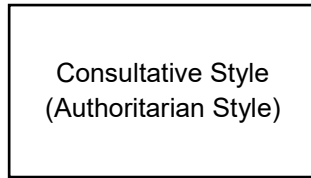


KEY

Cause → Effect

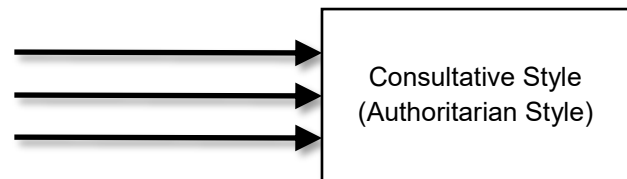
The direction of the arrow is from the cause to the effect.



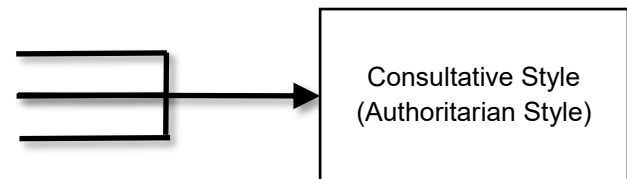
The box is a cause or an effect. The text represents states. These can be discrete, i.e., either one state or the other or they can be continuum, i.e. on a range between one extreme and the other.



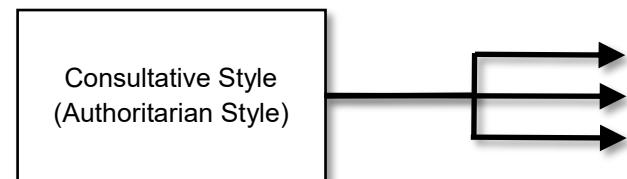
The question mark indicates unspecified causes.



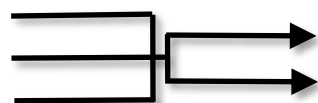
Three causes which are each necessary and together sufficient for the effect.



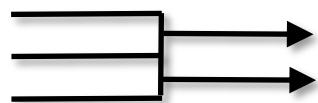
Three causes which are individually sufficient but not individually necessary for the effect. Only one cause is necessary.



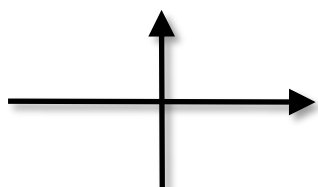
One Cause with three effects.



Three sufficient causes one or more of which is necessary for two effects.



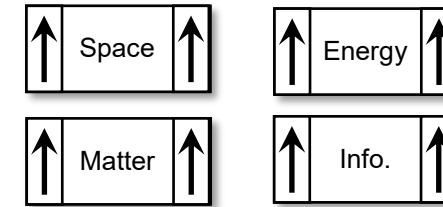
Three necessary causes which are together sufficient for two effects.



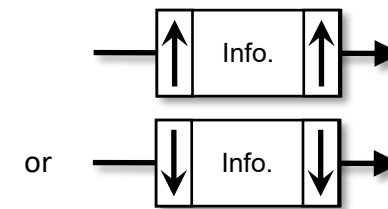
Causal arrows which cross one another but are not connected.

Here there be monsters.

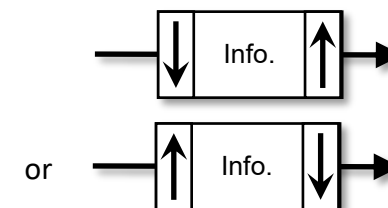
Comment box.



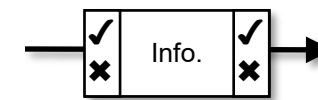
The text describes what is transferred from the cause to the effect. When and effect has more than one alternative sufficient cause, each must make the same transfers.



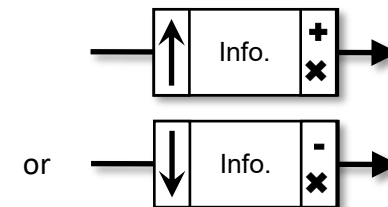
The cause and effect are both continuum states. An increase in the causal state, from that in brackets to that above the brackets, results in an increase in the effect state. Normally this implies that a decrease in the former implies a decrease in the latter.



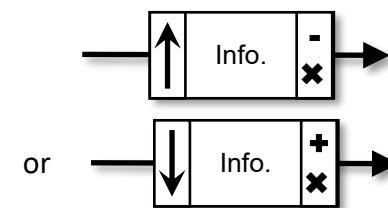
The cause and effect are both continuum states. A decrease in the causal state results in an increase in the effect state. Normally, this implies that an increase in the former results in a decrease in the latter.



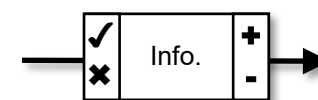
The cause and effect are both discrete states. If the causal state is as checked then the effect is as checked.



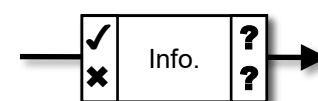
The cause is a continuum state and the effect a discrete one. An increase in the causal state results in an increase in the probability of the effect state marked plus. Normally, this implies that a decrease in the former results in a lower probability of the latter.



