



**Vensim®** Software

*Linking systems thinking to powerful dynamic models*

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# (Global) Model Analysis with Vensim

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# Agenda

- **Introduction**
  - Why analyze?
  - Process
  - Habits
- **Speed-critique some global models**
  - World Dynamics
  - World3
  - Wonderland
  - DICE

**Models & materials available at**

**<http://vensim.com/vensim-video-library/>**

# Why Analyze?

- **Better decisions**

- via -

- **Quicker and deeper understanding**
- **Responsible model use (knowledge of limitations)**
- **Faster model development (slow down to speed up)**

# Process

- **Problem identification**
  - What questions is the model trying to answer? For whom?
- **Replication**
  - Can you reconstruct and run the model and experiments from archived sources?
- **Structure Inspection**
  - Evaluate fitness to purpose
  - Reveal structural flaws
  - Develop analytical insights
- **Behavior Testing**
  - Explore robustness and realism
  - Diagnose problem behaviors
  - Evaluate policy conclusions

# Learning Habits

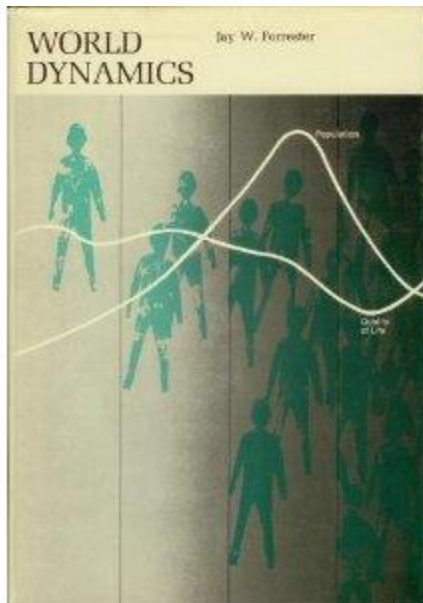
- **Scientific method**
  - Use controls – vary one thing at a time
  - Confirm/reject hypotheses with appropriate tests
- **Learn from surprise**
  - Develop and record expectations before running experiments
  - Follow up on puzzling outcomes
- **Relate behavior to structure**
- **Look at every variable in the model at some point**
- **Think about the structural Big Picture**
- **Keep a lab notebook to record deficiencies and insights**
- **Share**

# A crude history of global models

Systems			World Dynamics World3				
				Spinoffs - WIM, IFs, etc.			
Economics			SD economic models				
	Ramsey	Solow	CGE	Endogenous Growth			
				DICE			
				Climate IAMs			
Natural Sciences			Low-order Climate, C-Cycles	GCMs		Earth System Models	
				EMICs			
	Early		1970	1980	1990	2000	2010

# World Dynamics

- **Jay W. Forrester, 1971**



# Model Inspection

- **Browse through the model to familiarize yourself with its structure.**
  - How many feedback loops can you identify?
  - What are the key decisions?
  - What are the key stocks and flows? Do they contain physical quantities or information?
  - What common structures (or Molecules) are used?
  - Can you spot any potential problem areas?
- **Check the units of the model. Are there any errors?**



# Base Run Behavior

- **Make a "Base" run with no parameter changes, and explore the behavior.**
  - Are any runtime warnings generated? What do they indicate? (Be sure Tools>Options>Settings has warnings set to "Display")
- **What does the model do?**
  - What behavior modes does the model exhibit? Exponential growth or decay? Overshoot? Oscillation?
  - What variables change the most? The least?
- **What variables, stock-flow structures, or feedback loops are responsible for the behavior you see?**
- **Is the behavior driven by external disturbances, or is it due to inherent tendencies of the model?**

# Simulation Method

- **Run the model with a new name, using a **TIME STEP** half the initial value (i.e. 0.125 years).**
  - Is there a change in behavior?
- **What happens as you increase the **TIME STEP** (for example, 2 years)? Is this realistic?**
- **What does this say about the time constant for pollution?**

