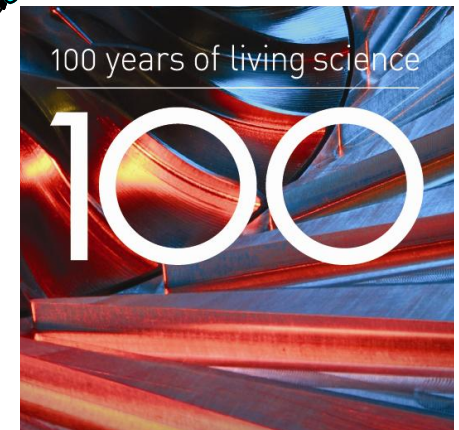
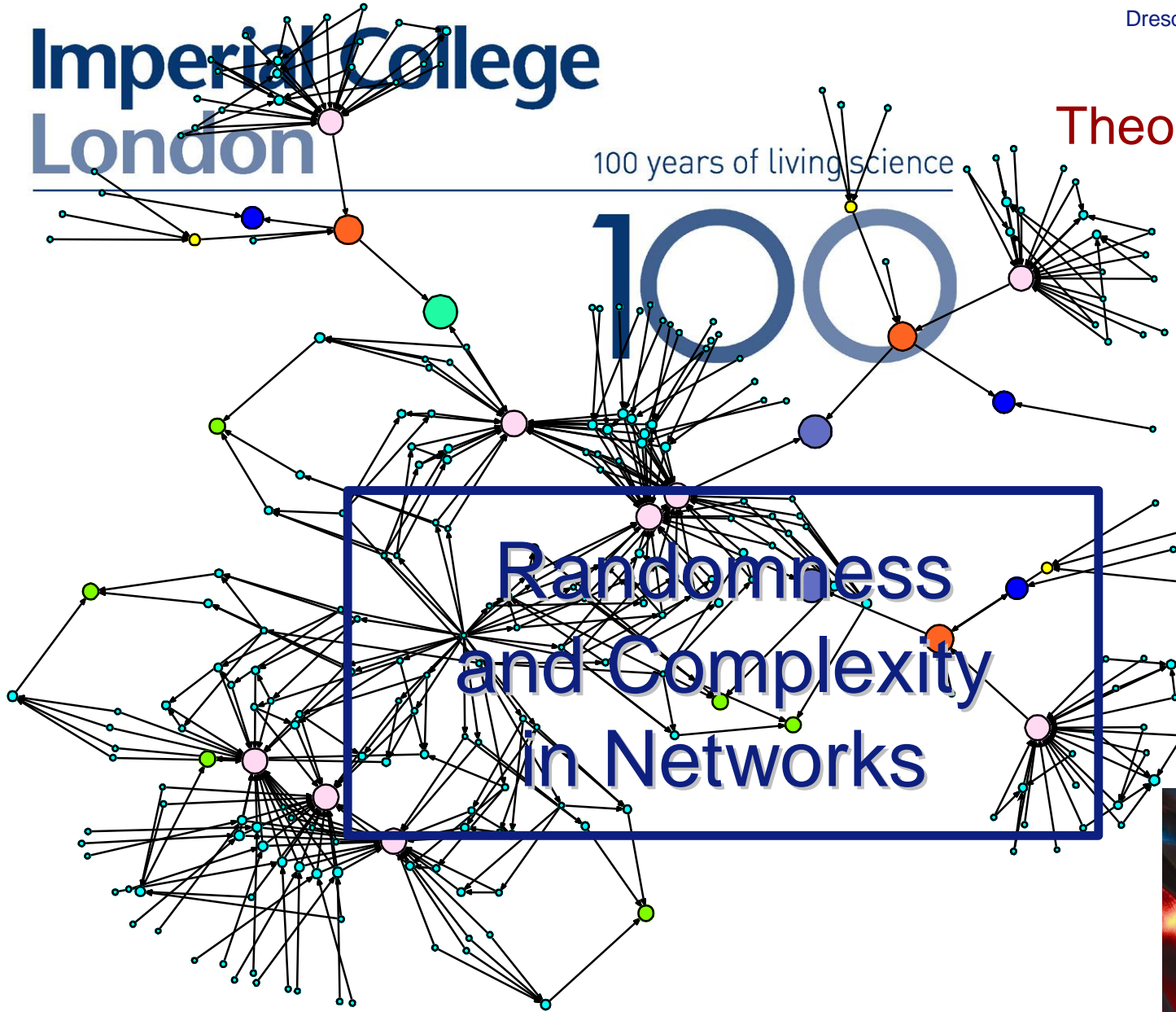


100 years of living science

100

Randomness
and Complexity
in Networks



Randomness and Complexity in Networks

Main authors on different aspects of work discussed here:-

- Tim Evans, Physics Dept.
- Doug Plato, Inst. Mathematical Sciences
- Tevong You, Physics Dept.

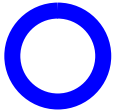

All at Imperial College London

Copying

Copying is an intrinsically local process,
no global information used yet produces
distinctive macroscopic features.

