

Perfect Epidemics

Applied Probability Seminar

Department of Statistics, University of Warwick

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Warwick, York

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Introduction

IMAGE

QUOTE

Handout available on the web: either use the QR-code



or visit <https://wilfridskendall.github.io/talks/PerfectEpidemics/>.

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- Simplest possible example: *random-walk-CFTP*
(can boost to use Ising model to do simple image reconstruction).

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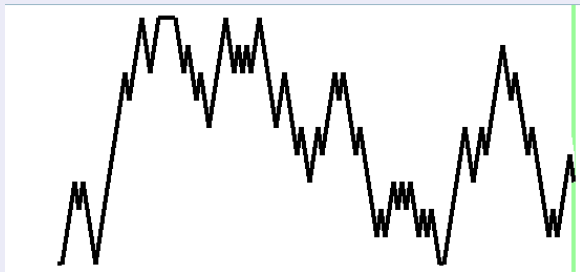
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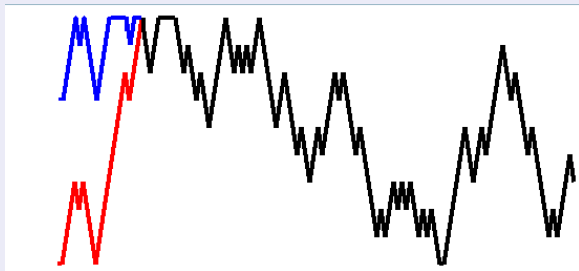
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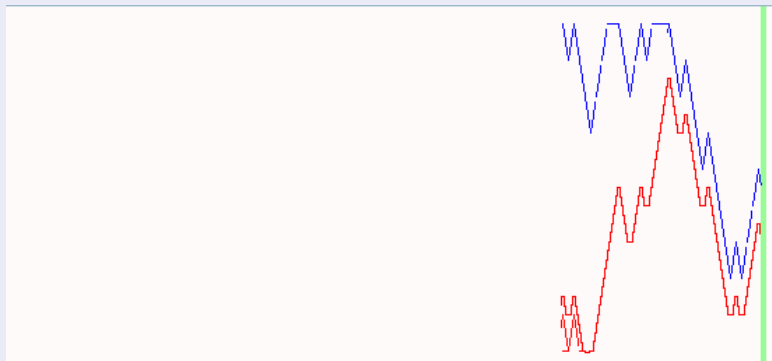
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- How long? One way to *estimate* this is to run two (several?) coupled copies till they meet. If probability of meeting by time T is high, then deviation of X_T from equilibrium is statistically small,



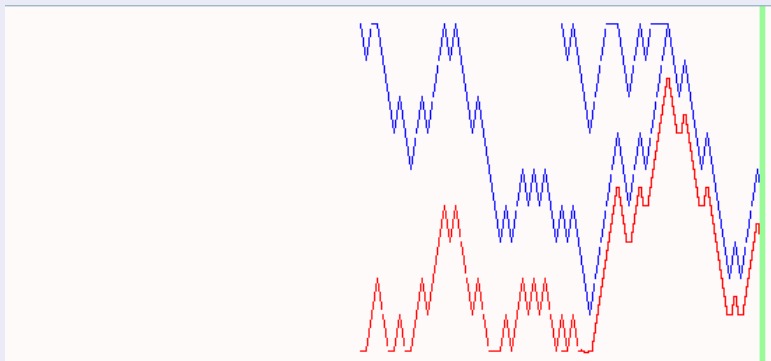
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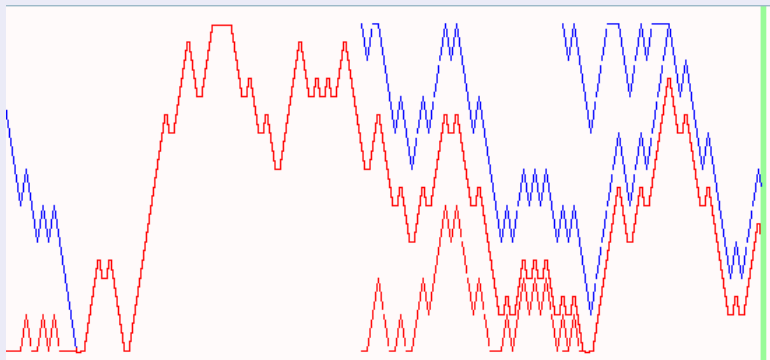
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- If not coupled, then back-off to time $-2T$ and repeat.



