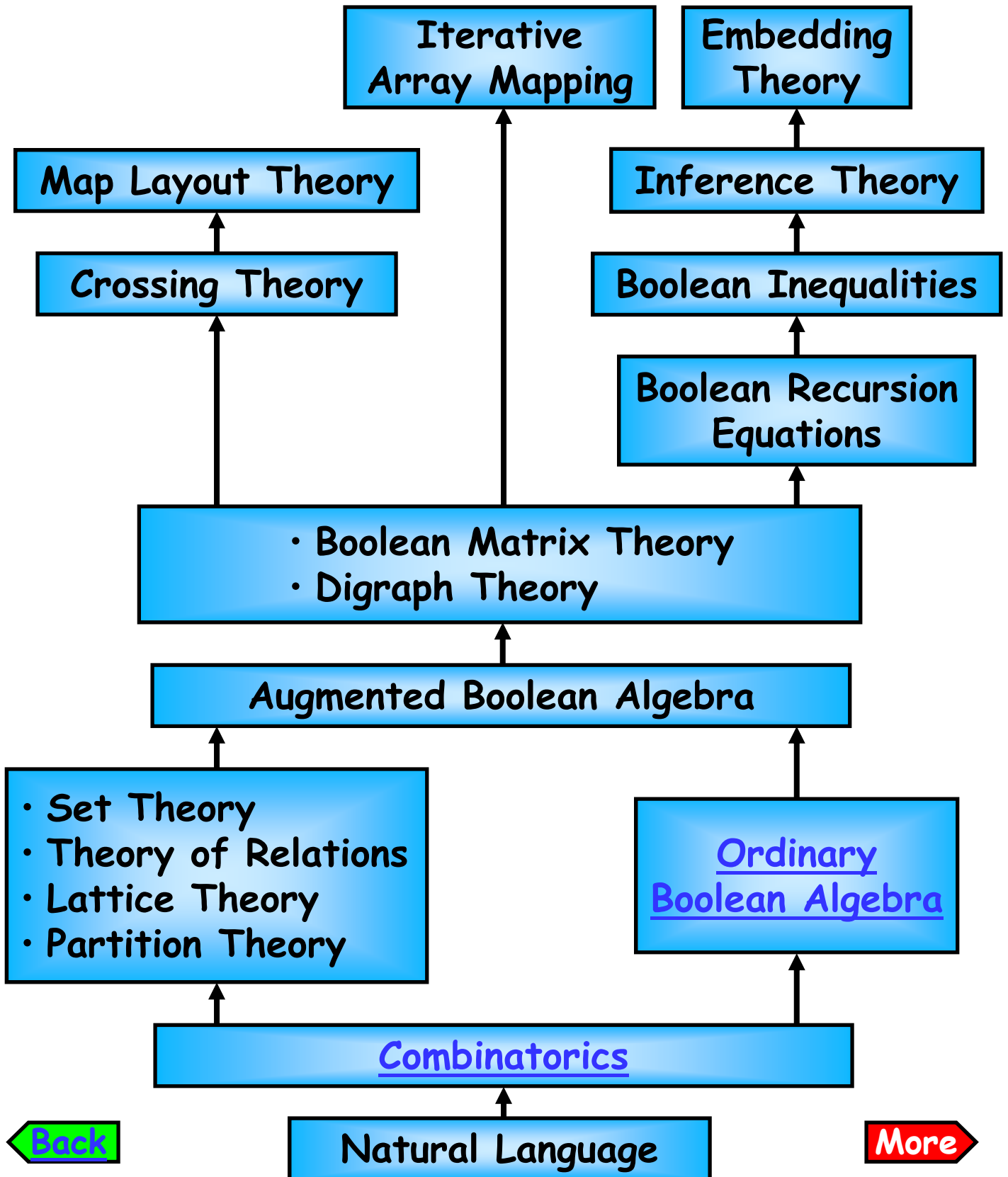


# Warfield, Dependency Sequence - Mathematics of Modeling

(Lower elements contribute to higher elements)



