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# Simulation of Stance Perturbation

## Background

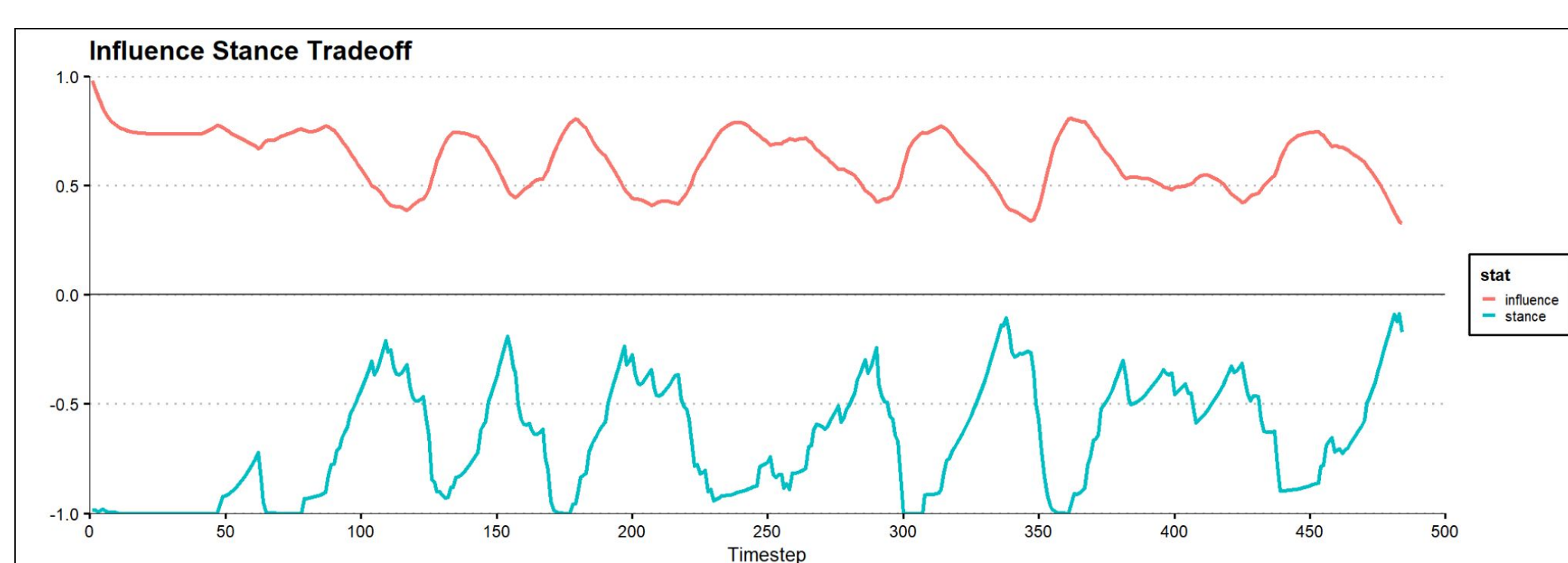
- Use of Agent Based Modeling (ABM) to determine when & why intentional social influence operations are likely to succeed
- Simulation studies can be categorized into endogenously, exogeneously, co-evolutionary emerging networks.
- Endogenous: how agent network changes over time, keeping individual agent states constant
- Exogenous: keep network structure constant and model state changes
- Co-evolutionary approach: hybrid of both (used here)
- Agreement that stance ‘tipping points’ exist, but various estimates for % of confederates needed (ranging from 2% - 25%)

## Contributions

- Definition of evaluation criterion for intentional stance perturbations
- Development of co-evolutionary Social Influence model to capture both endogenous (new nodes are introduced with strategic links/stances) & exogenous (stances of existing nodes are targeted) perturbations
- Modelling of stance perturbation strategies
  - exploration of influence - effect tradeoff

## Model

- **Stance update:**  $y(t) = AWy(t-1) + (I - A)y(1)$
- **Influence update:**  $w_{ij,t+1} = \lambda y_{jt} y_{it} + (1 - \lambda) w_{ijt}$



