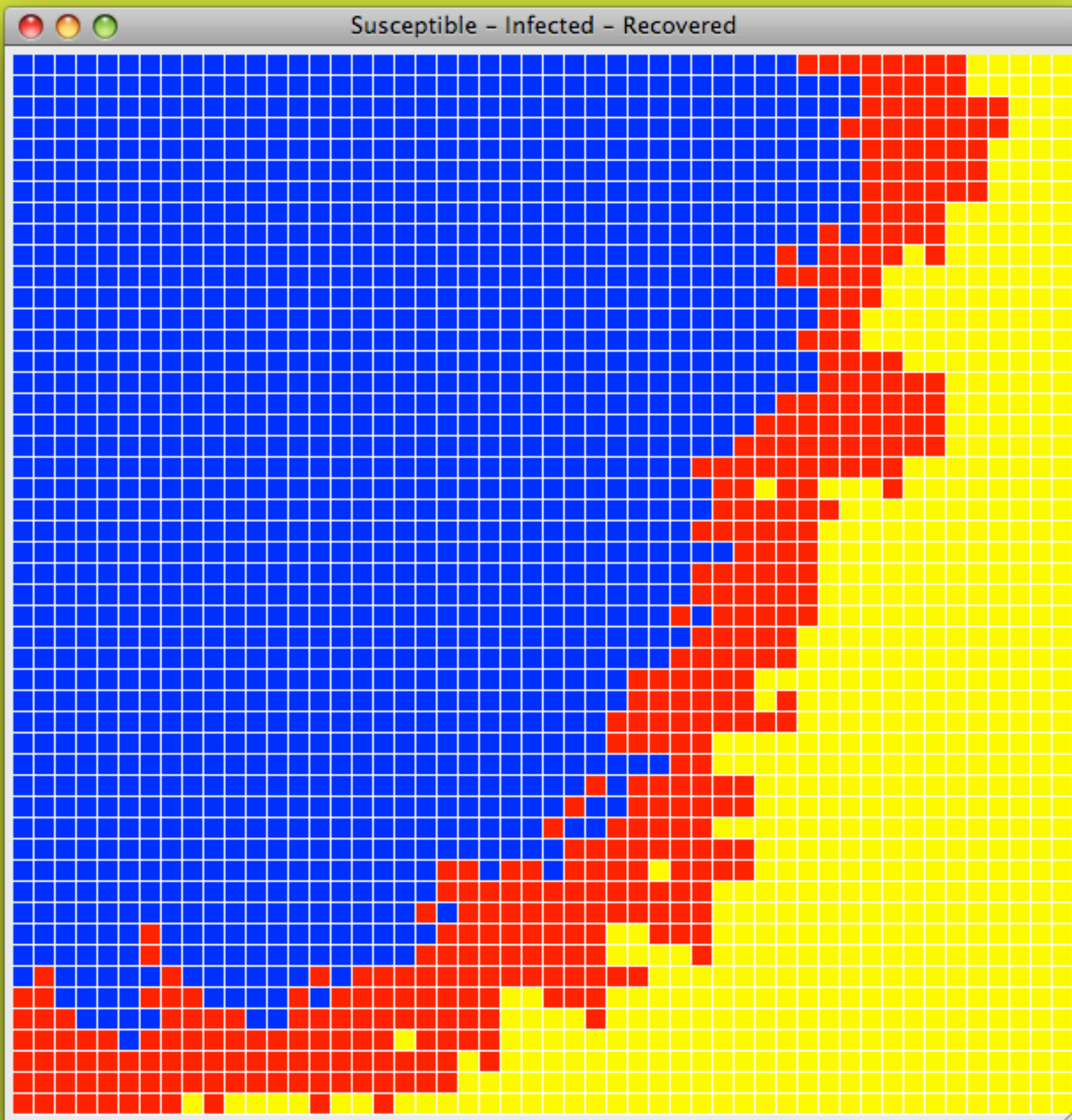


Towards Frabjous

Functionally Reactive Agent-Based Simulation

Oliver Schneider, Christopher Dutchyn,
Nathaniel Osgood

- Domain - Computational Health Models
- Approach - Functional Reactive Programming (FRP)
- Solution - Frabjous



Status Quo - AnyLogic

- Java-based program
- Hybrid specification of models
 - Both GUI and code
- Generates Java code which is then compiled and executed

AnyLogic Advanced [EDUCATIONAL USE ONLY]

100%

Get Support

Project

- BassDiffusio
 - Main
 - Person
 - Simulat
- TestModel
- SIR Agent Ba
 - Main
 - Person
 - Simulat
- ESRD_TB
 - Main
 - Person
 - Par
 - Pla
 - Dy
 - Sta
 - Fu
 - Pre
 - Simulat
- Flocks of Bo

Problem...

