Complex System Simulation: Interactions of NOM Molecules, Mineral Surfaces, and Microorganisms in Soils

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Simulation of NOM and Microbial-Environmental Interactions

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Overview

- Complex systems approach
- How to model complex systems?
- Why stochastic agent-based modeling?
- Our goals
- Our model
- Prototype demonstration

Complex Systems

- Complexity refers to the dynamic web of interrelationships within physical, biological, geochemical, hydrological, environmental, ecological, social, economic, engineered systems, etc.
- The study of complexity includes systems that range from molecular to global in scale, and exhibit properties that depend not only on the individual actions of their components, but also the interactions among those components.

Properties of Complex Systems

- Many Entities (Typically Heterogeneous)
- Entities Have Individual Behaviors
- Interactions Between Entities Including Feedback (Often Nonlinear)
- Often Sensitive Dependence to Initial Conditions
- Self-Organization
- Emergence: Global Structures & Relationships

Understanding Complex Systems

- Parts versus the Whole
 - Limitations of the Reductionist Approach
- Sensitive Dependence on Initial Conditions
 - Limits to Predictability
 - Goal is to Understand the Invariant Global Properties and Mechanisms of the System
 - Stability, Periodicity, Chaotic
 - Bounded/Unbounded
 - Global Patterns, Webs of Relationships, Key Components
- Difficulties in Observing and Discovering Those Properties and Mechanisms in Nature!

Modeling Complex Systems

- Mathematical Modeling (Mathematical "x")
 - Limitations of analytic (pencil & paper) approaches
- Computer Simulation (Computational "x")
 - Iteration/Recursion
 - Systems of Differential Equations
 - Numerical Methods
 - Limitations of traditional computational approaches
- Computer Simulation (Bottom-up Modeling)
 - Discrete-Event
 - Agent-Based Modeling (Our approach!)
 - Heterogeneous interacting agents
 - Monte Carlo, stochastic, probabilistic behaviors

Agent-Based Modeling

Object-Oriented Paradigm

- Entities are Objects (Agents)
- Objects have: Attributes (data) & Behaviors (methods)
- Classes of Objects (heterogeneous)
- Inheritance/Polymorphism
- Simulation Process
 - Model Entities with Classes: Attributes & Behaviors
 - Create (and destroy) Objects (Agents)
 - Model the Environment of the Objects (Agents)
 - Object Behaviors generate Interactions with Environment and other Objects (Agents)
 - Store State Information in Database/DataWarehouse (Oracle)
 - Post-Simulation Analysis (Data Mining/Knowledge Discovery)

Agent-Based Modeling Tools

- Object Oriented Languages: C++, Java, Objective-C, SmallTalk
- Simulation Libraries (Class Packages)
 - Swarm
 - RePast
- Simulation Environments
 - Starlogo, StarLogoT, NetLogo
 - Agent Sheets
 - AScape
 - Integrated Modeling Toolkit (IMT)

Swarm

- Agent-Based Modeling Library
- Open Source / Started at Santa Fe Institute - Chris Langton, A-Life
- ObjectiveC and Java
- Swarms
 - Collections of Agents
 - Swarms can be modeled hierarchically
 - Sub-Swarms

Background

- Prior modeling work often too simplistic to represent NOM heterogeneity and its complex behaviors in ecosystems (e.g., carbon cycling models), also ...
- Prior modeling work often too compute-intensive to be useful for large-scale environmental simulations (e.g., molecular models employing connectivity maps or electron densities)
- Hence, a Middle Computational Approach is taken ...

