

Minority Opinion and the Vaccination Game

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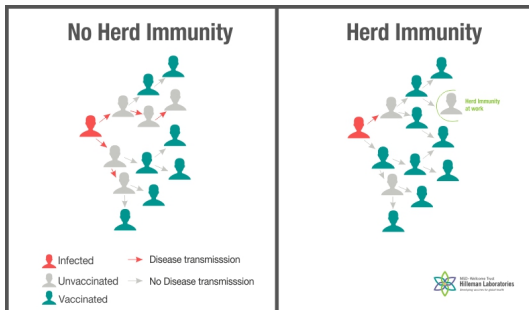
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Outline

- ▶ Background
- ▶ Vaccine Game
- ▶ Deterministic Model
- ▶ Stochastic Model
- ▶ Cellular Automaton and Network Dynamics
- ▶ Results and Discussion

Vaccination and Herd Immunity

- ▶ Direct vs. indirect protection from disease
 - ▶ Direct: vaccinated individuals have immunity against disease
 - ▶ Indirect: susceptible individuals are sheltered by the immunity of others
- ▶ Elimination of smallpox & eradication of polio, measles, etc.
- ▶ As vaccination compliance increases, unvaccinated members are less motivated to vaccinate



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Finally, we impose lattice-like neighborhoods to visualize the spread of the biological and social contagions

Assumptions

1. Well-mixed
2. Population remains constant
3. Vaccine grants perfect immunity
4. Individuals do not alter their vaccination strategy in the midst of an epidemic

Game Setup

Let a denote the proportion of the population that belongs to G_1 .

There are three potential outcomes to this game:

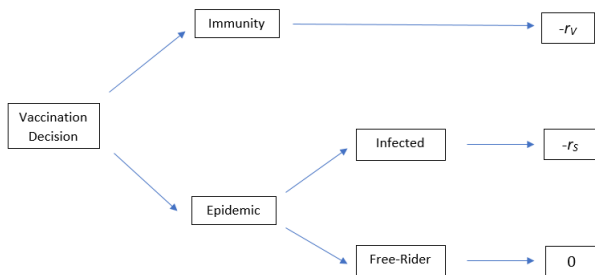


Figure 1: Vaccination Game Flow Chart

Expected Payoffs

Expected Payoffs:

$$E(V_i) = -r_{vi}$$

$$E(NV) = -\pi_p \times r_s + (1 - \pi_p) \times 0$$

where π_p is the probability of infection.

Nash Equilibria

To find the Nash Equilibria¹ for this game, we set

$$E(V) = E(NV)$$

¹Fu, Rosenbloom, Wang, Nowak 2011

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$$r_i = 1 - e^{-R_0 R(\infty)}, \text{ where } r_i = \frac{r_v}{r_s}$$

$$R(\infty) = -\frac{\log(1 - r_i)}{R_0}$$

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The optimal strategy for each subgroup depends on their perceived risk ratio, r_i .

¹Fu, Rosenbloom, Wang, Nowak 2011

Initial Conditions

- ▶ $r_s = 1$ (both groups)
- ▶ $r_{v1} = 1/100$
- ▶ $r_{v2} = 1/20$
- ▶ We vary a to observe how the size of the minority group affects our population.

Kermack-McKendrick Epidemic Model²

$$\begin{aligned}\frac{dS}{dt} &= -\beta SI + \mu(1 - V) - \mu S \\ \frac{dI}{dt} &= \beta SI - \gamma I - \mu I \\ \frac{dR}{dt} &= \gamma I + \mu V - \mu R\end{aligned}$$

Parameters: β, γ, μ

²Kermack, McKendrick 1927

Vaccination Dynamics

The state of the epidemic affects the change in the vaccination compliance:

$$\begin{aligned}\frac{dV_1}{dt} &= V_1(1 - V_1)(-r_1 + I) \\ \frac{dV_2}{dt} &= V_2(1 - V_2)(-r_2 + I)\end{aligned}$$

Results

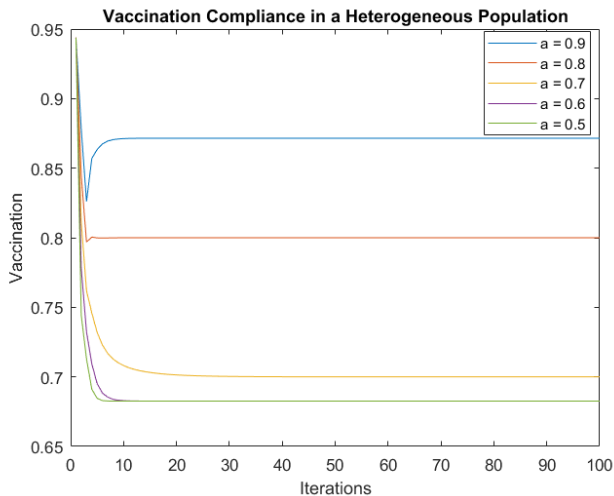


Figure 2: Vaccination compliance at varying levels of a .