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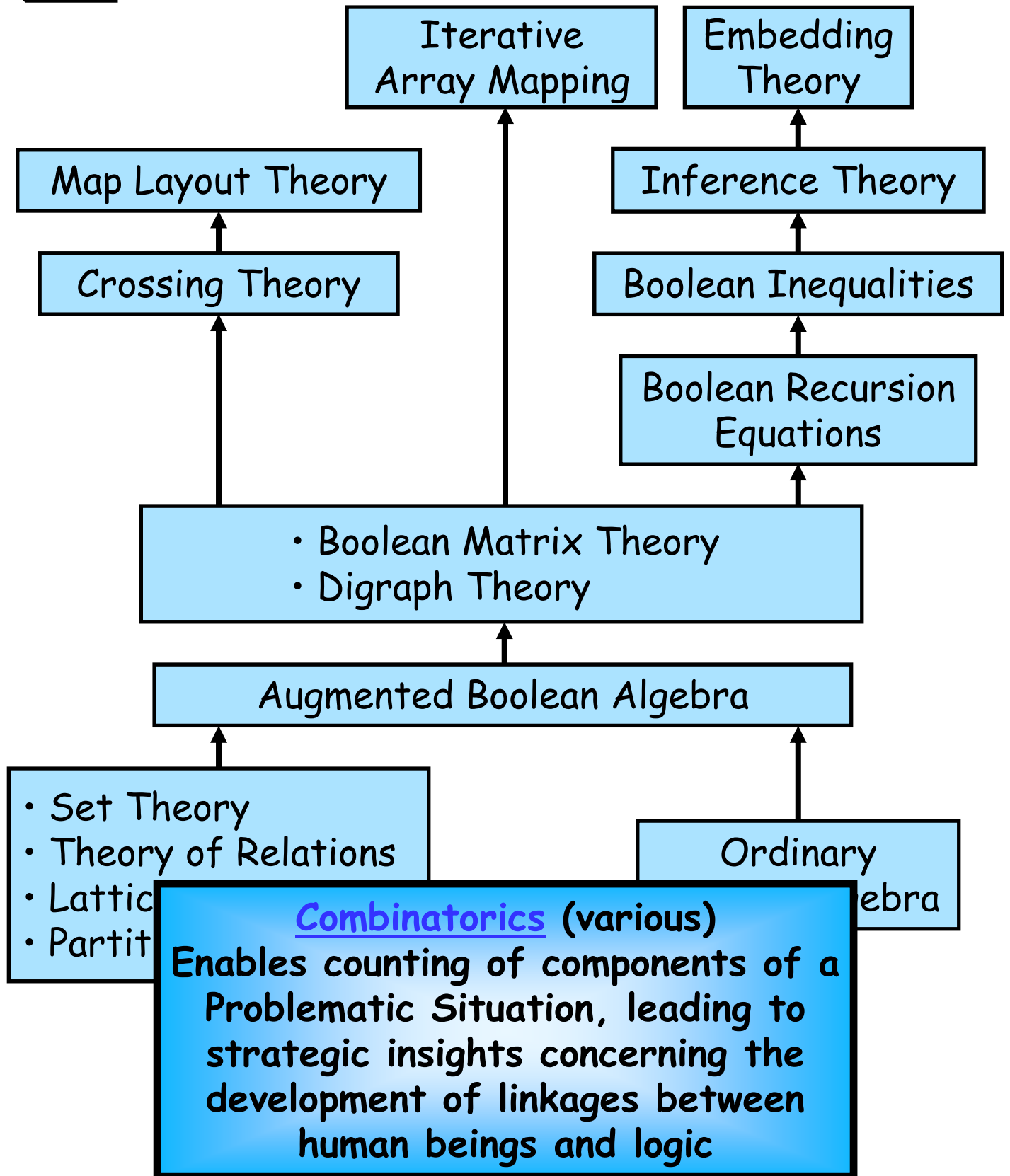
**Natural Language**

[More](#)

# Warfield, Dependency Sequence

[Lower elements contribute to higher elements]

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# Combinatorics

[Three formulas are especially important]

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For purposes of structuring complexity, combinatorics is mainly of interest for its power in counting.

- The number of **combinations** of  $n$  things, taken  $k$  at a time is found from the formula

$$n!/(n-k)!k!$$

- The number of **permutations** of  $n$  things, taken  $k$  at a time is found from

