solution which about which we are absolutely sure.
- For that, we can only use facts and statements about which we are absolutely confident.
- This correspond to *white hat*.
- Often, such absolutely confident knowledge is not sufficient.
- In such situations, we need to also take into account knowledge in which we are less confident.
- This corresponds to *red hat*.
- In the red hat reasoning, we can use known solutions s to similar problems.
- Namely, we assume that the desired solution to the actual problem be close to s .

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3. Decision Making: Next Steps

- Sometimes, the red hat reasoning leads to success.
- In other cases, when using statements in which we have less confidence, we get confused.
- Indeed, for a proposal, we may have both arguments for and against the proposal to be a good solution.
- This confusion comes from the fact that in logic, we usually try to combine all the facts and statements.
- In case of confusion, it may make sense to separate them:
 - separately consider statements and facts which are “for”, and
 - separately consider ones which are “against”.
- After this, we reconcile the results.
- This corresponds to *yellow* and *black* hats.

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4. Decision Making: Final Step

- Sometimes, the separation into “for” and “against” arguments works well.
- In other cases, it still does not work. In such cases:
 - instead of looking for solutions which are close to the known solution s of a similar problem,
 - we can try to look for solutions which are explicitly required to be different from s .
- This can be done in different ways:
 - we can explicitly add a requirement that the solution is different from s , or
 - we can randomly perturb s into s' and require that the actual solution is close to the s' .
- This corresponds to the *green hat*.

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5. Metalevel

- So far, we have described individual strategies (“hats”).
- To successfully solve the problem, we need to switch from one “hat” to another.
- Thus, to successfully solve the problem, we need to decide:
 - when we give up on one “hat” and move to the next one, and/or
 - when we go back to the original “hat”.
- The corresponding meta-strategy is what is called *blue hat*.

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