



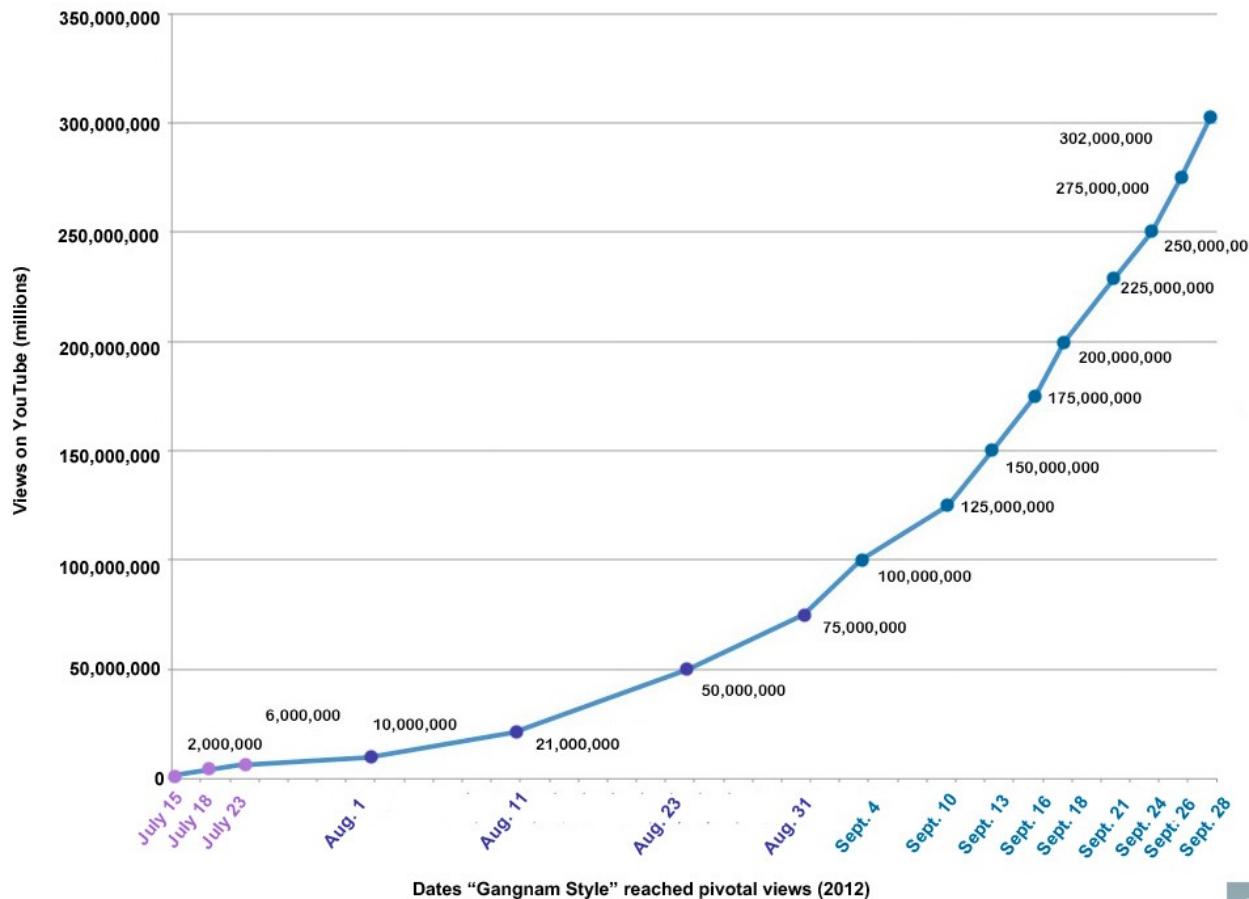
Can we resort to similar techniques to address social systems?



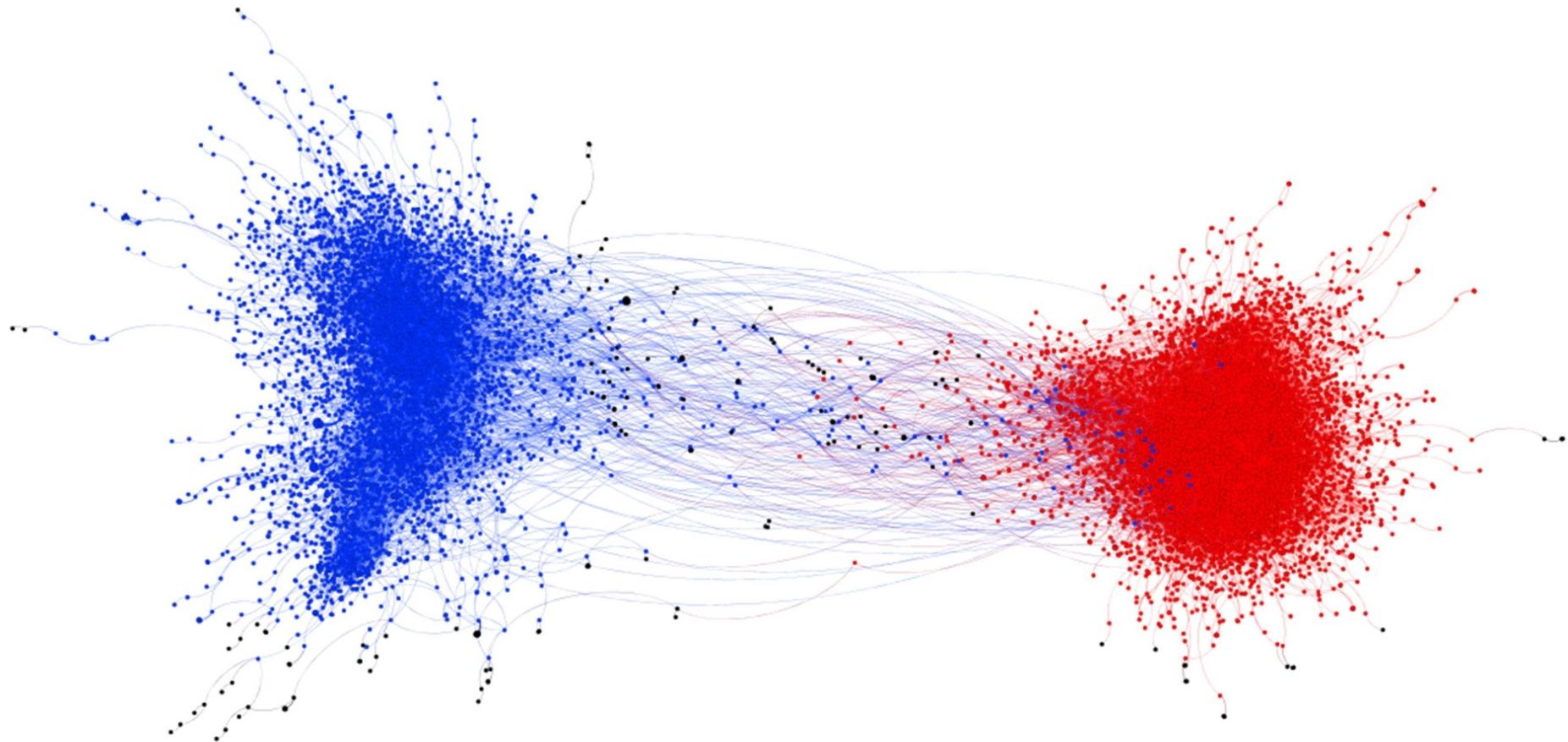
Spread of information

What turns a video viral?
Can we formally explain this type of dynamics?

Growth of ‘Gangnam Style’ Views On YouTube



How are human preferences shaped?

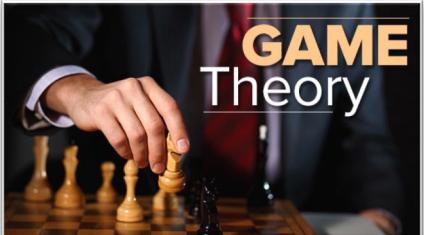


From: Brady, W. J., et al. "Emotion shapes the diffusion of moralized content in social networks." Proc. Natl. Acad. Sci USA 114.28 (2017): 7313-7318.

The complexity of social behavior



Complex
Spreading
Phenomena

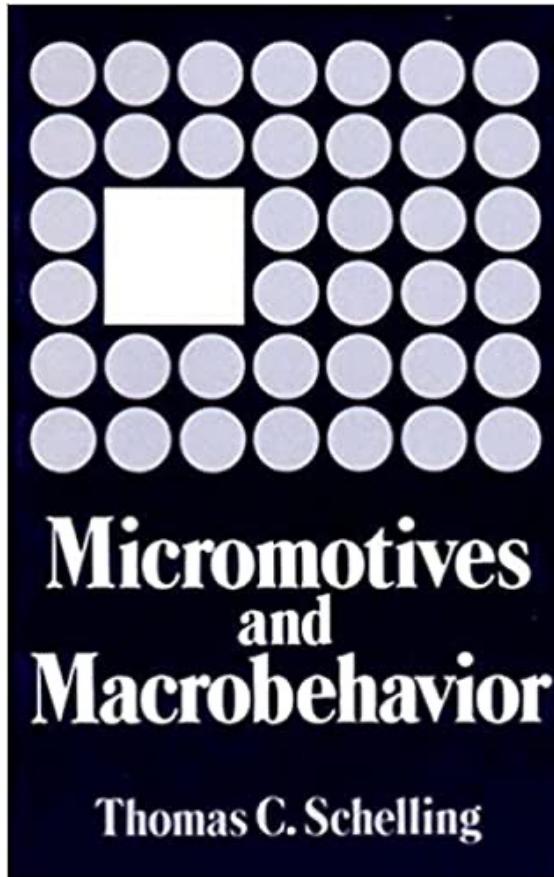


- Diffusion of memes, ideas or innovations often follows a similar trend as disease spreading.
- However, often opinions are adopted from the assessment of aggregates and not from a single contact.
- Moreover, spread of information, adoption of new trends, habits, opinions, etc., may be intentional acts, unlike disease spreading. Some behaviors, trends and ideas may bring more benefits than others...

Contrary to disease spreading, there's much more around than “contact processes”

But let me start from the classics...

The begin of (agent-based) computational economics
(see, e.g., T. Schelling, *Micromotives and macrobehavior* (1978))



Thomas Schelling, Nobel Prize 2005

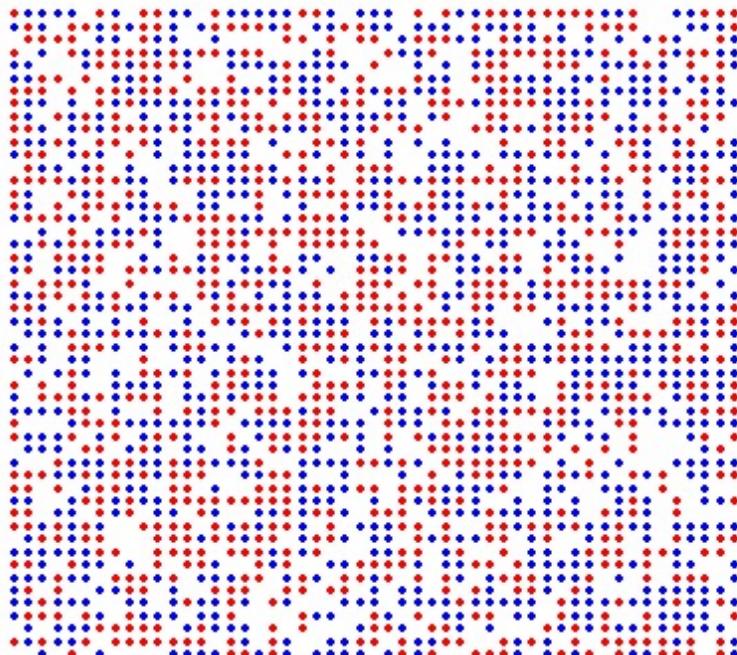
Example: racial segregation

Schelling model of urban racial segregation

The begin of (agent-based) computational economics
(see, e.g., T. Schelling, *Micromotives and macrobehaviors* (1978))

Example: racial segregation

Step 1



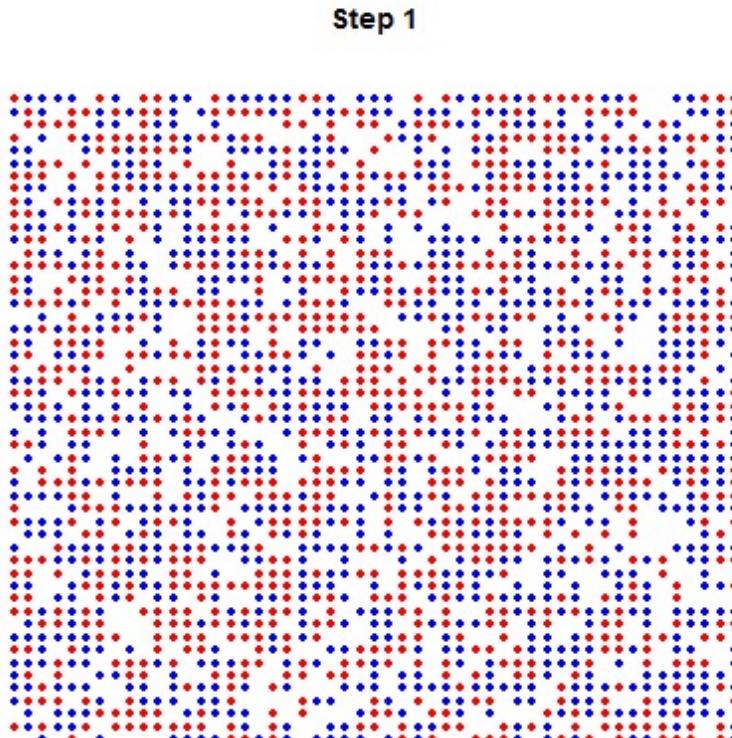
Thomas Schelling, Nobel Prize 2005

Rules:

- Suppose there are two types of agents, each representing different ethnic groups, economic status, etc.
- A satisfied agent is one that is surrounded by at least T percent of agents that are like itself.
- T can be quite low... and still we get segregation.

