

# Avoiding Pitfalls When Applying Learning to Your Estimate

Selected Topics: Sums of Learning Curves, Fixed Costs, and the End of Learning

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# Agenda

Presented at the 2013 ICEAA Professional Development & Training Workshop - [www.iceaaonline.com](http://www.iceaaonline.com)

- Introduction
- Prerequisites
- Selected Topics:
  - Sums of Learning Curves
  - Learning Curves with Fixed Cost
  - End of Learning
- Conclusion

# Introduction

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- This presentation will attempt to expand on the fundamental concept of the Learning Curve Equation to consider a few interesting scenarios

# Prerequisites

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- Throughout this paper, Unit Theory will be used
- The Learning Curve Equation
  - $Y(x) = Ax^b$
  - Y: Cost
  - A: First Unit Cost (also called T1)
  - X: Unit Number
  - B: exponent such that  $2^b$  is the Learning Curve Slope(LCS)
- When Quantity doubles, Cost decreases by a fixed percentage (LCS)

$$- \frac{Y(2x)}{Y(x)} = \frac{A(2x)^b}{A(x)^b} = \frac{(2x)^b}{(x)^b} = \frac{2^b x^b}{x^b} = 2^b$$

# Sums of Learning Curves

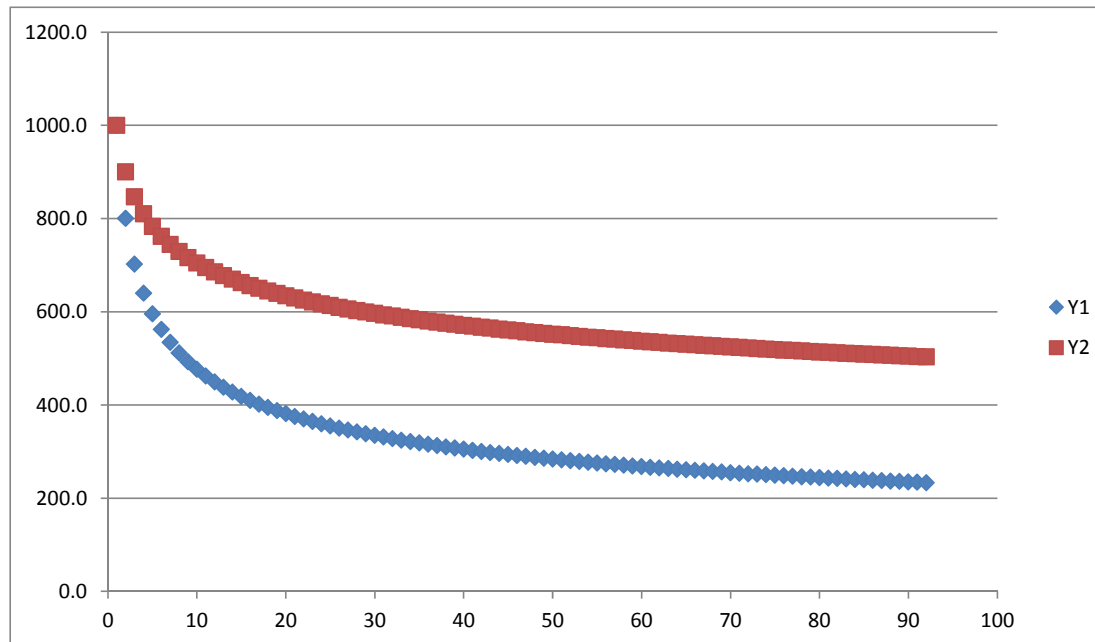
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- Hypothetical example
  - Lets say you want to model learning that occurs for the cost of Widgets
  - Each Widget consists of several components, each with its own learning rate
  - Some of these components may exhibit no learning

