

Prediction and causal loop modelling to identify limits of systems thinking methods and define complex systems



Dr Terence Love

CEO, Love Services Pty Ltd CEO, Design Out Crime and CPTED Centre Industrial Design, University of Tehran, Kish



Prediction is the core of ALL systems thinking ALL systems thinking comprise three elements:

- Method providing prediction support for decision-making
- Method for gathering the data for **prediction**
- Method for developing and communicating predictions
 Prediction is the essential core of all systems thinking





Single feedback loop

Feedback loops



Vensim:single feedback 1.mdl Var:Farmer decides to plant more or less strawberries File Edit View Layout Model Options Windows Help Build Output Control A Þ 0 E, Simulation results file name **~** 3 Ф Current Sim New Open Reality Save Print Simulate lyntheSim Cut Copy Paste rowse Setup Model Model Checks Windows Windows Panel ^A>c MB 9 T 4 <\$> IO Object \checkmark A \$₹ Ŵ f(x) Lock Box Shadow Reference Move/Size Variable Arrow Rate Comment Delete Equations Sketch Variable Variable Mode Uses Tree A t_B,⊂ Loops T Farmer Prices of)ocumen decides to strawberries 1 grow Farmer grows change strawberries strawberries)ocumen All Feedback loop Causes Strip \mathbf{k} Farmer People buy decides to more or less Graph Profits for plant more or strawberries less farmer strawberries Table Table Time 57 Runs Compare 🕒 Times New Roman | 12 | b | i | u | s 🔳 🗐 🌼 🗖 🛶 태종 **F**I View 1

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COVID in Western Australia

- Western Australia population ~ 3million mostly living in Perth
- COVID state of emergency declared in WA in 1 March 2020after 1st death.
- Movement tightly controlled for 3 weeks including indoor venues closed. Food takeaway service only. Movement in state restricted and state boundaries closed except for essential workers
- Community transmission totally controlled by April 20
- 8 May 2020 down to ~ zero cases and zero deaths and life as normal
- Economy boomed at around 5%/year
- Border reopened 3 March 2022 and state of emergency annulled Sept 2022



Causal Loop Model for COVID





Two Feedback Loop Limitation Axiom

Two Feedback Loop Limitation Axiom

- Individuals cannot mentally predict the outcomes of situations whose behaviour is driven by two or more feedback loops
- There is a widely held delusion that individuals can predict behaviours and outcomes of situations with behaviours shaped by two or more feedback loops

The Two Feedback Loop Limitation Axiom was identified by Dr Terence Love in 1994.



Typical real world power and control context





Implications of Two Feedback Loop Limitation Axiom Main implications of Two Feedback Loop Limitation Axiom are:

- It is invalid to ask individuals to mentally make decisions and strategies for situations with two or more feedback loops they will produce wrong answers (yet believe they are correct)
- Participative and collaborative methods for research, decisionmaking and design are not valid for situations with more than two feedback loops
- Reconceiving situations as having less than two feedback loops (e.g. converting them to linear systems) results in faulty predictions of outcomes
- Two feedback loops provides a better definition of `complex'

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Robust definitions of complexity

- Simple system: Small number of elements and relationships with maximum of one feedback loop and fulfils system structure assumptions
- **Complicated system:** Any number of elements and relationships with **maximum of one feedback loop** and fulfils system structure assumptions
- Complex system: Any number of elements and relationships with two or more feedback loops and fulfils system structure assumptions
- Hyper-complex system: Any number of elements and relationships with two or more feedback loops and does not fulfil conventional system structure assumptions



Characteristics of hyper-complex systems System behaviours, purpose, ownerships, subsystems, subsystem relationships and control mechanisms vary continuously.



- System boundary(ies) do not separate system elements of interest from each other and from environment
- System boundary(ies) not static and not necessarily always owned and controlled by system owner
- Sub-systems are not static in ownership, purpose, roles or relationships
- Control is dynamic and exerted through a variety of changing subsystems and factors; some outside the system
- Multiple feedback loops exist with changing structure, dynamics, purposes, causal relations, existence and ownership
- Coercive situations involving multiple asymmetric power relations unaligned to subsystems
- Control and system behaviours operate outside of the variables being addressed
- Parts of system and environment are chaotic
- Most of the situation and its causal relations are unknown





Examples of hyper-complex systems

- US Afghanistan and similar wars
- Epidemics with associated disasters and social breakdowns
- Middle East (Saudi, Iran, Israel, Lebanon, Palestine, US, Russia)
- Climate change control and politics
- Local government
- Health systems in impoverished countries with low levels of governance or conflicted governance
- Managing malnutrition
- Sectarianism in India
- Large-scale international business competition
- Improving the government of countries captured by criminal cartels or industry lobbies
- Any system with large number of feedback loops in which the systems structure and ownerships of system elements changes
- International political tension between elites (wars by any means)
- National systems subject to hidden control via psyops or similar



Contact details

For more information, for commercial consultancy and advice on specific issues, and for offers to fund/collaborate in research, contact:

Dr. Terence Love

CEO, Love Services Pty Ltd CEO, Design Out Crime and CPTED Centre

+61 434 975 848 admin@loveservices.com.au