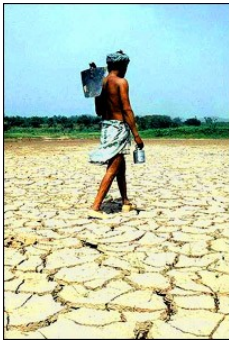


## Is Agent-based Modelling 'Real-world-ready'? - A Systematic Analysis



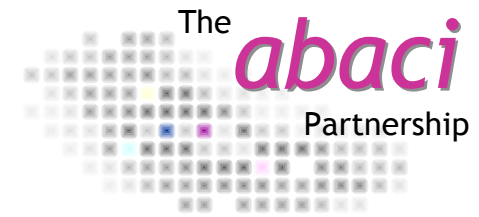
Patrick Beaument  
Research Director



A presentation to: UCL / Global System Dynamics Project

Date: 25 Nov 2009

# Aim, Context and Assumptions

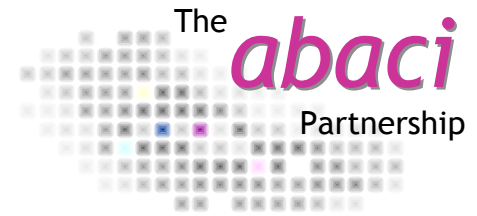


- Aim - to examine the assertion:

*Agent-based Modelling (ABM) is not yet 'real-world ready'*

- sub-aim: to consider what may have to be 'done differently' if the assertion proves to be justified
- Context - UK National Infrastructure for the 21<sup>st</sup> Century
- Assumptions, that the audience is:
  - fully familiar with ABM
  - also familiar with terminology and concepts from complexity science
- Given, that:
  - we all know models are wrong but that some are useful!
  - no one disputes Gödel's 'Incompleteness Theorem'

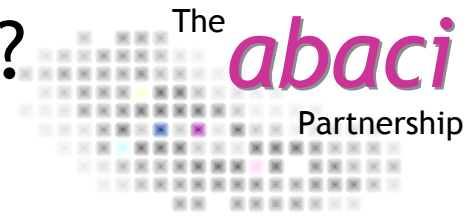
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[References are provided at the end of the Presentation]

# 1-1 Real-world ready (RWR) is what?



- To be real-world-ready is to be able to meet the needs of ***Practitioners*** - defined as:

"Those who have to engage with the *Complex Realities* of day-to-day life in their work"

- ***Complex Realities*** being defined as:

"Real-world situations which co-evolve with humans in some environment in a dynamic manner which cannot be stopped and which can only be changed through engagement and influence."

- Assertions:

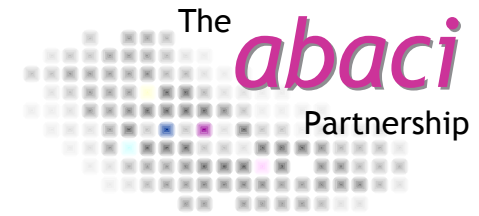
- "To be RWR, Agent-based Modeling (ABM) must be able to deal with the consequences of these Realities."
- "Real-world 'systems' are open and cannot be bounded".

# 1-2 Describing Complex Realities - a Thought Experiment



- Think of a fast-flowing river:
  - your task is to navigate down it to win a race,
  - the river contains rocks, rapids and whirlpools,
  - other people are already on the river, exploiting its dynamics to speed their journey
  - you can't get left behind, you must engage.
- How do you approach this task?
  - stand on the bank and measure and plan? That's not enough
  - do you have the capabilities to engage - to get on the river?
- The River is a metaphor for the kind of dynamic and complex operational environment we Practitioners face

# 1-3 Practitioners' view of Complex Realities

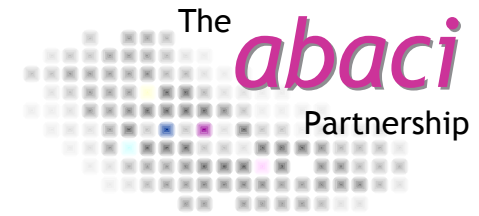


- To make effective decisions in complex environments requires us Practitioners to understand:
  - what causes (complex) phenomena to come about - we have to deal with the realities - can't 'assume' them away
  - how to engage with, shape and influence various types of dynamic phenomena
  - what we (and our partners) need to do differently when decision-making and acting in complex environments
  - how to specify capabilities which are suitable for use in complex environments - such that they are 'complexity-worthy' [in the way we expect things to be sea-worthy]
- We Practitioners do NOT need complexity science tutorials
  - but we do need to know how to put complexity to work more effectively. Can ABM help? Is it RWR?

# 1-4 Characterising Real-world Readiness

- What are the potential dimensions of RWR? Measured against the ability to address / deal with:
  - the past, the now, the future
  - scales and variety of contexts:
    - over time - milliseconds to millenia
    - over size - micro to macro
  - various degrees of certainty / knowability
  - various degrees of variety / homogeneity
  - dynamic, emergent 'on-the-fly' phenomena
  - various natures of interdependency / connectedness
- All too complicated - suggest assess RWR in terms Practitioners would understand . . .

