

Viable System Model

Migration && Demographic Change

Mark Lambertz

Focus on efficient organization of ,now'

Focus on efficient organization of ,now'

≠

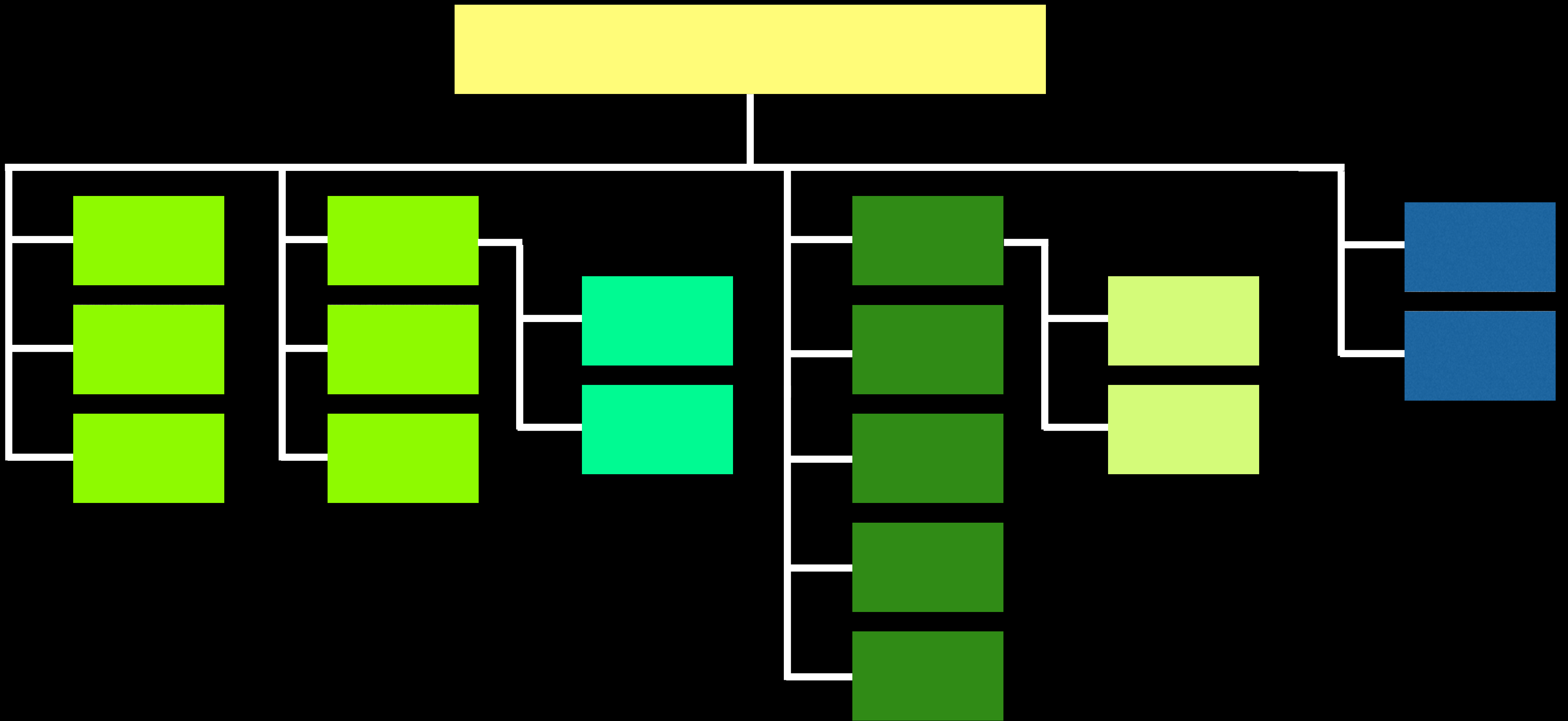
Deep Learning

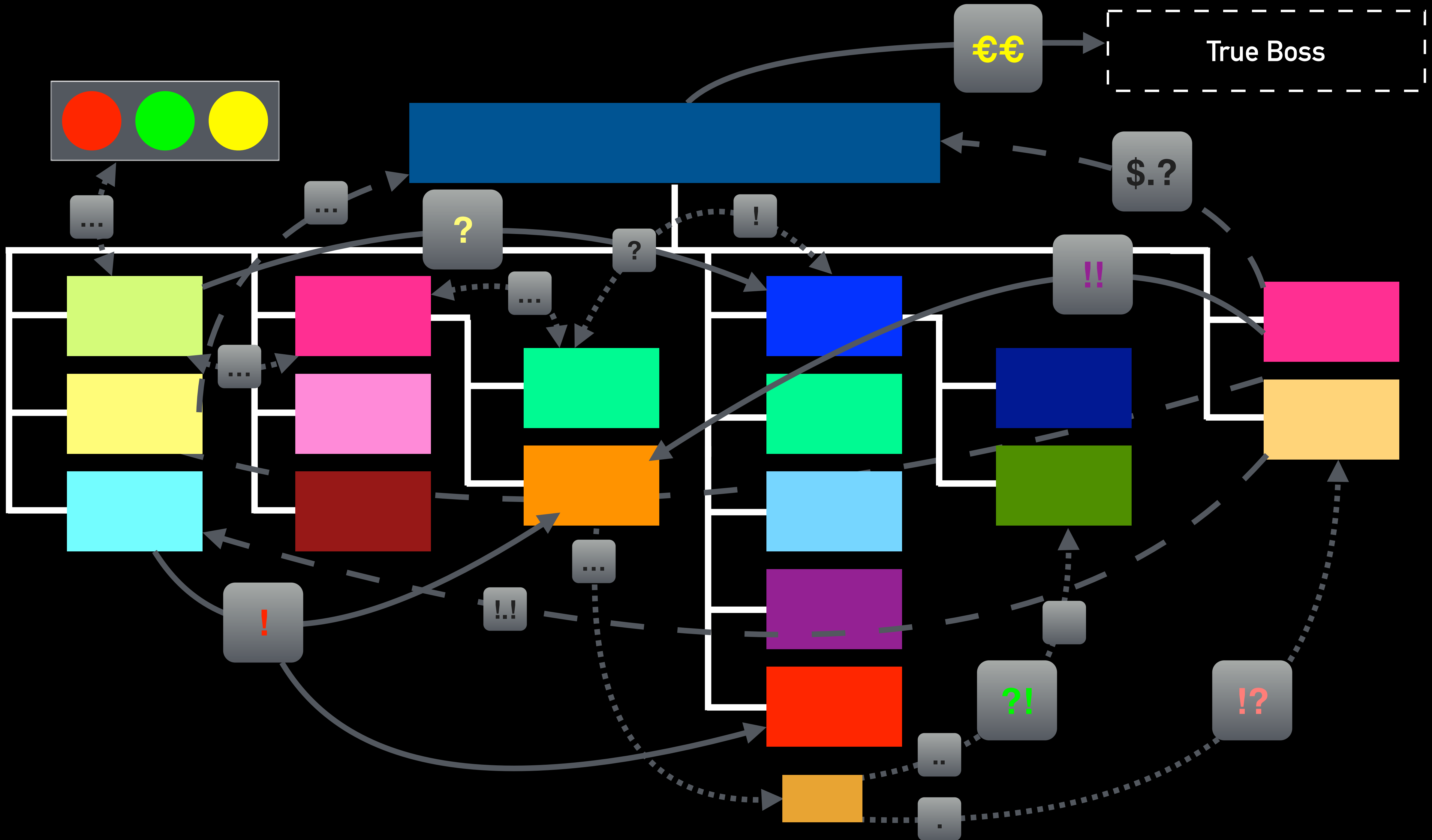
Focus on efficient organization of ,now'

≠

Deep Learning
CRISPR Cas

Complexity



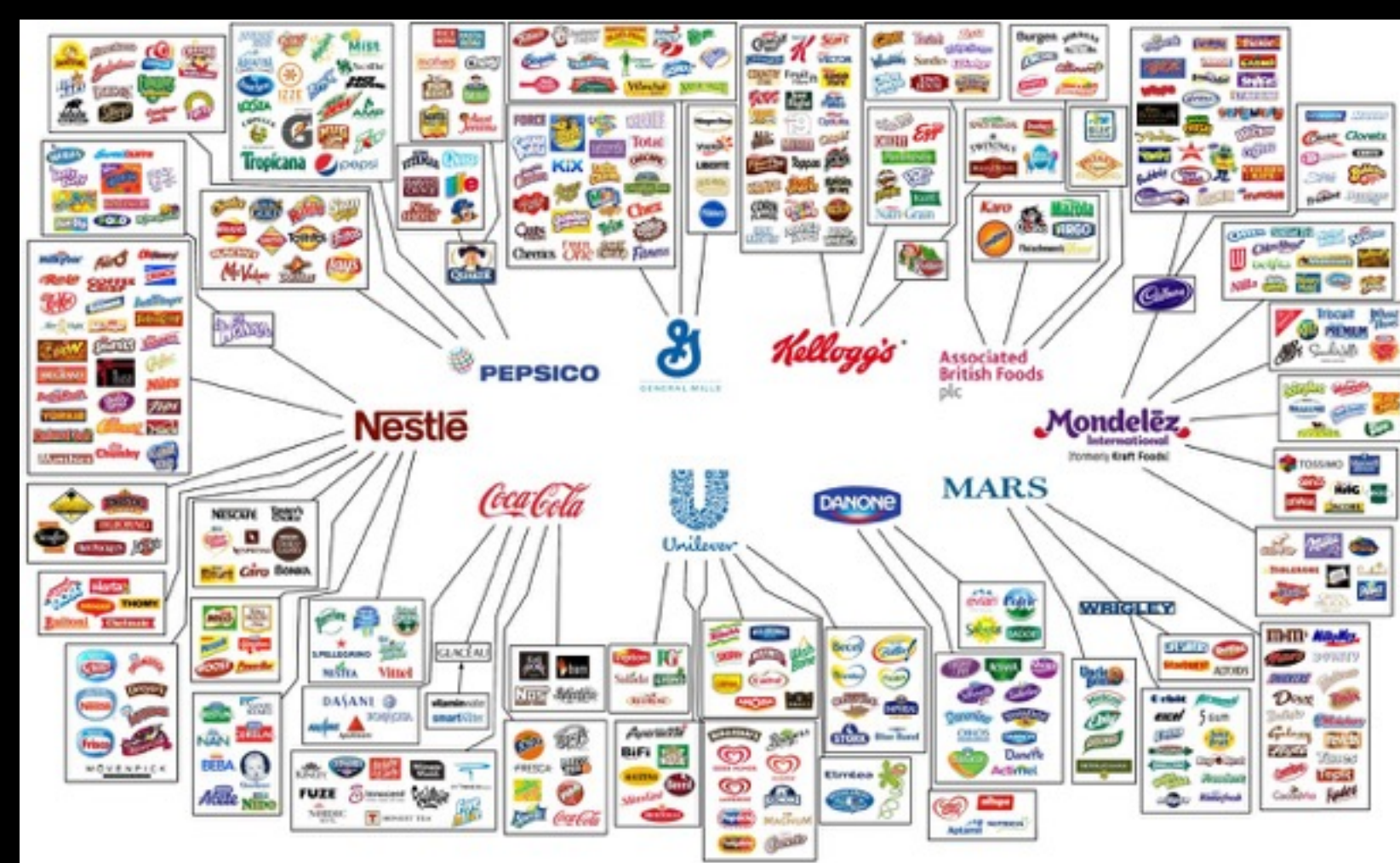
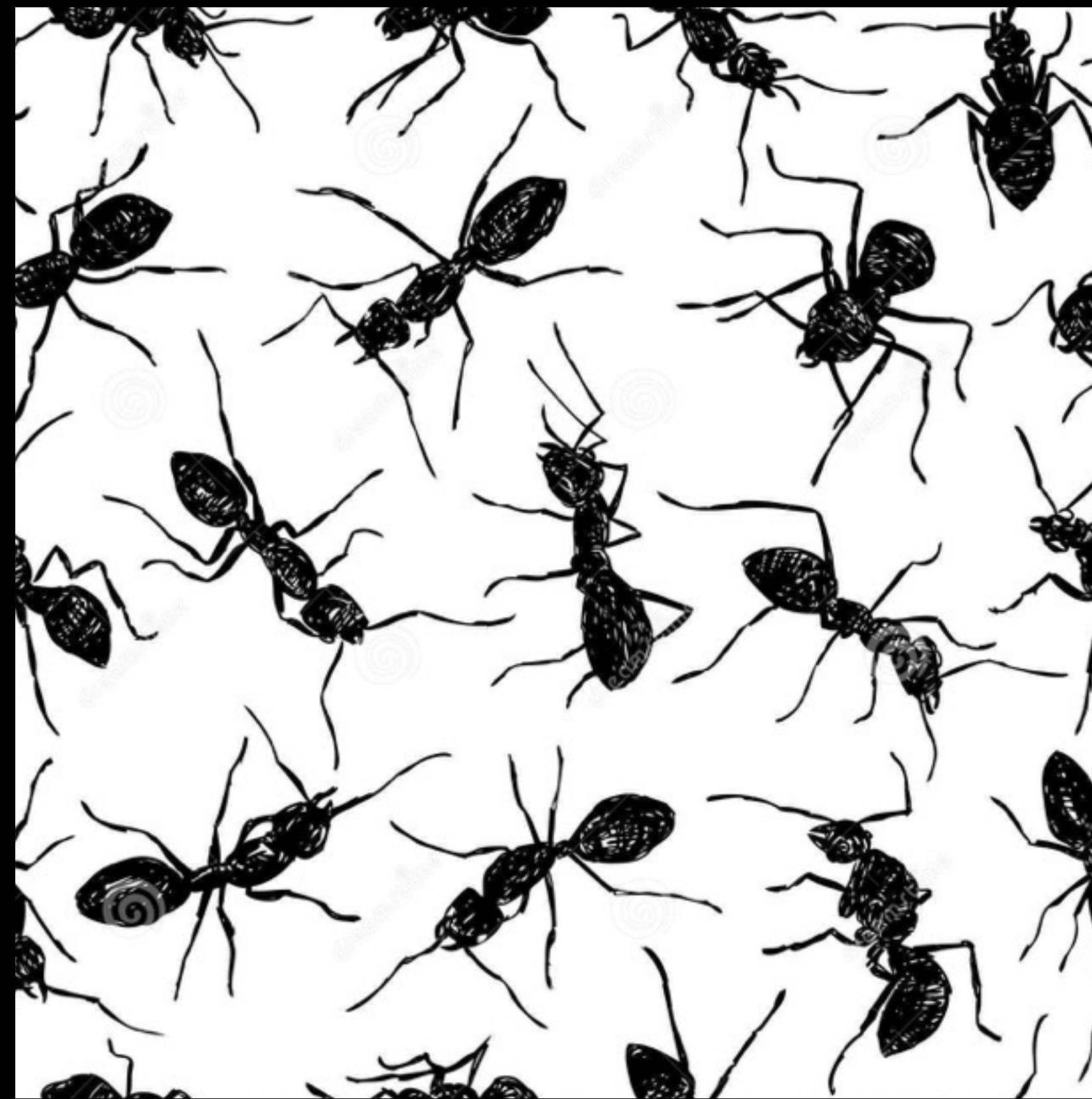
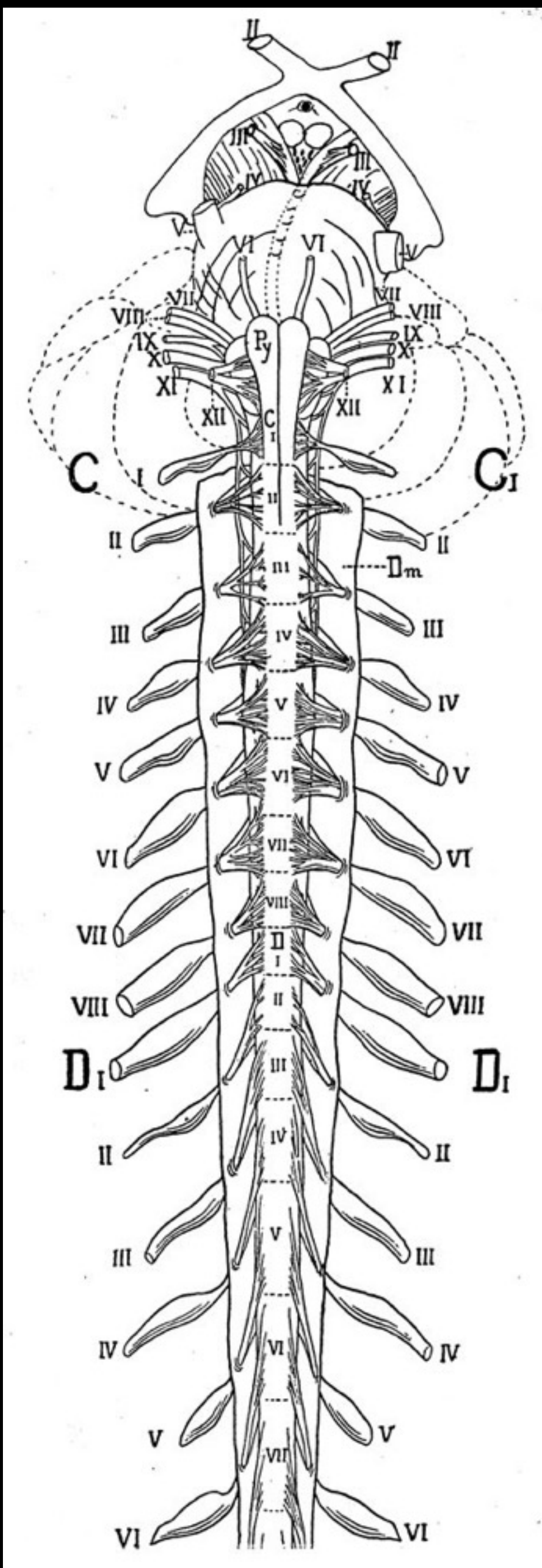


