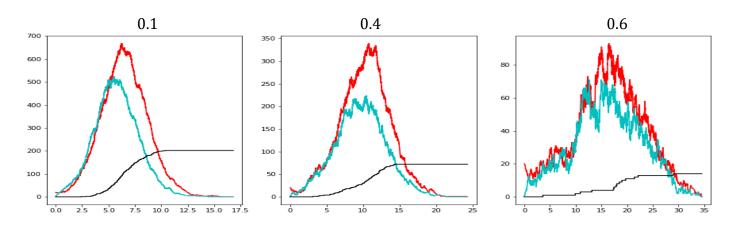


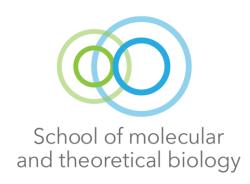
## **Epidemic Modelling**

Henry Nguyen

Mentors: Max Wolf + Yuri Wolf







#### Differential Equations to Model Epidemics

S – Susceptible

I – Infectious

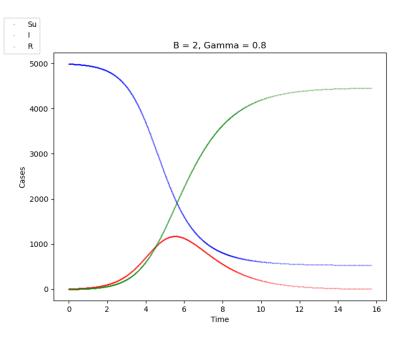
R – Recovered

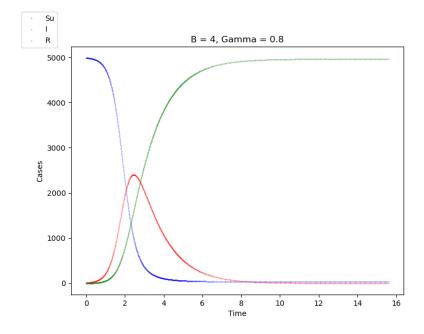
$$S \xrightarrow{\beta} I \xrightarrow{\gamma} R$$

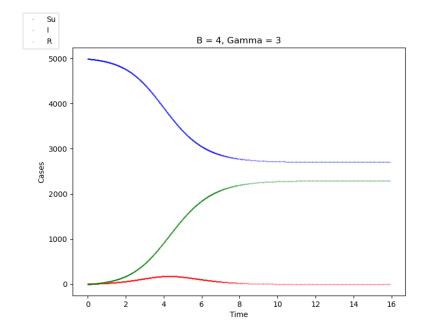
$$\frac{dS}{dt} = -\beta I \left(\frac{S}{N}\right)$$

$$\frac{dS}{dt} = -\beta I \left(\frac{S}{N}\right) \qquad \frac{dI}{dt} = \beta I \left(\frac{S}{N}\right) - \gamma I \qquad \frac{dR}{dt} = \gamma I$$

$$\frac{dR}{dt} = \gamma I$$



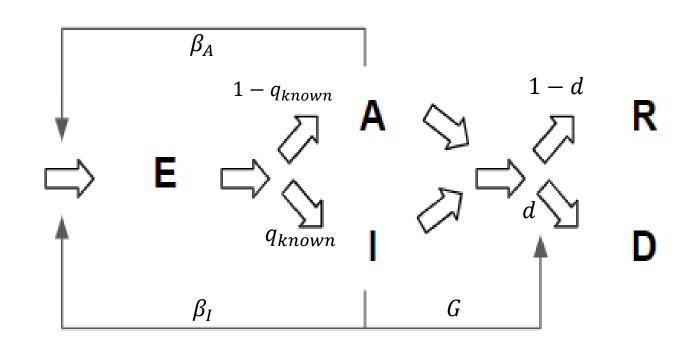




### Assumptions of DE model

- Continuously, uniformly mixed
- Natural birth and death rates are negligible (small epidemic timeframe)
- Sufficiently large population (imagine chemical systems)
- All individuals have the same infectivity
- Incubation/infectious period is small