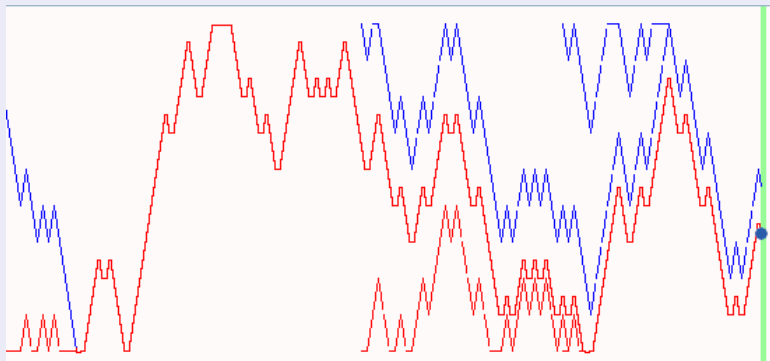
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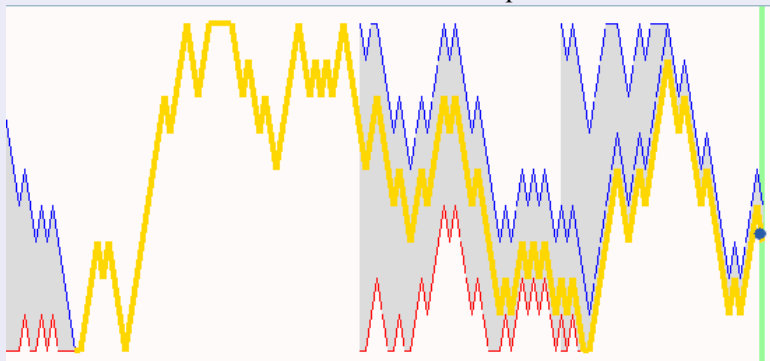
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- The common value is an exact draw from equilibrium!



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- Detailed expositions: WSK (2005), Huber (2015).
(Want to implement CFTP in R? see WSK, 2015.)

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Many important inferential questions (Cori & Kucharski, 2024).

Simplest models (versus UK model with 10^6 agents!, Fraser & Others, 2023):

S-I-R deterministic epidemic: susceptibles s , infectives i , removals r
(constant total population $s + i + r = n$):

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Wikipedia: “The British-registered *Diamond Princess* was the first cruise ship to have a major [COVID-19] outbreak on board, with the ship quarantined at Yokohama from 4 February 2020 for about a month. Of 3711 passengers and crew, around 700 people became infected and 9 people died.”

Evidently $\alpha s_0/\beta \gg 1$ – as was sadly later confirmed, a sorrow for us all.



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- 5 Can we use **perfect simulation**?

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“When did the infections occur. if we only observe removals?”

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- ➍ Evolve whole S-I-R trajectory in *algorithmic time* (alter potential infections and removals using immigration-death in discrete algorithmic time).
- ➎ Result: *trajectory-valued chain*, unconditioned S-I-R as equilibrium.