# Pollution Equilibrium

- In Synthesim, right-click to override **Pollution Generation** with a constant, using the default range [0,4e10]
  - What happens?
- Temporarily isolate pollution from population/capital issues by overriding **Population** with a constant (but hold the thought)
- Smoothly vary **Pollution Generation** from about 5 billion upwards (right arrow key while the slider is active is handy for this)
  - What happens above about 14 billion?
- Stop & Restart your simulation
- As another way of looking at this, override **Pollution** with a ramp from 0 to 200 billion (=200e9 or 2e11)

# Global Equilibrium

- **Is the model initially in equilibrium?**
- **Does it achieve an equilibrium state after some time?**
  - Try extending the time horizon (FINAL TIME) to see what happens
- **Can you identify an equilibrium state?**
  - Is it interesting, or somehow trivial?
  - Is it stable, i.e. does the model return to equilibrium after a small disturbance?
  - Do you think there are others?
- **For each stock, what would have to be true for equilibrium to be achieved?**



# Putting the model in equilibrium

- **Option 1: manual experimentation**
  - See Equilibrium view in the model for a control panel
- **Option 2: seek analytic solutions**
- **Option 3: numerical - automate with optimizer**
  - Create a payoff that penalizes net changes in stocks
  - Create a control file that sets initial stocks
  - Run over a short time horizon
  - Optimize to minimize the payoff
  - Use random multistart to explore multiple possibilities
  - (Beyond today's scope)

# Feedback Elimination

- **Starting from a new run, override **Pollution** with a constant, near the initial value ( $<1e9$ )**
  - What does this modification to the model mean in terms of the real system?
  - How does the behavior change?
- **At the same time, hold **Natural Resources** constant**
- **Now what happens to population and capital?**
- **Try holding just **Natural Resources** constant**
  - Extending **FINAL TIME** by a few hundred years helps to see what's happening

# **Feedback Elimination**

## **Oscillation with constant Natural Resources**

### **Continuing with constant Natural Resources,**

- **What kind of oscillation is this? How could you tell?**
- **Does the level of resources matter?**
- **Are there parameters or lookups that influence the amplitude, period, phase, etc.?**
- **Can you determine the structure essential to the oscillation?**
  - Does the Capital Agriculture Fraction stock need to participate?
- **What happens to the response to various lookups over the cycle?**
  - You can flatten the shape of a lookup on the fly to eliminate its feedback effect

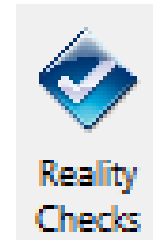
# Decisions, Decisions

- Start a new Synthesim run
- Right-click to override **Pollution Generation** with a constant, using the default range [0,4e10] and setting it to the middle (2e10=20B)
- What is happening to Material Standard of Living and variables that it affects?



# A Reality Check

- **On the Capital & Quality of Life view, take a look at **TI no capital****
  - This is a test input that steps capital to 0 in 1950; presumably this should shut down the economy, such that there is no output or investment
- **Look at **RC no investment****
  - This is a constraint that tests whether there is in fact 0 investment
- **Use the Reality Check button to run this test**
  - Hit the Test All button
  - Examine the runtime messages and any graphs that pop up



# Modeling Decisions

- **Explicit stocks and flows**
- **Desired and actual states distinguished**
- **Only information actually available to decisionmakers is used**
- **Policy structure for achieving the desired states in the system corresponds with practice**
- **Model is robust under extreme conditions**

**P. Senge, 1978**

## Measurement Without Data

- **William Nordhaus (1973) "World Dynamics: Measurement without Data" *Economic Journal* 83:332.**
- **J.W. Forrester, Gilbert Low & Nathaniel Mass (1974) "The Debate on *World Dynamics*: A Response to Nordhaus" *Policy Sciences* 5 pp. 169-190.**
- **(These are included in the model folder.)**

