

Systems Innovation 3

– System Modeling –

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What is model?



Fashion model



Plastic model

Model and simulation

◆ What is a model?

- Relevant features of world entities extracted by **discarding** irrelevant features and represented in a particular form, when one tries to understand happenings in the world

◆ Simulation

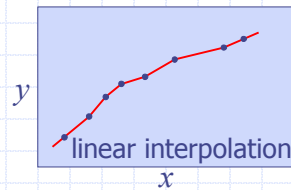
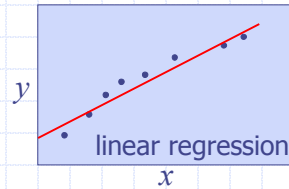
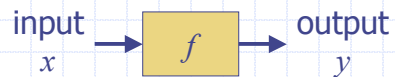
- Methodology to elucidate, understand, and predict behaviour of objects by manipulating models without decreasing complexity or wholeness of the reality

Approaches for system modeling

- ◆ static v.s. dynamic
- ◆ linear v.s. non-linear
- ◆ steady state v.s. transient
- ◆ open v.s. closed
- ◆ continuous v.s. discrete
- ◆ deterministic v.s. probabilistic
- ◆ qualitative (symbolic) v.s. quantitative

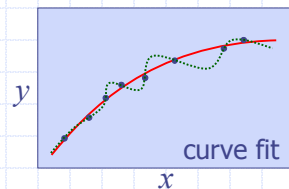
Static model

◆ Function model



◆ Least square fit

$$\sum_i w_i [f(x_i) - y_i]^2 \rightarrow \min$$



Sophisticated static model

◆ Multivariate statistical analysis

- Regression analysis
- Principal component analysis
- Factor analysis
- Cluster analysis
- Quantification method 1,2,3,4
- Covariance analysis
- Multi-dimensional scaling
- Conjoint analysis

Factor analysis

Linear model

unique component

$$\begin{cases} z_{i1} = a_{11}f_{i1} + a_{12}f_{i2} + \dots + a_{1m}f_{im} + u_{i1} \\ z_{i2} = a_{21}f_{i1} + a_{22}f_{i2} + \dots + a_{2m}f_{im} + u_{i2} \\ \dots \\ z_{in} = a_{n1}f_{i1} + a_{n2}f_{i2} + \dots + a_{nm}f_{im} + u_{in} \end{cases}$$

data vector

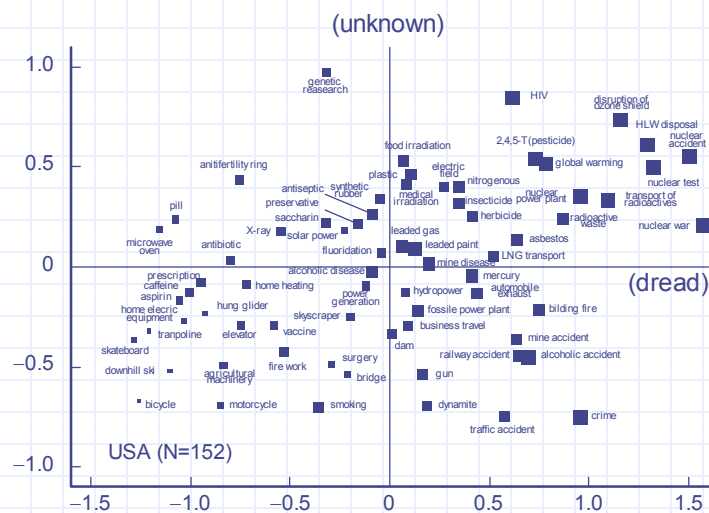
common factor

(i = 1, 2, ..., p)

Obtain a_{ij} that minimizes $e^2 = \sum_{j=1}^n \frac{1}{p} \sum_{i=1}^p u_{ij}^2$

Example of statistic model

– Factor analysis of public risk image –



Kinetics model

◆ State space representation

$$\begin{cases} \frac{dx_1}{dt} = f_1(x_1, x_2, \dots, x_n, u) \\ \frac{dx_2}{dt} = f_2(x_1, x_2, \dots, x_n, u) \\ \dots \\ \frac{dx_n}{dt} = f_n(x_1, x_2, \dots, x_n, u) \end{cases}$$

input u → kinetics
 x → output y

$$\begin{cases} y_1 = g_1(x_1, x_2, \dots, x_n) \\ y_2 = g_2(x_1, x_2, \dots, x_n) \\ \dots \\ y_m = g_m(x_1, x_2, \dots, x_n) \end{cases}$$

- If f, g are linear in terms of x_i , linear model.