# 1-5 Dimensions of Real-world Readiness

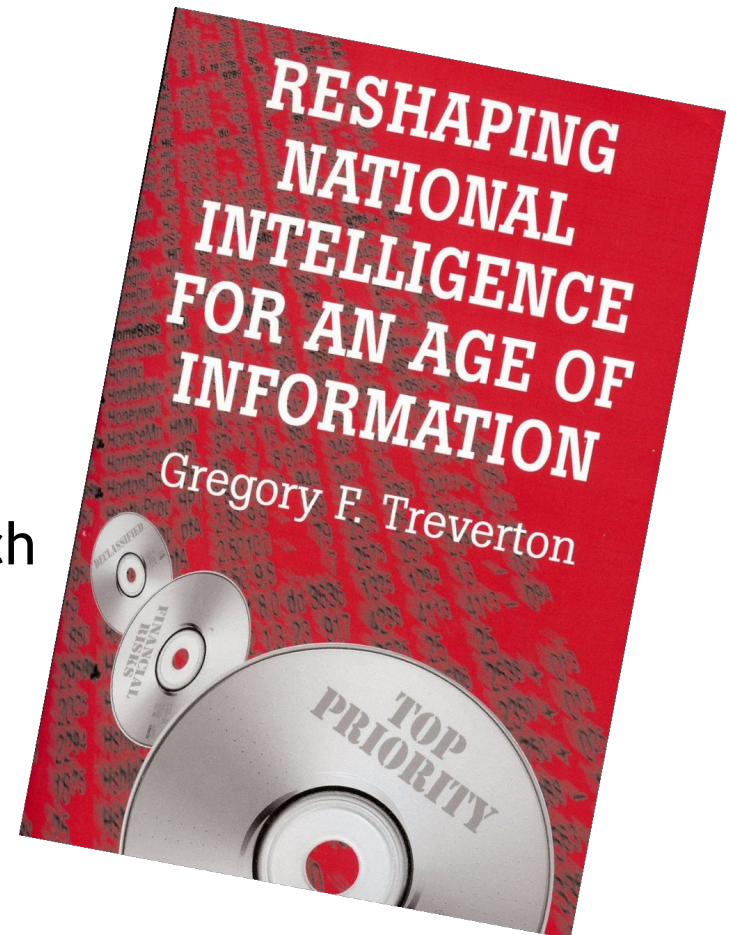


- This presentation will assess ABM against four dimensions - examining their ability to address a range of:
  - information qualities
  - problem solving and decision-making styles
  - types of phenomena
  - time horizons
- This will provide a framework for systematic analysis
- In addition, this presentation will touch on previous research which has:
  - documented the level of performance of agents in general
  - indicated the challenges to be addressed

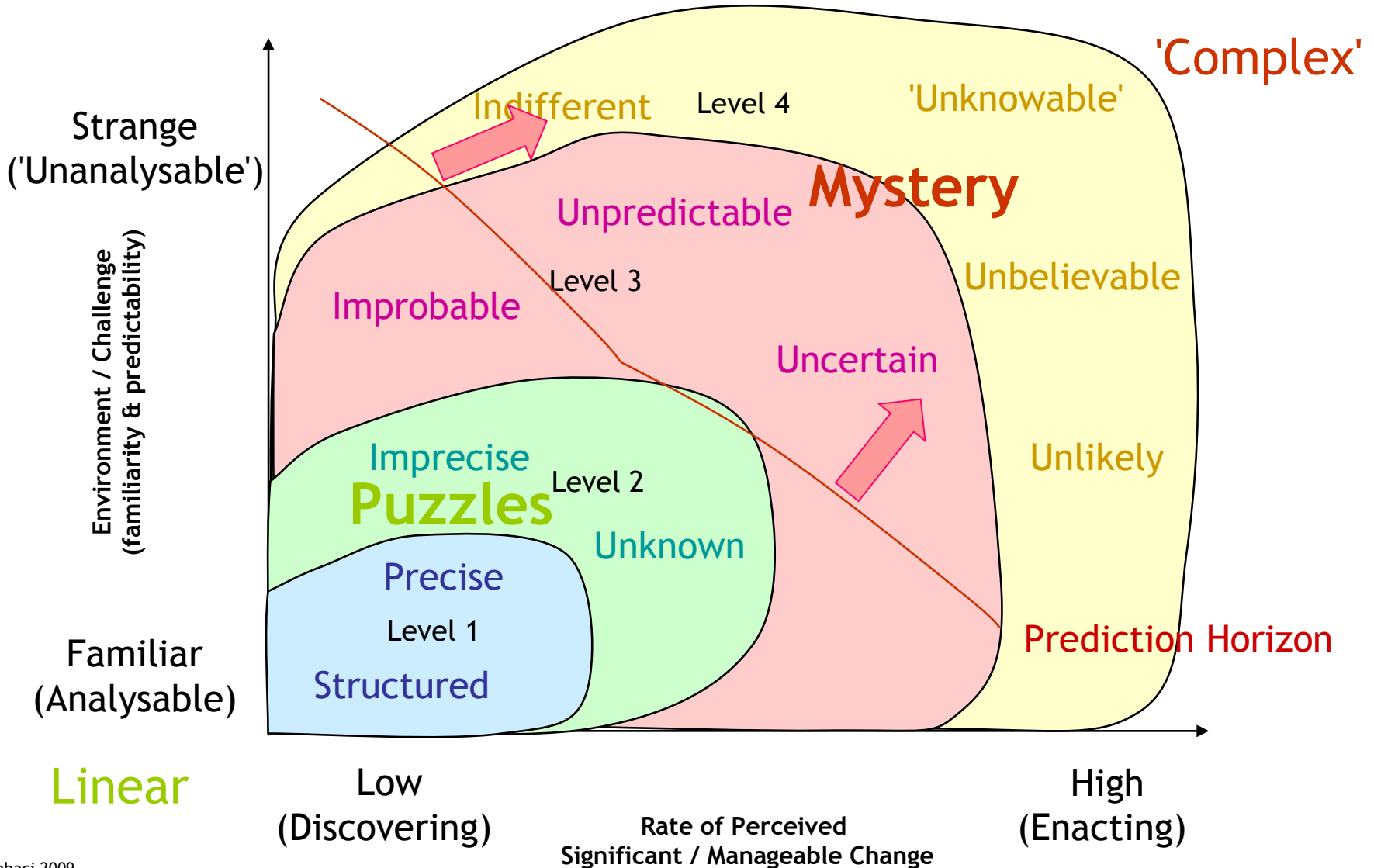


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# 2-1 Four Information Qualities



# 2-2 Information Qualities in Detail

Chaotic

Humanistic / Inductive	Level 4 - Command - led (in-tractable)	<p>Strange and unconstrained mysteries (mind games): <b>Unknown unknowns</b></p> <ul style="list-style-type: none"> <li>• One is involved in transforming a situation to inform games</li> <li>• Implicit IRs, e.g. how can I get out of this mess?</li> <li>• Information is about potential - the present is too disordered</li> <li>• Approach cannot be procedural - intuition / judgement</li> </ul>
------------------------	--	---

