

Perfect Epidemics

Applied Probability Seminar

Department of Statistics, University of Warwick

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Warwick, York

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Introduction

“Maybe the only significant difference between a really smart simulation and a human being was the noise they made when you punched them.”
(The Long Earth, Pratchett & Baxter, 2012)



Handout is on the web: use the QR-code or visit
wilfridskendall.github.io/talks/PerfectEpidemics.

This is initial work on using perfect simulation (CFTP) for epidemics.
WSK acknowledges the support of UK EPSRC grant EP/R022100.

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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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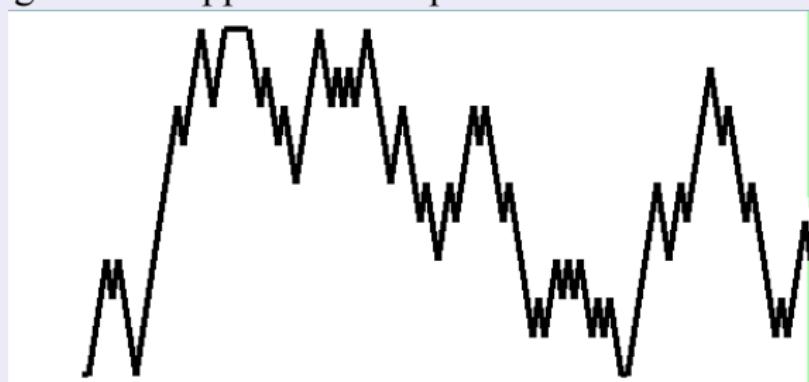
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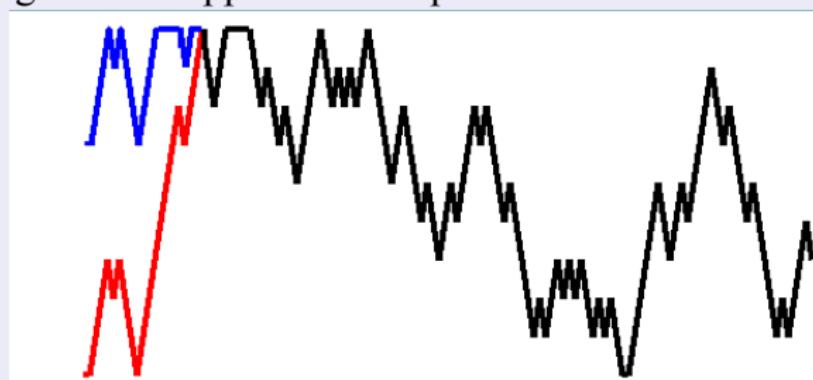
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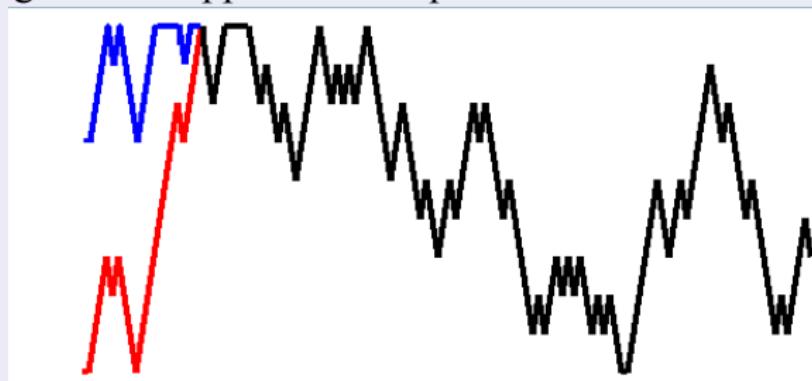
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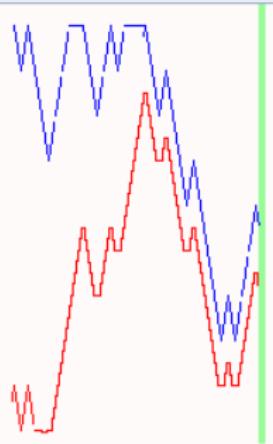
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- Generally **not true** that location *at coupling* is a draw from equilibrium.

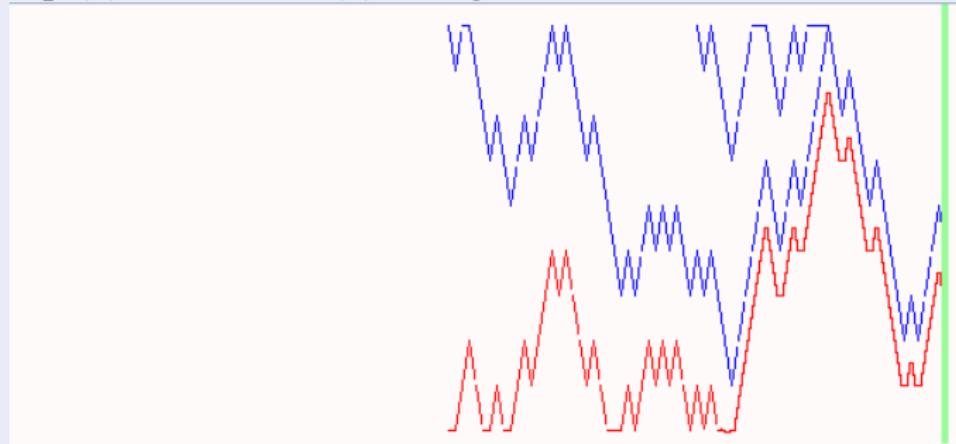
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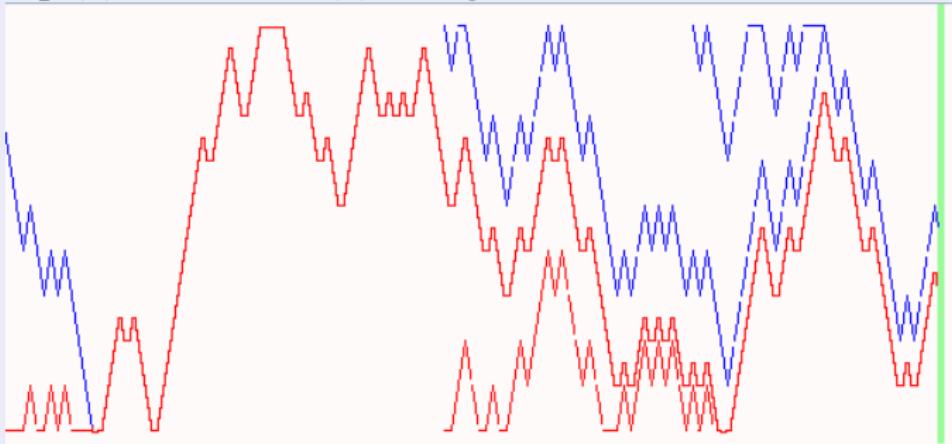
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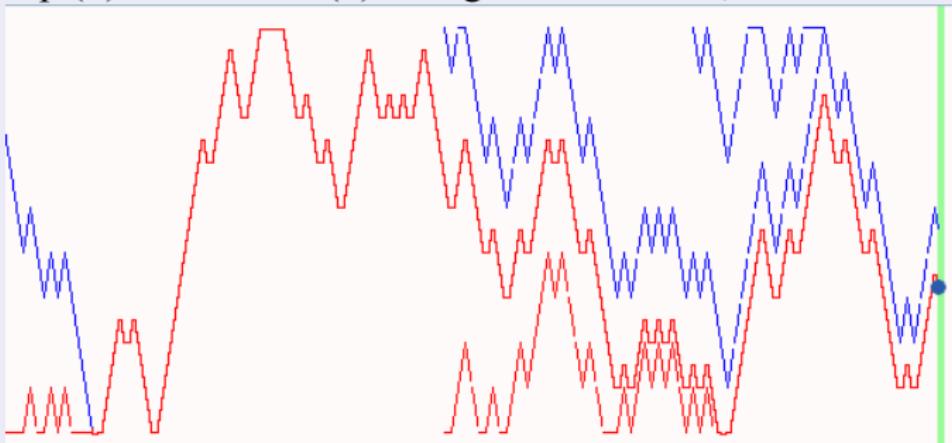
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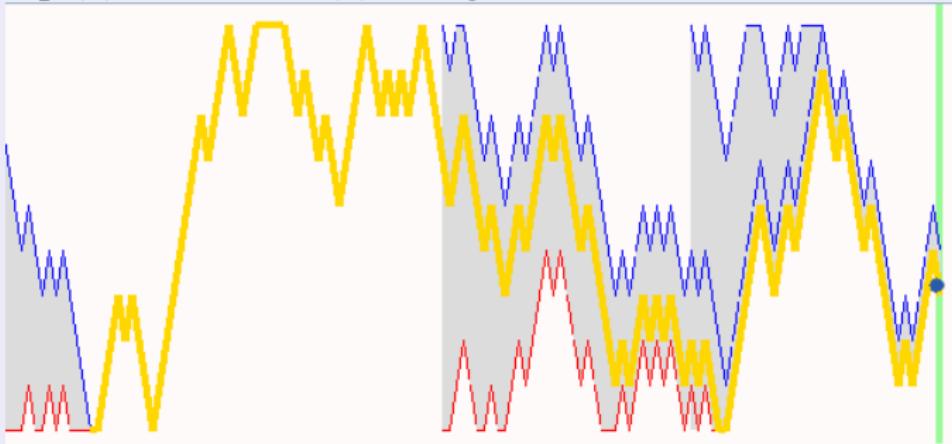
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- The common value (golden thread) is an exact draw from equilibrium!