Description

Properties Console

Infectious - State

General

Name: Infectious ☒ Show name ☐ Ignore ☐ Public ☒ Show at runtime

Fill color: red

Entry action:

```
get_Main().nInfectious++;  
color = RED;
```

Exit action:

```
get_Main().nInfectious--;
```

Selection X=459, Y=209

Palette

General

- Parameter
- Event
- Dynamic Event
- Plain Variable
- Collection Variable
- Function
- Table Function
- Port
- Connector
- Environment

System Dynamics

Statechart

Actionchart

Analysis

Presentation

Connectivity

Pictures

Enterprise Library

Palettes...

```
stateDiagram-v2  
    [*] --> Susceptible  
    Susceptible --> Infectious : Infection  
    Infectious --> Recovered : Recovery  
    Recovered --> Infectious : Contact
```

Diagram description: The diagram is a statechart for an infectious disease model. It features three states: 'Susceptible' (yellow), 'Infectious' (red), and 'Recovered' (grey). The 'Infectious' state is currently selected. Transitions include 'Infection' from Susceptible to Infectious, 'Recovery' from Infectious to Recovered, and 'Contact' from Recovered back to Infectious. A 'color' variable is shown as a plain variable. The Properties panel for the 'Infectious' state shows its name, fill color (red), and associated entry/exit actions that update the 'nInfectious' count in the 'Main' component.

```

86 // States of all statecharts
87
88
89 public static final short Susceptible = 0;
90 public static final short Infectious = 1;
91 public static final short Recovered = 2;
92
93
94 @Override
95 public String getNameOfState( short _state ) {
96     switch( _state ) {
97         case Susceptible: return "Susceptible";
98         case Infectious: return "Infectious";
99         case Recovered: return "Recovered";
100         default: return super.getNameOfState( _state );
101     }
102 }
103
104 @Override
105 public void enterState( short _state, boolean _destination ) {
106     switch( _state ) {
107         case Susceptible: // (Simple state (not composite))
108             statechart.setActiveState( Susceptible );
109             {
110 get_Main().nSusceptible++;
111 color = GOLD;
112 ;}
113             Infection.start();
114             return;
115         case Infectious: // (Simple state (not composite))
116             statechart.setActiveState( Infectious );
117             {
118 get_Main().nInfectious++;
119 color = RED;
120 ;}
121             Recovery.start();
122             Contact.start();
123             return;
124         case Recovered: // (Simple state (not composite))
125             statechart.setActiveState( Recovered );
126             {
127 get_Main().nRecovered++;
128 color = GRAY;
129 ;}
130             transition.start();
131             return;
132         default:
133             super.enterState( _state, _destination );
134             return;
135     }
136 }
137
138 @Override
139 public void exitState( short _state, Transition _t, boolean _source, Statechart _statechart ) {
140     switch( _state ) {

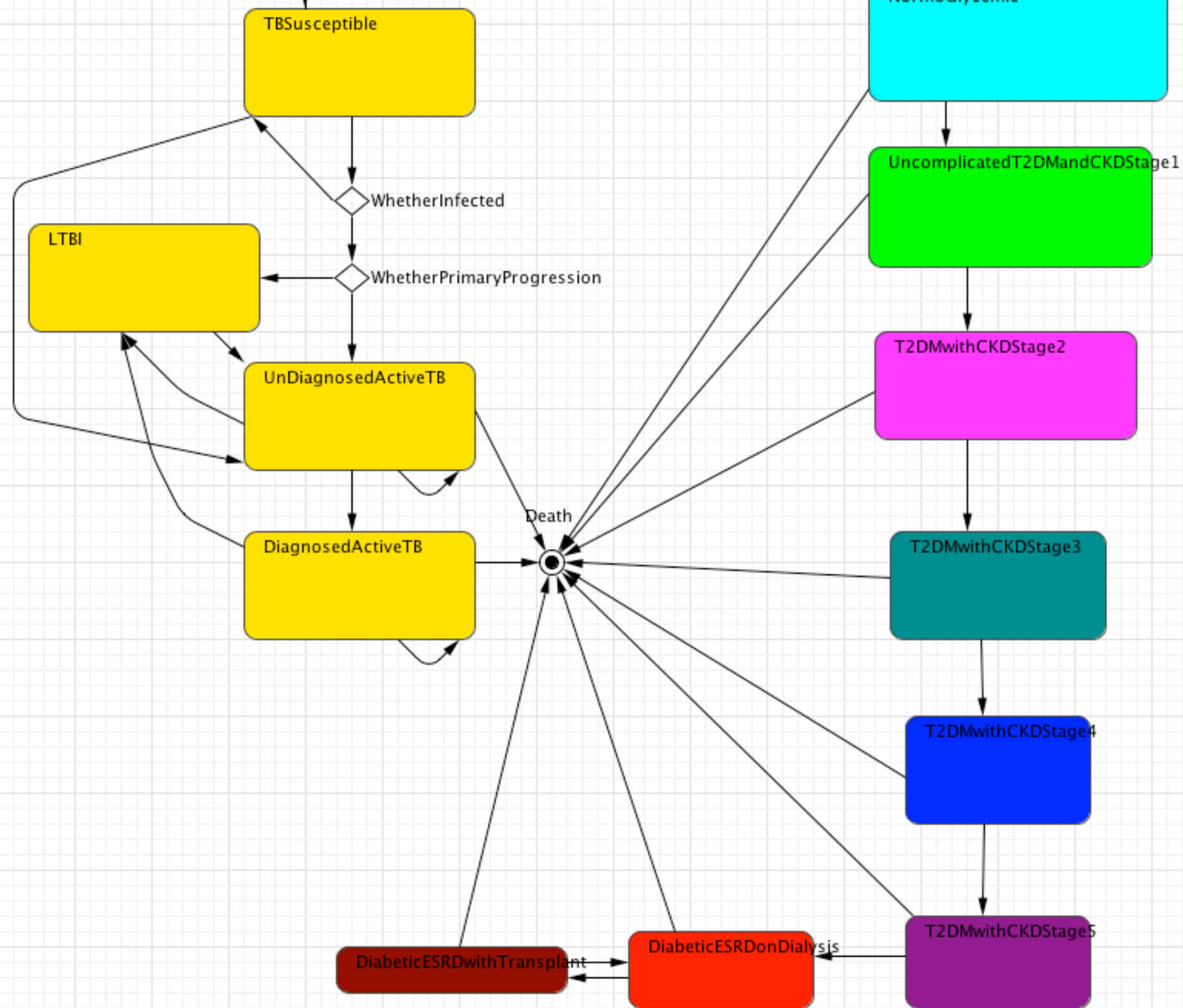
```

