



Regional Summit

2008  NAFEMS

2020 Vision of Engineering Analysis and Simulation

October 29 - 31, 2008 | Hampton, Virginia

# DYNAMICS OF SOCIAL SYSTEMS – ANALYSIS & DESIGN

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# Dynamics of Social Systems (DSS), Analysis & Design

NAFEMS 2020, Hampton VA, 10/29/08  
Tom Doherty

- Tommy Concepts dba
- DSS Introduction
- Analogy Between Physical & Social Systems
- Sample Dynamics Modeling Results
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- Questions



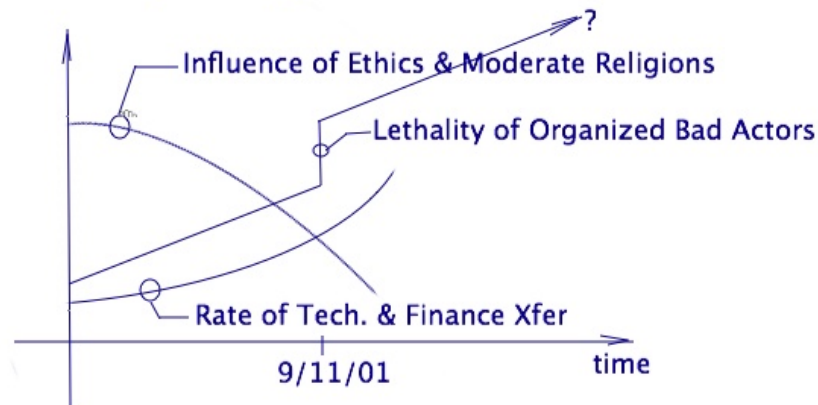
## Tommy Concepts dba

- **Part time 1985 - 1999: SCAE Associates** (biomed industry consulting, solid modeling, FEA, mechanism synthesis – analysis, Design By Simulation paradigm)
- **Full time 2000 - 2002: SCAE Associates** (interlocking building module patent & consumer, aeronautical, biomed consulting)
- **New name 2003 – Present: Tommy Concepts dba** (rehab engineering, yacht/boat design & concepts, video courseware & paper on “Dynamics of Social Systems”)
- **Mission: Help Others While Having Fun**
- **Website / Contact: [www.tommyconcepts.com](http://www.tommyconcepts.com)**

# DSS Introduction

- International Conflicts -> Appear to Last Forever
- Global Tech. & Finance Transfer Rates -> Increasing
- Ethics & Moderate Religions -> Declining Influence
- Theory of Modern City -> In Jeopardy

## Lethality of Organized Bad Actors - UP





# DSS Introduction

- Persistent High Crime Levels (continued K-12 & college “Columbine Effect”, Known Bad Locales, Domestic Violence)
- Persistent High Levels of Relationship Flops (bullying, spiralling fights, one and two way forever grudges, splits, past friends become enemies, etc.)
- Mysterious Marketing / Attraction Dynamics
- Slow Social Change Processes (directional conflicts not resolved quickly)

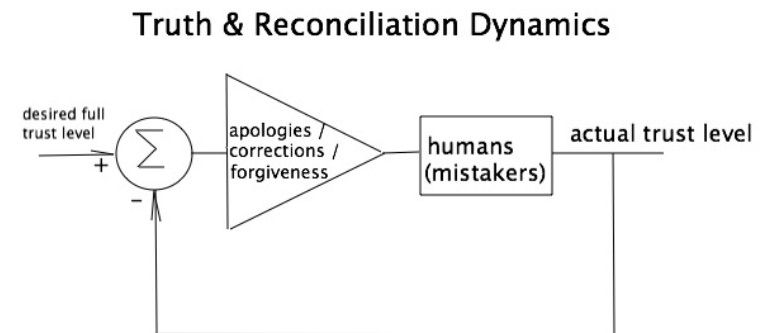
# DSS Introduction

## Augmenting “Wisdom of Ages”

### Biblical Conflict Resolution Methods:

- **Prevention** (avoid strife, only fools quarrel)
- **Fix Yourself First** (speck in friend's eye yet log in yours)
- **Legal Escalation Route** (1/1 dialogue, arbitration, courts)
- **Forgiveness Route** (seek apology / correction --> forgive)

