Approximate Algorithm

An improvement on the original

- Serial version is algorithm used in DGGML.
- Key additions:
 - Match data structure
 - Incremental update
 - Synchronization
 - Rule recomputation
- Has potential to be scaled to large problems.

Improved Approximate Spatially Embedded Hybrid Parameterized SSA/ODE Algorithm

```
initialize the match data structure with all rule instances;
while t_{global} \le t_{max} do
    foreach dimension d \in \{D_{max}, D_{max} - 1, \dots, 0\} do
        using function \varphi map rule instances to the geocells of the expanded cell
          complex;
        ParFor expanded geocell c_i \in ExpandedCellComplex(d) do
           t_{local} = t_{global};
           factor \rho_r([x_p], [y_q]) = \rho_r([x_p]) * P([y_q] | [x_p]);
           while t_{local} \leq t_{global} + \Delta t_{local} do
            initialize SSA propensities as \rho_r([x_p]);
            initialize \rho^{(total)} := \sum_r \rho_r([x_p]);
            initialize \tau := 0;
            draw effective waiting time \tau_{max} from exp (-\tau_{max});
            while \tau < \tau_{max} and t_{local} \le t_{global} + \Delta t_{local} do
                 solve ODE system, plus an extra ODE updating \tau;
                   \frac{d\tau}{dt_{local}} = \rho^{(total)}(t_{local});
            draw rule instance r from distribution \rho_r([x_p])/\rho^{(total)};
            draw [y_q] from P([y_q] | [x_p]) and execute rule instance r;
            incrementally update match data structure;
        synchronize and remove invalid rule instances from data structure of matches;
    recompute rule level matches (as needed);
    t + = \Delta t_{global};
```

Algorithm 3

The DGG Modeling Library