

# A stochastic agent-based model of pathogen propagation in dynamic multi-relational social networks

Bilal Khan, Kirk Dombrowski, and Mohamed Saad,  
Journal of Transactions of Society Modeling and Simulation International, SAGE, 2014).

Presented by: Gisela Font Sayeras

# Overview

- Network Simulation
- ERGM vs ABM
- Model
- Design of MABUSE, the system
- Validation

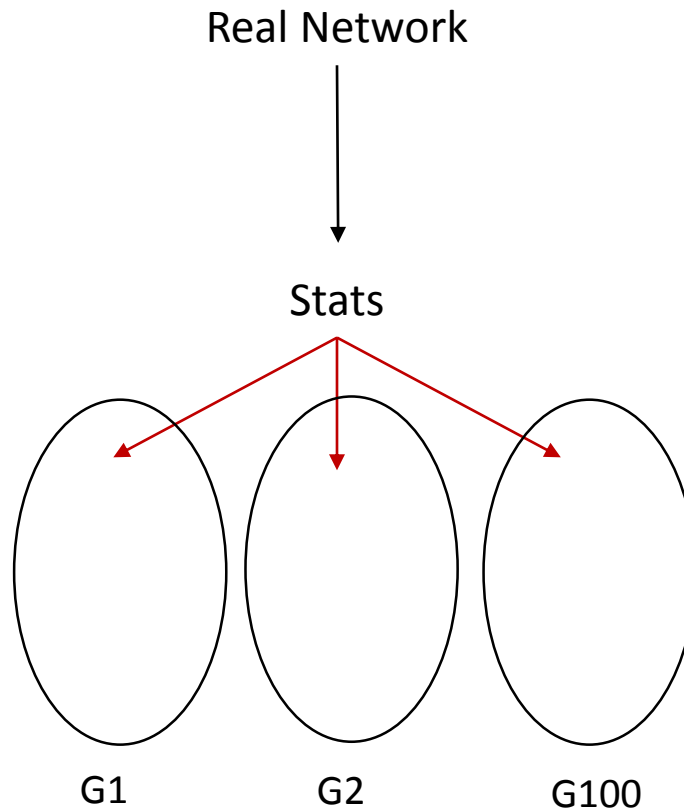
# Network Simulation

- What is a network?
- What is a dynamic network?
- Networks in the real world
- Networks in simulation

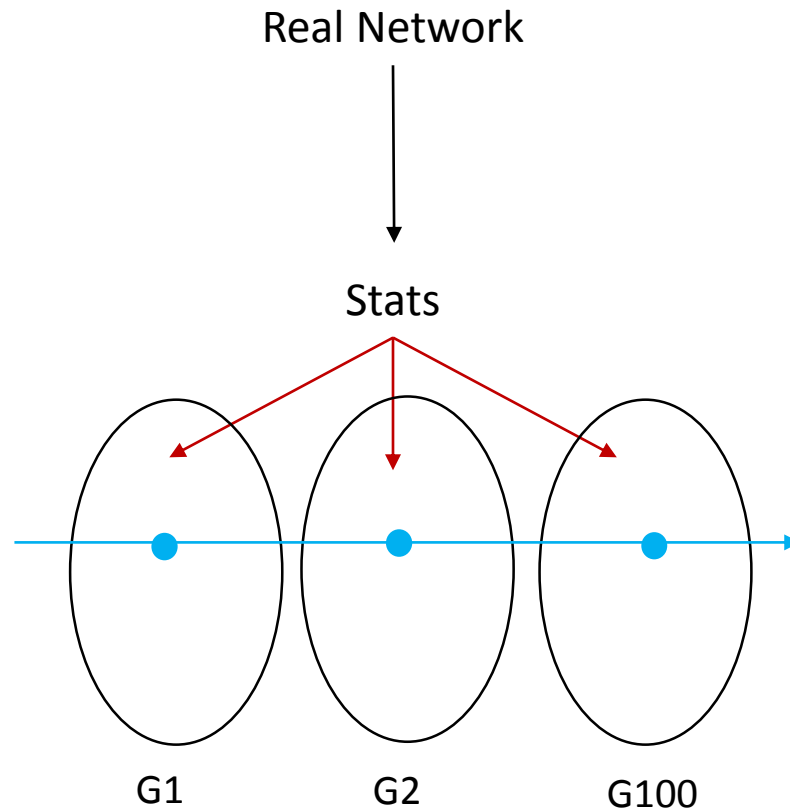
# Main network simulation strategies

- ERGM (Exponential Random Graph Modeling)  
Hunter DR, Handcock MS, Butts CT, Goodreau SM, Morris M.  
**ergm: A Package to Fit, Simulate and Diagnose  
Exponential-Family Models for Networks.**  
*Journal of statistical software.* 2008;24(3):nihpa54860.
- ABM (this class)

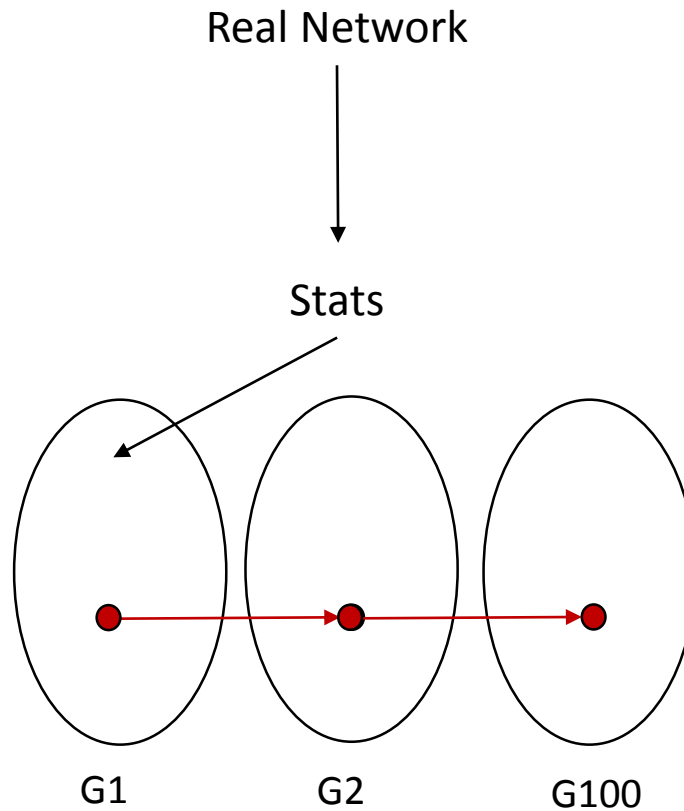
# Exponential Random Graph Modeling (ERGM)



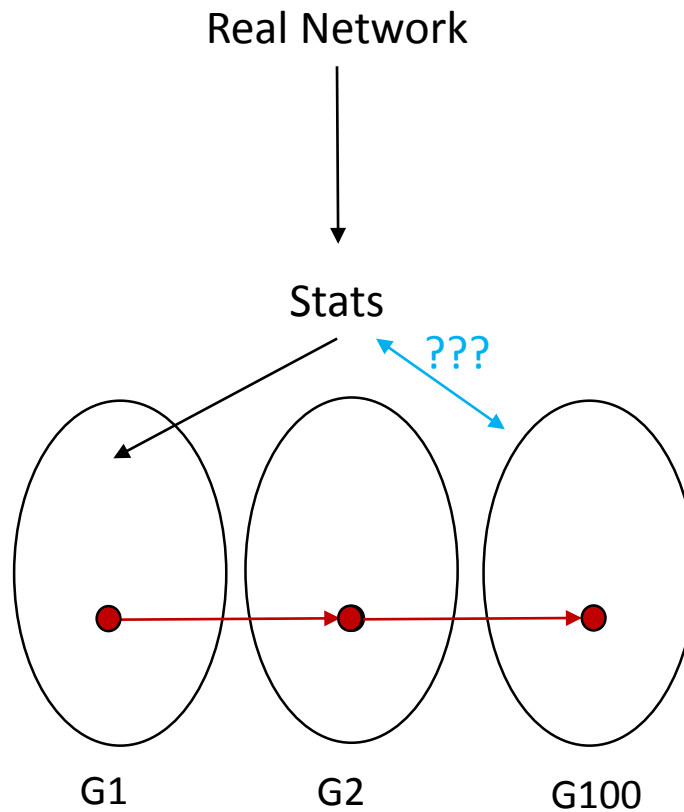
# Exponential Random Graph Modeling (ERGM)



# Agent Based Model Simulation (ABM)



# Agent Based Model Simulation (ABM)





# ERGM vs ABM


- ERGM gives you realistic network-level guarantees but lacks realistic individual agency
  - The network gets to change realistically over time
  - What each agent is doing could be unrealistic
- ABM gives you lack realistic individual agency but lacks realistic network-level guarantees
  - Each agent gets to change realistically over time
  - What the network is doing could be unrealistic

# MABUSE

- MABUSE gives you
  - The network gets to change realistically over time
  - Each agent gets to change realistically over time

# Outline of MABUSE Model

## INITIALIZATION

- 
1. Nodes are made (including some infected)
  2. Edges are made

## SIMULATION RUN

3. Edges change over time
4. Risk acts happen with neighbors
5. Nodes come and go

# Nodes



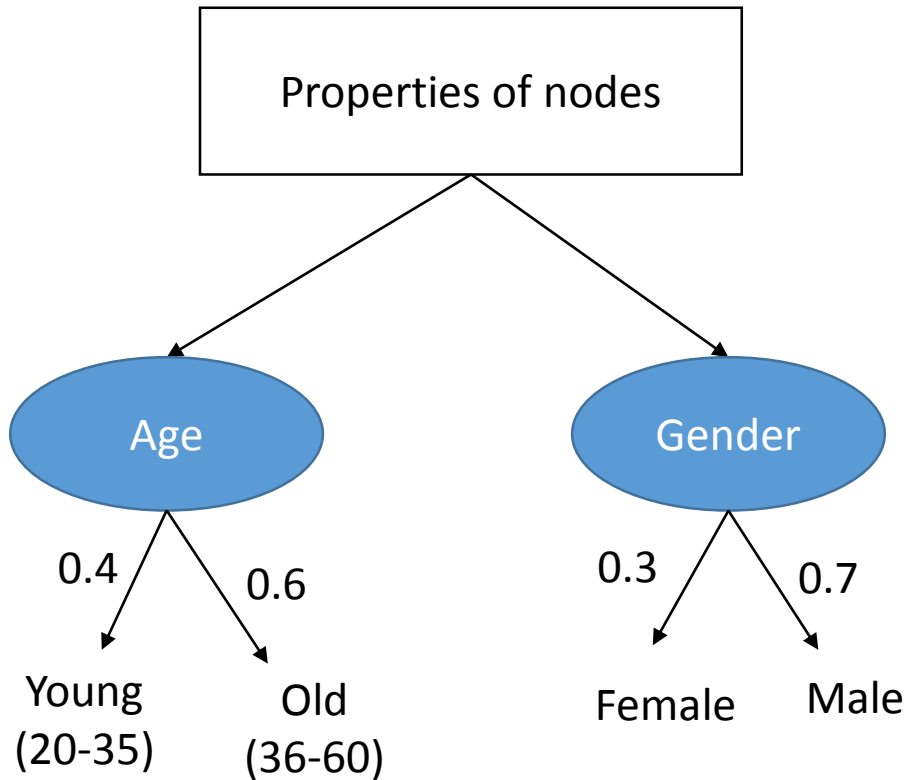
Nodes with **multiple**

**attributes**



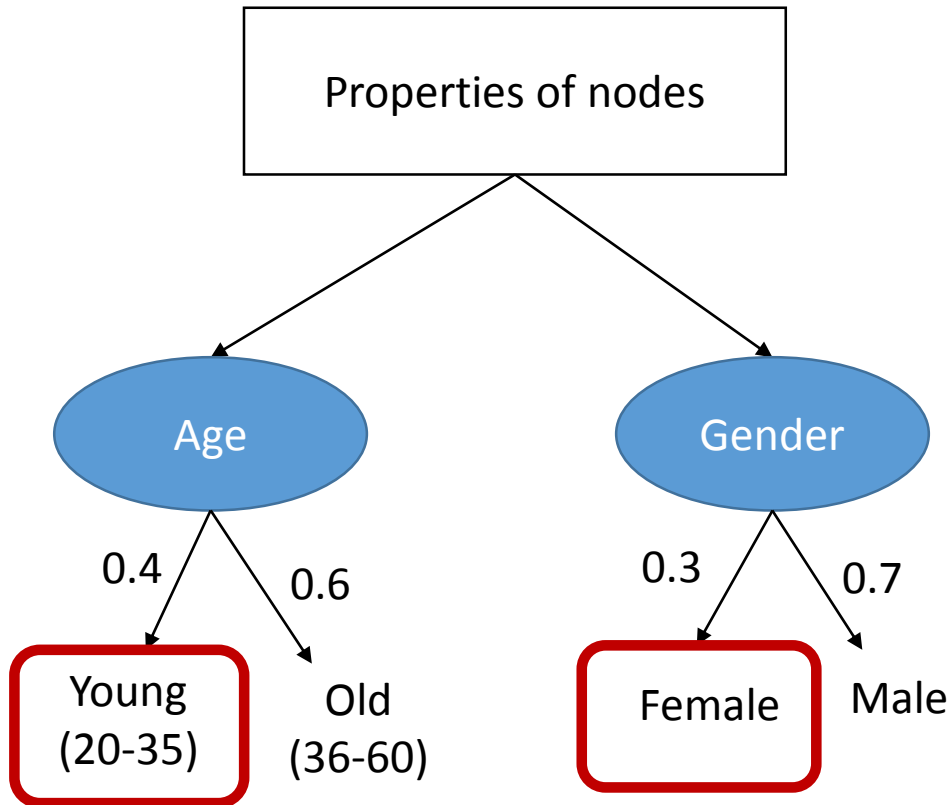
# How are the properties of individuals determined?

● Univariate Distribution



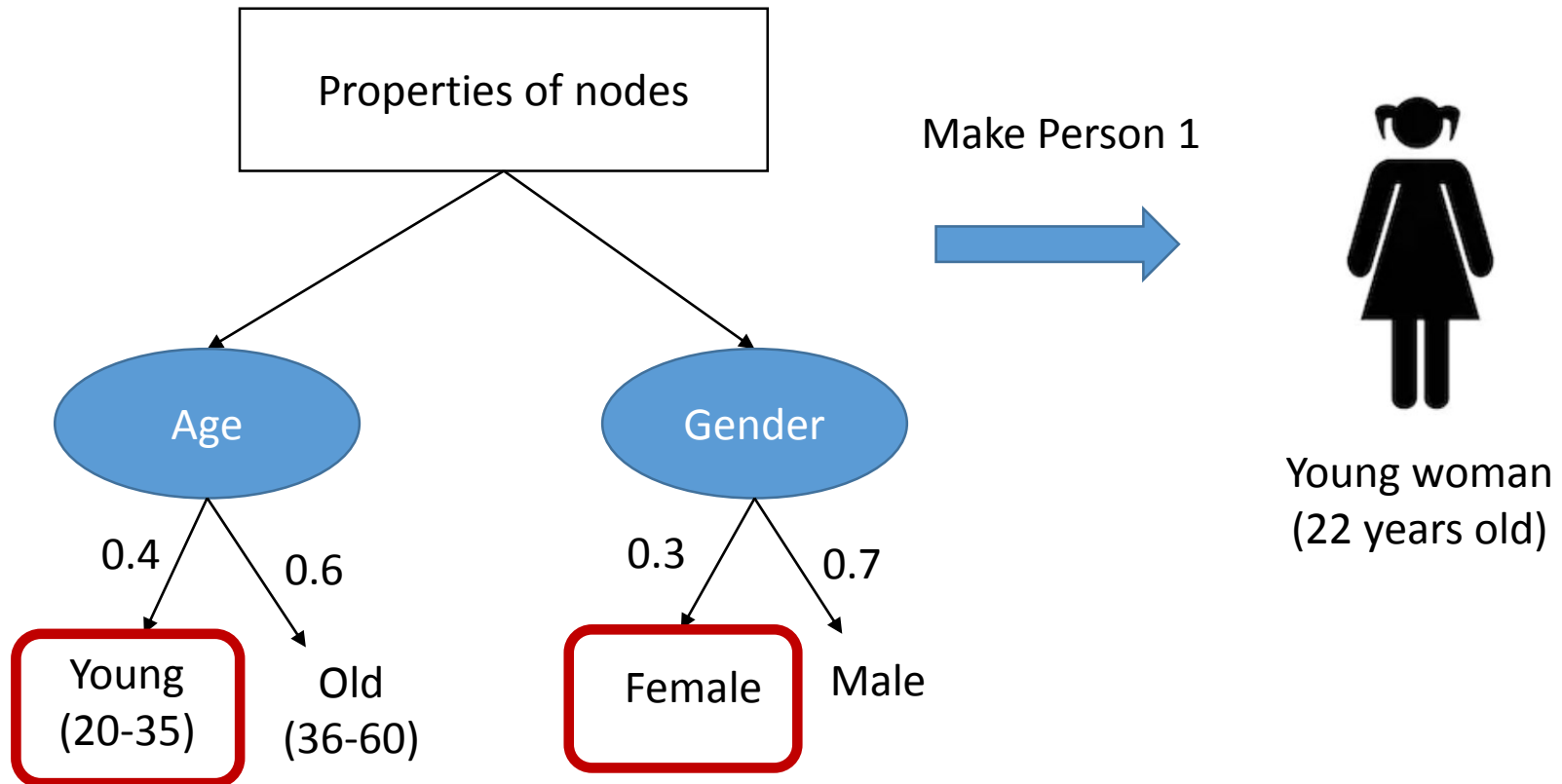
# How are the properties of individuals determined?

