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B-Tech (IIT Kharagpur 1994), PGDM (IIM Lucknow 1998), FPM (IIM Calcutta 2013)

[PGDM may be considered equivalent to M.B.A. Likewise FPM is equivalent to PhD.]

Sasanka Sekhar Chanda's research interests are in strategic decision-making, complexity theory, organization and project failures, and managerial intentionality. Earlier, Sasanka worked in the industry in a range of roles spanning engineering, consulting, and management over a period of fifteen years.

TEACHING

Program	Course Title
<i>Undergraduate</i>	√ An Introduction to Thinking in Complexity
<i>M.B.A.</i>	√ Strategic Analysis of Business Events (based on C. K. Prahalad's work) √ Artificial Intelligence in Human Resource Management
<i>Post Graduate (Other)</i>	√ Artificial Intelligence in Management and Business
<i>Doctoral</i>	√ Philosophical Moorings of Social Science Research (developing a research question) √ Theory Development by Computational Simulation Modeling (Genetic algorithm & NK model) √ Theory of the Firm √ Strategy Process Research
<i>Other</i>	Using heuristics for decision making under uncertainty

RESEARCH

Research involving Genetic Algorithm (March 1991 / Holland 1975)

Below I am providing the list of papers in the order they may be read.

- [1]. Chanda SS, Miller KD (2019) Replicating agent-based models: Revisiting March's exploration-exploitation study. **Strategic Organization**, 17(4): 425–449 DOI: 10.1177/1476127018815295. <https://journals.sagepub.com/doi/pdf/10.1177/1476127018815295>
- [2]. Chanda SS, McKelvey B (2020) Back to the basics: Reconciling the continuum and orthogonal conceptions of exploration and exploitation. **Computational and Mathematical Organization Theory**, 26(2): 175–206 DOI <https://doi.org/10.1007/s10588-020-09311-y>. <https://rdcu.be/b4tNx>

- [3]. Chanda SS, Ray S (2015) Optimal exploration and exploitation: The managerial intentionality perspective. **Computational and Mathematical Organization Theory**, 21(3): 247–273. DOI: 10.1007/s10588-015-9184-y
- [4]. Chanda SS (2017) Inferring final organizational outcomes from intermediate outcomes of exploration and exploitation: The complexity link. **Computational and Mathematical Organization Theory**, 23(1): 61–93. DOI: 10.1007/s10588-016-9217-1 (<https://rdcu.be/5wsj>)
- [5]. Chanda SS, Ray S, McKelvey B (2018) The continuum conception of exploration and exploitation: An update to March’s theory. **M@n@gement**, 21(3): 1050–1079. <https://management-aims.com/index.php/mgmt/issue/view/189>
- [6]. Chanda SS, McKelvey B (2018) **A Computational Study Explaining Processes underlying Phase Transition**. Available at *arXiv*: <https://arxiv.org/abs/1810.04036>

NK Modeling Research

The papers listed below all involve computational simulations on Kauffman’s *NK* Fitness landscape

- [1]. Yayavaram S, Chanda SS (2023) Decision making under high complexity: A computational model for the science of muddling through. **Computational and Mathematical Organization Theory** 29: 300–335. <https://doi.org/10.1007/s10588-021-09354-9> [<https://rdcu.be/c5uF8>] [<https://rdcu.be/ddEBi>]
- [2]. Chanda SS (2021) **An Algorithm to Effect Prompt Termination of Myopic Local Search on Kauffman-s NK Landscape**. Available at *arXiv*: <https://arxiv.org/abs/2104.12620>
- [3]. Chanda SS, Yayavaram S (2021) **Overcoming Complexity Catastrophe: An Algorithm for Beneficial Far-Reaching Adaptation under High Complexity**. Available at *arXiv*: <http://arxiv.org/abs/2105.04311>

