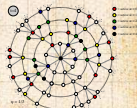


# Social Contagion

Principles of Complex Systems | @pocsvox  
 CSYS/MATH 300, Fall, 2015 | #FallPoCS2015

Prof. Peter Dodds | @peterdodds

Dept. of Mathematics & Statistics | Vermont Complex Systems Center  
 Vermont Advanced Computing Core | University of Vermont



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- Final size
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- Groups

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Social Contagion

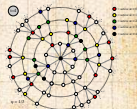
## Sealie & Lambie Productions



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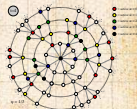
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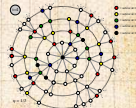
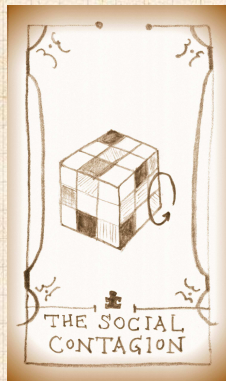




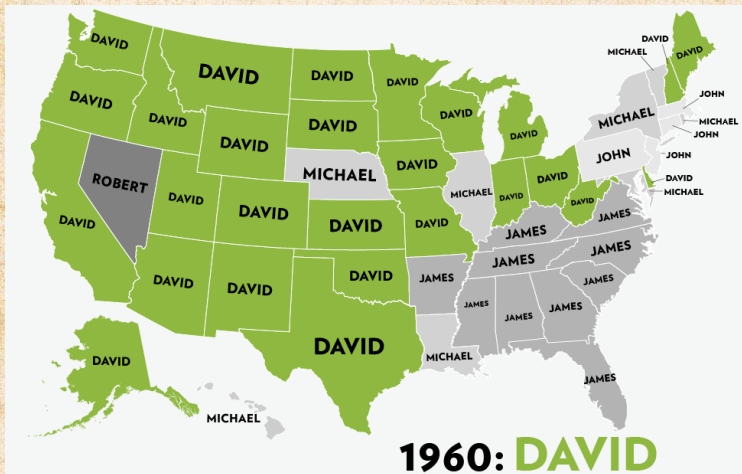
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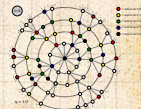


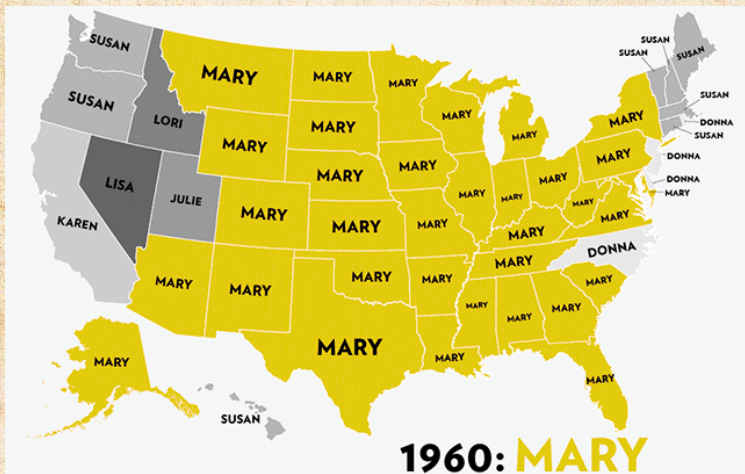
From the Atlantic 

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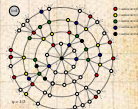


From the Atlantic 


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# Things that spread well:

[buzzfeed.com](http://buzzfeed.com) 



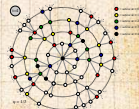
- ▶ Dangerously self aware: [11 Elements that make a perfect viral video.](#) 

+ News ...

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LOL + cute + fail + wtf:

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# Oopsie!

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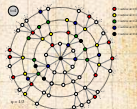
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**BUZZFEED FELL DOWN AND WENT BOOM.**

Please try reloading this page. If the problem persists [let us know](#).



# The whole lolcats thing:

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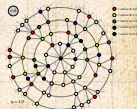


:-p

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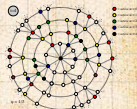
# Some things really stick:



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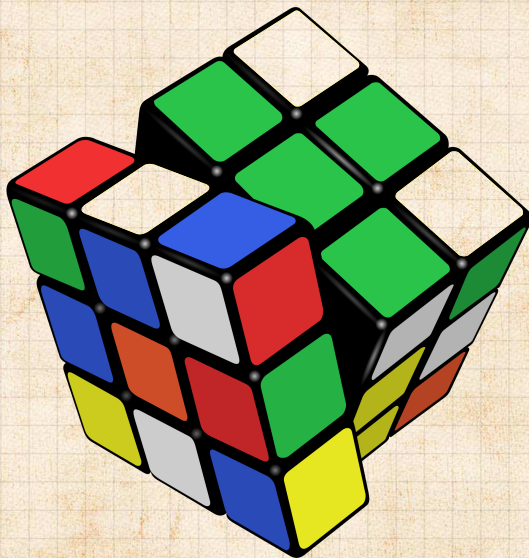




wtf + geeky + omg:

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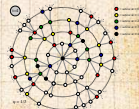
Social Contagion



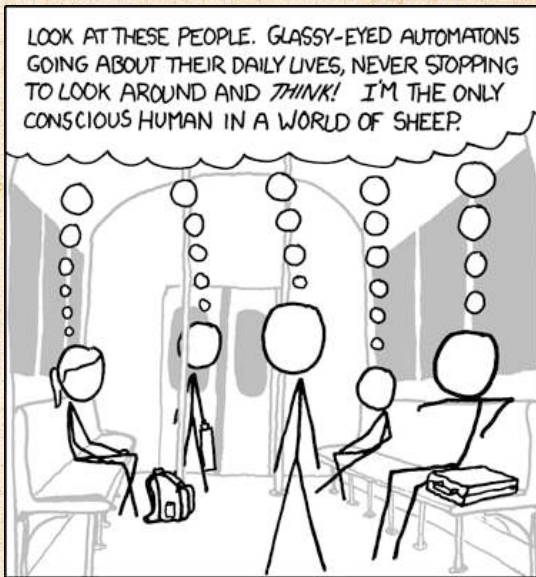
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# Why social contagion works so well:



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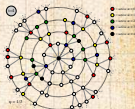
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<http://xkcd.com/610/>

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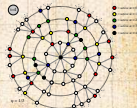
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## Examples abound

- ▶ fashion
- ▶ striking
- ▶ smoking  [7]
- ▶ residential segregation [22]
- ▶ iPhones and iThings
- ▶ obesity  [6]
- ▶ Harry Potter
- ▶ voting
- ▶ gossip
- ▶ Rubik's cube 
- ▶ religious beliefs
- ▶ school shootings
- ▶ **leaving lectures**

## SIR and SIRS type contagion possible

- ▶ Classes of behavior versus specific behavior :  
**dieting, horror movies, getting married, invading countries, ...**

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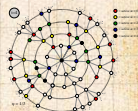
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# Mixed messages: Please copy, but also, don't copy ...

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Network version

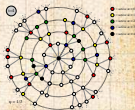
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## References

- ▶ Cindy Harrell appeared  in the (terrifying) music video for Ray Parker Jr.'s Ghostbusters .
- ▶ Misframing: Appeals only to seed on exponential growth.



# Market much?

## Social Contagion Models

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Granovetter's model

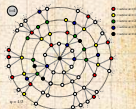
Network version

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## References





# Framingham heart study:

## Evolving network stories (Christakis and Fowler):

- ▶ The spread of quitting smoking  <sup>[7]</sup>
- ▶ The spread of spreading  <sup>[6]</sup>
- ▶ Also: happiness  <sup>[11]</sup>, loneliness, ...
- ▶ The book: Connected: The Surprising Power of Our Social Networks and How They Shape Our Lives 

Social Contagion Models

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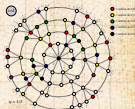
Spreading success

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References

## Controversy:

- ▶ Are your friends making you fat?  (Clive Thomson, NY Times, September 10, 2009).
- ▶ Everything is contagious  —Doubts about the social plague stir in the human superorganism (Dave Johns, Slate, April 8, 2010).



