The Scaling of the Numbers of Types and the Numbers of Things

Last updated: 2025/09/23, 07:58:58 EDT

Principles of Complex Systems, Vols. 1, 2, 3D, 4 Fourever, V for Vendetta

Prof. Peter Sheridan Dodds

Computational Story Lab | Vermont Complex Systems Institute University of Vermont | Santa Fe Institute



Types and Things and Measures, Oh My!

Beyond language:

Lift out and expand the type-token framing to complex systems in general.

Three Four possible parts:

- 1. Type: A kind or class of category of individual things based on shared characteristics.
- 2. Thing: An individual manifestation of a type.
- 3. Measure: A quantification of the manifestation of things.
- 4. Experience: An interaction of any kind with a manifestation of a type.2

²Fame.

Moneyspace:

- Example type: Corporation.
- Things: The publicly traded companies of Apple and Microsoft.
- Measure: Market capitalization.
- Experience: Being sued by Microsoft.
- Apple and Microsoft may be viewed as components of the publicly-owned corporate world.
- The sizes of corporations may be broken down into many rankable dimensions such as annual revenue or number of employees worldwide.
- In principle, market capitalization represents a kind of current collective belief in terms of money.

Outline Types and Things

Type-thing scaling law

Types and Things

Type-thing scaling law

References

Types and Things Types and Things

Type-thing scaling law

Language:

- 1. Type: A defined word.
- 2. Thing (token): An instance of spoken or printed word.
- 3. Number or Frequency (counts of tokens).
- 4. Experience: Listening to others, reading a book.

Atoms:

- 1. Type: Atom
- 2. Thing: Element (stuff made of a given atom; e.g., gold)
- 3. Measure: Mass; could be Number.
- 4. Experience: Atomic bonds.

The PoC Sverse Types and Things

Types and Things

Sizes and Rankings:

- & We will often consider systems where each component type auhas at least one measurable—and hence rankable—'size' s_{τ} .
- Perceived size is a combination of Measure (what exists) and Experience (what is measured).
- Important: We may also have rankings where we do not know the underlying 'size' (e.g., book/thing sales on Amazon).

Types and Things 2 of 20

Type-thing scaling law

Types and Tokens:

- In linguistics, words are described on the two levels of types and tokens [4].
- In semiotics, signs can be thought of having two components of the signified and the signifier .

Example:

- Types are 1-grams , e.g., '!', 'the', 'love', and 'spork'.1
- Notens are 1-grams as written down.

A key framing from language:

In "Pride and Prejudice", for example, there are 498 '!'s, 4,058 'the's, 90 'love's, and 0 'spork's.

The PoCSverse Types and Things 5 of 20

Types and Things Type-thing scaling law

2. Thing: Water.

4. Experience: Rain. Biology:

Water:

Example type: The species Ornithorhynchus anatinus, the

3. Measure: Volume (liters, gallons); given pressure and

temperature, equivalent to Number (counts of molecules)

Thing: Any given platypus.

1. Type: Water molecule, H²O.

and then Mass.

- A Measure: The number of platypuses ('instances' of the species) living in Australia in the wild.
- Experience: Seeing a platypus in the wild; being hunted by a platypus.

The PoC Suers Types and Things Types and Things

Three examples which show some of the range of what 'size'

- 1. Size for a word in a corpus means the number of indistinguishable instances of that word (many identical entites—tokens);
- 2. Size for species means the number of 'biological replications' of an individual type (many genetically similar entities of varying ages); and
- 3. Size for a corporation might mean monetary value (market cap, one entity).
- 4. May have more than one measure of a system:
 - Total biomass of a species.3
 - Number of employees in a corporation.
 - Number of stars in a galaxy.³
- 5. Measure of size allows for rankings.
- 6. Again, sizes may be hidden.

The PoCSverse Types and Things

The PoCSverse

Types and Things Types and Things

Type-thing scaling lav

Types and Things

Type-thing scaling la

The PoC Sverse Types and Things Types and Things

Type-thing scaling la

¹Linguists have a long history of not agreeing on what a word is 🗹

³Somewhat hard to estimate.

When tokens are fungible:

- Randomly permute all of the words (tokens) of the same type in Pride and Prejudice.
- Measure and Experience will be unchanged.
- NFTs: Non-fungible tokens.
- Tricking people into thinking tokens are types.
- "The Oxymoron for Morons."

