



Agent-Based Modeling in ArcGIS

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The problem

- Have a phenomenon that changes with time and space
- Want to model time and space explicitly – not as a snap shot
- Want to model the interactions how they occur, through the eyes of the phenomenon
- Give virtual agents brains and let them interact
- From the aggregation of the individual decisions the perceivable patterns are created

What is Agent-Based Modeling?

- Alternative modeling approach
- Use when all others fail
- Explores causality
- Creates patterns not describes them

Outline

- **What is Agent-Based Modeling**
- **Present the cougar model problem**
- **Demonstration**

How does it work?

- **You identify objects or agents**
 - **Animals**
 - **Terrorists**
 - **Land parcels**
 - **Any thing that “makes a decision” or performs an action**
- **The agents do things (perform an action or not)**
- **Base their decisions on:**
 - **Their state**
 - **Interactions with other agents**
 - **Interactions with the external world**
 - **Global factors**
 - **Environment Factors (from surfaces or maps)**
- **Scheduler – defines the time steps**

Why ABM and GIS?

- Agents many times make decisions in space
 - Where the agent is and what is around them
 - Where other agents are relative to processing agent
- Behaviors of an agent may involve movement
- Agent's decisions can be based on spatial analysis derived from a GIS
- Agents can change the spatial arrangement of things
- Agent's decision making changes with the changing landscape

Modeling cougars



Agents



Sample Application – Cougars

The Model

Behaviors



Home Ranges



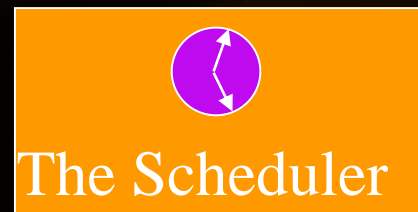
Other Agents



Based on Energetics



Safety



The Scheduler



Prey

Surrogate for Human population

More about cougar biology

- **Cougars are opportunistic**
 - There is a chance or probability that a cougar can catch prey at any time step
- **Whether a cougar makes a kill is based on:**
 - Available prey
 - The probability of catching a prey based on hunting advantage
 - How hungry am I
- **Whether I have sex (for a male) depends**
 - Is there a female within 3 kilometers and do I detect her
- **Otherwise I wander (with intent) within my home range**

Hunting behavior



Hunting behavior

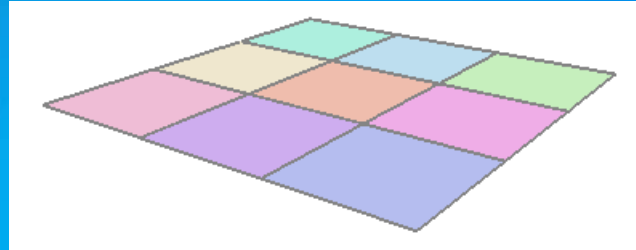


Movement is based on attractors

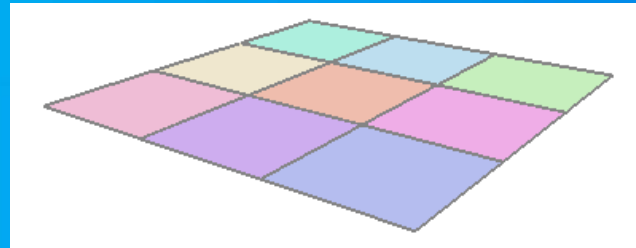
- Home range
 - Makes sure the cougar stays within the home range
- Habitat
 - Moves from one good habitat within their home range to another to protect their resources
- Kill
 - When make kill it will be a strong attractor - depends on type of kill (how long it takes to consume it)
- Female
 - When find one strong for 12 hours.

Balancing Security/Habitat/Home Range

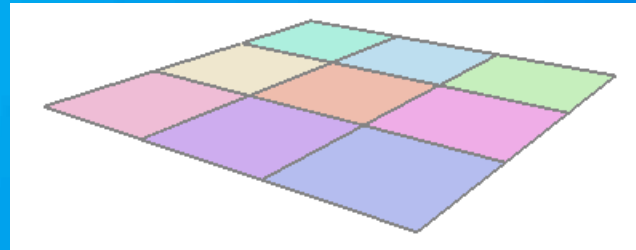
- Competing goals – trade offs
- Opportunistic and maximize
- Marbles algorithm
- Temporary
 - Female
 - Kill



