

# ACTIMS ETH Zurich 2014

## Opening

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# Not possible without

- Rodrigo Castro
- Andreas Fischlin
- François Cellier
- Jean-François Santucci
- Laurent Capocchi
- Olivier Michel
- Gabriel Wainer

# Workshop concept

- On invitation only
- Interdisciplinary (robots, biology, etc.)
- Work together, share ideas, make them emerge...
- Avoid the problems of large-scope conference
- Focus on M&S activity

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# Win-win publications

- Proceedings
  - Play the game of collective involvement
  - Minimum participation *threshold*
- Special issue in International Journal of Modeling, Simulation, and Scientific Computing (IJMSSC, depends on *threshold*)
- Group article in CISE IEEE Magazine (technical but high level ;-)



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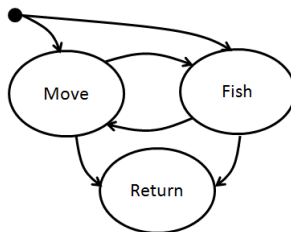
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# Usual activity definition I

## Definitions

*Usual qualitative definition, “start from an event and end with another” (Balci):*

- Example: Fisherman



## Usual activity definition II

Piecewise constant segment  $\omega : [t_1, t_n] \rightarrow P$ , where  $P$  is the set of activities/phases, and  $\omega_{[t_{i-1}, t_i]}(t) = p_i$  for all  $t \in [t_{i-1}, t_i]$ .

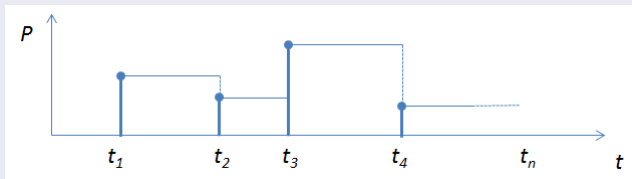


Figure: Piecewise constant segment.

# Activity Measure: Number of events

## Definitions

*Activity is a quantitative measure of the event rate, or event frequency, in an event set (about quantity)*

$\xi = \{ev_i = (t_i, v_i) \mid i = 1, 2, 3, \dots\}$ , for  $0 \leq t_i < T$ .

*Event-based activity  $A_\xi(T)$ :*

$$A_\xi(T) = |\{ev_i = (t_i, v_i) \in \xi \mid 0 \leq t_i < T\}|$$

*Average event-based activity consists then of  $\overline{A_\xi(T)} = \frac{A_\xi(T)}{T}$ .*

# Example of event trajectory

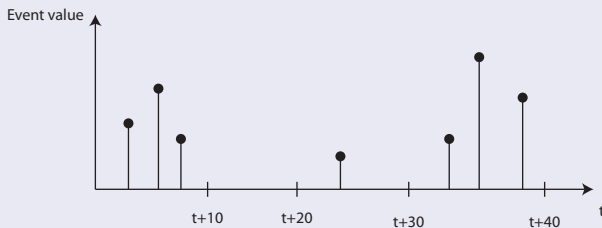


Figure:  $\overline{A_\xi(10)} = 0.3$ ,  $\overline{A_\xi(20)} = 0.15$ ,  $\overline{A_\xi(30)} \simeq 0.133$ ,  $\overline{A_\xi(40)} = 0.175$ .



## DEVS

## Definition

A basic Discrete Event System Specification (*DEVS*) is a structure:

$$DEVS = (X, Y, S, \delta_{ext}, \delta_{int}, \lambda, ta)$$

Where,  $X$  is the *set of input events*,  $Y$  is the *set of output events*,  $S$  is the *set of partial states*,  $\delta_{ext} : Q \times X \rightarrow S$  is the *external transition function* with  $Q = \{(s, e) \mid s \in S, 0 \leq e \leq ta(s)\}$  the set of total states,  $\delta_{int} : S \rightarrow S$  is the *internal transition function*,  $\lambda : S \rightarrow Y$  is the *output function*, and  $ta : S \rightarrow \mathbb{R}_{\infty}^{0,+}$  is the *time advance function*.

# Network

## Definition

A *DEVS* network is a structure:

$$N = (X, Y, D, \{M_d\}, \{I_d\}, \{Z_{i,d}\}, \text{Select})$$

Where  $X$  is the set of input events,  $Y$  is the set of output events,  $D$  is the set of component names, for each  $d \in D$ ,  $M_d$  is a basic model, for each  $d \in D \cup \{N\}$ ,  $I_d$  is the set of *influencers* of  $d$  such that  $I_d \subseteq D \cup \{N\}$ ,  $d \notin I_d$  and for each  $i \in I_d$ :  $Z_{i,d}$  is the *coupling function*, and  $\text{Select} : 2^D - \{\emptyset\} \rightarrow D \cup \{\emptyset\}$  is the *select function*.

## Activity in DEVS

- *Average external activity*  $\overline{A_{ext}(T)}$ , related to the counting,  $n_{ext}$ , of *external transitions*  $\delta_{ext}(s, e, x)$ , over a time period  $T$ :

$$\left\{ \begin{array}{l} s' = \delta_{ext}(s, e, x) \Rightarrow n'_{ext} = n_{ext} + 1 \\ \overline{A_{ext}(T)} = \frac{n_{ext}}{T} \end{array} \right.$$

- *Average internal activity*  $\overline{A_{int}(T)}$ , related to the counting,  $n_{int}$ , of *internal transitions*  $\delta_{int}(s)$ , over a time period  $T$ :