● Univariate Distribution



# How are the properties of individuals determined?

● Univariate Distribution





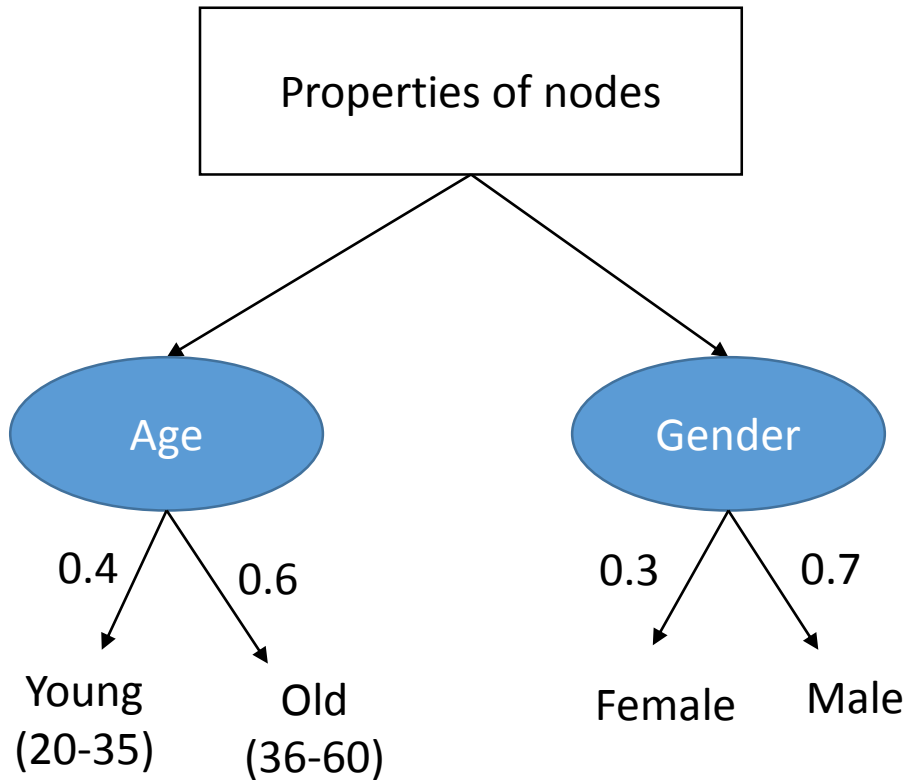
# Population

1



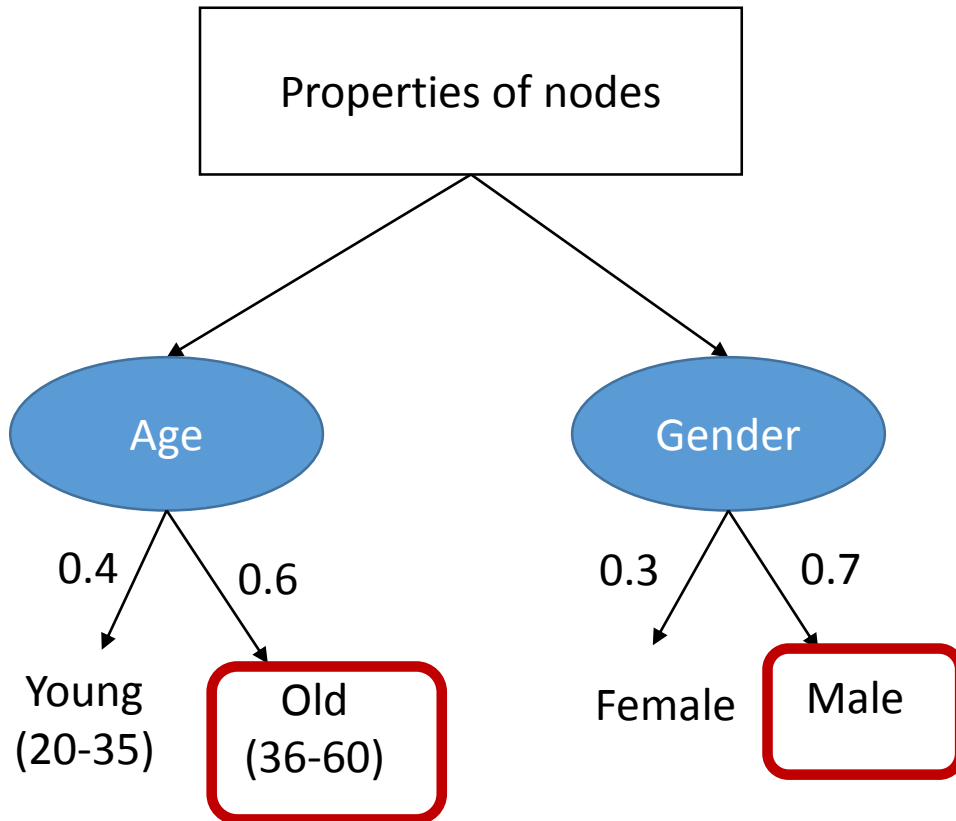
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● Univariate Distribution



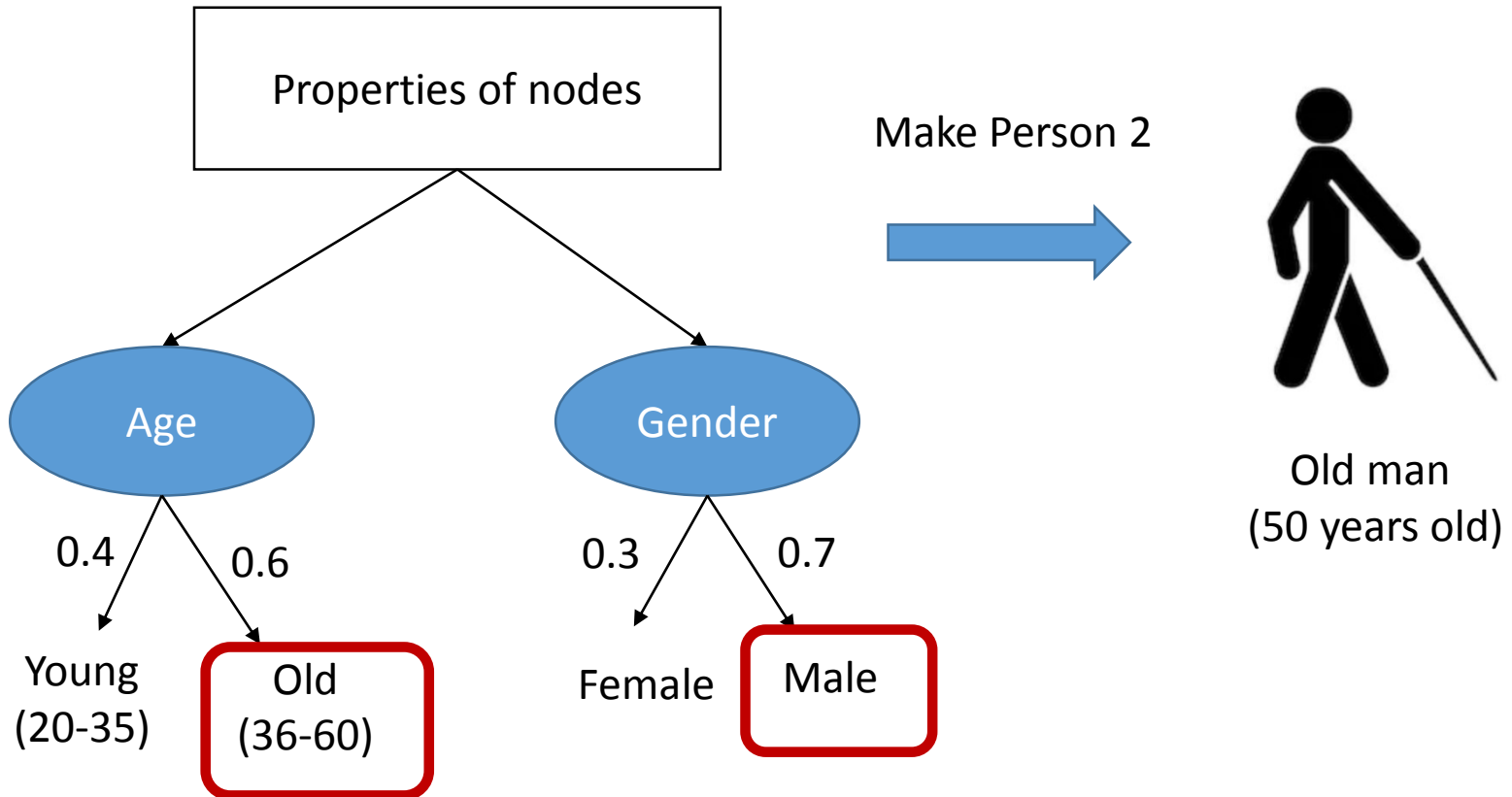
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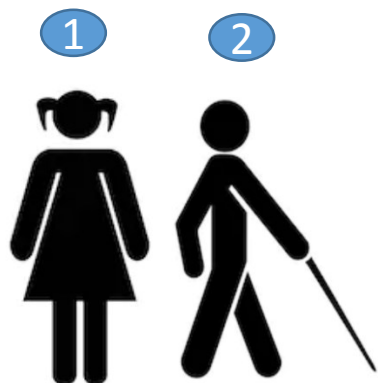


