







- Multiplex





# objects



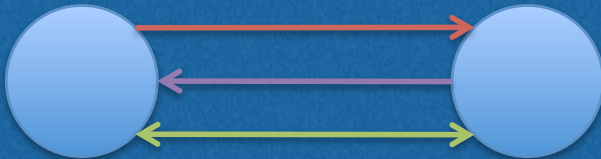
Undirected



*Directed*



**Weighted**

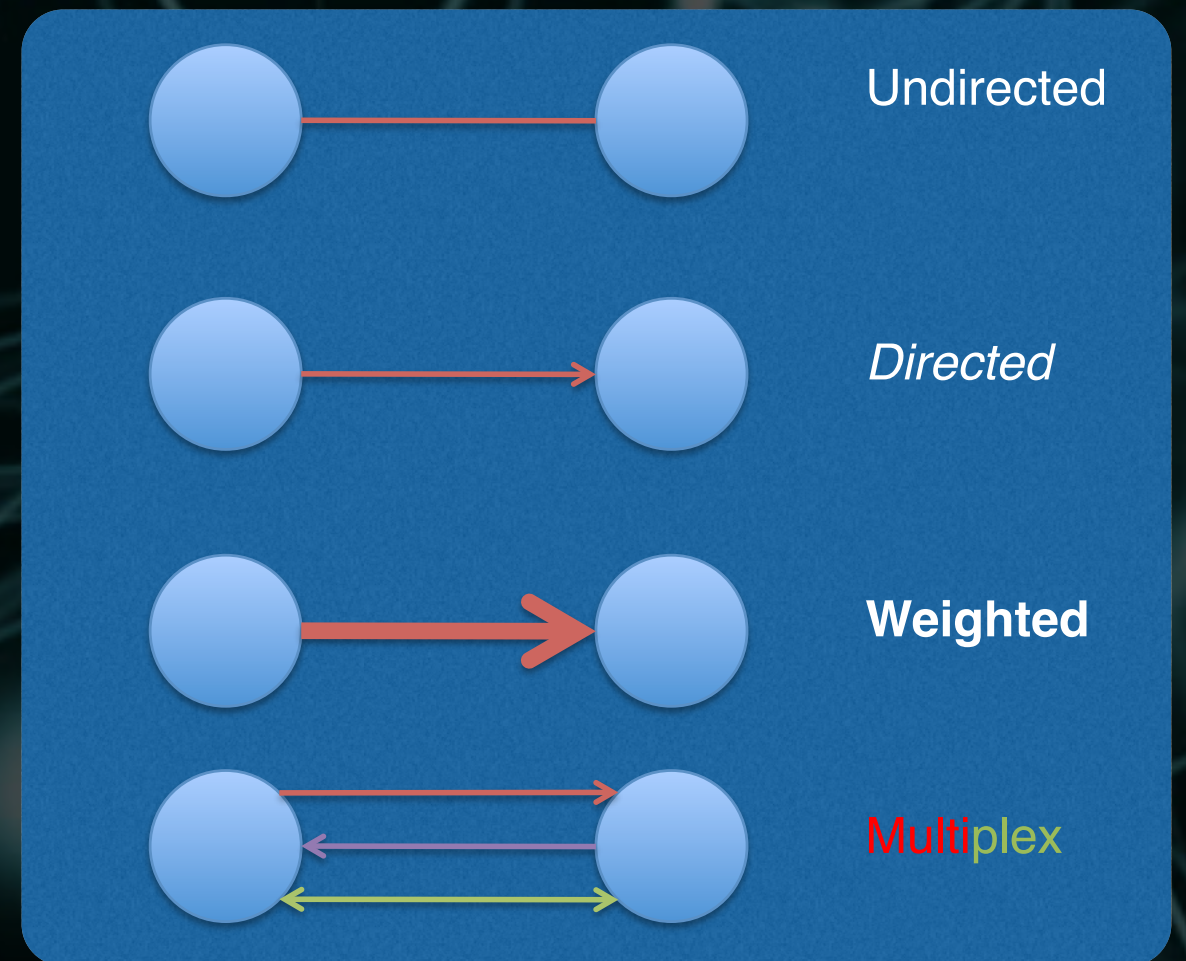


**Multiplex**



# MULTIPLEX NETWORKS

- **Multiplex** networks are defined when two objects or people have more than one relationship.
- Person 1 likes person 2, and person 1 and 2 are also high-school classmates.
- Sometimes, **objects** in a network exchange things: gifts, money, affinity, gossip.





# MULTIPLICITY



- When two people share more than one relationship between them, they have role **multiplexity**.
- For instance, two co-workers can also be friends.
- Sets of **roles** can ultimately form a **status**: for instance, a teacher has a set of relationships to students, co-workers, parents, administrators, and the school board.
- **Multiplexity** can both **enhance** and **hinder** relationships. For instance, you may not want your boss to try to be your best friend.

