

Studying human mobility in a social petri dish

Michael Szell, Roberta Sinatra, Giovanni Petri,
Vito Latora, Stefan Thurner

www.complex-systems.meduniwien.ac.at



Why study human mobility?

- Spread of epidemics
- Urban planning, traffic management
- Crowd dynamics
- Geomarketing
- Spread of computer viruses

Barthelemy, Phys Rep 499, 1-101 (2010)

Castellano et al, Rev Mod Phys 81, 591-646 (2009)

Pastor-Satorras and Vespignani, PRL 86, 3200-3203 (2001)

Wang et al, Science 324, 1071-1075 (2009)

Helbing et al, PRE 75, 046109 (2007)

Measuring mobility

Large-scale datasets: mobile phones, dollar bills, subway



- Topology often a spatial network
- Predictability
- Diffusion

“Universal theory of human mobility”?

Brockmann et al, Nature 439, 462-465 (2006)
González et al, Nature 453, 779-782 (2008)
Roth et al, PLoS One 6, e15923 (2011)
Song et al, Science 327, 1018-1021 (2010)
Koelbl and Helbing, New J of Phys 5, 48 (2003)

Data problems

- Problems:
- No raw data, but reconstructed positions
 - Limited to specific human activity
 - Limited spatial/temporal resolution
 - No socio-economic contexts
 - Different datasets

“Universal theory of human mobility”?

→ **Not yet!**

Brockmann et al, Nature 439, 462-465 (2006)

González et al, Nature 453, 779-782 (2008)

Roth et al, PLoS One 6, e15923 (2011)

Song et al, Science 327, 1018-1021 (2010)

Koelbl and Helbing, New J of Phys 5, 48 (2003)

Our contribution

- 1) Uncover socio-economic constraints on mobility using **complete information on a human society**
- 2) Unveil mechanism of mobility: **Time-order**

Establishing a socio-economic laboratory

www.pardus.at

400,000 participants live an alternative life,
in an online society interacting with others

- trading
- socializing
- conflicts

since 7 years



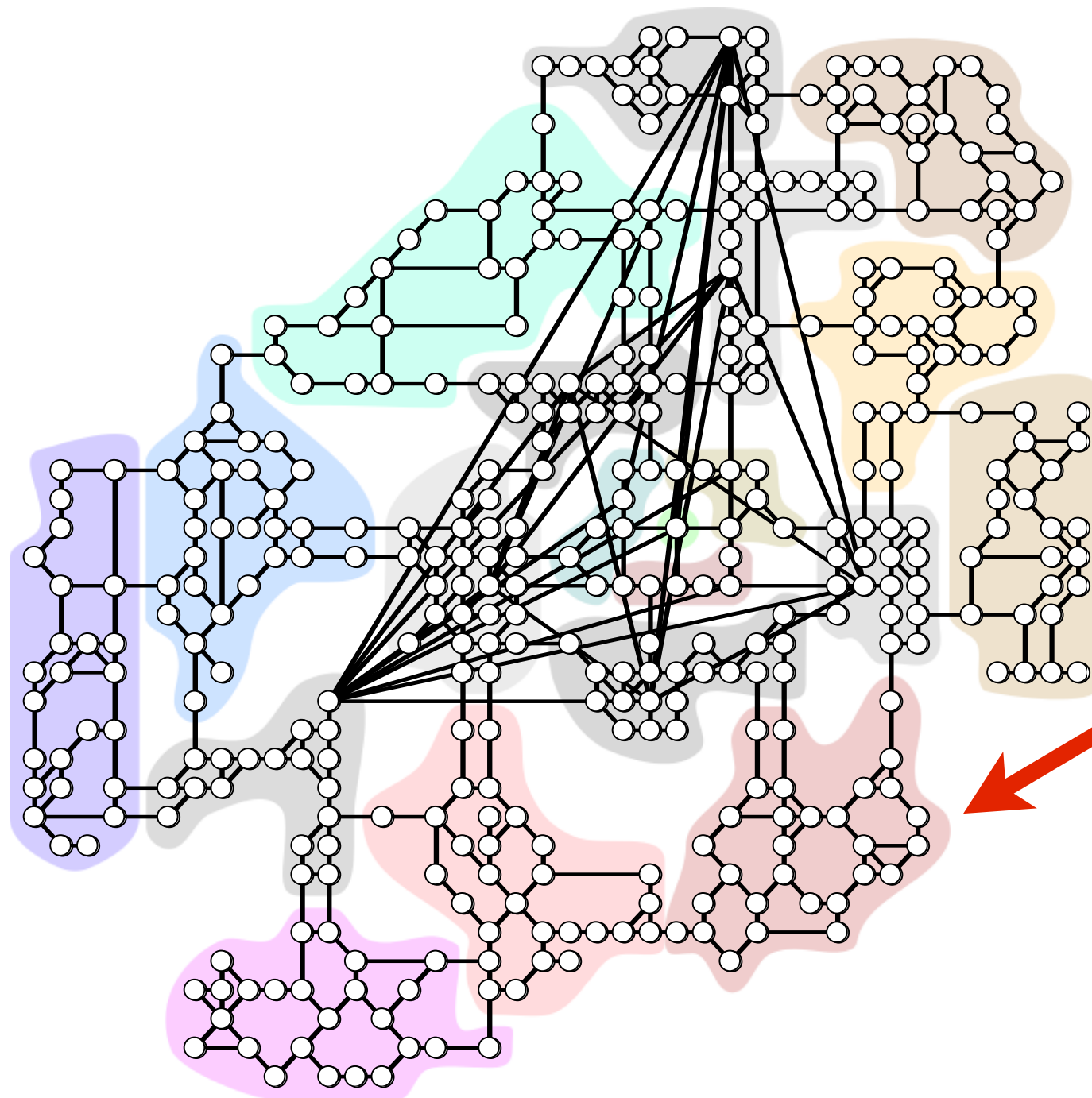
Complete data on human society!

Here: use to study mobility

Bainbridge, Science 317, 472 (2007)
Szell and Thurner, Social Networks 32, 313-329 (2010)
Szell et al, PNAS 107, 1363-13641 (2010)

