

35th International Conference of the System Dynamics Society  
Cambridge, MA USA

## Modeling Psychological and Sociological Dynamics Methods and Applications

July 20, 2017

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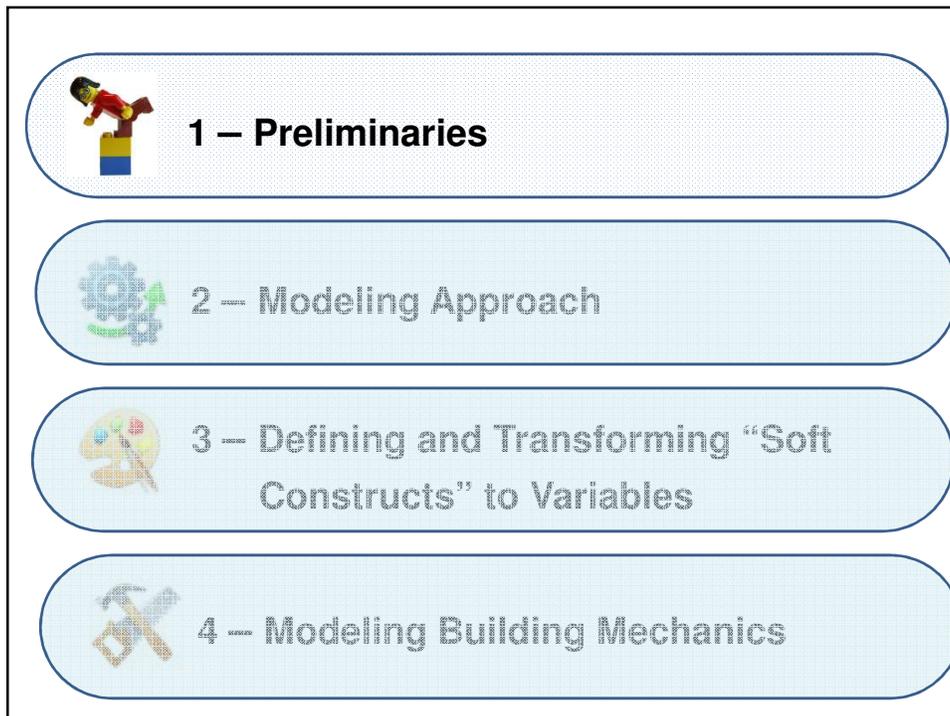
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Co-chairs, Psychology and Human Behavior SIG, System Dynamics Society

Let us step into the night and  
pursue that flighty temptress,  
adventure.

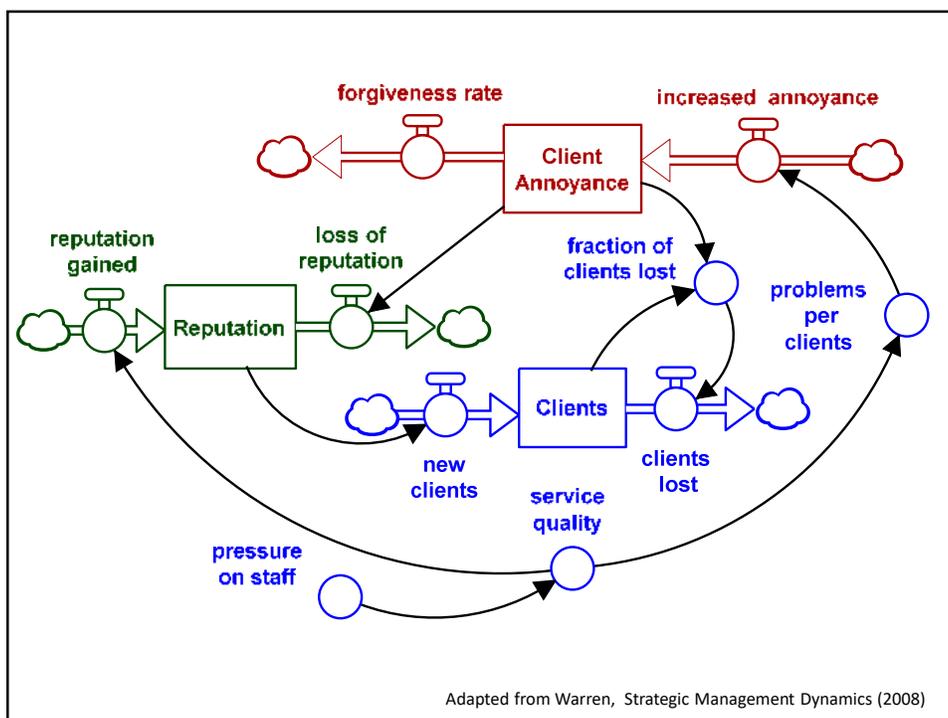
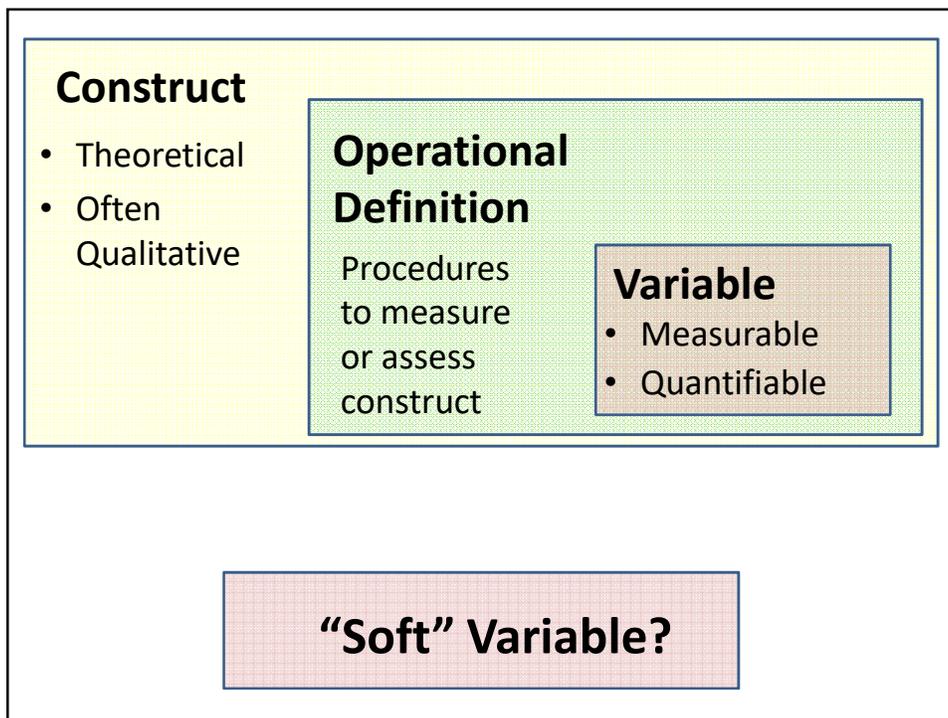


J.K. Rowling, Harry Potter and the Half-Blood  
Prince



**What do these words have in common?**

motivation	satisfaction	anger
distress	depression	happiness
enthusiasm	reputation	experience
media interest	fear	burnout
schedule pressure	service quality	stress



## Your Experience?



## WORKSHOP EXPECTATIONS?

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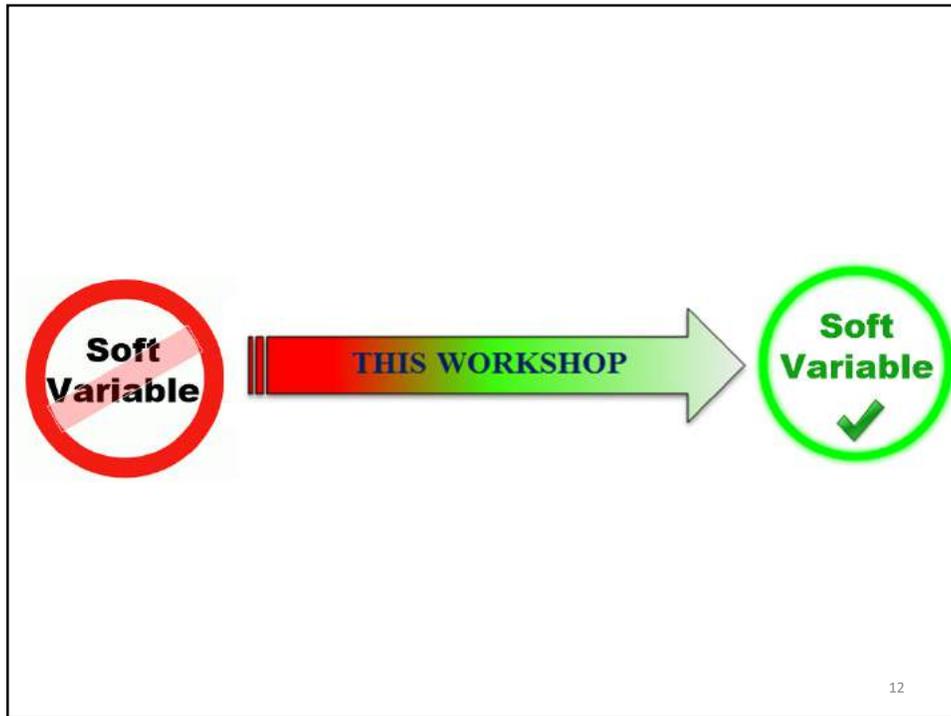
### Concerns about Soft Variables

They can't be used because they are intangible and can't be measured!

