

# Opinion dynamics

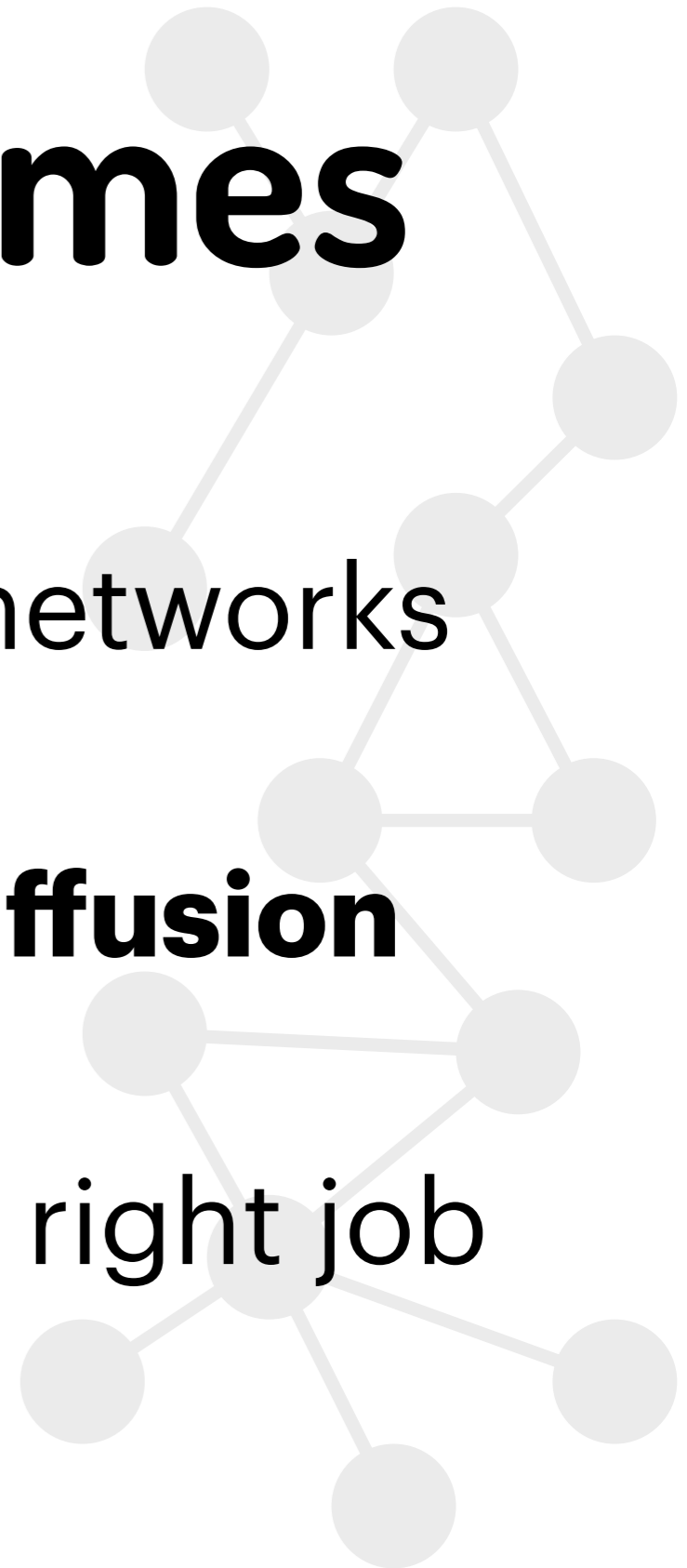


# Learning outcomes

How things **propagate** across networks

Compare different models of **diffusion**

**Choose** the right model for the right job

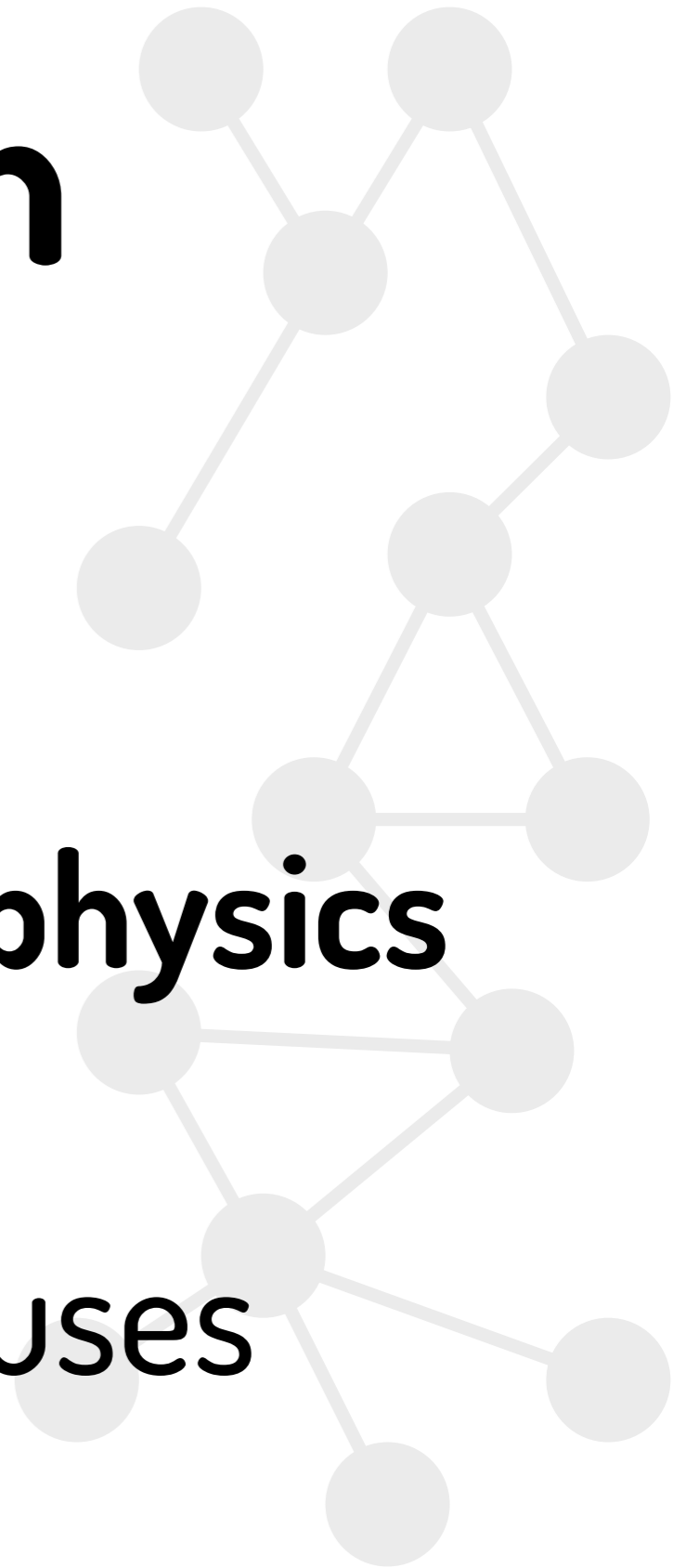


# Introduction

Started in the 1970s

Original models were from **physics**

Many disciplines, **different uses**

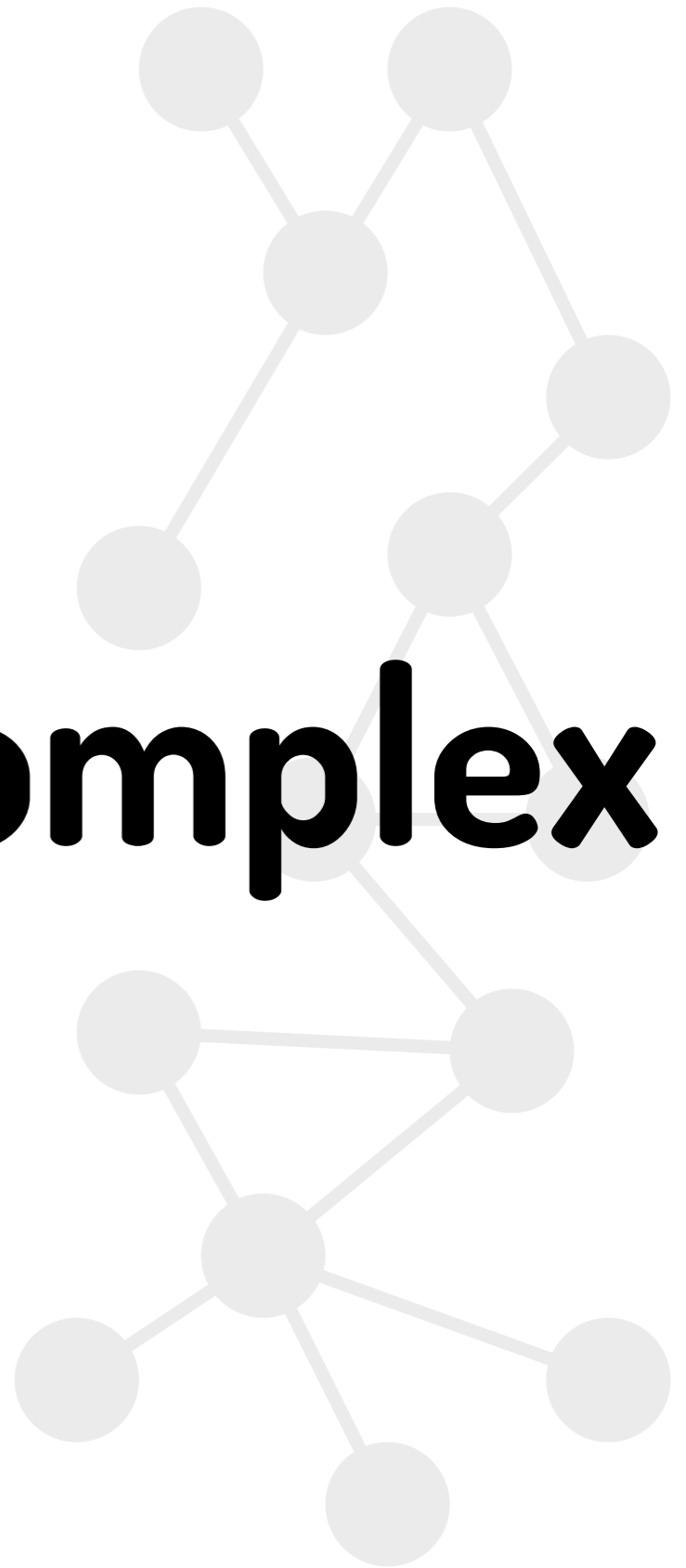


# Introduction

**Ideas, behaviours, rumours,  
information, opinions, fake news, etc.**



**Simple models, complex  
models**



## **Simple contagion**

Agents can be “infected” directly

## **Complex contagion**

Non-linear or repeated interactions  
for agents to be “infected”



