

ZEUS  
Zombie Epidemic Universe Simulator

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# Abstract

ZEUS is a simulator that can be used to create a visual model of a theoretical zombie infestation. The simulator has a dual use as it can be used to model the aforementioned zombie infestation, or the simulation can be used to model a realistic spread of a pathogen. Users can set up a simulation which contain the parameters of the zombie infestation (or pathogen) as well as the scenarios which may be involved. The simulation may also save these simulations as well as load and use the simulations, to allow for the simulations to be passed across different users.

# Acknowledgements

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I would also like to thank the following people for testing the ZEUS simulator:

* Tiago Silva
* Doreen Crump

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# Introduction

# Requirements and Analysis

## Case Studies (Existing examples)

### GLEAM Simulator

The GLEAM (Global Epidemic and Mobility Model) Simulator [[[1]](#endnote-1)] is a two-part system composed of a Client and server application. The system uses the server to run the simulations, none of the computations are done on the user’s computer. The GLEAM system uses the client application to interact with the server. The client application itself is also split into smaller modules. The client application is split into a simulation builder, simulation manager and the simulation visualiser.

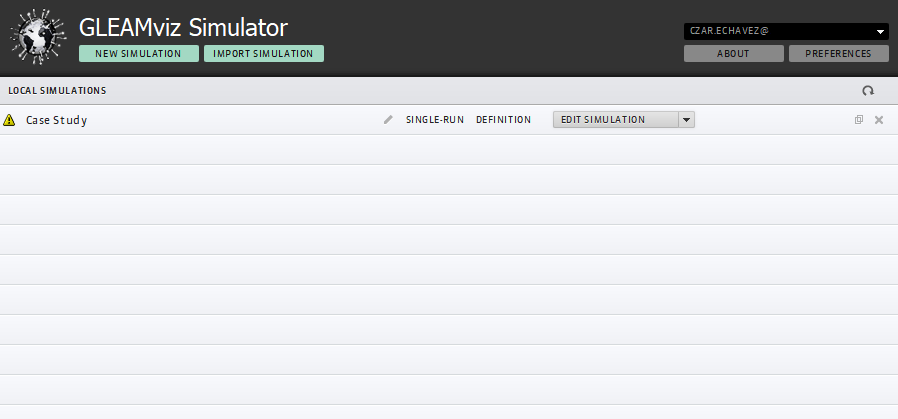


Figure 1 Simulation Manager

A user can track his/her simulations using the simulation manager. The simulation manager holds the simulations that are both complete and incomplete. Complete simulations can be submitted to the GLEAM server for the simulation to be run. Figure 1 shows the simulation manager’s user interface.

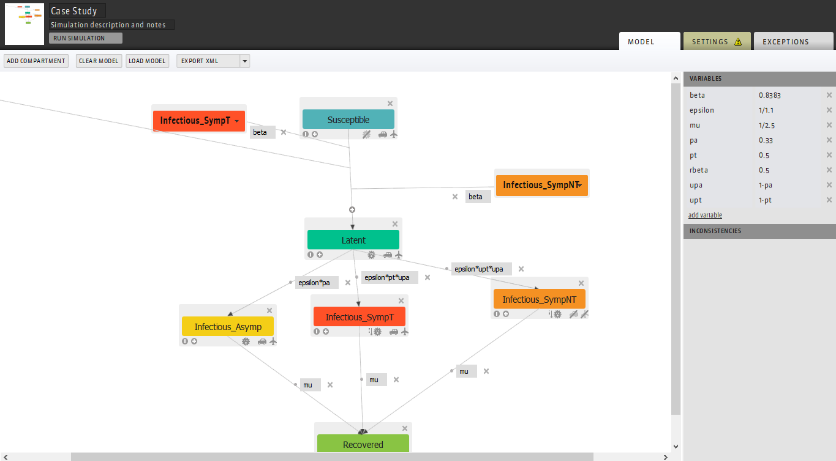


Figure 2 Simulation Builder

The simulation builder is where a user can create the spreading logic of the simulation i.e. how the disease propagates during the simulation as well as defining the starting point of the simulation. Figure 2 shows the user interface for the simulator builder.