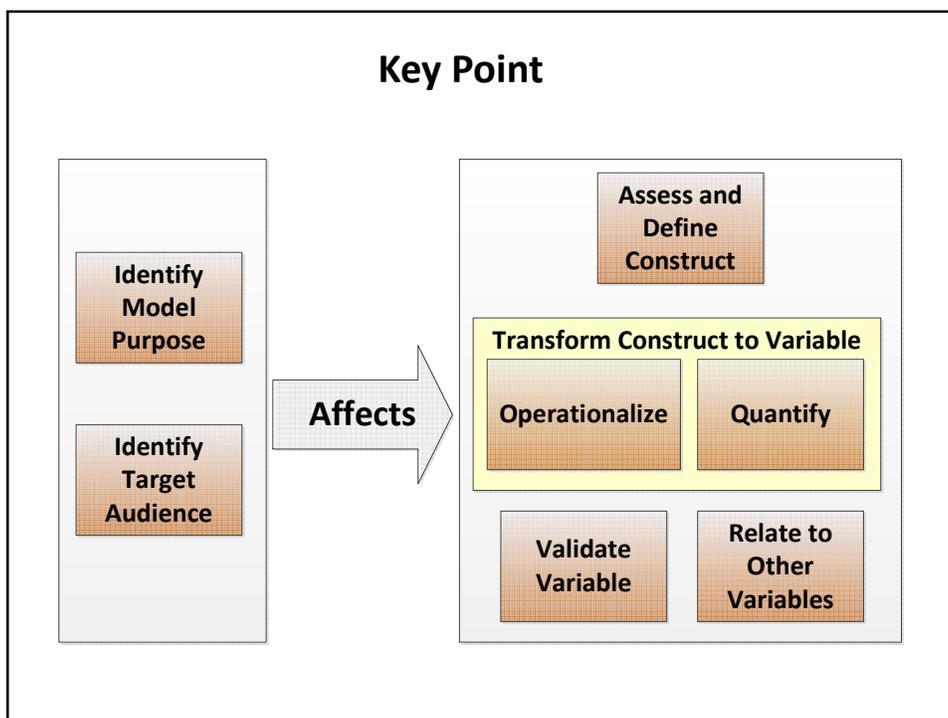
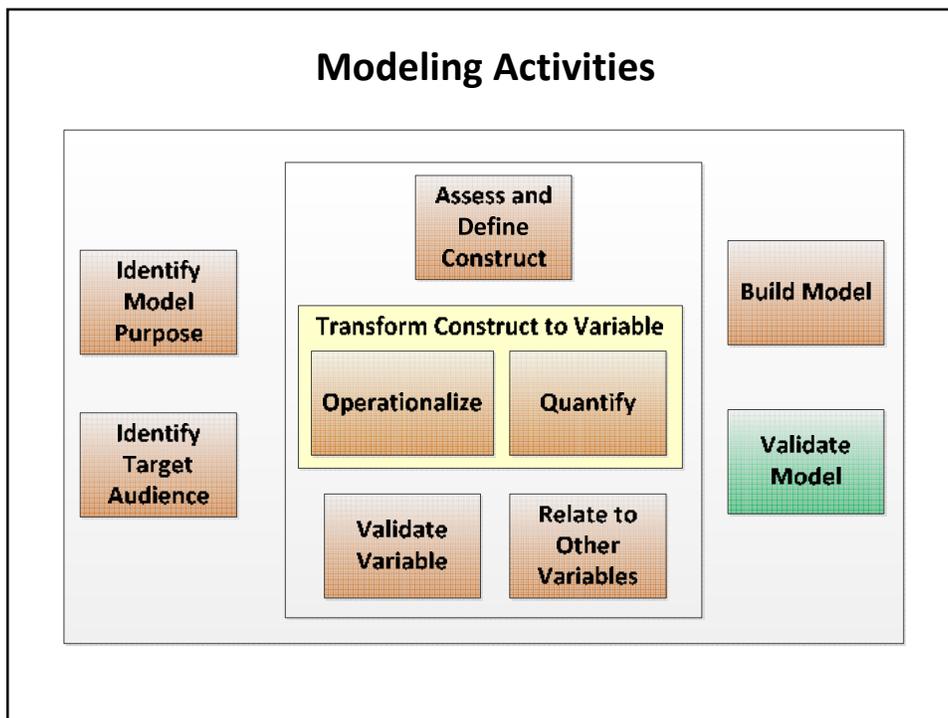
Non-material variables can't be used in "stock and flow" structures

It is bad practice to have more than one soft variable in a model

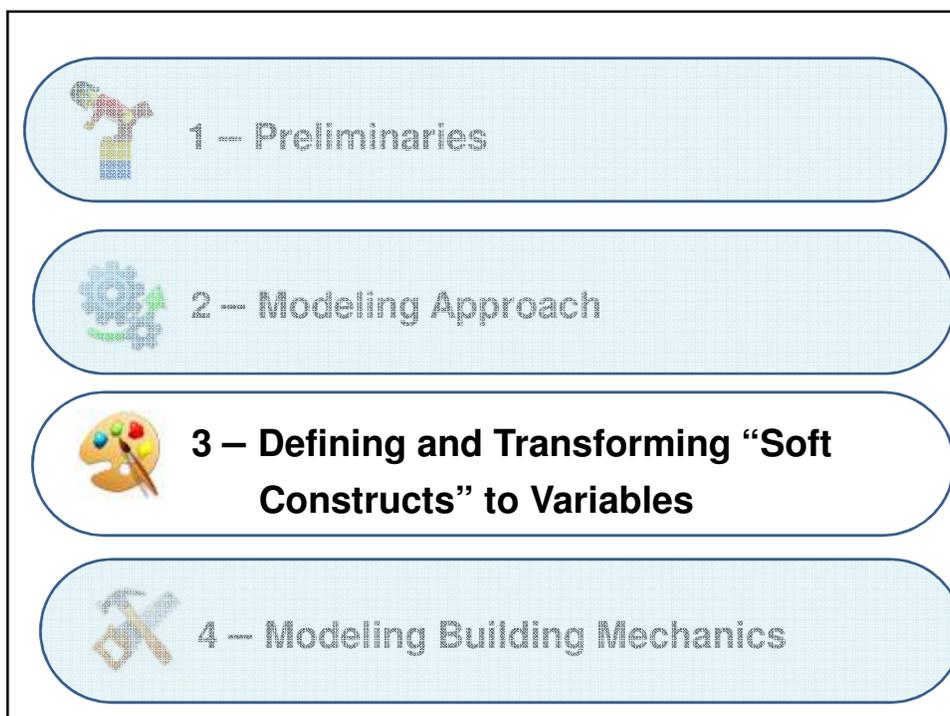
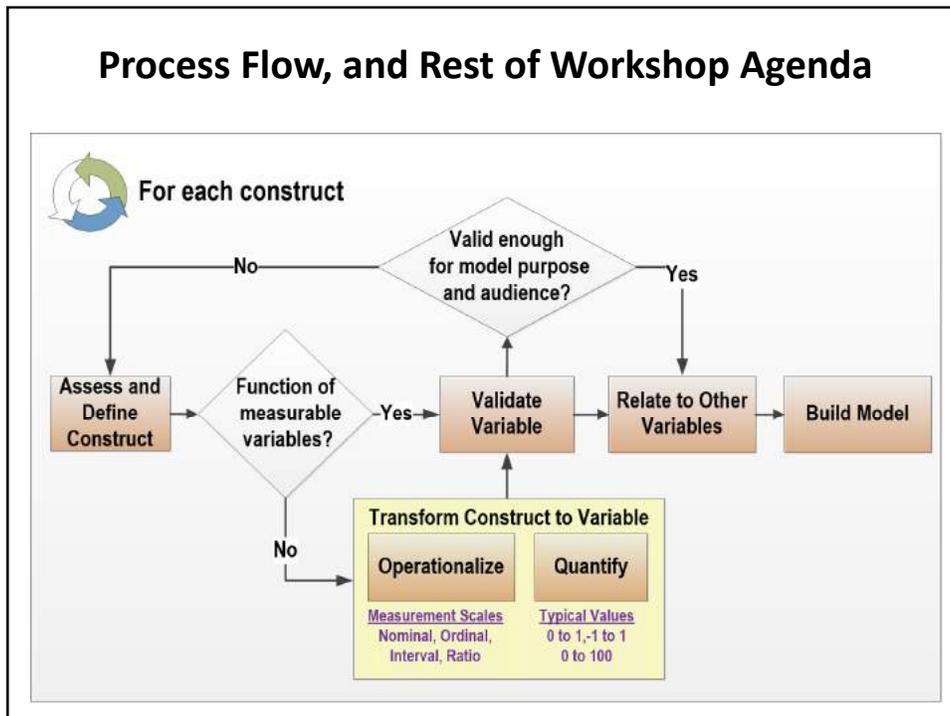


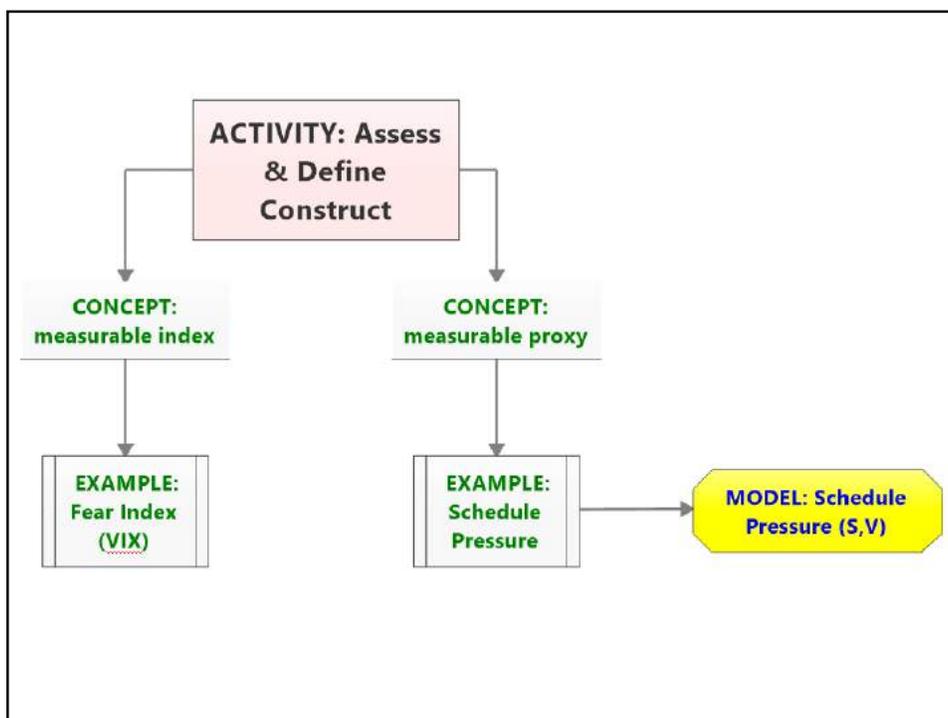
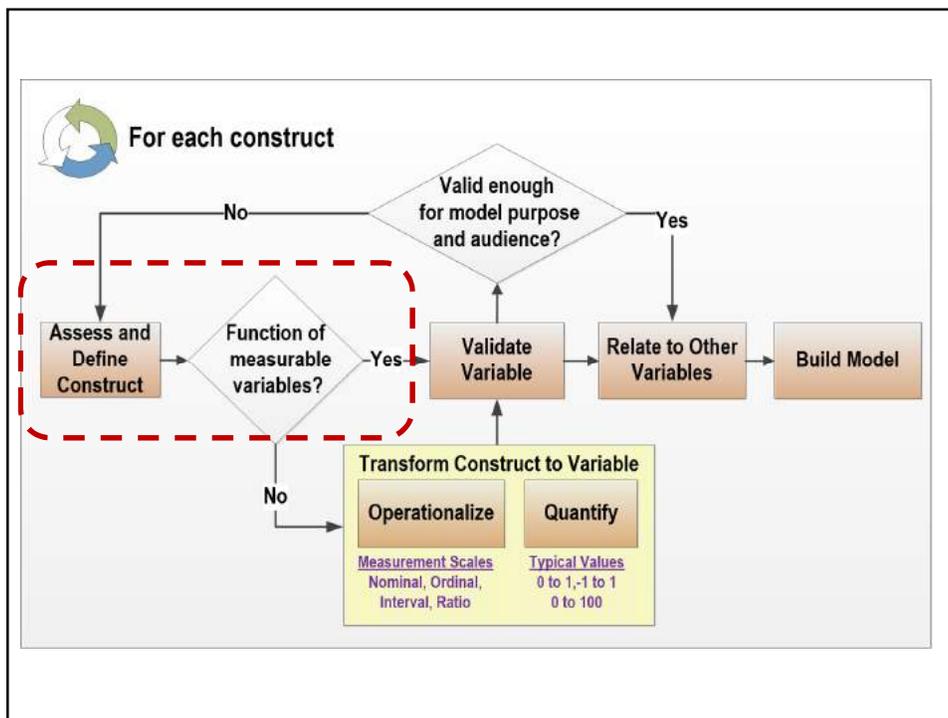


