

Multi-platform Training Sessions to Teach Agent-Based Simulation

MISS-ABMS

2-week Summer Schools

organized every year since 2011 in Montpellier (France)

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Multi-platform International Summer School on Agent-Based Modelling & Simulation for Renewable Resources Management

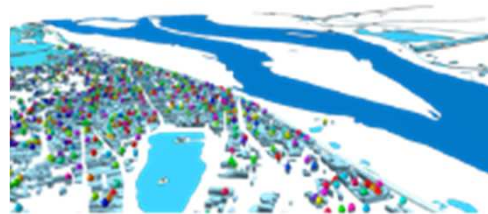


3 platforms



GAMA
...modeling made easy...

<https://code.google.com/p/gama-platform/>



<https://ccl.northwestern.edu/netlogo/>

NetLogo



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Multi-platform **I**nternational **S**ummer **S**chool on **A**gent-**B**ased **M**odelling & **S**imulation for Renewable Resources Management

- ❑ Principles, methods and technics of the various stages of ABMS (design, implementation and exploration)
- ❑ Focus on a participatory use of models and simulation (in relation to the **Companion Modelling** approach that was initiated in Montpellier in the 90's)
- ❑ Participants are requested to organize themselves into small groups of 2-4 to develop prototypes: the design stage can only be collaborative

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Group work: setup during 1st week...

Day 1	Day 2	Day 3	Day 4	Day 5
Welcome Session	Conceptual Modelling : theory, concepts and practice	Conceptual model Specifying the processes with UML	PPMs Groups	Coding Practice on 1 platform
Theory of modelling and simulation in the field of socio-ecosystems				
ReHab Ice-breaking role-playing game	Conceptual model Designing the structure with UML	Benchmark Model For each platform Metamodel of the scheduler Demo : implementation of dynamics	Benchmark Model For each platform Demo : monitoring and visualisation	
			For each platform Demo of platform specificities	
Introduction to multi-agent systems and agent-based simulation	Benchmark Model UML Class diagram	Participants' Prototype Models (PPMs) Presentation and discussion	General discussion on platforms Choice of a platform	
	Benchmark Model For each platform Metamodel of the platform Demo : implementation of structure and initialisation		Coding Practice on 1 platform	
Uses of Agent-Based Models for socio-ecosystems : a panorama				Participants' Prototype Models (PPMs) Story and conceptual model
				Presentation of PPMs

Plenary session

Tools demo

Plenary lecture (methodology)

