



Drug Trafficking as Illegal Supply Chain - A Social Simulation

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Content

1. Introduction
2. Cocaine trafficking in the Netherlands
3. Social concepts in criminal organizations
4. Conceptual simulation
5. Results
6. Conclusion



Project

- 1 year project, PoC, aim for a PhD
 - AI police lab
 - Agent-based simulation on cocaine trafficking
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- Frank Dignum
 - Vanessa Dirksen (Qualitative research)
 - Ron Boelsma (Bridging university and police)

Cocaine smuggling

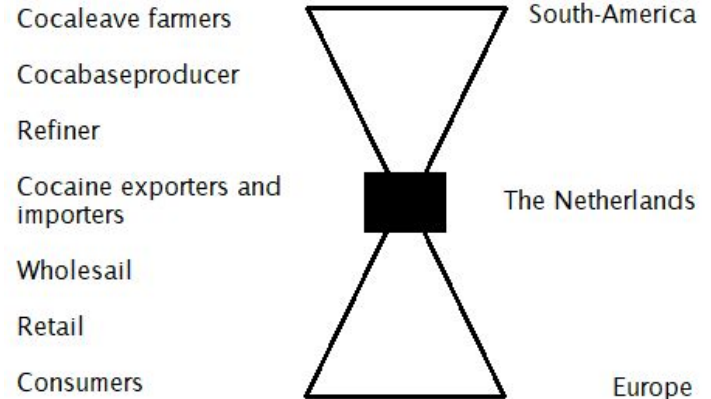
- Started with cartels (Medellin, Cali)
 - After fall of huge cartels in the mid-90's (Desroches, F. 2007)
 - Criminal groups became smaller
 - Businessman/entrepreneur perspective (Vermeulen, 2008; Desroches, F. 2007)
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- Still there is extortion, tax-evasion, overdosing, violence
 - Hard to get a grip on



Cocaine trafficking in the Netherlands

- Cocaine from South-America
- Transported to the Netherlands and Spain
 - Rotterdam harbor (biggest in Europe)
- To be transported further into Europe

- Most of the cocaine in the Netherlands is for other countries (UK, Scan, Ger, Fr)



Social concepts in criminal organizations



Trust in criminal networks

- Many roles, nationalities, no legal system (racket system)

Trust can form a basis of cooperation

- The collapse of a network by lack of trust (Neumann M. 2018)
- Dealing with large quantities of money/contraband (Lampe K. 2004)
- Trust can create an efficient supply chain (Jalbut A. 2018)
- Give up trust for more monetary income (Morselli C. 2007)



Violation of trust

Trust can be violated in many ways

- Not delivering in time, not a high enough quality, stealing

Responses to trust violation can be

- Exclude person/group from business, extortion, violence



Risk in criminal networks

Another important social concept is Risk

- Violation of trust can create risk
- The risk of getting caught
- Risk influences choices



Research questions

Main question:

- What is the effect of trust within the illegal cocaine supply chain in the Netherlands?

Sub question

- What is the difference between a legal and illegal supply chain?