Conceive possible futures

## Mysteries

Complex

Deductive	Level 3 - Intelligence - led (uncertain)	<p>Hypothesis testing (purposeful sense-making): <b>Unknown knowns</b></p> <ul style="list-style-type: none"> <li>• One is playing multi-level games - engagement is essential</li> <li>• Conditional IRs, e.g. what might happen if allegiances change?</li> <li>• Information is equivocal - many viewpoints</li> <li>• Hypotheses require creativity, testing can be systematic.</li> </ul>
-----------	--	--

Explore alternative hypotheses

## Levels of Information Quality

Predictable

Deductive	Level 2 - Intelligence - led (tractable)	<p>IPB / COA analysis (directed sense-giving): <b>Known unknowns</b></p> <ul style="list-style-type: none"> <li>• One is playing a game with fixed and known pieces, board and rules</li> <li>• Hedged IRs, e.g. alternatives - routes to select from</li> <li>• Information is deducible - options and pay-offs.</li> <li>• Processing can be procedural, but only gives probabilistic results</li> </ul>
-----------	--	--

Solve (discover) puzzles

## Puzzles

Routine

Mechanistic / Constrained	Level 1 - Observation - led	<p>Soak up everything (viewing - 'dumb sensing'):</p> <ul style="list-style-type: none"> <li>• Observe parameters within a fixed space</li> <li>• Definite IRs, e.g. details of a route</li> <li>• Information is observable fact.</li> <li>• Processing can be procedural, gives definitive results</li> </ul>
---------------------------	-----------------------------	---

Analyse the Past - Classify

# 2-3 ABM and Puzzles and Mysteries

- Mystery: eg Resilience across CNI (involves emergence, imagination, creativity)
  - Have no / little knowledge of the nature or extent of the problem
  - Build theories / hypotheses or 'fantasies' (often based on bits of evidence / patterns)
  - Project the 'models' in to the world and compare to the (multiple) perceptions of the world - inconsistency / 'contradiction' must be allowed to co-exist
  - Consider multiple indicators / weights of evidence that might exist / be required
  - Carefully direct the sensing (may shake the tree first) to support / refute etc
  - No 'final, correct' answer, instead: judgement, assessment, probability etc
- Puzzle: eg, Logistic scheduling (can be a procedure)
  - Know the puzzle (bound the problem) and what is missing
  - Able to classify the missing item(s) and describe it in 'fact-like' terms
  - Able to search for the missing item(s)
  - Able to identify what search result or item collected is the missing one
  - Able to fit the new fact in the puzzle and confirm it is the 'right' piece

**This area largely intractable for ABM - human dimension critical**

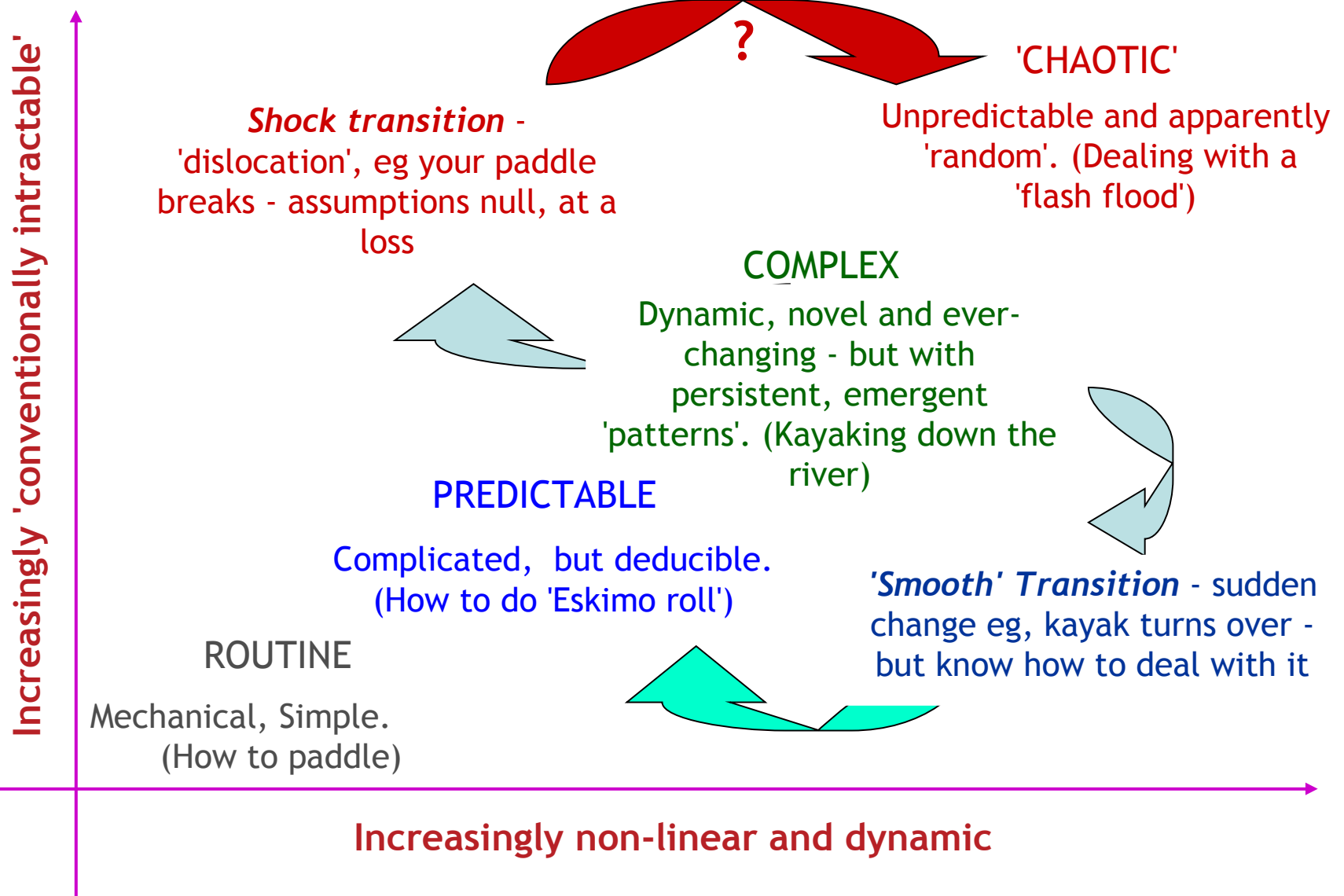
**This area tractable for ABMs - knowable and collectable**

