

An aerial, high-angle photograph of a city street intersection at night. The scene is illuminated by streetlights and the lights of buildings. A prominent feature is the long, colorful light trails from moving vehicles, creating a sense of motion. The buildings are modern, with many windows lit up, and some have distinctive architectural features like glass facades and vertical structural elements. The street has clear lane markings and a crosswalk. The overall atmosphere is that of a busy, modern urban environment.

Challenges for ABM in Applied Urban Modelling

Nick Malleson, Alison Heppenstall and Ed Manley

AUM Symposium, 29th June – 1st July 2022

University of Cambridge





Key challenges in agent-based modelling for geo-spatial simulation

Andrew Crooks  , Christian Castle , Michael Batty 

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Geoinformatica (2019) 23:169–199

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Crossing the chasm: a 'tube-map' for agent-based social simulation of policy scenarios in spatially-distributed systems

J. Gareth Polhill ¹  • Jiaqi Ge ¹ • Matthew P. Hare ¹ • Keith B. Matthews ¹ • Alessandro Gimona ¹ • Douglas Salt ¹ • Jagadeesh Yeluripati ¹

Editorial: Meeting Grand Challenges in Agent-Based Models

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Methodological Issues of Spatial Agent-Based Models

Steven Manson¹, Li An², Keith C. Clarke³, Alison Heppenstall⁴, Jennifer Koch⁵, Brittany Krzyzanowski¹, Fraser Morgan⁶, David O'Sullivan⁷, Bryan C. Runck⁸, Eric Shook¹, Leigh Tesfatsion⁹

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Special Issue

Future Developments in Geographical Agent-Based Models: Challenges and Opportunities

Alison Heppenstall^{1,2} , Andrew Crooks³, Nick Malleson^{1,2}, Ed Manley^{1,2}, Jiaqi Ge¹, Michael Batty⁴

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PMID: [27158257](#)

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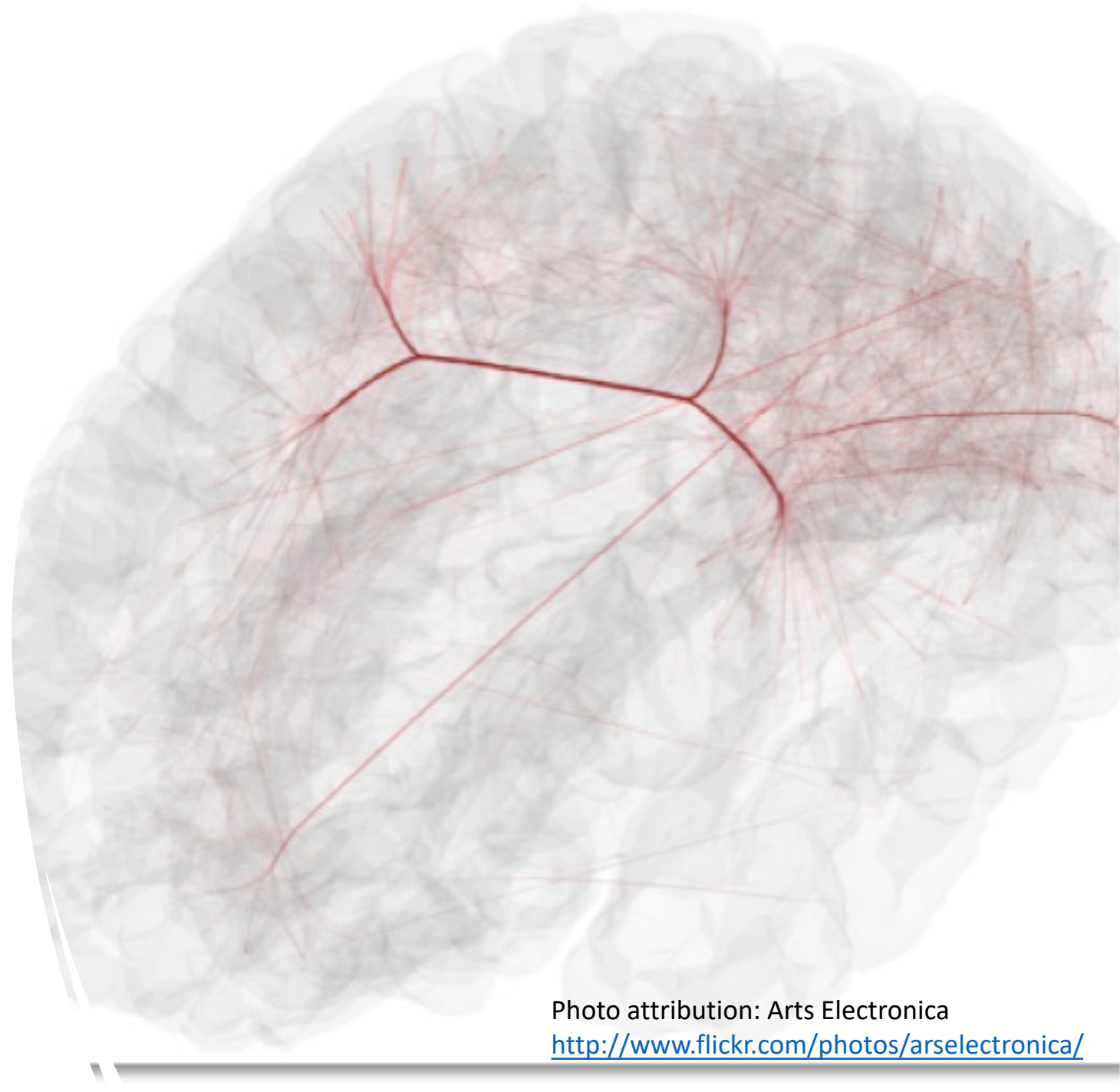
Strategic directions for agent-based modeling: avoiding the YAAWN syndrome


David O'Sullivan^{a,*}, Tom Evans^b, Steven Manson^c, Sara Metcalf^d, Arika Ligmann-Zielinska^e and Chris Bone^f

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Presentation Overview

- Rule initialisation and agent behaviour
- Visualisation
- Data
- Calibration / validation and uncertainty
- Computational
- Digital Twins
- (Examples throughout...)