The universe of the game

Network

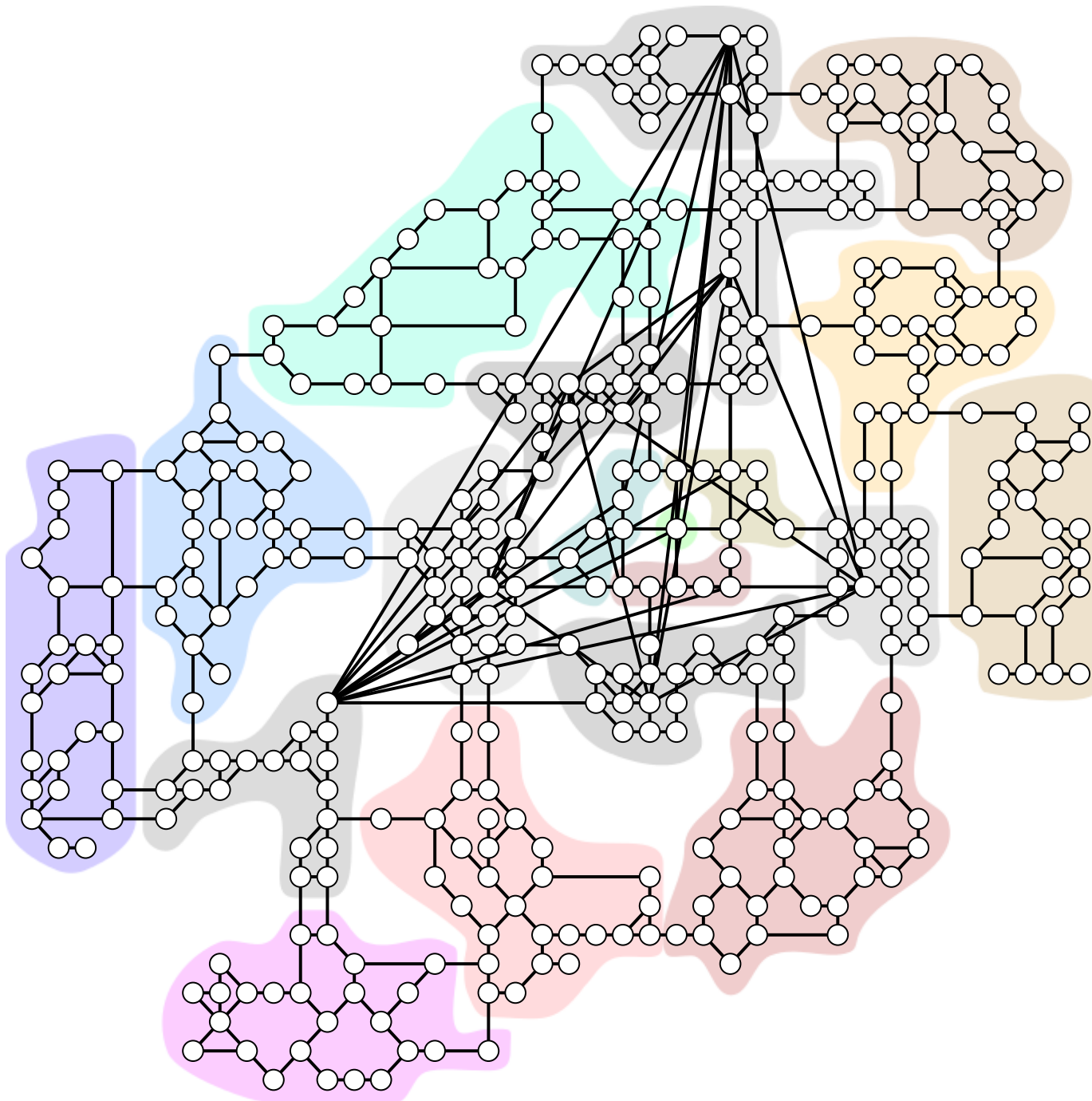


- 400 Nodes, “Cities”
- Diameter = 27
- Lattice-like

20 Clusters
“Countries”

Mobility on a network

Day-to-day mobility of active players over 1000 days



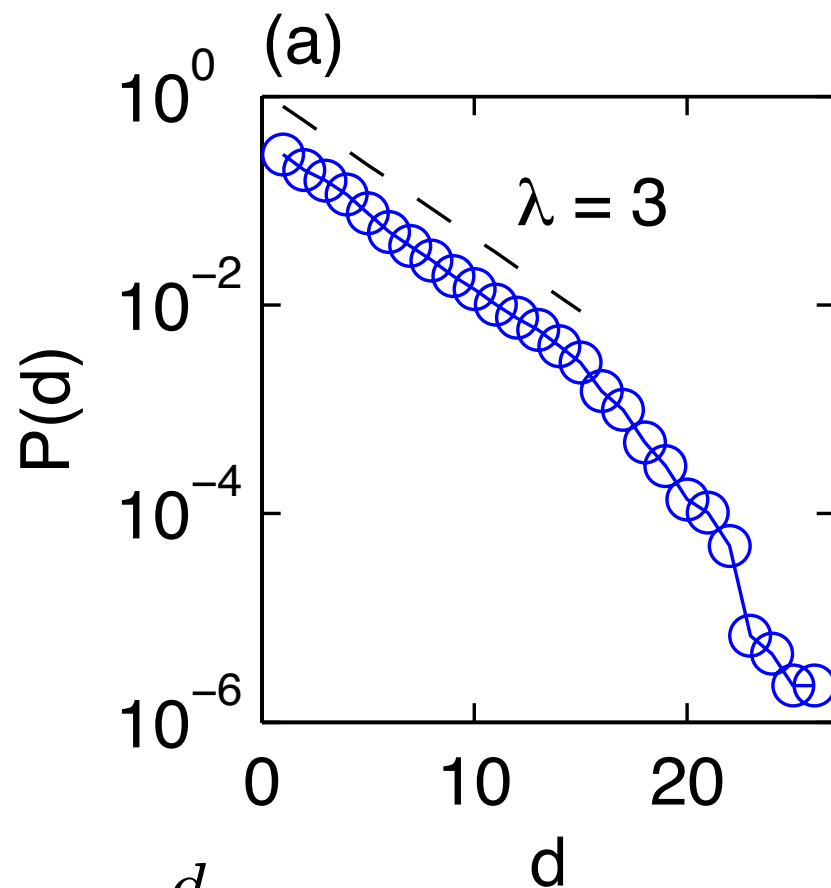