Simulation

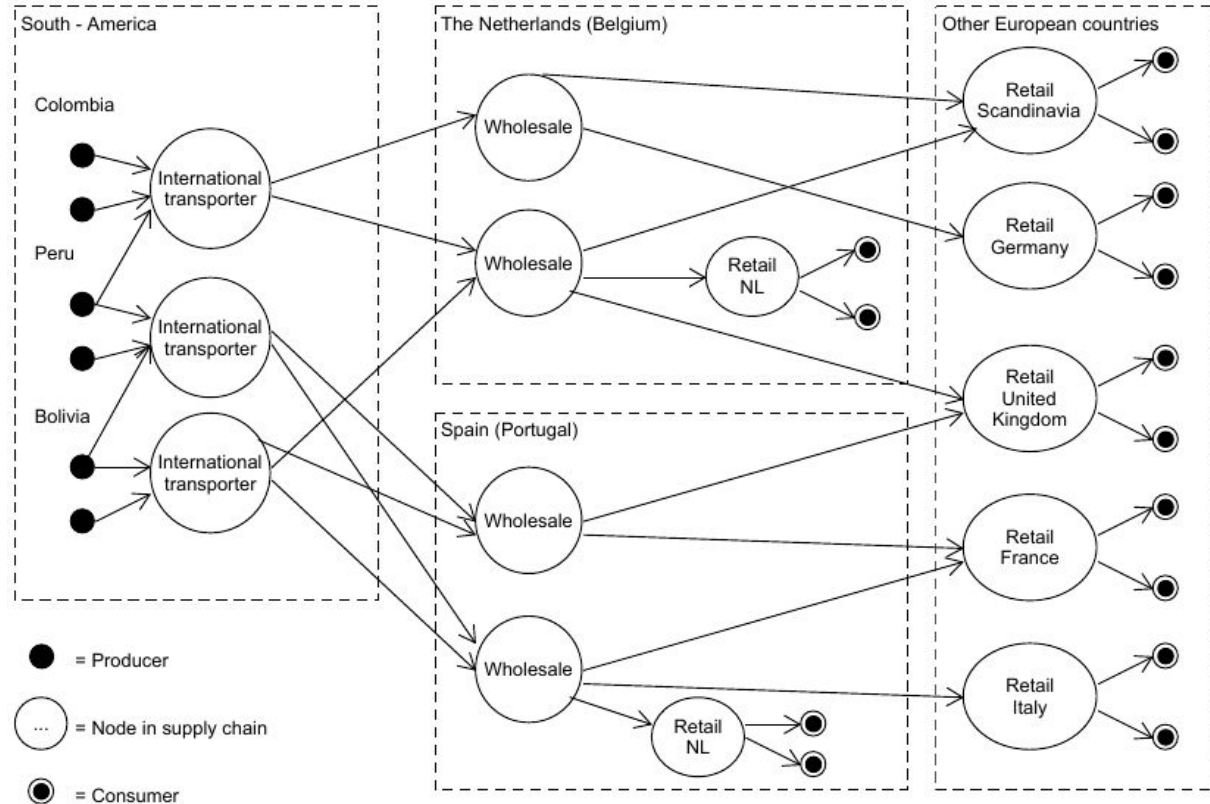


Why simulation?

- There is a lot of sociological research
 - Waiting to get used
- Clandestine nature, so data gathering is difficult
 - Estimated only $\pm 5\%$ is confiscated by authorities
 - Simulation could help here
 - There is always data missing, especially the best networks
- Gaining new insights
 - Better interventions and/or policies

Simulation

- Each node is an agent
- 5 layers
- Send orders (3 steps)
- Send shipments (3 steps)





Agent types

- **Producer:** First agent, produces fixed quality, varies quantity
- **International:** Sells largest amounts
- **Wholesaler:** Possibility of cutting
- **Retailer:** Spread in different countries
- **Consumer:** Graves quality dependent on country, removed when not able to find drugs



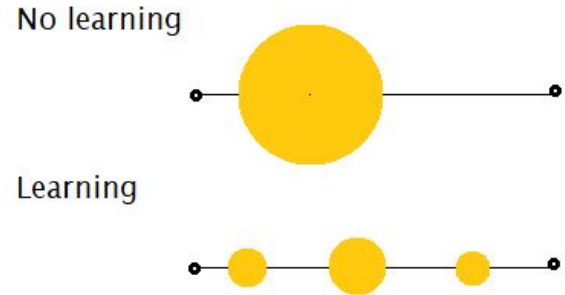
Simulation - Process

Algorithm 1: Model schedule, based on [10]

```
1 foreach tick do
2   Agent: Pay living cost & removal of bankrupt nodes
3   Country: Spawning of new agents
4   Shipments: Move one step further
5   Orders: Move one step further
6   Agent (consumer): Receive income
7   Agent: Choose new suppliers and clients
8   Suppliers: Receive orders AND send shipment to client
   Consumer: Consumes
9   Clients: Send order to supplier
   Producer: Create a shipment for himself
10 end
```

Simulation - keeping stocked

- Security stock vs current stock
- Standard learning function:
 $\text{requiredStock} = \lambda * \text{calculatedRequiredStock} + (1 - \lambda) * \text{requiredStock}$
- For each quality different learning
- Learning function applied in:
 - Sending orders, to progressively build a chain of supplies





