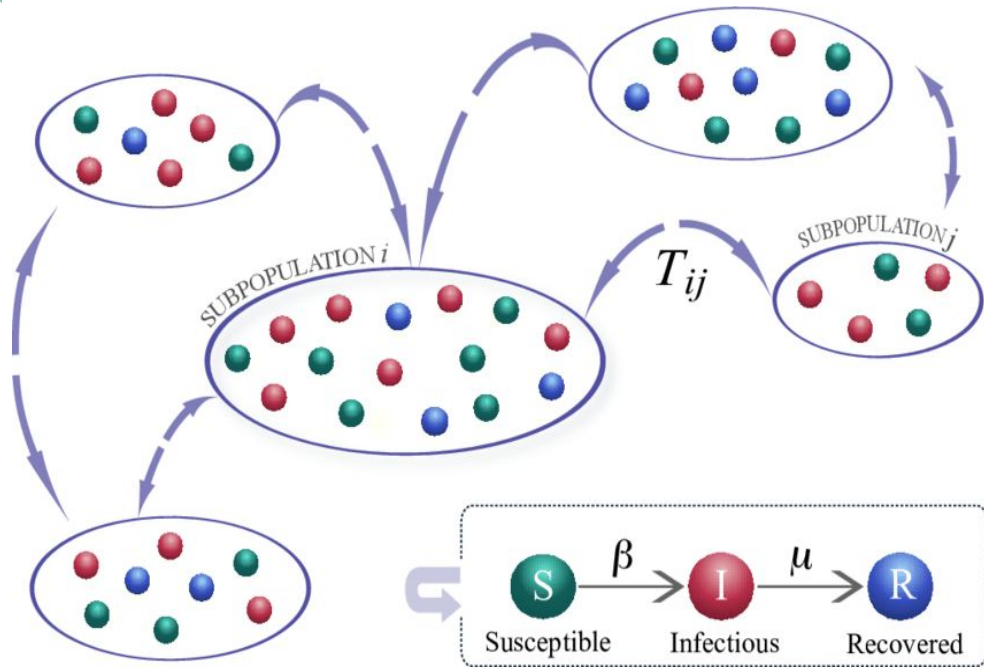


Epidemic spreading under exploration & preferential return mobility

STATPHYS 28
東京都、日本
8月7日・8月11日「2023年」

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Background: Epidemics on Metapopulations



Mobility models (typically) assume:

- Markovian random walks.
- Indistinguishable agents.

Metapopulation scheme [from Ventura et al. (2022)]

Background: Advances in human mobility

- Last decade: Exploration and preferential return models.
- Analysis of human mobility datasets reveal two main types of behaviors:

EXPLORERS & RETURNERS

Vol 453 | 5 June 2008 | doi:10.1038/nature06958

nature

LETTERS

Understanding individual human mobility patterns

Marta C. González¹, César A. Hidalgo^{1,2} & Albert-László Barabási^{1,2,3}

ARTICLES

PUBLISHED ONLINE: 12 SEPTEMBER 2010 | DOI: 10.1038/NPHYS1766

nature
physics

Modelling the scaling properties of human mobility

Chaoming Song^{1,2,†}, Tal Koren^{1,2,†}, Pu Wang^{1,2,†} and Albert-László Barabási^{1,2,3,*}



ARTICLE

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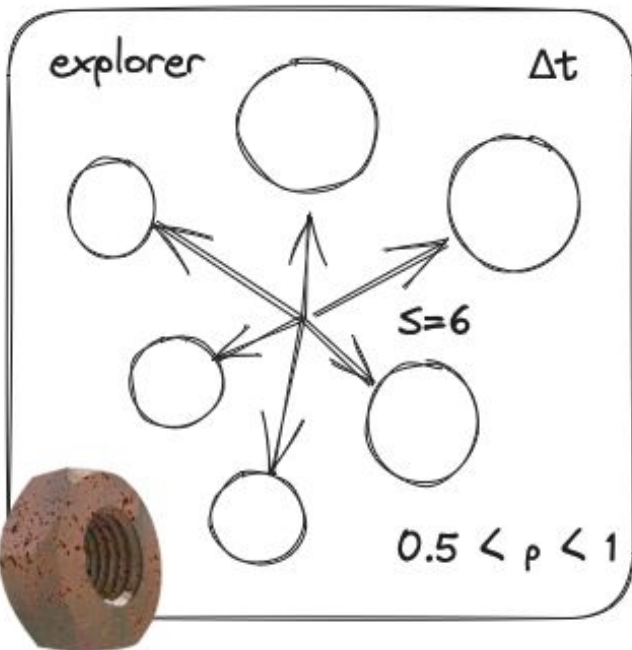
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Returners and explorers dichotomy in human mobility

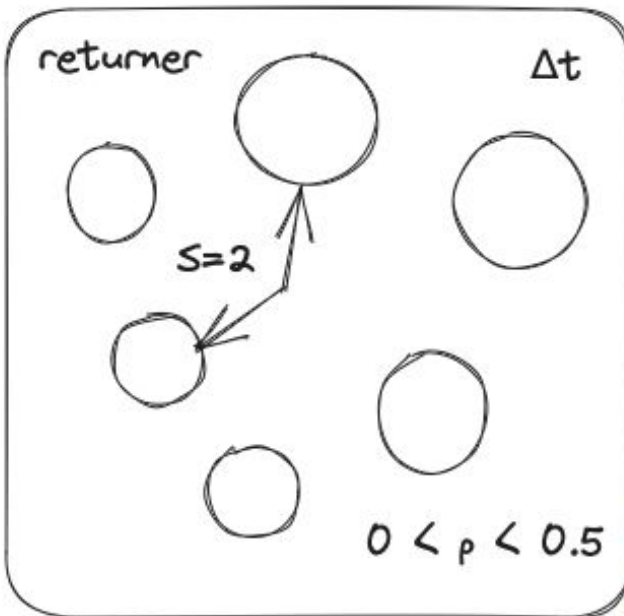
Luca Pappalardo^{1,2,3,4}, Filippo Simini^{4,5,6}, Salvatore Rinzivillo¹, Dino Pedreschi^{1,2}, Fosca Giannotti¹ & Albert-László Barabási^{3,6,7}

The availability of massive digital traces of human whereabouts has offered a series of novel insights on the quantitative patterns characterizing human mobility. In particular, numerous recent studies have led to an unexpected consensus: the considerable variability in the characteristic travelled distance of individuals coexists with a high degree of predictability of their future locations. Here we shed light on this surprising coexistence by systematically investigating the impact of recurrent mobility on the characteristic distance travelled by individuals. Using both mobile phone and GPS data, we discover the existence of two distinct classes of individuals: returners and explorers. As existing models of human mobility cannot explain the existence of these two classes, we develop more realistic models able to capture the empirical findings. Finally, we show that returners and explorers play a distinct quantifiable role in spreading phenomena and that a correlation exists between their mobility patterns and social interactions.

