

Computation Orienting to One Category of Social Science Problems: Complexity Evolution of Population Values Shaping Process in Deep-seated Culture

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ABSTRACT The research on values has always been a spot in the field of deep-seated culture in social science. In particular, the research on population values shaping is more practical. Model users especially refer to decision makers for population values affairs (UPVs for short) require more effective way of shaping overall population values to maintain the deep-seated cultural safety of the whole population. A non-linear, ring polygon-resembled structure-based characterizing scheme on values orientation difference is proposed in this paper. Based on the idea of social science computing, complex adaptability system theory, Meme theory and agent modeling method, the computing model of the shaping process of population values from bottom to top is built. Through computing experiments, a complex adaptability system which is significant in "in between" feature and can be used to describe the population values shaping process is cultivated. A number of computing experiments proved the effectiveness and important role of "Meme and its three features" and related "shaping ways and means of population values". More importantly, the researchers discovered one important social problem of "Ethnic regime how to shape the population mainstream values effectively" showing some important phenomena in artificial system. Combining these experiments, a series of concepts relating to values family are proposed and some new ideas are put forward on the social science issue. Research work above shows the potentiality of providing new ideas and policy guidance for social science issues in the artificial system cultivated in this paper, which is one of the core goals of social computing.