

COMP4641 Lab8

Review of Lectures 8-11: Cascading, Contagion, Influence and Signed Net

Diffusion Models

To model diffusion: **decision based models** (**cascading**, a node makes decisions based on observations of its neighbor's decisions) / **probabilistic models** (**contagion**, a node gets infection by its infected neighbors in a probabilistic manner)

Cascading

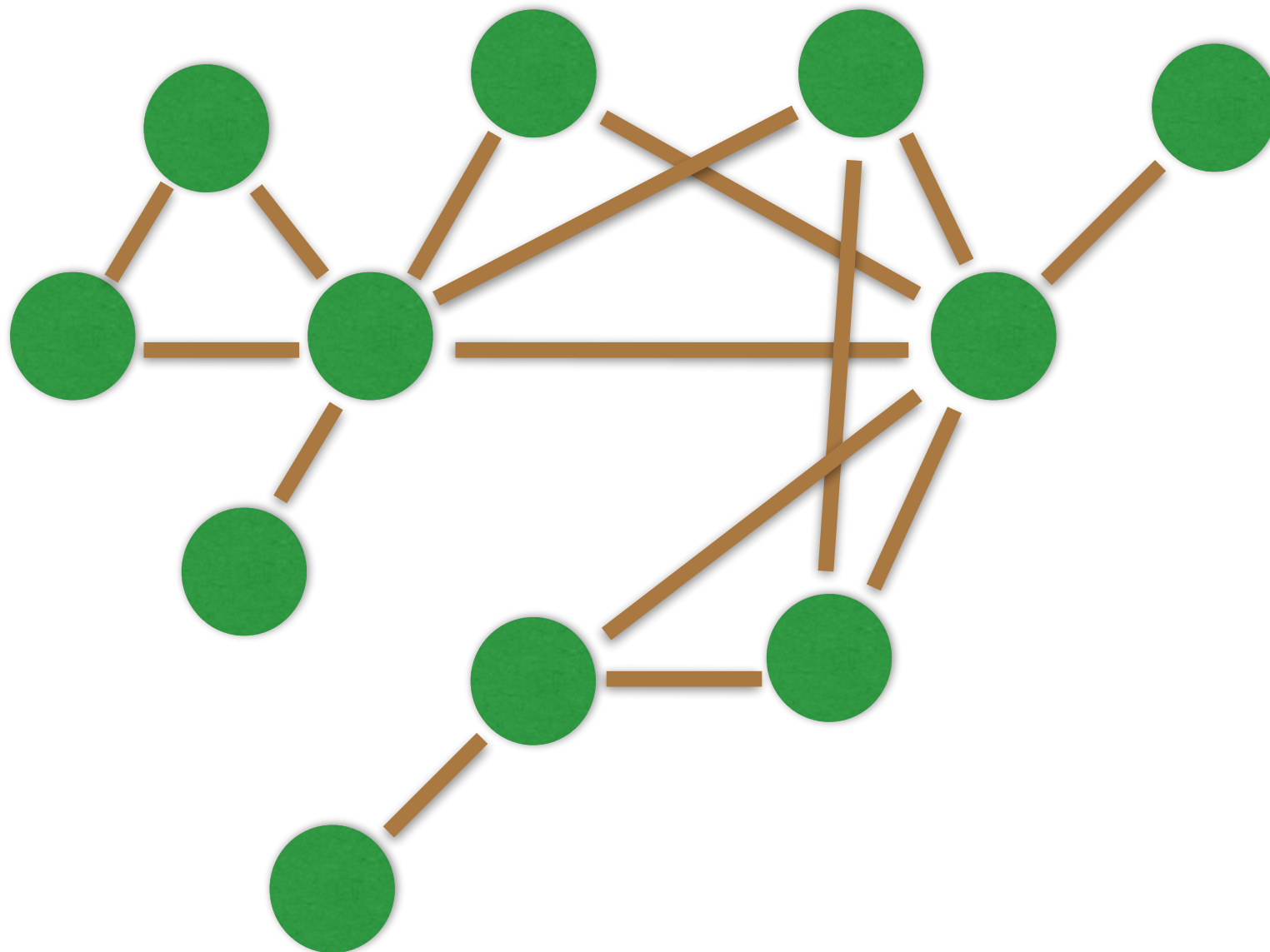
- payoff matrix:

payoff	A	B
A	a	0
B	0	b

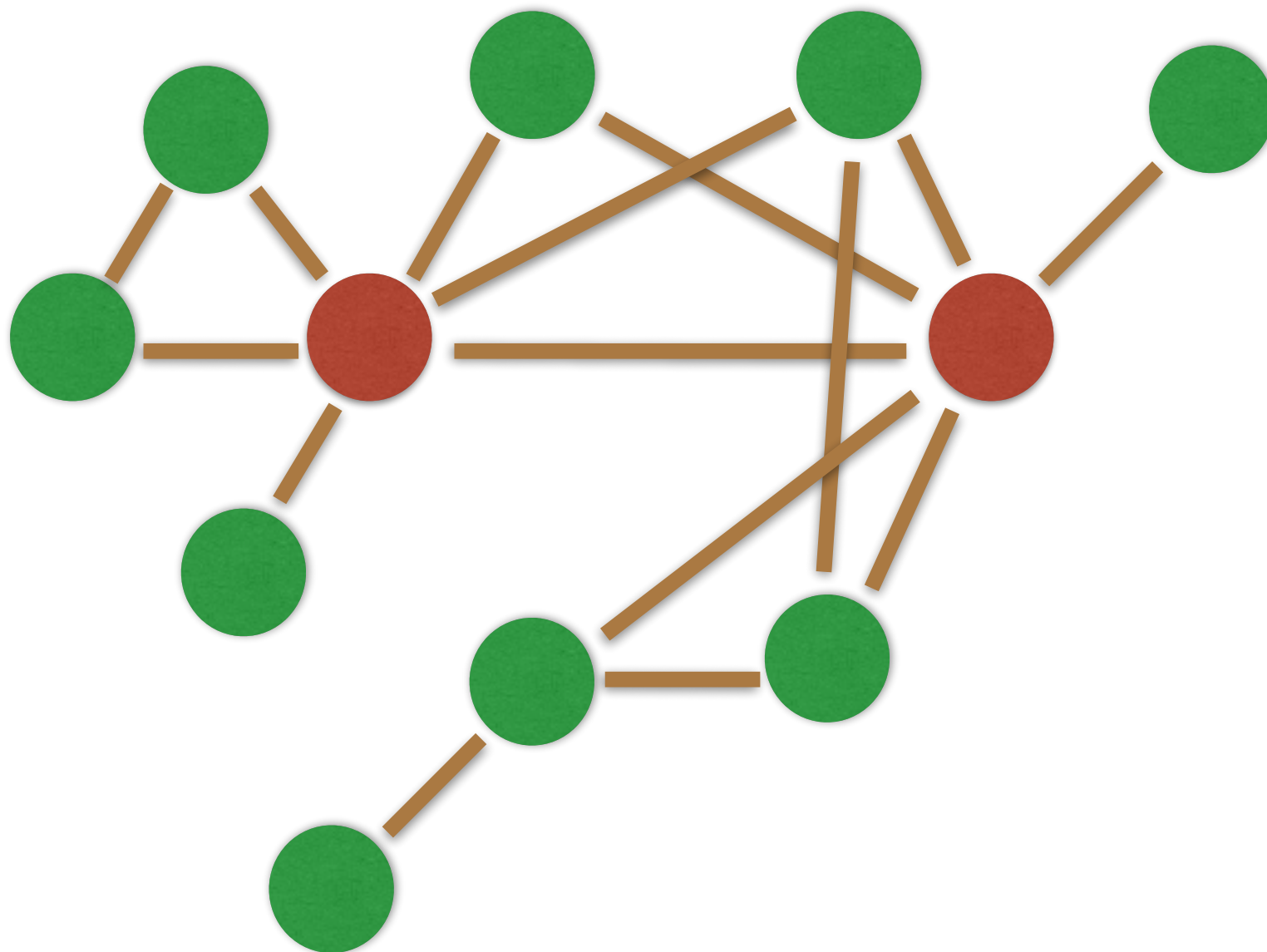
 object of decision making is to maximize payoff
- threshold: for a node which has d neighbors, proportion p of them are A nodes, proportion $q=1-p$ of them are B nodes, the payoff it has if choosing to be A node is $a \cdot p \cdot d$, the payoff it has if choosing to be B node is $b \cdot q \cdot d$, suppose the graph starts with all B nodes, then at a certain moment of cascading, the node will switch to be A node if

