Wrangling with Uncertainty in Complex Adaptive Systems of Systems (CASoS) Engineering

or

"Why CASoS Engineering is both an Opportunity and Challenge for Uncertainty Quantification"

> Robert Glass with Arlo Ames, Walter Beyeler, and many others Sandia National Laboratories

> > NSF Workshop

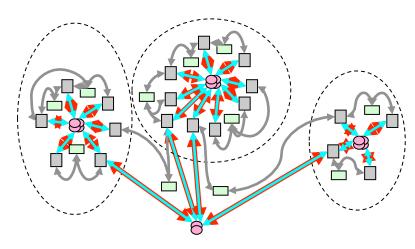
"Opportunities and Challenges in Uncertainty Quantification for Complex Interacting systems" April 13, 2009





Outline

- What is a CASoS?
- Where does uncertainty arise?
- Engineering within a CASoS: Example of Influenza Pandemic Mitigation Policy Design
- Towards a General CASoS Engineering Framework







What is a CASoS?

- **System:** A system is a set of entities, real or abstract, comprising a whole where each component interacts with or is related to at least one other component and that interact to accomplish some function. Individual components may pursue their own objectives, with or without the intention of contributing to the system function. Any object which has no relation with any other element of the system is not part of that system.
- System of Systems: The system is composed of other systems ("of systems"). The other systems are natural to think of as systems in their own right, can't be replaced by a single entity, and may be enormously complicated.
- **Complex:** The system has behavior involving interrelationships among its elements and these interrelationships can yield emergent behavior that is nonlinear, of greater complexity than the sum of behaviors of its parts, not due to system complication.
- Adaptive: The system's behavior changes in time. These changes may be within entities or their interaction, within sub-systems or their interaction, and may result in a change in the overall system's behavior relative to its environment.





Many Examples

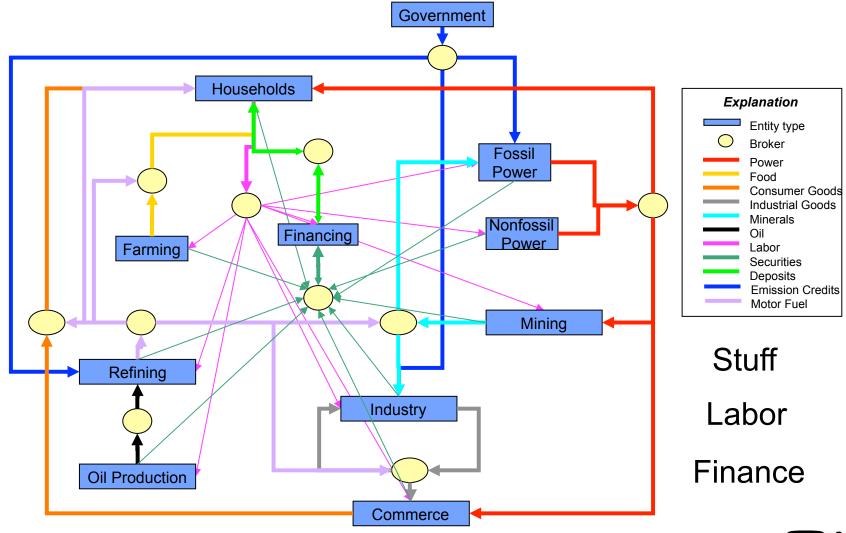
- Tropical Rain forest
- Agro-Eco system
- Cities and Megacities (and their planet)
- Interdependent infrastructur national to global)
- Government and political sy economic systems, (local to global)... Global Energy Sys





