

Supplementary

In this section based on the data as reported in (A_M, \widehat{H}) , (A_I, \widehat{H}) , and (A_D, \widehat{H}) , we determine the steps of an algorithm as follows.

Step 1: The $LOCLDFSM$ is formulated from above mentioned $LOCLDFSS$.

$$M = \begin{bmatrix} [[(0.6, 0.7), (0.3, 0.2)], [(0.7, 0.7), (0.3, 0.3)]] & [[(0.7, 0.8), (0.2, 0.2)], [(0.7, 0.8), (0.3, 0.2)]] & [[(0.8, 0.9), (0.2, 0.1)], [(0.8, 0.8), (0.1, 0.1)]] \\ [[(0.8, 0.7), (0.2, 0.2)], [(0.7, 0.8), (0.3, 0.2)]] & [[(0.8, 0.8), (0.1, 0.2)], [(0.8, 0.8), (0.1, 0.2)]] & [[(0.9, 0.9), (0.1, 0.1)], [(0.9, 0.8), (0.1, 0.1)]] \\ [[(0.6, 0.9), (0.2, 0.1)], [(0.7, 0.8), (0.3, 0.1)]] & [[(0.8, 0.9), (0.1, 0.1)], [(0.8, 0.9), (0.2, 0.1)]] & [[(0.9, 0.9), (0.1, 0.1)], [(0.8, 0.9), (0.2, 0.1)]] \\ [[(0.7, 0.6), (0.3, 0.3)], [(0.7, 0.8), (0.3, 0.2)]] & [[(0.8, 0.7), (0.1, 0.3)], [(0.8, 0.8), (0.2, 0.2)]] & [[(0.9, 0.8), (0.1, 0.2)], [(0.8, 0.8), (0.2, 0.2)]] \end{bmatrix}$$

$$I = \begin{bmatrix} [[(0.5, 0.6), (0.4, 0.3)], [(0.6, 0.6), (0.4, 0.4)]] & [[(0.6, 0.7), (0.3, 0.3)], [(0.6, 0.7), (0.4, 0.3)]] & [[(0.7, 0.8), (0.3, 0.2)], [(0.7, 0.7), (0.2, 0.2)]] \\ [[(0.7, 0.6), (0.3, 0.3)], [(0.6, 0.7), (0.4, 0.3)]] & [[(0.8, 0.7), (0.2, 0.2)], [(0.7, 0.7), (0.2, 0.3)]] & [[(0.8, 0.8), (0.2, 0.1)], [(0.9, 0.8), (0.1, 0.1)]] \\ [[(0.7, 0.8), (0.3, 0.2)], [(0.6, 0.7), (0.4, 0.2)]] & [[(0.8, 0.8), (0.2, 0.2)], [(0.7, 0.8), (0.3, 0.2)]] & [[(0.9, 0.9), (0.1, 0.1)], [(0.8, 0.8), (0.2, 0.2)]] \\ [[(0.6, 0.5), (0.4, 0.4)], [(0.6, 0.8), (0.4, 0.2)]] & [[(0.7, 0.6), (0.2, 0.4)], [(0.7, 0.8), (0.3, 0.2)]] & [[(0.9, 0.7), (0.1, 0.3)], [(0.8, 0.9), (0.2, 0.1)]] \end{bmatrix}$$

$$D = \begin{bmatrix} [[(0.8, 0.6), (0.2, 0.4)], [(0.6, 0.5), (0.4, 0.4)]] & [[(0.8, 0.6), (0.2, 0.4)], [(0.6, 0.6), (0.4, 0.4)]] & [[(0.8, 0.7), (0.2, 0.3)], [(0.6, 0.6), (0.3, 0.3)]] \\ [[(0.6, 0.5), (0.3, 0.4)], [(0.6, 0.6), (0.3, 0.4)]] & [[(0.7, 0.6), (0.3, 0.3)], [(0.6, 0.6), (0.3, 0.4)]] & [[(0.9, 0.7), (0.1, 0.3)], [(0.8, 0.7), (0.2, 0.2)]] \\ [[(0.6, 0.7), (0.4, 0.3)], [(0.5, 0.6), (0.4, 0.3)]] & [[(0.7, 0.7), (0.3, 0.3)], [(0.6, 0.7), (0.4, 0.3)]] & [[(0.8, 0.8), (0.2, 0.2)], [(0.7, 0.7), (0.3, 0.3)]] \\ [[(0.8, 0.7), (0.2, 0.3)], [(0.5, 0.7), (0.4, 0.3)]] & [[(0.8, 0.7), (0.2, 0.3)], [(0.6, 0.7), (0.4, 0.3)]] & [[(0.9, 0.8), (0.1, 0.2)], [(0.7, 0.8), (0.3, 0.2)]] \end{bmatrix}$$