## Two focuses for us

- ▶ Widespread media influence
- ▶ Word-of-mouth influence

## We need to understand influence

- ▶ Who influences whom? Very hard to measure...
- ▶ What kinds of influence response functions are there?
- ▶ Are some individuals super influencers?  
Highly popularized by Gladwell<sup>[12]</sup> as 'connectors'
- ▶ The infectious idea of opinion leaders (Katz and Lazarsfeld)<sup>[19]</sup>

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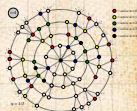
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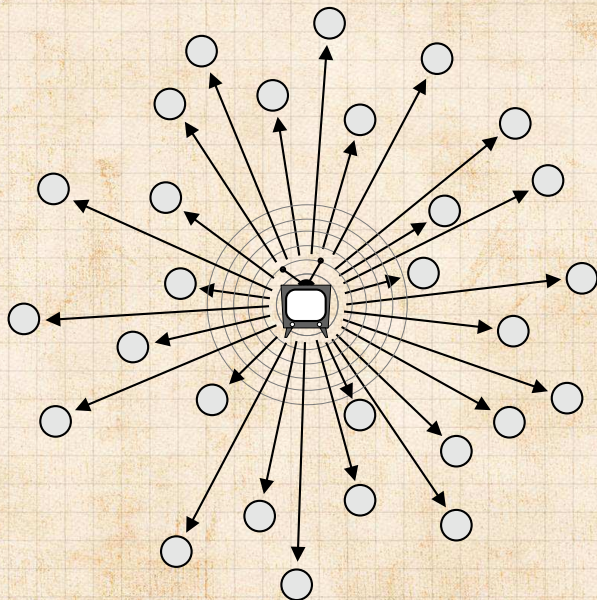
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# The hypodermic model of influence



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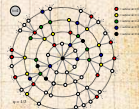
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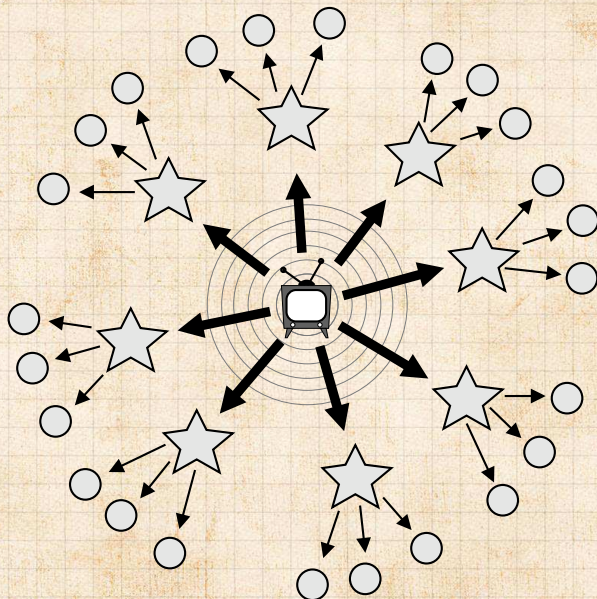




# The two step model of influence [19]

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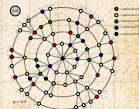
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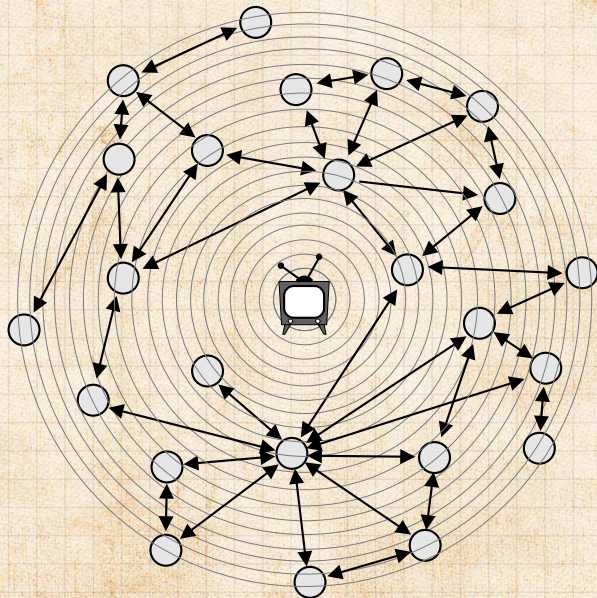
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# The general model of influence: the Social Wild



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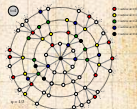
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# Talking about the social wild:

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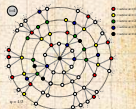
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## Why do things spread socially?

- ▶ Because of properties of special individuals?
- ▶ Or system level properties?
- ▶ Is the match that lights the fire important?
- ▶ Yes. But only because we are storytellers: *homo narrativus* ↗.
- ▶ We like to think things happened for reasons ...
- ▶ Reasons for success are usually ascribed to intrinsic properties (examples next).
- ▶ Teleological stories of fame are often easy to generate and believe.
- ▶ System/group dynamics harder to understand because most of our stories are built around individuals.
- ▶ Always good to examine what is said before and after the fact ...

### Social Contagion Models

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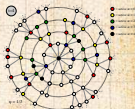
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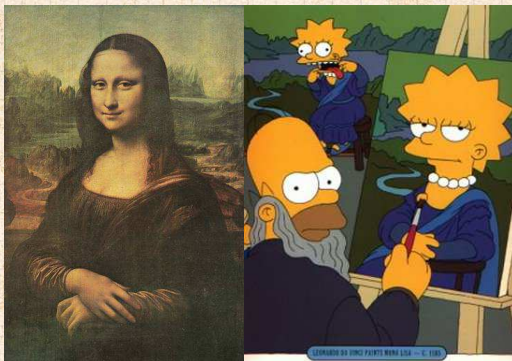
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# The Mona Lisa



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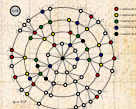
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## References

- ▶ “Becoming Mona Lisa: The Making of a Global Icon”—David Sassoon
- ▶ Not the world’s greatest painting from the start...
- ▶ Escalation through theft, vandalism, **parody**, ...



# 'Tattooed Guy' Was Pivotal in Armstrong Case [nytimes]

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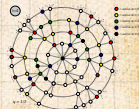
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- ▶ "... Leogrande's doping sparked a series of events ..."



# The completely unpredicted fall of Eastern Europe

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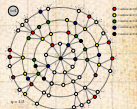


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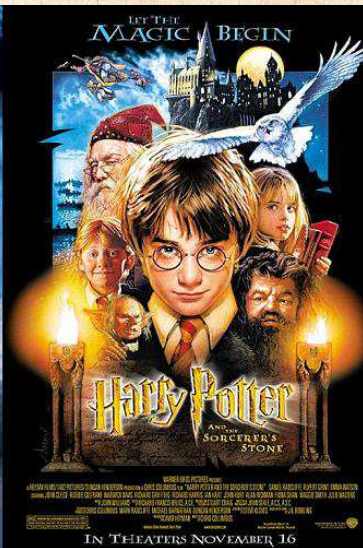
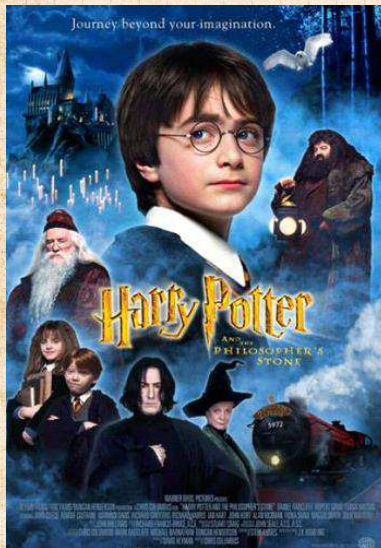
Timur Kuran: <sup>[20, 21]</sup> "Now Out of Never: The Element of Surprise in the East European Revolution of 1989"



# The dismal predictive powers of editors...

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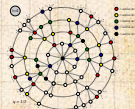
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## From a 2013 Believer Magazine [↗](#) interview with Maurice Sendak [↗](#):

BLVR: Did the success of *Where the Wild Things Are* ever feel like an albatross?

MS: It's a nice book. It's perfectly nice. I can't complain about it. I remember Herman Melville said, "When I die no one is going to mention *Moby-Dick*. They're all going to talk about my first book, about f\*\*\*ing maidens in Tahiti." He was right. No mention of *Moby-Dick* then. Everyone wanted another Tahitian book, a beach book. But then he kept writing deeper and deeper and then came *Moby-Dick* and people hated it. The only ones who liked it were Mr. and Mrs. Nathaniel Hawthorne. *Moby-Dick* didn't get famous until 1930.

- ▶ Sendak named his dog Herman.
- ▶ The essential Colbert interview: [Pt. 1](#) [↗](#) and [Pt. 2](#) [↗](#).

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[References](#)





# Drafting success in the NFL:

## Top Players by Round, 1995-2012



1ST ROUND  
**Peyton Manning**  
1ST OVER ALL, 1998



2ND ROUND  
**Drew Brees**  
32ND PICK, 2001



3RD ROUND  
**Terrell Owens**  
89TH PICK, 1996



4TH ROUND  
**Jared Allen**  
126TH PICK, 2004



5TH ROUND  
**Zach Thomas**  
154TH PICK, 1996



6TH ROUND  
**Tom Brady**  
199TH PICK, 2000



7TH ROUND  
**Donald Driver**  
213TH PICK, 1999



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## Messaging with social connections

- ▶ Ads based on message content (e.g., Google and email)
- ▶ [BzzAgent](#)
- ▶ One of Facebook's early advertising attempts: [Beacon](#)
- ▶ All of Facebook's advertising attempts.