Explorers & returners



High exploration probability,
High $S \rightarrow$ Low visit frequency



Low exploration probability,
Low $S \rightarrow$ High visit frequency



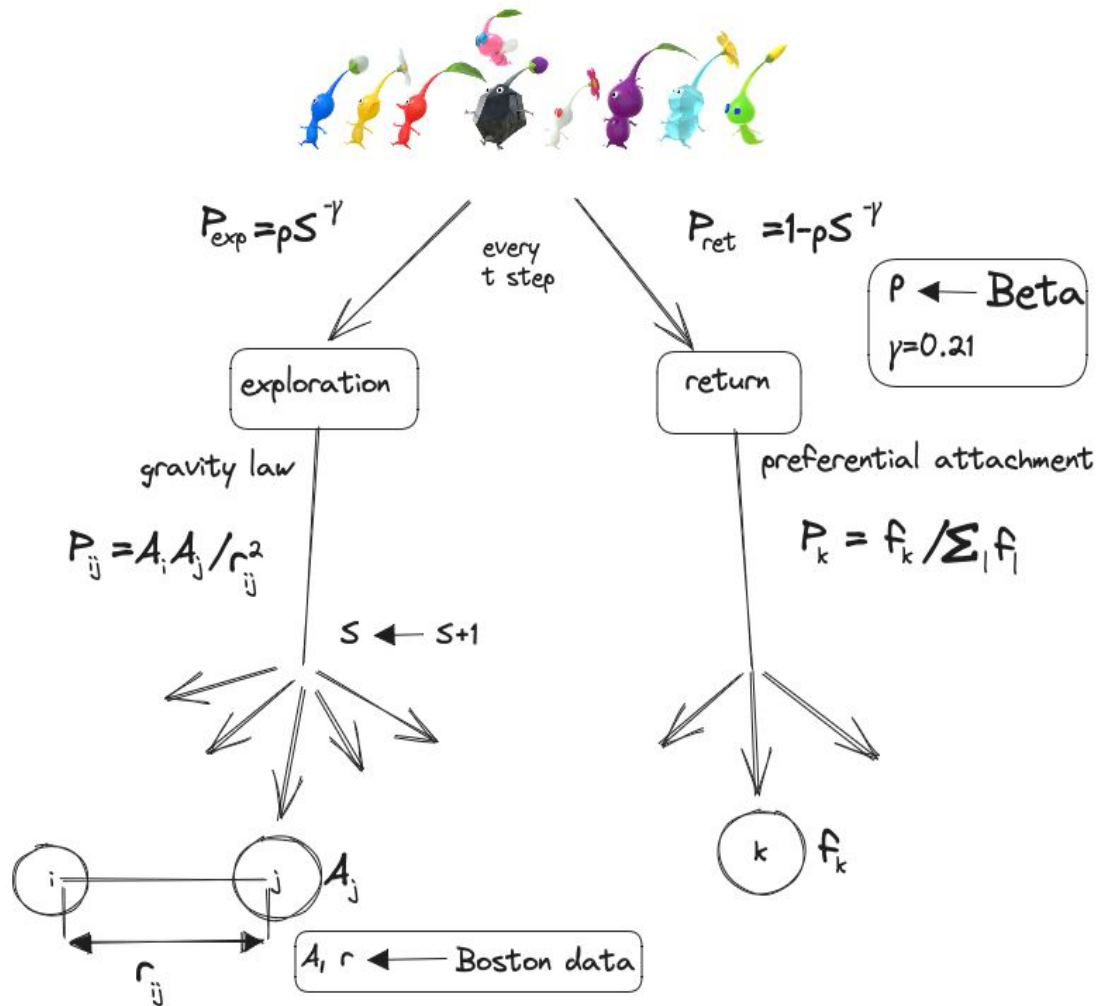
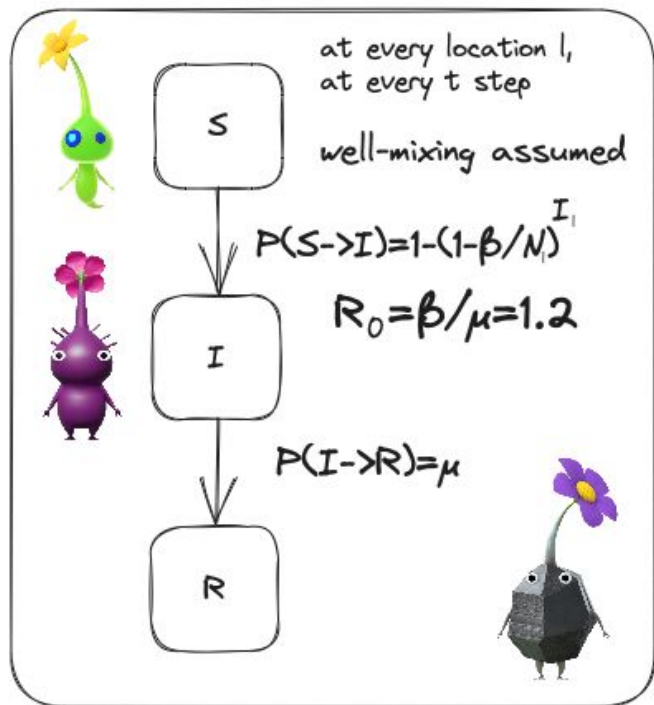


Our work

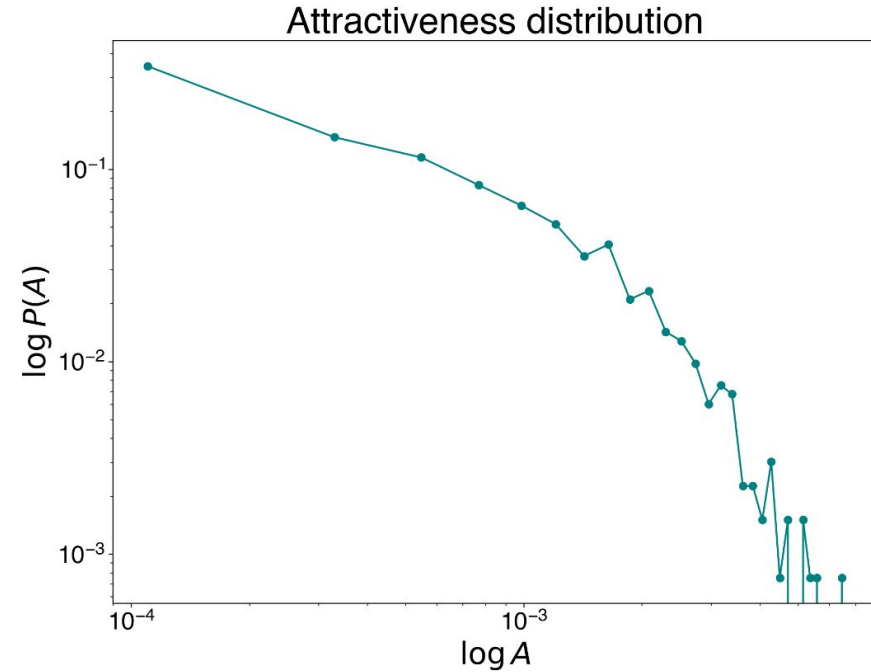
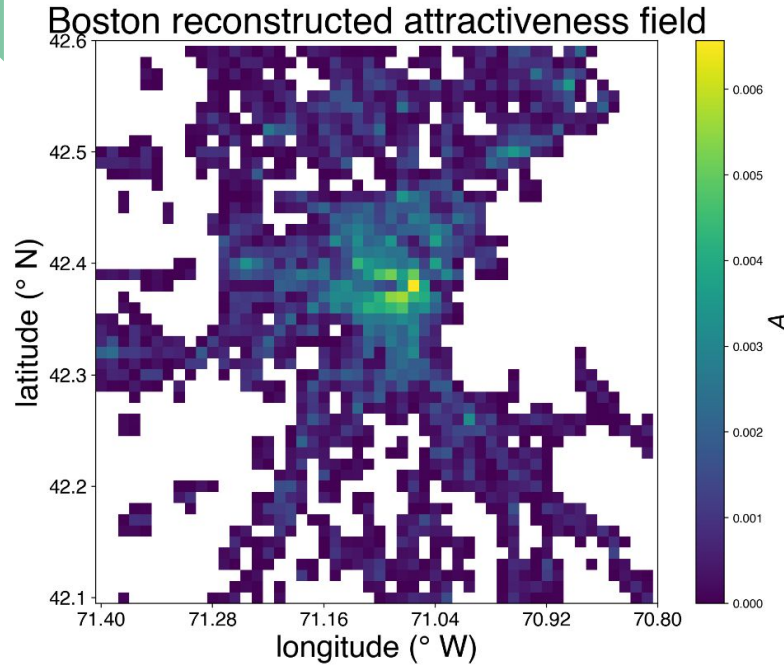


- Literature mentions the relevance of these discoveries to epidemics, but have not been thoroughly explored.
- Explore & characterize an epidemic spreading under an EPR mobility model.
- Determine the role of explorers & returners in the spreading of an epidemic disease

