UNIVERSITÀ DEGLI STUDI DI TORINO

MultiAgent Systems Course A.A. 2017/2018 Prof. Marco Maggiora

Influence in social network

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1 Introduction

2 The Model

2.1 Users and Companies

The initial world's configuration is given by the instantiation of N Users. The Users live in a world with C companies (which are indexed from 0 to C-1) and are provided with a set of opinions, one for each company.

An opinion is a positive integer which ranges from 0 to R-1, let R denote the opinion range. For each User the opinions are stored within a vector $\mathbf{v} \in \mathbb{N}^C$ which we denote as the opinion vector, the entry \mathbf{v}_c is the opinion on the c-th company.

Each User has an inclination $I \in \{-1, 0, 1\}$ whose possible values denote respectively a "bad", "neutral" and "good" average opinion across the companies, its computation is described with further detail in the following pages.

The simulation is made up by a series of D temporal steps which we call days. On first day the Users' opinions are randomly intialized. On each day the Users influence each other with one-to-one interactions in which opinions can be exchanged.

2.2 Interaction

Each User has a degree k which is the number of Users to whom he can send messages during the day.

Let's consider an interacting couple and call the two Users A and B having respectively degree k_A and k_B , the interaction consists in three steps:

1 A sends a message to B

The message contains information on A's opinion vector \mathbf{v}_A and degree k_A

2 B receives A's message

B compares its opinion vector \mathbf{v}_B with \mathbf{v}_A , given the subset of companies on which the two Users' opinion are different, a company's index is extracted according to a uniform distribution. If \mathbf{v}_A and \mathbf{v}_B are equal the interaction stops.

3 Influence

Let c denote the extracted index, two possible events may occur:

- The opinion on c-th company remains unchanged for B while A changes it to B's opinion. This event occurs with probability $k_B/(k_A + k_B)$.
- The opinion on c-th company remains unchanged for A while B changes it to A's opinion. This event occurs with probability $k_A/(k_A + k_B)$.
 - Basically each User can influence the other on a differing opinion with a probability proportional to its degree.

2.3 Inclination Computation

The Inclination for each User is computed by considering the average of the opinions across the companies.

Let's consider an opinion vector \mathbf{v} with entries \mathbf{v}_c (c=1,..,C). Each entry \mathbf{v}_c is drawn uniformly from the discrete set $\{0,1,..,R-1\}$. Recalling that the uniform discrete distribution $\mathcal{U}\{a,b\}$ has mean $\frac{a+b}{2}$ and variance $\frac{(b-a+1)^2-1}{12}$ we have that $\mathcal{U}\{0,R-1\}$ has mean $\frac{R-1}{2}$ and variance $\frac{R^2-1}{12}$

Let S be the average of \mathbf{v} entries:

$$S = \sum_{c=1}^{C} \frac{\mathbf{v}_c}{C}$$

For the central limit theorem, for $C \to \infty$ the random variable S will follow a normal distribution with mean $\frac{R-1}{2}$ and variance $\frac{R^2-1}{12C}$.

In order to assess wether the inclination I=-1 we check if the value of S lies under the quantile of order 1/3 of the normal distribution $\mathcal{N}(\frac{R-1}{2},\frac{R^2-1}{12C})$. If I=0 then S is between the 1/3 and 2/3 quantile, and I=1 if S is over the 2/3 quantile. The 1/3 quantile of the standard normal $\mathcal{N}(0,1)$ is $q_{1/3}^{(S)}=-0.4399132$ and by sim-

The 1/3 quantile of the standard normal $\mathcal{N}(0,1)$ is $q_{1/3}^{(S)} = -0.4399132$ and by simmetry $q_{2/3}^{(S)} = -q_{1/3}^{(S)}$. The 1/3 quantile of $\mathcal{N}(\mu, \sigma^2)$ is $q_{1/3} = \mu + \sigma q_{1/3}^{(S)}$ and the same applies for the 2/3 quantile.

So, in summary, given the User's opinion vector \mathbf{v} we compute its inclination according to the average of components S:

$$I := \begin{cases} -1 & \text{if } S < \frac{R-1}{2} + q_{1/3}^{(S)} \frac{R^2 - 1}{12C}, \\ 1 & \text{if } S > \frac{R-1}{2} + q_{2/3}^{(S)} \frac{R^2 - 1}{12C}, \\ 0 & \text{if else} . \end{cases}$$

- 2.4 The User Class
- 3 Graphs and results
- 4 Error estimation
- 5 Conclusions
- 6 Altre cose che non so dove mettere