Simulation - deriving prices

- Divide by 800

| Supply chain stage | Price per kg | Price in simulation per kg |
|---------------------------|--------------|----------------------------|
| Production & refining | \$ 800 | 1 |
| Import (Mexico) | \$ 2,147 | ≈ 2.5 |
| Export | \$ 34,700 | ≈ 43 |
| Wholesale & retail (U.S.) | \$ 120,000 | ≈ 150 (country dependent) |



Simulation - data

- EMCDDA (European monitoring centre for drugs and drug addiction)
- Mean cocaine purity->
- Determines quality per country

| Country | Study | 2016 | 2015 | 2014 | 2013 | 2012 | 2011 | 2010 | 2009 | 2008 | 2007 | 2006 | 2005 |
|----------------|-------|--------|-------|------|-------|-------|-------|------|-------|-------|-------|-------|-------|
| Austria | AT-1 | 45.93 | 33.37 | 31.6 | 26.05 | 28.07 | 27.52 | 27.3 | 27.6 | 32.1 | 32.6 | 32.3 | 38.4 |
| Belgium | BE-1 | 68.86 | 78.2 | 64.2 | 57.61 | 59.16 | 56.1 | 55.1 | 51.3 | 61.4 | 65.5 | : | : |
| Bulgaria | BG-1 | 47.5 | 47.7 | 35.8 | 30.5 | 24.8 | 21.9 | 27.2 | 24 | 25 | 23 | 36 | 35 |
| Croatia | HR-1 | 52.8 | 47.3 | 39.1 | 34.8 | 29.6 | 27 | 28.8 | 22.7 | 29 | 32 | 37 | 32 |
| Cyprus | : | : | : | : | : | : | : | : | : | : | : | : | : |
| Czech Republic | CZ-1 | : | 39.1 | 25.9 | 33.02 | 36.9 | 45.04 | 27.9 | 33.1 | 43.5 | 49.1 | 40.18 | 55.9 |
| Denmark | DK-1 | 55 | 37 | 30 | 29 | 24 | 22 | 24 | 18 | 23 | 22 | 22 | 27 |
| Estonia | EE-1 | 46.4 | 35 | 39 | 41 | 46 | 33 | 36 | 38 | 42.9 | 43.9 | 34 | 38.6 |
| Finland | FI-1 | 49 | 33 | 27 | 42 | 32 | 30 | 29 | 35 | 28.2 | 42 | 51 | : |
| France | FR-1 | 58.3 | 55.2 | 51.9 | 55.7 | 49 | 45 | 45.8 | 29 | 32.1 | 53.2 | 52.3 | 54.3 |
| Germany | DE-1 | 74.1 | : | : | : | : | : | : | : | : | : | 24.6 | 34.2 |
| Greece | GR-1 | 75 | 72 | 51.2 | 75 | 59 | 61.1 | : | : | : | 54.81 | 50.2 | 69 |
| Hungary | HU-1 | 53.4 | 50 | 40 | 44 | 41 | 50 | 22 | 23 | 31 | 32 | 34 | 36 |
| Ireland | IE-1 | : | 43.2 | 41.9 | 36.1 | : | : | : | 11.8 | : | : | : | : |
| Italy | IT-2 | 66 | 50 | 55 | 59.8 | 50.2 | 47 | 46 | 46.3 | 47 | 43 | 53 | : |
| Latvia | LV-1 | 51.64 | 40 | 37 | 30 | 42 | 29 | 36 | 26 | 28 | 25 | 31 | 39 |
| Lithuania | LT-1 | 46.1 | 44 | 38 | 43 | 38 | 26 | 37 | 37 | 36 | 46 | 46 | 49.15 |
| Luxembourg | LU-1 | 44.435 | 41.63 | 38.1 | 41 | 44.45 | 46.74 | 47.9 | 42.46 | 52.13 | 54.65 | 61.78 | 51.52 |
| Malta | MT-1 | : | 15 | : | 20 | 15.5 | 35.5 | 29.5 | 19.8 | 35 | : | 47 | 46.3 |
| Netherlands | NL-2 | 66.8 | 64 | 59.1 | 61.3 | 58.3 | 49.2 | 52.3 | 48.7 | 55.4 | 56.6 | 52.8 | 54.3 |