-  1 – Preliminaries
-  **2 – Modeling Approach**
-  3 – Defining and Transforming “Soft Constructs” to Variables
-  4 – Modeling Building Mechanics

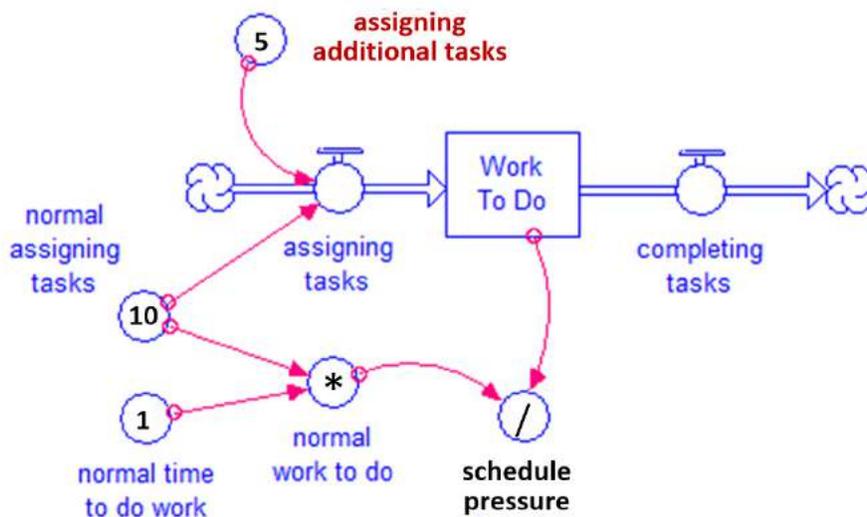


## Process Flow, and Rest of Workshop Agenda





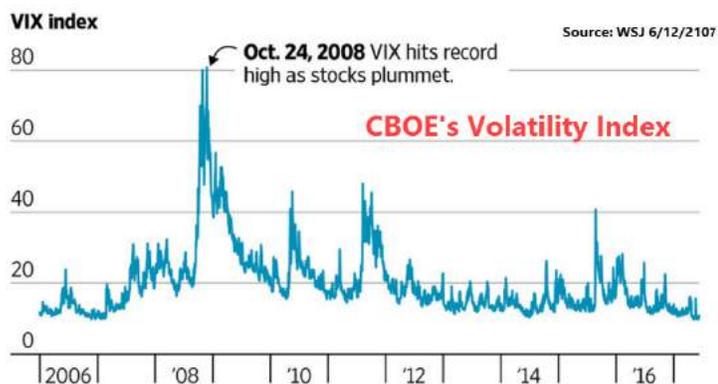
### Proxy of “Measurable” Variable

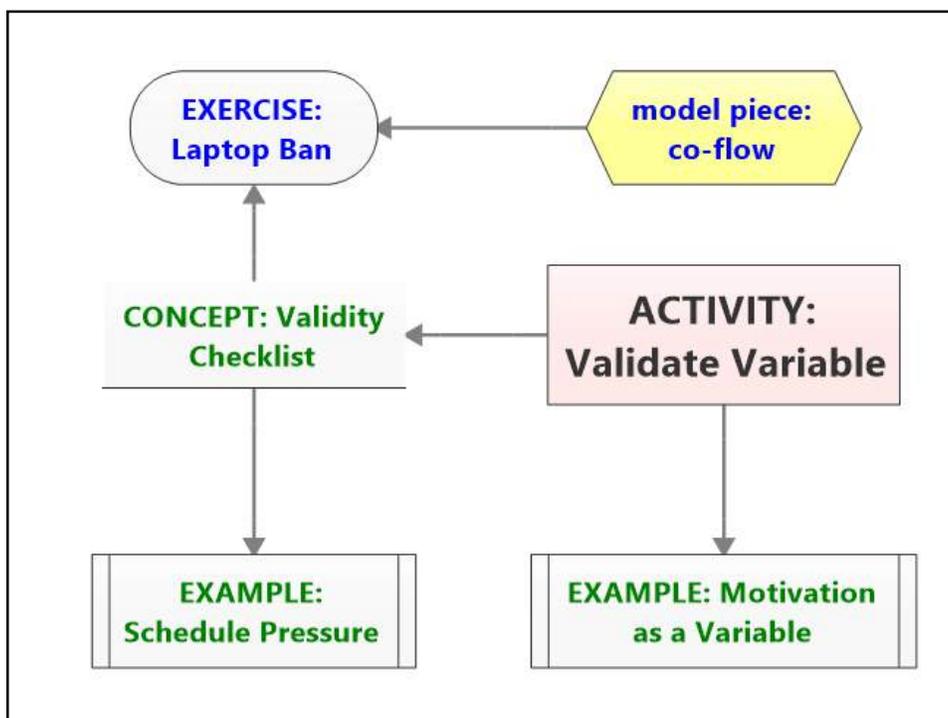
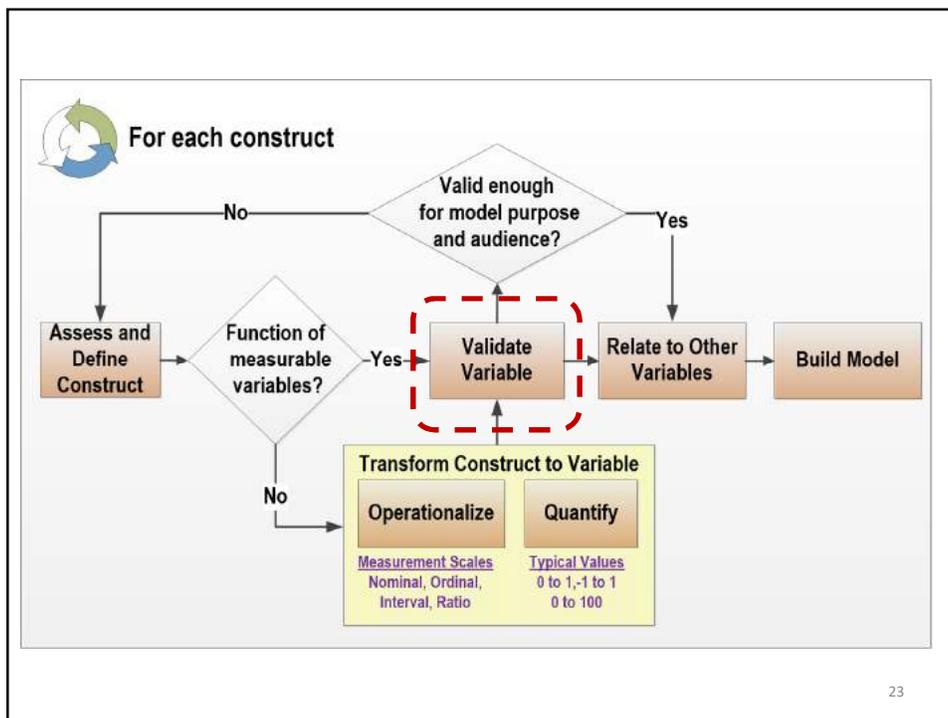


$$\text{Schedule Pressure} = (\text{Work To Do}) / (\text{normal work to do})$$

### “Bets Pile Up on Wall Street’s Fear Index”

Wall St Journal June 13, 2017, print edition







## NEWS FLASH

### February 20, 2018



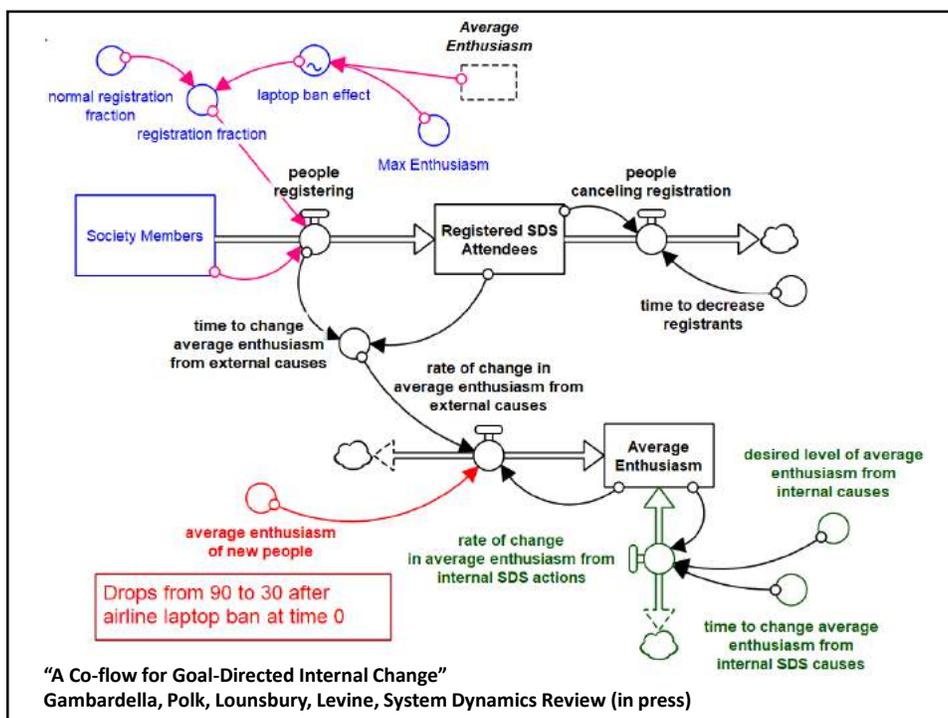
# Complete Airline Laptop Ban Announced



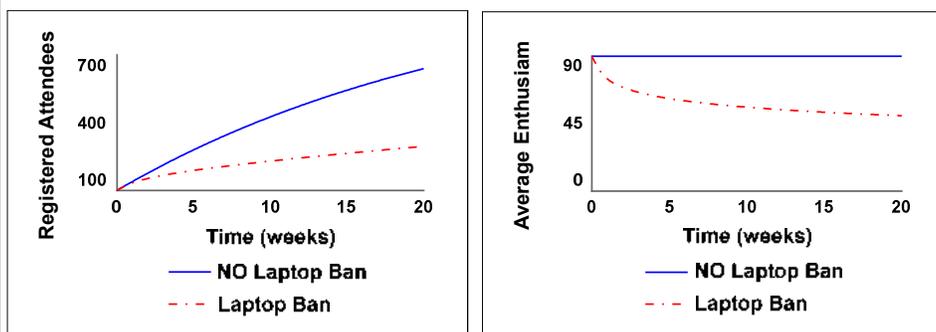


**What is effect on SDS 2018 Conference Attendance?**

**What can SDS do?**



## Results for Case where No SDS Interventions for Laptop Ban



## Validity Checklist

Validate  
Variable

### 1. Face Validity

Correspond to something in the real world?