$$a \cdot p \cdot d > b \cdot q \cdot d \Rightarrow p > \frac{b}{a+b}$$

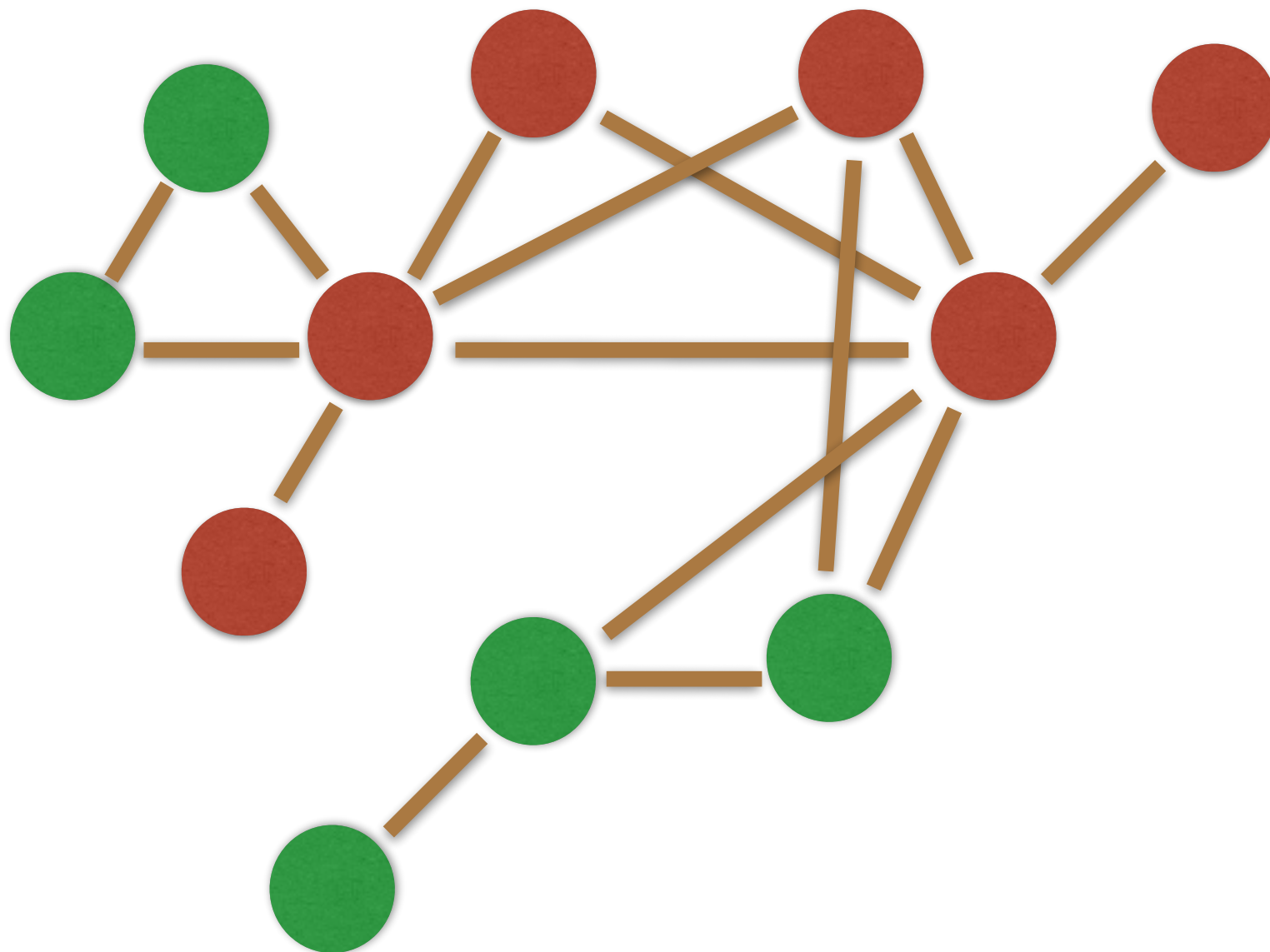
Cascading Example



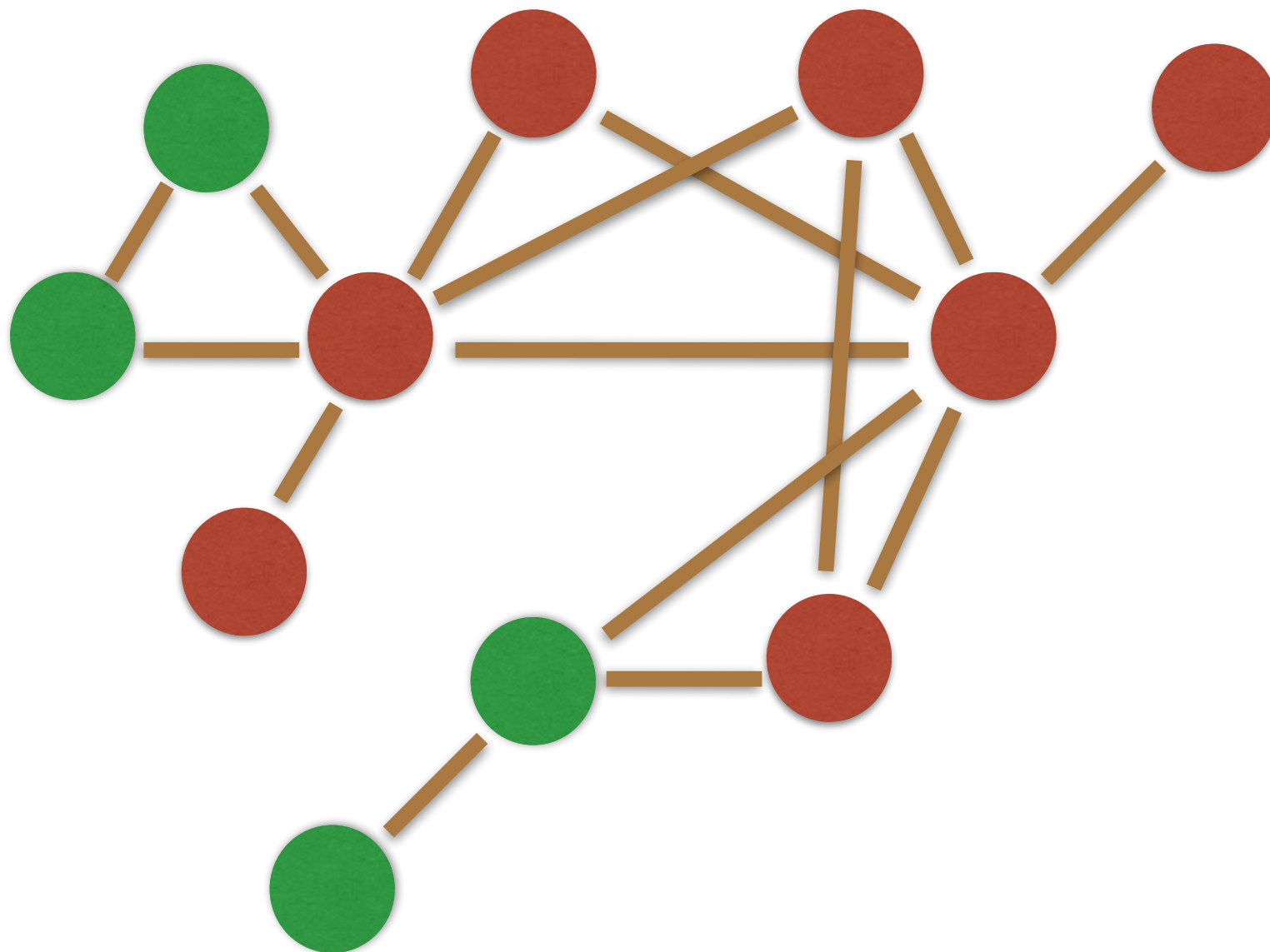
Cascading Example