One mode of
transportation



Move along links

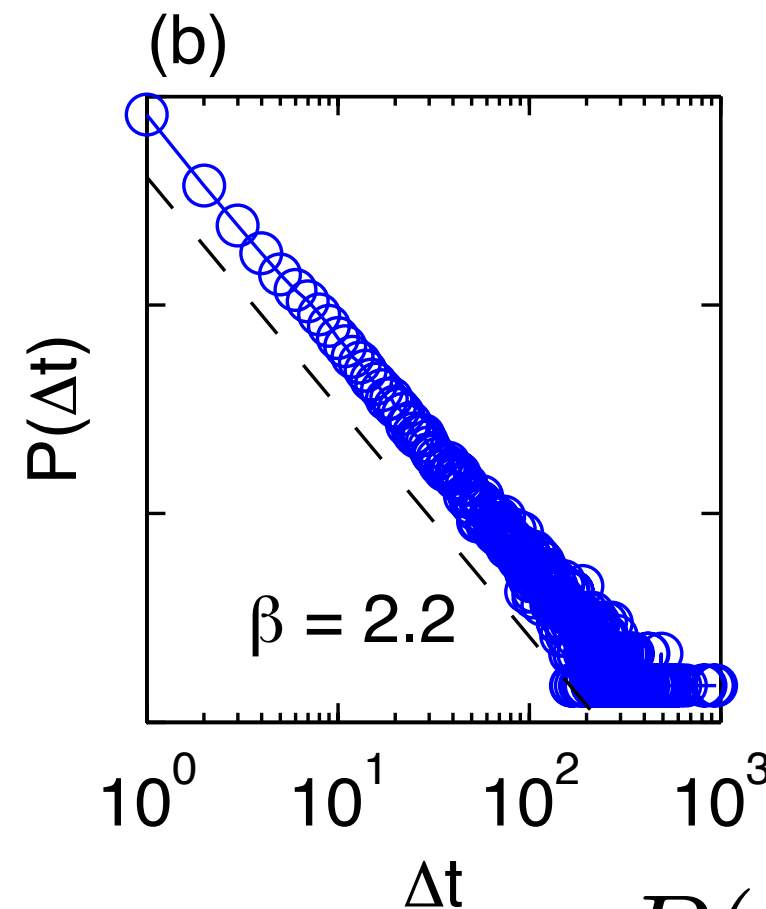
Basic features of motion

Trip lengths
exponential



$$P(d) \sim e^{-\frac{d}{\lambda}}$$

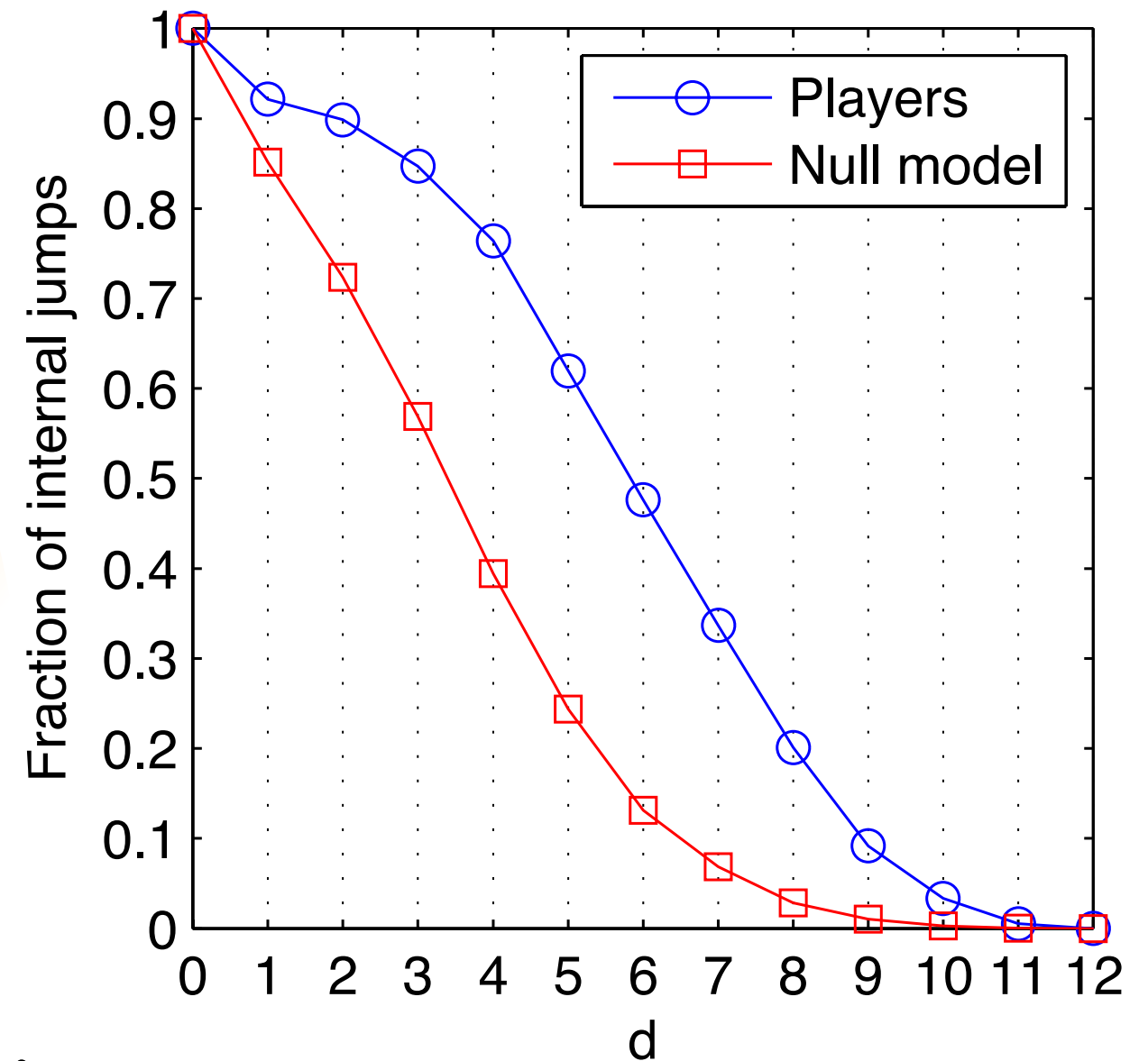
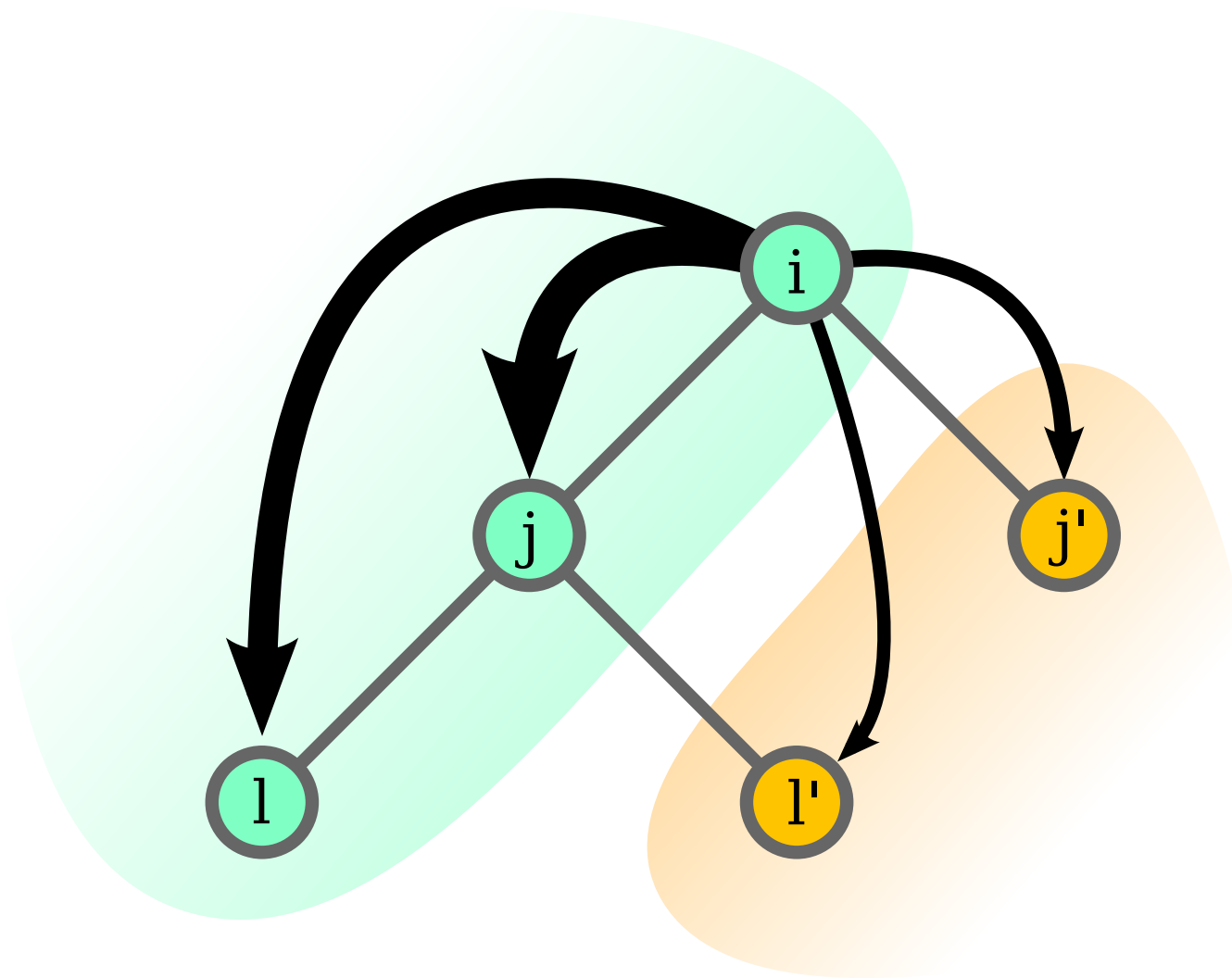
Waiting times
power



