Social networks

Agent-based modelling, Konstanz, 2024

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Plan

- In our models so far, agent interactions have been either
 - 1. Completely random
 - 2. Random, but within a local spatial neighbourhood
- Today, we will take a step towards generalizing our models by assuming that agents are connected through a social network
- We will require *Graphs.jl* and *GraphPlot.jl*:

```
using Pkg
Pkg.add(["Graphs", "GraphPlot"])
```

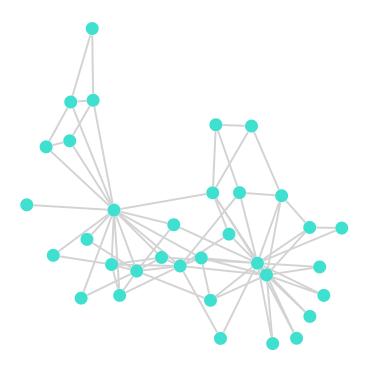
Networks

- A **network** (also known as a **graph**) consists of
 - 1. A set of **nodes** (a.k.a. **vertices** (singular: *vertex*)) for us, these are the agents
 - 2. A set of **connections** (a.k.a. **links** or **edges**) between nodes for us, these define the interaction pattern
- Connections can be
 - 1. Unidirectional (A is connected to B, but B is not connected to A)
 - 2. Bidirectional (A is connected to B and B is also connected to A)
 - 3. Weighted or not

Drawing networks

- Nodes typically drawn as points / filled circles
- A unidirectional connection is drawn as an arrow
- A bidirectional connection is drawn as a line segment
- If connections are weighted, this can be represented e.g. by line width

Example (Zachary's karate club)



Networks in Julia

- In Julia, networks/graphs are handled by the Graphs.jl package
- Simple example: create an undirected graph of three nodes, connecting each node:

```
using Graphs, GraphPlot

G = Graph(3)

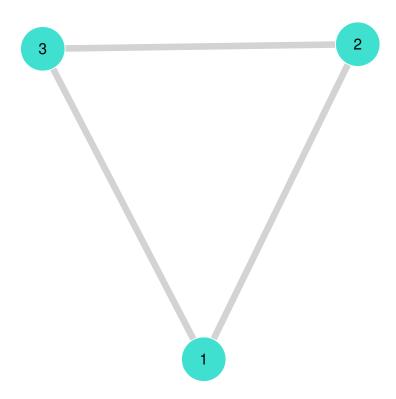
add_edge!(G, 1, 2)
```

```
add_edge!(G, 1, 3)
add_edge!(G, 2, 3)
```

Plotting networks

• Networks can be plotted with the gplot function from *GraphPlot.jl*:

gplot(G, nodelabel=1:3)



! Important

The gplot function in fact returns something known as a "composition"; this may or may not be actually drawn as a picture, depending on your working environment. If you're in VSCode, a picture will be displayed, but if you're using the ordinary Julia REPL, you will not see a picture. In the latter case, you need to save the composition to an image file as follows:

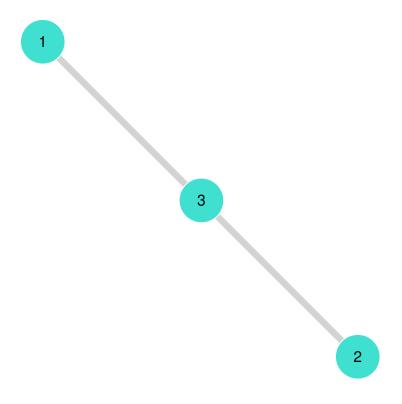
```
using Compose

pic = gplot(G, nodelabel=1:3)
draw(PNG("mypicture.png"), pic)
```

Removing connections

• rem_edge! can be used to remove existing connections:

```
rem_edge!(G, 1, 2)
gplot(G, nodelabel=1:3)
```



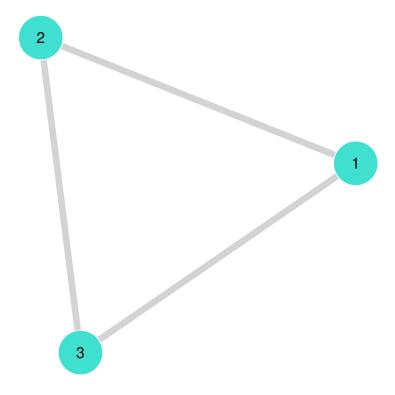
Constructing a network from an adjacency matrix

