

# SI 301: Models of Social Information Processing

Daniel M Romero  
School of Information  
University of Michigan

# Teaching Team

Daniel Romero	drom@umich.edu	Assistant Professor
Danaja Maldeniya	dmal@umich.edu	Ph.D Student
John Posch	posch@umich.edu	Ph.D Student
Muhan Yuan	yuanmh@umich.edu	Master's Student

# Office Hours

Day	Block 1	Block 2
Monday	11am-2pm Maldeniya	2-4pm Yuan
Tuesday	9-10am Yuan	10:30am-12:30pm Posch
Wednesday	9-10am Maldeniya	11am-12pm Romero 3340 North Quad
Thursday	9-10am Yuan	
Friday	9-11am Posch	3-5pm Romero 3340 North Quad

Most office hours will be held in 1277 North Quad.  
Additional office hours by appointment  
**15 hours** in total available Mon-Fri. **Use them!**

# Discussion Sections

- Reinforcement of material covered in class and/or readings
- Small group and individual labs
- Opportunity for Q&A and discussion
- Programming exercises and examples
- Attendance is mandatory
- Participation is part of your grade



# Assignments

- Most important part of your learning.
- Weekly (with some exceptions).
- Usually due on Tuesday in class.
- Written and programming.
- Solutions will be posted the day the assignment is due.
- No extensions allowed.



# Collaborating on Assignments

## Allowed:

- Discussing how to solve problems
- Explaining concepts to each other



## Not Allowed:

- Copying someone else's solution
- Turning in solutions you do not understand

# Collaborating on Assignments

## Allowed:

- Discussing how to solve problems
- Explaining concepts to each other



## Not Allowed:

- Copying someone else's solution
- Turning in solutions you do not understand

**Always** write solutions independently

**Always** turn in original work

**Always** indicate the names on the students you collaborate with

All cases of plagiarism will be officially reported

# Extra Credit on Homework

- Starting with assignment 2, you will have an opportunity to earn extra credit on homework assignments (10 extra credit points out of 100).
- **Team work:**
  - You will be split into two groups: the “early” and “late” team working groups.
  - If you’re in the “**early**” group, you have to work with an assigned partner on the homework assignment in order to get extra credit points on assignments **2-7**.
  - If you’re in the “**late**” group, you have to work with an assigned partner on the homework assignment in order to get extra credit points on assignments **8-13**.
- Pairs will be assigned.
- Each assignment is capped at 100 points.

# Life happens!® Insurance Policy

Life happens!®

We are happy to offer *Life happens!®* Insurance Policy:

- Two assignments with the lowest grade will be dropped.
- We allow two missed lectures without penalty.
- We allow two missed discussions without penalty.

The Cost: late assignments will not be accepted and no additional make-up opportunities will be granted. Please do not ask for extension or exceptions.

# Exams

1. Midterm: In class on Oct 26<sup>th</sup>.
2. Cumulative Final: Dec 20<sup>th</sup> 4-6pm. Location: TBA

Any material covered in:

- Lectures
- Discussions
- Assignments
- Readings



# Grades

Grade breakdown:

- Final: 25%
- Weekly Assignments: 30%
- Midterm: 25%
- Discussion Participation: 10%
- Lecture attendance: 5%
- Lecture i-Clicker questions: 5%

A	[90, 100]
B	[80, 90)
C	[70, 80)
D	[60, 70)
E	[0, 60)

See syllabus for +/- grade assignments

# i-Clicker

## Why i-clicker

- Make class more interactive.
- Allow me to
  - check how well the entire class understands material.
  - track attendance and participation.
- Will be used in lectures not in discussions.
- 5% of grade is based on attendance.
- 5% of grade is based on correctness of i-Clicker answers.
- Don't forget to bring clickers!

# i-Clicker Correctness Points

Get points throughout the semester

- 1 point for a **correct answer** if  $\geq 50\%$  students get it right.
- 2 points for a **correct answer** if  $< 50\%$  students get it right.
- 1 point for a **incorrect answer** if  $< 50\%$  students get it right.

Your correctness grade (5%) is:

$$\frac{P}{Q} + 0.10$$

$P$  is the number of points you have at the end of the semester

$Q$  is the total number of i-clicker questions

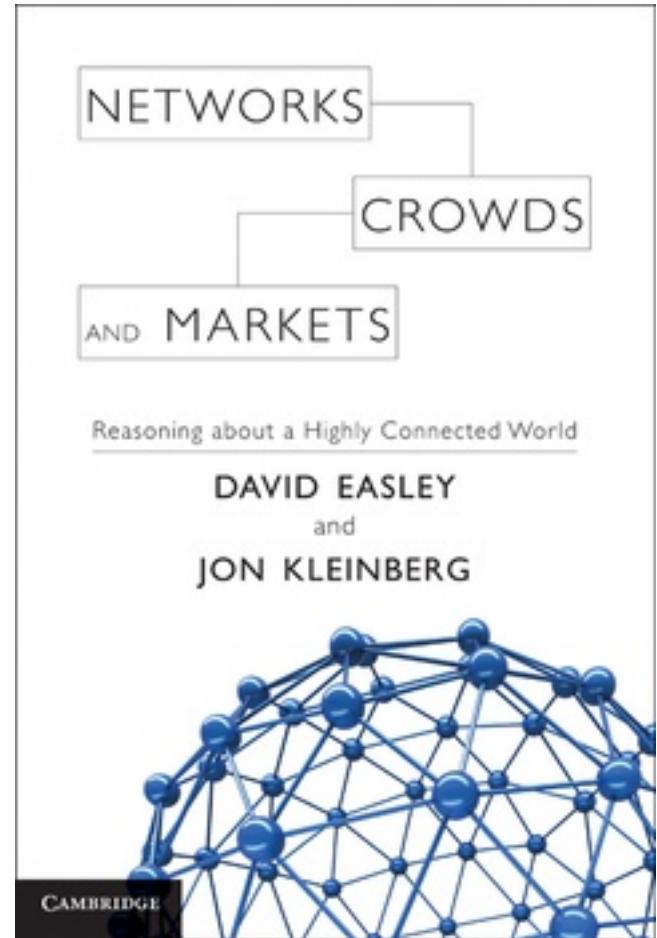
Correctness grade is capped at 100%

# Text Book

“Networks, Crowds and Markets:  
Reasoning about a Highly Connected  
World” by David Easley and Jon  
Kleinberg.

Access: You can freely download a  
pre-publication version of the book at  
the authors’ site:

<http://www.cs.cornell.edu/home/kleinber/networks-book/>



# Python

Review Python during the first few weeks of the semester.

Material covered in SI 106 is enough.

We will mainly use the NetworkX Python library.



# Computers in Classroom

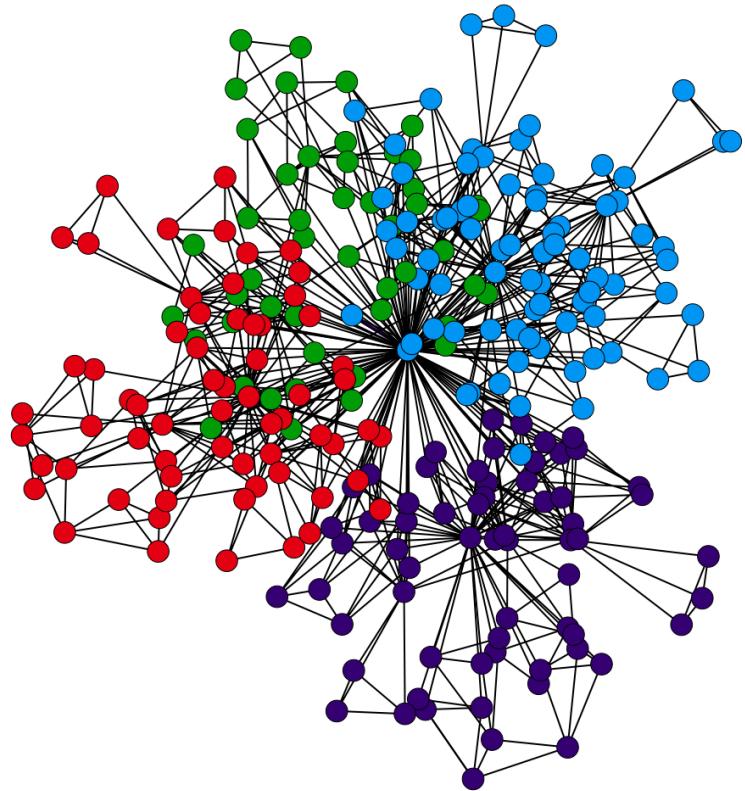
Respond using i-Clicker:

- A. I am planning on using a laptop to take notes during lecture.
- B. I am not planning on using a laptop during lecture but I do not mind if other students do.
- C. I am not planning on using a laptop during lecture and I am distracted when other students do.

# Networks

**Networks:** A set of things (nodes) with interconnections (edges).

Why study networks?

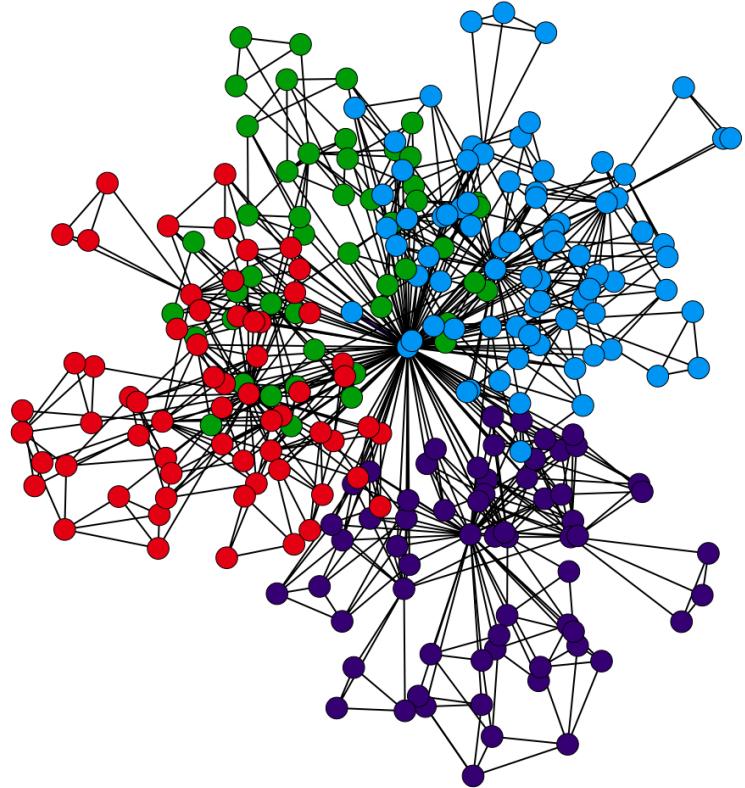


# Networks

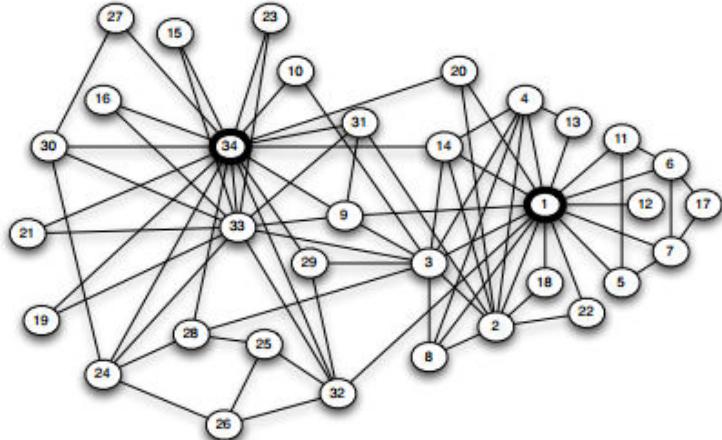
**Networks:** A set of things (nodes) with interconnections (edges).

Why study networks?

Because they are everywhere

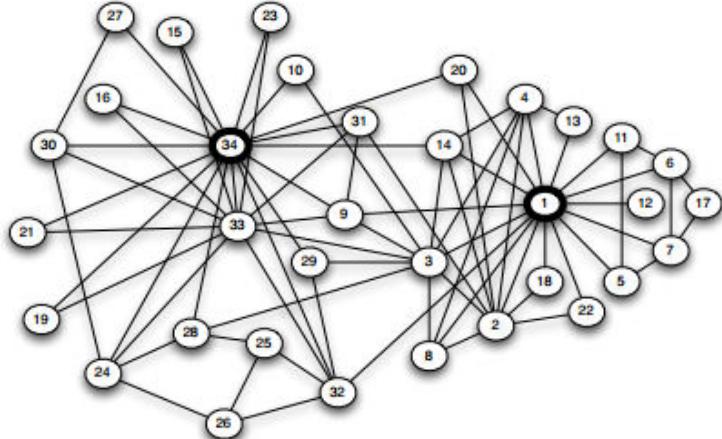


# Social Networks

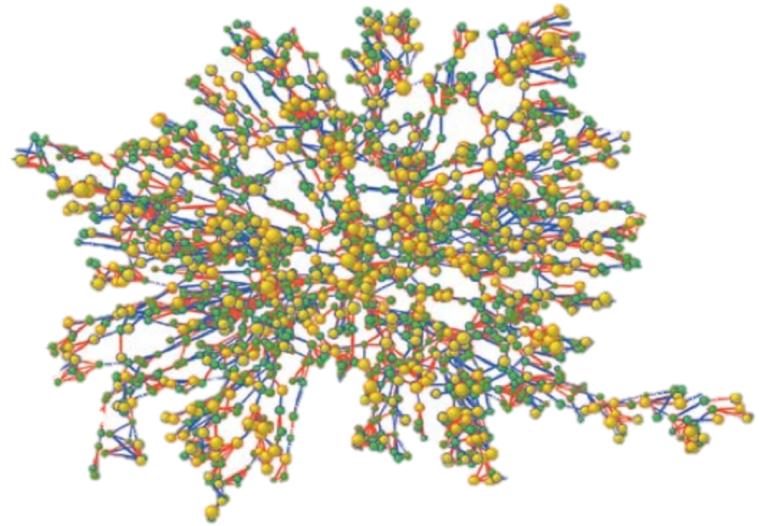


Friendship network in a 34-person karate club

# Social Networks

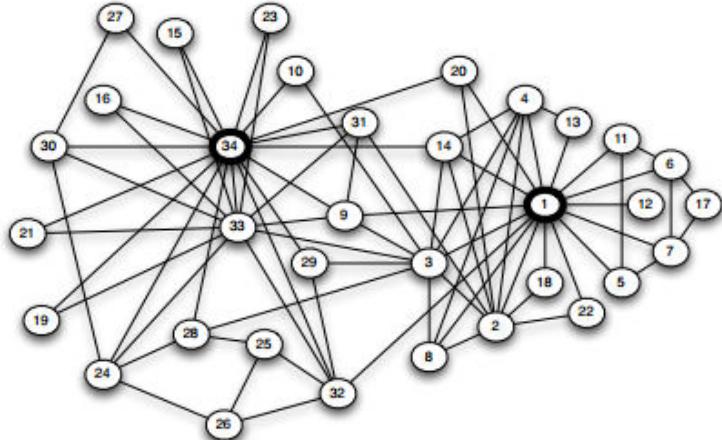


Friendship network in a 34-person karate club

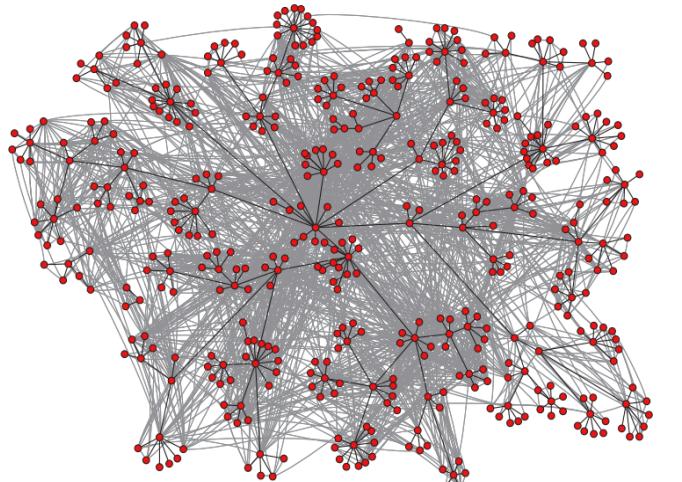


Network of friendship, marital tie, and family tie among 2200 people

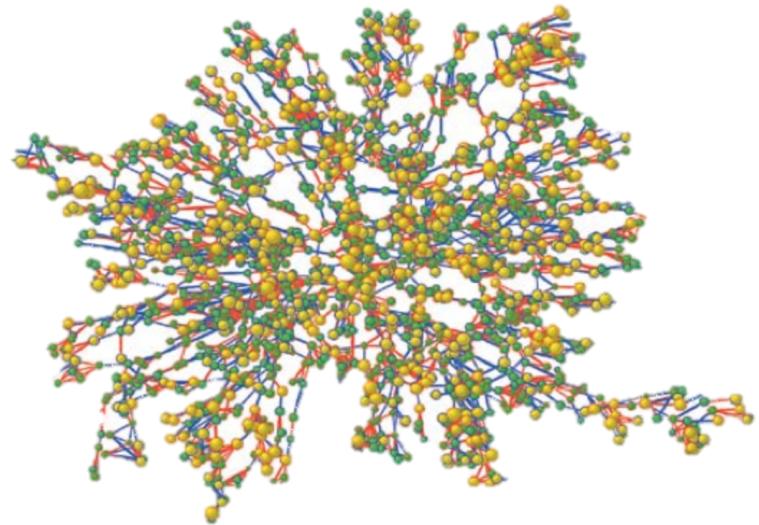
# Social Networks



Friendship network in a 34-person karate club

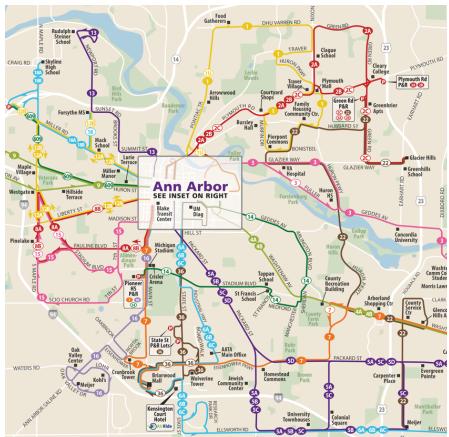


E-mail communication network  
among 436 HP employees



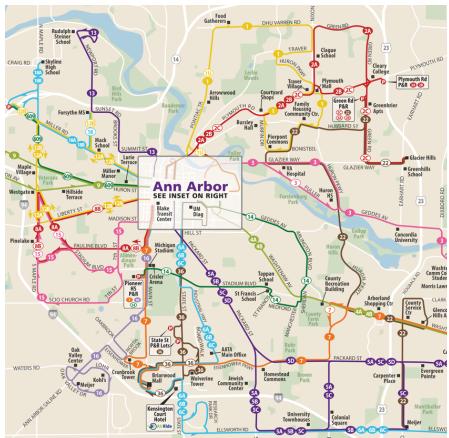
Network of friendship, marital tie, and family tie among 2200 people