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# 3-1 Types of Phenomena

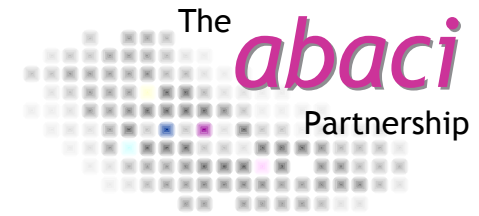


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# 4-1 Decision-making strategies



- Group 4 - Consider possible futures:
  - Enact: conceive futures, probe, hypothesise, seed
- Group 3 - Engage and influence:
  - Explore: engage, perceive, adapt, influence
- Group 2 - Planning and control:
  - Discover: sense, analyse, plan, respond
- Group 1 - Analysis of the past:
  - View: sense, recognise, react



# 4-2 Match Approach to Phenomena

<b>Chaotic</b>	<b>SMEs (analyse fractals / attractors)</b>	<b>No capability</b>	<b>Luck</b> <i>Possibilities</i>	<b>Imagination / brainstorming</b>	<b>Perception of Phenomena</b>
<b>Complex</b>	<b>Operational analysis / intelligence</b>	<i>Probabilities</i> <b>Develop Contingencies</b>	<b>Good leadership</b>	<b>Crisis Teams</b>	
<b>Predictable</b>	<b>'Detective work' analysis</b>	<b>Planning and scheduling tools</b>	<b>Policy</b>	<b>'Estimating process'</b>	
<b>Routine</b>	<b>Collation and cataloguing</b>	<b>Orders and reporting</b>	<b>Standardised procedures</b>	<b>Rule following</b> <b>Prediction Horizon</b>	
	<b>Group 1: For Analysis of the Past</b>	<b>Group 2: For Planning and Control</b>	<b>Group 3: To Engage and Influence</b>	<b>Group 4: Consider Possible Futures</b>	

# 4-3 Corresponding 'Tools'

	Group 1: For Analysis of the Past	Group 2: For Planning and Control	Group 3: To Engage and Influence	Group 4: Consider Possible Futures
Chaotic	Need outputs in practitioner language	GAP: needs new thinking	Robust Leadership Exercises	Need to stop
Complex	Adaptive Modelling	Complexity Frameworks	Transformational Doctrine	Robust Brainstorming: Human-centred analysis using new, challenging mindsets
Predictable	Scope for adapted tools	Network Analysis	Scope for adapted 'tactics'	World gaming'
Routine	No Gaps	No Gaps	No Gaps	No Gaps

**People**

**Strategies**

**Abstract i2**

- A No change
- B Adapt
- C New approaches
- D Transformation

# 4-4 Complex realities - Assessment Cube

National Infrastructure for the 21<sup>st</sup> century is where?