Rule initialisation
and agent
behaviour

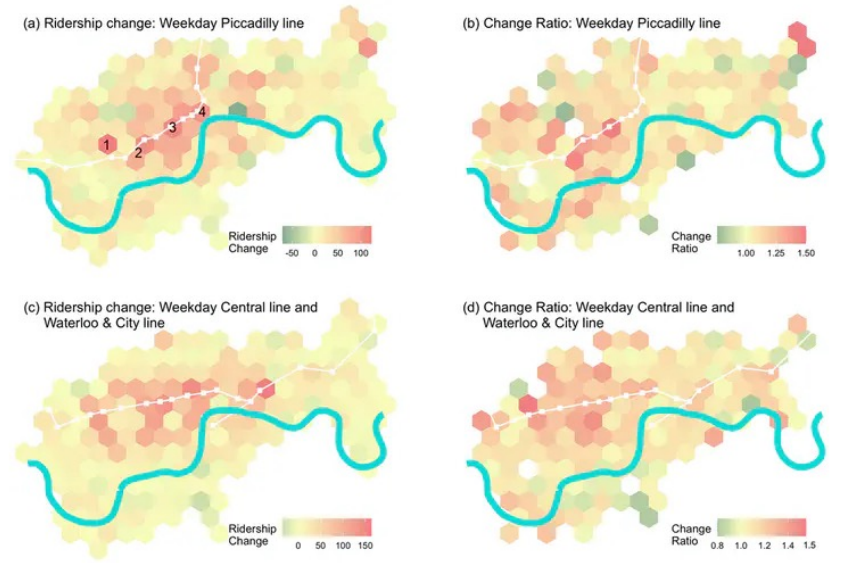
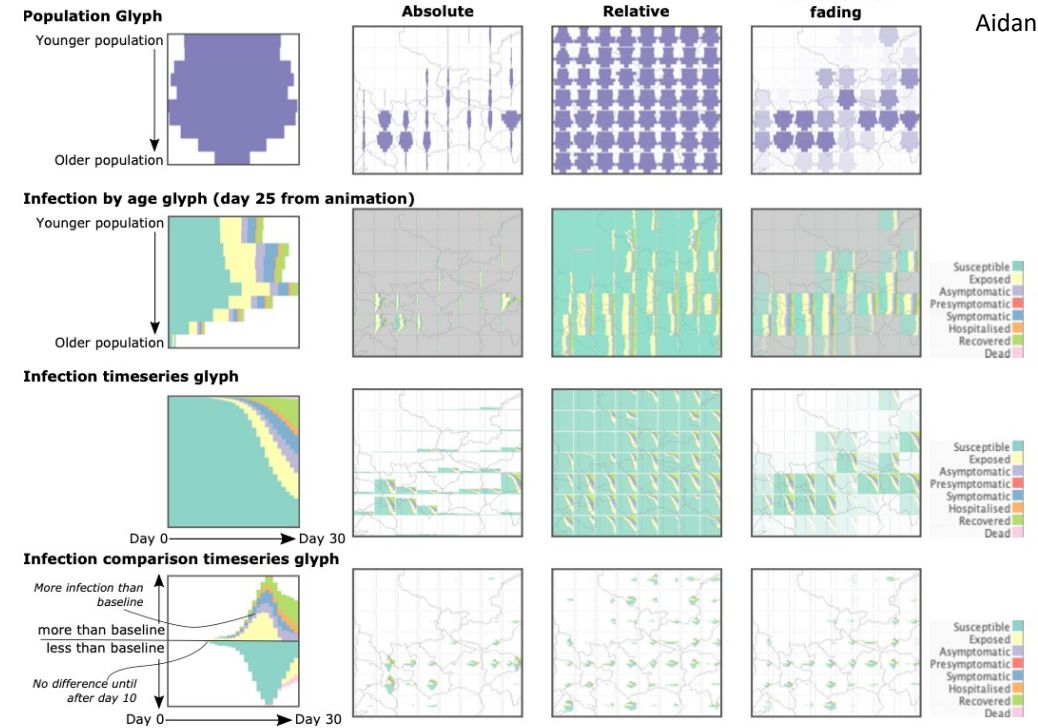
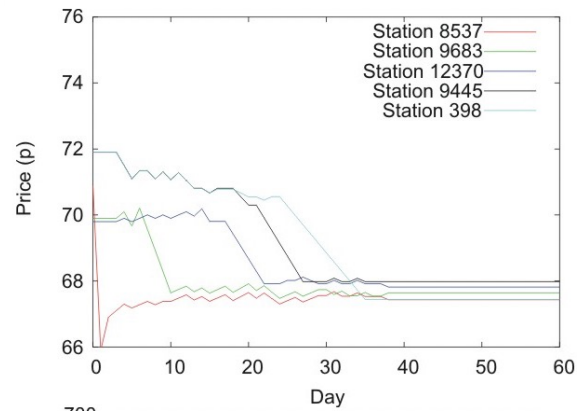
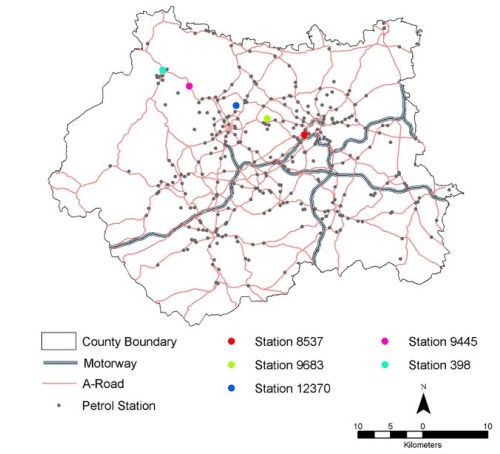
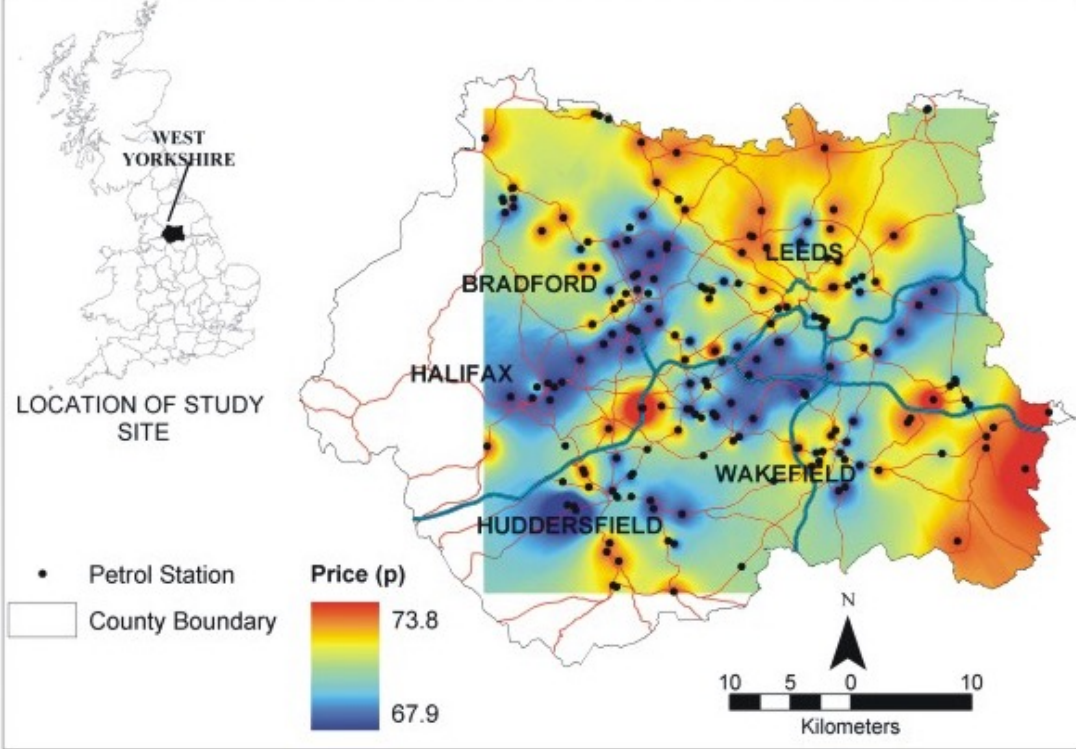
Rule initialisation and agent behaviour

