

# Interacting Viruses in Networks: Can Both Survive?

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## How do we model competition between products?

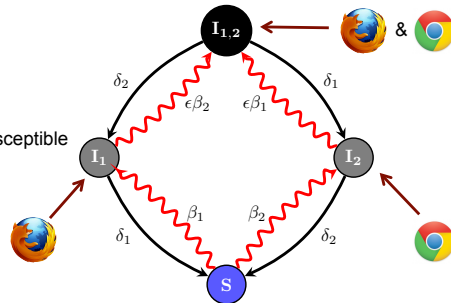


Not perfect competition

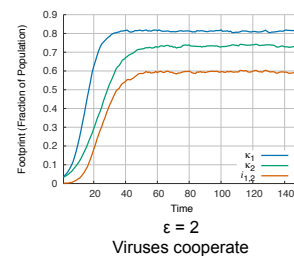
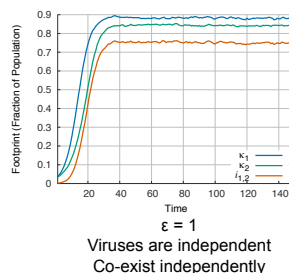
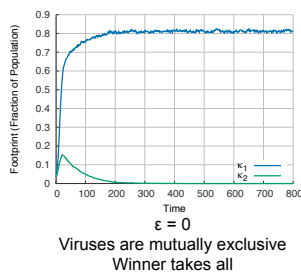
Person can use both Chrome and Firefox

### A Simple Model: $SI_{1|2}S$

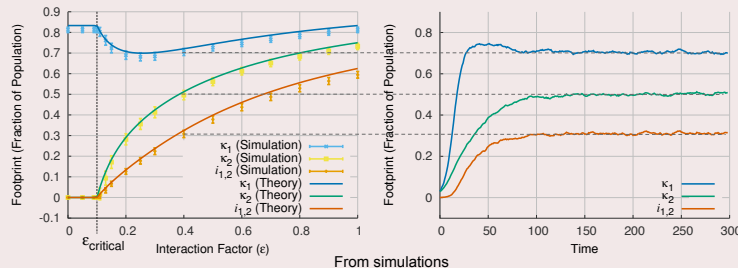
- Modified SIS (flu-like) model
- Susceptible – Infected<sub>1 or 2</sub> – Susceptible
- Interaction Factor  $\epsilon$ 
  - Full mutual immunity  $\epsilon = 0$
  - Competition  $\epsilon < 1$
  - Cooperation  $\epsilon > 1$



## Previous work focused on simpler cases



## Our Result: A phase transition exists where viruses can co-exists!

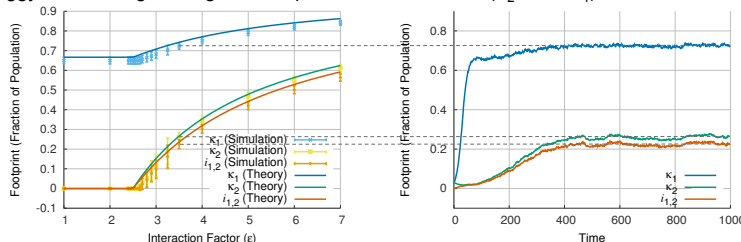


Given our  $SI_{1|2}S$  model and a fully connected graph, there exists an  $\epsilon_{critical}$  such that for  $\epsilon \geq \epsilon_{critical}$ , there is a fixed point where both viruses survive.

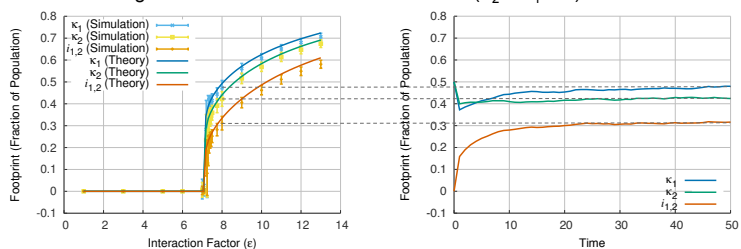
$$\epsilon_{critical} = \begin{cases} \frac{\sigma_1 - \sigma_2}{\sigma_2(\sigma_1 - 1)} & \text{if } \sigma_1 + \sigma_2 \geq 2 \\ \frac{2(1 + \sqrt{1 - \sigma_1\sigma_2})}{\sigma_1\sigma_2} & \text{if } \sigma_1 + \sigma_2 < 2 \end{cases}$$

## Cooperating Viruses: $\epsilon > 1$

Piggyback Setting: Strong virus helps weak virus survive ( $\sigma_2 < 1 \leq \sigma_1$ )



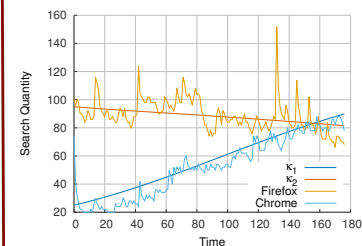
Teamwork Setting: Neither virus can survive on its own ( $\sigma_2 \leq \sigma_1 < 1$ )



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## Real World Example: vs

(data from Google Insights)



Prediction from our model:

