

Complex systems and early warning signals

Complex systems:

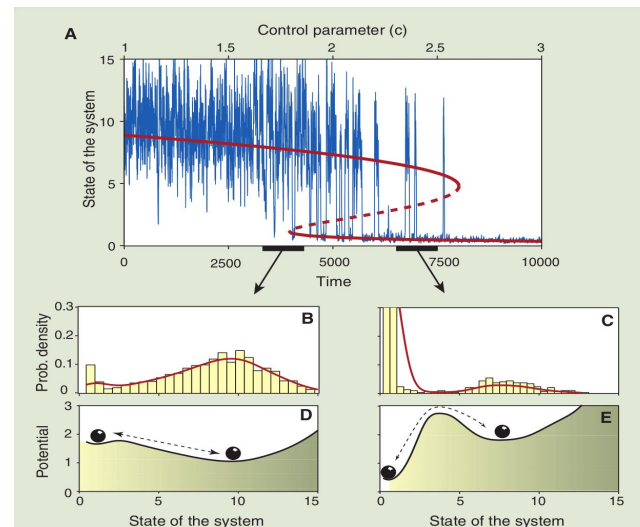
- Many ($n \rightarrow \infty$) “simple” agents
- Non-linear dynamics
- Can be heterogeneous

Critical transitions / tipping points / abrupt regime shifts:

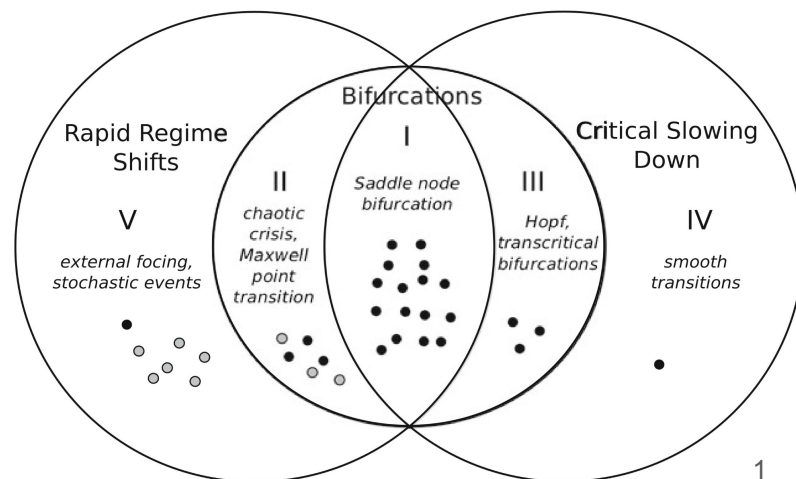
- **Brutal change of dynamics** of the system
- Is (sometimes) linked to **criticality** / **phase transitions** formalism
- Can one **predict** when / if they will arrive?

Early warning signals (EWS) of transitions:

- Some standard EWS in ecological systems (critical slowing down)
- In **what systems** are they applicable? Are there **other types of EWS**?
- Here: use **large-scale collaborative game** (with humans) to find **generalizable properties of EWS using machine learning**



Scheffer et al., Science 338 (2012)



Use large-scale online games as testbed for complex systems ideas

Many real-life and experimental ecosystems are strenuous and **costly to monitor, measure, and control**.

“Gamified” experiments with human players can provide enormous amounts of data and very diverse experimental settings!

We aim to use the full data from a game-experiment on reddit to find **characteristics of early warning signals** and evidence of **emergent cooperation mechanisms**

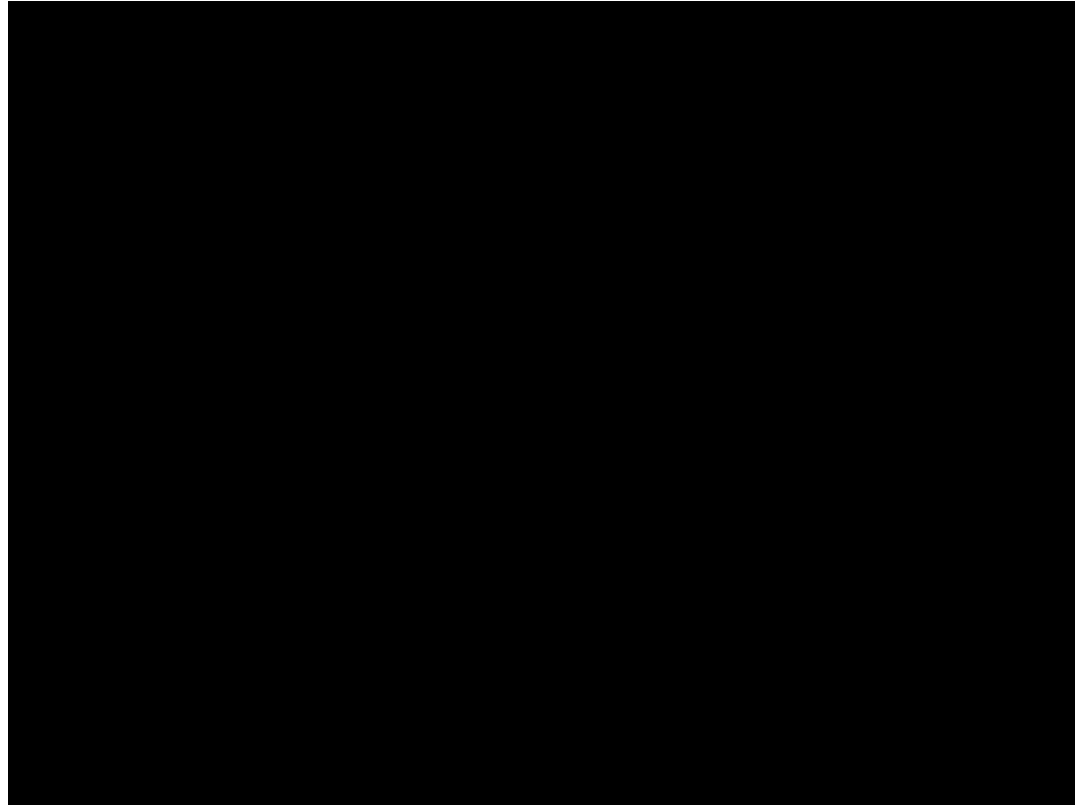
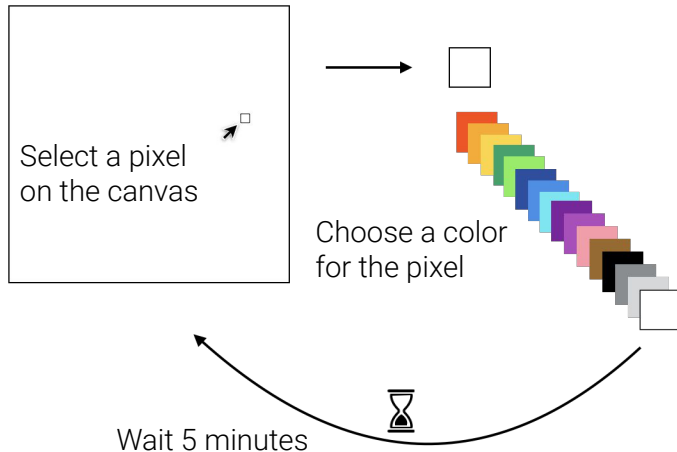


Long, Simson, Buxó-Lugo, Watson, Mehr. “How games can make behavioural science better.” *Nature* 613:433-436 (2023).