Individual exercise

Group work

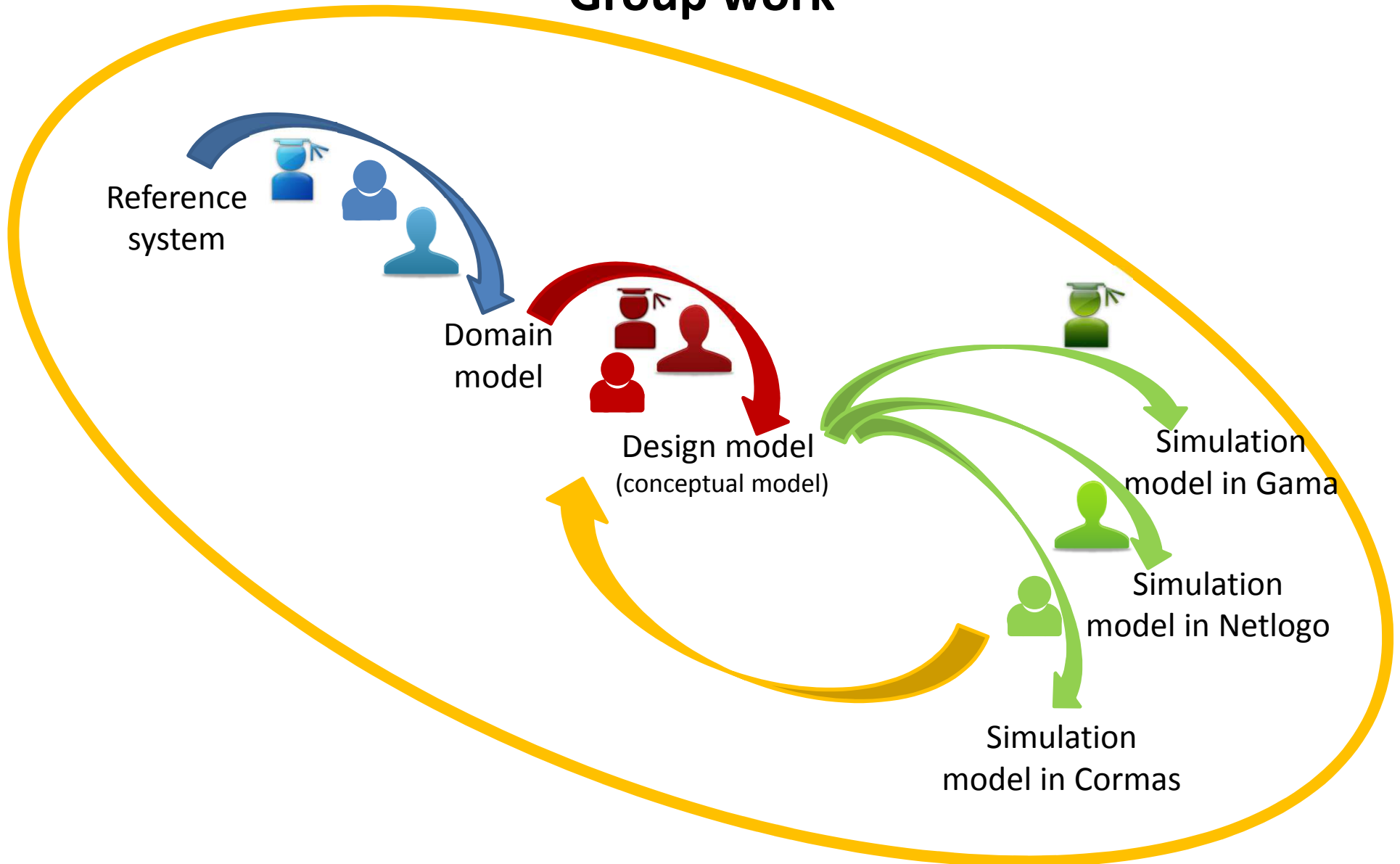
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Group work: main activity during 2nd week

Day 6	Day 7	Day 8	Day 9	Day 10
Case Study : a project with a conceptual model	Case Study : a project with CORMAS platform	Case Study : a project with GAMA platform	Case Study : Wat-A-Game + a project with Netlogo platform	Preparation of PPMs presentation & demo
Participants' Prototype Models (PPMs) Class diagram, structure and intialisation	Participants' Prototype Models (PPMs) Sequence diagram and global dynamics	Participants' Prototype Models (PPMs) Activity diagrams and agents behaviours	Participants' Prototype Models (PPMs) Indicators, visualisation and analysis	Presentation and demo of PPMs
				Final debriefing
Documentation of ABMs		Validation of models		
Participants' Prototype Models (PPMs) Class diagram, structure and intialisation	Participants' Prototype Models (PPMs) Sequence diagram and global dynamics	General discussion on validation	Participants' Prototype Models (PPMs) Indicators, visualisation and analysis	
		Participants' Prototype Models (PPMs) Activity diagrams and agents behaviours		
PPMs - static Presentation to another group	PPMs - global dynamics Presentation to another group	PPMs - agents behaviours Presentation to another group	PPMs - visualisation Presentation to another group	