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

2. Perfect Epidemics: a challenge problem for CFTP

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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Both models make an unrealistic assumption: homogeneous mixing.

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

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- ⑤ Result: *trajectory-valued chain*, unconditioned S-I-R as equilibrium.

From incidents to unconditioned epidemic trajectories (1/3)

Incidents defining an epidemic

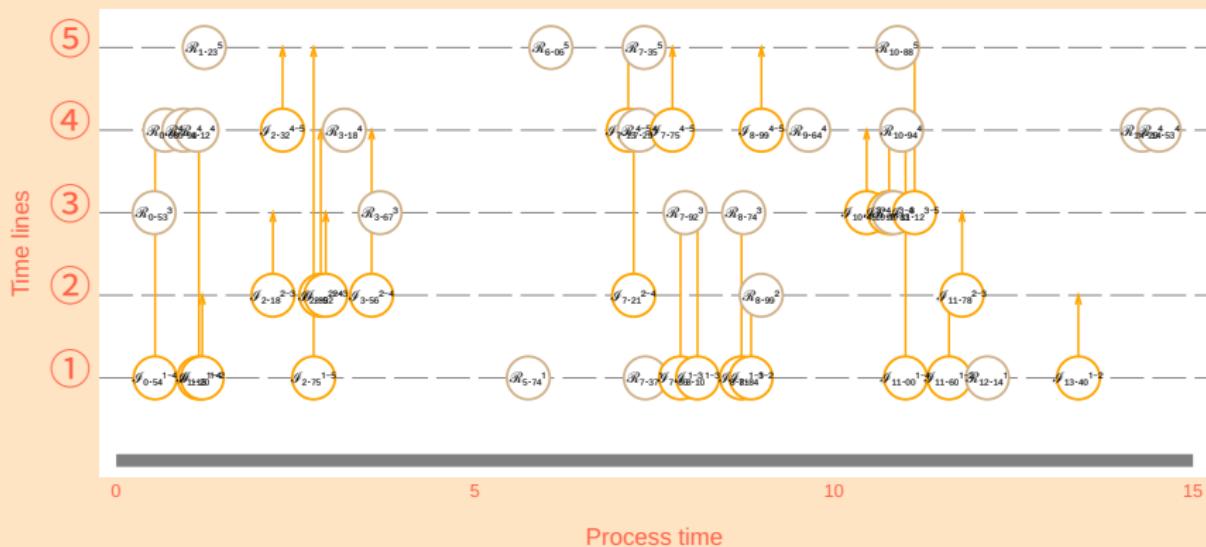


Figure 1: Light-orange circles denote potential infections (arrows point upwards to targets); light-brown circles denote potential removals.

From incidents to unconditioned epidemic trajectories (2/3)

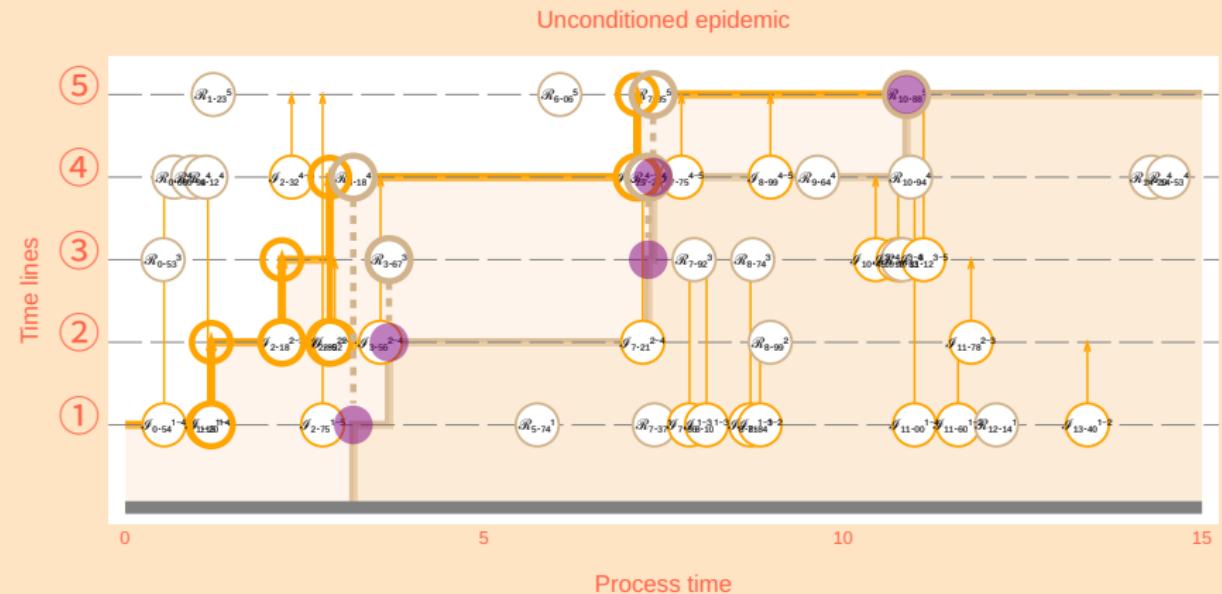


Figure 2: (a) *Infection* activates if target lies on the lowest uninfected timeline; and (b) *removal* activates if on infected timeline; remove lowest infected (purple disk).

From incidents to unconditioned epidemic trajectories (3/3)

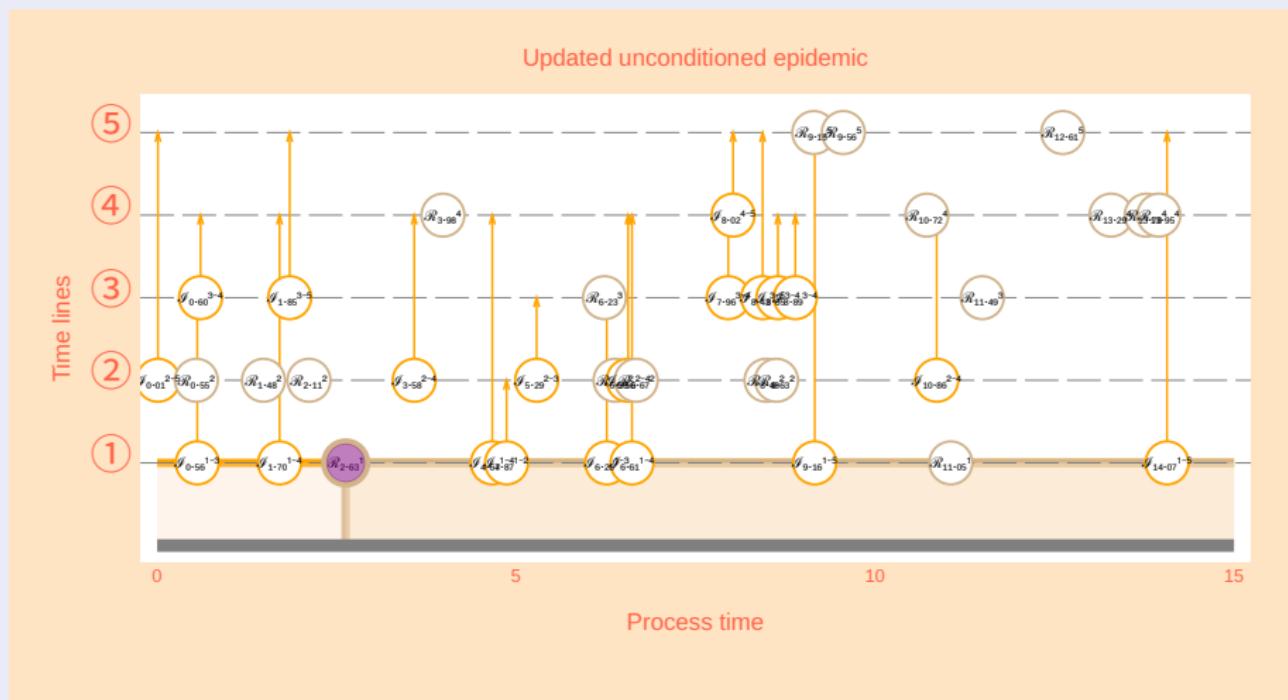


Figure 3: A step in algorithmic time for the unconditioned epidemic simply involves replacing all original incidents by an entirely new set of incidents.

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- Re-express using continuously varying τ . Process time runs over $[0, T]$.

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- Thus the original update is expressible as a (continuous) composition of updates, each of which satisfies detailed balance in equilibrium.
- The connection “restriction=conditioning” still holds.
- Crucially, step 2 ensures composition action is irreducible over S !
(So equilibrium under conditioning is unique.)

