

Familiar Strangers: Understanding metropolitan patterns of daily encounters

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June, 7, 2013, Copenhagen, NetSci2013

Myself

Civil Engineering Student



What my friends think i do



What my mother thinks I do.



What society thinks I do.



What i think I do.



What i should really do.

What I actually do.

Outlier!

Myself

Civil Engineering Student



What my friends thinks i do



What my mother thinks I do.



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What i think I do.



What i should really do.

**social
networks**

What I actually do.

!Outlier

Stanley Milgram



Stanley Milgram

http://en.wikipedia.org/wiki/Stanley_Milgram



Stanley Milgram	
Born	August 15, 1933 New York City
Died	December 20, 1984 (aged 51) Manhattan
Cause of death	Heart failure ^[1]
Education	Queens College, New York (1954) M.A. Harvard University (1960) Ph.D.
Known for	Milgram experiment Small world experiment Familiar stranger

Stanley Milgram's experiment



Milgram, S. (1974) The frozen world of the familiar stranger. *Psychology Today* 17, 70-80.

Stanley Milgram's experiment

The
frozen
world



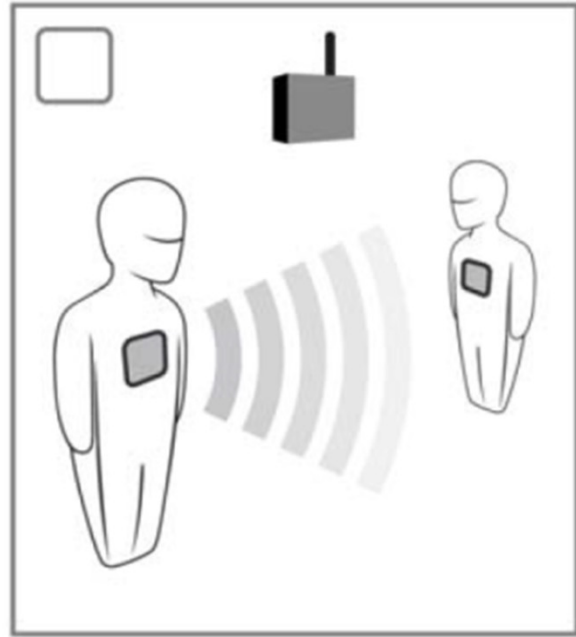
of the
familiar
strangers

Milgram, S. (1974) The frozen world of the familiar stranger. *Psychology Today* 17, 70-80.

Stanley Milgram's experiment

- “Familiar strangers” are those who urbanites meet everyday in public settings, such as a subway station, and with whom they never speak or otherwise acknowledge the other's existence.
- Comfortable anonymity
- **Physical proximity**

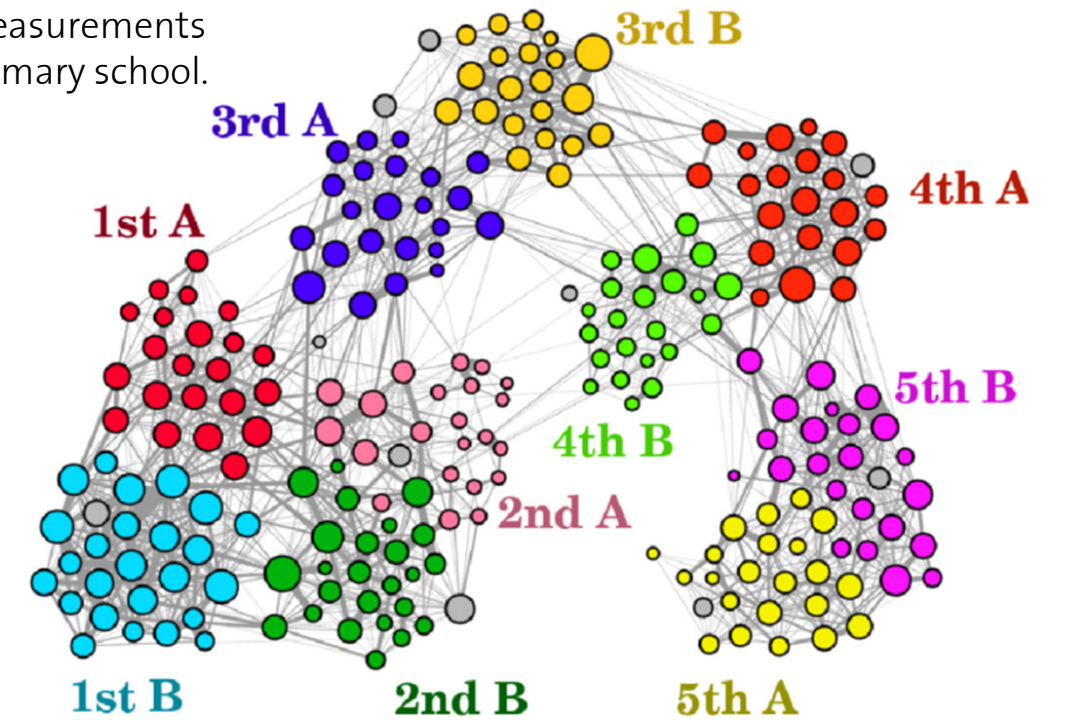
Physical proximity (Except taking photos)



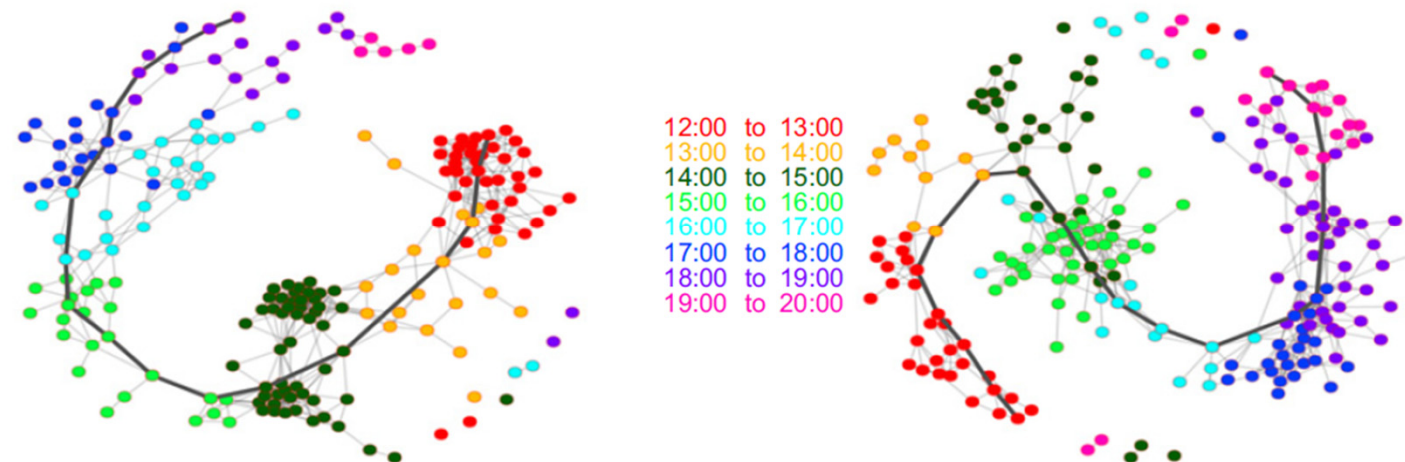
Cattuto C, et al. (2010) Dynamics of person-to-person interactions from distributed RFID sensor networks. PloS One 5(7):e11596.

Bluetooth
RFID
Wi-Fi
...
Active data collection

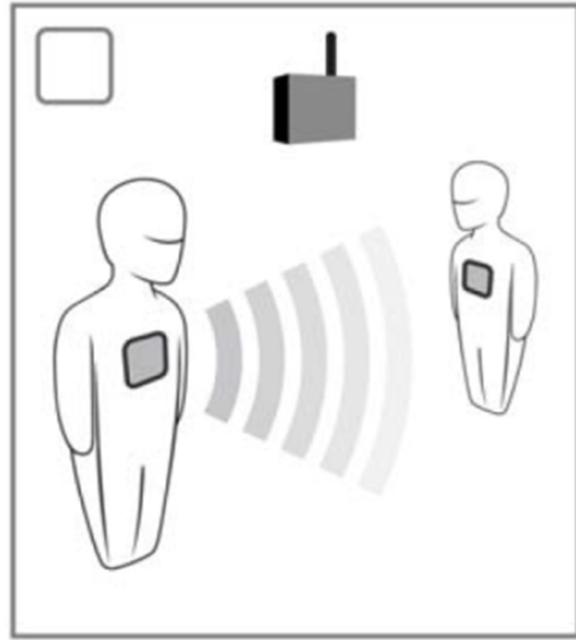
Stehlé J, et al. (2011) High-resolution measurements of face-to-face contact patterns in a primary school. PloS one 6(8):e23176.



Isella L, et al. (2011) What's in a crowd? Analysis of face-to-face behavioral networks. J Theor Biol 271(1):166-180.



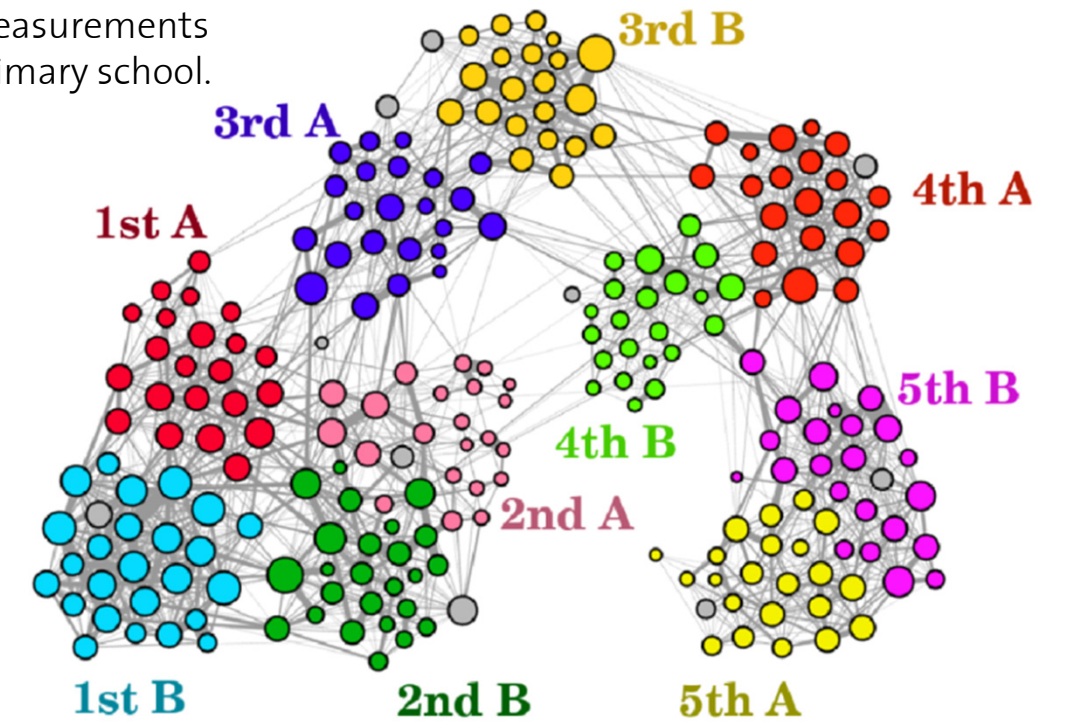
Physical proximity



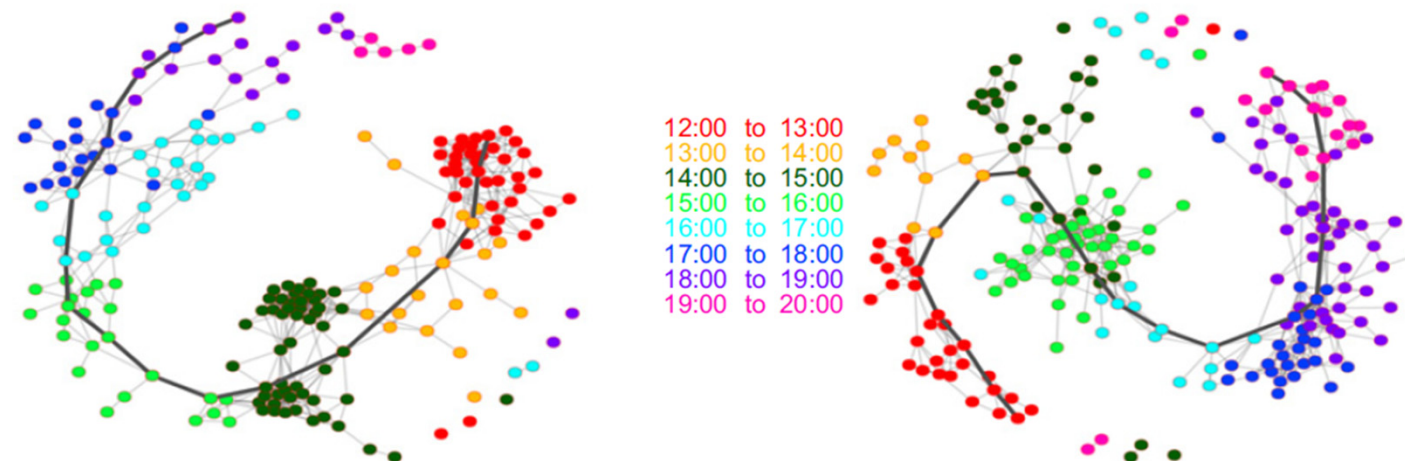
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Limited in scale:
schools, conferences,
exhibitions...



