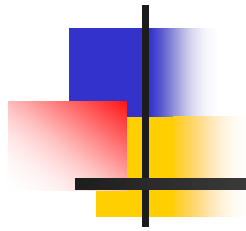


Panel discussion-ISSS2007, Tokyo

Systems Methodologies : from Hard to Soft , from West to East



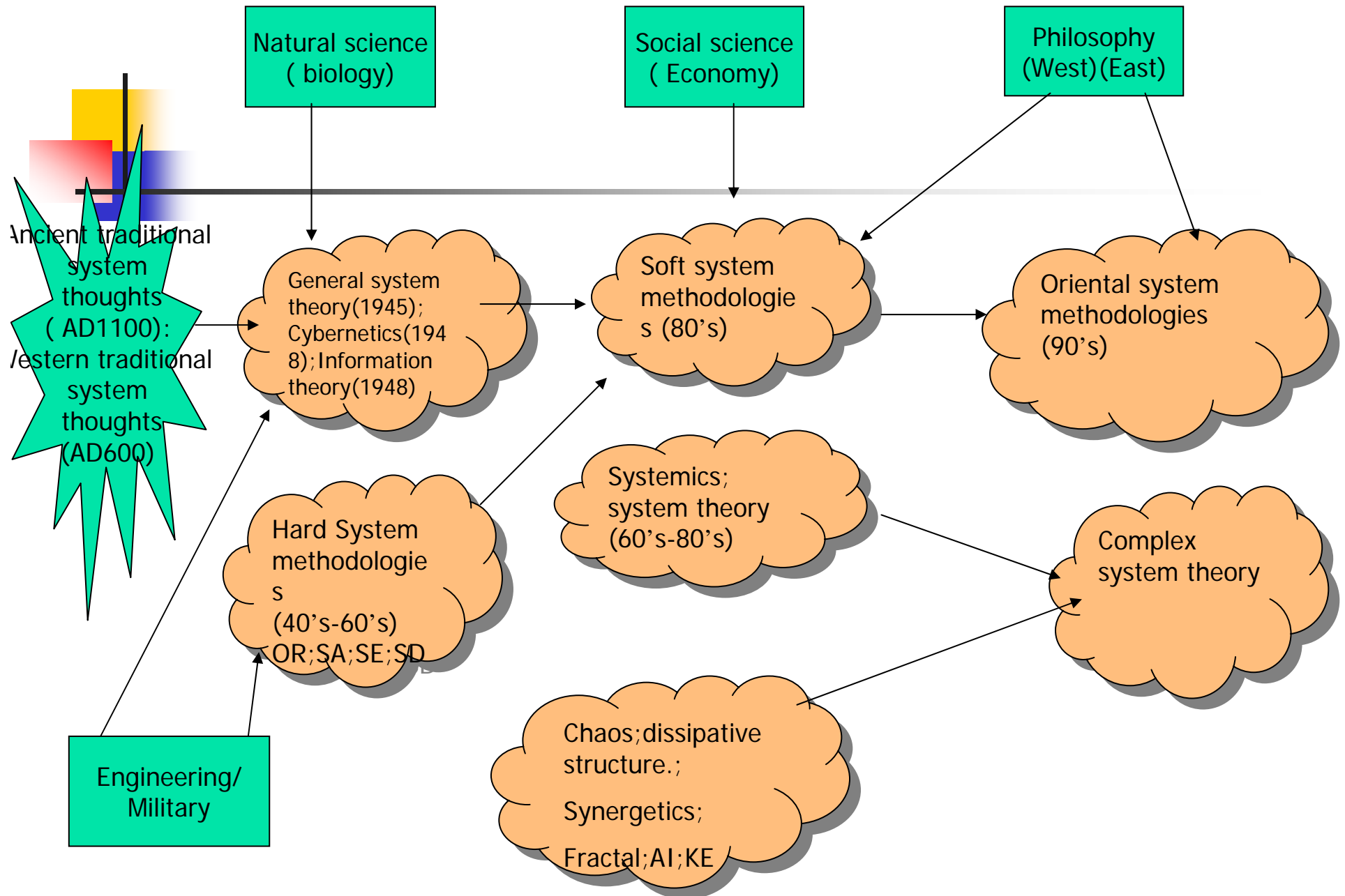
Gu Jifa

Institute of Systems Science,
Chinese Academy of Sciences



1 System Movement Diagram

- In 1980's Checkland distinguished the Hard and Soft—put emphasis on the human factor, but too soft
- In 1990's Sawaragi , Qian and Gu distinguished the West and East— put emphasis on the human factor with the social, cultural aspects, stands for combination of hard and soft, human and computer interaction with emphasizing on human.

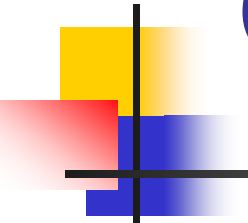


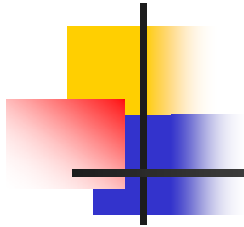
2. Introduction to some East system methodologies

2.1 Shinayakana Systems Approach

Sawaragi, Nakayama and Nakamori (1987) proposed the Shinayakana Systems Approach for solving the complex systems with ill-defined structure. This approach is an interactive, intelligent and interdisciplinary (I^3) system approach with emphasizing the honesty, humanity and Harmony (H^3). It utilizes the combination between the computer and human, but emphasizing the human, both hard and soft methods. It extracts the useful thoughts from both western and eastern. Based on this approach the IMSS (Interactive Model Support System) and IDSS (Integrated Decision Support System) had been established and had been applied in Environment problems and some other problems in Japan and in other countries.