Conceptual Papers

- [1]. Chanda SS, Banerjee DN, (*Forthcoming*) Omission and commission errors underlying AI failures. **AI & SOCIETY**. <https://doi.org/10.1007/s00146-022-01585-x> [<https://rdcu.be/c5uFR>] [<https://rdcu.be/ddEzH>]
- [2]. Chanda, Sasanka Sekhar (2023) **A Constructor Theory-based Approach for Computer Code Model Validation: The Crucial Role of an Effort-directing Feedback Mechanism**. Available at SSRN: <https://ssrn.com/abstract=4468005> or <http://dx.doi.org/10.2139/ssrn.4468005>
- [3]. Banerjee DN, Chanda SS (2020) **AI Failures: A Review of Underlying Issues**. Available at *arXiv*: <https://arxiv.org/abs/2008.04073>
- [4]. Chatterjee A, Chanda SS, Ray S (2018) Administration of an organization undergoing change: Some limitations of the transaction cost economics approach. **International Journal of Organizational Analysis**, 26(4): 691–708. DOI: IJOA-07-2017-1202 <https://www.emeraldinsight.com/eprint/PFGBTPPAGSZHAJ92RNFD/full>
- [5]. Chanda SS, Ray S (2015) Formal theory development by computational simulation modelling: A Tale of two philosophical approaches. **Decision**, 42(3): 251–267. DOI: 10.1007/s40622-015-0096-y. <https://link.springer.com/article/10.1007/s40622-015-0096-y>

- [6]. Chanda SS (2015) **CEO cognition in strategy research**. Available at SSRN:
<http://dx.doi.org/10.2139/ssrn.2586215>.

Empirical Research

- [1]. Chanda SS, Ray S(2021) **Why Do Strategic Projects Fail?** Available at SSRN:
<https://ssrn.com/abstract=3836325>
- [2]. Chanda SS, Ray S (2016) Learning from project failure: Globalization lessons for an MNC. **Thunderbird International Business Review**, 58(6): 575–585. DOI: 10.1002/tie.21776

Technical Notes

- [1] Chanda SS (2020) **A Technical Note on Theory Development by Computational Simulation Modeling Research**.
- [2]. Chanda SS (2016) **Corporate Strategy as order creation in disequilibrium**, *IIM Indore Technical Note*, Technical Note, AY 2016-17, TN/01/2016-17/SM

Papers accepted in conferences

Listed in reverse chronological order.

13. Chanda SS (2023). ‘**Indoctrination with the metaphor of the iterated prisoner’s dilemma: Some issues and a way forward**’. PRME India World Tour Research Development Workshop. March 3.
12. Chanda SS, Burgelman RA (2022) ‘**The role of autonomous experimentation in organizational knowledge creation: A computational study**’. Conference in honor of Bill McKelvey, UCLA, June 18.
11. Chanda SS (2020) ‘**Anticipating a Renaissance in the evolution of organization theory**’ *INDAM 2020*, IIM Tiruchirappalli, India.
10. Chanda SS (2019) ‘**Does a biased media pose challenges to democratic functioning?**’ International Conference on Operations Research & Decision Sciences (*ICORDS*) – 2019, IIM Visakhapatnam, India.
9. Chanda SS, Nargundkar R. (2019) ‘**Why keep promises when contracts are incomplete?**’ Asian Academy of Management Conference (*AAOM*), Bali, Indonesia.
8. Chanda SS (2018) ‘**Corporate strategy as order creation in far-from-equilibrium conditions**’. 20th Annual Convention of the Strategic Management Forum (*SMF*), IIM Tiruchirappalli.
7. Chanda SS (2018) ‘**When are exploration and exploitation orthogonal constructs, when do they form ends of a continuum?**’ SMS Special Conference in Hyderabad (*SMS*).
6. Chanda SS (2017) ‘**Ontology and epistemology of conceptual replication of computational simulation modelling research**’. Academy of Management Annual Meeting (*AOM*), RM Division, 2017, Atlanta, Georgia.
5. Chanda SS (2013) ‘**Comprehensiveness in making strategic decisions: Boon or bane?**’ *SMS India* Special conference at Mohali, India, December, 2013.
4. Chanda SS, Ray S (2013) ‘**Why do strategic projects fail in MNCs? A resource dependence perspective**’. *SMS India* Special Conference at Mohali, India, December 2013.

3. Chanda SS, Ray S (2011) '**Do managers add value in any environment?**' Journal of Management Studies (*JMS*) Alternative Conference, October 2011, Hong Kong, SAR.
2. Chanda SS, Ray S, Das R (2011) '**Developmental programmes, microcredit and Gandhian innovation: Pillars of a bottom of pyramid strategy?**' Strategic Management Society (*SMS*) Special Conference 2011, San Diego.
1. Chanda SS, Ray S (2011) '**Generic strategies in dynamic environments**'. Academy of Management Annual Meeting (*AOM*), BPS Division, 2011, San Antonio, Texas.

