AlxImpact Competition 2022 Healthcare Track

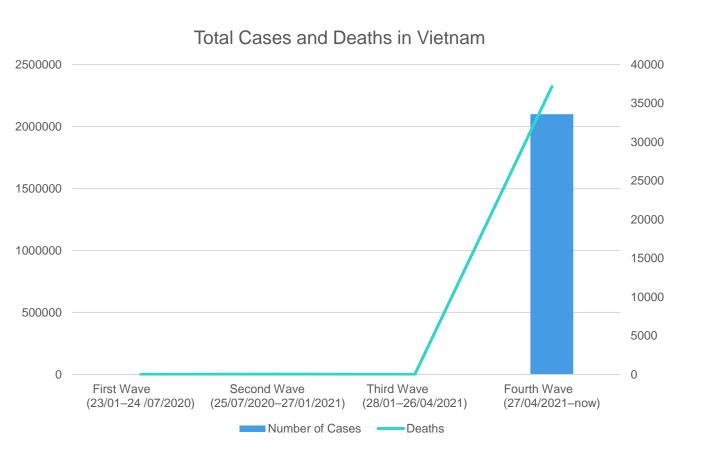
# **COSMO**

A redesigned response to future pandemics



## Vietnam failed to control the fourth wave of Delta variant due to late and ineffective interventions compared to previous waves.

The first three waves were contained primarily by **early** social distancing, contact tracing, and lockdown.



In the 4<sup>th</sup> wave alone, total cases and deaths account for the majority of all waves combined ...

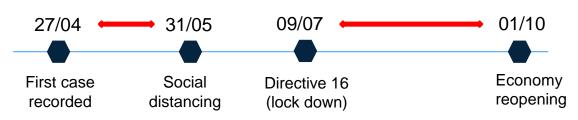


Cases:



Deaths: **99.0%** 

... since Government intervened too late and ineffectively over a long period of time.



Policy failure due to existing problems of current models could be prevented by a more comprehensive simulation model informed by analytics.

**Predictive analytics** predicts future circumstances based on past pandemic trends...

**BUT** it has the data quality problem:



Too reliant on limited historical data



Less reliable assumptionbased scenarios **Predictive simulation** gives intervention recommendations by simulating real-world interactions...