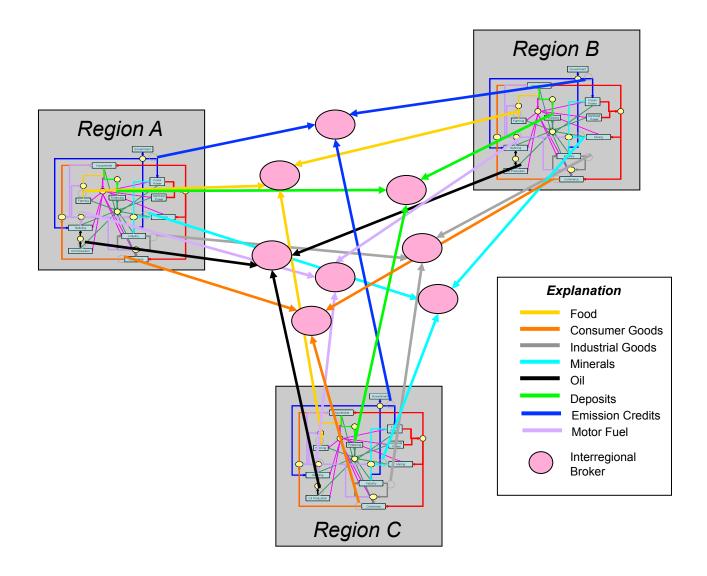


Core Economy within Global Energy System





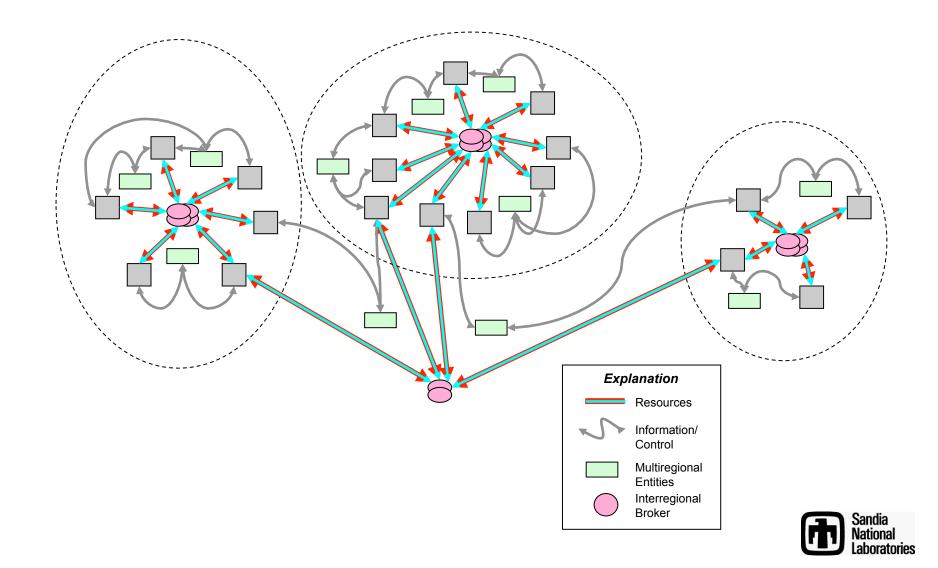








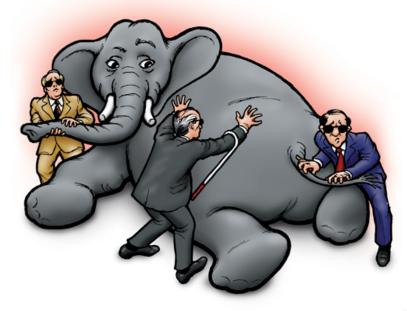
Global Energy System





LOTS of Uncertainty

- Aspects of Complex systems can be unpredictable (e.g. BTW sandpile, ...)
- Adaptation, Learning and Innovation
- Conceptual model uncertainty
 - Beyond parameters
 - Beyond IC/BC





Engineering within a CASoS: Example

Three years ago on Halloween NISAC got a call from DHS. Public health officials worldwide were afraid that the H5NI "avian flu" virus would jump species and become a pandemic like the one in 1918 that killed 50M people worldwide.

Pandemic now. No Vaccine, No antiviral. What could we do to avert the carnage?



Chickens being burned in Hanoi



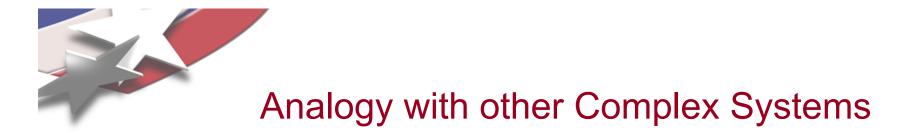


Definition of the CASoS

- System: Global transmission network composed of person to person interactions beginning from the point of origin (within coughing distance, touching each other or surfaces...)
- System of Systems: People belong to and interact within many groups: Households, Schools, Workplaces, Transport (local to regional to global), etc., and health care systems, corporations and governments place controls on interactions at larger scales...
- Complex: many, many similar components (Billions of people on planet) and groups
- Adaptive: each culture has evolved different social interaction processes, each will react differently and adapt to the progress of the disease, this in turn causes the change in the pathway and even the genetic make-up of the virus

HUGE UNCERTAINTY





Simple analog:

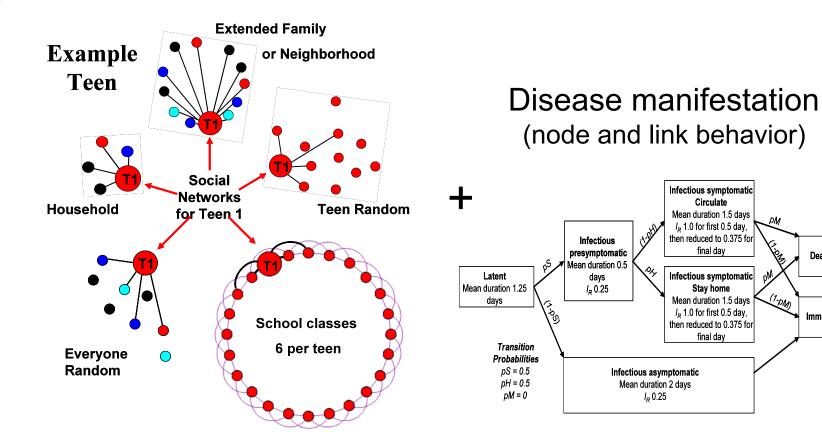
• Forest fires: You can *build fire breaks* based on where people throw cigarettes... or you can *thin the forest* so no that matter where a cigarette is thrown, a percolating fire (like an epidemic) will not burn.

Aspirations:

- Could we target the social network within individual communities and thin it?
- Could we thin it intelligently so as to minimize impact and keep the economy rolling?



Application of Networked Agent Method to Influenza



Stylized Social Network (nodes, links, frequency of interaction)



Dead

Immune

(1-PM)

Infectious symptomatic

Circulate

Mean duration 1.5 days $I_{\rm R}$ 1.0 for first 0.5 day, then reduced to 0.375 for