Appendix: MATLAB program code replicating March (1991) Chanda & Miller (2019)

```
%% TRANSLATION OF PROF. MARCH'S CODE FROM BASIC TO MATLAB. MY HEARTFELT
%% THANKS TO LATE PROF. MARCH FOR MAKING THE CODE AVAILABLE TO ME. SASANKA.
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% In order to run distinct cases of March 1991, Figure 1 ... 5, please
%% comment out the code for the other cases in the flower boxes below.
%% The flower boxes are identified as FB01 .. FB05. In a given run, the
%% code inside only one flower box should be uncommented, contents of all
%% other Flower Boxes should be commented out by placing a '%' at the
%% beginning of each line of code. At the end of simulation, the results
%% are to be found in the variable p4_eka for Figures 1,2 & 4 and in the
%% variable p4_aock for Figure 5. For Figure 3 (FB03] the results are in
%% two containers, p4_eka (org code knowledge) and p4_fig3 (average
%% knowledge of slow and fast learners and average individual knowledge).
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
%% To get March's results, the variables flag_neg, flag_2_step and
%% flag_0_guess must be set to one. Flag_neg represents negative marking.
%% For example if out of 10 total beliefs of an entity, 7 are correct (with
%% respect to the standard of the external reality) 1 is wrong and 2 are
%% '0', (i.e. cannot be determined to be wrong or right), the logic of
%% Prof. March's code would assign a score of 6/10, i.e., implementing
%% negative marking for the wrong belief. In contrast the publication text
%% (correctly) states that scoring is on the "proportion of correct beliefs".
%% Probably above was just a coding mistake, occurring due to
%% multiplication of the reality and org. code (or member knowledge)
%% vectors instead of counting the number of matches one by one.
%% Since this went unnoticed, the other two fixes described below
%% became necessary to make the curves behave.
%% Flag_2_step represents a 2 step update of a member's
%% non-conforming belief to the org code's non-zero belief. The text of
%% March's paper suggests that, when a member's belief is not conforming to
%% the (non-zero) belief of the organizational code, it will get updated to
%% the organizational code's belief with a probability p1. However, Prof.
%% March's code implements (effectively) a two-step update when a member's
%% belief is not conforming to the (non-zero) belief of the organizational
%% code. Accordingly, in case of such non-conformance, the member's belief
%% is updated to 0 with a probability p1. Only '0' beliefs of members get
%% updated to the org-code's (non-zero) belief with probability p1.
%% Flag_0_guess = 1 represents the idea that, when the org code is
%% selecting elites, a given member's zero belief is randomly guessed as
```



```
% %
% TT = 250; %% period_choice
% p1 = [0.2 0.3 0.4 0.5 0.6 0.7 0.8]; %% AVERAGE SOCIALIZATION RATE
% p2 = 0.5; %% LEARNING:
% p3 = 0; %%TURNOVER:
% p4 = 0 ; %% TURMOIL:
% flag_soc = 1; %% '1' implies heterogeneous learning: Fig 2, 3
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% FB03 : To replicate Figure 3 of March 1991
```

```
% TT = 20; %% period_choice
% %% corresponds to 0-100% fraction of members with p1 = 0.90.
% p1 = [0.1 0.18 0.26 0.34 0.42 0.5 0.58 0.66 0.74 0.82 0.9];
% p2 = 0.5; %% LEARNING:
% p3 = 0; %%TURNOVER:
% p4 = 0 ; %% TURMOIL:
% flag_soc = 1; %% '1' implies heterogeneous learning: Fig 2, 3
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% FB04 : To replicate Figure 4 of March 1991
```

```
%
% TT = 20; %% period_choice
% p1 = [0.10 0.90]; %% SOCIALIZATION
% p2 = 0.5; %% LEARNING:
% p3 = [0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1]; %% TURNOVER: Figure 4 only
% p4 = 0 ; %% TURMOIL:
% flag_soc = 0; %% '0' implies no heterogeneous learning
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%% FB05 : To replicate Figure 5 of March 1991
```

```
% TT = 100; %% period_choice
% p1 = 0.50; %% SOCIALIZATION
% p2 = 0.5; %% LEARNING:
% p3 = [0 0.10]; %%TURNOVER:
% p4 = 0.02 ; %% TURMOIL:
% flag_soc = 0; %% '0' implies no heterogeneous learning
```

