

Social Balance on Networks: The Dynamics of Friendship and Hatred

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PRE **72**, 036121 (2005), Physica D **224**, 130 (2006)

Crime Hotspots: Behavioral, Computational & Mathematical Models,
IPAM, 2007

Basic question:

How do social networks evolve when both friendly and unfriendly relationships exist?

Partial answers: (*Heider 1944, Cartwright & Harary 1956, Wasserman & Faust 1994*)

Social balanced defined; balanced states on a complete graph must be either utopia or bipolar.

This work:

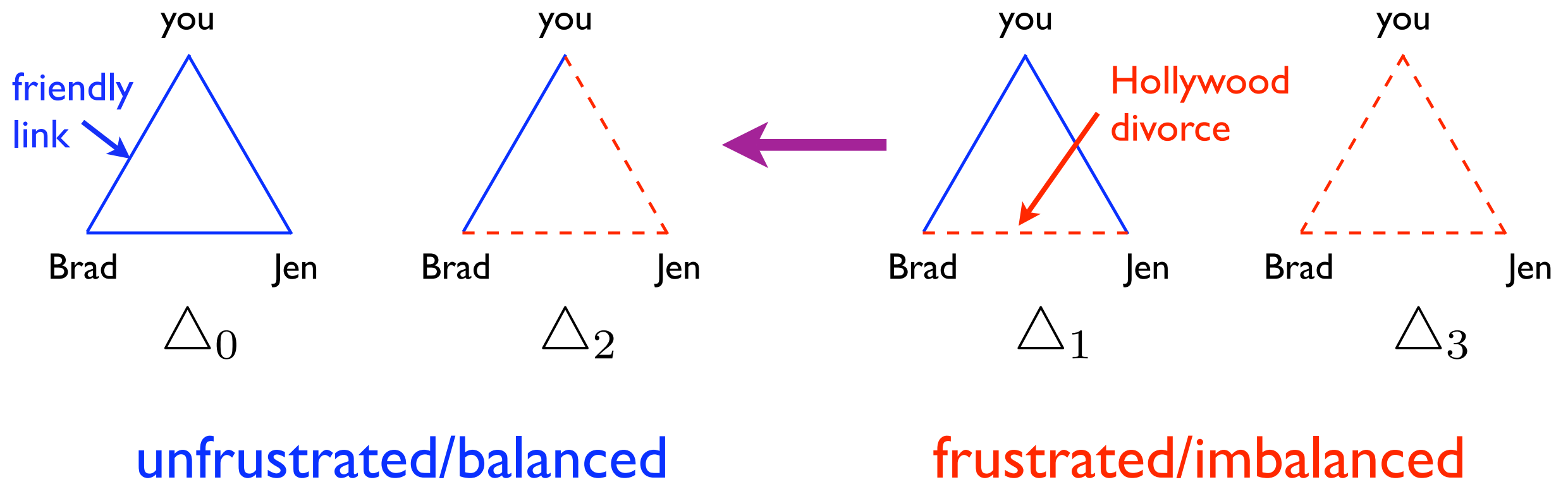
Endow a network with the simplest dynamics and investigate evolution of relationships.

related work:
Kulakowski et al.

Main result:

Dynamical phase transition between bipolarity and utopia.

Socially Balanced States



Social Balance

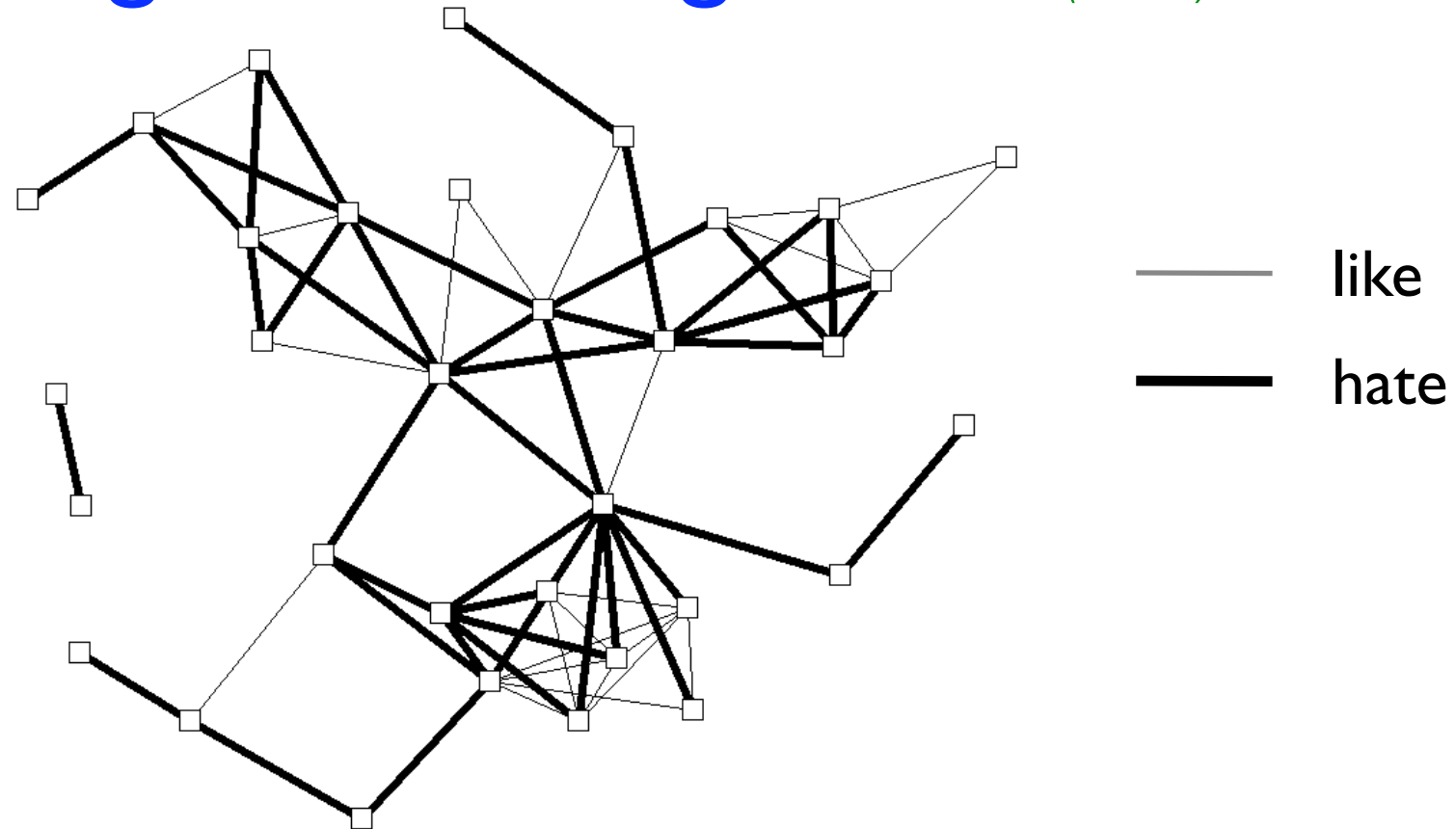
*a friend of my friend
an enemy of my enemy* } *is my friend;*

