



# COVID-19 Simulator

A simulation tool of COVID-19 epidemics with  
Non-Pharmaceutical Interventions and Zonal Restraints

User Guide

Version 1.24

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COVID-19 Simulator Version 1.24 - User guide

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# Overview

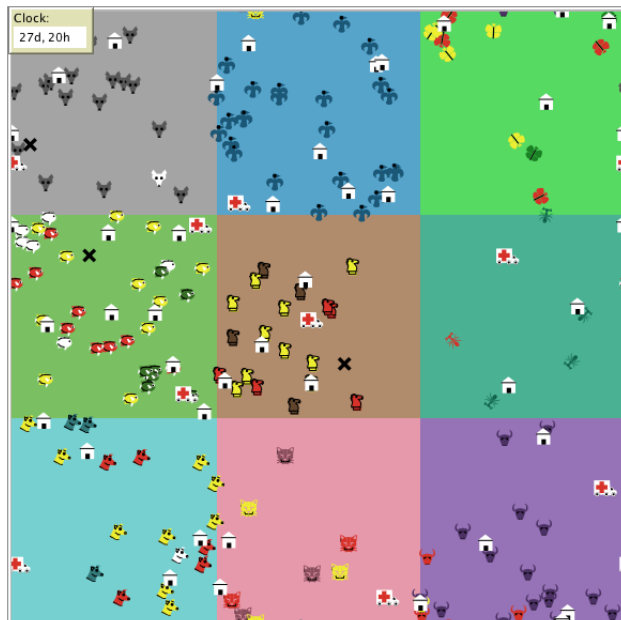
Non-Pharmaceutical Interventions (NPI) are currently the only mechanism governments can use to mitigate the impact of the COVID-19 epidemic. Similarly to the actual spread of the disease, the dynamics of the contention patterns emerging from the application of NPIs are complex and depend on interactions between people within a specific region as well as other stochastic factors associated to demographic, geographic, political and economical conditions.

**COVID-19**Simulator is a simulation tool intended to allow experimenters to simulate how the COVID-19 epidemics unfolds in a hypothetical region, and to assess how different NPI strategies affect the dynamics and impact of the disease, therefore yielding rapid insights regarding the potential application of composite interventions at different stages of the epidemic. The tool considers a number of widely-applied NPIs such as social distancing, case isolation, home quarantine, total lockdown, sentinel testing, mask wearing and a distinctive *zonal* restraint measure, requiring these interventions to be applied gradually to separated enclosed districts or zones.

The simulation view depicts the unfold of the epidemic within a population of agents characterised by different conditions: healthy, sick, asymptomatic, tested, confirmed, critical, deadly, extinct or recovered. In addition, the tool collects and display population-wide epidemic indicators such as case fatality and lethality ratios, herd immunity, transmission rates, doubling time, and time-evolving plots showing the behaviour of the epidemics in the population subgroups as well as the effect on the health available capacity of the region.

**COVID-19**Simulator v1.24 has been released under GNU General Public License (GPLv3); it is available on-line at:

[http://modelingcommons.org/browse/one\\_model/6374](http://modelingcommons.org/browse/one_model/6374)





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# Chapter 1

## The simulation tool

### 1.1 What is COVID-19 Simulator?

COVID-19 Simulator is an agent-based model to simulate the evolution of the COVID-19 epidemics and the mitigation impact of Non-Pharmaceutical Interventions (NPI) within an hypothetical city. NPIs are the mechanisms that public health offices around the world are using to attempt to contain the spread of the virus.

We consider a number of NPIs, including social distancing, case isolation, home quarantine, total lockdown, sentinel testing, mask protection and a proposed zonal restriction where these interventions can be applied to separated districts or zones of the city. The effect of these strategies are measured in terms of morbidity, mortality, lethality -infection fatality rate (IFR) and case fatality rate (CFR)-, doubling time, reproduction number and plots of infection, recovery and death during the simulation timeline. The main purpose of the tool is to let modelers assess which NPIs or combination of NPIs can help flattening or crushing the curve of spread of the disease (mitigate or suppress, respectively), and the effects on the corresponding epidemics indicators.

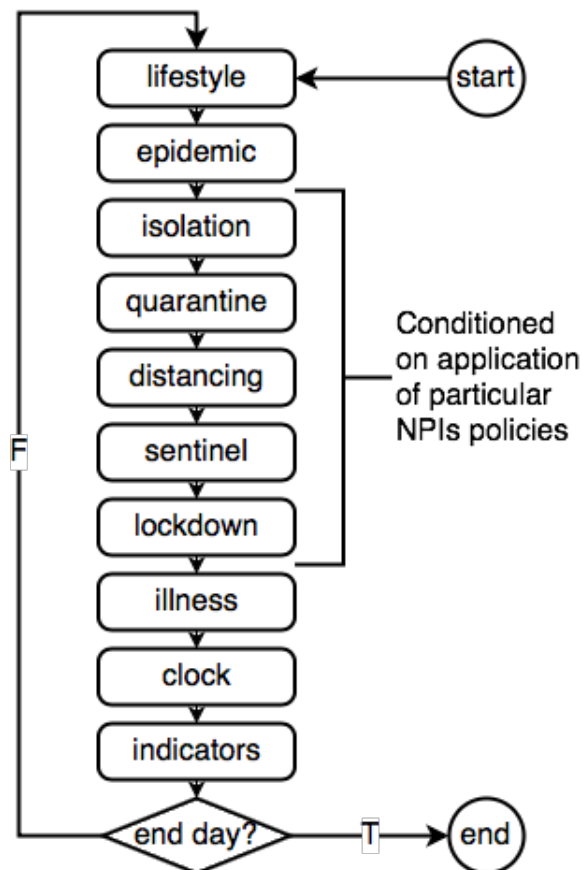
### 1.2 How it works

The model implements the NPIs within the epidemic SIRE+CARDS model (see [1] for further details) as well as the agent behaviour rules. We build upon the compartmental SIRE epidemic framework (Susceptible-Infectious-Recovered-Extinct), but we regarded the Infectious compartment as an extended-state consisting of a number of conditions: Confirmed or not (indicating the patient will remain isolated), Risky or not (meaning predisposition to develop severe or critical disease), Asymptomatic or not (meaning patient is unaware of being a virus carrier), Severe or not (meaning it requires to be hospitalised to avoid dead), and Deadly or not (indicating the patient requires Intensive Care Unit -ICU- assistance). The details of event transition rules and condition activation are described in [1].

The simulation tracks an individual disease path for every agent, from susceptible to recovery or death, according to the SIRE+CARDS epidemic model aforementioned. Each agent is assigned a daily routine consisting of going outdoors and returning home with a commuting distance range randomly chosen from 25, 50, 100, 200 unit steps; the