On April 1st, 2022, Reddit opened **r/place**:
a blank canvas of pixels that users could change to various colors

However, there was a catch: each user can
only change one pixel every five minutes

This rule meant that ***collaboration was essential***
to make and keep a composition on the canvas



Big data and rich dynamics for human collective behavior

- **160 million pixel changes**
- **10.6 million users**
- 3.5 days
- More than **10,000 “compositions”**, meaning groups of pixels forming a significant drawing

Great window into human collective behavior.

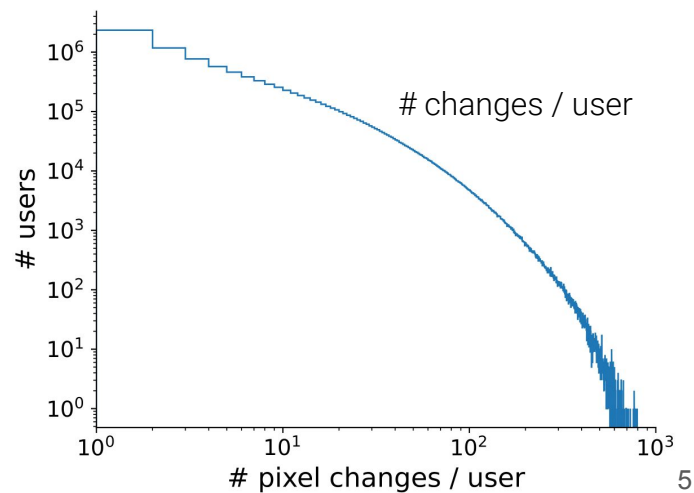
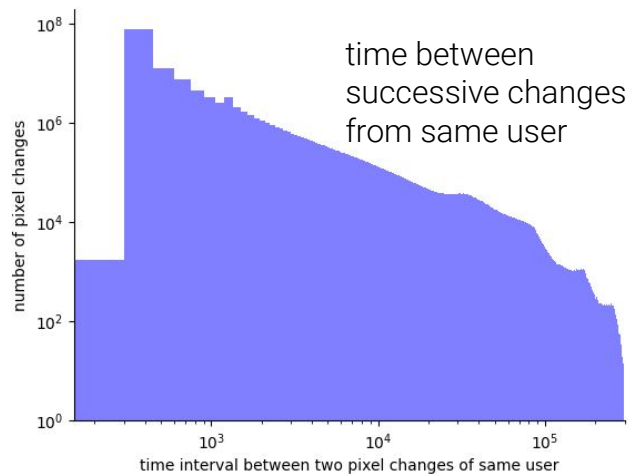
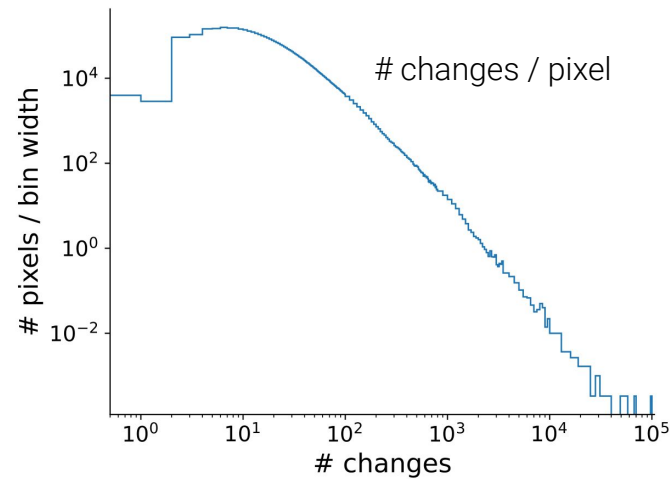
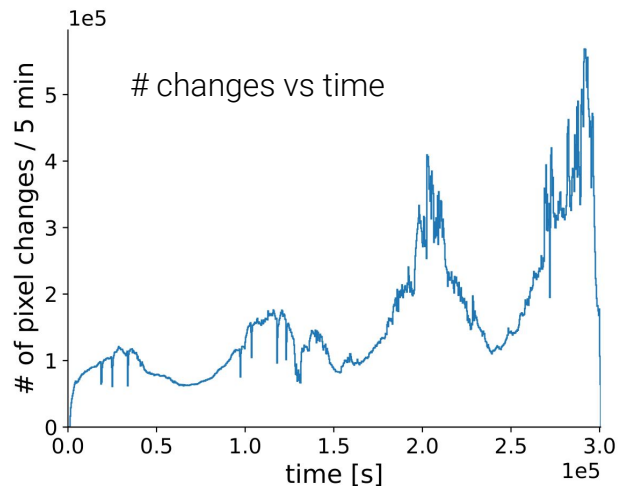
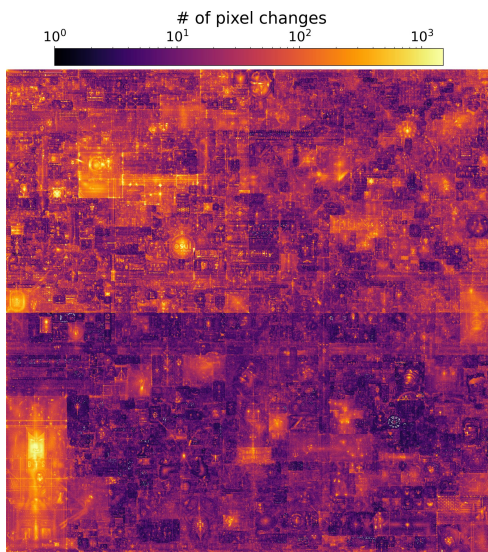
Allows to test ideas on:

- **regime shifts + EWS**
- **emergent cooperation + structure of collaborations**
(top-down vs bottom-up, stigmergy)
- **comparative** (heterogeneous) **subsystem dynamics**
- ...



Some dynamics

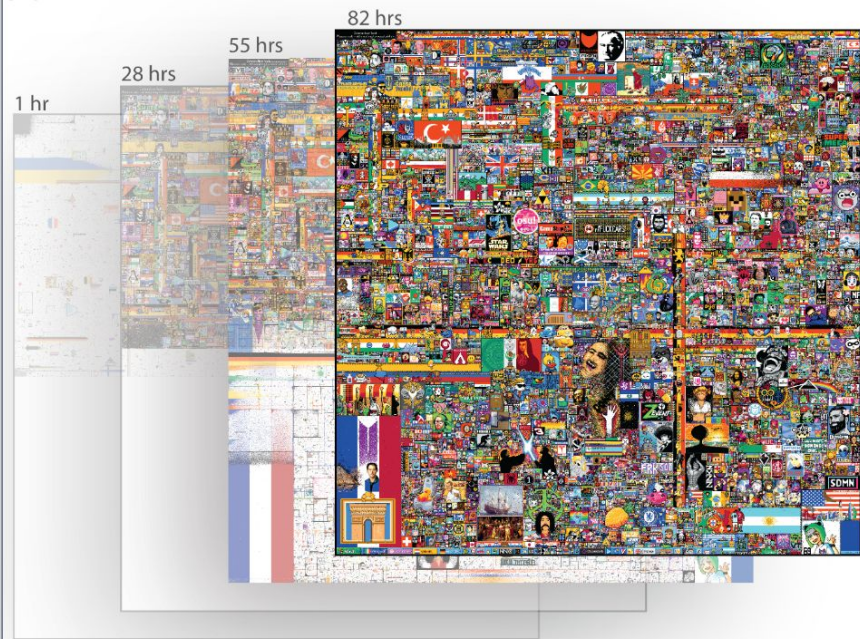
Heat map