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
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```
y_prejudice = prejudice/2;
z_prejudice = 1 - y_prejudice;
```

```
[v_unused p1_cases] = size(p1);
[v_unused p2_cases] = size(p2);
[v_unused p3_cases] = size(p3);
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```

[v_unused p4_cases] = size(p4);

eka = zeros(1, p1_cases);
knowledge01 = zeros(TT, 1);
ock = zeros(TT, iterations);
aock = zeros(p1_cases, TT);

knowledge02 = zeros(iterations, 1);

p1_fig3 = zeros(3, p1_cases);

%%%% For Fig 2 & Fig 3 compute fraction of slow learners
if flag_soc == 1 %%%% Implements heterogeneous learning.

    %%%%%%%%%%%%%%% x_points for p1_mixed %%%%%%%%%%%%%%%
    % fraction with p1 = 0.9 is (1/8) * { ( het_mat /0.1) -1 }
    p1_1_fraction = 1 - (1/8) * ( ( p1 /0.1) - 1 );
    %% Above will be a vector of size p1_cases

    slow_learners_row = round(N * p1_1_fraction);
    slow_p1 = 0.10; %% For Figure 2 and Figure 3
    fast_p1 = 0.90; %% For Figure 2 and Figure 3

else
    %% will signify homogeneous learning
    slow_learners_row = (-1)* ones(1, p1_cases);

end; %if flag_soc == 1

for p4_ind = 1:1:p4_cases
    set_p4 = p4(p4_ind);
    for p3_ind = 1:1:p3_cases
        set_p3 = p3(p3_ind);
        for kk = 1:1:p2_cases
            set_p2 = p2(kk);
            for jj = 1:1:p1_cases
                set_p1 = p1(jj);

                if flag_soc == 1
                    slow_learners = slow_learners_row(jj);
                end; %% if flag_soc == 1

                %% begin of monte carlo iterations
                equi_know = 0; %% EQUIKNOW
                time_to = 0; %% TIMETO

                for ll = 1:1:iterations

                    %% populate initial_reality_string & org_code knowledge vector

                    rand01 = rand(1, dim_reality);
                    for idx01 = 1:1:dim_reality
                        init_reality_str(idx01) = 1; %%%% initialization
                        if rand01(idx01) < REAL
                            init_reality_str(idx01) = -1;
                        end;
                    end;
                end;
            end;
        end;
    end;
end;

```

```

collective(idx01) = 0; %% all bits of org_code have 0
end; %% for idx01 = 1:1:dim_reality
%%clear rand01;

%% populate belief set of members of the organization
rand02 = rand(N, dim_reality); %% supply of random numbers
for idx01 = 1:1:N
    for idx02 = 1:1:dim_reality
        beliefs(idx01, idx02) = 0; %%% initialization
        if rand02(idx01, idx02) < y_prejudice
            beliefs(idx01, idx02) = 1;
        elseif rand02(idx01, idx02) > z_prejudice
            beliefs(idx01, idx02) = -1;
        else
            beliefs(idx01, idx02) = 0;
        end; %% if rand02(idx01, idx02) < y_prejudice
    end; %% for idx02 = 1:1:dim_reality
end; %% for idx01 = 1:1:N
%%clear rand02;

```

```

%% Begin of Time Steps
marker = 0;
idx00 = 1:1:TT; %% initializing container to 0
knowledge01(idx00) = 0;

```

```

for T = 1:1:TT
    marker = marker + 1;

    %% compute knowledge of org code, relative to reality
    if flag_neg == 1
        knowledge = init_reality_str * collective';
    else
        knowledge = 0;
        for i = 1:1:dim_reality
            if collective(i) == init_reality_str(i)
                knowledge = knowledge + 1;
            end;
        end;
    end;
    %% note: above need to be modified downstairs to address TURMOIL (p4)

```

%%%

```

%% compute knowledge score of members, based on perceived beliefs
beliefstar = beliefs;
rand03 = rand(N, dim_reality); %% supply of random numbers
for idx01 = 1:1:N
    score(idx01) = 0; %% re-initialization / refresh!!
    for idx02 = 1:1:dim_reality

        if beliefstar(idx01, idx02) == 0
            if flag_0_guess == 1
                if rand03(idx01, idx02) > p_interpret
                    beliefstar(idx01, idx02) = -1;
                else
                    beliefstar(idx01, idx02) = 1;
                end;
            end;
        end;
    end;
end;

```