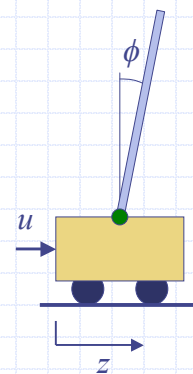
Example of kinetics model

– Classical dynamics –

◆ Pole and cart system

$$x_1 = z \quad x_2 = \phi \quad x_3 = \dot{z} \quad x_4 = \dot{\phi}$$

$$\begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & -\zeta & 0 \\ 0 & \alpha g & \alpha \zeta & -\beta \eta \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \xi \\ -\alpha \xi \end{bmatrix} u$$



Example of kinetics model

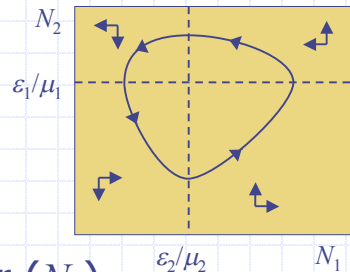


– Ecosystem –

◆ Lotka-Volterra model

$$\dot{N}_1 = (\varepsilon_1 - \mu_1 N_2) N_1$$

$$\dot{N}_2 = (-\varepsilon_2 + \mu_2 N_1) N_2$$



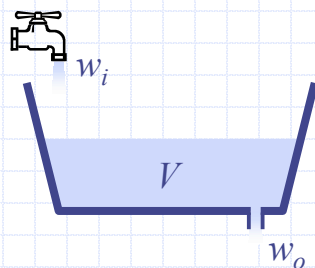
◆ Prey (N_1) and predator (N_2)

- Predator hunts and eats prey.
- Predator cannot survive without prey.
- Predator breeds rapidly, if prey is affluent.

System dynamics (1)



– Diagrammatic representation of kinetics –



Bathtub model

$$\frac{dV}{dt} = w_i - w_o$$

$$V = \int (w_i - w_o) dt$$

Stock (V): reserve, population, stock, ...

Flow (w): inflow-outflow, birth-death, income-expenditure, ...

System dynamics (2)



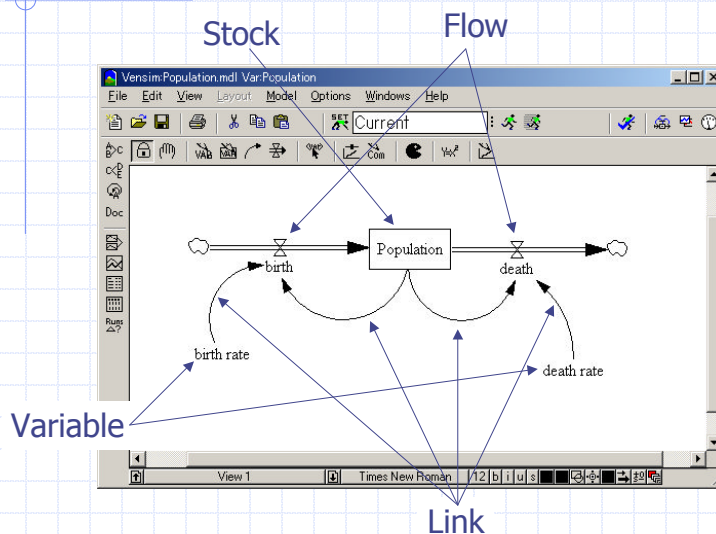
– Diagrammatic representation of kinetics –

- ◆ J.W. Forrester (1956)
- ◆ Modeling tool
 - Stocks, flows, other variables, links
 - Diagrammatic representation of causal relations
 - Model construction using GUI
- ◆ Simulation tool
 - Numerical solution of ODEs
 - Supporting functions for setting simulation scenarios and for visualizing simulation results

System dynamics (3)