2.2 Metasynthetic system approach (Qian et al., 1990)

- 
- It is proposed for solving the open complex giant system problems. The method emphasizes the synthesis of collected information, knowledge and wisdom of various kinds of experts, combining quantitative methods with qualitative knowledge and combining the human and computer with emphasizing on human. Later it is evolved into Hall of Workshop for Meta-Synthetic Engineering (HWMSE) as main tool, which emphasizes to make use of breaking advances in information technologies.



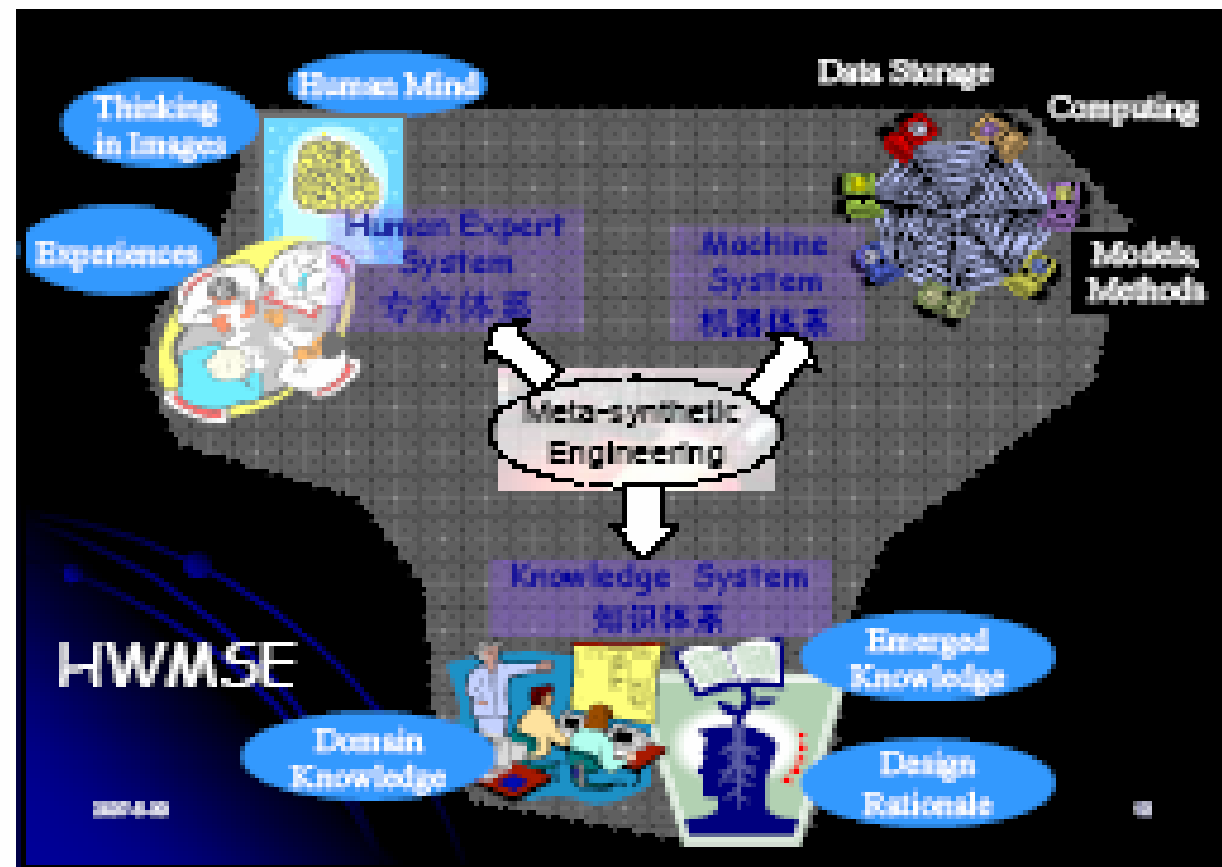
As we still concern data, information and model as other system approaches, but here more attentions are paid to the expert's opinions which are supplement and augment to the quantitative research. Then it is very crucial to deal with the expert's opinions.

Hall for workshop of Metasynthetic Engineering

(HWMSE)

HWMSE or discussion hall is an important tool for implementing the Metasynthesis System approach. It consists of three systems:

**Knowledge system
Machine system;
Experts system
(Picture from Tan
Zhang, Liu 2007)**



2.3 Wuli-Shili-Renli Systems approach

(Gu & Zhu 1994)

