

Modelling and Simulating Social Systems with MATLAB

# **Social discovery and its impact on the spread of infectious diseases**

Team *Transmissionary*

Steffen Arnold, Joris Cadow

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# People discovery

- Instance of general *social discovery*
- Personalized recommendations based on users' preferences
- Find *new* contacts outside of one's social neighborhood
- In some contexts—e.g. dating—new contacts might be short-lived

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# Tinder and hookup apps blamed for rise in STDs

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By [David Goldman](#) [@DavidGoldmanCNN](#)

Rhode Island's Department of Health says that sexually transmitted diseases are way up in the state, in part because of the increase of hookup apps like Tinder.

Between 2013 and 2014, cases of syphilis grew by 79%. HIV infections were up 33% and gonorrhea cases increased by 30%. STD cases for young adults are growing at a faster rate than the rest of the population.



from <http://money.cnn.com/2015/05/26/technology/rhode-island-tinder-stds/>

# Research questions

- *Question 1*

Can we *model* the claimed effects?

- *Question 2*

How does people discovery affect the *dynamics* of a disease?

Can these effects be *balanced* in some way?

- *Question 3*

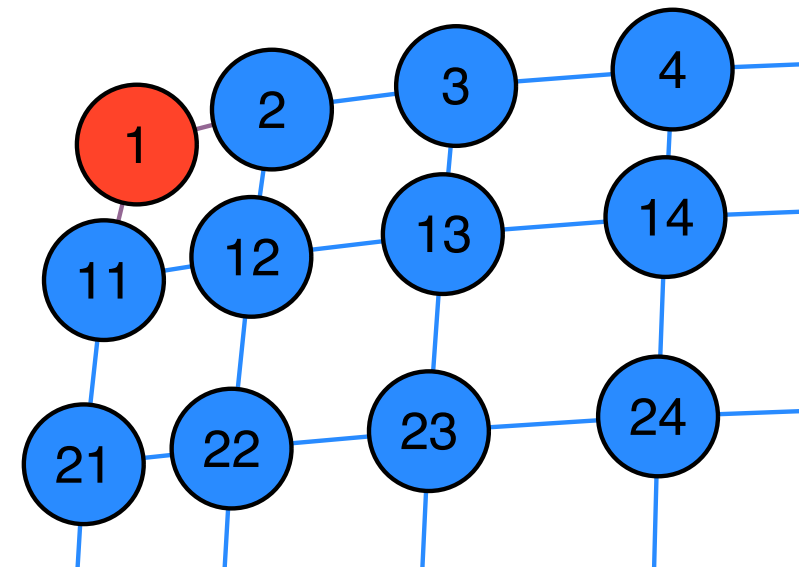
How does our model *relate* to existing ones?

# Ingredient 1: epidemiological SIR (1)

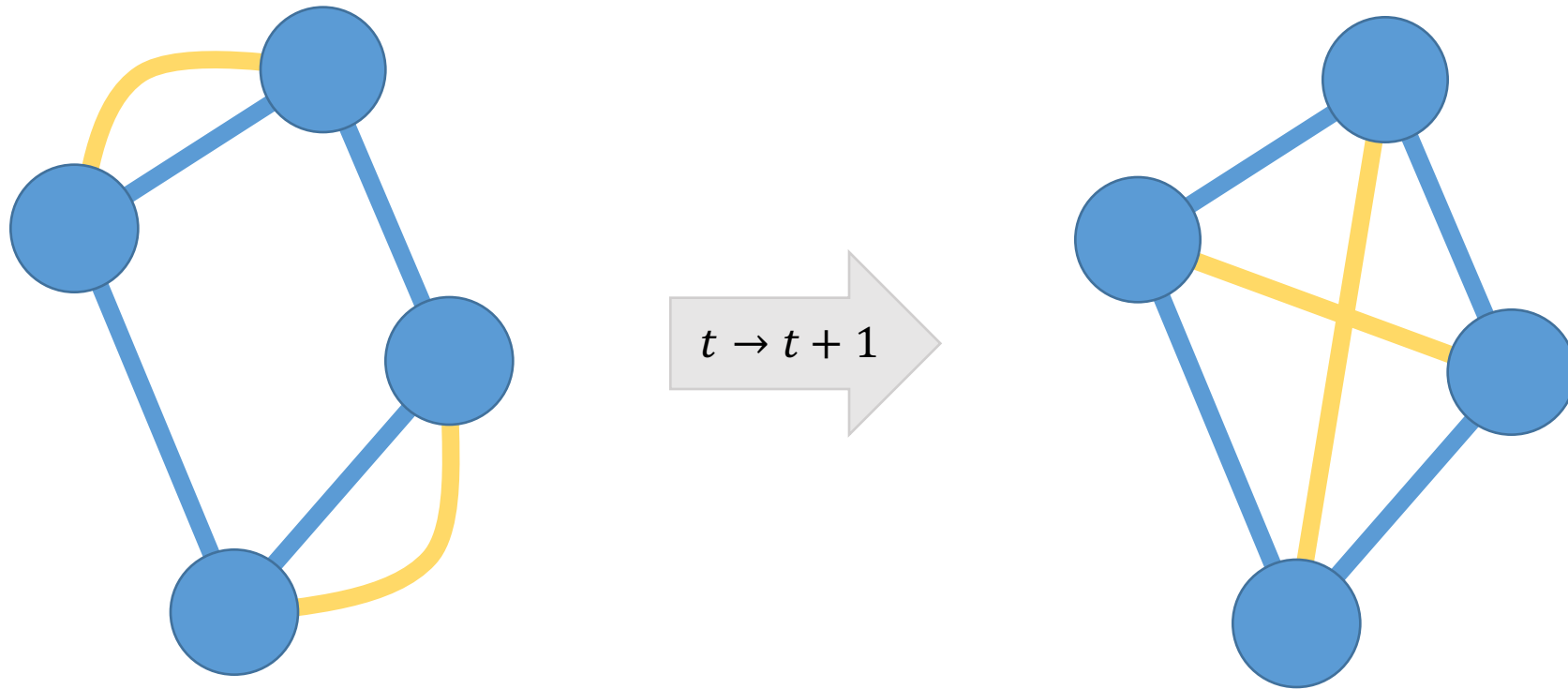
- 3 **compartments**: Susceptible, Infected, Recovered
- Each individual assigned to exactly one of these compartments
- 2 possible **transitions**:
  - Infection:  $S \rightarrow I$  under certain conditions?
  - Recovery:  $I \rightarrow R$
- Transitions happen with some **probability** per unit-time step

