Several authors (see e.g. [2]) have analysed how vaccination policies may affect pathogen evolution. In this talk I review how the results depend on the model describing within-host pathogen-immune interactions. In particular, I will focus on a simple model, introduced in [1], and qualitatively consistent with more realistic models used for influenza [3]; it allows for multiple evolutionary stable states; depending on the rate at which a new vaccine is introduced, it is then possible that a pathogen evolves towards either higher or lower virulence.

References