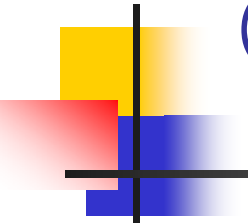
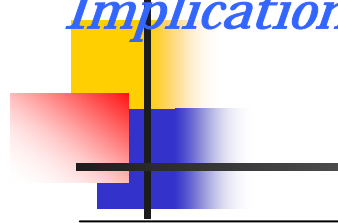
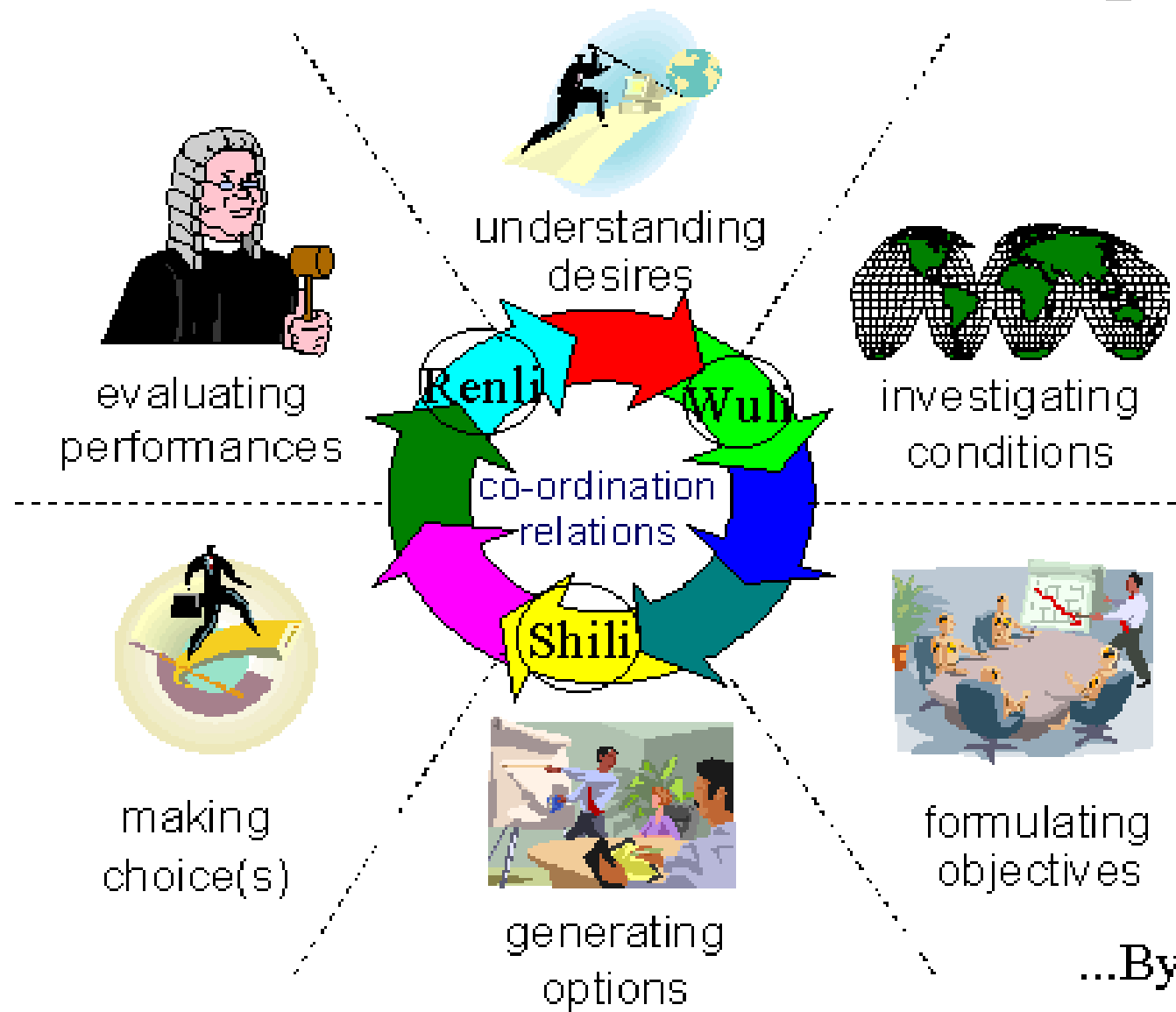
- 
- Wuli is to know the fact, objective world. Shili will use the subjective world, emphasizing use of both mathematical models and conceptual models. Renli means the inter-subjective world, deals with human relations in the organization and society, which are influenced by philosophy, culture and tradition in local society. This approach wishes to integrate the Wuli, Shili and Renli totally and iteratively with qualitative and quantitative methods.

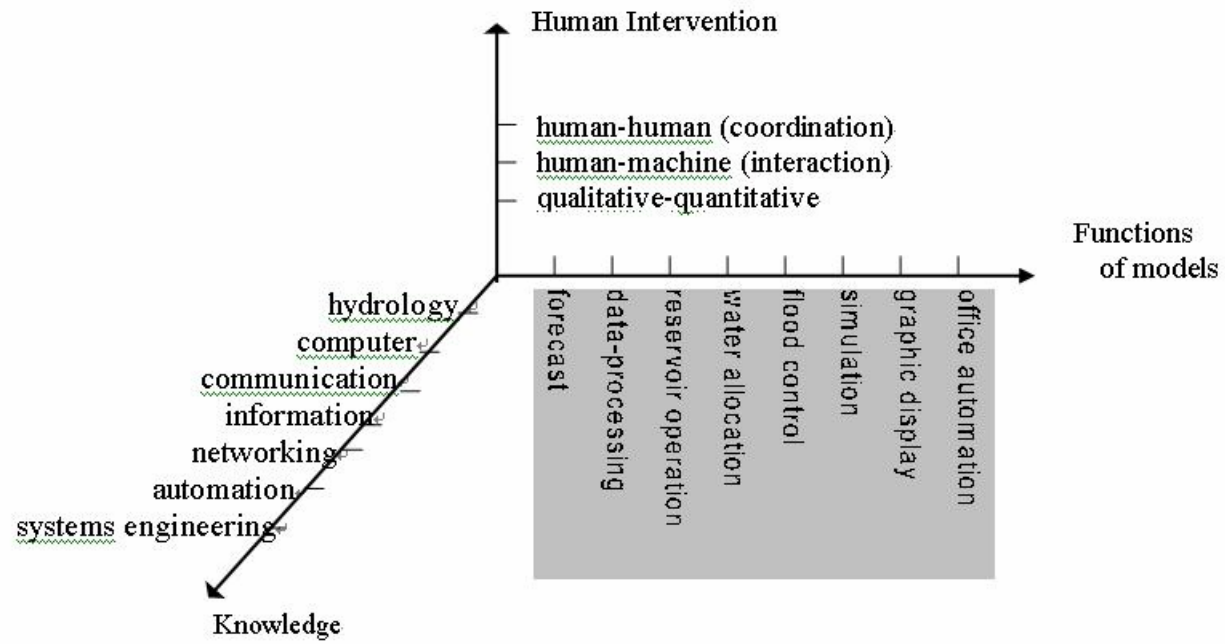
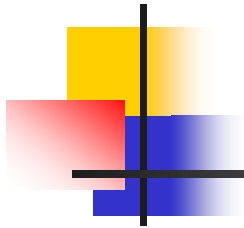
Table 1. Contents of WSR

