

Information Diffusion on Social Networks

Zhuo Chen
Lanxue Dang
Xinyue Ye
Jay Lee

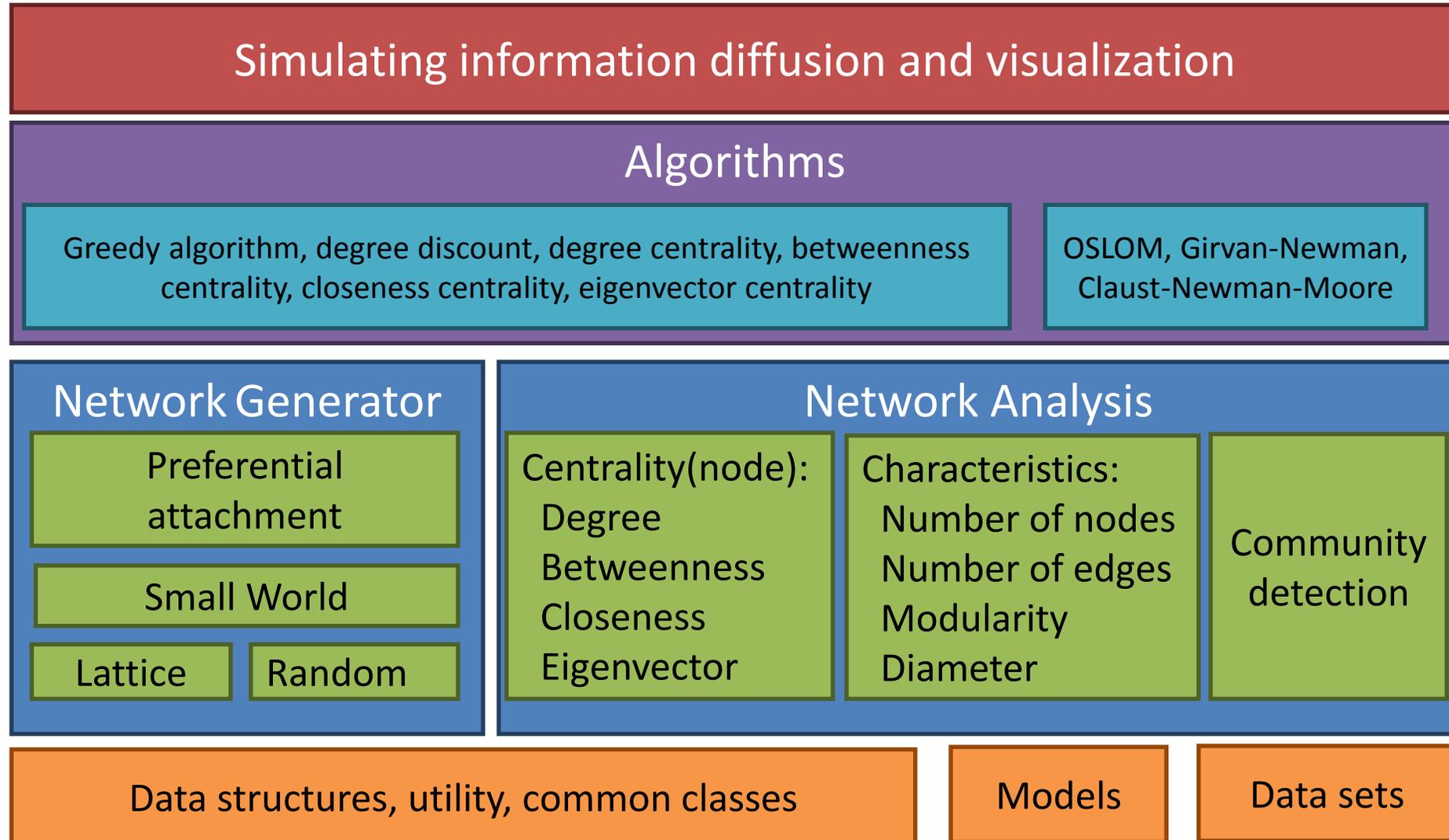
Outline

1. Introduction
2. Social Network Tools and Algorithms
3. Simulation and Analysis of Information diffusion
4. Concluding Remarks
5. Next Tasks

Research Questions

- To what extent the structure of a social network, for example, the different classic network structures, facilitate the process of information diffusion?
- To what extent would social networks account for the process of information diffusion since information does not always spread through social links, i.e., other avenues being the traditional channels of TV/radio/newspaper broadcasting? Use real network data.
- How many early adopters (**seed nodes**) would be needed to disseminate the information in a certain social network so to ensure wide enough coverage and where are their best locations in the network if to achieve such (the identification methods of early adopters)?

Software Architecture



Network Generator

The screenshot displays the 'Network Simulator' application window. On the left, the 'Simulator Settings' dialog box is open, showing the following configuration:

- Network Generator:**
 - Number of Nodes: 300
 - Network: GenRndGnm
 - Buttons: Reset, Generate Network
- Network Analysis:**
 - Buttons: Shortest Path, EigenValue Histogram, Betweenness Centrality, Degree Centrality, Closeness Centrality, Detect Community, Fast Detect Community, rcm, Block Model, Show Degree Histogram, Network Properties
 - Enable Edges
- Diffusion Simulation:**
 - Select Seed Nodes Algorithm: Select Algorithm
 - Number of Seed nodes: [empty field]
 - Buttons: Generate Seed Nodes, Diffusion Simulation

The main simulation area on the right shows a network graph overlaid on a green map of a region. The nodes are represented by small circles, and the edges are thin lines connecting them. The map is divided into several irregular green regions, and the network is densely packed in the central and eastern parts of the region.

Simulating Diffusion

The screenshot displays a software interface for simulating diffusion on a network. The interface is divided into several sections:

- Controls:** Contains buttons for 'Analysis' and 'Simulator'.
- Window:** Contains buttons for 'Canvas' and 'Calculation'.
- Simulator Settings (Left Panel):**
 - Network Generator:** Includes a text input for 'Number of Nodes' (set to 300), a dropdown for 'Network' (set to 'GenPrefAttach'), and buttons for 'Reset' and 'Generate Network'.
 - Network Analysis:** Includes buttons for 'Shortest Path', 'EigenValue Histogram', 'Betweenness Centrality', 'Degree Centrality', 'Closeness Centrality', 'Detect Community', 'Fast Detect Community', 'rcm', 'Block Model', 'Show Degree Histogram', and 'Network Properties'. There is also a checkbox for 'Enable Edges'.
 - Diffusion Simulation:** Includes a dropdown for 'Select Seed Nodes Algorithm' (set to 'Degree Discount'), a text input for 'Number of Seed nodes' (set to 20), and buttons for 'Generate Seed Nodes' and 'Diffusion Simulation'.
- Main Canvas:** Displays a green map with a network of nodes and edges. Nodes are represented by small circles in red, blue, and white. The map is divided into several irregular regions.
- Bottom Bar:** Contains a progress indicator (00:19) and a set of playback controls (play, pause, stop, next, previous, and a slider).

