



# RSOCSIM

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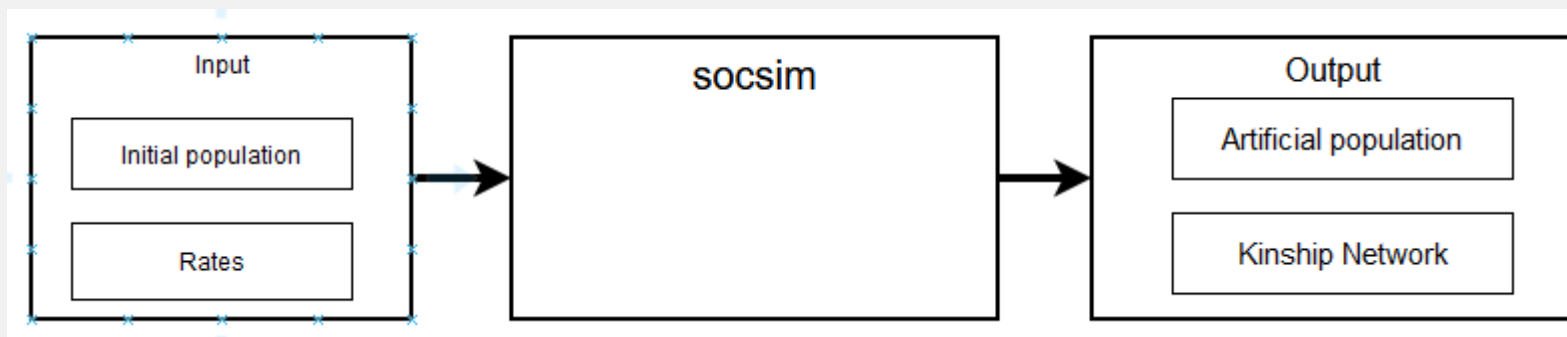
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Are we living in a simulation?



# Are we living in a simulation?







356119	0	1	2	2891	277904	280493	342576	347372	0	226288	4	0	0.000000
356120	0	1	3	2891	314958	312848	0	0	427774	218971	4	0	0.000000
356121	1	1	3	2891	280566	268526	350844	350844	0	217787	4	0	1.266465
356122	1	1	3	2891	304546	303509	352523	352523	433048	210372	4	0	2.289705
356123	1	1	3	2891	316048	310213	0	0	0	216242	4	0	0.341459
356124	0	1	1	2891	271984	264154	0	314716	0	0	1	0	0.000000
356125	1	1	2	2891	306333	296933	351504	351504	422055	193338	4	0	1.964239
356126	1	1	3	2891	296948	292051	345585	345585	430123	213841	4	0	0.666892
356127	1	1	3	2891	286080	275613	351737	351737	0	0	1	0	0.928772
356128	1	1	3	2891	295771	255542	0	338705	414999	0	1	0	1.107729
356129	0	1	3	2891	302136	299323	350811	350811	0	205652	4	0	0.000000
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356131	0	1	2	2891	288307	293311	353838	0	0	226924	4	0	0.000000
356132	1	1	3	2891	306709	274292	354095	347708	0	222142	4	0	1.265363
356133	1	1	1	2891	281567	274488	0	349802	0	193502	2	0	0.063179
356134	0	1	2	2891	293168	288134	353418	353418	0	219276	4	0	0.000000
356135	0	1	3	2891	285242	275659	348421	348421	411320	198252	4	0	0.000000
356136	0	1	1	2891	284454	301024	346738	346738	0	0	1	0	0.000000
356137	0	1	3	2891	313908	308516	353000	353000	409856	205489	4	0	0.000000
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356143	0	1	3	2891	311572	306968	348682	348682	0	224898	4	0	0.000000
356144	0	1	3	2891	274693	269142	340434	340434	0	216379	4	0	0.000000
356145	1	1	3	2891	283496	280334	331340	331340	0	215787	4	0	1.056765
356146	0	1	3	2891	308101	313652	0	0	428649	217474	4	0	0.000000
356147	0	1	3	2891	277578	282087	323420	0	430884	212534	4	0	0.000000
356148	0	1	3	2891	279997	280962	350425	0	0	217875	4	0	0.000000
356149	0	1	3	2891	308494	292092	0	0	0	217770	4	0	0.000000
356150	1	1	1	2891	285320	264655	353619	353619	0	222241	2	0	1.008872



# AGENDA

- History
- How does socsim work internally?
- How to install and use socsim



## HISTORY

- \* first developed in the 70ies by Kenneth Wachter (?) and colleagues at the UC Berkeley
- \* written in FORTRAN
- \* rewritten in C in the 80ies
- \* Used throughout the years in many publication



## WHY SOCSIM

- It is established and well tested
- It is complex enough to support all the things that are interesting to us,
- While still simple enough to not introduce too much moving parts and unforeseeable inner interactions
- The basic simulation mechanic is still the same as it was 50 years ago.