# How are the properties of individuals determined?

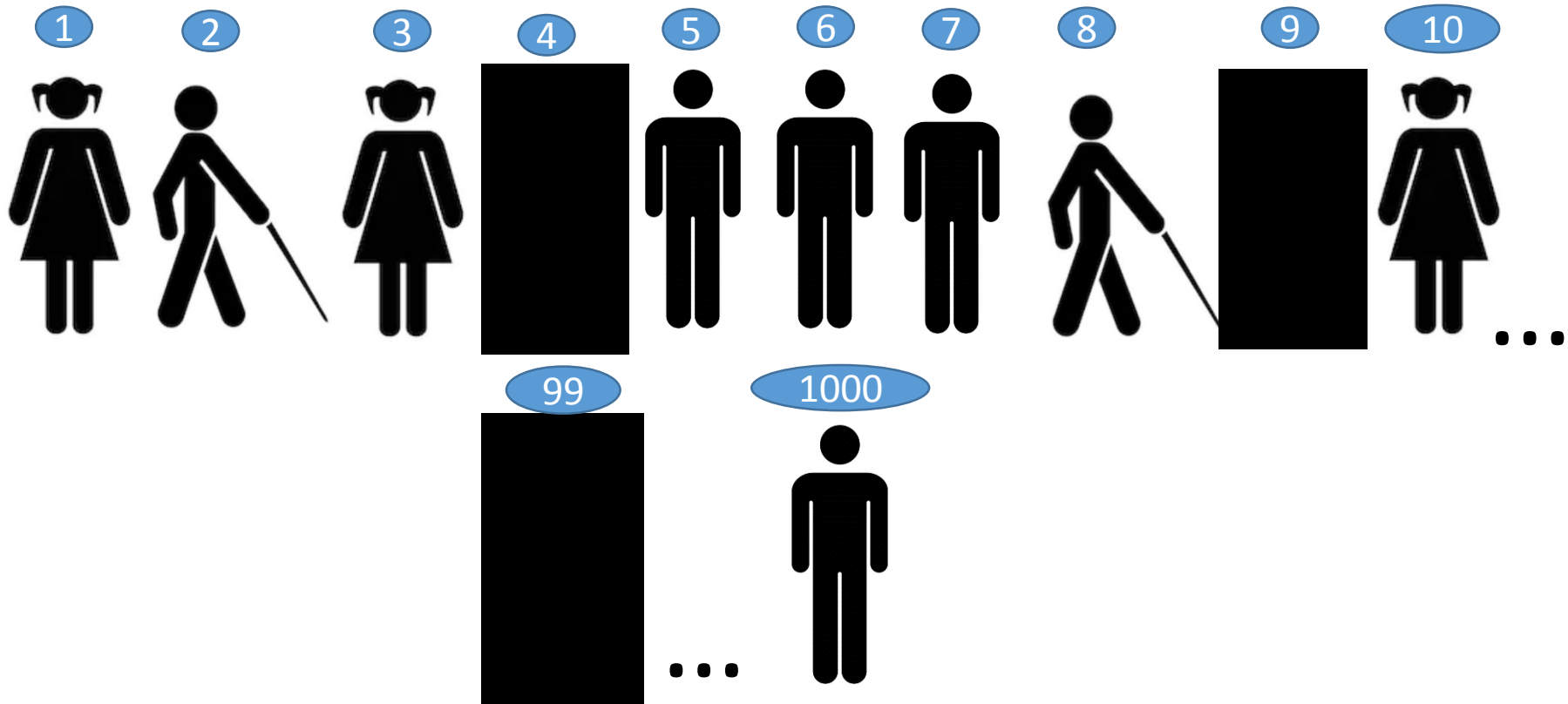
● Univariate Distribution



# Population



# Population



# Outline of MABUSE Model

## INITIALIZATION

1. Nodes are made (including some infected)
2. Edges are made

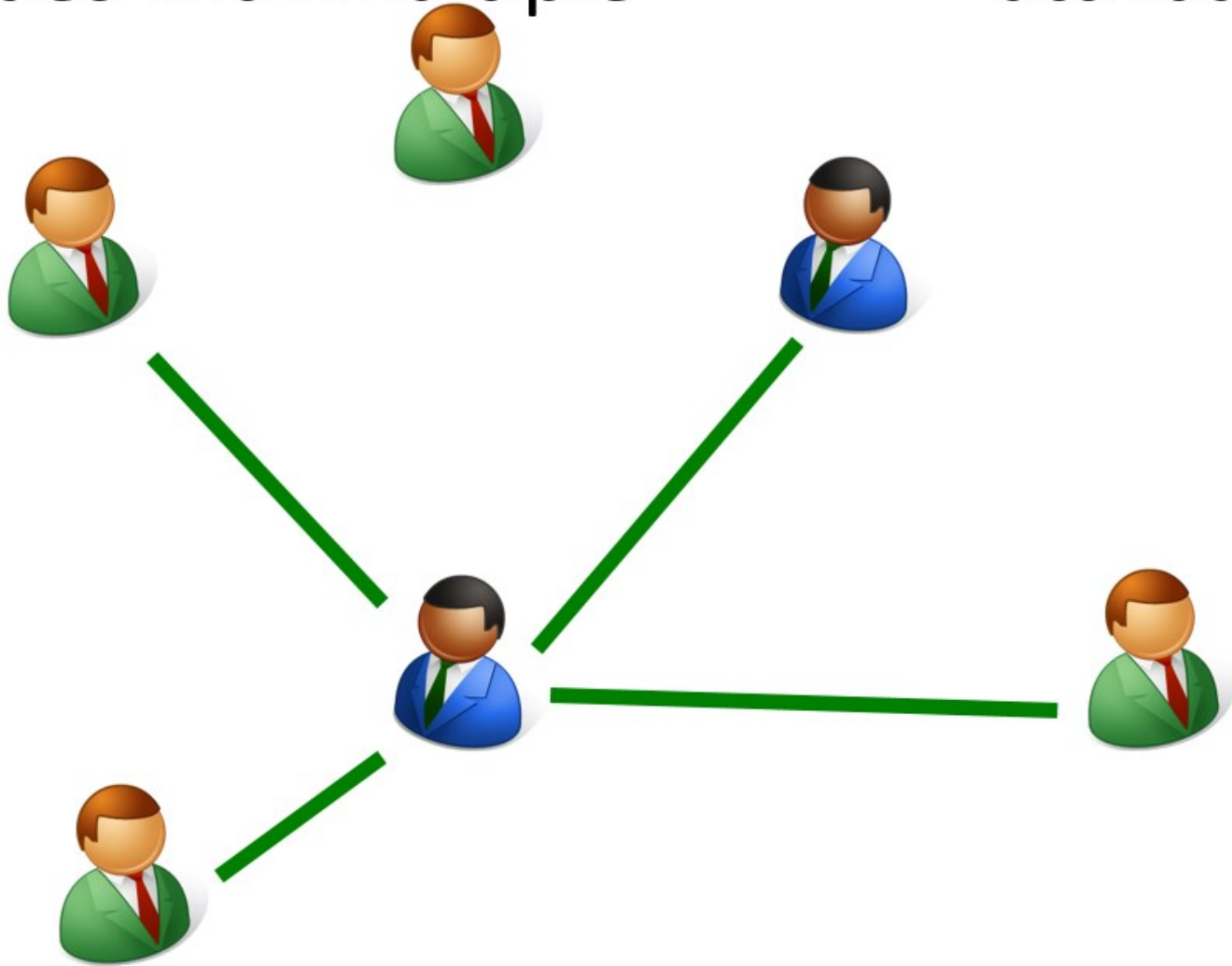


## SIMULATION RUN

3. Edges change over time
4. Risk acts happen with neighbors
5. Nodes come and go

Nodes with multiple

attributes

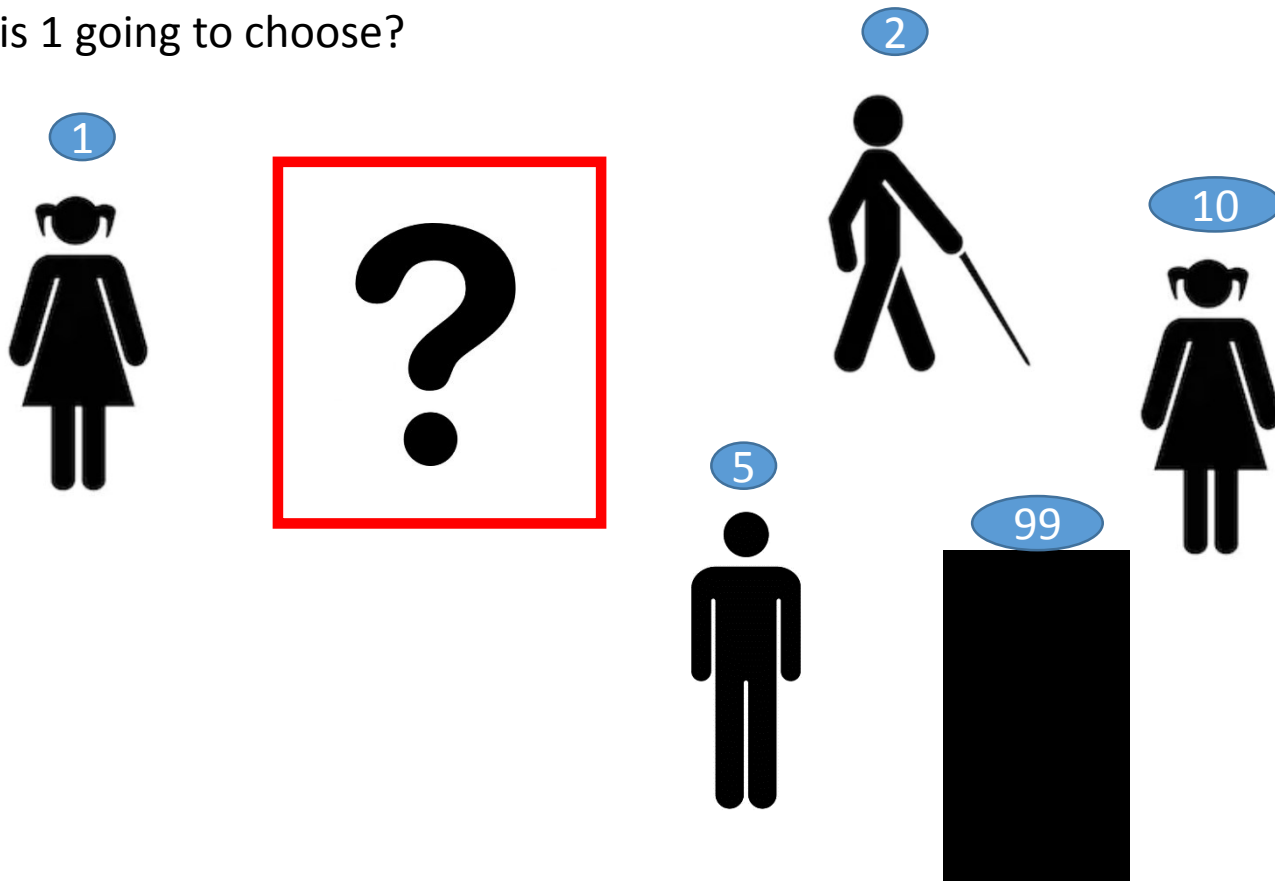


edges



# How individuals choose who to form relationships with?

Who is 1 going to choose?



# How is the choice going to be made?

## Bivariate Distribution

**Gender Bivariate**

	Male	Female
Male	0.8	0.2
Female	0.25	0.75

**Age Bivariate**

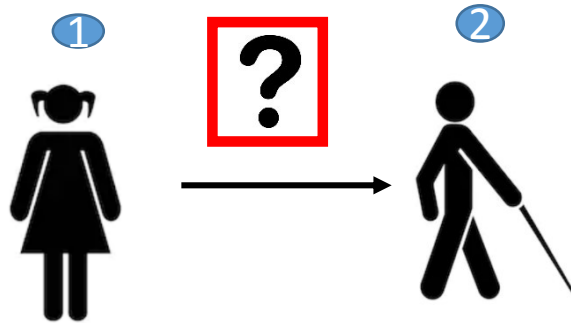
	Young	Old
Young	0.6	0.4
Old	0.3	0.7

### **Aggregator**

- Gender: 0.8
- Age: 0.3

(from ERGM)

# How is the choice going to be made?



Gender Bivariate

	Male	Female
Male	0.8	0.2
Female	0.25	0.75

Age Bivariate

	Young	Old
Young	0.6	0.4
Old	0.3	0.7

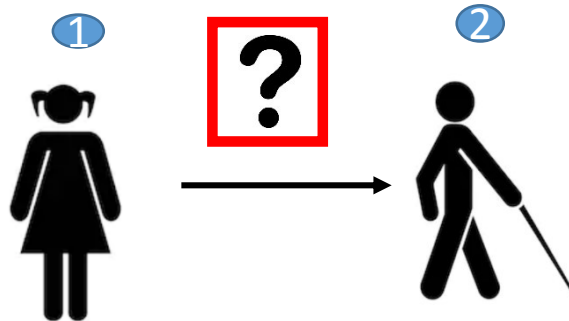
## Aggregator

- Gender: 0.8
- Age: 0.3

(from ERGM)

# How is the choice going to be made?

Calculate Propensity



Gender Bivariate

	Male	Female
Male	0.8	0.2
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Age Bivariate

	Young	Old
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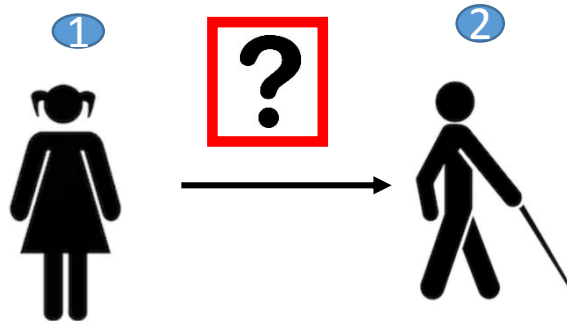
## Aggregator

- Gender: 0.8
- Age: 0.3

(from ERGM)

# How is the choice going to be made?

Calculate Propensity



Gender Bivariate

	Male	Female
Male	0.8	0.2
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Age Bivariate

	Young	Old
Young	0.6	0.4
Old	0.3	0.7

## Aggregator

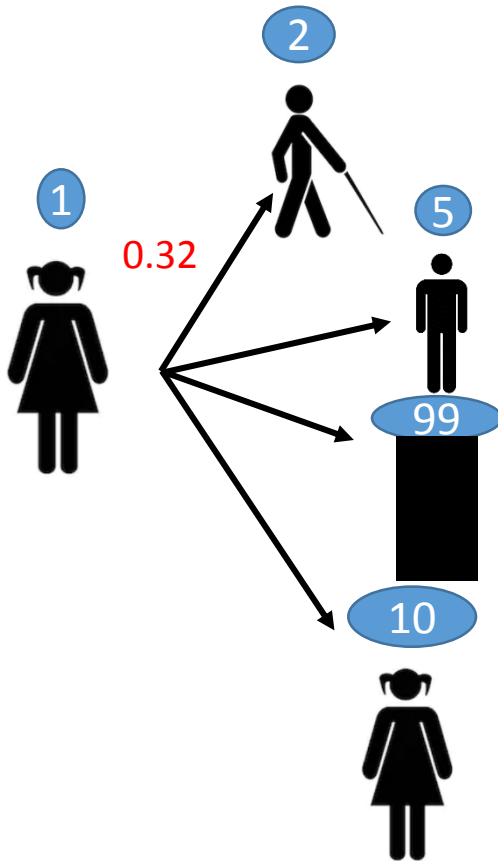
- Gender: 0.8
- Age: 0.3

(from ERGM)

$$\text{Propensity } 1-2 = 0.25 * 0.8 + 0.4 * 0.3 = 0.32$$

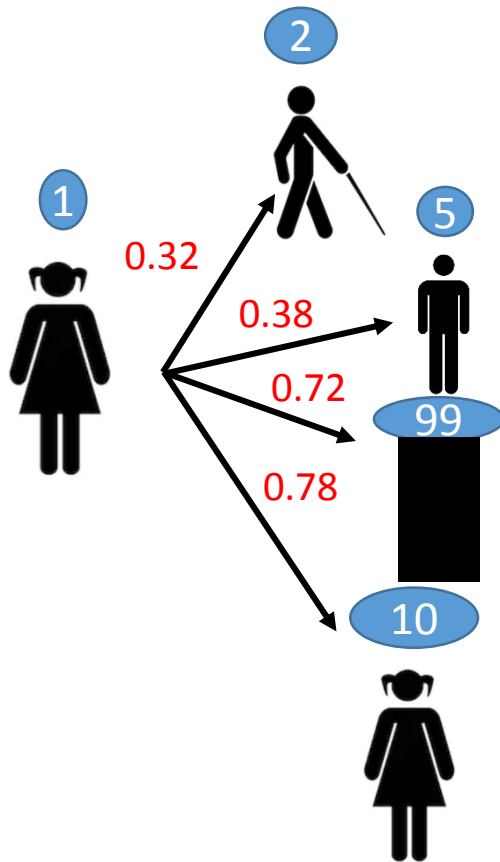
# How is the choice going to be made?

Calculate Propensity

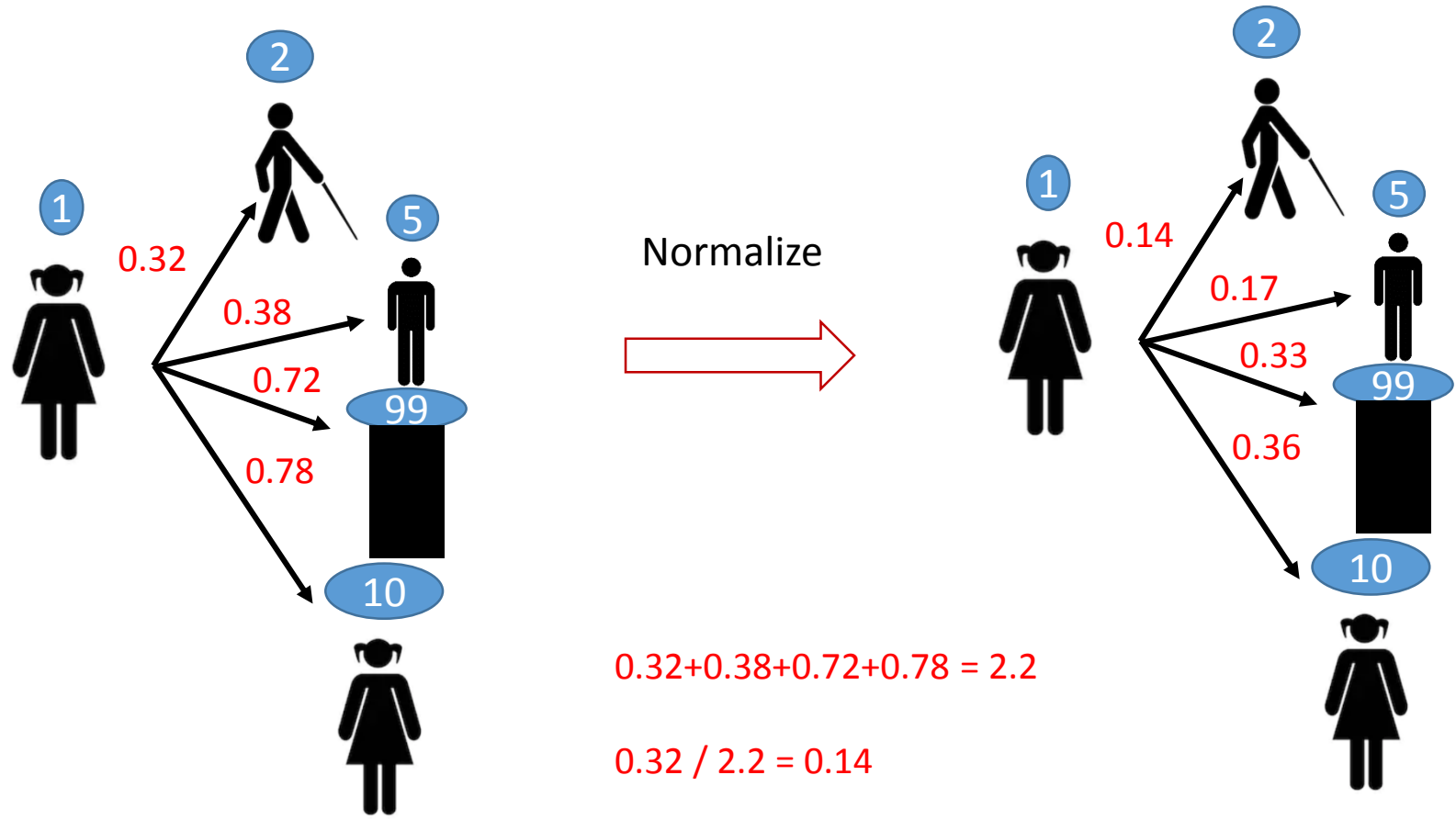


# How is the choice going to be made?

Calculate Propensity



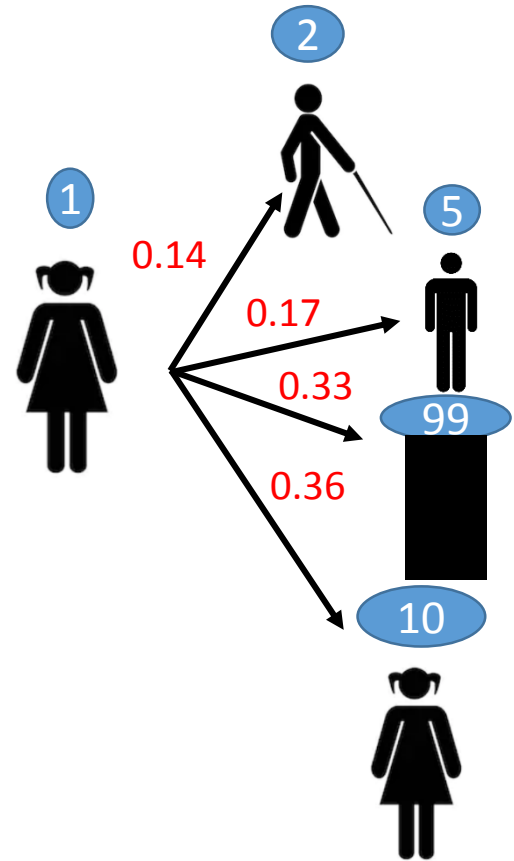
# How is the choice going to be made?





