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MULTI-AGENT SYSTEMS

Individual project

Epidemic analysis

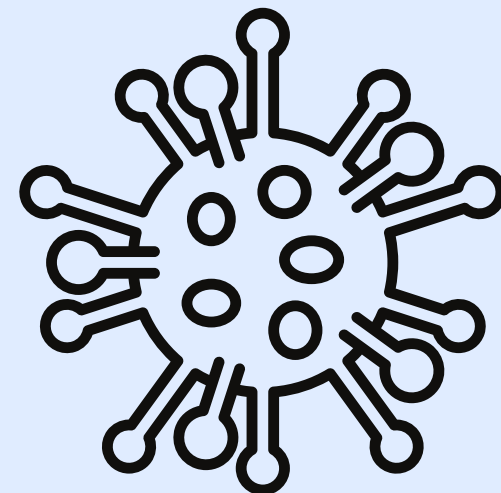


TABLE OF CONTENTS

- I. Project objective
- II. Multi-agent model
- III. Simulation & demonstration
- IV. Conclusion



PROJECT OBJECTIVE



Model the spread of an epidemic by including parameters to fight against its propagation.

PROJECT OBJECTIVE



Model the spread of an epidemic by including parameters to fight against its propagation.

Measures to consider

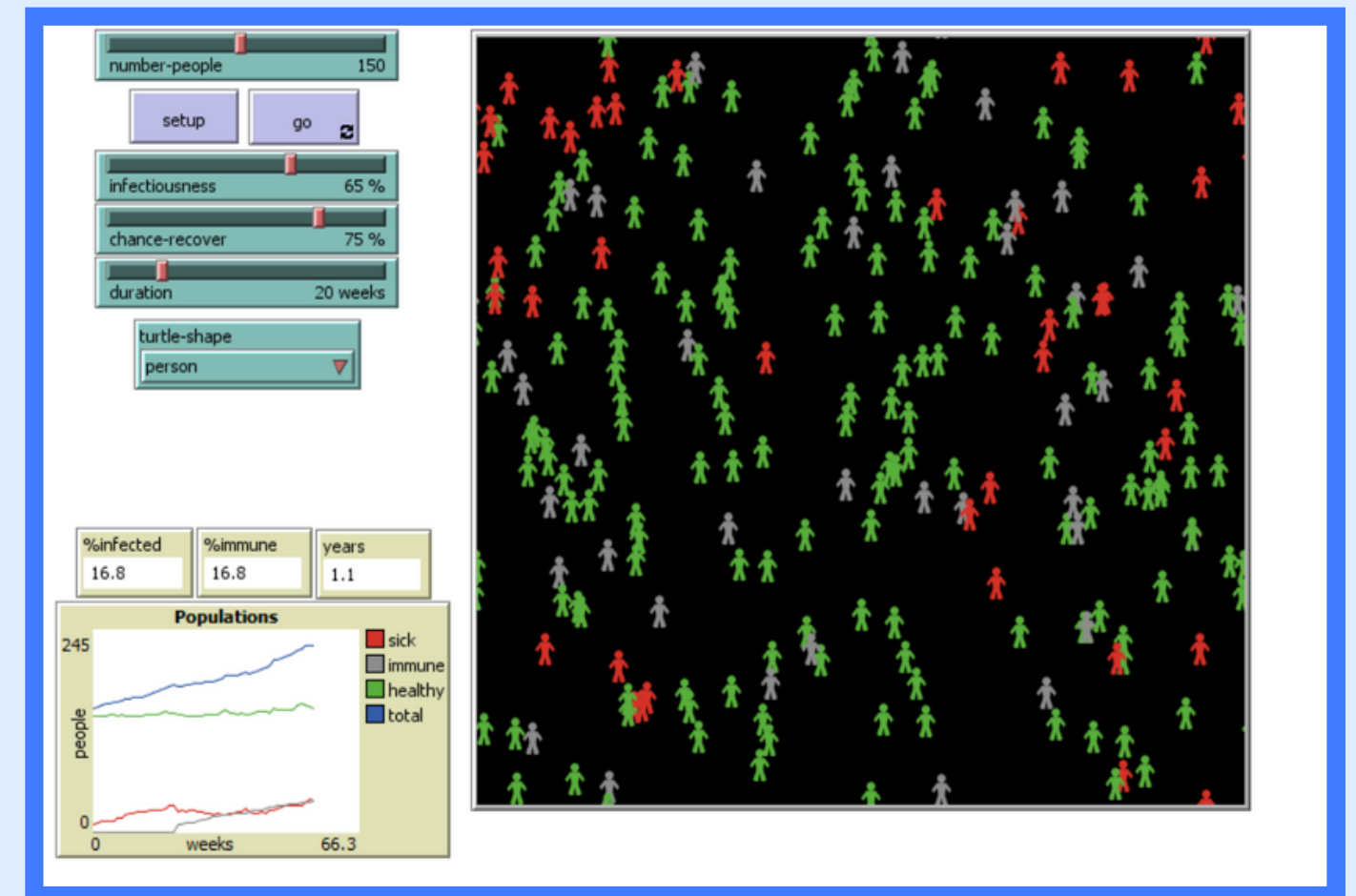
- Social Distancing/Barrier gestures
- Face Covers
- Restrictions of movements
- Lockdown

