An Agent-Based Model of COVID-19 Diffusion to Plan and Evaluate Intervention Policies

Gianpiero Pescarmona, Pietro Terna, Alberto Acquadro, Paolo Pescarmona, Giuseppe Russo, Emilio Sulis, and Stefano Terna

Abstract A model of interacting agents, following plausible behavioral rules into a world where the Covid-19 epidemic is affecting the actions of everyone. The model works with (i) infected agents categorized as symptomatic or asymptomatic and (ii) the places of contagion specified in a detailed way. The infection transmission is related to three factors: the infected person's characteristics and the susceptible one, plus those of the space in which contact occurs. The model includes the structural data of Piedmont, an Italian region, but we can easily calibrate it for other areas. The micro-based structure of the model allows factual, counterfactual, and conditional simulations to investigate both the spontaneous or controlled development of the epidemic.

The model is generative of complex epidemic dynamics emerging from the consequences of agents' actions and interactions, with high variability in outcomes, but frequently with a stunning realistic reproduction of the successive contagion waves in the reference region. There is also an inverse generative side of the model, coming

G. Pescarmona

University of Torino, Italy, e-mail: gianpiero.pescarmona@unito.it

P. Terna

University of Torino, Italy; Fondazione Collegio Carlo Alberto, Italy e-mail: pietro.terna@unito.it

A. Acquadro

University of Torino, Italy e-mail: alberto.acquadro@unito.it

P. Pescarmona

University of Groningen, The Netherlands e-mail: p.p.pescarmona@rug.nl

G. Russo

Centro Einaudi, Torino, Italy e-mail: russo@centroeinaudi.it

E. Sulis

University of Torino, Italy; e-mail: emilio.sulis@unito.it

S. Terna

tomorrowdata.io e-mail: stefano.terna@tomorrowdata.io

from constructing a meta-agent optimizing the vaccine distribution among people groups—characterized by age, fragility, work conditions—to minimize the number of symptomatic people, using genetic algorithms.

1 Section Heading

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