# Sums of Learning Curves

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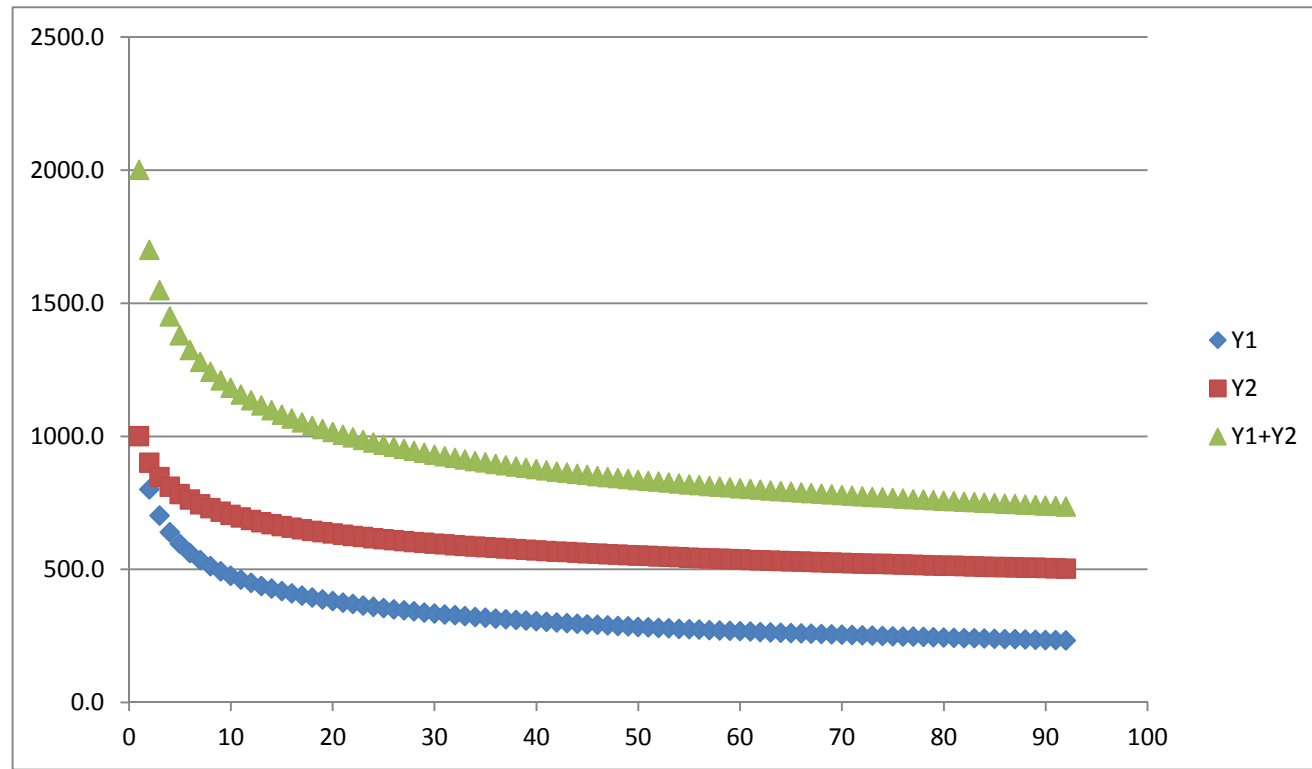
- Let's start with a simple example:
  - Two Learning Curves with the same TI cost but different Learning Curve Slopes
  - $Y1 = Ax^{b1}$
  - $Y2 = Ax^{b2}$



# Sums of Learning Curves

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- What is the nature of  $Z=Y1+Y2$ ?
  - Looks like a learning curve, right?



# Sums of Learning Curves

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- What happens when we try to derive the slope of Z?

$$\begin{aligned}\frac{Z(2x)}{Z(x)} &= \frac{A(2x)^{b1} + A(2x)^{b2}}{A(x)^{b1} + A(x)^{b2}} \\ &= \frac{(2x)^{b1} + (2x)^{b2}}{x^{b1} + x^{b2}} \\ &= 2^{b1} \frac{x^{b1}}{x^{b1} + x^{b2}} + 2^{b2} \frac{x^{b2}}{x^{b1} + x^{b2}}\end{aligned}$$

- This quantity, which represents the “slope” of Z, actually depends on x
- Can be thought of as a weighted average of the slopes of Y1 and Y2



# Sums of Learning Curves

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- For  $x=1$ , “slope” of  $Z$  is:

$$\frac{(2)^{b_1} + (2)^{b_2}}{(1)^{b_1} + (1)^{b_2}} = \frac{(2)^{b_1} + (2)^{b_2}}{2}$$

- This is the average of the slopes of  $Y_1$  and  $Y_2$
- What Happens as  $x$  increases without bound?
- Remember,  $-1 \leq b_2 \leq b_1 \leq 0$

$$\lim_{x \rightarrow \infty} 2^{b_1} \frac{x^{b_1}}{x^{b_1} + x^{b_2}} + 2^{b_2} \frac{x^{b_2}}{x^{b_1} + x^{b_2}} = 2^{b_1}$$

- So the slope of  $Z$  tends towards the greater of the slopes of  $Y_1$  and  $Y_2$

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# Sums of Learning Curves

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- Let's Generalize to any number of curves
- Also, Curves with different First Unit Costs

$$Z = \sum_i A_i x^{b_i}$$

- What happens when we try to derive the slope of Z?