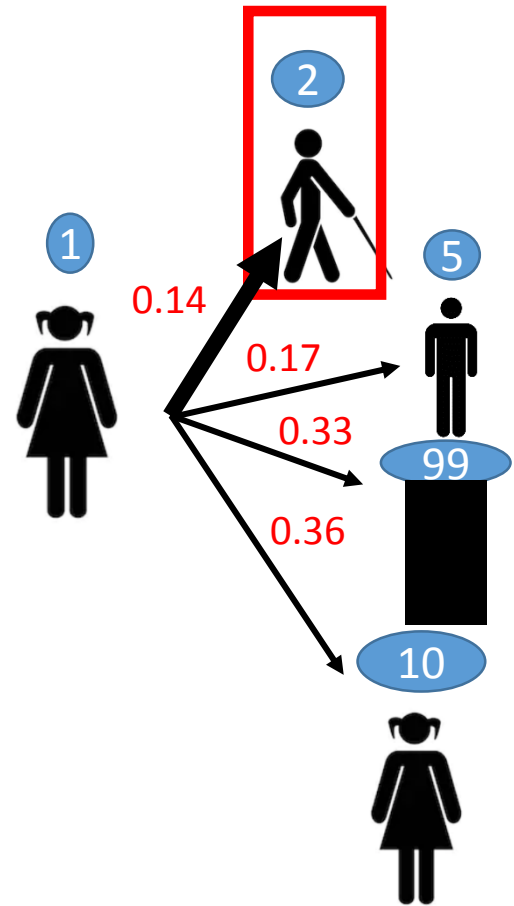
# How is the choice going to be made?

Random Selection



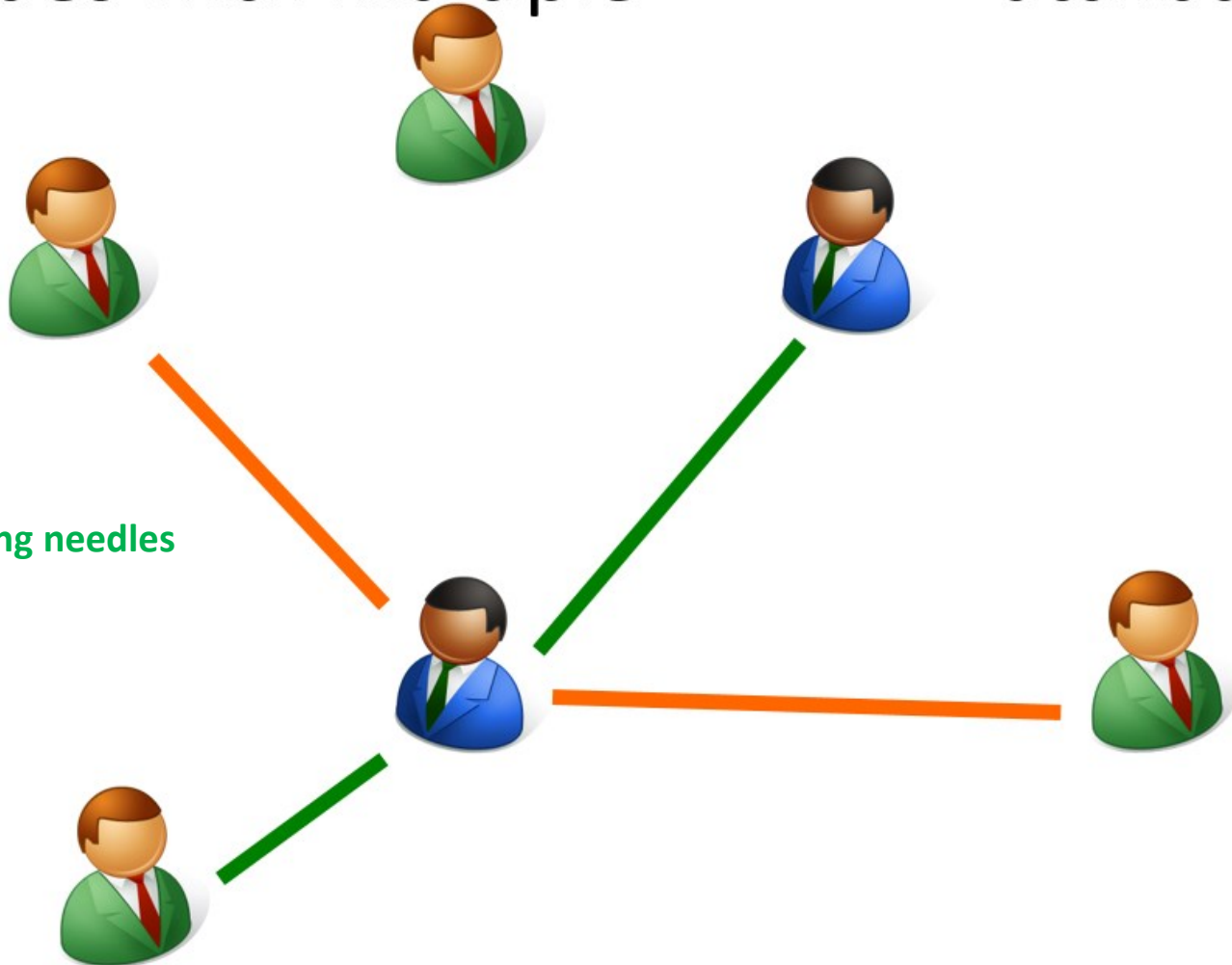
# How is the choice going to be made?

Random Selection



Nodes with multiple

attributes



Drug layer: sharing needles  
Sex layer


edges of different **types**

# Outline of MABUSE Model

## INITIALIZATION

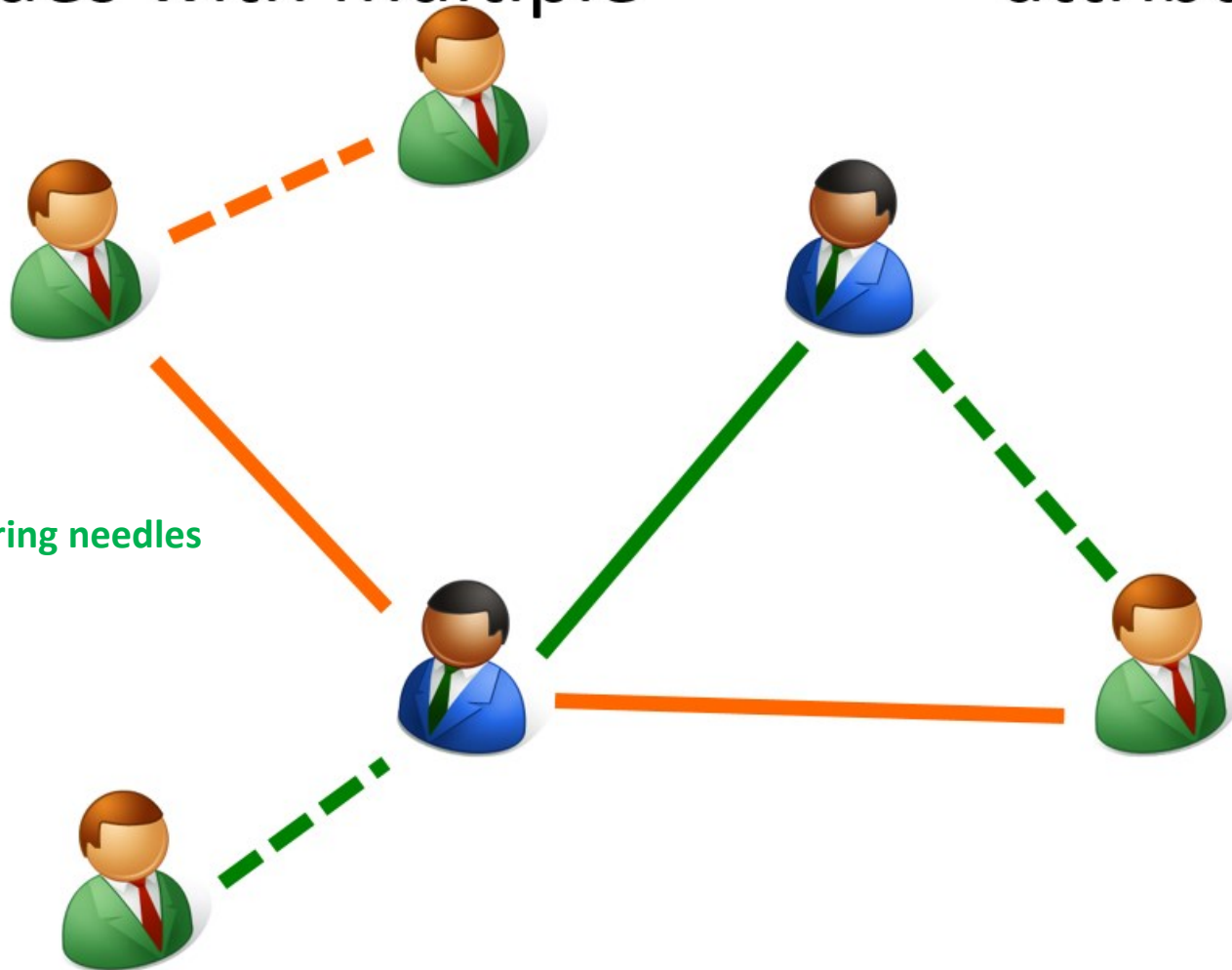
1. Nodes are made (including some infected)
2. Edges are made

## SIMULATION RUN

-  3. Edges change over time
4. Risk acts happen with neighbors
5. Nodes come and go

Nodes with multiple

attributes

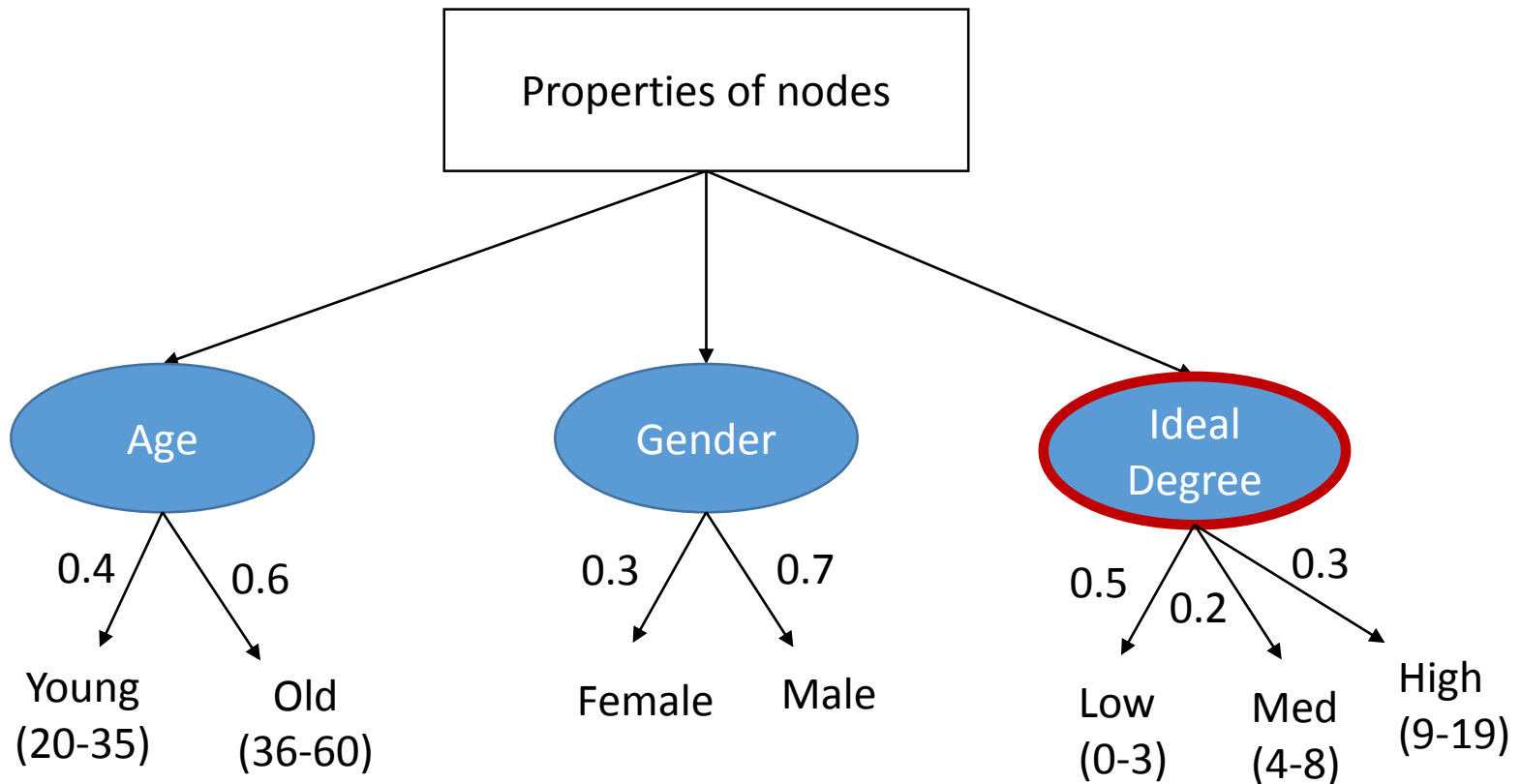


Drug layer: sharing needles  
Sex layer

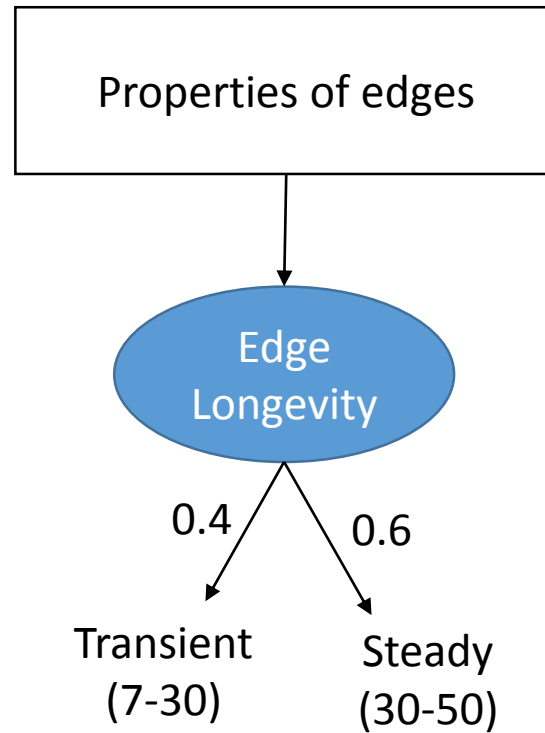
**Dynamic** edges of different types

# Every node has an "ideal degree"

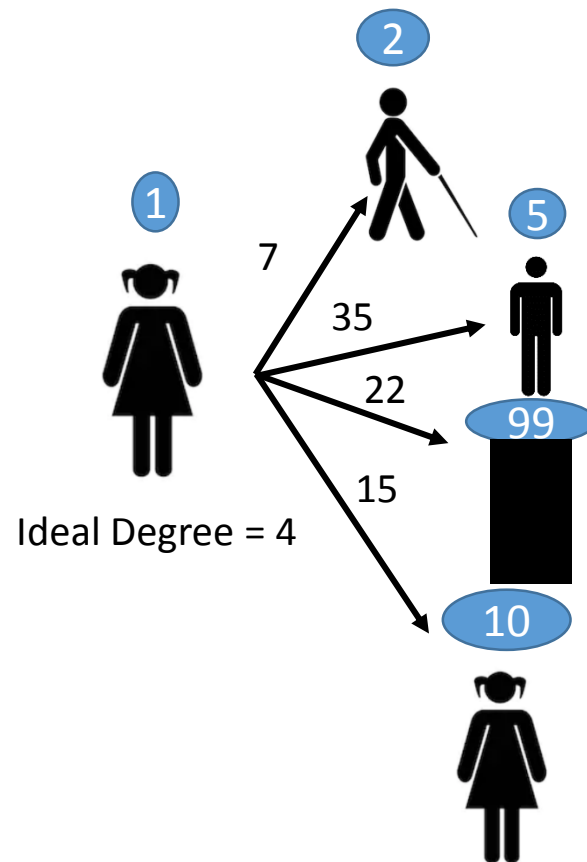
● Univariate Distribution



# Every Relationship has a "longevity"



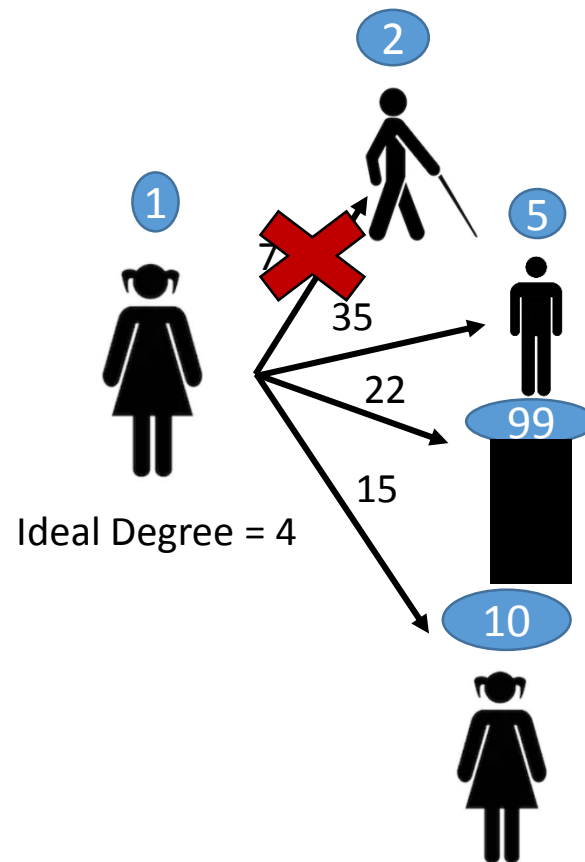
# How do network edges change?





