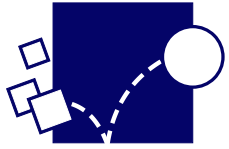


BSL MANAGEMENT SUPPORT

Business Simulation · Learning · Management Science

bsl-support.de



BSL MANAGEMENT SUPPORT

Introducing Object-Oriented Modeling Using Pre-Built Components

Workshop # 231 at the 40th International System Dynamics Conference

2022-07-22 Frankfurt, Germany

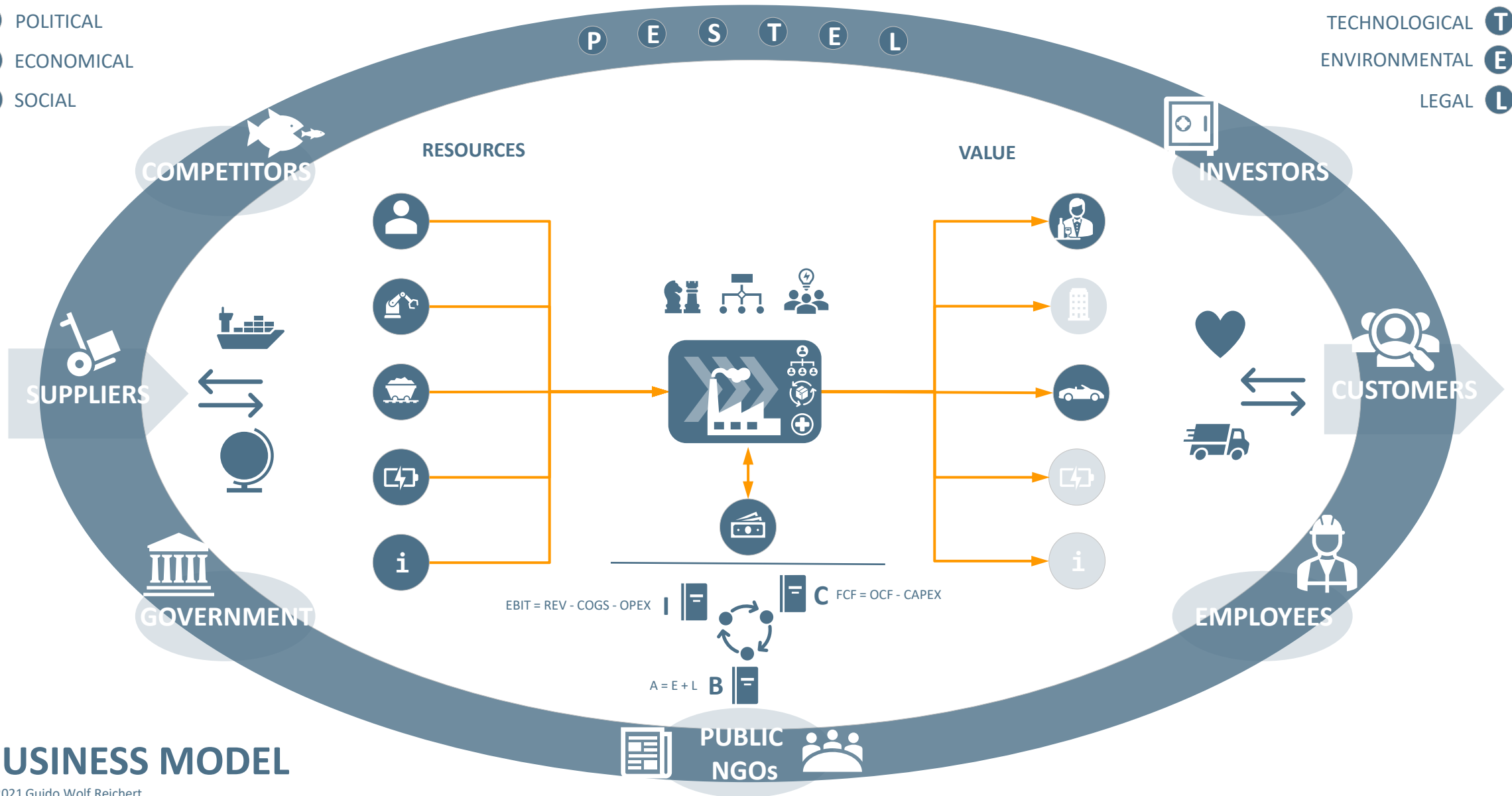
Guido Wolf Reichert (BSL MANAGEMENT SUPPORT) & Jan Brugård (Wolfram MathCore)