# Ingredient 1: epidemiological SIR (2)

- 3 **compartments**: **S**usceptible, **I**nfected, **R**ecovered
- Each individual assigned to exactly one of these compartments
- 2 possible **transitions**:
  - Infection:  $S \rightarrow I$  if susceptible has infected neighbor
  - Recovery:  $I \rightarrow R$
- Transitions happen with some **probability** per unit-time step
- Infections are constrained to a contact **network**:
- **Monte Carlo** method to obtain meaningful data



# Ingredient 2: perturbations



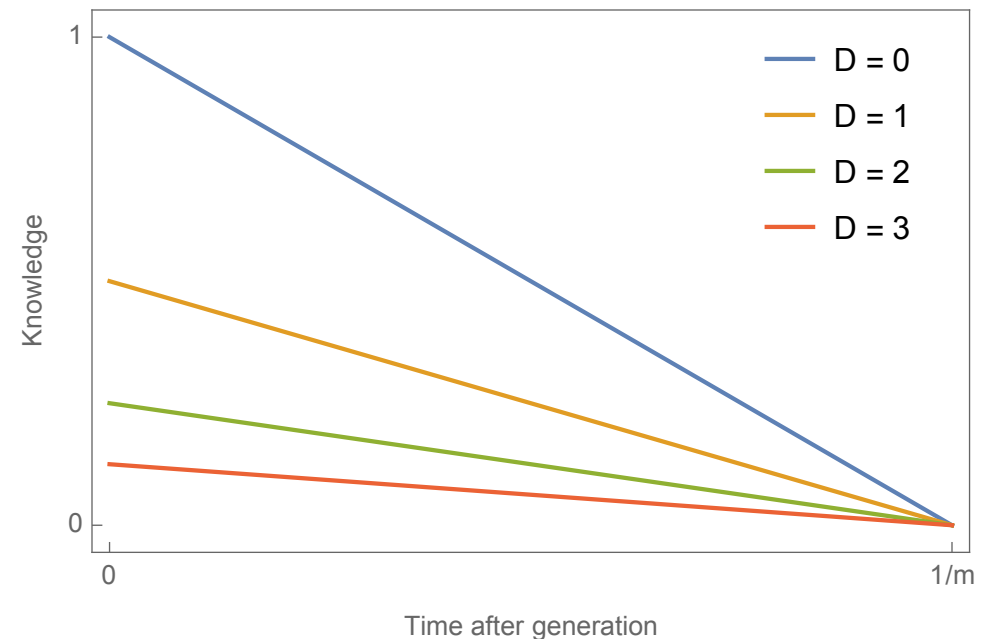
- Again, with some **probability** per individual and per unit-time step

# Ingredient 3: awareness

- Reduces **probability** of an infection:

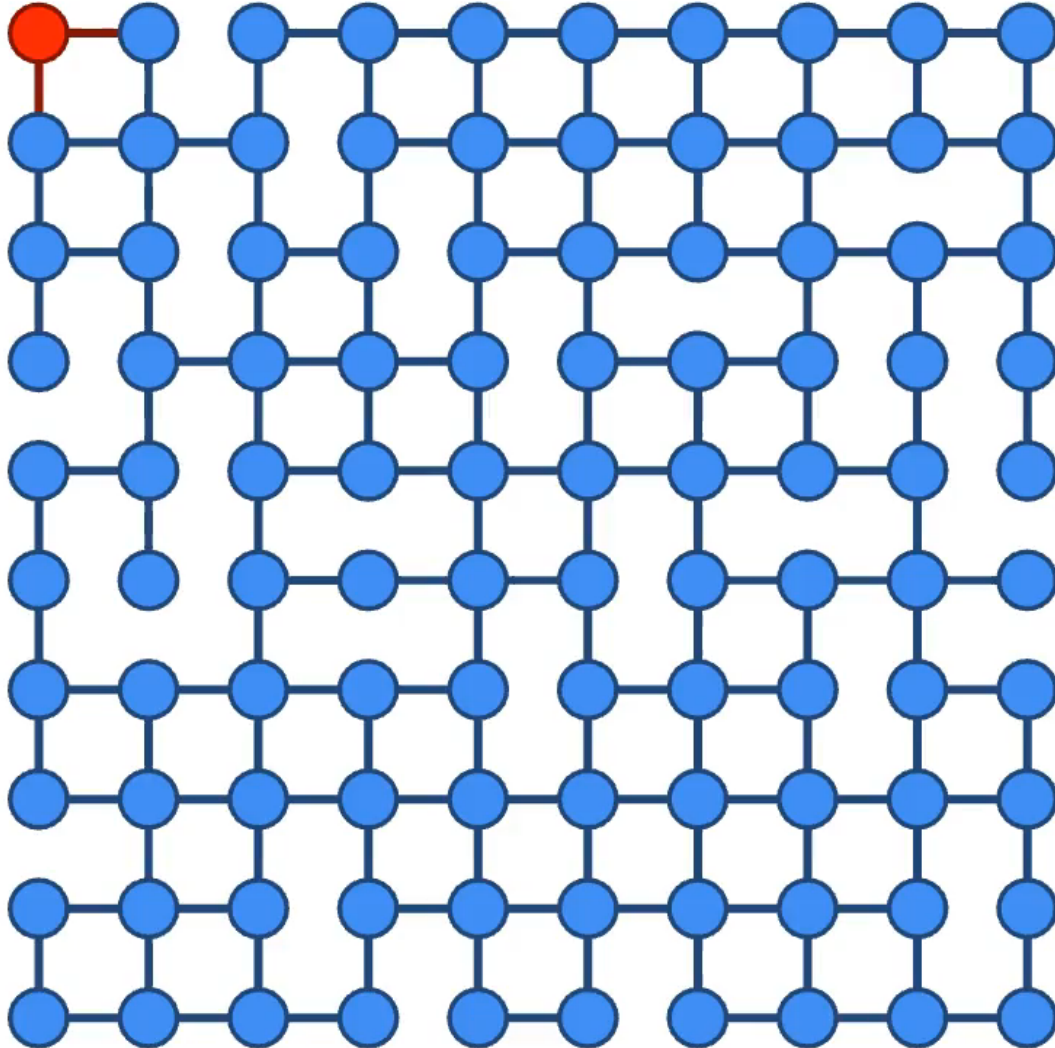
$$P(S \rightarrow I) = \beta (1 - \text{Awareness}) \text{ for a single individual}$$

- Sum of potential **knowledge** one has over all other individuals
- **Generated** at infected individuals
- **Propagated** independently
- Damped under **distance**
- Fades away with **unit-time**