Subjectively represent what it is intended to in the model?

#### Check: **Schedule Pressure**

Yes. The additional work can create pressure

$$\text{Schedule pressure} = \frac{\text{Work To Do}}{\text{normal work to do}}$$

#### Check: **"Enthusiasm"**



**Your Turn!**

<b>Validity Checklist</b>		<b>Validate Variable</b>
<p><b>2. Content Validity</b></p> <p>Tap into the full range of meanings of the underlying concept?</p> <p>Other dimensions?</p>	<p><b>Check: <u>Schedule Pressure</u></b></p> <p>Other possible dimensions may be at play (e.g., external product deadlines). You might need to extend the model. Yes.</p>	
	<p><b>Check: <u>“Enthusiasm”</u></b></p> <p style="text-align: center;"></p> <p style="text-align: center;"><b>Your Turn!</b></p>	

<b>Validity Checklist</b>		<b>Validate Variable</b>
<p><b>3. Construct Validity</b></p> <p>Correlate appropriately with other constructs (related and unrelated)?</p>	<p><b>Check: <u>Schedule Pressure</u></b></p> <p>Correlates with burnout (+) and morale (-); and not sunspots (0). Yes.</p>	
	<p><b>Check: <u>“Enthusiasm”</u></b></p> <p style="text-align: center;"></p> <p style="text-align: center;"><b>Your Turn!</b></p>	

<b>Validity Checklist</b>		Validate Variable
<b>4. Predictive Validity</b>  Does it predict future behaviors or conditions?	<b>Check: Schedule Pressure</b>  Does it predict turnover? Yes!!	
	<b>Check: "Enthusiasm"</b>    <b>Your Turn!</b>	

<b>Validity Checklist</b>		Validate Variable
<b>5. Correlational Validity</b>  Correlate with alternate dimensions (factors) of same construct at the same time?	<b>Check: Schedule Pressure</b>  Schedule pressure is correlated with feeling tense, anxious, fatigued, ..	
	<b>Check: "Enthusiasm"</b>    <b>Your Turn!</b>	

## Our Validity Check List Helps

Clarify the Construct

Design and  
Build the Model

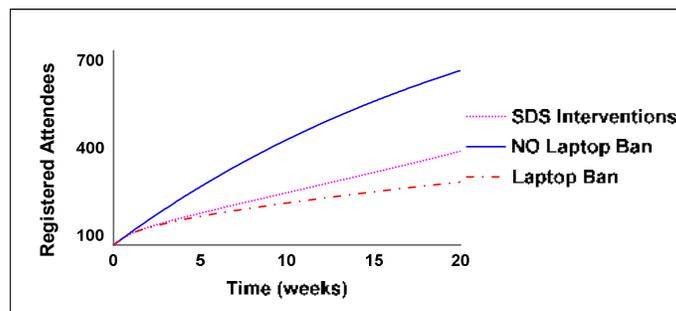
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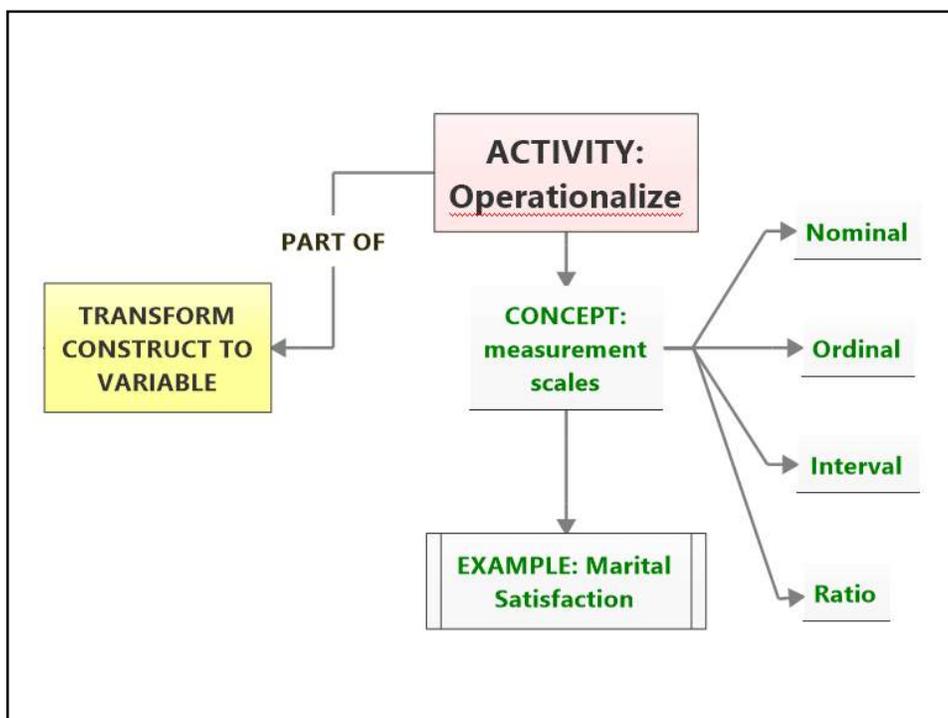
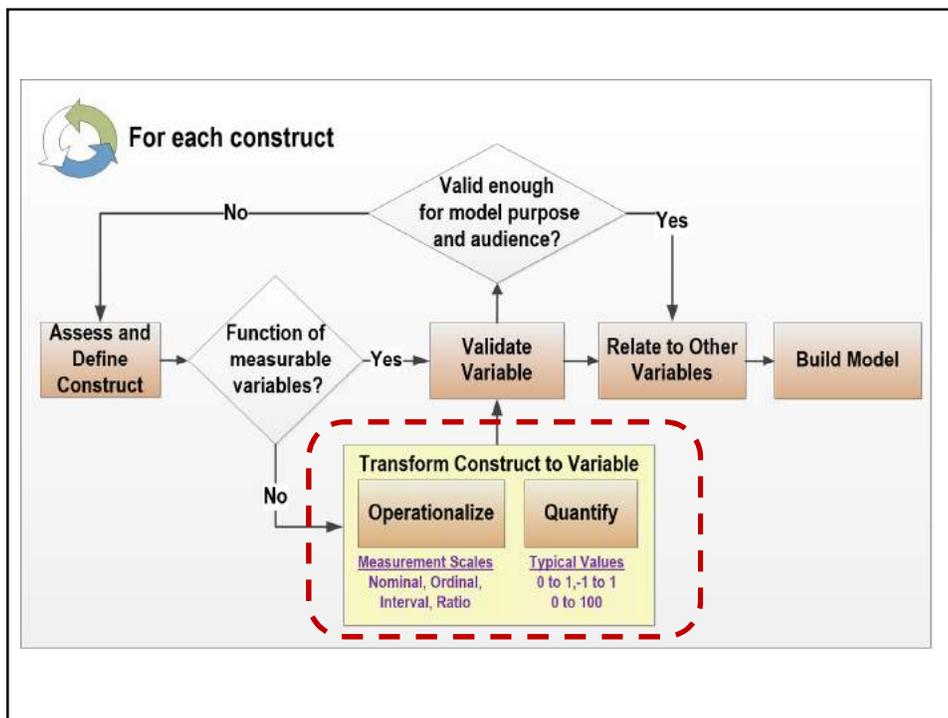


## Demo



### Airline Laptop Ban Co-flow Model with Intervention





## Measurement Scales - Nominal

Operationalize

### Time

### Temperature

Day



Hot

Night

Cold

### Scale Features

- Mutually exclusive categories
- No ordering

## Measurement Scales - Ordinal

Operationalize

### Time

### Temperature

Night



Cold

Dawn

Cool

Noon

Lukewarm

Afternoon

Warm

Evening

Hot

### Scale Features

- Nominal scale features
- Indicates direction, ordering of categories

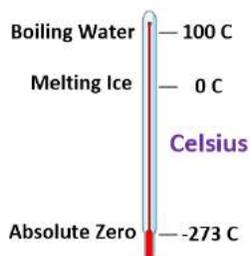
## Measurement Scales - Interval

Operationalize

### Time



### Temperature



### Scale Features

- Previous scale features
- Differences between scaled units meaningful and constant

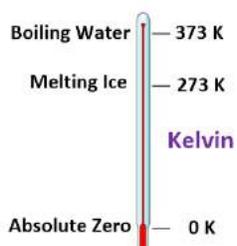
## Measurement Scales - Ratio

Operationalize

### Time



### Temperature



### Scale Features

- Previous scale features
- **Meaningful origin**
- Ratio comparisons meaningful (e.g., twice the temp in K)

### Marital Satisfaction - Nominal

Scale	Question	Response Categories or Assessment
Nominal	Are you satisfied with your marriage?	YES or NO
Ordinal		
Interval		
Ratio		

### Marital Satisfaction - Ordinal

Scale	Question	Response Categories or Assessment
Nominal		
Ordinal	How satisfied are you with your marriage?	'Hot' 'Warm' 'Luke warm' 'Cold'
Interval		
Ratio		

