

# **System analysis of the phenomenon of human-to-human aggression**

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2nd edition, supplemented and revised.

The text of the first edition of this book is available at [http://a9414495.eu5.org/an\\_agr.htm](http://a9414495.eu5.org/an_agr.htm).

This work was defended in 1995 at the M.V. Lomonosov Moscow State University in an abbreviated form under the title "Separation and analysis of types of human-to-human aggression on the basis of documentary sources."

*Separate additional material: the article "The role of genetic information in the phenomenon of human-to-human aggression. Consideration of the theory of K. Lorentz" (published in the journal "Людина і політика" ("People and politics") No. 6, 1999, Kyiv), as well as <http://a9414495.eu5.org/lorentz.htm>.*

## **Preface to the second edition (2023)**

In 1995, the first edition of this small book was published in 100 copies in Russian. If at that time someone had said that Russia and Ukraine would fight each other with the use of missiles, tanks and aircraft, such a person would have been laughed at..

However, in 1995, this book argued and explicitly indicated that the overall level of aggression in the system would increase. Such a process, if left unstopped, will sooner or later lead to an increase in the number of deaths and human suffering.

In this book, the causes of systemic aggression and ways to eliminate these causes were clearly and unambiguously indicated. The war between Russia and Ukraine could have been prevented, and now there is still an opportunity to prevent both a global war and local wars.

However, instead of studying the causes of systemic aggression, instead of realizing the danger of an increase in the overall level of systemic aggression, instead of working to eliminate the causes of aggression in the system, people were doing other things. Someone traded, someone watched football and comedians, someone built villas and accumulated money. But in 2022, in the war zone, it became obvious to everyone that, first of all, it was necessary to solve the issue of eliminating the causes of aggression in the system.

The first edition of this book has been repeatedly cited in scientific articles and dissertations. But none of the politicians in Russia or Ukraine wanted to support further research in this direction and apply the results to reduce the level of systemic aggression. The whole world saw the result of this indifference in 2022.

It is now 2023, and the fact of an increase in systemic aggression on the entire planet is being stated. The average weight of O-aggression in the system is now steadily approaching 1. What this will lead to sooner or later can be seen in the graph at the end of this book. When the level of aggression in the system exceeds a certain value, a global war with the use of weapon of mass destruction will become inevitable.

If people do not take care of the field, if they do not work on it, then it will surely overgrow with weeds and fall into disrepair. If the whole world does not work to eliminate the causes of systemic aggression, then sooner or later its level will exceed the critical level, and a world war will become inevitable.

Now there is still a chance to prevent it.

*The causes of systemic aggression are named. The ways of elimination of these reasons are named. However, each specific conflict (including the global one) requires a separate study of the causes of aggression and separate work to eliminate these causes. But only warm-hearted people can do this.*

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## **Brief review of theories of aggression in psychology.**

The topic of aggression has long attracted the attention of psychologists. More than 350 monographs on this topic have been published. A fairly complete and informative review of the work on aggression can be found in Heckhausen's book "Motivation and Action". For this reason, only the most necessary information will be given here.

### **Existing theories of aggression.**

#### **1. Theory of attraction:**

Freud S., 1905, 1930 (attraction -> aggression);

Lorenz K., 1963 (attraction + triggering stimulus -> aggression).

Here attraction is considered genetically determined.

#### **2. Theory of frustration-aggression.**

Dollard J., 1939 (frustration -> aggression);

Berkowitz L., 1962 (frustration -> anger emotion + trigger stimuli -> aggression).

Here frustration is a situationally determined state. Berkowitz recognizes that triggers are perceptually dependent rather than constant "key stimuli".

3. Bandura A., 1973 (learning, imitation + attractiveness of anticipated consequences -> aggression).

### **Types of aggression that identified by psychologists.**

1. Expressive, hostile, instrumental aggression (Feshbach S., 1964).

2. Individually and socially motivated instrumental aggression (Feshbach S., 1971).

3. Impulsive aggression (Berkowitz L., 1974).

*Secondary aggression, aggression by order, under the influence of authority, stands out in particular. It was experimentally studied by Stanley Milgram in 1963.*

### **Methods for studying aggression.**

1. Psychoanalysis (Freud S.).

2. Ethology, comparison with animals (Lorenz K.).

3. Poll (Rule B., 1974).

4. Study of biographical documents (Glueck S., Glueck E., 1950, Bandura A., 1957).

5. Direct observation (Lambert W., 1974).

6. Projective methods (Konradt H., 1974).

## 7. Experimental method (some works):

Buss, 1961 ("aggression machine" using electric shocks);

Bandura A., 1965 (method of the control group, the study of the assimilation of aggression by imitation);

Taylor S., 1967 (use of strong sounds in the "aggression machine");

Konradt H., 1974 (rigged situations);

Bandura A., 1975 ("aggression machine", study of the influence of dehumanization on the force of aggression).

The inadequacy of the experimental method in the study of aggression was pointed out by Bandura in 1975.

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## Introduction

*Gens humana ruit per vetitum nefas.*

The purpose of this work is to analyze the phenomenon of human-human aggression as a phenomenon of human behavior and thinking, and to find causal relationships between aggression and other phenomena of human behavior and thinking.

This work does not aim to analyze the aggression inherent in a certain group of people (nation, social stratum, etc.) in a certain period of time. The fact is that this kind of approach always rests on systemic relationships between the phenomena of thinking and behavior related to different time periods and to different groups of people. For example, if we try to analyze the aggression of the residents of Moscow, then such a consideration must necessarily take into account the influence of the past historical period (both the nearest - privatization, socialism, and quite distant - the Orthodox autocracy, the national characteristics of the Slavs, whose roots lie back in Kievan Rus, etc.). This is obvious - for such phenomena as traditions, customs, stereotypes of thinking, which largely determine the behavior of people today, depend on the past. On the other hand, when analyzing the aggression of the inhabitants of one city (or one nation), it is impossible to ignore the existence of international and other intergroup relations, given the significant influence on people's thinking of the stereotypes and traditions of other groups, as well as the integral interaction - economic, cultural, etc.