Isella L, et al. (2011) What's in a crowd? Analysis of face-to-face behavioral networks. J Theor Biol 271(1):166-180.



How to tie them together?

- Think of data to capture physical proximity
- Active data collection?

Physical proximity \leftarrow ----- \rightarrow Familiar strangers

How to tie them together?

- Think of data to capture physical proximity
- Active ~~data~~ collection?
- Large scale (city)
- Accurate
- Long time observation

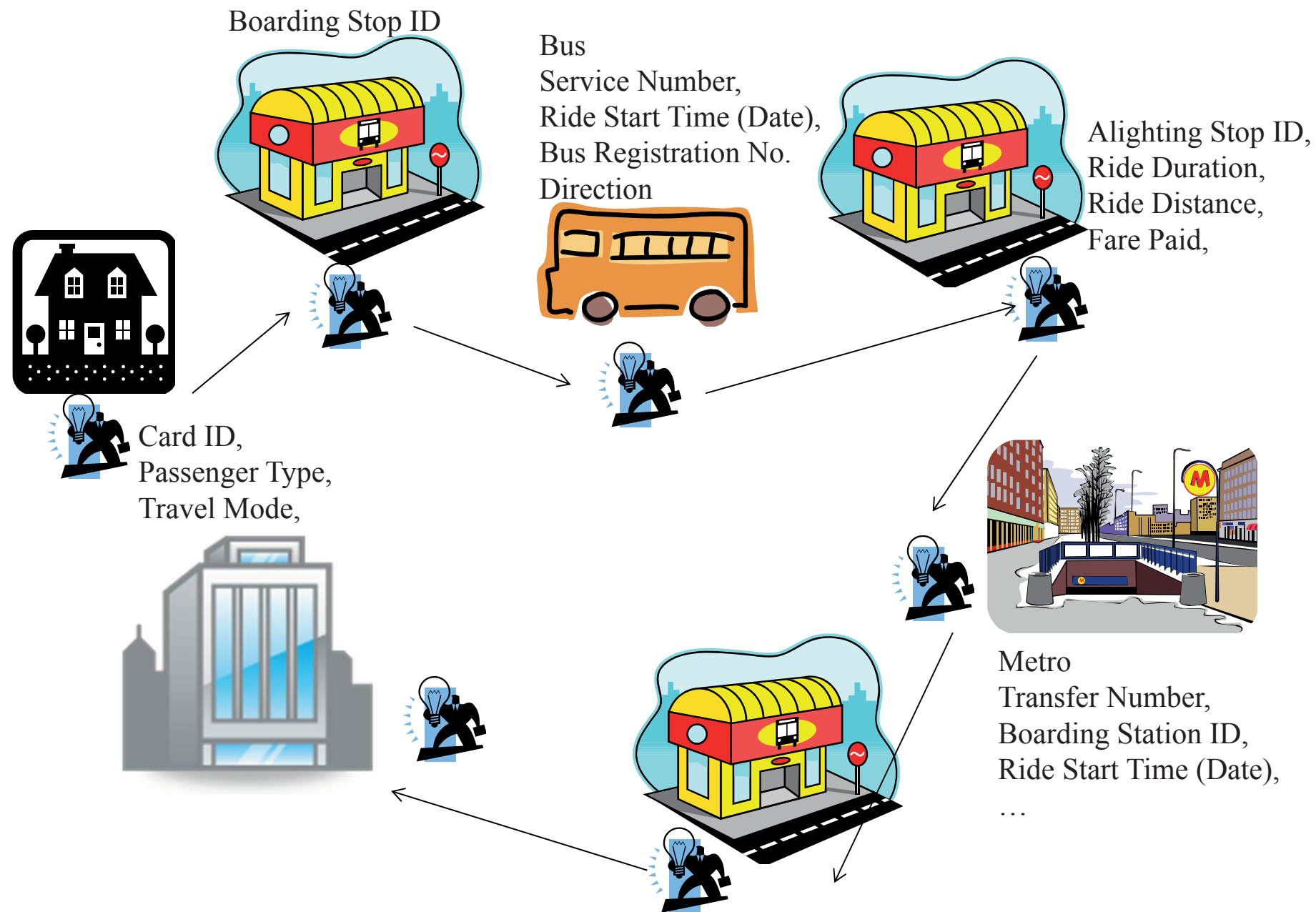
Physical proximity \leftarrow ----- \rightarrow Familiar strangers

How to tie them together?

- Think of data to capture physical proximity
- Active ~~data~~ collection?
- Large scale (city)
- Accurate
- Long time observation
- **Public transit smart card!**
- **The EZ-link data in Singapore.**

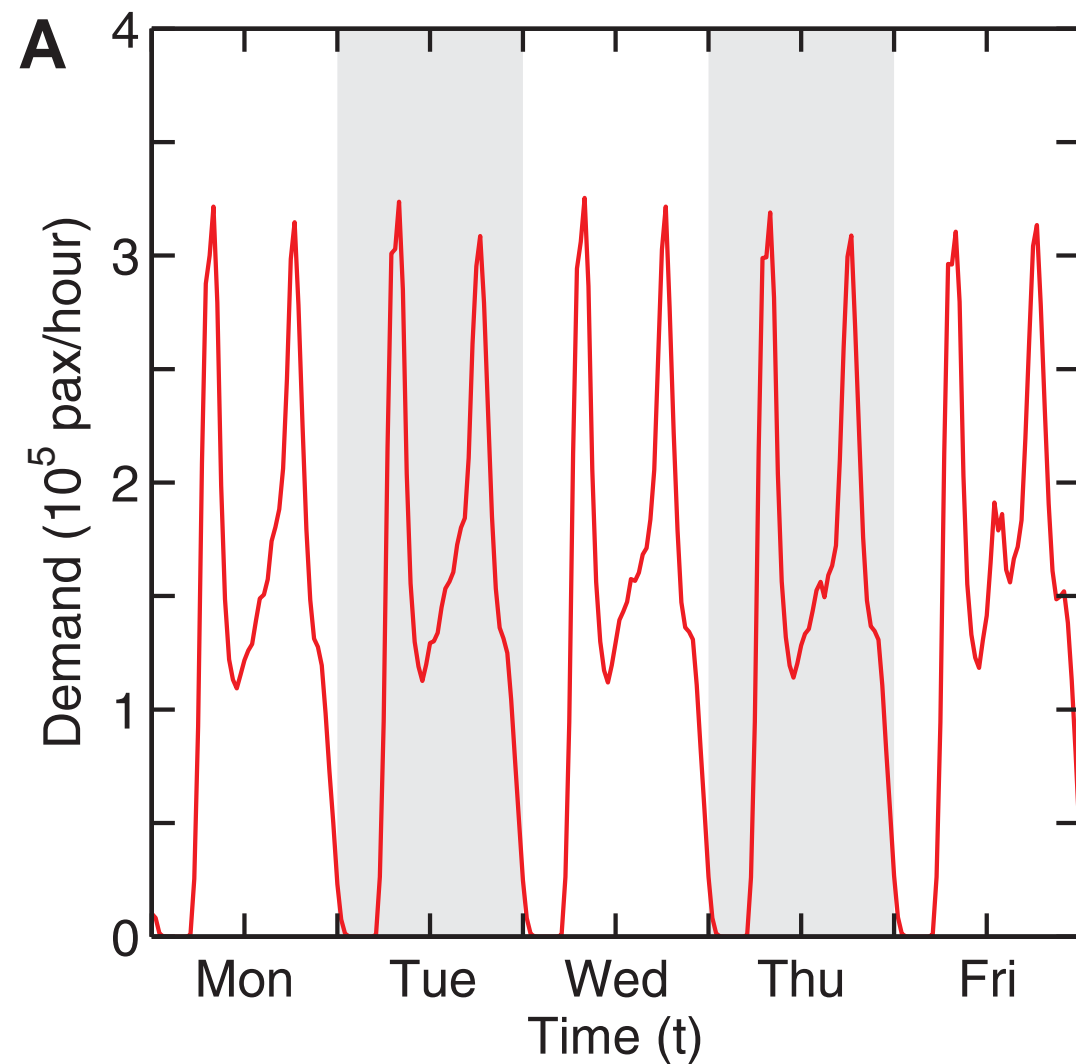


How to tie them together?



What do we get from smart card data?

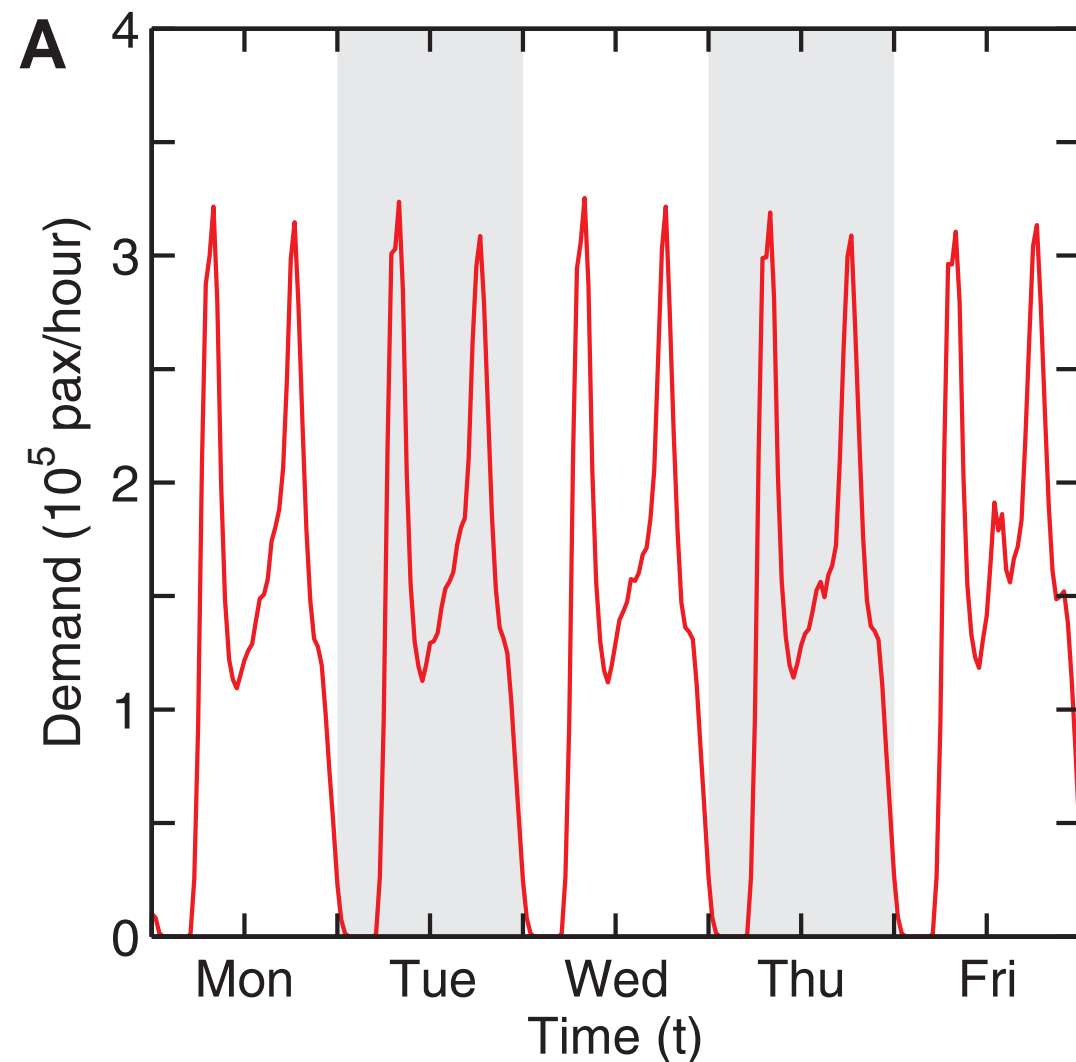
What do we get from smart card data?



Simple statistics

But this is not what we want

What do we get from smart card data?