Simulation - Trusting suppliers

- Trust of *i* in *j*: $0 \leq \text{trust} \leq 1$
- *S*: the arrived shipments
- *O*: the send orders
- *r*: tick

$$\text{Trust}_{ij}(n) = \sum_{r=6}^n S_{ji}(r) / \sum_{r=1}^{n-6} O_{ij}(r)$$

- Could also be used for quality and price



Simulation - Legal vs Illegal

- Create a difference for the Illegal supply chain
- Looking at two social concepts
 - Trust
 - Risk



Simulation - Trust

- Limited visibility for agents in illegal supply chain

$$\rho = \max(\alpha, (1 - \min(1, \frac{\text{abs}(y_j - y_i)}{h * \beta}))) \quad (2)$$

- ρ : probability to add agent to possible agents
- $\alpha = 0.1$: minimum probability
- $\beta = 0.5$: probability multiplier
- $h = 50$: grid height
- y_i : y-position of agent i



Simulation - Risk

- Legal: can always send shipments
- Illegal: can send shipments with a 40% probability



Results



Simulation Demo

- Demo about emergence

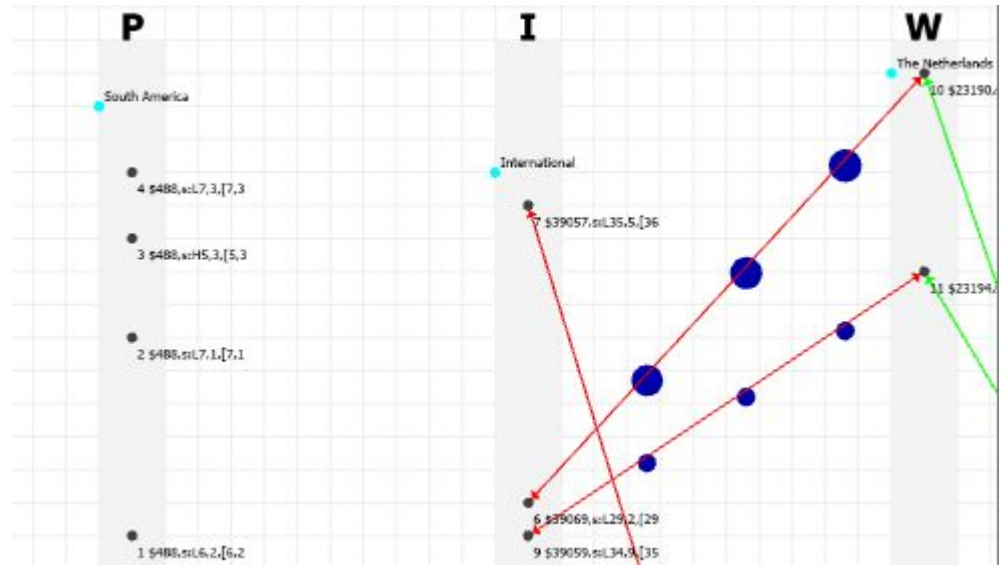


Supply chain emergence

- Based on the micro rules,
- a supply chain should emerge