*a friend of my enemy
an enemy of my friend* } *is my enemy.*

Long Beach Gangs

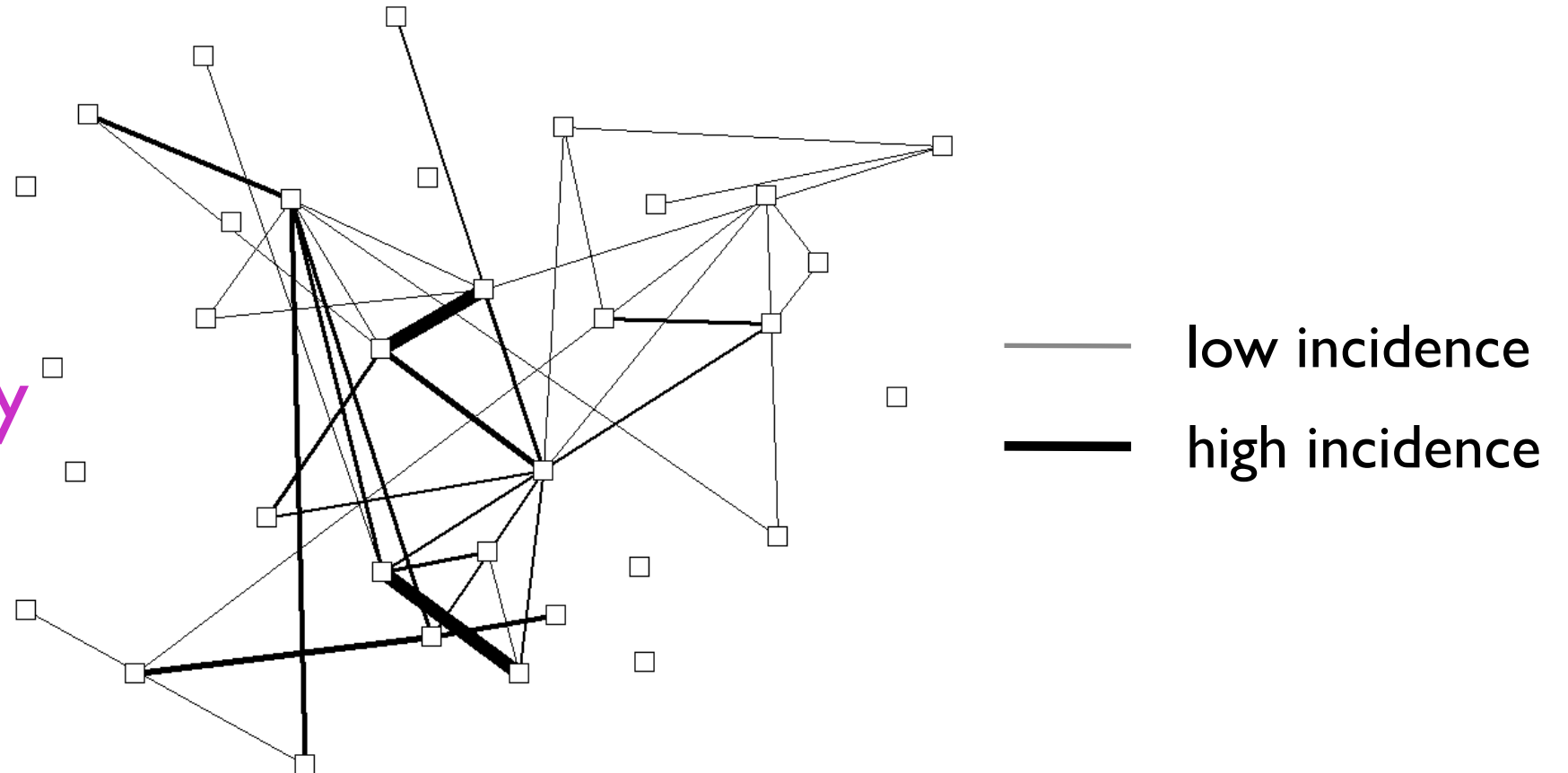
Nakamura, Tita, &
Krackhardt (2007)

gang relations



how does violence correlate with relations?

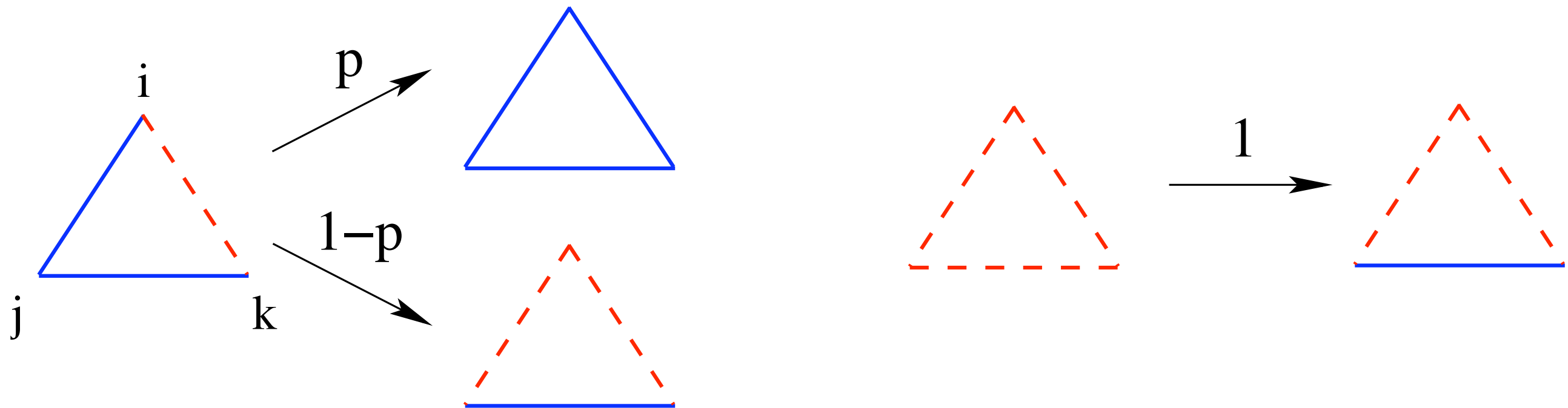
violence frequency



Local Triad Dynamics on Arbitrary Networks

(social graces of the clueless)

1. Pick a random imbalanced (frustrated) triad
 2. Reverse a single link so that the triad becomes balanced
- probability p : unfriendly \rightarrow friendly; probability $1-p$: friendly \rightarrow unfriendly*



Fundamental parameter p :

$p=1/3$: flip a random link in the triad equiprobably

$p>1/3$: predisposition toward tranquility

$p<1/3$: predisposition toward hostility

Triad Evolution on the Complete Graph

Basic graph characteristics:

N nodes

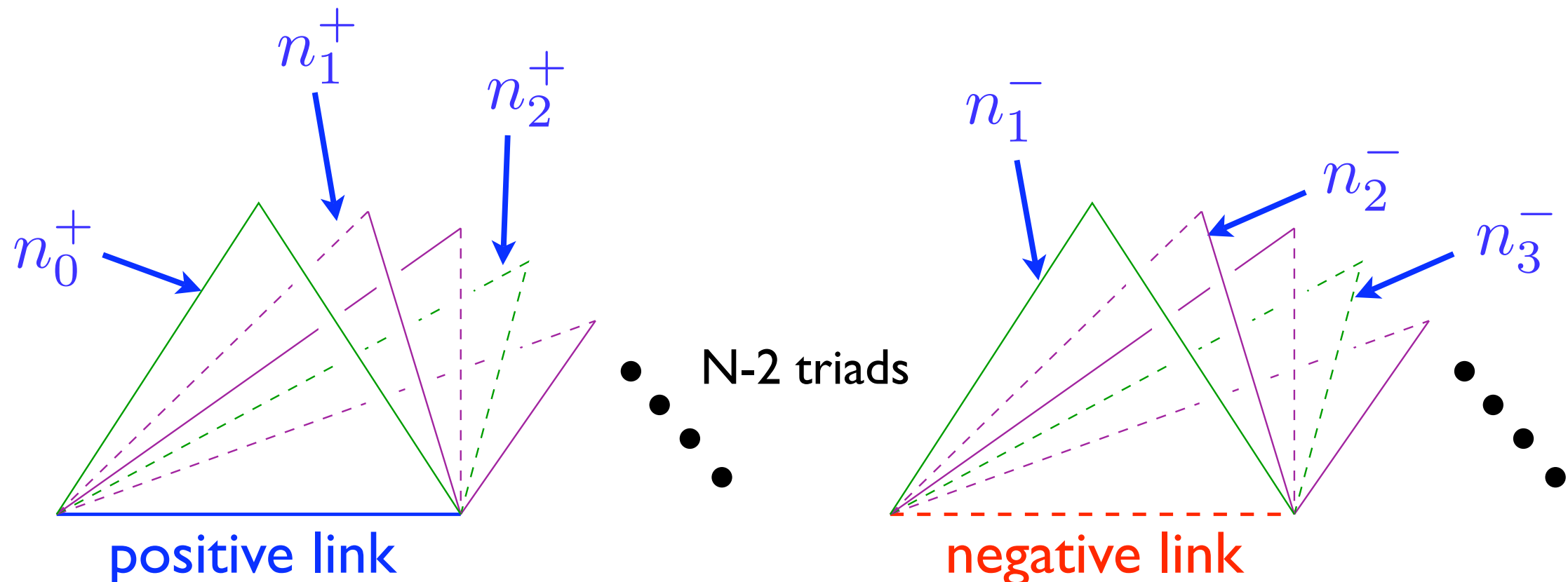
$\frac{N(N-1)}{2}$ links

$\frac{N(N-1)(N-2)}{6}$ triads

ρ = friendly link density

n_k = density of triads of type k

n_k^\pm = density of triads of type k attached to a \pm link



Triad Evolution on the Complete Graph

n_k = density of triads of type k

n_k^\pm = density of triads of type k attached to a \pm link

$$\begin{aligned} \pi^+ &= (1-p)n_1 & \text{flip rate } + \rightarrow - & \quad \triangle \xrightarrow{1-p} \triangle \\ \pi^- &= pn_1 + n_3 & \text{flip rate } - \rightarrow + & \quad \triangle \xrightarrow{p} \triangle \quad \triangle \xrightarrow{1} \triangle \end{aligned}$$

Master equations:

$$\begin{aligned} \frac{dn_0}{dt} &= \overset{\triangle_1 \rightarrow \triangle_0}{\pi^- n_1^-} - \overset{\triangle_0 \rightarrow \triangle_1}{\pi^+ n_0^+}, \\ \frac{dn_1}{dt} &= \pi^+ n_0^+ + \pi^- n_2^- - \pi^- n_1^- - \pi^+ n_1^+, \\ \frac{dn_2}{dt} &= \pi^+ n_1^+ + \pi^- n_3^- - \pi^- n_2^- - \pi^+ n_2^+, \\ \frac{dn_3}{dt} &= \pi^+ n_2^+ - \pi^- n_3^-. \end{aligned}$$

