

EpiSimdemics: An Efficient Algorithm for Simulating the Spread of Infectious Disease over Large Realistic Social Networks

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NDSSL

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Epidemiology is the study of patterns of health in a population and the factors that contribute to these patterns.

Computational Epidemiology is the development and use of computer models to understand the spatio-temporal diffusion of disease through populations.

Modeling the spread of infectious disease

1. Size, scale, and importance of the problem

Controlling the spread of infectious disease is one of the most important global health problems today.

2. Interaction based modeling

The only way to answer some important questions.

3. The EpiSimdemics Model

EpiSimdemics is the largest, most detailed model for evaluating the spread of contagious disease across realistic social contact networks.

Burden of Infectious Disease

1918 Influenza Pandemic

- Worst Infectious Disease epidemic experienced by humankind
- Inside of 2 years, 50-100 million dead (3-6% world population)
- Every country was effected, very few communities were unscathed

Influenza

- Every year a new family of virus strains circulate the globe
- Seasonal pattern occurs in all places in world, though season shifts by location
- Infects ~30 million and kills 36,000 Americans each year
- Causes an estimate 200,000 hospitalizations in the US a year
- Annual cost of ~\$10 billion

Deaths from Injury
5.2 million



Deaths from
Communicable Disease
18.4 million

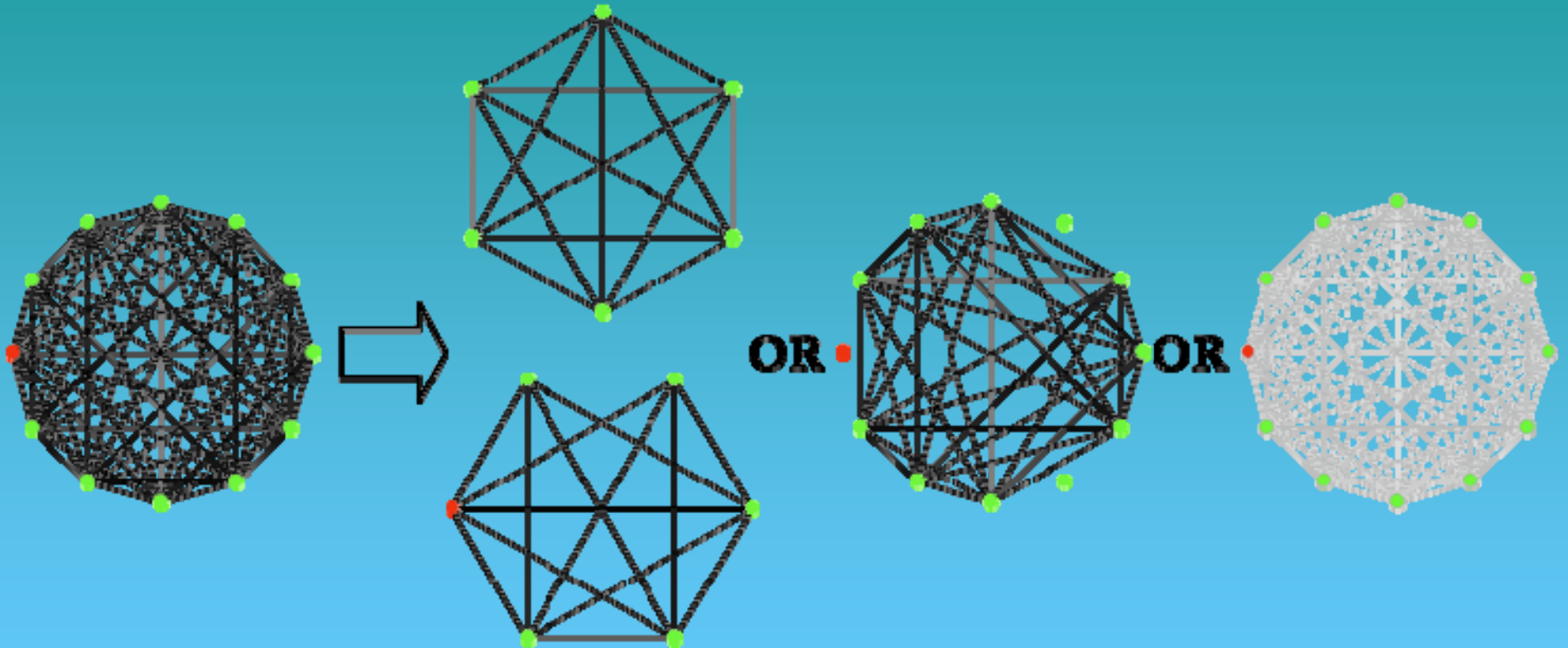
Why an HPC solution is needed

- 300 million people in United States, performing 1.5 billion daily activities
 - Input data at least 100GB
- Each person has a unique set of demographics, daily activities, and behaviors
- Complex interactions between spread of disease, government interventions, and individual reactions
- Models need to be run many times
 - Stochastic model \Rightarrow multiple replicates
 - Large experimental design \Rightarrow multiple configurations
 - 5000 runs for a study not unusual

