
Intelligent Management of Data Driven Simulations to Support Model Building in Social Sciences

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Overview

- Part 1: Role of AI in DDDAS management
 - Symbiotic Simulation and cognition
 - Conceptual Architecture
 - Autonomous agent vs Assistant agent
- Part 2: DDDAS and social sciences
 - Why AI in social sciences?
 - How can DDDAS be applied to social systems?
 - A case study



Symbiotic Simulation and Cognition

- **Cognition** is a process of anticipation, continual update and revision
- **Internal simulation** can be used to anticipate events and generate “what-if” scenarios;
- **Adaptation and model revision** (or even ontology revision) may happen as a result of interaction with reality. This is the “data-driven” aspect.
- For example:
 - an agent expects to see an object on the table (e.g. cup);
 - expectancy causes direction of sensors and focus of attention;
 - reality of the object may be slightly different from expectancy (e.g. cup is stuck to the table)
 - new data leads to further questions and what-if scenarios (e.g. is the table sticky?)



What Simulation Architecture would AI fit into?

Autonomous agent:

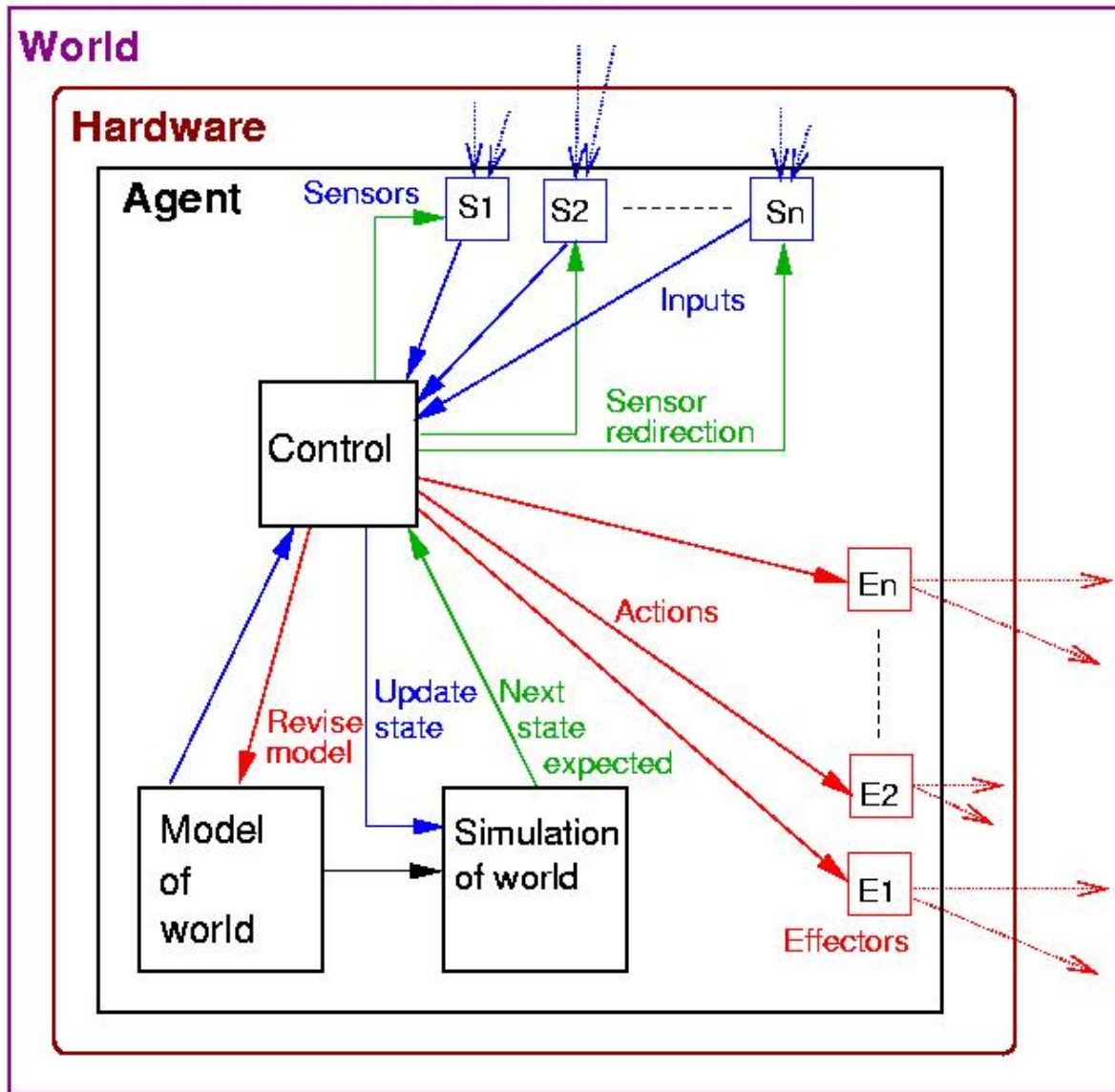
- Simulation is **internal** and serves the **survival of the agent** (e.g. predict failure states of its hardware);
- Model on which simulation is based could be **revised without human intervention** as a result of agent adaptation;
- Agent is **situated**: it has direct control over sensors and effectors - making exploration easy.

