

La Universidad del Valle de México

otorga la presente CONSTANCIA a

Leonardo Grando

Por su participación en Using a classical model to provide insights through Agent-based Simulation en el 12° Congreso Internacional de Investigación UVM, realizado con sede digital en Campus Tuxtla.


Dr. Gerardo Dubcovsky
Vicerrector Institucional de Innovación,
Investigación e Incubadoras


Mtra. Rita Acosta Reyes
Rectora UVM Tuxtla


Dr. Neín Farrera Vázquez
Presidente del XII Congreso
Internacional de Investigación

Tuxtla Gutiérrez, Chiapas, México, a 7 de octubre de 2021.

UVM

Using a classical model to provide insights through Agent-Based Simulation

M.Sc Leonardo Grando.

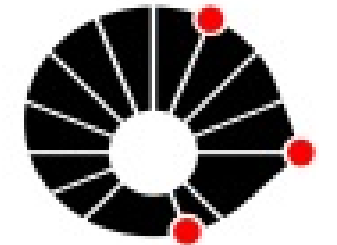
Master in Technology - FT/Unicamp (2020).

PhD Candidate -FT/Unicamp - 2021 ~ 2025 (est.).

9 years industry experience.

l189052@dac.unicamp.br

Orcid: <https://orcid.org/0000-0002-0448-209X>



UNICAMP



Objective:

Create an Agent-Based Simulation Model model to simulate a **drone swarm energy supply** using as reference a classical economic model **El Farol Bar Problem** [Arthur 1994].



Fig 1 - Drones Swarm Representation in Model

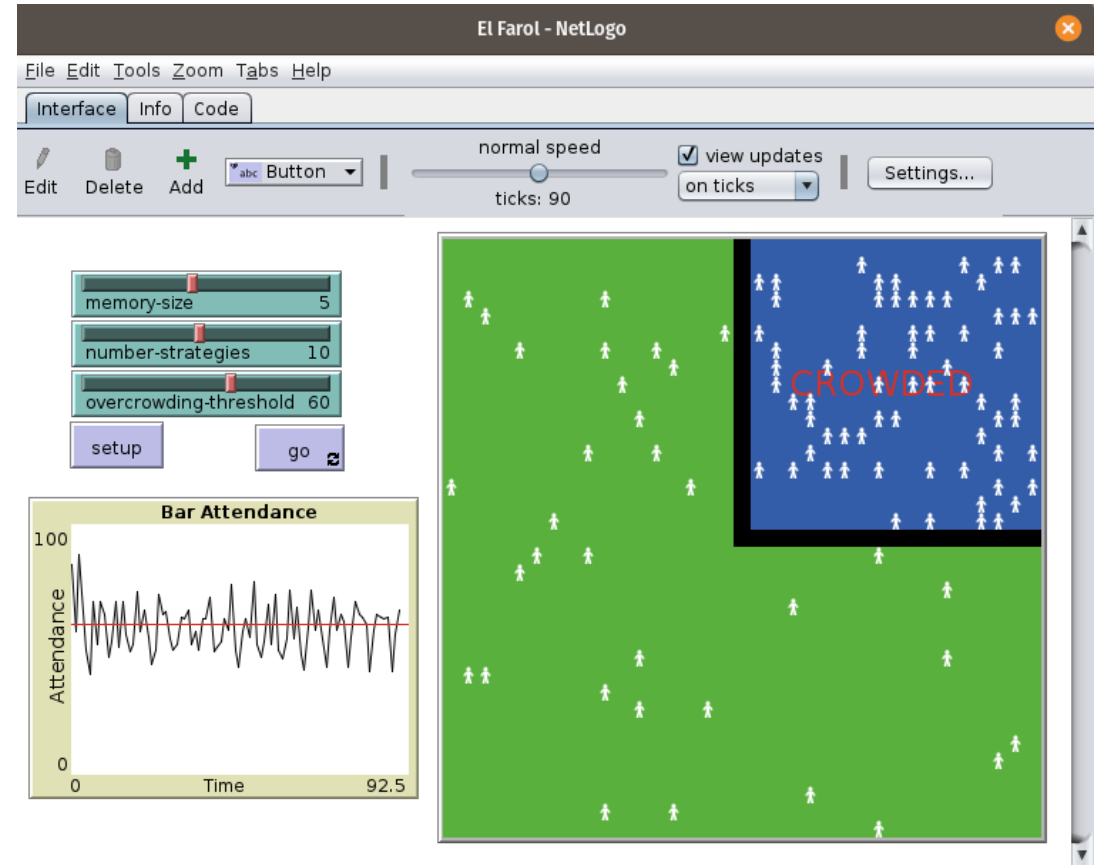


Fig 2 - Netlogo El Farol Model

Classical Model: El Farol Bar Problem (EFBP):

N agents

Comfort threshold B

Agents have m last L attendance history to take their decision

- Each agent have a bag of k strategy (ex: moving average, cycle detector. and others)
- The unique information was the last attendance values.
- These strategies compete with each other inside agents.