final day

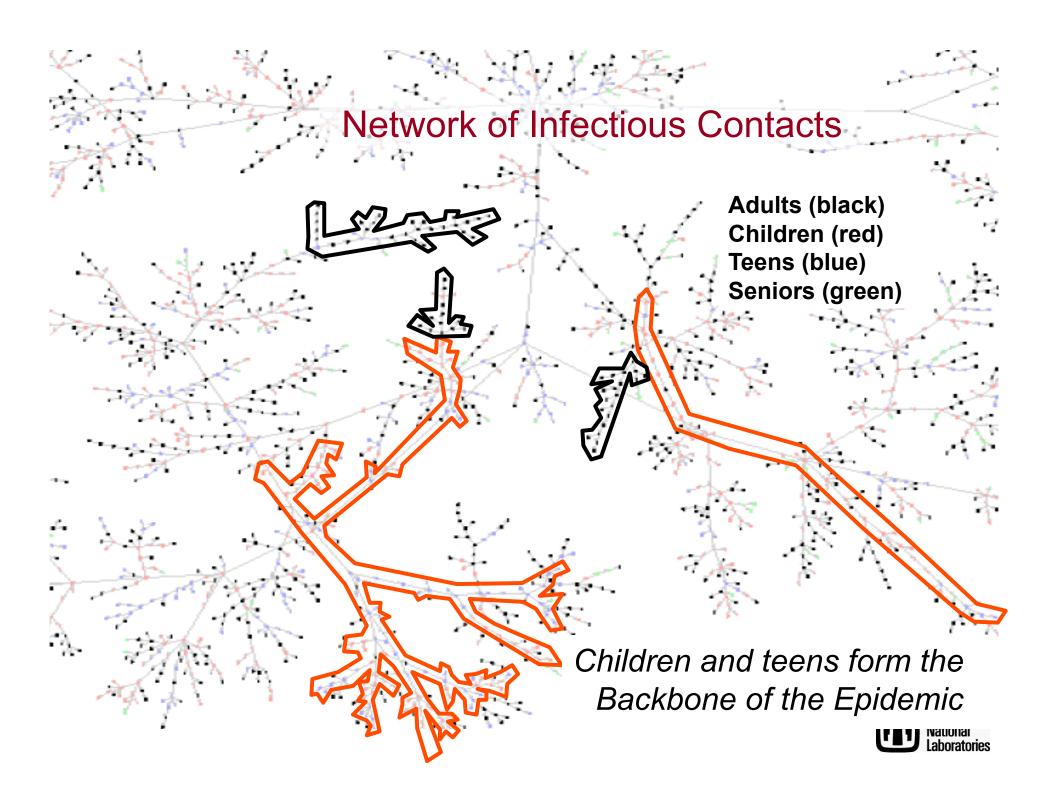
Infectious symptomatic

Stay home

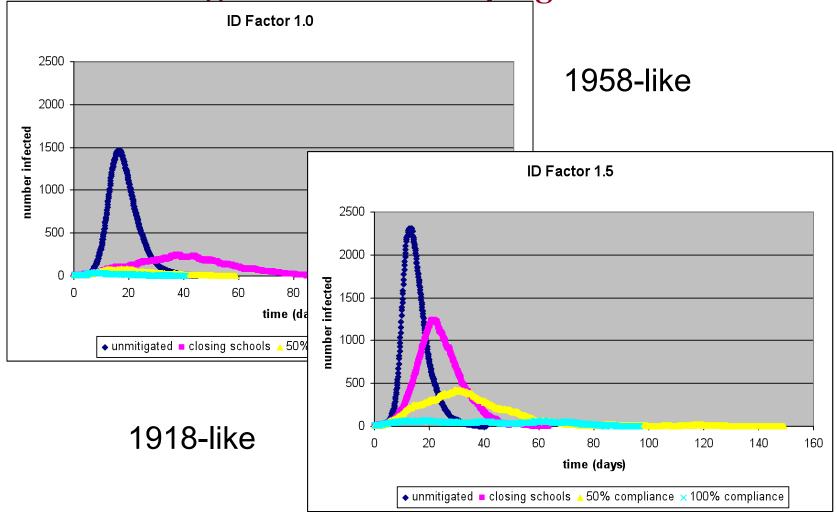
Mean duration 1.5 days

 I_R 1.0 for first 0.5 day,

then reduced to 0.375 for final day



Closing Schools and Keeping the Kids Home







They identified critical questions/issues and worked with us to answer/ resolve them

- How sensitive were results to the social net? Disease manifestation?
- How sensitive to compliance? Implementation threshold? Disease infectivity?
- How did the model results compare to past epidemics and results from the models of others?
- Is there any evidence from past pandemics that these strategies worked?
- What about adding or "layering" additional strategies including home quarantine, antiviral treatment and prophylaxis, and pre-pandemic vaccine?

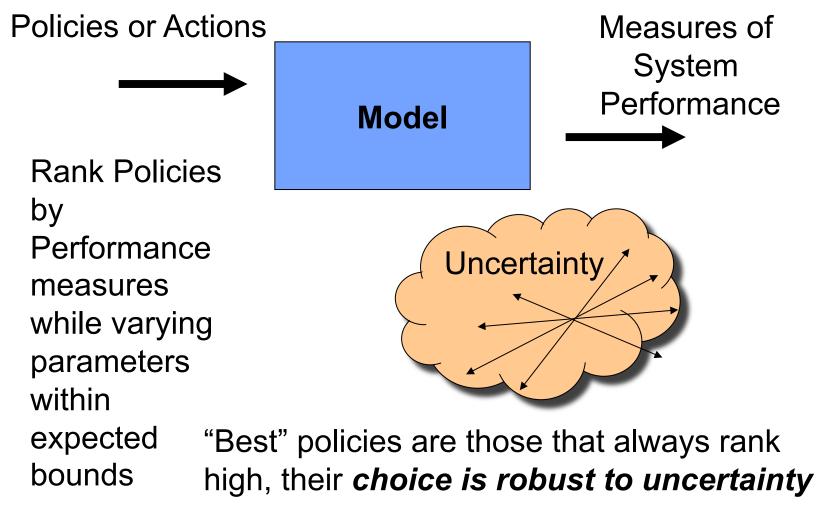
We extended the model and put it on Tbird... 10's of millions of runs later we had the answers to:

- What is the best mitigation strategy combination? (*choice*)
- How robust is the combination to model assumptions and uncertainty? (*robustness* of choice)
- What is required for the choice to be most effective? (evolving towards resilience)

These answers guided the formulation of national pandemic policy, Actualization is still in progress.









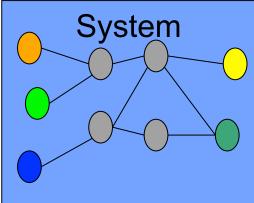


Finding the right model

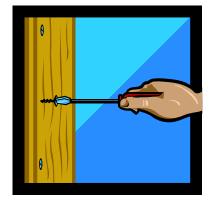
- There is no general-purpose model of any system
- A model describes a system for a purpose

What to we care about?





What can we do?