On the other hand, if you find the general patterns of the phenomenon of aggression, then they can be used to explain and predict the actions of both groups of people (for example, nations) and for individuals.

## **The complexity of the phenomenon of aggression**

History, jurisprudence, political science, sociology, philosophy and other sciences deal with the description and analysis of the phenomenon of aggression, in addition to psychology. At this point in time, the following fact should be stated: the successes of the humanities in the field of the analysis of aggression are so small that they can hardly be called scientific. This is evidenced primarily by the following phenomenon. Most people want peace and a reduction in crime, as well as a reduction in other manifestations of aggression (because all people suffer from them, to one degree or another). Nevertheless, there are facts of human-to-human aggression (for example, wars) that do not tend to constantly decrease in their number. Often people who talk about reducing aggression are either themselves aggressors or indirectly contribute to aggression. Such a "tragedy of human consciousness" suggests that the causes of aggression are not clear, the phenomenon itself is unclear - because with a clear scientific understanding of the phenomenon, the words and deeds of people basically coincide.

The poor knowledge of aggression is also evidenced by the fact that science cannot even with a large error predict the manifestations of aggression - for example, war or crime. Even less is the possibility of modern human sciences in preventing such manifestations.

It makes no sense to analyze all the existing theories of aggression and identify errors and truth in them - in view of their large number and the negative result indicated above - the ineffectiveness, impotence of these theories. It would be logical, given the current state of affairs, to analyze aggression in a new way, without reference to authorities, using only concepts recognized by all psychological schools and trends. Such an analysis is possible if it is supplemented with obvious facts and logical conclusions.

This approach avoids the errors inherent in one or another existing theory of aggression. In addition, even Aristotle pointed out the falsity of the "argument to authority."

Here one can only point out the futility of the empirical non-systemic approach to the analysis of aggression that is widespread in psychology. If you find correlations between the aggressiveness of a person or group with any variables, then the existence of such correlations does not at all imply the existence of a causal relationship between the variable and aggressiveness.

The analysis of aggression by traditional methods of psychology is also hampered by the impossibility of setting up adequate experiments in the study of aggression. Any artificiality greatly distorts thinking and behavior in such an "intimate" issue as aggression. This is due to the fact that most societies prohibit (or do not encourage) human-to-human aggression, and aggressive patterns of thinking and behavior in most cases are hidden deep in the unconscious (which is one of the reasons for the "tragedy of human consciousness").

*Conclusion: an adequate system analysis of aggression requires a non-standard methodological approach.*

## **Part I.**

### **Methodological apparatus**

*Exemplo plus, quam ratione vivimus.*

#### **1. Definition of aggression**

Let's start with the definition of aggression. The following definition is generally accepted: "aggression is harm to another person" (Heckhausen, "Motivation and Action"). But the question must be asked: "What is meant by harm?"

For example, even elementary physical aggression does not fit into this definition. Is there any harm if a surgeon to cut the skin during an appendicitis operation? If the operation is done skillfully, then it is obvious that there is no aggression in this case.

But if the surgeon deliberately or out of inexperience makes unnecessary incisions that are not necessary, then such actions can be called aggression. Here, to distinguish between aggression and non-aggression for the same action (appendicitis operation), you can choose the following criterion: whether the patient will receive psychological satisfaction after the operation or not. If he knows that the operation was done with high quality, he will be satisfied, despite some pain after the operation. On the other hand, if he is told that the operation made extra skin incisions or he feels it, the patient will be dissatisfied (and may express his dissatisfaction in the form of reciprocal aggression).

Let's give the following definition of aggression: aggression is a motivated action that leads to the fact that the object of this action (another person) experiences displeasure as a result. Motivation can be both conscious and unconscious. (Especially it should be clarified that here by "displeasure" we mean an emotional process, considered in the long term).

Let us explain why this definition is the most adequate, despite its psychological nature and subjectivity (because the concept of "displeasure" is used). For example, whipping a normal person with rods is aggression; at the same time, a similar action in relation to a masochist is obviously not aggression. Externally, the action looks the same in both cases; the only difference is the subjective feeling of the one being flogged.

Detention in prison - aggression towards the prisoner, even if the conditions there are better than elsewhere. Again, this is determined by the prisoner's sense of displeasure. On the other hand, absurd cases are known when a person himself goes to prison - for example, if there is better food than what he had in freedom. In this case, detention in prison is not aggression, because the prisoner does not experience a feeling of displeasure (or experiences it to a lesser extent than in freedom).

Our definition of aggression also includes cases of "unintentional aggression". Such inclusion is necessary because many cases of aggression occur "unplanned, impulsive" - that is, unconsciously. But this does not mean that the psyche of the "unintentional aggressor" is not the cause of such aggression - just the motive of aggression is hidden in the unconscious.

So, an aggressive action differs from a non-aggressive one not in form, but in meaning - that is, in the presence in the psyche of the aggressor of the motive "to bring displeasure to the object."

That is why torture before death is considered by all people to be a more cruel and aggressive act than just killing.

According to the form, the following types of aggression should be distinguished: physical, moral, financial, informational (lie, deceit) and so on.

Aggression can be overt and covert. Covert aggression is the delivery of displeasure to the object in indirect ways - for example, Iago secretly caused pain to Othello. With hidden aggression, the object does not realize that he is a victim of aggression. Aggression can be conscious and unconscious - when the subject of aggression is not aware that he is the aggressor. Thus, a joke with a declared, conscious goal to "cheer up" can actually be the realization of an unconscious motive "to displease the object of the joke." After such "jokes" the object really suffers, and the "unconscious aggressor" sincerely says that "he did not want to offend" - and he really did not want to in his mind, but he "wanted" unconsciously.

