

Mathematical models
in
environmental, crop and food sciences

STAAA

Doctoral School in Agricultural, Environmental and Food Sciences

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Models & Modelling

- Technology
- Machines & Games
- System Theory

PART II - Model Languages

- **Model**
- **Math Formalism**

Simulation

- Programming
- Case Studies with Matlab

MODEL .. as a software ?

- **LAND management (GIS platform plugins)**
 - Land Use
 - Basin / catchment (Runoff-Erosion)
- **FARM DSS (Decision Support Systems)**
 - Economical simulations
 - Irrigation (e.g. Cropwat / Aquacrop)
- **Cropping System**
 - Crop Yield Simulator (DSSAT, Stics, Apsim)
 - Soil Biochemistry (OM, Nitrogen, root)
- **Community & population dynamics**
 - Response to environment
 - Interactions (agents)

APP ?

Definition: **APP** is an abbreviation for **application**. An app is a piece of software. It can run on the Internet, on your computer, or on your phone or an electronic device. The word "app" is a more modern usage, but this is really the same thing as a **program**.

http://google.about.com/od/a/g/apps_def.htm

APPs and Agriculture

IRRIGATION & TREATMENTS



SMARTPHONE TECHNOLOGY FOR MANAGING URBAN AND AGRICULTURAL IRRIGATION

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The irrigation controller with a brain™

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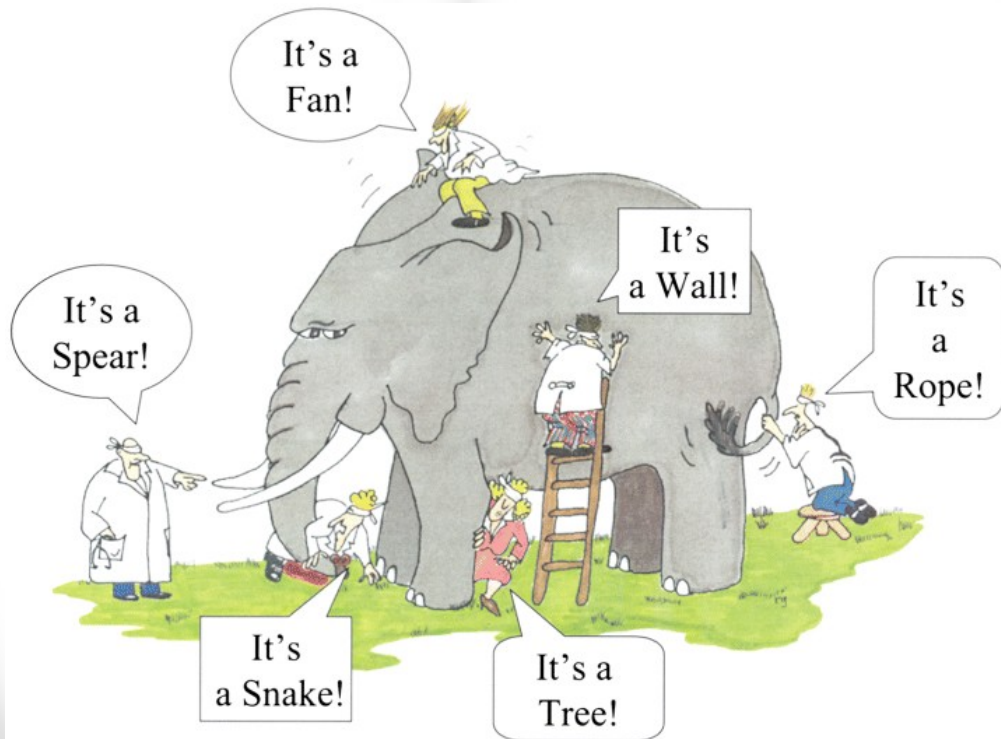
..so what is a MODEL ?

**a MODEL is a
simplified representation
of a
REAL SYSTEM**

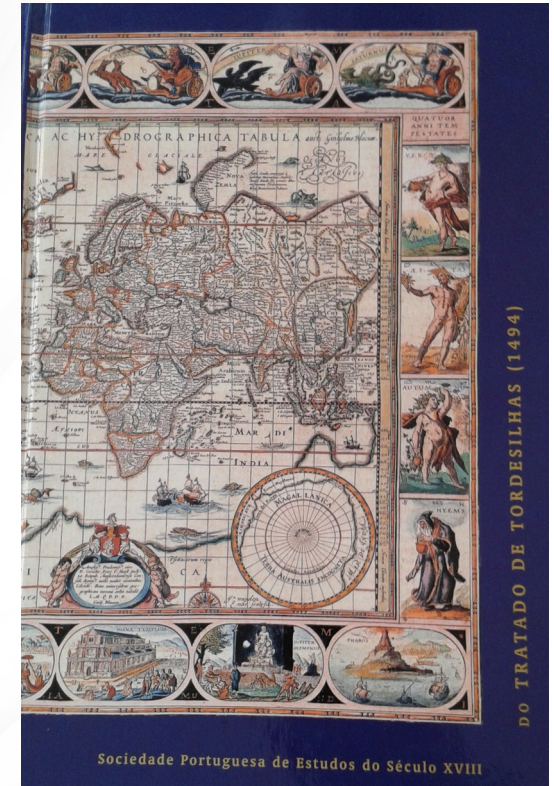
**..better say a
a system's MODEL**

Modeling an **EXISTING** system

a tale about perception and observation (and hypothesis)