- S = Susceptible
- E = Exposed (Incubation period, does not spread)
- A = Asymptomatic (or Unknown)
- I = Infected
- R = Recovered
- D = Dead



d is calculated by  $d=\min\left(d_0+m\left(rac{I}{total}
ight)$  ,  $d_1
ight)$ 

 $d_0$  is death rate with best possible medical care

 $d_1$  is death rate without any medical care

m shows dependence of medical care quality on proportion of infected

S

$$d_0 = 0.001; d_1 = 0.1; m = 0.5$$

 $q_{known}$  is the proportion of infected individuals that go to I

## Example Curve

$$G = 0.4$$

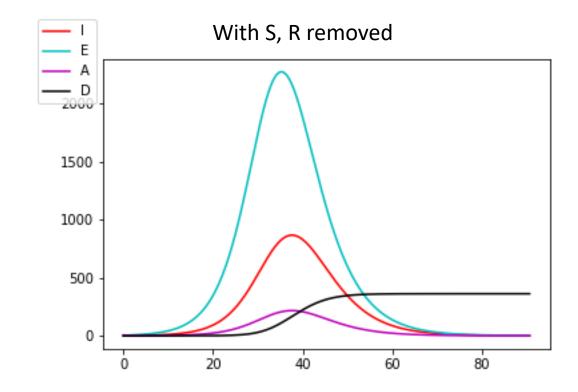
$$q_{known} = 0.4$$

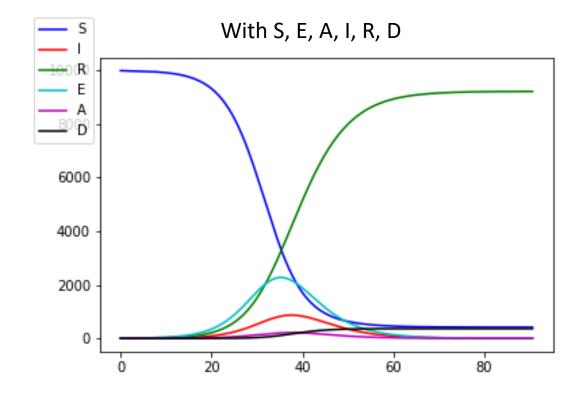
$$B_A = 2.5$$

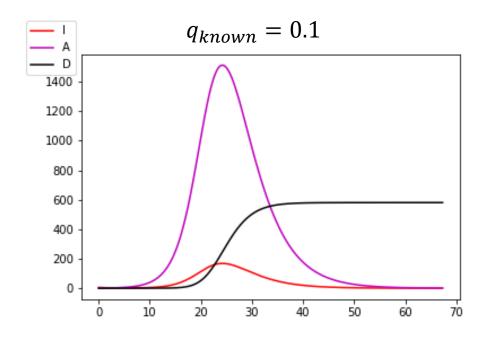
$$B_I = 1$$

With no birth/death, E, I, A have a single peak.