# Independent cascade

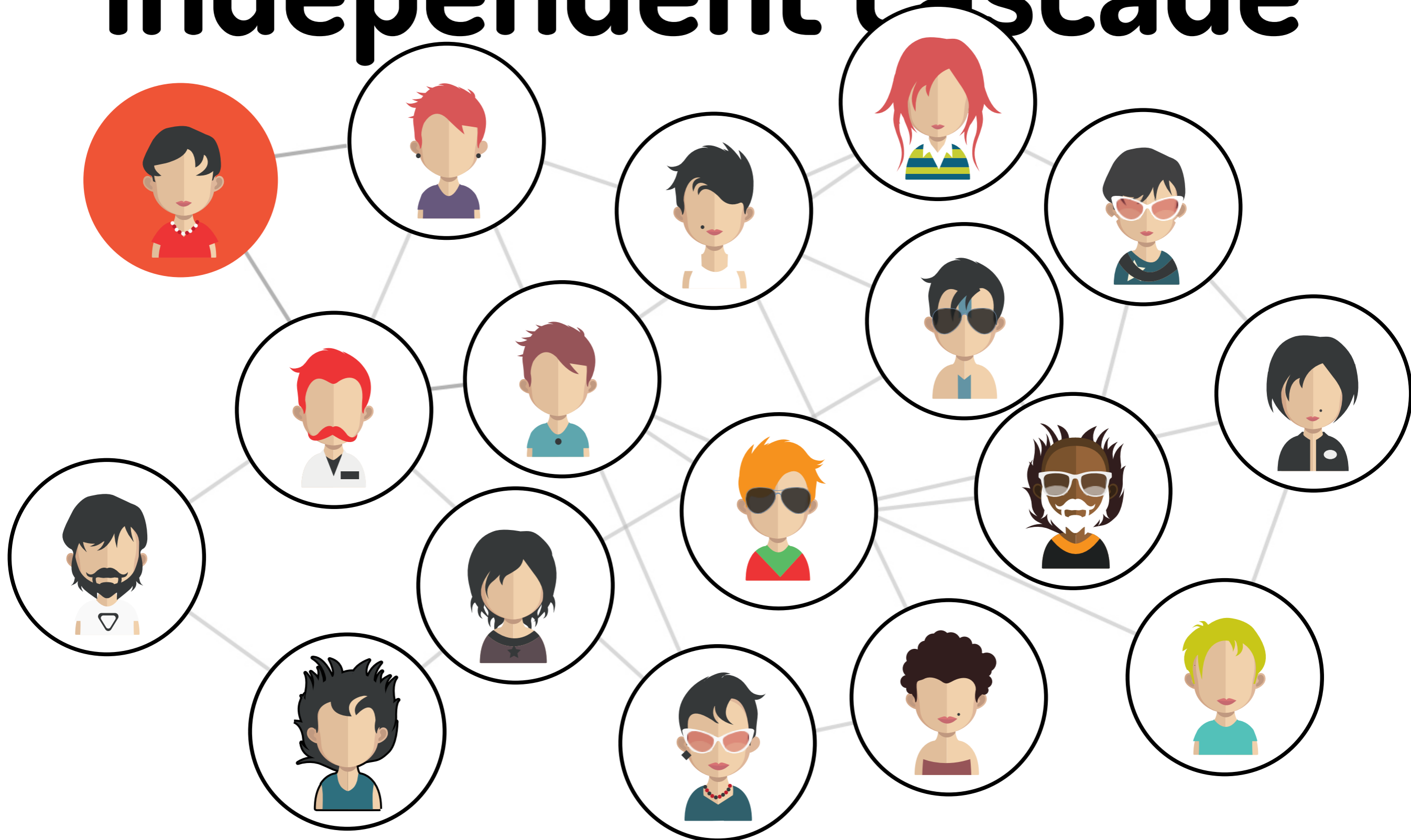
**Irreversible states**

**Easy to compute**

**Easy to extend to influence maximisation**

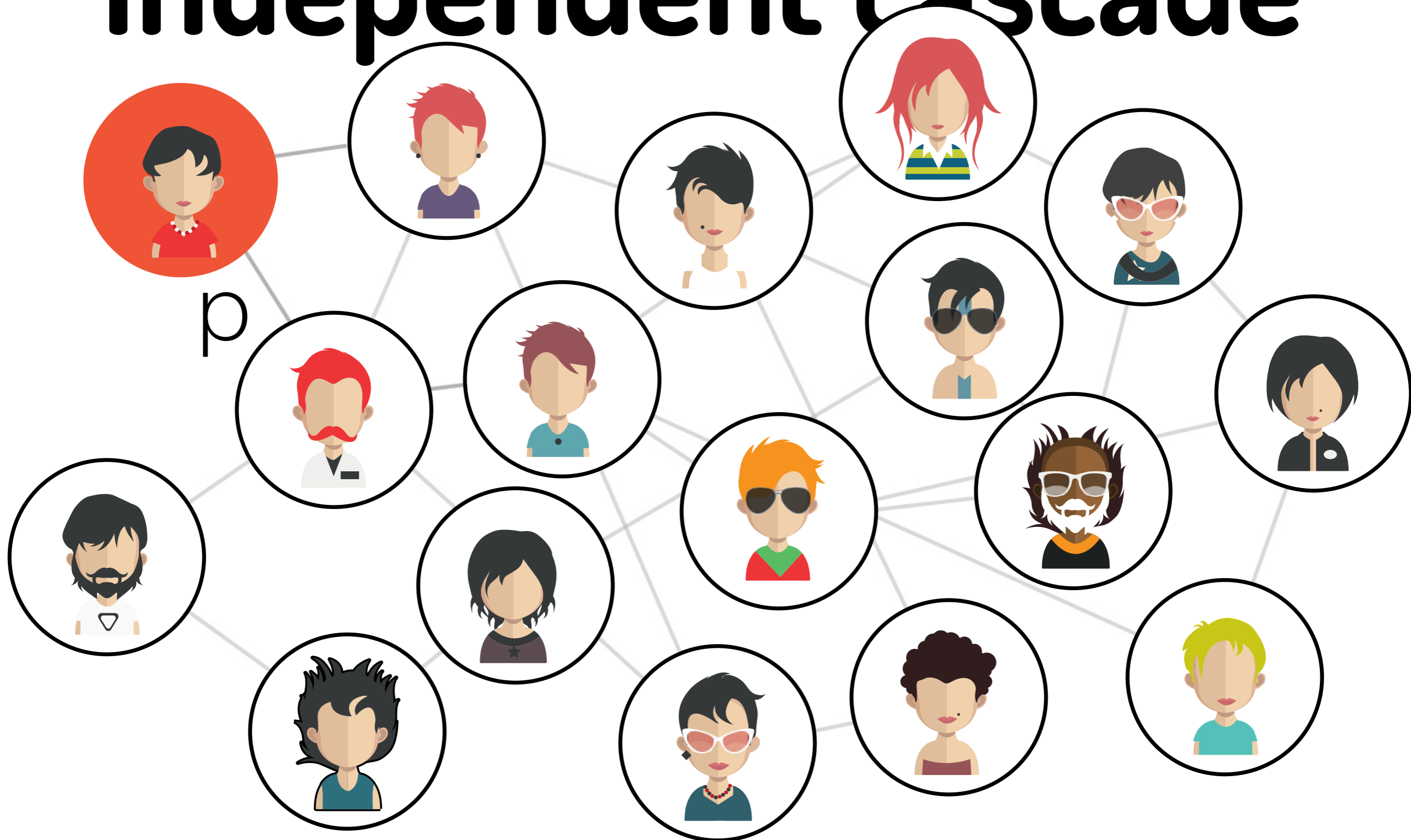


# Independent cascade

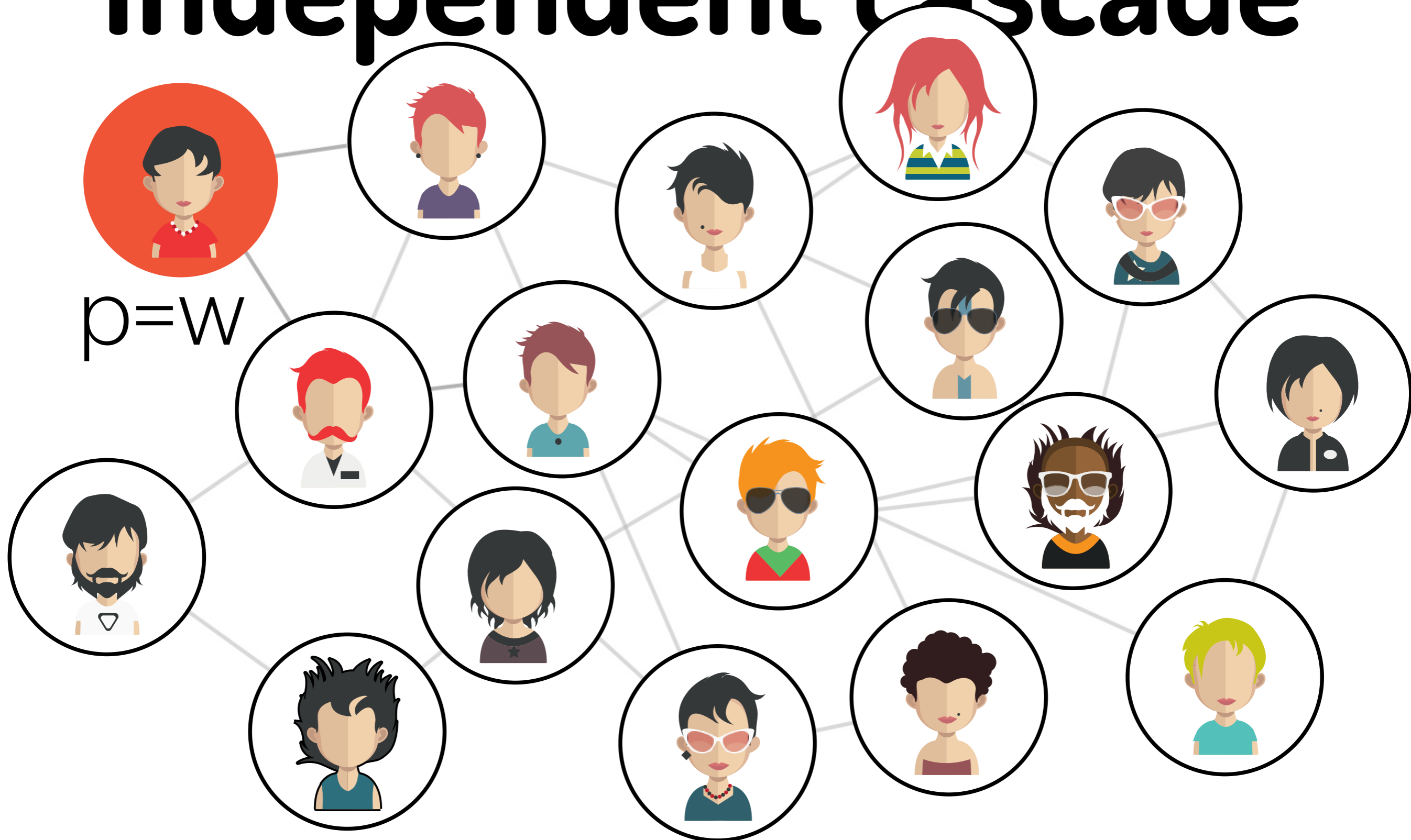




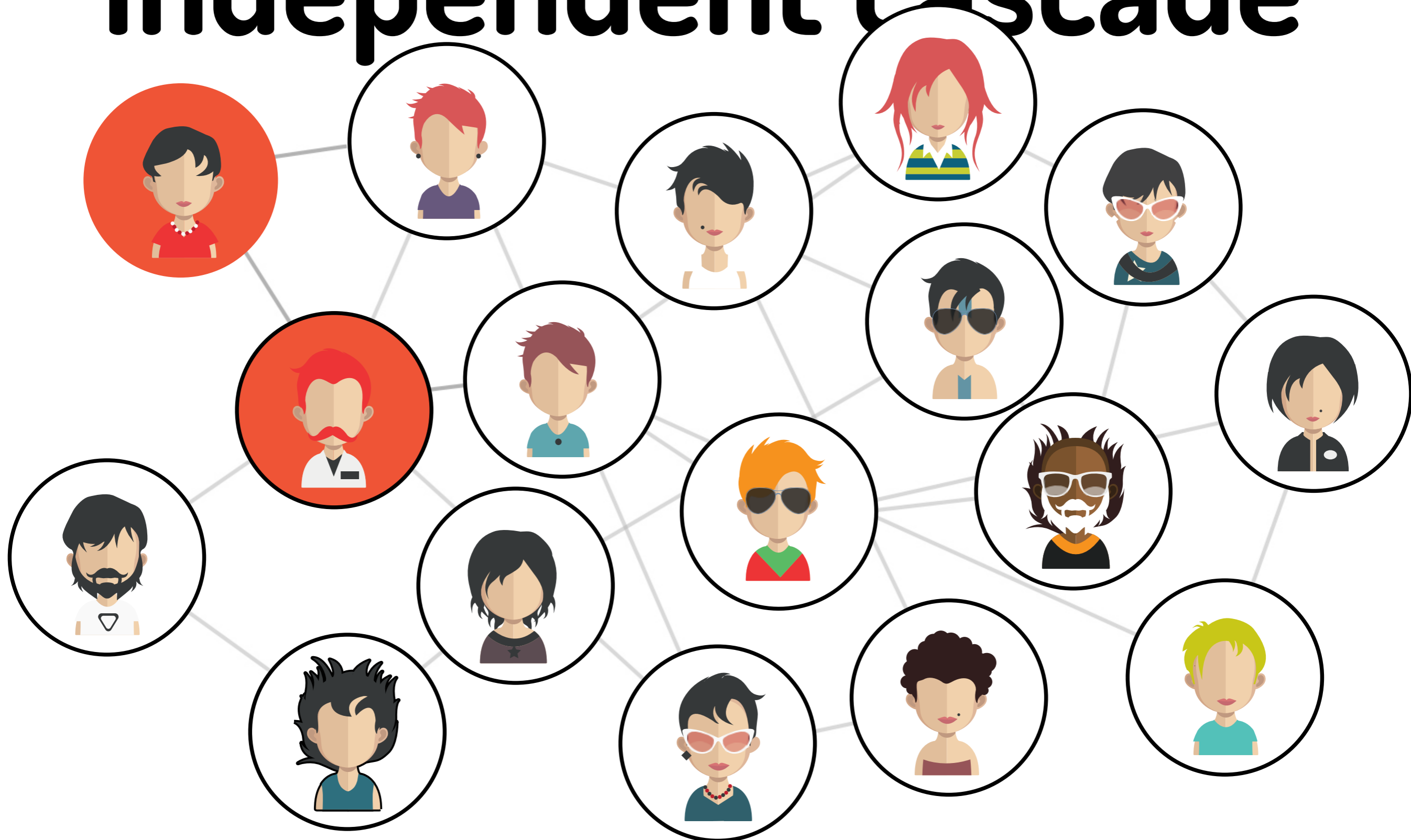
# Independent cascade



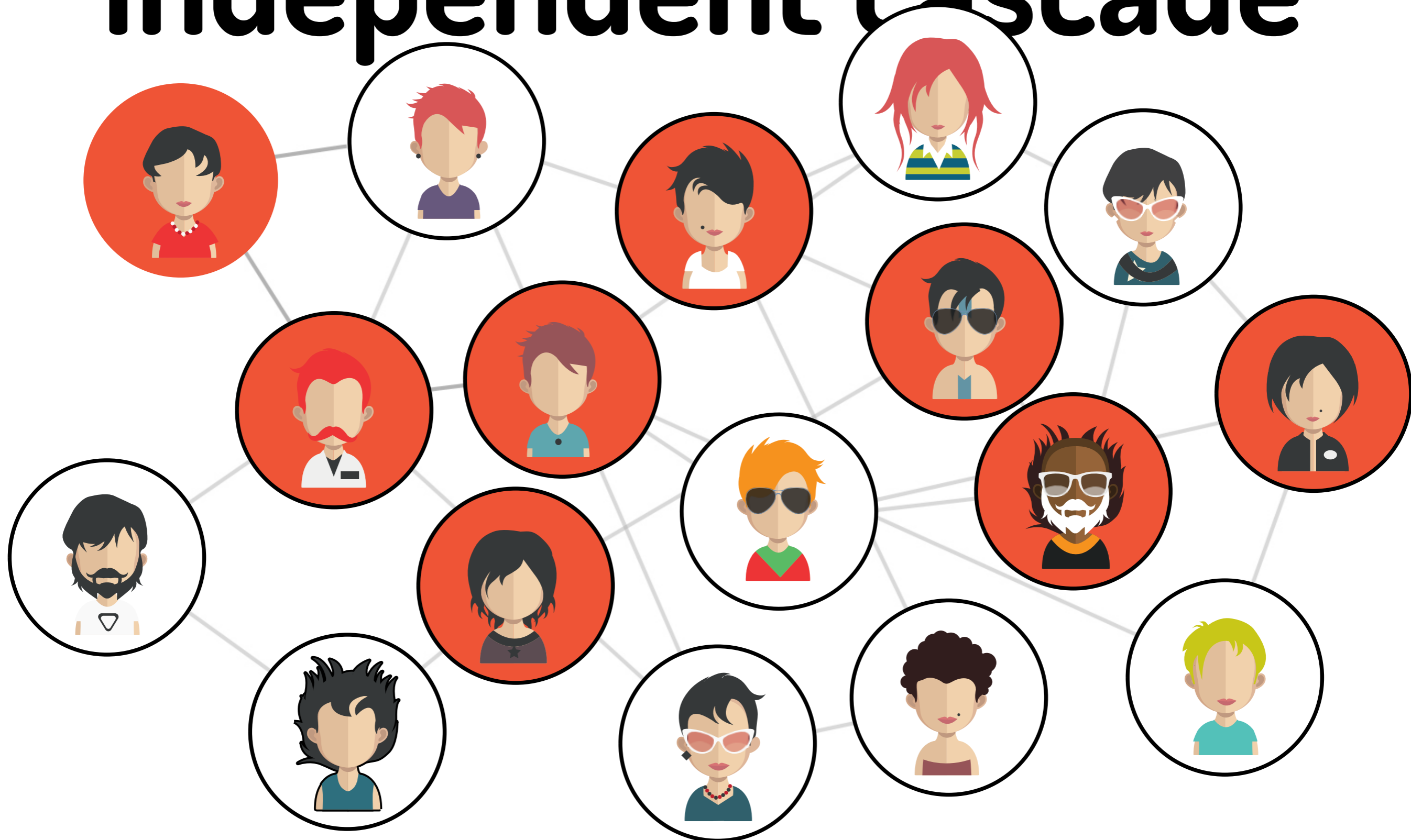
# Independent cascade



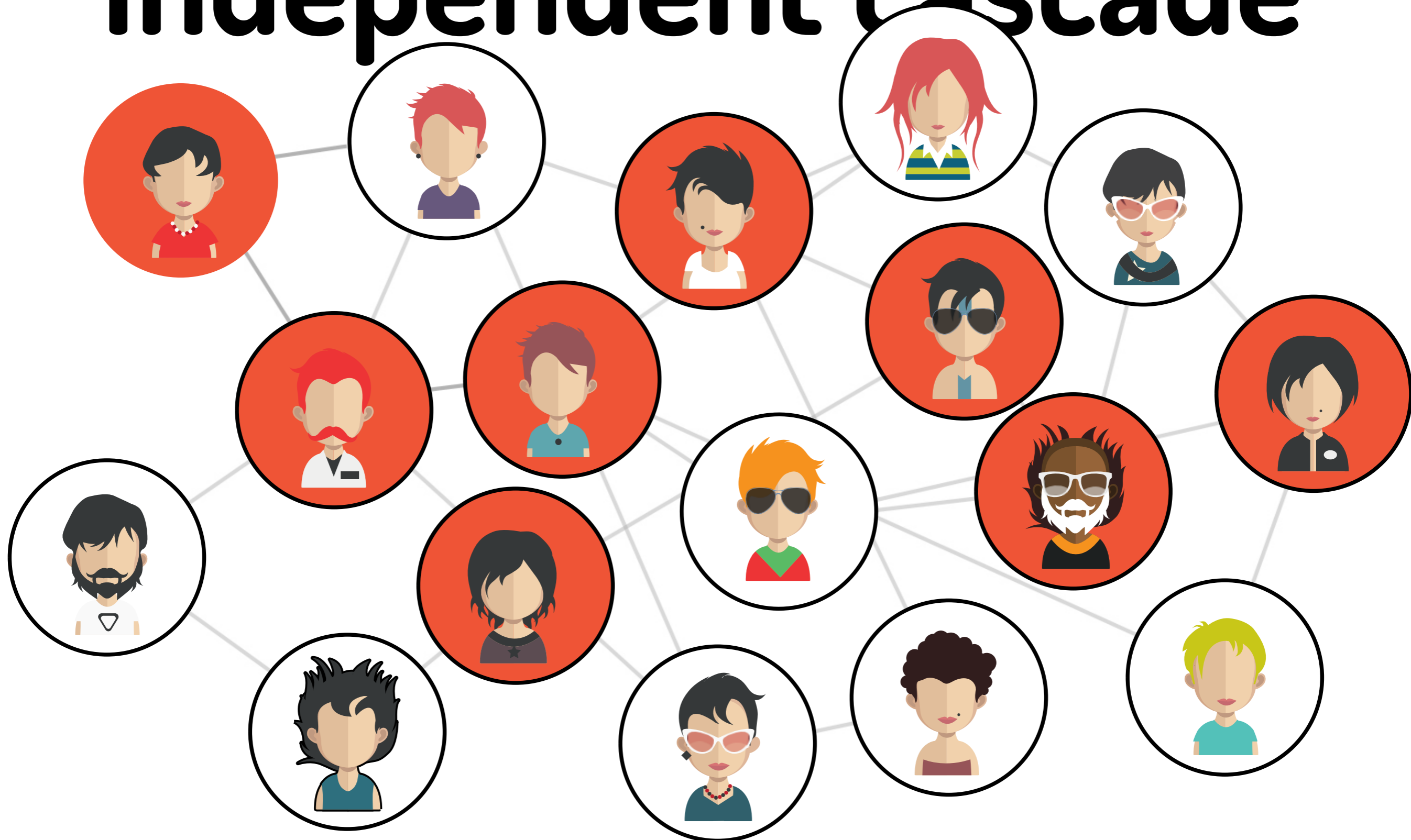
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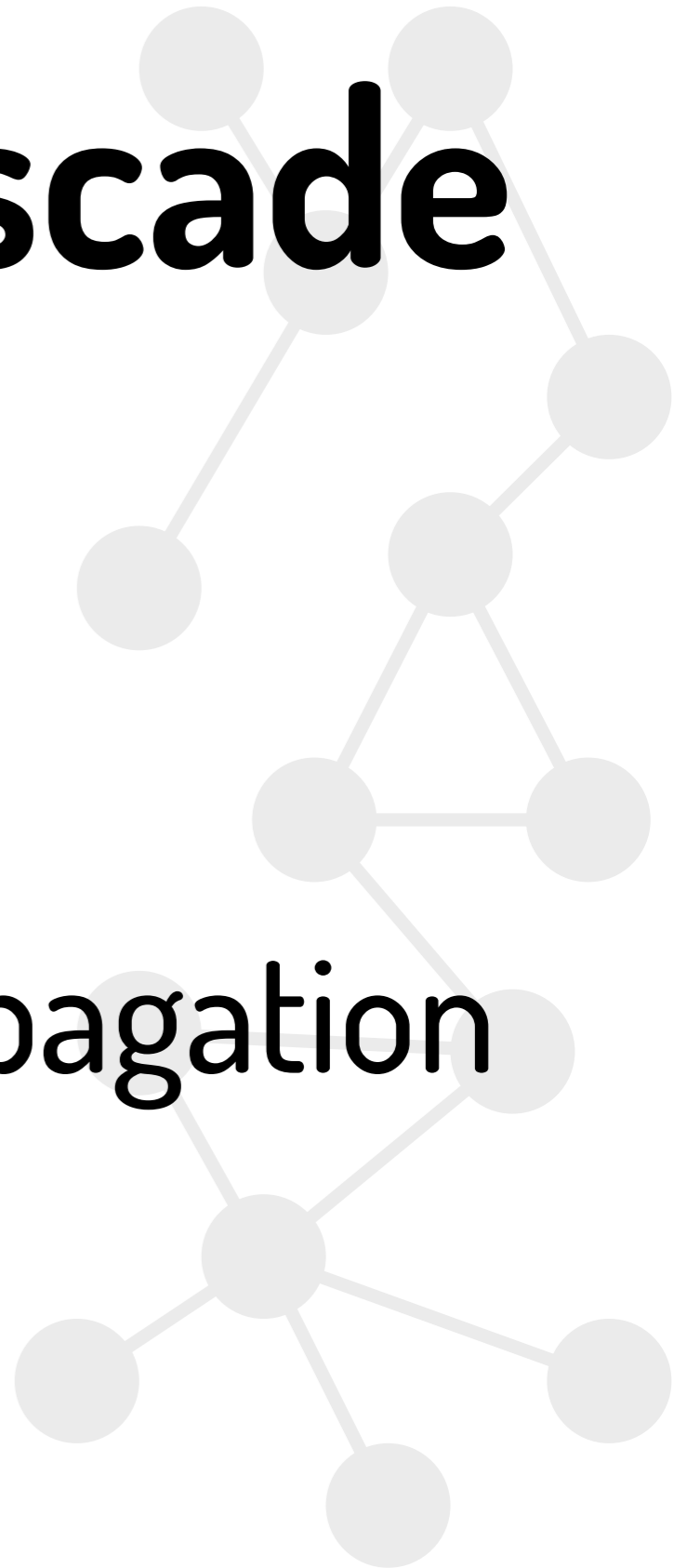
# Independent cascade



# Independent cascade

**Good for:**

information and rumor propagation



# Linear threshold model

Irreversible states

Easy to compute

Toy model for complex contagion