Why is the definition of aggression so important? Several reasons should be highlighted.

1. The definition clarifies the object of research conducted in this work.
2. The definition gives a clear adequate criterion for distinguishing between aggressive and non-aggressive actions.
3. Based only on the definition, already at this stage of the work, some relationships can be found. To do this, you need to analyze in what cases a person experiences displeasure.

An obvious psychological fact should be stated: a person necessarily experiences displeasure if his plan is violated, if progress towards his goal (or progress towards satisfaction of a need) is hindered. The only exception is the case when a person himself reconsiders and changes his goals - that is, the case of insight. In other words, frustration always leads to feelings of displeasure.

Based on the definition, frustration created by other people is aggression. In the same way, an attempt by other people to change the plan or goals of the object is also aggression, since this is also a frustrating of the object's own goals (again, the exception is the case of insight, that is, the revision of one's goals as a result of one's own reflections). Such attempts are referred to as "the use of power."

So, any frustration of the object by the actions of the subject, as well as the use of power, are special cases of human-human aggression, as actions that bring displeasure to the object.

Now, from the standpoint of this work, we can express our attitude towards the "frustration-aggression" theory, which states that frustration is the cause of aggression. It is a fact that in some cases frustration leads to aggression and in others it does not. From our point of view, the causal relationship is simply confused in this theory - it is not frustration that causes aggression, but the very action that leads to frustration is aggression. It can be explained in which cases frustration will lead to aggression, and which will not. If a person is accustomed to responding with aggression to aggression, if it has such a personality trait, then frustration, like aggression, causes a response - aggression. If a person is accustomed not to respond with aggression to aggression, then frustration will not cause his aggression. (Looking ahead, let's say that in this paper we consider what factors lead to the emergence of this trait - to respond with aggression to aggression).

Our definition of aggression also makes it possible even now to indicate some cases in which aggression will inevitably occur. So, if the interaction of two or more people is inevitable, and their



goals and plans in this interaction are different, then either the actions of one will frustrate the actions of the other, or one will apply power to the other (change his plans to match his own). And this, as we have seen, is aggression (unless the goals and plans of the interacting people come into line as a result of reflection, insight).

Conclusion: the following definition is adopted: aggression is a motivated action that leads to the fact that the object of this action (another person) as a result experiences displeasure. Motivation can be both conscious and unconscious.

## **2. A model of behavior and thinking suitable for the analysis of aggression**

We will proceed from the initial obvious premise: the cause of any human action, including aggression, is a certain motive (or motives). The question arises: which model of the motivational sphere should be used?

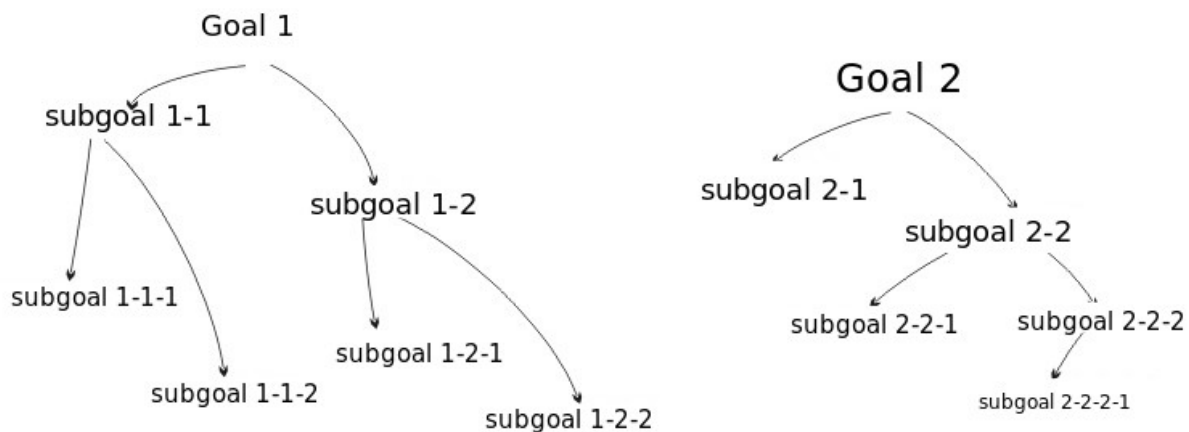
To avoid confusion in terminology, it is necessary to define the concept of "motive" (because in different schools this term means somewhat different concepts - for example, in Levin's theory and in Leontiev's theory).

Let's start with the fact that for any human action there is an answer to the question: "Why?" It is this answer that we will call "goal" - in order to avoid the ambiguous term "motive". Obviously, the goals in the hierarchy have a relationship of subordination. In addition, some goals from different branches may be interrelated. It is also obvious that there are breakpoints in the chain of goals when moving up the hierarchy tree: let's call them Goals (with a capital letter). Obviously, the number of Goals can be different: from 1 to several. For example, the entire hierarchy of goals can be subordinated to the goal of "serving God" (even the goal of "eating"). There may be two independent and even contradictory Goals: for example, "money" and "service to God." Finally, there may be several Goals: for example, "well-being of children", "prosperity of the Motherland", "money", "self-improvement", etc.

All these definitions seem obvious and do not require proof: *manifestum non eget probatione*. If this conceptual apparatus allows (at least theoretically) to control the level of system aggression in groups and society as a whole, then this is a sufficient basis for its introduction in this work.

So, for the initial model of the motivational sphere, we will take a simple system of goals of a tree structure, with several Goals at the top, taking into account the possibility of horizontal and inclined relationships (Figure 1).

Figure 1  
Initial model of the motivational sphere



We supplement this model with the following obvious remarks.