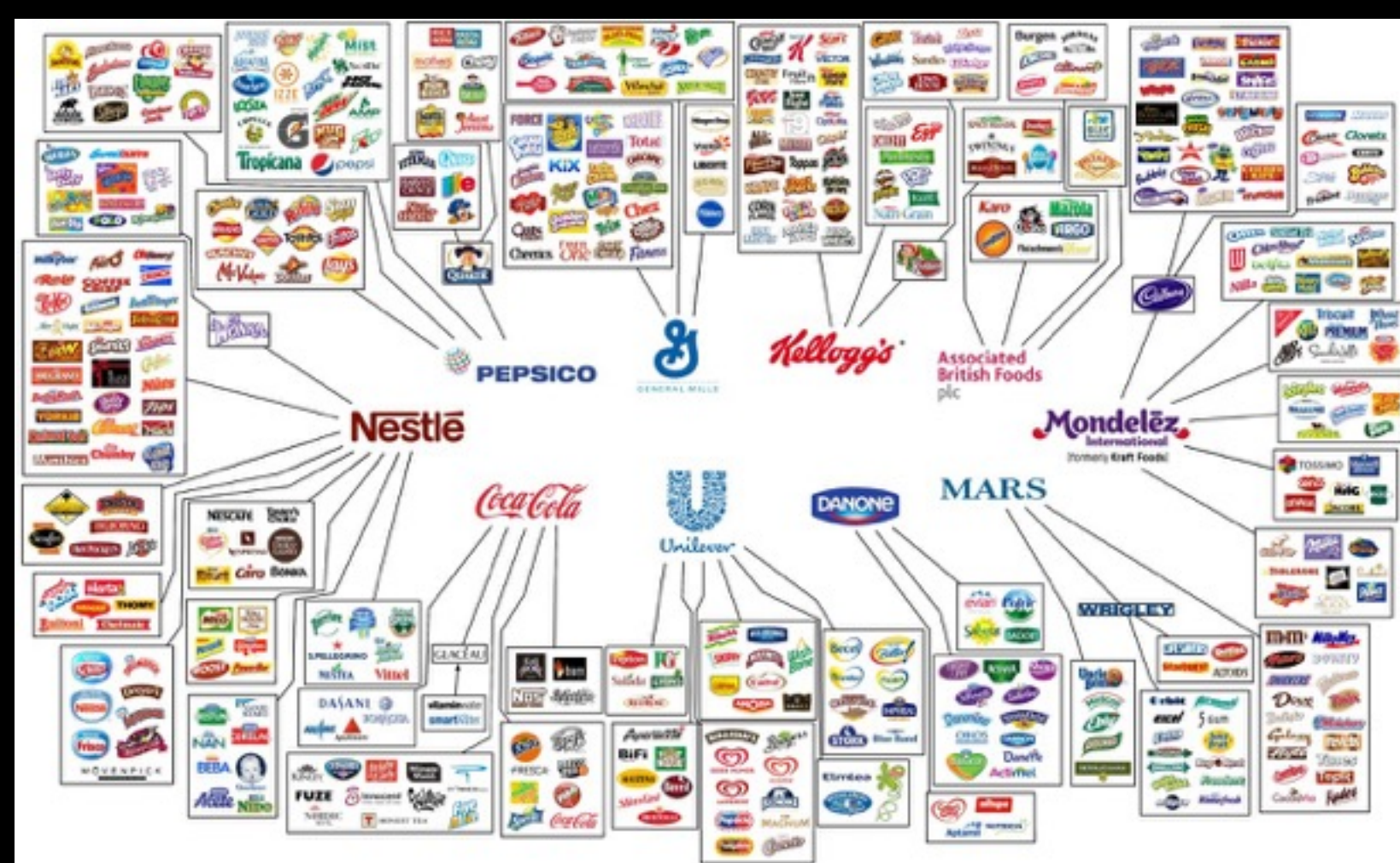
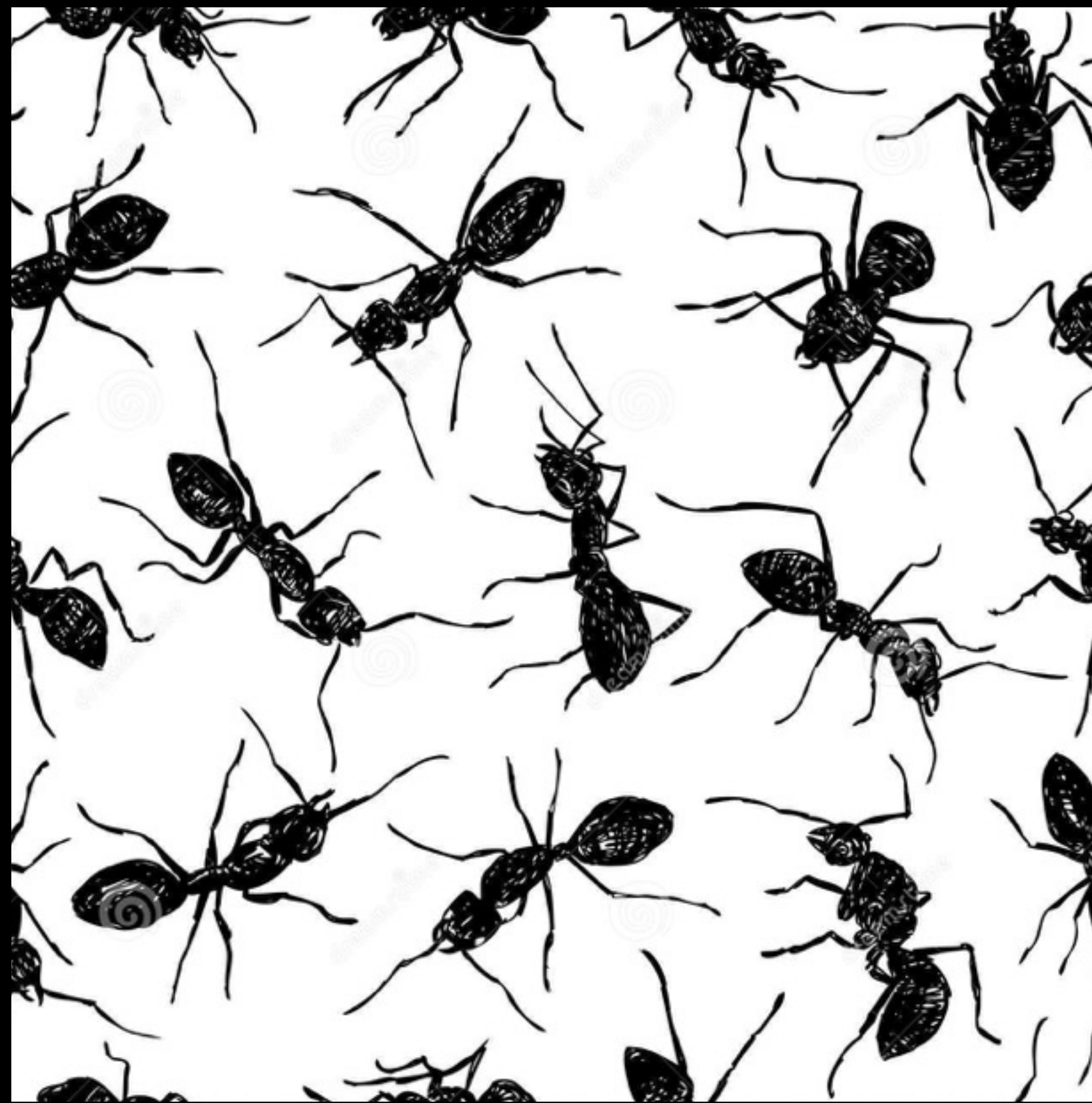
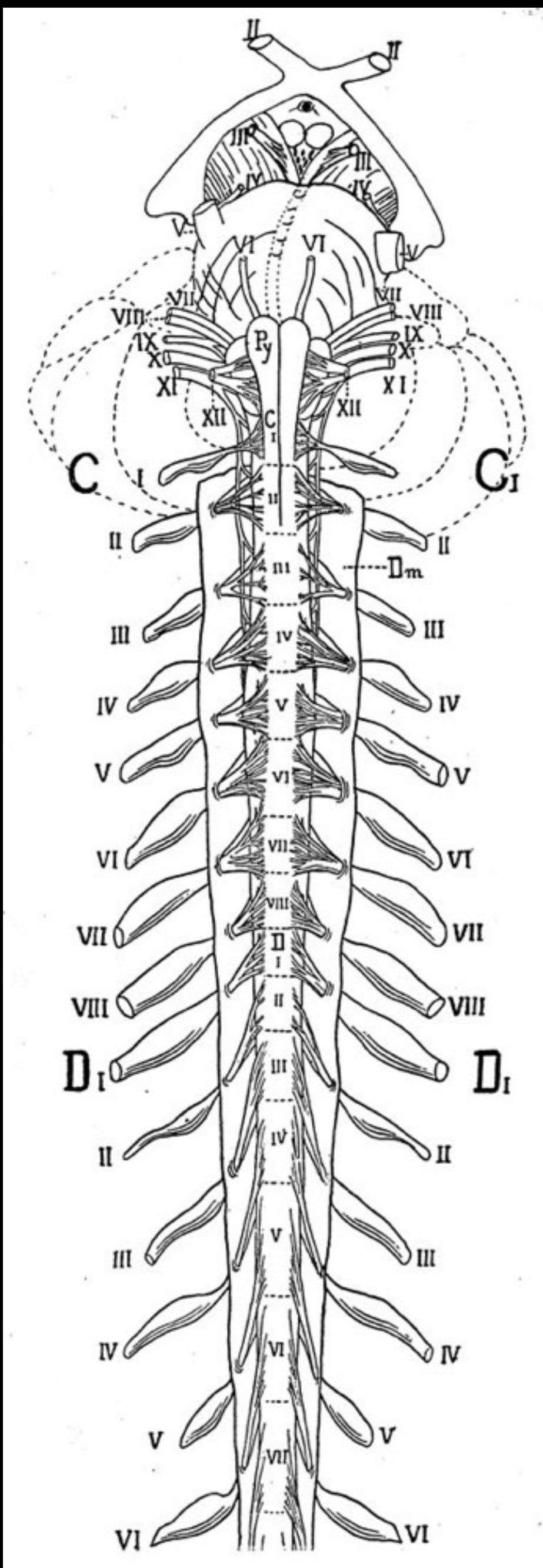


Stafford Beer

**VIABLE
SYSTEM
MODEL**

Management and Cybernetics, 1959





isomorph
information
meta
architecture

POSIWID

POSIWID

Purpose Of a System
Is What It Does

Basics

Variety

Possible states of a system

A close-up photograph of a Go board with black and white stones. The stones are arranged in a pattern that suggests a game in progress. The board is made of light-colored wood with dark lines forming the grid. The stones are smooth and polished, with the white stones appearing slightly more reflective than the black ones. The background is softly blurred, focusing attention on the stones in the foreground.

Variety

Possible states of a system

The background of the slide is a close-up photograph of a Go board. The board is made of light-colored wood with a grid of lines. Numerous black and white Go stones are scattered across the board, some in focus and others blurred in the background, creating a sense of depth and complexity.

Variety

2.08×10^{170}

Possible states of a system

Control?