Steady State Solution

$$\frac{dn_0}{dt} = \pi^- n_1^- - \pi^+ n_0^+,$$

$$\frac{dn_1}{dt} = \pi^+ n_0^+ + \pi^- n_2^- - \pi^- n_1^- - \pi^+ n_1^+,$$

$$\frac{dn_2}{dt} = \pi^+ n_1^+ + \pi^- n_3^- - \pi^- n_2^- - \pi^+ n_2^+,$$

$$\frac{dn_3}{dt} = \pi^+ n_2^+ - \pi^- n_3^-.$$

impose $\dot{n}_i = 0$ and $\pi^+ = \pi^-$

gives $n_k^+ = n_{k+1}^-$

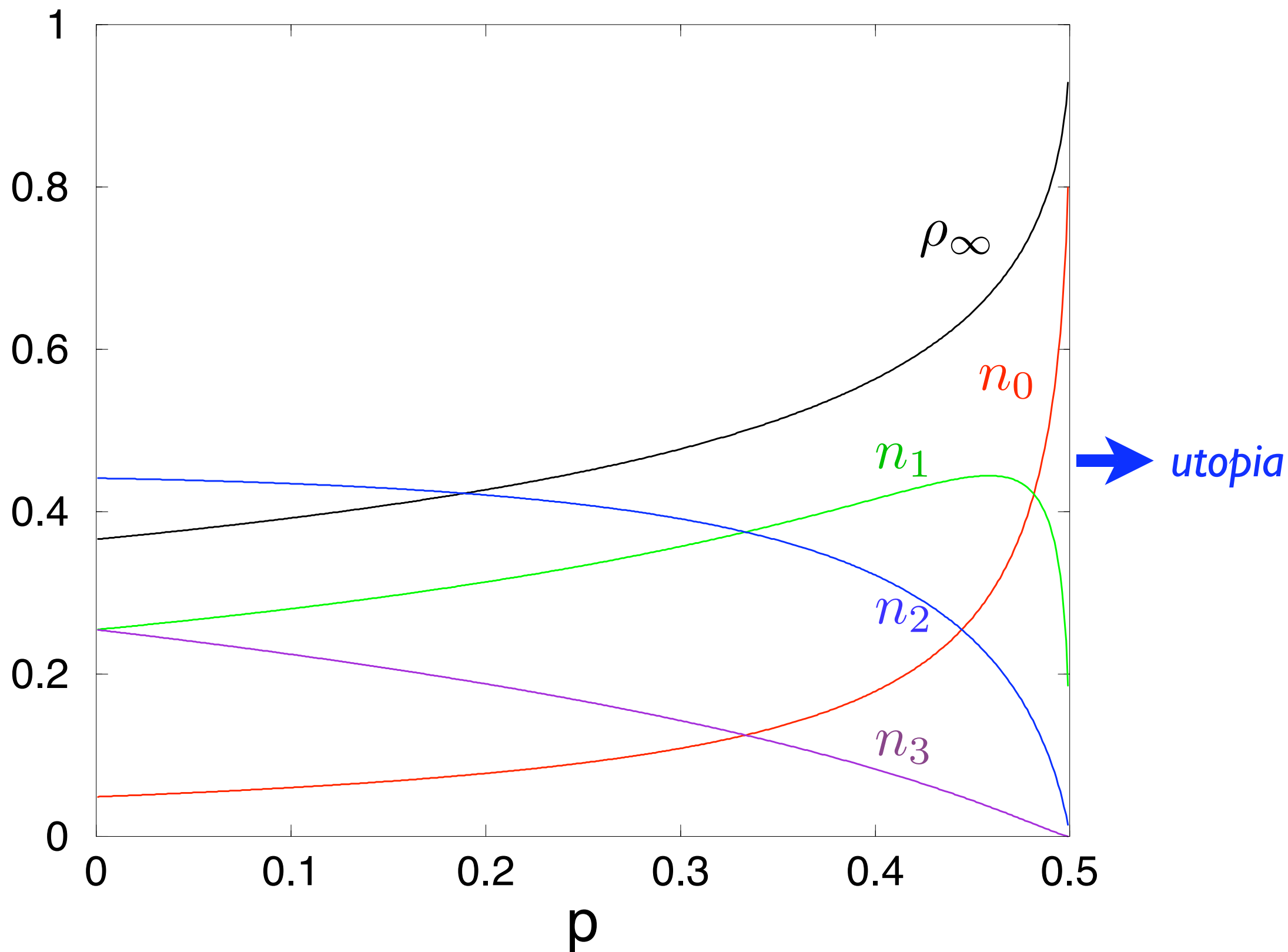
finally, use $n_k^\pm = \begin{cases} \frac{(3-k)n_k}{3n_0+2n_1+n_2} \\ \frac{kn_k}{n_1+2n_2+3n_3} \end{cases}$

$$n_j = \binom{3}{j} \rho_\infty^{3-j} (1 - \rho_\infty)^j,$$

$$\rho_\infty = \begin{cases} 1/[\sqrt{3(1-2p)} + 1] & p \leq 1/2; \\ 1 & p \geq 1/2 \end{cases}$$

Steady State Triad Densities

steady state only for $p \leq 1/2$



The Evolving State

rate equation for the friendly link density:

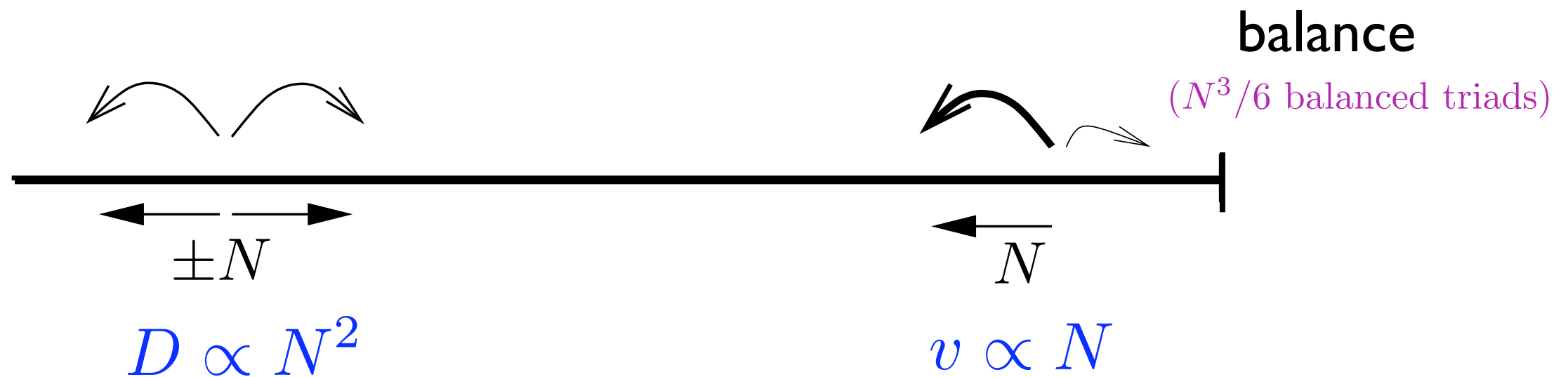
$$\begin{aligned}
 \frac{d\rho}{dt} &= 3\rho^2(1-\rho)[p - (1-p)] + (1-\rho)^3 \\
 &= 3(2p-1)\rho^2(1-\rho) + (1-\rho)^3
 \end{aligned}$$

$- \rightarrow + \text{ in } \triangle_1$ $+ \rightarrow - \text{ in } \triangle_1$ $- \rightarrow + \text{ in } \triangle_3$

$$\rho(t) \sim \begin{cases} \rho_\infty + Ae^{-Ct} & p < 1/2; & \text{rapid onset of} \\ & & \text{frustration} \\ 1 - \frac{1 - \rho_0}{\sqrt{1 + 2(1 - \rho_0)^2 t}} & p = 1/2; & \text{slow relaxation} \\ & & \text{to utopia} \\ 1 - e^{-3(2p-1)t} & p > 1/2. & \text{rapid attainment} \\ & & \text{of utopia} \end{cases}$$