# Transportation and Mobility Networks

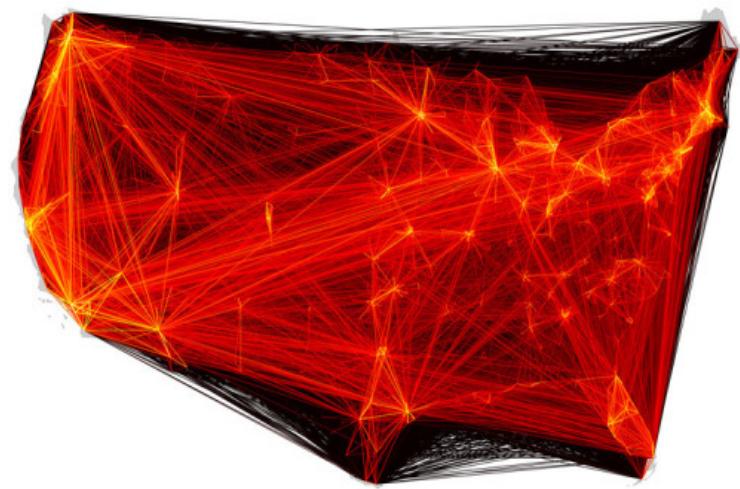


Ann Arbor bus transportation network

# Transportation and Mobility Networks

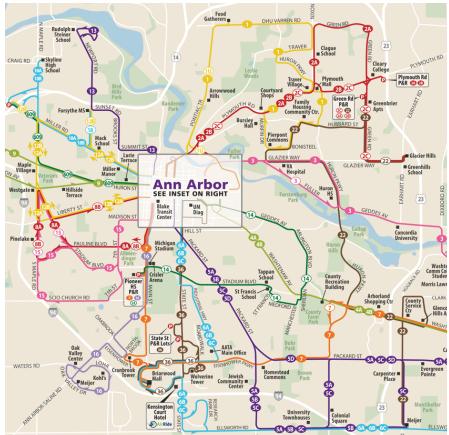


Ann Arbor bus transportation network

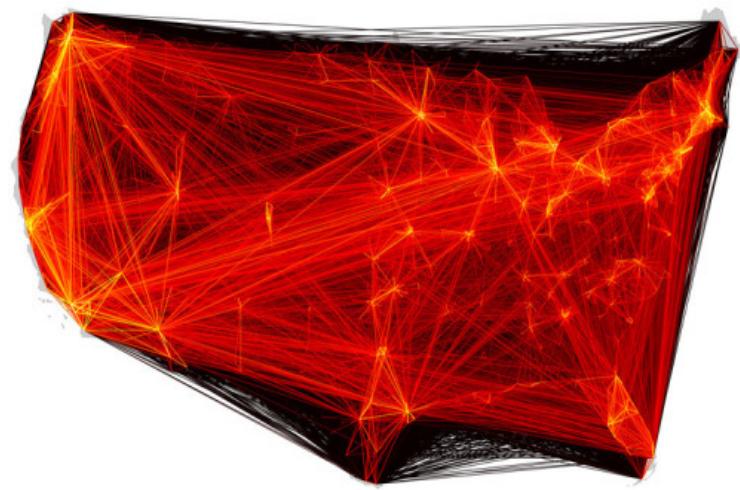


Human mobility network based  
on location of dollar bills (Where's George)

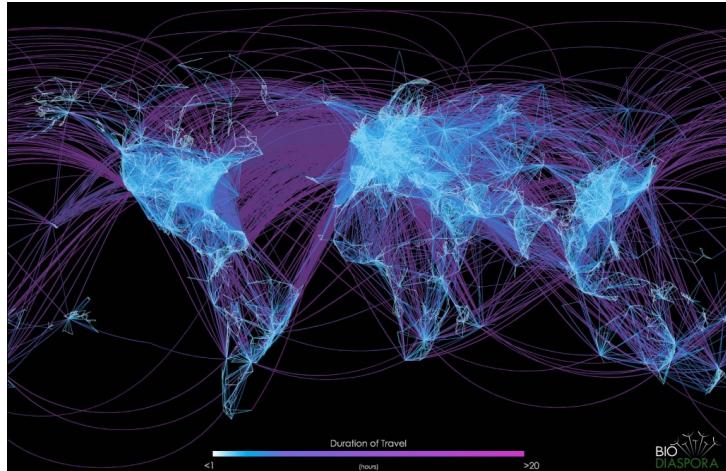
# Transportation and Mobility Networks



Ann Arbor bus transportation network

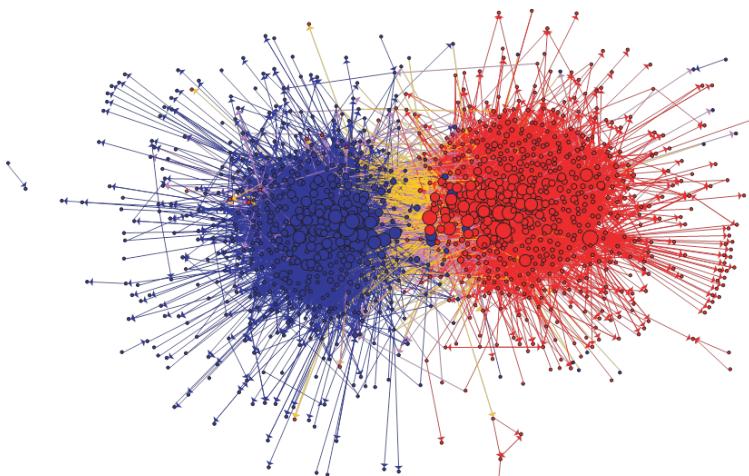


Human mobility network based  
on location of dollar bills (Where's George)



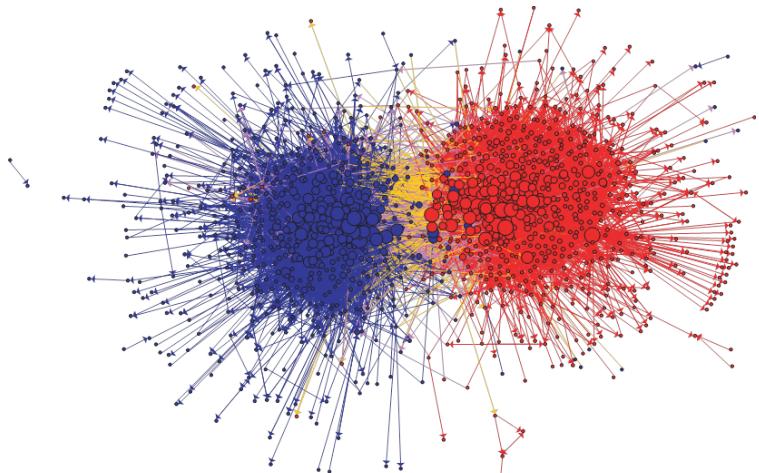
Network of direct flights around the world

# Information Networks

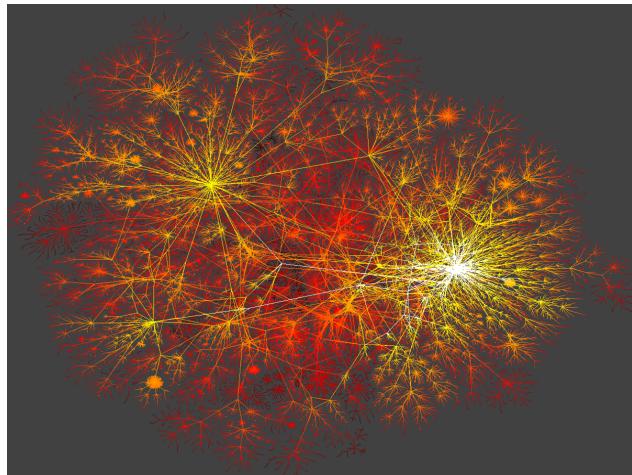


Communication between left-wing and right-wing political blogs (Adamic and Glance)

# Information Networks

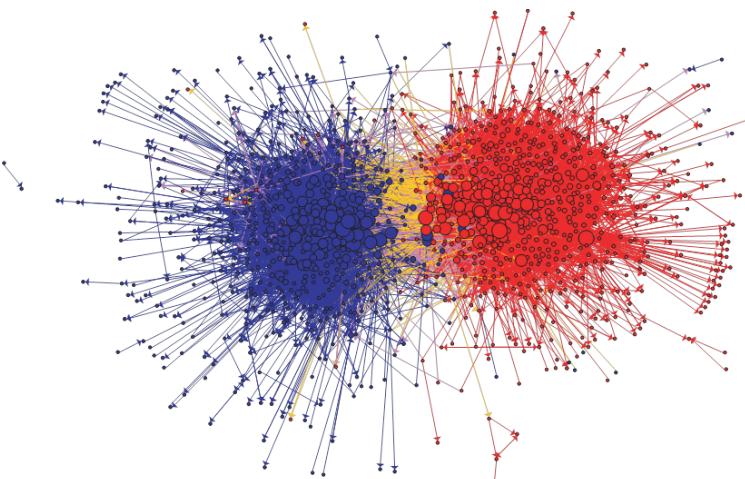


Communication between left-wing and right-wing political blogs (Adamic and Glance)

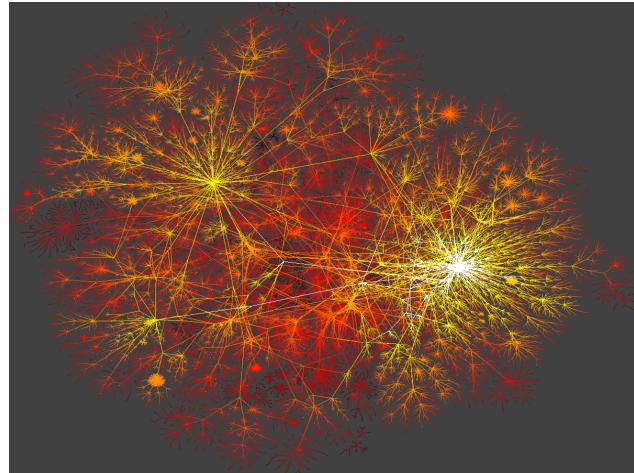


Internet Connectivity

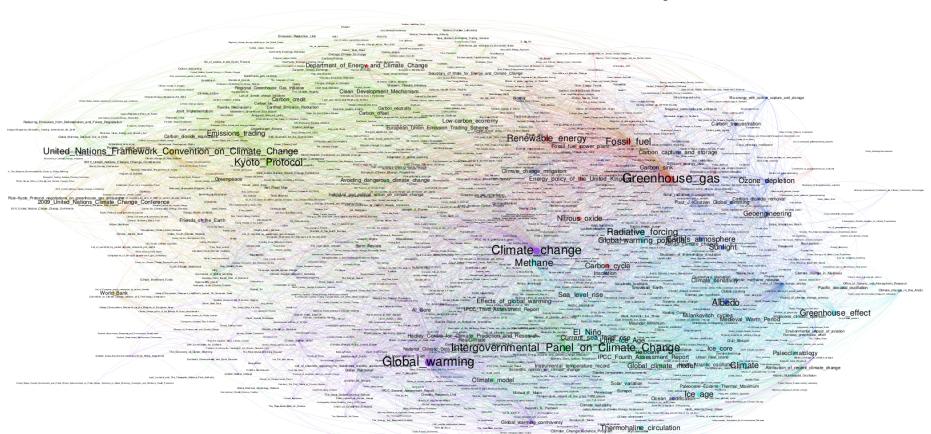
# Information Networks



Communication between left-wing and right-wing political blogs (Adamic and Glance)

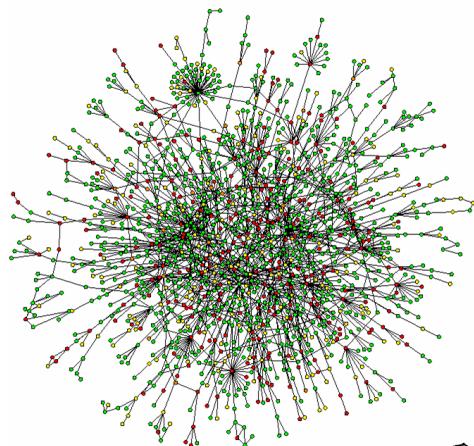


Internet Connectivity



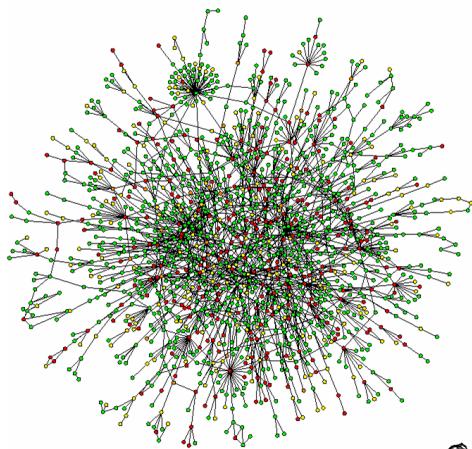
Network of Wikipedia articles about climate change (EMAPS)

# Biological Networks

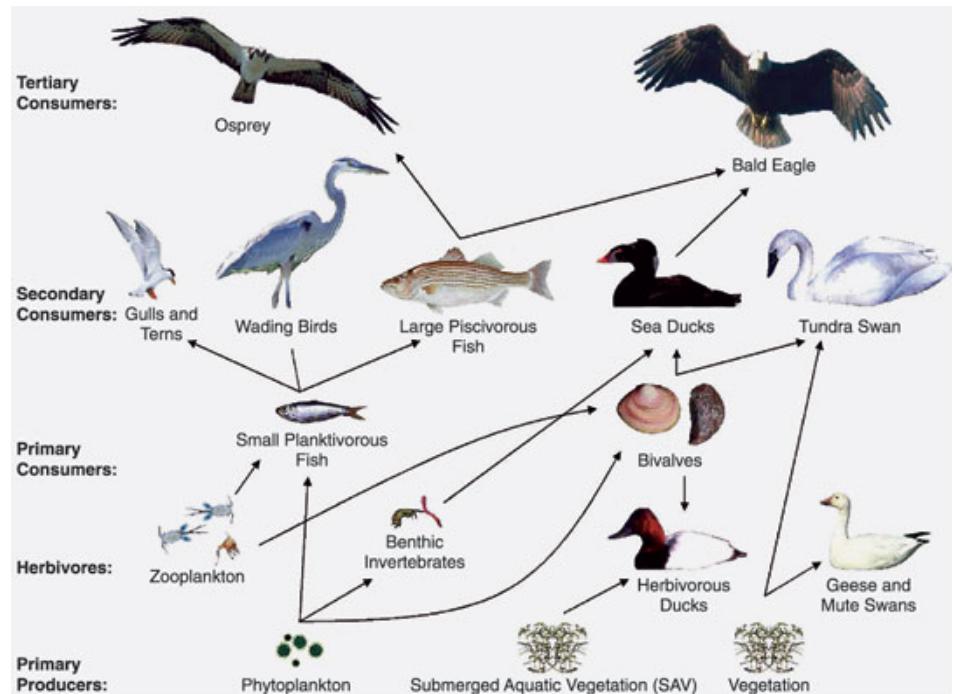


Protein-protein interactions (Jeong)

# Biological Networks



Protein-protein interactions (Jeong)



Chesapeake Bay Waterbird Food Web

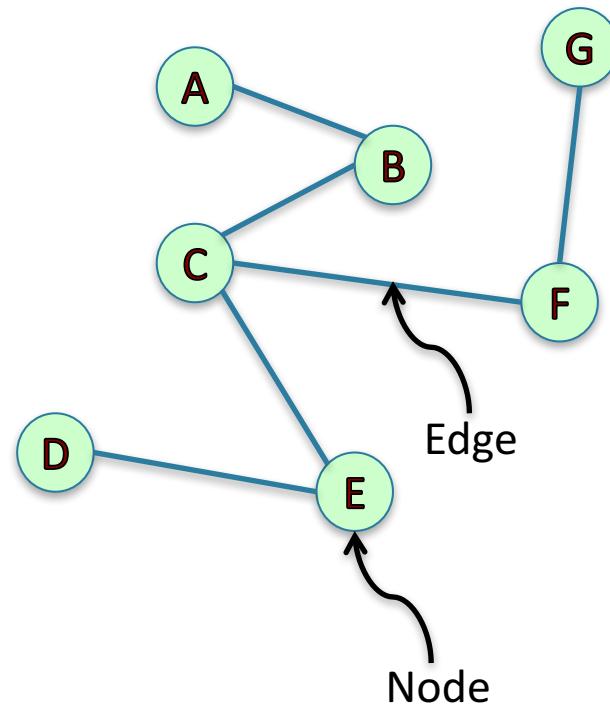
# And More...