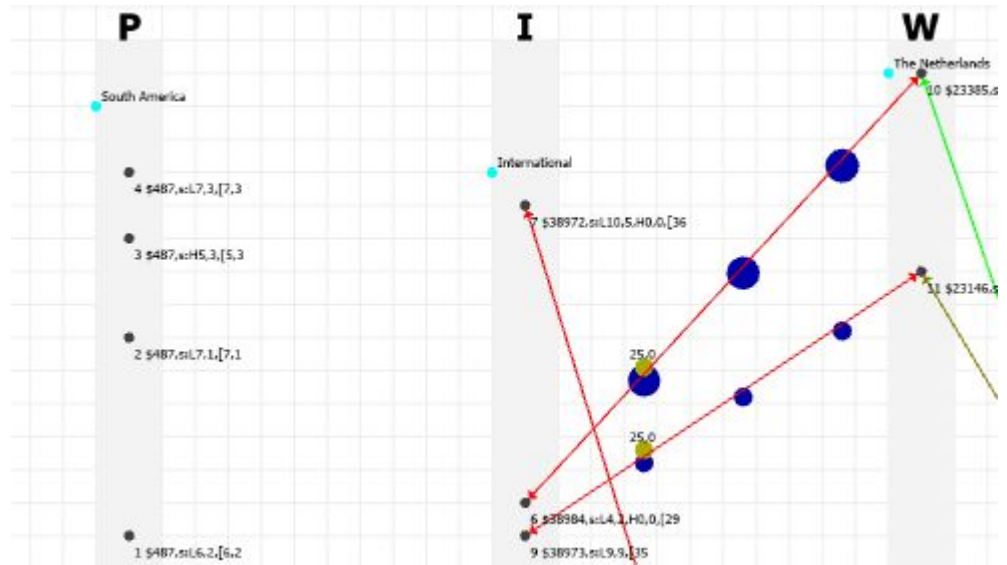
Supply chain emergence - Tick 11

- Sending orders to suppliers



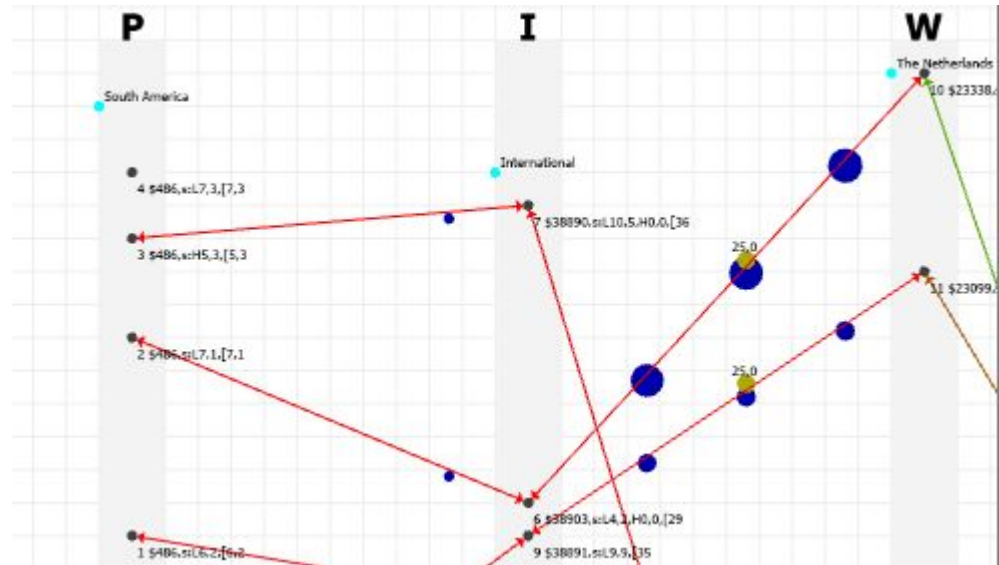
Supply chain emergence - Tick 12

- Sending shipments to clients



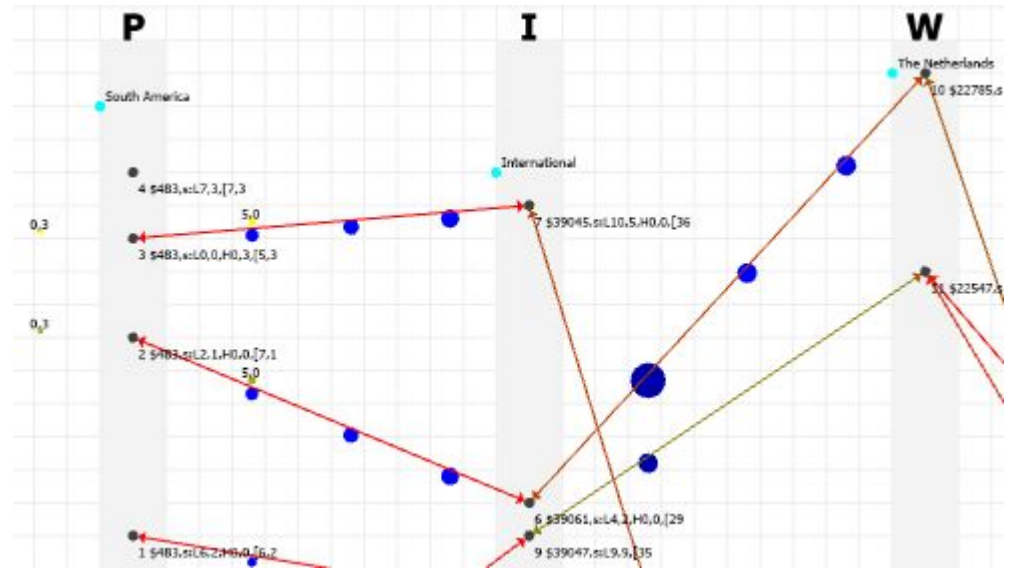
Supply chain emergence - Tick 13

- Stock is empty so find new suppliers



Supply chain emergence - Tick 16

- Orders arrive at producers
- Producers send shipments
- Producers start production

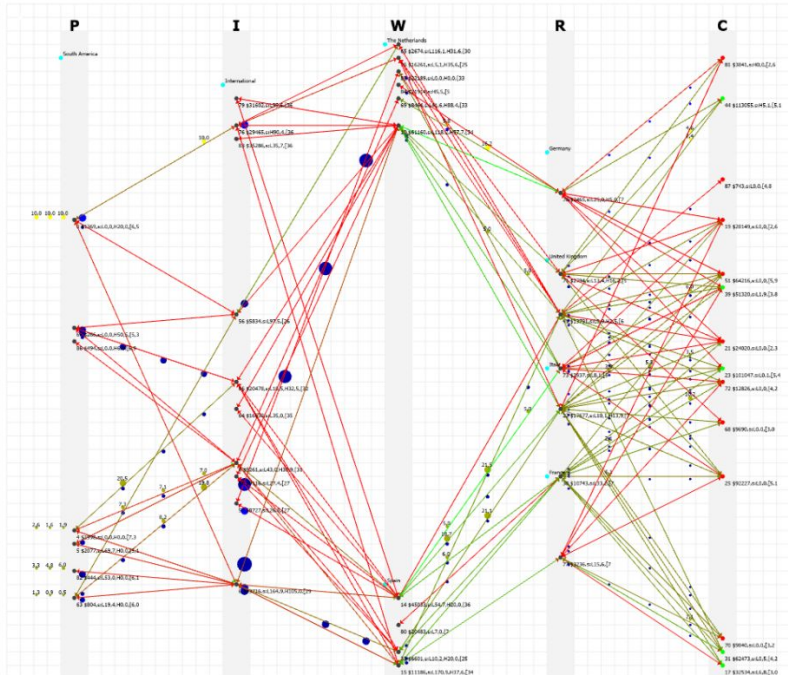
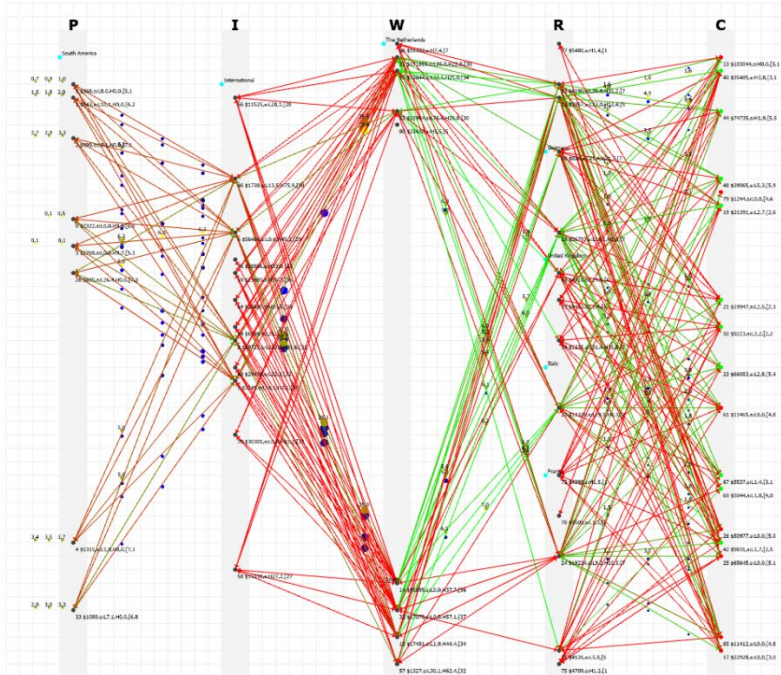