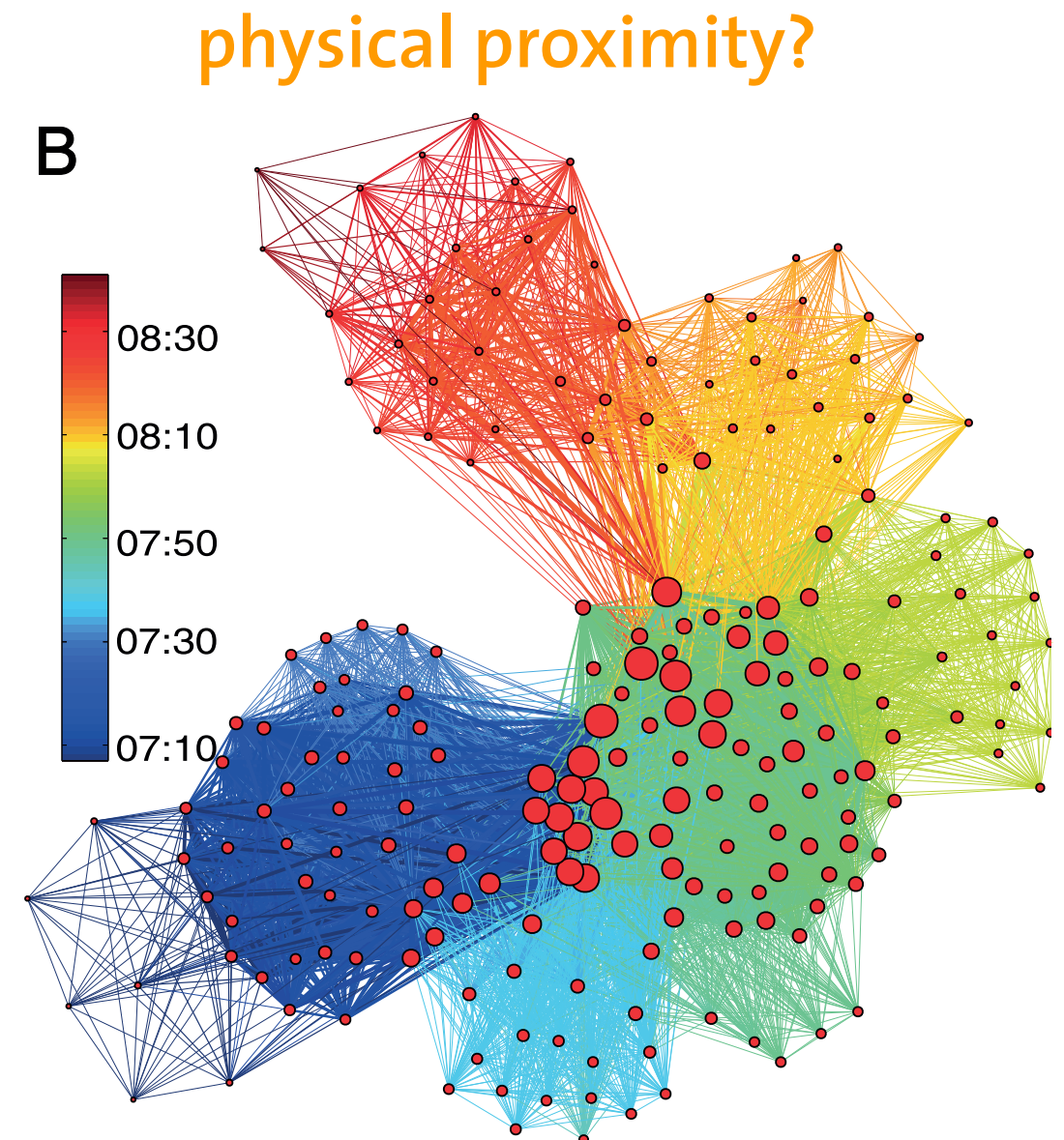
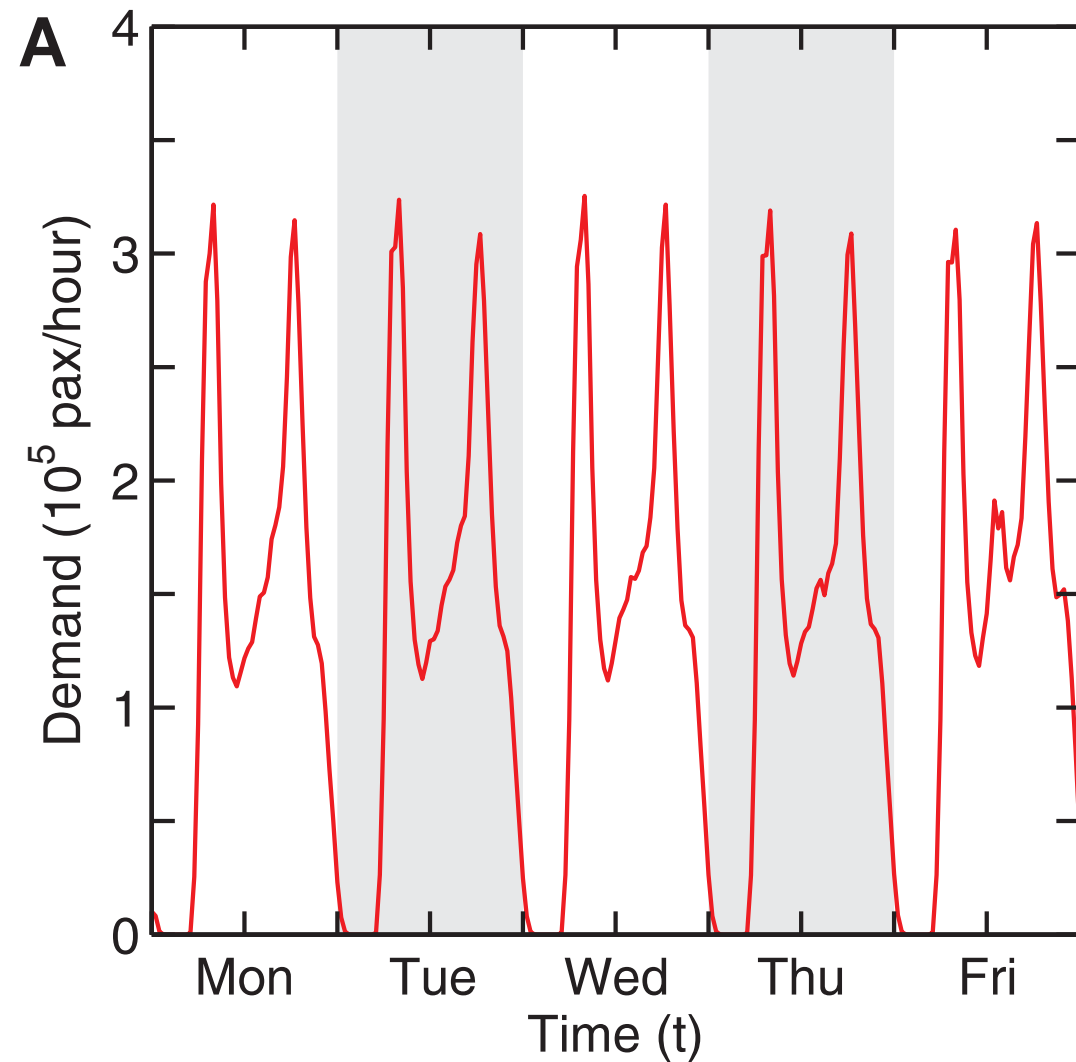
Simple statistics

But this is not what we want

We want something complex

Like a network

What do we get from smart card data?



How do we convince you and ourselves?

- Why bus is a good proxy to capture physical proximity?

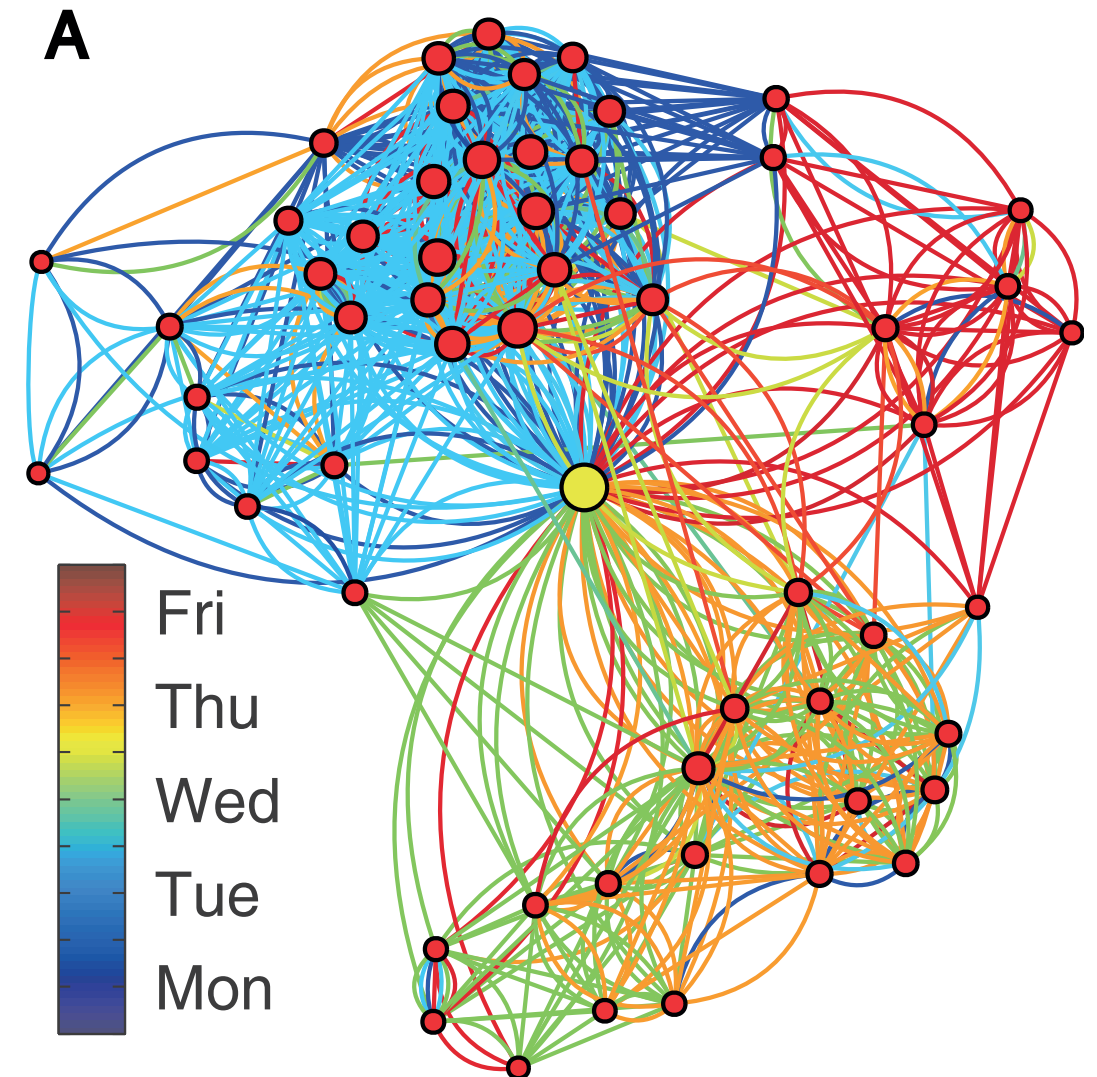


<http://sgwiki.com/wiki/Buses>



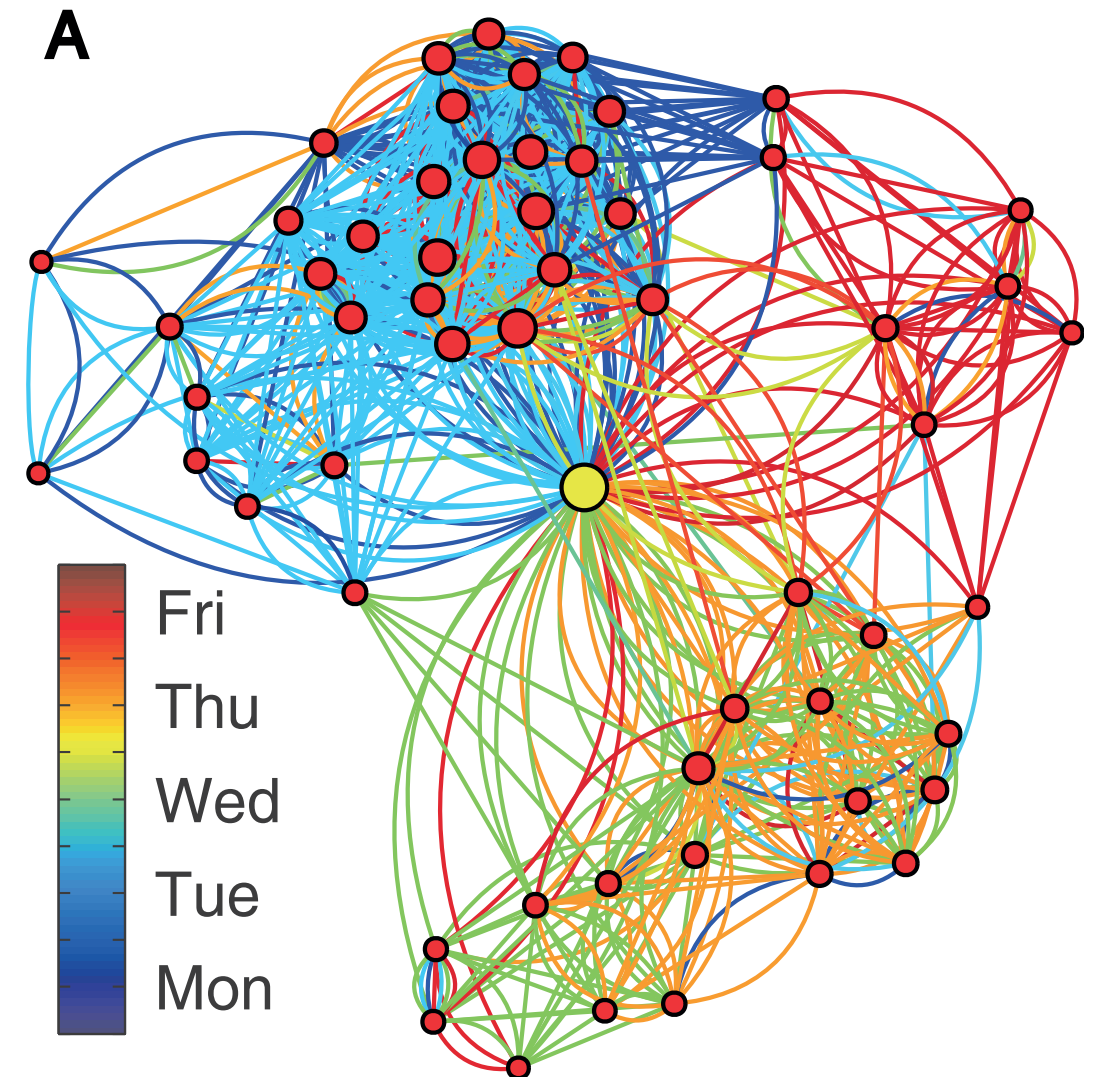
Find “familiar strangers”

