

# Firework Injury: Markov Model

## Introduction and Overview of Decision Problem

This case study will build on the initial analysis of firework-related injuries in Columbia using a decision tree model. We will extend our evaluation by employing a Markov cohort model. While the decision tree provided immediate outcomes and costs for various strategies, the Markov model offers significant advantages for examining long-term health and cost impacts.

Our Markov model will allow us to capture the progression of firework-related injuries over an extended period, allowing us to consider long-term implications. By modeling injury events and transitions between different health states over time, we can better understand the chronic effects of injuries and the long-term benefits of intervention strategies.

This approach will provide a more comprehensive assessment of the lifetime health and economic impacts of the proposed strategies, considering factors such as long-term healthcare costs, changes in injury rates, and compliance levels. The Markov model's ability to incorporate these extended horizons and recurring events will yield deeper insights into the most effective and sustainable approaches to mitigating firework-related injuries in Columbia.

## Alive-Dead Model

We will start by constructing a simple Markov model to represent the progression of firework-related injuries in Columbia. Our initial model will consist of two health states: “Alive” and “Dead.” We will assume that individuals can transition between these states based on the probabilities of surviving as calculated using life table data.

### Markov Structure: Alive-Dead

The structure of the Markov model for the Alive-Dead model is shown in the figure below. Amua has a special Markov node (represented by ). The branches that lead off a Markov node designate all the Markov states (and only Markov states).

In this example, there are two health states: (1) Alive, (2) Dead. Off each health state, you can create a subtree (also called a cycle tree) that reflects those events that can occur during a cycle. The last branch at the end of each pathway will be a state transition, which defines what state to go to for the next cycle.

#### Note

Note that in a Markov model, outcomes are defined elsewhere – NOT at the end of the branch, but at the state.



## Building the Tree

### Structure

After you open Amua, click Model → New → Markov Model.

- Save your model right at the start.
- Now select the decision node , Right-click → Add → Markov Chain .
- Start by developing the structure of the Markov model using Alive and Dead for the different health states. The branches of the Markov chain should correspond to the states of the model. Label the name option to the right of the decision node as Alive-Dead.

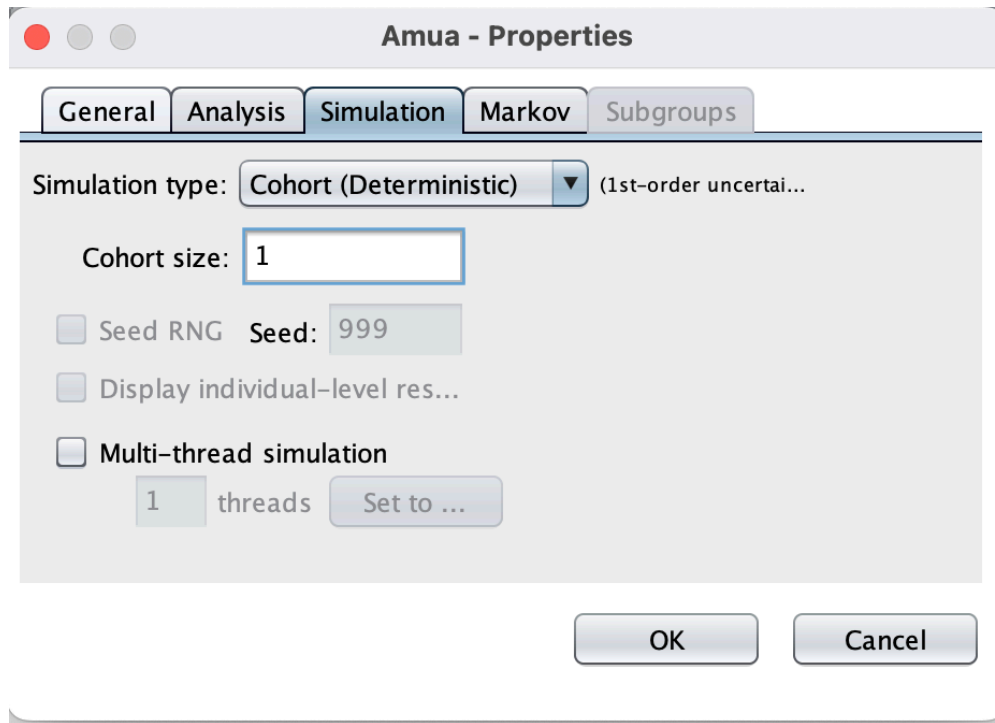


Complete the structure of the Markov model using the information above. Note: focus on adding the branches and transitions for this step; Parameters will be added later.