Network Analysis

Network analysis was designed to explore the characteristics of a network.

Statistic characteristics of **networks**

- Number of nodes

- Number of edges

- Modularity, and

- Diameter

Centrality (**nodes**):

- Degree

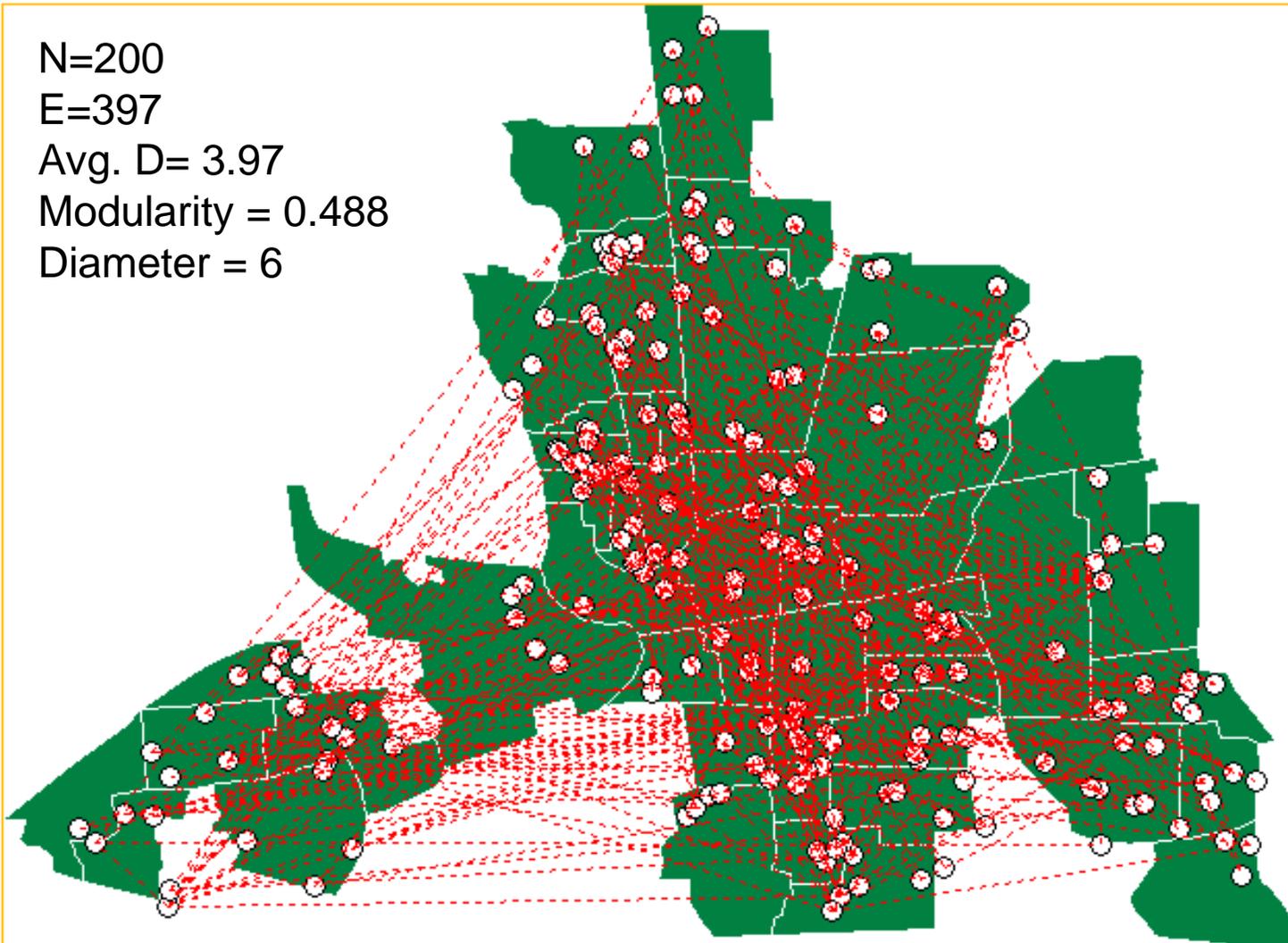
- Betweenness

- Closeness

- Eigenvector

Network Analysis

N=200
E=397
Avg. D= 3.97
Modularity = 0.488
Diameter = 6



Degree Centrality

0: 0.0502512562814
1: 0.140703517588
2: 0.0954773869347
3: 0.130653266332
4: 0.115577889447
5: 0.115577889447
6: 0.0402010050251
7: 0.0502512562814
8: 0.035175879397
9: 0.0402010050251
10: 0.0804020100503
11: 0.0402010050251
12: 0.0150753768844
13: 0.0301507537688
14: 0.0100502512563
15: 0.0753768844221
16: 0.0452261306533
17: 0.035175879397
18: 0.0251256281407
19: 0.0251256281407
20: 0.0452261306533
21: 0.0100502512563
22: 0.0804020100503
23: 0.0201005025126
24: 0.0100502512563

Betweenness Centrality

0: 0.0469314647296
1: 0.231325451293
2: 0.115469049112
3: 0.192778644315
4: 0.169508022367
5: 0.16661140247
6: 0.0291526194093
7: 0.053529079177
8: 0.0242713253976
9: 0.0331159380305
10: 0.106586233165
11: 0.0281273348762
12: 0.00615982922345
13: 0.0140235180158
14: 0.0
15: 0.0802420619209
16: 0.0408266635466
17: 0.0213548391579
18: 0.0114090523635
19: 0.0121141411781
20: 0.0387780484049
21: 0.00138947254617
22: 0.0903072755418
23: 0.00858366714922
24: 0.0

