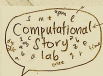


Lecture Three

Stories of Complex Sociotechnical Systems: Measurement, Mechanisms, and Meaning Lipari Summer School, Summer, 2012

Prof. Peter Dodds

Department of Mathematics & Statistics | Center for Complex Systems |
Vermont Advanced Computing Center | University of Vermont



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Contagion

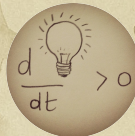
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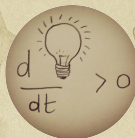
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If I could figure out a way to determine whether or not people are more fearful or changing to more euphoric,

I don't need any of this other stuff.

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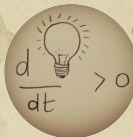
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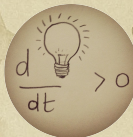
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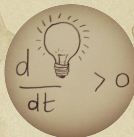
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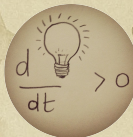
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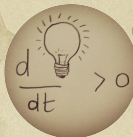
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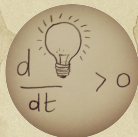
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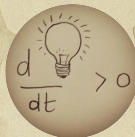
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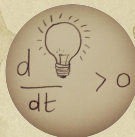
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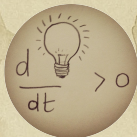
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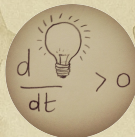
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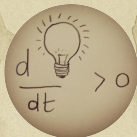
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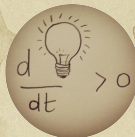
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Jon Stewart:

“You just bummed the @*!# out of me.”



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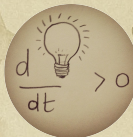
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- ▶ From the Daily Show (田) (September 18, 2007)
- ▶ The full interview is here (田).

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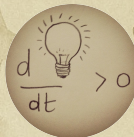
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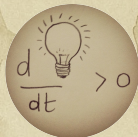
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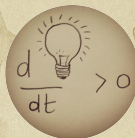
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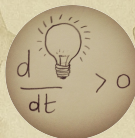
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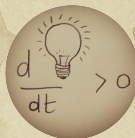
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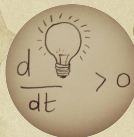
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Collective Cooperation:

▶ Standard frame:

Locally selfish behavior
→ collective cooperation.

▶ Different frame:

Locally moral/fair behaviour
→ collective bad actions.

- ▶ So why do we study frame 1 instead of frame 2?
- ▶ Tragedy of the Commons is one example of frame 2.
- ▶ Better question:
Who is it that studies frame 1 over frame 2...?

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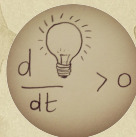
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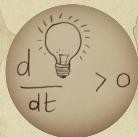
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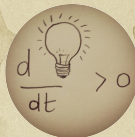
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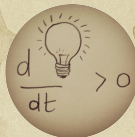
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Homo Economicus

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- ▶ 'What makes people think like Economists?
Evidence on Economic Cognition from the "Survey of
Americans and Economists on the Economy" ' [8]
Bryan Caplan, Journal of Law and Economics, 2001

People behave like Homo economicus:

1. if they are well educated,
2. if they are male,
3. if their real income rose over the last 5 years,
4. if they expect their real income to rise over the next 5 years,
5. if they have a high degree of job security,
6. but not because of high income nor ideological conservatism.

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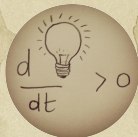
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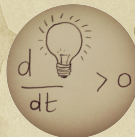
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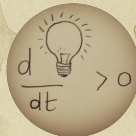
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- ▶ How do people believe wealth is distributed?
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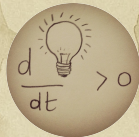
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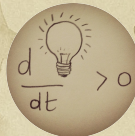
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spreading models

References

Questions used in a recent study by Norton and Ariely: [29]

- ▶ What percentage of all wealth is owned by individuals grouped into quintiles?
- ▶ How do people believe wealth is distributed?
- ▶ How do people believe wealth should be distributed?



Wealth distribution in the United States:

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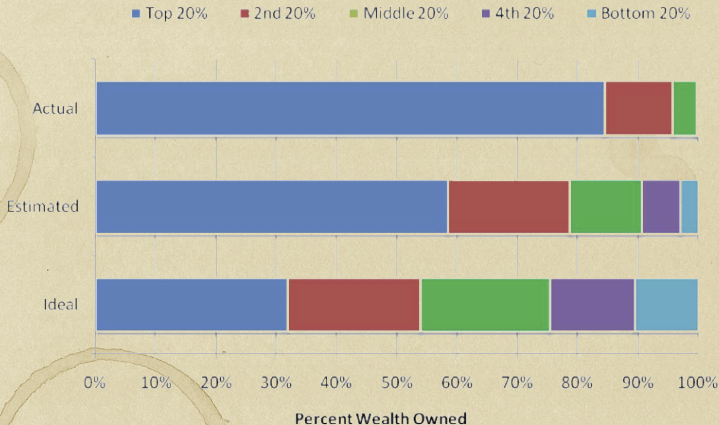


Fig. 2. The actual United States wealth distribution plotted against the estimated and ideal distributions across all respondents. Because of their small percentage share of total wealth, both the “4th 20%” value (0.2%) and the “Bottom 20%” value (0.1%) are not visible in the “Actual” distribution.

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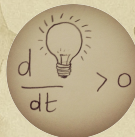
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Wealth distribution in the United States:

■ Top 20% ■ 2nd 20% ■ Middle 20% ■ 4th 20% ■ Bottom 20%

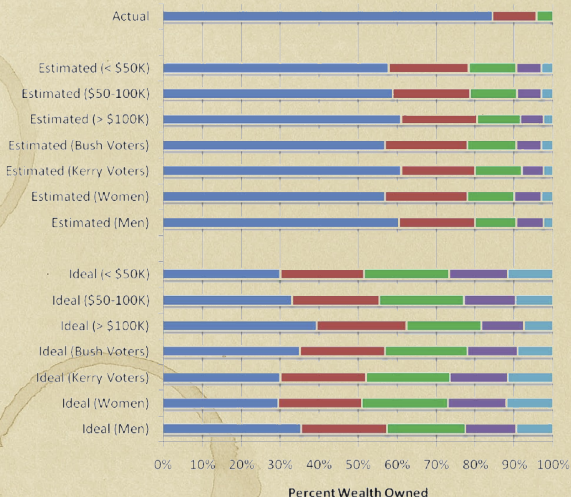


Fig. 3. The actual United States wealth distribution plotted against the estimated and ideal distributions of respondents of different income levels, political affiliations, and genders. Because of their small percentage share of total wealth, both the "4th 20%" value (0.2%) and the "Bottom 20%" value (0.1%) are not visible in the "Actual" distribution.

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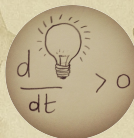
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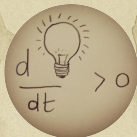


This is a Collateralized Debt Obligation:



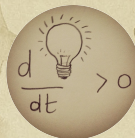
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- ▶ What about Vampires?
- ▶ Did Sudoku spread like a disease?
- ▶ Language? The alphabet?^[17]
- ▶ Religion?
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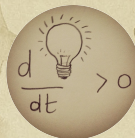
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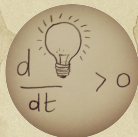
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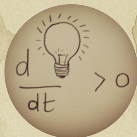
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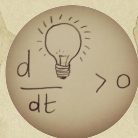
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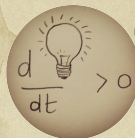
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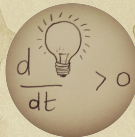
Naturomorphisms

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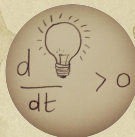
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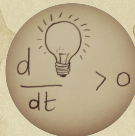
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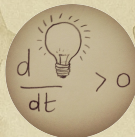
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Social contagion

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Eric Hoffer, 1902–1983

There is a grandeur in the uniformity of the mass.

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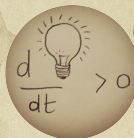
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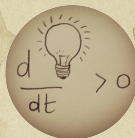
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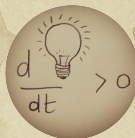
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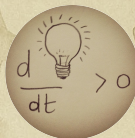
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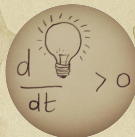
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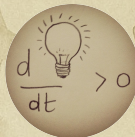
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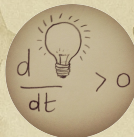
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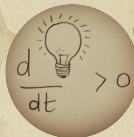
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The spread of fanaticism

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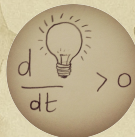
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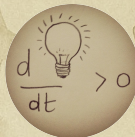
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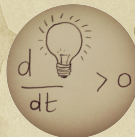
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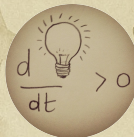
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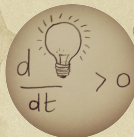
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CONFORMITY

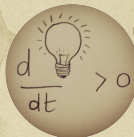
WHEN PEOPLE ARE FREE TO DO AS THEY PLEASE,
THEY USUALLY IMITATE EACH OTHER.

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—Eric Hoffer
“The Passionate State
of Mind” [21]



The collective...

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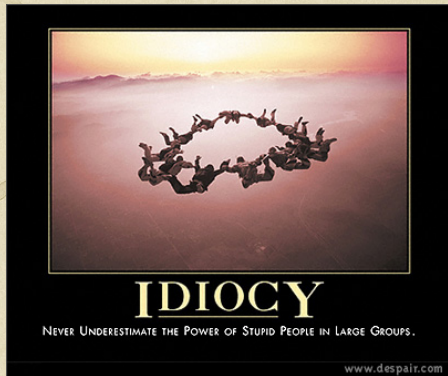
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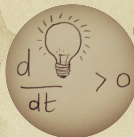
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Definitions

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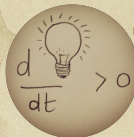
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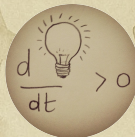
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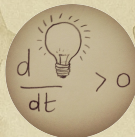
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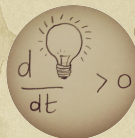
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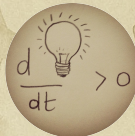
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- ▶ Contagion has unpleasant overtones...
- ▶ Just Spreading might be a more neutral word
- ▶ But contagion is kind of exciting...

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Science

Contagion

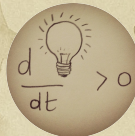
Winning: it's not for
everyone

Social Contagion
Models

Granovetter's model
Network version
Groups

Simple disease
spreading models

References



Definitions

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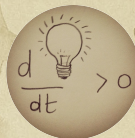
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Examples of non-disease spreading:

Complex
Sociotechnical
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Interesting infections:

- ▶ Spreading of buildings in the US... (田)



- ▶ Viral get-out-the-vote video. (田)

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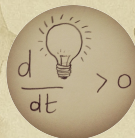
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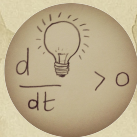
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Simple disease
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References

Two main classes of contagion

1. Infectious diseases
2. Social contagion



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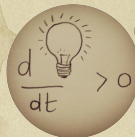
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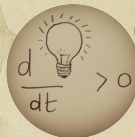
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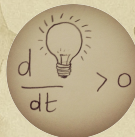
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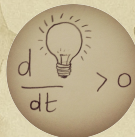
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Two main classes of contagion

1. Infectious diseases:
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2. Social contagion:
fashion, word usage, rumors, riots, religion, ...



Winning: it's not for everyone

Complex
Sociotechnical
Systems

Where do superstars come from?

- ▶ 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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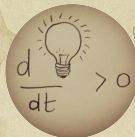
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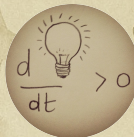
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Rosen's theory:

- ▶ Individual quality q maps to reward $R(q)$
- ▶ $R(q)$ is 'convex' ($d^2R/dq^2 > 0$)
- ▶ Two reasons:
 1. Imperfect substitution:
 2. Technology:
- ▶ No social element—success follows 'inherent quality'

A Very Dismal
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Contagion

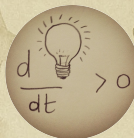
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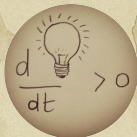
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A very good surgeon is worth many mediocre ones
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Media spreads & technology reduces cost of reproduction of books, songs, etc.
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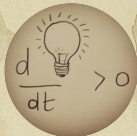
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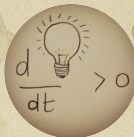
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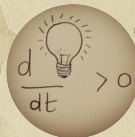
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Adler (1985): "Stardom and Talent"

- ▶ 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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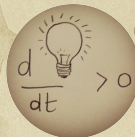
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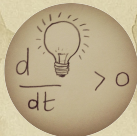
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- ▶ Argues desire for coordination in knowledge and culture leads to differential success
- ▶ Success is then **purely a social construction**



Dominance hierarchies

Chase et al. (2002): “Individual differences versus social dynamics in the formation of animal dominance hierarchies”^[11]

The aggressive female Metriaclima zebra (田):



Pecking orders for fish...

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Contagion

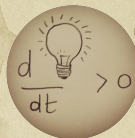
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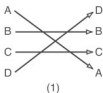
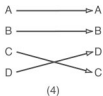
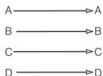
References



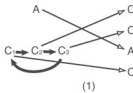
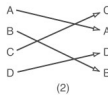
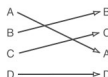
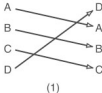
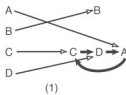
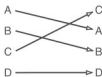
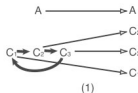
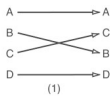
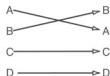
Dominance hierarchies

► Fish forget—changing of dominance hierarchies:

1st Hierarchy \Rightarrow 2nd Hierarchy



1st Hierarchy \Rightarrow 2nd Hierarchy



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

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Contagion

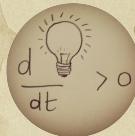
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Simple disease spreading models

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Music Lab Experiment

Complex
Sociotechnical
Systems



[Help]	[Log off]	# of down loads
GROWTH PEOPLE: "names"		86
ACCEPT THAT: "other people"		52
LISTFORPEOPLE: "No way out"		45

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48 songs
30,000 participants

multiple 'worlds'
Inter-world variability

- ▶ How probable is a social state?
- ▶ Can we estimate variability?