The simulation builder works on the basis that each object on screen is a compartment and that connections between the compartments are transitions, each with a variable name (with set values) which are used to calculate the spread of the disease.

The simulation visualiser allows the user to see the results of the simulation. The visualiser has multiple settings and widgets to visualise the spread of disease in multiple ways. The world map remains the same however can be reskinned to highlight certain parts such as visualising which country is most susceptible to a pandemic. As shown in Figure 3, the visualiser also displays a graph of the new infections per day; other graphs can also be displayed.

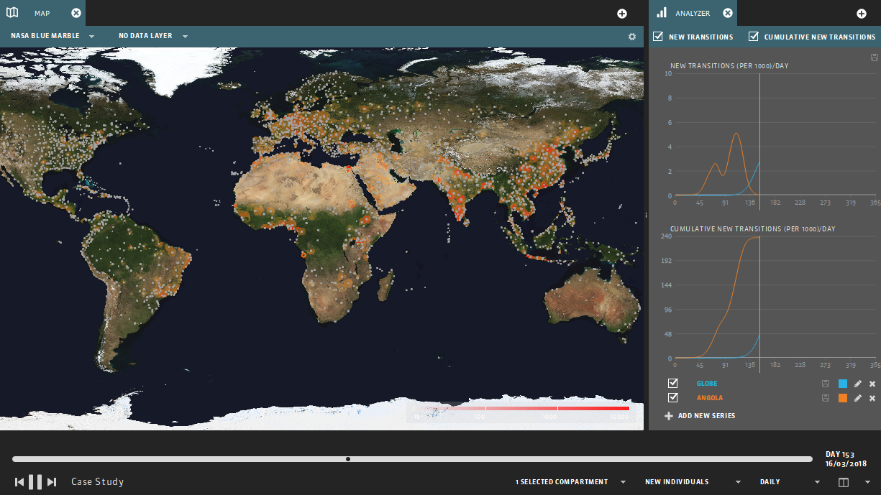


Figure 3 Simulation Visualiser

#### Evaluation of GLEAM

GLEAM has a great user interface design, however, some aspects of the software require the user to refer to the manual [[[2]](#endnote-2)]. The simulator builder has on screen help, however is not clear enough for a user to be able to make sense of what should be done in order for a simulation to be deemed runnable. Only after referring to the GLEAM user manual is it possible to understand how to create a simulation that the system deemed complete to be run. GLEAM breaking down its system into multiple pieces (i.e. the manager, builder and visualiser) also means that the software is not cluttered with a large amount of settings, ensuring that only the settings available in the current application is relevant to the action that the user needs to do; the simulation manager only allows the user to create and manage existing simulations, the builder only allows the user to create the disease mechanism and the simulation scenario, etc.

GLEAM is a simulator for realistic diseases, however, the goal of this project is also to create a zombie simulator. ZEUS still requires the use of disease spread, as it is assumed that the process of being turned into a zombie is that a person is first infected before becoming a zombie (assuming that the time for an infected to become a zombie is not the same as the incubation period)

Taking note of GLEAM’s flaws would help in ensuring that the development of ZEUS has an easily understandable user interface as well as provide a good user experience when using ZEUS. ZEUS needs to be set to only one simulation logic to simplify the simulator, therefore this is taken into account during the development process.