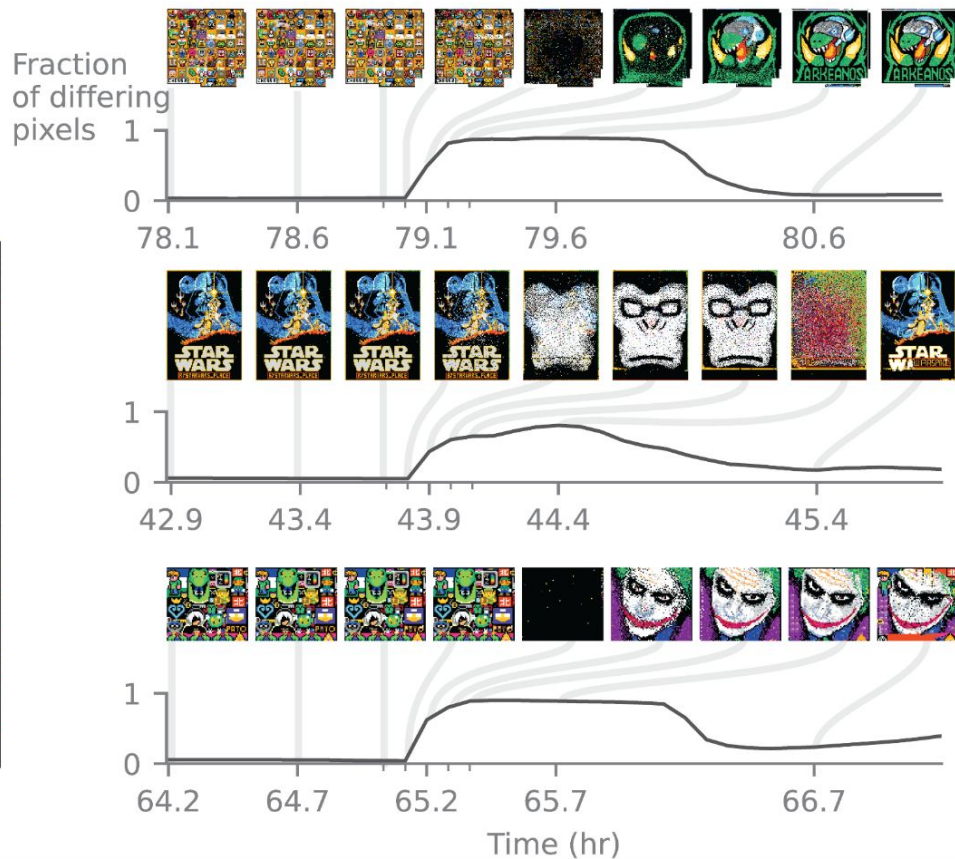
(a) How to play



(b) The canvas over time



(c) Identifying transitions



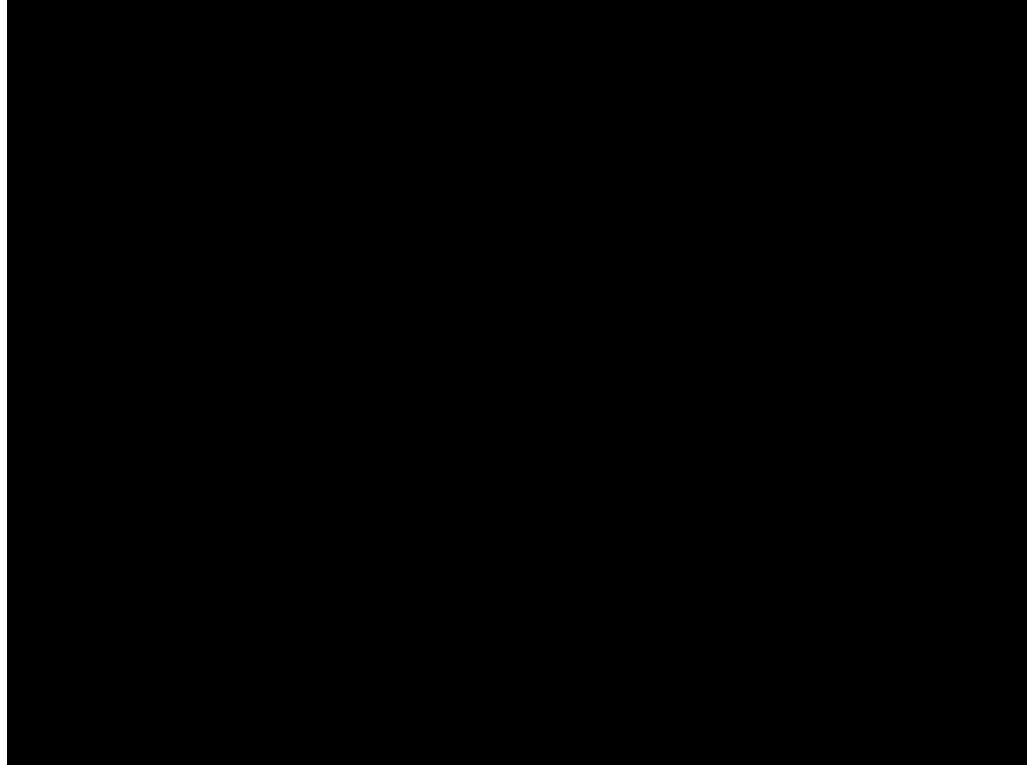
Transitions take place within compositions
when one group attacks the composition of another