When tokens are funguses:

- NFF: Non-fungible fungus (from a sentient fungus's point of view).
- But in cooking, funguses are fungible.
- & Lack of exposure I leads to fungibility of "the other."

Independent observation:

$C \sim N^{1/d}, d \ge 1$:

- & C = network differentiation = # node types.
- N = network size = # nodes.
- d = combinatorial degree.
- & Low d: strongly specialized parts.
- High d: strongly combinatorial in nature, parts are reused.
- & Claim: Natural selection produces high d systems.
- & Claim: Engineering/brains produces low d systems.

Types and Things 10 of 20 From scaling: Size range (in grams) and cell differentiation:

Types and Things

The PoCSverse

Types and Things

Types and Things

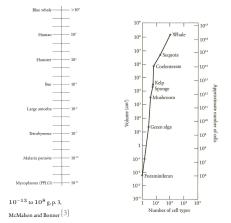
The PoC Sveri

Types and Things

Type-thing scaling law

Type-thing scaling law

Type-thing scaling law



| Table 1 Summary of results* | | | | | | | | | | |
|---|--|--------------------|------------------------------|----------------------------------|----------------------------------|--|---|------------------------------|---------------------------------------|-------------------|
| Network | Node | No. data points | Range of log N | Log-log R ² | Semi-log R ² | Ppower/Plag | Relationship between C and N | Comb. degree | Exponent v for type-net scaling | Figure in text |
| Selected networks Electronic circuits | Component | 373 | 2.12 | 0.747 | 0.602 | 0.05/4e-5 | Power law | 2.29 | 0.92 | 2 |
| Legos** | Piece | 391 | 2.65 | 0.903 | 0.732 | $0.09/1e{-7}$ | Power law | 1.41 | - | 3 |
| Businesses military vessels military offices universities insurance co. | Employee Employee Employee Employee | 13 8 9 52 | 1.88 1.59 1.55 2.30 | 0.971 0.964 0.786 0.748 | 0.832 0.789 0.749 0.685 | 0.05/3e-3 0.16/0.16 0.27/0.27 0.11/0.10 | Power law Increasing Increasing Increasing | 1.60 1.13 1.37 3.04 | = | 4 4 4 4 |
| Universities across schools history of Duke | Faculty Faculty | 112 46 | 2.72 0.94 | 0.695 0.921 | 0.549 0.892 | 0.09/0.01 0.09/0.05 | Power law Increasing | 1.81 2.07 | = | 5 5 |
| Ant colonies caste = type size range = type | Ant Ant | 46 22 | 6.00 5.24 | 0.481 0.658 | 0.454 0.548 | 0.11/0.04 0.17/0.04 | Power law Power law | 8.16 8.00 | = | 6 |
| Organisms | Cell | 134 | 12.40 | 0.249 | 0.165 | 0.08/0.02 | Power law | 17.73 | _ | 7 |
| Neocortex | Neuron | 10 | 0.85 | 0.520 | 0.584 | 0.16/0.16 | Increasing | 4.56 | - | 9 |
| Competitive networks Biotas | Organism | _ | _ | _ | _ | _ | Power law | ≈3 | 0.3 to 1.0 | _ |
| Cities | Business | 82 | 2.44 | 0.985 | 0.832 | 0.08/8e-8 | Power law | 1.56 | _ | 10 |

"(1) The lain of extreed, C) what the nodes are either that laid of extreed, C) the number of data point, (4) the lags being contradiant, (6) the noise point operation produced in the law social potential production souls, representable production of the noise point production, (6) the companying determined between differentiations C and organizations are by 60 one of the two models can be replicted white p clift extrees the representation of the companying of the companying

The type-thing scaling law:

 $\tag{4} \text{Most generally: } N_{\text{types}} \sim N_{\text{things}}^{\beta} \text{ where } 0 < \beta \leq 1.$

$$t = \sum_{r=1}^{N_{t,\alpha}} S_{r,t,\alpha} \simeq N_{t,\alpha}^{\alpha} \int_{z=1}^{N_{t,\alpha}} z^{-\alpha} \mathrm{d}z \sim \frac{N_{t,\alpha}^{\alpha}}{1-\alpha} \left[N_{t,\alpha}^{1-\alpha} - 1 \right], \tag{1}$$

Type-token scaling for finite systems:



"Zipf's Law leads to Heaps' Law: Analyzing their relation in finite-size systems"

Lü, Zhang, and Zhou, PLOS ONE, **5**, 1–11, 2010. ^[2]

In a somewhat complicated way which we will fix up, Lü et al. determine that given a size-rank distribution:

$$S_r \sim r^{-\alpha}$$
 (2)

for $r=1,2,\ldots,N_{\rm types}$ then

$$N_{\text{things}} \simeq \frac{N_{t,\alpha}^{\alpha}}{1-\alpha} \left[N_{t,\alpha}^{1-\alpha} - 1 \right].$$
 (3)

Insert assignment question 🗹

Types and Things 11 of 20

Types and Things

Type-thing scaling law

Scaling of Specialization:



"Scaling of Differentiation in Networks: Nervous Systems, Organisms, Ant Colonies, Ecosystems, Businesses, Universities, Cities, Electronic Circuits, and Legos"

Changizi, McDannald, and Widders,

J. Theor. Biol, **218**, 215–237, 2002. ^[1]

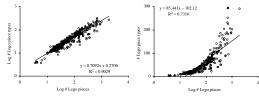


Fig. 3. Log-log (base 10) (left) and semi-log (right) plots of the number of Lego piece types s. the total number of parts in Lego structures (n = 391). To help to distinguish the data points, logarithmic values were perturbed by adding a random number in the interval [-0.05, 0.05], and non-logarithmic values were perturbed by adding a random number in the interval [-1, 1].

The PoCSverse Types and Things 14 of 20

Types and Things

Type-thing scaling law

0 0

Language:

- Applies when reading through a sufficiently large coherent text (e.g., a book)
- Applies when sampling from a fixed power-law size distribution
- Misapplies when reading through sequential texts.
- Mark Implied by this PoCS generated paper:



"Text mixing shapes the anatomy of rank-frequency distributions"

Williams et al.,

Physical Review E, **91**, 052811, 2015. [5]

The PoCSverse
Types and Things
17 of 20
Types and Things

Type-thing scaling law References

Given:

$$N_{\text{things}} \simeq \frac{N_{t,\alpha}^{\alpha}}{1-\alpha} \left[N_{t,\alpha}^{1-\alpha} - 1 \right],$$
 (4)

then

$$N_{\text{types}} \rightarrow \begin{cases} N_{\text{types}} & \text{for } \alpha = 0, \\ (1 - \alpha)N_{\text{types}} & \text{for } 0 < \alpha \ll 1, \\ e^{W(N_{\text{types}})} \sim \frac{N_{\text{types}}}{\ln N_{\text{types}}} & \text{for } \alpha = 1, \\ (\alpha N_{\text{types}})^{1/\alpha} & \text{for } \alpha \gg 1, \end{cases}$$

$$(5)$$

where W is the Lambert⁶ W function.

⁶There can be only one ✓ multivalued Lambert fuction ✓.

The PoCSverse Types and Things

Types and Things 12 of 20

Types and Things

Types and Things

References

The PoCSverse Types and Things 18 of 20

Type-thing scaling lav

⁴Universal: Identical twins look the same until they don't.

⁵Plus one for Stigler's Law of Eponymy.

References I

[1] M. A. Changizi, M. A. McDannald, and D. Widders. Scaling of differentiation in networks: Nervous systems, organisms, ant colonies, ecosystems, businesses, universities, cities, electronic circuits, and Legos. J. Theor. Biol, 218:215-237, 2002. pdf

[2] L. Lü, Z.-K. Zhang, and T. Zhou. Zipf's Law leads to Heaps' Law: Analyzing their relation in finite-size systems. PLOS ONE, 5(12):1−11, 12 2010. pdf 🗹

[3] T. A. McMahon and J. T. Bonner. On Size and Life. Scientific American Library, New York, 1983.

[4] C. S. S. Peirce. Prolegomena to an apology for pragmaticism. The Monist, 16(4):492–546, 1906. pdf

The PoCSverse Types and Things 19 of 20 References II

Types and Things Type-thing scaling law

References

The PoCSverse Types and Things 20 of 20

Types and Things

References

Type-thing scaling law

[5] J. R. Williams, J. P. Bagrow, C. M. Danforth, and P. S. Dodds. Text mixing shapes the anatomy of rank-frequency distributions.

Physical Review E, 91:052811, 2015. pdf

