Propagación de Información en una red Social

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Este es el resumen Técnico de nuestro proyecto de IA-Simulación para el Curso 2024, En este proyecto nos propusimos responder a las siguientes interrogantes; ¿Como se difunde la Información en una Red Social? y ¿Sabiendo esto podremos crear una Publicación que se adecúe a nuestras necesidades y que tenga el Mayor crecimiento Posible? . Para responder a esto Creamos una herramienta basándonos en los conocimientos adquiridos en las asignaturas de IA y Simulación y datos recopilados a través de la Investigación y revisión de la bibliografía disponible

Additional Key Words and Phrases: Simulación, Inteligencia Artificial, Red Social

ACM Reference Format:

Alex Sánchez Saez, Carlos Manuel González, and Jorge Alberto Aspiolea. 2024. Propagación de Información en una red Social. 1, 1 (April 2024), 6 pages. https://doi.org/10.1145/nnnnnnn.nnnnnnn

1 INTRODUCTION

Este es el Resumen Técnico de nuestro proyecto de IA-Simulación para el Curso 2024. En este proyecto nos propusimos responder a las siguientes interrogantes: ¿Cómo se difunde la Información en una Red Social? y ¿Sabiendo esto, podremos crear una Publicación que se adecúe a nuestras necesidades y que tenga el Mayor Crecimiento Posible? Para abordar estas cuestiones, creamos una herramienta basada en una interfaz en lenguaje natural para interactuar con el usuario, además de una simulación multiagente con arquitectura BDI. Este enfoque nos permitió aprovechar los conocimientos adquiridos en las asignaturas de IA y Simulación, así como los datos recopilados a través de la investigación y revisión de la bibliografía disponible.

2 ACERCA DE LA DIFUSIÓN DE LA INFORMACIÓN EN **REDES SOCIALES**

Como Parte de nuestra investigación para la creación de este proyecto , nos dimos a la tarea de encontrar y comprender el estado del arte en la representación y análisis computacional de los sitemas sociales complejos como las Redes sociales. Estudiamos El panorama Histórico de la Modelación de este tipo de problemas y Su relación $con el \, Modelo \, SIR \, para \, la \, propagaci\'on \, de \, epidemias \, https://theconversation \\ parametro \, privado \, de \, los \, agentes \, individuales \, , \, y \, estos \, solo \, tienen \, de \, propagaci\'on \,$ com/covid-19-y-difusion-de-innovaciones-parecidos-razonables-157385.

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https://doi.org/10.1145/nnnnnnn.nnnnnnn

Dimos con el Modelo de Difusión de opiniones de Rogers el cuál explica la dinámica de las opiniones a una macro escala, sin tener en cuenta los eventos locales https://www.eurekando.org/cienciassociales/teoria-de-la-difusion-de-rogers-innovacion-y-difusion/. Analizamos también algunos Modelos Clásicos utilizados para analizar este tipo de problemas. Los problemas Binarios eran simulaciones multiagente donde los agentes tenian solo dos posibles opiniones respecto a un tema -1 o 1. La forma en que se difundían estas opiniones era variada en dependencia del autor, algunos ejemplos son: Propagación de opiniones por vecinos cercanos (Modelo de Voter) , Opinión Mayoritaria del grupo al que pertenece el agente (Modelo de Majority Rule), Propagación por los Vecinos con la misma Opinión (Modelo Szrajd). Una evolución a estos modelos son los modelos Continuos o Modelos Socio-Físicos en los cuales ya los agentes tienen opiniones no binarias, osea un grado de seguridad respecto a su postura con el tema . Algunas formas de propagación de opiniones en estos modelos son : A través de un confidence level o nivel de confianza, esto significa que cuando dos agentes interactúan varían sus opiniones según su nivel de confianza hacia esta (Deffort y Hegselmann-Krausse).