A Quick Introduction To Object-Oriented Modeling

... and some background

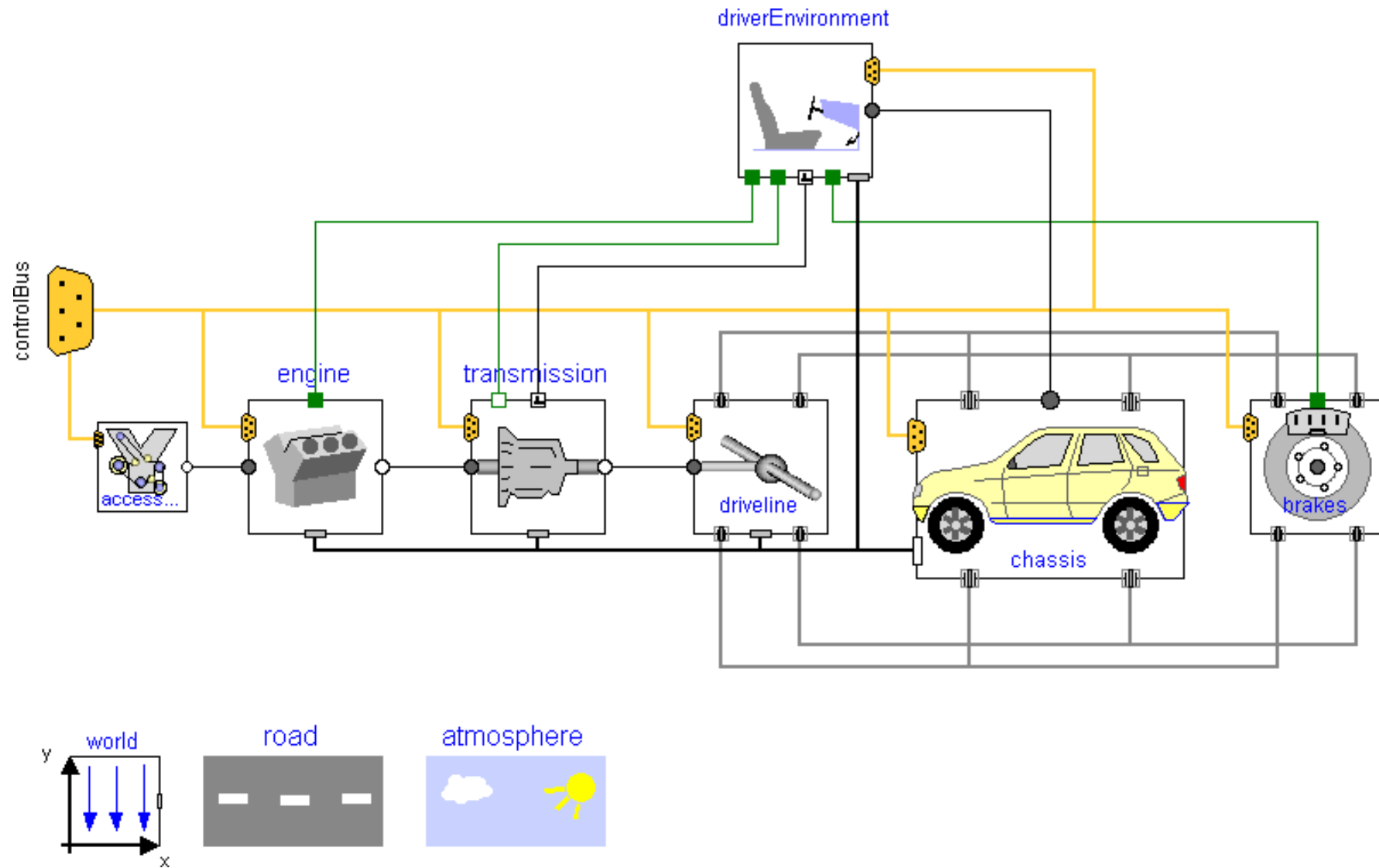
P POLITICAL
E ECONOMICAL
S SOCIAL

TECHNOLOGICAL **T**
 ENVIRONMENTAL **E**
 LEGAL **L**



BUSINESS MODEL

© 2021 Guido Wolf Reichert



Source: Documentation of the free VehicleInterfaces Library

What we want when we model large, complex systems ...

Wishlist








- model an enterprise or organization—or at least relevant parts—in a nested, **hierarchical** fashion (“system of systems” approach)
- (re-)use **pre-built components**, i.e., ideally simply connect and parameterize subsystems with expressive icons
- components should be **self-contained including documentation** and stored separately in readable textual form to **support collaboration** and modern version control, e.g., Git
- have our final model **fit on a single page** and look (a lot) like the Business Model chart, i.e., the real system’s structure should be immediately apparent at one glance
- make models easily deployable for **model exchange and co-simulation** of different models, e.g., models may come from different sources










The Business Simulation Library—A quick overview

Overview

Overview of the Main Packages

Icon	Name	Description
	CausalLoop	Agile system dynamics modeling with quantitative causal loop diagrams (CLD ⁺)
	Stocks	Containers ("reservoirs") used to represent entities that have been stored in a specific state
	Flows	Processes that move entities from one stock to another at a specific rate
	SourcesOrSinks	Flows into or out of a stock with infinite capacity at a system's boundary
	Converters	Information processing (blocks)
	InformationSources	External information input
	MoleculesOfStructure	Pre-built components to model information processing, decision making and subsystems in general (blocks, incubators, transceivers, and actuators)

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Source: <https://github.com/bslMS/BusinessSimulation>

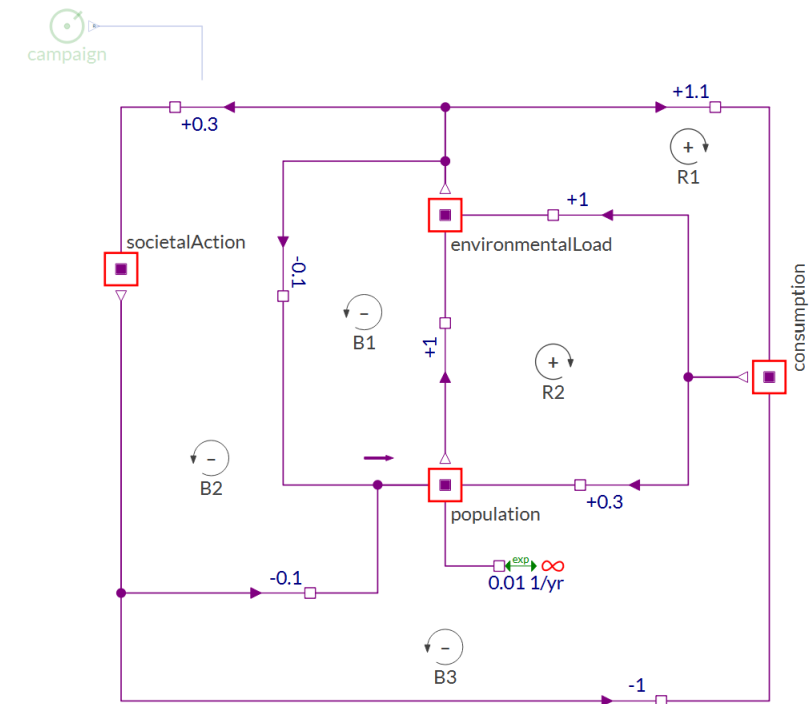
Source: <https://github.com/bslMS/BusinessSimulation>

Use coefficients of proportionality or elasticity and elementary processes to have causal loop diagrams spell out “*agile system dynamics*”

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Source: <https://github.com/bslMS/BusinessSimulation>

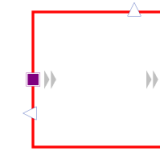
Next to conventional reservoirs the BSL introduces *dynamic stocks* to finally follow up on Jay Forrester's suggestions (Industrial Dynamics, 1961)

Overview

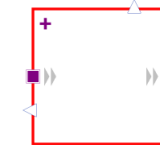
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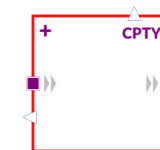
Source: <https://github.com/bslMS/BusinessSimulation>



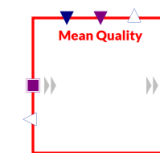
InformationLevel



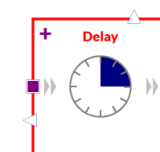
MaterialStock



CapacityRestrictedStock



HinesCoflow










DelayN

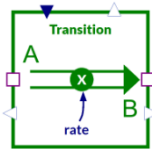
Next to unidirectional and bi-directional flows there are also interactions in the library, which let us fit predator-pray dynamics into a single component