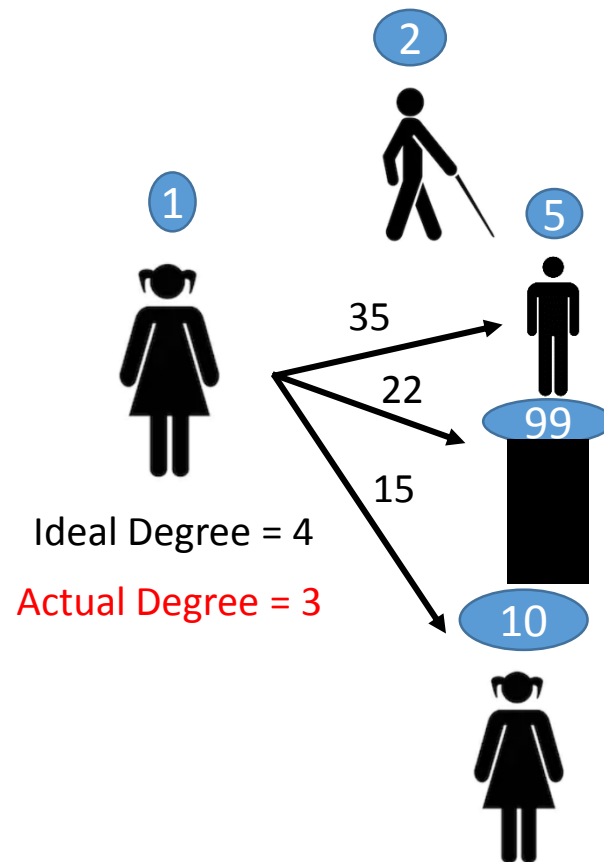
# How do network edges change?

Day 7: Relationship 1-2 ends

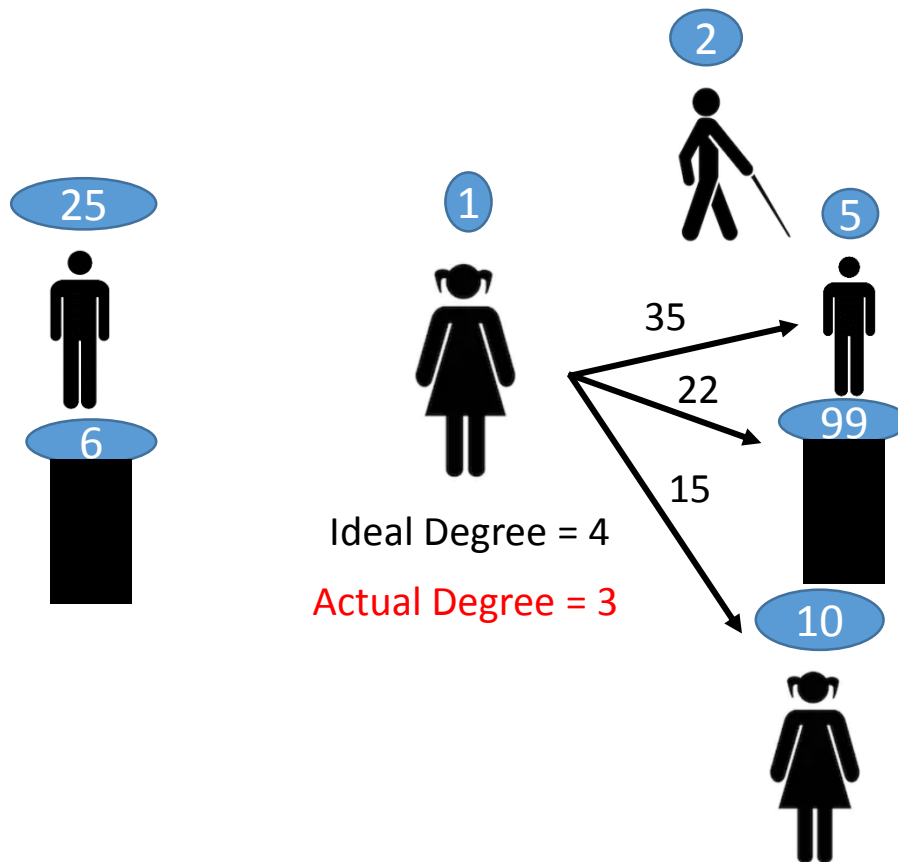


# How do network edges change?

Day 7: Relationship 1-2 ends

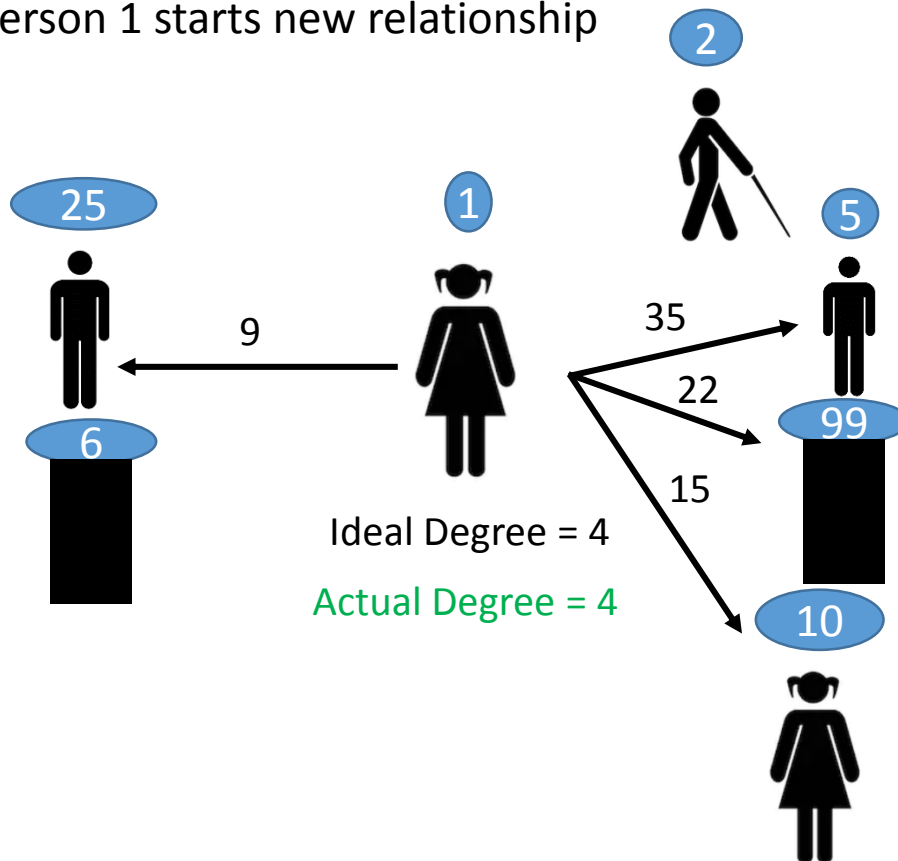


# How do network edges change?



# How do network edges change?

Person 1 starts new relationship




# Outline of MABUSE Model

## INITIALIZATION

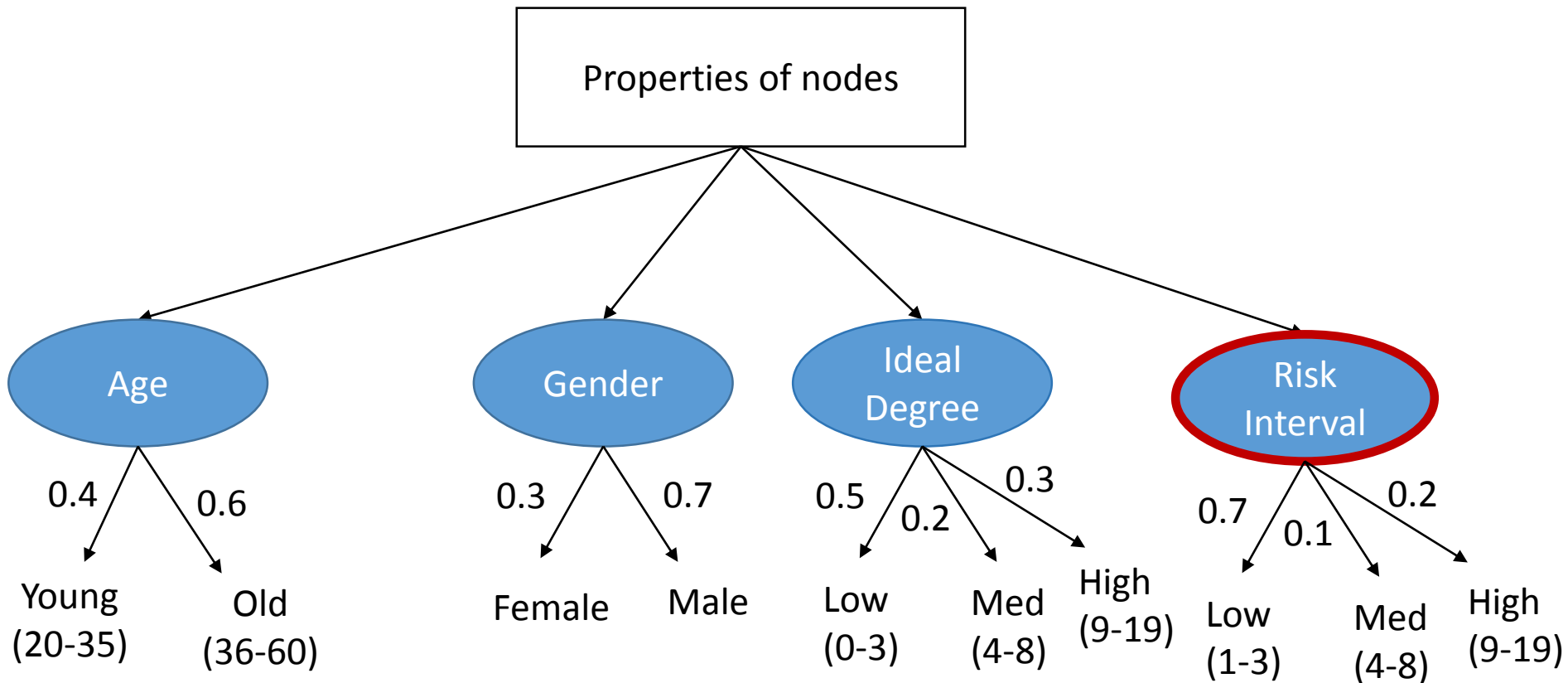
1. Nodes are made (including some infected)
2. Edges are made

## SIMULATION RUN

3. Edges change over time
-  4. Risk acts happen with neighbors
5. Nodes come and go

# Every node has a “risk interval”

● Univariate Distribution

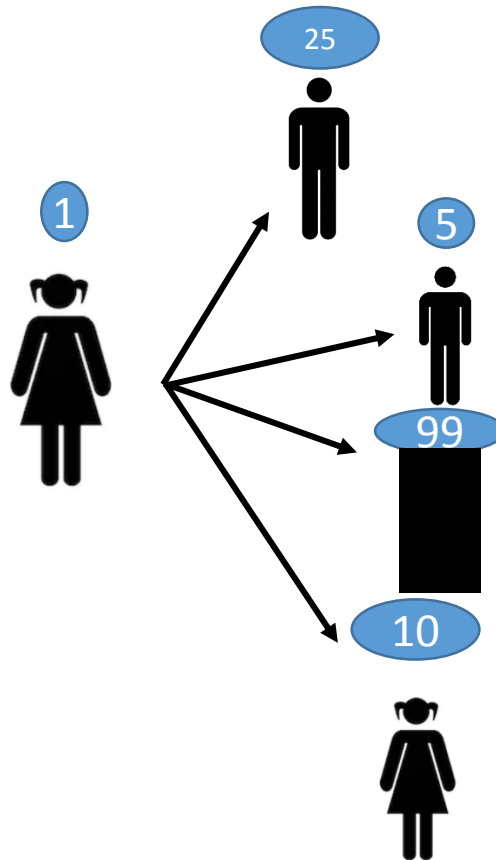


# What are the people doing? Risky things

1) Wake up



2) Choose a neighbors

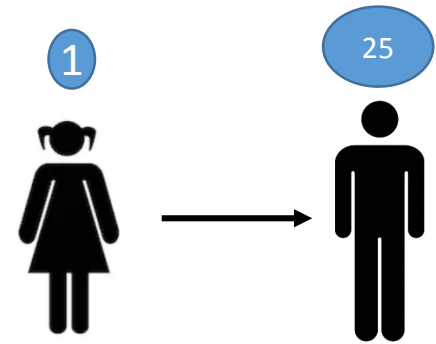


3) Engage in risk act with them



# Disease transmission during a risk act

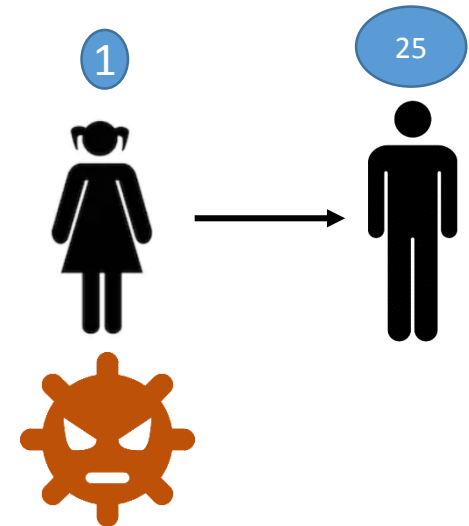
Case 1





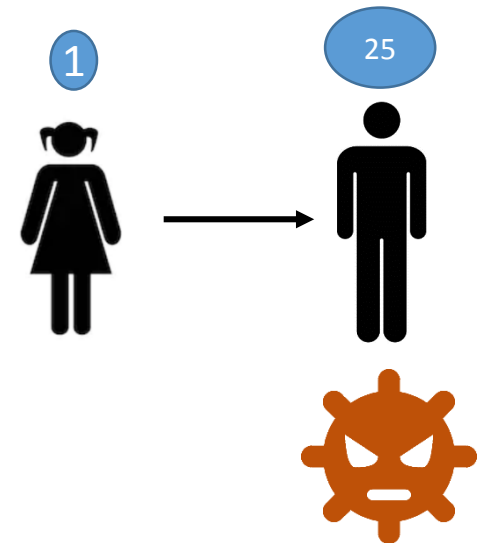
# Disease transmission during a risk act

Case 2



# Disease transmission during a risk act

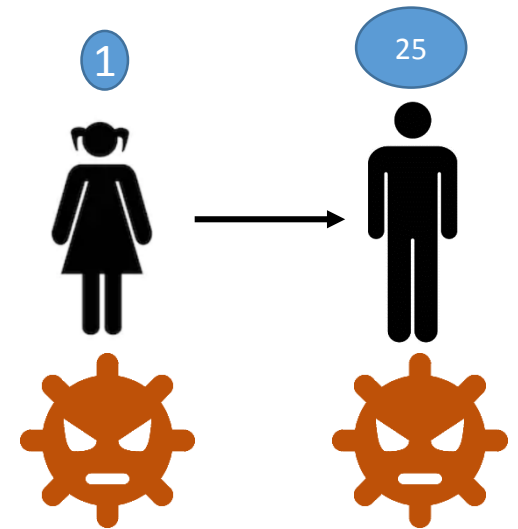
Case 3



Transmission probability

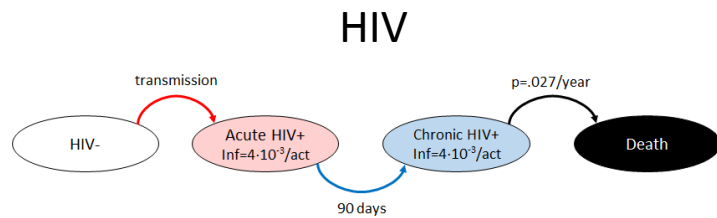
# Disease transmission during a risk act

