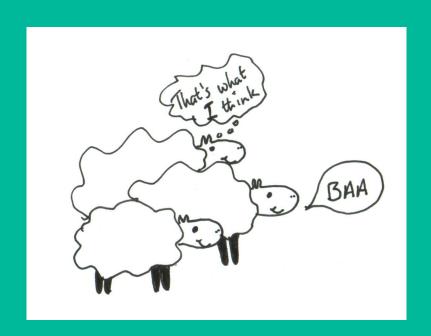
THE SZNAJD MODEL

2 dimensional model for opinion evolution in a closed community

Social validation



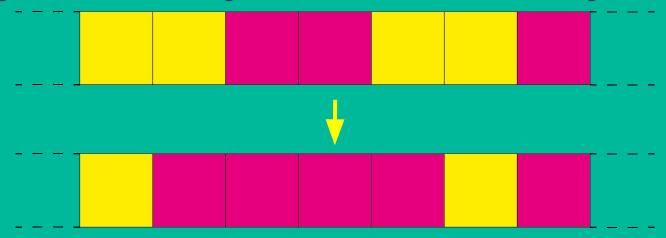
"When we are uncertain about what to do we will look to other people to guide us. And we do this automatically and unconsciously."

Sociologists say that our natural behaviour is to match the opinion of our "neighbours".

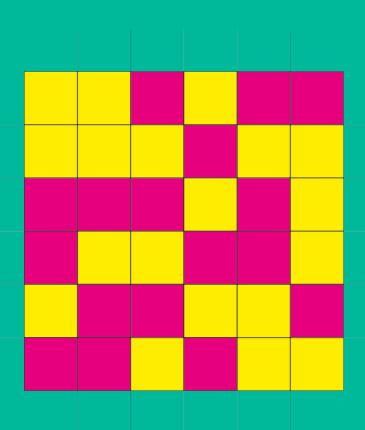
The Sznajd model

In this model every person "sits" in a lattice site, and influences his neighbours. Every lattice site can have only one value, corresponding to an opinion.

In the original 1-D model 2 neighbours influence their other 2 neighbours.

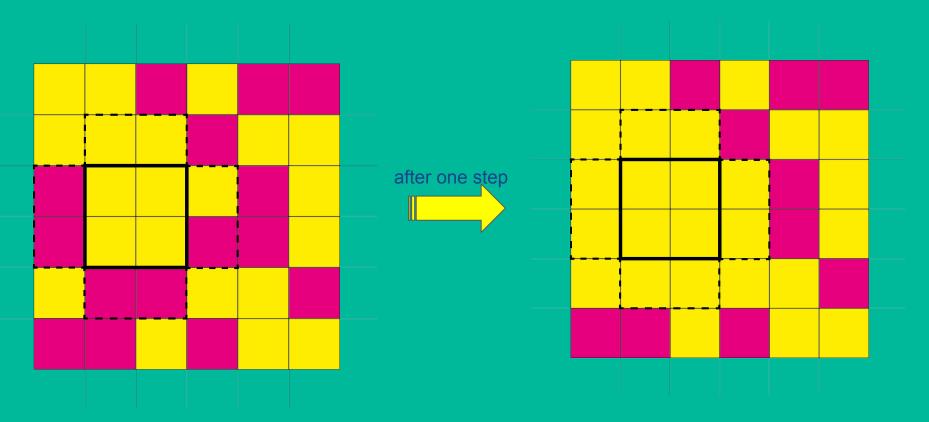


The model

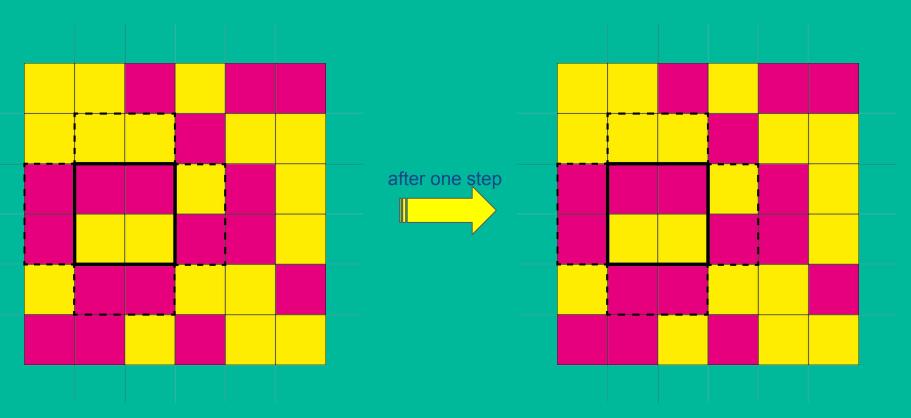


- 1. NXN sites in a lattice.
- 2. Every site has 4 nearest neighbors.
- 3. Every site at a given time take the value 1 or -1.