Incidents defining an epidemic

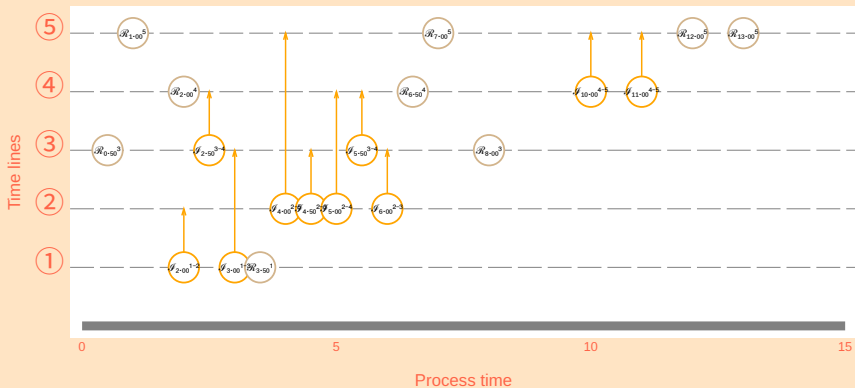


Figure 1: Light-orange circles denote potential infections (arrows point upwards to targets); light-brown circles denote potential removals.

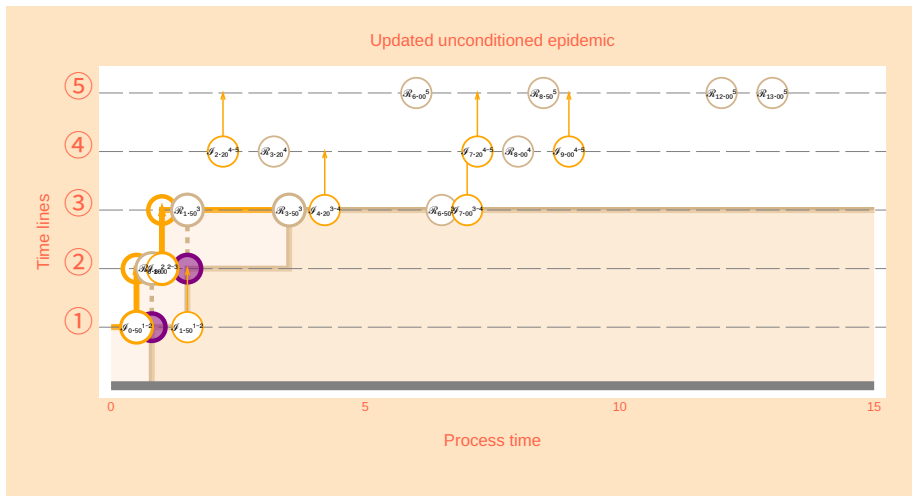


Figure 3: A step in algorithmic time for the unconditioned epidemic simply involves replacing all incidents by a new set of incidents.

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 - ➌ For $(2n+1)T < \tau < (2n+2)T$, update old I s in $((2n+2)T - \tau, T)$.
- Thus the original update is expressible as a (continuous) composition of updates, each of which satisfies detailed balance in equilibrium.

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- Updates in algorithmic time τ are then (algorithmic-)*time-reversible*: so restriction to subset S of state-space (in our case, *activated* removals occurring precisely at specified set of times) implies a new equilibrium which is the old equilibrium conditioned to lie in S .
- For later purposes it is convenient to stage the replacement as follows:
 - ➊ Replace removals (R s);
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- It is convenient to re-express this for continuously varying τ :
 - ➊ For $2nT < \tau < (2n+1)T$, update old R s with times in $(0, \tau - 2nT)$;
 - ➋ For $\tau = (2n+1)T$, resample timelines (not times) of R s;
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- Crucially, step 2 ensures composition action is irreducible over S ! (So equilibrium under conditioning is unique.)