$$P(\Delta t) \sim \Delta t^{-\beta}$$

- Brockmann et al, Nature 439, 462-465 (2006)
Bazzani et al, J Stat, P05001 (2010)
Roth et al, PLoS One 6, e15923 (2011)
Song et al, Nature Physics 6, 818-823 (2010)
Koelbl and Helbing, New J of Phys 5, 48 (2003)
Han et al, PRE 83, 036117 (2011)

Do clusters influence mobility?

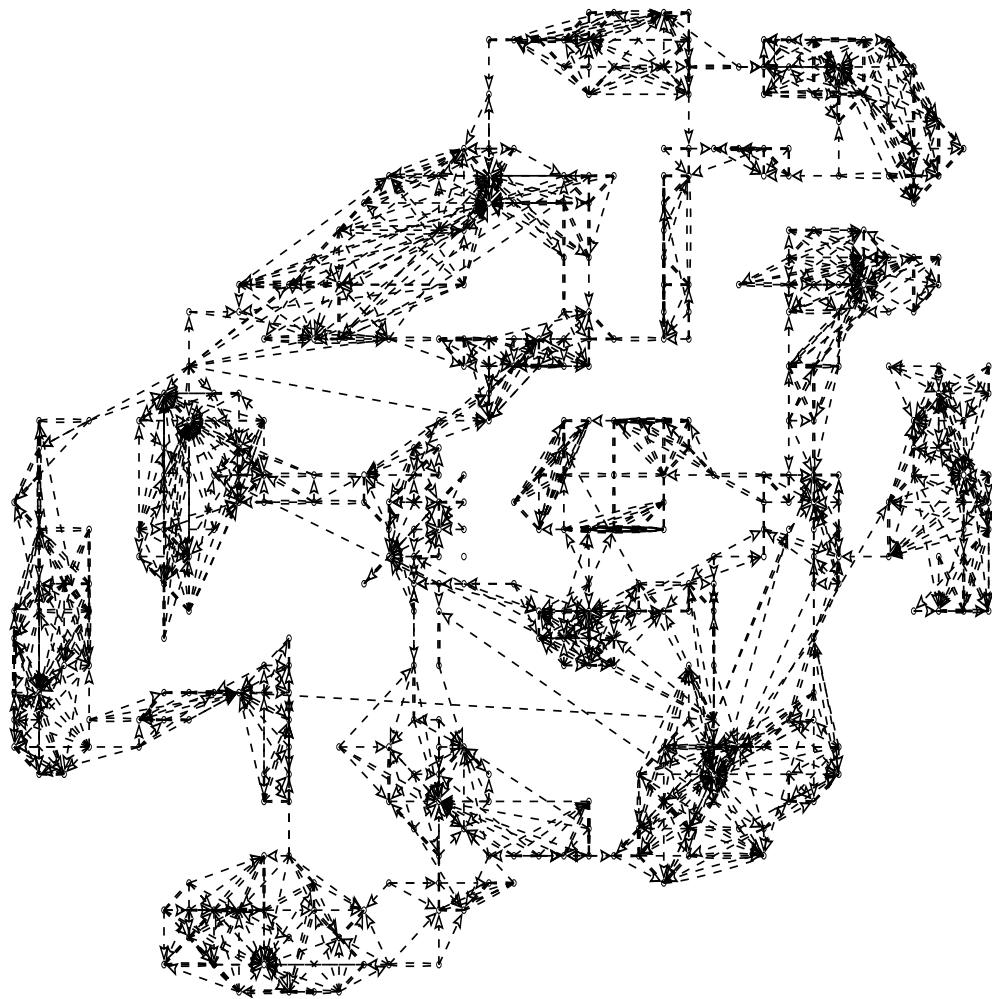


More movements within
than between “countries”?

