

epiworld

0.0-1

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<b>1 Example: 00-hello-world</b>	<b>1</b>
<b>2 Benchmarking</b>	<b>3</b>
<b>3 Contributor Code of Conduct</b>	<b>5</b>
<b>4 epiworld c++ template library</b>	<b>7</b>
4.1 Main features . . . . .	7
4.2 Algorithm . . . . .	7
4.3 Hello world (C++) . . . . .	8
4.4 Surveillance simulation . . . . .	8
4.4.1 Preliminary results . . . . .	9
4.4.2 Cases detected . . . . .	10
<b>5 MIT License</b>	<b>11</b>
<b>6 model1</b>	<b>13</b>
<b>7 EPI Simulator</b>	<b>15</b>
7.1 Disease dynamics . . . . .	15
7.2 Network dynamics . . . . .	15
7.3 Contagion dynamics . . . . .	15
7.4 Time dynamics . . . . .	15
7.5 Updating agent's status . . . . .	16
7.5.1 Other parameters . . . . .	16
<b>8 Namespace Index</b>	<b>17</b>
8.1 Namespace List . . . . .	17
<b>9 Hierarchical Index</b>	<b>19</b>
9.1 Class Hierarchy . . . . .	19
<b>10 Class Index</b>	<b>21</b>
10.1 Class List . . . . .	21
<b>11 File Index</b>	<b>25</b>
11.1 File List . . . . .	25
<b>12 Namespace Documentation</b>	<b>27</b>
12.1 epiworld::sampler Namespace Reference . . . . .	27
12.1.1 Detailed Description . . . . .	27
12.1.2 Function Documentation . . . . .	27
12.1.2.1 make_sample_virus_neighbors() . . . . .	27
12.1.2.2 make_update_susceptible() . . . . .	28
12.1.2.3 sample_virus_single() . . . . .	28
12.2 sampler Namespace Reference . . . . .	30

12.2.1 Detailed Description	30
12.2.2 Function Documentation	30
12.2.2.1 make_sample_virus_neighbors()	30
12.2.2.2 make_update_susceptible()	31
12.2.2.3 sample_virus_single()	31
<b>13 Class Documentation</b>	<b>35</b>
13.1 AdjList Class Reference	35
13.1.1 Constructor & Destructor Documentation	35
13.1.1.1 AdjList()	35
13.1.2 Member Function Documentation	36
13.1.2.1 read_edgelist()	36
13.2 epiworld::AdjList Class Reference	36
13.2.1 Constructor & Destructor Documentation	37
13.2.1.1 AdjList()	37
13.2.2 Member Function Documentation	37
13.2.2.1 read_edgelist()	37
13.3 Agent< TSeq > Class Template Reference	38
13.3.1 Detailed Description	40
13.3.2 Member Function Documentation	40
13.3.2.1 operator>()	40
13.3.2.2 swap_neighbors()	41
13.3.3 Friends And Related Function Documentation	41
13.3.3.1 default_rm_entity	41
13.4 epiworld::Agent< TSeq > Class Template Reference	42
13.4.1 Detailed Description	44
13.4.2 Member Function Documentation	44
13.4.2.1 operator>()	44
13.4.2.2 swap_neighbors()	45
13.4.3 Friends And Related Function Documentation	45
13.4.3.1 default_rm_entity	45
13.5 AgentsSample< TSeq > Class Template Reference	45
13.5.1 Detailed Description	46
13.5.2 Constructor & Destructor Documentation	46
13.5.2.1 AgentsSample()	46
13.6 epiworld::AgentsSample< TSeq > Class Template Reference	47
13.6.1 Detailed Description	47
13.6.2 Constructor & Destructor Documentation	48
13.6.2.1 AgentsSample()	48
13.7 DataBase< TSeq > Class Template Reference	48
13.7.1 Detailed Description	50
13.7.2 Member Function Documentation	50

13.7.2.1 generation_time()	51
13.7.2.2 get_transmissions()	51
13.7.2.3 operator==( ) [1/3]	51
13.7.2.4 operator==( ) [2/3]	52
13.7.2.5 operator==( ) [3/3]	52
13.7.2.6 record_virus()	52
13.7.2.7 reproductive_number()	52
13.7.2.8 transition_probability()	53
13.8 epiworld::DataBase< TSeq > Class Template Reference	53
13.8.1 Detailed Description	55
13.8.2 Member Function Documentation	55
13.8.2.1 generation_time()	55
13.8.2.2 get_transmissions()	56
13.8.2.3 operator==( )	56
13.8.2.4 record_virus()	56
13.8.2.5 reproductive_number()	57
13.8.2.6 transition_probability()	57
13.9 Entities< TSeq > Class Template Reference	57
13.9.1 Detailed Description	58
13.10 epiworld::Entities< TSeq > Class Template Reference	58
13.10.1 Detailed Description	59
13.11 Entities_const< TSeq > Class Template Reference	59
13.11.1 Detailed Description	59
13.12 epiworld::Entities_const< TSeq > Class Template Reference	60
13.12.1 Detailed Description	60
13.13 Entity< TSeq > Class Template Reference	61
13.13.1 Friends And Related Function Documentation	61
13.13.1.1 default_rm_entity	61
13.14 epiworld::Entity< TSeq > Class Template Reference	62
13.14.1 Friends And Related Function Documentation	62
13.14.1.1 default_rm_entity	62
13.15 epiworld::Event< TSeq > Struct Template Reference	63
13.15.1 Detailed Description	63
13.15.2 Constructor & Destructor Documentation	63
13.15.2.1 Event()	63
13.16 Event< TSeq > Struct Template Reference	64
13.16.1 Detailed Description	65
13.16.2 Constructor & Destructor Documentation	65
13.16.2.1 Event()	65
13.17 epiworld::GlobalEvent< TSeq > Class Template Reference	66
13.17.1 Detailed Description	66
13.17.2 Constructor & Destructor Documentation	67

13.17.2.1 GlobalEvent()	67
13.18 GlobalEvent< TSeq > Class Template Reference	67
13.18.1 Detailed Description	67
13.18.2 Constructor & Destructor Documentation	68
13.18.2.1 GlobalEvent()	68
13.19 epiworld::LFMCMC< TData > Class Template Reference	68
13.19.1 Detailed Description	69
13.20 LFMCMC< TData > Class Template Reference	69
13.20.1 Detailed Description	70
13.21 epiworld::Model< TSeq > Class Template Reference	71
13.21.1 Detailed Description	79
13.21.2 Member Function Documentation	79
13.21.2.1 add_globlevent()	79
13.21.2.2 clone_ptr()	79
13.21.2.3 events_add()	80
13.21.2.4 events_run()	80
13.21.2.5 load_agents_entities_ties()	81
13.21.2.6 reset()	81
13.21.2.7 run_multiple()	81
13.21.2.8 set_agents_data()	82
13.21.2.9 set_name()	82
13.21.2.10 write_data()	82
13.21.3 Member Data Documentation	83
13.21.3.1 initial_states_fun	83
13.21.3.2 rbinomd	83
13.21.3.3 rexp	83
13.21.3.4 rgammad	84
13.21.3.5 rlognormald	84
13.21.3.6 rnormd	84
13.21.3.7 runifd	84
13.21.3.8 time_elapsed	84
13.22 Model< TSeq > Class Template Reference	85
13.22.1 Detailed Description	93
13.22.2 Member Function Documentation	93
13.22.2.1 add_globlevent()	93
13.22.2.2 clone_ptr()	93
13.22.2.3 events_add()	94
13.22.2.4 events_run()	94
13.22.2.5 load_agents_entities_ties()	95
13.22.2.6 reset()	95
13.22.2.7 run_multiple()	95
13.22.2.8 set_agents_data()	96

13.22.2.9 set_name()	96
13.22.2.10 write_data()	96
13.22.3 Member Data Documentation	97
13.22.3.1 initial_states_fun	97
13.22.3.2 rbinomd	97
13.22.3.3 rexp	97
13.22.3.4 rgammad	98
13.22.3.5 rlognormald	98
13.22.3.6 rnormd	98
13.22.3.7 runifd	98
13.22.3.8 time_elapsed	98
13.23 epiworld::epimodels::ModelDiffNet< TSeq > Class Template Reference	99
13.23.1 Detailed Description	100
13.24 ModelDiffNet< TSeq > Class Template Reference	100
13.24.1 Detailed Description	102
13.25 epiworld::epimodels::ModelSEIR< TSeq > Class Template Reference	102
13.25.1 Detailed Description	103
13.25.2 Member Function Documentation	104
13.25.2.1 initial_states()	104
13.25.3 Member Data Documentation	104
13.25.3.1 update_exposed_seir	104
13.25.3.2 update_infected_seir	105
13.26 ModelSEIR< TSeq > Class Template Reference	105
13.26.1 Detailed Description	106
13.26.2 Member Function Documentation	106
13.26.2.1 initial_states()	106
13.26.3 Member Data Documentation	107
13.26.3.1 update_exposed_seir	107
13.26.3.2 update_infected_seir	107
13.27 epiworld::epimodels::ModelSEIRCONN< TSeq > Class Template Reference	108
13.27.1 Constructor & Destructor Documentation	109
13.27.1.1 ModelSEIRCONN()	109
13.27.2 Member Function Documentation	109
13.27.2.1 clone_ptr()	110
13.27.2.2 initial_states()	110
13.27.2.3 reset()	110
13.28 ModelSEIRCONN< TSeq > Class Template Reference	111
13.28.1 Constructor & Destructor Documentation	112
13.28.1.1 ModelSEIRCONN()	112
13.28.2 Member Function Documentation	112
13.28.2.1 clone_ptr()	112
13.28.2.2 initial_states()	113

13.28.2.3 reset()	113
13.29 ModelSEIRCONNLogit< TSeq > Class Template Reference	114
13.29.1 Constructor & Destructor Documentation	115
13.29.1.1 ModelSEIRCONNLogit()	115
13.30 epiworld::epimodels::ModelSEIRD< TSeq > Class Template Reference	115
13.30.1 Detailed Description	117
13.30.2 Constructor & Destructor Documentation	117
13.30.2.1 ModelSEIRD() [1/2]	117
13.30.2.2 ModelSEIRD() [2/2]	118
13.30.3 Member Data Documentation	118
13.30.3.1 update_exposed_seir	118
13.31 ModelSEIRD< TSeq > Class Template Reference	119
13.31.1 Detailed Description	120
13.31.2 Constructor & Destructor Documentation	120
13.31.2.1 ModelSEIRD() [1/2]	120
13.31.2.2 ModelSEIRD() [2/2]	121
13.31.3 Member Data Documentation	121
13.31.3.1 update_exposed_seir	121
13.32 epiworld::epimodels::ModelSEIRDCONN< TSeq > Class Template Reference	122
13.32.1 Constructor & Destructor Documentation	123
13.32.1.1 ModelSEIRDCONN()	123
13.32.2 Member Function Documentation	124
13.32.2.1 clone_ptr()	124
13.32.2.2 initial_states()	124
13.32.2.3 reset()	124
13.33 ModelSEIRDCONN< TSeq > Class Template Reference	125
13.33.1 Constructor & Destructor Documentation	126
13.33.1.1 ModelSEIRDCONN()	126
13.33.2 Member Function Documentation	127
13.33.2.1 clone_ptr()	127
13.33.2.2 initial_states()	127
13.33.2.3 reset()	128
13.34 epiworld::epimodels::ModelSIR< TSeq > Class Template Reference	128
13.34.1 Detailed Description	129
13.34.2 Member Function Documentation	129
13.34.2.1 initial_states()	130
13.35 ModelSIR< TSeq > Class Template Reference	130
13.35.1 Detailed Description	131
13.35.2 Member Function Documentation	131
13.35.2.1 initial_states()	132
13.36 epiworld::epimodels::ModelSIRCONN< TSeq > Class Template Reference	132
13.36.1 Constructor & Destructor Documentation	133



13.36.1.1 ModelSIRCONN()	133
13.36.2 Member Function Documentation	134
13.36.2.1 clone_ptr()	134
13.36.2.2 initial_states()	134
13.36.2.3 reset()	135
13.37 ModelSIRCONN< TSeq > Class Template Reference	135
13.37.1 Constructor & Destructor Documentation	136
13.37.1.1 ModelSIRCONN()	136
13.37.2 Member Function Documentation	137
13.37.2.1 clone_ptr()	137
13.37.2.2 initial_states()	137
13.37.2.3 reset()	137
13.38 epiworld::epimodels::ModelSIRD< TSeq > Class Template Reference	138
13.38.1 Detailed Description	139
13.38.2 Constructor & Destructor Documentation	139
13.38.2.1 ModelSIRD()	139
13.38.3 Member Function Documentation	140
13.38.3.1 initial_states()	140
13.39 ModelSIRD< TSeq > Class Template Reference	140
13.39.1 Detailed Description	141
13.39.2 Constructor & Destructor Documentation	141
13.39.2.1 ModelSIRD()	141
13.39.3 Member Function Documentation	142
13.39.3.1 initial_states()	142
13.40 epiworld::epimodels::ModelSIRDCONN< TSeq > Class Template Reference	143
13.40.1 Constructor & Destructor Documentation	144
13.40.1.1 ModelSIRDCONN()	144
13.40.2 Member Function Documentation	144
13.40.2.1 clone_ptr()	144
13.40.2.2 reset()	145
13.41 ModelSIRDCONN< TSeq > Class Template Reference	145
13.41.1 Constructor & Destructor Documentation	146
13.41.1.1 ModelSIRDCONN()	147
13.41.2 Member Function Documentation	147
13.41.2.1 clone_ptr()	147
13.41.2.2 reset()	147
13.42 epiworld::epimodels::ModelSIRLogit< TSeq > Class Template Reference	148
13.42.1 Constructor & Destructor Documentation	149
13.42.1.1 ModelSIRLogit()	149
13.42.2 Member Function Documentation	150
13.42.2.1 clone_ptr()	150
13.42.2.2 reset()	150

13.43 ModelSIRLogit< TSeq > Class Template Reference	151
13.43.1 Constructor & Destructor Documentation	152
13.43.1.1 ModelSIRLogit()	152
13.43.2 Member Function Documentation	153
13.43.2.1 clone_ptr()	153
13.43.2.2 reset()	153
13.44 epiworld::epimodels::ModelSIS< TSeq > Class Template Reference	154
13.44.1 Detailed Description	155
13.45 ModelSIS< TSeq > Class Template Reference	155
13.45.1 Detailed Description	156
13.46 epiworld::epimodels::ModelSISD< TSeq > Class Template Reference	157
13.46.1 Detailed Description	158
13.47 ModelSISD< TSeq > Class Template Reference	158
13.47.1 Detailed Description	159
13.48 epiworld::epimodels::ModelSURV< TSeq > Class Template Reference	160
13.49 ModelSURV< TSeq > Class Template Reference	162
13.50 Network< Nettype, Nodetype, Edgetype > Class Template Reference	164
13.51 epiworld::PersonTools< TSeq > Class Template Reference	164
13.52 PersonTools< TSeq > Class Template Reference	164
13.53 epiworld::Progress Class Reference	164
13.53.1 Detailed Description	165
13.54 Progress Class Reference	165
13.54.1 Detailed Description	165
13.55 epiworld::Queue< TSeq > Class Template Reference	165
13.55.1 Detailed Description	166
13.56 Queue< TSeq > Class Template Reference	166
13.56.1 Detailed Description	167
13.57 RandGraph Class Reference	167
13.58 epiworld::SAMPLETYPE Class Reference	167
13.59 SAMPLETYPE Class Reference	168
13.60 epiworld::Tool< TSeq > Class Template Reference	168
13.60.1 Detailed Description	169
13.61 Tool< TSeq > Class Template Reference	169
13.61.1 Detailed Description	171
13.62 epiworld::Tools< TSeq > Class Template Reference	171
13.62.1 Detailed Description	171
13.63 Tools< TSeq > Class Template Reference	172
13.63.1 Detailed Description	172
13.64 epiworld::Tools_const< TSeq > Class Template Reference	173
13.64.1 Detailed Description	173
13.65 Tools_const< TSeq > Class Template Reference	173
13.65.1 Detailed Description	174

13.66	<a href="#">epiworld::UserData&lt; TSeq &gt; Class Template Reference</a>	174
13.66.1	<a href="#">Detailed Description</a>	175
13.66.2	<a href="#">Constructor &amp; Destructor Documentation</a>	176
13.66.2.1	<a href="#">UserData()</a>	176
13.67	<a href="#">UserData&lt; TSeq &gt; Class Template Reference</a>	176
13.67.1	<a href="#">Detailed Description</a>	177
13.67.2	<a href="#">Constructor &amp; Destructor Documentation</a>	177
13.67.2.1	<a href="#">UserData()</a>	177
13.68	<a href="#">epiworld::vecHasher&lt; T &gt; Struct Template Reference</a>	178
13.68.1	<a href="#">Detailed Description</a>	178
13.69	<a href="#">vecHasher&lt; T &gt; Struct Template Reference</a>	178
13.69.1	<a href="#">Detailed Description</a>	178
13.70	<a href="#">epiworld::Virus&lt; TSeq &gt; Class Template Reference</a>	179
13.70.1	<a href="#">Detailed Description</a>	180
13.71	<a href="#">Virus&lt; TSeq &gt; Class Template Reference</a>	181
13.71.1	<a href="#">Detailed Description</a>	182
13.72	<a href="#">epiworld::Viruses&lt; TSeq &gt; Class Template Reference</a>	183
13.72.1	<a href="#">Detailed Description</a>	183
13.73	<a href="#">Viruses&lt; TSeq &gt; Class Template Reference</a>	184
13.73.1	<a href="#">Detailed Description</a>	184
13.74	<a href="#">epiworld::Viruses_const&lt; TSeq &gt; Class Template Reference</a>	184
13.74.1	<a href="#">Detailed Description</a>	185
13.75	<a href="#">Viruses_const&lt; TSeq &gt; Class Template Reference</a>	185
13.75.1	<a href="#">Detailed Description</a>	186
<b>14</b>	<b>File Documentation</b>	<b>187</b>
14.1	<a href="#">include/epiworld/agent-meat-state.hpp File Reference</a>	187
14.1.1	<a href="#">Detailed Description</a>	188
	<b>Index</b>	<b>189</b>



# Chapter 1

## Example: 00-hello-world

Output from the program:

---

```
Running the model...
||||| done.
done.
```

---

---

```
SIMULATION STUDY
Name of the model      : (none)
Population size        : 10000
Agents' data           : (none)
Number of entities     : 0
Days (duration)        : 100 (of 100)
Number of viruses      : 1
Last run elapsed t     : 16.00ms
Last run speed         : 59.75 million agents x day / second
Rewiring               : off
Global events:
  (none)
Virus(es):
  - covid 19 (baseline prevalence: 50 seeds)
Tool(s):
  - vaccine (baseline prevalence: 50.00%)
Model parameters:
  (none)
Distribution of the population at time 100:
  - (0) Susceptible : 9950 -> 0
  - (1) Exposed      : 50 -> 0
  - (2) Recovered    : 0 -> 9399
  - (3) Removed      : 0 -> 601
Transition Probabilities:
  - Susceptible 0.87 0.13 0.00 0.00
  - Exposed      0.00 0.83 0.15 0.01
  - Recovered    0.00 0.00 1.00 0.00
  - Removed      0.00 0.00 0.00 1.00
```



## Chapter 2

# Benchmarking

Here we keep a list of scenarios where we compare epiworld with other ABM simulation engines. Although the comparison is made at the speed level, we also list features of capabilities and main differences between the engines.





## Chapter 3

# Contributor Code of Conduct

As contributors and maintainers of this project, we pledge to respect all people who contribute through reporting issues, posting feature requests, updating documentation, submitting pull requests or patches, and other activities.

We are committed to making participation in this project a harassment-free experience for everyone, regardless of level of experience, gender, gender identity and expression, sexual orientation, disability, personal appearance, body size, race, ethnicity, age, or religion.

Examples of unacceptable behavior by participants include the use of sexual language or imagery, derogatory comments or personal attacks, trolling, public or private harassment, insults, or other unprofessional conduct.

Project maintainers have the right and responsibility to remove, edit, or reject comments, commits, code, wiki edits, issues, and other contributions that are not aligned to this Code of Conduct. Project maintainers who do not follow the Code of Conduct may be removed from the project team.

Instances of abusive, harassing, or otherwise unacceptable behavior may be reported by opening an issue or contacting one or more of the project maintainers.

This Code of Conduct is adapted from the Contributor Covenant ( <http://contributor-covenant.org>), version 1.0.0, available at <http://contributor-covenant.org/version/1/0/0/>



## Chapter 4

# epiworld c++ template library

### 4.1 Main features

This C++ template-header-only library provides a general framework for epidemiologic simulation. The main features of the library are:

1. Four key classes: `Model`, `Person`, `Tool`, and `Virus`.
2. The model features a social networks of `Persons`.
3. `Persons` can have multiple `Tools` as a defense system.
4. `Tools` can reduce contagion rate, transmissibility, death rates, and improve recovery rates.
5. `Viruses` can mutate (generating new variants).
6. `Models` can feature multiple states, e.g., `HEALTHY`, `SUSCEPTIBLE`, etc.
7. `Models` can have an arbitrary number of parameters.
8. **REALLY FAST** About 6.5 Million person/day simulations per second.

### 4.2 Algorithm

Setup

- Create viruses.
- Create tools (arbitrary).
- Set model parameters (arbitrary).
- Create global events (e.g., surveillance).
- Set up the population: small world network (default).
- Set up rewiring (optional).
- Set states (arbitrary number of them).

## Run

1. Distribute the tool(s) and virus(es)
2. For each t in 1 -> Duration:
  - Update state for susceptible/infected/removed(?)
  - Mutate virus(es) (each individual)
  - Run Global events (e.g., surveillance)
  - Run rewiring algorithm

Along update:

- Contagion events are applied recorded.
- New variants are recorded.
- Optional user data is recorded.

## 4.3 Hello world (C++)

```
#include "include/epiworld/epiworld.hpp"
int main()
{
    // Creating a virus
    epiworld::Virus<> covid19("covid 19");
    covid19.set_infectiousness(.8);

    // Creating a tool
    epiworld::Tool<> vax("vaccine");
    vax.set_contagion_reduction(.95);
    // Creating a model
    epiworld::Model<> model;
    // Adding the tool and virus
    model.add_virus(covid19, .01);
    model.add_tool(vax, .5);
    // Generating a random pop
    model.population_from_adjlist(
        epiworld::rgraph_smallworld(1000, 5, .2)
    );
    // Initializing setting days and seed
    model.init(60, 123123);
    // Running the model
    model.run();
    model.print();
    return;
}
```

## 4.4 Surveillance simulation

- Incubation time of the disease  $\sim \text{Gamma}(3, 1)$
- Duration of the disease  $\sim \text{Gamma}(12, 1)$
- Probability of becoming symptomatic: 0.9
- Prob. of transmission: 1.0.
- Vaccinated population: 25%
- Vaccine efficacy: .9.
- Vaccine reduction on transmission: 0.5.
- Surveillance program of x% of the population at random.
- Individuals who test positive become isolated.

### 4.4.1 Preliminary results

```
# With low surveillance
pop_size <- 20e3
pop_seed <- pop_size * .01
s_levels <- c(0.0001, 0.002)
system(sprintf("./07-surveillance.o %i %i 100 %.04f 2>&1", pop_seed, pop_size, s_levels[1]), intern = TRUE)
|>
cat(sep = "\n")

## Running the model...
##
## | done.
##
##
## SIMULATION STUDY
##
## Population size      : 20000
## Days (duration)     : 200 (of 200)
## Number of variants  : 1
## Last run elapsed t   : 505.00ms
## Rewiring            : off
##
## Virus(es):
## - Covid19 (baseline prevalence: 100 seeds)
## Tool(s):
## - Vaccine (baseline prevalence: 25.00%)
##
## Model parameters:
## - Infect period      : 12.0000
## - Latent period      : 3.0000
## - Prob of symptoms   : 0.7000
## - Prob of transmission : 1.0000
## - Prob. death        : 0.0010
## - Prob. reinfect     : 0.1000
## - Surveillance prob. : 1.0e-04
## - Vax efficacy       : 0.9000
## - Vax redux transmission : 0.5000
##
## Distribution of the population at time 200:
## - Total susceptible (S) : 19900 -> 2106
## - Total recovered (S)   : 0 -> 17369
## - Total latent (I)      : 100 -> 109
## - Total symptomatic (I) : 0 -> 155
## - Total symptomatic isolated (I) : 0 -> 2
## - Total asymptomatic (I) : 0 -> 72
## - Total asymptomatic isolated (I) : 0 -> 0
## - Total removed (R)    : 0 -> 187
##
## (S): Susceptible, (I): Infected, (R): Recovered
##
hist1 <- read.csv("07-surveillance_hist.txt", sep = " ")
surv1 <- read.csv("07-surveillance_user_data.txt", sep = " ")
# With high surveillance
system(sprintf("./07-surveillance.o %i %i 100 %.04f 2>&1", pop_seed, pop_size, s_levels[2]), intern = TRUE)
|>
cat(sep = "\n")

## Running the model...
##
## | done.
##
##
## SIMULATION STUDY
##
## Population size      : 20000
## Days (duration)     : 200 (of 200)
## Number of variants  : 1
## Last run elapsed t   : 530.00ms
## Rewiring            : off
##
## Virus(es):
```

```
## - Covid19 (baseline prevalence: 100 seeds)
## Tool(s):
## - Vaccine (baseline prevalence: 25.00%)
##
## Model parameters:
## - Infect period      : 12.0000
## - Latent period     : 3.0000
## - Prob of symptoms  : 0.7000
## - Prob of transmission : 1.0000
## - Prob. death       : 0.0010
## - Prob. reinfect    : 0.1000
## - Surveillance prob. : 0.0020
## - Vax efficacy      : 0.9000
## - Vax redux transmission : 0.5000
##
## Distribution of the population at time 200:
## - Total susceptible (S)      : 19900 -> 2125
## - Total recovered (S)       : 0 -> 17325
## - Total latent (I)          : 100 -> 109
## - Total symptomatic (I)     : 0 -> 155
## - Total symptomatic isolated (I) : 0 -> 8
## - Total asymptomatic (I)    : 0 -> 76
## - Total asymptomatic isolated (I) : 0 -> 1
## - Total removed (R)        : 0 -> 201
##
## (S): Susceptible, (I): Infected, (R): Recovered
##
hist2 <- read.csv("07-surveillance_hist.txt", sep = " ")
surv2 <- read.csv("07-surveillance_user_data.txt", sep = " ")
hist_comb <- rbind(
  cbind(sim = as.character(s_levels[1]), hist1),
  cbind(sim = as.character(s_levels[2]), hist2)
)
ggplot(hist_comb, aes(x = date, y = counts + 1, colour = state, linetype=sim)) +
  geom_line() +
  # scale_y_log10() +
  labs(y = "Counts (log)")
```

#### 4.4.2 Cases detected

```
survdat <- rbind(
  with(surv1, rbind(
    data.frame(Id = as.character(s_levels[1]), Date = date, Type = "N Sampled", n = nsampled),
    data.frame(Id = as.character(s_levels[1]), Date = date, Type = "N detected", n = ndetected),
    data.frame(Id = as.character(s_levels[1]), Date = date, Type = "N detected Asymp", n =
      ndetected_asymp),
    data.frame(Id = as.character(s_levels[1]), Date = date, Type = "N Asymp", n = nasymptomatic)
  )),
  with(surv2, rbind(
    data.frame(Id = as.character(s_levels[2]), Date = date, Type = "N Sampled", n = nsampled),
    data.frame(Id = as.character(s_levels[2]), Date = date, Type = "N detected", n = ndetected),
    data.frame(Id = as.character(s_levels[2]), Date = date, Type = "N detected Asymp", n =
      ndetected_asymp),
    data.frame(Id = as.character(s_levels[2]), Date = date, Type = "N Asymp", n = nasymptomatic)
  ))
)
ggplot(survdat, aes(x = Date, y = n + 1, colour = Type)) +
  geom_line() +
  facet_wrap(~Id) +
  scale_y_log10() +
  labs(y = "Counts (log)")
```

## Chapter 5

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## Chapter 6

# model1

The dynamics of the simulation process are:

1. Discrete Markov process.

2. The simulation has the following parameters:

a. New variant emergence at rate  $X$ . b. For each variant  $k$ :

