

# Leveraging Contact Network Structure for Cluster Randomized Trial Design

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## Background

- Cluster randomized trials (CRT) for Ebola are in development
- Standard (e.g. Parallel or Stepped Wedge) randomization methods do not take account of the connections between clusters
- In an acute epidemic setting, there is an urgent need to achieve control of the infection, as well as to evaluate intervention efficacy

## Aim

- To develop new CRT study designs that reduce the number of new infections more rapidly than standard designs, while still allowing for the evaluation of treatment effectiveness

## Methods

- Step 1:** Simulate an undirected, individual-level contact network for a multiple cluster setting; hold mean contact number constant, but vary within- & between-cluster contacts
- Step 2:** Simulate Ebola epidemics on these networks using an agent-based SEIHR state-transition model (Legrand *et al Epidemiol Infect* 2007)
- Step 3:** Simulate the impact of various vaccination designs based on randomized assignment of clusters
- Step 4:** Repeat the entire process (networks generation and epidemic spreading) for each study design, discarding runs where epidemics die out pre-intervention
- Step 5:** Calculate outcomes under each design for epidemic impact and power to estimate a treatment effect

Number of communities	20 more-connected (MC); 20 less-connected (LC)
Size of each community	100
Within-community ties (mean; SD)	MC: (5.0 0). LC: (4.5; 0)
Between-community ties (mean; SD)	MC: (0.5; 0.5). LC: (1.0; 0.5)
Disease transmission parameters	From Legrand <i>et al. Epidemiol Infect.</i> 2007
Number of initial infections	4
Vaccine uptake, effectiveness	90%, 85%
No. communities vaccinated per week	2