$$n!/(n-k)!$$

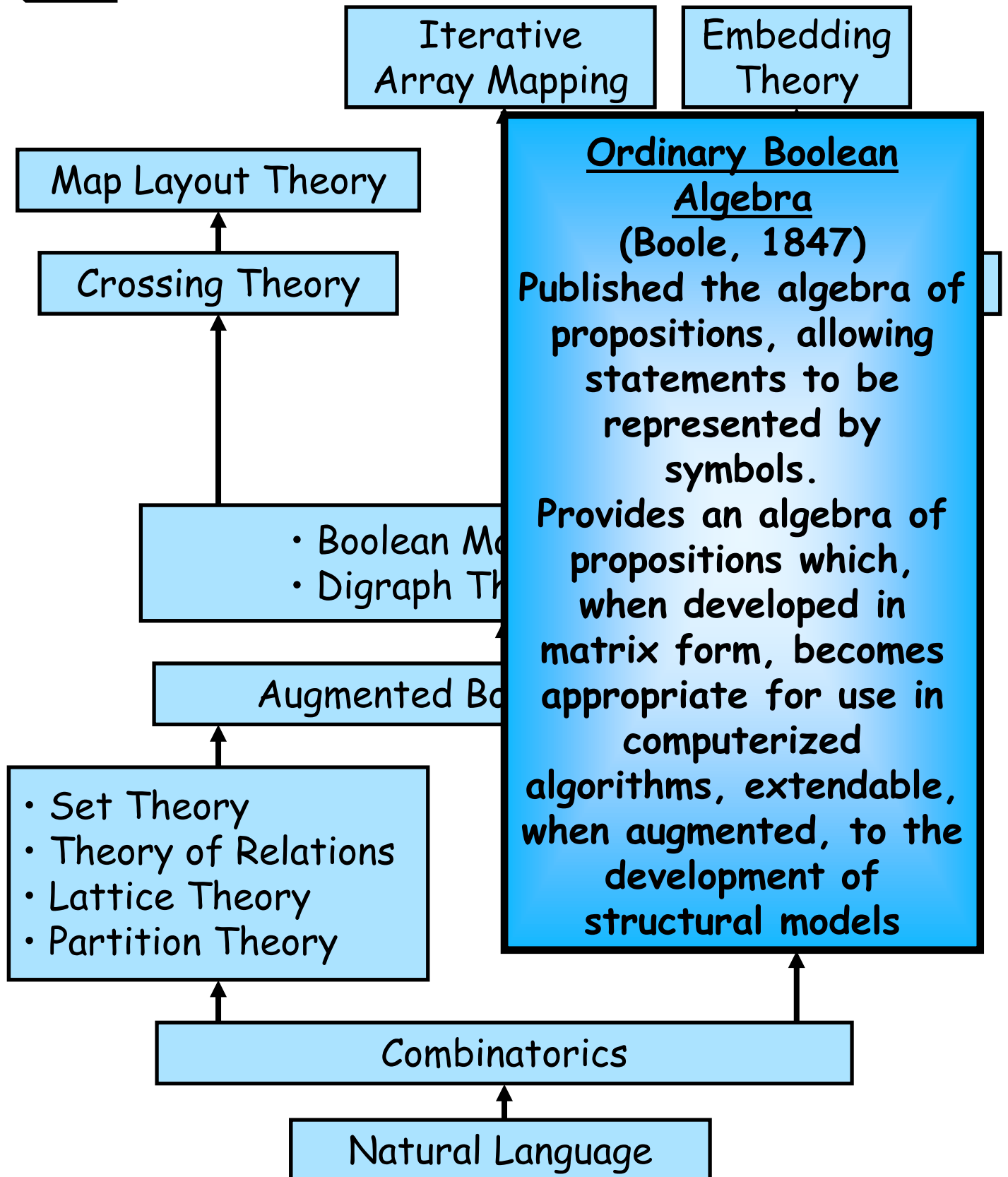
- The total number of **combinations** of  $n$  things (summed from  $k = 0$  to  $k = n$ ), is

$$2^n$$

# Warfield, Dependency Sequence

[Lower elements contribute to higher elements]

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# Warfield, Dependency Sequence - Mathematics of Modeling