- Unvaccinated individuals become sick rate  $C(k)$ ,
- Mortality rate  $D(k)$ ,
- Recovery rate  $H(k)$ ,
- Vaccines have an efficacy rate  $E(v, k)$  and pseudo vaccines (recovered) have efficacy rate  $E(r, k) < E(v, k)$ . In general, the probability of  $i$  acquiring the disease  $k$  from  $j$  will be equal to

```  $P(i \text{ gets the disease from } j \mid \text{their states}) = C(k) * (1 - E(i, k)) * (1 - E(j, k))$  ```

where  $(i, j) \in (u, v, r)$ . Efficacy rate for unvaccinated is zero.

- Vaccinated individuals have a reduced mortality rate  $D(k, v) > D(k)$ , and recovered individuals  $D(k, r) \in (D(k, v), D(k))$
- Vaccinated individuals have an increased recovery rate  $H(k, v) > H(k)$ , whereas recovered's rate  $H(k, r) \in (H(k), H(k, v))$ .

The sum of mortality and recovery rates is less than one since the difference represents no change.

c. Each country vaccinates citizens at rate  $V$  function of  $A$  (availability) and  $B$  (citizens' acceptance rate.) d. In each country  $i$ , the entire population  $N(i)$  distributes between the following states:

- Healthy unvaccinated ( $N(i, t, u)$ ),
- Healthy vaccinated ( $N(i, t, v)$ ),
- Deceased ( $N(i, t, d)$ ),
- Recovered ( $N(i, t, r)$ ),
- Unvaccinated and sick with variant ( $N(i, t, s, k|u)$ )  $k$ ., and
- Vaccinated and sick with variant ( $N(i, t, s, k|v)$ )  $k$ .

Total sick are  $N(i, t, k, s) = \sum(g \in \{u, v\}) N(i, t, k, s|g)$

Globally, we keep track of the prevalence of new variants. Variants can disappear if no more individuals port the variant, i.e., the prevalence rate  $P(k, t) = \sum(i) N(i, s, k)$  equals zero.

d. Vaccines are manufactured at each country at rates  $M(i)$  and uniformly shared with other countries at rate  $S(i)$ . c. Population flows between each country pair  $(i, j)$  at a rate  $F(i, j)$ . Flows between countries do not change Population and are symmetric.

3. The simulation process is as follows:

- (a) Countries are initialized with a total population  $N(i)$ .
- (b) Variant zero initializes at a random location  $i$ , with an initial prevalence  $P(k, t) = N(i, t, k)$ .
- (c) For time  $t$  in  $(0, T)$  do:
  - a. Unvaccinated individuals can become sick of variant  $k$  with probability:  

$$\Pr(h \rightarrow s | i, t, k, u) \sim \sum(g \in \{u, v\}) (N(i, t-1, s, k | g) + \sum(j \neq i) F(i, j) * N(j, t-1, s, k | g)) * C(k) / (N(i) + \sum(j \neq i) N(j))$$
  - b. Vaccinated individuals can become sick of variant  $k$  with probability:  $\Pr(v \rightarrow s | i, t, k, v) \sim \Pr(h \rightarrow s | i, t, k) * (1 - E(v, k))$ .
  - b. Recovered individuals can become sick of variant  $k$  with probability:  $\Pr(v \rightarrow s | i, t, k, r) \sim \Pr(h \rightarrow s | i, t, k) * (1 - E(r, k))$ .
  - c. Sick individuals with variant  $k$  die with probability  $D(k)$  or recover with probability  $H(k)$ , otherwise they stay infected; with the rates depending on their vaccination status  $v$  or  $n$ .
  - d. Unvaccinated individuals vaccinate in country  $i$  with probability  $P(u \rightarrow v) \sim V(A(i, t), B(i))$ .
  - e. The country vaccine supply changes.

## Chapter 7

# EPI Simulator

### 7.1 Disease dynamics

Diseases continuously evolve in time. Changes in their genetic sequence make them more or less resistant to the particular version of the vaccine. Mutations also affect the transmissibility level and mortality rate of the disease. Using this approach allows making vaccination efficacy a function of compatibility between the variant and the vaccine.

When an individual becomes infected, the disease accumulates mutations in the new host. Ultimately, there is no single version of the disease present in the model, but rather an infinite number of them, each slightly different from the other.

### 7.2 Network dynamics

We can assume that the Population is organized in fully connected blocks for the first version of the model. Block sizes and the number of connections between blocks are Poisson random variables. Individuals interact with all the members of their blocks, and bridging individuals allow the disease to move across blocks.

### 7.3 Contagion dynamics

The transmission of the disease will be governed by the number of vaccinated, infected, and recovered within each block. Transmission between blocks will be treated in the same way, although individuals bridging the block will only interact with others within the block and their direct connections across the blocks.

### 7.4 Time dynamics

Time dynamics has two components, how biology evolves and how agents react.

The model develops as a continuous-time Markov process. Each block of individuals takes action at rates  $L(i|N(i))$  function of the local number of infections. This way, if

## 7.5 Updating agent's status

Like most other components, updating agents' states can be personalized. A naive approach allows agents to get infected with a single virus or stay as-is. The probability of this event is conditional on acquiring at most one virus. Since these are independent events, the conditional probability is computed as follows:

$$\begin{aligned} P(\text{Variant } k | \text{at most 1}) &= P(\text{at most 1} | \text{Variant } k) * P(\text{Variant } k) / P(\text{at most 1}) \\ &= P(\text{only variant } k) / P(\text{variant } k) * P(\text{Variant } k) / P(\text{at most 1}) \\ &= P(\text{only variant } k) / P(\text{at most 1}) \end{aligned}$$

Where

$$\begin{aligned} P(\text{only variant } k) &= P(k) * \text{Prod}(m \neq v) (1 - P(m)) \\ P(\text{at most 1}) &= P(\text{None}) + \text{Sum}(v \text{ in variants}) P(v) * \text{Prod}(m \neq v) (1 - P(m)) \\ P(\text{None}) &= \text{Prod}(v \text{ in variants}) (1 - P(v)) \end{aligned}$$

Furthermore, the (Variant, Person) pairs are treated independently.

### 7.5.1 Other parameters

- Who did you get the infection from.
- Omicron is 1.5 more infectious than delta.
- Surveillance:
  - Pull people to be tested at random.
  - Or at symptoms.
  - A mix of the two.
- Define a class for passing extra functions and datasets, for example, testing surveillance.
- Exposed people become infectious after k days.
- [Network](#) changes the can be a function of an ERGM. Apply K steps throughout time.
- Add progress bar.

## Chapter 8

# Namespace Index

### 8.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

<a href="#">epiworld::sampler</a>	Functions for sampling viruses . . . . .	<a href="#">27</a>
<a href="#">sampler</a>	Functions for sampling viruses . . . . .	<a href="#">30</a>



## Chapter 9

# Hierarchical Index

### 9.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

AdjList . . . . .	35
epiworld::AdjList . . . . .	36
Agent< TSeq > . . . . .	38
epiworld::Agent< TSeq > . . . . .	42
AgentsSample< TSeq > . . . . .	45
epiworld::AgentsSample< TSeq > . . . . .	47
DataBase< TSeq > . . . . .	48
epiworld::DataBase< TSeq > . . . . .	53
Entities< TSeq > . . . . .	57
epiworld::Entities< TSeq > . . . . .	58
Entities_const< TSeq > . . . . .	59
epiworld::Entities_const< TSeq > . . . . .	60
Entity< TSeq > . . . . .	61
epiworld::Entity< TSeq > . . . . .	62
epiworld::Event< TSeq > . . . . .	63
Event< TSeq > . . . . .	64
epiworld::GlobalEvent< TSeq > . . . . .	66
GlobalEvent< TSeq > . . . . .	67
epiworld::LFMCMC< TData > . . . . .	68
LFMCMC< TData > . . . . .	69
epiworld::Model< TSeq > . . . . .	71
Model< TSeq > . . . . .	85
epiworld::Model< EPI_DEFAULT_TSEQ > . . . . .	71
ModelSEIRCONN< TSeq > . . . . .	111
ModelSEIRCONNLogit< TSeq > . . . . .	114
ModelSEIRDCONN< TSeq > . . . . .	125
ModelSIRCONN< TSeq > . . . . .	135
ModelSIRDCONN< TSeq > . . . . .	145
ModelSIRLogit< TSeq > . . . . .	151
ModelSURV< TSeq > . . . . .	162
epiworld::epimodels::ModelSEIRCONN< TSeq > . . . . .	108
epiworld::epimodels::ModelSEIRDCONN< TSeq > . . . . .	122
epiworld::epimodels::ModelSIRCONN< TSeq > . . . . .	132
epiworld::epimodels::ModelSIRDCONN< TSeq > . . . . .	143
epiworld::epimodels::ModelSIRLogit< TSeq > . . . . .	148

epiworld::epimodels::ModelSURV< TSeq > . . . . .	160
epiworld::Model< int > . . . . .	71
ModelDiffNet< TSeq > . . . . .	100
ModelSEIR< TSeq > . . . . .	105
ModelSEIRD< TSeq > . . . . .	119
ModelSIR< TSeq > . . . . .	130
ModelSIRD< TSeq > . . . . .	140
ModelSIS< TSeq > . . . . .	155
ModelSISD< TSeq > . . . . .	158
epiworld::epimodels::ModelDiffNet< TSeq > . . . . .	99
epiworld::epimodels::ModelSEIR< TSeq > . . . . .	102
epiworld::epimodels::ModelSEIRD< TSeq > . . . . .	115
epiworld::epimodels::ModelSIR< TSeq > . . . . .	128
epiworld::epimodels::ModelSIRD< TSeq > . . . . .	138
epiworld::epimodels::ModelSIS< TSeq > . . . . .	154
epiworld::epimodels::ModelSISD< TSeq > . . . . .	157
Network< Nettype, Nodetype, Edgetype > . . . . .	164
epiworld::PersonTools< TSeq > . . . . .	164
PersonTools< TSeq > . . . . .	164
epiworld::Progress . . . . .	164
Progress . . . . .	165
epiworld::Queue< TSeq > . . . . .	165
Queue< TSeq > . . . . .	166
RandGraph . . . . .	167
epiworld::SAMPLETYPE . . . . .	167
SAMPLETYPE . . . . .	168
epiworld::Tool< TSeq > . . . . .	168
Tool< TSeq > . . . . .	169
epiworld::Tools< TSeq > . . . . .	171
Tools< TSeq > . . . . .	172
epiworld::Tools_const< TSeq > . . . . .	173
Tools_const< TSeq > . . . . .	173
epiworld::UserData< TSeq > . . . . .	174
UserData< TSeq > . . . . .	176
epiworld::vecHasher< T > . . . . .	178
vecHasher< T > . . . . .	178
epiworld::Virus< TSeq > . . . . .	179
Virus< TSeq > . . . . .	181
epiworld::Viruses< TSeq > . . . . .	183
Viruses< TSeq > . . . . .	184
epiworld::Viruses_const< TSeq > . . . . .	184
Viruses_const< TSeq > . . . . .	185



## Chapter 10

# Class Index

### 10.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">AdjList</a> . . . . .	35
<a href="#">epiworld::AdjList</a> . . . . .	36
<a href="#">Agent&lt; TSeq &gt;</a>	
<a href="#">Agent</a> (agents) . . . . .	38
<a href="#">epiworld::Agent&lt; TSeq &gt;</a>	
<a href="#">Agent</a> (agents) . . . . .	42
<a href="#">AgentsSample&lt; TSeq &gt;</a>	
Sample of agents . . . . .	45
<a href="#">epiworld::AgentsSample&lt; TSeq &gt;</a>	
Sample of agents . . . . .	47
<a href="#">DataBase&lt; TSeq &gt;</a>	
Statistical data about the process . . . . .	48
<a href="#">epiworld::DataBase&lt; TSeq &gt;</a>	
Statistical data about the process . . . . .	53
<a href="#">Entities&lt; TSeq &gt;</a>	
Set of <a href="#">Entities</a> (useful for building iterators) . . . . .	57
<a href="#">epiworld::Entities&lt; TSeq &gt;</a>	
Set of <a href="#">Entities</a> (useful for building iterators) . . . . .	58
<a href="#">Entities_const&lt; TSeq &gt;</a>	
Set of <a href="#">Entities</a> (const) (useful for iterators) . . . . .	59
<a href="#">epiworld::Entities_const&lt; TSeq &gt;</a>	
Set of <a href="#">Entities</a> (const) (useful for iterators) . . . . .	60
<a href="#">Entity&lt; TSeq &gt;</a> . . . . .	61
<a href="#">epiworld::Entity&lt; TSeq &gt;</a> . . . . .	62
<a href="#">epiworld::Event&lt; TSeq &gt;</a>	
<a href="#">Event</a> data for update an agent . . . . .	63
<a href="#">Event&lt; TSeq &gt;</a>	
<a href="#">Event</a> data for update an agent . . . . .	64
<a href="#">epiworld::GlobalEvent&lt; TSeq &gt;</a>	
Template for a Global <a href="#">Event</a> . . . . .	66
<a href="#">GlobalEvent&lt; TSeq &gt;</a>	
Template for a Global <a href="#">Event</a> . . . . .	67
<a href="#">epiworld::LFMCMC&lt; TData &gt;</a>	
Likelihood-Free Markov Chain Monte Carlo . . . . .	68
<a href="#">LFMCMC&lt; TData &gt;</a>	
Likelihood-Free Markov Chain Monte Carlo . . . . .	69

<a href="#">epiworld::Model&lt; TSeq &gt;</a>	
Core class of epiworld	71
<a href="#">Model&lt; TSeq &gt;</a>	
Core class of epiworld	85
<a href="#">epiworld::epimodels::ModelDiffNet&lt; TSeq &gt;</a>	
Template for a <a href="#">Network</a> Diffusion <a href="#">Model</a>	99
<a href="#">ModelDiffNet&lt; TSeq &gt;</a>	
Template for a <a href="#">Network</a> Diffusion <a href="#">Model</a>	100
<a href="#">epiworld::epimodels::ModelSEIR&lt; TSeq &gt;</a>	
Template for a Susceptible-Exposed-Infected-Removed (SEIR) model	102
<a href="#">ModelSEIR&lt; TSeq &gt;</a>	
Template for a Susceptible-Exposed-Infected-Removed (SEIR) model	105
<a href="#">epiworld::epimodels::ModelSEIRCONN&lt; TSeq &gt;</a>	108
<a href="#">ModelSEIRCONN&lt; TSeq &gt;</a>	111
<a href="#">ModelSEIRCONNLogit&lt; TSeq &gt;</a>	114
<a href="#">epiworld::epimodels::ModelSEIRD&lt; TSeq &gt;</a>	
Template for a Susceptible-Exposed-Infected-Removed-Deceased (SEIRD) model	115
<a href="#">ModelSEIRD&lt; TSeq &gt;</a>	
Template for a Susceptible-Exposed-Infected-Removed-Deceased (SEIRD) model	119
<a href="#">epiworld::epimodels::ModelSEIRDCONN&lt; TSeq &gt;</a>	122
<a href="#">ModelSEIRDCONN&lt; TSeq &gt;</a>	125
<a href="#">epiworld::epimodels::ModelSIR&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Removed (SIR) model	128
<a href="#">ModelSIR&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Removed (SIR) model	130
<a href="#">epiworld::epimodels::ModelSIRCONN&lt; TSeq &gt;</a>	132
<a href="#">ModelSIRCONN&lt; TSeq &gt;</a>	135
<a href="#">epiworld::epimodels::ModelSIRD&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Removed-Deceased (SIRD) model	138
<a href="#">ModelSIRD&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Removed-Deceased (SIRD) model	140
<a href="#">epiworld::epimodels::ModelSIRDCONN&lt; TSeq &gt;</a>	143
<a href="#">ModelSIRDCONN&lt; TSeq &gt;</a>	145
<a href="#">epiworld::epimodels::ModelSIRLogit&lt; TSeq &gt;</a>	148
<a href="#">ModelSIRLogit&lt; TSeq &gt;</a>	151
<a href="#">epiworld::epimodels::ModelSIS&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Susceptible (SIS) model	154
<a href="#">ModelSIS&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Susceptible (SIS) model	155
<a href="#">epiworld::epimodels::ModelSISD&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Susceptible-Deceased (SISD) model	157
<a href="#">ModelSISD&lt; TSeq &gt;</a>	
Template for a Susceptible-Infected-Susceptible-Deceased (SISD) model	158
<a href="#">epiworld::epimodels::ModelSURV&lt; TSeq &gt;</a>	160
<a href="#">ModelSURV&lt; TSeq &gt;</a>	162
<a href="#">Network&lt; Nettype, Nodetype, Edgetype &gt;</a>	164
<a href="#">epiworld::PersonTools&lt; TSeq &gt;</a>	164
<a href="#">PersonTools&lt; TSeq &gt;</a>	164
<a href="#">epiworld::Progress</a>	
A simple progress bar	164
<a href="#">Progress</a>	
A simple progress bar	165
<a href="#">epiworld::Queue&lt; TSeq &gt;</a>	
Controls which agents are verified at each step	165
<a href="#">Queue&lt; TSeq &gt;</a>	
Controls which agents are verified at each step	166
<a href="#">RandGraph</a>	167
<a href="#">epiworld::SAMPLETYPE</a>	167

SAMPLETYPE	168
epiworld::Tool< TSeq >	
Tools for defending the agent against the virus	168
Tool< TSeq >	
Tools for defending the agent against the virus	169
epiworld::Tools< TSeq >	
Set of tools (useful for building iterators)	171
Tools< TSeq >	
Set of tools (useful for building iterators)	172
epiworld::Tools_const< TSeq >	
Set of Tools (const) (useful for iterators)	173
Tools_const< TSeq >	
Set of Tools (const) (useful for iterators)	173
epiworld::UserData< TSeq >	
Personalized data by the user	174
UserData< TSeq >	
Personalized data by the user	176
epiworld::vecHasher< T >	
Vector hasher	178
vecHasher< T >	
Vector hasher	178
epiworld::Virus< TSeq >	
Virus	179
Virus< TSeq >	
Virus	181
epiworld::Viruses< TSeq >	
Set of viruses (useful for building iterators)	183
Viruses< TSeq >	
Set of viruses (useful for building iterators)	184
epiworld::Viruses_const< TSeq >	
Set of Viruses (const) (useful for iterators)	184
Viruses_const< TSeq >	
Set of Viruses (const) (useful for iterators)	185



# Chapter 11

## File Index

### 11.1 File List

Here is a list of all documented files with brief descriptions:

<b>epiworld.hpp</b>	??
include/epiworld/ <b>adjlist-bones.hpp</b>	??
include/epiworld/ <b>adjlist-meat.hpp</b>	??
include/epiworld/ <b>agent-bones.hpp</b>	??
include/epiworld/ <b>agent-events-meat.hpp</b>	??
include/epiworld/ <b>agent-meat-state.hpp</b>	??
Sampling functions are getting big, so we keep them in a separate file	187
include/epiworld/ <b>agent-meat-virus-sampling.hpp</b>	??
include/epiworld/ <b>agent-meat.hpp</b>	??
include/epiworld/ <b>agentssample-bones.hpp</b>	??
include/epiworld/ <b>config.hpp</b>	??
include/epiworld/ <b>database-bones.hpp</b>	??
include/epiworld/ <b>database-meat.hpp</b>	??
include/epiworld/ <b>entities-bones.hpp</b>	??
include/epiworld/ <b>entity-bones.hpp</b>	??
include/epiworld/ <b>entity-meat.hpp</b>	??
include/epiworld/ <b>epiworld-macros.hpp</b>	??
include/epiworld/ <b>epiworld.hpp</b>	??
include/epiworld/ <b>globalevent-bones.hpp</b>	??
include/epiworld/ <b>globalevent-meat.hpp</b>	??
include/epiworld/ <b>misc.hpp</b>	??
include/epiworld/ <b>model-bones.hpp</b>	??
include/epiworld/ <b>model-meat-print.hpp</b>	??
include/epiworld/ <b>model-meat.hpp</b>	??
include/epiworld/ <b>network-bones.hpp</b>	??
include/epiworld/ <b>progress.hpp</b>	??
include/epiworld/ <b>queue-bones.hpp</b>	??
include/epiworld/ <b>randgraph.hpp</b>	??
include/epiworld/ <b>random_graph.hpp</b>	??
include/epiworld/ <b>seq_processing.hpp</b>	??
include/epiworld/ <b>tool-bones.hpp</b>	??
include/epiworld/ <b>tool-meat.hpp</b>	??
include/epiworld/ <b>tools-bones.hpp</b>	??
include/epiworld/ <b>userdata-bones.hpp</b>	??
include/epiworld/ <b>userdata-meat.hpp</b>	??

include/epiworld/ <b>virus-bones.hpp</b>	??
include/epiworld/ <b>virus-meat.hpp</b>	??
include/epiworld/ <b>viruses-bones.hpp</b>	??
include/epiworld/math/ <b>lfmcmc.hpp</b>	??
include/epiworld/math/lfmcmc/ <b>lfmcmc-bones.hpp</b>	??
include/epiworld/math/lfmcmc/ <b>lfmcmc-meat-print.hpp</b>	??
include/epiworld/math/lfmcmc/ <b>lfmcmc-meat.hpp</b>	??
include/epiworld/models/ <b>diffnet.hpp</b>	??
include/epiworld/models/ <b>globalevents.hpp</b>	??
include/epiworld/models/ <b>init-functions.hpp</b>	??
include/epiworld/models/ <b>models.hpp</b>	??
include/epiworld/models/ <b>seir.hpp</b>	??
include/epiworld/models/ <b>seirconnected.hpp</b>	??
include/epiworld/models/ <b>seirconnected_logit.hpp</b>	??
include/epiworld/models/ <b>seird.hpp</b>	??
include/epiworld/models/ <b>seirdconnected.hpp</b>	??
include/epiworld/models/ <b>sir.hpp</b>	??
include/epiworld/models/ <b>sirconnected.hpp</b>	??
include/epiworld/models/ <b>sird.hpp</b>	??
include/epiworld/models/ <b>sirdconnected.hpp</b>	??
include/epiworld/models/ <b>sirlogit.hpp</b>	??
include/epiworld/models/ <b>sis.hpp</b>	??
include/epiworld/models/ <b>sisd.hpp</b>	??
include/epiworld/models/ <b>surveillance.hpp</b>	??
tests/ <b>tests.hpp</b>	??

## Chapter 12

# Namespace Documentation

### 12.1 epiworld::sampler Namespace Reference

Functions for sampling viruses.

#### Functions

- `template<typename TSeq >`  
`std::function< void(Agent< TSeq > *, Model< TSeq > *)> make\_update\_susceptible (std::vector< epiworld_fast_uint > exclude={})`  
*Make a function to sample from neighbors.*
- `template<typename TSeq = int>`  
`std::function< Virus< TSeq > *(Agent< TSeq > *, Model< TSeq > *)> make\_sample\_virus\_neighbors (std::vector< epiworld_fast_uint > exclude={})`  
*Make a function to sample from neighbors.*
- `template<typename TSeq = int>`  
`Virus< TSeq > * sample\_virus\_single (Agent< TSeq > *p, Model< TSeq > *m)`  
*Sample from neighbors pool of viruses (at most one)*

#### 12.1.1 Detailed Description

Functions for sampling viruses.

#### 12.1.2 Function Documentation

##### 12.1.2.1 `make_sample_virus_neighbors()`

```
template<typename TSeq = int>
std::function<Virus<TSeq>*(Agent<TSeq>*,Model<TSeq>*)> epiworld::sampler::make_sample_virus_neighbors (
    std::vector< epiworld_fast_uint > exclude = {} ) [inline]
```

Make a function to sample from neighbors.

This is akin to the function `default_update_susceptible`, with the difference that it will create a function that supports excluding states from the sampling frame. For example, individuals who have acquired a virus can be excluded if in incubation state.

**Template Parameters**

<i>TSeq</i>	
-------------	--

**Parameters**

<i>exclude</i>	unsigned vector of states that need to be excluded from the sampling
----------------	----------------------------------------------------------------------

**Returns**

Virus<TSeq>\* of the selected virus. If none selected (or none available,) returns a nullptr;

**12.1.2.2 make\_update\_susceptible()**

```
template<typename TSeq >
std::function<void (Agent<TSeq>*, Model<TSeq>*)> epiworld::sampler::make_update_susceptible (
    std::vector< epiworld_fast_uint > exclude = {} ) [inline]
```

Make a function to sample from neighbors.

This is akin to the function `default_update_susceptible`, with the difference that it will create a function that supports excluding states from the sampling frame. For example, individuals who have acquired a virus can be excluded if in incubation state.

**Template Parameters**

<i>TSeq</i>	
-------------	--

**Parameters**

<i>exclude</i>	unsigned vector of states that need to be excluded from the sampling
----------------	----------------------------------------------------------------------

**Returns**

Virus<TSeq>\* of the selected virus. If none selected (or none available,) returns a nullptr;

**12.1.2.3 sample\_virus\_single()**

```
template<typename TSeq = int>
Virus<TSeq>* epiworld::sampler::sample_virus_single (
    Agent< TSeq > * p,
    Model< TSeq > * m ) [inline]
```

Sample from neighbors pool of viruses (at most one)



This function samples at most one virus from the pool of viruses from its neighbors. If no virus is selected, the function returns a `nullptr`, otherwise it returns a pointer to the selected virus.

This can be used to build a new update function (EPI\_NEW\_UPDATEFUN.)

## Template Parameters

<i>TSeq</i>	
-------------	--

## Parameters

<i>p</i>	Pointer to person
<i>m</i>	Pointer to the model

## Returns

Virus<TSeq>\* of the selected virus. If none selected (or none available,) returns a nullptr;

## 12.2 sampler Namespace Reference

Functions for sampling viruses.

### Functions

- `template<typename TSeq > std::function< void(Agent< TSeq > *, Model< TSeq > *)> make\_update\_susceptible (std::vector< epiworld_fast_uint > exclude={})`  
*Make a function to sample from neighbors.*
- `template<typename TSeq = int> std::function< Virus< TSeq > *(Agent< TSeq > *, Model< TSeq > *)> make\_sample\_virus\_neighbors (std::vector< epiworld_fast_uint > exclude={})`  
*Make a function to sample from neighbors.*
- `template<typename TSeq = int> Virus< TSeq > * sample\_virus\_single (Agent< TSeq > *p, Model< TSeq > *m)`  
*Sample from neighbors pool of viruses (at most one)*

### 12.2.1 Detailed Description

Functions for sampling viruses.

### 12.2.2 Function Documentation

#### 12.2.2.1 [make\\_sample\\_virus\\_neighbors\(\)](#)

```
template<typename TSeq = int>
std::function<Virus<TSeq>*(Agent<TSeq>*,Model<TSeq>*)> sampler::make_sample_virus_neighbors
(
    std::vector< epiworld_fast_uint > exclude = {} ) [inline]
```

Make a function to sample from neighbors.

This is akin to the function `default_update_susceptible`, with the difference that it will create a function that supports excluding states from the sampling frame. For example, individuals who have acquired a virus can be excluded if in incubation state.

## Template Parameters

<i>TSeq</i>	
-------------	--

## Parameters

<i>exclude</i>	unsigned vector of states that need to be excluded from the sampling
----------------	----------------------------------------------------------------------

## Returns

Virus<TSeq>\* of the selected virus. If none selected (or none available,) returns a nullptr;

## 12.2.2.2 make\_update\_susceptible()

```
template<typename TSeq >
std::function<void (Agent<TSeq>*, Model<TSeq>*)> sampler::make_update_susceptible (
    std::vector< epiworld_fast_uint > exclude = {} ) [inline]
```

Make a function to sample from neighbors.

This is akin to the function `default_update_susceptible`, with the difference that it will create a function that supports excluding states from the sampling frame. For example, individuals who have acquired a virus can be excluded if in incubation state.

## Template Parameters

<i>TSeq</i>	
-------------	--

## Parameters

<i>exclude</i>	unsigned vector of states that need to be excluded from the sampling
----------------	----------------------------------------------------------------------

## Returns

Virus<TSeq>\* of the selected virus. If none selected (or none available,) returns a nullptr;

## 12.2.2.3 sample\_virus\_single()

```
template<typename TSeq = int>
Virus<TSeq>* sampler::sample_virus_single (
    Agent< TSeq > * p,
    Model< TSeq > * m ) [inline]
```

Sample from neighbors pool of viruses (at most one)

This function samples at most one virus from the pool of viruses from its neighbors. If no virus is selected, the function returns a `nullptr`, otherwise it returns a pointer to the selected virus.

This can be used to build a new update function (`EPI_NEW_UPDATEFUN.`)

## Template Parameters

<i>TSeq</i>	
-------------	--

## Parameters

<i>p</i>	Pointer to person
<i>m</i>	Pointer to the model

## Returns

Virus<TSeq>\* of the selected virus. If none selected (or none available,) returns a nullptr;



## Chapter 13

# Class Documentation

### 13.1 AdjList Class Reference

#### Public Member Functions

- [AdjList](#) (const std::vector< int > &source, const std::vector< int > &target, int size, bool directed)  
*Construct a new Adj List object.*
- **AdjList** ([AdjList](#) &&a)
- **AdjList** (const [AdjList](#) &a)
- [AdjList](#) & **operator=** (const [AdjList](#) &a)
- void [read\\_edgelist](#) (std::string fn, int size, int skip=0, bool directed=true)  
*Read an edgelist.*
- std::map< int, int > **operator()** (epiworld\_fast\_uint i) const
- void **print** (epiworld\_fast\_uint limit=20u) const
- size\_t [vcount](#) () const  
*Number of vertices/nodes in the network.*
- size\_t [ecount](#) () const  
*Number of edges/arcs/ties in the network.*
- std::vector< std::map< int, int > > & **get\_dat** ()
- bool [is\\_directed](#) () const  
*true if the network is directed.*

#### 13.1.1 Constructor & Destructor Documentation

##### 13.1.1.1 AdjList()

```
AdjList::AdjList (
    const std::vector< int > & source,
    const std::vector< int > & target,
    int size,
    bool directed ) [inline]
```

Construct a new Adj List object.

Ids in the network are assume to range from 0 to size - 1.

## Parameters

<i>source</i>	Unsigned int vector with the source
<i>target</i>	Unsigned int vector with the target
<i>size</i>	Number of vertices in the network.
<i>directed</i>	Bool true if the network is directed

## 13.1.2 Member Function Documentation

### 13.1.2.1 read\_edgelist()

```
void AdjList::read_edgelist (
    std::string fn,
    int size,
    int skip = 0,
    bool directed = true ) [inline]
```

Read an edgelist.

Ids in the network are assume to range from 0 to `size - 1`.

## Parameters

<i>fn</i>	Path to the file
<i>skip</i>	Number of lines to skip (e.g., 1 if there's a header)
<i>directed</i>	<code>true</code> if the network is directed
<i>size</i>	Number of vertices in the network.

The documentation for this class was generated from the following files:

- `include/epiworld/adjlist-bones.hpp`
- `include/epiworld/adjlist-meat.hpp`

## 13.2 epiworld::AdjList Class Reference

### Public Member Functions

- [AdjList](#) (const std::vector< int > &source, const std::vector< int > &target, int size, bool directed)  
*Construct a new Adj List object.*
- [AdjList](#) ([AdjList](#) &&a)
- [AdjList](#) (const [AdjList](#) &a)
- [AdjList](#) & [operator=](#) (const [AdjList](#) &a)
- void [read\\_edgelist](#) (std::string fn, int size, int skip=0, bool directed=true)  
*Read an edgelist.*



- `std::map< int, int > operator()` (`epiworld_fast_uint i`) `const`
- `void print` (`epiworld_fast_uint limit=20u`) `const`
- `size_t vcount` () `const`  
*Number of vertices/nodes in the network.*
- `size_t ecount` () `const`  
*Number of edges/arcs/ties in the network.*
- `std::vector< std::map< int, int > > & get_dat` ()
- `bool is_directed` () `const`  
*true if the network is directed.*

## 13.2.1 Constructor & Destructor Documentation

### 13.2.1.1 AdjList()

```
AdjList::AdjList (
    const std::vector< int > & source,
    const std::vector< int > & target,
    int size,
    bool directed ) [inline]
```

Construct a new Adj List object.

Ids in the network are assume to range from 0 to `size - 1`.

#### Parameters

<i>source</i>	Unsigned int vector with the source
<i>target</i>	Unsigned int vector with the target
<i>size</i>	Number of vertices in the network.
<i>directed</i>	Bool true if the network is directed

## 13.2.2 Member Function Documentation

### 13.2.2.1 read\_edgelist()

```
void AdjList::read_edgelist (
    std::string fn,
    int size,
    int skip = 0,
    bool directed = true ) [inline]
```

Read an edgelist.

Ids in the network are assume to range from 0 to `size - 1`.

## Parameters

<i>fn</i>	Path to the file
<i>skip</i>	Number of lines to skip (e.g., 1 if there's a header)
<i>directed</i>	<code>true</code> if the network is directed
<i>size</i>	Number of vertices in the network.

The documentation for this class was generated from the following file:

- `epiworld.hpp`

## 13.3 Agent< TSeq > Class Template Reference

[Agent](#) (agents)

```
#include <agent-bones.hpp>
```

### Public Member Functions

- **Agent** ([Agent](#)< TSeq > &&p)
- **Agent** (const [Agent](#)< TSeq > &p)
- [Agent](#)< TSeq > & **operator=** (const [Agent](#)< TSeq > &other\_agent)
- int [get\\_id](#) () const  
*Id of the individual.*
- VirusPtr< TSeq > & **get\_virus** ()
- ToolPtr< TSeq > & **get\_tool** (int i)
- [Tools](#)< TSeq > **get\_tools** ()
- const [Tools\\_const](#)< TSeq > **get\_tools** () const
- size\_t **get\_n\_tools** () const noexcept
- void **mutate\_virus** ()
- void **add\_neighbor** ([Agent](#)< TSeq > &p, bool check\_source=true, bool check\_target=true)
- void [swap\\_neighbors](#) ([Agent](#)< TSeq > &other, size\_t n\_this, size\_t n\_other)  
*Swaps neighbors between the current agent and agent *other**
- std::vector< [Agent](#)< TSeq > \* > **get\_neighbors** ()
- size\_t **get\_n\_neighbors** () const
- void **change\_state** ([Model](#)< TSeq > \*model, epiworld\_fast\_uint new\_state, epiworld\_fast\_int queue=0)
- const epiworld\_fast\_uint & **get\_state** () const
- void **reset** ()
- bool **has\_tool** (epiworld\_fast\_uint t) const
- bool **has\_tool** (std::string name) const
- bool **has\_tool** (const [Tool](#)< TSeq > &t) const
- bool **has\_virus** (epiworld\_fast\_uint t) const
- bool **has\_virus** (std::string name) const
- bool **has\_virus** (const [Virus](#)< TSeq > &v) const
- void **print** ([Model](#)< TSeq > \*model, bool compressed=false) const
- [Entities](#)< TSeq > **get\_entities** ()
- const [Entities\\_const](#)< TSeq > **get\_entities** () const
- const [Entity](#)< TSeq > & **get\_entity** (size\_t i) const
- [Entity](#)< TSeq > & **get\_entity** (size\_t i)
- size\_t **get\_n\_entities** () const
- bool **operator==** (const [Agent](#)< TSeq > &other) const
- bool **operator!=** (const [Agent](#)< TSeq > &other) const

#### Add/Remove Virus/Tool

*Any of these is ultimately reflected at the end of the iteration.*

*Parameters*

tool	<i>Tool to add</i>
virus	<i>Virus to add</i>
state_new	<i>state after the change</i>
queue	

- void **add\_tool** (ToolPtr< TSeq > tool, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **add\_tool** ([Tool](#)< TSeq > tool, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **set\_virus** (VirusPtr< TSeq > virus, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **set\_virus** ([Virus](#)< TSeq > virus, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **add\_entity** ([Entity](#)< TSeq > &entity, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_tool** (epiworld\_fast\_uint tool\_idx, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_tool** (ToolPtr< TSeq > &tool, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_virus** ([Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_entity** (epiworld\_fast\_uint entity\_idx, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_entity** ([Entity](#)< TSeq > &entity, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_agent\_by\_virus** ([Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)

*[Agent](#) removed by virus.*

**Get the rates (multipliers) for the agent***Parameters*

v	<i>A pointer to a virus.</i>
---	------------------------------

*Returns*

*epiworld\_double*

- epiworld\_double **get\_susceptibility\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_transmission\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_recovery\_enhancer** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_death\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)

- double & **operator()** (size\_t j)

*Access the j-th column of the agent.*

- double & **operator[]** (size\_t j)
- double **operator()** (size\_t j) const
- double **operator[]** (size\_t j) const

## Friends

- class **Model**< TSeq >
- class **Virus**< TSeq >
- class **Tool**< TSeq >
- class **Tools**< TSeq >
- class **Tools\_const**< TSeq >
- class **Queue**< TSeq >
- class **Entities**< TSeq >
- class **AgentsSample**< TSeq >
- void **default\_add\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_add\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_add\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_change\_state** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

### 13.3.1 Detailed Description

```
template<typename TSeq>
class Agent< TSeq >
```

[Agent](#) (agents)

Template Parameters

<a href="#">TSeq</a>	Sequence type (should match TSeq across the model)
----------------------	----------------------------------------------------

### 13.3.2 Member Function Documentation

#### 13.3.2.1 operator()

```
template<typename TSeq >
double & Agent< TSeq >::operator() (
    size_t j ) [inline]
```

Access the j-th column of the agent.

If an external array has been specified, then these two functions can be used to access additional agent's features not included in the model.

The `operator[]` method is with no boundary check, whereas the `operator()` method checks boundaries. The former can result in a segfault.

**Parameters**

<i>j</i>	
----------	--

**Returns**

double&amp;

**13.3.2.2 swap\_neighbors()**

```
template<typename TSeq >
void Agent< TSeq >::swap_neighbors (
    Agent< TSeq > & other,
    size_t n_this,
    size_t n_other ) [inline]
```

Swaps neighbors between the current agent and agent *other*

**Parameters**

<i>other</i>	
<i>n_this</i>	
<i>n_other</i>	

**13.3.3 Friends And Related Function Documentation****13.3.3.1 default\_rm\_entity**

```
template<typename TSeq >
void default_rm_entity (
    Event< TSeq > & a,
    Model< TSeq > * m ) [friend]
```

< Last entity of the agent

< Last agent of the entity

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/agent-meat.hpp

## 13.4 epiworld::Agent< TSeq > Class Template Reference

[Agent](#) (agents)

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Agent** ([Agent](#)< TSeq > &&p)
- **Agent** (const [Agent](#)< TSeq > &p)
- [Agent](#)< TSeq > & **operator=** (const [Agent](#)< TSeq > &other\_agent)
- int **get\_id** () const  
*Id of the individual.*
- VirusPtr< TSeq > & **get\_virus** ()
- ToolPtr< TSeq > & **get\_tool** (int i)
- [Tools](#)< TSeq > **get\_tools** ()
- const [Tools\\_const](#)< TSeq > **get\_tools** () const
- size\_t **get\_n\_tools** () const noexcept
- void **mutate\_virus** ()
- void **add\_neighbor** ([Agent](#)< TSeq > &p, bool check\_source=true, bool check\_target=true)
- void **swap\_neighbors** ([Agent](#)< TSeq > &other, size\_t n\_this, size\_t n\_other)  
*Swaps neighbors between the current agent and agent other*
- std::vector< [Agent](#)< TSeq > \* > **get\_neighbors** ()
- size\_t **get\_n\_neighbors** () const
- void **change\_state** ([Model](#)< TSeq > \*model, epiworld\_fast\_uint new\_state, epiworld\_fast\_int queue=0)
- const epiworld\_fast\_uint & **get\_state** () const
- void **reset** ()
- bool **has\_tool** (epiworld\_fast\_uint t) const
- bool **has\_tool** (std::string name) const
- bool **has\_tool** (const [Tool](#)< TSeq > &t) const
- bool **has\_virus** (epiworld\_fast\_uint t) const
- bool **has\_virus** (std::string name) const
- bool **has\_virus** (const [Virus](#)< TSeq > &v) const
- void **print** ([Model](#)< TSeq > \*model, bool compressed=false) const
- [Entities](#)< TSeq > **get\_entities** ()
- const [Entities\\_const](#)< TSeq > **get\_entities** () const
- const [Entity](#)< TSeq > & **get\_entity** (size\_t i) const
- [Entity](#)< TSeq > & **get\_entity** (size\_t i)
- size\_t **get\_n\_entities** () const
- bool **operator==** (const [Agent](#)< TSeq > &other) const
- bool **operator!=** (const [Agent](#)< TSeq > &other) const

### Add/Remove Virus/Tool

*Any of these is ultimately reflected at the end of the iteration.*

#### Parameters

tool	<i><a href="#">Tool</a> to add</i>
virus	<i><a href="#">Virus</a> to add</i>
state_new	<i>state after the change</i>
queue	

- void **add\_tool** (ToolPtr< TSeq > tool, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **add\_tool** ([Tool](#)< TSeq > tool, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **set\_virus** (VirusPtr< TSeq > virus, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **set\_virus** ([Virus](#)< TSeq > virus, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **add\_entity** ([Entity](#)< TSeq > &entity, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_tool** (epiworld\_fast\_uint tool\_idx, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_tool** (ToolPtr< TSeq > &tool, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_virus** ([Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_entity** (epiworld\_fast\_uint entity\_idx, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_entity** ([Entity](#)< TSeq > &entity, [Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)
- void **rm\_agent\_by\_virus** ([Model](#)< TSeq > \*model, epiworld\_fast\_int state\_new=-99, epiworld\_fast\_int queue=-99)

*[Agent](#) removed by virus.*

### Get the rates (multipliers) for the agent

#### Parameters

v	A pointer to a virus.
---	-----------------------

#### Returns

*epiworld\_double*

- epiworld\_double **get\_susceptibility\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_transmission\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_recovery\_enhancer** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_death\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)

- double & **operator()** (size\_t j)

*Access the j-th column of the agent.*

- double & **operator[]** (size\_t j)
- double **operator()** (size\_t j) const
- double **operator[]** (size\_t j) const

### Friends

- class **Model**< TSeq >
- class **Virus**< TSeq >
- class **Tool**< TSeq >
- class **Tools**< TSeq >
- class **Tools\_const**< TSeq >
- class **Queue**< TSeq >
- class **Entities**< TSeq >

- class **AgentsSample**< TSeq >
- void **default\_add\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_add\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_add\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_change\_state** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

### 13.4.1 Detailed Description

```
template<typename TSeq>
class epiworld::Agent< TSeq >
```

[Agent](#) (agents)

Template Parameters

<a href="#">TSeq</a>	Sequence type (should match TSeq across the model)
----------------------	----------------------------------------------------

### 13.4.2 Member Function Documentation

#### 13.4.2.1 operator()()

```
template<typename TSeq >
double & Agent< TSeq >::operator() (
    size_t j ) [inline]
```

Access the j-th column of the agent.

If an external array has been specified, then these two functions can be used to access additional agent's features not included in the model.

The `operator[]` method is with no boundary check, whereas the `operator()` method checks boundaries. The former can result in a segfault.

Parameters

<a href="#">j</a>	
-------------------	--

Returns

double&



### 13.4.2.2 swap\_neighbors()

```
template<typename TSeq >
void Agent< TSeq >::swap_neighbors (
    Agent< TSeq > & other,
    size_t n_this,
    size_t n_other ) [inline]
```

Swaps neighbors between the current agent and agent `other`

#### Parameters

<i>other</i>	
<i>n_this</i>	
<i>n_other</i>	

## 13.4.3 Friends And Related Function Documentation

### 13.4.3.1 default\_rm\_entity

```
template<typename TSeq >
void default_rm_entity (
    Event< TSeq > & a,
    Model< TSeq > * m ) [friend]
```

< Last entity of the agent

< Last agent of the entity

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.5 AgentsSample< TSeq > Class Template Reference

Sample of agents.

