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ERC Summer Workshop

복잡계 망에서의 정보 흐름
모델과 분석

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Information Diffusion

- Various networks play fundamental roles as a medium for **diffusion of information**, ideas, and influence among its members.
 - World Wide Web
 - Infection networks
 - Co-authorship networks
 - Social Networks
- Understanding how information flows on networks, **how often and when** it results in **large spreadings** are important problems.

Threshold phenomenon

- Some kinds of influences **spread greatly** compared to others.
 - Public protests in Tunisia, Egypt, and Libya in 2001
 - The tipping point of Harry Potter in 2000
- Threshold phenomenon (appearance of **large spreading**)
 - When an information spreads **rapidly** and **dramatically** at a certain moment.
 - In sociology, this moment is called **tipping point**.

Applications

- **Maximization** of spreading of influences
 - Advertisement
 - Opinion spreading

- **Minimization** of spreading of bad information
 - Prevention of epidemics (vaccination)
 - Public abnormality control

Studies on Information Diffusion

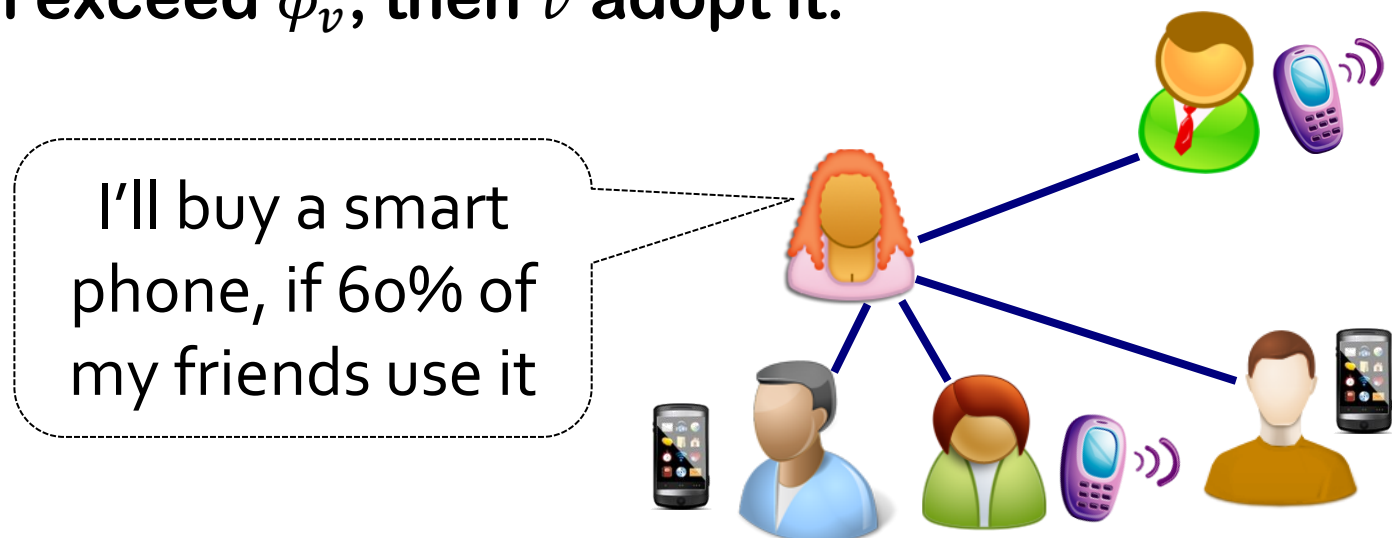
- Traditionally the diffusion of innovation studied in **Sociology**
 - Adoption of hybrid corn (Ryan and Gross, 1943)
 - Diffusion of innovations among physicians (Coleman et al., 1957)
 - Innovation decision process theory (Rogers, 1962)
- Lots of models have been investigated
 - **Linear threshold model**
 - **SIR model**