YES

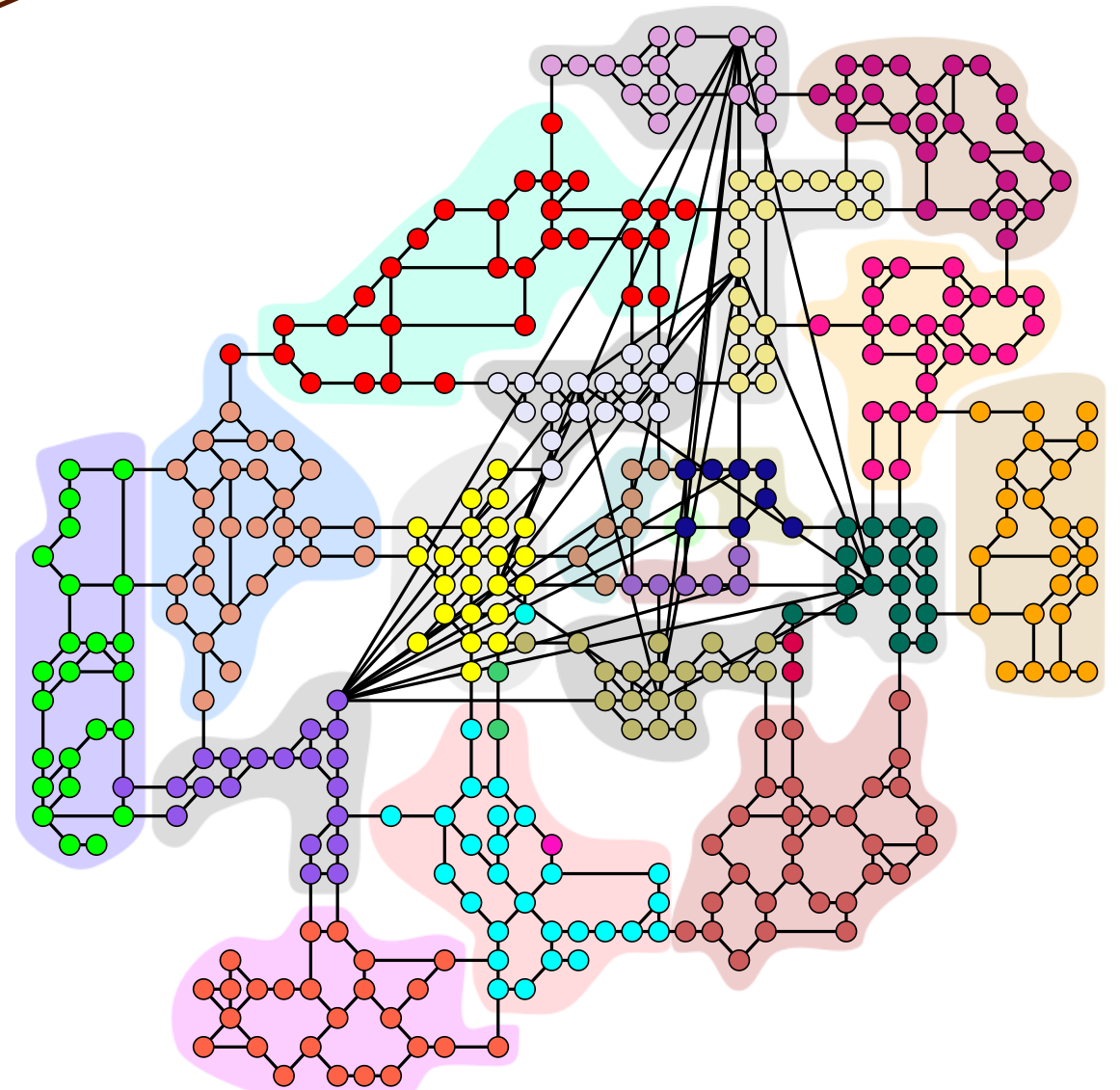
Mobility reveals socio-economic clusters

Movement data



Community
detection

Clusters



(almost) Perfect match!

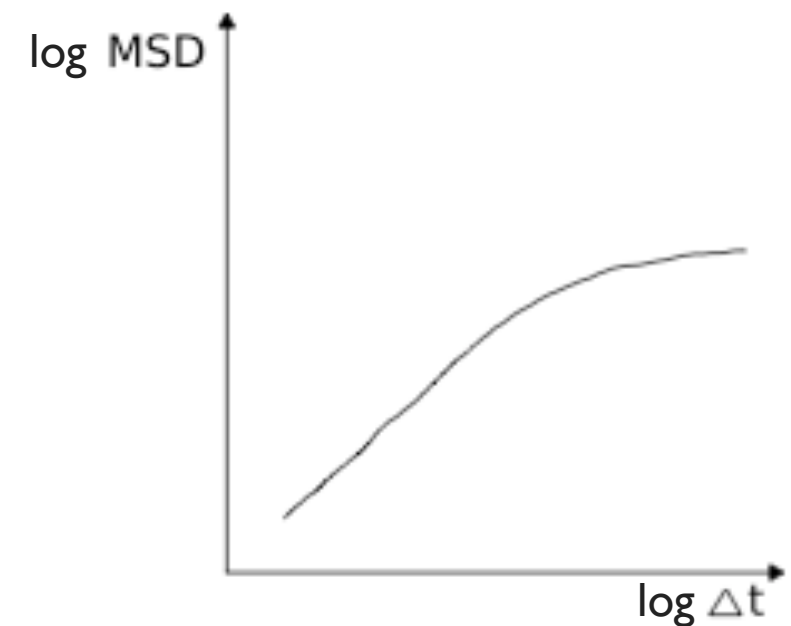
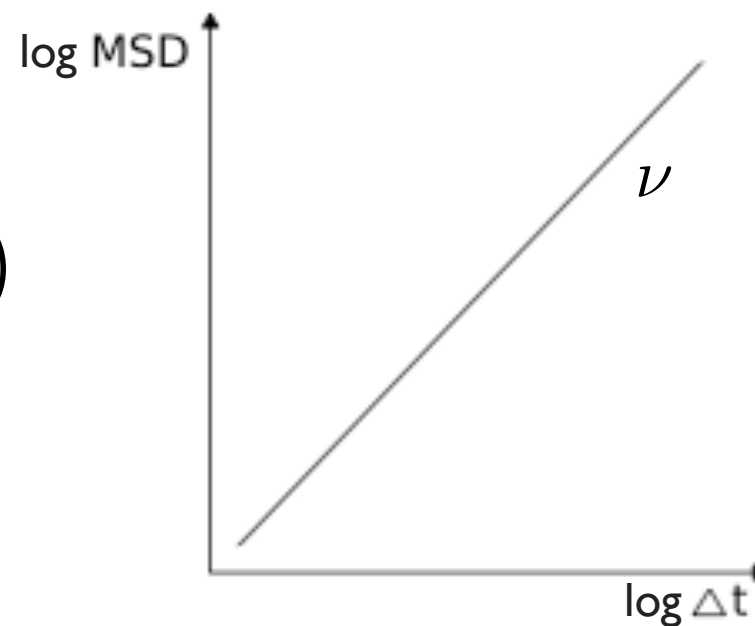
Diffusion and MSD