```
#include <agentssample-bones.hpp>
```

## Public Member Functions

- [AgentsSample](#) ()=delete  
*Default constructor.*
- [AgentsSample](#) (const [AgentsSample](#)< TSeq > &a)=delete  
*Copy constructor.*
- [AgentsSample](#) ([AgentsSample](#)< TSeq > &&a)=delete  
*Move constructor.*
- **AgentsSample** ([Model](#)< TSeq > &model\_, size\_t n, std::vector< size\_t > states\_={}, bool truncate=false)
- **AgentsSample** ([Model](#)< TSeq > \*model, [Entity](#)< TSeq > &entity\_, size\_t n, std::vector< size\_t > states\_←\_={}, bool truncate=false)
- [AgentsSample](#) ([Model](#)< TSeq > \*model, [Agent](#)< TSeq > &agent\_, size\_t n, std::vector< size\_t > states\_←\_={}, bool truncate=false)  
*Sample from the agent's entities.*
- std::vector< [Agent](#)< TSeq > \* >::iterator **begin** ()
- std::vector< [Agent](#)< TSeq > \* >::iterator **end** ()
- [Agent](#)< TSeq > \* **operator[]** (size\_t n)
- [Agent](#)< TSeq > \* **operator()** (size\_t n)
- size\_t **size** () const noexcept

### 13.5.1 Detailed Description

```
template<typename TSeq>
class AgentsSample< TSeq >
```

Sample of agents.

This class allows sampling agents from Entity<TSeq> and Model<TSeq>.

Template Parameters

<i>TSeq</i>	
-------------	--

### 13.5.2 Constructor & Destructor Documentation

#### 13.5.2.1 AgentsSample()

```
template<typename TSeq >
AgentsSample< TSeq >::AgentsSample (
    Model< TSeq > * model,
    Agent< TSeq > & agent_,
    size_t n,
    std::vector< size_t > states_ = {},
    bool truncate = false ) [inline]
```

Sample from the agent's entities.

For example, how many individuals the agent contacts in a given point in time.

## Template Parameters

<i>TSeq</i>	
-------------	--

## Parameters

<i>agent</i> ↔	
—	
<i>n</i>	Sample size
<i>truncate</i>	If the agent has fewer than <i>n</i> connections, then <i>truncate</i> = true will automatically reduce the number of possible samples. Otherwise, if false, then it returns an error.

The documentation for this class was generated from the following file:

- include/epiworld/agentssample-bones.hpp

## 13.6 epiworld::AgentsSample< TSeq > Class Template Reference

Sample of agents.

```
#include <epiworld.hpp>
```

### Public Member Functions

- [AgentsSample](#) ()=delete  
*Default constructor.*
- [AgentsSample](#) (const [AgentsSample](#)< TSeq > &a)=delete  
*Copy constructor.*
- [AgentsSample](#) ([AgentsSample](#)< TSeq > &&a)=delete  
*Move constructor.*
- [AgentsSample](#) ([Model](#)< TSeq > &model\_, size\_t n, std::vector< size\_t > states\_={}, bool truncate=false)
- [AgentsSample](#) ([Model](#)< TSeq > \*model, [Entity](#)< TSeq > &entity\_, size\_t n, std::vector< size\_t > states\_↔\_={}, bool truncate=false)
- [AgentsSample](#) ([Model](#)< TSeq > \*model, [Agent](#)< TSeq > &agent\_, size\_t n, std::vector< size\_t > states\_↔\_={}, bool truncate=false)  
*Sample from the agent's entities.*
- std::vector< [Agent](#)< TSeq > \* >::iterator **begin** ()
- std::vector< [Agent](#)< TSeq > \* >::iterator **end** ()
- [Agent](#)< TSeq > \* **operator[]** (size\_t n)
- [Agent](#)< TSeq > \* **operator()** (size\_t n)
- size\_t **size** () const noexcept

### 13.6.1 Detailed Description

```
template<typename TSeq>
class epiworld::AgentsSample< TSeq >
```

Sample of agents.

This class allows sampling agents from [Entity](#)<TSeq> and [Model](#)<TSeq>.

## Template Parameters

<i>TSeq</i>	
-------------	--

## 13.6.2 Constructor & Destructor Documentation

### 13.6.2.1 AgentsSample()

```
template<typename TSeq >
AgentsSample< TSeq >::AgentsSample (
    Model< TSeq > * model,
    Agent< TSeq > & agent_,
    size_t n,
    std::vector< size_t > states_ = {},
    bool truncate = false ) [inline]
```

Sample from the agent's entities.

For example, how many individuals the agent contacts in a given point in time.

## Template Parameters

<i>TSeq</i>	
-------------	--

## Parameters

<i>agent</i> ↔	
<i>n</i>	Sample size
<i>truncate</i>	If the agent has fewer than <i>n</i> connections, then <i>truncate</i> = true will automatically reduce the number of possible samples. Otherwise, if false, then it returns an error.

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.7 DataBase< TSeq > Class Template Reference

Statistical data about the process.

```
#include <database-bones.hpp>
```

## Public Member Functions

- **DataBase** ([Model](#)< TSeq > &m)
- **DataBase** (const [DataBase](#)< TSeq > &db)
- void [record\\_virus](#) ([Virus](#)< TSeq > &v)
  - Registering a new variant.*
- void [record\\_tool](#) ([Tool](#)< TSeq > &t)
- void [set\\_seq\\_hasher](#) (std::function< std::vector< int >(TSeq)> fun)
- void [reset](#) ()
- [Model](#)< TSeq > \* [get\\_model](#) ()
- void [record](#) ()
- const std::vector< TSeq > & [get\\_sequence](#) () const
- const std::vector< int > & [get\\_nexposed](#) () const
- size\_t [size](#) () const
- void [write\\_data](#) (std::string fn\_virus\_info, std::string fn\_virus\_hist, std::string fn\_tool\_info, std::string fn\_tool\_hist, std::string fn\_total\_hist, std::string fn\_transmission, std::string fn\_transition, std::string fn\_reproductive\_number, std::string fn\_generation\_time) const
- void [record\\_transmission](#) (int i, int j, int virus, int i\_expo\_date)
- size\_t [get\\_n\\_viruses](#) () const
- size\_t [get\\_n\\_tools](#) () const
- void [set\\_user\\_data](#) (std::vector< std::string > names)
- void [add\\_user\\_data](#) (std::vector< epiworld\_double > x)
- void [add\\_user\\_data](#) (epiworld\_fast\_uint j, epiworld\_double x)
- [UserData](#)< TSeq > & [get\\_user\\_data](#) ()
- std::vector< epiworld\_double > [transition\\_probability](#) (bool print=true) const
  - Calculates the transition probabilities.*
- bool [operator==](#) (const [DataBase](#)< TSeq > &other) const
- bool [operator!=](#) (const [DataBase](#)< TSeq > &other) const
- bool [operator==](#) (const [DataBase](#)< std::vector< int >> &other) const
- bool [operator==](#) (const [DataBase](#)< std::vector< int >> &other) const

### Get recorded information from the model

#### Parameters

what	<i>std::string, The state, e.g., 0, 1, 2, ...</i>
------	---------------------------------------------------

#### Returns

*In [get\\_today\\_total](#), the current counts of what.*

*In [get\\_today\\_virus](#), the current counts of what for each virus.*

*In [get\\_hist\\_total](#), the time series of what*

*In [get\\_hist\\_virus](#), the time series of what for each virus.*

*In [get\\_hist\\_total\\_date](#) and [get\\_hist\\_virus\\_date](#) the corresponding date*

- int [get\\_today\\_total](#) (std::string what) const
- int [get\\_today\\_total](#) (epiworld\_fast\_uint what) const
- void [get\\_today\\_total](#) (std::vector< std::string > \*state=nullptr, std::vector< int > \*counts=nullptr) const
- void [get\\_today\\_virus](#) (std::vector< std::string > &state, std::vector< int > &id, std::vector< int > &counts) const
- void [get\\_hist\\_total](#) (std::vector< int > \*date, std::vector< std::string > \*state, std::vector< int > \*counts) const
- void [get\\_hist\\_virus](#) (std::vector< int > &date, std::vector< int > &id, std::vector< std::string > &state, std::vector< int > &counts) const
- void [get\\_hist\\_tool](#) (std::vector< int > &date, std::vector< int > &id, std::vector< std::string > &state, std::vector< int > &counts) const

- void **get\_hist\_transition\_matrix** (std::vector< std::string > &state\_from, std::vector< std::string > &state\_to, std::vector< int > &date, std::vector< int > &counts, bool skip\_zeros) const
- void **get\_transmissions** (std::vector< int > &date, std::vector< int > &source, std::vector< int > &target, std::vector< int > &virus, std::vector< int > &source\_exposure\_date) const  
*Get the transmissions object.*
- void **get\_transmissions** (int \*date, int \*source, int \*target, int \*virus, int \*source\_exposure\_date) const
- MapVec\_type< int, int > **reproductive\_number** () const  
*Computes the reproductive number of each case.*
- void **reproductive\_number** (std::string fn) const
- void **generation\_time** (std::vector< int > &agent\_id, std::vector< int > &virus\_id, std::vector< int > &time, std::vector< int > &gentime) const
- void **generation\_time** (std::string fn) const

## Friends

- class **Model**< TSeq >
- void **default\_add\_virus** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_add\_tool** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_rm\_virus** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_rm\_tool** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_change\_state** (Event< TSeq > &a, Model< TSeq > \*m)

### 13.7.1 Detailed Description

```
template<typename TSeq>
class DataBase< TSeq >
```

Statistical data about the process.

Template Parameters

<i>TSeq</i>	
-------------	--

### 13.7.2 Member Function Documentation

## 13.7.2.1 generation\_time()

```
template<typename TSeq >
void DataBase< TSeq >::generation_time (
    std::vector< int > & agent_id,
    std::vector< int > & virus_id,
    std::vector< int > & time,
    std::vector< int > & gentime ) const [inline]
```

Calculates the generating time

## Parameters

<i>agent_id, virus_id, time, gentime</i>	vectors where to save the values agent_id
------------------------------------------	-------------------------------------------

## 13.7.2.2 get\_transmissions()

```
template<typename TSeq >
void DataBase< TSeq >::get_transmissions (
    std::vector< int > & date,
    std::vector< int > & source,
    std::vector< int > & target,
    std::vector< int > & virus,
    std::vector< int > & source_exposure_date ) const [inline]
```

Get the transmissions object.

## Parameters

<i>date</i>	
<i>source</i>	
<i>target</i>	
<i>virus</i>	
<i>source_exposure_date</i>	

## 13.7.2.3 operator==( ) [1/3]

```
bool DataBase< std::vector< int > >::operator==(
    const DataBase< std::vector< int >> & other ) const [inline]
```

< Date of the transmission eve,

< Id of the sour,

< Id of the targ,

< Id of the varia,

< Date when the source acquired the varia,

### 13.7.2.4 operator==( ) [2/3]

```
bool DataBase< std::vector< int > >::operator== (
    const DataBase< std::vector< int >> & other ) const [inline]
```

< Date of the transmission eve,

< Id of the sour,

< Id of the targ,

< Id of the varia,

< Date when the source acquired the varia,

### 13.7.2.5 operator==( ) [3/3]

```
template<typename TSeq >
bool DataBase< TSeq >::operator== (
    const DataBase< TSeq > & other ) const [inline]
```

< Date of the transmission eve

< Id of the sour

< Id of the targ

< Id of the varia

< Date when the source acquired the varia

### 13.7.2.6 record\_virus()

```
template<typename TSeq >
void DataBase< TSeq >::record_virus (
    Virus< TSeq > & v ) [inline]
```

Registering a new variant.

#### Parameters

v	Pointer to the new virus. Since viruses are originated in the agent, the numbers simply move around. From the parent virus to the new virus. And the total number of infected does not change.
---	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### 13.7.2.7 reproductive\_number()

```
template<typename TSeq >
MapVec_type< int, int > DataBase< TSeq >::reproductive_number [inline]
```



Computes the reproductive number of each case.

By definition, whereas it computes  $R_0$  (basic reproductive number) or  $R_t/R$  (the effective reproductive number) will depend on whether the virus is allowed to circulate naïvely or not, respectively.

#### Parameters

<i>fn</i>	File where to write out the reproductive number.
-----------	--------------------------------------------------

#### 13.7.2.8 transition\_probability()

```
template<typename TSeq >
std::vector< epiworld_double > DataBase< TSeq >::transition_probability (
    bool print = true ) const [inline]
```

Calculates the transition probabilities.

#### Returns

std::vector< epiworld\_double >

The documentation for this class was generated from the following files:

- include/epiworld/database-bones.hpp
- include/epiworld/database-meat.hpp

## 13.8 epiworld::DataBase< TSeq > Class Template Reference

Statistical data about the process.

```
#include <epiworld.hpp>
```

### Public Member Functions

- **DataBase** ([Model](#)< TSeq > &m)
- **DataBase** (const [DataBase](#)< TSeq > &db)
- void [record\\_virus](#) ([Virus](#)< TSeq > &v)  
*Registering a new variant.*
- void [record\\_tool](#) ([Tool](#)< TSeq > &t)
- void [set\\_seq\\_hasher](#) (std::function< std::vector< int >(TSeq)> fun)
- void [reset](#) ()
- [Model](#)< TSeq > \* [get\\_model](#) ()
- void [record](#) ()
- const std::vector< TSeq > & [get\\_sequence](#) () const
- const std::vector< int > & [get\\_nexposed](#) () const
- size\_t [size](#) () const

- void **write\_data** (std::string fn\_virus\_info, std::string fn\_virus\_hist, std::string fn\_tool\_info, std::string fn\_tool\_hist, std::string fn\_total\_hist, std::string fn\_transmission, std::string fn\_transition, std::string fn\_reproductive\_number, std::string fn\_generation\_time) const
- void **record\_transmission** (int i, int j, int virus, int i\_expo\_date)
- size\_t **get\_n\_viruses** () const
- size\_t **get\_n\_tools** () const
- void **set\_user\_data** (std::vector< std::string > names)
- void **add\_user\_data** (std::vector< epiworld\_double > x)
- void **add\_user\_data** (epiworld\_fast\_uint j, epiworld\_double x)
- [UserData](#)< TSeq > & **get\_user\_data** ()
- std::vector< epiworld\_double > [transition\\_probability](#) (bool print=true) const  
*Calculates the transition probabilities.*
- bool **operator==** (const [DataBase](#)< TSeq > &other) const
- bool **operator!=** (const [DataBase](#)< TSeq > &other) const

### Get recorded information from the model

#### Parameters

what	<i>std::string, The state, e.g., 0, 1, 2, ...</i>
------	---------------------------------------------------

#### Returns

*In [get\\_today\\_total](#), the current counts of what.*

*In [get\\_today\\_virus](#), the current counts of what for each virus.*

*In [get\\_hist\\_total](#), the time series of what*

*In [get\\_hist\\_virus](#), the time series of what for each virus.*

*In [get\\_hist\\_total\\_date](#) and [get\\_hist\\_virus\\_date](#) the corresponding date*

- int **get\_today\_total** (std::string what) const
  - int **get\_today\_total** (epiworld\_fast\_uint what) const
  - void **get\_today\_total** (std::vector< std::string > \*state=nullptr, std::vector< int > \*counts=nullptr) const
  - void **get\_today\_virus** (std::vector< std::string > &state, std::vector< int > &id, std::vector< int > &counts) const
  - void **get\_hist\_total** (std::vector< int > \*date, std::vector< std::string > \*state, std::vector< int > \*counts) const
  - void **get\_hist\_virus** (std::vector< int > &date, std::vector< int > &id, std::vector< std::string > &state, std::vector< int > &counts) const
  - void **get\_hist\_tool** (std::vector< int > &date, std::vector< int > &id, std::vector< std::string > &state, std::vector< int > &counts) const
  - void **get\_hist\_transition\_matrix** (std::vector< std::string > &state\_from, std::vector< std::string > &state\_to, std::vector< int > &date, std::vector< int > &counts, bool skip\_zeros) const
- 
- void [get\\_transmissions](#) (std::vector< int > &date, std::vector< int > &source, std::vector< int > &target, std::vector< int > &virus, std::vector< int > &source\_exposure\_date) const  
*Get the transmissions object.*
  - void **get\_transmissions** (int \*date, int \*source, int \*target, int \*virus, int \*source\_exposure\_date) const
- 
- MapVec\_type< int, int > [reproductive\\_number](#) () const

*Computes the reproductive number of each case.*

- void **reproductive\_number** (std::string fn) const
- void **generation\_time** (std::vector< int > &agent\_id, std::vector< int > &virus\_id, std::vector< int > &time, std::vector< int > &gentime) const
- void **generation\_time** (std::string fn) const

## Friends

- class **Model**< TSeq >
- void **default\_add\_virus** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_add\_tool** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_rm\_virus** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_rm\_tool** (Event< TSeq > &a, Model< TSeq > \*m)
- void **default\_change\_state** (Event< TSeq > &a, Model< TSeq > \*m)

## 13.8.1 Detailed Description

```
template<typename TSeq>
class epiworld::DataBase< TSeq >
```

Statistical data about the process.

### Template Parameters

<i>TSeq</i>	
-------------	--

## 13.8.2 Member Function Documentation

### 13.8.2.1 generation\_time()

```
template<typename TSeq >
void DataBase< TSeq >::generation_time (
    std::vector< int > & agent_id,
    std::vector< int > & virus_id,
    std::vector< int > & time,
    std::vector< int > & gentime ) const [inline]
```

Calculates the generating time

### Parameters

<i>agent_id, virus_id, time, gentime</i>	vectors where to save the values agent_id
------------------------------------------	-------------------------------------------

### 13.8.2.2 get\_transmissions()

```
template<typename TSeq >
void DataBase< TSeq >::get_transmissions (
    std::vector< int > & date,
    std::vector< int > & source,
    std::vector< int > & target,
    std::vector< int > & virus,
    std::vector< int > & source_exposure_date ) const [inline]
```

Get the transmissions object.

#### Parameters

<i>date</i>	
<i>source</i>	
<i>target</i>	
<i>virus</i>	
<i>source_exposure_date</i>	

### 13.8.2.3 operator==( )

```
template<typename TSeq >
bool DataBase< TSeq >::operator==(
    const DataBase< TSeq > & other ) const [inline]
```

< Date of the transmission eve

< Id of the sour

< Id of the targ

< Id of the varia

< Date when the source acquired the varia

### 13.8.2.4 record\_virus()

```
template<typename TSeq >
void DataBase< TSeq >::record_virus (
    Virus< TSeq > & v ) [inline]
```

Registering a new variant.

## Parameters

<i>v</i>	Pointer to the new virus. Since viruses are originated in the agent, the numbers simply move around. From the parent virus to the new virus. And the total number of infected does not change.
----------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

**13.8.2.5 reproductive\_number()**

```
template<typename TSeq >
MapVec_type< int, int > DataBase< TSeq >::reproductive_number [inline]
```

Computes the reproductive number of each case.

By definition, whereas it computes R0 (basic reproductive number) or Rt/R (the effective reproductive number) will depend on whether the virus is allowed to circulate naïvely or not, respectively.

## Parameters

<i>fn</i>	File where to write out the reproductive number.
-----------	--------------------------------------------------

**13.8.2.6 transition\_probability()**

```
template<typename TSeq >
std::vector< epiworld_double > DataBase< TSeq >::transition_probability (
    bool print = true ) const [inline]
```

Calculates the transition probabilities.

## Returns

`std::vector< epiworld_double >`

The documentation for this class was generated from the following file:

- epiworld.hpp

**13.9 Entities< TSeq > Class Template Reference**

Set of [Entities](#) (useful for building iterators)

```
#include <entities-bones.hpp>
```

## Public Member Functions

- **Entities** ([Agent](#)< TSeq > &p)
- std::vector< [Entity](#)< TSeq > \* >::iterator **begin** ()
- std::vector< [Entity](#)< TSeq > \* >::iterator **end** ()
- [Entity](#)< TSeq > & **operator**() (size\_t i)
- [Entity](#)< TSeq > & **operator**[] (size\_t i)
- size\_t **size** () const noexcept
- bool **operator==** (const [Entities](#)< TSeq > &other) const

## Friends

- class **Entity**< TSeq >
- class **Agent**< TSeq >

### 13.9.1 Detailed Description

```
template<typename TSeq>
class Entities< TSeq >
```

Set of [Entities](#) (useful for building iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/entities-bones.hpp

## 13.10 epiworld::Entities< TSeq > Class Template Reference

Set of [Entities](#) (useful for building iterators)

```
#include <epiworld.hpp>
```

## Public Member Functions

- **Entities** ([Agent](#)< TSeq > &p)
- std::vector< [Entity](#)< TSeq > \* >::iterator **begin** ()
- std::vector< [Entity](#)< TSeq > \* >::iterator **end** ()
- [Entity](#)< TSeq > & **operator**() (size\_t i)
- [Entity](#)< TSeq > & **operator**[] (size\_t i)
- size\_t **size** () const noexcept
- bool **operator==** (const [Entities](#)< TSeq > &other) const

## Friends

- class **Entity**< TSeq >
- class **Agent**< TSeq >

### 13.10.1 Detailed Description

```
template<typename TSeq>
class epiworld::Entities< TSeq >
```

Set of [Entities](#) (useful for building iterators)

Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.11 Entities\_const< TSeq > Class Template Reference

Set of [Entities](#) (const) (useful for iterators)

```
#include <entities-bones.hpp>
```

## Public Member Functions

- **Entities\_const** (const [Agent](#)< TSeq > &p)
- std::vector< [Entity](#)< TSeq > \* >::const\_iterator **begin** ()
- std::vector< [Entity](#)< TSeq > \* >::const\_iterator **end** ()
- const [Entity](#)< TSeq > & **operator()** (size\_t i)
- const [Entity](#)< TSeq > & **operator[]** (size\_t i)
- size\_t **size** () const noexcept
- bool **operator==** (const [Entities\\_const](#)< TSeq > &other) const

## Friends

- class **Virus**< TSeq >
- class **Agent**< TSeq >

### 13.11.1 Detailed Description

```
template<typename TSeq>
class Entities_const< TSeq >
```

Set of [Entities](#) (const) (useful for iterators)

## Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- include/epiworld/entities-bones.hpp

## 13.12 epiworld::Entities\_const< TSeq > Class Template Reference

Set of [Entities](#) (const) (useful for iterators)

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Entities\_const** (const [Agent](#)< TSeq > &p)
- std::vector< [Entity](#)< TSeq > \* >::const\_iterator **begin** ()
- std::vector< [Entity](#)< TSeq > \* >::const\_iterator **end** ()
- const [Entity](#)< TSeq > & **operator()** (size\_t i)
- const [Entity](#)< TSeq > & **operator[]** (size\_t i)
- size\_t **size** () const noexcept
- bool **operator==** (const [Entities\\_const](#)< TSeq > &other) const

### Friends

- class **Virus**< TSeq >
- class **Agent**< TSeq >

### 13.12.1 Detailed Description

```
template<typename TSeq>
class epiworld::Entities_const< TSeq >
```

Set of [Entities](#) (const) (useful for iterators)

## Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- epiworld.hpp



## 13.13 Entity< TSeq > Class Template Reference

### Public Member Functions

- **Entity** (std::string name)
- void **add\_agent** ([Agent](#)< TSeq > &p, [Model](#)< TSeq > \*model)
- void **add\_agent** ([Agent](#)< TSeq > \*p, [Model](#)< TSeq > \*model)
- void **rm\_agent** (size\_t idx)
- size\_t **size** () const noexcept
- void **set\_location** (std::vector< epiworld\_double > loc)
- std::vector< epiworld\_double > & **get\_location** ()
- std::vector< [Agent](#)< TSeq > \* >::iterator **begin** ()
- std::vector< [Agent](#)< TSeq > \* >::iterator **end** ()
- std::vector< [Agent](#)< TSeq > \* >::const\_iterator **begin** () const
- std::vector< [Agent](#)< TSeq > \* >::const\_iterator **end** () const
- [Agent](#)< TSeq > \* **operator[]** (size\_t i)
- int **get\_id** () const noexcept
- const std::string & **get\_name** () const noexcept
- void **set\_state** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **set\_queue** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **get\_state** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- void **get\_queue** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- void **reset** ()
- bool **operator==** (const [Entity](#)< TSeq > &other) const
- bool **operator!=** (const [Entity](#)< TSeq > &other) const

### Friends

- class [Agent](#)< TSeq >
- class [AgentsSample](#)< TSeq >
- class [Model](#)< TSeq >
- void **default\_add\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

### 13.13.1 Friends And Related Function Documentation

#### 13.13.1.1 default\_rm\_entity

```
template<typename TSeq >
void default_rm_entity (
    Event< TSeq > & a,
    Model< TSeq > * m ) [friend]
```

< Last entity of the agent

< Last agent of the entity

< Last entity of the agent

< Last agent of the entity

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/entity-bones.hpp
- include/epiworld/entity-meat.hpp

## 13.14 epiworld::Entity< TSeq > Class Template Reference

### Public Member Functions

- **Entity** (std::string name)
- void **add\_agent** ([Agent](#)< TSeq > &p, [Model](#)< TSeq > \*model)
- void **add\_agent** ([Agent](#)< TSeq > \*p, [Model](#)< TSeq > \*model)
- void **rm\_agent** (size\_t idx)
- size\_t **size** () const noexcept
- void **set\_location** (std::vector< epiworld\_double > loc)
- std::vector< epiworld\_double > & **get\_location** ()
- std::vector< [Agent](#)< TSeq > \* >::iterator **begin** ()
- std::vector< [Agent](#)< TSeq > \* >::iterator **end** ()
- std::vector< [Agent](#)< TSeq > \* >::const\_iterator **begin** () const
- std::vector< [Agent](#)< TSeq > \* >::const\_iterator **end** () const
- [Agent](#)< TSeq > \* **operator[]** (size\_t i)
- int **get\_id** () const noexcept
- const std::string & **get\_name** () const noexcept
- void **set\_state** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **set\_queue** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **get\_state** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- void **get\_queue** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- void **reset** ()
- bool **operator==** (const [Entity](#)< TSeq > &other) const
- bool **operator!=** (const [Entity](#)< TSeq > &other) const

### Friends

- class [Agent](#)< TSeq >
- class [AgentsSample](#)< TSeq >
- class [Model](#)< TSeq >
- void **default\_add\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_entity** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

### 13.14.1 Friends And Related Function Documentation

#### 13.14.1.1 default\_rm\_entity

```
template<typename TSeq >
void default_rm_entity (
    Event< TSeq > & a,
    Model< TSeq > * m ) [friend]
```

< Last entity of the agent

< Last agent of the entity

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.15 epiworld::Event< TSeq > Struct Template Reference

[Event](#) data for update an agent.

```
#include <epiworld.hpp>
```

### Public Member Functions

- [Event](#)([Agent](#)< TSeq > \*agent\_, VirusPtr< TSeq > virus\_, ToolPtr< TSeq > tool\_, [Entity](#)< TSeq > \*entity\_↵\_, epiworld\_fast\_int new\_state\_, epiworld\_fast\_int queue\_, ActionFun< TSeq > call\_, int idx\_agent\_, int idx\_object\_)

Construct a new [Event](#) object.

### Public Attributes

- [Agent](#)< TSeq > \* **agent**
- VirusPtr< TSeq > **virus**
- ToolPtr< TSeq > **tool**
- [Entity](#)< TSeq > \* **entity**
- epiworld\_fast\_int **new\_state**
- epiworld\_fast\_int **queue**
- ActionFun< TSeq > **call**
- int **idx\_agent**
- int **idx\_object**

### 13.15.1 Detailed Description

```
template<typename TSeq>
struct epiworld::Event< TSeq >
```

[Event](#) data for update an agent.

Template Parameters

<a href="#">TSeq</a>	
----------------------	--

### 13.15.2 Constructor & Destructor Documentation

#### 13.15.2.1 Event()

```
template<typename TSeq >
epiworld::Event< TSeq >::Event (
    Agent< TSeq > * agent_,
```

```

VirusPtr< TSeq > virus_,
ToolPtr< TSeq > tool_,
Entity< TSeq > * entity_,
epiworld_fast_int new_state_,
epiworld_fast_int queue_,
ActionFun< TSeq > call_,
int idx_agent_,
int idx_object_ ) [inline]

```

Construct a new [Event](#) object.

All the parameters are rather optional.

#### Parameters

<i>agent_</i>	<a href="#">Agent</a> over who the action will happen
<i>virus_</i>	<a href="#">Virus</a> to add
<i>tool_</i>	<a href="#">Tool</a> to add
<i>virus_idx</i>	Index of virus to be removed (if needed)
<i>tool_idx</i>	Index of tool to be removed (if needed)
<i>new_↔ state_</i>	Next state
<i>queue_</i>	Effect on the queue
<i>call_</i>	The action call (if needed)
<i>idx_↔ agent_</i>	Location of agent in object.
<i>idx_↔ object_</i>	Location of object in agent.

The documentation for this struct was generated from the following file:

- epiworld.hpp

## 13.16 [Event](#)< TSeq > Struct Template Reference

[Event](#) data for update an agent.

```
#include <config.hpp>
```

### Public Member Functions

- [Event](#) ([Agent](#)< TSeq > \*agent\_, VirusPtr< TSeq > virus\_, ToolPtr< TSeq > tool\_, [Entity](#)< TSeq > \*entity\_↔, epiworld\_fast\_int new\_state\_, epiworld\_fast\_int queue\_, ActionFun< TSeq > call\_, int idx\_agent\_, int idx\_object\_)

Construct a new [Event](#) object.

## Public Attributes

- [Agent](#)< TSeq > \* **agent**
- VirusPtr< TSeq > **virus**
- ToolPtr< TSeq > **tool**
- [Entity](#)< TSeq > \* **entity**
- epiworld\_fast\_int **new\_state**
- epiworld\_fast\_int **queue**
- ActionFun< TSeq > **call**
- int **idx\_agent**
- int **idx\_object**

### 13.16.1 Detailed Description

```
template<typename TSeq>
struct Event< TSeq >
```

[Event](#) data for update an agent.

#### Template Parameters

<i>TSeq</i>	
-------------	--

### 13.16.2 Constructor & Destructor Documentation

#### 13.16.2.1 Event()

```
template<typename TSeq >
Event< TSeq >::Event (
    Agent< TSeq > * agent_,
    VirusPtr< TSeq > virus_,
    ToolPtr< TSeq > tool_,
    Entity< TSeq > * entity_,
    epiworld_fast_int new_state_,
    epiworld_fast_int queue_,
    ActionFun< TSeq > call_,
    int idx_agent_,
    int idx_object_ ) [inline]
```

Construct a new [Event](#) object.

All the parameters are rather optional.

#### Parameters

<i>agent_</i>	<a href="#">Agent</a> over who the action will happen
<i>virus_</i>	<a href="#">Virus</a> to add
<i>tool_</i>	<a href="#">Tool</a> to add

## Parameters

<i>virus_idx</i>	Index of virus to be removed (if needed)
<i>tool_idx</i>	Index of tool to be removed (if needed)
<i>new_↔ state_</i>	Next state
<i>queue_</i>	Effect on the queue
<i>call_</i>	The action call (if needed)
<i>idx_↔ agent_</i>	Location of agent in object.
<i>idx_↔ object_</i>	Location of object in agent.

The documentation for this struct was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/config.hpp

## 13.17 epiworld::GlobalEvent< TSeq > Class Template Reference

Template for a Global [Event](#).

