Insecticide resistance management : prototype game scenarios

Andy South 2015-09-18

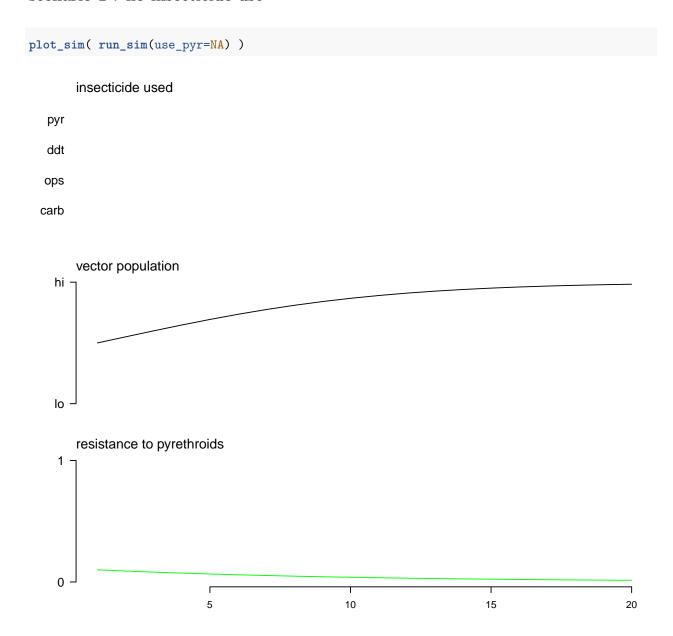
This document demonstrates how a few simple equations can be used to generate patterns of change in vector populations and insecticide resistance over time depending on the use of insecticides. Parameters within the simple equations can be modified to generate different patterns of change.

We intend to tweak the input parameters to generate reasonable scenarios. We intend to ask experts in entomology and modelling to assess these scenarios. Thus we are looking for assessment of the scenarios themselves rather than the input parameter values. The input parameters are simply a means by which we can generate reasonable scenarios.

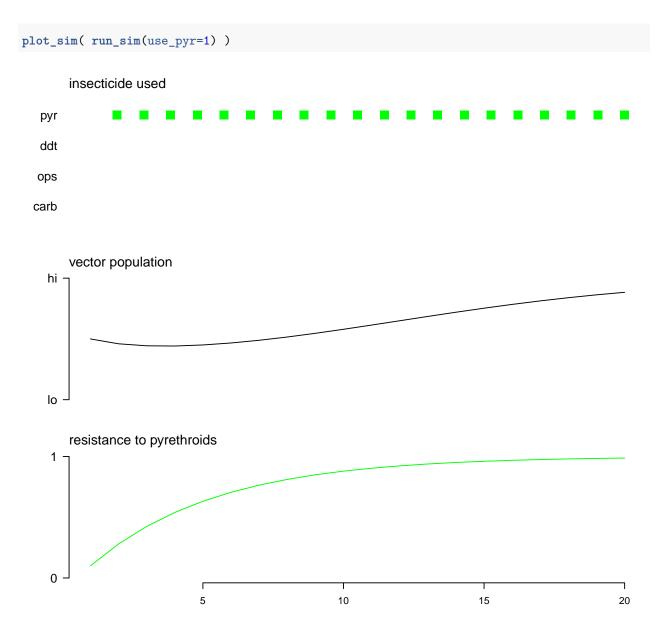
In the following plots time is represented on the x axis, the top panel shows insecticide use, the middle panel shows vector population and the lowe panel shows resistance (phenotypic). The code included e.g. plot_sim(...) is there merely to show us as developers how the scenarios were generated.

For an interactive version of the equations used to generate these plots see this (link.)[https://andysouth.shinyapps.io/shinyGame2]