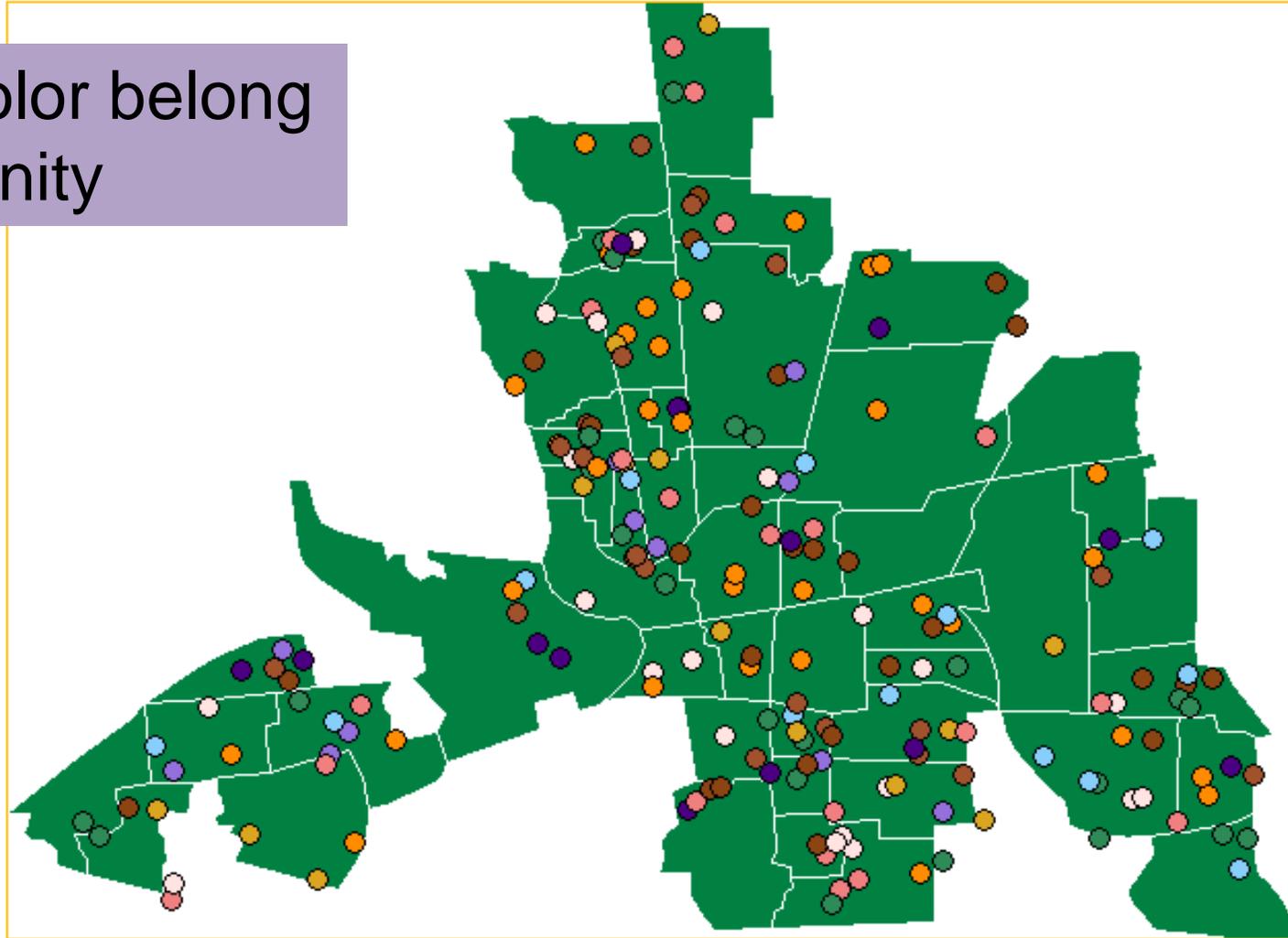
Community Detection

Three methods:

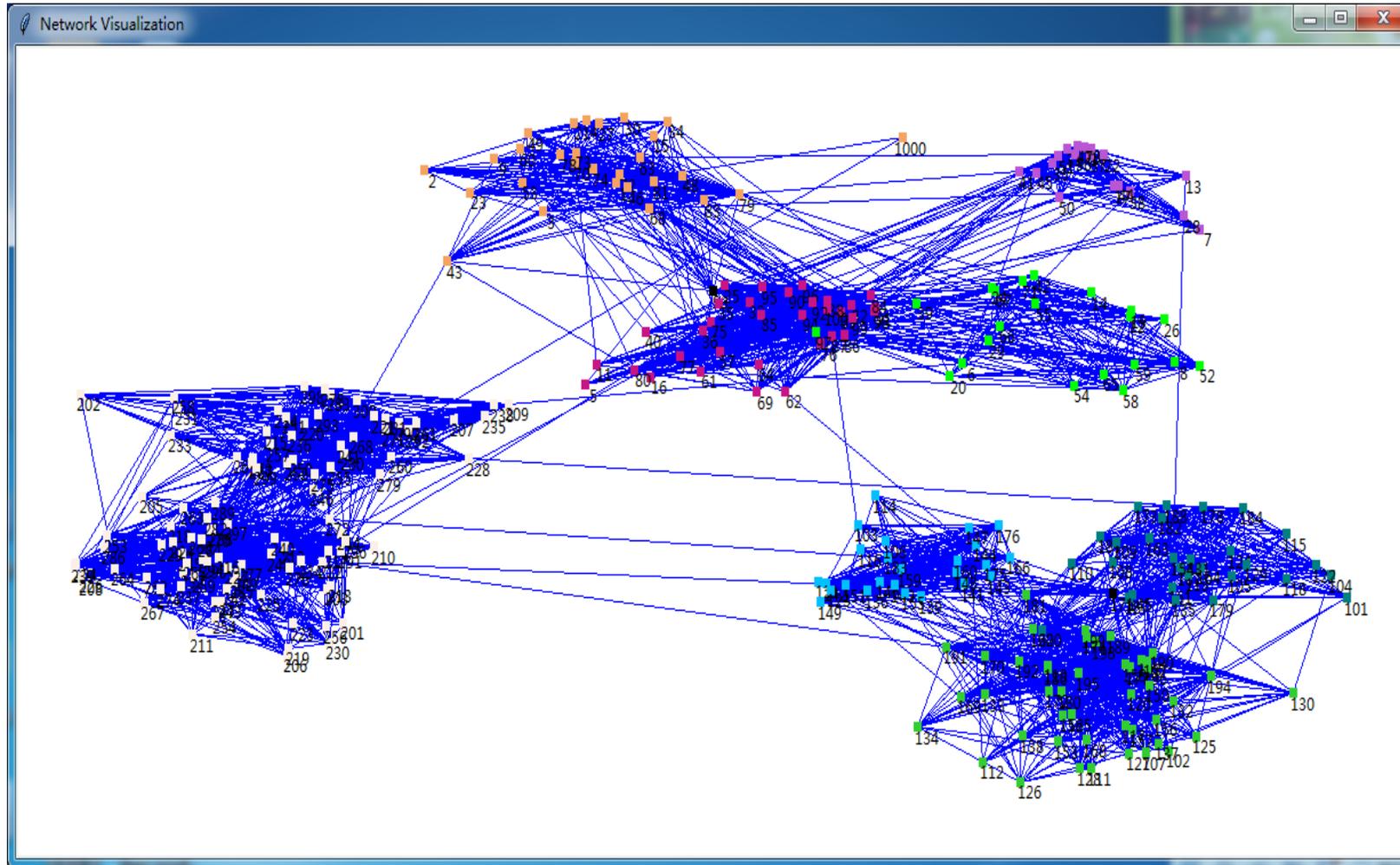
1. Order Statistics Local Optimization method
Statistical significance, directed/undirected, with/without weights
2. Clauset-Newman-Moore community detection
Very large networks
3. Girvan-Newman community detection
Based on betweenness, progressively removing links until left with those between communities