SIR model + d-EPR model



Spatial structure: Locations' attractiveness

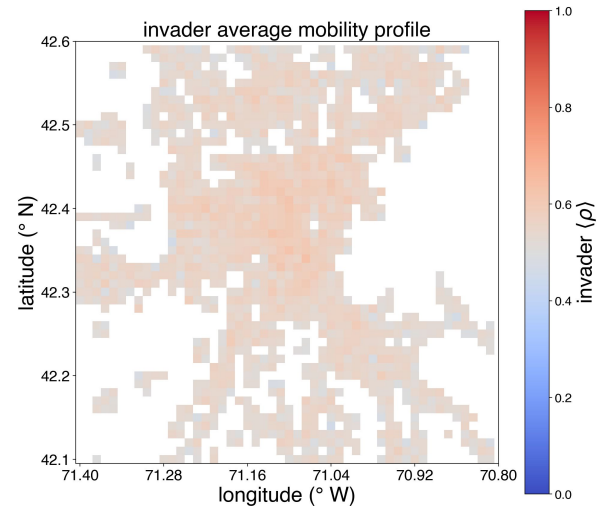
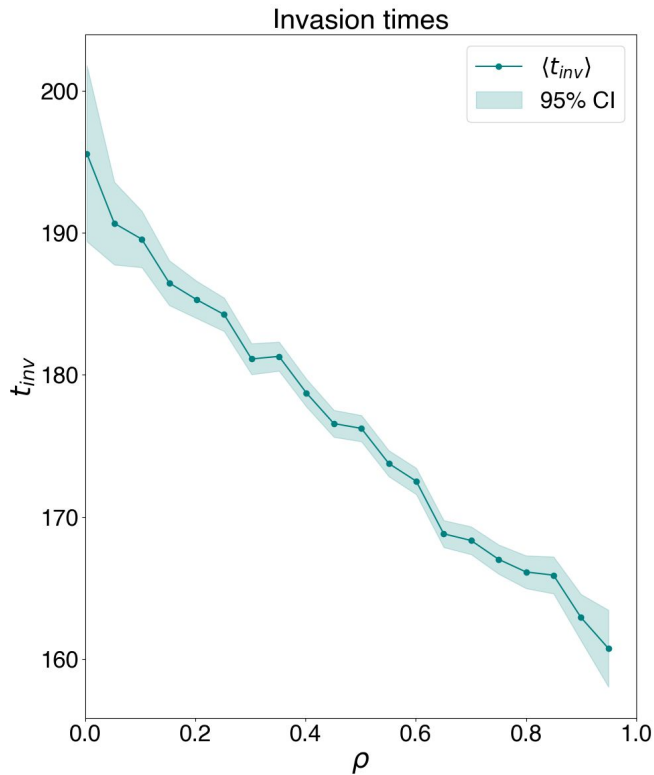
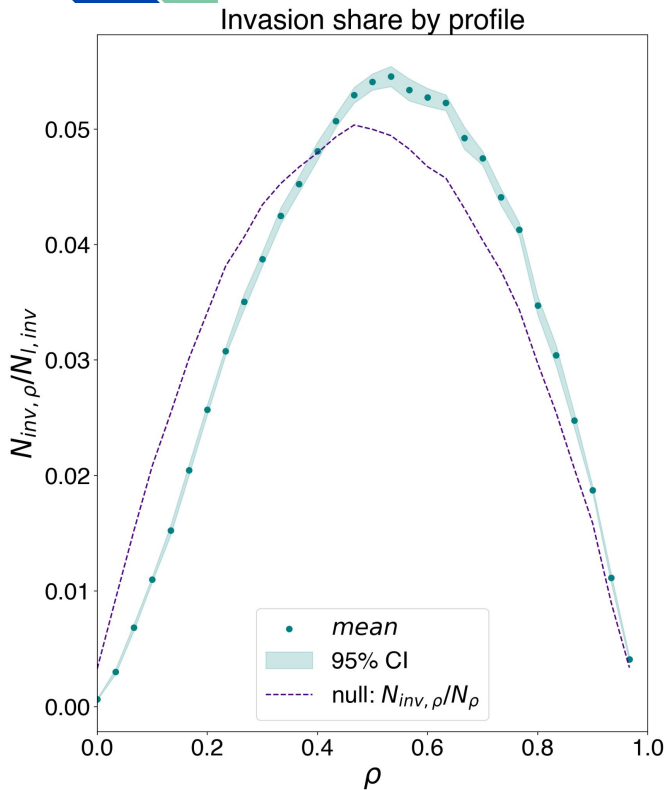


Left: Field reconstruction from high-resolution individual anonymized trajectories.

Right: Attractiveness distribution (log-log).

Effective system size $V \sim 1300$ of 1km^2 .

Invasions: who, when & where

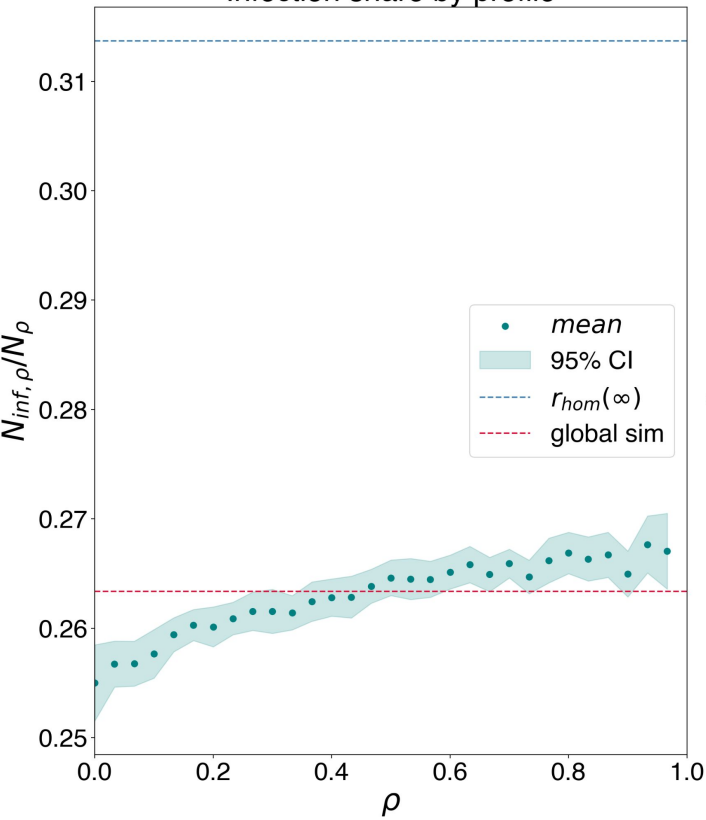


Explorers outperform returners

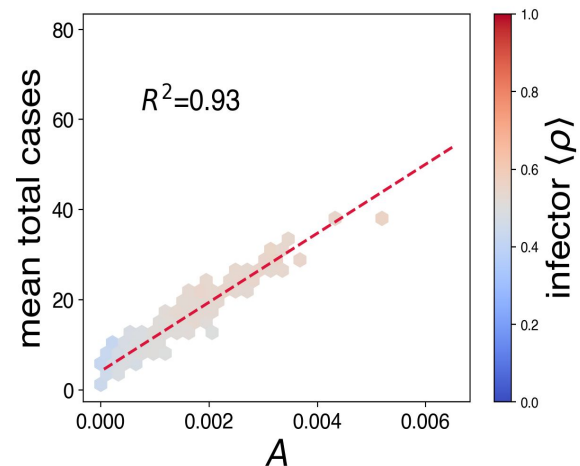
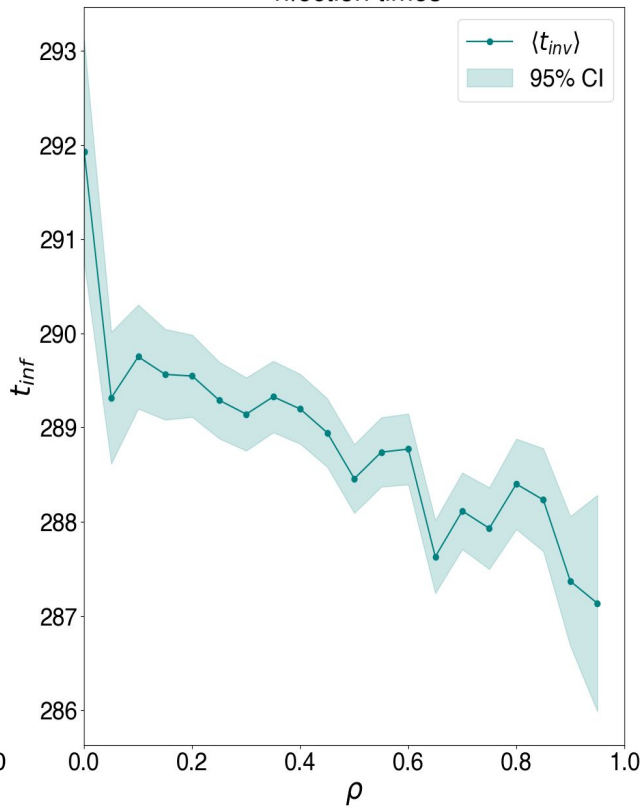
Explorers invade substantially earlier.