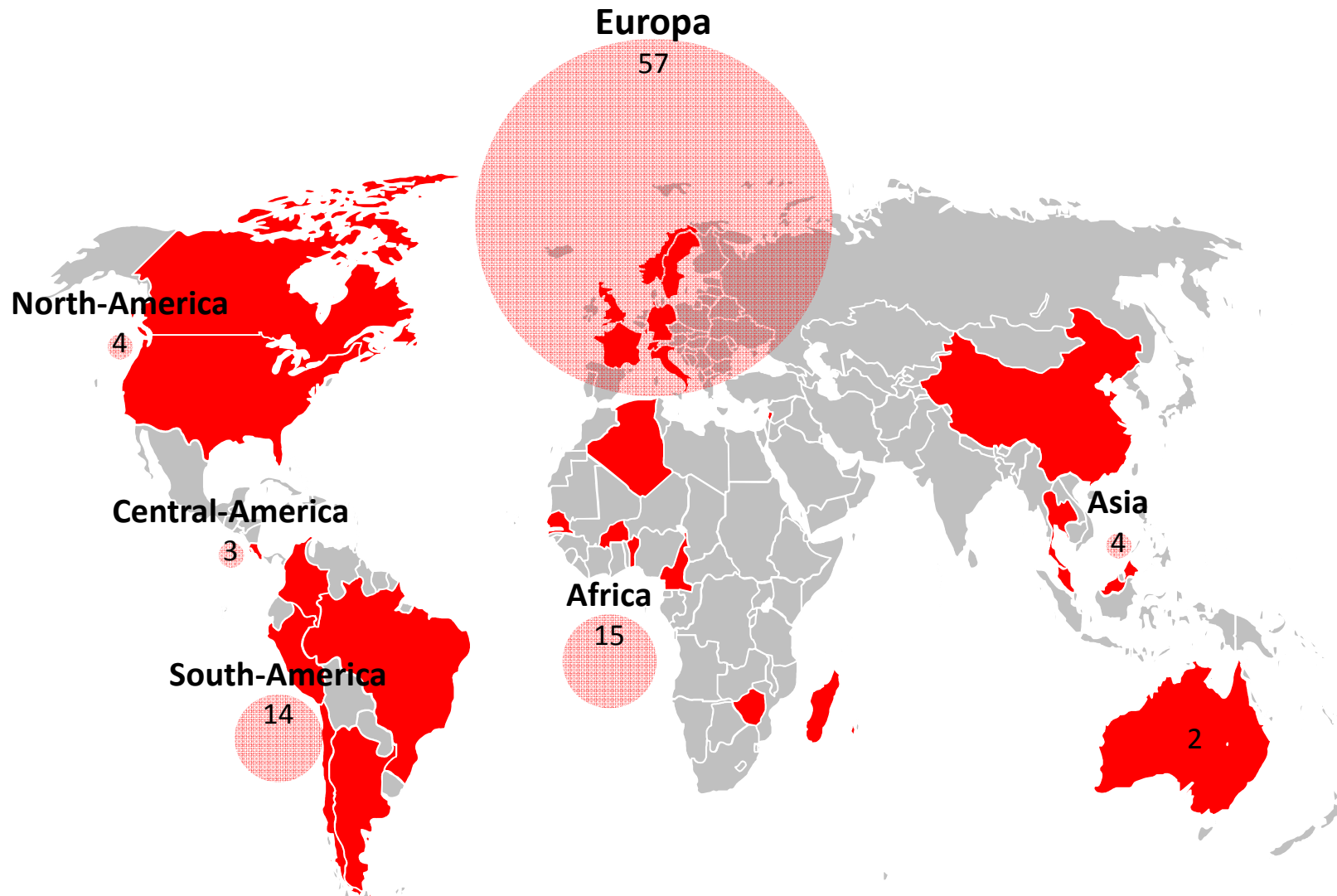
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Group work



