

University of Toronto Department of Computer Science

CSC2720: Systems Thinking for Global Problems

→ Last week:

- Why systems thinking?
- What sort of discipline is it?
- Defining a system

→ This week:

- Feedback Loops
- The idea of limits
- Multiple feedback loops
- Case Study: Feedbacks in the Climate System

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Elements of a System

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General Systems Theory

→ How scientists understand the world:

- Reductionism** - break a phenomena down into its constituent parts
 - E.g. reduce to a set of equations governing interactions
- Statistics** - measure average behaviour of a very large number of instances
 - E.g. gas pressure results from averaging random movements of zillions of atoms
 - Error tends to zero when the number of instances gets this large

→ But sometimes neither of these work:

- Systems that are too interconnected to be broken into parts
- Behaviour that is not random enough for statistical analysis

→ General systems theory

- Originally developed for biological systems:
 - E.g. to understand the human body, and the phenomena of 'life'
- Basic ideas:
 - Treat inter-related phenomena as a system
 - Study the relationships between the pieces and the system as a whole
 - Don't worry if we don't (yet) fully understand each piece

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Two approaches to study systems

- Focus on the rules followed by individuals (bottom up)**
 - Build simulations (agent models, physics models, etc)
 - Study the emergent behaviour
- Focus on the patterns of behaviour of the system as a whole (top down)**
 - Identify feedback loops, stocks, flows, etc
 - Build qualitative, causal models (eg system dynamics models)
 - Focus on holistic understanding (what-if questions), rather than quantifying behaviour

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Behaviour of Complex Systems

Simple rules

Many relationships

Large numbers of interactions

Complex Non-linear Systems

Self-organizing behaviour

Feedback Loops

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Feedback Loops

Reinforcing Loop
(positive loop)

Balancing Loop
(negative or goal-seeking loop)

Population Growth (R)

Thermostat (B)

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Systems Activity: Living Loops

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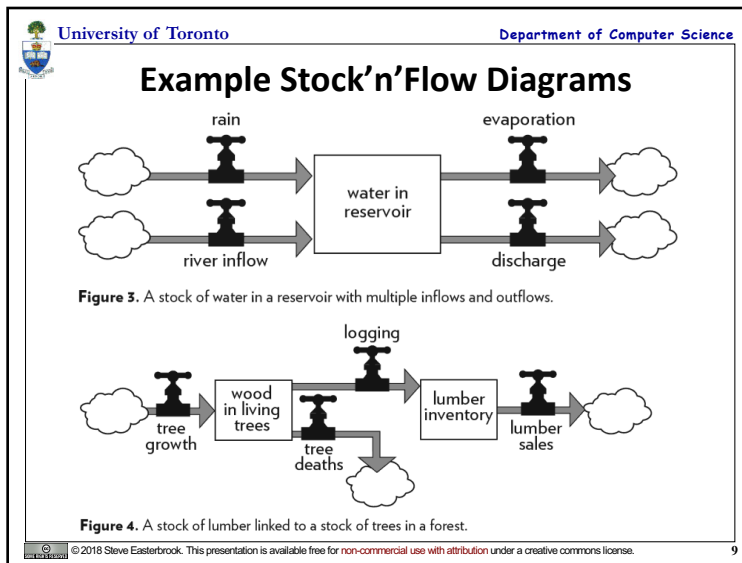
Some Alternative Notations

