

# Epidemic Intervention on Dynamic Metapopulation Networks

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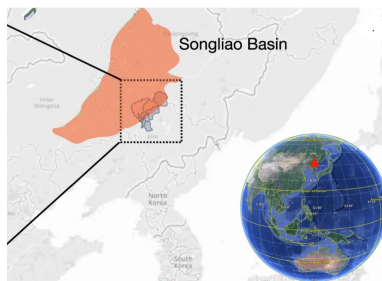
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# Objectives

- Develop a model that accounts for changes in movement patterns over time, basing the model on realistic movement patterns
- Identify the most optimal vaccination strategy and intervention technique for controlling further spread of an infectious epidemic



- Without control or preventative measures, localized outbreaks may cause global pandemic
- A limited supply of vaccines
- A limited response window after an outbreak starts

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## Definition

$S(i)$  is the size of the susceptible population in the  $i$ th location.  $I(i)$  is the size of the infected population.  $R(i)$  is the size of the recovered population.

$$\frac{dS(i)}{dt} = -\beta I(i)S(i)$$

$$\frac{dI(i)}{dt} = \beta I(i)S(i) - \gamma I(i)$$

$$\frac{dR(i)}{dt} = \gamma I(i)$$

## Definition

$R_0$ , the reproductive number, quantifies the outbreak potential of a disease. It is interpreted as the average number of secondary cases generated by a primary case.

$$R_0 = \frac{\beta S}{\gamma}$$



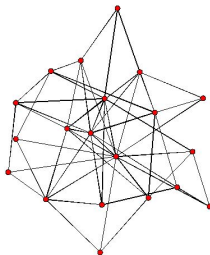
# Contact Network Epidemiology

## Definition

A *network* is a collection of *nodes* and *edges* between two nodes.

## Definition

A *contact network* is a realistic spatial and temporal graph with nodes representing individuals and edges representing the strength of a connection between individuals.



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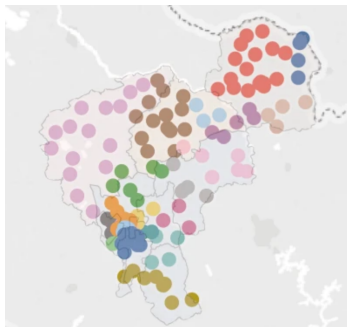
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# Data

- Sourced from southeast Songliao Basin, Northeast China which span three cities with a total population of 8 million people.
- 70 million movements from 3 million cellular devices
- 167 administrative districts
- Hourly changes in location are recorded for every individual for 1 week



# Flow Matrices

## Definition

We define flow matrix  $F$  as  $F^t = [F_{i,j}^t]_{i,j=1}^n$ , where entry  $F_{i,j}^t$  represents the number of people traveling from node  $i$  to  $j$  within a given time period,  $t$ . We divide the week into 21 8-hour blocks for  $t$ .

$$\begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{pmatrix} 0 & 1 & 3 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 \\ 2 & 1 & 0 & 1 & 1 \\ 1 & 2 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 \end{pmatrix} \end{matrix}$$

When a person is vaccinated, they are no longer susceptible to disease, so they are moved from the susceptible compartment to the recovered compartment. We use two equations each to determine  $S_i(t)$ ,  $I_i(t)$ , and  $R_i(t)$ ; the first to account for internal changes, the second to account for in and out migration.

$$(1) \quad S'_i(t+1) - S_i(t) = -\frac{\beta S_i(t) I_i(t)}{N_i(t)}$$

$$S_i(t+1) - S'_i(t+1) = \sum_{j=1}^L \frac{F_{j,i}^t \pmod{P} S'_j(t)}{N_j(t)} - \sum_{j=1}^L \frac{F_{i,j}^t \pmod{P} S'_i(t)}{N_i(t)}$$

$$(2) \quad I'_i(t+1) - I_i(t) = \frac{\beta S_i(t) I_i(t)}{N_i} - \gamma I_i(t)$$

$$I_i(t+1) - I'_i(t+1) = \sum_{j=1}^L \frac{F_{j,i}^t \pmod{P} I'_j(t)}{N_j(t)} - \sum_{j=1}^L \frac{F_{i,j}^t \pmod{P} I'_i(t)}{N_i(t)}$$

$$(3) \quad R'_i(t+1) - R_i(t) = \gamma I_i(t)$$

$$R_i(t+1) - R'_i(t+1) = \sum_{j=1}^L \frac{F_{j,i}^t \pmod{P} R'_j(t)}{N_j(t)} - \sum_{j=1}^L \frac{F_{i,j}^t \pmod{P} R'_i(t)}{N_i(t)}$$

$$(4) \quad N_i(t) = S_i(t) + I_i(t) + R_i(t)$$

# Model Parameters

Parameter	Description	Value
$T$	length of simulation in 8-hour time steps	42
$P$	total number of time steps in data	21
$L$	total number of locations	167
$\beta$	transmission rate	1.55
$\gamma$	recovery rate	0.19
$R_0$	basic reproduction number	7.8
$N$	total population in all locations	8,000,000

