

Designing **AI Advice**

for **Sequential**

Decision Making



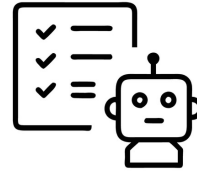
Park Sinchaisri

UC Berkeley Haas



BDRM 2026

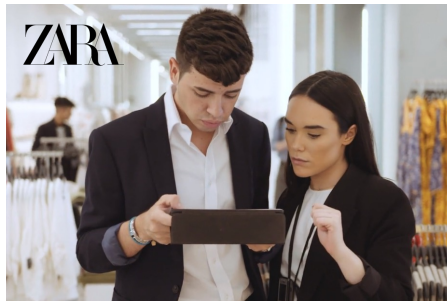
Joint work with **Philippe Blaettchen** (SMU)



Too Little Use...

“Humans choose human forecasters over AI, esp. after seeing AI performs.”

(Dietvorst, Simmons, Massey 2015)



“Workers/radiologists/managers deviate more as they gain experience.”

(Ibanez, Clark, Huckman, Staats 2017, Sun, Zhang, Hu, Van Mieghem 2022, Caro & Saez de Tejada Cuenca 2023)

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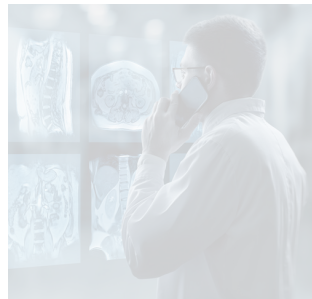
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...Too Much Use



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Updated June 10, 2025, 12:51 p.m. ET

10 Comments

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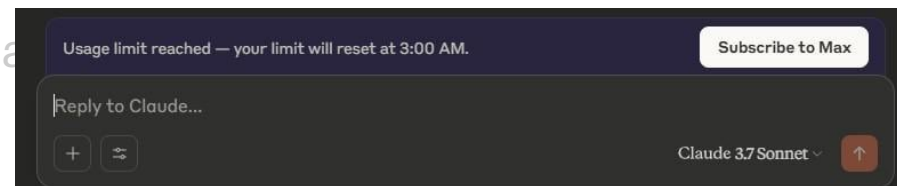
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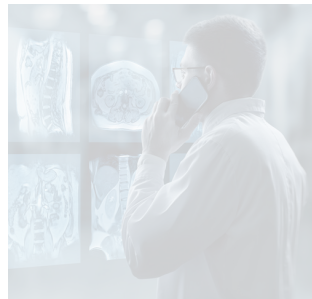
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Skill/capability quietly decays

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Reply to Claude...



Claude 3.7 Sonnet

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Skill/capability quietly decays

How should AI advice be

communicated for both **performance**

and **long-run capability?**

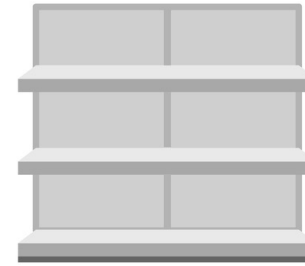
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Sequential Decision Making

t=1	t=2	t=3	t=4	t=5
[a ₁]	[a ₂]	[a ₃]	[a ₄]	[a ₅]
r=0	r=0	r=0	r=0	r=-30

← decisions

← rewards

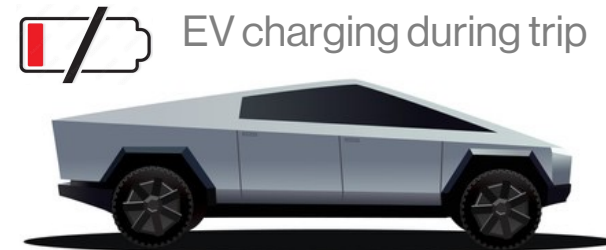
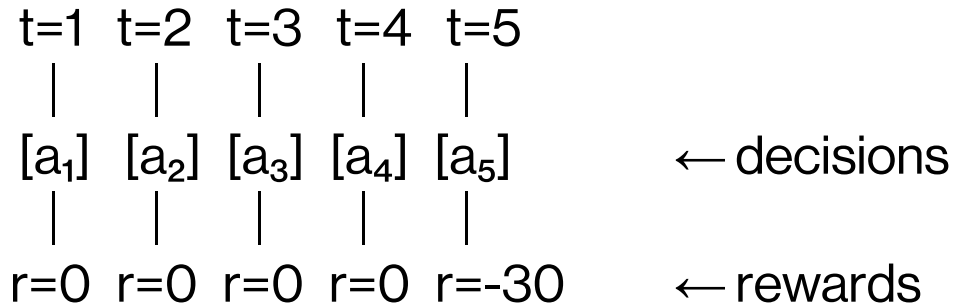


inventory
management

EV charging during trip

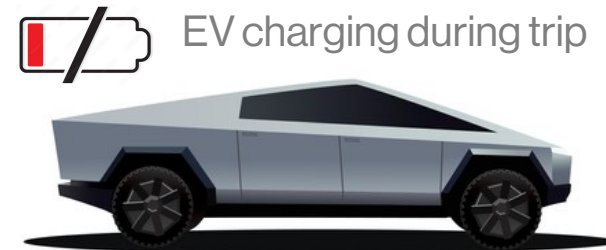
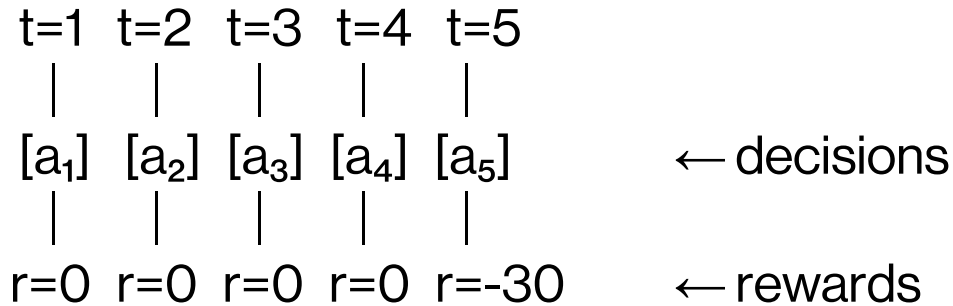


Sequential Decision Making



Question: Which decision caused the bad outcome at t=5?

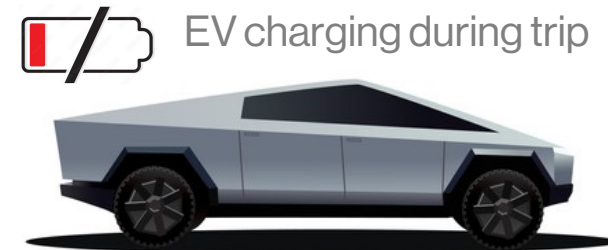
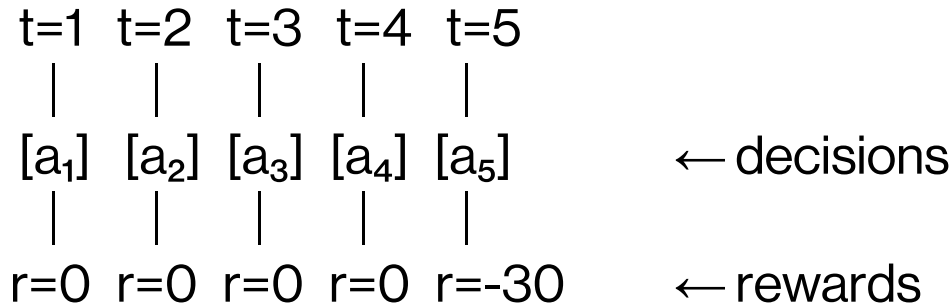
Sequential Decision Making



Question: Which decision caused the bad outcome at t=5?

Today's action shapes tomorrow's options!

Sequential Decision Making



Question: Which decision caused the bad outcome at t=5?

Today's action shapes tomorrow's options!

One-shot decision

Learn an action; easy to evaluate outcome

Sequential decision

Learn a policy; hard to learn on the job

Sequential Decision Making

t=1 t=2 t=3 t=4 t=5

[a₁] [a₂] [a₃]

Should AI tell people

exactly what to do (“precise”) or

teach them how to think (“broad”)?



inventory management

ring trip

One-shot decision

Learn an action; easy to evaluate outcome

Sequential decision

Learn a policy; hard to learn on the job

Advice Precision in Operations

exact action

Precise

Broad

broader
principle
containing
many possible
actions

Both formats are derived from the same MDP-optimal policy.
Broad is not explanation. The precise action lies within the broad action set.

Advice Precision in Operations

exact action

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(today's setting)

“Charge to 65%”

“Charge enough for
the next 2 highway exits”

Both formats are derived from the same MDP-optimal policy.
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Advice Precision in Operations

exact action

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actions



(today's setting)

“Charge to 65%”

“Charge enough for
the next 2 highway exits”

Uber **Bolt**

“Go to Zone 4 now”

“Stay close to the
high-demand corridor”

ZARA



“Order 50 units”

“As underage cost rises,
raise your target quantity”

Both formats are derived from the same MDP-optimal policy.
Broad is not explanation. The precise action lies within the broad action set.

Model Intuition

E1: advice available

- Designer chooses advice type
(**precise / broad**)
- Worker chooses costly effort.

Model Intuition

E1: advice available

- Designer chooses advice type (**precise / broad**)
- Worker chooses costly effort.



E2: advice not available

- Worker chooses costly effort.

Model Intuition

E1: advice available

- Designer chooses advice type
(**precise / broad**)
- Worker chooses costly effort.



E2: advice not available

- Worker chooses costly effort.
- Two channels:
direct implementability
“I remember what to do.”

higher-order understanding
“I learned the structure.”

Model Intuition

E1: advice available

- Designer chooses advice type (precise / broad)
- Worker chooses costly effort.



Environment changes by δ

weight placed on immediate performance

E2: advice not available

- Worker chooses costly effort.
- Two channels:
direct implementability
“I remember what to do.”

higher-order understanding
“I learned the structure.”

same env.

how different the new environment is from training

very different env.

Model Intuition

E1: advice available

- Designer chooses advice type (precise / broad)
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Environment changes by δ

E2: advice not available

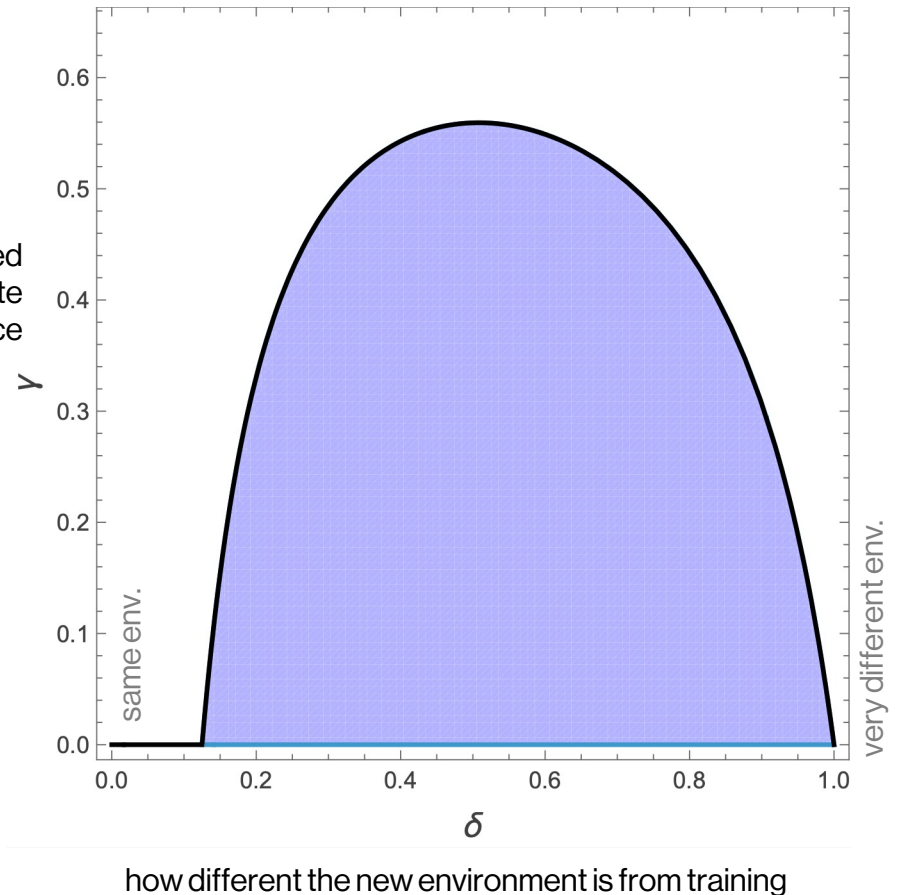
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how different the new environment is from training

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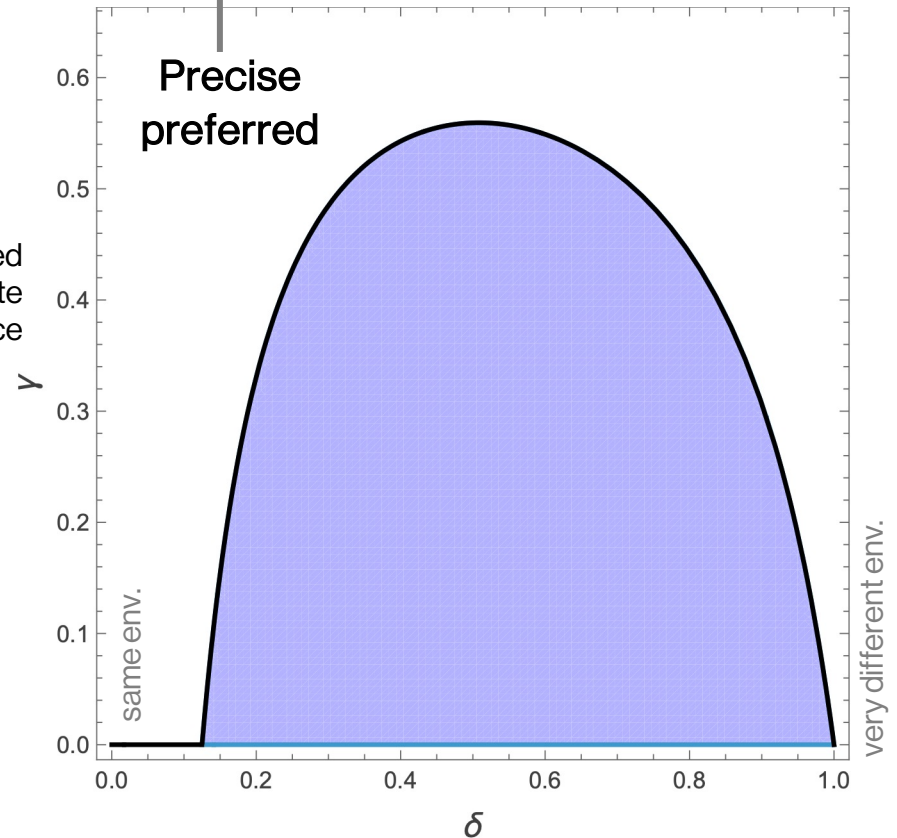
direct implementability

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weight placed on immediate performance