2.1 Nuestro Modelo de Simulación

Nuestra simulación es un sistema multiagente que usa la arquitectura BDI para modelar el comportamiento de un usuario humano dentro de la red .El medio donde se colocan los agentes es una red donde cada agente tiene un nivel de confianza con el resto de agentes , esto es un valor [-1,1] donde 0 significa que el agente (visto como un nodo) está completamente desconectado y el resto indica que tan bien o mal le cae el otro agente. Las interacciones posibles que tienen los agentes son : dar like a la publicacion i , dar dislike a la publicacion i , compartir la publicacion i , con el agente j

2.2 Representación de los datos

Nuestro sistema desde el punto de vista de los modelos Socio-Físicos es un modelo multitema tipo CODA (Continous Opinions, Discrete Actions) esto debido a que manejamos las opiniones como un un rango discreto de acciones a realizar .Representamos las Publicaciones al igual que las opiniones como arreglos de numeros, en el caso de las publicaciones numeros entre 0 y 1 que representan que tan relevante es el tema en la publicacion; y en el caso de las opinione de los agentes serían numeros entre -1 y 1 que representan que tan de acuerdo esta el agente con el tema en cuestión

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Table 1. Frequency of Special Characters

Non-English or Math	Frequency	Comments
Ø	1 in 1,000	For Swedish names
π	1 in 5	Common in math
\$	4 in 5	Used in business
Ψ_1^2	1 in 40,000	Unexplained usage

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MATH EQUATIONS 11

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Inline (In-text) Equations

A formula that appears in the running text is called an inline or intext formula. It is produced by the **math** environment, which can be invoked with the usual \begin . . . \end construction or with the short form \$. . . \$. You can use any of the symbols and structures, from α to ω , available in LATEX [Lamport 1986]; this section will simply show a few examples of in-text equations in context. Notice how this equation: $\lim_{n\to\infty} x = 0$, set here in in-line math style, looks slightly different when set in display style. (See next section).

11.2 Display Equations

A numbered display equation—one set off by vertical space from the text and centered horizontally—is produced by the **equation** environment. An unnumbered display equation is produced by the displaymath environment.

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$$\lim_{n \to \infty} x = 0 \tag{1}$$

Notice how it is formatted somewhat differently in the displaymath environment. Now, we'll enter an unnumbered equation:

$$\sum_{i=0}^{\infty} x + 1$$

and follow it with another numbered equation:

$$\sum_{i=0}^{\infty} x_i = \int_0^{\pi+2} f \tag{2}$$

just to demonstrate LATEX's able handling of numbering.

12 FIGURES

The "figure" environment should be used for figures. One or more images can be placed within a figure. If your figure contains thirdparty material, you must clearly identify it as such, as shown in the example below.



Fig. 1. 1907 Franklin Model D roadster. Photograph by Harris & Ewing, Inc. [Public domain], via Wikimedia Commons. (https://goo.gl/VLCRBB).

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A "teaser figure" is an image, or set of images in one figure, that are placed after all author and affiliation information, and before the body of the article, spanning the page. If you wish to have such a figure in your article, place the command immediately before the \maketitle command:

\begin{teaserfigure}

Table 2. Some Typical Commands

Command	A Number	Comments
\author	100	Author
\table	300	For tables
\table*	400	For wider tables

\includegraphics[width=\textwidth]{sampleteaser}
\caption{figure caption}
\Description{figure description}
\end{teaserfigure}

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14 ACKNOWLEDGMENTS

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This section has a special environment:

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...
\end{acks}

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Authors should not prepare this section as a numbered or unnumbered \section; please use the "acks" environment.

15 APPENDICES

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Start the appendix with the "appendix" command:

\appendix

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Papers may be written in languages other than English or include titles, subtitles, keywords and abstracts in different languages (as a rule, a paper in a language other than English should include an English title and an English abstract). Use language=... for every language used in the paper. The last language indicated is the main language of the paper. For example, a French paper with additional titles and abstracts in English and German may start with the following command

 $\label{localization} $$ \colon \col$

The title, subtitle, keywords and abstract will be typeset in the main language of the paper. The commands \translatedXXX, XXX begin title, subtitle and keywords, can be used to set these elements in the other languages. The environment translatedabstract is

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sidebar: Place formatted text in the margin. marginfigure: Place a figure in the margin. margintable: Place a table in the margin.

ACKNOWLEDGMENTS

To Robert, for the bagels and explaining CMYK and color spaces.

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RESEARCH METHODS

A.1 Part One

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