



APPLIED  
SCIENCES  
FACULTY

# COVID-19

## SIMULATION



USING CELLULAR  
AUTOMATA



# SOCIETY

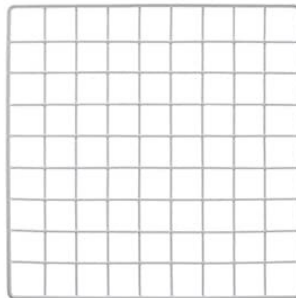


- Data taken from MDPI's (Multidisciplinary Digital Publishing Institute) research on the spread of COVID-19 in the state of Iowa and New York in 2020 during 4 months
- Provides an alternative to investigate virus spread mechanisms.
- Counts the number of people in different states -> visualization.

- Formation of the society:

- add\_people()
- get\_neighbors()
- main()

- $qt = 0.7 - 0.1(C(t+1) - C(t))/(Ct * 0.025)$



# HUMAN



age

gender

coords

immunity\_coeff

current\_state

immunity\_coefficient ()

setState() / getState()

$$P(i, j, t) = \frac{1}{8} \times \sum_{\substack{(m, n) \in N_{X(i, j)} \\ m = i \text{ or } n = j}} \left\{ P_{X(i, j), X(m, n)}(t) \right\} + \frac{1}{8\sqrt{2}} \times \sum_{\substack{(m, n) \in N_{X(i, j)} \\ m \neq i \text{ and } n \neq j}} \left\{ P_{X(i, j), X(m, n)}(t) \right\}$$

# State design pattern ...

In State pattern a class behavior changes based on its state. This type of design pattern comes under behavior pattern.

In State pattern, we create objects which represent various states and a context object whose behavior varies as its state object changes.

```
class State(ABC):  
    def __init__(self, human, data):  
        self.human = human  
        self.data = data  
        self.time = 0  
  
    def tick(self):  
        self.time += 1
```

```
class Infected(State):  
    def __init__(self, human, data):  
        super().__init__(human, data)  
  
        self.human.society.infected += 1  
  
    def tick(self):  
        super().tick()  
  
        if self.time > self.data["T1"]:  
            self.human.society.infected -= 1  
            self.human.setState(Confirmed(self.human, self.data))
```

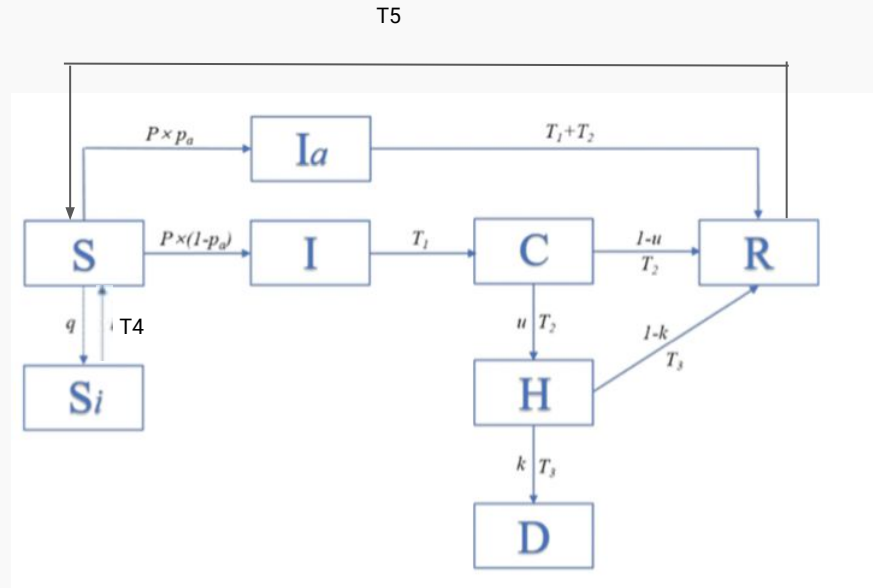
# STATES

## 01

SUSCEPTIBLE(S)

## 04

Asymptomatic(Ia)



## 02

Self-isolated(Si)

## 03

Infected(I)