# Sample run from our simulations



**size** of nodes = awareness

**color** of nodes = SIR state

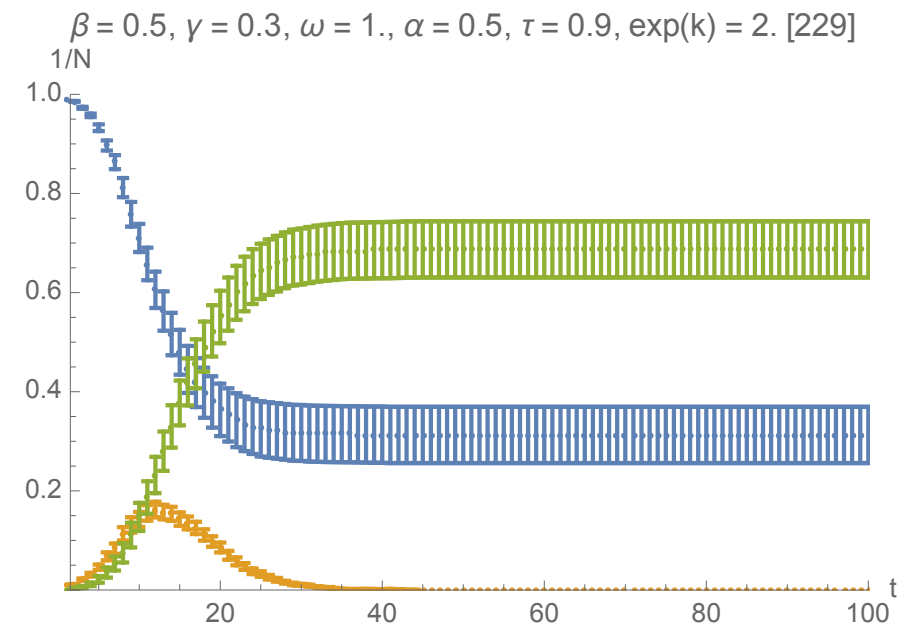
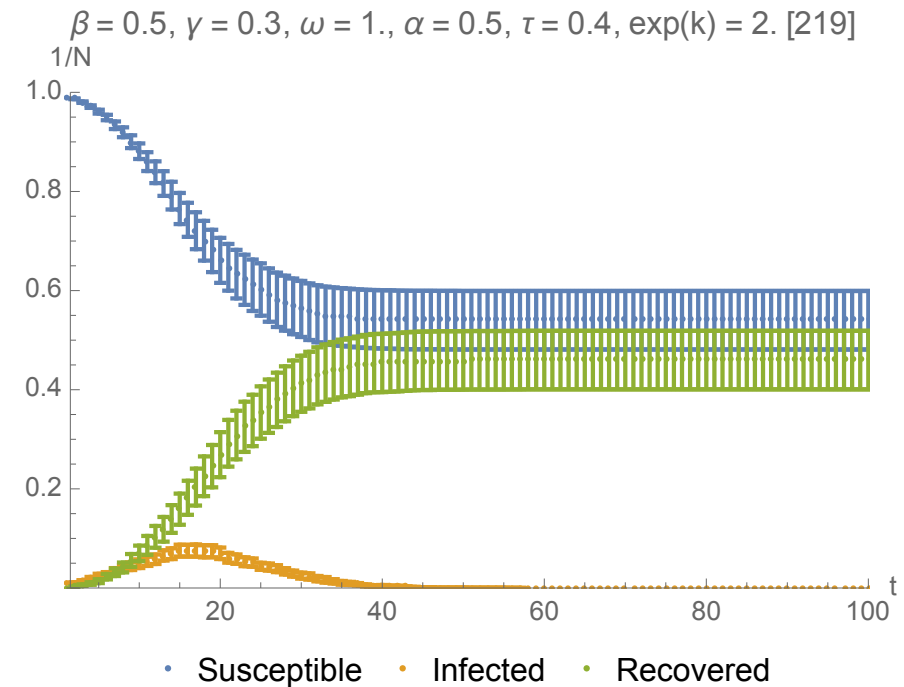
susceptible – blue

