Part 3: Modelling epidemics in continuous time and using stochastic processes

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Abstracting model structure from simulation

approach

The structure of an SIR model

We will use my library, scala-smfsb, associated with my book. SIR and SEIR models are included in the library. The library uses a Petri net approach to separate the representation of the structure of the model from the method we use to simulate its dynamics.

```
import smfsb._
import breeze.linalg._
import breeze.numerics._
val dMod = SpnModels.sir[IntState]()
// dMod: Spn[IntState] = UnmarkedSpn(
// List("S", "I", "R"),
// 1 1 0
// 0 1 0 ,
// 0 2 0
// 0 0 1 .
// smfsb.SpnModels$$$Lambda$5347/164114484@1e43f656
```

Simulation

We can feed a model into a simulation algorithm and get back a function (closure) for simulating from the dynamics of the process. We can then feed this function for simulating from the transition kernel of the process into a function that unfolds the dynamics into a time series of system states.

Plot (exact discrete stochastic dynamics)

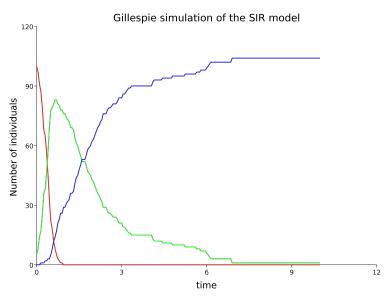
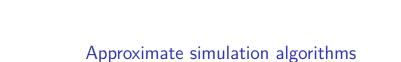


Figure 1:



Approximating the discrete stochastic dynamics

The *Gillespie algorithm* simulates every transition event explicitly. This leads to exact simulation of the underlying stochastic process, but can come at a high computational price. If necessary, we can speed up simulation by discretising time, and using the *Poisson distribution* to advance the dynamics.

Plot (approximate discrete stochastic dynamics)

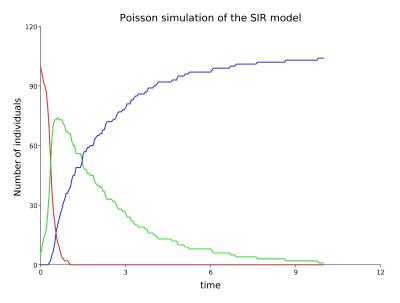


Figure 2:

Continuous state approximations

When dealing with very large populations and numbers of transition events, even the Poisson discretisation can become problematic. In this case, a continuous state approximation can be used which represents the process as a *stochastic differential equation* to be numerically integrated. For this, a continuous state instantiation of the SIR model must be used.

Plot (continuous stochastic dynamics)

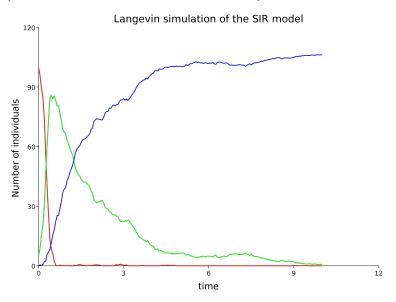


Figure 3:

Mass-action kinetics

If we aren't interested in stochastic effects, we can ignore the noise to get a representation of the model as a set of *ordinary differential equations* to be numerically integrated.

Plot (continuous stochastic dynamics)

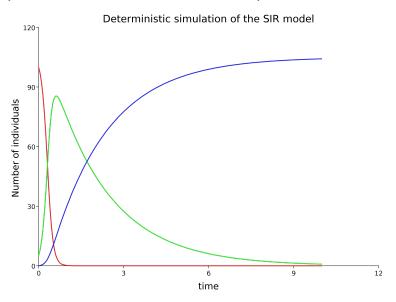


Figure 4:

Population modelling

Let's now see how to mimic the example we looked at in part 2 using discrete time deterministic kinetics. For this we need a model with appropriate parameters.

```
val p0 = DenseVector(1.0e7, 2.0, 0.0)
val cPop = SpnModels.sir[DoubleState](DenseVector(5.0e-8, 0)
val stepPopcd = Step.euler(cPop)
val tsPopcd = Sim.ts(p0, 0.0, 100.0, 0.5, stepPopcd)
plotTs(tsPopcd,
    "Deterministic simulation of the SIR model")
```

Note that there isn't an exact match with the discrete time model we considered earlier, but that they are qualitatively very similar.

Plot (deterministic population dynamics)

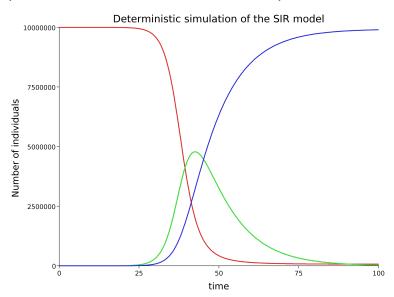


Figure 5:

Stochastic model

We can compare the ODE model with the SDE equivalent.

Note that due to the very large number of individuals involved, laws of large numbers render stochastic effects imperceptible here.

Plot (stochastic population dynamics)

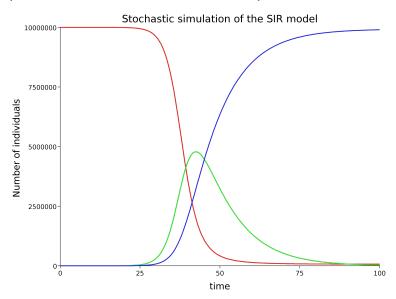


Figure 6:

SEIR

SEIR

The library also includes an SEIR model, so we can also look at that.

```
val stepSEIR = Step.euler(SpnModels.seir[DoubleState](
    DenseVector(5.0e-8, 0.3, 0.1)))
val tsSEIR = Sim.ts(DenseVector(1.0e7, 0.0, 2.0, 0.0),
    0.0, 150.0, 0.5, stepSEIR)
plotTs(tsSEIR,
    "Deterministic simulation of the SEIR model")
```

Note the change in time axis.

Plot (stochastic population dynamics)

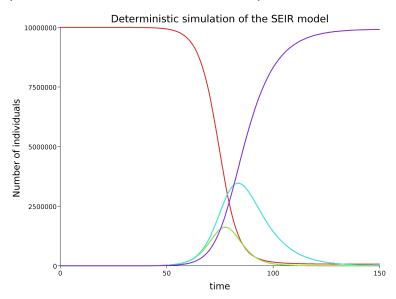


Figure 7:



SEIR as a reaction diffusion process

So far, everything we have considered is based on the assumption of a "well-mixed" population. But in practice, spatial effects can also be important. The library also includes functions for spatial (stochastic) simulation. Again, everything is compositional, so you just plug a function (closure) for simulating from a well-mixed transition kernel into a spatial simulation function, and it returns a function (closure) for simulating the spatial reaction-diffusion system using a comonadic pointed image type. There are examples of this in the library, and I also have an old blog post looking at the use of the library for spatial reaction-diffusion simulation which finishes with a spatial SIR model.