Why Interaction-Based Models

- Certain questions need an individual model to answer correctly
- Some interventions have “unintended consequences” that need to be modeled
- Effects of complex interactions are hard to model
- Creates a co-evolving system that modifies the social network structure in response to the locally perceived progression of the disease and certain policies based on global considerations

Models shape thinking



Reduce work contact by 50%?

Simdemics:

High resolution network based modeling

1. Create a synthetic population

Sampling Contingency Tables, Assignment Problems

2. Derive a social network

*Assign activities (CART Trees), locations (Gravity models),
Construction and analysis of large networks*

3. Create a model of disease transmission

Design probabilistic timed finite state automata based on data

4. Study how the disease spreads over this network

Simulation of a diffusion process

5. Study effects of different policies and behavioral change

Optimal Selection of critical individuals, whom do we isolate, vaccinate, implementable policies.

Investigate how individual decisions affect disease spread

Step 1: Synthetic populations

•Who: *People*

- Individuals
- Household structure
- Statistically identical to U.S. Census
- Assigned to Home Locations

Chicago, IL





Time	Activity	Contacts
9:00	work	12
12:00	travel	135
16:00	Dallas	15
17:00	hotel	3
18:00	recreation	10
22:00	hotel	0

Sex	Male
Age	38
Household size	3
Income	\$100K

Asheville, NC





Time	Activity	Contacts
9:00	school	15
10:30	sports	10
11:30	eat out	22
12:00	home	1
14:30	class	20
16:15	shop	11
17:30	eat out	20
23:30	home	2

Sex	Female
Age	22
Household size	3
Income	\$0K

New York, NY





Time	Activity	Contacts
7:30	work	7
18:00	eat out	12
19:00	shop	20
20:00	home	1

Sex	Male
Age	26
Household size	2
Income	\$90K

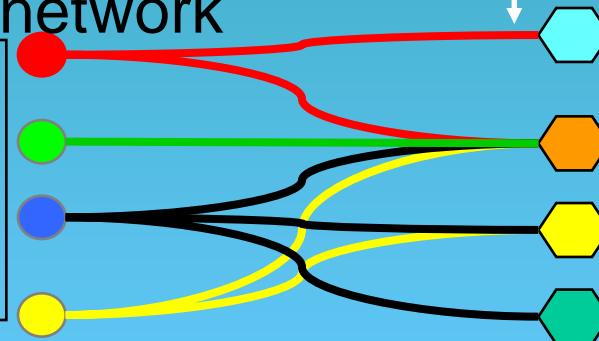
Step 2: Dynamic social contact network

- Demographically match schedules
- Assign appropriate locations by activity and distance
- Determine duration of interaction
- Generate social network



People Vertex:

- age
- household size
- gender
- income ..