- Using lots of add_edge! calls quickly becomes tedious...
- Often, a better way of constructing a graph is by way of its adjacency matrix
- This is a matrix (two-dimensional array) of numbers such that:

- if there is a 1 in the cell on the *i*th row, *j*th column, then nodes *i* and *j* are connected
- if there is a 0 there, the nodes are not connected
- Example:

```
A = [0 \ 1 \ 1 \ 1 \ 0 \ 1 \ 1 \ 0]
G2 = Graph(A)
```

```
gplot(G2, nodelabel=1:3)
```



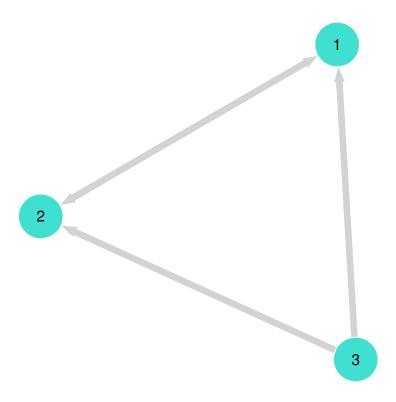
Directed graphs

- What if we need a network in which at least some connections are unidirectional?
- We need a $\mathbf{directed}$ $\mathbf{graph},$ implemented by the $\mathtt{DiGraph}$ type

```
A = [0 1 0
1 0 0
1 1 0]
G3 = DiGraph(A)
```

{3, 4} directed simple Int64 graph

gplot(G3, nodelabel=1:3)



! Important

Notice that, since **Graph** constructs an undirected graph, it expects a **symmetric** adjacency matrix as argument. If you try to pass an asymmetric adjacency matrix (such as the one above) to **Graph**, you will get an error.

In other words, if your adjacency matrix is asymmetric, you are dealing with a directed graph, and you *must* use DiGraph.

Exercise

What kind of network do the following adjacency matrices represent? **Think about it first** (draw with your "mind's eye"), then implement the code and plot the graphs.

```
A = [0 1 0

0 1 0

0 1 0]

B = [0 0 0

1 1 1

0 0 0]

C = [1 0 0

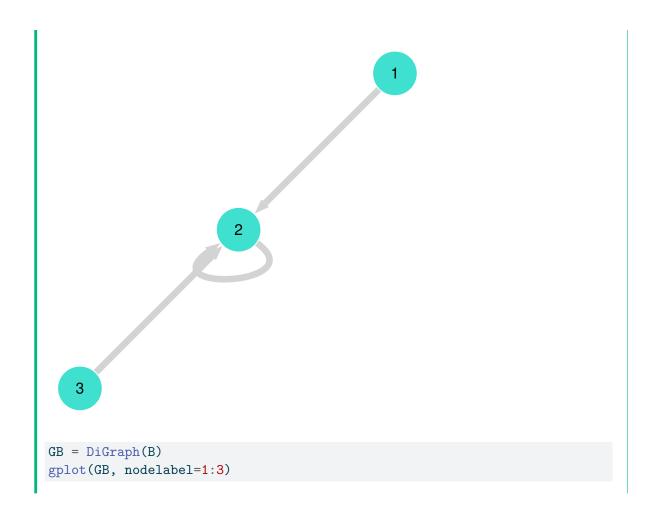
0 1 0

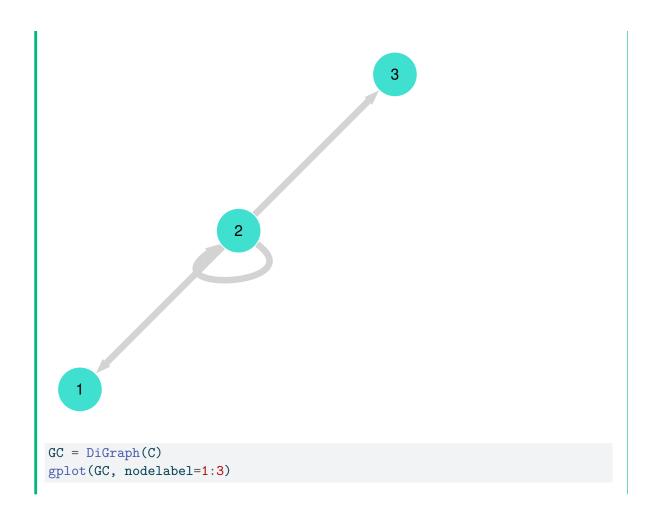
0 0 1]

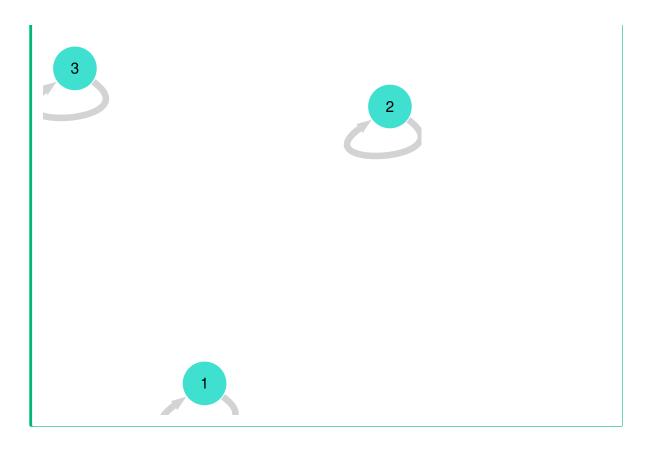
Solution

GA = DiGraph(A)

gplot(GA, nodelabel=1:3)
```