DaysPerTimeUnit

MeanDaysToNaturallyClearInfection

TBProgressionStatechart

CKDStatechart



Computational Models

- Are often long and opaque
- Require expertise in programming

Functional Programming Languages


- Are concise and transparent
- Require expertise in programming

Haskell

```
qsort [] = []  
qsort (x:xs) = qsort (filter (< x) xs) ++ [x] ++ qsort (filter (>= x) xs)
```

FRP

- Adds “reactivity”, which is a sense of time
- Very natural for time-based simulations
- Functions → “Signal Functions”

```
38 
39 --init
40 board :: CellGrid
41 board = [cell (x, y) defRecTime (get_neighbours x y) (startSF x y) | x <- [0..boardSize-1], y <- [0..boardSize-1]] --values
42   where
43     --starting board for testing
44     startSF 0 0 = infected
45     startSF _ _ = susceptible
46     --no wraparound
47     get_neighbours x y = [(x', y') | x' <- [x-1,x,x+1], y' <- [y-1,y,y+1], (x',y') /= (x,y), inBounds x' y']
48     inBounds a b = a >= 0 && a < boardSize && b >= 0 && b < boardSize
49
50
51 -- main logic
52 cell :: Key -> Time -> [Key] -> StateSF -> Cell
53 cell (x,y) recTime neighbours sf = proc input -> do
54   let id = (x,y)
55   let inp = event [] (filter (==id)) input
56   state <- sf <- inp
57   index <- noiseR (0, (length neighbours)-1) (mkStdGen (boardSize * x + y)) <- ()
58   let target = if state == Inf then Event (neighbours!!index) else noEvent
59   returnA <- ( (id, state), target) --placeholder
60
61
62 --states of agents
63 susceptible :: StateSF
64 susceptible = dSwitch (constant Sus &&& (arr (/=[]) >>> edge)) (\_ -> infected)
65
66 infected :: StateSF
67 infected = dSwitch (constant Inf &&& (now () >>> delayEvent defRecTime)) (\_ -> recovered)
68
69 recovered :: StateSF
70 recovered = dSwitch (constant Rec &&& (never >>> delayEvent defRecTime)) (\_ -> susceptible)
71
72
```