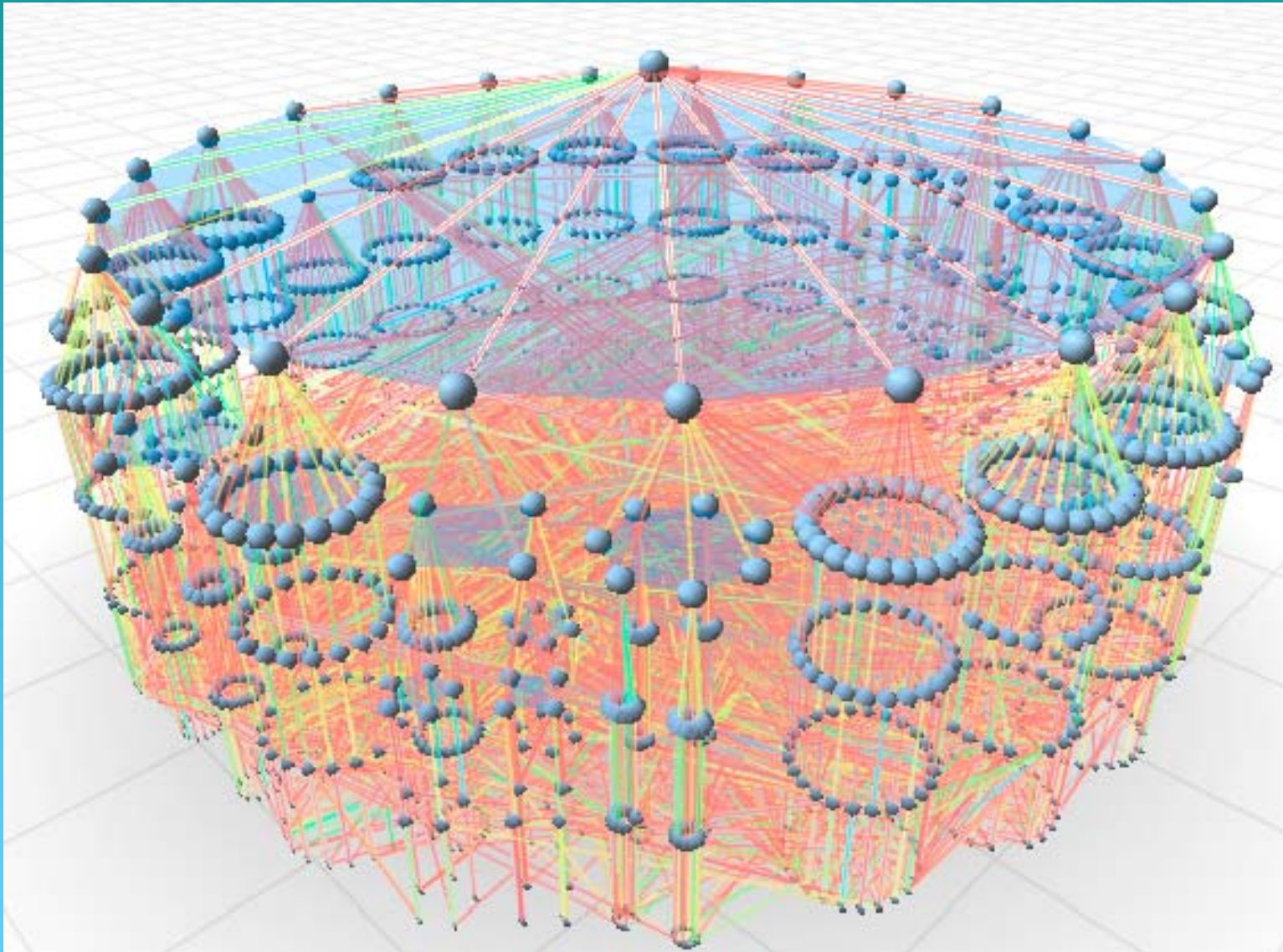
Location Vertex:

- (x,y,z)
- land use .
- Business type

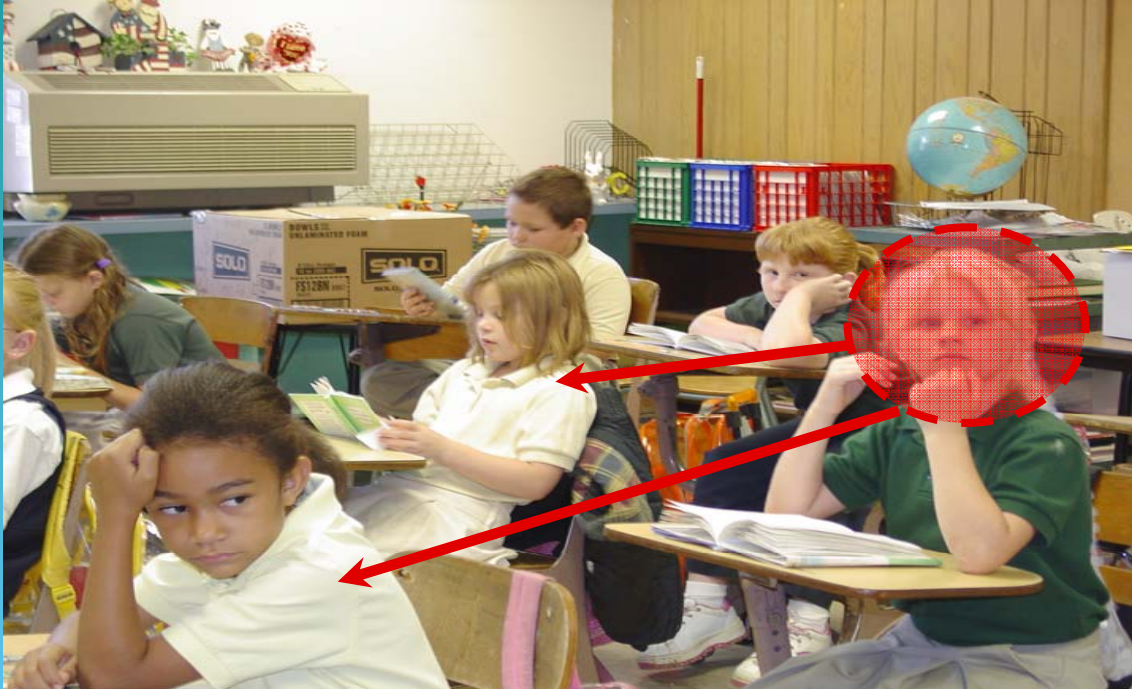
Edge labels

- activity type: shop, work, school
- (start time 1, end time 1)
- (start time 2, end time 2)

Person - Person Contact Network



Step 3: Model disease propagation



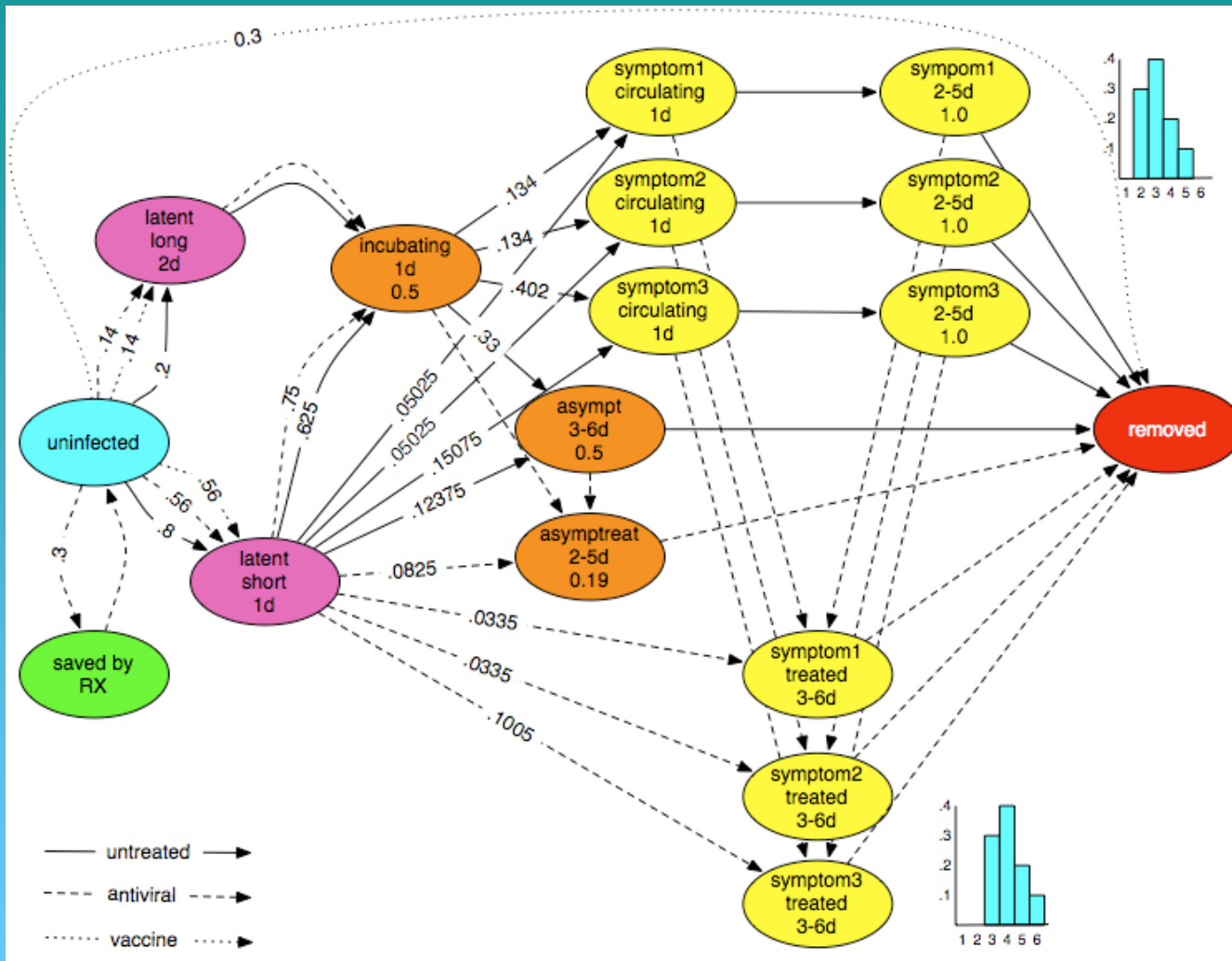
Disease can be spread from one person to another.