A and I have the same shape D and R have the same shape

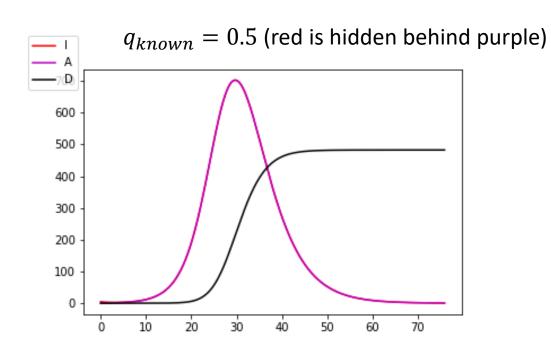


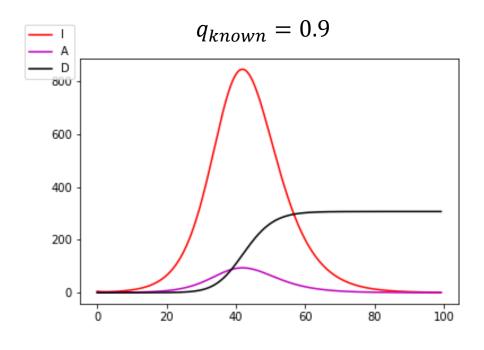




### The effect of $q_{known}$

Example I and A graphs for  $\frac{B_A}{B_I} = 2.5$ 





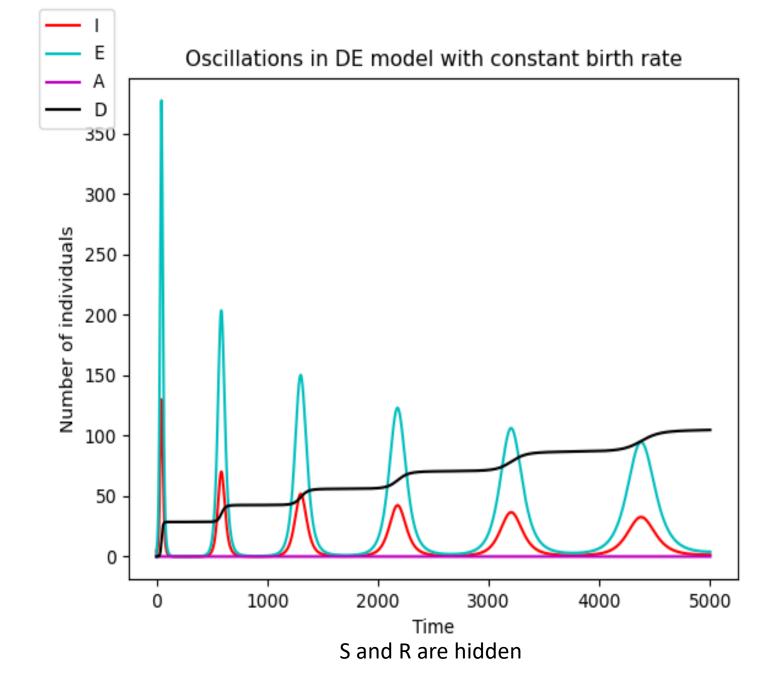
#### Population Flux, Oscillations

All populations die at a constant rate

$$\frac{dx}{dt} = -\mu x$$

New births into S population balanced to match natural deaths

$$\frac{dS}{dt} = \mu N$$



# Deaths and Time to Completion based on $q_{known}$ and m

Maximum Infected (A + I)

**Total Deaths** 

$$\frac{B_A}{B_I} = 1.5$$

 $\frac{B_A}{B_I} = 3.5$ 

 $\frac{B_A}{B_I} = 9.0$ 

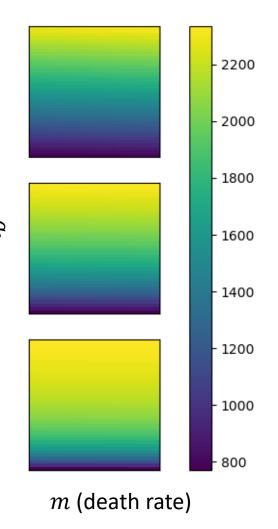
 $B_A$  is infectivity of asymptomatic (unknown)

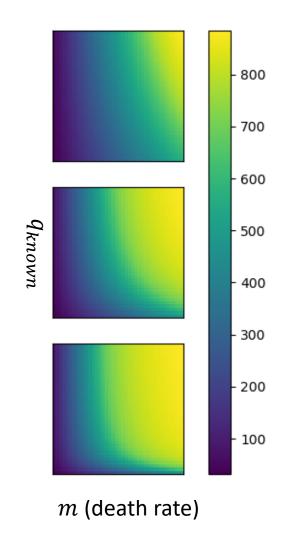
 $B_I$  is infectivity of symptomatic (known)

 $q_{known}$  is proportion of unknown cases

m is the linear burdening of the healthcare system

Heatmaps from different rows are not directly comparable due to different  $B_{avg}$ .





#### **Stochastic Models**

- Instead of continuous changes (e.g. it is possible for I=0.5 to start an epidemic), stochastic predicts based on discrete changes.
  - More realistic for smaller populations
- Uses random number generator, so simulations with same parameters might produce different results (false for large populations)

#### **Advantages:**

- Can model individuals with different characteristics
  - Mask-wearing
  - Geographic location
    - Closely connected hubs, small communities, ...