# Linear threshold model





# Linear threshold model



# Linear threshold model



# Linear threshold model



**Time to play!**

**[www.ncase.me/crowds](http://www.ncase.me/crowds)**

# Linear threshold model

**Good for:**

Group decisions, Majority voting, etc.



# Voter model

**Flipping states**

**Simple, analytical solution for equilibrium**

**Fails when opinions are fine-grained**



# Voter model

## Properties

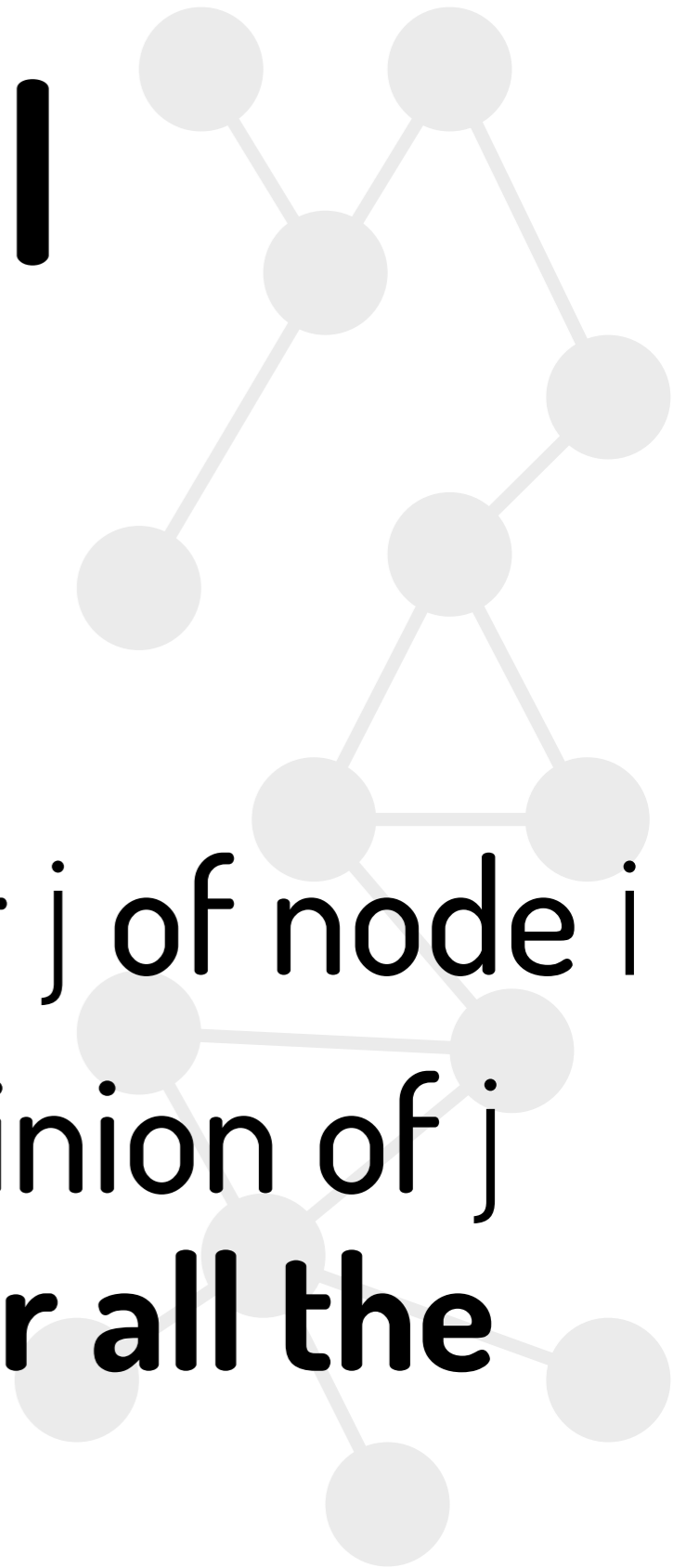
“Always” reach consensus

Analytical formula for equilibrium

Many possible extensions

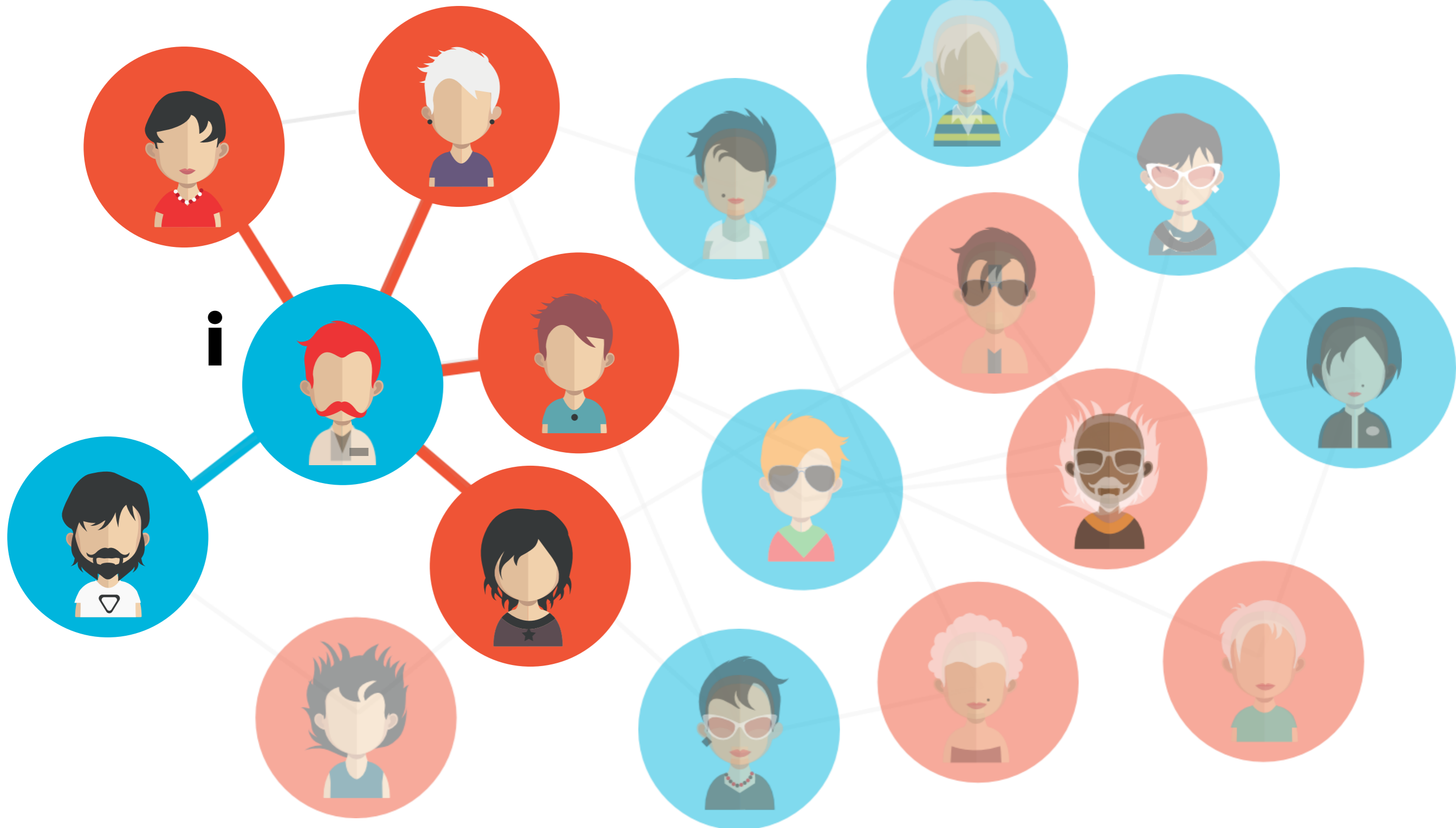
# Voter model

- 1) Pick a random node  $i$
  - 2) pick a random neighbour  $j$  of node  $i$
  - 3) change opinion of  $i$  to opinion of  $j$
- Do this simultaneously for all the nodes**