- o Preferential Attachment \Leftrightarrow Copying
e.g via random walk (TSE+Saramaki 2005)
- o Rewiring of Networks of fixed size (***N***, ***E***)
vs. Growing Networks
- o Example of how to get ***exact*** solutions for
finite sized graphs at ***any time***

A Simple Model of Cultural Transmission

- Fixed population of E individuals 
- Each person chooses one of N artifacts 
 - Artifacts have no intrinsic benefit
 - e.g. pedigree dog, shoe style, name for baby
- At each time step, one random person updates their choice using one of two methods:-

(a) **COPYING** someone else's choice

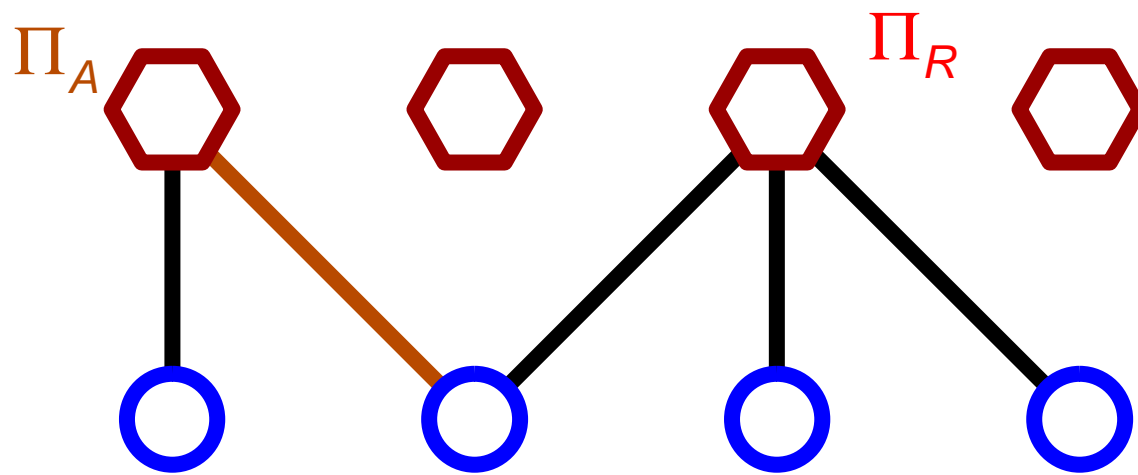
(b) **INNOVATING**, picking an artifact at random
it will be one no one else has chosen if N large

The Model as Network Rewiring

- **Removal:** Choose an individual at random
 = choosing departure artifact with probability $\Pi_R = (k/E)$
 = preferential removal from artifacts
- **Attachment:** Choose an arrival artifact with probability

$$\Pi_A(k) = (1-p_r)\Pi_{\text{copy}} + p_r\Pi_{\text{innovate}}$$

copying probability innovation probability
- **Rewire:** Only *after* these choices are made.



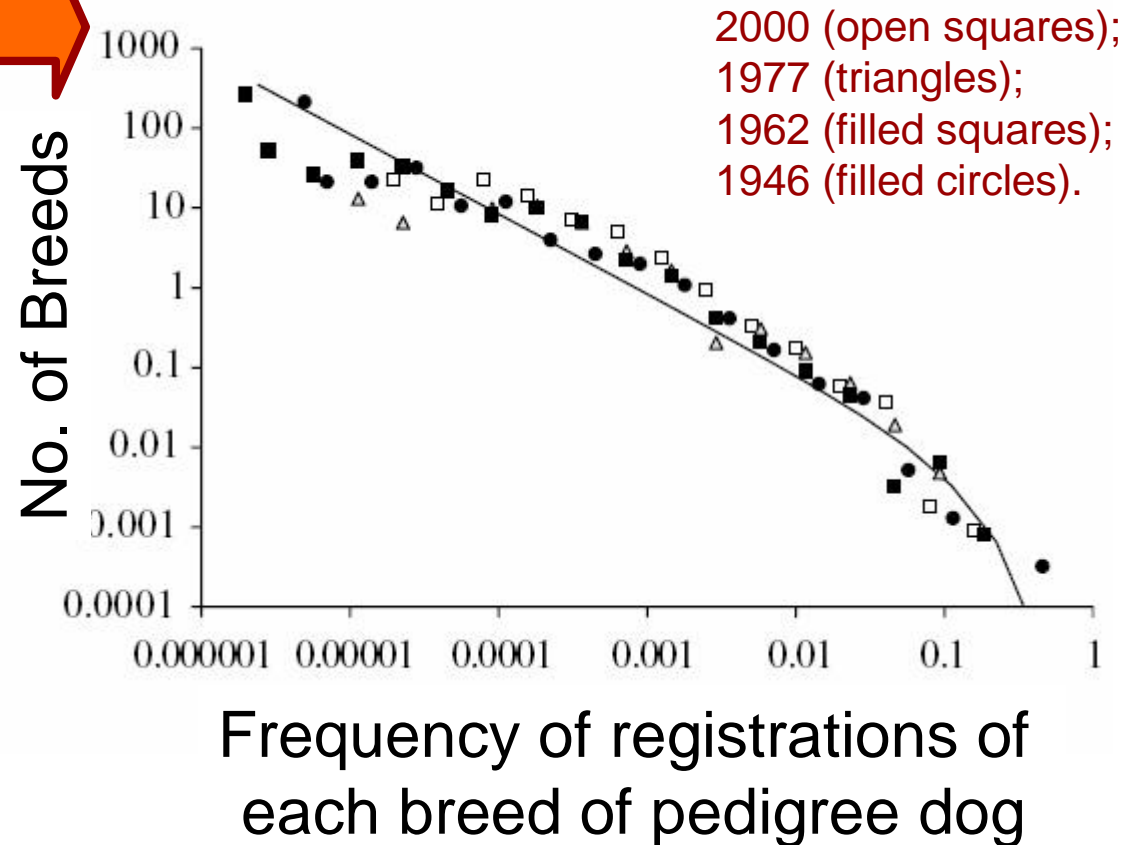
N artifacts
n(k) artifact degree dist.
E individuals

Evidence for this model

- Registrations of pedigree dogs
- Baby name registrations
- Changes in top 100 of popular music charts
- Applied to archaeological pot shards



[Herzog, Bentley, Hahn 2004]



See Neiman (1995); Bentley, Maschner (2000,2001); Bentley, Hahn, Shennan (2004); Bentley, Shennan (2003,2005); Hahn, Bentley (2003); Herzog, Bentley, Hahn (2004); Bentley, Lipo, Herzog, Hahn (2007).