Schelling model of urban racial segregation

The begin of (agent-based) computational economics
(see, e.g., T. Schelling, *Micromotives and macrobehaviors* (1978))



Thomas Schelling, Nobel Prize 2005

Even when agents didn't mind living next to agents of a different group, they would still choose to segregate themselves from other agents over time!

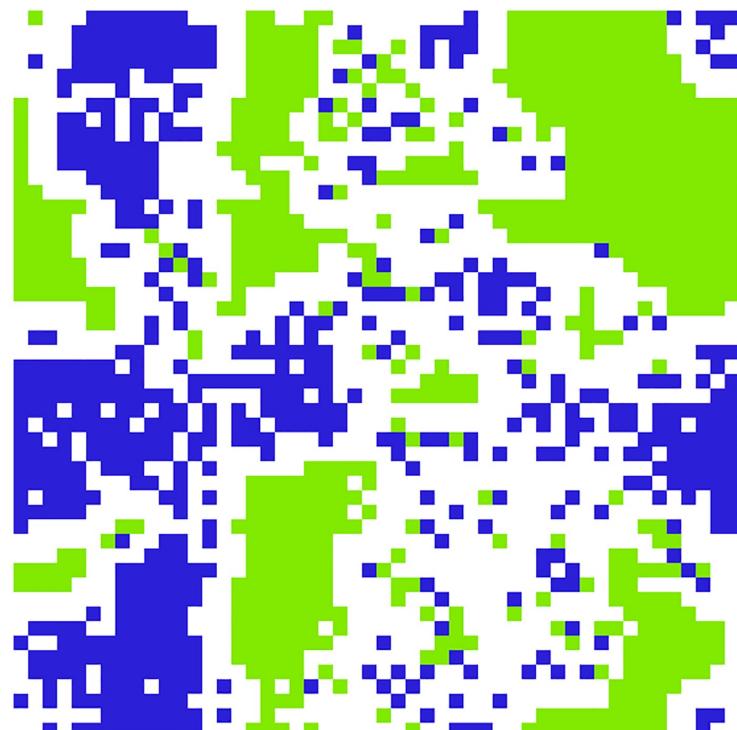
Although the model is quite simple, it gives a fascinating look at how individuals might self-segregate, even when they have no explicit desire to do so.

Schelling model of urban racial segregation

The begin of (agent-based) computational economics
(see, e.g., T. Schelling, *Micromotives and macrobehaviors* (1978))



Thomas Schelling, Nobel Prize 2005



Challenge: What if we allow agents to adapt their tolerance to others in response to their local environment?

Let's say that when agents are exposed to the out-group their tolerance increases if they are currently satisfied with their environment, but otherwise it decreases.

Does adaptive tolerance increases segregation?

Urselmans L, Phelps S (2018) A Schelling model with adaptive tolerance. PLoS ONE 13(3): e0193950.

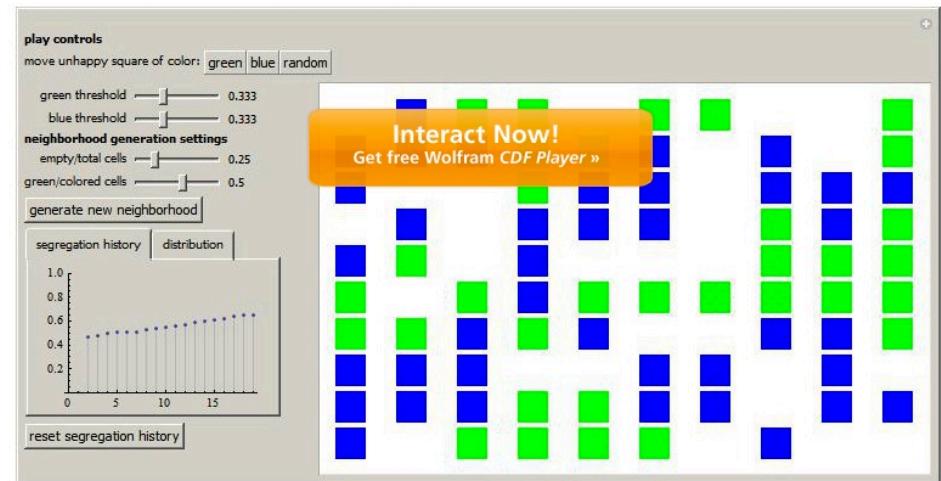
Schelling model of urban racial segregation



<http://demonstrations.wolfram.com/SchellingsModelOfResidentialSegregation/>

See also generalized version of this idea using game theoretical concepts:
In *Schelling games*, agents strategically strive to maximize their utilities by relocating to a new position

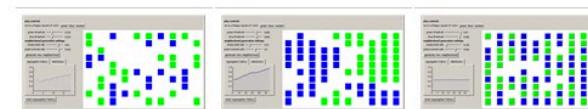
Schelling's Model of Residential Segregation



In Thomas Schelling's original model, an unhappy square, which appears as a button, chooses the closest suitable empty square when prompted to move. You can either move green squares only, blue squares only, or a random square of either color via the play controls. The threshold sliders represent the proportion of different neighbors in which squares of the corresponding colors become unhappy. For example, if the simulation is restarted with a green threshold value of 0, all the green squares will be happy unconditionally, while a green threshold value of 1 would cause all the green squares to be unhappy unconditionally. At the default value of 0.333, squares that have less than 33% of same-color neighbors will be unhappy. Empty squares do not count. In this simulation, the segregation index is the average of the proportion of same-color squares for all the colored squares in the simulation.

Contributed by: Philip S. Lu

SNAPSHOTS



DETAILS

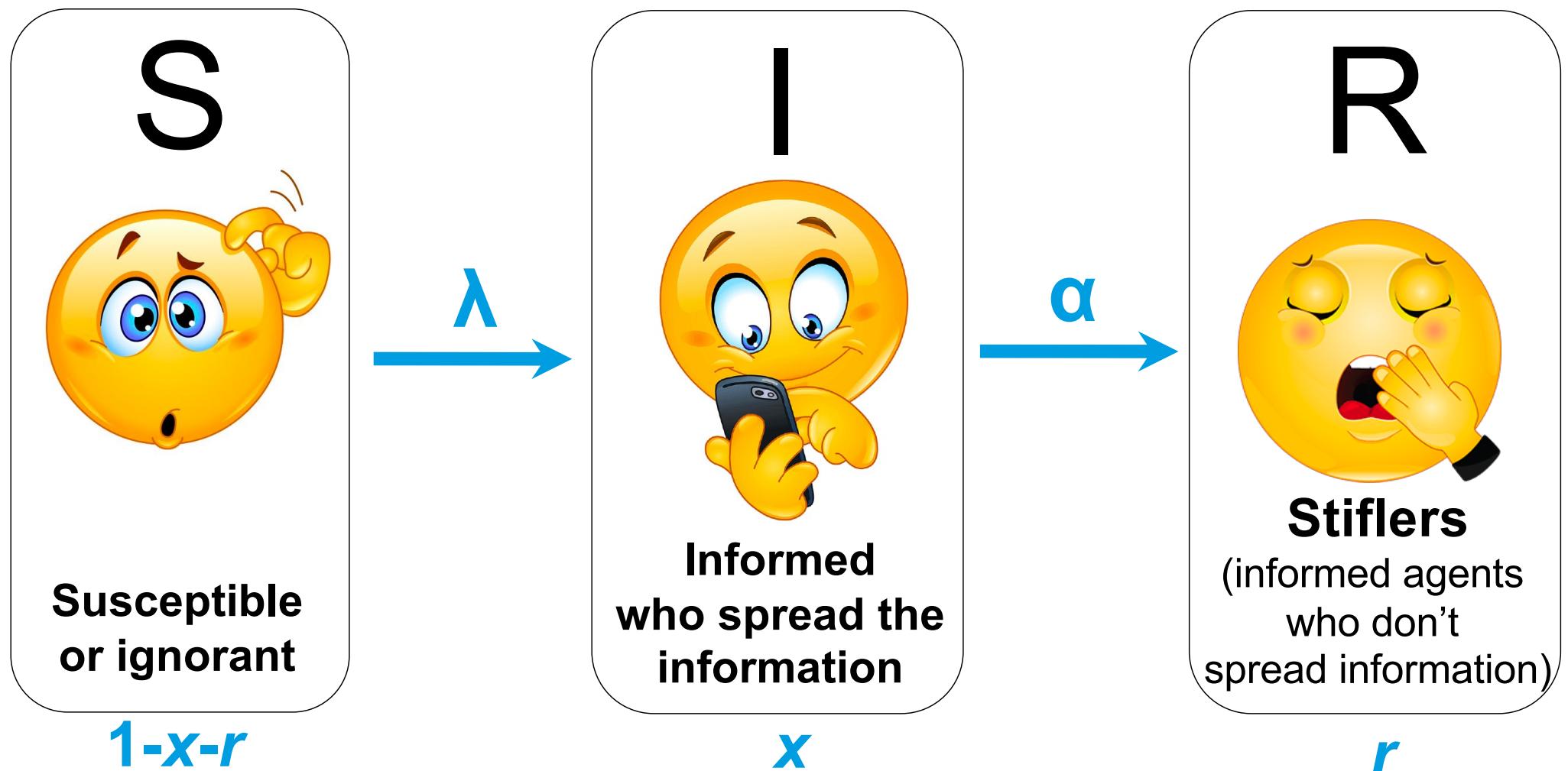
Reference

[1] T. Schelling, "Dynamic Models of Segregation," *Journal of Mathematical Sociology*, 1, 1971 pp. 143–186.

Opinions as diseases (DK model)

Daley and Kendall (1964)

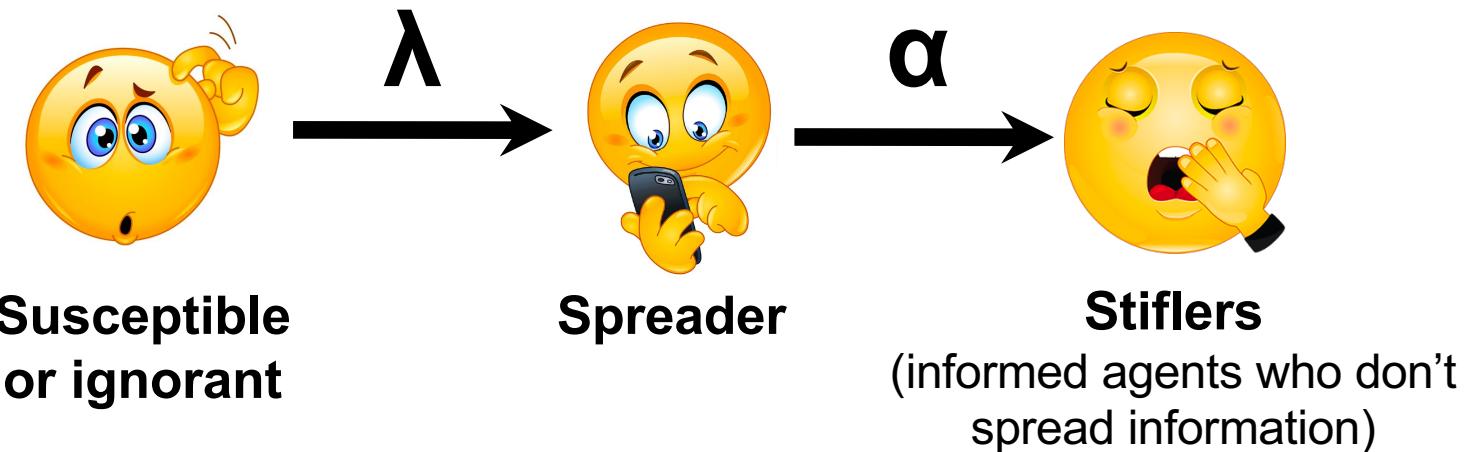
Example: SIR model of rumor propagation



Rumor & information spreading (DK model)

Daley and Kendall (1964)

SIR model of rumor propagation



Contrary to disease spreading, **I**→**R** the recovery occurs only because of the contact of a spreader with either other spreaders or stiflers

Dissemination of information in the internet
Development of marketing strategies, aka, viral marketing, etc.