Illustration of technical point (1/8)

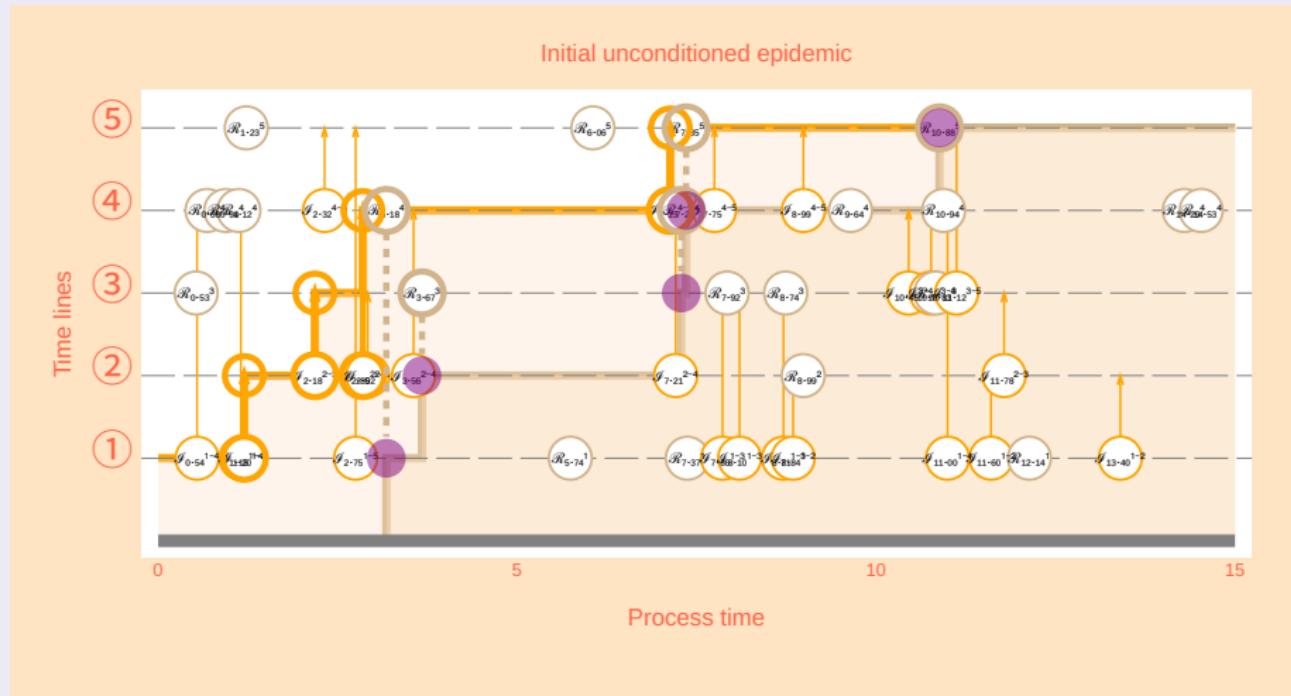


Figure 4: No change yet to removals or infections;

Illustration of technical point (2/8)

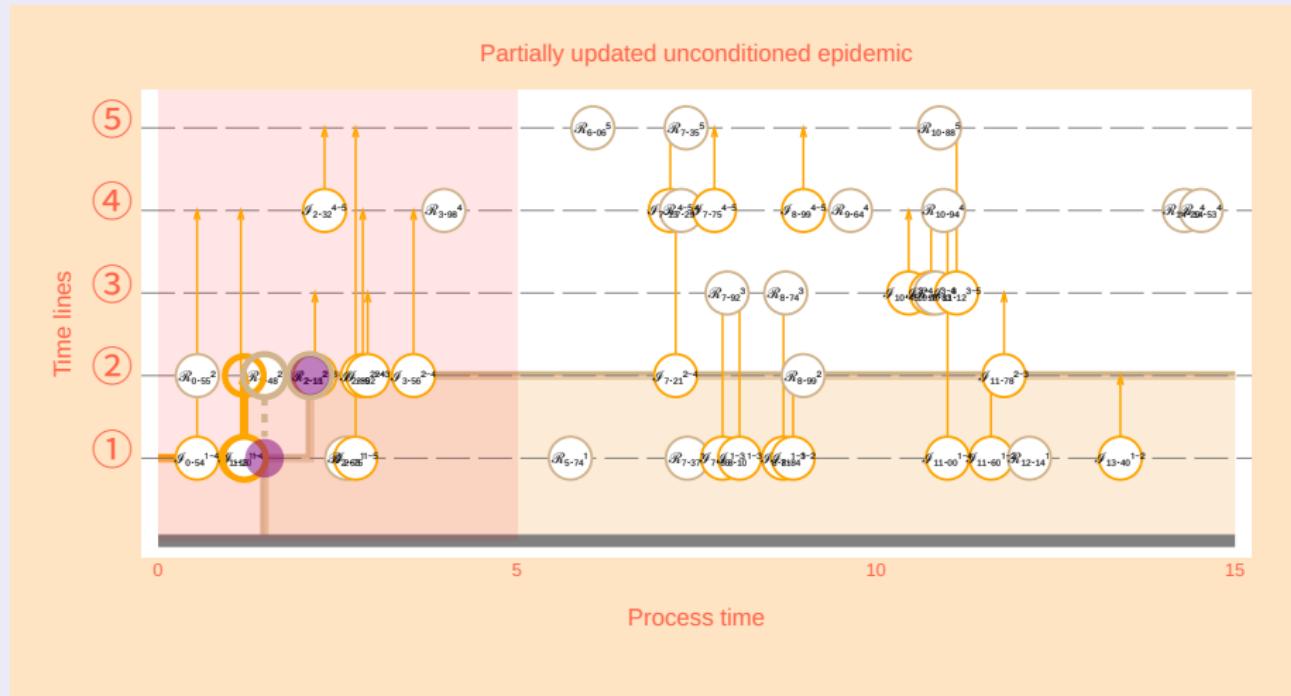


Figure 5: Replace first third of removals, infections unchanged;

Illustration of technical point (3/8)

Partially updated unconditioned epidemic

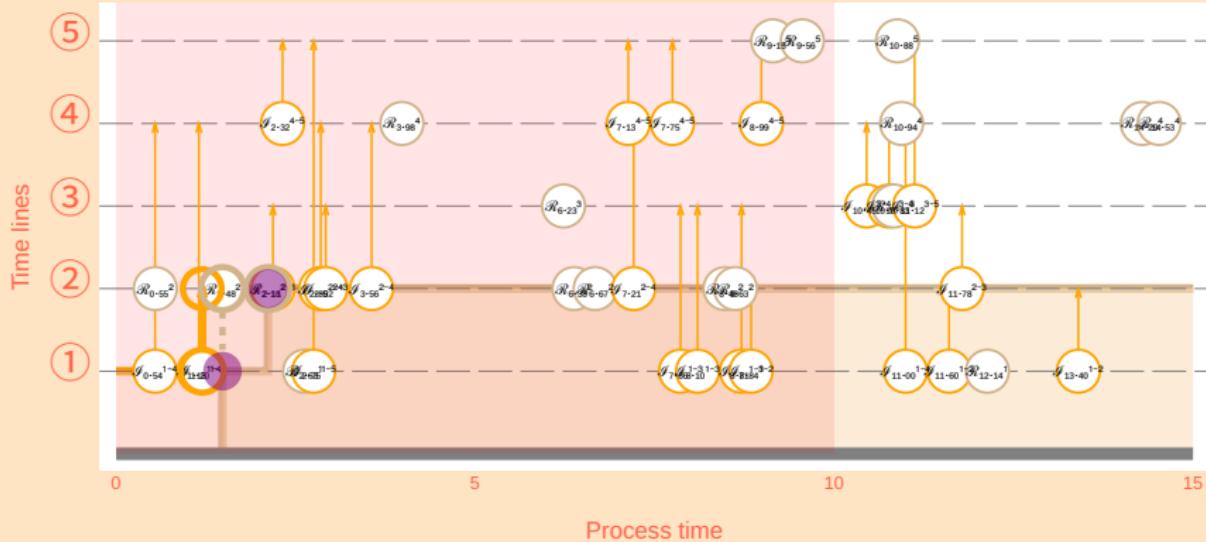


Figure 6: Replace first two-thirds of removals, infections unchanged;

Illustration of technical point (4/8)

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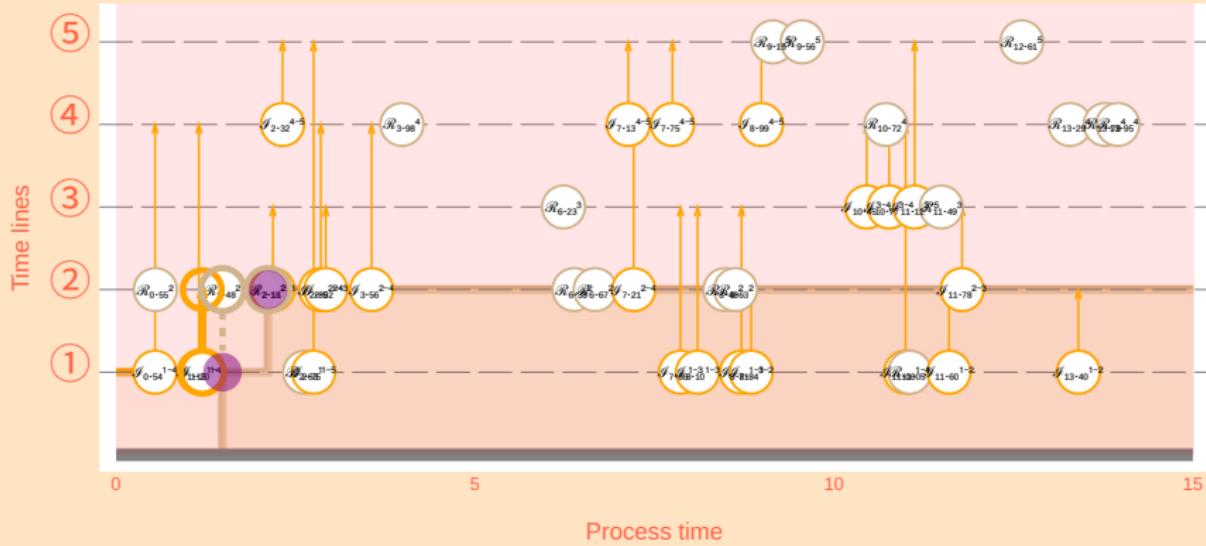