Relationship to Other Systems

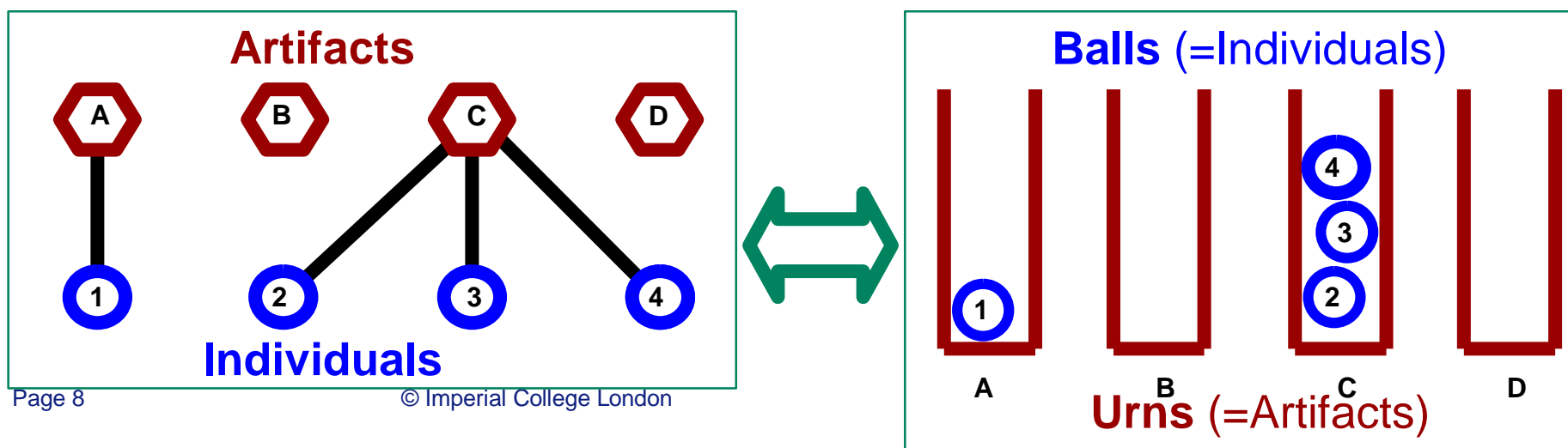
- Unipartite Graph Rewiring [Watts & Strogatz 1998]
- Gene Frequencies [Kimura & Crow, 1964]
 - Inheritance and Mutation (genes not memes)
- Speciation ['Tangled Nature' Christensen et al 2002]
- Family Names [Zanette & Manrubia, 2001]
 - Inheritance and New Immigrants
- Language Extinction [Stauffer et al. 2006]
- Minority Game variant [Anghel et al, 2004]

Relationship to Statistical Physics Models

Some parameter values of other models are equivalent to our model:

- **Urn Models** [Bernoulli 1713, ..., Ohkubo et al. 2005]
- **Zero Range Processes** (Misanthrope version)
[review M.R.Evans & Hanney 2005; Pulkkinen & Merikoski 2005]
- **Voter Models** [Liggett 1999, ..., Sood & Redner 2005]
- **Backgammon/Balls-in-Boxes**

applied to glasses [Ritort 1995], wealth distributions, simplicial gravity ...



Mean Degree Distribution Master Equation

Usually one also uses a mean field *approximation* very accurate for many models (low vertex correlations)

$$\begin{aligned}
 n(k, t + 1) - n(k, t) = & + n(k + 1, t) \Pi_R(k + 1) \underline{[1 - \Pi_A(k + 1)]} \\
 & - n(k, t) \Pi_A(k) \underline{[1 - \Pi_A(k)]} \\
 & - n(k, t) \Pi_R(k) \underline{[1 - \Pi_R(k)]} \\
 & + \underline{n(k - 1, t) \Pi_A(k - 1)} \underline{[1 - \Pi_R(k - 1)]}
 \end{aligned}$$

**(1-Π) terms
Invariably
ignored**

**Number of edges
attaching to a vertex
of degree (k-1)**

**Probability of
NOT reattaching
to same vertex**

Can the Mean Degree Distribution equation be

exact?

$$\left\langle \frac{n_i(k)k^\beta}{\sum_k n_i(k)k^\beta} \right\rangle \neq \left\langle n_i(k)k^\beta \right\rangle \left\langle \frac{1}{\sum_k n_i(k)k^\beta} \right\rangle$$

Normalisation of probabilities not usually same for different instances *i*

EXACT
only if

$$\sum_k n_i(k)k^\beta = \left\langle \sum_k n_i(k)k^\beta \right\rangle \begin{matrix} \beta = 0 \\ \text{or} \\ \beta = 1 \end{matrix}$$

Random or preferential attachment only

Exact Solution

Exploit linearity and break into eigenfunctions:-

$$G(z, t) = \sum_{k=0}^E (z)^k n(k, t) = \sum_{m=0}^E c_m (\lambda_m)^t \underline{G^{(m)}(z)}$$

⇒ Find Hypergeometric equations and solutions:-

Eigenfunctions $G^{(m)}(z) = (1-z)^m {}_2F_1(a+m, b+m; c; z)$

Hypergeometric function

$$a = \frac{p_r}{p_p} \langle k \rangle, \quad b = -E, \quad c = 1 + a + b - \frac{p_r}{p_p} E$$

Eigenvalues $\lambda_m = 1 - m(m-1) \frac{p_p}{E^2} - m \frac{p_r}{E}$

c_m are constants fixed by initial conditions

Exact Equilibrium Solution

$$n(k) = A \frac{\Gamma(k + \bar{K})}{\Gamma(k + 1)} \frac{\Gamma(E - \bar{E} - \bar{K} - k)}{\Gamma(E + 1 - k)}$$

