

Contents

1	Foundations of Modeling	1
1.1	Simulation vs. Analytic Results	3
1.2	Stochastic vs. Deterministic Models	5
1.3	Fundamentals of Modeling	6
1.4	Validity and Purpose of Models	11
2	Agent-Based Modeling	15
2.1	Mathematical and Computational Modeling	15
2.1.1	Limits to Modeling	17
2.2	Agent-Based Models	21
2.2.1	The Structure of ABMs	22
2.2.2	Algorithms	25
2.2.3	Time-Driven Algorithms	26
2.2.4	Event-Driven Models	28
2.3	Game of Life	30
2.4	Malaria	34
2.4.1	A Digression	37
2.4.2	Stochastic Systems	39
2.4.3	Immobile Agents	43
2.5	General Consideration when Analyzing a Model	46
2.5.1	How to Test ABMs?	47
2.6	Case Study: The Evolution of Fimbriation	48
2.6.1	Group Selection	49
2.6.2	The Model	51
3	ABMs Using Repast and Java	79
3.1	The Basics of Agent-Based Modeling	80
3.2	An Outline of Repast Concepts	83
3.2.1	Contexts and Projections	84
3.2.2	Model Parameterization	86
3.3	The Game of Life in Repast S	87
3.3.1	The model.score File	88

3.3.2	The Agent Class	89
3.3.3	The Model_INITIALIZER	103
3.3.4	Summary of Model Creation	104
3.3.5	Running the Model	105
3.3.6	Creating a Display	106
3.3.7	Creating an Agent Style Class	107
3.3.8	Inspecting Agents at Runtime	109
3.3.9	Review	109
3.4	Malaria Model in Repast Using Java	110
3.4.1	The Malaria Model	110
3.4.2	The model.score File	111
3.4.3	Commonalities in the Agent Types	112
3.4.4	Building the Root Context	112
3.4.5	Accessing Runtime Parameter Values	113
3.4.6	Creating a Projection	114
3.4.7	Implementing the Common Elements of the Agents	115
3.4.8	Completing the Mosquito Agent	118
3.4.9	Scheduling the Actions	119
3.4.10	Visualizing the Model	120
3.4.11	Charts	121
3.4.12	Outputting Data	124
3.4.13	A Statistics-Gathering Agent	124
3.4.14	Summary of Concepts Relating to the Malaria Model	127
3.4.15	Running Repast Models Outside Eclipse	128
3.4.16	Going Further with Repast S	130
4	Differential Equations	131
4.1	Differentiation	131
4.1.1	A Mathematical Example	136
4.1.2	Digression	139
4.2	Integration	141
4.3	Differential Equations	144
4.3.1	Limits to Growth	147
4.3.2	Steady State	150
4.3.3	Bacterial Growth Revisited	152
4.4	Case Study: Malaria	154
4.4.1	A Brief Note on Stability	161
4.5	Chemical Reactions	166
4.5.1	Michaelis-Menten and Hill Kinetics	168
4.5.2	Modeling Gene Expression	173
4.6	Case Study: Cherry and Adler's Bistable Switch	177
4.7	Summary	182
5	Mathematical Tools	183
5.1	A Word of Warning: Pitfalls of CAS	183

5.2	Existing Tools and Types of Systems	185
5.3	Maxima: Preliminaries	187
5.4	Maxima: Simple Sample Sessions	189
5.4.1	The Basics	189
5.4.2	Saving and Recalling Sessions	194
5.5	Maxima: Beyond Preliminaries	195
5.5.1	Solving Equations	196
5.5.2	Matrices and Eigenvalues	198
5.5.3	Graphics and Plotting	200
5.5.4	Integrating and Differentiating	205
5.6	Maxima: Case Studies	209
5.6.1	Gene Expression	209
5.6.2	Malaria	210
5.6.3	Cherry and Adler’s Bistable Switch	212
5.7	Summary	214
6	Other Stochastic Methods and Prism	215
6.1	The Master Equation	217
6.2	Partition Functions	225
6.2.1	Preferences	227
6.2.2	Binding to DNA	231
6.2.3	Codon Bias in Proteins	235
6.3	Markov Chains	236
6.3.1	Absorbing Markov Chains	240
6.3.2	Continuous Time Markov Chains	242
6.3.3	An Example from Gene Activation	244
6.4	Analyzing Markov Chains: Sample Paths	246
6.5	Analyzing Markov Chains: Using PRISM	248
6.5.1	The PRISM Modeling Language	249
6.5.2	Running PRISM	251
6.5.3	Rewards	257
6.5.4	Simulation in PRISM	261
6.5.5	The PRISM GUI	263
6.6	Examples	264
6.6.1	Fim Switching	265
6.6.2	Stochastic Versions of a Differential Equation	268
6.6.3	Tricks for PRISM Models	270
7	Simulating Biochemical Systems	273
7.1	The Gillespie Algorithms	273
7.1.1	Gillespie’s Direct Method	274
7.1.2	Gillespie’s First Reaction Method	275
7.1.3	Java Implementation of the Direct Method	276
7.1.4	A Single Reaction	278
7.1.5	Multiple Reactions	279

7.1.6	The Lotka-Volterra Equation	281
7.2	The Gibson-Bruck Algorithm	284
7.2.1	The Dependency Graph	285
7.2.2	The Indexed Priority Queue	285
7.2.3	Updating the τ Values	286
7.2.4	Analysis	288
7.3	A Constant Time Method	289
7.3.1	Selection Procedure	290
7.3.2	Reaction Selection	292
7.4	Practical Implementation Considerations	293
7.4.1	Data Structures—The Dependency Tree	294
7.4.2	Programming Techniques—Tree Updating	295
7.4.3	Runtime Environment	296
7.5	The Tau-Leap Method	297
7.6	Dizzy	297
7.7	Delayed Stochastic Models	301
7.8	The Stochastic Genetic Networks Simulator	303
7.9	Summary	305
A	Reference Material	307
A.1	Repast Batch Running	307
A.2	Some Common Rules of Differentiation and Integration	307
A.2.1	Common Differentials	307
A.2.2	Common Integrals	308
A.3	Maxima Notation	309
A.4	PRISM Notation Summary	310
A.5	Some Mathematical Concepts	310
A.5.1	Vectors and Matrices	310
A.5.2	Probability	313
A.5.3	Probability Distributions	314
A.5.4	Taylor Expansion	315
	References	317
	Index	319