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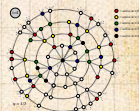
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# Getting others to do things for you

A very good book: 'Influence'<sup>[8]</sup> by Robert Cialdini ↗

## Six modes of influence:

1. **Reciprocation**: *The Old Give and Take... and Take*; e.g., Free samples, Hare Krishnas.
2. **Commitment and Consistency**: *Hobgoblins of the Mind*; e.g., Hazing.
3. **Social Proof**: *Truths Are Us*; e.g., Jonestown ↗, Kitty Genovese ↗ (contested).
4. **Liking**: *The Friendly Thief*; e.g., Separation into groups is enough to cause problems.
5. **Authority**: *Directed Deference*; e.g., Milgram's obedience to authority experiment. ↗
6. **Scarcity**: *The Rule of the Few*; e.g., Prohibition.

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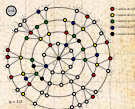
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- ▶ Cialdini's modes are heuristics that help up us get through life.
- ▶ Useful but can be leveraged...

## Other acts of influence:

- ▶ Conspicuous Consumption (Veblen, 1912)
- ▶ Conspicuous Destruction (Potlatch)

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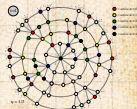
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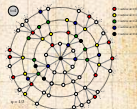
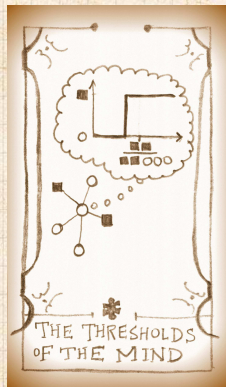
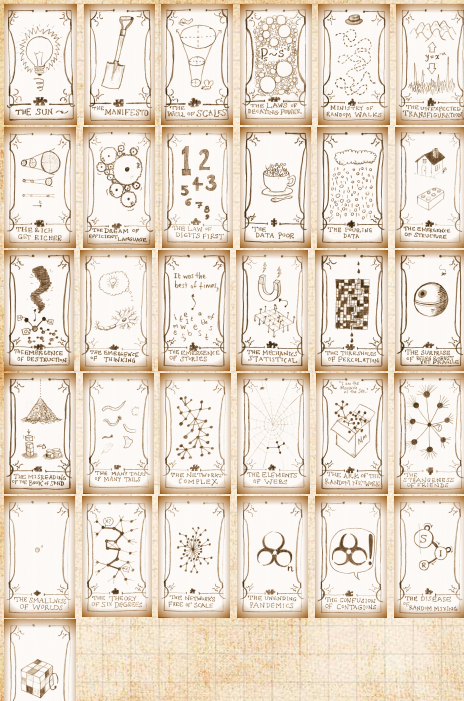
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## References



## Some important models:

- ▶ Tipping models—Schelling (1971)<sup>[22, 23, 24]</sup>
  - ▶ Simulation on checker boards
  - ▶ Idea of thresholds
  - ▶ Polygon-themed online visualization. (Includes optional diversity-seeking proclivity.)[↗](#)
  - ▶ Explore the Netlogo [↗](#) online implementation [↗](#)<sup>[29]</sup>
- ▶ Threshold models—Granovetter (1978)<sup>[15]</sup>
- ▶ Herding models—Bikhchandani, Hirschleifer, Welch (1992)<sup>[2, 3]</sup>
  - ▶ Social learning theory, Informational cascades,...

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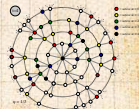
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## Thresholds

- ▶ Basic idea: individuals adopt a behavior when a **certain fraction of others** have adopted
- ▶ 'Others' may be everyone in a population, an individual's close friends, any reference group.
- ▶ Response can be probabilistic or deterministic.
- ▶ Individual thresholds can vary
- ▶ Assumption: order of others' adoption does not matter... **(unrealistic)**.
- ▶ Assumption: level of influence per person is uniform **(unrealistic)**.

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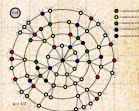
Network version

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## Some possible origins of thresholds:

- ▶ Inherent, evolution-devised inclination to coordinate, to conform, to imitate. [1]
- ▶ **Lack of information**: impute the worth of a good or behavior based on degree of adoption (social proof)
- ▶ Economics: **Network effects** or **network externalities**
  - ▶ Externalities = Effects on others not directly involved in a transaction
  - ▶ Examples: telephones, fax machine, Facebook, operating systems
  - ▶ An individual's utility increases with the adoption level among peers and the population in general

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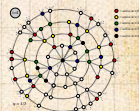
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## Shareworthy interlude

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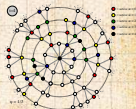
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Final size

Spreading success

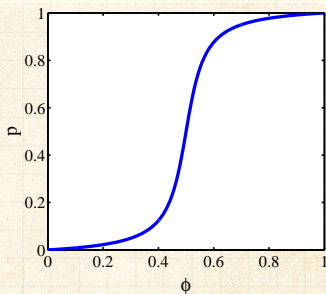
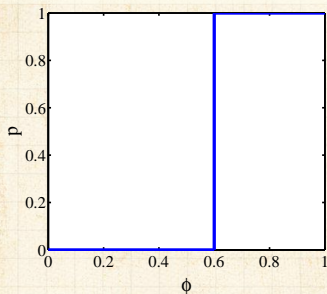
Groups

### References





# Threshold models—response functions



- ▶ Example threshold influence response functions:  
**deterministic** and **stochastic**
- ▶  $\phi$  = fraction of contacts 'on' (e.g., rioting)
- ▶ Two states: S and I.

## Social Contagion Models

Background

Granovetter's model

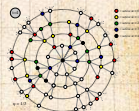
Network version

Final size

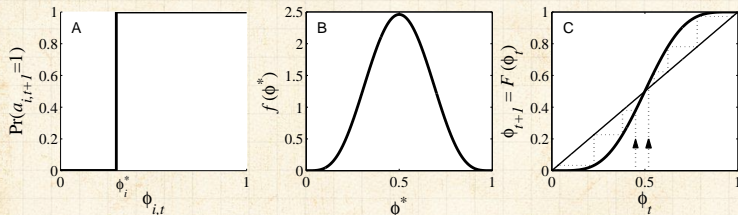
Spreading success

Groups

## References



## Action based on perceived behavior of others:



- ▶ Two states: S and I.
- ▶  $\phi$  = fraction of contacts 'on' (e.g., rioting)
- ▶ Discrete time update (strong assumption!)
- ▶ This is a **Critical mass model**

## Social Contagion Models

Background

Granovetter's model

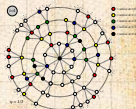
Network version

Final size

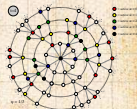
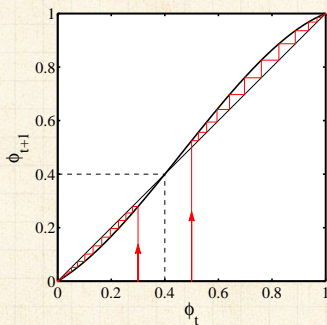
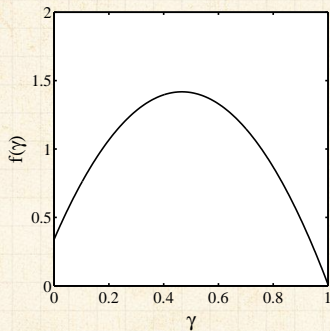
Spreading success

Groups

## References

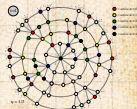
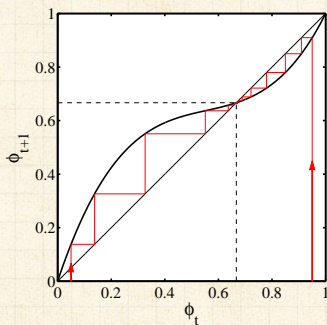
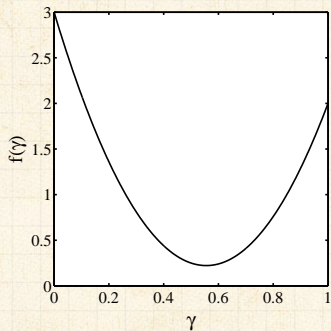


Another example of critical mass model:

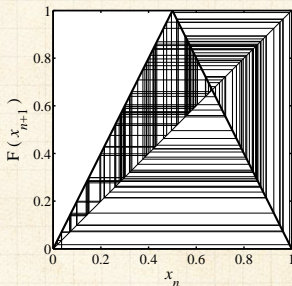
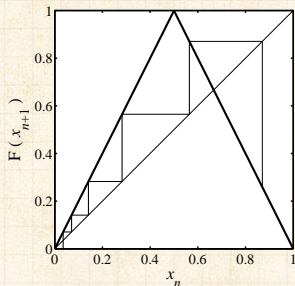




Example of single stable state model:



## Chaotic behavior possible [17, 16, 9, 18]



- ▶ Period doubling arises as map amplitude  $r$  is increased.
- ▶ Synchronous update assumption is crucial

## Social Contagion Models

Background

Granovetter's model

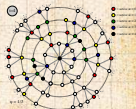
Network version

Final size

Spreading success

Groups

## References



## Implications for collective action theory:

1. Collective uniformity  $\nRightarrow$  individual uniformity
2. Small individual changes  $\Rightarrow$  large global changes
3. The stories/dynamics of complex systems are conceptually inaccessible for individual-centric narratives.
4. System stories live in left null space of our stories—we can't even see them.
5. But we happily impose simplistic, individual-centric stories—we can't help ourselves ↗.