$\bar{K} = \frac{p_r}{p_p} \langle k \rangle$
 $\bar{E} = \frac{p_r}{p_p} E$

A is ratio of four
 Γ functions

- Simple ratios of Γ functions
- Similar to those found for growing networks but second fraction is only found for network rewiring with correct master equation
- Only approximate solutions known previously

Large Degree Equilibrium Behaviour – Large p_r Case

For $p_r > p_* \sim 1/E$

(on average at least one edge attached to a randomly chosen artifact per generation)

$$\lim_{k \rightarrow \infty} [n(k)] = k^{-\gamma} \exp(-\zeta k)$$

$$\gamma = 1 - \frac{p_r}{p_p} \langle k \rangle$$

Power below one but in data indistinguishable from one if

$$\langle k \rangle \ll 10$$

$$\zeta = -\ln(1 - p_r)$$

Exponential Cutoff

Large Degree Equilibrium Behaviour – Small p_r Case

For $p_r < p_* \sim 1/E$

(on average if all edges have been rewired once no edge is attached to a randomly chosen artifact per generation)

Degree distribution rises near $k=E$

⇒ In extreme case $p_r=0$ all the edges are attached to ONE artifact

- a **CONDENSATION** or **FIXATION**

Blows up

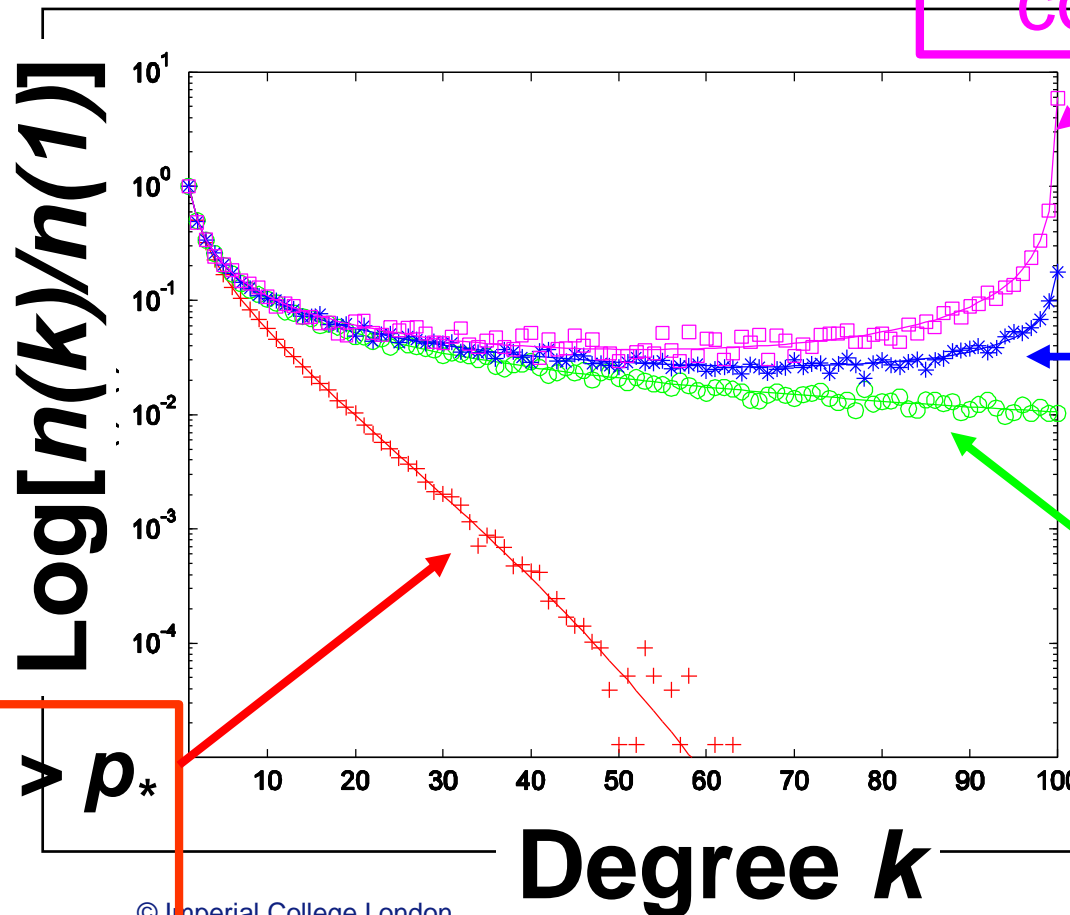
$$n(k) = A \left(\frac{\Gamma(k + \bar{K})}{\Gamma(k + 1)} \right) \left[\frac{\Gamma(E - \bar{E} - \bar{K} - k)}{\Gamma(E + 1 - k)} \right]$$

