Live Simulations

Blue Sky Ideas Track

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ABSTRACT

The next exciting step for large-scaled, data-driven, agent-based simulations is to make them *live*. In this article we describe what is meant by a live simulation, how this concept goes beyond the state of the art, why this would be transformative in multiple domains, and a path for achieving this vision. We discuss the major challenges to building live simulations covering aspects such as (i) data integration and unification, (ii) time scales and spatial resolutions, and (iii) simulation model scalability covering both computational tractability and sparse data, all with an eye on progress on various fronts that can be integrated towards realizing this vision.

ACM Reference Format:
Samarth Swarup† and Henning S. Mortveit†‡. 2020. Live Simulations. In *Proc. of the 19th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2020), Auckland, New Zealand, May 9–13, 2020,* IFAAMAS, 5 pages.

1 INTRODUCTION

By "live simulations" we mean large-scale, agent-based simulations that are coupled with real-time data feeds. Supporting this has many implications, challenges, and applications which we detail using three application domains ordered by their increased complexity for creating live simulations:

- Disaster response
- Real-time epidemiology
- Computational social science

In each case, a live simulation would involve live data feeds as well as a simulation, i.e., models that allows forward projection from current conditions. In this paper we discuss the challenges in more detail, as well as ongoing research threads across domains that together can help realize the vision of live simulations. We consider this a blue sky idea since (a) it is well beyond the state of the art, (b) if achieved, it would be transformative, and (c) the path to achievement is possible but very challenging.

1.1 Disaster Response

The state of the art: Traditionally, it has been hard to obtain data about population behaviors and mobility during disasters, and consequently, the field of disaster response has largely been driven by prospective- and retrospective surveys. In recent years, there have been attempts at data mining of mobility traces [5] and social media feeds [40] to enable some real-time tracking of people's movements and areas of need. Simulations of disasters have generally focused on hypothetical scenarios, even in cases of very detailed data-driven simulations [2]. This has limited the applicability of agent-based simulations to proofs-of-concept or simple policy evaluations [10].

Why live simulations would be transformative: Live simulations would be transformative in our approach to relief and rescue efforts. We envision a scenario in which an agent-based simulation could be rapidly "spun-up" when a disaster occurs, would integrate data from multiple live feeds passively or actively, and would be used to continually generate short-term possible worlds based on the latest data updates. Such a platform could be used by first-responders, incident managers, and policy-makers informing decisions about where to allocate resources and effort, when to order evacuations and how to stage them, and how to minimize harm. They would also be transformative as a research platform for developing and evaluating theories of behavior and its interaction with physical processes and physical infrastructure.

Path to achievement: The kinds of data to be gathered include data about physical conditions (e.g., flooding levels in a hurricane and conditions of infrastructures such as bridge and building safety) and data about locations of people. Supporting data collection technologies include physical sensors such as satellite images, drones, cellphones, street cameras, which are already in use, and sensors installed directly on infrastructure. The models needed for the simulation are mainly behavioral models that influence human mobility, such as when people choose to evacuate. These behaviors are well-studied in the transportation literature [27]. The timescales of such simulations would be on the order of hours and days, which highlights the need for high-performance computing, but also limits the scope of variability (as compared to scenarios which last for weeks or months).

However, there is an enormous amount of work to be done on the methodological- and the engineering front. New methods are needed for data fusion to combine data from multiple feeds into a consistent state estimate, data assimilation to integrate the state estimate into an agent-based model, risk assessment and active allocation of resources for further sensing, real-time discovery of implementable interventions, course of action analysis, and explanation of results. Engineering challenges include building robust platforms that allow interfacing with a variety of hardware, software, and data formats. Sensors can be noisy, unreliable, and can

Proc. of the 19th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2020), B. An, N. Yorke-Smith, A. El Fallah Seghrouchni, G. Sukthankar (eds.), May 9–13, 2020, Auckland, New Zealand.

break in harsh conditions. Usability and usefulness also need to be emphasized so that the simulation can easily be run with results presented in an understandable and actionable way.

1.2 Real-time Epidemiology

The state of the art: Mathematical and computational modeling in epidemiology has a long history. In the Big Data age, digital epidemiology has come to the fore, with many kinds of disease surveillance systems, including sentinel systems [8], participatory surveillance [6], and social media-based systems [21]. Large-scale, agent-based simulation also has a long history in this field and is well-known in the MAS community [36]. However, as in the case of disaster response, the use of agent-based simulations has been largely restricted to hypothetical scenarios, with the goal of policy evaluation or technical/methodological development. Even in cases of real epidemics where simulations were widely used, such as the H1N1 outbreak of 2009 [3], setting up the simulations and generating initial conditions in the right format, etc., were done manually.