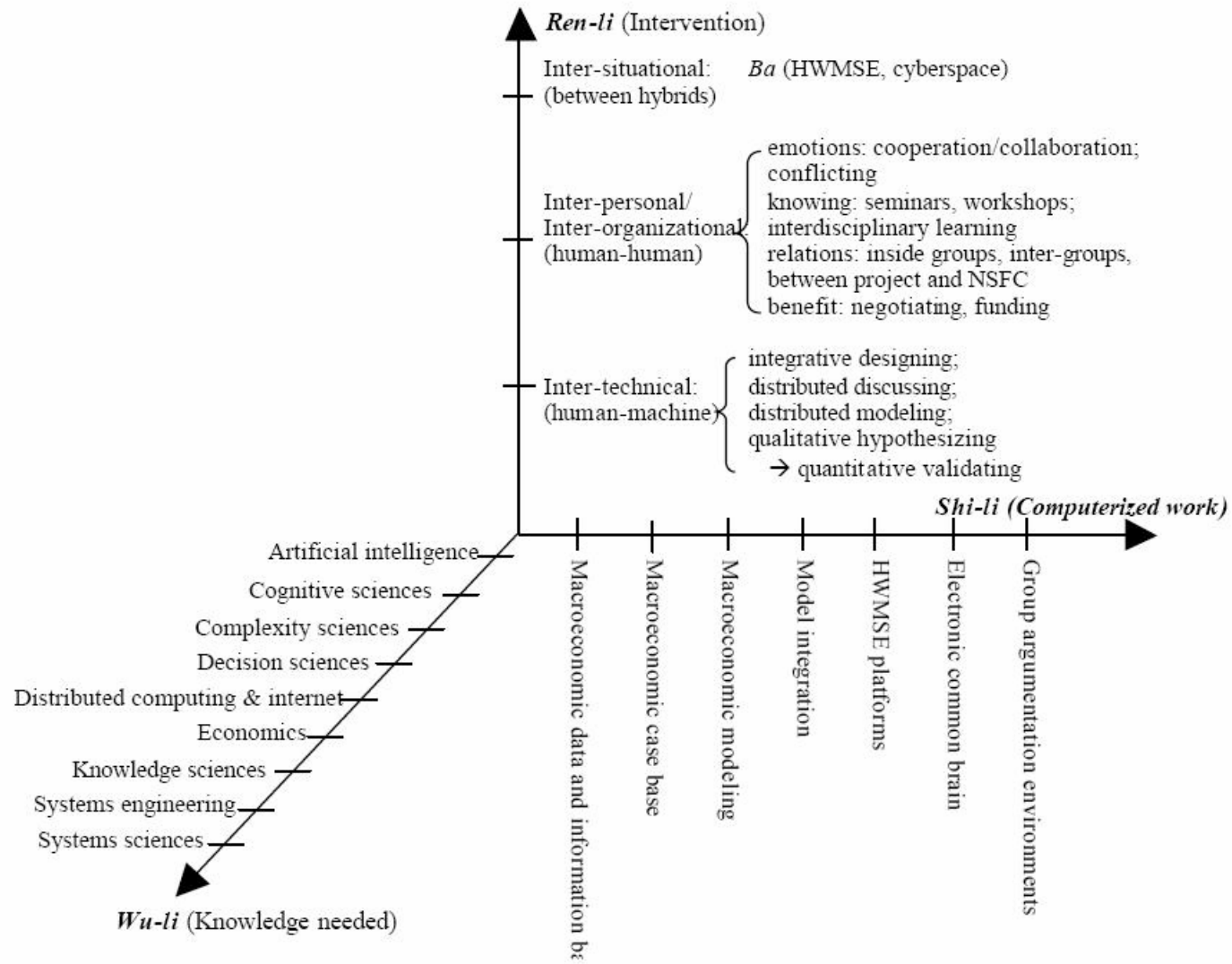
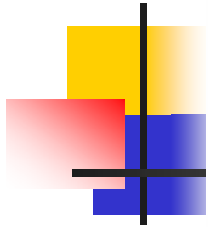