Case 4

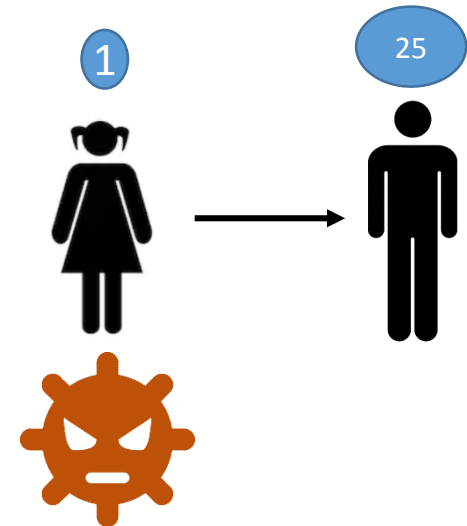


Transmission probability

# The "natural history" of disease

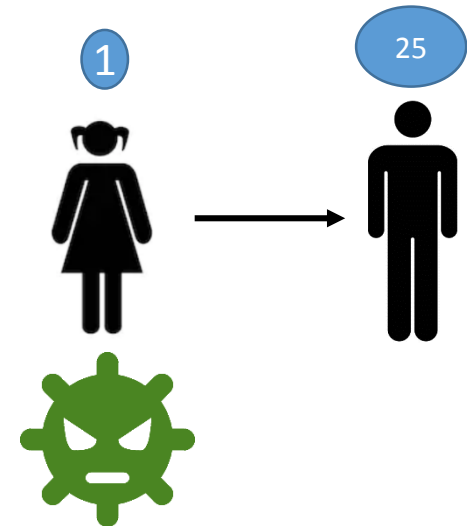
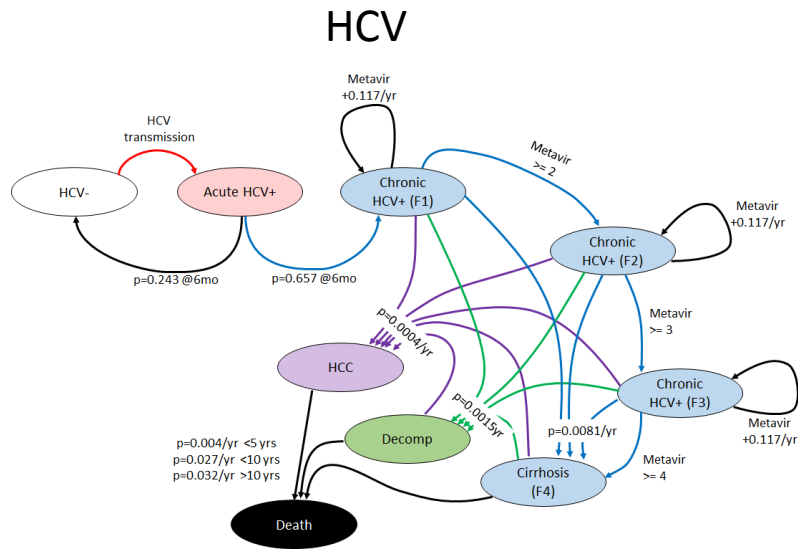


=0.004 in acute  
=0.00004 in chronic



Transmission probability

# The "natural history" of disease



Transmission probability

# Outline of MABUSE Model

## INITIALIZATION

1. Nodes are made (including some infected)
2. Edges are made

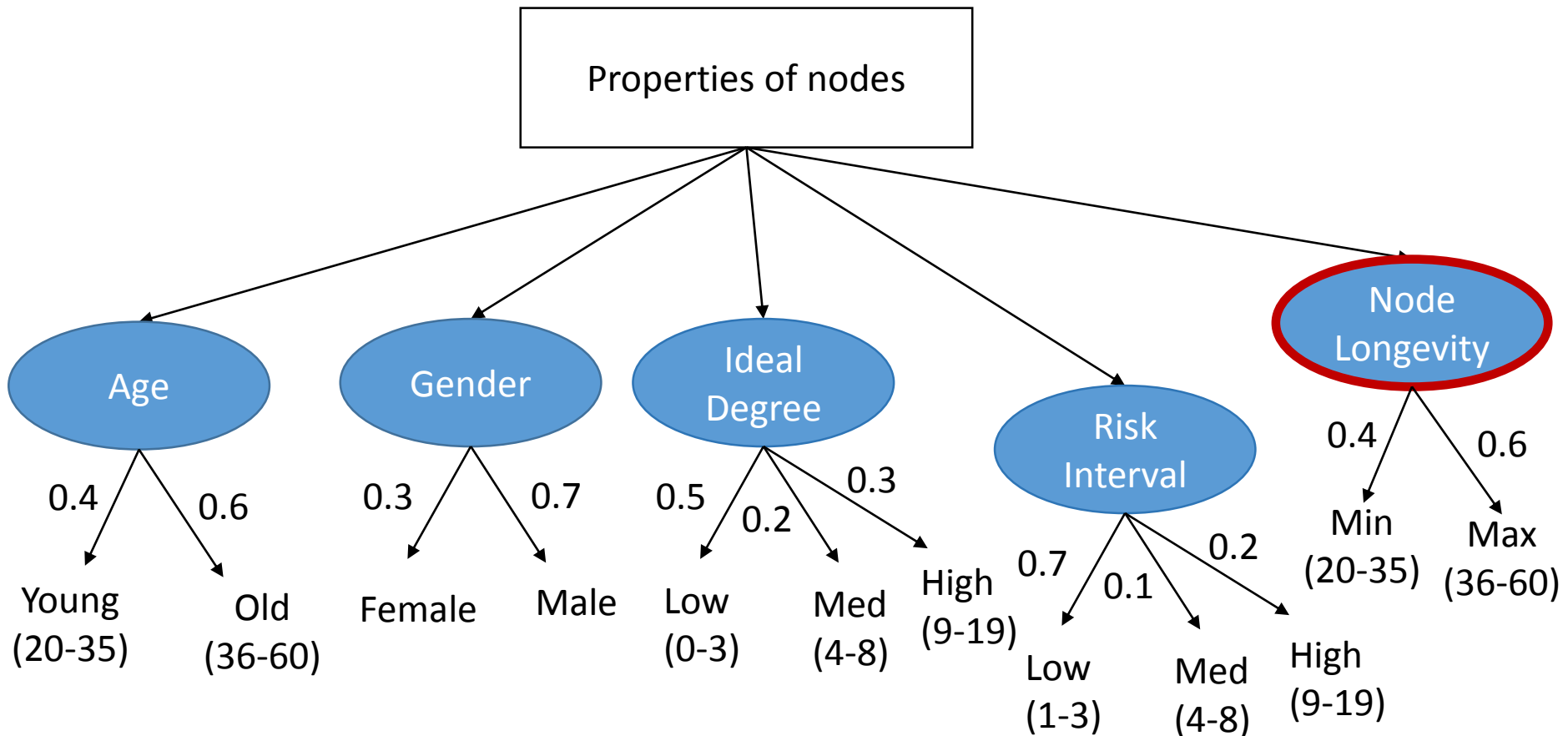
## SIMULATION RUN

3. Edges change over time
4. Risk acts happen with neighbors
5. Nodes come and go

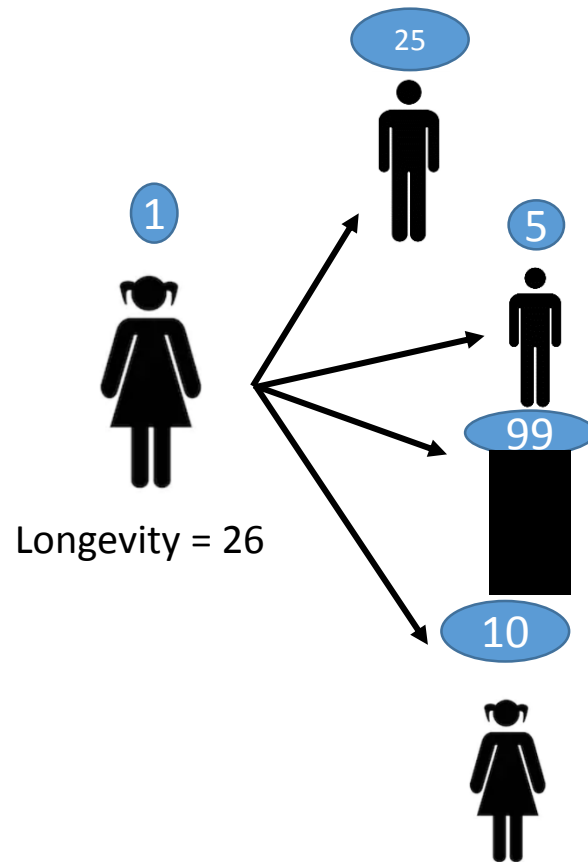


# How are people coming and going?

● Univariate Distribution



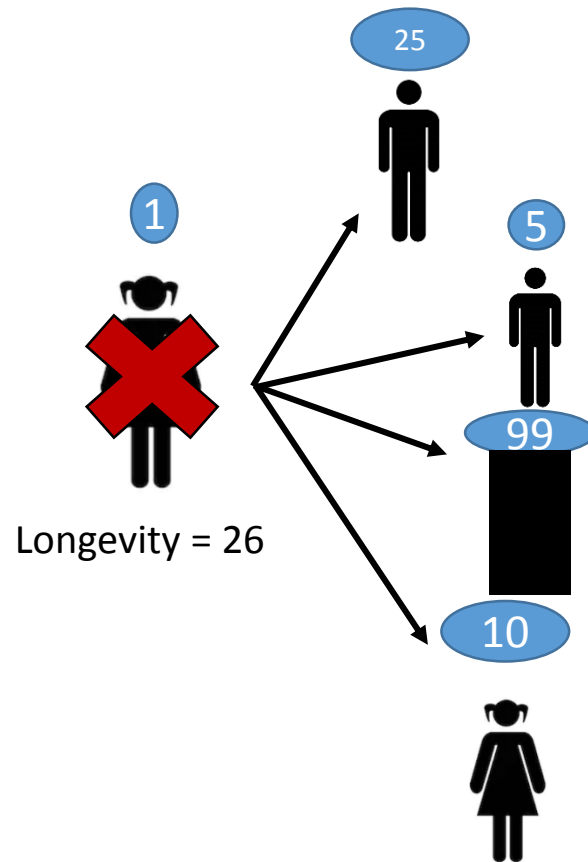
# How are people coming and going?





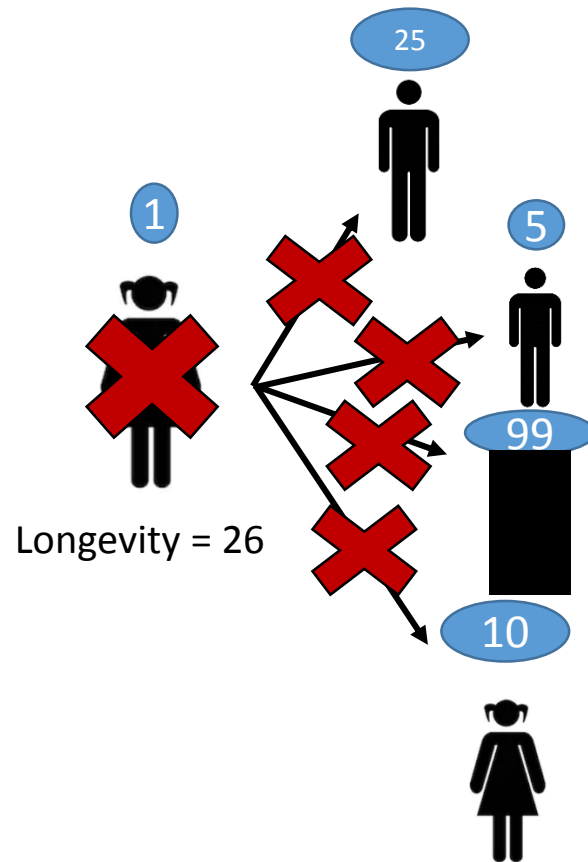
# How are people coming and going?

Day 26: Person 1 dies



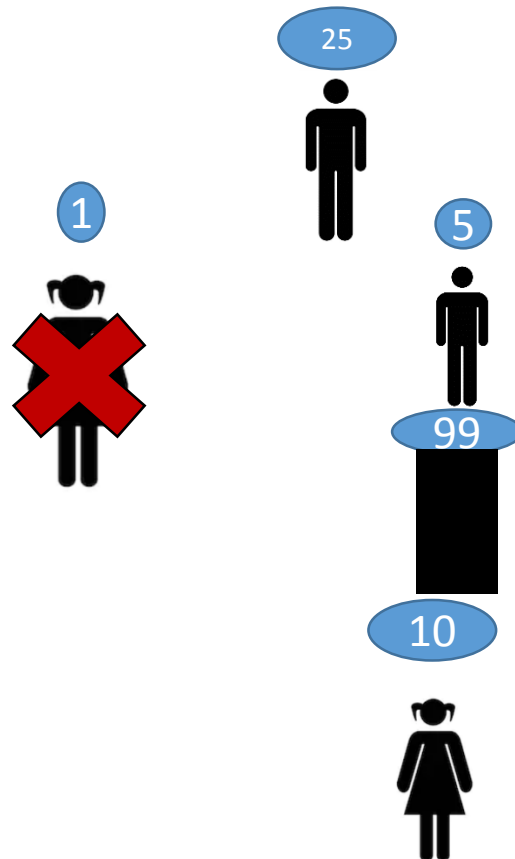
# How are people coming and going?

Day 26: Person 1 dies



# How are people coming and going?

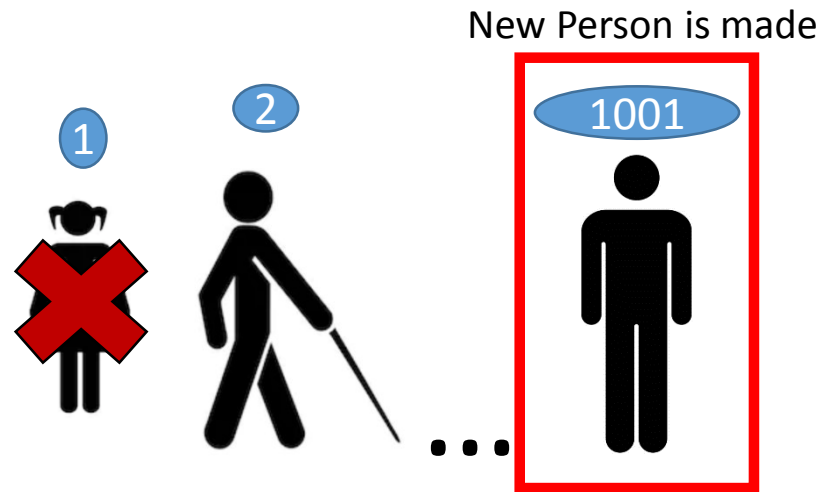
Day 26: Person 1 dies



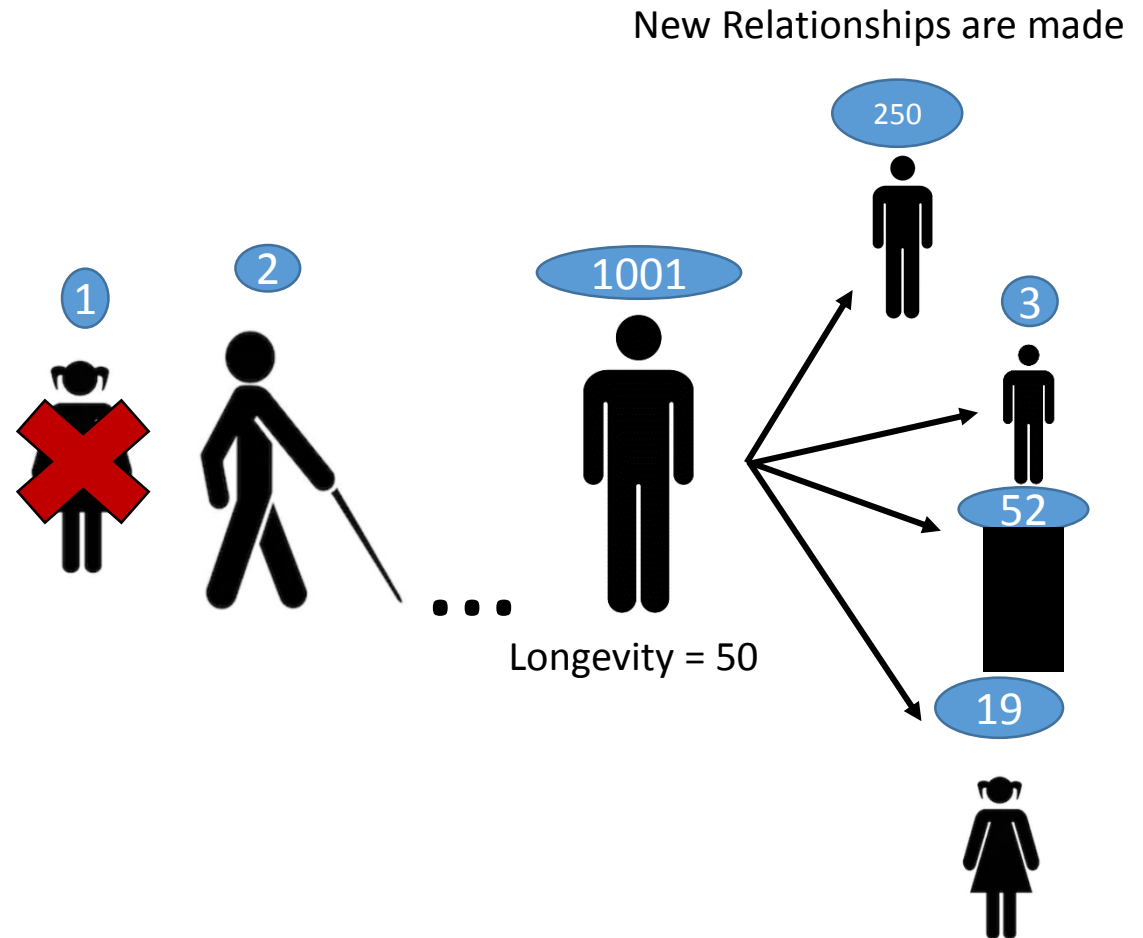
Now all these people have  
Actual degree < Ideal degree...

