

System Dynamics Modeling of Community Sustainability in NetLogo

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Abstract

The goal of this project is to apply system dynamics modeling to a basic instance of the contemporary issue of sustainability. System dynamics modeling is especially well-suited to the topic of sustainability; the flows and stocks involved with this sort of modeling are the keys needed to express the relationships between quantities and to observe their interactions. My project would model an arbitrary system, which would be a basic model representative of more realistic systems. The results of the model will be displayed to the user graphically. The goal of this project is to create a system that functions harmoniously over a sustained period of time rather than one that spirals wildly out of control. Sustainability is of course a large, well-researched field and more complex research has certainly been conducted prior to this. However, I think that my project would nonetheless increase student understanding of the issue and system interactions, and that system dynamics provides a particularly insightful prospective for this topic.

Keywords: Multiagent, dynamic simulation, group navigation, herds, swarms

1 Introduction

The numbers on which the system is based, instead of being simply arbitrary, are based loosely on data for Kenya from the CIA World Factbook

(<https://www.cia.gov/library/publications/the-world-factbook/geos/ke.html>). The basis for the system is the relationship between food and population. For example, if there is insufficient food, people starve, which means that there are fewer workers to grow the food, etc. System dynamics are essential for predicting the long-term results of these continual interactions. The key facets of the model are regular spoiling, consuming, and growing of food and births and deaths amongst the population. There are various levels of complexity in these facets: the birth rate is constant; the food is only grown by a fraction of the population selected to represent a normal percentage of people able to work; and the death rate is variable, based on food available (i.e. if people cannot eat, they starve). Also, my project will involve regular periodic perturbations in the form of famines, the intensity of which may be defined by the user. As these features are refined and values are chosen to stabilize the relationship between food and population- thus achieving sustainability- additional complexities will be added. For example, a new stock may be added, so that either food, population, or both are now reliable on yet another quantity.

2 Background

The field of system dynamics was established by Jay Forrester in the 1950s, and it has been a useful modeling tool ever since. The keys to system dynamics are stocks, flows, and the ways in which they interact, all of which can be shown in the model diagram. In order to prepare myself for the implementation of system dynamics modeling in NetLogo, I read the System Dynamics Guide and other sections from the NetLogo 4.0.3 User Manual, consulted the NetLogo dictionary, and read through a guide to Individual (Agent) ? Based Modeling with NetLogo: A Predator-Prey Example which, though it does not relate to system dynamics per se was still useful in increasing my familiarity with and knowledge of NetLogo. I read "System Dynamics Modelling in Supply Chain Management," "Evaluating Strategies to Improve Railroad Performance- A System Dynamics Approach," and "System Dynamics and Agent-Based Simulations for Workforce Climate" from the ACM Digital Library. I have also consulted an article called "The Tragedy of the Sahel," which uses system dynamics to show the instability of the Sahel desert system. I used this for a paradigm of a basic ecosystem to model, and it eventually inspired me to choose system sustainability as a topic. For

reference and facts, some of which I included in the parameters of my model, I consulted the CIA World Factbook's page on Kenya.

3 Development

3.1 Requirements

I expect a reasonably sustainable simulation of the system over a considerable length of time; it may prove impossible to create infinite sustainability in NetLogo, given various mathematical inaccuracies. The sustainability would be dependent on the parameters, some of which are user defined; thus there are a wide variety of outcomes available, but it is the ability of the program to simulate a reasonable degree of sustainability which will be regarded as a success. This model must operate within the range of system dynamics insofar as is possible, and any non-system dynamics code segments must serve the purpose of the model without corrupting its nature. The relationships between components may not be defined outside of the system dynamics portion of the model, i.e. all interaction must be accomplished with system dynamics tools. The main specification is that as little code as possible is situated in the Procedures tab of the main NetLogo interface and as much as possible in the system dynamics interface, which compiles code directly from the model diagram.

3.2 Overview

Various data were obtained from the CIA World Factbook entry for Kenya, which were then used to create a basic model of a population with a set birth rate and a set death rate based on these values. From there, other factors were added, and as functionality increased, so did complexity.