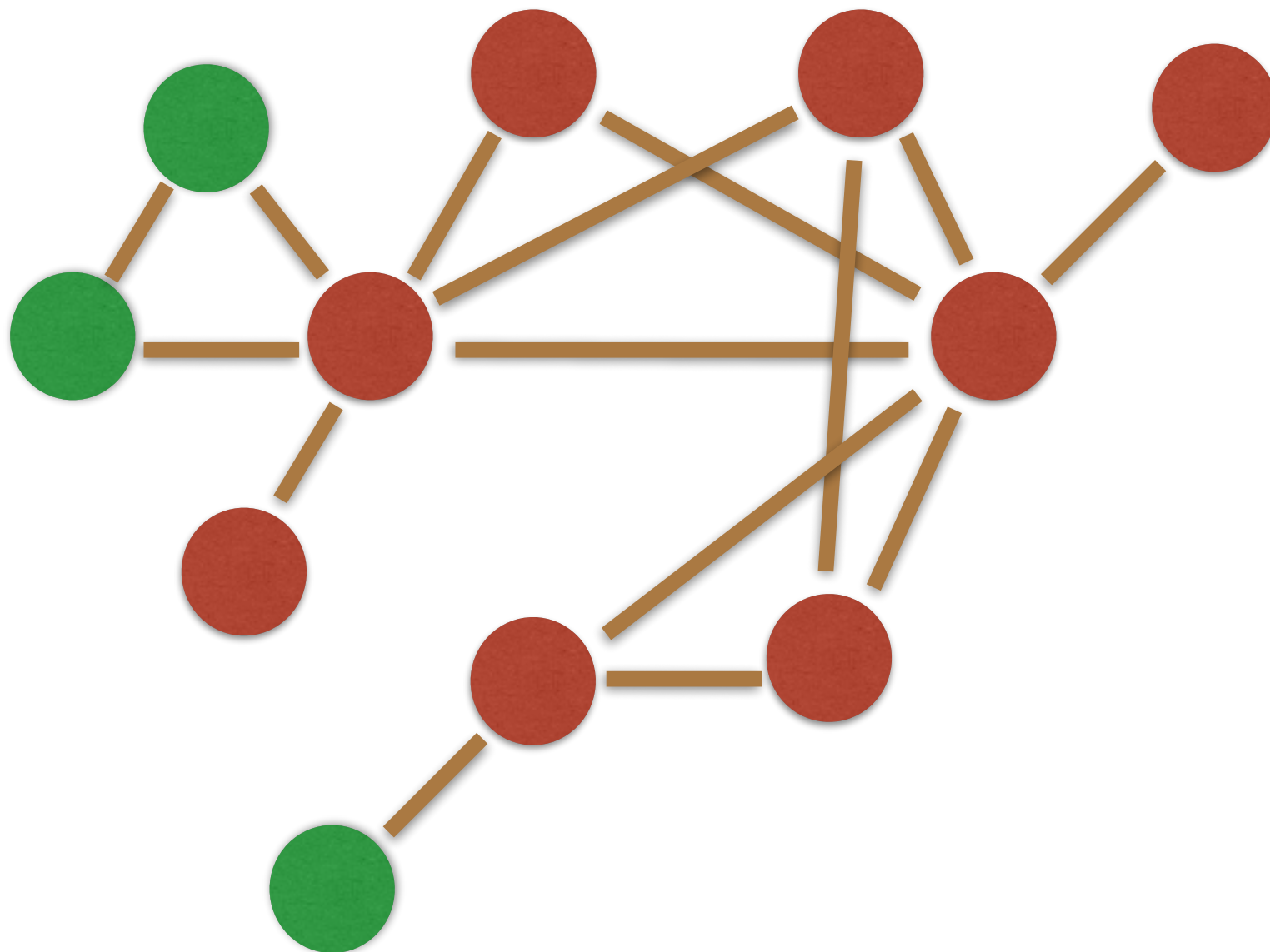
Cascading Example



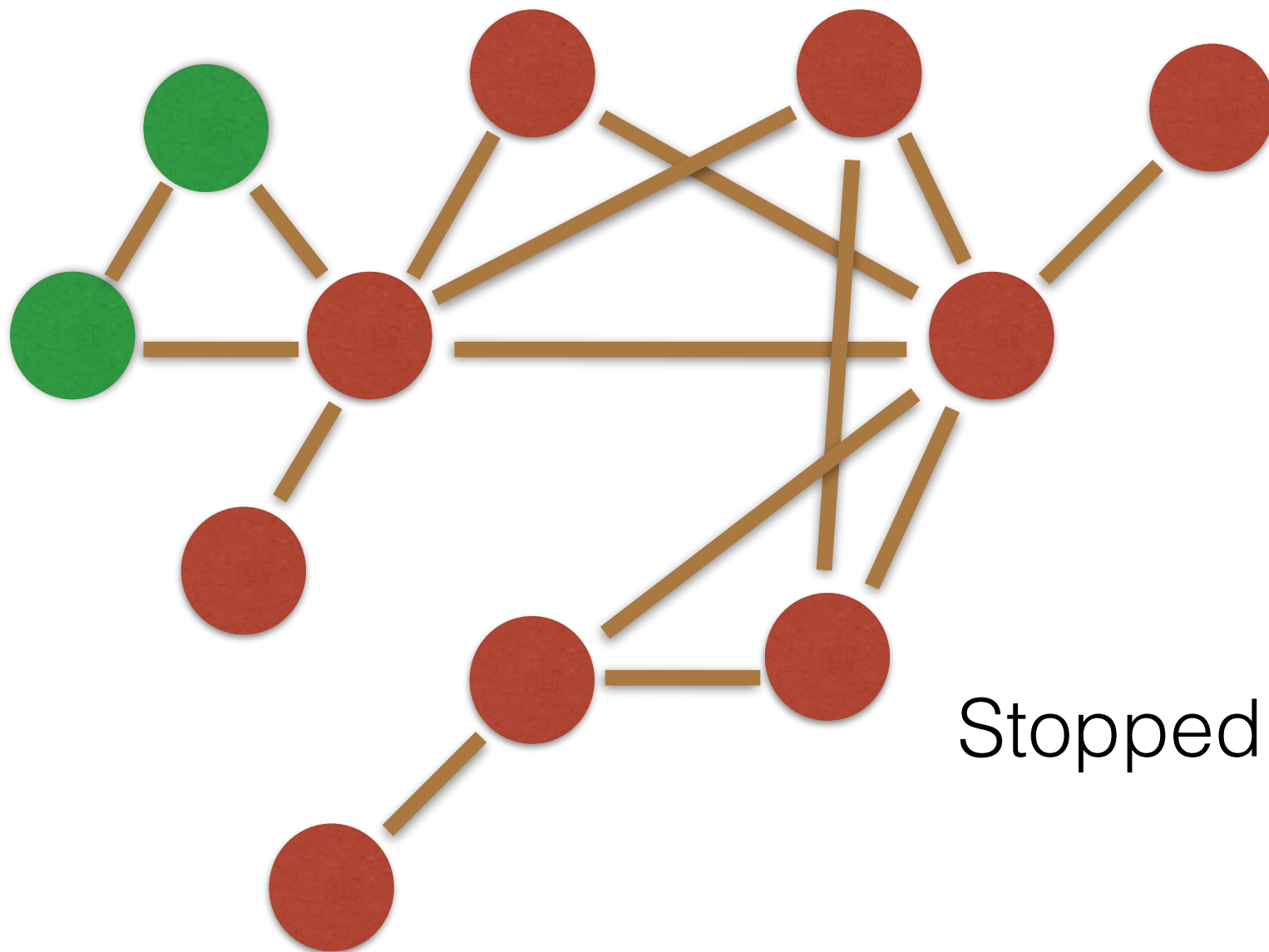
Cascading Example



Cascading Example



Cascading Example



Stopped! Why?