Community Detection

Nodes with same color belong to the same community



Community Visualization



Information Diffusion Simulation

Six **centralities** and **heuristic** algorithms for selecting seed nodes:

1. Greedy algorithm
2. Degree discount
3. K-shell
4. Betweenness centrality
5. Closeness centrality
6. Eigenvector centrality

Information Diffusion Simulation

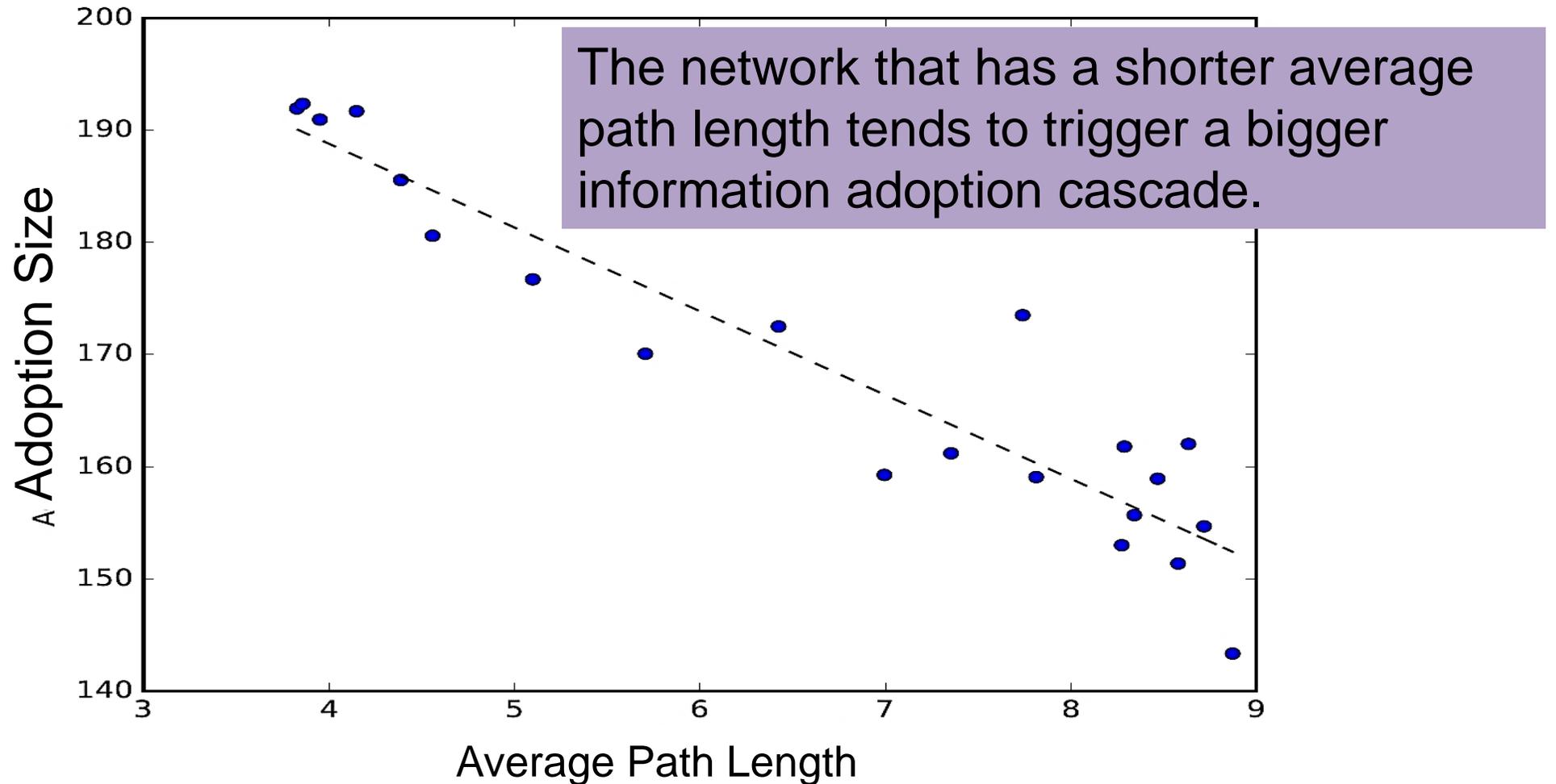
Two information diffusion models:

1. Linear threshold model

2. Independent cascade model

Analyses and Results - I

Network Topology and Spread Efficiency

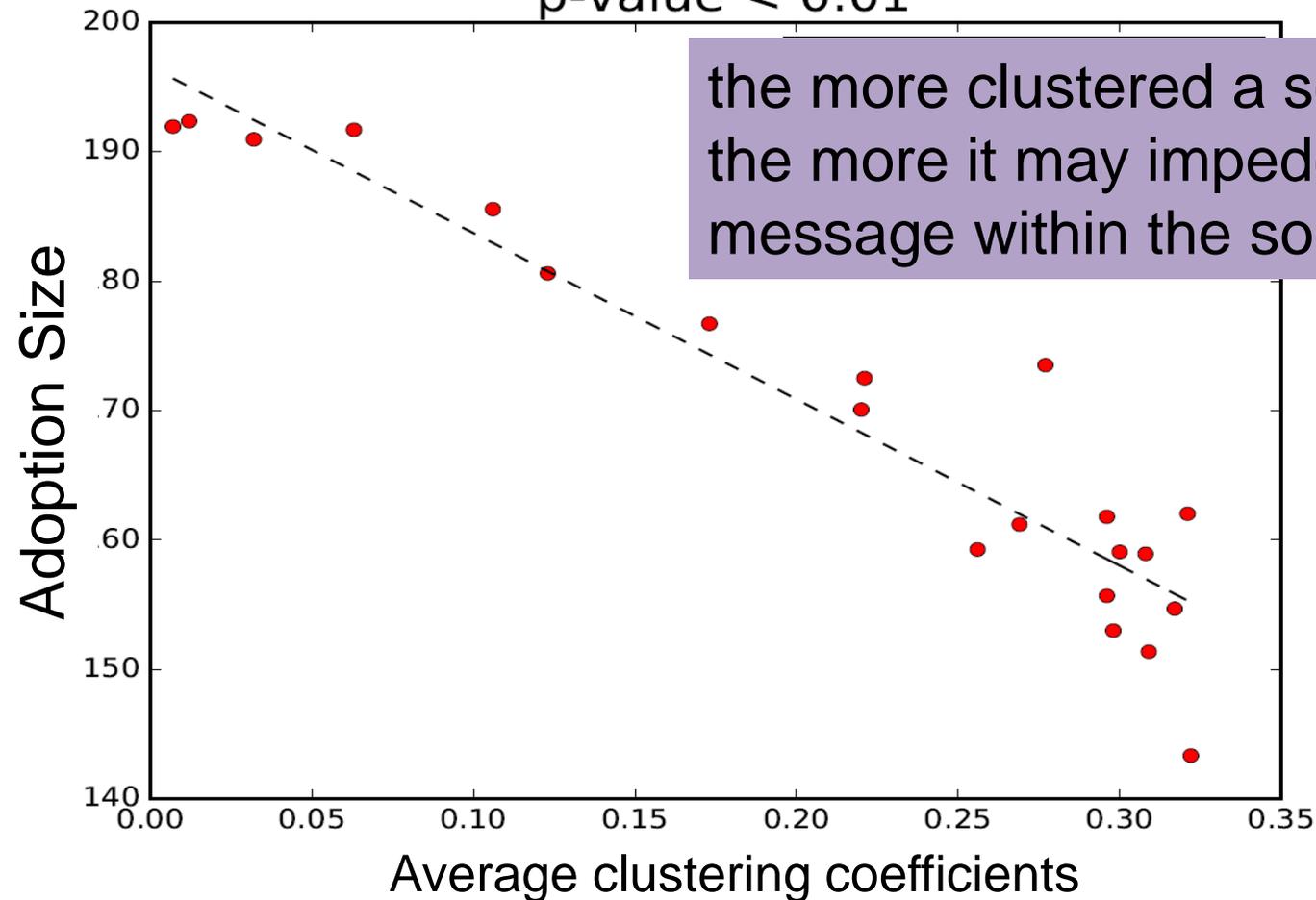


Adoption Rate vs. Avg Clustering Coeff.

Scatter plot of average clustering coefficients c and adoption size f .

Pearson correlation coefficient = -0.943

p -value < 0.01



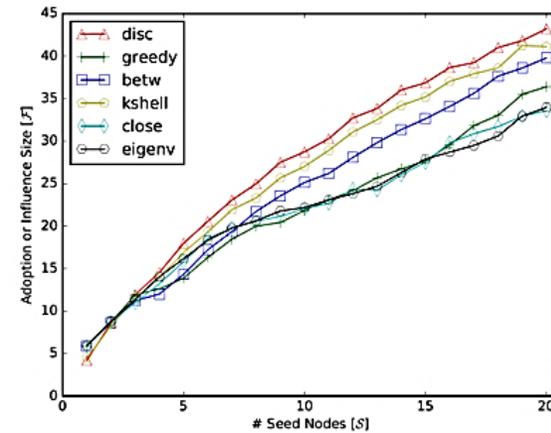
Analyses and Results - II

Centralities and Heuristics Experiments

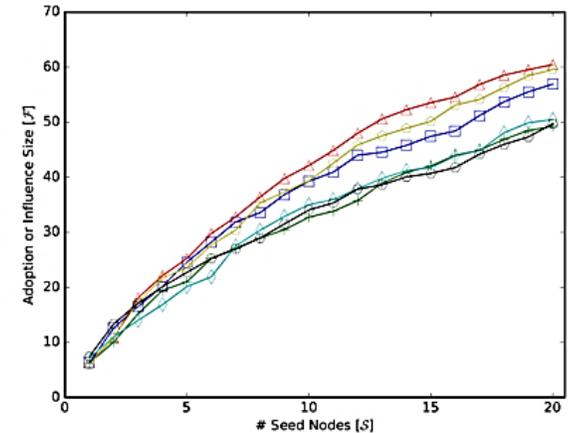
- Six different centralities and heuristics were tested on the type of structure in the networks: ***preferential attachment, random, small-world, and lattice networks***, with different number of nodes ($N = 800, 400, \text{ and } 200$)
- Each type of networks was used in the simulations with three different sets of propagation probabilities:
 - a) $p_{op} = 0.4, p_n = 0.3,$
 - b) $p_{op} = 0.3, p_n = 0.2$ and
 - c) $p_{op} = 0.2, p_n = 0.1.$

Analyses and Results - Continued

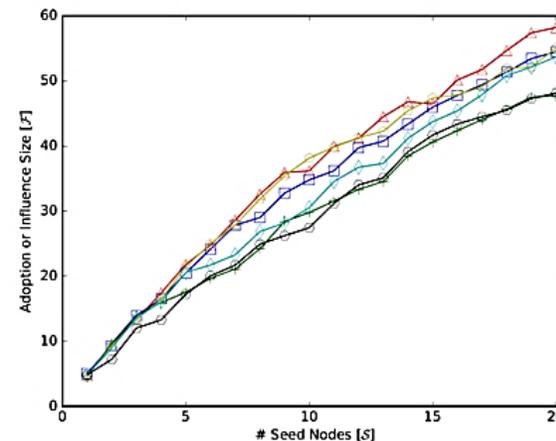
- Information diffusion on **four types** of simulated networks with **six** centralities and heuristics.
- The total number of nodes is $N = 200$; Propagation probabilities for opinion leaders and normal people are $p_{op} = 0.2$, $p_n = 0.1$.



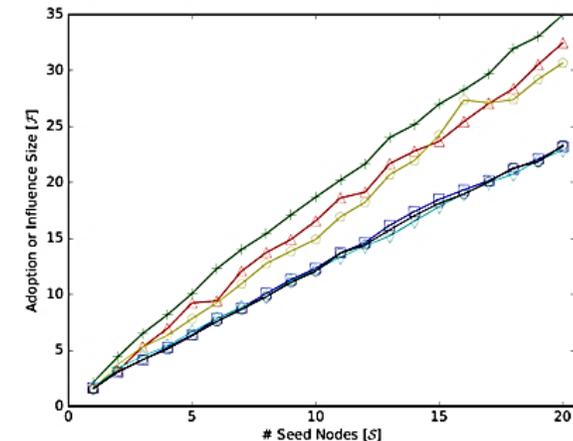
(a) Preferential attachment



(b) Random



(c) Small world



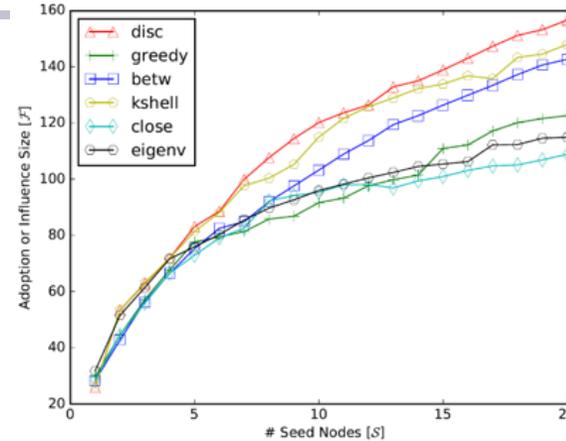
(d) Lattice

Disc: degree discount; Greedy: greedy algorithm; Betw: betweenness centrality; kshell: K-shell; close: closeness centrality; eigenv: eigenvector centrality

