

REINFORCEMENT UNDER CONSTRAINT

A Systems Model of Forward, Cycle, and Backward Dynamics (FxCxB)

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Reinforcement Can Outpace Governability

The Common Assumption

Growth fails because systems move **too slowly**.

Fix: accelerate acquisition, adoption, iteration, scale.

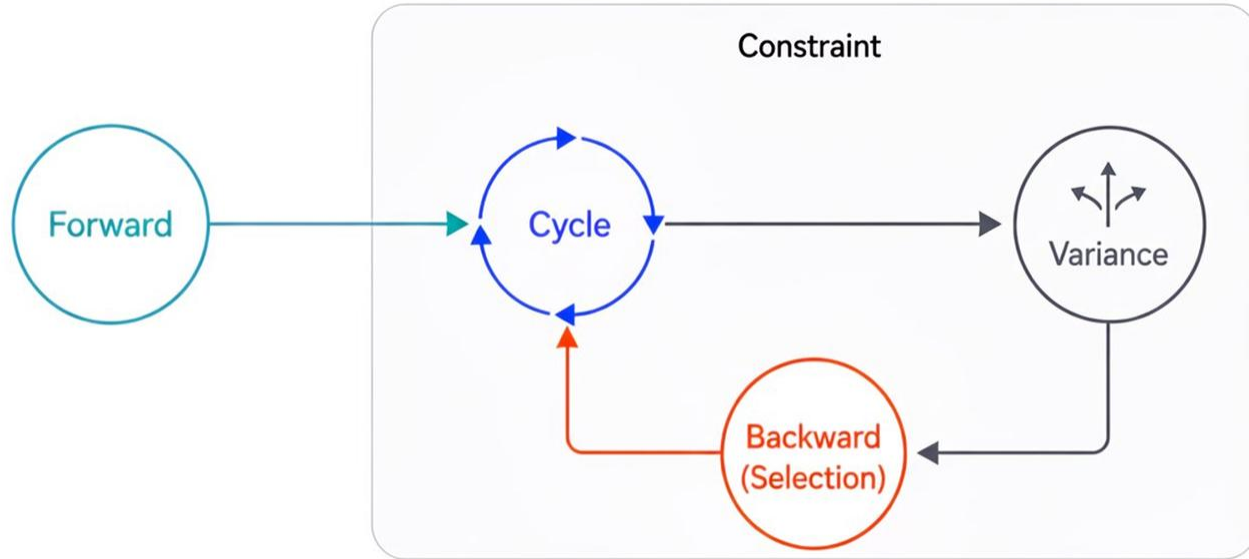
Useful in early-stage, low-constraint environments.

The Actual Failure Mode

Systems also fail because **reinforcement continues** while structures required to **govern it fail to update**.

*The system continues to move —
but is no longer governable
at the same pace it amplifies.*

Three Control Functions Under Constraint



Structural drift begins when *amplification* outpaces *binding selection*.

Forward and Cycle

FORWARD

Ignition of Variation

The initiating force that introduces movement. Generates entry, opens trajectories, externalizes possibility.

Appears as: acquisition, onboarding, outreach, activation, signaling.

Forward produces entry — not durability.

CYCLE

Reinforcement Structure

The self-amplifying structure organized through feedback.

Action → Outcome → Subsequent Action

Expands not only success but variance — edge cases, exceptions, and coordination burdens all scale alongside gains.

Variance and Backward

VARIANCE

Expanded Field of Reinforcement

Reinforcement amplifies trajectories — not only success.

Cycle generates: edge cases, exceptions, operational burdens, performance dispersion, hidden fragilities.

Variance is the structural medium through which amplification becomes governability pressure.

BACKWARD

Binding Selection Under Constraint

The system's filtering, reallocation, and admissibility function.

Not passive friction — binding selection. Real when changed judgment becomes reflected in actual allocation, routing, and permission structure.

Selects from the expanding field of variance.

When Amplification Outpaces Binding Selection

Structural drift occurs when **variance expands faster than selection can absorb, evaluate, and reallocate.**

Not equivalent to collapse

A pre-failure condition. Systems can still show healthy top-line indicators while fragility accumulates underneath.

Differs from negative feedback

The issue is not whether corrective feedback exists — but whether it has authority and speed to update admissibility.

Not caused by reinforcement alone

Strong Cycle can coexist with durability if Backward updates at a comparable pace.

Making Drift More Inspectable

Selection Latency

Time elapsed between a falsification signal and the effective update of binding selection.

Begins: signal recognized at authorized decision point
Ends: changed judgment binding in allocation / routing / permissions

Signals: rising churn, exception load, margin compression.

Reallocation Half-Life

Median time to materially reallocate committed resources after a falsification signal is recognized.

Endpoint: not verbal acknowledgment — but actual movement of money, people, attention, or strategic focus.

Captures structural inertia: a system may recognize a problem and still be unable to reallocate.

The relevant question is not “How strong is the flywheel?” — but “How quickly does binding selection update relative to variance generated by amplification?”

Observable Implications

1

Selection latency precedes visible breakdown

Drift accumulates as lag between falsification and binding selection widens — before visible collapse.

2

Reallocation half-life predicts recoverability

When constraints tighten, systems with shorter reallocation half-life recover more effectively.

3

Weak binding selection → rising variance

More exceptions, more dispersion, more reversibility costs appear before collapse becomes visible.

4

Durability depends on selection discipline, not reinforcement strength

Long-run persistence correlates more with disciplined Backward than with marginal gains in Cycle.

Organizational Drift in a Growing SaaS System

Forward

Acquisition, narrative clarity, channel efficiency, and onboarding expand entry. More customers arrive, more users activate.

Cycle

Usage→data→targeting→legitimacy→scale loops reinforce growth. Prior outcomes increase the likelihood and intensity of subsequent actions.

Variance

Churn creeps up in marginal segments. Support burden rises. Edge cases proliferate. Feature exceptions multiply. Coordination load grows.

Backward

Termination conditions remain vague. Reallocation is slow. Signals are recognized — but no binding change occurs quickly enough.

Drift sign

Top-line dashboards stay green. But governability weakens. Reversibility costs rise. The system is still moving — but increasingly ungovernable.

Cross-Domain Relevance of FxCxB

AI Governance

Adaptive systems expand through usage and automation while oversight routines, intervention points, and admissibility controls remain under-specified. Cycle amplifies; Backward lags.

Value Allocation Systems

Reinforced contribution or usage signals expand faster than validation and settlement mechanisms can update.

Organizational Drift

Growth or traction remains visible while resource commitments become increasingly difficult to reverse.

PoC Decision-Making

Experimentation generates activity without binding Go/No-Go criteria, escalation thresholds, or production-readiness constraints.

Durability is not growth without friction.

It is reinforcement governed under constraint.

Forward

initiates trajectories

Cycle

amplifies them

Variance

widens the field of outcomes and deviations

Backward

determines what remains admissible under constraint

Structural drift begins when amplification outpaces binding selection.

How to Apply FxCxB

F

Forward

What mechanisms currently ignite new participation or trajectories?

C

Cycle

What feedback structures currently amplify those trajectories?

V

Variance

What forms of dispersion, exception load, or hidden fragility are expanding alongside reinforcement?

B

Backward

What explicit mechanisms determine which reinforced trajectories continue, narrow, or stop?

SL

Selection Latency

How long does it take for a falsification signal to produce binding selection?

RH

Reallocation Half-Life

How long to materially reallocate resources once a trajectory is judged problematic?

D

Drift

Are surface growth signals remaining positive while governability weakens underneath?