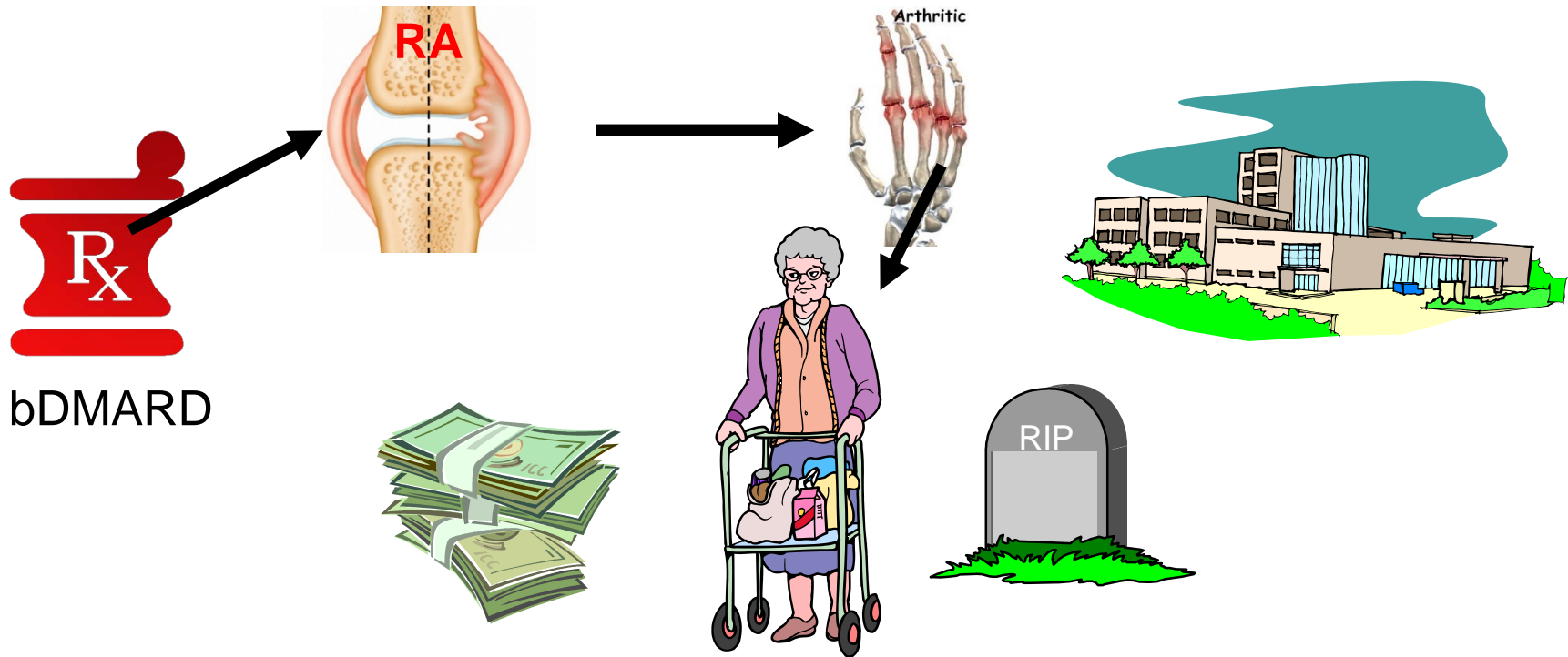


Leveraging novel simulation techniques to incorporate pharmacometrics in pharmacoeconomic models