Home Range Repellant



Habitat Attractor

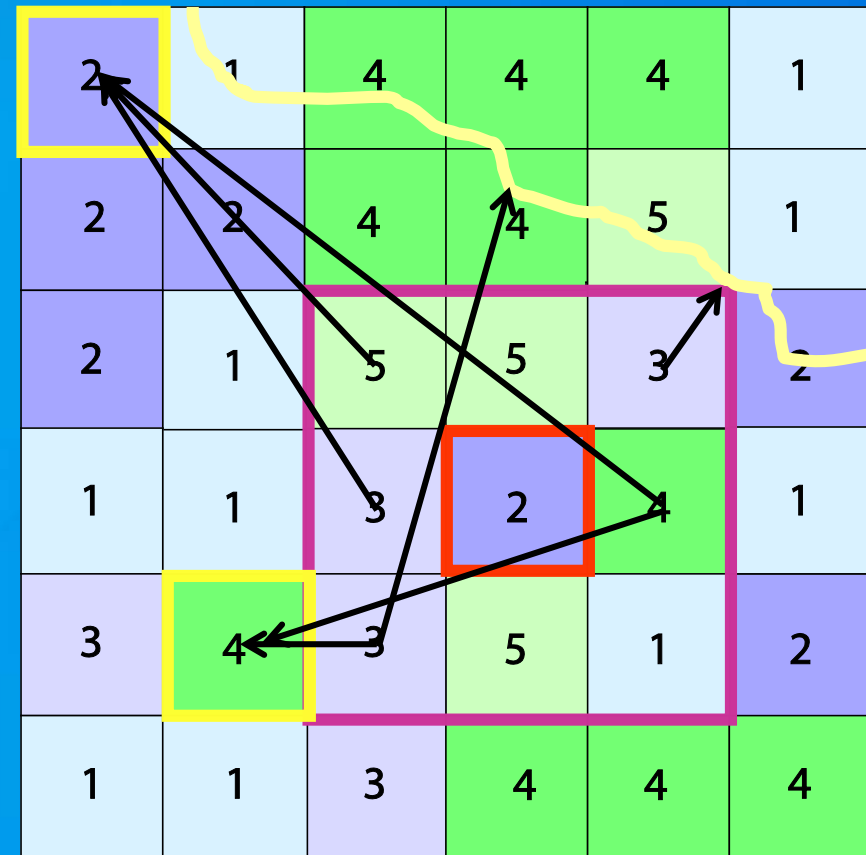


Security

Movement is based on attractors



Attribute weighting



Spatial weighting

What happens each time step


- How hungry am I and what is the time of day
- Look at my neighboring values
- Which locations would be best depends on my current goals:
 - to stay within the home range
 - to move toward a habitat
 - to stay secure
- Check on other attractors: a female or a kill
- A movement is made based on a trade off of the above goals
- Did I make a kill
 - If I did, what kind is it

The Agent Analyst extension

- Repast with ArcGIS 10.0 (mid-level integration)
- Argonne National Laboratory collaborated with Esri to create the extension - not an Esri product
- Integrated into ArcGIS Geoprocessing environment and takes advantage of Java ArcObjects
- Free and open source
- It is a user group community product
- Software and book free from:

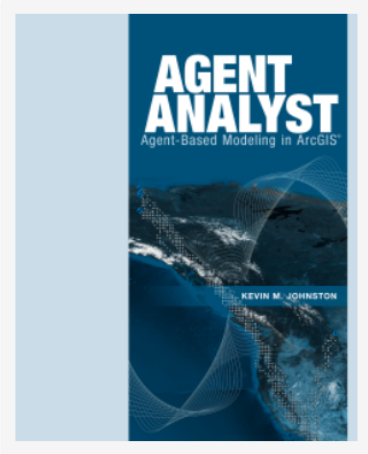
<http://resources.arcgis.com/en/help/agent-analyst/>

The resource center

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Agent Analyst: Agent-Based Modeling in ArcGIS



Agent Analyst: Agent-Based Modeling in ArcGIS is an introduction to agent-based modeling using an open-source software called Agent Analyst, which is compatible with ArcGIS software. This workbook's step-by-step exercises, written by agent-based modeling experts, demonstrate how to create agent-based models using points, polygons, rasters, and representative networks. Key topics include creating, manipulating, and scheduling actions and fields. The book shows how to implement basic-to-complex decision making by agents, and demonstrates the code to capture these decisions. *Agent Analyst: Agent-Based Modeling in ArcGIS* includes exercises, case studies, and code necessary to begin building agent-based models in ArcGIS Desktop 10. You can download *Agent Analyst: Agent-Based Modeling in ArcGIS* by clicking the link below.

[Agent Analyst: Agent-Based Modeling in ArcGIS](#) [45.8 MB - PDF]

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Software

You will need ArcGIS Desktop 10 and Agent Analyst software to complete the exercises in *Agent Analyst: Agent-Based Modeling in ArcGIS*. Any license level of ArcGIS Desktop 10 software will work. If you need ArcGIS Desktop 10 software, you can download a 60-day trial version at <http://www.esri.com/trial>. You can install Agent Analyst software by clicking the link below. Uninstall any previous versions of Agent Analyst before installing this version.

[Agent Analyst software](#) [35.1 MB - EXE]

[System requirements for ArcGIS Desktop 10](#)

Collaborators

- Esri
- Argonne labs
- University of Redlands
- University of Michigan
- Michigan State
- Temple University
- University of Indiana
- USGS
- Hopefully will be many more....

Demo

Agent Analyst

Agents

Fields

Actions

The screenshot displays the Agent Analyst software interface. The background shows a map with a cougar agent and its home range. The 'Property' window is open, showing the following details:

Property	Value
Actions	16 action(s) <input type="button" value="Edit"/>
Data Source	<input type="button" value="Edit"/> cougar3_centroid.shp
Group Name	cougars
Name	Cougar
Fields	<input type="button" value="Edit"/> 11 field(s)
Schedule	<input type="button" value="Edit"/> 1 schedule item(s)

The 'Actions Editor' window is also open, showing a list of variables and a code editor. The code editor contains the following Python code:

```
def move (double x, double y):  
    # update the current location to  
    # the passed in location  
    loc = (com.vividsolutions.jts.geom.Point)self.the_geom  
    coord = loc.getCoordinate()  
    coord.x = x  
    coord.y = y  
  
    point = self.model.getRaster("msecurity").mapToPixel(x, y, 0)  
    rasterX = int(point.x)  
    rasterY = int(point.y)  
  
    # if cougar has reached the centroid then need to find a new one  
    if (rasterX == self.habCentroidPointX and rasterY == self.habCentroidPointY):  
        self.needHabCentroid = true  
  
    #print "moved to:", coord.x, coord.y
```

Summary

- Model time and space explicitly – not as a snap shot
- Explores causality
- The aggregate of the individual decisions creates observed patterns as emergent patterns
- Agent-based modeling is composed of agents, actions, fields, and a scheduler
- Agent Analyst is a mid-level integration between Repast and ArcGIS
- Open source with the software and book free from:

<http://resources.arcgis.com/en/help/agent-analyst/>



Understanding our world.