Scenarios for Insecticide Resistance Management game march 2016. v5

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Starting to work out exactly which scenarios and parameter values we want in the game. Liverpool workshop March 2016.

It was already working on a weekly timestep, but now change axes to be shown in months.

The game will modify input parameters to generate reasonable scenarios. The input parameters are simply a means to generate reasonable scenarios.

In the following plots time in weeks is represented on the x axis, the top panel shows insecticide use, the middle panel shows vector population and the lower panel shows frequency of resistance (in these examples there is just co-resistance to ddt & pyr).

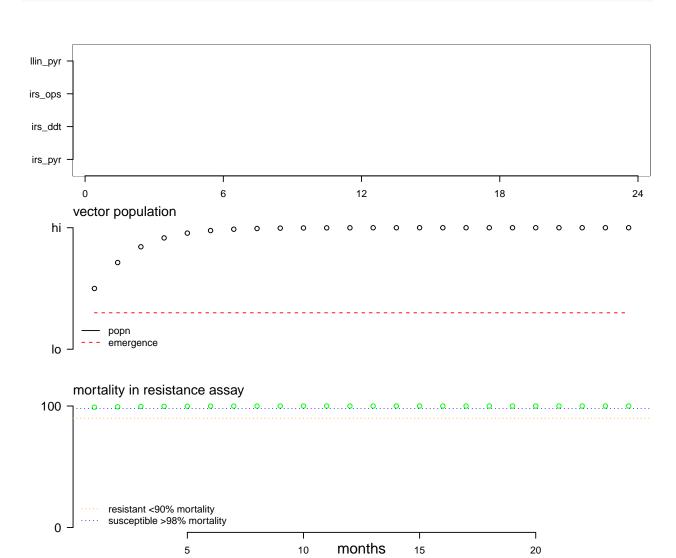
The code included is there merely to show us as developers how the scenarios were generated.

For a previous interactive version of the equations used to generate these plots see https://andysouth.shinyapps.io/shinyGame4.

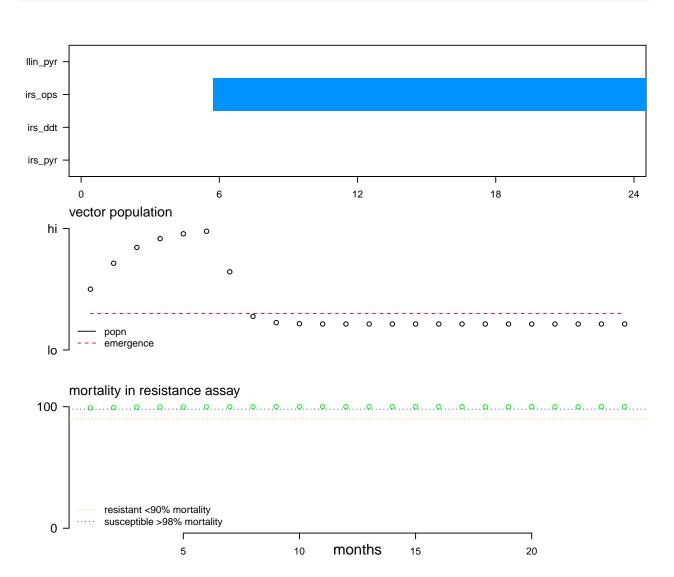
Remember runs on a weekly timestep.

6 months = 24 weeks, year=48weeks, 1.5 year=72weeks, 2 years=96weeks, 3 years=144

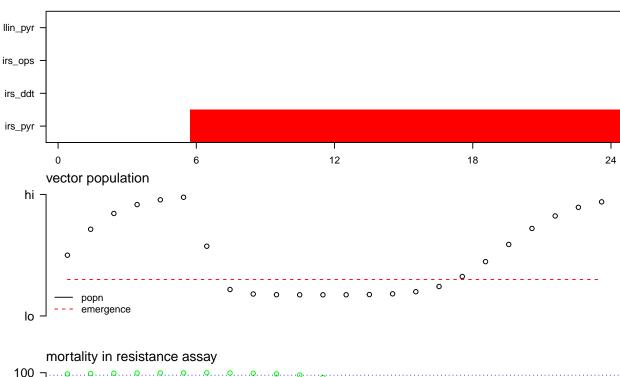
constant emergence, no intervention, 2 years