Infections: who, when & where

Infection share by profile



Infection times

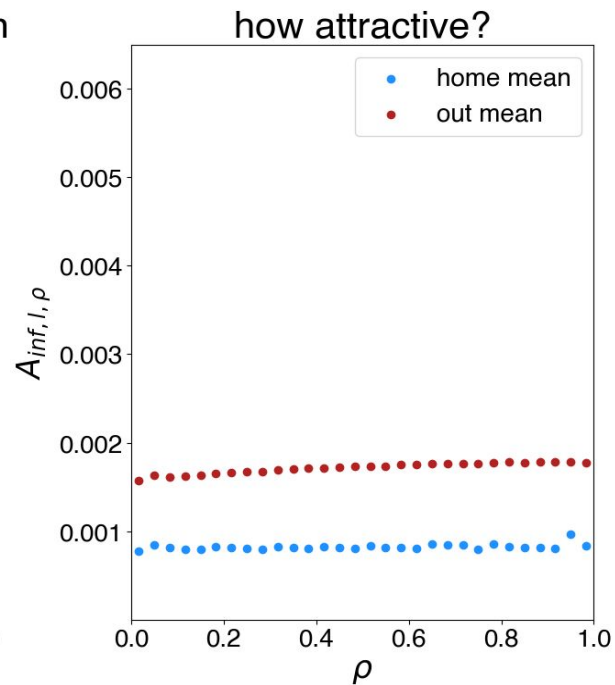
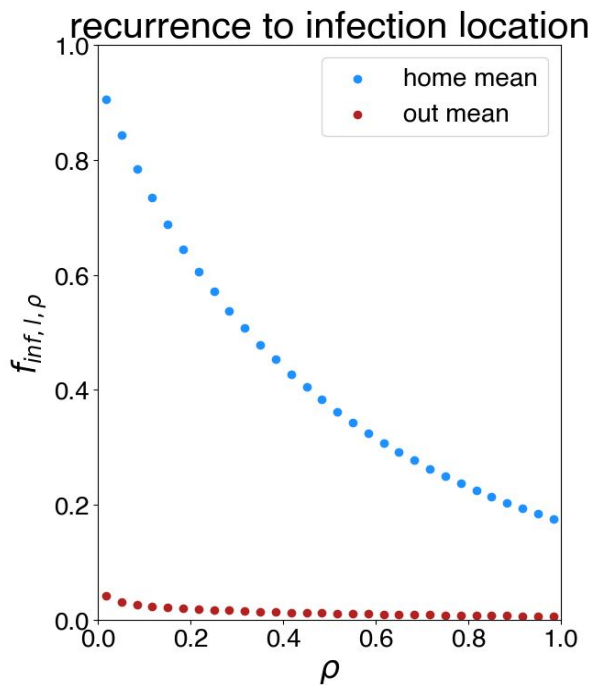
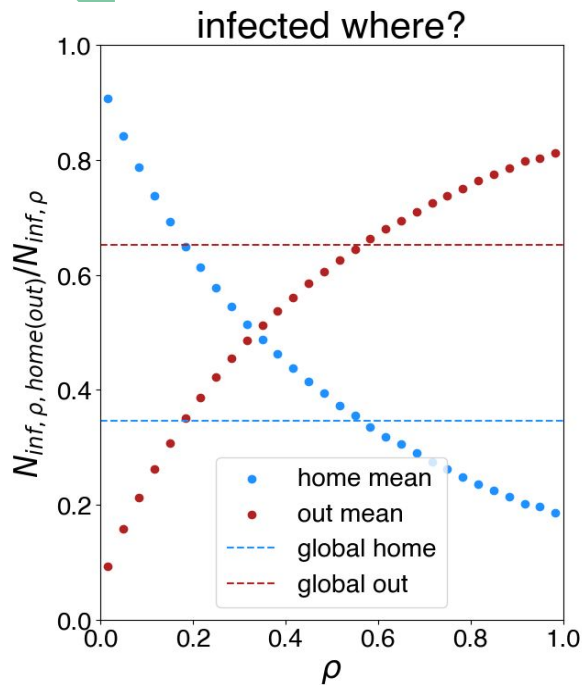


Explorers & returners deviate from the global average.

Infection times differ much less than invasion times

Explorers tend to be infected in most attractive locations.

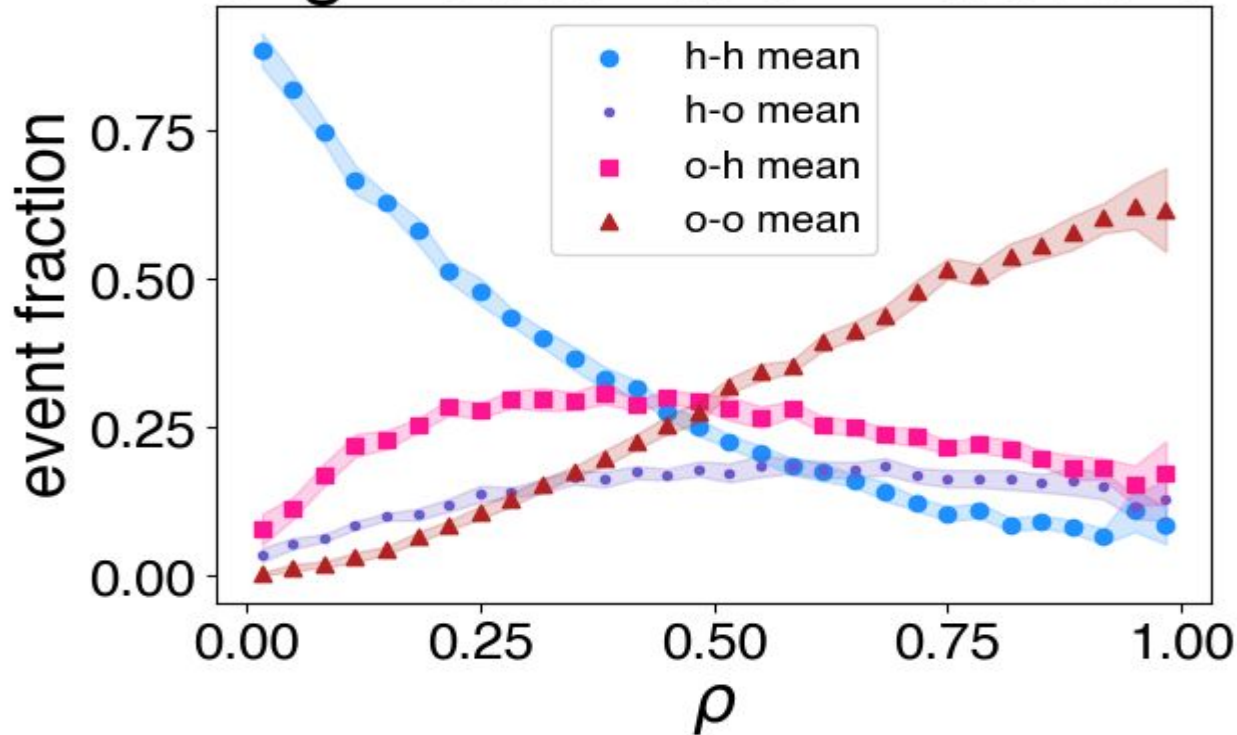
Origin of infection, recurrence & attractiveness



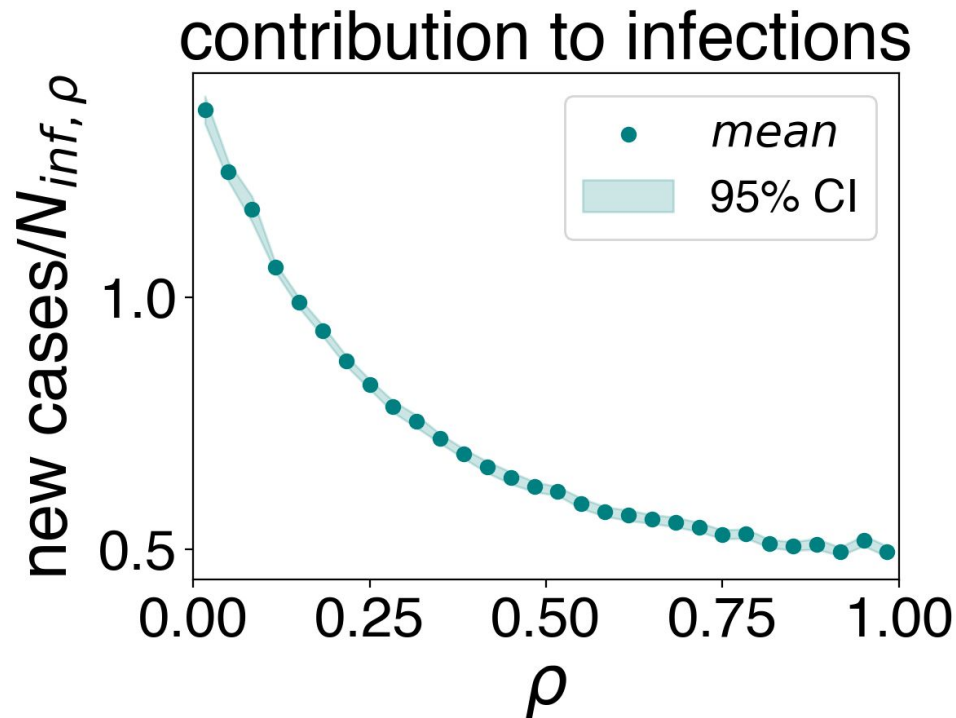
Majority of infections occur outside home location → Very small recurrence → Bad luck?
Agents were just around very attractive locations

Where were you infected & where did you infect?

origin-destination infections



Which groups contribute the most to new infections?