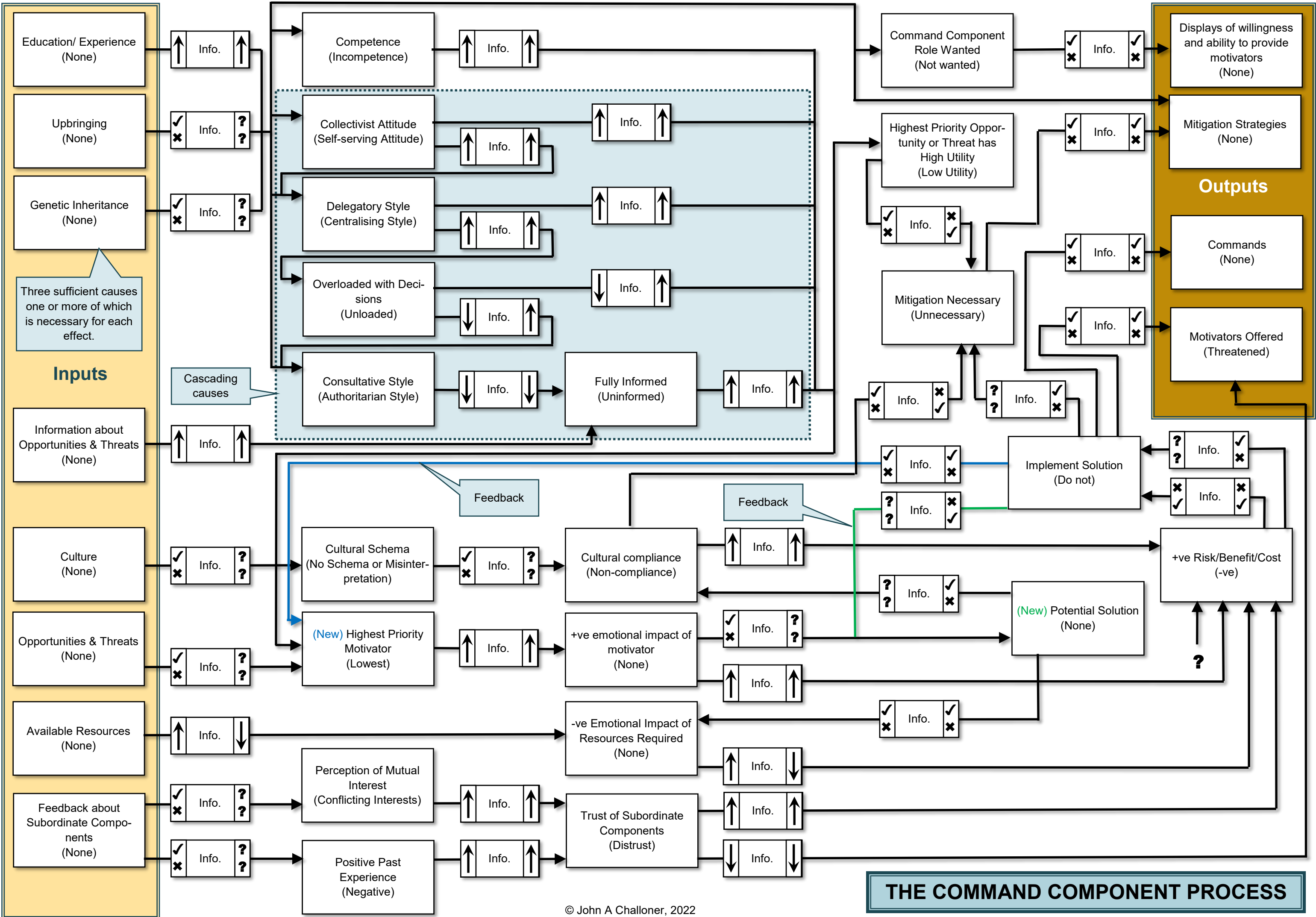
The cause is a continuum state and the effect a discrete one. An increase in the causal state results in a decrease in the probability of the effect state marked minus. Normally, this implies that a decrease in the former results in an increase in the latter.



