## Simulation study to test vivax genetic relatedness model

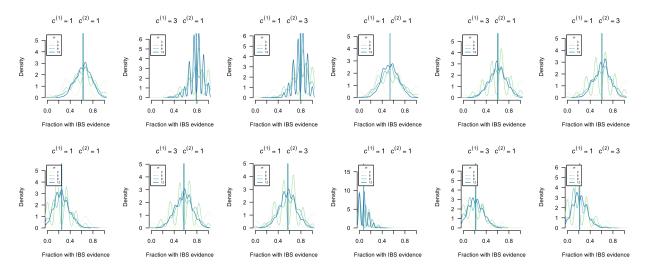
Reviewer's example: "a recurrence with MOI of 3, containing a clone and two unrelated strains, but with overall pairwise relatedness close to 0.5."

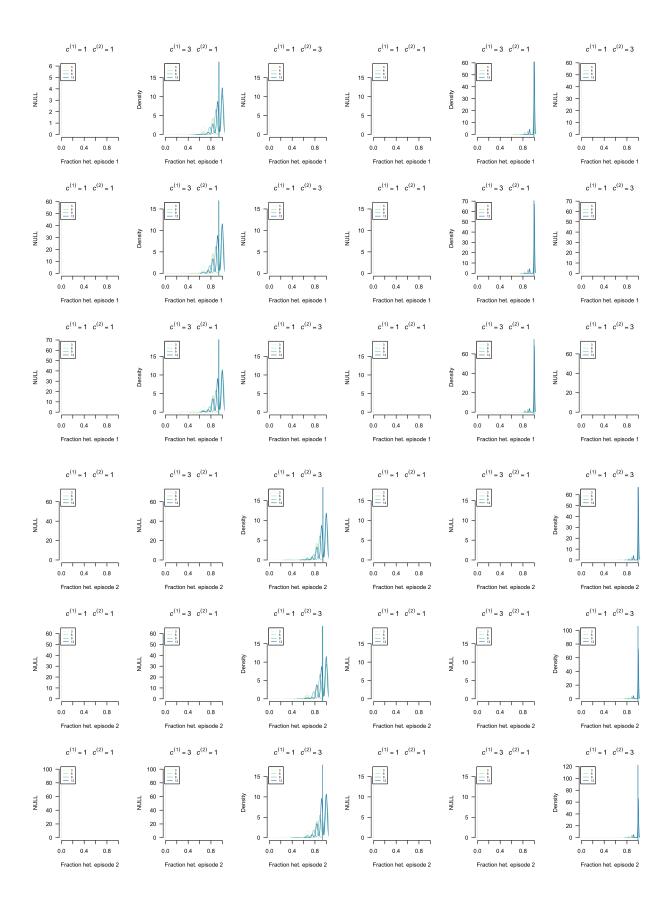
## Simulation 1: Effective Complexity of Infection

We want to assess recurrence state inference as a function of the number of markers typed, adding extra noisy parasites into an infections with COI > 1. Outline of simulation is as follows: for each "job",

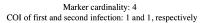
- Simulate data for N individuals, with M markers for two episodes, the second including a clonal, sibling or stranger parasite.
- Summarise the simulated data with a series of plots.
- Compute resulting recurrence state estimates (this is currently done in a separate file)
- Plot resulting recurrence state estimates as a function m

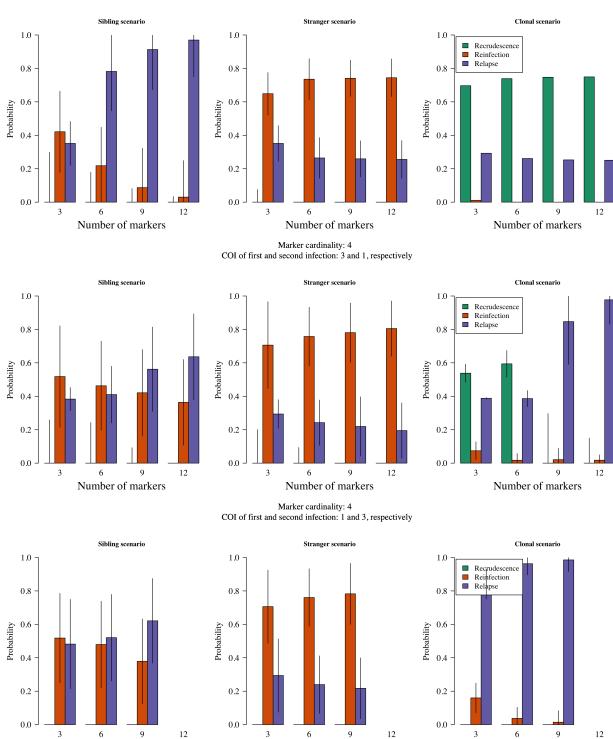
Note that when we previously specified a cut off for the number of heterolallelic calls (K\_poly\_markers < M), we were unwittingly amplifing evidence for relapse because when M <= K\_poly\_markers the noisy parasite will be a stranger in relation to the other parasites in the same infection; when K\_poly\_markers approx 0.5\*M the noisy parasite will be more like a sibling of the other parasites in the same infection; when K\_poly\_markers << M, the noisy parasite will approach a clone of the other parasites in the same infection, but will be considered a sibling under the model.





## Plot results

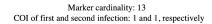


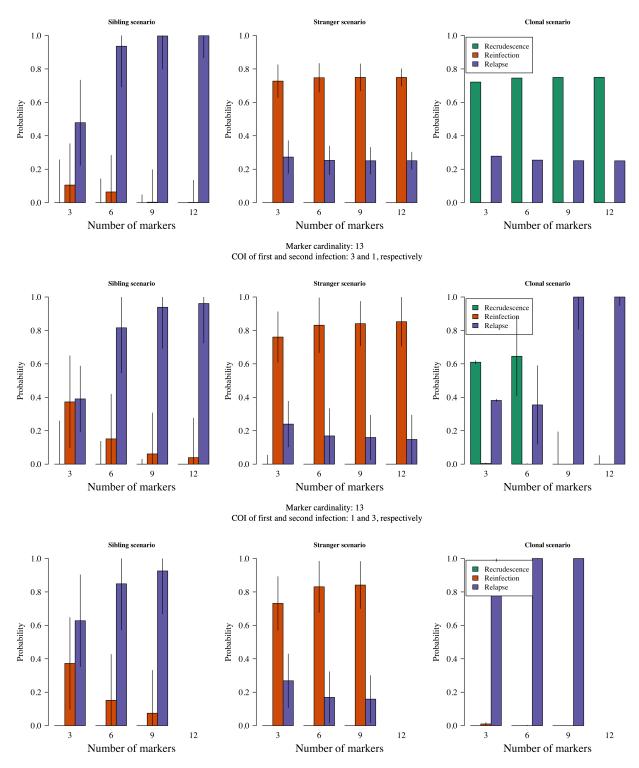


Number of markers

Number of markers

Number of markers





## 1.379 sec elapsed