Our goal is to:

- Identify the transitions
- Predict **if/when they arrive** (early warning signals) with **good signal/noise** ratio
- Use **machine learning** to improve standard EWS indicators

Ultimately, this could provide:

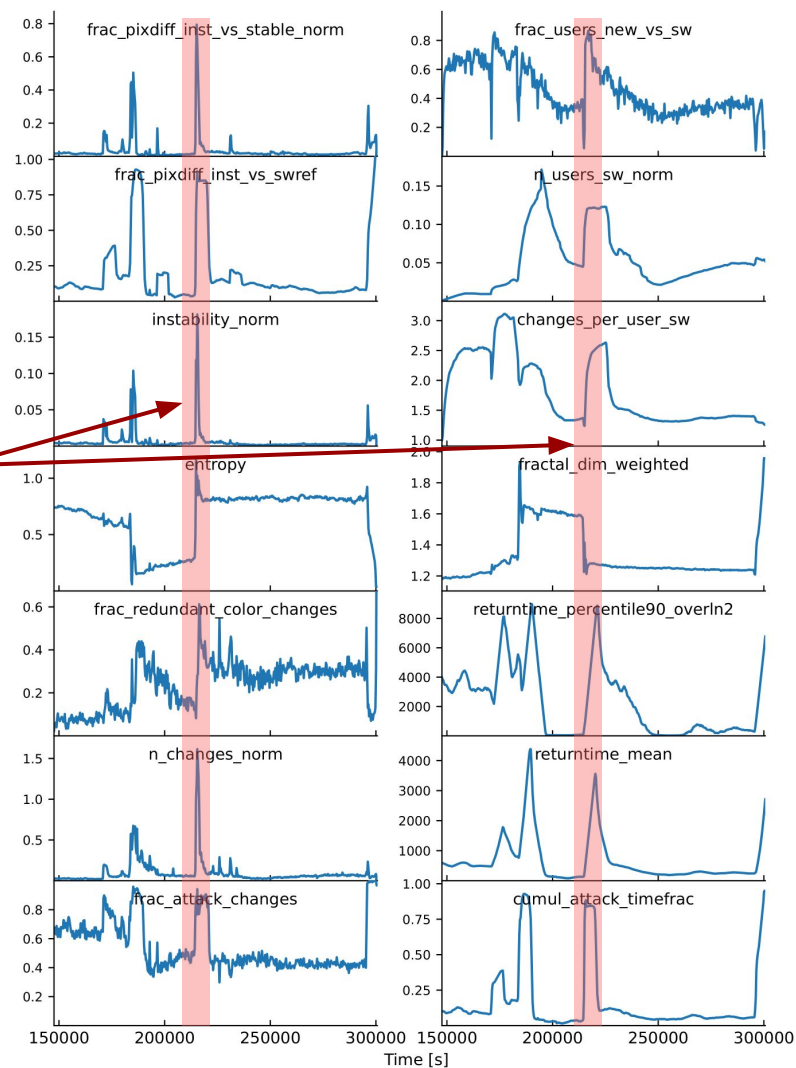
- **Generalizable insights on EWS for socio-ecological systems**
- Methods directly applicable to systems that have enough data