Information Diffusion Models

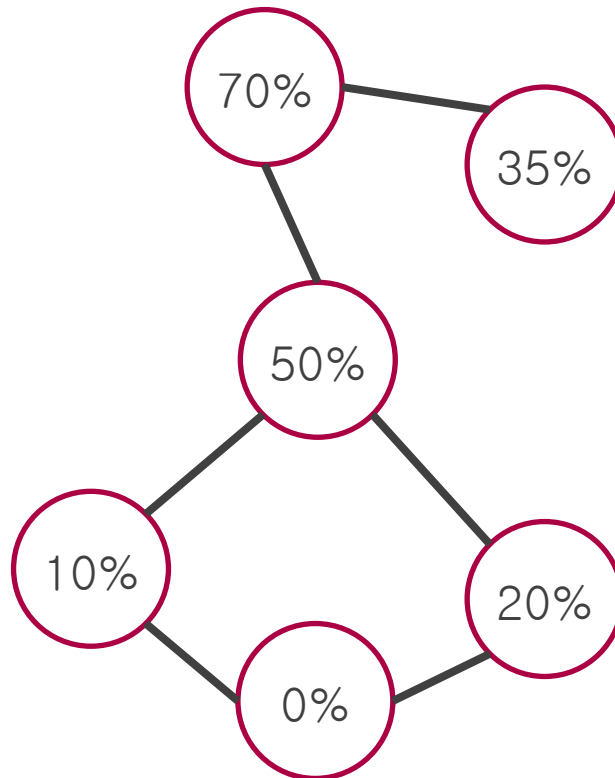
- A network is represented as a graph. Each user is considered as a node.
- Each node can be either active or inactive.
- By the “word-of-mouth” effects, each node’s tendency to become active increases monotonically as more of its neighbors become active.
 - A node can switch to **active** from **inactive**, but does not switch in the other direction.

Linear Threshold Model

- Individuals make their decisions based on their **neighbor's decisions**.
- Each individuals have threshold value $\phi_v \in [0,1]$
 - Drawn from a distribution $f \in \mathcal{C}^1$ in an i.i.d. manner.
- If the number of neighbor nodes that accepted the innovation exceed ϕ_v , then v adopt it.



Linear Threshold Diffusion Process



Initial adopter: **1**

Final cascade size: **4**

Stop!

Previous Work on Linear Threshold Model

- Information spreading and the occurrence of a tipping point have been analyzed for special cases
 - **Complete graph** with any f
(Granovetter, *The American Journal of Sociology*, 1978)
 - **Infinite and locally tree-like graph** with any f
(Watts, *PNAS*, 2002)
 - **Erdős-Rényi random network** with **constant f**
(Whitney, *Phys. Rev. E*, 2010)

Main Question

- Let $t(k)$ be the cascade size with k proportion of initial adopters.
- Select k proportion of initial adopters **uniformly** at random and **independently**

Can we **predict** $t(k)$ with high probability **for a more general class** of network structures and threshold distribution f ?

Based on this analysis, can we predict when a tipping point will appear?