the tale of the blind man



the treatise of Tordesilhas stated a divide along a meridian 370 leagues west of the Cape Verde islands

https://en.wikipedia.org/wiki/Blind_men_and_an_elephant

MODEL types

- **LANGUAGE LEVEL and COMPLEXITY**
 - **Conceptual M., Simulation M., Mathematical M., ..**
- **EXTERNAL MODEL .. analyze /sets INPUT**
 - **Environment (e.g. grow chamber)**
 - **User's behavior, Control actions**
- **INTERNAL MODEL**
 - **SYSTEM analysi focuses on STATE VARS**

Communicate Structures & Relations

PURPOSES

Modeling structures

Modeling organisation

Modeling dynamics

with the aim of

share vision

Build an Operative model

understand and discuss results

Communicate Structures & Relations

Symbol dictionary (grammar)

Syntax (rules)

LANGUAGE TYPES

Graphic (universal)

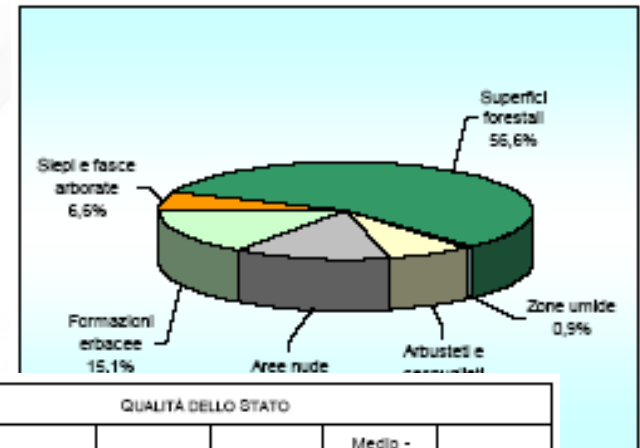
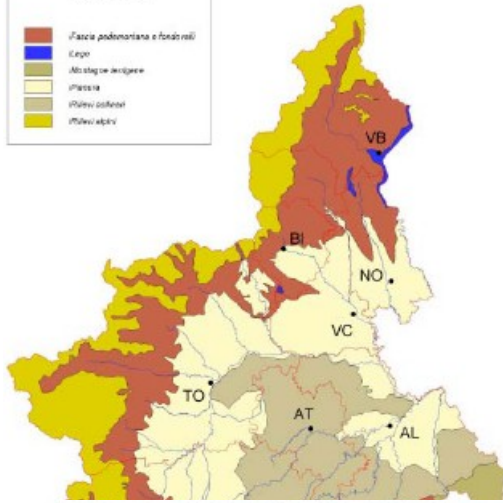
Formal

alphabet + syntactical rules

algebraic rules (calculus)

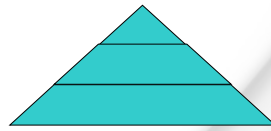
Translators / Converters / INTERFACES

Communicating Structures



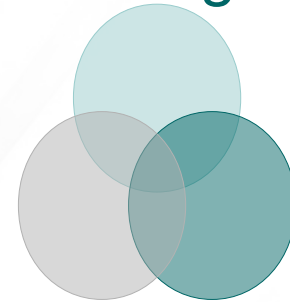
		QUALITÀ DELLO STATO				
		Alto	Medio - alto	Medio	Medio - basso	Basso
ENTITÀ DELLE PRESSIONI	Alto	7	8	8	9	10
	Medio - alto	6	7	8	8	9
	Medio	5	6	7	7	8
	Medio - basso	3	4	5	6	7
	Basso	1	2	3	4	5

Organization

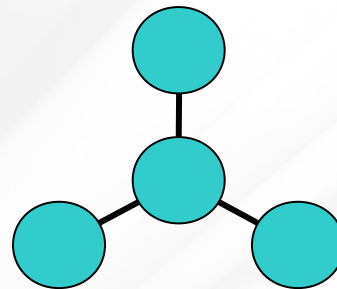
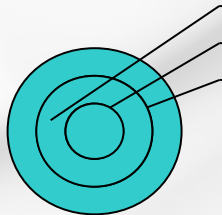