1. At a certain point in time, any Goal or subgoal is characterized by a certain activation coefficient - as a result, subordinate and associated subgoals are activated.
2. Basic needs, both biological and social, are also described as periodically activated goals.
3. The lower activated goals are integrated into an action plan that provides a temporal and spatial sequence for achieving the goals.
4. Adjustment of goals and plan is possible depending on the result of actions, as well as due to insight. When adjusting, information about the existing situation is processed.
5. A person's actions follow entirely from his system of goals.
6. Not the whole system of goals is conscious. Moreover, it is quite obvious that a person is aware of only a small activated area of the goal system.

Now consider the most important thing - the origin, the genesis of goals. Let's say we consider a person with stable Goals: for simplicity, a person with one Goal - "money".

How is the setting of subgoals to achieve, for example, the Goal "money", that is, how does a person choose the means to achieve the Goal or goals? Obviously, there are two options here.

#### *1. Algorithmic variant.*

To use a known, proven way of action to achieve the Goal or sub-goal. For example, a person with a Money Goal might choose the following subgoals to achieve the Goal:

- graduate from university and work in the specialty;
- complete business courses and start trading;
- buy a gun and extort money from rich people together with friends.

Note that these methods have one thing in common - they have already been used by someone before and are known. A person could learn about them from friends, acquaintances, from literature, the media. Such ways of setting subgoals to achieve the Goal are algorithms.

We give the following definition: a well-known way of acting to achieve a certain goal (including the way of setting subgoals to achieve the goal) is called the Social Algorithm (abbreviated SA). Note that the known way of thinking is also SA, because thinking is also an action aimed at achieving a specific goal (for example, solving a mathematical problem). In particular, the way of setting subgoals is a way of thinking, that is, CA thinking. In the future, when we say "a certain mode of action", we will mean that this concept also includes certain ways of thinking.

The main attribute of SA is the purpose for which it is intended. SA examples:

- the formula for solving a quadratic equation (the goal is to solve a quadratic equation);
- a recipe for making borscht (the goal is to eat deliciously);
- buy and give flowers (the goal is to achieve the location of a woman);
- play in the casino (the goal is money);
- giving alms to the one who asks (the goal is serving God);
- seek promotion at work (goal - money);
- stories of jokes (the goal is to win the sympathy of others);
- etc.

It is obvious that the SA is also characterized by order - by the order of the goal for which the SA works (that is, by the place of this goal in the hierarchy, its proximity to the Goal). For example, SA "go to college" with the goal "money" is a high-order SA, and SA "formula for solving a quadratic equation" is a low-order SA.

If a person knows one SA to solve a specific goal, then his actions are unambiguous. If there are several SA to achieve a certain goal, then a person must choose one of them. The choice is based on:

- personal predisposition to one or another SA;
- brief indications of the situation.

For example, if the goal is money, subgoal 1 is to get an education, subgoal 2 (subgoals 1) is to go to college, then the choice of a particular institute is influenced by what sciences a person likes (personal preference) and brief signs of the situation (after which institute you can more earn, which one is easier to enter). Every SA already carries the signs of a situation in which it will work successfully to achieve its goal. For example, the situational signs of turning on the SA "give to the one who asks" are the illness of the one asking, his prayers, and a humble appearance. Another example: if the goal is to competently resolve the conflict with the greatest benefit for oneself, then there are 9 SA to achieve this goal (H. Kindler's strategies of behavior in conflict situations). Each strategy already carries the signs of a situation in which it will work successfully (for example, dominance is adequate when time is limited to resolve the conflict).

So, an important characteristic of any CA is the signs of the situation in which the CA operates.

The process of choosing an SA to achieve a certain goal from an existing set based on brief features of the situation will be called algorithmic thinking.

## *2. Non-algorithmic (creative) option.*

Obviously, there are some goals for which there are no known ways to achieve them (CA), and there are also situations in which no CA is acceptable. The simplest example: a person got lost in

the taiga 300 km away from people. He cannot use any of the SAs known to him (such as "go to a cafe" or "buy food in a store and cook at home") to achieve the goal of "eating". In this case, to achieve the goal, only creative thinking is acceptable - a complete analysis of the situation, finding relationships, trial and error. Consideration of the features of creative thinking is not included in this work.

The advantage of a creative solution over an algorithmic one: it always gives the most adequate solution with the right analysis.

The advantage of algorithmic thinking: it takes several orders of magnitude less time than creative thinking.

Conclusion: the algorithmic way to achieve the goal is the choice of SA from the existing set according to brief signs of the situation, the creative way to achieve the goal includes a complete analysis of the situation. The concept of "way to achieve the goal" includes both ways of "real action" and ways of thinking (including setting subgoals to achieve the goal).

The scheme of human behavior and thinking adopted in this work is briefly shown in Figure 2.