infected – red

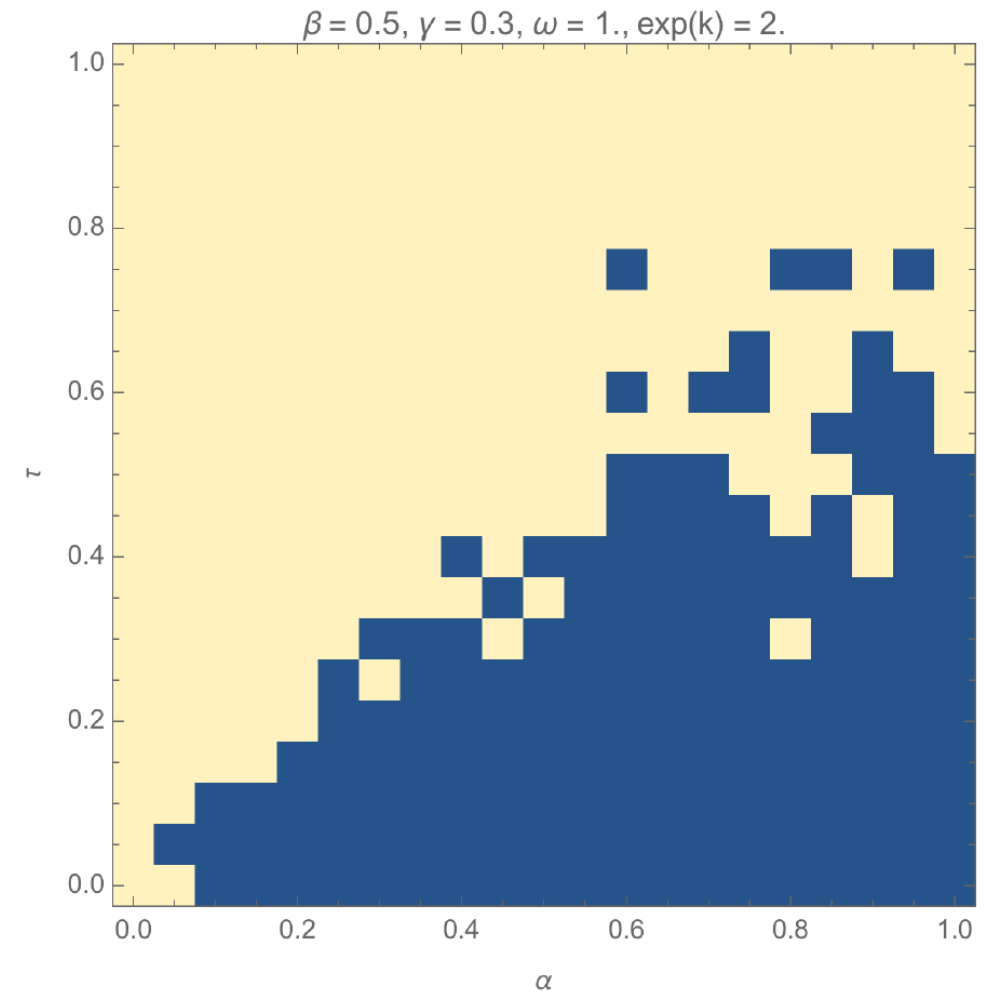
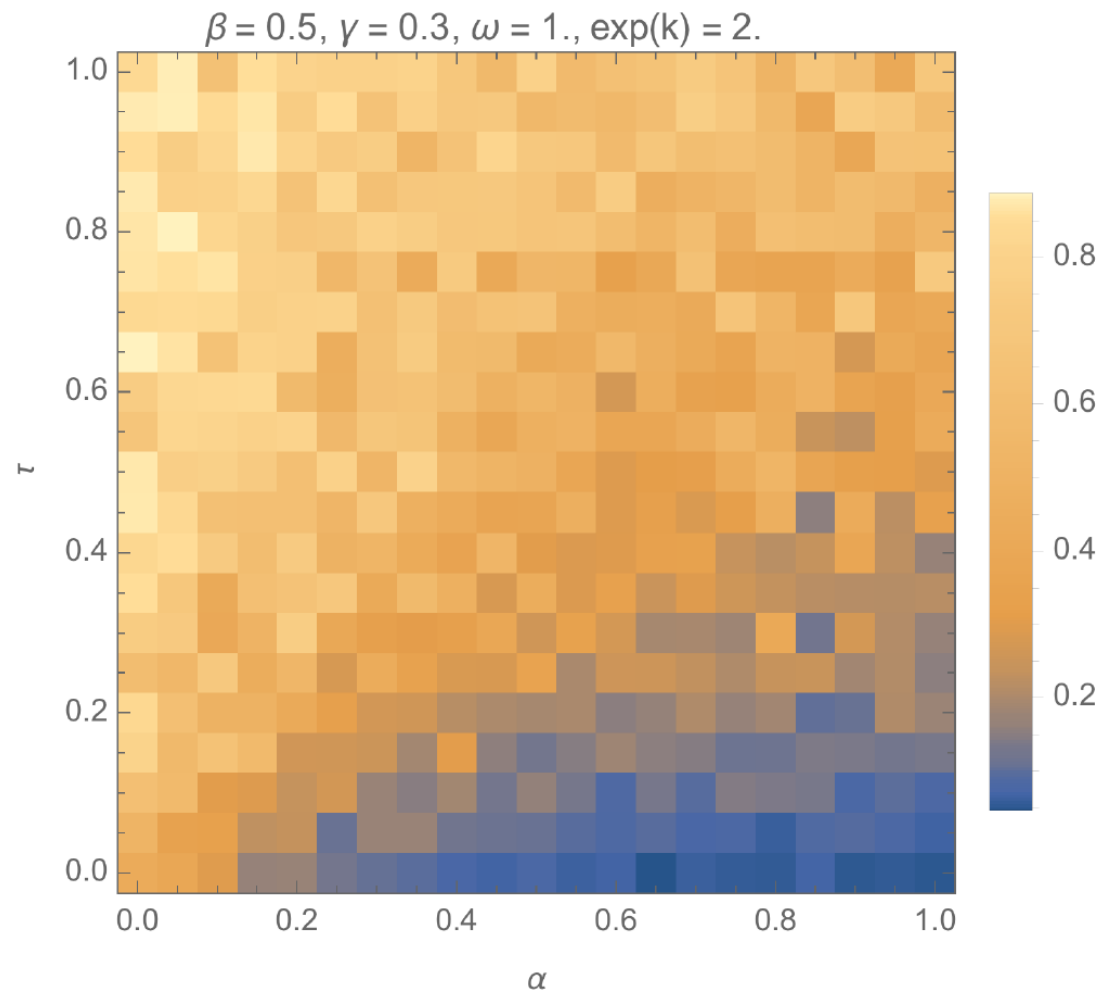
recovered – green

