

Implications of data-driven transplantation in welfare

Press Start

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DATA SCIENCE
FOR REAL-TIME
DECISION-MAKING



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ENCKEP meeting – INESC TEC, Porto
11th March, 2019

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- Game
- Social welfare analyses
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In Canada

1 in 10 Canadians have kidney disease and millions more are at risk.

36% grow since 2007 on the number of Canadians living with end-stage disease.

47% of new patients are under the age of 65.

Diabetes is the leading cause of kidney failure.

11th leading cause of death in 2014.

48 000 Canadians are being treated for kidney failure.

\$50 billion per year is the approximate cost to the health care system for chronic kidney disease.

Treatments

- ▶ Dialysis
- ▶ Transplantation

Dialysis vs Transplantation

- ▶ Transplantation yields longer survivability.
- ▶ Transplantation yields a better quality of life.
- ▶ Dialysis is more expensive than transplantation.

Transplantation

Deceased donation

- ▶ Patients are registered in a waiting list (provincial level).
- ▶ A patient and physician together decide whether to **accept** or **refuse** a kidney offer.

No reliable tool to support their decision.

Facts:

42% of kidney transplants are made possible by living donors

54% of living donors are unrelated to the recipient.

5-year survival rate for adults with transplanted kidneys is 90% from living donors are 82% from deceased donors.

Living donation

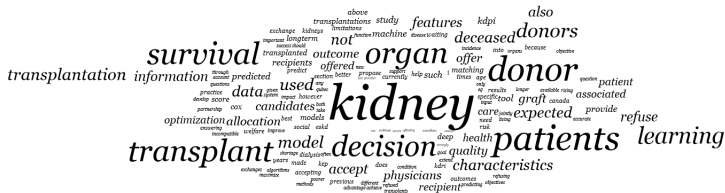
- ▶ Transplantation from a **compatible** living donor: typically, relative or friend, or through the Kidney Paired Donation Program (federal level).

Optimization for exchange of donors.

Implications of data-driven transplantation in welfare

Introduction

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Machine learning for graft survival prediction

M. Luck, T. Sylvain, H. Cardinal, A. Lodi, Y. Bengio and J. P. Cohen

Deep Learning

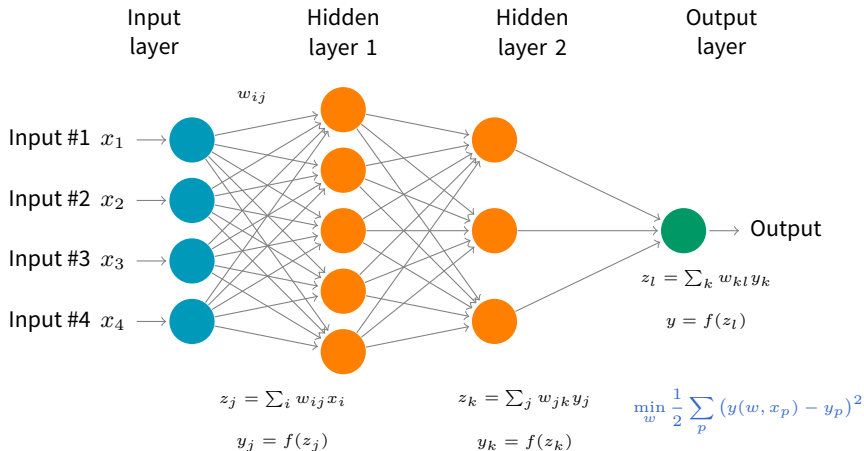
- ▶ Algorithm is fed with raw data in order to learn the representations needed for performing
 - ▶ **regression**: estimation of the relationships among variables **or**
 - ▶ **classification**: identification of the category to which data points belong (e.g., patient sick or patient healthy).
- ▶ Multiple layers of representation, each transforming the representation at one level (starting with the raw input) into a representation at a higher, slightly more abstract level.