## Marital Satisfaction - Interval

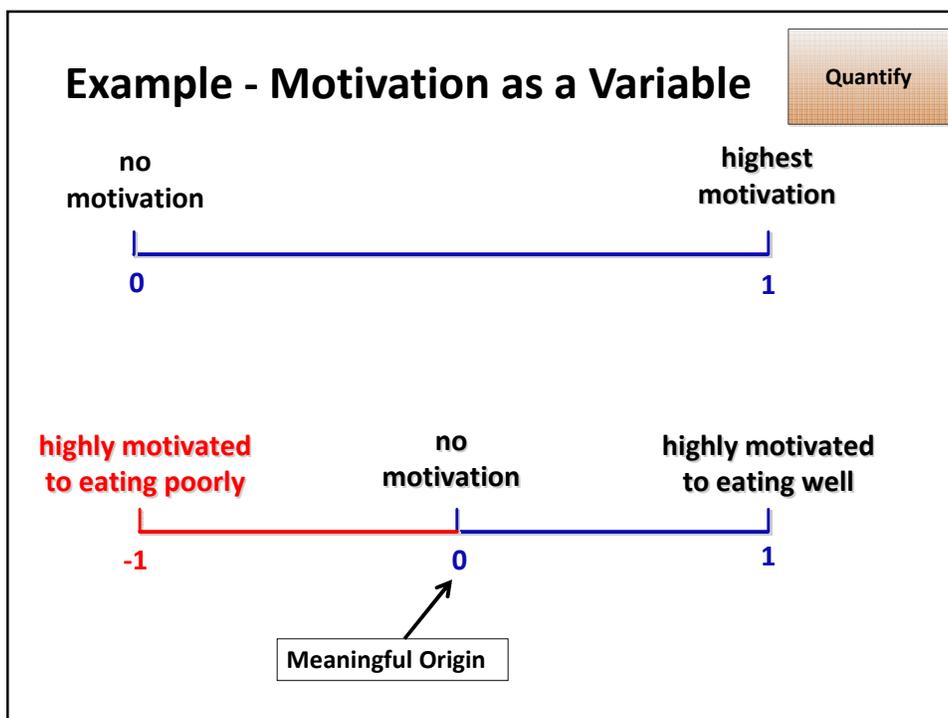
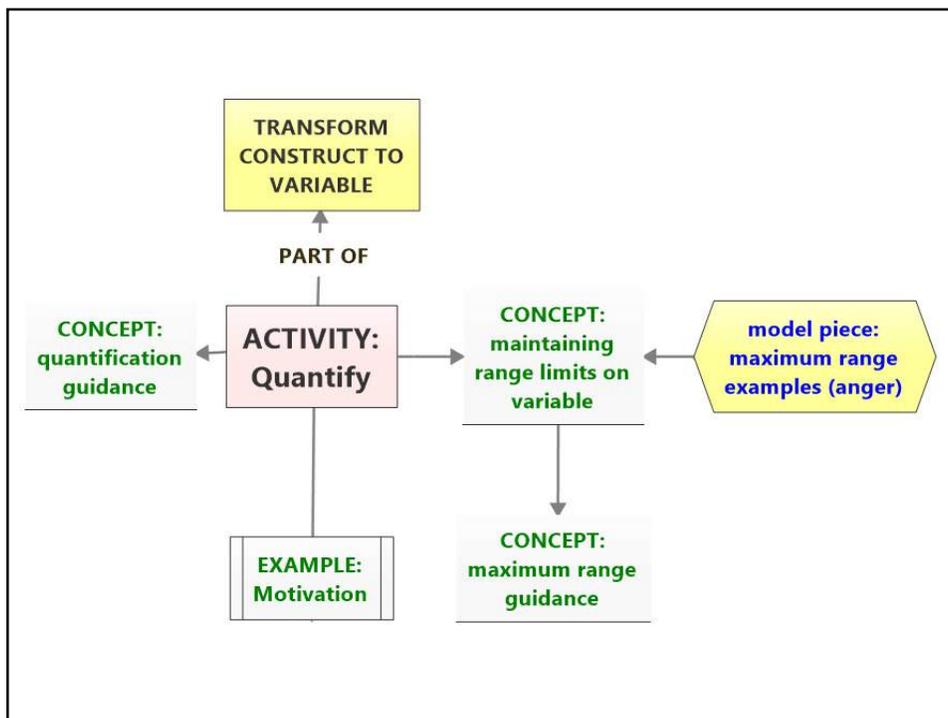
Scale	Question	Response Categories or Assessment
Nominal		
Ordinal		
Interval	How satisfied are you with your marriage?	5=Very satisfied, 4=Somewhat satisfied, 3=Unsure, 2=Somewhat unsatisfied, 1=Very unsatisfied
Ratio		

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## Marital Satisfaction - Ratio

Scale	Question	Response Categories or Assessment
Nominal		
Ordinal		
Interval		
Ratio	How satisfied is your marriage?	0 to 10

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## Guidance: Relating to Data

Quantify

**COMPARED**

If variable needs to be compared or correlated with empirical data, make it meaningful and realistic

**CALIBRATE**

When possible, calibrated to fit historical data

**Beck Depression Scale:**  
Range 0 – 63

- <10 → no or minimal depression
- 10 to 18 → mild-to-moderate depression
- 19 to 29 → moderate-to-severe depression
- 30+ → severe depression

[Grid-Enabled Measures \(GEM\) Database](#)

## Guidance: Apply a Ratio Scale if Possible

Quantify

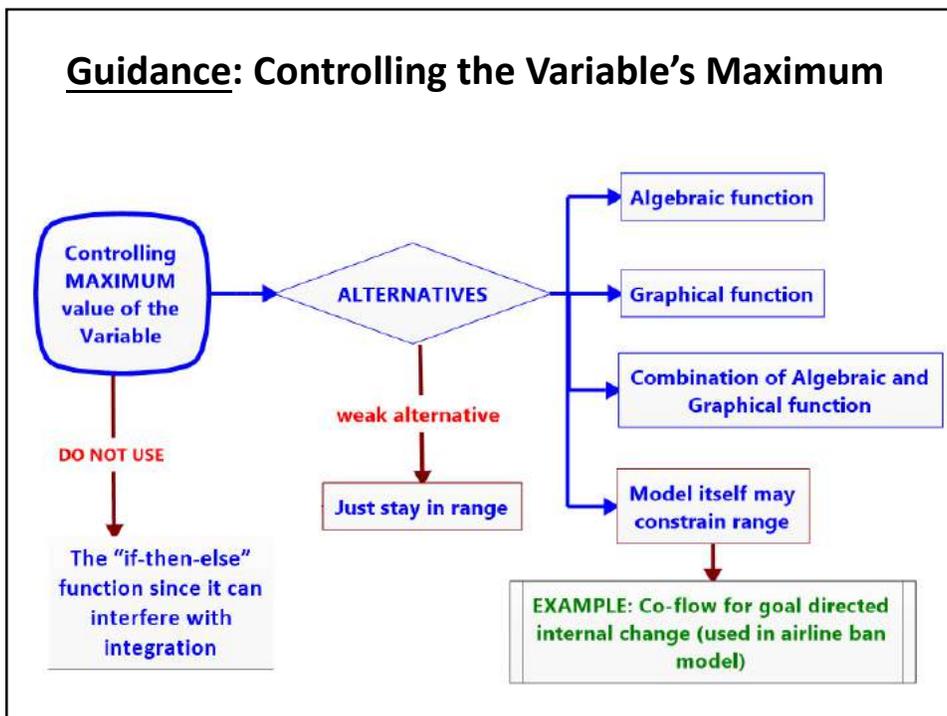
**Differential equations require ratio scales**

$$\frac{\partial T(x,t)}{\partial t} = \kappa \frac{\partial^2 T(x,t)}{\partial x^2}$$

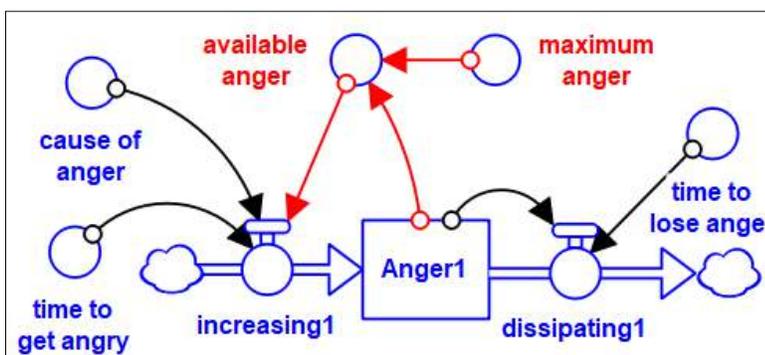
**Meaningful origin**

**If a variable is on a ratio scale the range of the scale does not matter (e.g., -1 to 1, 0 to 100, 0 to 6)**

### Guidance: Controlling the Variable's Maximum

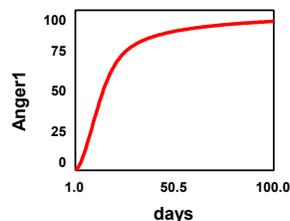


### Algebraic Function Limits Upper Range

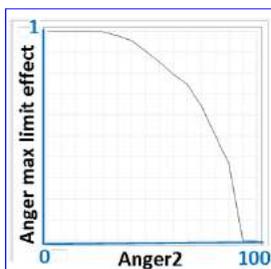


$$\text{increasing1} = (\text{cause of anger} * \text{available anger}) / (\text{time to get angry})$$

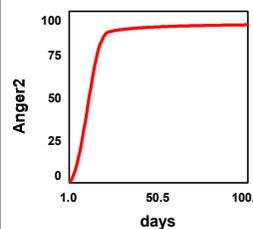
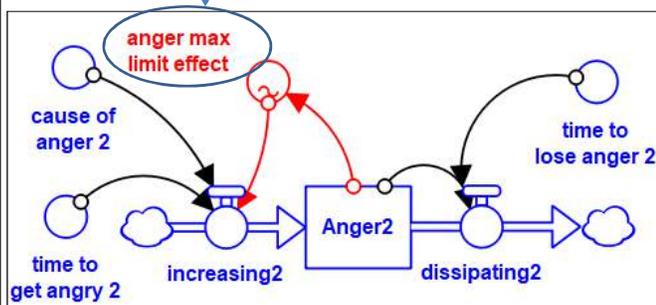
$$\text{available anger} = (\text{maximum anger} - \text{Anger1}) / (\text{maximum anger})$$



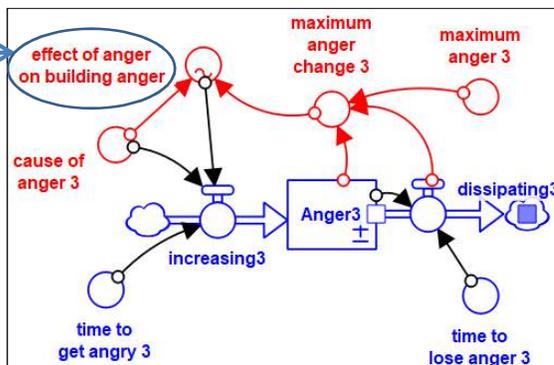
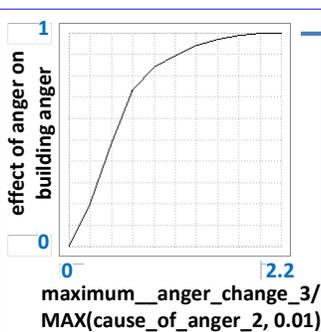
## Graphical Function Limits Upper Range



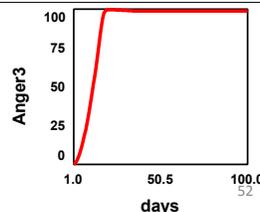
increasing2 =  
 (cause of anger \* anger max limit effect)  
 / (time to get angry)