## References

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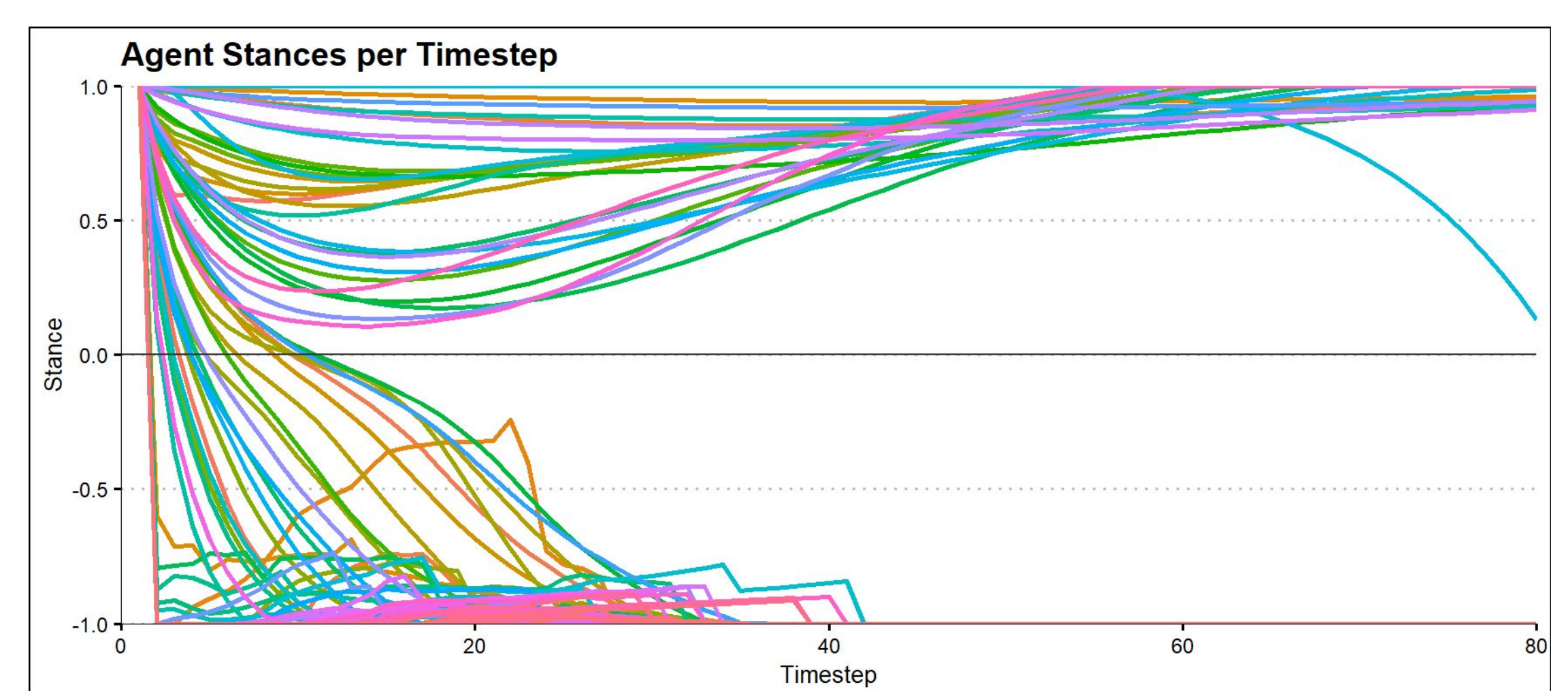
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## Methodology

- Construct series of generalized scale-free networks (5 replicates per size)
- Choose Confederates according to an Agent Selection Strategy
- Apply a Perturbation Strategy
- Run the simulation until the stances in the network converge
  - average change in stance < 0.05