Reward gap:
easier to follow,
better E1 performance



how different the new environment is from training

Model Intuition

E1: advice available

- Designer chooses advice type (precise / broad)
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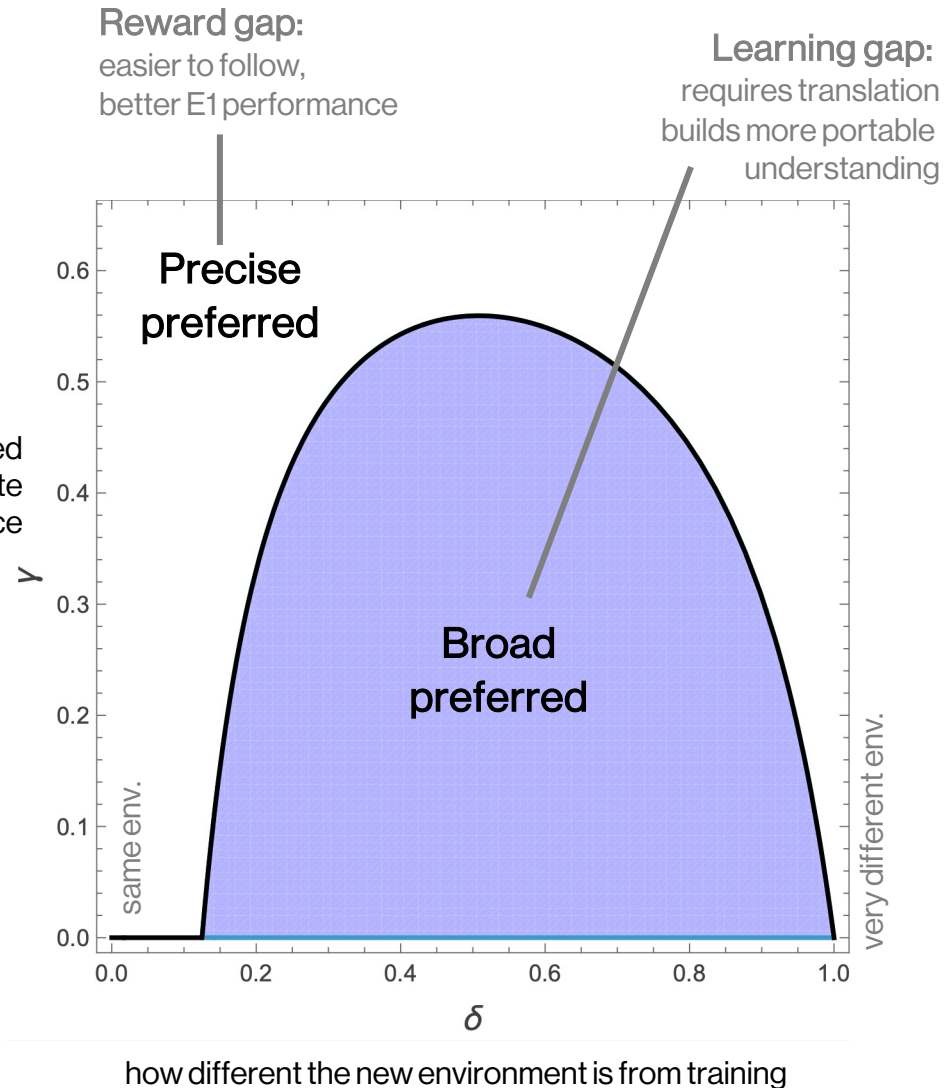
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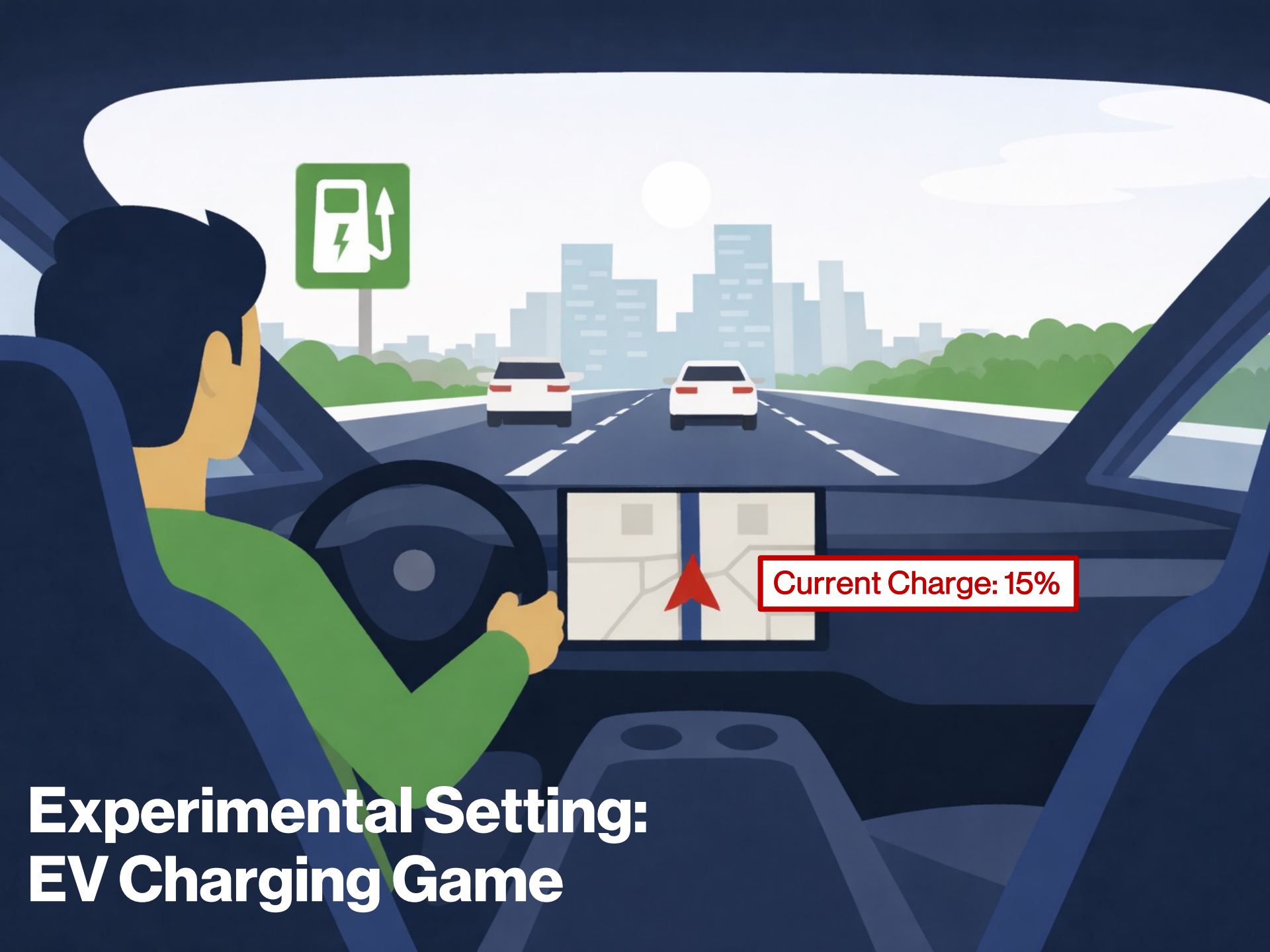
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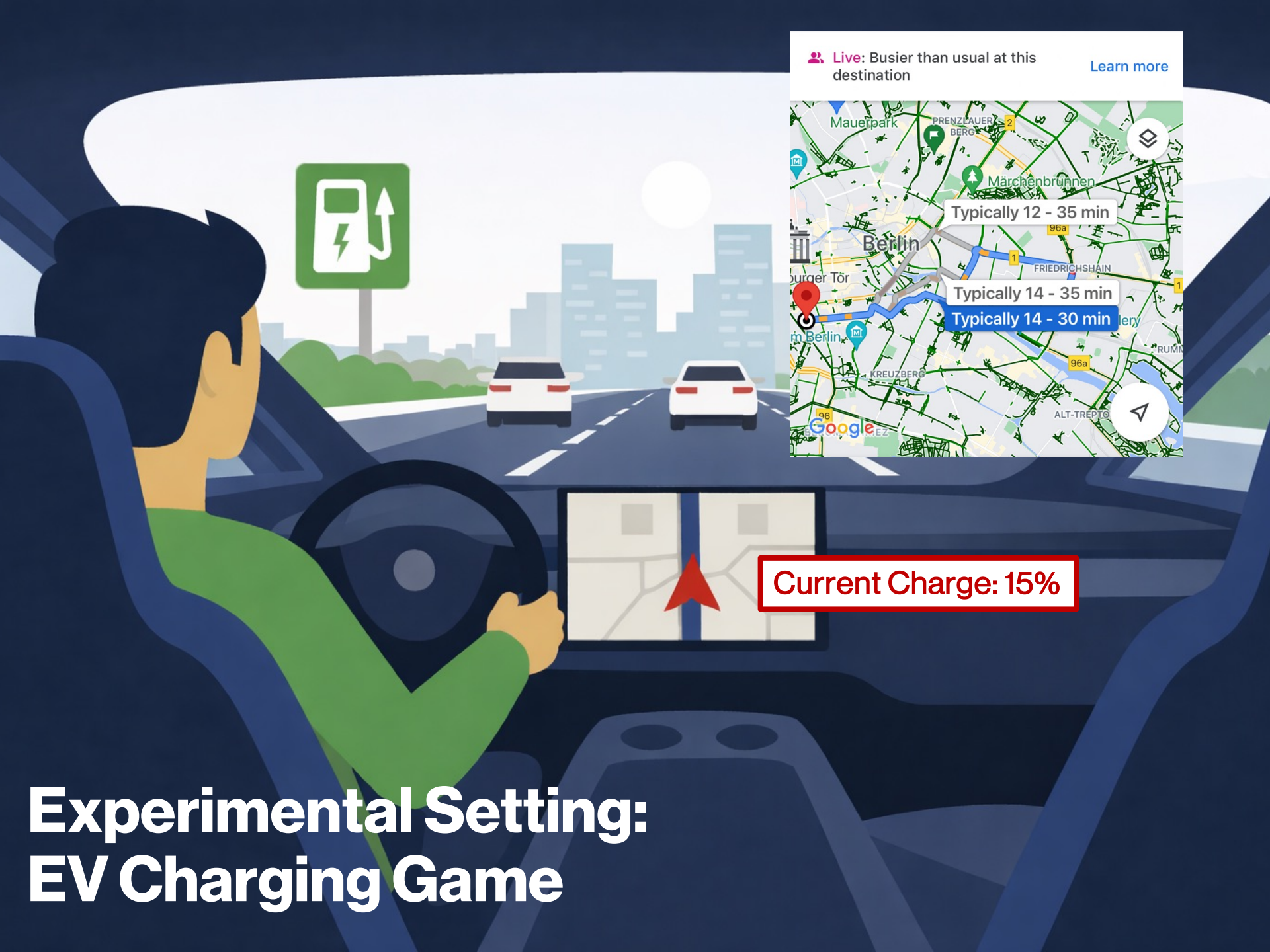





Experimental Setting: EV Charging Game

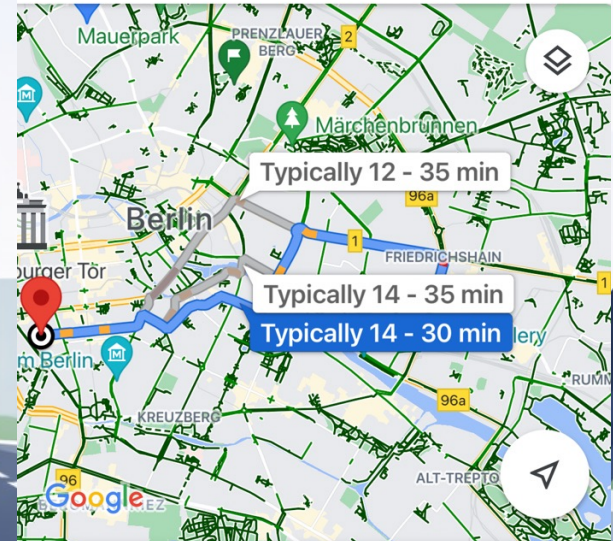


Experimental Setting: EV Charging Game



 **Live:** Busier than usual at this destination

[Learn more](#)




Current Charge: 15%

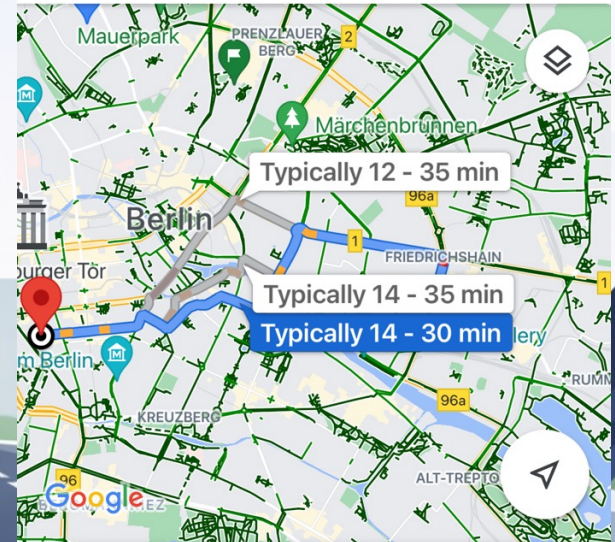
Experimental Setting: EV Charging Game

Should I exit to charge?



 Live: Busier than usual at this destination

[Learn more](#)




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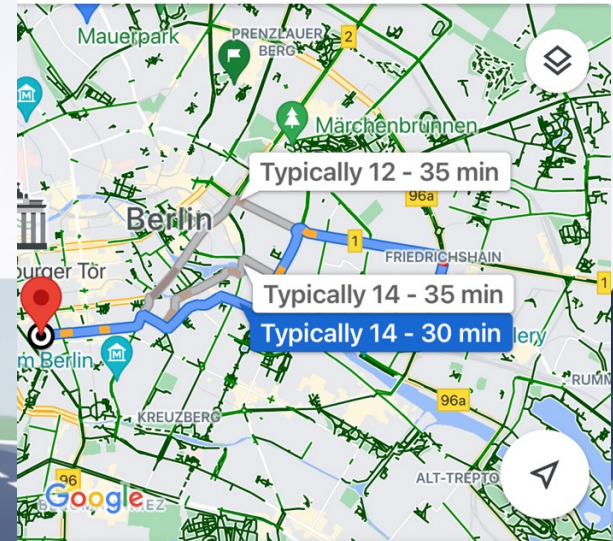
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 **Live:** Busier than usual at this destination

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Current Charge: 15%

Experimental Setting: EV Charging Game

This is not a paper about EVs/EV adoption!
It's a clean sequential task that is solvable, non-obvious, and concrete.

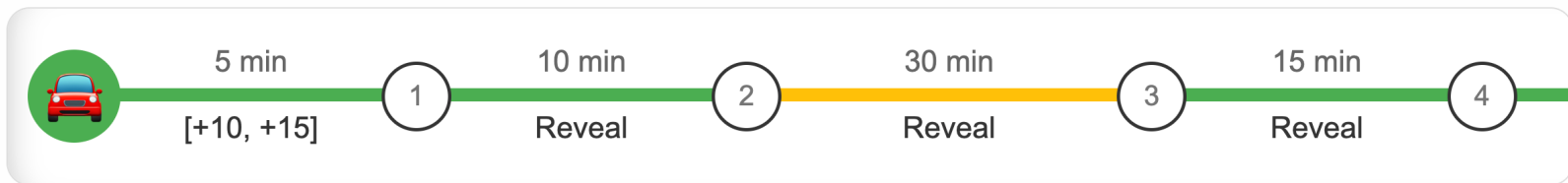
Study Task/Interface

Round 1: Segment 0 → 1

 Battery: 0%  Elapsed Time: 0 min

Distance: 5 min | Traffic: [+10, +15]

Goal:
Minimize the time
to get to the destination



Charge

Proceed without Charging

Study Task/Interface

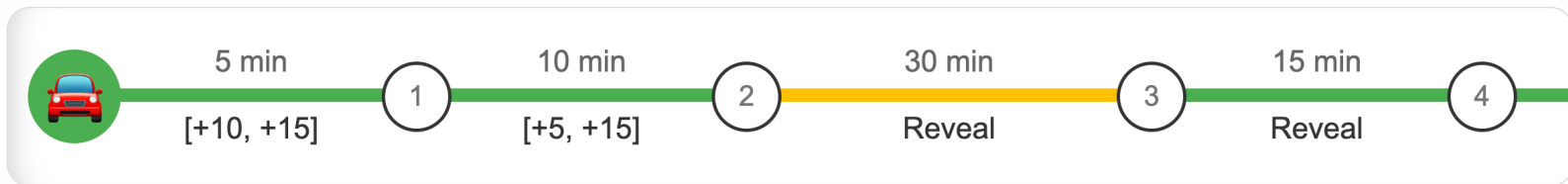
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Forward-looking behavior



Charge

Proceed without Charging

Study Task/Interface

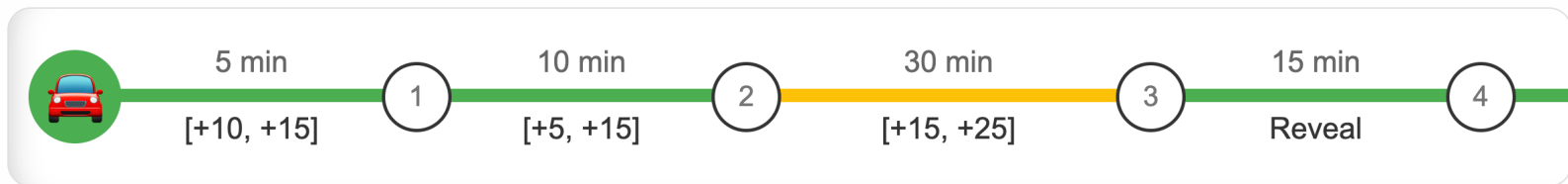
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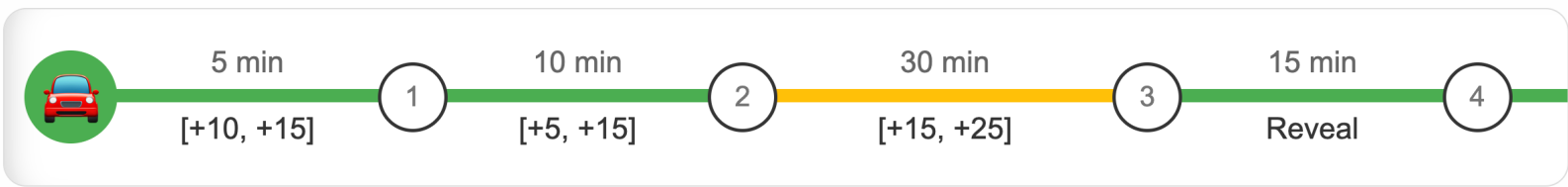
Study Task/Interface

Charging Station

Battery: 0% Elapsed Time: 0 min

Distance: 5 min | Traffic: [+10, +15]

Goal:
Minimize the time
to get to the destination



Adding 0% Charge (New Total Charge = 0%)



Time taken to exit and charge: 0 min

Charge Cancel

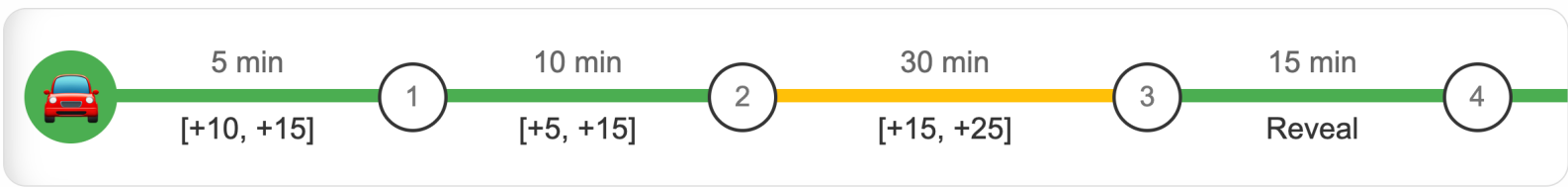
Study Task/Interface

Charging Station

Battery: 0% Elapsed Time: 0 min

Distance: 5 min | Traffic: [+10, +15]