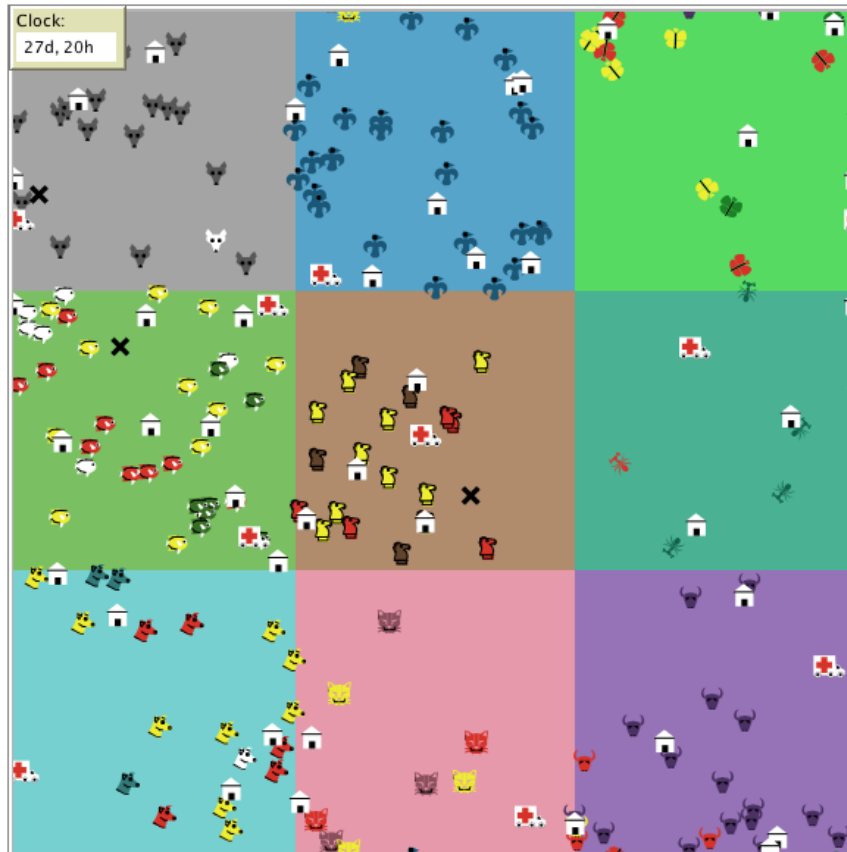
actual route the agent follows varies slightly due to random fluctuations in his orientation. In addition the length of each step can be set as a global parameter between 0.1 and 1 units. Similarly, the day length can be defined with a given number of ticks in the range between 600 and 2400.

Individuals interact randomly with other agents around. Virus transmission occurs due to proximity of an infectious agent with other susceptible agent within a spatial radius of 0.5 units; the chance of contagion depends on what mask protection intervention is applied. On recovery from the disease, individuals acquire immunity to the virus so they cannot be re-infected. In this model all deaths are considered to be caused by COVID-19. The flow of events applied to each agent at each time step are: lifestyle, epidemic, isolation, quarantine, distancing, sentinel, lockdown, illness, clock and indicators are shown in the flowchart below (see code and [1] for additional details).



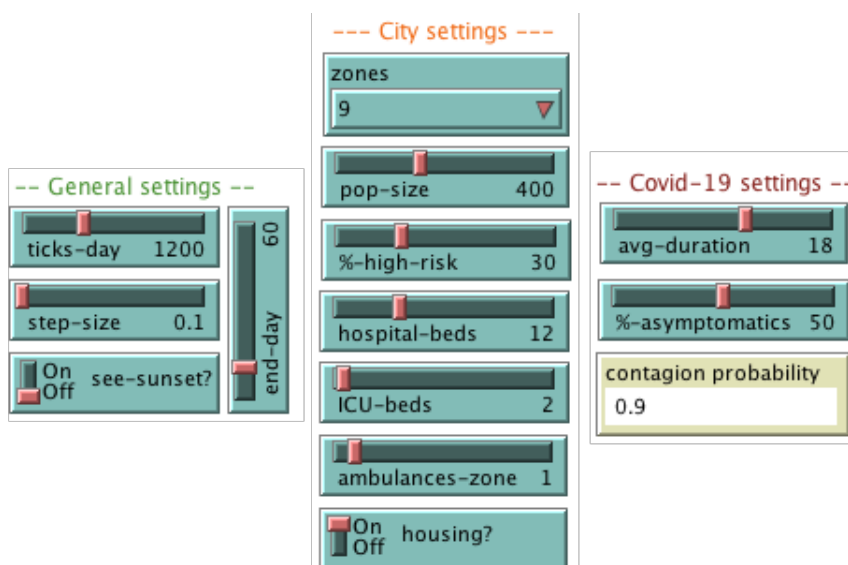
In the simulation view area, agents are represented with different shapes according to the zone where they reside. The color of the agent represents its extended state (healthy: same color as zone ground; immune: white; sick: red or yellow if asymptomatic; dead: black X). Special agents intended to implement some of the NPIs such as households for home-quarantine and ambulances for sentinel-testing can also be seen. A screenshot of the view area is shown next.





### 1.3 How to use it

The control panel is organised in sections related to general, city and COVID-19 settings, monitors of epidemic indicators, parameters, action commands to execute the simulation, and a dedicated section for NPI activation with their corresponding parameters. The setup panel is shown below.

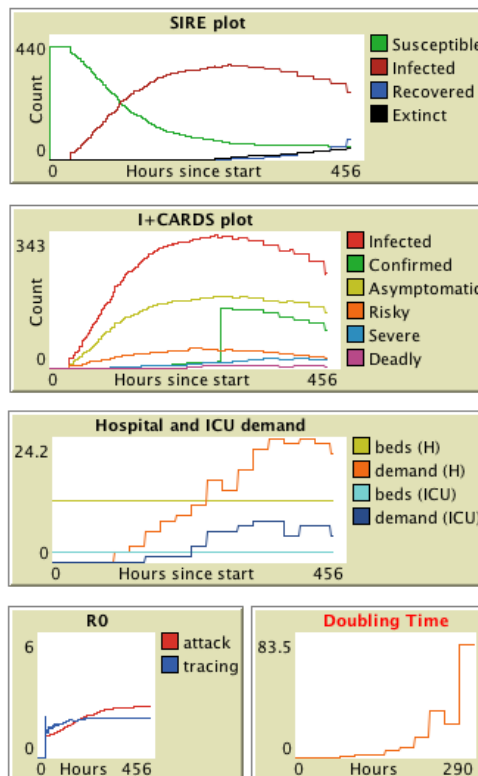


A typical setup for a simulation run is: POP-SIZE=400 (total number of simulated people or agents), ZONES=9 (number of residential zones), DAYS=60 (period of observation days or simulation length), %-HIGH-RISK=30 (percentage of population with co-morbidities), HOSPITAL-BEDS=12 (total number of hospital beds available), ICU-BEDS=2 (total number of ICU beds available), AMBULANCES-ZONE=1 (number of ambulances or sentinels per zone), HOUSING?=on (show households in the view area), AVG-DURATION=18 (average day period to recover from illness), %-ASYMPTOMATIC=50 (percentage of patients showing mild or no symptoms), TICKS-DAY=1200 (number of ticks after one day elapse), STEP-SIZE=0.1 (distance each agent move every tick), END-DAY=60 (simulation timeline).

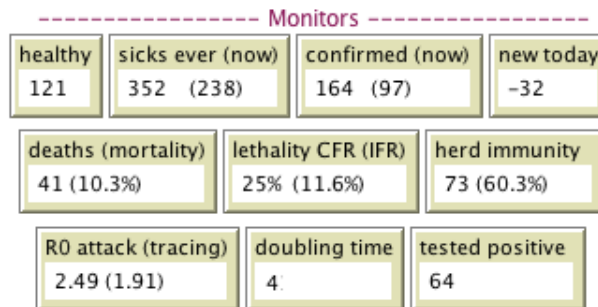
Once setup is done, activate or deactivate the NPIs you want to assess (the details of meaning and implementation of each NPI can be found in the next section), then press SETUP, then GO in the Action panel shown below:



After a few simulated hours (or ticks) you can seed a patient zero randomly (or many other, if you want) by pressing INFECT. Alternatively, using OUTBREAK you can randomly infect a percentage (%-SPREAD) of the population. Afterwards, you will be able to see the emergence of the epidemic SIRE curves in the plot panel:

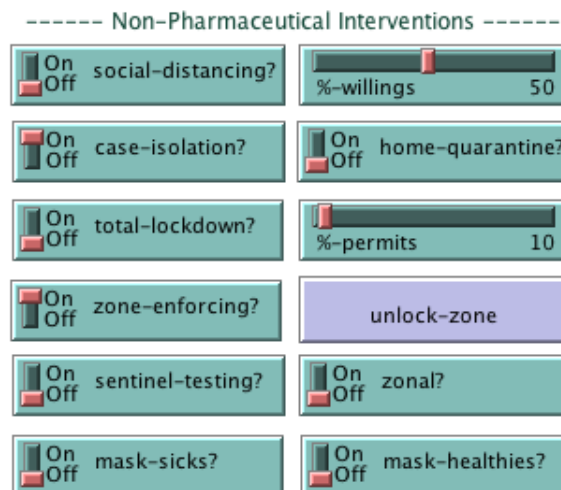


Besides, other epidemic indicators will be displayed in the monitor area, while the contagion, recover and death of people unfolds as a result of the development of the COVID-19 epidemics with such particular settings:



## 1.4 Non-Pharmaceutical Interventions

NPIs are health policies intended to mitigate the effects of the spread of a new virus when vaccines or medicines are not yet available. They consist of actions recommended to the public or in some cases, enforced by the government, that affect their daily life habits. During the COVID-19 pandemic, many of these action plans have been designed and deployed at a global scale. The tool provides a control panel to setup the application of these NPIs with their respective parameters. Below the strategies currently incorporated into the tool, are described.



### 1.4.1 Social Distancing

This intervention consists of maintaining a minimum physical distance between people so as to reduce the number of close interactions between infected and healthy individuals, slowing down the speed of transmission and eventual deaths. In the tool, this intervention can be set on or off with the SOCIAL-DISTANCING? switch, whereas the actual amount of people willing to comply with the intervention can be defined with a parameter %-WILLINGS between 10 and 100%.

### **1.4.2 Case Isolation**

This intervention consists of confining in an enclosed facility (home) either positive tested people or sufficiently symptomatic patients that self-isolate, until they recover from the disease. In the tool, this intervention can be set on or off with the CASE-ISOLATION? switch.

### **1.4.3 Home Quarantine**

This intervention consists of confinement of relatives or housemates living in the same household of isolated cases, during their recovery. It is assumed that quarantined healthy people in the household must observe strict safety protocols to avoid contagion from the isolated case. In the tool, this intervention can be set on or off with the HOME-QUARANTINE? switch.

### **1.4.4 Total Lockdown**

This intervention enforces a stay-at-home policy due to partial shutdown of economy. Only some people are authorised to move around to fulfil basic needs or to support essential services. In the tool, this intervention can be set on or off with the TOTAL-LOCKDOWN? switch plus a percentage %-PERMITS of mobility permits between 5 and 95%.

### **1.4.5 Zonal Enforcement**

This intervention assumes that the hypothetical city can be divided in different districts (or zones), and then recommends to restrict movement of residents to their respective zones only. In other words, it enforces border closures between districts. The other NPIs can be applied localised to each zone. In addition, the model enables applying a novel NPI consisting of a total lockdown to the entire city with the option of gradually lifting of the curfew by individual zones. In the tool, this intervention can be set on or off with the ZONE-ENFORCING? switch; besides, it provides a command to unlock one zone at a time (UNLOCK-ZONE).

### **1.4.6 Sentinel Testing**

This intervention consists of running health campaigns performing mass testing at random locations in order to detect not isolated or unconfirmed cases of either symptomatic or asymptomatic carriers. Persons whose test result positive are isolated immediately. In the tool, this intervention can be set on or off with the SENTINEL-TESTING? switch, with an option to deploy the campaigns widely or restricted to zones (ZONAL?). The stock of tests available is the parameter %-TESTS, defined as a fraction of the population between 10 and 100%. Once the campaigns run out of tests, it is possible to replenished them with a new equal supply.

### 1.4.7 Mask Protection

This intervention consists of the use of face masks as personal protective equipment to avoid spreading, or breathing in, airborne virus particles. In the tool, this intervention is currently simulated as a population habit controlled by a combination of two parameters: carriers (infected people) wearing masks or not (MASK-SICKS?), and susceptibles (healthy people) wearing masks or not (MASK-HEALTHIES?). A particular combination will have incidence in the chance of contagion when two people encounter: 3% if both are wearing masks, 8% if carrier wears masks but susceptible do not, 50% if susceptible wears masks but carrier do not, and 90% if none wear masks.

## 1.5 Other distinctive features

The NPIs control panel can be used to handle their application even while the epidemic unfolds. For example, you can activate/disactivate a total lockdown at any time, and it will take effect at the 00:00 of the next simulated day. Or you can isolate or release confirmed cases immediately, by switching it on or off. Similar thing occurs with the rest of NPIs. In contrast, you should not change any of the other parameters (general, city, or COVID-19 settings), as they are used to setup the model just and only before running the simulation.

There are two distinctive features in this model that allows the application of NPIs with a zonal scope. This means, firstly, you can restrict mobility of agents within their zone of residence; hence, you can try and see if this kind of restriction (ZONE-ENFORCING) is advantageous in flattening the curve when combined with other NPIs compared to the single application of said NPIs. Secondly, when enforcing a TOTAL-LOCKDOWN, you are able to lift this NPI in an arbitrary zone or zones using the UNLOCK-ZONE button. Again, you can see how the resulting emergencies compare to maintaining the total lockdown in the entire city. These features may yield interesting insights about alternative implementation of these measures that usually have a hard impact on the economy of the city. Notice that TOTAL-LOCKDOWN has an associated parameter %-PERMITS that determines the amount of agents permitted to go out of their households.

The SENTINEL-TESTING intervention is also useful to assess the impact of mass-test campaigns in the population. Sentinels are shown as ambulances moving around the city while testing any agent they find in their ways; again, you can restrict sentinels mobility with a zonal scope (ZONAL?) and see the difference with respect to allowing city-wide mobility. Notice that since test kits are a finite resource, the model assigns an initial stock of tests equals to the population size. When ambulances run out of tests they stop and stay still. You can of course replenish the stock for each ambulance using the RESUPPLY button to re-activate sentinels' journeys.

Lastly, the mask protection NPI obtained by combining the MASK-SICKS and MASKS-HEALTHIES switches, will define the probability of contagion or virus transmission during a single encounter between two agents (such probability is shown in the CONTAGION PROBABILITY monitor at the beginning of the simulation).

## 1.6 Try it yourself

Start-off by defining the general, city, COVID-19 and NPI settings you want to simulate in a single run (a suggested set of settings was given above, see Section 1.3). Execute the simulation to observe how the contagion spreads and how the epidemics evolve by inspecting the monitors, plots and view areas. Then try changing the NPI parameters to assess their mitigation impact by comparing with previous outputs (see Section 1.4 and also Section 1.5). If you like, start running the simulation with only one zone (choose 1 in the ZONES pull down menu); this will be equivalent to have a single district in the entire city, so agents will move around freely. Then experiment simulations with many districts or multi-zone (choose ZONES in 4, 9, 16), and try to apply ZONE-ENFORCING to see how agents mobility becomes restricted to their zones of residence.

The HOUSING? switch is used as a decoration and as a behaviour feature. When this switch is on, the tool shows households in the simulation view area and assigns agents randomly to each one with a proportion of one house per four agents approximately. When this switch is off, the household of an agent would be the patch were he/she was created randomly at the beginning of the simulation; no houses will be seen. If you try the CASE-ISOLATION or TOTAL-LOCKDOWN interventions with HOUSING? on, agents will be sent home and stay confined in their corresponding households (they will be hidden as they stay inside the house); in contrast, if HOUSING? is off, they will move to their home patch and stay quiet there, being visible and showing their shape, colour and state.