### Zombietown USA

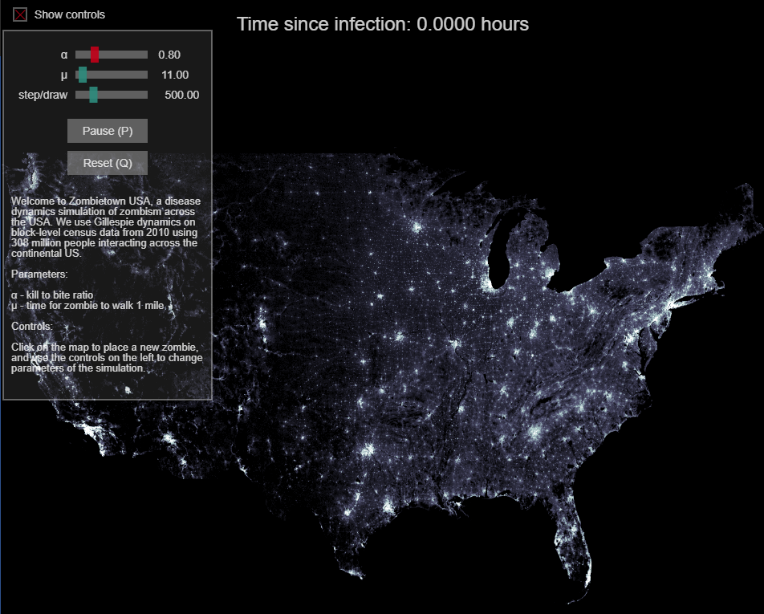


Figure 4 Zombietown USA demo

Zombietown USA [[[3]](#endnote-3)][[[4]](#endnote-4)] is JavaScript based application created by Matt Bierbaum and Alex Alemi.

The application is a simple simulation of how the zombies propagate through a population; the areas of high population are the lighter parts of the map, shown in Figure 4. The application only simulates the spread of zombies within the US and does not spread around the world.

The user interface for the application is also very simple, requiring only 4 different inputs from a user; the 3 variables the user can set, and the location(s) where the zombies can spread from.

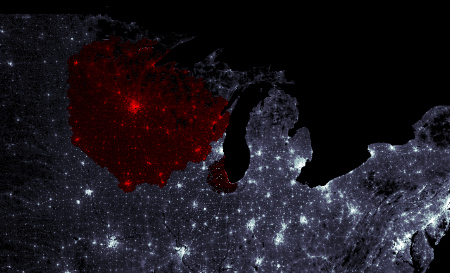


Figure 5 Infection Spread

Figure 5 shows the simulation after a few steps to show the spread of the zombies. The zombies are shown in red while healthy populations are still white (and grey). The simulator emphasises that the higher the population, the faster the zombies propagate through the region, hence the spread of zombies showing bumps on regions of high populations.

Figure 6 shows the 3 variables that the user is able to change. The sliders at the top of the interface denote the 3 variables that affect the simulation; these variables affect how the disease propagates (the chance of an infected individual turning into a zombie), how fast the disease travels (and therefore how fast a zombie should travel) and how many simulation cycles should be done before drawing the result to the screen.

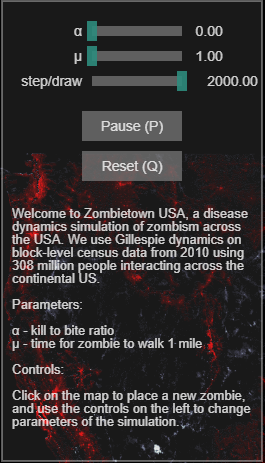


Figure 6 Simulator Variables

The user is able to set the starting point of the simulation by clicking on the map to “place” the initial zombie or if multiple points are clicked, zombies.

#### Evaluation of Zombietown USA

The user interface for this application is both easy to understand and use. The simulation is largely automated and begins as soon as the user clicks on the map where the simulation should begin from.

The parameters to control the simulation is also very easy to understand and manipulate; the explanation of how the variable affects the simulation is shown where the user changes the parameters so that the user is able to know what should happen before they choose to change the variables.

The simulator’s simplicity however, causes it to be non-realistic. The simulator is too simple and cannot simulate the fact that the disease is able to spread to other cities instead of steadily moving from the starting point (a user can simulate this by having multiple start point but should be automatic). The simulator also only simulates the spread of zombies; this can be improved by also showing the spread of the disease, however this scenario may be where an infected individual becomes a zombie straight away.