Goal:
Minimize the time
to get to the destination



Adding 20% Charge (New Total Charge = 20%)



Time taken to exit and charge: 51 min

Exploration of strategy

Charge Cancel

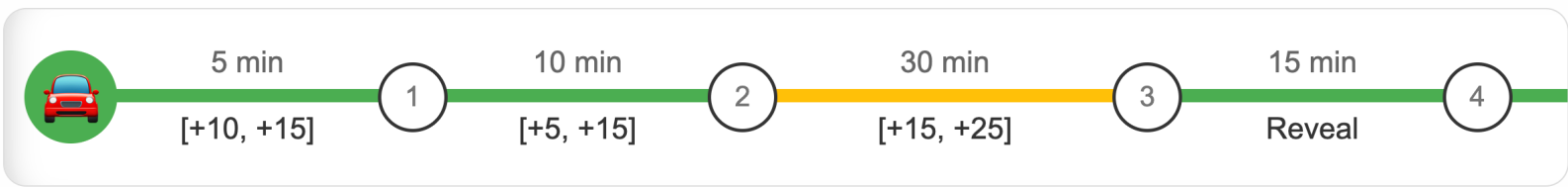
Study Task/Interface

Charging Station

Battery: 0% Elapsed Time: 0 min

Distance: 5 min | Traffic: [+10, +15]

Goal:
Minimize the time
to get to the destination



Adding 40% Charge (New Total Charge = 40%)



Time taken to exit and charge: 91 min

Exploration of strategy

Charge Cancel

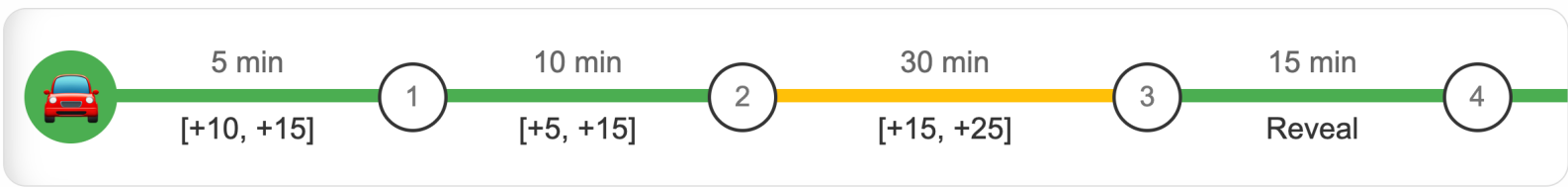
Study Task/Interface

Charging Station

Battery: 0% Elapsed Time: 0 min

Distance: 5 min | Traffic: [+10, +15]

Goal:
Minimize the time
to get to the destination



Adding 60% Charge (New Total Charge = 60%)



Time taken to exit and charge: 144 min

Exploration of strategy

Charge Cancel

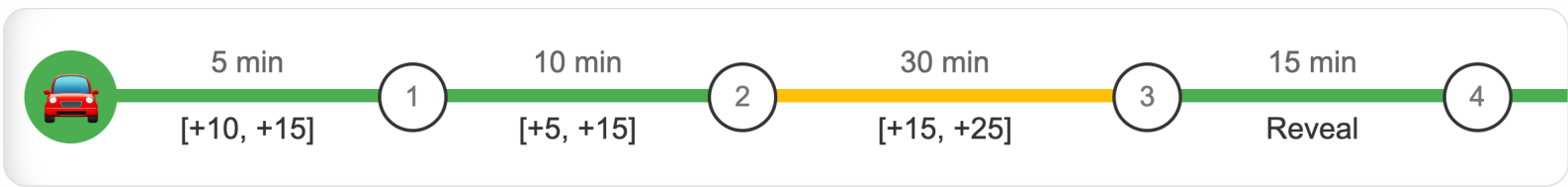
Study Task/Interface

Charging Station

Battery: 0% Elapsed Time: 0 min

Distance: 5 min | Traffic: [+10, +15]

Goal:
Minimize the time
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Adding 80% Charge (New Total Charge = 80%)



Time taken to exit and charge: 208 min

Exploration of strategy

Charge Cancel

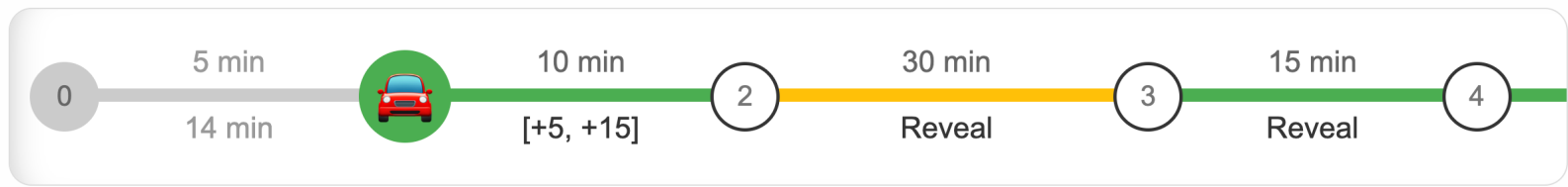
Study Task/Interface

Round 1: Segment 1 → 2

Battery: 61% Elapsed Time: 227 min

Distance: 10 min | Traffic: [+5, +15]

Goal:
Minimize the time to get to the destination



Charge

Proceed without Charging

Previous Segment 0 → 1 Summary

Time Breakdown:

- Distance: 5 min
- Actual Traffic: 14 min
- Charging Time: 208 min

Total Segment Time: 227 min

Charging Summary:

- Charge Needed: 19%
- Battery Before Charging: 0%
- Battery After Charging: 80%
- Charge Added: 80%

Battery at Arrival: 61%

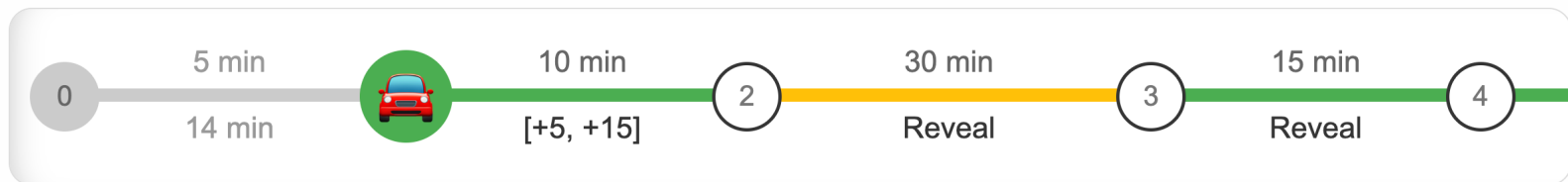
Study Task/Interface

Round 1: Segment 1 → 2

Battery: 61% ⌚ Elapsed Time: 227 min

Distance: 10 min | Traffic: [+5, +15]

Goal:
Minimize the time
to get to the destination



Charge

Proceed without Charging



If you run out, large penalty of
+300 minutes

Precise vs **Broad** Advice

Precise

(specific numeric action)

Broad

(coverage logic / local principle)

Optimal action:

Precise vs **Broad** Advice

Precise

(specific numeric action)

Broad

(coverage logic / local principle)

Optimal action:

Batching

Charge for
multiple stops



Tip:

Charge enough
for this segment
and the next one

Precise vs **Broad** Advice

Precise

(specific numeric action)

Broad

(coverage logic / local principle)

Optimal action:

Batching

Charge for
multiple stops

Splitting

Charge for
just one stop

 **Tip:**

Charge enough
for this segment
and the next one

 **Tip:**

Charge enough
for this segment

Precise vs Broad Advice

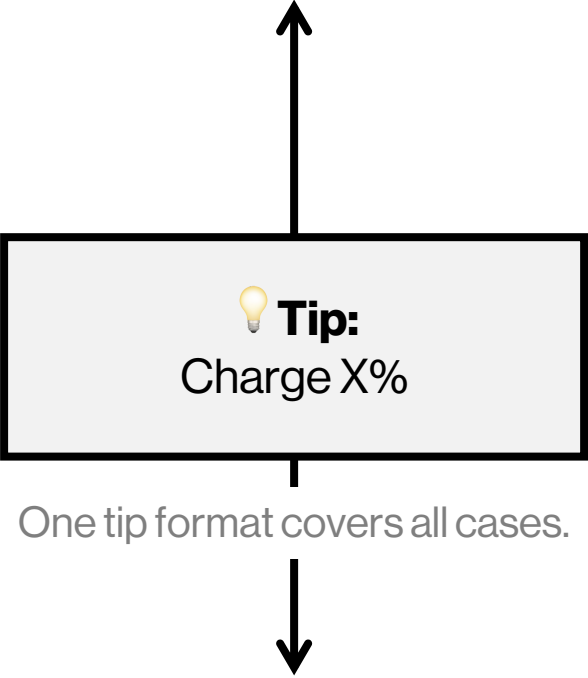
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Precise vs Broad Advice

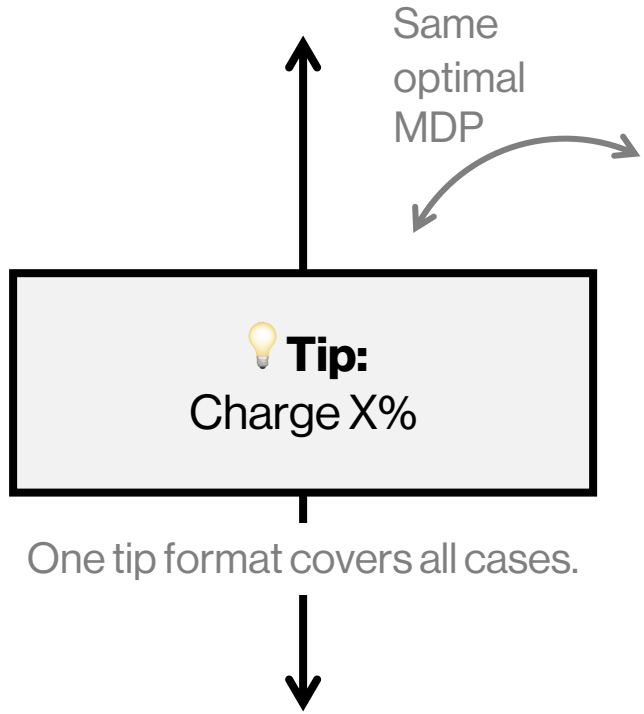
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Charge enough for this segment and the next one

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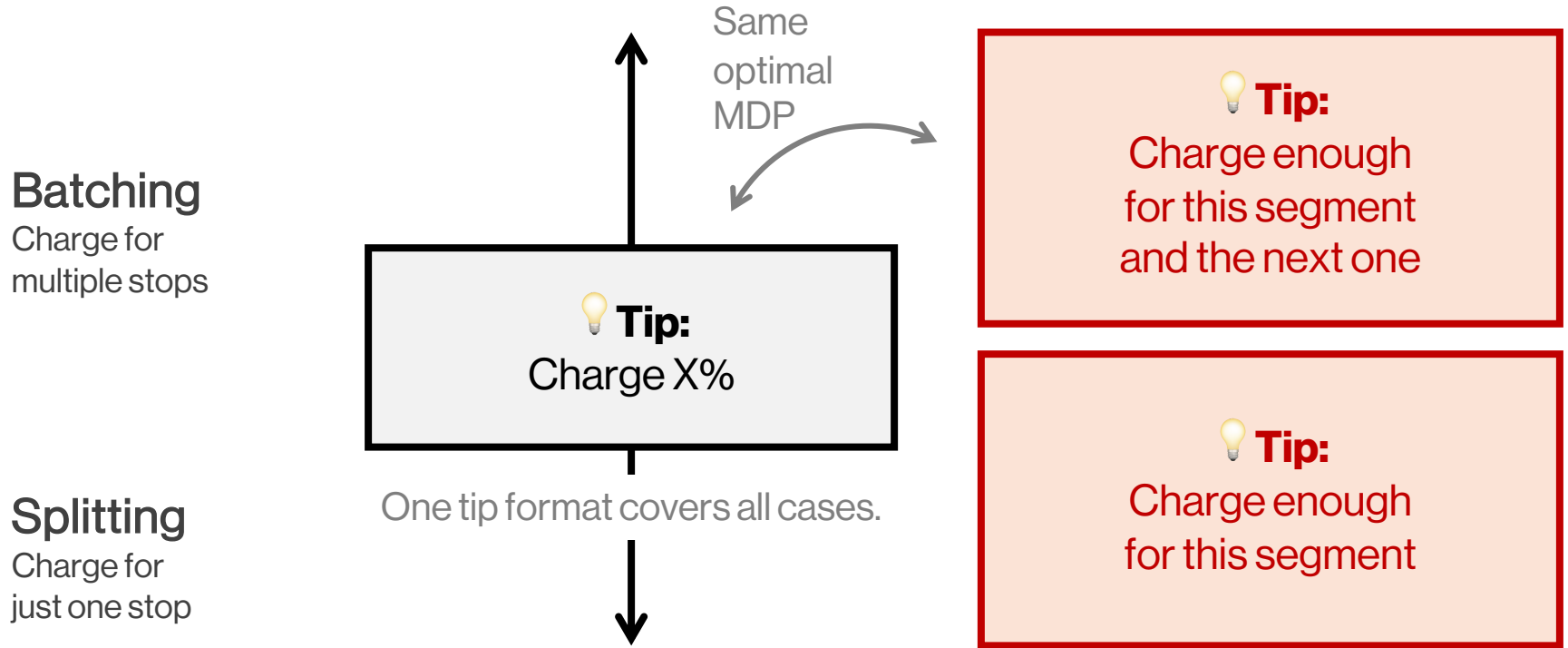
Study 1

Precise vs Broad Advice

Precise
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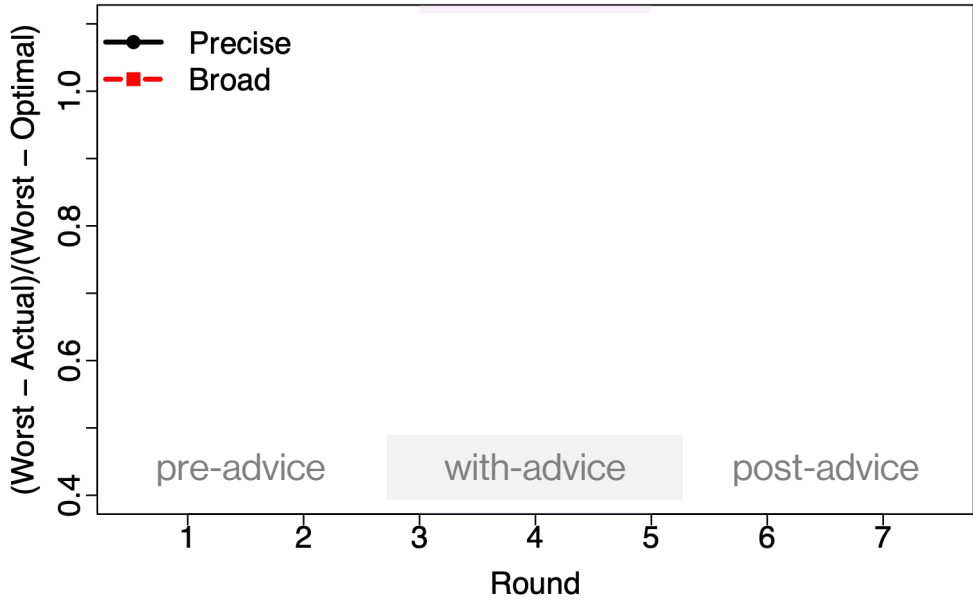
Broad
(coverage logic / local principle)

Optimal action:



We run a 2 x 2 between-subject factorial design: precise/broad vs traffic

Study 1

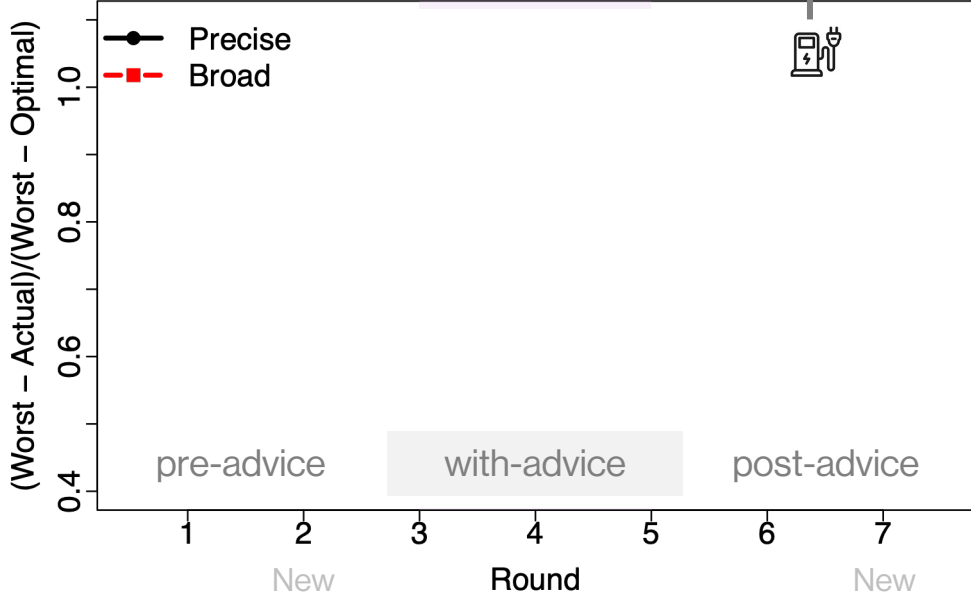
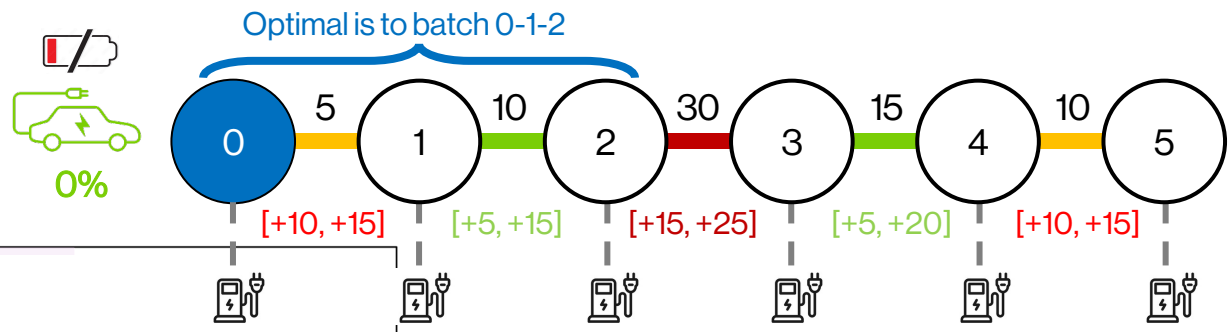


