

# Human Capital Model

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# 1 Introduction

Considering the shortage of the talent, it's essential for companys to retain good people and make them well-trained. However, current situation is not satisfactory while many talents always tend to get a good job via job-hopping, causing orgnizational churn in employees who are closely connected to them. In order to simulate this process and improve it, we build a human capital model based on Social Network Analysis and Markov process.

## 1.1 Restatement of the Problem

## 1.2 Literature Review

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# 2 Terminology

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# 3 Assumptions and Justifications

- **assumption 1** If an employee has probability to promote, he won't churn.  
The possibility of the unforeseen accidents, which could force an employee to leave his position,is neglected.Human nature, an employee will stay at his position to chase for higher level.
- **assumption 2** For a vacancy,if there exists an employee measures up to it already,ICM won't recruit for it.  
Since recruiting good people is difficult, time consuming and expensive according to issue 5,it is wasteful to recruit for a position if an employee can promote to it.
- **assumption 3** Demotion won't occur.
- **assumption 4** Administrative clerk won't promote or be transferred.
- **assumption 5** For the promotion probability and organization change, the other factors effects the churn probability is invariable.  
Though churn derives from varieties of reasons and they are actually lacking of known conditions and data to estimate them, we have to regard it as stable in our model.

Variable	Description
$i$	Index of an employee
$L_{i,t}$	The level of $i$
$s_{ij,t}$	The relation strength from $i$ to $j$
$a_{ij,t}$	Represent the influence caused by relationship between superior and subordinate
$f_{ij,t}$	Represent the influence caused by relationship between person with many friends and person with few friends
$c_{i,t}$	Clustering Coefficient of $i$

- **assumption 6** Each division or office have at least one middle manager or senior manager.

## 4 Human Capital Model

### 4.1 Model Overview

Most research for human capital can be classified as either microscopic and macroscopic. Since either macroscopic or microscopic methods are difficult to solve our problem perfectly, we approach the problem with the combination of macroscopic and microscopic methods.

To measure the ability of each person, we use Quantitative Management Performance. Via this measurement, we can classify different kinds of employees which will influence the promotion process.

To build the employee network and analyze its properties, we employ the social network analysis (SNA) technique. In our case, the employees are viewed as nodes and relationships as links among them. So, We can simulate the complex relationship via this network.

Definitions of symbols employed in this paper are listed in **Table 1**.

### 4.2 Human Performance Model

In this part, we build a people model to evaluate an employee in four aspects, in terms of **Quantitative Management Performance** — work achievement, work ability, work attitude and potential. These four aspects are supposed to be quantized according to annual evaluation based on performance as judged by the supervisor and we take these independent variables as  $A_{ac_i}$ ,  $A_{ab_i}$ ,  $A_{at_i}$  and  $A_{po_i}$  for each employee  $i$ . For each of the four parameters, it goes from 0 to 1. The statues are used for calculating the probability that employee can promote. Meanwhile, they influence leaving probability and team cohesiveness as well.

It is obvious that some of the parameters are somehow more important than others. So in an effort to make our model more accurate and reliable, we introduce a weighted index of deviation  $AD_i$ , with

$$A_i = w_{ac} \cdot A_{ac_i} + w_{ab} \cdot A_{ab_i} + w_{at} \cdot A_{at_i} + w_{po} \cdot A_{po_i} \quad (1)$$

We determine weights via the Analytical Hierarchy Process(AHP) [Saaty 1982]. We build a  $4 \times 4$  reciprocal matrix by pair comparison:

	$A_{ac}$	$A_{ab}$	$A_{at}$	$A_{po}$
$A_{ac}$	1	5	2	1
$A_{ab}$	$\frac{1}{5}$	1	$\frac{1}{3}$	$\frac{1}{4}$
$A_{at}$	$\frac{1}{2}$	3	1	1
$A_{po}$	1	4	1	1

The meaning of the number in each cell is explained in []. The numbers themselves are based on our own subjective decisions.