The probability of transmission can depend on:

- type of disease
- duration and type of contact
- person's characteristics
 - age, health state, etc.

$$p_i = 1 - \exp\left(\tau \sum_{r \in R} N_r \ln(1 - r s_i \rho)\right)$$

Step 3: Model disease progression



Probabilistic Timed Transition System

Step 5: Study Policy and Behavior

Targeted Layered Containment

- Treat household contacts
 - Prophylax, isolate, and/or quarantine
- Close Schools
 - Keep children isolated at home
- Workplace Social Distancing
- Community Social Distancing

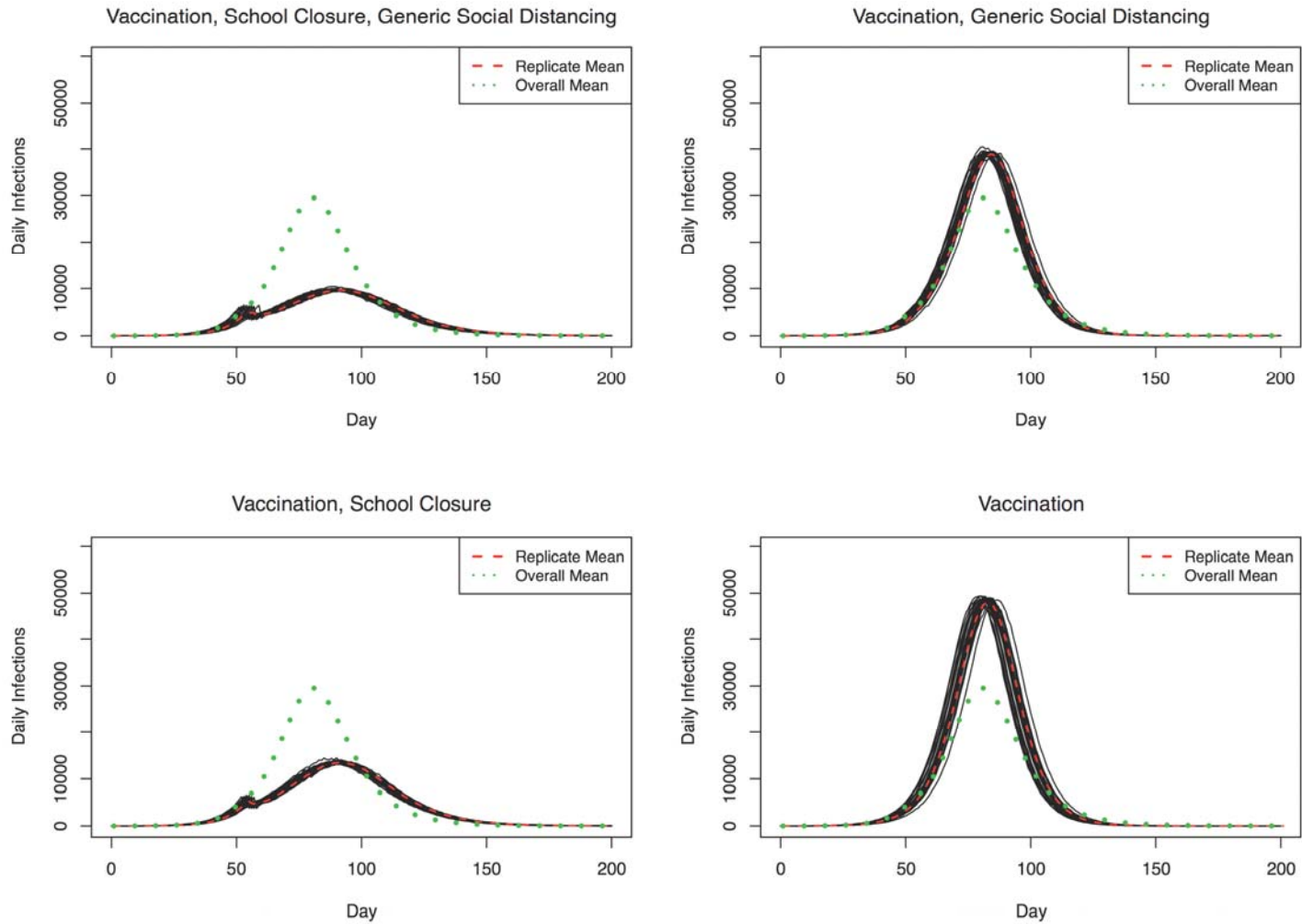
Each layer has its own trigger point and compliance rate.