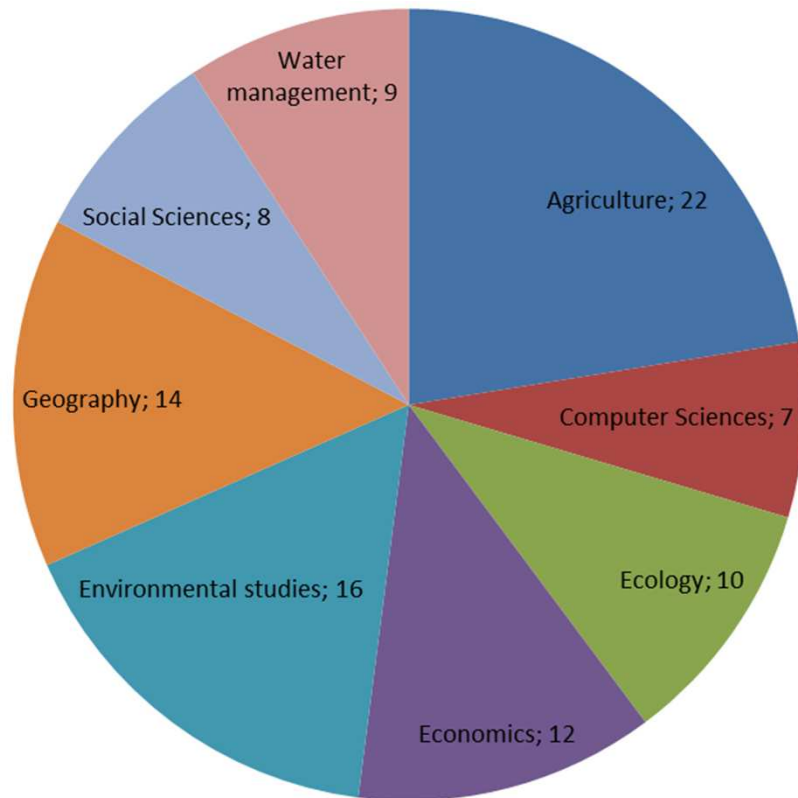
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Setting-up a worldwide network

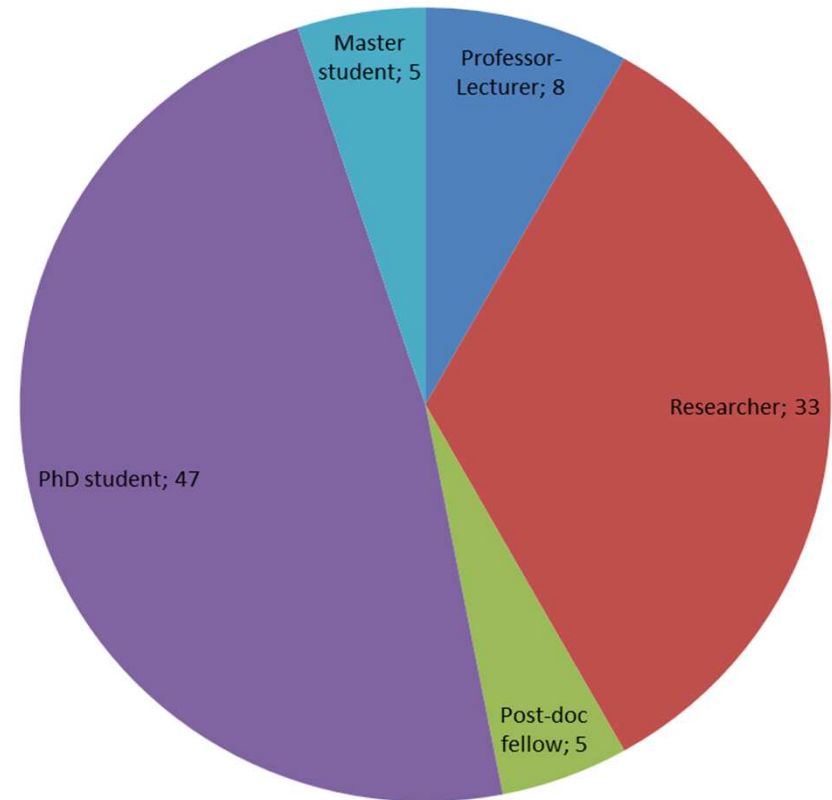


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Diversity of participants



Disciplines



Positions

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Triplication of a benchmark model

Day 1	Day 2	Day 3	Day 4	Day 5	
Welcome Session	Conceptual Modelling : theory, concepts and practice	Conceptual model Specifying the processes with UML	PPMs Groups	Coding Practice on 1 platform	
Theory of modelling and simulation in the field of socio-ecosystems			Models calibration and analysis		
ReHab Ice-breaking role-playing game	Benchmark Model Conceptual Modelling	Benchmark Model UML sequence and activity diagram	Benchmark Model For each platform Demo : monitoring and visualisation		
	Conceptual model Designing the structure with UML	Benchmark Model For each platform Metamodel of the scheduler Demo : implementation of dynamics	For each platform Demo of platform specificities		
Introduction to multi-agent systems and agent-based simulation	Benchmark Model UML Class diagram	Participants' Prototype Models (PPMs) Presentation and discussion	General discussion on platforms Choice of a platform		Participants' Prototype Models (PPMs) Story and conceptual model
	Benchmark Model For each platform Metamodel of the platform Demo : implementation of structure and initialisation		Coding Practice on 1 platform		Presentation of PPMs
Uses of Agent-Based Models for socio-ecosystems : a panorama					