Pyramidal
Diagram

Venn Diagram



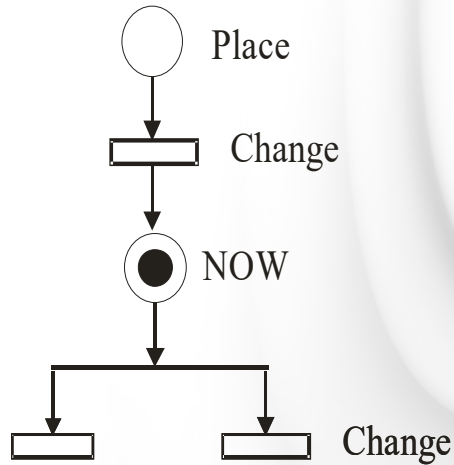
Target Diagram



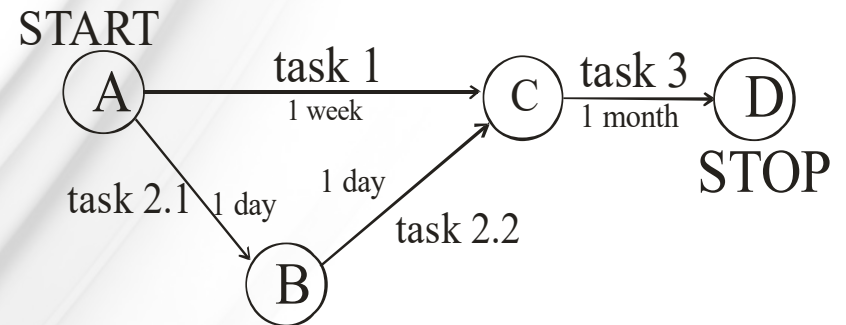
Radial Diagram

DISCRETE TIME STEP

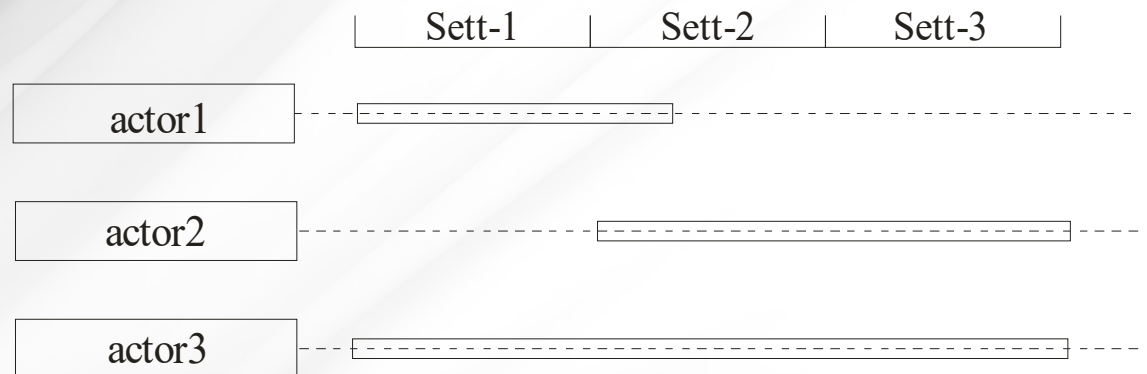
PETRI net