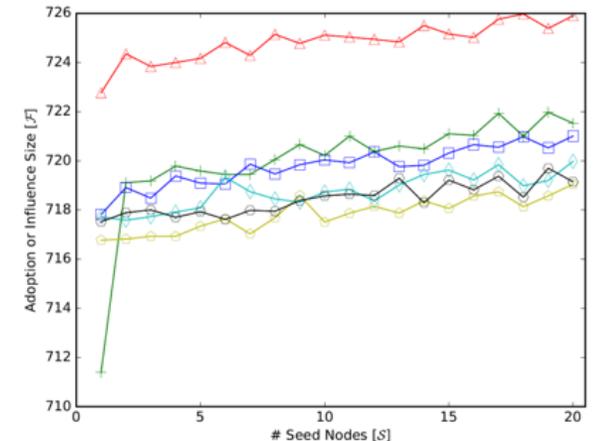
More seed nodes → Higher adoption size

Analyses and Results - Continued

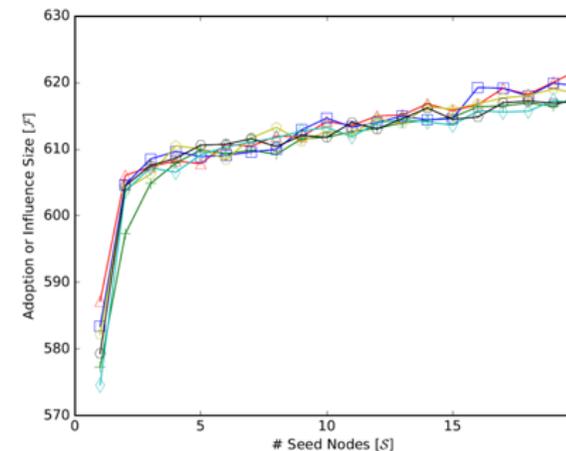
- Information diffusion on **four** types of artificial networks with **six** centralities and heuristics.
- The total number of nodes is $N = 800$; Propagation probabilities for opinion leaders and normal people are $p_{op} = 0.4, p_n = 0.3$



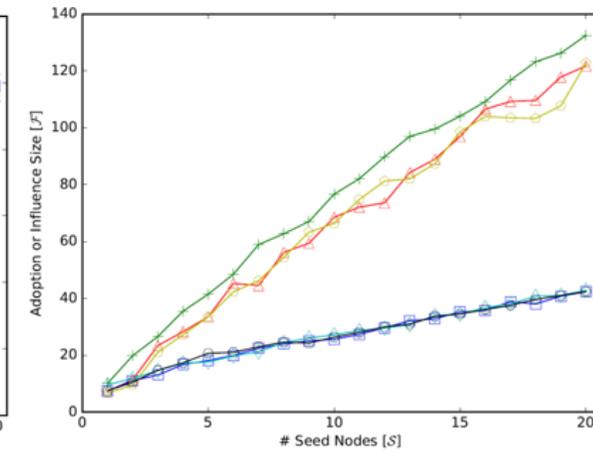
(a) Preferential attachment



(b) Random



(c) Small world



(d) Lattice

For larger networks, seed nodes are even more critical

Analyses and Results - III

- Evaluation of the **efficiency of diffusion** on each early adopter in three different networks.
- S denotes the **rank of seed nodes** (early adopters); PA refers to **preferential attachment**. The network size $N = 200$

S	PA	$p_{op}=0.2$			$p_{op}=0.3$			$p_{op}=0.4$		
		small-world	random	PA	small-world	random	PA	small-world	random	
1	3.204	3.7	5.316	7.427	27.155	37.945	11.554	133.455	121.207	
2	3.384	3.847	3.471	4.054	13.608	9.761	10.045	8.394	9.432	
3	2.351	2.77	6.314	4.895	7.552	12.217	3.455	0.581	-0.878	
4	1.597	3.122	3.014	3.634	10.439	4.619	5.247	1.326	0.447	
5	2.441	3.396	2.113	2.065	6.141	2.394	3.201	-0.199	0.46	
6	1.576	1.935	3.532	2.708	6.36	3.202	3.021	0.476	0.352	
7	1.519	2.868	2.032	2.059	2.15	3.651	2.421	0.384	-1.505	
8	0.907	2.965	2.614	1.959	3.263	1.453	0.049	-0.531	0.295	
9	1.524	2.355	2.386	-0.193	2.503	2.367	5.168	-0.57	0.526	
10	0.235	-0.757	1.337	3.229	-0.601	0.987	1.706	-0.185	-1.54	
11	0.546	2.776	1.742	0.791	1.717	1.335	1.628	-0.458	0.355	
12	1.443	0.23	2.121	0.745	-0.517	0.992	0.698	-0.547	-0.551	
13	0.113	2.315	1.602	0.877	4.669	1.035	0.433	-0.516	-0.355	
14	1.183	1.298	0.675	0.38	0.463	-1.547	0.595	-0.042	-0.384	
15	-0.165	-1.338	0.271	1.267	-1.206	2.416	0.917	-0.662	-0.904	
16	0.797	2.68	0.034	-0.153	0.486	0.081	0.73	0.011	-0.414	
17	-0.43	0.617	1.285	0.669	1.698	1.02	1.073	-1.095	-0.603	
18	0.783	1.929	0.689	0.722	1.132	-0.669	-0.451	-0.203	-0.463	
19	-0.191	1.717	0.001	-0.205	0.447	-0.843	0.915	-1.263	-0.903	
20	0.389	-0.194	-0.085	0.361	2.158	1.591	-0.279	-0.166	-0.14	

Propagation probability affects small-world networks and random networks the most

Analyses and Results – IV

◆ Real Network Examination

– Bernardo wildfire tweets:

Table. Result of information diffusion in Bernardo wildfire tweets under 5-day partition.