Social Contagion  
Models

Background

Granovetter's model

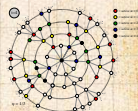
Network version

Final size

Spreading success

Groups

References





## Many years after Granovetter and Soong's work:

- ▶ "A simple model of global cascades on random networks"  
D. J. Watts. Proc. Natl. Acad. Sci., 2002 [26]
  - ▶ Mean field model → network model
  - ▶ Individuals now have a limited view of the world

### Social Contagion Models

Background

Granovetter's model

Network version

Final size

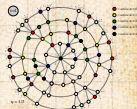
Spreading success

Groups

### References

## We'll also explore:

- ▶ "Seed size strongly affects cascades on random networks" [14]  
Gleeson and Cahalane, Phys. Rev. E, 2007.
- ▶ "Direct, physically motivated derivation of the contagion condition for spreading processes on generalized random networks" [10] Dodds, Harris, and Payne, Phys. Rev. E, 2011
- ▶ "Influentials, Networks, and Public Opinion Formation" [27]  
Watts and Dodds, J. Cons. Res., 2007.



# Threshold model on a network

- ▶ Interactions between individuals now represented by a network.
- ▶ Network is **sparse**.
- ▶ Individual  $i$  has  $k_i$  contacts.
- ▶ Influence on each link is **reciprocal** and of **unit weight**.
- ▶ Each individual  $i$  has a fixed threshold  $\phi_i$ .
- ▶ Individuals repeatedly poll contacts on network.
- ▶ Synchronous, discrete time updating.
- ▶ Individual  $i$  becomes active when fraction of active contacts  $\frac{a_i}{k_i} \geq \phi_i$ .
- ▶ Individuals remain active when switched (no recovery = SI model).

## Social Contagion Models

Background

Granovetter's model

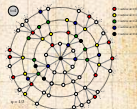
Network version

Final size

Spreading success

Groups

## References



# Threshold model on a network

## Social Contagion Models

Background

Granovetter's model

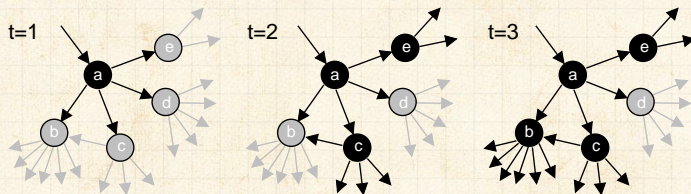
Network version

Final size

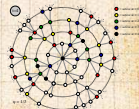
Spreading success

Groups

## References



- ▶ All nodes have threshold  $\phi = 0.2$ .





## First study random networks:

- ▶ Start with  $N$  nodes with a degree distribution  $P_k$
- ▶ Nodes are randomly connected (carefully so)
- ▶ Aim: Figure out when activation will propagate
- ▶ Determine a **cascade condition**

## The Cascade Condition:

1. If one individual is initially activated, what is the probability that an activation will spread over a network?
2. What features of a network determine whether a cascade will occur or not?

### Social Contagion Models

Background

Granovetter's model

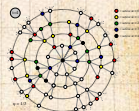
Network version

Final size

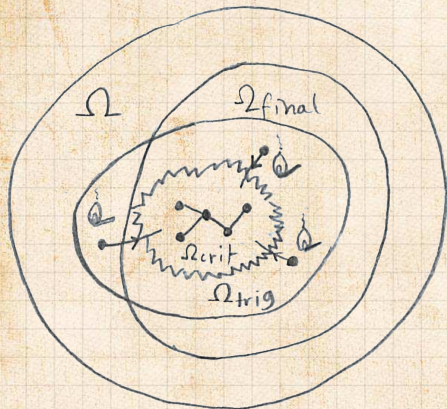
Spreading success

Groups

### References



# Example random network structure:



- ▶  $\Omega_{crit} = \Omega_{vuln} =$   
critical mass =  
global  
vulnerable  
component
- ▶  $\Omega_{trig} =$   
triggering  
component
- ▶  $\Omega_{final} =$   
potential  
extent of  
spread
- ▶  $\Omega =$  entire  
network

Social Contagion  
Models

Background

Granovetter's model

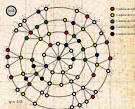
Network version

Final size

Spreading success

Groups

References



$$\Omega_{crit} \subset \Omega_{trig}; \Omega_{crit} \subset \Omega_{final}; \text{ and } \Omega_{trig}, \Omega_{final} \subset \Omega.$$

## Follow active links

- ▶ An active link is a link connected to an activated node.
- ▶ If an infected link leads to **at least 1 more infected link**, then **activation spreads**.
- ▶ We need to understand which nodes can be activated when only one of their neighbors becomes active.

### Social Contagion Models

Background

Granovetter's model

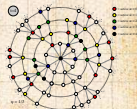
Network version

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Spreading success

Groups

### References





# The most gullible

## Vulnerables:

- ▶ We call individuals who can be activated by just one contact being active **vulnerables**
- ▶ The vulnerability condition for node  $i$ :

$$1/k_i \geq \phi_i$$

- ▶ Which means # contacts  $k_i \leq \lfloor 1/\phi_i \rfloor$
- ▶ For global cascades on random networks, must have a *global cluster of vulnerables* [26]
- ▶ **Cluster of vulnerables = critical mass**
- ▶ Network story: 1 node  $\rightarrow$  critical mass  $\rightarrow$  everyone.

## Social Contagion Models

Background

Granovetter's model

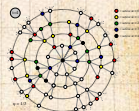
Network version

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## References



## Back to following a link:

- ▶ A randomly chosen link, traversed in a random direction, leads to a degree  $k$  node with probability  $\propto kP_k$ .
- ▶ Follows from there being  $k$  ways to connect to a node with degree  $k$ .
- ▶ Normalization:

$$\sum_{k=0}^{\infty} kP_k = \langle k \rangle$$

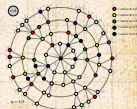
- ▶ So

$$P(\text{linked node has degree } k) = \frac{kP_k}{\langle k \rangle}$$

## Social Contagion Models

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## References

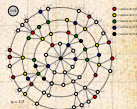


## Next: Vulnerability of linked node

- ▶ Linked node is **vulnerable** with probability

$$\beta_k = \int_{\phi'_*=0}^{1/k} f(\phi'_*) d\phi'_*$$

- ▶ If linked node is **vulnerable**, it produces  $k - 1$  new outgoing active links
- ▶ If linked node is **not vulnerable**, it produces **no** active links.





## Putting things together:

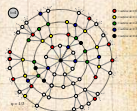
- ▶ Expected number of active edges produced by an active edge:

$$R = \left[ \sum_{k=1}^{\infty} \underbrace{(k-1) \cdot \beta_k \cdot \frac{kP_k}{\langle k \rangle}}_{\text{success}} + \underbrace{0 \cdot (1 - \beta_k) \cdot \frac{kP_k}{\langle k \rangle}}_{\text{failure}} \right]$$
$$= \sum_{k=1}^{\infty} (k-1) \cdot \beta_k \cdot \frac{kP_k}{\langle k \rangle}$$

## Social Contagion Models

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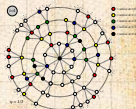
## References



So... for random networks with fixed degree distributions, cascades take off when:

$$\sum_{k=1}^{\infty} (k-1) \cdot \beta_k \cdot \frac{kP_k}{\langle k \rangle} > 1.$$

- ▶  $\beta_k$  = probability a degree  $k$  node is vulnerable.
- ▶  $P_k$  = probability a node has degree  $k$ .



## Two special cases:

- ▶ (1) Simple disease-like spreading succeeds:  $\beta_k = \beta$

$$\beta \cdot \sum_{k=1}^{\infty} (k-1) \cdot \frac{kP_k}{\langle k \rangle} > 1.$$

- ▶ (2) Giant component exists:  $\beta = 1$

$$1 \cdot \sum_{k=1}^{\infty} (k-1) \cdot \frac{kP_k}{\langle k \rangle} > 1.$$

## Social Contagion Models

Background

Granovetter's model

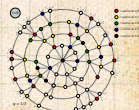
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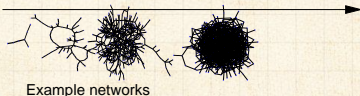
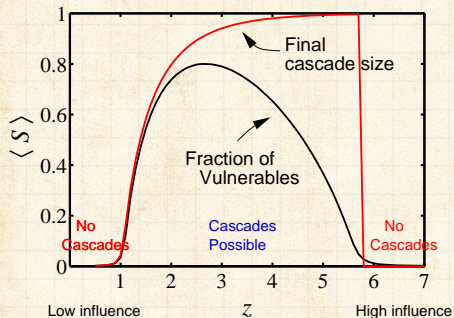
Groups

## References





# Cascades on random networks



- ▶ Cascades occur only if size of max vulnerable cluster  $> 0$ .
- ▶ System may be 'robust-yet-fragile'.
- ▶ 'Ignorance' facilitates spreading.