Equilibrium Behaviour Results

$N=E=100$

Points: 10^5 data runs

Lines: exact mean field solution



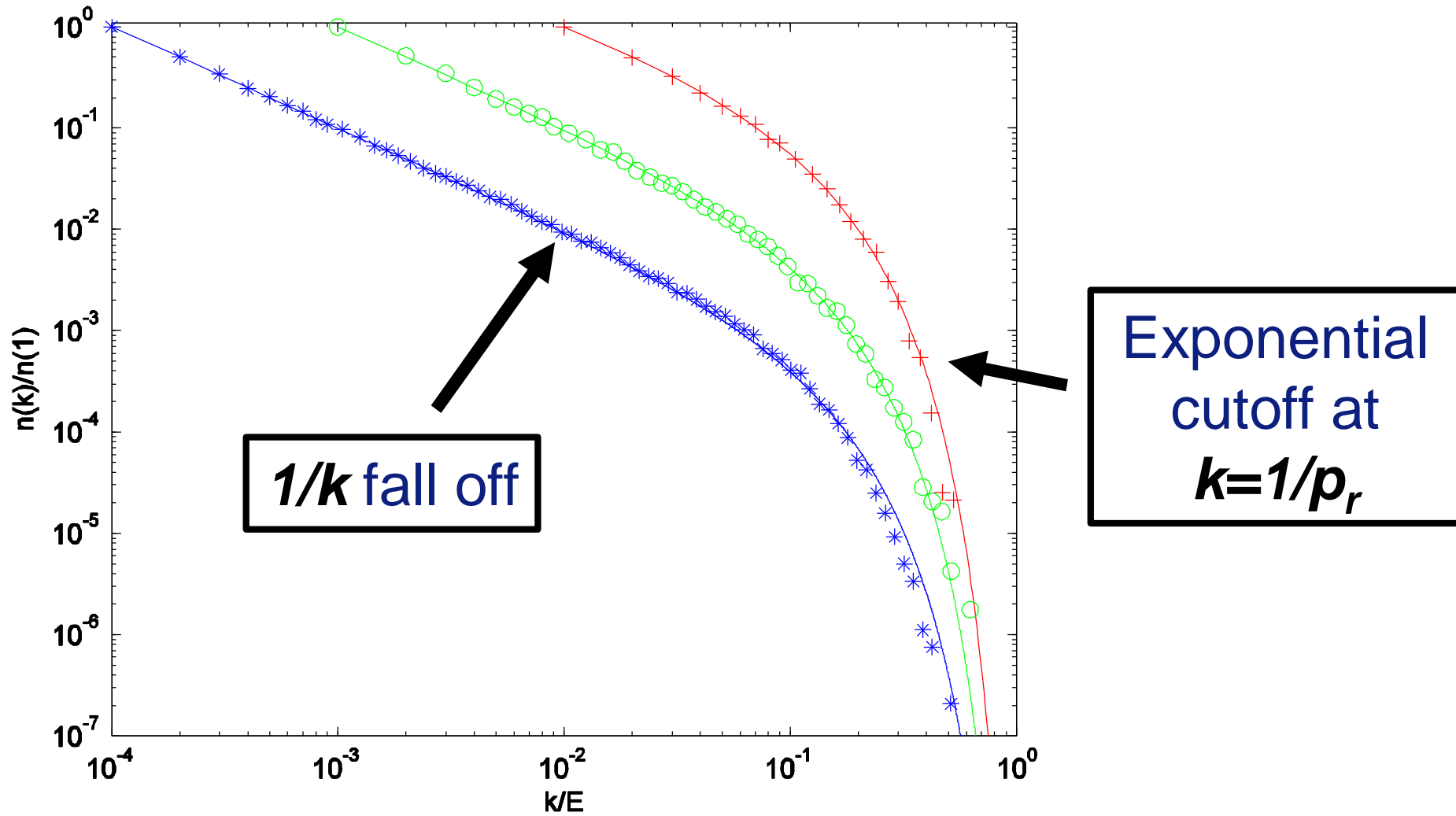
$p_r = 0.1 > p_*$
 $\zeta^{-1} \cong 10$

$p_r = 0.001 < p_*$
condensate

$p_r = 0.005 < p_*$

$p_r = 0.01 \cong p_*$
Almost pure
Power law

Log-Log plot of typical $p(k)$



Tangled Nature

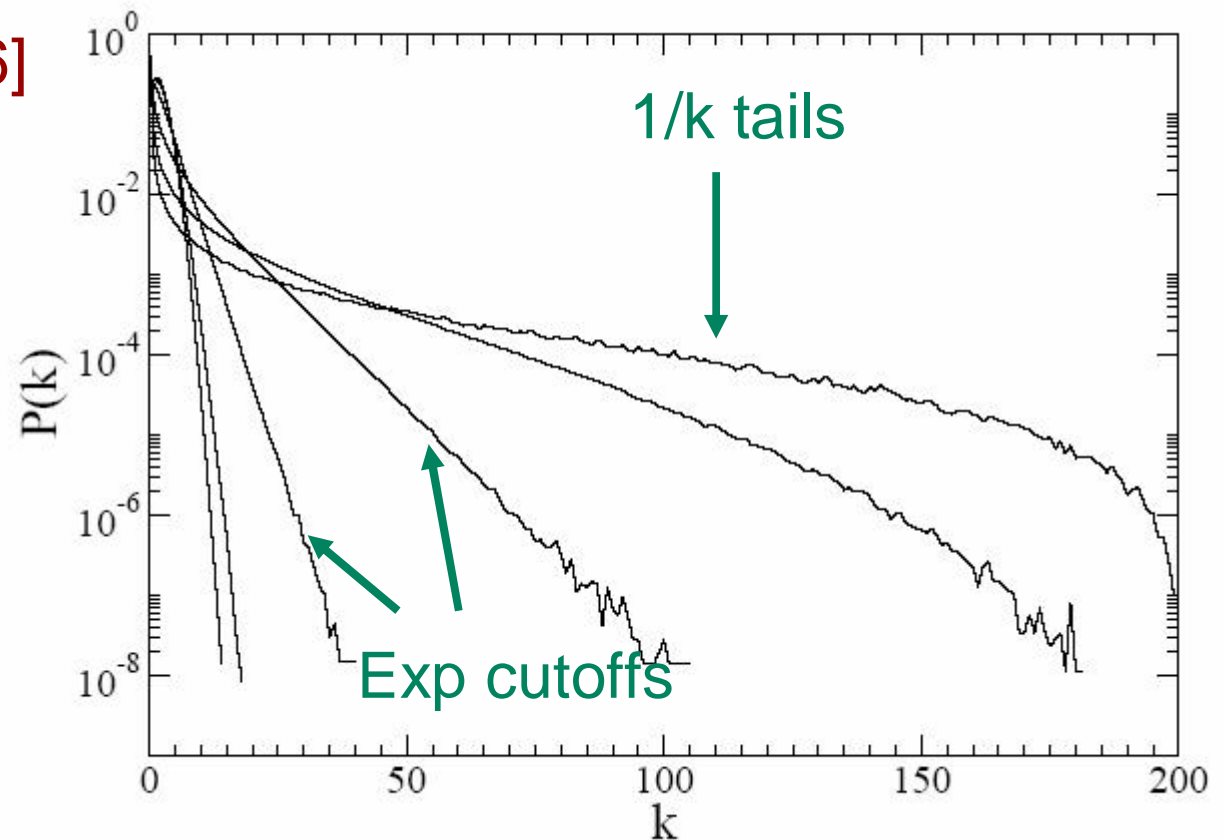
- Tangled Nature model of speciation with a particular focus on extinctions and intermittency in extinction patterns [Christensen et al, 2002; Laird & Jensen 2007]
- Each species (= artifact) identified by genes. Species die and reproduce (with inheritance/copying) and mutation (random attachment). Reproduction probability depends on interaction with other species.

