

Dynamics of Companies

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Thanks to ...

L. Amaral, H. Takayasu, S. Jain, S. Battiston, B. Drossel

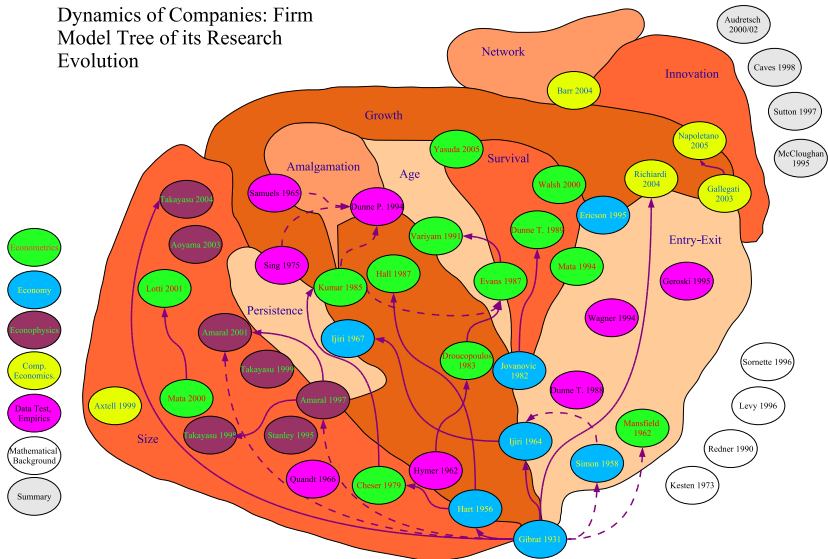
Topics of Interest

- different perspectives:
 - ▶ economic: theory of the firm, ...
 - ▶ management: strategies for entrepreneurship, ...
 - ▶ production: supply chains, ...
- physics perspective: *collective* effects
 - ▶ ensembles of companies: $i = 1, \dots, N$
 - ▶ simple characterization: company “size” $x_i(t)$
income, output, employees, ...
 - ▶ aggregated variables
- our focus:
 - ▶ growth of companies \Rightarrow size *distribution*
 - ▶ interaction of companies \Rightarrow network structure
 - ▶ structure of companies \Rightarrow hierarchies
 - ▶ decisions in companies \Rightarrow opinion formation

- └ Company growth

- └ Different perspectives

Dynamics of Companies: Firm Model Tree of its Research Evolution



Company Growth

- set of companies: $i = 1, \dots, N$
 - ▶ $x_i(t)$: company “size”, growth rate: $dx_i/dt = \mathcal{F}_i(?)$
- $\mathcal{F}_i(t)$ with $\langle \mathcal{F}_i(t) \rangle = 0$, $\langle \mathcal{F}_i(t) \mathcal{F}_i(t') \rangle = S \delta_{ij} \delta(t - t')$

$$x_i(t + \Delta t) = x_i(t) + \sqrt{S \Delta t} \xi_i$$

- ▶ growth as random walk (Bachelier, 1900)
- $\mathcal{F}_i = f(x_i) + \dots \Rightarrow$
 - ▶ independent growth, proportional to size (Gibrat, 1931)
- $\mathcal{F}_i = f(x_j, x_k) + \dots$
 - ▶ growth through innovation networks

Gibrat's Model

- $\dot{x}_i = \mathcal{F}_i = f(x_i) + \dots = b_i x_i$
 - ▶ “Law of proportionate growth” (Gibrat '30, '31; Sutton '97)
 - ▶ no interactions between firms

$$x_i(t + \Delta t) = x_i(t) \left[1 + b_i(t) \right]$$

- Assumptions:
 - ▶ $b_i(t)$: independent of i , no temporal correlations (random noise)
 - ▶ $t \gg \Delta t$:
 - $x(t) = x(0)(1 + b(1))(1 + b(2)) \cdots (1 + b(t))$
 - ▶ *growth “rates”*: $R(t) = x(t+1)/x(t)$, $t \gg \Delta t$, $\ln(1 + b) \approx b$

$$\ln R(t) = \sum_{n=1}^t b(n)$$

\Rightarrow random walk for $\ln R(t) \Rightarrow$ log-normal distribution for $x_i(t)$