## Social Contagion Models

Background

Granovetter's model

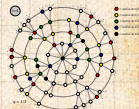
Network version

Final size

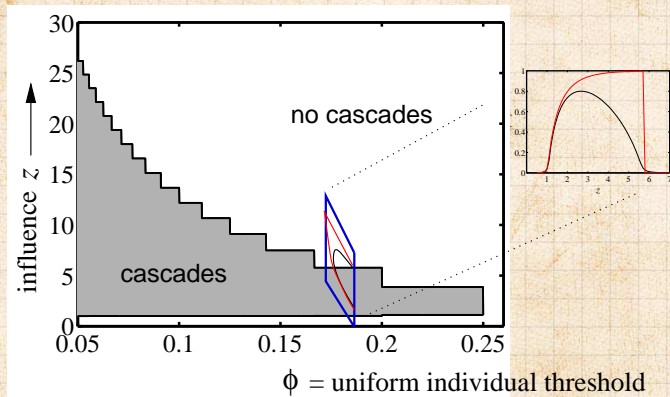
Spreading success

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References



# Cascade window for random networks



## Social Contagion Models

Background

Granovetter's model

Network version

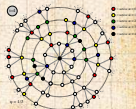
Final size

Spreading success

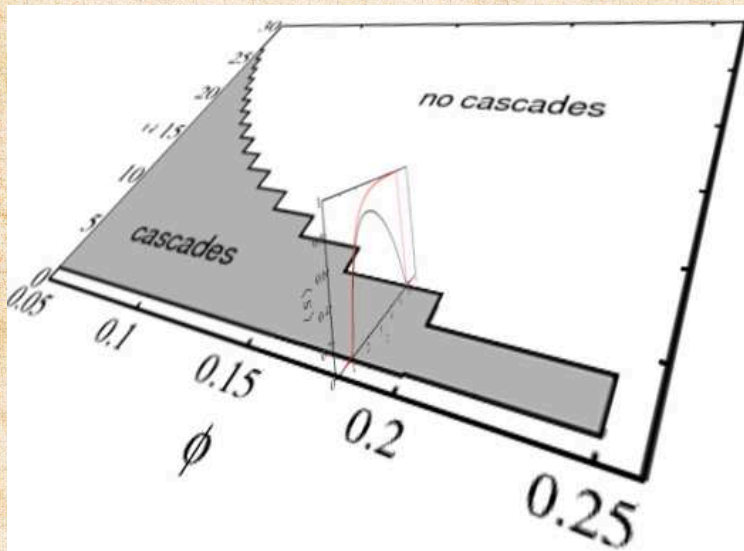
Groups

## References

- ▶ **'Cascade window'** widens as threshold  $\phi$  decreases.
- ▶ Lower thresholds enable spreading.



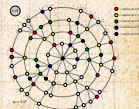
# Cascade window for random networks



## Social Contagion Models

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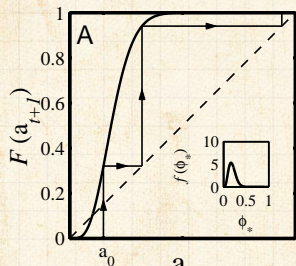
# All-to-all versus random networks

## Social Contagion Models

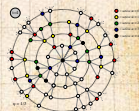
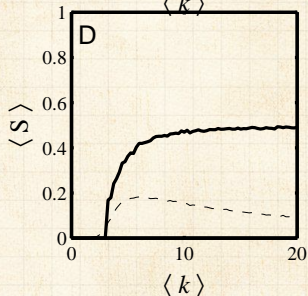
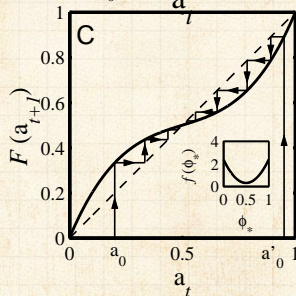
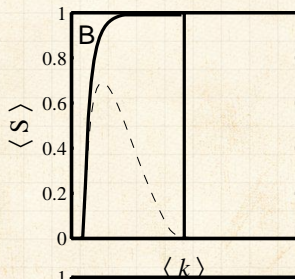
- Background
- Granovetter's model
- Network version
- Final size
- Spreading success
- Groups

## References

all-to-all networks



random networks



# Cascade window—summary

For our simple model of a uniform threshold:

1. **Low  $\langle k \rangle$ :** No cascades in poorly connected networks.  
No global clusters of any kind.
2. **High  $\langle k \rangle$ :** Giant component exists but not enough vulnerables.
3. **Intermediate  $\langle k \rangle$ :** Global cluster of vulnerables exists.  
Cascades are possible in **"Cascade window."**

Social Contagion  
Models

Background

Granovetter's model

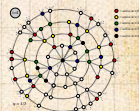
Network version

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References



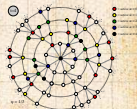
# Threshold contagion on random networks

- ▶ **Next:** Find expected fractional size of spread.
- ▶ Not obvious even for uniform threshold problem.
- ▶ Difficulty is in figuring out if and when nodes that need  $\geq 2$  hits switch on.
- ▶ Problem **beautifully solved** for infinite seed case by Gleeson and Cahalane:  
"Seed size strongly affects cascades on random networks," Phys. Rev. E, 2007. [14]
- ▶ Developed further by Gleeson in "Cascades on correlated and modular random networks," Phys. Rev. E, 2008. [13]

## Social Contagion Models

Background  
Granovetter's model  
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# Determining expected size of spread:

- ▶ Randomly turn on a fraction  $\phi_0$  of nodes at time  $t = 0$
- ▶ Capitalize on local branching network structure of random networks (again)
- ▶ Now think about what must happen for a specific node  $i$  to become active at time  $t$ :
  - $t = 0$ :  $i$  is one of the seeds (prob =  $\phi_0$ )
  - $t = 1$ :  $i$  was not a seed but enough of  $i$ 's friends switched on at time  $t = 0$  so that  $i$ 's threshold is now exceeded.
  - $t = 2$ : enough of  $i$ 's friends and friends-of-friends switched on at time  $t = 0$  so that  $i$ 's threshold is now exceeded.
  - $t = n$ : enough nodes within  $n$  hops of  $i$  switched on at  $t = 0$  and their effects have propagated to reach  $i$ .

## Social Contagion Models

Background

Granovetter's model

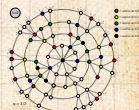
Network version

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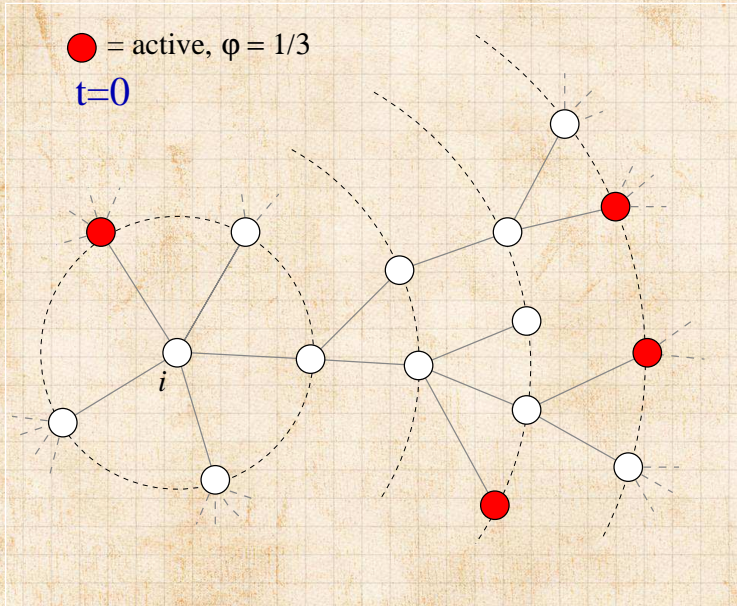
Spreading success

