Organizational Networks:
Information Exchange and Robustness

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Principles of Complex Systems, Vols. 1, 2, & 3D
CSYS/MATH 6701, 6713, & a pretend number, 2024–2025

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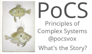

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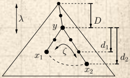

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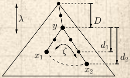

Outline

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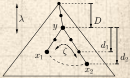


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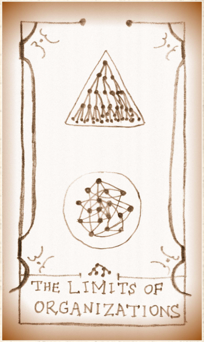
THE LIMITS OF ORGANIZATIONS


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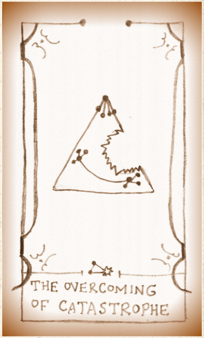
THE OVERCOMING OF CATASTROPHE


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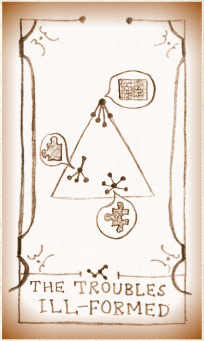
THE TROUBLES ILL-FORMED

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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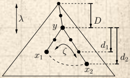
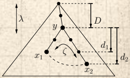


February, 1997:

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

- 4 hours supply ("just in time").
- 14,000 cars per day → 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"



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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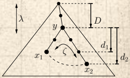

Some things fall apart:

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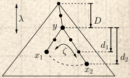

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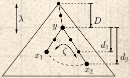

Rebirth:

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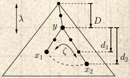


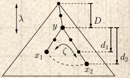
Motivation

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



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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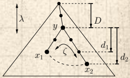
Let’s modelify:

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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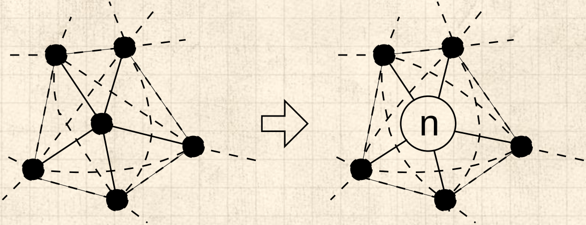
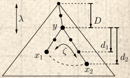
Why organizations exist:

"The Nature of the Firm", Ronald H. Coase, Economica, **New Series, 4**, 386–405, 1937. [1]

- Notion of Transaction Costs.
- More efficient for individuals to cooperate outside of the market.



- Coase had a solid career.



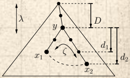
Real organizations—Extremes

Hierarchy:

- Maximum efficiency,
- Suited to static environment,
- Brittle.

Market:

- Resilient,
- Suited to rapidly changing environment,
- Requires costless or low cost interactions.



Organizations as efficient hierarchies

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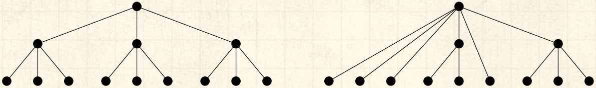
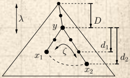
- Economics: Organizations ≡ Hierarchies.
- e.g., Radner (1993) [5], Van Zandt (1998) [7]
- Hierarchies performing associative operations:





Real organizations...

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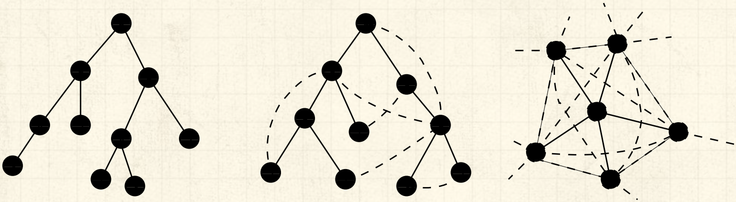
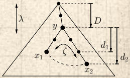
But real, complex organizations are in the middle...