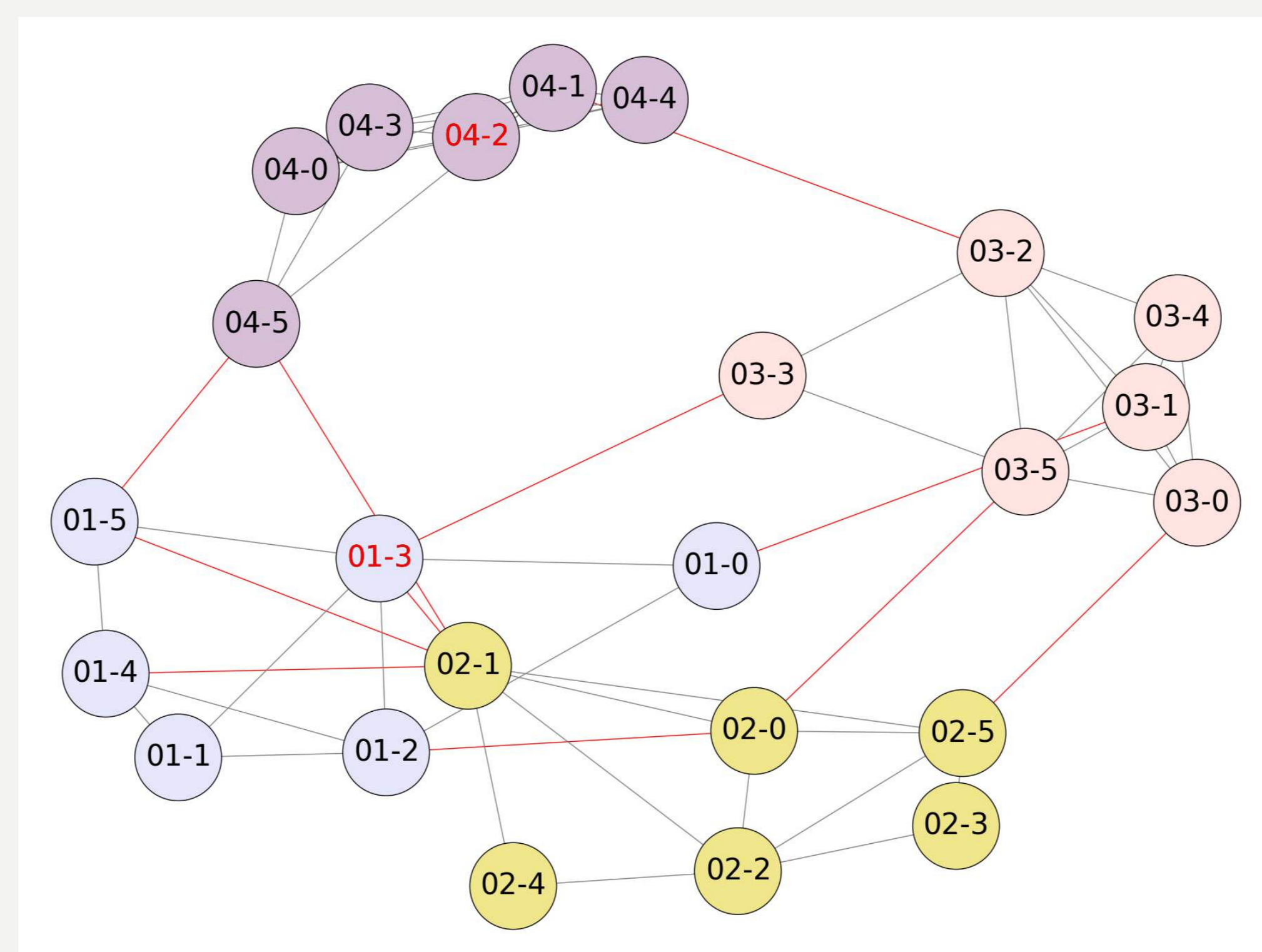
### Baseline parameter values

## Potential data sources

Using these designs would require connectivity data. Potential sources include: (i) contact tracing data; (ii) transport pattern data; (iii) cellphone data records; (iv) community interviews

## Acknowledgments

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**A schematic of a 4-cluster network**  
(Blue lines: within-cluster ties; Red lines: between-cluster ties)

## Vaccination designs

All proposed designs are derived from the Stepped Wedge

### Static network approaches:

At start of trial, order clusters from most to least connected

- Strict Hierarchy** (without randomization):  
Treat in order from most to least connected  
Pro: Likely to be fastest control strategy  
Con: Confounding of treatment effectiveness measures
- Fuzzy Hierarchy** (with randomization):  
 $t=0$ : Randomize 1<sup>st</sup> & 2<sup>nd</sup> most-connected clusters  
 $t=1$ : Randomize the untreated cluster from  $t=0$ , and the 3<sup>rd</sup> most-connected cluster  
Continue until all clusters randomized  
Pro: Ability to make pairwise comparisons  
Con: Limited follow-up time on control clusters
- Parallel Pairs** (with randomization):  
 $t=0$ : Randomize 1<sup>st</sup> & 2<sup>nd</sup> most-connected clusters  
 $t=1$ : Randomize 3<sup>rd</sup> and 4<sup>th</sup> most-connected clusters  
Once all clusters randomized, treat control clusters in order  
Pro: Provides longer follow-up time on controls  
Con: Likely to reduce speed of epidemic control