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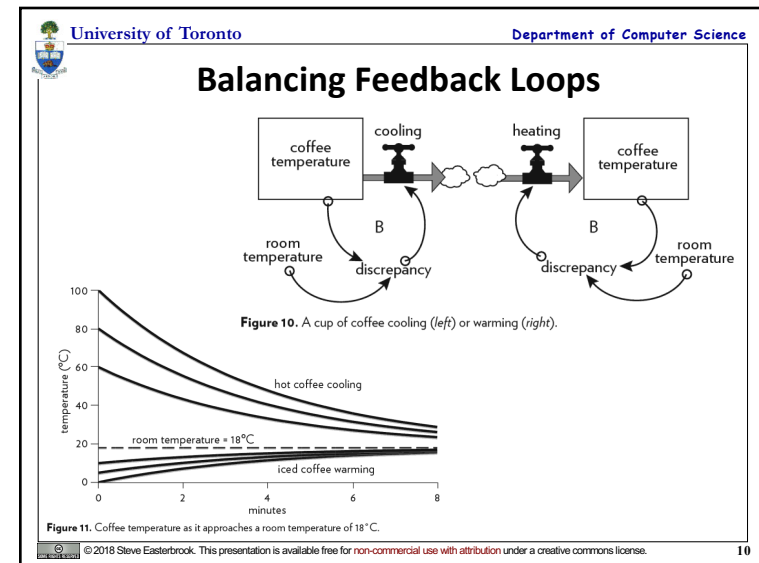
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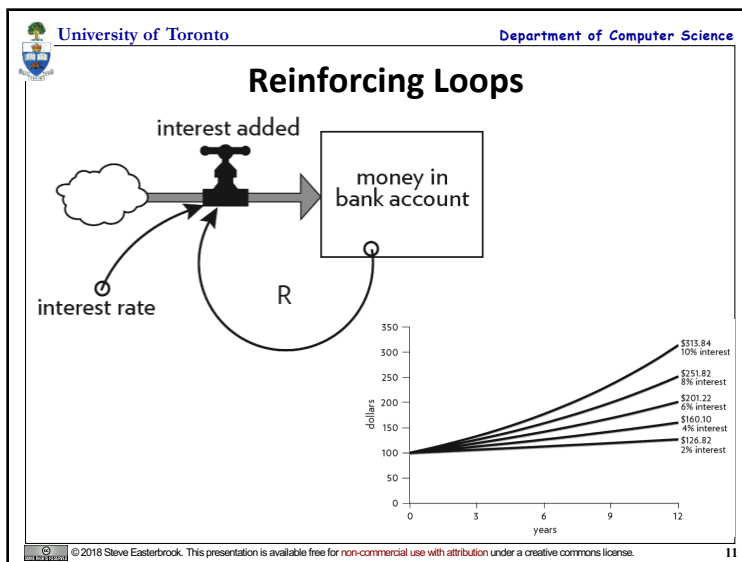
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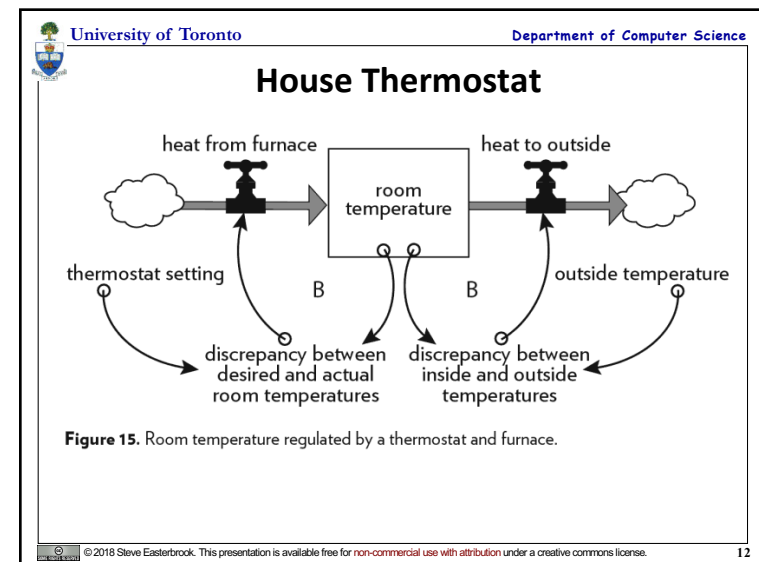
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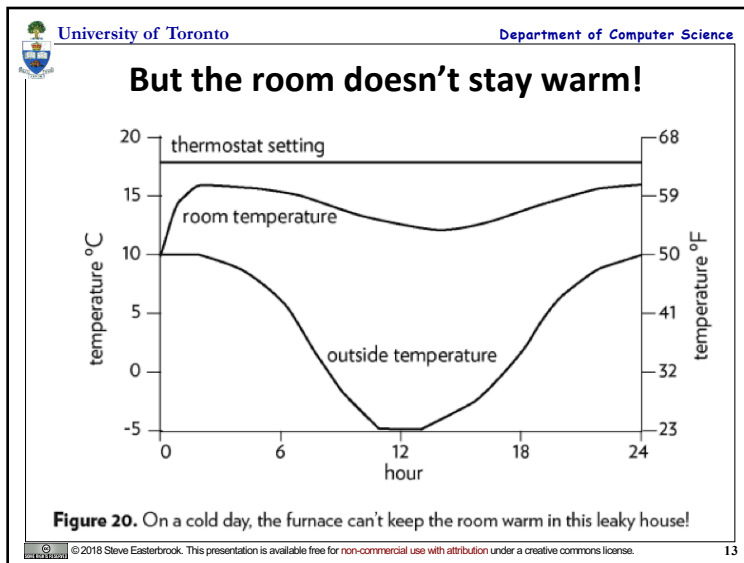