Finally, the SEE-SUNSET is a decoration feature. Try it and surprise yourself!

## 1.7 Extending the tool

Given the complex nature of human behaviour and virus infection, attempting to model every mechanism of the COVID-19 epidemic may prove difficult; in this tool, necessary assumptions need to be taken to simplify the representation of the agents and their interactions. We have made a few of them, as described above, so evidently there are interesting aspects that can be addressed to extend the model. We mention just some ideas here (for a more comprehensive discussion we refer the reader to [1]):

- consider virus incubation periods after infection,
- model infectiousness, aggressiveness or symptomatic severity levels,
- include age or gender structures,
- account for births or deaths due to other causes,
- expand further risk stratification for co-morbidities and age windows,
- add hubs or attractor sites (i.e. mass transport, schools, cinemas, etc.),
- incorporate explicit sites for hospitals were severe or critical patients are moved instead of staying still,

- involve individual habits and preferences (like wearing masks being an individual choice, influence of citizen education, routinely washing hands, etc.),
- set up daily schedules for agent routines (e.g. going forth and back to/from work, or leisure or shopping, etc.),
- measure the economical impact of NPIs (model food or money supply at a population or individual level),
- simulate cotagions not only by direct contact, but also indirect by surface contact (virus particles adhered to patches),
- implement other epidemic indicators (different estimates of  $R_0$ ) or additional NPIs.

## 1.8 References

[1] Alvarez, L. and Rojas-Galeano, S. "Simulation of Non-Pharmaceutical Interventions on COVID- 19 with an Agent-based Model of Zonal Restraint". medRxiv pre-print 2020/06/13. doi: 10.1101/2020.06.13.20130542

<https://www.medrxiv.org/content/10.1101/2020.06.13.20130542v1>





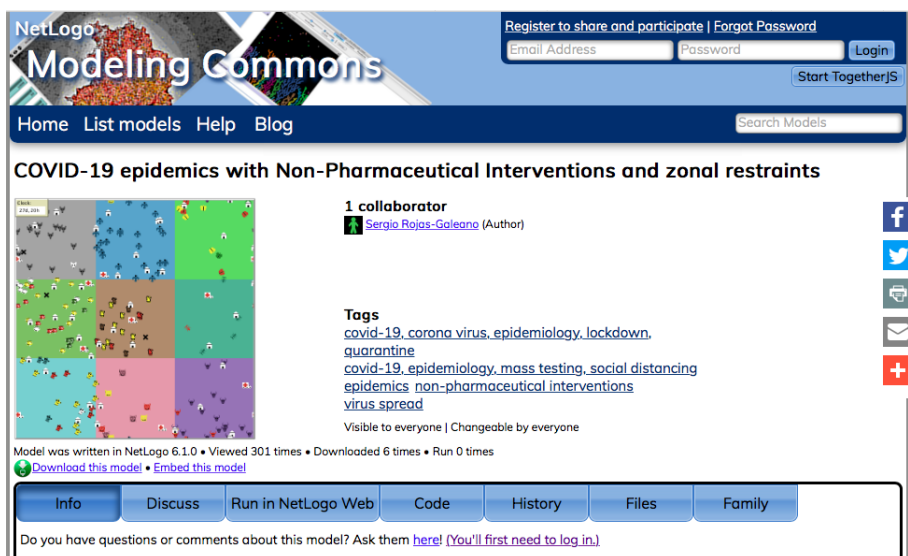
# Chapter 2

## Installation and execution

### 2.1 Online version

The easiest way of experimenting with COVID-19 Simulator is by using its online version. The software is available at the Modelling Commons website. So, you just need to follow these steps:

1. Open your favourite Internet browser and point it to the following URL:  
[http://modelingcommons.org/browse/one\\_model/6374](http://modelingcommons.org/browse/one_model/6374)
2. The following web page should appear:



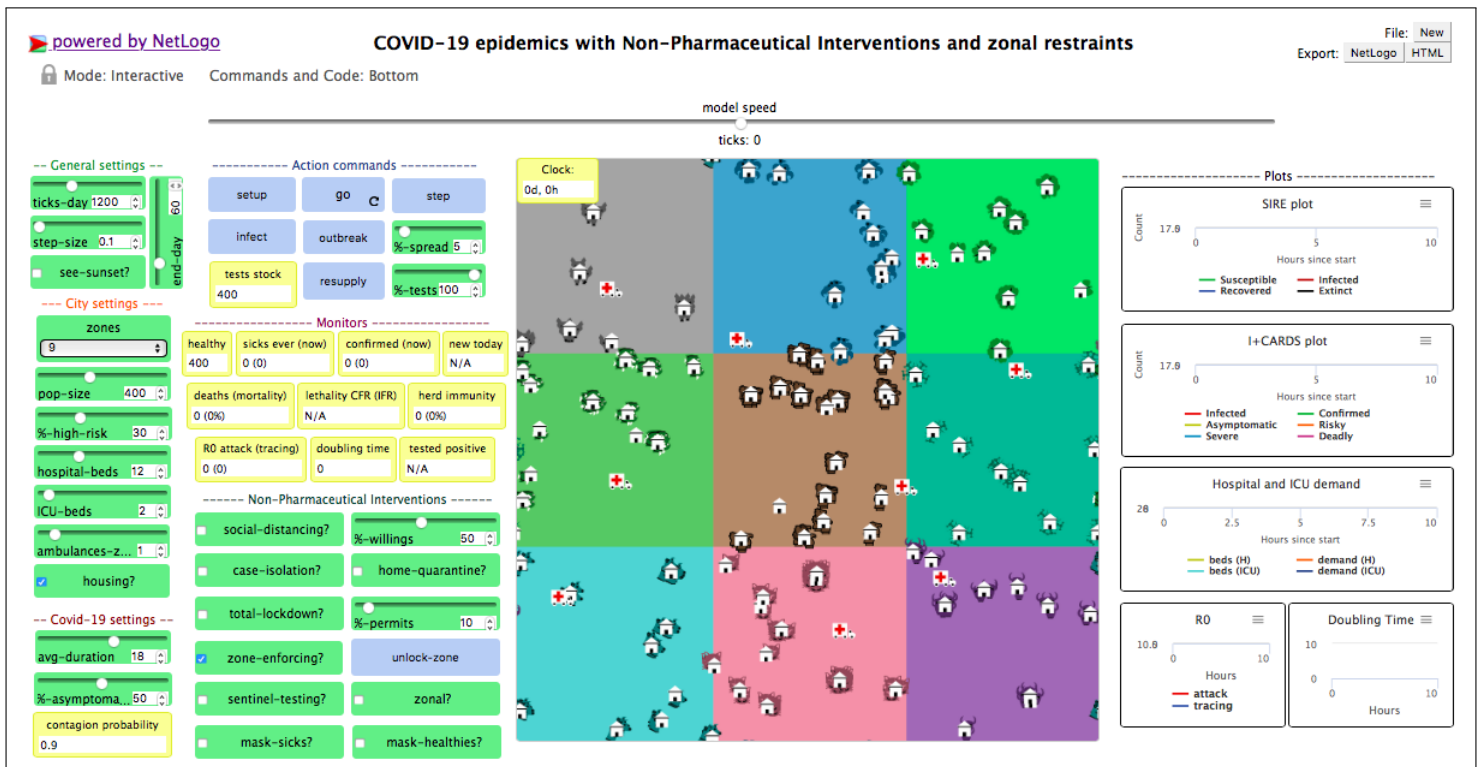
3. From the toolbar, choose the “Run in Netlogo Web” tab:



4. A grey area in the middle of the screen is shown. Do “Click to Run Model”:



5. The model main screen will show up:

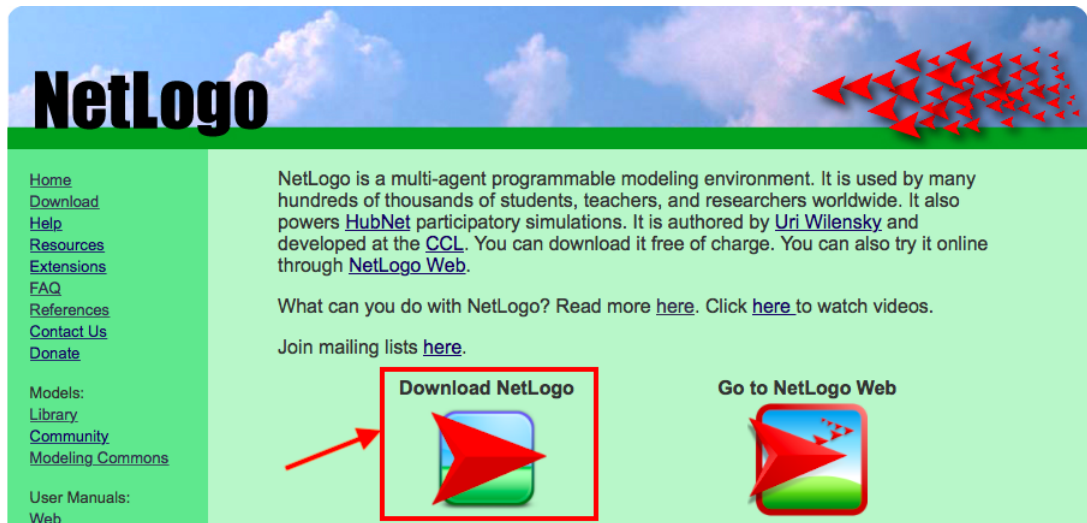


6. That’s all! Choose the running parameters in the control panel, click SETUP and then GO! Click the INFECT or OUTBREAK buttons at some point during the execution and you will see how the COVID-19 epidemics unfolds in the simulation view area, the monitors and the plots.

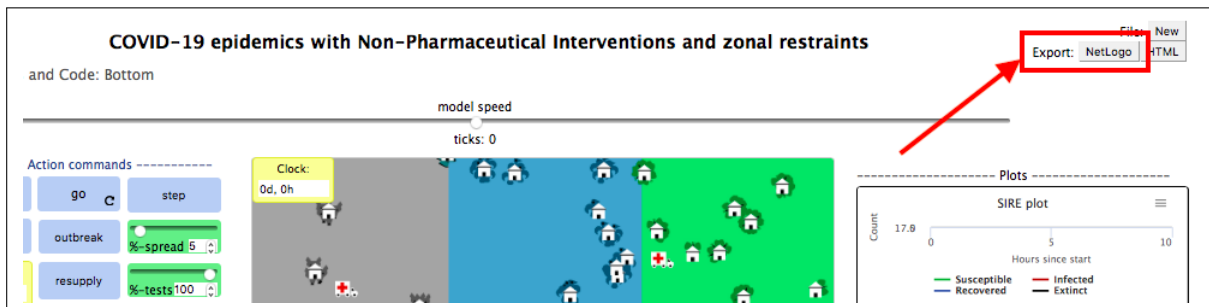
## 2.2 Desktop version

The desktop version is recommended if you want to try heavy experimentation, such as parameter tuning, average behaviour of multiple runs or simulations with large populations. For this purpose, COVID-19 Simulator runs over the NetLogo desktop simulation platform [2]. In this case, you need to go through the following steps:

1. Download and install the NetLogo desktop software. For this purpose, go to <http://ccl.northwestern.edu/netlogo/>, click in “Download NetLogo” and follow the instructions:

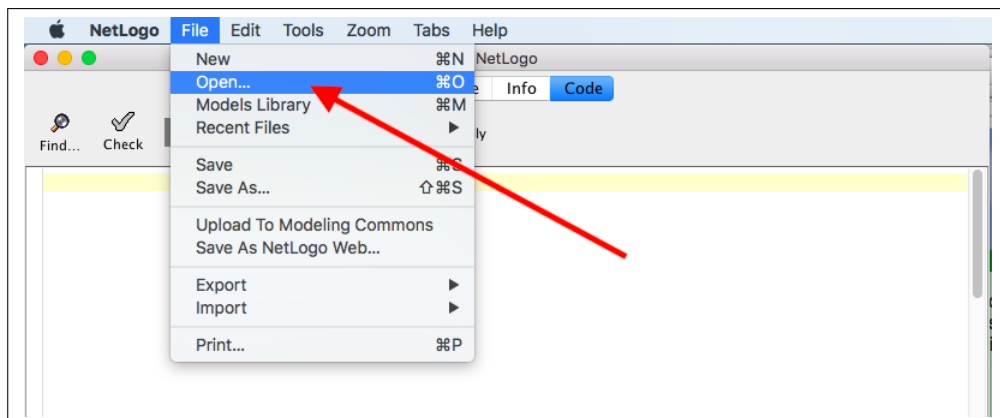


2. Download the COVID-19 Simulator model file from the model webpage, using the “Export” button:



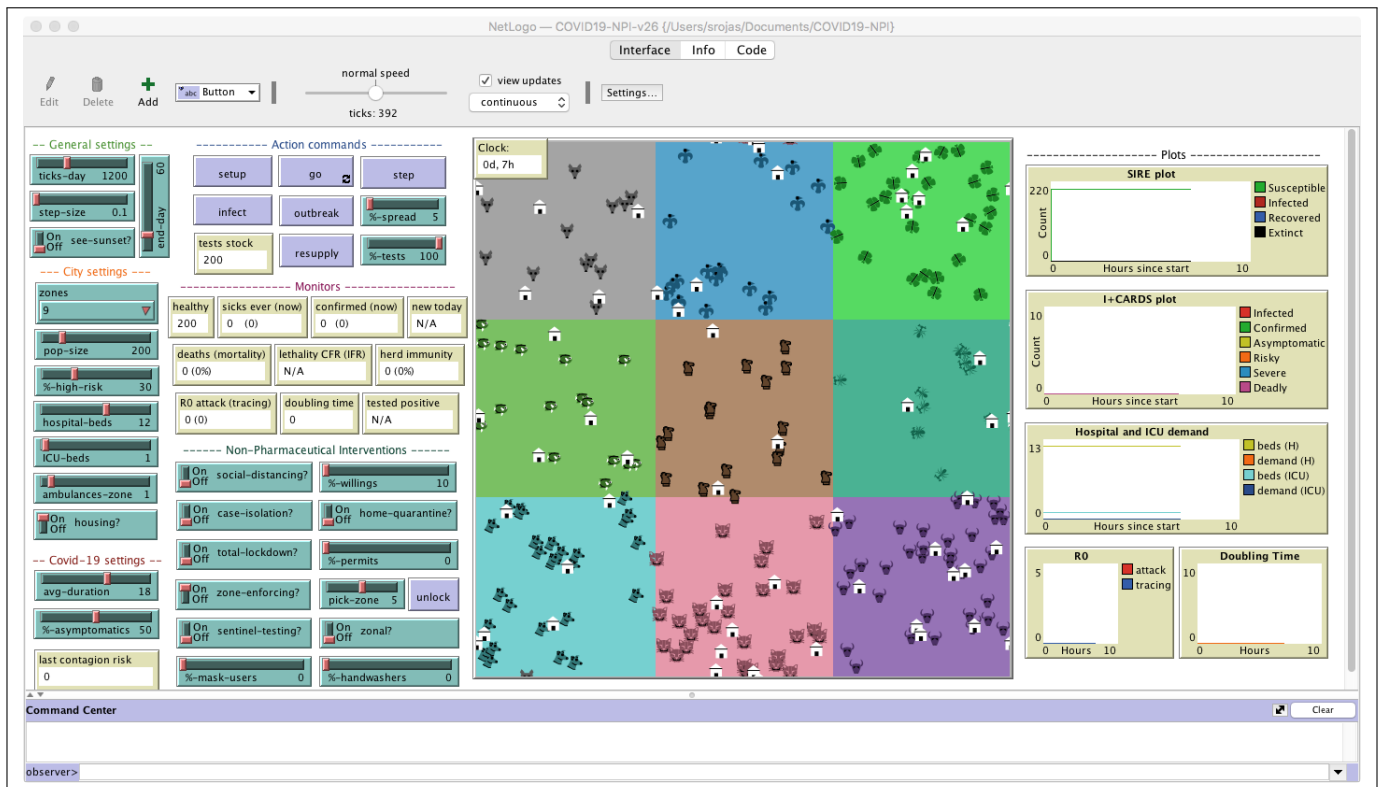
A file called *COVID-19 epidemics with Non-Pharmaceutical Interventions and zonal restraints.nlogo* would be downloaded to your local disk.

