

Behavior (glossary)

behavior

The printable version is no longer supported and may have rendering errors. Please update your browser bookmarks and please use the default browser print function instead.

(1) Systems behavior is a change which leads to events in itself or other systems. Thus, action, reaction or response may constitute behavior in some cases. (Ackoff 1971)

(2) The effect produced when an instance of a complex system or organism is used in its operational environment. (Created for SEBoK)

Source

(1) Ackoff, R.L. 1971. "Towards a System of Systems Concepts". *Management Science* 17: 11. Hanover, MD, USA: INFORMS.

(2) This definition was developed for the SEBoK.

Discussion

(1) This is the system science definition. Any system has behavior if its actions are in some way visible to systems around it.

(2) This definition associates behavior with an emergent outcome of (complex) deployed system, more analogous to human/animal behavior. Taking this view, the whole organism has behavior but not any of its element systems; e.g., cars have behavior (when driven by people), engines have functions.

SEBoK v. 2.9, released 20 November 2023

Retrieved from

"[https://sandbox.sebokwiki.org/index.php?title=Behavior_\(glossary\)&](https://sandbox.sebokwiki.org/index.php?title=Behavior_(glossary)&)

oldid=69831"

This page was last edited on 18 November 2023, at 22:53.