## Introduction to social network analysis

Russell J. Funk

Carlson School of Management University of Minnesota

January 21, 2020

## Roadmap

- ► Introductions
- Syllabus
- Assignments
- ► Information technology
- Course overview
- Discussion of readings
- ► Introduction to Python

## Introductions

### About me

Russell J. Funk

#### **Position**

- Assistant Professor
- Strategic Management and Entrepreneurship
- Carlson School of Management
- University of Minnesota

#### Background

- From Plainfield, Illinois
- ► AB from University of Chicago
- PhD from University of Michigan
- At Minnesota since 2014

#### Research

- Networks
- Innovation
- ► Healthcare



#### Personal

- ▶ 1 son
- 1 on the way
- Love the outdoors

#### Contact

E-mail: rfunk@umn.edu

Phone: (612) 626-1598

► Office: CSOM #3-354

Meetings: By appointment

## About you

- ▶ What's your name?
- What's your degree program?
- ▶ What are your research interests?
- What do you hope to get out of the class?

# Syllabus

#### MGMT 8404

## Computational Social Science

## for Organizational Research

#### Spring 2020

#### Instructor

Russell J. Funk Assistant Professor Strategic Management and Entrepreneurship Carlson School of Management University of Minnesota Office: CSOM 3-354

Office Hours: By apointment

Phone: (612) 626-1598 E-mail: rfunk@umn.edu

#### Meeting Times

Section 001

H 12:15 P.m.-3:15 p.m.

#### Meeting Location

Due to the COVID-19 outbreak, we will be meeting online (likely in a Zoom room) for the foreseeable future. Should we get the all clear to meet in person again, we have CSOM 3-377 reserved for all classes except for March 19 (the first meeting) and April 16. For those sessions, we have CSOM 2-260D.

Assignments

## Overview

Assignment	Points
Readings, discussion, and memos	40
Research paper	50
Research presentations	10
Total	100

## Readings, discussion, and memos

#### Readings and discussion

You should complete the readings before each class session and come prepared to discuss.

#### Critical memos

- For **4 class sessions**, you should write a 1 page critical response memo.
- ▶ The format should be typed, singled spaced, 1 inch margins, 11 or 12 point font, PDF.
- Submission should be via Canvas.
- Your memo should be based on the readings for the day.

#### Code memos

- ▶ In place of writing a critical response memo, you may also write a "code memo."
- ► For a code memo, you'll apply a method from the day's session or a prior session.
- Walk the reader through what you did, any interesting findings, questions or roadblocks.
- Over the course of the term, you should aim to do at least 2 code memos.

So to clarify, you should write 4 memos total (at least 2 and up to 4 code memos).

## Research paper

(approximately 15 pages)

Apply a method from the course to a problem in organizational theory, strategic management, or entrepreneurship. Your paper should include the following components.

- An introduction that positions the paper with respect to prior work, articulates a research question, and suggests a solution that uses computational social science.
- 2. A data and methods section that gives an overview of the methods you'll use, your data and so forth.
- 3. A results section, where you present the findings from your analysis.
- A discussion section, where you review the implications of your findings and discuss the strengths and weaknesses of your approach.
- A "next steps" section, where you discuss how you would build out and strengthen the paper and analysis.
- 6. A section with relevant tables and figures as necessary.

In short, your term paper should more or less include the components of a regular academic article, sans the theory and/or hypothesis development section.

You are encouraged to build off your existing papers, ideas, and/or code memos.

## Research paper presentations

- ▶ We will carve out time for presentations relating to the research paper.
- ▶ The idea will be to use this as an opportunity for early feedback.
- More details will be given in class.

## Information technology

## Information technology

We'll be using two main information technologies for our class. . .