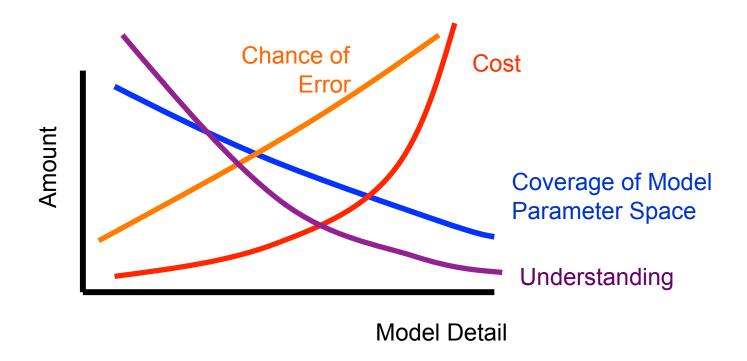


Model

Additional structure and details added as needed



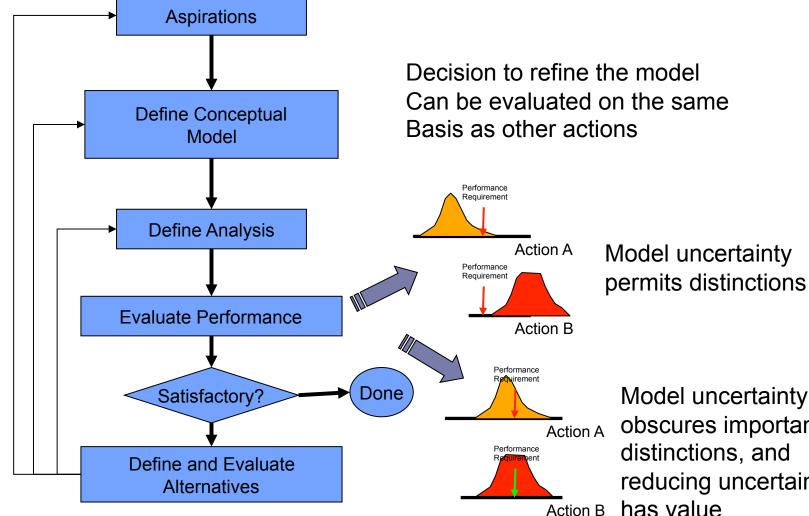




- 1. Recognize the tradeoff
- 2. Characterize the uncertainty with every model
- 3. Buy detail when and where its needed



Model development: an iterative process that uses uncertainty



Model uncertainty obscures important distinctions, and

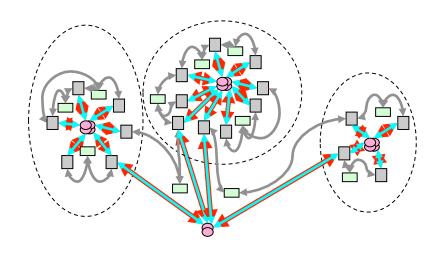
reducing uncertainty

has value





CASoS Engineering: An Opportunity and Challenge for Uncertainty Quantification





General CASoS Engineering Framework

• Define

- CASoS of interest and Aspirations,
- Appropriate methods and theories (analogy, percolation, game theory, networks, agents...)
- Appropriate conceptual models and required data

• Design and Test Solutions

- What are *feasible choices* within multi-objective space,
- How *robust* are these choices to uncertainties in assumptions, and
- Critical enablers that increase system resilience

• Actualize Solutions within the Real World

An Opportunity and Challenge For Uncertainty Quantification



Extra NISAC Related





Resolving Infrastructure Issues Today



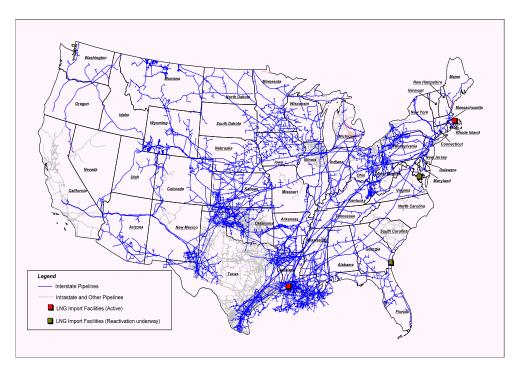
Modeling, simulation, and analysis of critical infrastructures, their interdependencies, system complexities, disruption consequences





A Challenging if not Daunting Task

- Each individual infrastructure is complicated
- Interdependencies are extensive and poorly studied
- Infrastructure is largely privately owned, and data is difficult to acquire
- No single approach to analysis or simulation will address all of the issues



Source: Energy Information Administration, Office of Oil & Gas

Active Refinery Locations, Crude and Product Pipelines





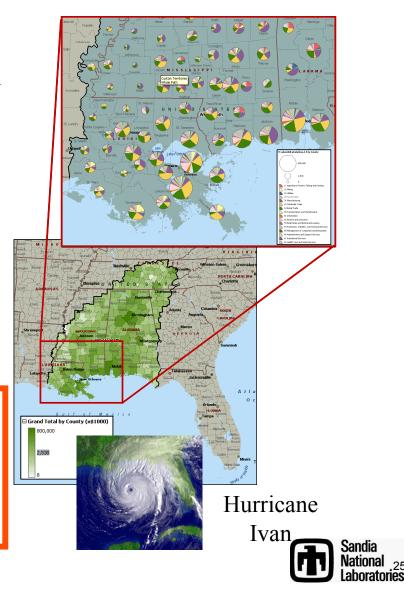
Example Natural Disaster Analysis: Hurricanes