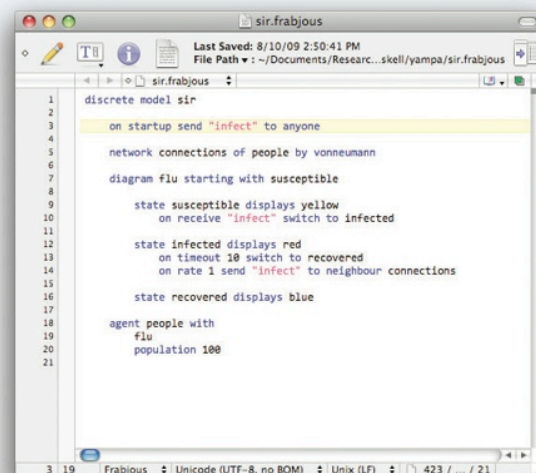
Functional Programming Languages

- Are concise and transparent
- Require expertise in programming

Domain Specific Languages (DSLs)

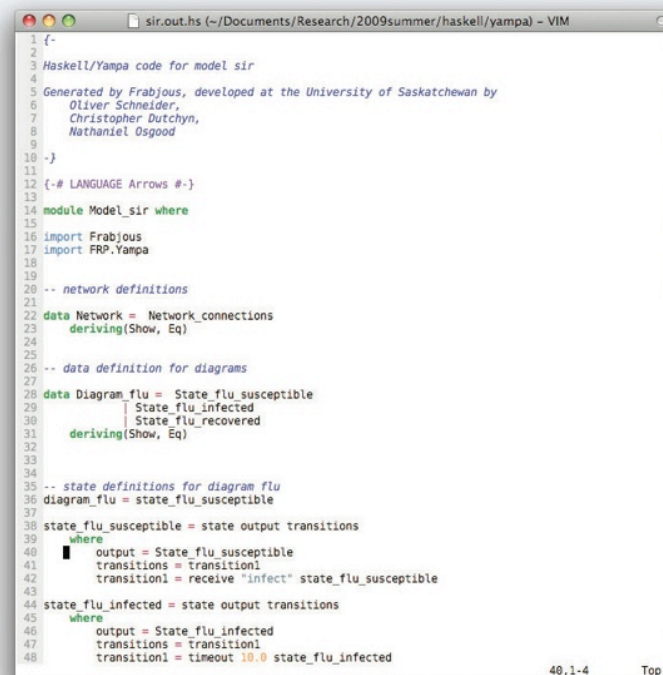
- Are concise and transparent
- Do not require expertise in programming
- Are easily developed from functional languages

The Frabjous System



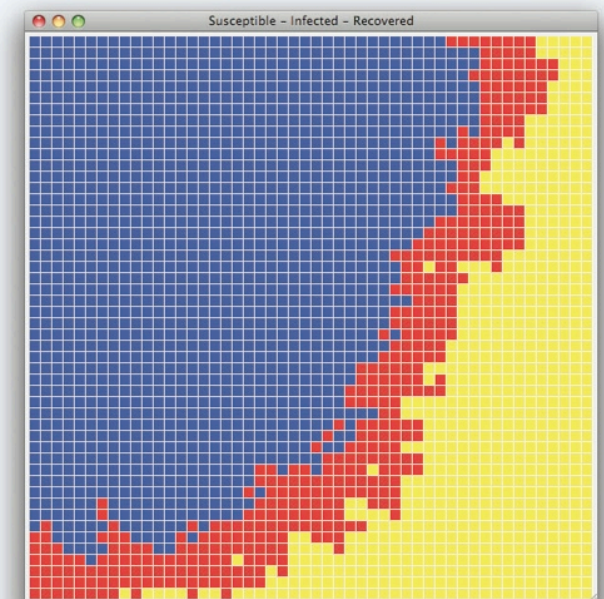
```
1 discrete model sir
2
3   on startup send "infect" to anyone
4
5   network connections of people by vonneumann
6
7   diagram flu starting with susceptible
8
9     state susceptible displays yellow
10    on receive "infect" switch to infected
11
12    state infected displays red
13    on timeout 10 switch to recovered
14    on rate 1 send "infect" to neighbour connections
15
16    state recovered displays blue
17
18  agent people with
19    flu
20    population 100
21
```