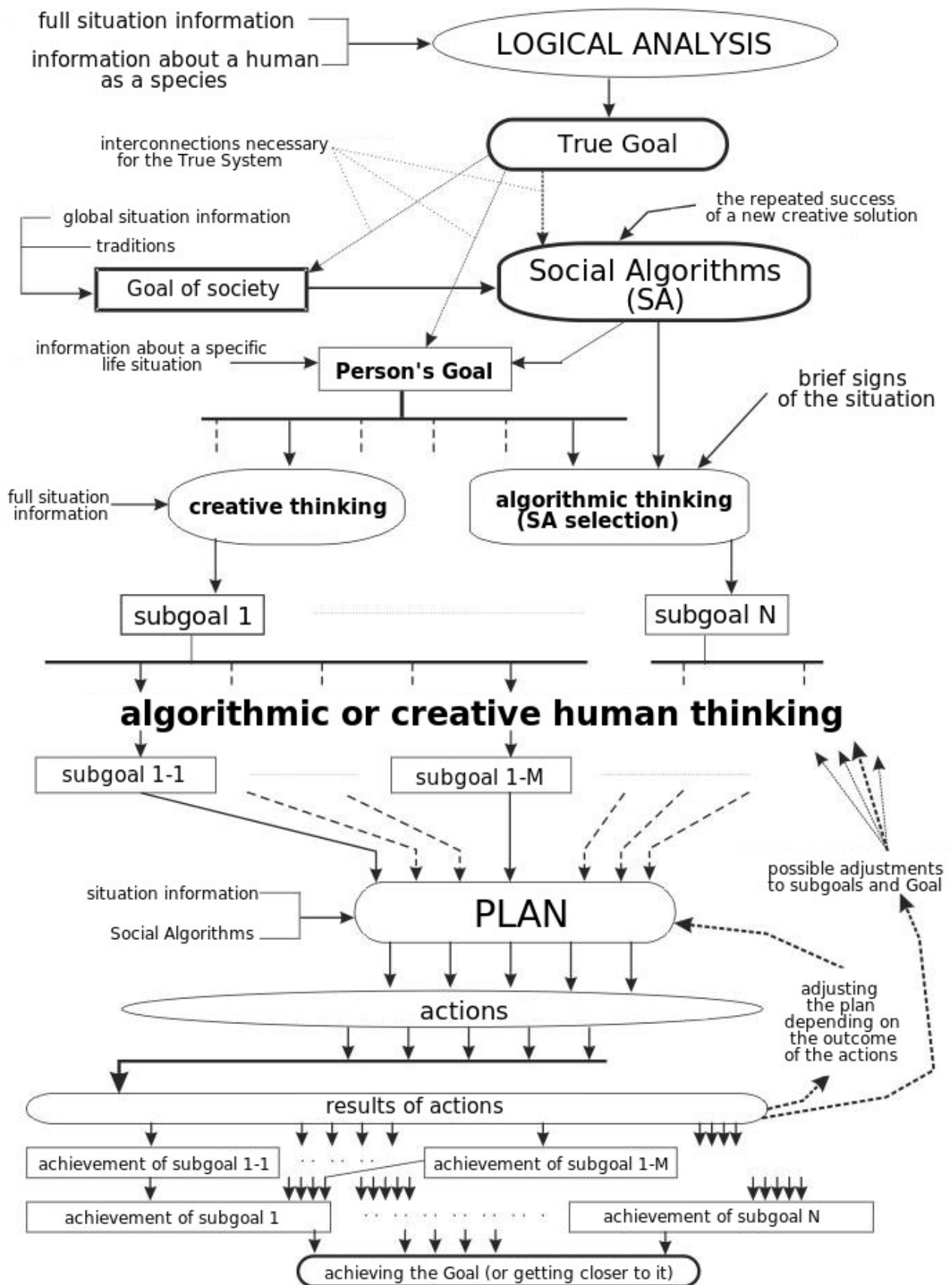


figure 2

### 3. Social Algorithms

Social Algorithms are the fundamental concept of this work, so we will consider them in more detail.

First, SA are knowledge (in the meaning used in knowledge engineering), that is, they can be formulated as "if the goal is X, and the given situations are Y, then the subgoal is Z". SA is an acceptable tool for computer simulation of the "man in society" and "society" systems, which is extremely important.

The attributes of any SA are the goal for which it works, and brief signs of the launching situation. The order of the SA is determined by the order of the goal in the hierarchy.

It is obvious that the vast majority of human actions are determined by existing SA. Creative solutions are very rare - because creative solutions take a lot of time. The actions of people according to SA determine the processes in society, especially in the sphere of communication and social interaction of people. The fact is that if a creative solution is found, for example, in physics, then it can noticeably and quickly affect the algorithms (technologies) of production. But SA of communication and interaction is very resistant to changes due to the fact that they are very deeply integrated into the human psyche (into the system of goals). In addition, it is quite difficult to find creative solutions in this area - after all, all SA are connected into systems, and for an adequate change, it is necessary to change the entire system. But such changes do take place in history - for example, the spread of Christianity, Islam, fascism or communism.

SA unite into systems - Social Systems. A Social System is a Goal + a set of ways to achieve it (SA set). In other words, the Social System is a descending tree of goals. Example: Christianity is a Social System with the Goal "service to God Christ (union with God)". Christianity gives a set of SA to achieve the Goal: for example, SA "love your neighbor", "do not steal", etc. Note that one Goal can give rise to several Social Systems: for example, Christianity gave rise to Catholicism, Orthodoxy and Protestantism - these Systems differ in some SA, for example, rituals and dates of holidays.

The integration of SA into Social Systems greatly facilitates the selection of SA and their analysis. In any group of people (society) there is a finite set of Social Systems as systems of goals. Analyzing the relationship between SA of the Systems existing in society and their representation, it is possible to create an adequate model suitable for forecasting.

Goals and SA are the true causes of people's actions, so the analysis of SA is an adequate analysis of cause and effect relationships.

SA, like goals, may not be realized and may be launched from the area of the unconscious.

We will consider only SA of a sufficiently high order. Obviously, there is a finite set of SA of a sufficiently high order. Such a set is social consciousness (important general knowledge). Those high-order SA that in most cases are not recognized are the "social unconscious" - such, obviously, in many cases are the SA of aggression. Some SA of the "public unconscious" were described by Carl Jung, who used the term "archetypes of the collective unconscious".

How does this or that set of SA come about? For an individual, there are the following ways of assimilation of ready-made SA:

- learning;

- imitation.

Note that SA can be assimilated both consciously and unconsciously. Sources of SA: parents, educators, friends, acquaintances, literature, art, media - in other words, a person learns SA from information sources. Here it is necessary to highlight the media, video and computer games as sources of information that are constantly increasing their weight in the information received by people.

The cause-and-effect chain is as follows: sources of information - assimilation of SA - launching of SA - act. At each link in this chain, one can trace the dependence of the passage of SA from the source to the act. For example, it is obvious that the frequency of activation of the SA will be proportional to the number of situations with signs of activation of the SA. An increase in the representation of SA in information sources, under constant other conditions, increases the number of SA implementations. Assimilation of SA, obviously, depends on how this SA fits into the existing system of human goals. Note that the given dependencies are not empirical correlations, but true cause-and-effect relationships.