Under the well-mixing assumption, every infected agent contributes to the force of infection \rightarrow new infected cases generation.

Adjusted by size, there is a clear trend: Returners contribute more to trigger contagion events and thus new cases.



Conclusions & Future work

Conclusions:

- **Explorers** deliver the disease across the system, they do it faster & are impacted more.
- Opposite for **returners**. But they also proportionally contribute more to sustain contagion chains.
- Important part of contagions occurs **outside home** locations.
- Size of effects may depend on:
 - How far we are from homogeneous mixing.
 - Attractiveness distribution & spatial geometry.

Ongoing/future work...

- Compare results with conventional metapopulations models.
- Compare spreading under real trajectories with model predictions.
- Export this analysis to other cities/urban settlements.

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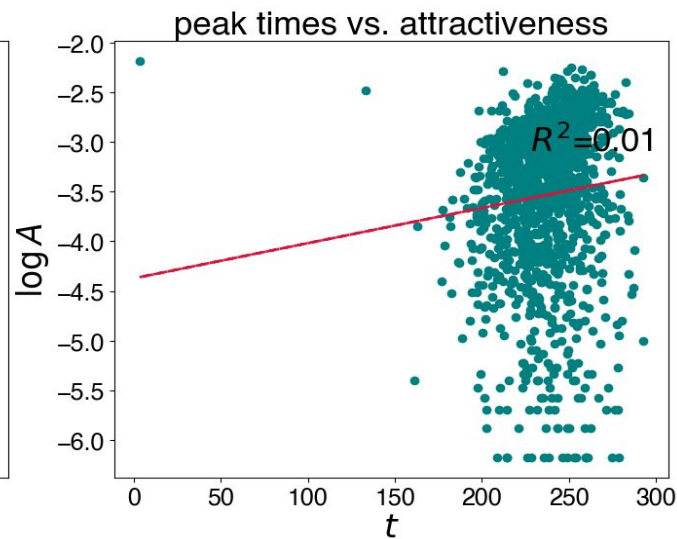
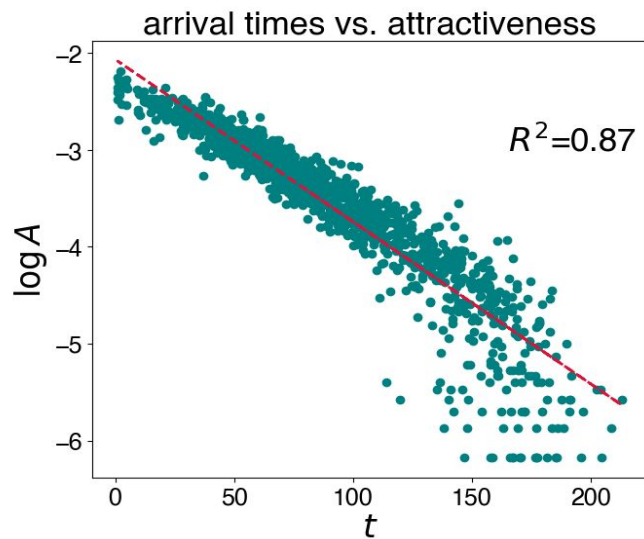
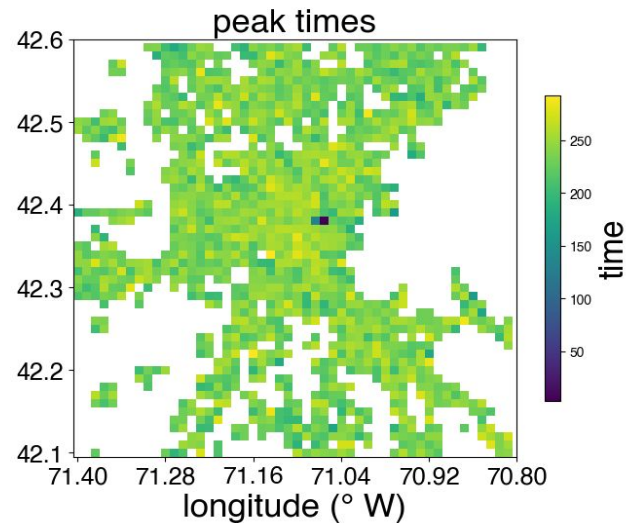
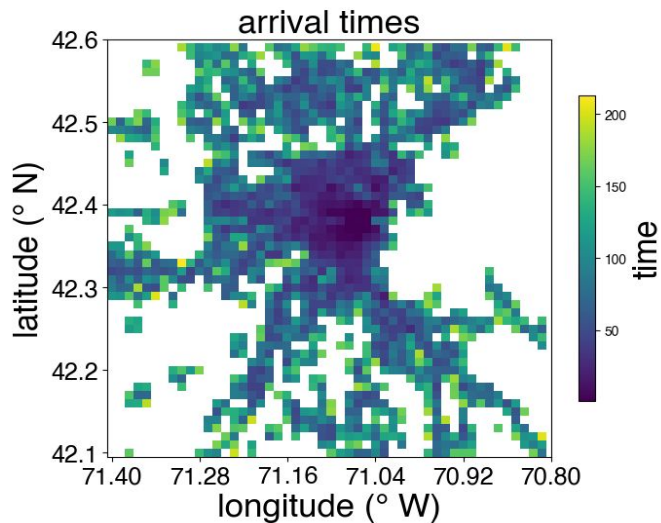
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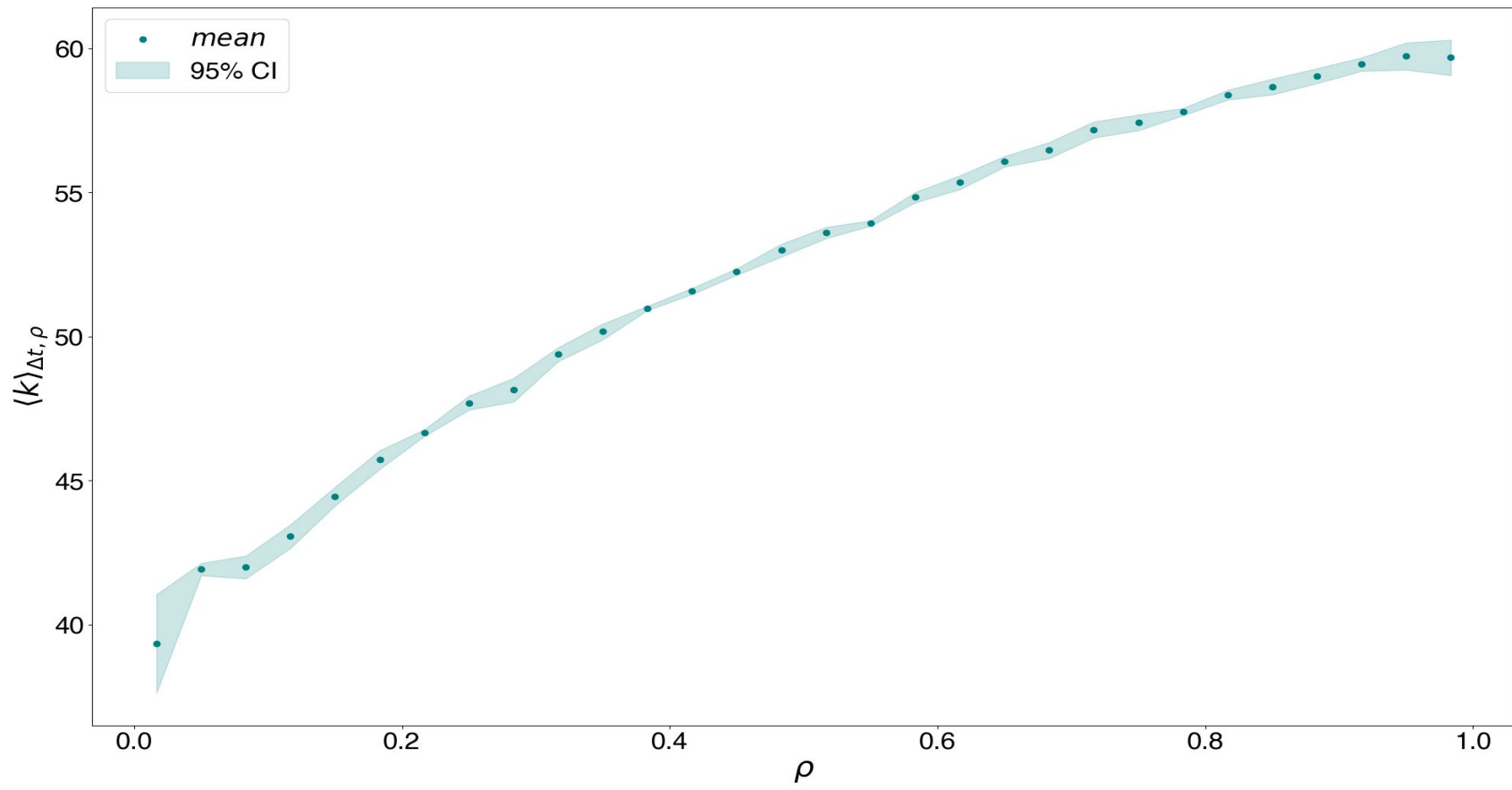