- Opportunities for agents to 'learn' how to behave, based on rewards
- Deep Reinforcement Learning and other generative approaches enable production of rulesets that mimic humans
- Learning in 3D spaces allows agents to 'experience' cities like we do
- However – models very slow/difficult to calibrate, and may lead to unrealistic and unconstrained behaviours
- Inverse Generative Social Science





Visualisation



Heppenstall et al (2006); <https://www.jasss.org/9/3/2.html>



Data

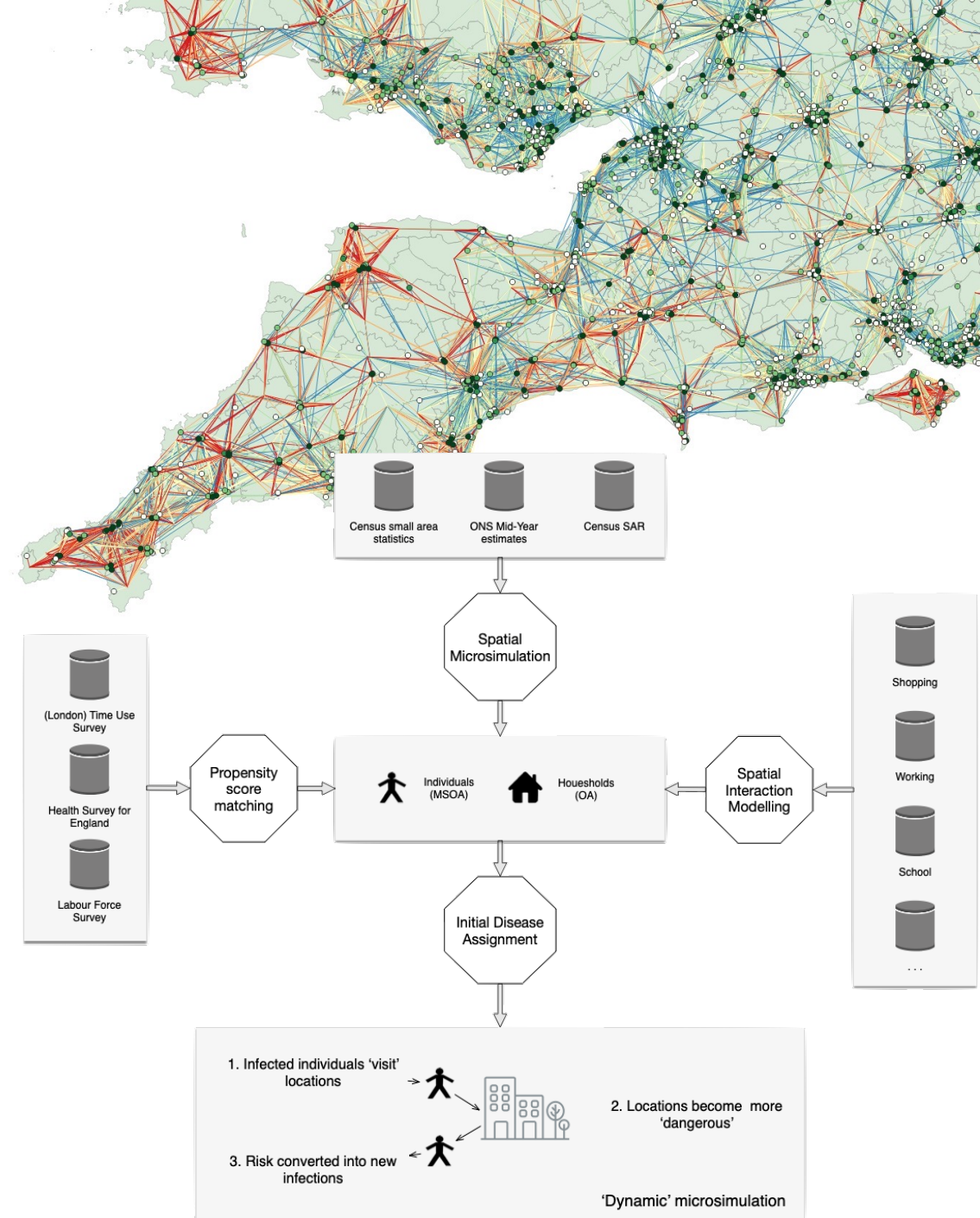
Data

- ABMs are typically very rich (high spatio-temporal resolution)
- But data are often much coarser (usually highly aggregated)
- Difficulties:
 - Pattern Oriented Modelling (POM: Grimm et al., 2005)
 - Identifiability



Example: Dynamic Model for Epidemics (DyME)