└ Company growth

└ Log-normal vs power law distribution

Log-normal vs Power Law Distribution

$$x_{t+1} = \lambda_t x_t \quad \text{with } \lambda = b + 1$$

$$P(x_t) = \frac{1}{\sqrt{2\pi Dt}} \frac{1}{x_t} \exp \left[-\frac{1}{2Dt} (\log x_t - vt)^2 \right]$$

$$v = \langle \log \lambda \rangle ; \quad D = \langle (\log \lambda)^2 \rangle - \langle \log \lambda \rangle^2$$

rewriting:

$$P(x_t) = \frac{1}{\sqrt{2\pi Dt}} \frac{1}{x_t^{1+\mu(x_t)}} e^{\mu(x_t)vt} ; \quad \mu(x_t) = \frac{1}{2Dt} \log \frac{x_t}{e^{vt}}$$

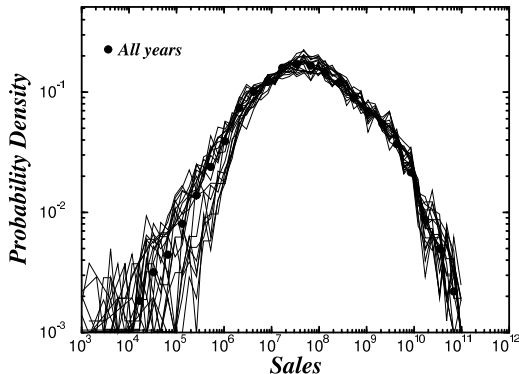
$\mu(x_t)$: slowly varying function of x_t

- $x_t \ll e^{(v+2D)t}$ yields $\mu(x_t) \ll 1$
 \Rightarrow log-normal and $1/x_t$ undistinguishingable
- however in the tail $x_t \gg e^{(v+2D)t} \Rightarrow \mu(x_t) \rightarrow \infty$ (!!)

Empirical Evidence?

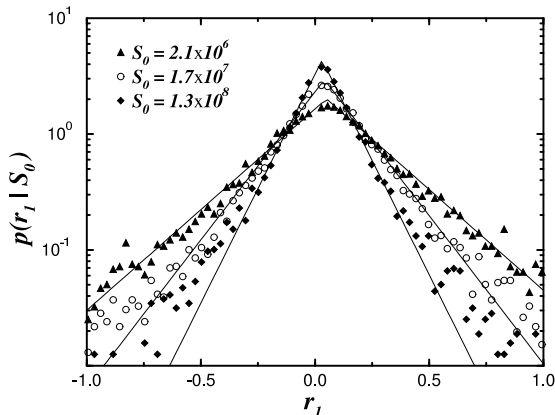
- Empirical distribution of company sizes (1974-1993) (Amaral et al, 1997) \Rightarrow log-normal distribution

Fig. 2(a)



- Empirical distribution of growth rates (Amaral et al, 1997)
⇒ depend on size, tent-shape exponential distribution

