1. Model Form

- ## Modeling **selection** and influence
  - Influence/selection estimate sources of measured behavioral similarity:

  $$\text{sim}_{ij} := \frac{1 - |z_i - z_j|}{\max_z - \min_z}$$

- Similarity of actor i to all network neighbors : $\sum_j x_{ij} \text{sim}_{ij}$

- Actor i has two ways of increasing friendship similarity:

1. choosing *j*'s w/ same behavior as *i* (or deselecting dissimilar alters):