# Voter model



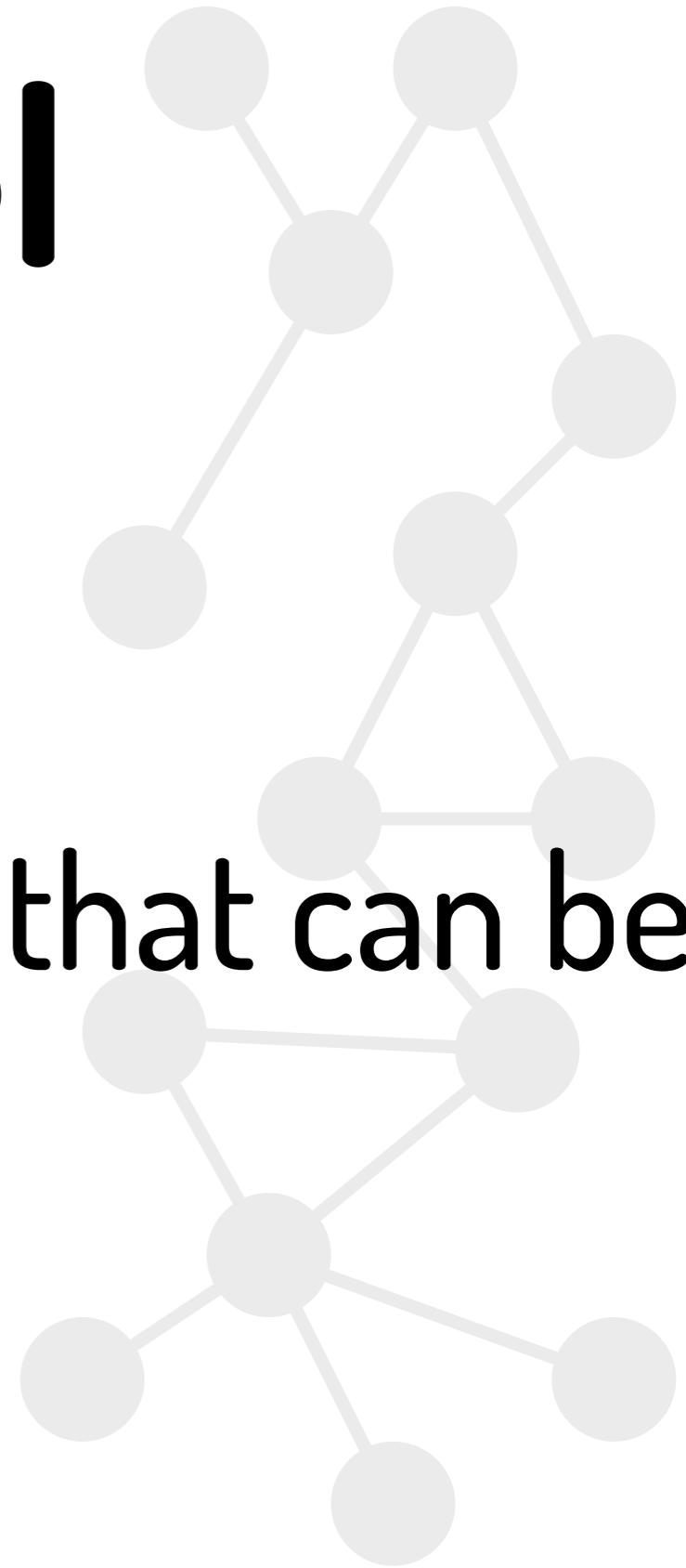
# Voter model



# Voter model

**Good for:**

anything with binary states that can be reverted

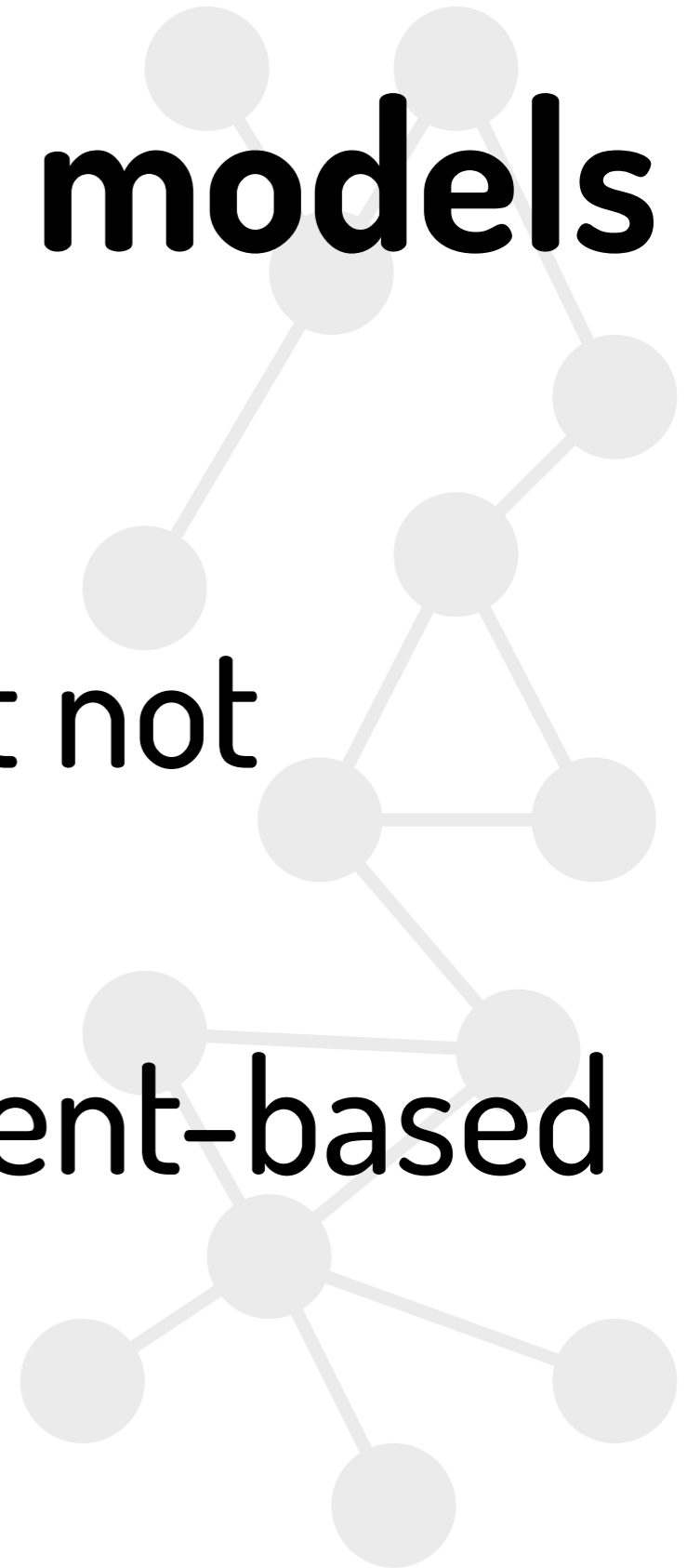


# Bounded confidence models

**Continuous opinions**

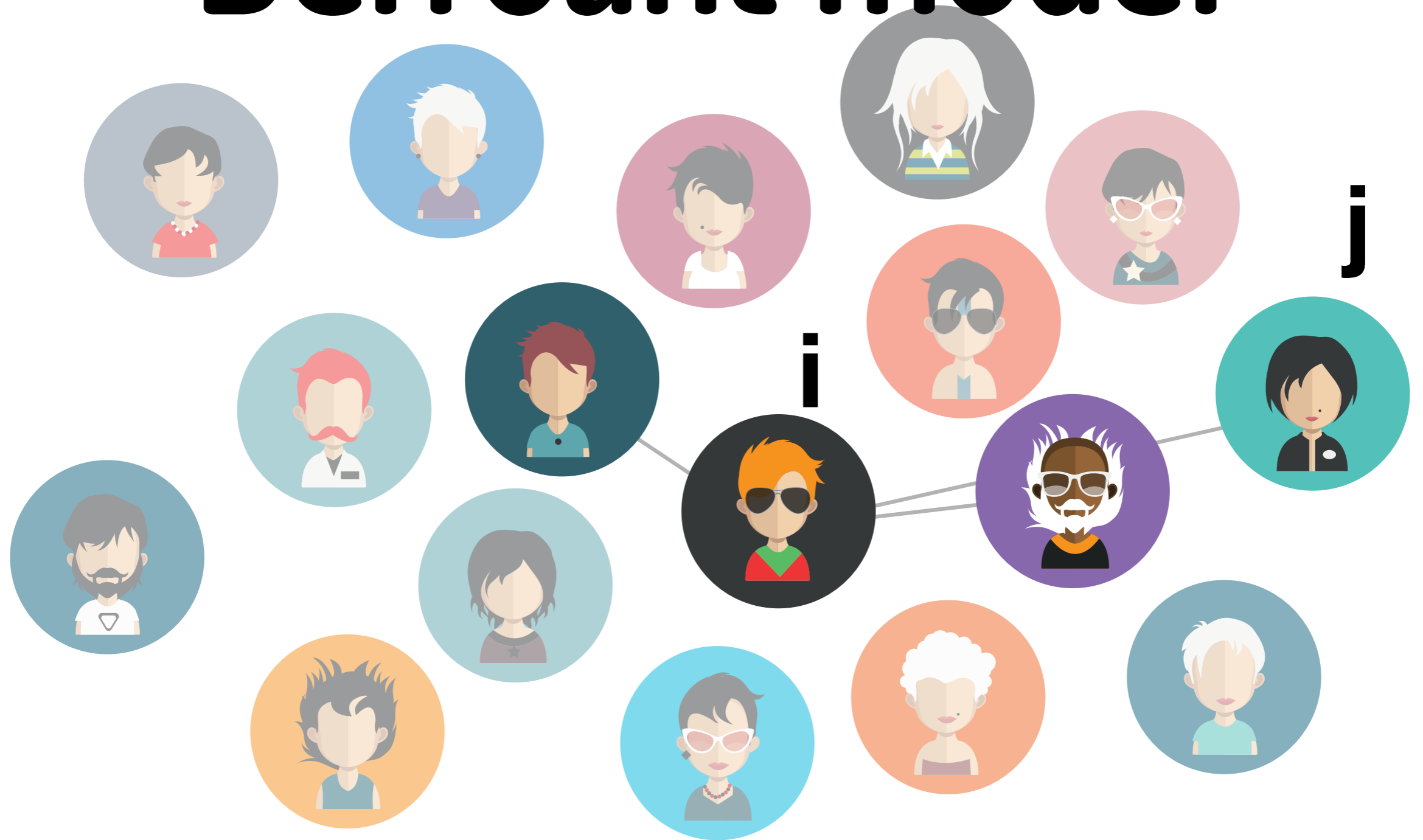
Usually between 0 and 1 but not necessarily

**Easy to implement with agent-based models**





# Deffuant model



# Deffuant model

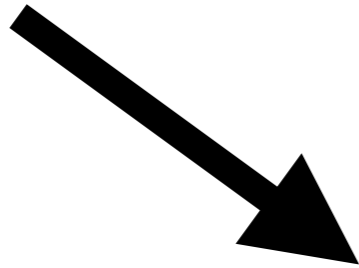
## Equations

$$\begin{cases} o_i(t+1) = o_i(t) + \mu(o_j(t) - o_i(t)) \\ o_j(t+1) = o_j(t) + \mu(o_i(t) - o_j(t)) \end{cases}$$

# Deffuant model

Opinion agent  $i$

Equations



$$\begin{cases} o_i(t+1) = o_i(t) + \mu(o_j(t) - o_i(t)) \\ o_j(t+1) = o_j(t) + \mu(o_i(t) - o_j(t)) \end{cases}$$




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Opinion agent  $i$

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Convergence parameter



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Convergence parameter


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**Only If**  $|o_i(t) - o_j(t)| < \epsilon$