- Spooner et al. (2021)
- Part of the Royal Society Rapid Assistance in Modelling the Pandemic (RAMP) call
- COVID transmission model including dynamic spatial microsimulation, spatial interaction model, data linkage,
- Represents all individuals in a study area with activities: *home, shopping, working, schooling*
- Daily timestep

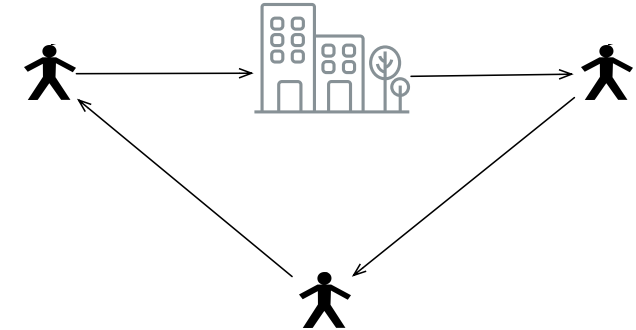


Dynamic Model for Epidemics (DyME)

- Incredible detailed model!
- Only data available for validation: COVID cases and hospital deaths
- Only quantify a tiny part of the transmission dynamics
- Modelling was the easy part ...
- No 'solution', but better use of the available data might help

Stage 1. Hazard Allocation

Individuals visit different locations (homes, schools, shops, workplaces.). If they are infected they contribute to the *hazard* in the locations they visit.

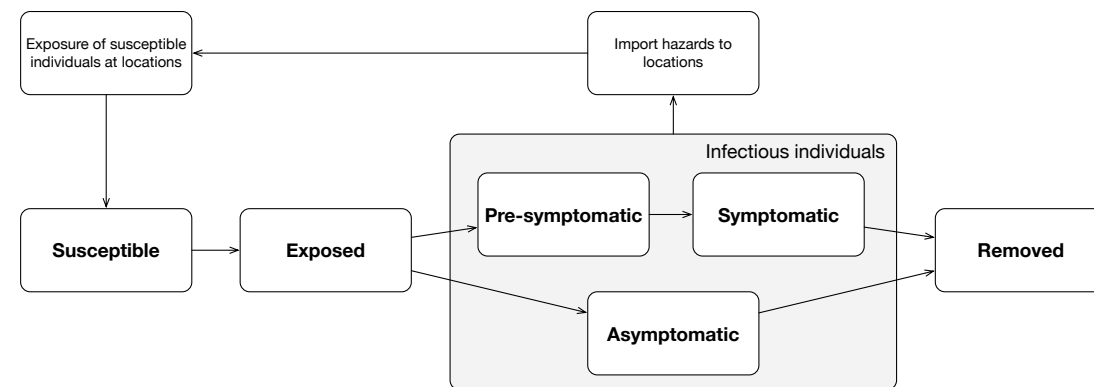


Stage 2. Exposure Estimation

Individuals are exposed to a hazard from the locations that they visit. These exposures cumulate so contribute to their overall exposure score

Stage 3. Disease Status Estimation

Exposure scores are used, amongst other attributes, to estimate the new disease status for all individuals



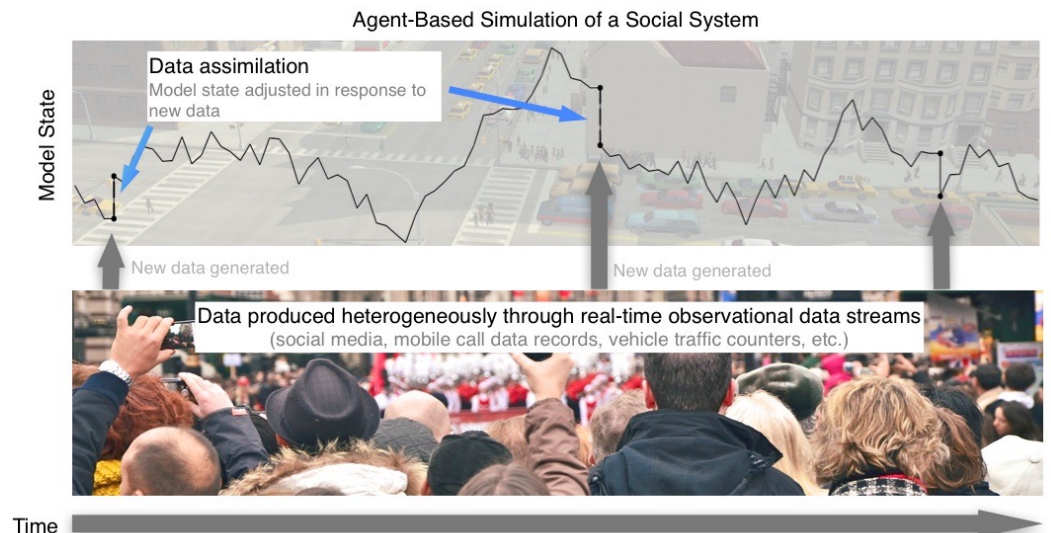
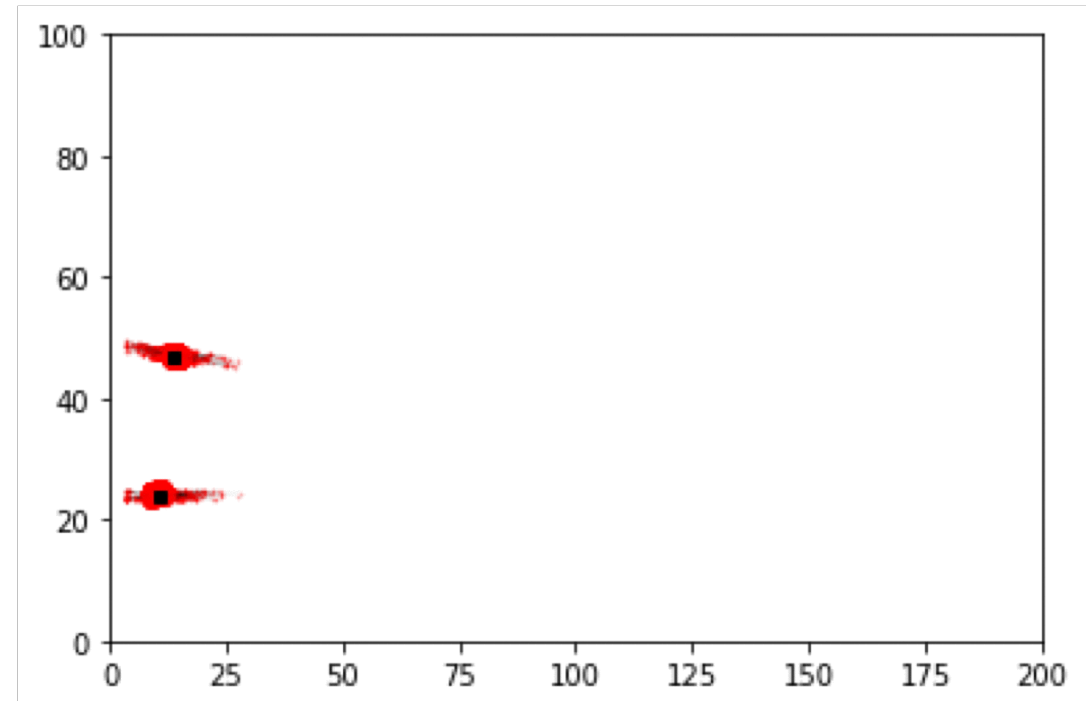
Data Assimilation for Agent-Based Models