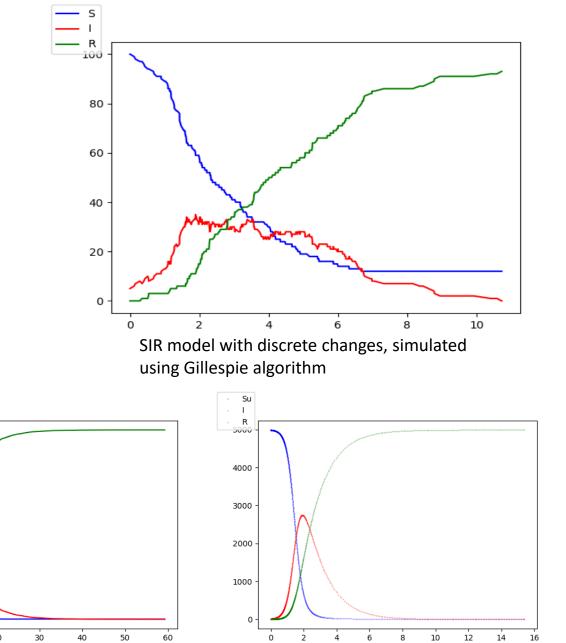
4000

3000

2000

1000

- Different individual Betas (infectivity)
- Communities with occasional contact
- Age, socioeconomic status, infectivity, death rate, travel, ...



Left: Stochastic, Right: DE; same rate constants, SIR model
At sufficiently large populations, stochastic models have the same result as DE

Implementation based on discrete events SIR

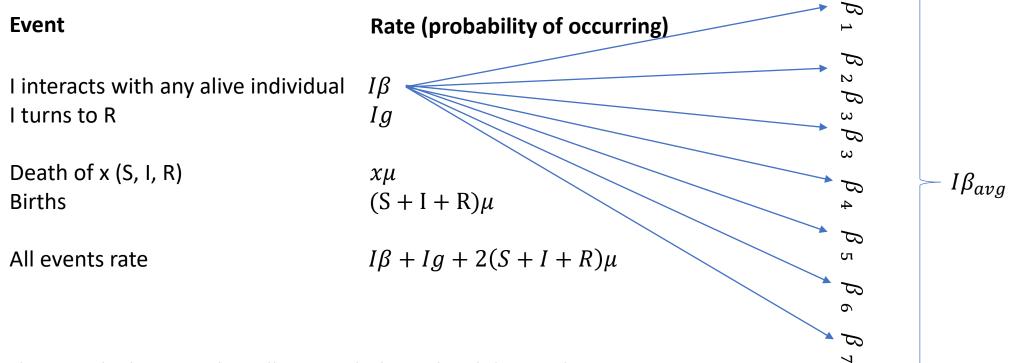
Event	Rate (probability of occurring)
I interacts with any alive individual	Ιβ
I turns to R	Ig
Death of x (S, I, R) Births	$x\mu$ (S + I + R) $\mu$
All events rate	$I\beta + Ig + 2(S + I + R)\mu = r$

Action

- If I interacts with S, then that S turns to I, else nothing
- I turns to R
- Individual turns to D
- One individual is added to S collection

For total event rate r, the times between events is given by distribution  $t=-\frac{\ln(1-x)}{r}$ , x is random in  $[0\dots 1)$ 

Implementation based on discrete events, with individual beta SIR



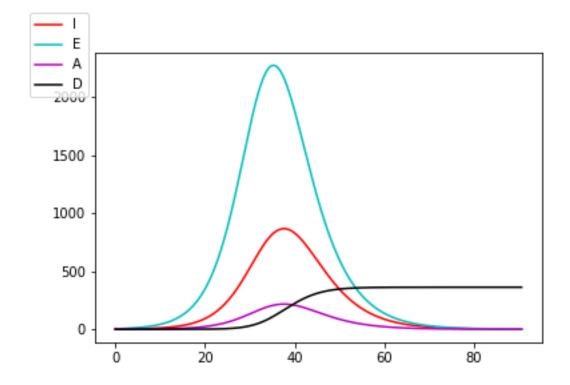
Choose which events by rolling n-sided weighted dice with probabilities for each side equal to specific rate