Salganik et al. (2006) "An experimental study of inequality and unpredictability in an artificial cultural market" [33]



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Systems

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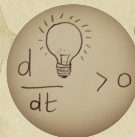
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	# of down loads	[Help] [Log off]	# of down loads	# of down loads	
HARTSFIELD: "enough is enough"	20	GO MORECAL: "it does what its told"	12	UNDO: "while the world passes"	24
DEEP ENOUGH TO DIE: "for the sky"	17	PARKER THEORY: "she said"	47	UP FOR NOTHING: "in sight of"	13
THE THRIFT SYNDICATE: "2003 a tragedy"	20	MISS OCTOBER: "pink aggression"	27	SILVERFOX: "gnaw"	17
THE BROKEN PROMISE: "the end in friend"	19	POST BREAK TRAGEDY: "florence"	14	STRANGER: "one drop"	10
THIS NEW DAWN: "the belief above the answer"	12	FORTHFADING: "fear"	24	FAR FROM KNOWN: "route 9"	18
HOONER AT NINE: "walk away"	6	THE CALEFACTION: "trapped in an orange peef"	20	STUNT MONKEY: "inside out"	46
MORAL HAZARD: "waste of my life"	8	52METRO: "lockdown"	17	DANTE: "fies mystery"	14
NOT FOR SCHOLARS: "as seasons change"	27	SIMPLY WAITING: "went with the count"	16	FADING THROUGH: "wish me luck"	10
SECRETARY: "keep your eyes on the ballistics"	5	STAR CLIMBER: "tell me"	38	UNKNOWN CITIZENS: "falling over"	34
ART OF KANLY: "seductive intro, melodic breakdown"	10	THE FASTLANE: "id death do us part (i dont)"	31	BY NOVEMBER: "if i could take you"	20
HYDRAULIC SANDWICH: "separation anxiety"	20	A BLINDING SILENCE: "misertes and misakes"	17	DRAWN IN THE SKY: "tap the rde"	12
EMBER SKY: "this upcoming winter"	25	SUM RANA: "the bolshhevik boogie"	15	SELSIUS: "stars of the city"	22
SALUTE THE DAWN: "iam emr"	13	CAPE RENEWAL: "baseball warlock v1"	12	SIBIRIAN: "eye patch"	14
RYAN ESSMAKER: "detour, be still"	14	UP FALLS DOWN: "a brighter burning star"	11	EVAN GOLD: "obert downey jr"	10
BEERBONG: "father to son"	12	SUMMERS WASTED: "a plan behind destruction"	17	BENEFIT OF A DOUBT: "run away"	38
HALL OF FAME: "best mistakes"	19	SILENT FILM: "all i have to say"	61	SHIPWRECK UNION: "out of the woods"	16



Music Lab Experiment

Complex Sociotechnical Systems

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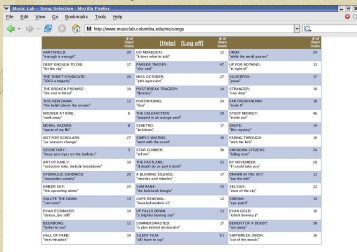
- Granovetter's model
- Network version
- Groups

Simple disease spreading models

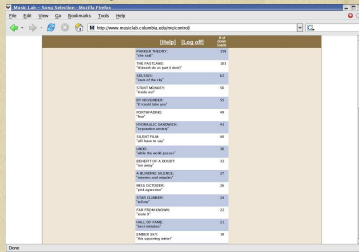
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Experiment 1

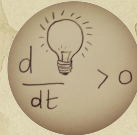
Experiments 2-4



Artist	Year	Album	Track	Lyrics
WINTERFELT	2005	CELESTIAL	12	SWOOP
Through a Veil				Swamp, the world around?
DEEP ECHOES TO DIE	2007	FRAGILE THUNDER	04	UP FOR NOTHING
The Way We				is right?
THE SHARPS	2008	HELL ON WHEELS	07	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	08	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	09	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	10	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	11	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	12	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	13	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	14	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	15	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	16	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
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THE SHARPS	2008	HELL ON WHEELS	18	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	19	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	20	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	21	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	22	HELL ON WHEELS
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THE SHARPS	2008	HELL ON WHEELS	23	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	24	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	25	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	26	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	27	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	28	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	29	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
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THE SHARPS	2008	HELL ON WHEELS	14	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	15	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	16	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	17	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	18	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	19	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	20	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	21	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	22	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	23	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	24	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	25	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	26	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	27	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	28	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	29	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS
THE SHARPS	2008	HELL ON WHEELS	30	HELL ON WHEELS
HELL ON WHEELS				HELL ON WHEELS



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Winning: it's not for
everyone

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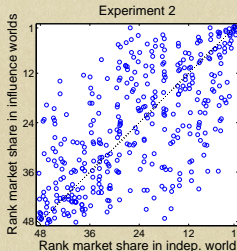
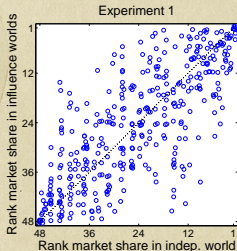
Granovetter's model

Network version

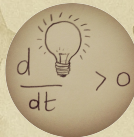
Groups

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► Variability in final rank.



Music Lab Experiment

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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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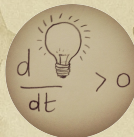
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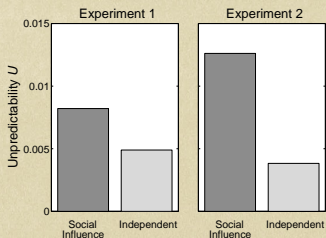
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► Unpredictability

$$U = \frac{1}{N_s \binom{N_w}{2}} \sum_{i=1}^{N_s} \sum_{j=1}^{N_w} \sum_{k=j+1}^{N_w} |m_{i,j} - m_{i,k}|$$

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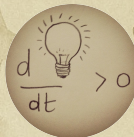
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Sensible result:

- ▶ 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.
- ▶ 'Payola' leads to poor system performance.

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Contagion

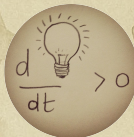
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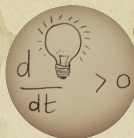
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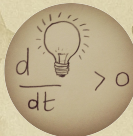
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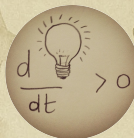
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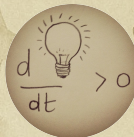
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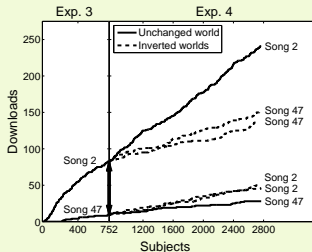
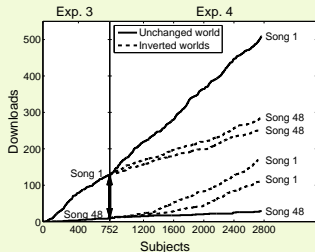
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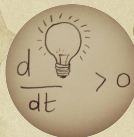
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- ▶ Inversion of download count
- ▶ The 'pretend rich' get richer ...
- ▶ ... but at a slower rate



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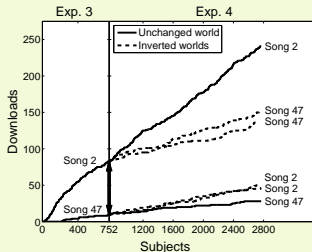
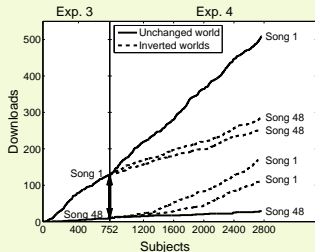
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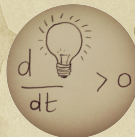
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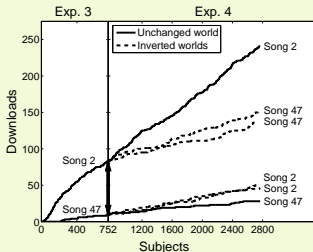
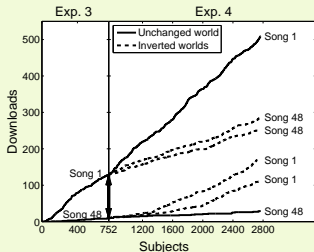
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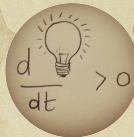
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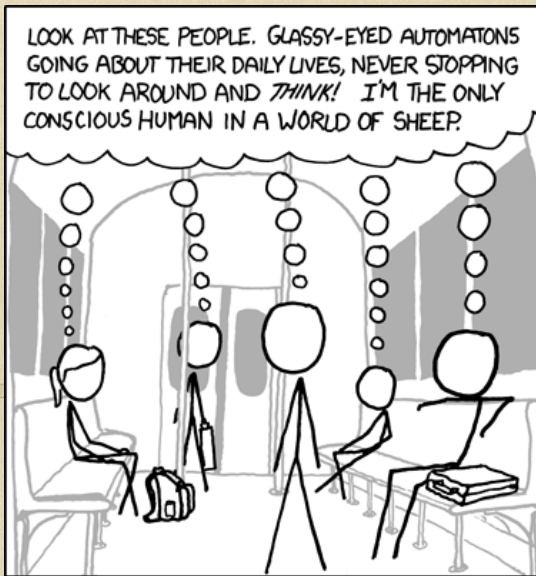


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Social Contagion

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<http://xkcd.com/610/> (田)

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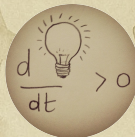
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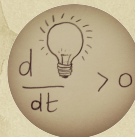
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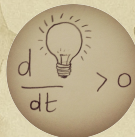
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Social Contagion

Complex
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Examples abound

- ▶ fashion
- ▶ striking
- ▶ smoking (田) [13]
- ▶ residential segregation [34]
- ▶ ipods
- ▶ obesity (田) [12]
- ▶ Harry Potter
- ▶ voting
- ▶ gossip
- ▶ Rubik's cube 
- ▶ religious beliefs
- ▶ leaving lectures

SIR and SIRS contagion possible

- ▶ Classes of behavior versus specific behavior

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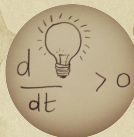
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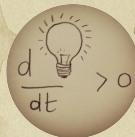
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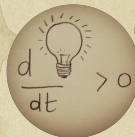
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Examples abound

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- ▶ residential segregation ^[34]
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- ▶ obesity (田) ^[12]
- ▶ 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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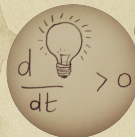
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Two focuses for us:

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

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We need to understand influence:

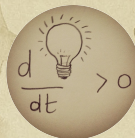
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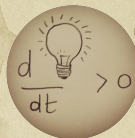
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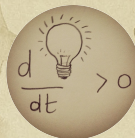
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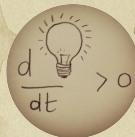
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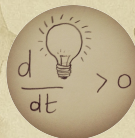
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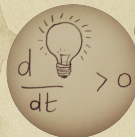
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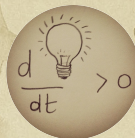
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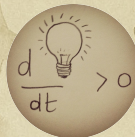
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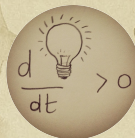
Granovetter's model

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Social Contagion

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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?
(see Romero et al. [31], Ugander et al. [39])
- ▶ Are some individuals super influencers?
Highly popularized by Gladwell [16] as 'connectors'
- ▶ The infectious idea of opinion leaders (Katz and Lazarsfeld) [22]

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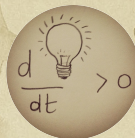
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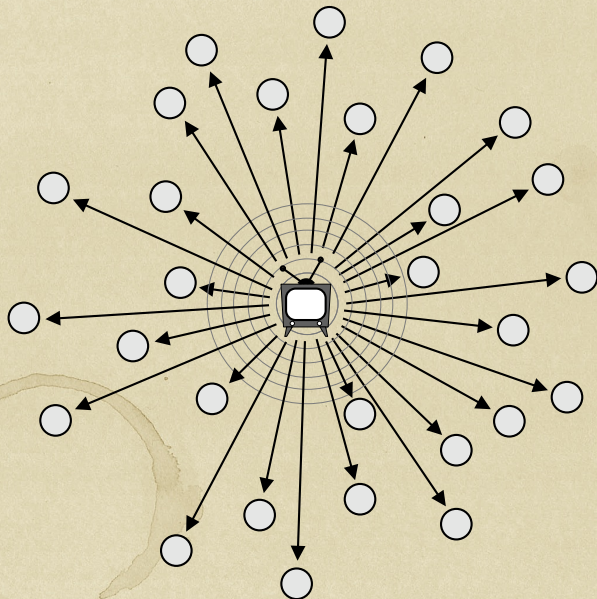
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The hypodermic model of influence



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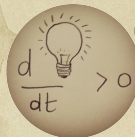
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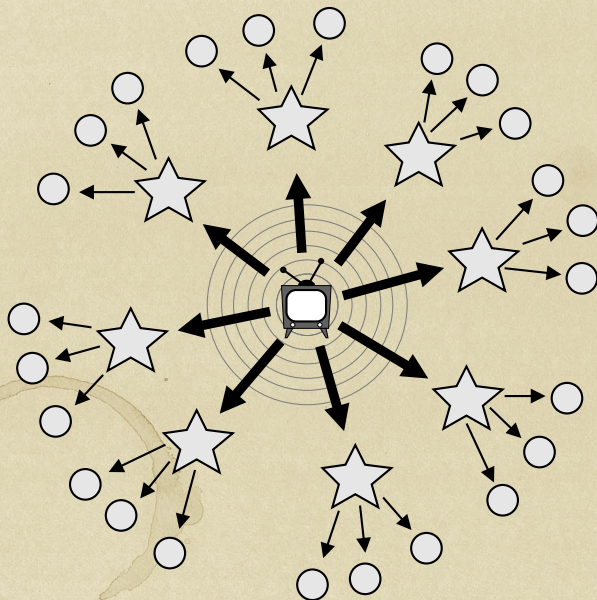
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The two step model of influence [22]



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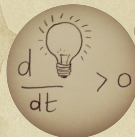
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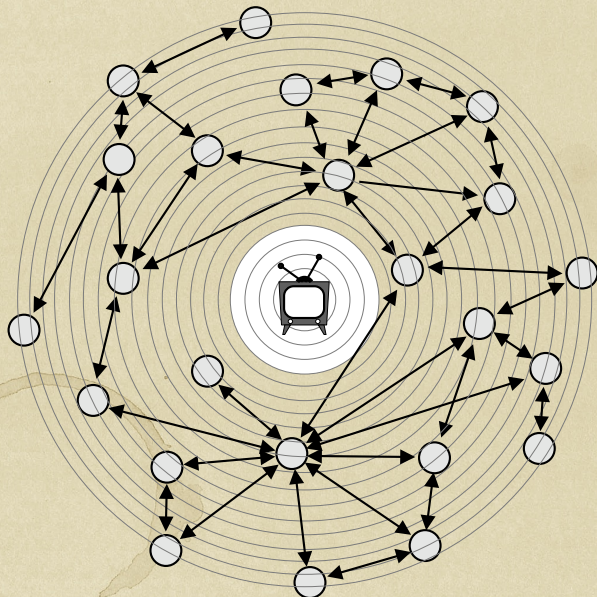
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The general model of influence

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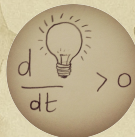
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Why do things spread?

