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DYNAMICS OF INTERACTION BETWEEN A POLITICAL PERSONALITY AND AN OBJECTIVE SOCIAL STRUCTURE

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W. Ross Ashby introduced the law of requisite variety to study a game between two competitive players. This law states that the player having the greatest variety of non-equivalent states or strategies, i.e. the subject being less predictable for his oponent, will be more able to neutralize the other player. The usual behavior of a winning competitor consist of the development of repressive strategies to punish the opponent each time he tries to increase his variety. This leads to the conservation of an intact master-slave-system. Following Carl W. Deutsch, such a system must become more and more „stupid". Reasons of management economy leads to a voluntary reduction of the variety of the master after vanquishing the slave, while the slave may learn more and more to veil his own, variety until he can risk an open conflict and become himself a conqueror.

Hence a non-linear oscillation of power may be generated. A network-representation of subjective goals and activity thresholds of an individual or collective personality is developed, in order to show how an oscillatory interaction between political actors can be simulated on a computer. A system of linear equations to represent goals and a system of functionals (exponential delays and smothings) to represent the effects of an action of one subject on another is used to generate the interaction dynamics between subjects. The course of historical processes can be simulated with this procedure. Systems Dynamics (Forrester) are used to represent the material part of the process.