Analyses:

- Damage areas, severity, duration, restoration maps
- Projected economic damage
 - Sectors, dollars
 - Direct, indirect, insured, uninsured
 - Economic restoration costs
- Affected population
- Affected critical infrastructures

Focus of research:

Comprehensive evaluation of threat
Design of Robust Mitigation
Evolving Resilience





2003: Advanced Methods and Techniques Investigations (AMTI)

Critical Infrastructures:

- Are Complex: composed of many parts whose interaction via local rules yields emergent structure (networks) and behavior (cascades) at larger scales
- Grow and adapt in response to local-to-global policy
- Contain people
- Are interdependent "systems of systems"



Critical infrastructures are Complex Adaptive Systems of Systems: CASoS





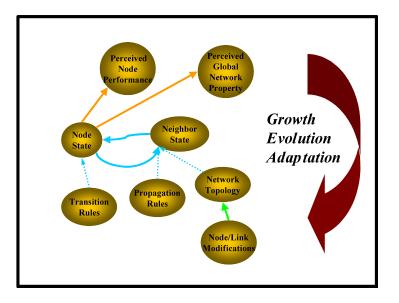
Generalized Method: Networked Agent Modeling

Take any system and Abstract as:

- Nodes (with a variety of "types")
- Links or "connections" to other nodes (with a variety of "modes")
- Local rules for Nodal and Link behavior
- Local Adaptation of Behavioral Rules
- "Global" forcing from Policy

Connect nodes appropriately to form a system (network) Connect systems appropriately to form a System of Systems

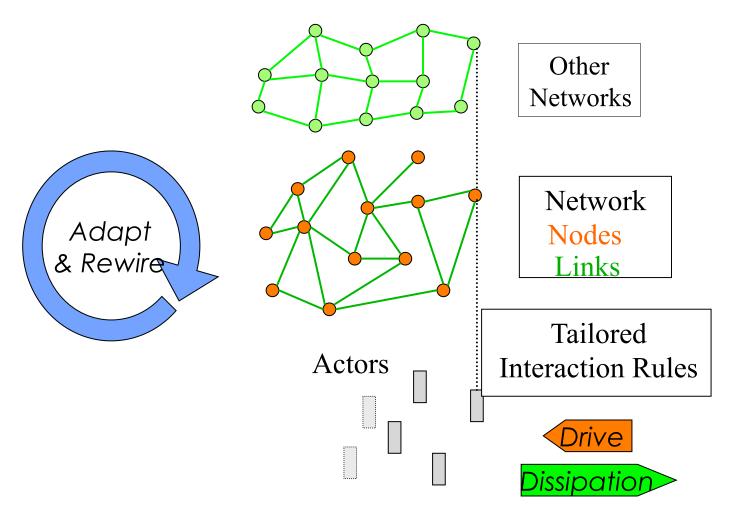
"Caricatures of reality" that embody well defined assumptions