GOAL: Compute the efficiency of rumor spreading

Rumor & information spreading (DK model)

SIR model of rumor propagation

Barrat, Barthelemy & Vespignani,
Dynamical Processes On Complex
Networks, CUP, 2008, Chapter 10

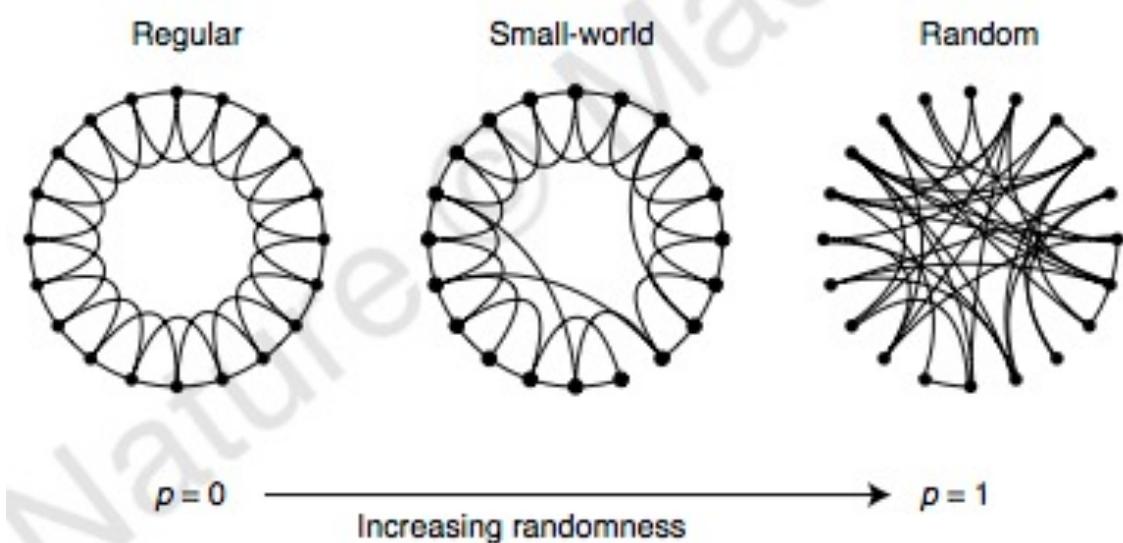
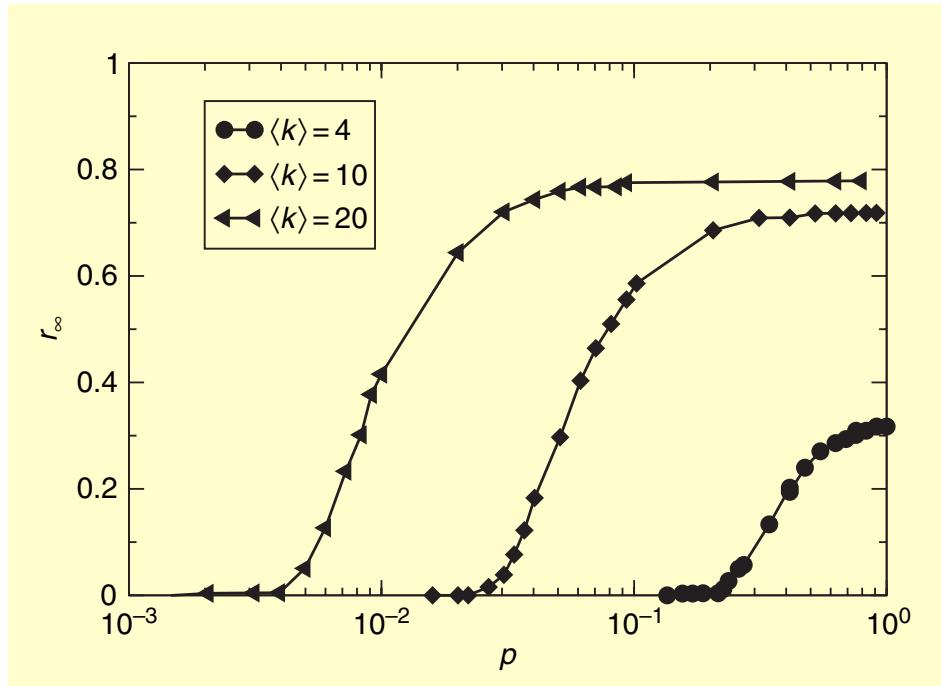


**Susceptible
or ignorant**

Spreader

Stiflers

(informed agents who don't
spread information)



Rumor & information spreading (DK model)

SIR model of rumor propagation

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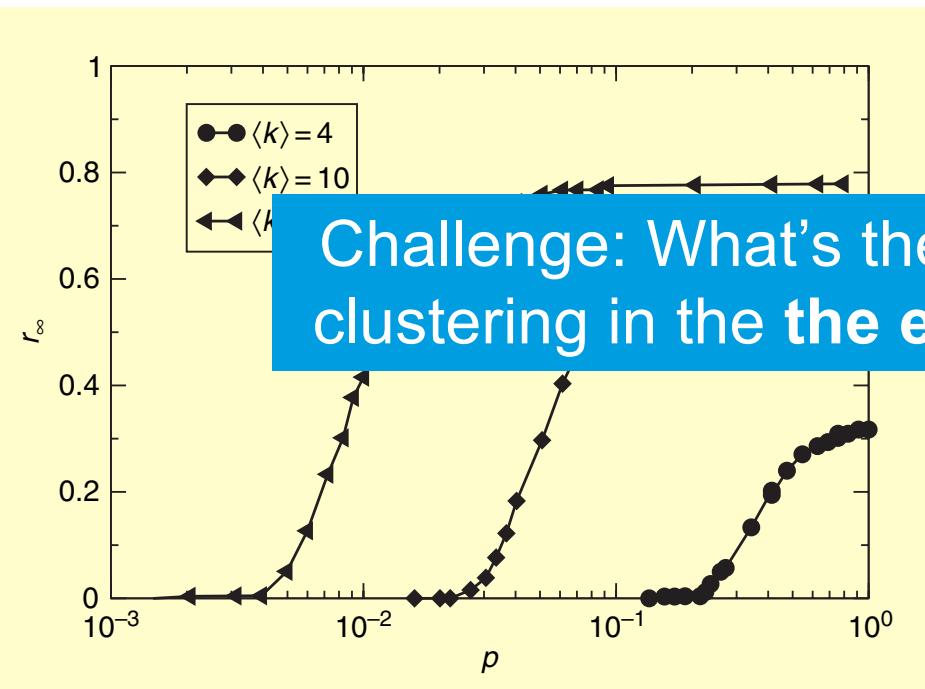


**Susceptible
or ignorant**

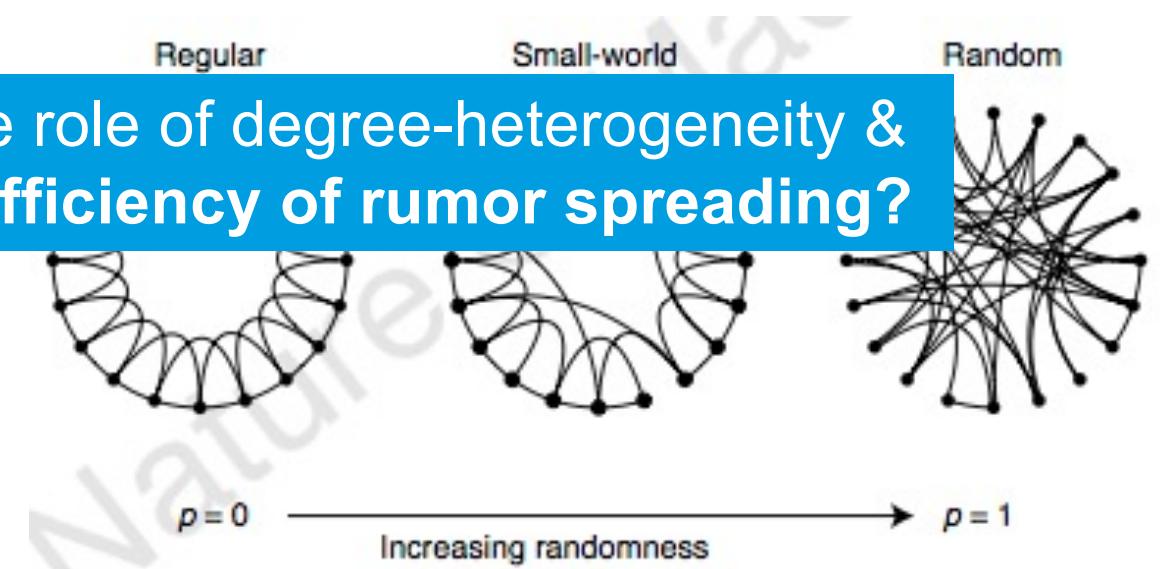
Spreader

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Challenge: What's the role of degree-heterogeneity & clustering in the **efficiency of rumor spreading?**



Rumor & information spreading (DK model)

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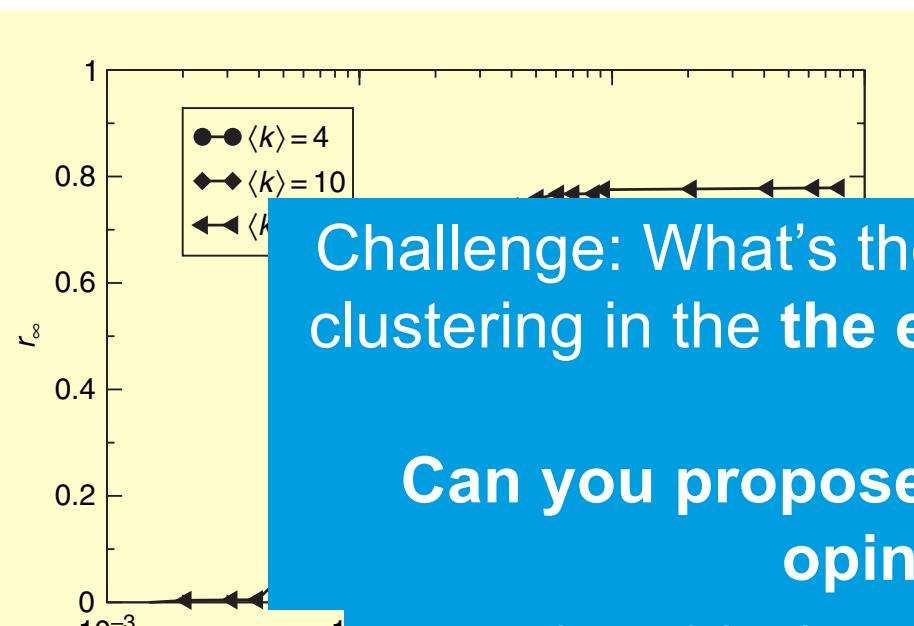


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Spreader

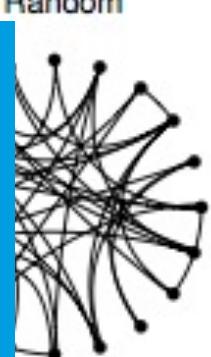
Stiflers

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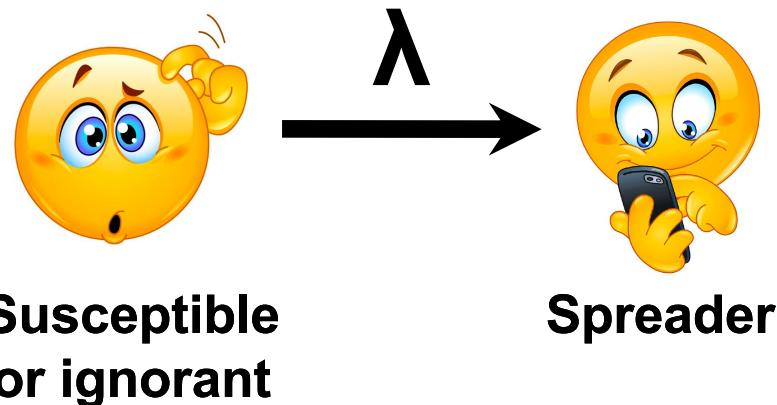
Challenge: What's the role of degree-heterogeneity & clustering in the **efficiency of rumor spreading?**

Can you propose a more elaborate model of opinion dynamics?