Graph generators

- For large networks, it would be tedious to construct them by hand...
- And in any case, we are rarely interested in the **precise** construction of a network
- What's more important are the **statistical characteristics** of the network
 - How many connections does a node have on average?
 - Are some nodes much more connected than others?
 - And so on.
- Large graphs with known statistical properties can be constructed using **generators**

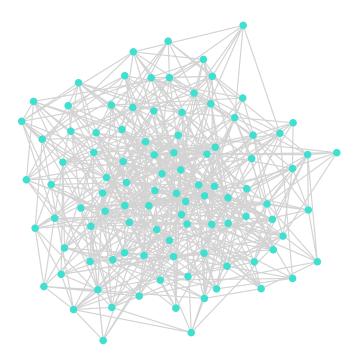
Erdős-Rényi graphs

- Take n nodes, initially unconnected. Cycle through each pair of nodes, connecting them with probability p.
 - In other words: At each node pair, you flip a biased coin that lands heads with prob. p and tails with prob. 1-p. If you get heads, you connect the nodes; if tails, you don't.

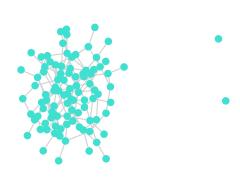
- This algorithm results in a so-called **Erdős-Rényi random graph**.
- In Graphs.jl, the erdos_renyi function can be used:

```
GER = erdos_renyi(100, 0.1)
GER2 = erdos_renyi(100, 0.03)
```

gplot(GER)



gplot(GER2)



Accessing graph properties

• Number of nodes (vertices):

nv(GER)

100

nv(GER2)

100

• Number of connections (edges):

ne(GER)

548

ne(GER2)

• Number of connections for each node (called the node's **degree**):

```
degree(GER)
```

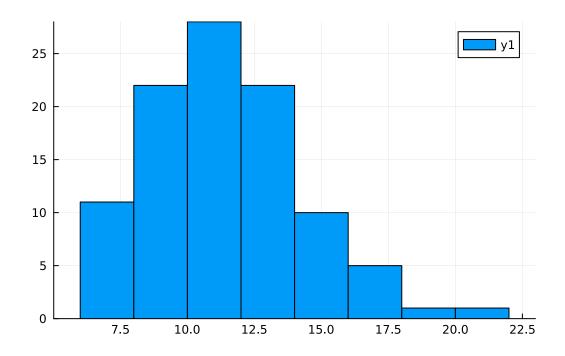
100-element Vector{Int64}:

```
100-element Vector{Int64}:
 11
 12
  9
 10
 18
 12
  9
 10
 10
 7
 11
 12
 12
  8
  7
 10
 14
  9
  6
 13
 13
  9
  9
  9
 12
degree(GER2)
```

```
1
3
0
2
1
3
7
6
2
5
5
3
1
2
3
5
3
4
5
3
7
3
1
5
```