J. Jaime Caro MDCM FRCPC FACP
ASCPT Annual Meeting 2018
Orlando, FL

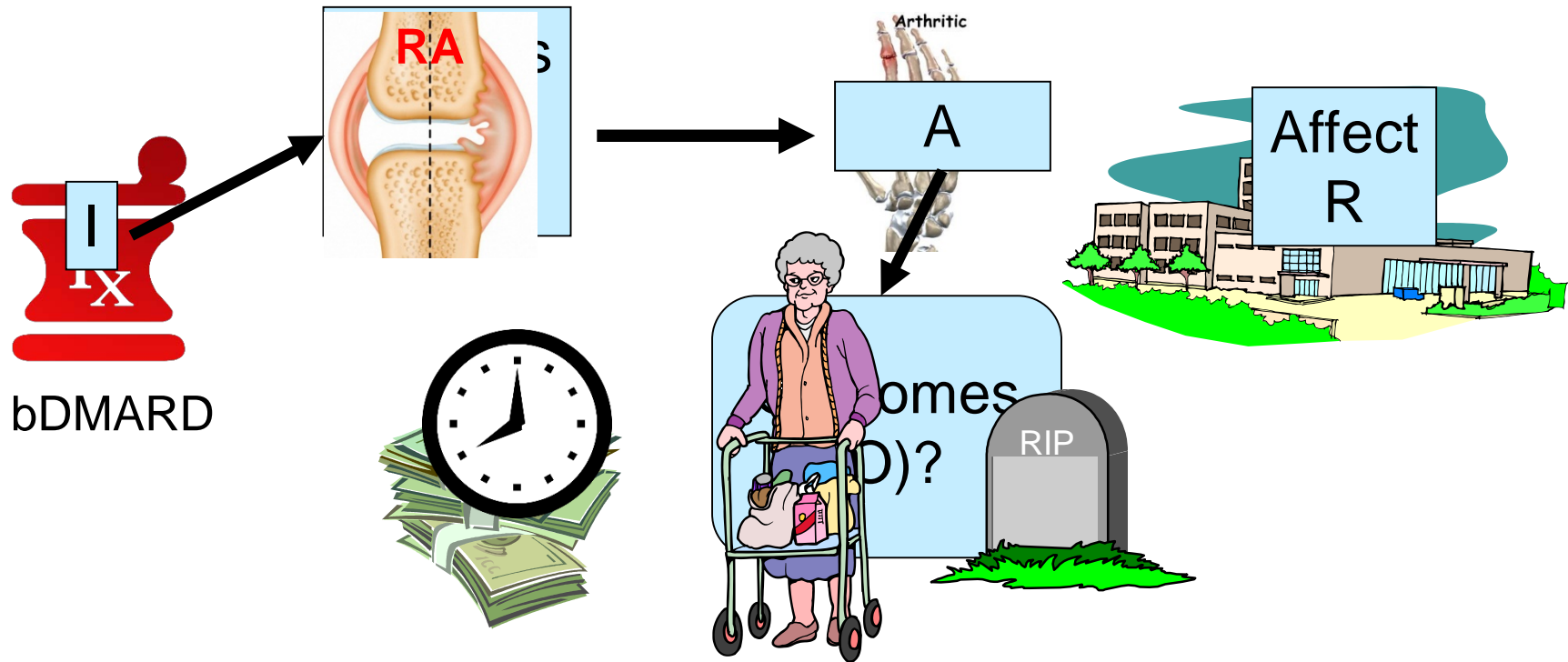
March 21, 2018

Typical PE Problem



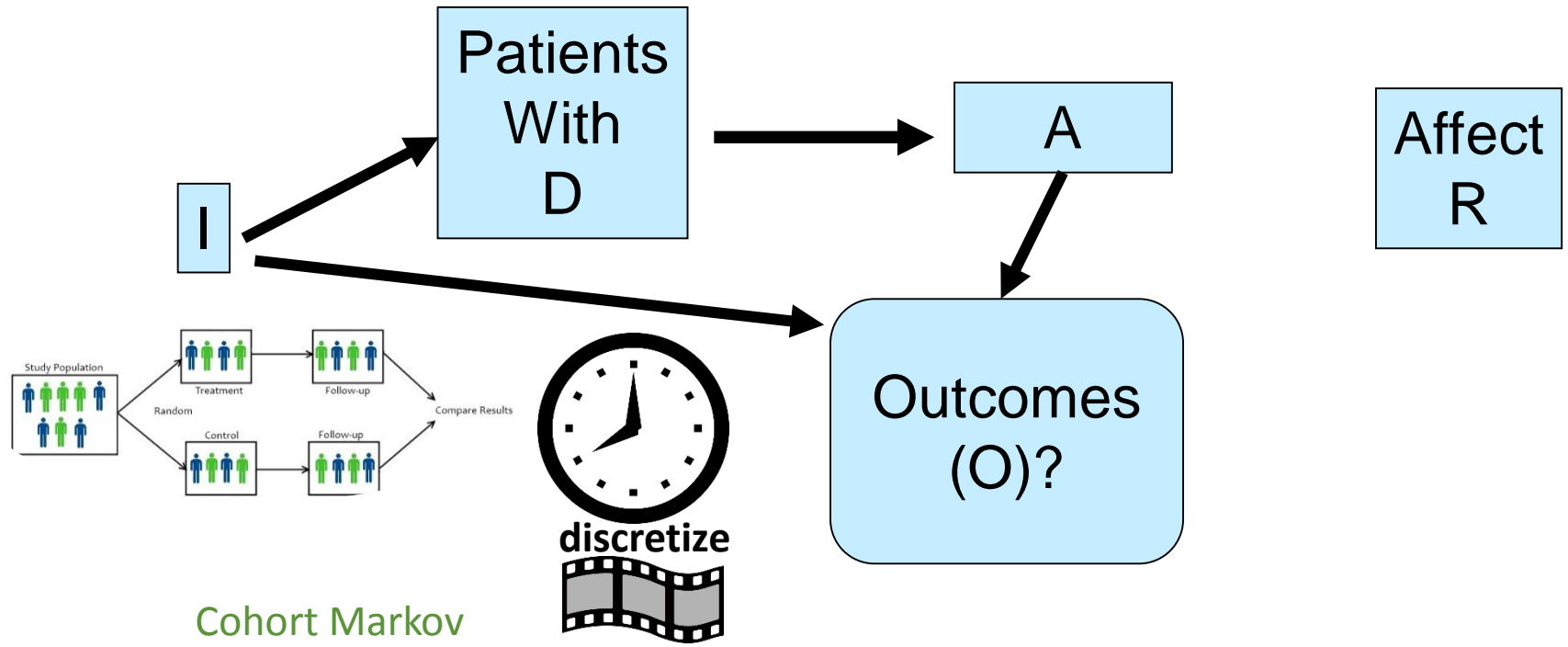
How much does Intervention (I) change some Aspect (A) of Disease (D) to improve Outcomes (O) & affect Resource (R) use over Time (T)?