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



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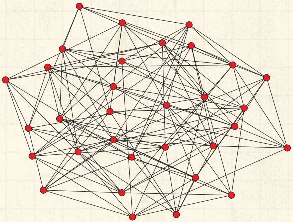
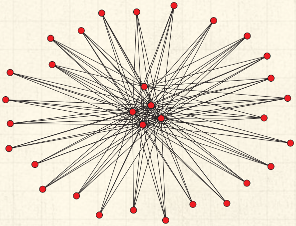
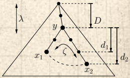
Optimal network topologies for local search

"Optimal network topologies for local search with congestion"
Guimerà et al.,
Phys. Rev. Lett., **89**, 248701, 2002. [3]

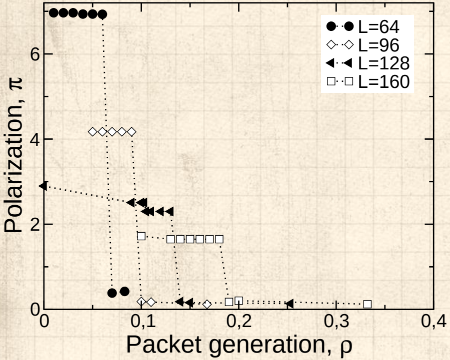




- Parallel search and congestion.
- Queueing and network collapse.
- Exploration of random search mechanisms.



Optimal network topologies for local search

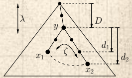


- Betweenness: β.
- Polarization:

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

- L = number of links.

- Goal: minimize average search time.
- Few searches ⇒ hub-and-spoke network.
- Many searches ⇒ decentralized network.
- Phase transition?



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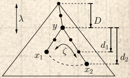
Desirable organizational qualities:

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).



Searchability

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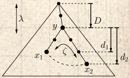

Small world problem:

- 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]


Information exchange and the robustness of organizational networks

“Information exchange and the robustness of organizational networks”
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
  - depth L
  - $N = (b^L - 1)/(b - 1)$ nodes
  - $N - 1$ links
- Additional informal ties:
  - Choose m links according to a two parameter probability distribution
  - $0 \leq m \leq (N-1)(N-2)/2$

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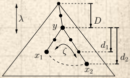
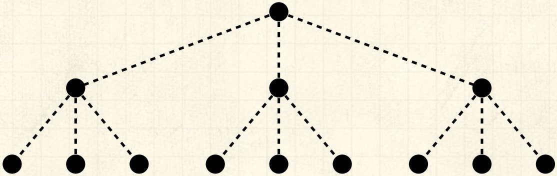


Model—underlying hierarchy

Model—formal structure:



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

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Model—addition of links

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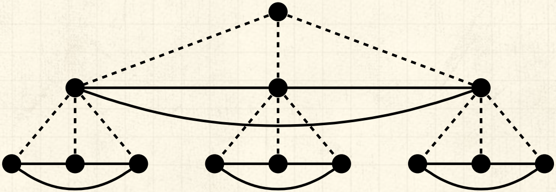
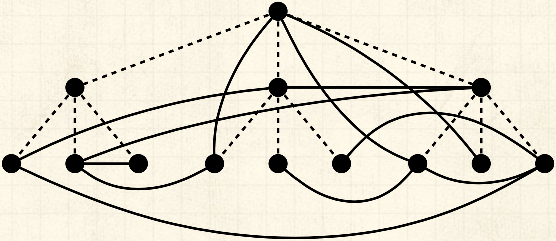
Team-based networks ($m = 12$):



Model—addition of links

Random networks ($m = 12$):



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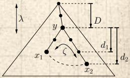