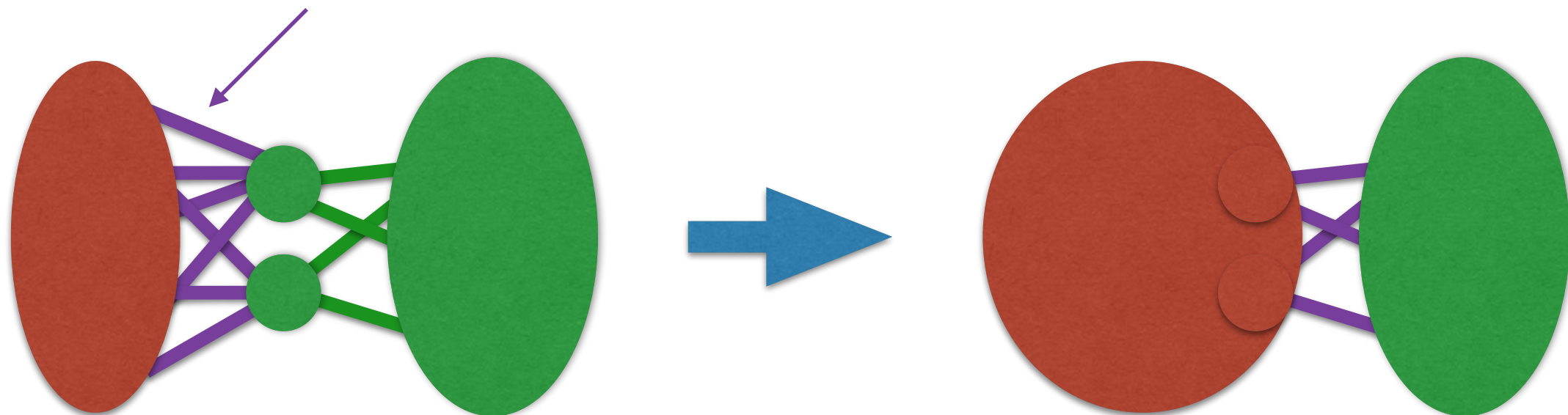
Monotonic Spreading

Reason: at time t , a B node has many A neighboring nodes with proportion p larger than threshold named as q , then it switches from B to A , after time t , the number of its A neighboring nodes can only increase or maintain the same, so it will never switch back to B

Cascade Capacity

- Def: the **largest** q (threshold) for which **some** initial finite set S can cause a cascade. Why largest? because the smaller the threshold, the easier some set will cause a cascade, we want to look at the hardest case.
- $\text{capacity} \leq \frac{1}{2}$, why? If q is greater than $1/2$, for it to be able to keep cascading, then for each node that will switch in the following step, the proportion of its interface edges must be greater than $1/2$, so the total number of interface edges for the graph will decrease in each cascading step, at some time it will stop diffusion.

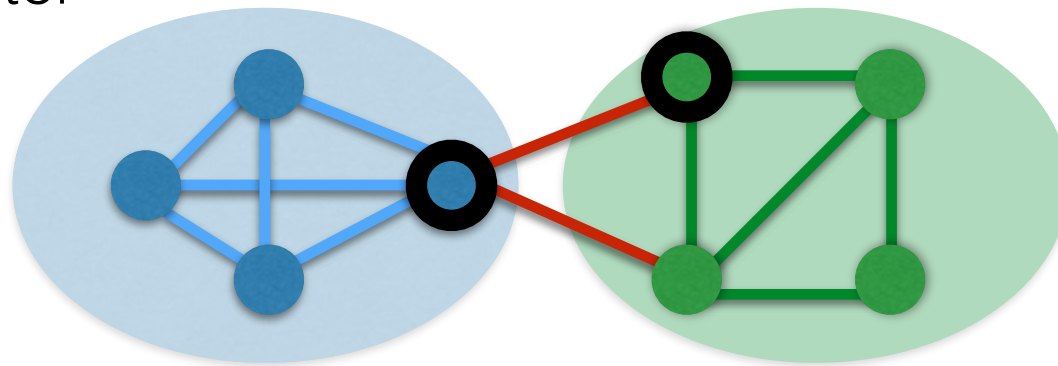
Interface edges



When Cascades Stop?

- cluster of density ρ : for each node in the cluster, it has at least ρ fraction of edges inside the cluster

$$\rho = \frac{3}{5}$$



$$\rho = \frac{2}{3}$$

- stopping condition: say S are the initial adopters, then

there is a cluster in $G \setminus S$ with density $\rho > 1 - q$

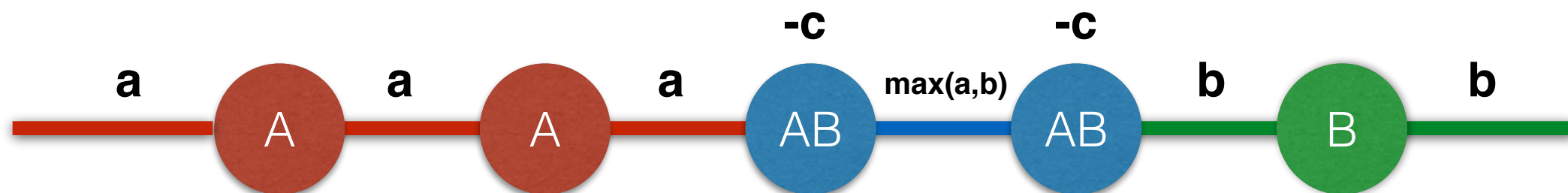


with threshold q , S cannot cause a cascade

Compatibility

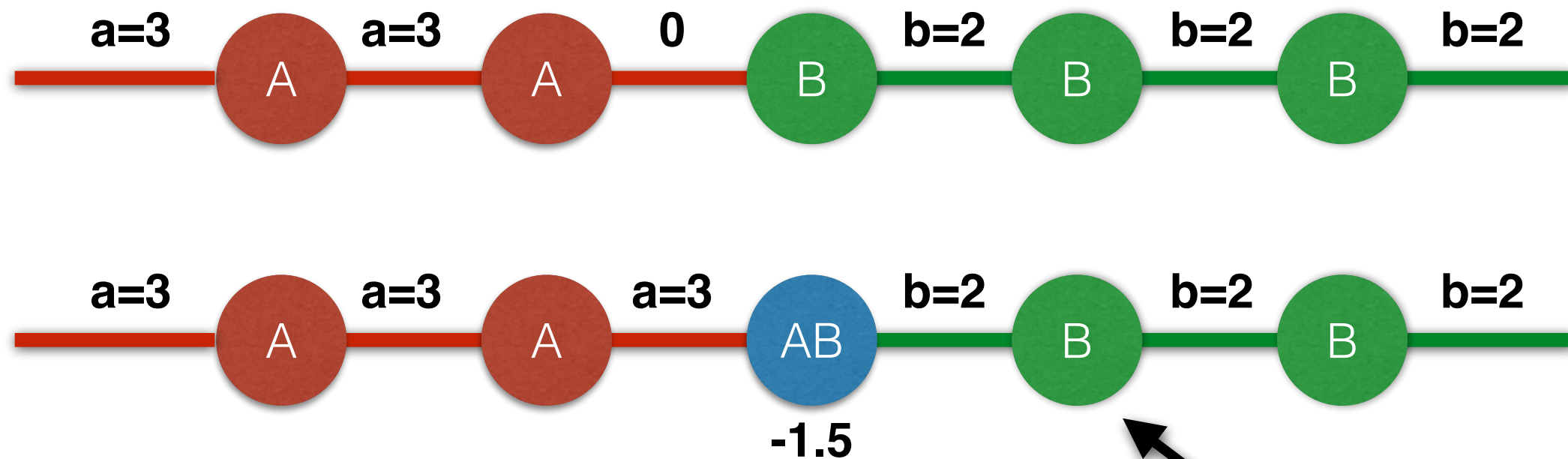
payoff	A	B	AB
A	a	0	a
B	0	b	b
AB	a	b	$\max(a,b)$

- payoff matrix , other than these edge payoff, also some cost c for the AB node itself