3.3 Limitations

The system dynamics interface inherently limits certain aspects of the model; e.g. there is only a limited capacity for if-else loops. This interface has been bypassed in creating the famine aspect of this program, but in most cases, as stated above, to bypass the system dynamics component would be to compromise the nature of the program.

3.4 Iterative Evaluation Plan

The program performance must be tested after each new major addition to ensure that the system continues to function in a reasonable manner. The model was run and informally evaluated for its reasonability. Depending on these results, corrective measures may have been taken to prevent the populations from overshooting or dying off too quickly.

3.5 Research Theory and Design Criteria

This project rests on system dynamics theory, in which all mathematical relationships are implicit in the model design. The processes involved in the creation of the model involved adding components and altering the relationships between existing components, after which the model was run and the results observed. The graph displayed was informally analyzed for mathematical relationships. Eventually, when the user-controlled functionality for periodic famines was added, the code was tested repeatedly with various levels and intervals of famine in order to ascertain that the algorithm behind the periodicity was functioning correctly and that the model was oscillating as expected.

3.6 Testing and Analysis

The program performance must be tested after each new major addition to ensure that the system continues to function in a reasonable manner, as described above. Methods of testing include checking program data against real data from the CIA World Factbook, examining data for unanticipated aberrations, and checking the data trend against trends from similar models. For example, upon adding the famine functionality, I checked the trend against data from generic models with periodic perturbations and found that these generic trends supported the famine trend; therefore it was reasonable. As previously stated, I can perform specific structural and functional testing to examine the effects of new additions; sometimes, this may require other components to be disabled for simplification's sake. A large part of this functional testing would be dynamic testing, in which many different combinations of widely varying values for different parameters would be used to test functionality. Process modeling would be useless for trend comparison, but the use of mathematical relationships would probably not extend

beyond graph comparisons. For the most part, I found that there were two outcomes for the model as it currently exists: extinction or overshoot. This may call for an artificial population ceiling to be added, but I would rather use additional relationships to try to bring the model into check. The reason for there not being a middle path of sustainability may have something to do with mathematical inaccuracies in NetLogo, which occasionally behaves strangely with large values. The focus of all of the testing done was to keep the model within reasonable bounds of conduct.

3.7 Visual Representations of Developmental Procedures and Results

See appendix.

4 Quality Assessment

The specific aspect of this program which requires the most testing and offers the most accurate assessment of the project quality as a whole is the periodic famine functionality. The goal of this is to implement periodic pulses in the form of famines in a meaningful and functional way. Periodic pulses depend not on the stocks and flows of the system dynamics model but represent outside influences based on dt , which the model itself cannot simulate and must therefore be coded in the main NetLogo procedures tab. Both the magnitude and the frequency of the famines are alterable by sliders in the user interface, thus making the model much more interactive but also harder to test. Different scenarios with these variables must be tested in order to ascertain that the pulses do indeed function as intended. In most cases, periodic crashes combined with regrowth are visible; eventually, however, the population either goes on to infinity or dies off. Extensive testing determined that, with a control value for intervals of 10 years between famines, the threshold between extinction and overshoot was between magnitudes of 92 and 93; i.e. a famine that kills only 92

5 Results

As of now, there are two potential outcomes available to this model: overshoot and extinction. Clearly, neither is sustainability, but one must also examine the time period required for such an outcome to become apparent. The model, with the right parameters, can be sustainable within a reasonable time period. A further goal of the project is to make the model infinitely sustainable while remaining within the parameters of system dynamics.

5.1 Discussion and Conclusion

The population-food model fulfills the intention of the project in that it is well-suited to system dynamics. The basic stocks and flows, if not the more complex variables, allow for an easy understanding of the interactions on the most basic level, and the testing methods lend themselves to good analysis of the model's sustainability. Clearly, there is room for further improvements, namely by making the model more complex and thus more realistic. There is potential for the addition of weather events of random interval in light of the success of famines. The interactive elements of the program allow for user immersion and a better understanding of both system dynamics and sustainability.

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