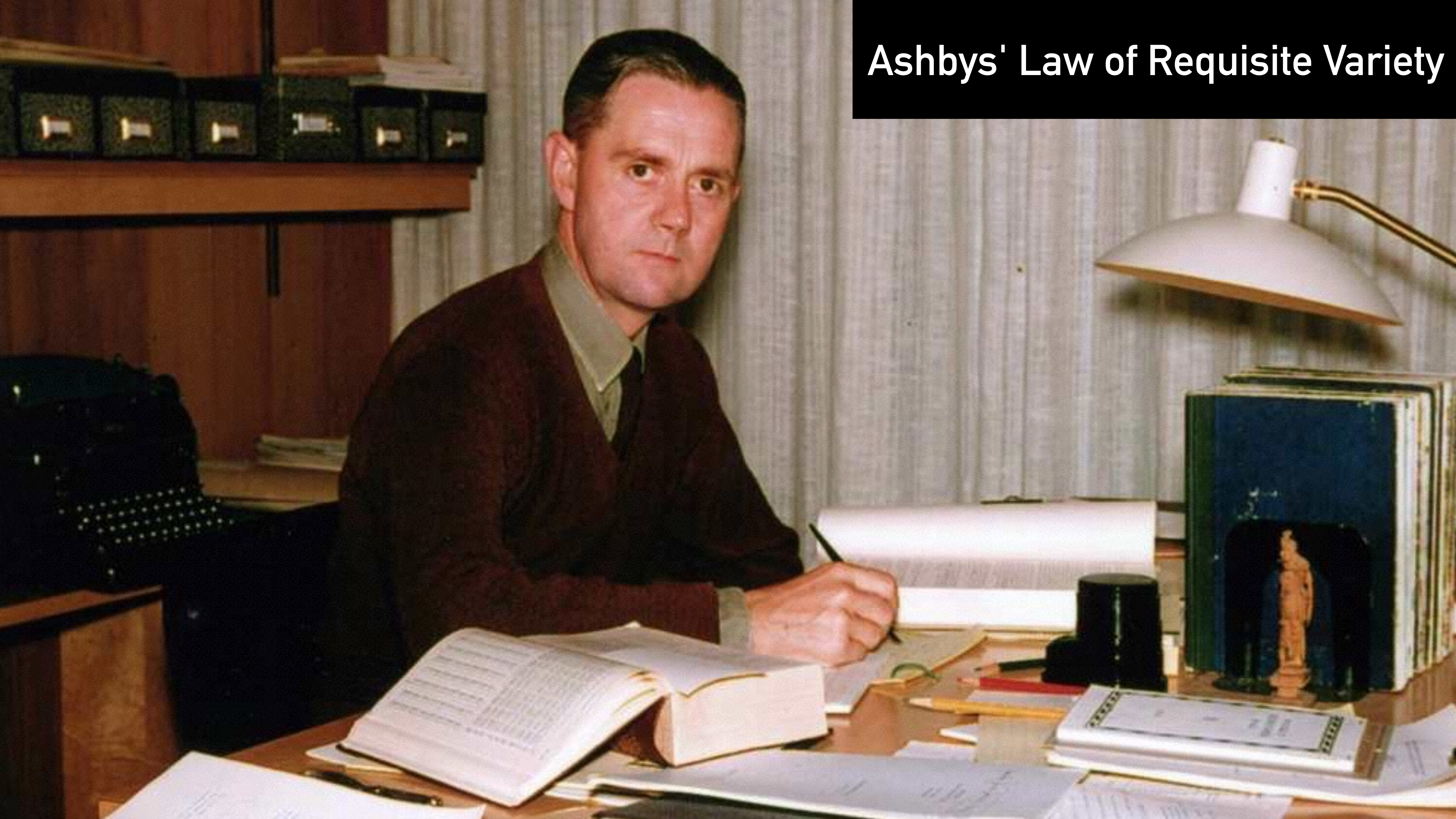


Alpha Go: 4



Lee Sedol: 1

Ashbys' Law of Requisite Variety



$$V_{\text{Controller}} \geq V_{\text{Situation}}$$

$$V_{\text{Controller}} \geq V_{\text{Situation}}$$

Variety absorbs variety

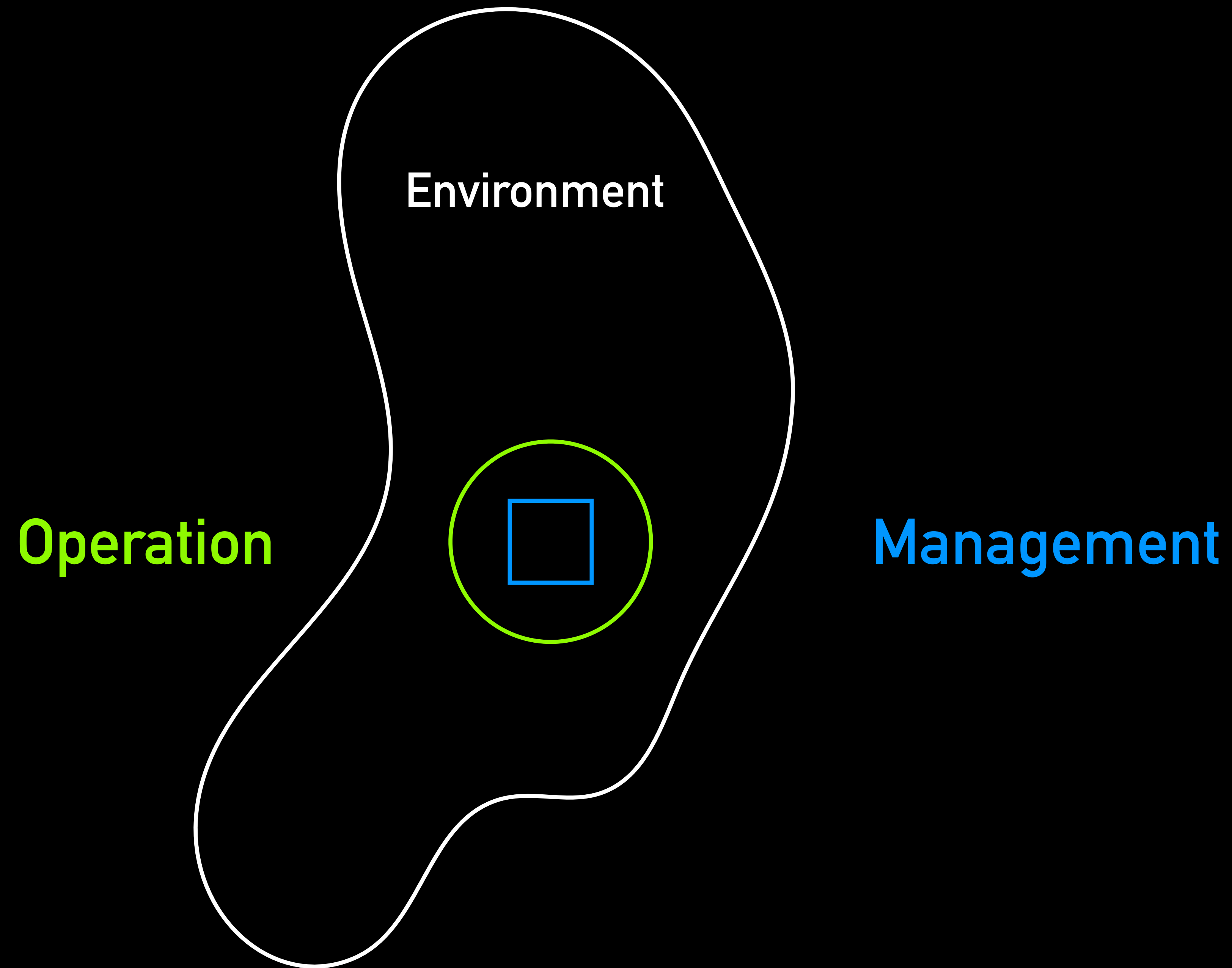


Environment



Environment

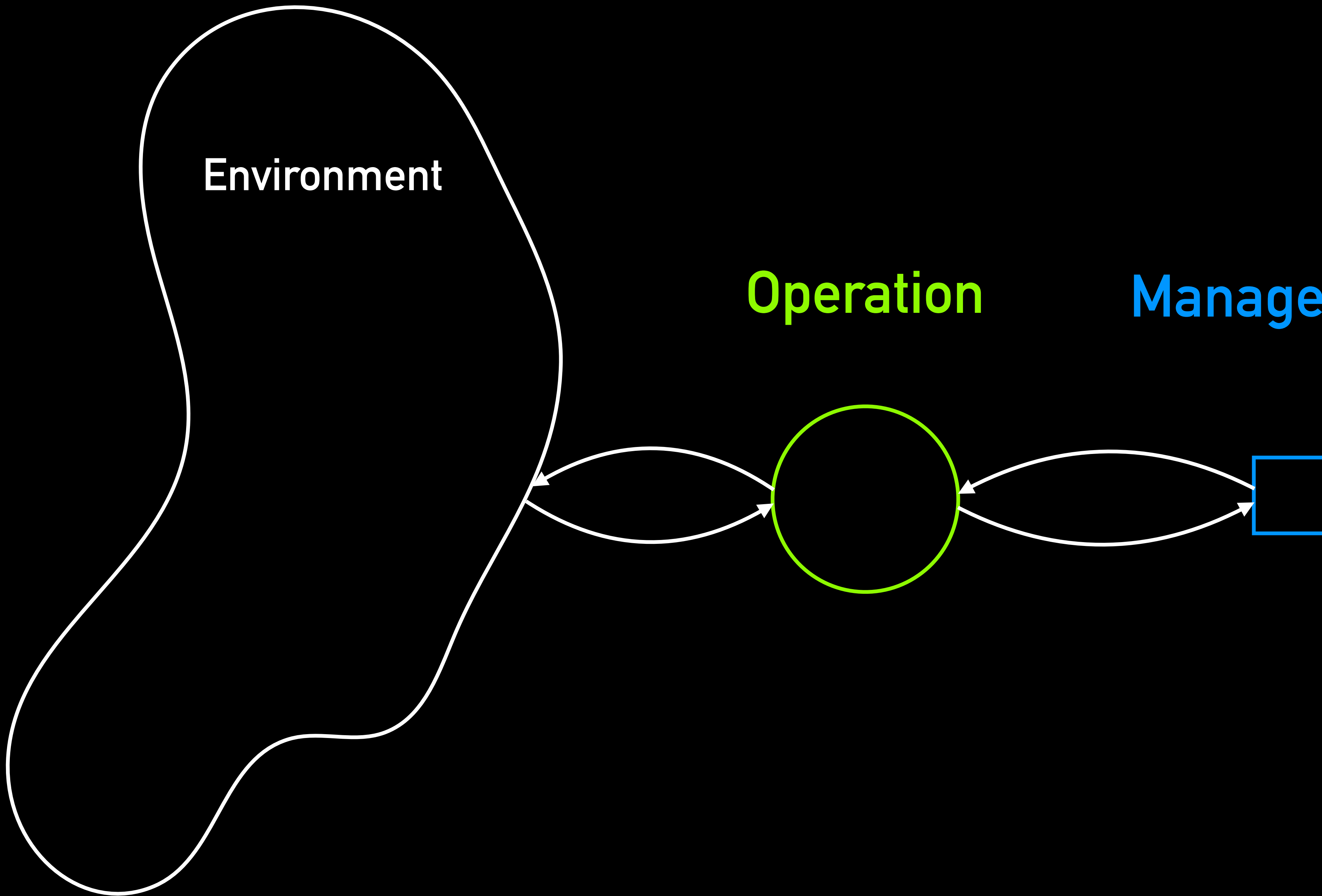
Operation



Environment

Operation

Management



Environment

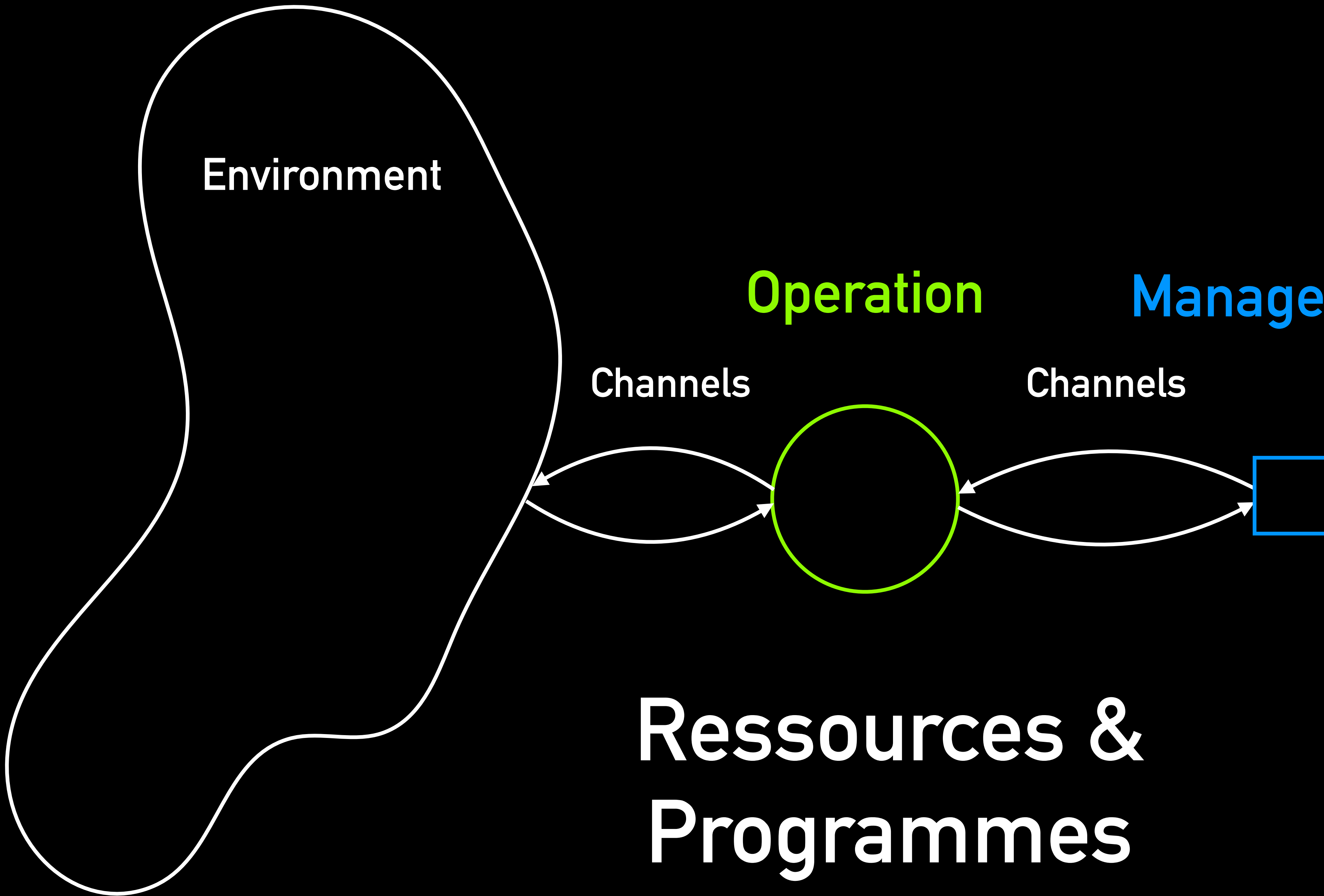
