



---

# Social and Technological Network Analysis

## Lecture 7: Information Cascades

(thanks to S. Gonzalez Bailon for some of the slides)

Dr. Cecilia Mascolo

# In This Lecture



- In this lecture we introduce the concept of “cascades” of information in networks and show examples and trade-offs for these to happen.
- We will discuss practical studies and applications

# Decision Making and Behaviour Influence

---

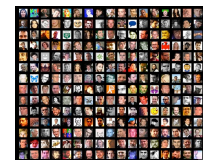


- How is new behaviour adopted?
- How does technology usage spread?
- People influence on ideas?
  
- The social network plays an important role in the decision making process
  - We study how.

# Early studies on Influence



- Ryan and Gross (1943) on adoption of hybrid corn in Iowa
  - Farmers learned of the corn from salesmen but were convinced on adoption by experience of neighbours in the community.
- Coleman, Katz and Menzel (1966) on adoption of tetracycline in US
  - Map of social connections among doctors.
  - Early adopter had higher socio-economical status and travelled more widely (also in corn case).
  - Decision on adoption was made in the context of the social structure (observing neighbours, friends and colleagues).



# Model of Diffusion

- Nodes  $v$  and  $w$  and behaviours  $A$  and  $B$ 
  - If both  $v$  and  $w$  adopt  $A$ , they each get payoff  $a > 0$
  - If both adopt  $B$ , they each get a payoff  $b > 0$
  - If they adopt opposite behaviour they both get a payoff of  $0$

		$w$	
		$A$	$B$
$v$	$A$	$a, a$	$0, 0$
	$B$	$0, 0$	$b, b$

# Network Implications

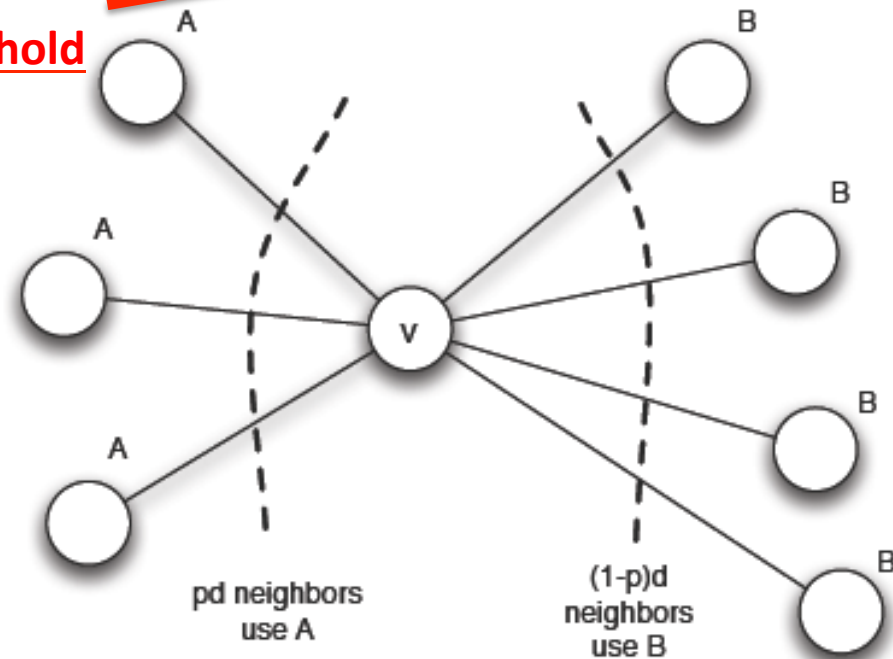


- $p$  fraction of neighbours choose A
- $(1-p)$  choose B
- $d$  neighbours then:  $pd$  choose A and  $(1-p)d$  choose B

**A better choice if :**  $pda \geq (1-p)db$

$$p \geq \frac{b}{a+b}$$

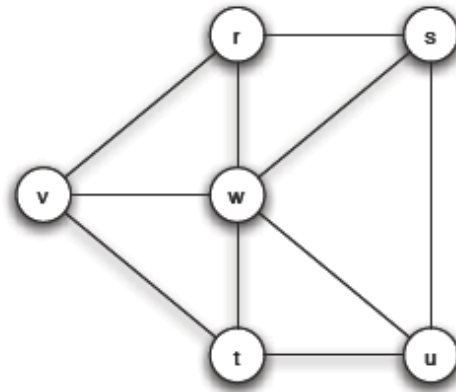
**threshold**



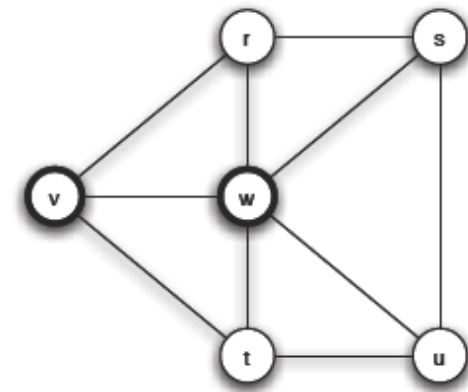
# Larger Horizon



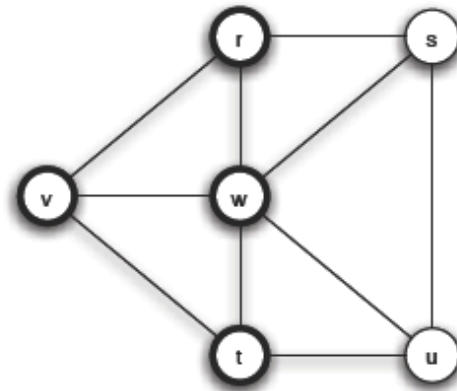
- A is new behaviour
- $a=3, b=2$
- $b/a+b=2/5$