Implications of data-driven transplantation in welfare

└ Graft survival prediction

└ Deep Learning

Deep Learning

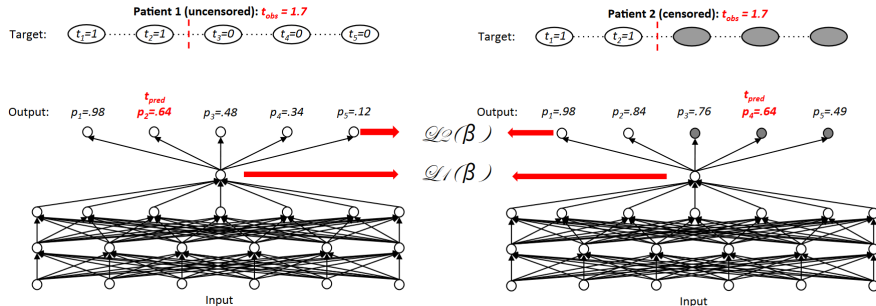


Implications of data-driven transplantation in welfare

Graft survival prediction

Graft survival prediction

Goal: Predict graft survival time for specific patient-donor pairs



Scientific Registry of Transplant Recipient (SRT) - a large database that comprises donor and recipient information for all solid organ transplantations that are performed in the United States.

A limitation: long-term kidney graft survival is inferior in the US when compared to other industrialized countries. Our current model may not be directly applicable to Canadian patients.

Margaux Luck, Tristan Sylvain, H  lo  se Cardinal, Andrea Lodi, Yoshua Bengio. *Deep Learning for Patient-Specific Kidney Graft Survival Analysis*. arXiv:1705.10245. 2017

Margaux Luck, Tristan Sylvain, Joseph Paul Cohen, H  lo  se Cardinal, Andrea Lodi, Yoshua Bengio. *Learning to rank for censored survival data*. arXiv:1806.01984. 2018

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Decision tool for deceased donation

J-N Weller, H. Cardinal and A. Lodi.

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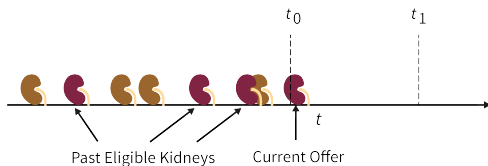
Decision tool for deceased donation

— No question

Accept or refuse an organ from a deceased donor?

Predict the time for the next offer with quality greater or equal than the current one.

Estimation of eligible donors distribution (Poisson process with varying parameter).



$$\mu_0 = \frac{N_{eligible}}{\Delta T} \times \left(1 - \frac{cPRA}{100}\right)$$

Jean-Noël Weller. Predicting next kidney offer for a kidney transplant candidate declining current one. *Master Thesis*. École

Polytechnique Montréal. 2018.

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Decision tool for living donation Kidney Exchange Game

Model

Vertex-disjoint cycle packing formulation (Abraham et al. 2007)

$$\begin{aligned} \max_x \quad & \sum_{c \in C(L)} x_c w_c \\ \text{s.t.} \quad & \sum_{c \in C(L): n \in c} x_c \leq 1 \quad \forall n \in N \\ & x \in \{0, 1\}^{|C(L)|} \end{aligned}$$

where $C(L)$ is the set of cycles with size at most L and x_c is 1 if cycle $c \in C(L)$ is selected, 0 otherwise.

Canadian Kidney Paired Donation program

- ▶ Maximum length for cycles is 5.
- ▶ Since 2009, the Kidney Paired Donation program has completed 637 transplants.
- ▶ 378 of 637 transplants come from chains.

<https://professionaleducation.blood.ca/en/organes-et-tissus/programmes-et-services/kidney-paired-donation-kpd-program>, visited 21-02-2019

Multi-agent kidney exchange

Motivation

Context: Some countries have regional (or hospital) pools, where the matches are performed internally with no collaboration between the different entities.

Goal: It became relevant to study kidney exchange programs involving several hospitals or even several countries, since there is potential to increase the number of transplants.

Strategic behaviour: These entities aim is to maximize the transplant benefit for their patients.

Our contribution: Analysis of the problem from the non-cooperative game theory point of view.

Replace cycles of length 2 by edges

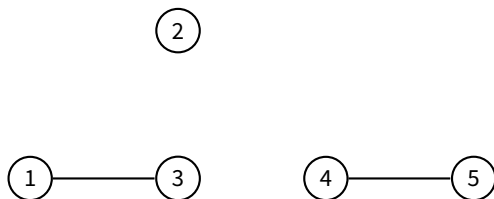


Figure 5: Kidney exchanges.