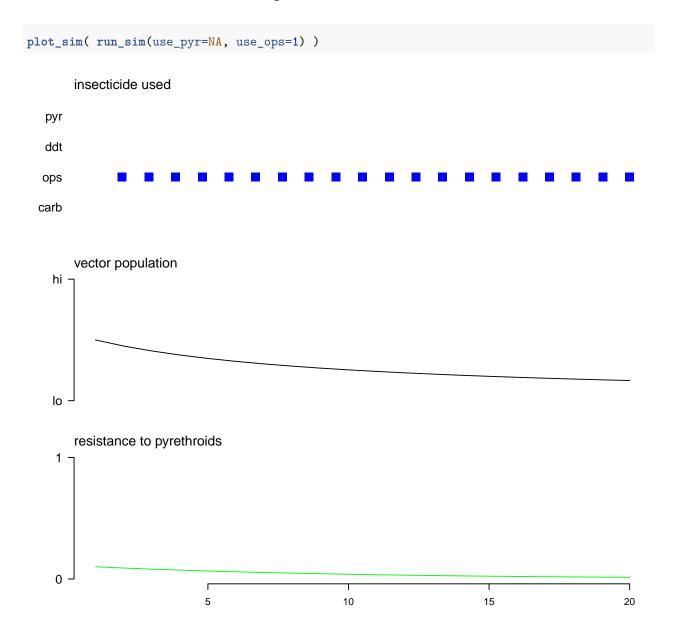
scenario 1 : no insecticide use



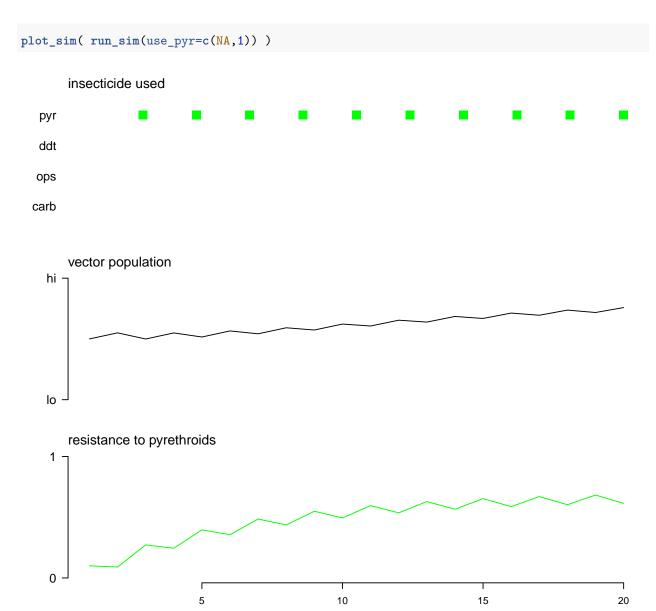
scenario 2: continuous pyr use in presence of resistance



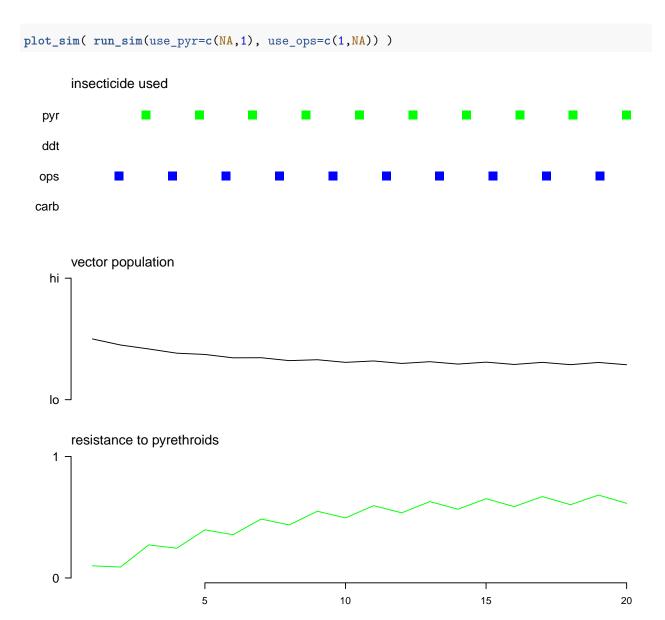
scenario 3: continuous use of ops with no resistance