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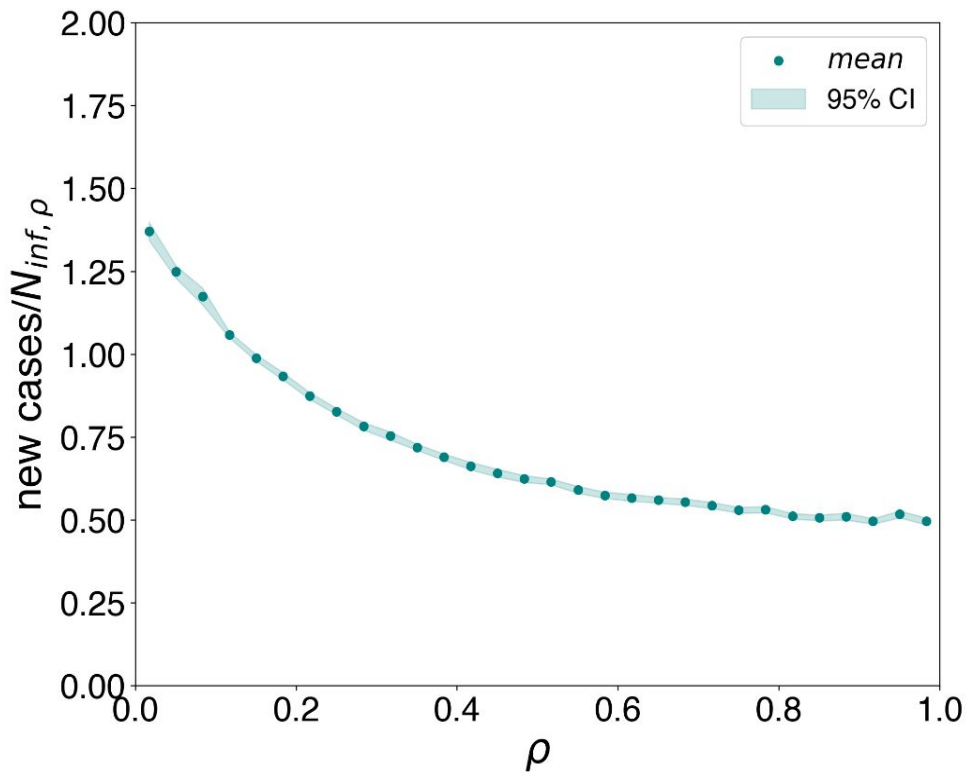
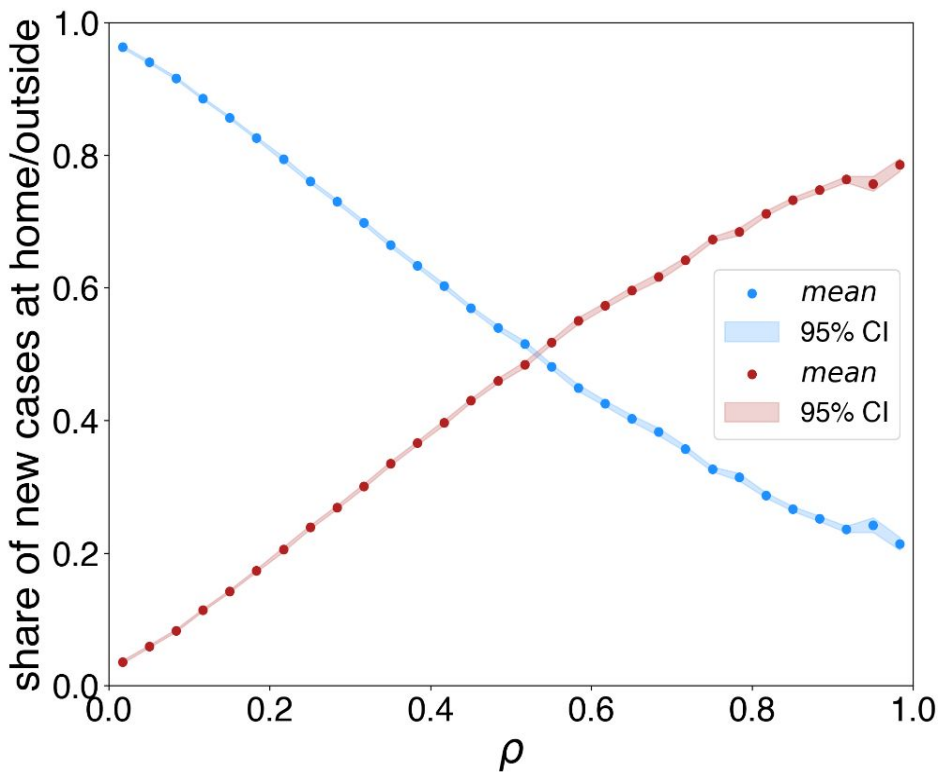
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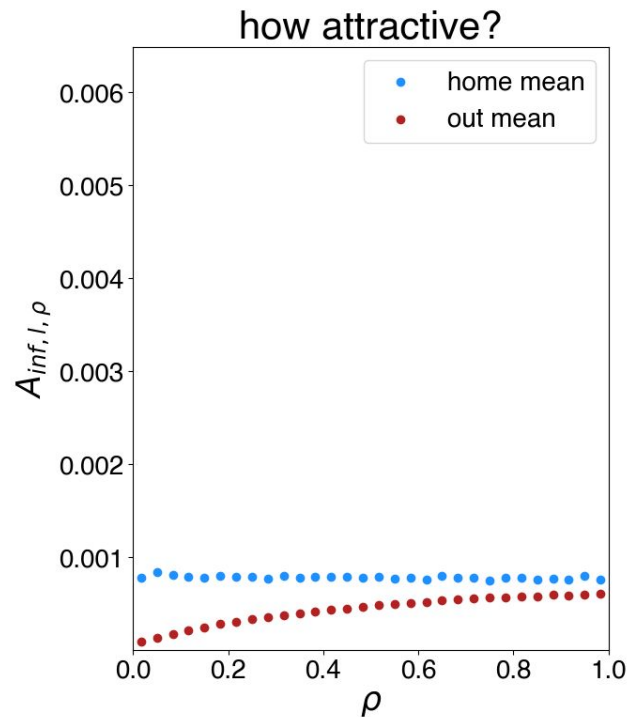
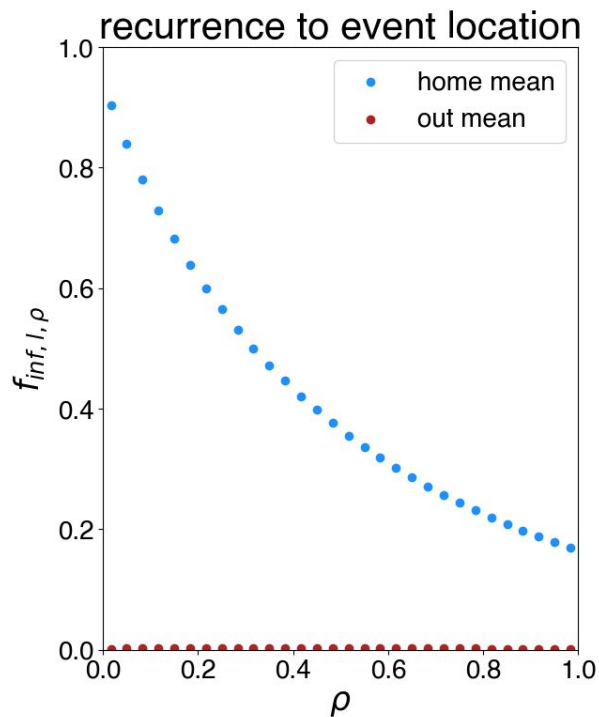
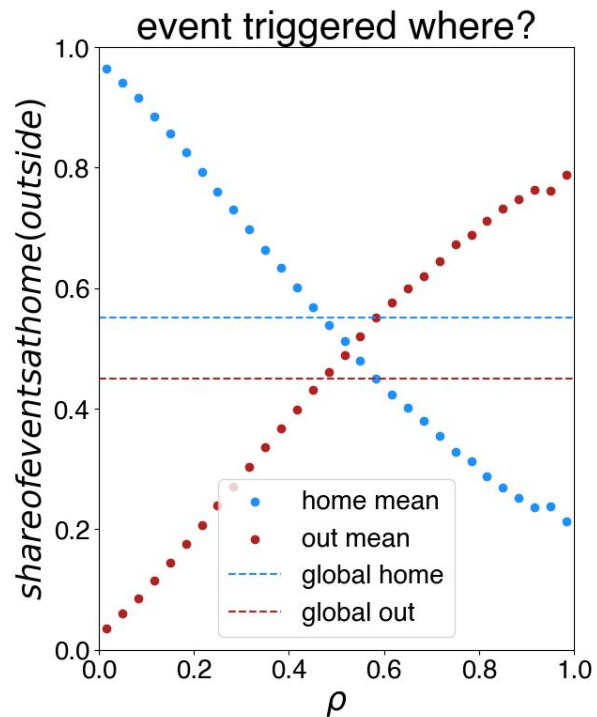
Average degree