Illustration of technical point (1/8)

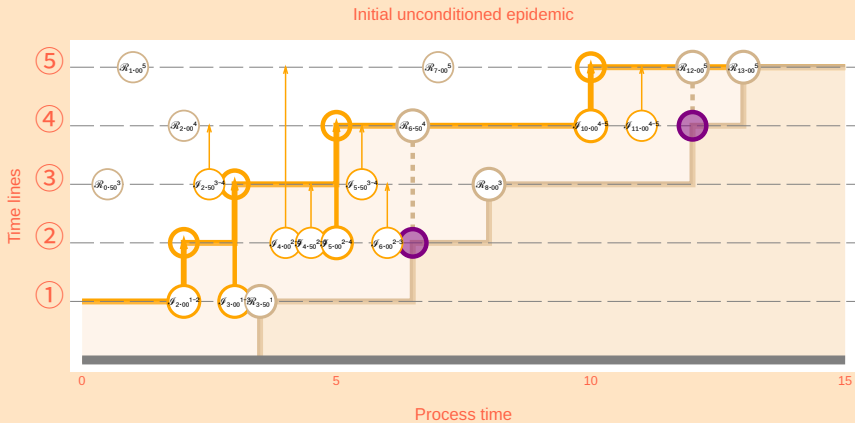


Figure 4: No change to removals or infections

Illustration of technical point (2/8)

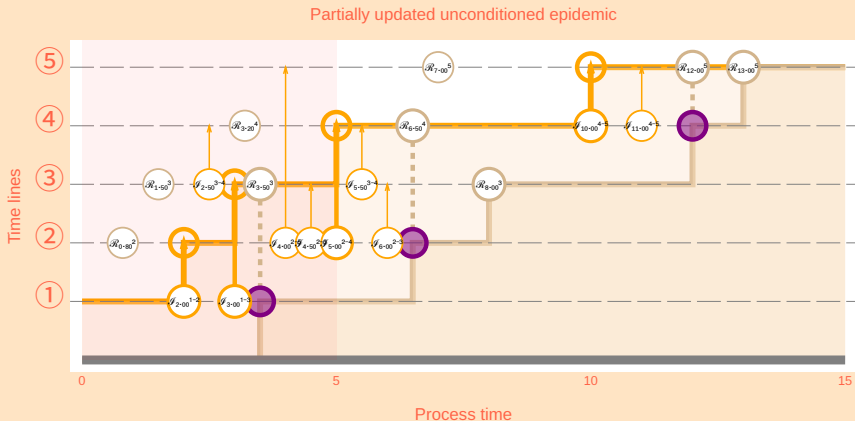


Figure 5: Replace first third of removals, infections unchanged

Illustration of technical point (3/8)

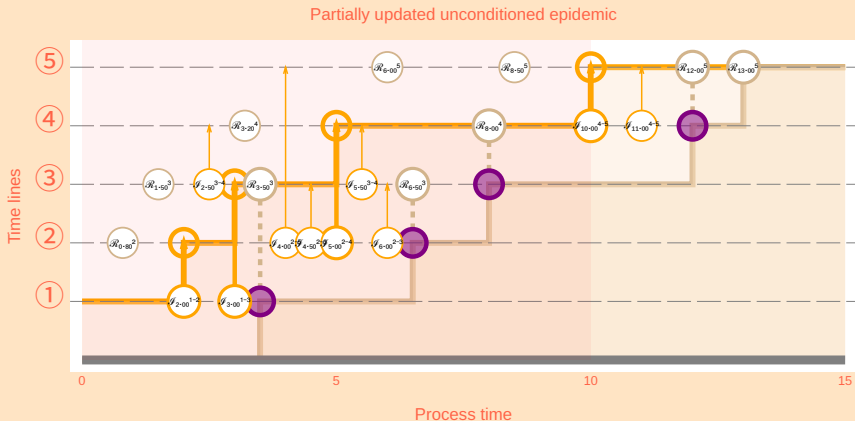


Figure 6: Replace first two-thirds of removals, infections unchanged

Illustration of technical point (4/8)