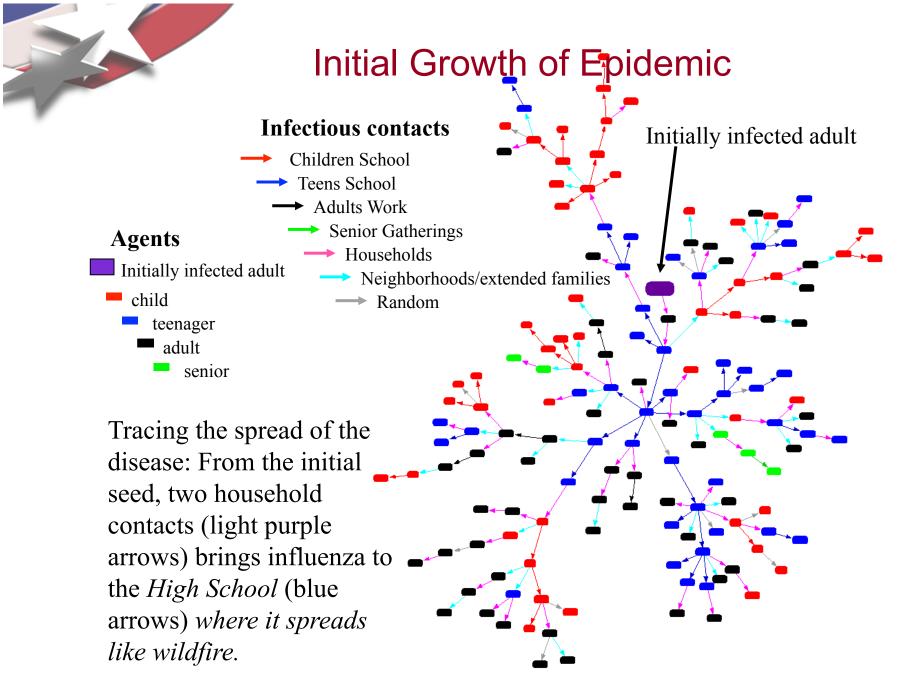




Graphical Depiction: Networked Agent Modeling



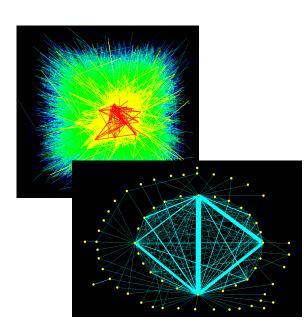


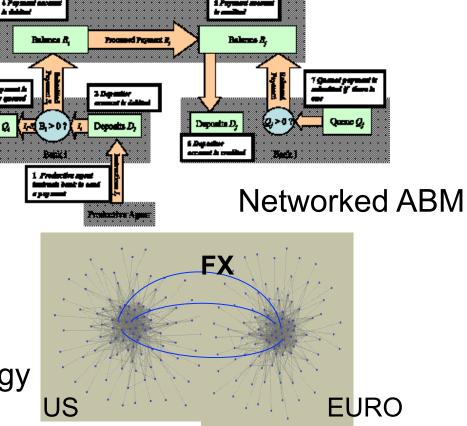


Laboratories



Application: Congestion and Cascades in Payment Systems



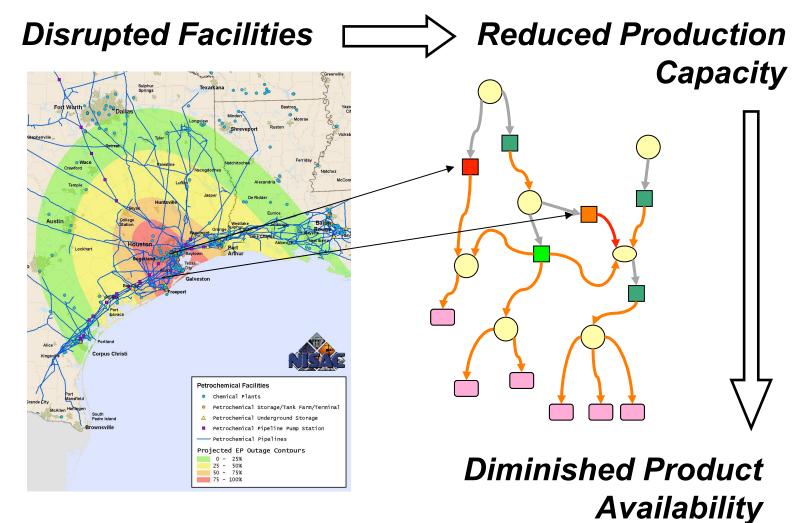


Global interdependencies



Payment system topology









Complexity Primer Slides



First Stylized Fact: Multi-component Systems often have power-laws & "heavy tails"

"Big" events are *not* rare in many such systems

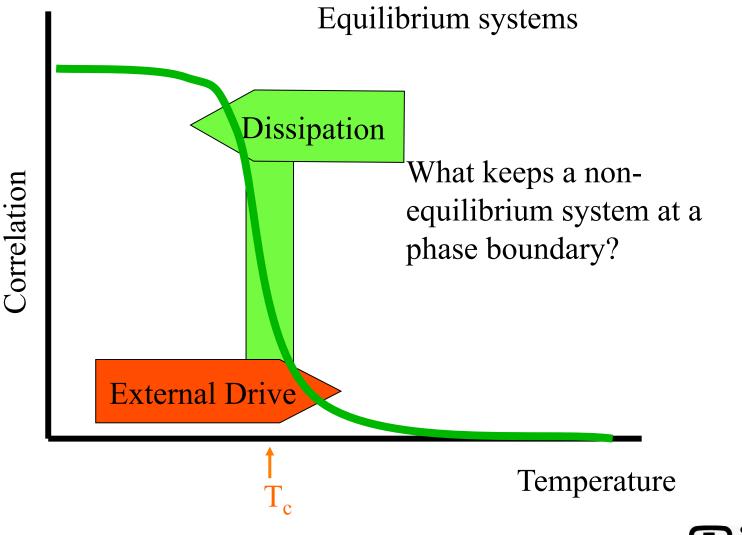
log(Frequency)

Earthquakes: Guthenburg-Richter Wars, Extinctions, Forest fires Normal N

log(Size)

