The All-in-One Model ∞

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I. Background

How to integrate divergent ways of knowing and action is always a big question asked by systems science researchers. We have quite a few approaches to probe the question, and one of them is to restructure and represent our knowledge. To follow the general system theory that von Bertalanffy had created is a remarkable approach, however there must be some other methods for us to put all together.

Diagrammatics, the art of thinking with diagrams(a simplified graphical representation, used in all areas of life for pictorial representation of knowledge) had been arisen in the natural and social science since 1960, some researchers changed their focus from theory which proposition describes by languages to model which analogical schemes describes by diagrams if they want to put all together. Numerous attempts have been made by scholars to try to put all models into one model. What seems to be lacking, however, is the simplest one.

II. Research Questions and Methodology

The purpose of this paper is to show that the All-in-One Model ∞ may be the simplest one. First of all, we have to inquire into the General Systems Theory (GST) or Theory of Everything(TOE). There drive us to the question whether there has the General Systems Model (GSM) or Model of Everything (MOE). Pursuing these questions, we almost reach the core of universal model.

The two research questions to be inquired in depth are listed as follows:
1. Does there have a universal model?
2. Does there have the simplest model in the General Systems Model (GSM) or Model of Everything(MOE)?

The methodology we used is called diagrammatic representation analysis which is one kind of document study. Diagrammatic representation analysis has a holistic property

differs from other documentary analysis. We undertake the holistic methodology to categorizing, prototyping, and interpreting lots of models in some streams of systemic thought.

III. Research Reviews, Results and Findings

It will be useful, to begin with, to make a distinction between three levels of models of theory. The three levels look like a upside-down triangle ($\triangledown$). The most upper level is full of every kind of models of disciplinary theory, for example, Easton's politics system model. The middle level is the models of multi-disciplinary theory, or trans-disciplinary theory. Holling's adaptive cycle model is a notable example. CAS (Complex adaptive Systems) model, another good one. The lowest level is the model of General Systems Theory (GST), or Theory of Everything (TOE). Miller's living system mode, Wilber's AQAL model and Ritzer's Integration Model are the illustrations of the same point.

The literature reviewed in this paper covers some streams of systemic thought, such as general systems, cybernetics, physical sciences, mathematics, computers & informatics, biology & medicine, symbolic systems, social systems, ecology, philosophy, systems analysis, and engineering.

There are considerable evidences to prove that the All-in-One Model ∞ may be the simplest one in the lowest level. This article chose some representativeness of models of theory from the three levels, like Systems dynamics, Beer's VSM, Ackoff's interactive planning model, etc., and used the model ∞ to explain them and prove the generally appliance to all models of theory. On these grounds we have come to the conclusion that the All-in-One Model ∞ is the simplest model in the lowest level.

In the end of article, we proposed that model ∞ can be used widely in image search engine of www, and open a new method for image searching.

In brief, the primary findings of this study include:
1. There has a universal model.
2. The All-in-One Model ∞ is the simplest model which could put all models together.
3. The model ∞ can be used widely in image search engine of www.

Keywords: diagrammatics, GST, all-in-one, Model ∞, image search engine.

The All-in-One Model ∞

Expectation

Result

Performance   Emergence

Experiencing

Experiencing

Seeing

Acting Acting

Seeing

Presencing

Energy Energy

Presencing

Design Simulate

Gap

Difference

All-in-One Model ∞
(Lin & Li, 2010)

Reality

Reality