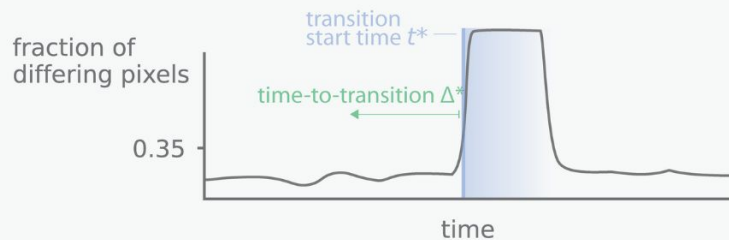
Time series for a single composition

Characteristic behavior of each variable near and at the transition!

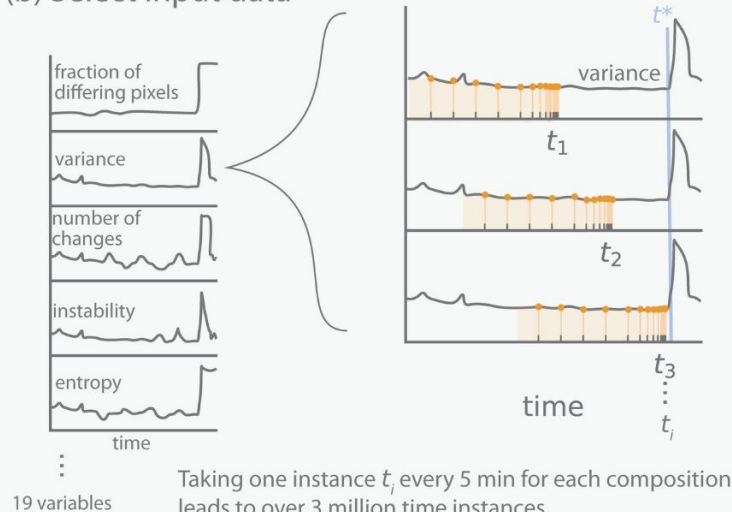
transition



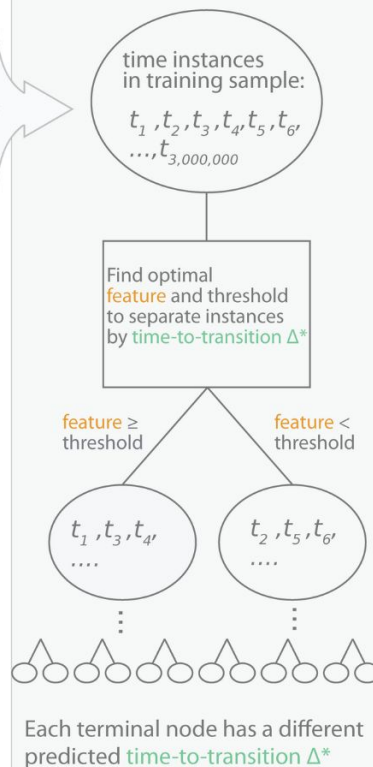
(a) Define transition and target variable