Adoption of innovations in the presence of geographic and media influences

SI model of rumor propagation + media influence



PLOS ONE

OPEN ACCESS PEER-REVIEWED

RESEARCH ARTICLE

Modeling the Adoption of Innovations in the Presence of Geographic and Media Influences

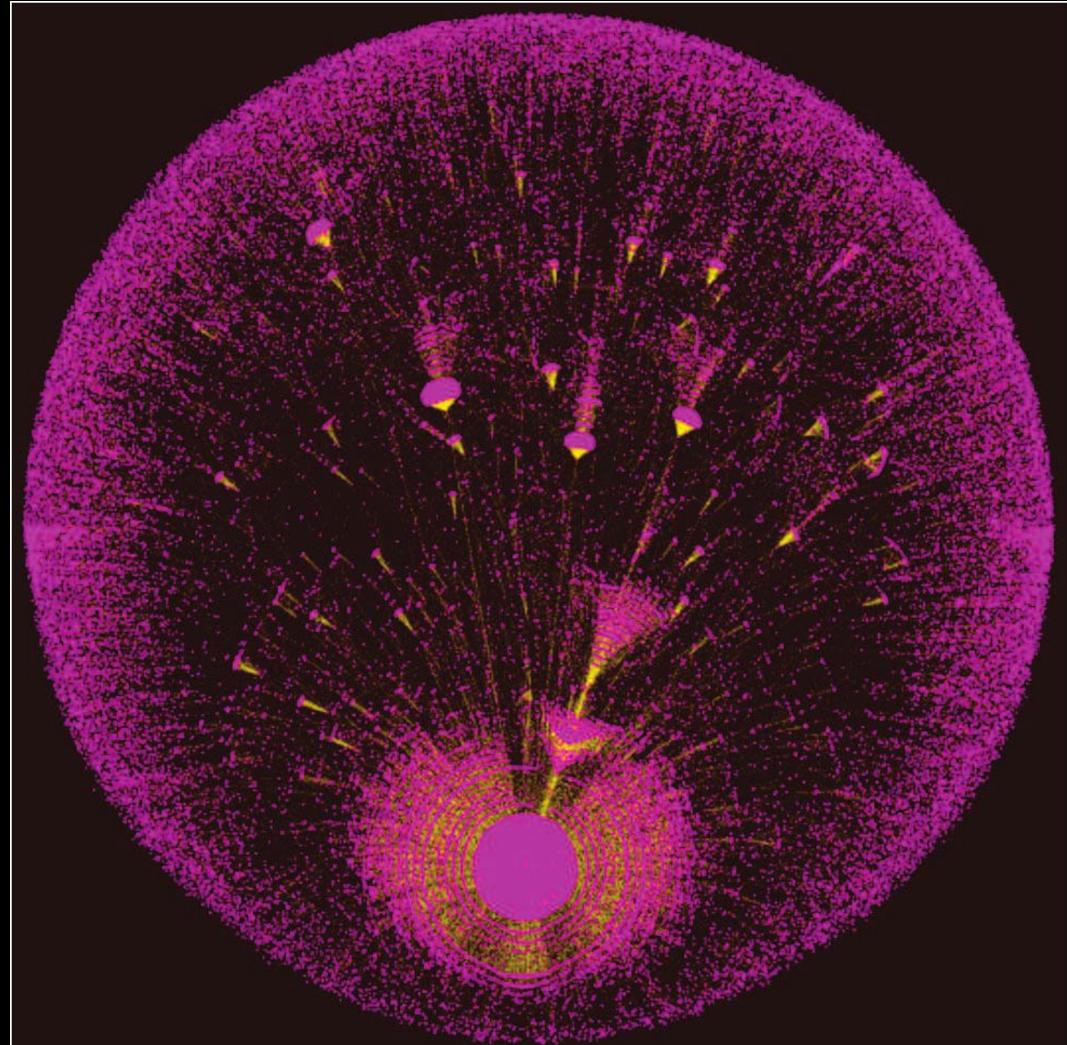
Jameson L. Toole, Meeyoung Cha, Marta C. González

Published: January 19, 2012 • <https://doi.org/10.1371/journal.pone.0029528>

Social media under information overload conditions

Empirical data (e.g., Sina Weibo, a Chinese microblogging website) shows that an individual with more friends needs more repeated exposures to spread the information.

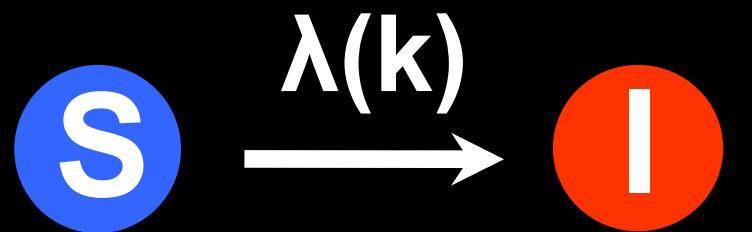
Feng, L., Hu, Y., Li, B., Stanley, H. E., Havlin, S., & Braunstein, L. A. (2015). Competing for attention in social media under information overload conditions. *PLoS One*, 10(7), e0126090.



graphic representation for one of the popular messages on Weibo, and its branching process. It has been shared more than 190,000 times.

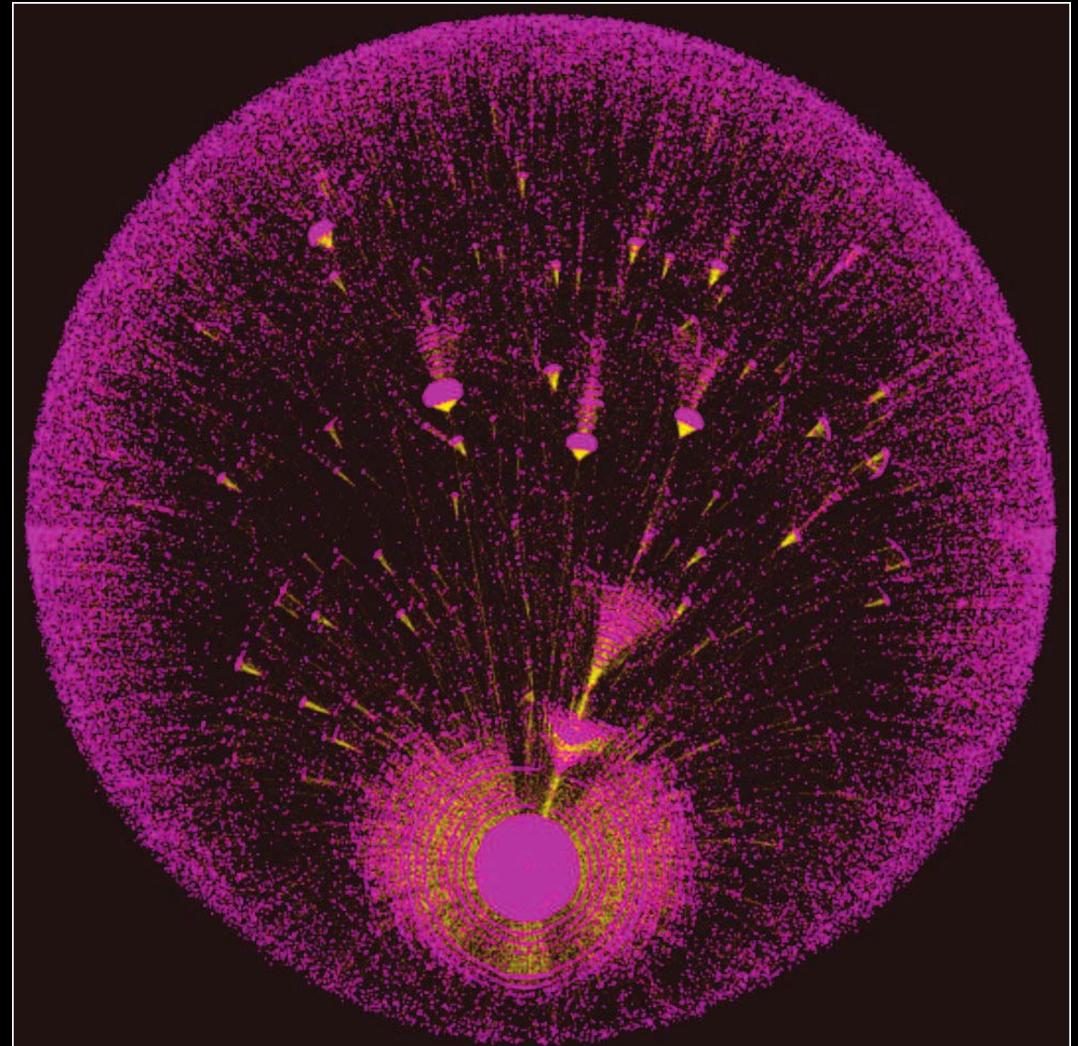
Social media under information overload conditions

**SIR with a twist:
Fractional-SIR**



**Susceptible
or ignorant** **Spreader**

Feng, L., Hu, Y., Li, B., Stanley, H. E., Havlin, S., & Braunstein, L. A. (2015). Competing for attention in social media under information overload conditions. *PLoS One*, 10(7), e0126090.



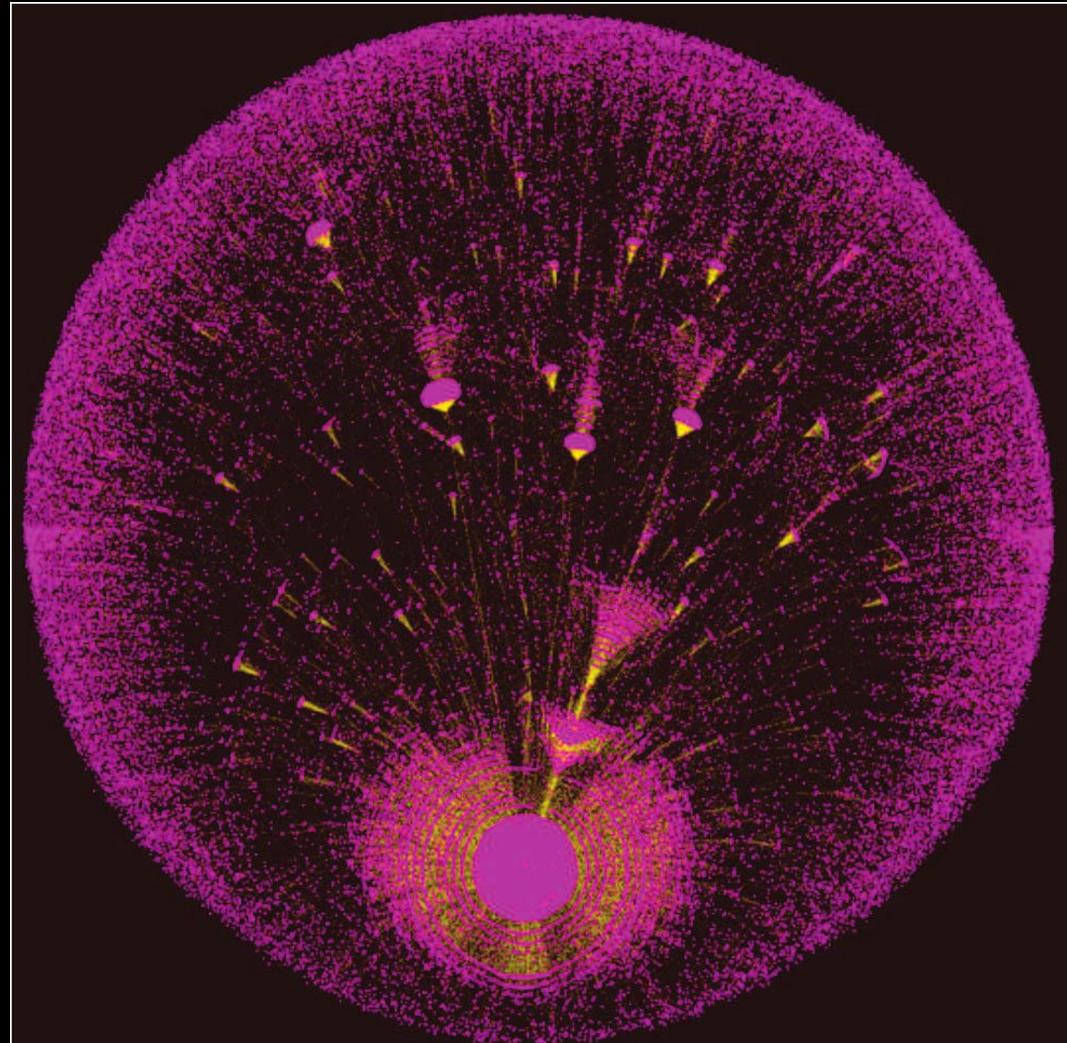
graphic representation for one of the popular messages on Weibo, and its branching process. It has been shared more than 190,000 times.

Social media under information overload conditions

SIR with a twist: Fractional-SIR

In this case, real-world social networks have a finite epidemic threshold in contrast to the zero threshold in disease epidemic models.

Feng, L., Hu, Y., Li, B., Stanley, H. E., Havlin, S., & Braunstein, L. A. (2015). Competing for attention in social media under information overload conditions. *PloS One*, 10(7), e0126090.



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The complexity of social behavior

- Diffusion of memes, ideas or innovations often follows a similar trend as disease spreading.
- **Often opinions are adopted from the assessment of aggregates and not from a single contact.**
- Moreover, spread of information, adoption of new trends, habits, opinions, etc., may be intentional acts, unlike disease spreading. Some behaviors, trends and ideas may bring more benefits than others... For instance, we are free to choose among different opinions and behaviors, or even create new ones...
- Contrary to disease spreading, there's much more around than "contact processes"

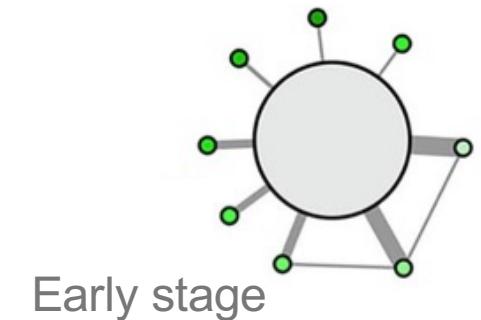
Virality prediction in social networks: ***Complex vs Simple contagion***

- **Simple contagion:** It is sufficient to come into contact with an infected individual to be infected (same as epidemics).
- The spread of memes, products and behaviors is often described by **complex contagion**. Adoption of a new meme, product or behavioural pattern does not occur at the first contact. Rather, adoption requires contact with several individuals who have already adopted.
- For example, often one needs a critical number of friends sharing an opinion about a product to nudge someone to also buy the same product.