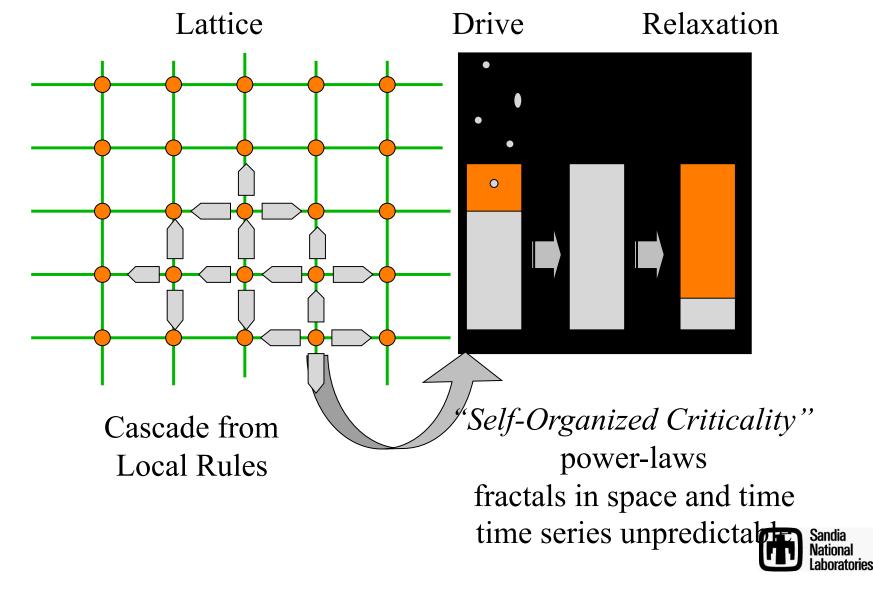


Power Law - Critical behavior - Phase transitions

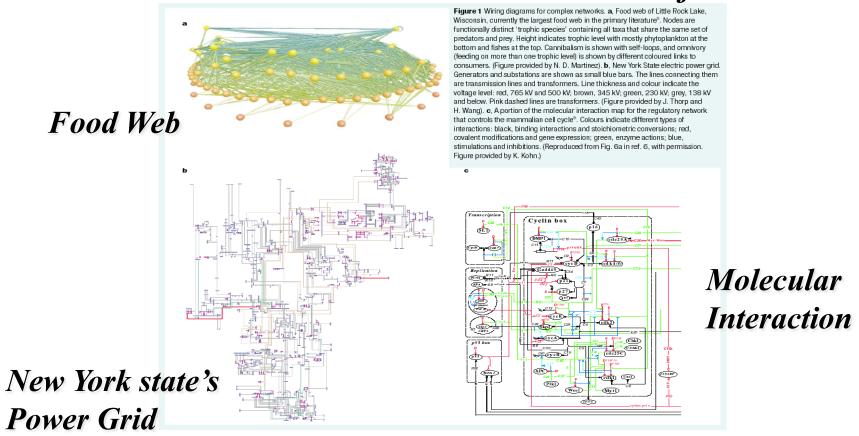




1987 Bak, Tang, Wiesenfeld's "Sand-pile" or "Cascade" Model



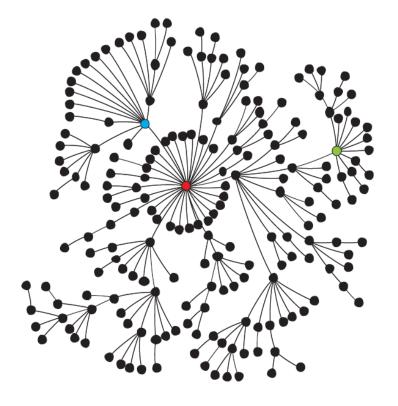
Second Stylized Fact: Networks are Ubiquitous in Nature and Infrastructure



Illustrations of natural and constructed network systems from Strogatz [2001].



1999 Barabasi and Albert's "Scale-free" network



Simple Preferential attachment model: "rich get richer" yields Hierarchical structure with "King-pin" nodes **Properties:** tolerant to random failure... vulnerable to informed attack





Evolving towards Resilience

- Robustness of choice to uncertainty also shows *those factors that good system performance depends on*, in order:
 - Implementation threshold
 - Compliance
 - Regional mitigation
 - Rescinding threshold
- *Planning and Training* required to push the system where it needs to be (carrots and sticks)
- Because eliciting appropriate behavior of humans is inherently uncertain (fatigue, hysteria, false positives), this policy is "interim", meanwhile:
 - Research to develop broad spectrum vaccine for influenza
 - Resolving supply chain issues for antivirals

