Contagion

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Contagion

Definition:

- ▶ (1) The spreading of a quality or quantity between individuals in a population.
- (2) A disease itself: the plague, a blight, the dreaded lurgi, ...

Two main classes of contagion:

- Infectious diseases: tuberculosis, HIV, ebola, SARS, influenza, ...
- Social contagion: fashion, word usage, rumors, riots, religion, ...

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Contagion models

Some large questions concerning network contagion:

- For a given spreading mechanism on a given network, what's the probability that there will be global spreading?
- 2. If spreading does take off, how far will it go?
- 3. How do the details of the network affect the outcome?
- 4. How do the details of the spreading mechanism affect the outcome?
- 5. What if the seed is one or many nodes?

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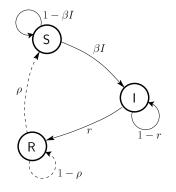
Mathematical Epidemiology

The standard SIR model:

- ▶ Three states:
 - S = Susceptible
 - ► I = Infected
 - ► R = Recovered

- S(t) + I(t) + R(t) = 1
- Presumes random interactions

Discrete time example:



Transition Probabilities:

 β for being infected given contact with infected r for recovery ρ for loss of immunity

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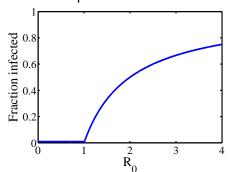
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Independent Interaction models

Reproduction Number R_0 :

- R₀ = expected number of infected individuals resulting from a single initial infective.
- ▶ Epidemic threshold: If $R_0 > 1$, 'epidemic' occurs.
- ► Example:



- Continuous phase transition.
- Fine idea from a simple model.

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Disease spreading models

For 'novel' diseases:

- 1. Can we predict the size of an epidemic?
- 2. How important/useful is the reproduction number R_0 ?
- 3. What is the population size *N*?

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R_0 and variation in epidemic sizes

R_0 approximately the same for all of the following:

- ightharpoonup 1918-19 "Spanish Flu" \sim 500,000 deaths in US
- ightharpoonup 1957-58 "Asian Flu" \sim 70,000 deaths in US
- ▶ 1968-69 "Hong Kong Flu" \sim 34,000 deaths in US
- ightharpoonup 2003 "SARS Epidemic" \sim 800 deaths world-wide

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Size distributions

Elsewhere, event size distributions are important:

- earthquakes (Gutenberg-Richter law)
- city sizes, forest fires, war fatalities
- wealth distributions
- 'popularity' (books, music, websites, ideas)
- What about Epidemics?

Power laws distributions are common but not obligatory...

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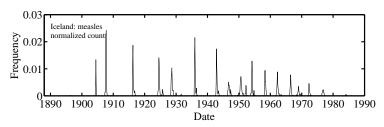
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Feeling icky in Iceland

Caseload recorded monthly for range of diseases in Iceland, 1888-1990



Treat outbreaks separated in time as 'novel' diseases.

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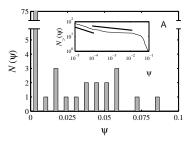
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Measles



Insert plots:

Complementary cumulative frequency distributions:

$$N_{>}(\Psi) \propto \Psi^{-\gamma+1}$$

 Ψ = fractional epidemic size

Measured values of γ :

- measles: 1.40 (low Ψ) and 1.13 (high Ψ)
- \blacktriangleright Expect 2 $\leq \gamma <$ 3 (finite mean, infinite variance)
- Distribution is rather flat...

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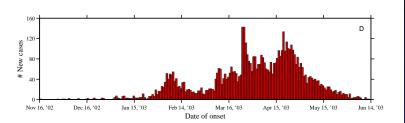
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Resurgence—example of SARS



- Epidemic discovers new 'pools' of susceptibles: Resurgence.
- ▶ Importance of rare, stochastic events.

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A challenge

So... can a simple model produce

- broad epidemic distributions and
- 2. resurgence?

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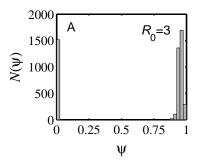
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Size distributions



Simple models typically produce bimodal or unimodal size distributions.

