Network Environments in AnyLogic

Nathaniel Osgood

3-3-2011

Recall: Spatial Types Supported

- Continuous
 - No interference between agents
 - Continuous movement (via velocity)
 - Only spatial dimensions required
- Discrete
 - Space is divided ("tesselated") into cells
 - Mutual exclusion of agents from a given cell
 - Space information requires dimension & rows/columns (for count of cells in X & Y location)

Networks & Spatial Layouts

- Distinct node attributes: Location & connections
 - Spatial layouts determine where nodes appear in space (and often on the screen)
 - Network type determines who is connected to who
 - For the most part, these characteristics are determined independently
- Network topologies (connectedness) can be defined either *alternative to* or *in addition to spatial layouts*

- Agents will have spatial locations in either case

Hands on Model Use Ahead



Load model: Network Modification of SIR AB

Network Types

000	AnyLogic Adv	anced [EDUC	ATIONAL USE ONLY]		
] 🕸 • 😂 🔛 🐚 🖑 ∾ 🐇 🗎 🛍 🇰	0 • 🛛 🖉 🛛 🖾	100% •	약 🗯 1천 🗗 다 다	🔁 🛛 🏂 Get Support	
🔋 Project 🛛 🗖	👩 Person	👸 Main	👩 Person 🛛 👩 Main	Main ☎ 🔭 10 🖵 🗖	□ P X □ □
Parameters					🍤 Model
▼ 🕞 Functions					Action
AddNewAgent			C C	ImmunityDuration	
AddNewAgentA			Ø	TotalPopulation	👔 Analysis
AddNewAgentB			Ø	AverageIllnessDuration	Prese 🎛
AddNewAgentC Servironments			Ø	ContactRatePerNetwork(/ Line
 Environments Embedded Objects 			Ø	PerContactInfectionProb	√ Polyline
Resentation					Curve
AgentFactory			•	nSusceptible	1 <u> </u>
Simulation: Main		0	¥		Rectan
🔻 🚳 Spatial SEIR with Waning Immunity		0	1		Round
🔻 🔕 Main	Console	Properties 8	3	~ - 8	Oval
Parameters	🚯 environme	Arc			
Plain Variables					Pixel
V 😵 Environments	General	Space typ	e: 💿 Continuous 问 Dis	crete 🔘 GIS	Aa Text
🚯 environment	Advanced		500		🔽 Image
Embedded Objects	Description	Width:			Group
🚽 👌 🐕 Presen Stielect environm	ent	Height:	500		OK Button
		Columns:	500		Check
View Plain Variables Statecharts		Rows:	500		ab Edit Box
		Neighbor	hood type: Euclidean	•	8 Radio
			Euclidean	· ·	🖳 Slider
Problems 🖾 🛛 🗳 🌄 🗖		Layout typ	oe: User-defined 🔻	Apply on startup	Comb
	1				🗮 List Box
Cannot make a static reference to the non-static		Network	Scale free 🔍	Apply on startup	📄 File Ch
S The method getCurrentState() is undefined for t			Random		Progre
O Type_statechart cannot be resolved		Connectio	ons pe Ring lattice		CAD D
O The method getCurrentState() is undefined for the set of the		Connectio			GIS Map 🔻
Ø Type_statechart cannot be resolved ──		Neighbor			Connectiv
S The method setModified() is undefined for the ty		M:	Distance based 🔻		
😣 The method setModified() is undefined for the ty					👻 Enterpris
		-			More Libraries
		1)++	

Interaction Between Network&Location 1

- For one type of networks (Distanced Based), whether there is a connection between A and B depends on the distance between A & B
 - This sets connectivity based on location considerations!