We then get the weight of each factor by calculating the biggest eigenvalue and it's corresponding eigenvector, as given in Table.

Factor	$A_{ac}$	$A_{ab}$	$A_{at}$	$A_{po}$
Weight	0.3805	0.0709	0.2371	0.3030

We test the consistency of the preferences for this instance of the AHP. For good consistency [Alonso and Lamata 2006, 446 - 447]:

- The principal eigenvalue  $\lambda_{max}$  of the matrix should be close to the number  $n$  of alternatives, here 4; we get  $\lambda_{max} = 4.047$ .
- The consistency index  $CI = (\lambda_{max} - n)/(n - 1)$  should be close to 0; we get  $CI = 0.0157$ .
- The consistency ratio  $CR = CI/RI$  (where  $RI$  is the average value of  $CI$  for random matrices) should be less than 0.1; we get  $CR = 0.0182$ .

Hence, our decision method displays perfectly acceptable consistency and the weights are reasonable.

### 4.3 Social Network Model

The social network model contains a directed weighted graph  $G(V, E)$  in which  $V$  denote the employees and  $E$  denote the connection between employees. Since there are personnel changes,  $G(V, E)$  will change with time goes by. In order to simulate this situation, we use  $G_t(V_t, E_t)$  instead of  $G(V, E)$  where  $t$  is a discrete variable. So  $G_t(V_t, E_t)$  denote the social network in the  $t$ -th month.

First, we explain the way we build edges of  $G_t(V_t, E_t)$ .

When  $t = 0$ , there are about  $370 \times 85\%$  nodes (employees) in  $G_t$ . We build edges between employees in the same division or office, since employees in the same division or office certainly know each other. So each division or office form a complete graph and employees in the different division or office don't know others, which is impossible. To solve this problem, we build 10 edges for each employee with employees in other divisions with equal probability. Then we build the other edges with probability  $p = \frac{|N_{i,t} \cap N_{j,t}|}{|N_{i,t} \cup N_{j,t}|}$  which is called Jaccard similarity coefficient [Jaccard 1901].

When  $t > 0$ , there will be employees leaving or joining the company. If an employee leave, all his edges with other employees will be deleted. If an employee newly join the company, he will follow steps which employees at  $t = 0$  take. This is the dynamic process of graph  $G_t(V_t, E_t)$ .

Let  $s_{ij,t}$  denote the weight from  $i$  to  $j$  at time  $t$ . We have these properties of  $G_t(V_t, E_t)$ :

- $s_{ij,t} \neq s_{ji,t}$

We made this graph directed and weighted because one person may consider another person his best friend while that person doesn't consider him a good friend. This situation may appear because of the relationship between superior and subordinate and the relationship between person with more friend and person with less friend. In general,  $s_{ij,t} \neq s_{ji,t}$  for the reason above.

- $s_{ij,t} = \frac{a_{ij,t} + f_{ij,t}}{2}$

$a_{ij,t}$  denote the influence caused by the relationship between superior and subordinate,  $f_{ij,t}$  denote the influence caused by the amount of friends for  $i$  and  $j$ . We define

$$a_{ij,t} = \begin{cases} \frac{1}{2+|L_{i,t}-L_{j,t}|}, & L_{i,t} \geq L_{j,t} \\ 1 - \frac{1}{2+|L_{i,t}-L_{j,t}|}, & L_{i,t} < L_{j,t} \end{cases}$$

, where  $L_{i,t}$  denote the level of  $i$  at time  $t$ , and

$$f_{ij,t} = \frac{|N_{i,t} \cap N_{j,t}|}{|N_{i,t}|}$$

.

Finally, we explain the concept of clustering coefficient [Duncan J. Watts and Steven Strogatz 1998] of  $i$  denoted as  $c_{i,t}$ , which is a measure of the degree to which nodes in a graph tend to cluster together.  $c_{i,t}$  is defined as:

$$c_{i,t} = \frac{|\{s_{jk,t} : v_j, v_k \in M_i, s_{jk,t} \in E\}|}{k_{i,t}(k_{i,t} - 1)}$$

where  $M_{i,t} = \{v_j : s_{ij,t} \in E, s_{ji,t} \in E\}$  and  $k_{i,t} = |N_{i,t}|$ .