Why live simulations would be transformative: We envision a scenario where highly spatio-temporally resolved disease surveillance would feed into a continually-running simulation platform that would allow projection of outbreaks, risk assessment, and generation of action recommendations, such as rankings of interventions. The surveillance can include an active or participatory component, in which case the platform itself can trigger sensing in areas where more information is judged necessary. This would work on a global scale, allowing rapid and efficient mobilization of resources. Simulations are necessary to understand which cases are likely to turn into large outbreaks, thus allowing appropriate allocation of scarce resources. They are also necessary to understand which kinds of interventions will work best for which cases. Done correctly, this kind of live simulation platform has the potential to greatly reduce the risk of pandemics and epidemics, and thereby greatly alleviate the burden of infectious diseases in the world.

Path to achievement: Despite the large amount of research into disease surveillance systems and into large-scale agent-based simulations of epidemics, the path to a live simulation platform as outlined above is considerably more complex than the case of disasters, for several reasons.

One fundamental problem is that disease states cannot be accessed directly in the way that, e.g., mobility traces can. Diagnosis of a disease requires lab tests which may be expensive, time-consuming to administer and report to a data platform. Even symptoms cannot be accessed directly. Thus methods are needed to infer the true burden of the disease from sparse data, but the lack of ground truth makes this very difficult. However, at the very least, we can imagine that current global disease surveillance platforms can be extended to provide high-resolution spatiotemporal data. New methods are also needed to do active sensing using such platforms, where the sensing is driven by the model.

On the modeling and simulation front, we need to be able to build meaningful simulations for regions of the world where the data collection and availability is very poor. For example, when the Ebola crisis hit West Africa in 2014, Liberia was the only country which had a recent population census (dated 2008) with Guinea and Sierra Leone not having any up-to-date official population data. If we make the effort to develop a global representation of the population and their activities in advance, we would be much better prepared for the next major outbreak. There are various efforts in this direction, with multiple data sources about populations [39]and activities [9]becoming available. Much work needs to be done, however, to create an automatically-updating data resource that integrates data from such sources to create synthesized data sets appropriate for a simulation model.

Since the scale of resources available to respond to pandemics does not match the scale of the problem, new methods are also needed for discovering interventions under very tight budget constraints. Methodological development is also needed for creating simulations that take into account human behavior, which is starting to be addressed [32]. However, live data about behaviors is very hard to obtain, and the challenge of modeling behavior also includes socio-cultural modeling in a broader sense [25].

The timescale of pandemics generally are on the order of weeks to months, and there is less of a need for interfacing with physical hardware for sensing, so the engineering challenges are different from the ones for disaster simulations. However, there is still the same need for robustness, interfacing, usability and usefulness, and simulation analytics.

1.3 Computational Social Science

The state of the art: Agent-based modeling in social science has a long history, and is a very broad domain, which includes a diverse range of phenomena such as online discourse, crime, collective action, opinion dynamics, and more. However, we discuss it here as one domain because it is generally recognized as such [12] and because agent-based modeling is recognized as a broadly applicable technology in this domain [24]. This also helps highlight the breadth of application of live simulations as well as show the difficulty of applying simulation-based technology to sociological phenomena. It has also been theorized that many of these phenomena can be understood as facets of an underlying process of social interaction [17], which could be investigated with precisely the kind of platform we are proposing.

Recent years have seen increasingly successful application of computational methods. In particular machine learning and data mining have been applied to modeling civil unrest and other forms of collective action [28]and agent-based modeling has found success in multiple applications, including modeling crime [30], incarceration [23], and technology adoption.

On the whole, however, large-scale agent-based simulations have not been applied to computational social science at the same scale as for disaster modeling and epidemiology. This is not surprising because computational social science, and social science more broadly, deals with more abstract and nebulous concepts like collective identity [14], misinformation [11], and social change.The relevant sociological theories can be hard to operationalize into computational models, and correspondingly hard to validate, which has largely limited the application of agent-based models to explanation rather than forecasting or response.

Why live simulations would be transformative: We envision a scenario in which a live simulation platform would continually integrate information about events around the world in combination with sentiment and opinion from social media and other open source indicators, with a model of the population and their activity patterns. This would allow a highly spatiotemporally-resolved analysis of unfolding events and offer feedback and insight into policy implementation and its effects on population welfare in real-time.

Such a platform would undoubtedly be very hard to build, but we argue that its benefits would be unprecedented through making democracy and governance more data-driven and transparent, thereby making it more robust and resilient. We are living in times of very rapid physical, social, and technological change. This kind of platform would help us to better prepare for and rapidly adapt to these changes by providing an ability to assess consequences of policies in real-time and to optimize allocation of resources for social good.