3. Run NetLogo on your computer. Choose the menu option *File* → *Open*:



Locate the COVID-19 Simulator .nlogo file that you downloaded previously and open it.

4. The **COVID-19** Simulator main screen will show up:



That's it! Choose the running parameters in the control panel, click **SETUP** and then **GO!** Click the **INFECT** or **OUTBREAK** buttons at some point during the execution and you will see how the COVID-19 epidemics unfolds in the simulation view area, the monitors and the plots.

## 2.3 References

- [2] Wilensky, U. (1999). NetLogo. <http://ccl.northwestern.edu/netlogo/>. Center for Connected Learning and Computer-Based Modeling, Northwestern University, Evanston, IL.

# Chapter 3

## Source code

```
;; -----  
;; COVID-19 epidemic simulation with Non-Pharmaceutical Interventions,  
;; including a novel zonal restraint NPI.  
;;  
;; A model by Sergio Rojas-Galeano and Lindsay Alvarez  
;; v1.24 Copyright (c) June 2020 The authors  
;; Correspondance email: srojas@udistrital.edu.co  
;; Universidad Distrital Francisco Jose de Caldas, Bogota, Colombia  
;;  
;; This program is free software: you can redistribute it and/or modify  
;; it under the terms of the GNU General Public License (GPLv3)  
;; (see license at: https://www.gnu.org/licenses/gpl-3.0.txt)  
;;  
;; The model is made publicly available in the hope that it will be useful  
;; to modelers, but WITHOUT ANY WARRANTY whatsoever (see license for details).  
;; -----  
  
;; Define globals  
globals [  
  daytime? ; is it day or night? ( 1 day + 1 night = ticks-day)  
  sort-codes ; a list of codes to identify each zone of a city  
  shapes-list ; a list of shapes to identify agents of the same zone  
  colors-list ; a list of colors to identify different zones  
  day hour ; the current day and hour since simulation started  
  sick-days ; list of daily count of sick  
  n-cases ; number of overall COVID-19 sick people  
  n-confirmed ; number of confirmed COVID-19 sick people  
  n-tested ; number of overall people tested by sentinel  
  n-positives ; number of people that tested COVID-19 positive  
  doubling-time ; estimated days to double today's number of sick  
  R0 S0 R0_ ; reproduction number and initial Susceptibles  
  p-contagion ; probability of contagion on a single encounter  
]  
  
;; Define breeds for healthy and infected people  
breed[ healthies healthy ]  
breed[ sick sick ]  
breed[ deaths death ]  
breed[ houses house ]  
breed[ ambulances ambulance ]  
  
;; Define attributes for patches  
patches-own [  
  zone ; the zone code of this patch  
]  
  
;; Define attributes of all the people  
turtles-own [  
  homebase ; the home patch of this person  
  scope ; the reach of distance away from home for this person  
  speed ; how fast does he/she move? A speed of 0 is still  
  unlocked? ; is the person free from lockdown?  
  tested? ; was the person tested by sentinel test?  
  contagions ; how many people this person infected if he/she ever got sick  
  mask-habit? ; is the person willing to wear protection mask?  
  wash-habit? ; is the person willing to wash his hands regularly?  
]  
  
;; Define attributes for sick people only  
sicks-own [  
  days-to-cure ; the actual duration of the illness for this person  
  recovery ; counter of days remaining to recovery  
  confirmed? ; is the person isolated at homebase?  
  asymptomatic? ; is the person asymptomatic?  
  risky? ; is the person high-risk due to existing factor (obese, diabetes, older, etc)  
  severe? ; is the person in severe condition?  
  deadly? ; is the person in deadly (critical) condition?  
  hospitalised? ; has he/she been admitted to hospital?  
  ICU-admitted? ; has he/she been admitted to ICU?
```

```

]
;; Define attributes for healthy people only
healthies-own [
  immune?          ; has the person recovered and acquired immunity?
]

;; Define attributes for ambulances
ambulances-own [
  tests-stock      ; how many tests in stock
  tests-supply     ; numbers of tests to top-up (depends on amount of zone residents)
]

;; One iteration of simulation's steps
to go
  if ticks = ticks-day / 2 [ outbreak ] ; Epidemic begins with outbreak at 0d:12h (enable this line only for
    BehaviourSpace experiments)
  ifelse day < end-day [ tick ] [ stop ] ; screenshot stop ]
  lifestyle
  epidemic
  isolation
  quarantine
  distancing
  sentinel
  lockdown
  illness
  clock
  indicators
end

;; Simulate everyday routine of people
to lifestyle
  ask (turtle-set healthies sick with [not confirmed?] ) [
    if zone-enforcing? [
      if zone != [zone] of homebase [ face homebase fd 0.5 ] ; if away from resident zone, head back
    ]
    forward speed ; move ahead
    if distance homebase > scope [ face homebase ] ; if too far from home, head back
    set heading heading + (random-float 3 - random-float 3) ; change direction swiftly
  ]
end

;; Spread the infection from sick not yet isolated, to healthies
to epidemic
  ask sick with [not confirmed?] [
    let counter 0 ; number of contagions made by this sick
    let sick-masked? mask-habit? ; is the sick wearing mask?

    ask healthies with [not immune?] in-radius .5 [
      let healthy-masked? mask-habit? ; is the healthy wearing mask?

      ;; Set contagion risk depending on mask-wearing habits
      set p-contagion contagion-risk sick-masked? healthy-masked?

      ;; Contagion risk may decrease further depending on hand-washing habits of healthies
      if wash-habit? [ set p-contagion (p-contagion * 0.3) ] ; P(Contagion | p-contagion, healthy-washer?)

      if random-float 1 < p-contagion [
        get-sick
        set counter counter + 1
      ]
    ]
    set contagions contagions + counter
  ]
end

;; Probability of contagion depending on mask wearing combination
to-report contagion-risk [sick-masked? healthy-masked?]
  let p 0
  if not sick-masked? and not healthy-masked? [ set p 0.9 ] ; P(Contagion | False, False)
  if not sick-masked? and healthy-masked? [ set p 0.5 ] ; P(Contagion | False, True)
  if sick-masked? and not healthy-masked? [ set p 0.3 ] ; P(Contagion | True, False)
  if sick-masked? and healthy-masked? [ set p 0.1 ] ; P(Contagion | True, True)
  report p
end

;; Make a single person ill
to get-sick
  ;; S->I (set the initial properties of a sick person)
  set breed sick
  set shape item ([zone] of homebase) shapes-list
  set confirmed? false
  set tested? false
  set severe? false
  set deadly? false
  set hospitalised? false
  set ICU-admitted? false

  ;; Set stochastic attributes
  set days-to-cure abs int random-normal avg-duration 4 ; duration of illness for this sick
  set recovery 0 ; initial count of days until recovery
  set asymptomatic? (random 100) < %-asymptomatics ; is this an asymptomatic patient?
  set risky? (random 100) < %-high-risk and not asymptomatic? ; is it high-risk (co-morbidities) given not
    asymptomatic?