### Signal Flow Chart for Trust Maintenance:

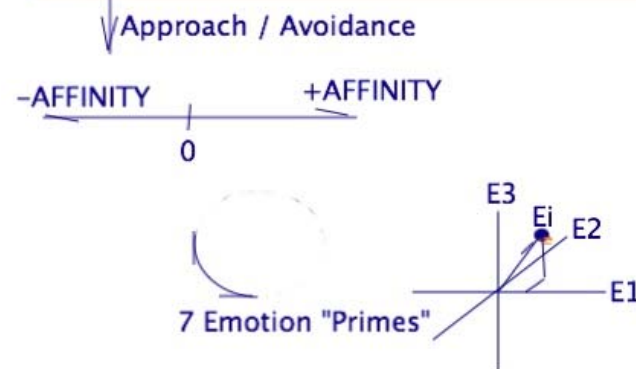
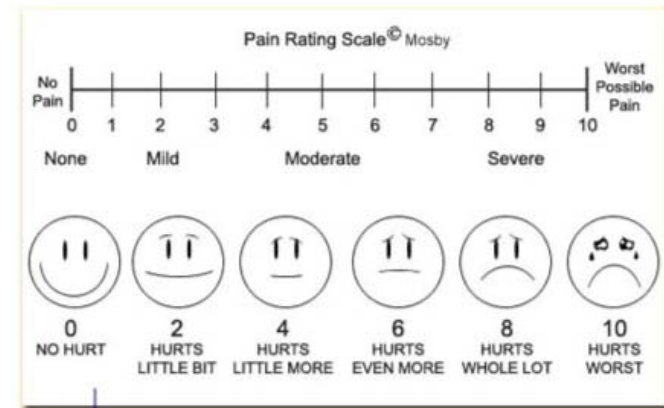


# Analogy Between Physical & Social Systems

## Defining the *AFFINITY* scale...

- Facial expression  
Mosby's pain rating scale  
(a good starting point) for  
individuals or groups  
(social "*units*")
- Conflict - attraction  
dynamics are described  
by a point on the  
"*AFFINITY* scale" for  
each unit
- *AFFINITY* toward "the  
object" is a cognitive  
thought that influences  
and is influenced by 7  
prime emotions

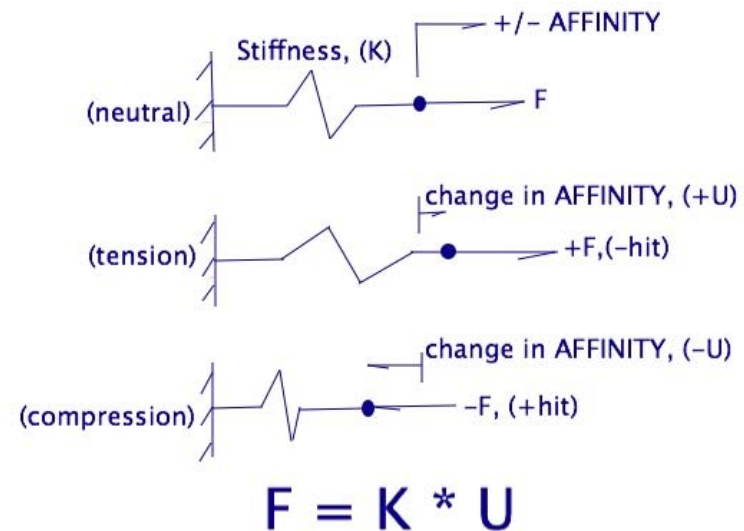
### "PsychoSocio" Space



# Analogy Between Physical & Social Systems

## *Mental spring (K), force (F), & displacement (U)*

- Mental spring idealization is a device in the unit's mind that stores potential energy of applied emotional forces.
- Gifts, services, love, mercy, beauty, “+value” things are “- hit” forces.
- Thefts, contract violations, injustices, physical strikes, “-value” things are “+ hit” forces.



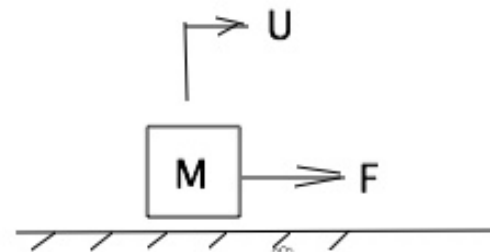


# Analogy Between Physical & Social Systems

## *Mental mass*

- Mental mass idealization is a device that stores kinetic energy of applied emotio-mental forces.
- Mental “inertial” device enables internal time delay in recognizing new force step changes, natural frequencies, etc.

