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ORAN: A meta-modeling platform to drive real-life and online outbreak simulations

Andres Colubri University of Massachusetts Medical School

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UMass Graduate School of Biomedical Sciences 25th Annual Research Retreat

ORAN: A meta-modeling framework to drive real-life and online outbreak simulations

Andrés Colubri, Assistant Professor Program in Bioinformatics and Integrative Biology



(A very short intro about myself and Co-Labo)



The Colubri Laboratory (co-labo) will focus on digital epidemiology, data visualization, machine learning and mobile tools

https://co-labo.org









JHU, NSF, Bloomberg Philanthropies and Stavros Niarchos Foundation. Resource support: Slack, Github and AWS. Click here to donate to the CSSE dashboard team, and other JHU COVID-19

ORAN: A meta-modeling framework to drive reallife and online outbreak simulations

Operation Outbreak: A mobile-based epidemic simulation platform







What's Operation Outbreak?

OO is a agent-based epidemic simulation platform, where the "agents" are real people using a custom app to simulate spread of a virtual pathogen within a population

It began in 2015 at Sarasota Military Academy as a two-week infectious diseases curriculum for middle schoolers culminating in a mock outbreak exercise

https://operationoutbreak.org



Outbreak exercises are not new



Crimson Contagion: Simulation of an influenza pandemic, run by the Department of Health and Human Services in 2019. Predicted that the US would be underfunded, underprepared and too disorganized to deal with a global pandemic.

'Virtual outbreaks designed and implemented with public-health studies in mind have the potential to bridge the gap between traditional epidemiological studies on populations and computer simulations, involving both unprogrammed human behavior and large numbers of test participants in a controlled environment where the disease parameters are known."

The untapped potential of virtual game worlds to shed light on real world epidemics. Lofgren ET, Fefferman, NH. The Lancet Infectious diseases (2007)

Board and computer games: *Pandemic*, *Plague Inc*







After I learned about the SMA mock outbreak exercise, I suggested that a digital pathogen could be transmitted over Bluetooth, imitating some of the infection characteristics of a real pathogen



An app-based outbreak simulation

Initial sketches

First app-based simulation at SMA in 2018 (Ebola outbreak)











Demo video of the OO app



SARS-like OO simulations

In early December 2019, we simulated outbreaks of the SARS-like virus at SMA (185 participants) and the annual retreat of the Broad Institute of MIT and Harvard (100 participants).

We also simulated this virus in February 2020 at the day-long Florida Undergraduate Research Conference (FURC); 260 of the 590 attendees installed the app to run an unsupervised simulation for the full conference.



Some results from these simulations



- We set an infectious time of 17 min and a R_0 of ~3.6
- The transmission rate started to decrease approximately 17 min into the simulation
- It halved from its original level just 13 min later

- Students already had expectations about the simulation exercise
- They adopted social distancing behaviors earlier
- Transmission rate halved in only 1 minute

Preventing Outbreaks through Interactive, Experiential Real-Life Simulations. Colubri A et al. Cell (2020) https://github.com/broadinstitute/operation-outbreak-data-models



Some results from these simulations



FURC simulation: Only 40% of conference attendees installed the app, leaving susceptible players buffered from each other by non-participants

The effective reproductive number remained below but spiked during activities that required attendees to be in close proximity to each other





Detailed ground truth epidemiological data



Realistic simulated outbreaks provide a unique opportunity to capture not only behavioral changes in response to viral spread but also the "ground truth" of transmission, i.e., documentation of every single event

Role-playing accounts for human behavior

We observed real-life-like behaviors during the simulated outbreaks at SMA:

nent officials were videoed aving to secure access to v perore everyone else and were exposed by

During OO simulations. we observed that players behaved in very realistic ways. Roleplaying games allow incorporating social chaos and irrationality in a way mathematical models cannot.

took a screenshot of the app in the heathy state, and showed the screenshot to the military to avoid being quarantined





Ultimately simulations make clear, as in real life, that preparation and cooperation are essential elements for a successful response to outbreaks. And they increase our empathy, allowing us to see first-hand how challenging it might be to be a scientist fighting disease, a health care worker taking care of patients, or a government official planning and executing an effective response to an emergency situation.

such important lessons?

rn

Operation Outbreak during COVID

- **CDC Student Programs and Partnerships**
 - Chicago Public Schools
 - Colorado Mesa University
 - Florida Gulf Coast University
 - Needham High School
 - Louisiana Tech University
 - Agastya Foundation (India)

Operation Outbreak Iow-tech simulation

Operation Outbreak science textbook

Operation Outbreak Online simulations

What about ORAN?

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Meta-modeling with ORAN

Epidemiological modeling

Some problems I'm interested in:

- Can we design OO simulations to validate different modeling approaches?
- How to use OO data (i.e.: contact matrices) to inform epidemiological predictions
- Connecting population-level (compartmental) with individual level (agent-based) models

Simulating pathogen evolution?

- Operation Outbreak could also simulate changes in synthetic pathogen genomes
- There are many software tools that do this: epi-net, outbreaker, SEEDY, FAVITES

• This simulated data can help evaluate new methods in genetic epidemiology, because their performance is difficult to evaluate without knowing the ground truth of the outbreak under study

FAVITES: FrAmework for VIral Transmission and Evolution Simulation

Steps in FAVITES from initial contact network to final phylogenetic tree underlying the transmissions: the epidemic yields a series of transmission events in which the time of the next transmission is chosen, the source and target individuals are chosen, the viral phylogeny in the source node is evolved to the transmission time, viral sequences in the source node are evolved to the transmission time and a viral lineage is chosen to be transmitted from source to destination.

FAVITES: simultaneous simulation of transmission networks, phylogenetic trees and sequences. Moshiri et al. *Bioinformatics* (2018)

Simulated disease transmission and pathogen lineages:

- x (blue) and y (red): two pathogen isolates
- A(x, y): most recent common ancestor
- D(x, y): divergence time
- w: time from coalescence to lineage divergence

A possible algorithm to simulate sequence mutation in OO

Simulated epidemic and genomic sampling in a heterogeneously-mixing population (generated with SEEDY)

- A. The contact network of the population
- B. Simulated routes of transmission
- C. The outbreak and genomic sampling over time.

Conclusions

- of applications in infectious disease education and research
- models.

Operation Outbreak is a digital epidemiology platform that could support a wide range

• ORAN will complement OO by providing a meta-modeling framework where different models can be used as ground truths to validate model building/fitting approaches

• Operation Outbreak/ORAN will be used to generate epidemiological and phylogenetic

FOR WOMEN IN SCIENCE IN PARTNERSHIP WITH

TOSHIBA

Todd Brown

Pardis Sabeti

Alex Petty

Evan Federov

Kavya Shah

Molly Kemball

Kian Sani

Jay Doshi

Kaledora Kiernan-Linn

Sebastian Agignoae

Rushabh Doshi

Thank you!