Typical PE Problem

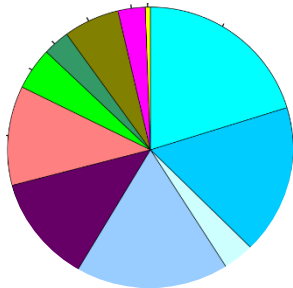


How much does Intervention (I) change some Aspect (A) of Disease (D) to improve Outcomes (O) & affect Resource (R) use over Time (T)?

PE Models



Cohort Markov

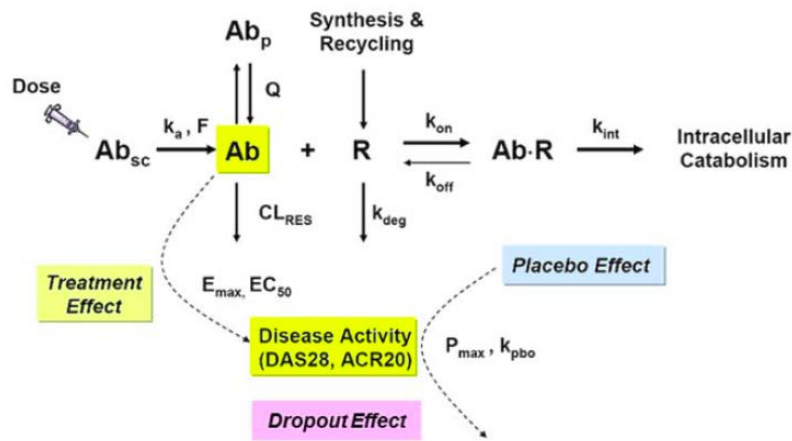
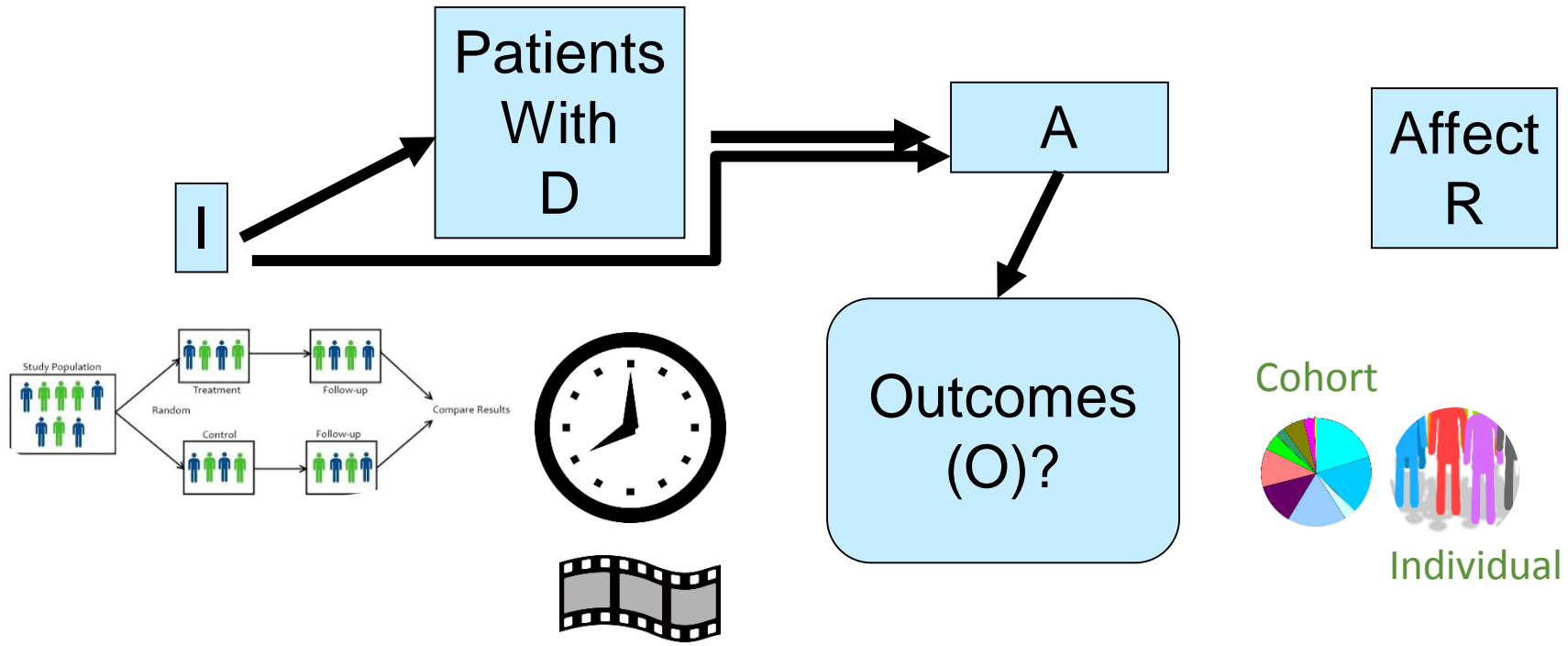