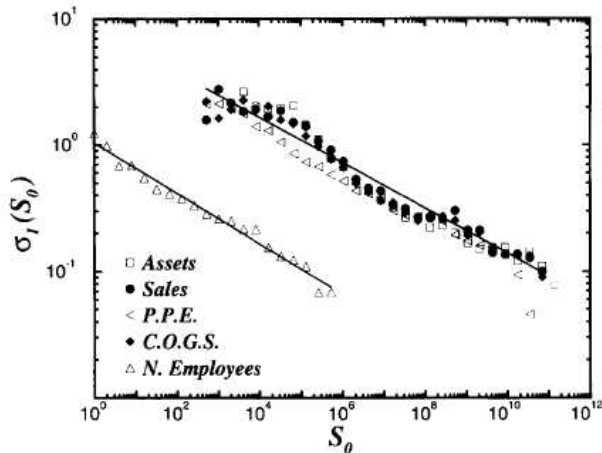
Fig. 3



└ Company growth

└ Empirical evidence

- Empirical distribution of standard deviation of growth rates (Amaral et al, 1997) \Rightarrow depend on size, power-law distribution



Stylized facts:

- log-normal distribution of company sizes

$$P(x) = \frac{1}{\sqrt{2\pi} \sigma x} \exp \left[-\frac{(-\ln x - \mu)^2}{2\sigma^2} \right]$$

- exponential growth ratio distribution

$$P(r_1|x_0) = \frac{1}{\sqrt{2} \sigma_1(x_0)} \exp - \left[\frac{\sqrt{2} |r_1 - \bar{r}_1(x_0)|}{\sigma_1(x_0)} \right]$$

- power-law distribution of the standard deviations

$$\sigma_1(x_0) \sim x_0^{-\beta} ; \quad \beta < 0.5$$

Explanations

- correlations in the growth rates
company is attracted to an “optimal size”

$$\frac{x_{t+\Delta t}}{x_t} = \begin{cases} ke^{\varepsilon t}, & x_t < x^* \\ \frac{1}{k}e^{\varepsilon t}, & x_t > x^*, \end{cases}$$

- growth depends on properties of management hierarchies
 n levels, z mean branching ratio, decisions on higher level are followed with prob π

$$\beta = \begin{cases} -\ln(\pi)/\ln(z) & \text{if } \pi > z^{-1/2} \\ 1/2 & \text{if } \pi < z^{-1/2} \end{cases}$$

- ▶ β decreases in time \Leftrightarrow companies better coordinated

Micromodel of company growth

- Amaral et al (2001)
 - ▶ firm consist of several subunits (divisions): $\xi(t)$
 - ▶ firm size: $S(t) \equiv \sum_i \xi_i(t)$
growth from independent growth of subunits
 - ▶ *entry*: $t = 0$: firm created with single unit of size $\xi_1(t = 0)$
 - ▶ *exit*: $S < S_{min}$: firm not economically viable

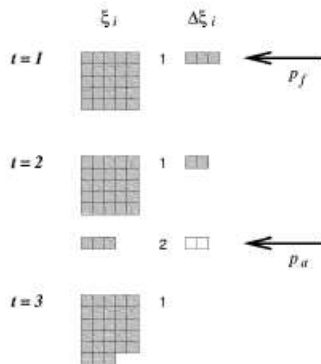
The evolution of a division

- random multiplicative process:

$$\Delta\xi_i(t) \equiv \xi_i(t)\nu_i(t)$$

- $\Delta\xi_i(t) < S_{min}$: division evolves by changing its size
 $\xi_i(t+1) = \xi_i(t) + \Delta\xi_i(t)$
 - ▶ if $\xi_i < S_{min}$, then with probability p_a division i is absorbed by division 1
- $\Delta\xi_i(t) > S_{min}$
 - ▶ with probability p_f division i does not change and a new division j is created with size $\xi_j(t+1) = \Delta\xi_i(t)$
 - ▶ with probability $(1 - p_f)$ division i evolves
 $\xi_i(t+1) = \xi_i(t) + \Delta\xi_i(t)$,