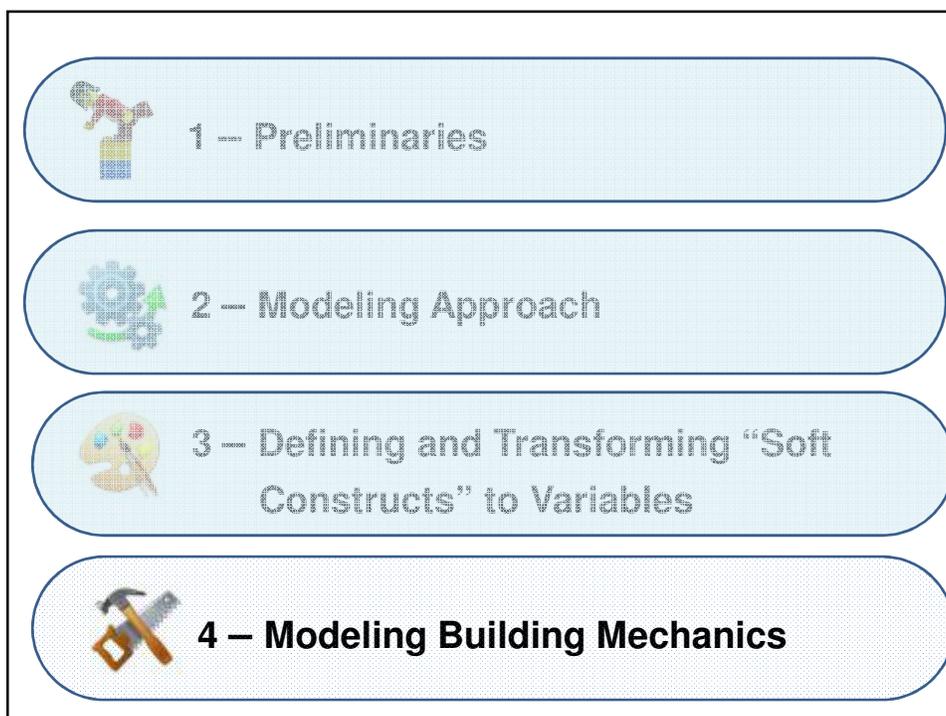
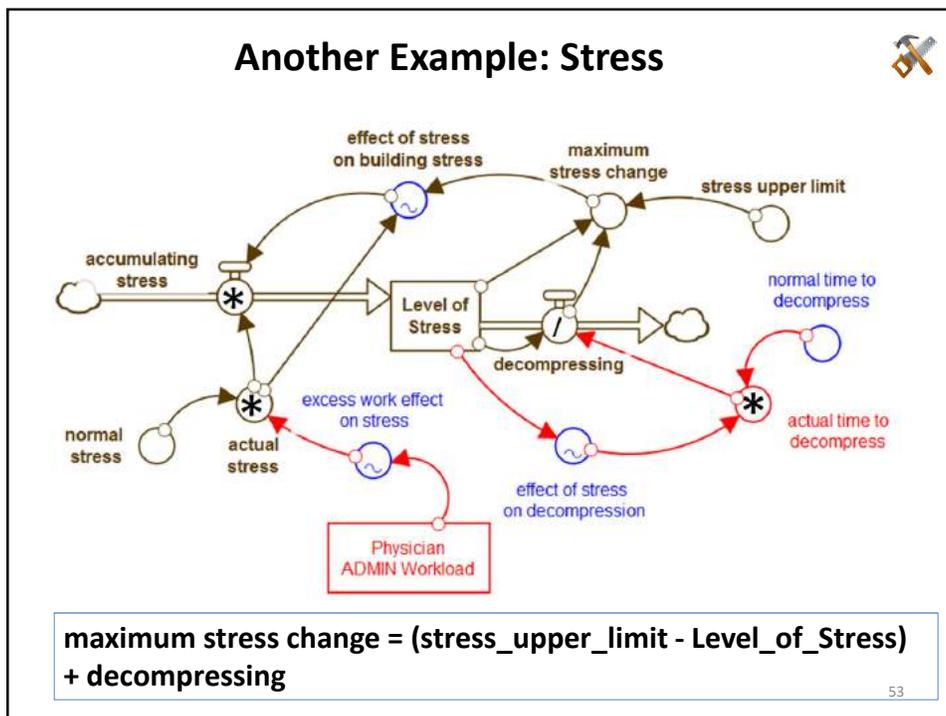


## Algebraic & Graphical Function Limits Upper Range



Maximum anger change 3 =  
 (maximum anger 3) - Anger3 + dissipating3



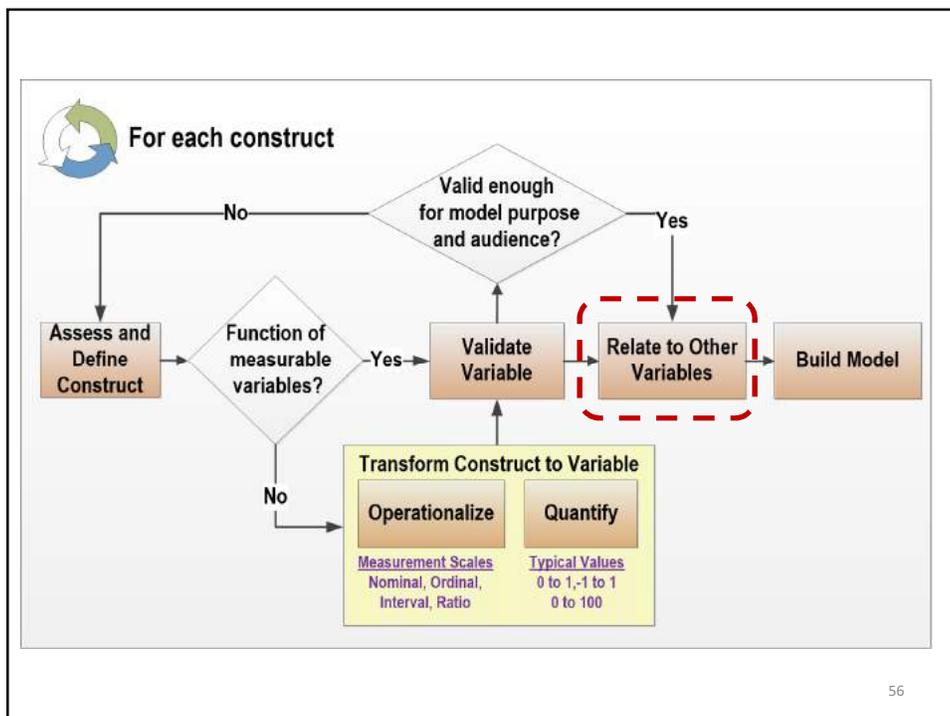


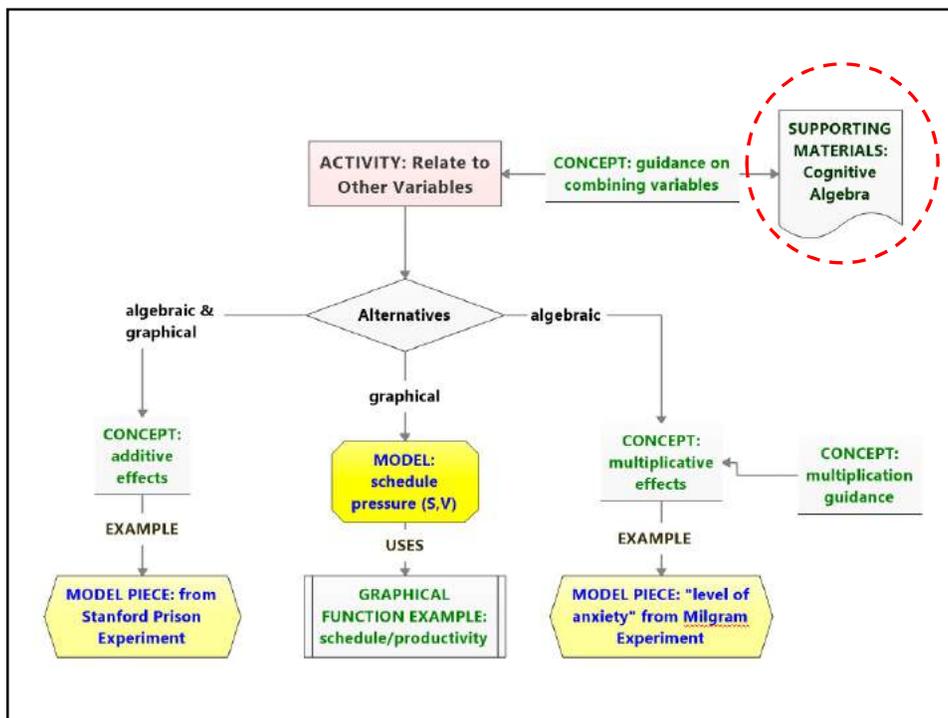
SD modeling is learning by doing.  
It is learning by being surprised by  
the mistakes one makes.

Jay Forrester

All models are wrong  
but some are useful.