Infinite Path Examples

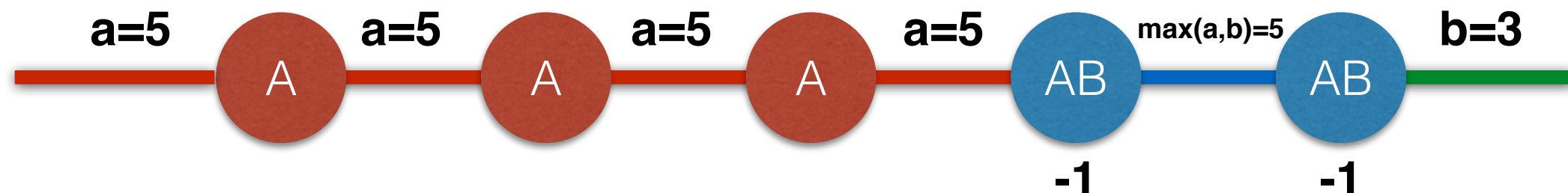
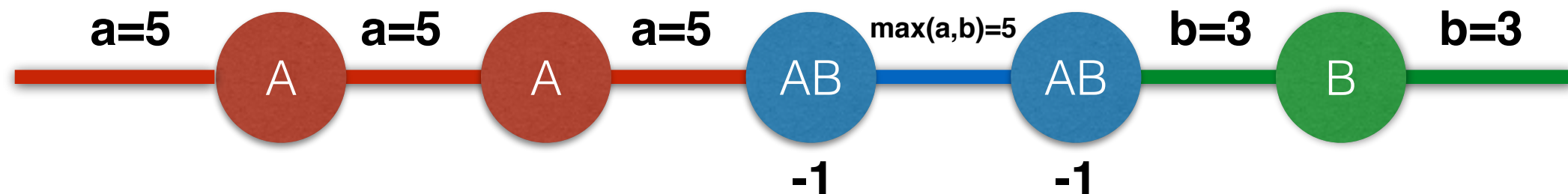
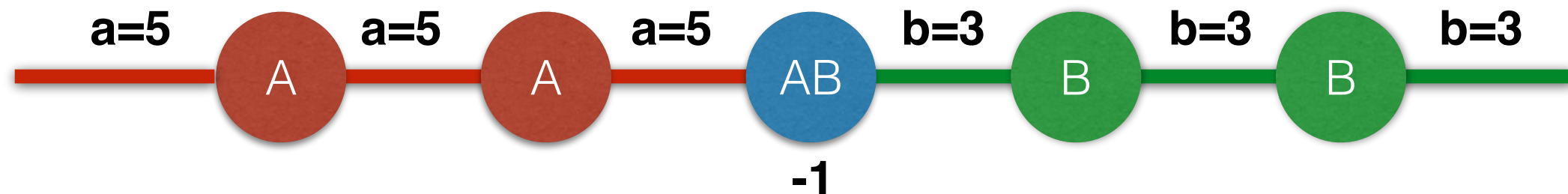
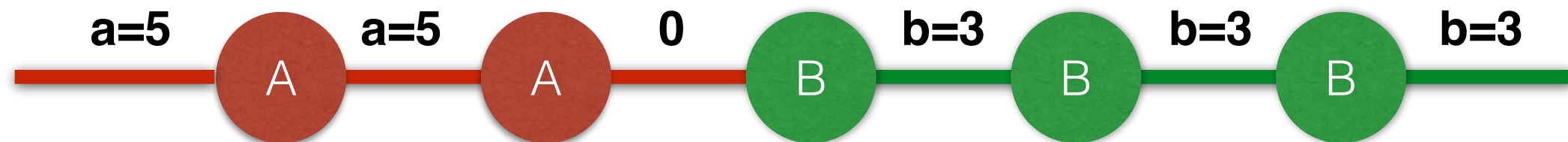
- suppose $a=3, b=2, c=1.5$



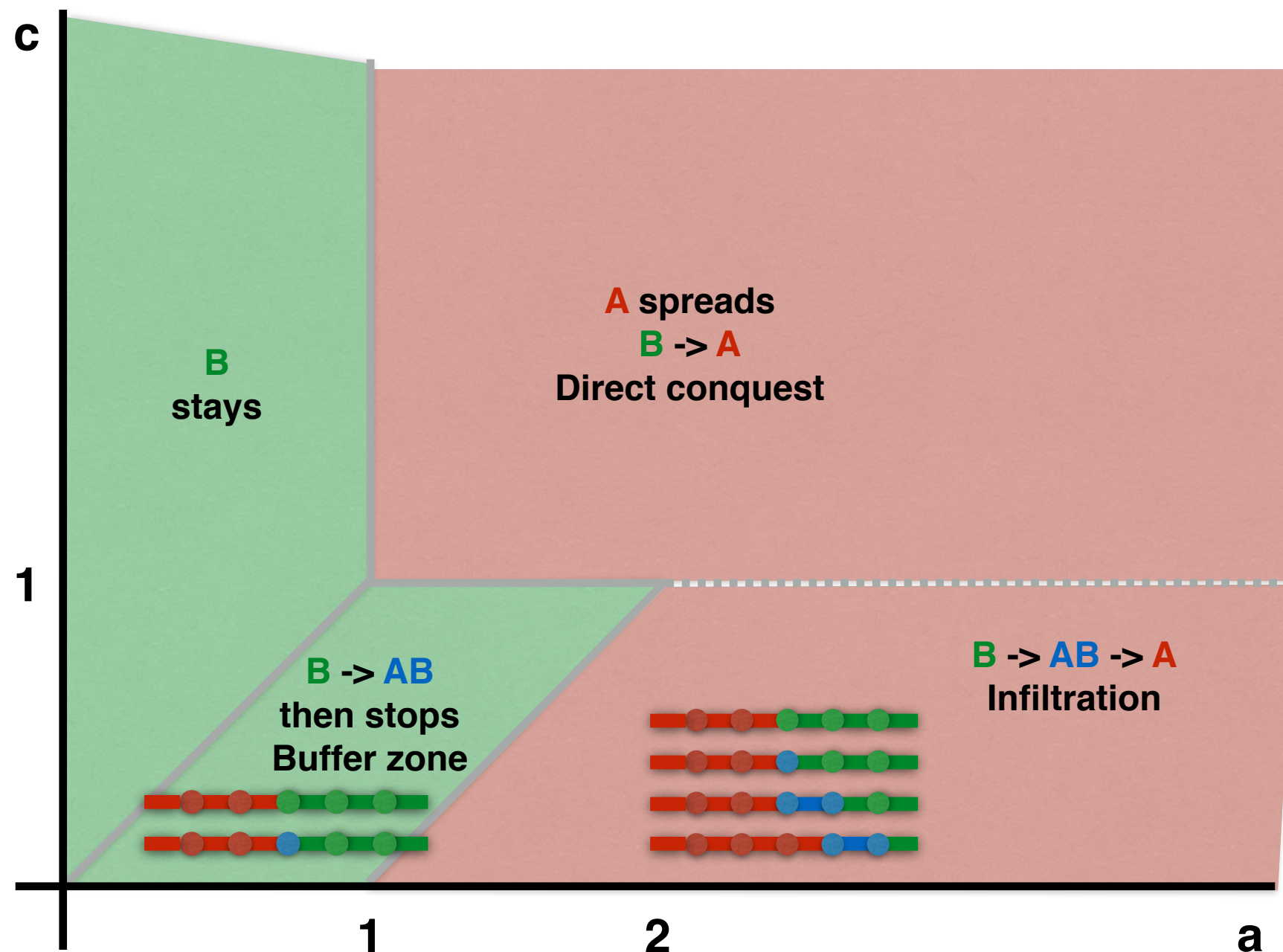
Cascade stops. Can this node keep switching?

Infinite Path Examples

- suppost $a=5, b=3, c=1$



Cascading Phase Graph

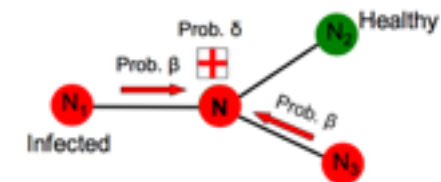
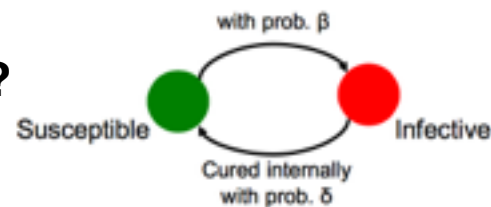


$b=1$, start with all **B** nodes, how cascading moves on for an infinite path graph?

Contagion - Disease Models

- meaning of S, I and R? **susceptible, infected and recovered**

- what is SIR model, SIS model?



- what is the meaning of their model dynamics?

$$\frac{dS}{dt} = -\beta SI$$

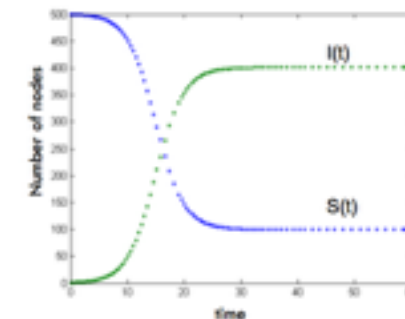
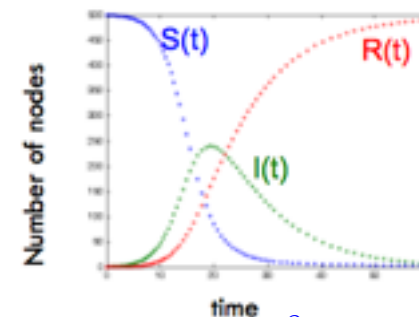
$$\frac{dI}{dt} = \beta SI - \delta I$$

$$\frac{dR}{dt} = \delta I$$

$$\frac{dS}{dt} = -\beta SI + \delta I$$

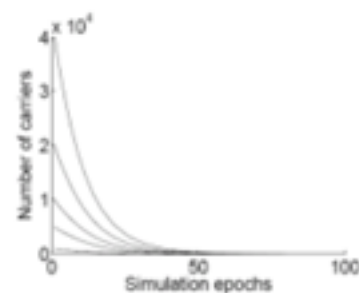
$$\frac{dI}{dt} = \beta SI - \delta I$$

- what does S(t), I(t) and R(t) curves look like?