Path to achievement: Multiple relevant data sources already exist, e.g., projects like GDELT, ICEWS,and EventRegistryprovide up to date news from around the world, coded in machine-understandable forms. Methodology is also progressing for understanding the spread of information in various online social media [26], for how these social networks grow, and for relating online and offline events [29]. Social media analysis is a big research area, far beyond what we can summarize here, and will evolve as information and communication technologies themselves change, but these data sets and insights are important components of a live simulation research program.

New methods are needed, though, for integration of data from anonymous platforms such as social media into agent-based simulations. Typically, data-driven agent-based models rely on demographic matching to integrate data from multiple sources.While some demographic attributes can be inferred on some platforms,there are multiple other obstacles to creating a consistent representation for a simulation. For example, users can have multiple accounts on the same platform, can assume different roles on different platforms, and can exhibit significantly different opinions and behavior online and offline. It has also been argued that multi-scale modeling, integrating cognitive science and social science, is essential to the proper simulation of human behavior.This is an active area of research from a scientific perspective, so we are quite far from having well-accepted models of how such integration is to be achieved. An ongoing challenge in both cognitive science and sociology is how to operationalize theories in way that allows computational modeling. Operationalization broadly refers to making a theoretical variable measurable. A computational simulation, however, requires specifying the cognitive/sociological process algorithmically so that it can be implemented as an agent, even if only some aspects of this process are directly measurable. This kind of computational operationalization is a step beyond what is typically done in cognitive science and sociology and requires methodological advancement at the intersection of those fields and the field of multi-agent modeling.

From an engineering perspective, live simulation in computational social science is challenging because of the range of scales. It can span multiple timescales because of the range of phenomena. For example, people can tweet in seconds, but opinions percolate on Twitter over hours and days; they can lead to social movements that span weeks or months, or possibly years in the case of sustained social and political efforts. It can also span multiple spatial scales, from small groups to cities, countries, and the entire world. Finally, it can span multiple scales of complexity, from simple voter model-like simulations to very complex reasoning agents. Creating a live simulation platform that can function at all these scales will require especially robust, HPC-based designs, sophisticated data and information management architectures, and real-time analytics capabilities to complement the live simulations.

2 CHALLENGES

The discussion of three domains in the previous section has highlighted some common, general challenges. Before we address those, there is one very important, overarching challenge: can live simulations be done in a value-sensitive way?

By "value-sensitivity" [15], we mean designing tools in a manner that is ethical, moral, and respectful of a broad range of human values, including security, privacy, dignity, fairness, accountability, and transparency. Values are embedded into every stage of the design and use of computational tools, whether we are explicitly aware of them or not. There is a range of potential biases in big data and numerous "ethical tensions" in their use. When biased data are uncritically incorporated into response procedures, outcomes can exacerbate inequality. Live simulations, incorporating streaming data, are going to require a novel methodology for removing or compensating for biases. Similarly, great care must be taken with respect to their use. Over-reliance on any one tool can lead to a reduction in critical thinking. Privacy is another important issue, since it is well known that deidentification is not enough. Synthetic data, combined with differential privacy, may offer a solution in this regard [4], but much work remains to be done on this front.

Technical challenges. Live simulations face several challenges, one broad class being efficient, scalable *data collection* operating close to *real-time*. Additionally, sensors providing data feeds may operate under adverse conditions, and may have inherent uncertainties due to engineering limitations. A computational platform integrating data collection and simulation models must handle data volume, variety, velocity, and veracity (the four Vs) in a robust manner. Naturally, the simulation models residing in this platform must be designed to flexibly adapt to the scale or resolution of each V-dimension in a manner that is meaningful for simulations to be considered live. Designing such an ecosystem of models, data, and analytical tools in a way that supports, for example, realistic policy formation is no small task, in particular when one adds the need for complete provenance tracking of data. The latter may be possible in constrained environments (e.g., within Python or R) but is a serious undertaking for more flexible combinations of computational tools. Naturally, it is desirable that new data sources and suitably designed simulation models and analytic tools can be integrated with relative ease in an HCI-sensible manner.

3 RELEVANT RESEARCH

There are number of disparate streams of research that need to be brought together to create live simulation technology. We discuss these briefly below, covering data collection, integration, modeling, system engineering, use, and privacy.

Data collection, curation, annotation, feature extraction: There are a number of efforts underway to collect data from multiple sources during disasters, epidemics, and more broadly about world events. The sources include social media, news, satellite imagery, GPS traces, call detail records, and more. These complement data collection efforts related to population estimation, such as WorldPop and LandScan, and regular large-scale survey efforts such as national censuses in many countries, national and multi-national surveys of activities, health conditions, and attitudes, beliefs, and behaviors [13].