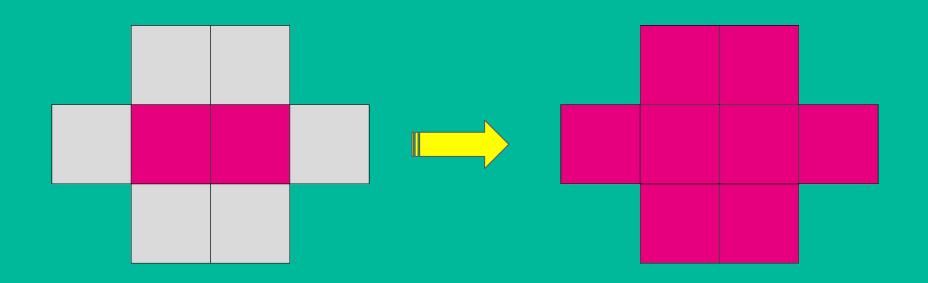
The dynamic



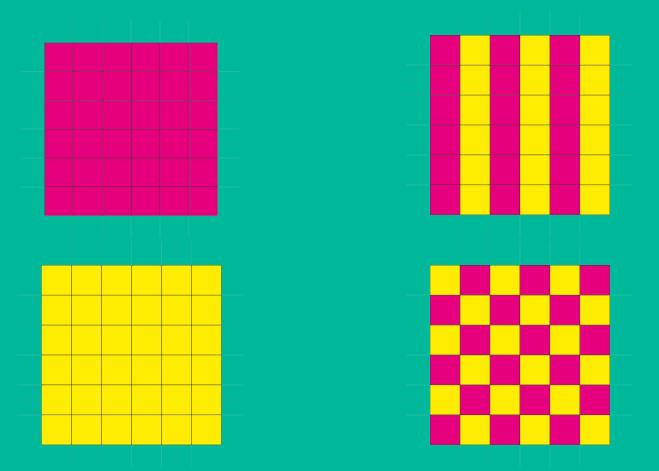
The dynamic



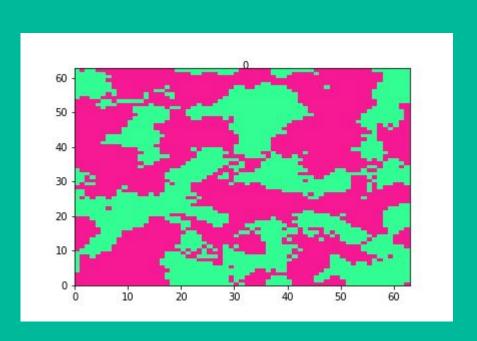
Another possible rule for interaction



Absorption states



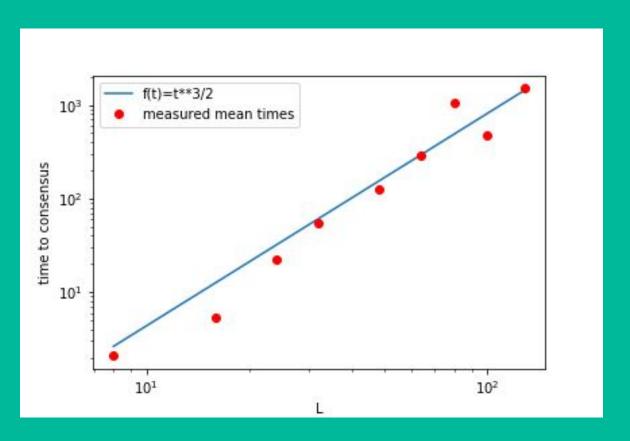
absorption states



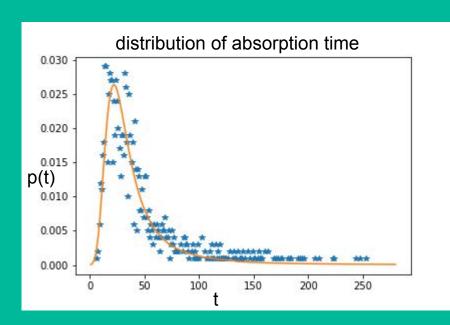
Starting with a random uniform distribution, the system always reaches state of consensus. This states are called "dictatorship".