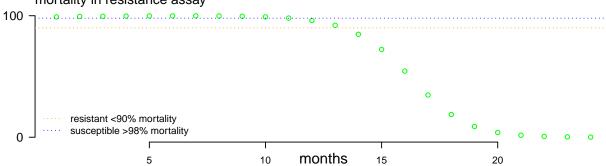


constant emergence, intervention, no resistance

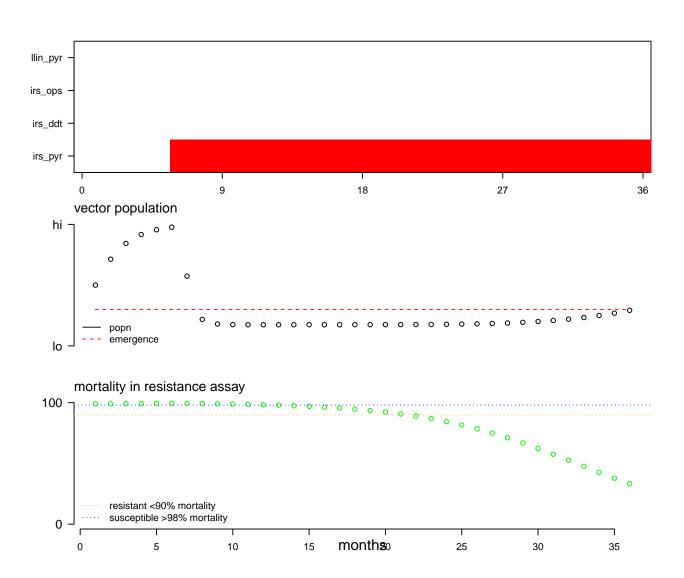


constant emergence, intervention, resistance metabolic

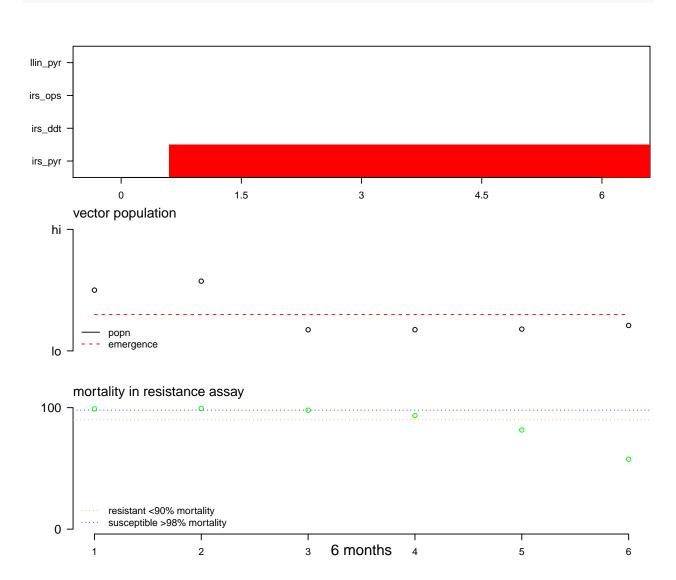




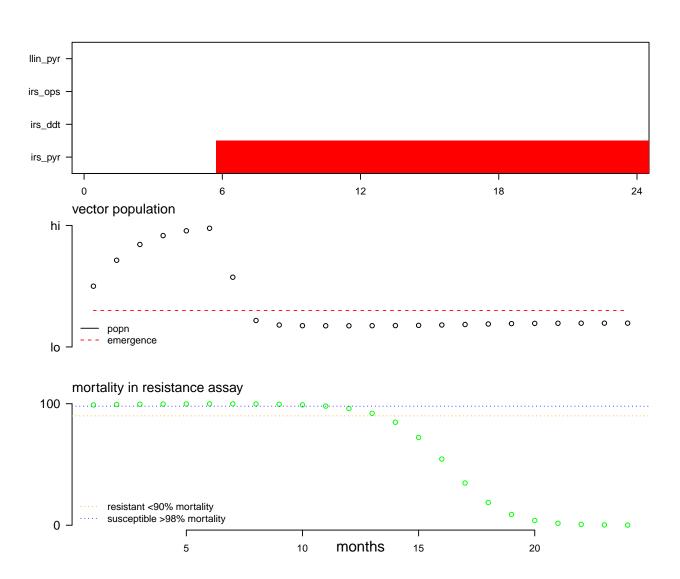
constant emergence, intervention, resistance metabolic, make change slower



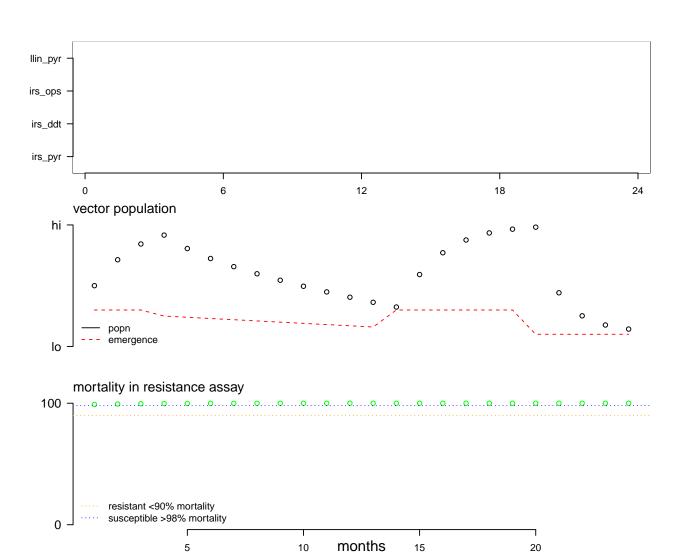
6 month timesteps, constant emergence, intervention, resistance metabolic