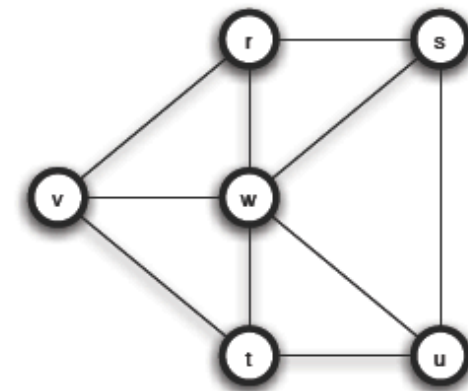
(a) *The underlying network*



(b) *Two nodes are the initial adopters*



(c) *After one step, two more nodes have adopted*



(d) *After a second step, everyone has adopted*

Light circles=B  
Dark circles=A

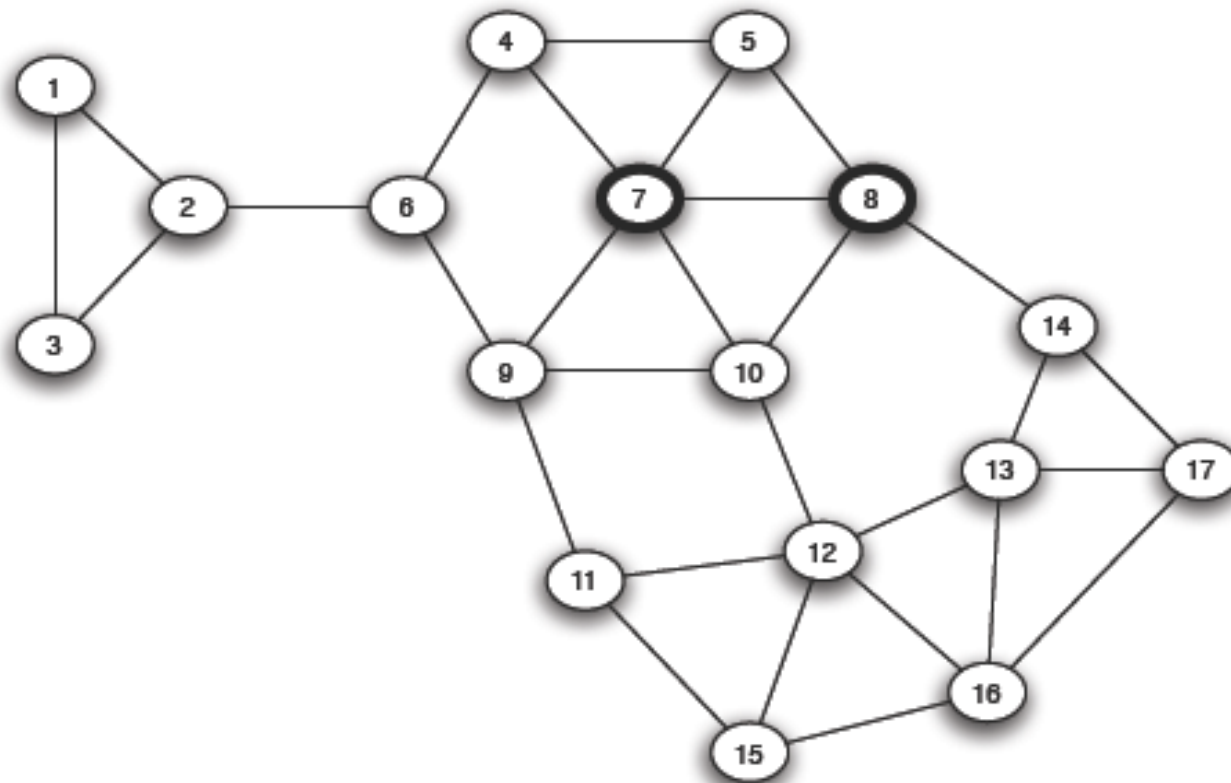
# Example explained



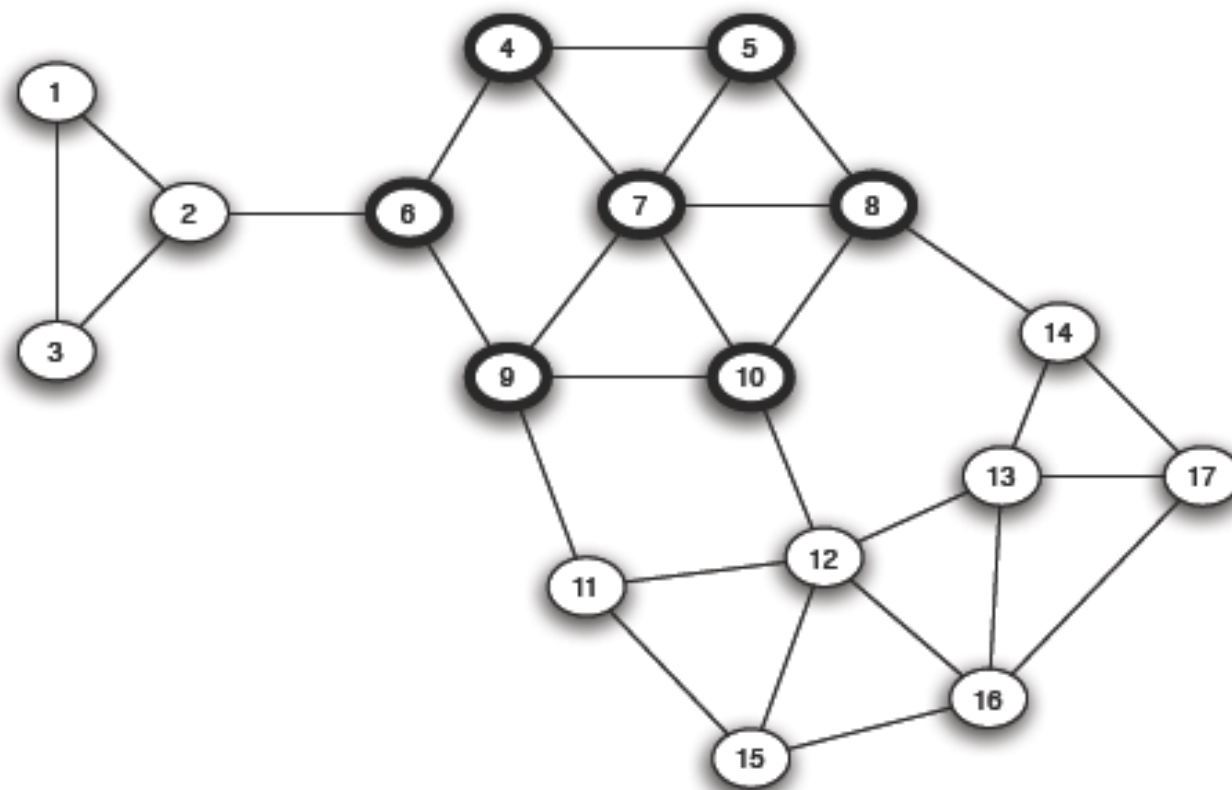
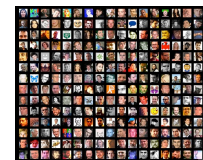
- 1<sup>st</sup> step: only v and w adopt A
- 2<sup>nd</sup> step: nodes r and t switch to A.  $2/3 > 2/5$  of neighbours choose A. u does not switch:  $1/3 < 2/5$  of neighbours chose A
- 3<sup>rd</sup> step: s and u switch to A



# Chain Reactions



# Cascade Stops!



# Cascades



- In some cases initial adoption by some nodes generate a **complete cascade** [for a specific threshold]
- Note that changing the threshold would change the behaviour in previous example
  - Threshold of  $1/3$  would generate a complete cascade

# Viral Marketing

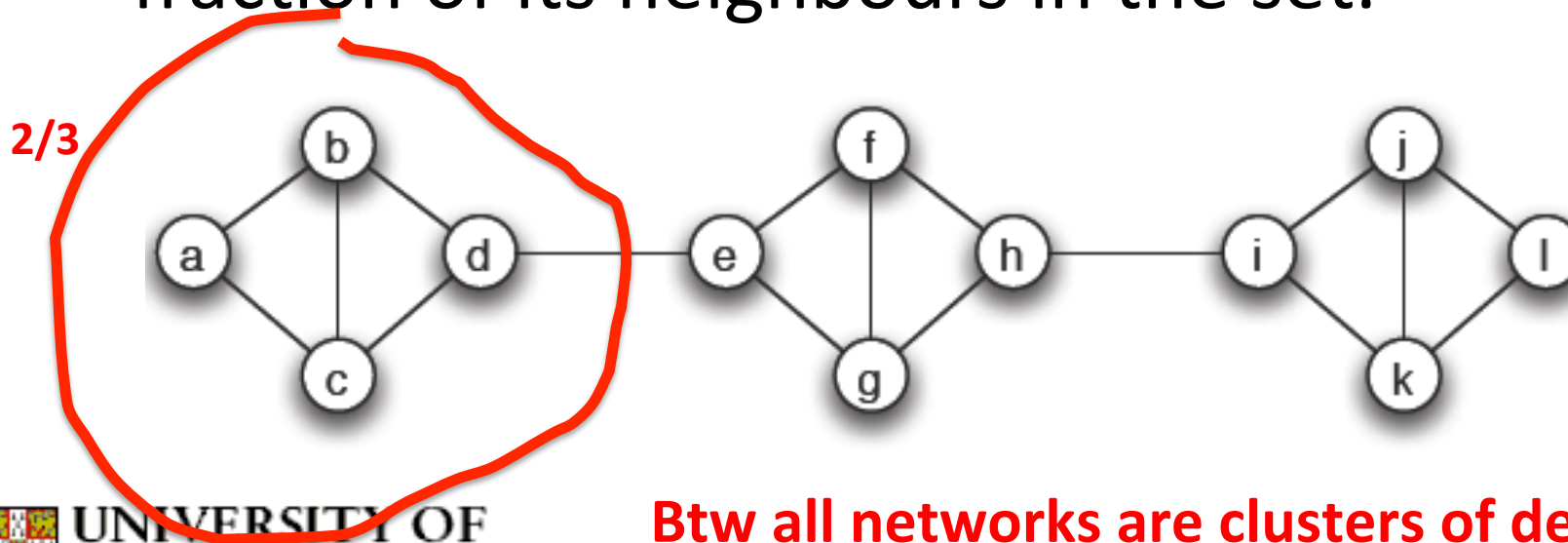


- How to penetrate new areas of the network
- Dissemination does not depend only on the network structure but also on this threshold!
  - Change the payoff! I.e., change the quality of the product [make a product slightly more attractive].
- When threshold cannot be changed
  - Convince key network nodes to switch (e.g nodes 12/13 good, but nodes 11 and 14 bad).

# What Makes Cascades Stop?

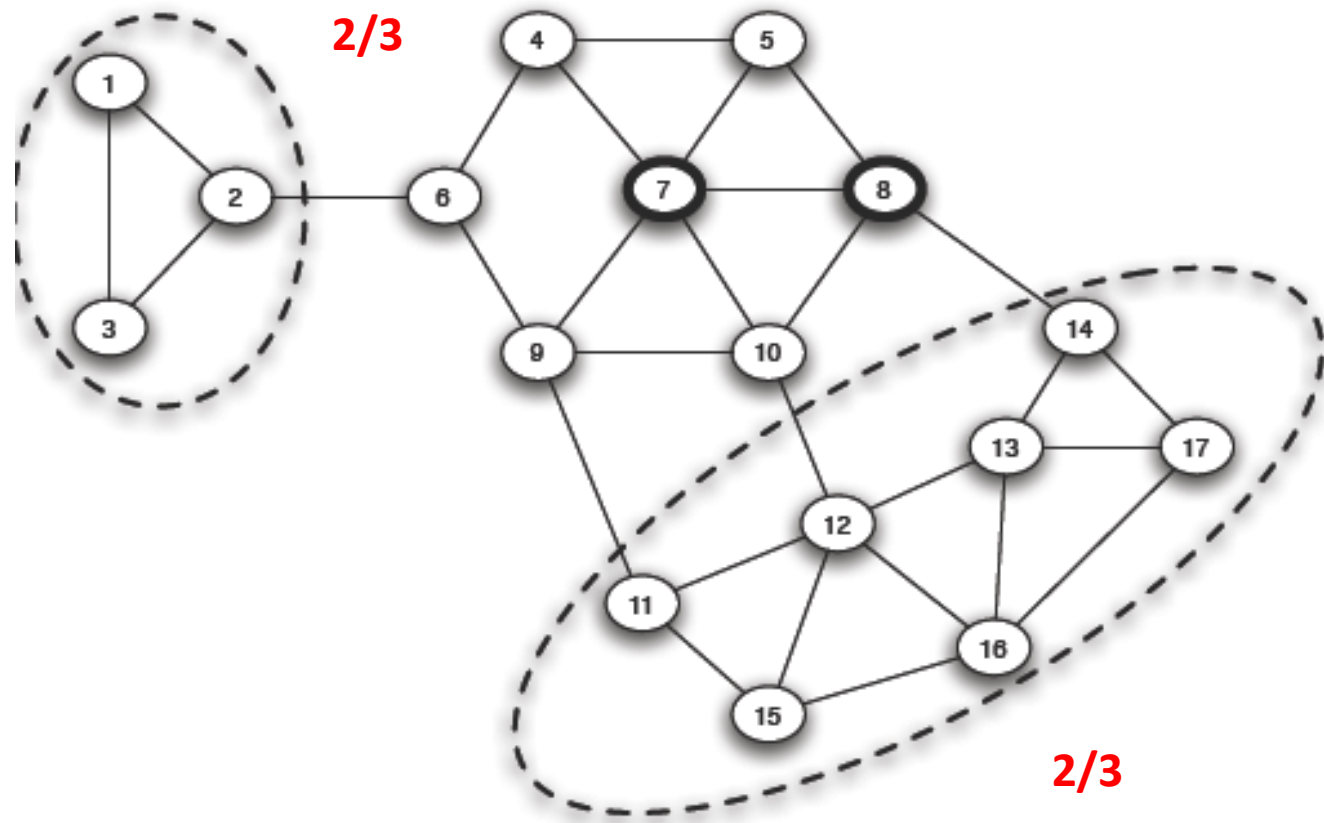


- Tightly knit communities sometimes cannot be penetrated.
- A cluster of density  $p$  is a set of nodes such that each node in the set has at least a  $p$  fraction of its neighbours in the set.