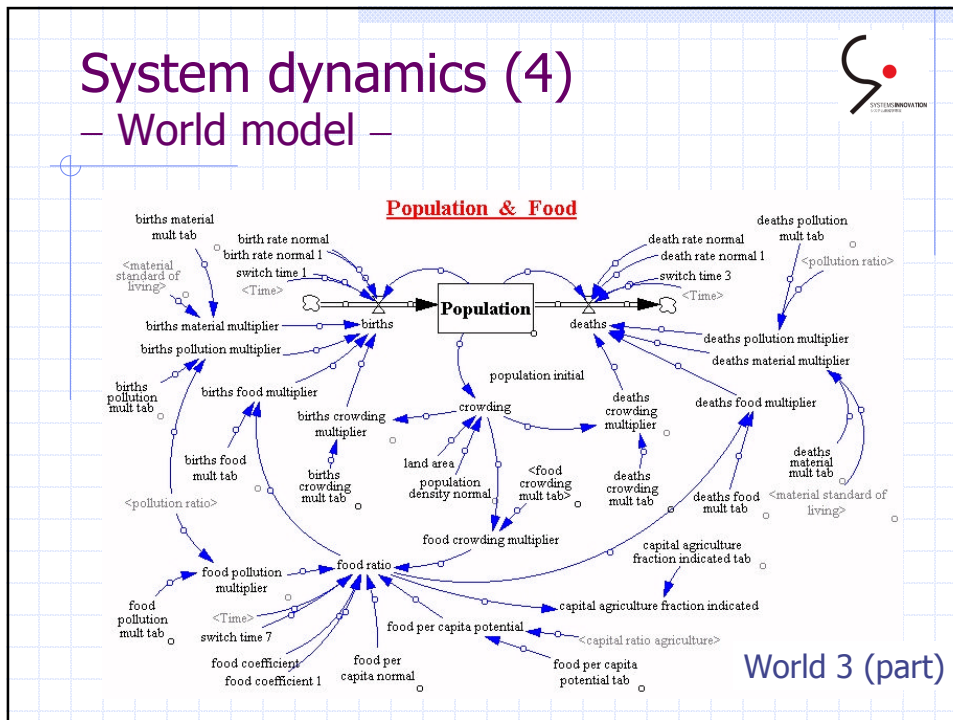


– Diagrammatic representation of kinetics –



System dynamics (4)

– World model –



Network model



◆ Node (control volume, reservoir)

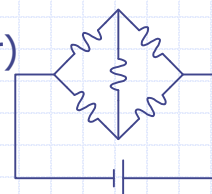
- Uniform property and state
- Internal kinetics (state equation)

◆ Link (junction)

- Connection between nodes
- Flow is defined

◆ Kirchhoff's law

- Net flow into each junction is zero.
- Driving force balances with pressure drop along each circuit.



$$\begin{cases} \sum I_i = 0 \\ \sum R_i I_i = E \end{cases}$$

Example of network model

– Cooling system of a nuclear power plant –



◆ Dynamics in each node

Conservation of mass

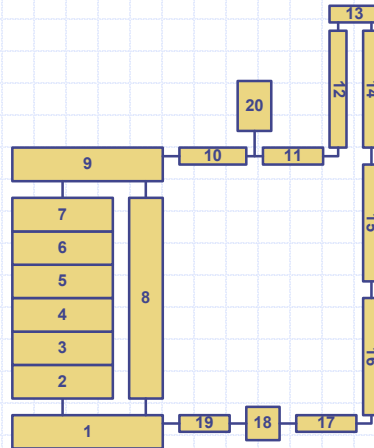
$$V_i \frac{d\rho_i}{dt} = w_{in,i} - w_{out,i}$$