# Nordhaus' Objection

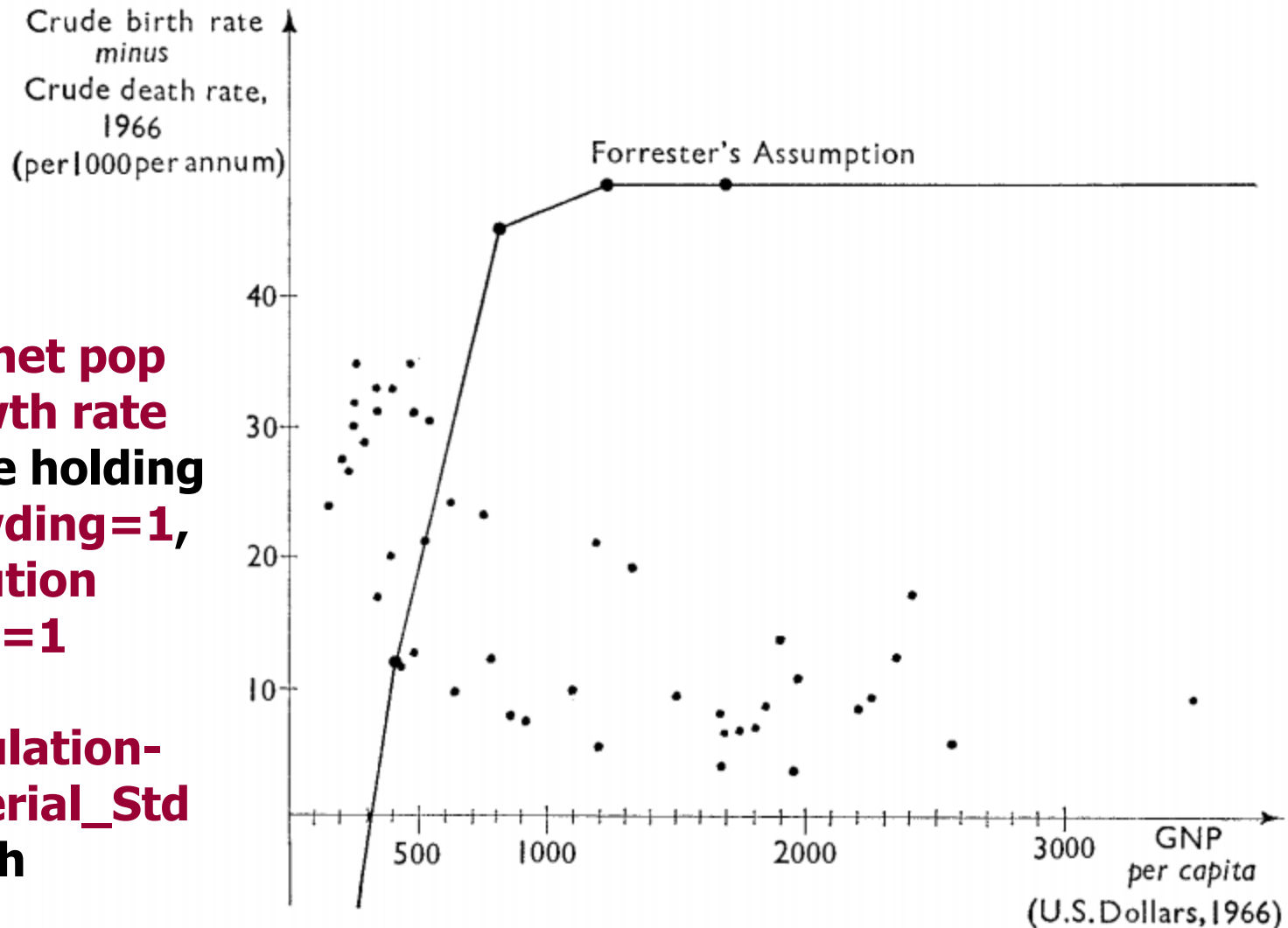