PROJECT OBJECTIVE



Model the spread of an epidemic by including parameters to fight against its propagation.

Inspired by



Wilensky, U. (1998). NetLogo Virus model. <http://ccl.northwestern.edu/netlogo/models/Virus>

MULTI-AGENT SYSTEM



- Agent = Individual

- sick [bool]
- sick duration [int]
- immune [bool]
- barrier gesture [bool]
- initial patch [patch]

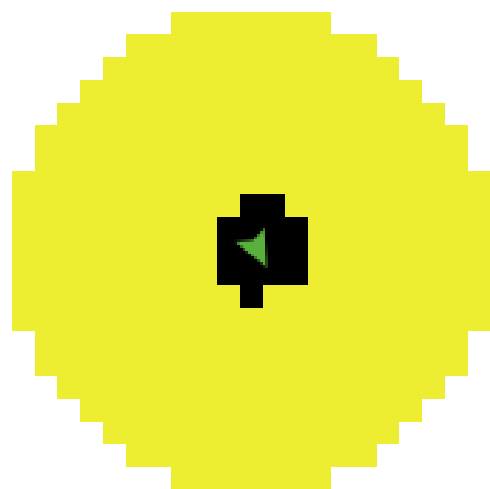
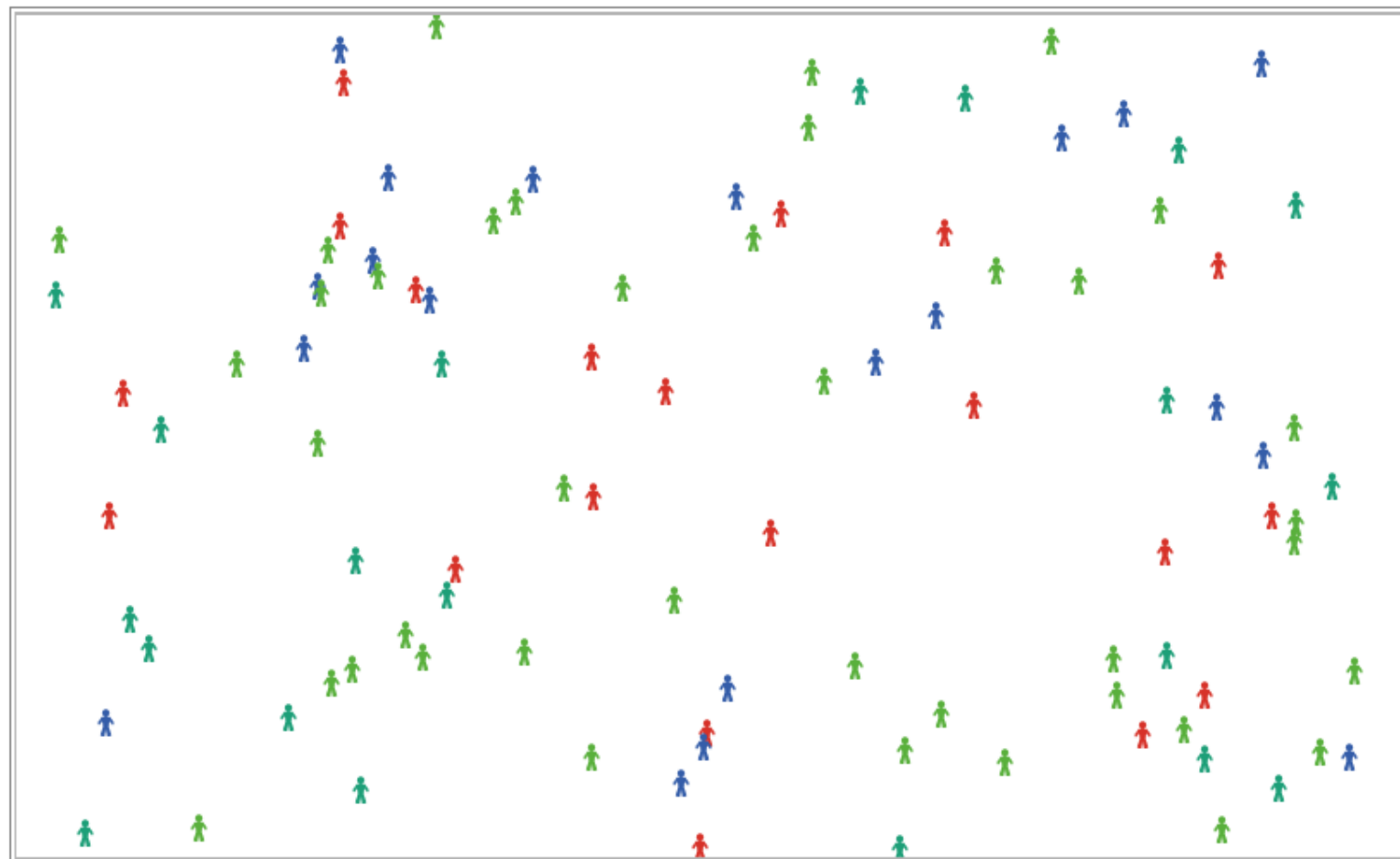
- Each agent moves randomly

