

# Scaling Epidemic Inference on Contact Networks: Theory and Algorithms



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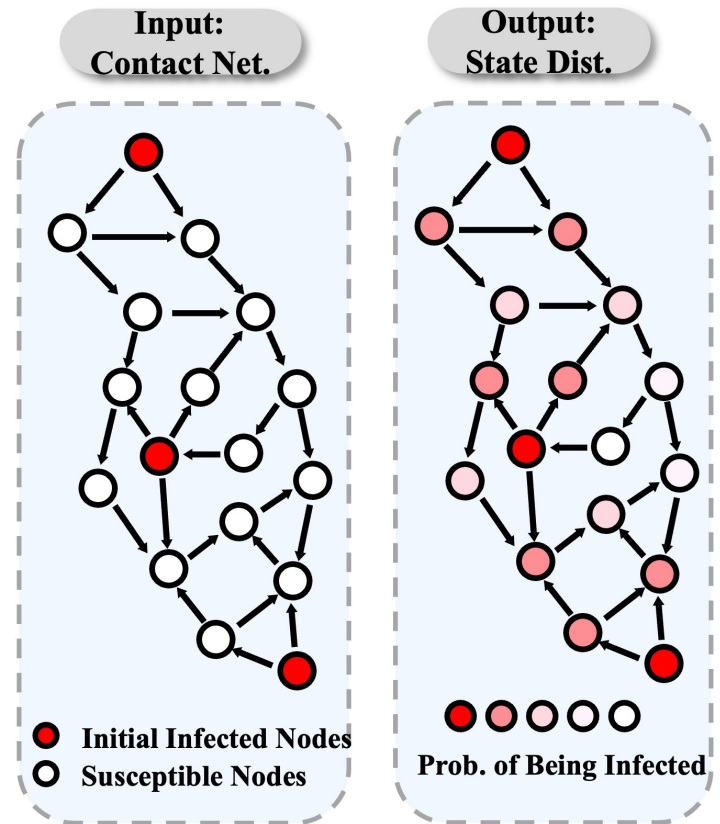


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# Background Introduction

- Epidemic Modeling Importance
  - Large-scale outbreaks like COVID-19 have highlighted the need for accurate modeling and prediction of disease spread dynamics on contact networks.
- Epidemic Inference
  - The goal is to estimate the infection probability distribution of each individual (node) given the network structure, initial infections, and epidemic parameters.



# Challenge

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- Limitations of Traditional Models
  - Population-level ODE models (e.g., SIR, SEIR) assume homogeneous mixing, thus missing local heterogeneity and individual-level infection dynamics within the network.
- Monte Carlo (MC) Simulations as Standard Tool
  - MC simulations are widely used for epidemic inference because they make no structural or distributional assumptions, offering robust estimates.  $\Rightarrow$  Yet, they require hundreds to thousands of runs for statistical reliability, leading to prohibitively high computational costs on large networks.
- Research Gap
  - Despite extensive use, there is no theoretical understanding of how network topology and epidemic parameters influence MC variance and convergence behavior.

# Theoretical Insight

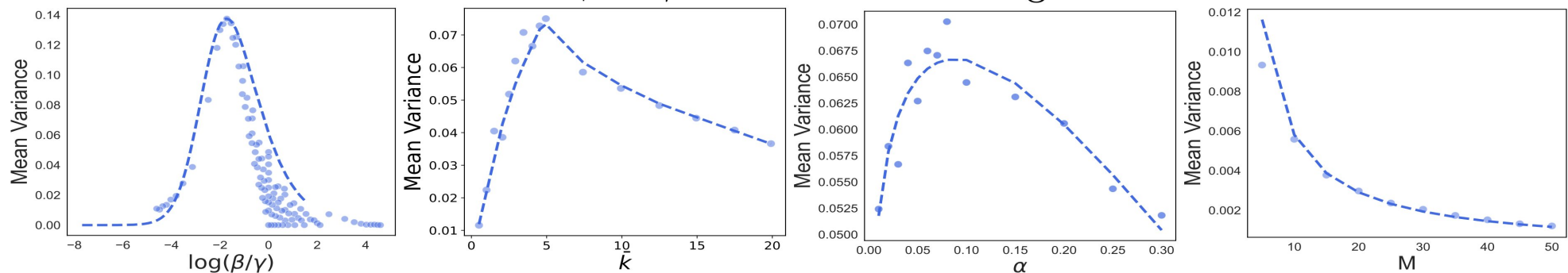
Theorem 3.1 quantifies how the variance of Monte Carlo (MC) estimators for node infection probability fundamentally depends on **epidemic parameters** ( $\beta, \gamma$ ), **network structure** (average degree  $\bar{k}$  and diameter  $D$ ), **initial infection fraction**  $\alpha$ , and **the number of simulations**  $M$ .