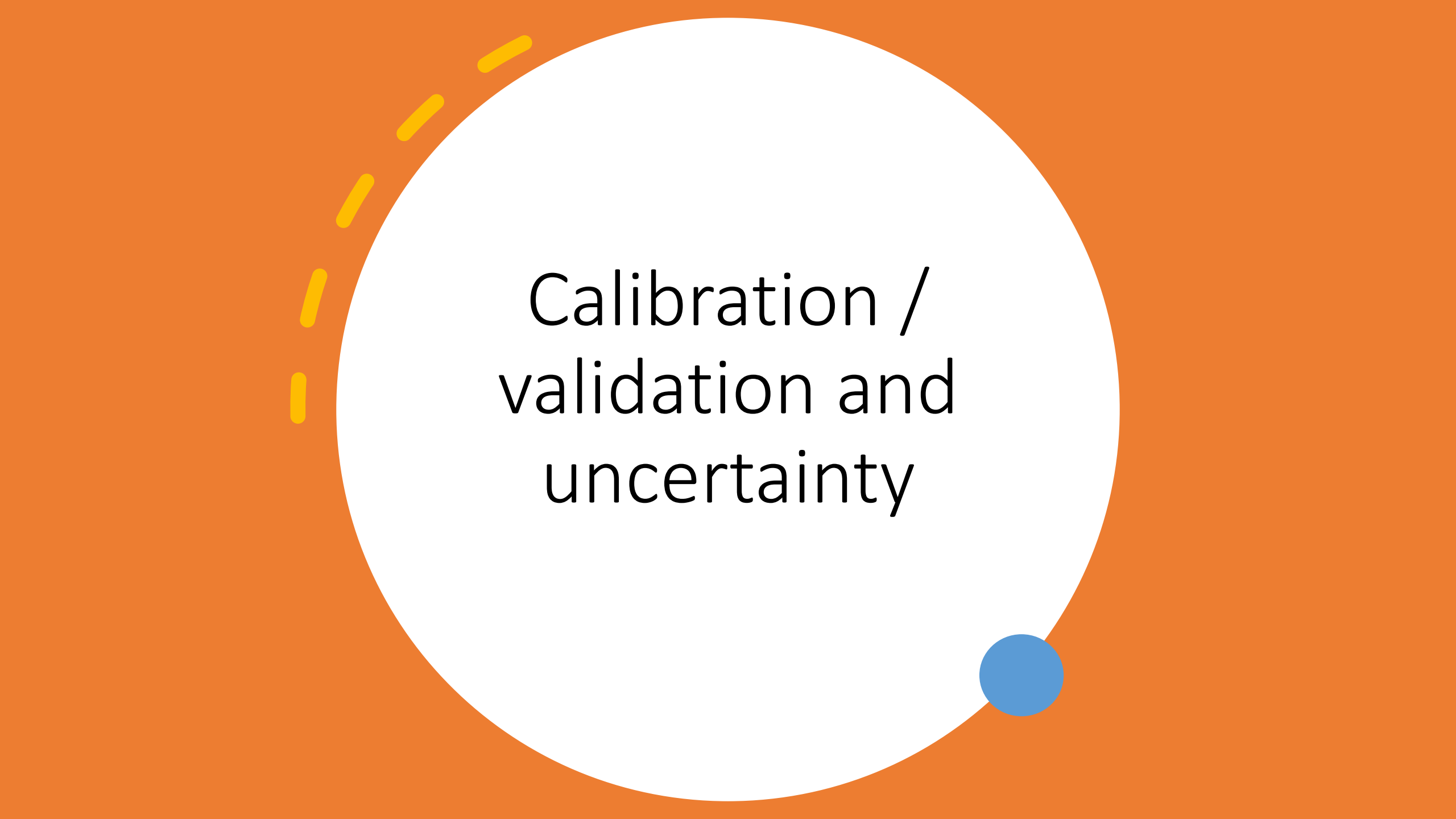
- We know that models will diverge from reality
 - Uncertainty in parameters, input data, model structure, etc.
 - Natural stochasticity
- How to keep models and reality aligned?
- Data Assimilation
 - Used in meteorology and hydrology to bring models closer to reality.
 - Try to improve estimates of the true system state by combining observations and estimates of the system state (the model)
- <https://dust.leeds.ac.uk/>



Data Assimilation for Agent-Based Models

- DUST project: experimenting with various data assimilation algorithms
 - (Ensemble / Unscented) Kalman Filter
 - Particle Filter
 - Quantum Field Theory
- Work towards large-scale, real-time urban ABMs
- For more information: <https://urban-analytics.github.io/dust/publications.html>