Pert chart / diagram

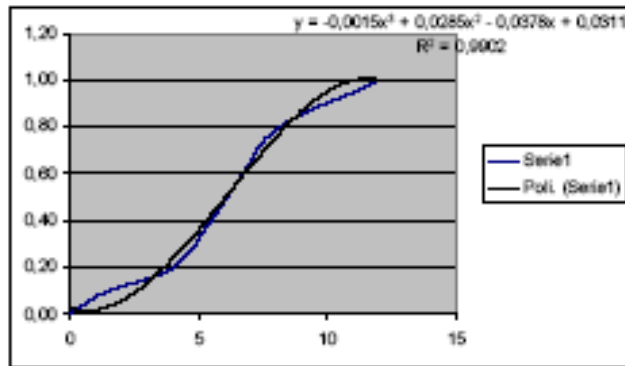


Gantt diagram / chart

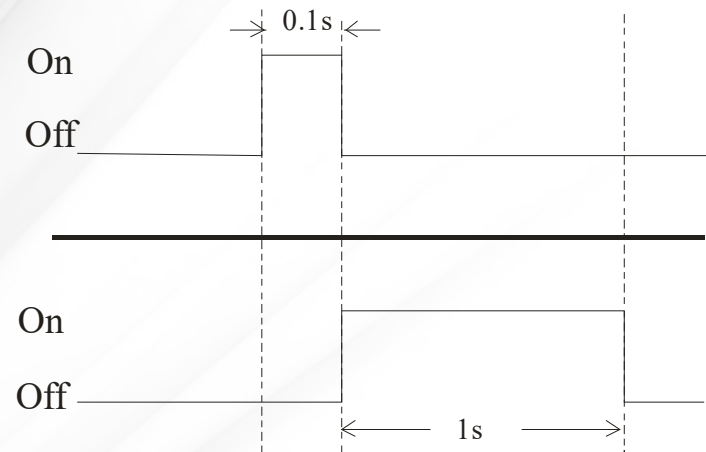


Continuous Dynamics

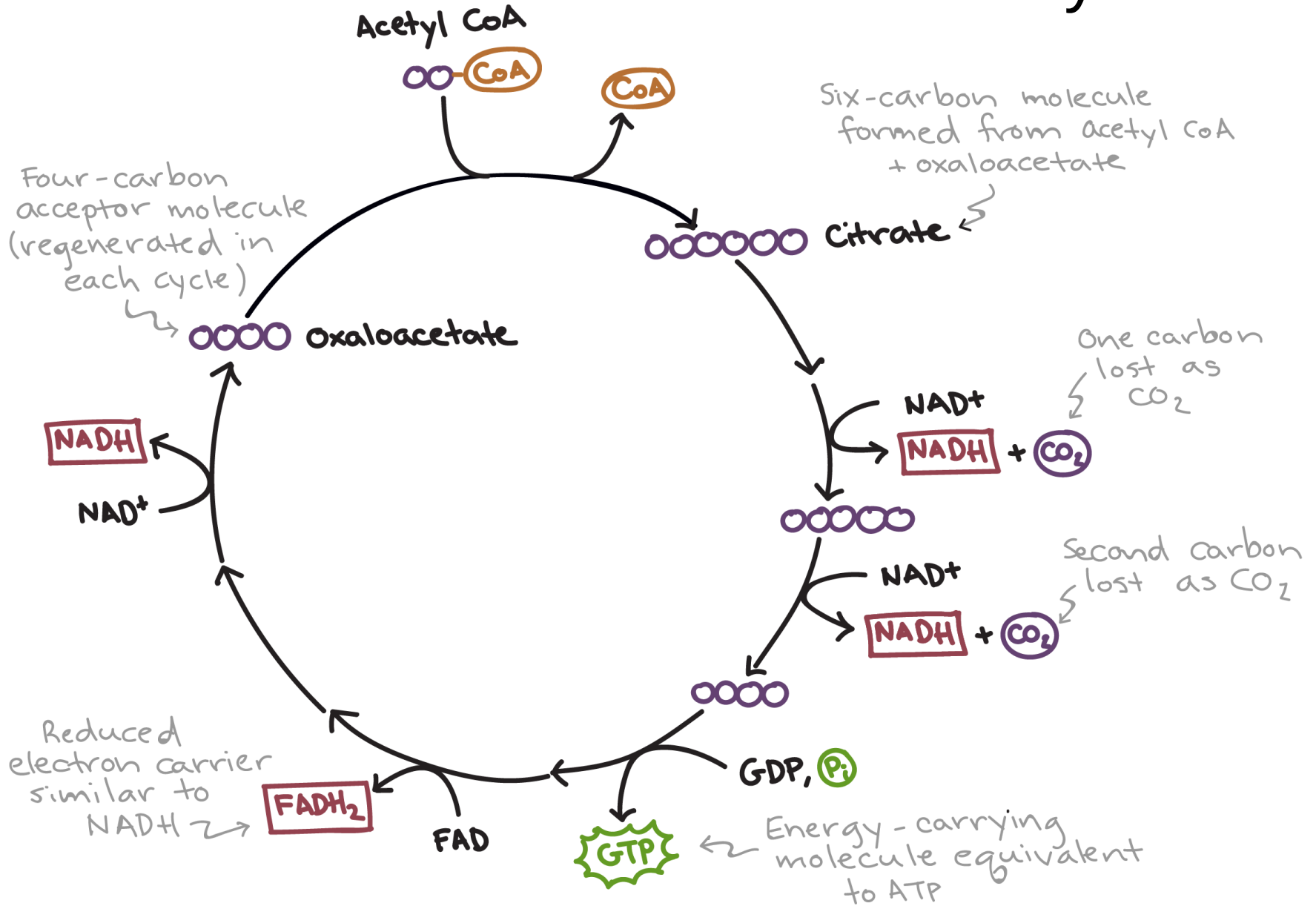
Plots / Trends



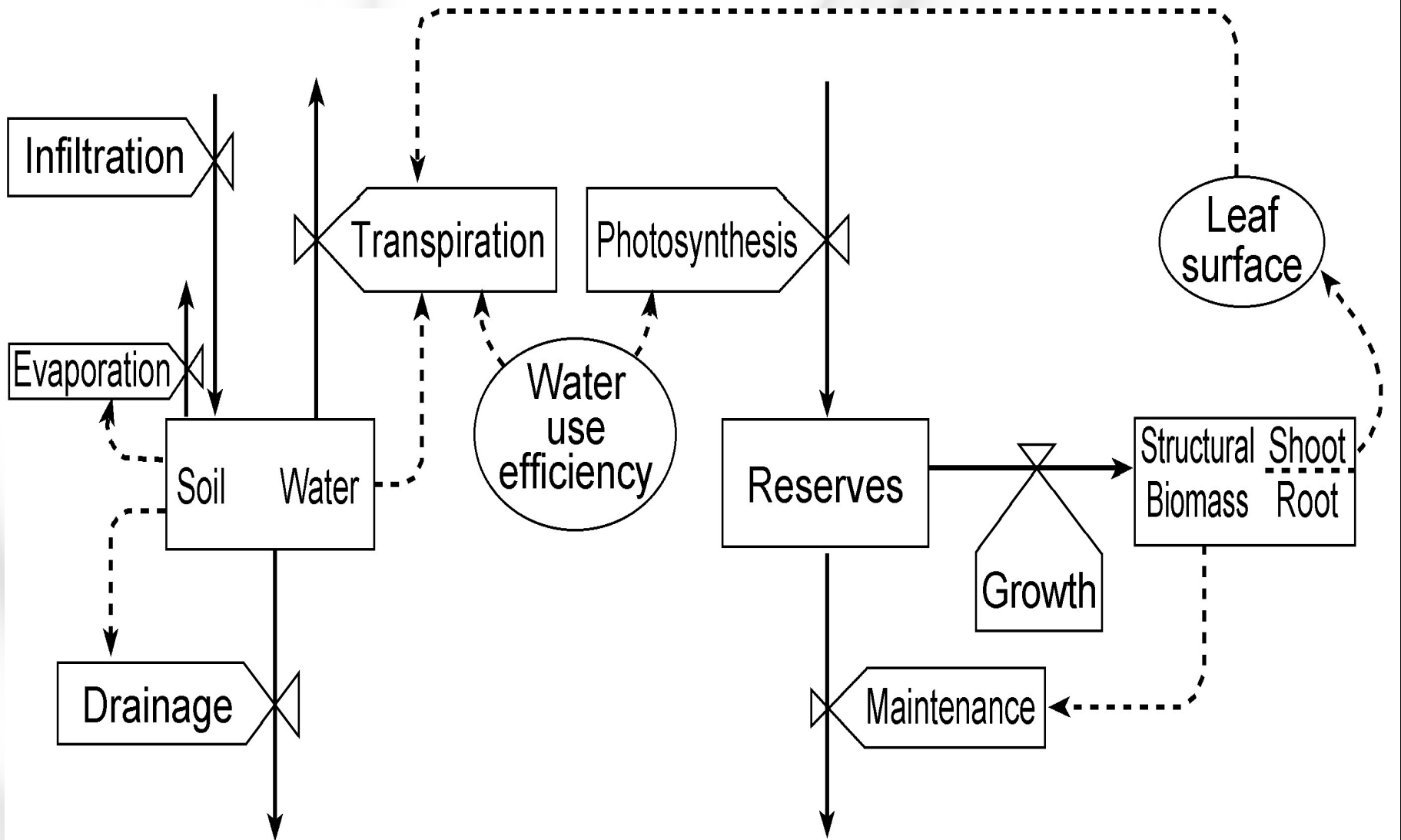
