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# *Complexity and social dynamics*

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*Víctor M. Eguíluz*

# Plan

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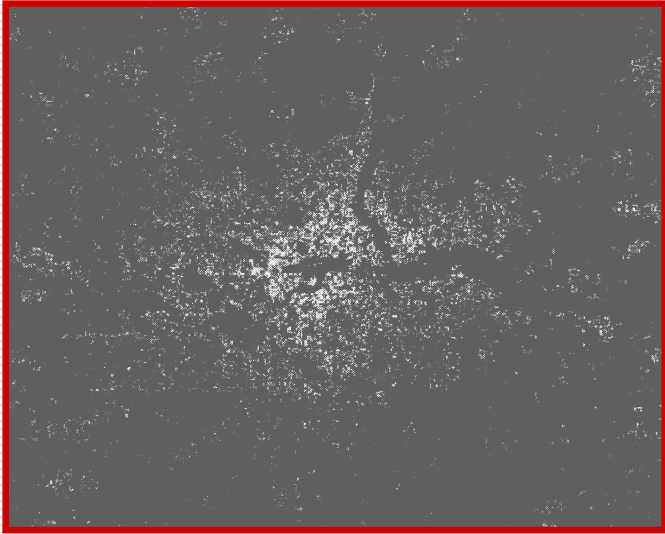
- Introduction to complex systems
  - Social modeling
  - Complex Networks: Networks are the skeleton of a complex system
  - Conclusions
-

# Complex Systems

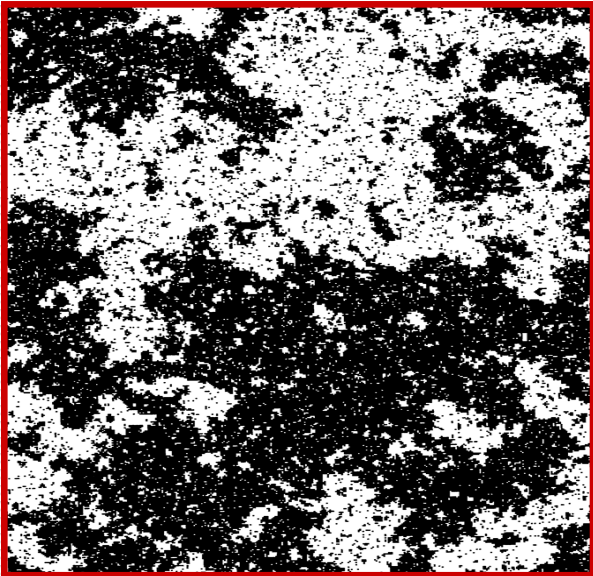
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- What is a complex system?
  - A few preliminary (*and incorrect*) remarks:
    - Simple systems display simple dynamics; Complex behavior is a consequence of complicated systems.  
*Chaos*
    - Different systems behave in a different way.  
*Universality*
  - An intuition: The global behavior cannot be reduced to the addition of the individual components.
    - For instance, the society cannot be reduced to the psychology of the individuals. In many situations the individual features are irrelevant to explain the collective behavior.
  - Complex behavior lies between order and disorder.
    - Example: the growth of a city.
-

# A few examples

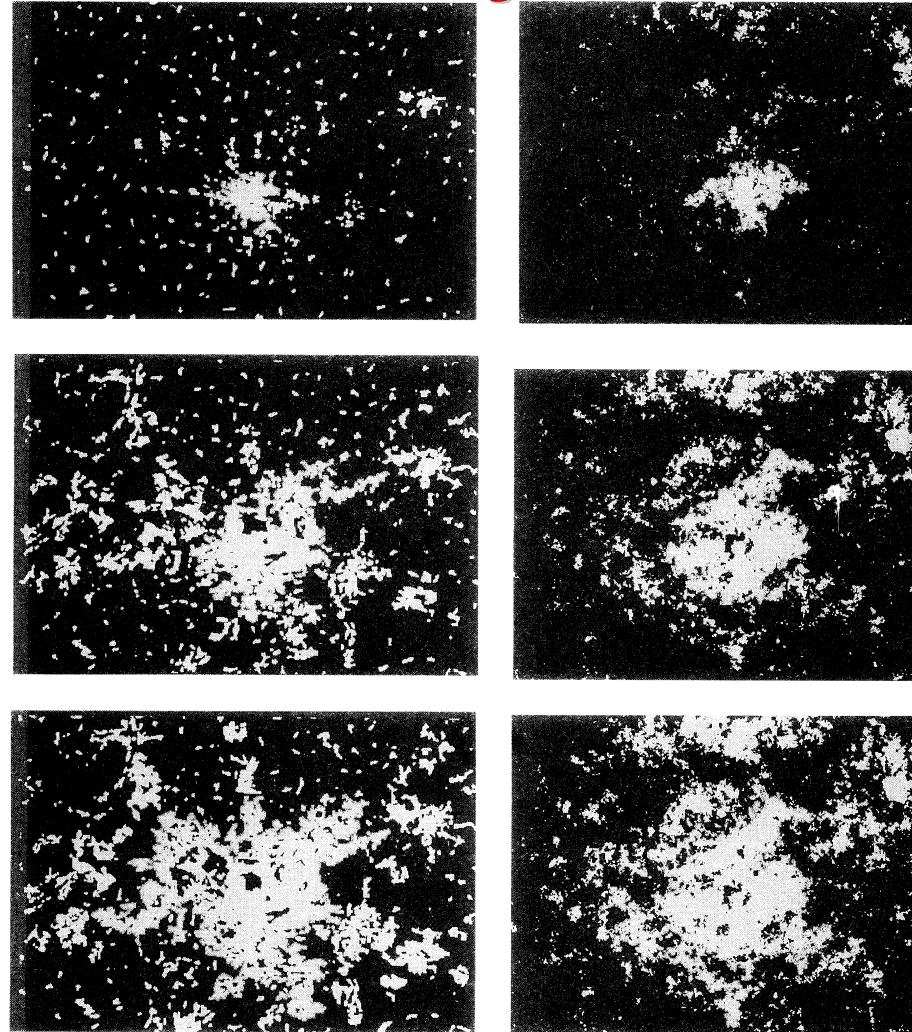


**Density of employment in London**  
(M. Batty, U.C., London)



**Gas liquid critical point** (A. Bryce)

## Urban growth



*Berlin 1875-1945*    *Percolation model*

# Complex systems: collective phenomena

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- Individuals, agents, ....:
  - Psychology
  - Preferences
  - What do they do?
  
- Interaction networks:
  - How do agents interact?
  - Making decision

- Society:  
large number of  
interacting individuals
  
- Brain:  
 $10^9$  neurons that interact  
via chemicals
  
- Internet:  
computers that exchange  
information

# About the idea of complex vs. complicated

## "DynamicsLand"

Emergent

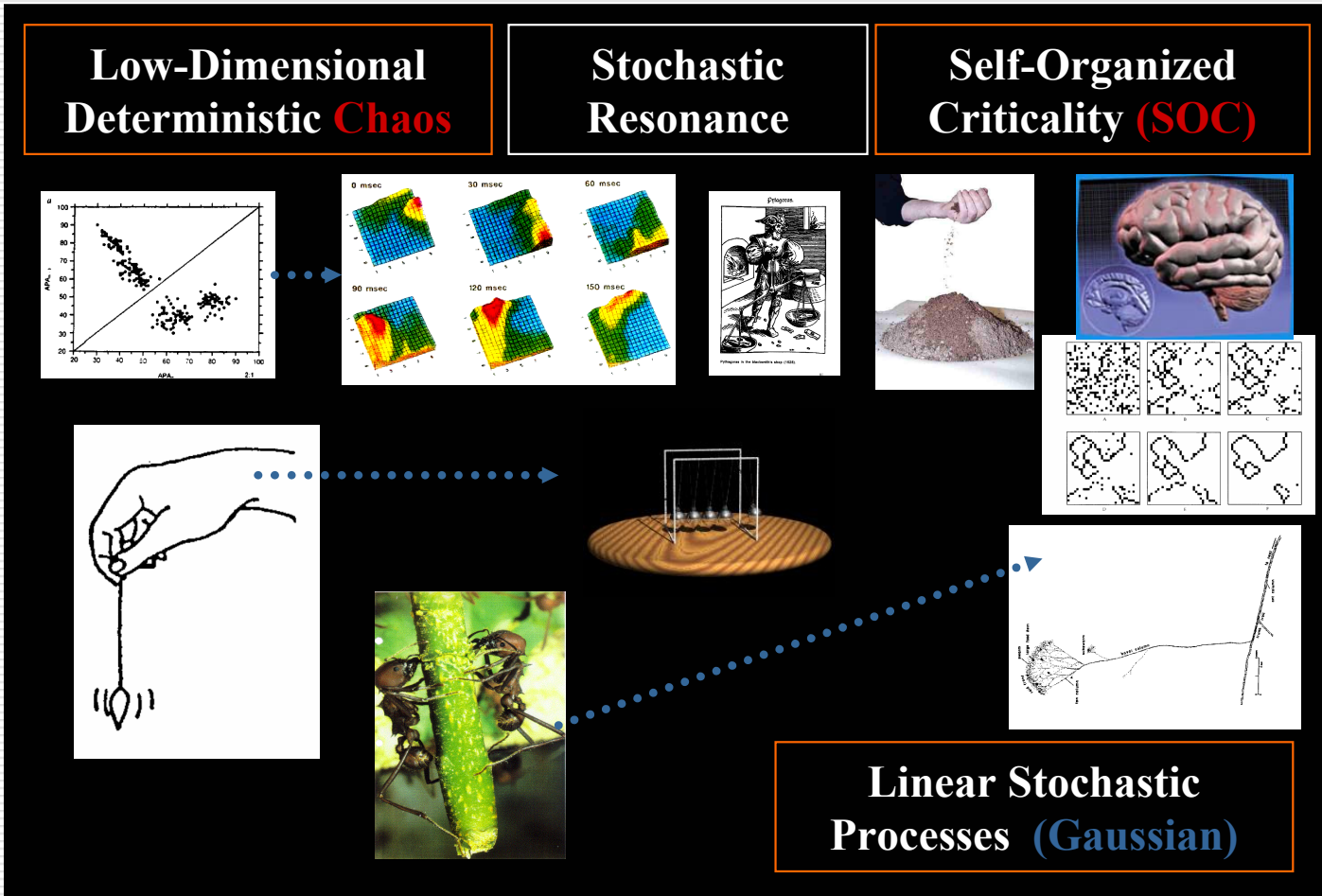
Complex Systems

Complicated Systems

NonLinear

Non linearity

Linear



Proof



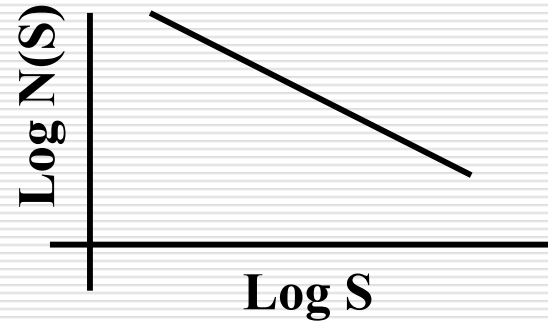
# Critical: sandpile toy model

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- Drop sand slowly... nothing happens... eventually the pile will reach a state in which the addition of a single grain will produce avalanches of all sizes:

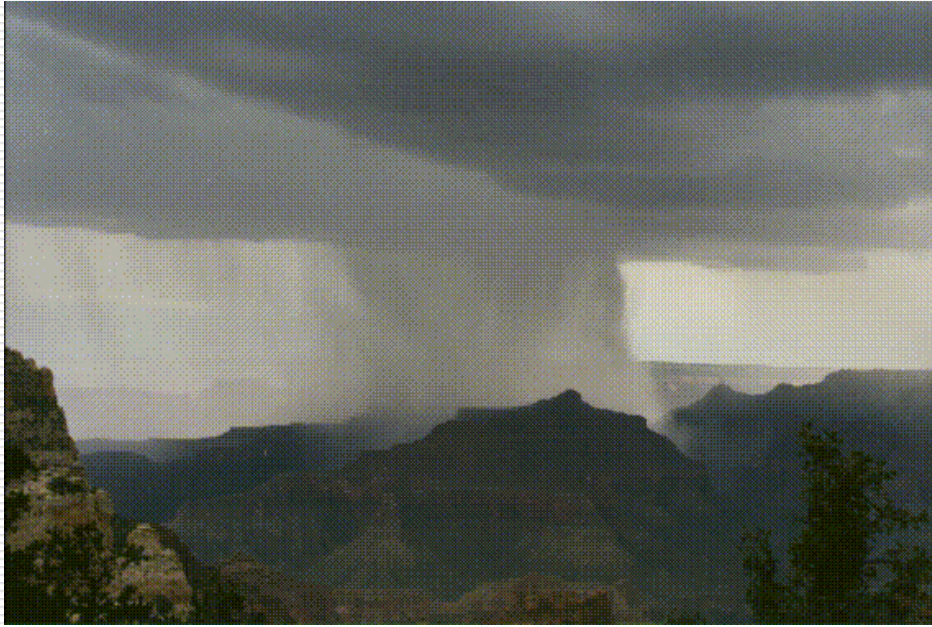
$$N(S) \approx \frac{1}{S^\alpha}$$



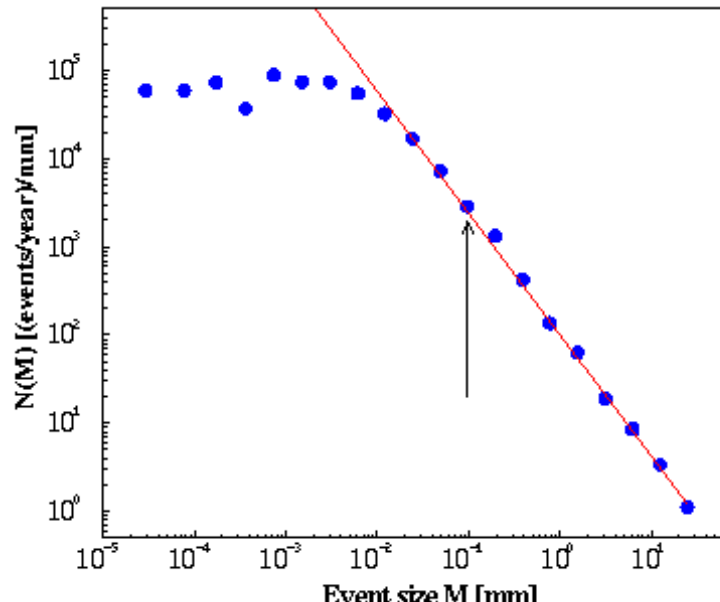
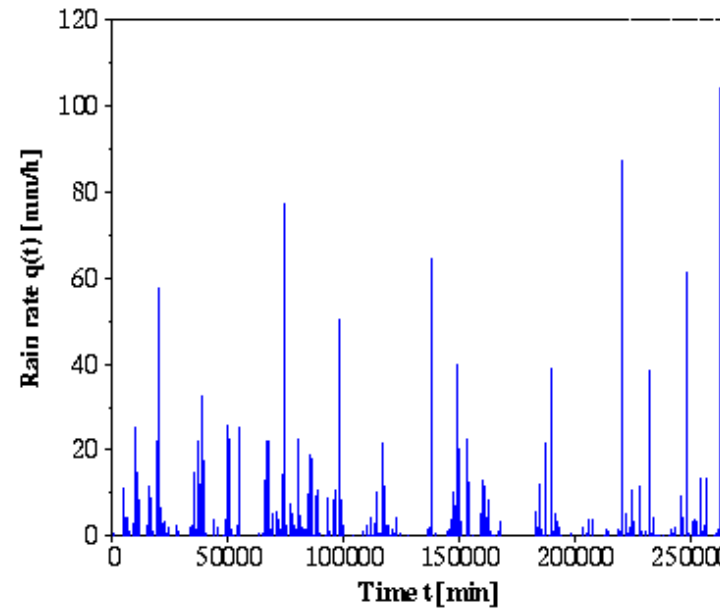
$N(S)$  is the number of avalanches of size  $S$  and  $\alpha$  is the critical exponent.

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# Another example: Rain as 'Earthquakes in the Sky'\*

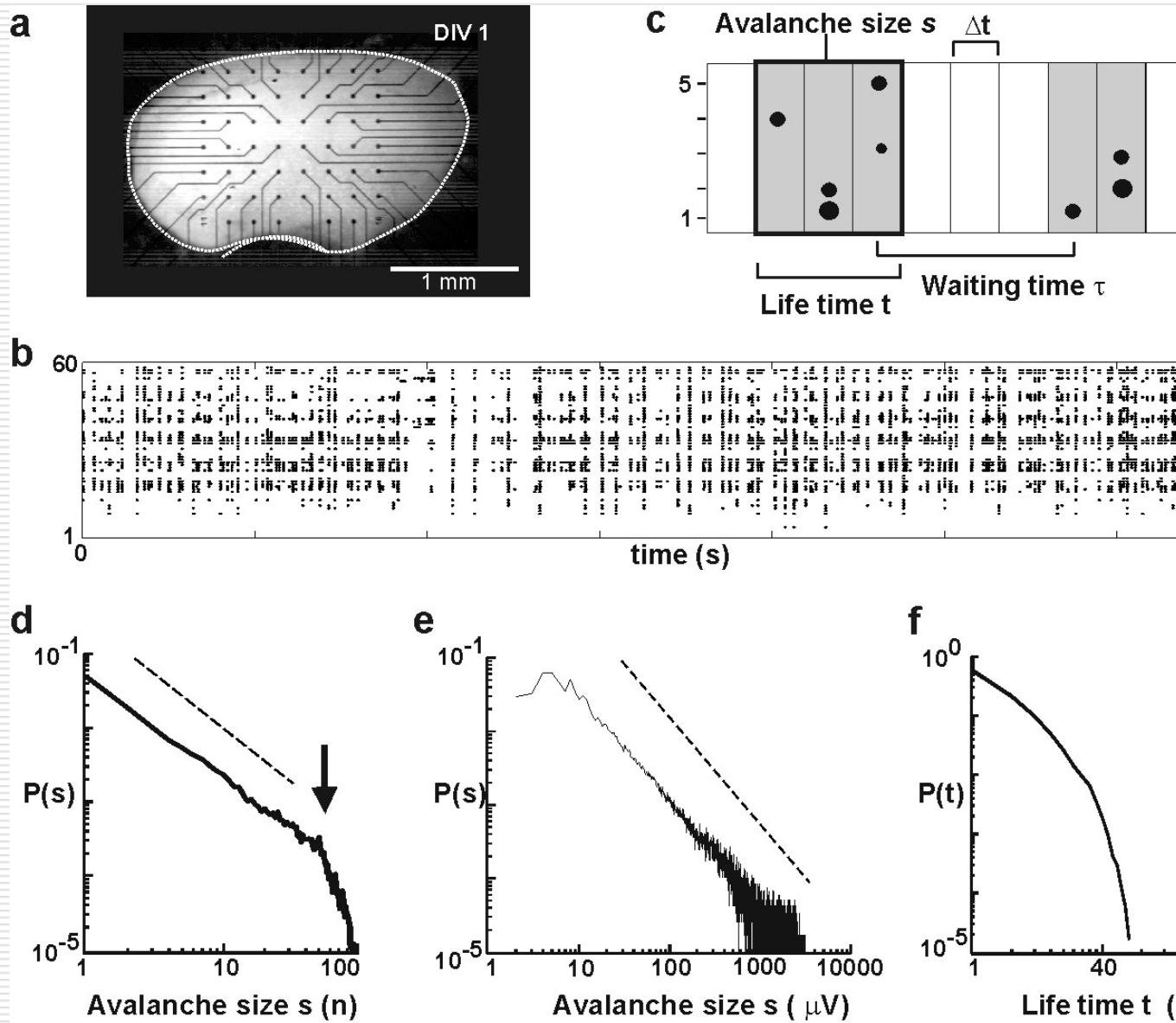


Rain dynamics is equivalent to the Gutenberg-Richter law for earthquakes and the scale-free distribution of avalanche sizes in sandpiles





“Neuronal avalanches”



# Complexity & Criticality

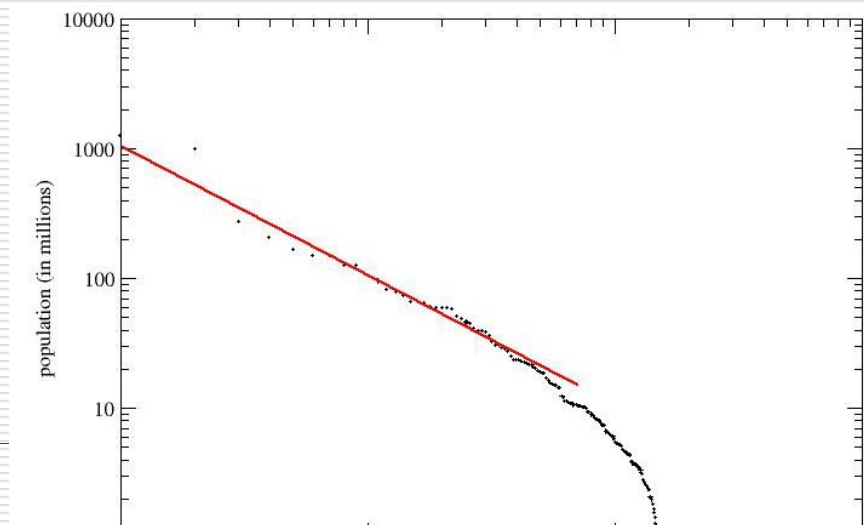
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- The sandpile is a metaphor describing systems with *many nonlinear units interacting locally*.
  - It reaches a dynamical attractor characterized by *long-range correlations*.
  - There is no way we can study one grain of sand and infer anything relevant about the behavior of the resulting sandpile (*Emergence*).
  - A new behavior *emerges* as a result of interactions between the many simple units. In this sense complexity IS criticality.
  - *Power laws* (heterogeneity) are signatures of complexity & criticality.
  - Non linear interactions of many degrees of freedom.  
Lessons:
    - Look for the interaction in the whole and nonlinearity in the individual
-

# Single scale vs scale-free distributions

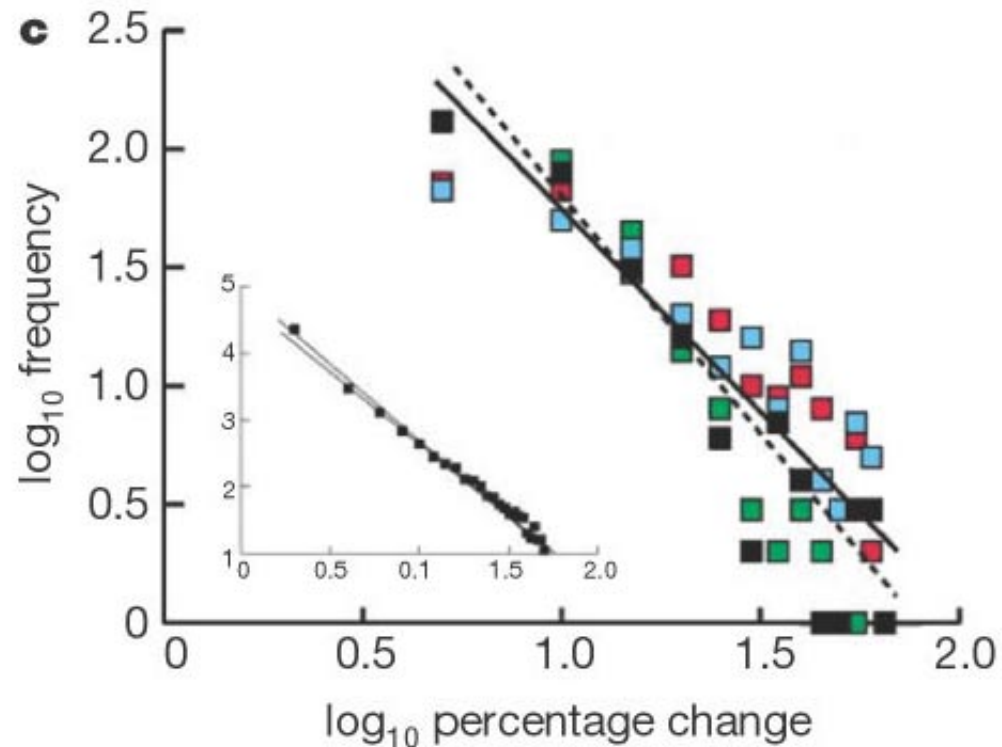
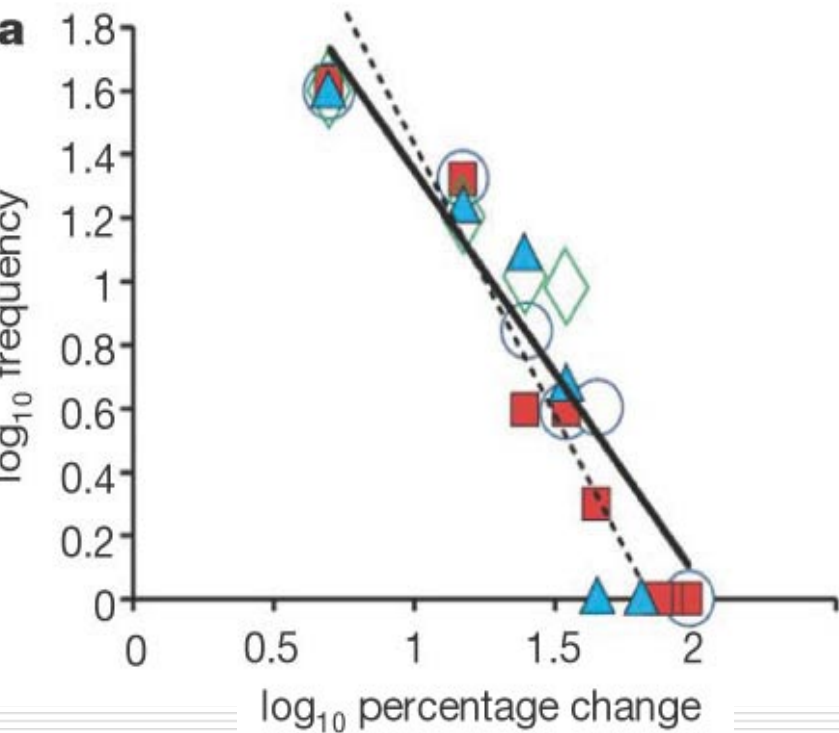
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- Most of the distributions we learnt describes uniformity (Gaussian, exponential). E.g. heights, weights.
- However complex systems display heterogeneity. E.g. wealth, population.