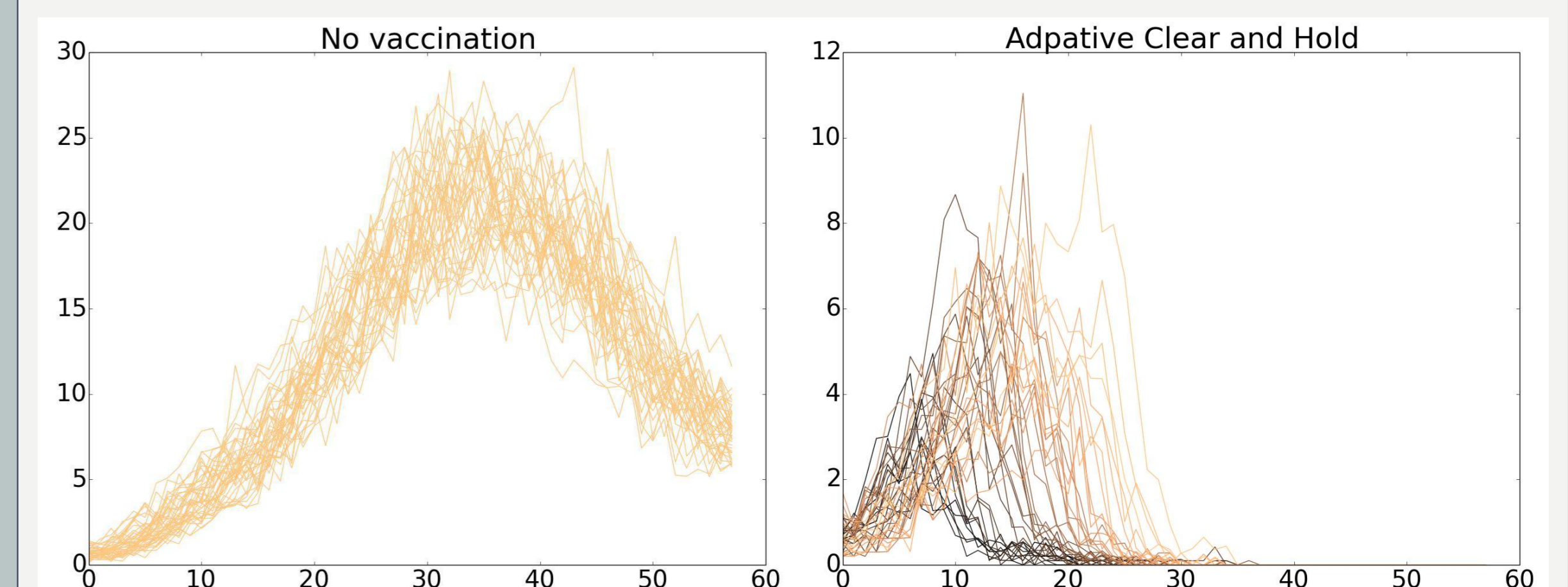
### Adaptive network approaches:

At each timepoint, re-calculate connectivity, excl. vaccinated clusters This method can be applied to designs 1 & 2 above

