

Simulation Analysis for Social Systems

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What is a social system ?

It's our life style.

Rescue System

Refugee Navigation

- So many refugees
- Immediate response
- ➔ Limit of Capacity

Objective

Grasp dangerous regions from global viewpoints to reduce computational cost

Virtual Map



How to classify regions?



Probabilistic Class

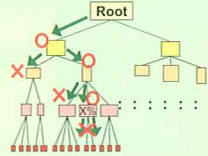
The regions are classified by some danger levels on the basis of **escape probability**.

Indexing Structure

The regions are indexed by **RNR-Tree**. RNR-Tree is extended from R-Tree.

Nodes represent square regions. Hierarchy represents danger levels.

How to index?



Geographic Information System

Traditional GIS

- Focus on version history of geographic objects
- Manage only local changes

Objective

Needs to manage and represent **processes** of geographic changes as **global changes**

Event Model

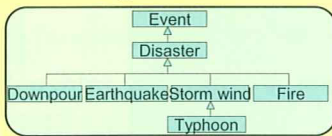
- **Event**: a thing that causes local changes
- Is-a relation -> Conceptual hierarchy
- Part-of relation -> Composite event
- Causal relation -> Event-driven relation

Prototype System

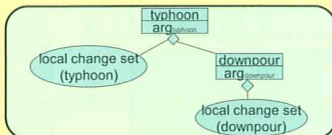
- Observation
- Spatial aspects
- Quantitative aspects



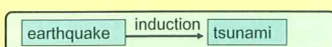
Processes of geographic changes can be observed by tracing three relation in our model



Conceptual hierarchy represents diverse aspects of an event.



Composite event represents structured hierarchy of events.



Event-driven relation represents causal affection between events.

Transport System

Transport vehicles are social agents. They want to get more **rewards** from customers.

Reward



How many people waiting? I'm waiting. I'm going to ...

How to estimate the reward?

Q-Learning
Estimate sum of expected reward.

Ant Colony System

Perceive trails of pheromones.

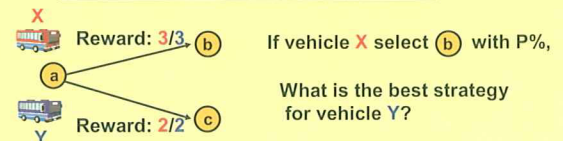
How to control the risk?



Transport vehicles select routes sometime cooperatively, sometime competitively.

Strategy

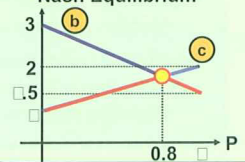
- Cooperative Competitive
- Synchro Alternate



Payoff Matrix

| | | | |
|---|-----|------------|--------|
| | Y | (b) | (c) |
| X | (b) | (1.5, 1.5) | (3, 2) |
| | (c) | (2, 3) | (1, 1) |

Nash Equilibrium



Vehicle Y can select better way than vehicle X. However, after the battle between vehicles X and Y, The strategies of the two reach to **Nash Equilibrium**.

After 10 years later ...

Your **life** will be **better**.