- ▶ Because of special individuals?
- ▶ Or system level properties?
- ▶ Is the match that lights the fire important?
- ▶ Yes. But only because we are narrative-making machines...
- ▶ We like to think things happened for reasons...
- ▶ Reasons for success are usually ascribed to intrinsic properties (e.g., Mona Lisa)
- ▶ System/group properties harder to understand—no natural frame/metaphor
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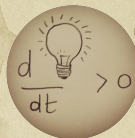
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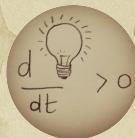
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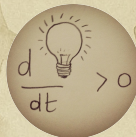
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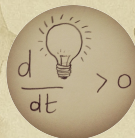
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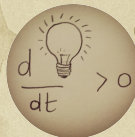
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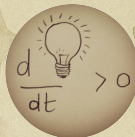
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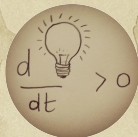
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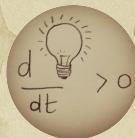
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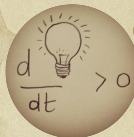
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From Pratchett's "Lords and Ladies":

Granny Weatherwax (田) on trying to borrow the mind of a swarm of bees—

“But a swarm, a mind made up of thousands of mobile parts, was beyond her. It was the toughest test of all. She'd tried over and over again to ride on one, to see the world through ten thousand pairs of multifaceted eyes all at once, and all she'd ever got was a migraine and an inclination to make love to flowers.”

(p. 42). Harper Collins, Inc. Kindle Edition.

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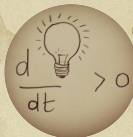
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The Mona Lisa



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

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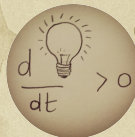
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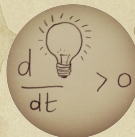
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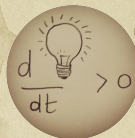
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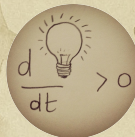
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The completely unpredicted fall of Eastern Europe

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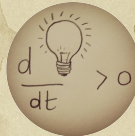
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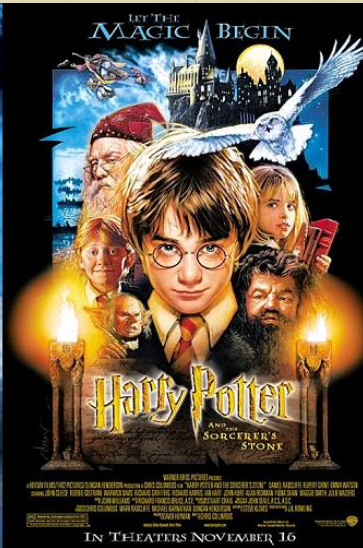
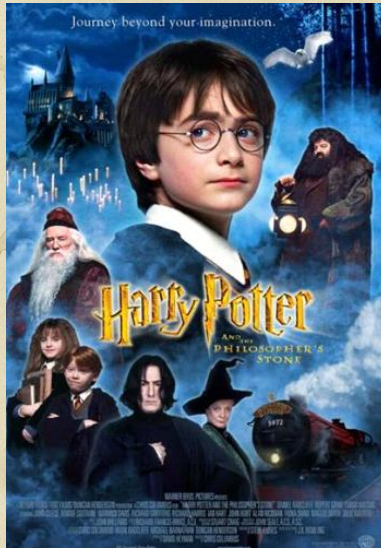
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Timur Kuran: ^[26, 27] “Now Out of Never: The Element of
Surprise in the East European Revolution of 1989”

The dismal predictive powers of editors...

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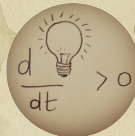
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Getting others to do things for you

From 'Influence'^[14] by Robert Cialdini (田)

Six modes of influence:

1. Reciprocation: *The Old Give and Take... and Take*; e.g., Free samples, Hare Krishnas.
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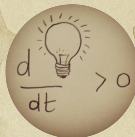
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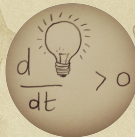


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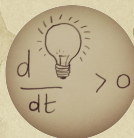
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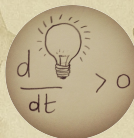
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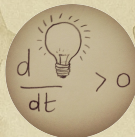


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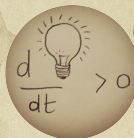


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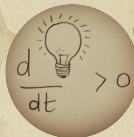


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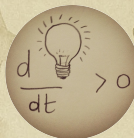


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- ▶ Cialdini's modes are heuristics that help up us get through life.
- ▶ Very useful but can be leveraged...

Messing with social connections

- ▶ Ads based on message content
- ▶ BzzAgent (Ⓜ)
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Contagion

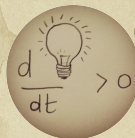
Winning: it's not for
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**Social Contagion
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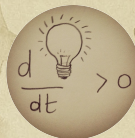
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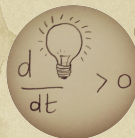
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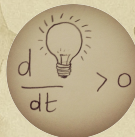
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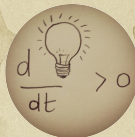
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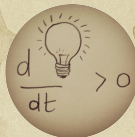
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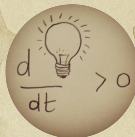
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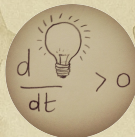
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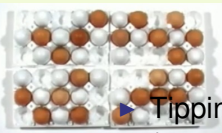
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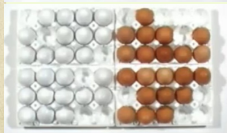


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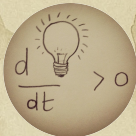
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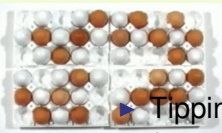
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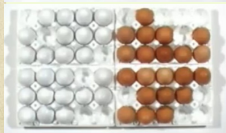


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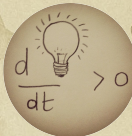
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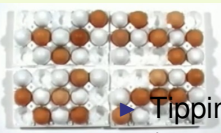
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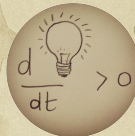
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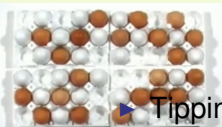
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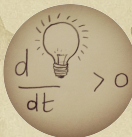
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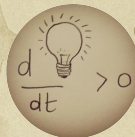
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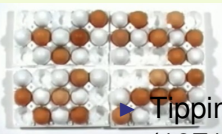
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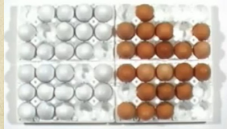
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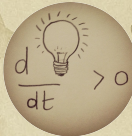
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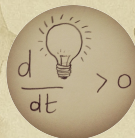
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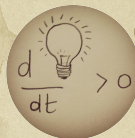
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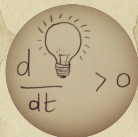
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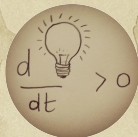
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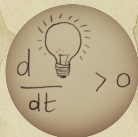
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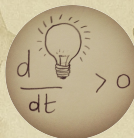
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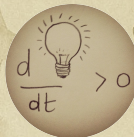
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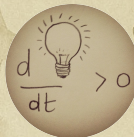
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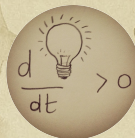
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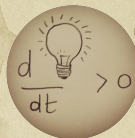
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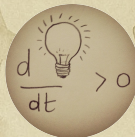
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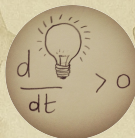
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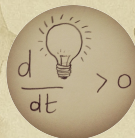
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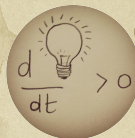
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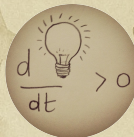
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Contagion

Winning: it's not for
everyone

Social Contagion
Models

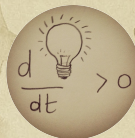
Granovetter's model

Network version

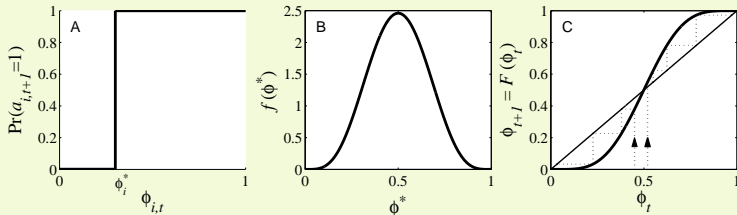
Groups

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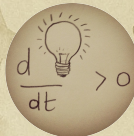
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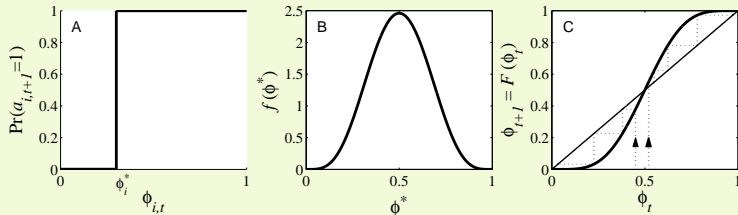
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- ▶ ϕ = fraction of contacts 'on' (e.g., rioting)
- ▶ Discrete time update (strong assumption!)
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- ▶ Many other kinds of dynamics are possible.

Implications for collective action theory:

1. Collective uniformity \nrightarrow individual uniformity
2. Small individual changes \rightarrow large global changes



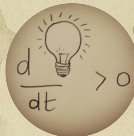
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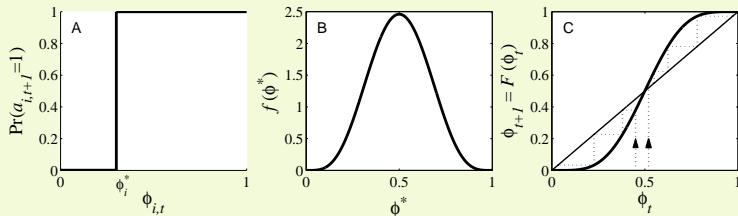
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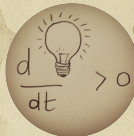
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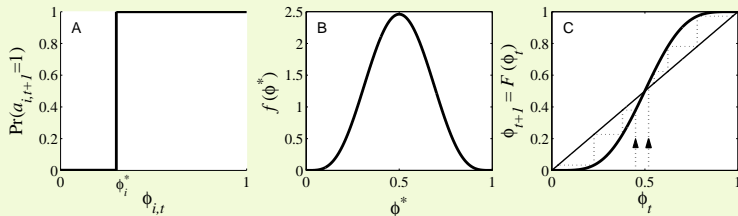
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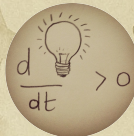
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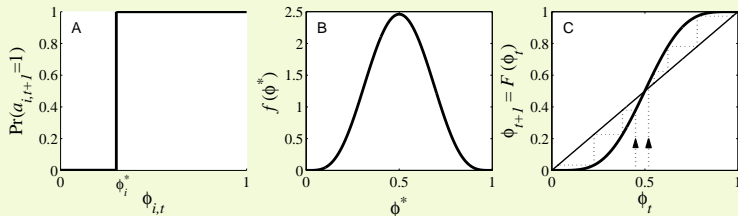
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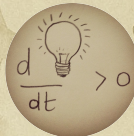
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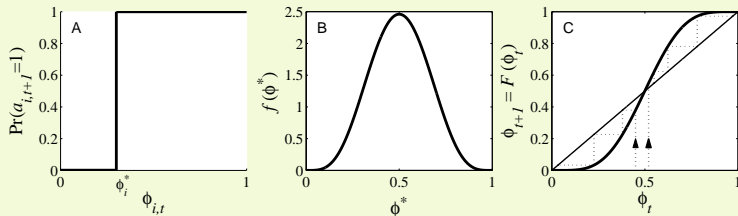
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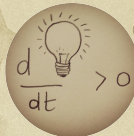
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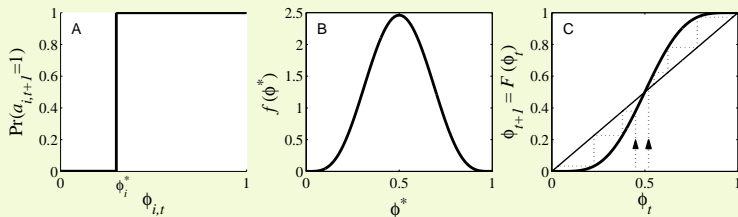
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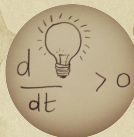
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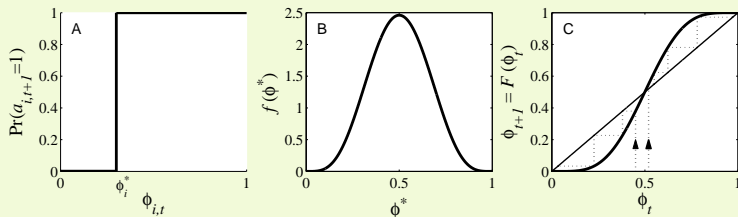
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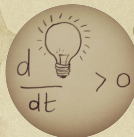
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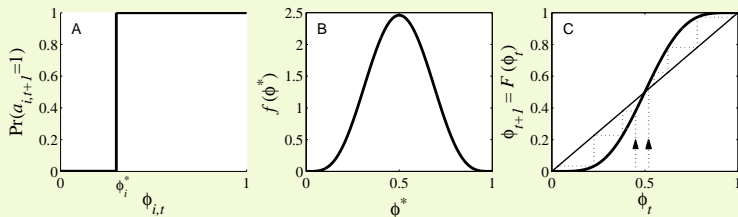
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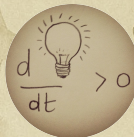
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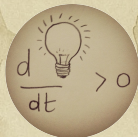
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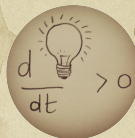
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“A simple model of global cascades on random networks”

D. J. Watts. Proc. Natl. Acad. Sci., 2002^[40]

- ▶ Mean field model → network model
- ▶ Individuals now have a limited view of the world



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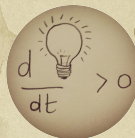
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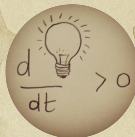
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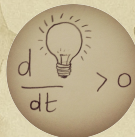
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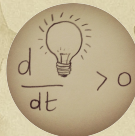
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- ▶ Individual i has k_i contacts
- ▶ Influence on each link is reciprocal and of unit weight
- ▶ Each individual i has a fixed threshold ϕ_i
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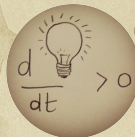
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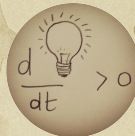
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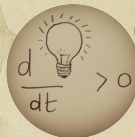
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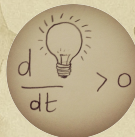
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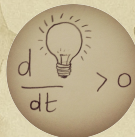
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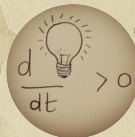
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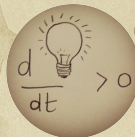
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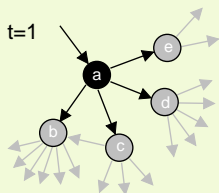


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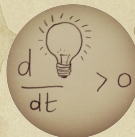
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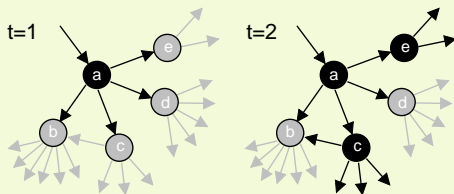
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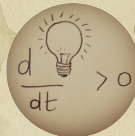
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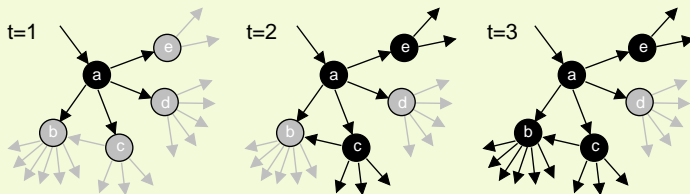
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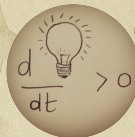
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The Cascade Condition:

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?