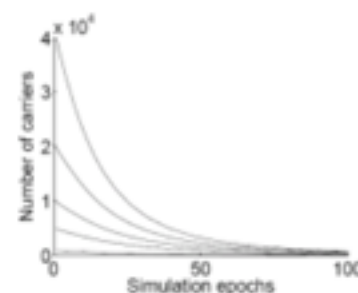


- what is epidemic threshold in SIS model? **If virus strength $\frac{\beta}{\delta} < \tau = \frac{1}{\lambda_{1,A}}$, the epidemic eventually dies out.**

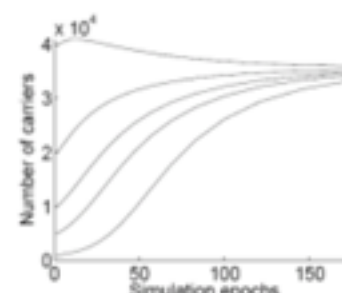
- does it matter how many people are initially infected?



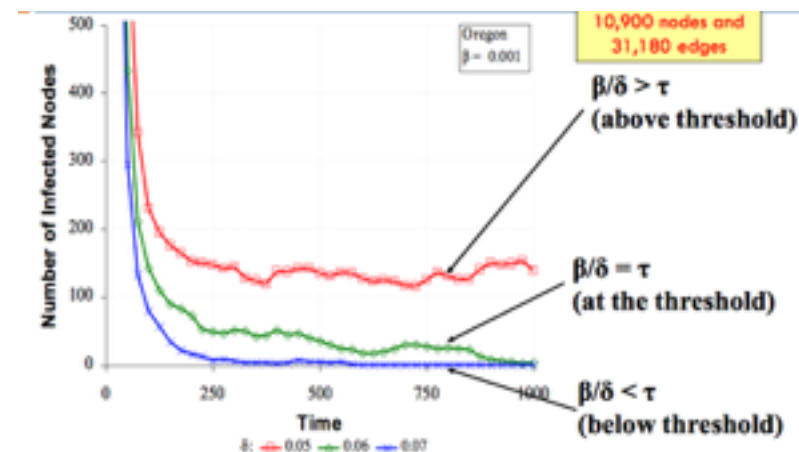
(a) Below the threshold,
 $s=0.912$



(b) At the threshold,
 $s=1.003$

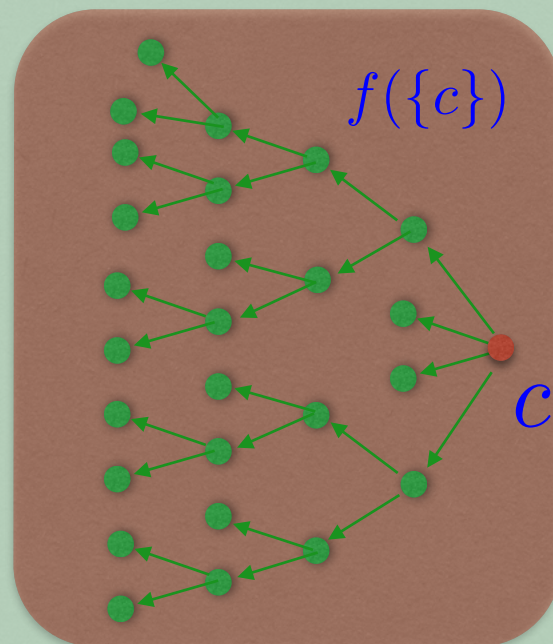
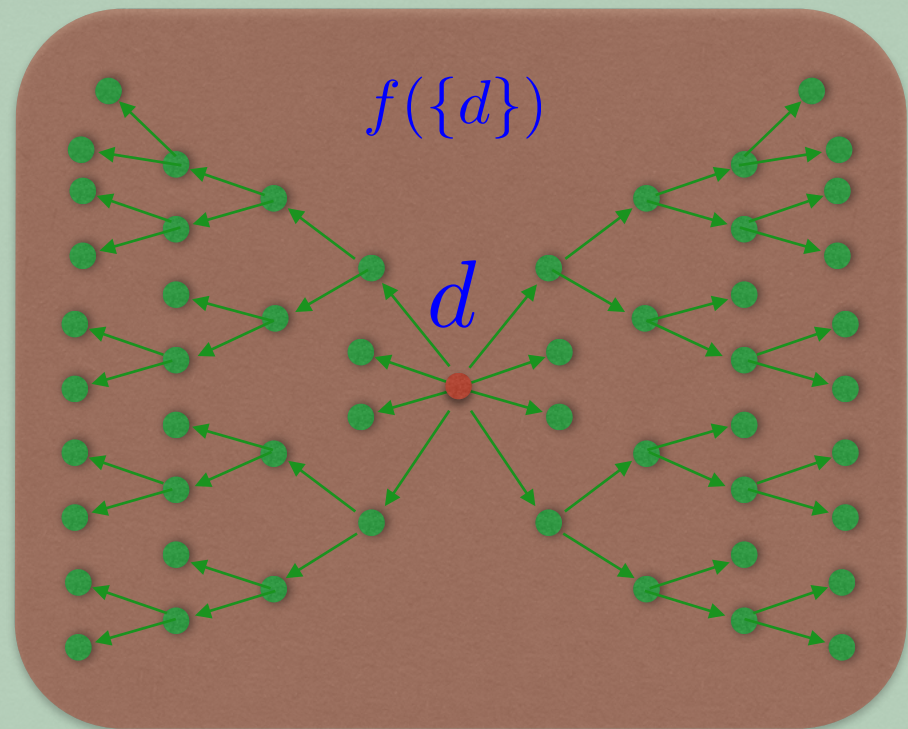
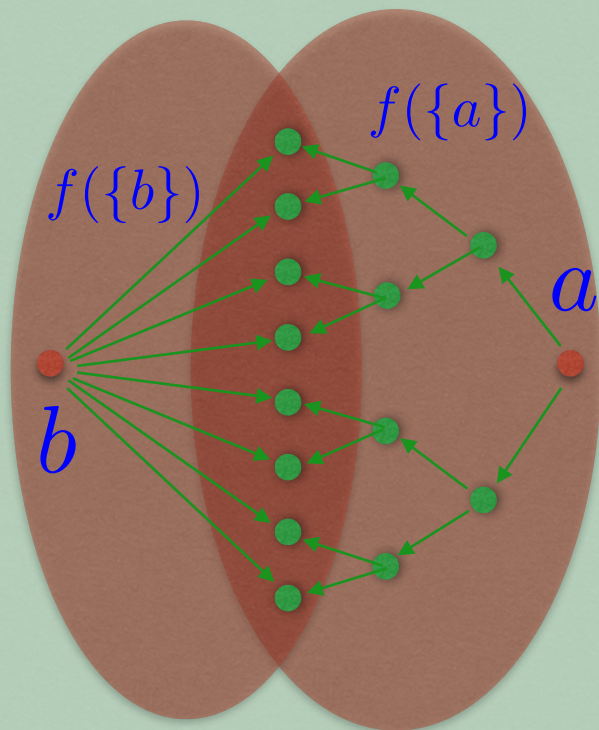


(c) Above the threshold,
 $s=1.1$



Influence Maximization

- independent cascade model: **directed** graph; set S as initial set with active nodes; each edge (v,w) has a **probability** p_{vw} that if any node is active, it get **one** chance to make the other node active with that probability
- $f(s)$ is the **expected** size of final active set



$$f(\{a, b\}) < f(\{a, c\}) < f(\{a, d\})$$

Most Influential Subset

- Given size of S is k ($|S|=k$), influential maximization is to find the most influential subset of size k :

$$\max_{|S|=k} f(S)$$

- NP-completeness: A vertex / set cover problem can be reduced to a most influential subset problem