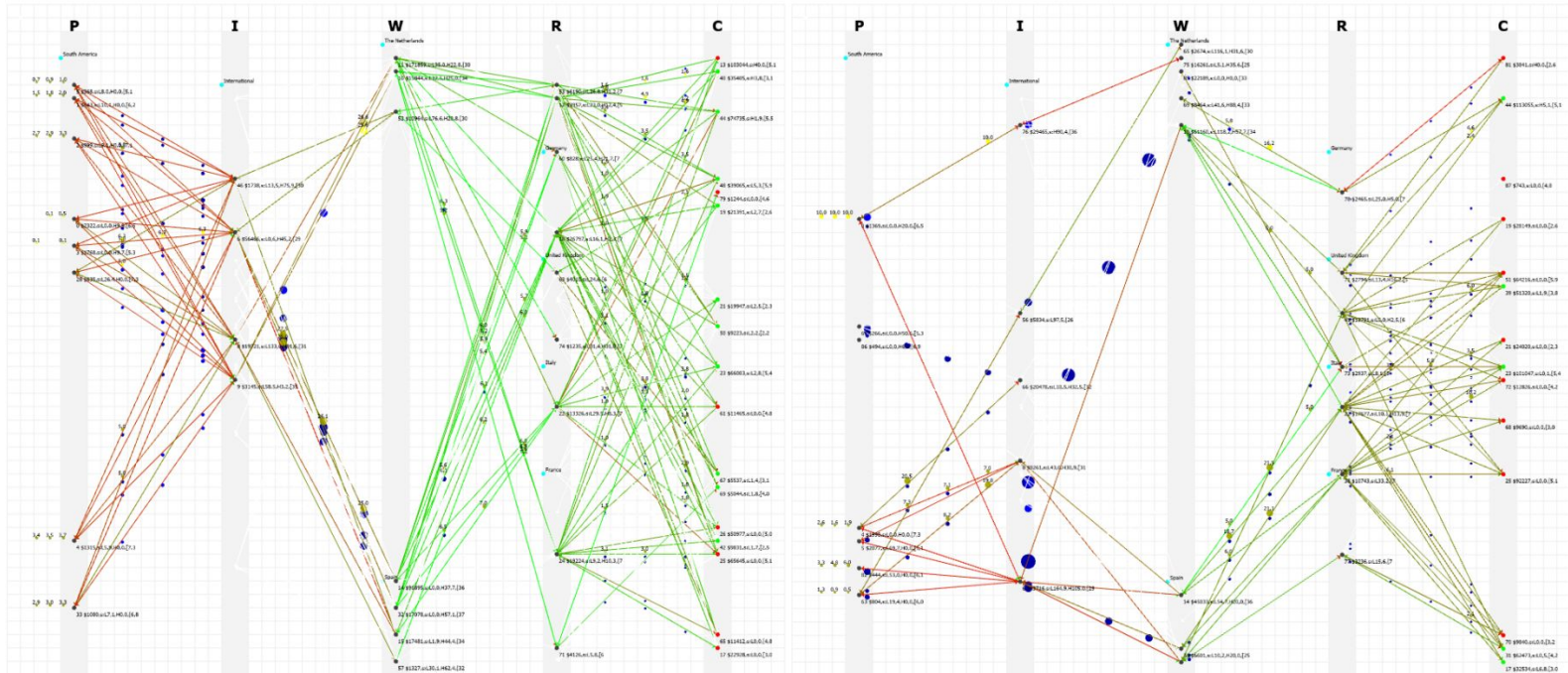
Legal vs Illegal

- Analyzing the outcome of a few runs
- Expectation
 - Illegal has more local supply lines
 - Illegal is less efficient