Operation

Management

Channels

Channels

Ressources &
Programmes



Environment

Operation

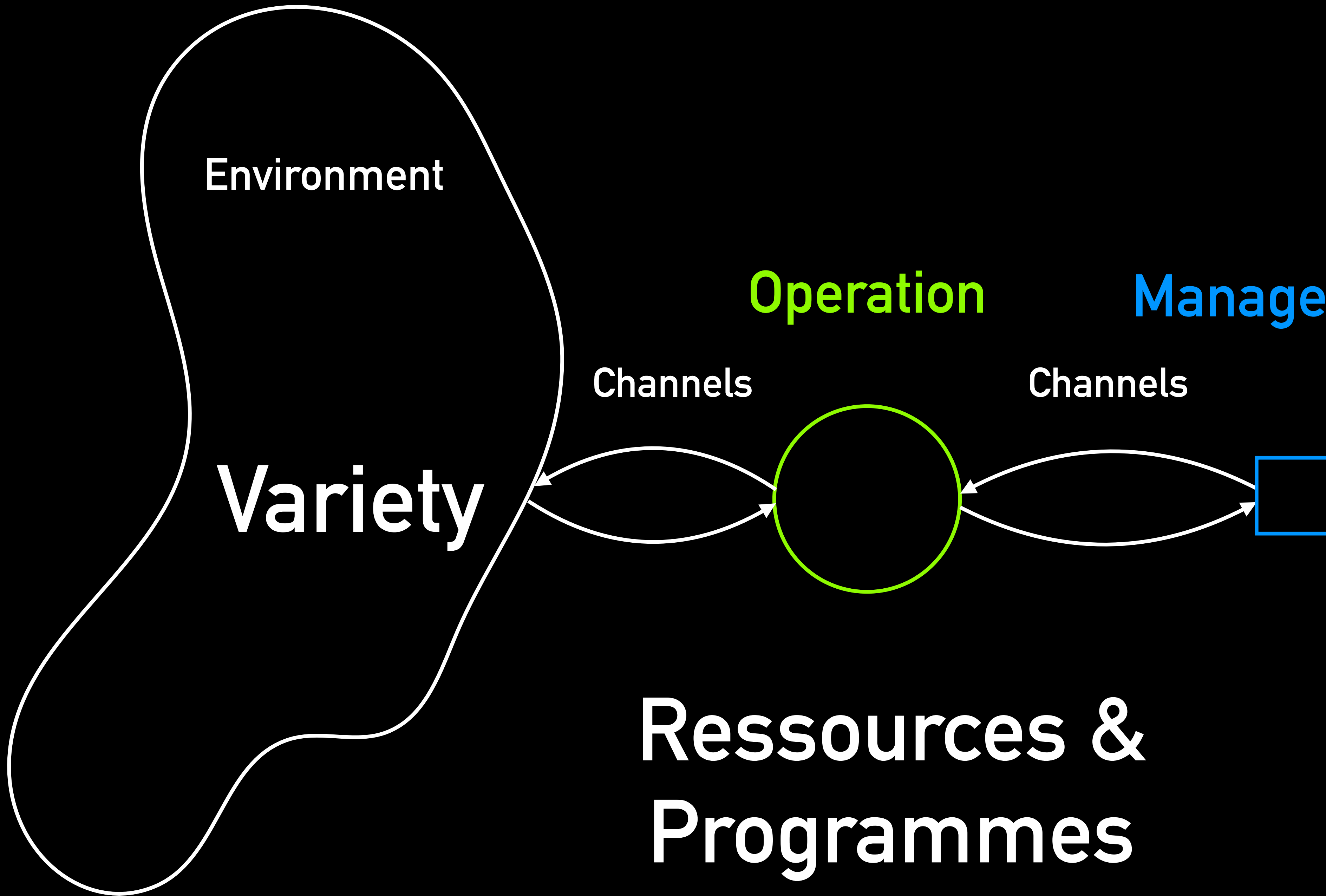
Management

Channels

Channels

Variety

Ressources &
Programmes



Environment

Operation

Management

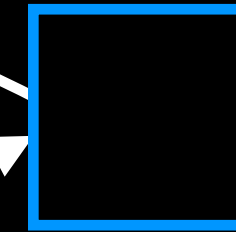
Channels

Channels

Variety

Variety

Ressources &
Programmes



Environment

Operation

Management

Channels

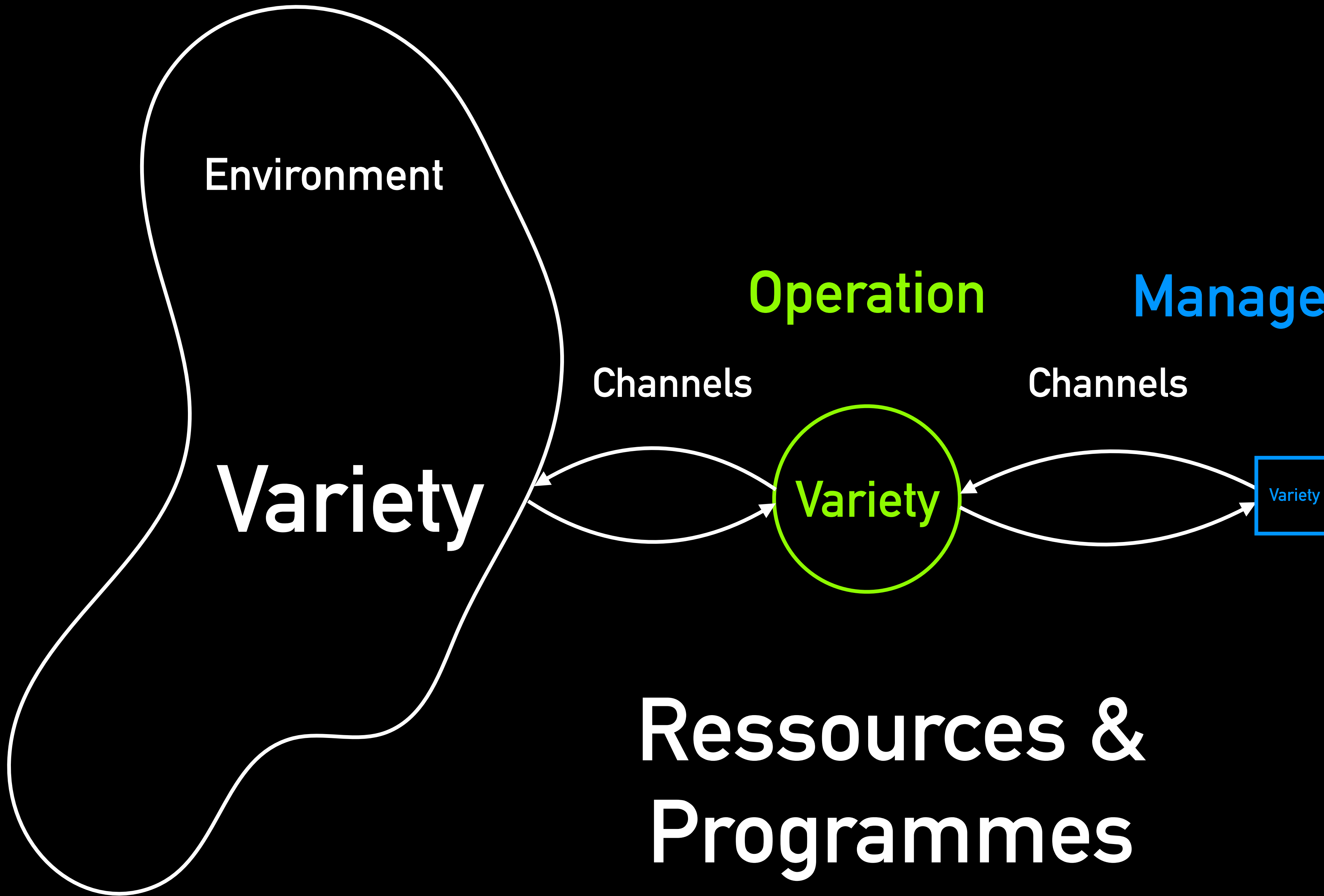
Channels

Variety

Variety

Variety