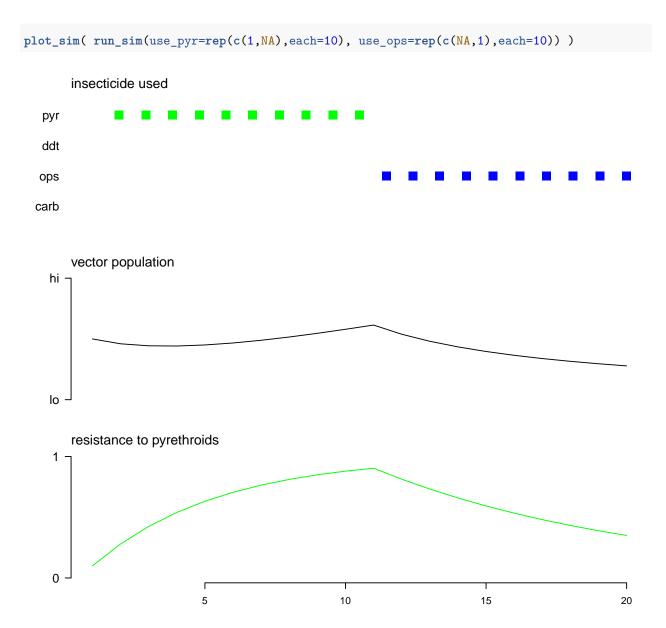
scenario 4 : pyr used in alternate steps



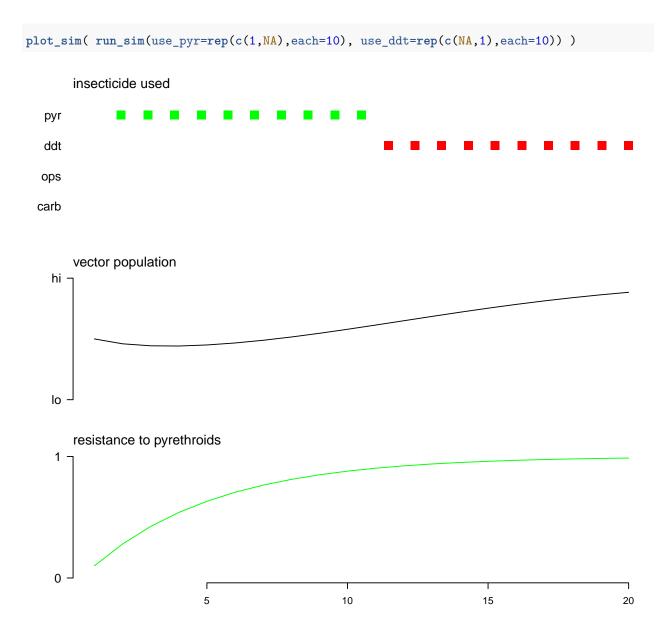
scenario 5: alternate use of ops and pyr