Complex vs Simple contagion & structural trapping

- The difference between simple and complex contagion is well captured by Twitter data.
- If hashtags are “trapped” in specific communities, this is a signature of complex contagion, or non-viral “memes”.
- If memes jump easily between communities, infecting many of them, it means that we face a viral meme or simple contagion pattern, like the ones found in the case of biological pathogens.

#ProperBand
Nodes = Communities



Early stage



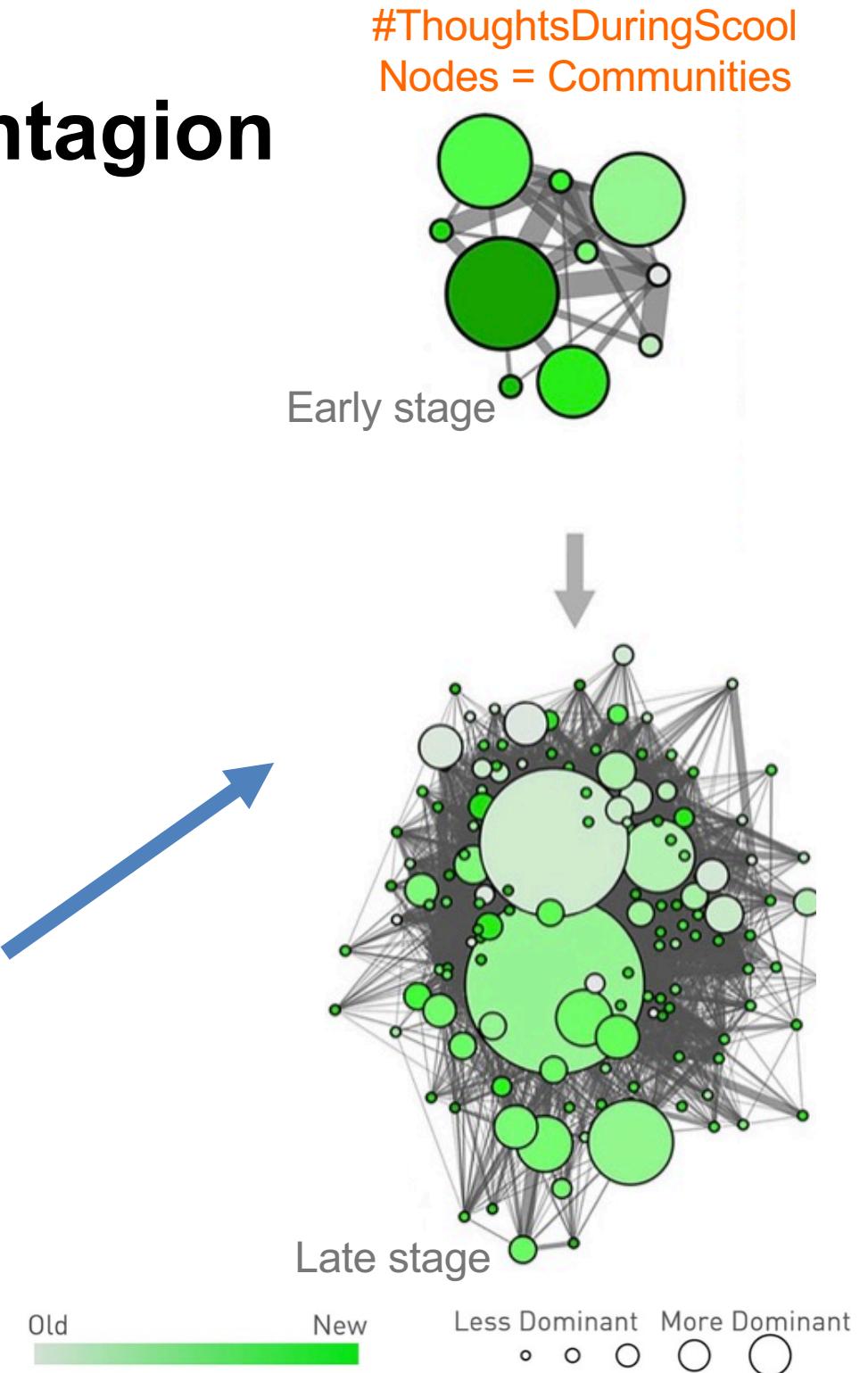
Late stage

L. Weng, F. Menczer and Y.-Y. Ahn.
Virality Prediction and Community Structure in Social Networks.
Scientific Reports, 3:2522, 2013.

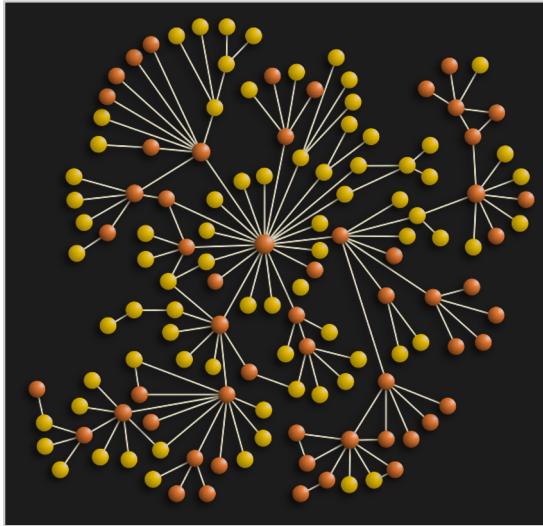


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Consensus dynamics & the Voter model

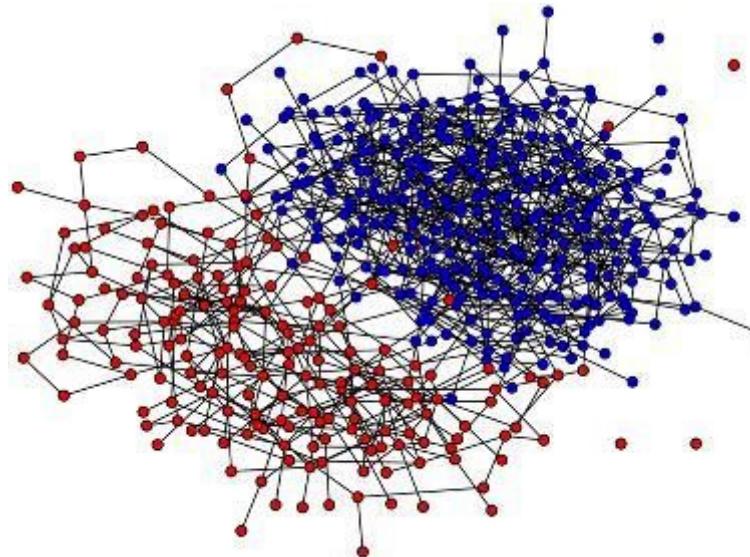


Challenge :
**When do we have
co-existence of opinions?**

- voters are located at the nodes of a network
- each voter has an opinion (in the simplest case, 0 or 1, but in the general case, n),
- a randomly chosen voter assumes the opinion of one of its neighbors.

Complex contagion variants: majority rule, threshold voter model, etc.

Consensus dynamics & the Voter model



→ Co-existence on graphs
with two clusters

- voters are located at the nodes of a network
- each voter has an opinion (in the simplest case, 0 or 1, but in the general case, n),
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Complex contagion variants: majority rule, threshold voter model, etc.

Consensus dynamics & the Voter model



Voter Model

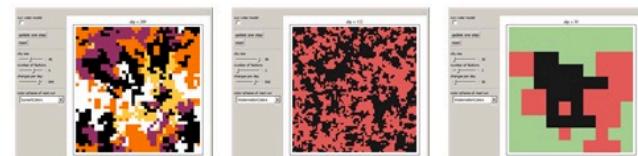


The voter model shows how the views of neighbors can influence a neighborhood. On a given day, several voters will abandon their current views and assume the position of one of their four neighbors. When run, strong groupings appear almost immediately, with conflict at the borders. Eventually, some positions vanish entirely.

<http://demonstrations.wolfram.com/VoterModel/>

Contributed by: Ed Pegg Jr

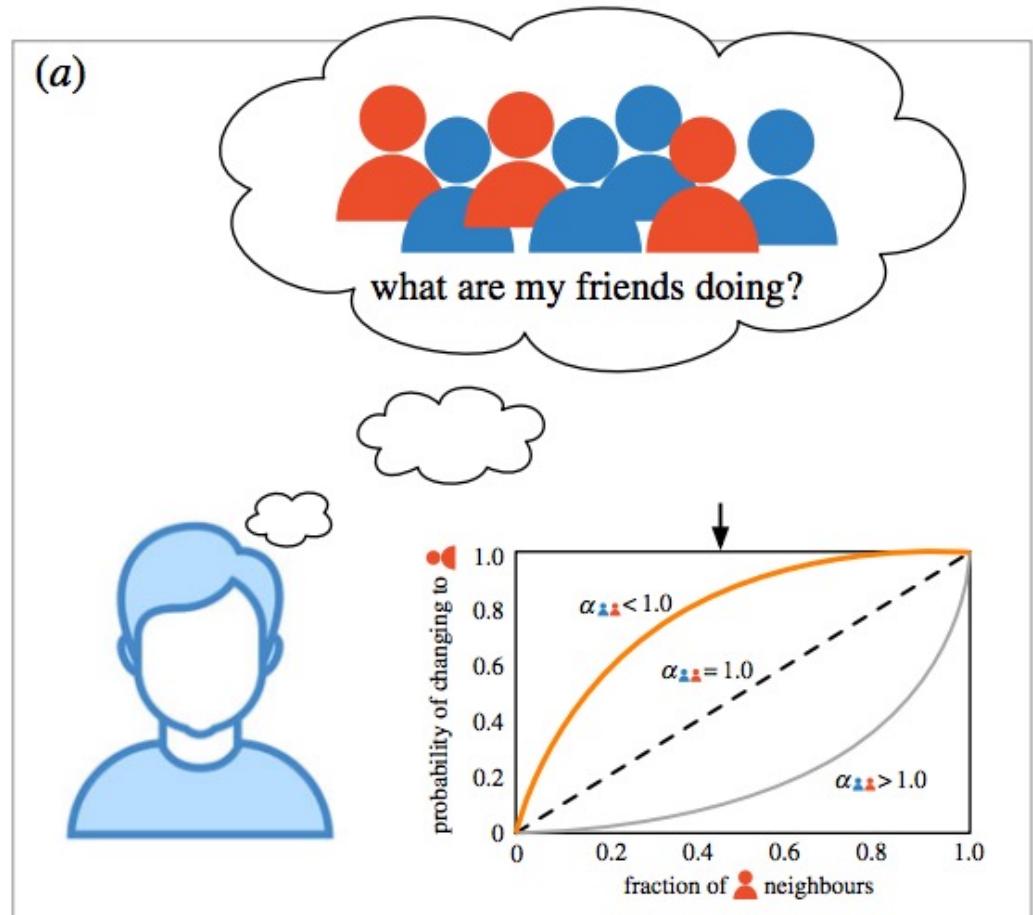
SNAPSHOTS



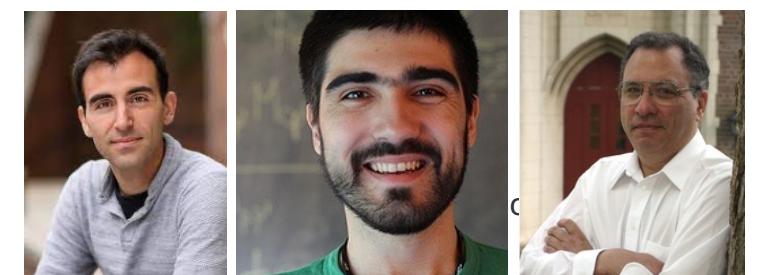
Generalized Voter Models and competing rumors

