Organizational Networks: Information Exchange and Robustness

Last updated: 2023/08/22, 11:48:23 EDT

Principles of Complex Systems, Vols. 1, 2, & 3D CSYS/MATH 6701, 6713, & a pretend number, 2023-2024 @pocsvox

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Overview

Ambiguous problems Models of organizations:

Modelification

Goals



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Outline

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Overview

The basic idea/problem/motivation/history:

Organizations as information exchange entities.

Catastrophe recovery.

Solving ambiguous, ill-defined problems.

Robustness as 'optimal' design feature.

A model of organizational networks:

Network construction algorithm.

Task specification.

Message routing algorithm.

Results:

Performance measures.

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February, 1997:

Aisin (eye-sheen), maker of brake valve parts for Toyota, burns to ground. [4]

- 4 hours supply ("just in time").
- \clubsuit 14,000 cars per day \rightarrow 0 cars per day.
- 6 months before new machines would arrive.
- Recovered in 5 days.

Case study performed by Nishiguchi and Beaudet [4]

"Fractal Design: Self-organizing Links in Supply

Chain"

in "Knowledge Creation: A New Source of Value"

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February, 1997:

Some details:

- 36 suppliers, 150 subcontractors
- 50 supply lines
- Sewing machine maker with no experience in car parts spent about 500 man hours refitting a milling machine to produce 40 valves a day.
- Recovery depended on horizontal links which arguably provided:
 - 1. robustness
 - 2. searchability

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Some things fall apart:



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Rebirth:



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Motivation

Recovery from catastrophe involves solving problems that are:

& Unanticipated,

Unprecedented,

Ambiguous (nothing is obvious),

Distributed (knowledge/people/resources),

Limited by existing resources,

Critical for survival.

Frame:

Collective solving of ambiguous problems

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- Correlation



Motivation

Ambiguity:

- Question much less answer is not well understood.
- Back and forth search process rephrases question.
- Leads to iterative process of query reformulation.
- Ambiguous tasks are inherently not decomposable.
- How do individuals collectively work on an ambiguous organization-scale problem?
- How do we define ambiguity?

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Let's modelify:

Modeling ambiguous problems is hard...

- Model response instead...
- Individuals need novel information and must communicate with others outside of their usual contacts.
- Creative search is intrinsically inefficient.

Focus on robustness:

- 1. Avoidance of individual failures.
- 2. Survival of organization even when failures do occur.

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Why organizations exist:

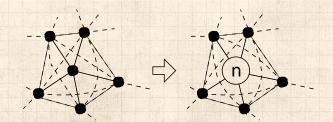


"The Nature of the Firm"

Ronald H. Coase, Economica, **New Series, 4**, 386–405, 1937. [1]



More efficient for individuals to cooperate outside of the market.



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Real organizations—Extremes

Hierarchy:

Maximum efficiency,

Suited to static environment,

Brittle.

Market:

Resilient,

Suited to rapidly changing environment,

Requires costless or low cost interactions.

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Organizations as efficient hierarchies



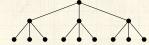
& Economics: Organizations \equiv Hierarchies.



& e.g., Radner (1993)^[5], Van Zandt (1998)^[7]



Hierarchies performing associative operations:





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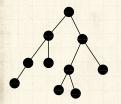
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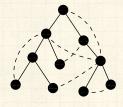
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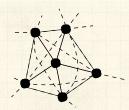


Real organizations...

But real, complex organizations are in the middle...









"Heterarchy" David Stark,
The Biology of Business: Decoding the
Natural Laws of the Enterprise., New
Series, 4, 153–, 1999. [6]

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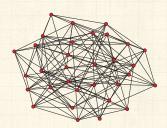


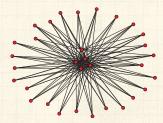
Optimal network topologies for local search



"Optimal network topologies for local search with congestion"

Guimerà et al., Phys. Rev. Lett., **89**, 248701, 2002. [3]





- Parallel search and congestion.
- Queueing and network collapse.
- & Exploration of random search mechanisms.

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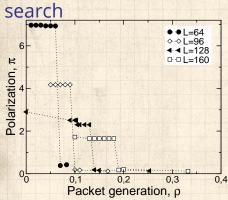
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Optimal network topologies for local



& Betweenness: β .



Polarization:

$$\pi = \frac{\mathsf{max}\beta}{\langle\beta\rangle} - 1$$



A = L = number oflinks.

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Goal: minimize average search time.

Few searches ⇒ hub-and-spoke network.