# HOW DOES SOCSIM WORK?



## OVERVIEW

- Every person is an individual object
- The population is a long list of persons
- When a birth happens, a new person is created and appended to that list
- „closed simulation”: No other way for persons to enter the simulated population
- At the start of the simulation (or after an event), every person gets a “next event”
- Events can be marriage, divorce, childbirth, death, etc.
- Time increments in discrete timesteps
- In every time step, all events scheduled for this time “happen”
- A simulation can consist of 1 or more “segments”, every segment can have different rates
- At the end of the simulation, socsim writes the population into output files

# HOW DOES SOCSIM WORK?



## PERSON

Every person has some parameters:

- dead/alive
- Sex
  - *female or male*
- *marital status*
  - *single, married, divorced, cohabiting, widowed*
- parity
  - *total number of children born to a woman*
- Group Number
  - *between 0 and 63. Can be used to simulate different groups/countries/towns.... with transition rates between groups*
- Age
  - *In months, changes with time steps, starts at 0. Max age is 200 years*
- Next event

# HOW DOES SOCSIM WORK?



## EVENTS

- birth
  - *creation of a new person with age 0 and parameters that are random (sex) or derived (marital status=single at birth, ...)*
- death
  - *according to mortality rates. These are specific to parameters of the individual persons (age, gender, groups, parity, marital status)*
- marriage
  - *Just like in real live, Marriage is the most complicated event, because it involves 2 persons.*
  - *Socsim comes with 3 Marriage market systems*
    - **1 - Marriage rates for both males and females**
    - **2 - Marriage rates only for females - males just get picked**
    - **3 - No marriage rates; Marriage just before a childbirth to an unmarried mother**
- Divorce
- Childbirth

# HOW DOES SOCSIM WORK?



## EVENT SCHEDULING

- Every person has 1 next event scheduled for the future
- Every timestep, all events scheduled for this timestep are executed in random order
- After an event, new events are scheduled for affected persons
- For every possible event, a waiting time is calculated based on rates and random numbers
- The event with the shortest waiting time is picked as the next event

# HOW DOES SOCSIM WORK?



## EVENT SCHEDULING

The waiting time algorithm is conceptually equivalent to drawing a random number  $u$ , from a uniform (0,1) distribution, calling  $u$  the probability that the event will not yet have occurred, then finding the first month by which the probability of non-occurrence is less than or equal to  $u$ . The probability that an event will not have occurred by a particular month  $T$  is given by the expression

$$\prod_{t=0..T} (1 - p_t) \quad (3)$$

Where  $p_t$  is the probability of the event's occurrence in period  $t$  conditioned on it not having occurred at any time before  $t$ . Since  $(1 - p_t)$  is always between 0 and 1, the expression given above is nonincreasing in  $T$ . Consequently, beginning with  $t = 0$  we can successively multiply the  $(1 - p_t)$  terms together until the value of the product falls below  $u$ . What Socsim does is mathematically equivalent to this procedure, however, the implementation in function `datev` takes advantage of fact that the probabilities can be the same over months or years and works with powers of  $(1 - p_t)$ .



# HOW DOES SOCSIM WORK?



## RATES

- A realistic simulation needs a lot of data in the form of rates
- Fertility rates by age, marital status (single, married, divorced, ...), parity
- Mortality rates by age, gender, marital status, etc...
- Marriage rates by age
- Divorce rates

# HOW DOES SOCSIM WORK?



## GROUPS

- One simulation can have up to 60 groups with individually different rates
- Group transition rates
- Groups don't mean anything to the simulation
- You can use it for everything.
- Towns, Countries, health states, infections,.... anything

# HOW DOES SOCSIM WORK?



## SEGMENTS

- One Simulation can consist of many segments
- A new segment can introduce new rates

# HOW DOES SOCSIM WORK?



## AT THE END OF A SIMULATION

- The virtual population will be written to output files
  - *opop*
    - contains every person that has lived during the whole simulation.
      - Month of birth, month of dead, etc.
  - *omar*
    - Contains information of every marriage
- These output files can then be read in with R to analyze the virtual kinship network, retrieve rates etc.