Schematic representation of Amaral et al.'s model



Further Improvements of Gibrat

- *economic idea*: simple entry dynamics (Simon & Bonini '58)
- *mathematic idea*: add more noise! (Kesten '73)

$$x(t+1) = x(t)[1 + b(t)] + a(t)$$

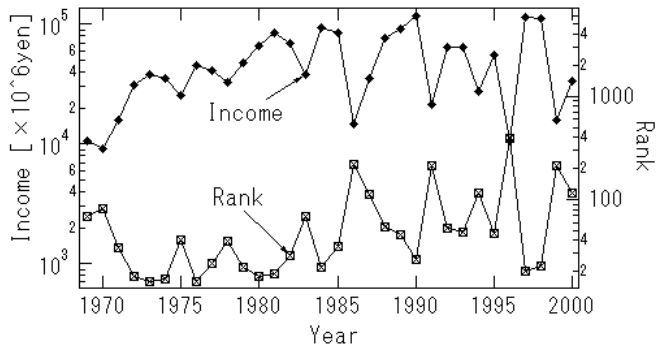
- ▶ b , a positive independent random variables
- ▶ $a(t)$ acts as “effective repulsion” from zero (Sornette & Cont '97)
- *practical idea*: fit parameters (Takayasu et al '04)

$$x(t+1) = \alpha(t)\lambda(t, x)x(t) + a(t)$$

- ▶ $[1 + b] \rightarrow \lambda(x, t)$: growth depends on size
- ▶ estimation from $\ln R(t) = \ln\{x(t+1)/x(t)\}$ with standard deviation $\sigma(x)$

Comparison with real company data

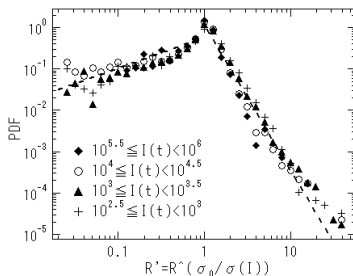
- Takayasu et al '04: income of 15.000 US and 15.000 non-US comp., 80.000 Japanese comp. (income > 40 Mio Yen), before tax



(Takayasu et al 2004)

$$x(t+1) = \alpha(t)\lambda(t, x)x(t) + f(t)$$

- $\lambda(x, t)$: growth depends on size
 - ▶ estimation from log growth rate: $\log R(t) = \log x(t+1) - \log x(t)$
with standard deviation $\sigma(x)$
for large x : σ_0 , $f(t)/x$ negligible
scaling by means of normalized growth: $R^{\sigma(x)/\sigma_0}$



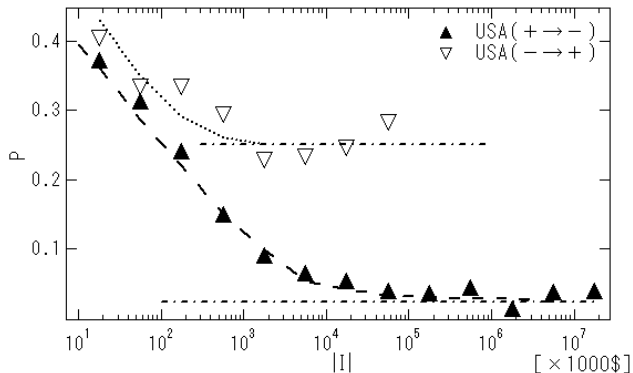
(Takayasu et al 2004)

- └ Company growth

- └ Improvements

- $\alpha(t)$ either +1 (growth) or (-1) (slump)
prob. determined empirically from large $|x(t)|$

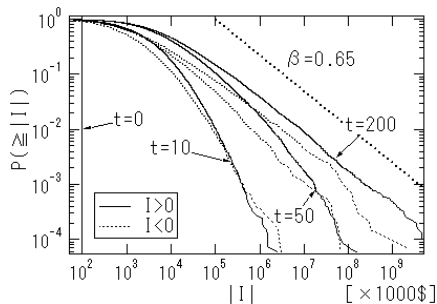
$$\alpha(t) = \begin{cases} 1 & \text{with prob. } 0.97 \text{ (} x(t) > 0 \text{), } 0.75 \text{ (} x(t) < 0 \text{)} \\ -1 & \text{with prob. } 0.03 \text{ (} x(t) > 0 \text{), } 0.25 \text{ (} x(t) < 0 \text{)} \end{cases}$$