Mean Square Displacement



finite universe

$$\nu = \lim_{t \rightarrow \infty} \frac{d}{dt}(\text{MSD})$$

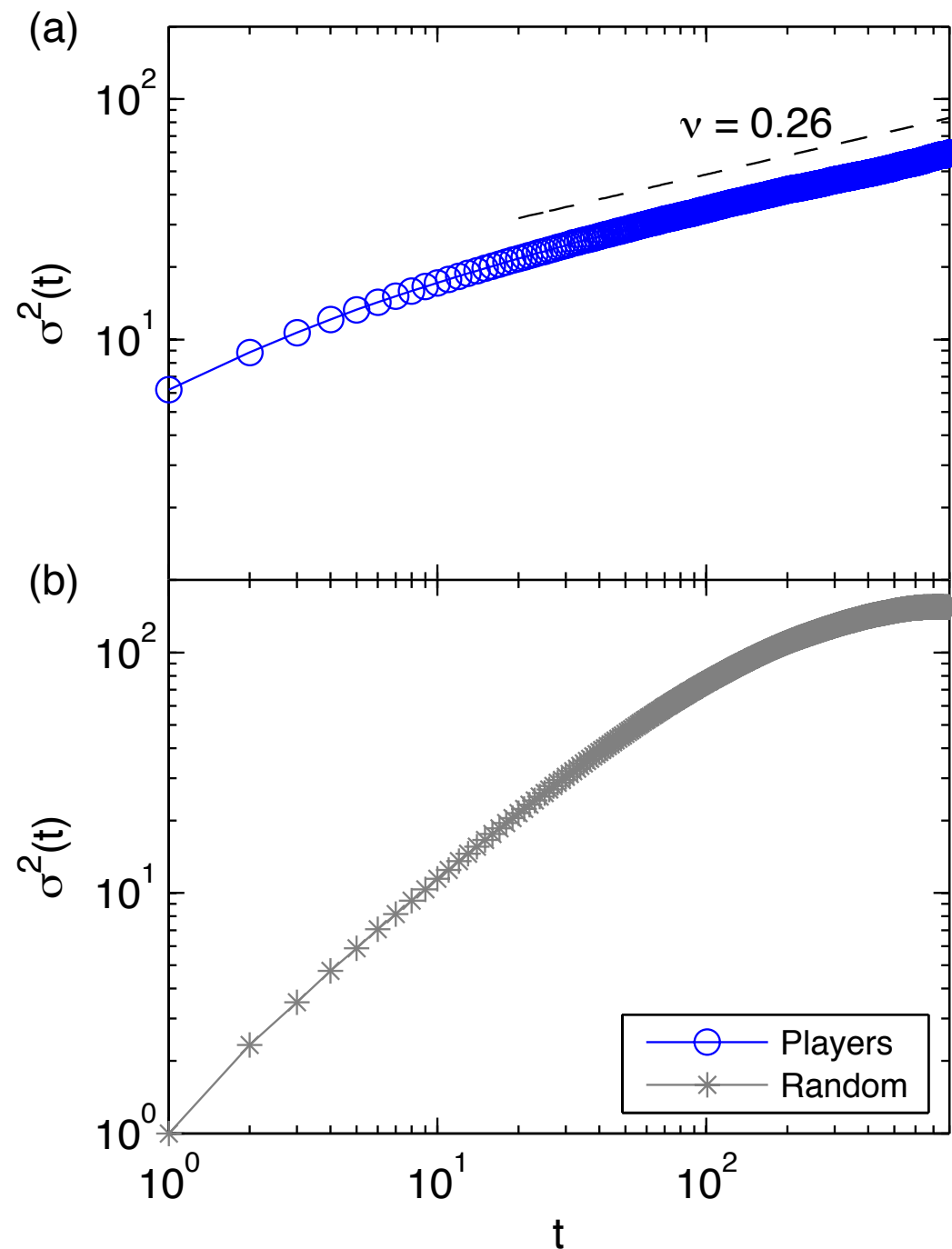


expect finite
size effect

Anomalous diffusion

$\nu = 0.26 < 1$
Subdiffusive

Random walkers
have $\nu = 1$



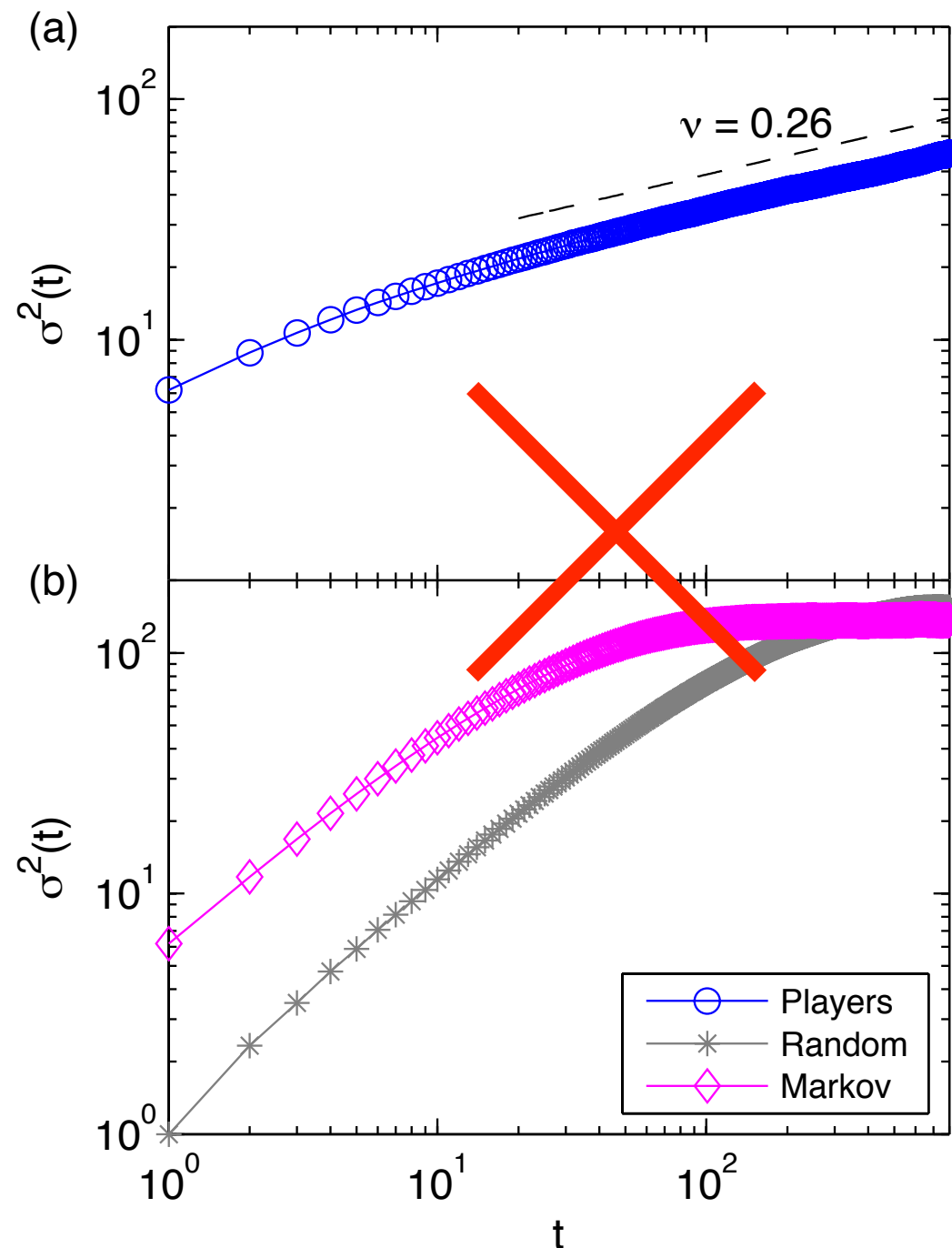
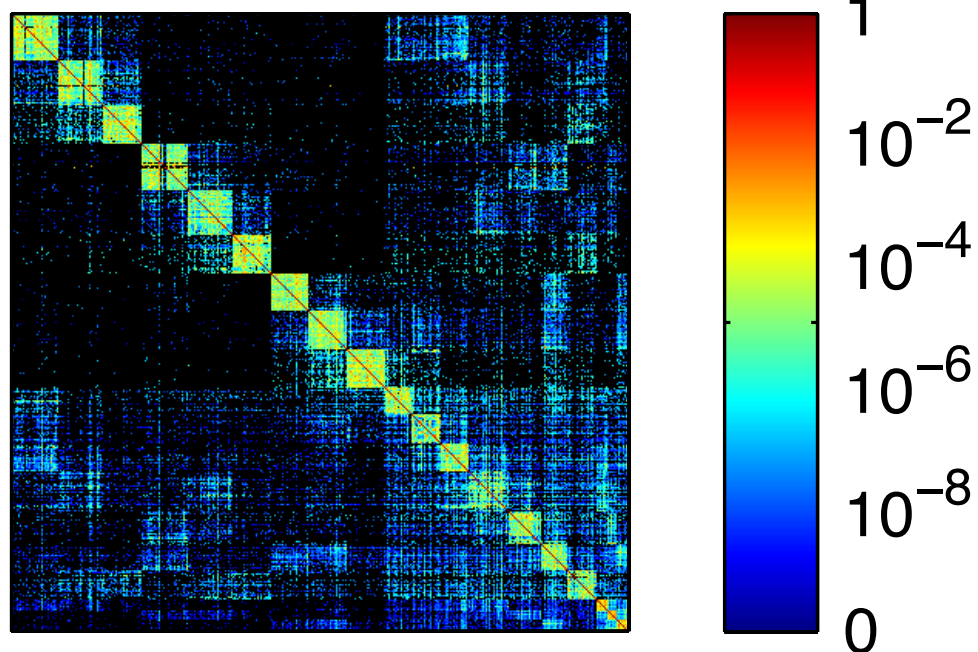
Players