**Btw all networks are clusters of density 1**

# Clusters as Obstacles to Cascades



# Clusters and Cascades Relationship

---



- Set of initial adopters of A ( $S$ ), threshold  $q$ 
  1. If the remaining network contains a cluster of density greater than  $1-q$  then set  $S$  will not cause a complete cascade.
  2. Whenever set  $S$  does not cause a complete cascade with threshold  $q$  the remaining network must contain cluster of density greater than  $1-q$

# Cascade Capacity of Networks



- **Cascade Capacity** of a network is the largest value of the threshold  $q$  for which some finite set of early adopters can cause a complete cascade
- In the following case cascade capacity is  $\frac{1}{2}$ 
  - Even if the network is infinite

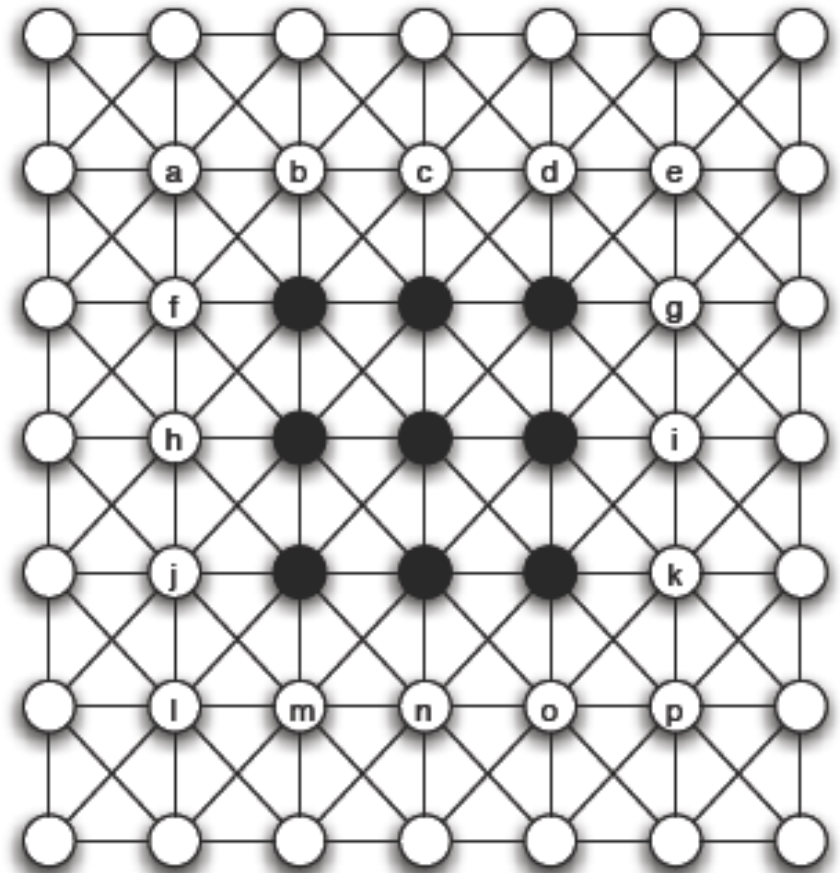




# Cascade Capacity on a Grid



- If  $q \leq 3/8$  there is a complete cascade
- If  $q$  is smaller (eg  $2/8$ ) cascade spreads even faster.
- Cascade Capacity is  $3/8$
- A network with a **large capacity** is one where cascades happen easily.

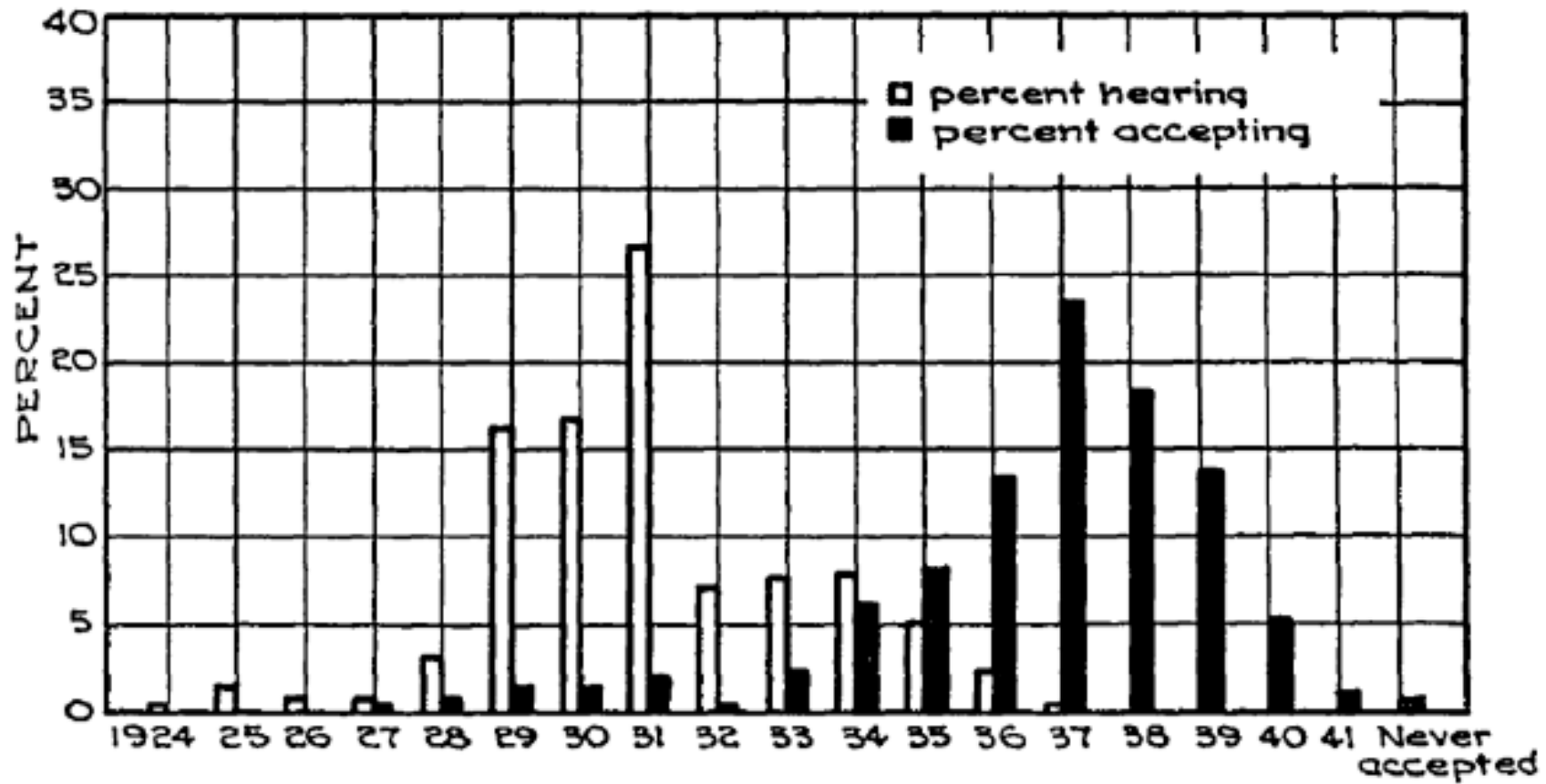


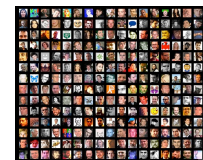
# How large can Cascade Capacity be?



- Can it be higher than  $\frac{1}{2}$ ?
  - This would mean for instance that an inferior innovation can displace a superior one even when the inferior innovation starts with few initial adopters.
- No network has a capacity higher than  $\frac{1}{2}$ .

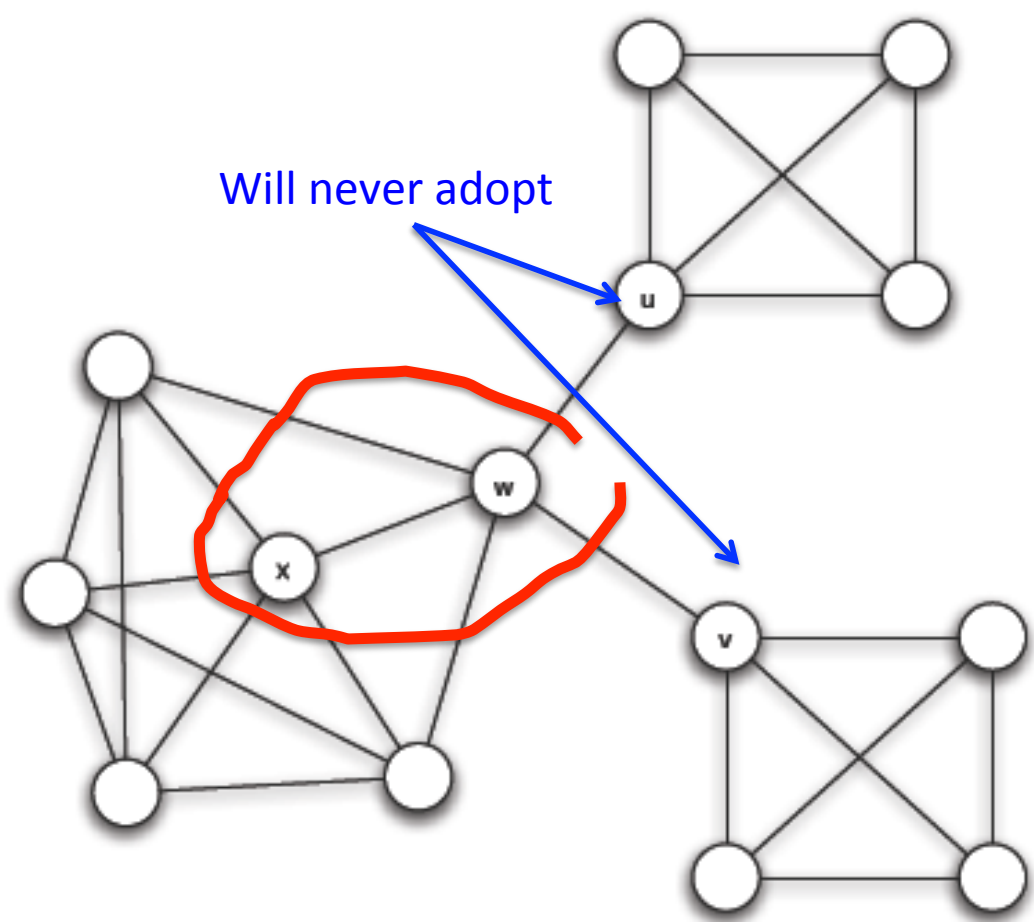
# Learning versus Adopting





# Role of Weak Ties

- v, w initial adopters
- $q=1/2$



# Weak Ties Role and Behaviour Adoption

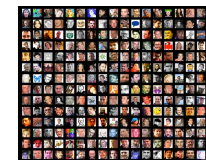
---



- Weak ties are **very powerful in spreading** new information.
- **Weak ties are weak at transmitting behaviours that are somehow risky and costly to adopt.**

# A Spreading Behaviour Experiment

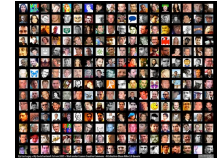
---



- Controlled experiment
- Anonymous recruited participants
- Website on health behaviour
- Participants could decide if to adopt a behaviour based on adoption patterns of neighbours [assigned in the site]
  - “Adopt” means register for health forum
  - Participants assigned to either a random network or a clustered lattice [see Lecture 2 for example of the two networks] with same number of nodes and degree.