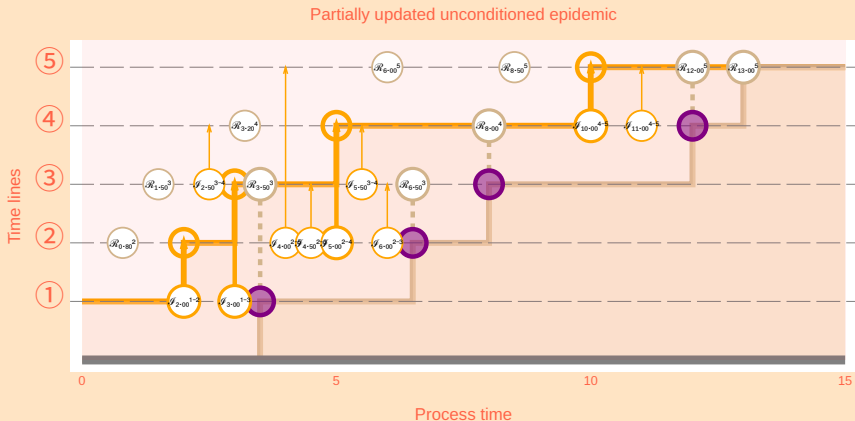


Figure 7: Replace all removals, infections unchanged

Illustration of technical point (5/8)

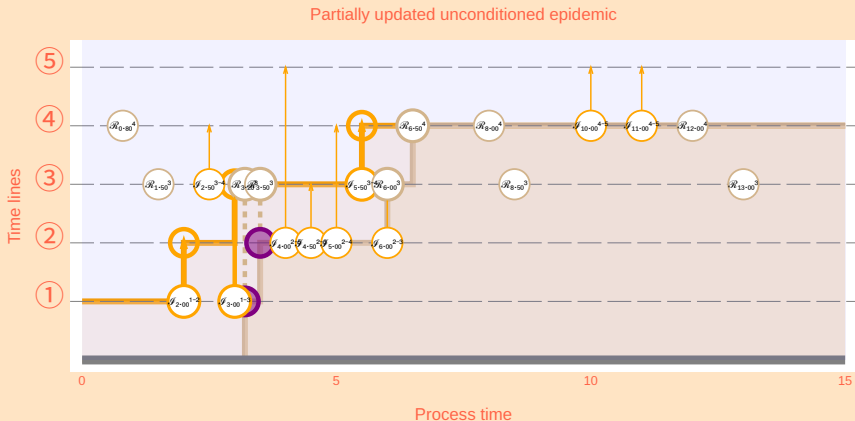


Figure 8: Re-sample all removal timelines, infections unchanged

Illustration of technical point (6/8)

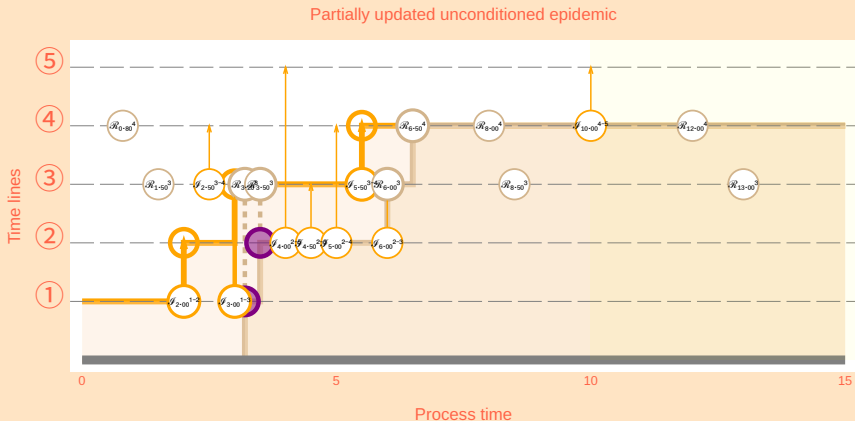


Figure 9: Re-sample last third of infections

Illustration of technical point (7/8)