Assistant agent:

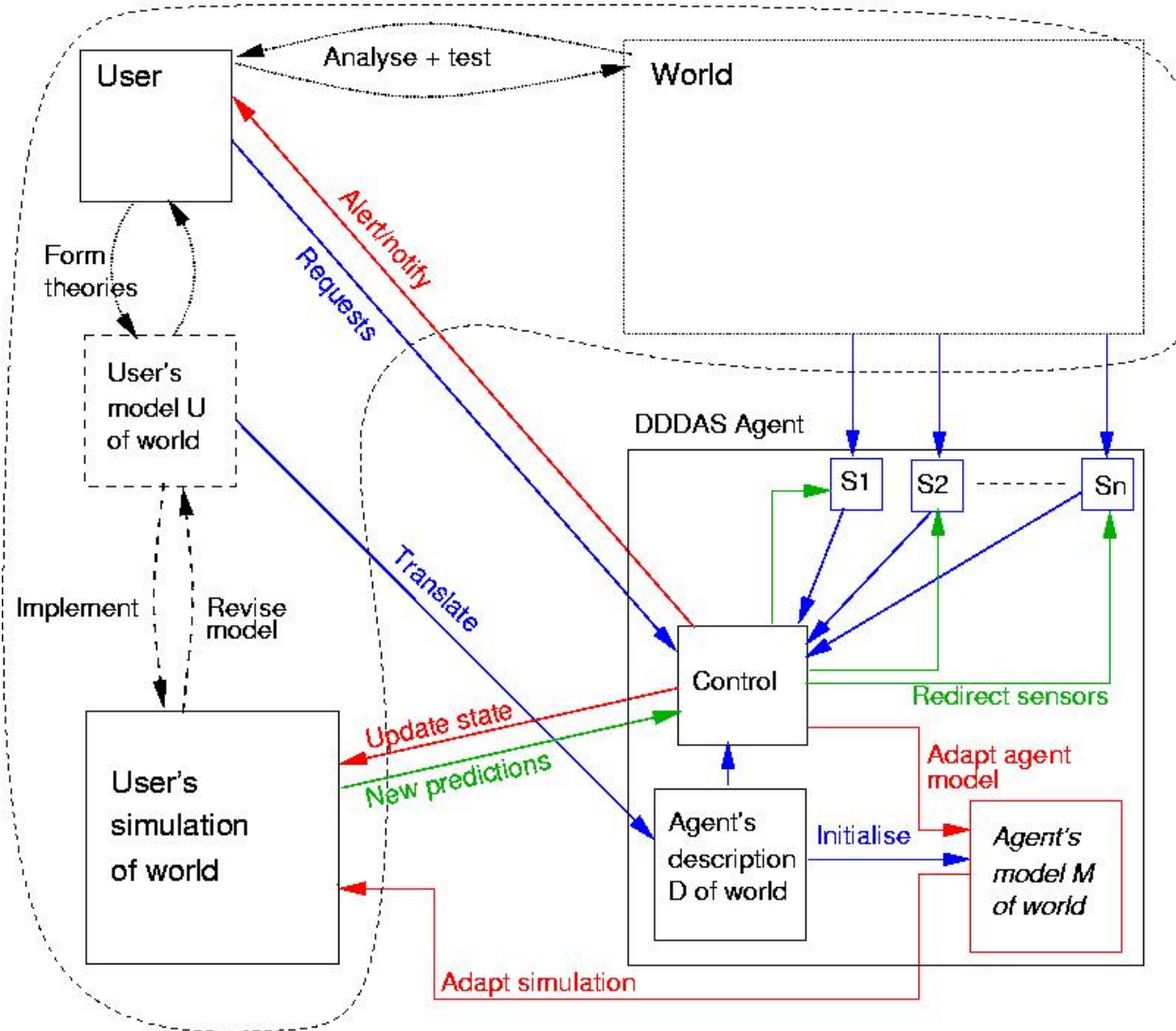
- Simulation is **external** and helps with predictions or “what-if” scenarios for **human scientists or decision-makers**;
- The model is based on a theory of the world (e.g. climate, society) and is *not* expected to be revised without human interaction;
- Agent is **not situated**: “sensors” are interfaces to software tools such as database query, data mining etc. (no “effectors”)