Individual



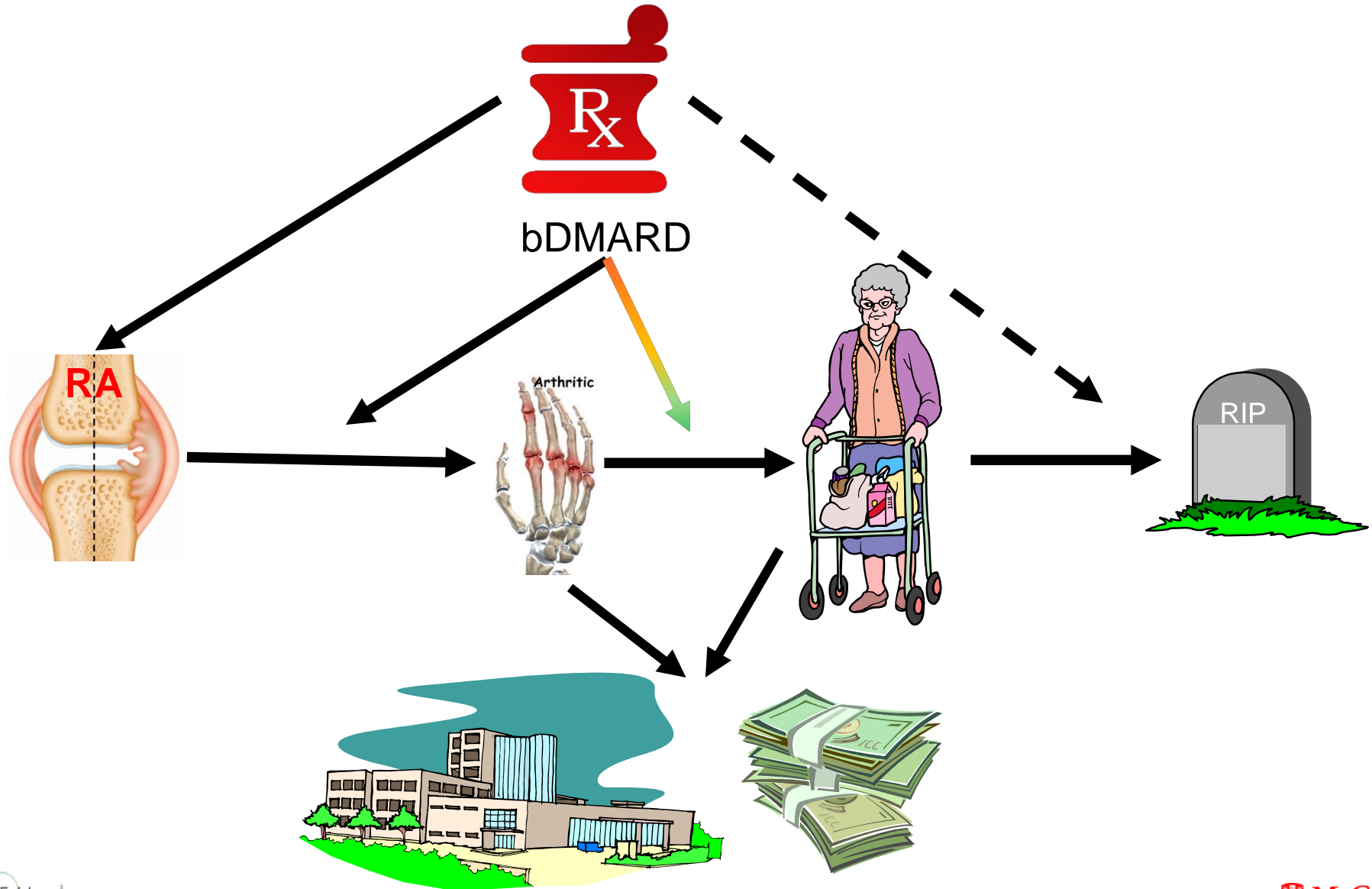
How much does Intervention (I) change some Aspect (A) of Disease (D) to improve Outcomes (O) & affect Resource (R) use over Time (T)?