Results

a	iter = 1	iter = 100
0.9	0.9439	0.8715
0.8	0.9436	0.8000
0.7	0.9434	0.7000
0.6	0.9431	0.6826
0.5	0.9428	0.6826

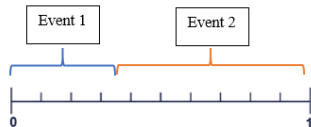
Table 1: Vaccination rates at varying levels of a

Transition to Stochastic Model

- ▶ Stochastic models incorporate an element of randomness typical of biological processes
- ▶ Gillespie Algorithm (Stochastic Simulation Algorithm)^{3 4}
 1. Initialization
 2. Time Component



3. Event Component



4. Iterate and Repeat

³Martinez-Urreaga, Mira, Gonzalez-Fernandez 2003

⁴Regoes, Schafroth

Stochastic Model

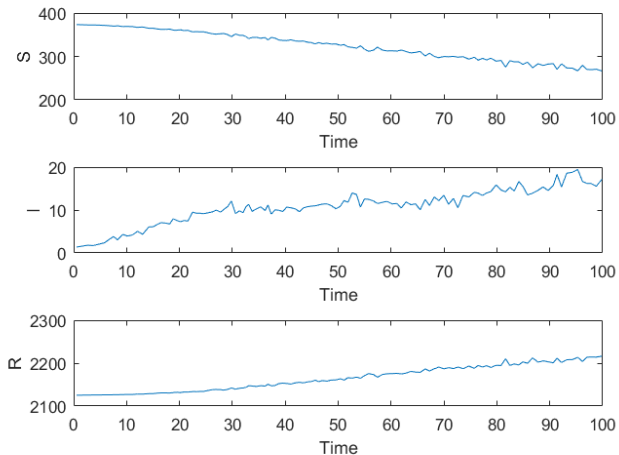


Figure 3: Stochastic SIR Model

Cellular Automaton & Neighborhood Dynamics

- ▶ Consider our “well-mixed” assumption from earlier
- ▶ We use the lattice structure of cellular automaton to simulate an individuals’ interactions with neighbors
- ▶ Neighbors transmit infections and serve as role models in the vaccination game

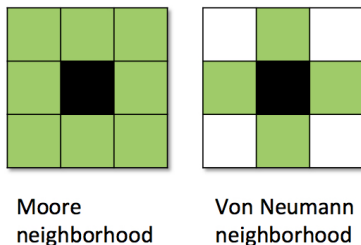


Figure 4: Types of 2-dimensional neighborhoods

Cellular Automaton & Neighborhood Dynamics

- ▶ Cyclic model has two stages:
 1. Vaccination Decision
 - ▶ Individuals evaluate the payoffs of their neighbors and “switch” to that strategy with probability ⁵