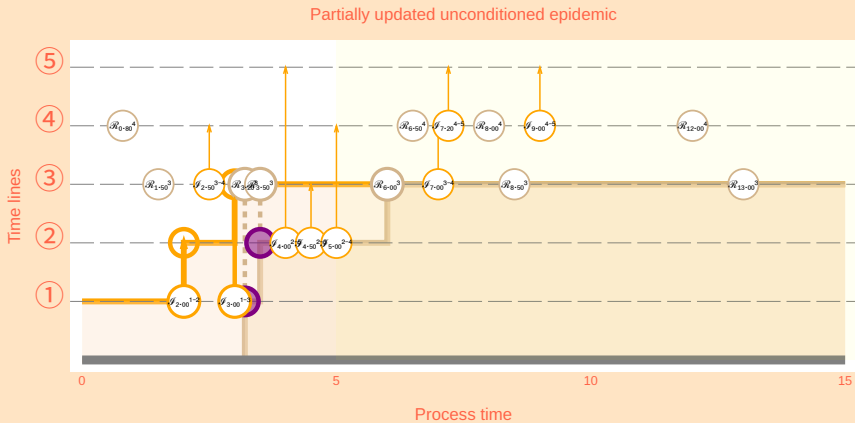


Figure 10: Re-sample last two-thirds of infections

Illustration of technical point (8/8)

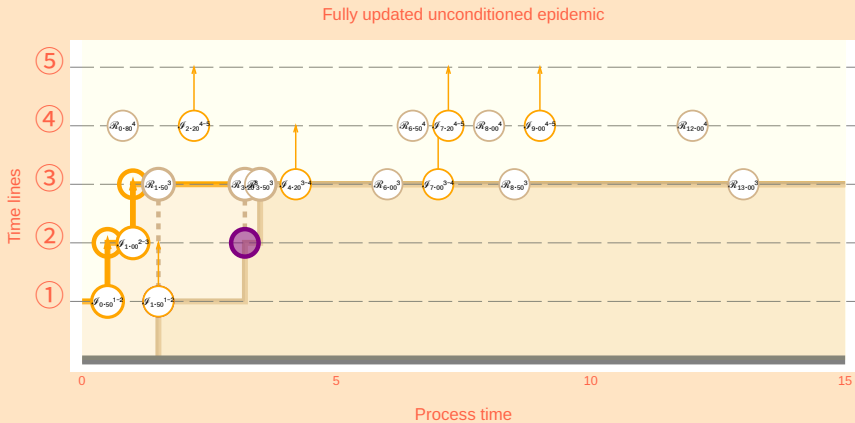


Figure 11: Re-sample all infections

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- Does this produce a *feasible* and suitably monotonic algorithm?
- **Housekeeping details** required to establish that monotonicity still works.
Key notions: *last feasible epidemic* (LFE) and *no-fly zone* (NFZ).

Initial conditional epidemic

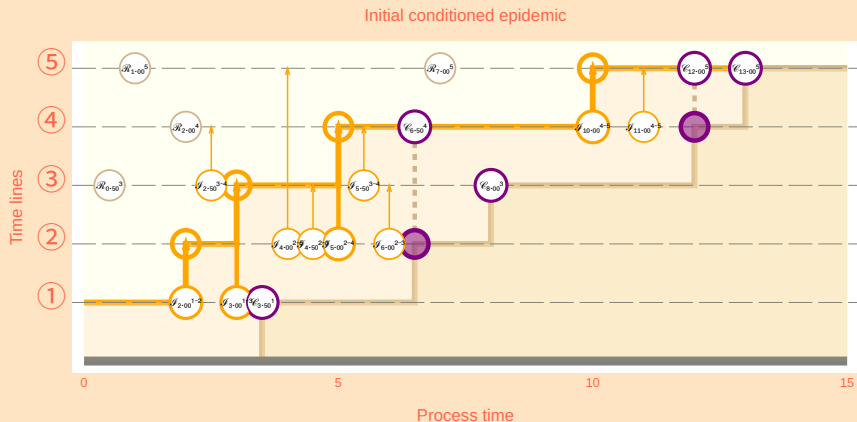


Figure 12: Initial epidemic with conditioned removals indicated using purple circles (and purple disks when different timelines are infected).