George Box

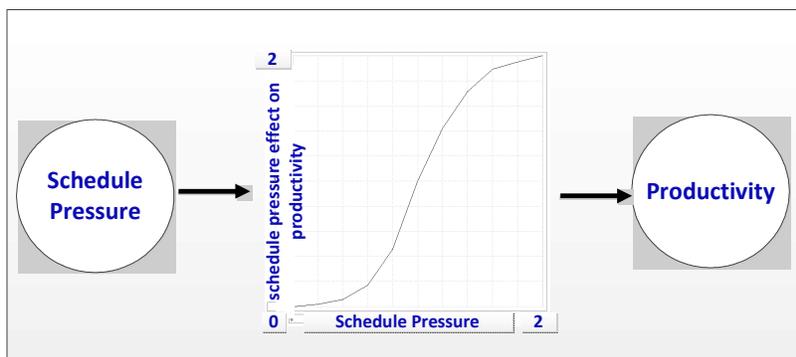




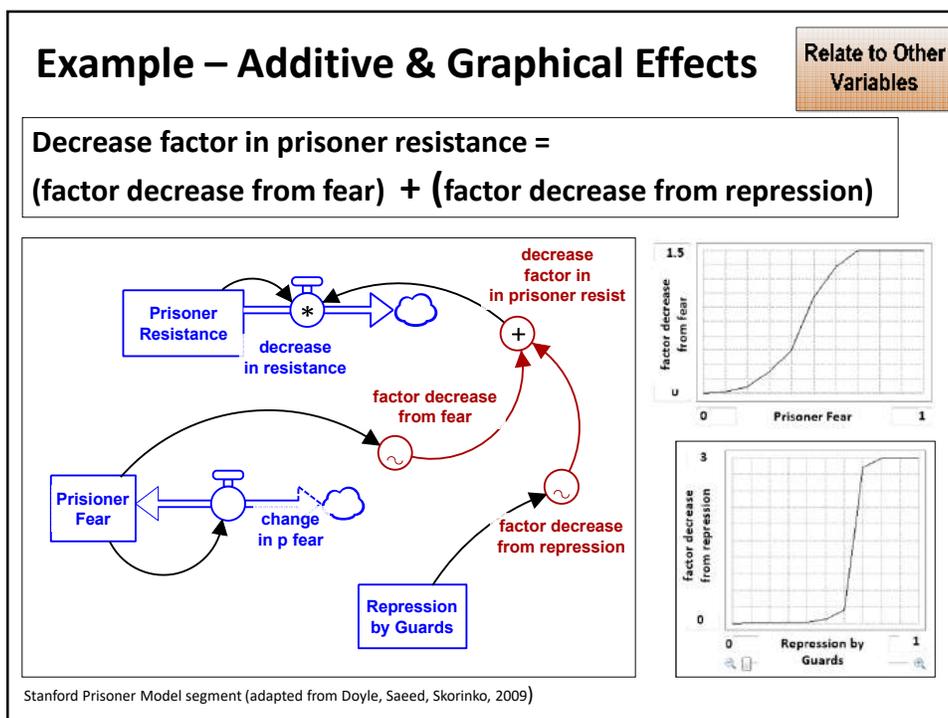
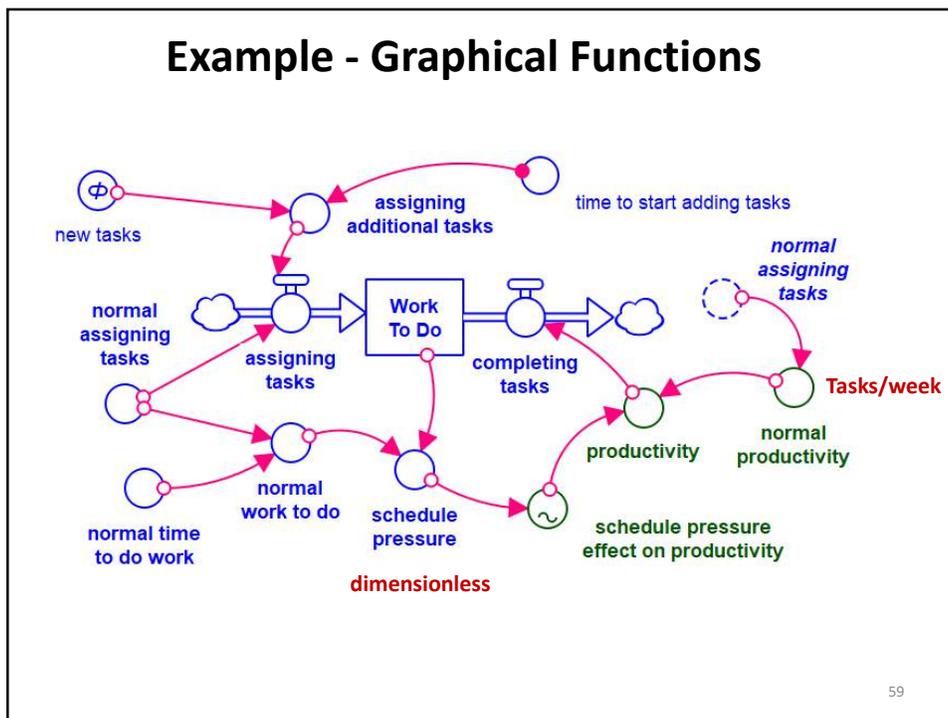
### Guidance: Using Graphical Functions

Relate to Other Variables

Use **intermediate graphical functions** if needed when relating one variable to another



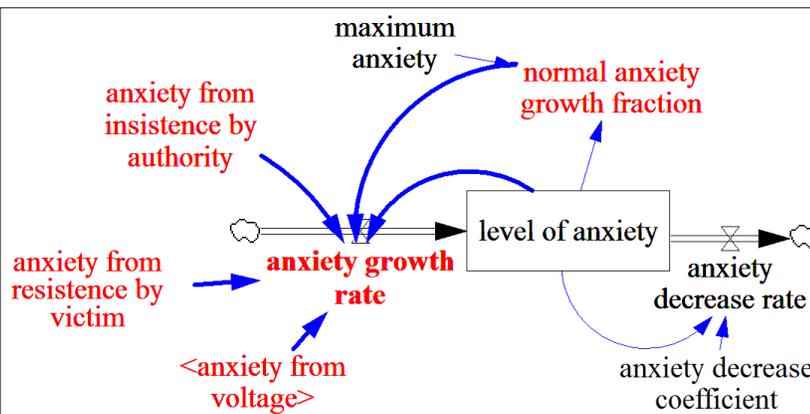
$$\text{Productivity} = \text{"schedule pressure effect on productivity"} * \text{normal productivity}$$



## Example: Multiplicative Effects

Relate to Other Variables

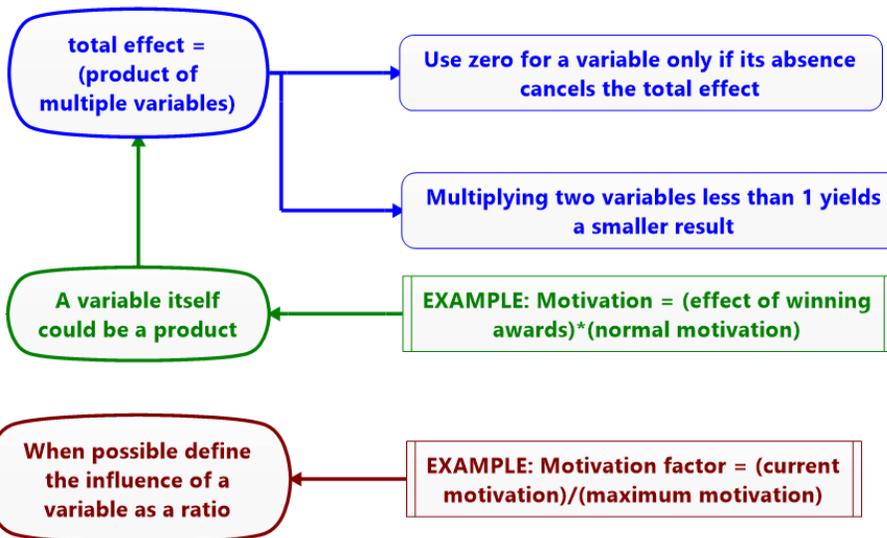
**anxiety growth rate** = normal anxiety growth fraction \* level of anxiety \* anxiety from insistence by authority \* anxiety from resistance by victim \* anxiety from voltage

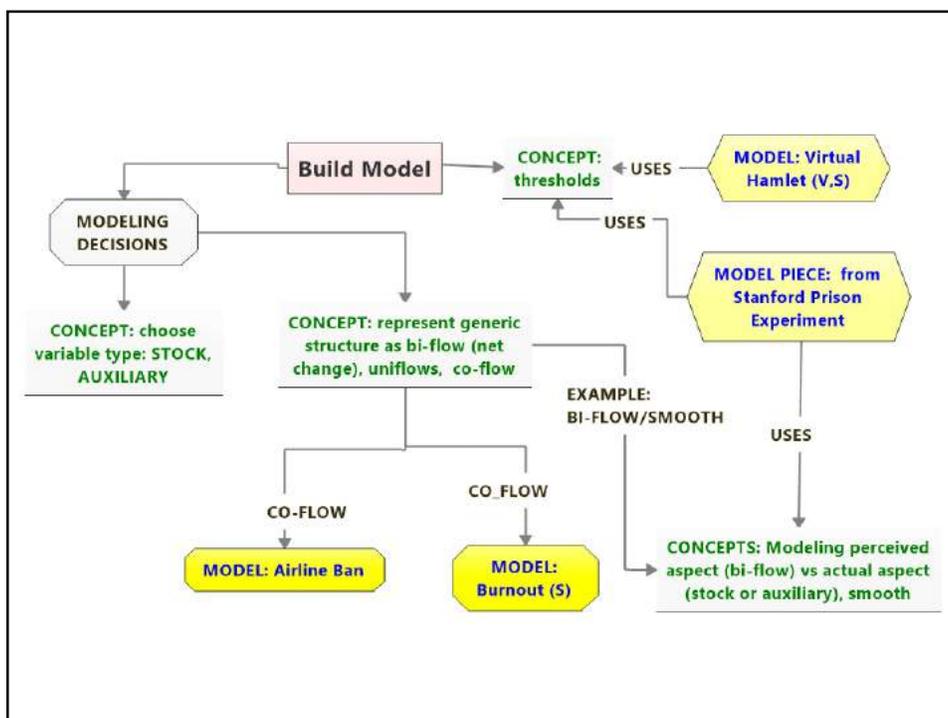
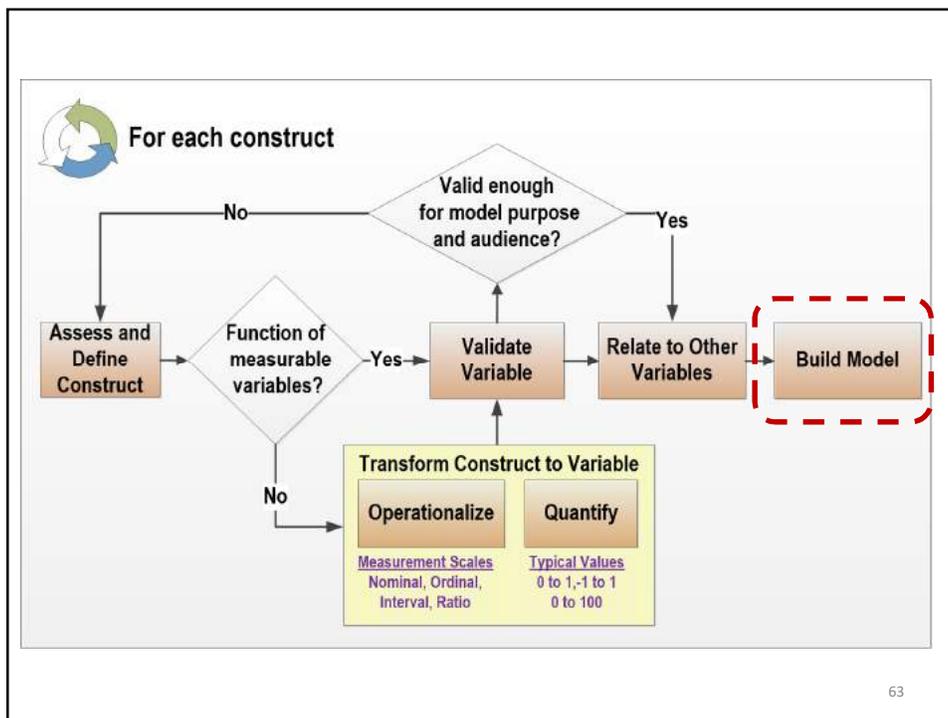