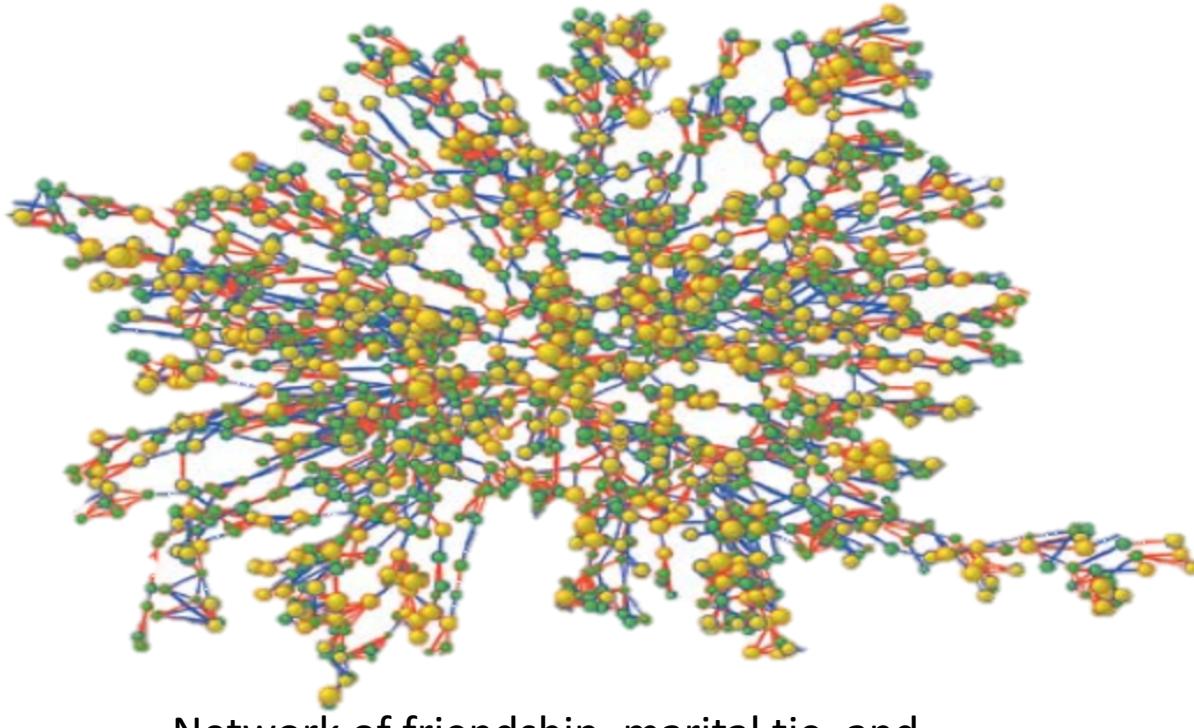
- Financial networks
- Co-authorship networks
- Trade networks
- Citation networks
- See Assignment 1

# Network Definition and Vocabulary

Network (or Graph): A representation of **connections** among a set of **items**.

- Items are called **nodes** (or vertices)
- Connections are called **edges** (or link or ties)



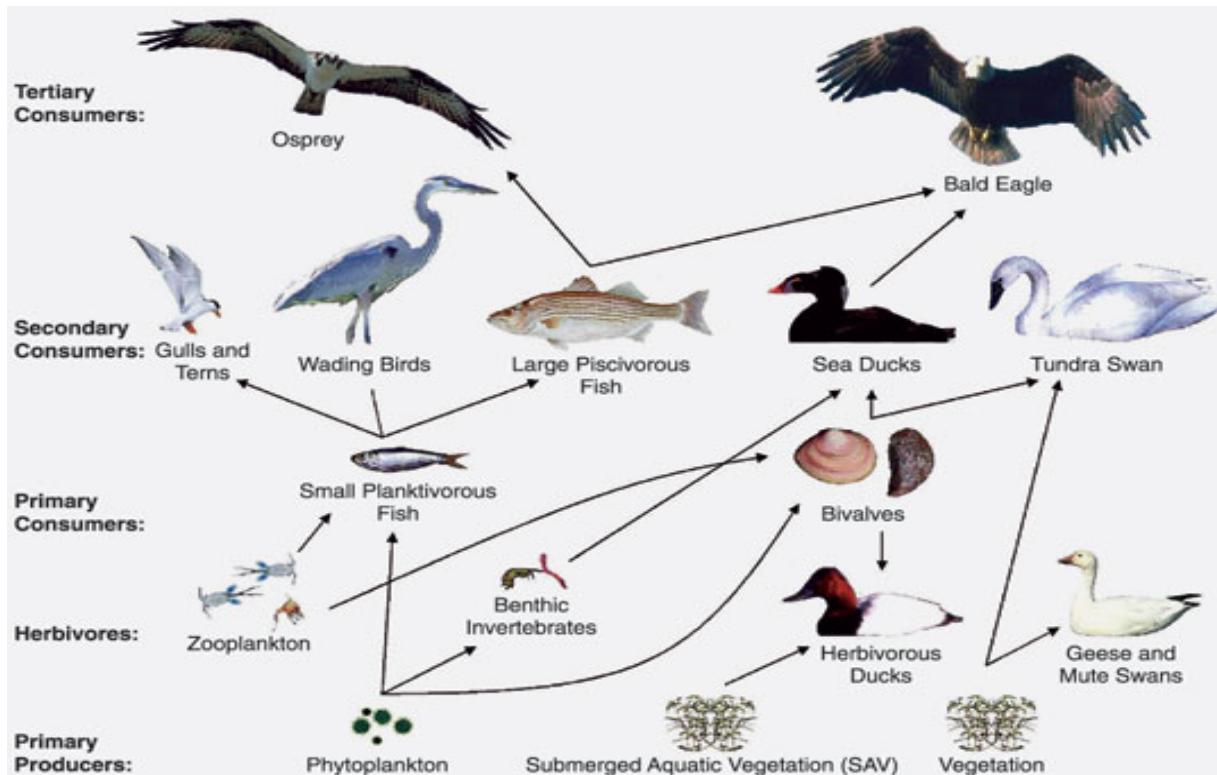


Network of friendship, marital tie, and  
family tie among 2200 people

Nodes: People

Edges: Friendship, marital or family tie

## Symmetric relationships

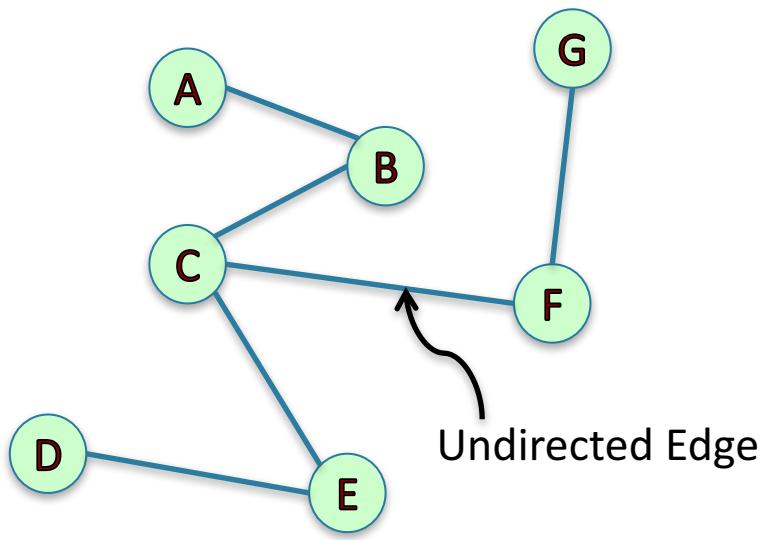


Chesapeake Bay Water bird Food Web

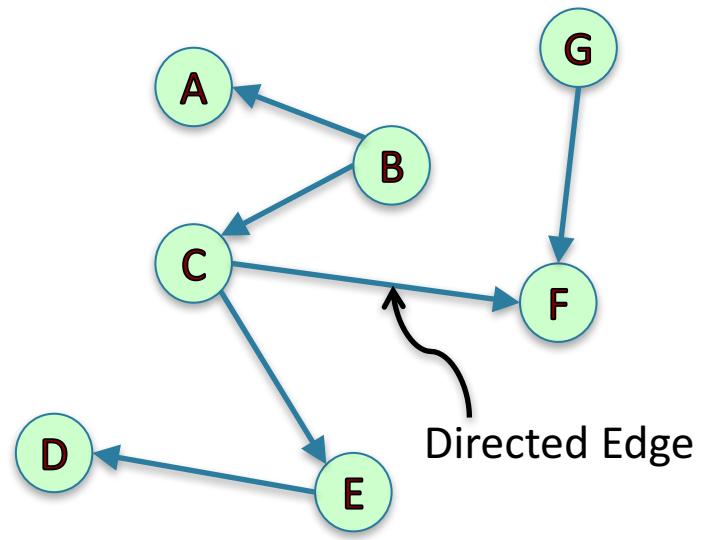
Nodes: Birds

Edges: What eats what

**Asymmetric relationships**



**Undirected network**



**Directed network**

# Connectivity

Moving from node to node through edges

# Connectivity

Moving from node to node through edges

Nodes: Bus stops  
Edges: Direct bus connections



Ann Arbor bus transportation network

# Connectivity

Moving from node to node through edges



Ann Arbor bus transportation network

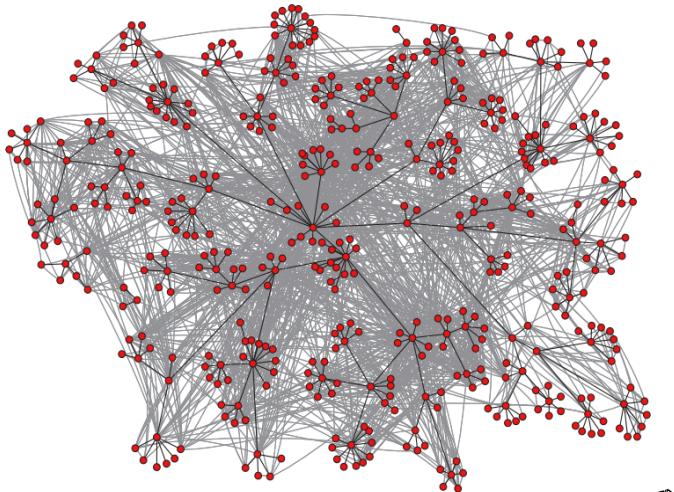
Nodes: Bus stops  
Edges: Direct bus connections

How can I get from stop A to stop B?

Are there areas of AA that are disconnected from the rest?

# Connectivity

Moving from node to node through edges

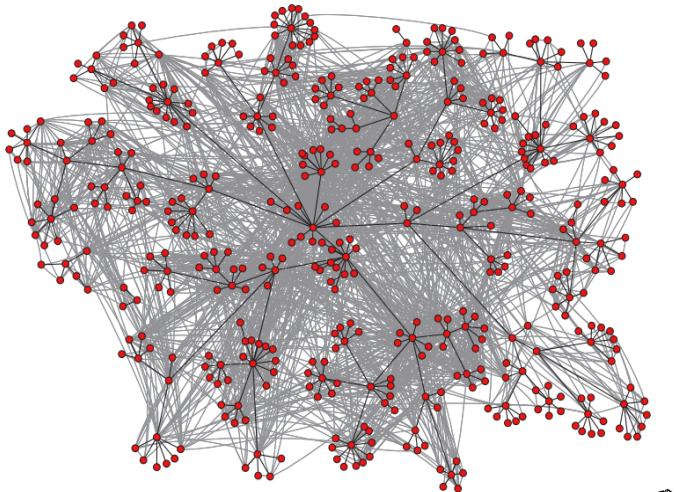


E-mail communication network  
among 436 HP employees

Nodes: HP employees  
Edges: Email communication

# Connectivity

Moving from node to node through edges



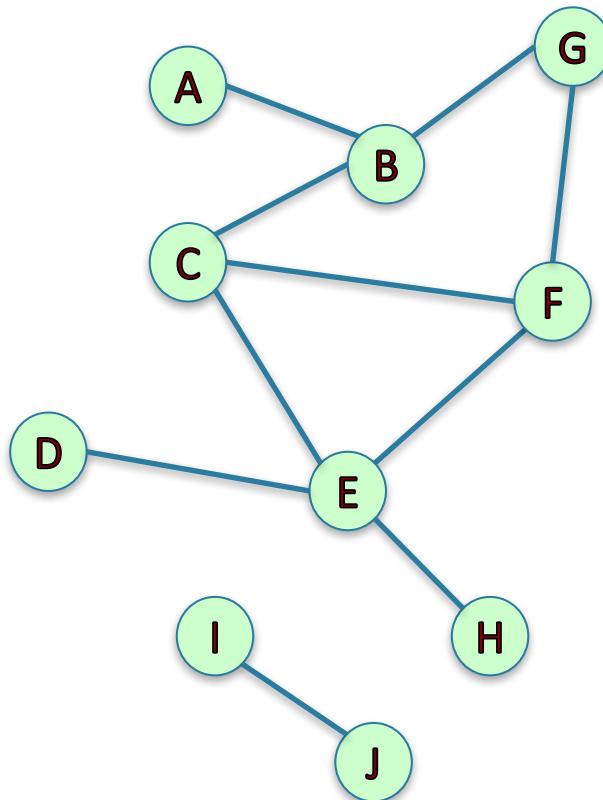
Nodes: HP employees  
Edges: Email communication

How can a rumor originated from person A arrive at person B?

Is it possible for everyone to hear the rumor through email?

# Paths

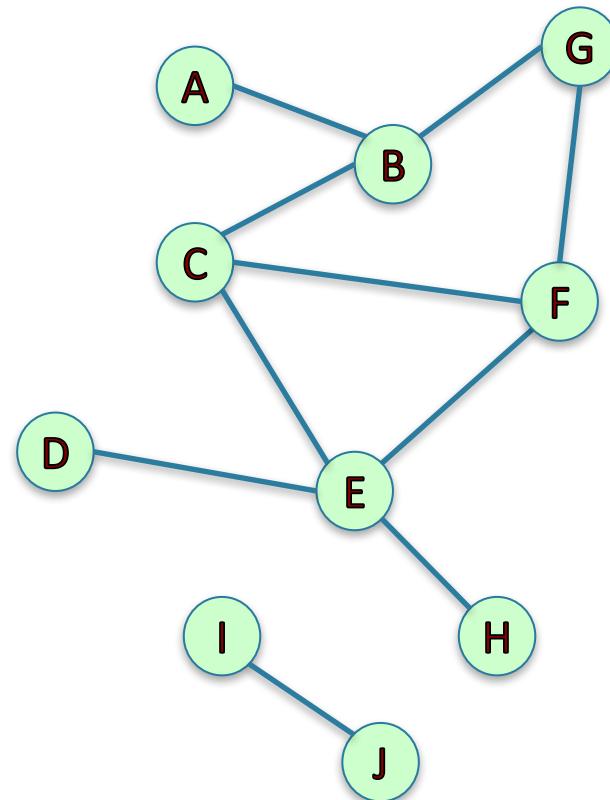
**Path:** A sequence of nodes connected by an edge.