Time-range	Seed accounts	Influence
Day 1	KUSI_News, RSF_Fire	622
Day 2	SanDiegoCP, thesandiegonewz, twit_san_diego, sandiegobnews, 10News, ooph, dancohenCBS8	447
Day 3	blufinki	142
Day 4	BlazonLaurels, EdZieralski,jennifercdougla	213
Day 5	thesandiegonewz, AthensMarketSD, KPBSnews	52

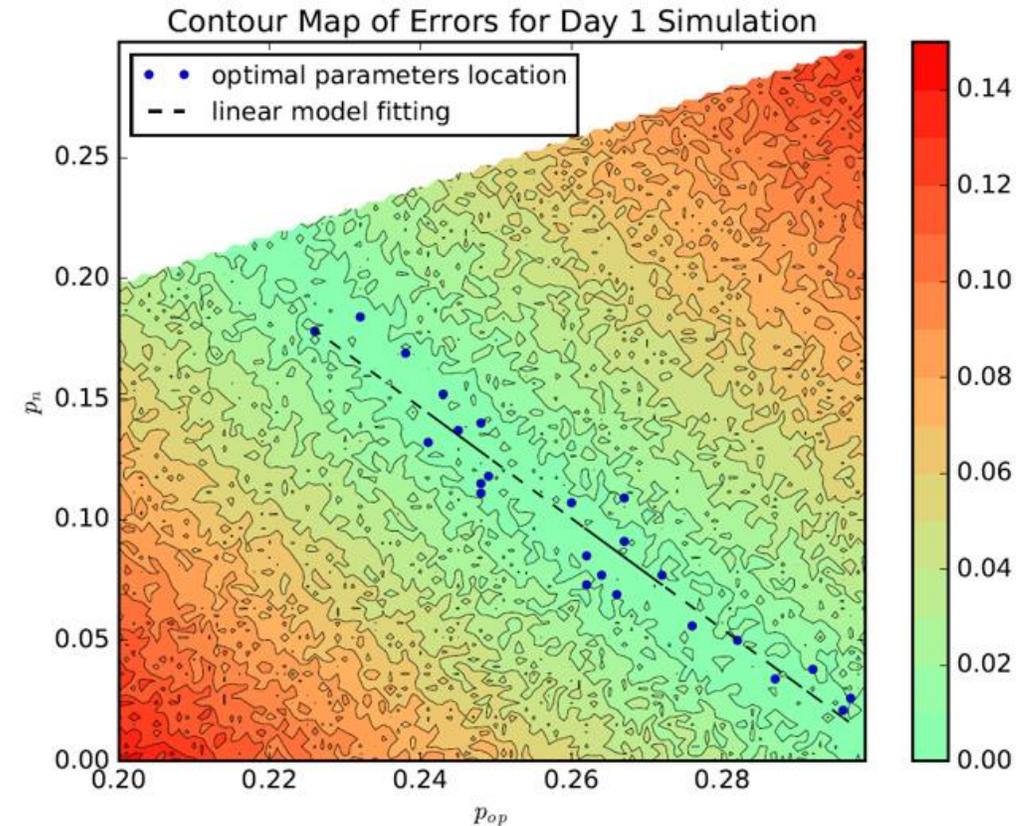
Analyses and Results – V

◆ **Real Network** Examination

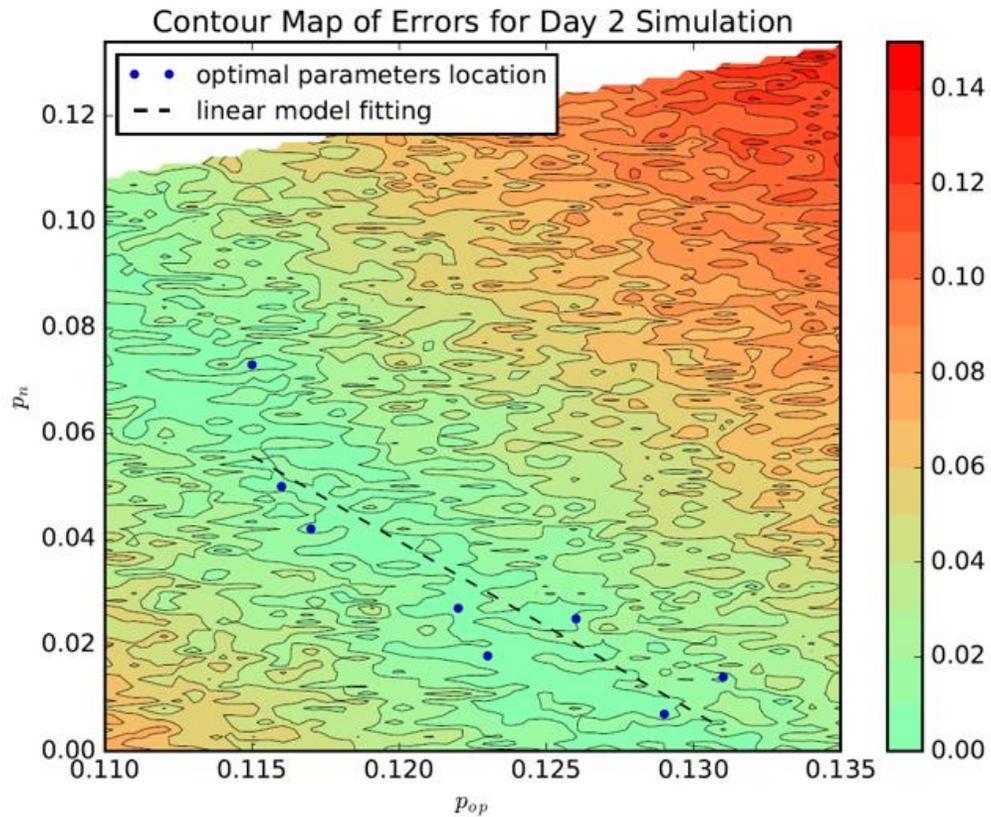
- To **find** the parameters of the information diffusion model that could **mimic** the information diffusion in Bernardo wildfire:
 - Bernardo wildfire network was imported
 - Grid search was conducted for emulating different propagation probabilities
 - » With a fixed increment of 0.001, starting with 0.1 in each simulation.

