

*Shot report***INFORMATION MODELS OF  
ADDITIONAL GROUP BEHAVIOR**

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Some original search results of differential analysis of narcoepidemiological processes and other social psychology knowledge are compared and studied. The ideology of the information modeling as universal method into social ecology, psychology, narcology, epidemiology and human biology is described. It contains some original theoretical-games models of the human population behaviour, self-organization and adaptation in social extreme events, as well as methodology system analysis of criminology influence on the psychological state of human population. At the group behavior study on RSHF grant № 05-06-06098a «Information modeling of group dependencies of consumers of drugs» is used information (strategic) modeling method in combination with the instrument of applied conflictology. Created formal group dependency models in the manner of coalition games for  $N$  persons, tend to the satisfaction of individual and group need. Build models of group and intergroup behaviour of organized criminal groups with using a mathematical device of modern game theory. Shown that by means of the proposed approach is possible sufficiently detailed to describe the pack outline is social-psychological objects and processes, meet in real problems of demography and criminology, not having hitherto identical formal description. Incorporated mathematical objects - layered deterministic and stochastic cooperative and coalition games and their associations, corresponding to problems of finding of optimum

deciding for modeling systems. Incorporated functions of advantage, reflect destroy/restoring influence on under investigation system parameters. Build procedure of narrowing an ensemble of strategies, acceptable from standpoints of conservation of acceptable system development. We research class of layered games as a device of complex hierarchical criminal system modeling. Offered and are explored layered games and their expansion, assign by ensembles of interests of players and coalitions. Formed games, forming formal base of models an economy-criminology systems, are found condition reality and the existence of optimum deciding build descriptive models. Class study of matrix games has prove the existence of exact algorithm of deciding, herewith to the account of entering the pre-strategies manages real to describe events of entering the players simultaneously in different coalitions. Game-theoretical concepts allow correct to prototype behavioral and communication processes in transcultural and ethnics groups, regularities of their origin, developments and involvement of new participants. Explored information models of collective flow of consciousness beside representatives of different informal groups of teenagers. Criminology study have show that important particularity criminal groups in the sphere of the illegal turn of narcotics is a high level an autocontrol, vitality and stability of hierarchical group structure (more than 3 sections), complex functional relationships between levels and clear sharing the duties between all group participants. Strategic models of group behavior of consumers of narcotics are checked also on material narcoepidemiology, social-psychological and ethnocultural studies.