

Modeling Zombies and Infection

Ricky Marske and Steven Rosendahl

A Simple Model

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 - Left with the system

$$\begin{cases} S' = -\beta(t)SI \\ I' = \beta(t)SI - \nu I \\ R' = \nu I \end{cases}$$

Adding Complexity

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We will look at each one of these additional features individually

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$$Z(x, t) = \frac{Z_0}{L} + \sum_{n=1}^{\infty} \frac{2Z_0}{n\pi} \sin\left(\frac{n\pi}{L}\right) \cos\left(\frac{n\pi}{L}x\right) e^{-\left(\frac{n\pi}{L}\right)^2 Dt}$$

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- This behavior can be modeled using NetLogo

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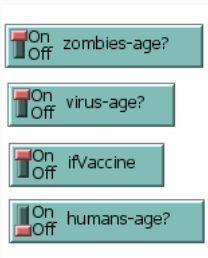
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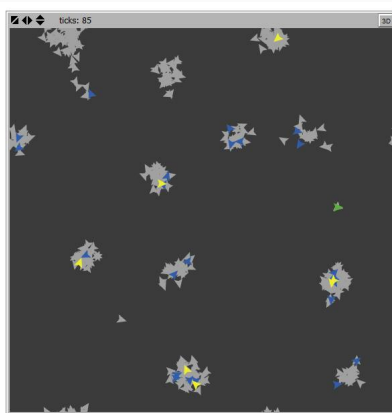
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Societal Groups



vision-distance 3

vision-angle 360

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 3. Does not account for carriers of the disease

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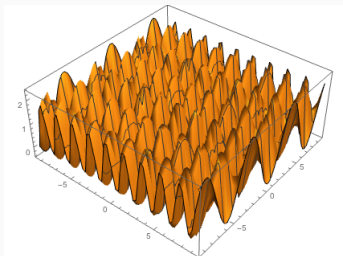
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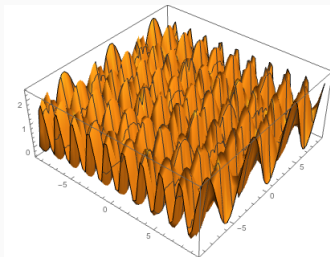
$$u(x, t) = \zeta + \sum_{n=1}^{\infty} (k_1 \sin t + k_2 \cos t) \sin n\pi x$$

Cures and Survival

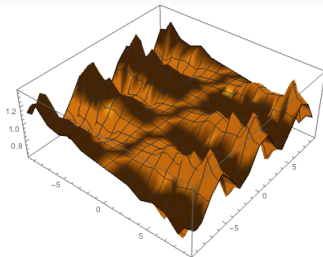


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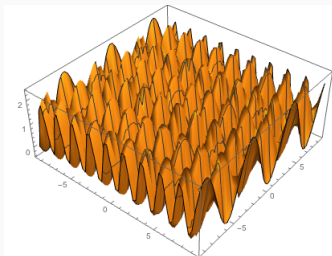


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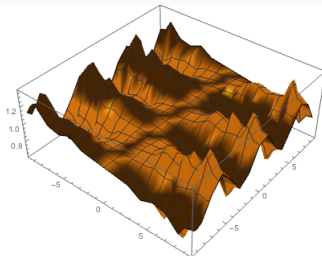


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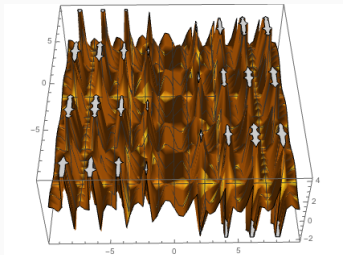
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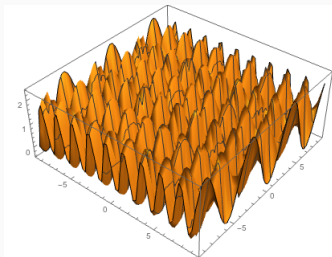


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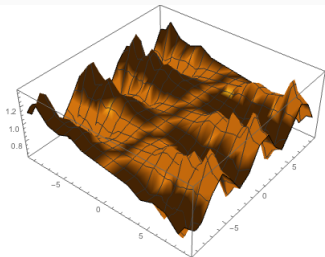


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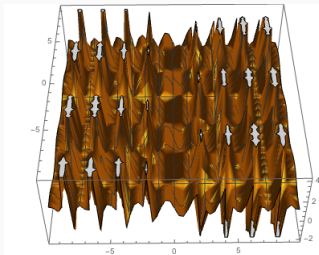
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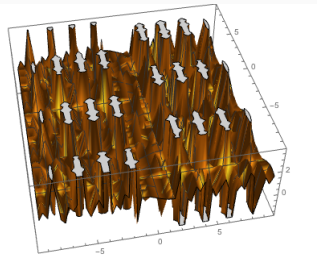
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- The system will move towards the saddle no matter what