World population

# Hospital waiting-lists



# Part I: Nonlinear dynamics

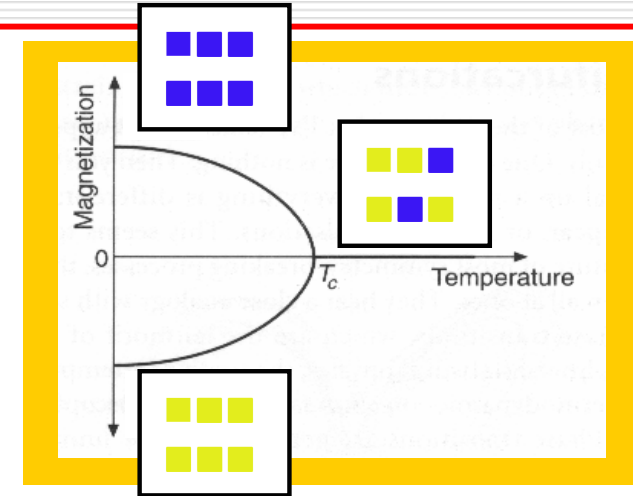
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- Prisoner's Dilemma:
    - rational players?
    - local interaction?
  - Voting & opinion formation.
  - Imitation leads to herd behavior
    - Stock market
    - Panic
-



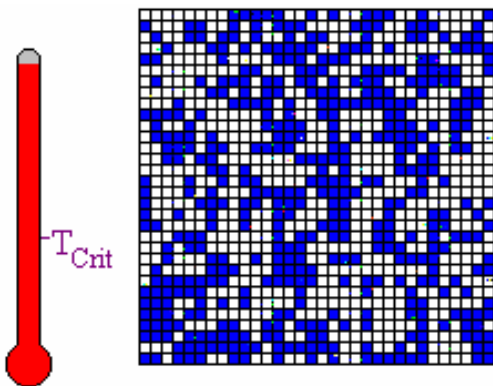
# Opinion formation

- Binary opinion (( $\uparrow$ ,  $\downarrow$ ), (0, 1), ( $\square$ ,  $\blacksquare$ ))
- Competition between
  - **Order (interaction):** neighbors want to be similar
  - **Disorder (fluctuation):** opinion changes randomly



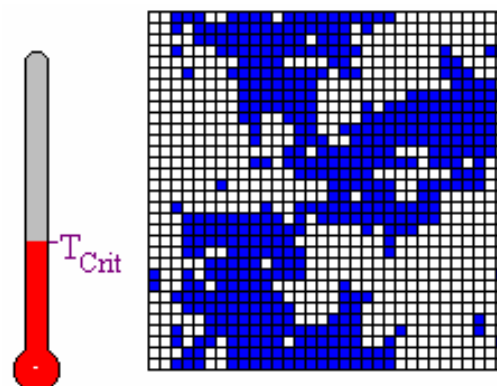
- Order Parameter.
- Symmetry breaking.

Disorder



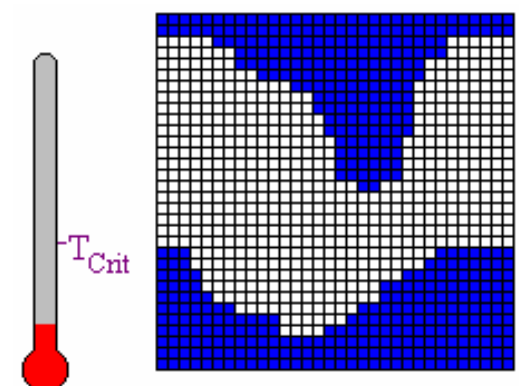
$T > T_c$

Critical Point



$T = T_c$

Order



$T < T_c$

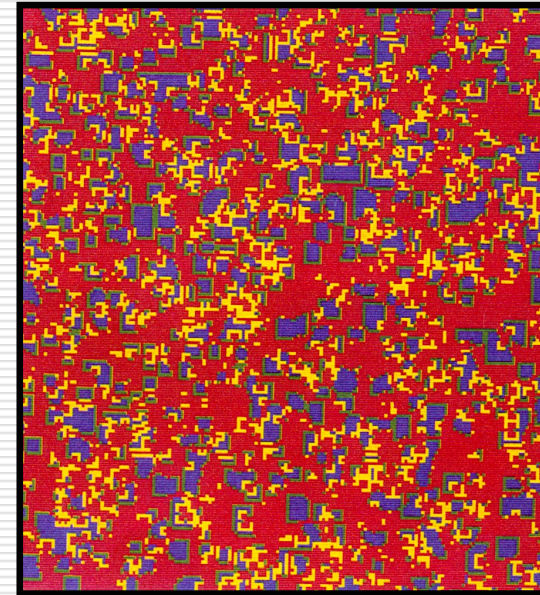
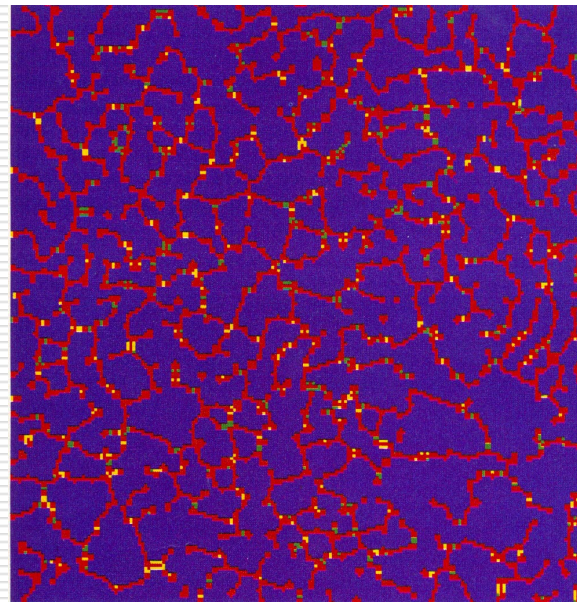
# Social Cooperation

## Emergence of cooperation areas:

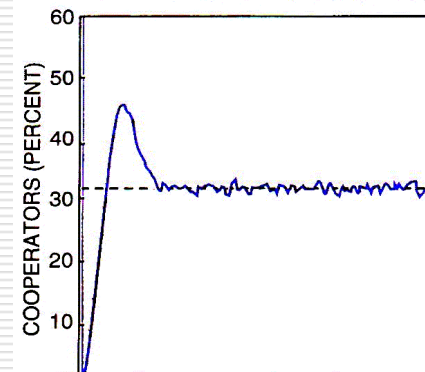
M.A. Nowak y R. May, *Evolutionary games and Spatial Chaos*, Nature 359, 6398 (1992)

### Prisoner's Dilemma:

		Prisoner 2	
		Cooperation	Defection
Prisoner 1	Cooperation	1 year / 1 year	Free / 5 years
	Defection	5 years / Free	3 years / 3 years



Blue=C (before C);  
Red = D (before D)  
Yellow=D (before C);  
Green = C (before D)



# model of social influence (J. Conflict Res. 41, 203 (1997))

**Question:** "if people tend to become more alike in their beliefs, attitudes and behavior when they interact, why do not all differences eventually disappear?"

**Proposal:** Model to explore mechanisms of competition between *globalization* and persistence of *cultural diversity ("polarization")*

• **Definition of culture:** Set of individual attributes subject to social influence

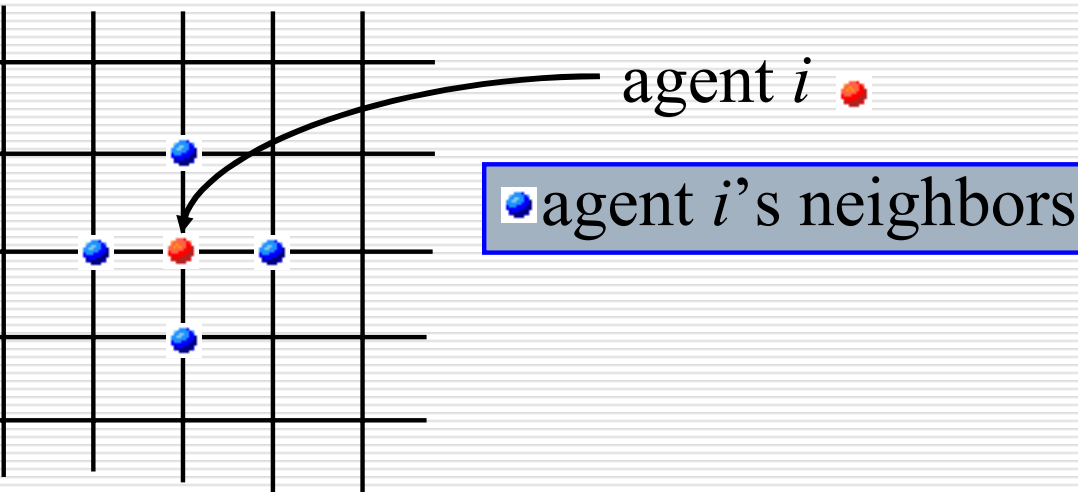
• **Basic premise:** The more similar an actor is to a neighbor, the more likely the actor will adopt one of neighbor's traits (communication most effective between similar people).

• **Novelty in social modeling:** it takes into account interaction between different cultural features.

**Physics paradigm: Cooperative behavior and order-disorder transition**

*"This work is about the mechanisms that translate individual unorganized behavior into collective results"* (T Schelling, *J. Math. Sociology* (1971))

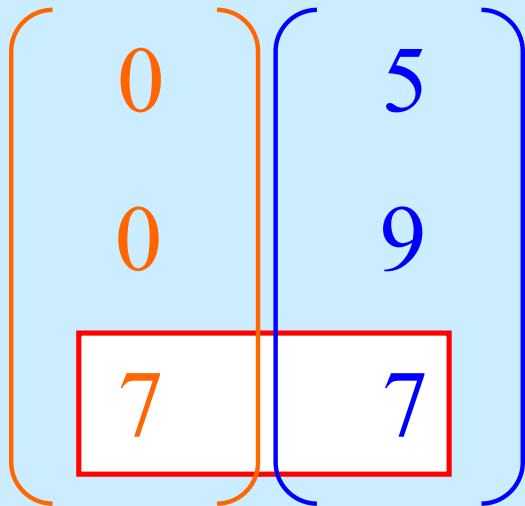
# Social influence: interaction



$$\begin{pmatrix} \sigma_{i1} \\ \sigma_{i2} \\ \vdots \\ \sigma_{iF} \end{pmatrix} \quad \begin{array}{l} F = \# \text{ Features} \\ q = \# \text{ Traits per} \\ \text{feature} \\ \sigma_{if} \in \{0, \dots, q-1\} \end{array}$$

$F=3; q=10$

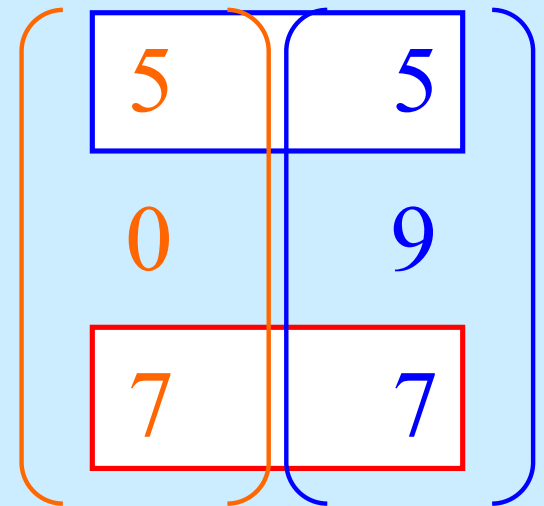
$q^F (10^3)$  equivalent cultural options.



**Mechanism of local convergence:**

Prob to interact =

$$\frac{\text{Common features}}{F} = \frac{1}{3}$$

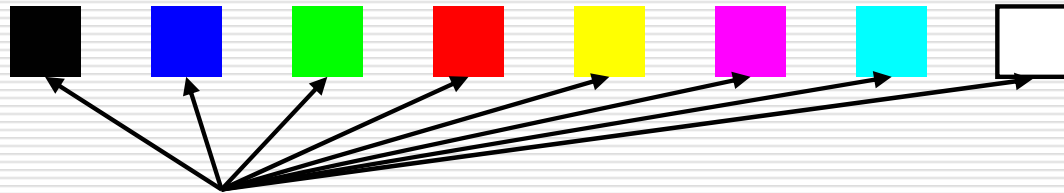


# Visualization of the Dynamics

Color code for

$F=3, q=2$

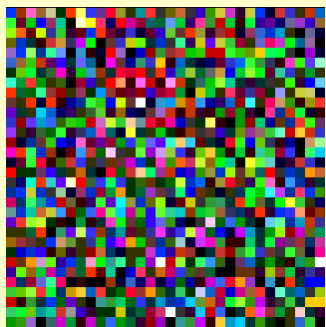
$$\begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} f=0 \rightarrow R \\ f=1 \rightarrow G \\ f=2 \rightarrow B \end{pmatrix}$$



We can identify a cultural domain with a given colour.