Frabjous Code



```
1 {-
2
3 Haskell/Yampa code for model sir
4
5 Generated by Frabjous, developed at the University of Saskatchewan by
6 Oliver Schneider,
7 Christopher Dutchny,
8 Nathaniel Osgood
9
10 -}
11
12 {-# LANGUAGE Arrows #-}
13
14 module Model_sir where
15
16 import Frabjous
17 import FRP.Yampa
18
19 -- network definitions
20
21 data Network = Network_connections
22   deriving(Show, Eq)
23
24 -- data definition for diagrams
25
26 data Diagram flu = State_flu_susceptible
27   | State_flu_infected
28   | State_flu_recovered
29   deriving(Show, Eq)
30
31 -- state definitions for diagram flu
32 diagram_flu = state_flu_susceptible
33
34 state_flu_susceptible = state output transitions
35   where
36     output = State flu susceptible
37     transitions = transition1
38     transition1 = receive "infect" state_flu_susceptible
39
40 state_flu_infected = state output transitions
41   where
42     output = State flu infected
43     transitions = transition1
44     transition1 = timeout 10.0 state_flu_infected
45
46 state_flu_recovered = state output transitions
47   where
48     output = State flu recovered
49     transitions = transition1
50     transition1 = timeout 10.0 state_flu_recovered
51
```