# Paths

**Path:** A sequence of nodes connected by an edge.

*Find two paths from node G to node C:*

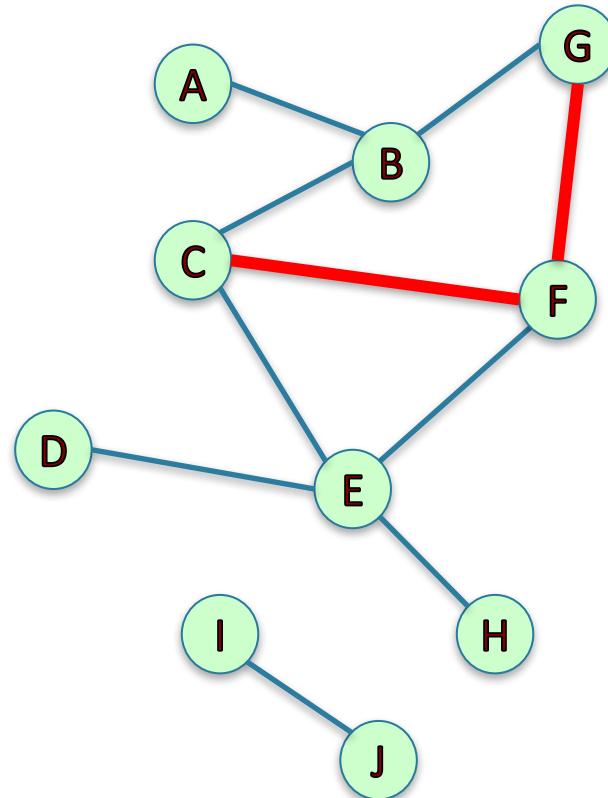


# Paths

**Path:** A sequence of nodes connected by an edge.

*Find two paths from node G to node C:*

G – F – C

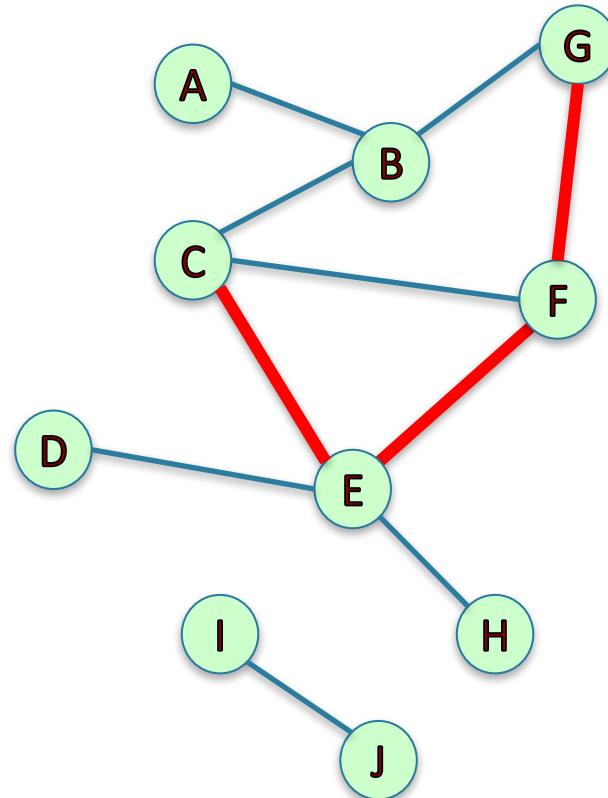


# Paths

**Path:** A sequence of nodes connected by an edge.

*Find two paths from node G to node C:*

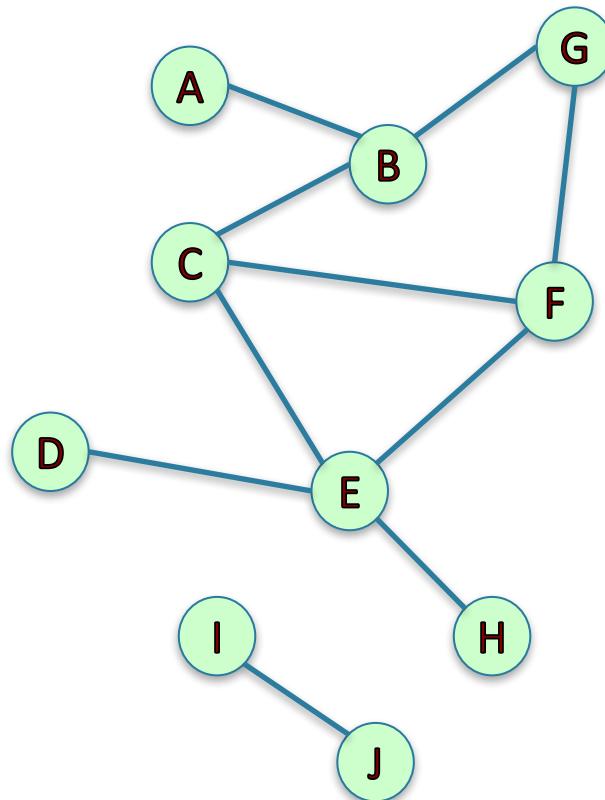
G – F – E – C



# Cycles

**Cycle:** A path of at least 3 edges, in which the first and last nodes are the same, but all other nodes are distinct.

*Find a cycle in the network:*

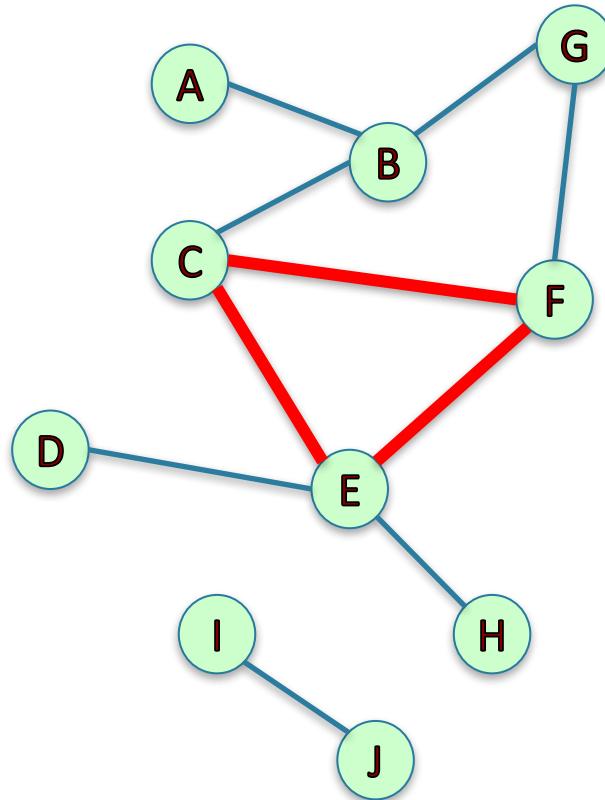


# Cycles

**Cycle:** A path of at least 3 edges, in which the first and last nodes are the same, but all other nodes are distinct.

*Find a cycle in the network:*

$C - F - E - C$

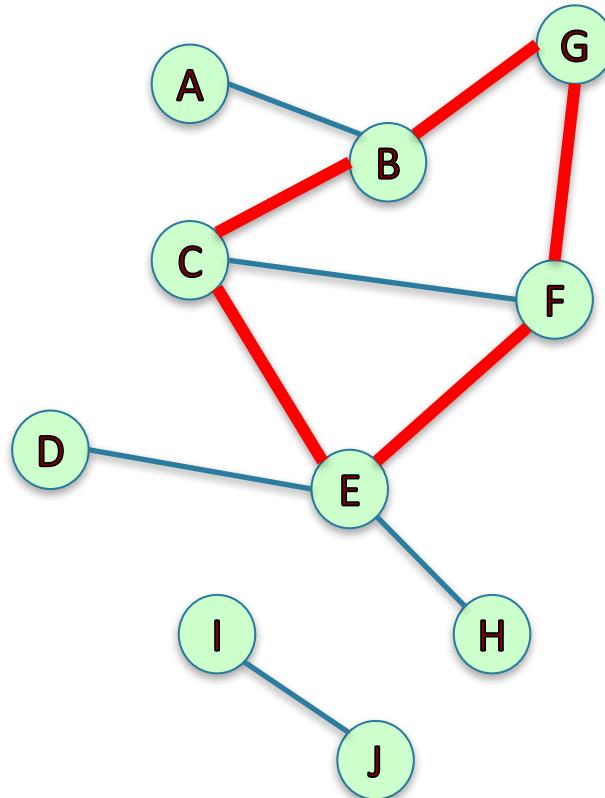


# Cycles

**Cycle:** A path of at least 3 edges, in which the first and last nodes are the same, but all other nodes are distinct.

*Find a cycle in the network:*

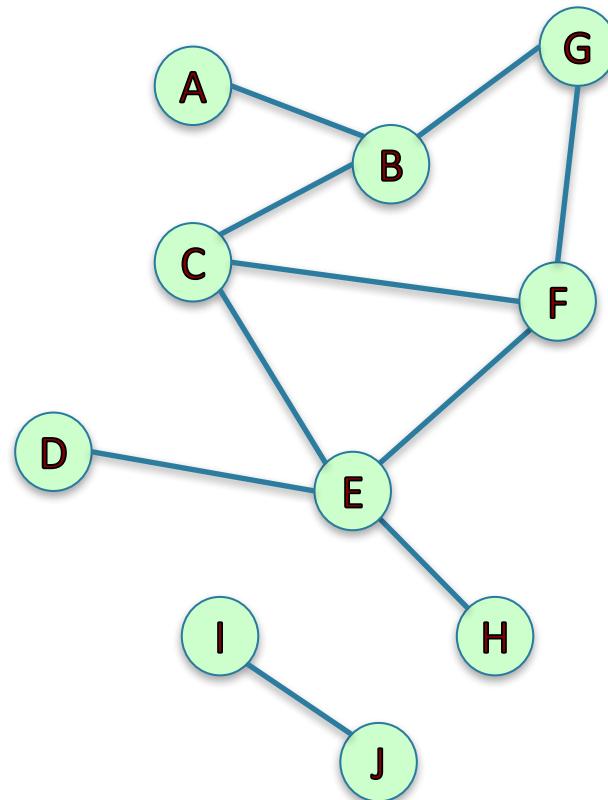
$G - F - E - C - B - G$



# Connectivity

**Connected graph:** A graph is connected if, for every pair nodes, there is a path between them

*Is this graph connected?*

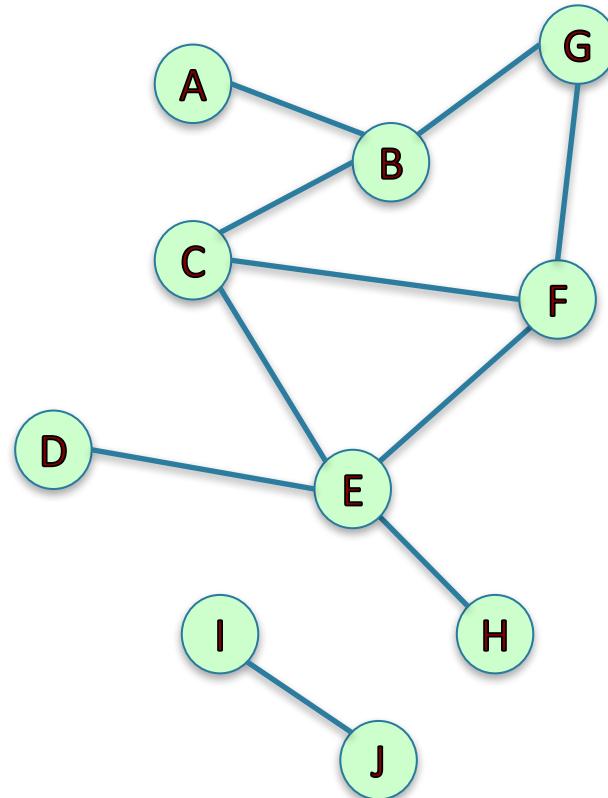


# Connectivity

**Connected graph:** A graph is connected if, for every pair nodes, there is a path between them

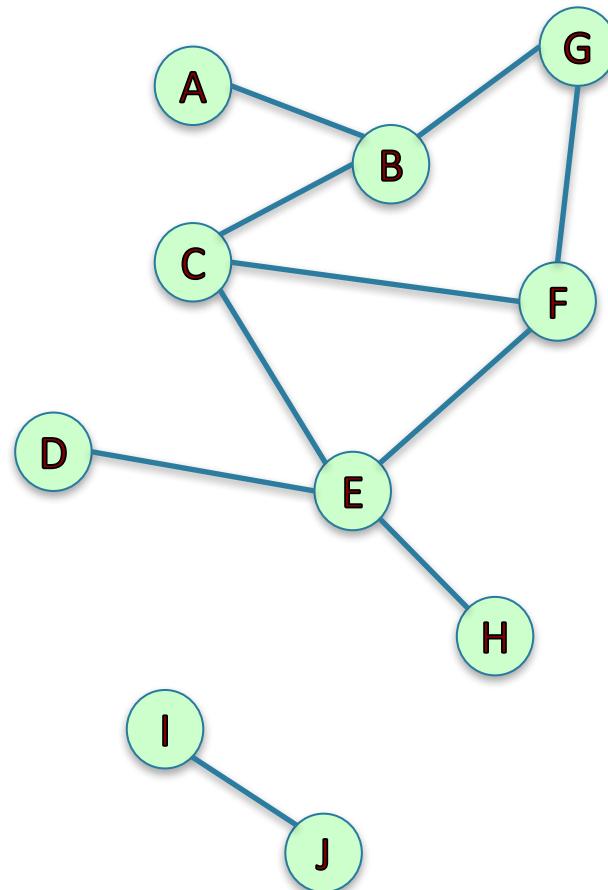
*Is this graph connected?*

No, some paths are missing.  
For example, there is no path from J to D.



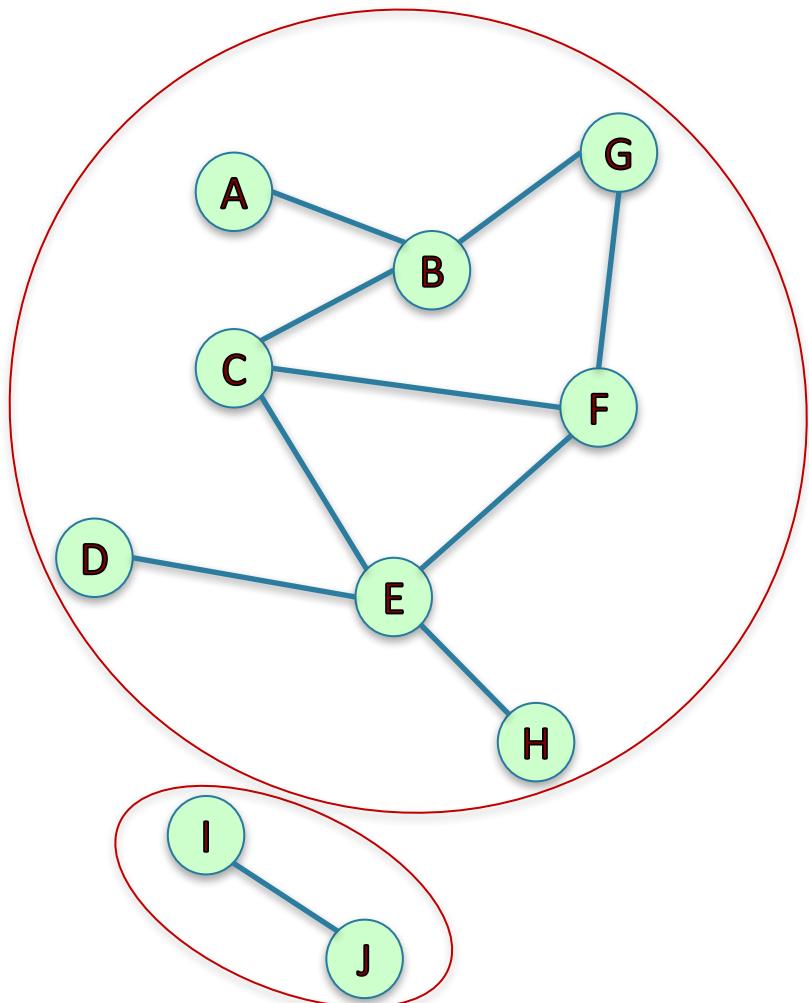
# Connected Components

Connected component:



# Connected Components

**Connected component:**

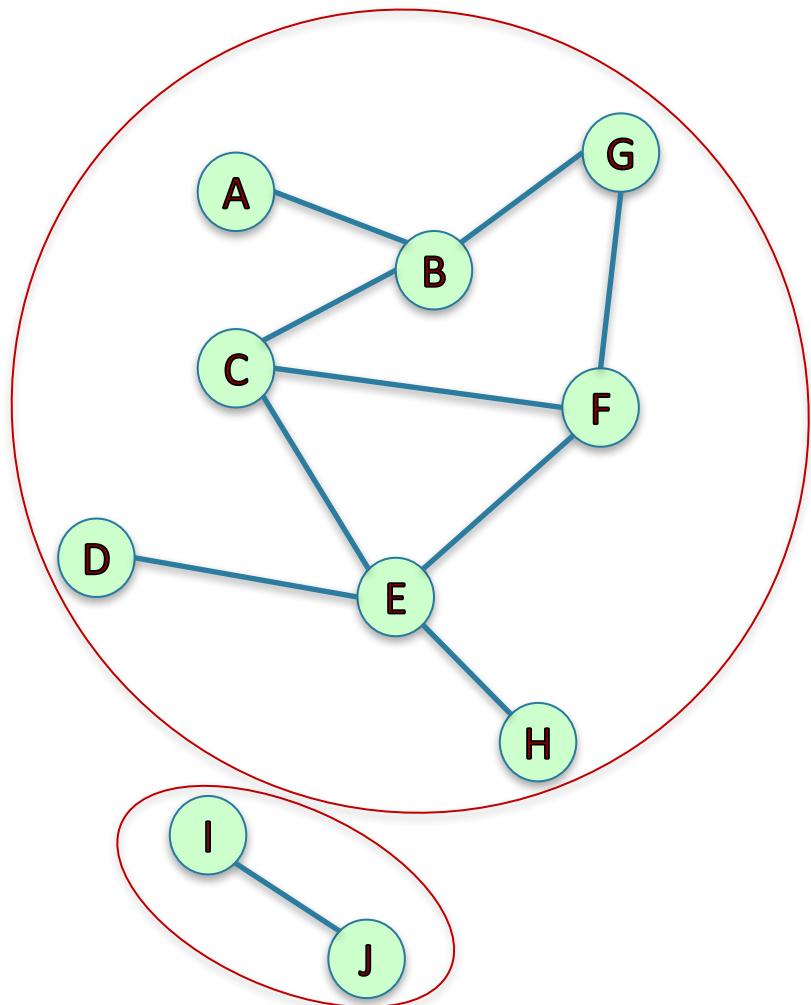


# Connected Components

**Connected component:**

A subset of nodes such as:

- i. *Every node in the subset has a path to every other node.*

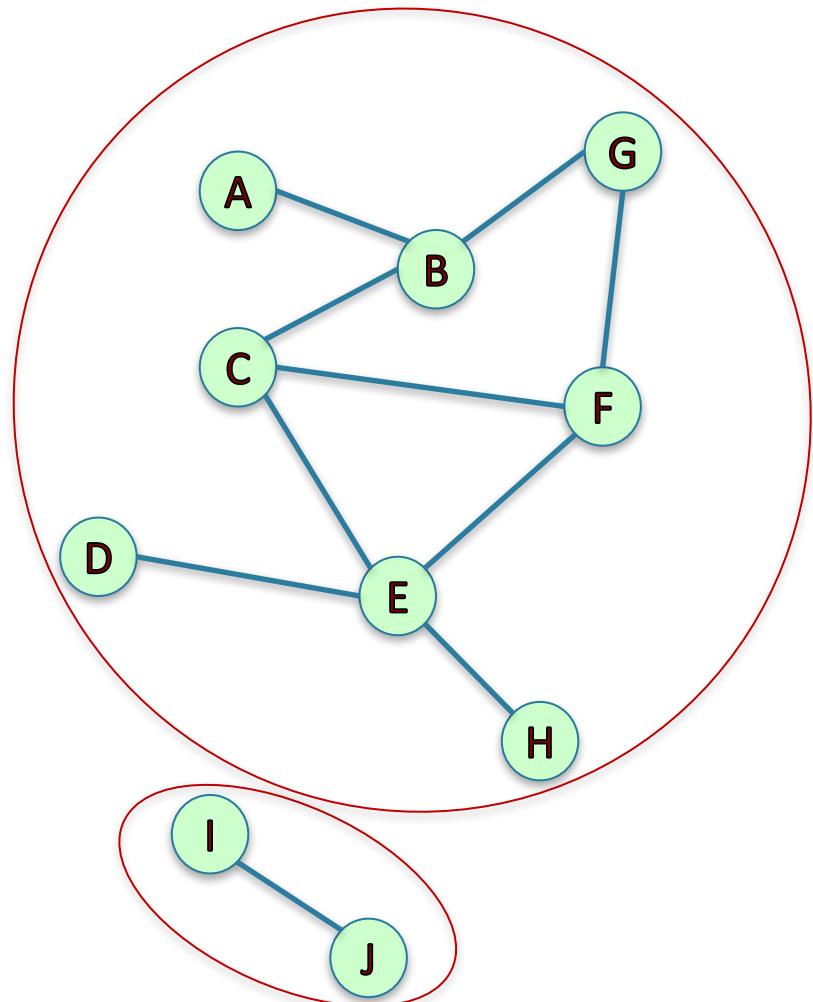


# Connected Components

**Connected component:**

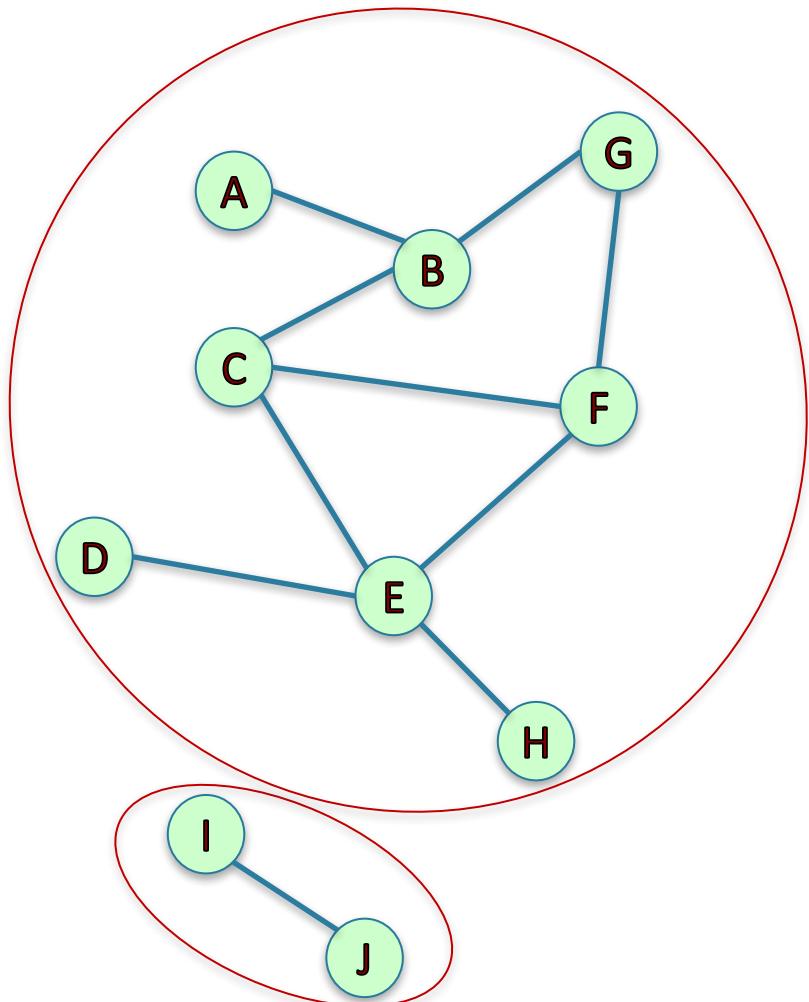
A subset of nodes such as:

- i. *Every node in the subset has a path to every other node.*
- ii. *No other node is connected to every node in the subset.*



# Connected Components

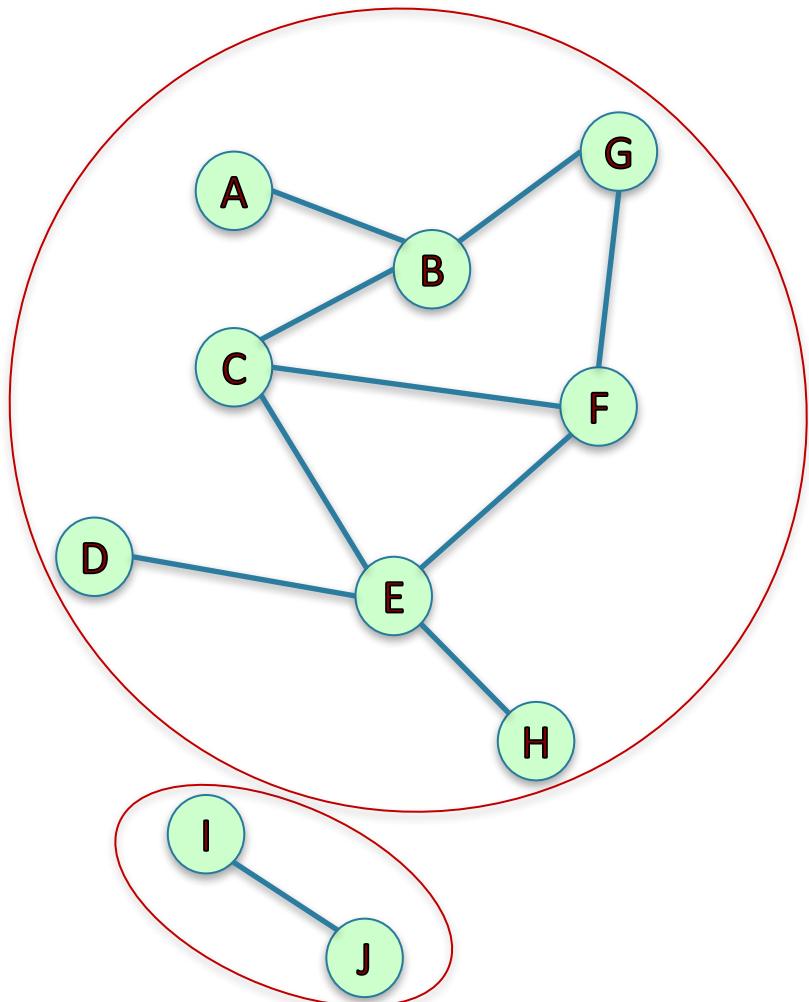
*Is the subset  $\{A, B, C\}$  a connected component?*



# Connected Components

*Is the subset {A, B, C} a connected component?*

No, there are other nodes that have paths to A, B, and C. For example, node F.

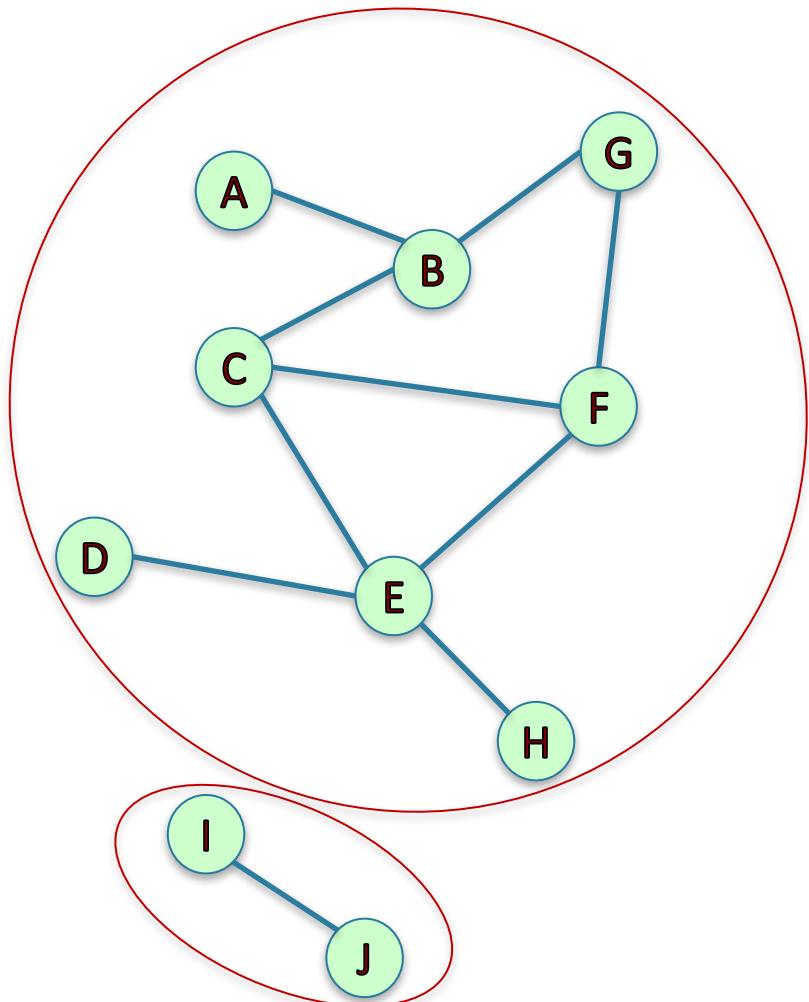


# Connected Components

*Is the subset  $\{A, B, C\}$  a connected component?*

No, there are other nodes that have paths to A,B, and C. For example, node F.

*Is the subset  $\{I, J, H\}$  a connected component?*



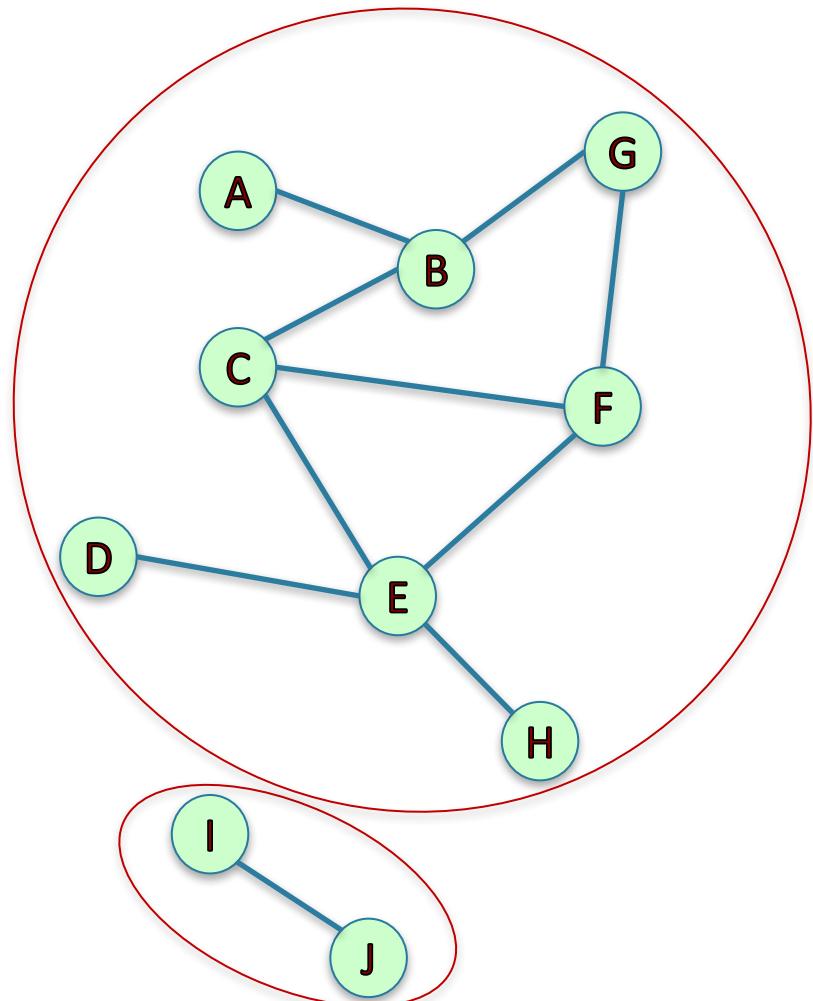
# Connected Components

*Is the subset {A, B, C} a connected component?*

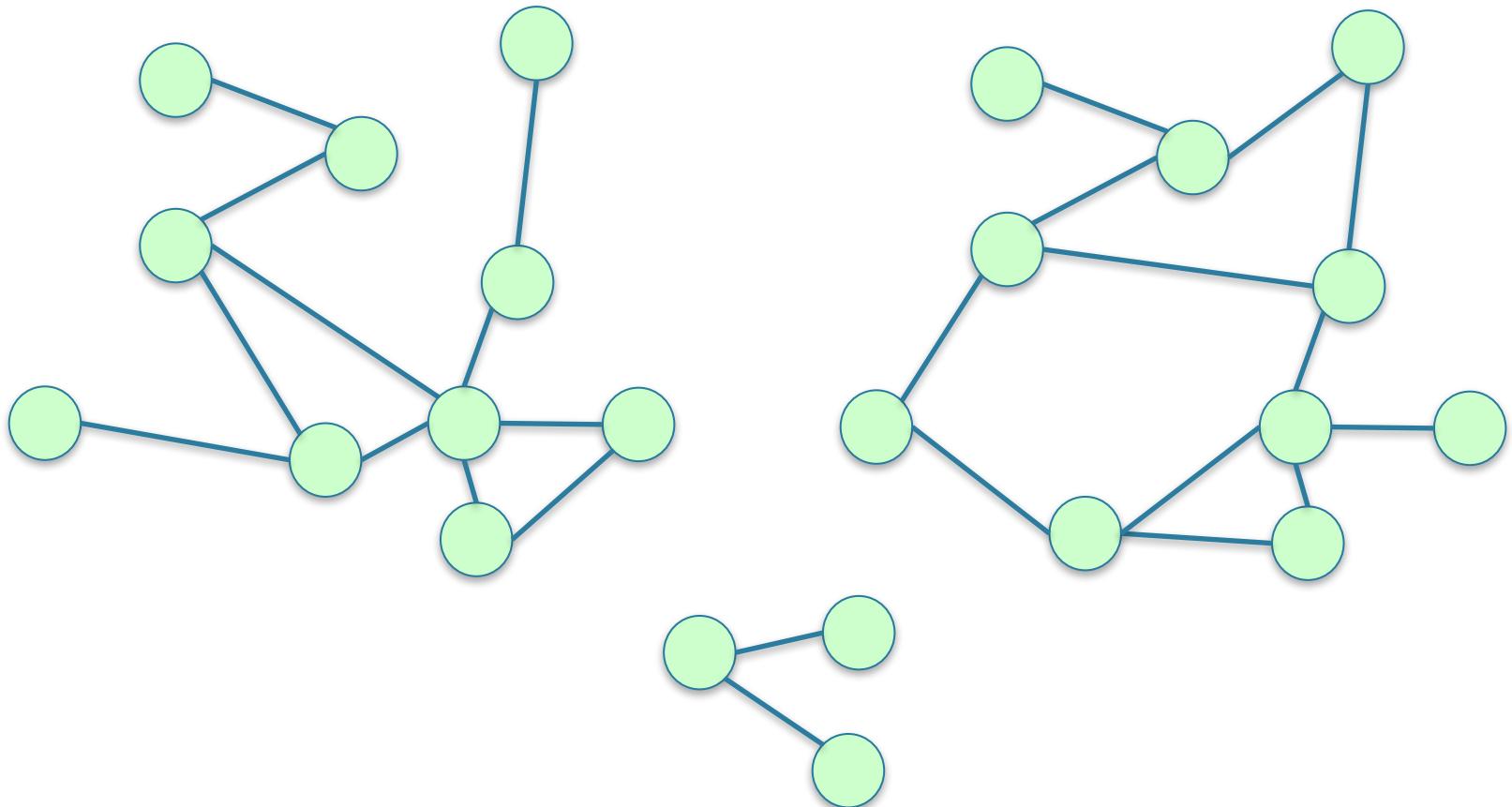
No, there are other nodes that have paths to A, B, and C. For example, node F.