	<i>Wuli</i>	<i>Shili</i>	<i>Renli</i>
<i>Implication</i>	Theory of Physical world, <i>laws, rules and regulations</i>	Theory of managing, <i>Ways of doing</i>	Theory of humanity, <i>Disciplines, norm</i>
<i>Objects</i>	Objective matter world	Organizations, <i>systems</i>	Human, groups, <i>human relations, wisdom</i>
<i>Focus</i>	What is...? <i>Functional analysis</i>	How to...? <i>Logical analysis</i>	Shall we...? <i>Cultural analysis</i>
<i>Principles</i>	Honesty, truth <i>As correct as possible</i>	Harmony, <i>efficiency, As fluent as possible</i>	Humanity, <i>effectiveness, As flexible as possible</i>
<i>Knowledge needed</i>	Natural sciences	Management Science, Systems Science	Knowledge on humanity. Behavior science

Process(2) WSR for Decision Making







Linstone,1999, Decision Making for Technology Executives-Using Multiple Perspectives to improve Performance, Artech House

Allison 1971, Harvard	Rational act	Bureaucratic politics	Organizational process
Steinbruner, 1974, MIT	Analytic paradigm	Cognitive paradigm	Cybernetic paradigm
Andersen, 1977, MIT	Rational perspective	Cognitive perspective	Organizational perspective
Linstone, 1981, PSU	Technical perspective	Personal perspective	Organizational perspective
De Raadt, 1989, Sweden	Physical modality	Lingual modality	Social modality
Warfield, 1991,	Situational complexity	Cognitive complexity	Pluralistic complexity
Gu, Zhu, 1995	Wuli	Shili	Renli

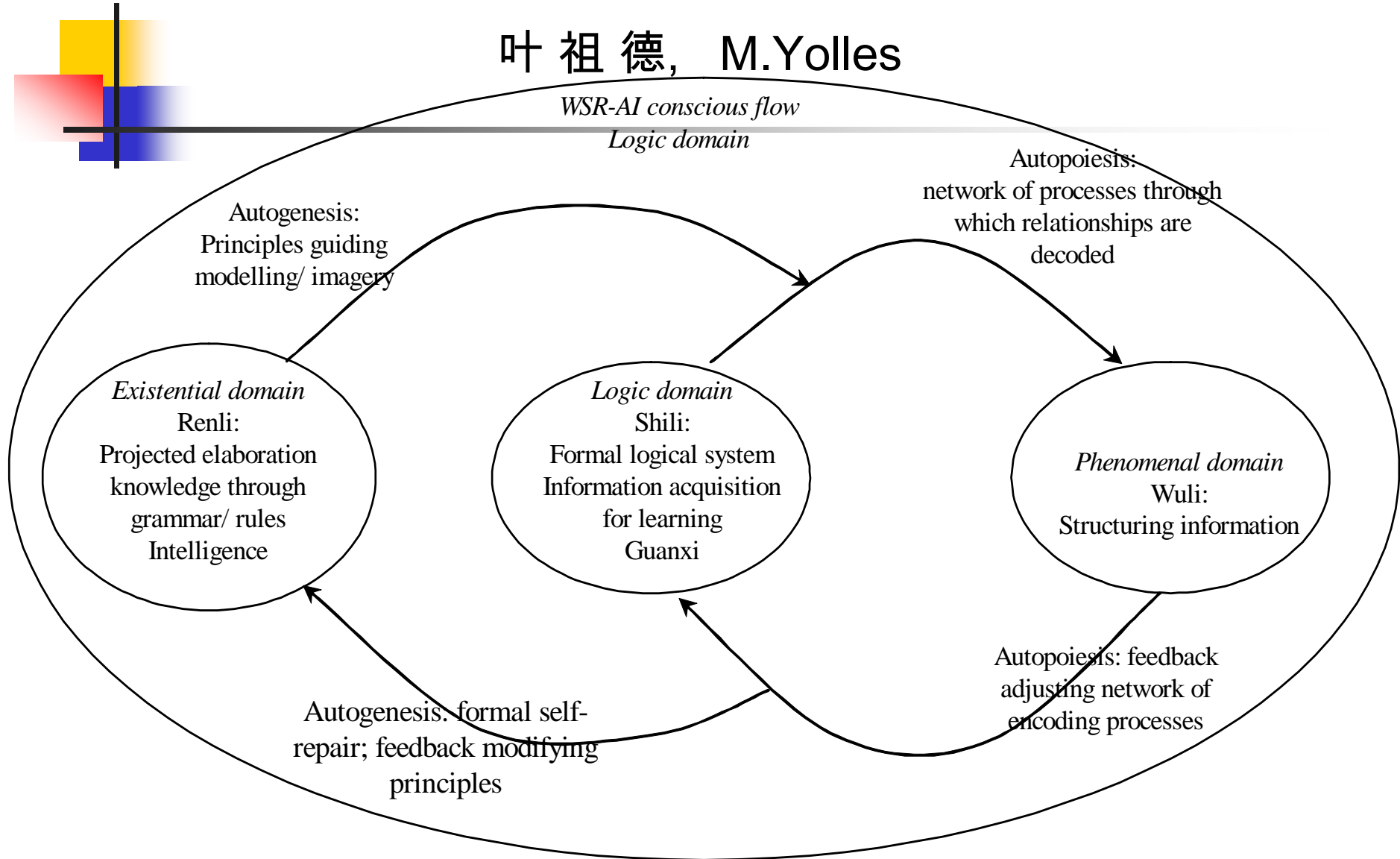


TOP-Linstone, 1981, PSU

- T - the technical perspective;
- O - the organizational or societal perspective;
- P - the personal or individual perspective
- T(W);
- T-O, T-P(S);
- O-P(R)