```
#include <epiworld.hpp>
```

### Public Member Functions

- [GlobalEvent](#) (GlobalFun< TSeq > fun, std::string name, int day=-99)  
*Construct a new Global [Event](#) object.*
- void **operator()** ([Model](#)< TSeq > \*m, int day)
- void **set\_name** (std::string name)
- std::string **get\_name** () const
- void **set\_day** (int day)
- int **get\_day** () const
- void **print** () const
- bool **operator==** (const [GlobalEvent](#)< TSeq > &other) const
- bool **operator!=** (const [GlobalEvent](#)< TSeq > &other) const

### 13.17.1 Detailed Description

```
template<typename TSeq>
class epiworld::GlobalEvent< TSeq >
```

Template for a Global [Event](#).

Global events are functions that [Model](#)<TSeq> executes at the end of a day.

## 13.17.2 Constructor & Destructor Documentation

### 13.17.2.1 GlobalEvent()

```
template<typename TSeq >
GlobalEvent< TSeq >::GlobalEvent (
    GlobalFun< TSeq > fun,
    std::string name,
    int day = -99 ) [inline]
```

Construct a new Global [Event](#) object.

#### Parameters

<i>fun</i>	A function that takes a Model<TSeq> * as argument and returns void.
<i>name</i>	A descriptive name for the action.
<i>day</i>	The day when the action will be executed. If negative, it will be executed every day.

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.18 GlobalEvent< TSeq > Class Template Reference

Template for a Global [Event](#).

```
#include <globalevent-bones.hpp>
```

### Public Member Functions

- [GlobalEvent](#) (GlobalFun< TSeq > fun, std::string name, int day=-99)  
*Construct a new Global [Event](#) object.*
- void **operator()** ([Model](#)< TSeq > \*m, int day)
- void **set\_name** (std::string name)
- std::string **get\_name** () const
- void **set\_day** (int day)
- int **get\_day** () const
- void **print** () const
- bool **operator==** (const [GlobalEvent](#)< TSeq > &other) const
- bool **operator!=** (const [GlobalEvent](#)< TSeq > &other) const

### 13.18.1 Detailed Description

```
template<typename TSeq>
class GlobalEvent< TSeq >
```

Template for a Global [Event](#).

Global events are functions that Model<TSeq> executes at the end of a day.

## 13.18.2 Constructor & Destructor Documentation

### 13.18.2.1 GlobalEvent()

```
template<typename TSeq >
GlobalEvent< TSeq >::GlobalEvent (
    GlobalFun< TSeq > fun,
    std::string name,
    int day = -99 ) [inline]
```

Construct a new Global [Event](#) object.

#### Parameters

<i>fun</i>	A function that takes a <code>Model&lt;TSeq&gt; *</code> as argument and returns void.
<i>name</i>	A descriptive name for the action.
<i>day</i>	The day when the action will be executed. If negative, it will be executed every day.

The documentation for this class was generated from the following files:

- include/epiworld/globalevent-bones.hpp
- include/epiworld/globalevent-meat.hpp

## 13.19 epiworld::LFMCMC< TData > Class Template Reference

Likelihood-Free Markov Chain Monte Carlo.

```
#include <epiworld.hpp>
```

### Public Member Functions

- void **run** (std::vector< epiworld\_double > param\_init, size\_t n\_samples\_, epiworld\_double epsilon\_)
- **LFMCMC** (TData &observed\_data\_)
- void **set\_observed\_data** (TData &observed\_data\_)
- void **set\_proposal\_fun** (LFMCMCProposalFun< TData > fun)
- void **set\_simulation\_fun** (LFMCMCSimFun< TData > fun)
- void **set\_summary\_fun** (LFMCMCSummaryFun< TData > fun)
- void **set\_kernel\_fun** (LFMCMCKernelFun< TData > fun)
- size\_t **get\_n\_samples** () const
- size\_t **get\_n\_statistics** () const
- size\_t **get\_n\_parameters** () const
- epiworld\_double **get\_epsilon** () const
- const std::vector< epiworld\_double > & **get\_params\_now** ()
- const std::vector< epiworld\_double > & **get\_params\_prev** ()
- const std::vector< epiworld\_double > & **get\_params\_init** ()
- const std::vector< epiworld\_double > & **get\_statistics\_obs** ()



- `const std::vector< epiworld_double > & get_statistics_hist ()`
- `const std::vector< bool > & get_statistics_accepted ()`
- `const std::vector< epiworld_double > & get_posterior_if_prob ()`
- `const std::vector< epiworld_double > & get_drawn_prob ()`
- `std::vector< TData > * get_sampled_data ()`
- `void set_par_names (std::vector< std::string > names)`
- `void set_stats_names (std::vector< std::string > names)`
- `std::vector< epiworld_double > get_params_mean ()`
- `std::vector< epiworld_double > get_stats_mean ()`
- `void print ()`

### Random number generation

#### Parameters

eng	
-----	--

- `void set_rand_engine (std::mt19937 &eng)`
- `std::mt19937 & get_rand_engine ()`
- `void seed (epiworld_fast_uint s)`
- `void set_rand_gamma (epiworld_double alpha, epiworld_double beta)`
- `epiworld_double runif ()`
- `epiworld_double rnorm ()`
- `epiworld_double rgamma ()`
- `epiworld_double runif (epiworld_double lb, epiworld_double ub)`
- `epiworld_double rnorm (epiworld_double mean, epiworld_double sd)`
- `epiworld_double rgamma (epiworld_double alpha, epiworld_double beta)`

### 13.19.1 Detailed Description

```
template<typename TData>
class epiworld::LFMCMC< TData >
```

Likelihood-Free Markov Chain Monte Carlo.

#### Template Parameters

<i>TData</i>	Type of data that is generated
--------------	--------------------------------

The documentation for this class was generated from the following file:

- `epiworld.hpp`

## 13.20 LFMCMC< TData > Class Template Reference

Likelihood-Free Markov Chain Monte Carlo.

```
#include <lfmcmc-bones.hpp>
```

## Public Member Functions

- void **run** (std::vector< epiworld\_double > param\_init, size\_t n\_samples\_, epiworld\_double epsilon\_)
- **LFMCMC** (TData &observed\_data\_)
- void **set\_observed\_data** (TData &observed\_data\_)
- void **set\_proposal\_fun** (LFMCMCProposalFun< TData > fun)
- void **set\_simulation\_fun** (LFMCMCSimFun< TData > fun)
- void **set\_summary\_fun** (LFMCMCSummaryFun< TData > fun)
- void **set\_kernel\_fun** (LFMCMCKernelFun< TData > fun)
- size\_t **get\_n\_samples** () const
- size\_t **get\_n\_statistics** () const
- size\_t **get\_n\_parameters** () const
- epiworld\_double **get\_epsilon** () const
- const std::vector< epiworld\_double > & **get\_params\_now** ()
- const std::vector< epiworld\_double > & **get\_params\_prev** ()
- const std::vector< epiworld\_double > & **get\_params\_init** ()
- const std::vector< epiworld\_double > & **get\_statistics\_obs** ()
- const std::vector< epiworld\_double > & **get\_statistics\_hist** ()
- const std::vector< bool > & **get\_statistics\_accepted** ()
- const std::vector< epiworld\_double > & **get\_posterior\_if\_prob** ()
- const std::vector< epiworld\_double > & **get\_drawn\_prob** ()
- std::vector< TData > \* **get\_sampled\_data** ()
- void **set\_par\_names** (std::vector< std::string > names)
- void **set\_stats\_names** (std::vector< std::string > names)
- std::vector< epiworld\_double > **get\_params\_mean** ()
- std::vector< epiworld\_double > **get\_stats\_mean** ()
- void **print** ()

## Random number generation

### Parameters

eng	
-----	--

- void **set\_rand\_engine** (std::mt19937 &eng)
- std::mt19937 & **get\_rand\_engine** ()
- void **seed** (epiworld\_fast\_uint s)
- void **set\_rand\_gamma** (epiworld\_double alpha, epiworld\_double beta)
- epiworld\_double **runif** ()
- epiworld\_double **rnorm** ()
- epiworld\_double **rgamma** ()
- epiworld\_double **runif** (epiworld\_double lb, epiworld\_double ub)
- epiworld\_double **rnorm** (epiworld\_double mean, epiworld\_double sd)
- epiworld\_double **rgamma** (epiworld\_double alpha, epiworld\_double beta)

## 13.20.1 Detailed Description

```
template<typename TData>
class LFMCMC< TData >
```

Likelihood-Free Markov Chain Monte Carlo.

## Template Parameters

<i>TData</i>	Type of data that is generated
--------------	--------------------------------

The documentation for this class was generated from the following files:

- include/epiworld/math/lfmcmc/lfmcmc-bones.hpp
- include/epiworld/math/lfmcmc/lfmcmc-meat-print.hpp
- include/epiworld/math/lfmcmc/lfmcmc-meat.hpp

## 13.21 epiworld::Model< TSeq > Class Template Reference

Core class of epiworld.

```
#include <epiworld.hpp>
```

Collaboration diagram for epiworld::Model< TSeq >:



### Public Member Functions

- [DataBase< TSeq >](#) & **get\_db** ()
- epiworld\_double & **operator()** (std::string pname)
- size\_t **size** () const
- void [load\\_agents\\_entities\\_ties](#) (std::string fn, int skip)  
*Associate agents-entities from a file.*
- size\_t [get\\_n\\_viruses](#) () const  
*Number of viruses in the model.*
- size\_t [get\\_n\\_tools](#) () const  
*Number of tools in the model.*
- epiworld\_fast\_uint **get\_ndays** () const
- epiworld\_fast\_uint **get\_n\_replicates** () const
- void **set\_ndays** (epiworld\_fast\_uint ndays)
- bool **get\_verbose** () const
- [Model< TSeq >](#) & **verbose\_off** ()
- [Model< TSeq >](#) & **verbose\_on** ()

- int `today` () const  
*The current time of the model.*
- void `write_data` (std::string fn\_virus\_info, std::string fn\_virus\_hist, std::string fn\_tool\_info, std::string fn\_tool\_hist, std::string fn\_total\_hist, std::string fn\_transmission, std::string fn\_transition, std::string fn\_reproductive\_number, std::string fn\_generation\_time) const  
*Wrapper of DataBase::write\_data*
- std::map< std::string, epiworld\_double > & `params` ()
- virtual void `reset` ()  
*Reset the model.*
- const `Model`< TSeq > & `print` (bool lite=false) const
- `Model`< TSeq > && `clone` () const
- void `get_elapsed` (std::string unit="auto", epiworld\_double \*last\_elapsed=nullptr, epiworld\_double \*total\_elapsed=nullptr, std::string \*unit\_abbr=nullptr, bool print=true) const
- void `add_globalevent` (std::function< void(`Model`< TSeq > \*)> fun, std::string `name`="A global action", int date=-99)  
*Set a global action.*
- void `add_globalevent` (`GlobalEvent`< TSeq > action)
- `GlobalEvent`< TSeq > & `get_globalevent` (std::string `name`)  
*Retrieve a global action by name.*
- `GlobalEvent`< TSeq > & `get_globalevent` (size\_t i)  
*Retrieve a global action by index.*
- void `rm_globalevent` (std::string `name`)  
*Remove a global action by name.*
- void `rm_globalevent` (size\_t i)  
*Remove a global action by index.*
- void `run_globalevents` ()
- void `clear_state_set` ()
- const std::vector< VirusPtr< TSeq > > & `get_viruses` () const
- const std::vector< epiworld\_double > & `get_prevalence_virus` () const
- const std::vector< bool > & `get_prevalence_virus_as_proportion` () const
- const std::vector< ToolPtr< TSeq > > & `get_tools` () const
- `Virus`< TSeq > & `get_virus` (size\_t id)
- `Tool`< TSeq > & `get_tool` (size\_t id)
- void `set_agents_data` (double \*data\_, size\_t ncols\_)  
*Set the agents data object.*
- double \* `get_agents_data` ()
- size\_t `get_agents_data_ncols` () const
- void `set_name` (std::string `name`)  
*Set the name object.*
- std::string `get_name` () const
- bool `operator==` (const `Model`< TSeq > &other) const
- bool `operator!=` (const `Model`< TSeq > &other) const
- void `events_run` ()  
*Executes the stored action.*

### Set the backup object

*backup* can be used to restore the entire object after a run. This can be useful if the user wishes to have individuals start with the same network from the beginning.

- void `set_backup` ()

### Random number generation

## Parameters

eng	<i>Random number generator</i>
s	<i>Seed</i>

- void **set\_rand\_engine** (std::mt19937 &eng)
- std::mt19937 & **get\_rand\_engine** ()
- void **seed** (size\_t s)
- void **set\_rand\_norm** (epiworld\_double mean, epiworld\_double sd)
- void **set\_rand\_unif** (epiworld\_double a, epiworld\_double b)
- void **set\_rand\_exp** (epiworld\_double lambda)
- void **set\_rand\_gamma** (epiworld\_double alpha, epiworld\_double beta)
- void **set\_rand\_lognormal** (epiworld\_double mean, epiworld\_double shape)
- void **set\_rand\_binom** (int n, epiworld\_double p)
- epiworld\_double **runif** ()
- epiworld\_double **runif** (epiworld\_double a, epiworld\_double b)
- epiworld\_double **rnorm** ()
- epiworld\_double **rnorm** (epiworld\_double mean, epiworld\_double sd)
- epiworld\_double **rgamma** ()
- epiworld\_double **rgamma** (epiworld\_double alpha, epiworld\_double beta)
- epiworld\_double **rexp** ()
- epiworld\_double **rexp** (epiworld\_double lambda)
- epiworld\_double **rlognormal** ()
- epiworld\_double **rlognormal** (epiworld\_double mean, epiworld\_double shape)
- int **rbinom** ()
- int **rbinom** (int n, epiworld\_double p)

**Add Virus/Tool to the model**

*This is done before the model has been initialized.*

## Parameters

v	<i><a href="#">Virus</a> to be added</i>
t	<i><a href="#">Tool</a> to be added</i>
preval	<i>Initial prevalence (initial state.) It can be specified as a proportion (between zero and one,) or an integer indicating number of individuals.</i>

- void **add\_virus** ([Virus](#)< TSeq > &v, epiworld\_double preval)
- void **add\_virus\_n** ([Virus](#)< TSeq > &v, epiworld\_fast\_uint preval)
- void **add\_virus\_fun** ([Virus](#)< TSeq > &v, VirusToAgentFun< TSeq > fun)
- void **add\_tool** ([Tool](#)< TSeq > &t, epiworld\_double preval)
- void **add\_tool\_n** ([Tool](#)< TSeq > &t, epiworld\_fast\_uint preval)
- void **add\_tool\_fun** ([Tool](#)< TSeq > &t, ToolToAgentFun< TSeq > fun)
- void **add\_entity** ([Entity](#)< TSeq > e)
- void **rm\_virus** (size\_t virus\_pos)
- void **rm\_tool** (size\_t tool\_pos)
- void **rm\_entity** (size\_t entity\_pos)

**Accessing population of the model**

## Parameters

fn	<i>std::string Filename of the edgelist file.</i>
skip	<i>int Number of lines to skip in fn.</i>
directed	<i>bool Whether the graph is directed or not.</i>
size	<i>Size of the network.</i>
al	<i><a href="#">AdjList</a> to read into the model.</i>

- void **agents\_from\_adjlist** (std::string fn, int size, int skip=0, bool directed=false)
- void **agents\_from\_edgelist** (const std::vector< int > &source, const std::vector< int > &target, int size, bool directed)
- void **agents\_from\_adjlist** ([AdjList](#) al)
- bool **is\_directed** () const
- std::vector< [Agent](#)< TSeq > > & **get\_agents** ()  
*Returns a reference to the vector of agents.*
- std::vector< [epiworld\\_fast\\_uint](#) > **get\_agents\_states** () const  
*Returns a vector with the states of the agents.*
- std::vector< [Viruses\\_const](#)< TSeq > > **get\_agents\_viruses** () const  
*Returns a const vector with the viruses of the agents.*
- std::vector< [Viruses](#)< TSeq > > **get\_agents\_viruses** ()  
*Returns a vector with the viruses of the agents.*
- std::vector< [Entity](#)< TSeq > > & **get\_entities** ()
- [Model](#)< TSeq > & **agents\_smallworld** ([epiworld\\_fast\\_uint](#) n=1000, [epiworld\\_fast\\_uint](#) k=5, bool d=false, [epiworld\\_double](#) p=.01)
- void **agents\_empty\_graph** ([epiworld\\_fast\\_uint](#) n=1000)

### Functions to run the model

#### Parameters

seed	Seed to be used for Pseudo-RNG.
ndays	Number of days (steps) of the simulation.
fun	In the case of <i>run_multiple</i> , a function that is called after each experiment.

- void **update\_state** ()
- void **mutate\_virus** ()
- void **next** ()
- virtual [Model](#)< TSeq > & **run** ([epiworld\\_fast\\_uint](#) ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void **run\_multiple** ([epiworld\\_fast\\_uint](#) ndays, [epiworld\\_fast\\_uint](#) nexperiments, int seed\_=-1, std::function< void(size\_t, [Model](#)< TSeq > \*)> fun=make\_save\_run< TSeq >(), bool **reset**=true, bool verbose=true, int nthreads=1)

### Rewire the network preserving the degree sequence.

This implementation assumes an undirected network, thus if  $\{(i,j), (k,l)\} \rightarrow \{(i,l), (k,j)\}$ , the reciprocal is also true, i.e.,  $\{(j,i), (l,k)\} \rightarrow \{(j,k), (l,i)\}$ .

#### Parameters

proportion	Proportion of ties to be rewired.
------------	-----------------------------------

#### Returns

A rewired version of the network.

- void **set\_rewire\_fun** (std::function< void(std::vector< [Agent](#)< TSeq > > \*, [Model](#)< TSeq > \*, [epiworld\\_double](#))> fun)
- void **set\_rewire\_prop** ([epiworld\\_double](#) prop)
- [epiworld\\_double](#) **get\_rewire\_prop** () const
- void **rewire** ()

### Export the network data in edgelist form

*Parameters*

fn	<i>std::string</i> . File name.
source	<i>Integer vector</i>
target	<i>Integer vector</i>

When passing the source and target, the function will write the edgelist on those.

- void **write\_edgelist** (std::string fn) const
- void **write\_edgelist** (std::vector< int > &source, std::vector< int > &target) const

**Manage state (states) in the model**

The functions *get\_state* return the current values for the states included in the model.

*Parameters*

lab	<i>std::string</i> Name of the state.
-----	---------------------------------------

*Returns*

*add\_state\** returns nothing.

*get\_state\_\** returns a vector of pairs with the states and their labels.

- void **add\_state** (std::string lab, UpdateFun< TSeq > fun=nullptr)
- const std::vector< std::string > & **get\_states** () const
- const std::vector< UpdateFun< TSeq > > & **get\_state\_fun** () const
- void **print\_state\_codes** () const

**Initial states**

These functions are called before the simulation starts.

*Parameters*

proportions↔	Vector of proportions for each state.
—	
queue_	Vector of queue for each state.

- virtual [Model](#)< TSeq > & **initial\_states** (std::vector< double >, std::vector< int >)

**Setting and accessing parameters from the model**

[Tools](#) can incorporate parameters included in the model. Internally, parameters in the tool are stored as pointers to an *std::map<>* of parameters in the model. Using the *epiworld\_fast\_uint* method directly fetches the parameters in the order these were added to the tool. Accessing parameters via the *std::string* method involves searching the parameter directly in the *std::map<>* member of the model (so it is not recommended.)

The *par()* function members are aliases for *get\_param()*.

In the case of the function *read\_params*, users can pass a file listing parameters to be included in the model.

Each line in the file should have the following structure:

```
[name of parameter 1]: [value in double]
[name of parameter 2]: [value in double]
...
```

The only condition for parameter names is that these do not include a colon.

**Parameters**

initial_val	
pname	<i>Name of the parameter to add or to fetch</i>
fn	<i>Path to the file containing parameters</i>

**Returns**

*The current value of the parameter in the model.*

- epiworld\_double **add\_param** (epiworld\_double initial\_val, std::string pname)
- void **read\_params** (std::string fn)
- epiworld\_double **get\_param** (epiworld\_double k)
- epiworld\_double **get\_param** (std::string pname)
- void **set\_param** (std::string pname, epiworld\_double val)
- epiworld\_double **par** (std::string pname)

**Set the user data object****Parameters**

names	<i>string vector with the names of the variables.</i>
-------	-------------------------------------------------------

- void **set\_user\_data** (std::vector< std::string > names)
- void **add\_user\_data** (epiworld\_double j, epiworld\_double x)
- void **add\_user\_data** (std::vector< epiworld\_double > x)
- **UserData**< TSeq > & **get\_user\_data** ()

**Queuing system**

*When queueing is on, the model will keep track of which agents are either in risk of exposure or exposed. This then is used at each step to act only on the aforementioned agents.*

- void **queueing\_on** ()  
*Activates the queueing system (default.)*
- **Model**< TSeq > & **queueing\_off** ()  
*Deactivates the queueing system.*
- bool **is\_queueing\_on** () const  
*Query if the queueing system is on.*
- **Queue**< TSeq > & **get\_queue** ()  
*Retrieve the **Queue** object.*

**Get the susceptibility reduction object****Parameters**

v	
---	--

**Returns**

*epiworld\_double*

- void **set\_susceptibility\_reduction\_mixer** (MixerFun< TSeq > fun)
- void **set\_transmission\_reduction\_mixer** (MixerFun< TSeq > fun)
- void **set\_recovery\_enhancer\_mixer** (MixerFun< TSeq > fun)
- void **set\_death\_reduction\_mixer** (MixerFun< TSeq > fun)



## Protected Member Functions

- void **dist\_tools** ()
- void **dist\_virus** ()
- void **chrono\_start** ()
- void **chrono\_end** ()
- void **events\_add** (Agent< TSeq > \*agent\_, VirusPtr< TSeq > virus\_, ToolPtr< TSeq > tool\_, Entity< TSeq > \*entity\_, epiworld\_fast\_int new\_state\_, epiworld\_fast\_int queue\_, ActionFun< TSeq > call\_, int idx\_↵ agent\_, int idx\_object\_)

Construct a new [Event](#) object.

## Protected Attributes

- std::string **name** = ""  
*Name of the model.*
- DataBase< TSeq > **db** = DataBase<TSeq>(\*this)
- std::vector< Agent< TSeq > > **population** = {}
- bool **using\_backup** = true
- std::vector< Agent< TSeq > > **population\_backup** = {}
- bool **directed** = false
- std::vector< VirusPtr< TSeq > > **viruses** = {}
- std::vector< epiworld\_double > **prevalence\_virus** = {}  
*Initial prevalence\_virus of each virus.*
- std::vector< bool > **prevalence\_virus\_as\_proportion** = {}
- std::vector< VirusToAgentFun< TSeq > > **viruses\_dist\_funs** = {}
- std::vector< ToolPtr< TSeq > > **tools** = {}
- std::vector< epiworld\_double > **prevalence\_tool** = {}
- std::vector< bool > **prevalence\_tool\_as\_proportion** = {}
- std::vector< ToolToAgentFun< TSeq > > **tools\_dist\_funs** = {}
- std::vector< Entity< TSeq > > **entities** = {}
- std::vector< Entity< TSeq > > **entities\_backup** = {}
- std::mt19937 **engine**
- std::uniform\_real\_distribution **runifd**
- std::normal\_distribution **rnormd**
- std::gamma\_distribution **rgammad**
- std::lognormal\_distribution **rlognormald**
- std::exponential\_distribution **rexp**
- std::binomial\_distribution **rbinomd**
- std::function< void(std::vector< Agent< TSeq > > \*, Model< TSeq > \*, epiworld\_double)> **rewire\_fun**
- epiworld\_double **rewire\_prop** = 0.0
- std::map< std::string, epiworld\_double > **parameters**
- epiworld\_fast\_uint **ndays** = 0
- [Progress](#) **pb**
- std::vector< UpdateFun< TSeq > > **state\_fun** = {}  
*Functions to update states.*
- std::vector< std::string > **states\_labels** = {}  
*Labels of the states.*
- std::function< void(Model< TSeq > \*)> **initial\_states\_fun**
- epiworld\_fast\_uint **nstates** = 0u
- bool **verbose** = true
- int **current\_date** = 0
- std::chrono::time\_point< std::chrono::steady\_clock > **time\_start**
- std::chrono::time\_point< std::chrono::steady\_clock > **time\_end**

- `std::chrono::duration< epiworld_double, std::micro > time_elapsed`
- `epiworld_fast_uint n_replicates = 0u`
- `std::vector< GlobalEvent< TSeq > > globalevents`
- `Queue< TSeq > queue`
- `bool use_queueing = true`
- `std::vector< Event< TSeq > > events = {}`

*Variables used to keep track of the events to be made regarding viruses.*

- `epiworld_fast_uint nactions = 0u`

#### Auxiliary variables for AgentsSample<TSeq> iterators

*These variables+objects are used by the AgentsSample<TSeq> class for building efficient iterators over agents. The idea is to reduce the memory allocation, so only during the first call of AgentsSample<TSeq>::AgentsSample(Model<TSeq>) these vectors are allocated.*

- `std::vector< Agent< TSeq > * > sampled_population`
- `size_t sampled_population_n = 0u`
- `std::vector< size_t > population_left`
- `size_t population_left_n = 0u`

#### Agents features

*Optionally, a model can include an external data source pointing to agents information. The data can then be access through the Agent::operator() method.*

- `double * agents_data = nullptr`
- `size_t agents_data_ncols = 0u`

## Friends

- `class Agent< TSeq >`
- `class AgentsSample< TSeq >`
- `class DataBase< TSeq >`
- `class Queue< TSeq >`

## Tool Mixers

These functions combine the effects tools have to deliver a single effect. For example, wearing a mask, been vaccinated, and the immune system combine together to jointly reduce the susceptibility for a given virus.

- `MixerFun< TSeq > susceptibility_reduction_mixer = susceptibility_reduction_mixer_default<TSeq>`
- `MixerFun< TSeq > transmission_reduction_mixer = transmission_reduction_mixer_default<TSeq>`
- `MixerFun< TSeq > recovery_enhancer_mixer = recovery_enhancer_mixer_default<TSeq>`
- `MixerFun< TSeq > death_reduction_mixer = death_reduction_mixer_default<TSeq>`
- `std::vector< epiworld_double > array_double_tmp`
- `std::vector< Virus< TSeq > * > array_virus_tmp`
- `virtual Model< TSeq > * clone_ptr ()`

*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*

- `Model ()`
- `Model (const Model< TSeq > &m)`
- `Model (Model< TSeq > &m)`
- `Model (Model< TSeq > &&m)`
- `Model< TSeq > & operator= (const Model< TSeq > &m)`
- `virtual ~Model ()`
- `void clone_population (std::vector< Agent< TSeq > > &other_population, std::vector< Entity< TSeq > > &other_entities, Model< TSeq > *other_model, bool &other_directed) const`
- `void clone_population (const Model< TSeq > &other_model)`

### 13.21.1 Detailed Description

```
template<typename TSeq>
class epiworld::Model< TSeq >
```

Core class of epiworld.

The model class provides the wrapper that puts together [Agent](#), [Virus](#), and [Tools](#).

#### Template Parameters

<i>TSeq</i>	Type of sequence. In principle, users can build models in which virus and human sequence is represented as numeric vectors (if needed.)
-------------	-----------------------------------------------------------------------------------------------------------------------------------------

### 13.21.2 Member Function Documentation

#### 13.21.2.1 add\_globalevent()

```
template<typename TSeq >
void Model< TSeq >::add_globalevent (
    std::function< void(Model< TSeq > *)> fun,
    std::string name = "A global action",
    int date = -99 ) [inline]
```

Set a global action.

#### Parameters

<i>fun</i>	A function to be called on the prescribed date
<i>name</i>	Name of the action.
<i>date</i>	Integer indicating when the function is called (see details)

When date is less than zero, then the function is called at the end of every day. Otherwise, the function will be called only at the end of the indicated date.

#### 13.21.2.2 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * Model< TSeq >::clone_ptr [inline], [protected], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

#### Parameters

<i>copy</i>	
-------------	--

Reimplemented in [ModelSIRLogit< TSeq >](#), [ModelSIRDConn< TSeq >](#), [ModelSIRConn< TSeq >](#), [ModelSEIRDConn< TSeq >](#), [ModelSEIRConn< TSeq >](#), [epiworld::epimodels::ModelSIRLogit< TSeq >](#), [epiworld::epimodels::ModelSEIRDConn< TSeq >](#), [epiworld::epimodels::ModelSIRDConn< TSeq >](#), [epiworld::epimodels::ModelSEIRConn< TSeq >](#), and [epiworld::epimodels::ModelSIRConn< TSeq >](#).

### 13.21.2.3 events\_add()

```
template<typename TSeq >
void Model< TSeq >::events_add (
    Agent< TSeq > * agent_,
    VirusPtr< TSeq > virus_,
    ToolPtr< TSeq > tool_,
    Entity< TSeq > * entity_,
    epiworld_fast_int new_state_,
    epiworld_fast_int queue_,
    ActionFun< TSeq > call_,
    int idx_agent_,
    int idx_object_ ) [inline], [protected]
```

Construct a new [Event](#) object.

#### Parameters

<i>agent_</i>	<a href="#">Agent</a> over which the action will be called
<i>virus_</i>	<a href="#">Virus</a> pointer included in the action
<i>tool_</i>	<a href="#">Tool</a> pointer included in the action
<i>entity_</i>	<a href="#">Entity</a> pointer included in the action
<i>new_↔ state_</i>	New state of the agent
<i>call_</i>	Function the action will call
<i>queue_</i>	Change in the queue
<i>idx_↔ agent_</i>	Location of agent in object.
<i>idx_↔ object_</i>	Location of object in agent.

### 13.21.2.4 events\_run()

```
template<typename TSeq >
void Model< TSeq >::events_run [inline]
```

Executes the stored action.

#### Parameters

<i>model_↔ _</i>	<a href="#">Model</a> over which it will be executed.
----------------------	-------------------------------------------------------

### 13.21.2.5 load\_agents\_entities\_ties()

```
template<typename TSeq >
void Model< TSeq >::load_agents_entities_ties (
    std::string fn,
    int skip ) [inline]
```

Associate agents-entities from a file.

The structure of the file should be two columns separated by space. The first column indexing between 0 and nagents-1, and the second column between 0 and nentities - 1.

#### Parameters

<i>fn</i>	Path to the file.
<i>skip</i>	How many rows to skip.

### 13.21.2.6 reset()

```
template<typename TSeq >
void Model< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

Reimplemented in [ModelSIRLogit< TSeq >](#), [ModelSIRDCONN< TSeq >](#), [ModelSIRCONN< TSeq >](#), [ModelSEIRDCONN< TSeq >](#), [ModelSEIRCONN< TSeq >](#), [epiworld::epimodels::ModelSIRLogit< TSeq >](#), [epiworld::epimodels::ModelSEIRDCONN< TSeq >](#), [epiworld::epimodels::ModelSIRDCONN< TSeq >](#), [epiworld::epimodels::ModelSEIRCONN< TSeq >](#), and [epiworld::epimodels::ModelSIRCONN< TSeq >](#).

### 13.21.2.7 run\_multiple()

```
template<typename TSeq >
void Model< TSeq >::run_multiple (
    epiworld_fast_uint ndays,
    epiworld_fast_uint nexperiments,
    int seed_ = -1,
    std::function< void(size_t, Model< TSeq > *)> fun = make_save_run<TSeq>(),
    bool reset = true,
    bool verbose = true,
    int nthreads = 1 ) [inline]
```

## Parameters

<i>ndays</i>	Multiple runs of the simulation
--------------	---------------------------------

**13.21.2.8 set\_agents\_data()**

```
template<typename TSeq >
void Model< TSeq >::set_agents_data (
    double * data_,
    size_t ncols_ ) [inline]
```

Set the agents data object.

The data should be an array with the data stored in a column major order, i.e., by column.

## Parameters

<i>data</i> ↔ —	Pointer to the first element of an array of size <code>size() * ncols_</code> .
<i>ncols</i> ↔ —	Number of features included in the data.

**13.21.2.9 set\_name()**

```
template<typename TSeq >
void Model< TSeq >::set_name (
    std::string name ) [inline]
```

Set the name object.