Ressources &
Programmes



Environment

Operation

Management

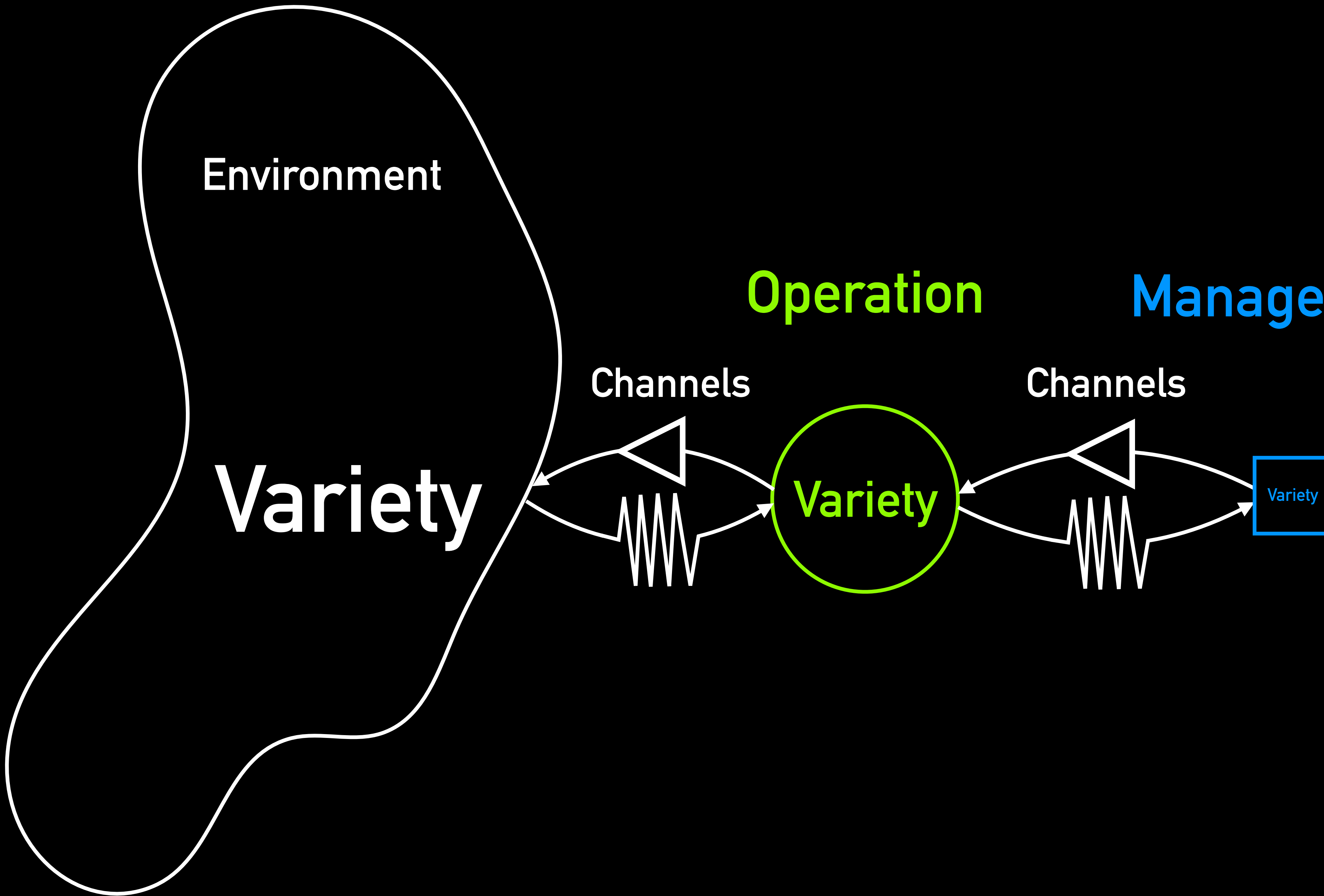
Variety

Channels

Channels

Variety

Variety

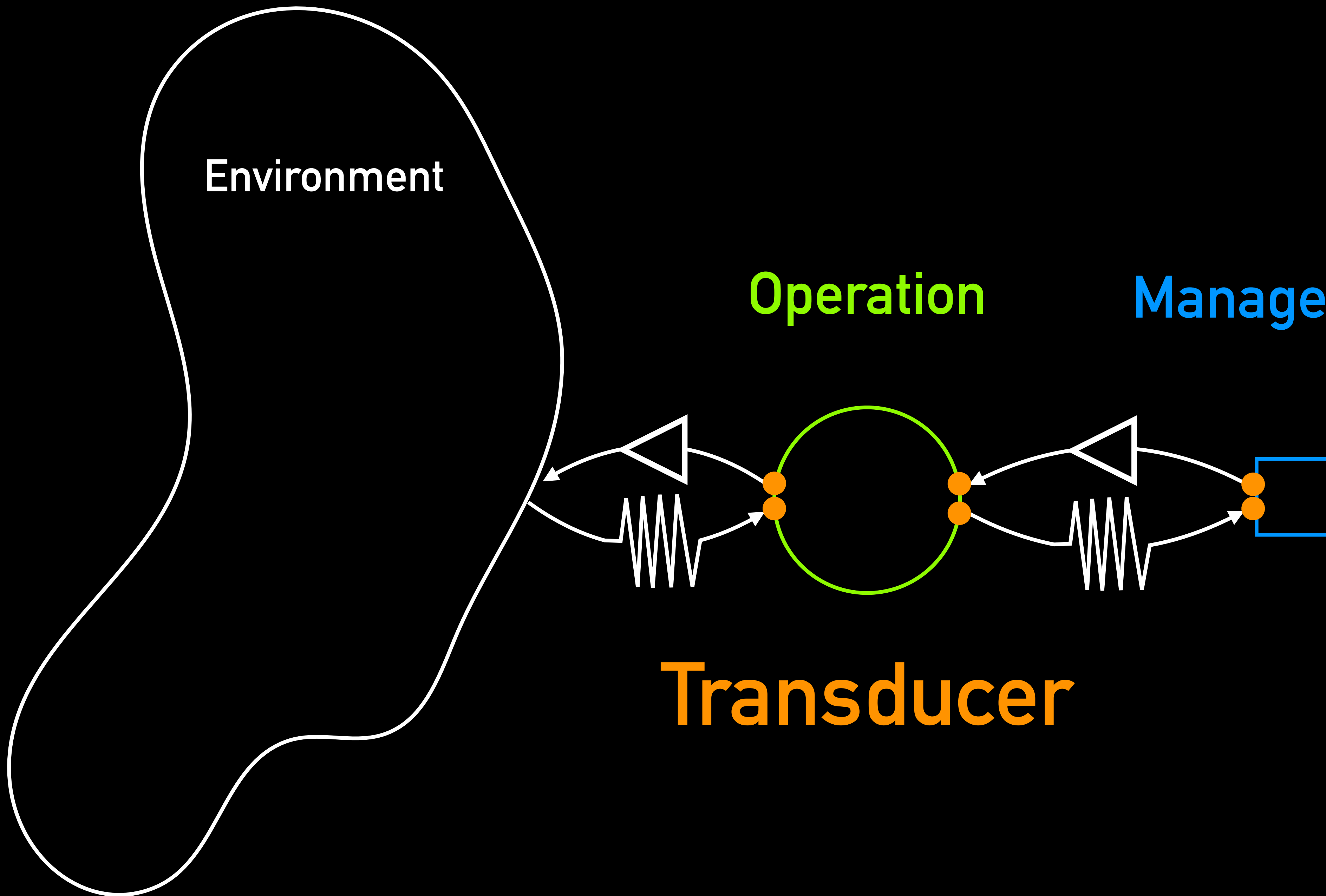


Environment

Operation

Management

Transducer

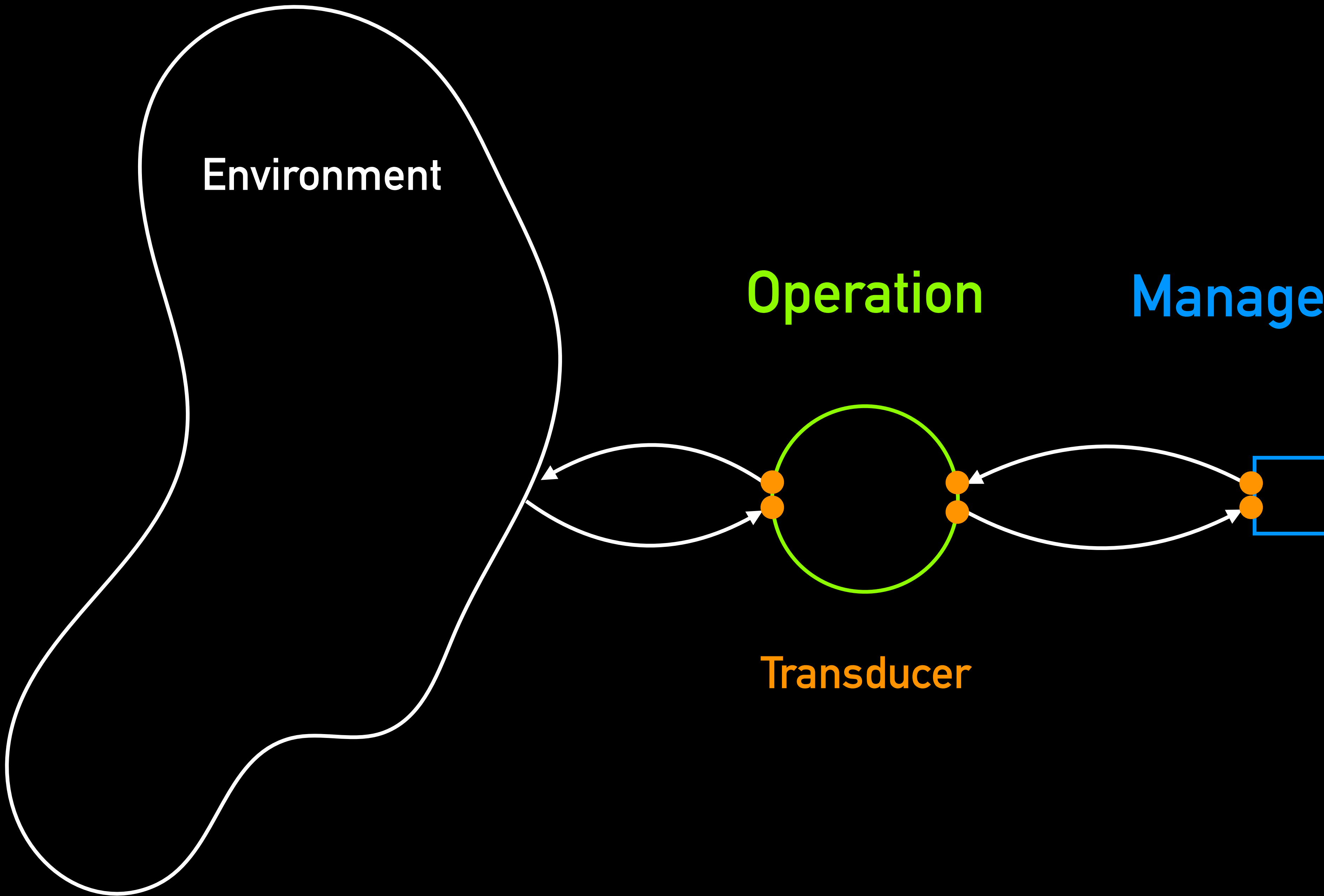


Environment

Operation

Management

Transducer



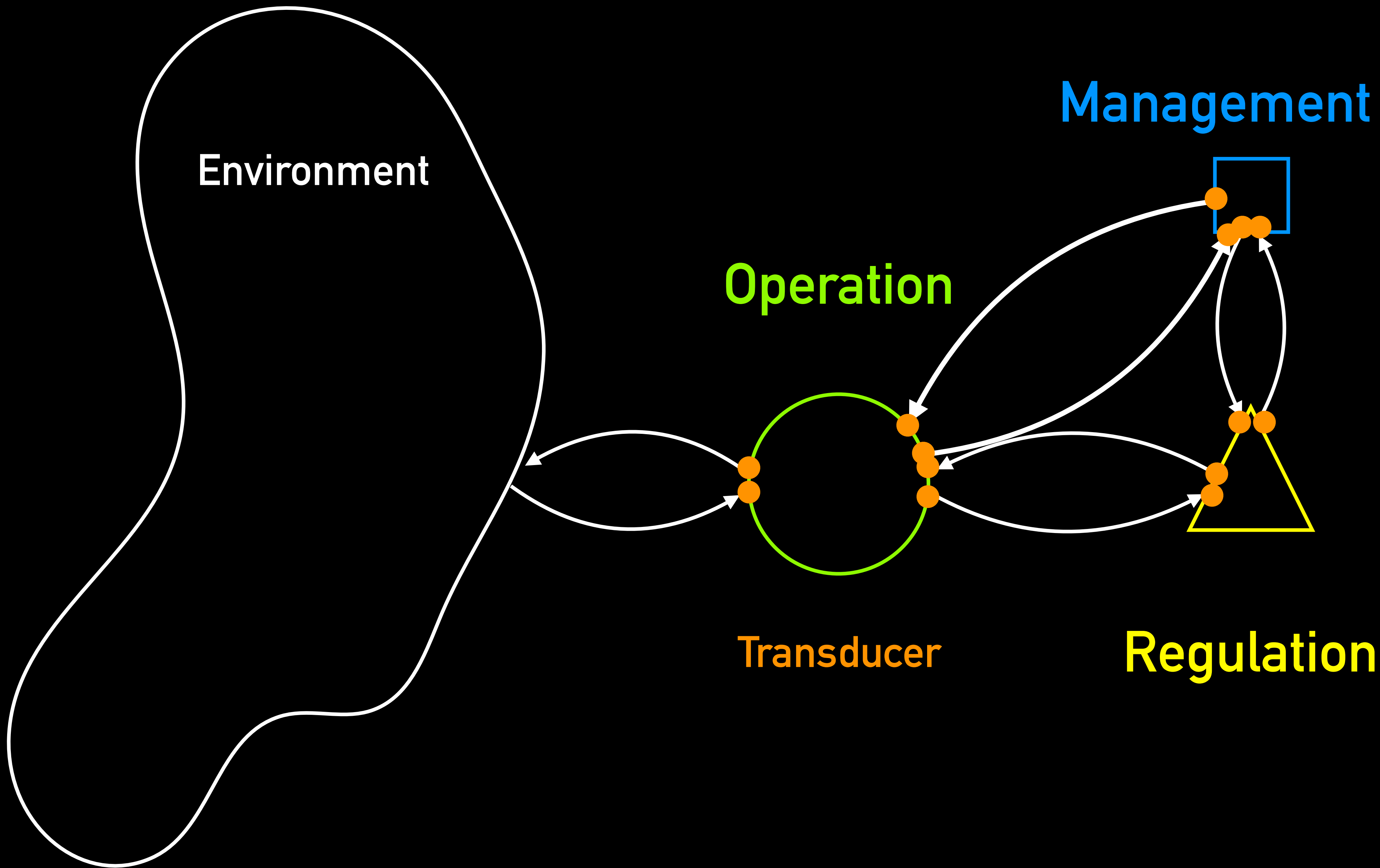
Environment

Operation

Management

Transducer

Regulation