#### 4.4 Promote and Churn Model

The main part of our model is the algorithm which controls the behavior of employees. According to assumption 1 and assumption 2, we have the methodology as follow:

##### step 1

The network of the company we've built changes in terms of organizational churn and promotion. Considering various of factors in reality, we build an organizational churn and promotion model to predict the dynamic process.

The first part of the model is churn model. We define the churn rate of an employee  $i$  as  $l_i$  to evaluate the probability to churn.  $l_i$  is usually controlled by sorts of factors to different degrees. We divides  $l_i$  into three parts:  $l_{i1}$ ,  $l_{i2}$  and  $l_{i3}$ .  $l_{i1}$  represents the churn rate because of lacking of promotion opportunity.  $l_{i2}$  represents the churn rate because of the changes of other employees related to employee  $i$ . To simplify our model, we presume that  $l_{i1}$ ,  $l_{i2}$  is linear correlated with  $(1 - p_i)$  and  $s_i$ , which means

$$l_{i1} = \lambda_1(1 - p_i), l_{i2} = \lambda_2 s_i \quad (2)$$

$\lambda_1$  and  $\lambda_2$  could be ensured in later calculation.

$l_{i3}$  represents the other factors we can't get any information from the known conditons so that we regard it as stable. Thus

$$l_i = \lambda_1(1 - p_i) + \lambda_2 s_i + l_{i3} \quad (3)$$

After analyzing a great deal of churn rate reports, we get the composition of the three parts are 10.9%, 2.2% and 75.4% respectively. According to the percentage and the general churn rate 18%, we can calculate  $\lambda_1$ ,  $\lambda_2$  and  $l_{i3}$ . As an orinigal condition,it satisfies

$$\begin{cases} \lambda_1 \sum_{i=1}^{370} (1 - p_i) &= 10.9\% \times 370 \times 1.5\% \\ \lambda_2 \sum_{i=1}^{370} s_i &= 2.2\% \times 370 \times 1.5\% \\ l_{i3} &= 1.5\% \times 75.4\% \end{cases} \quad (4)$$

Thus we can use equation (4) to calculate the churn rate  $l_i$ .

The second part of the model is promotion model aimed to predict the promotion condition. We define the promotion rate of an employee  $i$  as  $p_i$  to evaluate the probability to promote. As a matter of fact, if there is a vacancy, judging if an employee suits the site involves work experience and ability. It is essential that he is supposed to have several years of work experience according to issue 6. If an employee satisfies the experience condition, it turns out to think about his ability. Since in people model, each employee's ability is evaluated by a parameter  $A_{D_i}$ . For each level of position, it has an ability standard, as shows in Figure[]. The ability of an employee are supposed to reach the four standard parameters respectively, otherwise its  $p_i$  is 0. For those who reach the standard, the promotion probability can be calculated by the equation:  $p_i = \frac{A_{D_i}}{\sum_{\alpha} A_{D_{\alpha}}}$  where  $\alpha$  is employee who have probability to promote.

## 5 Performance and Analysis

### 5.1 Analysis for Task 2

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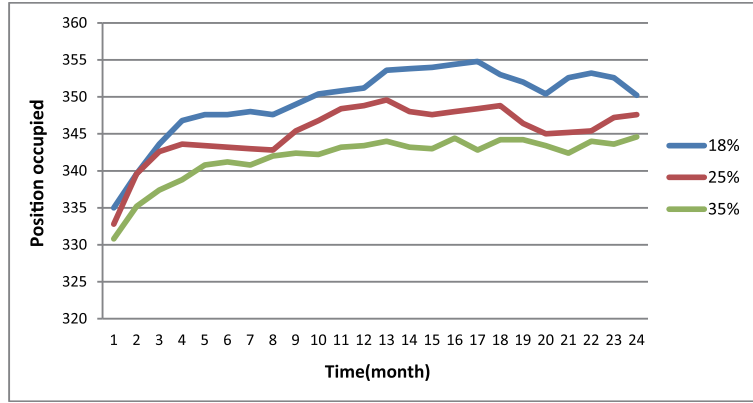
### 5.2 Analysis for Task 3

