From policy to practice: Insights from U.S. Army administrative data into Soldier performance

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Leveraging Archival Data to Predict Performance

Project: Use modern data science techniques to develop models that integrate existing DOD data to make predictions about Soldier behavior and performance.

Payoff: Knowledge about how best to utilize data from disparate sources to form a holistic picture of Soldier and unit performance that can be used to:

- Improve training
- Identify informative performance metrics
- Optimize talent management decisions across Soldier lifecycle



What is Performance?

Start with the literature

- 1980 congressional mandate led to seminal research performance (e.g., Project A)
- Widely adopted by those outside military (e.g., academia, business)
- Researchers developed frameworks
- Frameworks: Campbell et al., 1993 & 2015 and Koopmans et al., 2011
- Performance is **multidimensional**, abstract, latent construct
- Manifests as behavior → something people do and can be observed
- Behaviors relevant to organizational goals



Soldiers with Kentucky's CBRN Enhanced Response Force package (CERFP) breech and break team use a hammer drill to extract a victim from a rubble pile during an exercise evaluation at Camp Blanding, Fla., 9 January 2019. U.S. Army National Guard photo by Sgt. Taylor Tribble. https://www.flickr.com/photos/soldiersmediacenter/46128506494/



A U.S. Army Soldier provides perimeter security during an Iraqi police dismounted presence patrol in Kirkuk, Iraq, on 24 April 2007. The Soldier is from Charlie Company, 2nd Battalion, 35th Infantry Regiment, 3rd Infantry Brigade, 25th Infantry Division. DoD photo by Tech. Sgt. Maria J. Bare, U.S. Air Force.

https://www.flickr.com/photos/soldiersmediacenter/497978091/

Conceptual Performance Framework



Influence on outcomes from situational or environmental factors (e.g., shock events)

TASK PERFORMANCE

Proficiency or competency on central job tasks (e.g., work quantity and quality)

CONTEXTUAL PERFORMANCE

Support organization's social & psychological environment (e.g., coaching others)

COUNTERPRODUCTIVE PERFORMANCE

Harms the wellbeing of the organization (e.g., absenteeism, theft, drug use)

ADAPTIVE PERFORMANCE

Degree to which an individual adapts to changing work roles (e.g., learning new tasks)

Outcomes

Timeline of Major Events Relevant to the U.S. Army from 2000-2019



Research Question

How does U.S. Army policy & doctrine impact or contextualize the description of behaviors related to individual and team performance?

Analyses:

- Extract performance themes from Army policy and team science literature
- Examine changes in the conceptualization of performance in Army policy over time
- Analyze Army policy for mentions of performance behaviors

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Performance Themes: Corpus

Army administrative documents

- Officer Professional Development and Career Management (PAM 600-3)
- Army Leadership and the Profession (ADP 6-22)
- Evaluation Reporting System (PAM 623-3)
- Performance Evaluation Guide Leadership Requirements Model and Example Behavioral Indicators (AR-623-23)
- Building Cohesive Teams Handbook
- Leader Development (FM 6-22)
- Leaders Guide to Team Building Handbooks
- Soldier's Guide (TC 7-21.13)

Team science literature

- Svyantek, D. J., Goodman, S. A., Benz, L. L., & Gard, J. A. (1999). The relationship between organizational characteristics and team building success. Journal of Business and Psychology, 14(2), 265-283.
- Cohen, S. G., & Bailey, D. E. (1997). What makes teams work: Group effectiveness research from the shop floor to the executive suite. Journal of management, 23(3), 239-290.