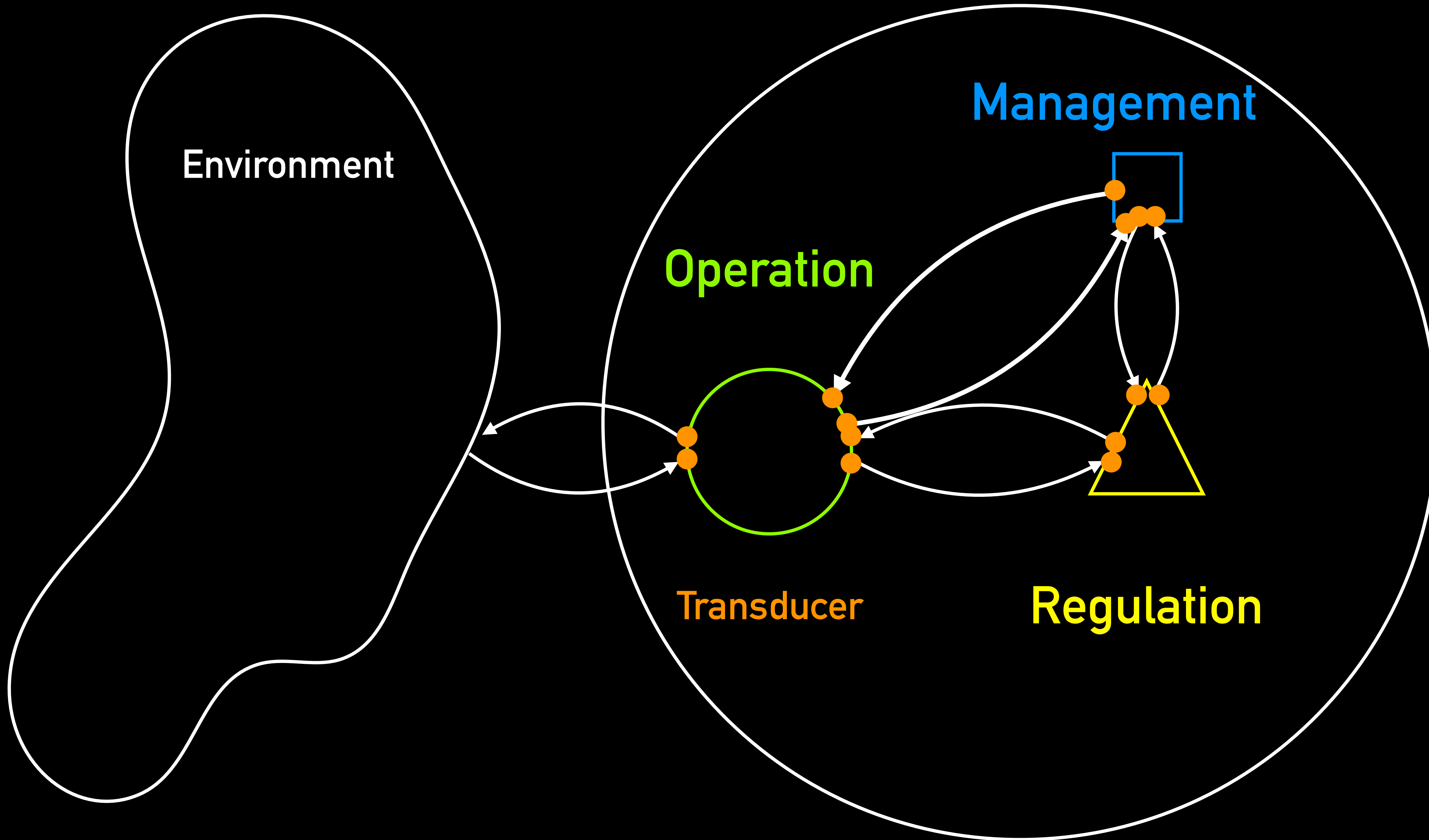
Environment

Operation

Management

Transducer

Regulation



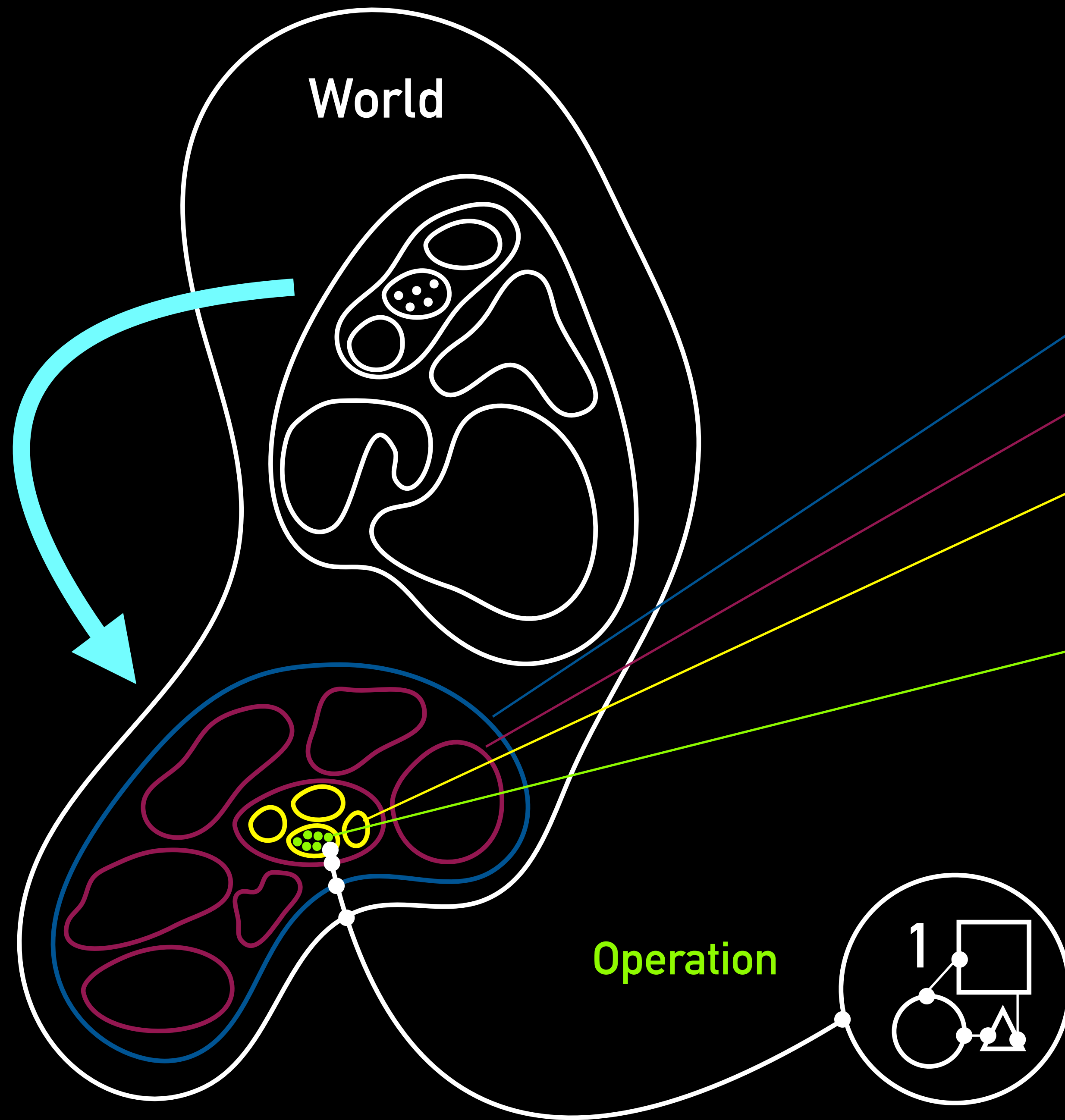
Recursion

Recursion



Recursion

Municipality, Province,
Nation, Continent, Planet



Europe

Nations

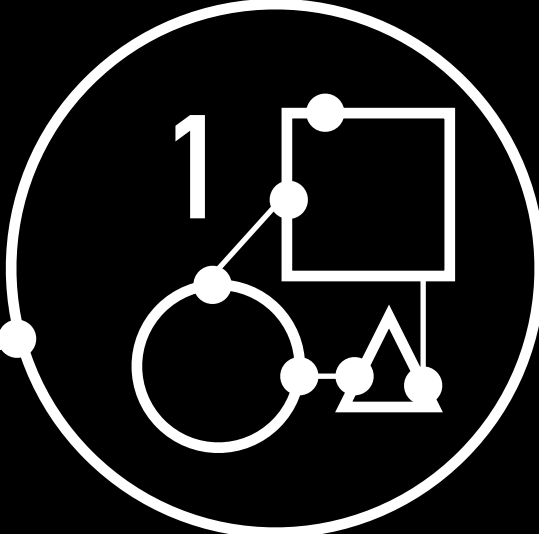
Provinces

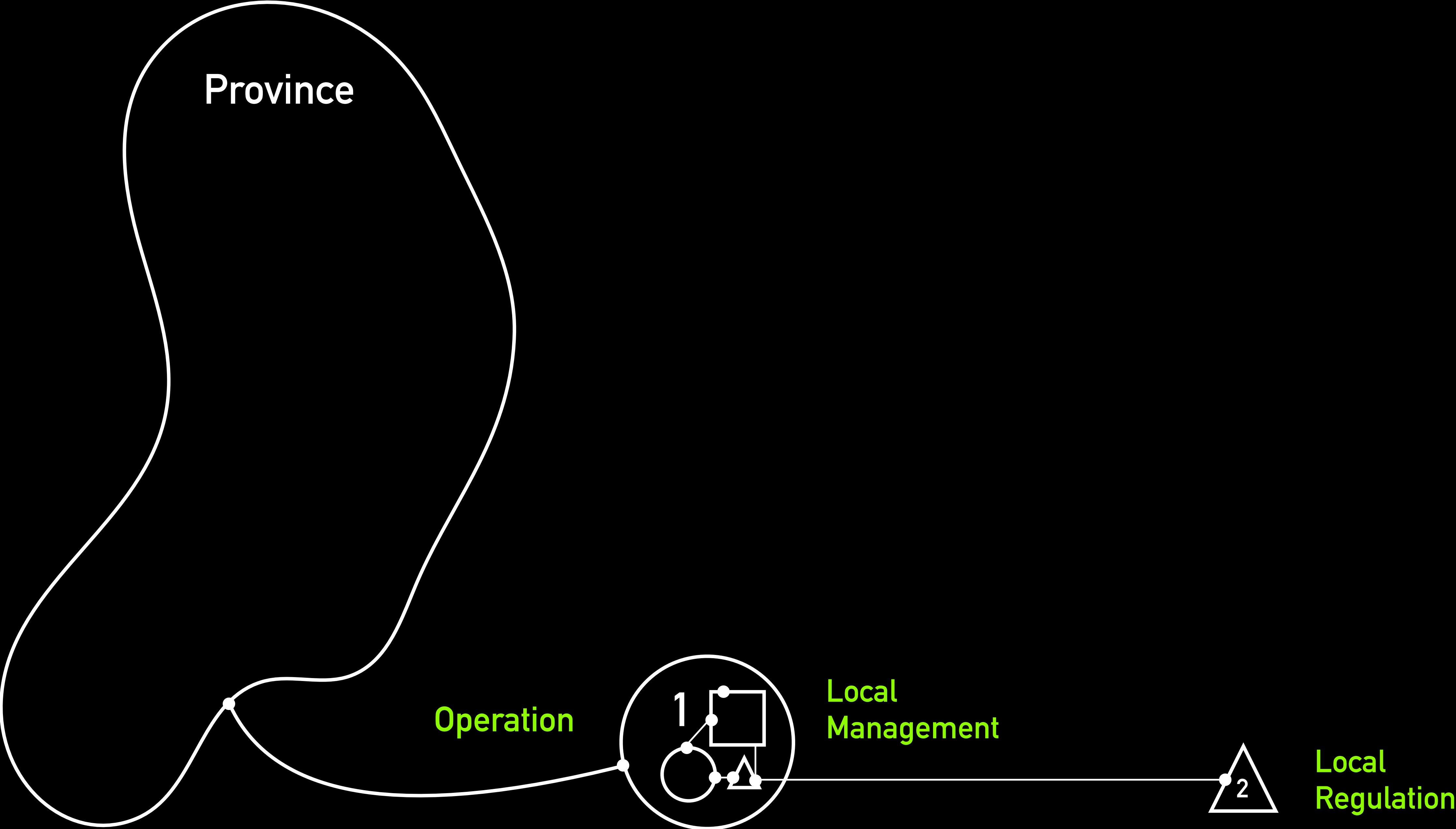
Municipality =
Local authority

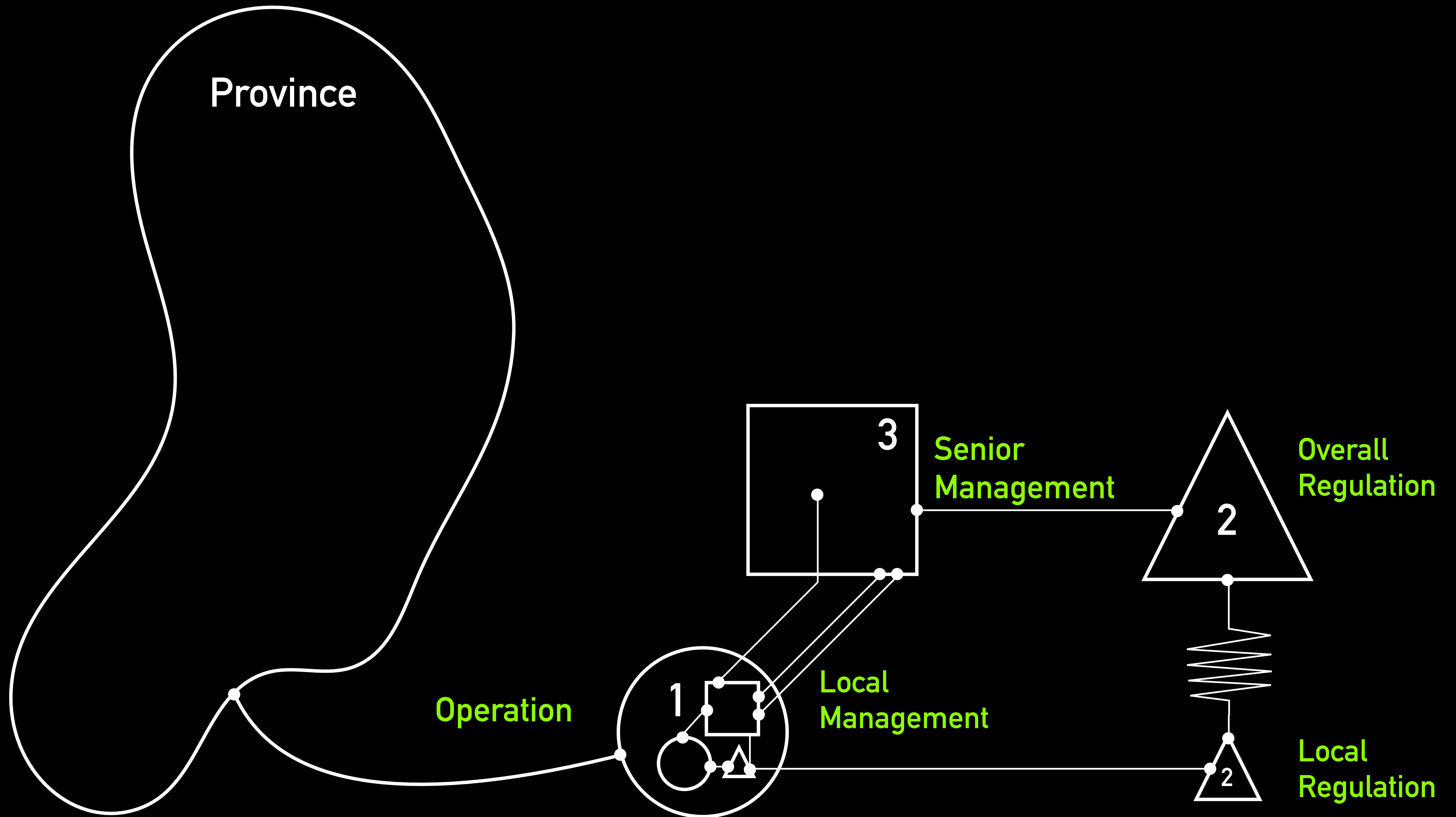
Machine room of
migration
(integration) and
demographic change