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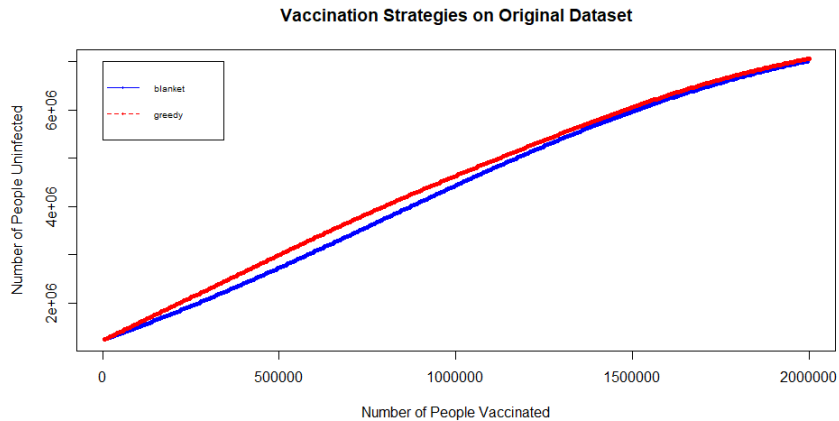
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We proposed 2 intervention measures:

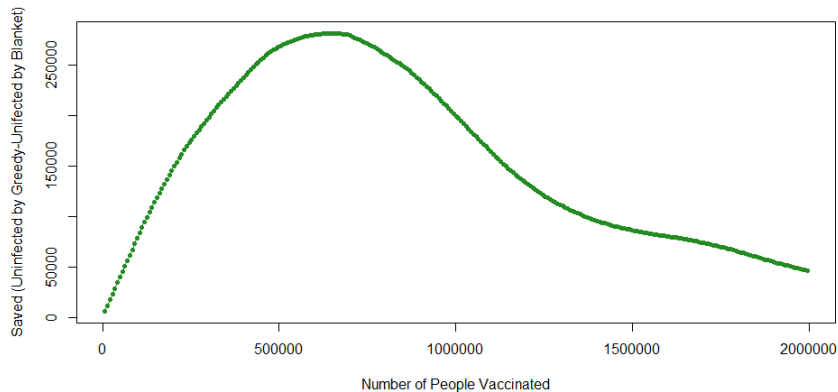
1. **Blanket:** If the vaccine availability is  $x\%$  of the population, then vaccinate  $x\%$  of the population at each location.
2. **Greedy Algorithm:** We aim to find the locally optimum location to vaccinate a person after each iterative step of vaccination. We repeat this process until the vaccine availability is depleted.

# Interventions



# Interventions

Comparison of Greedy and Blanket on Original Dataset

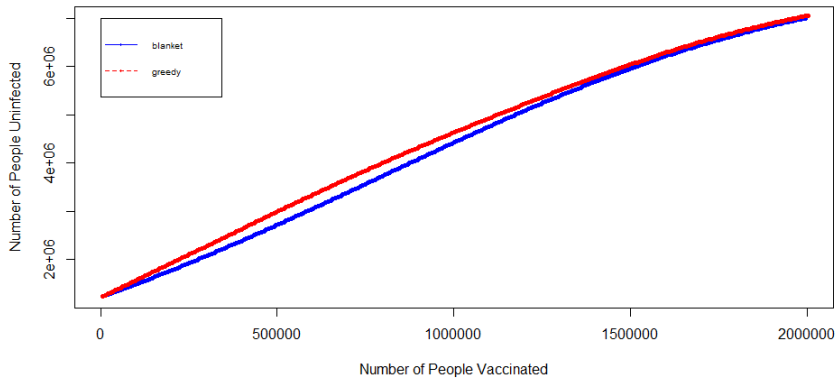


- To verify that our strategy was not hyper sensitive to the exact data set, we perturbed the data to perform a sensitivity test.
- We define the transformation as follows, where *rnorm* is a random number generator with a Normal, or Gaussian, distribution.

$$F'_{i,j}{}^t = \text{rnorm}(\mu = F_{i,j}^t, \sigma = F_{i,j}^t/6)$$

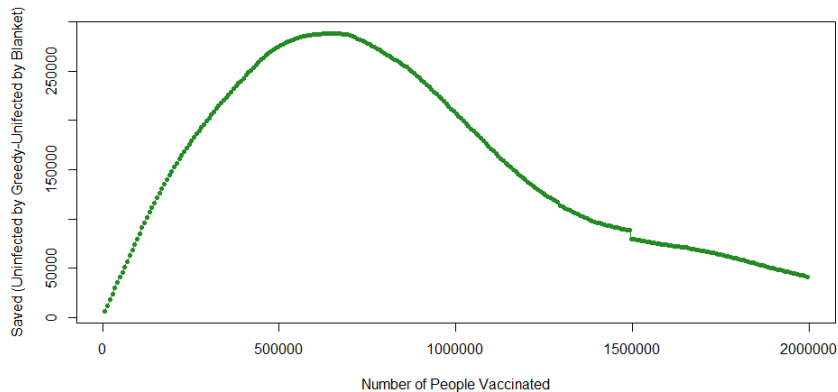
# Interventions

Vaccination Strategies on Perturbed Dataset



# Interventions

Comparison of Greedy and Blanket on Perturbed Dataset



- Greedy Algorithm for vaccination is the more effective vaccination strategy to arrest the transmission of a potential outbreak compared to the commonly used blanket strategy on both the original and perturbed data sets.
- In the future, we would like to test hybrid vaccination strategies and explore the cost-effectiveness of each vaccination strategy.

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