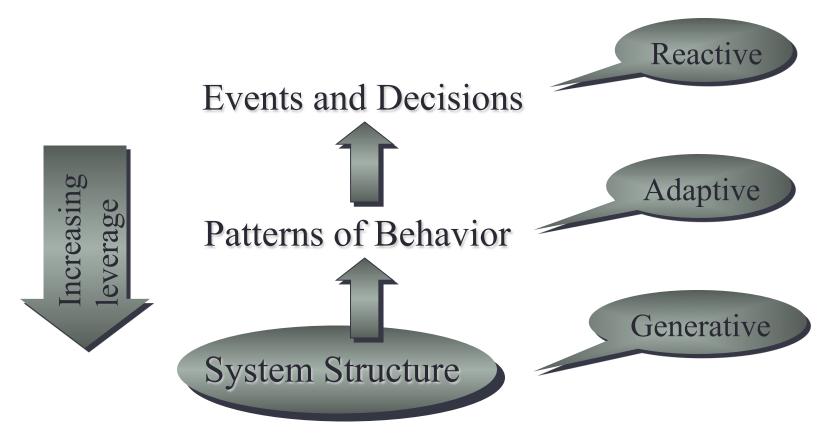
# SYSTEMS MAPPING

# The Systems Perspective



Adapted from G. Richardson, U of Albany

# The majority of information exists in mental models Forrester 1991

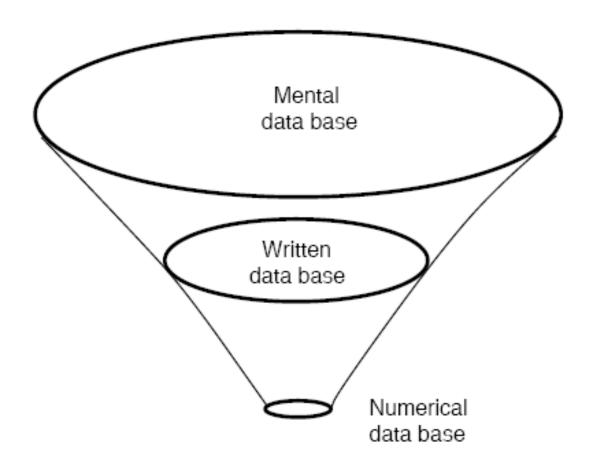
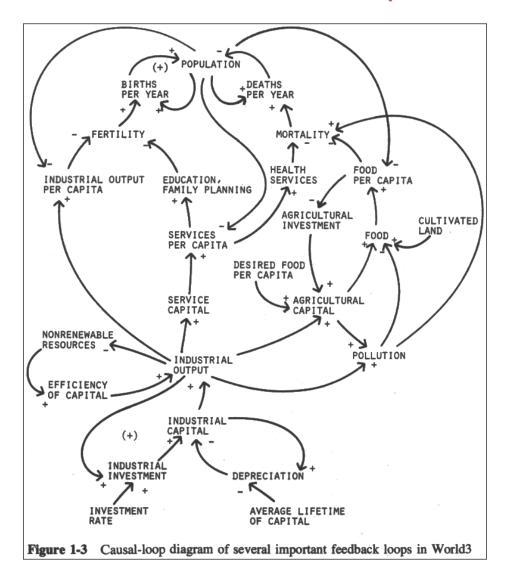
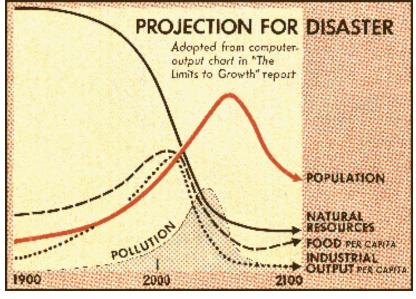


Figure 4. Decreasing information content in moving from mental to written to numerical data bases.