(Takayasu et al 2004)

Forecast by means of Monte Carlo Simulations

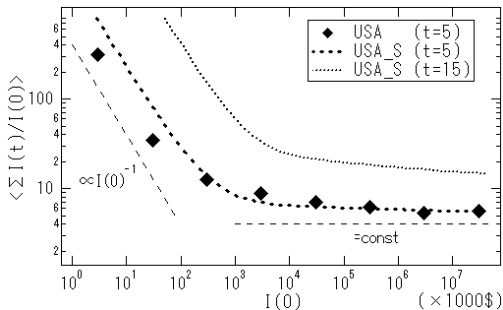
- initial state: 6.000 companies, $x_i(0) = 100$
coefficients estimated from real data
- $t = 50$: qualitative agreement with real distribution (US)
with constant growth rate distribution: firms income will keep growing for more than 100 years



(Takayasu et al 2004)

Investment Strategies?

- normalized cummulative income for 5 years: $I = \sum_{n=1}^5 x(n)/x(0)$



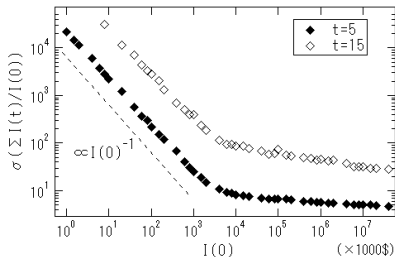
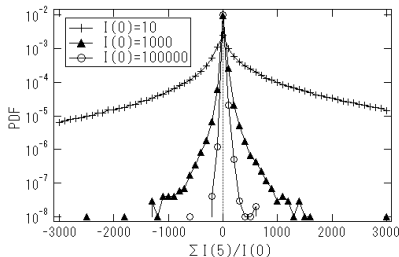
(Takayasu et al 2004)

- for $x(0) > 10^6\$$: $I \propto x(0) \Rightarrow$ invest in small firms?

- Company growth

- Improvements

- small firms: large growth rates, but also large variances (notice the asymmetric distribution)



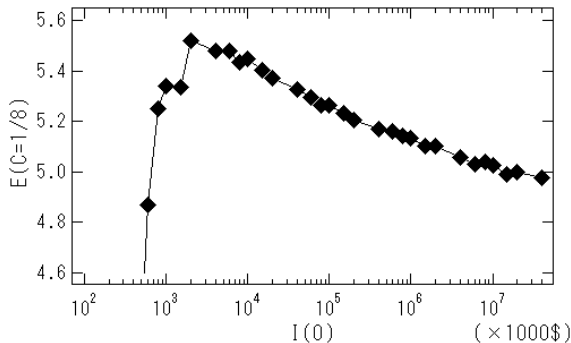
(Takayasu et al 2004)

- └ Company growth

- └ Improvements

- investment strategy: tradeoff between profits and risks
- investment efficiency: relation between $\langle I \rangle$ and $\sigma(I)$

$$E(c, x(0)) = \left\langle \sum \frac{x(5)}{x(0)} \right\rangle - c \sigma \left(\sum \frac{x(5)}{x(0)} \right)$$



(Takayasu et al 2004)

Growth through Network Effects

- $\dot{x}_i = \mathcal{F}_i = f(x_j, x_k) + \dots$

$$\frac{dx_i}{dt} = \sum_{j=1}^N c_{ij} x_j - \Phi x_i \quad (\text{Jain/Krishna '98, '01})$$

- ▶ $c_{ij} \in \{0, 1\} \Rightarrow$ represents a directed network
 j catalyzes the growth of i , link probability p
 i is connected to $m = p(N - 1)$ other companies (on average)
- *two time scales*:
company growth (fast), network dynamics (slow)
- *assumption*: extremal dynamics \Rightarrow minimum performance threshold

