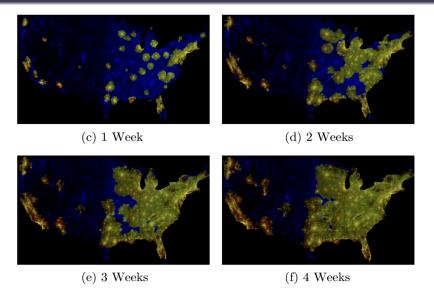
Case study: an epidemiological model

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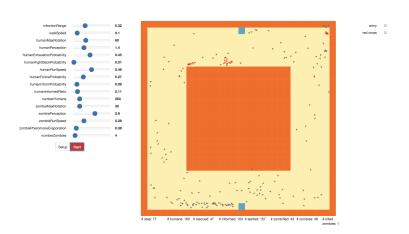
June 24, 2019



Simulation of the 2010 Zombie outbreak in the US [Alemi et al., 2015]



- ➤ 2007: first outbreak in Island, relatively contained through ad-hoc measures
- ▶ 2010: it becomes pandemic
- ▶ 2010-2015: no clear records of events
- 2015-2018: reorganization of institutions, the MOLE (Medical Overview of Ludicrous Experiments) center in Chongqing gathers observational from many local invasions across the world
- 2019: they released the first version of the model ZOMBIE (Zone of Optimal Management for Bacillus Infecting Everyone) and successfully applied



Local scale agent-based model

Let's get your hands on it



- ► A submodel is available at https://om.exmodelo.org/coop. Try the GUI and changing parameters
- Most of next courses will be based on that model (additional processes will be detailed when needed)



- Simulate agent-level collective movements at the scale of a district
- ▶ Include behavioral processes for human (panic, search for rescues, ...) and zombies (self-organization, spontaneous attacks, ...), which can be adapted to local settings
- Include realistic pedestrian dynamics and realistic spatial configuration, which can be applied to local configuration

Objective of the model: optimal policies and behavioral prevention to minimize the impact of recurring invasions

Issue with model application: model has many parameters and processes, model behavior is unknown, application may be strongly case-dependent

→ we need YOU to understand this model to save the world



- Humans and Zombies walk/run randomly (smoothed random walk) in an open urban space (movement parameters: rotation angle, walk and run speed)
- ► Interactions: human flee from zombie, zombies run for food, fight when encounter
- Humans can be rescued and information on the existence of rescues propagates between humans
- Additional processes in a multi-modeling approach (army, vaccination, . . .)



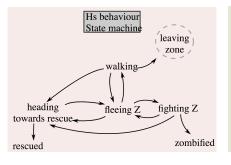
Multiple approaches to pedestrian simulations:

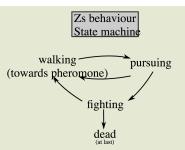
- ► Social force models [Helbing and Molnar, 1995]
- Granular flows [Cristiani et al., 2011]
- Behavioral models [Antonini et al., 2006]
- Cellular automatons [Burstedde et al., 2001]
- Potential field [Jian et al., 2014]

The ZOMBIE model takes the last approach, relatively realistic in a panic setting

Agents state machines









- Some spots allows informed humans to be rescued and get out of the world
- ► An initial ratio of humans humanInformRatio is informed of the existence of rescues
- Informed humans which are not in a panicking state follow a specific potential field leading to rescues
- A human can inform an other one at the same location with a probability humanInformProbability

With the additional parameter humanFollowProbability (probability for a human to begin running and follow when they encounter an other running human), the submodel with three parameters is aimed at studying cooperation between humans.

A flexible and more general model



The model in practice



- Model implemented in scala (highly performant language mixing the best from functional programming and object programming)
- Simple GUI for interactive exploration



```
import zombies._
val rng = new scala.util.Random(replication)
val result = zombieInvasion(
   humanFollowProbability = humanFollowProbability,
   humanInformedRatio =humanInformedRatio,
   humanInformProbability = humanInformProbability.
   zombies = 4.
   humans = 250,
   steps = 500.
   random = rng
val humansDynamic = result.humansDynamic(20)
val zombiesDynamic = result.zombiesDynamic(20)
```

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