Fate of a Finite Society

$p < 1/2$: effective random walk picture



$$\rightarrow T_N \sim e^{v\mathcal{L}_N/D} \sim e^{N^2}$$

$p > 1/2$: inversion of the rate equation

$$u \sim e^{-3(2p-1)t} \approx N^{-2} \rightarrow T_N \sim \frac{\ln N}{2p-1}$$

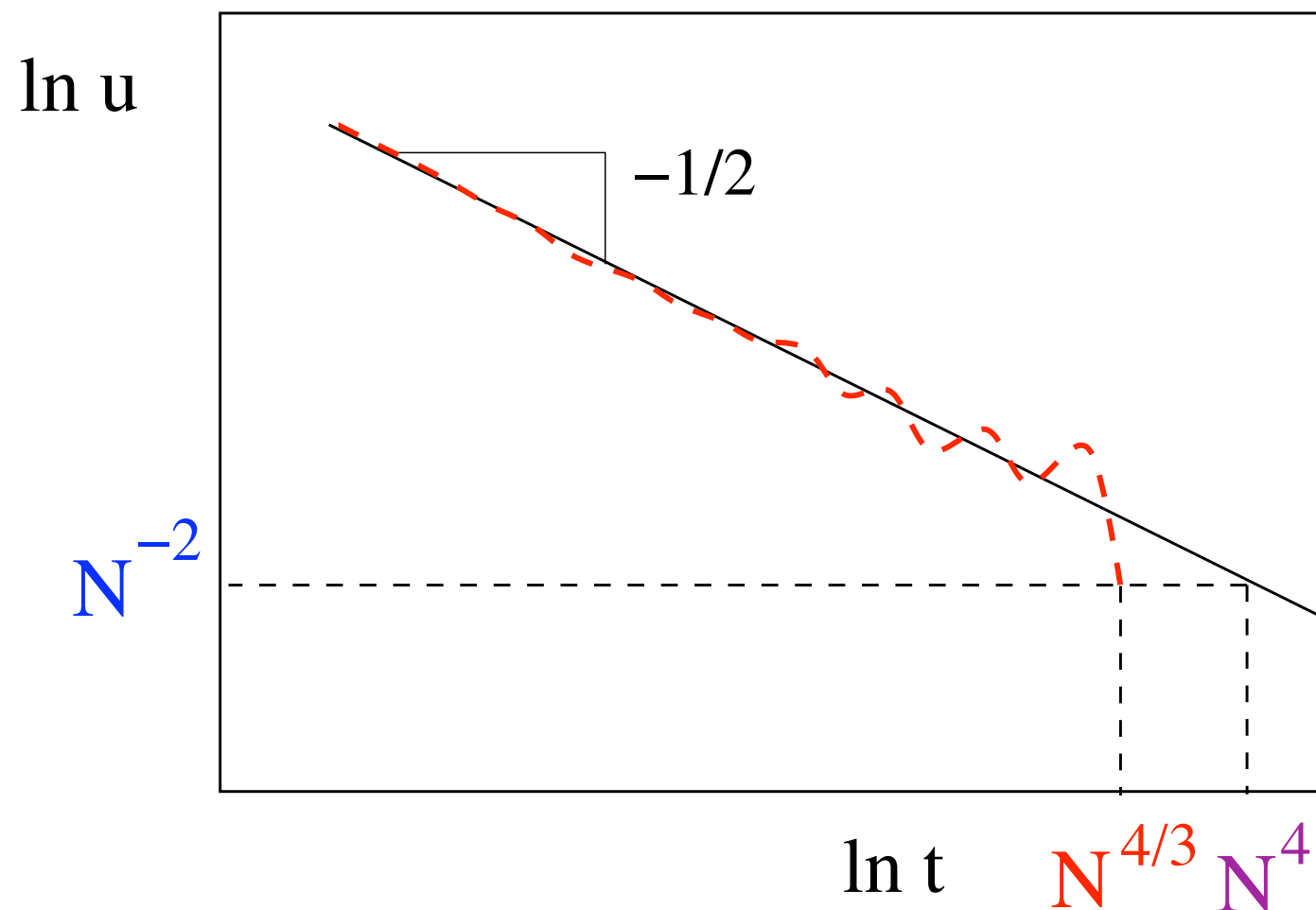
$u=1-p$, the unfriendly link density

$$\rho = 1/2$$

naive rate equation estimate:

$$u \equiv 1 - \rho \propto t^{-1/2} \approx N^{-2} \quad \rightarrow \quad T_N \sim N^4$$

incorporating fluctuations as balance is approached:



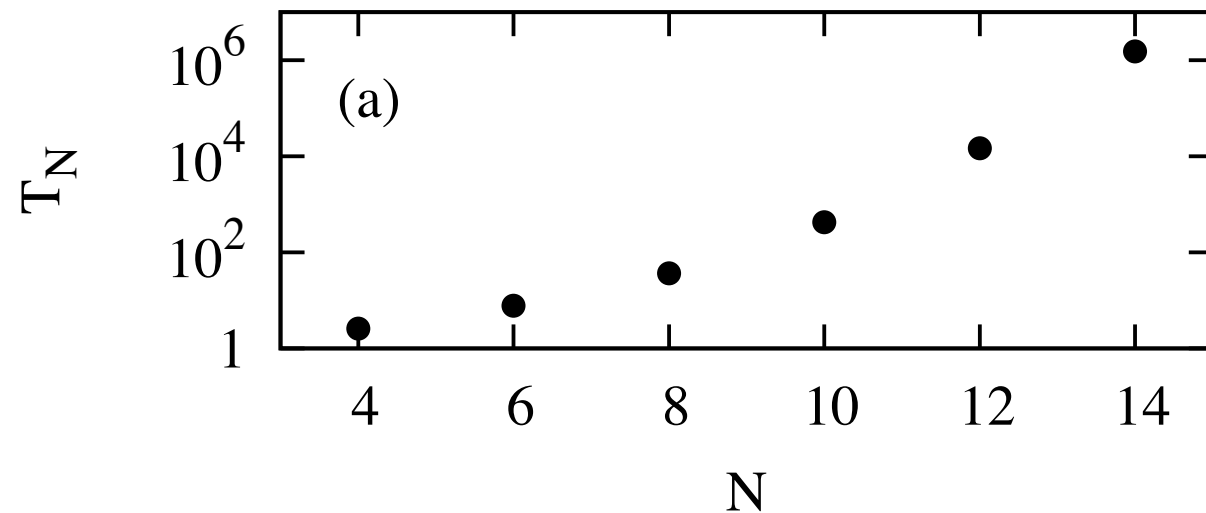
$$U = Lu + \sqrt{L} \eta$$

$$\sim \frac{L}{\sqrt{t}} + \sqrt{L} t^{1/4}$$

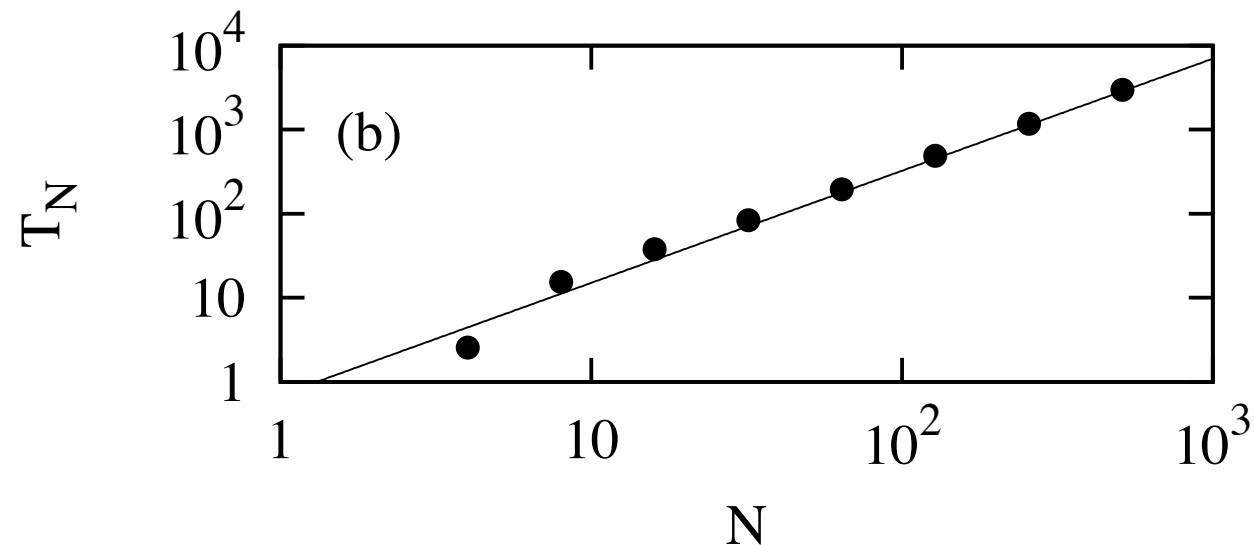
equating the 2 terms in U:

$$T_N \sim L^{2/3} \sim N^{4/3}$$

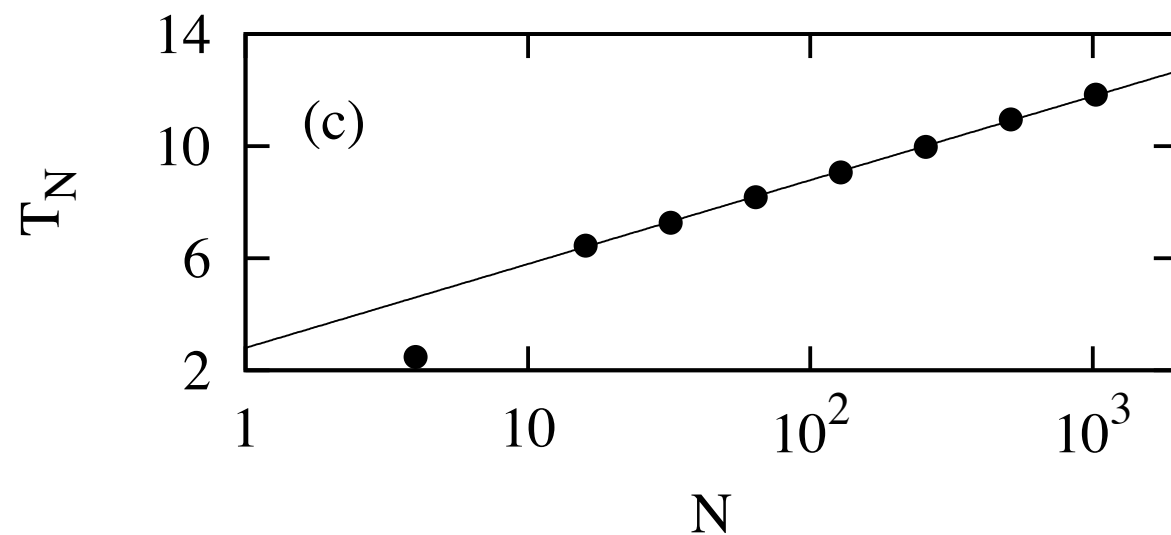
Simulations for a Finite Society



$$p < \frac{1}{2}, \quad T_N \sim e^{N^2}$$



$$p = \frac{1}{2}, \quad T_N \sim N^{4/3}$$



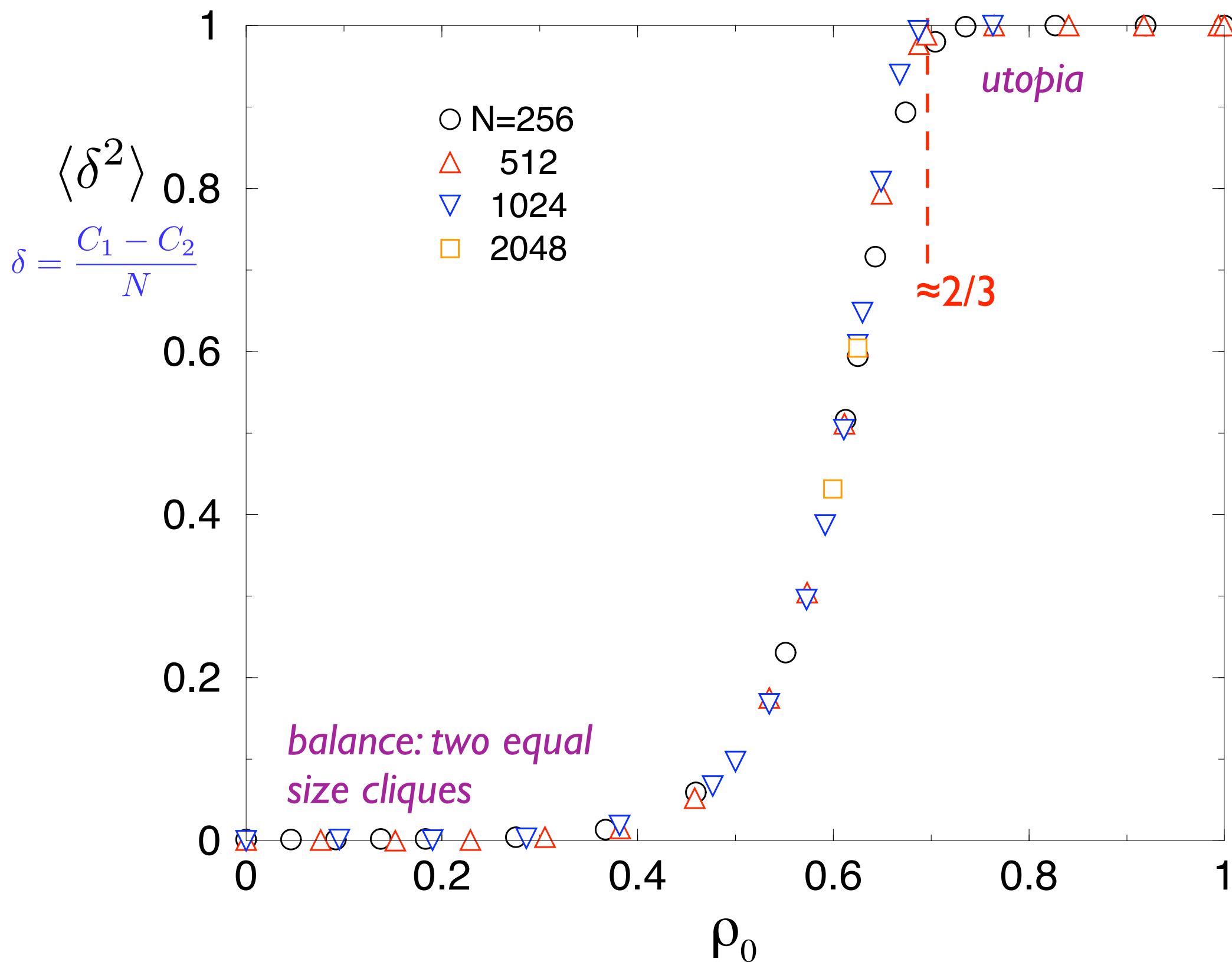
$$p > \frac{1}{2}, \quad T_N \sim \frac{\ln N}{2p - 1}$$

Constrained (Socially Aware) Triad Dynamics

1. Pick a random imbalanced (frustrated) triad
2. Reverse a random link ($p=1/3$) to eliminate a frustrated triad
only if the total number of frustrated triads does not increase

Outcome: Quick approach to a final static state
Typically: $T_N \sim \ln N$

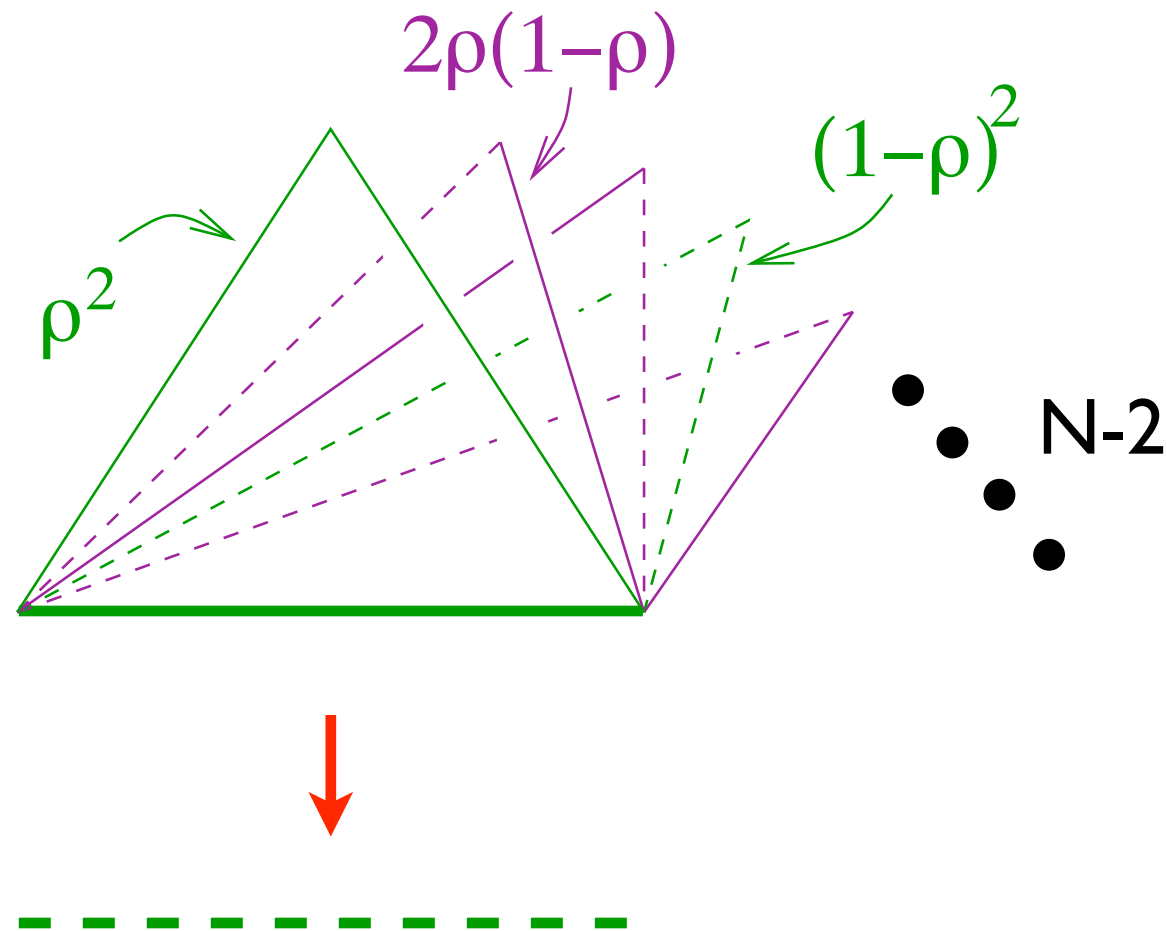
Final Clique Sizes



Origin of the Balance/Utopia Transition

First consider evolution of an **uncorrelated** network:

for $+ \rightarrow -$

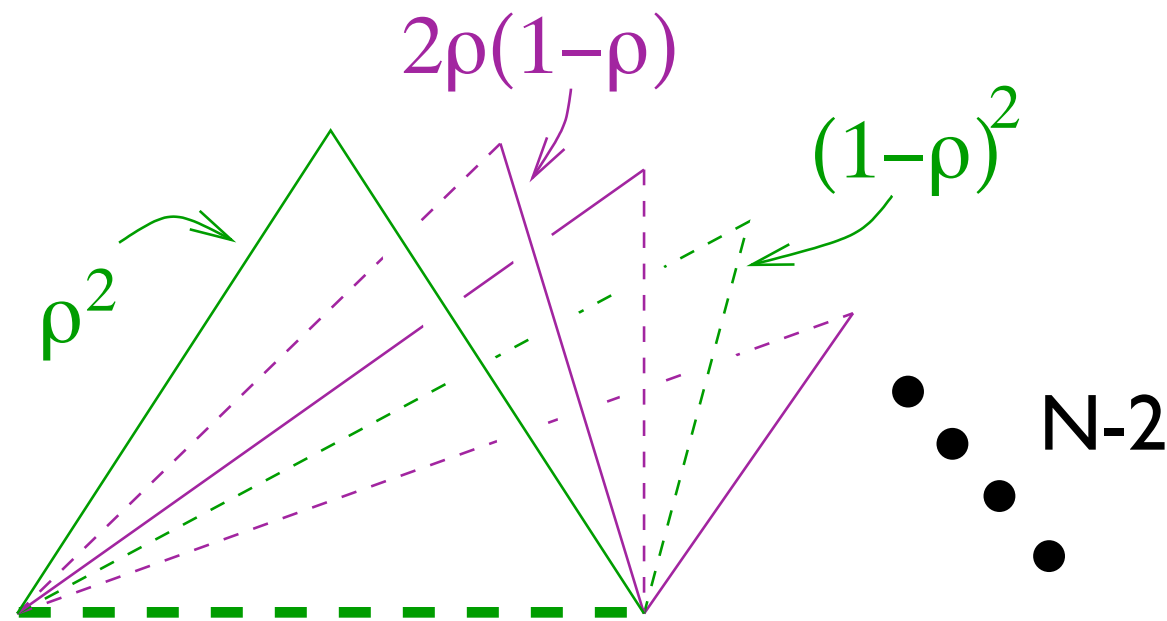


we need:

$$\underbrace{n_1^+ + n_3^+}_{\text{frustrated}} > \underbrace{n_0^+ + n_2^+}_{\text{unfrustrated}}, \text{ with } \vec{n}_+ = [\rho^2, 2\rho(1-\rho), (1-\rho)^2, 0]$$

$\rightarrow 1 - 4\rho(1 - \rho) < 0$, impossible, so $+$ links never flip

for $- \rightarrow +$



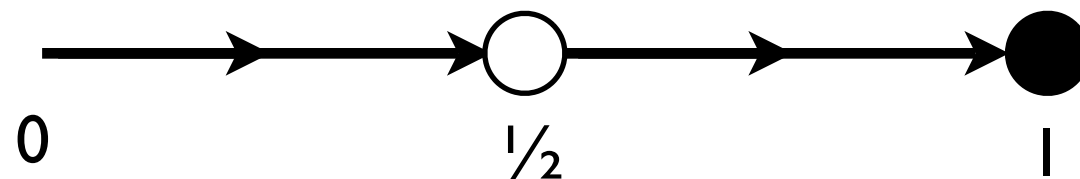
we need:

$$\underbrace{n_1^- + n_3^-}_{\text{frustrated}} > \underbrace{n_0^- + n_2^-}_{\text{unfrustrated}}, \text{ with } \vec{n}_- = [0, \rho^2, 2\rho(1-\rho), (1-\rho)^2]$$

$$\rightarrow 1 - 4\rho(1 - \rho) > 0, \text{ valid when } \rho \neq 1/2$$

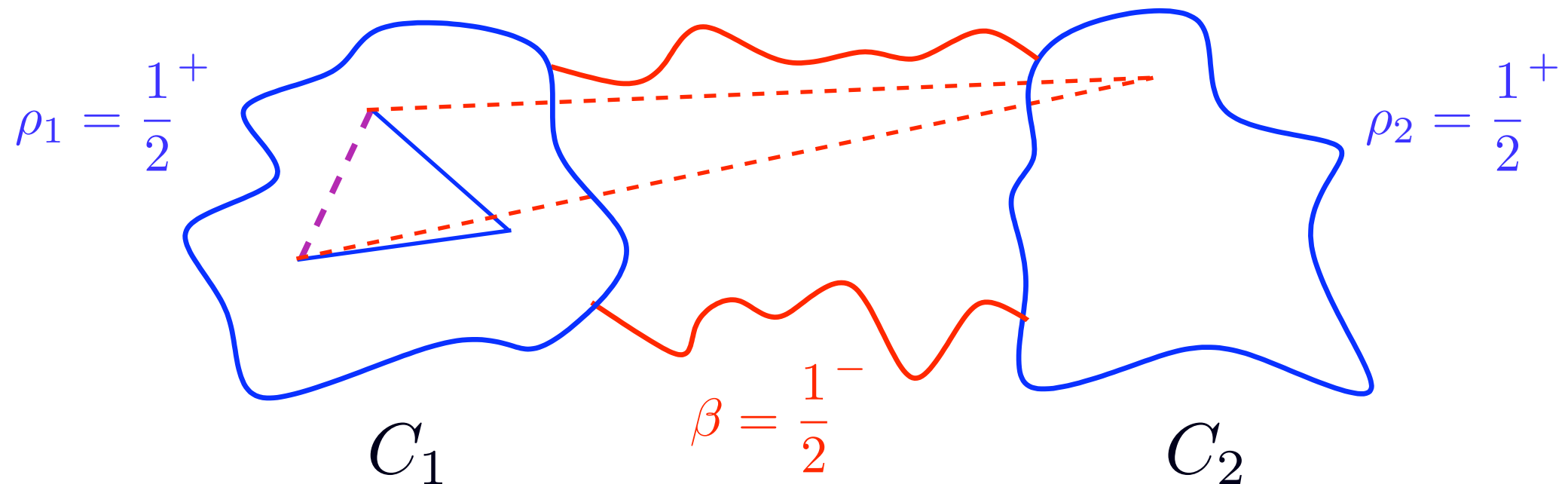
Conclusion: only negative links flip, except when $\rho \rightarrow 1/2$

flow diagram for ρ :



Instability near $\rho=1/2$

intraclique relationship evolution



for $- \rightarrow +$, we need:

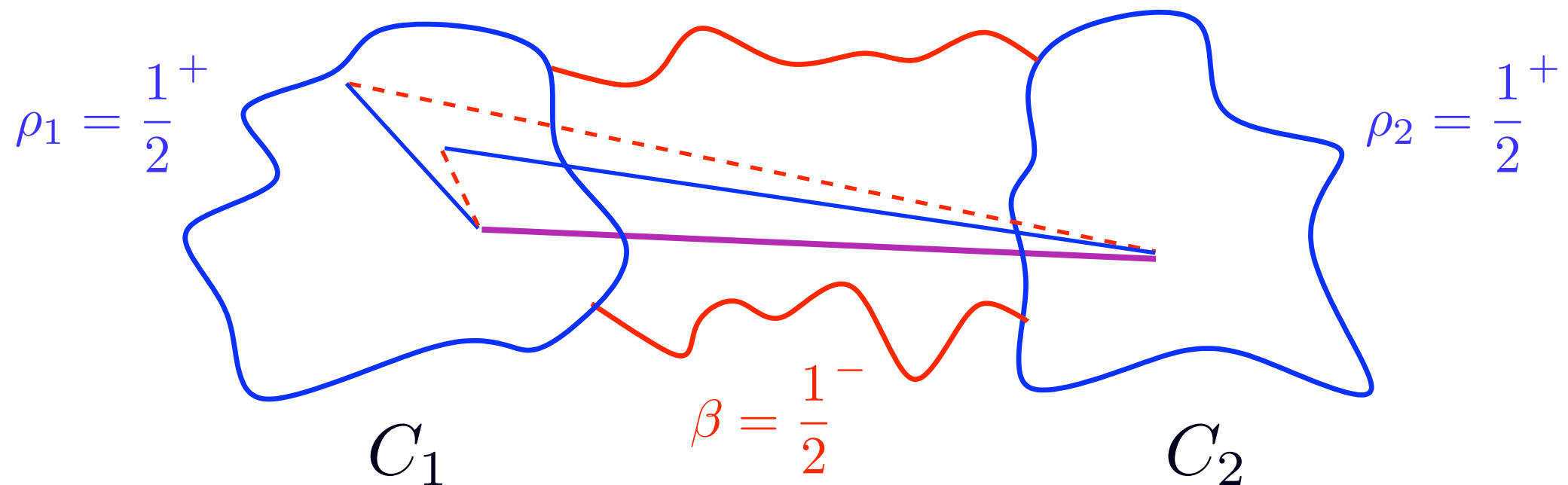
$$\underbrace{n_1^- + n_3^-}_{\text{frustrated}} > \underbrace{n_0^- + n_2^-}_{\text{unfrustrated}}, \text{ with } \vec{n}_- = \begin{cases} [0, \rho_i^2, 2\rho_i(1-\rho_i), (1-\rho_i)^2] & \text{intraclique} \\ [0, \beta^2, 2\beta(1-\beta), (1-\beta)^2] & \text{interclique} \end{cases}$$

$$\rightarrow C_1[1 - 4\rho_i(1 - \rho_i)] + C_2[1 - 4\beta(1 - \beta)] > 0, \text{ always true}$$

negative intraclique links disappear

increased cohesiveness within cliques

interclique relationship evolution



for $+$ \rightarrow $-$, we need:

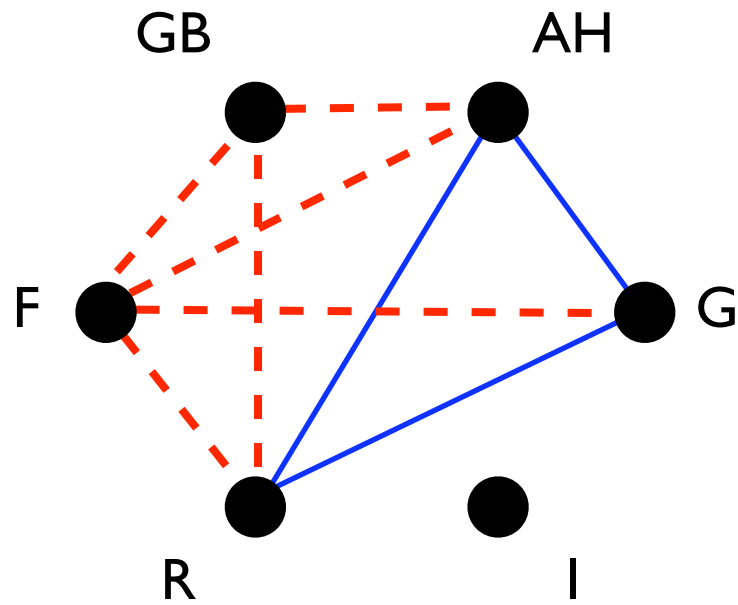
$$\underbrace{n_1^+ + n_3^+}_{\text{frustrated}} > \underbrace{n_0^+ + n_2^+}_{\text{unfrustrated}}, \text{ with } \vec{n}_+ = [\beta\rho_i, \beta(1 - \rho_i) + \rho_i(1 - \beta), (1 - \beta)(1 - \rho_i), 0]$$

$$\rightarrow [C_1(2\rho_1 - 1) + C_2(2\rho_2 - 1)](1 - 2\beta) > 0, \text{ true if } \rho_1, \rho_2 > 1/2, \beta < 1/2$$