Timing Diagrams



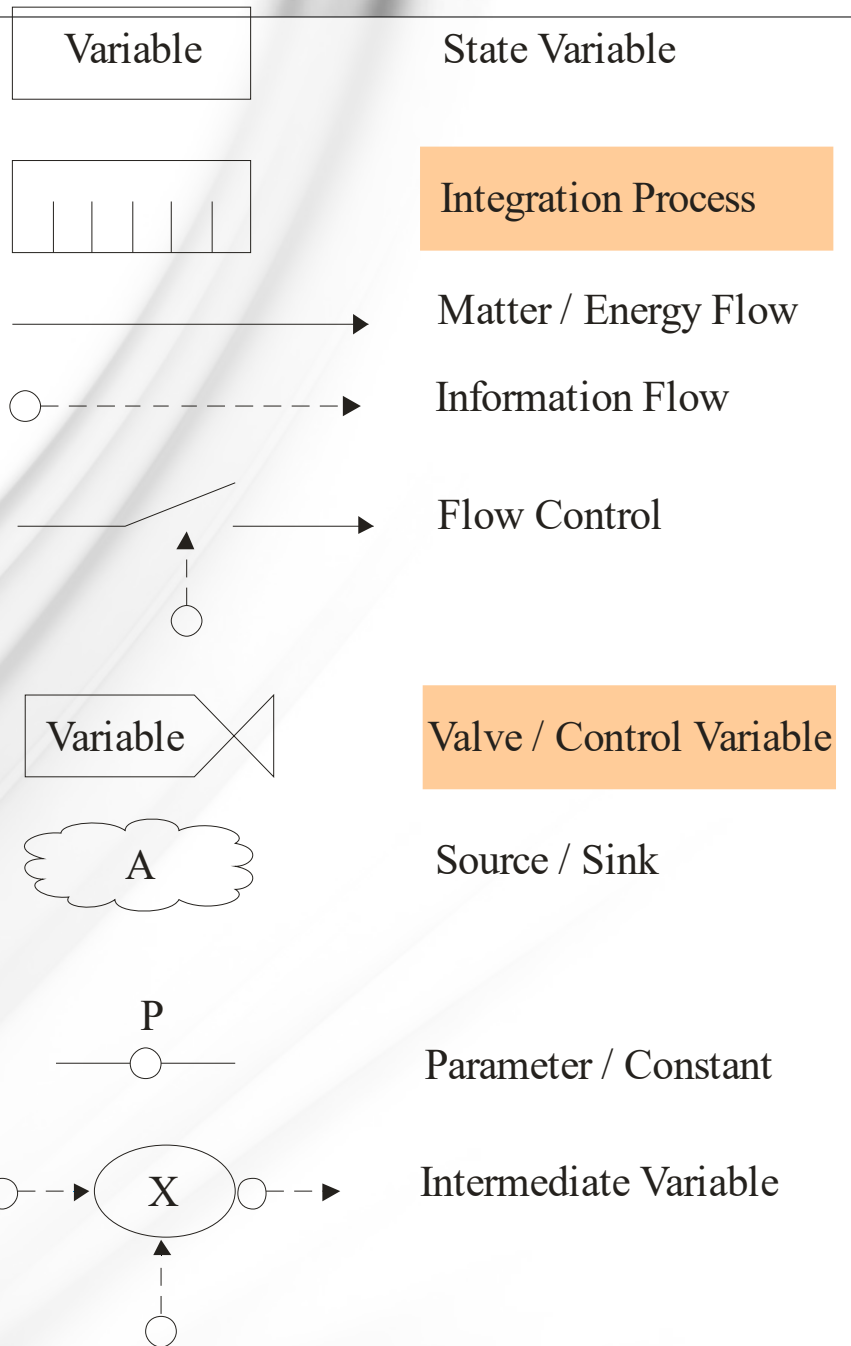
Continuous Dynamics



FORRESTER diagram



Forrester Symbols



***M*athematical models**
in
environmental, crop and food sciences

Why do WE should use MATH ?