Group 1:  
For Analysis  
of the Past

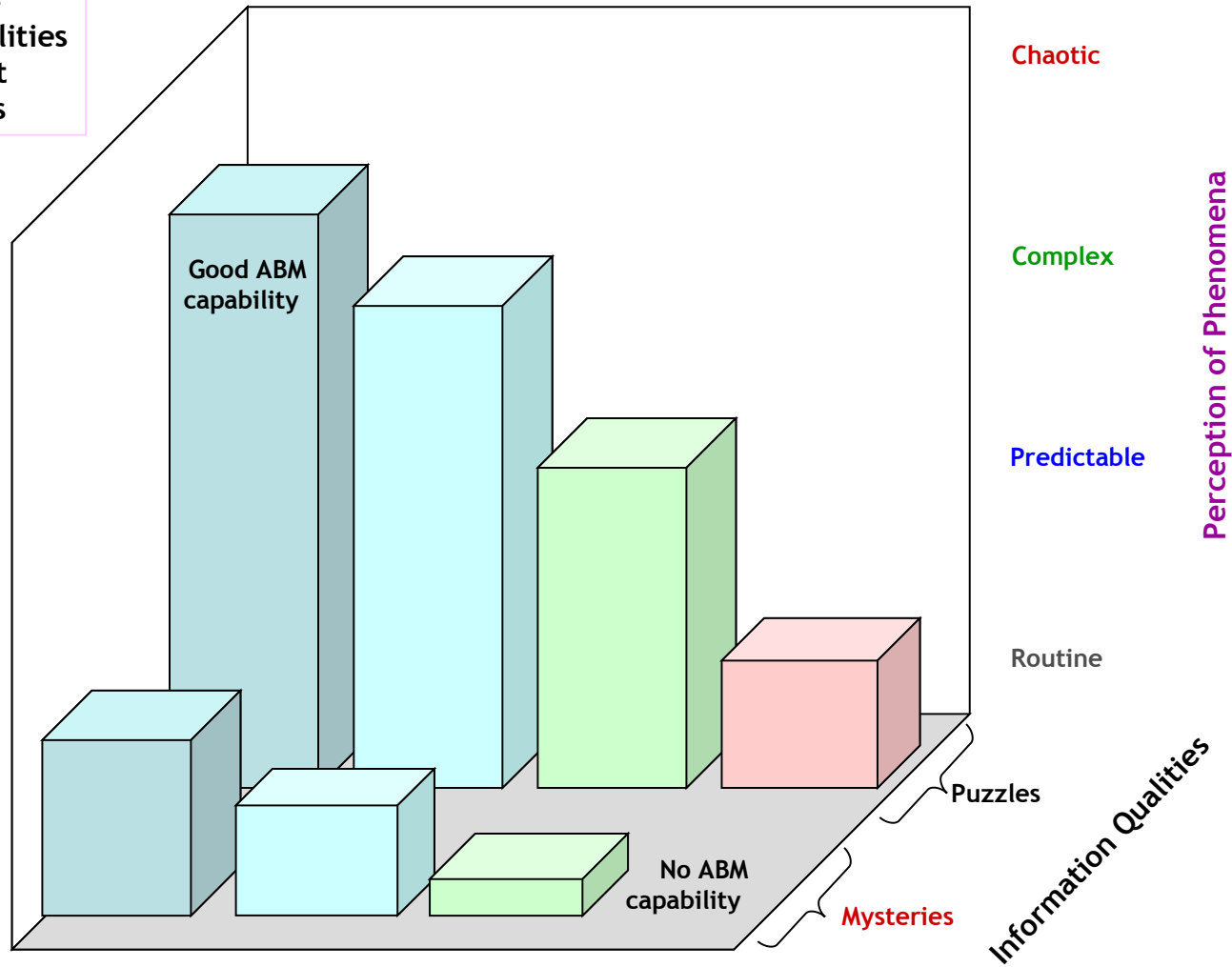
Group 2:  
For  
Planning  
and Control

Group 3: To  
Engage and  
Influence

Group 4:  
Consider  
Possible  
Futures

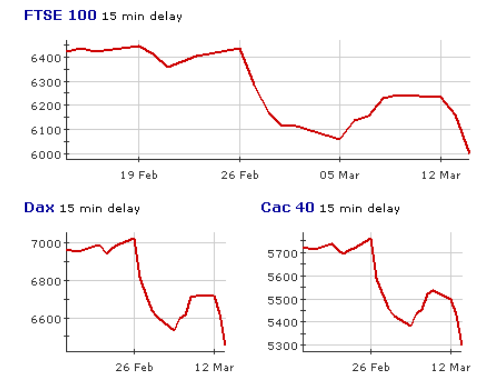
Volume of Cube =  
Space of Complex Realities  
Practitioners must  
be able to address