Plenary session

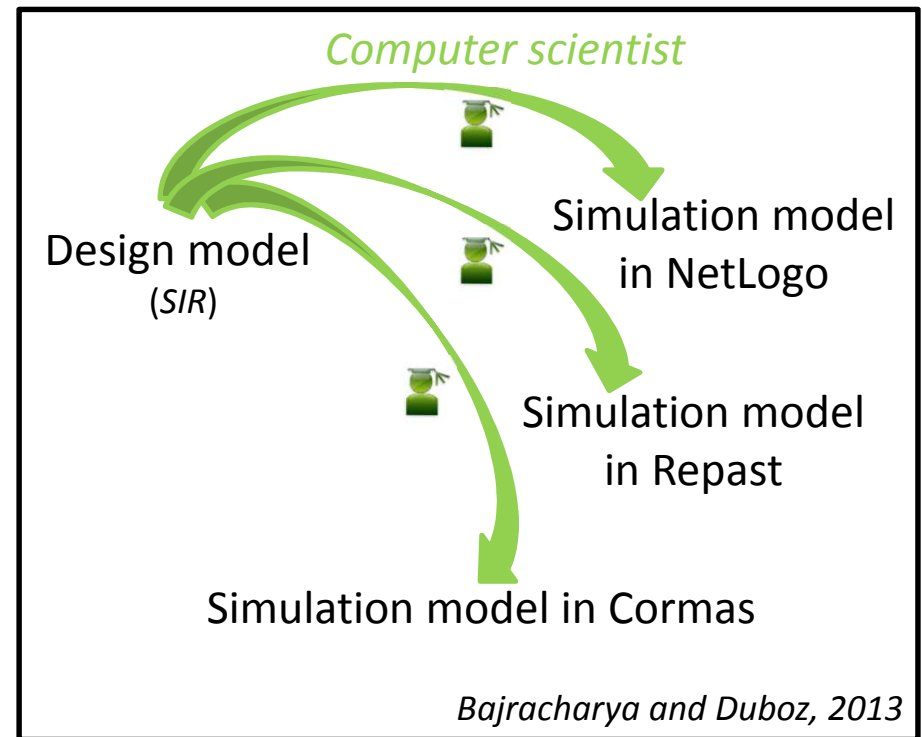
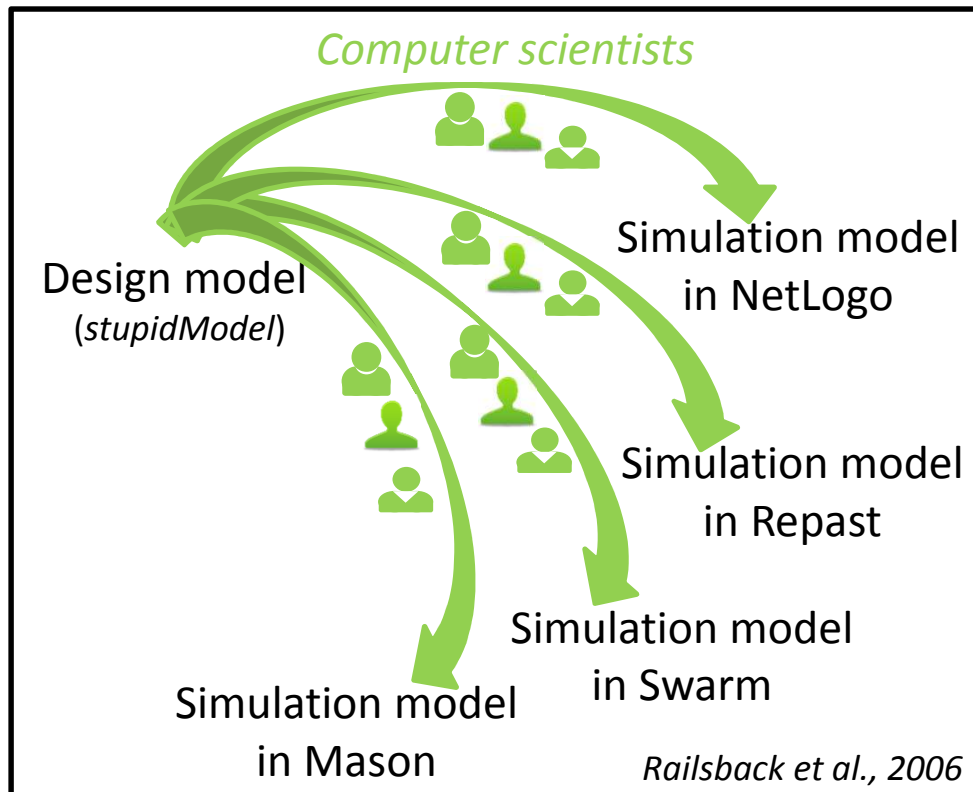
Tools demo

