Introduction to modelling: Exponential and logistic growth

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Last time

- Data analysis of COVID-19 data
- Visualizations

Goals for today

- Simple **models** of dynamics of infection
- Exponential and logistic growth

- Simulate to produce data
- Visualize for understanding

Dynamics

Many questions in sciences, engineering, economics... concern dynamics:

how system changes (evolves) over time

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how system changes (evolves) over time

- Examples:
 - stock market
 - chemical reactions
 - noise in jet engine
 - interactions of genes
 - motion of galaxy

Introduction to modelling: Exponential and logistic growth

Modelling

■ What is a model?

Mathematical / computational description of world

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■ Full system (= world) is too complicated

Modelling II

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Mathematical / computational description of **small subpiece** of world

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Modelling II

What is a model?

Mathematical / computational description of **small subpiece** of world

- Isolate effects of interest
- Start simple, understand behaviour
- Make more complicated (add additional effects), understand how results change
- Repeat!

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- Need to make assumptions to start modelling process
- Assumptions must be explicit

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- Suppose no influence from outside
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- Suppose infection is transmitted by proximity
- Suppose stay infected once infected

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Mathematical model

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- lacksquare S_n is number of **susceptible** people on nth day

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- Notation: I_n is number of **infectious** people on nth day
- lacksquare S_n is number of **susceptible** people on nth day

Suppose that everybody is either susceptible or infected:

$$S_n + I_n = N$$

and total population N is constant

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- We will need hypotheses on dynamics of infection:
- \blacksquare Specify how I_{n+1} depends on $I_0,\,...,\,I_n$
- lacksquare E.g. $I_{n+1}=f(I_n)$ deterministic model
- \blacksquare Or $I_{n+1}=f(I_n)+\xi$ \quad stochastic model with random fluctuations ξ

Output of model

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- Possible goal: Obtain time series that "mimics" real-world data
- Possible goal: Understand what effects must be included in model and which ones may not be relevant

Mathematical model II

- After step 1: $x_1 = \lambda \cdot x_0$
- After step 2: $x_2 = \lambda \cdot x_1$ etc.
- Generalize: recurrence relation

$$x_{n+1} = \lambda x_n$$

- In many applications, instead have differential equations

 how a quantity changes continuously in time, expressed using time derivatives.
- But numerical solution methods often use discrete time steps anyway!

Computational thinking

- Want to know system's behaviour dynamics / evolution in time.
- Our growth model is simple enough that can be solved analytically formula for x_n at time n (exercise)
- But in general mathematical models cannot be solved analytically – e.g. Robert May, Nature 1976
- Instead use computer as tool to investigate behavior.

Computational thinking II

- How map model → computational experiment?
- Create a small "world" inside computer.
- Start off by representing the **initial data**: x_0 , λ and final time N as variables.
- lacktriangle Need a way to store all the x_n

Computational thinking III

- Solution: math x_n corresponds to computation x[n], where [n] means "index into suitable data structure"
- 6.0001: use Python dictionary or list for this
- Using dictionary:

```
x0 = 20.0  # initial population
λ = 1.2  # type as \lambda<TAB>
N = 20  # final time

x = Dict(0 => x0)  # empty (untyped) dictionary

for n in 1:N  # 1:N is a Range object
    x[n+1] = λ * x[n]
end
```

- 1 => x0 is a Pair representing fact that 1 maps to x0
- Using Julia Vector (1D array) instead:

```
x = zeros(N+1)  # Vector of zeros
x[1] = x0

for n in 2:N+1
    x[n+1] = λ * x[n]
end
```

- We preallocated an array to store data in since we knew how much storage we needed.
- Note that *arrays have index starting at 1* in Julia.
- Package OffsetArrays.jl allows other indexing.

Creating data over time

- Often create / read data and store incrementally, e.g. when don't know how much storage we need
- Need a data structure that knows how to automatically grow
- Dict allows this
- Common alternative if ordered data, e.g. in time: create empty vector and add data to it
- push!(vv, a); **cf**. vv.append(a) **in Python**.
- ! is convention in Julia: function that modifies its argument

- Argument must be mutable, e.g. Vector
- Disadvantage: loses explicit index n; implicit as "the index of the last element that was added"
- Advantage: Think in a new way, less mathematically and more computationally:
 - "current value of x"
 - "next value of x that will be produced"
- Suggestion: Call vector xs since stores many values of x; allows using x for current value:

```
x = x0  # current value
xs = [x0]  # initialize Vector with initial value

for n in 1:N
    next_x = \( \lambda \times x \)
    push!(xs, next_x)

x = next_x
end
```

- Key step: update current value at end of loop
- New value will be used as input in next loop iteration.
- Mathematically: often write x' for next value: $x' = \lambda x$
- Julia: $x' = \lambda * x write as \prime<TAB>$
- Julia looks like math

Anonymous functions

- Function of one variable, x, with one parameter, λ
- Julia: "the function that takes x to 2x" is written

Called an anonymous function since it has no name.

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- Now can write julia $f(\lambda) = x \rightarrow \lambda * x$
- So f(3) is an (anonymous) function

Exploring data: Visualization

- Now want to explore how data behaves.
- "Exploratory data analysis": visualize by plotting
- We choose Plots.jl package (out of several options).
- Install package (one time) with

```
using Pkg
Pkg.add("Plots")

or
ladd Plots
```

- Pkg is built-in Julia package manager.
- In REPL,] enters package mode: prompt (v1.2) pkg>.

