



Investigating Viral Transmission using an Agent-Based Model

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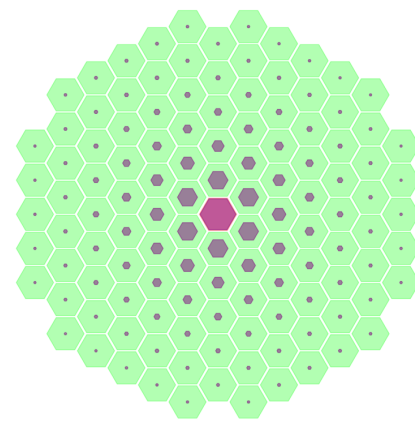


Motivation

- A virus spreads through a body in two known ways, free cell transmission and cell to cell transmission.
 - During free cell transmission, cells make viruses that diffuse throughout the body which may cause any cell that the virus touches to become infected.
 - During cell to cell transmission, a virus spreads to a neighboring cell through an intercellular transfer.
- The different modes of transmission allow viruses to spread at different speeds.
- Cell to cell transmission also protects the virus from dangers outside the cell such as antivirals and components of the immune response.

Modeling Virus Spread

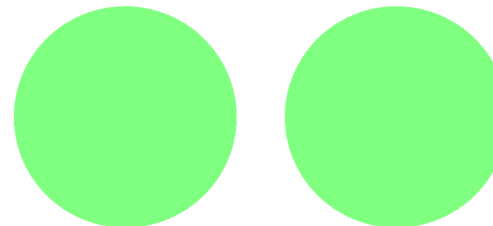
- The virus produced by free cell transmission diffuses over the top of the cell layer.
- The virus from cell to cell transmission is not represented by diffusion, because it is directly transferred from one cell to another.
- The image below is exaggerated for illustrating the diffusion of the virus



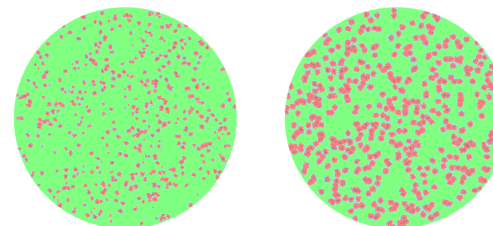
Modeling Infections

- 100969 cells in a hexagonal grid were simulated.
- For the images below a Multiplicity of Infection (MOI) of 10^{-5} was used. MOI determines the initial amount of virus.
- We compared infections using only cell-free transmission and only cell-to-cell transmission.
- Below the first 4 days for cell-to-cell (left) and cell-free (right) transmission are shown.

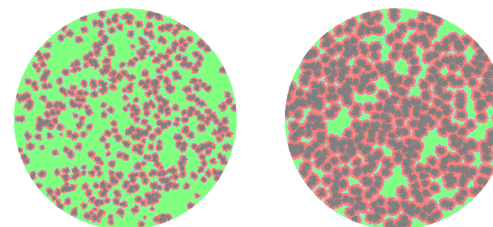
Day 0:



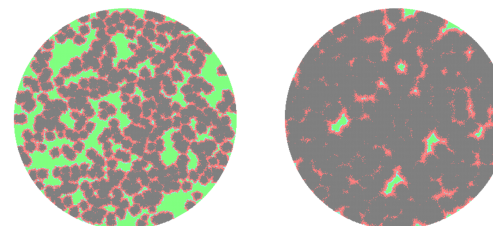
Day 1:



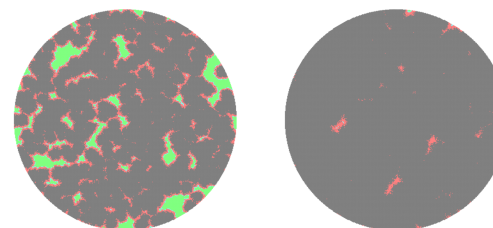
Day 2:



Day 3:



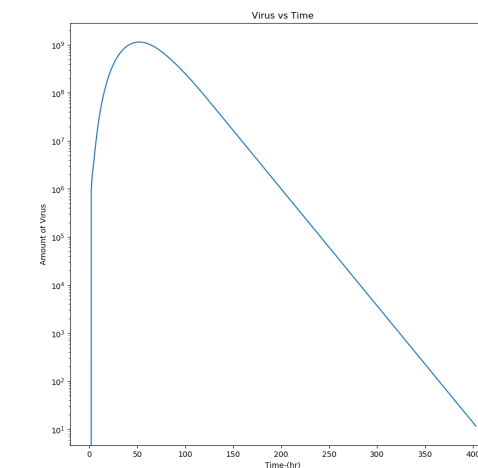
Day 4:



Cell-free transmission clearly spreads the infection faster.