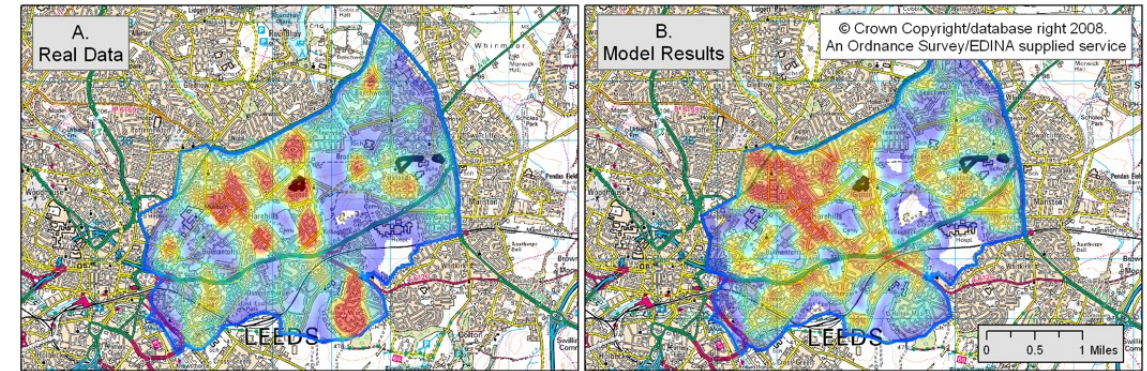
Calibration /
validation and
uncertainty

Calibration, Validation, and Uncertainty

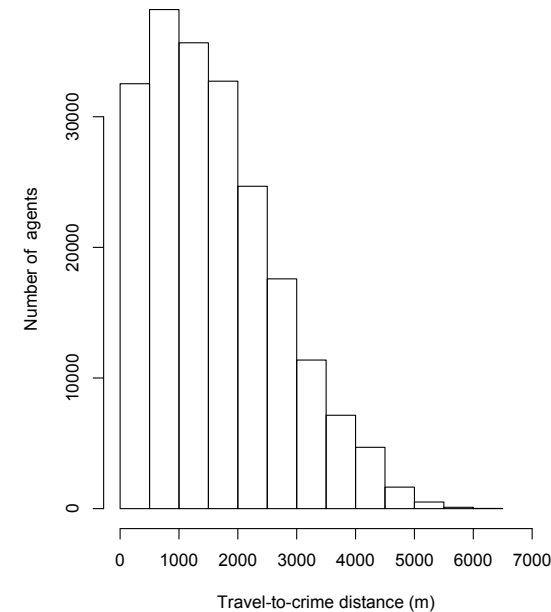
- Ongoing challenges for ABM (An et al., 2021)
 - Difficult to evaluate model at multiple scales
 - Limited data
 - Computationally expensive to run large numbers of models (a pre-requisite for many methods)



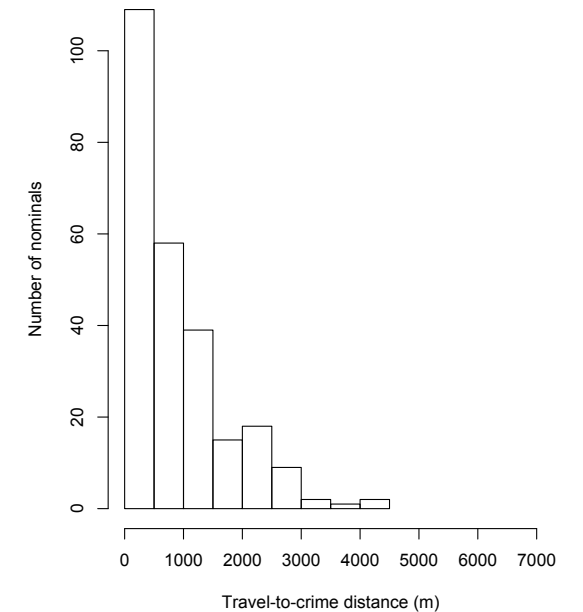
Calibration: 2001 Crime Data



Simulated Results



Observed Data



Malleson, N., L. See, A. Evans, and A. Heppenstall (2012). Implementing comprehensive offender behaviour in a realistic agent-based model of burglary. SIMULATION 88(1) 50-71

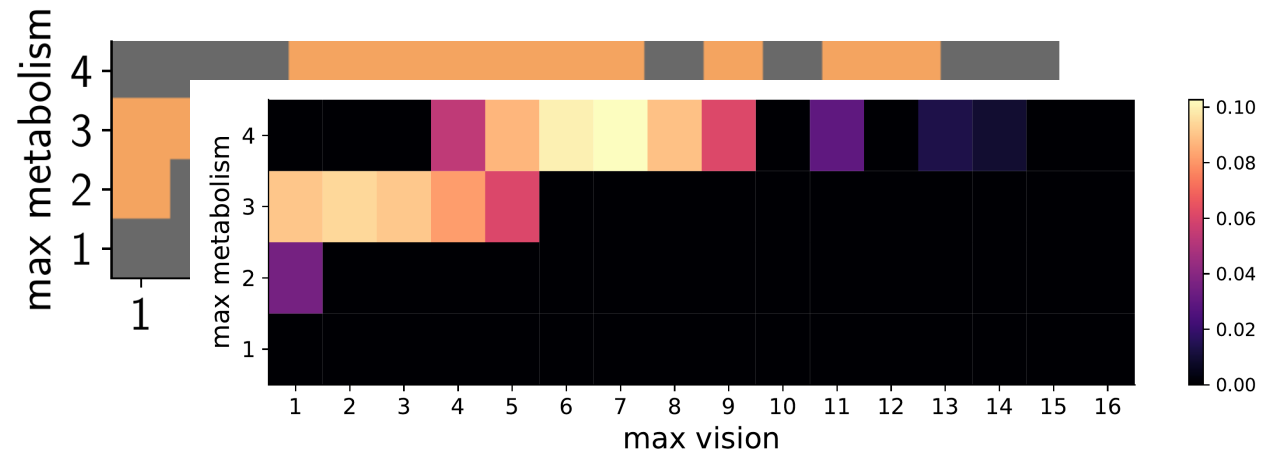
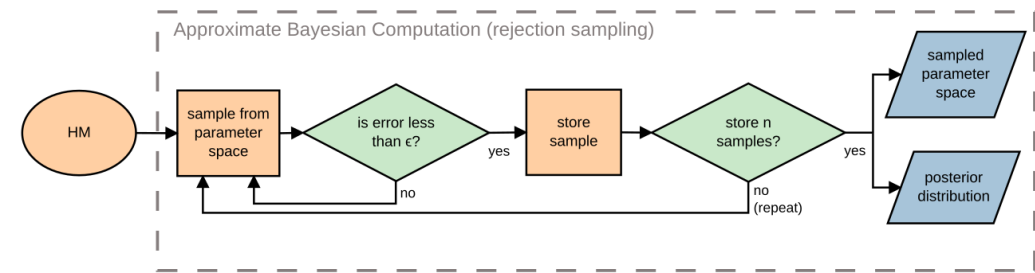
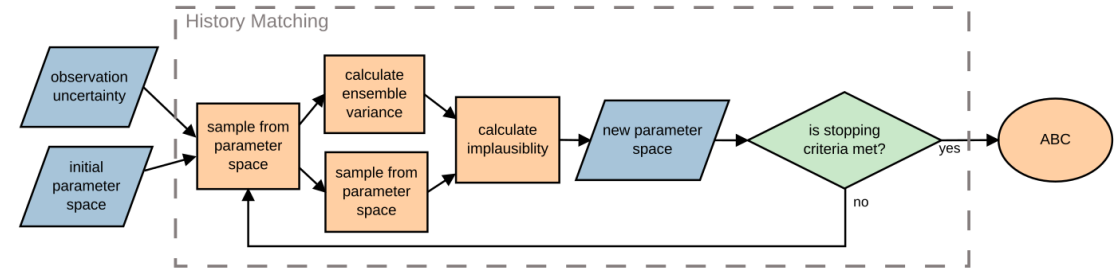
Calibration, Validation, and Uncertainty