Figure 7: All removals resampled, infections as yet unchanged;

Illustration of technical point (5/8)

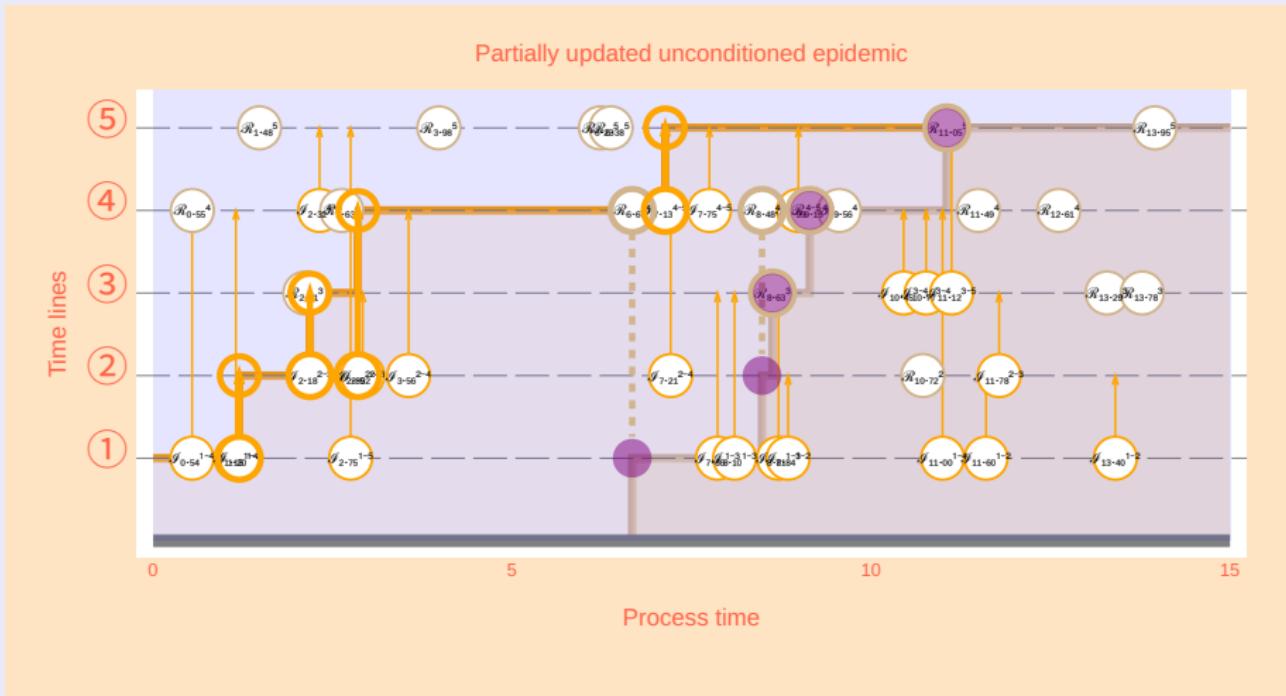


Figure 8: Re-sample all removal timelines, infections as yet unchanged;

Illustration of technical point (6/8)

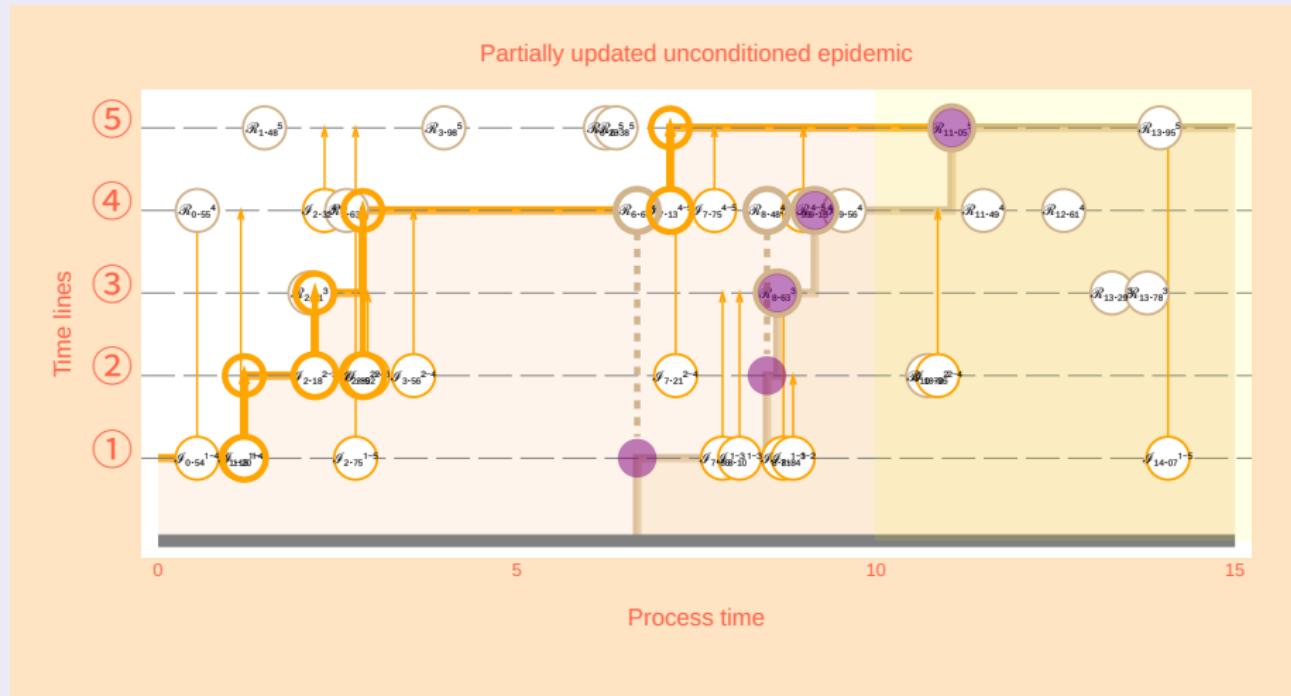


Figure 9: Re-sample last third of infections;

Illustration of technical point (7/8)

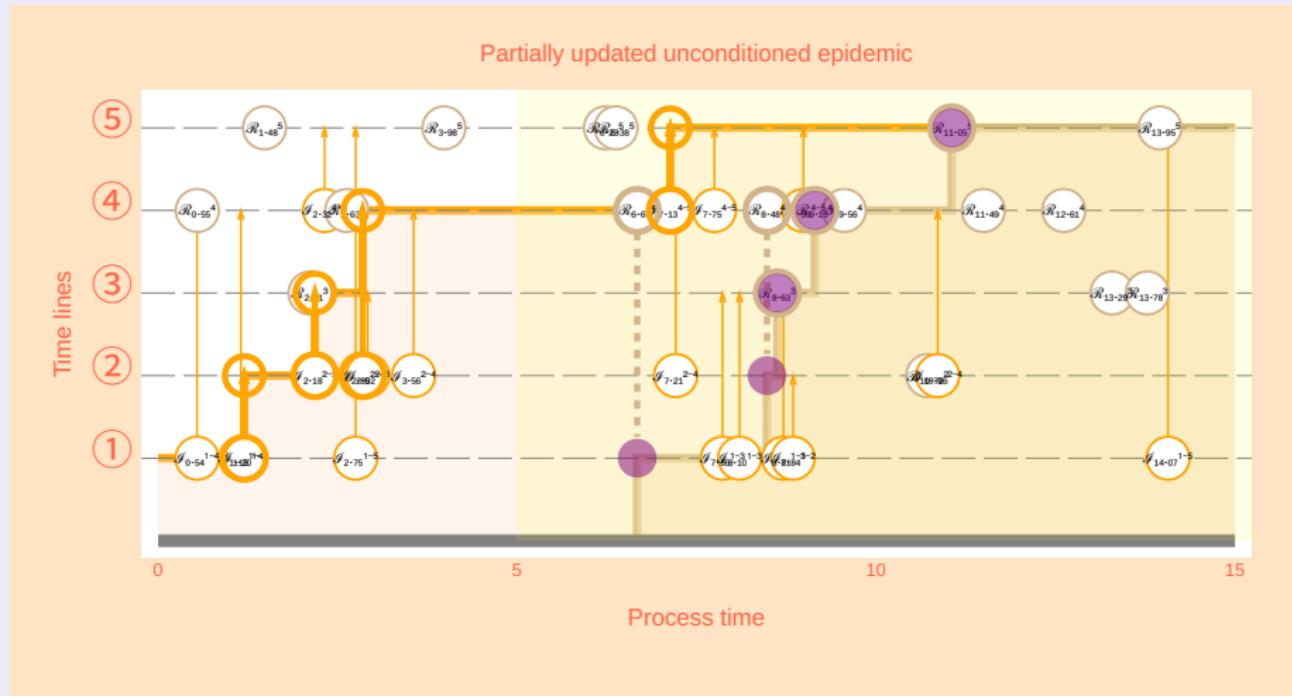


Figure 10: Re-sample last two-thirds of infections;