They are absorption state: when the dictatorship is reached, the dynamic of the system doesn't allow to change opinion.

Hitting time for "dictatorship" states



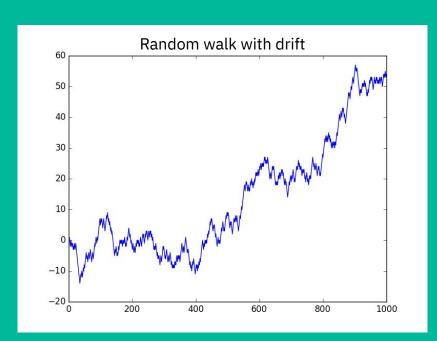
Absorption time T

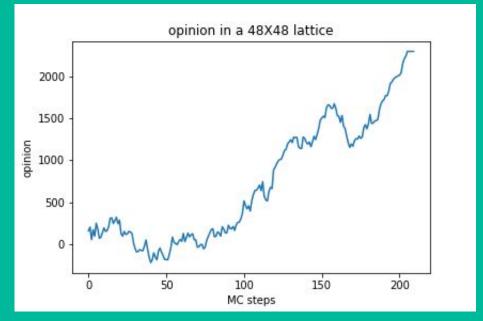


The system arrives to the dictatorship state according to a Levy's distribution.

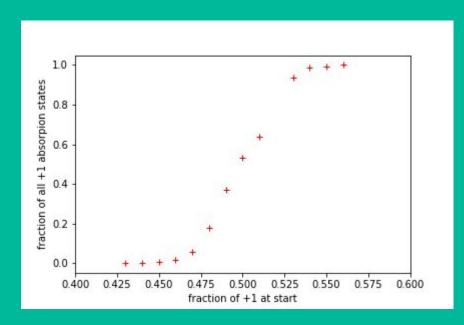
This kind of distribution is the same we found in arrival times for a given point in a random walk with drift.

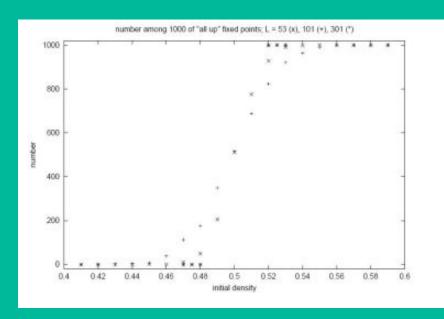
hitting time T (random walk with drift)