First study random networks:

- ▶ Start with N nodes with a degree distribution p_k
- ▶ Nodes are randomly connected (carefully so)
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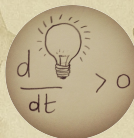
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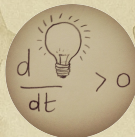
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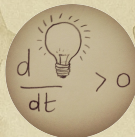
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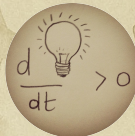
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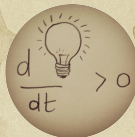
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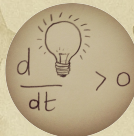
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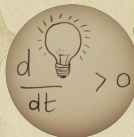
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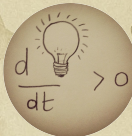
Granovetter's model

Network version

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spreading models

References



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.

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Contagion

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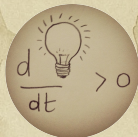
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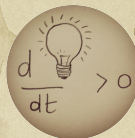
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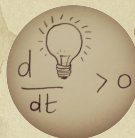
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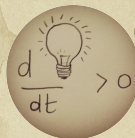
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The most gullible

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* ^[40]
- ▶ Cluster of vulnerables = critical mass
- ▶ Network story: 1 node \rightarrow critical mass \rightarrow everyone.

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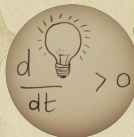
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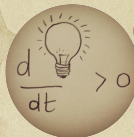
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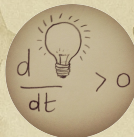
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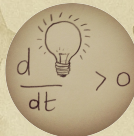
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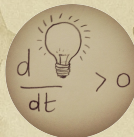
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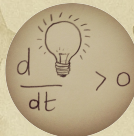
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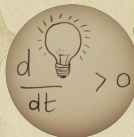
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- ▶ A randomly chosen link, traversed in a random direction, leads to a degree k node with probability $\propto kP_k$.
- ▶ Follows from there being k ways to connect to a node with degree k .
- ▶ Normalization:

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

- ▶ So

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

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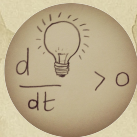
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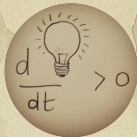
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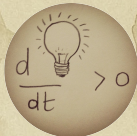
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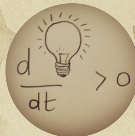
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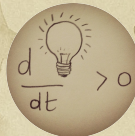
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Next: Vulnerability of linked node

- ▶ 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.

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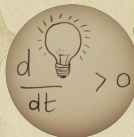
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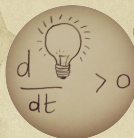
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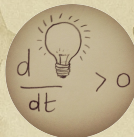
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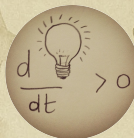
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Cascade condition

Putting things together:

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

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

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

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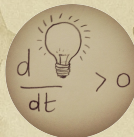
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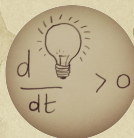
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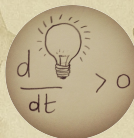
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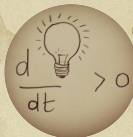
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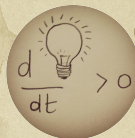


Cascade condition

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

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

- ▶ β_k = probability a degree k node is vulnerable.
- ▶ P_k = probability a node has degree k .



Cascade condition

Two special cases:

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

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

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

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

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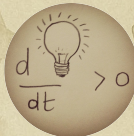
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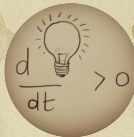
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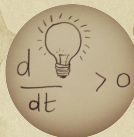
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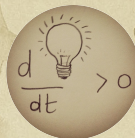
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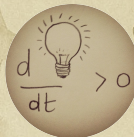
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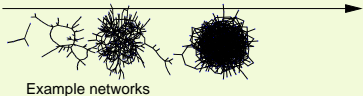
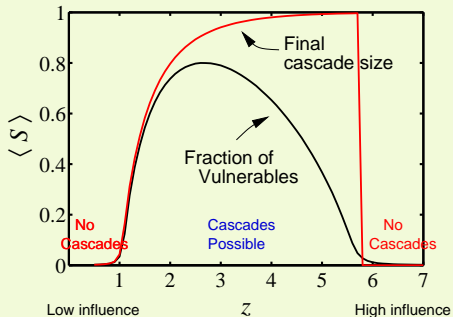
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Cascades on random networks



► Cascades occur only if size of max vulnerable cluster > 0 .

► System may be 'robust-yet-fragile'.

► 'Ignorance' facilitates spreading.

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Contagion

Winning: it's not for everyone

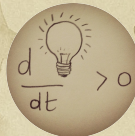
Social Contagion Models

Granovetter's model

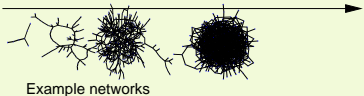
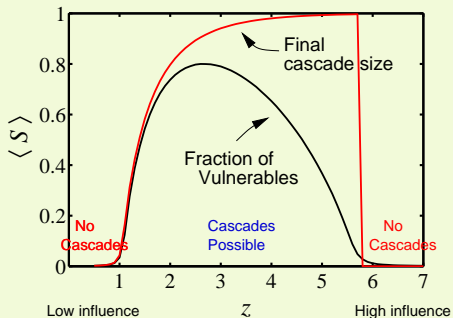
Network version
Groups

Simple disease spreading models

References



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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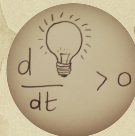
Social Contagion
Models

Granovetter's model

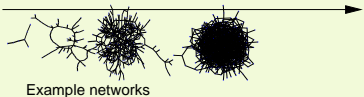
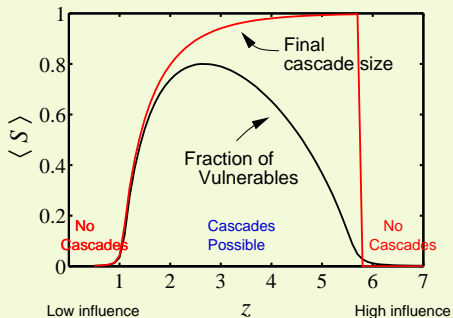
Network version
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Simple disease
spreading models

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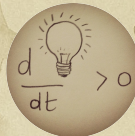
Social Contagion
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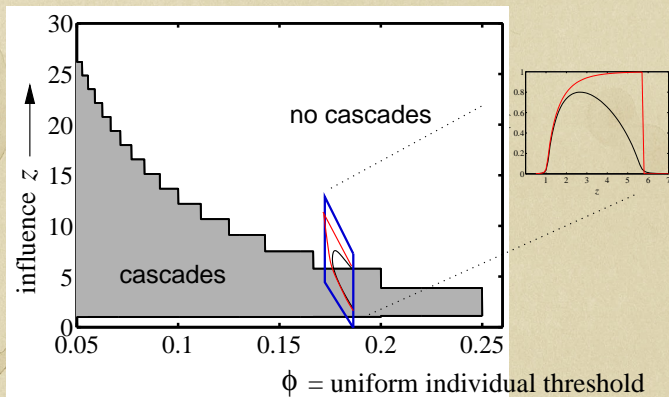
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Cascade window for random networks



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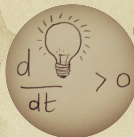
Granovetter's model

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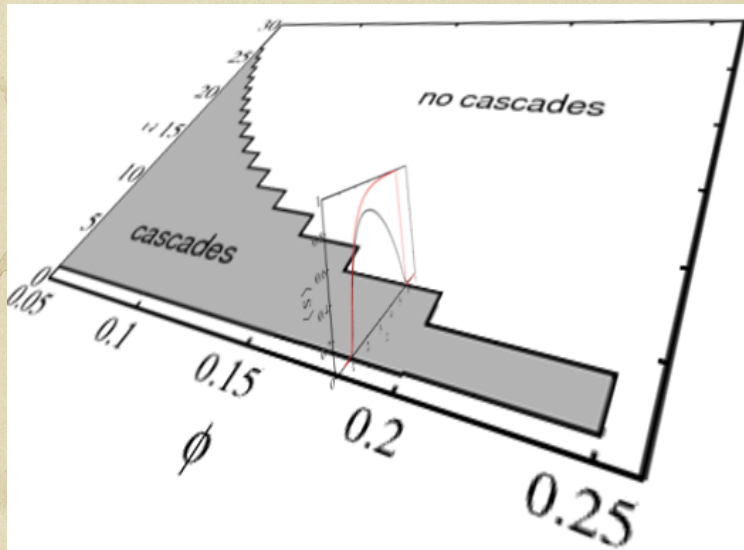
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- ▶ 'Cascade window' widens as threshold ϕ decreases.
- ▶ Lower thresholds enable spreading.

Cascade window for random networks



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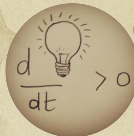
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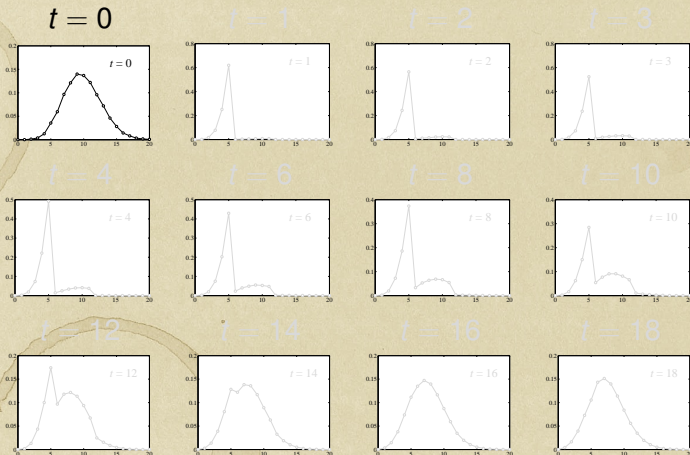
Simple disease
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References



Early adopters are not well connected:

- Degree distributions of nodes adopting at time t :



$P_{k,t}$ versus k

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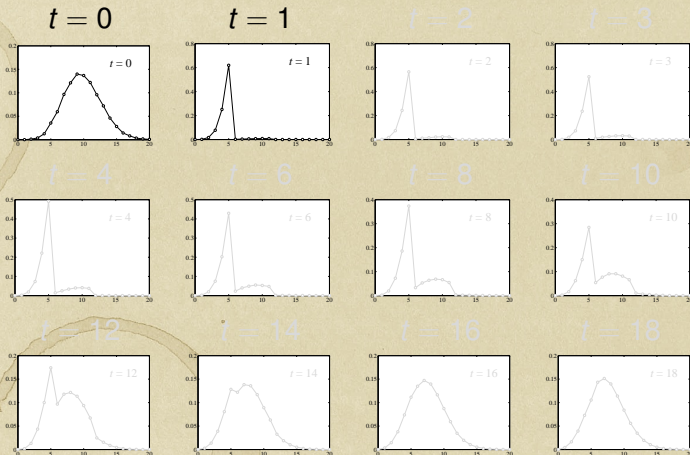
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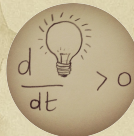
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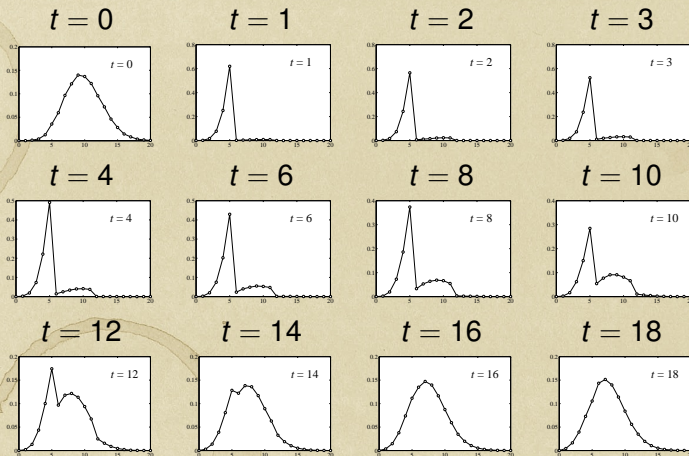
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References



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$P_{k,t}$ versus k

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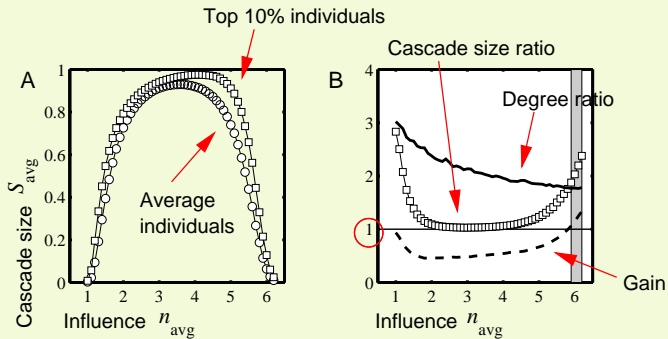
Simple disease
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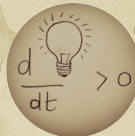


The multiplier effect:

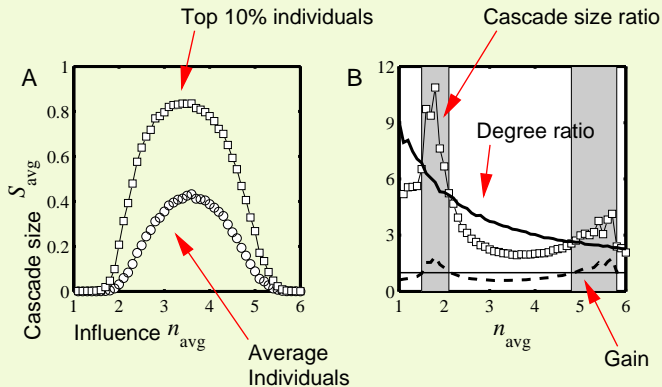
“Influentials, Networks, and Public Opinion Formation” [41]
Journal of Consumer Research, Watts and Dodds, 2007.