Network Version of Tangled Nature

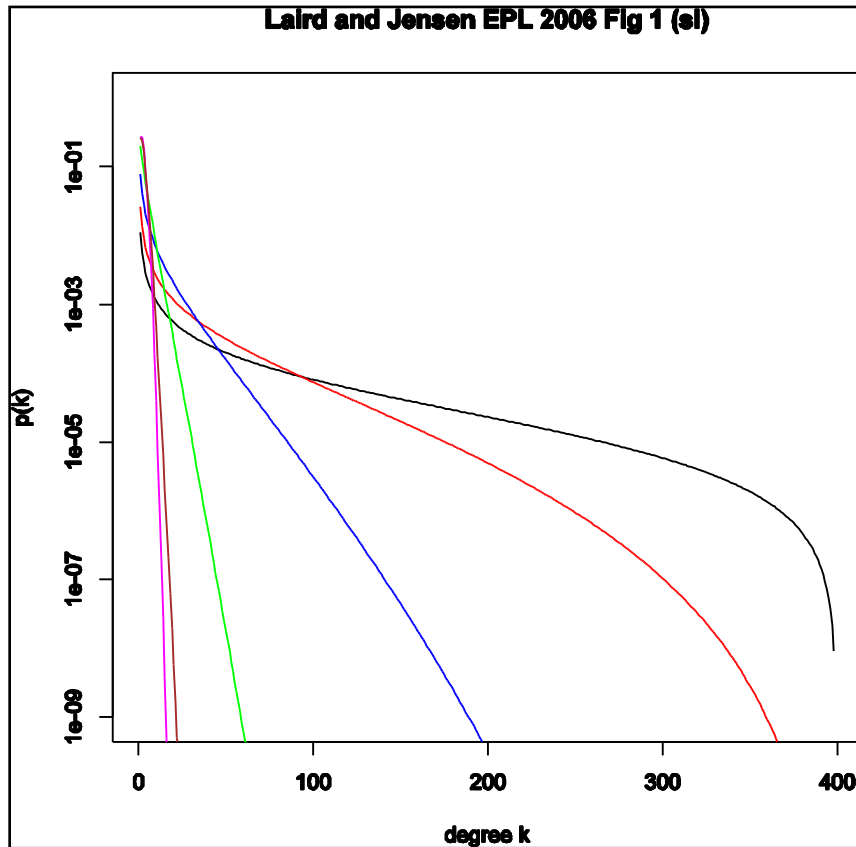
- Simplified network model of Tangled Nature deletes whole nodes (species) and creates new ones with some inheritance = copying of old links

[Laird, Jensen 2006]

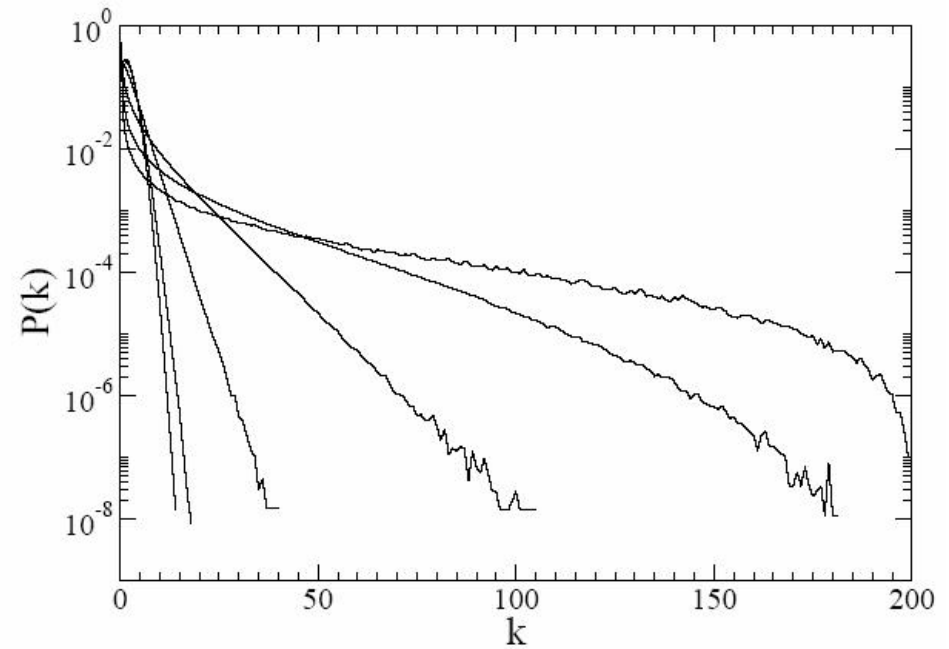
Shows same $p(k)$ as model here



Network Version of Tangled Nature (2)