- This includes network models: random, small-world, scale-free, ...
- Some exceptions:
 - 1. Forest fire models
 - 2. Sophisticated metapopulation models

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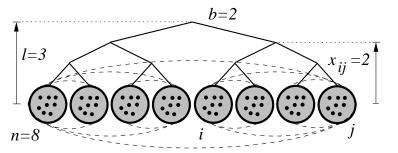
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A toy agent-based model

Geography: allow people to move between contexts:



- ► *P* = probability of travel
- ▶ Movement distance: $Pr(d) \propto exp(-d/\xi)$
- ξ = typical travel distance

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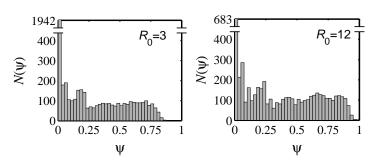
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- ▶ Flat distributions are possible for certain ξ and P.
- ▶ Different R₀'s may produce similar distributions
- Same epidemic sizes may arise from different R₀'s

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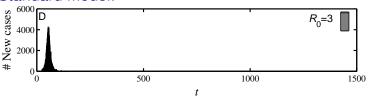
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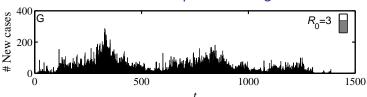
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Standard model:



Standard model with transport: Resurgence



- Disease spread highly sensitive to population structure
- Rare events may matter enormously

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Attempts to use beyond disease:

- Adoption of ideas/beliefs (Goffman & Newell, 1964)
- Spread of rumors (Daley & Kendall, 1965)
- ▶ Diffusion of innovations (Bass, 1969)
- Spread of fanatical behavior (Castillo-Chávez & Song, 2003)

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Examples abound:

- being polite/rude
- strikes
- innovation
- residential segregation
- ipods
- obesity

- Harry Potter
- voting
- gossip
- Rubik's cube **
- religious beliefs
- leaving lectures

SIR and SIRS contagion possible

Classes of behavior versus specific behavior: dieting

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Two focuses for us:

- Widespread media influence
- Word-of-mouth influence

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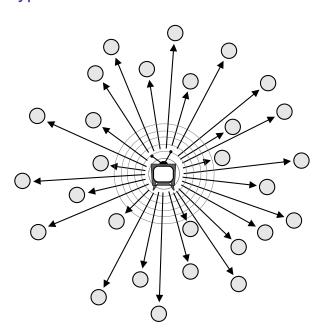
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The hypodermic model of influence:



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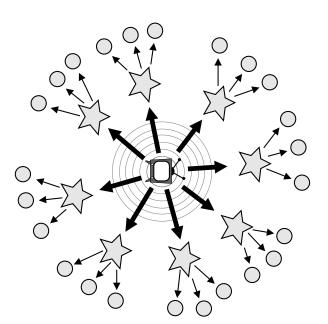
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The two step model of influence:



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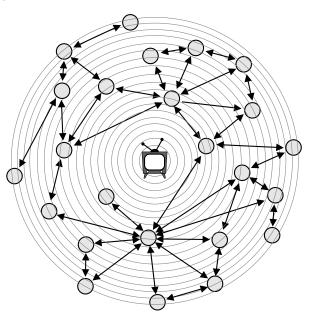
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The general model of influence:



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Why do things spread?

- Because of system level properties?
- Or properties of special individuals?
- Is the match that lights the forest fire the key? (Katz and Lazarsfeld; Gladwell)
- Yes. But only because we are narrative-making machines...
- System/group properties harder to understand
- Always good to examine what is said before and after the fact...

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The Mona Lisa:



- "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, ...

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The completely unpredicted fall of Eastern Europe:



Timur Kuran: "Now Out of Never: The Element of Surprise in the East European Revolution of 1989"

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Some important models:

- ► Tipping models—Schelling (1971)
 - Simulation on checker boards
 - Idea of thresholds
- ► Threshold models—Granovetter (1978)
- ► Herding models—Bikhchandani, Hirschleifer, Welch (1992)
 - Social learning theory, Informational cascades,...

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Social contagion models

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 vary.

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Some possible origins of thresholds:

- ▶ Desire to coordinate, to conform.
- Lack of information: impute the worth of a good or behavior based on degree of adoption (social proof)
- Economics: Network effects or network externalities
 - Telephones, Facebook, operating systems, ...

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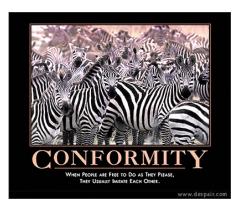
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Imitation



"When people are free to do as they please, they usually imitate each other."

—Eric Hoffer
"The Passionate State of Mind" [11]

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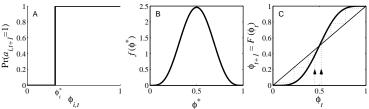
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Granovetter's threshold model:

Action based on perceived behavior of others:



- ► Two states: S and I.
- ϕ = fraction of contacts 'on' (e.g., rioting)

$$\phi_{t+1} = \int_0^{\phi_t} f(\gamma) d\gamma = F(\gamma)|_0^{\phi_t} = F(\phi_t)$$

This is a Critical Mass model

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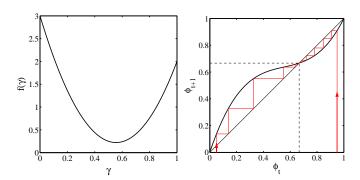
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Social Sciences: Threshold models