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



The multiplier effect:



► Skewed influence distribution example.

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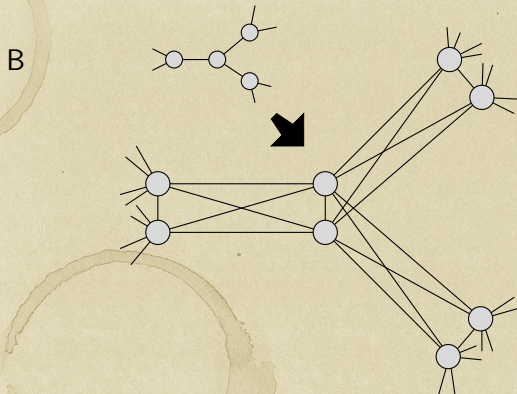
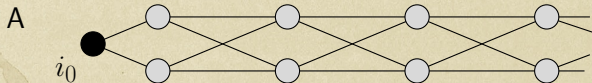
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Special subnetworks can act as triggers



► $\phi = 1/3$ for all nodes

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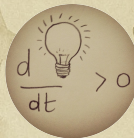
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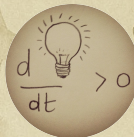
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The power of groups...



TEAMWORK

A FEW HARMLESS FLAKES WORKING TOGETHER CAN
UNLEASH AN AVALANCHE OF DESTRUCTION.

www.despair.com

despair.com

“A few harmless flakes
working together can
unleash an avalanche
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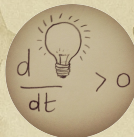
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Incorporating social context:

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- ▶ **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
- ▶ "Threshold Models of Social Influence" [42]
Watts and Dodds, 2009.
Oxford Handbook of Analytic Sociology.
Eds. Hedström and Bearman.

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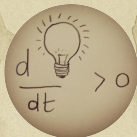
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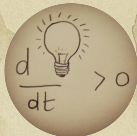
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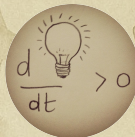
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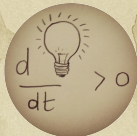
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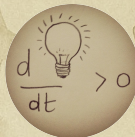
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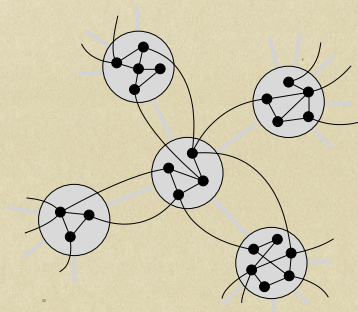
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Group structure—Ramified random networks

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p = intergroup connection probability
 q = intragroup connection probability.

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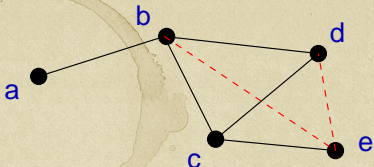
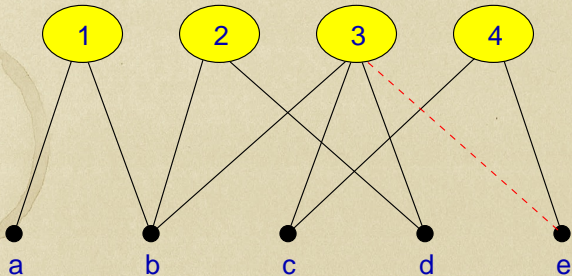
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Bipartite networks



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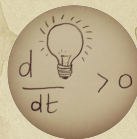
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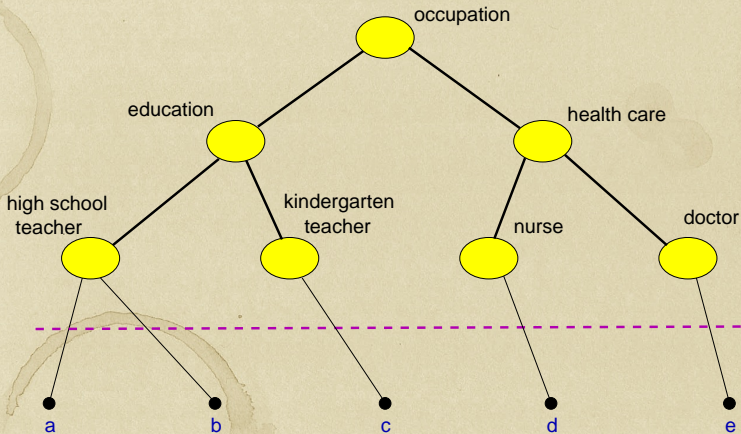
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Context distance

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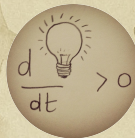
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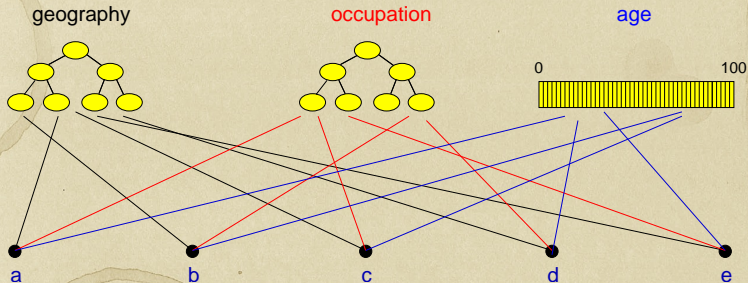
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Generalized affiliation model

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(Blau & Schwartz, Simmel, Breiger)

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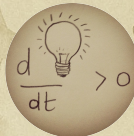
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Generalized affiliation model networks with triadic closure

- ▶ Connect nodes with probability $\propto \exp^{-\alpha d}$
where
 α = homophily parameter
and
 d = distance between nodes (height of lowest common ancestor)
- ▶ τ_1 = intergroup probability of friend-of-friend connection
- ▶ τ_2 = intragroup probability of friend-of-friend connection

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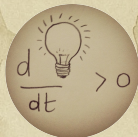
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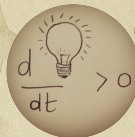
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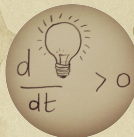
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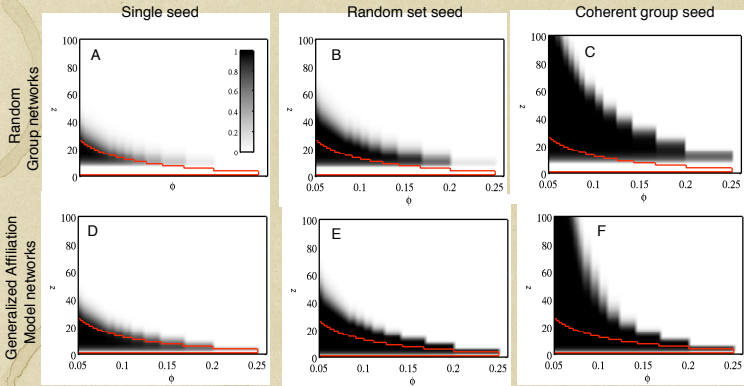


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Cascade windows for group-based networks



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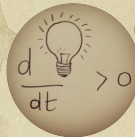
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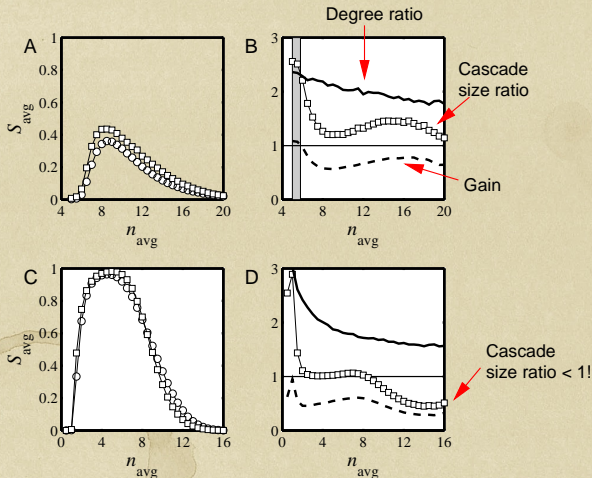
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Multiplier effect for group-based networks:



► Multiplier almost always below 1.

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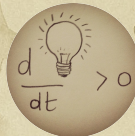
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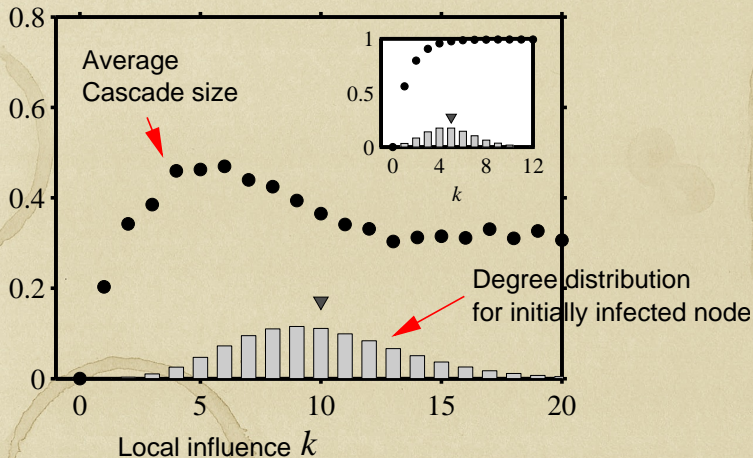
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Assortativity in group-based networks



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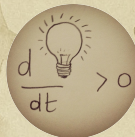
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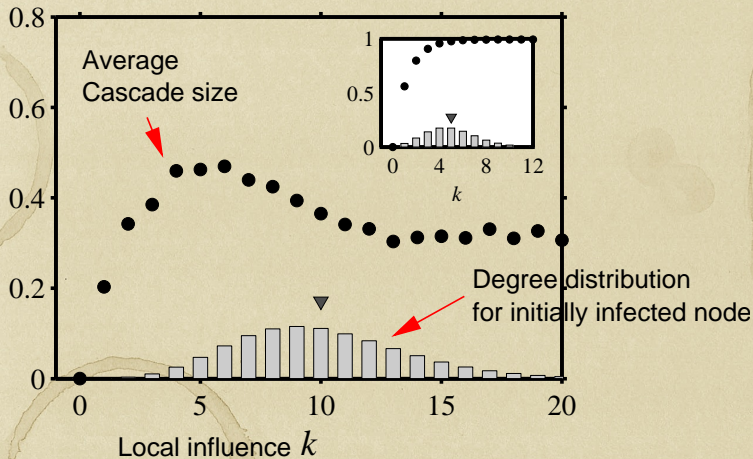
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References

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



Assortativity in group-based networks



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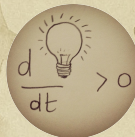
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Summary

- ▶ **'Influential vulnerables'** are key to spread.
- ▶ Early adopters are mostly vulnerables.
- ▶ Vulnerable nodes important but not necessary.
- ▶ Vulnerable 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.

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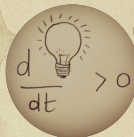
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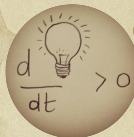
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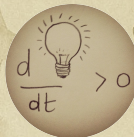
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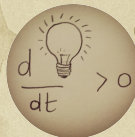
Granovetter's model

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Summary

- ▶ 'Influential vulnerables' are key to spread.
- ▶ Early adopters are mostly vulnerables.
- ▶ Vulnerable nodes important but not necessary.
- ▶ Vulnerable 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.

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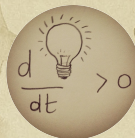
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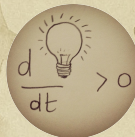
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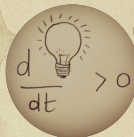
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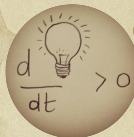
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Implications

- ▶ 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.

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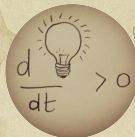
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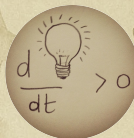
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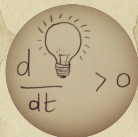
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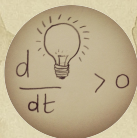
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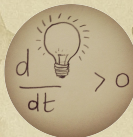
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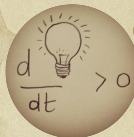
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- ▶ $S(t) + I(t) + R(t) = 1$
- ▶ Presumes random interactions (mass-action principle)
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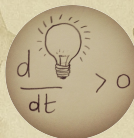
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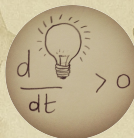
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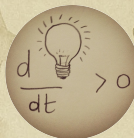
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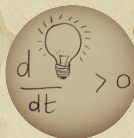
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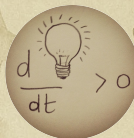
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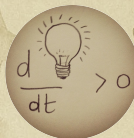
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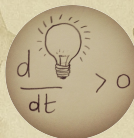
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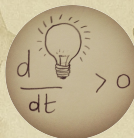
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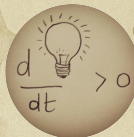
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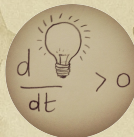
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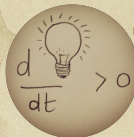
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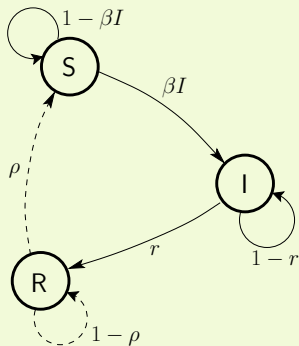
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Discrete time automata example:



Transition Probabilities:

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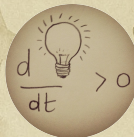
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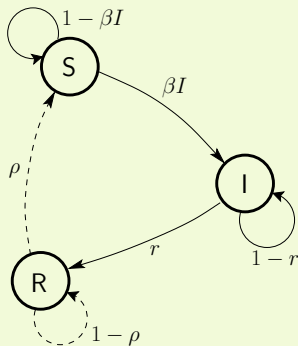
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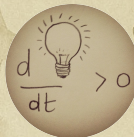
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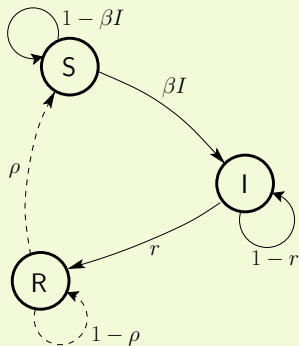
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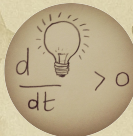
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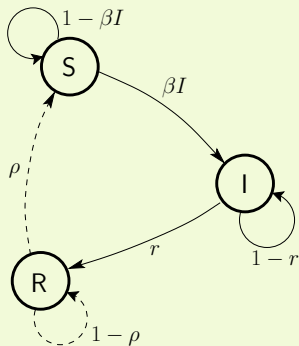
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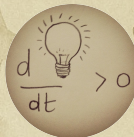
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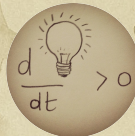
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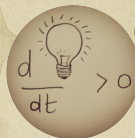
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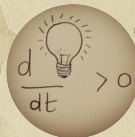
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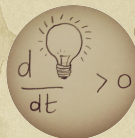
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Independent Interaction models

Differential equations for continuous model

$$\frac{d}{dt}S = -\beta IS + \rho R$$

$$\frac{d}{dt}I = \beta IS - rI$$

$$\frac{d}{dt}R = rI - \rho R$$

β , r , and ρ are now rates.