Performance Themes: Methods

- Manual Qualitative Coding
 - Initial coding by a team of 4 (inter-rater reliability tested with a group of 5)
 - Performed in Dedoose
- Topic Modeling
 - Latent Dirichlet Allocation (LDA)
 - Bayesian (probabilistic), unsupervised
 - Assumes topics consist of underlying sets of words
 - Performed using the topicmodels package

Qualitative Analysis Yields Performance Themes

- Identified 320 excerpts
- Tagged with 506 applications of 18 codes

Initial codes: (A-priori)

- Qualities of an Individual:
 - Responsibility
 - Intellectual efficiency
 - Adaptability

Team orientation

- Commitment to serve
- Communication
- Qualities of a Team:
 - Organizational Trust
 - Definition of Team Success
 - Team building
- Qualities of a Leader:
 - Leader development



Document coding and group discussion

Final codes

- Qualities of an Individual:
 - Responsibility
 - Intellectual efficiency
 - Adaptability
 - Team orientation
 - Commitment to serve
 - Communication
 - Influence
 - Integrity
 - Cooperation
 - Negation of Positive Quality

- <u>Qualities of a Team:</u>
 - Organizational Trust
 - Definition of Team Success
 - Team building
 - Shared Vision
 - Diversity in Teams
 - Negative qualities
- <u>Qualities of a Leader:</u>
 - Leader development

Topic Modeling Triangulates on Performance Themes

Beta



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- Many manual codes appeared in topic models
 - Adaptability
 - Commitment to serve
 - Leader development
- Some manual codes did not appear in topic model
 - Negation of Positive Qualities
- One topic did not appear in manual codes
 - Family support

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Performance Concept Over Time: Corpus

- 45 Army Administrative documents from 1946-2021, including
 - ADP 6-22: Army Leadership and the Profession
 - Establishes the Army's concepts of leadership and leader performance (~130 pages)
- Items from the **Global Assessment Tool (GAT)** assessing social characteristics of Soldiers, e.g.
 - Spiritual fitness "It is very much like me that my life has lasting meaning."
 - Friendship "I do have someone to talk to when I feel down."
- Bonus: Center for Army Profession and Leadership (CAPL) document on the thematic changes in most of our corpus



Performance Concept Over Time: Methods

- Large Language Models (LLMs)
 - Use deep learning to analyze vast amounts of text
 - Can be trained to perform general or specific tasks
- Bidirectional Encoding using Transformers (BERT)
 - Captures the contextual relationships between words in a sentence and across documents
 - Output is a numerical representation of documents (vectors)
 - Performed using bert-based-uncased
 - Pretrained model on English language
 - Also performed using GPT-2
- We compared documents by a distance measure (cosine similarity)
 - Also compared by clustering (using K-nearest neighbors)

The Concept of Performance Stays Relatively Similar Over Time

- Only three performance documents have a mean cosine similarity less than 0.6
 - Functional Manuals from 1957, 2002, and 2010
- There is slightly more cohesion in performance concepts since 2012
- Example of conceptual dissimilarity of the ADP 6-22: Army Leadership and the Profession (2017) and the AR 600-3: The Army Personnel Development System (1993)
 - Cosine similarity of 0.6

ADP 6-22 (2017)

Leadership is the activity of influencing people by providing purpose, direction, and motivation to accomplish the mission and improve the organization AR 600-3 (1993)

Leadership is the process of influencing others to accomplish the mission by providing purpose, direction, and motivation

CAPL Definitions of Leadership

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ADP 6-22 (2017)

Leadership is the **activity** of influencing **people** by providing purpose, direction, and motivation to accomplish the mission and **improve the organization** AR 600-3 (1993)

Leadership is the **process** of influencing **others** to accomplish the mission by providing purpose, direction, and motivation

- Leadership as an activity (versus process)
- Influencing people (versus others)
- Addition of improving the organization

Cosine Similarity between the Positive and Counterproductive Characteristic for Each Measure of the GAT

GAT Item	Cosine Similarity
adaptability	1
bad coping	1
catastrophizing	0.94
character	0.94
depression	0.99
family closeness	0.92
family satisfaction	0.92
family support	0.88
friendship	0.91
good coping	0.91
life meaning	0.92
loneliness	0.9
negative affect	0.92
non-work interests	0.89
optimism	0.89
organizational trust	0.84
positive affect	0.97
work engagement	1