It establishes a non-zero lower bound on the average estimator variance:

$$\frac{1}{N} \sum_{i=1}^N \text{Var}(\hat{p}_i - p_i) \gtrsim \frac{1}{2M} \min\{1 - (1 - p_0)^{c\bar{k}\alpha}, (1 - p_0)^{c\bar{k}\alpha}\},$$

where

$$p_0 := \left(\frac{\beta}{\beta + \gamma}\right)^\ell, \quad \ell := \min\left\{D, \frac{\log N}{\log \bar{k}}\right\}$$



Influence of key factors on MC estimator variance.

# Methodology

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- Core Idea
  - RAPID builds upon the Probabilistic Infection Dynamics (PID) **message-passing** equations and introduces a **residual-driven asynchronous** propagation mechanism that updates only where changes are significant.
- Base: Message Passing Foundation
  - Each node  $i$  updates its infection probability  $P_I^i$  using local messages from its in-neighbors:

$$P_S^i(t+1) = P_S^i(t) \prod_{j \in \mathcal{V}} \mathbf{A}_{ji} (1 - \beta P_I^j(t))$$

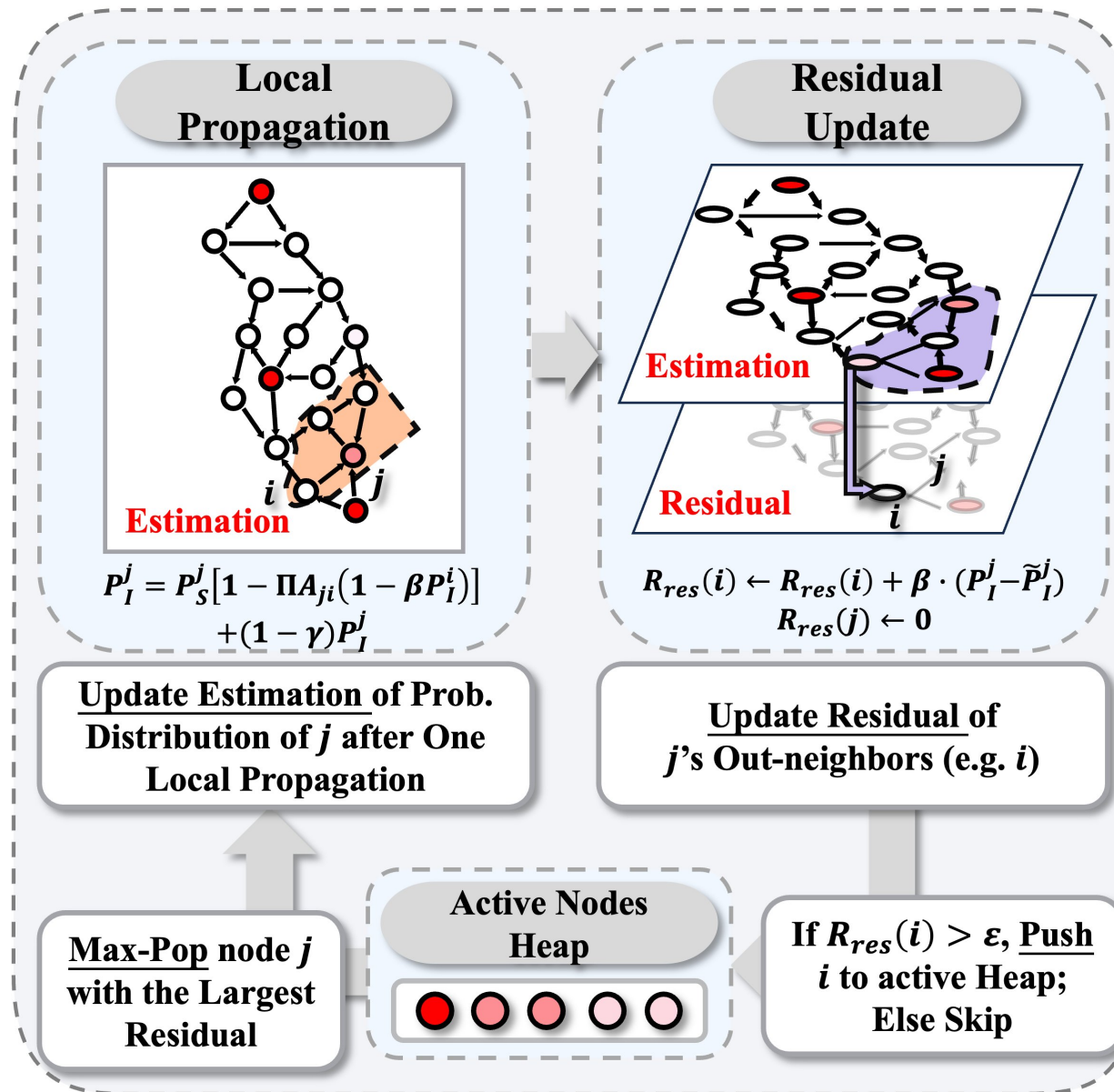
$$P_I^i(t+1) = P_S^i(t) [1 - \prod_{j \in \mathcal{V}} \mathbf{A}_{ji} (1 - \beta P_I^j(t))] + (1 - \gamma) P_I^i(t)$$