Amazon Mechanical Turk
N = 102, 3,978 decision points

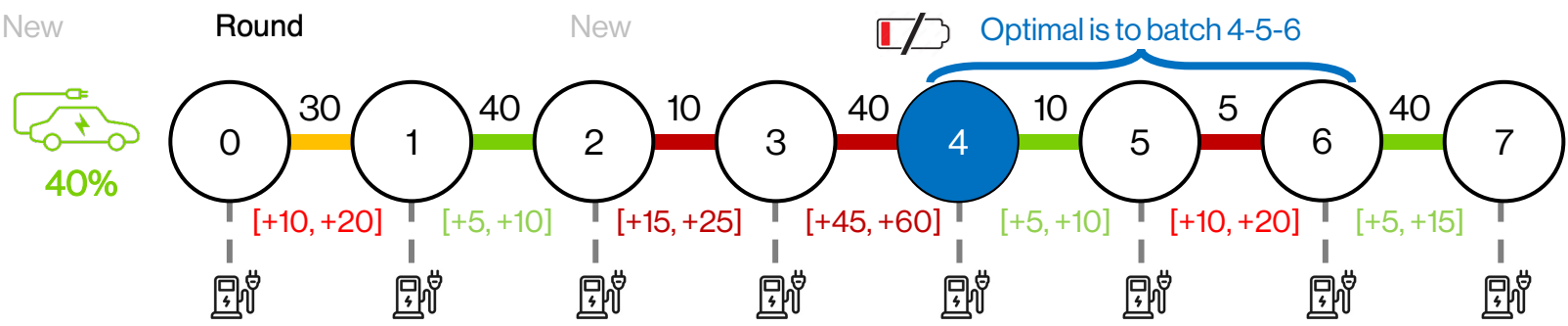
Y-axis = how much improvement from worst compared to optimal
Higher = better

Study 1

Main map (Rounds 1, 3, 4, 5, 6)



New map (Rounds 2, 7)

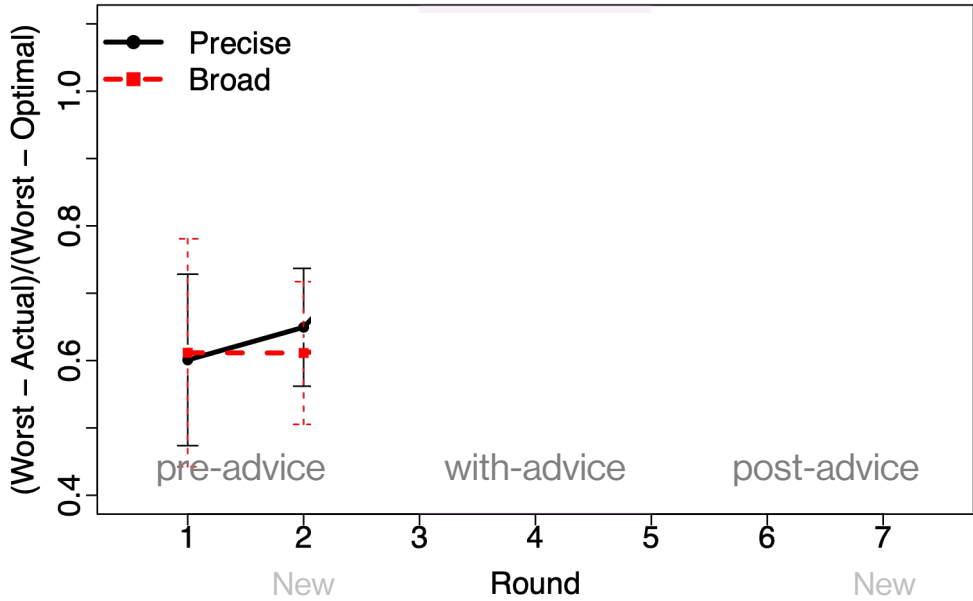


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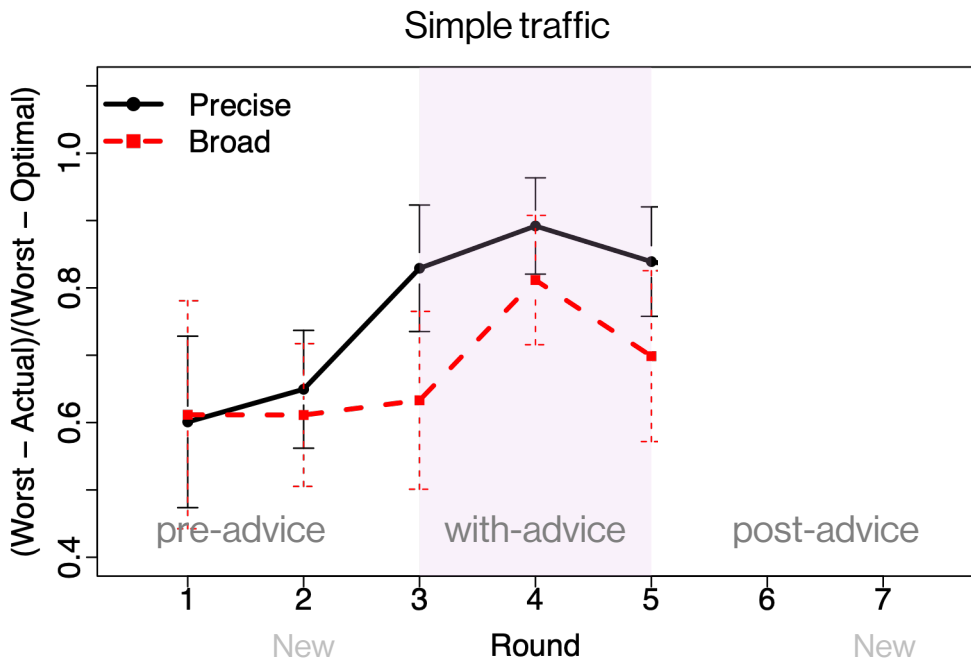
Simple traffic



Amazon Mechanical Turk
N = 102, 3,978 decision points

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Study 1



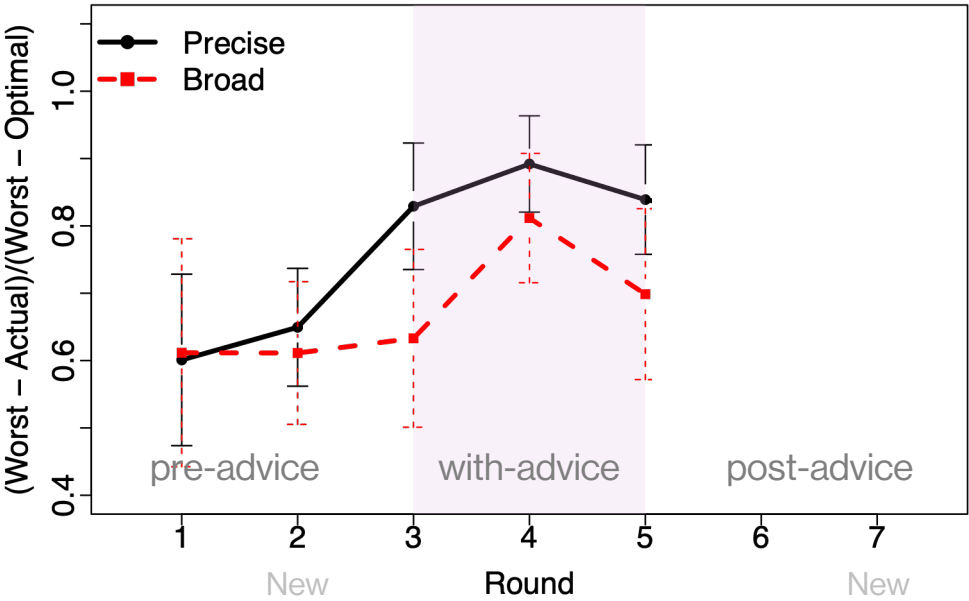
Amazon Mechanical Turk
N = 102, 3,978 decision points

Y-axis = how much improvement from worst compared to optimal
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Study 1

Result: Precise Works Instantly

Simple traffic



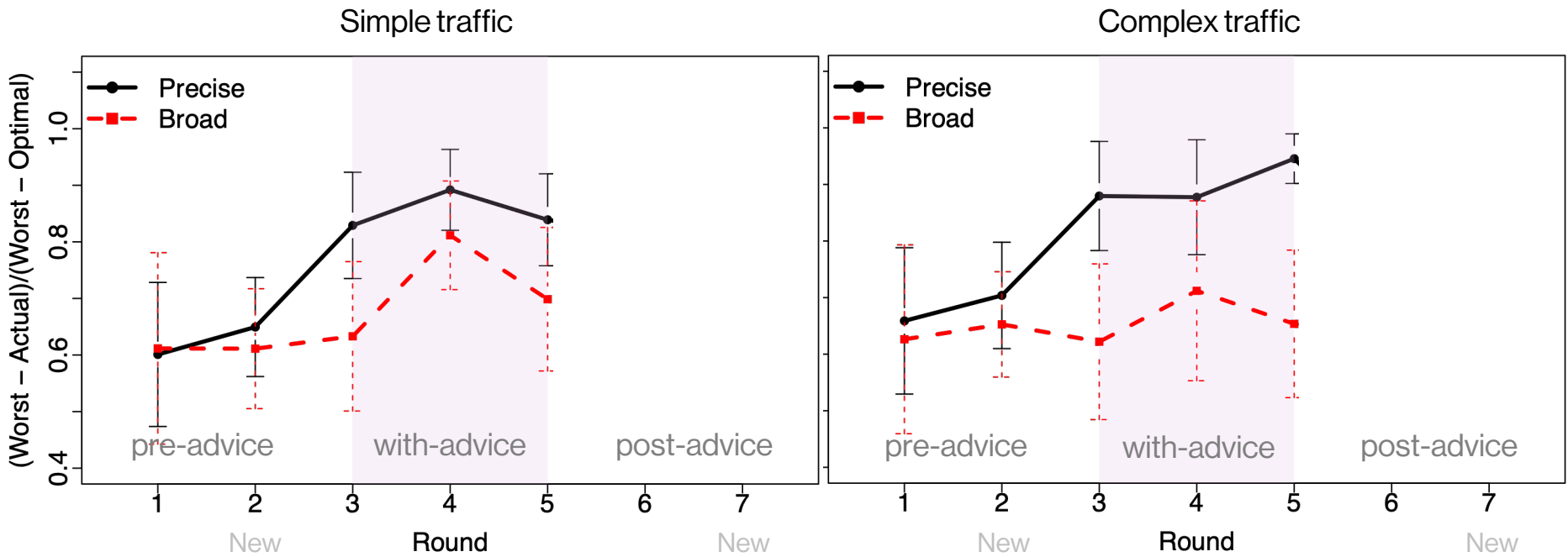
While available, precise advice improves compliance + assisted performance

Amazon Mechanical Turk
N = 102, 3,978 decision points

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Study 1

Result: Precise Works Instantly



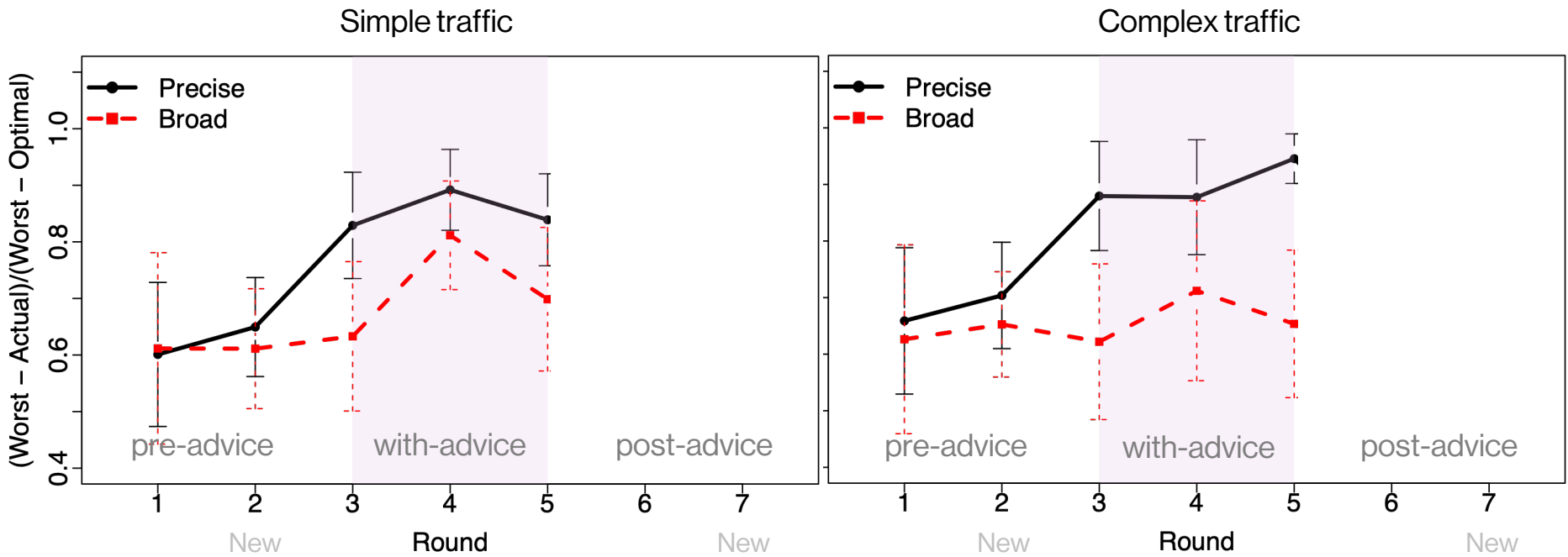
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Study 1

After Advice is Removed...



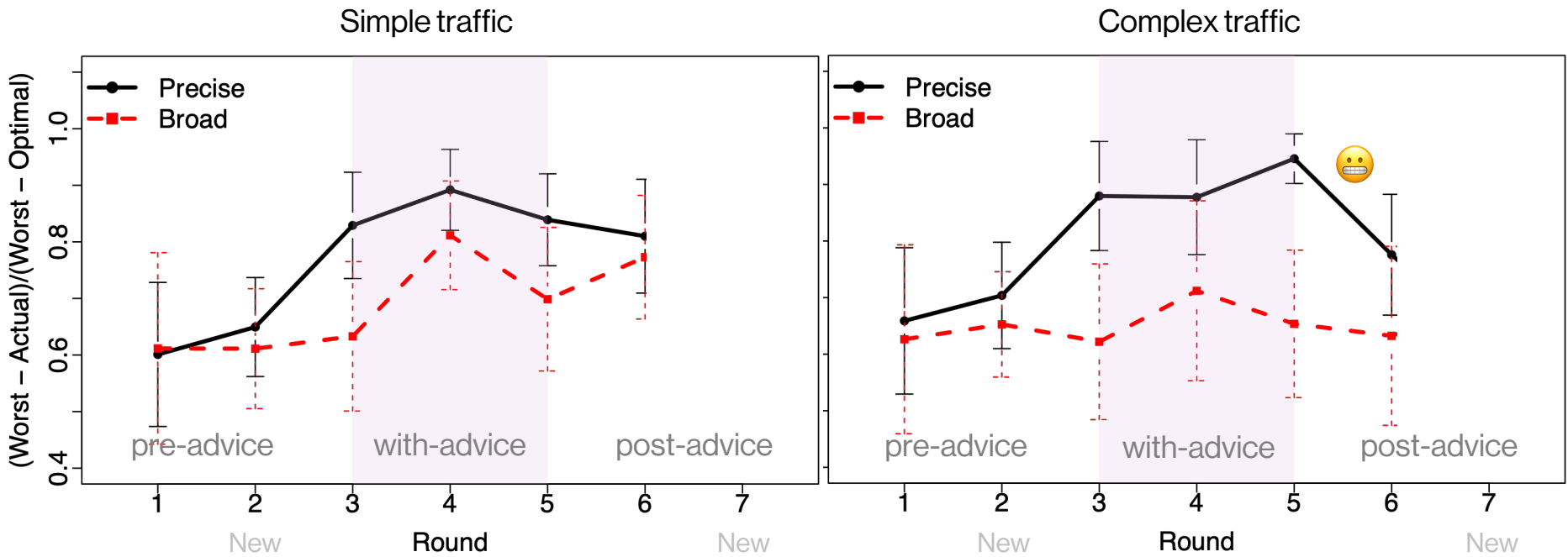
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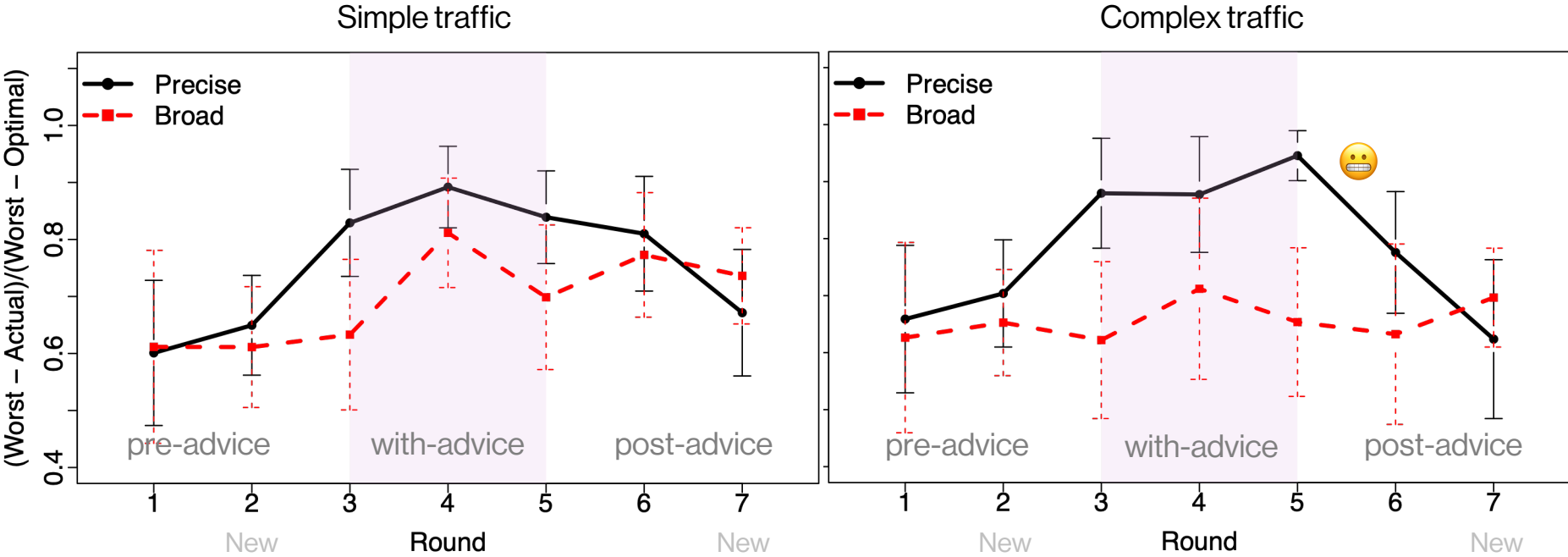
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Higher = better