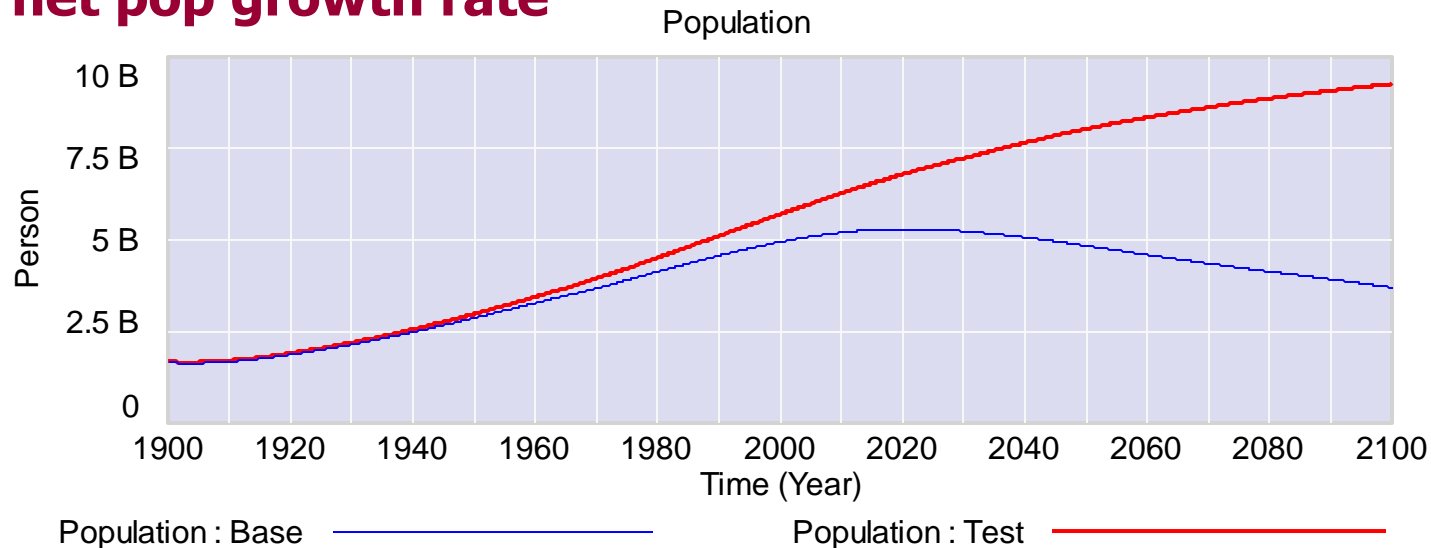