- **Questions:**

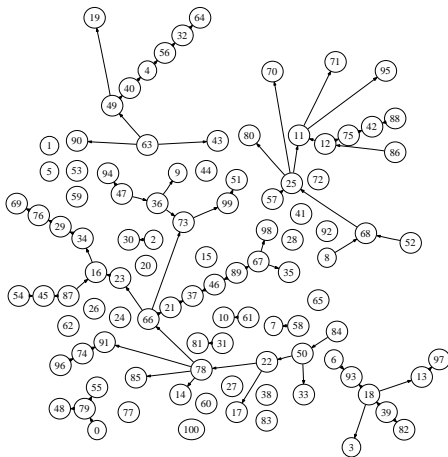
- ▶ Under which conditions do companies survive?
- ▶ Which structures of innovation networks emerge?
- ▶ What happens if selection pressure is increased?

- **Results of computer simulations:**

Emergence of a core of *cooperative* companies, and a *parasitic* periphery, considerable crashes and recovery

└ Network effects

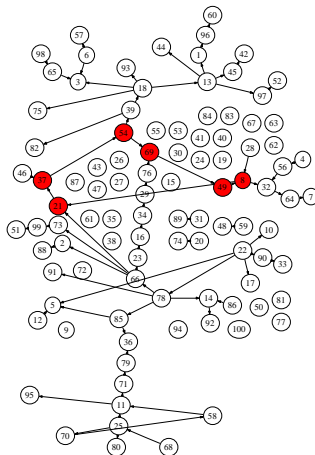
└ Growth through network effects



t=800

└ Network effects

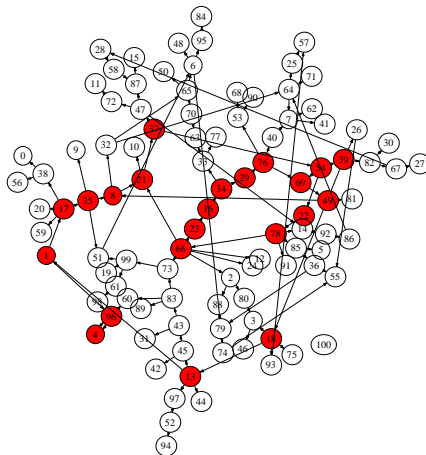
└ Growth through network effects



t=973

└ Network effects

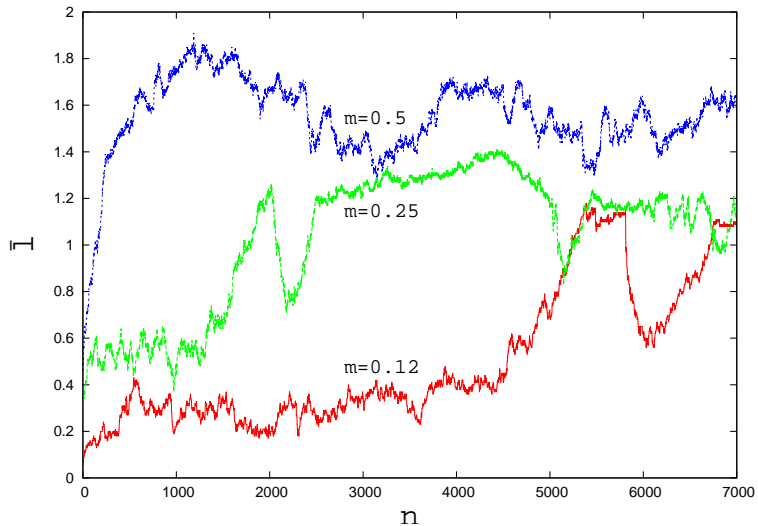
└ Growth through network effects



t=1290

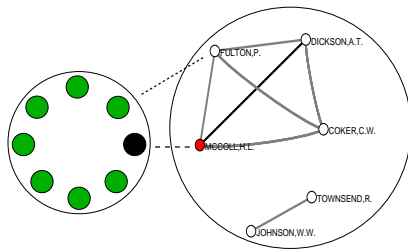
└ Network effects

└ Growth through network effects



Get connected

- N agents with $\theta_i \in \{-1, +1\}$; ruling opinion $\theta_G = +1$
- CEO proposal $\Rightarrow N_+$ supporters, N_- objectors
- additional (outside) ties between board members \Rightarrow weight J_{ij}