- When you reach the end of the branch, select the chance node you would like to turn into a state transition, right click, select Change to State Transition. This will give you the blue arrow . On the right of this arrow, you can find a dropdown menu with the different health states you specified. Select the health state this part of the cohort will transition to.
- With this button you can align the end nodes.

#### Cohort size and starting probabilities

- Go to Model → Properties → select the Simulation tab. The default cohort size is 1,000. Change cohort size to 1, so that all outputs will be at the individual level (i.e., per person).



The image shows a software window titled "Amua - Properties" with a tabbed interface. The "Simulation" tab is selected. It contains a dropdown menu for "Simulation type" set to "Cohort (Deterministic)", a text box for "Cohort size" with the value "1", and three checkboxes: "Seed RNG" (unchecked), "Display individual-level res..." (unchecked), and "Multi-thread simulation" (unchecked). Below the last checkbox is a text box with "1" and the label "threads", followed by a "Set to ..." button. "OK" and "Cancel" buttons are at the bottom right.

Amua - Properties

General Analysis **Simulation** Markov Subgroups

Simulation type: Cohort (Deterministic) (1st-order uncertai...)

Cohort size: 1

☐ Seed RNG Seed: 999

☐ Display individual-level res...

☐ Multi-thread simulation

1 threads Set to ...

OK Cancel

- At the Markov Chain , change the initial probabilities of health states. Since all patients start in the Alive state, change the p:0 on the left of the Local state to p:1 (see blue box below).



## Model Parameters

First, define the following time-constant parameters for the model in the “Parameters” panel.

<div> <div>+</div> <div>✏</div> <div>✖</div> <div>📄</div> </div>	
<div> <div>📊 Tables</div> <div>⚡ Constraints</div> <div><b>⚙ Parameters</b></div> <div>⚙ Variables</div> </div>	
Name	Expression
age_initial	0

This variable tells Amua that we will model a cohort of newborns. However, we could easily adapt this to model a cohort of 20 year-olds, etc.

## Transition Probabilities

The underlying transition probability matrix has the following form:

$$\begin{array}{cc} & \begin{array}{cc} \text{Alive} & \text{Dead} \end{array} \\ \begin{array}{c} \text{Alive} \\ \text{Dead} \end{array} & \begin{pmatrix} 1-p_{\text{die}} & p_{\text{die}} \\ 0 & 1 \end{pmatrix} \end{array}$$

However, because we are modeling a cohort of newborns until death, we need to include death transition probabilities that vary by age (i.e., cycle) in the model. In other words, there will be a different death probability in each cycle.

### ! Important

In Amua, **time-varying inputs are operationalized as variables** rather than parameters.

Variables can be defined to keep track of model events and dynamically update expressions as the model runs. Thus, unlike parameters which are fixed for a given run of the model, variables can change within a simulation. Variables may change across individuals, allowing heterogeneity to be modeled, or they may change over time.

Therefore, we will define `p_die` as a **variable** that references values in a **lookup table**, following the steps below.

### ! Important

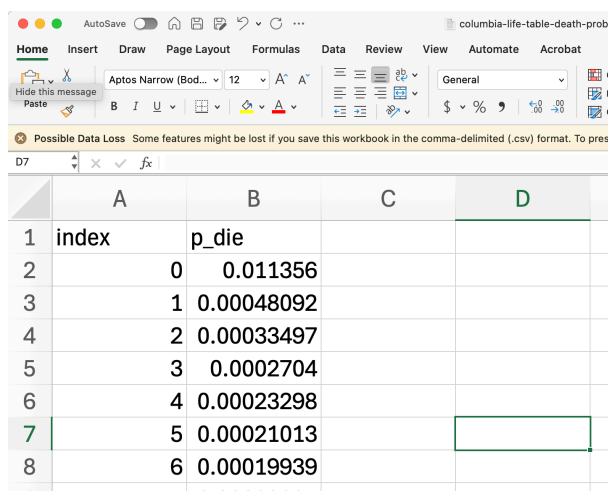
A lookup table returns the value that corresponds to a particular index. The first column in a lookup table contains the table indices, and one or more columns of lookup values can be defined. Index values must be unique and in ascending order. There are 3 lookup methods, (1) exact, (2) interpolate, and (3) truncate, for details about these methods visit the [Amua Wiki on GitHub](#).

We first define a lookup table `tbl_death` to read in the age-dependent background mortality constructed from the Columbian life tables.

## Download Data

Download the file titled [columbia-life-table-death-probabilities.csv](#)

from the workshop website. This table contains the age-indexed annual mortality probability for Columbia. A screenshot of the first few rows of this .csv file is shown below. The `index` column is the age, while `p_die` is the annual probability of death at each age.