Height of Bar =  
ABM's Degree of  
Real-world  
Readiness

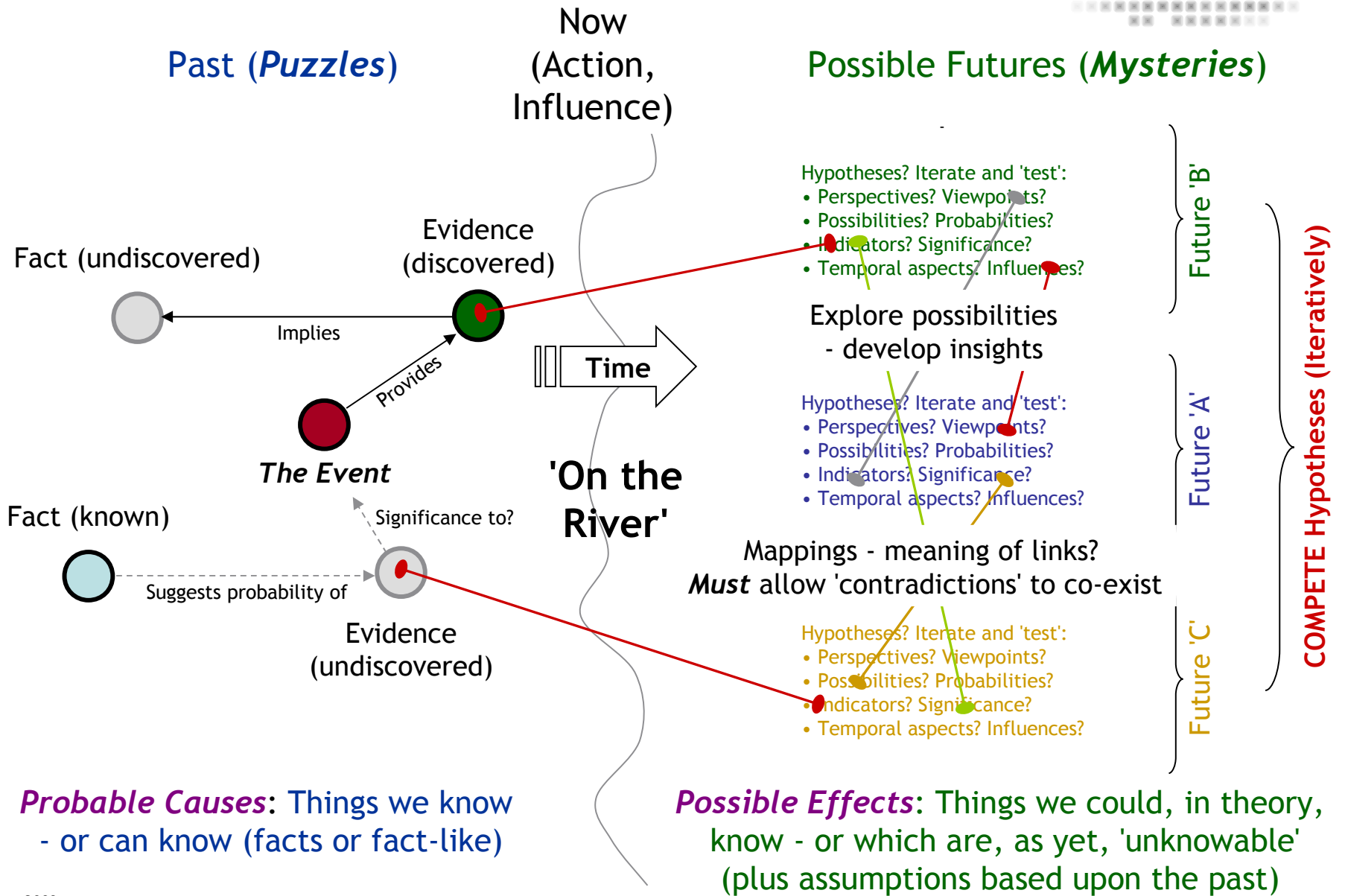


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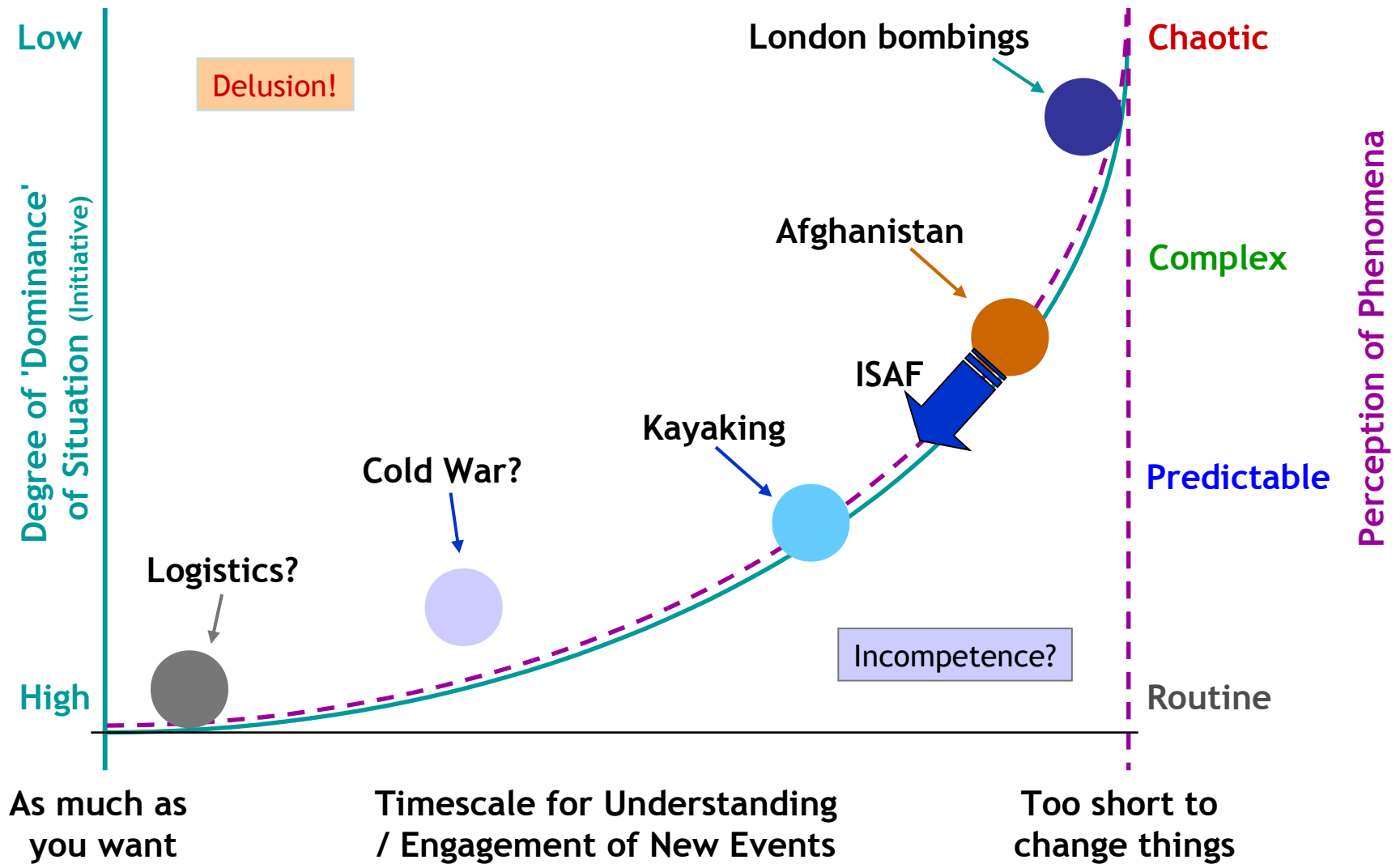
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# 5-1 Temporal Aspects



# 5-2 Practitioners' Complex realities - which parts can ABM address?

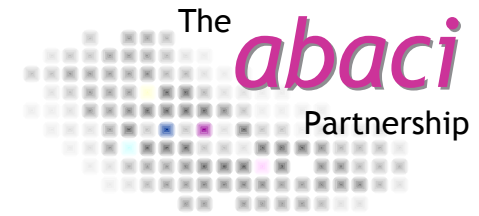


# 5-3 Issues of cross-scale Interactions

- Human-machine 'symbiosis' (extend into cyberspace)
- Human society, structures and machines
- Socially intelligent beings who conceive futures
- Tribal, co-operative creatures
- Stereo-vision air-breathing creatures
- Fast 'pack' land animals
- Purposeful creatures
- 'Sensible', free-moving creatures
- Self-\*, cell-based forms
- 'Stable' biological environment
- 'Stable' geo-chemical environment
- Large-scale to sub-nano-scale structures and forces

All are,  
potentially,  
significant  
actors  
in Real-world  
Complex  
Realities

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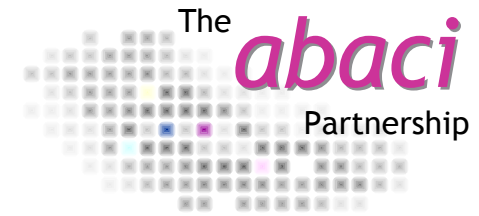


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[References are provided at the end of the Presentation]