$$1 - \frac{1}{1 + e^{-k(f_n - f_m)}}$$

2. Epidemic
- ▶ SIR Demonstration

⁵Fu, Rosenbloom, Wang, Nowak 2011

Cellular Automaton & Neighborhood Dynamics

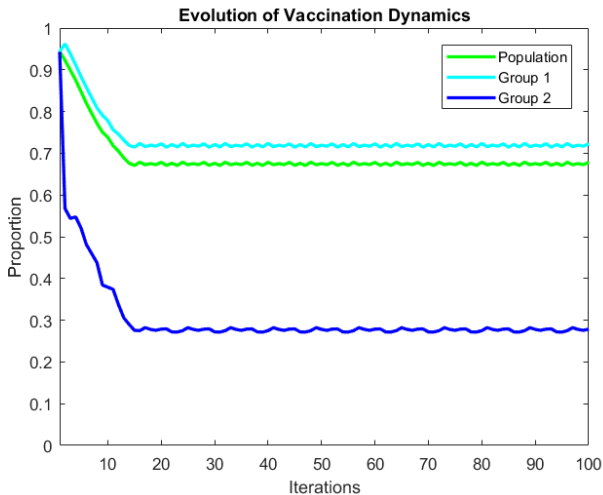


Figure 5: Vaccine Adherence with $a = 0.9$

Cellular Automaton & Neighborhood Dynamics

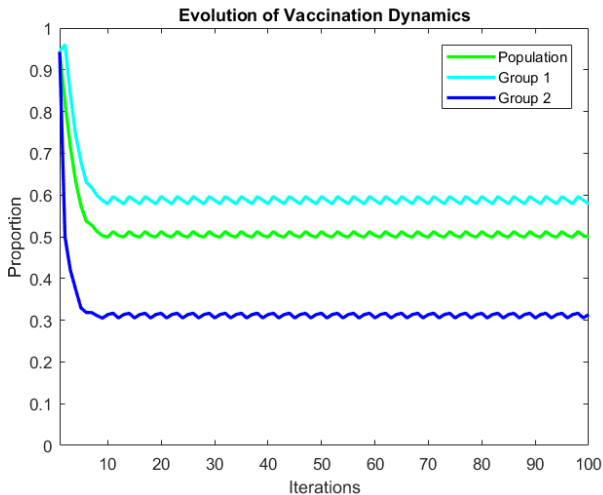
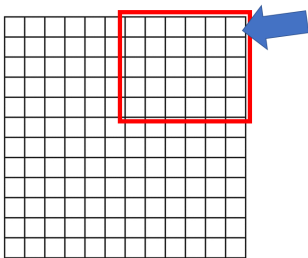


Figure 6: Vaccine Adherence with $a = 0.7$

Regionalization

- ▶ Before, we assumed that members of G_1 and G_2 were scattered randomly through the population
- ▶ Now, we look at a model where the groups are kept separate



Regionalization

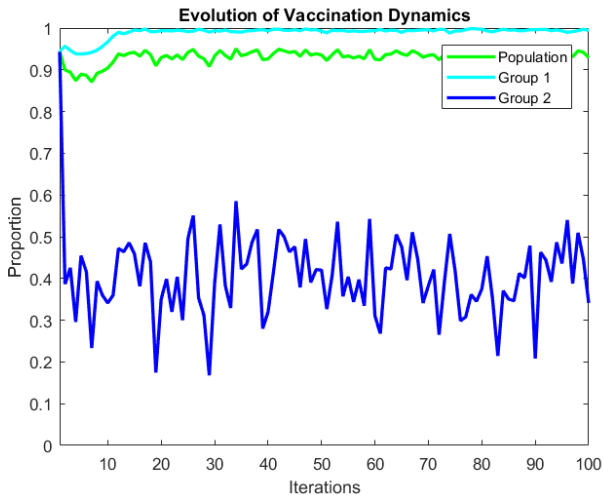


Figure 7: Regional Vaccine Compliance at $a = 0.9$

Regionalization

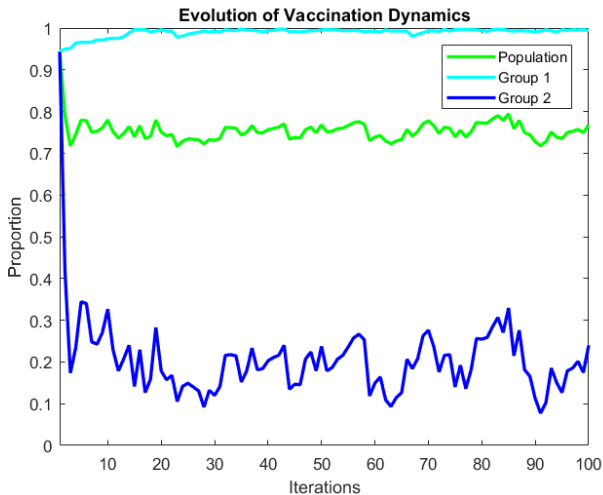


Figure 8: Regional Vaccine Compliance at $a = 0.7$

Results and Discussion

- ▶ Comparison of deterministic and stochastic CA models
- ▶ Effects of minority opinion
 - ▶ G_2 are less likely to vaccinate, causes G_1 to compensate on their behalf (deterministic)
 - ▶ G_2 are more likely to attempt free-riding, act as “bad influences” for G_1 neighbors
 - ▶ When we separate G_2 from the majority, vaccination rates for G_1 increased significantly
- ▶ Ideas for further research