Groups

## References



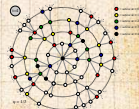
# Expected size of spread



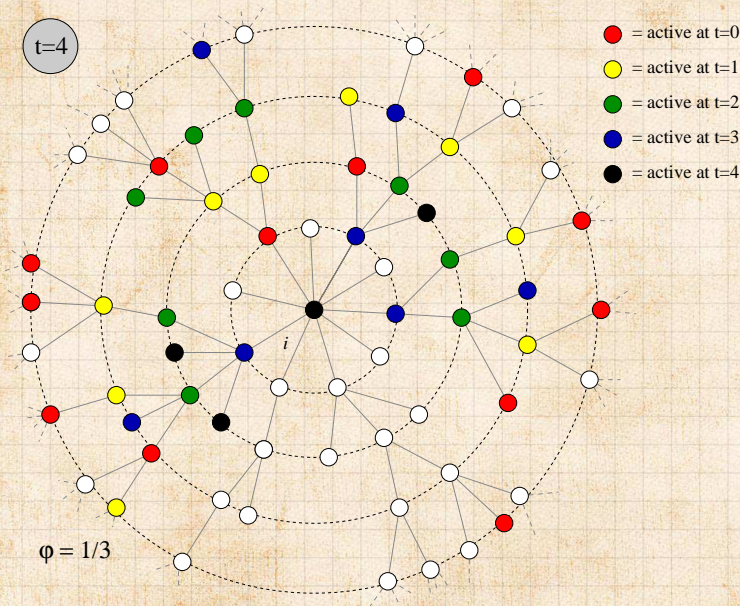
## Social Contagion Models

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# Expected size of spread



## Social Contagion Models

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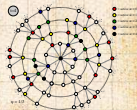
Network version

Final size

Spreading success

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## References





## Notes:

- ▶ Calculations are possible if nodes do not become inactive (strong restriction).
- ▶ Not just for threshold model—works for a wide range of contagion processes.
- ▶ We can analytically determine the entire time evolution, not just the final size.
- ▶ We can in fact determine  $\Pr(\text{node of degree } k \text{ switching on at time } t)$ .
- ▶ Asynchronous updating can be handled too.

## Social Contagion Models

Background

Granovetter's model

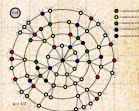
Network version

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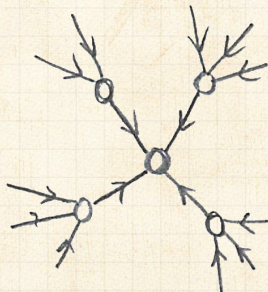
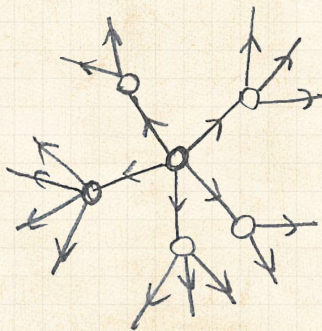
## References



# Expected size of spread

## Pleasantness:

- ▶ Taking off from a single seed story is about **expansion** away from a node.
- ▶ Extent of spreading story is about **contraction** at a node.



## Social Contagion Models

Background

Granovetter's model

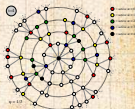
Network version

Final size

Spreading success

Groups

## References



# Expected size of spread

► **Notation:**

$\phi_{k,t} = \mathbf{Pr}$ (a degree  $k$  node is active at time  $t$ ).

► **Notation:**  $B_{kj} = \mathbf{Pr}$  (a degree  $k$  node becomes active if  $j$  neighbors are active).

► Our starting point:  $\phi_{k,0} = \phi_0$ .

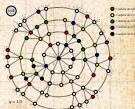
►  $\binom{k}{j} \phi_0^j (1 - \phi_0)^{k-j} = \mathbf{Pr}$  ( $j$  of a degree  $k$  node's neighbors were seeded at time  $t = 0$ ).

► Probability a degree  $k$  node was a seed at  $t = 0$  is  $\phi_0$  (as above).

► Probability a degree  $k$  node was not a seed at  $t = 0$  is  $(1 - \phi_0)$ .

► Combining everything, we have:

$$\phi_{k,1} = \phi_0 + (1 - \phi_0) \sum_{j=0}^k \binom{k}{j} \phi_0^j (1 - \phi_0)^{k-j} B_{kj}.$$





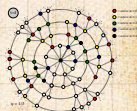
- ▶ For general  $t$ , we need to know the probability an edge coming into a degree  $k$  node at time  $t$  is active.
- ▶ **Notation:** call this probability  $\theta_t$ .
- ▶ We already know  $\theta_0 = \phi_0$ .
- ▶ Story analogous to  $t = 1$  case. For node  $i$ :

$$\phi_{i,t+1} = \phi_0 + (1 - \phi_0) \sum_{j=0}^{k_i} \binom{k_i}{j} \theta_t^j (1 - \theta_t)^{k_i-j} B_{k_i j}.$$

- ▶ Average over all nodes to obtain expression for  $\phi_{t+1}$ :

$$\phi_{t+1} = \phi_0 + (1 - \phi_0) \sum_{k=0}^{\infty} P_k \sum_{j=0}^k \binom{k}{j} \theta_t^j (1 - \theta_t)^{k-j} B_{k j}.$$

- ▶ So we need to compute  $\theta_t$ ... massive excitement...



# Expected size of spread

First connect  $\theta_0$  to  $\theta_1$ :

▶  $\theta_1 = \phi_0 +$

$$(1 - \phi_0) \sum_{k=1}^{\infty} \frac{k P_k}{\langle k \rangle} \sum_{j=0}^{k-1} \binom{k-1}{j} \theta_0^j (1 - \theta_0)^{k-1-j} B_{kj}$$

- ▶  $\frac{k P_k}{\langle k \rangle} = R_k = \mathbf{Pr}$  (edge connects to a degree  $k$  node).
- ▶  $\sum_{j=0}^{k-1}$  piece gives  $\mathbf{Pr}$ (degree node  $k$  activates) of its neighbors  $k - 1$  incoming neighbors are active.
- ▶  $\phi_0$  and  $(1 - \phi_0)$  terms account for state of node at time  $t = 0$ .
- ▶ See this all generalizes to give  $\theta_{t+1}$  in terms of  $\theta_t \dots$

## Social Contagion Models

Background

Granovetter's model

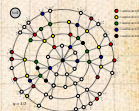
Network version

Final size

Spreading success

Groups

## References



# Expected size of spread

Two pieces: edges first, and then nodes

$$1. \theta_{t+1} = \underbrace{\phi_0}_{\text{exogenous}}$$

$$+(1 - \phi_0) \underbrace{\sum_{k=1}^{\infty} \frac{k P_k}{\langle k \rangle} \sum_{j=0}^{k-1} \binom{k-1}{j} \theta_t^j (1 - \theta_t)^{k-1-j} B_{kj}}_{\text{social effects}}$$

with  $\theta_0 = \phi_0$ .

$$2. \phi_{t+1} =$$

$$\underbrace{\phi_0}_{\text{exogenous}} + (1 - \phi_0) \underbrace{\sum_{k=0}^{\infty} P_k \sum_{j=0}^k \binom{k}{j} \theta_t^j (1 - \theta_t)^{k-j} B_{kj}}_{\text{social effects}}$$

Social Contagion  
Models

Background

Granovetter's model

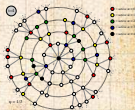
Network version

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Groups

References





# Expected size of spread

Iterative map for  $\theta_t$  is key:

$$\theta_{t+1} = \underbrace{\phi_0}_{\text{exogenous}}$$

$$+(1 - \phi_0) \underbrace{\sum_{k=1}^{\infty} \frac{kP_k}{\langle k \rangle} \sum_{j=0}^{k-1} \binom{k-1}{j} \theta_t^j (1 - \theta_t)^{k-1-j} B_{kj}}_{\text{social effects}}$$

$$= G(\theta_t; \phi_0)$$

## Social Contagion Models

Background

Granovetter's model

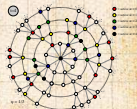
Network version

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Spreading success

Groups

## References



# Expected size of spread:

- ▶ Retrieve cascade condition for spreading from a single seed in limit  $\phi_0 \rightarrow 0$ .
- ▶ Depends on map  $\theta_{t+1} = G(\theta_t; \phi_0)$ .
- ▶ First: if self-starters are present, some activation is assured:

$$G(0; \phi_0) = \sum_{k=1}^{\infty} \frac{kP_k}{\langle k \rangle} \bullet B_{k0} > 0.$$

meaning  $B_{k0} > 0$  for at least one value of  $k \geq 1$ .

- ▶ If  $\theta = 0$  is a fixed point of  $G$  (i.e.,  $G(0; \phi_0) = 0$ ) then spreading occurs if

$$G'(0; \phi_0) = \sum_{k=0}^{\infty} \frac{kP_k}{\langle k \rangle} \bullet (k-1) \bullet B_{k1} > 1.$$

## Social Contagion Models

Background

Granovetter's model

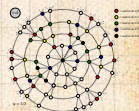
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## References



# Expected size of spread:

In words:

- ▶ If  $G(0; \phi_0) > 0$ , spreading must occur because some nodes turn on for free.
- ▶ If  $G$  has an **unstable fixed point** at  $\theta = 0$ , then cascades are also always possible.