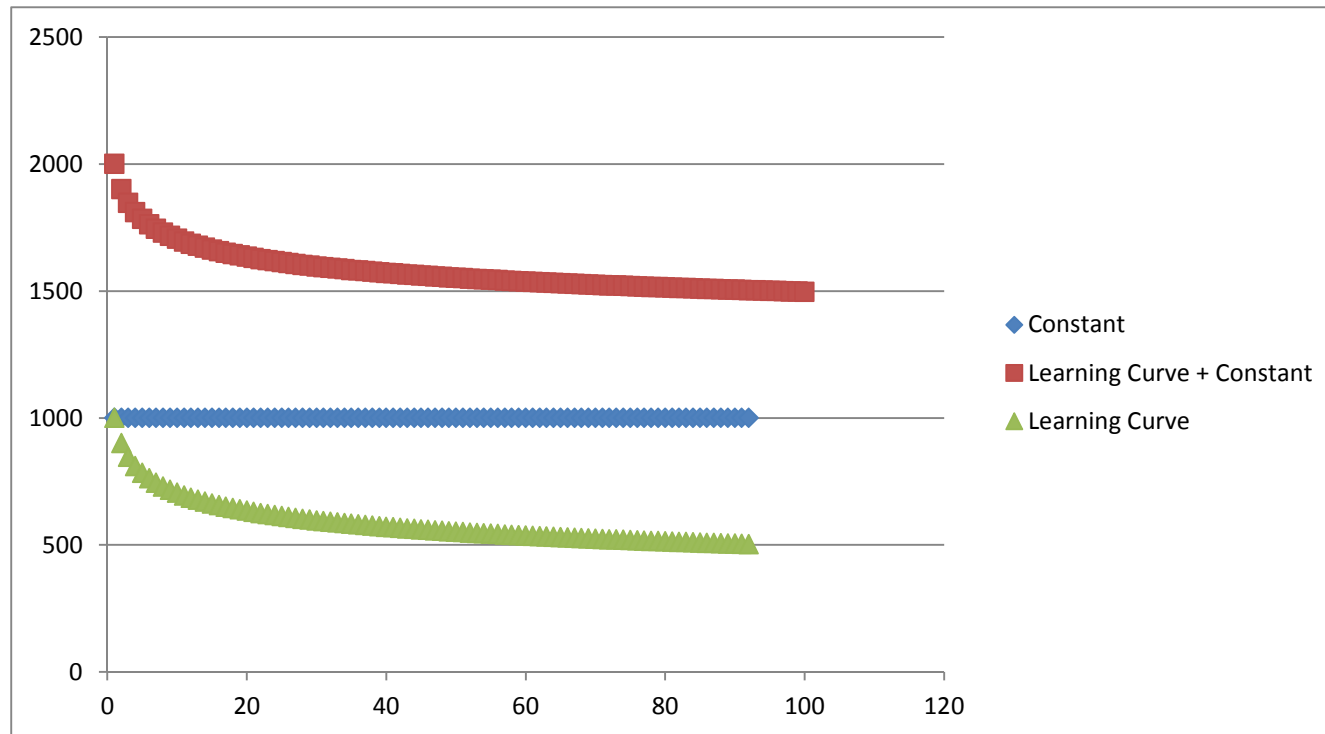
$$\frac{Z(2x)}{Z(x)} = \frac{\sum_i A_i (2x)^{b_i}}{\sum_j A_j x^{b_j}}$$
$$\sum_i 2^{b_i} \frac{A_i x^{b_i}}{\sum_i A_j x^{b_j}}$$

- Once again, this can be thought of as a weighted average of the slopes of each component curve of Z

# Learning Curve with Fixed Cost

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- Suppose there are fixed (i.e. non-learnable) costs included in the cost of an item
- Instead of  $Y = Ax^b$ , you have  $Y = C + Ax^b$



# Learning Curve with Fixed Cost

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- $Y = C + Ax^b$ 
  - This can be thought of as a specific case of the sum of 2 learning curves, where one curve has slope of 100%
- Using what we know about Sums of Learning Curves, we know that
  - The “slope” of Y is non-constant
  - The “slope” at  $x=1$  is  $\frac{100+2^b}{2}$

# The End of Learning

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- When does learning end?
- Mathematically, we know that
$$\lim_{x \rightarrow \infty} Ax^b = 0 \text{ when } b < 0$$
- But costs will never really reach zero
  - Nothing is free!
- So should we be worried?
  - Not Really

# The End of Learning

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- Lets Examine what happens as we move out to the right
  - From Units  $x$  to  $x+1$ , cost decrease is  $\frac{A(x+1)^b}{Ax^b} = \left(\frac{x+1}{x}\right)^b$
  - Say the Learning Curve Slope is 80% and  $b=-0.322$
  - From 100 to 101, the change in cost is  $\left(\frac{101}{100}\right)^{-0.322} = 0.996802$
  - From 1000 to 1001, the change in cost is  $\left(\frac{1001}{1000}\right)^{-0.322} = 0.999678$
  - From 10000 to 10001, the change in cost is 0.999968
  - From 100000 to 100001, the change in cost is 0.999997
- Very quickly, the change from unit to unit gets very small

# Conclusion

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- When modeling learning, we should consider whether these issues
  - Are there multiple components with different learning rates included in the cost?
  - Are there fixed costs included?
  - How far out on the curve am I going?
- Possible Extensions
  - Real World Examples of sums and fixed costs learning problems
  - Ways to model non-constant learning rates