Project Goals

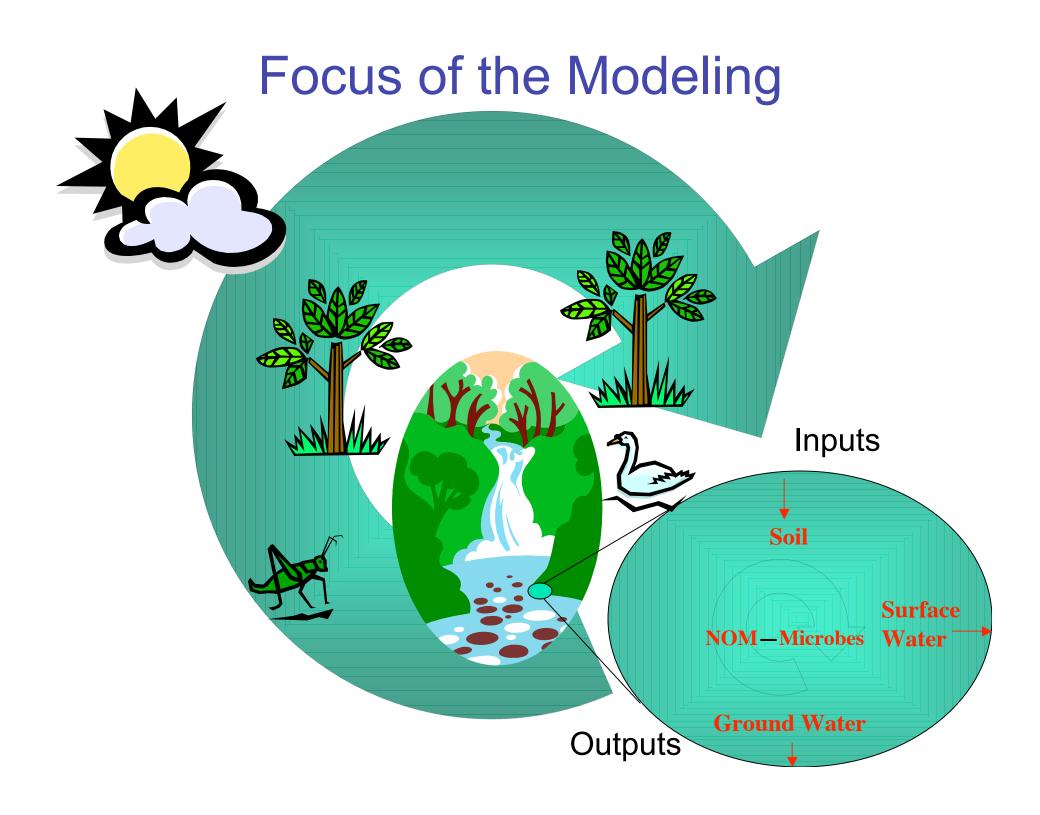
- Develop stochastic model of NOM evolution middle computational approach
 - Represent individual molecules and microbes as discrete objects
 - Model NOM evolution from biological precursor compounds
- Generate experimentally testable predictions about NOM systems (validation of simulation)
- Deploy Web-based simulation for testing, feedback and usage
- Open project site to environmental researchers
- Provide Web-based Collaboratory for NOM research & education

Collaboratory for NOM Research

Goal: to produce digital capabilities for a web-based information management system in the form of interoperable databases and associated data management tools.

Tools include: software for NOM modeling & simulation, querying & data mining, data manipulation & analysis, scientific visualization, and electronic communication & collaboration between geographically distinct sites.

Databases & software tools: designed to be used by researchers & educators to better understand NOM evolution in terrestrial & aquatic environments.



Modeling

- Molecules and microbes are objects
- Molecules and microbes have attributes
 - Heterogeneous, distributions
 - Currently 1,000 objects, testing 10,000 and more
- Molecules have behaviors (reactions)
 - Molecules in simulation are a representative sample of the larger population
 - Behaviors are stochastically determined
 - Dependent on the:
 - Attributes (intrinsic parameters)
 - Reaction rates
 - Environment (extrinsic parameters)

- Objects of interest
 - Macromolecular precursors
 - Polysaccharides
 - Proteins
 - Polynucleotide, tannin, lignin, polyterpene, cutin
 - Smaller molecules
 - Phospholipids
 - Sugars
 - Amino acids
 - Flavonoids
 - Quinones
 - Microbes

- Attributes
 - More specific than "percent carbon" but less detailed than a molecular connectivity map
 - Elemental composition
 - Number of C, H, O, N, S and P atoms in molecule
 - Functional group counts
 - Double-bonds
 - Ring structures
 - Phenyl groups
 - Alcohols
 - Phenols, ethers, esters, ketones, aldehydes, acids, aryl acids, amines, amides, thioethers, thiols, phosphoesters, phosphates
 - The time the molecule entered the system
 - Precursor type of molecule