... and the population shrank.

# How are people coming and going?



# How are people coming and going?



# Outline of MABUSE Model

## INITIALIZATION

1. Nodes are made (including some infected)
2. Edges are made

## SIMULATION RUN

3. Edges change over time
4. Risk acts happen with neighbors
5. Nodes come and go

Now, putting it all together...

# One layer, one pathogen scenario

## Node Longevity

Minimum (days)

Maximum (days)

## Gender

Male

Female

## Age

Young

Old

## Network Layer

## Drug layer

### Risk Behavior (Per Week)

Low

Medium

High

### Ideal Degree (Partners)

Low

Medium

High

### Edge Longevity (Years)

Short Max

Short Min

Long Max

Long Min



Transmission probability #1

# Multi-layer scenario

## Node Longevity

Minimum (days)	<input type="text" value="50"/>
Maximum (days)	<input type="text" value="100"/>

## Gender

Male	<input type="text" value="0.7"/>
Female	<input type="text" value="0.3"/>

## Age

Young	<input type="text" value="0.4"/>
Old	<input type="text" value="0.6"/>

## Network Layer #1 **Drug layer**

### Risk Behavior (Per Week)

Low	<input type="text" value="100"/>
Medium	<input type="text" value="100"/>
High	<input type="text" value="100"/>

### Ideal Degree (Partners)

Low	<input type="text" value="0"/>
Medium	<input type="text" value="1"/>
High	<input type="text" value="0"/>

### Edge Longevity (Years)

Short Max	<input type="text" value="30"/>
Short Min	<input type="text" value="1"/>
Long Max	<input type="text" value="1825"/>
Long Min	<input type="text" value="30"/>



Transmission probability #1

## Network Layer #2 **Sex layer**

### Risk Behavior (Per Week)

Low	<input type="text" value="100"/>
Medium	<input type="text" value="100"/>
High	<input type="text" value="100"/>

### Ideal Degree (Partners)

Low	<input type="text" value="0"/>
Medium	<input type="text" value="1"/>
High	<input type="text" value="0"/>

### Edge Longevity (Years)

Short Max	<input type="text" value="30"/>
Short Min	<input type="text" value="1"/>
Long Max	<input type="text" value="1825"/>
Long Min	<input type="text" value="30"/>



Transmission probability #1



# Multi-pathogen scenario

## Node Longevity

Minimum (days)

Maximum (days)

## Gender

Male

Female

## Age

Young

Old

## Network Layer

## Drug layer

### Risk Behavior (Per Week)

Low

Medium

High

### Ideal Degree (Partners)

Low

Medium

High

### Edge Longevity (Years)

Short Max

Short Min

Long Max

Long Min



Transmission probability #1



Transmission probability #1

# Multi-pathogen Multi-layer scenario

## Node Longevity

Minimum (days)

Maximum (days)

## Gender

Male

Female

## Age

Young

Old

## Network Layer #1 Drug layer

### Risk Behavior (Per Week)

Low

Medium

High

### Ideal Degree (Partners)

Low

Medium

High

### Edge Longevity (Years)

Short Max

Short Min

Long Max

Long Min



Transmission probability #1



Transmission probability #1

## Network Layer #2 Sex layer

### Risk Behavior (Per Week)

Low

Medium

High

### Ideal Degree (Partners)

Low

Medium

High

### Edge Longevity (Years)

Short Max

Short Min

Long Max

Long Min



Transmission probability #1

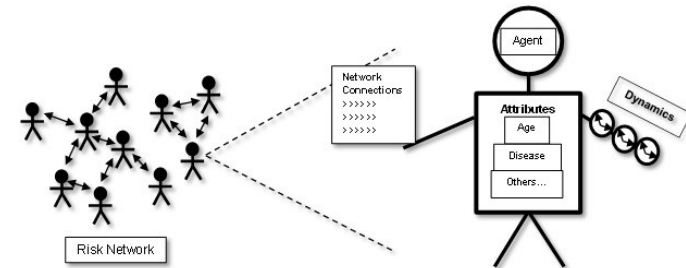


Transmission probability #1

# Design of MABUSE

## Key features

- Dynamic network simulation
  - Multiple (dynamic) node attributes
  - Multiple (dynamic) edge layers
  - Multiple simultaneous pathogens
- Stochastically defined node agency
  - E.g. risk activity along network edges on different layers is what drives the flow of multiple pathogen types



# How is the implementation going to be validated?

- Validate Network Dynamism
- Validate Pathogen Flow

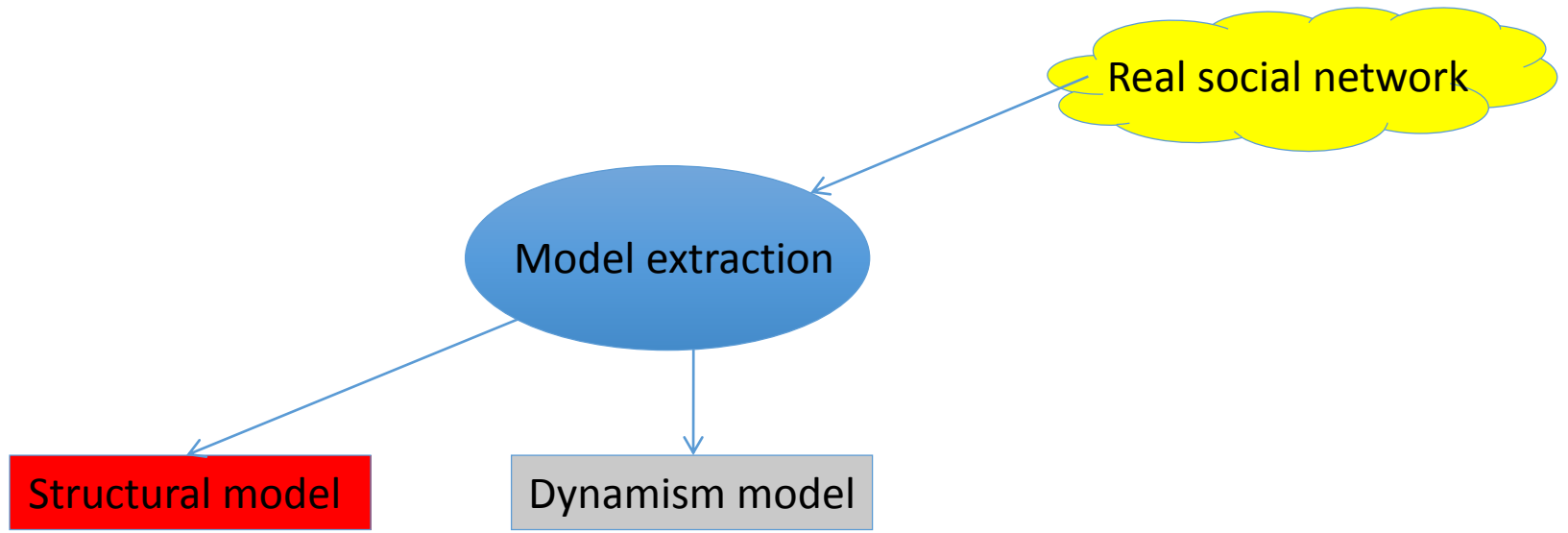
# Validation of Network Simulation

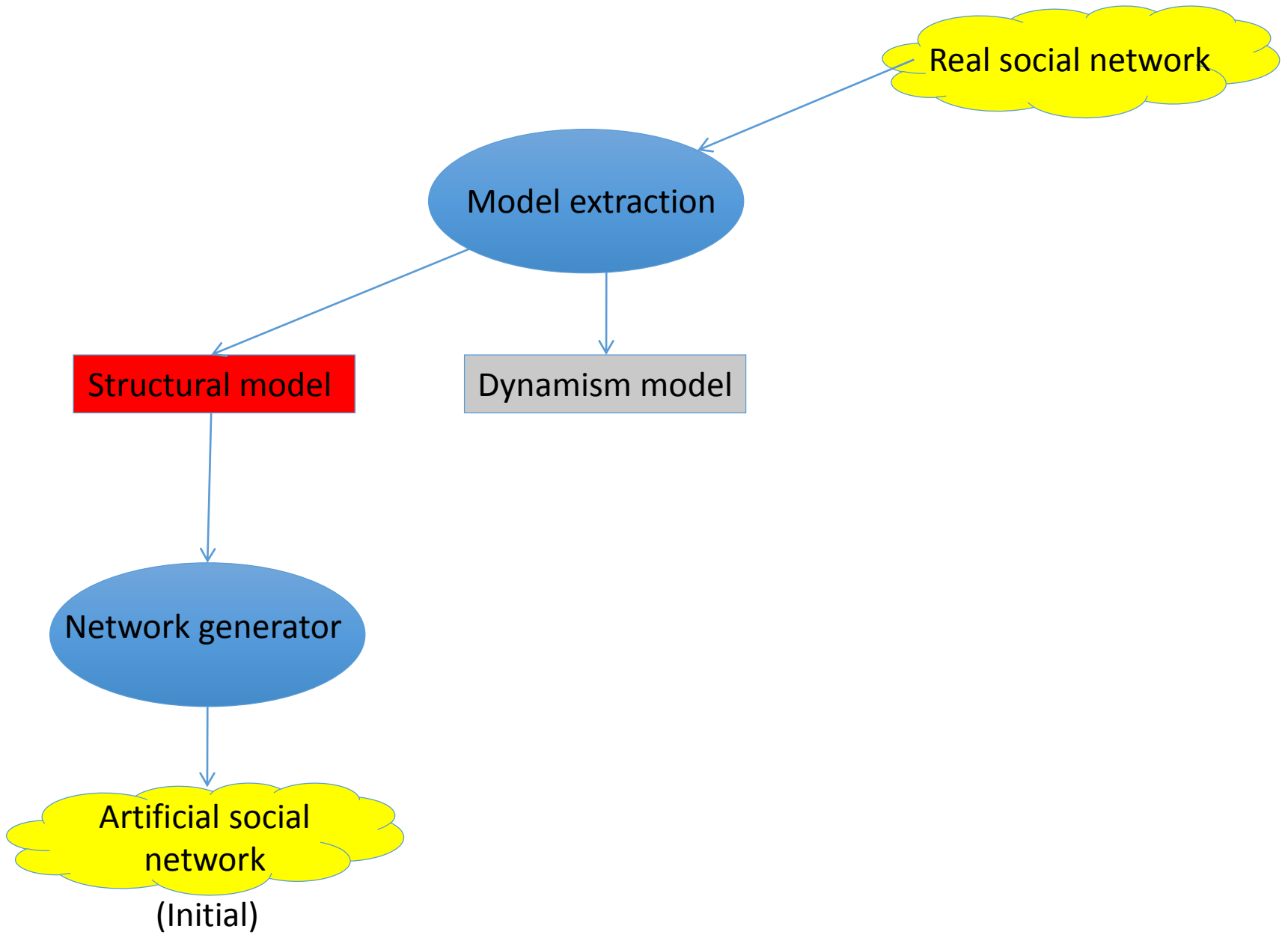
1. Take a real network. Compute statistics
  - A. Structure (univariates and bivariate)
  - B. Dynamism (ideal degrees, longevity)
2. Use 1A+1B to do a 10 year simulation.  
At the end, Compute statistics
  - A. Structure (univariates and bivariate)
  - B. Dynamism (ideal degrees, longevity)

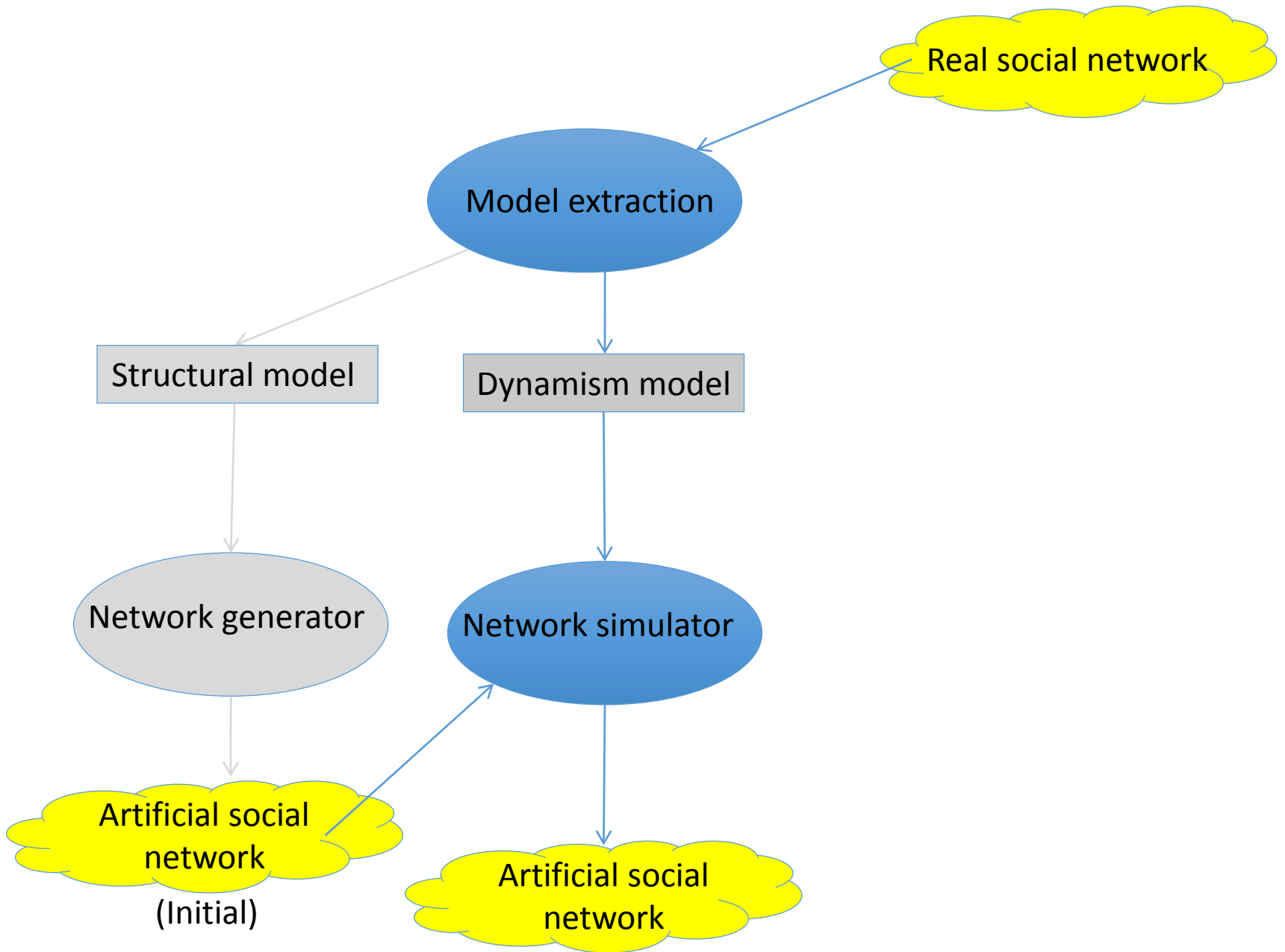
Is 1A "close" to 2A?