#### Why?

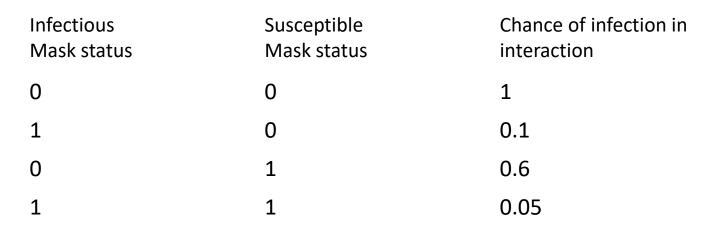
Allows us to model every individual

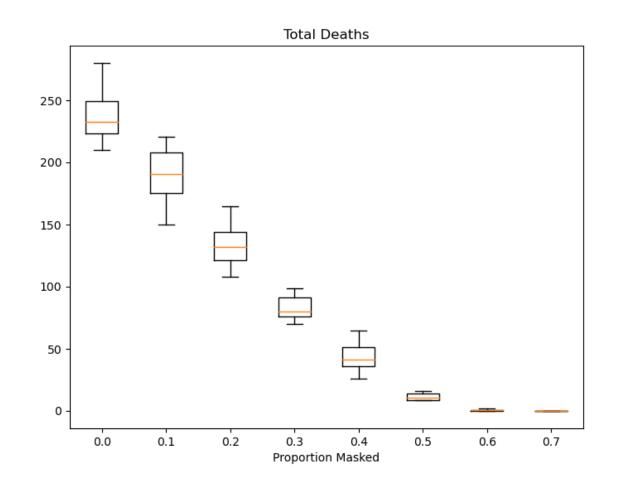
#### Measurements

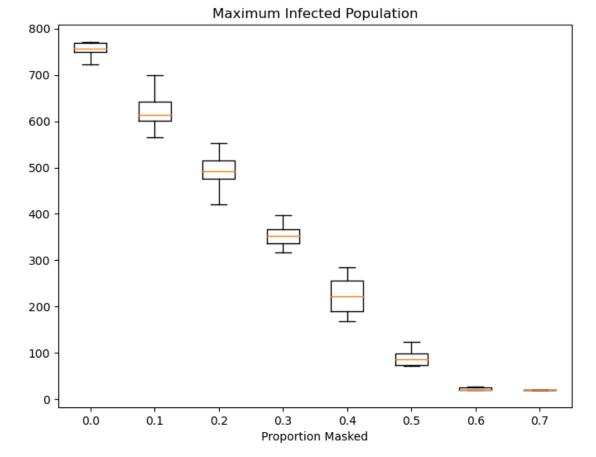
- Total deaths
- Length of epidemic (when the population of Infected is 0)
- Peak of infected population
- Time to peak of infected population



# Simulating mask wearing (5000 individuals)







0.6 **Proportion masked:** 0.4 700 350 600 300 500 250 60 400 200 300 150 200 100 100 50

15

20

#### Masks:

2.5

5.0

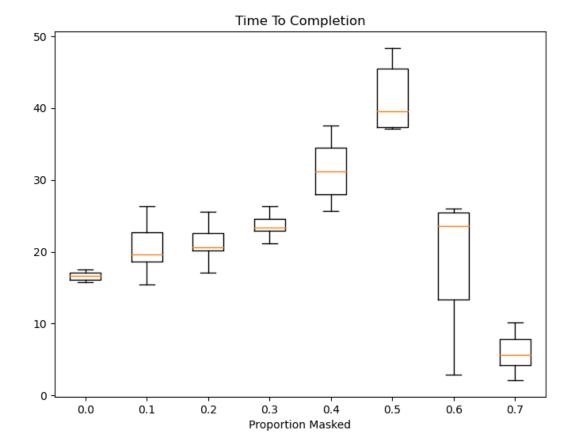
• Increase length of epidemic (17 to 25 to 35)