### Limits to Growth (Meadows et al 1972)





# Collaborative Systems Modeling

Policy Sci (2009) 42:211–225 DOI 10.1007/s11077-009-9080-8

A fresh look at a policy sciences methodology: collaborative modeling for more effective policy

Kristan Cockerill · Lacy Daniel · Leonard Malczynski · Vincent Tidwell

# Collaborative SD modeling Cockerill et al (2009)

- Include experts, public and/or stakeholders in model development and governance or policy choices considered
  - Consensus or dialogue tool
  - Enable structured dialogue among participants
  - Integrate scientific information, local knowledge, and values into the policy process
  - Develop a deeper level of understanding of system among participants
  - Increase agreement about root problems
  - Gain appreciation for uncertainty inherent in data and methods in studying complex systems
  - Personal Transformation "seeing problems and possible solutions in a new way"

# A systems perspective

Focuses on patterns of behavior (not just specific events)

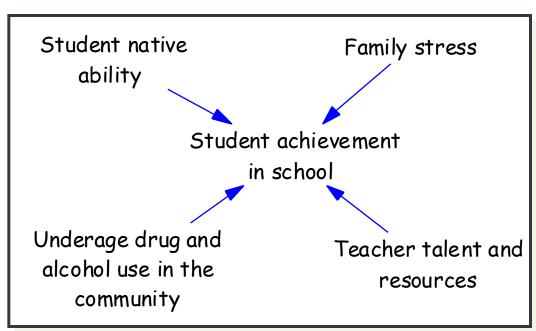
Focuses on policy structure (not just discrete decisions)

- Causal structure: "feedback" loops
- Delays
- Perceptions (a kind of accumulation)
- Pressures
- Affects, emotions, (ir)rationalities
- Stocks or Accumulations (populations, resources...)
- Allows for the integration of natural and social world variables

## Causal Diagrams

"Ceteris paribus"...
All other influences held constant as we assign polarities.

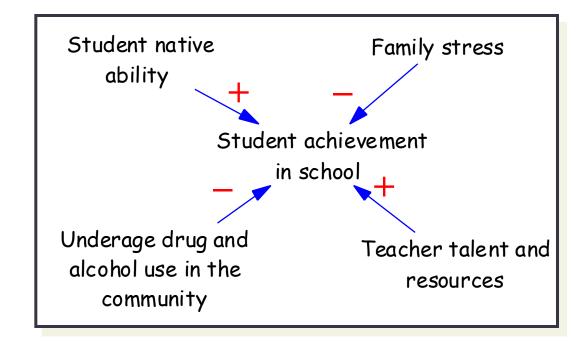
- Causal mapping is a powerful tool for representing structure in complex systems.
- Arrows indicate causal influence.



#### Polarities of Causal Links

 Positive and negative signs show the direction of causality:

- + = "direct" relation
- **–** = "inverse" relation



#### **Definitions of Link Polarities**



 $\triangle A$  leads to  $\triangle B$  in the same direction

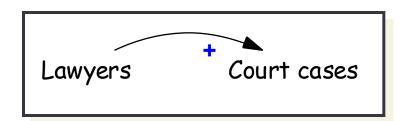


 $\Delta$ C leads to  $\Delta$ D in the *opposite* direction

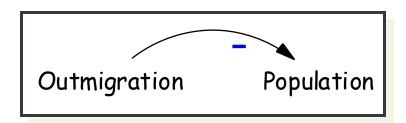
All words phrases are expressed as *quantities* that have a clear sense of increase or decrease.

No verbs — the action is in the causal arrows.

#### Examples



More lawyers mean *more* litigation; fewer lawyers, less litigation



Emigration *subtracts* from population: An increase in emigration means less (a decrease means more) than we'd have without the change

"Ceteris paribus"...
All other influences held constant as we assign polarities.