## Additional Components: Mathematics of Structure

Constraint Theory

Geodetic Cycles

Graph Theory

Implication Matrix

Interpretive Structural Modeling

Matrix Interconnection Theory

Matrix Theory

Model Exchange Theory

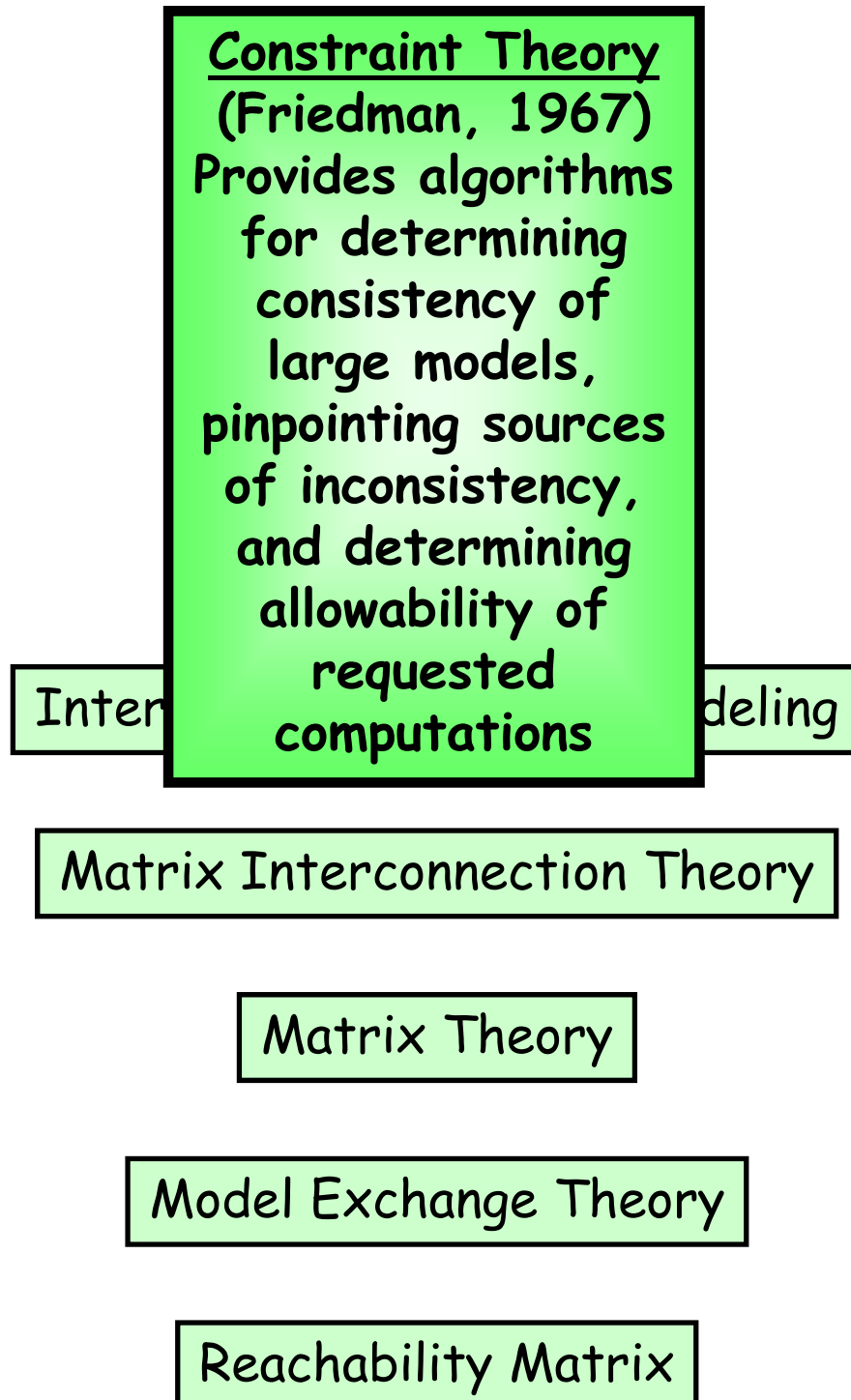
Reachability Matrix

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# Warfield, Dependency Sequence - Mathematics of Modeling

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## Additional Components: Mathematics of Structure



# Warfield, Dependency Sequence - Mathematics of Modeling

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## Additional Components: Mathematics of Structure

Constraint Theory

### Geodetic Cycles

(Warfield, 1976)

Algorithm shows how to  
compute the number of  
geodetic cycles  
contained in a large  
cycle, and how to form  
a hierarchy of geodetic  
cycles as a strategy to  
facilitate interpretation  
of the large cycle

Int

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Matrix Theory

Model Exchange Theory

Reachability Matrix

# Cycles

## And their relationship to syllogisms

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Warfield used Aristotle's work on syllogisms (a formalizing inference, requiring 3 statements) and set theory to develop a formula for computing the number of syllogisms in a cycle.

- A **cycle** is a set of mutually (symmetrically) related elements.
- Three elements are required to create a syllogism, so there will not be any syllogisms in a cycle that doesn't have at least 3 elements.
- $A(n)$  represents the number of syllogisms in a structure having  $n$  members. For a cycle,

$$A(0) = A(1) = A(2) = 0$$

- $A(n) = P(n,3)$  = the number of permutations of  $n$  things taken 3 at a time, or

$$P(n,k) = n!/(n-k)! \quad \rightarrow \quad P(3,3) = 6$$

- For  $n$  greater than 3, the following recursion equation was developed to compute the number of syllogisms contained in cyclic structures:

$$A(n) = P(n,3) = n/(n-3) \times P(n-1,3)$$

$n$	$A(n)$	$n$	$A(n)$
3	6	7	210
4	24	8	336
5	60	9	504
6	120	10	720