## Modelling Earth System and Human interactions (MESH) working group

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The AIMES Modeling Earth System and Human interactions (MESH) Working Group

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## What is MESH?

- Working group within AIMES focused on Modeling Earth and Human System Interactions
- Co-chairs:
  - Kate Calvin
  - Brian O'Neill
  - Julia Pongratz
  - Ben Sanderson
  - Detlef van Vuuren

## Recent MESH activities

- MESH co-organized an AGCI session in July of 2021
- Three sessions:
  - Human-Earth System Feedbacks:
    - Defining critical human-earth system feedbacks and modeling needs
    - Advances/Improving human-earth system feedbacks around land use
  - Uncertainty:
    - Model projection uncertainty due to human-earth system interactions
  - Scenario and model development:
    - Role of Human-earth system interactions in scenario and model development
    - Representation of land use in scenario and model development
    - Disruptions, shocks, and extreme events in scenario and model development



## Human-Earth System Feedbacks



- 2. Cooling / heating demand
- 3. Impacts on energy supply
- 4. Labour productivity
- 5. Water availability
- 6. Extreme events
- 7. Air pollution

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Are there <u>feedbacks</u> that could alter the original scenario in such a major way that the linear system breaks down?



Understanding

Importance

## Uncertainty



### Some ideas that emerged from the uncertainty session

#### Models: •

- Need for model diversity 0
- Balancing model complexity 0
- Missing feedbacks from impacts to socio-economic models in the CMIP6 simulation 0 chain
- 0
- Significant uncertainty in human system modeling Linguistic uncertainty what is a model? What is feasible? What is a grassland? 0

#### Scenarios: •

- Concentration-driven vs. Emissions driven runs 0
- Expanding scenarios (e.g., capturing transitions between SSPs, CDR, SRM) Need HR, PPE and LE experiments 0
- 0
- How do we develop scenarios relevant to question of the day vs. develop scenarios that are robust to changing nature of science? 0
- Communication of scenarios and models

- Does our current scenario design allow us to represent human-Earth system feedbacks?
- What improvements or changes to the scenario design are needed to represent land use feedbacks consistently?
- How do we represent shocks, extreme events, and disruptions in our models and scenarios?

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#### **Current Scenario Design**

- Five Shared Socio-economic Pathways were designed to explore a range of future societal circumstances that exhibit a wide range of
  - Challenges to adaptation, and
  - Challenges to mitigation.



Challenges to Adaptation

#### ScenarioMIP Design: Specific Scenarios



#### **Shared Socioeconomic Pathways**

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## Missing elements in the current treatment of land use



## Inconsistencies in the current treatment of land use

- Differences in scale
- Differences in land types and in the definition of land types
- Differences in baseline
- Difference assumptions about productivity and changes in productivity
- LULCC inconsistencies

# What improvements or changes to the scenario design are needed to represent land use feedbacks consistently?



Near-term

Long-term

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## How do we represent shocks, extreme events, and disruptions in our models and scenarios?



## Thank you!