

```
//DeductImperfectness.cpp : Defines the entry point for the console application.
```

```
//
```

```
//#include "stdafx.h"
```

```
#include <iostream>
```

```
#include <fstream>
```

```
#include <stdio.h>
```

```
#include <math.h>
```

```
#include <vector>
```

```
#include <list>
```

```
#include <string.h>
```

```
#include <stdlib.h>
```

```
#include <ctype.h>
```

```
#include <sstream>
```

```
#include <string>
```

```
#include <cstdio>
```

```
#include <time.h>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
# define times 80
```

```
# define dt 01
```

```
# define Betapu 0.811
```

```
# define Betamu 0.799
```

```
# define Betapv 0.833
```

```
# define Betamv 0.773
```

```
# define x 0.45
```

```
# define mup 0.2933
```

```
# define mum 0.211
```

```
# define e1 0.10//0.350
```

```
# define e2 0.45//0.450
```

```
//# define Cv 0.09
```

```
//# define A 0.0
```

```
//# define m 0.5
```

```
ostringstream file1;
```

```
file1 << "SVIPIMR e1=0.10 e2=0.45 " << ".csv";
```

```
ofstream Data1(file1.str().c_str(), ios_base::out | ios_base::trunc);
```

```
Data1 << "i,S,V,Ip,Im,Rs,Rv,P,I" << endl;
```

```
vector<double>S(70000, 0);
```

```
vector<double>V(70000, 0);
```

```
vector<double>Ipu(70000, 0);
```

```
vector<double>Imu(70000, 0);
```

```
vector<double>Ipv(70000, 0);
```

```
vector<double>Imv(70000, 0);
```

```
vector<double>Rs(70000, 0);
```

```
vector<double>Rv(70000, 0);
```

```
//vector<double>X(70000, 0);
```

```
S[0] = 0.996;
```

```
V[0] = 0.00;
```

```
Ipu[0] = 0.001;
```

```
Imu[0] = 0.001;
```

```
Ipv[0] = 0.001;
```

```
Imv[0] = 0.001;
```

```

Rs[0] = 0.0;

Rv[0] = 0.0;

//X[0] = 0.1;


double i = 0.;

while (i < times) {

// double xx = X[i];

S[i + dt] = S[i] - x * S[i]*dt - Betapu * (S[i] - x * S[i]) * (lpu[i] + lpv[i])*dt - Betamu * (S[i] - x
* S[i]) * (Imu[i] + Imv[i]) * dt;

V[i + dt] = V[i] + x * S[i]*dt - Betapv * (V[i] - e1 * V[i]) * (lpu[i] + lpv[i])*dt - Betamv * (V[i]
- e2 * V[i]) * (Imu[i] + Imv[i]) * dt;

lpu[i + dt] = lpu[i]+Betapu * (S[i] - x * S[i]) * (lpu[i] + lpv[i])*dt - mup * lpu[i] * dt;

Imu[i + dt] = Imu[i]+Betamu * (S[i] - x * S[i]) * (Imu[i] + Imv[i])*dt - mum * Imu[i] * dt;

lpv[i + dt] = lpv[i]+Betapv * (V[i] - e1 * V[i]) * (lpu[i] + lpv[i])*dt - mup * lpv[i] * dt;

Imv[i + dt] = Imv[i]+Betamv * (V[i] - e2 * V[i]) * (Imu[i] + Imv[i])*dt - mum * Imv[i] * dt;

Rs[i + dt] = Rs[i]+ mup * lpu[i]*dt + mum * Imu[i] * dt;

Rv[i + dt] = Rv[i]+ mup * lpv[i]*dt + mum * Imv[i] * dt;

// X[i + dt] = X[i] + m * X[i] * (1 - X[i]) * (-Cv*V[i] + lpu[i] + lpv[i] + Imu[i] + Imv[i] + A) * dt;

```

```
i = i + dt;
```

```
Data1 << i << "," << S[i] << "," << V[i] << " " << Ipu[i] + Ipv[i] << "," << Imu[i] + Imv[i] << " " << Rs[i] << " " << Rv[i] << " " << Rs[i] + Rv[i] << " " << Ipu[i] + Ipv[i] + Imu[i] + Imv[i] << endl;
```

```
cout << i << "," << S[i] << "," << V[i] << " " << Ipu[i] + Ipv[i] << "," << Imu[i] + Imv[i] << " " << Rs[i] + Rv[i] << " " << Ipu[i] + Ipv[i] + Imu[i] + Imv[i] << endl;
```

```
}
```

```
Data1.close();
```

```
}
```