```

```

set color ifelse-value asymptomatic? [ yellow ] [ red ]

;; Update how many cases so far
set n-cases n-cases + 1
end

;; Ask confirmed sick people to stay home
to isolation
;; If quarantine on, enforce isolation of symptomatic
ifelse case-isolation? [
ask sick with [ not asymptomatic? and not confirmed? ] [
move-to homebase
set confirmed? true
set n-confirmed n-confirmed + 1 ; these sick are now confirmed cases
]
]
;; Else lift isolation, except if was sent sentinel testing
[
ask sick with [ not tested? and confirmed? ] [
set confirmed? false
set n-confirmed n-confirmed - 1 ; these sick are set back to not confirmed cases
]
]

;; Decorate houses with color of isolated people
ask houses [
set color ifelse-value any? sick-here with [ not asymptomatic? ] [ red ]
[ ifelse-value any? sick-here with [ asymptomatic? ] [ yellow ] [ white ] ]
]
end

;; Ask housemates of isolated people to stay home
to quarantine
if home-quarantine? [
ask sick with [ confirmed? ] [
let sick-home homebase
ask other turtles with [ homebase = sick-home ] [ move-to homebase ]
]
]

;; Decorate houses with color of quarantined people
ask houses [
set color ifelse-value any? sick-here with [ not asymptomatic? ] [ red ]
[ ifelse-value any? sick-here with [ asymptomatic? ] [ yellow ] [ white ] ]
]
end

;; Avoid contacting nearby people (closer than than min-dist)
to distancing
if social-distancing?
[ let people (turtle-set healthies sick)
let willings (count people * %-willing / 100)
ask n-of willings people [
if any? other people in-radius 0.6 [ ; a radius of 0.6 is slightly higher than the 0.5 threshold to
contagion
let closest min-one-of other people [distance myself]
face closest rt 180 ; head in the opposite direction of closest person
]
]
]
end

;; Ask ambulances to catch sick by mass testing
to sentinel
ifelse sentinel-testing? [
ask ambulances [
st
if tests-stock > 0 [
;; Move ambulances around
forward speed
if zonal? [ if zone != [zone] of homebase [ face homebase fd 0.5 ] ] ; keep ambulance in-zone
set heading heading + (random-float 10 - random-float 10) ; change ambulance's heading
randomly

;; Pick nearby and perform tests
let target-people ((turtle-set healthies sick) in-radius 5) with [not tested?]
ask target-people [
if is-sick? self and not confirmed? [ ; if sick and not isolated,
target is positive
move-to homebase set confirmed? true
set n-positives n-positives + 1 ; update count positives tests
so far
set n-confirmed n-confirmed + 1 ; update count of confirmed
cases so far
]
set tested? true ; mark this person as tested
]
set n-tested n-tested + (count target-people) ; update count of tests made so
far
set tests-stock tests-stock - (count target-people) ; update stock of tests
available
]
]
]
;; Else, stop and hide ambulances

```

```

[ ask ambulances [ ht ] ]
end

;; Enforce everyone staying home, except for a few permits
to lockdown
if hour mod 24 = 0 [ ; lockdown starts or ends at 00:00 of
  next day
  ifelse total-lockdown?[
    let people (turtle-set healthies sick) with [not unlocked?] ; for people not in an unlocked zone
    ask people [ move-to homebase set speed 0 ] ; sent everyone home, not confirmed
    foreach sort-codes [
      z -> let residents people with [ zone = z ]
      let permits (count residents * %-permits / 100)
      ask n-of permits residents [ set speed step-size ]
    ]
  ]
  ;; Else unlock everyone
  [ ask (turtle-set healthies sick) [ set speed step-size set unlocked? false ] ]
]
end

;; Allow to lift total lockdown by unlocking zones gradually
to unlock
let pick-zone random zones
ask (turtle-set healthies sick) with [ zone = (pick-zone - 1) ] [ set speed step-size set unlocked? true ]
end

;; Simulate illness evolution in each person
to illness
if ticks mod ticks-day = 0 [ ; illness unfolds in a daily basis

  ;; I->R (sicks recovering after days-to cure)
  ask sick [
    set recovery recovery + 1 ; countdown of days left to recover
    if recovery >= days-to-cure [ get-well ] ; if recovery time over, the person is cured
  ]

  ;; I->E (sicks getting extinct, that is, dead)
  ask sick with [not asymptomatic?] [
    ;; Define probability of death
    let p 0.005 ; P(Extinct | Symptomatic)
    if deadly? and not ICU-admitted? [ set p 1.0 ] ; P(Extinct | Deadly, no ICU)
    if deadly? and ICU-admitted? [ set p 0.5 ] ; P(Extinct | Deadly, ICU)
    if severe? and not hospitalised? [ set p 0.2 ] ; P(Extinct | Severe, Hospitalised)
    if severe? and hospitalised? [ set p 0.05 ] ; P(Extinct | Severe, no Hospitalised)

    ;; Death may occur any day within days-to-cure, with triangular probability distribution peaking at
    half the days-to-cure
    let day-chance cdf-triangle recovery days-to-cure ; CDF of triangle distribution

    ;; Simulate death
    let r random-float 1.0
    if r < (p * day-chance) [ pass-away ]
  ]

  ;; I+Severe
  ask sick with [not asymptomatic? and not (severe? or deadly?)] [
    let p 0.0
    if not risky? [ set p 0.05 ] ; P(Severe | Symptomatic, no Risky)
    if risky? [ set p 0.25 ] ; P(Severe | Symptomatic, Risky)

    ;; Severity may arise any day within days-to-cure, following an uniform distribution
    let day-chance recovery / days-to-cure ; CDF of uniform distribution

    ;; Simulate severity
    let r random-float 1.0
    if r < (p * day-chance) [ set severe? true ]
  ]

  ;; I+Deadly
  ask sick with [severe?] [
    let p 0.0
    if not risky? [ set p 0.05 ] ; P(Deadly | Severe, no Risky)
    if risky? [ set p 0.25 ] ; P(Deadly | Severe, Risky)

    ;; Deadliness may arise any day within days-to-cure, following an uniform distribution
    let day-chance recovery / days-to-cure ; CDF of uniform distribution

    ;; Simulate deadliness
    let r random-float 1.0
    if r < (p * day-chance) [ set deadly? true set severe? false ]
  ]

  ;; I+Hospitalised
  let occupied count sick with [severe? and hospitalised?]
  let required count sick with [severe? and not hospitalised?]
  let incoming min list (hospital-beds - occupied) required ; how many can be
  hospitalised?
  ask n-of incoming sick with [severe? and not hospitalised?] [ ; hospitalised as many as
  possible
  set hospitalised? true
  set tested? true ; so they can't move even
  when isolation off
  if not confirmed? [ set confirmed? true set n-confirmed n-confirmed + 1 ] ; if wasn't confirmed yet,
  confirm and update count
]

