

# Simple SIR Infection Model in FLAME

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# Background

- □ Transfer NetLogo infection model to FLAME
- Agents move randomly on torroidal domain
- One of 3 states
  - Susceptible
  - □ Infected



- □ Removed (immune)
- Birth and death included
- □ Spread controlled by
  - □ Infectiousness, chance of recovery, duration of virus





## **One Iteration**

#### □ Agent moves

- □ 1 unit in direction ±100° of current heading
- Infected agents post location
- Susceptible agents read locations
  - □ Look for messages within their 1x1 patch
  - □ Calculate chance of becoming infected
  - □ Based on infectiousness
- □ Infected agents calculate chance of recovery
  - □ Based on duration of virus & chance of recovery
- □ Non-sick agents have chance of reproducing
  - **Up to carrying capacity**
  - □ Based on agent lifespan & average number of offspring



## Implementation

#### One Person agent

- □ Agent identification: Id
- Position: x, y (double) and heading (double)
- □ State flags: is\_sick, is\_immune
- Counters: sick\_count (how long infected), age (how old)
- One infected message
  - □ Agent id: Id
  - Desition: x, y (double)

#### Functions

- **Given** get\_older (Start  $\Rightarrow$  1)
- $\Box$  move (1  $\Rightarrow$  2) Output infected message
- □ infect  $(2 \Rightarrow 3)$  Input infected message
- **D** recover  $(3 \Rightarrow 4)$  Depends on infect function
- $\Box$  Reproduce (4  $\Rightarrow$  End) Depends on recover function



# **Agent Creation**

- □ Required by **reproduce** function
- □ Need unique ids
- □ New agent created from existing one so use existing id as basis
  - □ Add on global number of agents \* current iteration number
  - Increment global number of agents
- □ OK because agents only have one child per iteration
- □ Not complete solution
  - □ global number of agents changed by other functions



## Environment

□ Fixed values defining: reproduction, disease, domain

- Lifespan 100
- □ Average offspring 4
- □ Carrying capacity scaled with initial number of agents
- □ Infectiousness 65%
- □ Chance of recovery 50%
- Duration of disease 20
- Domain height scaled with initial number of agents
- Domain width scaled with initial number of agents



## Input Data

#### □ Initially same as NetLogo model

- □ 150 agents
- □ 10 infected (choose first 10)
- □ 34x34 domain
- □ Carrying capacity = 750
- □ Position and heading random uniform distribution
- Other values on previous slide

#### **Generated** with Python script

- ./init\_start\_state.py <width> <height> <agent\_count>
- □ Scale domain with agent count to keep same density
- □ Change carrying capacity in script!!



## Verification

#### □ Check with NetLogo





## Serial run 15000 agents

**FLAME Serial Run** 





# Parallel Runs

- □ Carrying capacity of domain is global data
  - □ Split capacity equally between nodes is only choice
  - □ Try to keep agent number same on all nodes therefore...
  - Do round-robin agent partitioning
  - Does give "better" results





## **Pretty Pictures**

- □ Run on HECToR
- **5**00 cores
- □ 150000 initial agents
- □ 750000 carrying capacity



Iteration 10

Iteration 100

Iteration 200

Iteration 300



# Timing data

#### □ HECToR

- □ 15,000 agents
- □ Completely unreliable!





# Conclusions

#### □ Improvements to FLAME

- Global variables
  - □ Update frequency every change, end of iteration, programmatic
  - □ Partition of values among nodes e.g. carrying capacity
- Geometric partitioning better for infection model if GVs available
  Halo filters
- □ Agent migration if using geometric partitioning

□ NetLogo = bad model

Missing potential infection because of patches