# What do the experiment settings mean?

---



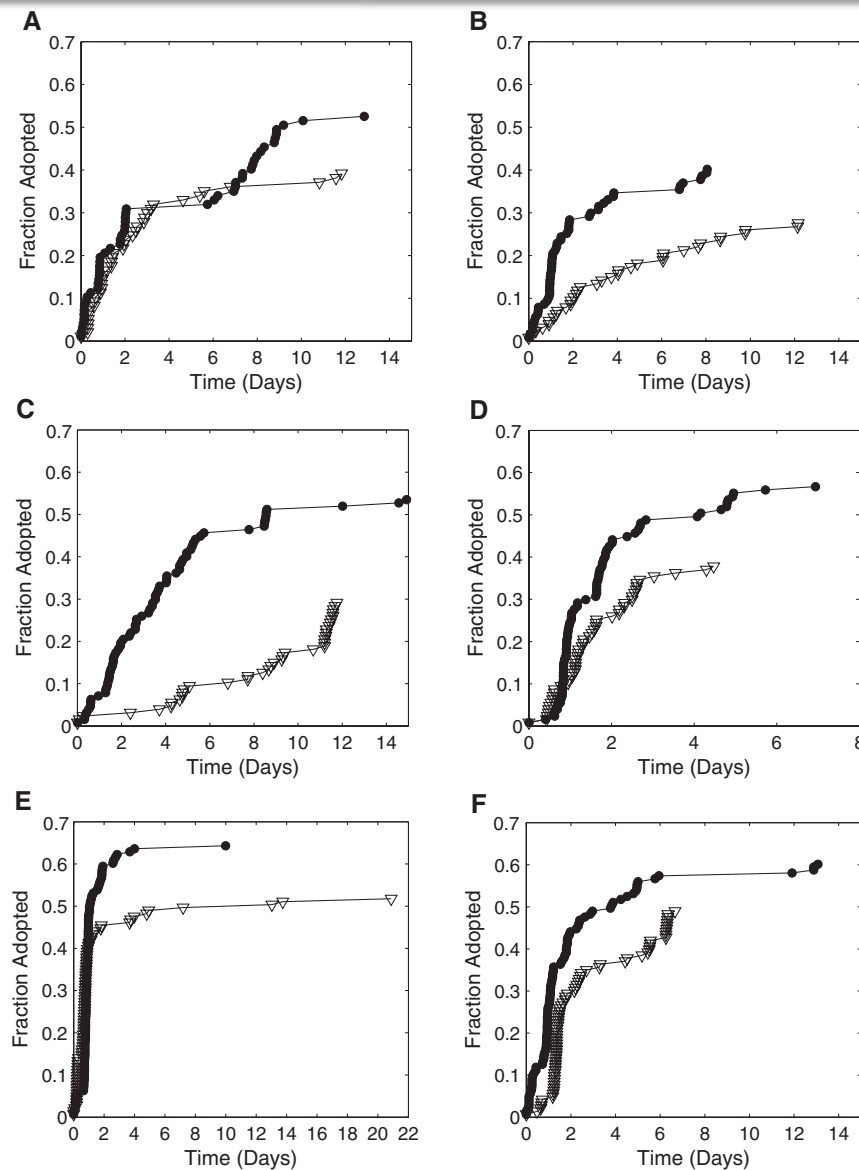
- The forum was known only to participants in the study
  - Influence could be studied
  - Only main difference was in the 2 network structures

# Adoption of Behaviour: Results



Circles: Lattice  
Triangles: Random  
A-E various experiments with different N and degree

Topologies with greater cluster and diameter were better! Spreading was more than 4 times faster. Higher degree helped!

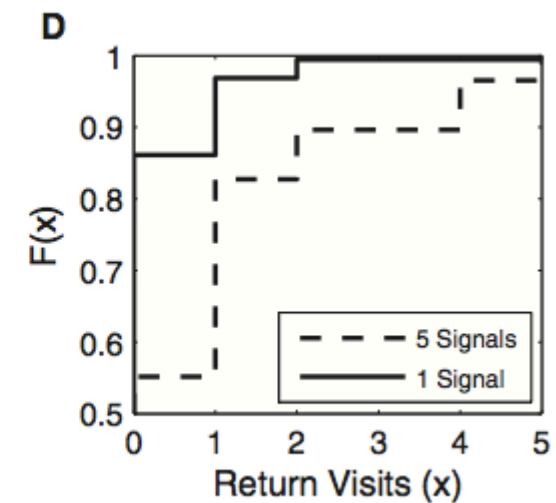
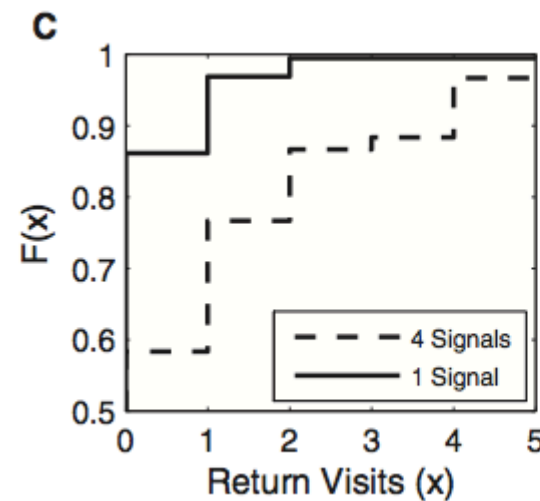
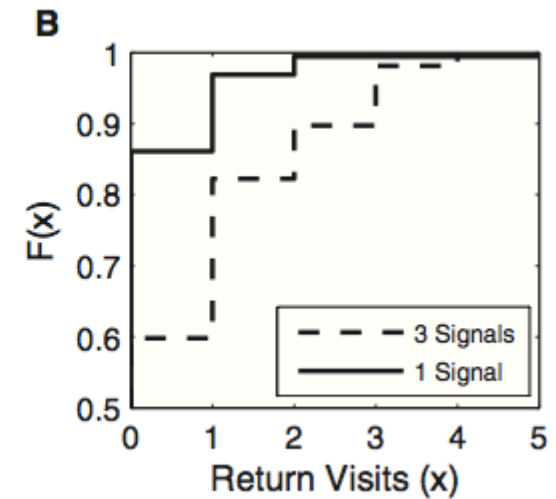
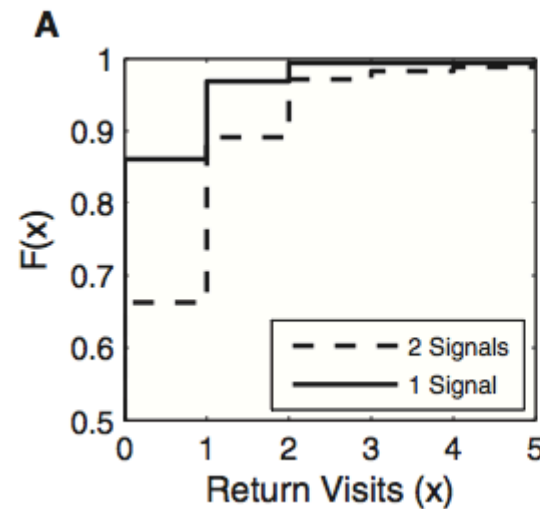




# Social Reinforcement



Receiving more than 1 signal is good although beyond 4 there is no improvement



# Nugget of the paper...



- Network structure plays in an important role on influencing behaviour
  - Structures containing more clusters were better at transmitting behaviour
- Reinforcement is very important in influencing a user