```



```

]
;; I+ICU-admitted
set occupied count sick with [deadly? and ICU-admitted?]
set required count sick with [deadly? and not ICU-admitted?]
set incoming min list (ICU-beds - occupied) required ; how many can be admitted to
ICU?
ask n-of incoming sick with [deadly? and not ICU-admitted?] [ ; ICU-admit as many as
possible
set ICU-admitted? true
set tested? true ; so they can't move even
when isolation off
if not confirmed? [ set confirmed? true set n-confirmed n-confirmed + 1 ] ; if wasn't confirmed yet,
confirm and update count
]
]
end

;; Compute Cumulative Distribution Function (CDF) of triangular distribution at a given number of days
elapsed (x) within illness period (width)
to-report cdf-triangle [x width]
;; Height of the inner triangle to obtain CDF, i.e. the value of the PDF on x
let height 2 * (width - abs (width - (2 * x))) / (width ^ 2)

;; If x is before peak, CDF is the area of the inner triangle with base x
ifelse x <= (width / 2) [
let base x
report height * base / 2
]
;; Else if x is after peak, CDF is to total area (1) minus area of inner triangle with base (width - x)
[
let base (width - x)
report 1 - (height * base / 2)
]
]
end

;; Become healthy again
to get-well
let old-shape shape
set breed healthies
set immune? true
set shape old-shape
set color white
set speed step-size
end

;; Become dead
to pass-away
if not confirmed? [ set confirmed? true set n-confirmed n-confirmed + 1 ] ; some cases are confirmed only
at death
set breed deaths
set shape "x"
set speed 0
set color black
end

;; Update counters of days and hours
to clock
set day int (ticks / ticks-day) ; track of number of days elapsed since beginning
set hour int ((ticks / ticks-day) * 24) ; track of number of hours elapsed since beginning
sunset
end

;; Record epidemic indicators
to indicators
;; Daily statistics are sick per day and doubling-time
if ticks mod ticks-day = 0 [
set sick-day lput (count sick) sick-day

;; Compute doubling time
;; see (Bakir, 2016, "Compound Interest Doubling Time Rule: Extensions and Examples from Antiquities.")
if any? sick[
ifelse (last sick-day) > (item (day - 1) sick-day)
[ set doubling-time ln 2 / ln ((last sick-day) / (item (day - 1) sick-day + 1E-10)) ]
[ set doubling-time "Inf" ]
]
]

if ticks mod (ticks-day / 24) = 0 [
;; Estimate R0 based on the final size of susceptibles in population
;; see (Dietz, 1993, "The estimation of the basic reproduction number for infectious diseases.")
if S0 != 0 [
let Sn count healthies with [ not immune? ] / pop-size
set R0 (ln (S0 + 1E-10) - ln (Sn + 1E-10)) / (S0 - Sn + 1E-10)
]
;; Estimate R0_ with an individual-based approach, as the average of contagions per sick
if any? turtles with [contagions > 0] [
set R0_mean [contagions] of turtles with [contagions > 0]
]
]
]
end

;; Inoculate infection on one agent
to infect
if any? healthies with [not immune?][

```

```

    ask one-of healthies with [not immune?] [ get-sick ]
  ]

  ;; Record the initial count of susceptibles for R0 computation
  set S0 (count healthies with [not immune?]) / pop-size
end

;; Contagion by an outbreak
to outbreak
  ;; Infect a percentage of population
  repeat pop-size * (%-spread / 100) [ infect ]

  ;; Record the initial count of susceptibles for R0 computation
  set S0 (count healthies with [not immune?]) / pop-size
end

;; Light up or down the city depending on daytime
to sunset
  if see-sunset? [
    if (ticks mod (ticks-day / 2)) = 0 [
      ifelse daytime?
        [ ask patches [ set pcolor pcolor + 4 ] ]
        [ ask patches [ set pcolor pcolor - 4 ] ]
      set daytime? not daytime?
    ]
  ]
end

;; Get ready to go
to setup
  clear-all
  reset-ticks
  setup-globals
  setup-city
  setup-people
  setup-ambulances
  set daytime? false
end

;; Initialize global variables
to setup-globals
  ;; Codes to identify zones
  set sort-codes n-values zones [ i -> i ]

  ;; Residents of each zone are identified with different shapes and color
  set shapes-list [ "dog" "cat" "cow_skull" "fish_2" "chess_knight" "ant_2" "wolf_7" "bird"
    "butterfly_2" "rabbit" "bug" "spider" "ghost" "monster" "person" "fish" "sheep" "bee_2" ]
  set colors-list [ cyan pink violet green brown turquoise gray sky lime violet blue
    brown gray sky pink turquoise ]

  ;; Initalize daily sick, positives, total-tested, total and confirmed cases
  set sick-day [0]
  set n-positives 0 set n-tested 0 set n-cases 0 set n-confirmed 0

  ;; Initial value for doubling time
  set doubling-time 0.0
end

;; Split the city into zones and setup facilities
to setup-city
  set-patch-size 1.9

  ;; Layout a grid of patch square zones by assigning auxiliary codes
  let step world-width / sqrt zones
  ask patches [
    let units int ((pxcor + max-pxcor) / step)
    let tens int ((pycor + max-pycor) / step)
    set zone 10 * tens + units
  ]

  ;; Now map those auxiliary codes to consecutive sort-codes and corresponding colors
  let aux-codes sort remove-duplicates [zone] of patches
  (foreach aux-codes sort-codes [ [old new] -> ask patches with [zone = old] [set zone new] ])
  ask patches [ set pcolor (item zone colors-list) + 1 ]
  ;foreach sort-codes [ c -> ask one-of patches with [zone = c] [set plabel zone] ] ; display zone code on
  view area

  ;; If housing, create houses
  if housing? [
    create-houses pop-size / 4 [
      setxy random-xcor random-ycor
      set color white set shape "house" set size 9
    ]
  ]
end

;; Create initial population
to setup-people
  create-healthies pop-size [
    ;; Assign as homebase either a house if any, otherwise his initial position
    ifelse housing?
      [ set homebase one-of houses
        move-to homebase
      ] [ setxy random-xcor random-ycor
        set homebase patch-here
      ]
  ]
end

```

```

]
;; Assign color and shape depending on homebase's zone
set color item zone colors-list - 2
set shape item zone shapes-list
set size 9
set heading random 360
set scope one-of (list 25 50 100 200) ; choose radomly movement range
set immune? false
set unlocked? false
set tested? false
set contagions 0
set mask-habit? random 100 < %-mask-users ; set face mask protection social habit
set wash-habit? random 100 < %-handwashers ; set hand-washing social habit
set speed step-size ;0.1 ;0.5
forward 3 ; peek out of house to be seen at the beginning
]
end

;; Create ambulances
to setup-ambulances
foreach range zones [ z ->
  create-ambulances ambulances-zone [
    move-to one-of patches with [ zone = z ]
    set homebase patch-here
    set shape "ambulance_2" set size 12 set color white
    set speed 4 * step-size ; ambulances move faster than people
    let residents (turtle-set healthies sick) with [ zone = z ]

    ;; The amount of tests supply depends on residents population
    set tests-supply round (count residents * (%-tests / 100) / ambulances-zone )
    set tests-stock tests-supply ; initialise stock of tests
  ]
]
end

;; Replenish the stock of available tests in ambulances
to supply-ambulances
ask ambulances [ set tests-stock tests-stock + tests-supply ]
end

;; Replenish an infinite stock of tests in ambulances
to supply-infinity
ask ambulances [ set tests-stock 1000000 ]
end

;; Save a screenshot of the interface (view+plots, etc) in a file
to screenshot
display
;export-interface (word "COVID19-NPI-ABM-" random 1000 random 1000 ".png")
end

```



# Chapter 4

## Software license

**COVID-19** Simulator version 1.24

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