We assume that the company offers training programs for its employees monthly and newly hired employees start to get their salaries next month after they enter the company. With these two assumption, results can be drawn according to our model through simulation.

Budget can be divided into threee parts: salary budget, training budget and recruiting budget. The budget requirement predicted for next two years is listed in the table below in terms of  $\sigma$ .

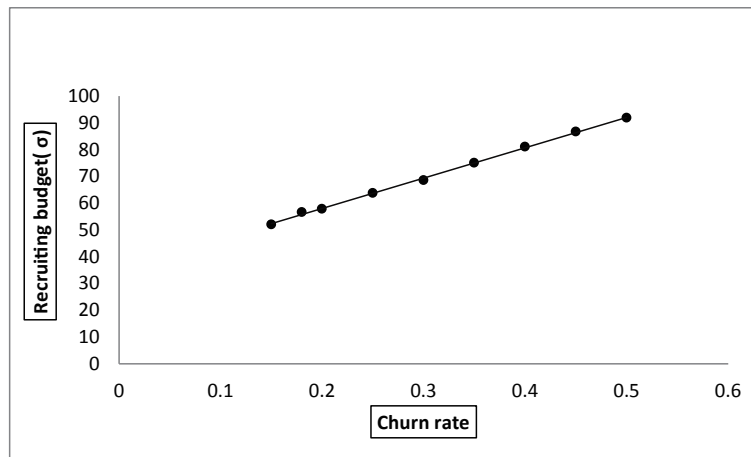
Total Budget	Salary Budget	Training Budget	Recruiting Budget
1170.8 $\sigma$	951.387 $\sigma$	164.423 $\sigma$	55.08 $\sigma$

### 5.3 Analysis for Task 4



**Figure 1:** Status of positions

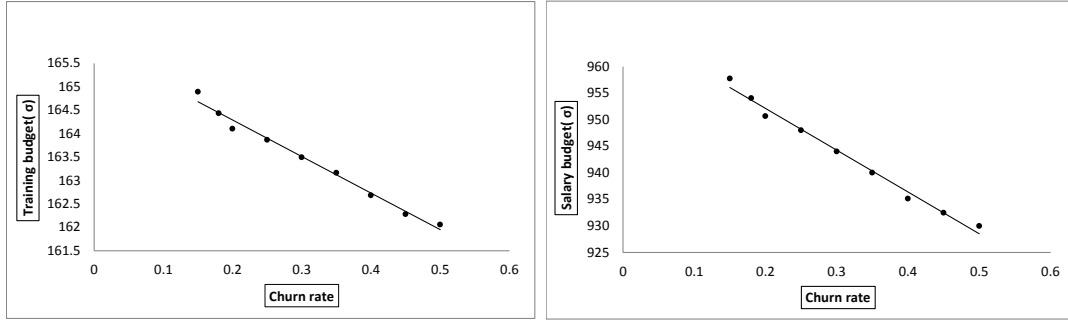
To analyze the status of positions under different churn rate, we use our model to simulate dynamic processes with these churn rate constraints. We execute our program 100 times for each churn rate and average the predicted values. Figure 1 shows the averaged results our model predicted. Under all of these three conditions, the number of employees in the company keeps rising. The higher the churn rate, the lower the final full rate the company reaches after two years. But ICM can sustain its 80% for positions even if the churn rate goes to 35% according to our model's prediction.