(Battiston et al 2003)

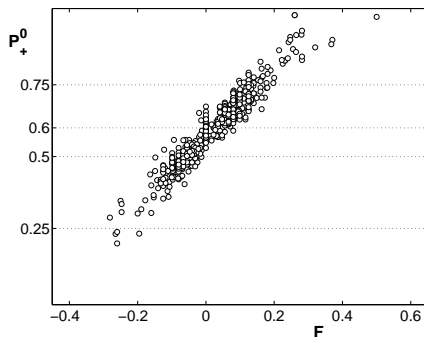
- Network effects

- Decisions based on network effects

Model of board decisions (Battiston et al, 2003)

- probability of agent i to approve CEO proposal ($\theta_G = +1$):

$$p = \frac{1}{1 + \exp\{-2\beta h_i(t)\}} ; h_i(t) = \sum_{j \in NN} J_{ij} \theta_j$$



influence of lobby:

additional force

$$F \sim \sum J_{ij} \theta_i (t = 0)$$

⇒ *minority of well-connected members can drive the majority's decision*

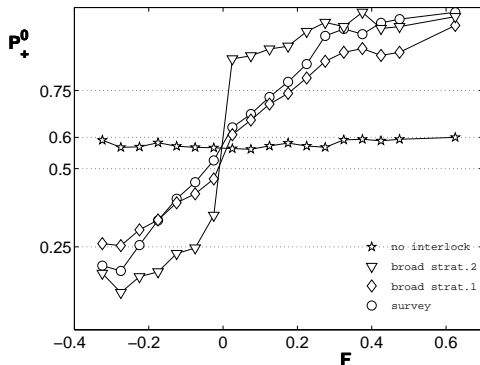
- Network effects

- Decisions based on network effects

The importance of speaking first

- instead of random sequential update: one at a time

memory length $\gamma \Rightarrow h_i^* = (1 - \gamma)h_i + \gamma J_{ij}\theta_j$



(Battiston et al 2003)

Formation of Hierarchies

- complex system (“company”): various organizational hierarchies
global aim: increase of “productivity” (utility, fitness, ...)

Simple, but illustrative model of Drossel '99:

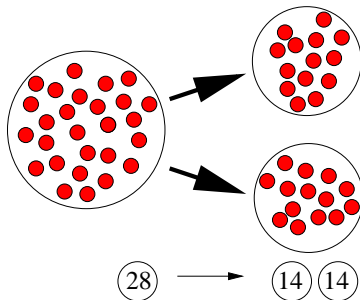
- productivity of 1 unit at (lowest) level 1: $P_1(1)$ (negligible)
productivity of N interacting units at (lowest) level 1: $P_1(N)$
 - ▶ *increases* with interaction possibilities: $P \sim N(N-1)$
 - ▶ *decreases* with costs of interaction (e.g. transportation costs)
if system size increases linearly with N , then $P \sim -N(N-1)N$

$$P_1(N) = [g_1 N - c_1 N^2](N-1)$$

- ▶ maximum size: $P_1(N) \rightarrow 0$: $N_{\max} = g_1/c_1$

└ Formation of Hierarchies

- maximum productivity per unit: $P_1(N)/N \rightarrow \max$
 \Rightarrow optimal size $N_{\text{opt}} = (g_1 + c_1)/2c_1$
- reasons to split into $N = N' + N''$ if $P_1(N) < P_1(N') + P_1(N'')$
 most profitable split for total productivity: $N' \approx N''$
 \Rightarrow critical ("split") size: $N_{\text{crit}} = 2(g_1 + c_1)/3c_1 = 4/3 N_{\text{opt}}$