- Find “the others” you have encountered more than once.
- “Once” over the study period:
 - perfect stranger
- “More than once”:
 - we assume he/she is a familiar stranger to you



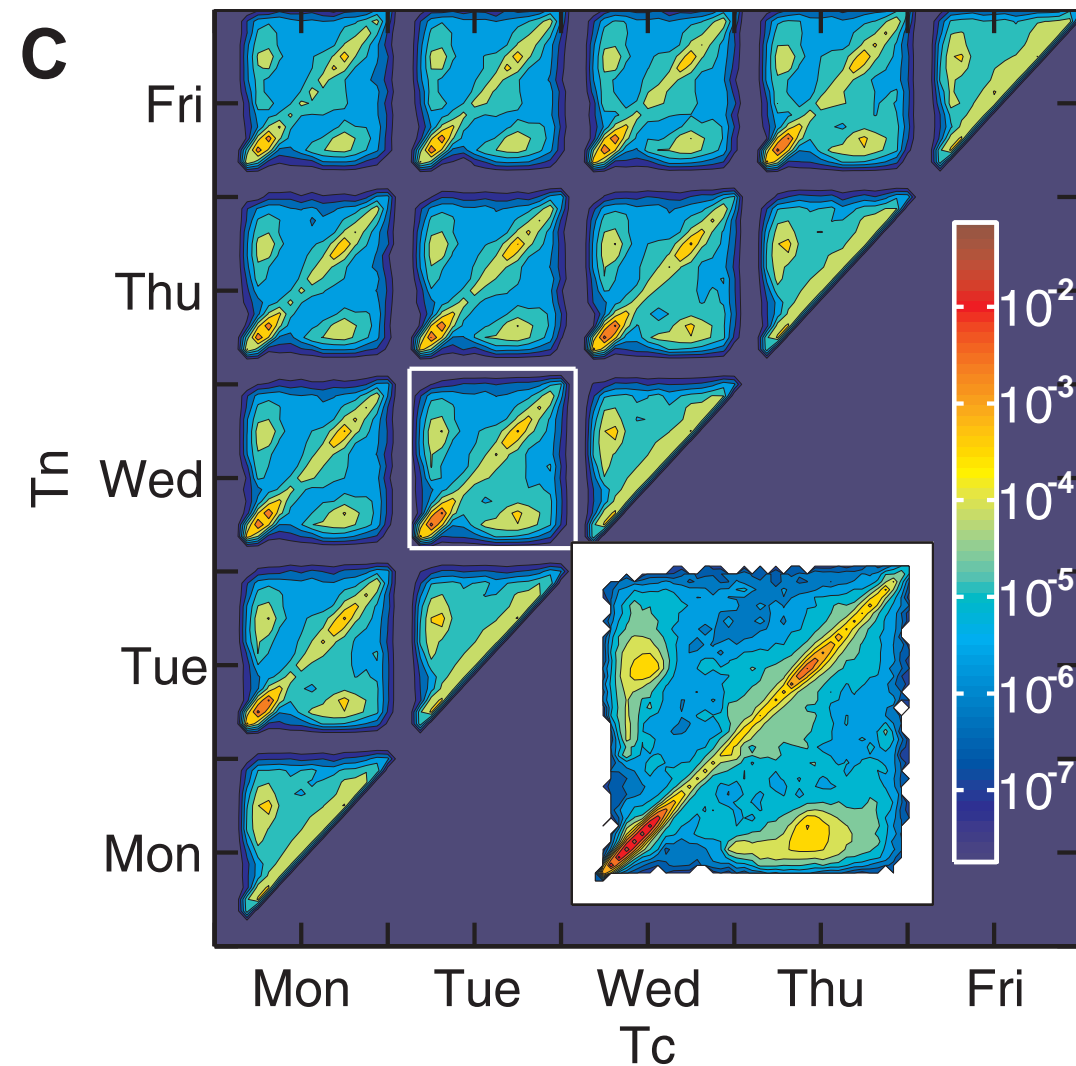
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- **FSs are FSs**
- **What’s the law behind?**

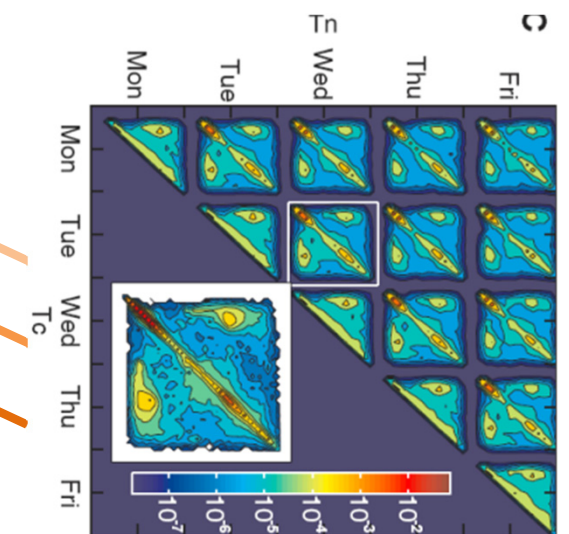


Time-of-day and day-to-day variation

- Probability density $P(T_c, T_n)$
- 2d plot shows the density of the current and the next encounter

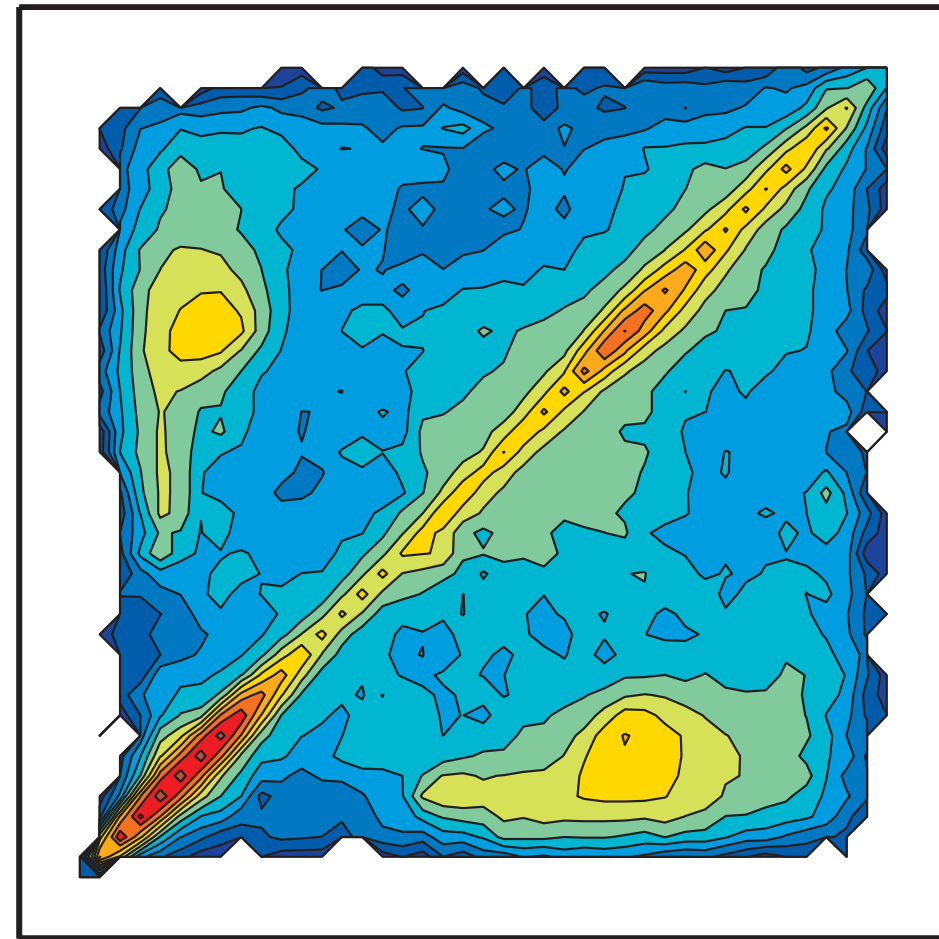
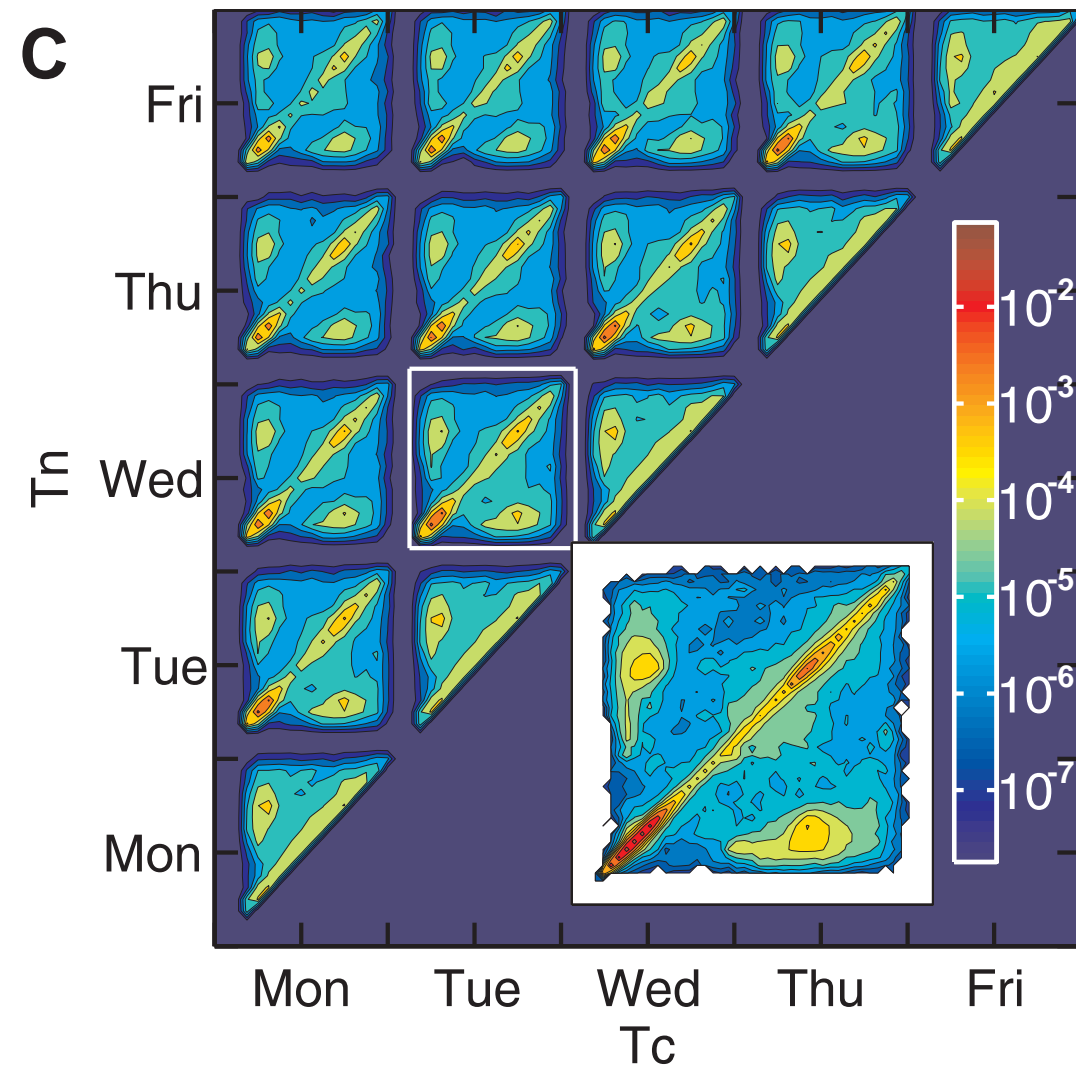


$$P(D_c, D_n) = \begin{bmatrix} 0 & 0.141 & 0.086 & 0.061 & 0.046 \\ 0 & 0 & 0.148 & 0.091 & 0.062 \\ 0 & 0 & 0 & 0.145 & 0.085 \\ 0 & 0 & 0 & 0 & 0.135 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$