从东方系统思维到新信息论

叶祖德, M.Yolles

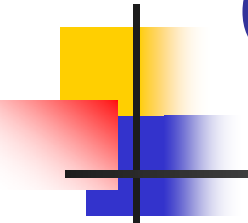




2.4 SPIPRO principle approach (Wang, 1992)

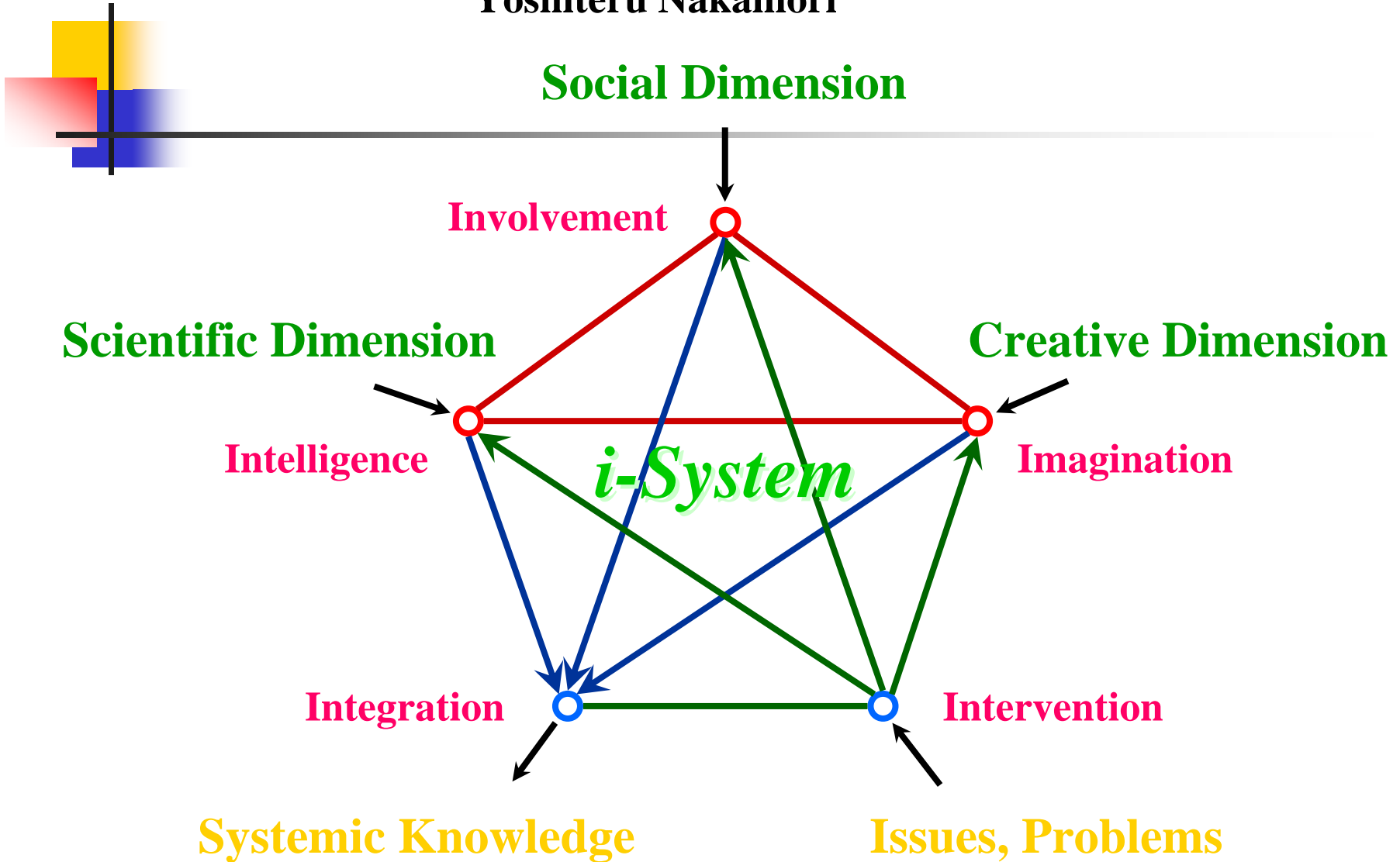
- SPIPRO Principle stands as Spiral Propulsion Principle. This approach is proposed for solving the self-increasing-difficulty systems. It solves a problem step by step, using various methods in cyclical combinations and following the tracks of the change and evolution of the corresponding system. Using this approach is akin to introducing a spiral advancing drilling tool when attempting to manually dig a hole in hard ground

2.5 *i*-system (Nakamori, 2000)

- 
- On the base of Shinayakana system approach it expands the I³ to i⁵ (intelligence, imagination, involvement, integration and intervention.). ***i*-system** can be called as a knowledge-creating system based on the system theory and knowledge creation. ***i*-system** integrates statistical data and individual's fragmentary knowledge, and then creates new knowledge; therefore the system enables a process to convert tacit knowledge into explicit knowledge. It has five subsystems, they may circulates at first within five subsystems as a cycle, then may iterates from one cycle to the another cycle

A System of Creating Systemic Knowledge

Yoshiteru Nakamori



Intervention Take action in a situation that we were not originally involved in.