- If an agent is sick he can infect his close neighbors
(with the probability of infectiousness variable)

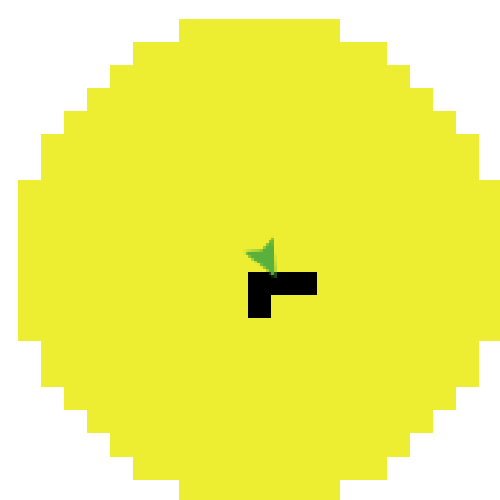
- if agents respect barrier gestures :
infectiousness decreases of 50%
- if agents wear mask :
infectiousness decreases of 70%

MULTI-AGENT SYSTEM

■ System properties = Virus properties



360°



90°

- ➔ Population size / Turtle shape ● 👤 ➔
- ➔ Percentage of **sick**/**immunized** individuals
- ➔ Lifespan of the virus
- ➔ Percentage of recovery (otherwise die)
- ➔ Infectiousness
- ➔ Directivity of infectiousness
- ➔ Radius of infection
- ➔ Percentage of respect of **barrier gestures**
- ➔ Wearing a mask or not
- ➔ Radius of displacement & lockdown