General for  $q > 2$ ,  $q$  weights the basic colours (**R, G, B**):  $0 \leq \sigma_{if} / (q-1) \leq 1$

$F = 3, q = 10$



$t = 0 \longrightarrow$

System freezes in an absorbing multicultural state

- The model illustrates how **local convergence** can generate **global polarization**.
- Number of domains taken as measure of cultural diversity
- Uniform state always prevails without similarity rule (*Kennedy 1998*)

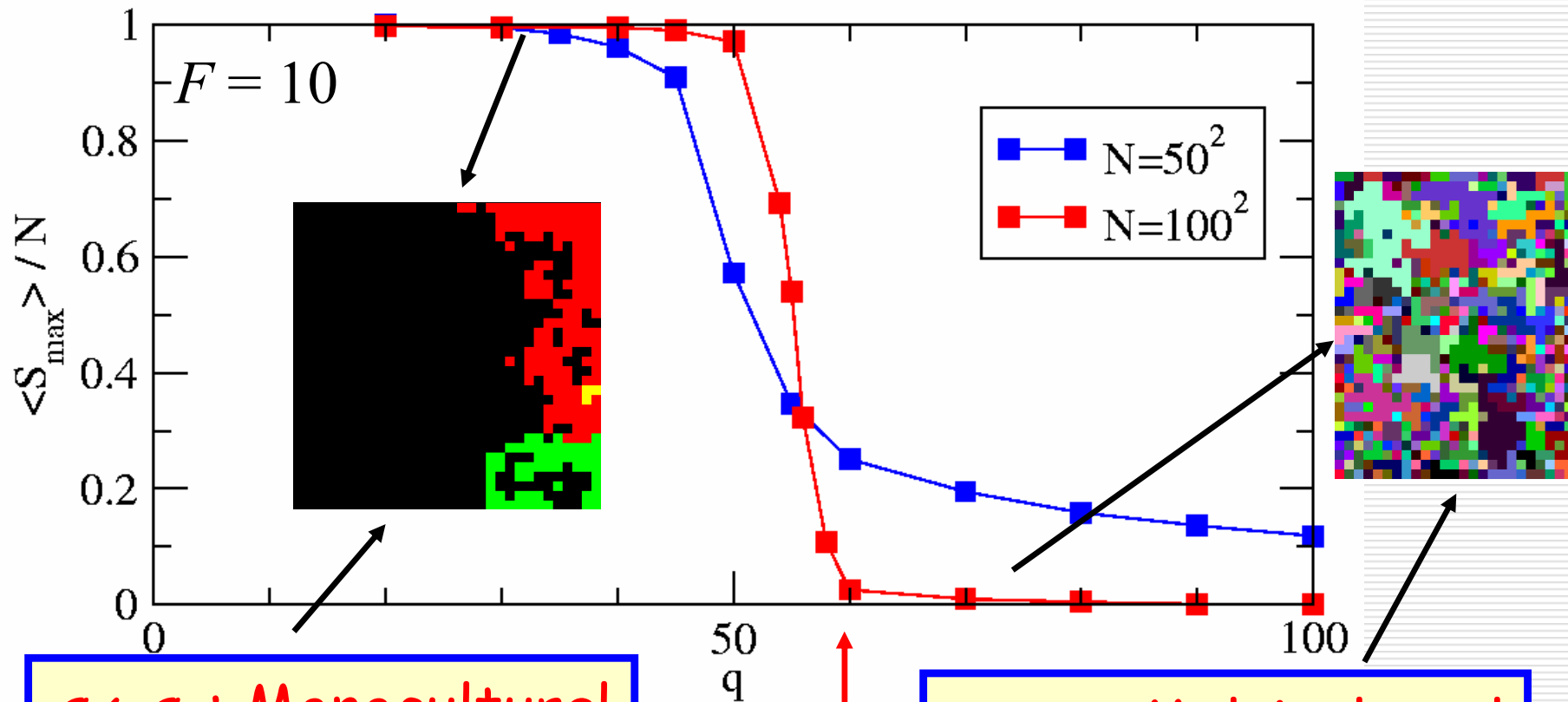


# Statistical Physics: a nonequilibrium phase transition

Order parameter:  $S_{\max}$  size of the largest homogeneous domain

Lewenstein et al (1998)

Control parameter:  $q$  measures initial degree of disorder.



$q < q_c$ : Monocultural  
Global culture

$q > q_c$ : Multicultural  
Cultural diversity  
Global polarization

order transition well defined as  $N \rightarrow \infty$

# Beyond the original model

**Cultural drift:** *"Perhaps the most interesting extension and at the same time, the most difficult one to analyze is cultural drift (modeled as spontaneous change in a trait)."* R. Axelrod, J. Conflict Res. (1997)

**Questions:**

1. Measure of heterogeneity.
2. Time scales of evolution.

**Role of noise?**

B. Latane et al., Behav. Science (1994)

**Social cleavages:** *"Electronic communication allow us to develop patterns of interaction which are chosen rather than imposed by geography ... With random long distance interactions, the heterogeneity sustained by local interactions cannot be sustained."* R. Axelrod, J. Conflict Res. (1997)

⇒ **Network topology** {

1. Small-world networks
2. Scale-free networks

⇒ **Structured scale-free**

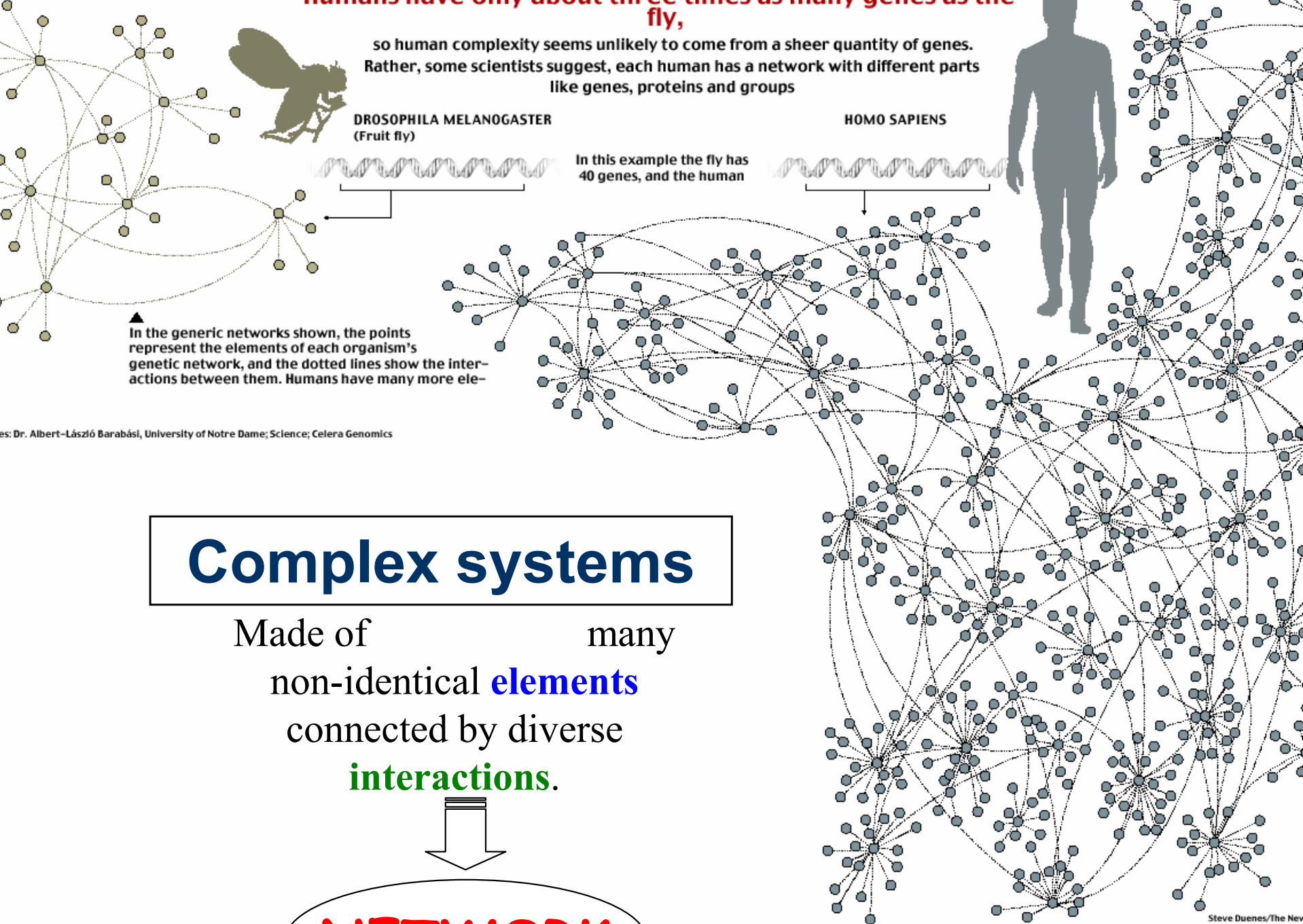
# Part II: networks of interaction

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... Currently, there are more than 30 different mathematical descriptions of complexity. However, we have yet to understand the mathematical dependency relating the number of genes with organism complexity. One pragmatic approach to the analysis of biological systems, which are composed of nonidentical elements (proteins, protein complexes, interacting cell types, and interacting neuronal populations), is through graph theory. The elements of the system can be represented by the vertices of complex topographies, with the edges representing the interactions between them. Examination of large networks reveals that they can self-organize... there are no "good" genes or "bad" genes, but only networks that exist at various levels and at different connectivities, and at different states of sensitivity to perturbation."

humans have only about three times as many genes as the fly,

so human complexity seems unlikely to come from a sheer quantity of genes. Rather, some scientists suggest, each human has a network with different parts like genes, proteins and groups



DROSOPHILA MELANOGASTER (Fruit fly)

HOMO SAPIENS



In this example the fly has 40 genes, and the human



In the generic networks shown, the points represent the elements of each organism's genetic network, and the dotted lines show the interactions between them. Humans have many more ele-

es: Dr. Albert-László Barabási, University of Notre Dame; Science; Celera Genomics

# Complex systems

Made of many non-identical **elements** connected by diverse **interactions.**

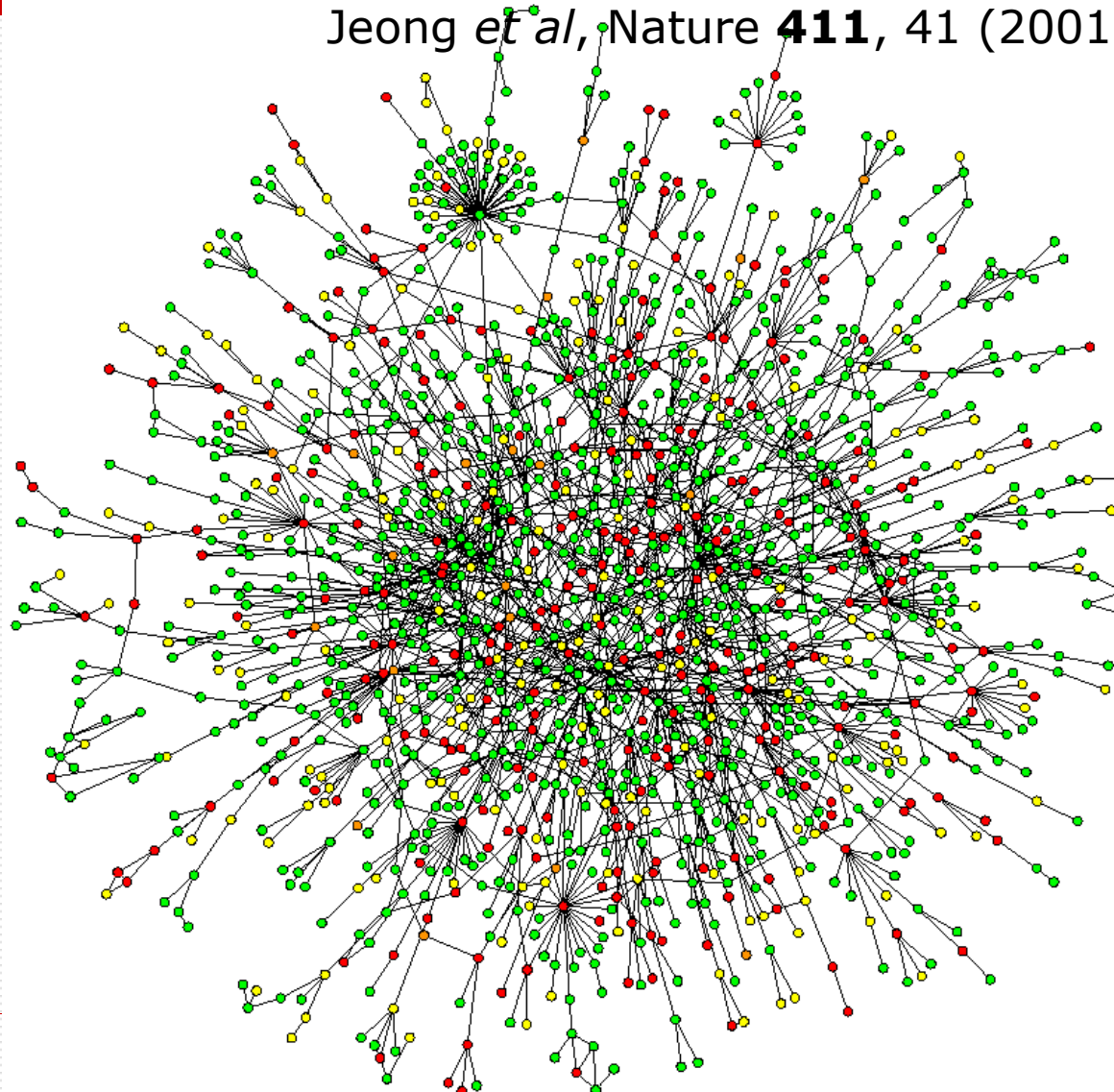


**NETWORK**

# Biological networks: Genes, proteins, ...

Map of protein-protein interactions. The color of a node signifies the phenotypic effect of removing the corresponding protein (red, lethal; green, non-lethal; orange, slow growth; yellow, unknown).