## Parameters

<i>name</i>	
-------------	--

**13.21.2.10 write\_data()**

```
template<typename TSeq >
void Model< TSeq >::write_data (
    std::string fn_virus_info,
    std::string fn_virus_hist,
    std::string fn_tool_info,
    std::string fn_tool_hist,
```

```

std::string fn_total_hist,
std::string fn_transmission,
std::string fn_transition,
std::string fn_reproductive_number,
std::string fn_generation_time ) const [inline]

```

Wrapper of DataBase::write\_data

#### Parameters

<i>fn_virus_info</i>	Filename. Information about the virus.
<i>fn_virus_hist</i>	Filename. History of the virus.
<i>fn_tool_info</i>	Filename. Information about the tool.
<i>fn_tool_hist</i>	Filename. History of the tool.
<i>fn_total_hist</i>	Filename. Aggregated history (state)
<i>fn_transmission</i>	Filename. Transmission history.
<i>fn_transition</i>	Filename. Markov transition history.
<i>fn_reproductive_number</i>	Filename. Case by case reproductive number

### 13.21.3 Member Data Documentation

#### 13.21.3.1 initial\_states\_fun

```

template<typename TSeq >
std::function<void(Model<TSeq>*)> epiworld::Model< TSeq >::initial_states_fun [protected]

```

##### Initial value:

```

= [] (Model<TSeq> * )
    -> void {}

```

Function to distribute states. Goes along with the function

#### 13.21.3.2 rbinomd

```

template<typename TSeq >
std::binomial_distribution epiworld::Model< TSeq >::rbinomd [protected]

```

##### Initial value:

```

=
    std::binomial_distribution<>()

```

#### 13.21.3.3 rexp

```

template<typename TSeq >
std::exponential_distribution epiworld::Model< TSeq >::rexp [protected]

```

##### Initial value:

```

=
    std::exponential_distribution<>()

```

### 13.21.3.4 rgammad

```
template<typename TSeq >
std::gamma_distribution epiworld::Model< TSeq >::rgammad [protected]
```

**Initial value:**

```
=
    std::gamma_distribution<>()
```

### 13.21.3.5 rlognormald

```
template<typename TSeq >
std::lognormal_distribution epiworld::Model< TSeq >::rlognormald [protected]
```

**Initial value:**

```
=
    std::lognormal_distribution<>()
```

### 13.21.3.6 rnormd

```
template<typename TSeq >
std::normal_distribution epiworld::Model< TSeq >::rnormd [protected]
```

**Initial value:**

```
=
    std::normal_distribution<>(0.0)
```

### 13.21.3.7 runifd

```
template<typename TSeq >
std::uniform_real_distribution epiworld::Model< TSeq >::runifd [protected]
```

**Initial value:**

```
=
    std::uniform_real_distribution<> (0.0, 1.0)
```

### 13.21.3.8 time\_elapsed

```
template<typename TSeq >
std::chrono::duration<epiworld_double, std::micro> epiworld::Model< TSeq >::time_elapsed [protected]
```

**Initial value:**

```
=
    std::chrono::duration<epiworld_double, std::micro>::zero()
```

The documentation for this class was generated from the following file:

- [epiworld.hpp](#)



## 13.22 Model< TSeq > Class Template Reference

Core class of epiworld.

```
#include <model-bones.hpp>
```

Collaboration diagram for Model< TSeq >:



### Public Member Functions

- [DataBase< TSeq >](#) & **get\_db** ()
- epiworld\_double & **operator()** (std::string pname)
- size\_t **size** () const
- void **load\_agents\_entities\_ties** (std::string fn, int skip)
  - Associate agents-entities from a file.*
- size\_t **get\_n\_viruses** () const
  - Number of viruses in the model.*
- size\_t **get\_n\_tools** () const
  - Number of tools in the model.*
- epiworld\_fast\_uint **get\_ndays** () const
- epiworld\_fast\_uint **get\_n\_replicates** () const
- void **set\_ndays** (epiworld\_fast\_uint ndays)
- bool **get\_verbose** () const
- [Model< TSeq >](#) & **verbose\_off** ()
- [Model< TSeq >](#) & **verbose\_on** ()
- int **today** () const
  - The current time of the model.*
- void **write\_data** (std::string fn\_virus\_info, std::string fn\_virus\_hist, std::string fn\_tool\_info, std::string fn\_↵  
\_tool\_hist, std::string fn\_total\_hist, std::string fn\_transmission, std::string fn\_transition, std::string fn\_↵  
reproductive\_number, std::string fn\_generation\_time) const
  - Wrapper of DataBase::write\_data*
- std::map< std::string, epiworld\_double > & **params** ()
- virtual void **reset** ()
  - Reset the model.*
- const [Model< TSeq >](#) & **print** (bool lite=false) const
- [Model< TSeq >](#) & **clone** () const
- void **get\_elapsed** (std::string unit="auto", epiworld\_double \*last\_elapsed=nullptr, epiworld\_double \*total\_↵  
elapsed=nullptr, std::string \*unit\_abbrev=nullptr, bool print=true) const

- void **add\_globlevent** (std::function< void(**Model**< TSeq > \*)> fun, std::string **name**="A global action", int date=-99)  
*Set a global action.*
- void **add\_globlevent** (**GlobalEvent**< TSeq > action)
- **GlobalEvent**< TSeq > & **get\_globlevent** (std::string **name**)  
*Retrieve a global action by name.*
- **GlobalEvent**< TSeq > & **get\_globlevent** (size\_t i)  
*Retrieve a global action by index.*
- void **rm\_globlevent** (std::string **name**)  
*Remove a global action by name.*
- void **rm\_globlevent** (size\_t i)  
*Remove a global action by index.*
- void **run\_globlevents** ()
- void **clear\_state\_set** ()
- const std::vector< **VirusPtr**< TSeq > > & **get\_viruses** () const
- const std::vector< **epiworld\_double** > & **get\_prevalence\_virus** () const
- const std::vector< bool > & **get\_prevalence\_virus\_as\_proportion** () const
- const std::vector< **ToolPtr**< TSeq > > & **get\_tools** () const
- **Virus**< TSeq > & **get\_virus** (size\_t id)
- **Tool**< TSeq > & **get\_tool** (size\_t id)
- void **set\_agents\_data** (double \*data\_, size\_t ncols\_)  
*Set the agents data object.*
- double \* **get\_agents\_data** ()
- size\_t **get\_agents\_data\_ncols** () const
- void **set\_name** (std::string **name**)  
*Set the name object.*
- std::string **get\_name** () const
- bool **operator==** (const **Model**< TSeq > &other) const
- bool **operator!=** (const **Model**< TSeq > &other) const
- void **events\_run** ()  
*Executes the stored action.*

### Set the backup object

*backup* can be used to restore the entire object after a run. This can be useful if the user wishes to have individuals start with the same network from the beginning.

- void **set\_backup** ()

### Random number generation

#### Parameters

eng	Random number generator
s	Seed

- void **set\_rand\_engine** (std::mt19937 &eng)
- std::mt19937 & **get\_rand\_engine** ()
- void **seed** (size\_t s)
- void **set\_rand\_norm** (**epiworld\_double** mean, **epiworld\_double** sd)
- void **set\_rand\_unif** (**epiworld\_double** a, **epiworld\_double** b)
- void **set\_rand\_exp** (**epiworld\_double** lambda)
- void **set\_rand\_gamma** (**epiworld\_double** alpha, **epiworld\_double** beta)

- void **set\_rand\_lognormal** (epiworld\_double mean, epiworld\_double shape)
- void **set\_rand\_binom** (int n, epiworld\_double p)
- epiworld\_double **runif** ()
- epiworld\_double **runif** (epiworld\_double a, epiworld\_double b)
- epiworld\_double **rnorm** ()
- epiworld\_double **rnorm** (epiworld\_double mean, epiworld\_double sd)
- epiworld\_double **rgamma** ()
- epiworld\_double **rgamma** (epiworld\_double alpha, epiworld\_double beta)
- epiworld\_double **rexp** ()
- epiworld\_double **rexp** (epiworld\_double lambda)
- epiworld\_double **rlognormal** ()
- epiworld\_double **rlognormal** (epiworld\_double mean, epiworld\_double shape)
- int **rbinom** ()
- int **rbinom** (int n, epiworld\_double p)

### Add Virus/Tool to the model

*This is done before the model has been initialized.*

#### Parameters

v	<i><a href="#">Virus</a> to be added</i>
t	<i><a href="#">Tool</a> to be added</i>
preval	<i>Initial prevalence (initial state.) It can be specified as a proportion (between zero and one,) or an integer indicating number of individuals.</i>

- void **add\_virus** ([Virus](#)< TSeq > &v, epiworld\_double preval)
- void **add\_virus\_n** ([Virus](#)< TSeq > &v, epiworld\_fast\_uint preval)
- void **add\_virus\_fun** ([Virus](#)< TSeq > &v, VirusToAgentFun< TSeq > fun)
- void **add\_tool** ([Tool](#)< TSeq > &t, epiworld\_double preval)
- void **add\_tool\_n** ([Tool](#)< TSeq > &t, epiworld\_fast\_uint preval)
- void **add\_tool\_fun** ([Tool](#)< TSeq > &t, ToolToAgentFun< TSeq > fun)
- void **add\_entity** ([Entity](#)< TSeq > e)
- void **rm\_virus** (size\_t virus\_pos)
- void **rm\_tool** (size\_t tool\_pos)
- void **rm\_entity** (size\_t entity\_pos)

### Accessing population of the model

#### Parameters

fn	<i>std::string Filename of the edgelist file.</i>
skip	<i>int Number of lines to skip in fn.</i>
directed	<i>bool Whether the graph is directed or not.</i>
size	<i>Size of the network.</i>
al	<i><a href="#">AdjList</a> to read into the model.</i>

- void **agents\_from\_adjlist** (std::string fn, int size, int skip=0, bool directed=false)
- void **agents\_from\_edgelist** (const std::vector< int > &source, const std::vector< int > &target, int size, bool directed)
- void **agents\_from\_adjlist** ([AdjList](#) al)
- bool **is\_directed** () const
- std::vector< [Agent](#)< TSeq > > &**get\_agents** ()  
*Returns a reference to the vector of agents.*
- std::vector< epiworld\_fast\_uint > **get\_agents\_states** () const  
*Returns a vector with the states of the agents.*

- `std::vector< Viruses_const< TSeq > > get_agents_viruses () const`  
*Returns a const vector with the viruses of the agents.*
- `std::vector< Viruses< TSeq > > get_agents_viruses ()`  
*Returns a vector with the viruses of the agents.*
- `std::vector< Entity< TSeq > > & get_entities ()`
- `Model< TSeq > & agents_smallworld (epiworld_fast_uint n=1000, epiworld_fast_uint k=5, bool d=false, epiworld_double p=.01)`
- `void agents_empty_graph (epiworld_fast_uint n=1000)`

### Functions to run the model

#### Parameters

seed	<i>Seed to be used for Pseudo-RNG.</i>
ndays	<i>Number of days (steps) of the simulation.</i>
fun	<i>In the case of <code>run_multiple</code>, a function that is called after each experiment.</i>

- `void update_state ()`
- `void mutate_virus ()`
- `void next ()`
- `virtual Model< TSeq > & run (epiworld_fast_uint ndays, int seed=-1)`  
*Runs the simulation (after initialization)*
- `void run_multiple (epiworld_fast_uint ndays, epiworld_fast_uint nexperiments, int seed_=-1, std::function< void(size_t, Model< TSeq > *)> fun=make_save_run< TSeq >(), bool reset=true, bool verbose=true, int nthreads=1)`

### Rewire the network preserving the degree sequence.

*This implementation assumes an undirected network, thus if  $\{(i,j), (k,l)\} \rightarrow \{(i,l), (k,j)\}$ , the reciprocal is also true, i.e.,  $\{(j,i), (l,k)\} \rightarrow \{(j,k), (l,i)\}$ .*

#### Parameters

proportion	<i>Proportion of ties to be rewired.</i>
------------	------------------------------------------

#### Returns

*A rewired version of the network.*

- `void set_rewire_fun (std::function< void(std::vector< Agent< TSeq > > *, Model< TSeq > *, epiworld_double)> fun)`
- `void set_rewire_prop (epiworld_double prop)`
- `epiworld_double get_rewire_prop () const`
- `void rewire ()`

### Export the network data in edgelist form

#### Parameters

fn	<i>std::string. File name.</i>
source	<i>Integer vector</i>
target	<i>Integer vector</i>

*When passing the source and target, the function will write the edgelist on those.*

- void **write\_edgelist** (std::string fn) const
- void **write\_edgelist** (std::vector< int > &source, std::vector< int > &target) const

### Manage state (states) in the model

The functions `get_state` return the current values for the states included in the model.

#### Parameters

lab	<code>std::string</code> Name of the state.
-----	---------------------------------------------

#### Returns

`add_state*` returns nothing.

`get_state_*` returns a vector of pairs with the states and their labels.

- void **add\_state** (std::string lab, UpdateFun< TSeq > fun=nullptr)
- const std::vector< std::string > & **get\_states** () const
- const std::vector< UpdateFun< TSeq > > & **get\_state\_fun** () const
- void **print\_state\_codes** () const

### Initial states

These functions are called before the simulation starts.

#### Parameters

proportions↔	Vector of proportions for each state.
—	
queue_	Vector of queue for each state.

- virtual [Model](#)< TSeq > & **initial\_states** (std::vector< double >, std::vector< int >)

### Setting and accessing parameters from the model

[Tools](#) can incorporate parameters included in the model. Internally, parameters in the tool are stored as pointers to an `std::map<>` of parameters in the model. Using the `epiworld_fast_uint` method directly fetches the parameters in the order these were added to the tool. Accessing parameters via the `std::string` method involves searching the parameter directly in the `std::map<>` member of the model (so it is not recommended.)

The `par()` function members are aliases for `get_param()`.

In the case of the function `read_params`, users can pass a file listing parameters to be included in the model. Each line in the file should have the following structure:

```
[name of parameter 1]: [value in double]
[name of parameter 2]: [value in double]
...
```

The only condition for parameter names is that these do not include a colon.

#### Parameters

initial_val	
pname	Name of the parameter to add or to fetch
fn	Path to the file containing parameters

### Returns

*The current value of the parameter in the model.*

- `epiworld_double` **add\_param** (`epiworld_double` initial\_val, `std::string` pname)
- `void` **read\_params** (`std::string` fn)
- `epiworld_double` **get\_param** (`epiworld_fast_uint` k)
- `epiworld_double` **get\_param** (`std::string` pname)
- `void` **set\_param** (`std::string` pname, `epiworld_double` val)
- `epiworld_double` **par** (`std::string` pname)

### Set the user data object

#### Parameters

names	<i>string vector with the names of the variables.</i>
-------	-------------------------------------------------------

- `void` **set\_user\_data** (`std::vector< std::string >` names)
- `[@`
- `void` **add\_user\_data** (`epiworld_fast_uint` j, `epiworld_double` x)
- `void` **add\_user\_data** (`std::vector< epiworld_double >` x)
- `UserData< TSeq >` & **get\_user\_data** ()

### Queuing system

*When queueing is on, the model will keep track of which agents are either in risk of exposure or exposed. This then is used at each step to act only on the aforementioned agents.*

- `void` **queueing\_on** ()  
*Activates the queueing system (default.)*
- `Model< TSeq >` & **queueing\_off** ()  
*Deactivates the queueing system.*
- `bool` **is\_queueing\_on** () `const`  
*Query if the queueing system is on.*
- `Queue< TSeq >` & **get\_queue** ()  
*Retrieve the Queue object.*

### Get the susceptibility reduction object

#### Parameters

v	
---	--

### Returns

*epiworld\_double*

- `void` **set\_susceptibility\_reduction\_mixer** (`MixerFun< TSeq >` fun)
- `void` **set\_transmission\_reduction\_mixer** (`MixerFun< TSeq >` fun)
- `void` **set\_recovery\_enhancer\_mixer** (`MixerFun< TSeq >` fun)
- `void` **set\_death\_reduction\_mixer** (`MixerFun< TSeq >` fun)

### Protected Member Functions

- `void` **dist\_tools** ()
- `void` **dist\_virus** ()

- void **chrono\_start** ()
- void **chrono\_end** ()
- void **events\_add** (Agent< TSeq > \*agent\_, VirusPtr< TSeq > virus\_, ToolPtr< TSeq > tool\_, Entity< TSeq > \*entity\_, epiworld\_fast\_int new\_state\_, epiworld\_fast\_int queue\_, ActionFun< TSeq > call\_, int idx\_↵ agent\_, int idx\_object\_)

Construct a new *Event* object.

## Protected Attributes

- std::string **name** = ""  
Name of the model.
- DataBase< TSeq > **db** = DataBase<TSeq>(\*this)
- std::vector< Agent< TSeq > > **population** = {}
- bool **using\_backup** = true
- std::vector< Agent< TSeq > > **population\_backup** = {}
- bool **directed** = false
- std::vector< VirusPtr< TSeq > > **viruses** = {}
- std::vector< epiworld\_double > **prevalence\_virus** = {}  
Initial prevalence\_virus of each virus.
- std::vector< bool > **prevalence\_virus\_as\_proportion** = {}
- std::vector< VirusToAgentFun< TSeq > > **viruses\_dist\_funs** = {}
- std::vector< ToolPtr< TSeq > > **tools** = {}
- std::vector< epiworld\_double > **prevalence\_tool** = {}
- std::vector< bool > **prevalence\_tool\_as\_proportion** = {}
- std::vector< ToolToAgentFun< TSeq > > **tools\_dist\_funs** = {}
- std::vector< Entity< TSeq > > **entities** = {}
- std::vector< Entity< TSeq > > **entities\_backup** = {}
- std::mt19937 **engine**
- std::uniform\_real\_distribution **runifd**
- std::normal\_distribution **rnormd**
- std::gamma\_distribution **rgammad**
- std::lognormal\_distribution **rlognormald**
- std::exponential\_distribution **rexp**
- std::binomial\_distribution **rbinomd**
- std::function< void(std::vector< Agent< TSeq > > \*, Model< TSeq > \*, epiworld\_double)> **rewire\_fun**
- epiworld\_double **rewire\_prop** = 0.0
- std::map< std::string, epiworld\_double > **parameters**
- epiworld\_fast\_uint **ndays** = 0
- **Progress pb**
- std::vector< UpdateFun< TSeq > > **state\_fun** = {}  
Functions to update states.
- std::vector< std::string > **states\_labels** = {}  
Labels of the states.
- std::function< void(Model< TSeq > \*)> **initial\_states\_fun**
- epiworld\_fast\_uint **nstates** = 0u
- bool **verbose** = true
- int **current\_date** = 0
- std::chrono::time\_point< std::chrono::steady\_clock > **time\_start**
- std::chrono::time\_point< std::chrono::steady\_clock > **time\_end**
- std::chrono::duration< epiworld\_double, std::micro > **time\_elapsed**
- epiworld\_fast\_uint **n\_replicates** = 0u
- std::vector< GlobalEvent< TSeq > > **globalevents**
- **Queue**< TSeq > **queue**

- bool **use\_queuing** = true
- std::vector< [Event](#)< TSeq > > **events** = {}  
*Variables used to keep track of the events to be made regarding viruses.*
- epiworld\_fast\_uint **nactions** = 0u

### Auxiliary variables for AgentsSample<TSeq> iterators

These variables+objects are used by the AgentsSample<TSeq> class for building efficient iterators over agents. The idea is to reduce the memory allocation, so only during the first call of AgentsSample<TSeq>::AgentsSample(Model<TSeq>) these vectors are allocated.

- std::vector< [Agent](#)< TSeq > \* > **sampled\_population**
- size\_t **sampled\_population\_n** = 0u
- std::vector< size\_t > **population\_left**
- size\_t **population\_left\_n** = 0u

### Agents features

Optionally, a model can include an external data source pointing to agents information. The data can then be access through the *Agent::operator()* method.

- double \* **agents\_data** = nullptr
- size\_t **agents\_data\_ncols** = 0u

### Friends

- class **Agent**< TSeq >
- class **AgentsSample**< TSeq >
- class **DataBase**< TSeq >
- class **Queue**< TSeq >

### Tool Mixers

These functions combine the effects tools have to deliver a single effect. For example, wearing a mask, been vaccinated, and the immune system combine together to jointly reduce the susceptibility for a given virus.

- MixerFun< TSeq > **susceptibility\_reduction\_mixer** = susceptibility\_reduction\_mixer\_default<TSeq>
- MixerFun< TSeq > **transmission\_reduction\_mixer** = transmission\_reduction\_mixer\_default<TSeq>
- MixerFun< TSeq > **recovery\_enhancer\_mixer** = recovery\_enhancer\_mixer\_default<TSeq>
- MixerFun< TSeq > **death\_reduction\_mixer** = death\_reduction\_mixer\_default<TSeq>
- std::vector< epiworld\_double > **array\_double\_tmp**
- std::vector< [Virus](#)< TSeq > \* > **array\_virus\_tmp**
- virtual [Model](#)< TSeq > \* **clone\_ptr** ()  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*
- **Model** ()
- **Model** (const [Model](#)< TSeq > &m)
- **Model** ([Model](#)< TSeq > &m)
- **Model** ([Model](#)< TSeq > &&m)
- [Model](#)< TSeq > & **operator=** (const [Model](#)< TSeq > &m)
- virtual ~**Model** ()
- void **clone\_population** (std::vector< [Agent](#)< TSeq > > &other\_population, std::vector< [Entity](#)< TSeq > > &other\_entities, [Model](#)< TSeq > \*other\_model, bool &other\_directed) const
- void **clone\_population** (const [Model](#)< TSeq > &other\_model)



### 13.22.1 Detailed Description

```
template<typename TSeq>
class Model< TSeq >
```

Core class of epiworld.

The model class provides the wrapper that puts together [Agent](#), [Virus](#), and [Tools](#).

#### Template Parameters

<i>TSeq</i>	Type of sequence. In principle, users can build models in which virus and human sequence is represented as numeric vectors (if needed.)
-------------	-----------------------------------------------------------------------------------------------------------------------------------------

### 13.22.2 Member Function Documentation

#### 13.22.2.1 add\_globalevent()

```
template<typename TSeq >
void Model< TSeq >::add_globalevent (
    std::function< void (Model< TSeq > *)> fun,
    std::string name = "A global action",
    int date = -99 ) [inline]
```

Set a global action.

#### Parameters

<i>fun</i>	A function to be called on the prescribed date
<i>name</i>	Name of the action.
<i>date</i>	Integer indicating when the function is called (see details)

When date is less than zero, then the function is called at the end of every day. Otherwise, the function will be called only at the end of the indicated date.

#### 13.22.2.2 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * Model< TSeq >::clone_ptr [inline], [protected], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

#### Parameters

<i>copy</i>	
-------------	--

### 13.22.2.3 events\_add()

```
template<typename TSeq >
void Model< TSeq >::events_add (
    Agent< TSeq > * agent_,
    VirusPtr< TSeq > virus_,
    ToolPtr< TSeq > tool_,
    Entity< TSeq > * entity_,
    epiworld_fast_int new_state_,
    epiworld_fast_int queue_,
    ActionFun< TSeq > call_,
    int idx_agent_,
    int idx_object_ ) [inline], [protected]
```

Construct a new [Event](#) object.

#### Parameters

<i>agent_</i>	<a href="#">Agent</a> over which the action will be called
<i>virus_</i>	<a href="#">Virus</a> pointer included in the action
<i>tool_</i>	<a href="#">Tool</a> pointer included in the action
<i>entity_</i>	<a href="#">Entity</a> pointer included in the action
<i>new_↔ state_</i>	New state of the agent
<i>call_</i>	Function the action will call
<i>queue_</i>	Change in the queue
<i>idx_↔ agent_</i>	Location of agent in object.
<i>idx_↔ object_</i>	Location of object in agent.

### 13.22.2.4 events\_run()

```
template<typename TSeq >
void Model< TSeq >::events_run [inline]
```

Executes the stored action.

#### Parameters

<i>model_↔ _</i>	<a href="#">Model</a> over which it will be executed.
----------------------	-------------------------------------------------------

### 13.22.2.5 load\_agents\_entities\_ties()

```
template<typename TSeq >
void Model< TSeq >::load_agents_entities_ties (
    std::string fn,
    int skip ) [inline]
```

Associate agents-entities from a file.

The structure of the file should be two columns separated by space. The first column indexing between 0 and nagents-1, and the second column between 0 and nentities - 1.

#### Parameters

<i>fn</i>	Path to the file.
<i>skip</i>	How many rows to skip.

### 13.22.2.6 reset()

```
template<typename TSeq >
void Model< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

### 13.22.2.7 run\_multiple()

```
template<typename TSeq >
void Model< TSeq >::run_multiple (
    epiworld_fast_uint ndays,
    epiworld_fast_uint nexperiments,
    int seed_ = -1,
    std::function< void(size_t, Model< TSeq > *)> fun = make_save_run<TSeq>(),
    bool reset = true,
    bool verbose = true,
    int nthreads = 1 ) [inline]
```

## Parameters

<i>ndays</i>	Multiple runs of the simulation
--------------	---------------------------------

**13.22.2.8 set\_agents\_data()**

```
template<typename TSeq >
void Model< TSeq >::set_agents_data (
    double * data_,
    size_t ncols_ ) [inline]
```

Set the agents data object.

The data should be an array with the data stored in a column major order, i.e., by column.

## Parameters

<i>data</i> ↔ —	Pointer to the first element of an array of size <code>size() * ncols_</code> .
<i>ncols</i> ↔ —	Number of features included in the data.

**13.22.2.9 set\_name()**

```
template<typename TSeq >
void Model< TSeq >::set_name (
    std::string name ) [inline]
```

Set the name object.

## Parameters

<i>name</i>	
-------------	--

**13.22.2.10 write\_data()**

```
template<typename TSeq >
void Model< TSeq >::write_data (
    std::string fn_virus_info,
    std::string fn_virus_hist,
    std::string fn_tool_info,
    std::string fn_tool_hist,
```

```

std::string fn_total_hist,
std::string fn_transmission,
std::string fn_transition,
std::string fn_reproductive_number,
std::string fn_generation_time ) const [inline]

```

Wrapper of DataBase::write\_data

#### Parameters

<i>fn_virus_info</i>	Filename. Information about the virus.
<i>fn_virus_hist</i>	Filename. History of the virus.
<i>fn_tool_info</i>	Filename. Information about the tool.
<i>fn_tool_hist</i>	Filename. History of the tool.
<i>fn_total_hist</i>	Filename. Aggregated history (state)
<i>fn_transmission</i>	Filename. Transmission history.
<i>fn_transition</i>	Filename. Markov transition history.
<i>fn_reproductive_number</i>	Filename. Case by case reproductive number

## 13.22.3 Member Data Documentation

### 13.22.3.1 initial\_states\_fun

```

template<typename TSeq >
std::function<void(Model<TSeq>*)> Model< TSeq >::initial_states_fun [protected]

```

#### Initial value:

```

= [] (Model<TSeq> * )
    -> void {}

```

Function to distribute states. Goes along with the function

### 13.22.3.2 rbinomd

```

template<typename TSeq >
std::binomial_distribution Model< TSeq >::rbinomd [protected]

```

#### Initial value:

```

=
    std::binomial_distribution<>()

```

### 13.22.3.3 rexp

```

template<typename TSeq >
std::exponential_distribution Model< TSeq >::rexp [protected]

```

#### Initial value:

```

=
    std::exponential_distribution<>()

```

#### 13.22.3.4 rgammad

```
template<typename TSeq >
std::gamma_distribution Model< TSeq >::rgammad [protected]
```

##### Initial value:

```
=
    std::gamma_distribution<>()
```

#### 13.22.3.5 rlognormald

```
template<typename TSeq >
std::lognormal_distribution Model< TSeq >::rlognormald [protected]
```

##### Initial value:

```
=
    std::lognormal_distribution<>()
```

#### 13.22.3.6 rnormd

```
template<typename TSeq >
std::normal_distribution Model< TSeq >::rnormd [protected]
```

##### Initial value:

```
=
    std::normal_distribution<>(0.0)
```

#### 13.22.3.7 runifd

```
template<typename TSeq >
std::uniform_real_distribution Model< TSeq >::runifd [protected]
```

##### Initial value:

```
=
    std::uniform_real_distribution<> (0.0, 1.0)
```

#### 13.22.3.8 time\_elapsed

```
template<typename TSeq >
std::chrono::duration<epiworld_double, std::micro> Model< TSeq >::time_elapsed [protected]
```

##### Initial value:

```
=
    std::chrono::duration<epiworld_double, std::micro>::zero()
```

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/model-bones.hpp
- include/epiworld/model-meat-print.hpp
- include/epiworld/model-meat.hpp

## 13.23 epiworld::epimodels::ModelDiffNet< TSeq > Class Template Reference

Template for a [Network](#) Diffusion [Model](#).

```
#include <epiworld.hpp>
```

Inheritance diagram for epiworld::epimodels::ModelDiffNet< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelDiffNet< TSeq >:



### Public Member Functions

- **ModelDiffNet** ([ModelDiffNet](#)< TSeq > &model, std::string innovation\_name, epiworld\_double prevalence, epiworld\_double prob\_adopt, bool normalize\_exposure=true, double \*agents\_data=nullptr, size\_t data\_ncols=0u, std::vector< size\_t > data\_cols={}, std::vector< double > params={})
- **ModelDiffNet** (std::string innovation\_name, epiworld\_double prevalence, epiworld\_double prob\_adopt, bool normalize\_exposure=true, double \*agents\_data=nullptr, size\_t data\_ncols=0u, std::vector< size\_t > data\_cols={}, std::vector< double > params={})

## Public Attributes

- bool **normalize\_exposure** = true
- std::vector< size\_t > **data\_cols**
- std::vector< double > **params**

## Static Public Attributes

- static const int **NONADOPTER** = 0
- static const int **ADOPTER** = 1

## Additional Inherited Members

### 13.23.1 Detailed Description

```
template<typename TSeq = int>
class epiworld::epimodels::ModelDiffNet< TSeq >
```

Template for a [Network](#) Diffusion [Model](#).

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficiency</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery rate of the immune system

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.24 ModelDiffNet< TSeq > Class Template Reference

Template for a [Network](#) Diffusion [Model](#).

```
#include <diffnet.hpp>
```



Inheritance diagram for ModelDiffNet< TSeq >:



Collaboration diagram for ModelDiffNet< TSeq >:



## Public Member Functions

- **ModelDiffNet** ([ModelDiffNet](#)< TSeq > &model, std::string innovation\_name, epiworld\_double prevalence, epiworld\_double probb\_adopt, bool normalize\_exposure=true, double \*agents\_data=nullptr, size\_t data\_ncols=0u, std::vector< size\_t > data\_cols={}, std::vector< double > params={})
- **ModelDiffNet** (std::string innovation\_name, epiworld\_double prevalence, epiworld\_double probb\_adopt, bool normalize\_exposure=true, double \*agents\_data=nullptr, size\_t data\_ncols=0u, std::vector< size\_t > data\_cols={}, std::vector< double > params={})

## Public Attributes

- bool **normalize\_exposure** = true
- std::vector< size\_t > **data\_cols**
- std::vector< double > **params**

## Static Public Attributes

- static const int **NONADOPTER** = 0
- static const int **ADOPTER** = 1

## Additional Inherited Members

### 13.24.1 Detailed Description

```
template<typename TSeq = int>
class ModelDiffNet< TSeq >
```

Template for a [Network](#) Diffusion [Model](#).

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficacy</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery rate of the immune system

The documentation for this class was generated from the following file:

- include/epiworld/models/diffnet.hpp

## 13.25 epiworld::epimodels::ModelSEIR< TSeq > Class Template Reference

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

```
#include <epiworld.hpp>
```

Inheritance diagram for epiworld::epimodels::ModelSEIR< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelSEIR< TSeq >:



## Public Member Functions

- **ModelSEIR** ([ModelSEIR](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)
- **ModelSEIR** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)
- [ModelSEIR](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_={})

*Set up the initial states of the model.*

## Public Attributes

- epiworld::UpdateFun< TSeq > **update\_exposed\_seir**
- epiworld::UpdateFun< TSeq > **update\_infected\_seir**

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **REMOVED** = 3

## Additional Inherited Members

### 13.25.1 Detailed Description

```
template<typename TSeq = int>
class epiworld::epimodels::ModelSEIR< TSeq >
```

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

## Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	epiworld_double Initial prevalence the immune system
<i>transmission_rate</i>	epiworld_double Transmission rate of the virus
<i>avg_incubation_days</i>	epiworld_double Average incubation days of the virus.
<i>recovery_rate</i>	epiworld_double Recovery rate of the virus.

## 13.25.2 Member Function Documentation

### 13.25.2.1 initial\_states()

```
template<typename TSeq >
ModelSEIR< TSeq > & ModelSEIR< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set up the initial states of the model.

## Parameters

<i>proportions_</i> ↔	Double vector with the following values:
—	<ul style="list-style-type: none"> <li>• 0: Proportion of non-infected agents who are removed.</li> <li>• 1: Proportion of exposed agents to be set as infected.</li> </ul>

Reimplemented from [epiworld::Model< int >](#).

## 13.25.3 Member Data Documentation

### 13.25.3.1 update\_exposed\_seir

```
template<typename TSeq = int>
epiworld::UpdateFun<TSeq> epiworld::epimodels::ModelSEIR< TSeq >::update_exposed_seir
```

## Initial value:

```
= [] (
    epiworld::Agent<TSeq> * p,
    epiworld::Model<TSeq> * m
) -> void {
    auto v = p->get_virus();
    if (m->runif() < 1.0/(v->get_incubation(m)))
        p->change_state(m, ModelSEIR<TSeq>::INFECTED);
    return;
}
```

## 13.25.3.2 update\_infected\_seir

```
template<typename TSeq = int>
epiworld::UpdateFun<TSeq> epiworld::epimodels::ModelSEIR< TSeq >::update_infected_seir
```

## Initial value:

```
= [] (
    epiworld::Agent<TSeq> * p,
    epiworld::Model<TSeq> * m
) -> void {
    if (m->runif() < (m->par("Recovery rate")))
        p->rm_virus(m);
    return;
}
```

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.26 ModelSEIR&lt; TSeq &gt; Class Template Reference

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

```
#include <seir.hpp>
```

Inheritance diagram for ModelSEIR< TSeq >:



Collaboration diagram for ModelSEIR< TSeq >:



## Public Member Functions

- **ModelSEIR** ([ModelSEIR](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)
- **ModelSEIR** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)
- [ModelSEIR](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_={})

*Set up the initial states of the model.*

## Public Attributes

- epiworld::UpdateFun< TSeq > **update\_exposed\_seir**
- epiworld::UpdateFun< TSeq > **update\_infected\_seir**

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **REMOVED** = 3

## Additional Inherited Members

### 13.26.1 Detailed Description

```
template<typename TSeq = int>
class ModelSEIR< TSeq >
```

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	epiworld_double Initial prevalence the immune system
<i>transmission_rate</i>	epiworld_double Transmission rate of the virus
<i>avg_incubation_days</i>	epiworld_double Average incubation days of the virus.
<i>recovery_rate</i>	epiworld_double Recovery rate of the virus.