Generated Haskell/Yampa Code



Executable Simulation

```

1 discrete model sir
2
3 on startup send "infect" to anyone
4
5 network connections of people by vonneumann
6
7 diagram flu starting with susceptible
8
9     state susceptible displays yellow
10        on receive "infect" switch to infected
11
12     state infected displays red
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15
16     state recovered displays blue
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18 agent people with
19     flu
20     population 100

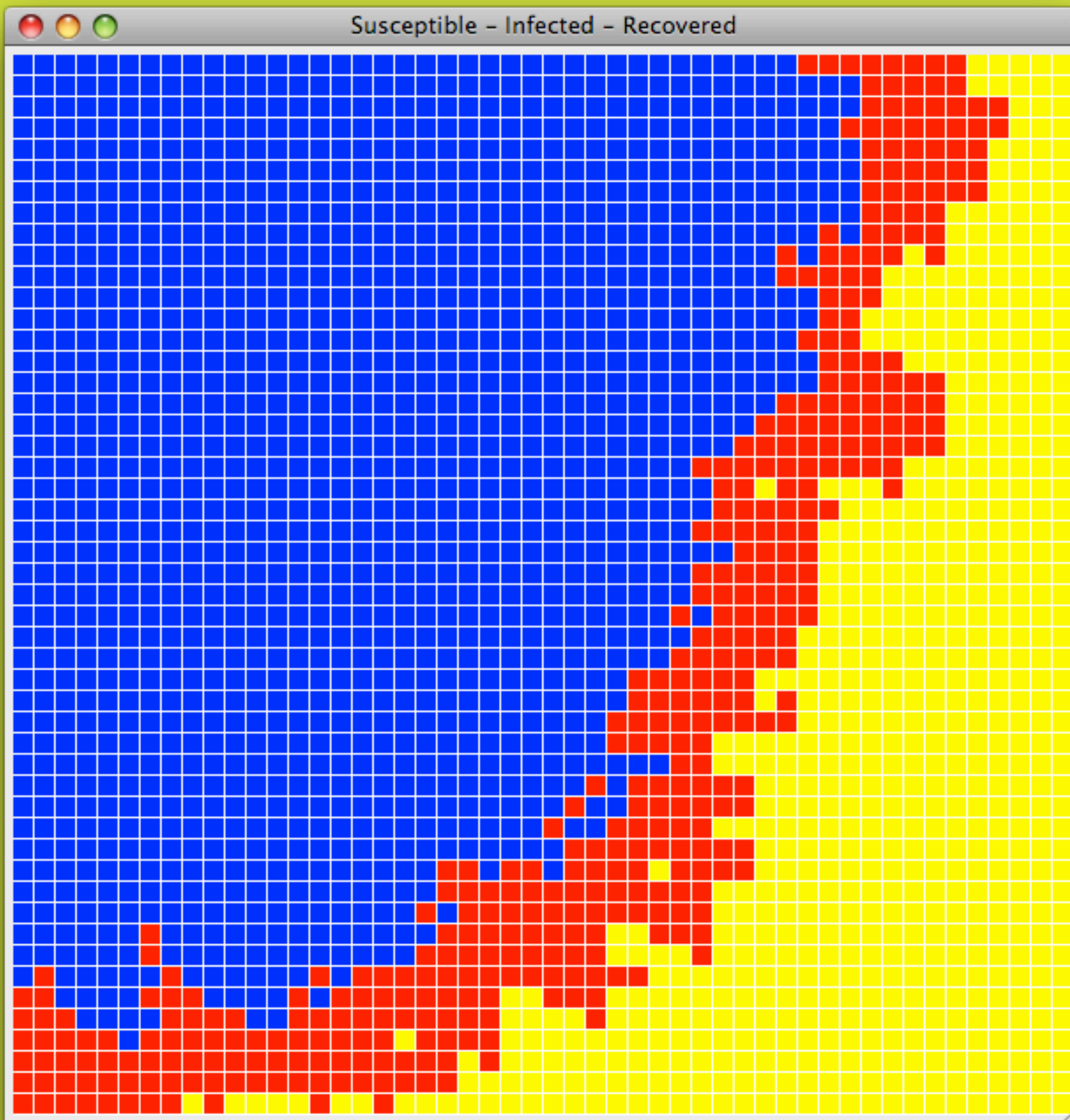
```



```

12 {-# LANGUAGE Arrows #-}
13
14 module Model_sir where
15
16 import Frabjous
17 import FRP.Yampa
18
19
20 -- network definitions
21
22 data Network = Network_connections
23     deriving (Show, Eq)
24
25
26 -- data definition for diagrams
27
28 data Diagram_flu = State_flu_susceptible
29                  | State_flu_infected
30                  | State_flu_recovered
31     deriving (Show, Eq)
32
33
34
35 -- state definitions for diagram flu
36 diagram_flu = state_flu_susceptible
37
38 state_flu_susceptible = state output transitions
39     where
40         output = State_flu_susceptible
41         transitions = transition1
42         transition1 = receive "infect" state_flu_susceptible
43
44 state_flu_infected = state output transitions
45     where
46         output = State_flu_infected
47         transitions = transition1
48         transition1 = timeout 10.0 state_flu_infected
49