In practice, we can assume any peer-influence function

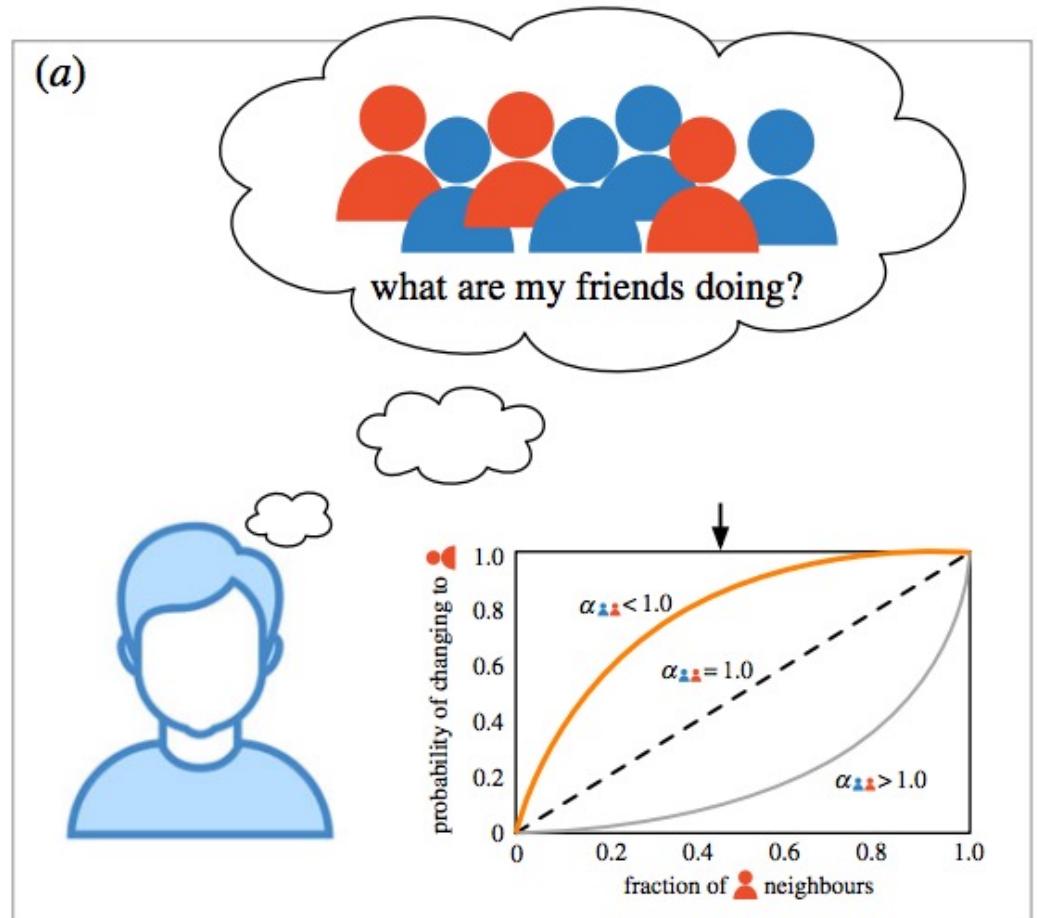
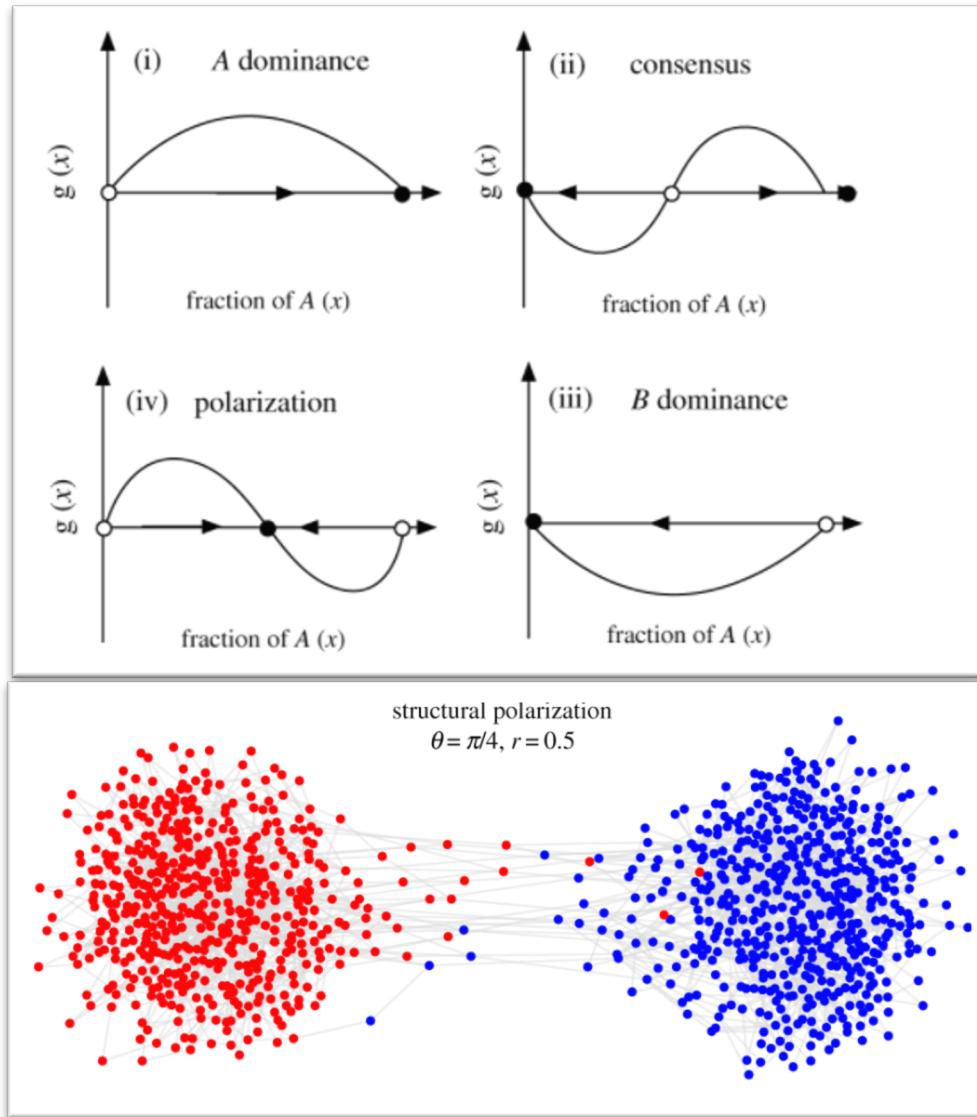
Individuals revise their state taking into consideration those of their friends, which, jointly with the complexity of the diffusing information, define the likelihood of an update



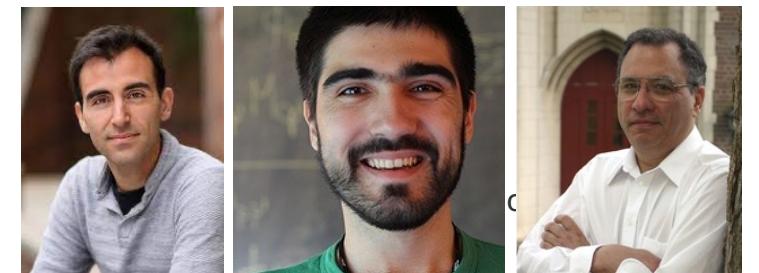
V. V. Vasconcelos, S. A. Levin, F. L. Pinheiro, Consensus and polarization in competing complex contagion processes J. R. Soc. Interface (2019)



Generalized Voter Models and competing rumors

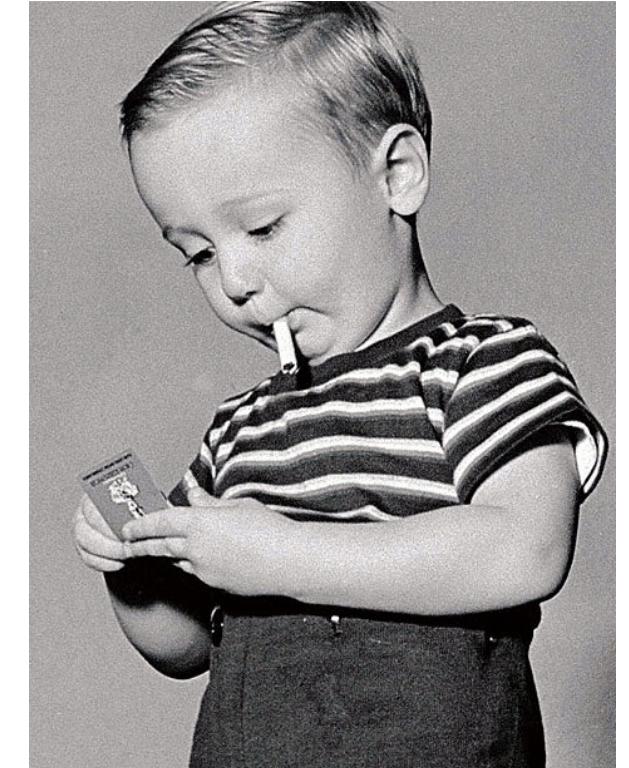
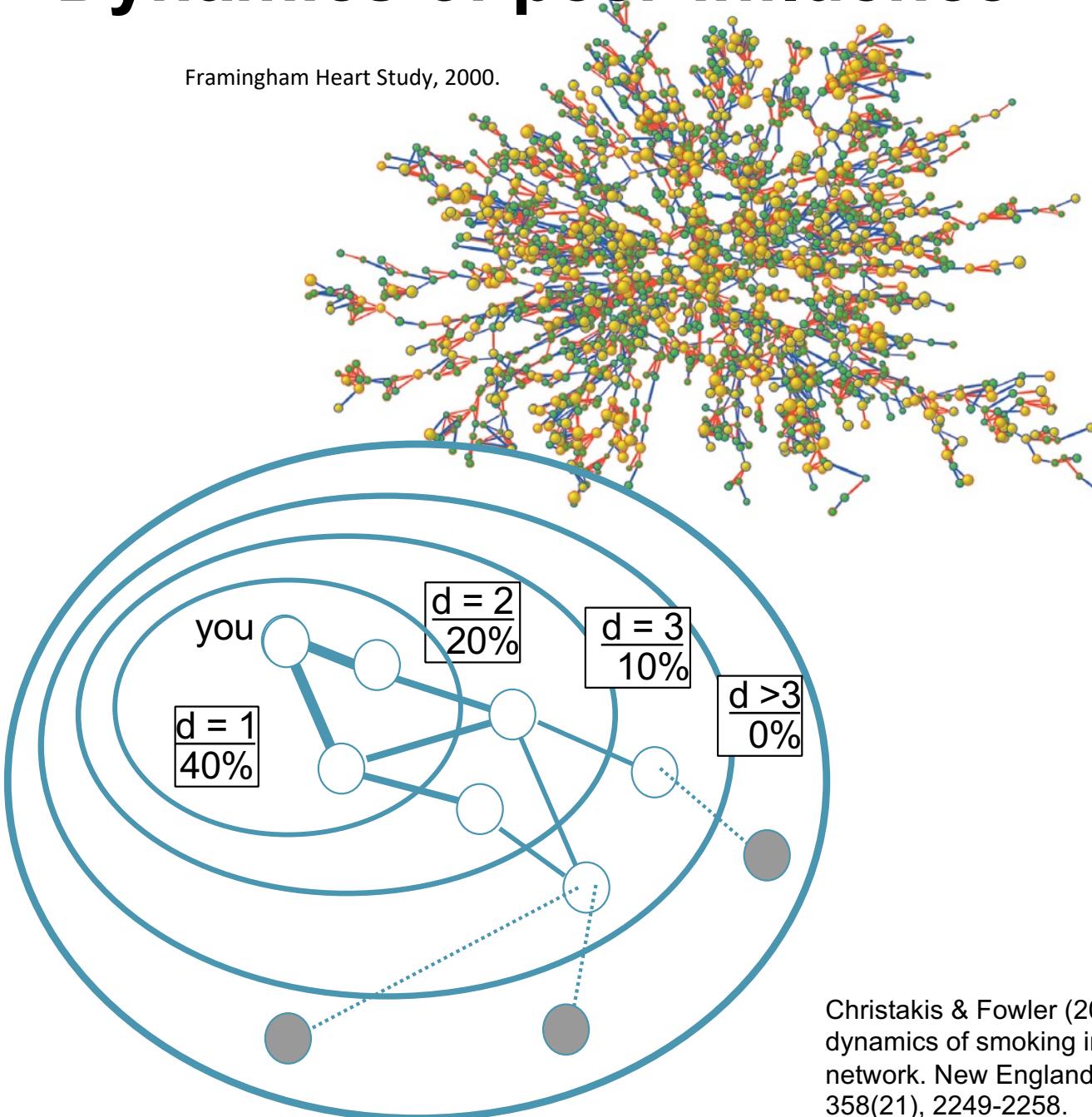


V. V. Vasconcelos, S. A. Levin, F. L. Pinheiro, Consensus and polarization in competing complex contagion processes J. R. Soc. Interface (2019)



Dynamics of peer-influence

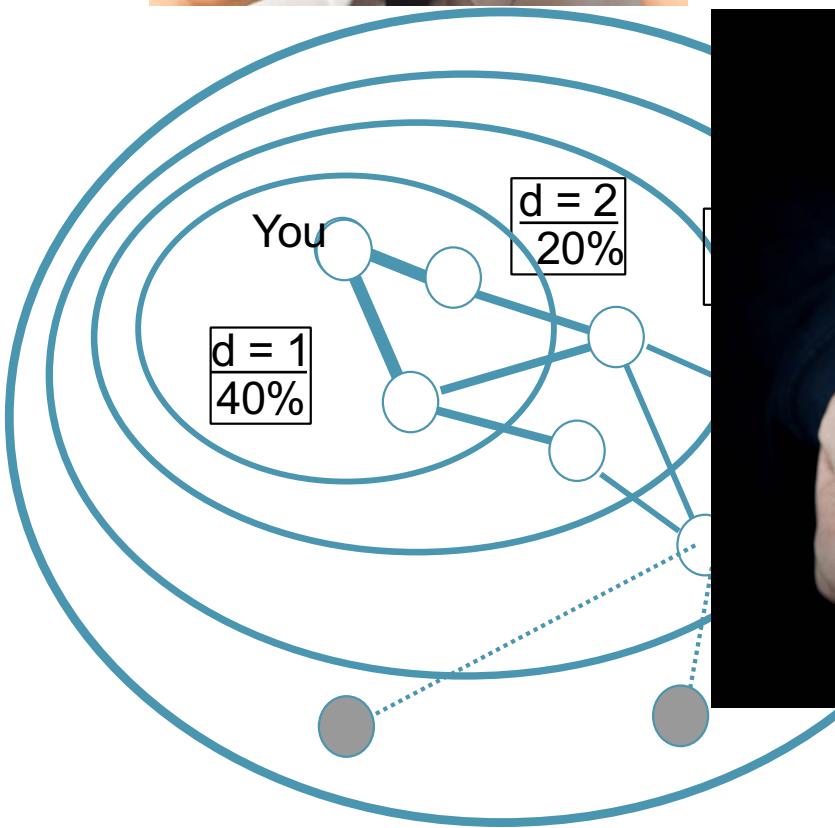
Framingham Heart Study, 2000.



