DRAFT Structural Modeling Project General Modeling Software Application DRAFT Cluster Objects Into Classes 10-19-2016

Introduction:

This document provides a quick introduction and complete overview of a simple system structuring problem. The simple problem is taken from Appendix 2: GMU ISM Software A2.3.1 of the Handbook of Interactive Management. A digital copy of the Handbook is located at:

http://demosophia.com/wp-content/uploads/2012/09/Handbook-of-Interactive-Management.pdf

Clustering 13 objects into four clusters using the 'in the same category as' (ITSCA) natural language system structuring relationship. The ITSCA relationship has the following logical properties:

reflexive

symmetric

transitive

Each cluster will contain one or more objects that are the same. This fact will be signified by a green background color in the matrix and vector cells. The green background matrix cells will contain a one (1), the green background vector cells will contain the object number.

The current web application requires that the user implement their own empirical search strategy. Unlike the computer-user interactive description in Appendix 2 of the 'Interactive Management Handbook', this application does not ask specific questions about specific pair of objects selected by the computer algorithm. Also, unlike the Appendix 2 presentation, this web application displays the system structural matrix state at each point in the system structuring process. This matrix visual display provides the foundation upon which the user can experiment with different types of solution algorithms.

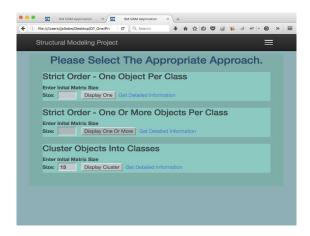
The current web application mode is called the 'manual mode' and allows manual development of an algorithm. As the software development progresses, an automatic mode will be added to the application operational mode list. The application mode list will contain application algorithms that drive the object pair selection and other structuring decisions. The application will have the capability to use a number of algorithms, depending on the current operational context and the users objectives. In this manner the application will support the development of new algorithms as well as the distribution and use of current algorithms.

Step One:

Enter the number 13 into the size text box in the Cluster Objects Into Classes section of the SM GSM Application.

Step Two:

Press the "Display Cluster" button.



Step Three:

Begin to gather empirical information about the objects of interest. The empirical sampling proceeds in a structured fashion starting at the top with object one (1) and moving down through the objects of interest in a measured fashion. This is the manual algorithm approach.

Is 1 in the same category as 2? No (Do not enter anything in the application interface.)

Is 1 in the same category as 3? No (Do not enter anything in the application interface.)

Is 2 in the same category as 3? No (Do not enter anything in the application interface.)

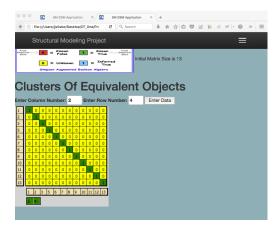
Is 2 in the same category as 4? Yes

Step Four:

Enter the number 2 in the "Enter Column Number" text input box. Enter the number 4 in the "Enter Row Number" text input box.

Step Five:

Press the "Enter Data" button.



Step Six:

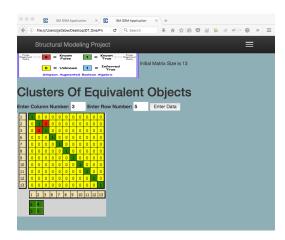
Is 3 in the same category as 5? Yes

Step Seven:

Enter the number 3 in the "Enter Column Number" text input box.

Enter the number 5 in the "Enter Row Number" text input box.

Step Eight:



Step Nine:

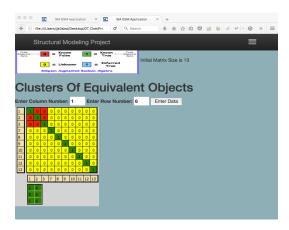
Is 1 in the same category as 6? Yes

Step Ten:

Enter the number 1 in the "Enter Column Number" text input box. Enter the number 6 in the "Enter Row Number" text input box.

Step Eleven:

Press the "Enter Data" button.



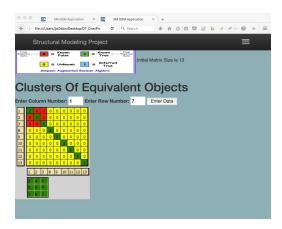
Step Twelve:

Is 1 in the same category as 7? Yes

Step Thirteen:

Enter the number 1 in the "Enter Column Number" text input box. Enter the number 7 in the "Enter Row Number" text input box.

Step Fourteen:



Step Fifteen:

Is 2 in the same category as 8? Yes

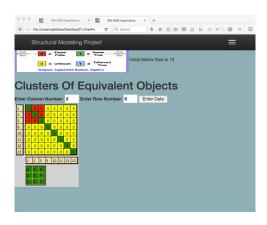
Step Sixteen:

Enter the number 2 in the "Enter Column Number" text input box.

Enter the number 8 in the "Enter Row Number" text input box.

Step Seventeen:

Press the "Enter Data" button.



Step Eighteen:

Continue to gather empirical information about the objects of interest.

Is 2 in the same category as 9? No (Do not enter anything in the application interface.)

Is 3 in the same category as 9? No (Do not enter anything in the application interface.)

Is 3 in the same category as 10? No (Do not enter anything in the application interface.)

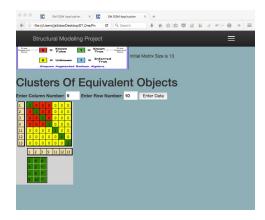
Is 9 in the same category as 10? Yes

Step Nineteen:

Enter the number 9 in the "Enter Column Number" text input box.

Enter the number 10 in the "Enter Row Number" text input box.

Step Twenty:



Step Twenty One:

Continue to gather empirical information about the objects of interest.

Is 9 in the same category as 11? No (Do not enter anything in the application interface.)

Is 2 in the same category as 11? No (Do not enter anything in the application interface.)

Is 2 in the same category as 12? No (Do not enter anything in the application interface.)

Is 3 in the same category as 11? Yes

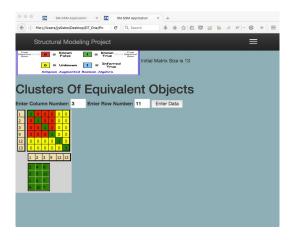
Step Twenty Two:

Enter the number 3 in the "Enter Column Number" text input box.

Enter the number 11 in the "Enter Row Number" text input box.

Step Twenty Three:

Press the "Enter Data" button.



Step Twenty Four:

Continue to gather empirical information about the objects of interest.

Is 3 in the same category as 12? No (Do not enter anything in the application interface.)

Is 1 in the same category as 12? No (Do not enter anything in the application interface.)

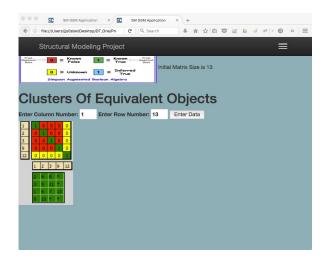
Is 1 in the same category as 13? Yes

Step Twenty Five:

Enter the number 1 in the "Enter Column Number" text input box.

Enter the number 13 in the "Enter Row Number" text input box.

Step Twenty Six:



Step Twenty Seven:

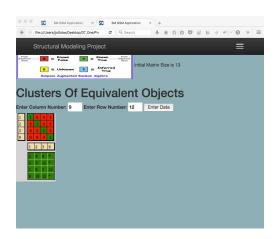
Is 9 in the same category as 12? Yes

Step Twenty Eight:

Enter the number 9 in the "Enter Column Number" text input box. Enter the number 12 in the "Enter Row Number" text input box.

Step Twenty Nine:

Press the "Enter Data" button.



NOTE: This is a draft document – subject to change.