Distance-Based Layout



Property for Distance-Based Layout: Distance Threshold

🖳 Console 🔲 Properties 🔀						
Advanced Description Width: Height: Columns: Rows: Neighborh Layout typ Network Connection Connection	Space type: Continue Width: 500 Height: 500 Columns: 500 Rows: 500	500 500 500 500 500 od type: Euclidean				
	Connections per agent: Connection range: Neighbor link fraction:					

Random Connections

(
📮 Console 🔲 P	Properties 🛛	~ - 8
🚯 environment -	– Environment	
General	Space type: 💿 Continuous 🔘 Discrete 💮 GIS	
Advanced Description	Width: 500	
	Height: 500	
Rows:	Columns: 500 Rows: 500 Neighborhood type: Euclidean	
	Layout type: User-defined Apply on startup	
	Network Random Apply on startup	
	Connections per agent: 5	
	Connection range: 100	
	Neighbor link fraction: 0.95	
	M: 5	

With Random Connections



Scale-Free Network

(0 ¥)∢►
🖳 Console 🔲 I	Properties 🔀		~ - 8
🚯 environment	– Environment		
General Advanced Description	Space type: Width: Height: Columns: Rows: Neighborhoo	Continuous Discrete GIS 500 500 500 500 S00 Euclidean	
	Layout type: Network Connections Connection r Neighbor link	Scale free Apply on startup per agent: 5 ange: 100	

Scale-Free Network



Layout Types

					🕑 🖪 関 🍤	* 🗢 🜒 🖪	+
000	AnyLogic Ad	vanced [EDU	CATIONAL US	SE ONLY]			
] 參 ▪ ☞ 🔚 🗟 💛 🏷 🐇 🗈 🏦 🛍 🛍	🔉 🔗] 🕱	100% •	🔾 🏢 🖄	G G G	🔁 🛛 🏂 Get Support		
🕆 Project 🛛 🗖 🗖	👸 Person	👸 Main	👸 Person	👸 Main	👩 Main 🛛 🔭 10 🗖 🗖	□ P ⊠ □ □]_
Parameters						🍤 Model	
V P Functions						Action	511 - 1
AddNewAgent					ImmunityDuration		
AddNewAgentA AddNewAgentB				Ő	TotalPopulation	Analysis	Į
AddNewAgentB AddNewAgentC				6	AverageIllnessDuration	🐏 Prese 🔠	
Kuchewagence Source Source				6	ContactRatePerNetwork(/ Line	
Embedded Objects				Ø	PerContactInfectionProb	J [∼] Polyline	
Presentation						Curve	
AgentFactory				V	nSusceptible	Rectan	
🕨 🕨 Simulation: Main	(0) 4 Þ	Round	
Spatial SEIR with Waning Immunity		Properties	8			O Oval	
V 🔕 Main						Arc	
♥ [®] Parameters ♥ [®] Plain Variables	🚯 environm	ent – Environm	ent			Pixel	
Contraction variables Contraction variables	General			~		Aa Text	
environment	Advanced	Space ty	pe: (•) Contin	uous 🔘 Dis	crete 🔘 GIS	Image	
Some State Stat	Description	Width:	500			∯ Group	
Presentation	Description	Height:	500			Button	
V 😨 Person		Column	500			Check	
🕨 🗞 Plain Variables			500			B Edit Box	
Statecharts		Rows:				8 Radio	
)4+		Neighbo	orhood type: Eu	uclidean	V	- Slider	
Problems 🖾 🏥 🏹 🗖 🗖		Laward		Cara d		Comb	
		Layout t		defined	Apply on startup	List Box	
Description		Network			Apply on startup	File Ch	
S The method getCurrentState() is undefined for the			Arrang	jed		Progre	
S Type_statechart cannot be resolved		Connect	tions pe Ring			CAD D	4
The method getCurrentState() is undefined for the		Connect	tion ran Spring	mass		GIS Map	F I
S Type_statechart cannot be resolved		Neighbo	or link fraction:	0.95			il
S The method setModified() is undefined for the ty		M:		5		Connectiv	
🔞 The method setModified() is undefined for the ty						👻 Enterpris	
		C) (+	More Libraries	

Layout Type

- Random: Uniformly distribute X and Y position of nodes
- Arranged: Set node locations in a regular fashion (normally in a 2D grid)
- **Ring**: Set node locations in periodically spaced intervals around a ring shape
- **Spring Mass**: Adjust node locations such that node locations that are most tightly connected tend to be closer together
 - (Sets location based on network!)
- **User-Defined** User can set location (e.g. in initialization code)

Interaction Between Network & Location 2

- In a Spring-mass layout, the nodes that are highly connected will tend to be clustered
- Here, we are determining the location based on the connectivity!