Christakis & Fowler (2008). The collective dynamics of smoking in a large social network. New England Journal of Medicine, 358(21), 2249-2258.



Dynamics of peer-influence



Fowler, J. H., & Christakis, N. A. (2010). Cooperative behavior cascades in human social networks. PNAS, 107(12), 5334-5338.

Happiness is contagious ☺

- On average, the probability of feeling happy increases 15% if I have a happy friend (distance = 1)
- Increases 10% if I have a friend of a friend who is happy (distance = 2)
- Increases 5% if I have a friend of a friend of a friend who's happy (distance = 3)
- Each unhappy friend reduces this probability by 7%.



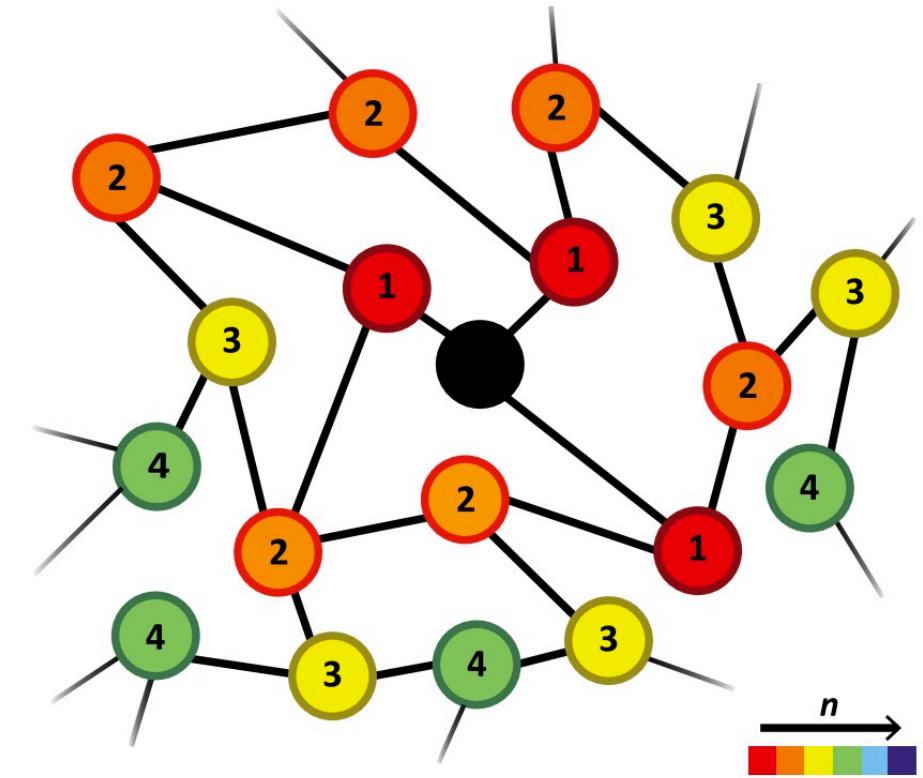
Fowler, J. H., & Christakis, N. A. (2008). Dynamic spread of happiness in a large social network: longitudinal analysis over 20 years in the Framingham Heart Study. *BMJ*, 337.

Coviello, L., Sohn, Y., Kramer, A. D., Marlow, C., Franceschetti, M., Christakis, N. A., & Fowler, J. H. (2014). Detecting emotional contagion in massive social networks. *PloS One*, 9(3), e90315.

Kramer, A. D., Guillory, J. E., & Hancock, J. T. (2014). Experimental evidence of massive-scale emotional contagion through social networks. *Proc. Natl Acad Sci USA*, 111(24), 8788-8790.

Network Science, 2021/22

Given what you learned, how would you model this type of phenomena?



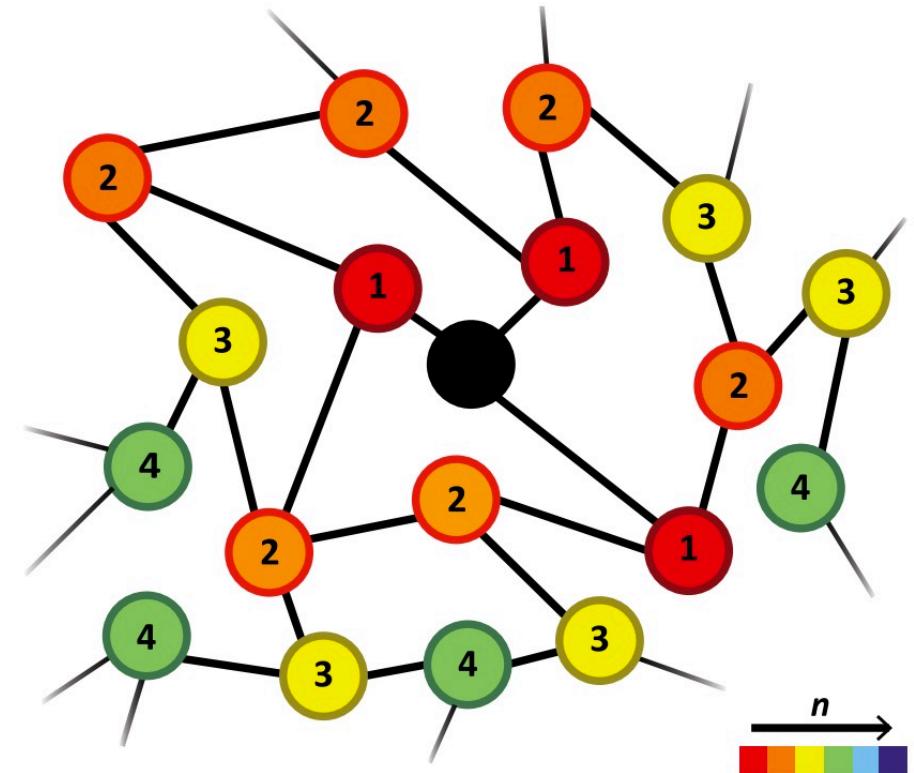
What's the origin of these
peer-influence patterns?

Given what you learned, how would you model this type of phenomena?

Can we describe it as an epidemic?

Can we describe these traits as opinions?

What's the origin of these peer-influence patterns?



Given what you learned, how would you model this type of phenomena?

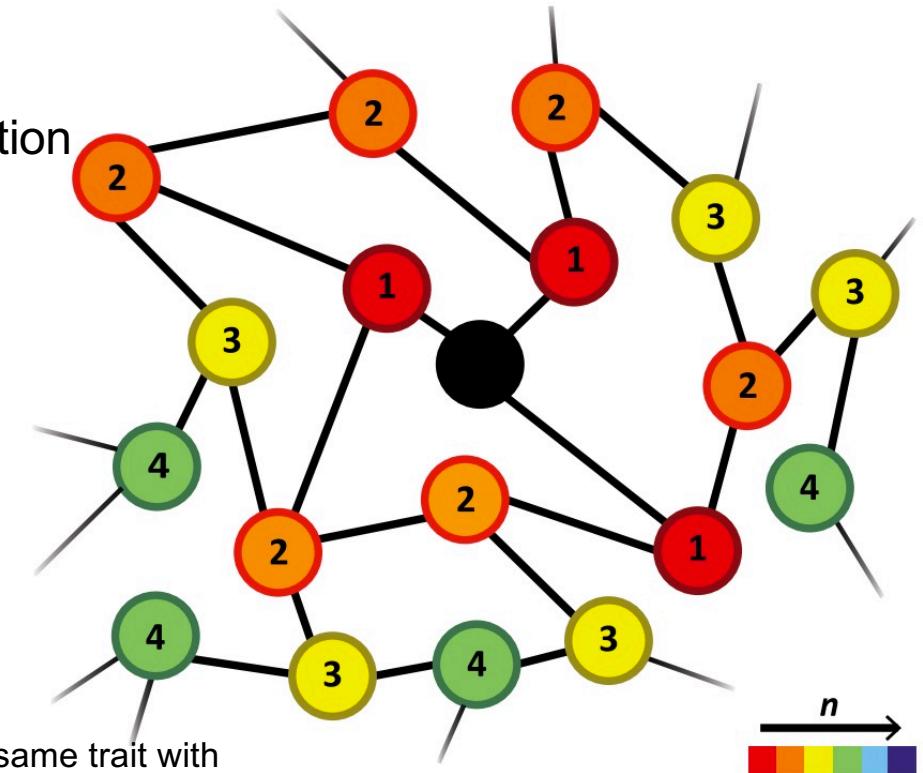
For each dynamical process (e.g., 2 states, blue and red) and each number j of blues in a population of size Z , we may determine the propensity

$$\delta_n(j/Z) = \frac{\varepsilon_n(j/Z)}{\varepsilon_n^{Rand}(j/Z)} - 1$$

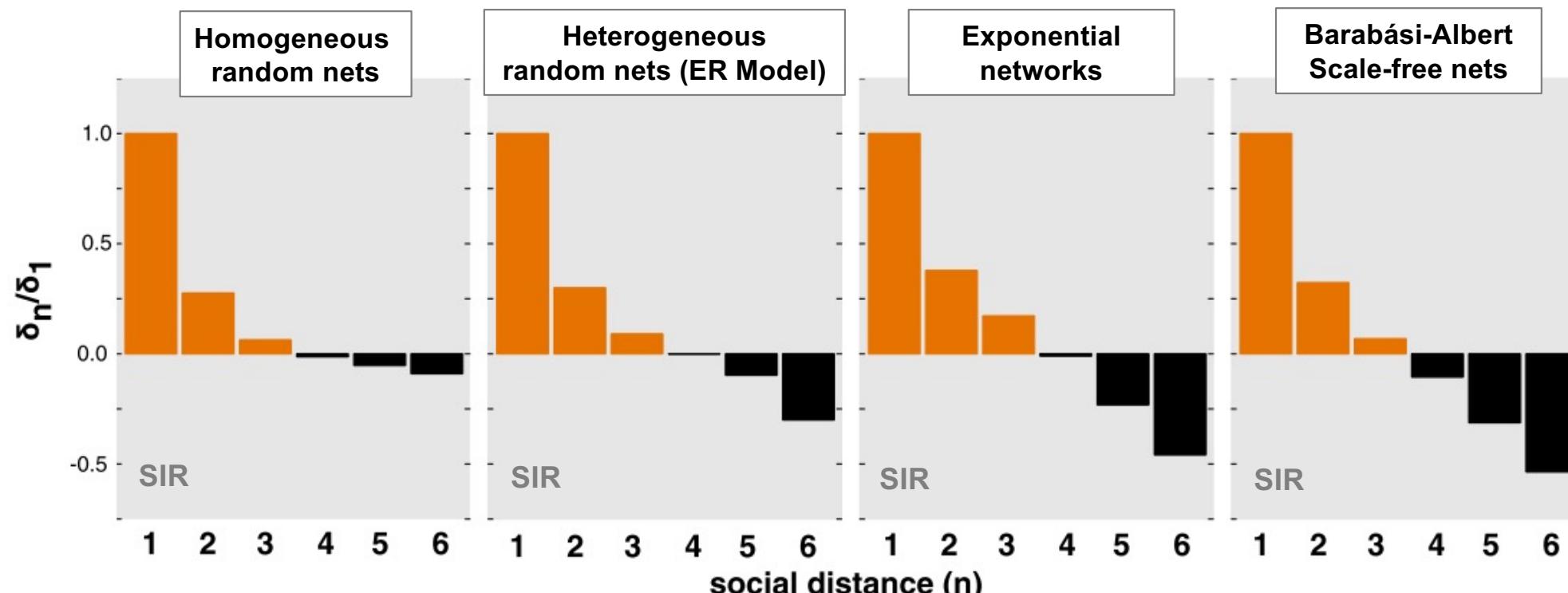
that 2 individuals at a distance n self-organize in the same trait relative to a random distribution of traits.