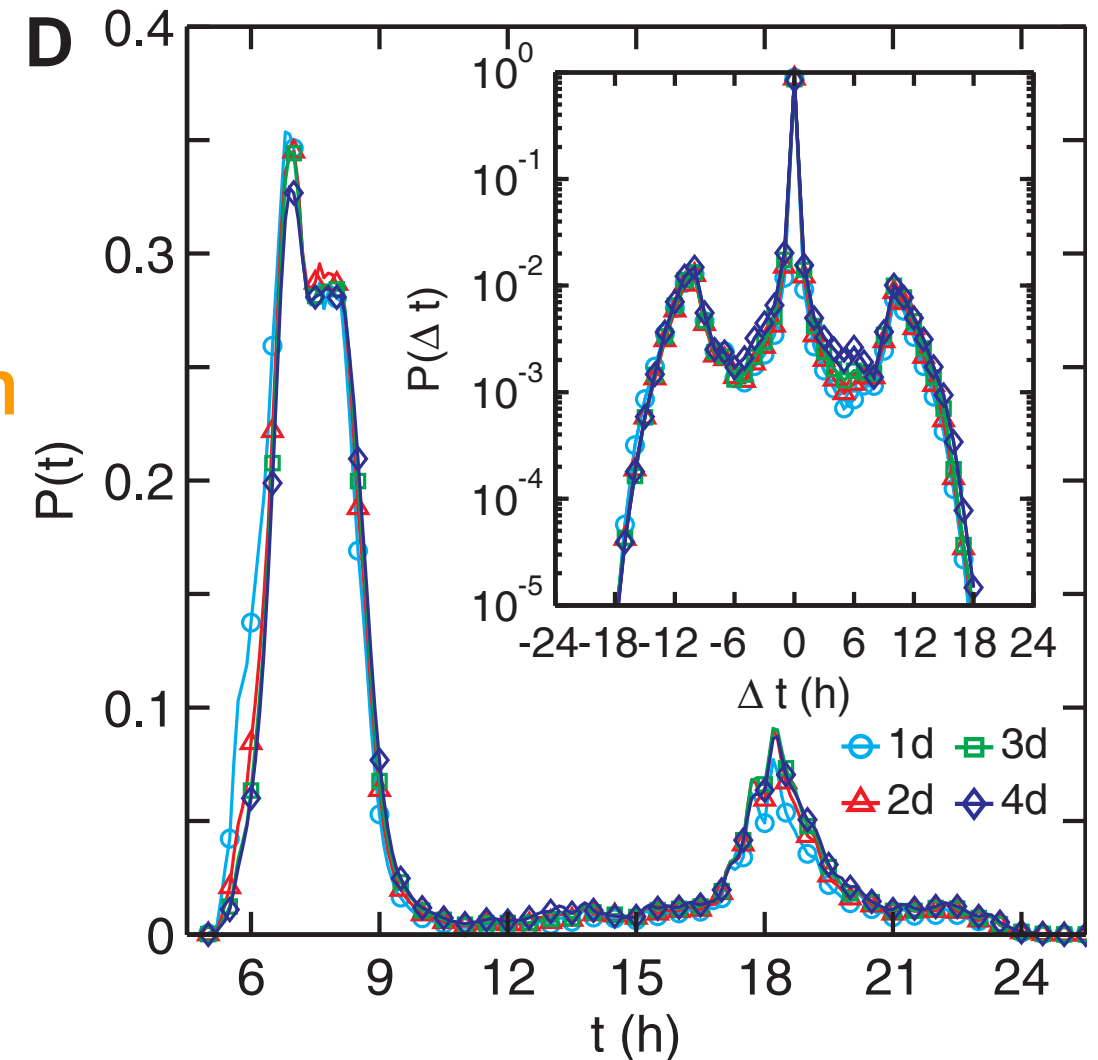
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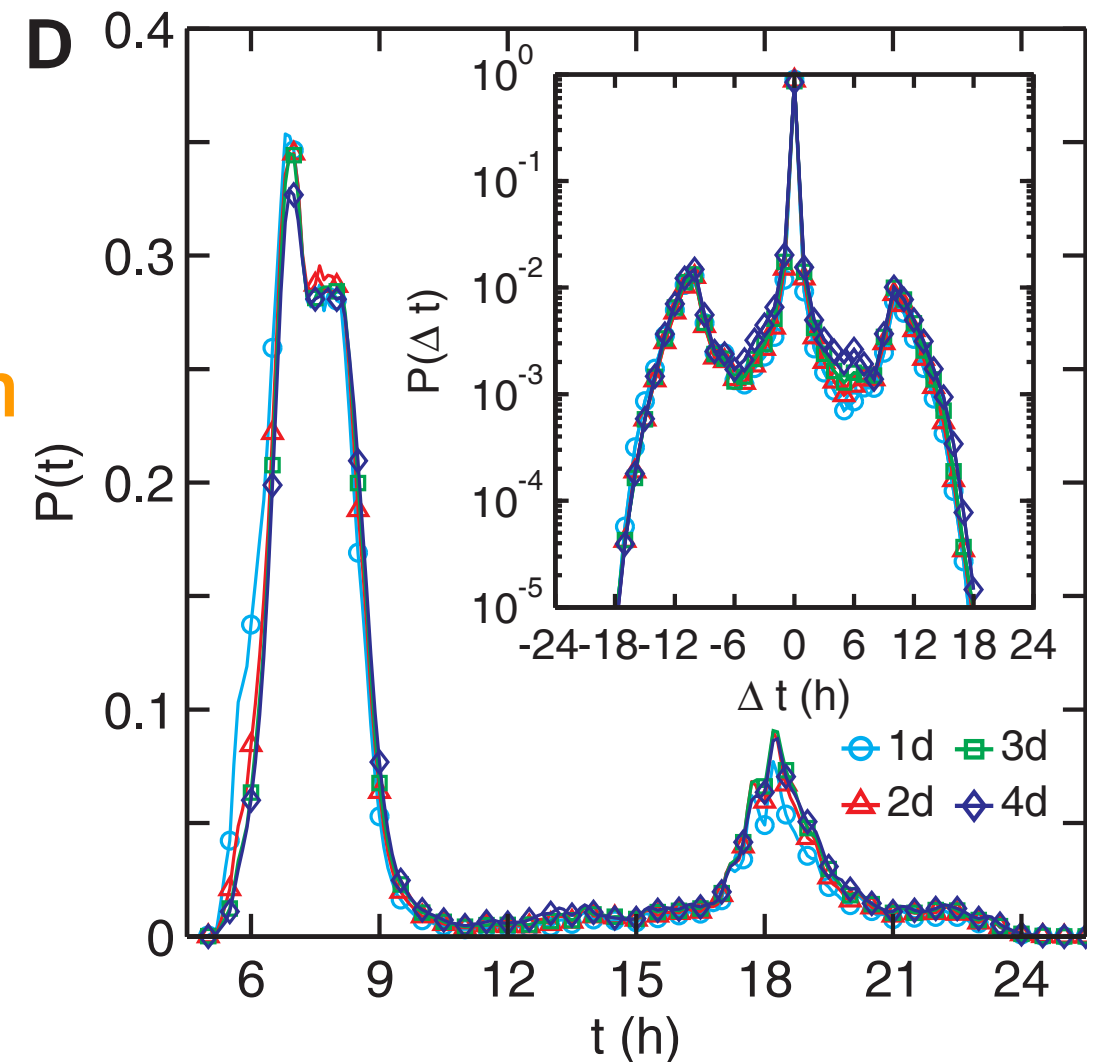
Time-of-day and day-to-day variation

- Have to check
- Two dimensions:
 - Over day (merge t_c and t_n)
 - **Collective regularity morning/afternoon**
 - On the diagonal ($\text{mod}(t_c - t_n, 24)$)



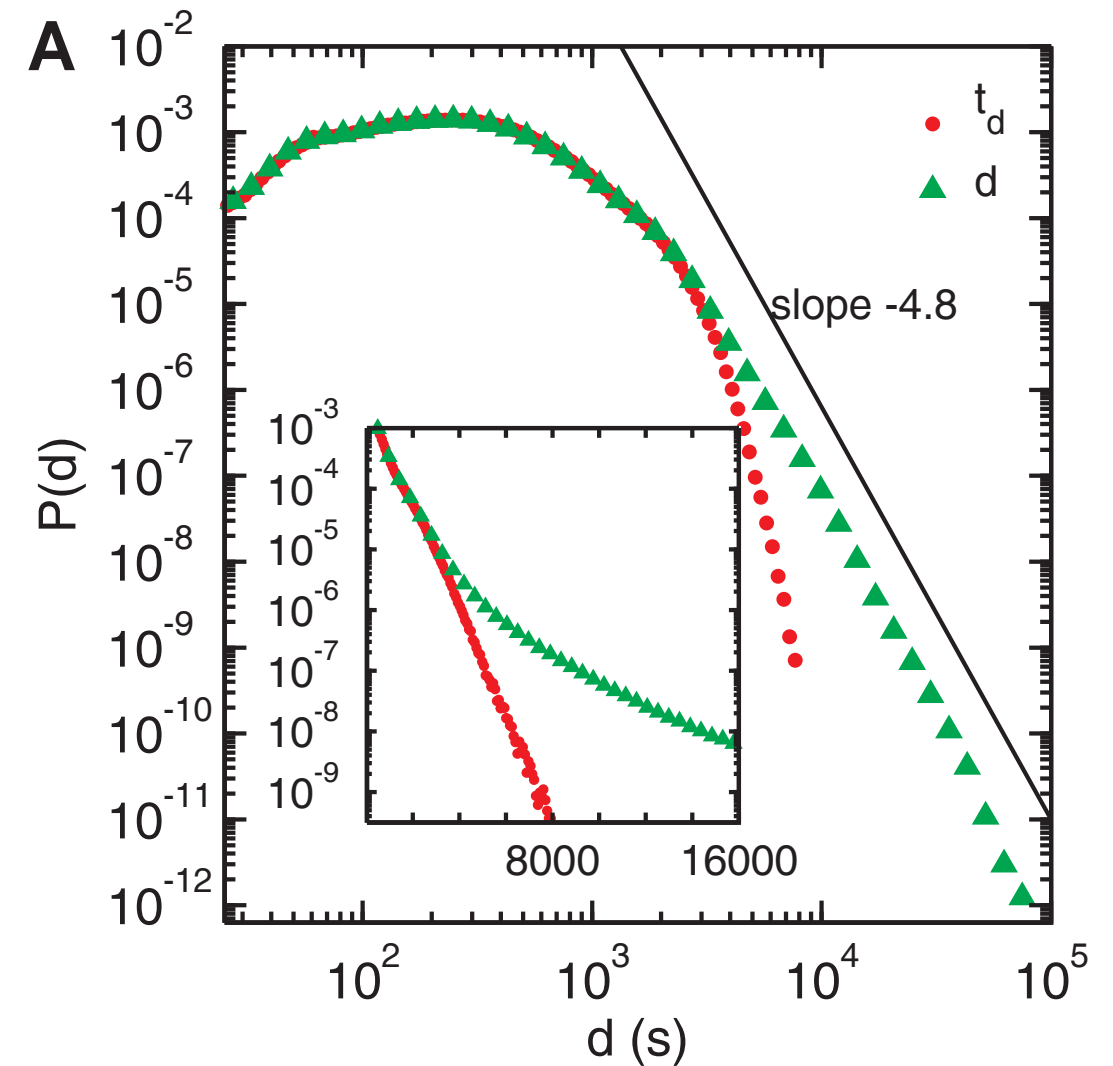
Time-of-day and day-to-day variation

- Have to check
- Two dimensions:
 - Over day (merge t_c and t_n)
 - **Collective regularity morning/afternoon**
 - On the diagonal ($\text{mod}(t_c - t_n, 24)$)
- **Taken together, we find**
- **reproducible temporal patterns**