Study 1

After Advice is Removed...



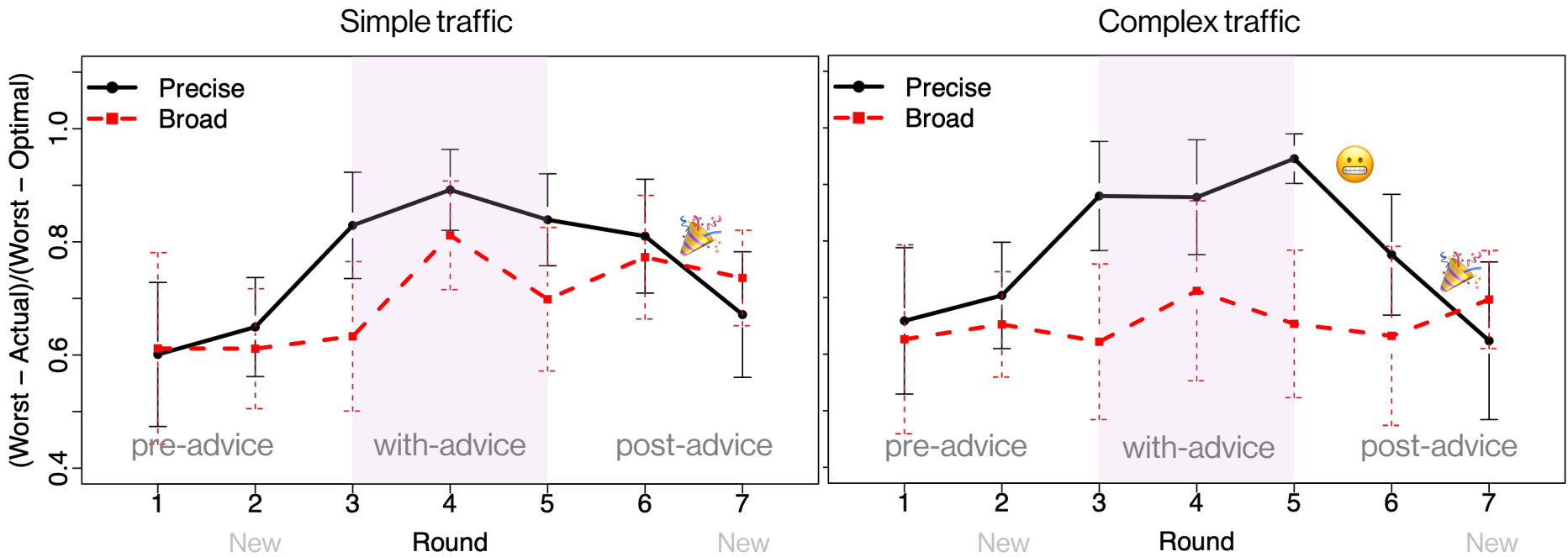
While available, precise advice improves compliance + assisted performance

Amazon Mechanical Turk
N = 102, 3,978 decision points

Y-axis = how much improvement from worst compared to optimal
Higher = better

Study 1

After Advice is Removed...



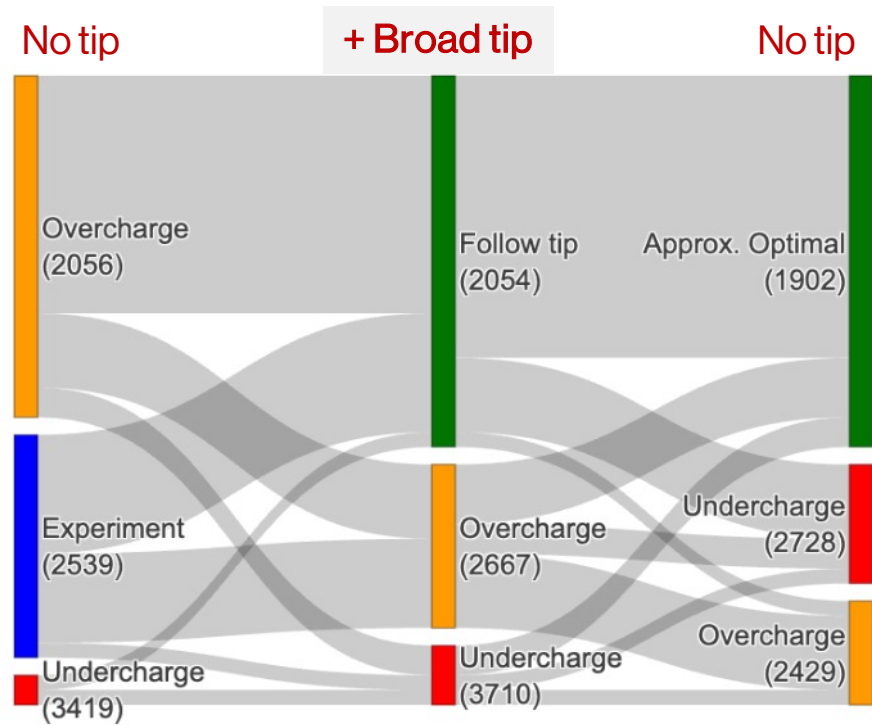
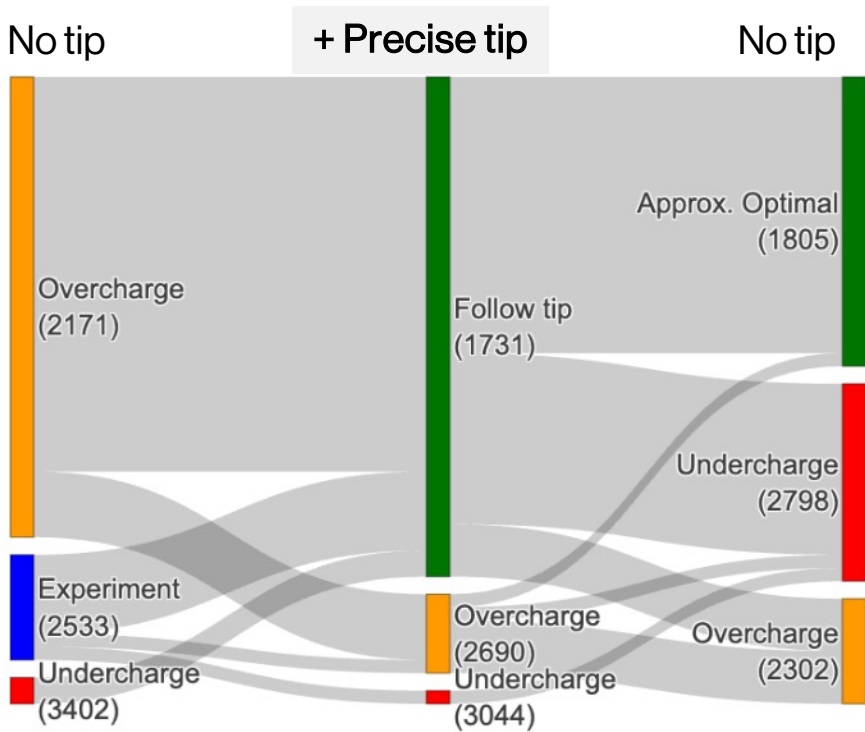
While available, precise advice improves compliance + assisted performance

For new environment, broad seems promising!

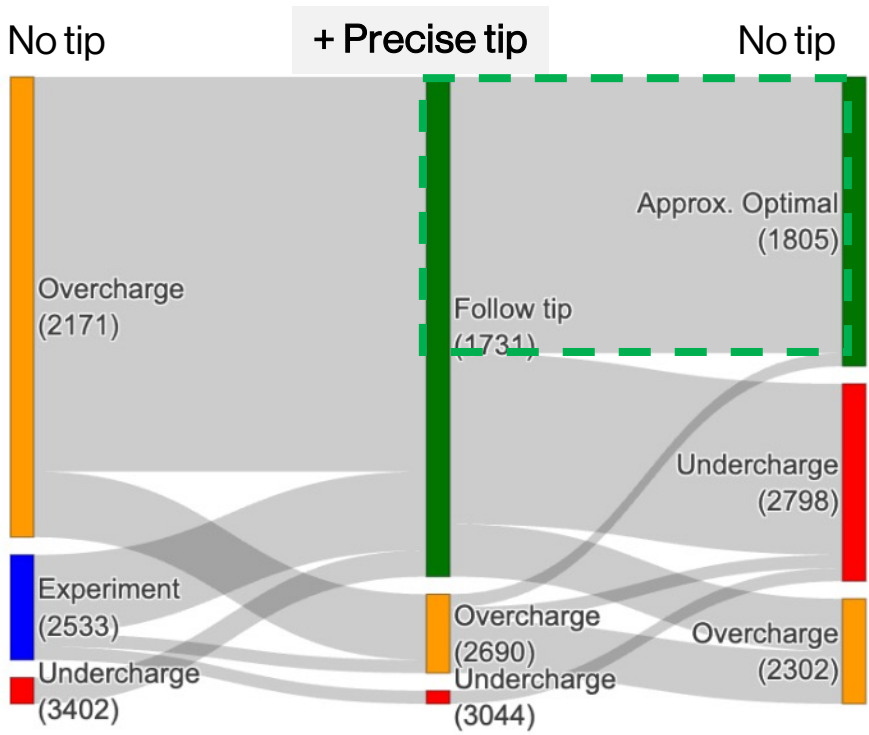
Amazon Mechanical Turk
N = 102, 3,978 decision points

(in the direction of the learning-gap prediction!)

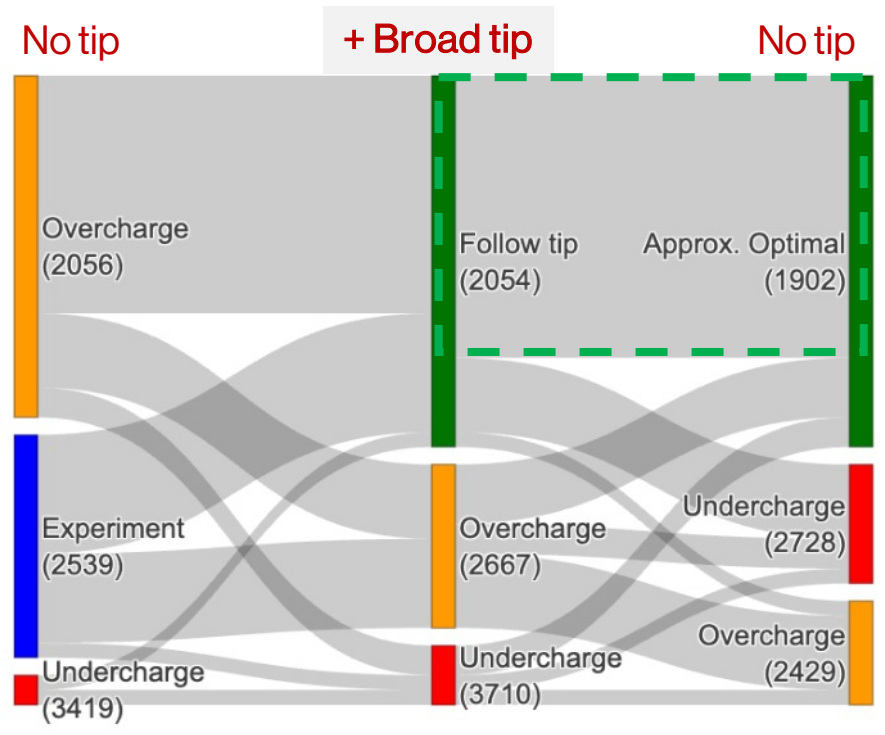
Study 1



Study 1



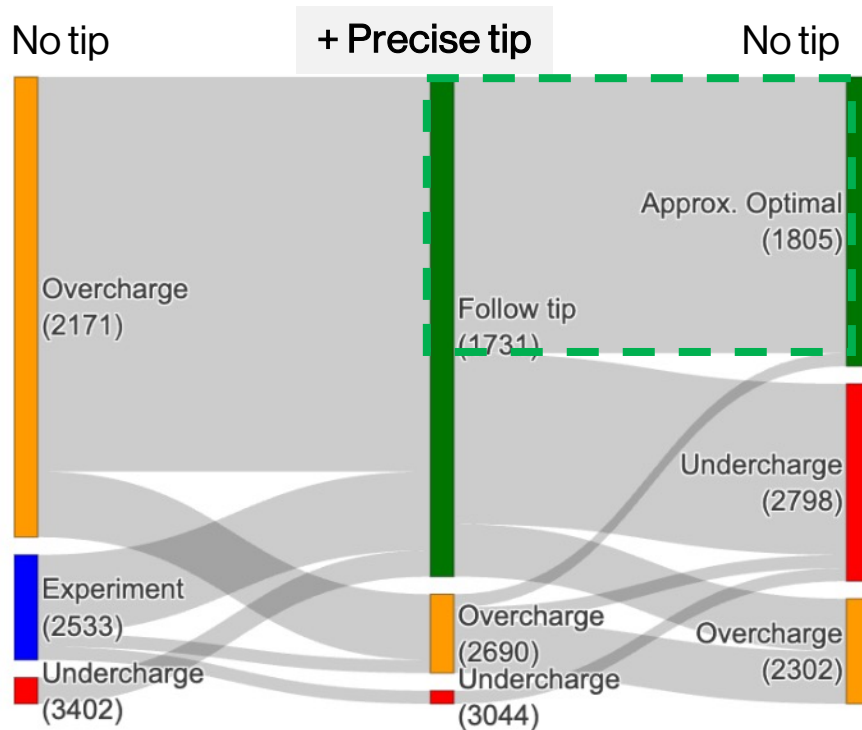
Precise: **55%**
stay with optimal strategy afterwards



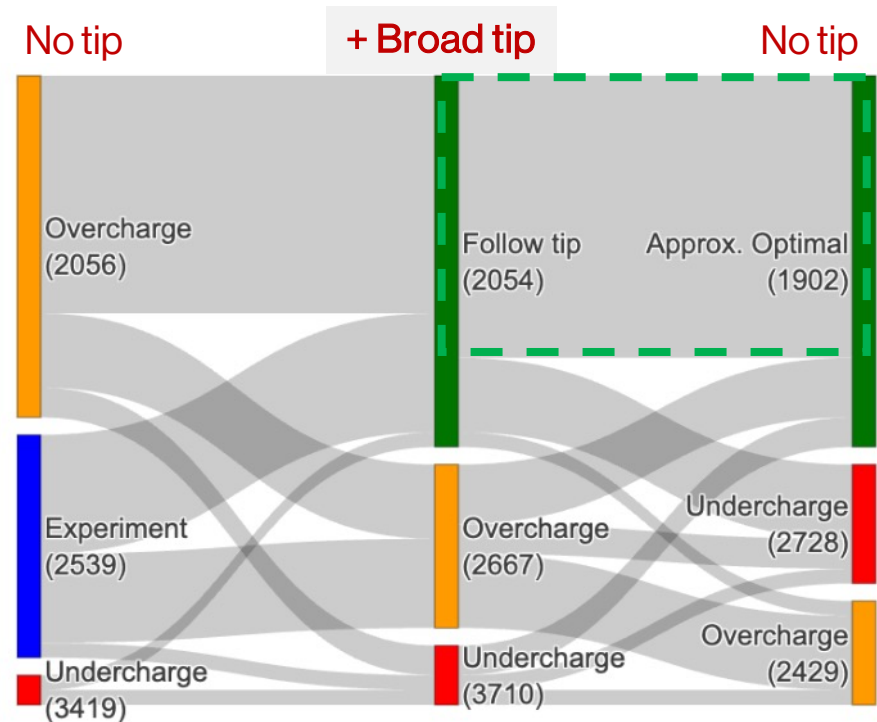
Broad: **76%**
stay with optimal strategy afterwards

Study 1

Broad → Explored More States

Precise: **55%**

stay with optimal strategy afterwards

Broad: **76%**

stay with optimal strategy afterwards

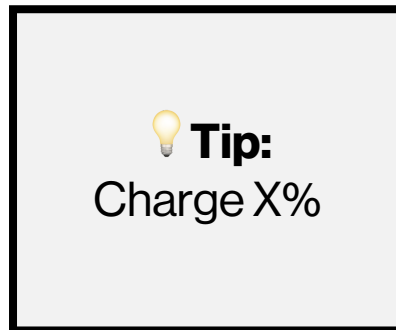
(during the tip rounds, they explored more states, figuring out a good strategy)


Study 2

Why Does Broad Help?