Conservation of energy

$$V_i \frac{dh_i}{dt} = h_{in,i} w_{in,i} - h_i w_{out,i} + Q_i$$

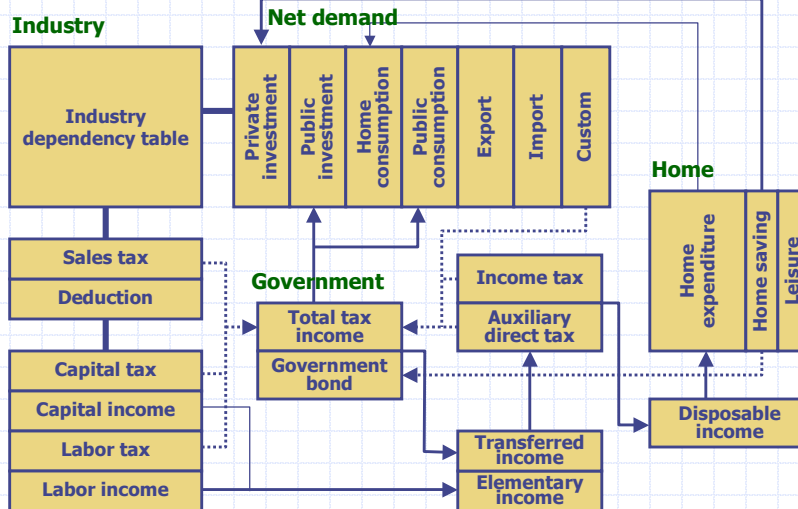
State equation

$$\frac{d\rho_i}{dt} = \frac{\partial \rho_i}{\partial h_i} \frac{dh_i}{dt} + \frac{\partial \rho_i}{\partial P_i} \frac{dP_i}{dt}$$



Example of network model

– Money flow of national economy –





Equilibrium (balance) model

◆ Obtained by setting $dx_i/dt=0$ in kinetics model

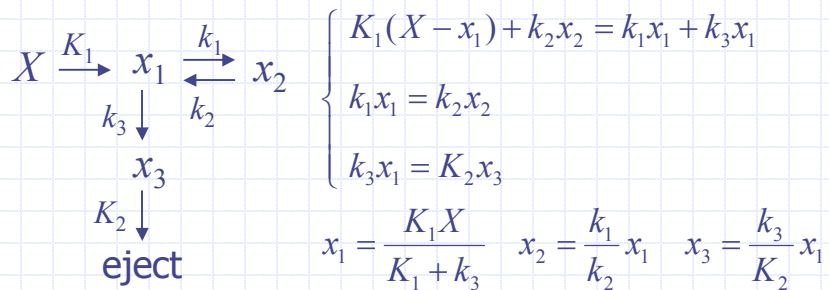
- Stable or unstable equilibrium point
- Sometimes called static or adiabatic model

$$\begin{cases} \frac{dx_1}{dt} = f_1(x_1, x_2, \dots, x_n, u) = 0 \\ \frac{dx_2}{dt} = f_2(x_1, x_2, \dots, x_n, u) = 0 \\ \dots\dots\dots \\ \frac{dx_n}{dt} = f_n(x_1, x_2, \dots, x_n, u) = 0 \end{cases}$$



Example of equilibrium model

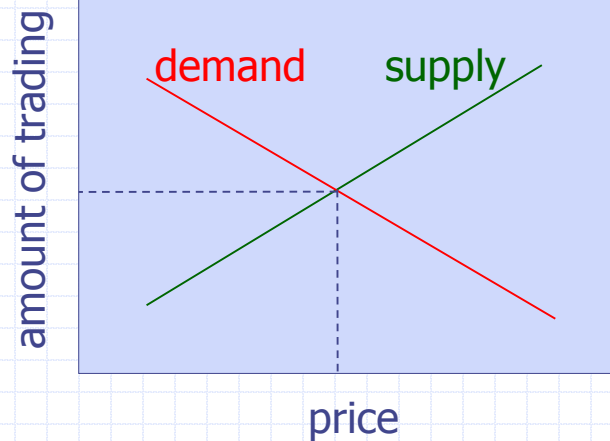
– Physical or chemical reaction –



$$\frac{[C]^\gamma [D]^\delta \dots}{[A]^\alpha [B]^\beta \dots} = K \quad \text{Law of mass action}$$

Example of equilibrium model

– Fundamental economics of market –



Continuum model

– Diffusion of matter –



$$\delta x \delta y \frac{du}{dt} = \delta y (J_{x-} - J_{x+}) + \delta x (J_{y-} - J_{y+}) + \delta x \delta y S$$

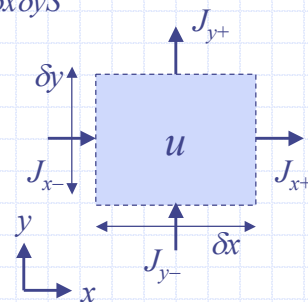
$$\frac{du}{dt} = - \left(\frac{J_{x+} - J_{x-}}{\delta x} + \frac{J_{y+} - J_{y-}}{\delta y} \right) + S$$

$$\delta x, \delta y \rightarrow 0$$

$$\frac{du}{dt} = - \frac{\partial J_x}{\partial x} - \frac{\partial J_y}{\partial y} + S$$

$$J_x = -D \frac{\partial u}{\partial x} \quad J_y = -D \frac{\partial u}{\partial y}$$

$$\frac{du}{dt} = D \frac{\partial^2 u}{\partial x^2} + D \frac{\partial^2 u}{\partial y^2} + S$$



u : concentration
(matter, momentum, heat)