Reproduction Number R_0 :

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

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

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Contagion

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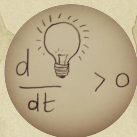
Granovetter's model

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Differential equations for continuous model

$$\frac{d}{dt}S = -\beta IS + \rho R$$

$$\frac{d}{dt}I = \beta IS - rI$$

$$\frac{d}{dt}R = rI - \rho R$$

β , r , and ρ are now rates.

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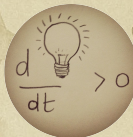
Granovetter's model

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Reproduction Number R_0

Discrete version:

- ▶ Set up: One Infective in a randomly mixing population of Susceptibles
- ▶ At time $t = 0$, single infective random bumps into a Susceptible
- ▶ Probability of transmission = β
- ▶ At time $t = 1$, single Infective remains infected with probability $1 - r$
- ▶ At time $t = k$, single Infective remains infected with probability $(1 - r)^k$

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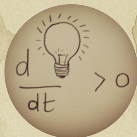
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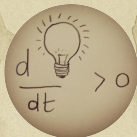
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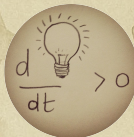
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Reproduction Number R_0

Discrete version:

- ▶ Expected number infected by original Infective:

$$R_0 = \beta + (1 - r)\beta + (1 - r)^2\beta + (1 - r)^3\beta + \dots$$

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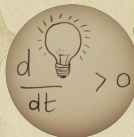
Granovetter's model

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Discrete version:

- ▶ Expected number infected by original Infective:

$$R_0 = \beta + (1 - r)\beta + (1 - r)^2\beta + (1 - r)^3\beta + \dots$$

$$= \beta \left(1 + (1 - r) + (1 - r)^2 + (1 - r)^3 + \dots \right)$$

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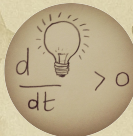
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$$= \beta \left(1 + (1 - r) + (1 - r)^2 + (1 - r)^3 + \dots \right)$$

$$= \beta \frac{1}{1 - (1 - r)}$$

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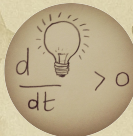
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$$= \beta \frac{1}{1 - (1 - r)} = \beta/r$$

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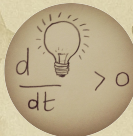
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$$= \beta \left(1 + (1 - r) + (1 - r)^2 + (1 - r)^3 + \dots \right)$$

$$= \beta \frac{1}{1 - (1 - r)} = \beta/r$$

For S_0 initial infectives ($1 - S_0 = R_0$ immune):

$$R_0 = S_0\beta/r$$

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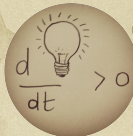
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Independent Interaction models

For the continuous version

- ▶ Second equation:

$$\frac{d}{dt}I = \beta SI - rI$$

- ▶ Number of infectives grows initially if

$$\beta S(0) - r > 0$$

- ▶ Same story as for discrete model.

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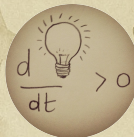
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$$\frac{d}{dt}I = (\beta S - r)I$$

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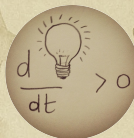
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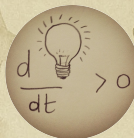
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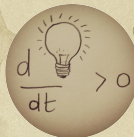
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$$\beta S(0) - r > 0 : \beta S(0) > r : \beta S(0)/r > 1$$

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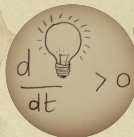
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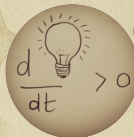
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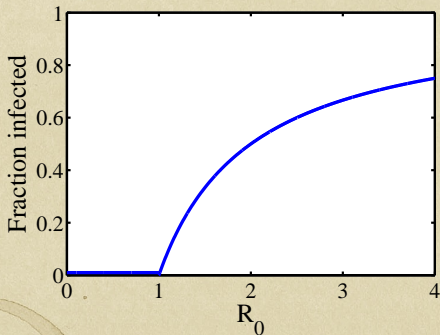
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Example of epidemic threshold:



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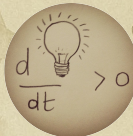
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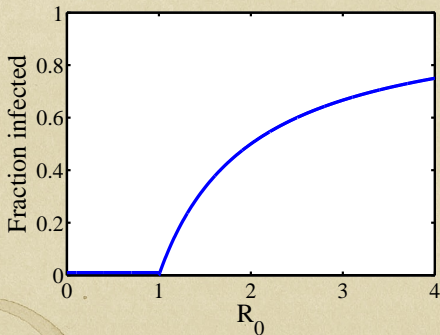
References



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Example of epidemic threshold:



► Continuous phase transition.

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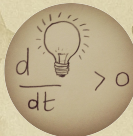
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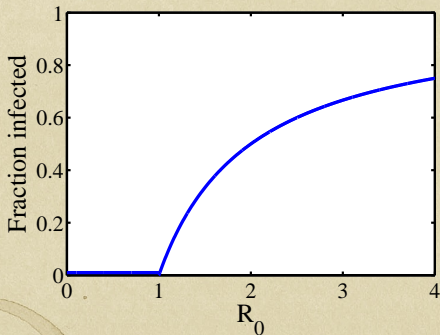
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Example of epidemic threshold:



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

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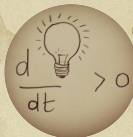
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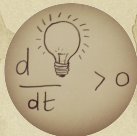
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References

Many variants of the SIR model:

- ▶ SIS: susceptible-infective-susceptible
- ▶ SIRS: susceptible-infective-recovered-susceptible
- ▶ compartment models (age or gender partitions)
- ▶ more categories such as 'exposed' (SEIRS)
- ▶ recruitment (migration, birth)



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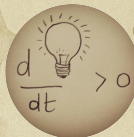
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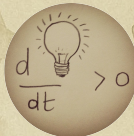
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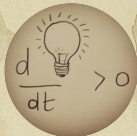
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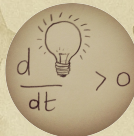
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Disease spreading models

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For novel diseases:

1. Can we predict the size of an epidemic?
2. How important is the reproduction number R_0 ?

R_0 approximately same for all of the following:

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

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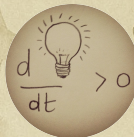
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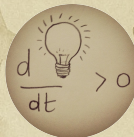
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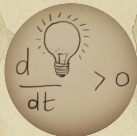
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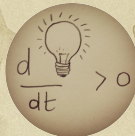
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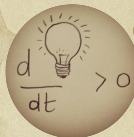
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Science

Contagion

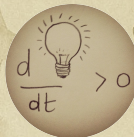
Winning: it's not for
everyone

Social Contagion
Models

Granovetter's model
Network version
Groups

Simple disease
spreading models

References



Disease spreading models

Complex
Sociotechnical
Systems

For novel diseases:

1. Can we predict the size of an epidemic?
2. How important is the reproduction number R_0 ?

R_0 approximately same for all of the following:

- ▶ 1918-19 “Spanish Flu” \sim 500,000 deaths in US
- ▶ 1957-58 “Asian Flu” \sim 70,000 deaths in US
- ▶ 1968-69 “Hong Kong Flu” \sim 34,000 deaths in US
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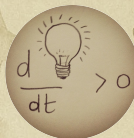
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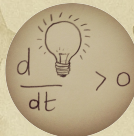
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Really, what about epidemics?

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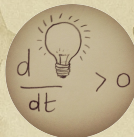
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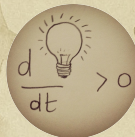
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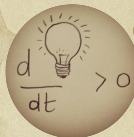
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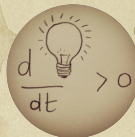
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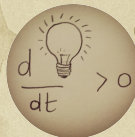
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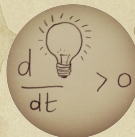
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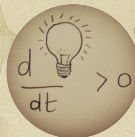
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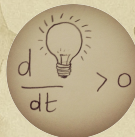
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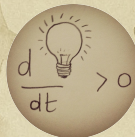
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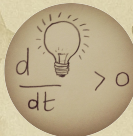
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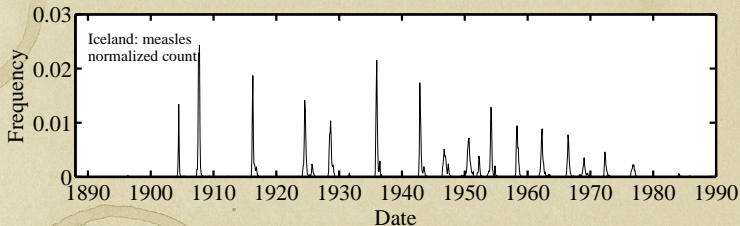
References



Feeling Ill in Iceland

Complex
Sociotechnical
Systems

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



- ▶ Treat outbreaks separated in time as 'novel' diseases.

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Contagion

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Social Contagion
Models

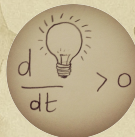
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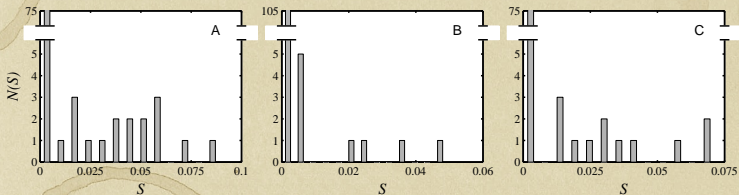
Simple disease
spreading models

References



Really not so good at all in Iceland

Epidemic size distributions $N(S)$ for
Measles, Rubella, and Whooping Cough.



Spike near $S = 0$, relatively flat otherwise.

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Science

Contagion

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Social Contagion
Models

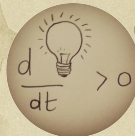
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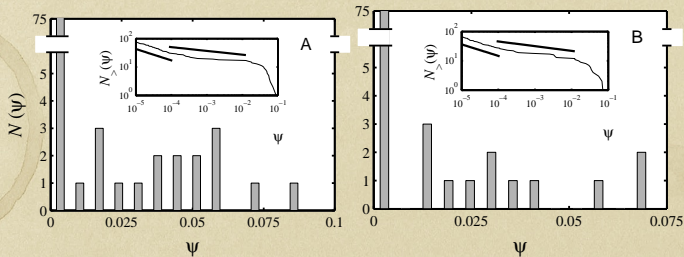
Simple disease
spreading models

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Measles & Pertussis

Complex
Sociotechnical
Systems



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Social Contagion
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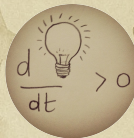
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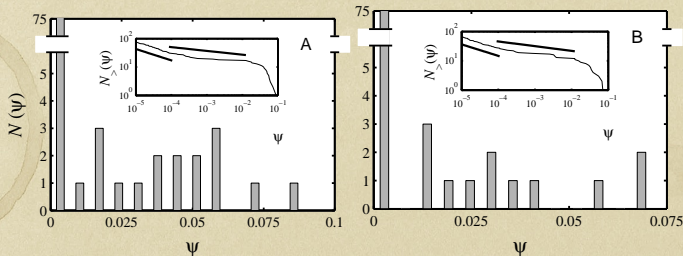
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spreading models

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Measles & Pertussis



Insert plots:

Complementary cumulative frequency distributions:

$$N(\psi' > \psi) \propto \psi^{-\gamma+1}$$

Limited scaling with a possible break.

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Winning: it's not for
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Social Contagion
Models

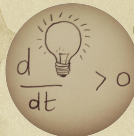
Granovetter's model

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Simple disease
spreading models

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Power law distributions

Measured values of γ :

- ▶ measles: 1.40 (low Ψ) and 1.13 (high Ψ)
- ▶ pertussis: 1.39 (low Ψ) and 1.16 (high Ψ)
- ▶ Expect $2 \leq \gamma < 3$ (finite mean, infinite variance)
- ▶ When $\gamma < 1$, can't normalize
- ▶ Distribution is quite flat.

A Very Dismal
Science

Contagion

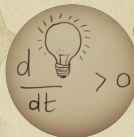
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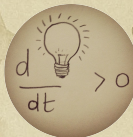
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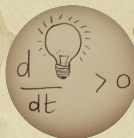
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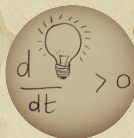
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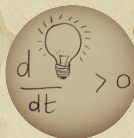
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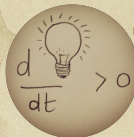
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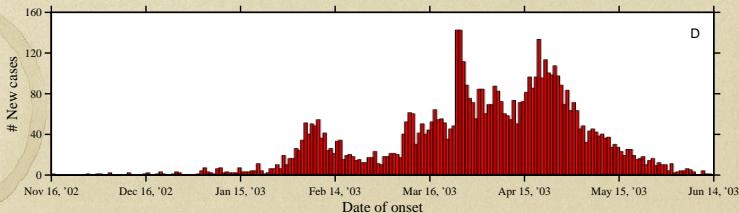
Simple disease
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Resurgence—example of SARS

Complex
Sociotechnical
Systems



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

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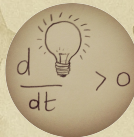
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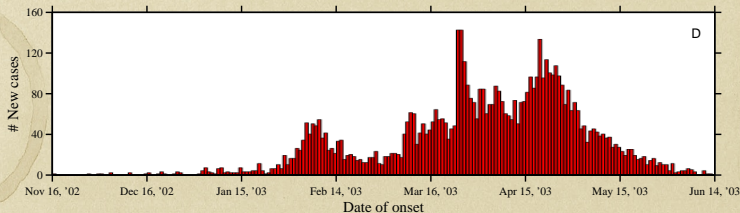
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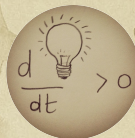
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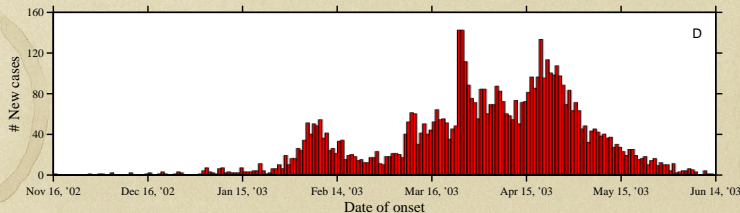
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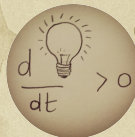
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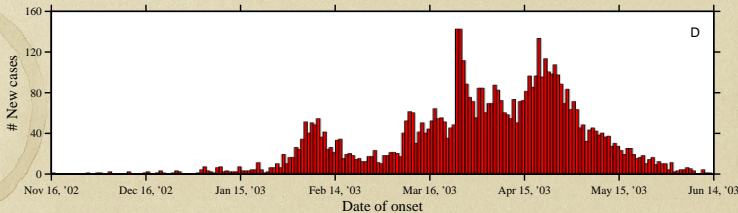
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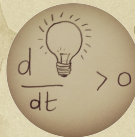
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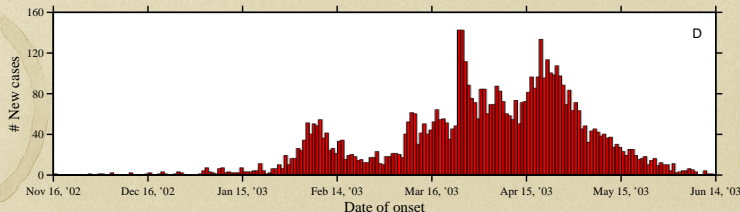
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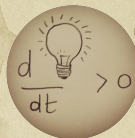
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The challenge

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Sociotechnical
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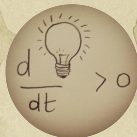
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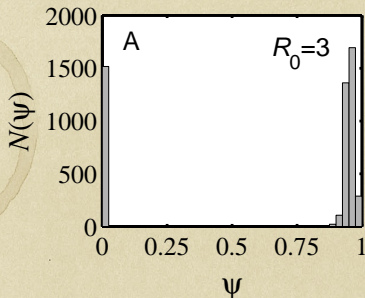
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So... can a simple model produce

1. broad epidemic distributions
and
2. resurgence ?