*Is the subset {I, J, H} a connected component?*

No, there is no path from node J to node H.

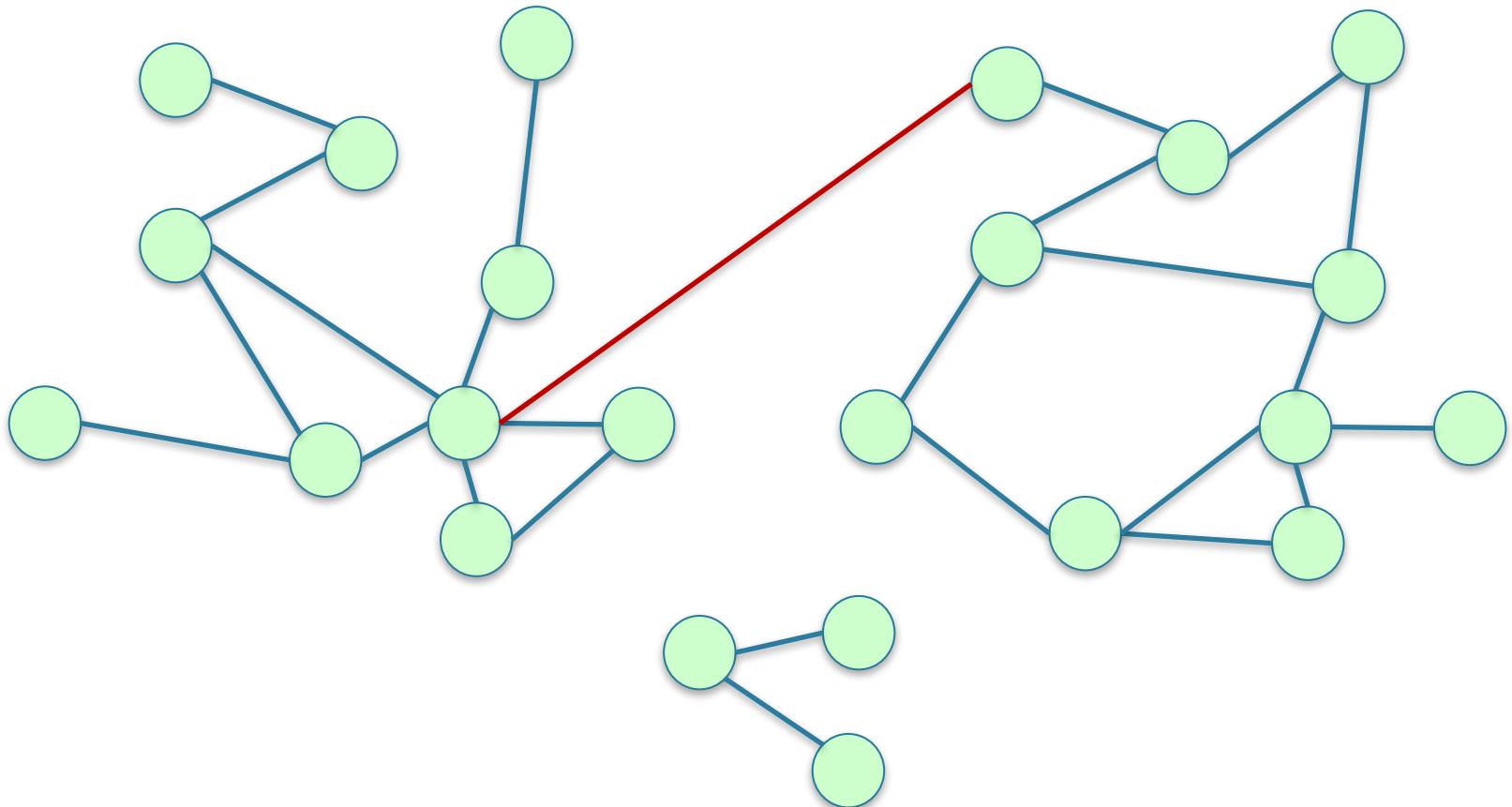


# Friendship Network in a Classroom



What's unusual with this network?

# Friendship Network in a Classroom

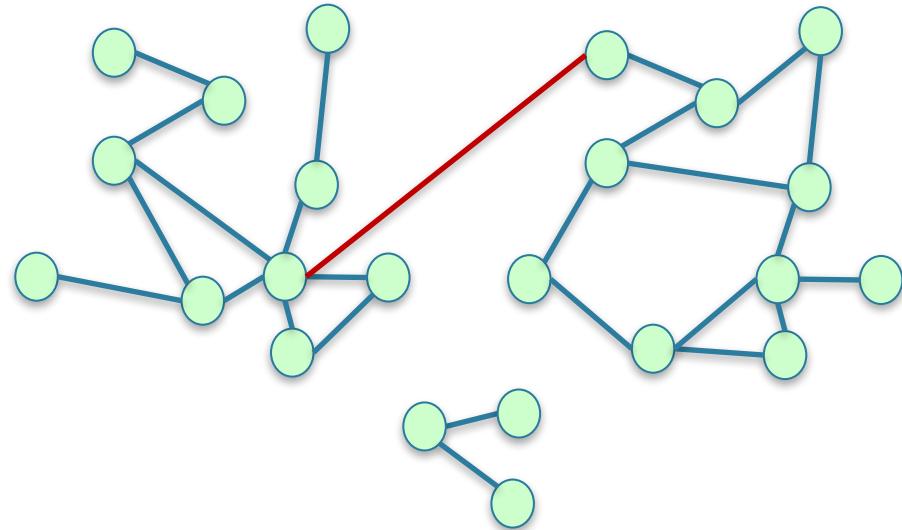


Connections among two large connected components are likely to happen

# Giant Components

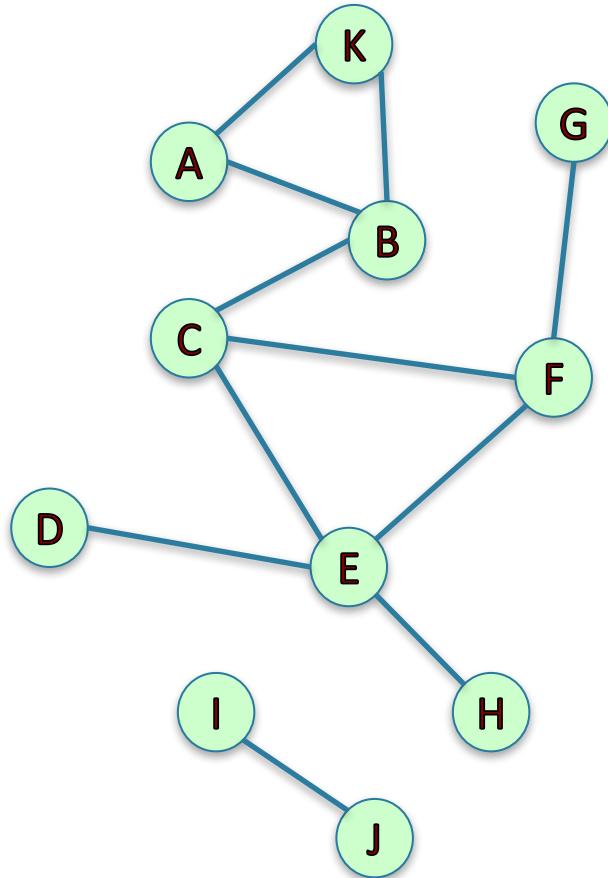
**Giant component:** A component that contains a large portion of the nodes of a graph. **Informal term.**

Usually networks with a giant component usually contain only one.



# Distance

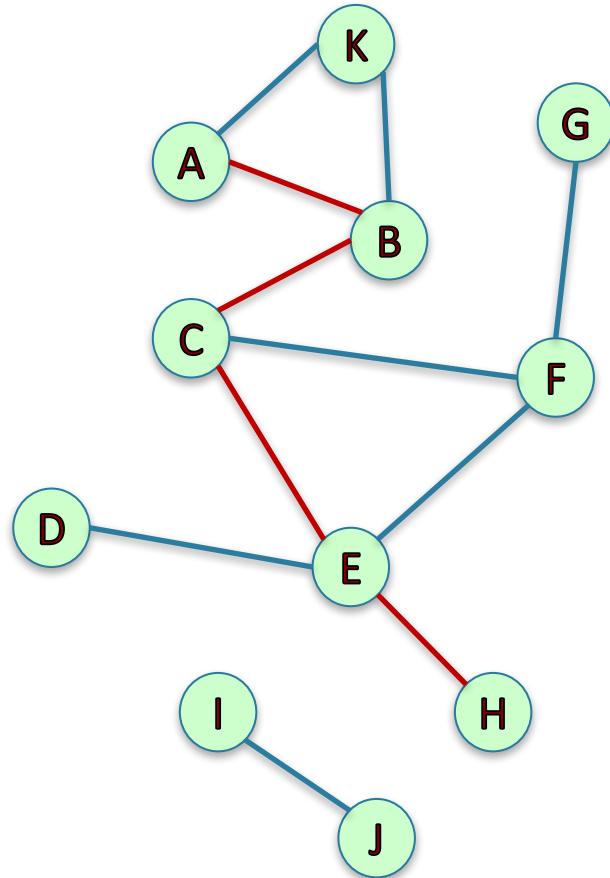
How far is node A from node H?



# Distance

How far is node A from node H?

Path 1: A – B – C – E – H (4 “hops”)

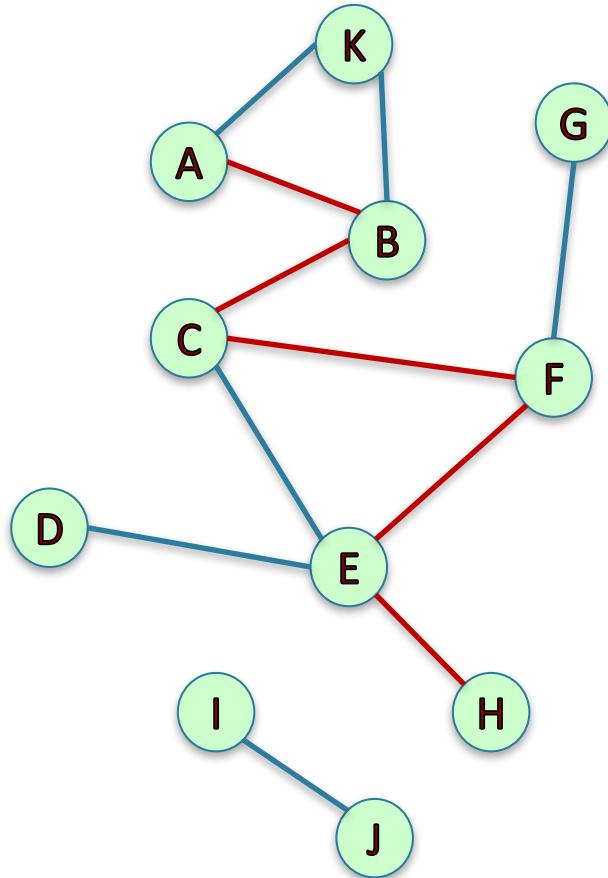


# Distance

How far is node A from node H?

Path 1: A – B – C – E – H (4 “hops”)

Path 2: A – B – C – F – E – H (5 “hops”)



# Distance

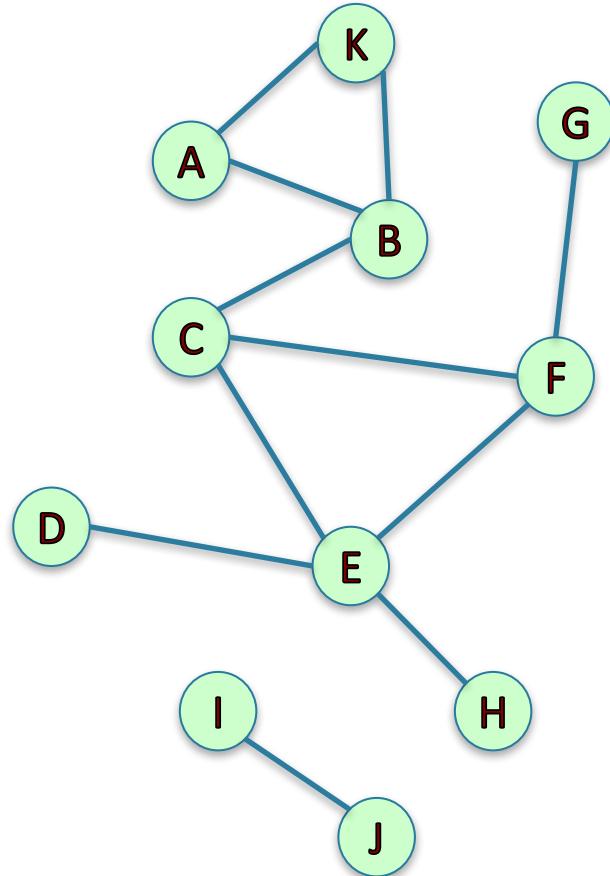
How far is node A from node H?

Path 1: A – B – C – E – H (4 “hops”)

Path 2: A – B – C – F – E – H (5 “hops”)

**Path length:** Number of steps it contains from beginning to end.

Path 1 has length 4, Path 2 has length 5



# Distance

How far is node A from node H?

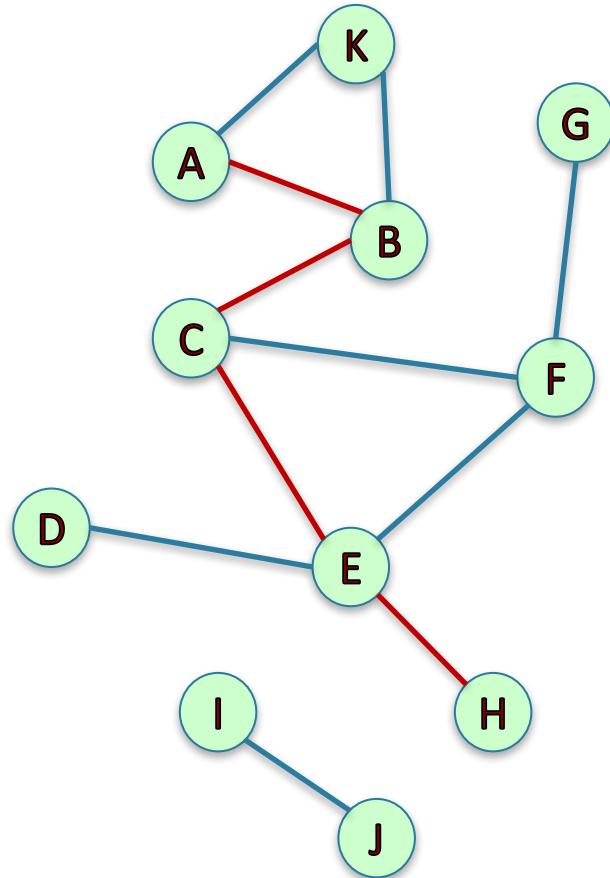
Path 1: A – B – C – E – H (4 “hops”)

Path 2: A – B – C – F – E – H (5 “hops”)

**Path length:** Number of steps it contains from beginning to end.

**Distance between two nodes:** The length of the shortest path between them.

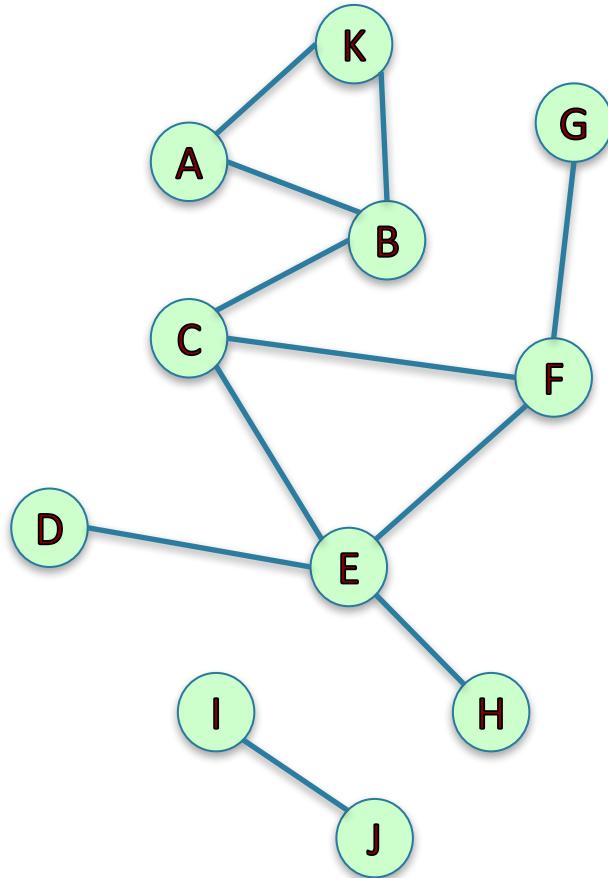
The distance between node A and H is 4



# Distance

How to summarize the distances between nodes in a graph?