FIG. 2. Assumed and Cross Section Population Growth, 1966.

## Forrester et al. Rejoinder


- **Omitting full feedback is a mistake**
- **With all feedbacks but no pollution/resource constraints, the model makes a demographic transition as expected**
- **To test, override **Pollution=0** and **Natural Resources=900B** (900e9), and observe **Population** and **net pop growth rate****



# Sensitivity Analysis

- **Experiment with different parameter and lookup changes in the model.**
  - Which feedback loops does the parameter change affect?
  - What influence does the parameter have? Does it change a loop's goal? Does it change the delay around a loop?
  - What characteristics of the output change? Are there slight numerical changes, or qualitative behavior changes?
  - Do the effects of Initial values of the stocks differ from other parameters?

# Automating Sensitivity Analysis

- Use the **Sim Control** button  or **Model>Simulate...** to bring up the **Simulation Control** dialog
- On the **Advanced** tab, set the **Payoff** to **QualityOfLife.vpd**.
  - This sets Quality of Life as an objective to maximize
  - Note that the payoff is integrated over time, but here there is no discounting or population weighting, so this is a rough experiment
- Set the **Optimization Control** file to **AllConstants.voc**
  - This directs Vensim to vary all parameters in the model by +/- 10%
- Hit the **Optimize** button
- Sorted results are in **<runname>\_sortsens.tab**

# Model Inspection



# Model Inspection

- **Basic Assumptions**
  - Scope
  - Simulation Method
  - Perspective
- **Variables**
- **Physics**
- **Functional forms**
- **Special cases**

# Model Scope

- **Purpose**
  - Point prediction
  - Behavior pattern prediction
- **Boundary**
- **Time Horizon**
- **Aggregation**

# Simulation Method

- **Continuous vs. discrete time or discrete event**
- **Continuous value vs. integer or discrete**
- **Equilibrium/simultaneous vs. disequilibrium**
- **Deterministic vs. stochastic**

# Perspective

- **Behavior**
  - Bounded rationality
  - Optimization
  - Evolutionary learning
- **Feedback**
  - Causality vs. correlation
  - Sparse vs. rich

# Variables

- **Operational correspondence with real system**
  - One variable  $\leftrightarrow$  one concept
- **Names**
  - Non - normative
  - Nouns for stocks
  - "...ing," "... Rate," etc. for flows
  - Clear direction for positive and negative
  - No double negatives

# “Physics”

- **Conservation of stocks and flows of material quantities**
  - Challenge sources & sinks
- **Physical stocks always  $\geq 0$** 
  - Flows realistically constrained
- **Conformance to other physical laws (thermodynamics, gravity, ... )**
- **Units balance**
  - Flow Units = Stock Units / Time
  - Dimensional analysis

## Functional Forms & Lookup tables

- **Domain and range**
- **(Non)linearity**
- **Continuity**
- **Monotonicity**
- **Normalization**
- **Anchor points**
- **Reference lines**
- **Implicit time constants**

## Functional Forms - Special Cases

- **Discrete Logic (IF THEN ELSE, binary switches)**
- **Discrete Events**
- **Simultaneity**
- **Noise**
- **Delays**
- **Exogenous inputs**
- **Data**



# Testing

# Testing

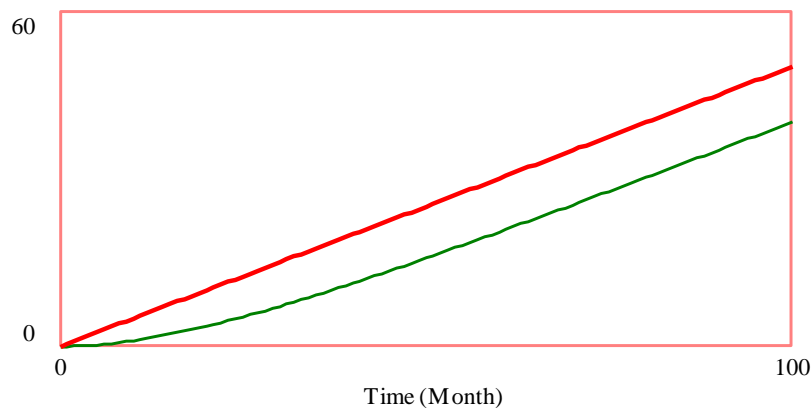
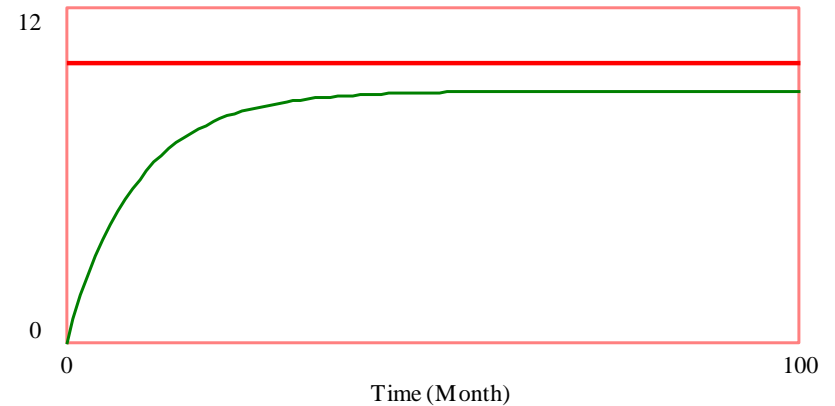
- **Behavior modes and performance**
- **Response to input changes**
- **Sensitivity to simulation technique**
- **Equilibrium**
- **Extreme conditions**
- **Reality Check**
- **Response to parametric and feedback changes**