### 13.26.2 Member Function Documentation

#### 13.26.2.1 initial\_states()

```
template<typename TSeq >
ModelSEIR< TSeq > & ModelSEIR< TSeq >::initial_states (
```

```
std::vector< double > proportions_,
std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set up the initial states of the model.

#### Parameters

<i>proportions_</i> ↔	Double vector with the following values:
—	<ul style="list-style-type: none"> <li>• 0: Proportion of non-infected agents who are removed.</li> <li>• 1: Proportion of exposed agents to be set as infected.</li> </ul>

Reimplemented from [epiworld::Model< int >](#).

### 13.26.3 Member Data Documentation

#### 13.26.3.1 update\_exposed\_seir

```
template<typename TSeq = int>
epiworld::UpdateFun<TSeq> ModelSEIR< TSeq >::update_exposed_seir
```

##### Initial value:

```
= [] {
    epiworld::Agent<TSeq> * p,
    epiworld::Model<TSeq> * m
    } -> void {
        auto v = p->get_virus();
        if (m->runif() < 1.0/(v->get_incubation(m)))
            p->change_state(m, ModelSEIR<TSeq>::INFECTED);
        return;
    }
```

#### 13.26.3.2 update\_infected\_seir

```
template<typename TSeq = int>
epiworld::UpdateFun<TSeq> ModelSEIR< TSeq >::update_infected_seir
```

##### Initial value:

```
= [] {
    epiworld::Agent<TSeq> * p,
    epiworld::Model<TSeq> * m
    } -> void {
        if (m->runif() < (m->par("Recovery rate")))
            p->rm_virus(m);
        return;
    }
```

The documentation for this class was generated from the following file:

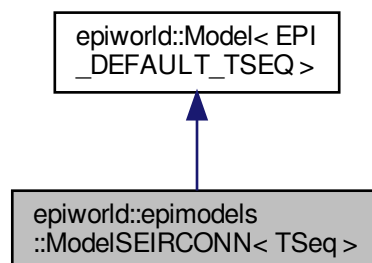
- include/epiworld/models/seir.hpp

## 13.27 epiworld::epimodels::ModelSEIRCONN< TSeq > Class Template Reference

Inheritance diagram for epiworld::epimodels::ModelSEIRCONN< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelSEIRCONN< TSeq >:



### Public Member Functions

- [ModelSEIRCONN](#) ([ModelSEIRCONN](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)  
*Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.*
- **ModelSEIRCONN** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)
- [ModelSEIRCONN](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*



- `Model< TSeq > * clone_ptr ()`  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*
- `ModelSEIRCONN< TSeq > & initial_states (std::vector< double > proportions_, std::vector< int > queue←  
_={})`  
*Set the initial states of the model.*

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **RECOVERED** = 3

## Additional Inherited Members

### 13.27.1 Constructor & Destructor Documentation

#### 13.27.1.1 `ModelSEIRCONN()`

```
template<typename TSeq >
ModelSEIRCONN< TSeq >::ModelSEIRCONN (
    ModelSEIRCONN< TSeq > & model,
    std::string vname,
    epiworld_fast_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate ) [inline]
```

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

#### Parameters

<i>model</i>	A <code>Model&lt;TSeq&gt;</code> object where to set up the SIR.
<i>vname</i>	<code>std::string</code> Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery

### 13.27.2 Member Function Documentation

### 13.27.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSEIRCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

#### Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.27.2.2 initial\_states()

```
template<typename TSeq >
ModelSEIRCONN< TSeq > & ModelSEIRCONN< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

#### Parameters

<i>proportions_</i> ↔	Double vector with a single element:
—	<ul style="list-style-type: none"> <li>The proportion of non-infected individuals who have recovered.</li> </ul>

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.27.2.3 reset()

```
template<typename TSeq >
void ModelSEIRCONN< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

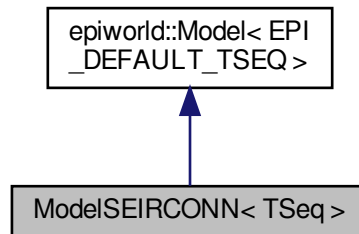
Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

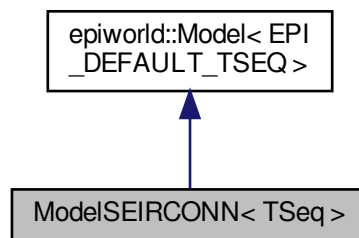
- `epiworld.hpp`

## 13.28 ModelSEIRCONN< TSeq > Class Template Reference

Inheritance diagram for ModelSEIRCONN< TSeq >:



Collaboration diagram for ModelSEIRCONN< TSeq >:



### Public Member Functions

- [ModelSEIRCONN](#) ([ModelSEIRCONN](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)  
*Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.*
- **ModelSEIRCONN** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate)
- [ModelSEIRCONN](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*
- [Model](#)< TSeq > \* [clone\\_ptr](#) ()  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*
- [ModelSEIRCONN](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_ = {})  
*Set the initial states of the model.*

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **RECOVERED** = 3

## Additional Inherited Members

### 13.28.1 Constructor & Destructor Documentation

#### 13.28.1.1 ModelSEIRCONN()

```
template<typename TSeq >
ModelSEIRCONN< TSeq >::ModelSEIRCONN (
    ModelSEIRCONN< TSeq > & model,
    std::string vname,
    epiworld_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate ) [inline]
```

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery

### 13.28.2 Member Function Documentation

#### 13.28.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSEIRCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

## Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

**13.28.2.2 initial\_states()**

```
template<typename TSeq >
ModelSEIRCONN< TSeq > & ModelSEIRCONN< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

## Parameters

<i>proportions_</i> ↔	Double vector with a single element:
—	<ul style="list-style-type: none"> <li>The proportion of non-infected individuals who have recovered.</li> </ul>

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

**13.28.2.3 reset()**

```
template<typename TSeq >
void ModelSEIRCONN< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

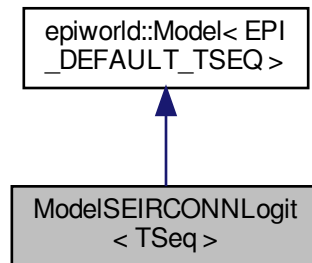
Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

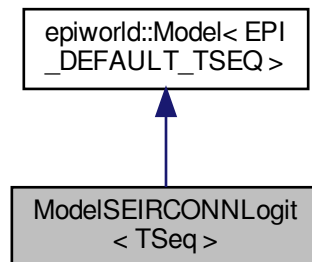
- `include/epiworld/models/seirconnected.hpp`

## 13.29 ModelSEIRCONNLogit< TSeq > Class Template Reference

Inheritance diagram for ModelSEIRCONNLogit< TSeq >:



Collaboration diagram for ModelSEIRCONNLogit< TSeq >:



### Public Member Functions

- [ModelSEIRCONNLogit](#) ([ModelSEIRCONNLogit](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, double \*covars, std::vector< double > logit\_params)

*Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.*

- **ModelSEIRCONNLogit** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, double \*covars, std::vector< double > logit\_params)

### Public Attributes

- std::vector< [epiworld::Agent](#)<> \* > **tracked\_agents\_infected** = {}
- std::vector< [epiworld::Agent](#)<> \* > **tracked\_agents\_infected\_next** = {}
- bool **tracked\_started** = false
- int **tracked\_ninfected** = 0
- int **tracked\_ninfected\_next** = 0

## Additional Inherited Members

### 13.29.1 Constructor & Destructor Documentation

#### 13.29.1.1 ModelSEIRCONNLogit()

```
template<typename TSeq >
ModelSEIRCONNLogit< TSeq >::ModelSEIRCONNLogit (
    ModelSEIRCONNLogit< TSeq > & model,
    std::string vname,
    epiworld_fast_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate,
    double * covars,
    std::vector< double > logit_params ) [inline]
```

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Reproductive number (beta)
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery

The documentation for this class was generated from the following file:

- include/epiworld/models/seirconnected\_logit.hpp

## 13.30 epiworld::epimodels::ModelSEIRD< TSeq > Class Template Reference

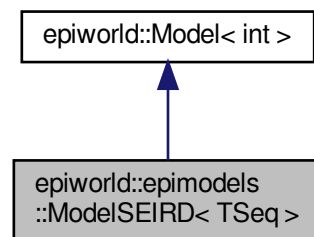
Template for a Susceptible-Exposed-Infected-Removed-Deceased (SEIRD) model.

```
#include <epiworld.hpp>
```

Inheritance diagram for `epiworld::epimodels::ModelSEIRD< TSeq >`:



Collaboration diagram for `epiworld::epimodels::ModelSEIRD< TSeq >`:



## Public Member Functions

- [ModelSEIRD](#) ([ModelSEIRD](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Constructor for the SEIRD model.*
- [ModelSEIRD](#) (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Constructor for the SEIRD model.*
- [ModelSEIRD](#)< TSeq > & **initial\_states** (std::vector< double > proportions\_, std::vector< int > queue\_={})

## Public Attributes

- epiworld::UpdateFun< TSeq > **update\_exposed\_seir**
- epiworld::UpdateFun< TSeq > **update\_infected**



## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **REMOVED** = 3
- static const int **DECEASED** = 4

## Additional Inherited Members

### 13.30.1 Detailed Description

```
template<typename TSeq = int>
class epiworld::epimodels::ModelSEIRD< TSeq >
```

Template for a Susceptible-Exposed-Infected-Removed-Deceased (SEIRD) model.

### 13.30.2 Constructor & Destructor Documentation

#### 13.30.2.1 ModelSEIRD() [1/2]

```
template<typename TSeq >
ModelSEIRD< TSeq >::ModelSEIRD (
    ModelSEIRD< TSeq > & model,
    std::string vname,
    epiworld_double prevalence,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Constructor for the SEIRD model.

#### Template Parameters

<i>TSeq</i>	Type of the sequence used in the model.
-------------	-----------------------------------------

#### Parameters

<i>model</i>	Reference to the SEIRD model.
<i>vname</i>	Name of the model.
<i>prevalence</i>	Prevalence of the disease.
<i>transmission_rate</i>	Transmission rate of the disease.
<i>avg_incubation_days</i>	Average incubation period of the disease.
<i>recovery_rate</i>	Recovery rate of the disease.
<i>death_rate</i>	Death rate of the disease.

### 13.30.2.2 ModelSEIRD() [2/2]

```
template<typename TSeq >
ModelSEIRD< TSeq >::ModelSEIRD (
    std::string vname,
    epiworld_double prevalence,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Constructor for the SEIRD model.

#### Parameters

<i>vname</i>	Name of the model.
<i>prevalence</i>	Initial prevalence of the disease.
<i>transmission_rate</i>	Transmission rate of the disease.
<i>avg_incubation_days</i>	Average incubation period of the disease.
<i>recovery_rate</i>	Recovery rate of the disease.
<i>death_rate</i>	Death rate of the disease.

## 13.30.3 Member Data Documentation

### 13.30.3.1 update\_exposed\_seir

```
template<typename TSeq = int>
epiworld::UpdateFun<TSeq> epiworld::epimodels::ModelSEIRD< TSeq >::update_exposed_seir
```

#### Initial value:

```
= [] (
    epiworld::Agent<TSeq> * p,
    epiworld::Model<TSeq> * m
) -> void {

    auto v = p->get_virus();

    if (m->runif() < 1.0/(v->get_incubation(m)))
        p->change_state(m, ModelSEIRD<TSeq>::INFECTED);
    return;
}
```

The documentation for this class was generated from the following file:

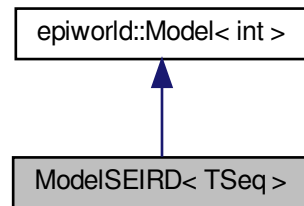
- epiworld.hpp

## 13.31 ModelSEIRD< TSeq > Class Template Reference

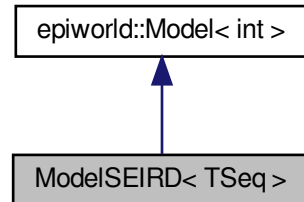
Template for a Susceptible-Exposed-Infected-Removed-Deceased (SEIRD) model.

```
#include <seird.hpp>
```

Inheritance diagram for ModelSEIRD< TSeq >:



Collaboration diagram for ModelSEIRD< TSeq >:



### Public Member Functions

- [ModelSEIRD](#) ([ModelSEIRD](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Constructor for the SEIRD model.*
- [ModelSEIRD](#) (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Constructor for the SEIRD model.*
- [ModelSEIRD](#)< TSeq > & **initial\_states** (std::vector< double > proportions\_, std::vector< int > queue\_={})

### Public Attributes

- epiworld::UpdateFun< TSeq > **update\_exposed\_seir**
- epiworld::UpdateFun< TSeq > **update\_infected**

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **REMOVED** = 3
- static const int **DECEASED** = 4

## Additional Inherited Members

### 13.31.1 Detailed Description

```
template<typename TSeq = int>
class ModelSEIRD< TSeq >
```

Template for a Susceptible-Exposed-Infected-Removed-Deceased (SEIRD) model.

### 13.31.2 Constructor & Destructor Documentation

#### 13.31.2.1 ModelSEIRD() [1/2]

```
template<typename TSeq >
ModelSEIRD< TSeq >::ModelSEIRD (
    ModelSEIRD< TSeq > & model,
    std::string vname,
    epiworld_double prevalence,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Constructor for the SEIRD model.

#### Template Parameters

<i>TSeq</i>	Type of the sequence used in the model.
-------------	-----------------------------------------

#### Parameters

<i>model</i>	Reference to the SEIRD model.
<i>vname</i>	Name of the model.
<i>prevalence</i>	Prevalence of the disease.
<i>transmission_rate</i>	Transmission rate of the disease.
<i>avg_incubation_days</i>	Average incubation period of the disease.
<i>recovery_rate</i>	Recovery rate of the disease.
<i>death_rate</i>	Death rate of the disease.

### 13.31.2.2 ModelSEIRD() [2/2]

```
template<typename TSeq >
ModelSEIRD< TSeq >::ModelSEIRD (
    std::string vname,
    epiworld_double prevalence,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Constructor for the SEIRD model.

#### Parameters

<i>vname</i>	Name of the model.
<i>prevalence</i>	Initial prevalence of the disease.
<i>transmission_rate</i>	Transmission rate of the disease.
<i>avg_incubation_days</i>	Average incubation period of the disease.
<i>recovery_rate</i>	Recovery rate of the disease.
<i>death_rate</i>	Death rate of the disease.

## 13.31.3 Member Data Documentation

### 13.31.3.1 update\_exposed\_seir

```
template<typename TSeq = int>
epiworld::UpdateFun<TSeq> ModelSEIRD< TSeq >::update_exposed_seir
```

#### Initial value:

```
= [] (
    epiworld::Agent<TSeq> * p,
    epiworld::Model<TSeq> * m
) -> void {

    auto v = p->get_virus();

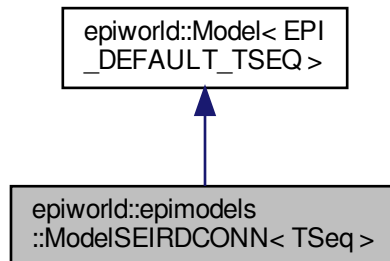
    if (m->runif() < 1.0/(v->get_incubation(m)))
        p->change_state(m, ModelSEIRD<TSeq>::INFECTED);
    return;
}
```

The documentation for this class was generated from the following file:

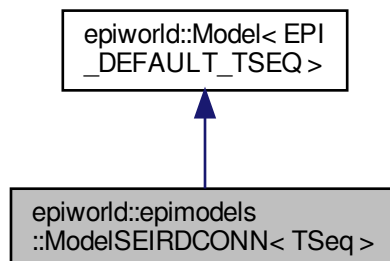
- include/epiworld/models/seird.hpp

### 13.32 epiworld::epimodels::ModelSEIRDCONN< TSeq > Class Template Reference

Inheritance diagram for epiworld::epimodels::ModelSEIRDCONN< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelSEIRDCONN< TSeq >:



#### Public Member Functions

- [ModelSEIRDCONN](#) ([ModelSEIRDCONN](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.*
- **ModelSEIRDCONN** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)
- [ModelSEIRDCONN](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*

- `Model< TSeq > * clone_ptr ()`  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*
- `ModelSEIRDCONN< TSeq > & initial_states (std::vector< double > proportions_, std::vector< int > queue_={})`  
*Set up the initial states of the model.*

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **REMOVED** = 3
- static const int **DECEASED** = 4

## Additional Inherited Members

### 13.32.1 Constructor & Destructor Documentation

#### 13.32.1.1 ModelSEIRDCONN()

```
template<typename TSeq >
ModelSEIRDCONN< TSeq >::ModelSEIRDCONN (
    ModelSEIRDCONN< TSeq > & model,
    std::string vname,
    epiworld_fast_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery
<i>death_rate</i>	Probability of death

## 13.32.2 Member Function Documentation

### 13.32.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSEIRDCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

#### Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.32.2.2 initial\_states()

```
template<typename TSeq >
ModelSEIRDCONN< TSeq > & ModelSEIRDCONN< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set up the initial states of the model.

#### Parameters

<i>proportions_↵</i>	Double vector with the following values:
—	<ul style="list-style-type: none"> <li>• 0: Proportion of non-infected agents who are removed.</li> <li>• 1: Proportion of exposed agents to be set as infected.</li> </ul>

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.32.2.3 reset()

```
template<typename TSeq >
void ModelSEIRDCONN< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:



- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

- `epiworld.hpp`

## 13.33 ModelSEIRDCONN< TSeq > Class Template Reference

Inheritance diagram for ModelSEIRDCONN< TSeq >:



Collaboration diagram for ModelSEIRDCONN< TSeq >:



## Public Member Functions

- [ModelSEIRDCONN](#) ([ModelSEIRDCONN](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.*
- **ModelSEIRDCONN** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double avg\_incubation\_days, epiworld\_double recovery\_rate, epiworld\_double death\_rate)
- [ModelSEIRDCONN](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*
- [Model](#)< TSeq > \* [clone\\_ptr](#) ()  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*
- [ModelSEIRDCONN](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_={})  
*Set up the initial states of the model.*

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **EXPOSED** = 1
- static const int **INFECTED** = 2
- static const int **REMOVED** = 3
- static const int **DECEASED** = 4

## Additional Inherited Members

### 13.33.1 Constructor & Destructor Documentation

#### 13.33.1.1 ModelSEIRDCONN()

```
template<typename TSeq >
ModelSEIRDCONN< TSeq >::ModelSEIRDCONN (
    ModelSEIRDCONN< TSeq > & model,
    std::string vname,
    epiworld_fast_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double avg_incubation_days,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Template for a Susceptible-Exposed-Infected-Removed (SEIR) model.

## Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery
<i>death_rate</i>	Probability of death

## 13.33.2 Member Function Documentation

## 13.33.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSEIRDCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

## Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

## 13.33.2.2 initial\_states()

```
template<typename TSeq >
ModelSEIRDCONN< TSeq > & ModelSEIRDCONN< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set up the initial states of the model.

## Parameters

<i>proportions_↩</i>	Double vector with the following values:
—	<ul style="list-style-type: none"> <li>• 0: Proportion of non-infected agents who are removed.</li> <li>• 1: Proportion of exposed agents to be set as infected.</li> </ul>

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.33.2.3 reset()

```
template<typename TSeq >
void ModelSEIRDConn< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

Reimplemented from `epiworld::Model< EPI_DEFAULT_TSEQ >`.

The documentation for this class was generated from the following file:

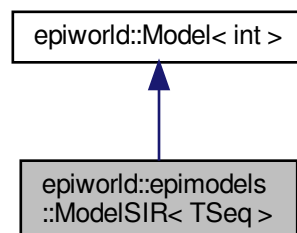
- `include/epiworld/models/seirdconnected.hpp`

## 13.34 epiworld::epimodels::ModelSIR< TSeq > Class Template Reference

Template for a Susceptible-Infected-Removed (SIR) model.

```
#include <epiworld.hpp>
```

Inheritance diagram for `epiworld::epimodels::ModelSIR< TSeq >`:



Collaboration diagram for epiworld::epimodels::ModelSIR< TSeq >:



## Public Member Functions

- **ModelSIR** ([ModelSIR](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- **ModelSIR** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- [ModelSIR](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_={})

*Set the initial states of the model.*

## Additional Inherited Members

### 13.34.1 Detailed Description

```
template<typename TSeq = int>
class epiworld::epimodels::ModelSIR< TSeq >
```

Template for a Susceptible-Infected-Removed (SIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficacy</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery_rate rate of the immune system

### 13.34.2 Member Function Documentation

### 13.34.2.1 initial\_states()

```
template<typename TSeq >
ModelSIR< TSeq > & ModelSIR< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

#### Parameters

<i>proportions_↔</i>	Double vector with a single element:
—	<ul style="list-style-type: none"> <li>The proportion of non-infected individuals who have recovered.</li> </ul>

Reimplemented from [epiworld::Model< int >](#).

The documentation for this class was generated from the following file:

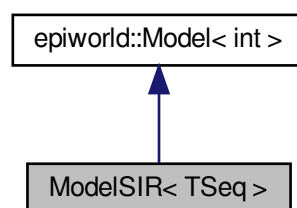
- epiworld.hpp

## 13.35 ModelSIR< TSeq > Class Template Reference

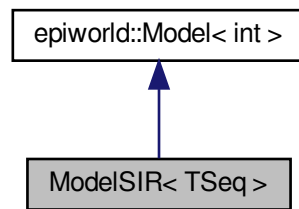
Template for a Susceptible-Infected-Removed (SIR) model.

```
#include <sir.hpp>
```

Inheritance diagram for ModelSIR< TSeq >:



Collaboration diagram for ModelSIR< TSeq >:



## Public Member Functions

- **ModelSIR** ([ModelSIR](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- **ModelSIR** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- [ModelSIR](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_={})

*Set the initial states of the model.*

## Additional Inherited Members

### 13.35.1 Detailed Description

```
template<typename TSeq = int>
class ModelSIR< TSeq >
```

Template for a Susceptible-Infected-Removed (SIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficacy</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery_rate rate of the immune system

### 13.35.2 Member Function Documentation

### 13.35.2.1 initial\_states()

```
template<typename TSeq >
ModelSIR< TSeq > & ModelSIR< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

#### Parameters

<i>proportions_↔</i>	Double vector with a single element:
—	<ul style="list-style-type: none"> <li>The proportion of non-infected individuals who have recovered.</li> </ul>

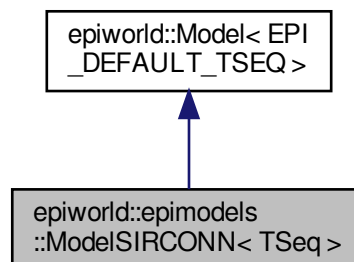
Reimplemented from [epiworld::Model< int >](#).

The documentation for this class was generated from the following file:

- include/epiworld/models/sir.hpp

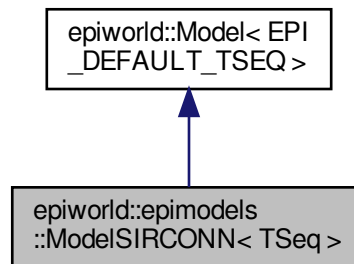
## 13.36 epiworld::epimodels::ModelSIRCONN< TSeq > Class Template Reference

Inheritance diagram for epiworld::epimodels::ModelSIRCONN< TSeq >:





Collaboration diagram for epiworld::epimodels::ModelSIRCONN< TSeq >:



## Public Member Functions

- [ModelSIRCONN](#) ([ModelSIRCONN](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)  
*Template for a Susceptible-Infected-Removed (SIR) model.*
- **ModelSIRCONN** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- [ModelSIRCONN](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*
- [Model](#)< TSeq > \* [clone\\_ptr](#) ()  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*
- [ModelSIRCONN](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_=  
\_={})  
*Set the initial states of the model.*

## Additional Inherited Members

### 13.36.1 Constructor & Destructor Documentation

#### 13.36.1.1 ModelSIRCONN()

```

template<typename TSeq >
ModelSIRCONN< TSeq >::ModelSIRCONN (
    ModelSIRCONN< TSeq > & model,
    std::string vname,
    epiworld_fast_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate ) [inline]
  
```

Template for a Susceptible-Infected-Removed (SIR) model.

## Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery

## 13.36.2 Member Function Documentation

### 13.36.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSIRCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

## Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.36.2.2 initial\_states()

```
template<typename TSeq >
ModelSIRCONN< TSeq > & ModelSIRCONN< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

## Parameters

<i>proportions_</i> ↵	Double vector with a single element:
—	<ul style="list-style-type: none"> <li>The proportion of non-infected individuals who have recovered.</li> </ul>

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.36.2.3 reset()

```
template<typename TSeq >
void ModelSIRCONN< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

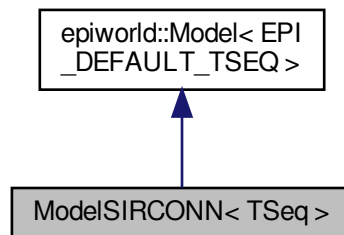
Reimplemented from `epiworld::Model< EPI_DEFAULT_TSEQ >`.

The documentation for this class was generated from the following file:

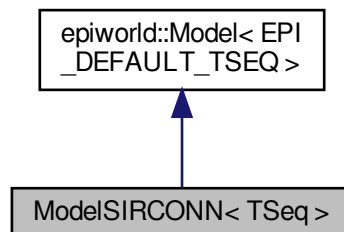
- `epiworld.hpp`

## 13.37 ModelSIRCONN< TSeq > Class Template Reference

Inheritance diagram for ModelSIRCONN< TSeq >:



Collaboration diagram for ModelSIRCONN< TSeq >:



## Public Member Functions

- [ModelSIRCONN](#) ([ModelSIRCONN](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)  
*Template for a Susceptible-Infected-Removed (SIR) model.*
- **ModelSIRCONN** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- [ModelSIRCONN](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*
- [Model](#)< TSeq > \* [clone\\_ptr](#) ()  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*
- [ModelSIRCONN](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_=  
\_={})  
*Set the initial states of the model.*

## Additional Inherited Members

### 13.37.1 Constructor & Destructor Documentation

#### 13.37.1.1 ModelSIRCONN()

```
template<typename TSeq >
ModelSIRCONN< TSeq >::ModelSIRCONN (
    ModelSIRCONN< TSeq > & model,
    std::string vname,
    epiworld_fast_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate ) [inline]
```

Template for a Susceptible-Infected-Removed (SIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery

## 13.37.2 Member Function Documentation

### 13.37.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSIRCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

#### Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.37.2.2 initial\_states()

```
template<typename TSeq >
ModelSIRCONN< TSeq > & ModelSIRCONN< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

#### Parameters

<i>proportions_↵</i>	Double vector with a single element:
—	<ul style="list-style-type: none"> <li>The proportion of non-infected individuals who have recovered.</li> </ul>

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.37.2.3 reset()

```
template<typename TSeq >
void ModelSIRCONN< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database

- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

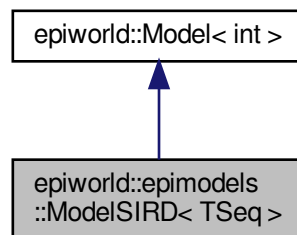
- `include/epiworld/models/sirconnected.hpp`

### 13.38 epiworld::epimodels::ModelSIRD< TSeq > Class Template Reference

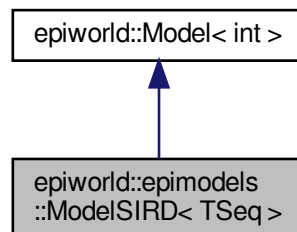
Template for a Susceptible-Infected-Removed-Deceased (SIRD) model.

```
#include <epiworld.hpp>
```

Inheritance diagram for `epiworld::epimodels::ModelSIRD< TSeq >`:



Collaboration diagram for `epiworld::epimodels::ModelSIRD< TSeq >`:



## Public Member Functions

- [ModelSIRD](#)< TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_={})  
*Set the initial states of the model.*
- [ModelSIRD](#) ([ModelSIRD](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Constructs a new SIRD model with the given parameters.*
- **ModelSIRD** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)

## Additional Inherited Members

### 13.38.1 Detailed Description

```
template<typename TSeq = int>
class epiworld::epimodels::ModelSIRD< TSeq >
```

Template for a Susceptible-Infected-Removed-Deceased (SIRD) model.

### 13.38.2 Constructor & Destructor Documentation

#### 13.38.2.1 ModelSIRD()

```
template<typename TSeq >
ModelSIRD< TSeq >::ModelSIRD (
    ModelSIRD< TSeq > & model,
    std::string vname,
    epiworld_double prevalence,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Constructs a new SIRD model with the given parameters.

#### Parameters

<i>model</i>	The SIRD model to copy from.
<i>vname</i>	The name of the vertex associated with this model.
<i>prevalence</i>	The initial prevalence of the disease in the population.
<i>transmission_rate</i>	The rate at which the disease spreads from infected to susceptible individuals.
<i>recovery_rate</i>	The rate at which infected individuals recover and become immune.
<i>death_rate</i>	The rate at which infected individuals die.

### 13.38.3 Member Function Documentation

#### 13.38.3.1 `initial_states()`

```
template<typename TSeq >
ModelSIRD< TSeq > & ModelSIRD< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

##### Parameters

<i>proportions_</i> ↔	Double vector with two elements:
—	<ul style="list-style-type: none"> <li>• The proportion of non-infected individuals who have recovered.</li> <li>• The proportion of non-infected individuals who have died.</li> </ul>

Reimplemented from [epiworld::Model< int >](#).

The documentation for this class was generated from the following file:

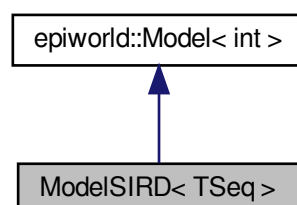
- `epiworld.hpp`

## 13.39 `ModelSIRD< TSeq >` Class Template Reference

Template for a Susceptible-Infected-Removed-Deceased (SIRD) model.

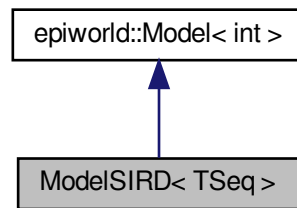
```
#include <sird.hpp>
```

Inheritance diagram for `ModelSIRD< TSeq >`:





Collaboration diagram for ModelSIRD< TSeq >:



## Public Member Functions

- [ModelSIRD](#) < TSeq > & [initial\\_states](#) (std::vector< double > proportions\_, std::vector< int > queue\_={})  
*Set the initial states of the model.*
- [ModelSIRD](#) ([ModelSIRD](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Constructs a new SIRD model with the given parameters.*
- **ModelSIRD** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)

## Additional Inherited Members

### 13.39.1 Detailed Description

```
template<typename TSeq = int>
class ModelSIRD< TSeq >
```

Template for a Susceptible-Infected-Removed-Deceased (SIRD) model.

### 13.39.2 Constructor & Destructor Documentation

#### 13.39.2.1 ModelSIRD()

```
template<typename TSeq >
ModelSIRD< TSeq >::ModelSIRD (
    ModelSIRD< TSeq > & model,
    std::string vname,
    epiworld_double prevalence,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Constructs a new SIRD model with the given parameters.

## Parameters

<i>model</i>	The SIRD model to copy from.
<i>vname</i>	The name of the vertex associated with this model.
<i>prevalence</i>	The initial prevalence of the disease in the population.
<i>transmission_rate</i>	The rate at which the disease spreads from infected to susceptible individuals.
<i>recovery_rate</i>	The rate at which infected individuals recover and become immune.
<i>death_rate</i>	The rate at which infected individuals die.

### 13.39.3 Member Function Documentation

#### 13.39.3.1 initial\_states()

```
template<typename TSeq >
ModelSIRD< TSeq > & ModelSIRD< TSeq >::initial_states (
    std::vector< double > proportions_,
    std::vector< int > queue_ = {} ) [inline], [virtual]
```

Set the initial states of the model.

## Parameters

<i>proportions_↔</i>	Double vector with two elements:
—	<ul style="list-style-type: none"> <li>• The proportion of non-infected individuals who have recovered.</li> <li>• The proportion of non-infected individuals who have died.</li> </ul>

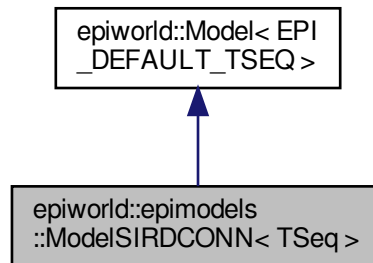
Reimplemented from [epiworld::Model< int >](#).