\mathbf{J} : flow vector

Lattice (grid) model

– Finite difference method –



$$D \frac{\partial^2 u}{\partial x^2} + D \frac{\partial^2 u}{\partial y^2} + S = 0$$

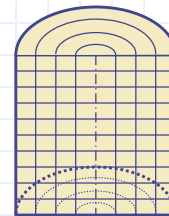
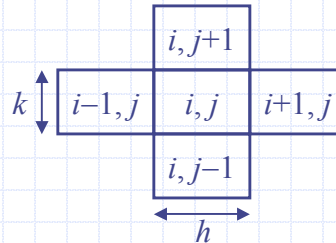
$$\frac{\partial^2 u}{\partial x^2} \approx \frac{u_{i-1,j} + u_{i+1,j} - 2u_{i,j}}{h^2}$$

$$\frac{\partial^2 u}{\partial y^2} \approx \frac{u_{i,j-1} + u_{i,j+1} - 2u_{i,j}}{k^2}$$

$$-au_{i,j-1} - bu_{i-1,j} + cu_{i,j} - du_{i+1,j} - eu_{i,j+1} = f_{i,j}$$

$$a = \frac{h}{k} D \quad b = \frac{k}{h} D \quad d = \frac{k}{h} D \quad e = \frac{h}{k} D$$

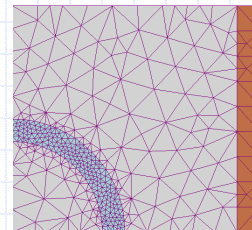
$$c = a + b + d + e \quad f_{i,j} = hkS_{i,j}$$



Finite element model



- ◆ Discretize continuous objects in the system into many finite meshes of an elementary shape.
 - Triangular or rectangular shells / columns (2D)
 - Hexahedral or tetrahedral meshes (3D)
- ◆ Values of a physical parameter within a mesh are represented with some basis function and values at the mesh corners.
 - Piecewise linear or quadratic basic functions
- ◆ A weak form of the differential equation is set up for the set of corner values over the entire finite elements.
- ◆ The derived set of linear equations is solved numerically.



Particle model

◆ Particle

- Molecule, atom, etc.
- Small volume of fluid
- Virtual particle

◆ Interaction (collision)

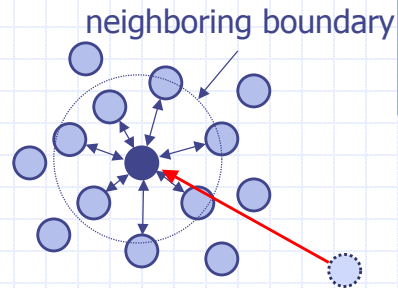
- Local v.s. global
- Deterministic v.s. probabilistic

◆ Transportation process

- Translatory motion in space

◆ Collision process

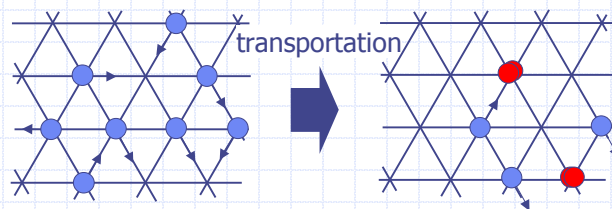
- Interaction with neighboring particles



Example of particle model

– Lattice Gas Automaton (LGA) –

2-D triangular lattice



Collision rules



Coarse graining

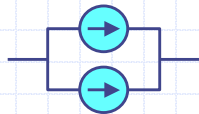
$$\rho(\mathbf{x}, t) = \sum_{i=1}^6 \langle n_i(\mathbf{x}, t) \rangle$$

$$\mathbf{u}(\mathbf{x}, t) = \sum_{i=1}^6 \mathbf{c}_i \langle n_i(\mathbf{x}, t) \rangle / \rho$$