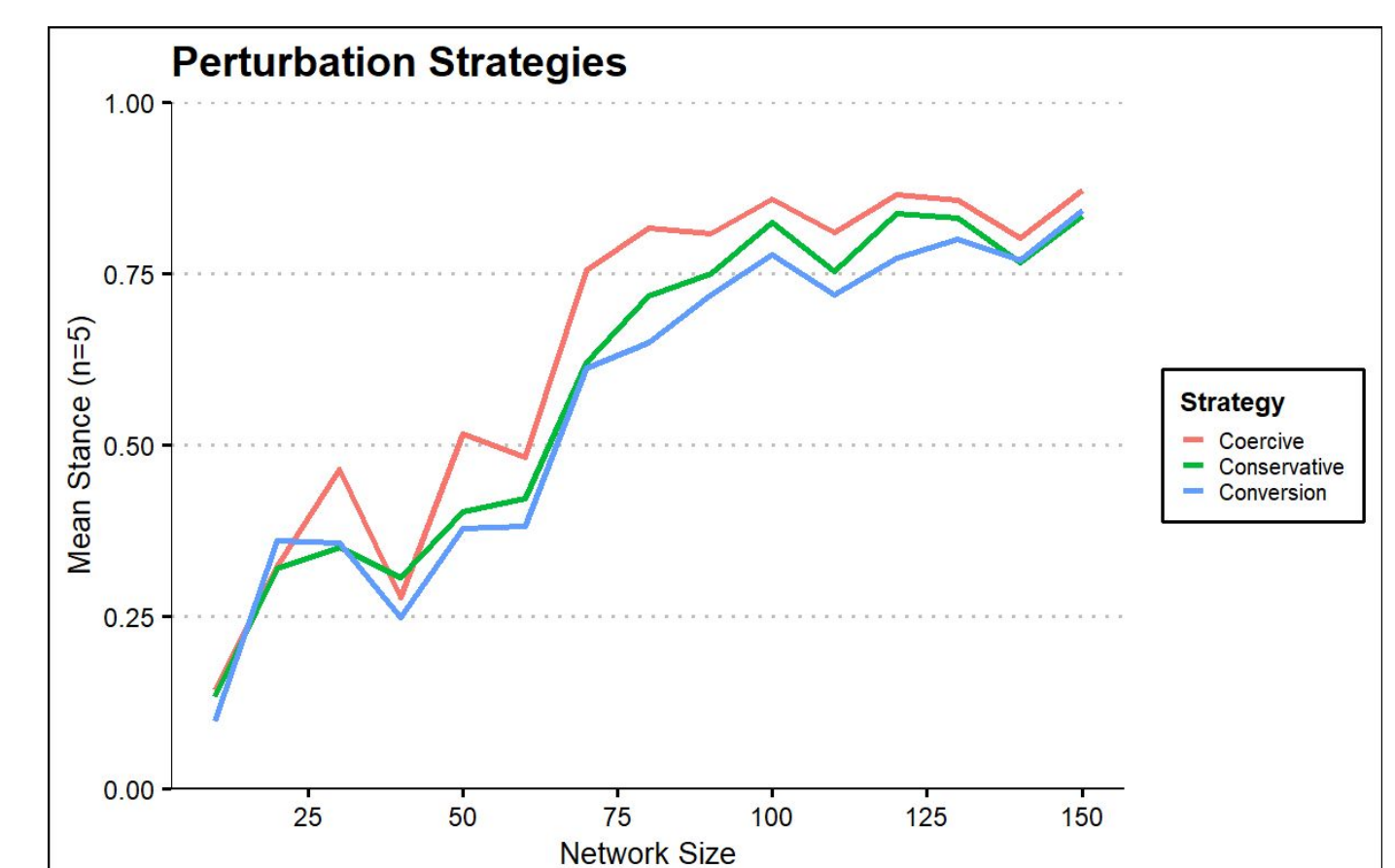
## Optimal confederates ‘coerce’ local ego-networks

- Conservative:  