**TO EVERYONE WHO RESPECTS**

$$|o_i - o_j| < \epsilon$$

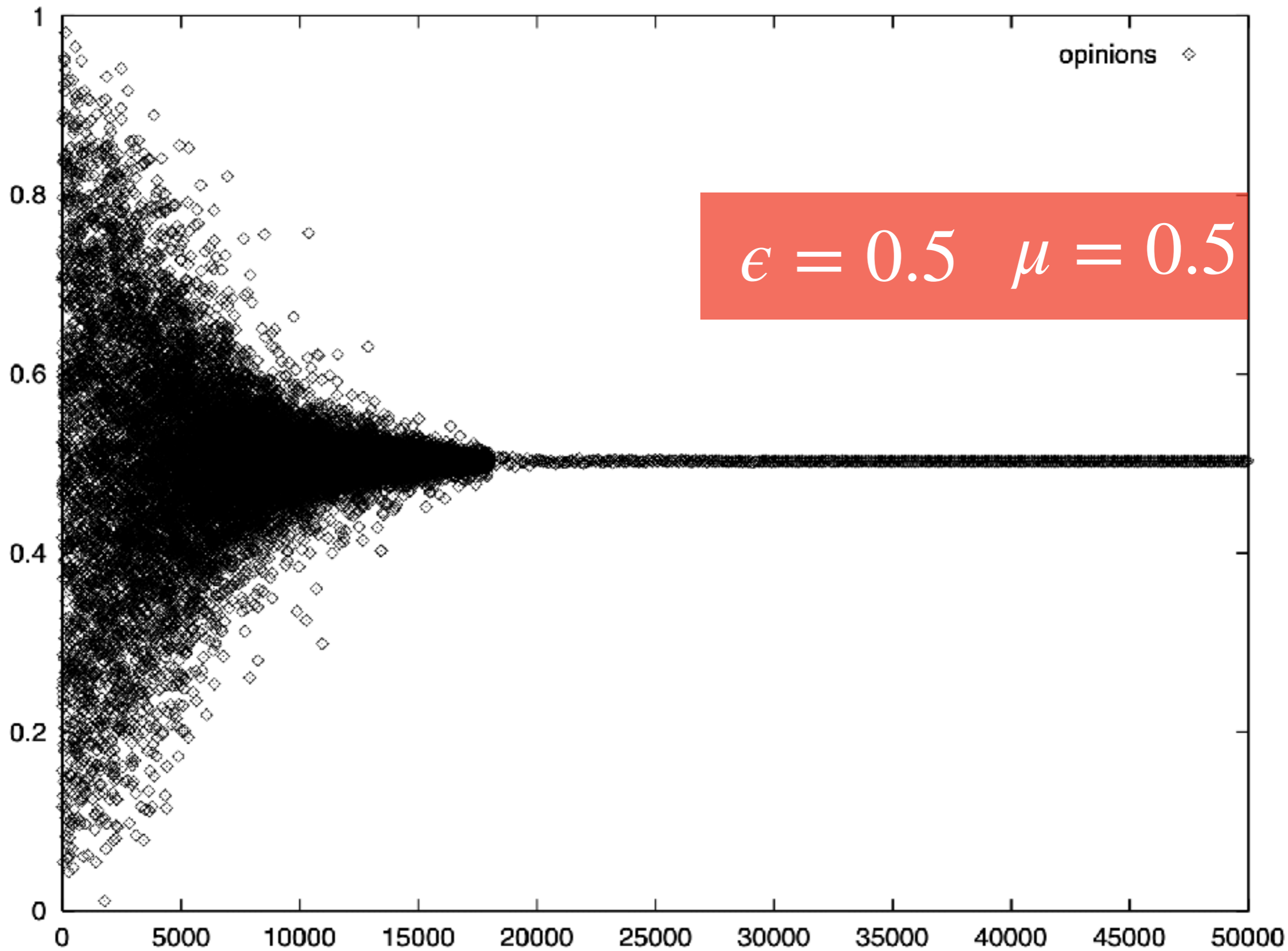
**DIFFERENT OPINIONS**

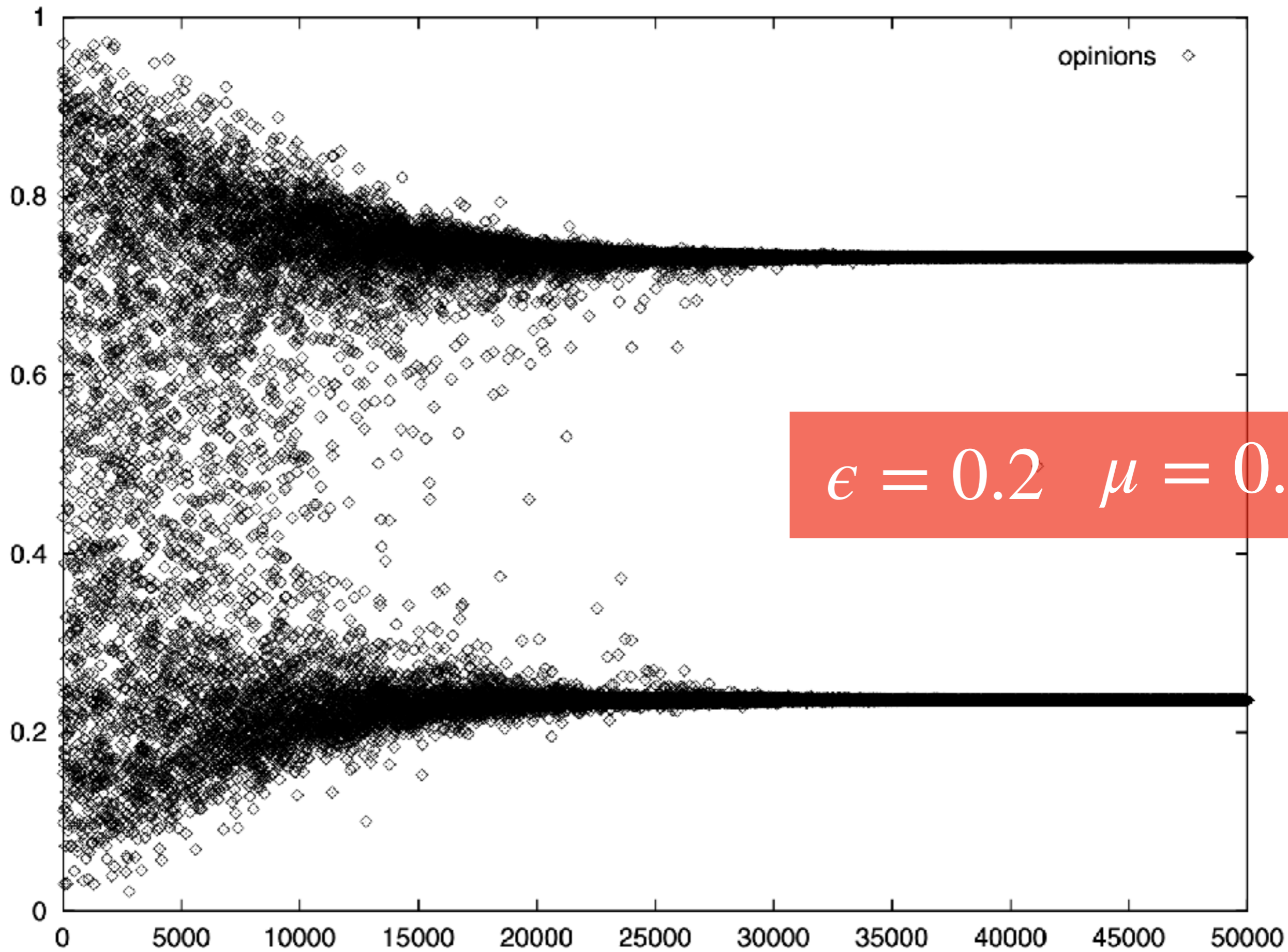
**I DON'T ALWAYS LISTEN TO OTHER'S OPINIONS,**



$$|o_i - o_j| > \epsilon$$

**BUT WHEN I DO, I PUT ON MY  
'I DON'T GIVE A SHIT' FACE.**

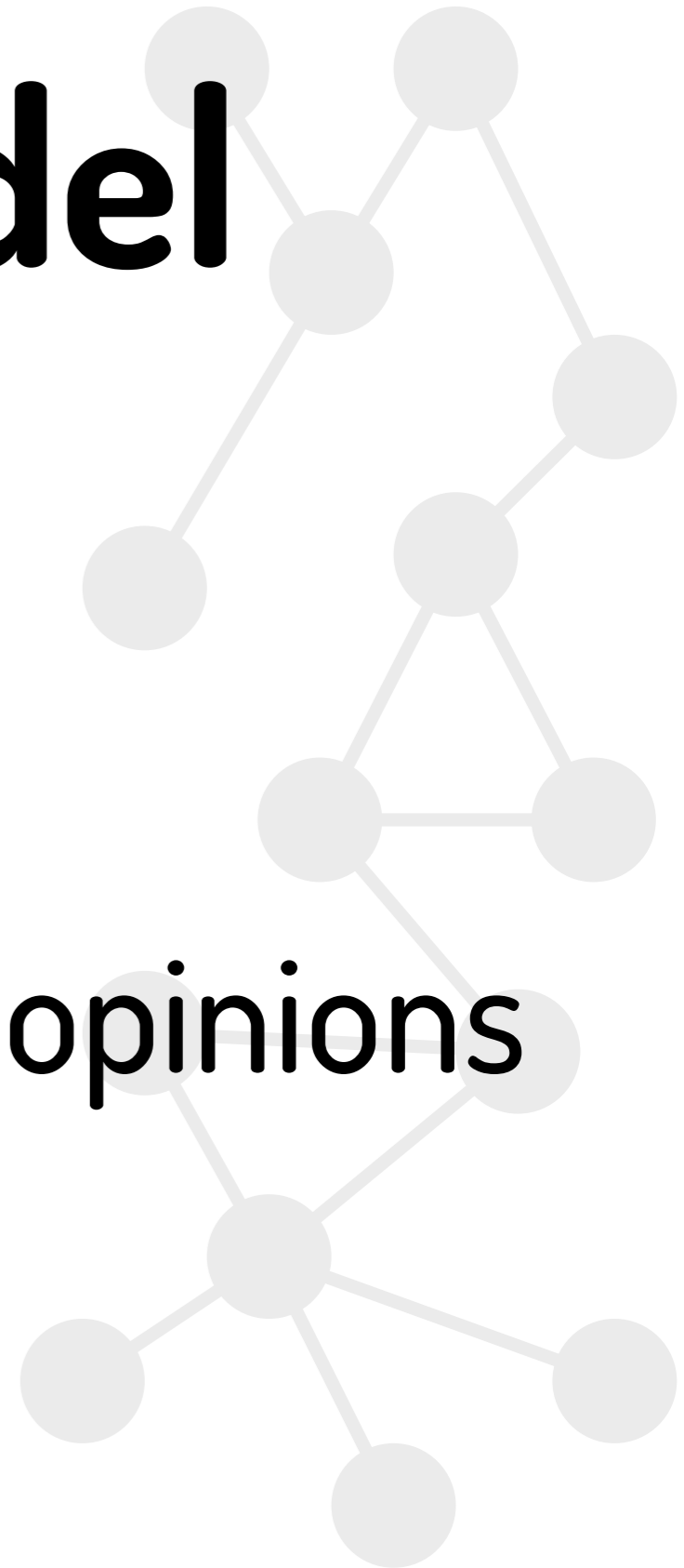




# Deffuant model

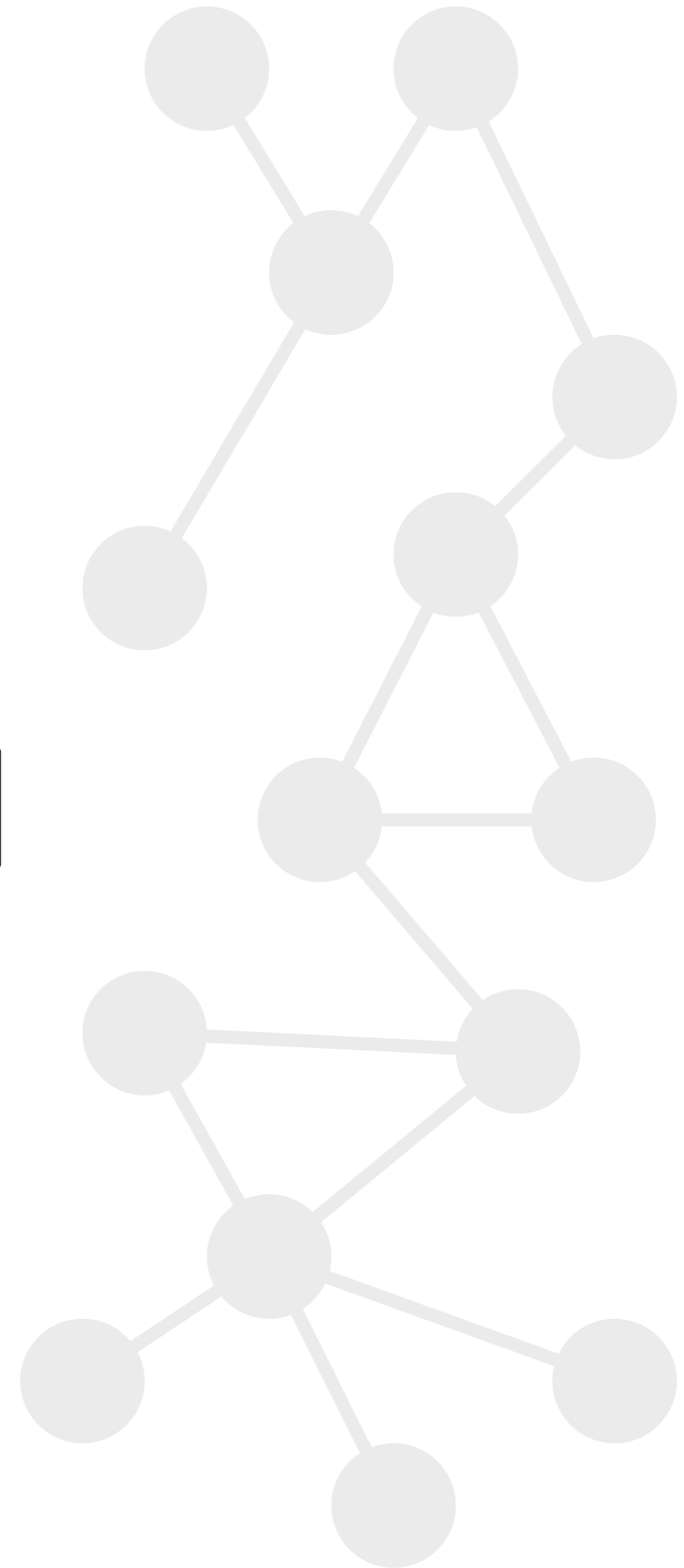
**Good for:**

when you need continuous opinions



# Case study

An opinion dynamics model  
**for prediction markets**





# Prediction markets

Markets on events that have a **definite end-point**

(e.g. political elections, football match, price of stock at time  $t$ )

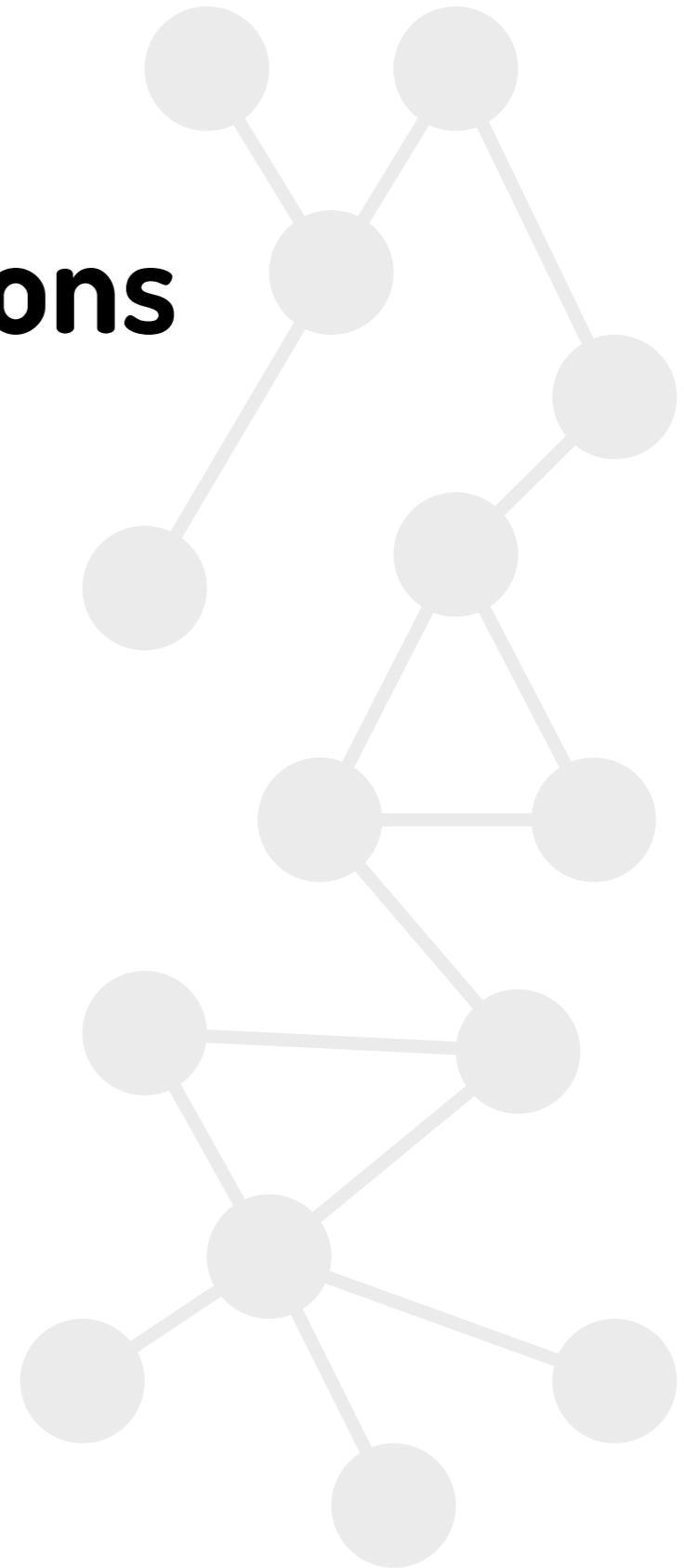
Contract **pays 1** if correct **0 otherwise**

Price reflect **perceived probability** of that outcome to occur

# Model

Agents start with **random opinions**

(uniform, between 0 and 1)



# Model

Agents start with **random opinions**  
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They “live” on a **barabasi-albert** network



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They **communicate** with random neighbour