Models

Model I: Markov

- **Markov** use all day-to-day transitions

Transition P



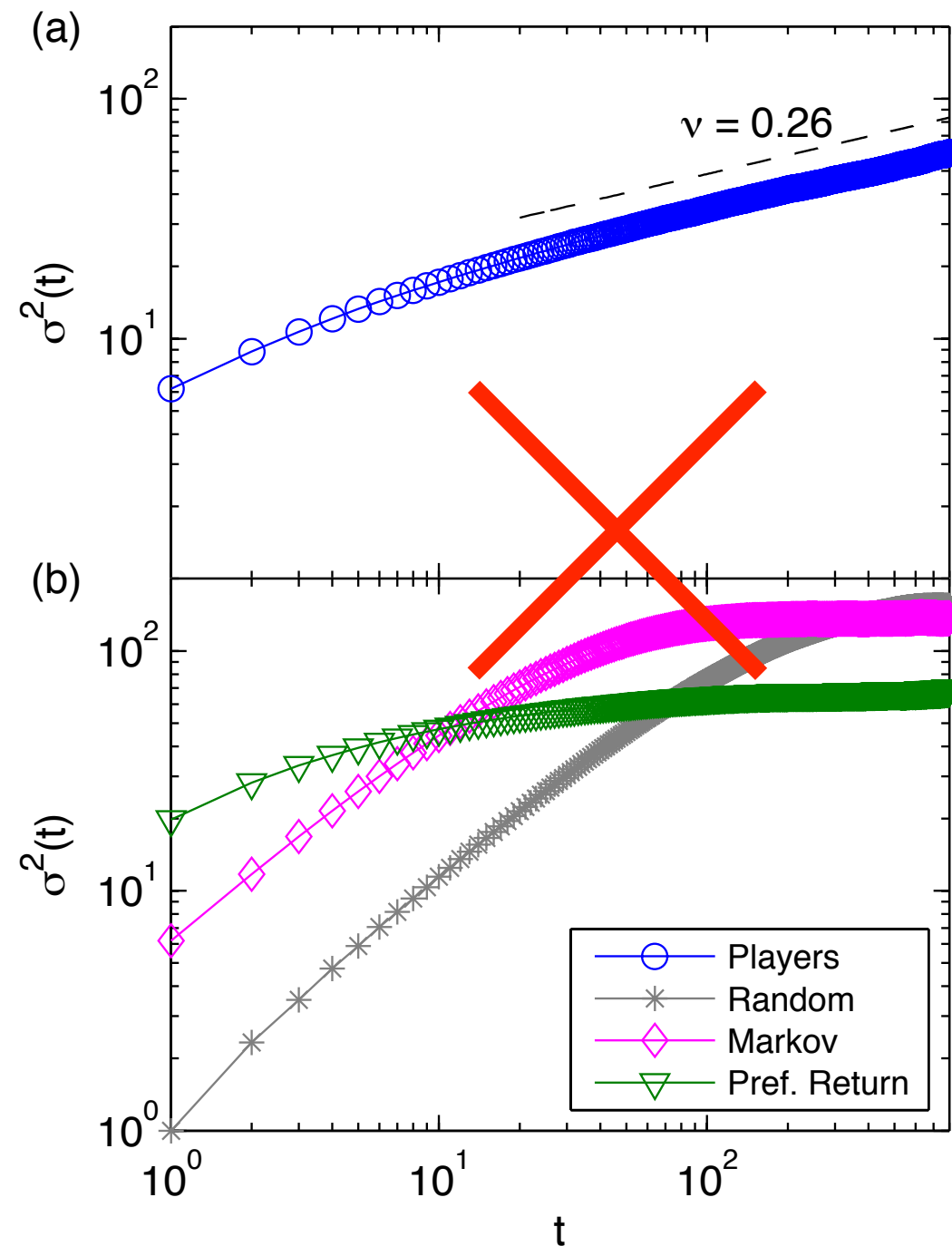
Players

Models

encodes all information,
but **no memory**

Model II: Preferential return

- **Markov** use all day-to-day transitions
- **Preferential return** to often visited places