Step 2: Estimate the Score Matrix $\widehat{S}(M)$, $\widehat{S}(I)$ and $\widehat{S}(D)$.

$$\widehat{S}(M) = \begin{bmatrix} \frac{1}{4}((0.6 - 0.3) + (0.7 - 0.2)) & \frac{1}{4}((0.7 - 0.2) + (0.8 - 0.2)) & \frac{1}{4}((0.8 - 0.2) + (0.9 - 0.1)) \\ + (0.7 - 0.3) + (0.7 - 0.3) = 0.4 & + (0.7 - 0.3) + (0.8 - 0.2) = 0.525 & + (0.8 - 0.1) + (0.8 - 0.1) = 0.7 \\ \frac{1}{4}((0.8 - 0.2) + (0.7 - 0.2)) & \frac{1}{4}((0.8 - 0.1) + (0.8 - 0.2)) & \frac{1}{4}((0.9 - 0.1) + (0.9 - 0.1)) \\ + (0.7 - 0.3) + (0.8 - 0.2) = 0.525 & + (0.8 - 0.1) + (0.8 - 0.2) = 0.65 & + (0.9 - 0.1) + (0.8 - 0.1) = 0.775 \\ \frac{1}{4}((0.6 - 0.2) + (0.9 - 0.1)) & \frac{1}{4}((0.8 - 0.1) + (0.9 - 0.1)) & \frac{1}{4}((0.9 - 0.1) + (0.9 - 0.1)) \\ + (0.7 - 0.3) + (0.8 - 0.1) = 0.575 & + (0.8 - 0.2) + (0.9 - 0.1) = 0.725 & + (0.8 - 0.2) + (0.9 - 0.1) = 0.75 \\ \frac{1}{4}((0.7 - 0.3) + (0.6 - 0.3)) & \frac{1}{4}((0.8 - 0.1) + (0.7 - 0.3)) & \frac{1}{4}((0.9 - 0.1) + (0.8 - 0.2)) \\ + (0.7 - 0.3) + (0.8 - 0.2) = 0.425 & + (0.8 - 0.2) + (0.8 - 0.2) = 0.575 & + (0.8 - 0.2) + (0.8 - 0.2) = 0.65 \end{bmatrix}$$

$$\widehat{S}(I) = \begin{bmatrix} \frac{1}{4}((0.5 - 0.4) + (0.6 - 0.3)) & \frac{1}{4}((0.6 - 0.3) + (0.7 - 0.3)) & \frac{1}{4}((0.7 - 0.3) + (0.8 - 0.2)) \\ + (0.6 - 0.4) + (0.6 - 0.4) = 0.2 & + (0.6 - 0.4) + (0.7 - 0.3) = 0.325 & + (0.7 - 0.2) + (0.7 - 0.2) = 0.5 \\ \frac{1}{4}((0.7 - 0.3) + (0.6 - 0.3)) & \frac{1}{4}((0.8 - 0.2) + (0.7 - 0.2)) & \frac{1}{4}((0.8 - 0.2) + (0.8 - 0.1)) \\ + (0.6 - 0.4) + (0.7 - 0.3) = 0.325 & + (0.7 - 0.2) + (0.7 - 0.3) = 0.5 & + (0.9 - 0.1) + (0.8 - 0.1) = 0.7 \\ \frac{1}{4}((0.7 - 0.3) + (0.8 - 0.2)) & \frac{1}{4}((0.8 - 0.2) + (0.8 - 0.2)) & \frac{1}{4}((0.9 - 0.1) + (0.9 - 0.1)) \\ + (0.6 - 0.4) + (0.7 - 0.2) = 0.425 & + (0.7 - 0.3) + (0.8 - 0.2) = 0.55 & + (0.8 - 0.2) + (0.8 - 0.2) = 0.7 \\ \frac{1}{4}((0.6 - 0.4) + (0.5 - 0.4)) & \frac{1}{4}((0.7 - 0.2) + (0.6 - 0.4)) & \frac{1}{4}((0.9 - 0.1) + (0.7 - 0.3)) \\ + (0.6 - 0.4) + (0.8 - 0.2) = 0.275 & + (0.7 - 0.3) + (0.8 - 0.2) = 0.425 & + (0.8 - 0.2) + (0.9 - 0.1) = 0.65 \end{bmatrix}$$