This standard PID update defines **RAPID**'s computational base.

- Residual-Driven Propagation
  - To quantify “*how much information remains to be propagated*”, we define the propagation residual at node  $i$ :

$$R_{\text{res}}(i) = \beta \sum_{j \in \mathcal{V}} \mathbf{A}_{ji} (P_I^j - \tilde{P}_I^j),$$

# Methodology

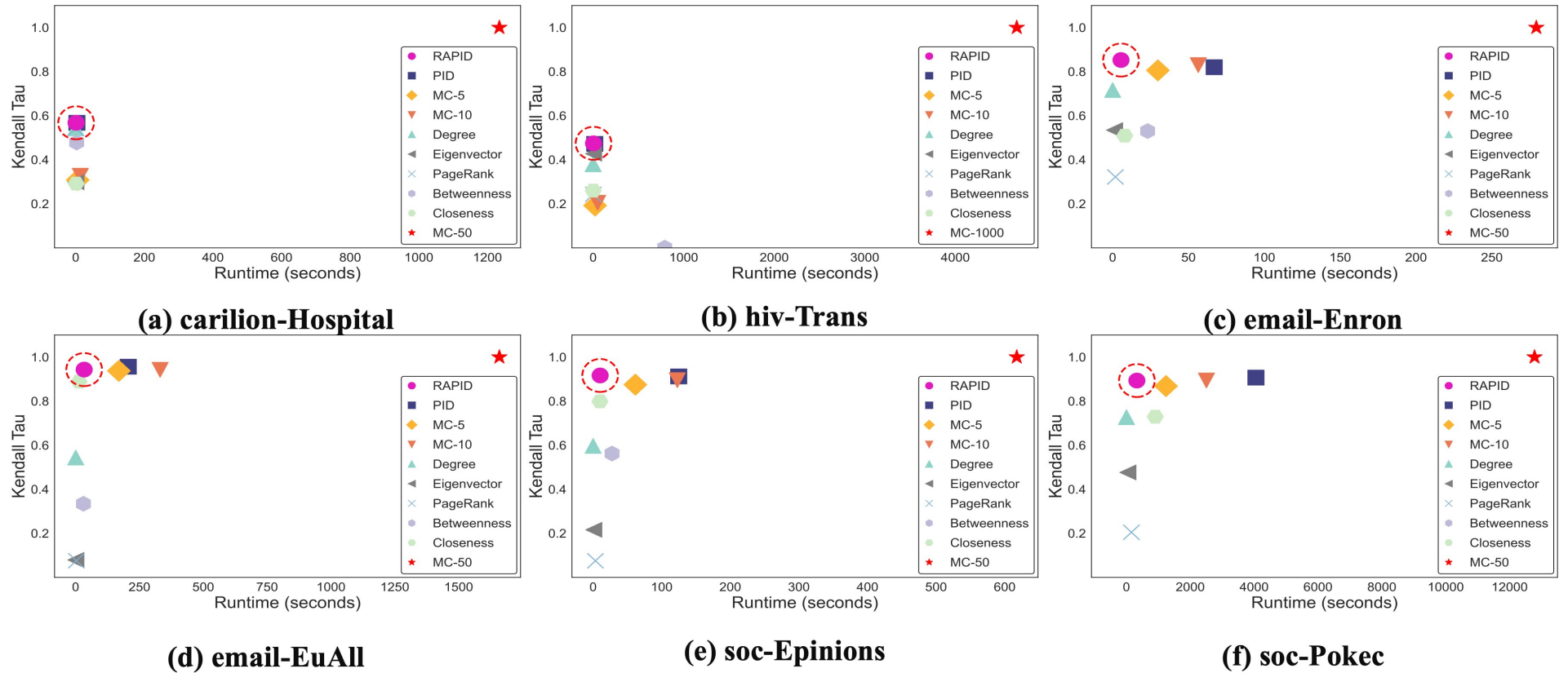


# Experiments

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- Setup
  - Six real-world directed networks (carilion-Hospital, hiv-Trans, soc-Pokec, etc.).
- Baselines
  - MC-5/10/50, PID, and centrality heuristics.
- Metrics
  - Kendall-tau Coefficient, Mean Absolute Error, Precision/Recall/F1, Runtime.