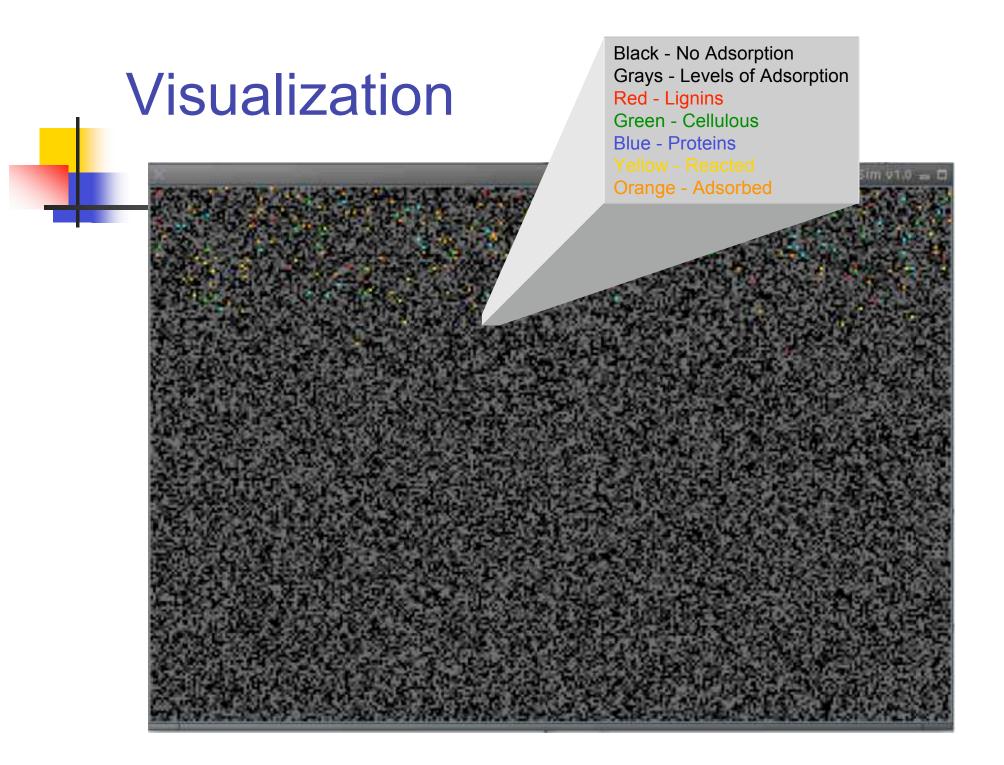
- Behaviors (reactions and processes)
 - Physical reactions
 - Adsorption to mineral surfaces
 - Initial adsorption
 - Surface migration to high-energy sites
 - Hemi-micelle formation at high coverage (cooperative, hydrophobicity dependent)
 - Aggregation/micelle formation (e.g., metal cation-induced aggregation) - flocs
 - Transport downstream (surface water)
 - Transport through porous media
 - Volatilization