Size distributions



Simple models typically produce bimodal or unimodal size distributions.

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

Complex Sociotechnical Systems

A Very Dismal Science

Contagion

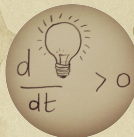
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Social Contagion Models

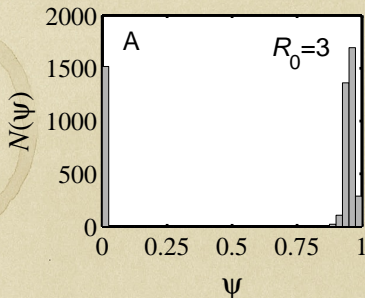
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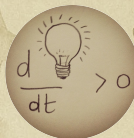


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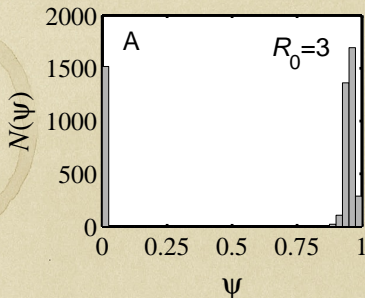


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 2. Sophisticated metapopulation models



Size distributions



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Complex Sociotechnical Systems

A Very Dismal Science

Contagion

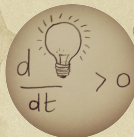
Winning: it's not for everyone

Social Contagion Models

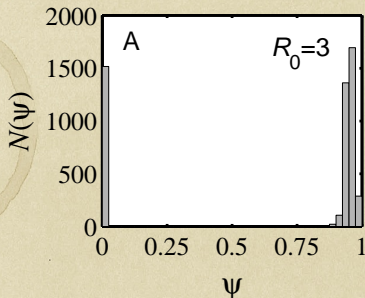
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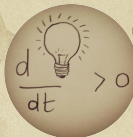


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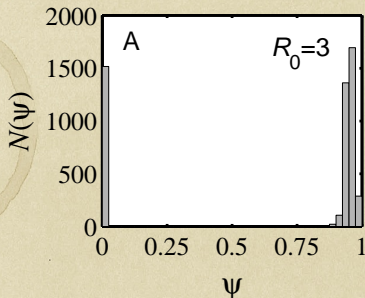


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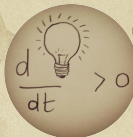
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Burning through the population

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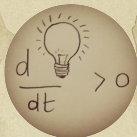
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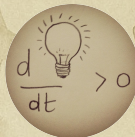
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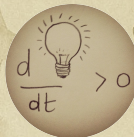
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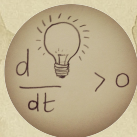
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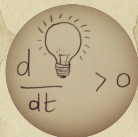
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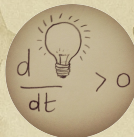
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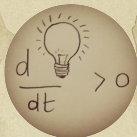
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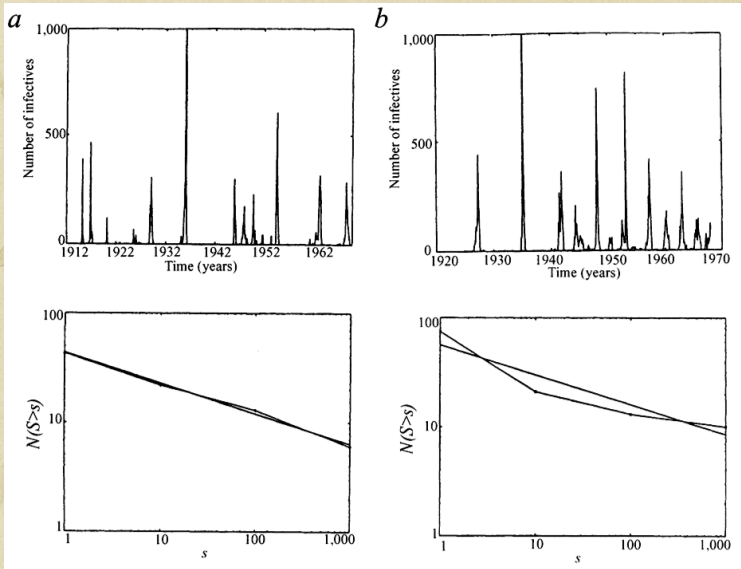
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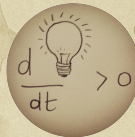
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From Rhodes and Anderson, 1996.

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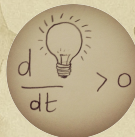
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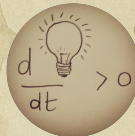
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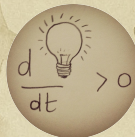
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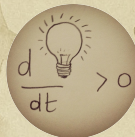
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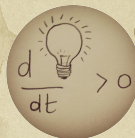
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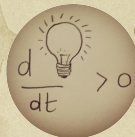
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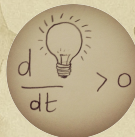
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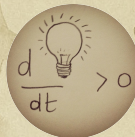
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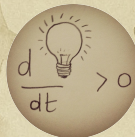
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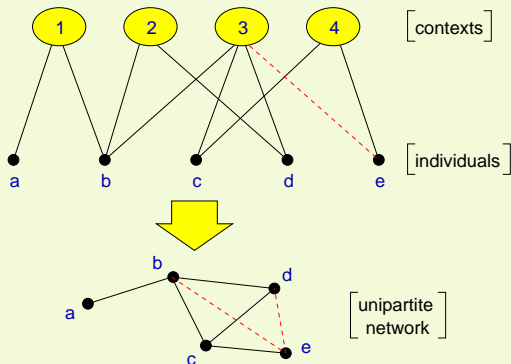
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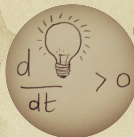
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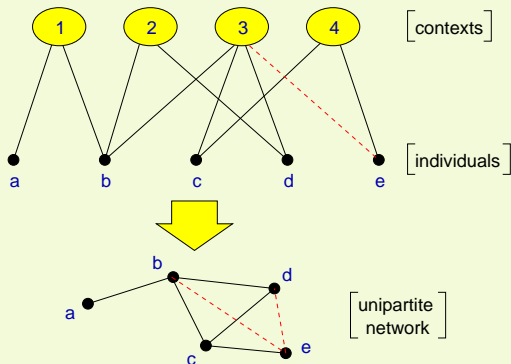
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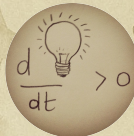
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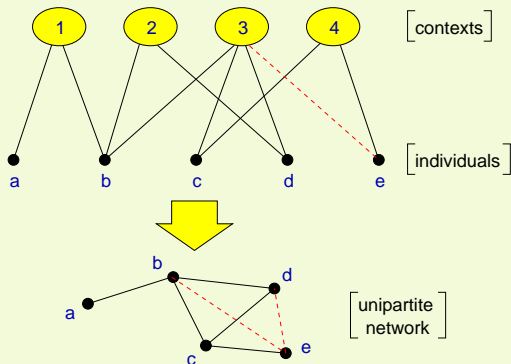
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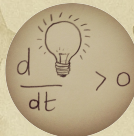
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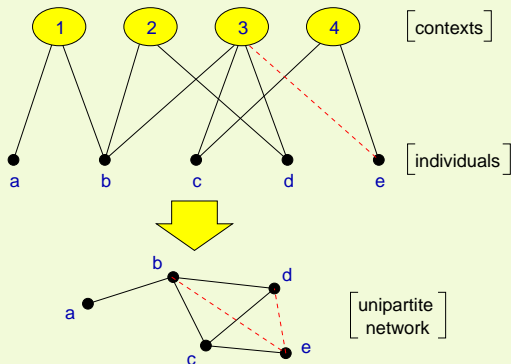
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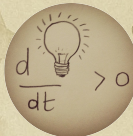
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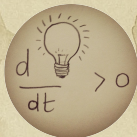
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Identity is formed from attributes such as:

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- ▶ Type of employment
- ▶ Age
- ▶ Recreational activities

Groups are crucial...

- ▶ formed by people with at least one similar attribute
- ▶ Attributes \leftrightarrow Contexts \leftrightarrow Interactions \leftrightarrow Networks. [43]



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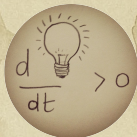
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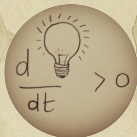
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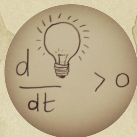
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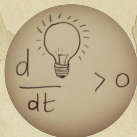
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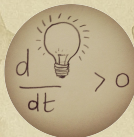
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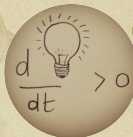
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- ▶ Age
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Groups are crucial...

- ▶ formed by people with at least one similar attribute
- ▶ Attributes \Leftrightarrow Contexts \Leftrightarrow Interactions \Leftrightarrow Networks. [43]

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Science

Contagion

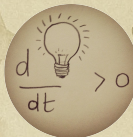
Winning: it's not for
everyone

Social Contagion
Models

Granovetter's model
Network version
Groups

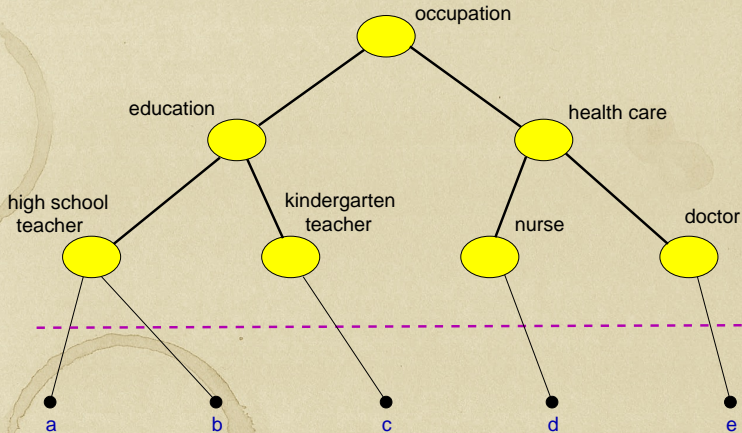
Simple disease
spreading models

References



Infer interactions/network from identities

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Systems



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Contagion

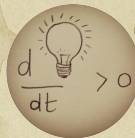
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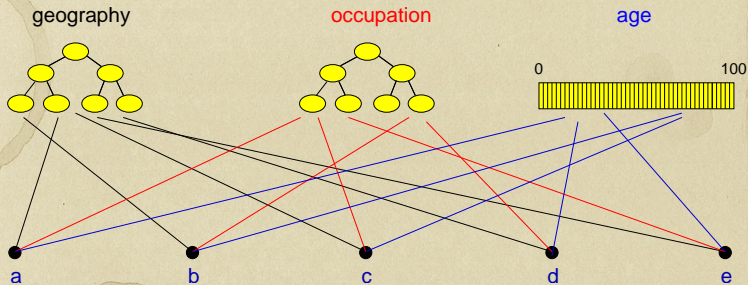
Simple disease
spreading models

References



Distance makes sense in identity/context space.