PKPD Models

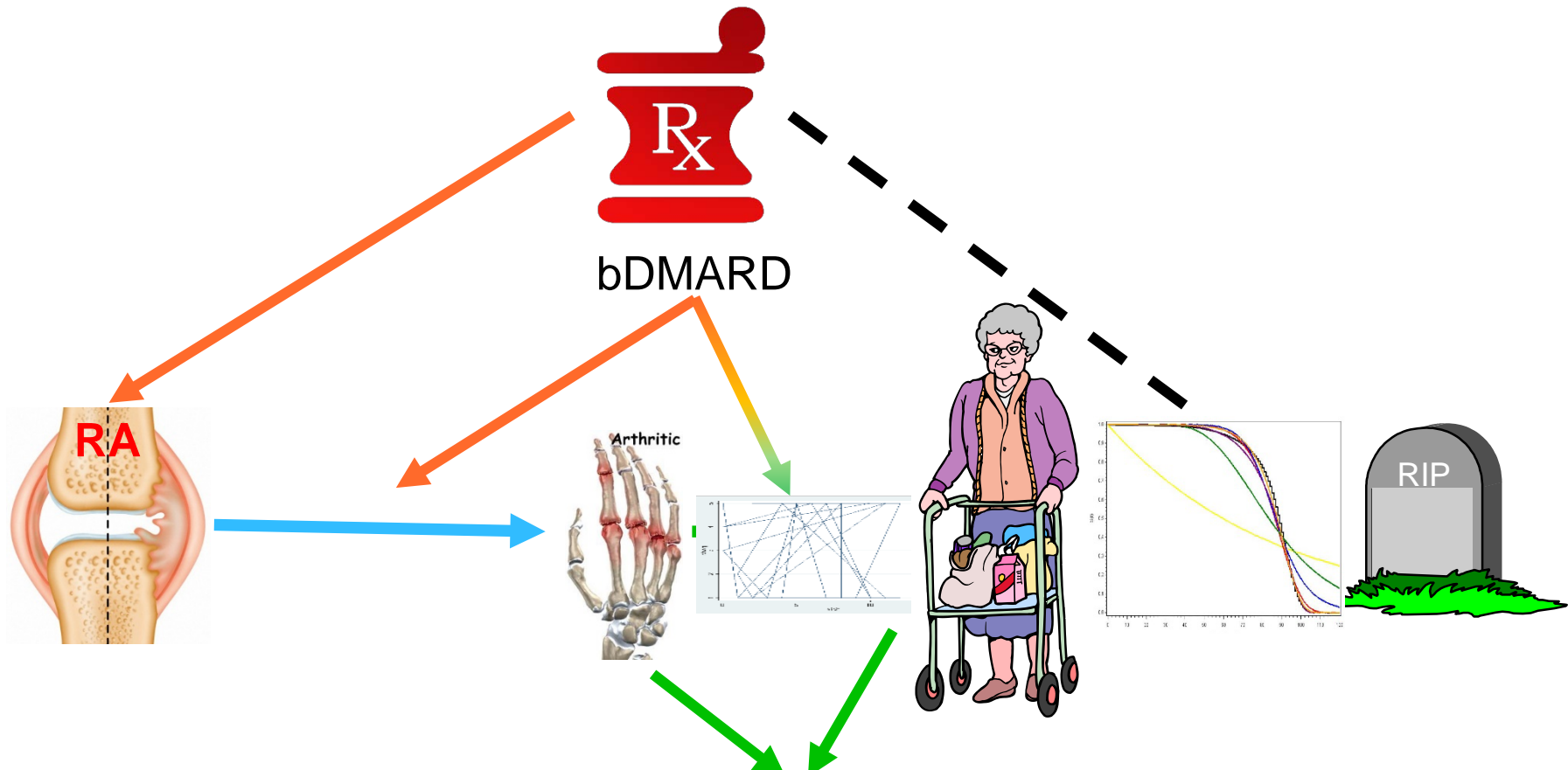


How much does Intervention (I) change some Aspect (A) of Disease (D) to improve Outcomes (O) & affect Resource (R) use over Time (T)?

Typical Problem



Typical Problem



Input	Description	cost
iCostRad	Cost of imaging at a visit	101
iCostLab	Cost of laboratory tests at a visit	84.78
iCostLab1	Extra cost of tests needed at 1 st	122
iCostGP	Fee for a visit to GP	23
iCostRH	Fee for a visit to rheumatologist	28.27
iCostMTX	Cost per mg of methotrexate	.03

What is needed?

- Model concept that is natural
 - Accords closely with reality
 - Handles time accurately
- Very flexible
- Fast to create, easy to modify with new data or assumptions
- Able to examine the influence of assumptions (“structural” sensitivity analysis)
- Straightforward to review
- Simple to communicate
- Standard framework (easy to learn)
- Transparent, acceptable to stakeholders
- Preferably no need for additional software.







DICE simulation

What is DICE?

A modeling technique that conceptualizes the decision-analytic problem in terms of two fundamental aspects:





Conditions

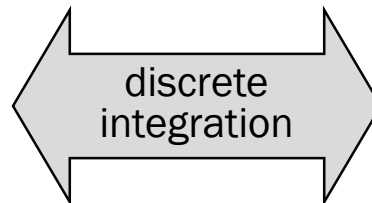


-  Aspects that persist over time
-  Interested in time spent at a given level (value)
-  Many conditions can be present at once
-  Have levels, which can change & affect events

Events



-  Aspects that happen at a point in time
-  Interested in number that happen (and when)
-  Many can happen, at any time
-  Can affect the level of a condition or other events



The essentials of DICE

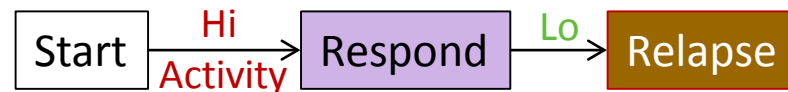
- 🕒 **List of conditions**
 - 🕒 Name (unique)
 - 🕒 Level (at a given point in time)
- 🕒 **List of events**
 - 🕒 Name (unique)
 - 🕒 Time of occurrence
- 🍵 **Consequences of each event**
 - 🍵 For itself (recurrence?)
 - 🍵 For other events
 - 🍵 For conditions

-
- **Discrete-integrator**
 - Read conditions list
 - Read event list
 - Process event consequences in sequence
 - End simulation & report results.