Many searches ⇒ decentralized network.

Phase transition?



Desirable organizational qualities:

- 1. Low cost (requiring few links).
- 2. Scalability.
- 3. Ease of construction—existence is plausible.
- 4. Searchability.
- 5. 'Ultra-robustness':
 - I Congestion robustness (Resilience to failure due to information exchange);
 - II Connectivity robustness (Recoverability in the event of failure).

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Searchability

Small world problem:

- Can individuals pass a message to a target individual using only personal connections?
- Yes, large scale networks searchable if nodes have identities.
- (Identity and Search in Social Networks," Watts, Dodds, & Newman, 2002. [8]

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"Information exchange and the robustness of organizational networks" (2)

Dodds, Watts, and Sabel, Proc. Natl. Acad. Sci., **100**, 12516–12521, 2003. ^[2]

& Edited by Harrison White

Formal organizational structure:

Underlying hierarchy:

- branching ratio b
- \bigcirc depth L
- $N = (b^L 1)/(b 1)$ nodes
- N-1 links

Additional informal ties:

- $lue{}$ Choose m links according to a two parameter probability distribution
- $0 \le m \le (N-1)(N-2)/2$

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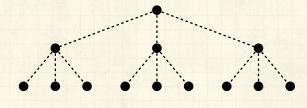
Model Testing

性可与对话。



Model—underlying hierarchy

Model—formal structure:



 $b = 3, \quad L = 3, \quad N = 13$

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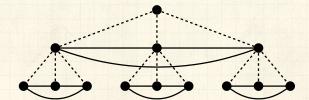
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Team-based networks (m = 12):



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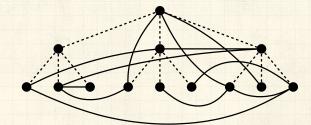
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Random networks (m = 12):



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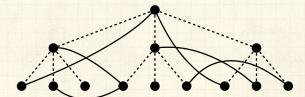
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Random interdivisional networks (m = 6):



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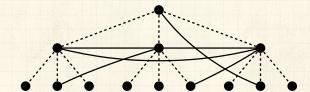
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Core-periphery networks (m = 6):



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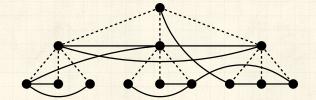
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Multiscale networks (m = 12):



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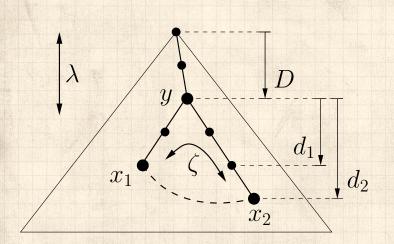
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Model—construction



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Model—construction

& Link addition probability:

$$P(D,d_1,d_2) \propto e^{-D/\lambda} e^{-f(d_1,d_2)/\zeta}$$

- & First choose (D, d_1, d_2) .
 - \red{k} Randomly choose (y,x_1,x_2) given (D,d_1,d_2) .
- Choose links without replacement.

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Model—construction

Requirements for $f(d_1, d_2)$:

- 1. $f \ge 0$ for $d_1 + d_2 \ge 2$
- 2. f increases monotonically with d_1 , d_2 .
- 3. $f(d_1, d_2) = f(d_2, d_1)$.
- 4. f is maximized when $d_1 = d_2$.

Simple function satisfying 1-4:

$$\begin{split} f(d_1,d_2) &= (d_1^2 + d_2^2 - 2)^{1/2} \\ \Rightarrow P(y,x_1,x_2) &\propto e^{-D/\lambda} e^{-(d_1^2 + d_2^2 - 2)^{1/2}/\zeta} \end{split}$$

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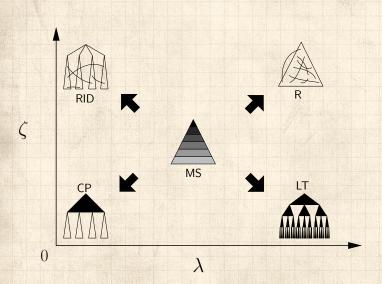
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Model—limiting cases



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Message passing pattern

- \red Each of T time steps, each node generates a message with probability μ .
- Recipient of message chosen based on distance from sender.

8

 $P(\text{recipient at distance }d) \propto e^{-d/\xi}.$

- 1. ξ = measure of uncertainty;
- 2. $\xi = 0$: local message passing;
- 3. $\xi = \infty$: random message passing.