Visualization of Idealized Mass Element



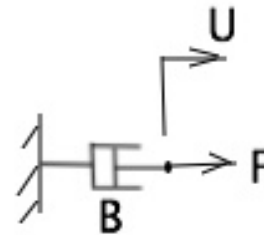
$$F = M * A$$

# Analogy Between Physical & Social Systems

## *Mental damper*

- Damper dissipates mental energy from +/- “rate of change of AFFINITY” ( $V$ )
- Examples:
  - ◆ Distractions
    - Music, art, humor...
    - “- value distracts”
  - ◆ Perception changes
  - ◆ Third party involve
  - ◆ Forgiveness

Visualization of Idealized Damping Element



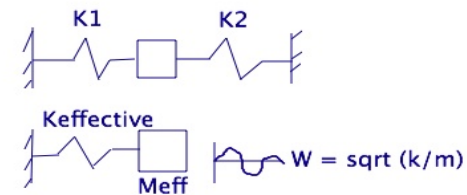
$$F = B * V$$

# Analogy Between Physical & Social Systems

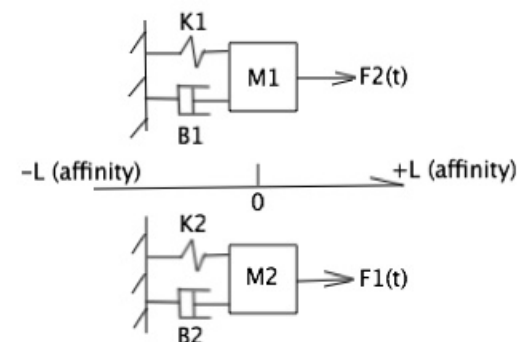
## Two Party System Configurations

- Simplest model has one “effective spring” and one “effective mass”
- More advanced approaches may benefit from a “Mass of Info.” element
- Two decoupled 2<sup>nd</sup> order spring mass damper systems is a good first step model configuration

Two Party System Configuration Options



Simplified Conflict Dynamics Model, (rev. 2)

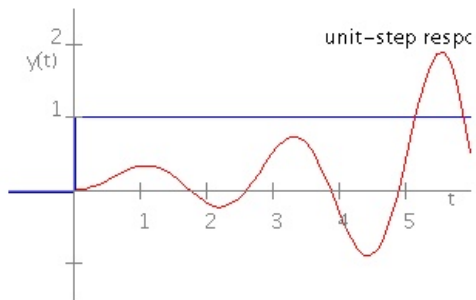
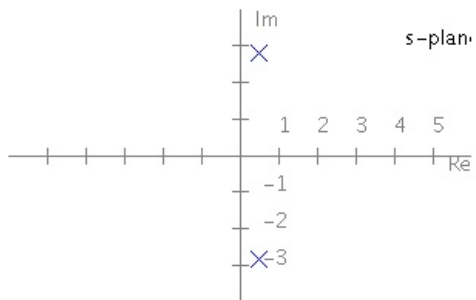


# Analogy Between Physical & Social Systems

## Design of “Good Vibe” Systems

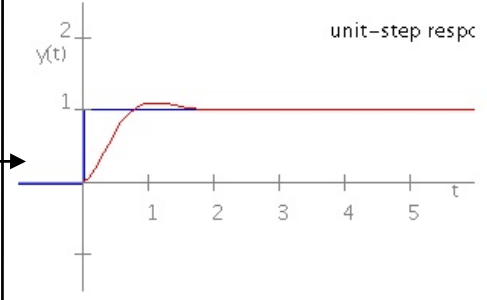
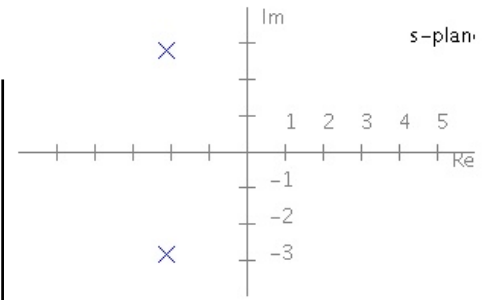
Methods exist to **DESIGN** systems with

“good” dynamics: (eg. prefer stiffer & lighter systems to keep natural frequencies high & choose “just right” damping levels.)