# SIR plots

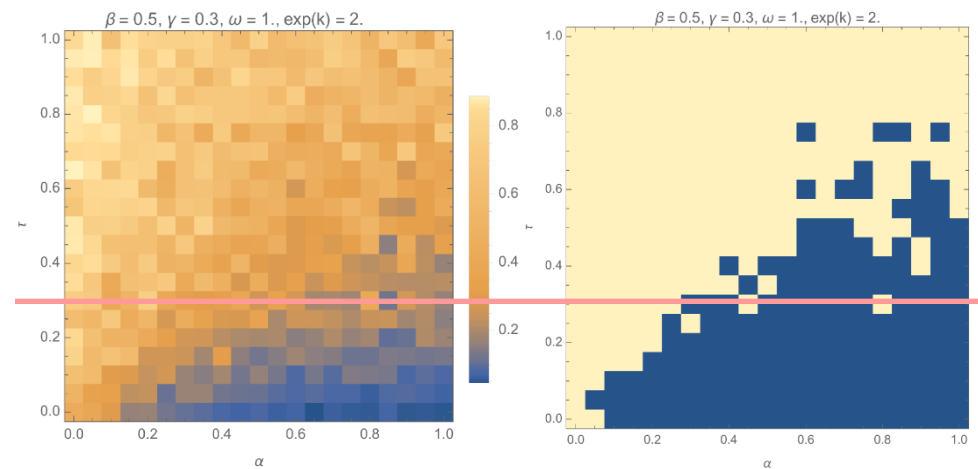
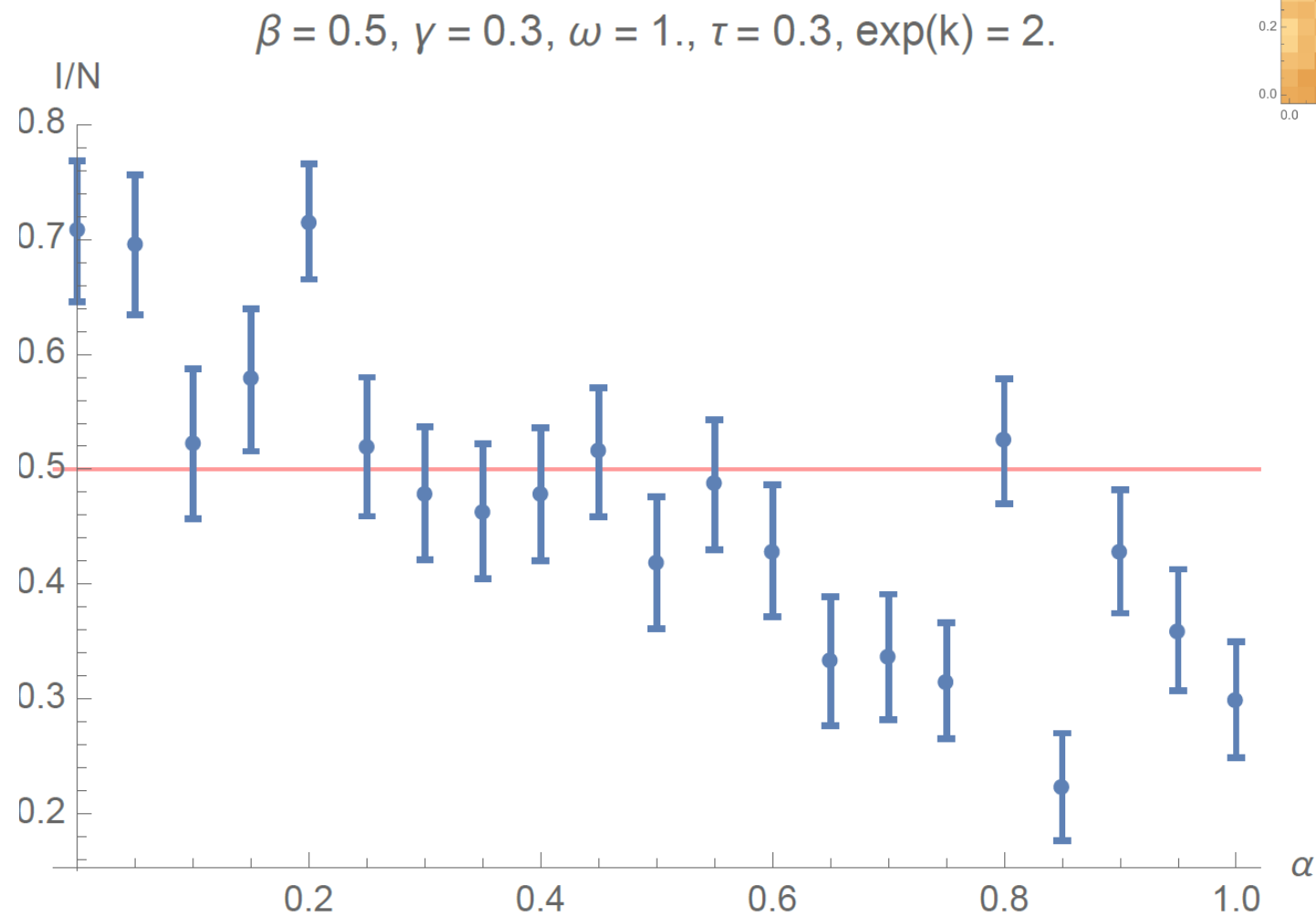
- More perturbation leads to
  1. more infections
  2. peak of simultaneously infected reached in shorter time
  3. prevalent time in population (generally) shorter
- Measure of “**epidemic outcome**”:
  - # of total infected in last step
  - (= 1 for entire population infected)