A subset M of E is called a *matching* of graph $G = (V, E)$ if no two edges in it share the same vertex

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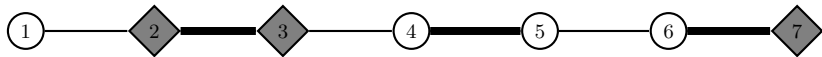
Decision tool for living donation

Game

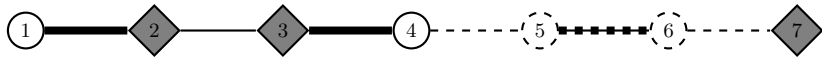
Literature

Literature concentrates on the search of a strategyproof mechanism that decides all exchanges to be performed in a multi-hospital setting.

An optimal matching:



might not be strategyproof:



I. Ashlagi, F. Fischer, I. A. Kash, and A. D. Procaccia, Mix and match: A strategyproof mechanism for multi-hospital kidney exchange. *Games and Economic Behavior* 91 (2015). 284–296.

Game instructions

Players



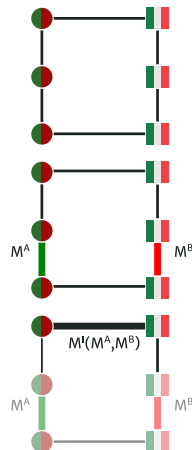
Player A controls the incompatible patient-donor nodes



Player B controls the incompatible patient-donor nodes

Edges between patient-donor nodes represent a compatible exchange.

The players feasible strategies are matchings among their nodes, i.e., a set of internal edges such that no two edges share a common node.



Nash Equilibrium

A Nash equilibrium (NE) is a matching M^A in G^A for player A and a matching M^B for player B such that

$$2|M^A| + |M^I(M^A, M^B)| \geq 2|R^A| + |M^I(R^A, M^B)| \quad \forall \text{matching } R^A$$

$$2|M^B| + |M^I(M^A, M^B)| \geq 2|R^B| + |M^I(M^A, R^B)| \quad \forall \text{matching } R^B.$$

Multi-Player Kidney Exchange Game

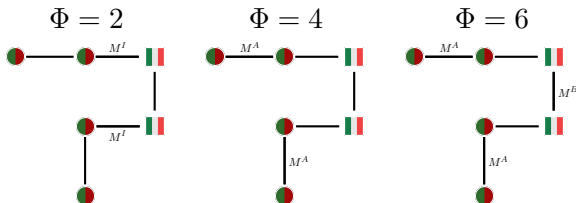
Theorem

There exists at least one pure Nash equilibrium and it can be computed in polynomial time.

Proof.

The game has a potential function

$$\Phi(M^A, M^B) = 2|M^A| + 2|M^B| + |M^I(M^A, M^B)|$$



Implications of data-driven transplantation in welfare

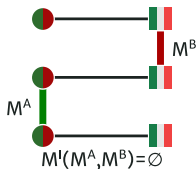
└ Decision tool for living donation

└ Social welfare analyses

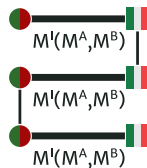
The game can have multiple equilibria

$$\Phi(M^A, M^B) = 2|M^A| + 2|M^B| + |M^I(M^A, M^B)|$$

$$\Phi = 4$$



$$\Phi = 3$$



Implications of data-driven transplantation in welfare

└ Decision tool for living donation

└ Social welfare analyses

A *social welfare equilibrium* (SWE) is an NE that is also a social optimum.

Theorem

*There is always a **social welfare equilibrium** and it can be computed in polynomial time.*

Are Social Welfare Equilibria rational outcomes?

Multi-Player Kidney Exchange Game

Lemma

Any social welfare equilibrium is Pareto efficient.

Theorem

There is an algorithm that after a finite number of steps finds a SWE that dominates a given NE.

Dominant SWE over a NE

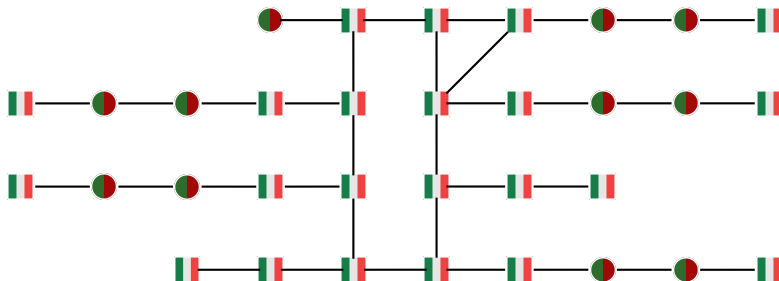
Algorithm

Input: A 2-KEG instance G and an NE M of G .