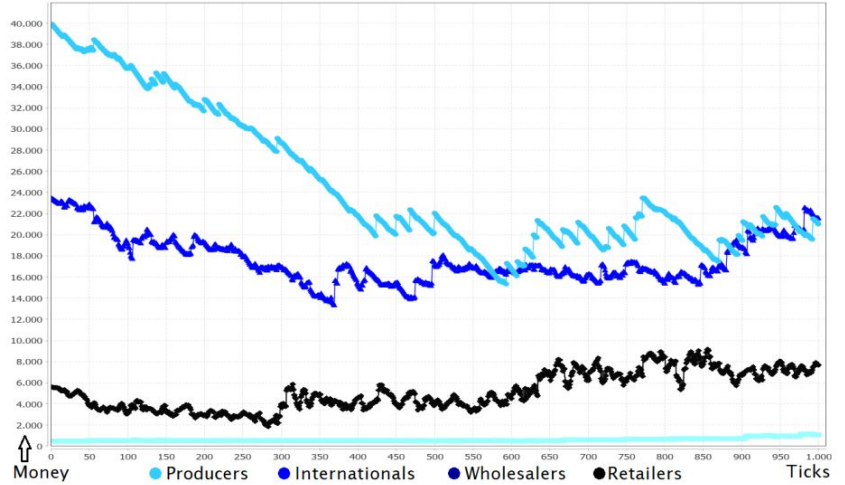
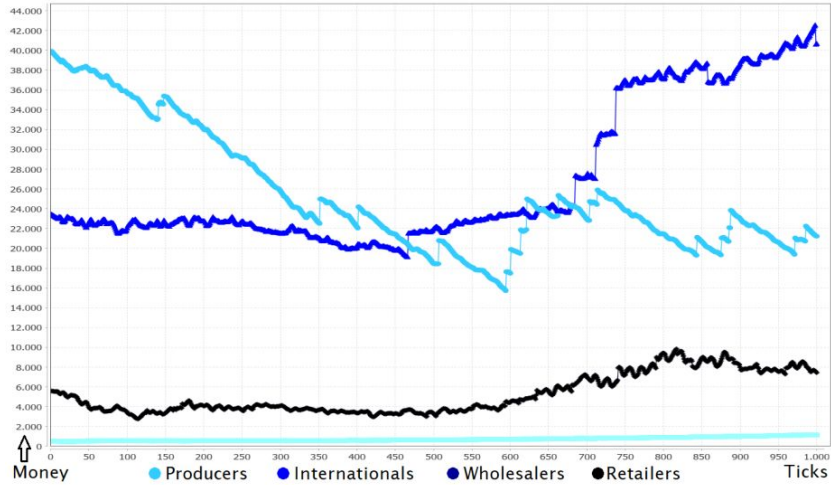
Legal vs Illegal - Full View



Legal vs Illegal - Only Active Agents



Average Money Plot





Differences Legal and Illegal based on sim

Legal SC

- Generally a higher trust level
- Retailers are spread through all countries
- Trade routes are spread out
- More efficient thus it can satisfy more consumers
- Few goods are lost because of agent removal

Illegal SC

- Generally a lower trust level
- Not all countries have retailers
- Trade routes seem to bundle more
- Less efficient thus it can satisfy less consumers
- Some goods are lost because of agent removal

Table 1. Summary comparison between the legal and illegal SC



Discussion



Future Work

- What would happen if criminals in the simulation were modeled as individuals instead of syndicates?
- How would the cocaine trafficking market with a supply push behave?
- What happens when agents can adjust pricing themselves and start to compete?
- What would the effect of police interventions be on the cocaine supply chain?
- How do the criminals use the legal trade for their cocaine trafficking?
- How would the chain behave with dynamic quality?



Discussion and conclusion

- The difference in trust and risk leads to the changes
- The illegal SC seems to reproduce real world trends

- There is still much to do!



The end

- Thank you!
- Questions?

Extra slide 1 : transportation types

Transportation types

- Truck, car, public transport, plane (UK)
- FTL (10 - 60 kg, XL > 60 kg)
- Grouping: combination of different drugs/suppliers/buyers (10 - 60 kg, XL > 60 kg)
- Cash-and-carrytransit: payment upfront (1 - 15 kg)
- Mierenhandel: ant-trade (< 0.5 kg)





Extra slide 2 : support roles

Illegal: Drug Quality Testers, Cross-border smugglers, Transport runners, Stash house managers, Money Launderers

Grey zone: Information Communications Technology, Real Estate Brokers, Lawyers, Bankers, Logistics service providers