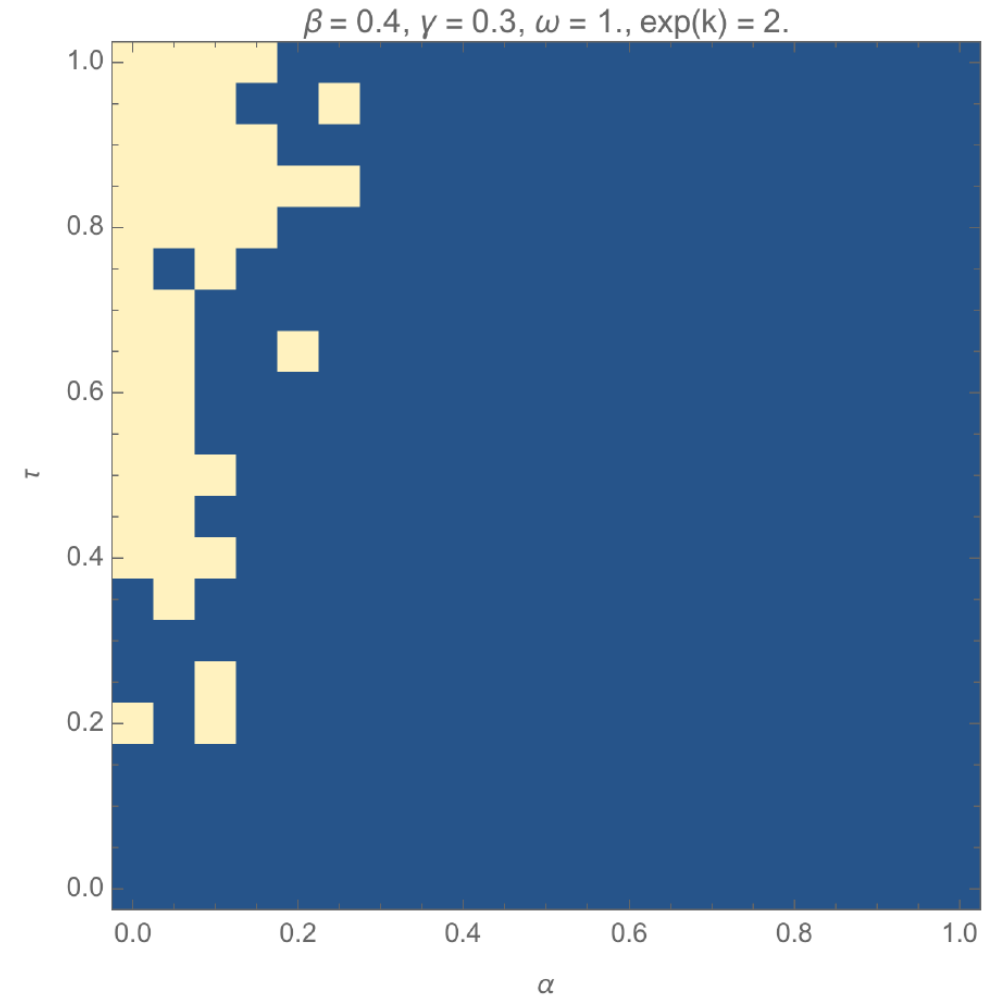
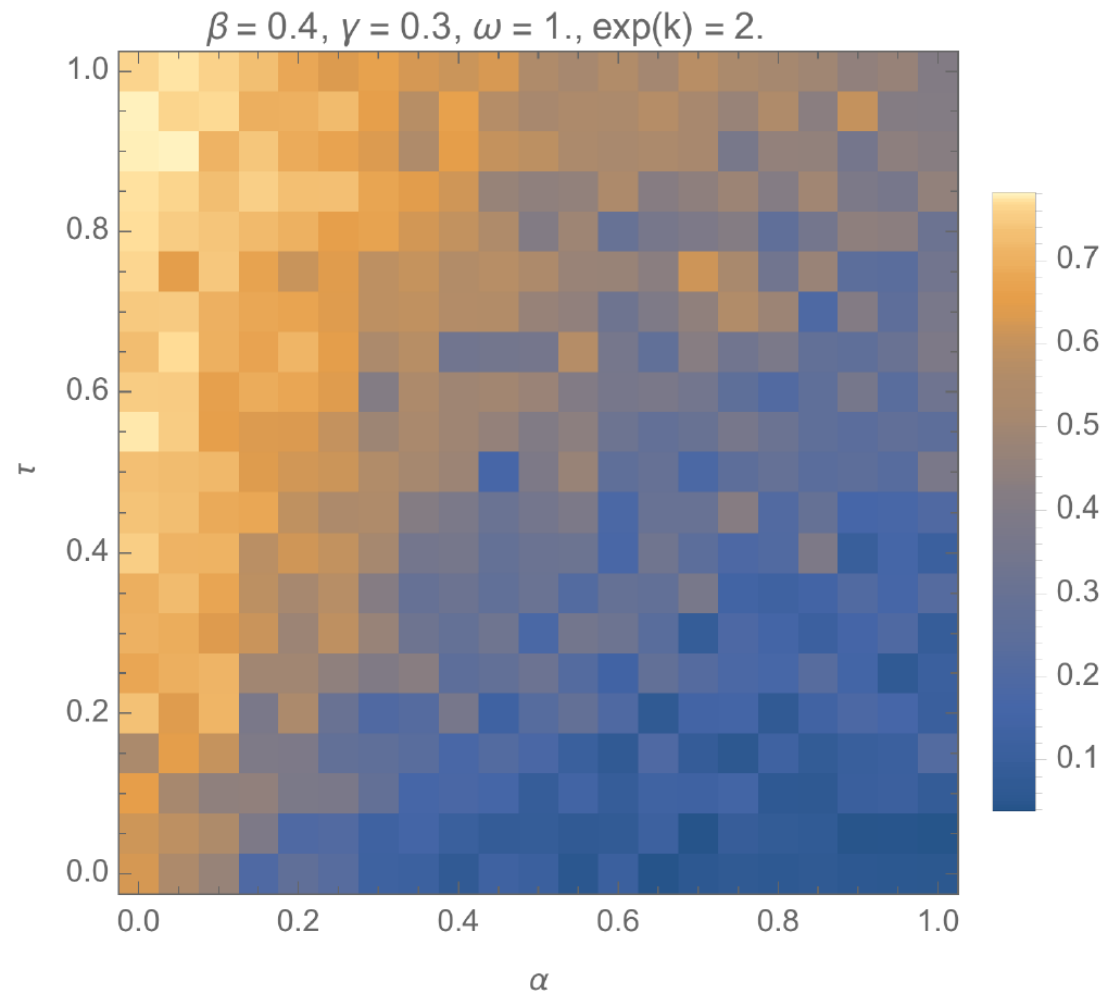
# More information can balance more perturbation