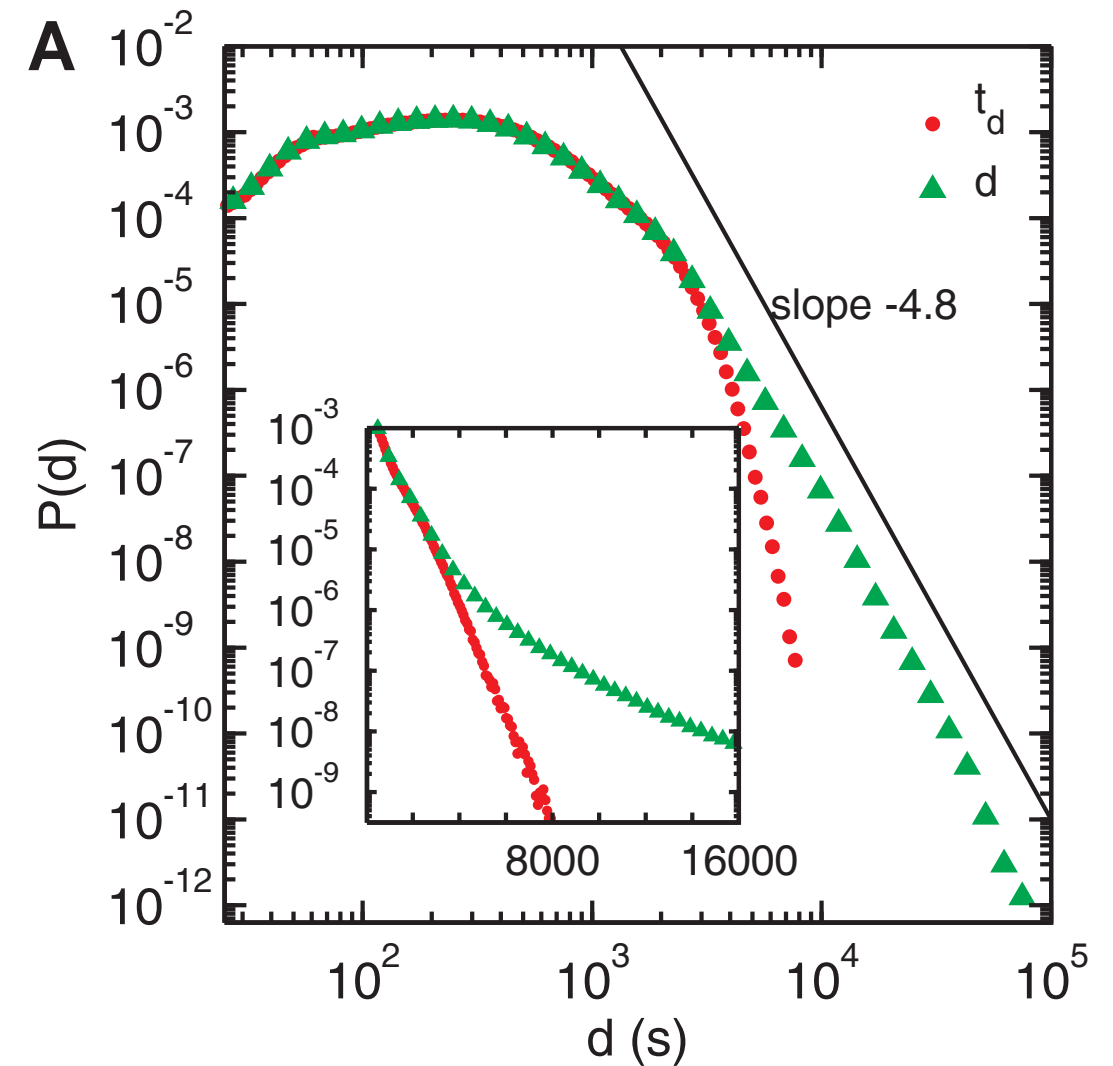
What is the consequence?

- Distributions of ...
- Duration of each encounter t_d
- **Exponentially decaying tail**
- Duration of $d(i, j) = \sum_{k=1}^{f_e(i, j)} t_{d, k}(i, j)$
- **Sum of total duration between (i, j)**



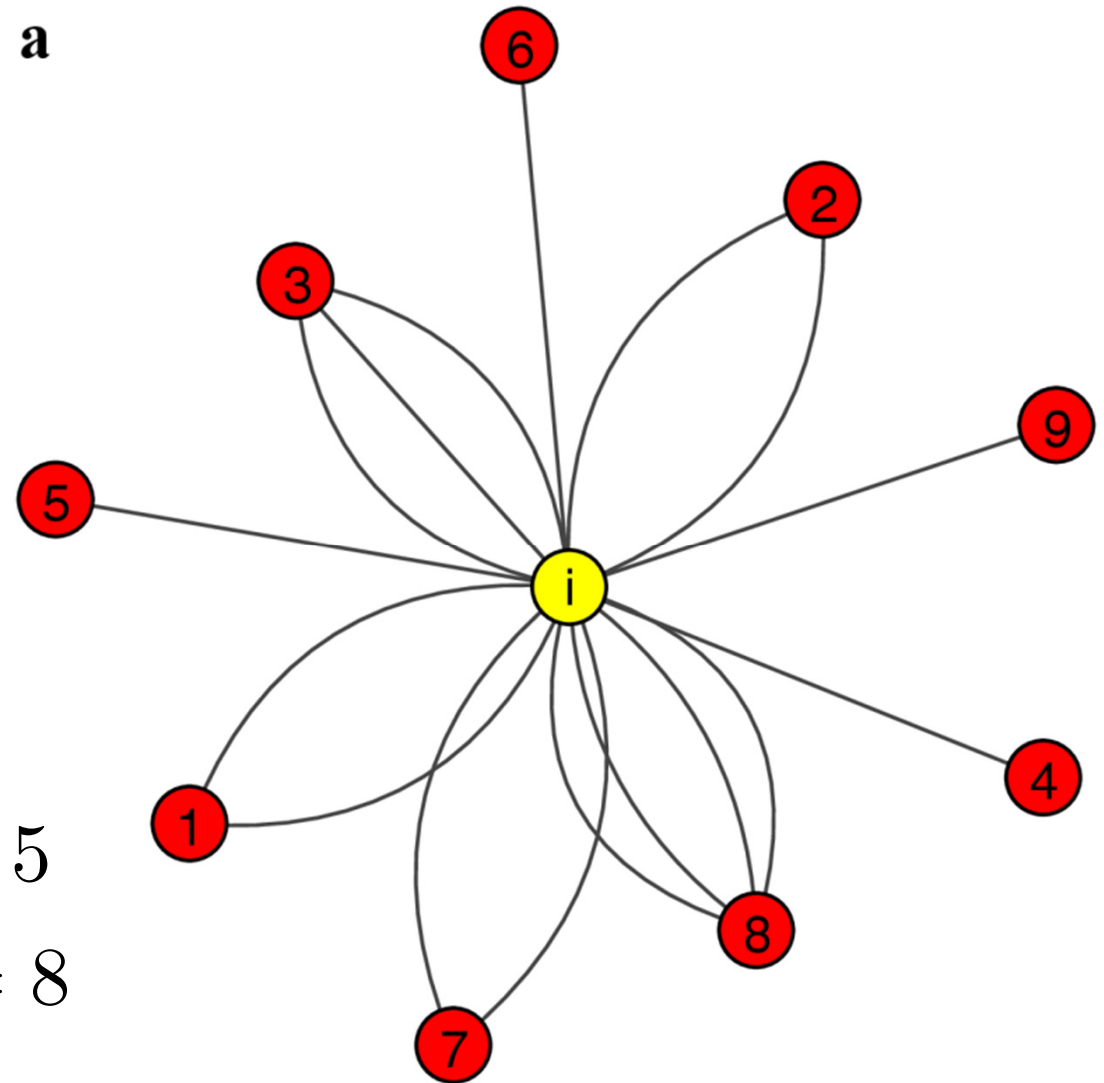
What is the consequence?

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- Duration of $d(i, j) = \sum_{k=1}^{f_e(i, j)} t_{d, k}(i, j)$
- **Sum of total duration between (i, j)**
- **Power-law tail**
- **Evidence of paired regularity**
- **Measurement?**



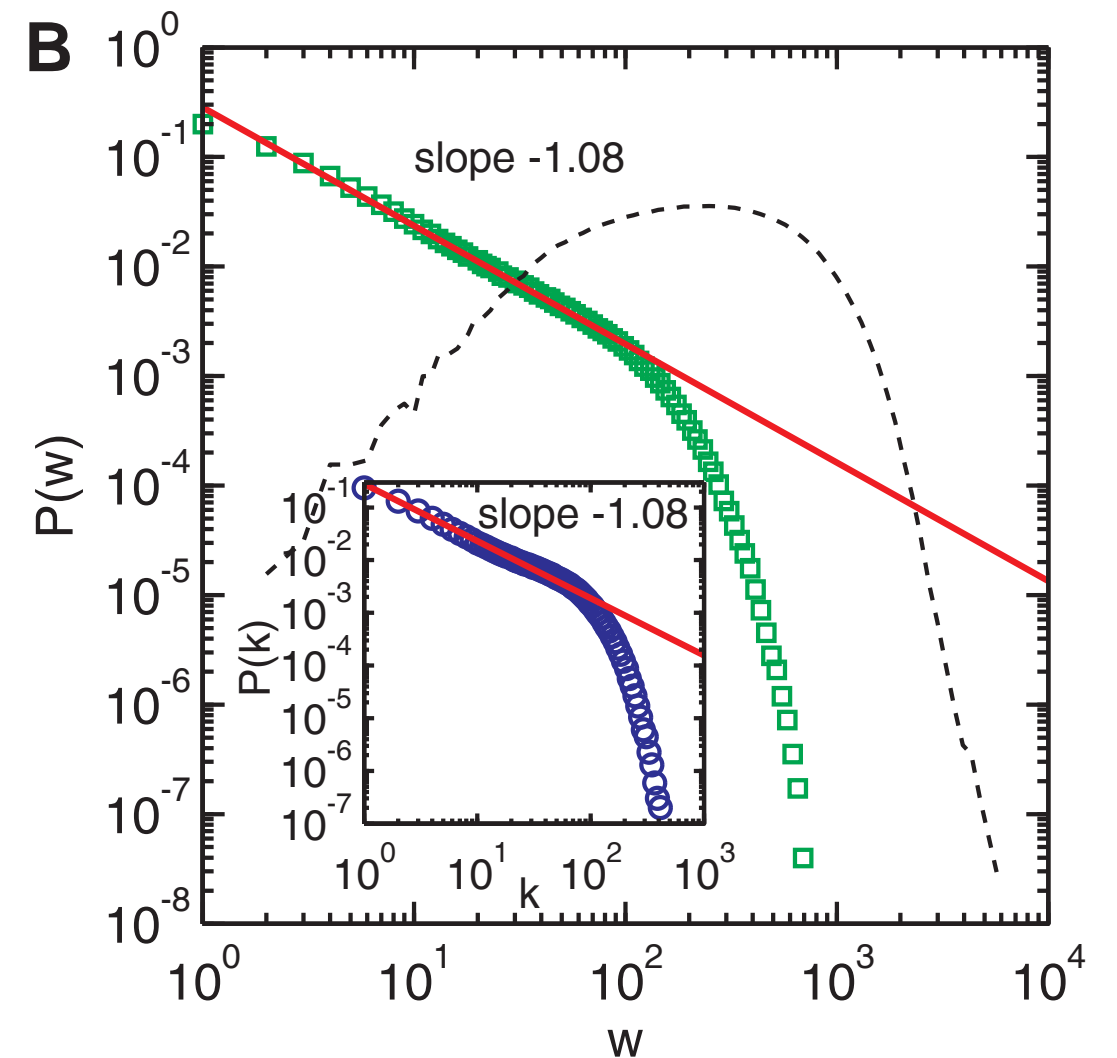
What is the consequence?

