

Dynamic Material Flow Analysis with Python for Designing Eco-civilization

Tutorial Example III: GloBus Global Dynamic Building-sand Model

Jingyang Song, Nankai University, <u>jerrysong0128@nankai.edu.cn</u>
Zhi Cao*, Nankai University, <u>zhicao@nankai.edu.cn</u>

College of Environmental Science and Engineering, Nankai University

Date: 2024.08.26



ODYM Applications



Open Dynamic Material Systems Model

Repo: https://github.com/IndEcol/ODYM



BUMA

BUilding MAterials model – 2020 Journal of Cleaner Production

Repo: https://github.com/SPDeetman/BUMA

Deetman, S., Marinova, S., Van Der Voet, E., Van Vuuren, D. P., Edelenbosch, O., & Heijungs, R. (2020). Modelling global material stocks and flows for residential and service sector buildings towards 2050. Journal of Cleaner Production, 245, 118658. https://doi.org/10.1016/j.jclepro.2019.118658

Marinova, S., Deetman, S., Van Der Voet, E., & Daioglou, V. (2020). Global construction materials database and stock analysis of residential buildings between 1970-2050. Journal of Cleaner Production, 247, 119146. https://doi.org/10.1016/j.jclepro.2019.119146



Global Building Material Demand and Embodied GHG emissions – 2021 Nature Communications

Repo: https://zenodo.org/records/5171943

Zhong, X., Hu, M., Deetman, S., Steubing, B., Lin, H. X., Hernandez, G. A., Harpprecht, C., Zhang, C., Tukker, A., & Behrens, P. (2021). Global greenhouse gas emissions from residential and commercial building materials and mitigation strategies to 2060. Nature Communications, 12(1), 6126. https://doi.org/10.1038/s41467-021-26212-z



Global Dynamic Building Sand Model – 2022 Nature Sustainability

Repo: https://github.com/Zh-xy/GloBus

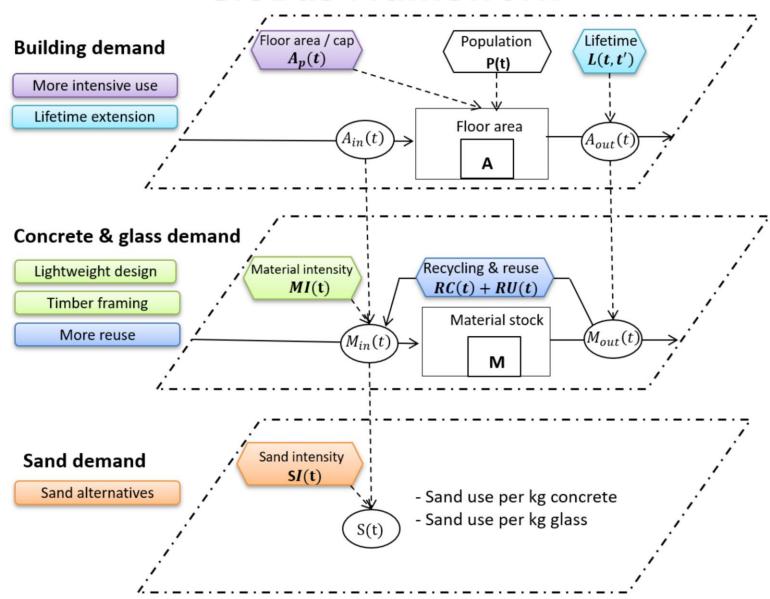
Zhong, X., Deetman, S., Tukker, A., & Behrens, P. (2022). Increasing material efficiencies of buildings to address the global sand crisis. Nature Sustainability, 5(5), 389–392. https://doi.org/10.1038/s41893-022-00857-0

GloBus Tutorial

Repo: https://github.com/jerrysong0128/GloBUS_Tutorials



GloBus Framework





GloBUS Tutorial Folder Structure