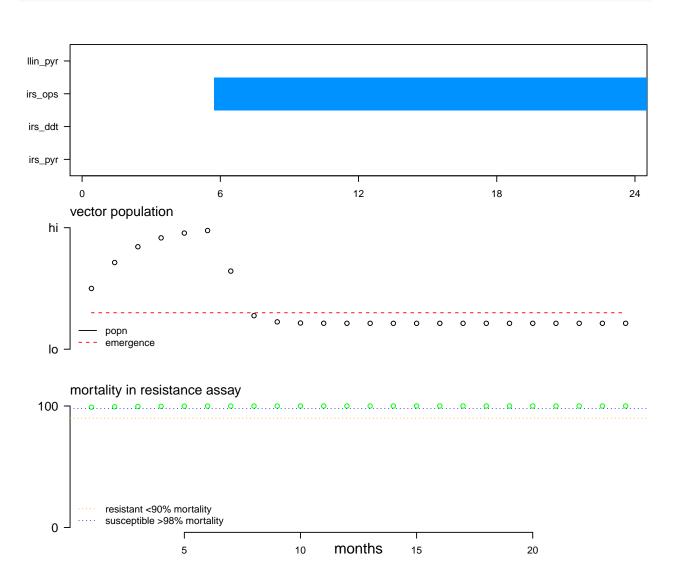
constant emergence, intervention, resistance target



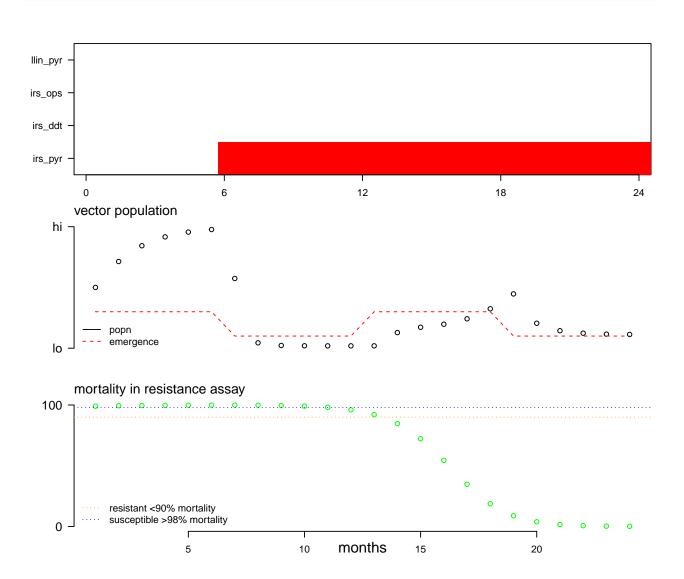
seasonal emergence, no intervention, 2 years



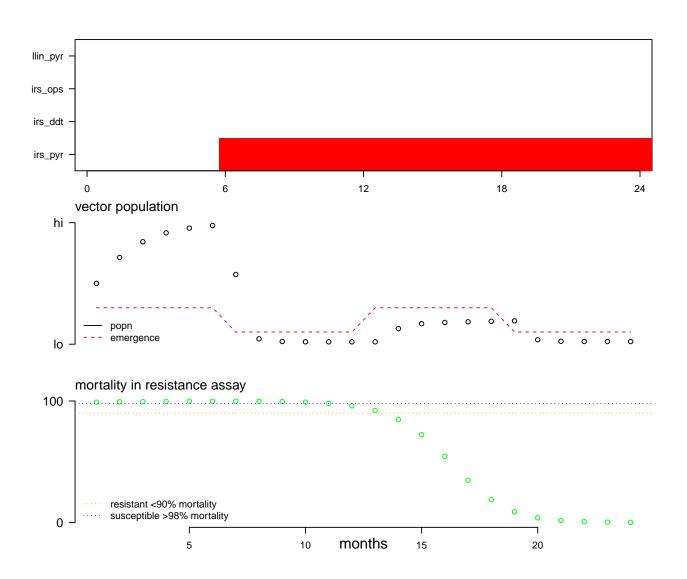
seasonal emergence, intervention, no resistance



seasonal emergence, intervention, resistance metabolic



seasonal emergence, intervention, resistance target



seasonal emergence, intervention, resistance metabolic, change intervention to susceptible