Markov model

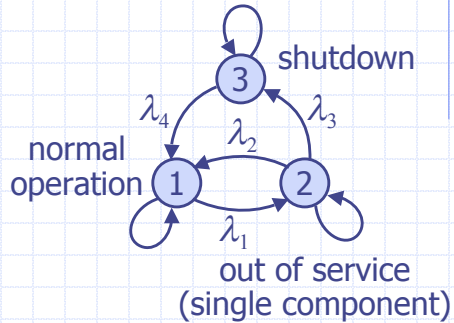
- ◆ Finite system states
- ◆ State transition

Redundant standby system



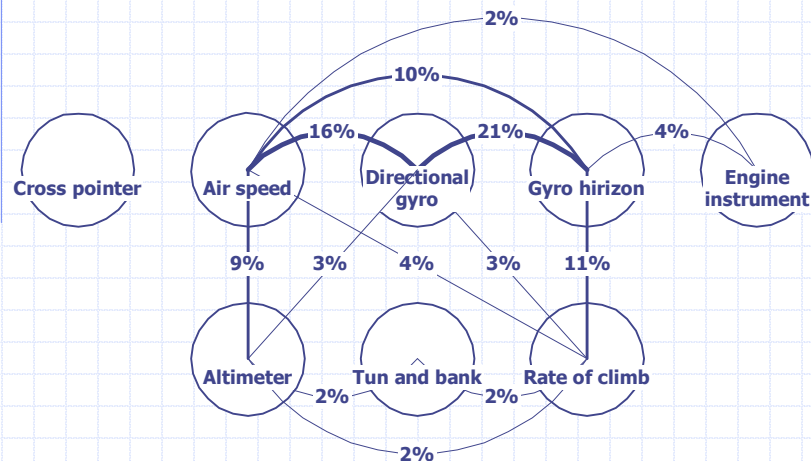
Kolmogorov equations

$$\begin{bmatrix} \dot{p}_1 \\ \dot{p}_2 \\ \dot{p}_3 \end{bmatrix} = \begin{bmatrix} -\lambda_1 & \lambda_2 & \lambda_4 \\ \lambda_1 & -(\lambda_2 + \lambda_3) & 0 \\ 0 & \lambda_3 & -\lambda_4 \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \\ p_3 \end{bmatrix}$$



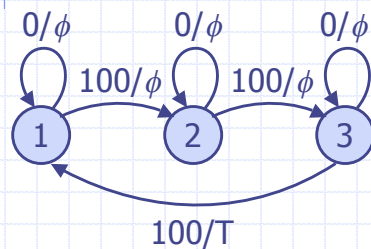
Example of Markov model

– Eye-movement between aircraft instruments –



Automaton model

- ◆ Automatic vendor that sells tickets of 300 JPY but accepts only 100 JPY coins



States: $A = \{1, 2, 3\}$

Inputs: $B = \{0, 100\}$

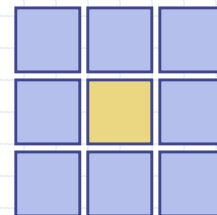
Outputs: $C = \{\phi, T\}$

State transition: $A \times B \rightarrow A$

Output function: $A \times B \rightarrow C$

Cellular automaton model

- ◆ Many uniform cells are arranged on a regular lattice.
- ◆ Each cell takes any of predefined finite states.
- ◆ Every cell changes its state at each time interval.
- ◆ The new state depends on the previous state and the states of neighboring cells.