..to understand System Dynamics !

Key concepts

Derivative & Integrals

DERIVATIVE : $dx(t) / dt$

- ..is a ratio with the meaning of a rate, like a velocity**
- .. accumulation, assimilation RATE,**
- .. allows to observe how $x(t)$ CHANGES**

INTEGRAL : $\int x(t) dt$

- .. almost a summation, an accumulation, like growth**
- ..give the results of $x(t)$ at the end of its life**

The Power of ANALOGIES

ANALOGY stands for likelihood,
similarity in **structural / functional** way

Using ANALOGY is describing a NEW
system structure and behaviour by means of
a WELL KNOWN one

..parable ..allegory .. fable .. tale

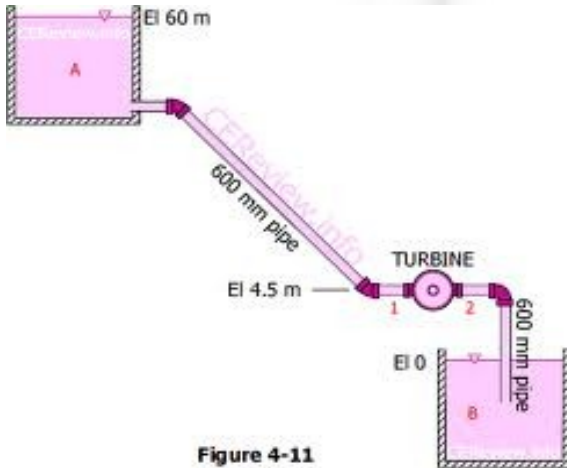
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WALT DISNEY'S
The GRASSHOPPER
AND THE ANTS

SIMPLE systems from hydraulics and thermodynamics

Flow vs pressure , vs level



$$Q = K_p P$$

$$Q = K_h dh/dt$$

$$H = H_i + Q/k_h t$$

Heat vs
Temperature

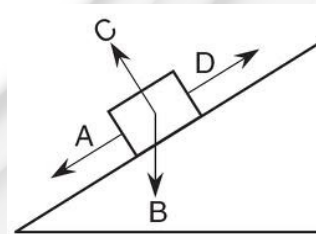
$$Q = K_T dT/dt$$
$$T = T_i + Q/K_T t$$



Simple systems: .. from solid body mechanics

$$F(t) = m a(t)$$

inertia

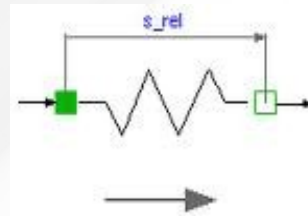


$$F(t) = b v(t)$$

friction

$$F(t) = k x(t)$$

elasticity



The exponential growth

- no limit to available resources
- net growth rate $g=b-d$
- no environmental influences

$$dy/dt = b y - d y$$

$$dy/dt = g y \quad \leftarrow \quad g=b-d$$

y: biomass
t: time
b: birth rate
d: death rate
g: net grow rate

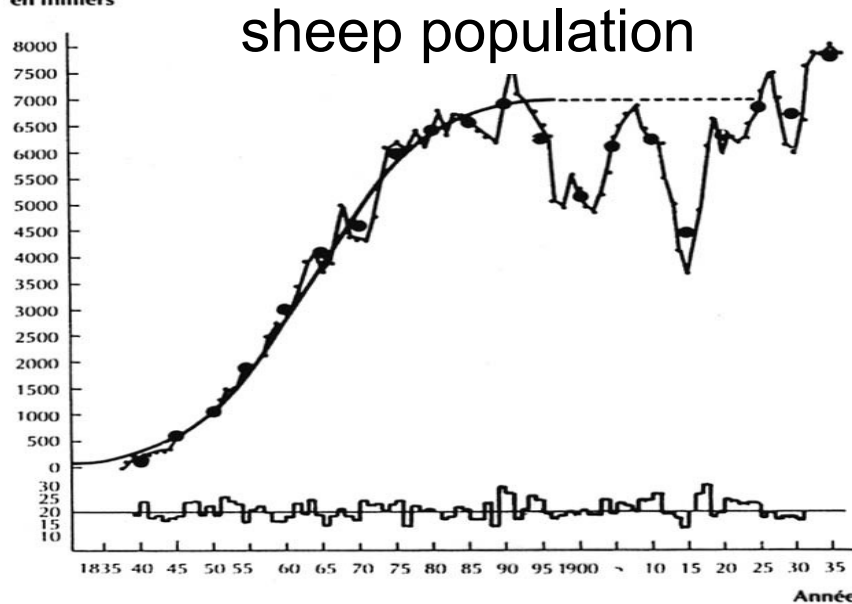
.. has a solution

$$Y = A e^{gt}$$

The logistic growth

the size of population limits population growth

Nombre de
moutons
en milliers



$$\frac{dy}{dt} = g y - p y^2$$
$$\frac{dy}{dt} = r y \left(1 - \frac{y}{k}\right)$$