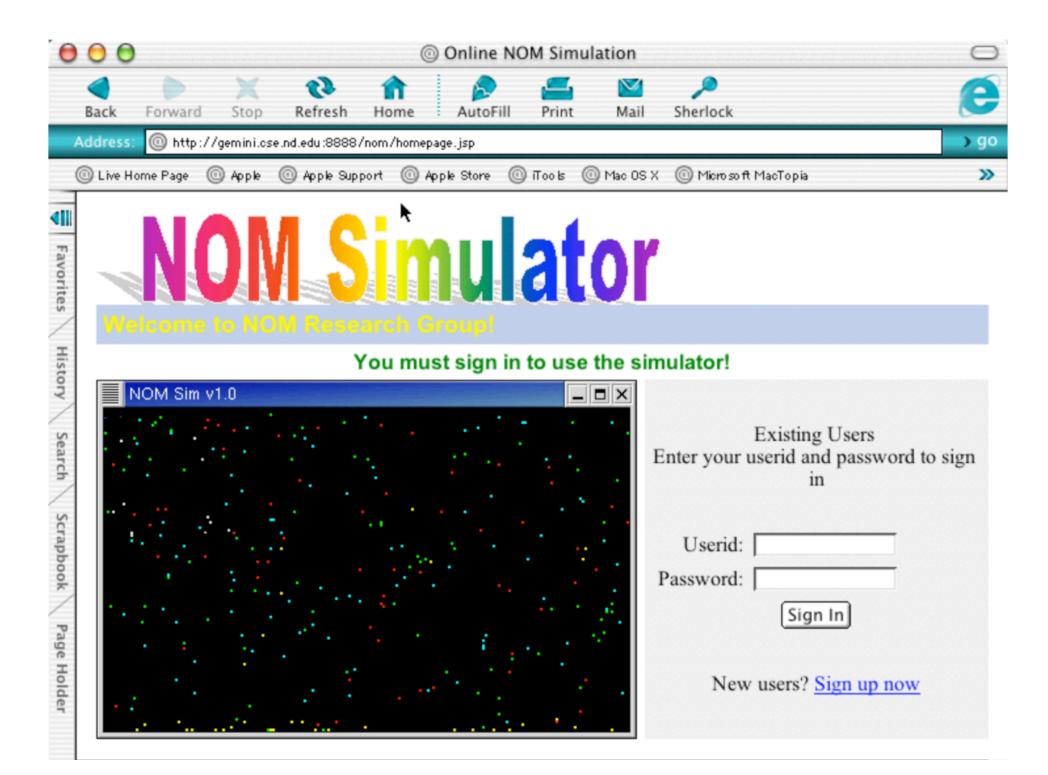
- Behaviors (reactions and processes)
 - Chemical reactions
 - Abiotic bulk reactions
 - Hydrolysis
 - Hydration
 - Ester condensation
 - Thermal decarboxylation
 - Abiotic surface reactions
 - Direct photochemical reactions
 - Indirect photochemical reactions
 - Extracellular enzyme reactions on large molecules
 - Bacteria
 - Fungi
 - Algae
 - Microbial uptake by small molecules

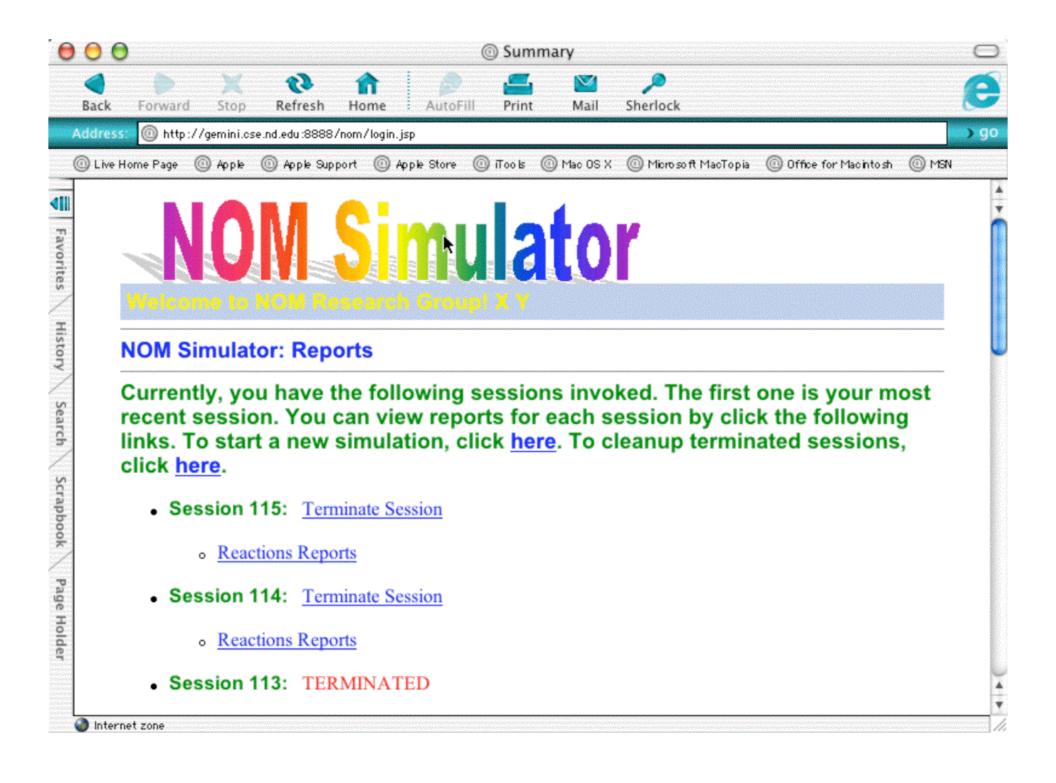
- Environmental parameters
 - Temperature
 - ∎ pH
 - Light intensity
 - Metal concentrations (e.g., Al and Fe)
 - Bacterial activity
 - Water flow rate/pressure gradient
- Environment: 2D Grid, mineral surfaces, soil pores
- Simulation parameters: run time, data collection