# Experiments



Trade-off between Kendall-Tau and Runtime across six datasets.

# Experiments

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Dataset	MC-5	MC-10	PID	RAPID
carilion-Hospital	13.01 $\pm$ 0.35	10.78 $\pm$ 0.44	5.67 $\pm$ 0.51	<b>2.64</b> $\pm$ 0.49
hiv-Trans	5.12 $\pm$ 0.12	3.24 $\pm$ 0.11	6.43 $\pm$ 0.52	<b>1.27</b> $\pm$ 0.47
email-Enron	7.60 $\pm$ 0.02	5.98 $\pm$ 0.03	8.70 $\pm$ 0.04	<b>4.66</b> $\pm$ 0.00
email-EuAll	2.09 $\pm$ 0.01	1.63 $\pm$ 0.01	1.36 $\pm$ 0.02	<b>1.03</b> $\pm$ 0.01
soc-Epinions	5.48 $\pm$ 0.03	4.31 $\pm$ 0.02	4.92 $\pm$ 0.03	<b>2.77</b> $\pm$ 0.00
soc-Pokec	4.50 $\pm$ 0.00	3.54 $\pm$ 0.00	3.32 $\pm$ 0.00	<b>2.32</b> $\pm$ 0.00

MAE comparison (lower is better). All values are scaled by  $10^{-2}$ . Best results are in bold.

# Experiments

		carilion-Hospital <sup>2</sup>	hiv-Trans <sup>2</sup>	email-Enron	email-EuAll	soc-Epinions	soc-Pokec
MC-5	$t$	5.81 $\pm$ 0.51	21.87 $\pm$ 3.15	29.84 $\pm$ 1.43	169.46 $\pm$ 8.23	59.69 $\pm$ 1.26	1241.00 $\pm$ 18.79
	$\Delta$	5.43 $\times$	5.16 $\times$	5.41 $\times$	5.06 $\times$	5.82 $\times$	3.78 $\times$
MC-10	$t$	13.46 $\pm$ 1.14	49.94 $\pm$ 1.74	56.45 $\pm$ 0.79	330.97 $\pm$ 6.81	122.31 $\pm$ 2.44	2506.60 $\pm$ 45.46
	$\Delta$	12.58 $\times$	11.78 $\times$	10.24 $\times$	9.88 $\times$	11.91 $\times$	7.64 $\times$
MC-50	$t$	1234.73 $\pm$ 13.13	4678.18 $\pm$ 8.96	279.26 $\pm$ 3.09	1659.57 $\pm$ 23.55	614.58 $\pm$ 2.36	12782.37 $\pm$ 237.30
	$\Delta$	1153.95 $\times$	1103.34 $\times$	50.66 $\times$	49.52 $\times$	59.86 $\times$	38.93 $\times$
PID	$t$	3.56 $\pm$ 0.01	17.91 $\pm$ 0.14	66.95 $\pm$ 0.29	206.18 $\pm$ 0.65	132.60 $\pm$ 0.62	4056.89 $\pm$ 6.40
	$\Delta$	3.33 $\times$	4.22 $\times$	12.14 $\times$	6.15 $\times$	12.91 $\times$	12.36 $\times$
<b>RAPID</b>	$t$	<b>1.07<math>\pm</math>0.00</b>	<b>4.24<math>\pm</math>0.03</b>	<b>5.51<math>\pm</math>0.04</b>	<b>33.50<math>\pm</math>0.05</b>	<b>10.27<math>\pm</math>0.09</b>	<b>328.28<math>\pm</math>0.66</b>

Runtime comparison across datasets (seconds, lower is better).  $\Delta$  indicates the speedup factor relative to RAPID, computed as  $\Delta = \text{Baseline time} / \text{RAPID time}$ . On *carilion-Hospital* and *hiv-Trans*, we adopt 1000-run MC simulations as the ground truth for acceptable estimator variance.

# Conclusions

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- Theoretical Analysis
  - We systematically analyze the variance of Monte Carlo (MC) simulations in modeling disease spread on contact networks.
- Proposed Framework: RAPID
  - A residual-driven inference framework that estimates node-level infection probability distributions with high accuracy and low computational cost.
- Empirical Results
  - On six real-world networks, RAPID achieves the accuracy of multi-run MC while maintaining the runtime of a single simulation.
- Future Directions
  - Extend the framework to handle reinfection, time-varying parameters, and dynamic networks.

# Acknowledgements

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# The End

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## Thanks for listening!