Example of single stable state model

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Implications for collective action theory:

- 2. Small individual changes ⇒ large global changes

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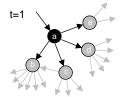
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Threshold model on a network



- ▶ All nodes have threshold $\phi = 0.2$.
- "A simple model of global cascades on random networks"

D. J. Watts. Proc. Natl. Acad. Sci., 2002



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Snowballing

The Cascade Condition:

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

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The most gullible

Vulnerables:

- = Individuals who can be activated by just one 'infected' contact
- For global cascades on random networks, must have a global cluster of vulnerables
- Cluster of vulnerables = critical mass
- Network story: 1 node → critical mass → everyone.

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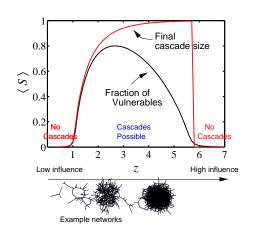
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Cascades on random networks



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

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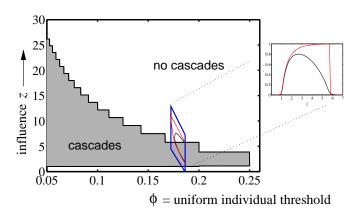
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Cascade window for random networks



- 'Cascade window' widens as threshold ϕ decreases.
- Lower thresholds enable spreading.

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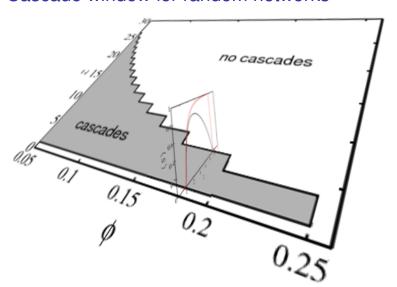
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Cascade window for random networks



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Analytic work

- Threshold model completely solved (by 2008):
- ► Cascade condition: [22]

$$\sum_{k=1}^{\infty} k(k-1)\beta_k P_k/z \ge 1.$$

where β_k = probability a degree k node is vulnerable.

- ► Final size of spread figured out by Gleeson and Calahane [9, 8].
- Solution involves finding fixed points of an iterative map of the interval.
- Spreading takes off: expansion
- Spreading reaches a particular node: contraction

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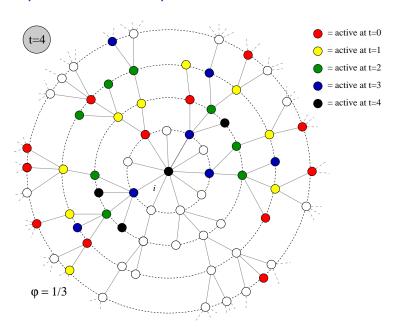
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Expected size of spread



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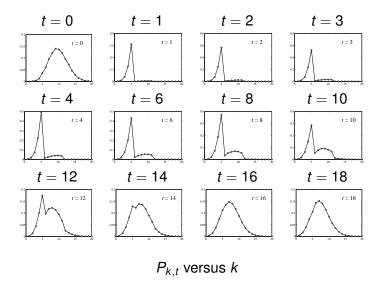
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Early adopters—degree distributions



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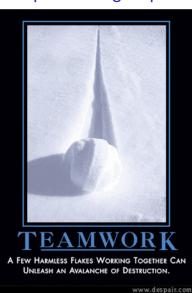
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The power of groups...



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

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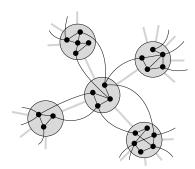
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Group structure—Ramified random networks



p = intergroup connection probabilityq = intragroup connection probability. Contagion

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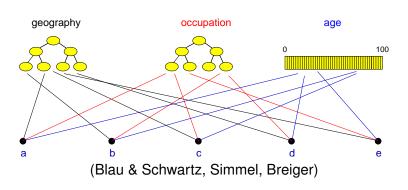
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Generalized affiliation model



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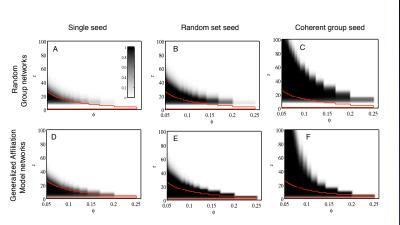
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Cascade windows for group-based networks



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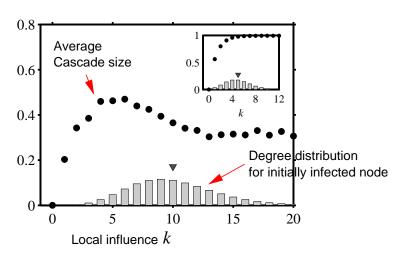
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Assortativity in group-based networks



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

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Social contagion

Summary:

- 'Influential vulnerables' are key to spread.
- Early adopters are mostly vulnerables.
- Vulnerable nodes important but not necessary.
- Groups may greatly facilitate spread.
- Extreme/unexpected cascades may occur in highly connected networks
- Many potential 'influentials' exist.
- Average individuals may be more influential system-wise than locally influential individuals.
- 'Influentials' are posterior constructs.