	A	B	C	D
1	index	p_die		
2	0	0.011356		
3	1	0.00048092		
4	2	0.00033497		
5	3	0.0002704		
6	4	0.00023298		
7	5	0.00021013		
8	6	0.00019939		

Go to the “Tables” panel, click to add a table, and you should see a “Define Table” window (see screenshot below). Click the Import button and select the downloaded .csv file to import. The table will automatically be resized to fit the imported data. The first row in the file will be used as table headers.





Enter “tbl\_p\_die” as the name for this variable. “Lookup” is the default table type (which is what we want here). Choose “Interpolate” as the Lookup Method. Click Save to apply.

Next, we can define the *time-varying variable* p\_die (which reads from the table we just defined and operates as the background mortality probability in the current model cycle,  $t$ ).

*Make sure you create a variable and not a parameter.* Under “Variables”, click to add a variable  $p\_die = tbl\_p\_die[age\_initial + t, 1]$ .

The first column of a table is always used for indexing in tables. Therefore, the number “1” here will actually indicate the second column in your table as the corresponding value. You can also use the name of the column to read a value, e.g.,  $tbl\_p\_die[age\_initial + t, “p\_die”]$ .

#### Tip

In Amua, “ $t$ ” is a built-in variable that tracks the number of cycles. It automatically updates when the model runs. For example, in the 10<sup>th</sup> cycle on the Markov model,  $t = 10$ . Therefore, in the formula “tbl\_p\_die[age\_initial +  $t$ , 1]”, age\_initial +  $t$  will equal the modeled age of the individual in cycle  $t$ , and the full formula will read the age-

dependent background mortality based on the individual's current age (instead of the initial age). Amua defaults to a cycle time of  $t = 0$ . Therefore, if you hit "Evaluate" the Expected Value field should calculate the death probability for a newborn as shown in the .csv lookup table.



The image shows a macOS-style dialog box titled "Amua - Define Variable". It has a light gray background and rounded corners. At the top, there are three small colored circles (red, yellow, green) and the title "Amua - Define Variable". Below the title, there is a "Name:" label followed by a text input field containing "p\_die". Underneath, there is a "f(x) Expression:" label followed by a larger text input field containing the expression "tbl\_p\_die[age\_initial + t, 1]". To the right of this field is a button labeled "Evaluate". Below the expression field, there is an "Expected Value:" label followed by a text input field containing the value "0.011356". To the right of this field are two buttons labeled "Save" and "Cancel". At the bottom, there is a "Notes:" label followed by a large, empty text area.

We now have all transition probabilities defined. Add these inputs to the branches of the model. Remember to add the complementary probabilities using "C" as well.

## Termination Condition

- Specify the termination of the model by selecting [termination] and type  $t == 110$ . This will allow your model to run for 110 cycles, then the model will terminate.



## Rewards

The default reward in Amua is cost. We need to change this to have life-expectancy (LE) as a reward. Go to Model → Properties → select the Analysis tab and change the cost dimension to LE. Use LE as the symbol and set to 4 decimal places.

**Amua - Properties**

General Analysis Simulation Markov Subgroups

Dimension	Symbol	Decimals
Life Expect...	LE	4

+ -

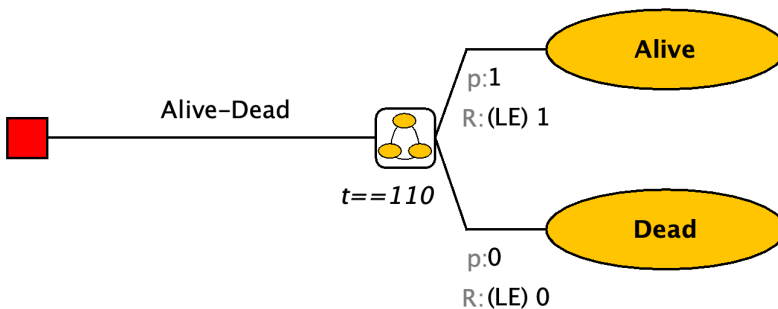
Refresh

Analysis type: Expected Value (EV)

Objective	Maximize
Outcome	Life Expectancy

OK Cancel

Add the life-expectancy “payoff” on the left of each health state after “R: (LE)”.



Apply Half-cycle correction. Go to **Model → Properties →** select the **Markov** tab and check the Half-cycle correction box. Click **OK** to apply.