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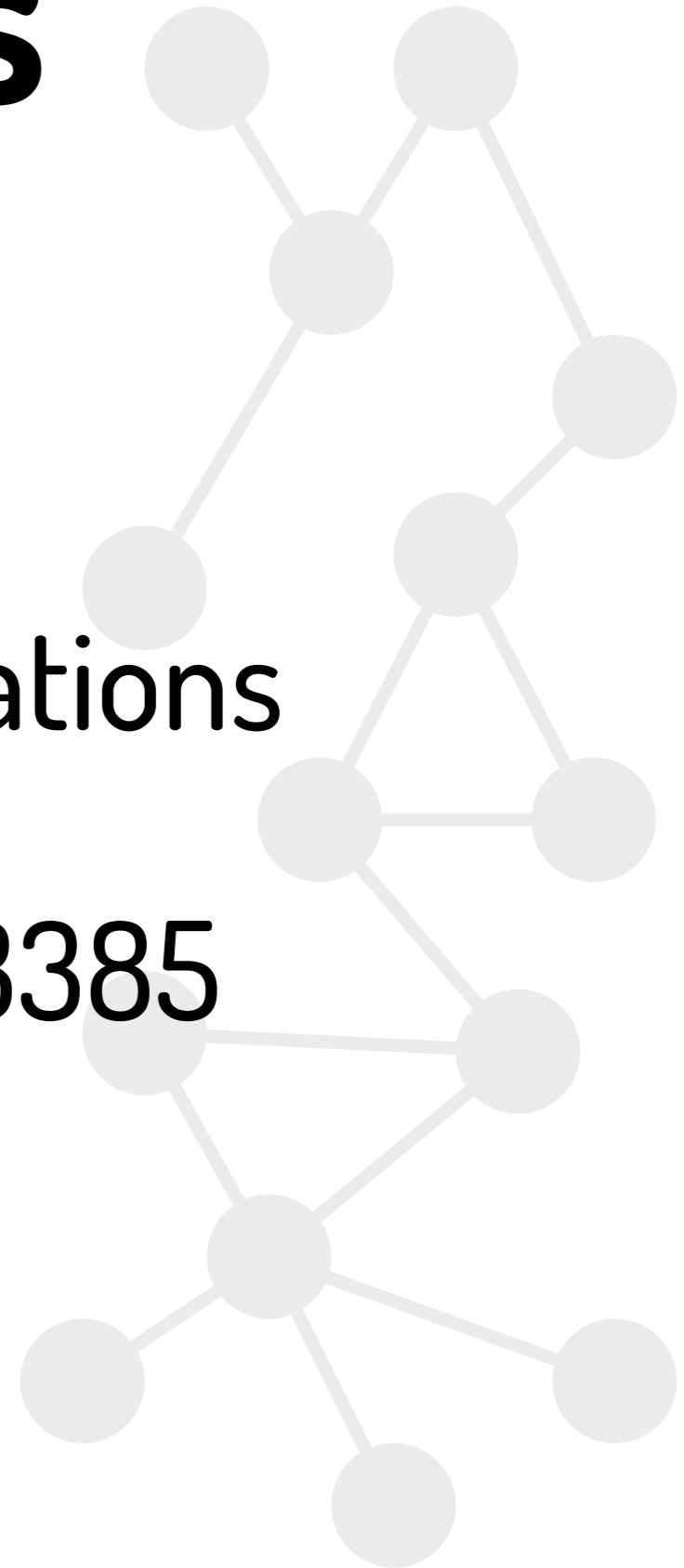
Some of them participate in the **market**. They buy if price is less than their opinion, and sell otherwise



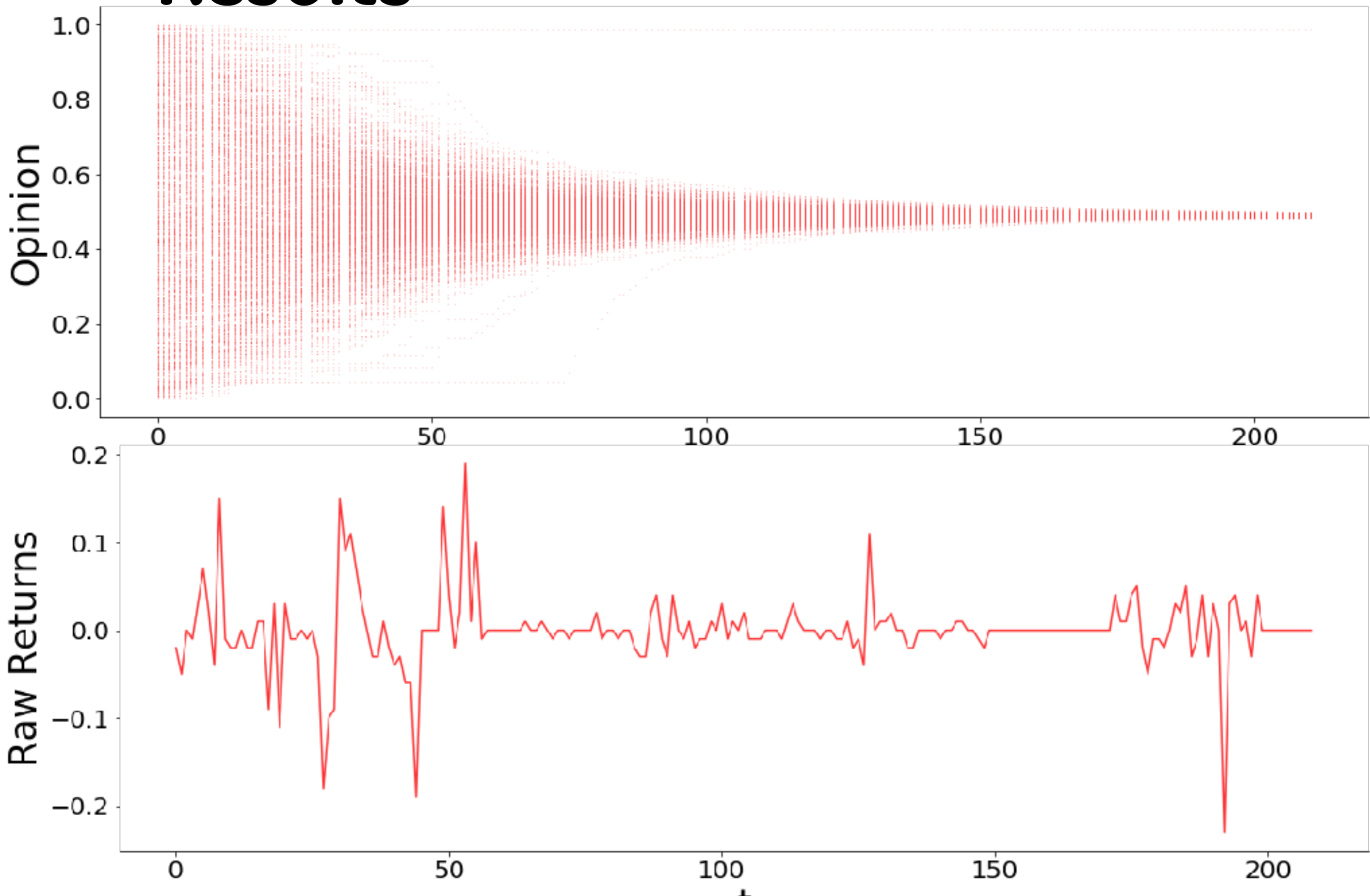
# Simulations

**Generate price data with simulations**

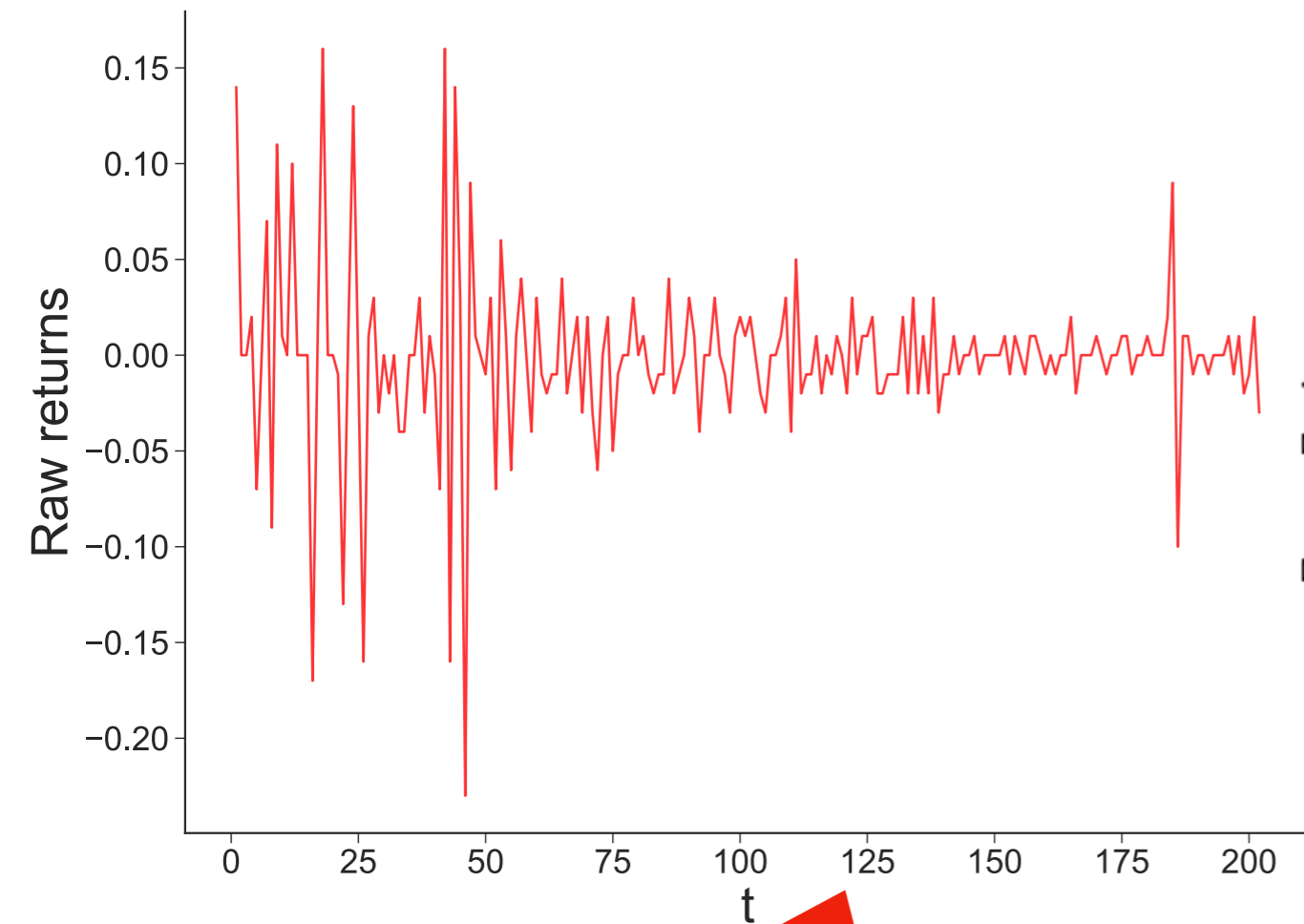
**Compare with empirical data (3385  
markets)**