NOM 1.0

- Visualization
 - Simulation and Animation of Molecules
- Web-Based Access
 - Standard Browser Interface
 - HTML Forms / JSP
 - Java Servlets
 - JDBC Oracle Database
 - Oracle Forms and Reports
 - Shared Data and Simulations
 - Collaboration Support: Web-board, Chat, mail server, file upload/download







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NOM Simulator

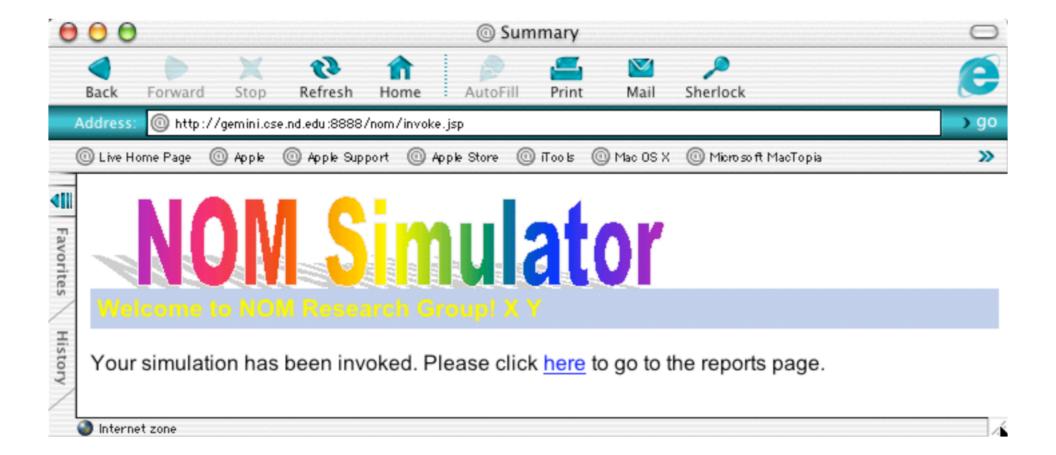
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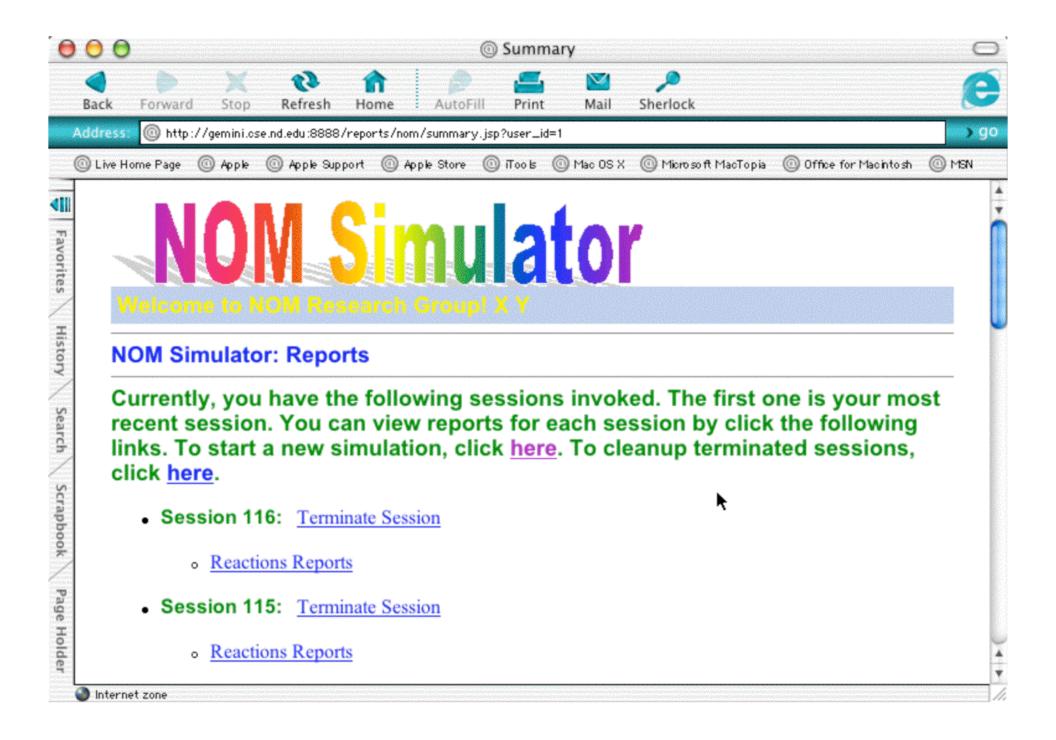
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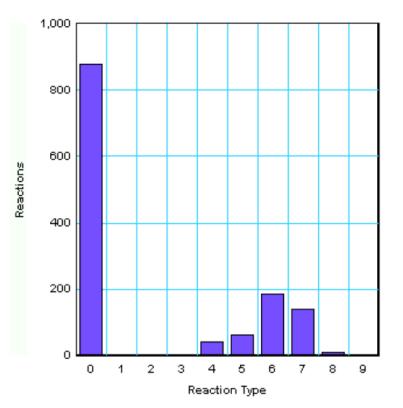
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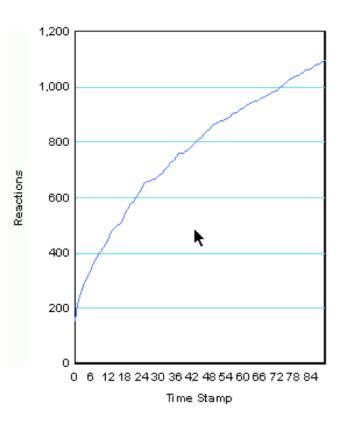