Viral Time Course

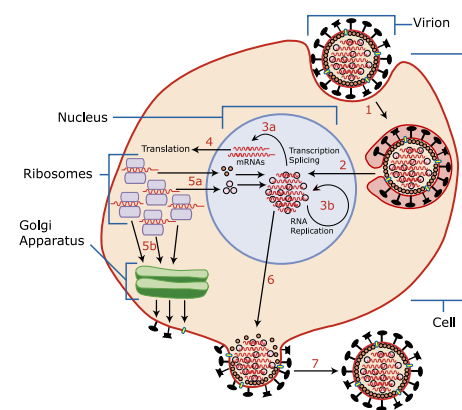
A simulation is performed for a number of MOIs and a virus vs. time graph is recorded for each.



We use different features of the viral time course to assess how transmission mode changes the infection.

Background

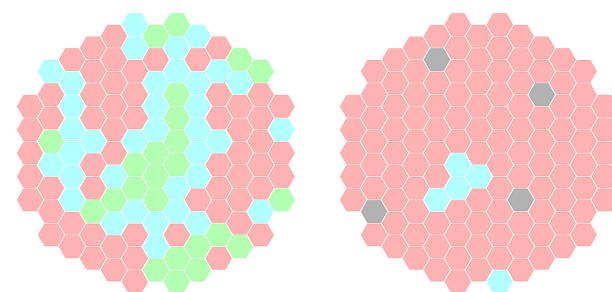
- A virus enters a cell and begins to replicate.



- As more and more viruses are made, the viruses begin to spread throughout the body.

Modeling Cell States

The cells can be in one of four states.



- **Green**- Healthy cells
- **Blue**- Infected cells not producing virus (Eclipse cells)
- **Red**- Virus-producing infected cells
- **Black** - Dead cells

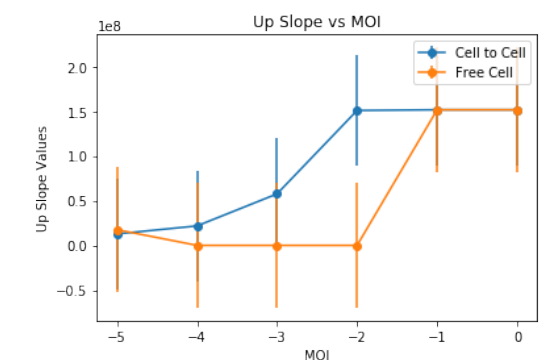
- Cells become infected either from virus above them or from virus transferred from neighboring cells.
- Cells transition from eclipse to infectious and infectious to dead after periods of time drawn from a gamma distribution.

Our Approach

- We will construct an agent-based model to simulate the spread of virus.
- An agent-based model represents each cell independently to examine the collective behavior.

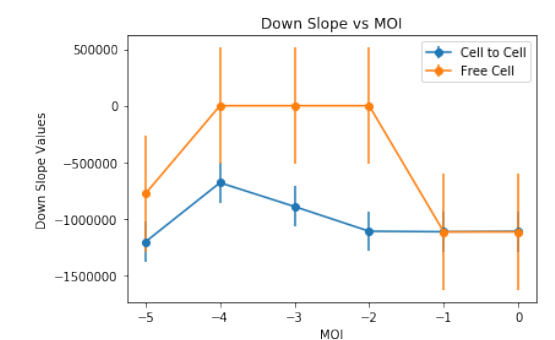
Growth Rate

The slope of the increasing portion of the viral titer curve gives a measure of how quickly the virus spreads.



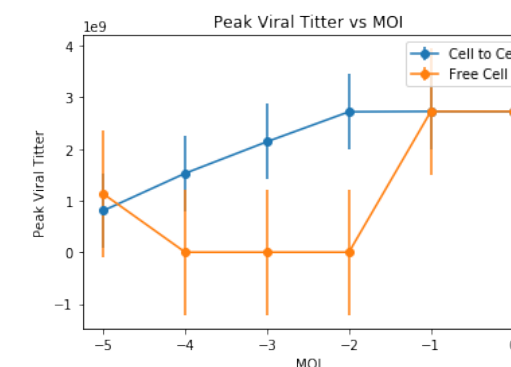
Decay Rate

The slope of the decreasing portion of the viral titer curve gives a measure of how quickly the virus disappears.

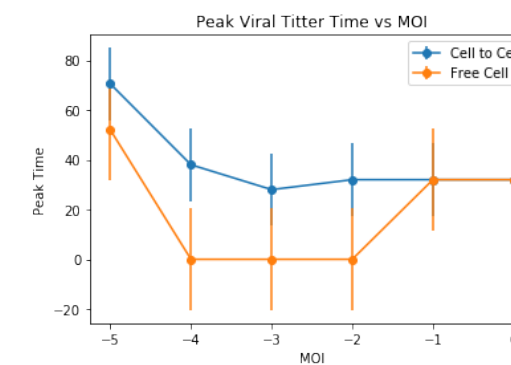


Peak Viral Titer

The peak virus amounts and corresponding times vs. MOI:



Time of Viral Peak



Conclusions

- In general, the infection spreads quicker with cell-free transmission.
- For large MOI, there is little difference in peak viral titer, growth rate, or decay rate for the two transmission modes.
- For small MOI, the viral titer peaks sooner for cell-free transmission.

Future Work

- Simulate more cells — typical experimental wells have one million cells.
- Simulate infections with both modes of transmission.
- Examine the effect of antivirals.