Degree distribution

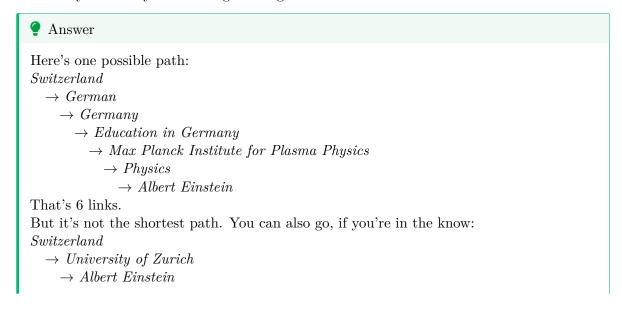
• This makes it easy to plot a graph's **degree distribution**:



Exercise

Open Wikipedia on the page for *Switzerland*. Then, **using only links on the page**, try to navigate to the page for *Albert Einstein*.

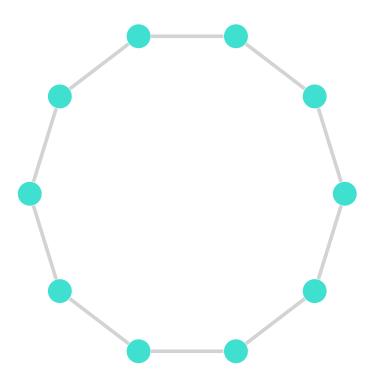
How many links do you need to go through to reach the destination?

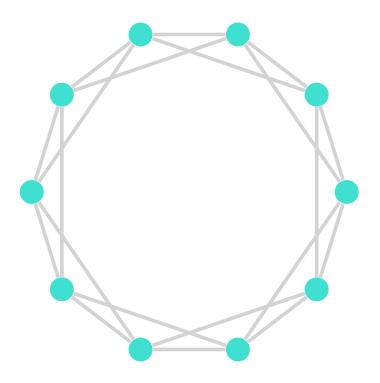


(2 links.)

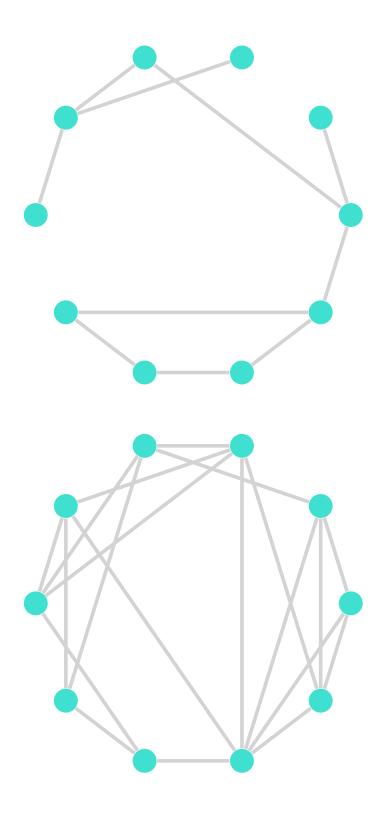
"Six degrees of separation"

- Some networks have the "small-world property": there is a short path from every node to every other node
- The Watts-Strogatz model or small world graph is one way of modelling this
- To obtain such a graph, one does a random rewiring of a ring lattice
- 1. Start with a ring lattice (on the left, each node has k=2 neighbours; on the right, each node has k=4 neighbours):





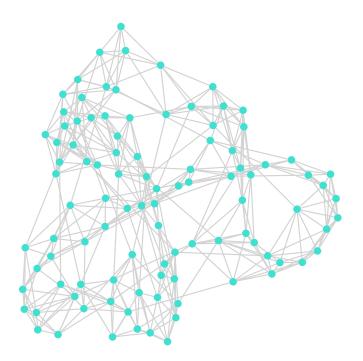
2. Randomly rewire each edge with probability β to a randomly chosen destination (here, $\beta=0.4$):