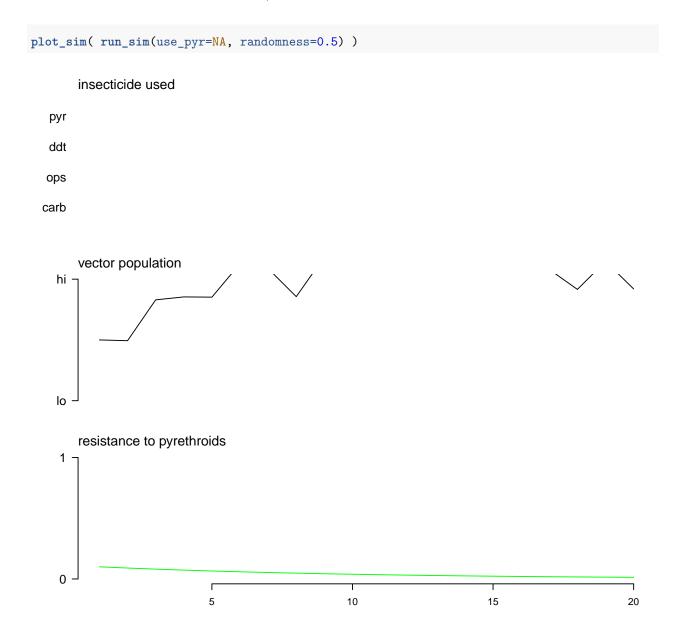
scenario 6 : 10 steps pyr, 10 steps ops



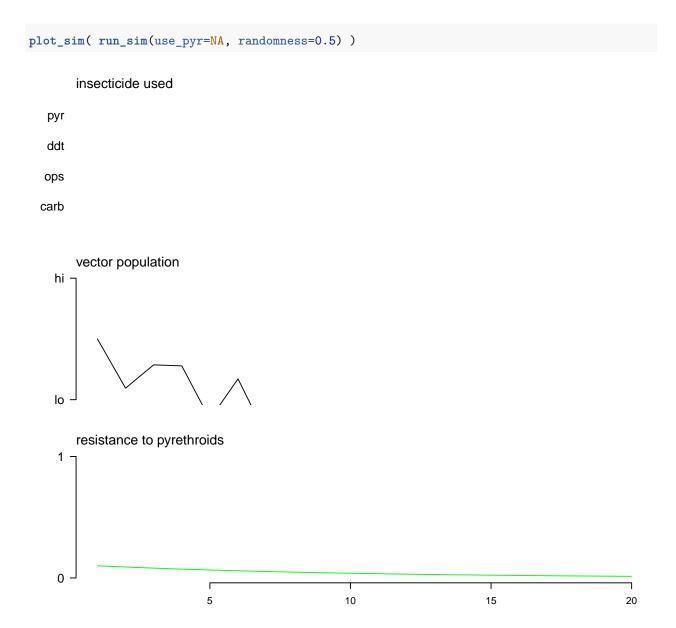
scenario 7:10 steps pyr, 10 steps ddt



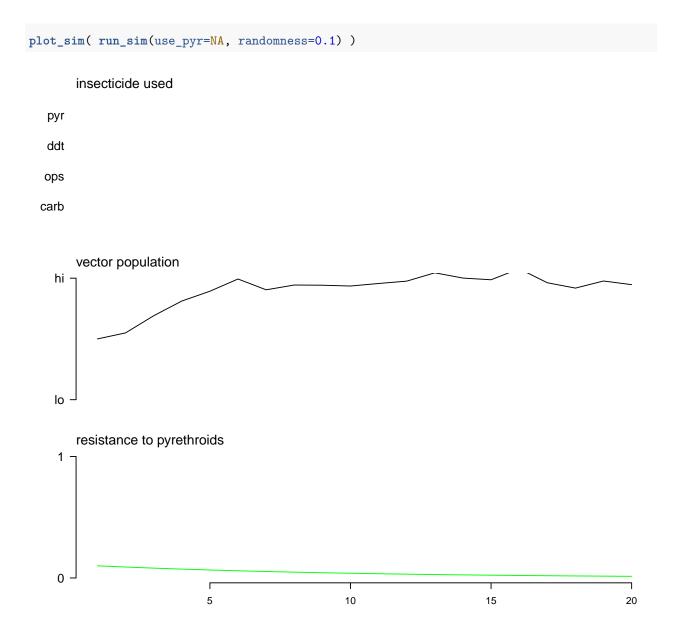
scenario 8 : no insecticide use, 50% randomness added



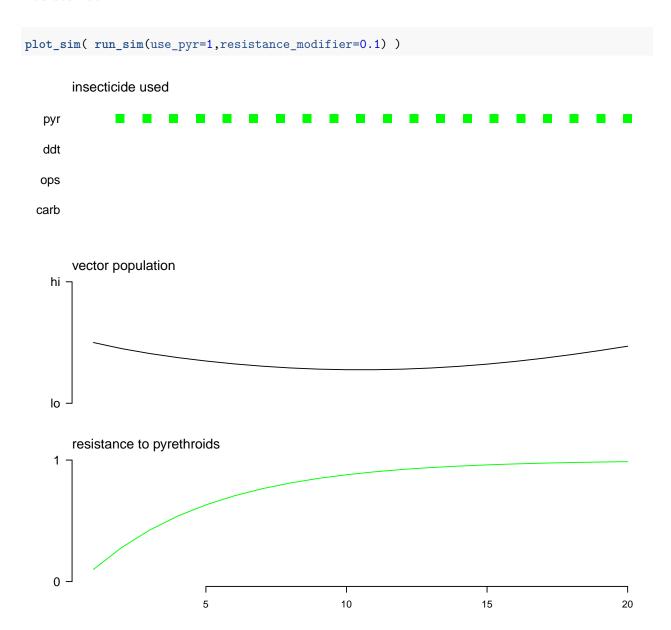
scenario 9 : same as previous but just a different randomisation



scenario 10 : no insecticide use, 10% randomness added



scenario 11 : continuous pyr use, resistance_modifier < 1 decreases effect of resistance



scenario 12 : continuous pyr use, resistance_modifier > 1 increases effect of resistance