Specific to
This model

General for
All models

DICE View of Problem



⌚ List of conditions

- ⌚ Name (unique)
- ⌚ Level (at a given point in time)

🕒 List of events

- 🕒 Name (unique)
- 🕒 Time of occurrence

☕ Consequences of each event

- ☕ For itself (recurrence?)
- ☕ For other events
- ☕ For conditions

▪ Discrete-integrator

- Read conditions list
- Read event list
- Process event consequences in sequence
- End simulation & report results.

1. List of conditions

Activity	Name	Level
		Lo

2. List of events

Events	Name	Time To Event
Re	Start	Now
Re	Respond	Formula _{Rx1}
Sta	Relapse	Formula _{Rx1}

Start 3. Consequences of each event

Type	Name	Expression
Condition	Activity	set Activity = hi Hi
Event	Response	estimate time to Response $\text{Ln}(1-\text{rand}()) / -\text{hazard}$
Output	QALYS	set Activity = Lo 0
Output	Costs	estimate time to Relapse 0 Accrue QALYS

Add up costs
Relapse

...

Implementation - software

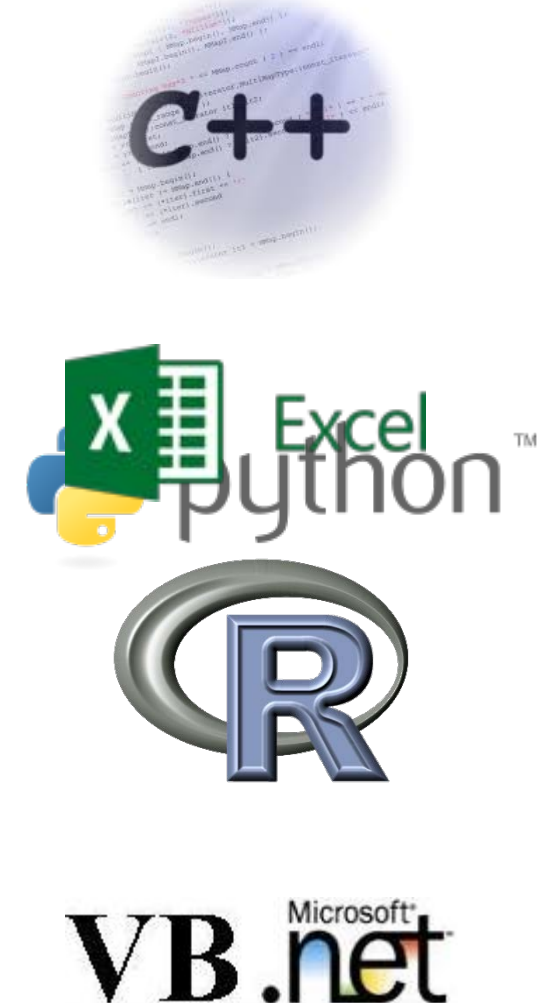
- ⌚ **List of conditions**
 - ⌚ Name (unique)
 - ⌚ Level (at a given point in time)
- 🕒 **List of events**
 - 🕒 Name (unique)
 - 🕒 Time of occurrence
- ☕ **Consequences of each event**
 - ☕ For itself (recurrence?)
 - ☕ For other events
 - ☕ For conditions

- **Discrete-integrator**
 - Read conditions list
 - Read event list
 - Process event consequences in sequence
 - End simulation & report results.

Specific to
This model

General for
All models

Software



DICE Excel[®] Implementation

1. List of conditions

Vital status

Treatment

2. List of events

Death

Start

*Excel
"tables"*

Conditions

Name	Level
Activity	
QALYs	
Cost	

Events

Name	Time To Event
Start	Now
Respond	Never
Relapse	Never

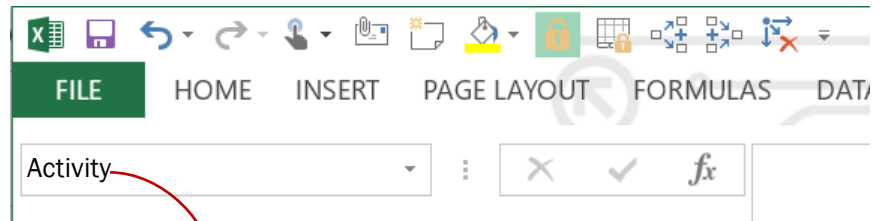
Start

Type	Name	Expression
Condition	Activity	Hi
Event	Respond	$\text{Ln}(1-\text{rand}()) / \text{-hazard}$
Output	QALYs	0
Output	Costs	0