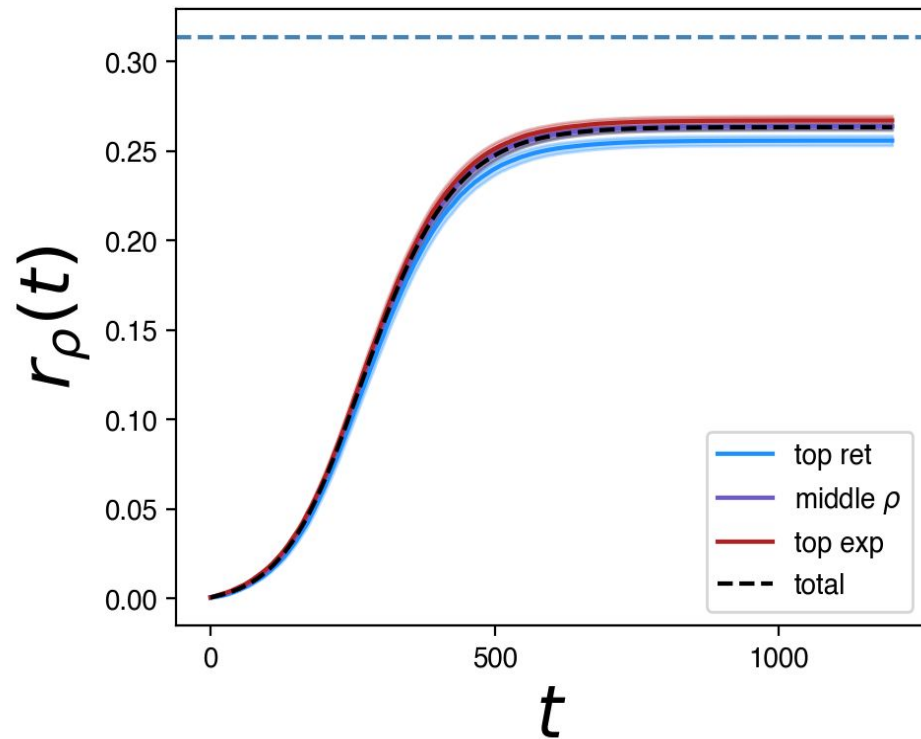
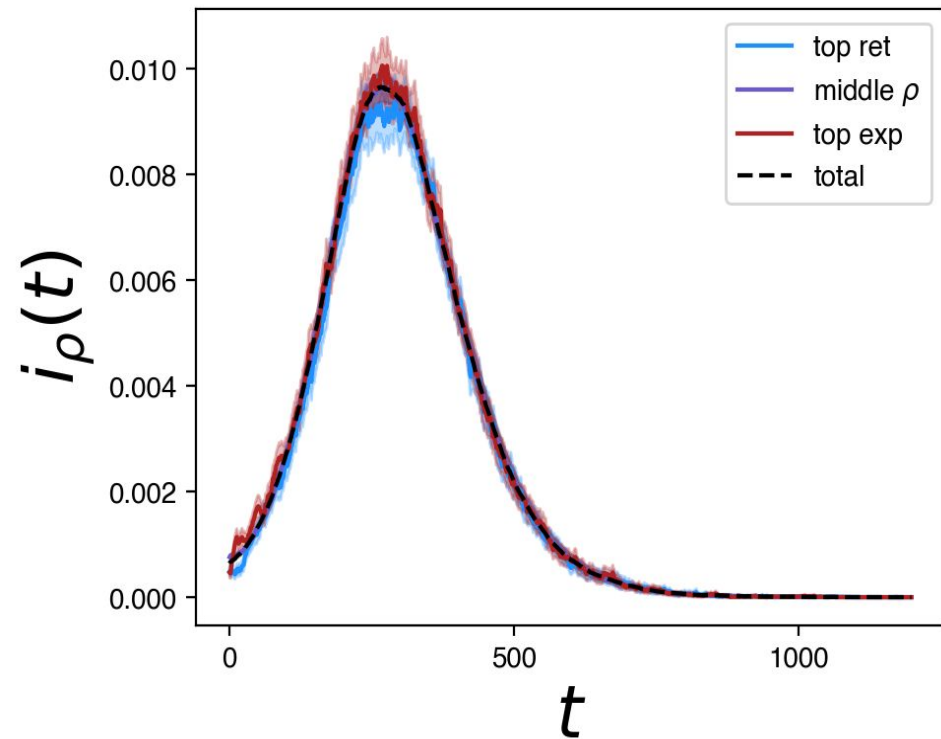
Contribution to new cases



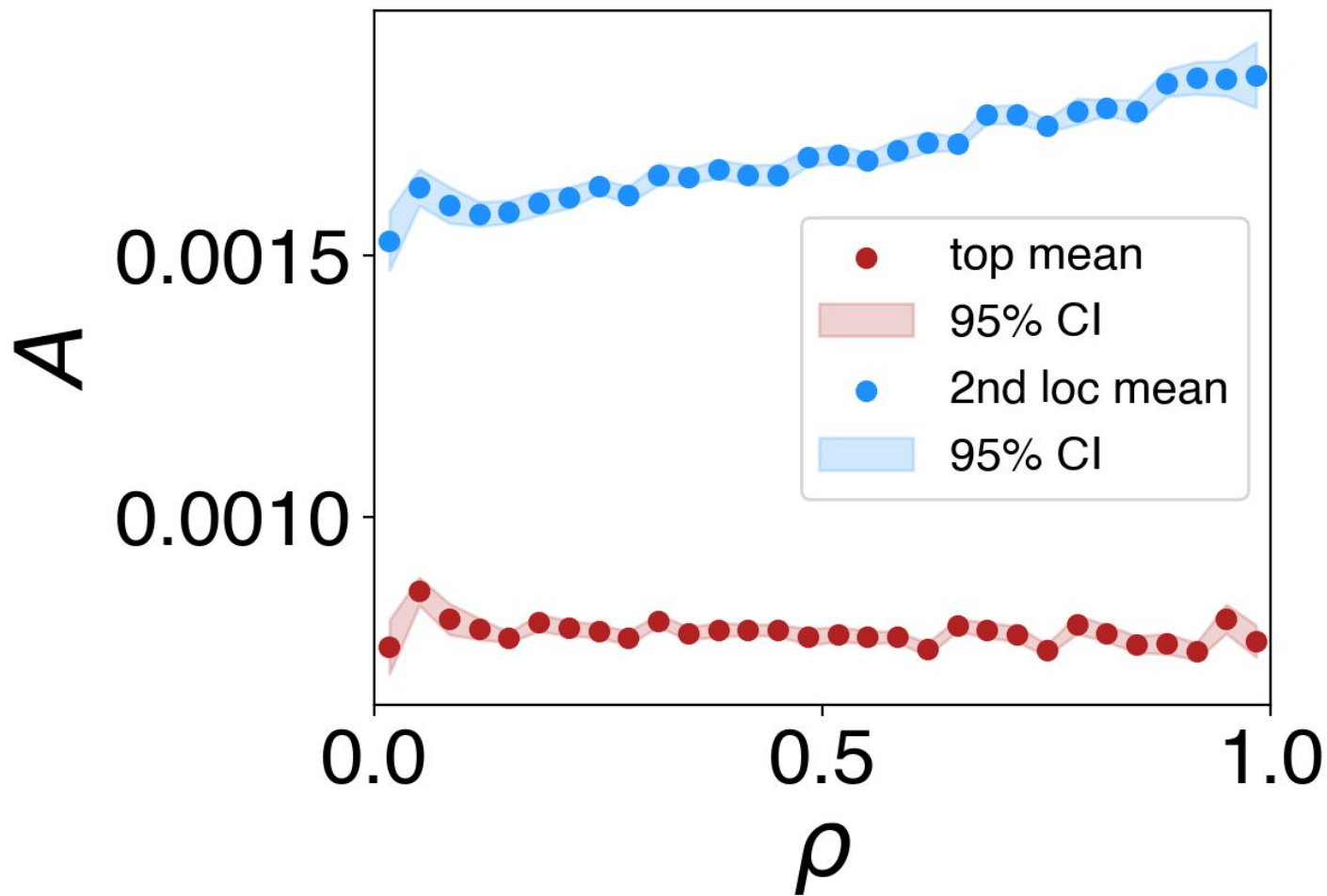
Where do agents infect?