## Behavior Modes

- **Growth**
- **Decay**
- **S-shaped growth**
- **Overshoot**
- **Overshoot and collapse**
- **Oscillation**
- **Limit cycle**
- **Chaos**

# Performance Metrics for Steady State

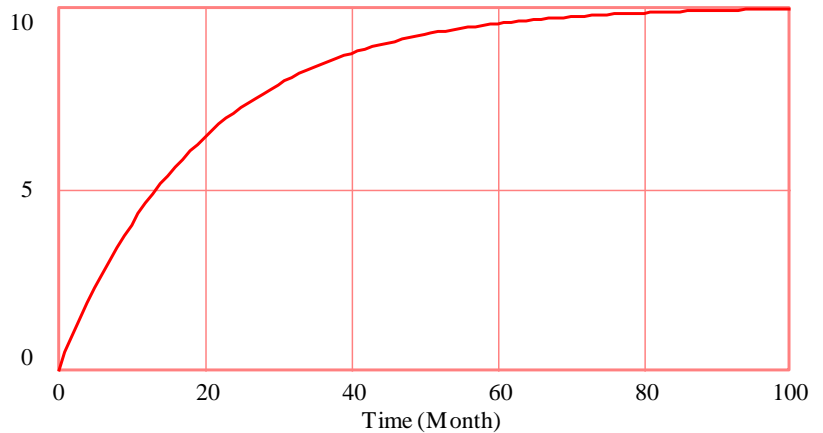
- **Mean value**
- **Equilibrium value**
- **Steady-state error**
- **Velocity error**