Now let's consider how SA appear in the public consciousness and in the public unconscious. Obviously, there is a creative solution in the beginning on how to achieve the goal, and if this solution is successfully applied, it becomes SA. So, Christ proposed new, non-standard SA to achieve the Goal "service to God." Their successful application (the main criterion is psychological satisfaction) led to the spread of the solutions of Christianity, and at the moment they are common SA. The same applies to Luther, who at one time proposed non-standard solutions to achieve the Goal of "serving God Christ."

When public consciousness prohibits or condemns certain SA, they move into the area of the unconscious. For example, in the "Christianity" System, where aggression is condemned, the SA of aggression nevertheless function as unconscious ones.

In addition to SA, there are Genetic Algorithms - GA. For example, these are the algorithms of chewing, sucking, simple movement. The GA of imitation plays the greatest role in communication and activity. Immediately, we note that human-to-human aggression is not GA. To prove this statement, it is enough to give an example of several people who have not committed aggressive acts throughout their lives, that is, people who lack both conscious and unconscious Algorithms of aggression.

#### **4. Usefulness of the SA concept**

The usefulness and necessity of defining the concept of SA lies in the fact that this unit of analysis makes it possible to identify cause-and-effect relationships in human activity and in social processes. The system of goals and SA of a person determines to a large extent his actions, and those, in turn, determine the life of society. It can be said that SA is a universal link for linking the past with the future and for linking one person with society. An important role is played by the fact that SA is a unit digestible for a computer.

The concept of SA can also be arrived at in a slightly different way than what was done above. It is quite obvious that a computer model of society is needed for forecasting and for assessing the proposed changes - whether these changes will worsen the situation in society or improve it. As long as there is no such a modelling, society is forced to conduct social experiments by trial and error, and the cost of such errors is expressed in the number of deaths and suffering. The impotence

of modern human sciences in adequate modelling, which gives correct forecasts, is quite obvious. Thus, economic models based on empirically derived relationships run into global uncertainty caused by so-called "non-economic factors". More precisely, these factors are psychological. And it is possible to take into account psychological factors only if there is a unit that is adequate both in the psychological consideration of an individual, and in his activities, and in his relationships with other members of society. Both sociology and political science suffer from the absence of such a unit. In this regard, political decisions that are important for the whole society are made not on a scientific basis, but on the basis of ambitions, private interests and momentary needs.

An adequate solution to this problem is computer modelling of society, the creation of an expert system "man in society". And when creating this system, the concept of "Social Algorithm" or similar to it again appears.

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## **Part 2.**

### **Separation and analysis of Social Algorithms of human-human aggression**

*Historia est magistra vita.*

#### **Task formulation**

Based on the methodological apparatus described above, we will set the task as follows: to identify and describe a finite number of Social Algorithms of human-human aggression, that is, SA, which, in order to achieve the goal for which they work, indicate the way to "apply aggression".

In addition to the goal, SA are characterized by signs of the situation in which they should work. It is obvious that the inclusion of the SA of aggression is influenced by the expected attitude towards the aggressor after the commission of an aggressive act, the likelihood of subsequent punishment, and the technical ability to carry out aggression. But the first two signs do not play a role if the aggression is committed secretly (and the proportion of such cases is large). The technical possibility, as a sign of the situation, can be changed by the aggressor during preparation. A universal sign of a situation of aggression can only be an attribute of the object of aggression. In addition, this feature determines the choice of the object of aggression, which is very important for predicting human actions.

So, given: as the result of the SA, an act of aggression is carried out. It is required to find: the goal for which this SA works, and the attribute of the object for which the SA works.

#### **The choice of material for analysis**

For the reasons indicated in the chapter "The complexity of the phenomenon of aggression", the method of experiment is immediately excluded. An analysis of a person's consciousness by



interviewing or test questionnaires cannot bring adequate results due to the fact that SA of aggression in many cases is not recognized. Careful psychoanalysis can reveal the underlying motives of aggression, but such work with many subjects is very laborious. In addition, few people would agree to such a psychoanalysis in modern conditions, and the most aggressive people in the vast majority of cases do not allow their psyche to be analyzed at all. Psychoanalysis of several consenting subjects may not give a complete representation of SA of aggression.

The most adequate would be an analysis of real cases of aggression with a full clarification of the motives and signs of the situation. Investigators are partly engaged in such work, but here again everything rests on the laboriousness and unwillingness of the aggressor to reveal his psyche. Therefore, investigators in most cases do not find out the full picture, in addition, the norms of jurisprudence do not require this.

Since we are looking for Social Algorithms of a high order, which should be widely represented in the public consciousness and the public unconscious (from where they are assimilated by people), it makes sense to analyze the documentary facts of the public consciousness and the unconscious. Such facts, for example, are laws, media broadcasts (consciousness). But here, again, the unconscious falls out of sight, and we will be able to find by this method only SA, represented in the public consciousness. In addition, the analysis of these sources is difficult in the sense of searching for the motive of aggression.

A documentary fact that fully reflects the social consciousness and the unconscious, are myths - myths in the broadest sense. By myths, we mean the fruits of thinking set forth verbally, on paper (or film), not bound by morality, prohibitions or stereotypes of literature. A person who composes a myth completely puts his own Social Algorithms, both conscious and unconscious, into the actions and thinking of the characters. In addition, popular myths pass the "interesting" filter. If the SA presented in the myth are inherent in the reader (hearing, watching), then the story will be perceived with interest, as carrying a deep meaning.

So, if there is a popular myth, then it can be argued that it contains Social Algorithms, conscious and unconscious, which are widely represented in the public consciousness and in the public unconscious.

In myths, the motives of actions appear in a "naked" form, which makes them interesting and popular. This is again explained by the fact that the writer of a myth "liberates" his psyche, writes what he wants to write, without any restrictions.