Non-vanishing seed case:

- ▶ Cascade condition is more complicated for  $\phi_0 > 0$ .
- ▶ If  $G$  has a **stable fixed point** at  $\theta = 0$ , and an **unstable fixed point** for some  $0 < \theta_* < 1$ , then for  $\theta_0 > \theta_*$ , spreading takes off.
- ▶ Tricky point:  $G$  depends on  $\phi_0$ , so as we change  $\phi_0$ , we also change  $G$ .
- ▶ A version of a critical mass model again.

Social Contagion  
Models

Background

Granovetter's model

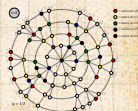
Network version

Final size

Spreading success

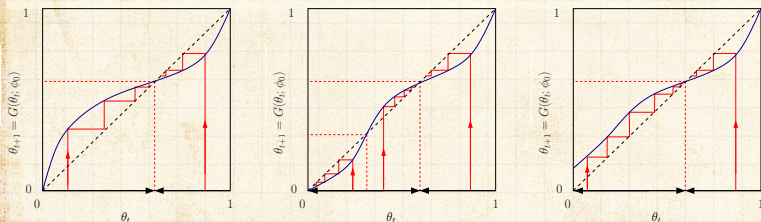
Groups

References





# General fixed point story:



- ▶ Given  $\theta_0 (= \phi_0)$ ,  $\theta_\infty$  will be the nearest stable fixed point, either above or below.
- ▶ n.b., adjacent fixed points must have opposite stability types.
- ▶ **Important:** Actual form of  $G$  depends on  $\phi_0$ .
- ▶ So choice of  $\phi_0$  dictates both  $G$  and starting point—can't start anywhere for a given  $G$ .

## Social Contagion Models

Background

Granovetter's model

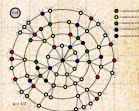
Network version

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Spreading success

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## References

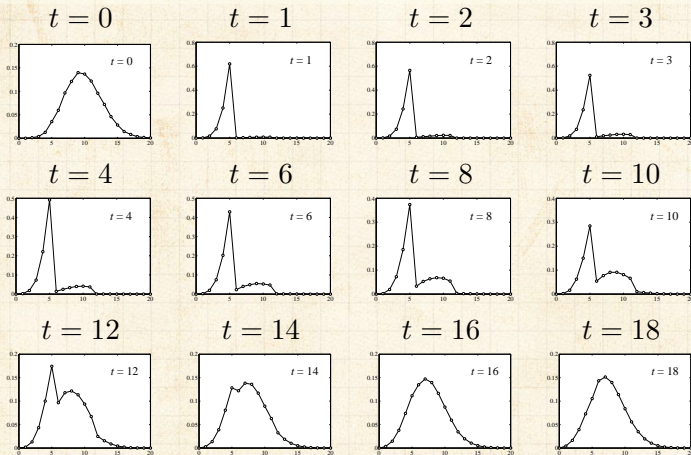


# Early adopters—degree distributions

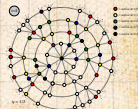
## Social Contagion Models

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- Groups

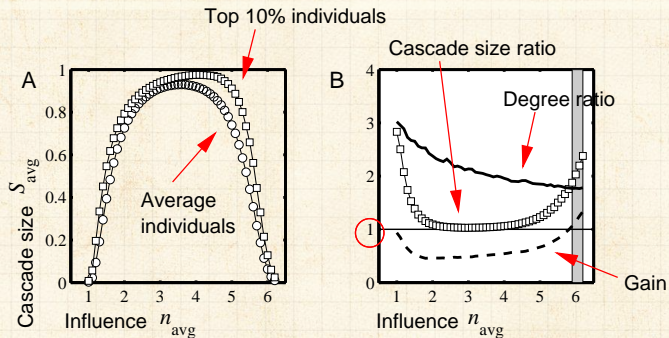
## References



$P_{k,t}$  versus  $k$



# The multiplier effect:

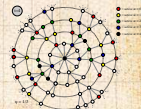


- ▶ Fairly uniform levels of individual influence.
- ▶ Multiplier effect is mostly below 1.

## Social Contagion Models

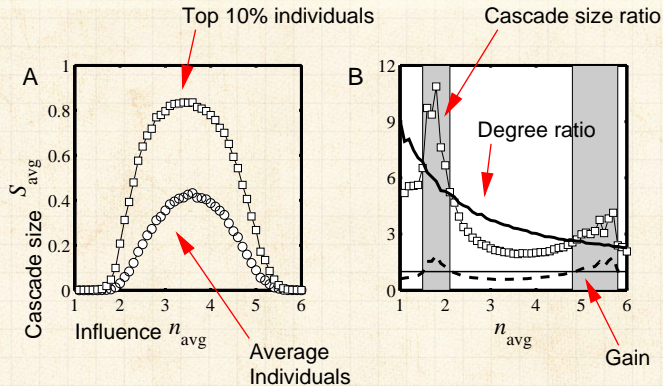
Background  
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# The multiplier effect:

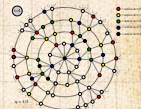


► Skewed influence distribution example.

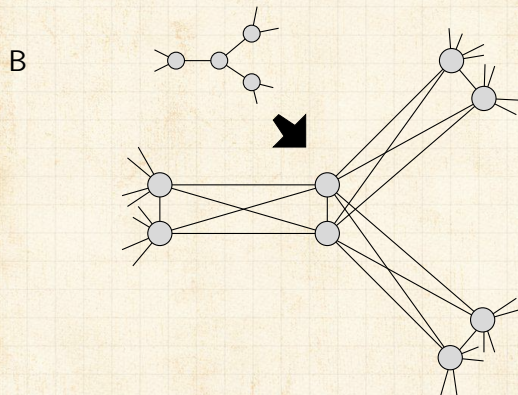
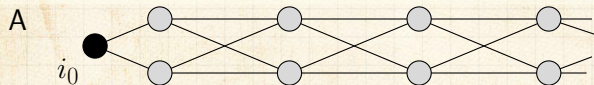
## Social Contagion Models

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# Special subnetworks can act as triggers

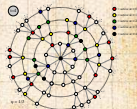


►  $\phi = 1/3$  for all nodes

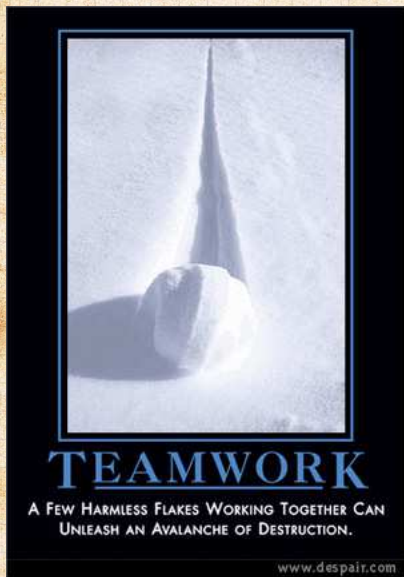
## Social Contagion Models

- Background
- Granovetter's model
- Network version
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## References



# The power of groups...

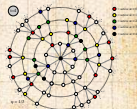


“A few harmless flakes working together can unleash an avalanche of destruction.”

## Social Contagion Models


- Background
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- Network version
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## References

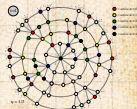






"Threshold Models of Social Influence"   
Watts and Dodds,  
The Oxford Handbook of Analytical  
Sociology, , 475–497, 2009. [28]

- ▶ Assumption of sparse interactions is good
- ▶ Degree distribution is (generally) key to a network's function
- ▶ Still, random networks don't represent all networks
- ▶ Major element missing: **group structure**

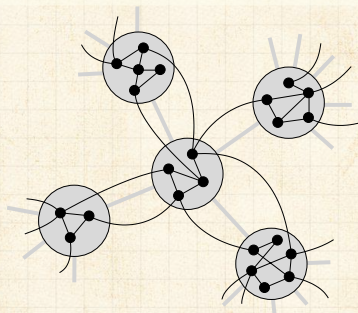


# Group structure—Ramified random networks

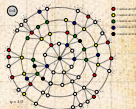
## Social Contagion Models

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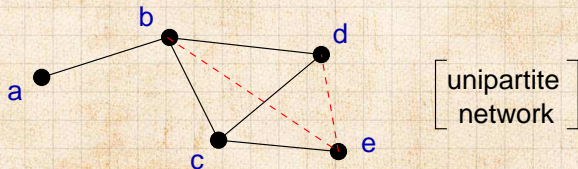
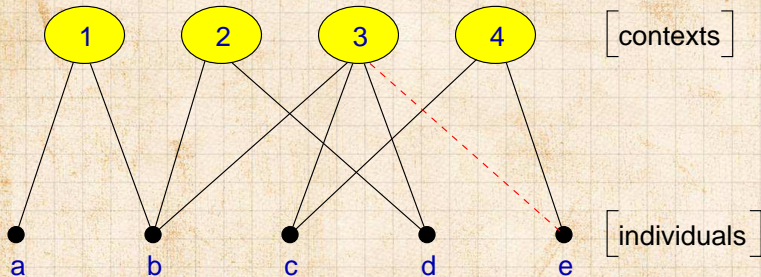
## References



$p$  = intergroup connection probability  
 $q$  = intragroup connection probability.