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Social contagion

Implications:

- Focus on the influential vulnerables.
- Create entities that many individuals 'out in the wild' will adopt and display rather than broadcast from a few 'influentials.'
- Displaying can be passive = free (yo-yo's, fashion), or active = harder to achieve (political messages).
- Accept that movement of entities will be out of originator's control.
- Possibly only simple ideas can spread by word-of-mouth.

(Idea of opinion leaders has spread well...)

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Social Contagion

Messing with social connections:

- Ads based on message content (e.g., Google and email)
- Buzz media
- Facebook's advertising (Beacon)

Arguably not always a good idea...

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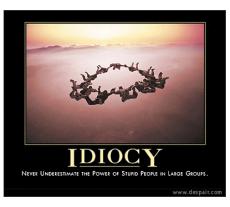
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The collective...



"Never Underestimate the Power of Stupid People in Large Groups." Introduction

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Rosen (1981): "The Economics of Superstars"

Examples:

- ► Full-time Comedians (≈ 200)
- Soloists in Classical Music
- Economic Textbooks (the usual myopic example)
- Highly skewed distributions again...

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Rosen's theory:

- ▶ Individual quality q maps to reward R(q)
- R(q) is 'convex' $(d^2R/dq^2 > 0)$
- Two reasons:
 - Imperfect substitution:
 A very good surgeon is worth many mediocre ones
 - Technology:
 Media spreads & technology reduces cost of reproduction of books, songs, etc.
- No social element—success follows 'inherent quality'

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Adler (1985): "Stardom and Talent"

- Assumes extreme case of equal 'inherent quality'
- Argues desire for coordination in knowledge and culture leads to differential success
- Success is then purely a social construction

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Dominance hierarchies

Chase et al. (2002): "Individual differences versus social dynamics in the formation of animal dominance hierarchies"

The aggressive female Metriaclima zebra (⊞):



Pecking orders for fish...

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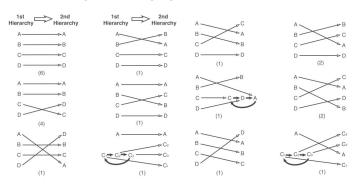
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Dominance hierarchies

► Fish forget—changing of dominance hierarchies:



▶ 22 observations: about 3/4 of the time, hierarchy changed Introduction

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48 songs 30,000 participants



multiple 'worlds'
Inter-world variability

- ► How probable is the world?
- Can we estimate variability?
- Superstars dominate but are unpredictable. Why?

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Experiment 1



Experiments 2-4



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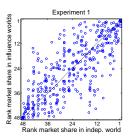
Superstars Musiclab

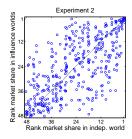
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Variability in final rank.

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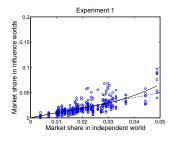
Models

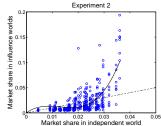
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Variability in final number of downloads.

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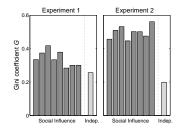
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Inequality as measured by Gini coefficient:

$$G = \frac{1}{(2N_s - 1)} \sum_{i=1}^{N_s} \sum_{j=1}^{N_s} |m_i - m_j|$$

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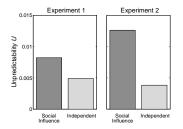
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Unpredictability

$$U = \frac{1}{N_{\text{S}}\binom{N_{\text{w}}}{2}} \sum_{i=1}^{N_{\text{s}}} \sum_{j=1}^{N_{\text{w}}} \sum_{k=j+1}^{N_{\text{w}}} |m_{i,j} - m_{i,k}|$$

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Sensible result:

Stronger social signal leads to greater following and greater inequality.

Peculiar result:

 Stronger social signal leads to greater unpredictability.

Very peculiar observation:

- ► The most unequal distributions would suggest the greatest variation in underlying 'quality.'
- But success may be due to social construction through following...

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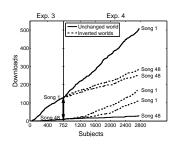
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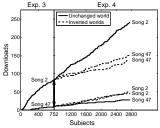
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Music Lab Experiment—Sneakiness





- Inversion of download count
- ▶ The 'pretend rich' get richer ...
- ... but at a slower rate

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