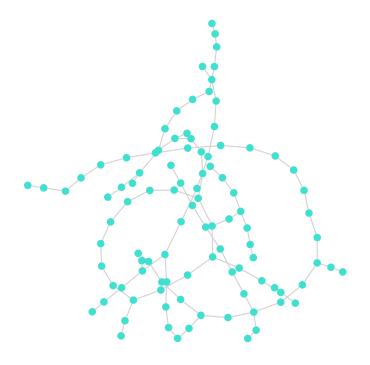
- In Graphs.jl, small-world networks can be created with watts_strogatz(n, k,)
 - n: number of nodes
 - − k: initial degree of every node
 - : rewiring probability
- For example:

```
GWS1 = watts_strogatz(100, 8, 0.1)
GWS2 = watts_strogatz(100, 2, 0.1)
```

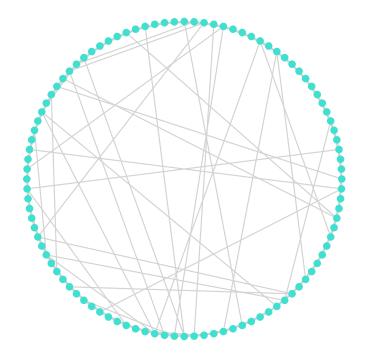
gplot(GWS1)



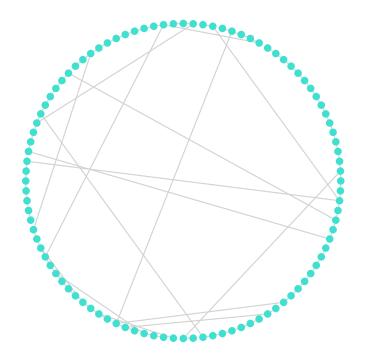
gplot(GWS2)



gplot(GWS1, layout=circular_layout)



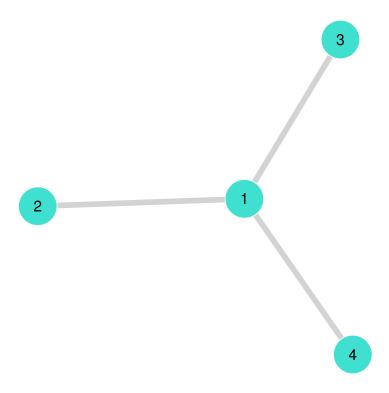
gplot(GWS2, layout=circular_layout)



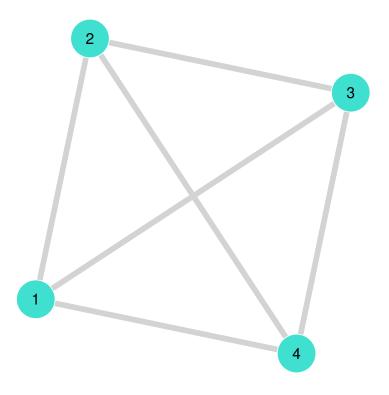
Clustering

- Short path lengths are not the only way in which small-world networks are interesting
- They also exhibit high clustering
- The local clustering coefficient of a node v is defined as the proportion of neighbours of v which are neighbours amongst themselves
- A highly clustered network contains **cliques**, subnetworks in which all nodes are connected to each other

Low clustering for node 1:



High clustering for node 1:



- In Graphs.jl, we can use local_clustering_coefficient
- E.g. to get the average local clustering coefficient:

```
using Statistics
G = erdos_renyi(100, 0.1)
mean([local_clustering_coefficient(G, v) for v in vertices(G)])
```

0.09162485991820357

```
using Statistics
G = watts_strogatz(100, 10, 0.1)
mean([local_clustering_coefficient(G, v) for v in vertices(G)])
```

0.5072842157842158

Exercise

1. Download and unzip the dolphin social network data from https://networkrepository.co $\,$ m/soc-dolphins.php

- 2. Import these data into Julia, construct a graph, and plot the network
- 3. Modify the plot so that each node's side is proportional to its degree
- 4. Plot a histogram of the degree distribution
- 5. Plot a histogram of the distribution of local clustering coefficient

You will need MatrixMarket.jl and GraphPlot.jl documentation

Going forward

- Next time, we will learn how to interface Graph.jl with Agents.jl, so that we can run ABM simulations on networks
- Homework:
 - 1. Read Smaldino (2023), chapter 9
 - 2. Complete the homework assignment

Smaldino, Paul E. 2023. Modeling Social Behavior: Mathematical and Agent-Based Models of Social Dynamics and Cultural Evolution. Princeton, NJ: Princeton University Press.