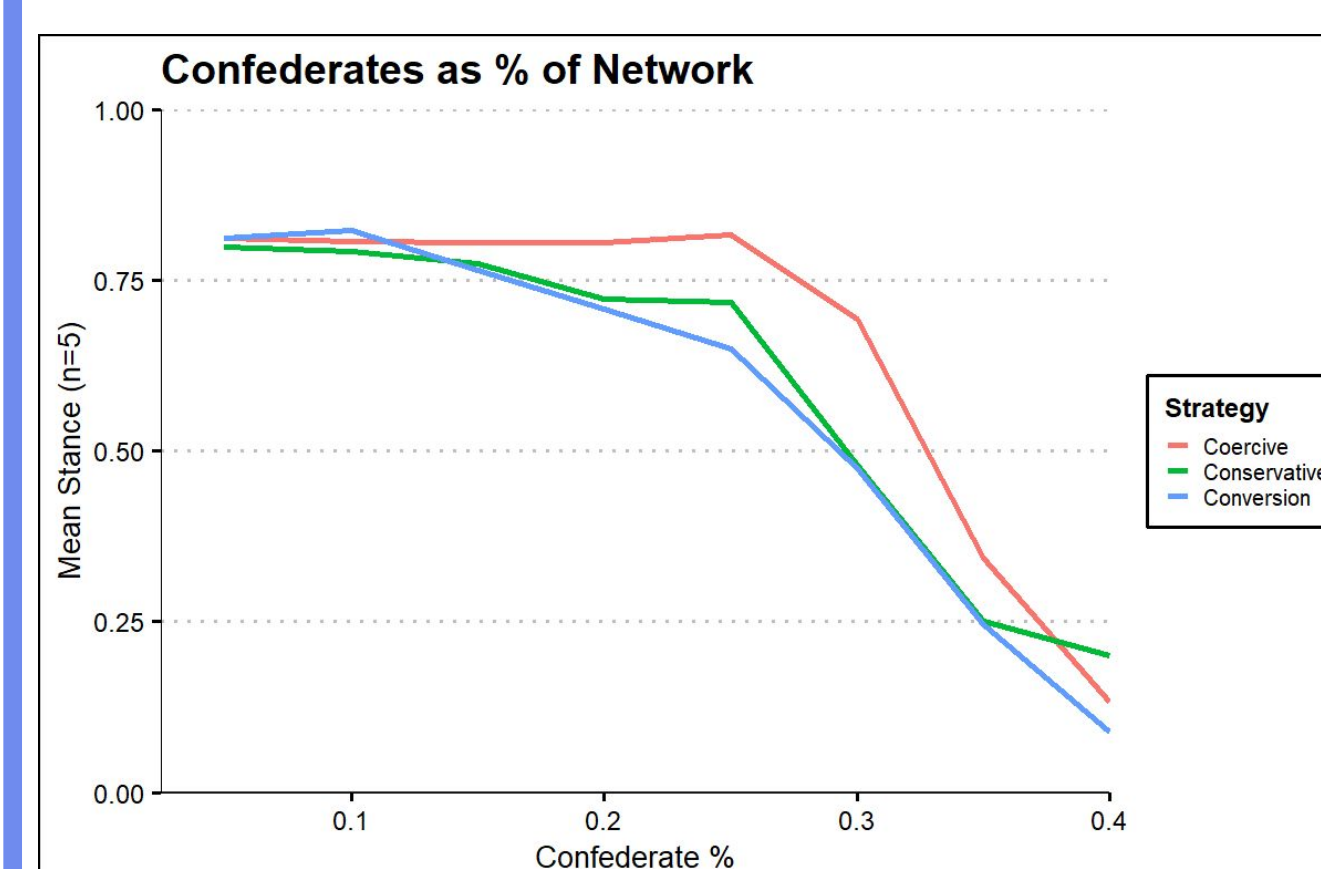
$$y(i, t) = \begin{cases} \mu_y & \sum_j^N w(j, i) \leq \theta \\ -1 & \sum_j^N w(j, i) > \theta \end{cases}$$
- Coercion:  

$$y(i, t) = \mu_y^g + w_i^g * (-1 - \mu_y^g)$$
- Conversion:  

$$y(i, t) = \mu_y^l + w_i^l * (-1 - \mu_y^l)$$



## Minority stance ‘tipping points’ exist



## Influential agents are better confederates