- Inadequate or negative damping (B) leads to unstable dynamics

- “Just right” damping (zeta  $\sim 0.7$ ) gives fast stable response to sudden loads



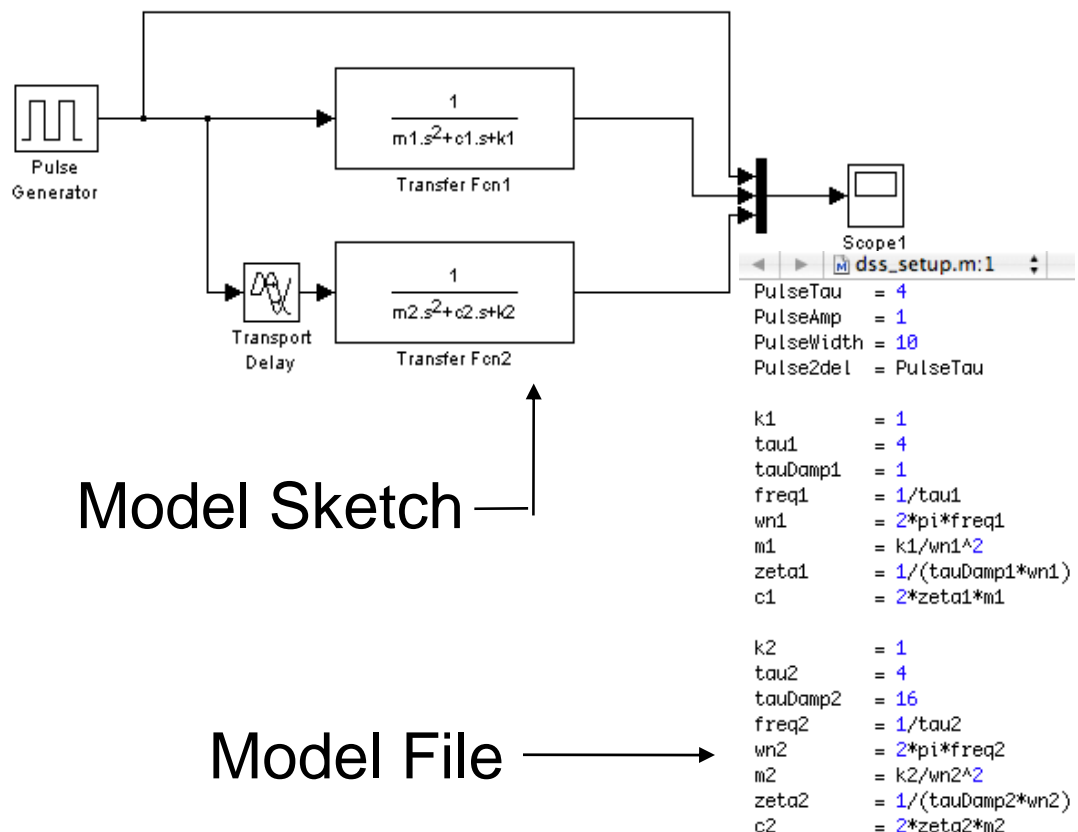
(results from S-plane utility by Brian Woo - Johns Hopkins Univ. website)

# Sample Dynamics Modeling Results

## *Matlab / Simulink implementation*

- Each unit is a 2<sup>nd</sup> order system
- One unit “hits” first, after delay the 2<sup>nd</sup> unit “hits” back, & so forth
- “Eye for an Eye” constant magnitude responses by both
- Standard dynamics terms used

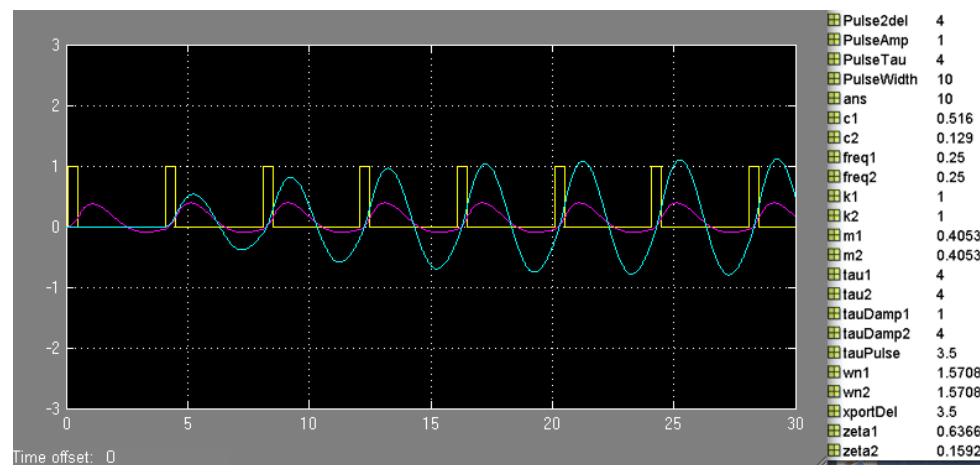
Dynamics of Two Person Conflict, (hit forces constant)