- so far: optimization of *global* productivity
 - ▶ realistic system: cannot probe all possible configurations
no breaking/rearrangement of large number of connections
 - ▶ growing systems: more likely follow established pathways
 - ⇒ search for “local” optima (rather than global optima)
 - ⇒ different set of growth rules lead to high productivity

Example 1:

- 1 simultaneous formation of isolated groups until P_1/N decreases
- 2 groups interact → formation of supergroups until P_2/N decreases
- 3 supergroups interact → formation of super-supergroups until P_3/N decreases
- 4 groups at level $k - 1$ can still grow further if this increases productivity at level k

Formation of Hierarchies

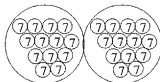
$N=5, P/N=2.0$



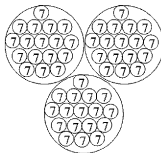
$N=14, P/N=6.4$



$N=182, P/N=172$



$N=357, P/N=361$



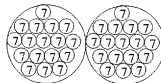
$N=10, P/N=5.6$



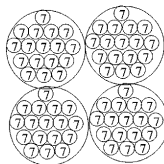
$N=91, P/N=31$



$N=238, P/N=195$



$N=476, P/N=529$



(Drossel '99)

Example 2:

- 1 level 1: add new units → (i) join existing groups if this increases productivity, OR (ii) form a new group with one of the units in other groups, as long as productivity increases
- 2 migration of units from other groups to newly formed one, as long as productivity increases
- 3 level k : split of groups from supergroups to form new supergroups, and migration of groups to other supergroups, as long as productivity increases

Formation of Hierarchies

$N=5, P/N=2.0$



$N=14, P/N=7.94$



$N=42, P/N=21$



$N=6, P/N=2.68$



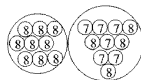
$N=41, P/N=20.8$



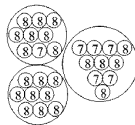
$N=43, P/N=25.4$



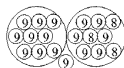
$N=146, P/N=116$



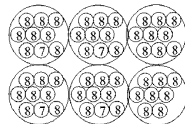
$N=N=218, P/N=200$



$N=168, P/N=60.3$



$N=420, P/N=426$



(Drossel '99)

Example 3: (Drossel '99)

- 1 add new units to a group until productivity decreases
- 2 split into two groups that grow until productivity decreases
- 3 rearrangement into three groups that grow until productivity decrease
- 4 split into two supergroups that grow until productivity decreases

Formation of Hierarchies

$N=5, P/N=2.0$



$N=14, P/N=7.94$



$N=38, P/N=20.4$



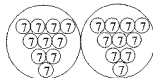
$N=6, P/N=2.68$



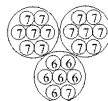
$N=37, P/N=20.2$



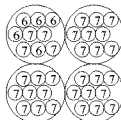
$N=140, P/N=131$



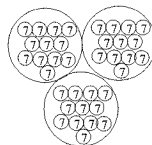
$N=141, P/N=133$



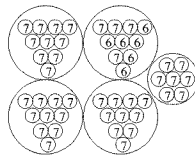
$N=247, P/N=282$



$N=246, P/N=280$



$N=339, P/N=418$



(Drossel '99)

Result:

- complexity emerges: formation of hierarchies to optimize two contradicting requirements (benefit vs. costs of interaction)

Extensions:

- *heterogeneous agents*: no identical units, groups,
- explicit time dependence: “aging of groups”
- explicit dependence on distance, costs of migration
- dynamics of entry/exit: “birth” dependent on local conditions, “death” of units, groups, ...
- dependence on resources

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