Overview

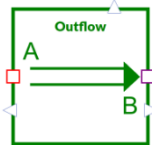
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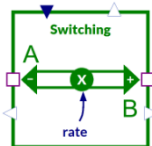
Source: <https://github.com/bslMS/BusinessSimulation>



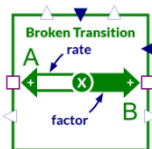
Transition



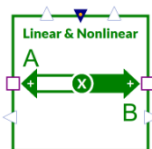
OutflowDynamicStock



Switching



BrokenTransition










ComplexInteraction

A cloud and a flow are succinctly merged into sources or sinks to model processes of growth and decline at a model's boundary

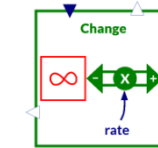
Overview

Overview of the Main Packages

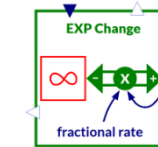
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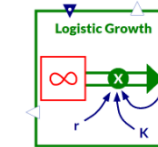
Cloud



ExogenousChange



ExponentialChange










LogisticGrowth

Source: <https://github.com/bslMS/BusinessSimulation>

Converters are the work horses of system dynamics models and you will find a whole variety in the library

Overview

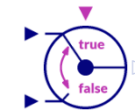
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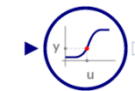
Source: <https://github.com/bslMS/BusinessSimulation>



Discrete Delays ...



Logical Converters ...



Lookup Converters ...



Vector Converters ...










Regular Converters ...

While we aim at maximal endogeneity, information inputs are needed—at least for testing

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PulseInput



RampInput



TimeInput



LinearTimeTable










ExogenousData

Source: <https://github.com/bslms/BusinessSimulation>

Widely known “Molecules of Structure” are now to be found nicely structured according to their *interfaces*, i.e., connectors

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Source: <https://github.com/bslMS/BusinessSimulation>



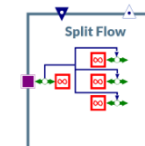
Information Processing ...



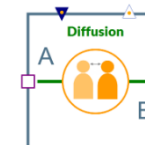
Policy ...



Incubators ...



Transceivers ...



Actuators ...

Wolfram System Modeler Model Center 13.1

File Edit View Insert Tools Systems Biology Shape Window Help

Class Browser

Search: Modelica classes Find All

Search: All Examples Components Connectors

Libraries

- BioChem
- BusinessSimulation
- UsersGuide
- ModelSettings
- Examples
- CausalLoop
- Stocks
- Flows
- SourcesOrSinks
- Converters
- InformationSources
- MoleculesOfStructure
- Sensors
- Interfaces
- Functions
- Constants
- Types
- Units
- Icons
- Modelica
- ModelicaServices
- PlanarMechanics

model Mo

5

Set up experiment & run it

2

Drag components onto canvas

Write name and description

4

Connect components

1

Each model needs settings

3

Set parameters and switches for selected component

1.04 percent per year

fracGrowthRate

Switching

growing

7.8 billion

population

modelSettings

SETTINGS

General Initialization Messages

Name	Value	Initial Value	Fixed	Description
Parameters				
OutputType	BusinessSimulation.Units.Rate			Type choice
ValueType	BusinessSimulation.Units.Amount			Basic type for the quantity that is transported per unit of time
value	1.04			Constant rate given in unit and displayUnit pertaining to ValueType per time base
timeBaseString	"year"			Time base of the rate entered (default = second)

Ready

User Mode: Modeler 173%

A glass cup of hot tea sits on a wooden table. Steam is rising from the cup, and a tea bag is visible inside. The background is a blurred outdoor scene with trees and a building.

Let's start with a classic “Hello World” example—a nod to PySD: A teacup cooling to room temperature