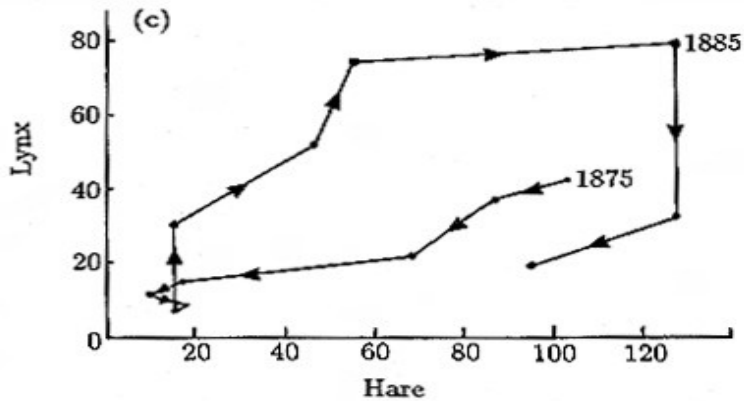
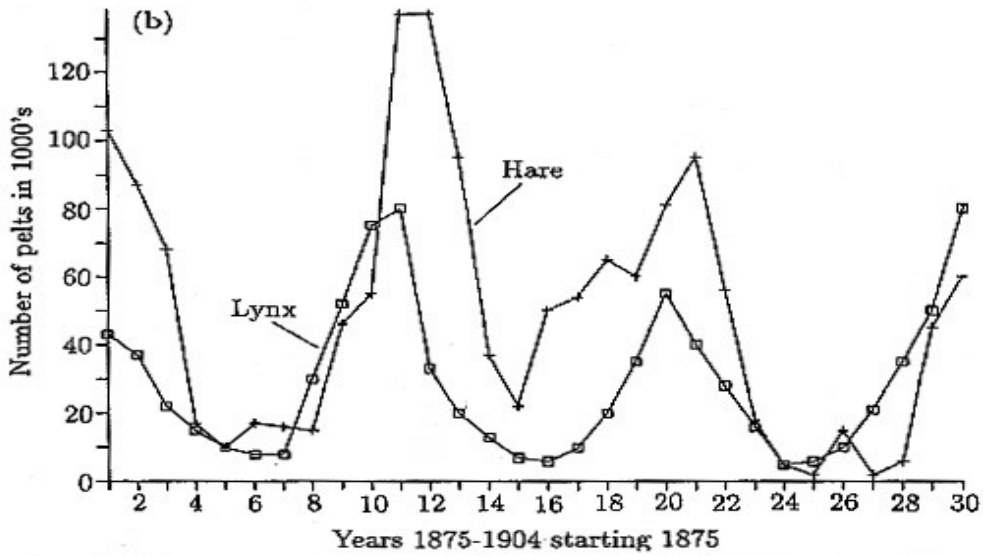
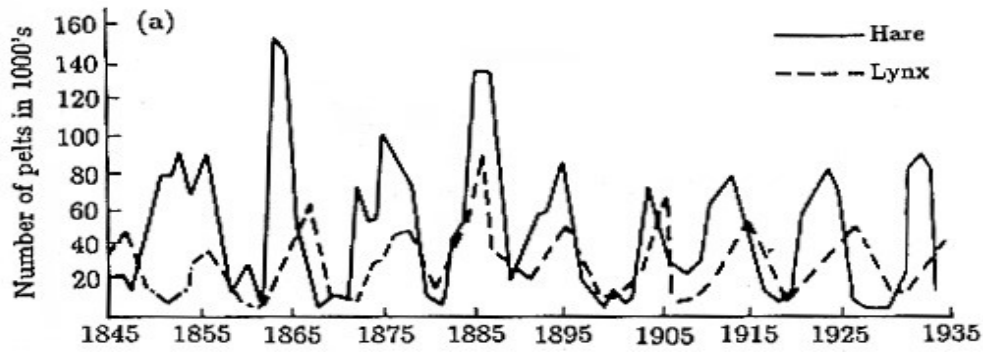
r: net grow rate

k: carrying capacity

.. solution is:

$$Y = K / [1 + (K/Y_0 - 1) e^{-rt}]$$

Hare-Lynx population size (Canada)