BERT Does Not Discern between Positive and Counterproductive Performance Measures



- Overall the item text of positive and counterproductive psychosocial characteristics are highly similar
- Potential issues
 - Model specification
 - Translation of item text

Cosine Similarity between Each Measure of the GAT and the ADP 6-22

GAT Item	Cosine Sim.	GAT Item	Cosine Sim.
adaptability	0.99	adaptability	0.99
bad coping	0.91	bad coping	0.92
catastrophizing	0.9	catastrophizing	0.9
character	1	character	0.99
depression	0.9	depression	0.94
family closeness	0.99	family closeness	0.91
family	0.91	family satisfaction	0.86
satisfaction			
family support	0.89	family support	0.91
friendship	0.91	friendship	1
good coping	0.89	good coping	0.91
life meaning	0.89	life meaning	0.89
loneliness	0.92	loneliness	0.99
negative affect	0.89	negative affect	1
non-work	1	non-work interests	0.89
interests			
optimism	0.84	optimism	0.99
organizational	0.89	organizational trust	0.89
trust			
positive affect	0.91	positive affect	0.91
work engagemen	t1	work engagement	0.91

Performance Measures Align Conceptually with the ADP 6-22: Army Leadership





- Overall psychosocial characteristics are highly conceptually similar to the AR-623
 - Minimum cosine similarity of .84
 - Both positive and counterproductive performance

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Performance Behaviors: Corpus

- STP 21-1-SMCT (Soldier's Manual of Common Tasks: Warrior Skills Level 1) from 2021
 - One of several training documents for Soldiers
 - Describes training plans
 - Summarizes Soldier tasks

Performance Behaviors: Methods

- Verb Extraction and Co-occurrence
 - Tagged parts of speech and extracted verbs, extracted co-occurring words in sentences
 - Performed using udpipe
 - Distinguishes part-of-speech in context of a sentence

It is important for a Soldier to **use** good judgement*

A Soldier knows the importance of the **use** of good judgement*

*Example not reflective of text in Soldier's Manual of Common Tasks: Warrior Skills Level 1

Performance Behaviors: Methods

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It is important for a Soldier to	A Soldier knows the importance
use good judgement*	of the use of good judgement*
Use = Verb in context	Use = Noun in context

*Example not reflective of text in Soldier's Manual of Common Tasks: Warrior Skills Level 1

Counts of the Top 10 Most Frequent Verbs in the Warrior Skills Manual

Lemmatized Verb	Count	
use	435	-400
figure	270	
go	245	
identify	214	-300
do	202	
perform	155	-200
have	150	
move	129	100
ensure	126	- 100
provide	123	
		-0

Counts of Each Unique Verb in the Warrior Skills Manual, Ordered by Frequency

The Warrior Skills Manual Contains Examples of Performance Behaviors

- Overall, 13.2% of words in the Warrior Skills Manual are tagged as verb part of speech
- 1,179 unique verbs
- Co-occuring words
 - E.g. "use" cooccurs with
 - People e.g. ("Soldier", "student")
 - Objects e.g. ("map", "compass")
 - Qualifiers e.g. ("without", "must")

Summary

- We find several topics relevant to Soldier performance
 - Helps identify variables for selection in performance models
 - Provides a backdrop for results of performance models
- We find that the way performance has been conceptualized by the Army has shifted over time, but has ultimately remained very similar
 - Backed up by internal Army sources, e.g., CAPL
- We find that psychosocial characteristics and performance behavior are somewhat difficult to measure using large language models
 - Not discerning between positive performance and counterproductive performance
 - Relatively high cohesion overall
 - Could be an issue of item-text writing or the generalized training dataset for models

Recommendations for Future Research

- Inform the development and interpretation of performance models
- Explore other uses of large language models
 - Training models on an Army-specific corpus
 - Models trained to work on short text
- Showcase computational complements to large-scale human-led metadata tracking projects
 - i.e., Tracking of leadership themes by CAPL