Getting the expressions to do something

Start

Type	Name	Expression
Event	Start	= Never
Condition	Activity	= Hi
Event	Respond	Ln(1-rand())/ -hazard
Output	QALYs	0
Output	Costs	= 0



Events	
Name	Time To Event
Start	Now
Respond	Never

3.7

```

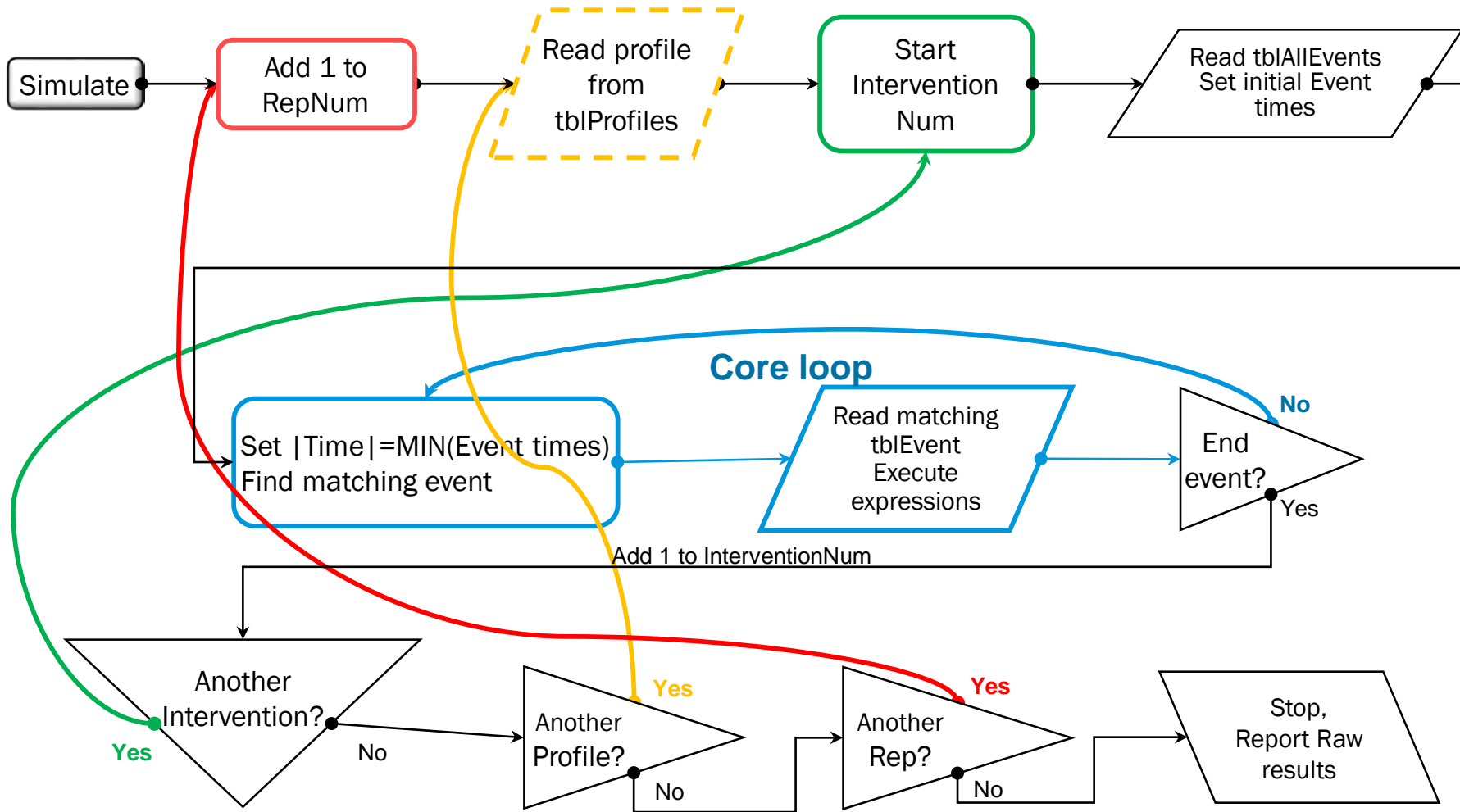
Do                                     'Loop through all events until E:
ThisEventName = UCase(EventTypes(rgeNextEvent, 4))
ThisEvent = shEvents.ListObjects(ThisEventName).DataBodyRange.Value2
For i = 1 To UBound(ThisEvent, 1)
  If ThisEvent(i, 3) <> "" Then
    rgeCalcCell = "=" & ThisEvent(i, 3)
    Range(ThisEvent(i, 2)) = rgeCalcCell.Value
    shEvents.Calculate
  End If
Next i
rgeCalcCell = ""                       'Housekeeping of cell used for c:
Loop Until ThisEventName = "TBLEND"    'If End-event
  
