



OPTIMAL SCHEDULING OF INSPECTIONS: MODELS AND APPROACHES

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CONTENT

- What is an inspection game?
- Probabilistic models for random inspection schemes
 - Assumptions
- Two inspection games:
 - Operator's illegal behavior has to be detected within a critical time
 - They differ by only one assumption
 - Expected number of inspections
 - Fixed number of inspections
- Effectiveness and efficiency considerations

WHAT IS AN INSPECTION GAME?

- It is ...
 - a **mathematical model** of a **conflict situation** between
 - Inspectorate and Operator (person, organization, State), where
 - the Inspectorate **verifies** that the Operator **adheres to certain agreed rules, formal agreements** or an **international treaty**
- The Operator may have an **interest in violating** these rules/agreements/treaty where it must be assumed that an **illegal behavior** is **planned strategically**.
- This defines a game theoretical problem between an Operator and the Inspectorate.

PROB. MODELS FOR RANDOM INSP. SCHEMES

Classification of assumptions

- *Inspection philosophy*: What is the objective of the random inspection scheme?
 - playing for time vs. critical time
- *Time*: When does the Inspectorate performs its inspections and when does the Operator behaves illegally?
 - continuous time vs. discrete time
- *Planning*: How does the Inspectorate and the Operator plan their inspections resp. the illegally behavior?
 - non-sequentially vs. sequentially
- *Sampling*: Which statistical errors may occur during inspection?

of inspections: Fixed #,
expected #, at least ... #

TWO INSPECTION GAMES

Assumptions (2)

- During an inspection the Inspectorate may commit a statistical **error of the second kind** with probability β
- The number k of inspections is known to the Operator
- At each step/event both **players decide independently** of each other
 - whether to behave illegally at that step (if not behaved illegally before) and
 - whether to inspect at that step (if inspections are left).
- **Asymmetric information situation**: Operator can observe the Inspectorate's behavior.

TWO INSPECTION GAMES

Assumptions (3)

- The **payoffs to both players** (Operator, Inspectorate) are given by

$(1, -1)$	for untimely inspection or timely inspection and no detection of the illegal behavior
$(-1, 1)$	for timely inspection and detection of the illegal behavior

i.e. zero-sum games are considered.

- The **game ends** either after an inspection at which the illegal behavior is detected or after step 1.

TWO INSPECTION GAMES

Game theoretical solution

- **Optimal strategy:** no player has an incentive to deviate from

	model 1	model 2
Operator: optimal probability for behaving illegally at step ℓ		$\frac{1}{\ell}$
Inspectorate: optimal probability to inspect at step ℓ	$\frac{k}{L}$	$\frac{k'}{\ell}$ k' : # of inspections left at step ℓ
$\mathbb{P}_{L,k}^*$ (detection of the illegal behavior)		$(1 - \beta) \frac{k}{L}$

- **Comments:**
 - Higher costs/effort might be associated with model 1
 - **No deterrence** effect in model 2 (because k fixed)
 - $k \in \mathbb{N}$ only possible in model 1

EFFECTIVENESS AND EFFICIENCY

Definitions and results

- If **we define**:
 - IAEA safeguards is **effective** if the equilibrium strategy of the State is legal behavior (i.e. deterrence from behaving illegally) in the sense of the purpose of the inspections.
 - an equilibrium strategy of the IAEA is **efficient** if the legal behavior equilibrium is achieved at minimum cost.

- **State's utilities**
 - d for untimely inspection or timely inspection and no detection of the illegal behavior
 - $-b$ for timely inspection and detection of the illegal behavior
 - 0 for legal behavior

- IAEA safeguards is **effective** if and only if

$$\underbrace{(1 - \beta) \frac{k}{L}}_{\text{technical parameters}} > \underbrace{\frac{1}{1 + b/d}}_{\text{political parameters}}$$

THANK YOU FOR YOUR ATTENTION



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