1 Degree of Connectedness

We would like to have a measure of how well connected is the graph. Viewed as a whole, a network with a lot of disconnected cliques should score lower than a loosely connected network. From the perspective of a single player, this measure can be expressed as the expected mean indirect trust, defined incrementally as follows:

$$Tr(A) = \sum_{B \in \mathcal{V} \setminus \{A\}} Tr_{A \to B} \text{ (Total indirect trust for player } A\text{)}$$

$$ETr\,(A) = \frac{Tr(A)}{|\mathcal{V} \setminus \{A\}|} = \frac{Tr(A)}{|\mathcal{V}| - 1} \text{ (Expected indirect trust for player } A\text{)}$$

$$EMTr = \frac{1}{|\mathcal{V}|} \sum_{A \in \mathcal{V}} ETr\,(A) \;\; \text{(Expected mean indirect trust)}$$

2 Centrality

Another important measure is the network centrality. We propose here some different measures to that end.

1 Degree Centrality

One possible approach is the degree centrality [Freeman citation], that can be broken down as in-degree and out-degree centrality. We first define the node in-degree centrality.

$$C_{in}\,(A) = \sum_{B \in \mathcal{V} \setminus \{A\}} DTr_{B \to A} \text{ (Node in-degree centrality)}$$

Let $A^* = \operatorname*{argmax}_{A \in \mathcal{V}} C_{in}\,(A)$. The network in-degree centrality is defined as:

$$C_{in} = \sum_{A \in \mathcal{V}} \left(C_{in}\,(A^*) - C_{in}\,(A) \right) \;\; \text{(Network in-degree centrality)}$$

Similarly, for the out-degree centrality we have:

$$C_{out}\,(A) = \sum_{B \in \mathcal{V} \setminus \{A\}} DTr_{A \to B} \text{ (Node out-degree centrality)}$$

Let $A^* = \underset{A \in \mathcal{V}}{\operatorname{argmax}} C_{out}(A)$. The network out-degree centrality is defouted as:

$$C_{out} = \sum_{A \in \mathcal{V}} \left(C_{out}(A^*) - C_{out}(A) \right) \quad \text{(Network out-degree centrality)}$$

Here we can see several possible network health measures. A combination of them will probably do the job.

1. $n := |\mathcal{V}|$ — How many players
2. $e := |\mathcal{E}| - |\{A : DTr_{A \to A} > 0\}|$[1] — How many direct trust lines
3. $\frac{e}{n}$ — Mean direct trust lines per player
4. $DTr := \sum_{\substack{A,B \in \mathcal{V} \\ A \neq B}} DTr_{A \to B}$[1] — How much direct trust in total
5. $\mu := \frac{DTr}{n}$ — Mean direct trust per player
6. $Cap := \sum_{A \in \mathcal{V}} DTr_{A \to A}$ — Total capital
7. $\frac{Cap}{n}$ — Mean capital per player
8. $\frac{DTr - Cap}{n}$ — Mean direct trust minus capital per player
9. $\frac{1}{n} \sum_{A \in \mathcal{V}} \left(\sum_{\substack{B \in V \\ B \neq A}} DTr_{A \to B} - \mu \right)^2$[1] — Outgoing direct trust variance
10. $\frac{1}{n} \sum_{B \in \mathcal{V}} \left(\sum_{\substack{A \in V \\ A \neq B}} DTr_{A \to B} - \mu \right)^2$[1] — Incoming direct trust variance
11. $\frac{Cap}{DTr}$ — Total capital to total direct trust ratio

[1] Maybe it makes sense to include looped direct trusts (Capital) as well.