Myths in our definition are, for example, the myths of ancient Greece, Jewish myths (the Bible, which also contains historical facts), modern fantasy and thrillers (books, videos, movies, computer games). Such a definition of myths (as a set of conscious and unconscious SA) has nothing to do with the ordinary use of the word "myth" in the sense of "falsehood."

It is this material that we will use for the analysis.

The myths of Ancient Greece, as the religion of Greece and later Rome (with minor changes), had a huge impact on the psyche of the people of the corresponding historical period. And in our time, these myths and their characters are very popular.

The same applies to Jewish myths. In our time, they are the basis of the most widespread religions, and there is no need to talk about the influence of the Bible on the thinking of modern human.

Finally, let's analyze modern science fiction and some other popular literature - these are already completely the fruits of the psyche of modern human. The choice will be made by method of random selection. The only criterion is that the choice will be made only from popular, that is, widely read and well-selling literature.

Note that the choice of documentary sources as material for scientific research has another advantage. Namely: such a material is easily verifiable, that is, it has a trait of stability. If, however, we take the results of surveys or questionnaires as material for research, then doubts about the reliability, repeatability and verifiability of the results will be quite natural, and it is virtually impossible to verify these data, because for this it is necessary to carry out the full amount of work, find subjects, etc. When choosing from documentary sources, anyone can take the appropriate book and in a short time be convinced of the authenticity of the material.

### **Method of analysis**

The method follows from the task at hand. We single out the facts of aggression from the separate myth. At the same time, we dwell only on the obvious and undoubted facts of aggression (for example, murder). This is necessary in order to avoid the possibility of error and to prevent objections aimed at the fact that the analyzed act may not be a fact of aggression.

We single out the subject of aggression and the object (victim). At the same time, both individuals and groups, and even some animate objects and abstractions (for example, gods) can be both a subject and an object. This is permissible due to the fact that any animate object and any animate concept carries the characteristics of the psyche of the people who endowed it with a soul, and obviously carries SA. The same applies to groups of people as systems with specific goals that are capable of performing motivated actions (for example, aggression).

We identify the motive (goal) of aggression - in all myths this motive is defined quite clearly for the reasons indicated above. If there are several motives, we single out one, the main motive, and leave the secondary ones without attention. After the isolation of SA of aggression, if desired, one can make sure that secondary motives are also described by the separated SA, but at the stage of separation, these additional motives can be ignored.

We define the attribute of the object of aggression as a feature that distinguishes the object from other characters.

We enter all the data in a table with columns: the fact of aggression, the subject, the object, the motive (goal), the attribute of the object. We also indicate the documentary source.

After carrying out this work, we try to group all the motives into several generalized motives, in which all the found ones fit. Fill in the column "generalized motive". Then we try to group all the features of the objects into several generalized features, which fit all the found ones. Fill in the column "generalized attribute of the object".

Thus we find the finite number of SA of aggression.

### **Results**

The results of the analysis are presented in the table (Appendix 2). Further, the process of grouping motives and features of an object into generalizing ones is described, then comments are given.

Abbreviations used in the table:

исп - use the object of aggression for their own purposes;  
пл - block the object's aggression, defend or take revenge;  
пр - claims for the same thing that the object of aggression also claims;  
изб - get rid of the neighbor to replace another;  
с - weakness;  
а - aggressiveness;  
к - competitiveness;  
вб - forced proximity.

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## **Grouping the motives of aggression and signs of the object, the separation of SA of aggression**

*1. The first group of motives includes the following motives:*

using the victim's body for eating;  
using the victim's body for sexual gratification;  
using the body of a zombie to complete a task, to achieve the goal of the aggressor;  
using the psyche of the victim to complete the task of the aggressor;  
using the past labor of the victim for their own purposes;  
the use of aggression for emotional pleasure, entertainment;  
using aggression to increase prestige;  
imposing one's goals on the victim for later use.

These motifs are included in one generalizing motif:

"to use the object of aggression for their own purposes."

This motive includes using the object's body or psyche, using the victim in the present, using the victim's past or the victim's future.

The first group of features of the object includes:

children (weak creatures physically, socially and morally);  
loneliness, alienation in the group (social weakness);  
dependence, past social weakness;  
fear of the victim (moral weakness);  
physical weakness (disarmament, old age, women);  
moral weakness (defencelessness before parents, fear of God).

These attributes are included in one generalizing sign of the object - "weakness" (physical, moral, social, etc.).

All facts of aggression with a generalizing motive "to use the object for one's own purposes" have a generalizing attribute of the object "weakness".

So, the following SA of aggression can be described:

*the goal of the SA: to use the object of aggression for its own purposes (the goals of the subject and the object do not coincide);*

*attribute of the object: weakness (physical, social, moral, etc.).*

Let's call this SA the aggression of Tantalus (according to the characteristic act of Tantalus - killing his son Pelops and cooking his meat). Names will also be used: T-aggression, Tantalus complex, T-complex.

Already now we can note the following feature of T-aggression: it is not caused by frustration. The victim of T-aggression does not frustrate the aggressor in any way. On the contrary, the T-aggressor himself is looking for a victim, the T-aggressor is interested in the existence of the victim: in its past existence, in the present or in the future.

T-aggression can work for any higher goal of the aggressor: from nutrition and sex to solving a mathematical problem.

## *2. The second group of motives includes the following motives:*

defend against an aggressor;  
eliminate interference (aggressive frustrator);  
protect others from the aggressor;  
survive, block the actions of the aggressor;  
get rid of control, from the imposition of other people's goals;  
avenge past aggression;  
destroy the aggressor;  
block anticipated future aggression.

These motifs are included in one generalizing motif:

"block the aggression of the object (in the present or future), defend or take revenge."

The second group of features of the object includes:

aggressiveness, frustration of the subject's actions;  
anticipated future aggressiveness;  
past aggression.

