First contact: Agents meet Haskell
Simulating epidemics using Functional Reactive Programming

An Agent-Based Approach

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Abstract

TODO: cite my own 1st paper from SSC2017: add it to citations
TODO: refine it: start with simulating epidemics and then go into ABS
Agent-Based Simulation (ABS) is a methodology in which a system is simulated in a bottom-up approach by modelling the micro interactions of its constituting parts, called agents, out of which the global macro system behaviour emerges. So far, the Haskell community hasn't been much in contact with the community of ABS due to the latter's primary focus on the object-oriented programming paradigm. This paper tries to bridge the gap between those two communities by introducing the Haskell community to the concepts of ABS. We do this by deriving an agent-based implementation for the simple SIR model from epidemiology. In our approach we leverage the basic concepts of ABS with functional reactive programming from Yampa which results in a surprisingly fresh, powerful and convenient EDSL for formulating ABS in Haskell.

Index Terms

Functional Reactive Programming, Agent-Based Simulation

I. Introduction

TODO: start with simulating epidemics and then go into ABS
Background: Follow the old 1st draft paper: 1. introduce simulating epidemics with the SIR model 2. explain the SIR model 3. explain agent-based approach Implementation: deriving implementations step-by-step 1. naive implementation without Yampa using the rand-monad advantage: first approach, it works, having random-monad is VERY convenient drawback: time is explicitly available and need to feedback all agent-states into every agent 2. naive yampa implementation advantage: time is implicit drawback: still all agent-states are visible to every agent 3. extended yampa implementation with environment and AgentIn/Out advantage: more general drawback: AgentOut is cumbersome to handle iteratively 4. dunai / bearriver advantage: can have monads AND functional reactive drawback: ?

Acknowledgments

References