- McCulloch (2022)
- Draw on **Uncertainty Quantification** for more **efficient calibration** and for quantifying **understanding uncertainty**:
- History Matching to quantify uncertainties and rule out implausible parameter ranges
- Approximate Bayesian Computation to find suitable parameter distributions

The screenshot shows the JASSSS journal website. The header includes the JASSSS logo, the journal's full name, and a description: 'JASSSS is an interdisciplinary journal for the exploration and understanding of social processes by means of computer simulation'. There is a search bar and social media icons. A navigation menu contains 'Homepage', 'Journal information', 'Journal statistics', 'Journal Content', and 'Contact us'. The article title is 'Calibrating Agent-Based Models Using Uncertainty Quantification Methods'. The authors listed are Josie McCulloch, Jiaqi Ge, Jonathan A. Ward, Alison Heppenstall, J. Gareth Polhill, and Nick Malleson. The article is from the 'Journal of Artificial Societies and Social Simulation' 25 (2) 1. The abstract text is visible, starting with 'Agent-based models (ABMs) can be found across a number of diverse application areas...'. On the right side, there is a table of contents for the article, listing sections like 'Abstract', 'Introduction', 'Background', 'Methods', and 'Experiments and...'. The 'Background' section includes sub-points like 'Uncertainty and agent based models', 'Calibration of agent-based models', and 'Approximate Bayesian Computation (ABC)'. The 'Methods' section includes 'History Matching (HM)', 'Approximate Bayesian Computation (ABC)', and 'A framework for robust validation: SugarScap example'. The 'Experiments and...' section is partially visible at the bottom.

Calibration, Validation, and Uncertainty

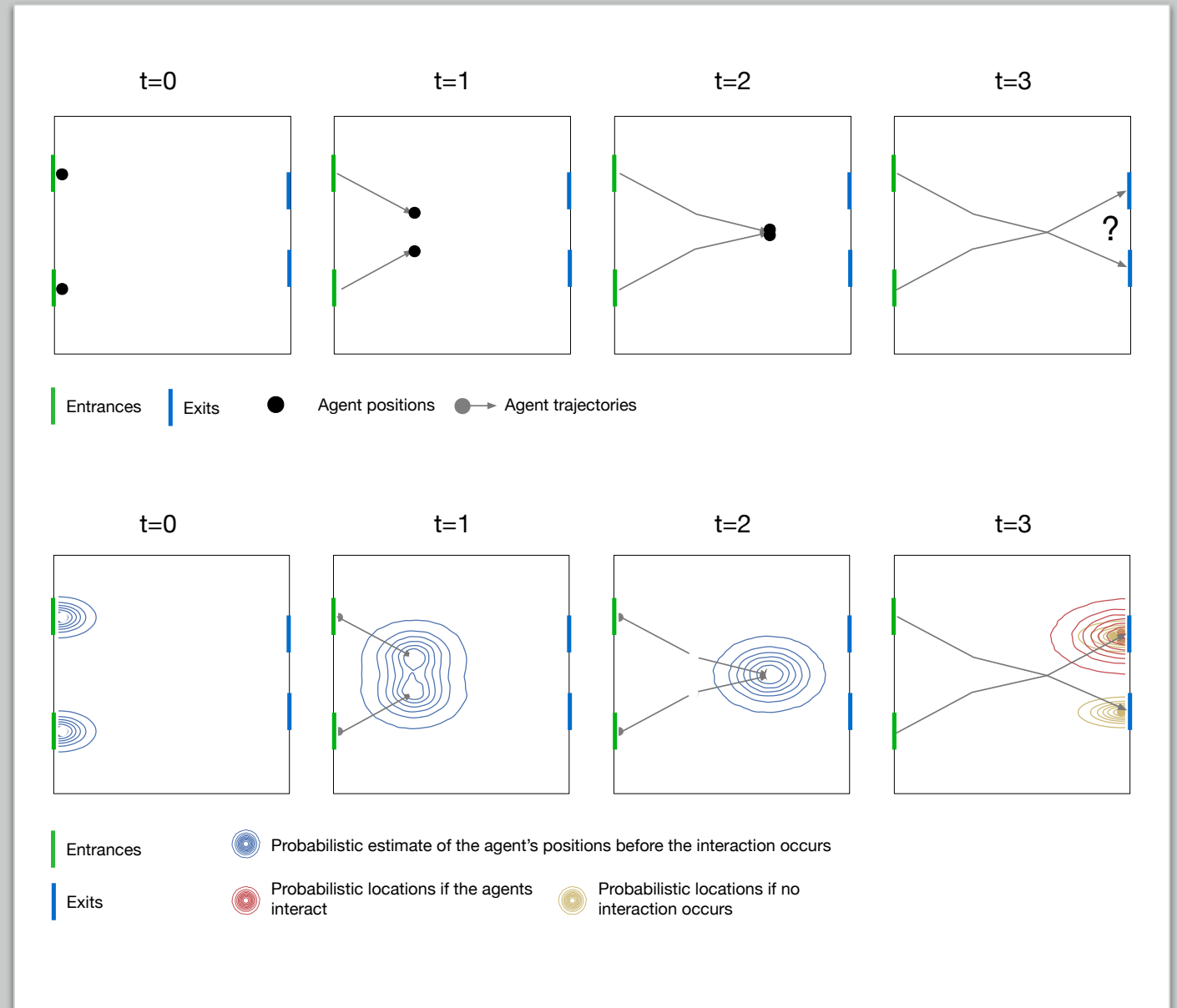
1. Define parameter space to be explored
2. Quantify uncertainties:
 - Model discrepancy (how well the model outcomes reflect the data)
 - Ensemble variance (how much the model varies with the same parameter values)
 - Observation uncertainty
3. Run History Matching to identify implausible parameter regions
4. Run Approximate Bayesian Computation, using uniform priors from HM



Source: McCulloch (2022): <https://www.jasss.org/25/2/1.html>

(An aside) Probabilistic Agent- Based Modelling

- Rather than running an ABM thousands or millions of times to explore its uncertainties, can we treat agents as fundamentally probabilistic?
- Instead of representing agents as points, represent them as probability distributions.
- Loads of questions about how this would work and what would happen, but might be worth exploring...