Model—addition of links

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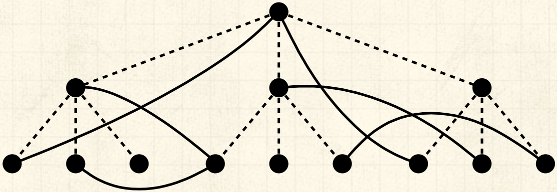
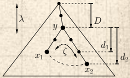
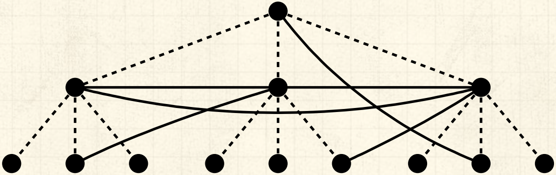
Random interdivisional networks ($m = 6$):





Model—addition of links

Core-periphery networks ($m = 6$):



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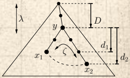

Model—addition of links

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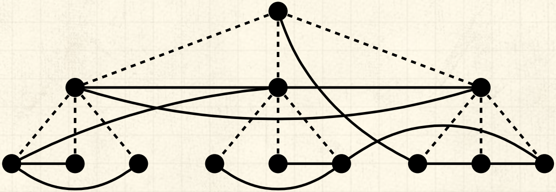
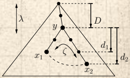
Multiscale networks ($m = 12$):





Model—construction

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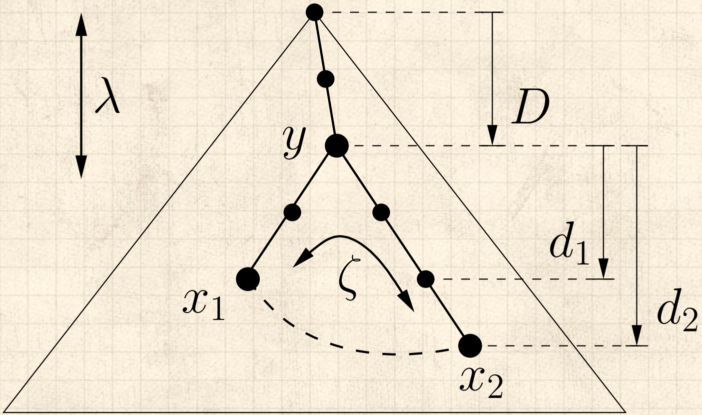

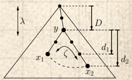

Model—construction

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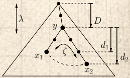
- Link addition probability:

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

- First choose (D, d_1, d_2).
- Randomly choose (y, x_1, x_2) given (D, d_1, d_2).
- Choose links without replacement.



Model—construction

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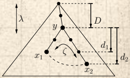
Requirements for $f(d_1, d_2)$:

1. $f \geq 0$ for $d_1 + d_2 \geq 2$
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:

$$f(d_1, d_2) = (d_1^2 + d_2^2 - 2)^{1/2}$$

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



Model—limiting cases

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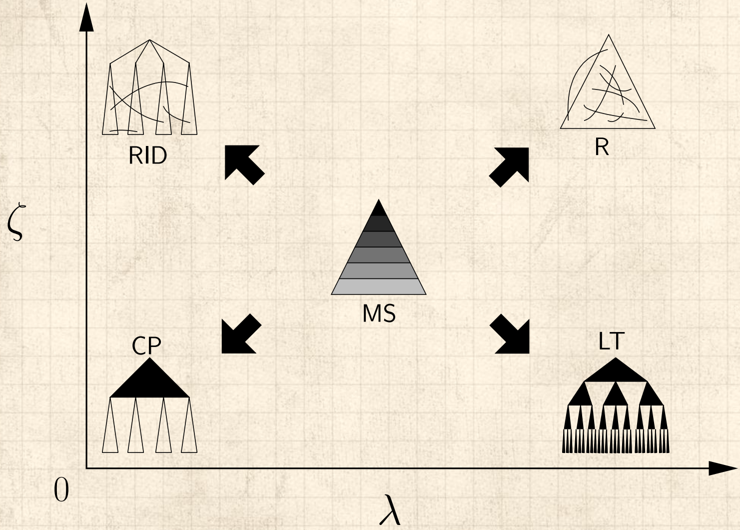