Batching

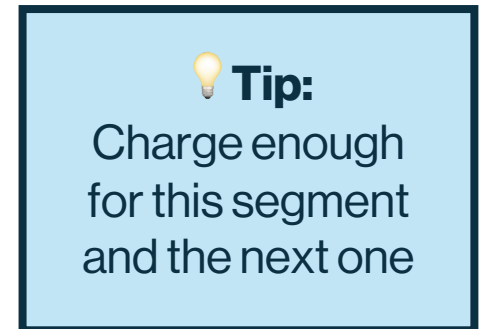
Precise




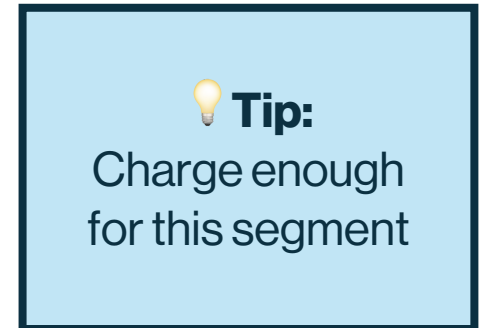
 **Tip:**
Charge X%


Splitting

Broad



 **Tip:**
Charge enough
for this segment
and the next one



 **Tip:**
Charge enough
for this segment

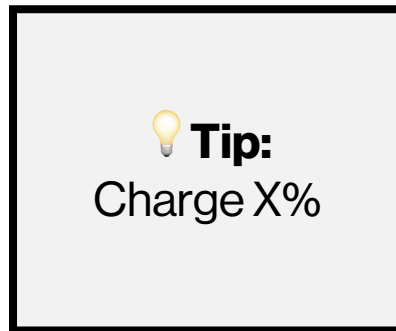
Study 2

Why Does Broad Help?

Is the benefit coming from
the strategic rule itself,
or from **forcing users to**
translate that rule into action?

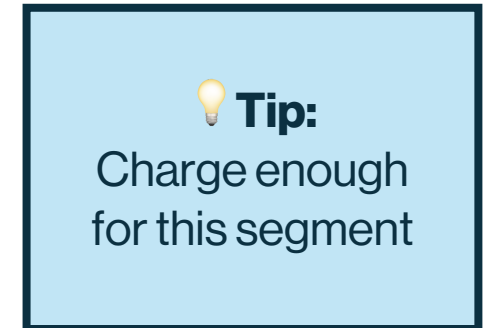
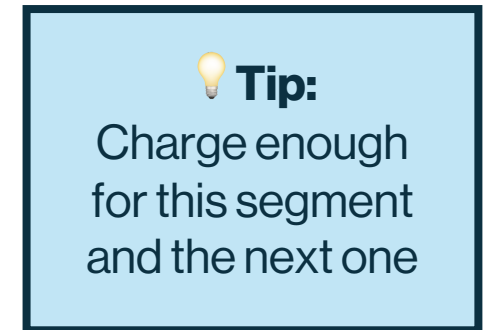
Batching

Precise



Splitting

Broad



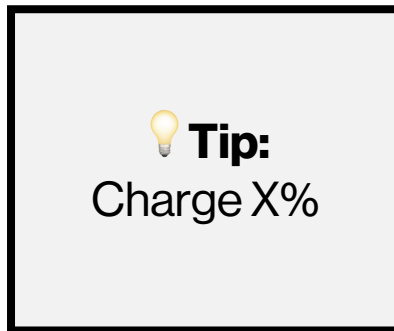
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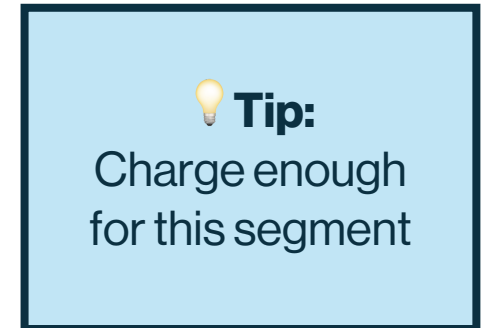
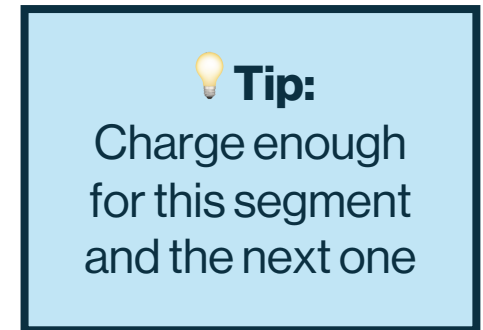
Splitting

Specific Broad

narrowing the action/
lowering cognitive load



Broad



Study 2

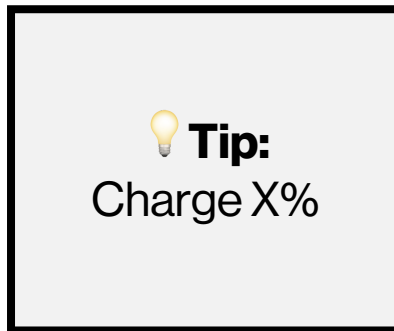
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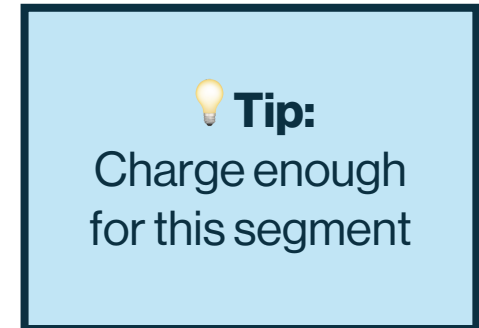
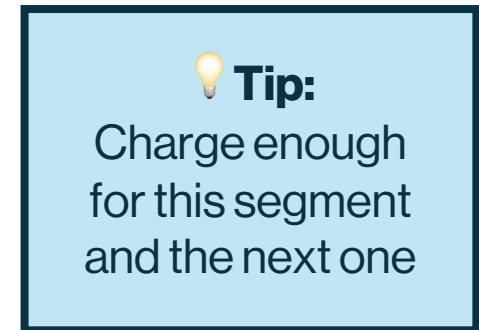
Precise



Specific Broad



Broad



Splitting



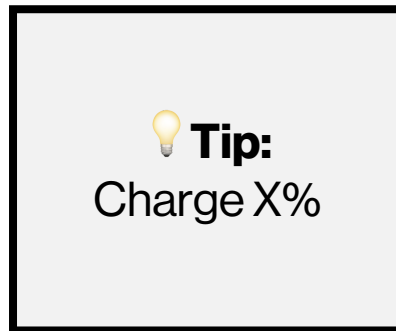
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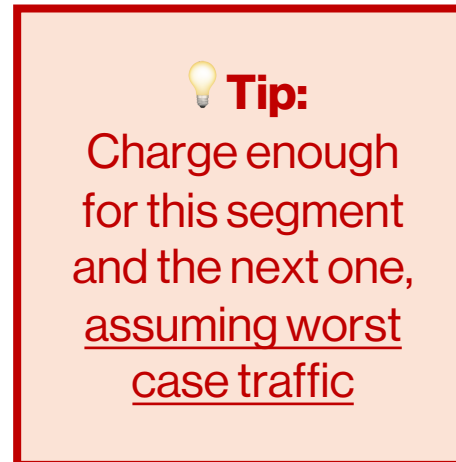
Precise



Splitting

These two tips lead to the same exact action

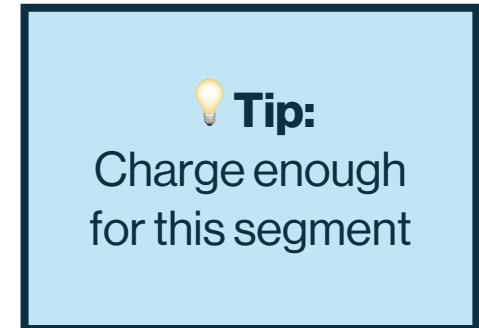
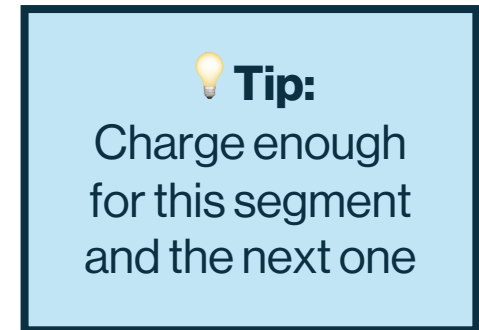
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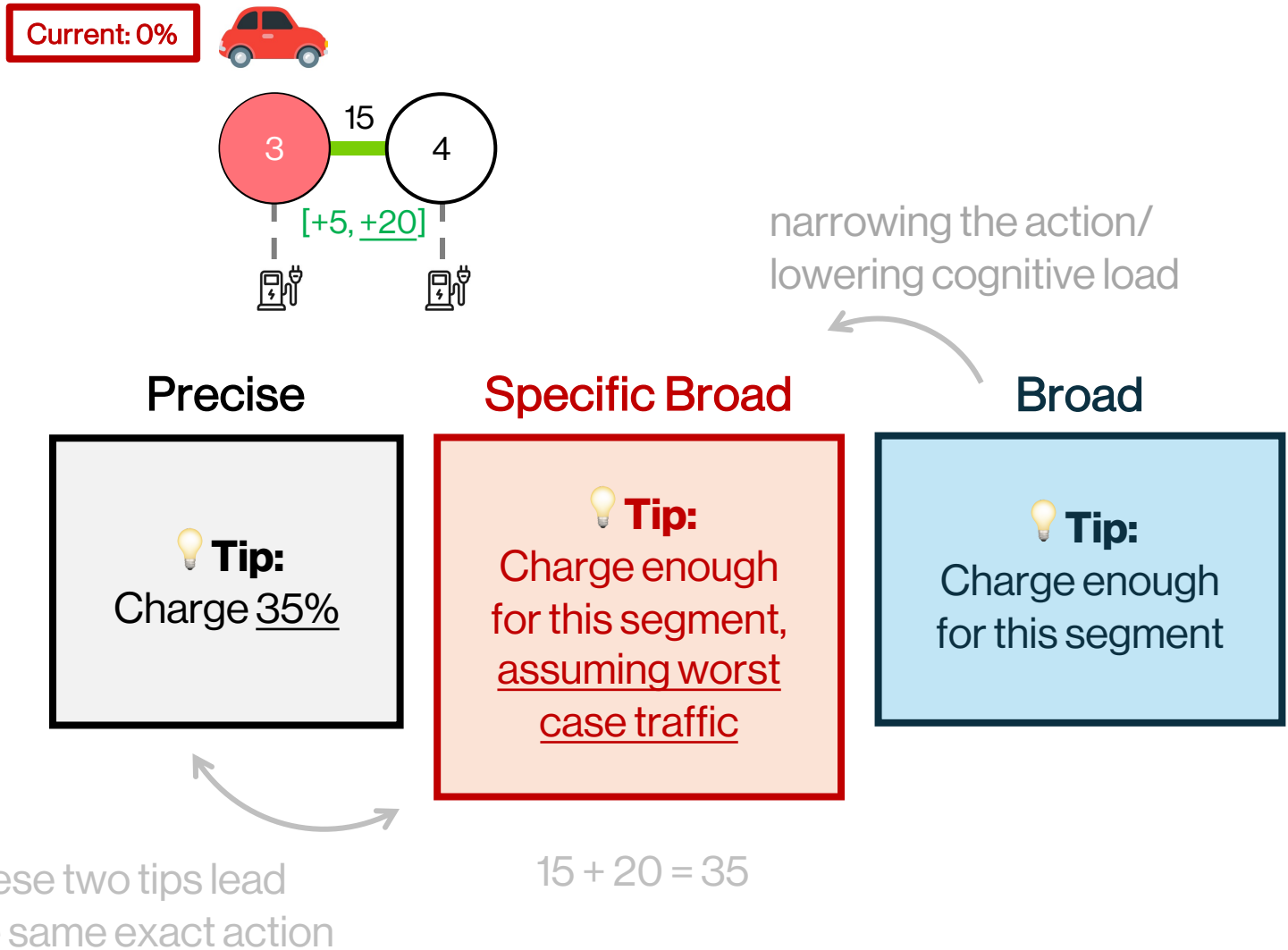


Broad

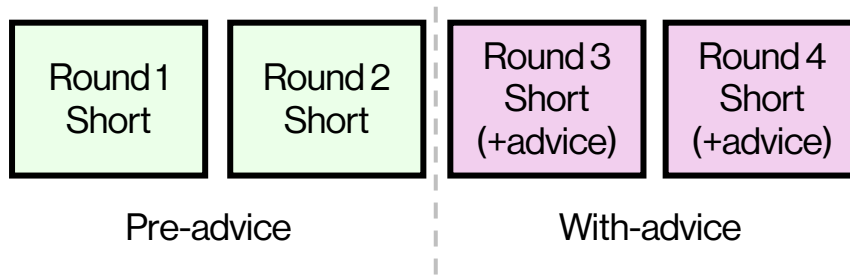


Study 2

Specific Broad

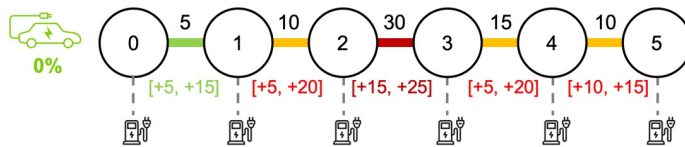


Study 2

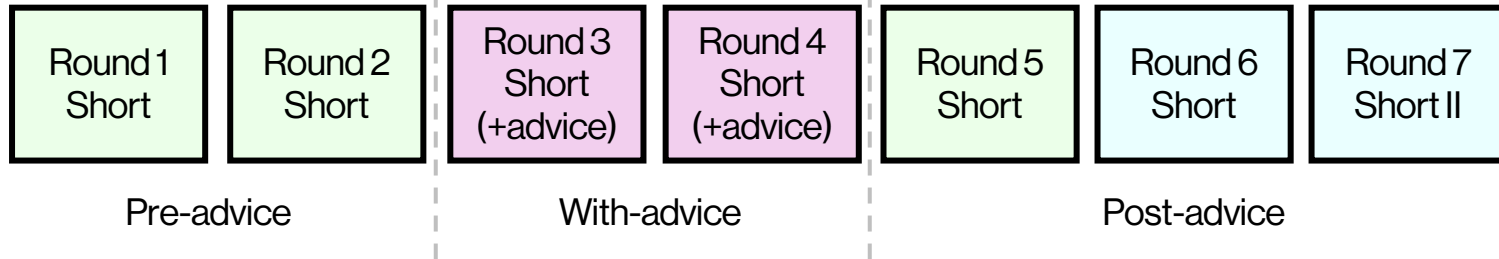


Good to batch early 0-2

Short Map

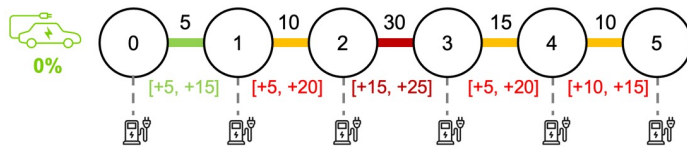


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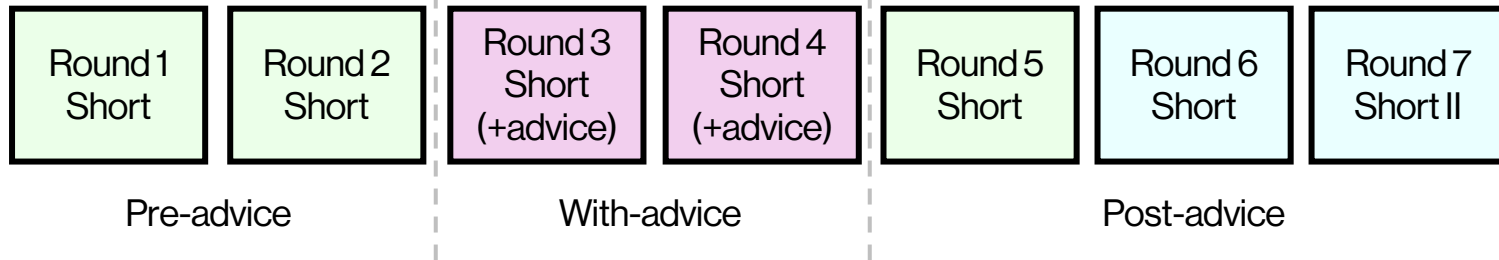