1. **Average distance** between every pair of nodes.
2. **Diameter**: maximum distance between any pair of nodes.

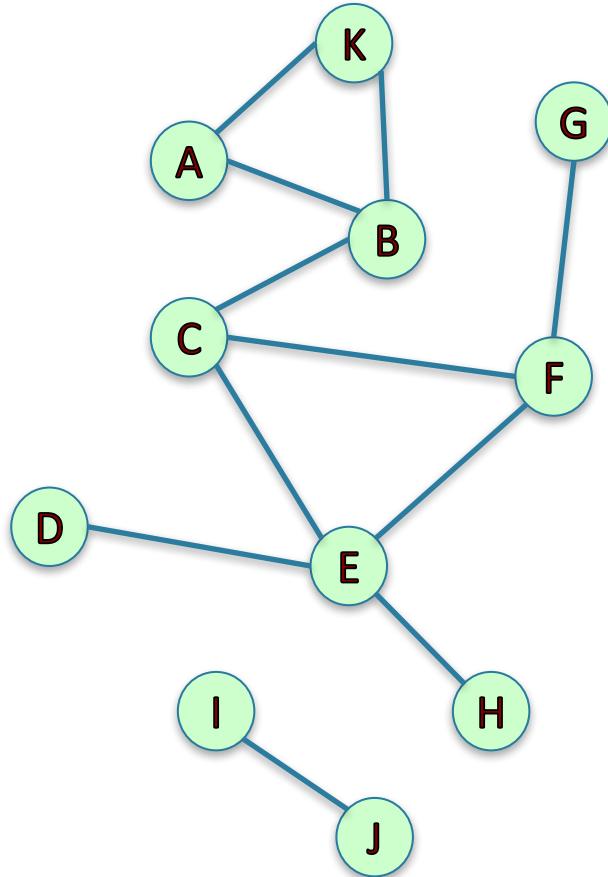


# Distance

How to summarize the distances between nodes in a graph?

1. **Average distance** between every pair of nodes.
2. **Diameter**: maximum distance between any pair of nodes.

What is the diameter of this network?



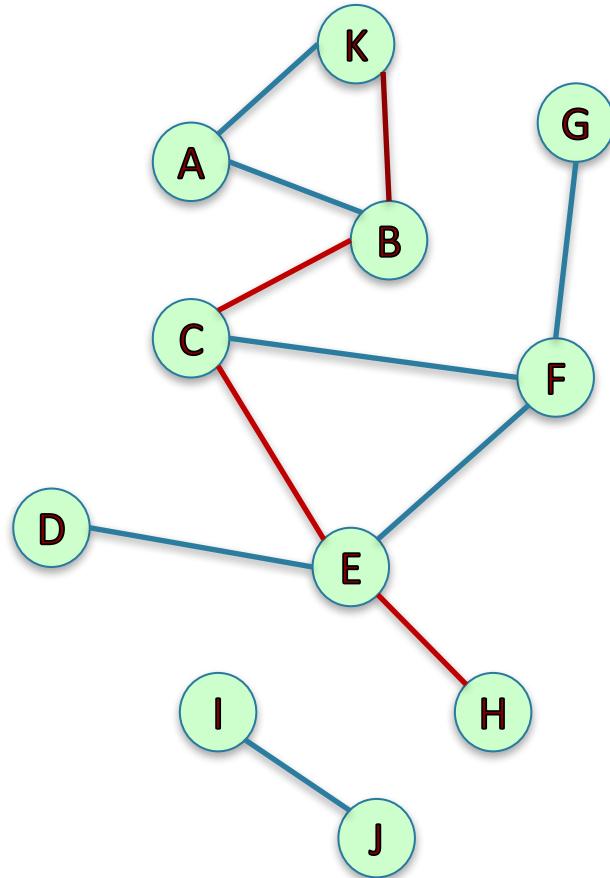
# Distance

How to summarize the distances between nodes in a graph?

1. **Average distance** between every pair of nodes.
2. **Diameter**: maximum distance between any pair of nodes.

What is the diameter of this network?

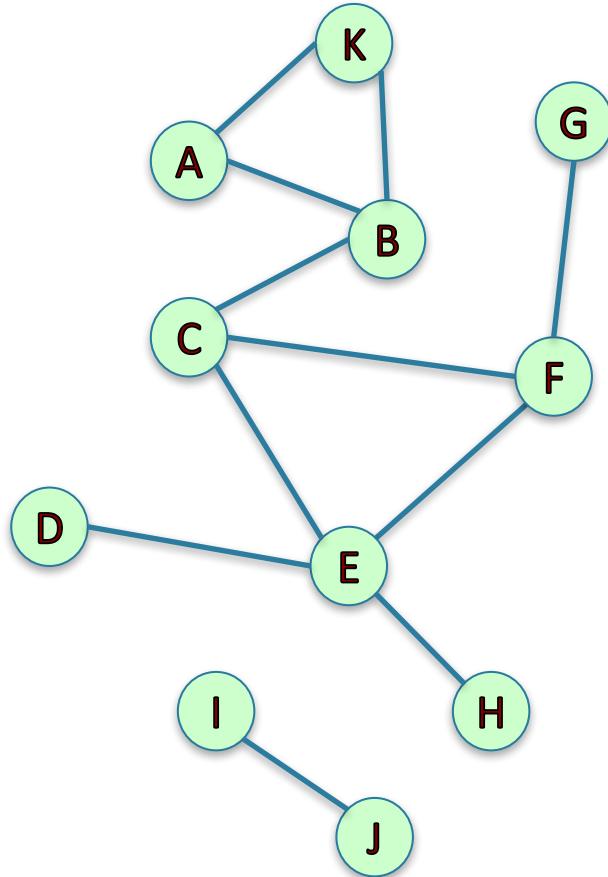
4: K-B-C-E-H



# Distance

Finding the distance from node A to  
*every other node.*

Easy in small networks but tedious in  
large (real) networks.

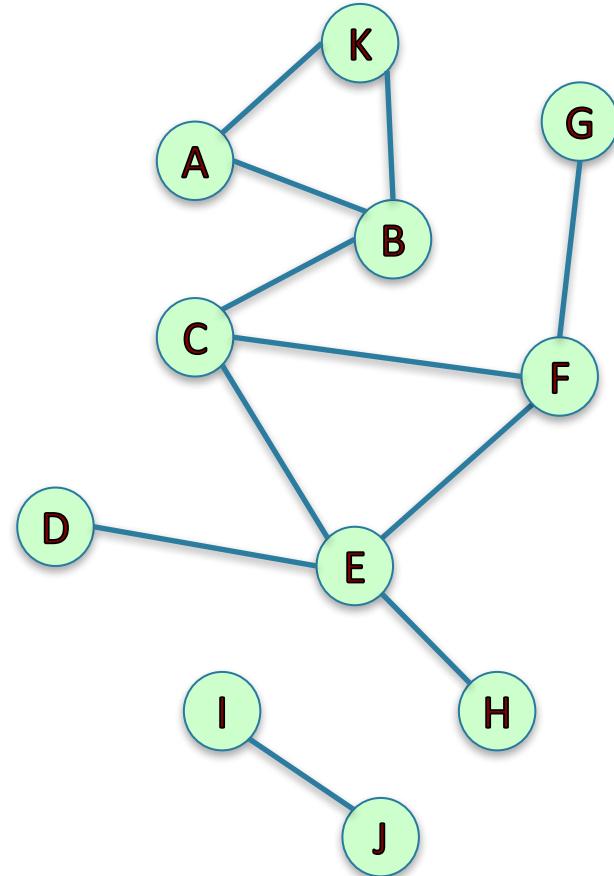


# Distance

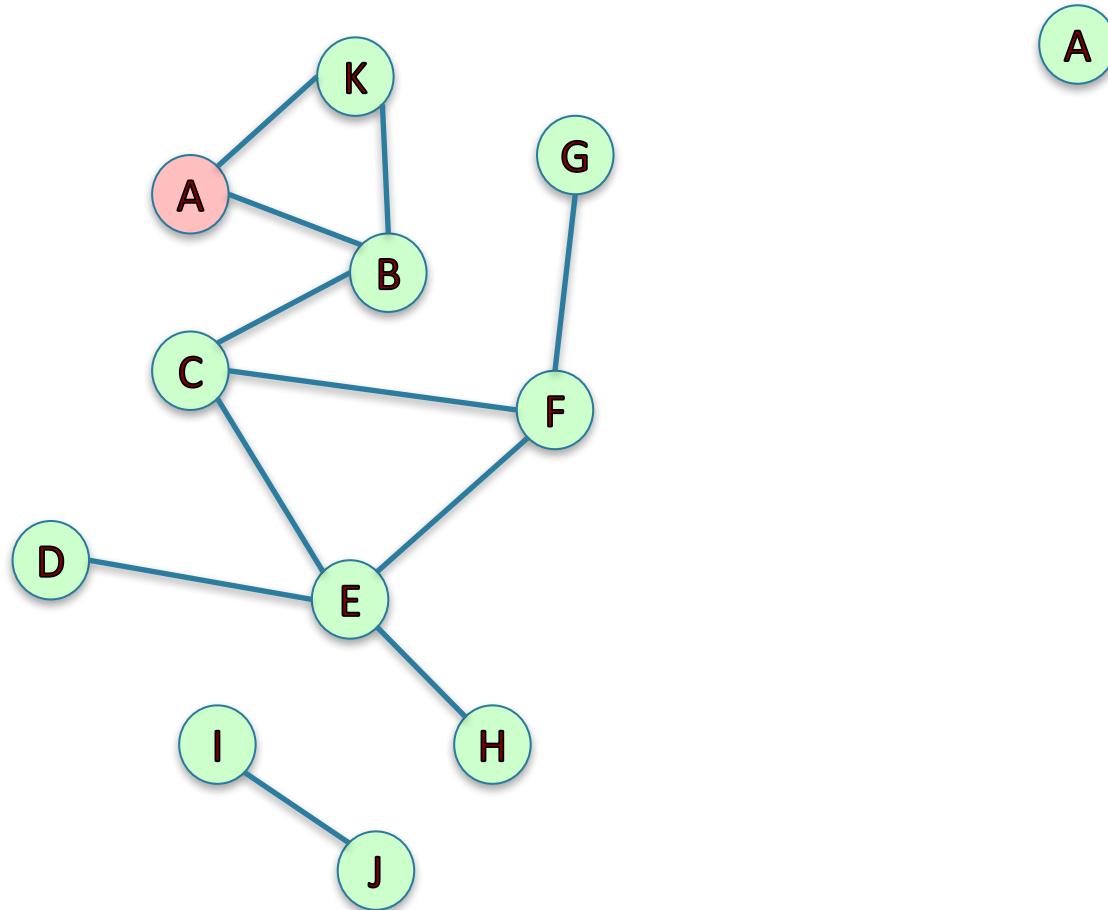
Finding the distance from node A to *every other node*.

Easy in small networks but tedious in large (real) networks.

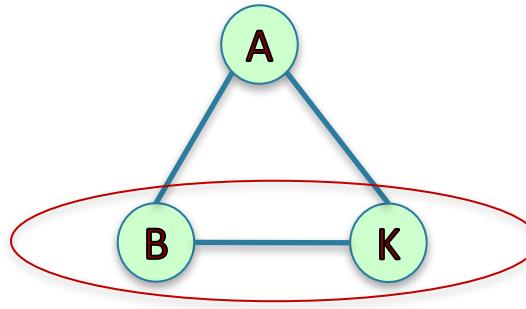
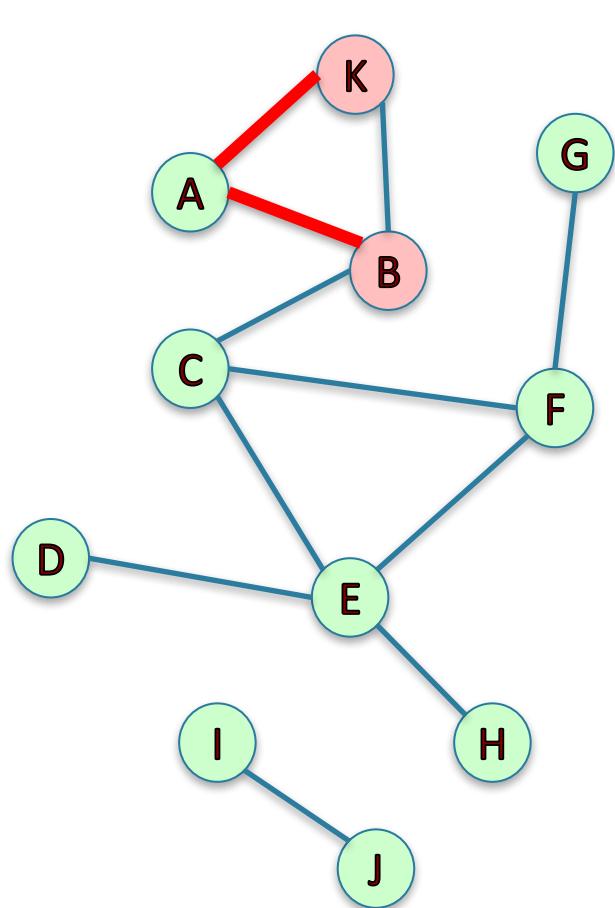
**Breadth-first search:** a systematic and efficient procedure for computing distances in a large network.



# Breadth-First Search

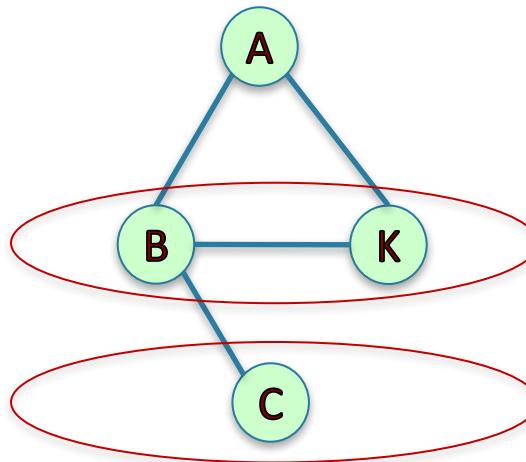
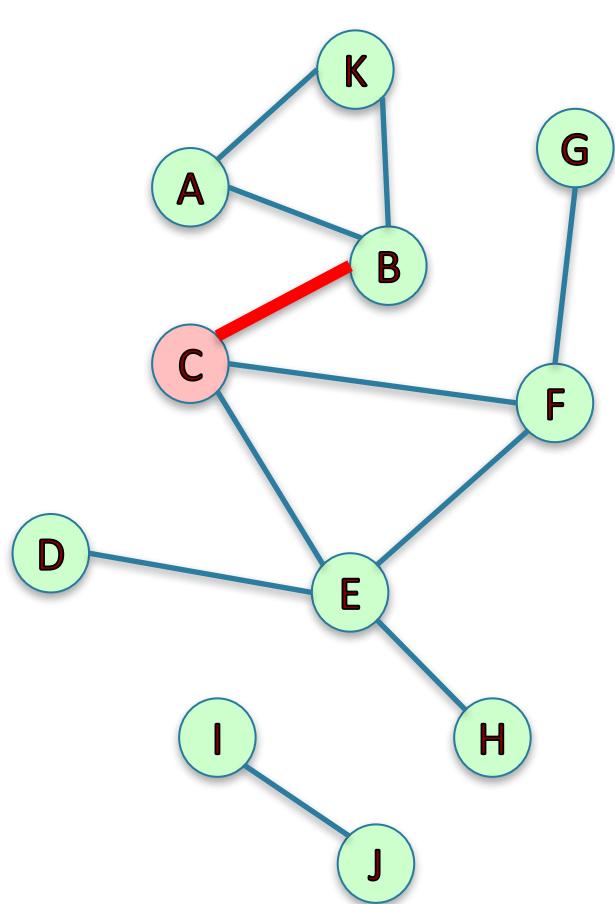


# Breadth-First Search



Distance 1

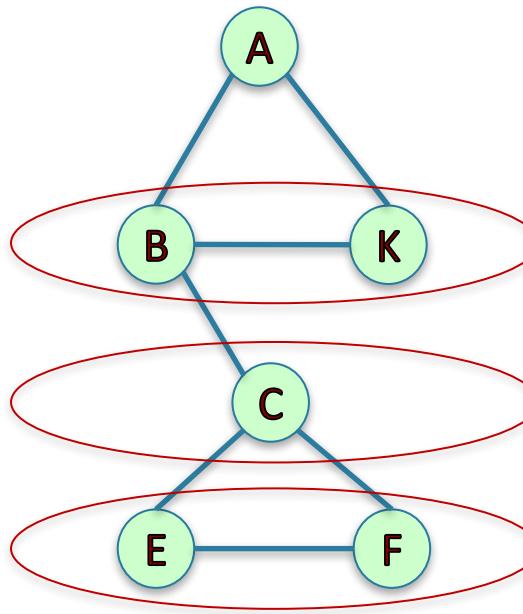
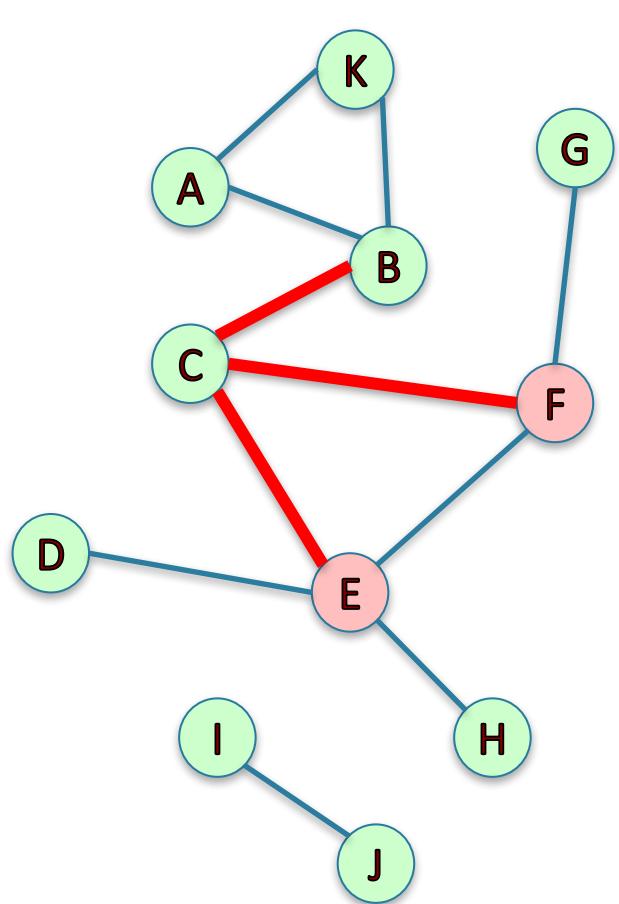
# Breadth-First Search