#### Two kinds of feedback loops

#### Reinforcing loops

- growth producing
- destabilizing
- accelerating
- even number of –'s
- "positive" loops

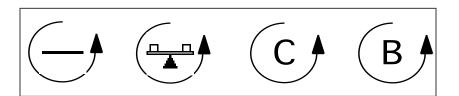
#### Symbolized by



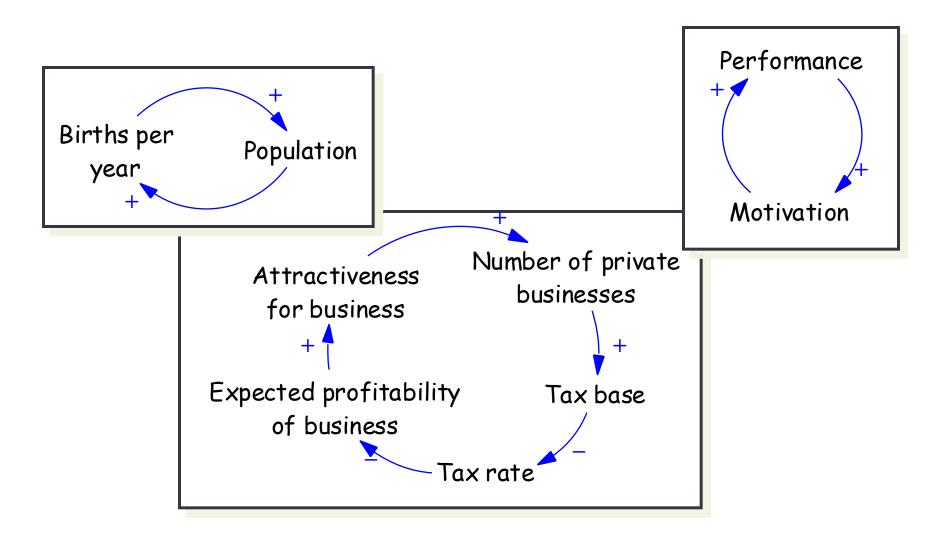
#### Balancing loops

- counteracting
- goal seeking
- stabilizing
- odd number of –'s
- "negative" loops