- We provide positive answers
 - Work with **Seulki Lee** and **Hyuna Kim**

Experiments

■ Dataset

□ Facebook network

- New Orleans regional network

- $|V| = 60,290$, $|E| = 1,545,686$, average degree = 23

□ MySpace network

- $|V| = 100,000$, $|E| = 6,854,231$, average degree = 137

□ Erdős-Rényi random network

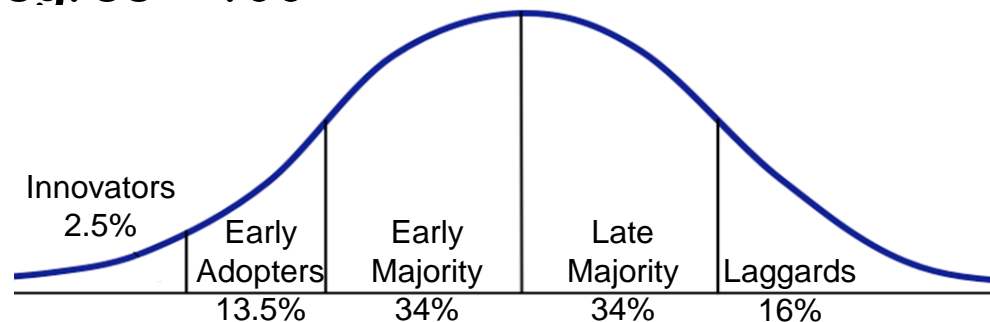
- $|V| = 100,000$, average degree = 100

□ Complete graph

- $|V| = 100,000$

■ Setup

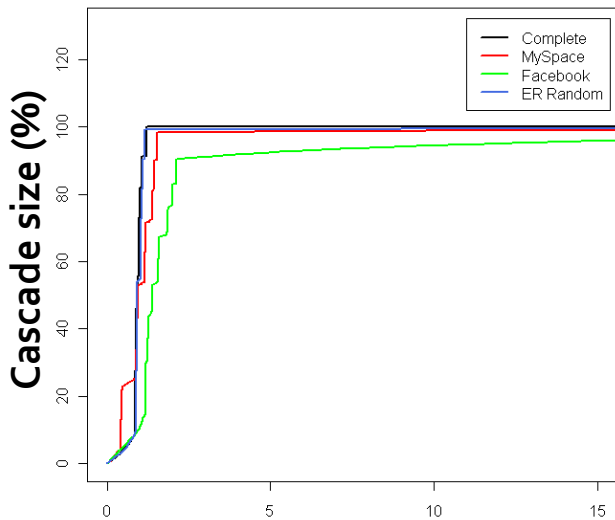
□ $f \sim N(\mu, \sigma)$ with various μ and σ values (Rogers, 1962)



Diffusion of innovations curve

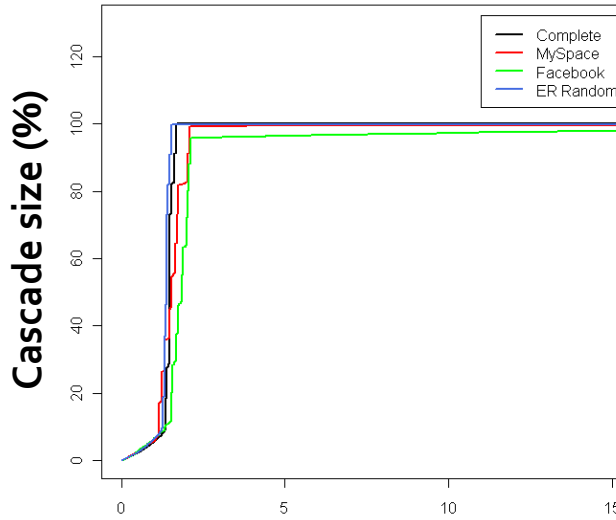
Experiment Results

$\mu = 0.4 \quad \sigma = 0.5$



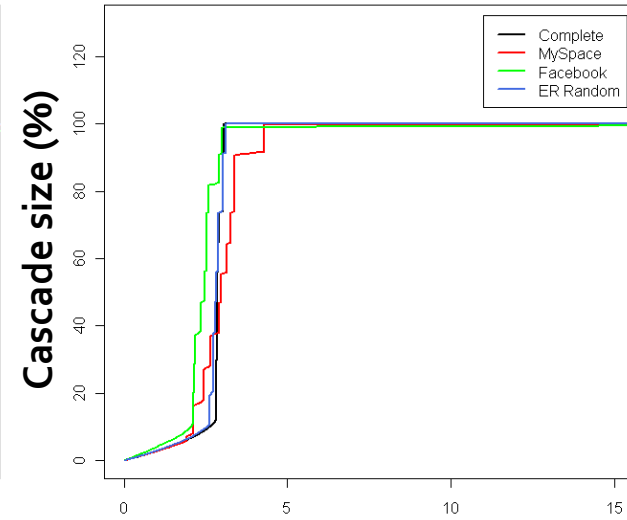
Initial adopter size k (%)