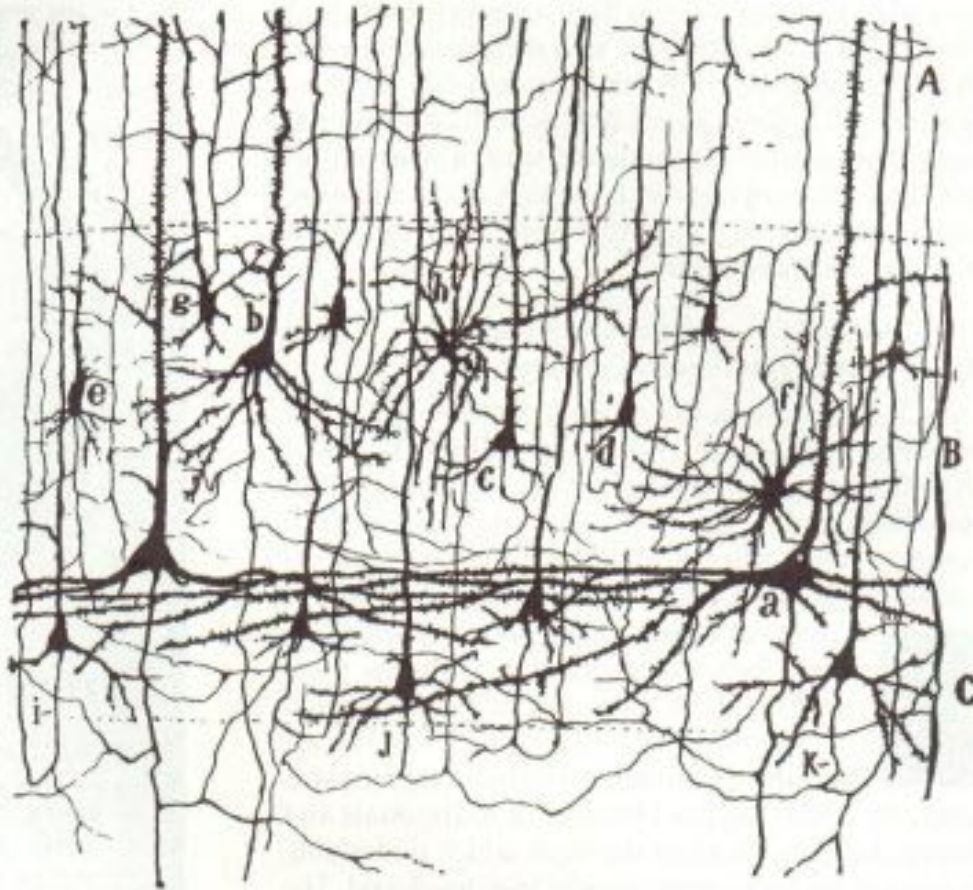
Jeong *et al*, Nature **411**, 41 (2001)





# ... and the brain

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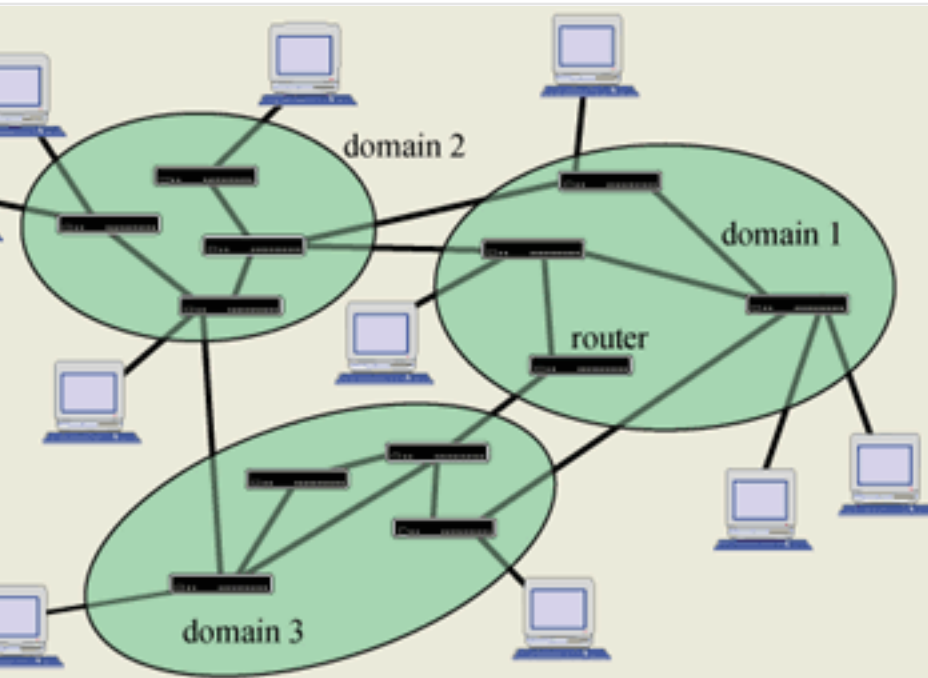


# Network: set of nodes connected by links

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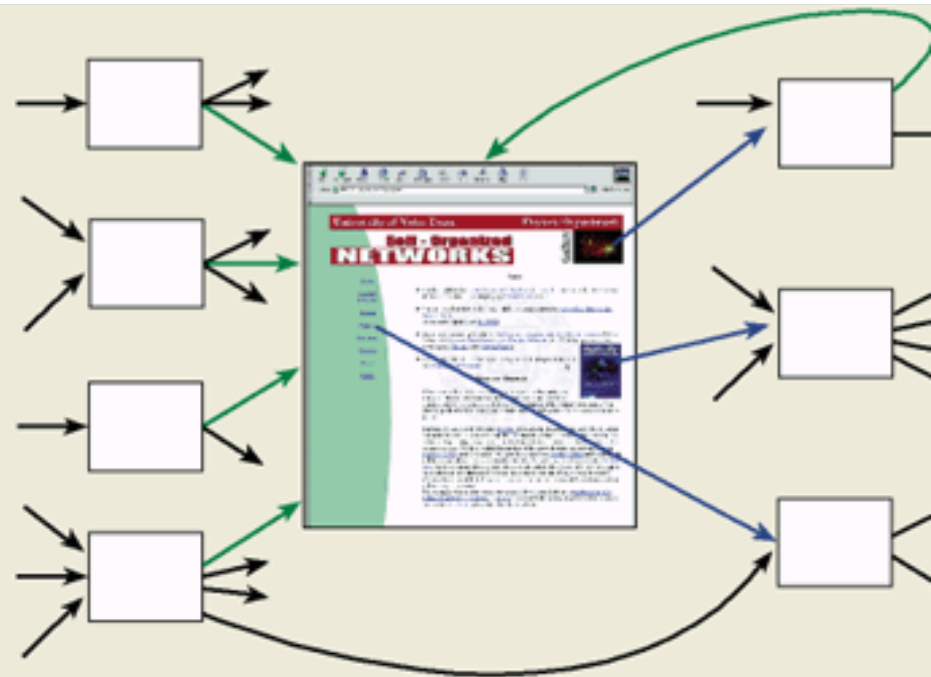
## Internet

Nodes: computers, routers, ...  
Links: physical connections



## WWW

Nodes: web pages  
Links: links

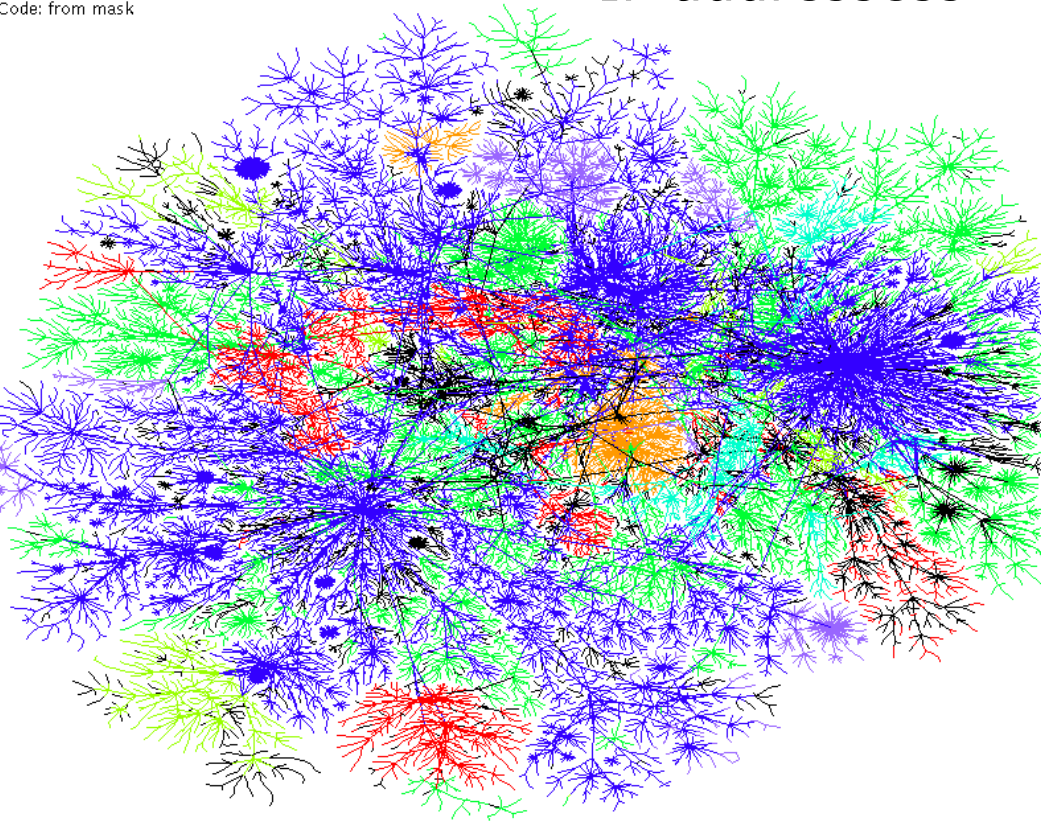


# Communication networks

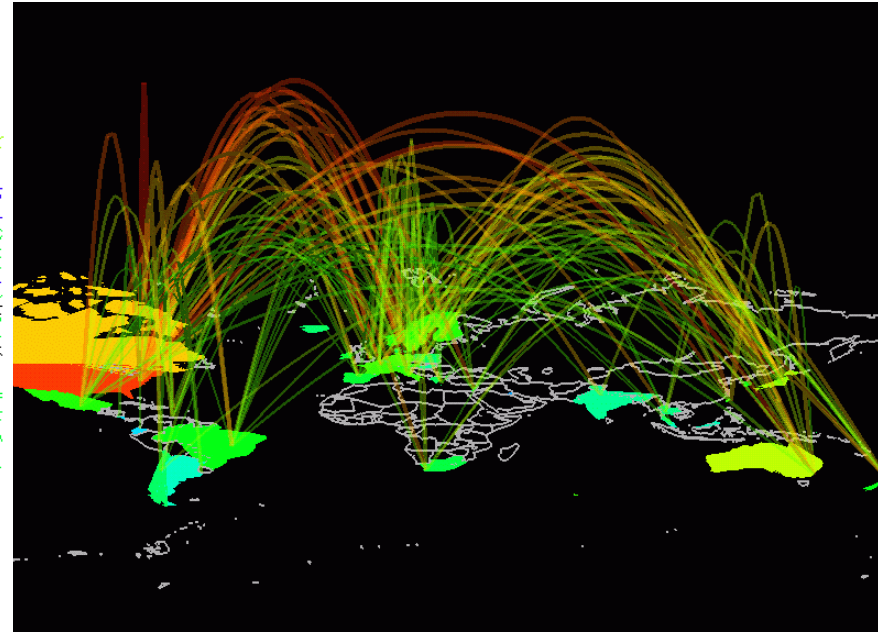
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IP addressess

Code: from mask



World-wide  
Internet traff

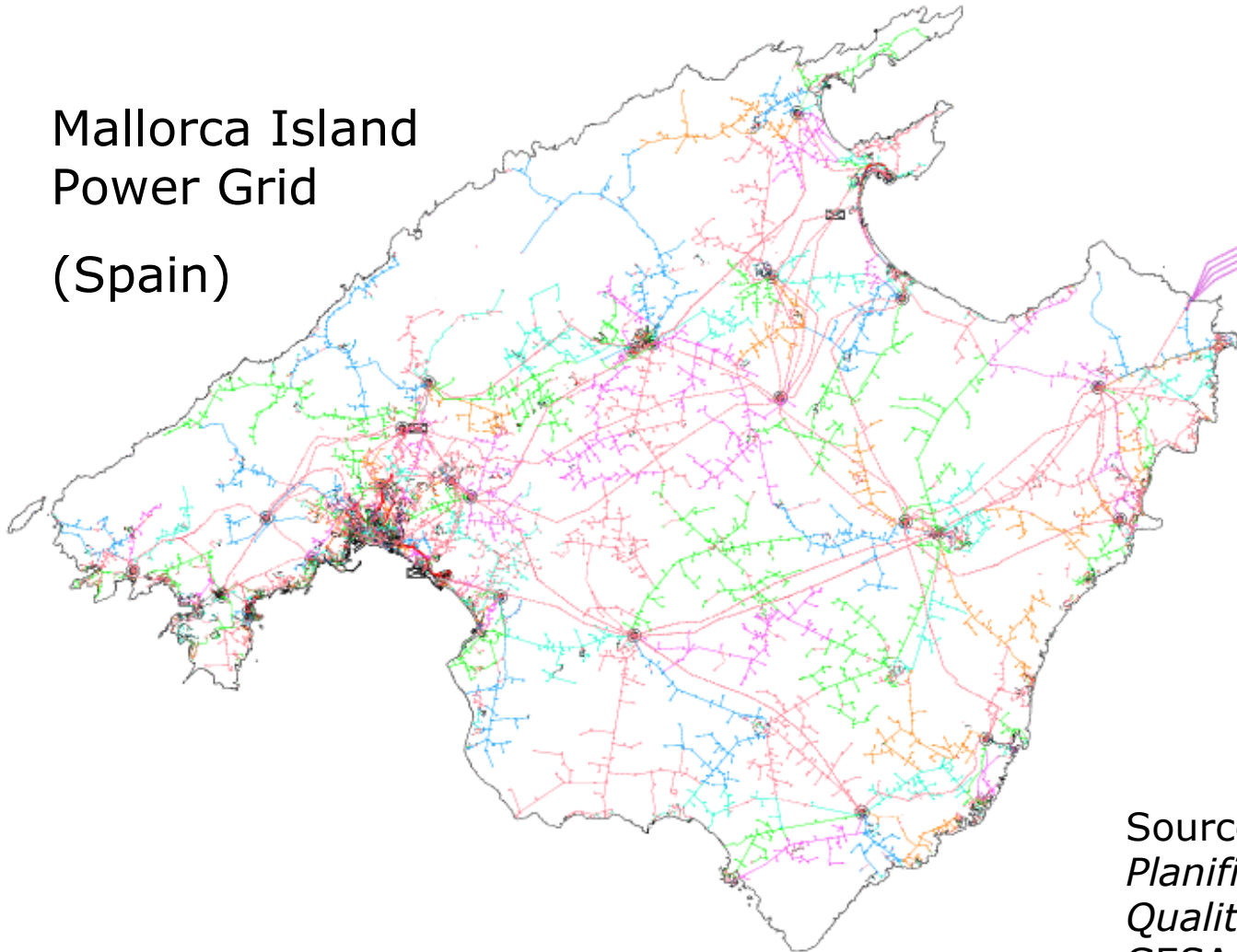


Picture from

Picture from

# Power grid

Mallorca Island  
Power Grid  
(Spain)