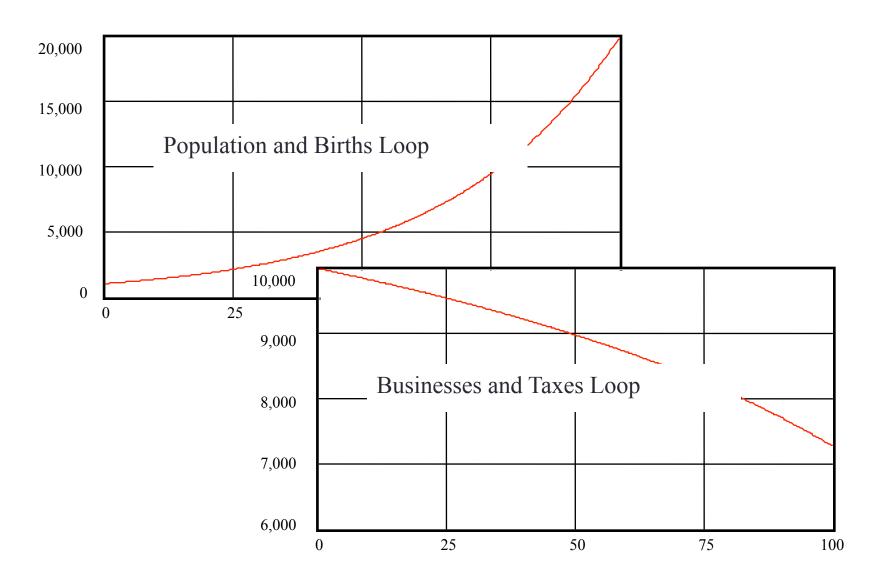
#### Symbolized by



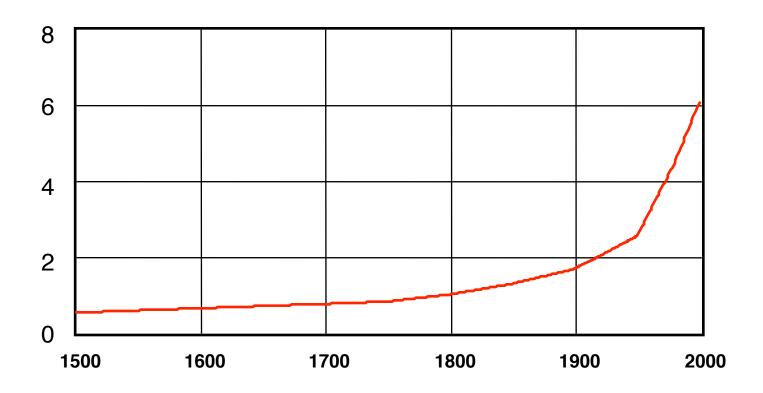
#### **Examples of Reinforcing Loops**



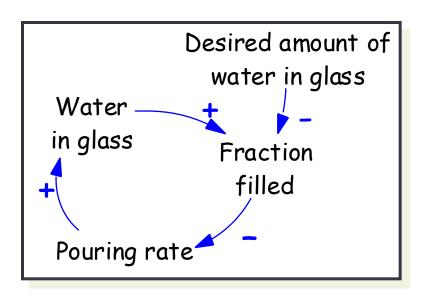
#### Typical Reinforcing Loop Behaviors

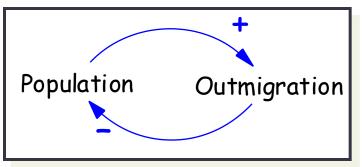


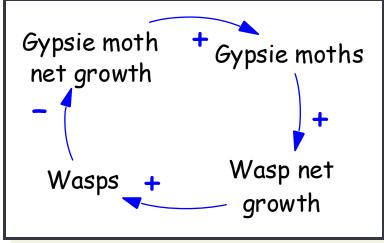
#### World Population (billions)