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Short Map

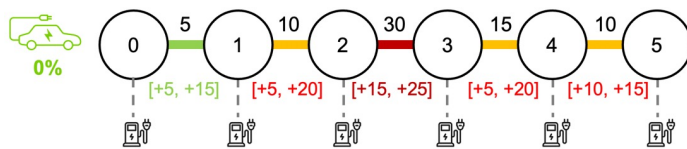


Study 2



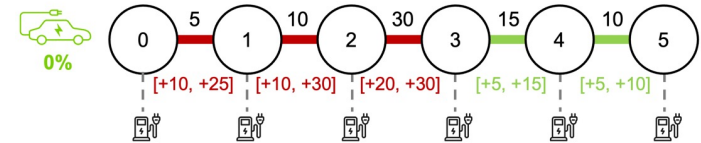
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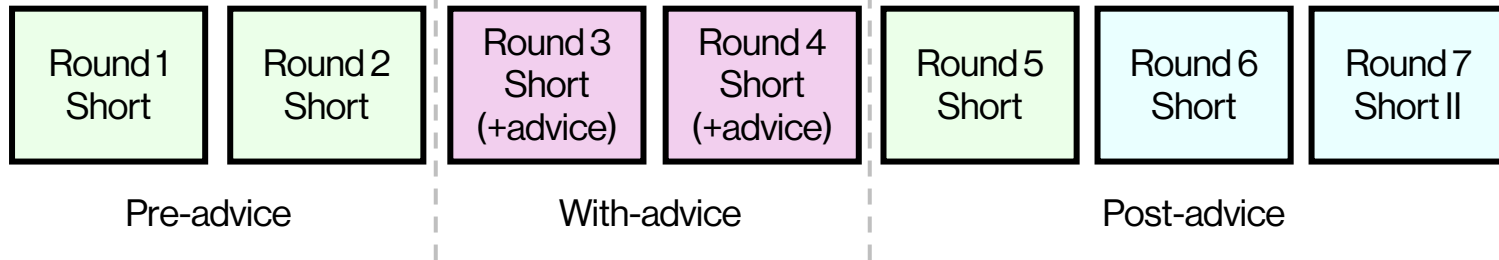


Short II Map

Good to batch late 3-5

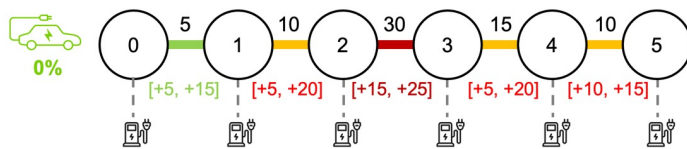


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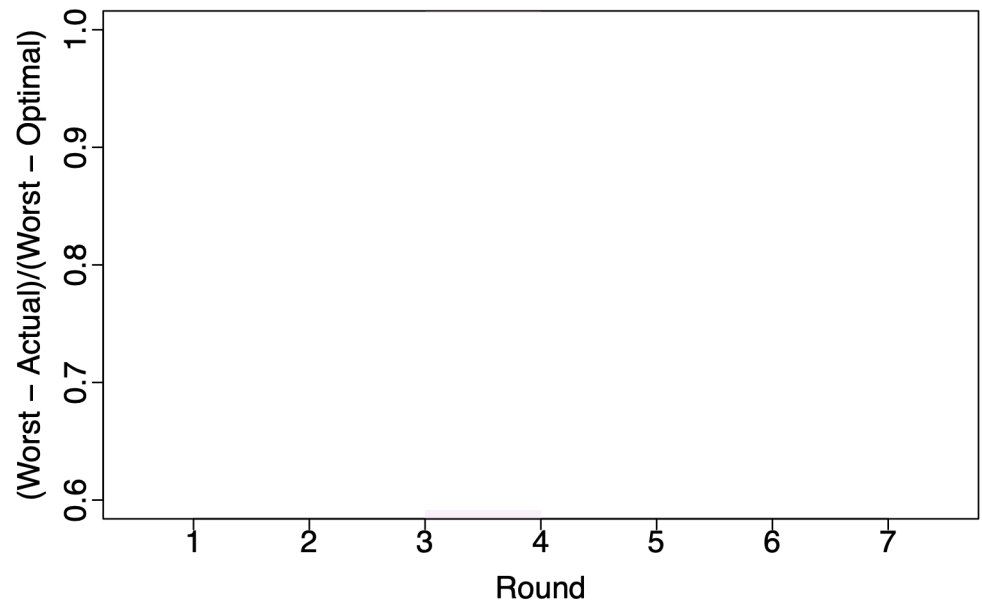
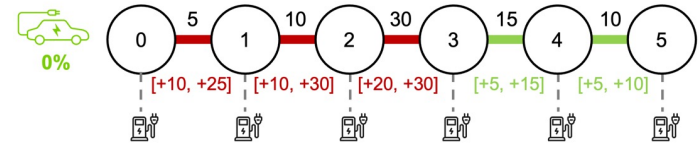
Good to batch early 0-2

Short Map



Short II Map

Good to batch late 3-5



Study 2

Replicating Study 1



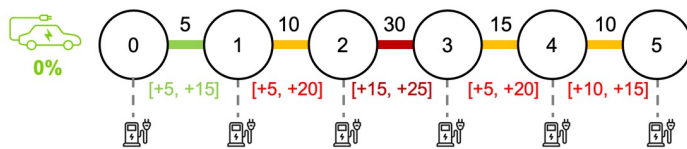
Pre-advice

With-advice

Post-advice

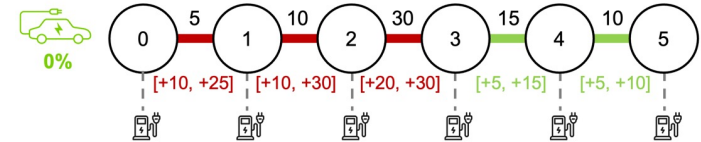
Good to batch early 0-2

Short Map

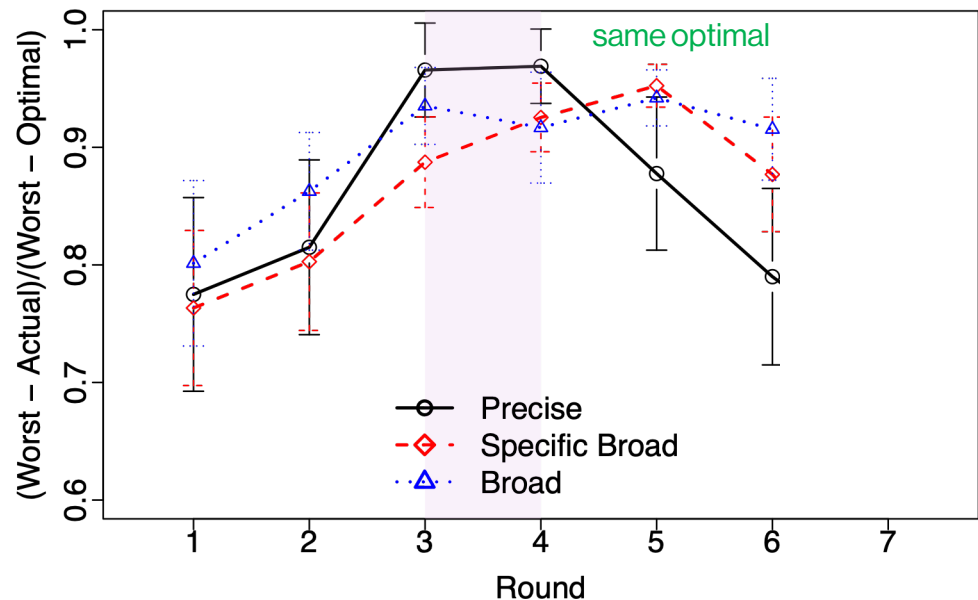


Short II Map

Good to batch late 3-5



The learning advantage of broad advice is replicated!



Study 2

Replicating Study 1



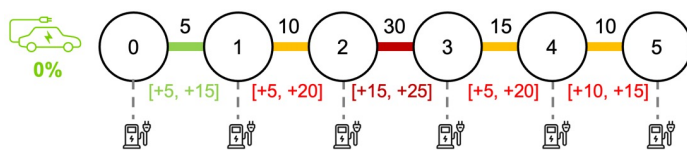
Pre-advice

With-advice

Post-advice

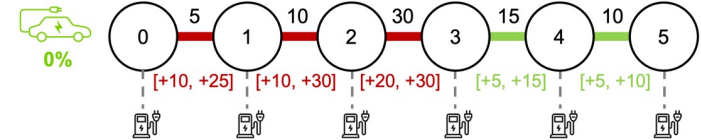
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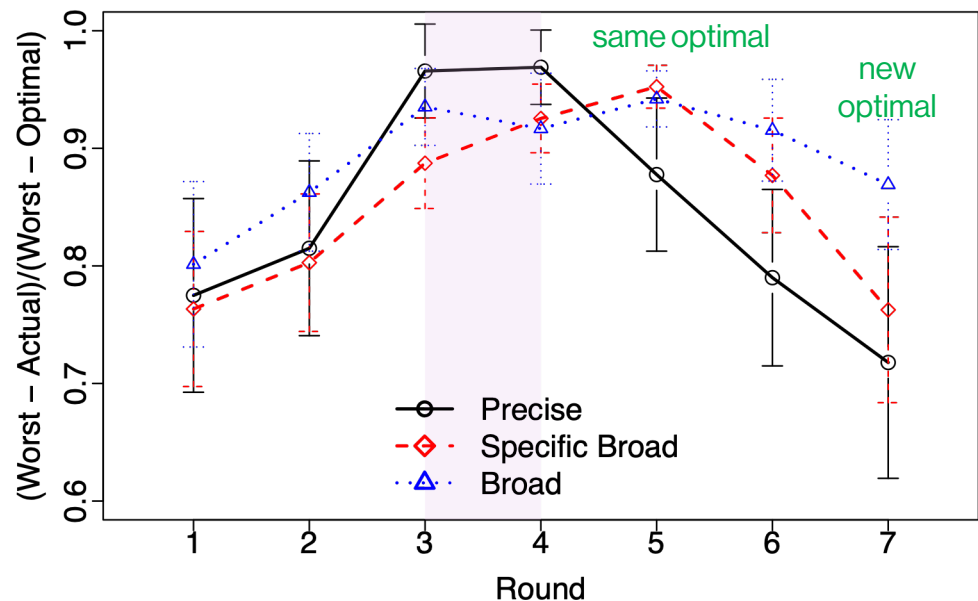
Short II Map

Good to batch late 3-5



The learning advantage of broad advice is replicated!

Specific broad more like precise → Cognitive effort drives learning

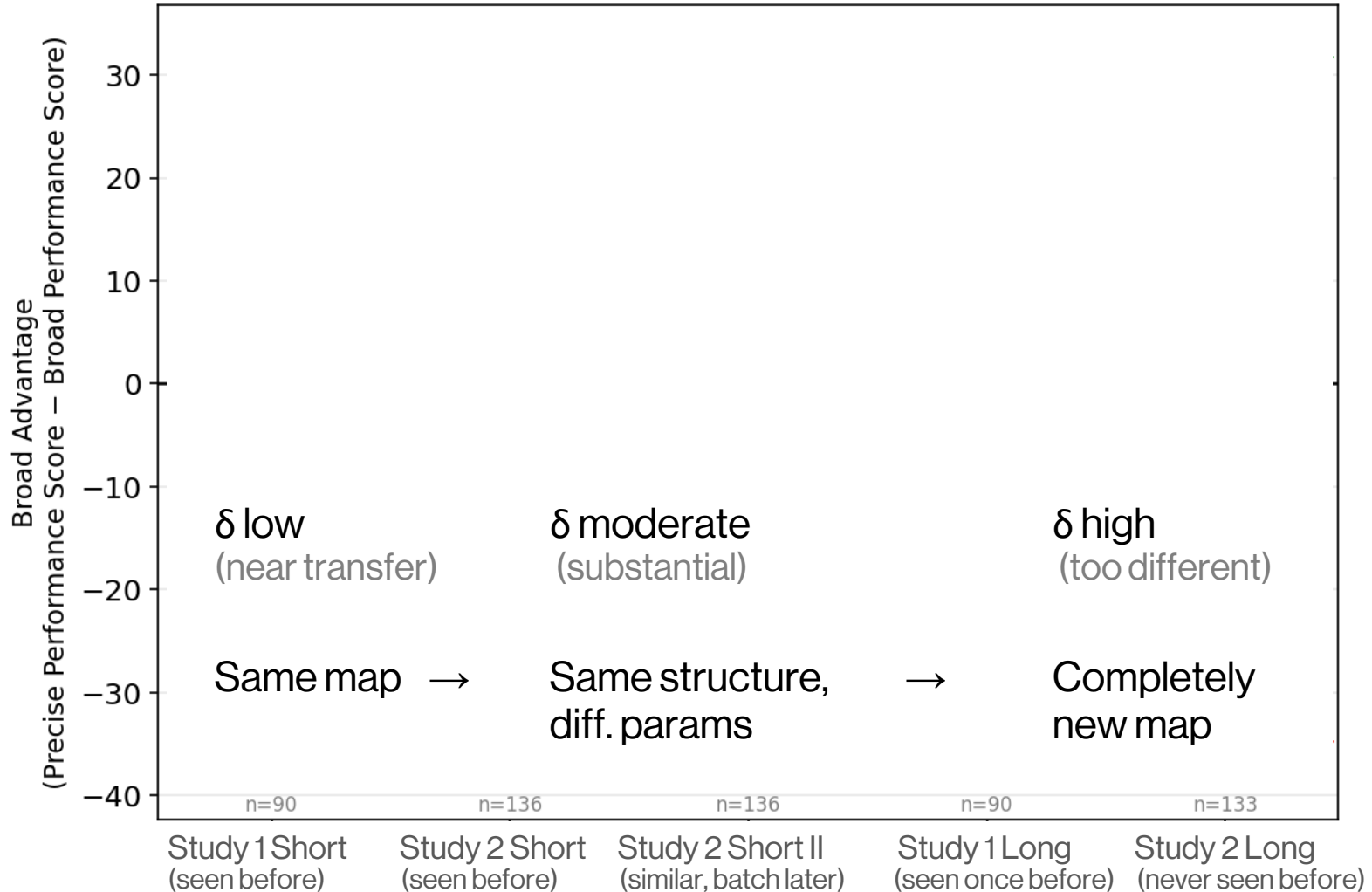


Study 1

Study 2

Varying the Distance

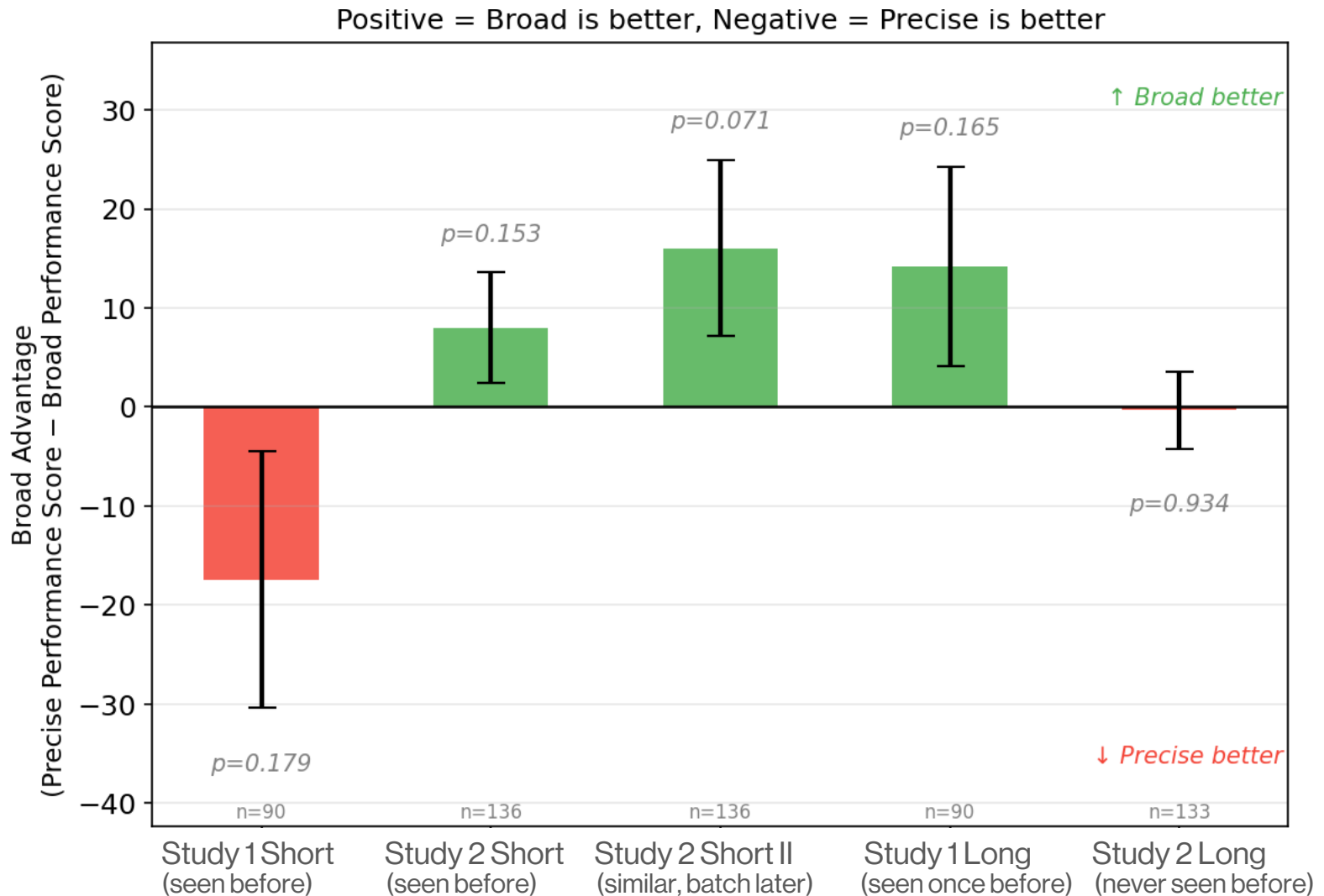
Positive = Broad is better, Negative = Precise is better