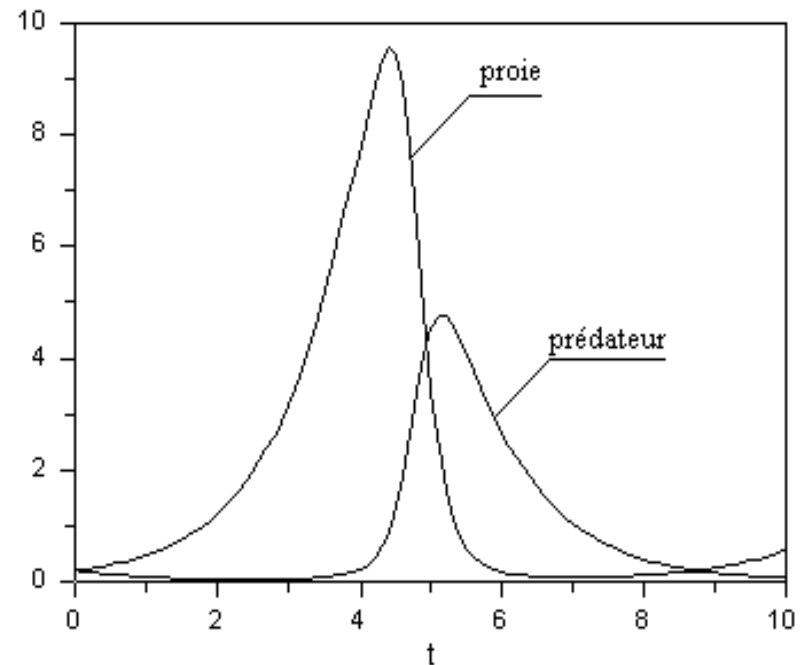
The prey predator system

Lotka-Volterra Model

$$\frac{dx}{dt} = r x - a x y$$

$$\frac{dy}{dt} = -m y + b x y$$

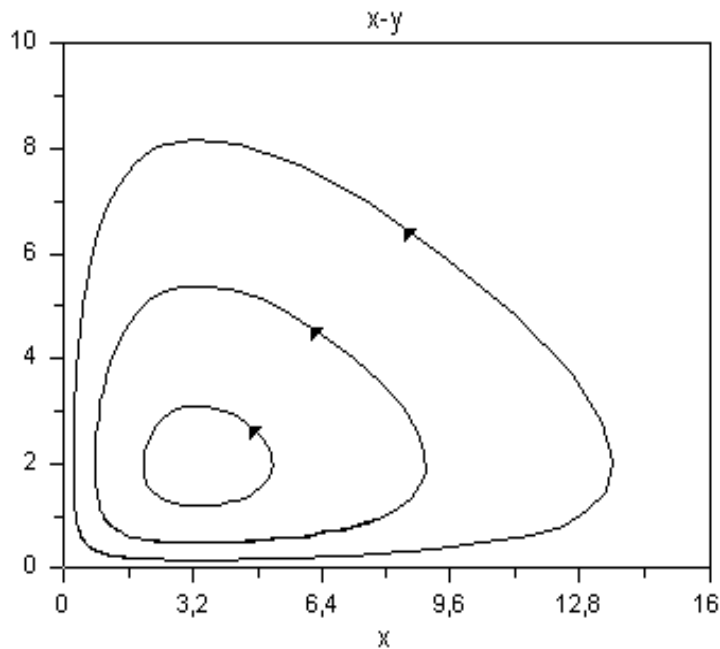
- x : prey
- y : predator
- r prey growth rate : Malthus law
- m predator mortality rate : natural mortality
- Mass action law
- a and b predation coefficients : $b=ea$
- e prey into predator biomass conversion coefficient



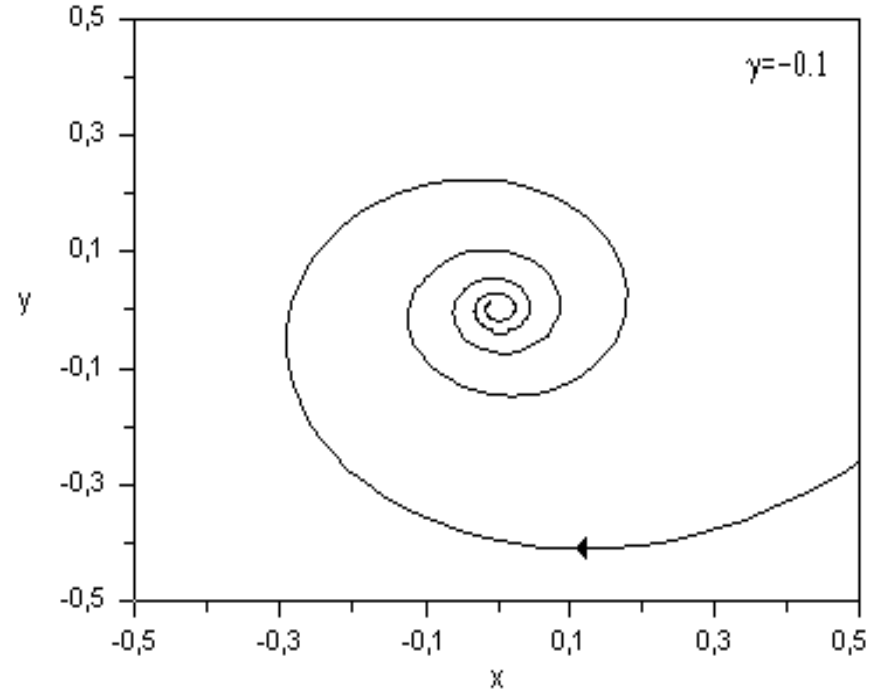
.. solved numerically

Solutions for Lotka-Volterra model

Limit Cycle



Attractor



..in this section we have seen

- model vs software/app**
- modeling languages**
- mathematical models**
 - flow & rate
 - derivative & integrals
- analogies**
- system dynamics**
 - exponential growth
 - logistic growth
 - prey-predator system