- On individual level
- Number of familiar strangers: k_i
- Personal weight: $w_i \equiv \sum_{j \in N(i)} (f_e(i, j) - 1)$



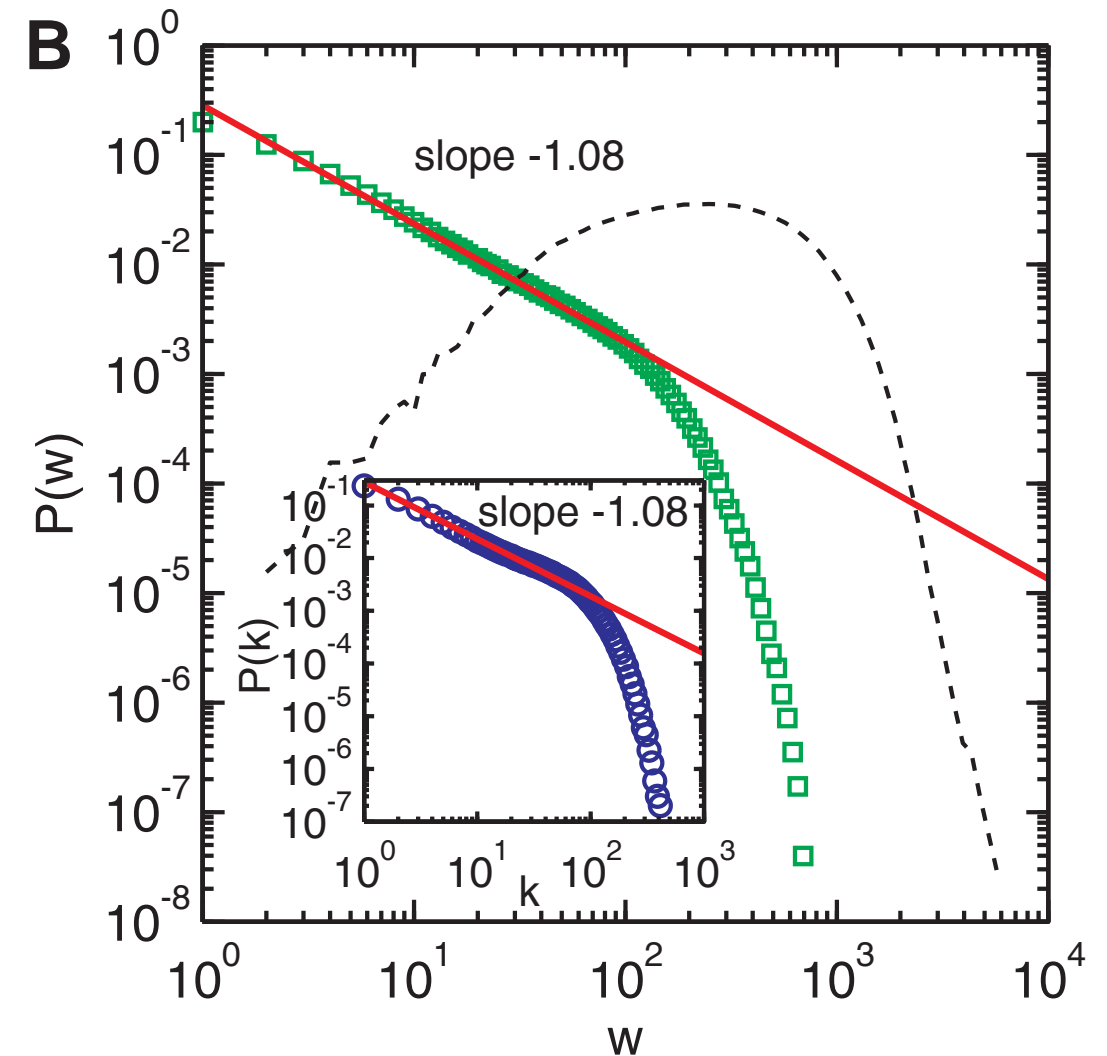
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- Follows a power law with high cut-offs,



What is the consequence?

- On individual level
- Personal weight: $w_i \equiv \sum_{j \in N(i)} (f_e(i, j) - 1)$
- Follows a power law with high cut-offs,
- **Great variation**
- **Encounter patterns might be influenced by individual behavior patterns (regularity).**



Measure individual regularity

- Rescaled personal weight:

$$r_i = \frac{w_i}{T_i} (\text{hour}^{-1})$$

How often do you recognize fss in one hour?

Measure individual regularity

- Rescaled personal weight:

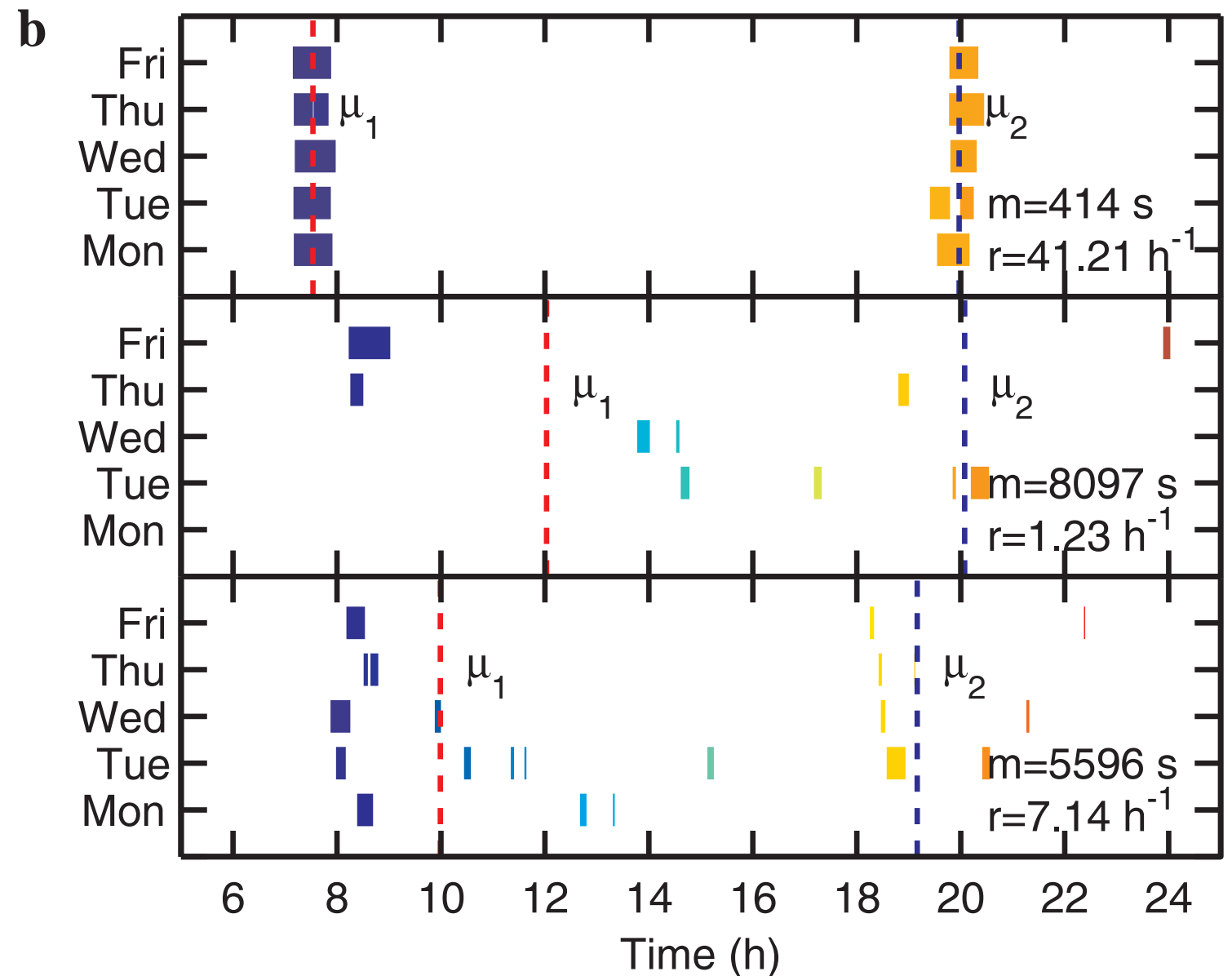
$$r_i = \frac{w_i}{T_i} \left(\text{hour}^{-1} \right)$$

How often do you recognize fss in one hour?

- Absolute trip difference:

$$m_i = \sum_{k=1}^2 \sum_{t \in S_k} \frac{|t_j - \mu_k|}{n}$$

How regular you are?



Measure individual regularity

- Rescaled personal weight:

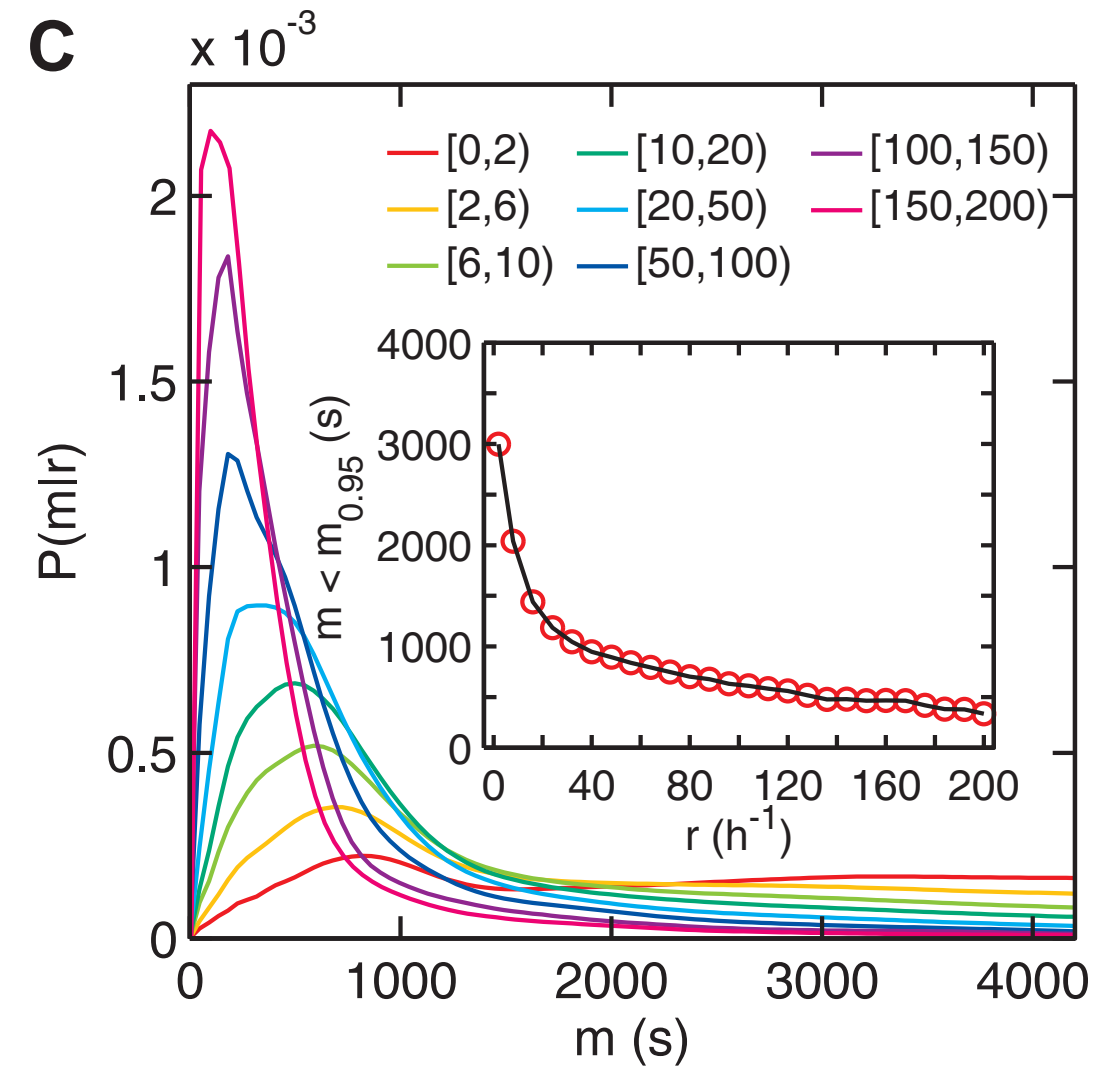
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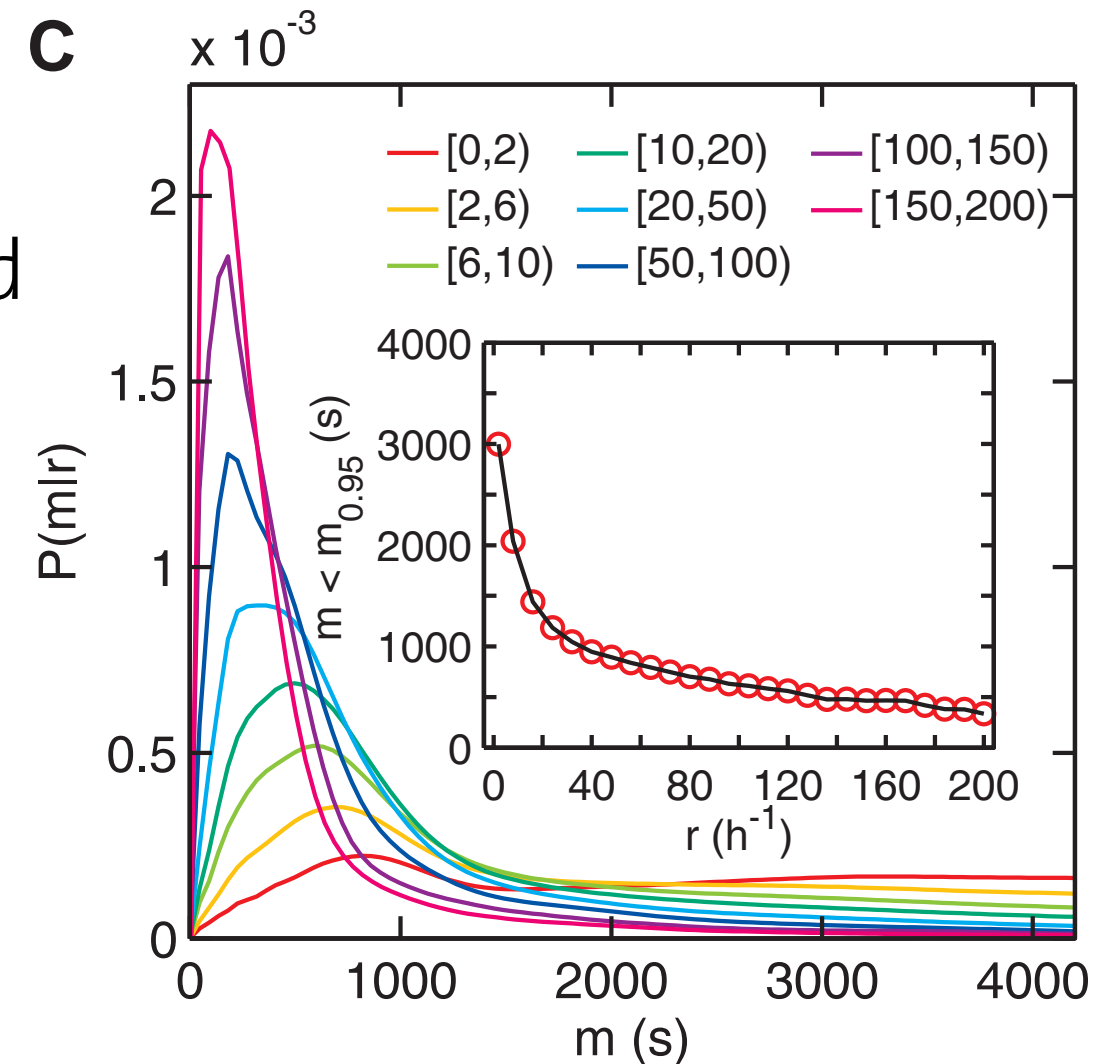
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How regular you are?