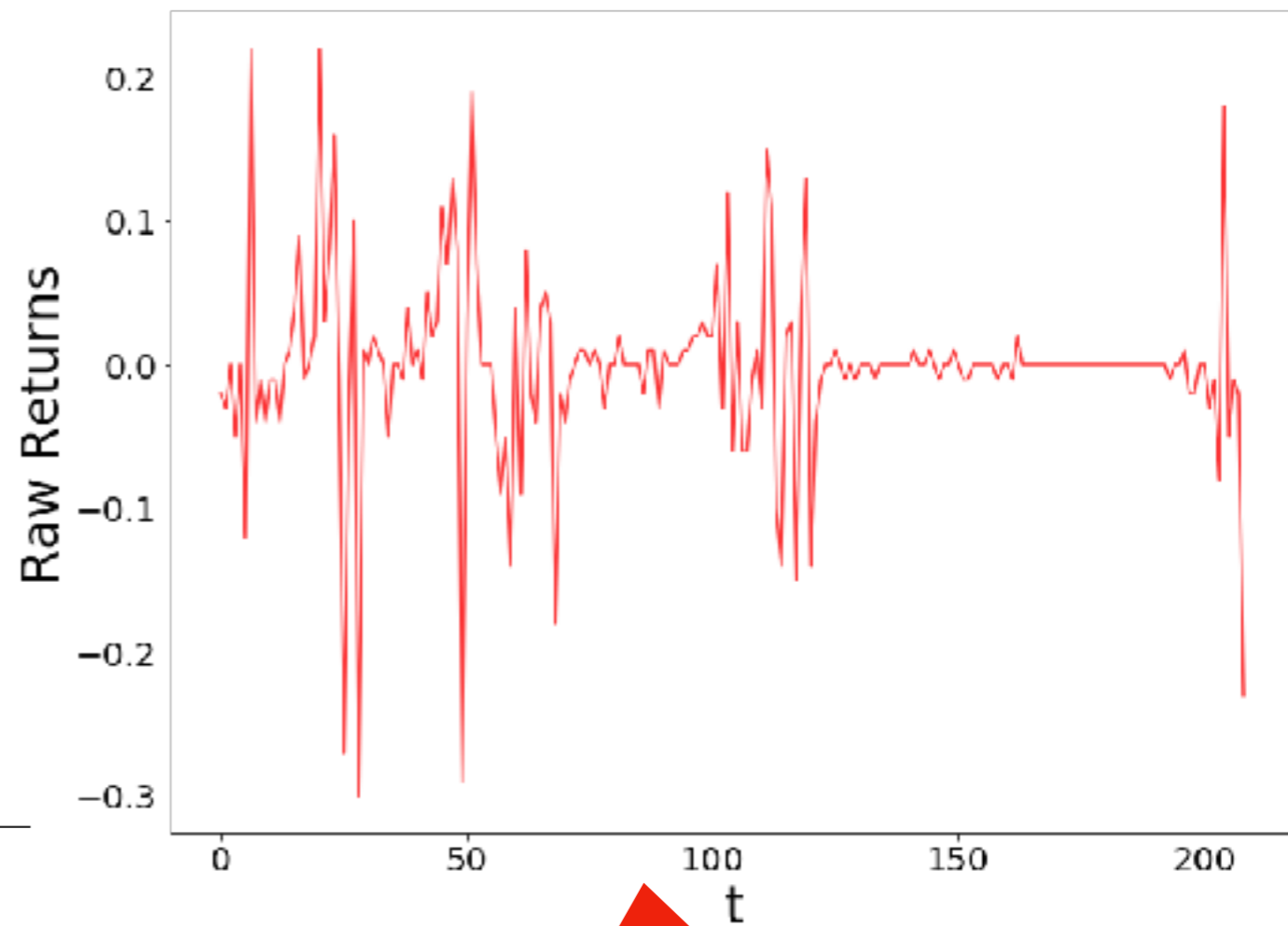
# Results



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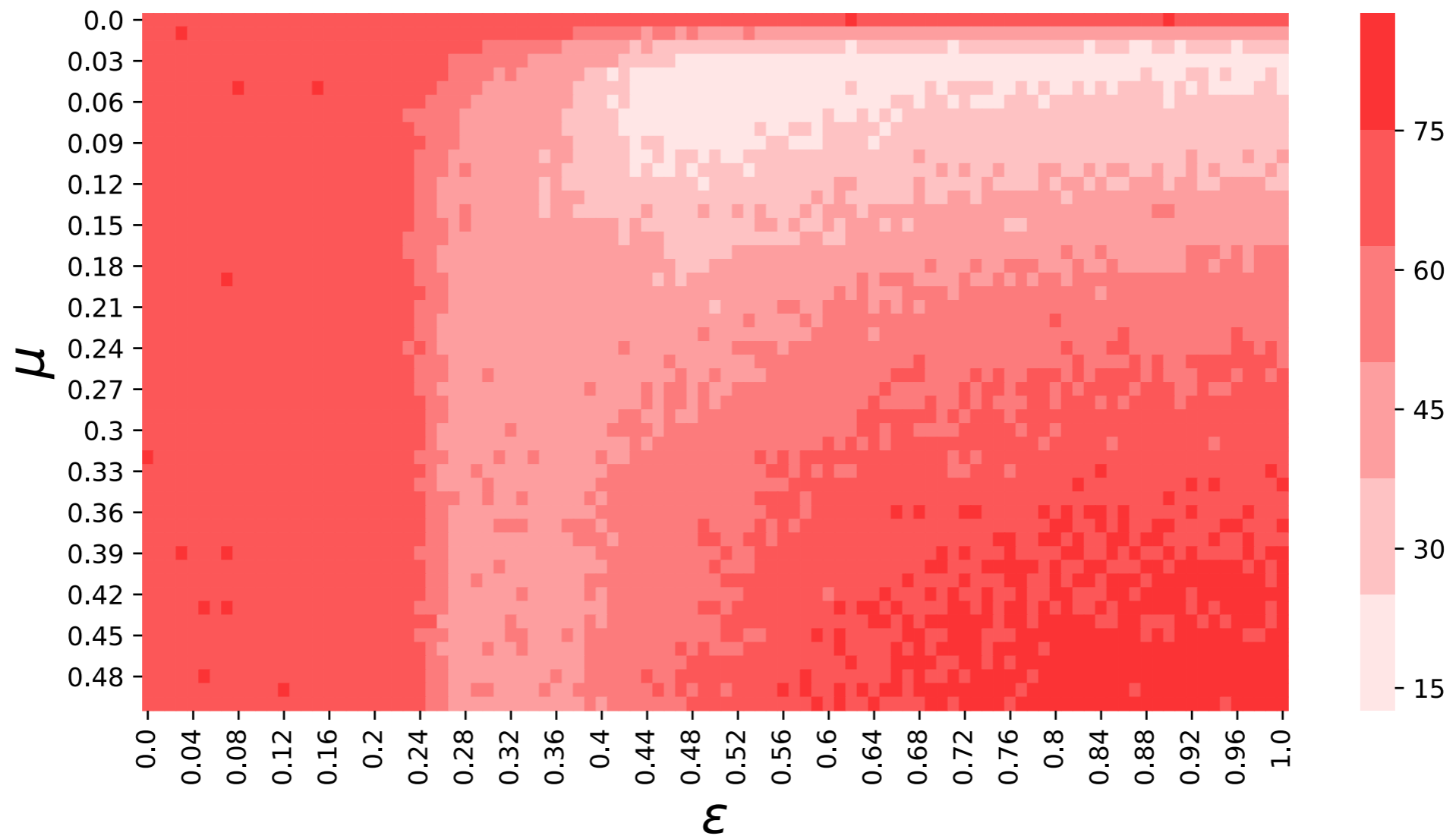
Historical (Brexit)



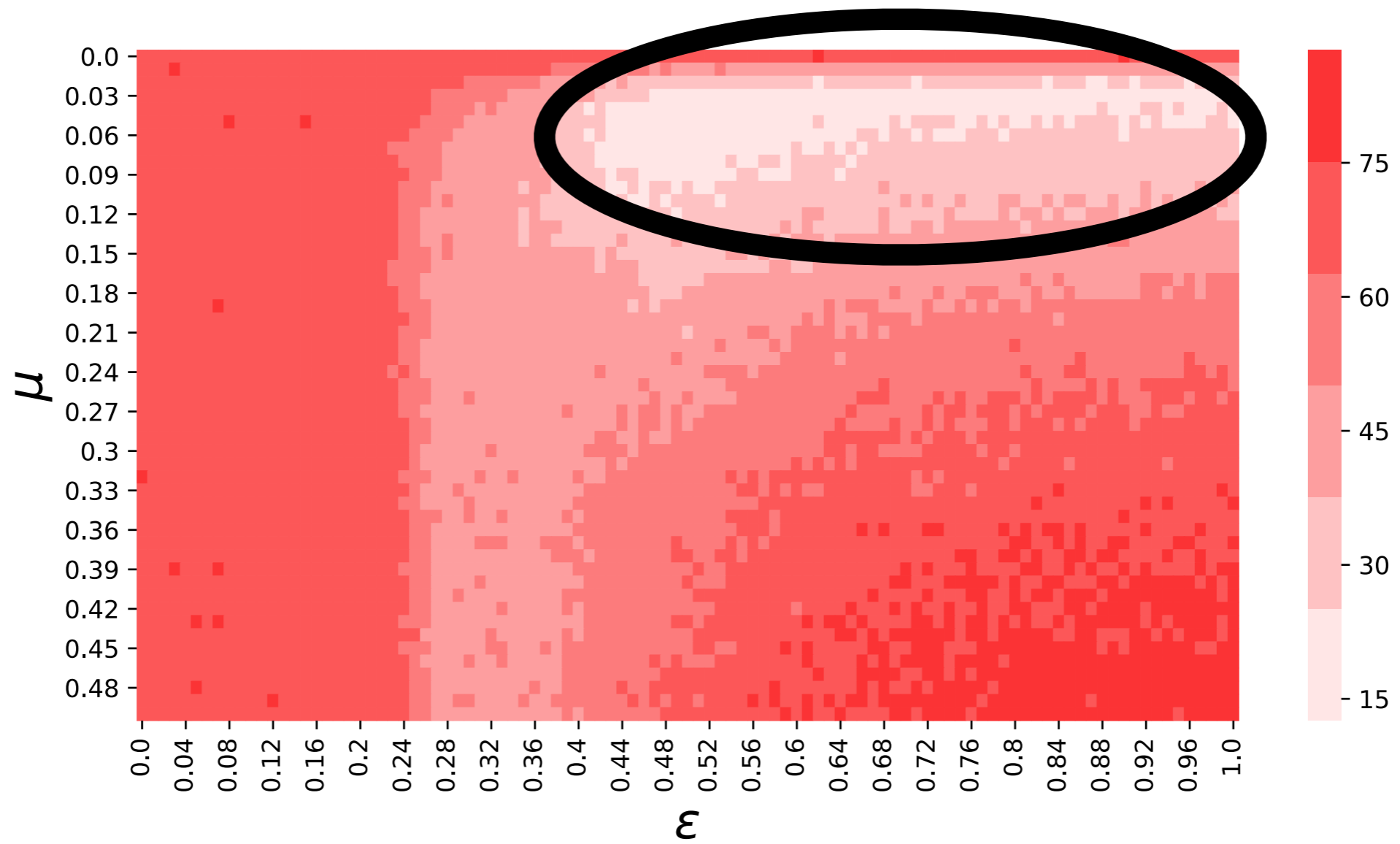
Simulated



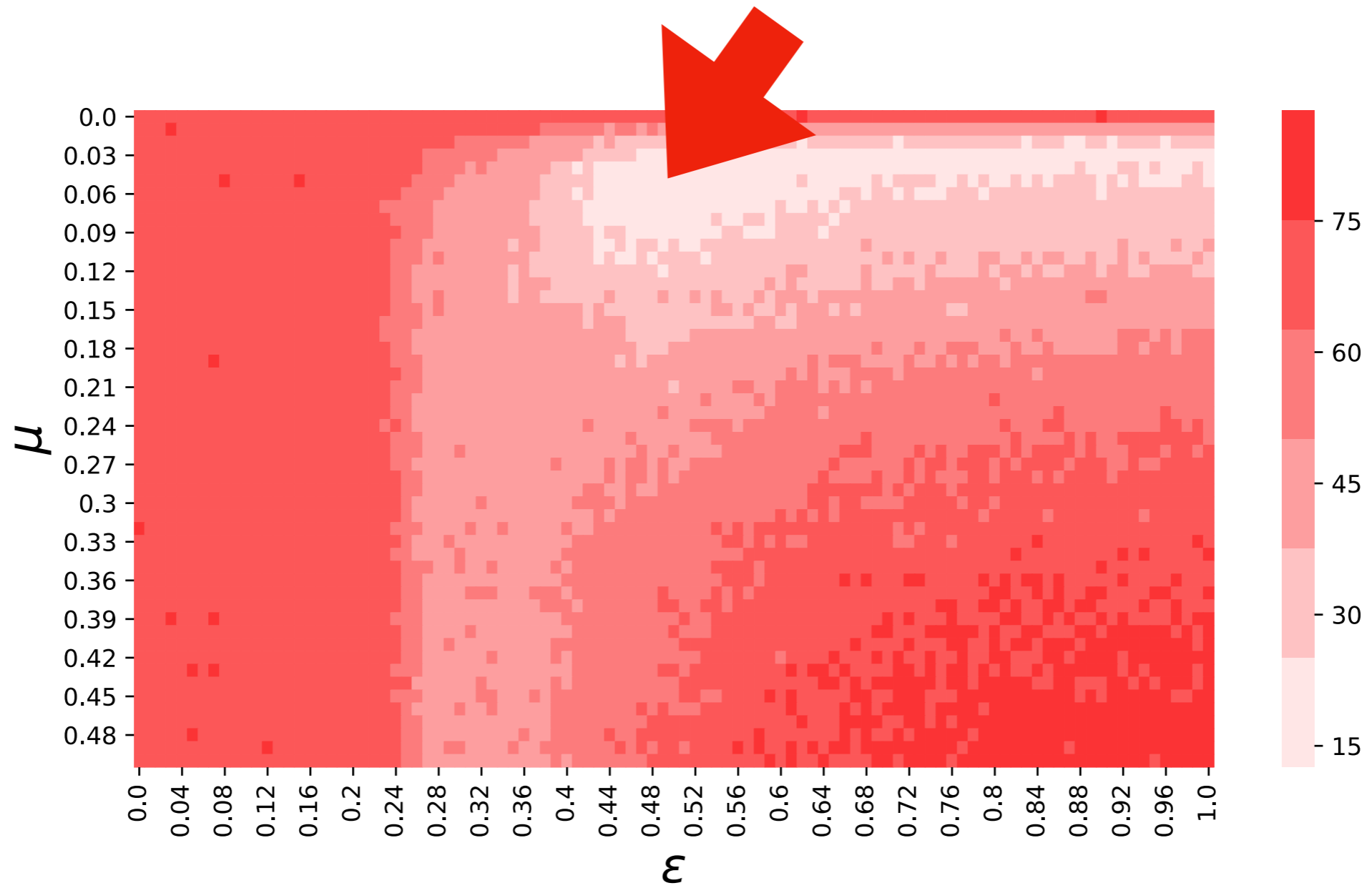
# Results



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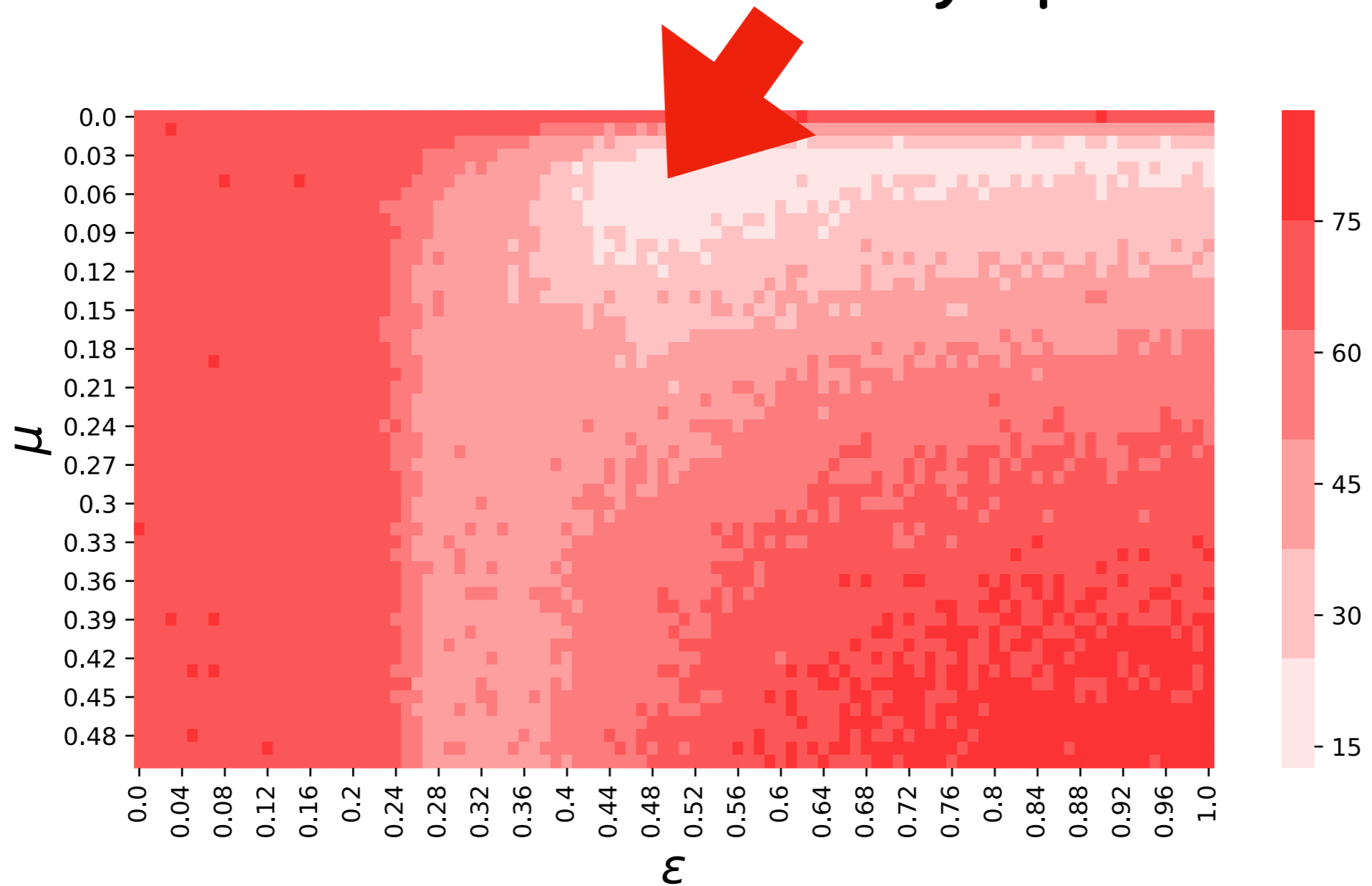