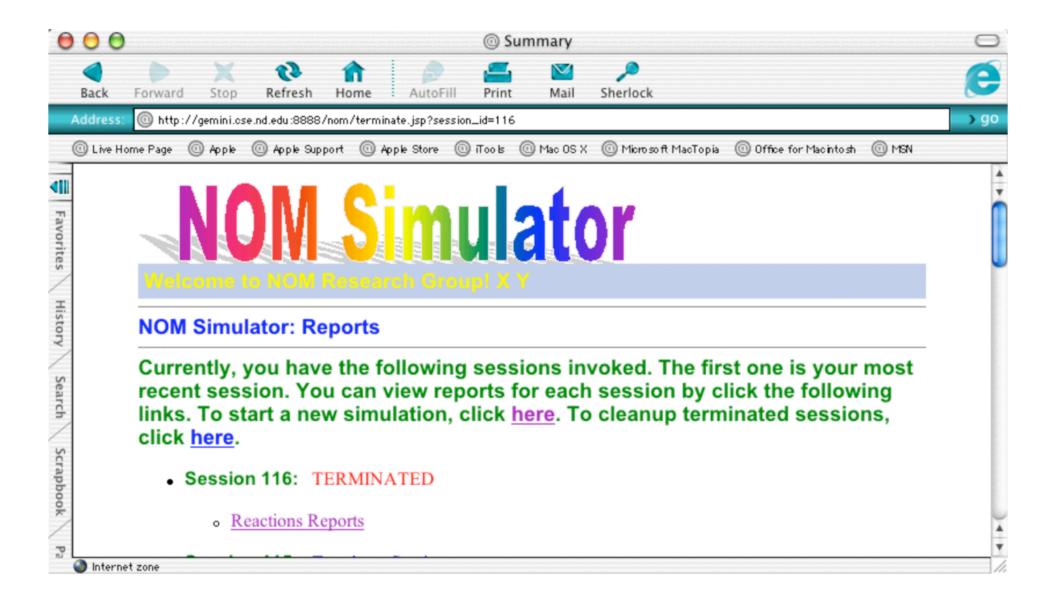
NOM Simulator: Reports



Reactions By Type

Reactions vs Time





Summary

- Work in progress
- Complexity Perspective
- Middle computational approach
- Agent-Based Modeling approach
- Stochastic (Monte Carlo based simulation)
- NOM Molecules & Microbes as Agents
- Web-based Databases, Data warehouse, Visualization, Database Queries, Data Mining
- Web-based Collaboratory for NOM Research