Consider what kinds of knowledge are necessary to solve the faced problem, and request three subsystems to collect them. (knowledge=problem)

Intelligence Enhance our ability to understand and learn things.

Collect necessary data and information, analyze them with a scientific attitude, and make a model for simulation or optimization. (knowledge=model)

Imagination Build our own idea on new or exciting things.

Simulate complex phenomena based on partial knowledge, using information technology. (knowledge=scenario)

Involvement Raise our and other peoples' concern and enthusiasm.

Hear opinions of people by organizing a meeting or questionnaire survey. (knowledge=opinion)

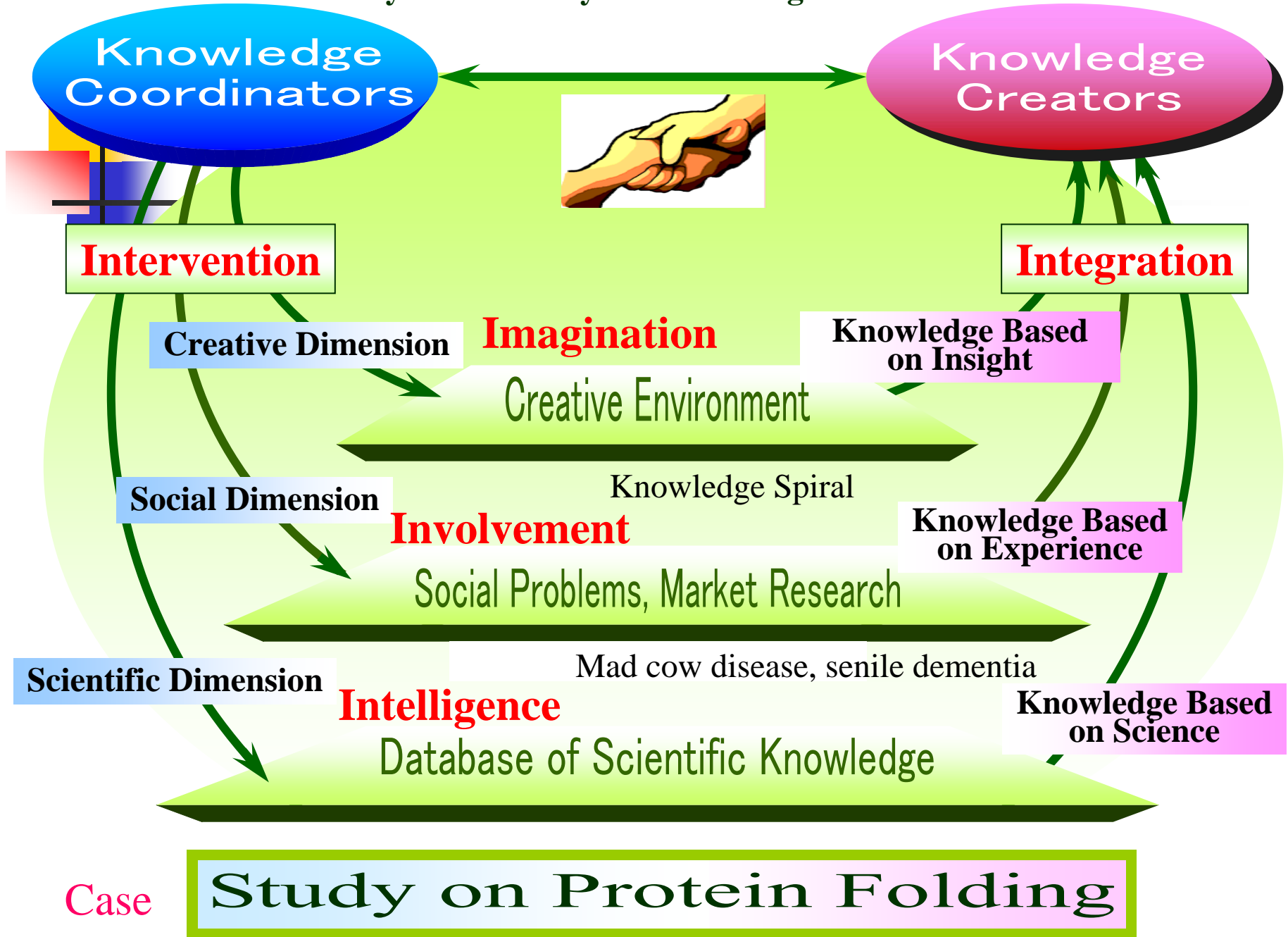
Integration Combine different knowledge so that they are closely linked.


Evaluate reliability and justifiability of outputs from three subsystems, and integrate them. (knowledge=solution)

Knowledge Science

Systems Theory for Knowledge Creation

Material Science





3. The comparison between some East and West system methodologies in the aspects of model, human, human-machine, knowledge and emotion