# Sample Dynamics Modeling Results

## *Influence of damping*

- Model Run 2
- Parameters K & M same for both units
- Damping B of unit 1 is 4X that of unit 2
- Unit 2's "AFFINITY" swings to same magnitude hit are larger

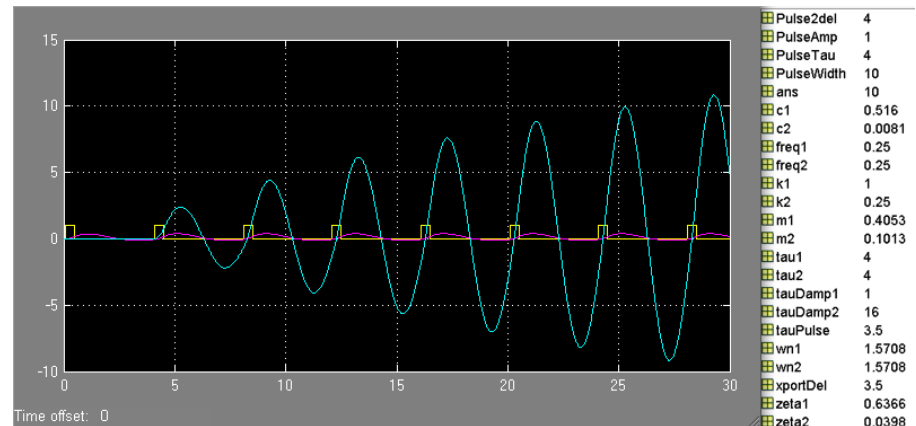


Loading Pulse, AFFINITY1,  
& AFFINITY2 vs. Time

# Sample Dynamics Modeling Results

## *Stability differences between “units”*

- Model Run 5
- Well damped, stiffer, and heavier “Unit 1” has more stable response to same load pulse magnitude
- Note: damping differences much larger than stiffness & mass differences



Parameter ratios between Unit 1 & Unit 2 are:

$$K1/K2 = 4X$$

$$M1/M2 = 4X$$

$$B1/B2 = 64X, \text{ (zeta1/zeta2 = 16X, zeta1 = 0.64, zeta2 = 0.04)}$$

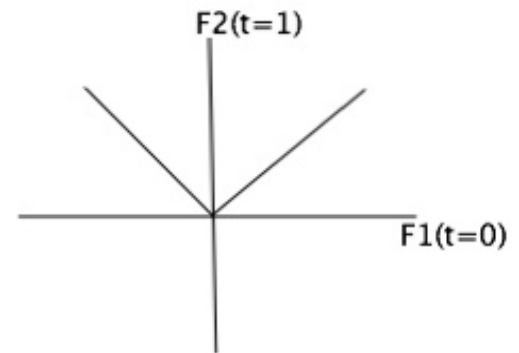
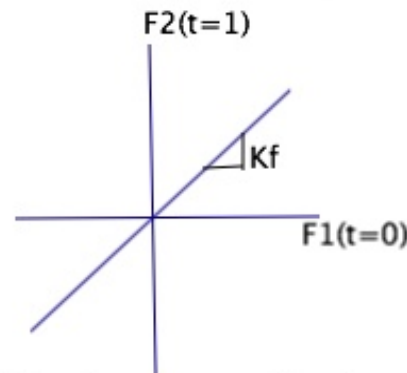
# Ideas on Next Steps

## *“Response Choice” investigations*

- Initial “eye for eye” modeling used response choice of “ $K_f = 1$ ” per this diagram
- Alternative response choice curves (eg. “turn the cheek” or “love always”), should be investigated

### ***“Response Choice Curves”***

Person 2's response Options to Person 1's force application:



- 1)  $K_f = 1$ , (eye for eye - proportional response)
- 2)  $K_f = 0$ , (turn other cheek - zero response)
- 3)  $K_f = -1$ , (contrarian response)

- 4)  $K_f = \text{nonlinear}$ , (love always response)



# Ideas on Next Steps

## *Theory, modeling, experimental*

- Theory:
  - ◆ Adaptive Response Curves
  - ◆ 7d Emotional Space
  - ◆ Adaptive K-B-M properties
  - ◆ Load coupling
  - ◆ Nth order groups
- Modeling:
  - ◆ Investigate Influence of Various “Response Choice Curves”
  - ◆ Develop models to help K-B-M measurements
- Experimental:
  - ◆ Develop method to measure K-B-M of individuals and groups.
  - ◆ Develop test - model reality checking





# Questions?

# ?