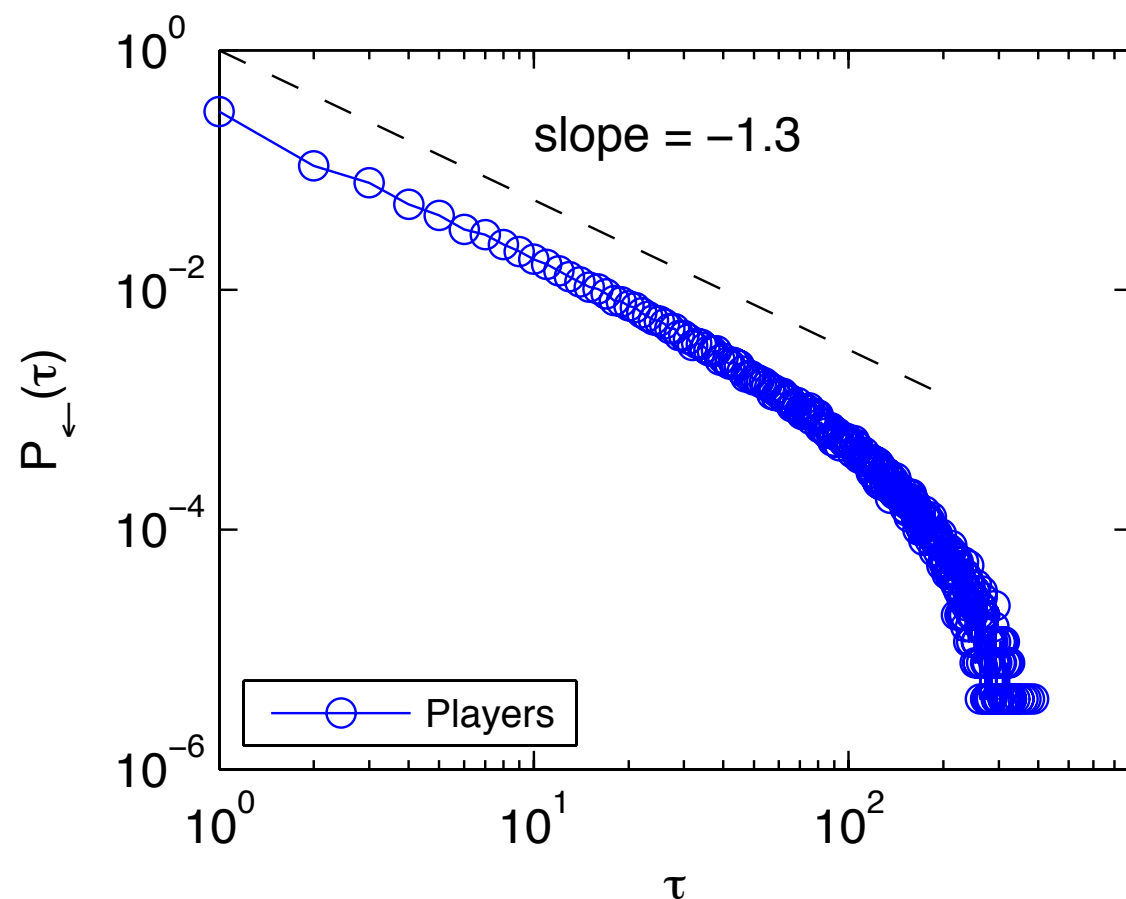
Players

Models

What is the essential ingredient?

Order of visitations!

Time to first return



...A B A B C D B A

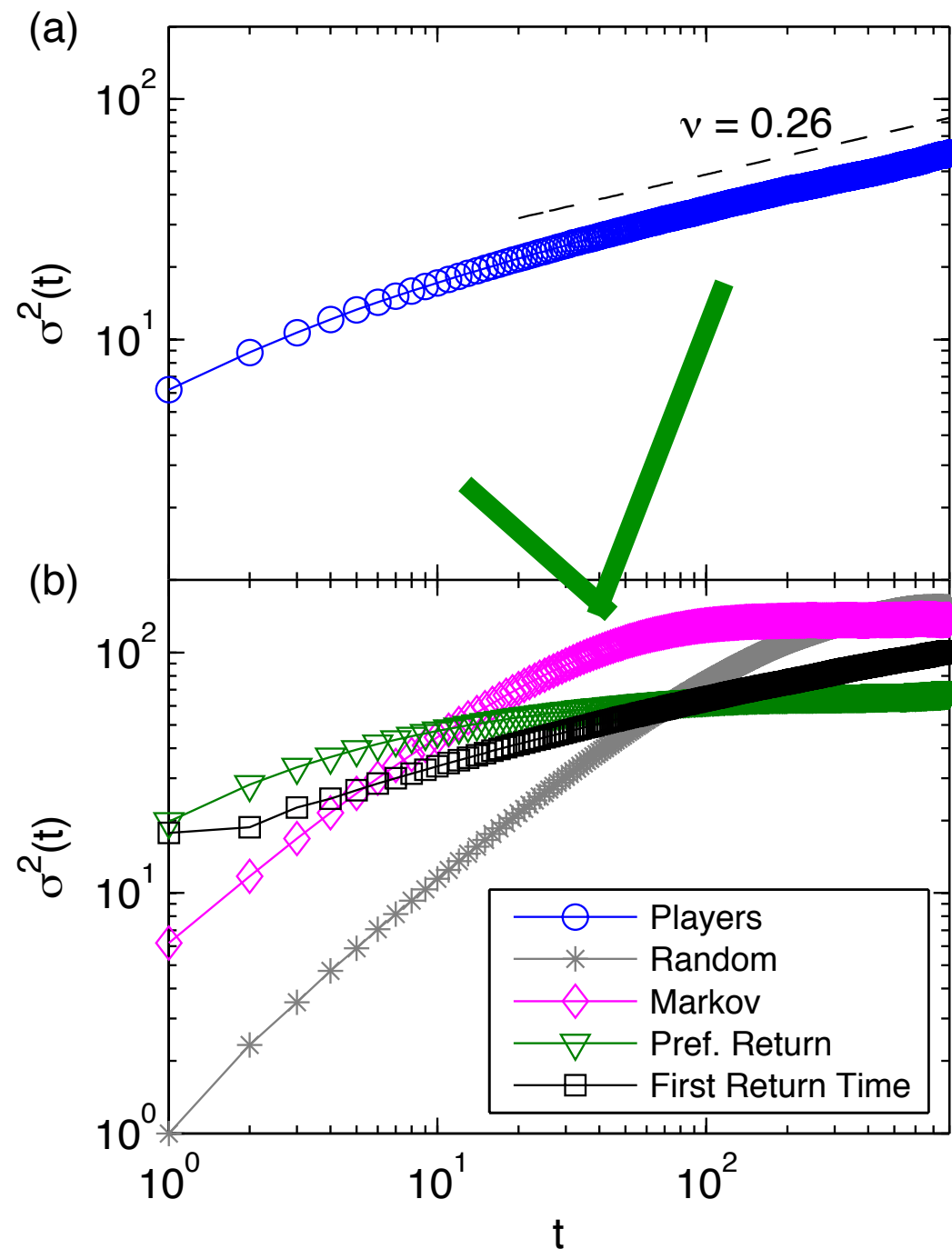


Long-time memory

$$P_{\leftarrow}(\tau) \sim \tau^{-1.3}$$

Our Model: First return

- **Markov** use all day-to-day transitions
- **Preferential return** to often visited places
- **First return** to recently visited places



Players

Models

Our Model: First return

1) Draw waiting time Δt from $\Delta t^{-\beta}$	$\beta = 2.2$
2a) With probability ν Return to visited location with first return time τ from $\tau^{-\alpha}$	$\nu = 0.9$ $\alpha = 1.3$
2b) With probability $1 - \nu$ Explore new location at distance d from $e^{-\frac{d}{\lambda}}$	$\lambda = 3$ 4 measured parameters

Mobility in a socio-economic laboratory

- Socio-economic laboratory with **complete information** on a human society
- Movements reveal **socio-economic constraints**
- Driving mechanism: **Time-order** of visitations,
First Return Model

arXiv: available very soon
michael.szell@meduniwien.ac.at