$\mu = 0.4 \quad \sigma = 0.4$



Initial adopter size k (%)

$\mu = 0.4 \quad \sigma = 0.3$

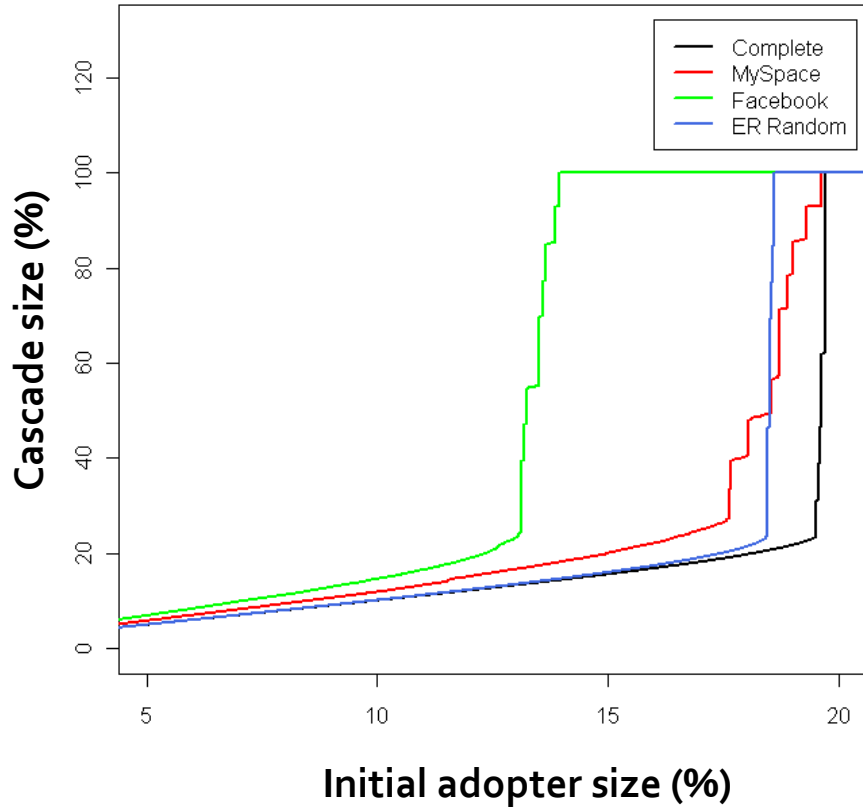


Initial adopter size k (%)

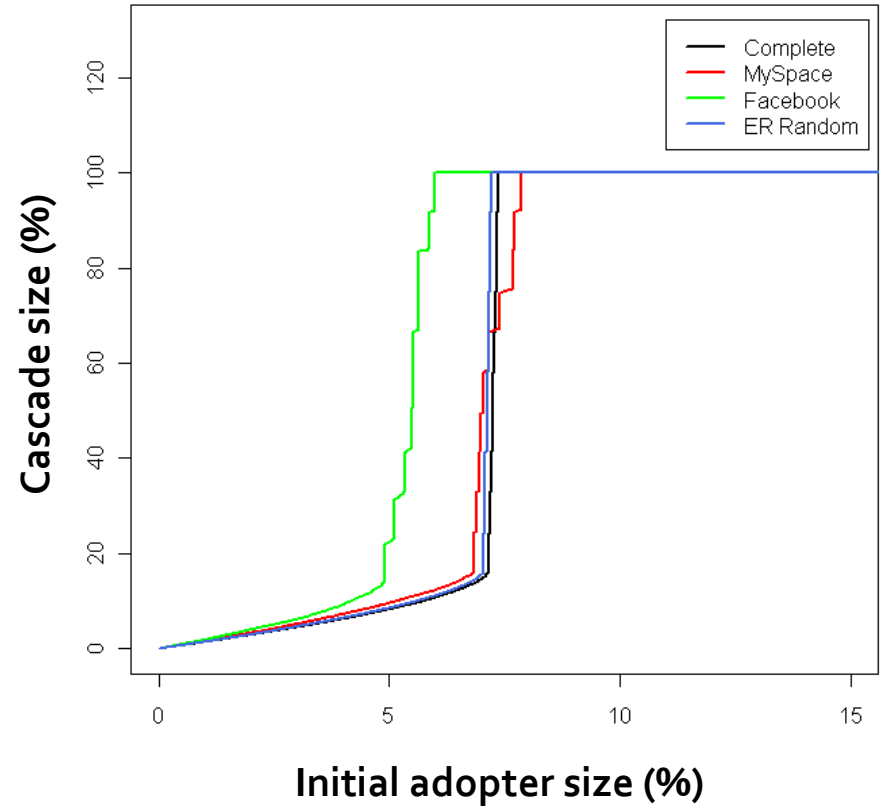
- For many values of μ and σ , we observe that tipping point occurs for both real world social networks and synthetic networks