Analyses and Results – Continued

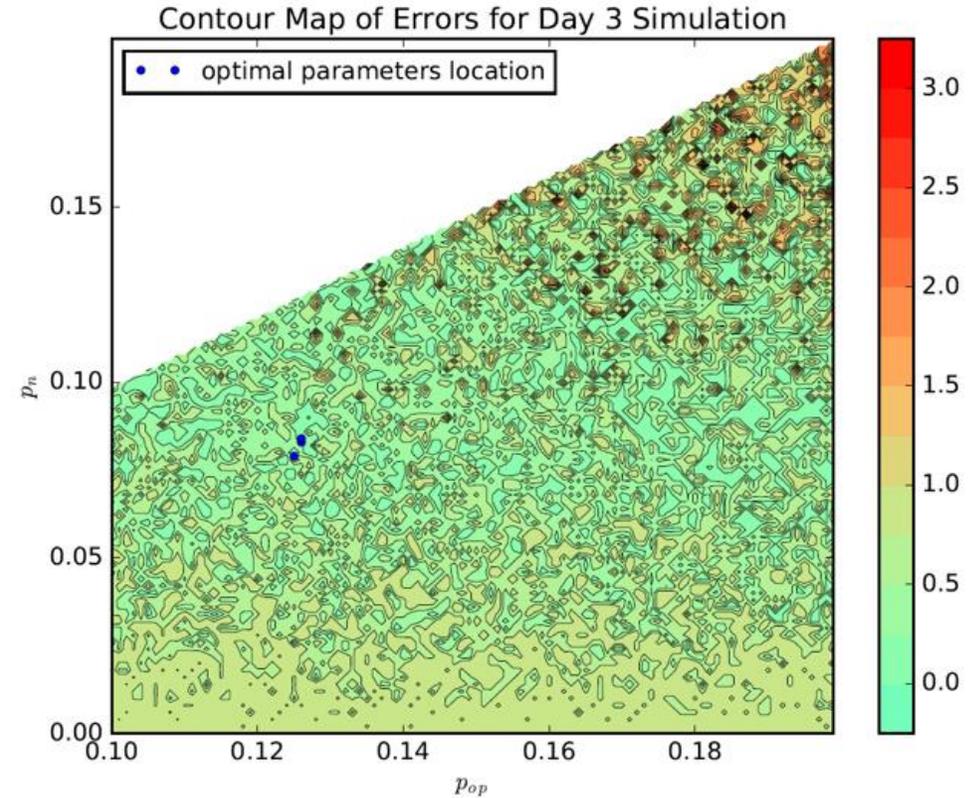
- Using contour maps, the areas of errors (difference between simulated results and real network results) was plotted from low to high.
- Lower values are light greens, and higher values are dark reds.



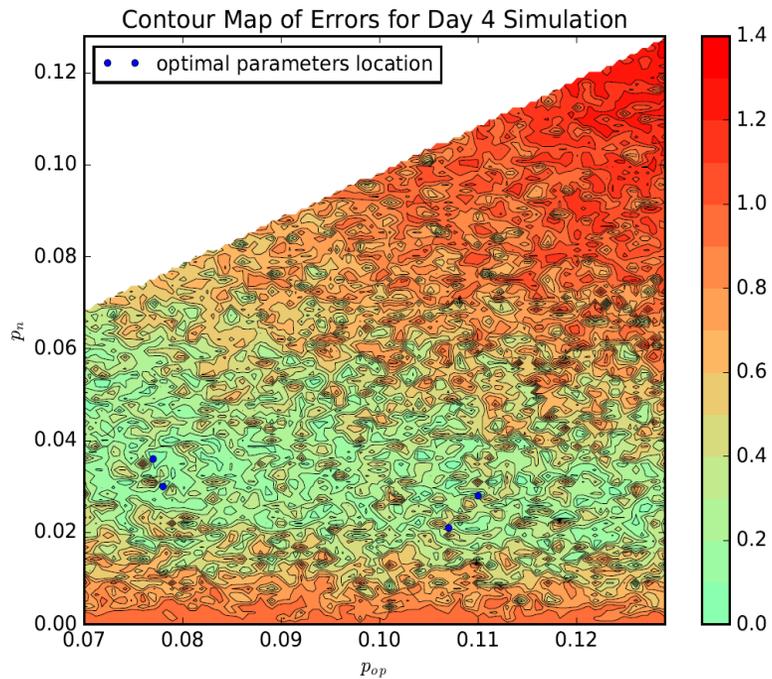
Contour map illustrating the sensitivity of information diffusion model on the **Day 1** of Bernardo wildfire data.



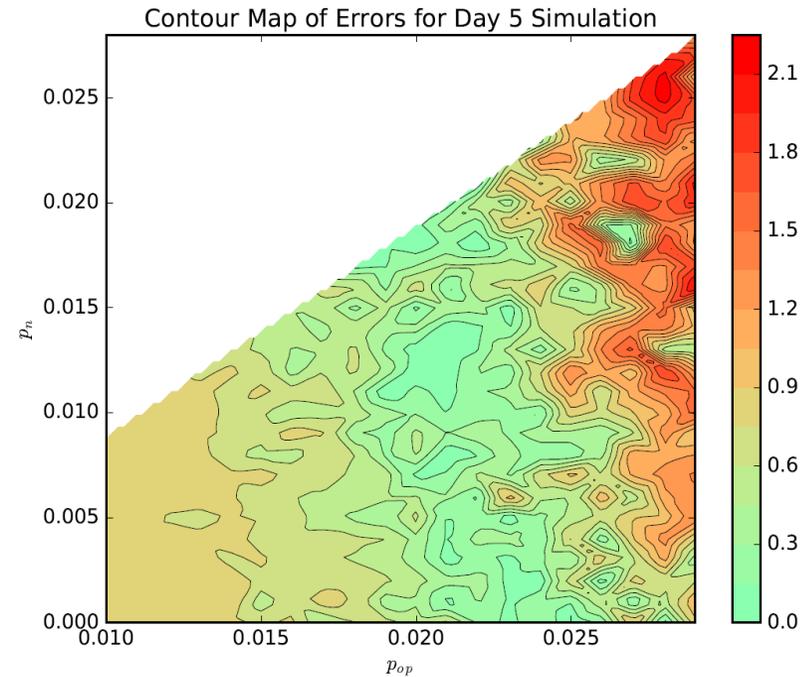
Contour map illustrating the sensitivity of information diffusion model on the **Day 2** of Bernardo wildfire data.



Contour map illustrating the sensitivity of information diffusion model on the **Day 3** of Bernardo wildfire data.



Contour map illustrating the sensitivity of information diffusion model on the **Day 4** of Bernardo wildfire data



Contour map illustrating the sensitivity of information diffusion model on the **Day 5** of Bernardo wildfire data

Real Network Examination Summary

Simulation tools **could** mimic the information diffusion in real events.

- **Range** of optimal parameters (propagation probabilities)
- Parameters of **propagation probabilities** usually decrease along with time unless a new update emerged in the topic.

Concluding Remarks

Efficient Information Diffusion is determined by:

Network structure

A shorter average path length or a lower average clustering coefficient tended to have a wider information diffusion

Influential early adopters

Degree discount performs the best over all types of ntwk
Greedy only performs well in Lattice network
Well-connected networks need fewer early adopters

Propagation probability

Higher propagation probability leads to more efficient information diffusion, needing fewer early adopters

Future Network

- Improve existing tools to be suitable for **large scale networks**
- Develop **additional** social network **tools**
- **Improve influence maximization algorithms** for better understanding and more effectively predicting the spread in the social network with **spatial** and **temporal** content.
- **Spatial clustering** and **Social clustering**