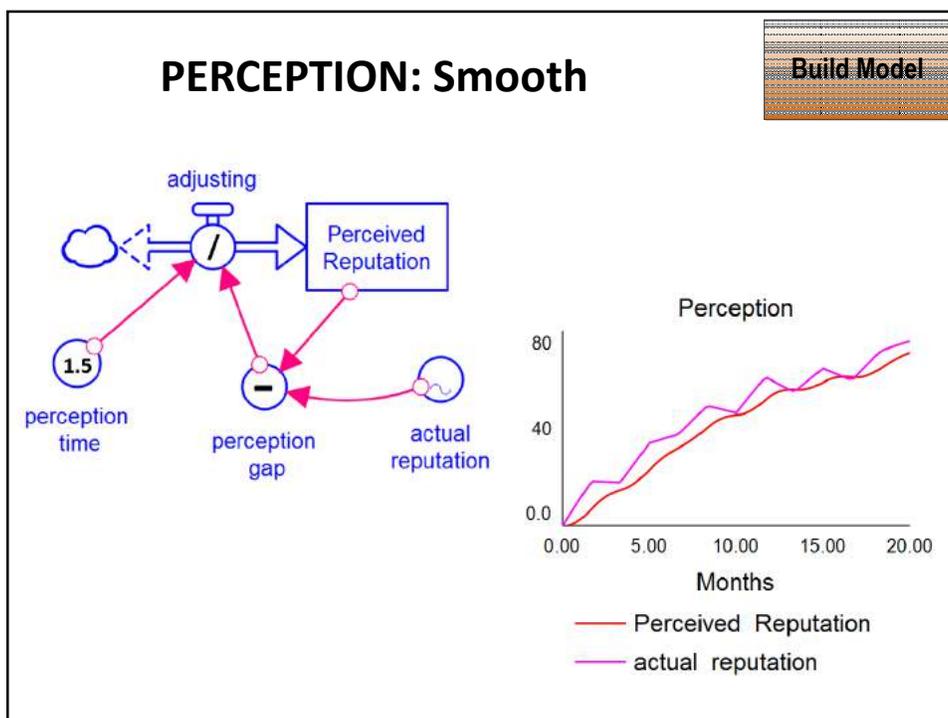
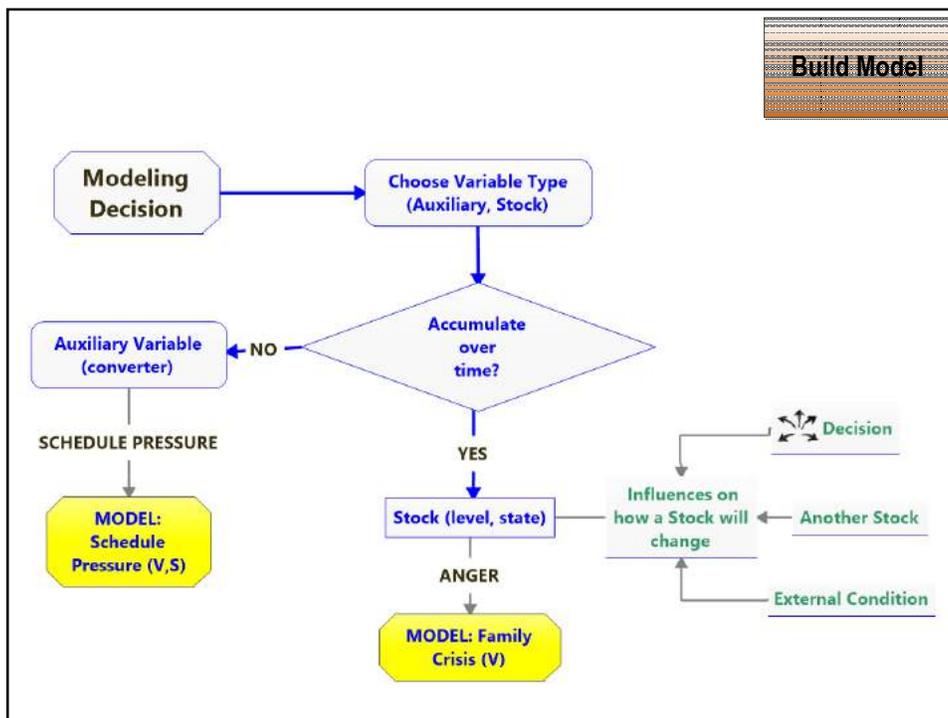
Milgram Experiment segment (adapted from Doyle, Saeed, Skorinko, 2009)

## Multiplication Guidance

Relate to Other Variables



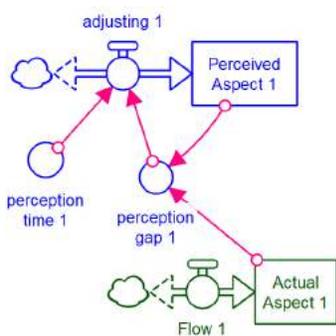




## Perception – Stock vs Auxiliary

Build Model

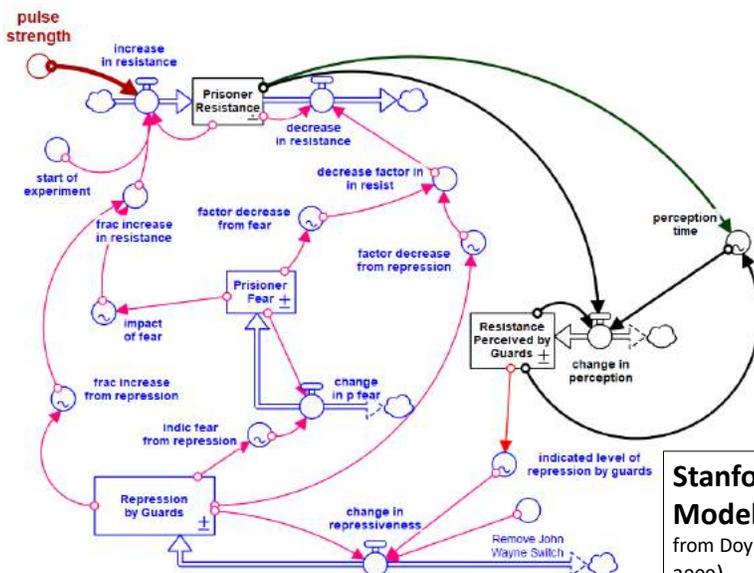
Actual Aspect Could be a Stock



Stanford Prison Model is an Example

## PERCEPTION: Actual Aspect = "Stock (Prisoner Resistance)"

Build Model



Stanford Prisoner Model segment (adapted from Doyle, Saeed, Skorinko, 2009)

## THRESHOLD EFFECT Resistance Perceived by Guards

Build Model

The diagram shows a feedback loop. Prisoner Resistance (green box) has a positive effect on the perception gap. The perception gap has a positive effect on change in perception. Change in perception has a positive effect on Resistance Perceived by Guards (white box). Resistance Perceived by Guards has a negative effect on the perception gap. Additionally, Resistance Perceived by Guards has a positive effect on perception time, which in turn has a negative effect on change in perception.

Low levels of prisoner resistance will go undetected and high levels will be quickly detected.

$$\text{Change in perception} = \frac{(\text{Prisoner\_Resistance} - \text{Resistance\_Perceived\_by\_Guards})}{(\text{perception\_time})}$$

The graph plots perception time (y-axis, 0 to 30) against the ratio of Prisoner Resistance to (Resistance Perceived by Guards + 0.001) (x-axis, 0 to 1). A horizontal line at approximately 25 represents the threshold. For values below the threshold, perception time is high. At the threshold, it drops sharply to near zero, labeled 'Guards notice resistance quickly'.

**Prisoners Offer Slight Initial Resistance at time = 0**

Graph A shows perception time starting at 30 and dropping to 0 almost immediately (within 0.5 days).

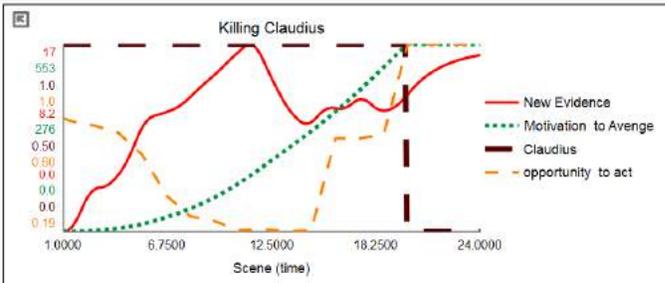
Graph B shows Prisoner Resistance, Resistance Perceived by Guards, and Repression by Guards all remaining very low (near 0) over 4 days.

**Prisoners Offer Significant Initial Resistance at time = 0**

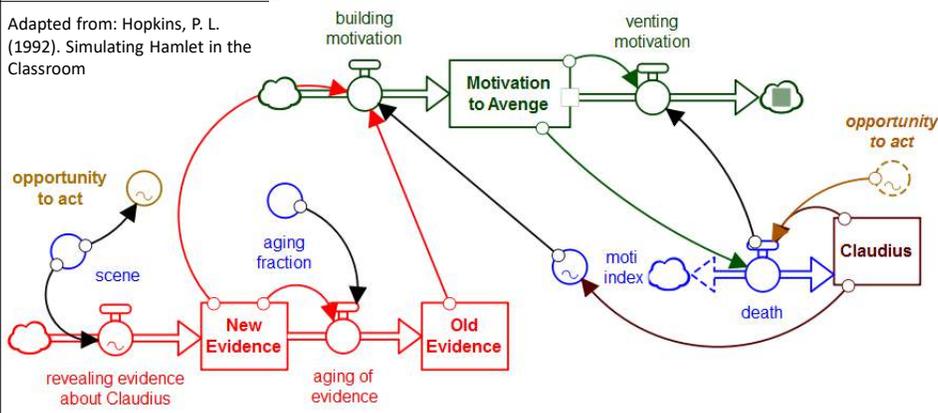
Graph C shows perception time starting at 30, dropping to 0, and then rising back to 30 between days 2 and 3.

Graph D shows Prisoner Resistance, Resistance Perceived by Guards, and Repression by Guards all increasing significantly, peaking around day 2 before stabilizing.

# Hamlet – Opportunity, Motivation, Revenge

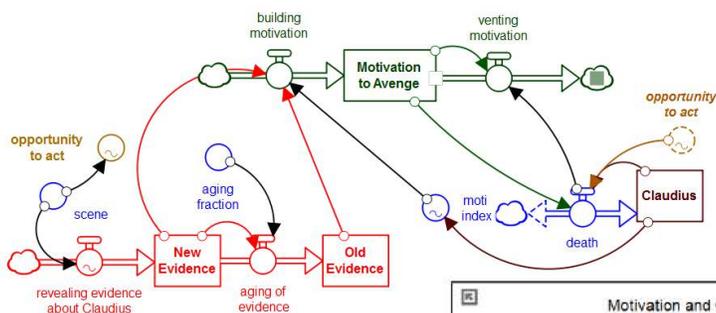


Adapted from: Hopkins, P. L. (1992). Simulating Hamlet in the Classroom



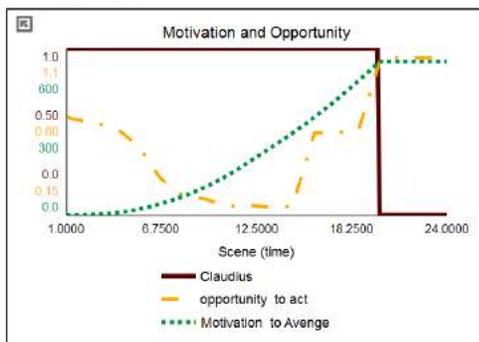
## THRESHOLD EFFECT: Killing Claudius

Build Model



```

death =
IF ((Motivation__to_Avenge >=
95) AND
(opportunity__to_act >= 0.95))
THEN (-Claudius/DT)
ELSE 0
    
```





Modeling Psychological and Sociological Dynamics



## RESOURCES

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### Supporting Material

- Annotated Bibliography of Psychological and Sociological Modeling
- Advanced Topic - Cognitive Algebra
- Example Models
- Upcoming Chapter
  - Modeling Psychological and Sociological Dynamics (Lounsbury, Gambardella)
  - System Dynamics volume **Encyclopedia of Complexity & Systems Science** (Brian Dangerfield, Volume Editor), Springer

## Contact Information

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