Illustration of technical point (8/8)

Fully updated unconditioned epidemic

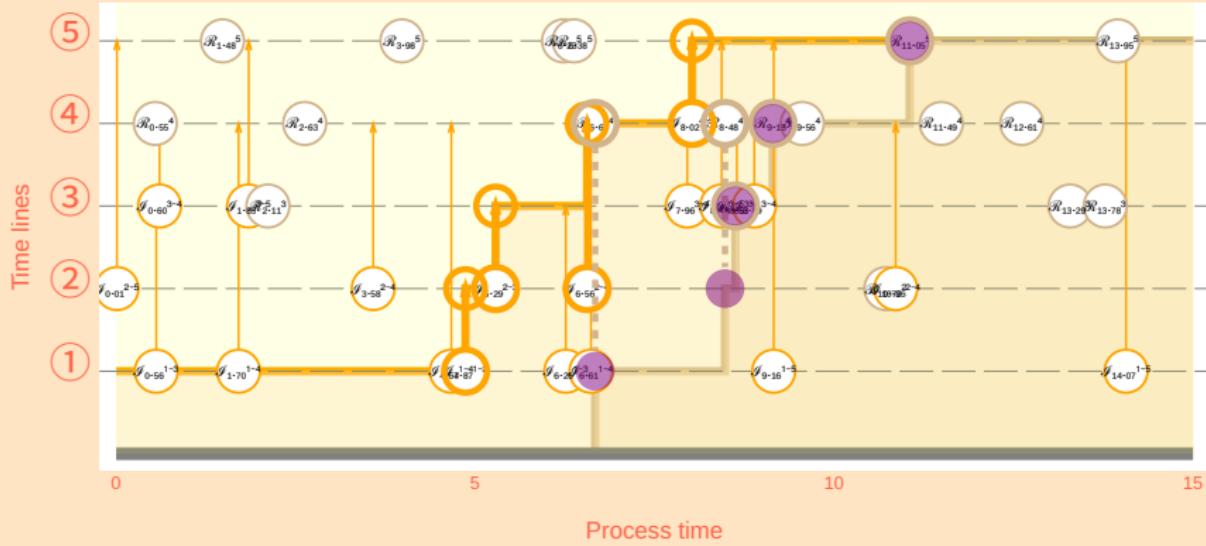


Figure 11: All infections now re-sampled.

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

Initial conditioned epidemic

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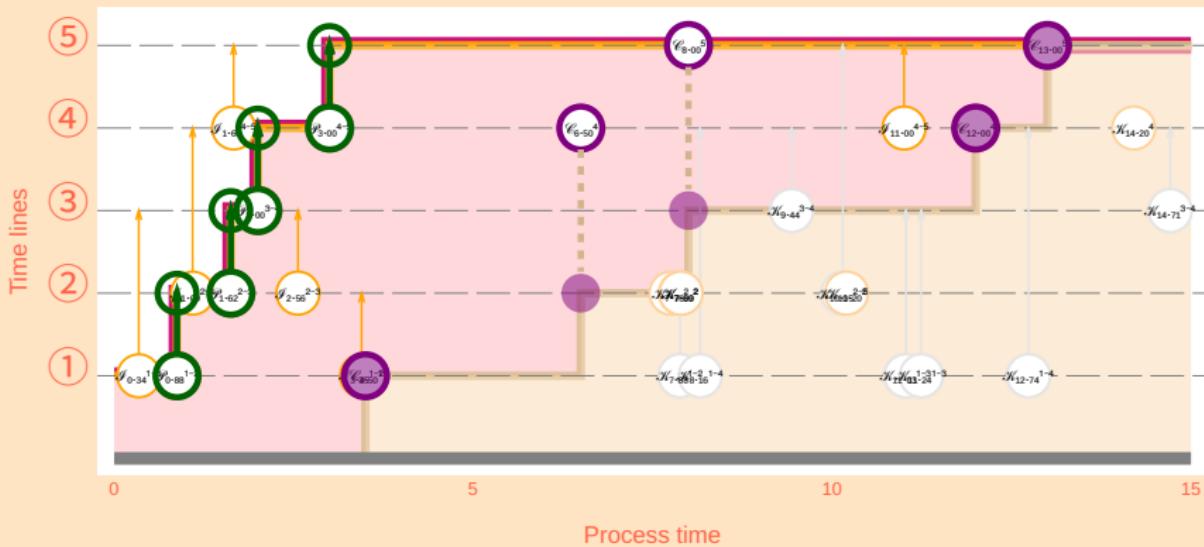


Figure 12: Initial epidemic with conditioned removals indicated using purple circles (and purple disks when different timelines are infected).

Conditional epidemic update

Fully updated conditioned epidemic

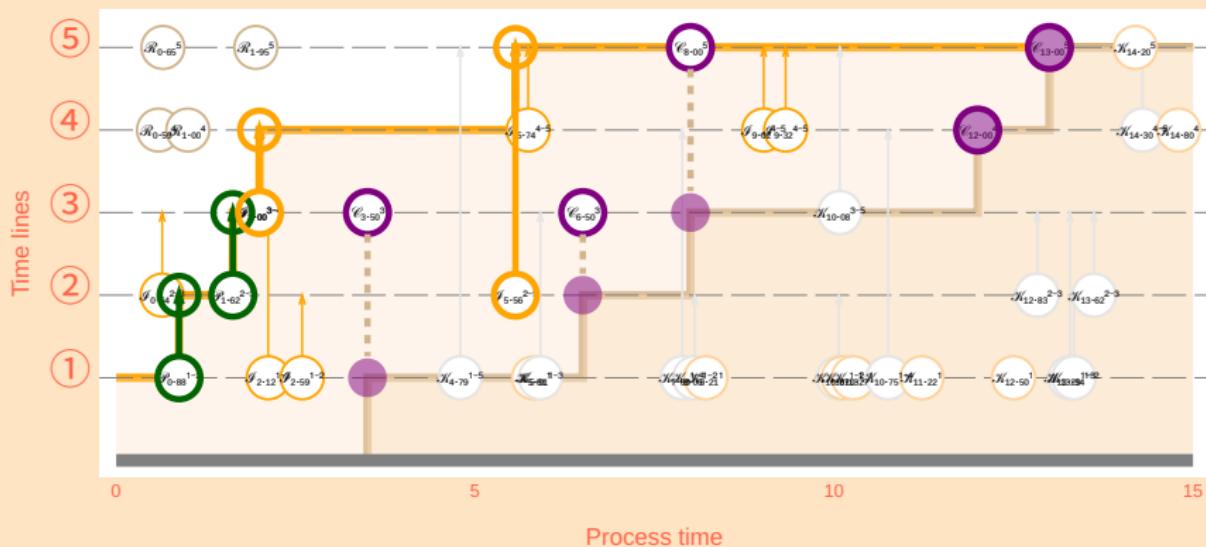


Figure 13: Epidemic updated under restriction: all conditioned removals remain activated, no new removals are activated. Green infections have been “perpetuated”.

Last feasible epidemic (LFE)

Fully updated conditioned epidemic with LFE

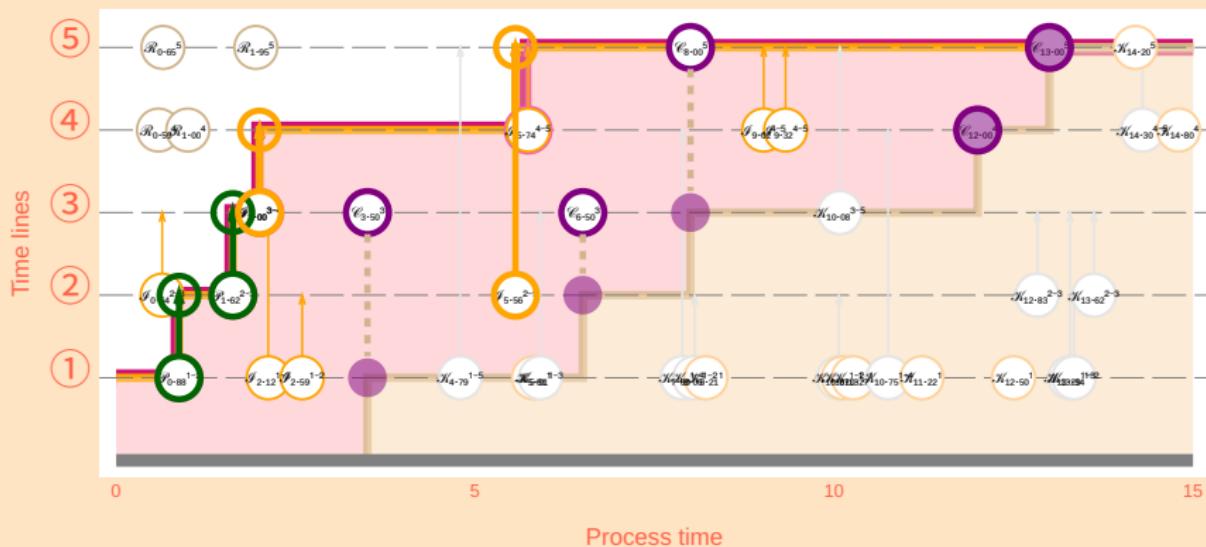


Figure 14: LFE computed recursively working right-to-left: the slowest sequence of infections deals with all infected timelines in order (includes perpetuated infections).

