

# First Reaction Method (exact 1976)

- Only a few species will change population as a result of this reaction--the rest will remain constant.
- For most reactions, the propensity functions will remain constant.
- For these, the times can be reused in the subsequent step to find the next reaction:

$$\{\tau_{\mu}\} \rightarrow \{\tau_{\mu} - \tau_k\}.$$

N événements

$a_k$  fonction de propensité avec  
 $k=\{1,N\}$

- ➔ **1. N tirages  $\tau_k = \text{Exp}(a_k)$**
2.  $T_{\mu} = \min(\{\tau_k\})$
- ➔ **3. Mise à jour → des Vector Event**  
→ des  $a_k$ .

# Direct Method (exact 1977 by Gillespie) - monopotopulation

## Advantages:

The **Direct** is preferable to the **First** alg:

- 1) **FIRST** is difficult to do the indexing necessary to implement the efficient update aglo.
- 2) **FIRST** generates cycle too many random numbers.
- 3) generating random numbers is relatively slow.

N événements

$a_k$  fonctions de propensités avec  
 $k=\{1,N\}$

→ 1. 01 tirage  $\tau = \text{Exp}(\sum a_k)$

2. 01 tirage pour choisir l'événement  $\mu$  selon la formule

$$\sum_{v=1}^{\mu-1} a_v < r_2 a_0 \leq \sum_{v=1}^{\mu} a_v$$

→ 3. Mise à jour → des **Vector Event**

→ des  $a_k$ .

# Next Reaction Method (exact 2000 by Gibson and Bruck)

## Advantages:

The **Direct/ NEXT** method:

- NEXT uses just a single random number per iteration.
- So as not to regenerate any other random number.
- Always find a sure random number.

N événements

$a_k$  fonctions de propensités avec  $k=\{1,N\}$

1. N tirages  $\tau_k = \text{Exp}(a_k)$

2.  $T_\mu = \min(\{\tau_k\})$

3. Mise à jour → des **Vector Event**  
→ des  $a_k$ .

4. Mise à jour des  $\tau_\alpha$  ( $\alpha \neq \mu$ ) selon la formule

$$\tau_\alpha \leftarrow (a_{\alpha,old}/a_{\alpha,new})(\tau_\alpha - t) + t$$

5. 01 tirage pour  $\tau_\alpha$  ( $\alpha = \mu$ )

# Modified Next Reaction Method (exact 2007 by Anderson)

- **NEXT/Modified NEXT** have the same simulation speeds.
- The two are equivalent.
- Modified NEXT extends itself to systems with time dependent rate constants in a smooth way whereas NEXT does not (ex: systems with delays)

N événements

$a_k$  fonctions de propensités avec  $k=\{1,N\}$

$\tau_k=0$  avec  $k=\{1,N\}$

1. N tirages pour  $T_k=\text{Exp}(a_k)$

➔ **2.  $T_\mu=\min(\{\tau_k\})$**

3. Mise à jour → des **Vector Event**.

4. Mise à jour des  $\tau_k (k \neq \mu)$  selon une formule

5. 01 tirage pour  $\tau_k (k=\mu)$  pour mettre à jour  $P_\mu$

➔ **6. Mise à jour → des  $a_k$ .**

# Adaptive Tau-leaping Method (approx 2007 by Yang Cao et al.)

- **SSA/Tau-Leaping Methods:**

- SSA must proceed one reaction at a time, it is much too slow for most practical problems.
- **Tau-Leaping** asks the question: How many times does each action channel fire in each subinterval? In each step, the tau-leaping method can proceed with many reactions?.
- **Stiffness** reflects the presence of multiple timescales. Stiffness is a well-known challenge in the deterministic simulation of chemically reacting systems.
- **For stiff systems**, the stepsize of explicit methods must be restricted to maintain numerical stability.

# Adaptive Tau-leaping Method (approx 2007 by Yang Cao et al.)

- **Leap Condition:** Require to be small enough that the change in the state during  $[t; t + \tau)$  will be so small that no propensity function will suffer an appreciable change in its value.
- **The basic (explicit) tau-leaping method** proceeds as follows: Choose a value for  $\tau$  that satisfies the Leap Condition. Generate for each  $j = 1, \dots, M$  a sample value  $k_j$  of the Poisson random variable  $P(a_j(x))$ , and update the state.
  - **Disadvantage:** to be inefficient when applied to stiff problems.
- The implicit tau-leaping method: allows much larger stepsizes than the explicit tau formula, when applied to stiff stochastic systems.
- **Problem:** What if we do not have this knowledge before the simulation? Or what if the system presents dynamical behavior such that in one time period it is stiff but in another time period it is nonstiff?
- ➔ **Adaptive Tau-Leaping algo** arise as follows:

# Adaptive Tau-leaping Method (approx 2007 by Yang Cao et al.)

- **2001:** D.Gillespie. Approximate accelerated stochastic simulation of chemically reacting systems.
- **2004:** Y.Cao, H.Li and L.Petzold. Efficient formulation of the stochastic simulation algorithm for chemically reacting systems.
- **2007:** Y.Cao, D.Gillespie and Linda R. Petzold. The Adaptive Explicit-Implicit Tau-Leaping Method with Automatic Tau Selection.

# Adaptive Tau-leaping Method (approx 2007 by Yang Cao et al.)

While( $t < t_{\max}$ ) {

- ➔ 0. State  $\mathbf{x}$  at time  $t$  avec  $N$  événements  
     $a_k$  fonctions de propensités avec  $k = \{1, N\}$
  - 1. Compute step sizes  $\tau^{(\text{expl})}$ ,  $\tau^{(\text{impl})}$  for explicit and implicit tau-leaping
  - 2. Compute step size  $T$ :  $\mathbf{T} \sim \text{Exp}(\sum \mathbf{a}_m(\mathbf{x}))$
  - 3. If  $\tau^{(\text{expl})} > \min(\tau^{(\text{impl})}/n_d; T)$ 
    - then use explicit tau-leaping with  $\tau := \min(\tau^{(\text{expl})}; T)$ ;
    - else use implicit tau-leaping with  $\tau := \min(\tau^{(\text{impl})}; T)$ ;
  - 4. Update  $\mathbf{x} + \sum \mathbf{k}_m \mathbf{v}_m$  and  $t \leftarrow t + T$
- }



# Direct Method (exact 1977 by Gillespie) - multipopulation

$m$  villes, chaque ville a  $N$  événements

$a_k$  fonctions de propensités avec  $k=\{1,N\}$

➔ **1. 01 tirages**  $\tau = \text{Exp}(\sum a_k)$

**2. 01 tirage** pour choisir quelle ville où l'événement se produit.

**3. 01 tirage** pour choisir l'événement  $\mu$  à la ville choisir.

➔ **4. Mise à jour** → des **Vector Event**

→ des  $a_k$ .