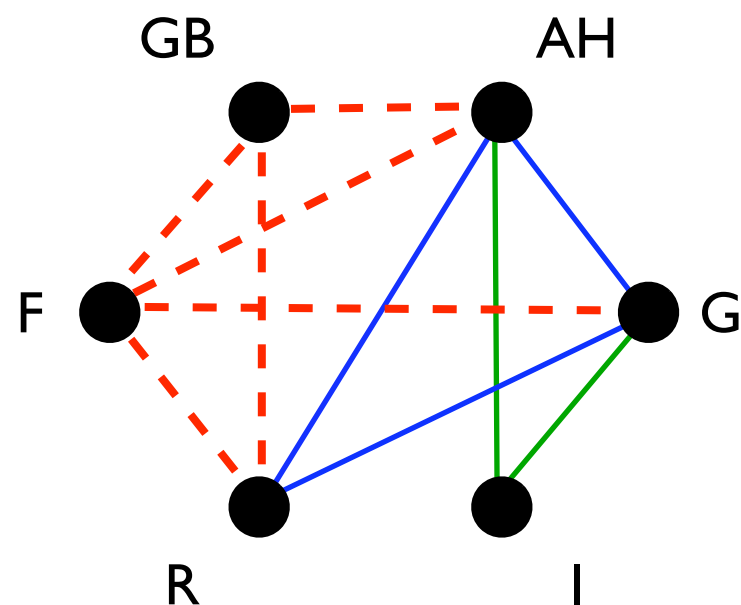
positive interclique links disappear

increased emnity between cliques

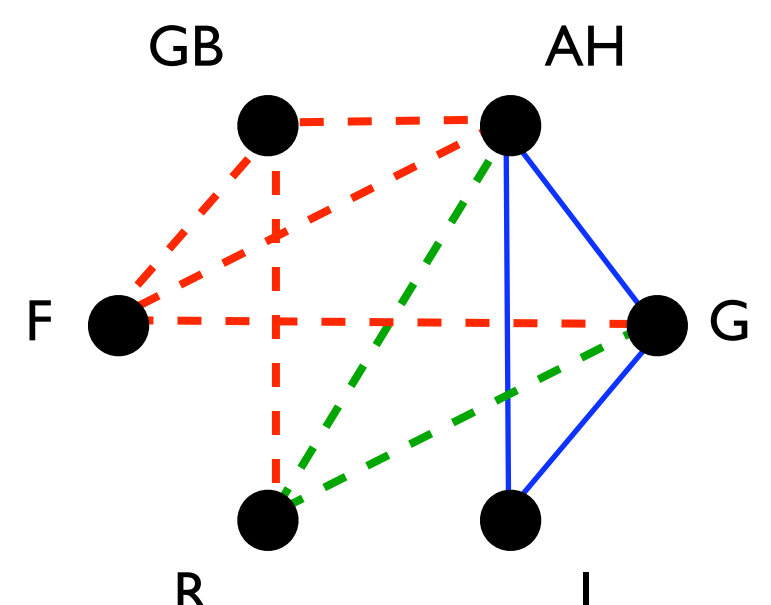
A Historical Lesson



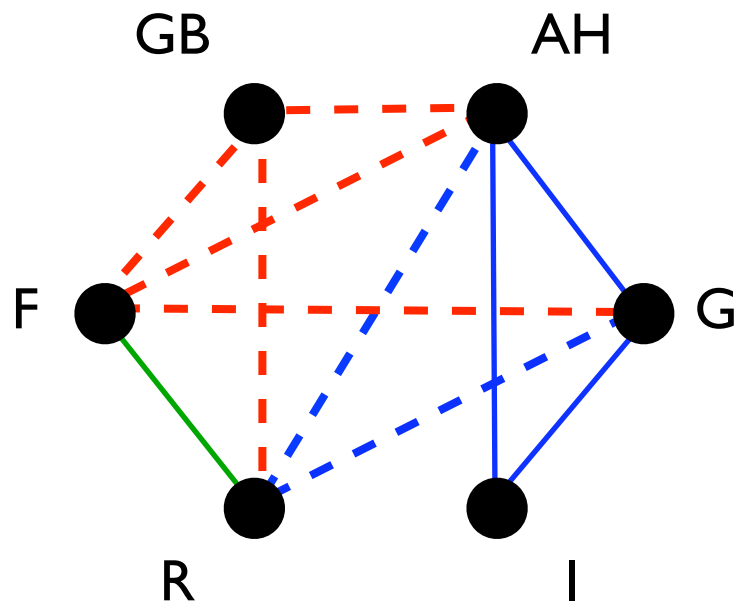
3 Emperor's League 1872-81



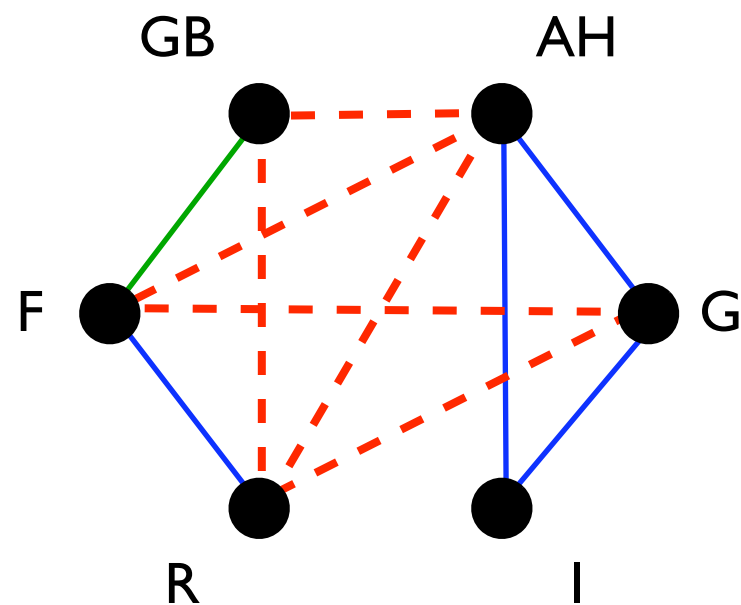
Triple Alliance 1882



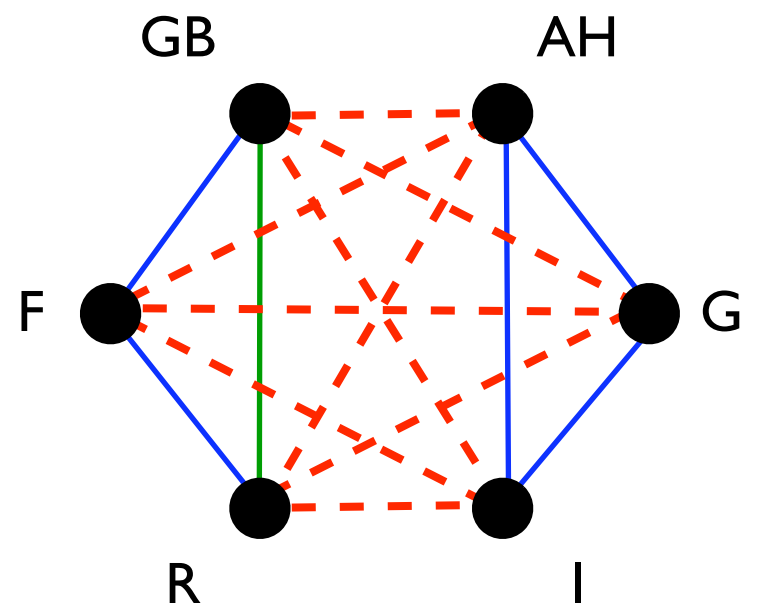
German-Russian Lapse 1890



French-Russian Alliance 1891-94



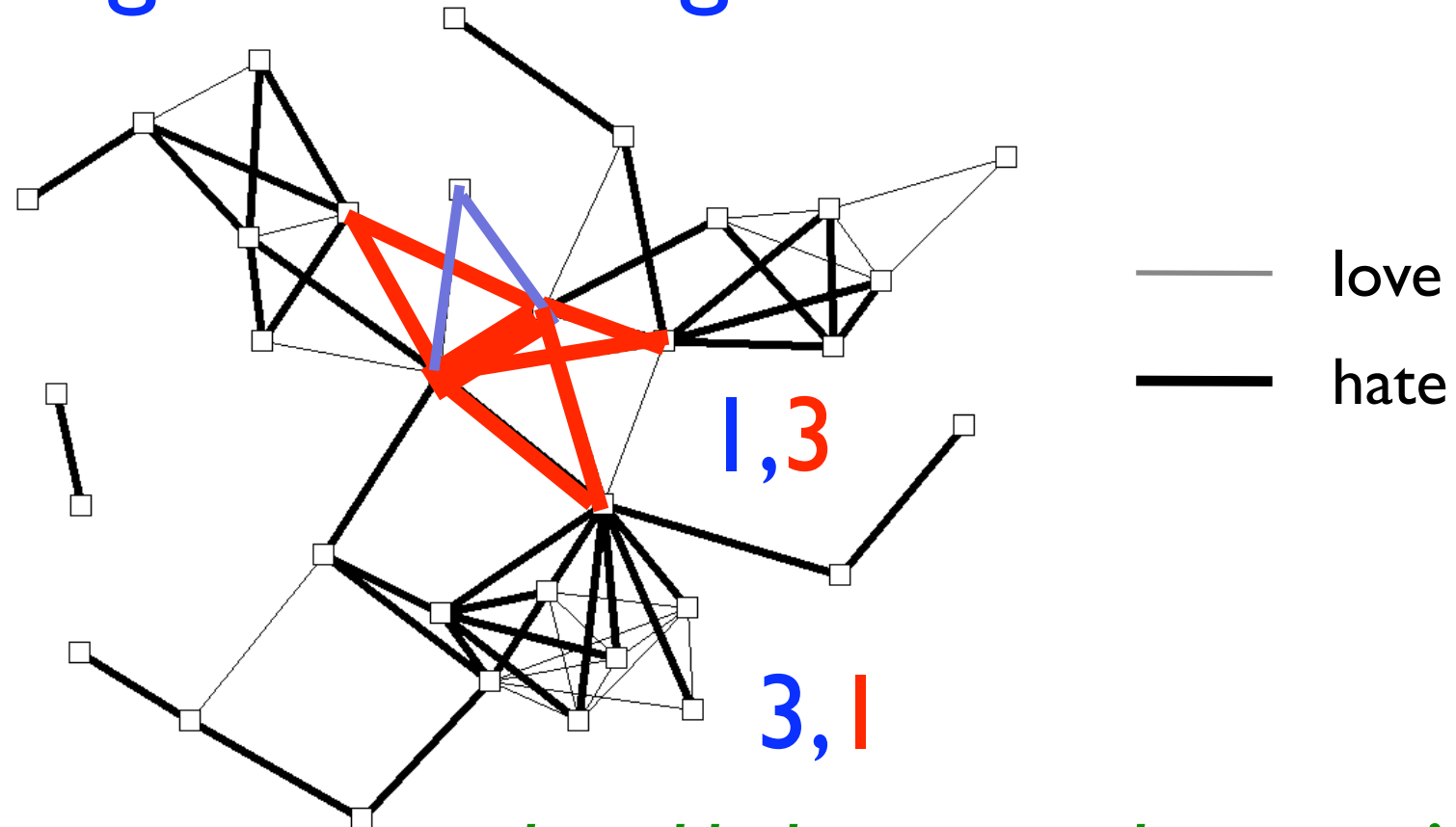
Entente Cordiale 1904



British-Russian Alliance 1907

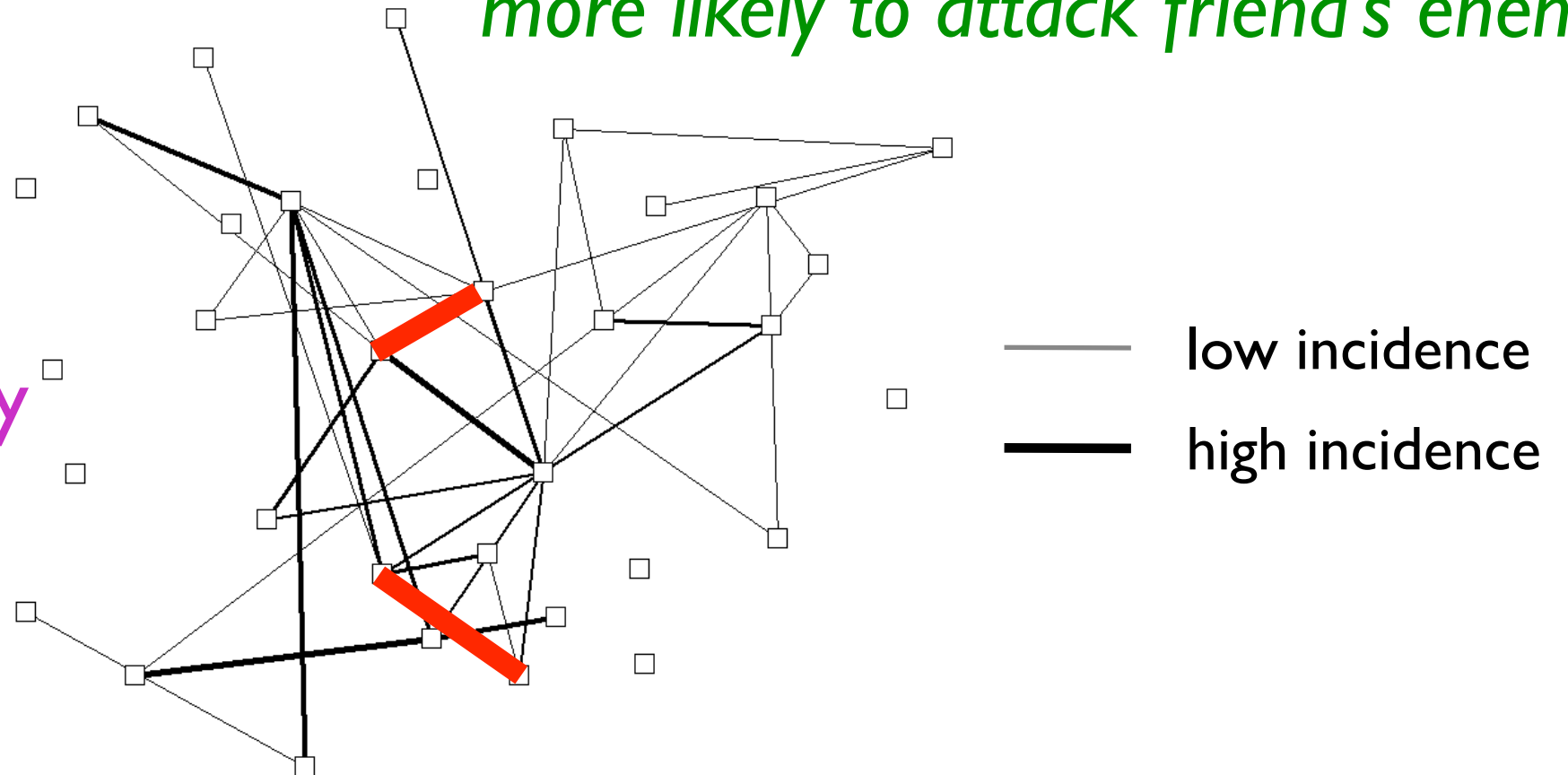
Long Beach Gang Lesson

gang relations



*less likely to attack enemy's friend
more likely to attack friend's enemy*

violence frequency



Summary & Outlook

If we can't all love each other → *social balance*

Local triad dynamics:

finite network: social balance, with the time until balance strongly dependent on p

infinite network: phase transition between utopia and social balance at $p=1/2$

Global triad dynamics ($p=1/3$):

jammed states possible but never occur

infinite network: two cliques always emerge, with utopia when $\rho_0 \cong 2/3$ (rough argument gives $\rho_0 = 1/2$)

Open questions:

incomplete graphs, indifference, continuous interactions

allow  → Machiavellian society

asymmetric relations

gang control?