**Figure 2:** Recruiting budget

The churn rate effect the budget of the company as well. The three parts of the budget behave differently when churn rate increases. The calculated budget is shown in Figure 2 and Figure 3. Each data point in three charts is an averaged result of 10 predictions and a linear trendline is added to each chart. It is clear that recruiting budget showed in Figure 2 is likely to be proportional to the churn



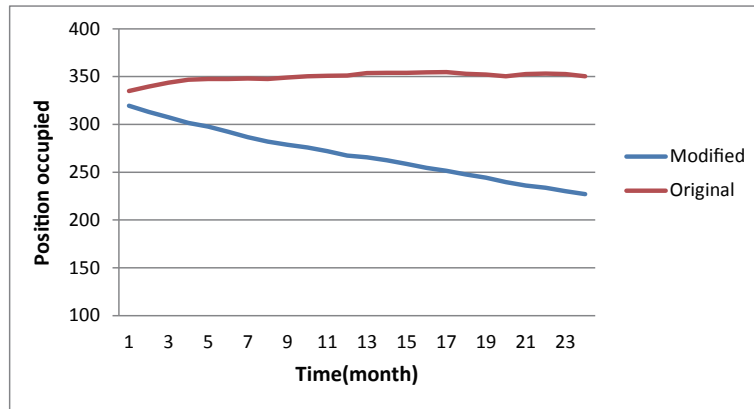


**Figure 3:** Training budget and salary budget

rate while salary budget and training budget showed in Figure 3 are likely to be inversely proportional to the churn rate.

To maintain enough employees, the company has to spend more on recruiting. So high turnover rate directly increase the recruiting budget. High turnover rate's effect on training budget and salary budget is more complex. On the one hand, when churn rate goes up, vacancies in the middle level keeps rising due to long recruiting time and low promote rate. On the other hand, the vacancies in lower level remains low because of the short recruiting time. So the full rate of the company decreases when churn rate rises. Since training budget and salary budget are closely related to full rate, both of them decrease when turnover rate goes up.

#### 5.4 Analysis for Task 5



**Figure 4:** Status of position

We apply following changes to our model to simulate the required process:

- Change the churn rate of junior managers and experienced supervisors to 30%
- Prohibit external recruiting
- Promoting only qualified employees

Level of Position	Modified	Original
Senior manager/Executive	5.6	8.4
Junior manager/Executive	9.0	18.4
Experienced supervisor	7.4	23.0
Inexperienced supervisor	9.2	23.2
Experienced employee	72.6	107.4
Inexperienced employee	99.6	149.6
Administrative clerk	24.0	24.0

**Table 1:** Status of position

The result of simulation is shown in Figure 4 and Table 1. All the data shown is an average of ten predictions. While the number of positions occupied remains stable with original conditions, it drops remarkably with modified conditions.

We list specific data of each level in Table 1. In the modified case, the numbers of employees are lower than original case especially the those of middle levels. Since there is no external recruiting in modified case, it is obvious that the full rate will decrease due to employees' leave. Although some qualified employees can be promoted into higher level, the high churn rate of the middle level and difficulty of satisfying the promotion conditions make the numbers of middle level employees relatively low. The situation given in that task 5 will cause unrecoverable damage to ICM's HR health. With the full rate of middle level employees lower than 50%, the HR structure is broken into fragments and the company won't be able to function normally.

## 6 Advice for HR

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### 6.1 Incentive Mechanism

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### 6.2 Matching Employees to the Right Position

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## 7 Team Science

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## 8 Sensitivity Analysis

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## 9 Strengths and Weaknesses

### Strengths

- Our model make fully use of the theory of multilayer networks so that it quantizes the relation accurately and reasonably.
- Our model excellently proves the interaction among these factors:leave probability, promotion probability and productivity.
- The network we built include both microcosmic part and macrocosmic part, and they react to each other.
- Our model proves the effection of time.

### Weaknesses

- Limited by the time,we neglected sorts of factors which are not so significant.In fact, the model still has space to be perfected.
- The result has some randomness.

## 10 Conclusions

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## References

[1]