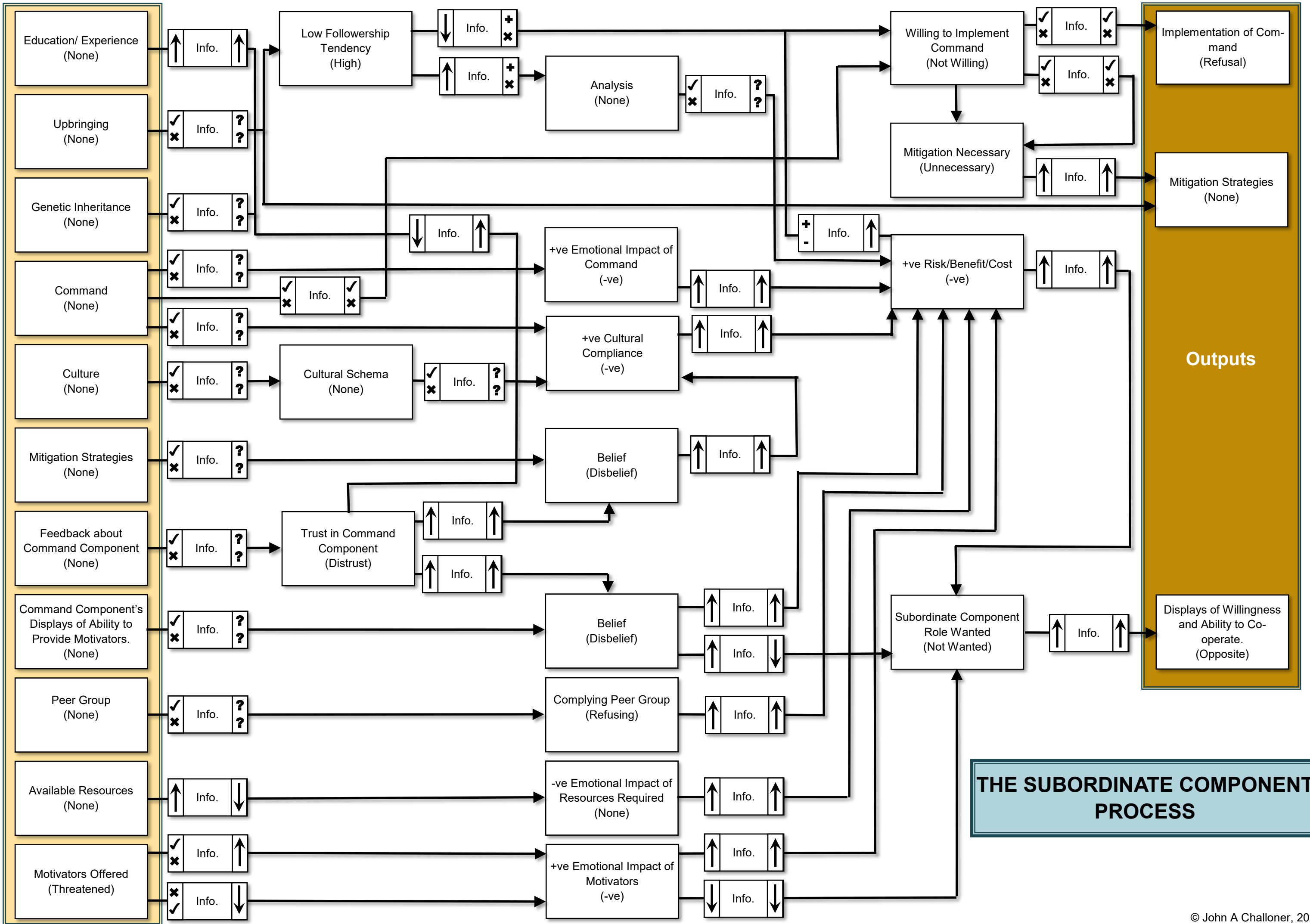
The cause and effect are both discrete states. The state of the cause checked results in an increase in the probability of the state of the effect marked plus.



The effect occurs but its state is unknown for this cause.



THE COMMAND COMPONENT PROCESS



THE SUBORDINATE COMPONENT PROCESS

NOTES

The pale orange area on the left contains inputs to the system. The darker orange area on the right contains outputs. The central white area contains the systems processes.

The boxes in the input section represent sources of information. The boxes in the process section represent attitudes, states of mind, and mental processes. The boxes in the outputs section represent acts. The arrows link causes to effects.

All causal transfers in these diagrams are of information. Strictly, to make a decision the command component also requires energy in the form of food and other resources. There are probably situations in which a poverty of these resources has a negative impact on decisions and their implementation, but these have not been included.

These diagrams can be translated into Symbolic Logic. Theoretically, they could also be translated into Systems Dynamics. However, the issue of how attitudes and states of mind are measured and quantified is fraught with problems, and these would first need to be overcome. Attitudes and states of mind are probably more cognitive & acquired than inherited, i.e., more to do with the brain's software than its hardware. This means, that they are unlikely to be revealed by MRI scans, etc. There are also issues associated with the reliability of questionnaires.

An organisation is any group of people with a common purpose. It can, for example, comprise a single individual, a club, a business, a nation, or a group of nations.

A command component is the part of an organisation that makes decisions and issues instructions to subordinate components of the organisation. It can, for example, be an individual, a board of directors, a government or a nation. Where the command component is an individual they are described as a leader.

A subordinate component is any individual or group of people in an organisation to which commands are issued. Where a subordinate component is an individual they are described as a follower. A "subordinate component" can be lesser members of a board of directors, a department in government, the employees and consultants supporting a business organisation, a national population, and so on. In general, the subordinate components are relative to the command component, e.g., followers are relative to a leader.

A command is any instruction, request or implied wish of the command component.

Mitigation strategies include displays of culturally acceptable motivation, explanations, rationales, distractions, etc.