```

else
    %% do nothing: Members' '0' beliefs will have
    %% nothing to contribute in determination of
    %% elites
    end; %% if flag_0_guess == 1

end; %% if beliefstar(idx01, idx02) == 0

if flag_neg == 1
%% keep adding to a member's score for reality-beliefstar bit matches
%% Penalize wrong beliefs by subtracting from the score
    score(idx01) = score(idx01) + init_reality_str(idx02) * beliefstar(idx01, idx02) ;

    else %% note, reality str will never have 0 values.
        %% So, chance of scoring a 0-0 match by mistake does not exist.
        if init_reality_str(idx02) == beliefstar(idx01, idx02)
            score(idx01) = score(idx01) + 1;
        end;

    end; %% if flag_neg == 1

end; %% for idx02 = 1:1:dim_reality
end; %% for idx01 = 1:1:N
%%clear rand03;

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%% Effect member learning by socialization (p1)
idx00 = 1:1:dim_reality; %% initializing container to keep elites' belief sum to 0
dim_sum(idx00) = 0;

rand04 = rand(N, dim_reality); %% supply of random numbers
for idx01 = 1:1:N

    if flag_soc == 1
        if slow_learners > 0
            if idx01 <= slow_learners
                set_p1 = slow_p1;
            else
                set_p1 = fast_p1;
            end; %% if idx01 <= slow_learners
        elseif slow_learners == 0
            set_p1 = fast_p1;
        end; %% if slow_learners > 0

    end; %% if flag_soc == 1

for idx02 = 1:1:dim_reality

    if collective(idx02) == 0
        %% do nothing
    else
        temp01 = collective(idx02) * beliefs(idx01, idx02);

        switch temp01

            case 0 %% member's bit is 0, update member to org_code value

                if rand04(idx01, idx02) < set_p1

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        beliefs(idx01, idx02) = collective(idx02);
    end; %% if rand04(idx01, idx02) < set_p1
    case 1
        %% values match, do nothing
    case -1
        if rand04(idx01, idx02) < set_p1

            if flag_2_step == 1
                %% values don't match update member bit value to 0
                beliefs(idx01, idx02) = 0;
            else
                %% 1 step update of non-conforming member bit to non-zero org code value.
                beliefs(idx01, idx02) = collective(idx02);
            end; %% if flag_2_step == 1

        end; %% if rand04(idx01, idx02) < set_p1

    end; %%switch temp01

end; %% if collective(idx02)

end; %% for idx02 = 1:1:dim_reality

if score(idx01) > knowledge
    %% In dim_sum we accumulate the sum of beliefs of all elites, for each dim.
    for idx03 = 1:1:dim_reality
        dim_sum(idx03) = dim_sum(idx03) + beliefstar(idx01, idx03);
    end; %% for idx03 = 1:1:dim_reality

end; %% if score(idx01) > knowledge

end; %% for idx01 = 1:1:N
%%clear rand04;

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%% EFFECT LEARNING BY ORGANIZATIONAL CODE
rand05 = rand(N, dim_reality); %% max majority of N possible
for idx03 = 1:1:dim_reality

    if dim_sum(idx03) == 0
        %% do nothing
    elseif dim_sum(idx03) > 0 %% POSITIVE case

        if collective(idx03) == 1
            %% do nothing
        else

            for idx04 = 1:1:dim_sum(idx03)
                if rand05(idx04, idx03) < set_p2
                    collective(idx03) = 1;
                    break;
                end; %% if rand05(idx04, idx03) < set_p2

            end; %% for idx04 = 1:1:sum(idx03)

        end; %% if collective(idx03) == 1

    end; %% if collective(idx03) == 1

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```

else %% dim_sum(idx03) < 0 NEGATIVE case
  if collective(idx03) == -1
    %% do nothing
  else
    temp02 = (-1)* dim_sum(idx03);
    for idx04 = 1:1:temp02
      if rand05(idx04, idx03) < set_p2
        collective(idx03) = -1;
        break;
      end; %% if rand05(idx04, idx03) < set_p2

    end; %% for idx04 = 1:1:temp02

  end; %% if collective(idx03) == -1

end; %% if dim_sum(idx03) == 0

end; %% for idx03 = 1:1:dim_reality
%%clear rand05;