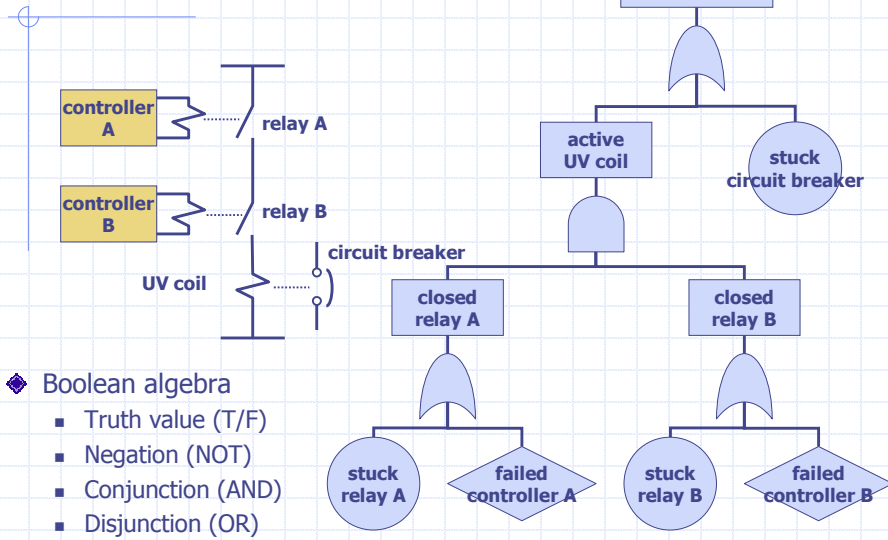


Moore's neighborhood

- Conway's game of life
 - Any live cell with two or three live neighbors survives.
 - Any dead cell with exactly three live neighbors comes to life.

Logic (Boolean) model

– Fault tree –



Symbolic model

– Production system –

◆ Context free grammar (Schank)

- sentence → verb, noun phrase
 - noun phrase → article, adjective, noun
 - noun phrase → article, adjective, noun, preposition, noun
 - verb → 'erase'
 - article → 'the'
 - adjective → 'last'
 - noun → 'word'
-

Symbolic (Formal) logic model



– Predicate calculus –

◆ Formal representation (syntax)

- $P(t_1, \dots, t_n)$ Relation P holds among t_1, \dots, t_n
- $\forall x P(x)$ $P(x)$ holds for all x
- $\exists x P(x)$ Some x exists such that $P(x)$ holds
- $\neg \wedge \vee \rightarrow$ Operators

◆ Formal inference (resolution)

- $\forall x \forall y \forall z \text{parent}(x, y) \wedge \text{parent}(y, z) \rightarrow \text{grandparent}(x, z)$
- $\text{parent}(\text{Namihei}, \text{Sazae})$
- $\text{parent}(\text{Sazae}, \text{Tara})$

- $\text{grandparent}(\text{Namihei}, \text{Tara})$

axiom

theorem

Agent model

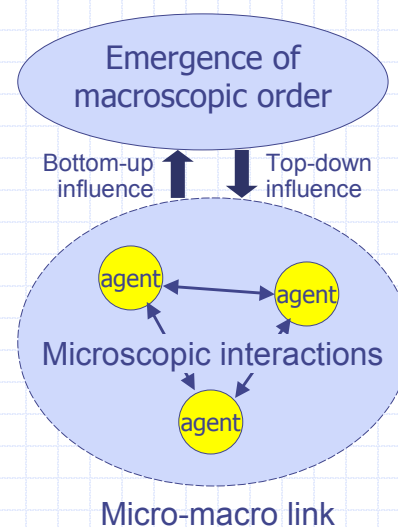


◆ Agent has ability to ...

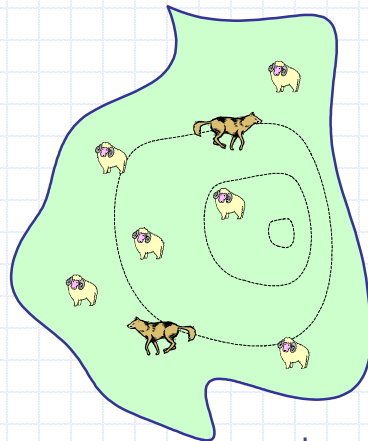
- select its own action
- collect or exchange information
- adapt itself to surrounding situation

◆ Multi-agent system

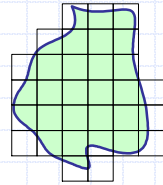
- System that achieves the designated goal by cooperative action of many agents



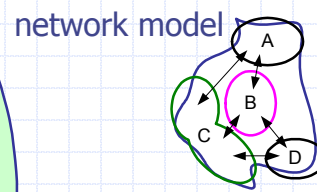
Grazing in a uninhabited island



agent model



grid model



network model

kinetics model

$$\dot{N}_1 = (\varepsilon_1 - \mu_1 N_2) N_1$$

$$\dot{N}_2 = (-\varepsilon_2 + \mu_2 N_1) N_2$$

Points in system modeling



- ◆ You can apply almost any style of modeling to each system if you wish.
- ◆ Each style gives you a particular view of the target system.
- ◆ Which style is appropriate depends on the purpose of modeling (what you want to see by modeling).