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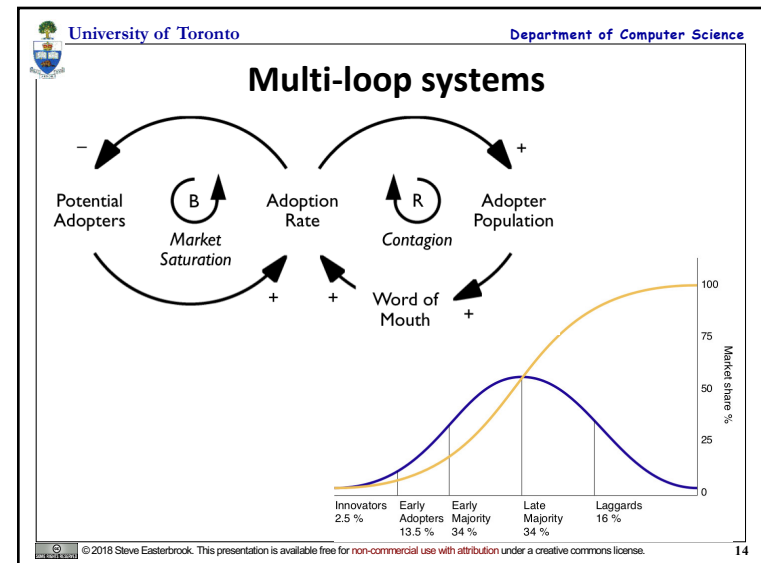
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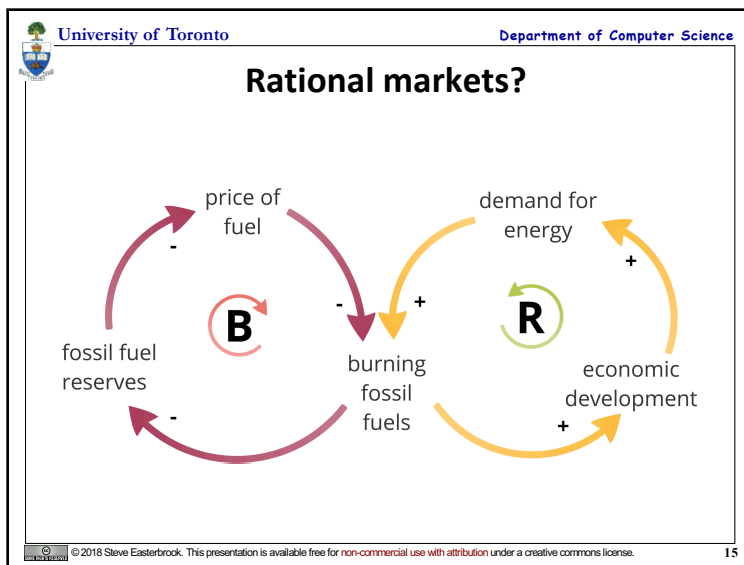
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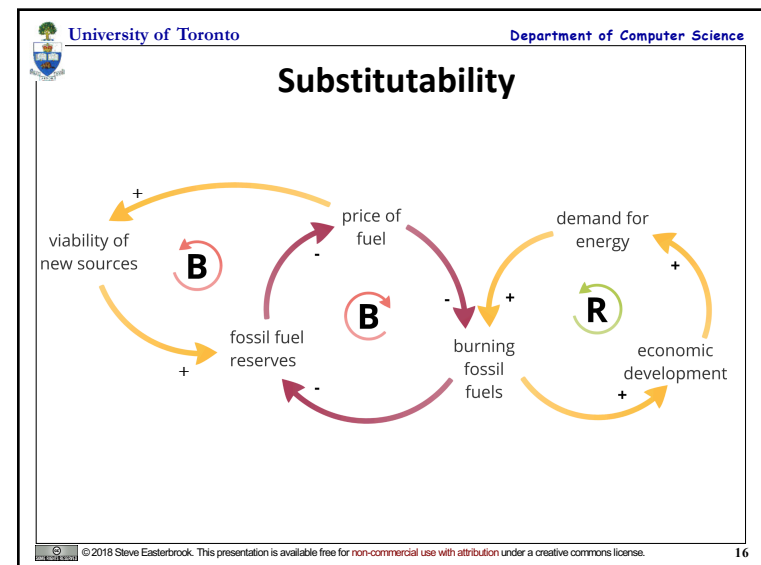
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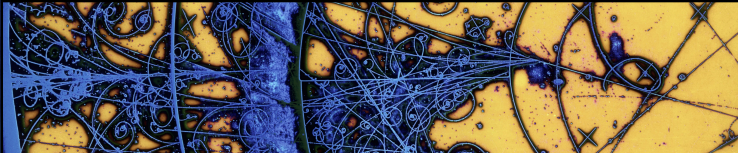
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Systems Activity: Postcard Stories