```

Conditions

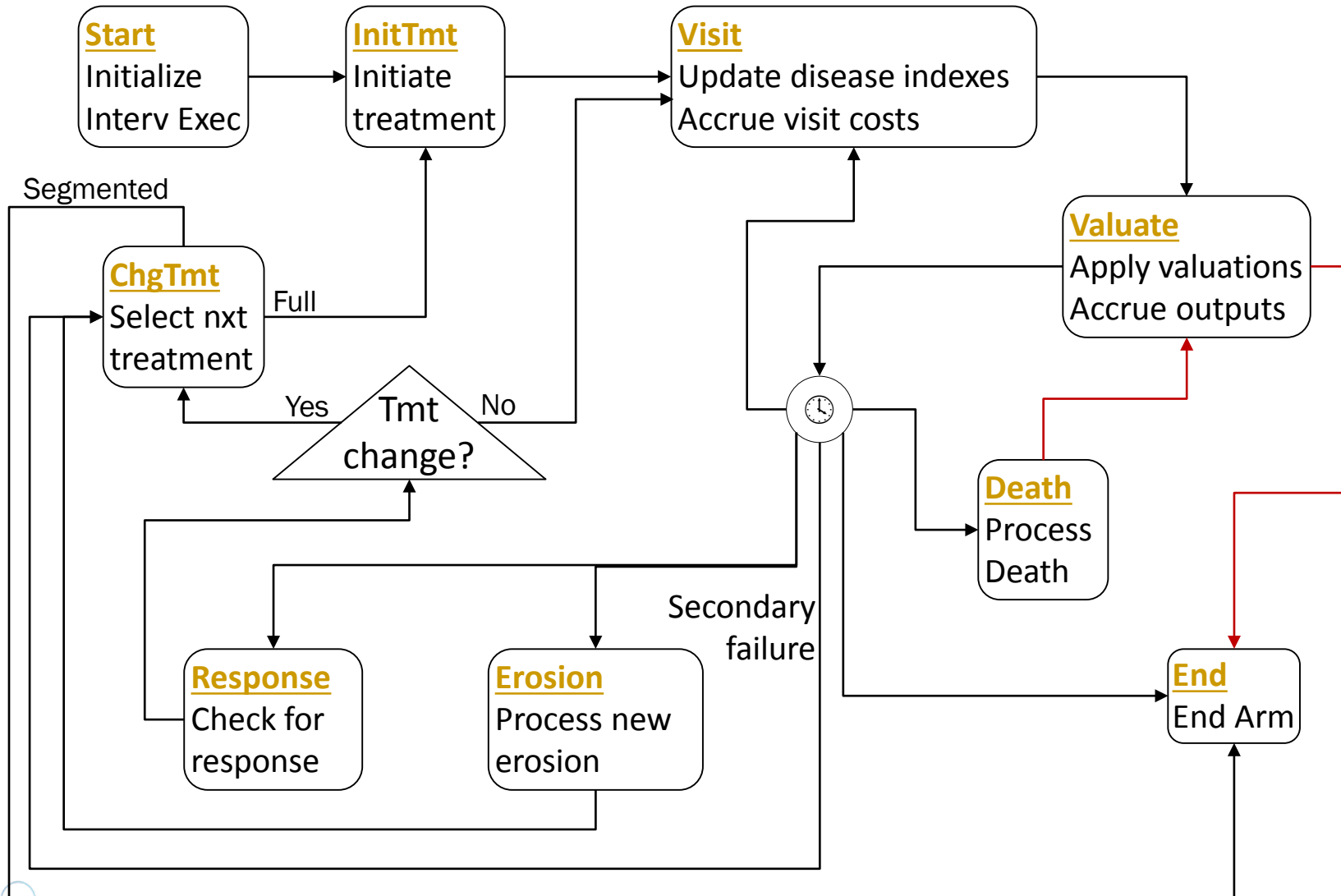
Name	Level
Activity	Hi
QALYs	0
Cost	0





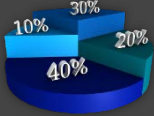

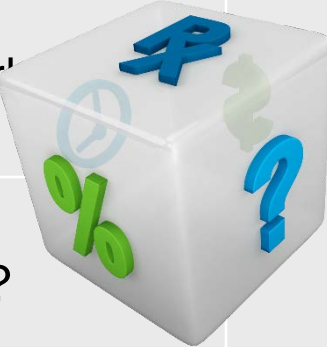
DICE loops



DICE Path Diagram



Modeling

	<u>Deterministic</u>	<u>Stochastic</u>
<u>Periodic check</u> 		
<u>Time-to-event</u> 		
	Mar' 	
		crossimulation
	?	“DES”

Segmented Approach Using DICE: Advantages & limitations



- Very flexible & natural
- Can combine cohort, individual & time-to-event approaches
- Transparent, simple to communicate
- Standard framework (easy to learn)
- Less error-prone
- Enables structural sensitivity analysis
- Straightforward to review
- Fast to create, easy to modify

- Excel is slow
- No individuals, interactions
- No resources, queues
- Does not handle continuous time