Autonomous agent scenario



Assistant agent scenario



What is being simulated?

- **An actual observed system** (an instance):
 - simulation states are expected measurements of the real system;
 - direct update from measurements to simulation;
 - simulation may run concurrently with observed system
- **A class of systems with similar properties** (more likely in social sciences):
 - simulation states are abstract states applicable to this class;
 - model may be revised as a result of generalisations from data;
 - data may be collected from multiple instances of similar systems.

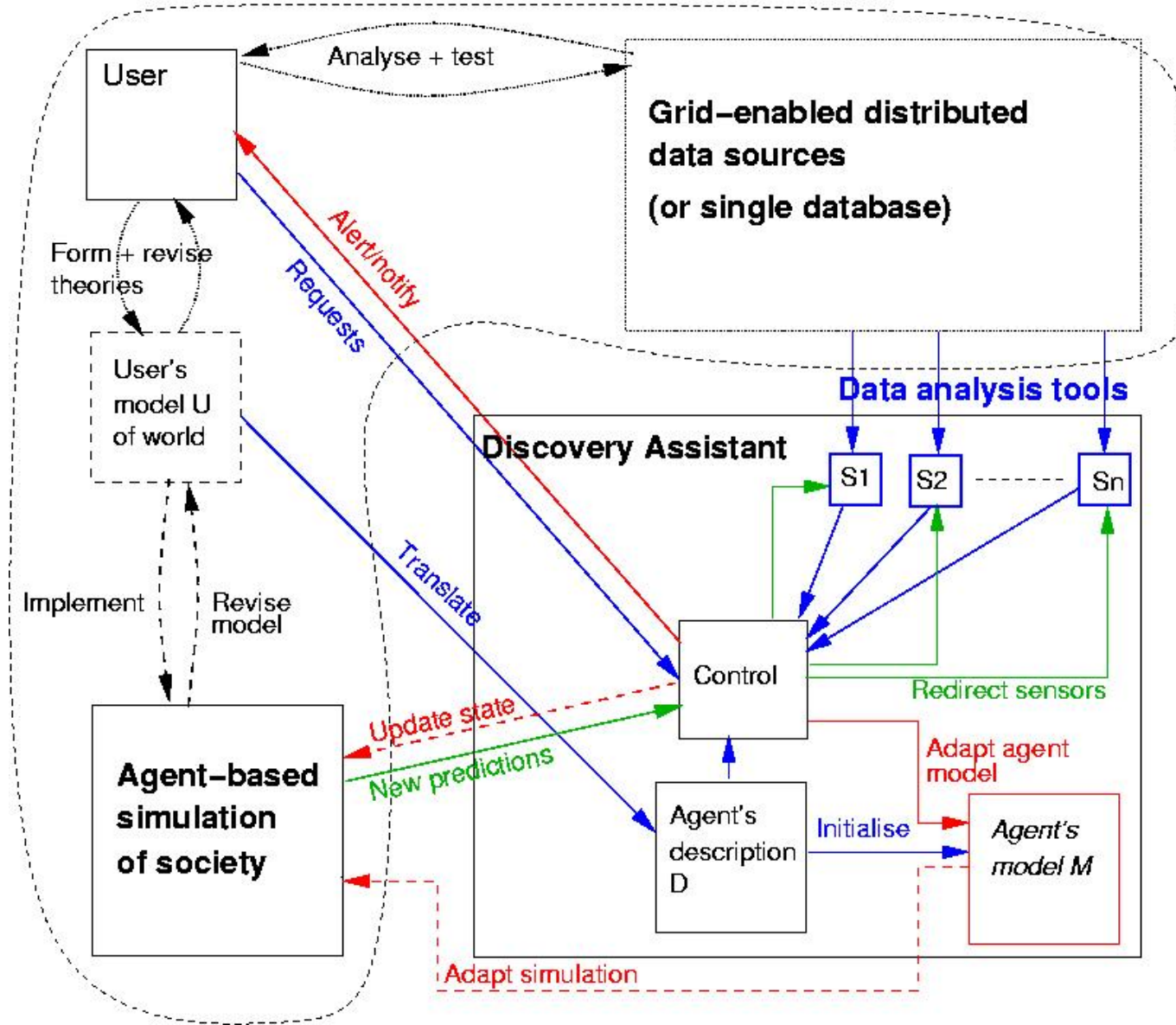


AI in Social Sciences

- **Policy decision making** requires understanding of a complex system;
- **Data-driven simulation** can assist with **model building and revision**;
- **Agent-based simulations** can predict **future states, given current state** - or more about present state, given partial state;
 - Also possible to run “**what-if**” **scenarios** for policy actions: start with a **hypothetical state**;
 - Simulated “agents” can represent individuals, groups, organisations etc.
- Note that there are **TWO** kinds of “agent”:
 - the software agent that is **building and testing the model** (by data-driven simulation)
 - the agents **in the world that are BEING MODELLED** (which may include other software agents).



Modified Assistant Agent – not pure DDDAS





The AIMSS Project

- Funded by the UK e-Social Science Programme
- A collaboration between Computer Science and Public Policy (The Institute of Local Government Studies and the Centre for Urban and Regional Studies)
- Aim: To explore the feasibility of DDDAS for the prediction of complex Public Policy outcomes
 - Housing Policy scenarios
- In the longer term the project is oriented towards diagnostic interventions and resource management problems in public policy
- <http://www.cs.bham.ac.uk/research/projects/aimss>



Case Study: Housing Policy

- *Problem 1:*
 - Current housing market models are **too simplistic**;
 - assumptions may not hold in all scenarios
- *Problem 2:*
 - Understanding micro-level behaviour is a **multi-dimensional problem**;