Compliance can depend on individual demographics.

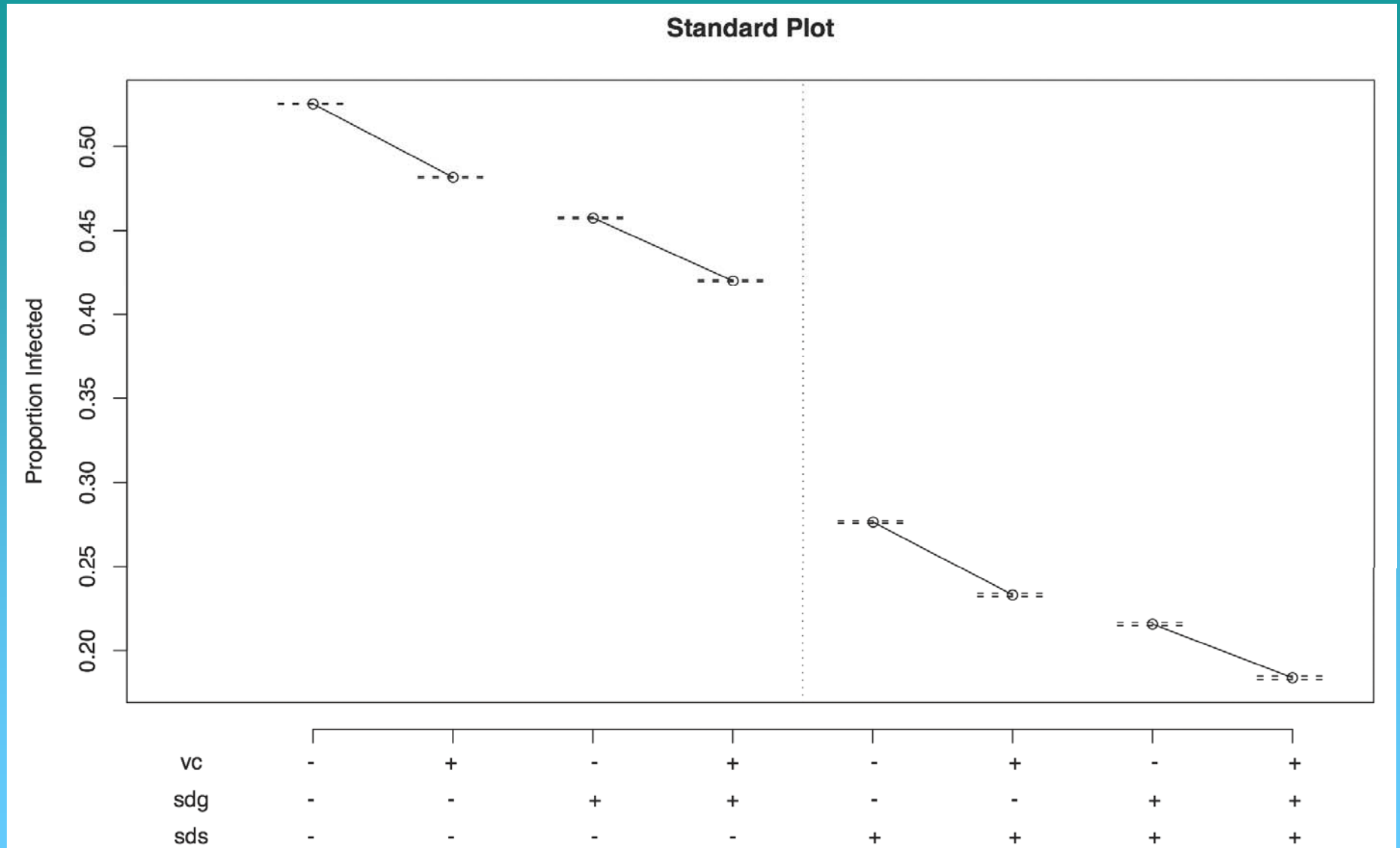
The scenario is specified externally from the model.