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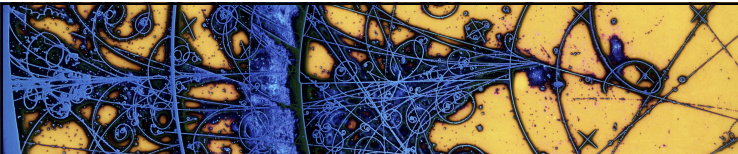
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Types of System

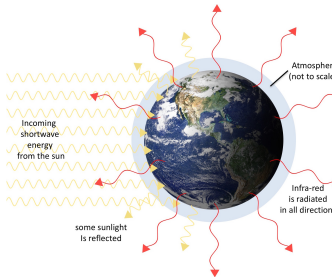
- **Natural Systems**
 - E.g. ecosystems, weather, water cycle, the human body, bee colony,...
 - Usually treated as hard systems
- **Abstract Systems**
 - E.g. set of mathematical equations, computer programs,...
 - Interesting property: system and its description are the same thing
- **Symbol Systems**
 - E.g. languages, sets of icons, street signs,...
 - Soft because meanings change
- **Designed Systems**
 - E.g. cars, planes, buildings, freeways, telephones, the internet,...
- **Human Activity Systems**
 - E.g. families, businesses, organizations, markets, clubs, ...
 - E.g. any designed system when we also include its context of use
 - Same for abstract and symbol systems!
- **Information Systems**
 - Special case of designed systems
 - Part of the design includes the representation of the current state of some human activity system
 - E.g. MIS, banking systems, databases, ...
- **Control systems**
 - Special case of designed systems
 - Designed to control some other system (usually another designed system)
 - E.g. thermostats, autopilots, ...

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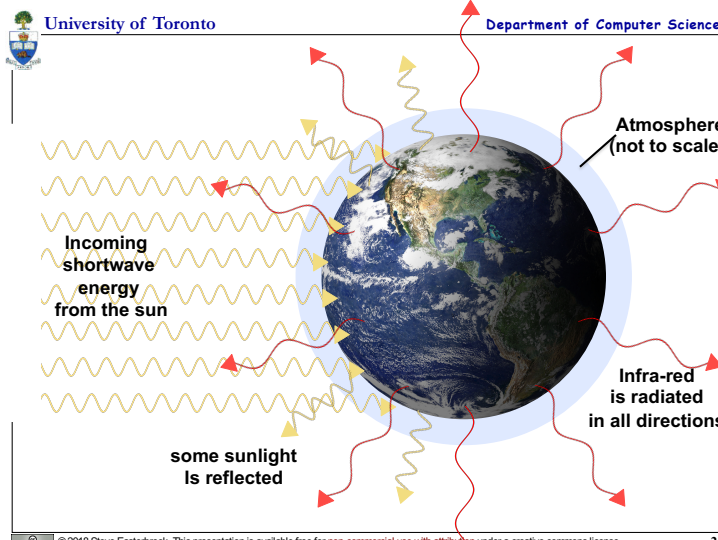
Case Study: The Climate as a System



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