Experiment Results

$\mu = 0.4$ $\sigma = 0.1$



$\mu = 0.4$ $\sigma = 0.2$



SIR Model

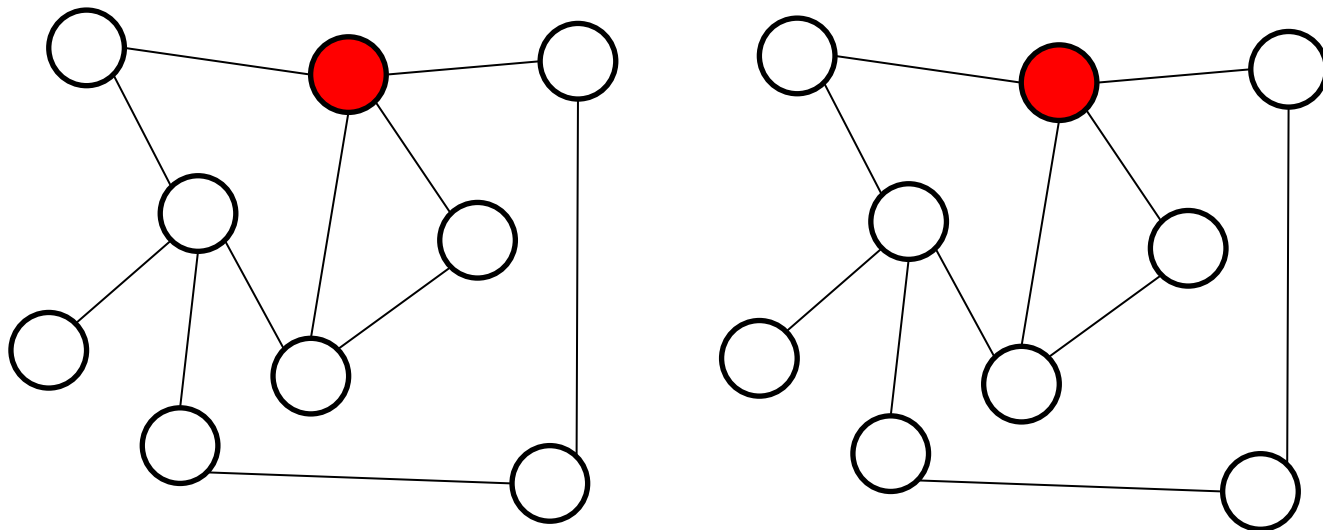
- The SIR model is originally used to **model diffusion of epidemics**.
- An individual in a network is **susceptible** for the first time, having a possibility to be infected. After **infected**, it remains infected for a while, infecting contactees. Finally, it is **cured (removed)**.