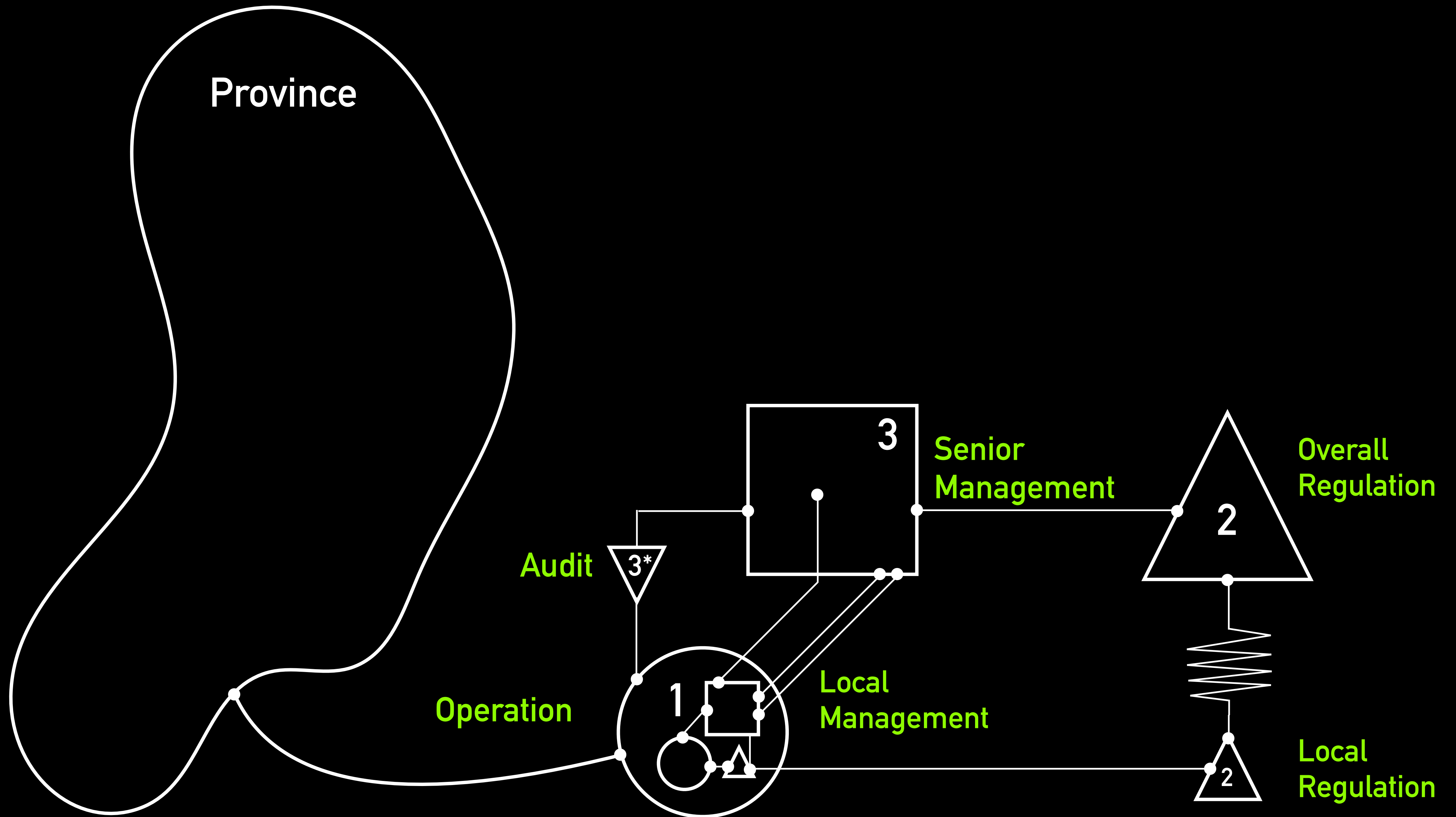
Province

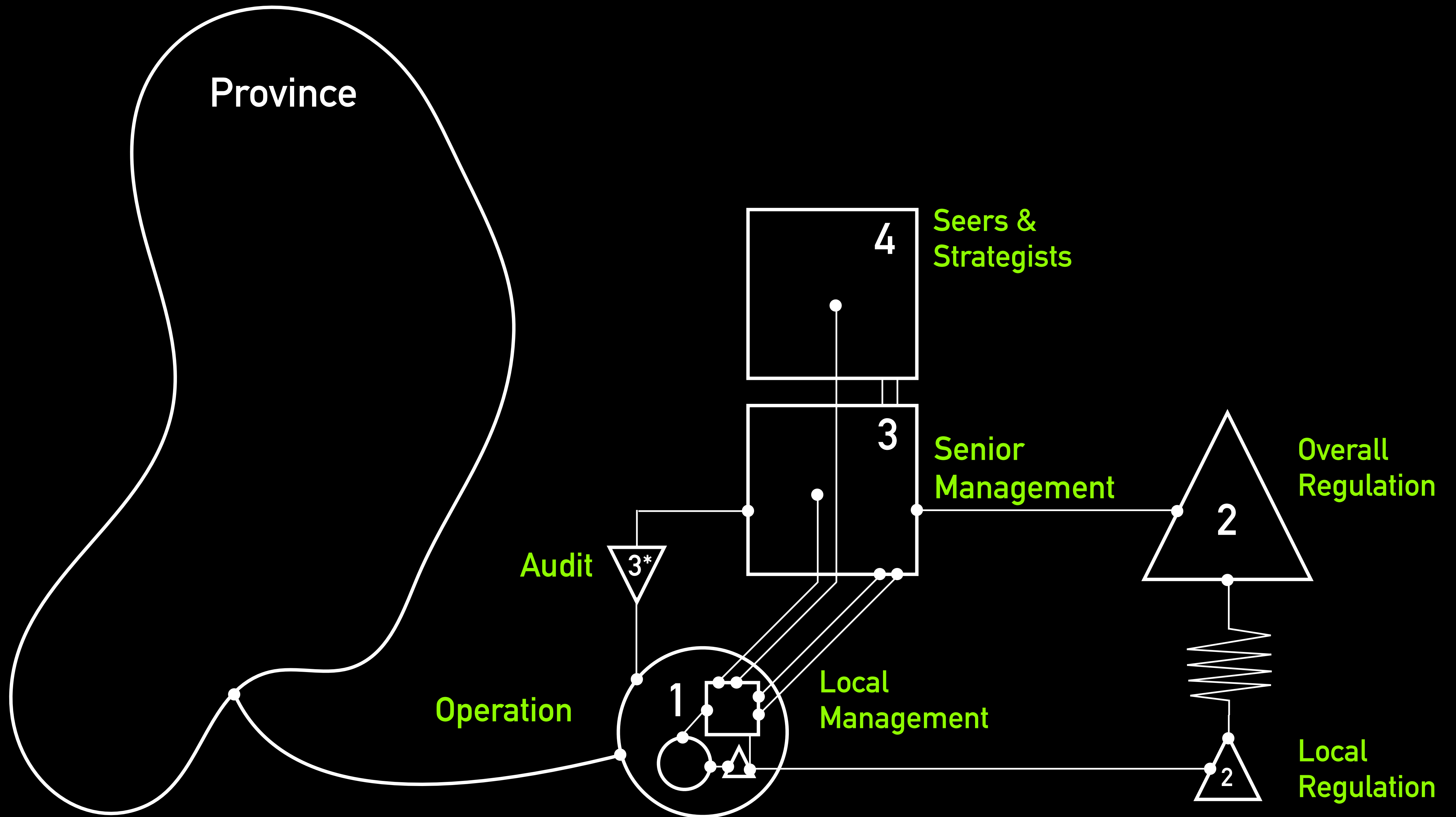
Operation

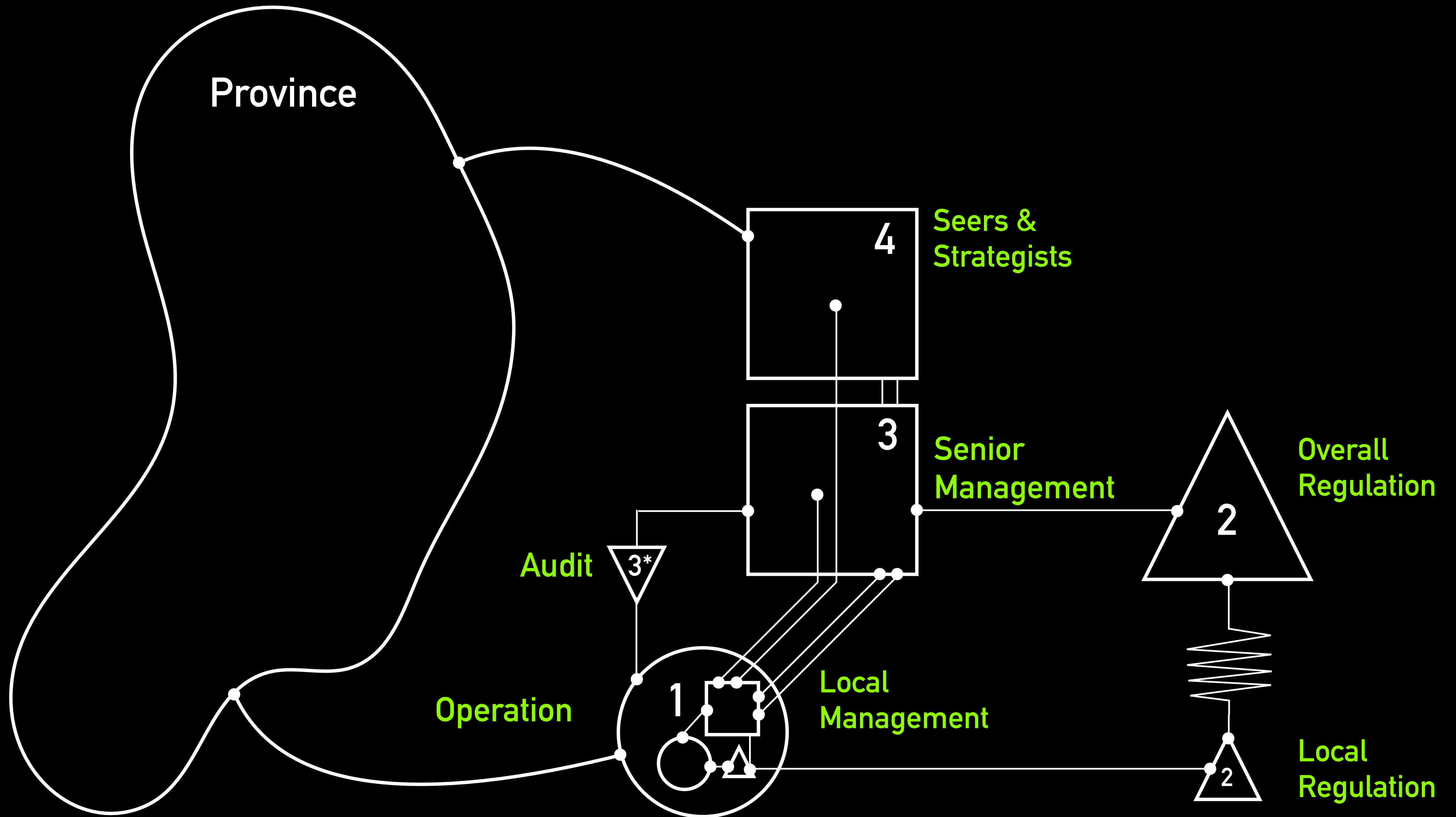


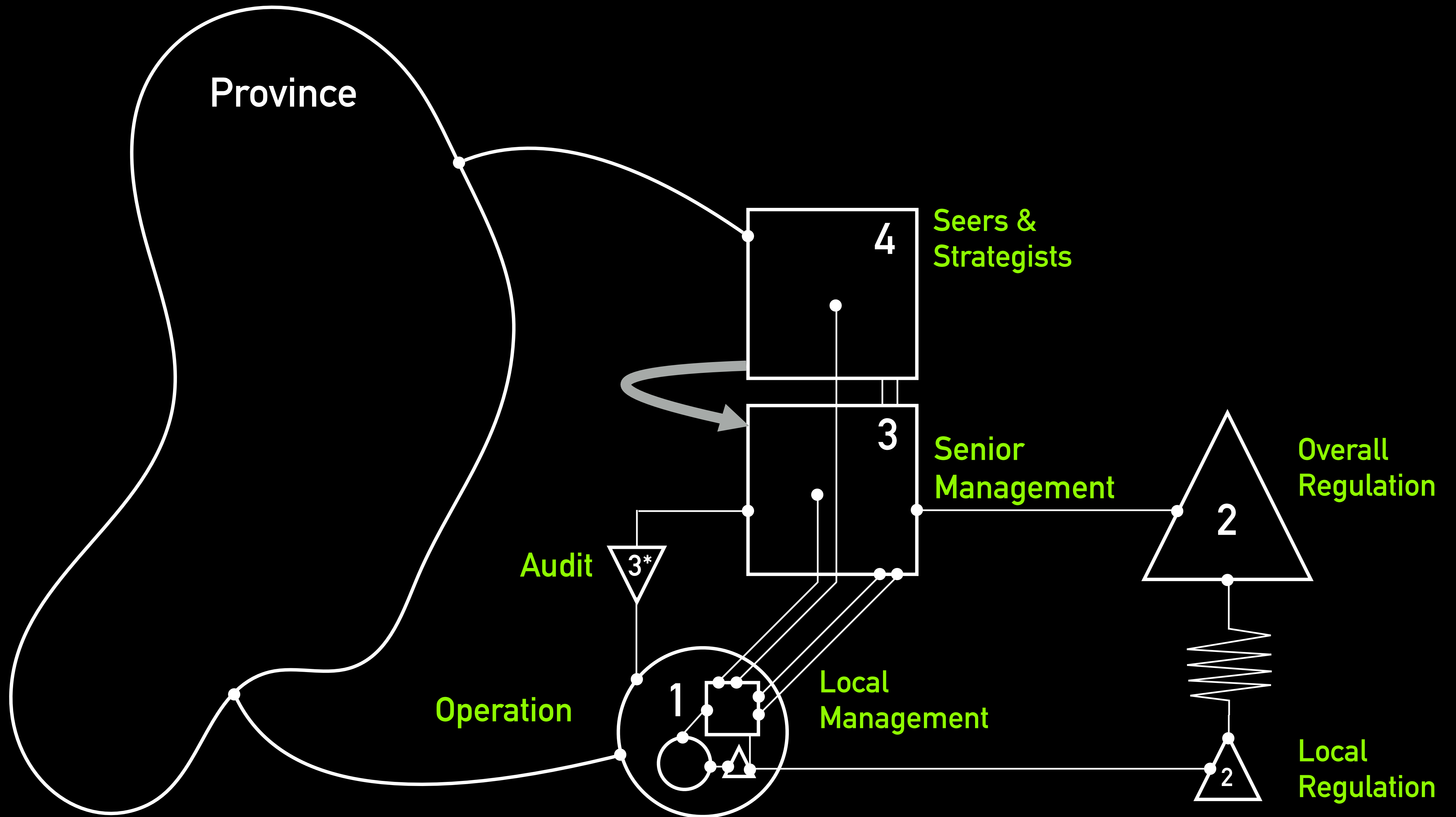


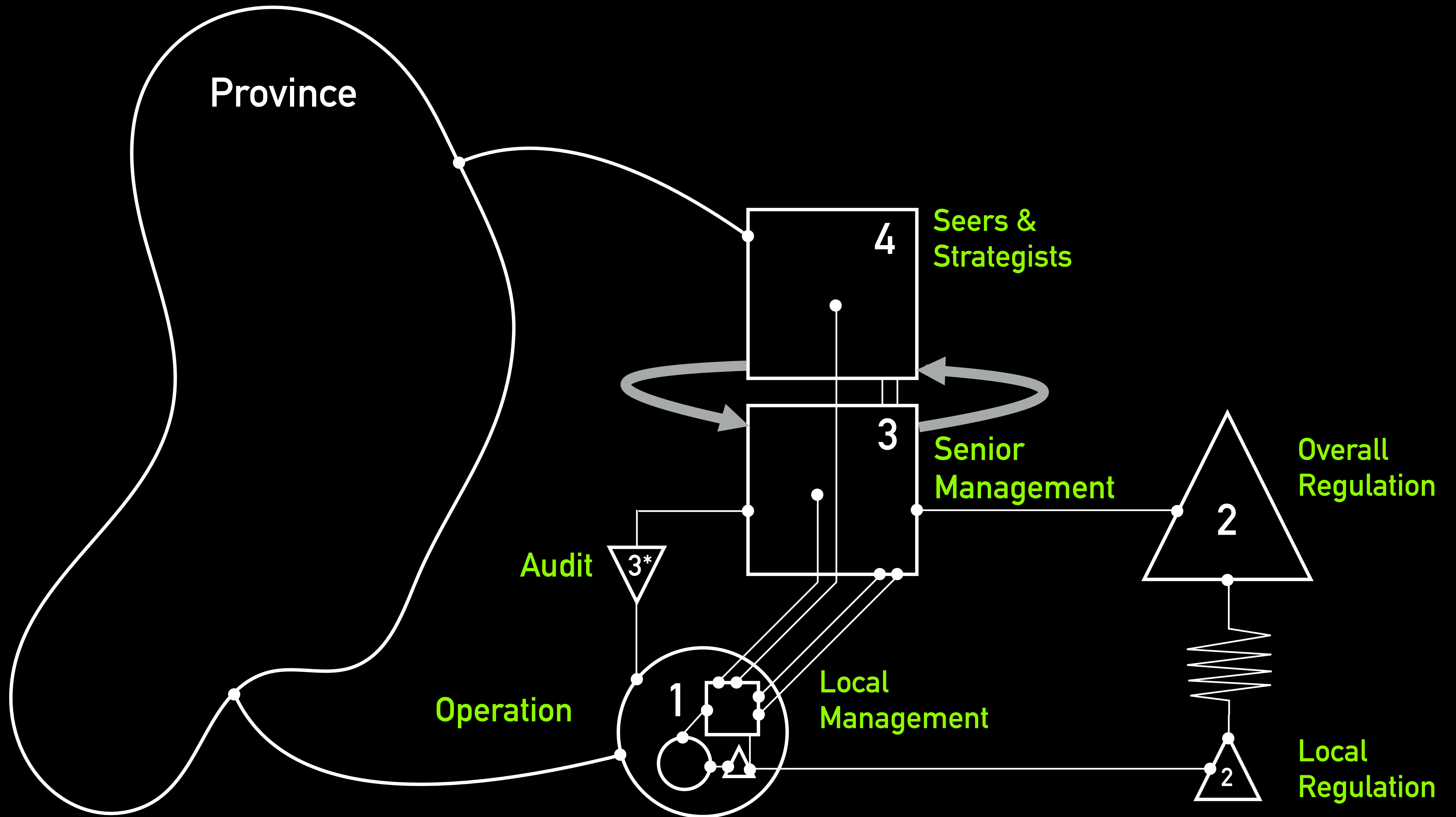


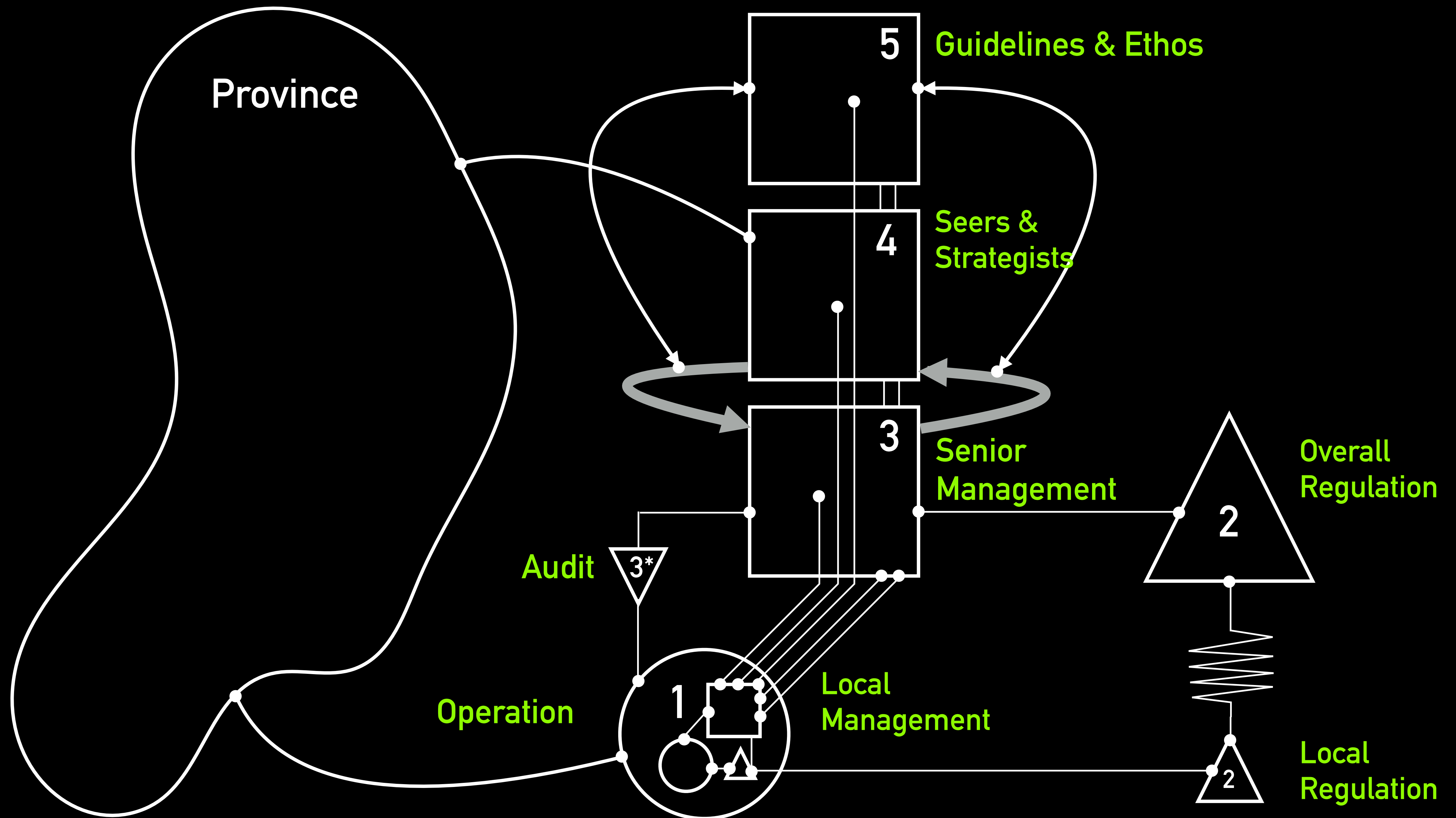


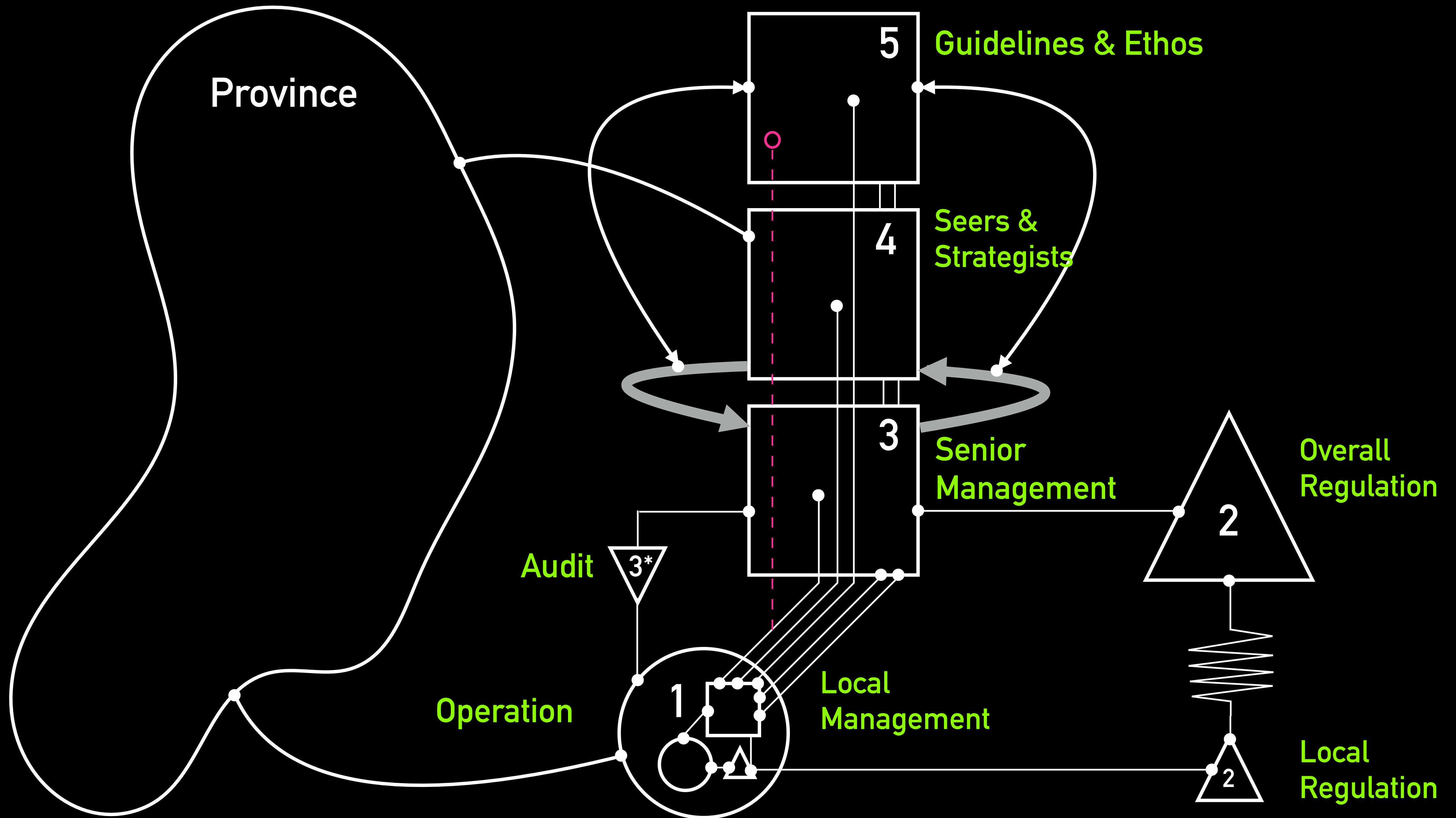












Data/Capta

Data/Capta

Data/Capta[⌚]

Migration & Demographics

Data/Capta[⌚]

Migration & Demographics

Data/Capta[⌚]

Migration & Demographics

Actuality

Capability

Potential

Data/Capta[🕒]

Migration & Demographics

Actuality

Capability

Potential

Economic

Infrastructure

Social

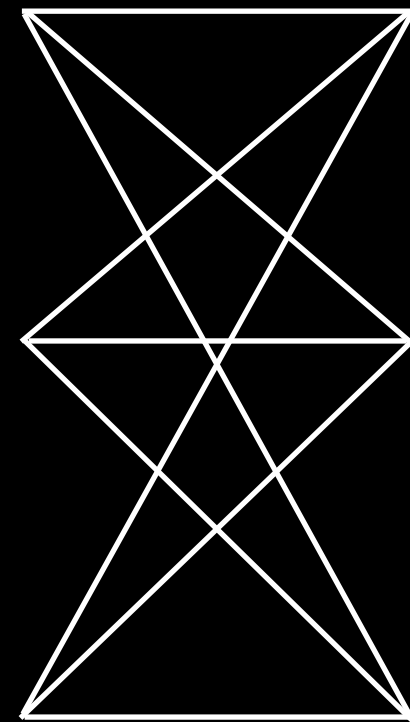
Data/Capta[⌚]

Migration & Demographics

Actuality

Capability

Potential



Economic

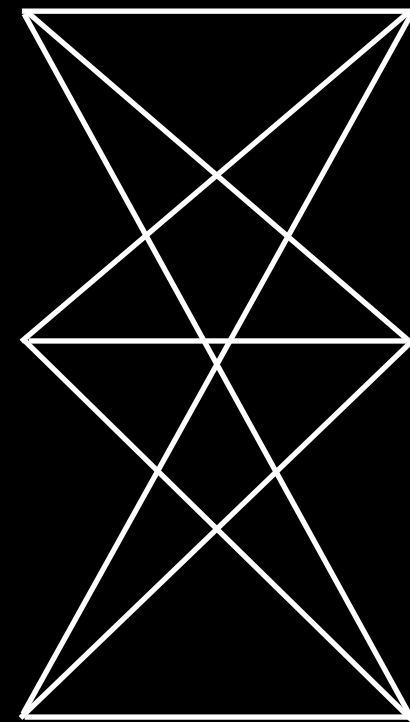
Infrastructure

Social

Data/Capta[🕒]

Migration & Demographics

Actuality
Capability
Potential



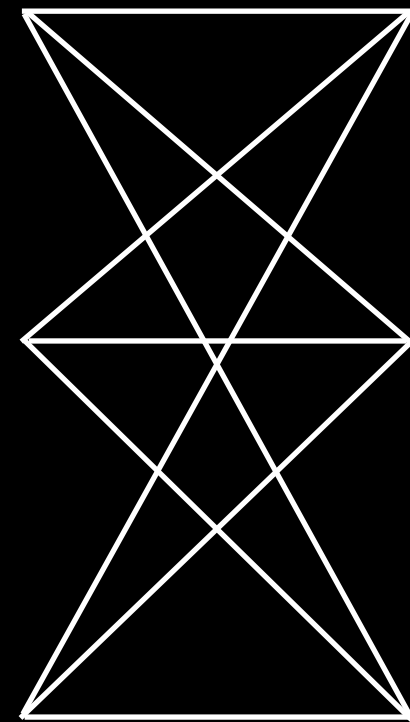
Economic