Output: M if it is an SWE, else an SWE dominating it.

Computes a maximum matching dominating a NE.

Then, iteratively removes a player incentive to deviate by removing alternating paths of type *ii*.



Refinement of NE

Algorithm

Input: A 2-KEG instance G .

Output: An SWE that minimizes the number of external exchanges.

Solves a weighted matching problem in G where the internal edges weigh $2 + 2|V|$ and external edges weigh $1 + 2|V|$.

Lemma

Algorithm

- ▶ runs in polynomial time
- ▶ outputs a social optimum
- ▶ outputs a Nash equilibrium
- ▶ minimizes the number of external exchanges among the social welfare equilibria
- ▶ guarantees uniqueness in terms of the players utilities
- ▶ outputs the SWE minimizing the difference between players' utilities.

M. Carvalho, A. Lodi, J. P. Pedroso, A. Viana, *Nash Equilibria in the Two-Player Kidney Exchange Game*, Mathematical Programming, Volume 161, Issue 1-2, 389–417, January 2017.

Interpretation of the results

Theorem (M. Carvalho, A. Lodi (2018))

For any game with a set of players N and any deterministic algorithm \mathcal{A} for the IA, there is a SWE and it can be computed in polynomial time.

Good news: Our approach to this multi-agent setting shows why a simple maximization of number of transplantations among agents can make all players happy (i.e., be an *equilibrium*).

Literature

*(...) market failures cause the loss of hundreds of transplants per year
(...) the market is highly fragmented, with 65% of transactions happening in small platforms, often within hospitals, as opposed to in large, national platforms.*

The hospitals that do participate don't perform all their kidney exchanges through the national platform and register particularly hard-to-match patients and donors at the platform (...) within hospital exchanges match a much larger fraction of O donors with non-O patients (...)

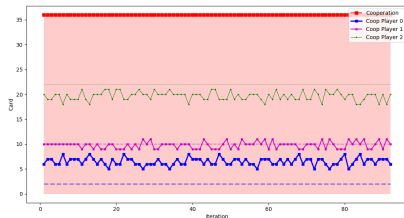
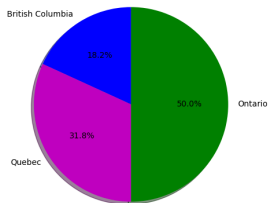
Nikhil Agarwal, Itai Ashlagi, Eduardo Azevedo, Clayton Featherstone, Omer Karaduma. Market Failure in Kidney Exchange.

Working Paper, (last version) Sep 2017.

Implications of data-driven transplantation in welfare

Decision tool for living donation

Ongoing research



	# nodes	OPT_{alone}	Best OPT_{coop}	Worst OPT_{coop}
British Columbia	13	2	9	3
Quebec	22	10	13	8
Ontario	35	22	23	16

Maximum Matching: 36 transplants

From **10 000** maximum matchings, **6** are Nash equilibria.

Instances: M. Constantino, X. Klimentova, A. Viana, A. Rais. New insights on integer-programming models for the kidney exchange problem. EJOR, 2013.

Uniform generation of Matchings with Maximum Cardinality

Motivation: Deterministic algorithms are used to compute a matching of maximum cardinality, i.e., for the same input order, the same optimal solution is determined.

Uniform generation of **lattice point** in polytopes implies **counting** them.

Counting matchings of maximum cardinality is *hard*.

Implications of data-driven transplantation in welfare

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Uniform generation of Matchings with Maximum Cardinality

INS	NUM	TIME	Max Card	$ E $
30-instance-30	138	0.33	6	29
30-instance-31	56	0.71	7	30
30-instance-32	8	0.21	7	20
30-instance-33	120	0.98	6	30
30-instance-34	2928	1.26	4	36
30-instance-35	42	0.18	6	21
30-instance-36	5	0.01	4	13
30-instance-37	4072	23.43	8	44
30-instance-38	252	0.29	5	26
30-instance-39	120	4.11	8	37
30-instance-40	28	0.05	5	19
30-instance-41	12094	10.98	5	45
30-instance-42	1684	80.09	8	50
30-instance-43	27	1.02	7	31
30-instance-44	2803	2.91	5	42
30-instance-45	12	0.01	4	11
30-instance-46	3444	2.45	5	46
30-instance-47	220	0.22	4	26
30-instance-48	222	0.34	5	27
30-instance-49	6	0.00	3	9
30-instance-50	12	0.01	5	14

Computations done in Julia 1.0.0 using dynamic programming approach.