Conditional epidemic update

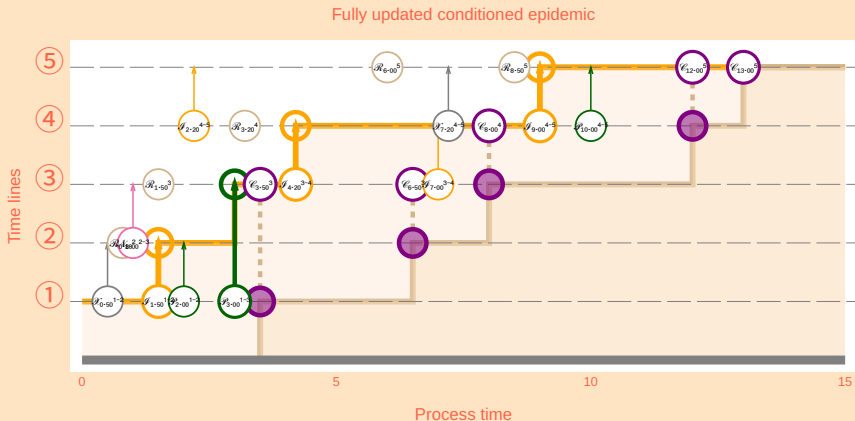


Figure 13: Epidemic updated under restriction: all conditioned removals remain activated, no new removals are activated. Green infections have been “perpetuated”.

Last feasible epidemic (LFE)

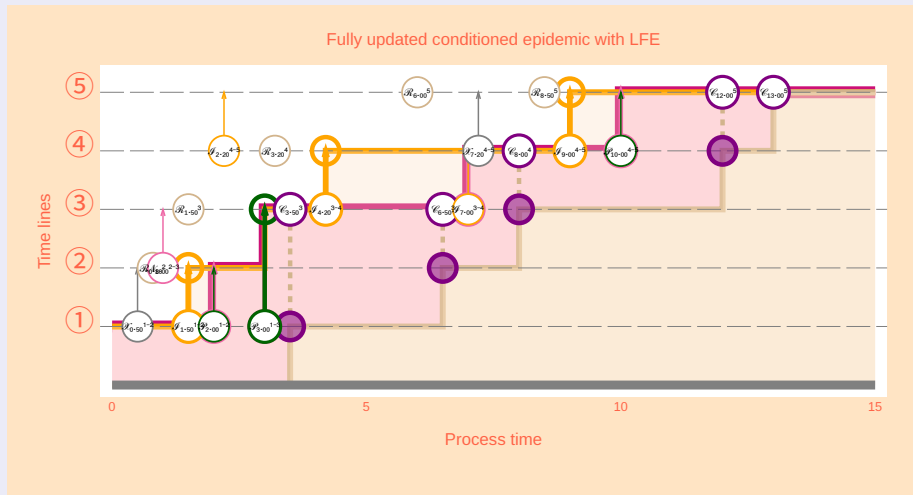


Figure 14: LFE computed recursively working right-to-left: the slowest sequence of infections deals with all infected timelines in order (includes perpetuated infections).

Fully updated conditioned epidemic with NFZ

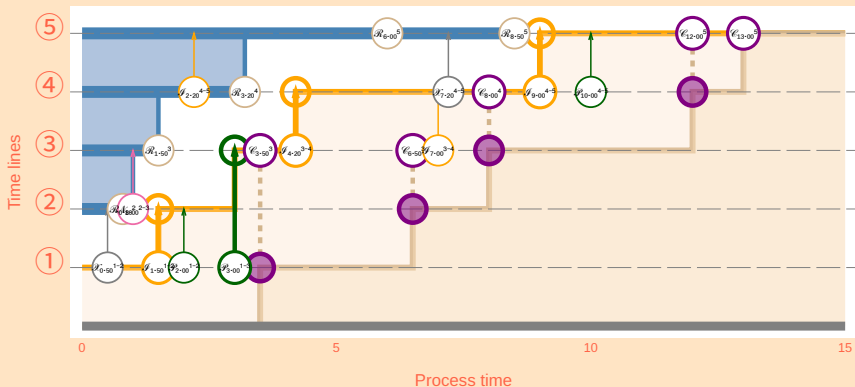


Figure 15: NFZ computed recursively working right-to-left: trace region of timelines that must not be infected if one is not to activate unobserved removals.