This Model



Laird & Jensen 2006

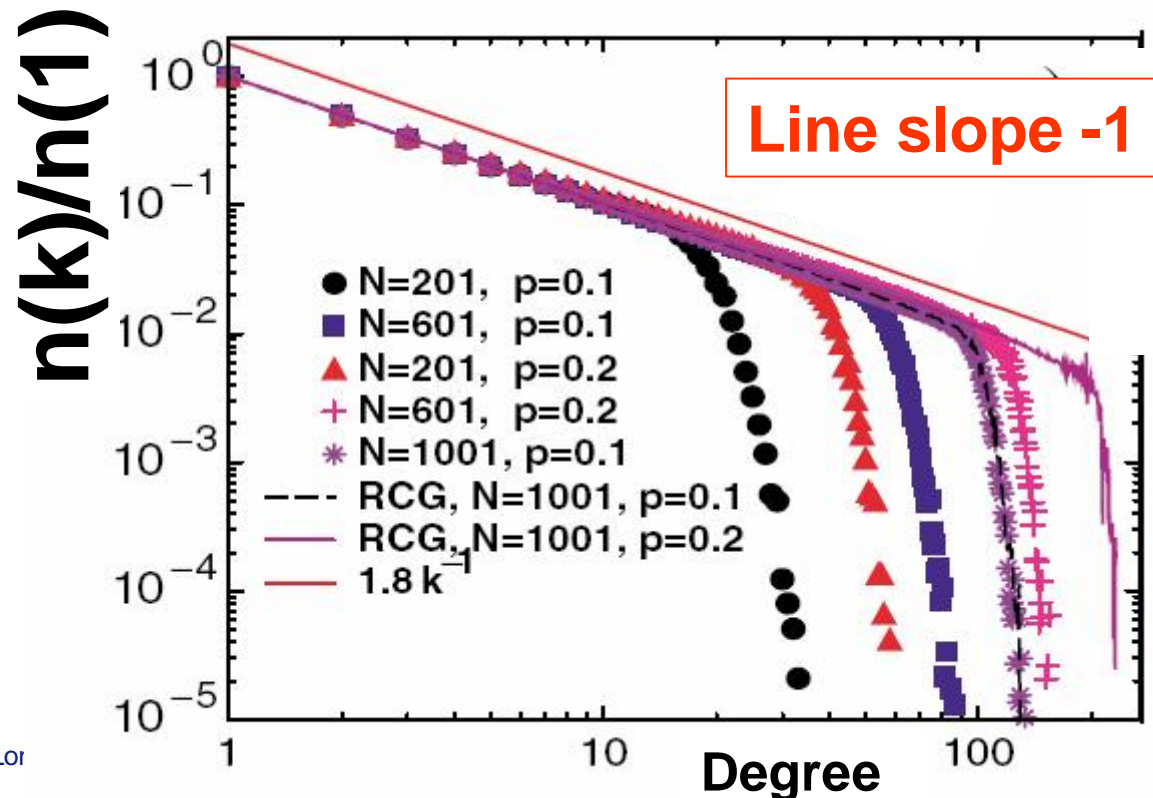
Minority Game Example – Leaders and Followers

[Anghel et al. 2004]

Plot $n(k)$ the average of the number of strategies (of some leader) used by k individuals (followers).
Various system sizes and various ER random graphs.

Result exactly as in our model

⇒ Random Copying



Exact Time Evolution Known

Exact solution for generating function known at all times and any finite parameter in terms of standard functions

$$G(z, t) = \sum_{m=0}^E c_m (\lambda_m)^t G^{(m)}(z)$$

constants c_m fixed by initial conditions

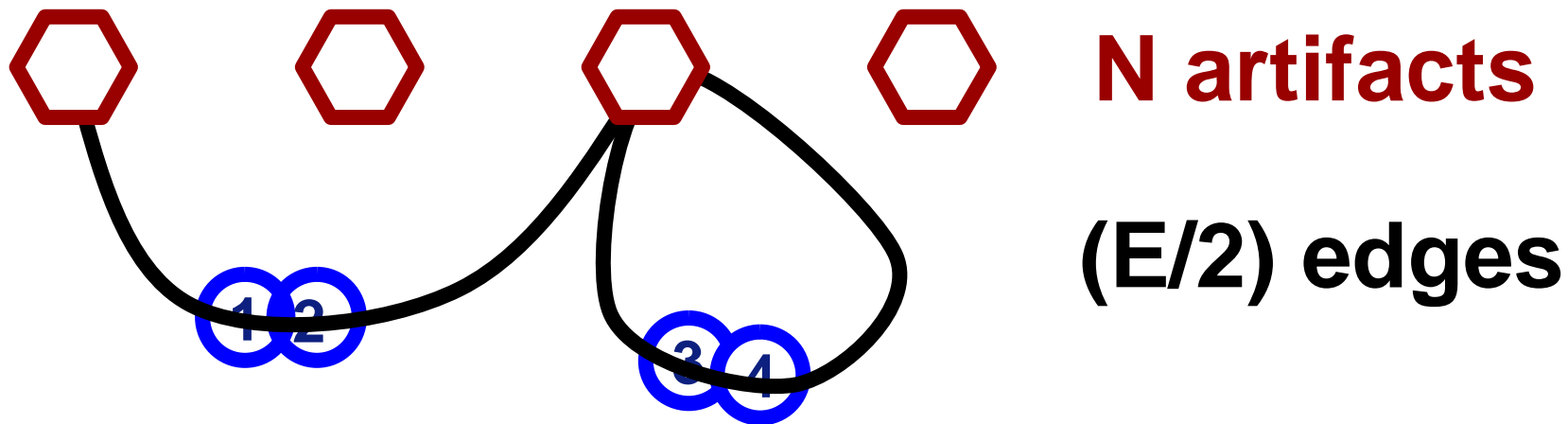
Eigenvalues

Eigenfunctions are ratios of Gamma functions

$$\lambda_m = 1 - m(m-1) \frac{p_p}{E^2} - m \frac{p_r}{E}$$

Phase transitions in real time

- Bipartite graph can be projected onto a unipartite graph of the artifact vertices
- Artifact degree distribution $p(k)$ is the degree distribution for a random graph



