# Introduction to individual-based modelling using ${\sf R}$

https:

//stirlingcodingclub.github.io/individual\_based\_modelling

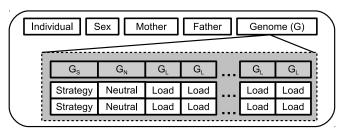
**Brad Duthie** 

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▶ Simulate a system *in silico*, using computer code

<sup>&</sup>lt;sup>1</sup>Duthie, A. B., & Reid, J. M. (2016). *Am. Nat.* 186, 651-667.

- ▶ Simulate a system *in silico*, using computer code
- Individuals are represented as discrete entities



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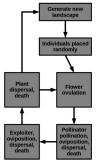


Fig. 1. Interactions among plants, obligate pollinators, and obligate exploiters for a single set of parameter values.

Processes are often stochastic (events probabilistic)

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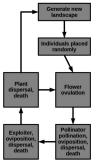


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- Can test ideas by simulating across many parameters

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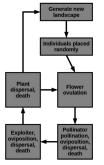


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- Processes are often stochastic (events probabilistic)
- Can test ideas by simulating across many parameters
- Highly mechanistic models are possible

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## Advantages & disadvantages of using IBMs

#### **Advantages**

- 1. Very easy to model individual variation (genetic, phenotypic, environment, etc.)
- 2. Key biological processes are inherent to the model (e.g., drift, mutation, demography)
- 3. Models can often be more detailed and therefore more targeted

## Advantages & disadvantages of using IBMs

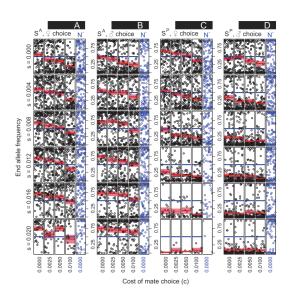
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### Disadvantages

- 1. Computational power can be limiting
- 2. Sometimes difficult to see the link between model assumptions and model predictions (i.e., difficult to interpret results)

## Advantages & disadvantages of using IBMs



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## Getting started using R for IBMs

- ► **Objective**: Learn how to start writing IBMs from a basic knowledge of R coding
- ▶ **Notes**: Walk through all of the code required to get started with a basic predator-prey model
- ► Caveat: Code in the notes is not optimised for speed
- ► Languages: Other languages such as C, C++, or NetLogo are also worth considering

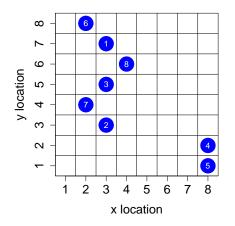
## One way to model individuals in an IBM

### Rows are individuals & columns are individual characteristics

| ind_ID | x_loc | y_loc | body_mass | age |
|--------|-------|-------|-----------|-----|
| 1      | 3     | 7     | 36.60     | 5   |
| 2      | 3     | 3     | 31.20     | 1   |
| 3      | 3     | 5     | 45.89     | 3   |
| 4      | 8     | 2     | 29.61     | 2   |
| 5      | 8     | 1     | 44.43     | 4   |
| 6      | 2     | 8     | 46.65     | 6   |
| 7      | 2     | 4     | 43.33     | 5   |
| 8      | 4     | 6     | 36.52     | 4   |

The process of modelling is then to do something to the individuals and their characteristics – have them interact, change, be removed, have more added. Models are as complex as we are willing to code.

## Individual-based models are often spatially explicit



- Individual locations can be mapped to a landscape, with rules for movement
- Movement entails rules for changing x and y locations
- Landscape need not be represented in code, but can be to define landscape properties

## Simulate individuals over multiple time steps

#### **Define individuals**

#### Move individuals to the right 5 times

```
ts <- 0;
time_steps <- 5;
while(ts < time_steps){
   inds[, 2] <- inds[, 2] + 1;
   ts <- ts + 1;
}</pre>
```

## Working through the IBM notes

https://stirlingcodingclub.github.io/individual\_based\_modelling/ibm\_notes.html

- Walks through R code for modelling individual movement, birth, death, and predation over time
- ▶ Meant to be a starting point for further development
- Ask questions in Twitch chat and in the GitHub Repository issues page