Plenary lecture (methodology)

Individual exercise

Group work

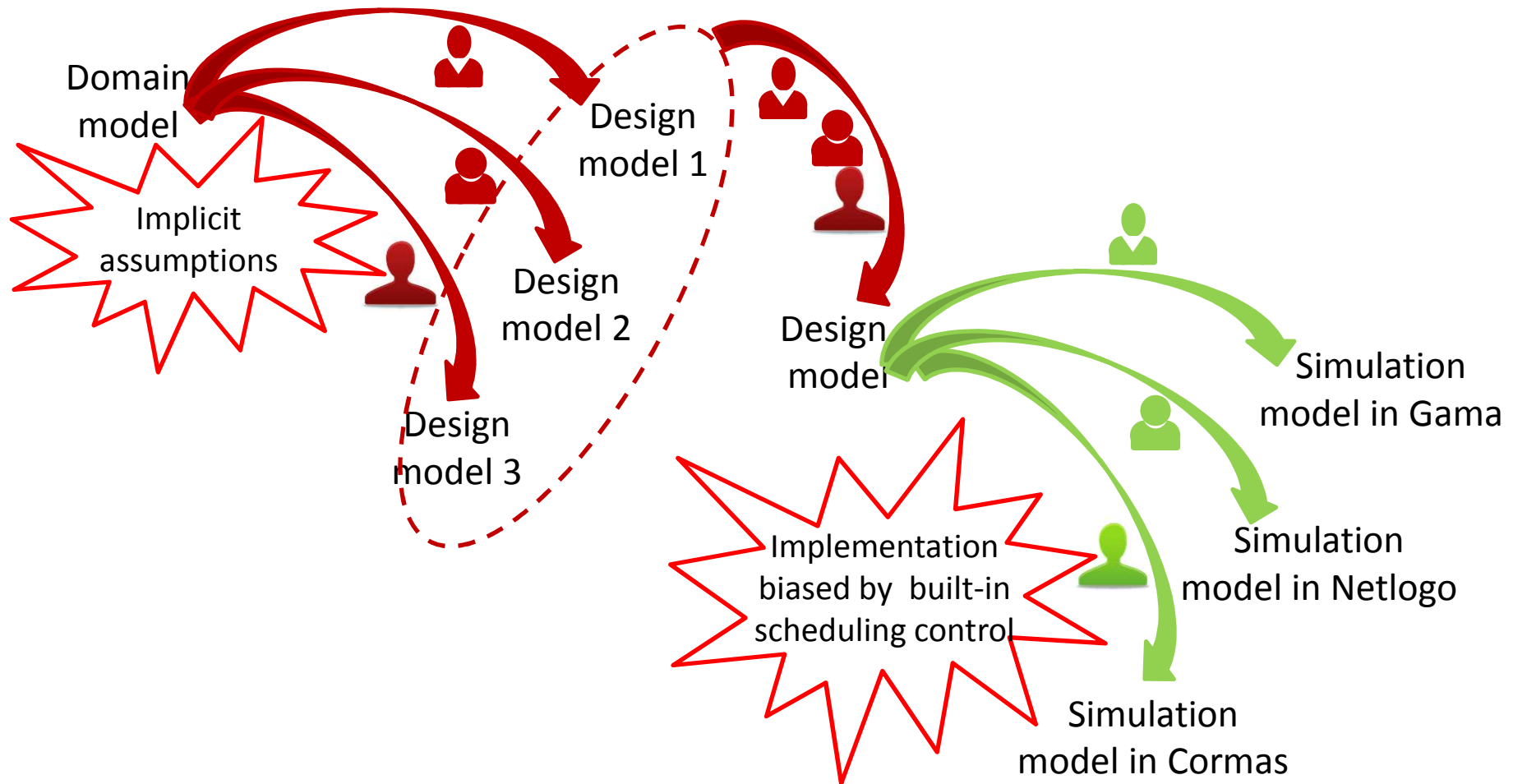
Implementing the same benchmark model with various ABM platforms