⇒ This is a *Molloy-Reed* projection

Graph Transition in Real Time

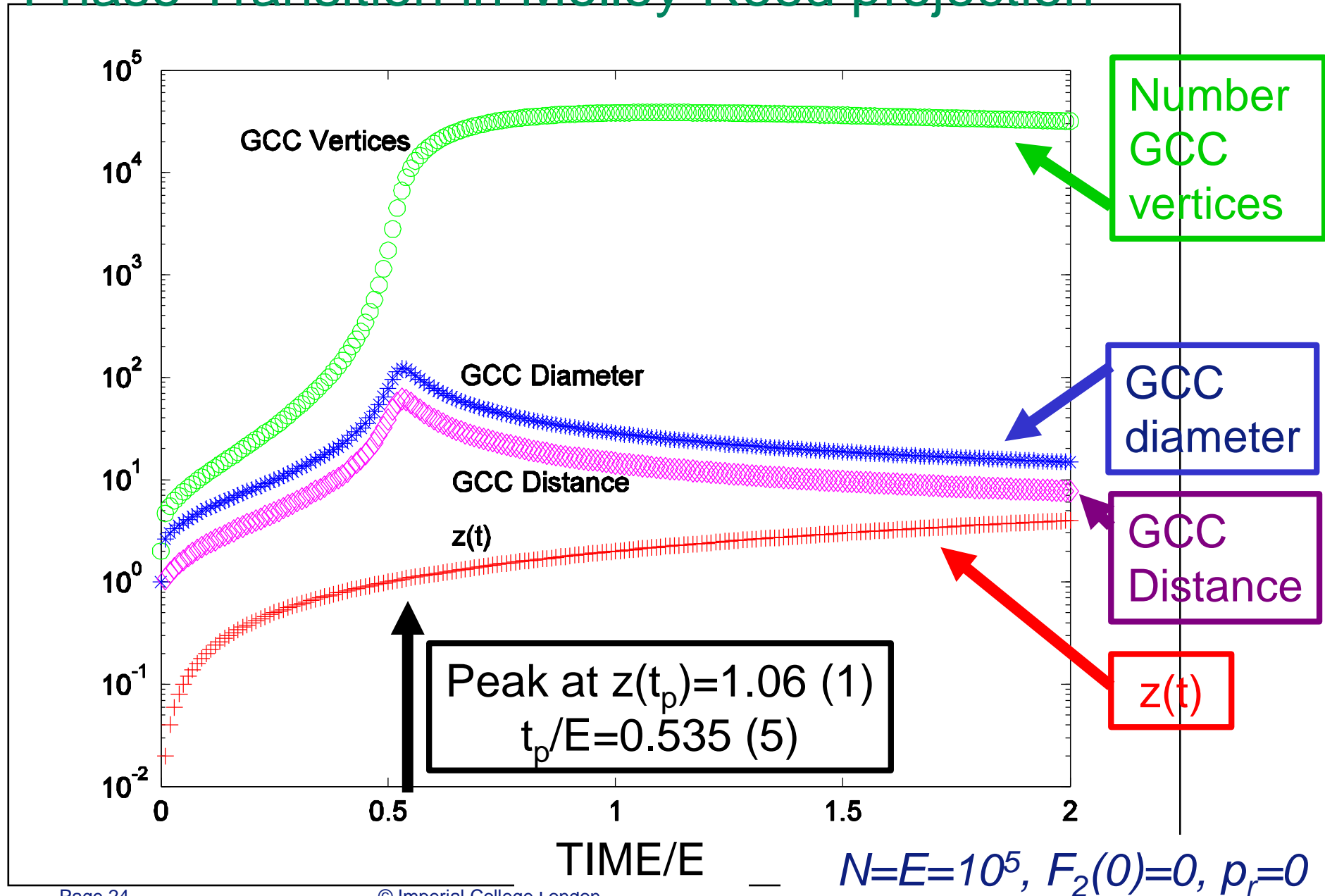
Infinite Random Graphs have a phase transition (e.g. appearance of **GCC** - Giant Connected Component) at $z(t)=1$ where

$$z(t) = \frac{\langle k^2 \rangle}{\langle k \rangle} - 1 = (E - 1) F_2(t)$$

$$F_2(t) = F_2(\infty) + (\lambda_2)^t (F_2(0) - F_2(\infty))$$

F_2 is the probability that two randomly chosen stubs are attached to the same (artifact) vertex

Phase Transition in Molloy-Reed projection



Phase Transition in Molloy-Reed projection

For $N=E=10^5$, $p_r=0$, initial $F_2(0)=0$

- $z(t)=1$ at $t=0.50000$ (2) as predicted
- Transition at $t/E = 0.535$ (5)
- At transition $z(t)=1.06$ (1) not $z(t)=1$
- Average distance and diameter of GCC maximum at this point and second derivative of number of vertices in GCC zero at this point (within errors)

⇒ **Finite size effects clearly present**

⇒ **Can follow a system through a phase transition in time *exactly***

Generalisations of Model

- Different ways to update the model
 - Exact analytic results still possible
- Add a graph to the individual vertices
 - choose who to copy using individual's network
- Add a graph to the artifact vertices
 - mutations/innovations limited by metric in an artifact space
- Different types of individual
 - update their choice and copy/innovate at different rates

- Random Graphs
- Random Walks
- Random Walks and Copying - The Origin of Scale-Free Networks?
- Copying and Culture
- **Summary**

Summary

- Preferential Attachment
 - = Making Random Walk on Network
 - = Copying Choice made by neighbour
- Applied to network rewiring can get **exact** solutions for **any finite sized** graph **at any time**
 - Related to many other situations where reached size of system is constant (at least over short time averages) and where there are *two* processes
 - 1) copying/inheritance/preferential attachment
 - 2) innovation/mutation/random attachment

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See my web page (*google Tim Evans Imperial*)

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