Lockdown = Only 10% of the individual move at each tick

MULTI-AGENT SYSTEM

■ User interface : Plot

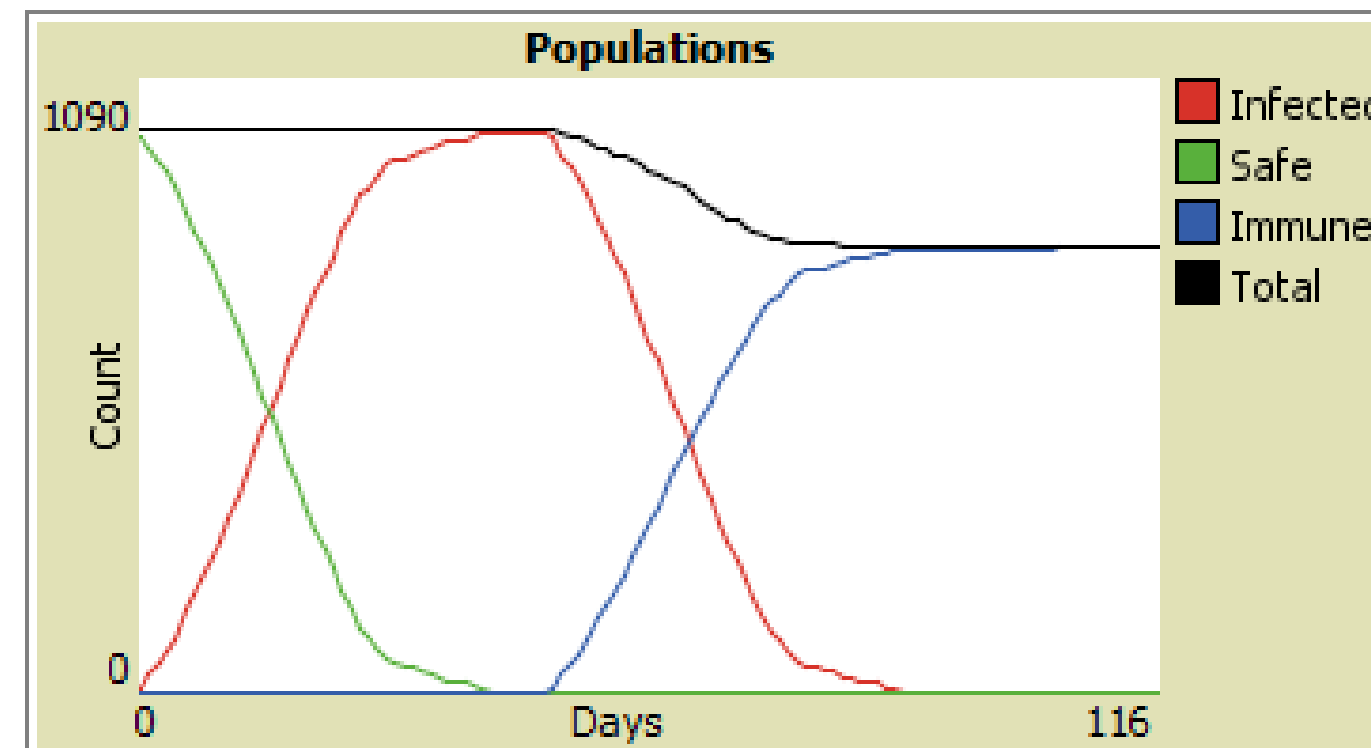


Number of sick/immune/safe people



Number of die

%safe	%sick	%immune
0	0	100



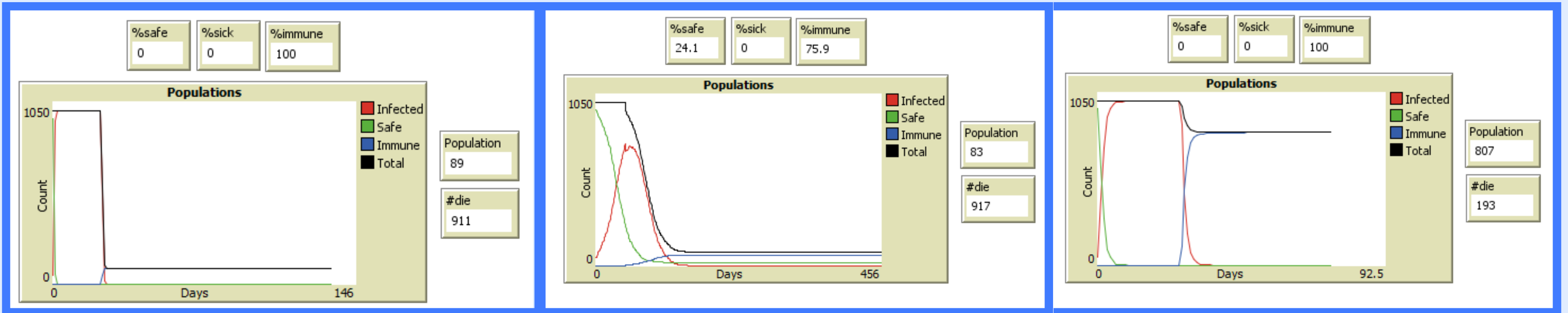
Population
791

#die
209

SIMULATIONS

EXAMPLE OF DIFFERENT VIRUS "TYPE" (WITHOUT PROTECTIVE MEASURES)

Initial condition : 1000 individuals – 50 sick – 0 Immune



Ebola virus

- Low recovery percentage
- High infectiousness
- Very short lifespan
- Low range of infectiousness

HIV virus

- Extremely low recovery rate
- Extremely low infectiousness
- Very long lifespan
- Low range of infectiousness

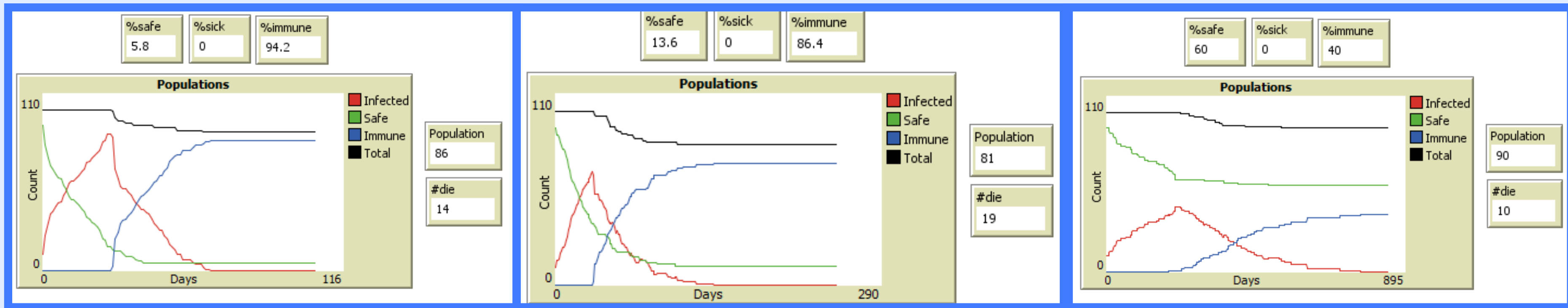
Covid19 virus

- Extremely high recovery rate
- Extremely high infectiousness
- Medium lifespan
- High range of infectiousness

SIMULATIONS

EXAMPLE OF SPREAD OF COVID 19 WITH THE IMPACT OF PROTECTIVE MEASURES

Initial condition : 50 individuals – 5 sick – 0 Immune – High radius of infection



Without measures

- Nightclub
- Family gathering

With barrier gestures & mask

- School
- Shop

With barrier gestures, mask & lockdown

- Lockdown
- Curfew

We smooth the curve!

DEMONSTRATION



CONCLUSIONS



RESULTS

- Lockdown: the most effective measure
- Importance of measures even more indoor

A virus is something complicated to model, there are still a lot of parameters that we do not deal with.

- Taking into account the time of exposure to the virus
- Take into account the age of individuals and adapt the effects of the virus according to their age.

CONCLUSIONS



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A virus is something complicated to model, there are still a lot of parameters that we do not deal with.

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Questions ?