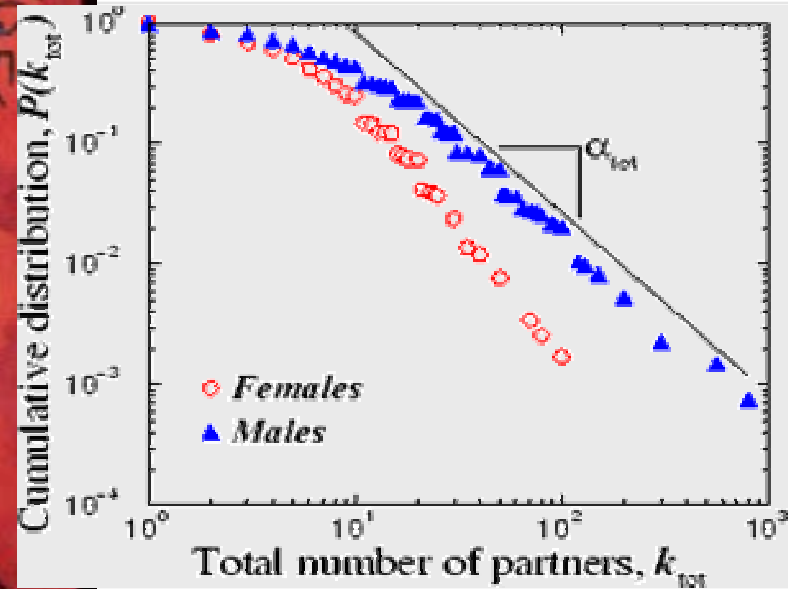
Source:  
*Planificació i  
Qualitat de Xarxa,*  
GESA-ENDESA  
Spain



# Sex-web

**Nodes:** people (Females; Males)

**Links:** sexual relationships

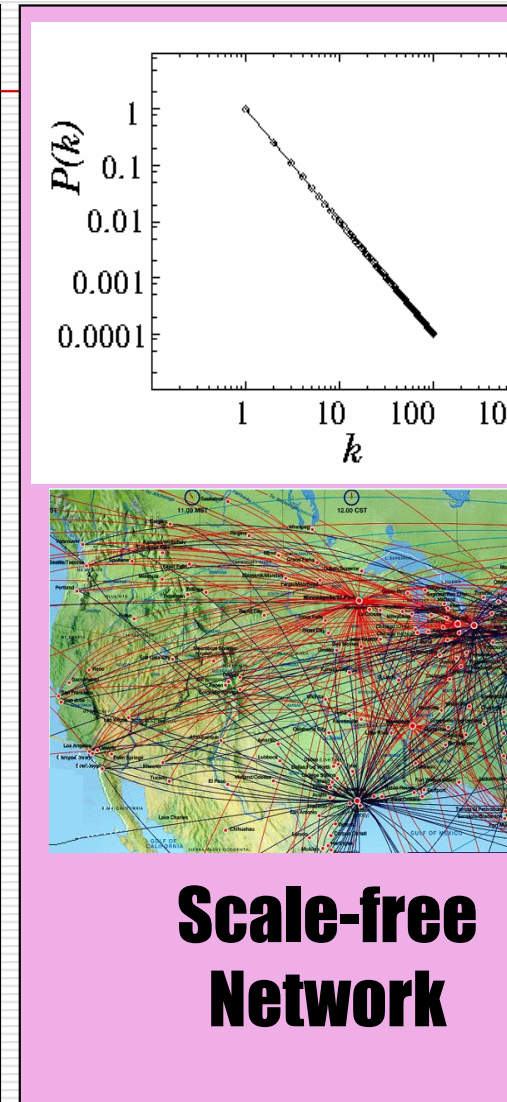
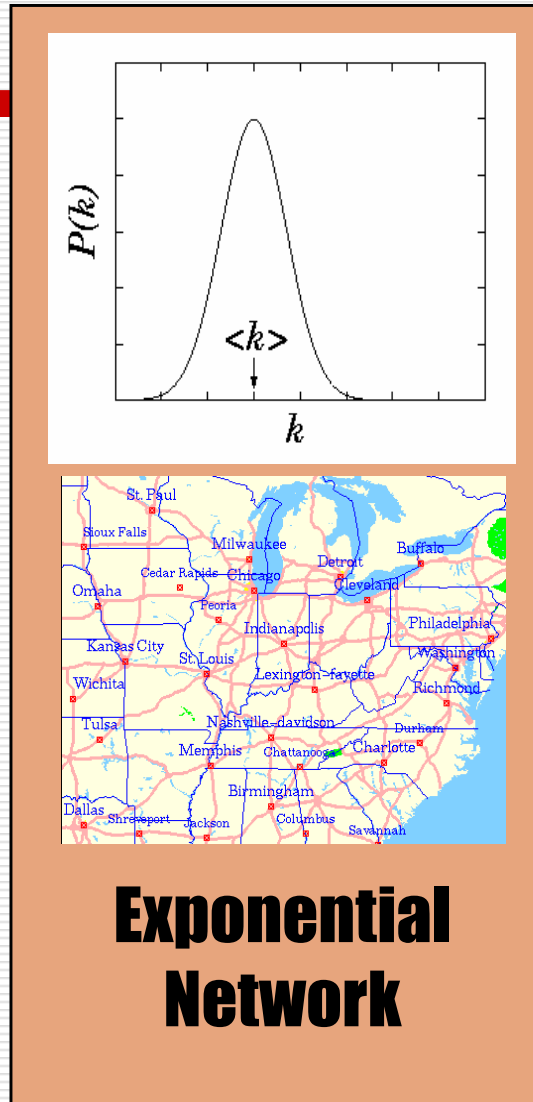
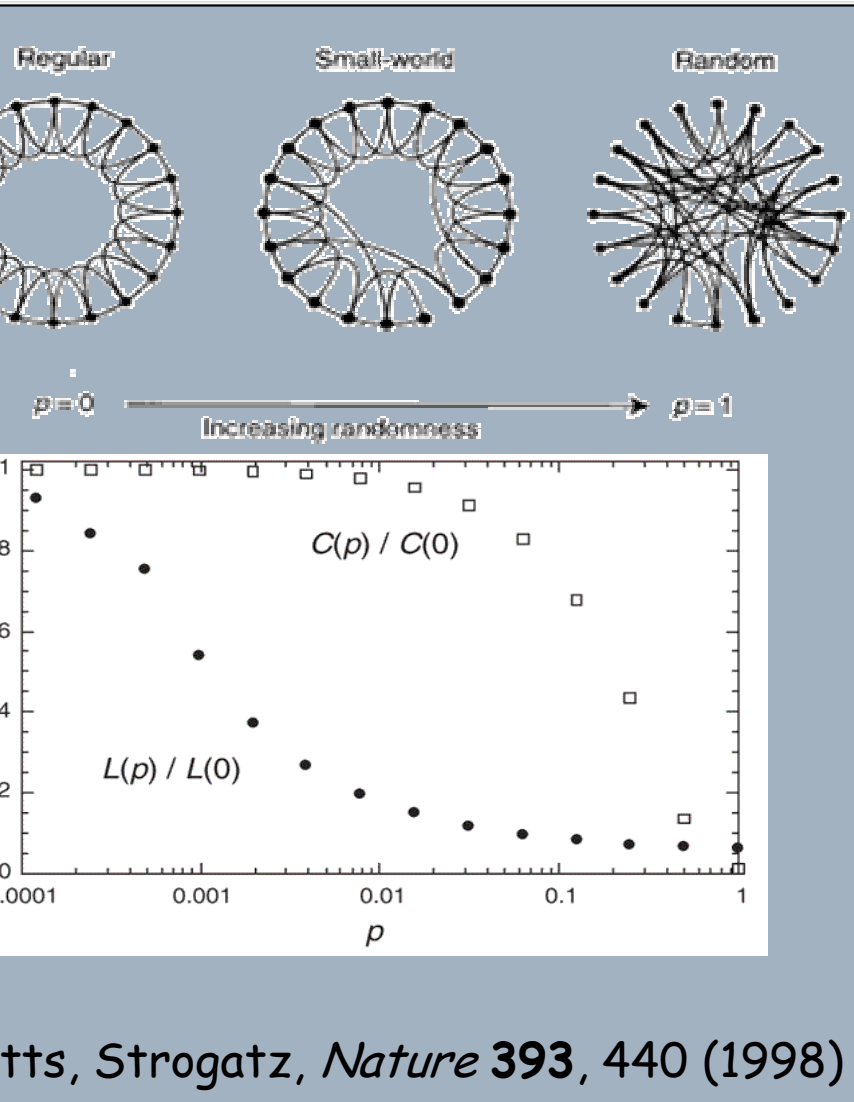


4781 Swedes; 18-74;  
59% response rate.

Liljeros et al. Nature 2001



# Single-scale vs. scale-free networks



Small-world networks

# Interaction networks...

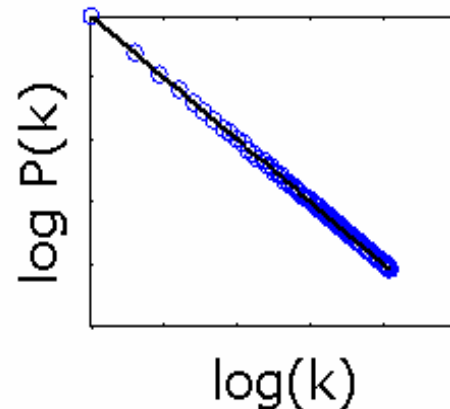
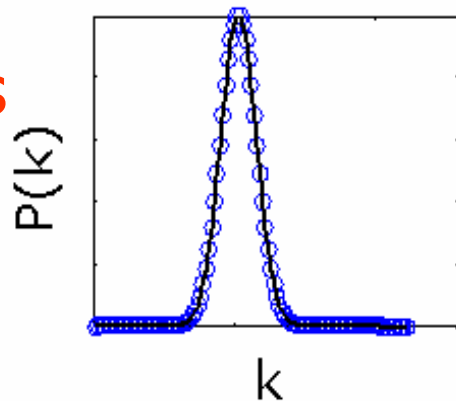
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Again:

- Many natural and social networks are non-uniform, “many forms”!!!
- Complexity is heterogeneous.

Networks in nature are heterogeneous!

Homogeneous

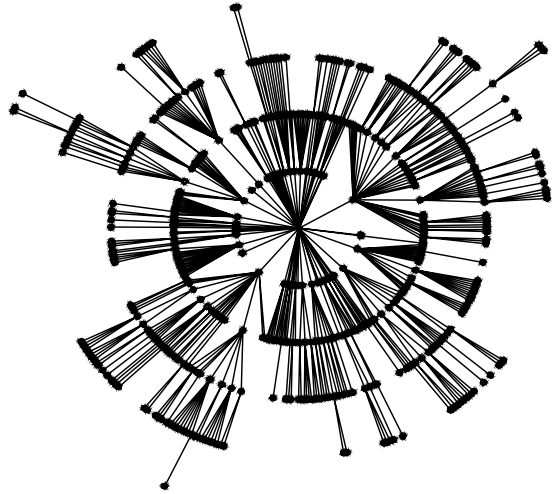


Scale-free

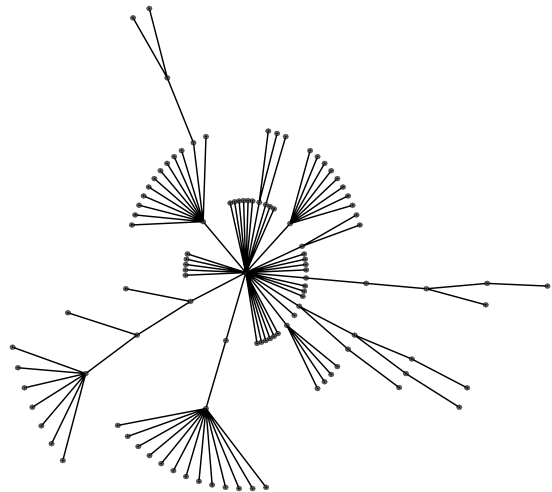
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In random nets most nodes are linked by about the same number of links ( $k$ ), while in