Computational Issues

Computational Issues

- ABMs are typically computationally expensive
- This prevents the use of more advanced methods (need 1000s+ model runs)
- Big computers can help
- But maybe if modelers were better at programming ...

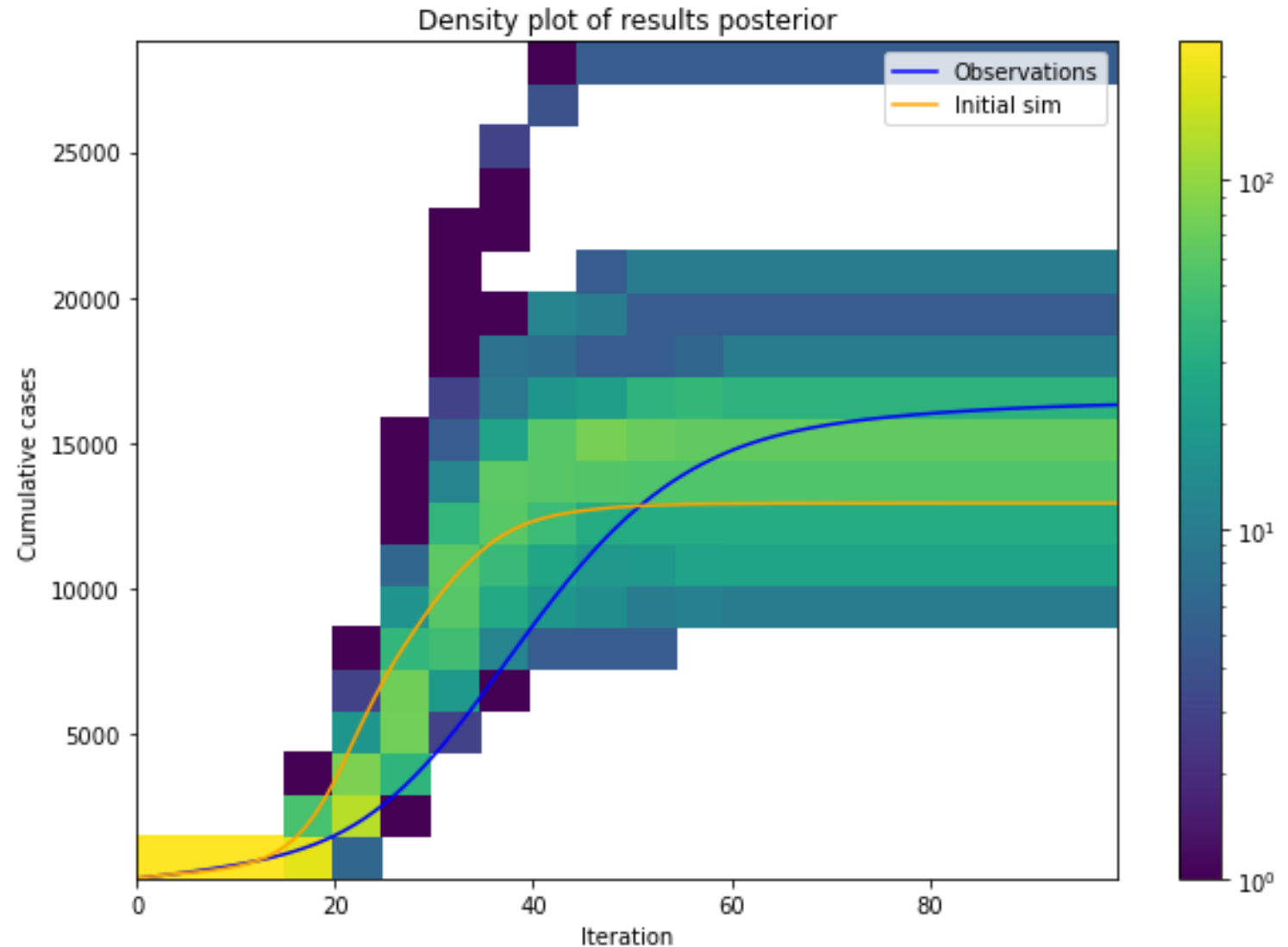


DyME Python and OpenCL

- Dynamic Model for Epidemics (DyME) applied to Devon
 - ~800,000 individuals
- Lots of interactions
- Python/R implementation:
 - 2 hours
- Rewritten by Improbable using OpenCL (python and C):
 - 5 seconds!
 - Opens new & exciting opportunities for model inference etc.

DyME Python and OpenCL

- Further benefits of fast model:
Approximate Bayesian
Computation
- Parameter inference
- Uncertainty in parameter
estimates and (future) model
predictions





Digital Twins

Digital Twins

The background of the slide is a vibrant, futuristic cityscape. It features several tall, illuminated skyscrapers, including one that resembles the Shanghai Tower. The buildings are rendered in a golden-yellow glow. Overlaid on this cityscape is a complex network of blue lines and nodes, representing a digital or data network. The overall aesthetic is high-tech and digital.

- Significant interest from government (and industry / academia) in digital twins
- Pieces coming together (SIPHER, DyME, QUANT, GALLANT...)
- Problems:
 - Data (and multi-level validation)
 - Compute
 - Sharing and linking models
 - Ensuring they are equitable

Summary

- Rule initialisation and agent behaviour
- Visualisation
- Data
- Calibration / validation and uncertainty
- Computational
- Digital Twins



Save the date: GIScience 2023

- We are delighted to announce that the **2023 GIScience conference** will be held at the **University of Leeds, UK**, from **Wed 13th - Friday 15th September 2023**

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