No-fly zone (NFZ)

Fully updated conditioned epidemic with NFZ

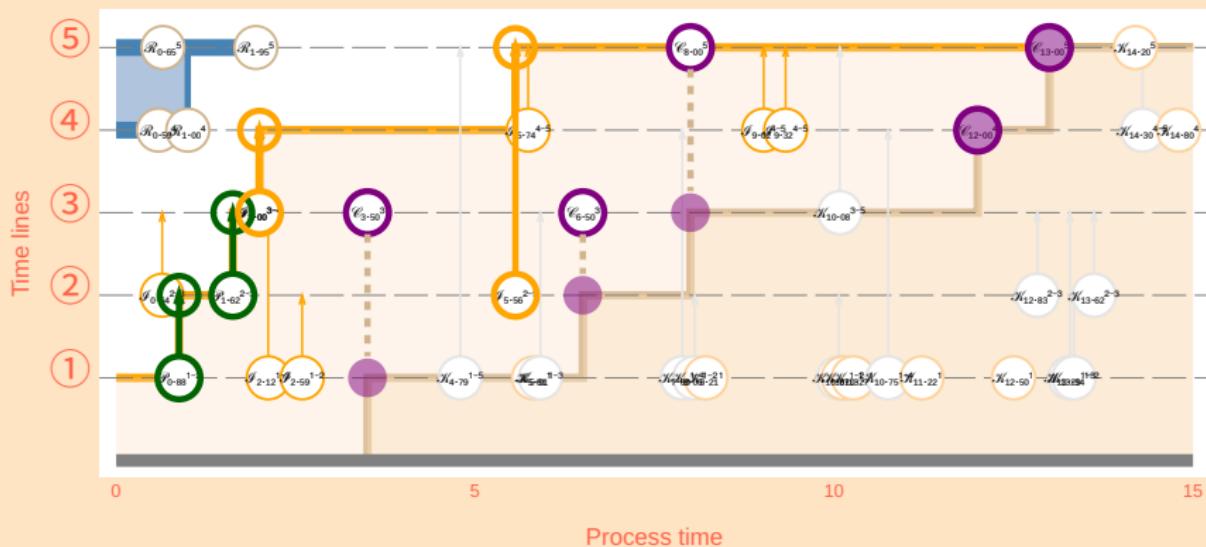


Figure 15: NFZ computed recursively working right-to-left: it traces the region of timelines that must not be infected if one is not to activate unobserved removals.

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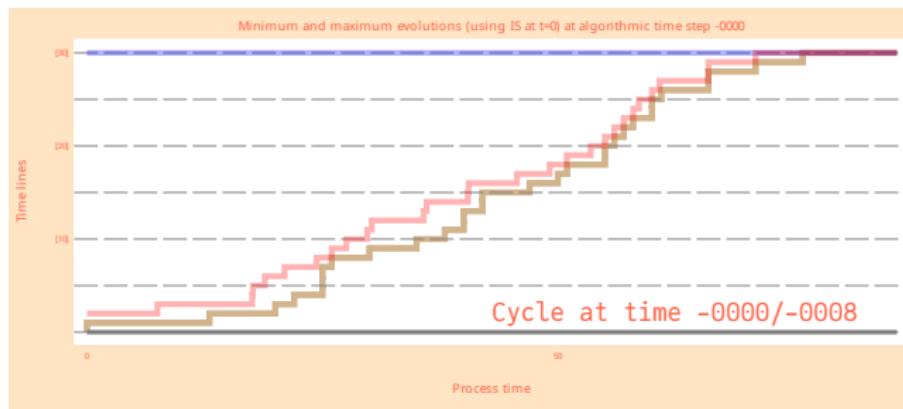
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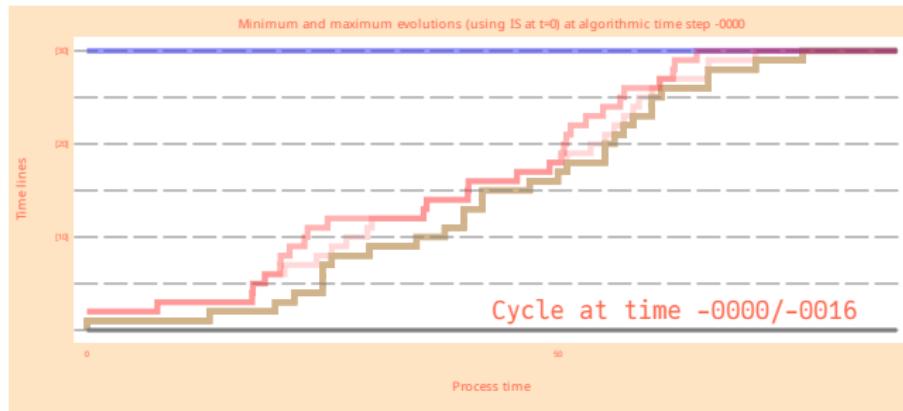
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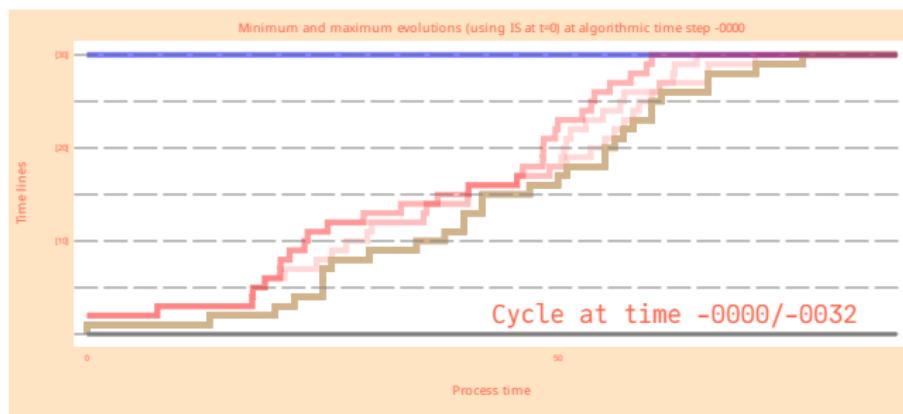
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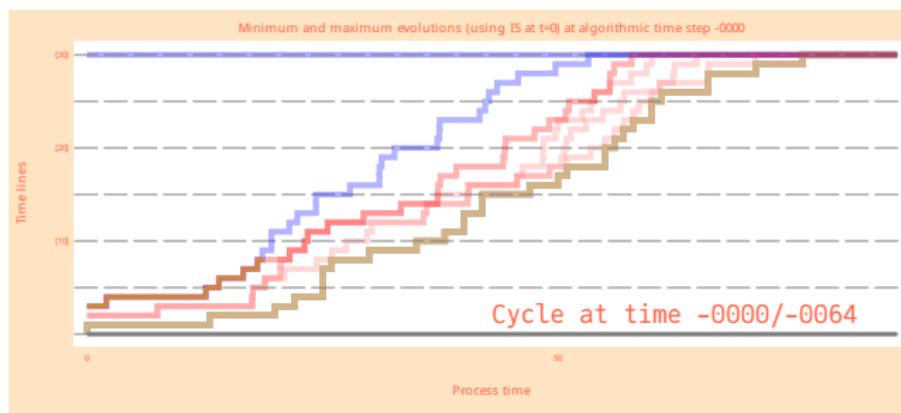
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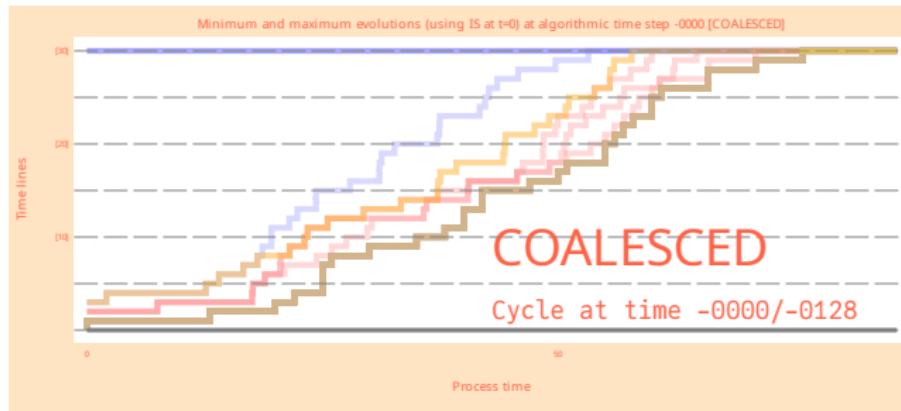
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- Finally: can we generalize to other suitable compartment models?

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



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Image information

<i>Image</i>	<i>Attribution</i>	
<i>Terry Pratchett</i>	Luigi Novi	<i>CC BY 3.0</i>
Classic CFTP for a simple random walk	Result of code written by WSK	
<i>Diamond Princess</i>	Alpsdake	<i>CC BY-SA 4.0</i>
Epidemic CFTP images and animation	Result of code written by WSK	

Previous instances of this talk

<i>Date</i>	<i>Title</i>	<i>Location</i>
19/04/24	Perfect Epidemics	Short Research Talk (12min)
15/05/24	McMC and Perfect Simulation	Graduate Seminar, Aristotle Univ. (50min)
17/01/25	Perfect Epidemics	Applied Probability Seminar (50min)

Appendix A: A “near-maximal” configuration

A small set for a conditioned epidemic.