- This process explains a **simple** way of information diffusions or social interactions.
 - Facebook, Twitter retweet, information spreading in the blog space, etc

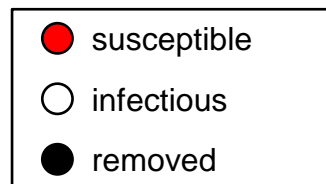
SIR Model

■ The SIR spreading procedure examples



$$p_{i,j} = 0.5$$

$$p_{i,j} = 0.75$$



Our Interests

- We are interested in ...
 - **Probabilities** of large spreading
 - **Sizes** of large spreading
 - **Conditions** under which large spreading occurs

Outline of Our Results

- Work with **Sungsu Lim** and **Namju Kwak**
- Previous work considers only the case when the diffusion probability is a **constant for each edge**.
- We consider when the **diffusion probability depends on the local information of the two end nodes**
 - which appears often in social networks and complex networks
- We obtain **formula to exactly compute probabilities and sizes** of large spreading of a network under the SIR model using the degree distribution of the network.
- The results of our mathematical calculations are very similar to the **empirical results**.

Simulations

- Use the **SIR spreading model**.

- $p_{i,j} = f(d_i, d_j) = \frac{c}{d_i}$ and $p_{i,j} = f(d_i, d_j) = \frac{c}{d_j}$

- Simulations are performed on ...

- **Preferential attachment** graph

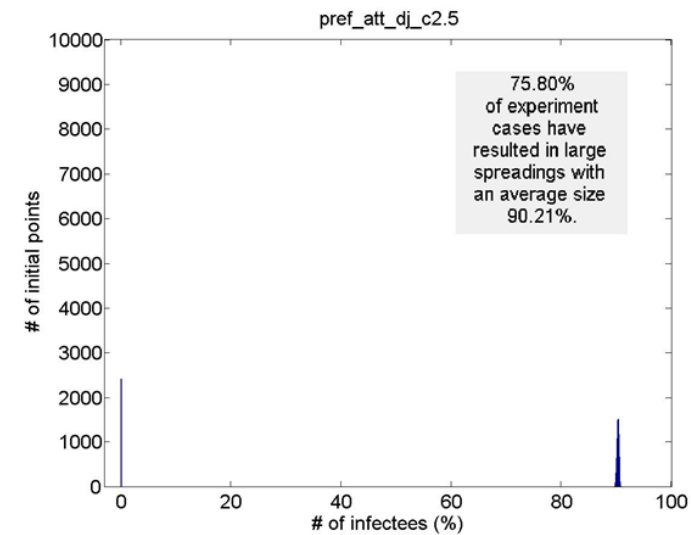
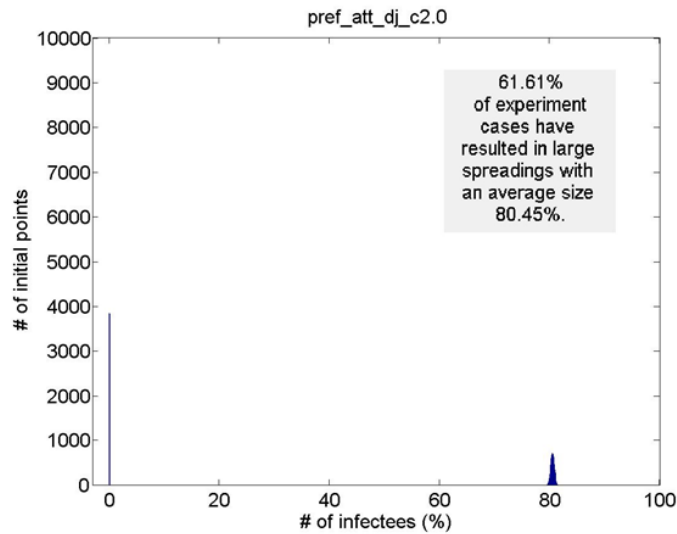
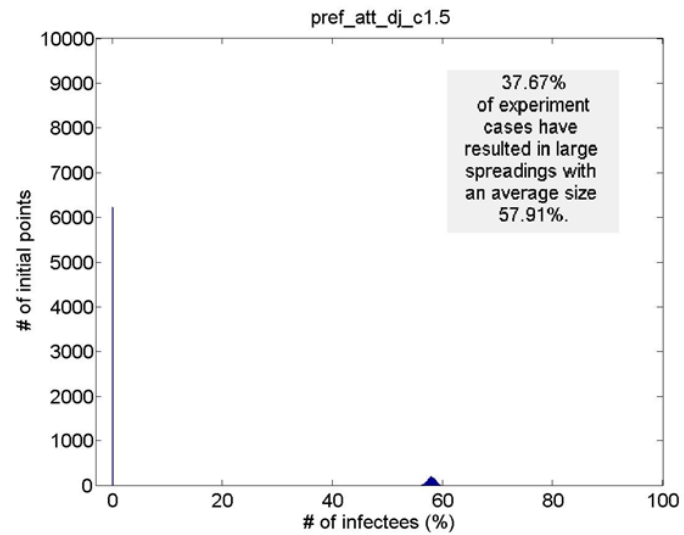
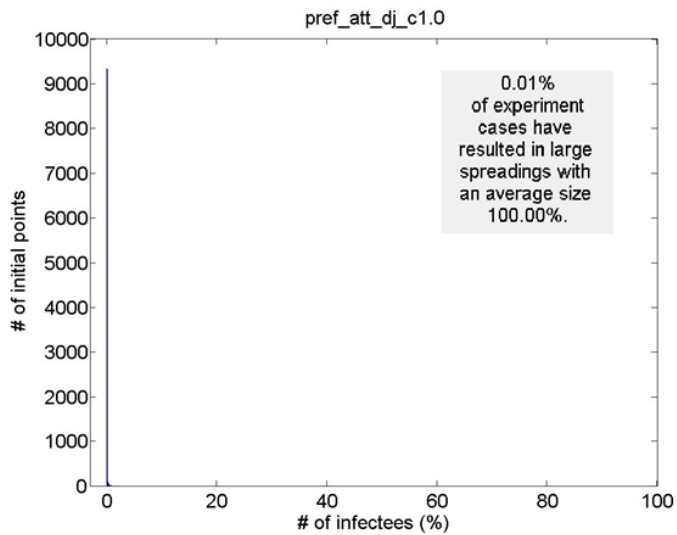
- **General** random graph