$\varepsilon_n(j/Z)$: the average probability that a node shares the same trait with nodes located at a network distance n

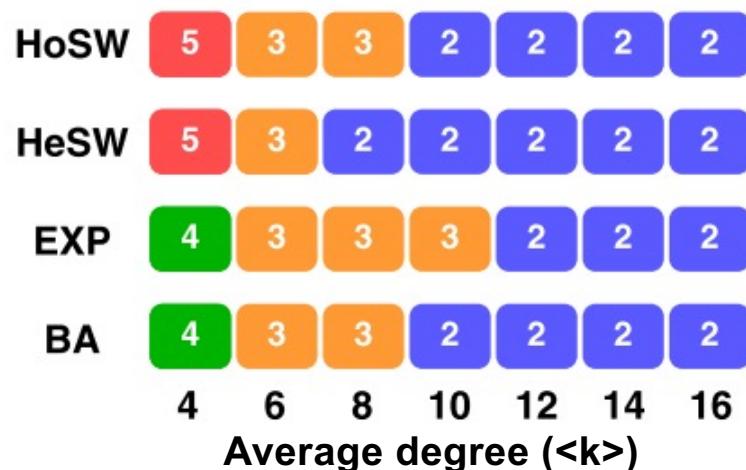
$\varepsilon_n^{Rand}(j/Z)$: the same quantity associated with a random distribution of traits, given j/Z



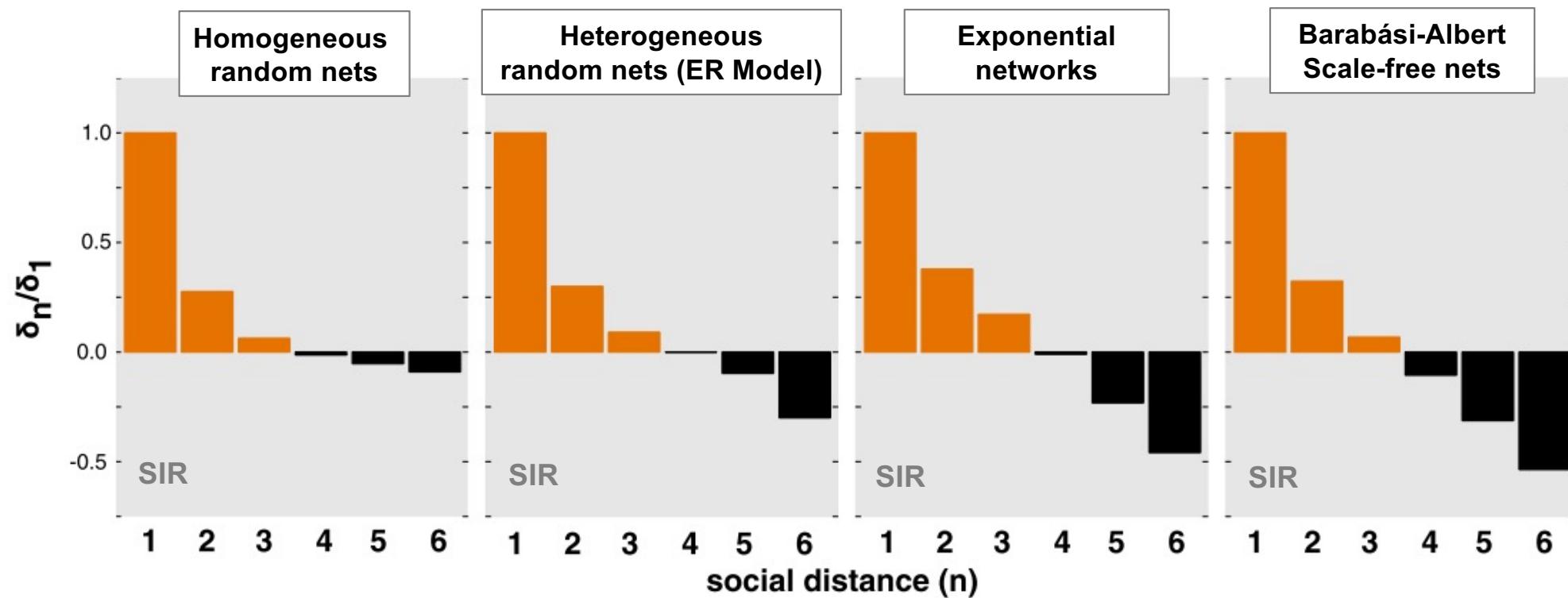
The power of large-scale simulations of multi-agent systems



SIR Dynamics



The power of large-scale simulations of multi-agent systems



SIR Dynamics

HoSW [5, 3, 3, 2, 2, 2, 2]

HeSW [5, 3, 2, 2, 2, 2, 2]

EXP [4, 3, 3, 3, 2, 2, 2]

BA [4, 3, 3, 2, 2, 2, 2]

Voter Model

[4, 3, 2, 2, 2, 2, 2]

[4, 3, 2, 2, 2, 2, 2]

[4, 3, 2, 2, 2, 2, 2]

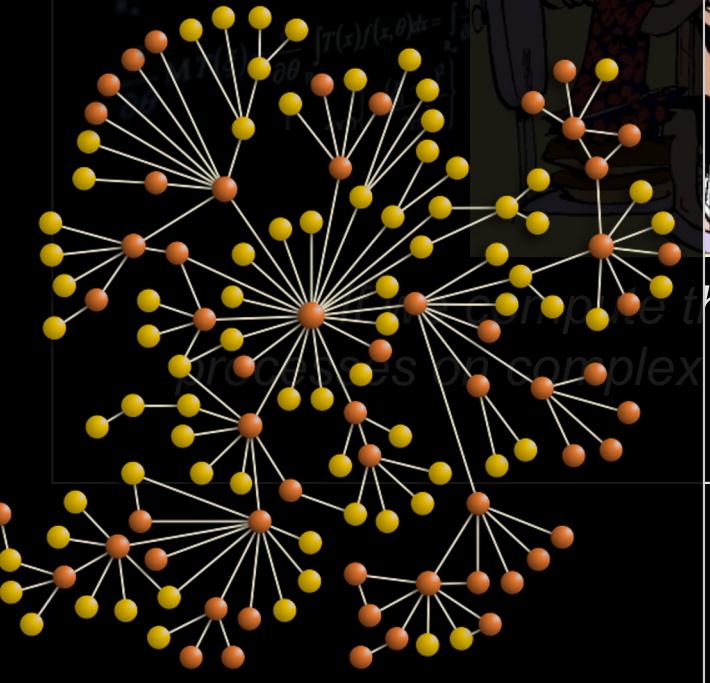
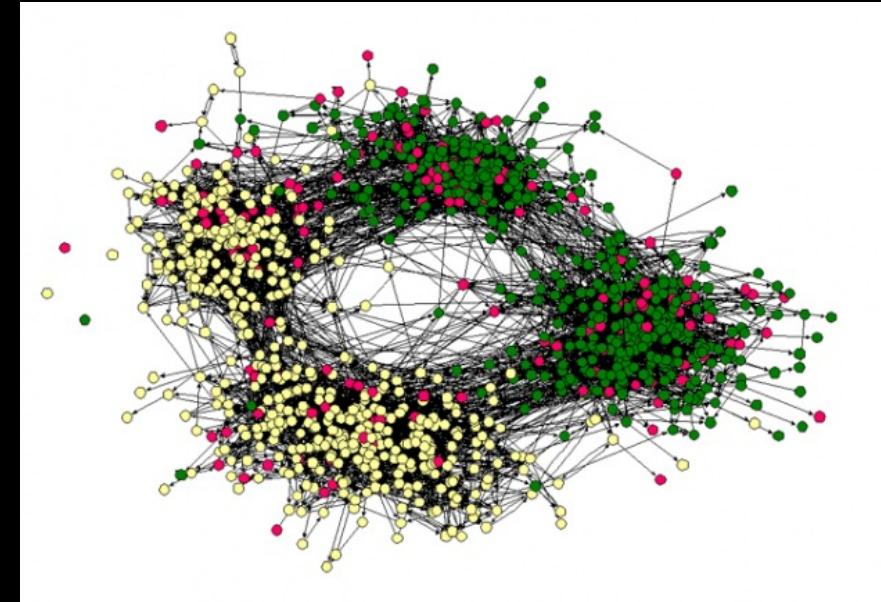
[3, 2, 2, 2, 2, 2, 2]

4 6 8 10 12 14 16

average degree, $\langle k \rangle$

The power of large-scale simulations of multi-agent systems

$$\frac{\partial \bar{\theta}^M T(\xi)}{\partial \theta} = \frac{\partial}{\partial \theta} \int_{\mathbb{R}_n} T(x) f(x, \theta) dx = \int_{\mathbb{R}_n} \frac{\partial}{\partial \theta} T(x) f(x, \theta) dx$$
$$\frac{\partial}{\partial a} \ln f_{a, \sigma^2}(\xi_1) = \frac{(\xi_1 - a)}{\sigma^2} f_{a, \sigma^2}(\xi_1) = -\frac{1}{\sigma^2}$$
$$\int_{\mathbb{R}_n} T(x) \cdot \frac{\partial}{\partial \theta} f(x, \theta) dx = M \left(T(\xi) \cdot \frac{\partial}{\partial \theta} \ln f_{a, \sigma^2}(\xi) \right)$$
$$\int_{\mathbb{R}_n} T(x) \cdot \left(\frac{\partial}{\partial \theta} \ln L(x, \theta) \right) \cdot f(x, \theta) dx = \int_{\mathbb{R}_n} T(x) \cdot \frac{\partial}{\partial \theta} \ln f_{a, \sigma^2}(\xi) \cdot f(x, \theta) dx$$

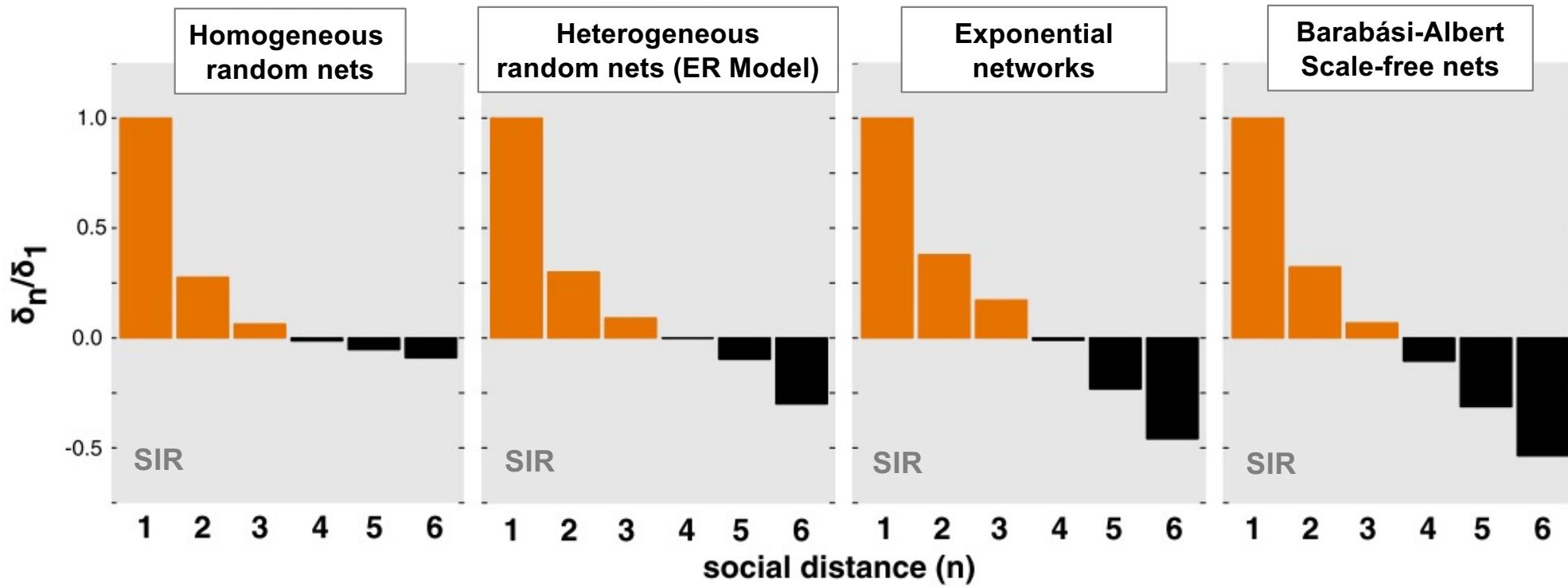


the correlations emerging from different dynamical networks, we get critical correlations of 2-3, as in empirical results...

Are we just an outcome of our social network?

NO!!

The impact of our decisions goes well beyond what we had thought!!

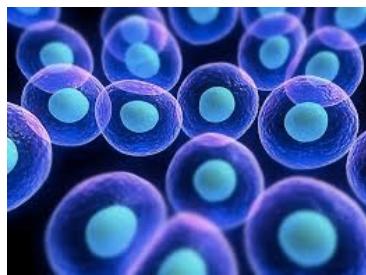


Challenge: Would you obtain the same profile in the case of a complex contagion?



What's next?

Decision-making, cooperation and evolutionary dynamics



from cells, to societies

The complexity of social behavior

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