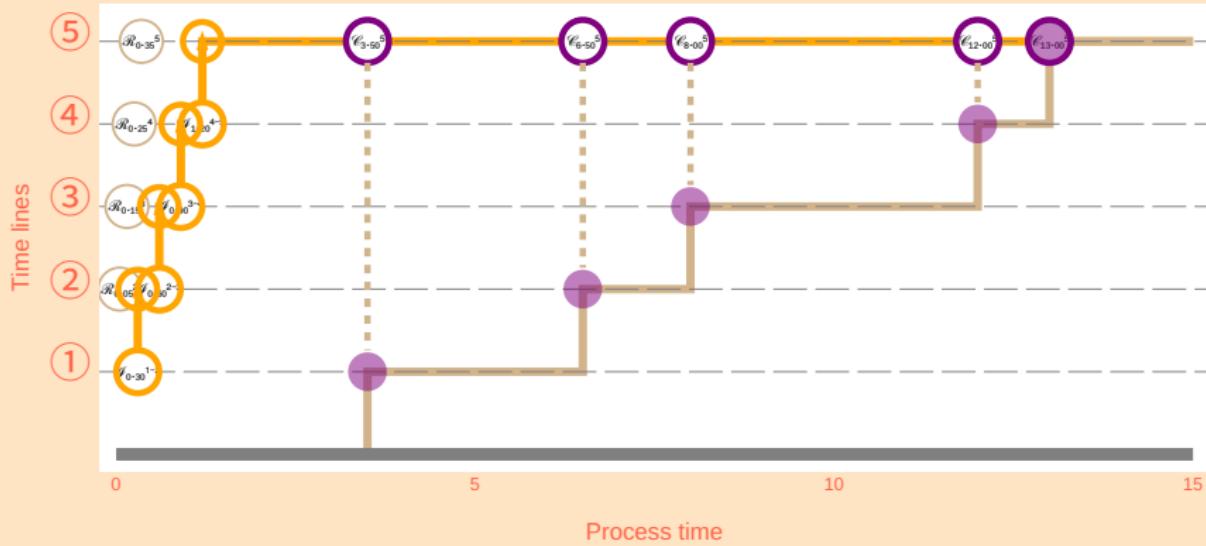


Figure 16: A conditioned epidemic in which all activated infections occur before time 3.0, also before smallest observed removal time.

Appendix B: Updating a conditioned epidemic

INCOMPLETE

We now work through the update of the conditioned epidemic in stages.

Initial conditioned epidemic (1/8)

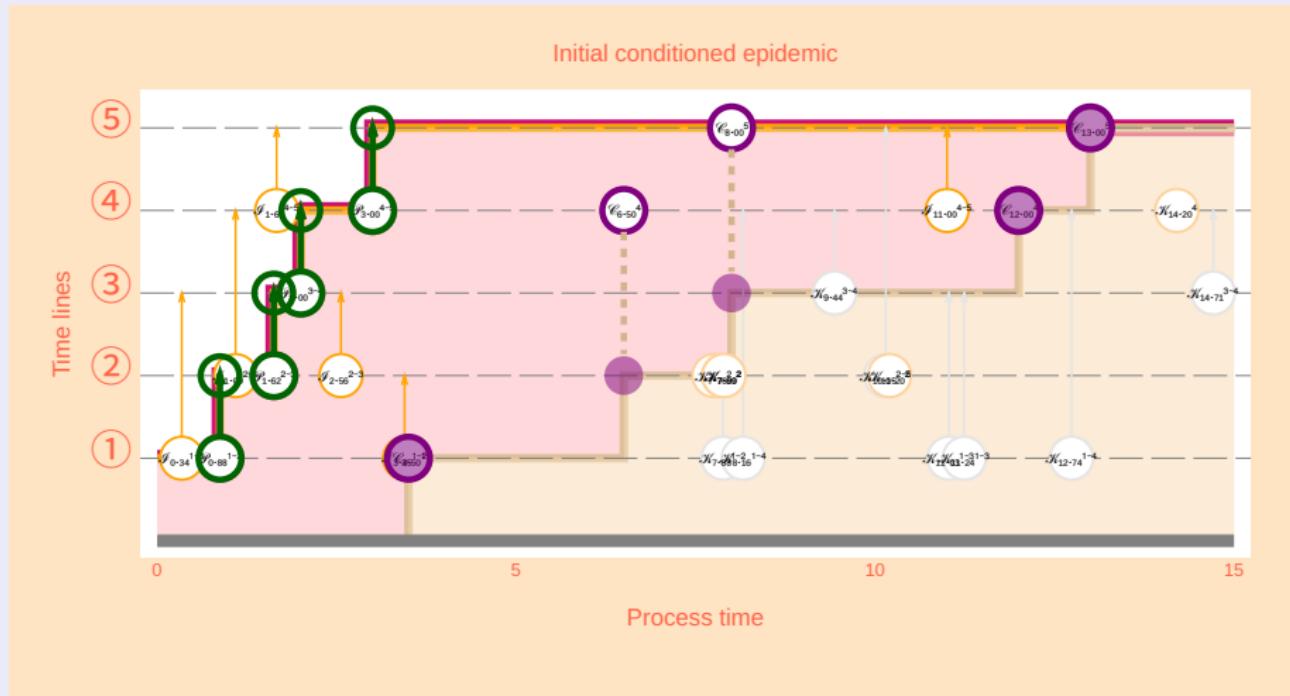


Figure 17: Initial epidemic with conditioned removals indicated by purple circles.

Conditional epidemic (2/8)

Partially updated conditioned epidemic

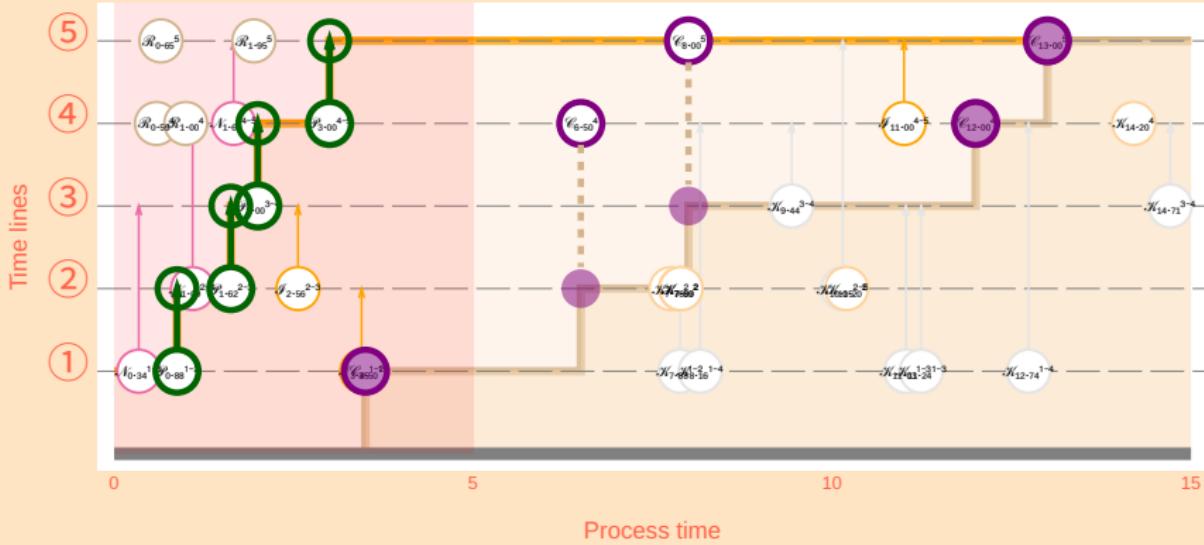


Figure 18: Replace first third of removals, infections unchanged;

Conditional epidemic (3/8)

Partially updated conditioned epidemic

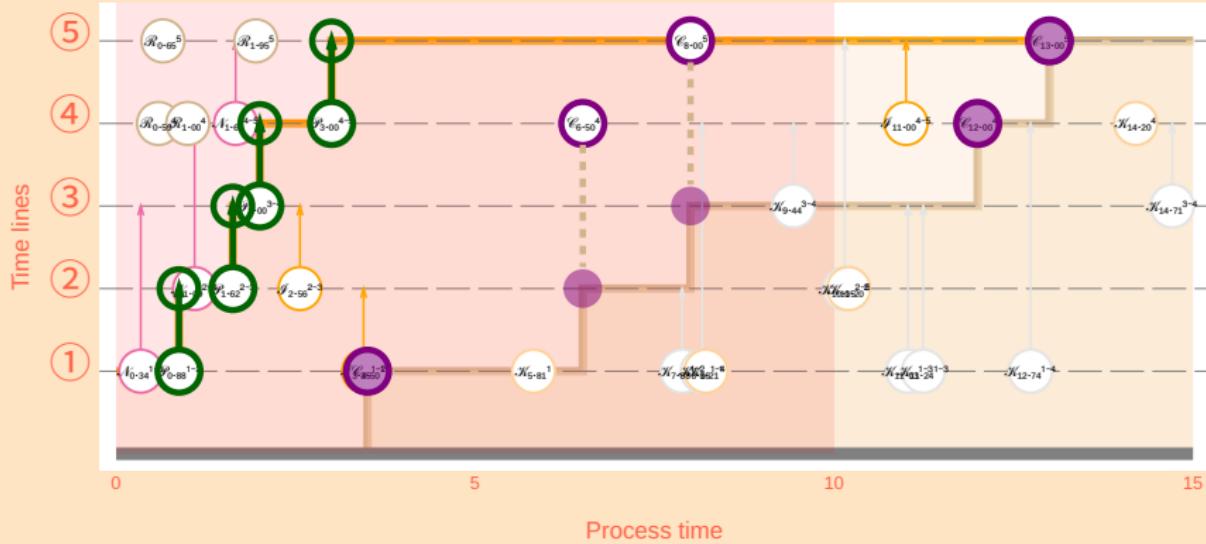


Figure 19: Replace second third of removals, infections unchanged;