```

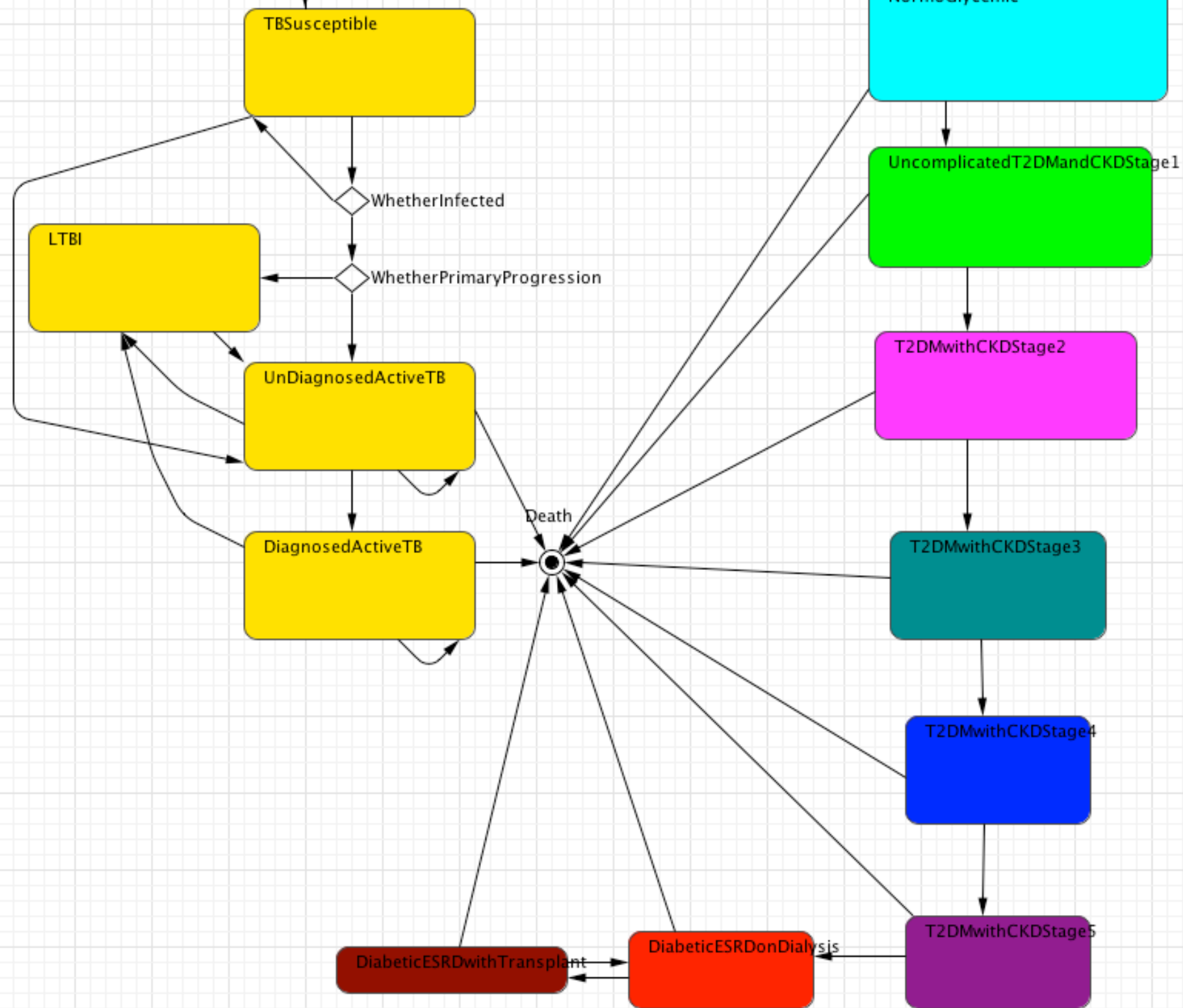


DaysPerTimeUnit

MeanDaysToNaturallyClearInfection

TBProgressionStatechart

CKDStatechart



```
esrd.frabjous
continuous model esrd_tb

on startup send "tbforce" to anyone

agent people with
    tb_prog
    ckd_prog
    population 500

network connections of people by random 0.3

diagram tb_prog starting with susceptible
    var reactivation = 1
    state susceptible
        on receive "tbforce" switch to active
        on receive "tbcontact" switch to latent
    state active
        on timeout 30 switch to diagnosed
        on rate 40 switch to latent
        on rate 2 send "tbcontact" to neighbour connections
    state diagnosed
        on timeout 20 switch to latent
    state latent
        on rate reactivation switch to active

diagram ckd_prog
    state stage1
        on rate 0.0074 switch to stage2
    state stage2
        on rate 0.2023 switch to stage3
    state stage3
        on rate 0.1245 switch to stage4
    state stage4
        on rate 0.0629 switch to stage5
    state stage5
        on rate 0.1015 switch to stage6
    state stage6
        on rate 0.1648 switch to stage7
    state stage7
        on rate 0.0500 switch to stage8
    state stage8
        on rate 0.0970 switch to stage7

confound tb_prog ckd_prog
    on enter ckd_prog:stage4 set tb_prog:reactivation to 7
    on enter ckd_prog:stage8 set tb_prog:reactivation to 50
    on leave ckd_prog:stage8 set tb_prog:reactivation to 7
```

In Conclusion

- Used FRP to rapidly developed a DSL (Frabjous)
- Frabjous is transparent and concise
- Frabjous does not require programming expertise
- Compiles into legible and easily editable Haskell code

Contact

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