Is 1B "close" to 2B?

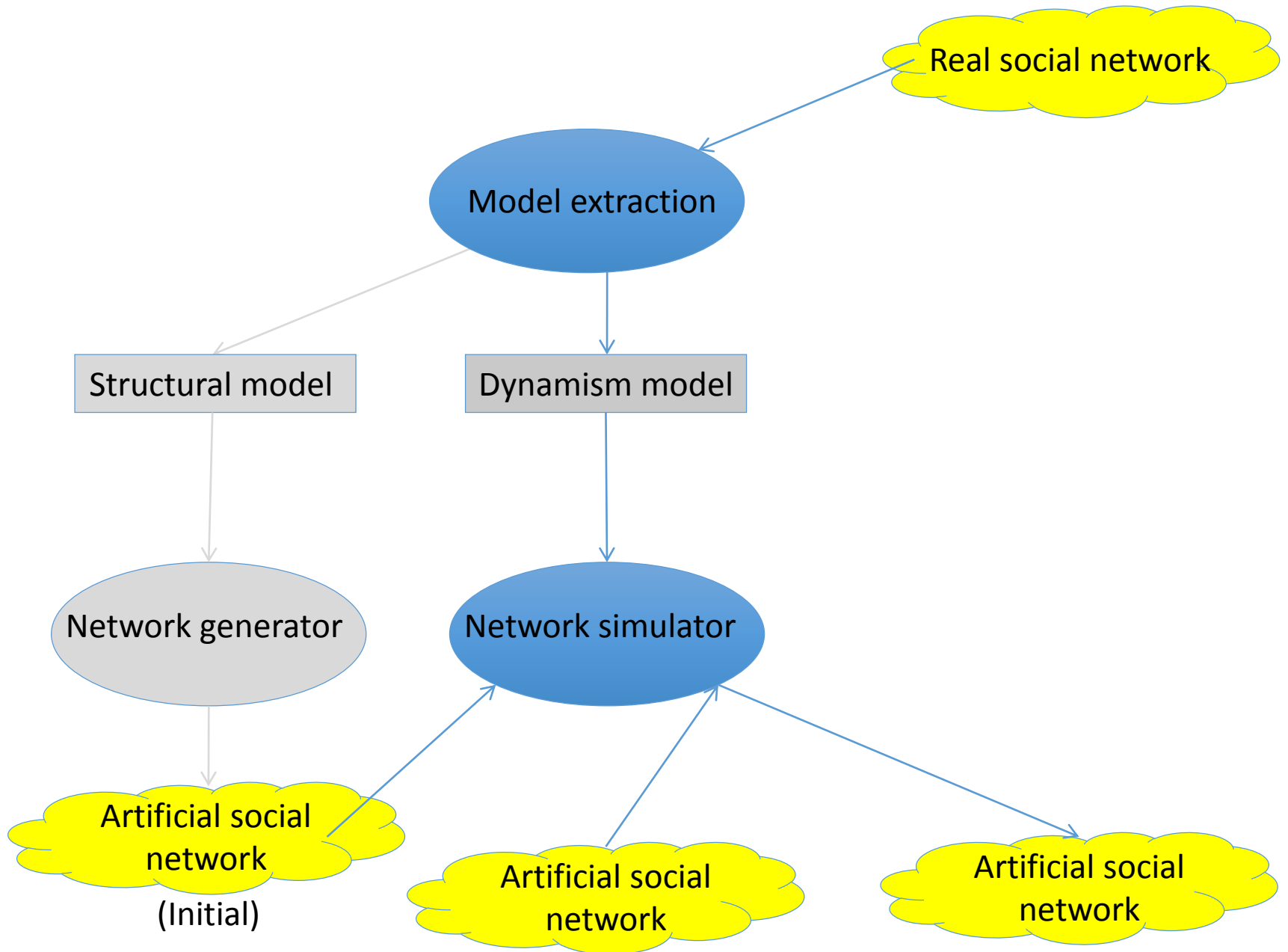
Use Shannon-Jensen divergence to measure the "distance" between distributions

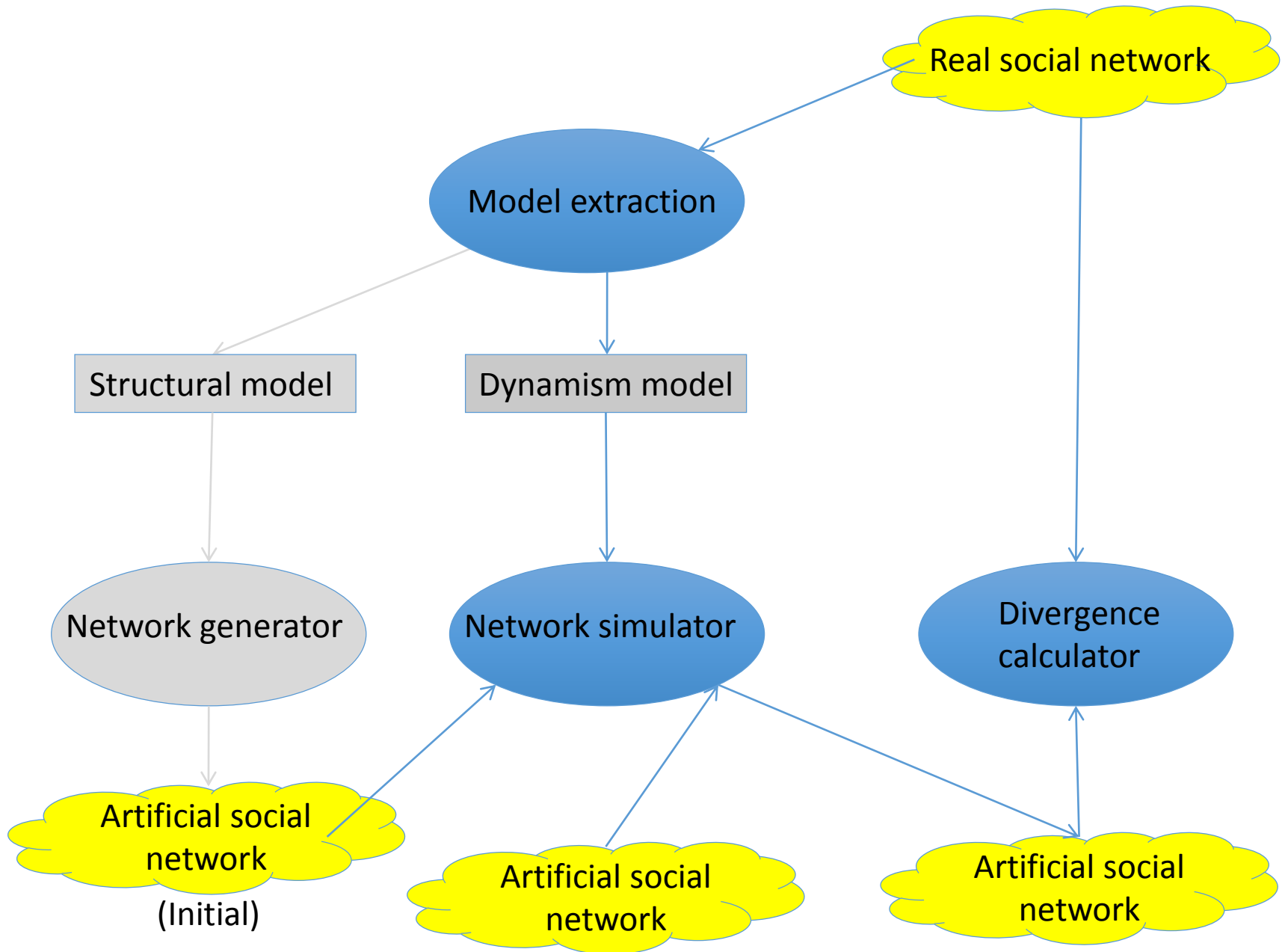






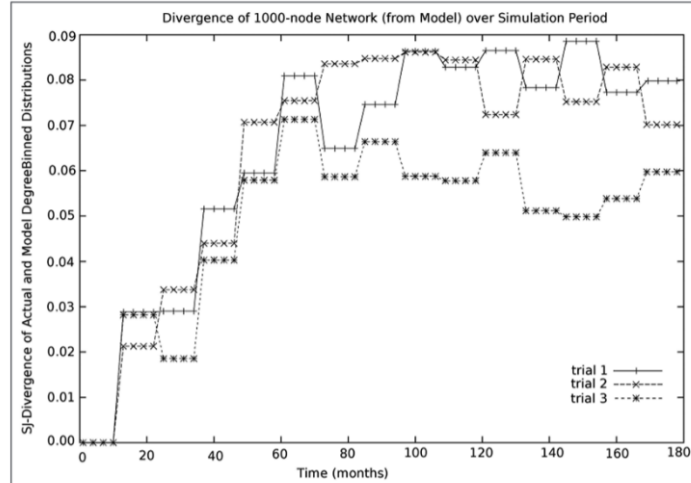




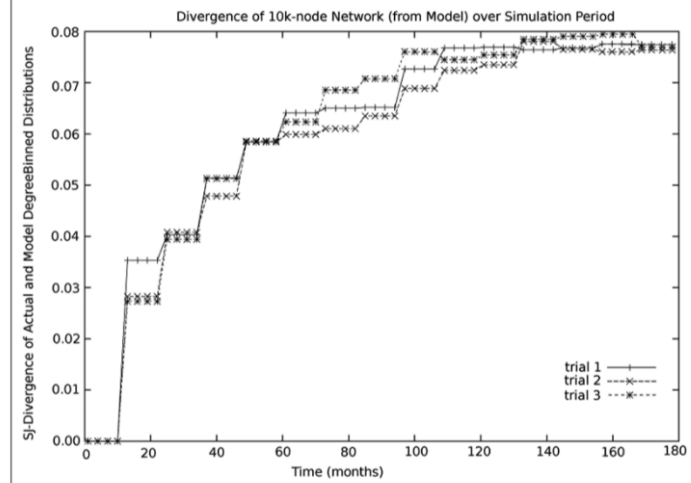


# Results

Shannon-Jensen divergence



Shannon-Jensen divergence



Time

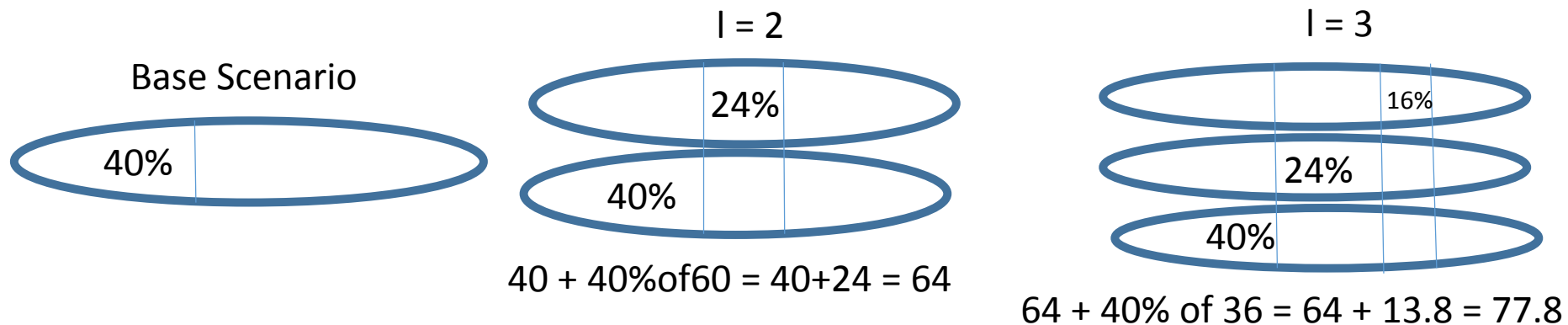
# Validation of Pathogen

- Take Base Scenario
  - Single Layer
  - Single Pathogen
- Compare Base Scenario with the following Artificial Scenarios

# Artificial Scenario 1

**Table 5.** Scenario 1: Multiple layers, one pathogen.

Number of Layers	Pathogen I prevalence at 60 months (%)
$l = 2$ (and $p = l$ )	70
$l = 3$ (and $p = l$ )	81
$l = 4$ (and $p = l$ )	89
Base scenario ( $p = l$ and $l = 1$ )	42



# Artificial Scenario 2

**Table 6.** Scenario 2: Multiple pathogens, one layer.

Number of pathogens	Average prevalence at 60 months (across all $p$ pathogens) (%)	Ave. pairwise correlation of pathogen occurrence
$p = 2$ (and $l = 1$ )	42	0.86
$p = 3$ (and $l = 1$ )	43	0.76
$p = 4$ (and $l = 1$ )	44	0.72
Base scenario ( $p = 1$ and $l = 1$ )	42	

# Artificial Scenario 3

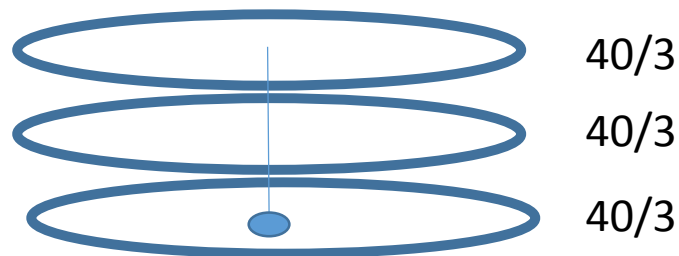
**Table 7.** Scenario 3: Multiple layers, multiple non-interacting pathogens.

Number of pathogens $p$ Number of layers $l$	Average prevalence at 60 months (across all $p$ pathogens) (%)	Ave. pairwise correlation of pathogen occurrence
$p = l = 2$	42	0.12
$p = l = 3$	43	-0.11
$p = l = 4$	42	0.08
Base scenario ( $p = l = 1$ )	42	

# Artificial Scenario 4

**Table 8.** Scenario 4: Multiple layers, multiple interacting pathogens.

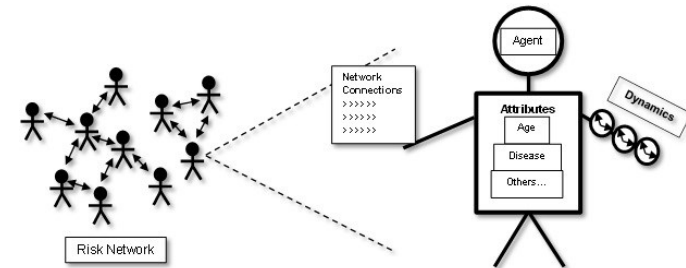
Number of Pathogens $p$ Number of Layers $l$	Average prevalence at 60 months (across all $p$ pathogens)(%)
$p = l = 2$	22
$p = l = 3$	15
$p = l = 4$	12
Base Scenario ( $p = l = 1$ )	42





# Multi Actor-Based Universal Simulation Engine

- MABUSE is stochastic, agent-based, discrete event simulator for epidemics in dynamic networks.



- The simulator runs on specialized high-performance hardware and is capable of running simulations of dynamic networks having 1,000,000+ nodes, and handling approximately 800 million discrete events per second.

# Conclusion

- MABUSE allows us to simulate
  - Multiple (dynamic) node attributes
  - Multiple (dynamic) edge layers
  - Multiple simultaneous pathogens
- A realistic dynamic network
  - From the POV of an agent (micro, ABM-style)
  - From POV of the network (macro, ERGM-style)
- Model where each agent takes into account its own properties and the properties of other agents to make connections, and act on those connections

Thank you

Any Questions?

# Jensen-Shannon Divergence

“Real”

D <sub>1</sub> :	M	55%
	F	45%

“Simulation @ 30”

D <sub>1</sub> :	M	75%
	F	25%

Mid:	M	65%
	F	35%

$$SJ(D1, D2) = \frac{1}{2} [KL(D1, M) + KL(D2, M)]$$

$$KL(D1, M) = \sum_{i=M,F} D1(i) * \log\left(\frac{D1(i)}{Mid(i)}\right) = 0.55 * \log\left(\frac{0.55}{0.65}\right) + 0.45 * \log\left(\frac{0.44}{0.35}\right)$$