Conditional epidemic (4/8)

Partially updated conditioned epidemic

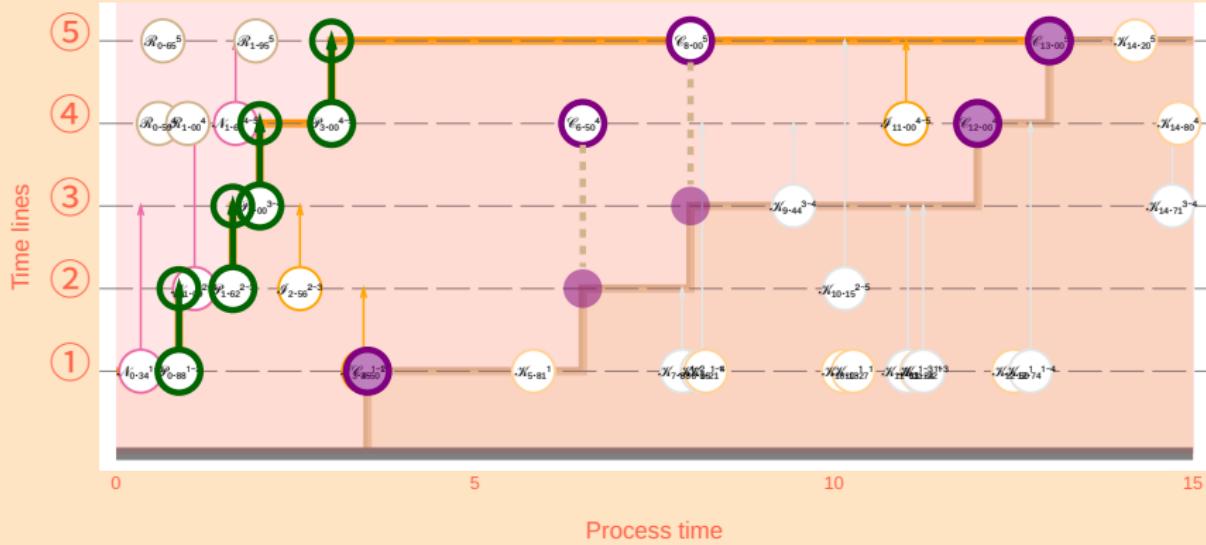


Figure 20: Replace remaining removals, infections unchanged;

Conditional epidemic (5/8)

Partially updated conditioned epidemic



Figure 21: Re-sample all removal timelines, infections as yet unchanged;

Eventual conditioned epidemic after use of an innovation (6/8)

Still to be done: 1/3 of way through new infections, display current LFE and NFZ.

Eventual conditioned epidemic after use of an innovation (7/8)

Still to be done: 2/3 of way through new infections, display current LFE and NFZ.

Eventual conditioned epidemic after use of an innovation (8/8)

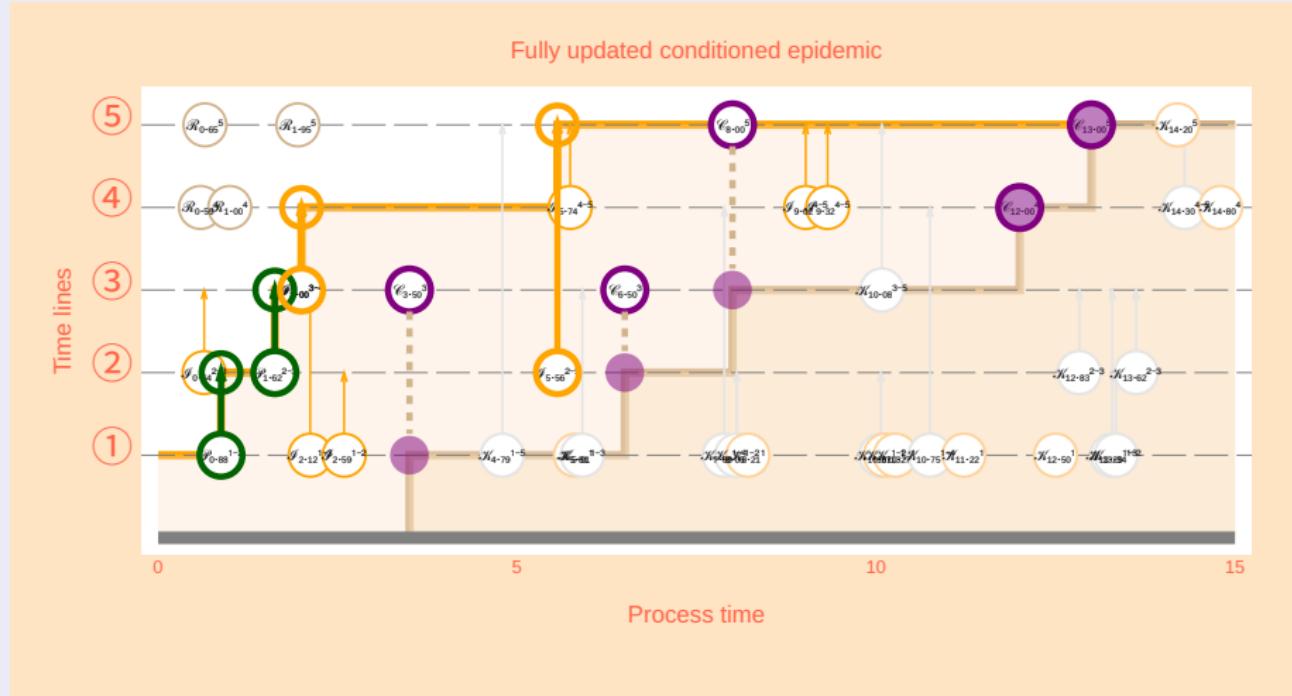


Figure 22: All infections now re-sampled. Green infections are “perpetuated”.

Appendix C: Naive approach to compartment models fails

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- Suppose the conditioning on removals is specifically about named individuals j being removed at specified times r_j ; suppose also there are no “occult” (unobserved) removals for any other individuals.
- This would apply, for example, in the case of the *Diamond Princess* if α , β depended on age and location of cabin on the ship.

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- So each timeline is divided into a *susceptible interval* (empty if it is initially infected), an *infected interval* (empty if it is never infected), and a *removed interval* (empty if it has no conditioned removal).

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 - ▶ Otherwise **retain** $\tilde{\mathcal{I}}_{a,b}(u)$ as $\mathcal{I}_{a,b}(u)$.

As in S-I-R case, the conditioned epidemic is the unique equilibrium.

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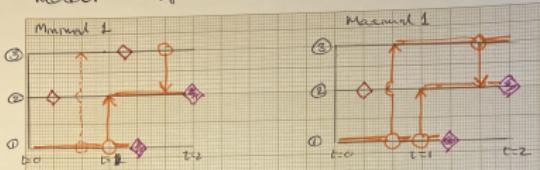
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Then CFTP would make sense, and it would only be necessary to show that accessibility of a set of near-maximal configurations guarantees eventual coalescence.

Counterexample to monotonicity

"Observe" generalization to compartmental model can fail to be monotone!

1/2/25



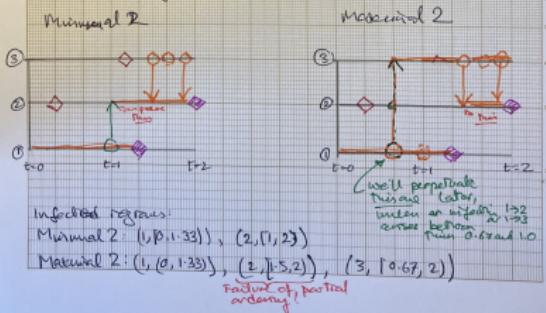
◆ Conditioned removal

◆ Infection

◆ Inactivated removal

This is after deleting all old inactivated removals and replacing by new inactivated removals.

Now work from right-to-left deleting all infections except where so doing would leave a conditioned removal uninfected. (and inactivated removals.)
At $t=1$ we get to:



Other technical information

Software used in computations

<i>Software</i>	<i>Version</i>	<i>Branch</i>	<i>Last commit</i>
quarto	1.6.39	—	
Running under julia	1.11.3	—	
EpidemicsCFTP	2.2.492	main	Thu Jan 23 20:50:07 2025
EpidemicsUtilities	0.1.2.158	main	Tue Feb 4 17:55:46 2025
This quarto script	2.2.622	Wilfrid-2025-01-30-compartment	Tue Feb 4 17:00:20 2025

Revision notes

These notes were produced from `PerfectEpidemics.qmd`:

Version: 2.2.622 [Wilfrid-2025-01-30-compartment]
Author: Wilfrid Kendall <W.S.Kendall@warwick.ac.uk>
Date: Tue Feb 4 17:00:20 2025 +0000
Summary: Cosmetic adjustments only,