initial temperature cup = 90 °C

initial temperature room = 20 °C

adjustment time constant = 10 min

startTime = 0 min

stopTime = 60 min

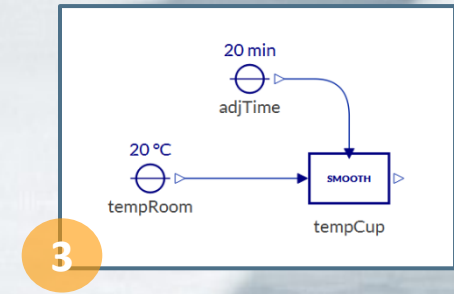
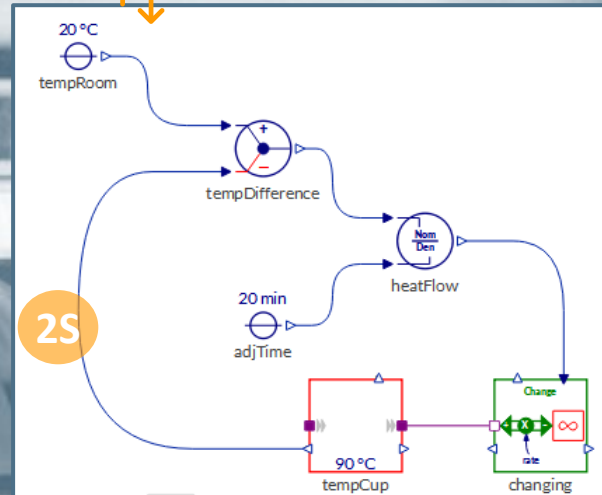
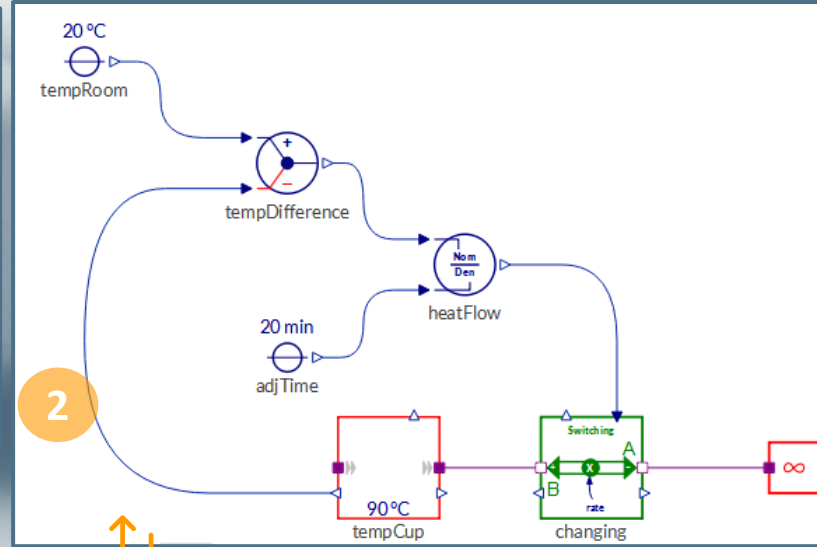
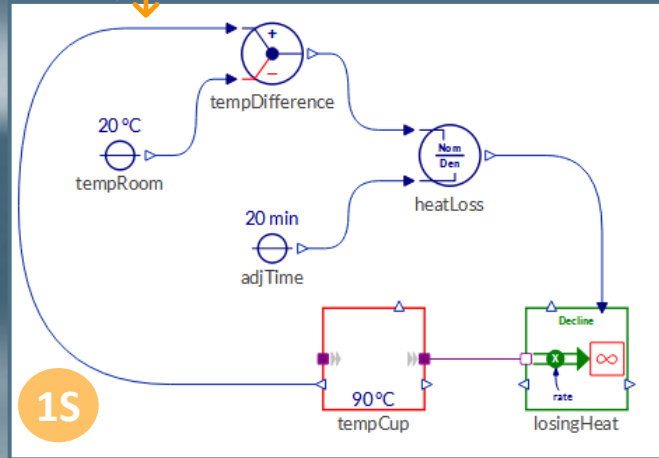
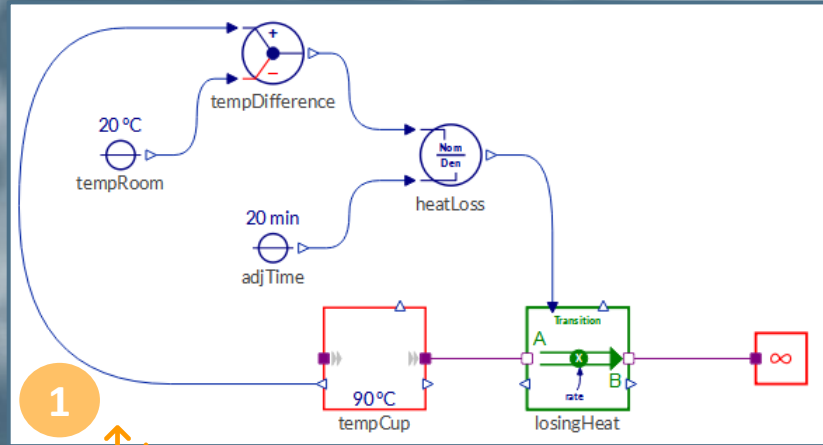
Let's move from a straightforward textual model to a component-based version ...

```
model TeaCupTextual "Textual model for cooling cup"
  import BusinessSimulation.Units.{Time, Rate};
  extends BusinessSimulation.Icons.Example;
  // parameters
  parameter Real initTempCup (unit = "degC") = 90 "Initial temperature in the cup";
  parameter Real tempRoom (unit = "degC") = 20 "Temperature in the room";
  parameter Time adjTime (displayUnit = "min") = 600 "Time constant for adjustment process";
  // stock & flow variables
  Real tempCup (start = initTempCup, unit = "degC") "Temperature in the cup is modeled as a stock";
  Rate heatFlow (displayUnit = "1/min") "Outflow of heat from the cup";
equation
  heatFlow = (tempRoom - tempCup) / adjTime;
  der (tempCup) = heatFlow;
»;
end TeaCupTextual;
```

higher

Components

lower

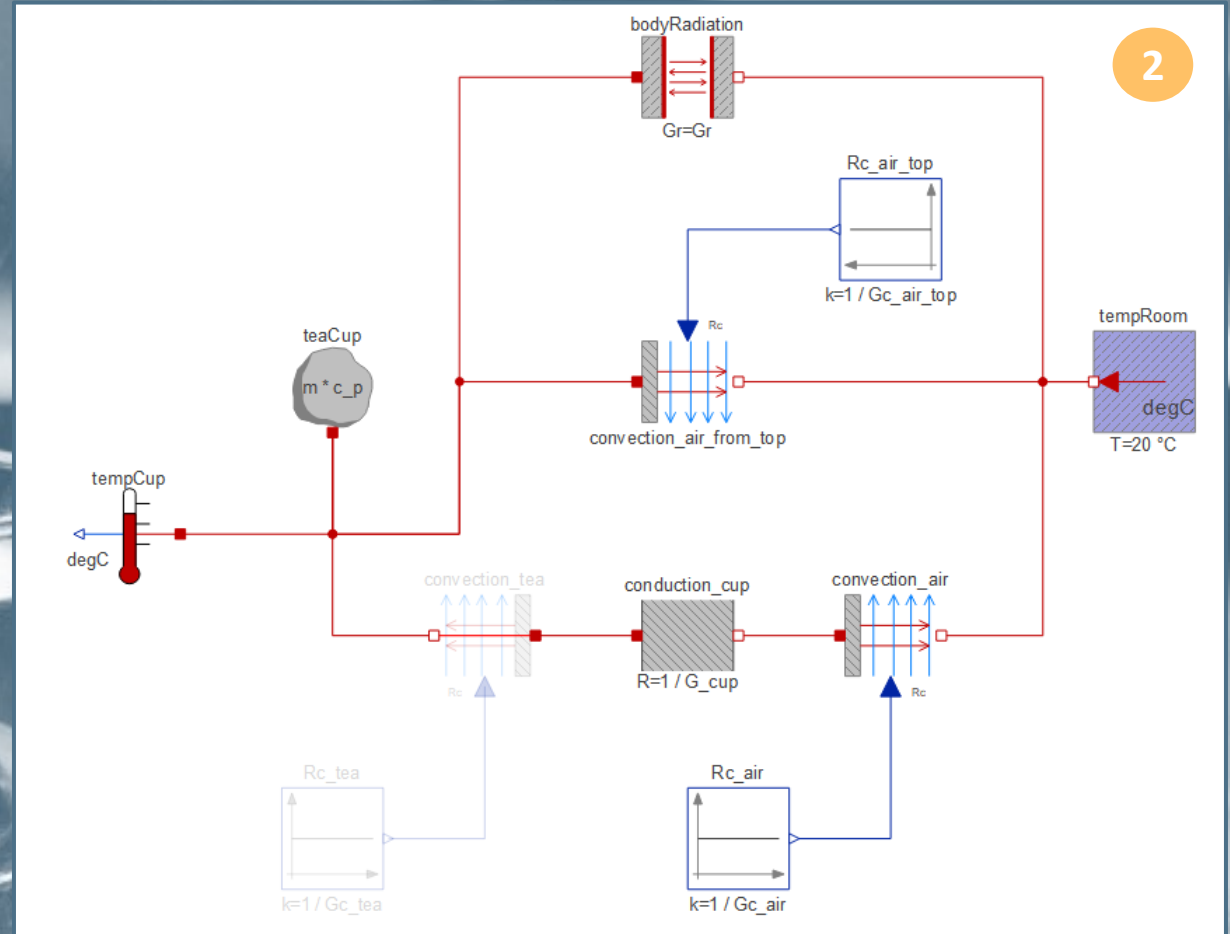
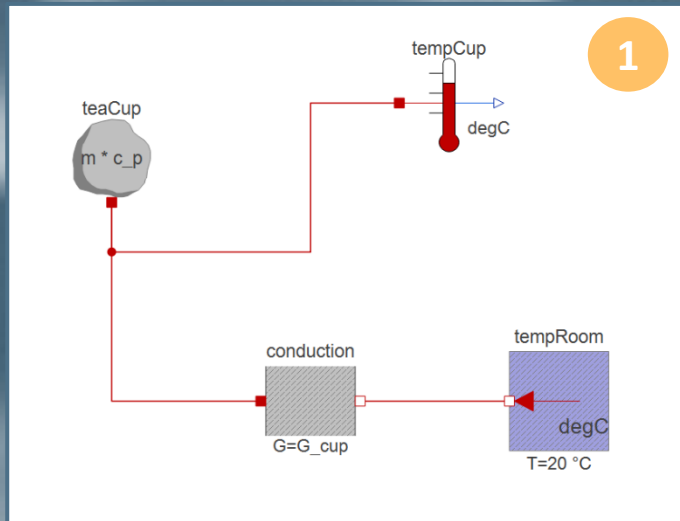