Study 1

Study 2

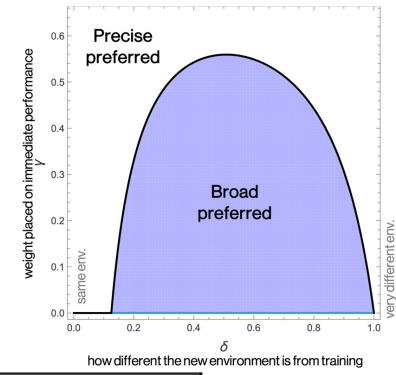
Varying the Distance



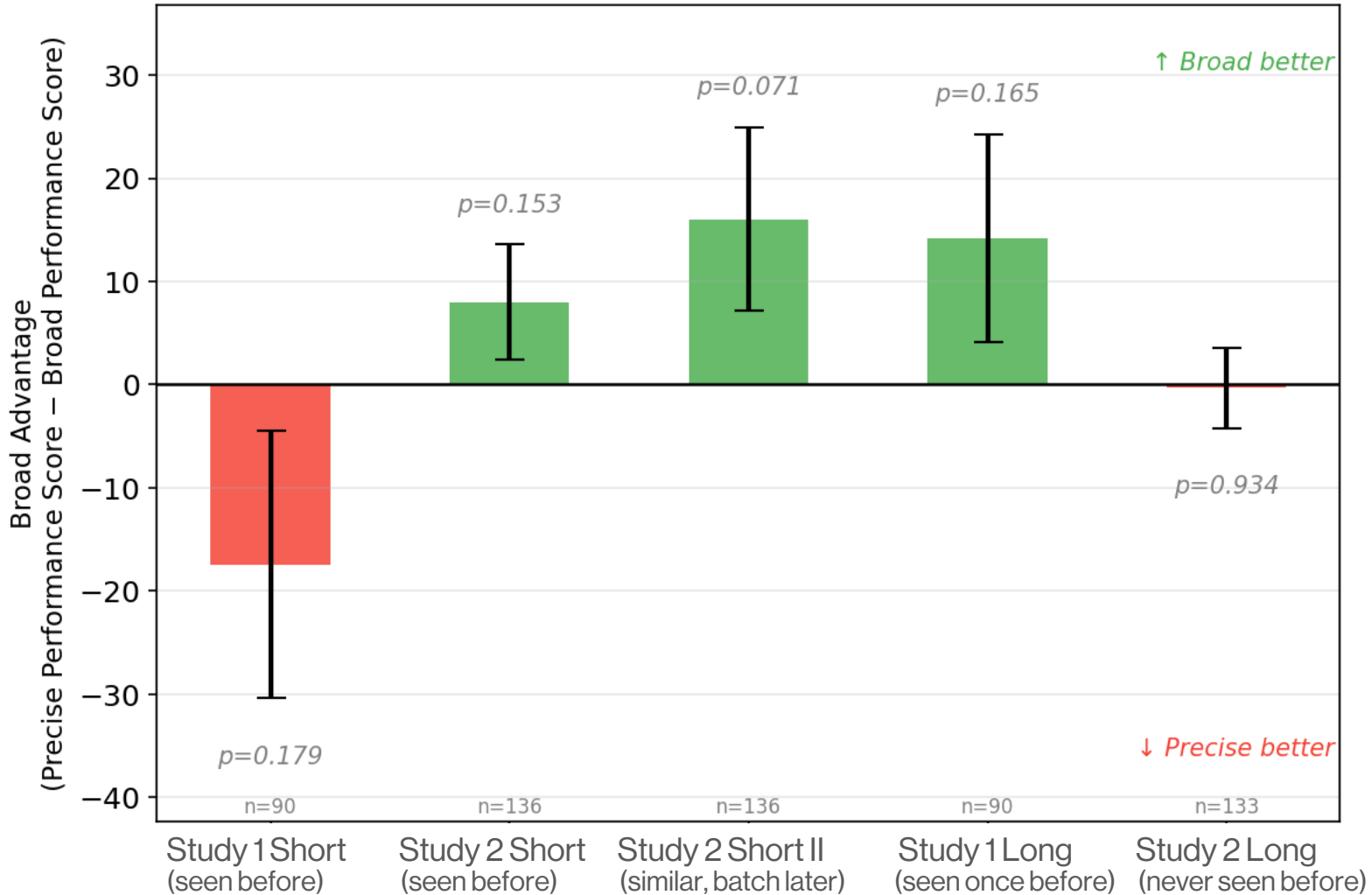
Study 1

Study 2

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“Take the total amount of
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What Are People Actually Optimizing?

Inverse RL infers reward function

- Assume participants optimize a personal reward function: a weighted **mix of things** they care about $r_{s_t}^h(a_t) = \sum_{j=1}^k \theta_j \phi_j(s_t, a_t)$

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→ we use a Bayesian hierarchical model (SVI) that pools info across participants.

scenario-specific shift
(e.g., pre/with/post, precise vs broad)

$$\theta_i = \theta_0 + \Delta_s + \Delta_i$$

weight on each factor

individual's shift

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What Stayed After Advice Was Gone?

Y-axis = IRL estimates: post-advice weight – with-advice weight
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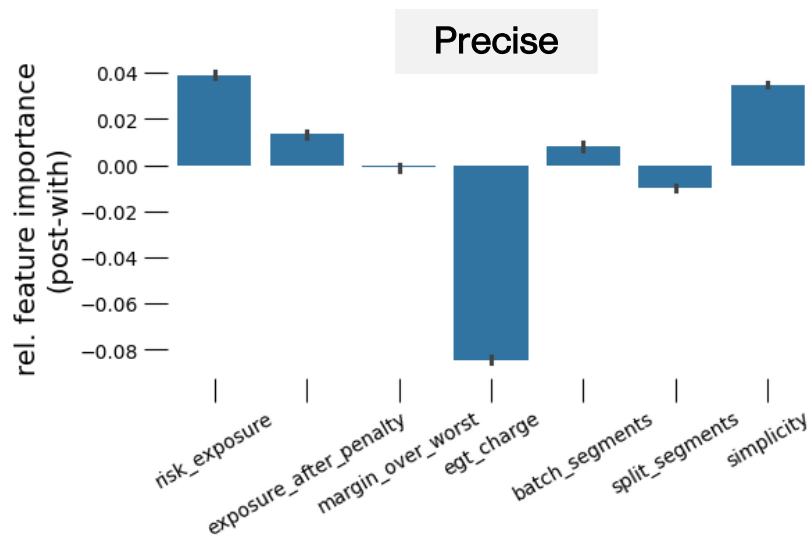
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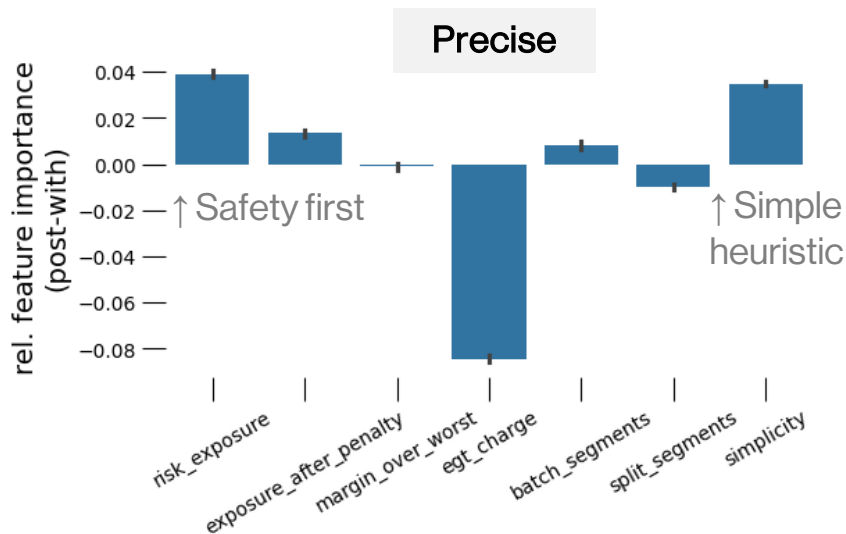
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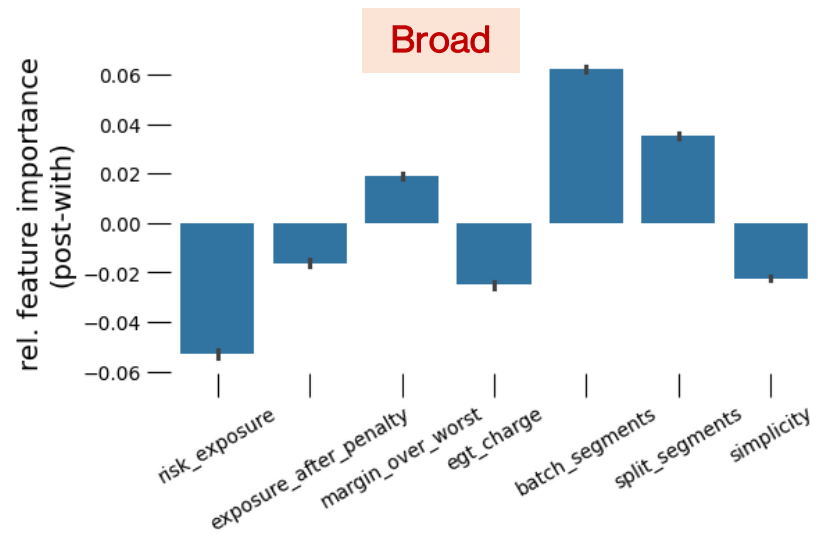
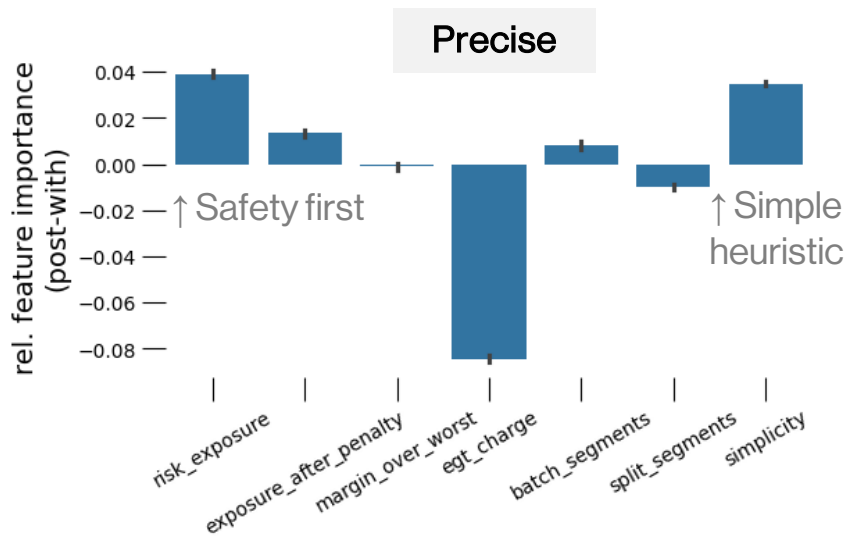
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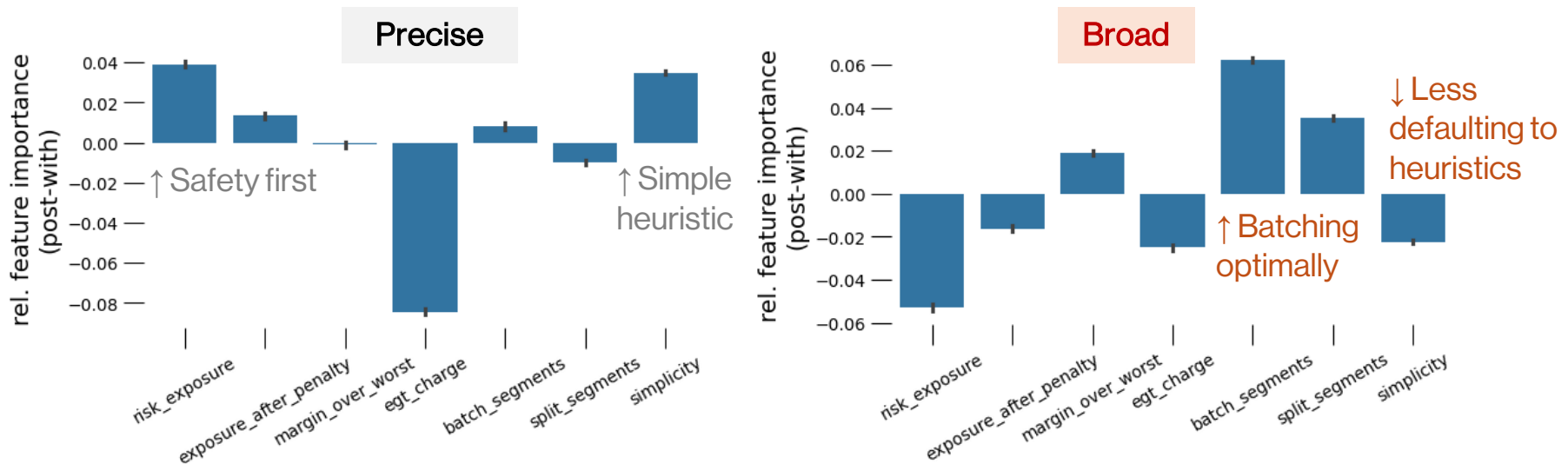
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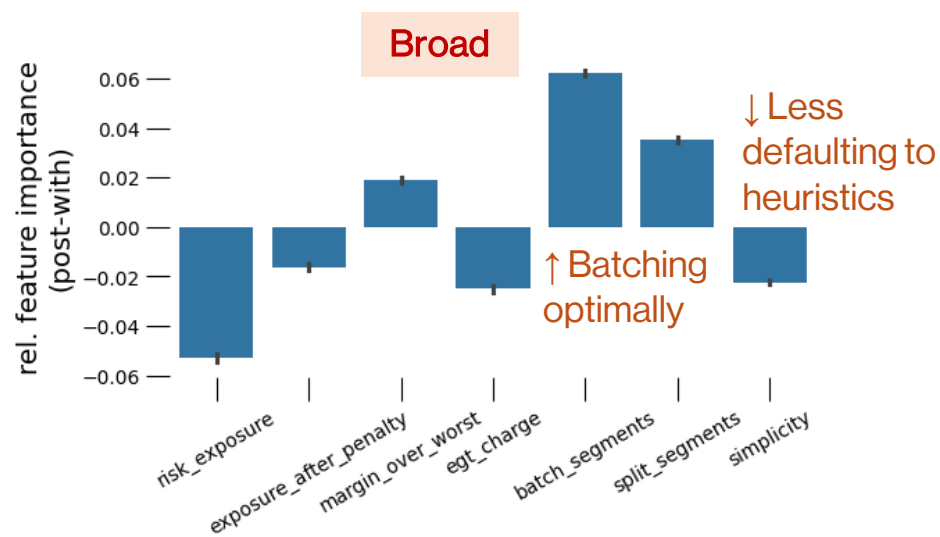
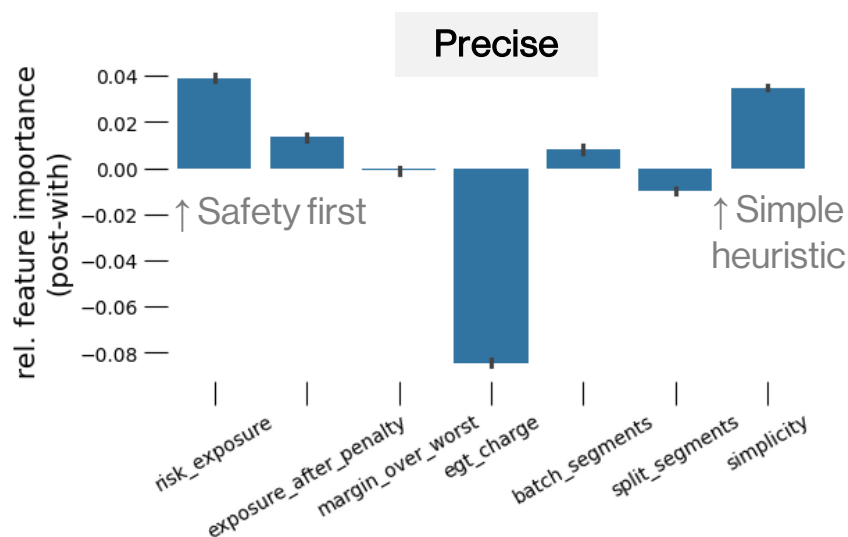
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weight on each factor

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Precise helped while it was present, but fell back to safe, simple rules. Broad left more of the strategy behind.

Designing **AI Advice** for

Sequential Decisions



Precise advice improves assisted execution.

But unsupported capability can be weaker once advice is removed.

Broad advice performs better under moderate transfer.

It requires users to map a rule into an action.

Specific broad identifies the action-mapping burden.

Strategic detail alone doesn't close the short-run reward gap.

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Thank you + feedback (broad or precise) very welcome!

Paper link →

