## Introduction to Complex Systems

BBAS 413 Complexity Management & BBAS 423 Leading Social Change with Systems Thinking

## **Definition of a System:**

A system is a collection of *elements* and *connections* between them that produce a whole with *collective properties*.

- Elements: the parts that interconnect to form the system.
- Connections: exchanges of energy, material, and/or information
- Collective properties:
  - A pattern of relationships that persists through time
  - A joint function or purpose
  - Emergent properties—macro-level behaviours that are qualitatively different from the behaviours of the parts
  - o A new aggregate entity, such as an organism

Systems also feature:

- Boundaries that demarcate the system from its outside environment, which are often fuzzy, subjective, and permeable.
- Energy flows that sustain the constant motion (dynamism) of the system.

System:	Examples:	Elements:	<b>Connections</b> :	Collective Properties:
Complicated	<ul> <li>Dominos</li> <li>Rube Goldberg machines</li> </ul>	<ul><li> Uniform or diverse</li><li> Fixed properties</li></ul>	<ul> <li>Constrained</li> <li>Linear and sequential</li> </ul>	• An outcome or function
Complex non- adaptive	<ul><li>Vortex in a bathtub</li><li>Climate</li></ul>	<ul><li> Uniform or diverse</li><li> Fixed properties</li></ul>	<ul> <li>Dense</li> <li>Recursive and simultaneous</li> </ul>	• Emergent properties
Complex adaptive	<ul> <li>Agent based models</li> <li>Ecosystems</li> </ul>	<ul> <li>Diverse</li> <li>Fixed properties</li> <li>Diverse agents act according to schemas that are (largely) fixed in their genotypes.</li> </ul>	<ul> <li>Dense</li> <li>Competitive, producing selection pressures</li> </ul>	<ul> <li>Evolution</li> <li>Dynamic equilibria</li> </ul>
Reflexive- Representational complex adaptive	• Human society	<ul> <li>Diverse agents and schematic rules</li> <li>Changing properties</li> <li>Diverse agents can self- consciously modify the rules of their schemas</li> </ul>	<ul> <li>Dense</li> <li>Strategic and empathetic</li> <li>Self-reflective</li> </ul>	• Adaptation by learning

## **Types of Systems:**