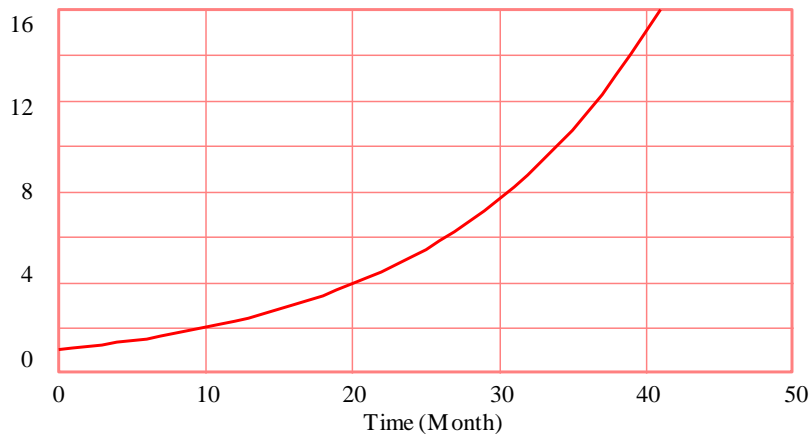
Goal : Current —  
Actual : Current —

# Performance Metrics for Growth and Decay

- Time constant
- Half-life
- Growth rate
- Doubling time



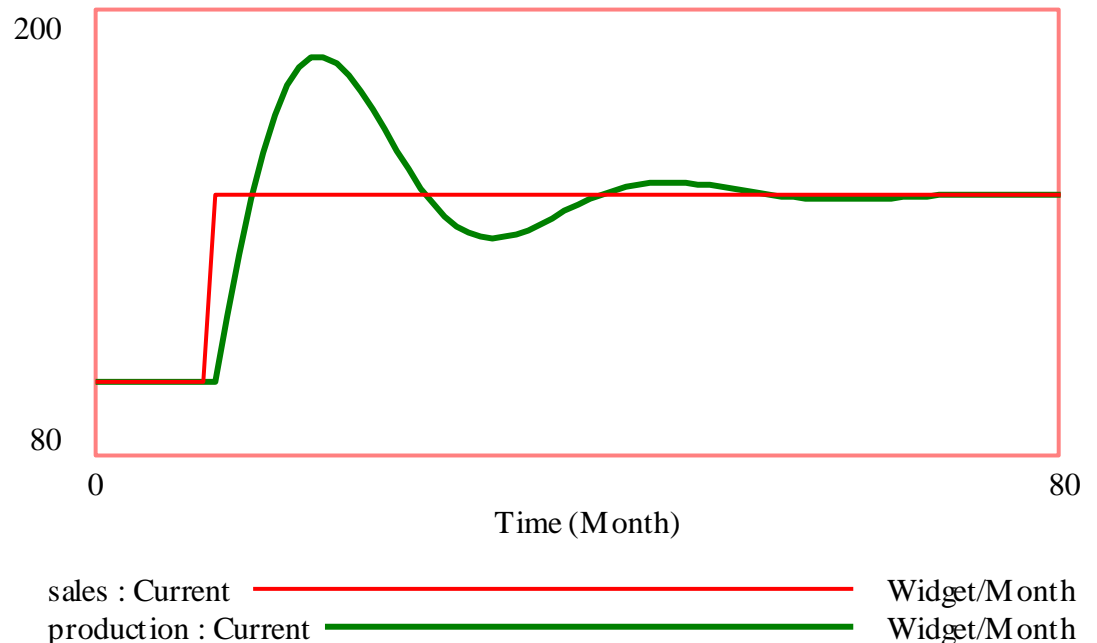
X : Current



X : Current

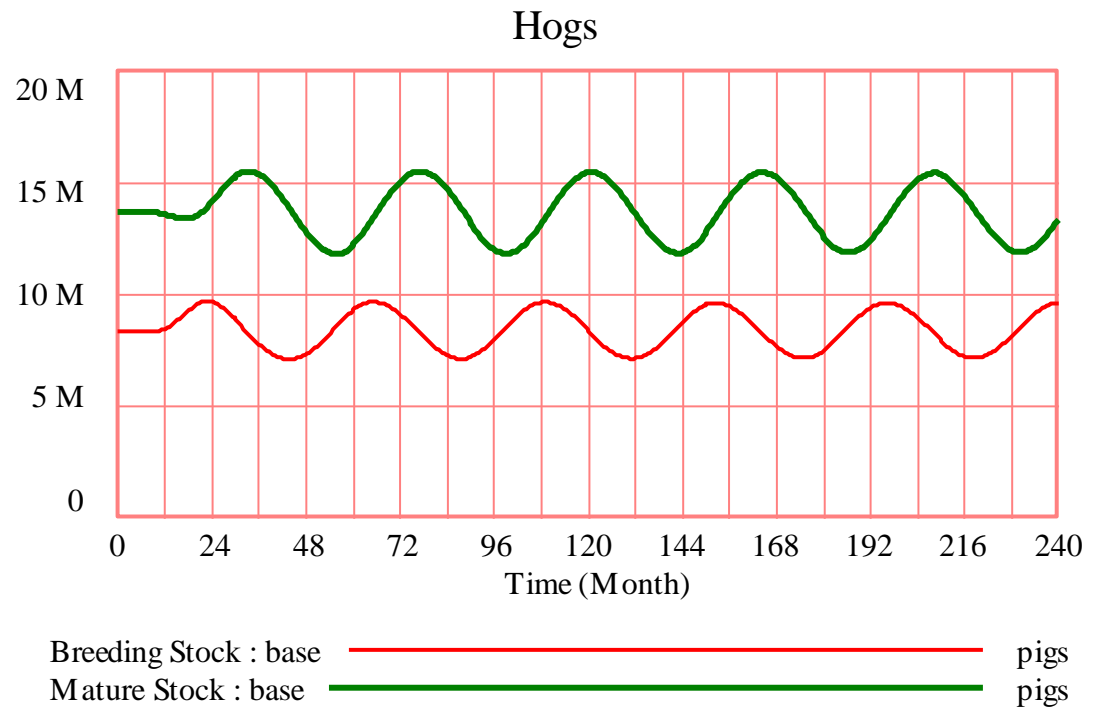
# Performance Metrics for Overshoot

- Rise time
- Maximum overshoot
- Time to peak
- Settling time
- Amplification



# Performance Metrics for Oscillation

- Amplitude
- Period
- Phase lag



# Equilibrium and Stability



# Equilibrium

- **Inflows + Outflows = 0**
- **Initial conditions**
- **Long horizon**
- **Stability**
  - stable
  - unstable
  - metastable
- **Vs. steady state**

# Simulation Method

- **Time step**
  - Shorter than 1/2 to 1/4 of shortest time constant (delay)
  - Halve until behavior is unchanging
- **Integration method**
  - Test alternatives
  - Euler for models with discrete events
  - RK4 for models with oscillation

# Active Testing

# Generating Surprises

- **Test for asymmetric responses to positive and negative disturbances**
- **Test small and large amplitude inputs**
- **Test policies at multiple points in system**
- **Test multiple patterns of behavior**

# Dynamic Test Inputs

- **Purpose**
  - Reveal inherent behavior
  - Create extreme conditions
- **Examples**
  - Pulse
  - Step
  - Ramp
  - Exponential growth
  - Noise

# Extreme Conditions

- **Purpose**
  - Reveal weaknesses
  - Generate insight
- **Methods**
  - Remove contents of stock with PULSE
  - Cut off inflows or outflows
  - Artificially force variables to 0 or  $\sim$ infinity