**BUT** it has the **model sophistication problem**:

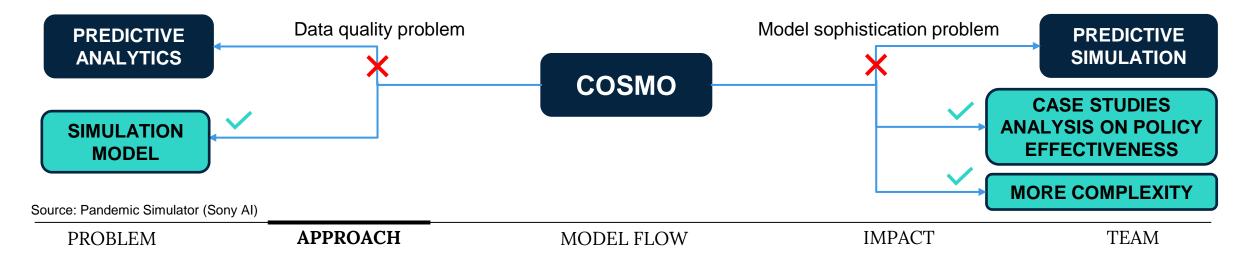


Oversimplified policy recommendations

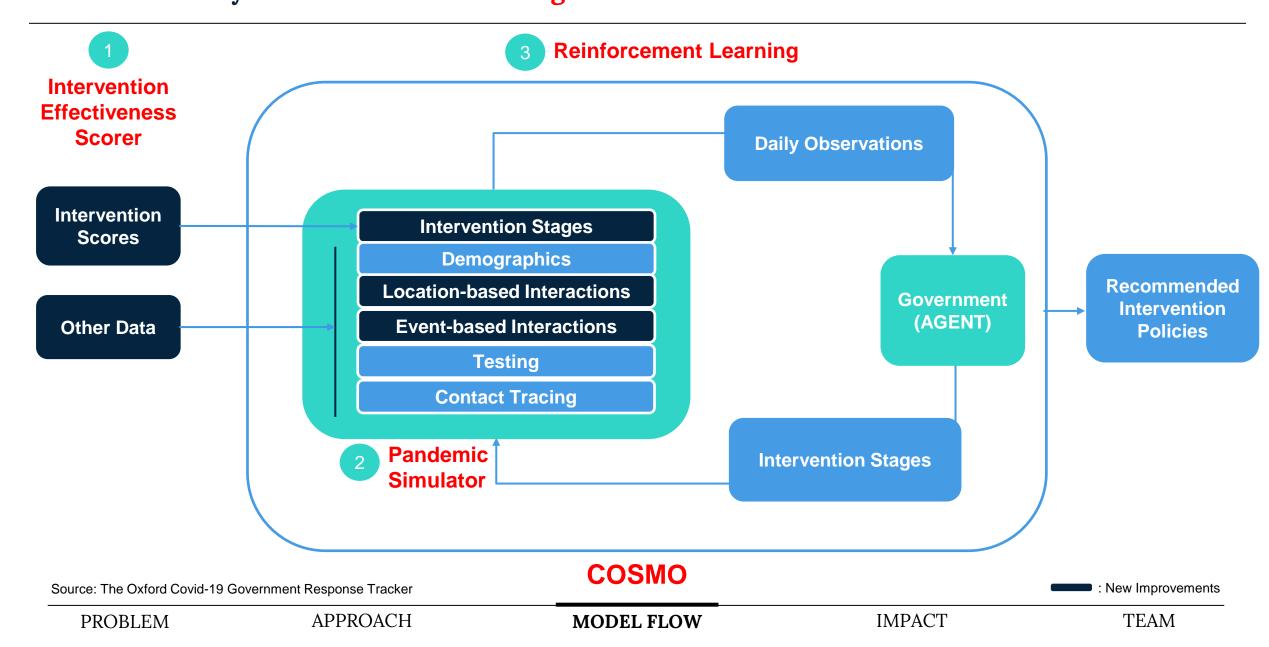


No supporting data for policy effectiveness

Our approach, COSMO, helps solve the weaknesses of current models by using analytics to support a redesigned simulation model to recommend intervention stages to policy makers.

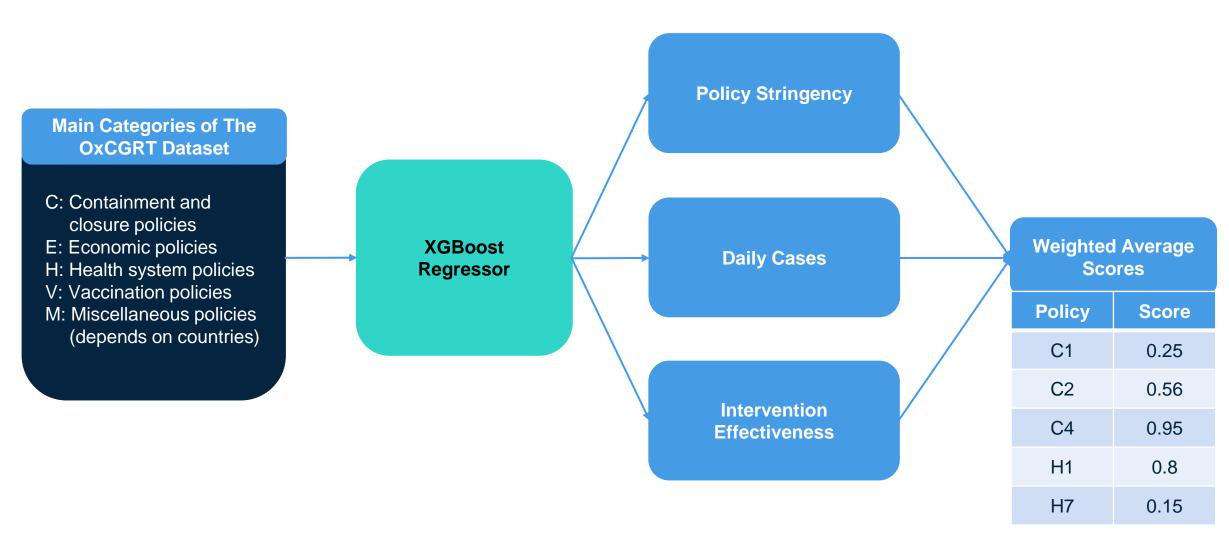


A recommendation model powered by OxCGRT data, based on the existing Pandemic Simulator, and enhanced by Reinforcement Learning.



## Intervention Effectiveness Scorer scores feature importance for each intervention measure based on the country.





Source: The Oxford Covid-19 Government Response Tracker

### Projection Simulator customizes multi-level government interventions to simulate covid-19 progression in a data-efficient way.