The simple UI design should be taken into account in the development of ZEUS; a simple UI design makes the simulator easy to use and understand, and if a component needs explanation, there must be a way for the user to understand the item without needing to refer to a user manual.

## Simulation Mechanisms

### Mathematical model of a zombie disease

Knowing how a zombie disease will spread across a population is required by ZEUS in order to perform the calculations for the simulator and therefore making a more realistic simulation. Making a mathematical model of the simulations also means that the simulations remain consistent across the different copies of the simulator (excepting the fact that RNG may cause slight differences).

A collaborative study by statisticians from the University of Ottawa and Carleton University [[[5]](#endnote-5)] created a mathematical model of a spread of zombies across a population. The model breaks down the model into 3 distinct classes: Susceptible (people that can be infected), Zombies, and Removed (which are removed from the population pool if a zombie is destroyed or an uninfected individual dies).

Figure 7 shows the basic version of the model; S, Z and R representing Susceptible, Zombie and Removed respectively.

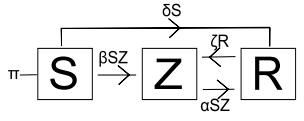


Figure 7 Basic infection model

π is an input into the population pool, the model assumes a birth rate i.e. more humans being born.

The model shows susceptible individuals becoming a zombie but cannot become uninfected, however a “removed” individual is able to be revived as a zombie again. The transitions have parameters which define the rate at which an object becomes another object e.g. βSZ is the rate of infection, αSZ is the rate of zombie elimination, ζR is the rate of reanimation (of zombies), etc.

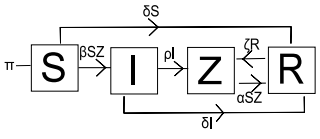


Figure 8 Model with latent infection

Figure 8 takes the basic model further by implementing an intermediate class between Susceptible and Zombies. This class is for infected individuals – people who have been bitten but have not yet become zombies.

In this model, new transitions are added; the infected become zombies at a rate ρI and infected individuals that do not transition into zombies at a rate of δI

The model in Figure 8 can be easily adapted to serve as the disease spread logic for ZEUS. Some alterations are done in order to simplify the model as well as

The simulation model must be somewhat realistic and follow similar patterns to a real-world counterpart, however this does not mean that assumptions cannot be made. For the ZEUS simulator, it is assumed that no new children are born.

### Infectivity Logic States

State Machines [[[6]](#endnote-6)] are an effective way of showing the behaviour of a system. The following state machines are created to show a proposed logic for the propagation of the disease (and zombies) in the ZEUS simulator