Distance 1

Distance 2

# Breadth-First Search

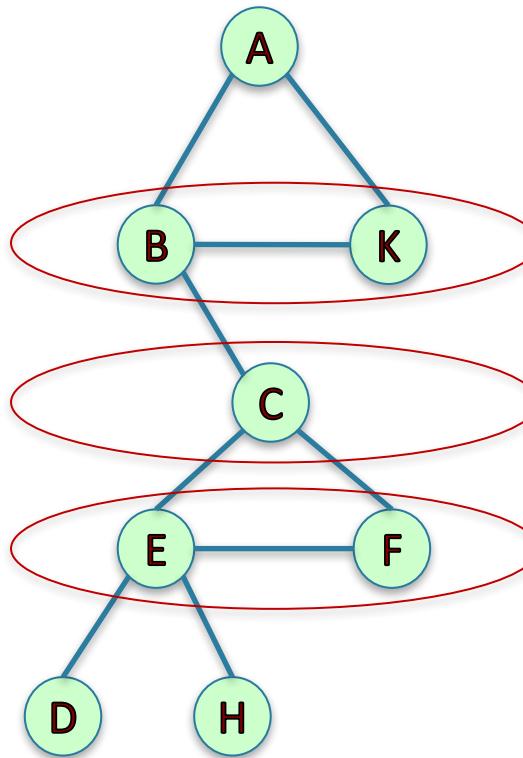
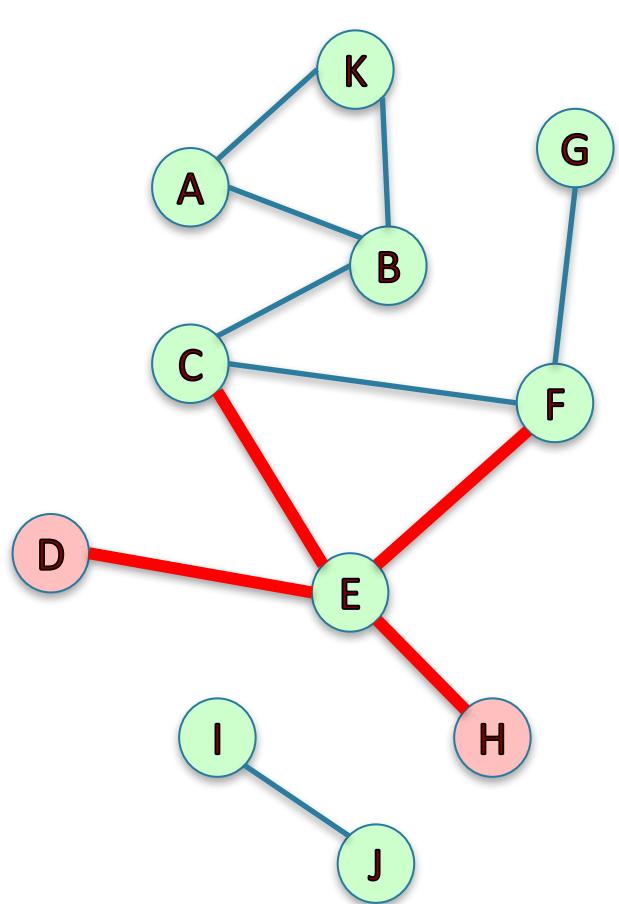


Distance 1

Distance 2

Distance 3

# Breadth-First Search



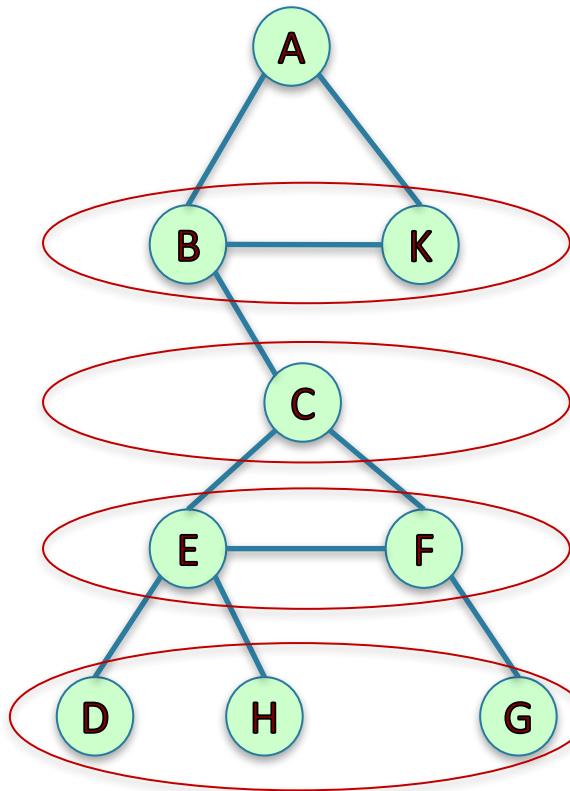
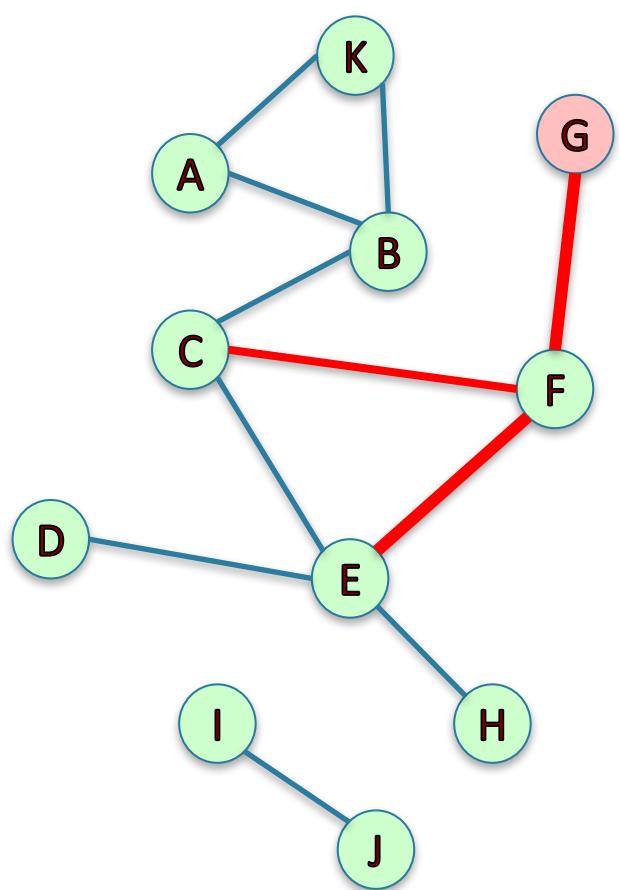
Distance 1

Distance 2

Distance 3

Distance 4

# Breadth-First Search



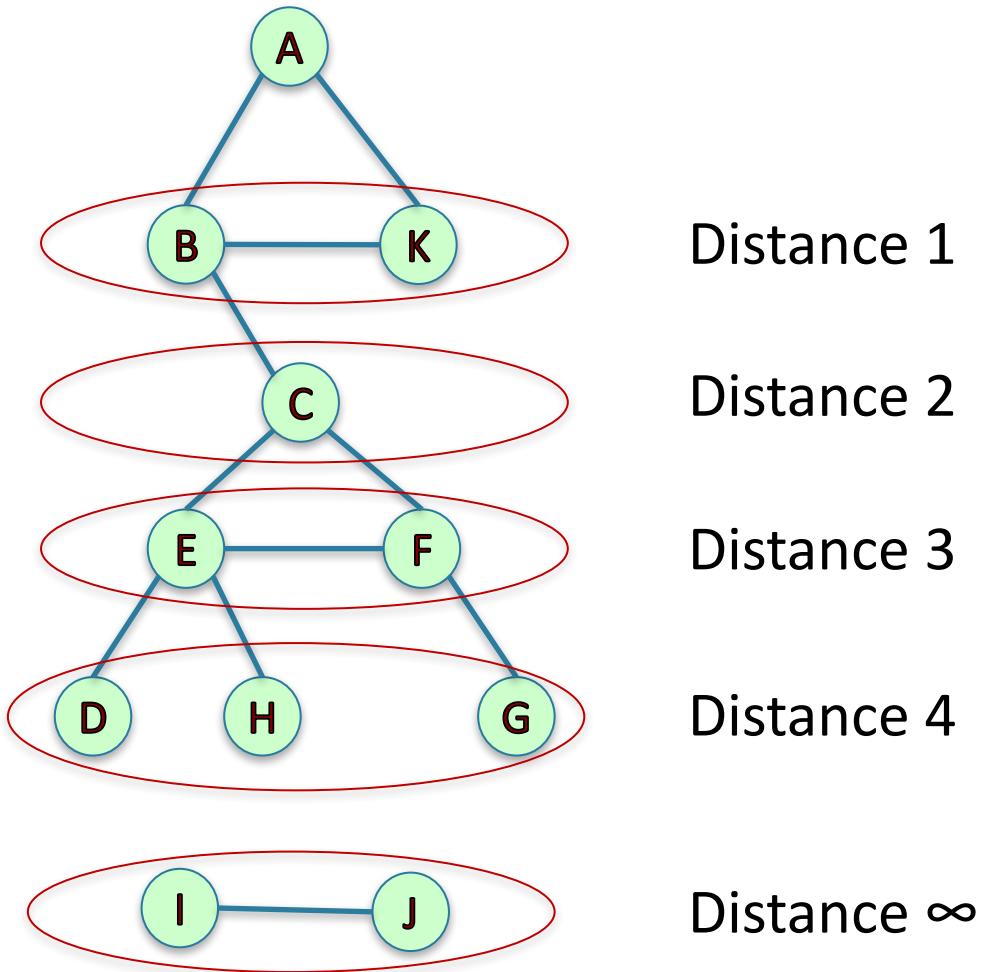
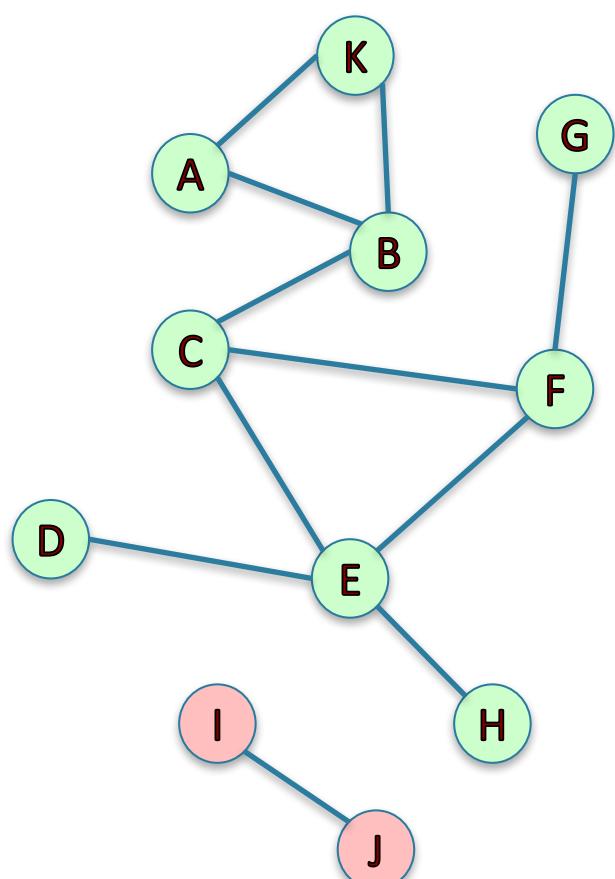
Distance 1

Distance 2

Distance 3

Distance 4

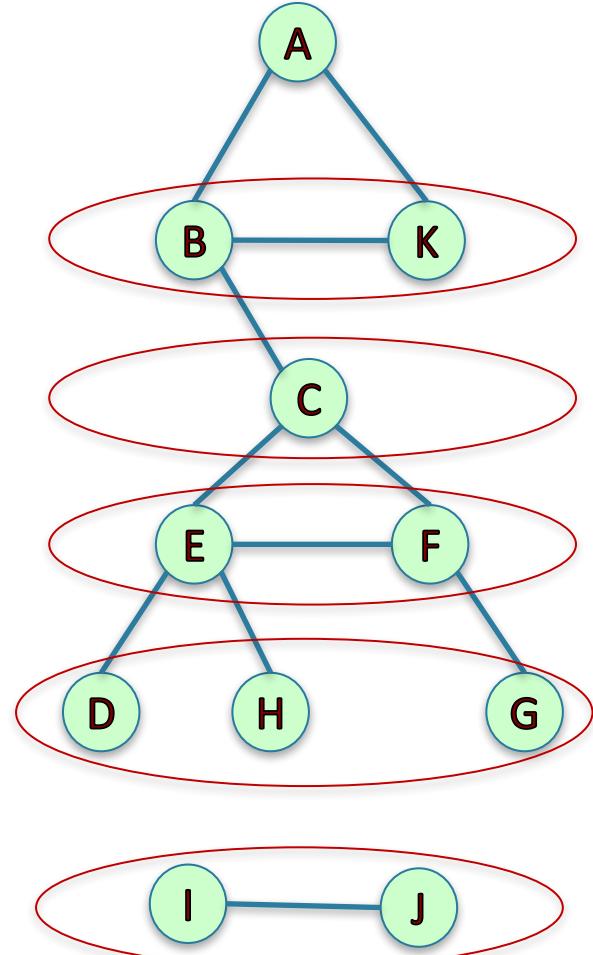
# Breadth-First Search



# Breadth-First Search

Finding all distance to a seed node.

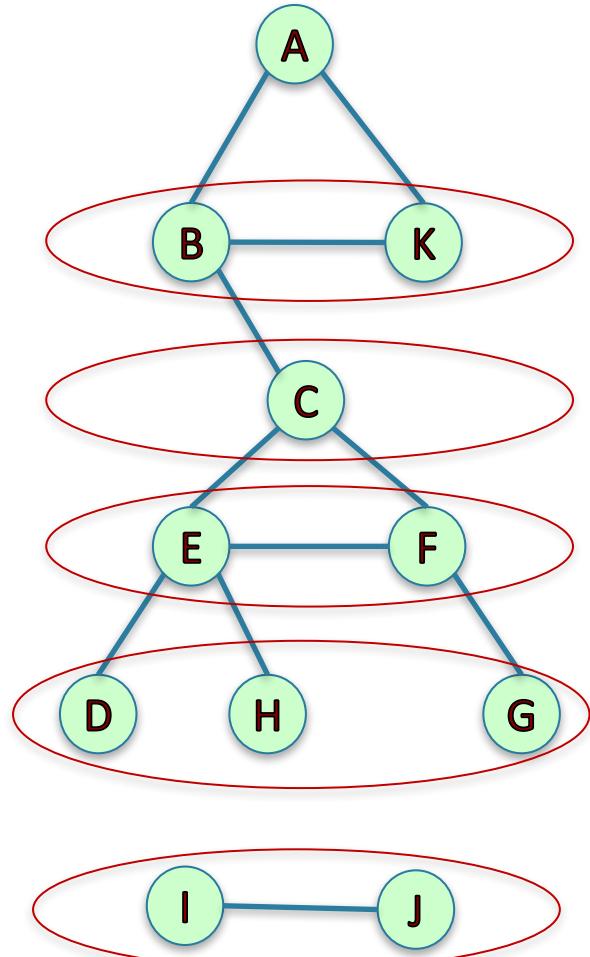
1. Find all connections to the seed node and declare them to be at distance 1



# Breadth-First Search

Finding all distance to a seed node.

1. Find all connections to the seed node and declare them to be at distance 1
2. For each node found in step 1, find all their **connections which were not previously found**, and declare them to be at distance 2.



# Breadth-First Search

Finding all distance to a seed node.

1. Find all connections to the seed node and declare them to be at distance 1
2. For each node found in step 1, find all their **connections which were not previously found**, and declare them to be at distance 2.
3. Continue discovering new nodes in layers, with each new layer adding one to the distance. Each layer consists of all **undiscovered** nodes connected to some node in the previous layer.