# Instability of system



# Comparison to divergent but static networks



# Implementation & Limitations

- **Topology:** non-periodic grid, 100 nodes, i.e. 10 nodes on each side
- **Statistics:** just 50 runs per parameter set
- **Perturbations:** same probability for each individual, life span of 1 unit-time step
- **Information generation:** always and for sure
- **Information radius:** shortest path length  $\leq 3$
- **Decay of awareness:** within 2 unit-time steps
- **Authenticity of awareness:** reduced by a factor of 2 for each propagation

# Summary & Outlook

- Generally more infections when including social discovery (*perturbations*) and less infections when promoting social distancing (*awareness*)
- Both effects can balance each other but the outcome becomes *unstable*
- Our **assumptions** need to be relaxed and evaluated, in particular:
  - Use of more realistic **network topologies**, after all it is about *social* discovery
  - Model **asymptomatic** time by tuning probability of information generation
  - Random links should depend on **spatial distance** and exclude existing neighborhood, and they should reflect a **distribution** within the population (few individuals making use of social discovery)

# References

- S. Funk, E. Gilad, C. Watkins, and V. A. Jansen. **The spread of awareness and its impact on epidemic outbreaks.** *Proc Natl Acad Sci U S A*, 106(16):6872–7, 2009.
- W. O. Kermack and A. G. McKendrick. **A Contribution to the Mathematical Theory of Epidemics.** *Proceedings of the Royal Society of London Series A*, 1927.
- S. Riley, C. Fraser, C. A. Donnelly, A. C. Ghani, L. J. Abu-Raddad, A. J. Hedley, G. M. Leung, L. M. Ho, T. H. Lam, T. Q. Thach, P. Chau, K. P. Chan, S. V. Lo, P. Y. Leung, T. Tsang, W. Ho, K. H. Lee, E. M. Lau, N. M. Ferguson, and R. M. Anderson. **Transmission dynamics of the etiological agent of sars in hong kong: impact of public health interventions.** *Science*, 300(5627):1961–6, 2003.



**Questions?**