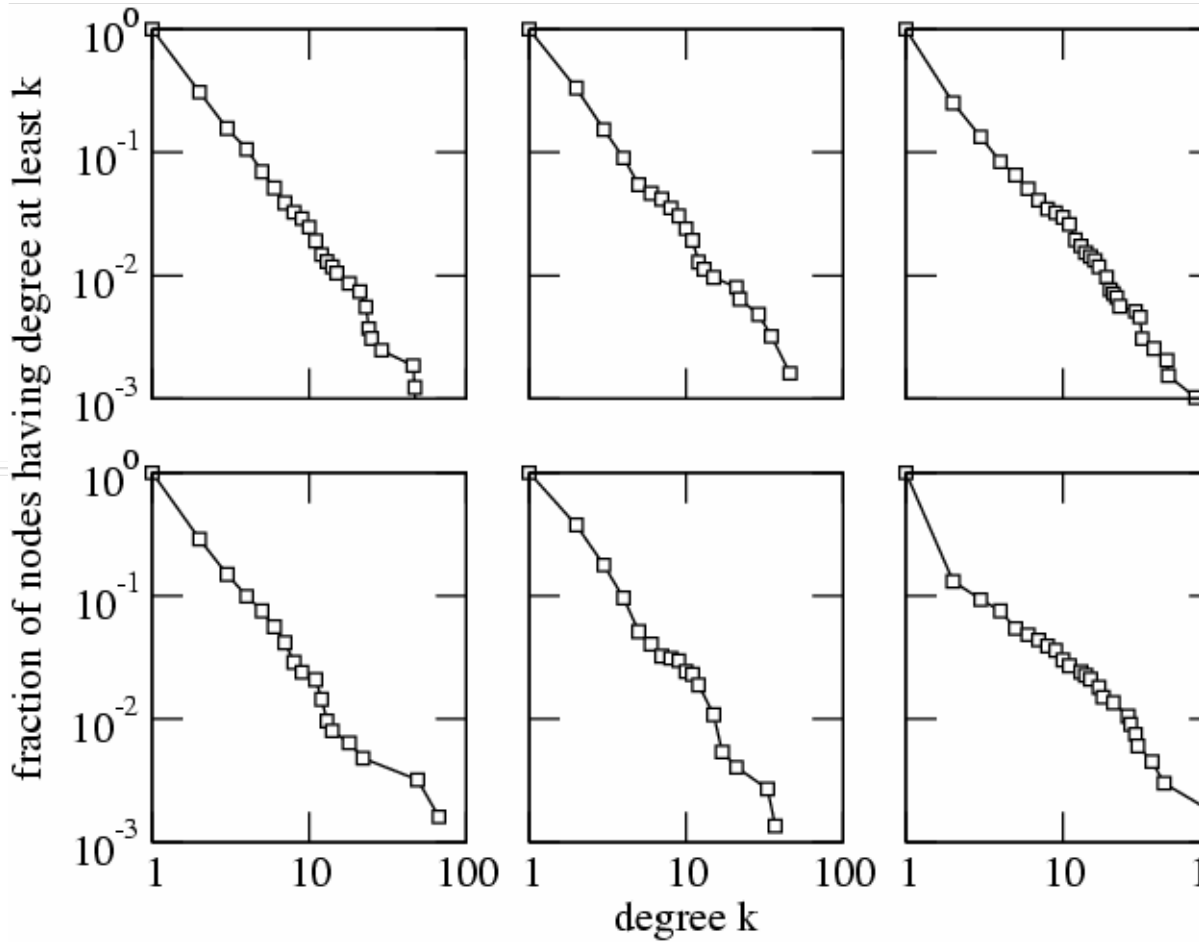
# Directory trees



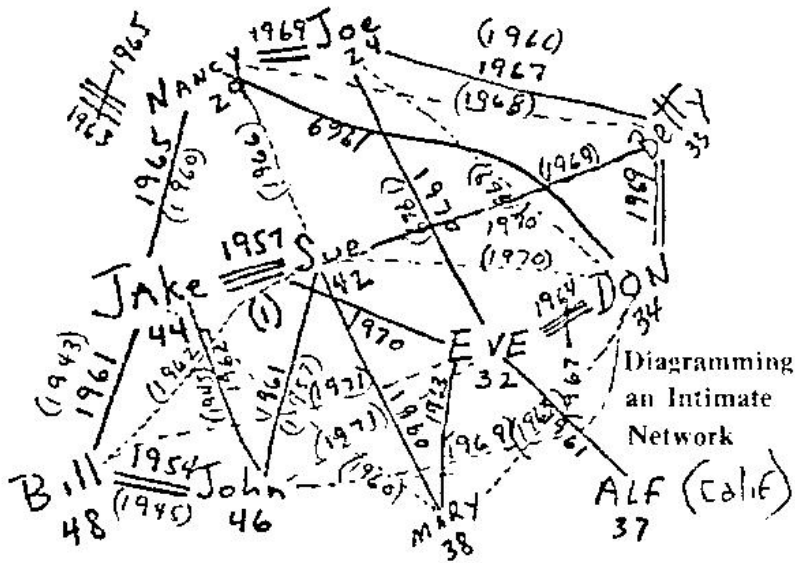
$N=604$



$N=107$

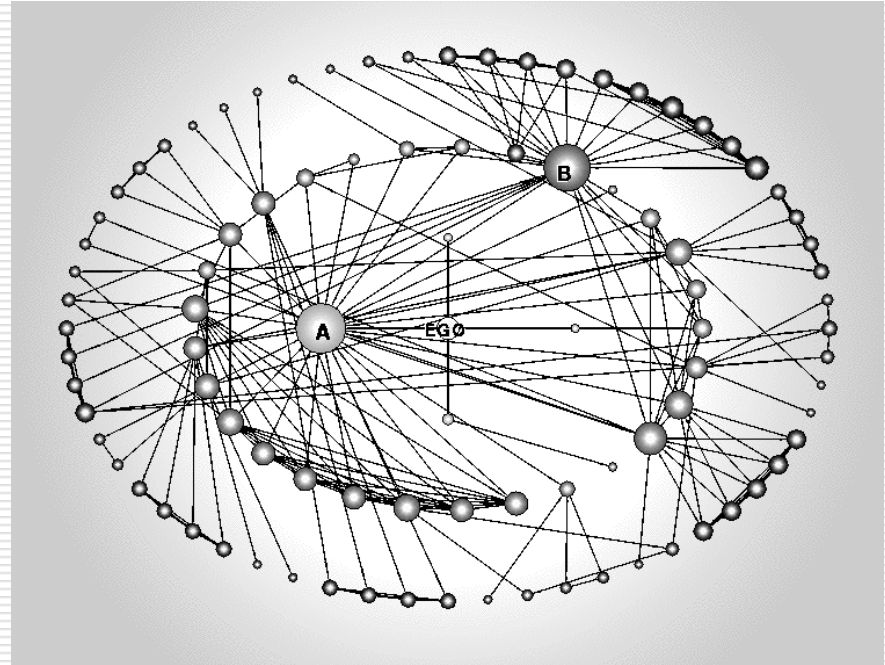


# Social Networks



Who do you like?

Who do you dislike?

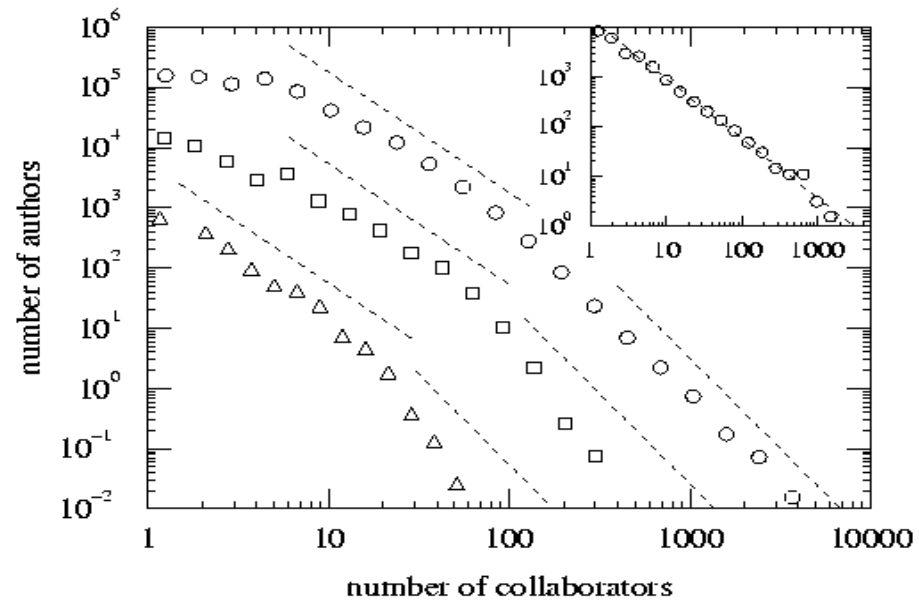
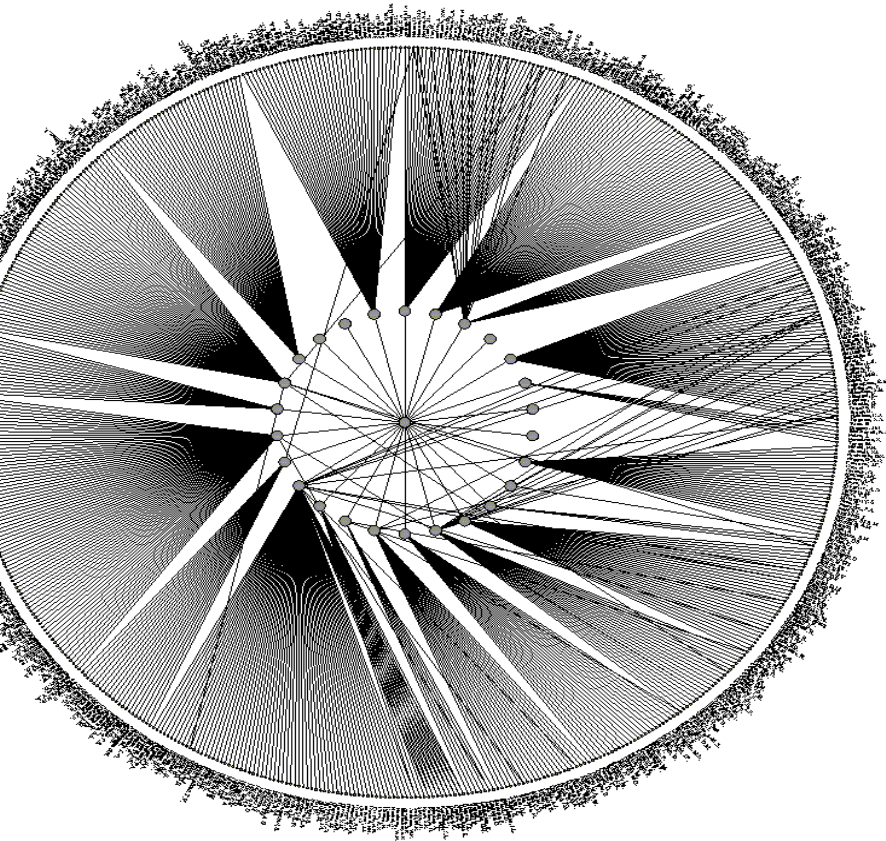


Ego centered view

# Co-authorship of scientific papers

Nodes: scientists (authors)

Links: write a paper together



(Newman, 2000, H. Jeong et al 2000)

# What do we learn from the topology

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- ❑ Resilience against failures, weakness to attacks.
  - ❑ Spreading of rumors, opinions, infectious diseases.
  - ❑ Communication in organizations.
  - ❑ Searching for communities.
  - ❑ They are highly clustered and at the same time have short path length (sort of well connected at all scales).
  - ❑ Faster synchronizability.
  - ❑ In terms of resistance to damage: they are robust (to random) and fragile (to targeted attack).
-

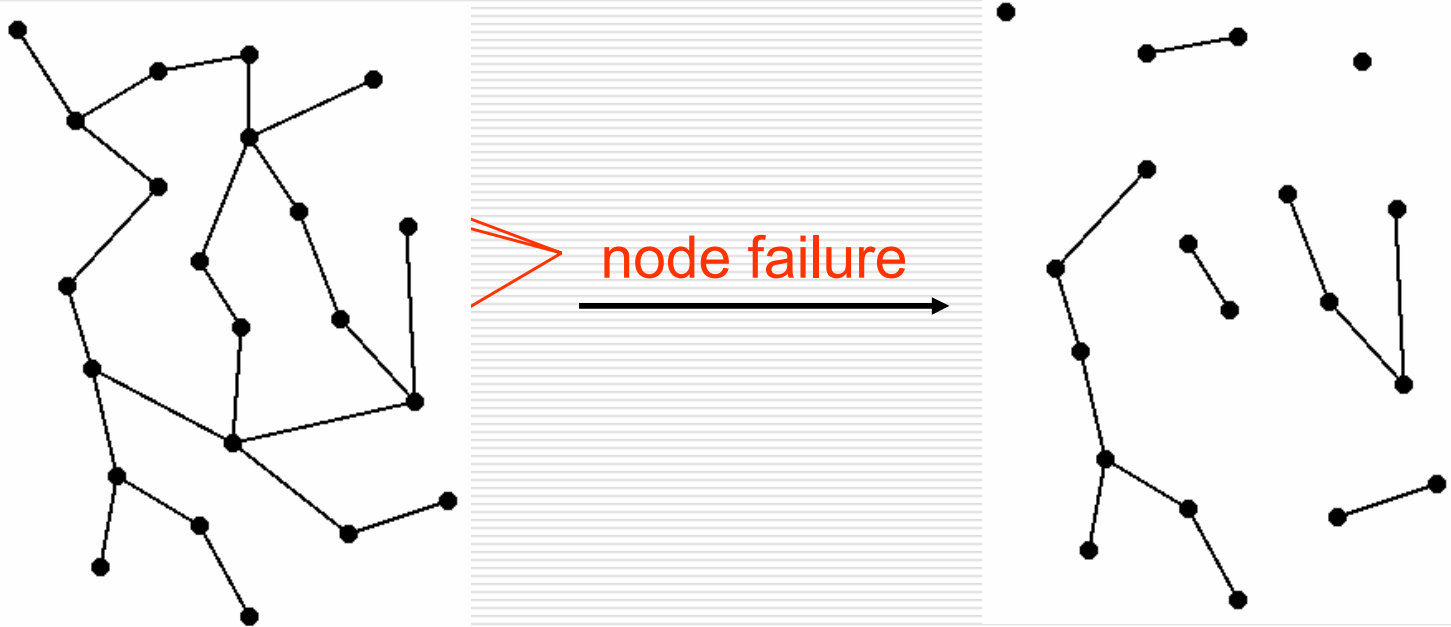


# Robustness

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Complex systems maintain their basic functions  
even under errors and failures