When the implementations are performed by the same computer scientists, there is a bias due to the unequal command of the different platforms

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Triplication of a benchmark model by experts of the 3 platforms



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Benchmark model: verbal description

- A landscape displays a random pattern with half forested plots and half cleared plots. The area represents 900 Ha of a fire-prone monospecific open forest that is divided in plots of 1 Ha. When a fire breaks out, it spreads swiftly around the landscape by setting ablaze all neighboring forested plots.
- A voluntary forest fire-fighting brigade made of 10 firefighters is monitoring the forest. Each firefighter patrols the forest by moving randomly from one plot to a surrounding plot. When detecting a burning plot around its location, a firefighter goes to the fire site to extinguish it.
- In a first scenario, firefighters act independently: they have no mean to know where the other fighters are located and what they are currently doing.
- In a second scenario, the location and the status (fighting a fire or patrolling) of each firefighter are known to all. When a firefighter does not detect any fire around his/her own location, he/she moves towards the closest fire fought by one the other firefighters if any, else he/she continues patrolling
- Compare the two scenarios when initially a fire breaks out in a forested plot randomly picked.

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Benchmark model: verbal description

- A **landscape** displays a **random** pattern with **half forested plots** and **half cleared plots**. The area represents **900 Ha** of a fire-prone **monospecific open forest** that is divided in **plots** of **1 Ha**. When a **fire** breaks out, it spreads swiftly around the **landscape** by setting **ablaze** all neighboring forested **plots**.
- A voluntary forest fire-fighting **brigade** made of **10 firefighters** is monitoring the forest. Each **firefighter** patrols the forest by moving randomly from one plot to a surrounding **plot**. When detecting a **burning plot** around its location, a **firefighter** goes to the fire site to extinguish it.
- In a first **scenario**, **firefighters** act independently: they have no mean to know where the other **fighters** are located and what they are currently doing.
- In a second **scenario**, the **location** and the **status** (**fighting a fire** or **patrolling**) of each **firefighter** are known to all. When a **firefighter** does not detect any **fire** around his/her own location, he/she moves towards the closest **fire** fought by one the other **firefighters** if any, else he/she continues **patrolling**
- Compare the two **scenarios** when initially a **fire** breaks out in a **forested plot** **randomly picked**.