# 6-1 Some Relevant Research



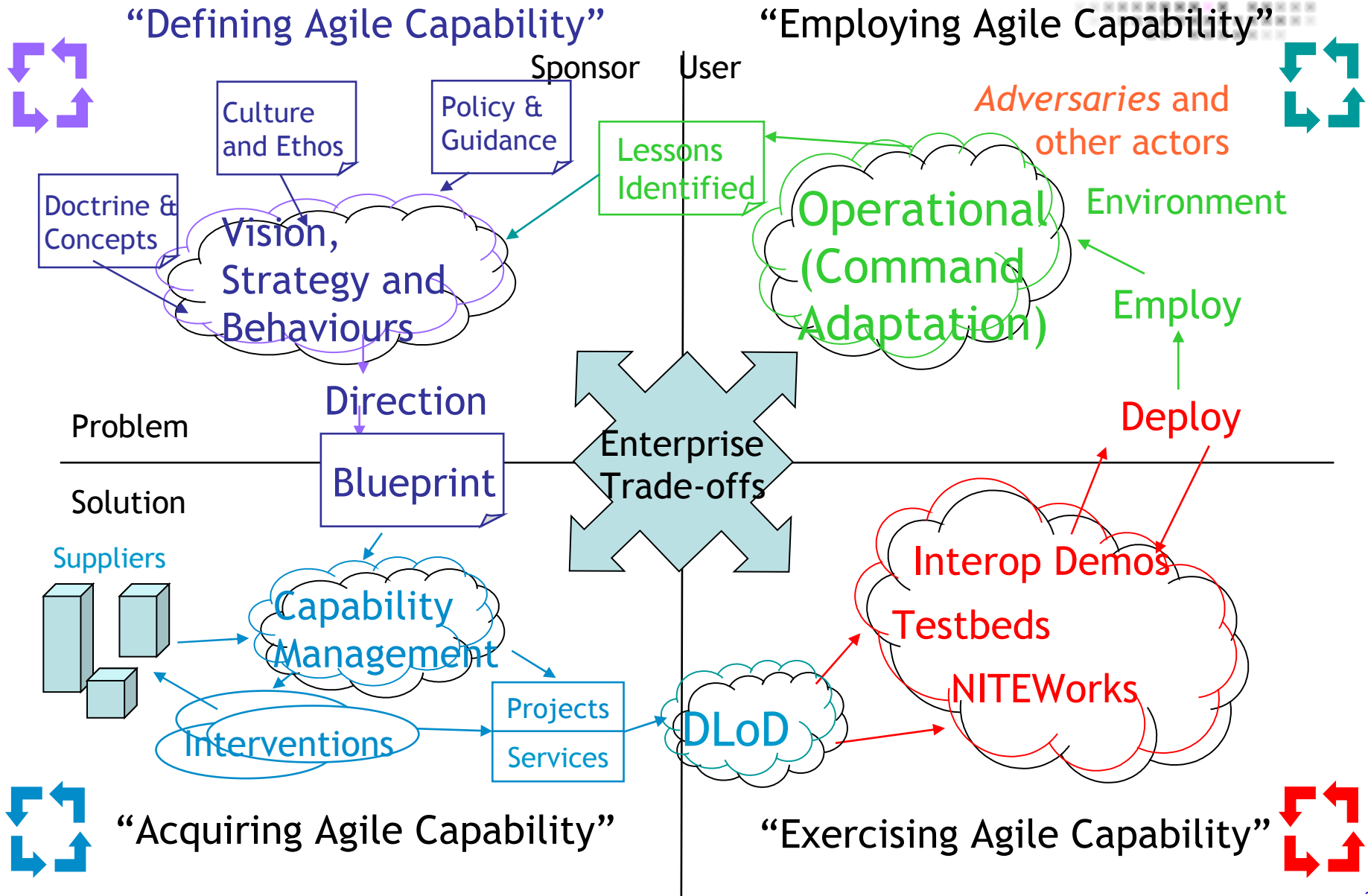
- DAMAS: Defence Applications of Multi-agent Systems:
  - Beautement, P. Allsopp, D. Greaves, M. Goldsmith, S. Spires, S. Thompson, S. Janicke, H. 'Autonomous Agents and Multi-agent Systems (AAMAS) - Issues and Challenges' published in "Lecture Notes in Computer Science". From: [http://dx.doi.org/10.1007/11683704\\_1](http://dx.doi.org/10.1007/11683704_1). Applications of Multi-Agent Systems: International Workshop, DAMAS 2005, Utrecht.
- NASA / AMES:
  - Making Agents Acceptable to People. Bradshaw, J. M., Beautement, P., Breedy, M. R., Bunch, L., Drakunov, S. V., Feltovich, P., Hoffman, R. R., Jeffers, R., Johnson, M., Kulkarni, S., Lott, J., Raj, A. K., Suri, N., & Uszok, A. (2003). In N. Zhong and J. Liu (Eds.), Handbook of Intelligent Information Technology. Amsterdam: IOS Press / Springer, 2004.
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# 7-1 Is ABM Real-world ready?



# 7-2 Heterogeneous Realities

## Collaboration

Politicians  
Diplomats  
Economists

Compatible relationships and feasible, agreed 'join action'