#### **Weighted Average Scores**

Policy	Score
C1	0.25
C2	0.56
C4	0.95
H1	0.8
H7	0.15

**Formulated Intervention Stages Based On Selected Policies** 

**Stage 1: C1, H7** 

Stage 3: C1, C2, C4, H1, H7

#### **Population Demographics** Parameters:

- **Demographics**
- Personal routine
- Location-based interactions(supermarket, gym, public transport, etc)
- **Event-based** interactions(public holidays)

**Testing Contact Tracing Vaccination** 

**Daily Observations:** 

- Infection summary
- Testing summary
- Economic openness

Source: Pandemic Simulator (Sony AI)

**Pandemic Simulator** 

**Persons** 

24 hourly steps

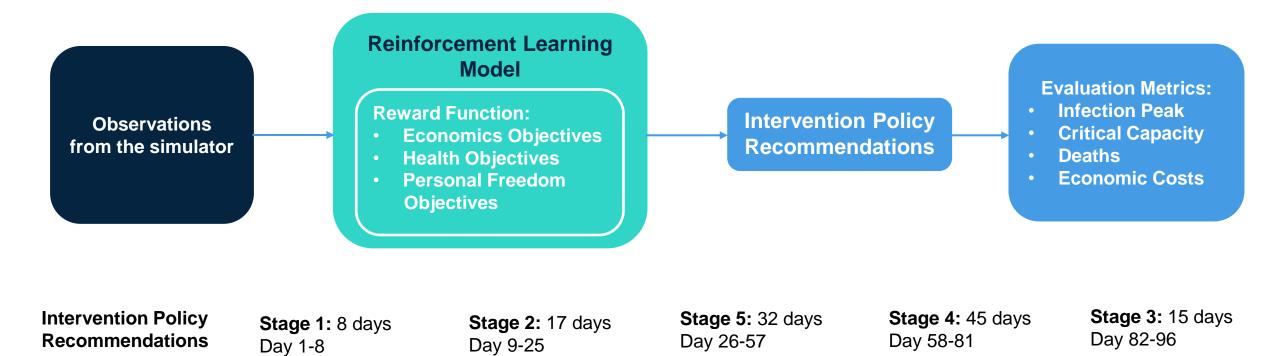
**SEIR Infection Model** 

Reinforcement Learning learns from simulated observations and recommends interventions that are timely, effective and balance competing objectives.

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Meaningful recommendations shorten decision-making time lag, enable prompt intervention and reduce the number of infected cases and deaths.

**Infected Cases** 

time (days)

**Late** Intervention

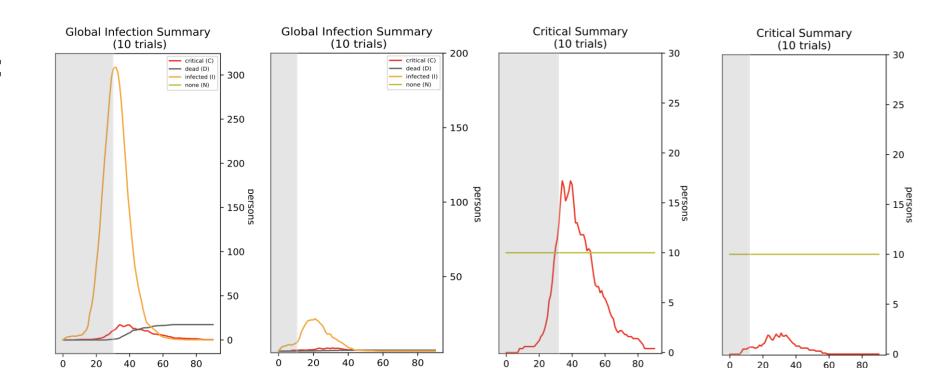
### **Earlier Intervention:** 20 days

**Reduced Cases:** 

250++

**Reduced Deaths:** 

15++



time (days)

**Late** Intervention

**Hospitalized Cases** 

20

40

time (days)

**Timely** Intervention

60

80

: Intervention Delay (Days) (\*) Population size: 1000

time (days)

**Timely** Intervention

**APPROACH TEAM** MODEL FLOW **IMPACT PROBLEM** 

We are a diverse team of computer, data science, economics and business backgrounds, who are passionate about creating meaningful human-centric innovations.









Duong Pham (Computer Science) NUS

Hao Lam (Business) FUV

Dung Nguyen (Economics) FUV

Hung Nham (Data Science) NUS



### Thank You!

### Discussion