# The Spanish 'Indignados' Movement



**NO SOMOS  
MERCANCIA  
EN MANOS DE  
POLITICOS Y  
BANQUEROS**

**EL 15 DE MAYO  
TOMA LA CALLE**  
RECORRIDO: PLAZA DE CIBELES - SOL A LAS 18h  
CONCENTRACIÓN CIUDADANA

**TOMA LA CALLE  
15.05.11**

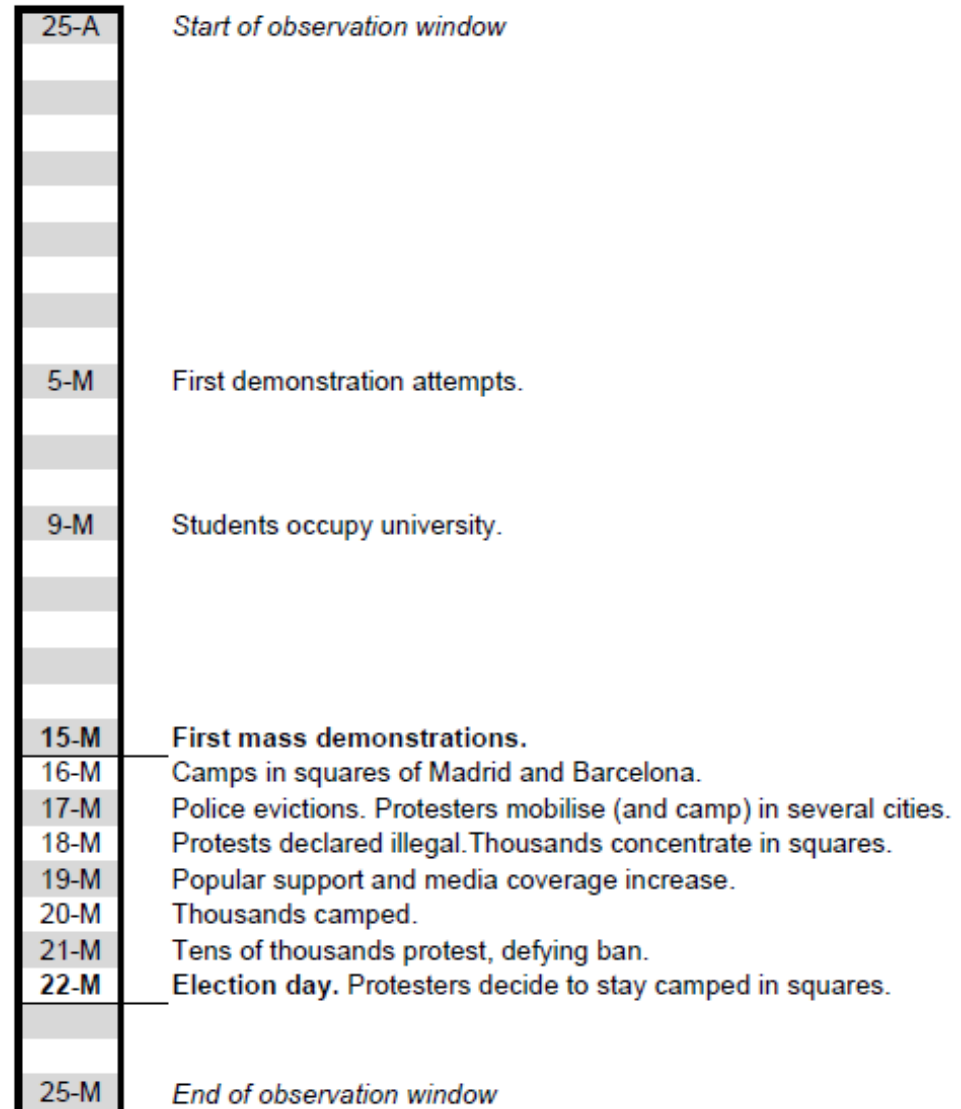
**DEMOCRACIA REAL YA!**  
[www.democraciarealya.es](http://www.democraciarealya.es)



**DEMOCRACIA  
REAL  
YA**

**TOMA LA CALLE**

# Data from Twitter (2011)



# Timeline of hashtags



#hashtags



nolesvotes  
democraciarealya  
tomalacalle

15m nolesvotes  
democraciarealya  
tomalacalle

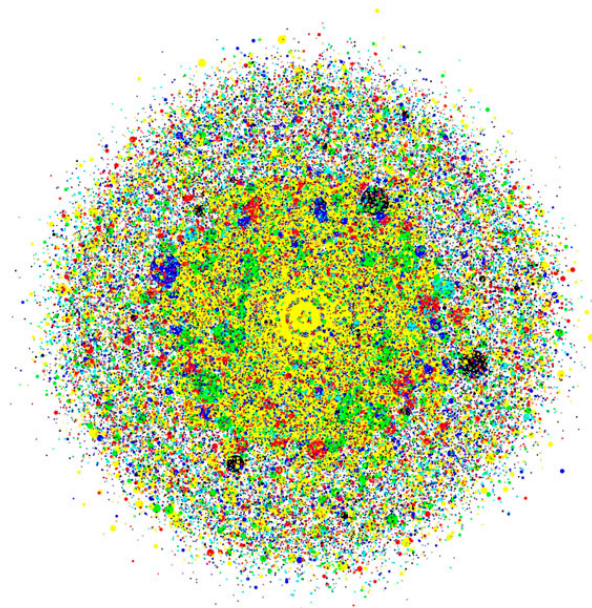
15mani  
15m  
acampadasol  
spanishrevolution  
nolesvotes  
democraciarealya  
acampadabcn  
tomalacalle  
acampadasevilla  
acampadavalencia

spanishrevolution  
acampadasol  
15m  
nonosvamos  
nolesvotes  
democraciarealya  
acampadabcn  
acampadasevilla  
yeswecamp  
acampadavalencia

acampadasol  
15m  
spanishrevolution  
consensodemínimos  
democraciarealya  
acampadabcn  
nolesvotes  
nonosvamos  
acampadasevilla  
acampadavalencia

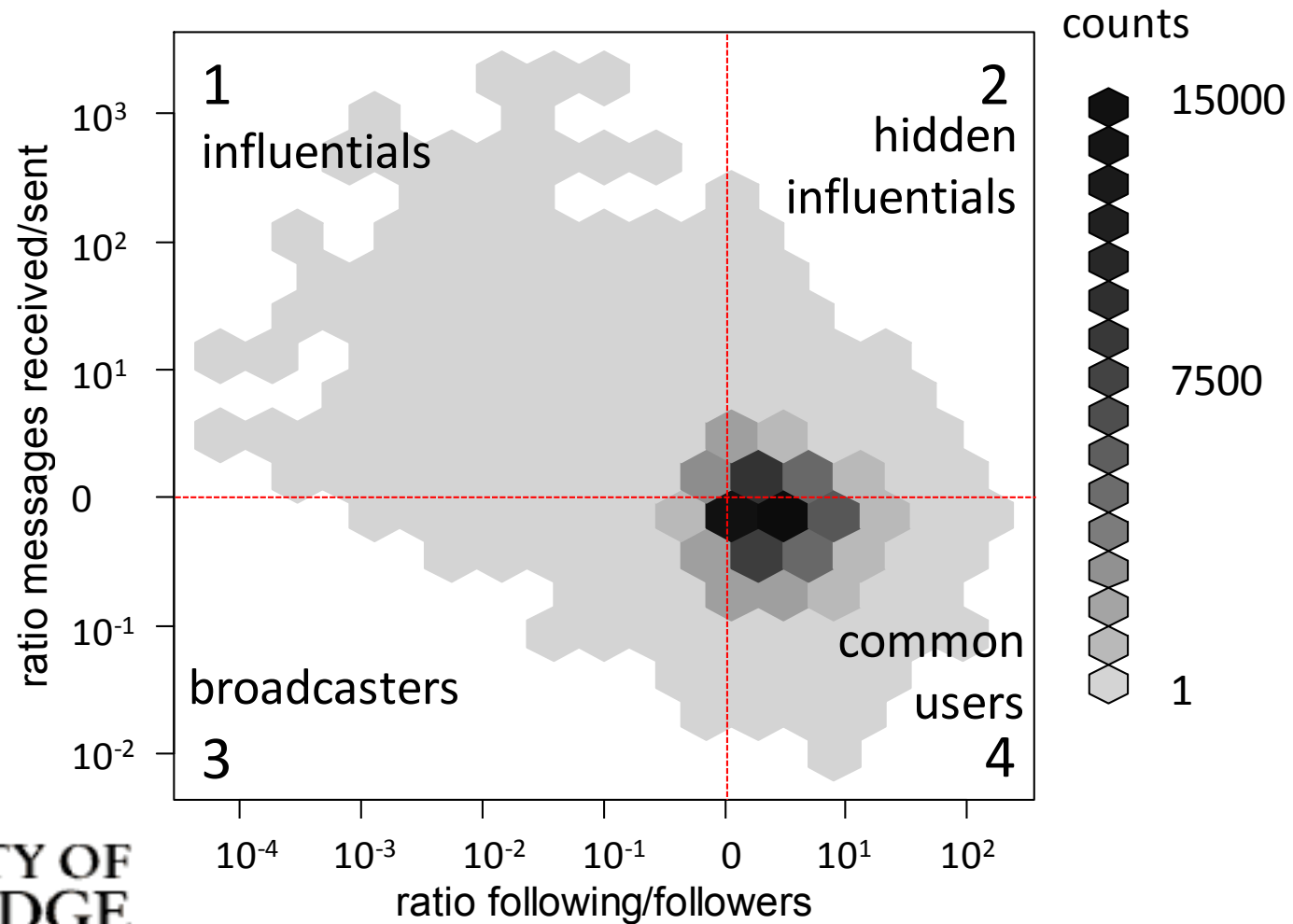


# The Twitter Network: Statistics



	Full Network	Symmetrical Network
$N$ (# nodes)	87,569	80,715
$M$ (# arcs)	6,030,459	2,644,367
$\langle k \rangle$ (avg degree)	69	33
$C$ (clustering)	0.220	0.198
$l$ (path length)	3.24	3.65
$D$ (diameter)	11	11
$r$ (assortativity)	-0.139	-0.0344
# strong components	5,249	139
$N$ giant component	82,253	80,421
$N$ 2 <sup>nd</sup> component	4	4
$\max(k_{in})$ (# following)	5,773	5,082
$\max(k_{out})$ (# followers)	31,798	5,082