lower

Reusability

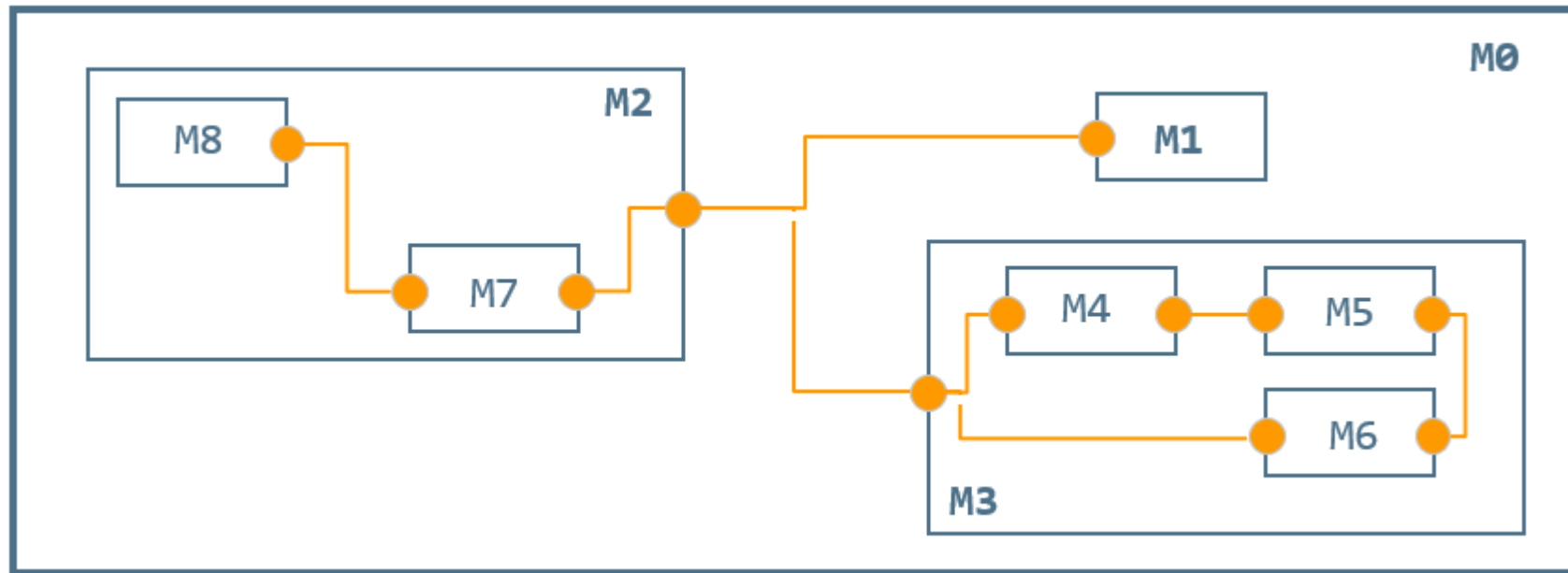
higher

Why not consider *physical components* for physical processes?



In Modelica we use pre-built models (components), which exchange information or matter via interfaces (connectors) in a nested fashion

Hierarchical Modeling

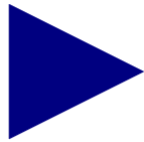


SCHEMATIC

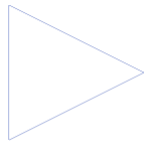
In the Business Simulation Library there are four basic connectors: Causal input/output connectors, and acausal stock and flow ports