- **Facebook** and **Myspace** friendship graph

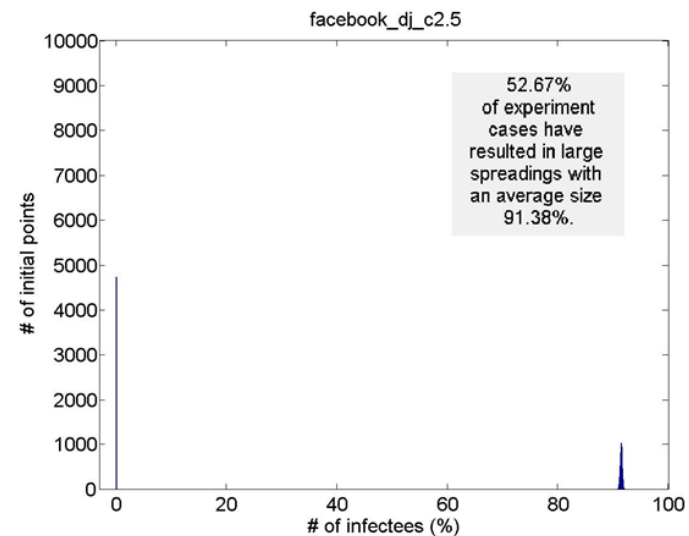
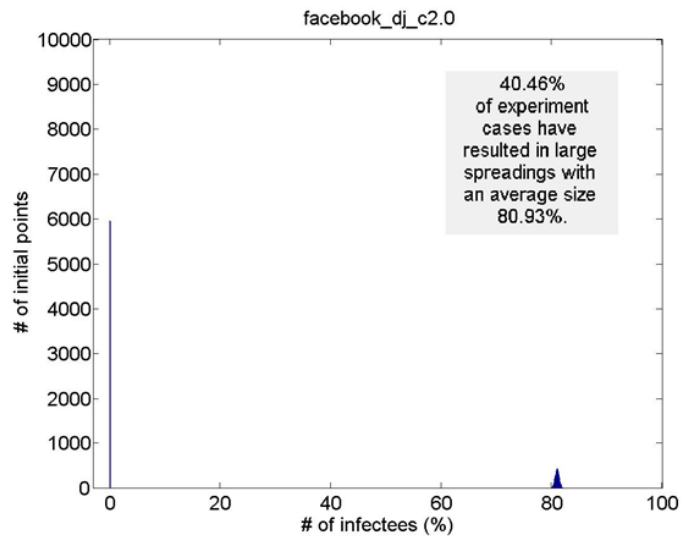
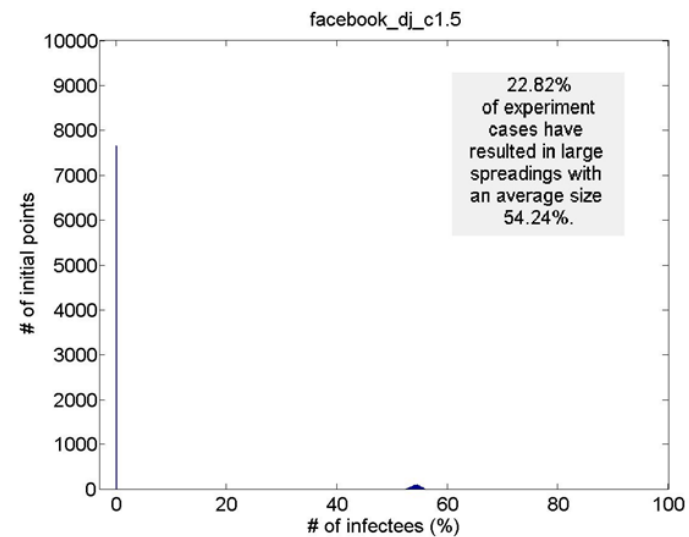
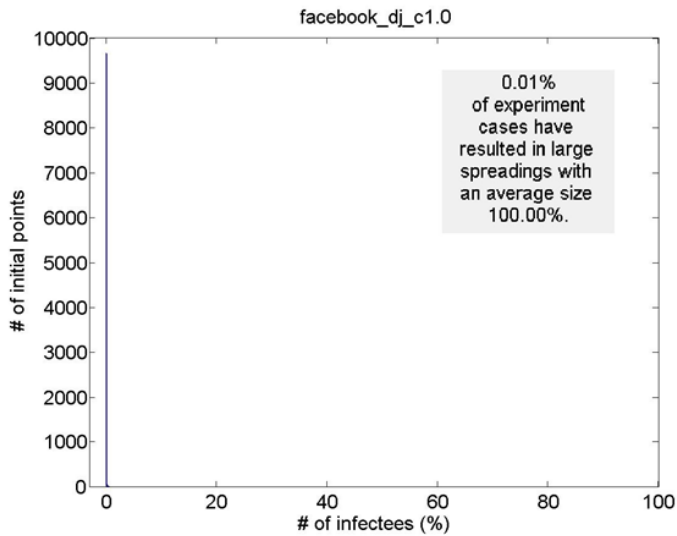
- A **single initial infectious** (I) node is randomly picked. All the other nodes are susceptible (S).

- Observe probabilities and sizes of large spreading at the end of the procedure.

Simulations



Simulations



Simulations