$$\widehat{S}(D) = \begin{bmatrix} \frac{1}{4}((0.8 - 0.2) + (0.6 - 0.4)) & \frac{1}{4}((0.8 - 0.2) + (0.6 - 0.4)) & \frac{1}{4}((0.8 - 0.2) + (0.7 - 0.3)) \\ + (0.6 - 0.4) + (0.5 - 0.4) = 0.275 & + (0.6 - 0.4) + (0.6 - 0.4) = 0.3 & + (0.6 - 0.3) + (0.6 - 0.3) = 0.4 \\ \frac{1}{4}((0.6 - 0.3) + (0.5 - 0.4)) & \frac{1}{4}((0.7 - 0.3) + (0.6 - 0.3)) & \frac{1}{4}((0.9 - 0.1) + (0.7 - 0.3)) \\ + (0.6 - 0.3) + (0.6 - 0.4) = 0.225 & + (0.6 - 0.3) + (0.6 - 0.4) = 0.3 & + (0.8 - 0.2) + (0.7 - 0.2) = 0.575 \\ \frac{1}{4}((0.6 - 0.4) + (0.7 - 0.3)) & \frac{1}{4}((0.7 - 0.3) + (0.7 - 0.3)) & \frac{1}{4}((0.8 - 0.2) + (0.8 - 0.2)) \\ + (0.5 - 0.4) + (0.6 - 0.3) = 0.25 & + (0.6 - 0.4) + (0.7 - 0.3) = 0.35 & + (0.7 - 0.3) + (0.7 - 0.3) = 0.5 \\ \frac{1}{4}((0.8 - 0.2) + (0.7 - 0.3)) & \frac{1}{4}((0.8 - 0.2) + (0.7 - 0.3)) & \frac{1}{4}((0.9 - 0.1) + (0.8 - 0.2)) \\ + (0.5 - 0.4) + (0.7 - 0.3) = 0.375 & + (0.6 - 0.4) + (0.7 - 0.3) = 0.4 & + (0.7 - 0.3) + (0.8 - 0.2) = 0.6 \end{bmatrix}$$

Step 3: Determine the Utility Matrix as below.

$$\widehat{U}(M, I, D) = \begin{bmatrix} 0.275 - (0.4 - 0.2) = 0.075 & 0.3 - (0.525 - 0.325) = 0.1 & 0.4 - (0.7 - 0.5) = 0.2 \\ 0.225 - (0.525 - 0.325) = 0.025 & 0.3 - (0.65 - 0.5) = 0.15 & 0.575 - (0.775 - 0.7) = 0.5 \\ 0.25 - (0.575 - 0.425) = 0.1 & 0.35 - (0.725 - 0.55) = 0.175 & 0.5 - (0.75 - 0.7) = 0.45 \\ 0.375 - (0.425 - 0.275) = 0.225 & 0.4 - (0.575 - 0.425) = 0.25 & 0.6 - (0.65 - 0.65) = 0.6 \end{bmatrix}$$

Step 4: Evaluation of the Total Score Matrix.

$$\text{Total Score Matrix} = \begin{bmatrix} 0.075 + 0.1 + 0.2 = 0.375 \\ 0.025 + 0.15 + 0.5 = 0.675 \\ 0.1 + 0.175 + 0.45 = 0.725 \\ 0.225 + 0.25 + 0.6 = 1.075 \end{bmatrix}$$

Step 5: Ranking of the alternatives is $l_4 > l_3 > l_2 > l_1$