#### Canvas

- Assignment submission
- Grades
- Communications
- http://canvas.umn.edu

#### Github

- Jupyter notebooks
- Slide decks
- http://github.com/russellfunk

## Course overview

### 7 sessions

#### Introduction

- Preliminaries
- ▶ What is CSS?
- Crash course on Python

#### Networks

- Introduction to networks
- Foundational network models
- ► Generative models

#### Documents and text

- Corpora
- Vector space model
- Document similarity
- Topic models
- Text networks

#### Language and words

- Linguistics
- Word embeddings
- Sentiment analysis

#### Simulation

- Understanding real world data
- Creating your own worlds
- Best practices

#### Machine learning

- Unsupervised learning
- Supervised learning
- Data wrangling
- Causal inference
- Model selection

#### Geography and space

- Spatial autocorrelation
- Sociometric badges
- ► Mobile phone metadata
- Social media and images

### A few more details...

#### Caveat on session order

- ▶ I may (and likely will) change the order of sessions around.
- Will do this based on our pace and so forth.
- Please bear with me.

#### Session design

- ▶ Part 1—a short introductory overview from me.
- ▶ Part 2—a discussion of the readings.
- ▶ Part 3—a hands on "lab" session.

#### Lab sessions

- Will be based on custom Jupyter notebooks made for this class.
- Not all methods studied in the readings will be covered.
- Instead, focus will be on getting you experience with the basics.
- Focus on what you need to know to learn more on your own.

#### Software

- You will get the most out of this class by working through the notebooks.
- ▶ If you have trouble getting Python up and running, let me know.
- You may also want to check in with your IT office.

## of readings

Discussion

## What is computational social science?

Is computational social science a new kind of science or a new approach to science?

#### If the former...

- ▶ What benefits might it have over the traditional scientific method?
- What are the limitations?

#### If the latter...

- How do we define CSS vis-a-vis established approaches?
- Do we include within CSS any application of computation?
- ▶ If so, then do we consider things like regression (or even word processing) as CSS?
- Or perhaps we want to only include as CSS things we can't do without computers?
- ▶ But defined that way, some things we think of as CSS won't meet our definition.
  - We can run simple simulations with coin flips and random number tables.
- Perhaps CSS just means scale (e.g., of data) or computational intensity?
- But then does what counts at CSS change over time?
  - Was regression CSS in the 1960s, 1970s, 1980s?

## Required readings

- ▶ Lazer, David, Alex Pentland, Lada Adamic, Sinan Aral, Albert-László Barabási, Devon Brewer, Nicholas Christakis et al. "Computational social science." *Science* 323(5915): 721-723.
- ▶ Bradshaw, Gary F., Patrick W. Langley, and Herbert A. Simon. (1983) "Studying scientific discovery by computer simulation." *Science* 222(4627): 971-975.
- Anderson, Chris. (2008) "The end of theory: The data deluge makes the scientific method obsolete." Wired, June 23.
- Halevy, Alon, Peter Norvig, and Fernando Pereira. (2009) "The unreasonable effectiveness of data." IEEE Intelligent Systems 24(2): 8-12.
- Lazer, David, Ryan Kennedy, Gary King, and Alessandro Vespignani. (2014) "The parable of Google Flu: Traps in big data analysis." Science 343(6176): 1203-1205.

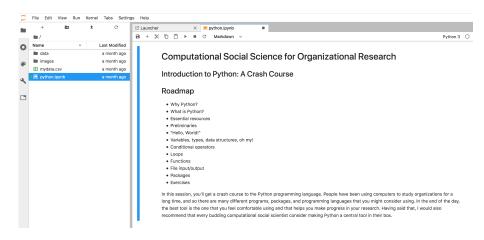
## Optional readings

- Hey, Tony, Stewart Tansley, and Kristin Tolle (2009) "Jim Grey on eScience: A transformed scientific method." In *The Fourth Paradigm: Data-Intensive Scientific Discovery*: pp. 281-354. Redmond, WA: Microsoft Research.
- George, Gerard, Ernst C. Osinga, Dovev Lavie, and Brent A. Scott. (2016) "Big data and data science methods for management research." 59(5): 1493-1507.
- Evans, James, and Andrey Rzhetsky. (2010) "Machine science." Science 329(5990): 399-400.
- Salganik, Matthew (2018) "Ethics." In Bit-by-bit: Social research in the digital age: pp. . Redmond, WA: Microsoft Research.

Introduction

to Python

## Let's dig in...



Appendix