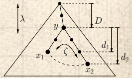

Message passing pattern

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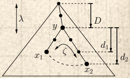
- Each of T time steps, each node generates a message with probability μ.
- Recipient of message chosen based on distance from sender.
- $$P(\text{recipient at distance } d) \propto e^{-d/\xi}.$$

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



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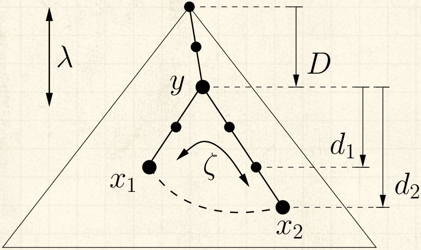
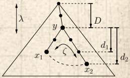
Distance d_{12} between two nodes x_1 and x_2:



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

- Measure unchanged with presence of informal ties.



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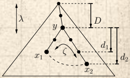
Simple message routing algorithm:

- 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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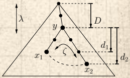
Message passing pattern

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.



Message passing pattern

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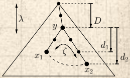
Performance:

- 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 $\rho_{\max}$.



Performance testing:

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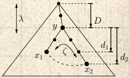
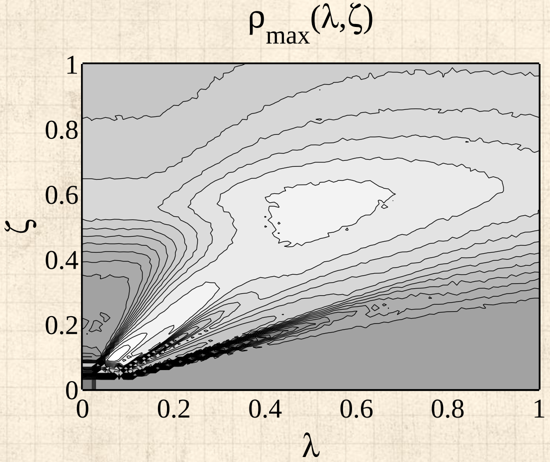
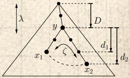
Parameter settings (unless varying):

- Underlying hierarchy: $b = 5$, $L = 6$, $N = 3096$;
- Number of informal ties: $m = N$.
- Link addition algorithm: $\lambda = \zeta = 0.5$.
- Message passing: $\xi = 1, \mu = 10/N, T = 1000$.

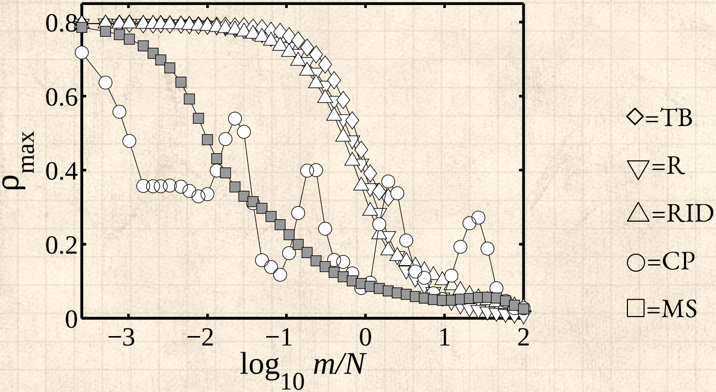


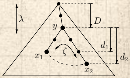
Results—congestion robustness



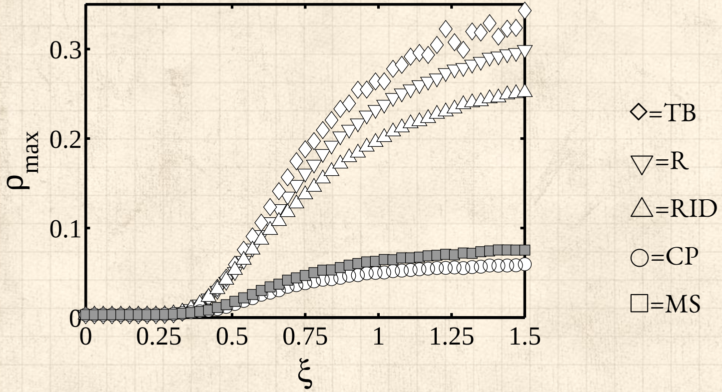


Results—varying number of links added:





Results—varying message passing pattern



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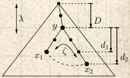

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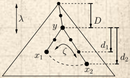
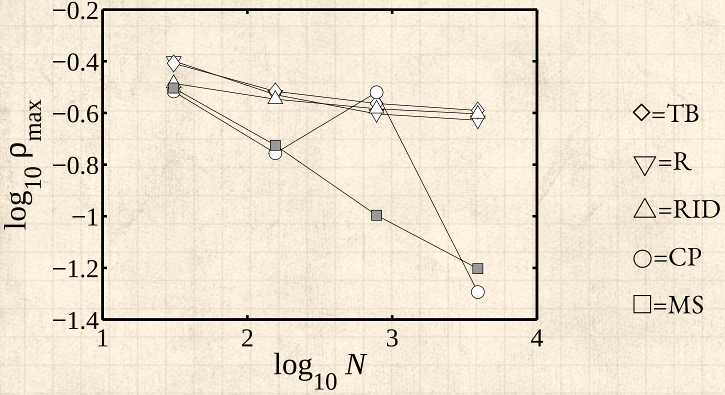
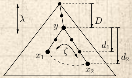
Results—Maximum firm size

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



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





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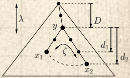
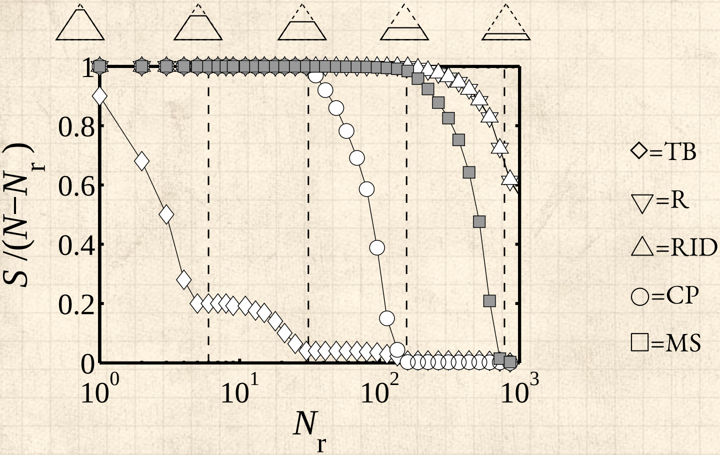
Connectivity Robustness

Inducing catastrophic failure:

- Remove N_r nodes and measure relative size of largest component $C = S/(N - N_r)$.
- Four deletion sequences:
  1. Top-down;
  2. Random;
  3. Hub;
  4. Cascading failure.
- Results largely independent of sequence.



Results—Connectivity Robustness



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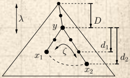
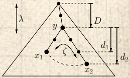


Summary of results

Feature	Congestion Robustness	Connectivity Robustness	Scalability
Core-periphery	good	average	average
Random	poor	good	poor
Rand. Interdivisional	poor	good	poor
Team-based	poor	poor	poor
Multiscale	good	good	good



Conclusary moments

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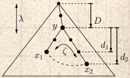
Multi-scale networks:

1. Possess good Congestion Robustness and Connectivity Robustness $\Rightarrow$ Ultra-robust;
2. Scalable;
3. Relatively insensitive to parameter choice;

- Above suggests existence of multi-scale structure is plausible.



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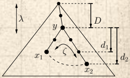
Conclusary moments

- 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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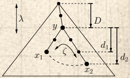

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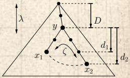

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