 - incomplete data;
 - expensive data acquisition;
 - need assistance in determining **what kinds of micro-level data are significant** for policy goals.



Proposed Solution

- Use **agent-based simulation** to represent residents making decisions on whether to move house and where.
- **Predicted states** of the social simulation can be tested by analysing the data;
- The “predictions” are states that **would be expected to exist now** if the model’s assumptions are true;
- **Data analysis and mining tools** are used to inquire whether the predicted state is actually true;
- DDAS aspects are as follows:
 - *If insufficient data is available, the discovery agent can **suggest new kinds of data** that are required in future surveys (Problem 1);*
 - ***Persistent discrepancies** between the simulation predictions and the results of the data analysis prompts the discovery agent to **suggest model revisions** (Problem 2)*



Challenges

- Need for suitable ontologies for Social Science data sets
 - What is the meta-data D and how does the Discovery Assistant use it?
- How to specify what is *important* with regard to the policy goals; (e.g. affordable housing).
- Need for suitable data mining and analysis tools.
 - Need for fusion and summarisation;
- Semantic Grounding (longer term): semantics should be developed by interaction with the world and learning (exploration and adaptation)
 - BUT: the discovery assistance architecture may already have the potential to solve this - due to the symbiotic nature of the interaction between simulation and reality



Summary

- DDDAS and in particular symbiotic simulation may be used by a **cognitive agent**;
- Two kinds of scenario in which an agent can manage a simulation: **autonomous agent** and **assistant agent**;
- Modification of assistance scenario: **Discovery assistance in-Social Science**: instead of pure “data-driven” simulation, provide interface to data analysis and mining tools;
- **Semantic grounding** is a fundamental problem BUT the **symbiotic simulation architecture may itself provide a way of solving it.**