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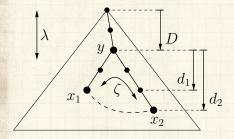
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Message passing pattern:

Distance d_{12} between two nodes x_1 and x_2 :



$$d_{12}=\max(d_1,d_2)=3$$

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Measure unchanged with presence of informal ties.



Message passing pattern

Simple message routing algorithm:

- Look ahead one step: always choose neighbor closest to recipient node.
- Pseudo-global knowledge:
 - 1. Nodes understand hierarchy.
 - 2. Nodes know only local informal ties.

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Message passing pattern

Interpretations:

- 1. Sender knows specific recipient.
- 2. Sender requires certain kind of recipient.
- 3. Sender seeks specific information but recipient unknown.
- 4. Sender has a problem but information/recipient unknown.

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Message passing pattern

Performance:

- Measure Congestion Centrality ρ_i , fraction of messages passing through node i.
- Similar to betweenness centrality.
- However: depends on
 - 1. Search algorithm;
 - 2. Task specification (μ , ξ).
- & Congestion robustness comes from minimizing $ho_{
 m max}$.

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Performance testing:

Parameter settings (unless varying):

 \clubsuit Underlying hierarchy: b = 5, L = 6, N = 3096;

 \Re Number of informal ties: m = N.

& Link addition algorithm: $\lambda = \zeta = 0.5$.

& Message passing: $\xi = 1$, $\mu = 10/N$, T = 1000.

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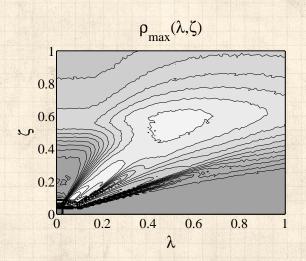
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Results—congestion robustness



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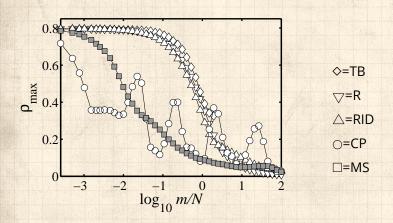
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Results—varying number of links added:



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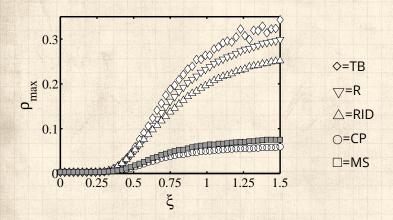
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Results—varying message passing pattern



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Results—Maximum firm size

- Congestion may increase with size of network.
- \Leftrightarrow Fix rate of message passing (μ) and Message pattern (ξ).
- Fix branching ratio of hierarchy and add more levels.
- Individuals have limited capacity ⇒ limit to firm size.

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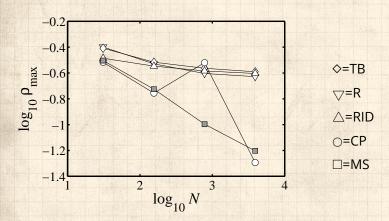
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Scalability in complete uncertainty: $\xi = \infty$



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Connectivity Robustness

Inducing catastrophic failure:

- Four deletion sequences:
 - 1. Top-down;
 - 2. Random;
 - 3. Hub;
 - 4. Cascading failure.
- Results largely independent of sequence.

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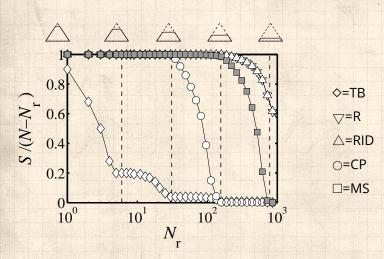
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Results—Connectivity Robustness



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Summary of results

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Feature	Congestion Robustness	Connectivity Robustness	Scalability	Models of organization Modelification Goals Model
Core-periphery	good	average	average	Testing Results Conclusion
Random	poor	good	poor	References
Rand. Interdivisional	poor	good	poor	
Team-based	poor	poor	poor	
Multiscale	good	good	good	



Conclusary moments

Multi-scale networks:

- Possess good Congestion Robustness and Connectivity Robustness ⇒ Ultra-robust;
- 2. Scalable;
- 3. Relatively insensitive to parameter choice;
- Above suggests existence of multi-scale structure is plausible.

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Conclusary moments

- Foregoing is an attempt to model what organizations. might look like beyond simple hierarchies (2003).
- Possible work: develop 'bottom up' model of organizational networks based on social search, identity (emergent searchability).
- Balance of generalists versus specialists—how many middle managers does an organization need?
- Still a need for data on real organizations...

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