The documentation for this class was generated from the following file:

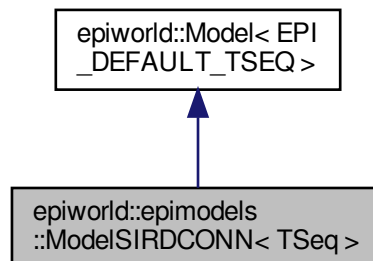
- `include/epiworld/models/sird.hpp`

## 13.40 epiworld::epimodels::ModelSIRDCONN< TSeq > Class Template Reference

Inheritance diagram for epiworld::epimodels::ModelSIRDCONN< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelSIRDCONN< TSeq >:



### Public Member Functions

- [ModelSIRDCONN](#) ([ModelSIRDCONN](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Template for a Susceptible-Infected-Removed (SIR) model.*
- **ModelSIRDCONN** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)
- [ModelSIRDCONN](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*
- [Model](#)< TSeq > \* [clone\\_ptr](#) ()  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **INFECTED** = 1
- static const int **RECOVERED** = 2
- static const int **DECEASED** = 3

## Additional Inherited Members

### 13.40.1 Constructor & Destructor Documentation

#### 13.40.1.1 ModelSIRDCONN()

```
template<typename TSeq >
ModelSIRDCONN< TSeq >::ModelSIRDCONN (
    ModelSIRDCONN< TSeq > & model,
    std::string vname,
    epiworld_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Template for a Susceptible-Infected-Removed (SIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery
<i>death_rate</i>	Probability of death

### 13.40.2 Member Function Documentation

#### 13.40.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSIRDCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

## Parameters

copy	
------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.40.2.2 reset()

```
template<typename TSeq >
void ModelSIRDConn< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

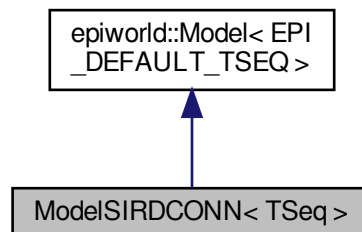
Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

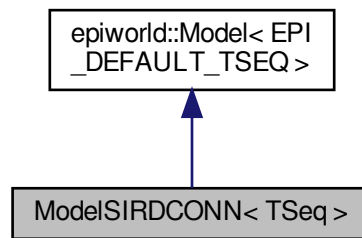
- `epiworld.hpp`

## 13.41 ModelSIRDConn< TSeq > Class Template Reference

Inheritance diagram for ModelSIRDConn< TSeq >:



Collaboration diagram for ModelSIRDConn< TSeq >:



## Public Member Functions

- [ModelSIRDConn](#) ([ModelSIRDConn](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)  
*Template for a Susceptible-Infected-Removed (SIR) model.*
- **ModelSIRDConn** (std::string vname, epiworld\_fast\_uint n, epiworld\_double prevalence, epiworld\_double contact\_rate, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)
- [ModelSIRDConn](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)  
*Runs the simulation (after initialization)*
- void [reset](#) ()  
*Reset the model.*
- [Model](#)< TSeq > \* [clone\\_ptr](#) ()  
*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **INFECTED** = 1
- static const int **RECOVERED** = 2
- static const int **DECEASED** = 3

## Additional Inherited Members

### 13.41.1 Constructor & Destructor Documentation

### 13.41.1.1 ModelSIRDCONN()

```
template<typename TSeq >
ModelSIRDCONN< TSeq >::ModelSIRDCONN (
    ModelSIRDCONN< TSeq > & model,
    std::string vname,
    epiworld_fast_uint n,
    epiworld_double prevalence,
    epiworld_double contact_rate,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate,
    epiworld_double death_rate ) [inline]
```

Template for a Susceptible-Infected-Removed (SIR) model.

#### Parameters

<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>transmission_rate</i>	Probability of transmission
<i>recovery_rate</i>	Probability of recovery
<i>death_rate</i>	Probability of death

## 13.41.2 Member Function Documentation

### 13.41.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSIRDCONN< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

#### Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.41.2.2 reset()

```
template<typename TSeq >
void ModelSIRDCONN< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)
- re-distribute tools
- re-distribute viruses
- set the date to 0

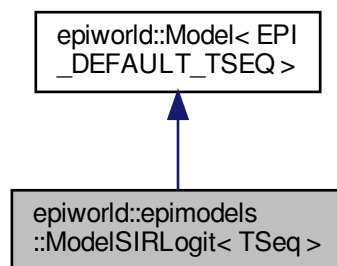
Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

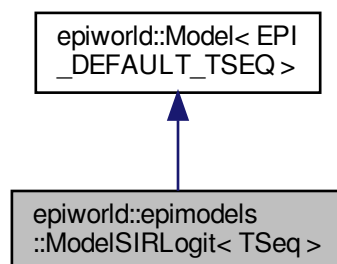
- `include/epiworld/models/sirdconnected.hpp`

## 13.42 epiworld::epimodels::ModelSIRLogit< TSeq > Class Template Reference

Inheritance diagram for `epiworld::epimodels::ModelSIRLogit< TSeq >`:



Collaboration diagram for `epiworld::epimodels::ModelSIRLogit< TSeq >`:





## Public Member Functions

- `ModelSIRLogit` (`ModelSIRLogit< TSeq > &model`, `std::string vname`, `double *data`, `size_t ncols`, `std::vector< double > coefs_infect`, `std::vector< double > coefs_recover`, `std::vector< size_t > coef_infect_cols`, `std::vector< size_t > coef_recover_cols`, `epiworld_double transmission_rate`, `epiworld_double recovery_rate`, `epiworld_double prevalence`)

*Template for a Susceptible-Infected-Removed (SIR) model.*

- `ModelSIRLogit` (`std::string vname`, `double *data`, `size_t ncols`, `std::vector< double > coefs_infect`, `std::vector< double > coefs_recover`, `std::vector< size_t > coef_infect_cols`, `std::vector< size_t > coef_recover_cols`, `epiworld_double transmission_rate`, `epiworld_double recovery_rate`, `epiworld_double prevalence`)
- `ModelSIRLogit< TSeq > &run` (`epiworld_uint ndays`, `int seed=-1`)

*Runs the simulation (after initialization)*

- `Model< TSeq > *clone_ptr` ()

*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*

- `void reset` ()

*Reset the model.*

## Public Attributes

- `std::vector< double > coefs_infect`
- `std::vector< double > coefs_recover`
- `std::vector< size_t > coef_infect_cols`
- `std::vector< size_t > coef_recover_cols`

## Additional Inherited Members

### 13.42.1 Constructor & Destructor Documentation

#### 13.42.1.1 `ModelSIRLogit()`

```
template<typename TSeq >
ModelSIRLogit< TSeq >::ModelSIRLogit (
    ModelSIRLogit< TSeq > & model,
    std::string vname,
    double * data,
    size_t ncols,
    std::vector< double > coefs_infect,
    std::vector< double > coefs_recover,
    std::vector< size_t > coef_infect_cols,
    std::vector< size_t > coef_recover_cols,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate,
    epiworld_double prevalence ) [inline]
```

Template for a Susceptible-Infected-Removed (SIR) model.

## Parameters

<i>vname</i>	Name of the virus.
<i>coefs_infect</i>	Double ptr. Infection coefficients.
<i>coefs_recover</i>	Double ptr. Recovery coefficients.
<i>ncoef_infect</i>	Unsigned int. Number of infection coefficients.
<i>ncoef_recover</i>	Unsigned int. Number of recovery coefficients.
<i>coef_infect_cols</i>	Vector<unsigned int>. Ids of infection vars.
<i>coef_recover_cols</i>	Vector<unsigned int>. Ids of recover vars.
<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>prob_transmission</i>	Probability of transmission
<i>prob_recovery</i>	Probability of recovery

## 13.42.2 Member Function Documentation

### 13.42.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSIRLogit< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

## Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

### 13.42.2.2 reset()

```
template<typename TSeq >
void ModelSIRLogit< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)

- re-distribute tools
- re-distribute viruses
- set the date to 0

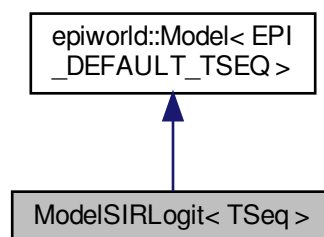
Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

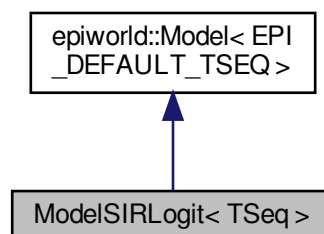
- epiworld.hpp

## 13.43 ModelSIRLogit< TSeq > Class Template Reference

Inheritance diagram for ModelSIRLogit< TSeq >:



Collaboration diagram for ModelSIRLogit< TSeq >:



## Public Member Functions

- [ModelSIRLogit](#) ([ModelSIRLogit](#)< TSeq > &model, std::string vname, double \*data, size\_t ncols, std::vector< double > coefs\_infect, std::vector< double > coefs\_recover, std::vector< size\_t > coef\_infect\_cols, std::vector< size\_t > coef\_recover\_cols, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double prevalence)

*Template for a Susceptible-Infected-Removed (SIR) model.*

- **ModelSIRLogit** (std::string vname, double \*data, size\_t ncols, std::vector< double > coefs\_infect, std::vector< double > coefs\_recover, std::vector< size\_t > coef\_infect\_cols, std::vector< size\_t > coef\_recover\_cols, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double prevalence)
- [ModelSIRLogit](#)< TSeq > & [run](#) (epiworld\_fast\_uint ndays, int seed=-1)

*Runs the simulation (after initialization)*

- [Model](#)< TSeq > \* [clone\\_ptr](#) ()

*Advanced usage: Makes a copy of data and returns it as undeleted pointer.*

- void [reset](#) ()

*Reset the model.*

## Public Attributes

- std::vector< double > **coefs\_infect**
- std::vector< double > **coefs\_recover**
- std::vector< size\_t > **coef\_infect\_cols**
- std::vector< size\_t > **coef\_recover\_cols**

## Additional Inherited Members

### 13.43.1 Constructor & Destructor Documentation

#### 13.43.1.1 ModelSIRLogit()

```
template<typename TSeq >
ModelSIRLogit< TSeq >::ModelSIRLogit (
    ModelSIRLogit< TSeq > & model,
    std::string vname,
    double * data,
    size_t ncols,
    std::vector< double > coefs_infect,
    std::vector< double > coefs_recover,
    std::vector< size_t > coef_infect_cols,
    std::vector< size_t > coef_recover_cols,
    epiworld_double transmission_rate,
    epiworld_double recovery_rate,
    epiworld_double prevalence ) [inline]
```

Template for a Susceptible-Infected-Removed (SIR) model.

## Parameters

<i>vname</i>	Name of the virus.
<i>coefs_infect</i>	Double ptr. Infection coefficients.
<i>coefs_recover</i>	Double ptr. Recovery coefficients.
<i>ncoef_infect</i>	Unsigned int. Number of infection coefficients.
<i>ncoef_recover</i>	Unsigned int. Number of recovery coefficients.
<i>coef_infect_cols</i>	Vector<unsigned int>. Ids of infection vars.
<i>coef_recover_cols</i>	Vector<unsigned int>. Ids of recover vars.
<i>model</i>	A Model<TSeq> object where to set up the SIR.
<i>vname</i>	std::string Name of the virus
<i>prevalence</i>	Initial prevalence (proportion)
<i>contact_rate</i>	Average number of contacts (interactions) per step.
<i>prob_transmission</i>	Probability of transmission
<i>prob_recovery</i>	Probability of recovery

## 13.43.2 Member Function Documentation

## 13.43.2.1 clone\_ptr()

```
template<typename TSeq >
Model< TSeq > * ModelSIRLogit< TSeq >::clone_ptr [inline], [virtual]
```

Advanced usage: Makes a copy of data and returns it as undeleted pointer.

## Parameters

<i>copy</i>	
-------------	--

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

## 13.43.2.2 reset()

```
template<typename TSeq >
void ModelSIRLogit< TSeq >::reset [inline], [virtual]
```

Reset the model.

Resetting the model will:

- clear the database
- restore the population (if `set_backup()` was called before)

- re-distribute tools
- re-distribute viruses
- set the date to 0

Reimplemented from [epiworld::Model< EPI\\_DEFAULT\\_TSEQ >](#).

The documentation for this class was generated from the following file:

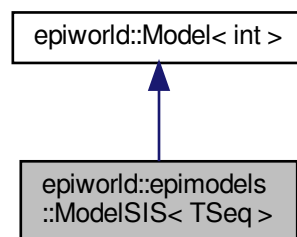
- include/epiworld/models/sirlogit.hpp

## 13.44 epiworld::epimodels::ModelSIS< TSeq > Class Template Reference

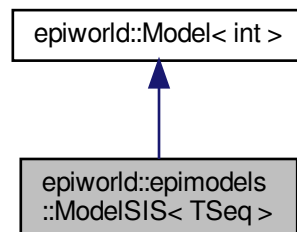
Template for a Susceptible-Infected-Susceptible (SIS) model.

```
#include <epiworld.hpp>
```

Inheritance diagram for epiworld::epimodels::ModelSIS< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelSIS< TSeq >:



## Public Member Functions

- **ModelSIS** ([ModelSIS](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- **ModelSIS** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **INFECTED** = 1

## Additional Inherited Members

### 13.44.1 Detailed Description

```
template<typename TSeq = int>
class epiworld::epimodels::ModelSIS< TSeq >
```

Template for a Susceptible-Infected-Susceptible (SIS) model.

#### Parameters

<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficacy</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery_rate rate of the immune system

The documentation for this class was generated from the following file:

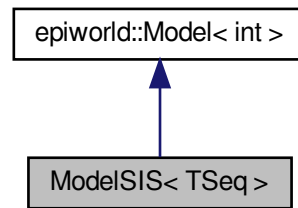
- epiworld.hpp

## 13.45 ModelSIS< TSeq > Class Template Reference

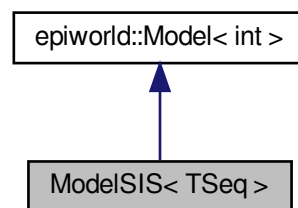
Template for a Susceptible-Infected-Susceptible (SIS) model.

```
#include <sis.hpp>
```

Inheritance diagram for ModelSIS< TSeq >:



Collaboration diagram for ModelSIS< TSeq >:



## Public Member Functions

- **ModelSIS** ([ModelSIS](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)
- **ModelSIS** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate)

## Static Public Attributes

- static const int **SUSCEPTIBLE** = 0
- static const int **INFECTED** = 1

## Additional Inherited Members

### 13.45.1 Detailed Description

```
template<typename TSeq = int>
class ModelSIS< TSeq >
```

Template for a Susceptible-Infected-Susceptible (SIS) model.



## Parameters

<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficacy</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery_rate rate of the immune system

The documentation for this class was generated from the following file:

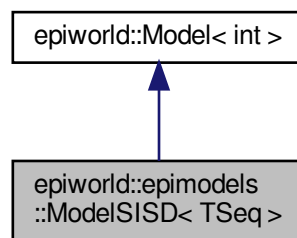
- include/epiworld/models/sis.hpp

## 13.46 epiworld::epimodels::ModelSISD< TSeq > Class Template Reference

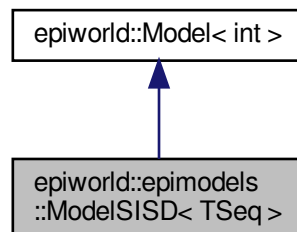
Template for a Susceptible-Infected-Susceptible-Deceased (SISD) model.

```
#include <epiworld.hpp>
```

Inheritance diagram for epiworld::epimodels::ModelSISD< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelSISD< TSeq >:



## Public Member Functions

- **ModelSISD** ([ModelSISD](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)
- **ModelSISD** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)

## Additional Inherited Members

### 13.46.1 Detailed Description

```
template<typename TSeq = int>
class epiworld::epimodels::ModelSISD< TSeq >
```

Template for a Susceptible-Infected-Susceptible-Deceased (SISD) model.

#### Parameters

<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficiency</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery_rate rate of the immune system
<i>initial_death</i>	epiworld_double Initial death_rate of the immune system

The documentation for this class was generated from the following file:

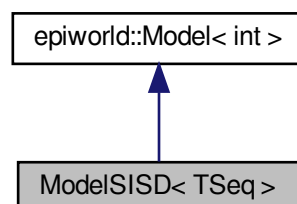
- epiworld.hpp

## 13.47 ModelSISD< TSeq > Class Template Reference

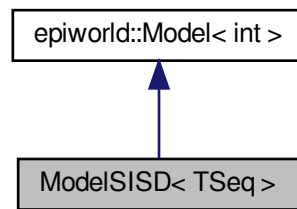
Template for a Susceptible-Infected-Susceptible-Deceased (SISD) model.

```
#include <sisd.hpp>
```

Inheritance diagram for ModelSISD< TSeq >:



Collaboration diagram for ModelSISD< TSeq >:



## Public Member Functions

- **ModelSISD** ([ModelSISD](#)< TSeq > &model, std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)
- **ModelSISD** (std::string vname, epiworld\_double prevalence, epiworld\_double transmission\_rate, epiworld\_double recovery\_rate, epiworld\_double death\_rate)

## Additional Inherited Members

### 13.47.1 Detailed Description

```
template<typename TSeq = int>
class ModelSISD< TSeq >
```

Template for a Susceptible-Infected-Susceptible-Deceased (SISD) model.

#### Parameters

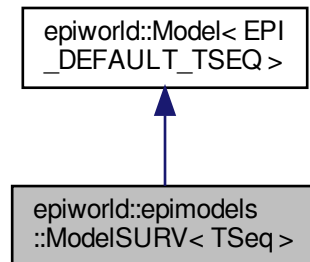
<i>vname</i>	std::string Name of the virus
<i>initial_prevalence</i>	epiworld_double Initial prevalence
<i>initial_efficiency</i>	epiworld_double Initial susceptibility_reduction of the immune system
<i>initial_recovery</i>	epiworld_double Initial recovery_rate rate of the immune system
<i>initial_death</i>	epiworld_double Initial death_rate of the immune system

The documentation for this class was generated from the following file:

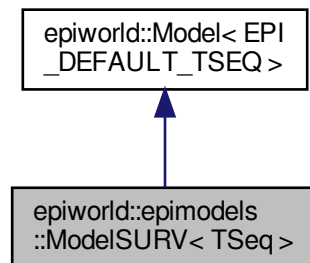
- include/epiworld/models/sisd.hpp

## 13.48 epiworld::epimodels::ModelSURV< TSeq > Class Template Reference

Inheritance diagram for epiworld::epimodels::ModelSURV< TSeq >:



Collaboration diagram for epiworld::epimodels::ModelSURV< TSeq >:



### Public Member Functions

#### Construct a new ModelSURV object

The [ModelSURV](#) class simulates a surveillance model where agents can be isolated, even if asymptomatic.

#### Parameters

vname	<i>String. Name of the virus</i>
prevalence	<i>Integer. Number of initial cases of the virus.</i>
efficacy_vax	<i>Double. Efficacy of the vaccine (1 - P(acquire the disease)).</i>
latent_period	<i>Double. Shape parameter of a Gamma (latent_period, 1) distribution. This coincides with the expected number of latent days.</i>

*Parameters*

<code>infect_period</code>	<i>Double. Shape parameter of a Gamma (<code>infected_period</code>, 1) distribution. This coincides with the expected number of infectious days.</i>
<code>prob_symptoms</code>	<i>Double. Probability of generating symptoms.</i>
<code>prop_vaccinated</code>	<i>Double. Probability of vaccination. Coincides with the initial prevalence of vaccinated individuals.</i>
<code>prop_vax_redux_transm</code>	<i>Double. Factor by which the vaccine reduces transmissibility.</i>
<code>prop_vax_redux_infect</code>	<i>Double. Factor by which the vaccine reduces the chances of becoming infected.</i>
<code>surveillance_prob</code>	<i>Double. Probability of testing an agent.</i>
<code>prob_transmission</code>	<i>Double. Raw transmission probability.</i>
<code>prob_death</code>	<i>Double. Raw probability of death for symptomatic individuals.</i>
<code>prob_noreinfect</code>	<i>Double. Probability of no re-infection.</i>

This model features the following states:

- *Susceptible*
- *Latent*
- *Symptomatic*
- *Symptomatic isolated*
- *Asymptomatic*
- *Asymptomatic isolated*
- *Recovered*
- *Removed*

*Returns*

An object of class `epiworld_surv`

- **ModelSURV** ()
- **ModelSURV** (`ModelSURV< TSeq >` &model, `std::string` vname, `epiworld_fast_uint` prevalence=50, `epiworld_double` efficacy\_vax=0.9, `epiworld_double` latent\_period=3u, `epiworld_double` infect\_period=6u, `epiworld_double` prob\_symptoms=0.6, `epiworld_double` prop\_vaccinated=0.25, `epiworld_double` prop\_vax\_redux\_transm=0.5, `epiworld_double` prop\_vax\_redux\_infect=0.5, `epiworld_double` surveillance\_prob=0.001, `epiworld_double` prob\_transmission=1.0, `epiworld_double` prob\_death=0.001, `epiworld_double` prob\_noreinfect=0.9)
- **ModelSURV** (`std::string` vname, `epiworld_fast_uint` prevalence=50, `epiworld_double` efficacy\_vax=0.9, `epiworld_double` latent\_period=3u, `epiworld_double` infect\_period=6u, `epiworld_double` prob\_symptoms=0.6, `epiworld_double` prop\_vaccinated=0.25, `epiworld_double` prop\_vax\_redux\_transm=0.5, `epiworld_double` prop\_vax\_redux\_infect=0.5, `epiworld_double` surveillance\_prob=0.001, `epiworld_double` prob\_transmission=1.0, `epiworld_double` prob\_death=0.001, `epiworld_double` prob\_noreinfect=0.9)

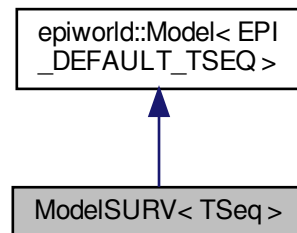
**Additional Inherited Members**

The documentation for this class was generated from the following file:

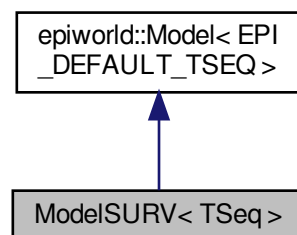
- `epiworld.hpp`

## 13.49 ModelSURV< TSeq > Class Template Reference

Inheritance diagram for ModelSURV< TSeq >:



Collaboration diagram for ModelSURV< TSeq >:



### Public Member Functions

#### Construct a new ModelSURV object

The [ModelSURV](#) class simulates a surveillance model where agents can be isolated, even if asymptomatic.

#### Parameters

vname	<i>String. Name of the virus</i>
prevalence	<i>Integer. Number of initial cases of the virus.</i>
efficacy_vax	<i>Double. Efficacy of the vaccine (1 - P(acquire the disease)).</i>
latent_period	<i>Double. Shape parameter of a Gamma (latent_period, 1) distribution. This coincides with the expected number of latent days.</i>
infect_period	<i>Double. Shape parameter of a Gamma (infected_period, 1) distribution. This coincides with the expected number of infectious days.</i>
prob_symptoms	<i>Double. Probability of generating symptoms.</i>

*Parameters*

prop_vaccinated	<i>Double. Probability of vaccination. Coincides with the initial prevalence of vaccinated individuals.</i>
prop_vax_redux_transm	<i>Double. Factor by which the vaccine reduces transmissibility.</i>
prop_vax_redux_infect	<i>Double. Factor by which the vaccine reduces the chances of becoming infected.</i>
surveillance_prob	<i>Double. Probability of testing an agent.</i>
prob_transmission	<i>Double. Raw transmission probability.</i>
prob_death	<i>Double. Raw probability of death for symptomatic individuals.</i>
prob_noreinfect	<i>Double. Probability of no re-infection.</i>

*This model features the following states:*

- *Susceptible*
- *Latent*
- *Symptomatic*
- *Symptomatic isolated*
- *Asymptomatic*
- *Asymptomatic isolated*
- *Recovered*
- *Removed*

*Returns*

*An object of class `epiworld_surv`*

- **ModelSURV** ()
- **ModelSURV** ([ModelSURV](#)< TSeq > &model, std::string vname, epiworld\_fast\_uint prevalence=50, epiworld\_double efficacy\_vax=0.9, epiworld\_double latent\_period=3u, epiworld\_double infect\_period=6u, epiworld\_double prob\_symptoms=0.6, epiworld\_double prop\_vaccinated=0.25, epiworld\_double prop\_vax\_redux\_transm=0.5, epiworld\_double prop\_vax\_redux\_infect=0.5, epiworld\_double surveillance\_prob=0.001, epiworld\_double prob\_transmission=1.0, epiworld\_double prob\_death=0.001, epiworld\_double prob\_noreinfect=0.9)
- **ModelSURV** (std::string vname, epiworld\_fast\_uint prevalence=50, epiworld\_double efficacy\_vax=0.9, epiworld\_double latent\_period=3u, epiworld\_double infect\_period=6u, epiworld\_double prob\_symptoms=0.6, epiworld\_double prop\_vaccinated=0.25, epiworld\_double prop\_vax\_redux\_transm=0.5, epiworld\_double prop\_vax\_redux\_infect=0.5, epiworld\_double surveillance\_prob=0.001, epiworld\_double prob\_transmission=1.0, epiworld\_double prob\_death=0.001, epiworld\_double prob\_noreinfect=0.9)

**Additional Inherited Members**

The documentation for this class was generated from the following file:

- include/epiworld/models/surveillance.hpp

## 13.50 Network< Nettype, Nodetype, Edgetype > Class Template Reference

### Public Member Functions

- **NType** ()
- Edgetype **operator()** (int i, int j)
- bool **is\_directed** () const
- size\_t **vcount** () const
- size\_t **ecount** () const
- void **add\_edge** (int i, int j)
- void **rm\_edge** (int i, int j)

The documentation for this class was generated from the following file:

- include/epiworld/network-bones.hpp

## 13.51 epiworld::PersonTools< TSeq > Class Template Reference

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.52 PersonTools< TSeq > Class Template Reference

The documentation for this class was generated from the following file:

- include/epiworld/config.hpp

## 13.53 epiworld::Progress Class Reference

A simple progress bar.

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Progress** (int n\_, int width\_)
- void **start** ()
- void **next** ()
- void **end** ()



### 13.53.1 Detailed Description

A simple progress bar.

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.54 Progress Class Reference

A simple progress bar.

```
#include <progress.hpp>
```

### Public Member Functions

- **Progress** (int n\_, int width\_)
- void **start** ()
- void **next** ()
- void **end** ()

### 13.54.1 Detailed Description

A simple progress bar.

The documentation for this class was generated from the following file:

- include/epiworld/progress.hpp

## 13.55 epiworld::Queue< TSeq > Class Template Reference

Controls which agents are verified at each step.

```
#include <epiworld.hpp>
```

### Public Member Functions

- void **operator+=** ([Agent](#)< TSeq > \*p)
- void **operator-=** ([Agent](#)< TSeq > \*p)
- epiworld\_fast\_int & **operator[]** (epiworld\_fast\_uint i)
- void **reset** ()
- bool **operator==** (const [Queue](#)< TSeq > &other) const
- bool **operator!=** (const [Queue](#)< TSeq > &other) const

## Static Public Attributes

- static const int **NoOne** = 0
- static const int **OnlySelf** = 1
- static const int **Everyone** = 2

## Friends

- class **Model**< TSeq >

### 13.55.1 Detailed Description

```
template<typename TSeq>
class epiworld::Queue< TSeq >
```

Controls which agents are verified at each step.

The idea is that only agents who are either in an infected state or have an infected neighbor should be checked. Otherwise it makes no sense (no chance to recover or capture the disease).

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.56 Queue< TSeq > Class Template Reference

Controls which agents are verified at each step.

```
#include <queue-bones.hpp>
```

## Public Member Functions

- void **operator+=** ([Agent](#)< TSeq > \*p)
- void **operator-=** ([Agent](#)< TSeq > \*p)
- epiworld\_fast\_int & **operator[]** (epiworld\_fast\_uint i)
- void **reset** ()
- bool **operator==** (const [Queue](#)< TSeq > &other) const
- bool **operator!=** (const [Queue](#)< TSeq > &other) const

## Static Public Attributes

- static const int **NoOne** = 0
- static const int **OnlySelf** = 1
- static const int **Everyone** = 2

## Friends

- class **Model**< TSeq >

### 13.56.1 Detailed Description

```
template<typename TSeq>
class Queue< TSeq >
```

Controls which agents are verified at each step.

The idea is that only agents who are either in an infected state or have an infected neighbor should be checked. Otherwise it makes no sense (no chance to recover or capture the disease).

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/queue-bones.hpp

## 13.57 RandGraph Class Reference

### Public Member Functions

- **RandGraph** (int N\_)
- void **init** (int s)
- void **set\_rand\_engine** (std::mt19937 &e)
- epiworld\_double **runif** ()

The documentation for this class was generated from the following file:

- include/epiworld/random\_graph.hpp

## 13.58 epiworld::SAMPLETYPE Class Reference

### Static Public Attributes

- static const int **MODEL** = 0
- static const int **ENTITY** = 1
- static const int **AGENT** = 2

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.59 SAMPLETYPE Class Reference

### Static Public Attributes

- static const int **MODEL** = 0
- static const int **ENTITY** = 1
- static const int **AGENT** = 2

The documentation for this class was generated from the following file:

- include/epiworld/agentssample-bones.hpp

## 13.60 epiworld::Tool< TSeq > Class Template Reference

[Tools](#) for defending the agent against the virus.

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Tool** (std::string name="unknown tool")
- void **set\_sequence** (TSeq d)
- void **set\_sequence** (std::shared\_ptr< TSeq > d)
- std::shared\_ptr< TSeq > **get\_sequence** ()
- void **set\_name** (std::string name)
- std::string **get\_name** () const
- [Agent](#)< TSeq > \* **get\_agent** ()
- int **get\_id** () const
- void **set\_id** (int id)
- void **set\_date** (int d)
- int **get\_date** () const
- void **set\_state** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **set\_queue** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **get\_state** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- void **get\_queue** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- bool **operator==** (const [Tool](#)< TSeq > &other) const
- bool **operator!=** (const [Tool](#)< TSeq > &other) const
- void **print** () const

### Get and set the tool functions

#### Parameters

v	<i>The virus over which to operate</i>
fun	<i>the function to be used</i>

**Returns***epiworld\_double*

- *epiworld\_double* **get\_susceptibility\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- *epiworld\_double* **get\_transmission\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- *epiworld\_double* **get\_recovery\_enhancer** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- *epiworld\_double* **get\_death\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- void **set\_susceptibility\_reduction\_fun** (ToolFun< TSeq > fun)
- void **set\_transmission\_reduction\_fun** (ToolFun< TSeq > fun)
- void **set\_recovery\_enhancer\_fun** (ToolFun< TSeq > fun)
- void **set\_death\_reduction\_fun** (ToolFun< TSeq > fun)
- void **set\_susceptibility\_reduction** (*epiworld\_double* \*prob)
- void **set\_transmission\_reduction** (*epiworld\_double* \*prob)
- void **set\_recovery\_enhancer** (*epiworld\_double* \*prob)
- void **set\_death\_reduction** (*epiworld\_double* \*prob)
- void **set\_susceptibility\_reduction** (*epiworld\_double* prob)
- void **set\_transmission\_reduction** (*epiworld\_double* prob)
- void **set\_recovery\_enhancer** (*epiworld\_double* prob)
- void **set\_death\_reduction** (*epiworld\_double* prob)

**Friends**

- class **Agent**< TSeq >
- class **Model**< TSeq >
- void **default\_add\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

**13.60.1 Detailed Description**

```
template<typename TSeq>
class epiworld::Tool< TSeq >
```

[Tools](#) for defending the agent against the virus.

**Template Parameters**

<i>TSeq</i>	Type of sequence
-------------	------------------

The documentation for this class was generated from the following file:

- epiworld.hpp

**13.61 Tool< TSeq > Class Template Reference**

[Tools](#) for defending the agent against the virus.

```
#include <tool-bones.hpp>
```

## Public Member Functions

- **Tool** (std::string name="unknown tool")
- void **set\_sequence** (TSeq d)
- void **set\_sequence** (std::shared\_ptr< TSeq > d)
- std::shared\_ptr< TSeq > **get\_sequence** ()
- void **set\_name** (std::string name)
- std::string **get\_name** () const
- [Agent](#)< TSeq > \* **get\_agent** ()
- int **get\_id** () const
- void **set\_id** (int id)
- void **set\_date** (int d)
- int **get\_date** () const
- void **set\_state** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **set\_queue** (epiworld\_fast\_int init, epiworld\_fast\_int post)
- void **get\_state** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- void **get\_queue** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*post)
- bool **operator==** (const [Tool](#)< TSeq > &other) const
- bool **operator!=** (const [Tool](#)< TSeq > &other) const
- void **print** () const
- bool **operator==** (const [Tool](#)< std::vector< int >> &other) const
- bool **operator==** (const [Tool](#)< std::vector< int >> &other) const

### Get and set the tool functions

#### Parameters

v	<i>The virus over which to operate</i>
fun	<i>the function to be used</i>

#### Returns

*epiworld\_double*

- epiworld\_double **get\_susceptibility\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_transmission\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_recovery\_enhancer** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- epiworld\_double **get\_death\_reduction** (VirusPtr< TSeq > v, [Model](#)< TSeq > \*model)
- void **set\_susceptibility\_reduction\_fun** (ToolFun< TSeq > fun)
- void **set\_transmission\_reduction\_fun** (ToolFun< TSeq > fun)
- void **set\_recovery\_enhancer\_fun** (ToolFun< TSeq > fun)
- void **set\_death\_reduction\_fun** (ToolFun< TSeq > fun)
- void **set\_susceptibility\_reduction** (epiworld\_double \*prob)
- void **set\_transmission\_reduction** (epiworld\_double \*prob)
- void **set\_recovery\_enhancer** (epiworld\_double \*prob)
- void **set\_death\_reduction** (epiworld\_double \*prob)
- void **set\_susceptibility\_reduction** (epiworld\_double prob)
- void **set\_transmission\_reduction** (epiworld\_double prob)
- void **set\_recovery\_enhancer** (epiworld\_double prob)
- void **set\_death\_reduction** (epiworld\_double prob)

## Friends

- class **Agent**< TSeq >
- class **Model**< TSeq >
- void **default\_add\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_tool** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

### 13.61.1 Detailed Description

```
template<typename TSeq>
class Tool< TSeq >
```

[Tools](#) for defending the agent against the virus.