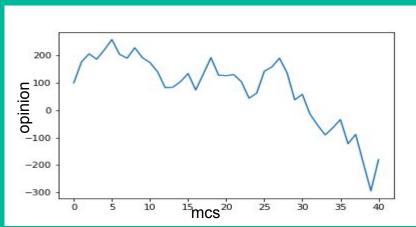


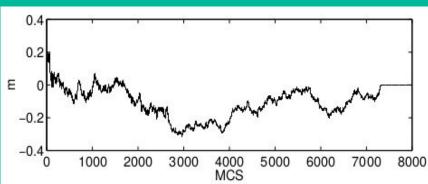
different density at start

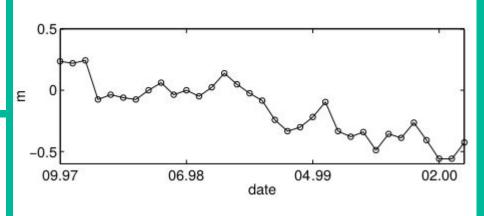




model vs reality







Nonconformism

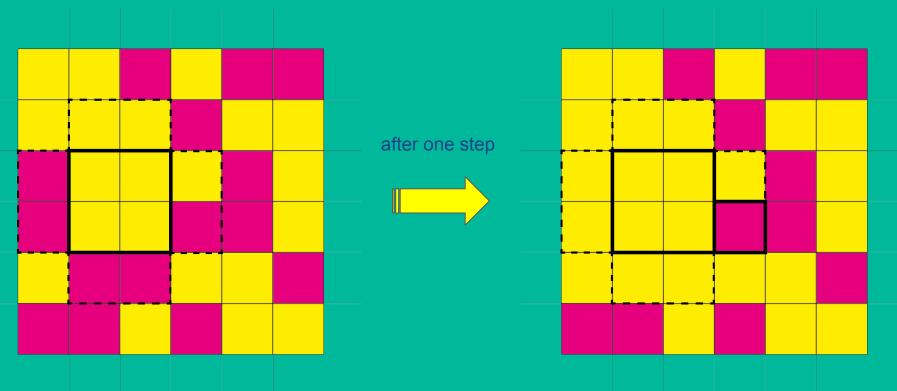
Not everyone is so easily convincible, sometimes even if most of the people near a person have the same opinion the person will keep a different one.

That means that the rule is not always satisfied, there is some "thermal" noise inside the system.

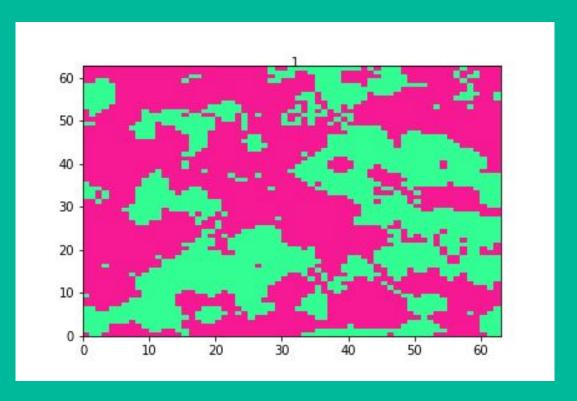


The new dynamic

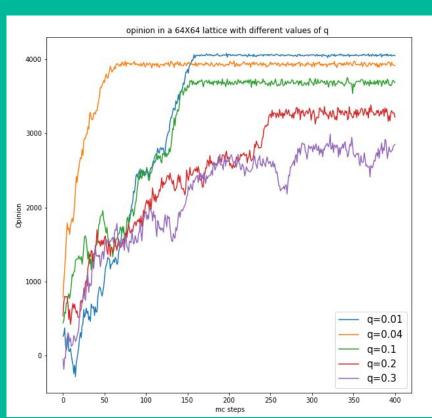
When the plaquette is chosen the neighbours have probability **q** of chose his value randomly

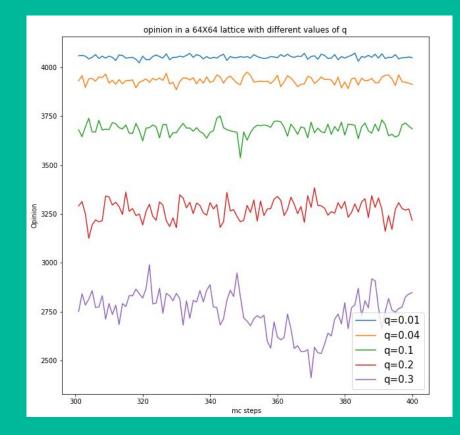


The new dynamic

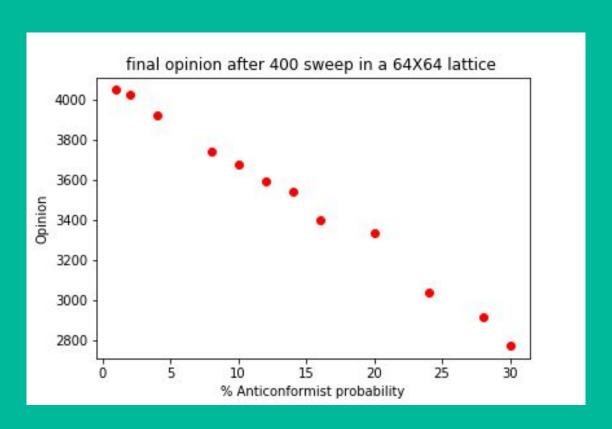


Different probability of being nonconformist





the steady states for different values of **q**



High values of q