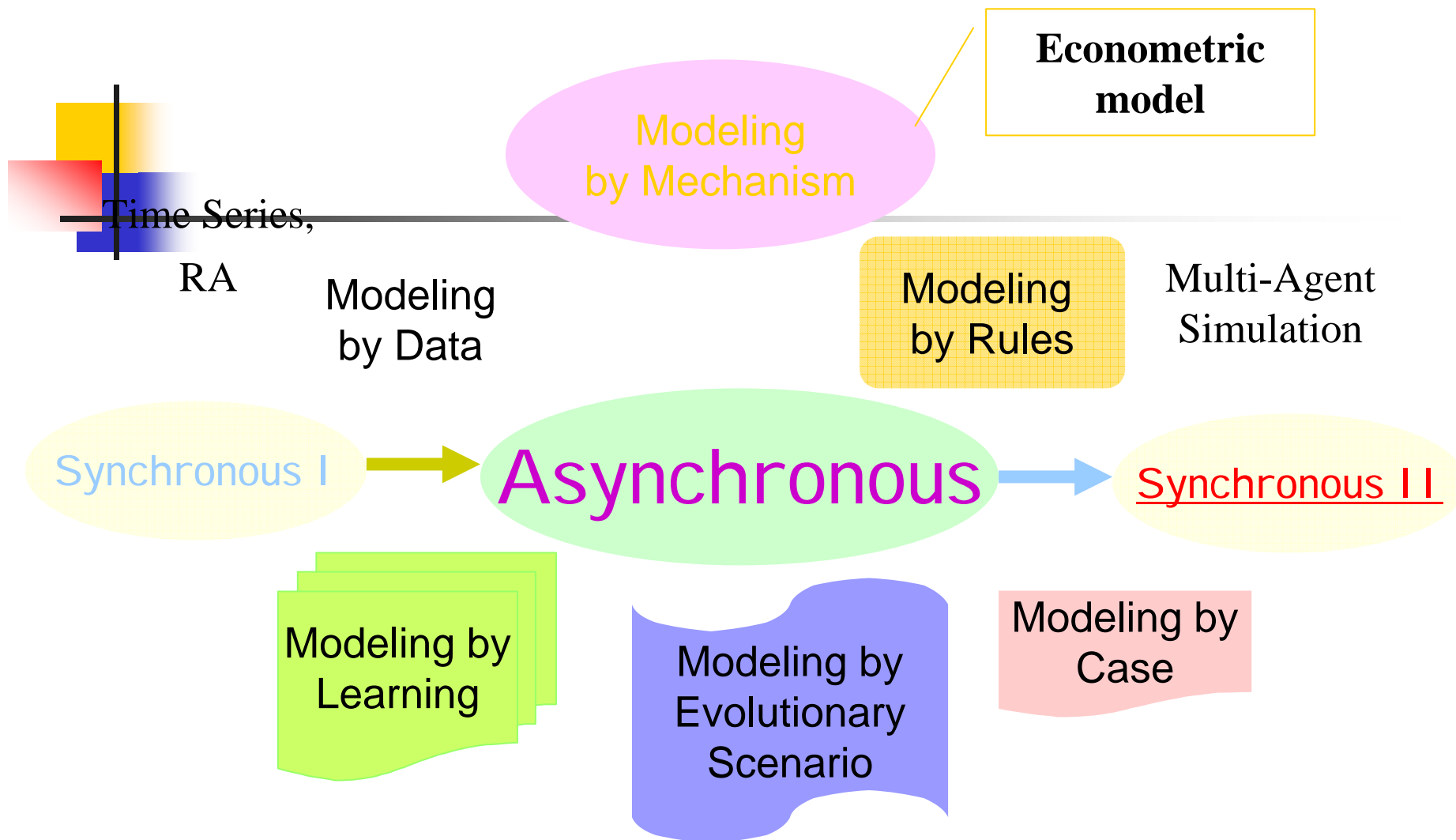
	West	East
Model	*****	***
Human	***	*****
Human-machine	*** *****	***** ***
Knowledge	explicit	tacit
Emotion	***	*****

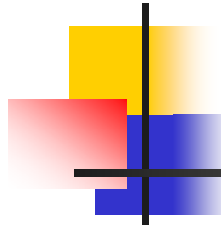


4 . Some comments



- 4.1 Every methodology has its own advantage and disadvantage while in real use
- 4.2 For a messy problem the complementary principle is suitable
- 4.3 Stands for combination of qualitative and quantitative, but finally better from qualitative to quantitative
- 4.4. Stands for combination of human and computer, but emphasizing the human





WU



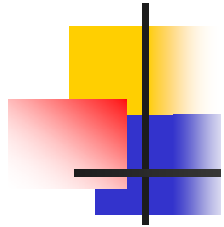
Objective conditions: resources, restraints, etc.



WULI

物理

Relations with 'the world' ;
Patterns of connection/transformation



SHI



Subjective modeling: involvement, engagement, etc.

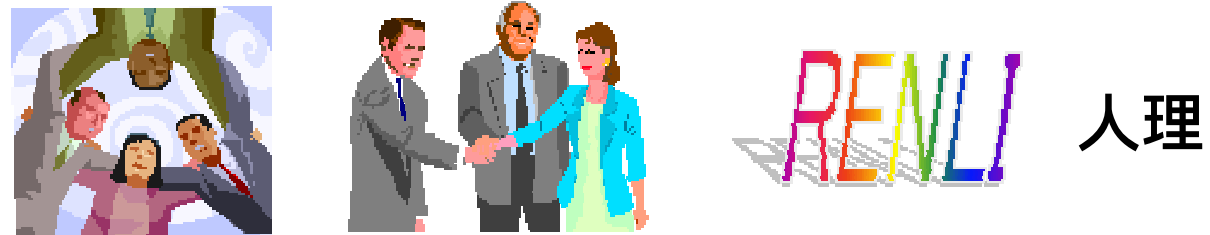


SHILI 事理

Relations with ‘the self’ ;
Ways of seeing/thinking/doing



Inter-subjective: values, interests, behaviors, etc.



Relations with 'others' ;
Principles of interaction/encounter