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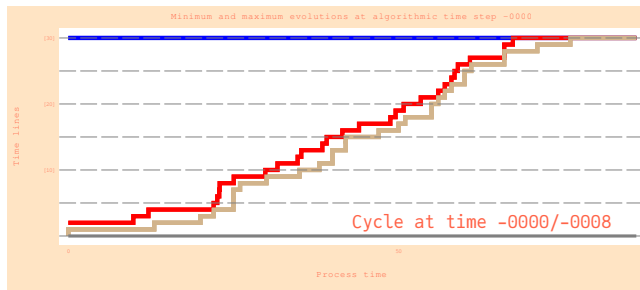
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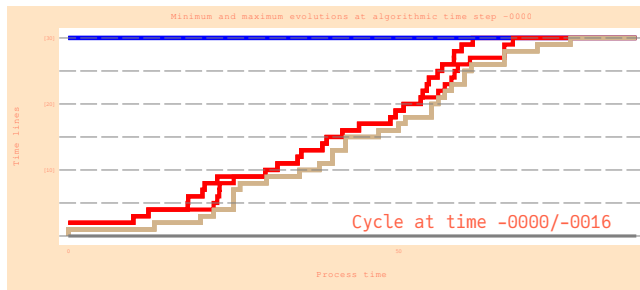
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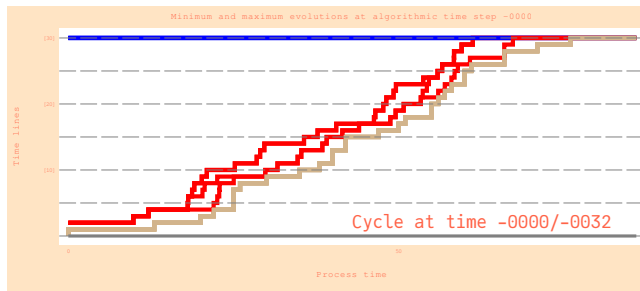
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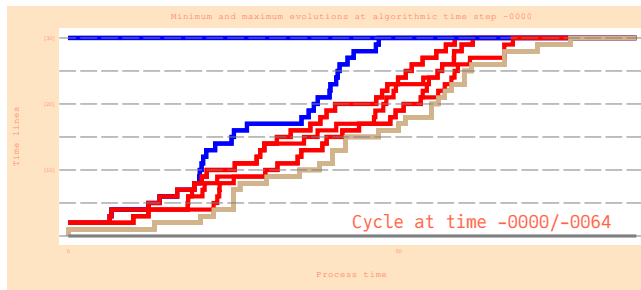
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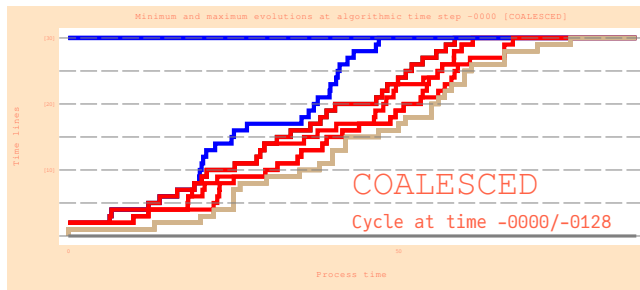
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- Finally: generalize to other suitable compartment models?

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- Thank you for your attention! **QUESTIONS?**



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Technical information

Image	Attribution	
Classic CFTP for a simple random walk <i>Diamond Princess</i>	Result of code written by WSK Alpsdake	<i>CC BY-SA 4.0</i>
Epidemic CFTP images and animation	Result of code written by WSK	

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