#### Template Parameters

<i>TSeq</i>	Type of sequence
-------------	------------------

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/tool-bones.hpp
- include/epiworld/tool-meat.hpp

## 13.62 epiworld::Tools< TSeq > Class Template Reference

Set of tools (useful for building iterators)

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Tools** ([Agent](#)< TSeq > &p)
- std::vector< ToolPtr< TSeq > >::iterator **begin** ()
- std::vector< ToolPtr< TSeq > >::iterator **end** ()
- ToolPtr< TSeq > & **operator**() (size\_t i)
- ToolPtr< TSeq > & **operator[]** (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

### Friends

- class **Tool**< TSeq >
- class **Agent**< TSeq >

### 13.62.1 Detailed Description

```
template<typename TSeq>
class epiworld::Tools< TSeq >
```

Set of tools (useful for building iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.63 Tools< TSeq > Class Template Reference

Set of tools (useful for building iterators)

```
#include <tools-bones.hpp>
```

### Public Member Functions

- **Tools** ([Agent](#)< TSeq > &p)
- std::vector< ToolPtr< TSeq > >::iterator **begin** ()
- std::vector< ToolPtr< TSeq > >::iterator **end** ()
- ToolPtr< TSeq > & **operator()** (size\_t i)
- ToolPtr< TSeq > & **operator[]** (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

### Friends

- class **Tool**< TSeq >
- class **Agent**< TSeq >

### 13.63.1 Detailed Description

```
template<typename TSeq>
class Tools< TSeq >
```

Set of tools (useful for building iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/tools-bones.hpp



## 13.64 epiworld::Tools\_const< TSeq > Class Template Reference

Set of [Tools](#) (const) (useful for iterators)

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Tools\_const** (const [Agent](#)< TSeq > &p)
- std::vector< ToolPtr< TSeq > >::const\_iterator **begin** () const
- std::vector< ToolPtr< TSeq > >::const\_iterator **end** () const
- const ToolPtr< TSeq > & **operator**() (size\_t i)
- const ToolPtr< TSeq > & **operator**[] (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

### Friends

- class **Tool**< TSeq >
- class **Agent**< TSeq >

### 13.64.1 Detailed Description

```
template<typename TSeq>
class epiworld::Tools_const< TSeq >
```

Set of [Tools](#) (const) (useful for iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.65 Tools\_const< TSeq > Class Template Reference

Set of [Tools](#) (const) (useful for iterators)

```
#include <tools-bones.hpp>
```

## Public Member Functions

- **Tools\_const** (const [Agent](#)< TSeq > &p)
- std::vector< ToolPtr< TSeq > >::const\_iterator **begin** () const
- std::vector< ToolPtr< TSeq > >::const\_iterator **end** () const
- const ToolPtr< TSeq > & **operator**() (size\_t i)
- const ToolPtr< TSeq > & **operator**[] (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

## Friends

- class **Tool**< TSeq >
- class **Agent**< TSeq >

### 13.65.1 Detailed Description

```
template<typename TSeq>
class Tools_const< TSeq >
```

Set of [Tools](#) (const) (useful for iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/tools-bones.hpp

## 13.66 epiworld::UserData< TSeq > Class Template Reference

Personalized data by the user.

```
#include <epiworld.hpp>
```

## Public Member Functions

- **UserData** ([Model](#)< TSeq > &m)
- **UserData** ([Model](#)< TSeq > \*m)
- **UserData** (std::vector< std::string > names)  
*Construct a new User Data object.*
- std::vector< std::string > & **get\_names** ()
- std::vector< int > & **get\_dates** ()
- std::vector< epiworld\_double > & **get\_data** ()

- void **get\_all** (std::vector< std::string > \*names=nullptr, std::vector< int > \*date=nullptr, std::vector< epiworld\_double > \*data=nullptr)
- epiworld\_fast\_uint **nrow** () const
- epiworld\_fast\_uint **ncol** () const
- void **write** (std::string fn)
- void **print** () const

### Append data

#### Parameters

x	A vector of length <code>ncol()</code> (if vector), otherwise a <code>epiworld_double</code> .
j	Index of the data point, from 0 to <code>ncol()</code> - 1.

- void **add** (std::vector< epiworld\_double > x)
- void **add** (epiworld\_fast\_uint j, epiworld\_double x)

### Access data

#### Parameters

i	Row (0 through <code>ndays</code> - 1.)
j	Column (0 through <code>ncols()</code> ).

#### Returns

`epiworld_double&`

- epiworld\_double & **operator()** (epiworld\_fast\_uint i, epiworld\_fast\_uint j)
- epiworld\_double & **operator()** (epiworld\_fast\_uint i, std::string name)

## Friends

- class **Model**< TSeq >
- class **DataBase**< TSeq >

### 13.66.1 Detailed Description

```
template<typename TSeq>
class epiworld::UserData< TSeq >
```

Personalized data by the user.

#### Template Parameters

<i>TSeq</i>	
-------------	--

## 13.66.2 Constructor & Destructor Documentation

### 13.66.2.1 UserData()

```
template<typename TSeq >
UserData< TSeq >::UserData (
    std::vector< std::string > names ) [inline]
```

Construct a new User Data object.

#### Parameters

<i>names</i>	A vector of names. The length of the vector sets the number of columns to record.
--------------	-----------------------------------------------------------------------------------

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.67 UserData< TSeq > Class Template Reference

Personalized data by the user.

```
#include <userdata-bones.hpp>
```

### Public Member Functions

- **UserData** ([Model](#)< TSeq > &m)
- **UserData** ([Model](#)< TSeq > \*m)
- [UserData](#) (std::vector< std::string > names)  
*Construct a new User Data object.*
- std::vector< std::string > & **get\_names** ()
- std::vector< int > & **get\_dates** ()
- std::vector< epiworld\_double > & **get\_data** ()
- void **get\_all** (std::vector< std::string > \*names=nullptr, std::vector< int > \*date=nullptr, std::vector< epiworld\_double > \*data=nullptr)
- epiworld\_fast\_uint **nrow** () const
- epiworld\_fast\_uint **ncol** () const
- void **write** (std::string fn)
- void **print** () const

### Append data

#### Parameters

<i>x</i>	A vector of length <i>ncol</i> () (if vector), otherwise a <i>epiworld_double</i> .
<i>j</i>	Index of the data point, from 0 to <i>ncol</i> () - 1.

- void **add** (std::vector< epiworld\_double > x)
- void **add** (epiworld\_fast\_uint j, epiworld\_double x)

### Access data

#### Parameters

i	Row (0 through <i>ndays</i> - 1.)
j	Column (0 through <i>ncols</i> ()).

#### Returns

*epiworld\_double*&

- epiworld\_double & **operator()** (epiworld\_fast\_uint i, epiworld\_fast\_uint j)
- epiworld\_double & **operator()** (epiworld\_fast\_uint i, std::string name)

### Friends

- class **Model**< TSeq >
- class **DataBase**< TSeq >

## 13.67.1 Detailed Description

```
template<typename TSeq>
class UserData< TSeq >
```

Personalized data by the user.

#### Template Parameters

<i>TSeq</i>	
-------------	--

## 13.67.2 Constructor & Destructor Documentation

### 13.67.2.1 UserData()

```
template<typename TSeq >
UserData< TSeq >::UserData (
    std::vector< std::string > names ) [inline]
```

Construct a new User Data object.

#### Parameters

<i>names</i>	A vector of names. The length of the vector sets the number of columns to record.
--------------	-----------------------------------------------------------------------------------

The documentation for this class was generated from the following files:

- include/epiworld/database-bones.hpp
- include/epiworld/userdata-bones.hpp
- include/epiworld/userdata-meat.hpp

## 13.68 epiworld::vecHasher< T > Struct Template Reference

Vector hasher.

```
#include <epiworld.hpp>
```

### Public Member Functions

- `std::size_t operator() (std::vector< T > const &dat) const` noexcept

#### 13.68.1 Detailed Description

```
template<typename T>
struct epiworld::vecHasher< T >
```

Vector hasher.

Template Parameters

<i>T</i>	
----------	--

The documentation for this struct was generated from the following file:

- epiworld.hpp

## 13.69 vecHasher< T > Struct Template Reference

Vector hasher.

```
#include <misc.hpp>
```

### Public Member Functions

- `std::size_t operator() (std::vector< T > const &dat) const` noexcept

#### 13.69.1 Detailed Description

```
template<typename T>
struct vecHasher< T >
```

Vector hasher.

## Template Parameters

<i>T</i>	
----------	--

The documentation for this struct was generated from the following file:

- include/epiworld/misc.hpp

## 13.70 epiworld::Virus< TSeq > Class Template Reference

[Virus.](#)

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Virus** (std::string name="unknown virus")
- void **mutate** ([Model](#)< TSeq > \*model)
- void **set\_mutation** (MutFun< TSeq > fun)
- std::shared\_ptr< TSeq > **get\_sequence** ()
- void **set\_sequence** (TSeq sequence)
- [Agent](#)< TSeq > \* **get\_agent** ()
- void **set\_agent** ([Agent](#)< TSeq > \*p)
- void **set\_date** (int d)
- int **get\_date** () const
- void **set\_id** (int idx)
- int **get\_id** () const
- void **set\_name** (std::string name)
- std::string **get\_name** () const
- std::vector< epiworld\_double > & **get\_data** ()
- bool **operator==** (const [Virus](#)< TSeq > &other) const
- bool **operator!=** (const [Virus](#)< TSeq > &other) const
- void **print** () const

### Get and set the tool functions

#### Parameters

v	<i>The virus over which to operate</i>
fun	<i>the function to be used</i>

#### Returns

*epiworld\_double*

- epiworld\_double **get\_prob\_infecting** ([Model](#)< TSeq > \*model)
- epiworld\_double **get\_prob\_recovery** ([Model](#)< TSeq > \*model)
- epiworld\_double **get\_prob\_death** ([Model](#)< TSeq > \*model)
- epiworld\_double **get\_incubation** ([Model](#)< TSeq > \*model)
- void **post\_recovery** ([Model](#)< TSeq > \*model)

- void **set\_post\_recovery** (PostRecoveryFun< TSeq > fun)
- void **set\_post\_immunity** (epiworld\_double prob)
- void **set\_post\_immunity** (epiworld\_double \*prob)
- void **set\_prob\_infecting\_fun** (VirusFun< TSeq > fun)
- void **set\_prob\_recovery\_fun** (VirusFun< TSeq > fun)
- void **set\_prob\_death\_fun** (VirusFun< TSeq > fun)
- void **set\_incubation\_fun** (VirusFun< TSeq > fun)
- void **set\_prob\_infecting** (const epiworld\_double \*prob)
- void **set\_prob\_recovery** (const epiworld\_double \*prob)
- void **set\_prob\_death** (const epiworld\_double \*prob)
- void **set\_incubation** (const epiworld\_double \*prob)
- void **set\_prob\_infecting** (epiworld\_double prob)
- void **set\_prob\_recovery** (epiworld\_double prob)
- void **set\_prob\_death** (epiworld\_double prob)
- void **set\_incubation** (epiworld\_double prob)

### Get and set the state and queue

After applied, viruses can change the state and affect the queue of agents. These function sets the default values, which are retrieved when adding or removing a virus does not specify a change in state or in queue.

#### Parameters

init	After the virus/tool is added to the agent.
end	After the virus/tool is removed.
removed	After the agent ( <a href="#">Agent</a> ) is removed.

- void **set\_state** (epiworld\_fast\_int init, epiworld\_fast\_int end, epiworld\_fast\_int removed=-99)
- void **set\_queue** (epiworld\_fast\_int init, epiworld\_fast\_int end, epiworld\_fast\_int removed=-99)
- void **get\_state** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*end, epiworld\_fast\_int \*removed=nullptr)
- void **get\_queue** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*end, epiworld\_fast\_int \*removed=nullptr)

## Friends

- class **Agent**< TSeq >
- class **Model**< TSeq >
- class **DataBase**< TSeq >
- void **default\_add\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

### 13.70.1 Detailed Description

```
template<typename TSeq>
class epiworld::Virus< TSeq >
```

[Virus](#).

#### Template Parameters

<i>TSeq</i>	
-------------	--

Raw transmissibility of a virus should be a function of its genetic sequence. Nonetheless, transmissibility can be



reduced as a result of having one or more tools to fight the virus. Because of this, transmissibility should be a function of the agent.

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.71 Virus< TSeq > Class Template Reference

[Virus](#).

```
#include <virus-bones.hpp>
```

### Public Member Functions

- **Virus** (std::string name="unknown virus")
- void **mutate** ([Model](#)< TSeq > \*model)
- void **set\_mutation** (MutFun< TSeq > fun)
- std::shared\_ptr< TSeq > **get\_sequence** ()
- void **set\_sequence** (TSeq sequence)
- [Agent](#)< TSeq > \* **get\_agent** ()
- void **set\_agent** ([Agent](#)< TSeq > \*p)
- void **set\_date** (int d)
- int **get\_date** () const
- void **set\_id** (int idx)
- int **get\_id** () const
- void **set\_name** (std::string name)
- std::string **get\_name** () const
- std::vector< epiworld\_double > & **get\_data** ()
- bool **operator==** (const [Virus](#)< TSeq > &other) const
- bool **operator!=** (const [Virus](#)< TSeq > &other) const
- void **print** () const
- bool **operator==** (const [Virus](#)< std::vector< int >> &other) const
- bool **operator==** (const [Virus](#)< std::vector< int >> &other) const

### Get and set the tool functions

#### Parameters

v	<i>The virus over which to operate</i>
fun	<i>the function to be used</i>

#### Returns

*epiworld\_double*

- epiworld\_double **get\_prob\_infecting** ([Model](#)< TSeq > \*model)
- epiworld\_double **get\_prob\_recovery** ([Model](#)< TSeq > \*model)
- epiworld\_double **get\_prob\_death** ([Model](#)< TSeq > \*model)
- epiworld\_double **get\_incubation** ([Model](#)< TSeq > \*model)
- void **post\_recovery** ([Model](#)< TSeq > \*model)

- void **set\_post\_recovery** (PostRecoveryFun< TSeq > fun)
- void **set\_post\_immunity** (epiworld\_double prob)
- void **set\_post\_immunity** (epiworld\_double \*prob)
- void **set\_prob\_infecting\_fun** (VirusFun< TSeq > fun)
- void **set\_prob\_recovery\_fun** (VirusFun< TSeq > fun)
- void **set\_prob\_death\_fun** (VirusFun< TSeq > fun)
- void **set\_incubation\_fun** (VirusFun< TSeq > fun)
- void **set\_prob\_infecting** (const epiworld\_double \*prob)
- void **set\_prob\_recovery** (const epiworld\_double \*prob)
- void **set\_prob\_death** (const epiworld\_double \*prob)
- void **set\_incubation** (const epiworld\_double \*prob)
- void **set\_prob\_infecting** (epiworld\_double prob)
- void **set\_prob\_recovery** (epiworld\_double prob)
- void **set\_prob\_death** (epiworld\_double prob)
- void **set\_incubation** (epiworld\_double prob)

### Get and set the state and queue

After applied, viruses can change the state and affect the queue of agents. These function sets the default values, which are retrieved when adding or removing a virus does not specify a change in state or in queue.

#### Parameters

init	After the virus/tool is added to the agent.
end	After the virus/tool is removed.
removed	After the agent ( <a href="#">Agent</a> ) is removed.

- void **set\_state** (epiworld\_fast\_int init, epiworld\_fast\_int end, epiworld\_fast\_int removed=-99)
- void **set\_queue** (epiworld\_fast\_int init, epiworld\_fast\_int end, epiworld\_fast\_int removed=-99)
- void **get\_state** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*end, epiworld\_fast\_int \*removed=nullptr)
- void **get\_queue** (epiworld\_fast\_int \*init, epiworld\_fast\_int \*end, epiworld\_fast\_int \*removed=nullptr)

### Friends

- class **Agent**< TSeq >
- class **Model**< TSeq >
- class **DataBase**< TSeq >
- void **default\_add\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)
- void **default\_rm\_virus** ([Event](#)< TSeq > &a, [Model](#)< TSeq > \*m)

### 13.71.1 Detailed Description

```
template<typename TSeq>
class Virus< TSeq >
```

[Virus](#).

#### Template Parameters

<i>TSeq</i>	
-------------	--

Raw transmissibility of a virus should be a function of its genetic sequence. Nonetheless, transmissibility can be

reduced as a result of having one or more tools to fight the virus. Because of this, transmissibility should be a function of the agent.

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/virus-bones.hpp
- include/epiworld/virus-meat.hpp

## 13.72 epiworld::Viruses< TSeq > Class Template Reference

Set of viruses (useful for building iterators)

```
#include <epiworld.hpp>
```

### Public Member Functions

- **Viruses** ([Agent](#)< TSeq > &p)
- std::vector< VirusPtr< TSeq > >::iterator **begin** ()
- std::vector< VirusPtr< TSeq > >::iterator **end** ()
- VirusPtr< TSeq > & **operator**() (size\_t i)
- VirusPtr< TSeq > & **operator**[] (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

### Friends

- class **Virus**< TSeq >
- class **Agent**< TSeq >

### 13.72.1 Detailed Description

```
template<typename TSeq>
class epiworld::Viruses< TSeq >
```

Set of viruses (useful for building iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.73 Viruses< TSeq > Class Template Reference

Set of viruses (useful for building iterators)

```
#include <viruses-bones.hpp>
```

### Public Member Functions

- **Viruses** ([Agent](#)< TSeq > &p)
- std::vector< VirusPtr< TSeq > >::iterator **begin** ()
- std::vector< VirusPtr< TSeq > >::iterator **end** ()
- VirusPtr< TSeq > & **operator**() (size\_t i)
- VirusPtr< TSeq > & **operator**[] (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

### Friends

- class **Virus**< TSeq >
- class **Agent**< TSeq >

### 13.73.1 Detailed Description

```
template<typename TSeq>
class Viruses< TSeq >
```

Set of viruses (useful for building iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/viruses-bones.hpp

## 13.74 epiworld::Viruses\_const< TSeq > Class Template Reference

Set of [Viruses](#) (const) (useful for iterators)

```
#include <epiworld.hpp>
```

## Public Member Functions

- **Viruses\_const** (const [Agent](#)< TSeq > &p)
- std::vector< VirusPtr< TSeq > >::const\_iterator **begin** () const
- std::vector< VirusPtr< TSeq > >::const\_iterator **end** () const
- const VirusPtr< TSeq > & **operator()** (size\_t i)
- const VirusPtr< TSeq > & **operator[]** (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

## Friends

- class **Virus**< TSeq >
- class **Agent**< TSeq >

### 13.74.1 Detailed Description

```
template<typename TSeq>
class epiworld::Viruses_const< TSeq >
```

Set of [Viruses](#) (const) (useful for iterators)

Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following file:

- epiworld.hpp

## 13.75 Viruses\_const< TSeq > Class Template Reference

Set of [Viruses](#) (const) (useful for iterators)

```
#include <viruses-bones.hpp>
```

## Public Member Functions

- **Viruses\_const** (const [Agent](#)< TSeq > &p)
- std::vector< VirusPtr< TSeq > >::const\_iterator **begin** () const
- std::vector< VirusPtr< TSeq > >::const\_iterator **end** () const
- const VirusPtr< TSeq > & **operator()** (size\_t i)
- const VirusPtr< TSeq > & **operator[]** (size\_t i)
- size\_t **size** () const noexcept
- void **print** () const noexcept

## Friends

- class **Virus**< TSeq >
- class **Agent**< TSeq >

### 13.75.1 Detailed Description

```
template<typename TSeq>  
class Viruses_const< TSeq >
```

Set of [Viruses](#) (const) (useful for iterators)

#### Template Parameters

<i>TSeq</i>	
-------------	--

The documentation for this class was generated from the following files:

- include/epiworld/agent-bones.hpp
- include/epiworld/viruses-bones.hpp

## Chapter 14

# File Documentation

### 14.1 include/epiworld/agent-meat-state.hpp File Reference

Sampling functions are getting big, so we keep them in a separate file.

```
#include "agent-meat-virus-sampling.hpp"
```

Include dependency graph for agent-meat-state.hpp:



This graph shows which files directly or indirectly include this file:



## Functions

- `template<typename TSeq = EPI_DEFAULT_TSEQ>`  
`void default_update_susceptible (Agent< TSeq > *p, Model< TSeq > *m)`
- `template<typename TSeq = EPI_DEFAULT_TSEQ>`  
`void default_update_exposed (Agent< TSeq > *p, Model< TSeq > *m)`

### 14.1.1 Detailed Description

Sampling functions are getting big, so we keep them in a separate file.

#### Author

George G. Vega Yon (g.vegayon en gmail)

#### Version

0.1

#### Date

2022-06-15

#### Copyright

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# Index

add\_globlevent  
  epiworld::Model< TSeq >, 79  
  Model< TSeq >, 93  
AdjList, 35  
  AdjList, 35  
  epiworld::AdjList, 37  
  read\_edgelist, 36  
Agent< TSeq >, 38  
  default\_rm\_entity, 41  
  operator(), 40  
  swap\_neighbors, 41  
AgentsSample  
  AgentsSample< TSeq >, 46  
  epiworld::AgentsSample< TSeq >, 48  
AgentsSample< TSeq >, 45  
  AgentsSample, 46  
clone\_ptr  
  epiworld::epimodels::ModelSEIRCONN< TSeq >,  
    109  
  epiworld::epimodels::ModelSEIRDCONN< TSeq  
    >, 124  
  epiworld::epimodels::ModelSIRCONN< TSeq >,  
    134  
  epiworld::epimodels::ModelSIRDCONN< TSeq >,  
    144  
  epiworld::epimodels::ModelSIRLogit< TSeq >,  
    150  
  epiworld::Model< TSeq >, 79  
  Model< TSeq >, 93  
  ModelSEIRCONN< TSeq >, 112  
  ModelSEIRDCONN< TSeq >, 127  
  ModelSIRCONN< TSeq >, 137  
  ModelSIRDCONN< TSeq >, 147  
  ModelSIRLogit< TSeq >, 153  
DataBase< TSeq >, 48  
  generation\_time, 50  
  get\_transmissions, 51  
  operator==, 51, 52  
  record\_virus, 52  
  reproductive\_number, 52  
  transition\_probability, 53  
default\_rm\_entity  
  Agent< TSeq >, 41  
  Entity< TSeq >, 61  
  epiworld::Agent< TSeq >, 45  
  epiworld::Entity< TSeq >, 62  
Entities< TSeq >, 57  
Entities\_const< TSeq >, 59  
Entity< TSeq >, 61  
  default\_rm\_entity, 61  
epiworld::AdjList, 36  
  AdjList, 37  
  read\_edgelist, 37  
epiworld::Agent< TSeq >, 42  
  default\_rm\_entity, 45  
  operator(), 44  
  swap\_neighbors, 44  
epiworld::AgentsSample< TSeq >, 47  
  AgentsSample, 48  
epiworld::DataBase< TSeq >, 53  
  generation\_time, 55  
  get\_transmissions, 56  
  operator==, 56  
  record\_virus, 56  
  reproductive\_number, 57  
  transition\_probability, 57  
epiworld::Entities< TSeq >, 58  
epiworld::Entities\_const< TSeq >, 60  
epiworld::Entity< TSeq >, 62  
  default\_rm\_entity, 62  
epiworld::epimodels::ModelDiffNet< TSeq >, 99  
epiworld::epimodels::ModelSEIR< TSeq >, 102  
  initial\_states, 104  
  update\_exposed\_seir, 104  
  update\_infected\_seir, 104  
epiworld::epimodels::ModelSEIRCONN< TSeq >, 108  
  clone\_ptr, 109  
  initial\_states, 110  
  ModelSEIRCONN, 109  
  reset, 110  
epiworld::epimodels::ModelSEIRD< TSeq >, 115  
  ModelSEIRD, 117, 118  
  update\_exposed\_seir, 118  
epiworld::epimodels::ModelSEIRDCONN< TSeq >,  
  122  
  clone\_ptr, 124  
  initial\_states, 124  
  ModelSEIRDCONN, 123  
  reset, 124  
epiworld::epimodels::ModelSIR< TSeq >, 128  
  initial\_states, 129  
epiworld::epimodels::ModelSIRCONN< TSeq >, 132  
  clone\_ptr, 134  
  initial\_states, 134  
  ModelSIRCONN, 133  
  reset, 134

- epiworld::epimodels::ModelSIRD< TSeq >, 138
  - initial\_states, 140
  - ModelSIRD, 139
- epiworld::epimodels::ModelSIRDCONN< TSeq >, 143
  - clone\_ptr, 144
  - ModelSIRDCONN, 144
  - reset, 145
- epiworld::epimodels::ModelSIRLogit< TSeq >, 148
  - clone\_ptr, 150
  - ModelSIRLogit, 149
  - reset, 150
- epiworld::epimodels::ModelSIS< TSeq >, 154
- epiworld::epimodels::ModelSISD< TSeq >, 157
- epiworld::epimodels::ModelSURV< TSeq >, 160
- epiworld::Event< TSeq >, 63
  - Event, 63
- epiworld::GlobalEvent< TSeq >, 66
  - GlobalEvent, 67
- epiworld::LFMCMC< TData >, 68
- epiworld::Model< TSeq >, 71
  - add\_globlevent, 79
  - clone\_ptr, 79
  - events\_add, 80
  - events\_run, 80
  - initial\_states\_fun, 83
  - load\_agents\_entities\_ties, 81
  - rbinomd, 83
  - reset, 81
  - rexp, 83
  - rgammad, 83
  - rlognormald, 84
  - rnormd, 84
  - run\_multiple, 81
  - runifd, 84
  - set\_agents\_data, 82
  - set\_name, 82
  - time\_elapsed, 84
  - write\_data, 82
- epiworld::PersonTools< TSeq >, 164
- epiworld::Progress, 164
- epiworld::Queue< TSeq >, 165
- epiworld::sampler, 27
  - make\_sample\_virus\_neighbors, 27
  - make\_update\_susceptible, 28
  - sample\_virus\_single, 28
- epiworld::SAMPLETYPE, 167
- epiworld::Tool< TSeq >, 168
- epiworld::Tools< TSeq >, 171
- epiworld::Tools\_const< TSeq >, 173
- epiworld::UserData< TSeq >, 174
  - UserData, 176
- epiworld::vecHasher< T >, 178
- epiworld::Virus< TSeq >, 179
- epiworld::Viruses< TSeq >, 183
- epiworld::Viruses\_const< TSeq >, 184
- Event
  - epiworld::Event< TSeq >, 63
  - Event< TSeq >, 65
- Event< TSeq >, 64
  - Event, 65
- events\_add
  - epiworld::Model< TSeq >, 80
  - Model< TSeq >, 94
- events\_run
  - epiworld::Model< TSeq >, 80
  - Model< TSeq >, 94
- generation\_time
  - DataBase< TSeq >, 50
  - epiworld::DataBase< TSeq >, 55
- get\_transmissions
  - DataBase< TSeq >, 51
  - epiworld::DataBase< TSeq >, 56
- GlobalEvent
  - epiworld::GlobalEvent< TSeq >, 67
  - GlobalEvent< TSeq >, 68
- GlobalEvent< TSeq >, 67
  - GlobalEvent, 68
- include/epiworld/agent-meat-state.hpp, 187
- initial\_states
  - epiworld::epimodels::ModelSEIR< TSeq >, 104
  - epiworld::epimodels::ModelSEIRCONN< TSeq >, 110
  - epiworld::epimodels::ModelSEIRDCONN< TSeq >, 124
  - epiworld::epimodels::ModelSIR< TSeq >, 129
  - epiworld::epimodels::ModelSIRCONN< TSeq >, 134
  - epiworld::epimodels::ModelSIRD< TSeq >, 140
  - ModelSEIR< TSeq >, 106
  - ModelSEIRCONN< TSeq >, 113
  - ModelSEIRDCONN< TSeq >, 127
  - ModelSIR< TSeq >, 131
  - ModelSIRCONN< TSeq >, 137
  - ModelSIRD< TSeq >, 142
- initial\_states\_fun
  - epiworld::Model< TSeq >, 83
  - Model< TSeq >, 97
- LFMCMC< TData >, 69
- load\_agents\_entities\_ties
  - epiworld::Model< TSeq >, 81
  - Model< TSeq >, 94
- make\_sample\_virus\_neighbors
  - epiworld::sampler, 27
  - sampler, 30
- make\_update\_susceptible
  - epiworld::sampler, 28
  - sampler, 31
- Model< TSeq >, 85
  - add\_globlevent, 93
  - clone\_ptr, 93
  - events\_add, 94
  - events\_run, 94
  - initial\_states\_fun, 97

- load\_agents\_entities\_ties, 94
- rbinomd, 97
- reset, 95
- rexp, 97
- rgammad, 97
- rlognormald, 98
- rnormd, 98
- run\_multiple, 95
- runifd, 98
- set\_agents\_data, 96
- set\_name, 96
- time\_elapsed, 98
- write\_data, 96
- ModelDiffNet< TSeq >, 100
- ModelSEIR< TSeq >, 105
  - initial\_states, 106
  - update\_exposed\_seir, 107
  - update\_infected\_seir, 107
- ModelSEIRCONN
  - epiworld::epimodels::ModelSEIRCONN< TSeq >, 109
  - ModelSEIRCONN< TSeq >, 112
- ModelSEIRCONN< TSeq >, 111
  - clone\_ptr, 112
  - initial\_states, 113
  - ModelSEIRCONN, 112
  - reset, 113
- ModelSEIRCONNLogit
  - ModelSEIRCONNLogit< TSeq >, 115
- ModelSEIRCONNLogit< TSeq >, 114
  - ModelSEIRCONNLogit, 115
- ModelSEIRD
  - epiworld::epimodels::ModelSEIRD< TSeq >, 117, 118
  - ModelSEIRD< TSeq >, 120, 121
- ModelSEIRD< TSeq >, 119
  - ModelSEIRD, 120, 121
  - update\_exposed\_seir, 121
- ModelSEIRDCONN
  - epiworld::epimodels::ModelSEIRDCONN< TSeq >, 123
  - ModelSEIRDCONN< TSeq >, 126
- ModelSEIRDCONN< TSeq >, 125
  - clone\_ptr, 127
  - initial\_states, 127
  - ModelSEIRDCONN, 126
  - reset, 128
- ModelSIR< TSeq >, 130
  - initial\_states, 131
- ModelSIRCONN
  - epiworld::epimodels::ModelSIRCONN< TSeq >, 133
  - ModelSIRCONN< TSeq >, 136
- ModelSIRCONN< TSeq >, 135
  - clone\_ptr, 137
  - initial\_states, 137
  - ModelSIRCONN, 136
  - reset, 137
- ModelSIRD
  - epiworld::epimodels::ModelSIRD< TSeq >, 139
  - ModelSIRD< TSeq >, 141
- ModelSIRD< TSeq >, 140
  - initial\_states, 142
  - ModelSIRD, 141
- ModelSIRDCONN
  - epiworld::epimodels::ModelSIRDCONN< TSeq >, 144
  - ModelSIRDCONN< TSeq >, 146
- ModelSIRDCONN< TSeq >, 145
  - clone\_ptr, 147
  - ModelSIRDCONN, 146
  - reset, 147
- ModelSIRLogit
  - epiworld::epimodels::ModelSIRLogit< TSeq >, 149
  - ModelSIRLogit< TSeq >, 152
- ModelSIRLogit< TSeq >, 151
  - clone\_ptr, 153
  - ModelSIRLogit, 152
  - reset, 153
- ModelSIS< TSeq >, 155
- ModelSISD< TSeq >, 158
- ModelSURV< TSeq >, 162
- Network< Nettype, Nodetype, Edgetype >, 164
- operator()
  - Agent< TSeq >, 40
  - epiworld::Agent< TSeq >, 44
- operator==
  - DataBase< TSeq >, 51, 52
  - epiworld::DataBase< TSeq >, 56
- PersonTools< TSeq >, 164
- Progress, 165
- Queue< TSeq >, 166
- RandGraph, 167
- rbinomd
  - epiworld::Model< TSeq >, 83
  - Model< TSeq >, 97
- read\_edgelist
  - AdjList, 36
  - epiworld::AdjList, 37
- record\_virus
  - DataBase< TSeq >, 52
  - epiworld::DataBase< TSeq >, 56
- reproductive\_number
  - DataBase< TSeq >, 52
  - epiworld::DataBase< TSeq >, 57
- reset
  - epiworld::epimodels::ModelSEIRCONN< TSeq >, 110
  - epiworld::epimodels::ModelSEIRDCONN< TSeq >, 124
  - epiworld::epimodels::ModelSIRCONN< TSeq >, 134

- epiworld::epimodels::ModelSIRDCONN< TSeq >, 145
- epiworld::epimodels::ModelSIRLogit< TSeq >, 150
- epiworld::Model< TSeq >, 81
- Model< TSeq >, 95
- ModelSEIRCONN< TSeq >, 113
- ModelSEIRDCONN< TSeq >, 128
- ModelSIRCONN< TSeq >, 137
- ModelSIRDCONN< TSeq >, 147
- ModelSIRLogit< TSeq >, 153
- rexp
  - epiworld::Model< TSeq >, 83
  - Model< TSeq >, 97
- rgammad
  - epiworld::Model< TSeq >, 83
  - Model< TSeq >, 97
- rlognormald
  - epiworld::Model< TSeq >, 84
  - Model< TSeq >, 98
- rnornd
  - epiworld::Model< TSeq >, 84
  - Model< TSeq >, 98
- run\_multiple
  - epiworld::Model< TSeq >, 81
  - Model< TSeq >, 95
- runifd
  - epiworld::Model< TSeq >, 84
  - Model< TSeq >, 98
- sample\_virus\_single
  - epiworld::sampler, 28
  - sampler, 31
- sampler, 30
  - make\_sample\_virus\_neighbors, 30
  - make\_update\_susceptible, 31
  - sample\_virus\_single, 31
- SAMPLETYPE, 168
- set\_agents\_data
  - epiworld::Model< TSeq >, 82
  - Model< TSeq >, 96
- set\_name
  - epiworld::Model< TSeq >, 82
  - Model< TSeq >, 96
- swap\_neighbors
  - Agent< TSeq >, 41
  - epiworld::Agent< TSeq >, 44
- time\_elapsed
  - epiworld::Model< TSeq >, 84
  - Model< TSeq >, 98
- Tool< TSeq >, 169
- Tools< TSeq >, 172
- Tools\_const< TSeq >, 173
- transition\_probability
  - DataBase< TSeq >, 53
  - epiworld::DataBase< TSeq >, 57
- update\_exposed\_seir
  - epiworld::epimodels::ModelSEIR< TSeq >, 104
  - epiworld::epimodels::ModelSEIRD< TSeq >, 118
  - ModelSEIR< TSeq >, 107
  - ModelSEIRD< TSeq >, 121
- update\_infected\_seir
  - epiworld::epimodels::ModelSEIR< TSeq >, 104
  - ModelSEIR< TSeq >, 107
- UserData
  - epiworld::UserData< TSeq >, 176
  - UserData< TSeq >, 177
- UserData< TSeq >, 176
  - UserData, 177
- vecHasher< T >, 178
- Virus< TSeq >, 181
- Viruses< TSeq >, 184
- Viruses\_const< TSeq >, 185
- write\_data
  - epiworld::Model< TSeq >, 82
  - Model< TSeq >, 96