Sample Results

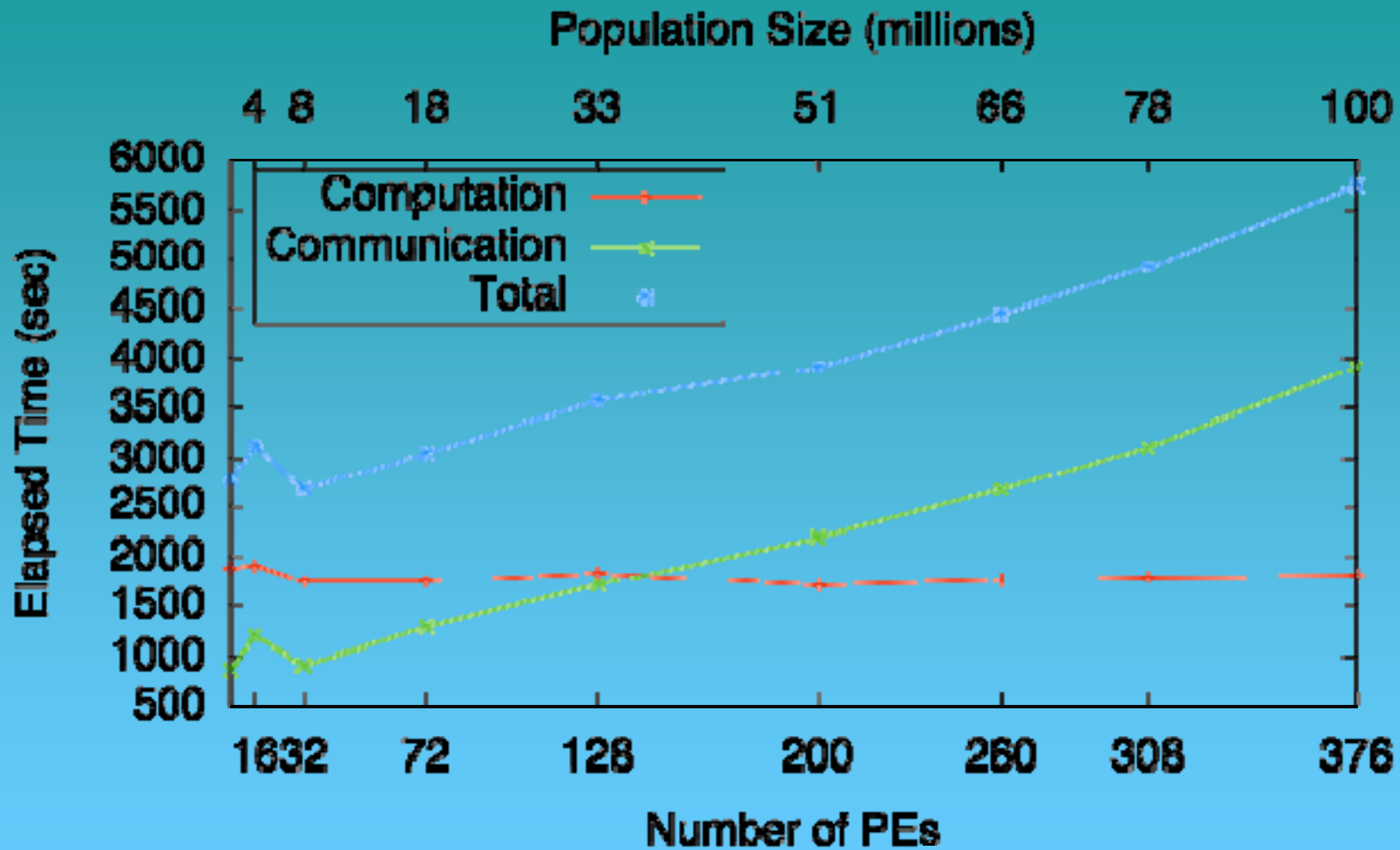
Epi-Curves



Sample Results



Performance - Weak Scaling

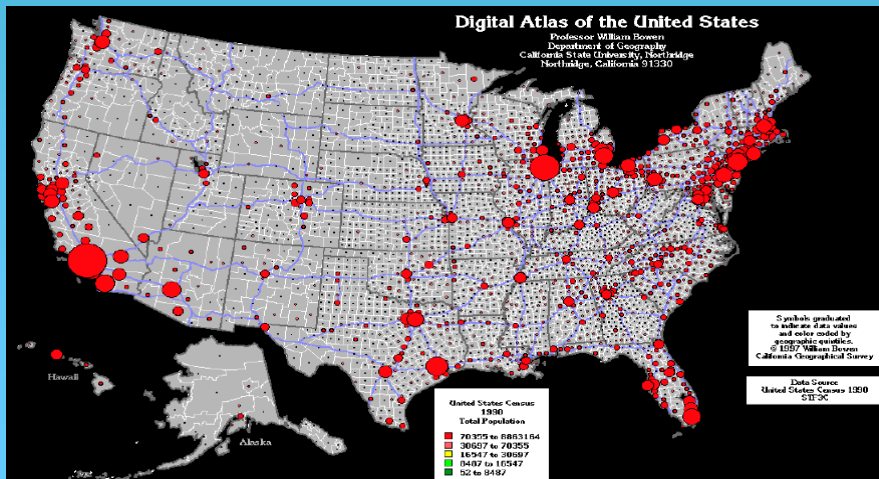


Conclusions

- Detailed modeling of infectious disease is an important problem
- EpiSimdemics
 - Flexible
 - Scalable
 - Highly detailed
 - Interaction based
- Used for multiple sponsor-defined studies
 - NIH, CDC, HHS, DoD, DHS

Where are we headed

- National Scale Modeling - terascale to petascale
- General Contagion Model
 - vector borne disease, norms, fads, influence
- Multiple co-evolving diseases
- General behavior models
- Simfrastructure: a Grid Based, SOA, Distributed Modeling Framework



View Experiment "Demo_Vax_SDS_50" (1084)

Experiments | Analyses | Triggers | User Manual | Feedback | About

Name: Demo_Vax_SDS_50 | Description: Vax = 0, 25,50 SDS=50 SDG=none | Replicates: 25 | sample | Logout

Status: completed | Total Cells: 3

Owner: sample | Simulated Days: 200

Region: Seattle | (View)

Disease Model: Catastrophic flu | (View)

Initial Conditions: Saday | (View)

Enabled Interventions: Vaccinate Antiviral Social Distance Close Work Close School

Vaccination

Subpopulation	Compliance	Trigger	Efficacy
All	% Value: []	day 0	% Value: 50
Preschool	<input type="checkbox"/>	Sweep	<input type="checkbox"/>
School-age	<input checked="" type="checkbox"/> Sweep	Initial % Value: 0	Initial % Value: []
Adults	Initial % Value: []	Final % Value: 50	Final % Value: []
Seniors	Final % Value: []	Increment: 25	Increment: []
Tier 1			
Tier 2			
Tier 3			
Critical Worker			

(Done) (Save) (Discard Unsaved Changes) (Show Cells)

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