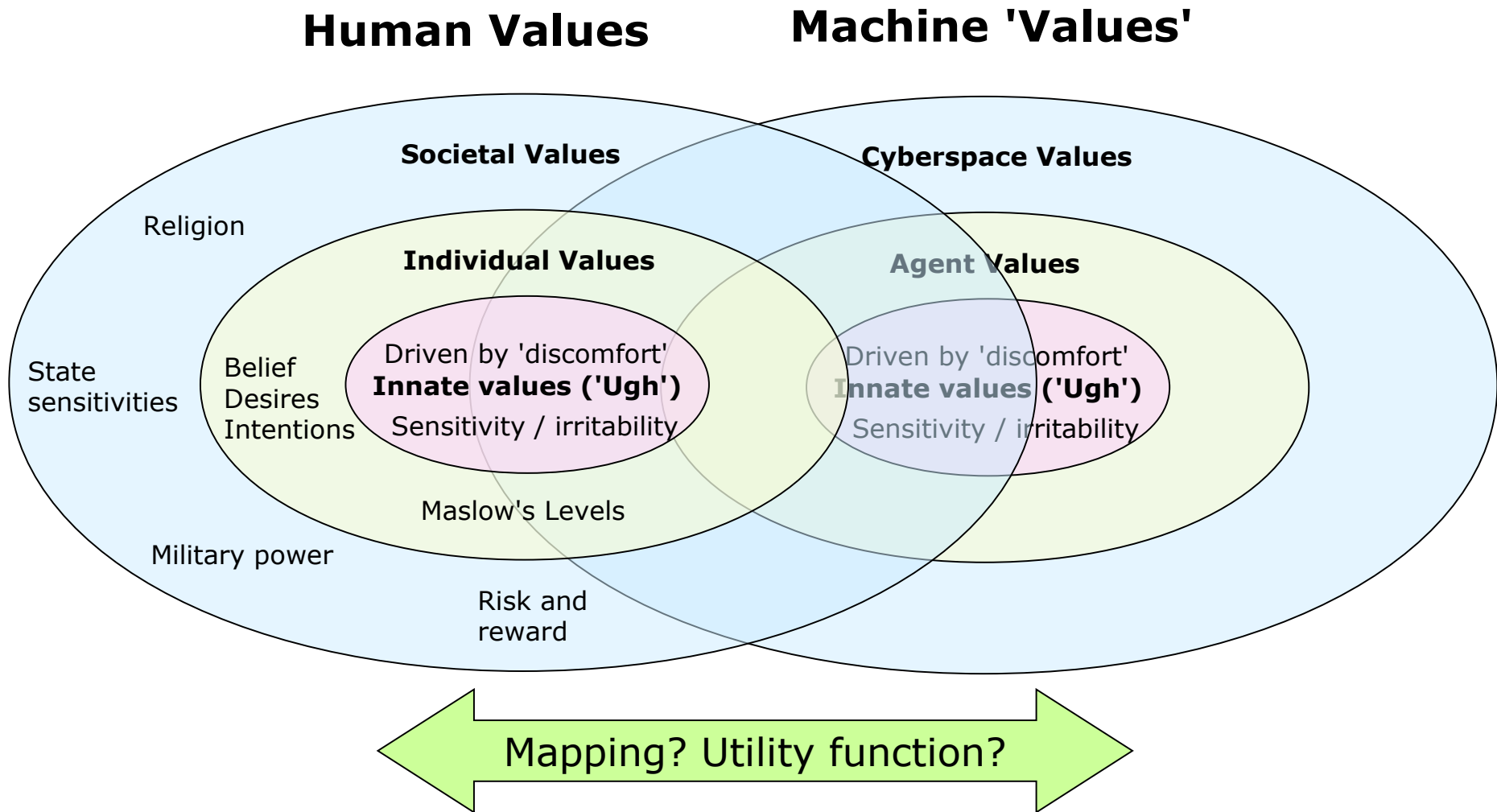
## Confrontation

<p>Control through 'contracts' (to maintain purpose)</p>	<p>Aim: Dominance (Ambiguous conditions)</p>	<p>Crisis (Decisive acts)</p>
<p><b>Command</b></p>		
<p>Influence through 'coercion' (to maintain cohesion)</p>	<p>Aim: Cooperation (Ambiguous conditions)</p>	<p>Tension ('Posturing' / standoff)</p>

## Conflict

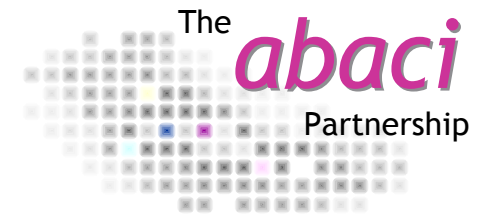
**Assumes an identifiable opponent and a clear aim**

# 7-3 Is ABM Real-world ready?



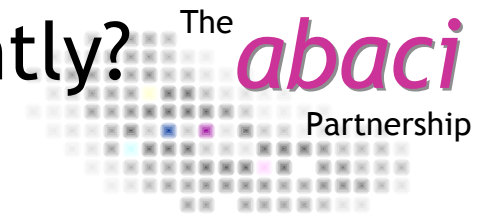
The machine 'value-space' has its own drivers which, innately, are not the same as those in human-space. For agents to reason on our behalf, it is necessary to perform some mapping. The question is, what are the meaningful equivalents in terms of what can be sensed / perceived / reasoned about / effected etc?

# 7-4 Is ABM Real-world ready?



- In Practitioners terms?
  - *No, ABM is not RWR*
- In academic terms?
  - *Yes, for certain applications*
- Impediments:
  - The space of Complex Realities extends into that part which is inaccessible to machines / machine representations
  - ABMs lack the necessary requisite variety for RWR solutions
  - Lack of appropriate data (knowability / collectability)
  - Computability - impossible across scope, level, scale
    - The 'Deep Thought' / "The answer is 42" effect\*

# 7-5 What needs to be done differently?

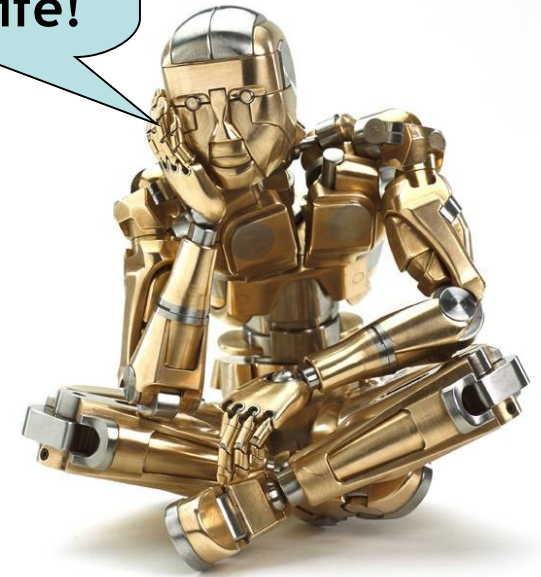


- For agent-based modellers:
  - acknowledge the consequences of the Complex realities:
    - be pragmatic about the bounds on modelling
  - in terms related to the Practitioners' context / perceptions:
    - clearly express assumptions, limitations and constraints
    - engage in a dialogue about the relevance of the model
- For Practitioners, be able to understand:
  - the scope / relevance of the model's 'results'
  - their options / request appropriate techniques
  - apply 'common sense'
- For both: a toolset 'Symptom Sorter' is required:
  - work going ahead *based on the four dimensions described*

# Questions?

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**Life! Don't  
talk to me  
about Life!**

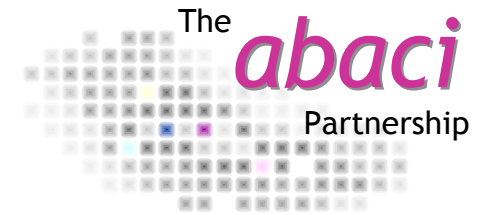


\* Mark Ho





# 0-0 Some References



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## 0-0 Michael Batty - ECCS'09

We do not have any idea how the people in our models will adapt to change and this is not new. The very fact a generation ago we thought that we could treat cities in equilibrium is testament to the limits to our knowledge.

But I believe that what all this is showing is that we need new forms of intelligence system to deal with the future where we will have many different models running in parallel, mediated in a context that seeks to 'inform' rather than to 'predict'. The quest is to find the appropriate milieu in which to act in this way.