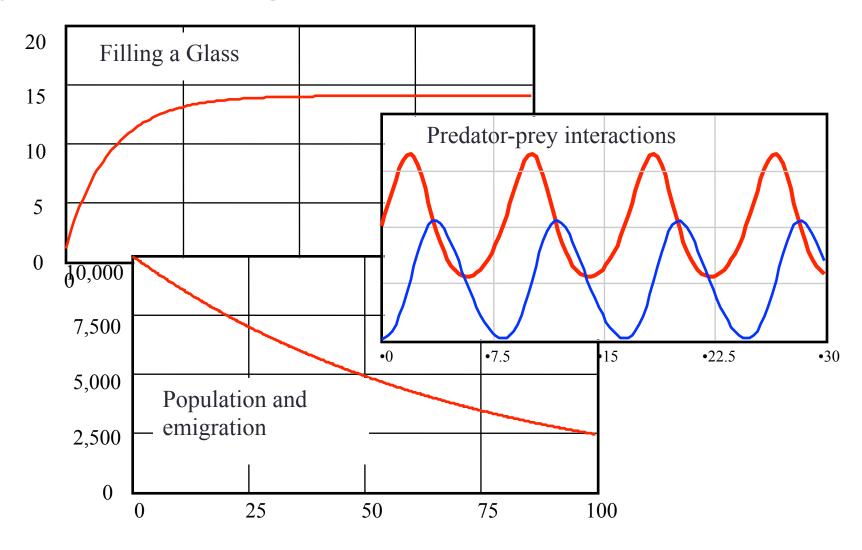
#### **Examples of Balancing Loops**







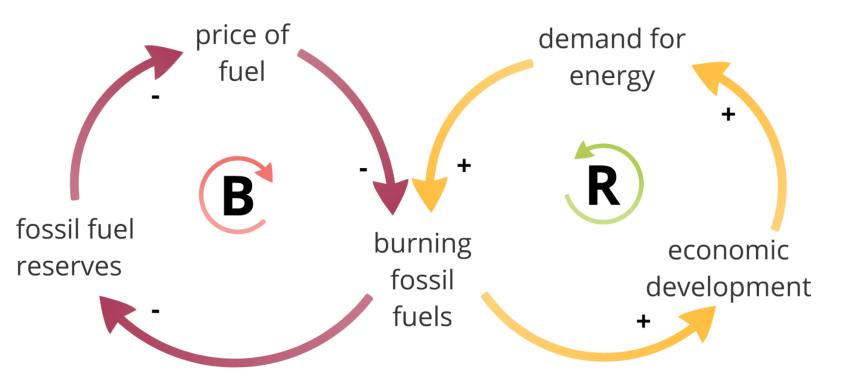
#### Typical Balancing Loop Behaviors



#### Tips for Determining Link and Loop Polarities

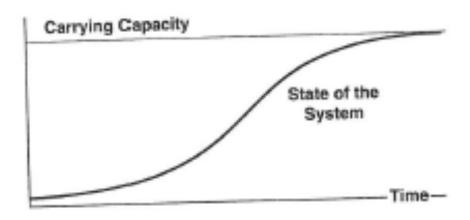
- For each link, determine the effect of an increase in the variable at the tail of the arrow:
  - If the variable at the head increases, assign a plus.
  - If the variable at the head decreases, assign a minus.
- For each loop, count the number of negative signs:
  - An even number of negative links is a reinforcing (R) loop.
  - An odd number of negative links is a balancing (B) loop.
- Most important: For each loop, tell a story, and check that the story matches the loop polarity.

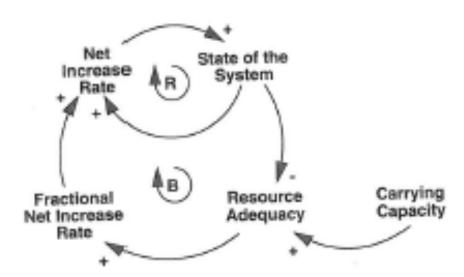
# Example



# S-shaped growth

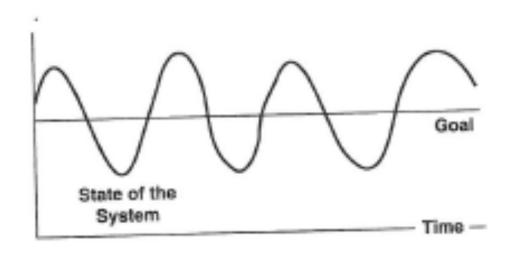
Figure 4-8 S-shaped growth: structure and behavior