Connectors

Causal Connectors for Information Exchange



RealInput



RealOutput

Acausal Connectors for Physical Exchange



StockPort



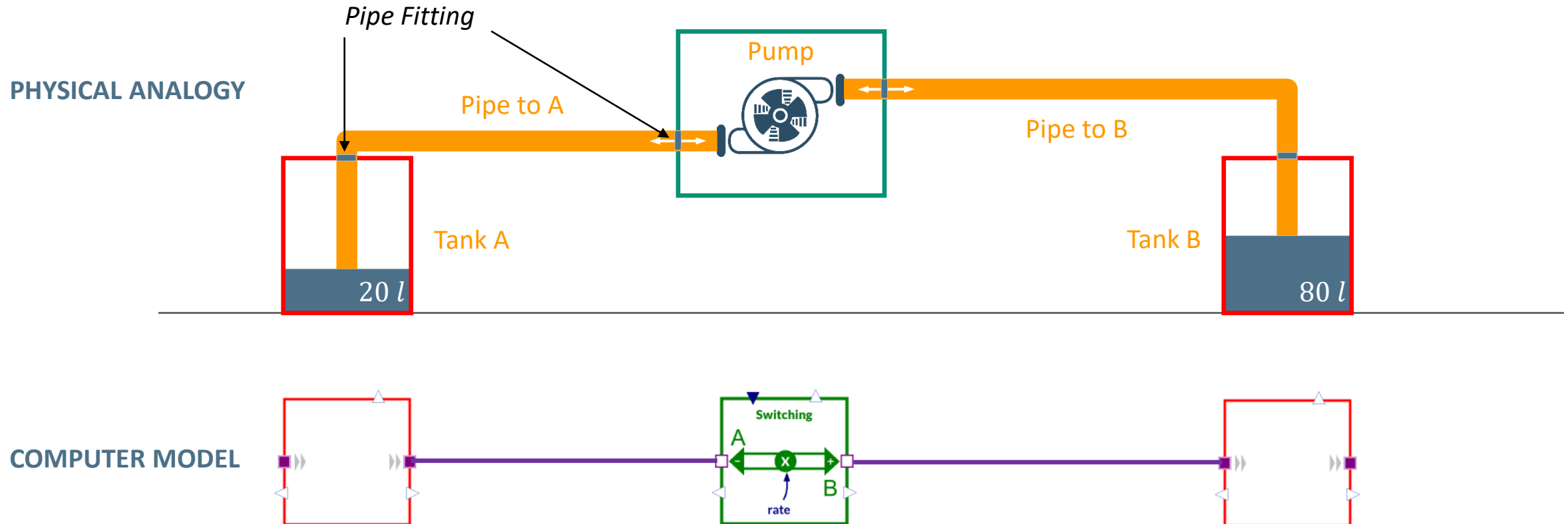
FlowPort

A dot inside these icons will indicate a multi-connector (e.g., a vector version)

In SD we love to use physical analogies like reservoirs, pumps, and pipes.

But why should a pipe or its *fittings* be “causal”?

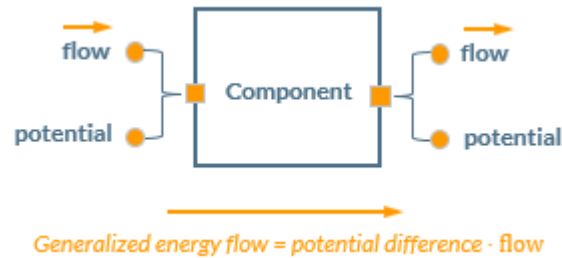
Acausal Connectors (1)



Acausality promotes reusability of connectors and components in physical modeling.

Each acausal connector has two variables: a *flow* and a *potential*—as we usually don't track energy flows in SD we replace *potential* with *stock*

Acausal Connectors (2)



Listing 3. Stock port connector

```
connector StockPort "Connector for stock components"
  import BusinessSimulation.Units.Rate;
  Real stock "Current amount of 'mass' in the stock";
  flow Rate rate "Flow that affects the stock";
  output Boolean stopInflow "= true, if nothing can flow into the stock";
  output Boolean stopOutflow "= true, if nothing can flow out of the stock";
end StockPort;
```



Listing 4. Flow port connector

```
connector FlowPort "Used to represent stock and flow connections"
  import BusinessSimulation.Units.Rate;
  Real stock "The current amount of 'mass' in a connected stock";
  flow Rate rate "Flow that affects the stock";
  input Boolean stopInflow "= true, if nothing can flow into a connected stock"
  ;
  input Boolean stopOutflow "= true, if nothing can flow out of a connected
  stock";
end FlowPort;
```

Flows will observe Boolean flags for restricted stocks, e.g., material stocks cannot be drained below zero.

In Modelica we are basically writing a system of differential-algebraic *equations* in peacemeal fashion, so that it can be solved

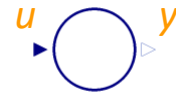
Equation Puzzle

CONNECTORS

EQUATIONS

CONVERTERS

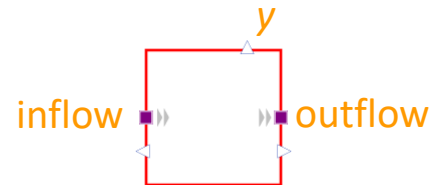
... transform information input



$$y = f(u)$$

STOCKS

... solve ODE for internal state



$$\text{der}(x) = \text{inflow.rate} + \text{outflow.rate}$$

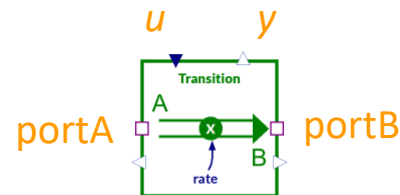
$$\text{inflow.stock} = x$$

$$\text{outflow.stock} = x$$

$$y = \text{inflow.stock}$$

FLOWS

... set rates of transition



$$\text{portA.rate} = u$$

$$\text{portB.rate} = -\text{portA.rate}$$

$$y = \text{portA.rate}$$

Note: A *positive* rate per definition flows into the component in Modelica.

Connections introduce equations behind the scenes—the equations for acausal connections arise from Kirchhoff's Laws

Connect-Equations

Connect-Equation (Causal)



```
connect(converter.y, func.u)
```

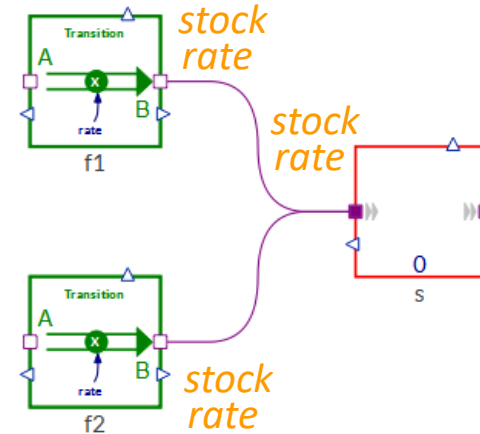
$$\text{converter.y} = \text{func.u}$$

DIAGRAM

TEXT

EQUATIONS

Connect-Equations (Acausal)



```
connect(f1.portB, s.inflow)
connect(f2.portB, s.inflow)
```

$$\text{f1.portB.rate} + \text{f2.portB.rate} + \text{s.rate} = 0$$

$$\text{f1.portB.stock} = \text{s.stock}$$

$$\text{f2.portB.stock} = \text{s.stock}$$

Known values in equations printed in bold face, i.e., flows set rates and stocks determine their internal state from solving $\text{der}(x) = \text{sum of flows}$