(b) Select input data

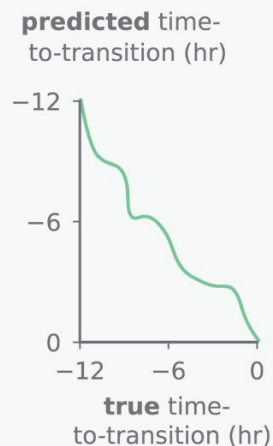


(c) Train gradient-boosted decision trees



(d) Predict time-to-transition

Time-to-transition Δ^* predicted at each t_i for each composition of test sample



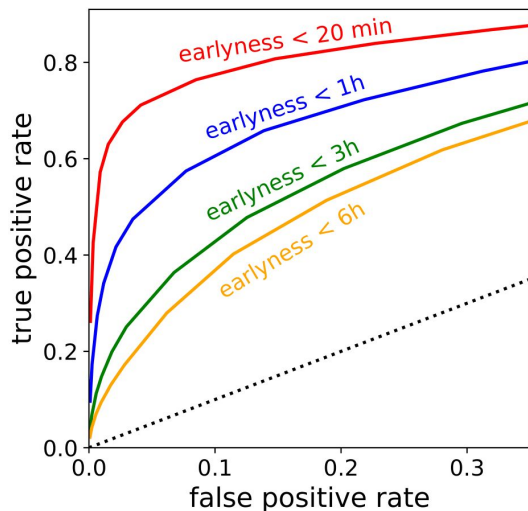
Learning about early warning signals

We obtain **predictive power for coming transitions, up to a few hours** before they arrive!

Bias towards high earlyness values?

Because everything above >6h is unpredictable...

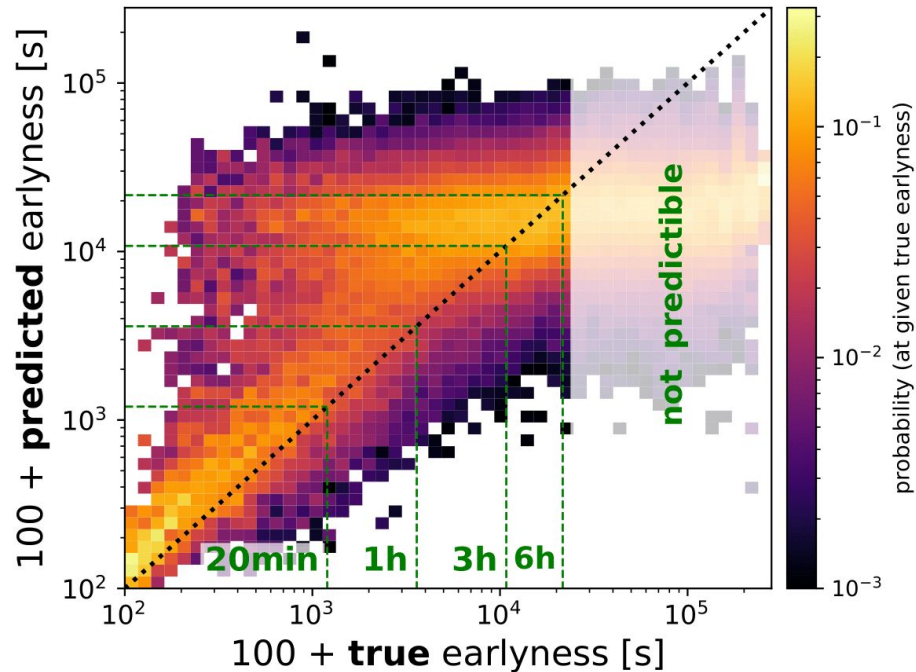
In the future: classification first, then regression on the classification output



Convert result into **binary classification** where signal is “true earlyness < xx hours” and classifier is “predicted earlyness”

⇒ ROC curves, true and false positive rates, ...

Predict **half of “earlyness < 20 minutes”** events with **only 0.6% false positives!**



earlyness condition	true positive rate	false positive rate
< 20 min	50%	0.6%
< 1 hour	50%	4.6%
< 6 hours	50%	18%

Interpretability?