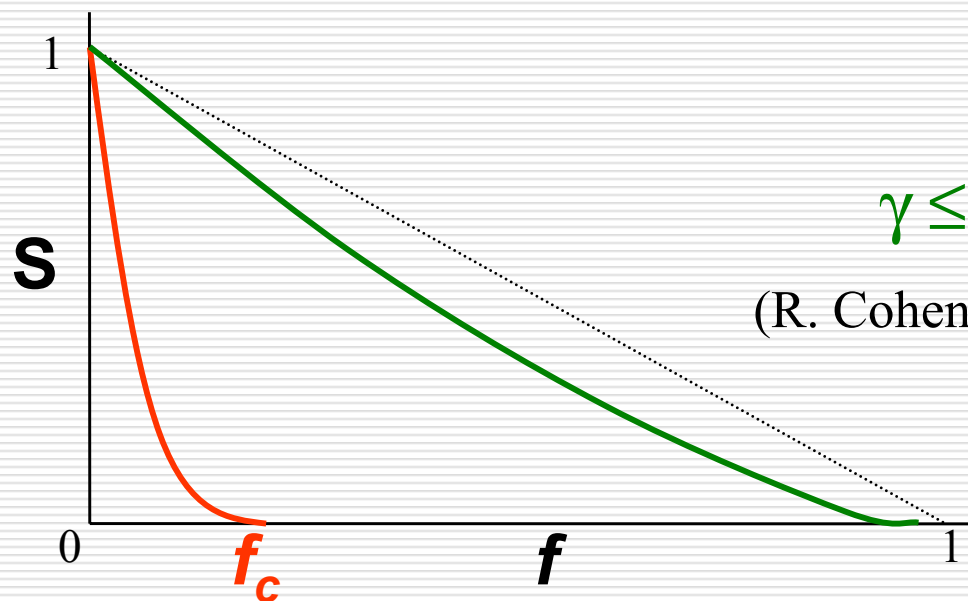
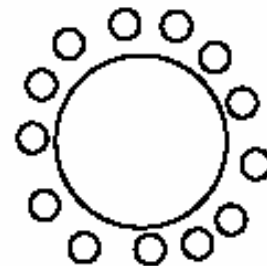
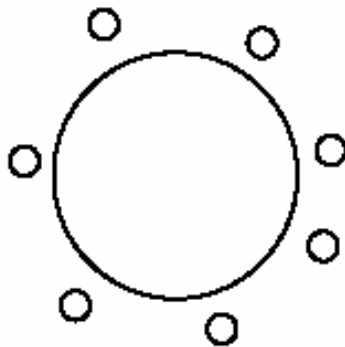
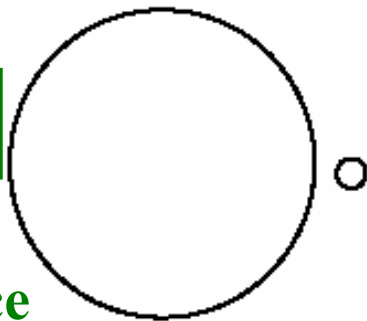
(cell  $\rightarrow$  mutations; Internet  $\rightarrow$  router breakdowns)



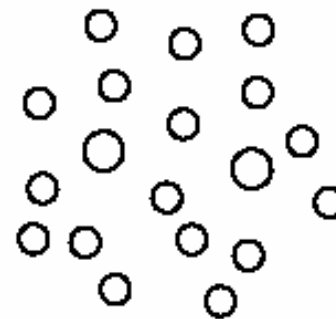
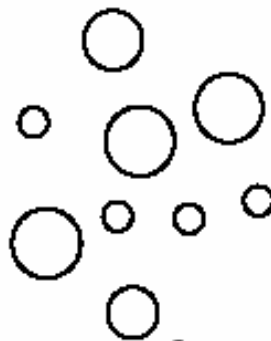
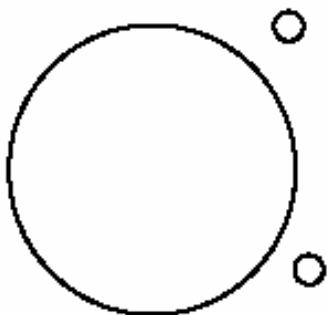
# Robustness of scale-free networks

Failures

topological  
or tolerance



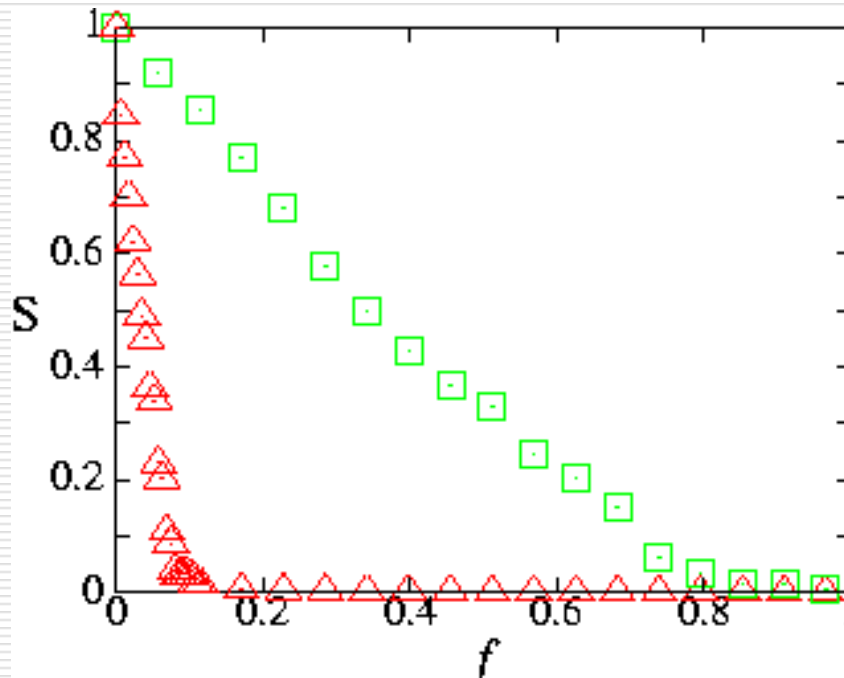
Attacks



# Achilles' Heel of complex networks

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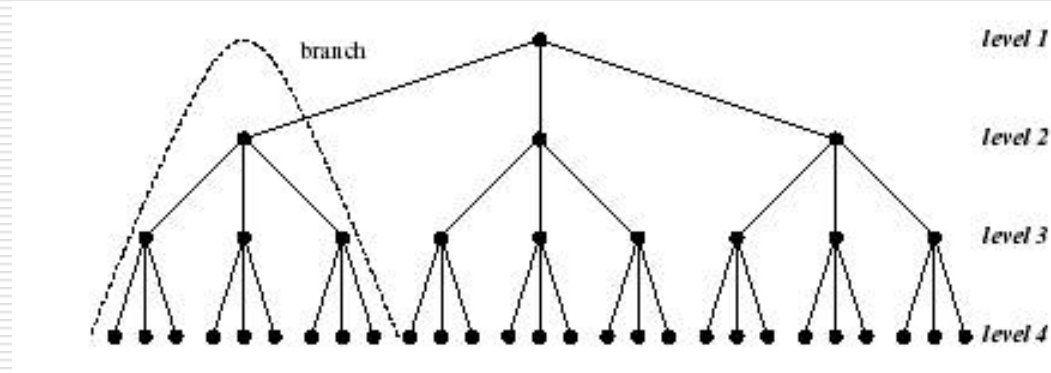
## Internet



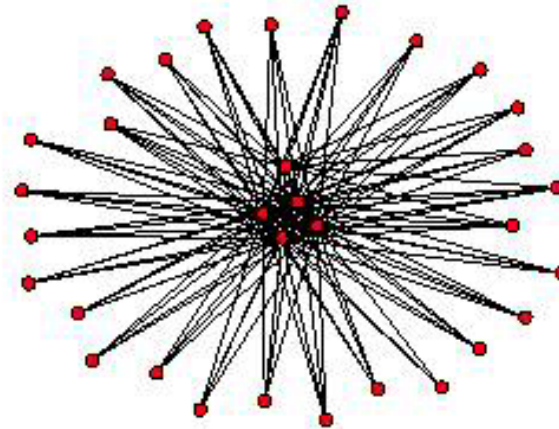
— failure  
— attack

# Optimal communication

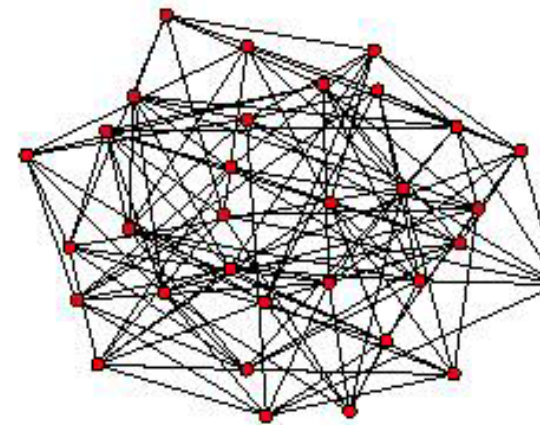
How good is a hierarchical organization for exchanging information?



Optimal structures for local search with congestion. (a) Star-like configuration optimal for low load and (b) homogeneous-isotropic configuration optimal for large load.



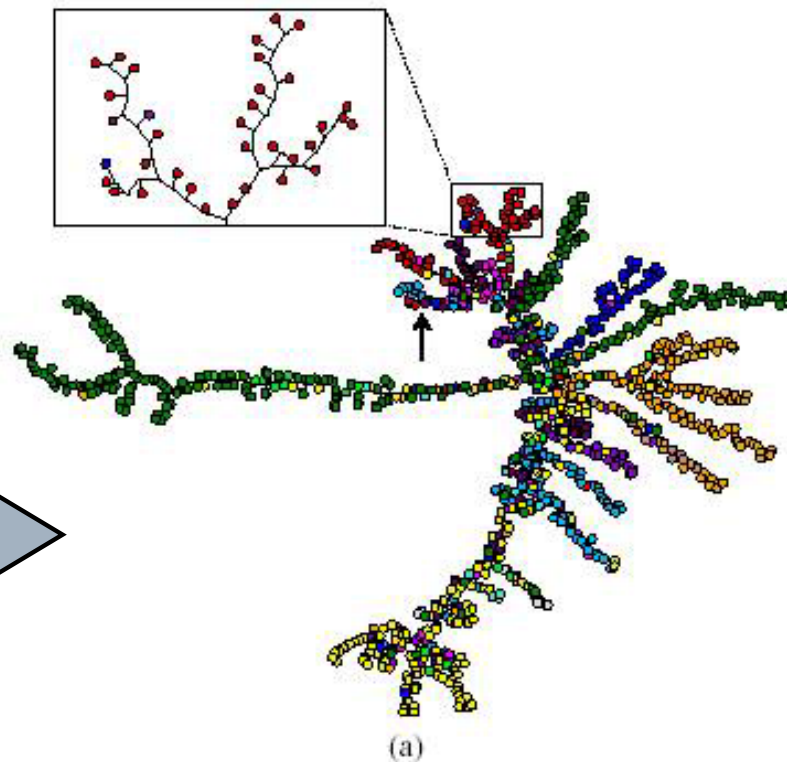
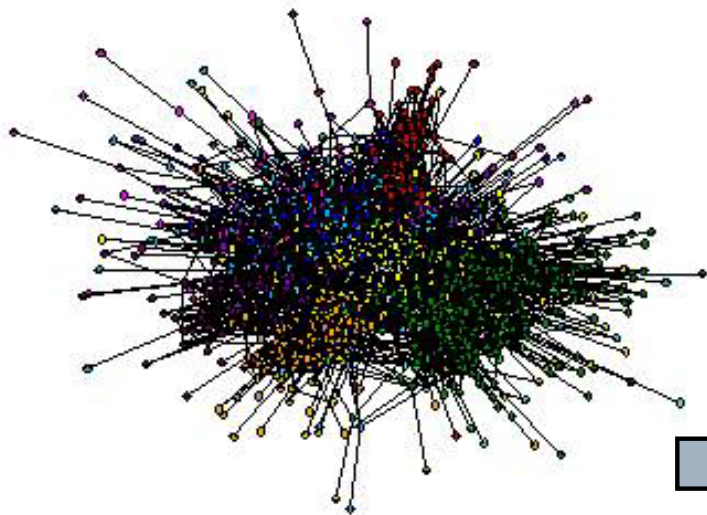
(a)



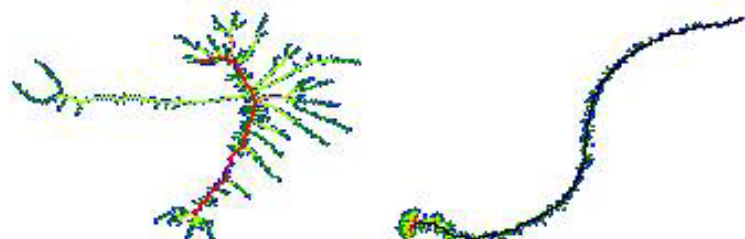
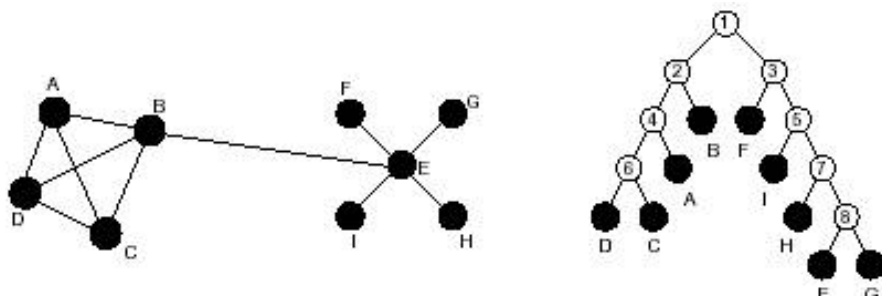
(b)

# Communities

E-mail network



How to obtain communities from a network



# Conclusions

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- Society & organizations are complex systems:
    - Nonlinear individuals + interaction
  - Diversity everywhere: power laws.
  - Mathematical and computational tools ready to be used:
    - Improve management of information & knowledge in an organization
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