Building More Complex Models

... in a way that supports collaboration and avoids repetition



FLEET

Planes
Rev. Passenger Miles (RPM)
Available Seat Miles (ASM)
Load Factor

PASSENGERS

Potential Passengers
Marketing Spending
Relative Fare

Potential Passenger Miles

STAFF

New Staff
Experienced Staff
Motivation
Service Quality

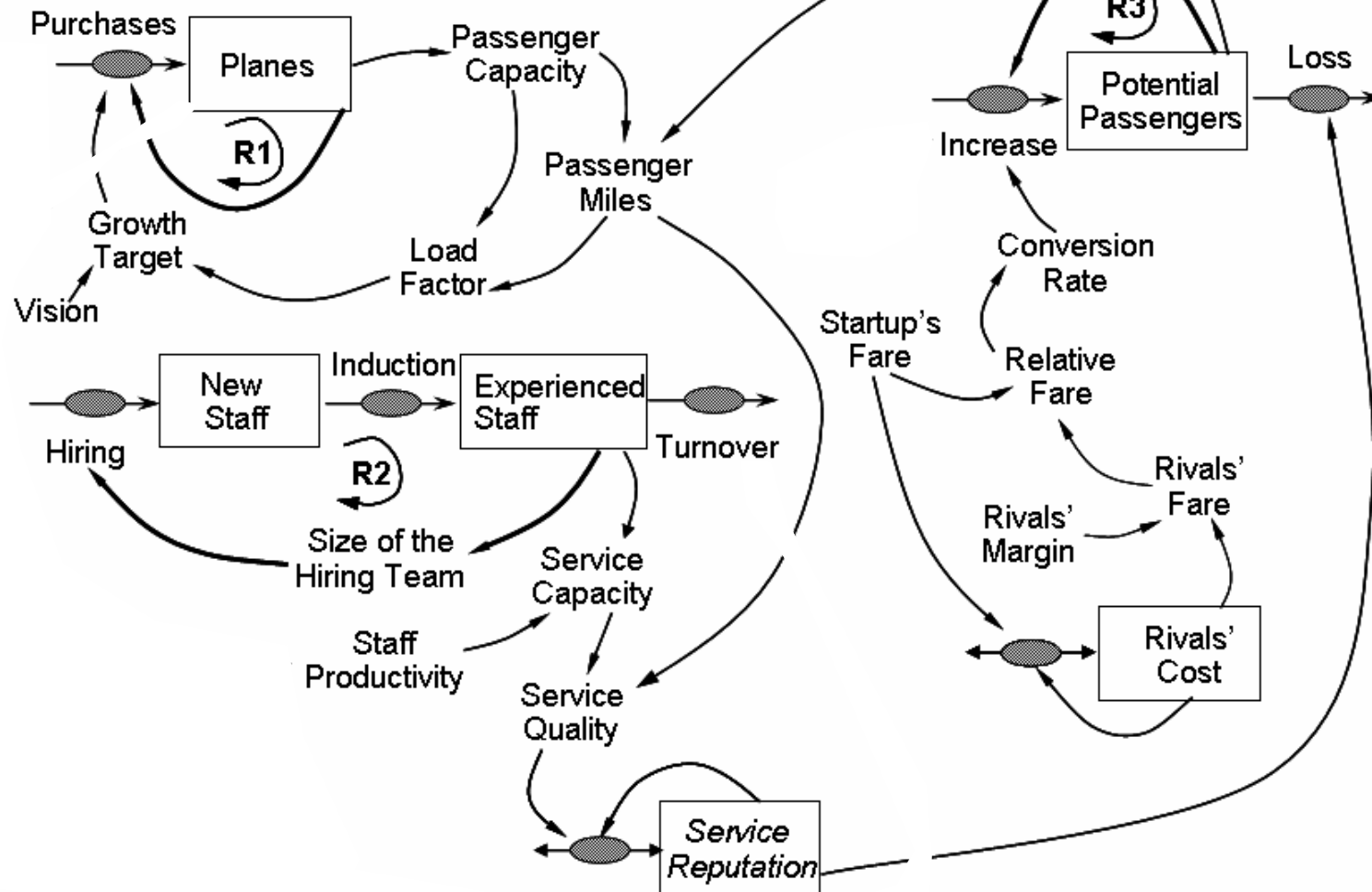
Service Reputation

RPM

Growth Rate

J.D.W. Morecroft, "System Dynamics, RBV and Behavioural Theories of Firm Performance: Lessons from People Express," *Proceedings of the 26th International Conference of the System Dynamics Society*, 2008.

Eduard Marmet, <https://volfr.am/13bLpZqTl>, CC BY-SA 3.0
A Boeing 747 of People Express at London Gatwick Airport (June 1983).



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A Boeing 747 of People Express at London Gatwick Airport (June 1983).

Collaboration & Deployment

Using Git and GitHub

A Stack Overflow survey shows that Git really is the main tool used by software developers for version control and collaboration

Version Control Choices

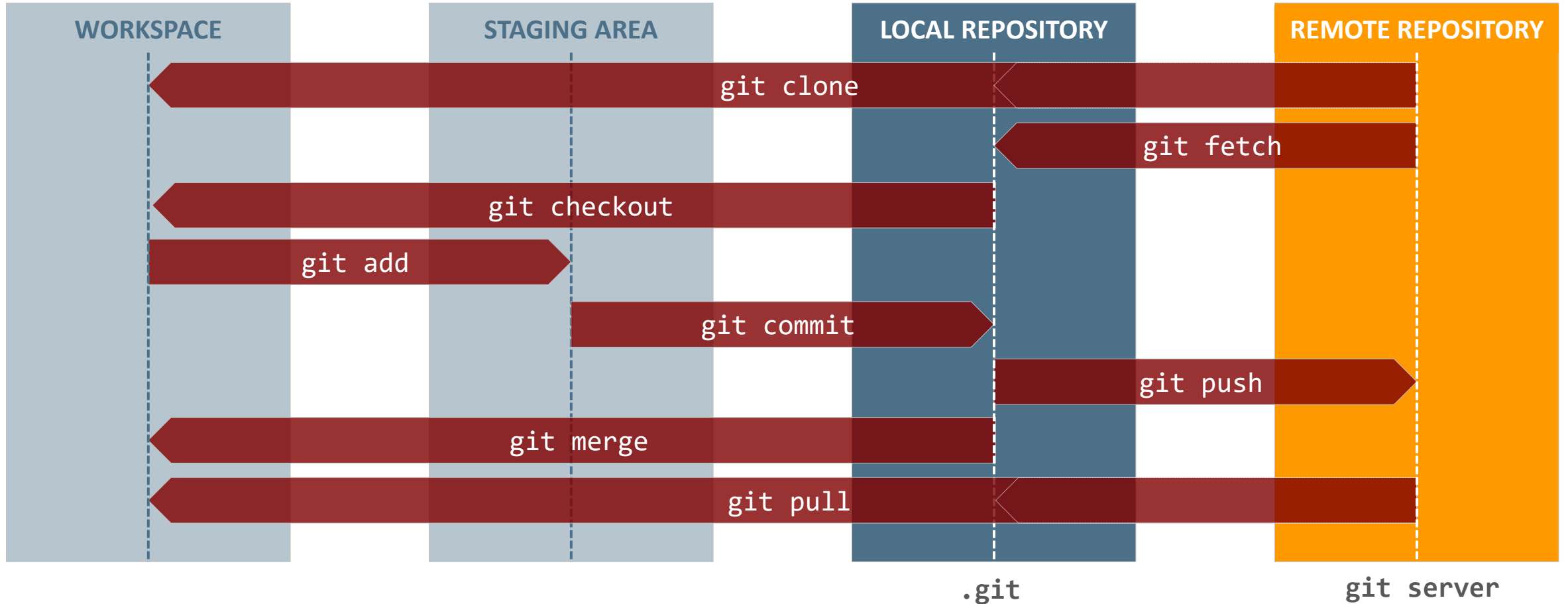
Version control systems used by responding developers:

Name	2015	2017	2018	2022
Git	69.3%	69.2%	87.2%	93.9%
Subversion	36.9%	9.1%	16.1%	5.2%
TFVC	12.2%	7.3%	10.9%	[ii]
Mercurial	7.9%	1.9%	3.6%	1.13%
CVS	4.2%	[ii]	[ii]	[ii]
Perforce	3.3%	[ii]	[ii]	[ii]
VSS	[ii]	0.6%	[ii]	[ii]
ClearCase	[ii]	0.4%	[ii]	[ii]
Zip file backups	[ii]	2.0%	7.9%	[ii]
Raw network sharing	[ii]	1.7%	7.9%	[ii]
Other	5.8%	3.0%	[ii]	[ii]
None	9.3%	4.8%	4.8%	4.3%

Source: Wikipedia contributors. "Git." Wikipedia, The Free Encyclopedia, 28 Jun. 2022.

Local changes are *staged*, then *committed*, and finally *pushed* into the remote repository; branches typically get *merged* upon a *pull request*

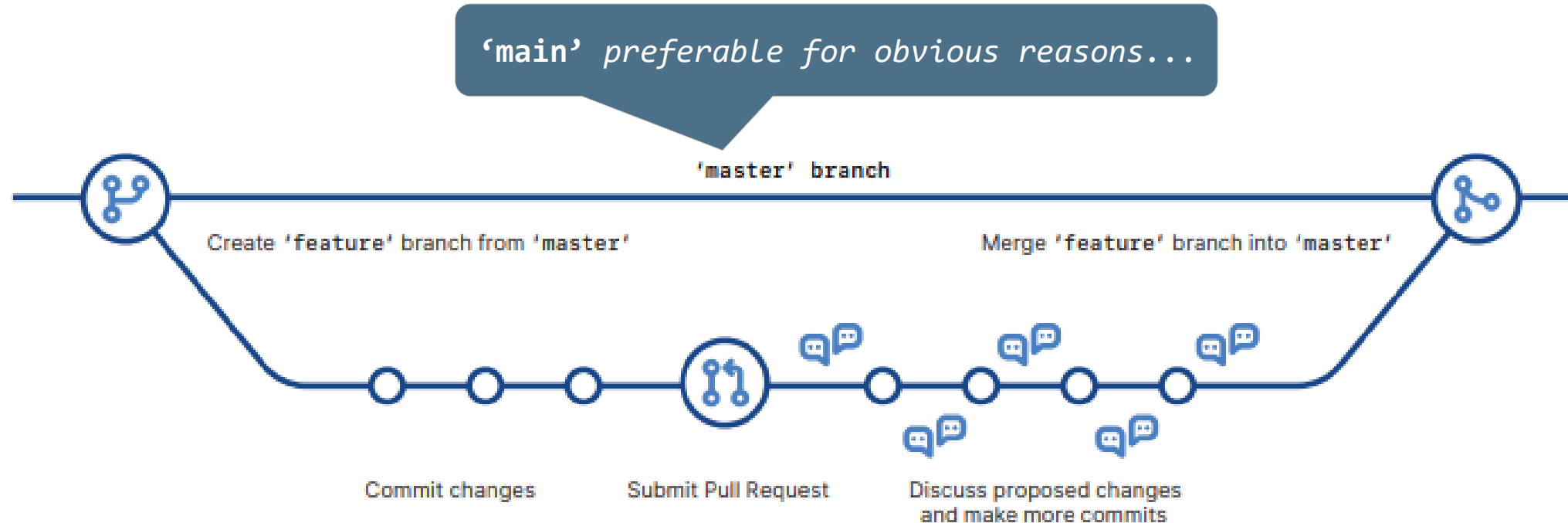
Git Workflows



Source: <https://ndpsoftware.com/git-cheatsheet.html#loc=index>

Branching—next to speed and its distributed organization—is what makes Git stand out among version control solutions

Branches



Source: GitHub. "Git Cheat Sheet." Link: <https://training.github.com/downloads/github-git-cheat-sheet.pdf>

After setting up a local repository we can push this to a central repository on a git server

Set up Git

STEP 1: Set up a local repository for a project

1. Prevent empty directories from being ignored by adding an empty **.gitignore** file.
2. Ignore certain files (e.g., binaries) and directories by explicitly listing these in the **.gitignore** file in the root directory.
3. Configure Git to handle line endings in a compatible fashion between operating systems:

```
git config --global core.autocrlf true (Windows)
git config --global core.autocrlf input (Unix)
```

4. Setup a repository in the root directory and import files:

```
git init
git add .
git commit -m "initial commit"
```

STEP 2: Prepare remote bare repository for distribution

1. Create a new public or private repository on a git server (e.g., GitHub, GitLab, Bitbucket) that should be completely empty (no README).
2. Push local repository to remote (shortname: **origin**) and make the remote main branch the tracking reference:

```
git remote add origin <url>
git push -set-upstream origin main
```

3. All members of the development team can now clone the remote repository:

```
git clone <url>
```

Turn to <https://git-scm.com/> for documentation and reference.



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