Infrastructure
Social

Tax Income
Qualification Demands
Employment Rate

Data/Capta[🕒]

Migration & Demographics

Actuality
Capability
Potential



Economic
Infrastructure
Social

Tax Income

Qualification Demands

Employment Rate

Habitats, Space
(urban & rural)

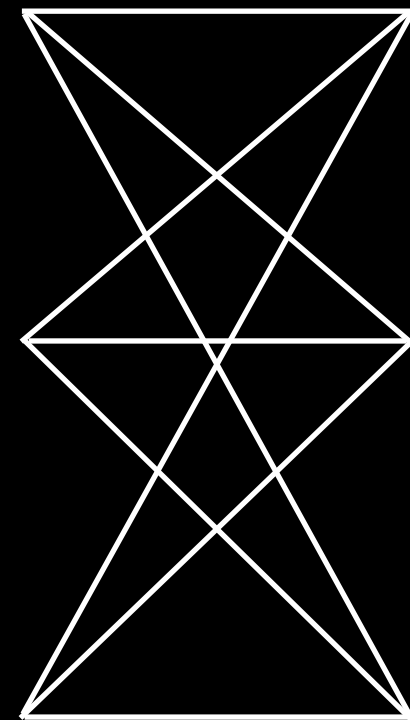
Education facilities

Culture & Sport Centres

Data/Capta[🕒]

Migration & Demographics

Actuality
Capability
Potential



Economic
Infrastructure
Social

Tax Income

Qualification Demands

Employment Rate

Habitats, Space
(urban & rural)

Education facilities

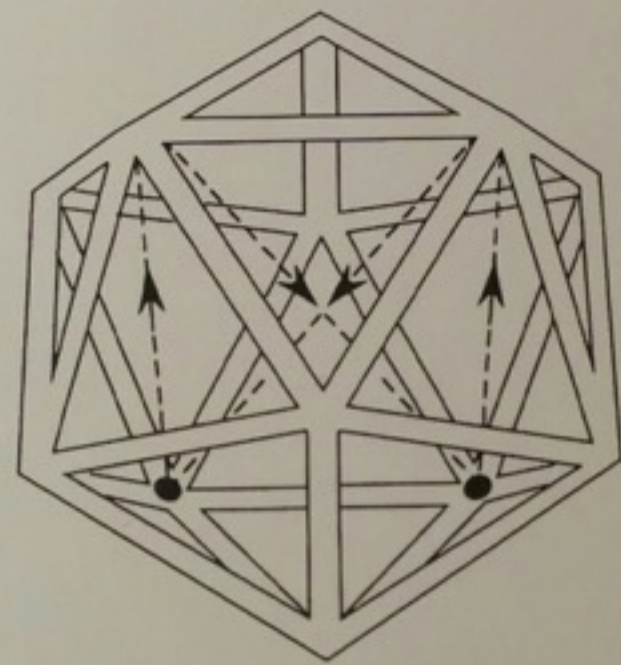
Culture & Sport Centres

Total Size Population

Volunteers and Charity

Alien Affinity Index

STAFFORD
BEER



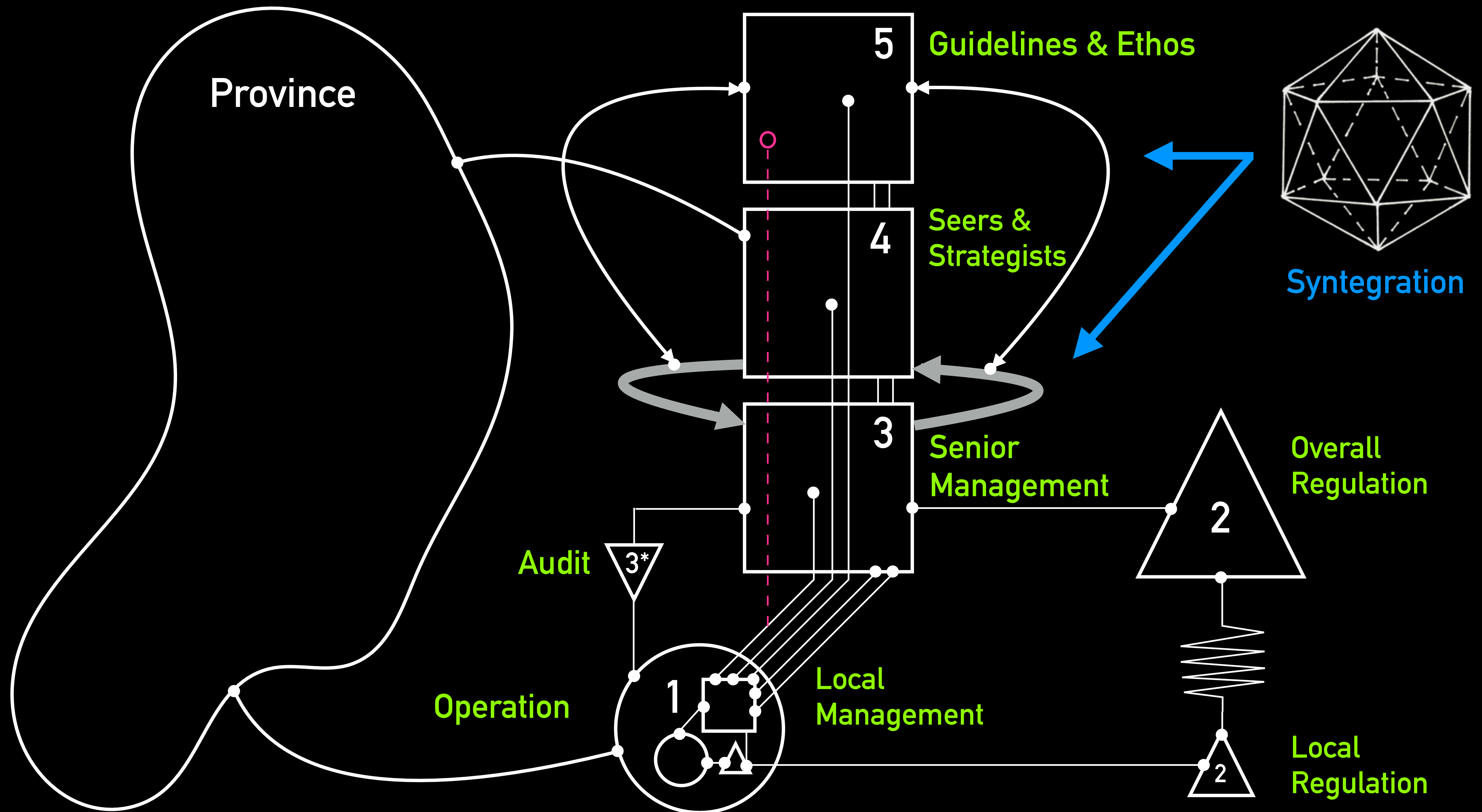
**BEYOND
DISPUTE**
THE INVENTION OF
TEAM SYNTEGRITY

Team Syntegration

30 People

12 Topics

3,5 days



Post Heroic Management

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