# Results

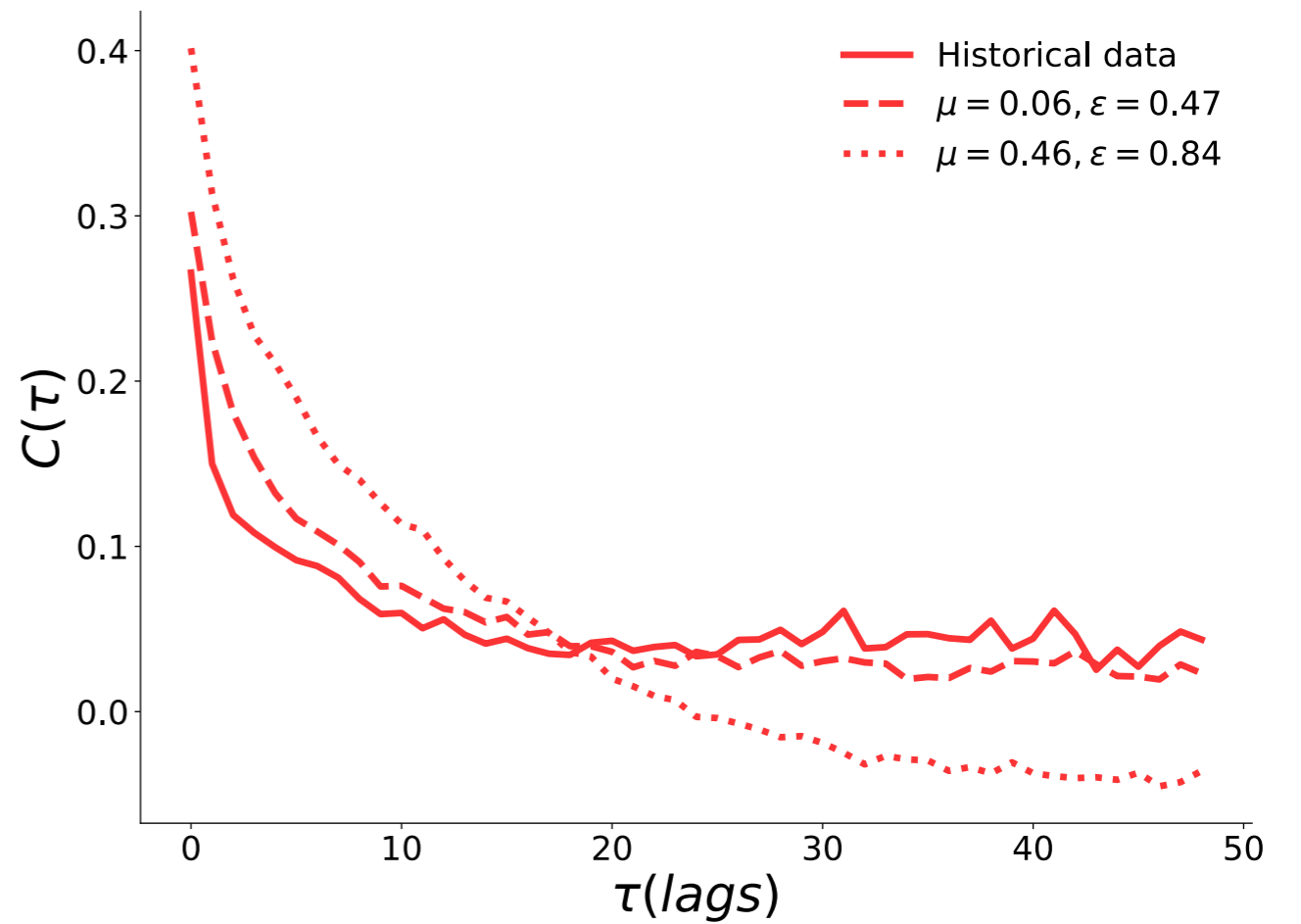


# Results

People exchange opinions with many,  
but barely update theirs



# Results

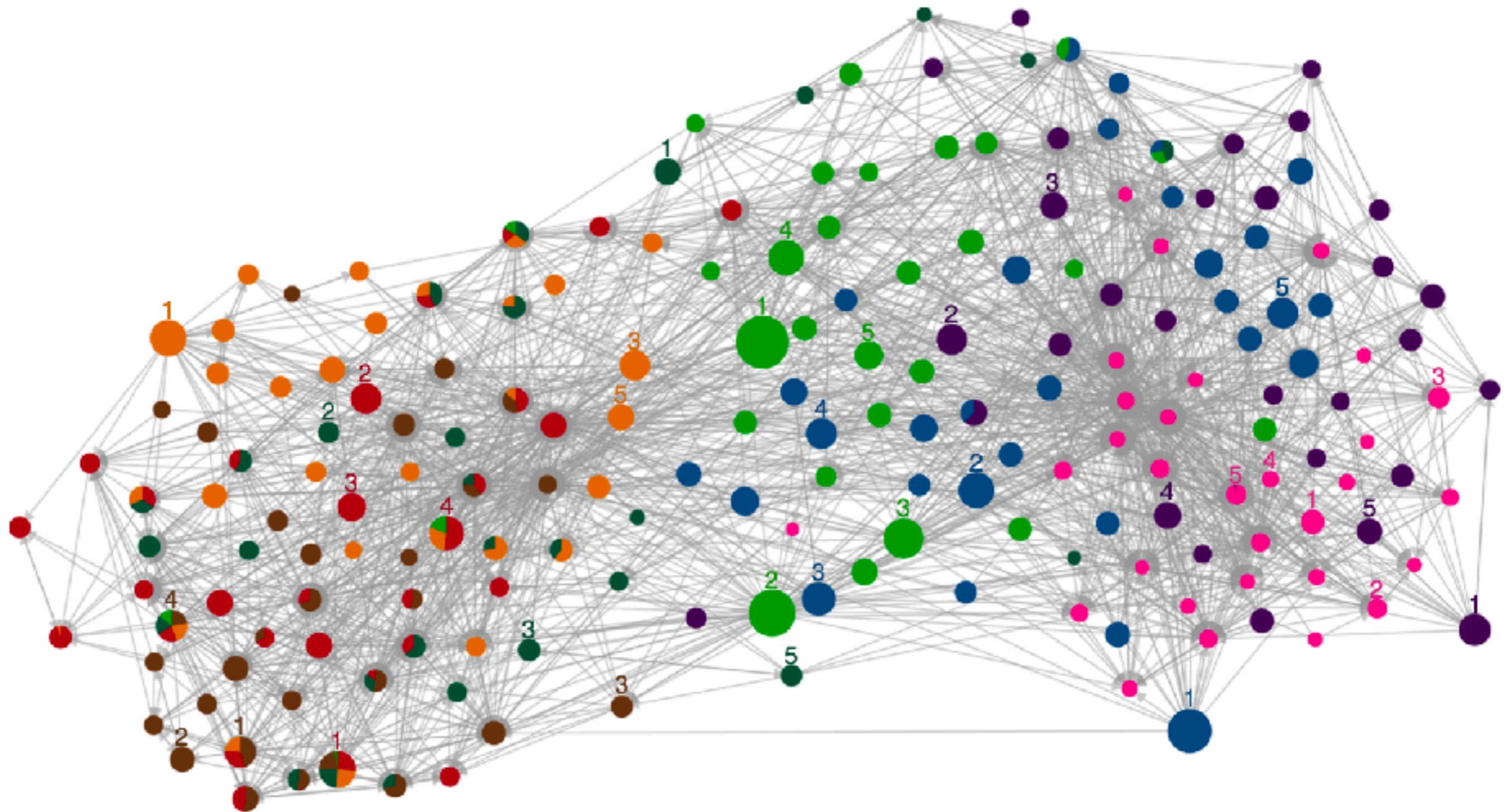


# Case study ii

Fake news and Empirical  
Opinion dynamics on **twitter**



# Empirical opinion dynamics



## Fake news

- 1 @PrisonPlanet
- 2 @RealAlexJones
- 3 @zerohedge
- 4 @DRUDGE\_REPORT<sup>4,5</sup>
- 5 @realDonaldTrump<sup>1,2,4</sup>

## Extreme bias (right)

- 1 @realDonaldTrump<sup>2,4,5</sup>
- 2 @DailyCaller
- 3 @BreitbartNews
- 4 @wikileaks
- 5 @DRUDGE\_REPORT<sup>4,4</sup>

## Right

- 1 @FoxNews
- 2 @realDonaldTrump<sup>1,4,5</sup>
- 3 @dco Examiner
- 4 @DRUDGE\_REPORT<sup>4,5</sup>
- 5 @nypost

## Right leaning

- 1 @WSJ
- 2 @WashTimes
- 3 @RT\_com
- 4 @realDonaldTrump<sup>1,2,5</sup>
- 5 @RT\_America

## Center

- 1 @CNN
- 2 @thehill
- 3 @politico
- 4 @CNNPolitics
- 5 @Reuters

## Left leaning

- 1 @nytimes
- 2 @washingtonpost
- 3 @ABC
- 4 @NBCNews
- 5 @Slate

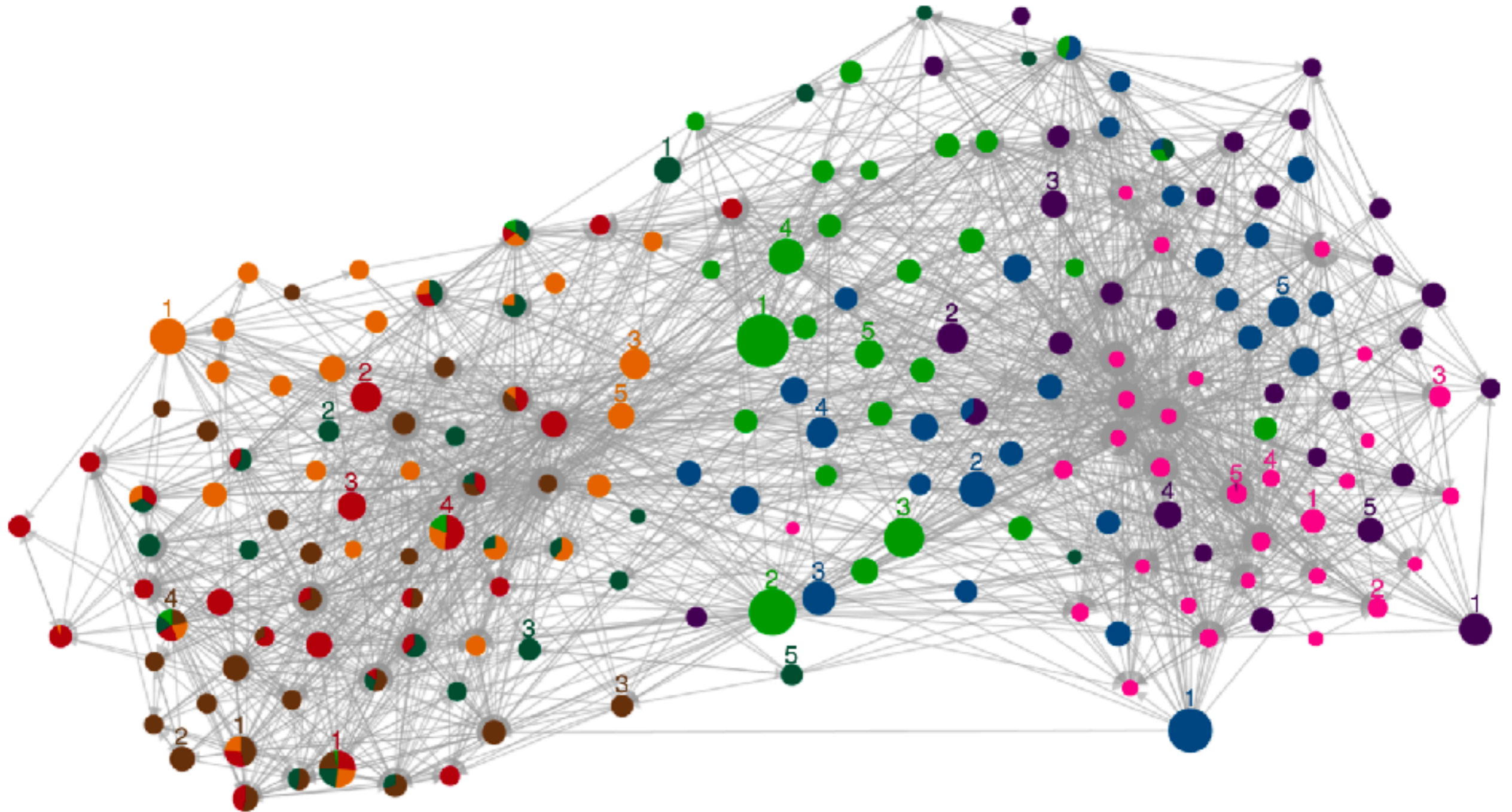
## Left

- 1 @HuffPost
- 2 @TIME
- 3 @thedailybeast
- 4 @RawStory
- 5 @HuffPostPol

## Extreme bias (left)

- 1 @Bipartisanism
- 2 @PalmerReport
- 3 @peterdaou
- 4 @crooksandliars
- 5 @BoldBlueWave

# Empirical opinion dynamics



## Fake news

- 1 @PrisonPlanet
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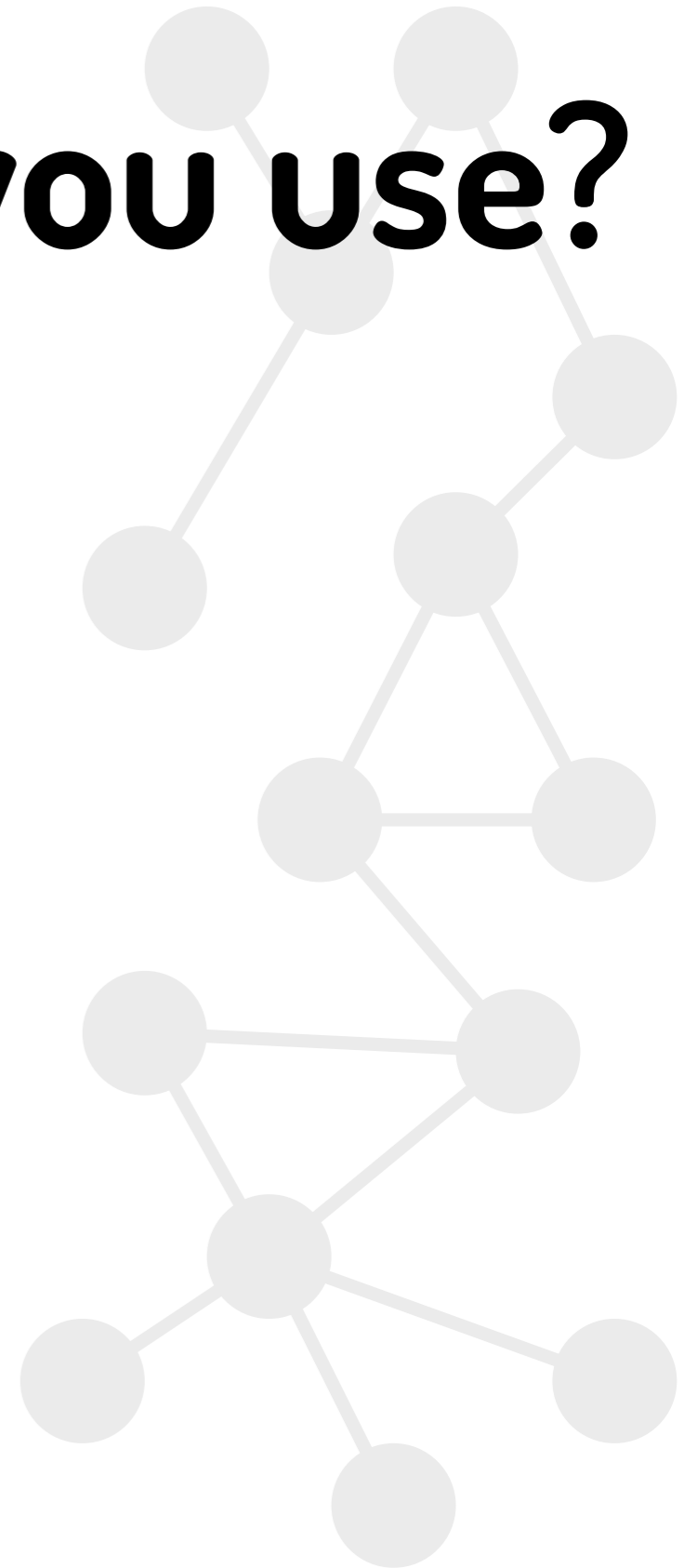


# Which model would you use?

**Video becoming viral**

**Marketing**

**Financial markets**



# Summary

Several models of opinion dynamics

Practical applications

Case studies