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- *Total average activity* is equal to:

$$\overline{A_s(T)} = \overline{A_{ext}(T)} + \overline{A_{int}(T)}$$

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# Abstract simulator

- 
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- 1: **variables**
  - 2:  $tl$  — time of last event
  - 3:  $tn$  — time of next event
  - 4: **when** receive \*-message  $(*, t)$  at time  $t$
  - 5:     **if**  $(t = tn)$  **then**
  - 6:          $y = \lambda(s)$
  - 7:         send  $y$ -message  $(y, t)$  to parent coordinator
  - 8:          $s = \delta_{int}(s)$
  - 9:          $\underline{n'_{int} = n_{int} + 1}$
  - 10: **when** receive  $x$ -message  $(x, t)$
  - 11:     **if**  $(x \neq \emptyset$  and  $tl \leq t \leq tn)$  **then**
  - 12:          $s = \delta_{ext}(s, x, e)$
  - 13:          $\underline{\underline{n'_{ext} = n_{ext} + 1}}$

## Weighted activity in DEVS

- *Average external weighted activity*  $\overline{A_{ext}^w(T)}$ , related to the counting,  $n_{ext}$ , of *external transitions*  $\delta_{ext}(s, e, x)$ , over a time period  $T$ :

$$\left\{ \begin{array}{l} s' = \delta_{ext}(s, e, x) \Rightarrow n'_{ext} = n_{ext} + w_{ext}(s, e, x) \\ \overline{A_{ext}^w(T)} = \frac{n_{ext}}{T} \end{array} \right.$$

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# Activity of a network

## Definition

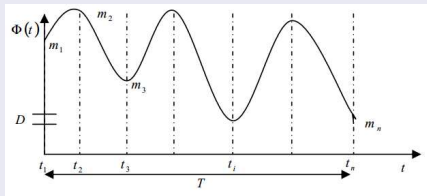
*Average simulation activity of a network  $N$*  is the sum of average simulation activities of components  $i \in D$  in  $N$ :

$$\overline{A_{s,N}} = \sum_{i \in D} \overline{A_{s,i}(t' - t)}.$$

# Continuous activity

$$A_c(T) = \int_0^T \left| \frac{\partial \Phi(t)}{\partial t} \right| dt \simeq \sum_{i=1}^n |m_i - m_{i+1}|$$

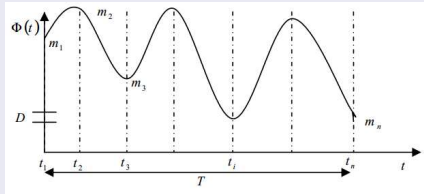
Average continuous activity consists then of  $\overline{A_c(T)} = \frac{A_c(T)}{T}$ .



## Link Events/Transitions and continuous activity

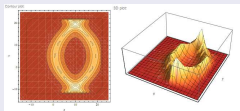
Significant change of value of size  $D = |\Phi^{n+1} - \Phi^n|$  (*quantum*)  
*Discretization activity*  $A_d(T)$  is minimum number of transitions necessary for discretizing/approaching the trajectory of  $\Phi(t)$

$$A_d(T) = \frac{A_c(T)}{D}$$



## Two-dimensional cartesian coordinates

- Fire spread, brain activity...: Activity amplitude (real value), of each coordinate, is represented in the third dimension:



## Activity referenced states

### Definition

*Activity references constitute a viewpoint of the state set where only the variables relevant for activity are selected.*

- We consider sub-sets of the state set:  $Q = \prod_{i=0\dots n} E_i$ , with  $E_i$  : Any set with  $n$  the number of sets. Ex:  $Q = \mathbb{R} \times \mathbb{N} \times \mathbb{R}$ , and a possible state would be  $q = (68.2, 20, 381.5)$ .
- Set of activity referenced states:  $\mathcal{G}_I = \pi_I(Q) = \prod_{i \in I} E_i$ , as a *projection of the state space  $Q$  onto indexes  $I \subseteq \{1, \dots, n\}$*
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## Activity Regions in Activity Referenced States

- Activity region in activity referenced states:

$$\mathcal{AR}^{\mathcal{G}_I}(t) = \{g \in \mathcal{G}_I \mid A_\xi(t) > 0\}$$

- Inactivity region in activity referenced states:

$$\overline{\mathcal{AR}^{\mathcal{G}_I}}(t) = \{g \in \mathcal{G}_I \mid A_\xi(t) = 0\}$$

- Activity-based partitioning of  $\mathcal{G}_I$  :

$$\forall t \in \mathbb{R}^+, \mathcal{G}_I = \mathcal{AR}^{\mathcal{G}_I}(t) \cup \overline{\mathcal{AR}^{\mathcal{G}_I}}(t)$$

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# Fire Spread Example

- Assume the fire model describes the state of a cell with the following states:
  - $x \in \mathbb{R}$  and  $y \in \mathbb{R}$ ;
  - $status \in \{burnt, burning, safe\}$ ;
  - $type \in \{tree, bush, water, road\}$ ;
  - $heat \in \mathbb{R}$ .
- A simple model of the activity regions can involve the status and the type of the cell. Formally, the set of activity referenced states would be  $\mathcal{G}_{2,3}$ . The resulting activity region specification would be

$$AR^{\mathcal{G}_{2,3}}(t) = \{\{burning, safe\} \times \{tree, bush\}\}, \forall t \in \mathbb{R}^+$$



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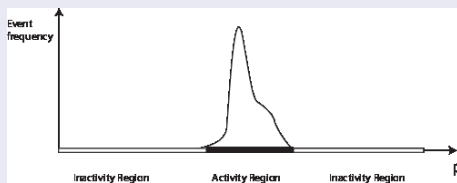


# Extension to Activity Generalized Coordinates

## Definitions

$$A(g_{max} - g_{min}) = \int_{g_{min}}^{g_{max}} \left| \frac{\partial \Phi(g)}{\partial g} \right| dg$$

Example for  $g = p$



# Perspectives

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- Continuous activity (Rodrigo and Fernando)
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