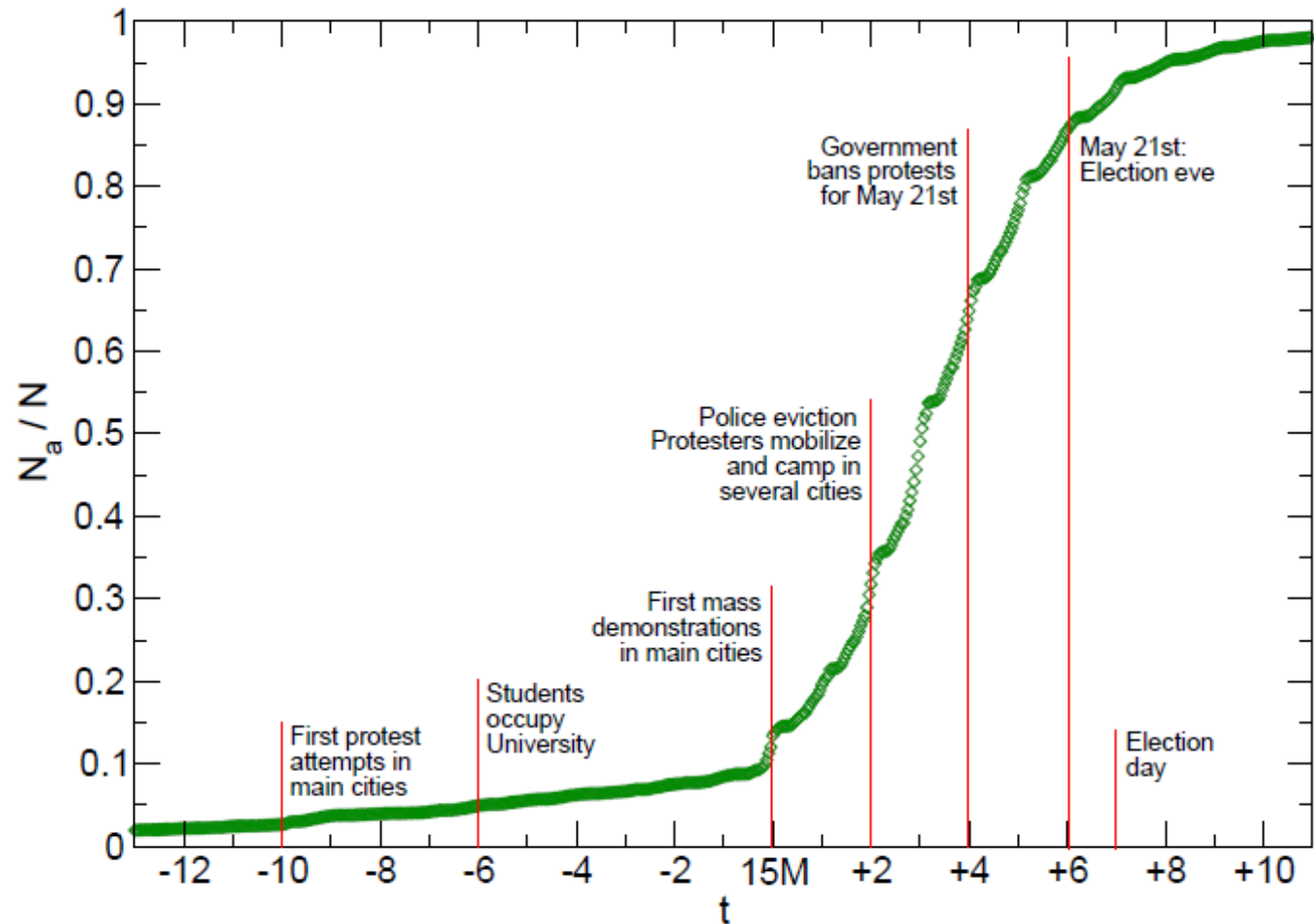
# Distribution of Users in the Network by Activity



# The Online Growth of the Movement



$N_a$  is the number of adopters ie those who sent at least 1 message related to the protest

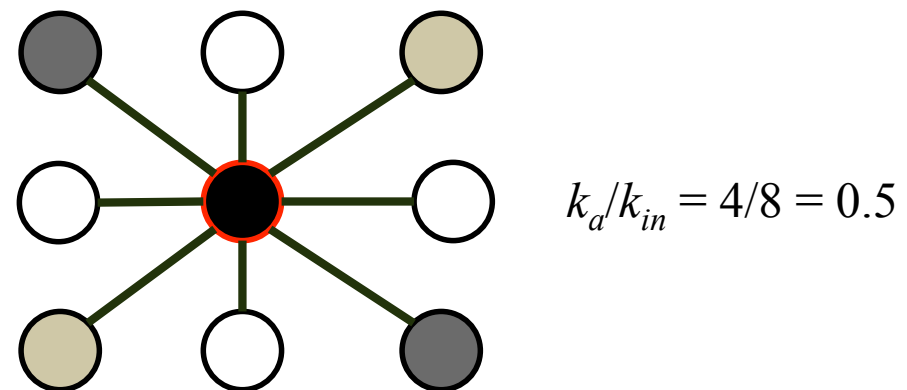
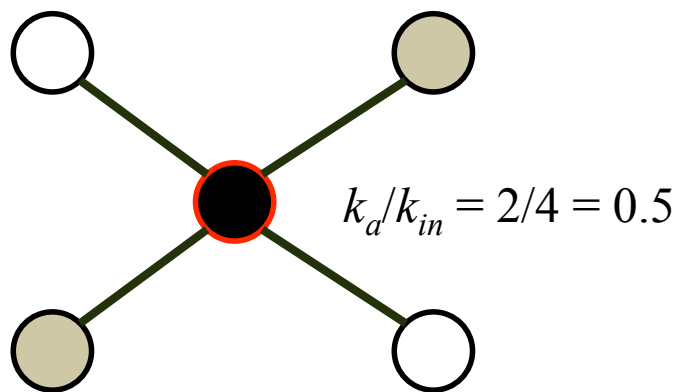




# Recruitment and Activation Threshold



- Activation time: moment when users start emitting protest messages
- $k_a/k_{in} \approx 0 \rightarrow$  low threshold individuals (no need of 'local pressure')
- $k_a/k_{in} \approx 1 \rightarrow$  high threshold individuals (need high 'local pressure')