Generalized context space



(Blau & Schwartz [6], Simmel [37], Breiger [7])

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Sociotechnical
Systems

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Contagion

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Social Contagion
Models

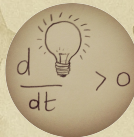
Granovetter's model

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Simple disease
spreading models

References



A toy agent-based model

Geography—allow people to move between contexts:

- ▶ Locally: standard SIR model with random mixing
- ▶ discrete time simulation
- ▶ β = infection probability
- ▶ γ = recovery probability
- ▶ P = probability of travel
- ▶ Movement distance: $\Pr(d) \propto \exp(-d/\xi)$
- ▶ ξ = typical travel distance

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Contagion

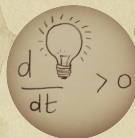
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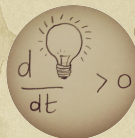
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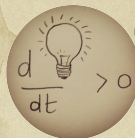
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Contagion

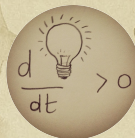
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Social Contagion
Models

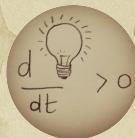
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spreading models

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Contagion

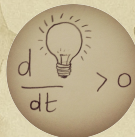
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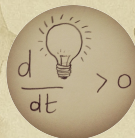
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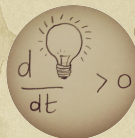
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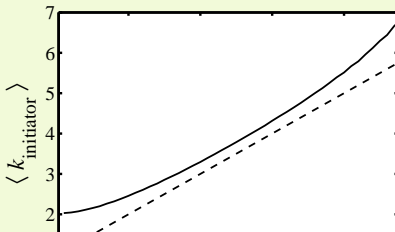
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A toy agent-based model

Schematic:



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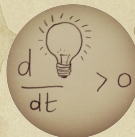
Granovetter's model

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Simple disease
spreading models

References



Model output

- ▶ Define P_0 = Expected number of infected individuals leaving initially infected context.
- ▶ Need $P_0 > 1$ for disease to spread (independent of R_0).
- ▶ Limit epidemic size by restricting frequency of travel and/or range

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Contagion

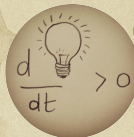
Winning: it's not for
everyone

Social Contagion
Models

Granovetter's model
Network version
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Simple disease
spreading models

References



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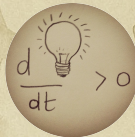
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Social Contagion
Models

Granovetter's model
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Simple disease
spreading models

References



Model output

- ▶ Define P_0 = Expected number of infected individuals leaving initially infected context.
- ▶ Need $P_0 > 1$ for disease to spread (independent of R_0).
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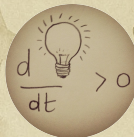
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Models

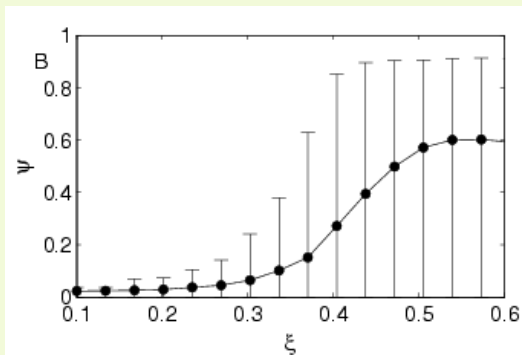
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Simple disease
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References



Varying ξ :



- Transition in expected final size based on typical movement distance

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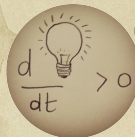
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Social Contagion
Models

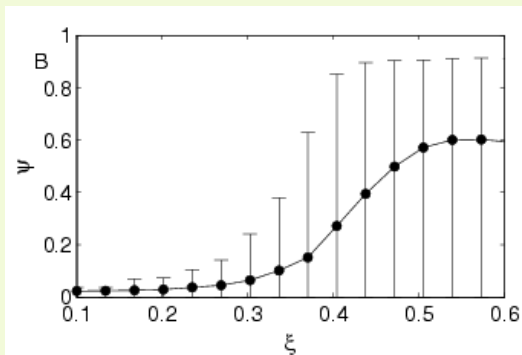
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References



Varying ξ :



- Transition in expected final size based on typical movement distance (sensible)

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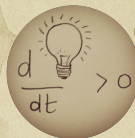
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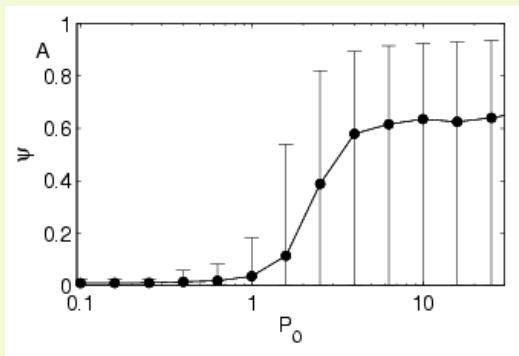
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Model output

Varying P_0 :



- ▶ Transition in expected final size based on typical number of infectives leaving first group

- ▶ Travel advisories: ξ has larger effect than P_0 .

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Contagion

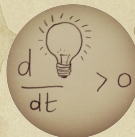
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Social Contagion
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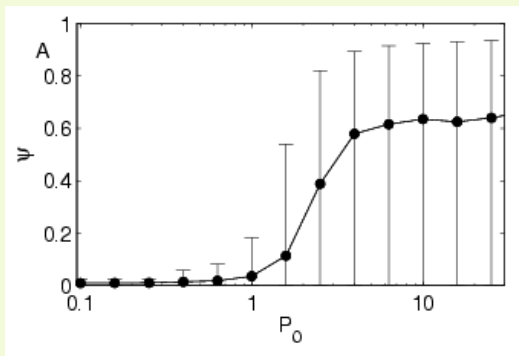
Simple disease
spreading models

References



Model output

Varying P_0 :



- ▶ Transition in expected final size based on typical number of infectives leaving first group (also sensible)
- ▶ Travel advisories: ξ has larger effect than P_0 .

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Contagion

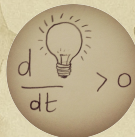
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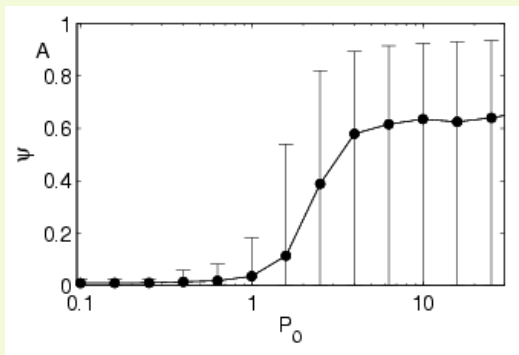
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References



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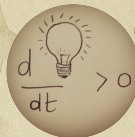
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Models

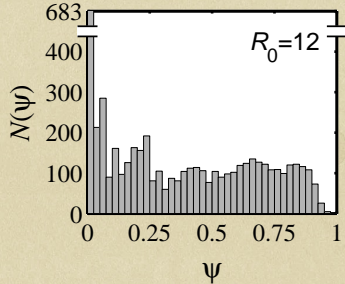
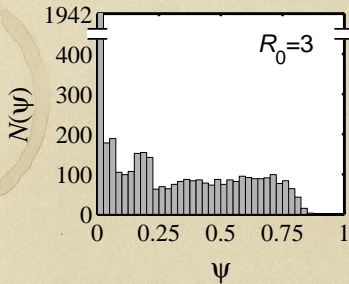
Granovetter's model
Network version
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Simple disease
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Example model output: size distributions



- ▶ Flat distributions are possible for certain ξ and P .
- ▶ Different R_0 's may produce similar distributions
- ▶ Same epidemic sizes may arise from different R_0 's

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Contagion

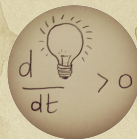
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Social Contagion Models

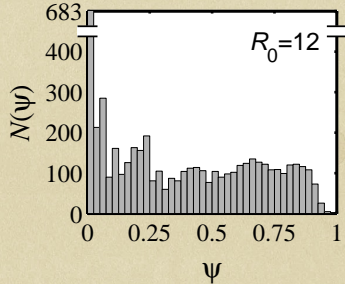
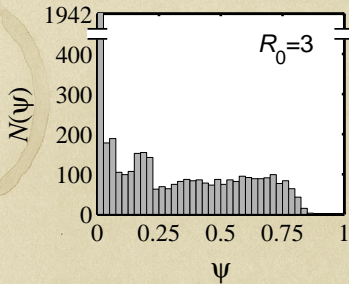
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Simple disease spreading models

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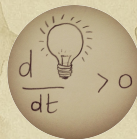
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Social Contagion Models

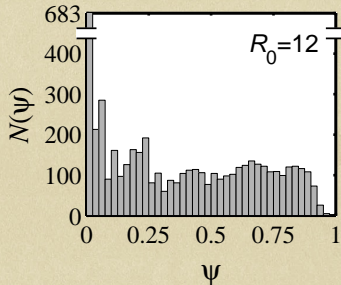
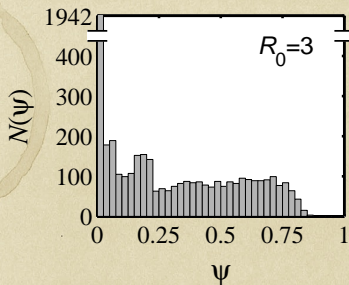
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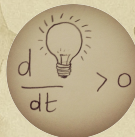
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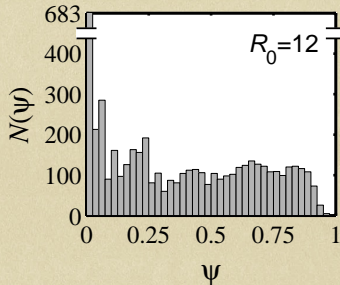
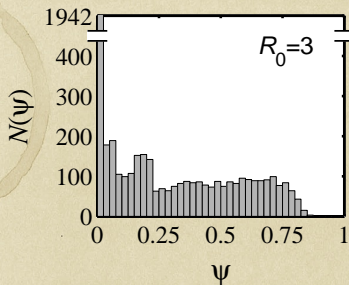
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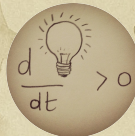
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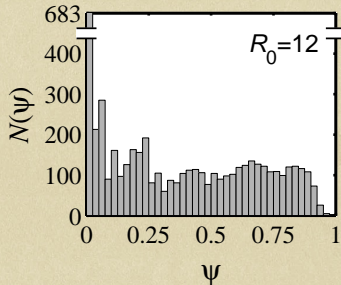
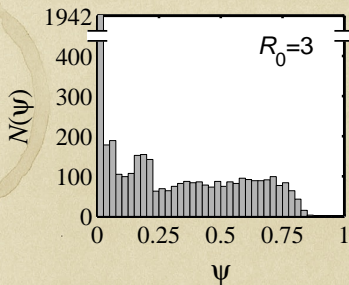
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Model output—resurgence

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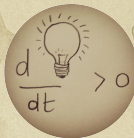
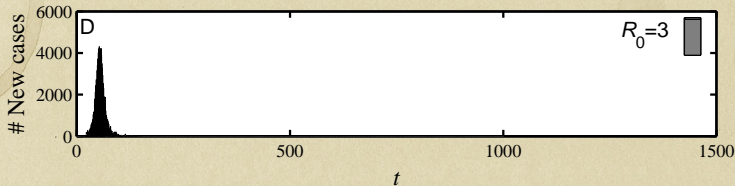
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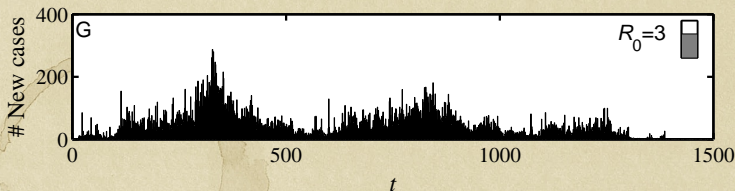
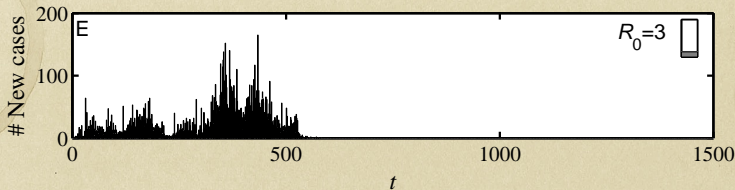
References

Standard model:



Model output—resurgence

Standard model with transport:



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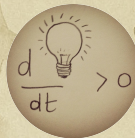
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The upshot

Simple multiscale population structure

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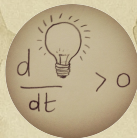
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The upshot

Simple multiscale population structure
+
stochasticity

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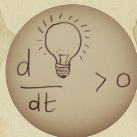
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The upshot

Simple multiscale population structure

+

stochasticity

leads to

resurgence

+

broad epidemic size distributions

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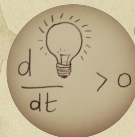
Granovetter's model

Network version

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spreading models

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Conclusions

- ▶ For this model, epidemic size is highly unpredictable
- ▶ Model is more complicated than SIR but still simple
- ▶ We haven't even included normal social responses such as travel bans and self-quarantine.
- ▶ The reproduction number R_0 is not terribly useful.
- ▶ R_0 , however measured, is not informative about
 1. how likely the observed epidemic size was,
 2. and how likely future epidemics will be.
- ▶ Problem: R_0 summarises one epidemic after the fact and enfold movement, the price of bananas, everything.

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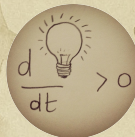
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Social Contagion
Models

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Conclusions

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- ▶ Model is more complicated than SIR but still simple
- ▶ We haven't even included normal social responses such as travel bans and self-quarantine.
- ▶ The reproduction number R_0 is not terribly useful.
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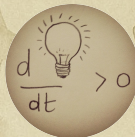
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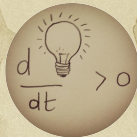
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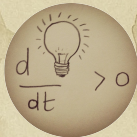
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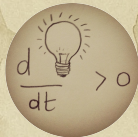
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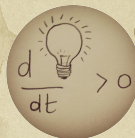
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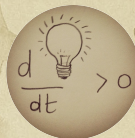
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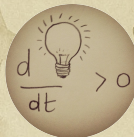
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Conclusions

- ▶ Disease spread highly sensitive to population structure
- ▶ Rare events may matter enormously
- ▶ More support for controlling population movement

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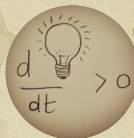
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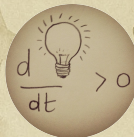
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Conclusions

- ▶ Disease spread highly sensitive to population structure
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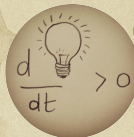
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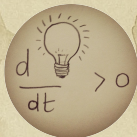
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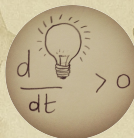
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What to do:

- ▶ Need to separate movement from disease
- ▶ R_0 needs a friend or two.
- ▶ Need $R_0 > 1$ and $P_0 > 1$ and ξ sufficiently large for disease to have a chance of spreading

More wondering:

- ▶ Exactly how important are rare events in disease spreading?
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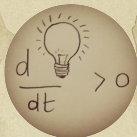
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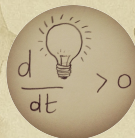
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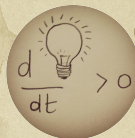
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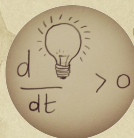
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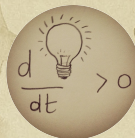
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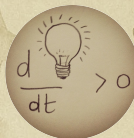
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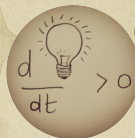
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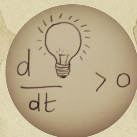
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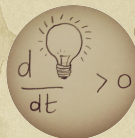
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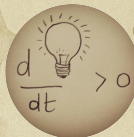
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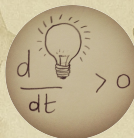
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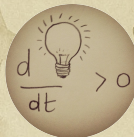
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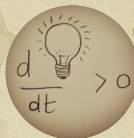
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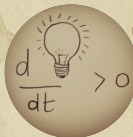
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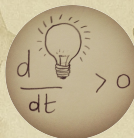
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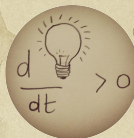
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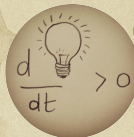
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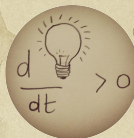
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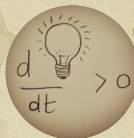
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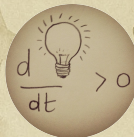
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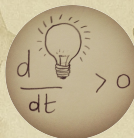
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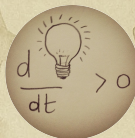
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