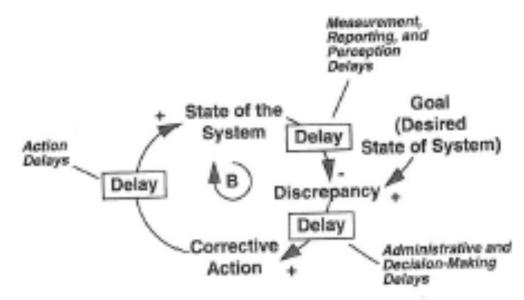




Sterman Business Dynamics 2000

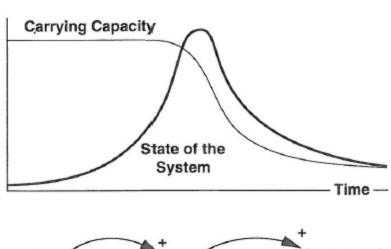
#### Oscillation

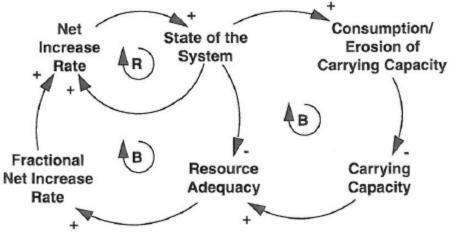




## Overshoot and collapse

FIGURE 4-12
Overshoot and collapse: structure and behavior



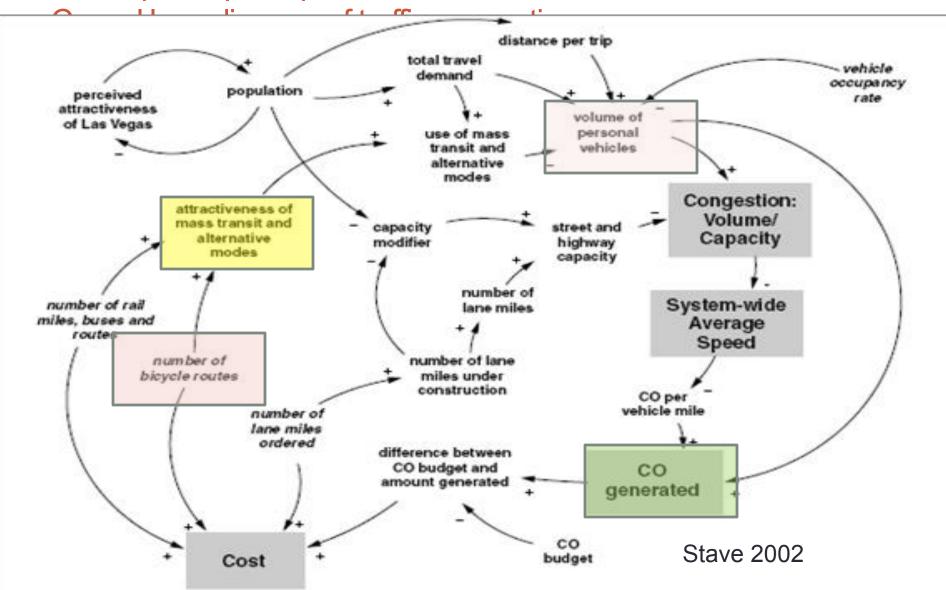


Sterman Business Dynamics 2000

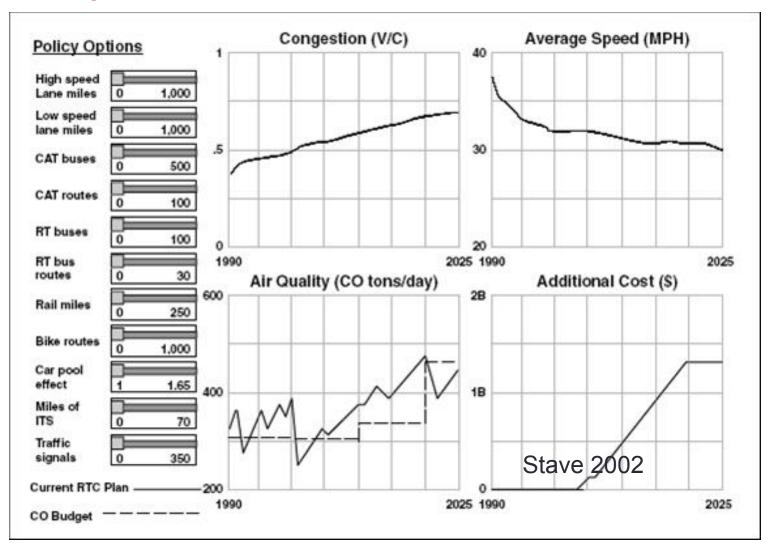
# Disadvantages

- Untraditional approach to policy analysis (not linear)
- Models can become complex fairly quickly
- Scoping of problem and determining model boundaries challenging
- Difficult to link up natural, social, behavior parameters with data or information