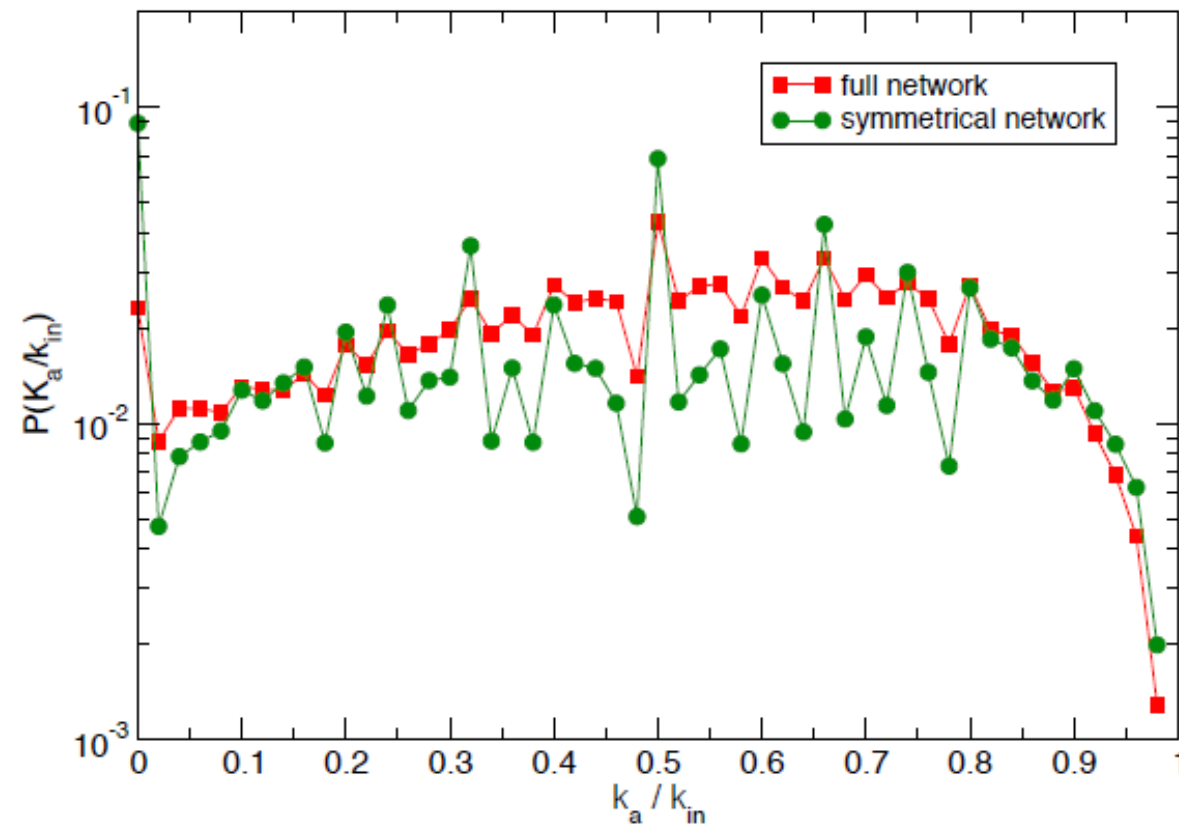


# Distribution of Thresholds



2 local max at  
0 and at 0.5

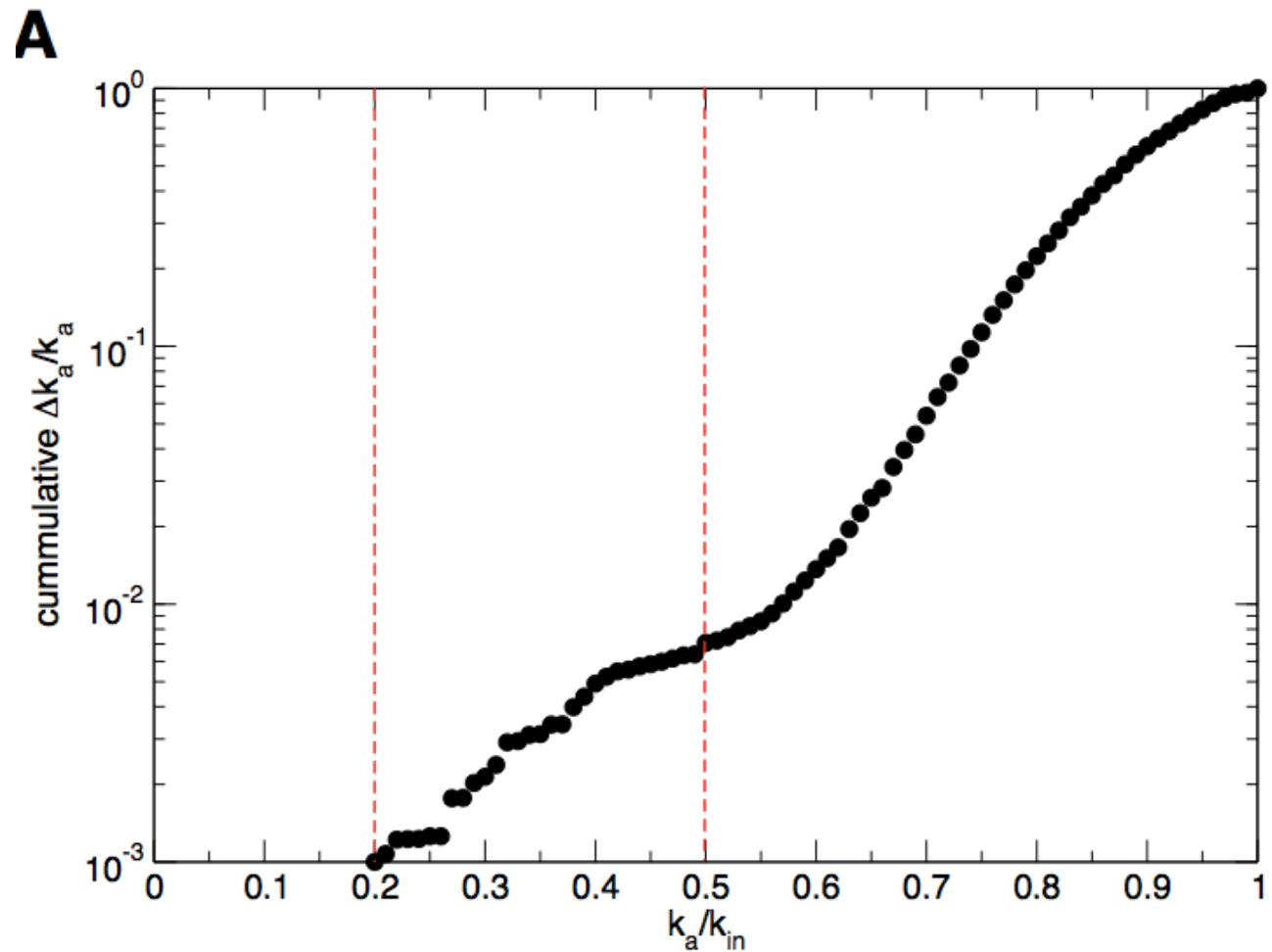
A



# Are activations affected by recruitment bursts?



Y axis refers to the growth of activation. Early participants (low threshold) are not affected by bursts.

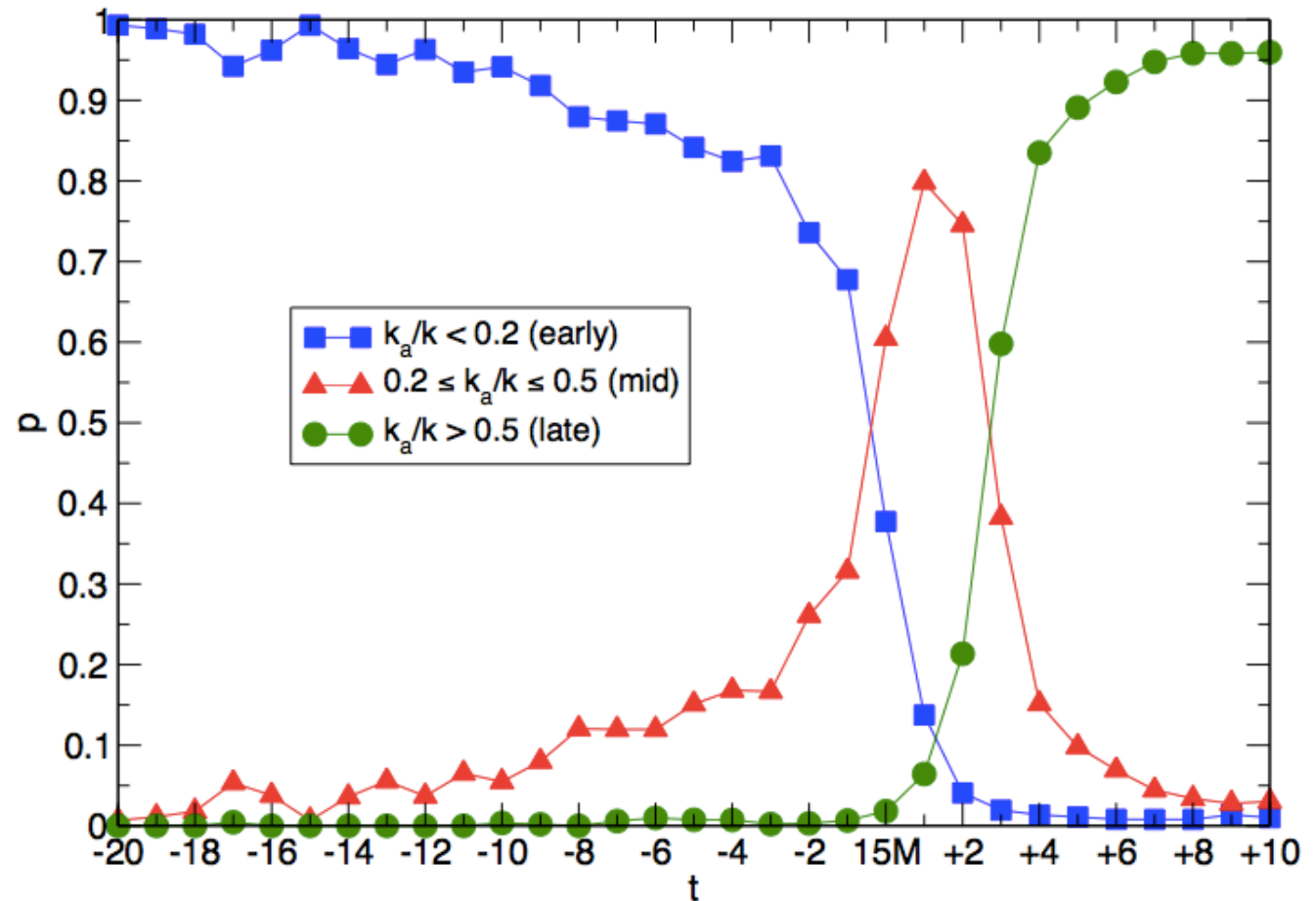


# Joining time of different groups



Y axis is percentage of joiners.

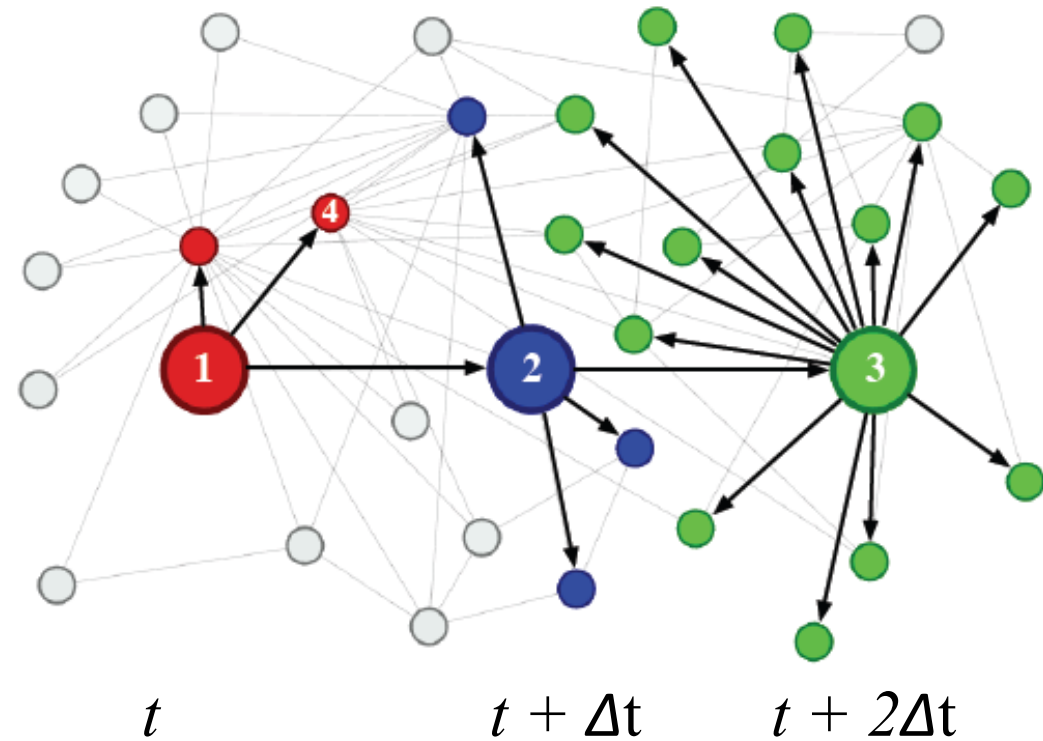
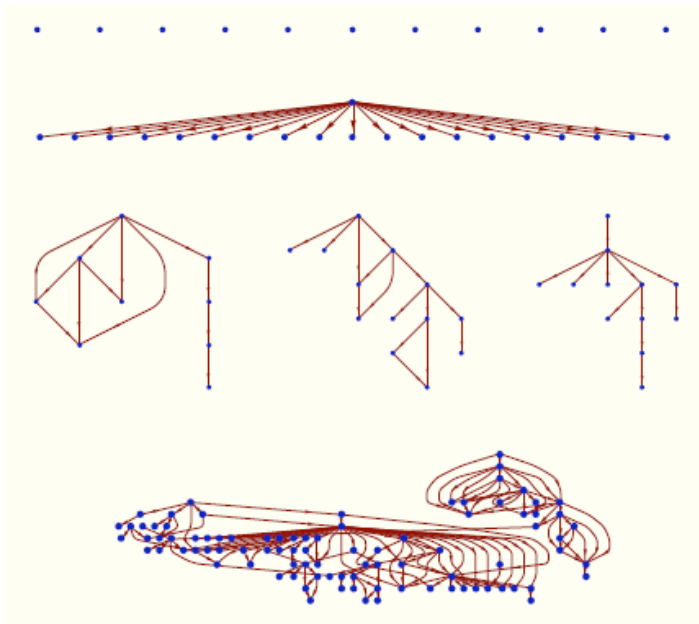
**B**