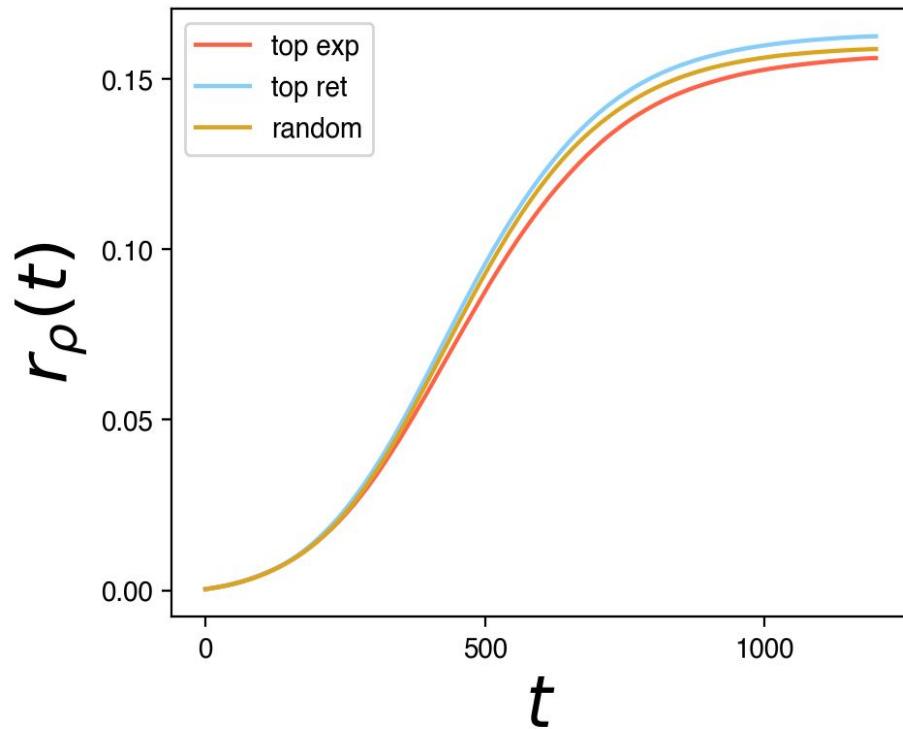
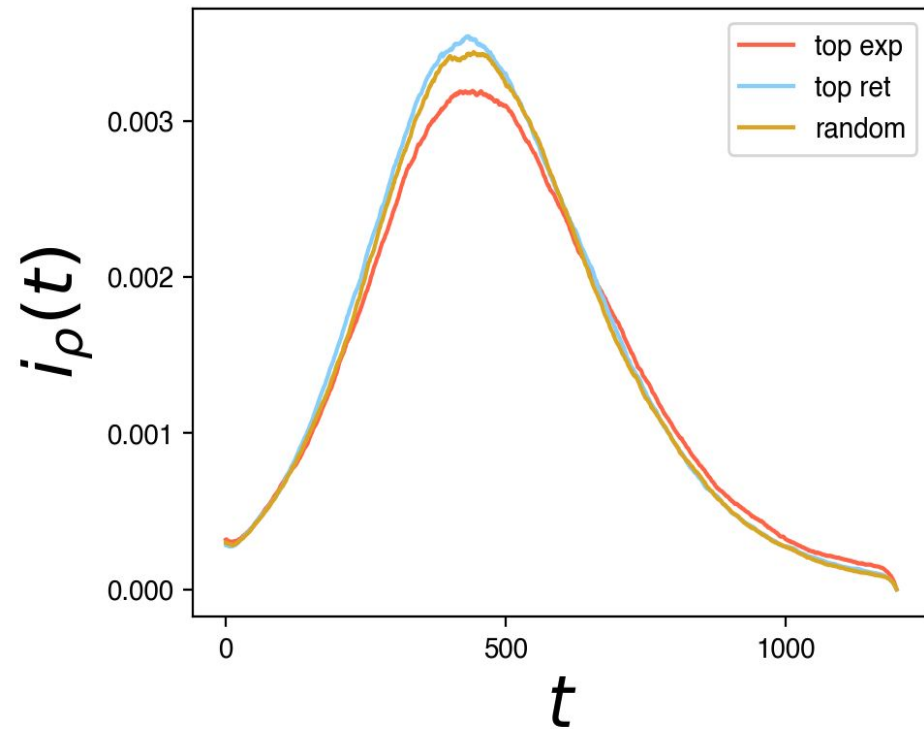
Time evolution for incidence & prevalence



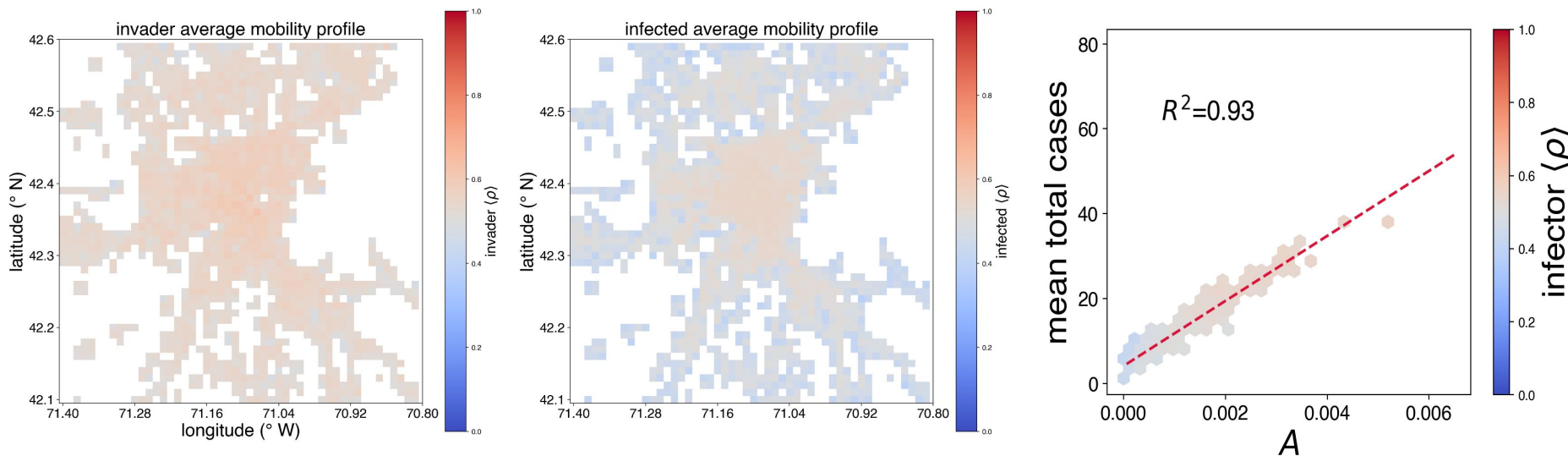
dominant locations attractiveness



Targeted vaccination



What's the average invader/infected mobility profile per location?



Explorers absolutely **dominate** when bringing the disease to a new location.

In the **most attractive** locations, the typical infected tends to be an **explorer** ($\rho > 0.5$).
In the **least attractive** locations, the typical infected tends to be a returner **lower** ($\rho < 0.5$).