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%% Effect of Turmoil
if set_p4 > 0
  for idx03 = 1:1:dim_reality

    if rand() < set_p4
      init_reality_str(idx03) = (-1)* init_reality_str(idx03);
      end; %% if rand() < set_p4

    end; %% for idx03 = 1:1:dim_reality
  end; %% if set_p4 > 0

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%% Effect of Turnover
if set_p3 > 0
  if T < TT
    for idx01 = 1:1:N

      if rand() < set_p3
        rand06 = rand(1, dim_reality);
        for idx02 = 1:1:dim_reality
          beliefs(idx01, idx02) = 0; %%% initialization
          if rand06(idx02) < y_prejudice
            beliefs(idx01, idx02) = 1;
          elseif rand06(idx02) > z_prejudice
            beliefs(idx01, idx02) = -1;
          else
            beliefs(idx01, idx02) = 0;
          end; %% if rand06(idx02) < y_prejudice

        end; %% for idx02 = 1:1:dim_reality

      end; %% if rand() < p3

    end; %% for i1 = 1:1:N

  end; %% if set_p3 > 0
end; %% if T < TT

```

```

knowledge01(T) = knowledge;
ock(T, ll) = knowledge;

%% score calc assumes all TT periods are run
if flag_soc == 1 && T == TT
    indivs_score(ll,:) = score';
end;

end; %% for T = 1:1:TT

%% capture the end-of-period knowledge avg over dims
knowledge02(ll) = knowledge01(TT)/ dim_reality; %% assumes all timesteps are executed
end; %% for ll = 1:1:iterations

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Compute Results
if flag_soc == 1
    indivs_score_col = mean(indivs_score); %% row mean, results in row vector
    if slow_learners > 0 && slow_learners < N
        score_low = 0;
        for pp = 1:1:slow_learners
            score_low = score_low + indivs_score_col(pp);
        end; %% for pp = 1:1:slow_learners
        score_low_avg = score_low / ((slow_learners)*dim_reality);

        score_high = 0;
        for pp = (slow_learners + 1):1:N
            score_high = score_high + indivs_score_col(pp);
        end; %% for pp = 1:1:slow_learners
        score_high_avg = score_high / ((N - slow_learners)*dim_reality);

        %% average score across all org members
        overall_score_avg = sum(indivs_score_col) / (N*dim_reality);

    elseif slow_learners == 0
        score_low_avg = 0;
        score_high_avg = sum(indivs_score_col) / (N*dim_reality);
        overall_score_avg = score_high_avg;
    elseif slow_learners == N
        score_high_avg = 0;
        score_low_avg = sum(indivs_score_col) / (N*dim_reality);
        overall_score_avg = score_low_avg;

        %%% not coding for subsequent stacking
    end; %% if slow_learners > 0 && slow_learners < N
    p1_fig3(1, jj) = score_low_avg;
    p1_fig3(2, jj) = score_high_avg;
    p1_fig3(3, jj) = overall_score_avg;

end; %% if flag_soc == 1

aock(jj,:) = mean(ock, 2)/ dim_reality; %% TT cols

know_per_iteration = sum(knowledge02)/iterations;
eka(jj) = know_per_iteration;
%% eka(jj) = equi_know/ (dim_reality * iterations);

end; %% for jj = 1:1:p1_cases

```

```

if kk == 1
    p2_eka = eka;
    p2_aock = aock;
    p2_fig3 = p1_fig3;
else
    p2_eka = [p2_eka; eka];
    p2_aock = [p2_aock; aock];
    p2_fig3 = [p2_fig3; p1_fig3];
end; %% if kk == 1

end; %% for kk = 1:1:p2_cases

if p3_ind == 1

    p3_eka = p2_eka;
    p3_aock = p2_aock;
    p3_fig3 = p2_fig3;
else
    p3_eka = [p3_eka; p2_eka];
    p3_aock = [p3_aock; p2_aock];
    p3_fig3 = [p3_fig3; p2_fig3];

end; %% if p3_ind == 1

end; %% for p3_ind = 1:1:p3_cases

if p4_ind == 1
    p4_eka = p3_eka;
    p4_aock = p3_aock;
    p4_fig3 = p3_fig3;
else
    p4_eka = [p4_eka; p3_eka];
    p4_aock = [p4_aock; p3_aock] ;
    p4_fig3 = [p4_fig3; p3_fig3];
end;

end; %% for p4_ind = 1:1:p4_cases

```