These attributes are included in one generalizing sign of the object - "aggressiveness" (in the past, present or future).

All the facts of aggression with the generalizing motive "to block the aggressive complex of the object, defend or take revenge" have the generalizing attribute of the object "aggressiveness".

So, the following SA of aggression can be described:

*the goal of the SA: to block the aggressive complex of the object (most often T), to defend or take revenge;*

*attribute of the object: aggressiveness (in the past, present or future).*

Let's call this SA the aggression of Orestes (according to the characteristic act of Orestes - revenge for the murder of his father - the murder of his mother and her lover). Names will also be used: O-aggression, Orestes complex, O-complex.

Already now, the following feature of O-aggression can be noted: the object of aggression is a frustrator, it interferes with the actions of the subject in one form or another. If the object of aggression simply disappeared (did not exist), then the goal of O-aggression would be achieved. Note that the object can frustrate the actions of the subject, not wishing him harm, but the subject, when frustrated, perceives his actions as aggression (sometimes unconsciously), because he experiences a feeling of displeasure - chapter "Definition of aggression".

Revenge, as a belated reaction to aggression, is also included in O-aggression, because it has the same attribute of the object (aggression) and the same goal (to block aggression), but at the same time there may be a discrepancy between the future actions of the object assumed by the subject (aggression, and such a conclusion more often is made unconsciously and archetypally), and the real actions of the object (possibly non-aggressive).

### *3. The third group of motives includes the following motives:*

claims for the same woman that the object also claims;  
claims on the same man that the object claims;  
claims for the same land claimed by the object;  
claims for inheritance, which the object also claims;  
claims to dominance or power, which the object also claims;  
claims for the thing, which the object also claims;  
claims for the same post that the object claims;  
claims for prestige and assessment of others, which the object also claims;  
envy, as belated claims for the same object that the subject also claimed, but received the object.

These motives are included in one general motive: "to get what the object of aggression also claims."

The third group of features of the object includes:

competition for power;  
competition for a man;  
competition for a woman;  
competition for land;  
spiritual competitiveness;  
success in the same activity;  
competitiveness.

These features are included in one generalizing attribute of the object - "competitiveness".

All facts of aggression with a generalizing motive "to get what the object of aggression also claims" have a generalizing attribute of the object "competitiveness".

So, the following SA of aggression can be described:

*the goal of the SA: to get what the object of aggression also claims;  
attribute of the object: competitiveness.*

Let's call this SA the aggression of Paris (according to the characteristic act of Paris - the abduction of Helen and the duel with Menelaus for Helen, and the entire history of the Trojan War is filled with facts of such aggression - starting from the envy of the goddess Eris and the competition of three goddesses for the apple of discord). The names will also be used: P-aggression, Paris complex, P-complex.

The following feature of P-aggression can already be noted: naturally, the object of P-aggression is a frustrator for the subject, and P-aggression carries an element of O-aggression. But the facts of P-aggression do not fit into the SA "O-aggression", because the competitor does not always have a sign of aggressiveness (for example, Fedya the Heir from "Lady Macbeth of the Mtsensk District" was completely non-aggressive). The frustrator in competition is often not the object of aggression, but society and its laws.

Finally, the motive and attribute of the object of P-aggression are so specific that it is not possible to represent P-aggression as a special case of O-aggression.

*4. The fourth group of motives includes the following motives:*

get rid of an unloved husband in order to live with a lover;  
get rid of an unloved wife in order to live with his mistress;  
get rid of an unsatisfactory employee;  
get rid of an unhappy relative.

These motifs are included in one generalizing motif:

"to get rid of a neighbor (spouse, employee, relative) to be replaced by another."

The fourth group of features of the object includes:

unloved husband, forced intimacy;  
unloved wife, forced intimacy;  
unsatisfactory employee, forced proximity;  
unsatisfactory relative, forced proximity.

These signs are included in one generalizing attribute of the object - "forced proximity".

All facts of aggression with the generalizing motive "to get rid of one's neighbor (spouse, employee) in order to be replaced by another" have the generalizing attribute of the object "forced proximity".

So, the following SA of aggression can be described:

*the goal of SA: to get rid of a neighbor (spouse, employee) to be replaced by another;  
attribute of the object: forced proximity.*

Let's call this SA the aggression of Clytemnestra (according to the characteristic act of Clytemnestra - the murder of her husband in order to live with her lover).

Names will also be used: K-aggression, Clytemnestra complex, K-complex.

Already now, the following feature of K-aggression can be noted: naturally, the object of K-aggression is a frustrator for the subject, and K-aggression carries an element of O-aggression. But the facts of K-aggression do not fit into the SA "O-aggression", because an unsatisfactory spouse or employee does not always have a sign of aggressiveness (for example, Cora's husband from Cain's "The Postman Always Rings Twice" Nick Papadakis was completely non-aggressive). The frustrator in a situation of forced proximity is often not the object of aggression, but society and its laws.

Finally, the motive and attribute of the object of K-aggression are so specific that it is not possible to represent K-aggression as a special case of O-aggression.

*The results of the analysis and selection of SA aggression are presented in the table "Types of aggression as Social Algorithms".*

Type of aggression (SA of aggression)	<b>P</b> (Paris complex)	<b>T</b> (Tantalus complex)	<b>O</b> (Orestes complex)	<b>K</b> (Clytemnestra complex)
Goal of SA	to get what the object of aggression also claims	to use the object of aggression for its own purposes (the goals of the subject and the object do not coincide)	to block the aggressive complex of the object (to defend or take revenge)	to get rid of a neighbor (spouse, employee) to be replaced by another
Attribute of the object	competitiveness	weakness (physical, social, moral, etc.)	aggressiveness (in the past, present or future)	forced proximity

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**This website presents the beginning of the second edition of the book. If you are interested in the full second edition pdf in English for reading or publishing, please send a request to [y9414495@gmail.com](mailto:y9414495@gmail.com).**