elements

attributes

data

processes

relationships

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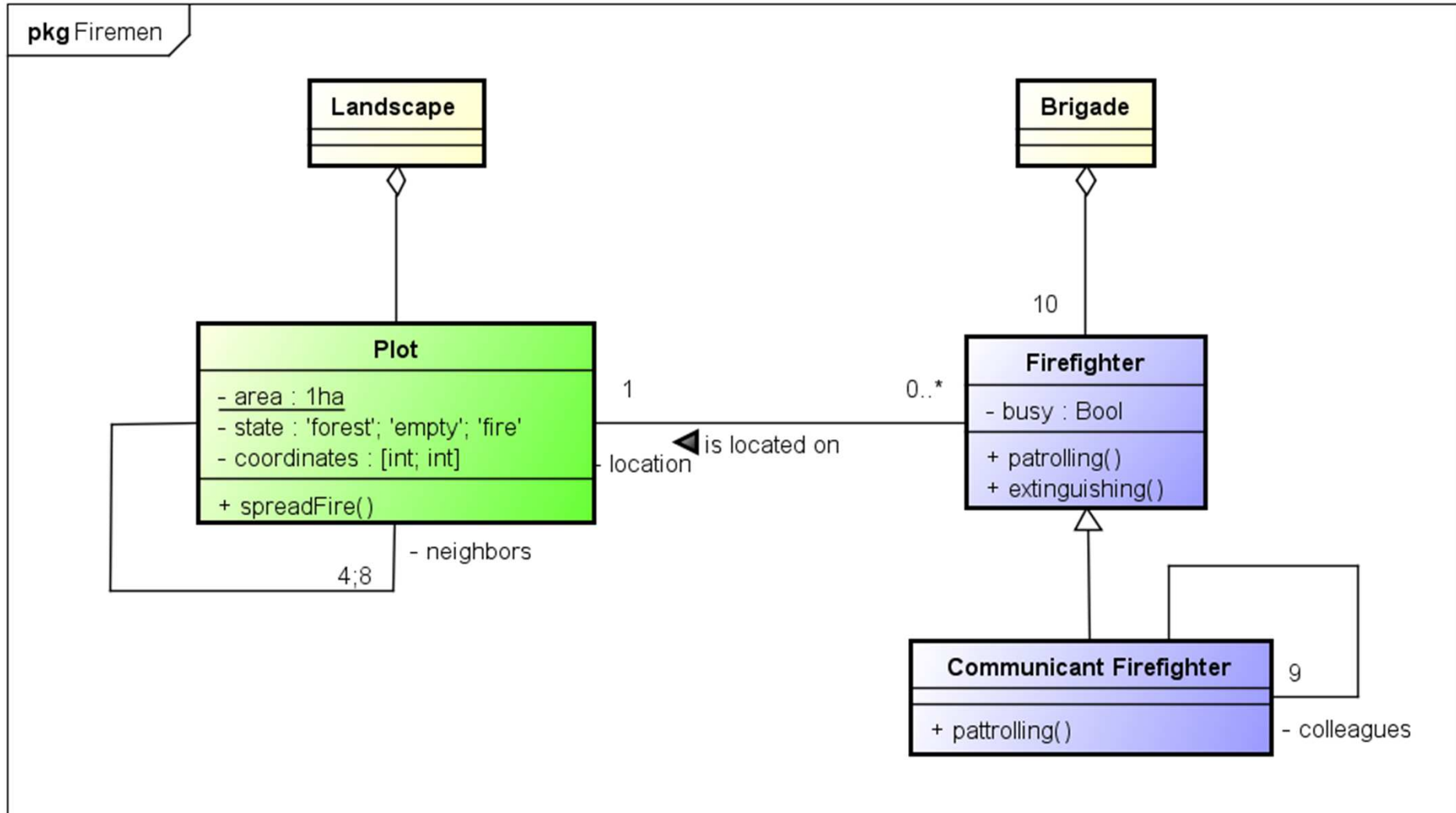
Benchmark model: differences in design

- Implicit assumptions about time
 - ✓ Speed of fire spreading relative to duration of firefighters' activities

- Implicit assumptions about space
 - ✓ Neighborhood: 4-6-8 ???

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Benchmark model: a unified design (UML)



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Benchmark model: simulation outputs

- ❑ The importance of observation
 - ✓ Running simulations to figure out if the model is right (verifying that what is exhibited corresponds to what was supposed to be coded)
 - ✓ Running simulations to identify meaningful indicators
 - Time to extinguish the fire
 - Size of the remaining forest

- ❑ Mastering the dimensions of stochasticity
 - ✓ Specifying an initial landscape ?

- ❑ Comparison of the 3 implementations still to be carefully conducted

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Take-home messages

- ❑ With their unexpected behavior, trainees are gifted for tracking down highly unlikely bugs... Training sessions help enhancing the robustness of platforms!

- ❑ Trainers are also learning!
 - ✓ new ideas for improving the platforms from deeper look into other platforms,
 - ✓ detection and specification of agent-based modeling primitives (AMPs)* usable in the various platforms

- ❑ 2016 edition: <http://www.agropolis.org/miss-abms/>