# Reality Check

- **Purpose**
  - Automate model quality checks
- **Format**
  - Test input
    - :THE CONDITION: Staff = 0
  - Constraint (expected consequence)
    - :IMPLIES: Production = 0

# Structure Testing



# Partial Model Testing

- **Purpose**
  - Divide and conquer
  - Develop understanding of subsystems
  - Test response of subsystems to driving data
- **Methods**
  - Cut & paste structures into a new model
  - Use data variables or test inputs to drive behavior

# Feedback Elimination

- **Purpose**
  - Identify feedback loops that are causing behavior
- **Methods**
  - Sever flow connections
  - Replace variables with constants or test inputs
  - Insert  $0^*...$  or  $(...)^0$  in equations
  - Flatten lookups

# Sensitivity Analysis

# Examples of Sensitivity

- **Numerical**
  - Numerical values change, but behavior is qualitatively the same
- **Behavior mode**
  - Shift from s-shaped growth to oscillation
- **Policy**
  - Policy conclusions change
- **Chaotic**
  - Small initial deviations grow exponentially
- **Insensitive**
  - Pendulum always comes to rest at bottom

# Parameter Sensitivity Analysis

- **Purpose**
  - Link behavior to feedback loop structure
  - Identify leverage points
  - Search for equilibria
- **Methods**
  - Vary parameters and initial conditions
  - Stretch and shift lookup table shapes

# Policy Evaluation

- **Purpose**

- Develop effective policies
- Identify conditions for effectiveness
- Identify weaknesses in formulation of existing policies

- **Tools**

- Sensitivity Analysis
- Optimization
- Gaming