Implications of data-driven transplantation in welfare

└ Decision tool for living donation

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Uniform generation of Matchings with Maximum Cardinality

INS	NUM	TIME	Max Card	$ E $
40-instance-30	9915	175.79	9	52
40-instance-31	5150	21.57	7	48
40-instance-32	128669	386.98	8	75
40-instance-33	2272	65.00	8	45
40-instance-34	1475772	5054.43	9	87
40-instance-35	348	1.77	7	31
40-instance-36	72	3.08	9	26
40-instance-37	5680	502.24	10	55
40-instance-38	1344	785.65	11	62
40-instance-39	4	0.00	3	6
40-instance-40	288	2.13	8	24
40-instance-41	196	11.39	9	38
40-instance-42	7847	14.97	7	38
40-instance-43	41	0.01	3	16
40-instance-44	5639	47.04	7	55
40-instance-45	1260	3.85	6	40
40-instance-46	126	0.19	5	26
40-instance-47	1440	0.67	5	30
40-instance-48	14	0.01	2	15
40-instance-49	102	0.11	3	24
40-instance-50	360150	476.73	8	70

Computations done in Julia 1.0.0 using dynamic programming approach.

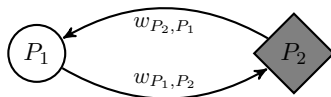
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- └ Decision tool for living donation
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Adding Machine Learning...

Adding Machine Learning graft quality predictions

The goal becomes the maximization of a weighted matching



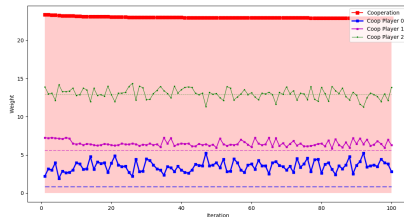
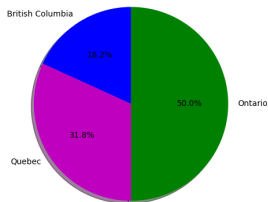
- ★ Verifying if a matching is an equilibrium is NP-complete.
- ★ Moreover, our computational experiments show that (pure) equilibria for the game with weighted matchings are rare.

Implications of data-driven transplantation in welfare

└ Decision tool for living donation

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Computational Experiments



	# nodes	OPT_{alone}	Best OPT_{coop}	Worst OPT_{coop}
British Columbia	13	0.84	5.66	1.12
Quebec	22	5.56	8.40	4.96
Ontario	35	12.91	15.00	9.32

Maximum Weighted Matching: 23.38

From the best **10 000** maximum weighted matchings, **0** were Nash equilibria.

Conclusions and Ongoing work

★ Deep learning approach.

Conclusions:

- ▶ Predicts time of an event (survival time) and C-index (score indicative of the time of graft failure);
- ▶ Achieves state-of-the-art performance.

Ongoing work:

- ▶ Improve deep learning architecture (usable with loss of features);
- ▶ Introduce new learning objects.

Conclusions and Ongoing work

★ Decision tool for patients in the waiting list.

Conclusions:

- ▶ Promote shared decision making;
- ▶ Decision making framework integrating graft survival information.
- ▶ The approach was validated with data from Transplant Quebec.

Ongoing work:

- ▶ Personalized estimates of patient and kidney graft survival time if the offer is accepted and estimates if an average donor was accepted.
- ▶ No question Vs Yes question

Conclusions and Ongoing work

★ Kidney Exchange game.

Conclusions:

- ▶ There is a social welfare equilibrium when number of transplants is considered;
- ▶ Introducing graft quality information makes the game hard to solve and socially satisfactory solutions might fail to exist.

Ongoing work:

- ▶ Evaluation of the game using data from the Canadian Kidney Exchange program.
- ▶ Integration of the qualitative graft information in the game.
- ▶ Redesign the game in order to achieve social optimal solutions (consider dynamic case).

Implications of data-driven transplantation in welfare

- └ Decision tool for living donation

- └ Ongoing research

Questions

Thank you for your attention