**Amua - Properties**

General Analysis Simulation **Markov** Subgroups

Max cycles: 1000 ☒ Show trace ☐ Compile traces  
 State Prevalence Decimals: 4

☒ Half-cycle correction  
☐ Discount Rewards

Dimension	Discount Rate (%)
Life Expectancy	

Discount start cycle: 0  
 Cycles per year: 1.0

OK Cancel

Now, we have finished constructing the Alive-Dead model. Analyze the model using a cohort simulation by clicking **Run → Run Model**.

**Run the alive-dead model and calculate overall life expectancy.**

## Firework Injury Model

Our next step is to build on the Alive-Dead model by adding in a new probability of firework injury among those who survive in each cycle. Recall the following probabilities from the Firework Injury Decision Tree case study:

Description	Base Case Value	Parameter Name
Probability of Injury	0.0000292	p_injury
Probability Injury is Fatal	0.0046	p_fatality

We will next add to the model to include two possible events:

1. Firework injury
2. Among those with injury, fatal firework injury.

## Add Injury Chance Nodes

From the “Alive” health state, convert the blue arrow into a chance node using the change type button . From this chance node, include the chance of a firework injury. The probability of an injury should be based on a new fixed parameter called `p_injury`.

From the injury branch, add another chance node for whether or not the injury is fatal. Complete the structure of the model by adding transition arrows to the Alive health state if the individual either does not have an injury, or has a non-fatal firework injury. Add a transition arrow to the death state if the individual dies from their firework injury.

Your Markov tree should now look like this:



## Add Injury and Fatal Injury as Outcomes

Next, add outcomes for firework injury (INJ) and fatal firework injury (FINJ) to the model (Model → Properties → Analysis ).



We next need to add a one-time “tracker” to record each instance where a cohort member is injured and fatally injured. We can do this by *right-clicking* on the chance node after “Firework Injury,” and then clicking on Add Cost.



**Add outcome trackers for any injury (INJ) and fatal injuries (FINJ) to your Markov tree.**

## Change Cohort Size

Our current model is structured for a cohort size of 1 individual. This is often useful—especially for calculating life expectancy as an outcome—but using other cohort sizes can be helpful for producing policy decision-relevant information.

We'll now change the model so that we capture the lifetime experience of a cohort of 100,000 newborns. This will allow us to model the expected number of total and fatal firework injuries over a lifetime for a large cohort—and, eventually, to see how the total number of lifetime injuries falls under different policy options.

- Go to Model → Properties → select the Simulation tab. Change cohort size to 100,000.

#### 💡 Tip

Your life expectancy outcome (LE) will now return the expected *total* life years for a cohort of 100,000 people. To return a standard life expectancy outcome, you can redefine the “payoff” for the LE outcome as  $1/100000$ .



### Apply Half-Cycle Correction

- Apply Half-cycle correction. Go to Model → Properties → select the Markov tab and check the Half-cycle correction box. Click OK to apply.



## Run the Model

Verify that your model is able to run by clicking on the check model button. Once all errors have been fixed, run the model.

After you run the model, you will see expected outcomes at the bottom of the screen. This information tells us that total life expectancy is 77.04 years and there are an expected 222.07 firework injuries and 1.02 fatal injuries per 100,000 newborns in Columbia.



```
> Running model... done!
Fri Jun 14 11:00:10 CDT 2024
Markov Model: fireworks_markov_alivedead
Cohort size: 100000

Strategy      Life Expectancy  Injury  Fatal Injury
-----
Do Nothing    77.0445         222.0666  1.0215

>
```

Amua will also display a new window with a figure and spreadsheet table. The figure shows the total number of people in the cohort in each health state (“Alive” and “Dead”) at each cycle of the model. The spreadsheet table contains the plotted information (in the Alive and Dead columns) as well as cycle-specific calculations for life-expectancy and injury counts.

The columns that start with **Cum\_** are cumulative counts of each outcome. The output below, for example, shows that at cycle  $t = 20$  (which corresponds to age=20 for our cohort), there are an expected 58.951 firework-related injuries in our cohort of 100,000 newborns.



## Age-Dependent Injury Probabilities

The above model was constructed with a single fixed injury probability (0.0000292). In this section, we will amend our model to allow the probability of injury to vary by age.

Our colleagues have calculated the following table summarizing the probability of firework injury by age group:

age	p_injury
00.00000	759144
40.00000	759144
90.00000	3007530
140.00000	5061400
190.00000	5131960
240.00000	5054530
290.00000	4356370

age	p_injury
340.0000	3462230
390.0000	2484560
440.0000	1977440
490.0000	1652430
540.0000	1478010
590.0000	0575704
640.0000	0875774
690.0000	0851172
740.0000	0639868
790.0000	0474151
840.0000	0325532
1100.0000	0261095