Data synthesis: Some kinds of data are simply not available, yet highly relevant to the application domains we have described. An example is detailed models of the population representing every individual. In this case, data are collected, e.g., by national censuses, but are disclosed only at some level of aggregation. Another example is the physical contact networks of people which are needed for simulating disease transmission at high resolution. In this case, data are impossible to collect through survey methods because most people do not know all the people they contact during a typical day. For these scenarios, synthetic population methods have been developed to create estimates [1]. However, integrating synthetic population data with live data streams such as above needs both methodological and engineering innovation. We believe this is an open area of research that can provide immediate benefits, such as improving disease forecasting, while also creating a stepping stone to the broader challenge of creating live simulations.

Data assimilation: New methods are being developed for assimilating data from observations into multi-agent simulations [22]. These methods include filtering-based approaches for state estimation and calibration of agent-based models, as well as visual environments that allow humans to participate in the situation assessment process. Scalability and real-time performance are ongoing challenges for these systems, where parallel and distributed simulation platforms should find immediate application.

Active learning and state estimation: A live simulation could, in principle, actively trigger information collection efforts where more information is needed to improve the accuracy of state estimates and forward projections. In disaster situations, this might require interfacing with sensing hardware, such as drones, in order to gather data in areas where communication infrastructure may be damaged. Research in low-power drone technology for extended sensing applications is progressing [31].

Prediction and simulation of mobility: In many applications, the agent model for the simulation requires predicting human mobility (e.g., disaster evacuation, population mixing for epidemics, and migration in social science). Examples of work include [34], where methods rely on digital traces, such as GPS or cellphone data, though possibly anonymized and aggregated. Clearly, methods are needed for integrating these with a population model for locations where not everyone has a device generating such a signal, or where signal detection is limited due to lack of access to data or damaged infrastructure.

Behavior modeling and inference: Behaviors can vary greatly across scenarios. For example, disaster behaviors such as evacuation, looking for family members, and aiding and assisting others, are quite different from behaviors during epidemics (e.g., staying at home, getting vaccinated.) Simulating behaviors requires both modeling and inference from data streams in order to accurately estimate and predict state. There have been several efforts at behavior modeling in multi-agent simulations. Evacuation behaviors have long been studied in the transportation literature. More recently, deep learning methods and inverse reinforcement learning are being applied to learning behavior models [33]. However, there is little work that combines behavior modeling in a simulation with behavior inference from data. This is a promising direction for methodological advancement.

Platforms for scalable simulation: Platforms for simulation can be designed with various conceptions of scalability, e.g., computational scalability, scalability in the scope of data and models that can be integrated, and scalability in terms of rapid development and model composability, to name just a few. All these properties are relevant to a platform for live simulations, and there are lessons to be learned from each perspective on scalability in the design of the proposed kind of platform.

There are several computational frameworks and workflow systems that address parts of the challenges faced by live simulations (e.g. [38]). Examples of factors limiting these frameworks include specialization to particular scientific domains, omission of rigorous provenance tracking, or simply having had design goals that do not include all the facets needed for live simulation. Other approaches include Notebook environments, however these have inherent limitations regarding the required scale. Data integration and data fusion represent a serious challenge with respect to management and automation. Approaches such as Frictionless Data provide a clean way to standardize data declarations, in particular for tabular data.

Simulation analytics: Simulations can produce more data than they consume. Sense-making with complex simulations can be hard. New methods for analytics are needed that can exploit the repeatability and completeness of the data generated by a simulation to generate insights into, e.g., causality [37]. Tools for doing analytics can also be integrated into the simulation platform to enable end-to-end analysis in real time. Applications of machine learning to create response surfaces or surrogate models [20] can also be integrated into simulation platforms.

4 CONCLUSION

Though the challenges are significant, the opportunities in these domains are just beginning to be realized [7, 16, 18]. In all these domains, policies and human factors drive outcomes through dynamical interactions. Thus it is important to have a means of “putting the data into motion” and answering what-if questions [19]. At the same time, we are not advocating building a simulation of everything. A notion of adequacy for use is very important [35]. We believe that live simulations will greatly expand the scope and value of application of MABS technology in the world.

ACKNOWLEDGMENTS

This work was partially supported by DTRA Grant HDTRA1-17-F-0118, NASA grant 80NSSC18K1594, NSF Grant No. SMA-1520359 and by DARPA, via AFRL Contract No. FA8650-19-C-7923.

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