#### SD for public participation in environmental decisions



# Policy lever interface



# Collaborative Modeling

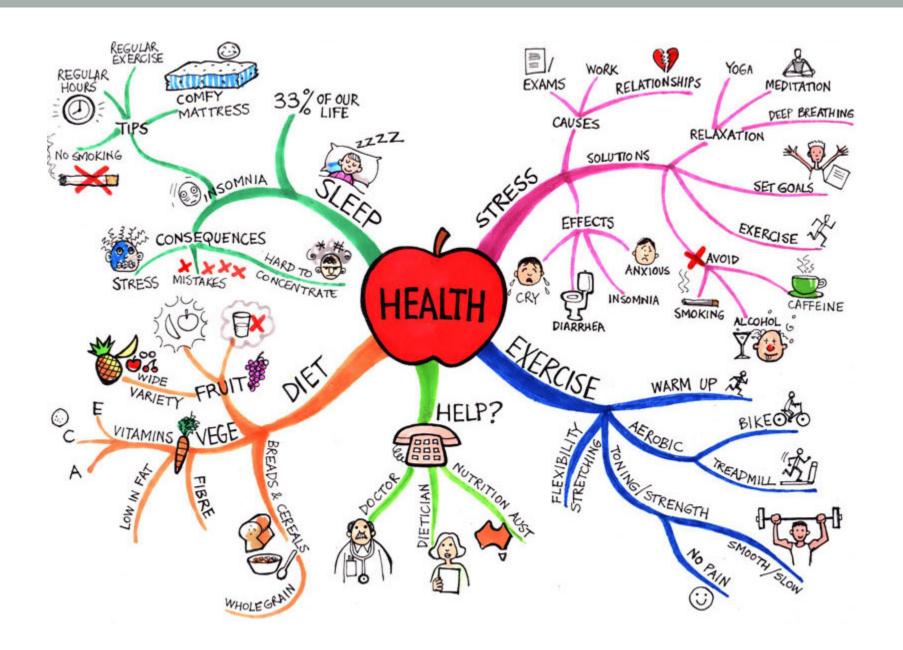
- "any method that brings together a multidisciplinary group and employs a 'model' to better understand key relationships in the system being studied"
- "models can range from simple diagrams of causal behavior to complicated computer-based simulations"

# MAPPING TOOLS WITH FEWER "RULES"

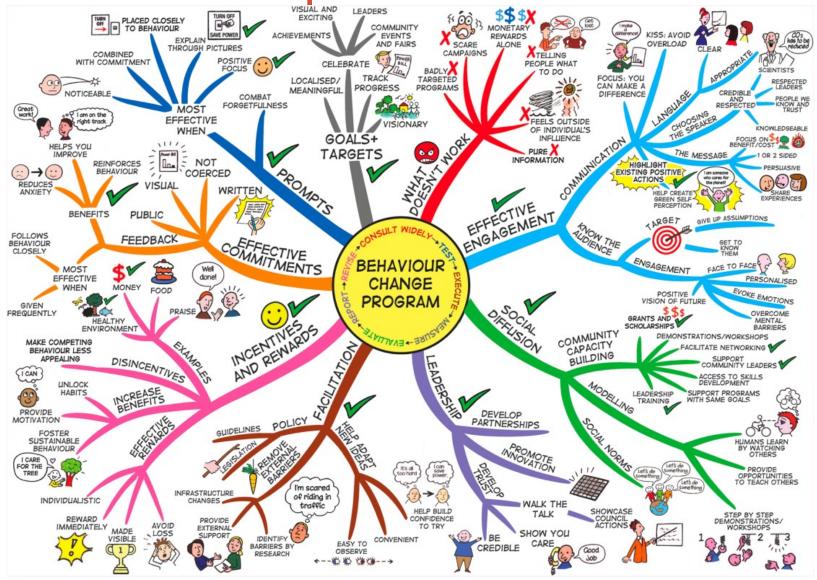
# Mind-mapping Guidance

adapted from Davies 2011

- Focus on topic
- Think of key elements and connect to central idea.
  - Do not judge or filter, or focus on accuracy at this stage
- Use images, colors, upper or lower case, etc. to develop your Mind
   Map
- Once most ideas on table—circle most important, move things if group desires, etc.
- Tell the story of your mind map in words



Another example



# For today...

- Start with the things your group cares most about for the type of variable (health or eco risk/benefit, policy, economics, social/cultural) and the case study (human health, conservation, agriculture)
- Put that variable down as a starting point
- Think of any type of variable (influences) and the connections to your key variable (what you care about)

# Mapping

- If your group wants, try causal mapping
  - Tell stories with your loops
  - Identify competing loops
  - Identify places where more information or data would be needed
  - Identify potential places for social mitigation of undesirable effects
  - Even identifying a couple of loops is great progress in two hours!
- If not, mental modeling is great too!

# Example for gene drives • Pests and agriculture, sociocultural