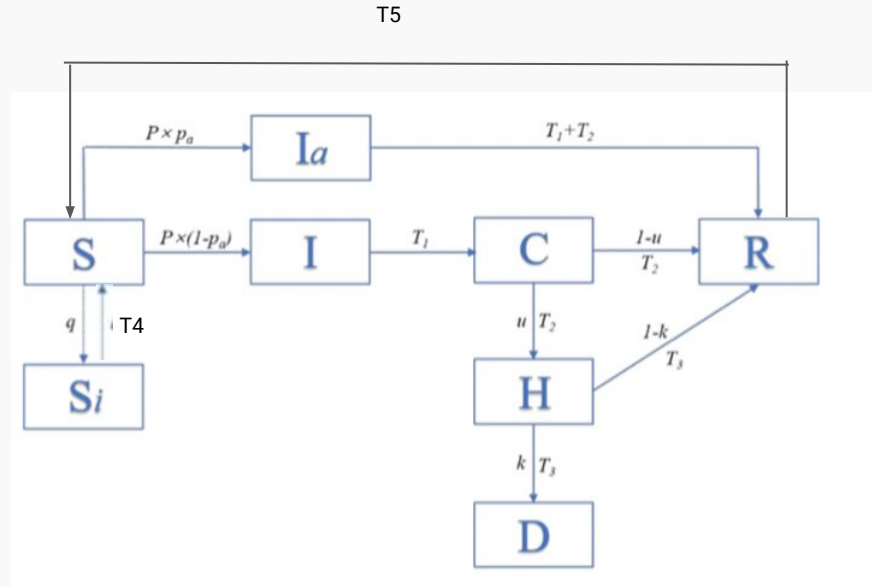
# STATES

05

Confirmed(C)

06

Recovered(R)

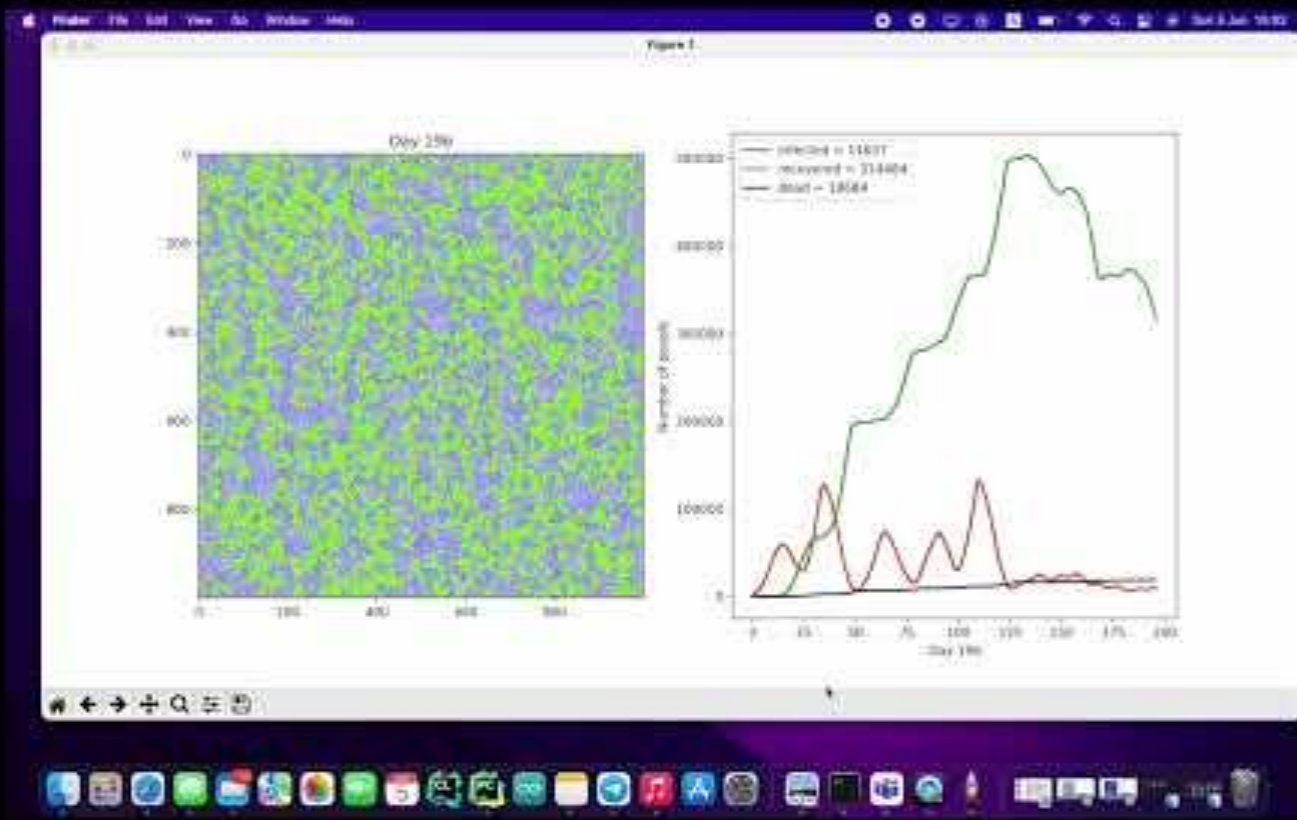


07

Hospitalised(H)

08

Dead(D)



- Empty
- Susceptible
- Self-isolated
- Infected
- Confirmed
- Hospitalized
- Dead
- Asymptomatic
- Recovered

thanks for your attention