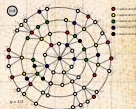
# Bipartite networks



Social Contagion Models

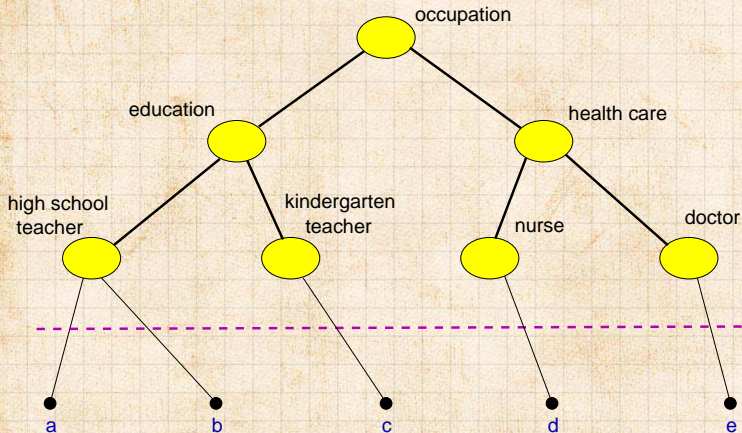
- Background
- Granovetter's model
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References





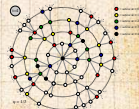
# Context distance



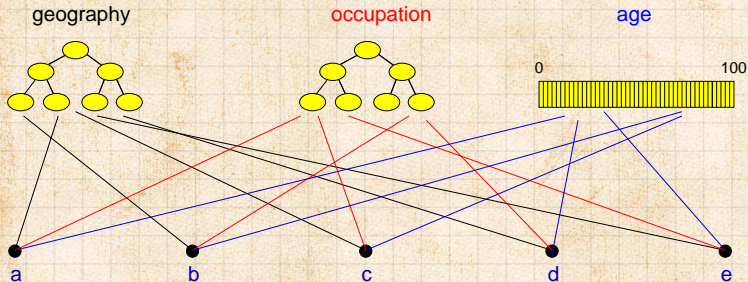
## Social Contagion Models

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# Generalized affiliation model

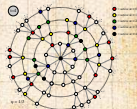


(Blau & Schwartz, Simmel, Breiger)

## Social Contagion Models

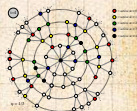
- Background
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## References



# Generalized affiliation model networks with triadic closure

- ▶ Connect nodes with probability  $\propto \exp^{-\alpha d}$   
where  
 $\alpha$  = homophily parameter  
and  
 $d$  = distance between nodes (height of lowest common ancestor)
- ▶  $\tau_1$  = intergroup probability of friend-of-friend connection
- ▶  $\tau_2$  = intragroup probability of friend-of-friend connection



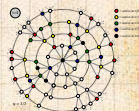
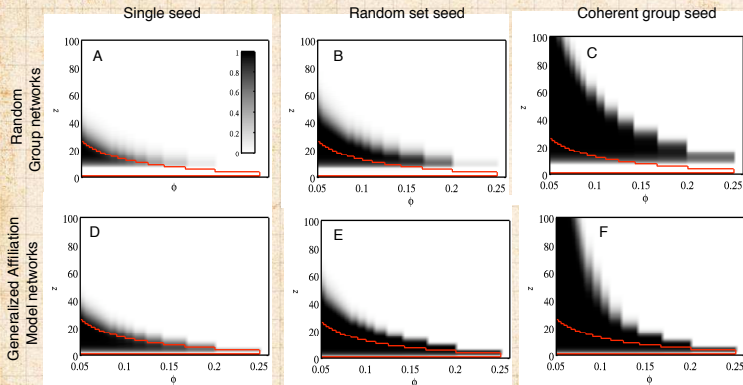


# Cascade windows for group-based networks

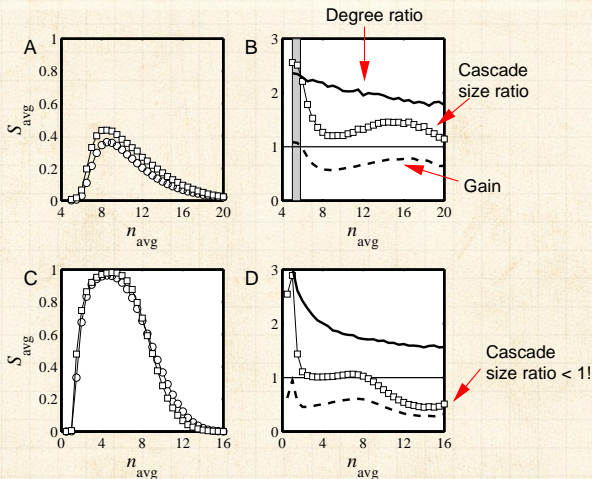
## Social Contagion Models

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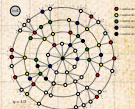
# Multiplier effect for group-based networks:



## Social Contagion Models

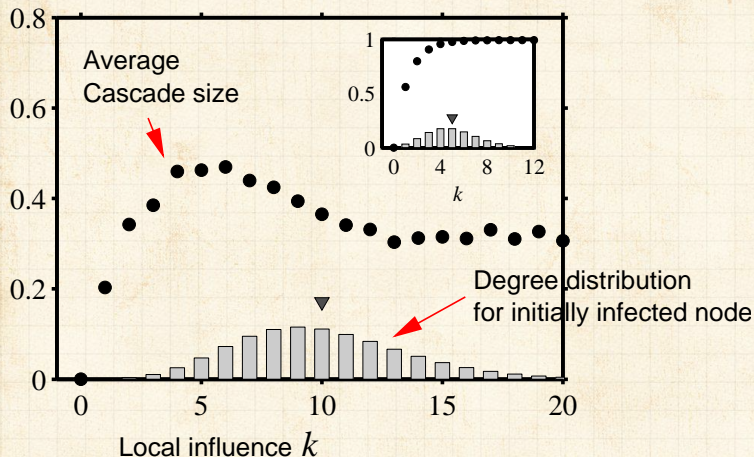
- Background
- Granovetter's model
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## References



► Multiplier almost always below 1.

# Assortativity in group-based networks

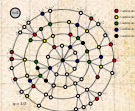


- ▶ The most connected nodes aren't always the most 'influential.'
- ▶ **Degree assortativity** is the reason.

## Social Contagion Models

- Background
- Granovetter's model
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## Summary

- ▶ **'Influential vulnerables'** are key to spread.
- ▶ Early adopters are mostly vulnerables.
- ▶ Vulnerable nodes important but not necessary.
- ▶ Groups may greatly facilitate spread.
- ▶ Seems that cascade condition is a global one.
- ▶ Most extreme/unexpected cascades occur in highly connected networks
- ▶ 'Influentials' are posterior constructs.
- ▶ Many potential influentials exist.

## Social Contagion Models

Background

Granovetter's model

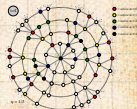
Network version

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## Implications

- ▶ Focus on **the influential vulnerables**.
- ▶ Create entities that can be transmitted successfully through many individuals rather than broadcast from one 'influential.'
- ▶ Only **simple ideas** can spread by word-of-mouth.  
(Idea of opinion leaders spreads well...)
- ▶ Want enough individuals who will adopt and display.
- ▶ Displaying can be **passive** = free (yo-yo's, fashion), or **active** = harder to achieve (political messages).
- ▶ Entities can be novel or designed to combine with others, e.g. block another one.

## Social Contagion Models

Background

Granovetter's model

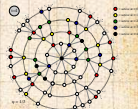
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# Spreading and unspreading: Empires

## Social Contagion Models

Background

Granovetter's model

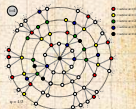
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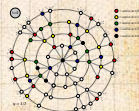
Groups

References





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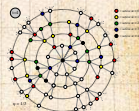




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The spread of obesity in a large social network over 32 years.  
[New England Journal of Medicine, 357:370–379, 2007. pdf](#)

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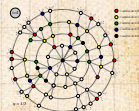


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Allyn and Bacon, Boston, MA, 4th edition, 2000.
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Limited Imitation Contagion on random networks:  
Chaos, universality, and unpredictability.  
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[References](#)






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Direct, physically motivated derivation of the contagion condition for spreading processes on generalized random networks.

[Phys. Rev. E, 83:056122, 2011. pdf](#) 

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Dynamic spread of happiness in a large social network: longitudinal analysis over 20 years in the Framingham Heart Study.

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Social Contagion  
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Background

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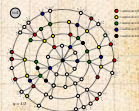
Network version




Final size

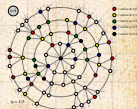
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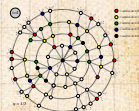


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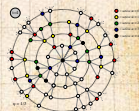
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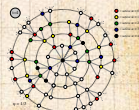
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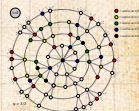
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