Plotting

Once installed, load in each session:

```
using Plots
```

Can now plot data as points (scatter) or lines (plot):

```
scatter(x)
```

If x coordinates not given, Julia plots the data against time.

Automate: put it into a function

- Have generated data for specific values of λ and x_0 .
- How is dynamics *affected* by x_0 and λ ?
- Must change them and recalculate.
- Never copy, paste and modify values by hand!
- Instead, introduce abstraction: create a function

```
11 11 11
Simulate growth with rate \lambda, initial value x0 and time N.
0.00
function growth(\lambda, x0, N)
    x = zeros(N+1)
    x[1] = x0
    for n in 1:N
         x[n+1] = \lambda * x[n]
    end
    return x
```

end

- Docstrings (within """) are placed above function body.
- Can now easily experiment with different values by executing the function:

```
growth(1.2, 10.0, 10)
growth(2.0, 10.0, 10)
```

- Exercise: What happens if x0 and \lambda are integers instead of Float64?
- Which argument is which? It's difficult to remember.
- Use keyword arguments (NB: semicolon, ;):

```
growth(; \lambda=1.1, x0=20.0, N=10) = growth(\lambda, x0, N)
```

Call with

```
growth(N=20)
growth(N=20, x0=1.0)
```

Note that we have added a method to the function growth: methods(growth)

Automating plotting

- It's tempting to add plotting to the data generation.
- But we shouldn't do so: always separate data generation and plotting
- Reasons for this:
 - Data generation is slow; may want to plot data in different ways.
 - Plotting is slow or inconvenient may not want to plot, e.g. if running non-interactively
- Exercise: Write a function plot_growth that takes the same parameters, generates the data and then plots.

Interactive visualizations

- It's still clumsy to modify values and re-plot by hand. Can we do this more intuitively and *interactively*?
- Interact.jl package: interactive widgets
- Can be used inside Juno and Jupyter notebook
- Install and load Interact.jl. Then try

```
@manipulate for i in 1:10
    i^2
end
```

- Looks like standard for loop, with i^2 calculated at each iteration.
- But it is doing something different
- @manipulate is a macro think of as a "super-function"
- Macro takes piece of Julia code and modifies it
- Returns new piece of Julia code, which is executed in place of old code; Julia never sees old code, only modified code.
- NB: In normal for would need to output; in a @manipulate the last calculated value is displayed automatically

- Can use @macroexpand to see new code. Here it generates the widgets.
- Can manipulate more than one variable at a time:

```
using Interact
@manipulate for a in 0:10, b in 1:11
   HTML( (a, b) ) # use HTML representation of output
end
```

■ Exercise: Use @manipulate to visualize the dynamics of the simple growth model as λ and x_0 are varied. What are suitable (physically realistic) bounds for those variables?

There is a key *critical value* of λ where the *dynamics* changes qualitatively. What is it? This is called a **bifurcation**.

Nonlinear dynamics

• General dynamics with single-step function f:

$$x_{n+1} = f(x_n)$$

- Discrete-time dynamical system
- Apply f to previous output at each step.
- **Example**: $f = \cos$.
- "Repeatedly press the cos key on your calculator". What happens?
- **Exercise**: Implement this.

Fixed points

Behaviour is completely different from previous: iterates converge to a fixed point:

$$x_n \to x^*$$
 as $n \to \infty$

■ **Fixed point**: value that *does not change* when *f* is applied:

$$x^* = f(x^*)$$

- **Transcendental equation**: *impossible* to find explicit form for solution.
- But iterative method successfully solves this equation (with certain precision).

Rate of convergence

- How "good" is this method?
- \blacksquare Measure distance of x_n from x^* , i.e. $\delta_n := |x_n x^*|$
- **Exercise**: Implement this.
- Find that it converges "quickly".
- \blacksquare How characterize *rate* of convergence, i.e. how *fast* does δ_n decrease as function of n?
- Plot data differently: log scale
- yscale=:log in Plots.jl

Stability analysis

- What can we say about $\delta_n := |x_n x^*|$ analytically?
- lacktriangle For large n, we know x_n is close to x^* , so

$$x_{n+1} = x^* + \delta_{n+1} = f(x_n) = f(x^* + \delta_n)$$
 (1)
 $\simeq f(x^*) + \delta_n f'(x^*),$ (2)

Approximately satisfies linear dynamics:

$$\delta_{n+1} = \lambda \, \delta_n,$$

with $\lambda = f'(x^*)$ (constant).

- We already understand this!
- Computing and mathematics often consist of trying to reduce a new problem to a problem you already know how to solve!
- Behaviour of nonlinear systems near fixed points can often be reduced to analyzing the *linearized* system.

Review

- Modelling allows us to study isolated phenomenon in the computer
- Produce data incrementally and store it in a Vector using push!
- Examine its behaviour by plotting
- Make it interactive to quickly scan possible behaviours
- Reduce a problem to one you already know how to solve if you can!
- Some Julian tips:
 - Return from function, don't print
 - Types are important, but don't worry too much right now
 - Multiple dispatch: Different methods of same function for related functionality