If $L > B \rightarrow$ All agents have an unpleasant night

$L \leq B \rightarrow$ All agents have a good night

- Model already used in another's congestion problems and analogies (Table 1)

Example: Minority game - used to simulate stock market [Challet, Marsili and Zhang. 2000].

- Agents Decisions were made by an inductive way (not rational);
- No communication between agents;
- Fluctuations around a threshold;
- Nash Equilibrium (60/40)

Table 1 - EFBP Analogies

Authors	Analogy
[Challet e Zhang 1997]	Minority Game.
[Cara, Pla e Guinea 1999]	Majority Game.
[Bell e Sethares 1999]	Congestion and coordination problem.
[Challet, Marsili e Zhang 2000]	Minority game.
[Sharif, Huynh e Vidal 2011]	Truck marine congestion modeling.
[Chakraborti et al. 2015]	Kolkata restaurant problem.

Energy supply is a big problem for IoT devices, we can improve by:

- Reducing device energy usage;
- Better energy supply;
- Better energy ways.

Simulation objective: Create a drone swarm recharging coordination procedure → Drones swarm can continue their jobs perpetually.

Jobs as: Disaster recovery [Horio et al. 2019], Products delivery[Zoricak 2013], Security, Survey, Monitoring, Surveillance, Leisure Pursuit, Environmental Mapping, Search and Rescue[Tahir et al. 2019], bringing Cellular Connectivity after a Hurricane that destroys a telecommunications infrastructure in Porto Rico [Mazur e Wiśniewski 2018], Aerial Cinematographers[Caraballo et al. 2020]. Wild forest spot fire detector [Hampson 2021]

Energy supply is a big problem for IoT devices, we can improve by:

- Reducing device energy usage;
- Better energy supply;
- Better energy ways.

Our analogy

Simulations Parameters
Switches

SIMULATION PARAMETERS

m --> memory-size 2

k --> number-strategies 2

B --> overcrowdingthreshold 60

RECHARGE / BATTERY SWAPPING CONTROL

Battery swap / Recharging On Swap

Battery Gain (BG): Quantity of energy recharged in charger visit
Battery Gain 20

DRONE USAGE CONTROL

Control of the quantity of energy (BC) used in each cycle.
Battery consumption 15

- Can be select a randomic value by each cicle per each drone
 On Usage_random

POLICY DECISION

Polices:
1 - Use PEFB to take the decision
2 - "Safe Mode" that depends of the battery status %C to define
Policy 2

DRONES WORKING AREA

Recharging área

setup go Debug createreport

p2_upperlimit 90
p2_lowerlimit 30

Fig 3 - Simulation GUI - Netlogo

The model development needs to consider some characteristics as:

- Physical: Battery Capacity, Energy supply (recharging or swap), battery usage, and recharging rates;
- Logic: When battery recharging, drones states (working or charging, or inoperative).

Boggio - Dandry and Soyata (2018) propose seven steps to a perpetual drone's flight:

- ① **Ready** Drones are in the charger ready to fly;
- ② **Flying in swarms** Drones are flying in swarms and making their job;
- ③ **In swarms awaiting recharging** Drones need to recharge and are on stand-by to be replaced by another drone;
- ④ **Flying to the swarms** After recharge drones return to fly;
- ⑤ **Flying to the charger** Drones return from the fly to the charger;
- ⑥ **In the charger queue** Waiting for the charging place to be released to charge;
- ⑦ **Charging** Drone in charging process.

Our model has its recharging logic inspiration in this model

Model Abstractions:

- The recharging only occur if $L \leq B$ and near B;
- We consider no time expended to recharge or battery swap;
- No communication between drones about their recharging decision (another's communication types can happen)
- The recharging process didn't consider a queue.
- Drones don't have a path or a job description (but a random battery usage);

Table 2 - Model Abstractions

Item	Model	Analogy
Agents	Bar goers	Drones
Bar (blue area)	El Farol Bar	Recharging Place
Neighborhood (green area)	El Farol Bar neighborhood	Drone's working area
Threshold	EFB comfort limit	recharging threshold limit
Attendance	Quantity of bar goers	Drones that's attend the recharging place

Conclusions:

- When developing a simulation model, we always need to check if the model has adequate accuracy with the study subject (Validation) and if we are creating the correct model (Verification) ;
- It's an endless game;
- This work is under development, publications and results were in progress.