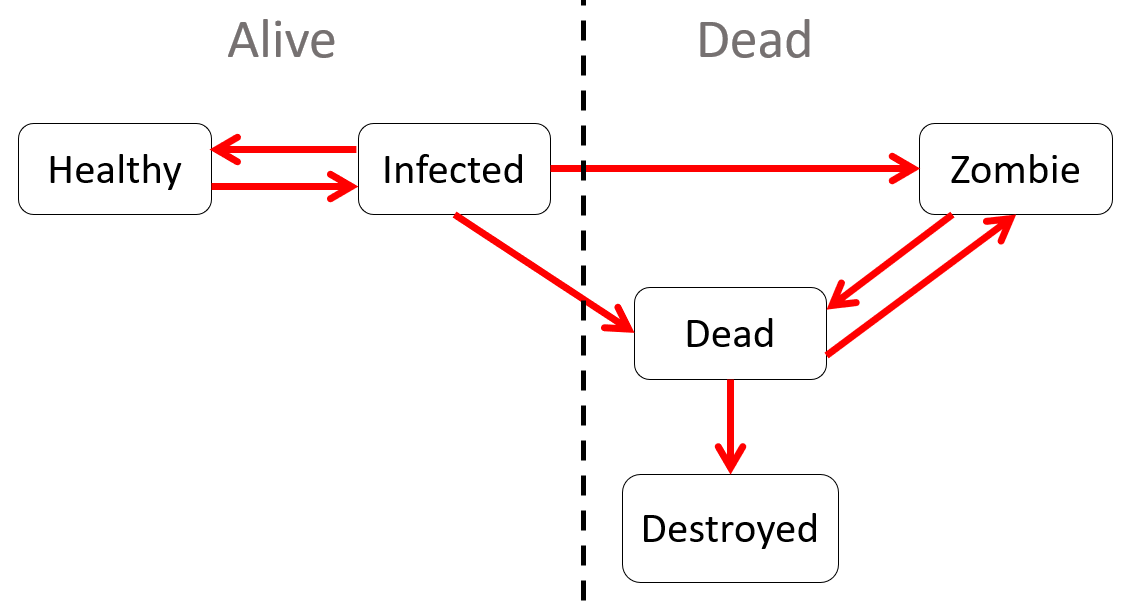


Figure 9 Proposed ZEUS model

# Design Specification

## Use Cases

|  |  |
| --- | --- |
| **Element:** ZEUS Simulator GUI | **Use Case ID:** 1 |
| **Stakeholders/Interested Parties:**   * Epidemiologists * Pathogen Researchers * Hobbyists | |
| **Primary Actor:** Software User | |
| **Description:**  The user of the software will need a way to interact with the software. A Graphical User Interface will provide a user with proper prompts as well as output the correct responses depending on the input(s). | |
| **Trigger(s):**   * User gives mouse inputs via clicking or moving move around the screen * User gives key inputs via the keyboard or on screen keyboard | |
| **Conditions:**   * User needs to have a keyboard * User needs to have a mouse * Keyboard and mouse need a way to communicate with the computer running the software, either via physical wire or wireless connection | |
| **Event flow:**   * User gives input into keyboard or mouse * Keyboard or mouse transforms input into string/numerical values the computer can process * The input is passed into the software * The software check if the mouse or keyboard input is relevant and performs actions based on the input | |
| **Alternate flow:**   * User inputs values to keyboard and mouse but neither are connected to the computer, therefore the input is not detected * User inputs values but the software is not running therefore inputs are not detected * User inputs values but the inputs are irrelevant to the software | |

# System Development

# Sub-system Conformance Testing System Integration

# Usability evaluation

# Project outcomes (lessons learned)

# Conclusions and Evaluation

# Future of the project

# Glossary

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| RNG | Random Number Generator; allows for randomisation in the application/system |
| UI | User Interface; the part of the software that allows the user and the system to interact |

# Appendices and References

References will be in the format:

<Object being referred to> [<Reference type: Book, Journal, Online, etc>] [<Access date>]

<If online, the link to the reference || otherwise the book ISBN or journal ID>

1. [] GLEAM Simulator [Online] [Accessed 26 March 2018 09:33]

   <http://www.gleamviz.org/simulator/> [↑](#endnote-ref-1)
2. [] GLEAM Simulator version 6.8 Manual [Online] [Accessed 26 March 2018 20:10]

   <http://www.gleamviz.org/simulator/GLEAMviz_client_manual_v6.8.pdf> [↑](#endnote-ref-2)
3. [] Zombietown USA Source (Github page) [Online] [Accessed 26 March 2018 20:43]

   <https://github.com/mattbierbaum/zombies-usa> [↑](#endnote-ref-3)
4. [] Zombietown USA Browser Demo [Online] [Accessed 26 March 2018 20:45]

   <http://mattbierbaum.github.io/zombies-usa/>

   [↑](#endnote-ref-4)
5. [] WHEN ZOMBIES ATTACK!: MATHEMATICAL MODELLING OF AN OUTBREAK OF ZOMBIE INFECTION [Online] [Accessed 27 March 2018 02:26]

   <https://mysite.science.uottawa.ca/rsmith43/Zombies.pdf>

   [↑](#endnote-ref-5)
6. [] UML State Machines [Online] [Accessed 27 March 2018 01:47]

   <https://www.uml-diagrams.org/state-machine-diagrams.html> [↑](#endnote-ref-6)