19711	0	2	3	3197	13043	12555	18526	18526	37574	15933	4	4096	0.000000
19712	0	1	3	3197	14767	14397	19106	19106	33949	18076	4	3988	0.000000
19713	0	2	3	3197	14473	14068	0	0	32148	17978	4	4125	0.000000
19714	0	2	3	3197	13039	12587	18302	18302	35137	11100	4	4064	0.000000
19715	0	2	3	3197	13052	12552	0	0	37177	16596	4	3872	0.000000
19716	0	1	3	3197	12832	12557	17985	17985	37329	11103	4	4047	0.000000
19717	0	3	3	3197	15153	14778	0	0	0	0	1	3208	0.000000
19718	1	4	3	3197	13153	12680	19007	19007	31797	10616	4	3632	0.640667
19719	1	4	3	3197	12531	12453	19114	19114	34126	10623	4	3975	0.837893
19720	1	4	3	3197	12464	11373	19141	19141	30587	10620	4	3600	1.889329
19721	1	1	3	3197	14480								
19722	1	4	3	3197	12317								
19723	0	3	3	3197	13433								
19724	1	<div>.opop-file</div> <div>1 row = 1 person</div>											
19725	0												
19726	1												
19727	1												
19728	1												
19728	1	2	3	3197	14854								
19729	0	2	3	3197	14696								
19730	0	4	3	3198	11861								
19731	0	1	3	3198	12940								
19732	0	4	3	3198	11876								
19733	0	2	3	3198	13229								
19734	0	3	3	3198	15207								
19735	1	2	3	3198	12876								
19736	0	4	3	3198	15622								
19737	0	3	3	3198	12419								
19738	1	1	3	3198	11735								
19739	0	1	3	3198	14927								
19740	0	4	3	3198	12426								
19741	0	4	3	3198	11400								
19742	1	4	3	3198	14395								
19743	1	1	3	3198	14076								
19744	0	1	3	3198	15248								
19745	0	3	3	3198	15213								
19746	1	3	3	3198	15258								
						position	name	description					
						1	pid	Person id unique identifier assigned as integer in birth order					
						2	fem	1 if female 0 if male					
						3	group	Group identifier 1..60 current group membership of individual					
						4	nev	Next scheduled event					
						5	dob	Date of birth integer month number					
						6	mom	Person id of mother					
						7	pop	Person id of father					
						8	nesibm	Person id of next eldest sibling through mother					
						9	nesibp	Person id of next eldest sibling through father					
						10	lborn	Person id of last born child					
						11	marid	Id of marriage in .omar file					
						12	mstat	Marital status at end of simulation integer 1=single;2=divorced; 3=widowed; 4=married					
						13	dod	Date of death or 0 if alive at end of simulation					
						14	fmult	Fertility multiplier					



17443	22641	23563	3789	4039	3	12313	13246
17444	31585	30837	3789	3998	3	0	0
17445	13207	12701	3789	3841	3	14940	15718
17446	31573	30845	3789	0	16	0	0
17447	13999	13320	3789	3807	3	15558	16566
17448	31568	30840	3789	0	16	0	0
17449	31588	30828	3789	4167	3	0	0
17450	27568	30875	3789	4205	3	15203	0
17451	31577	00000	00000	00000	0	0	0
17452	31576						
17453	17214						
17454	31560						
17455	29796						
17456	31500						
17457	31500						
17458	31595						
17459	31595						
17460	25431						
17461	31607						
17462	31626						
17463	17064						

Marriage file

1 row = 1 marriage

position	name	description
1	mid	Marriage id number (unique sequential integer)
2	wpid	Wife's person id
3	hpid	Husband's person id
4	dstart	Date marriage began
5	dend	Date marriage ended or zero if still in force at end of simulation
6	rend	Reason marriage ended 2 = divorce; 3 = death of one partner
7	wprior	Marriage id of wife's next most recent prior marriage
8	hprior	Marriage id of husband's next most recent prior marriage

# RSOCSIM



## WHAT IS DIFFERENT NOW? WHY R?

- Most of the code is still the old C code (mostly from Carl Mason)
- Windows-support
- R-package instead of command-line program
- R-package includes useful functions:
  - `create_simulation_folder()`, `Retrieve_rates()`, `retrieve_kin()`,

# RSOCSIM



## FUTURE WORK

- Making it more robust on all platforms, better tested
- Improving the documentation
- More R-functions to analyze the simulation output
- Parallelization
- Integrating user feedback



THANK YOU FOR  
YOUR ATTENTION

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