E-mail contact:

l189052@dac.unicamp.br \ ursini@ft.unicamp.br \ paulomartinsphd@gmail.com

Publish work:

GRANDO, L.; URSINI, E. L.; MARTINS, P. S. Drones Swarm Recharging: Modeling Using Agent-Based Simulation. In: *2020 11th IEEE Annual Information Technology, Electronics and Mobile Communication Conference (IEMCON)*. Vancouver: IEEE, 2020. p. 0094 ~ 0100. ISBN 978-1-7281-8416-6. Disponível em: <https://ieeexplore.ieee.org/document/9284939>.

Acknowledgment: This study was financed in part by the Coordenação de Aperfeiçoamento de Pessoal de Nível Superior - Brasil (CAPES) - Finance Code 001.

References

- ARTHUR, W. B. Inductive reasoning and bounded rationality. *American economic review*, American Economic Association, v. 84, n. 2, p. 406–411, 1994.
- BALCI, O. Validation, verification, and testing techniques throughout the life cycle of a simulation study. *Simulation conference proceedings*, v. 53, p. 215 – 220, 1994. ISSN 1572-9338. Disponível em: <<https://link-springer-com.ez88.periodicos.capes.gov.br/content/pdf/10.1007>>
- BELL, A. M.; SETHARES, W. A. The {E}|{F}arol Problem and the Internet: Congestion and Coordination Failure. In: *Fifth International Conference of the Society for Computational Economics*. [S.l.: s.n.], 1999.
- BOGGIO-DANDRY, A.; SOYATA, T. Perpetual Flight for UAV Drone Swarms Using Continuous Energy Replenishment. *2018 9th IEEE Annual Ubiquitous Computing, Electronics and Mobile Communication Conference, UEMCON 2018*, p. 478–484, 2018.
- CARA, M. A. D.; PLA, O.; GUINEA, F. Competition, efficiency and collective behavior in the "El Farol" bar model. *European Physical Journal B*, v. 10, n. 1, p. 187–191, 1999. ISSN 14346028.
- CARABALLO, L.-E. et al. Autonomous Planning for Multiple Aerial Cinematographers. n. Section V, p. 7, 2020. Disponível em: <<http://arxiv.org/abs/2005.07237>>.
- CHAKRABORTI, A. et al. Statistical mechanics of competitive resource allocation using agent-based models. *Physics Reports*, v. 552, p. 1–25, 2015.
- CHALLET, D.; MARSILI, M.; ZHANG, Y.-C. Modeling market mechanism with minority game. *Physica A*, v. 276, p. 284–315, 2000.
- CHALLET, D.; ZHANG, Y.-C. Emergence of cooperation and organization in an evolutionary game. *ELSEVIER Physica A*, v. 246, n. 407, 1997.
- HAMPSON, M. *Drones and Sensors Could Spot Fires Before They Go Wild*. 2021. Disponível em: <<https://spectrum.ieee.org/drones-sensors-wildfire-detection>>.
- HORIO, N. et al. *Disaster Response Simulation by Drones Using Group Decision Making Model BRT*. 2019. EasyChair Preprint no. 1806.
- MAZUR, M.; WŚNIEWSKI, A. *Drones as emergency ad-hoc networks*. 2018. Disponível em: <<https://www.pwc.pl/en/drone-powered-solutions/Articles/2018/drone-as-emergency-ad-hoc-networks.html>>.
- SARGENT, R. G. Verification and validation of simulation models. In: *Proceedings of the 2010 Winter Simulation Conference*. IEEE, 2010. p. 166–183. ISBN 978-1-4244-9866-6. Disponível em: <<https://www.informs-sim.org/wsc10papers/016.pdf> <http://ieeexplore.ieee.org/document/5679166/>>.
- SHARIF, O.; HUYNH, N.; VIDAL, J. M. Application of El Farol model for managing marine terminal gate congestion. *Research in Transportation Economics*, v. 32, p. 81–89, 2011.
- TAHIR, A. et al. Swarms of Unmanned Aerial Vehicles — A Survey. *Journal of Industrial Information Integration*, Elsevier, v. 16, n. March 2018, p. 100106, 2019. ISSN 2452414X.
- ZORICAK, M. DroneCharge : A Python Framework for Automated Quadcopter Charging. p. 1–7, 2013.