Vertex / Set Cover instance

$$X_1 = \{u_1, u_2, u_3, u_4\}$$

$$X_2 = \{u_3, u_5\}$$

⋮

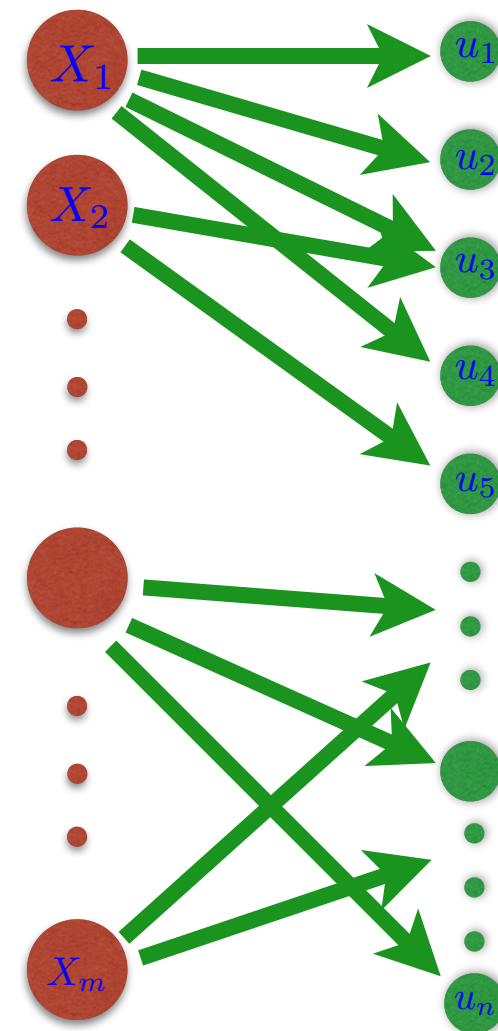
⋮

$$X_m = \{\dots\}$$

reduction



Most Influential Subset instance



There exists size **k** set cover



There exists a set **S** of size **k** with **f(s)=k+n**

Observation: optimal solution does not contain **u** nodes

Greedy Algorithm

- start with $S_0 = \{\}$
- for $i = 1, \dots, k$
 - take node u that $\max_u f(S_{i-1} \cup u)$
 - let $S_i = S_{i-1} \cup u$

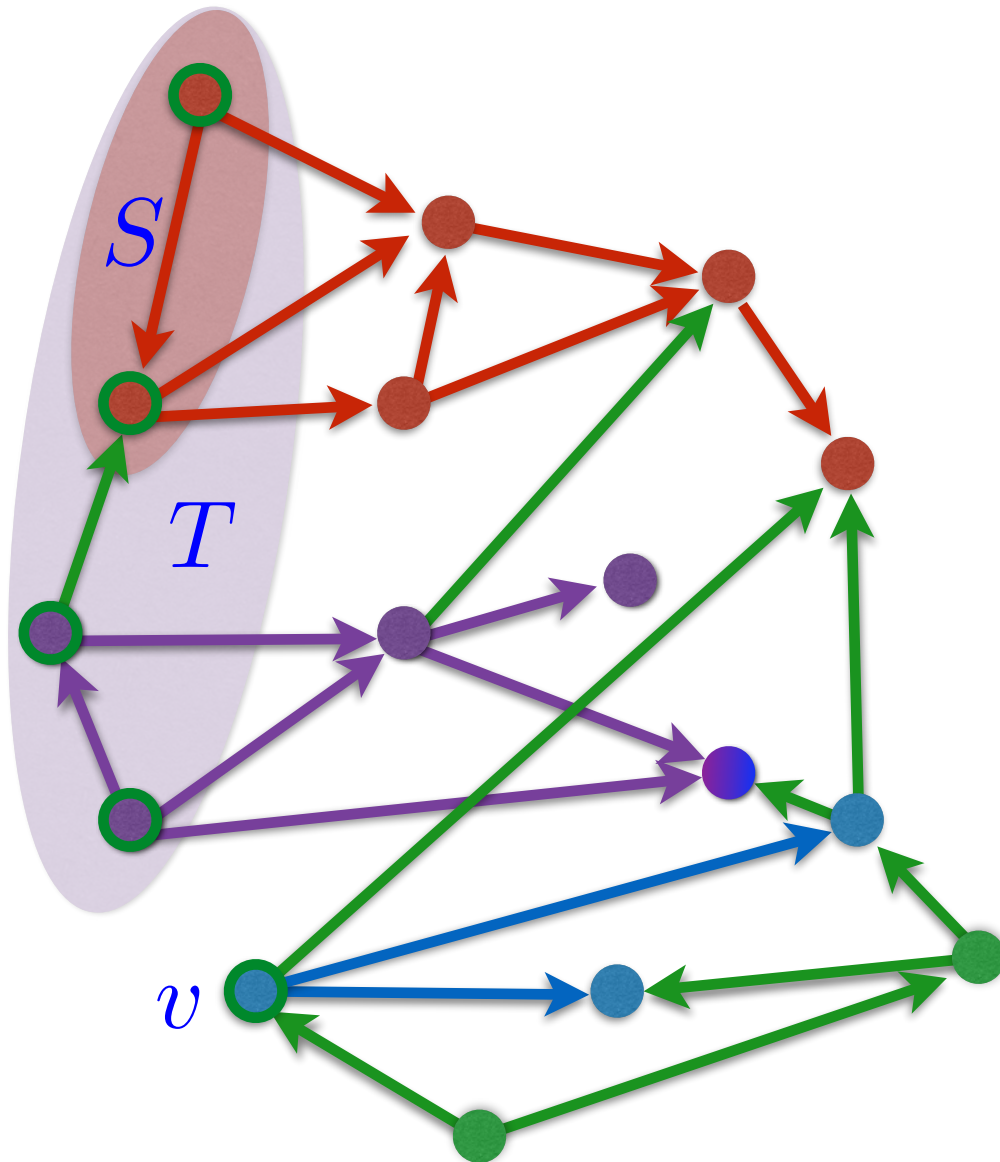
f is a set function: $2^U \rightarrow R$

nondecreasing:

submodular: $f(S \cup \{v\}) - f(S) \geq f(T \cup \{v\}) - f(T), \forall S \subset T$

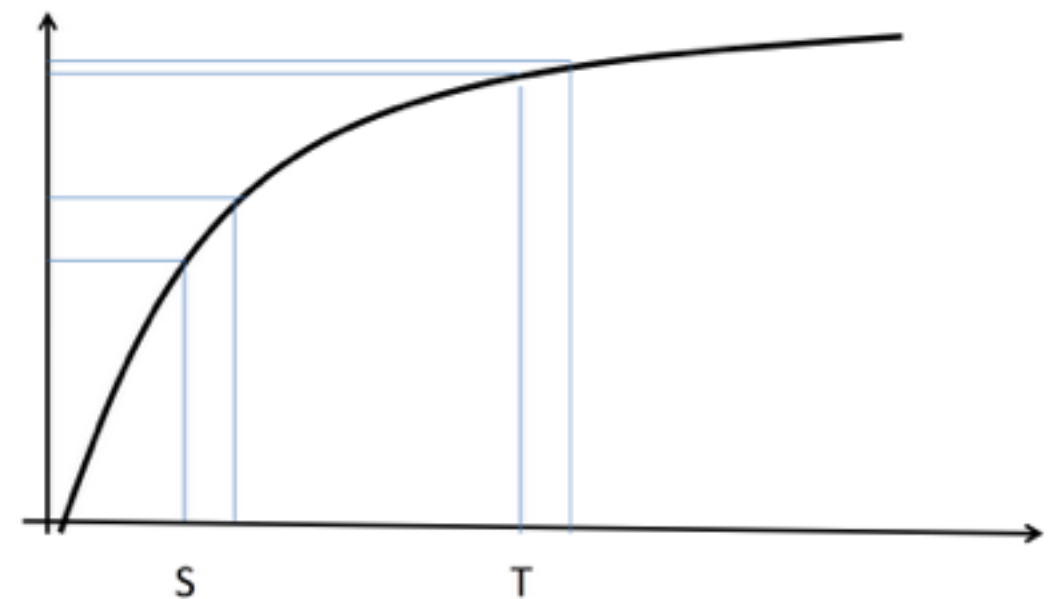
$$\left. \begin{array}{l} f(S \cup \{v\}) \geq f(S) \\ f(S \cup \{v\}) - f(S) \geq f(T \cup \{v\}) - f(T), \forall S \subset T \end{array} \right\} \Rightarrow f(S) \geq (1 - \frac{1}{e}) * OPT$$