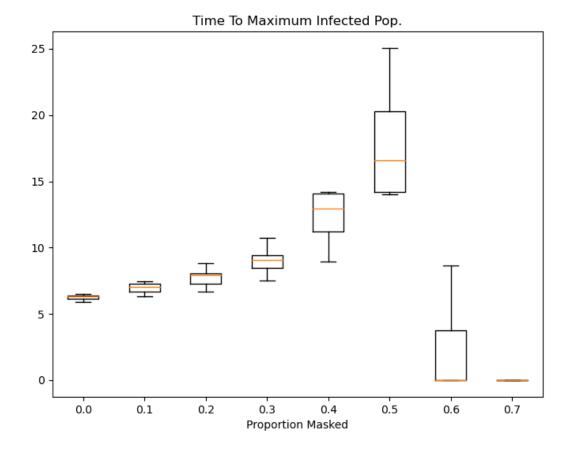
7.5 10.0 12.5 15.0 17.5

- Increase time to peak of infection
- Decrease peak of infection

Red: Infected Cyan: Exposed

Black: Dead





## Aside: implementing masks with DE?

#### Reason:

Masked and unmasked populations don't interchange

$$S_m \to I_m \to R$$
$$S_{um} \to I_{um} \to R$$

Infectious Mask status	Susceptible Mask status	Chance of infection in interaction	
0	0	1	$k_1$
1	0	0.1	$k_2$
0	1	0.6	$k_3$
1	1	0.05	$k_4$

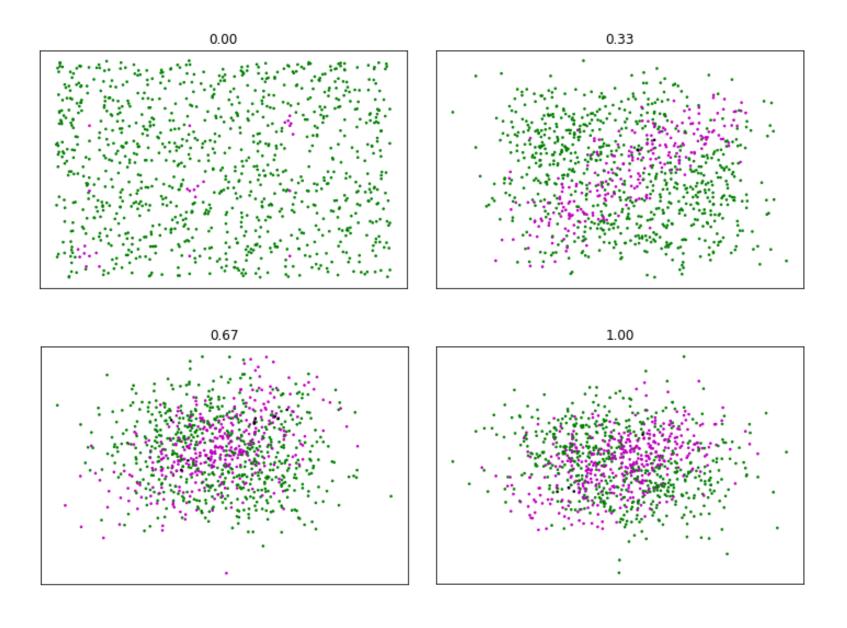
#### Sample equations for $I_m$ and $S_m$

$$\frac{dS_m}{dt} = -\frac{\beta S_m}{N} (k_3 I_{um} + k_4 I_m)$$

$$\frac{dI_m}{dt} = \frac{\beta I_m}{N} (k_2 S_{um} + k_4 S_m) - \gamma I_m$$

$$\frac{dR}{dt} = \gamma (I_m + I_{um})$$

#### Non-uniform mixing



Green – Susceptible Purple – Recovered Black – Dead

Infectious individuals infect all within a certain radius.

Plot Title - Proportion of population moving per iteration Simulates travel restrictions, stay at home