# Information Cascades



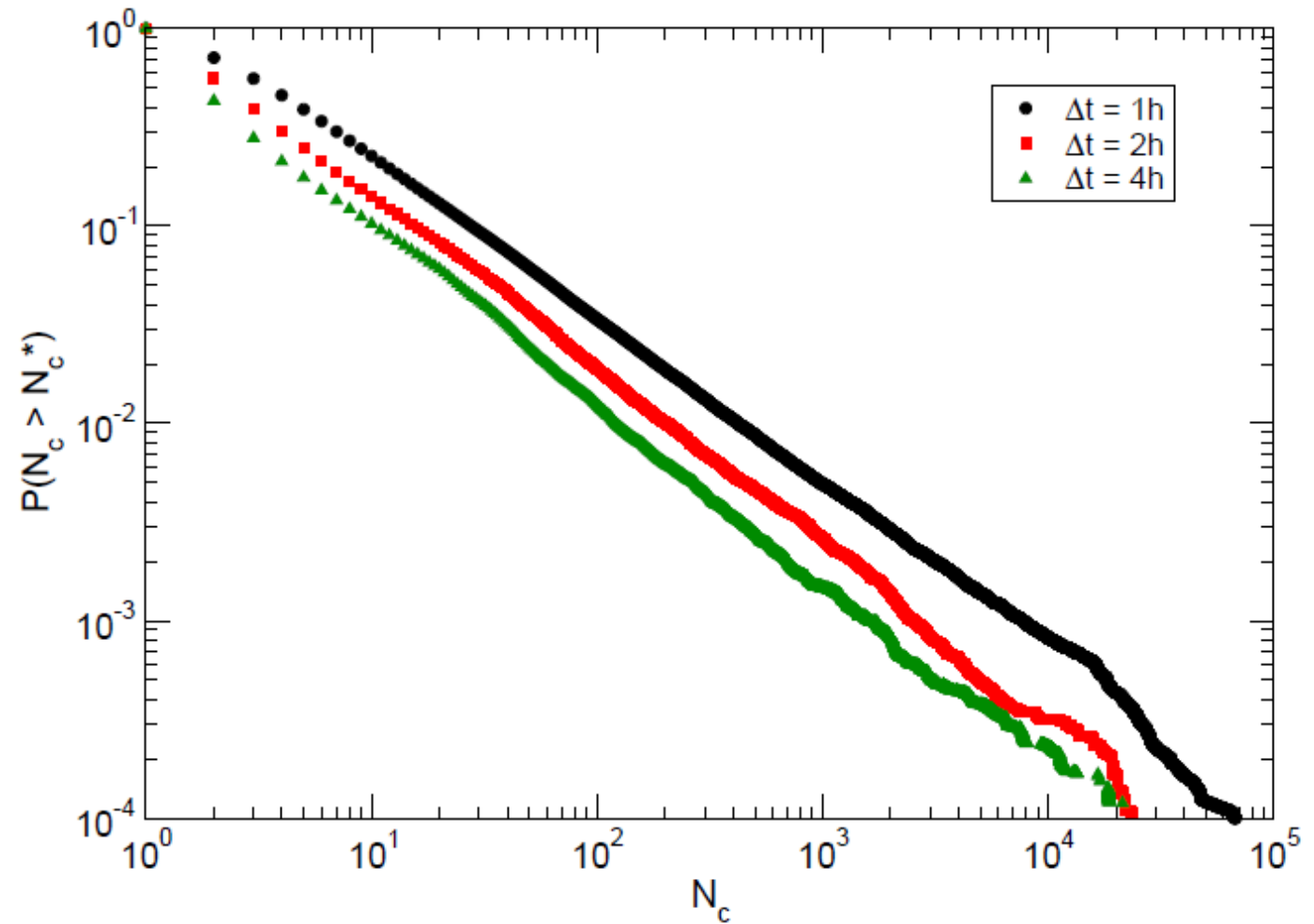
bursts of activity



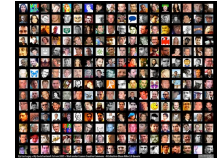
# Information Cascades



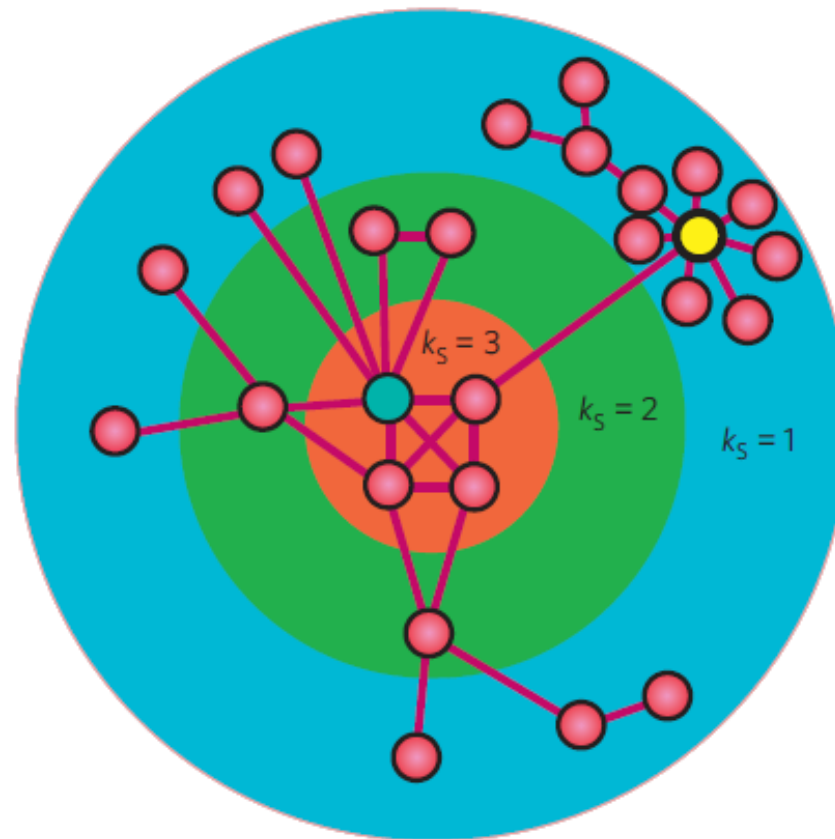
Cascades are quite short, in accordance with the literature



# Where are Recruiters and Spreaders?



*k*-shell decomposition

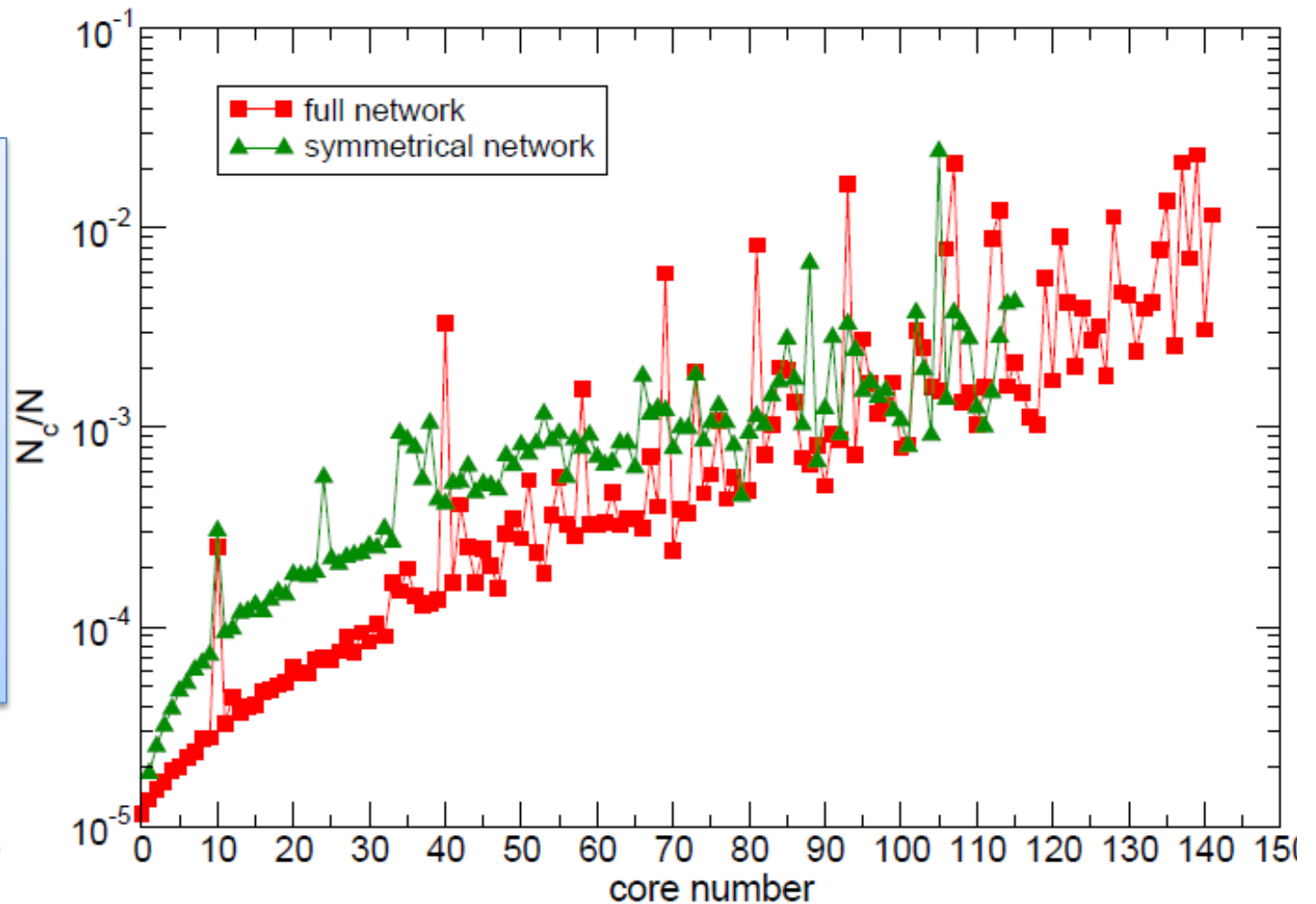


# Where are the Spreaders?



Correlation with cascade size and core position (centrality) of node.

Additional result (not shown here) is that early adopters are spread in all cores (have different centrality)





# Nugget of the paper...



- 
- Feedback between dynamics of recruitment and information diffusion
  - **Being central is crucial for diffusion**, not so for recruitment
  - Exogenous factors create random seeding in the network

# Limitations of the approach

---



Two main limitations:

- no control for homophily
- no control for exposure to offline media

So it might be overestimating influence

# Summary



- We have introduced cascades and threshold models
- We have described two empirical examples of behaviour spreading in online networks

# References



- Chapter 19
- Damon Centola. The Spread of Behavior in an Online Social Network Experiment. *Science* 329, 1194 (2010)
- S. Gonzalez Bailon, J. Borge-Holthoefer, A. Rivero and Y. Moreno. The Dynamics of Protest Recruitment through an Online Network. *Nature Scientific Reports*, 1, 197 (2011).