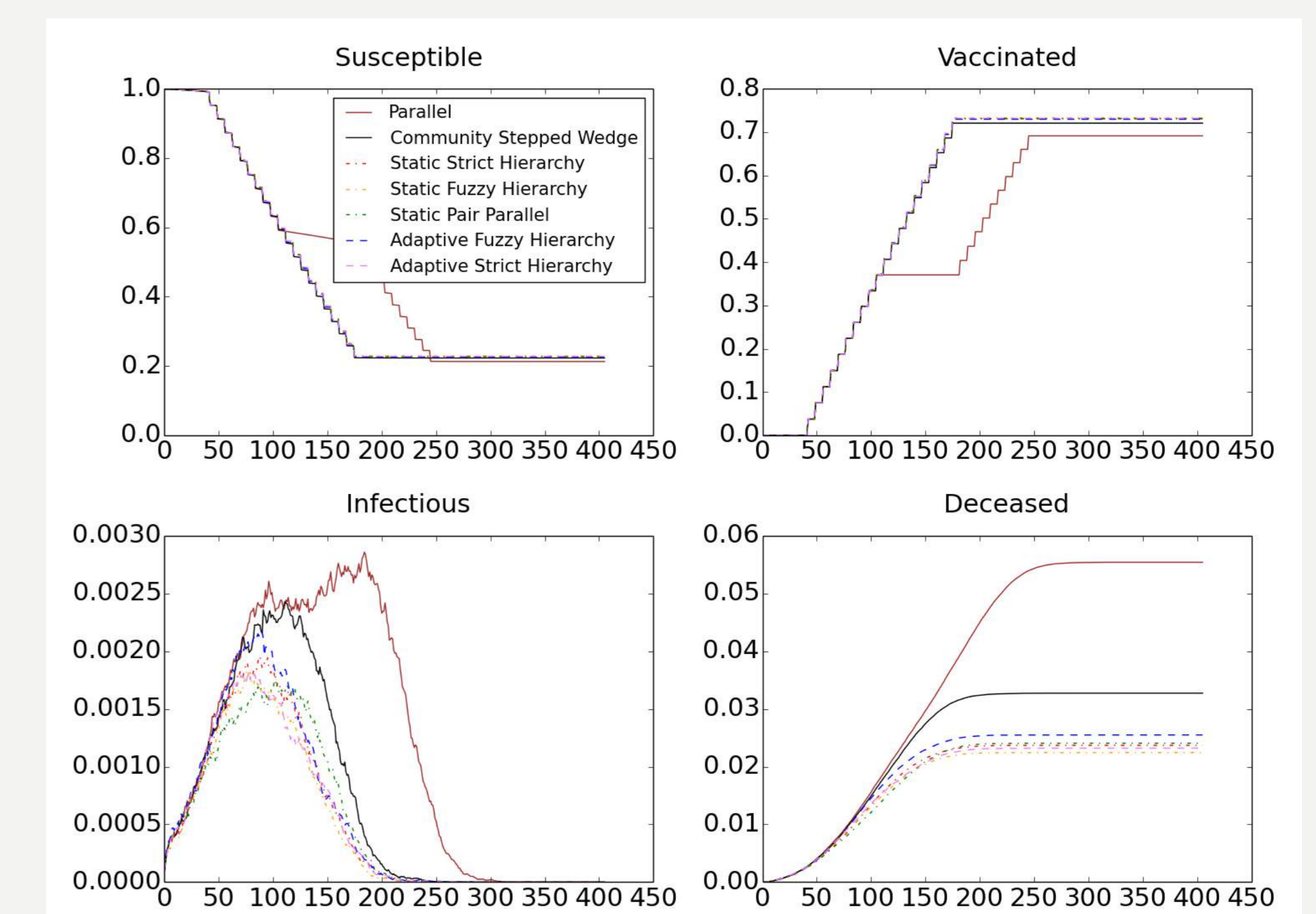
- Pro: Likely to increase speed of epidemic control  
Con: Requires data on complete contact patterns between clusters

Connectivity can be measured by either local or global network properties. Here we use *absolute cluster out-degree*, the number of connections leaving the cluster.

## Results



**Mean cluster incidence/1000 person-weeks (100 runs)**  
(Darker lines represent clusters which received vaccination sooner)



**Mean temporal disease dynamics by day (100 runs)**

	Weeks to $R_e < 1$	Cumulative Incidence (%)	Days to Last Infectious
No vaccine	33.5 (14-41)	49.9 (44.2-54.3)	405 (404-405)
Parallel CRT (10 wk delay)	13 (9-20.25)	9.5 (4.6-14.1)	274 (249-289)
Stepped Wedge	12 (9-16.25)	4.7 (2.9-7.4)	207 (186-221)
Network-based designs:			
Static Strict Hierarchy	11 (8-13) **	3.6 (2.2-5.5) **	189 (160-208) ***
Static Fuzzy Hierarchy	10 (8-13) ***	3.2 (2.0-5.2) ***	178 (162-197) ***
Static Pair Randomization	11.5 (8-15)	3.7 (1.9-5.4) **	193 (169-213) ***
Adaptive Strict Hierarchy	11 (9-13.25) **	3.8 (2.2-6.2) *	192 (169-207) **
Adaptive Fuzzy Hierarchy	10 (8-13) **	2.9 (2.0-5.4) **	186 (161-208) ***

Significantly lower than the stepped wedge design based on  $\chi^2_{(1)}$  tests: \*  $\alpha < 0.05$ ; \*\*  $\alpha < 0.01$ ; \*\*\*  $\alpha < 0.001$ . Simulation ran 405 days.

## Population level outcome measures (median & IQR)

## Next Steps

- Explore parameter space for between-cluster contact variability and real-world patterns of cross-cluster connectivity
- Identify most useful metrics for describing intervention impact

## Conclusion

Randomization for CRTs based on cluster-level network properties may provide more rapid epidemic control than standard designs, as well as allowing inference on treatment effectiveness