Submodular Function



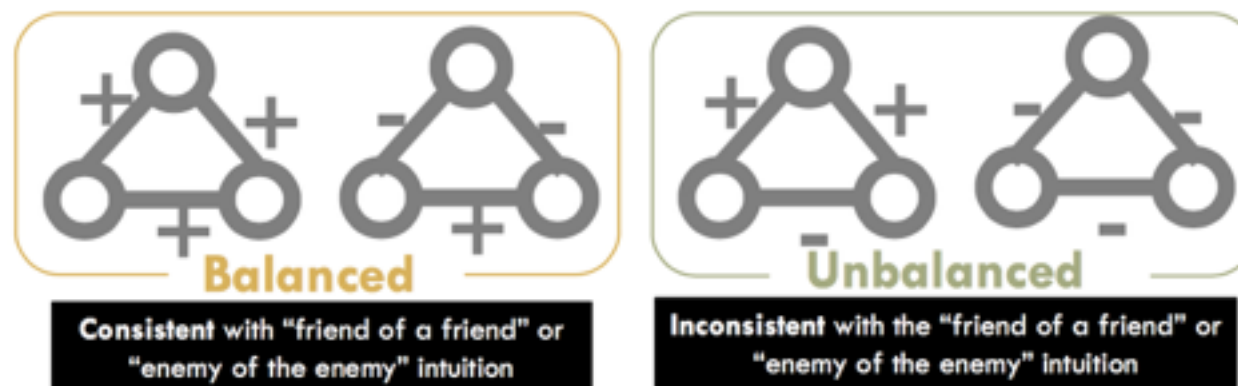
$$f(S) = 6, f(S \cup \{v\}) = 10, f(S \cup \{v\}) - f(S) = 4$$
$$f(T) = 11, f(T \cup \{v\}) = 14, f(T \cup \{v\}) - f(T) = 3$$

Diminishing returns

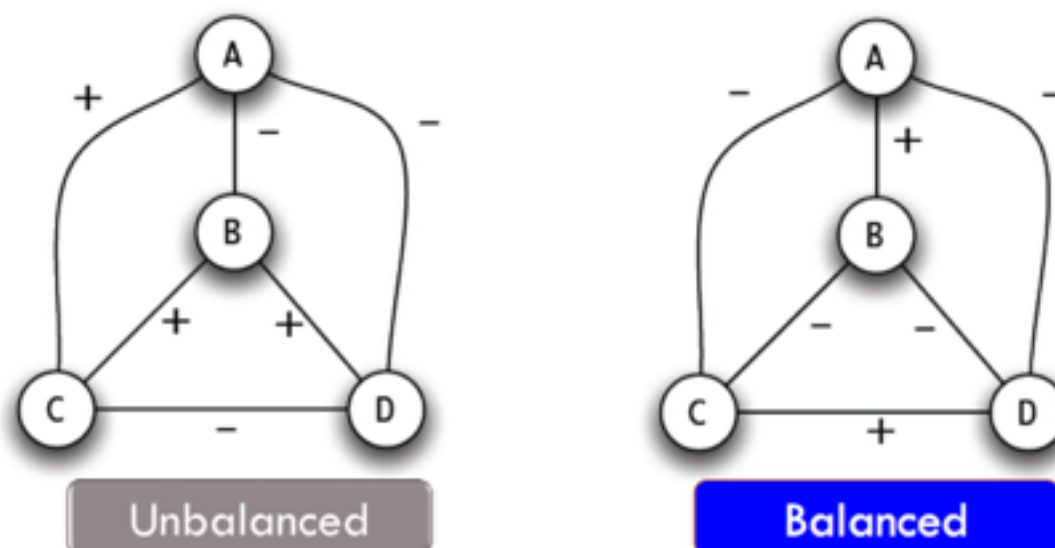


Signed Network: Balance

- intuition

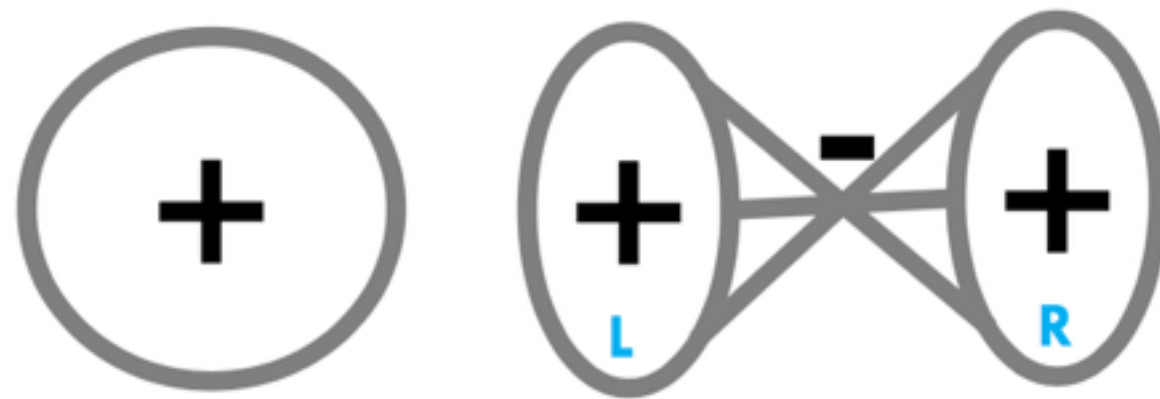


- Graph is balanced if every triangle is balanced

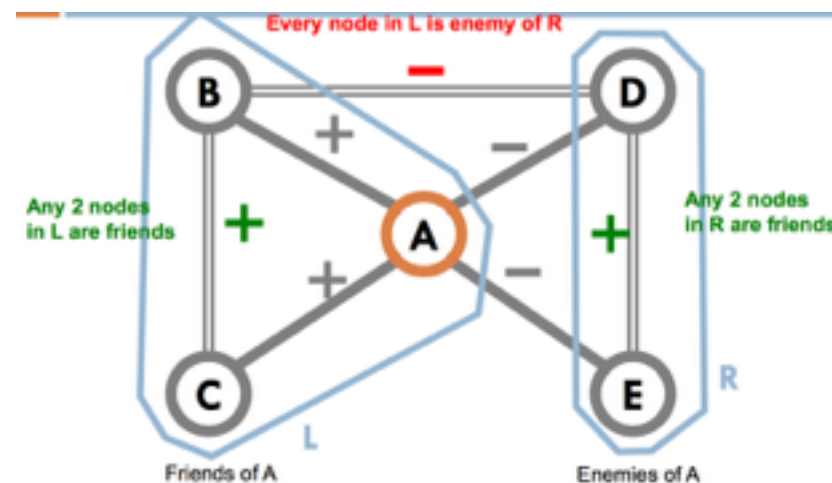


Balance Leads to Coalitions

- local balance implies global coalitions

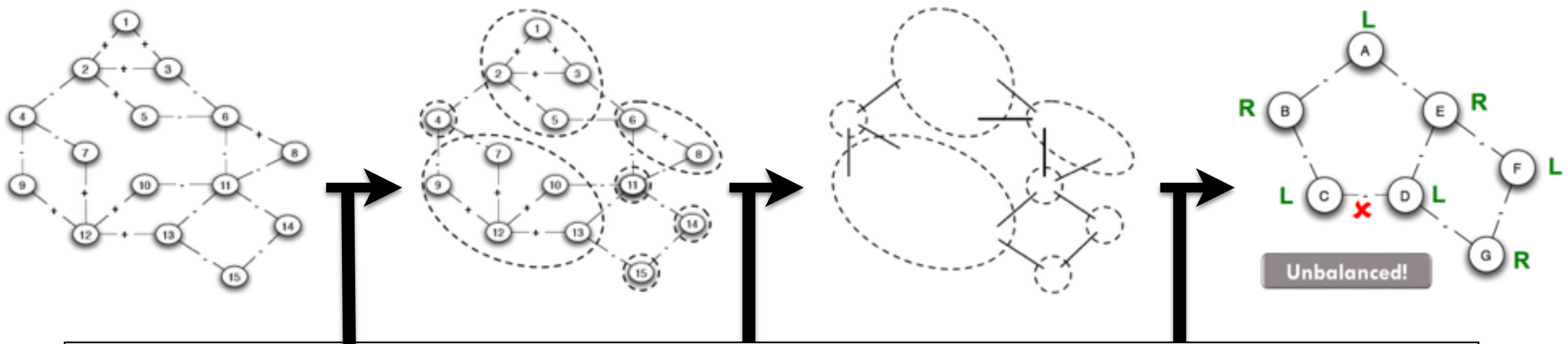


- why?



Is it Balanced?

- graph is balanced if and only if it contains no circle with an odd number of negative edges
- how to check?



Find connected components on + edges, if we find a component contains a - edge, then unbalanced

For each component create a super-node, connect 2 super-nodes if there is a - edge between them

Using BFS assign each node a side, if there is neighbor which is already assigned the same side, then unbalanced