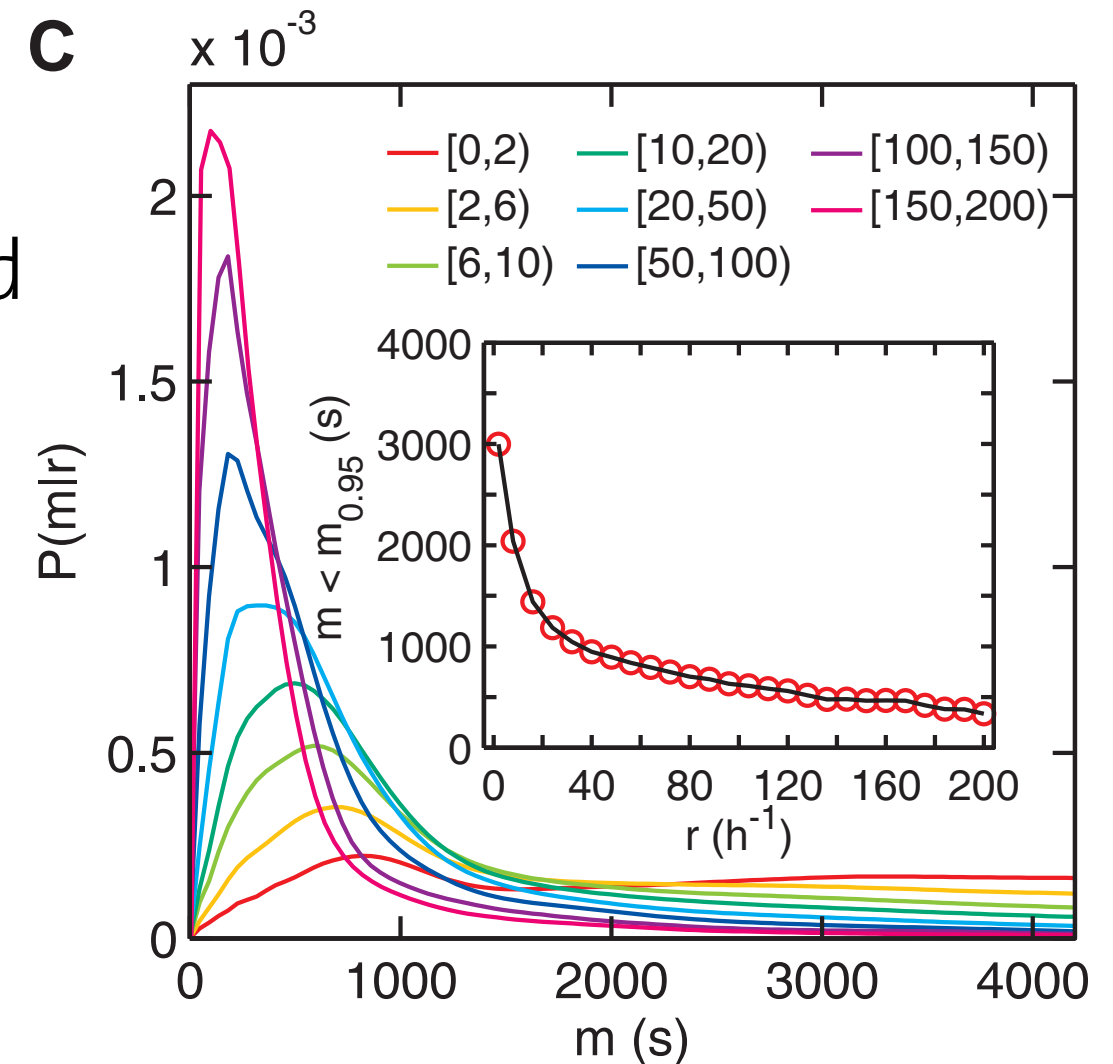
Measure individual regularity

- Individuals with higher r_i tend to have less skewed $P(m)$
- Those with lower r_i display a more skewed distribution



Measure individual regularity

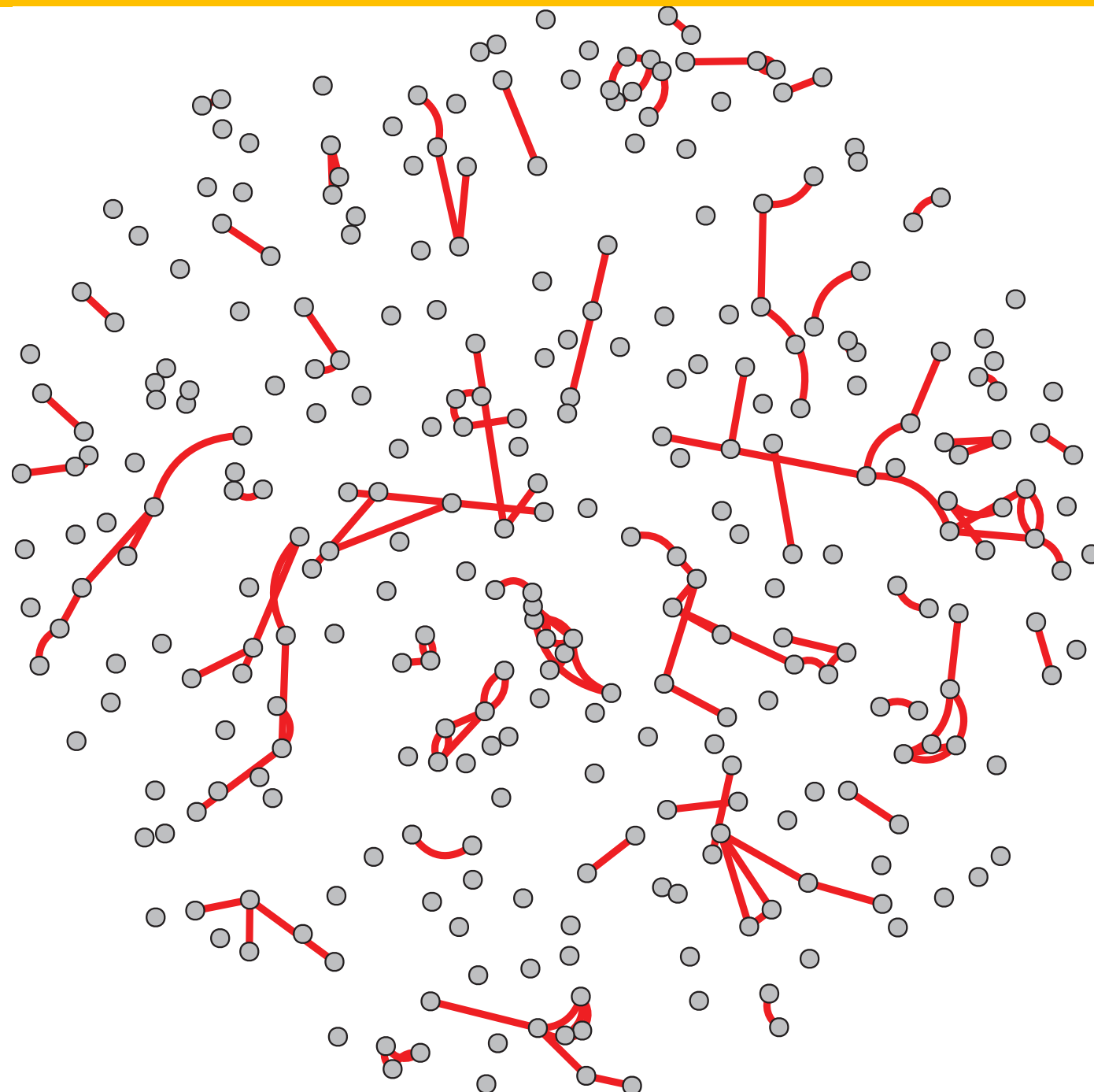
- Individuals with higher r_i tend to have less skewed $P(m)$
- Those with lower r_i display a more skewed distribution
- **A larger encounter likelihood of an individual is strongly rooted in his/her behavioural regularity**



A world of familiar strangers

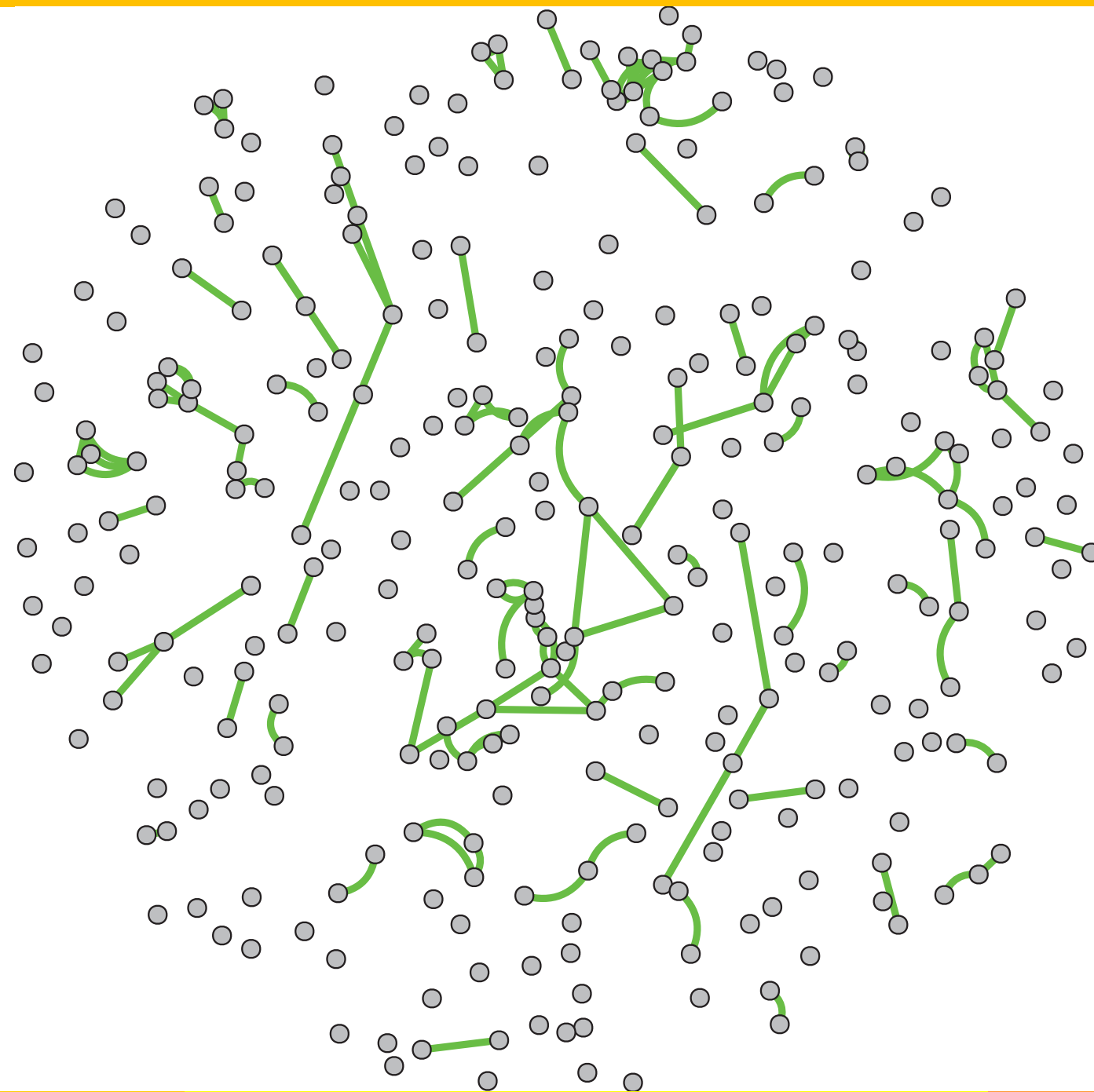
- We all living in a world of familiar strangers

A world of familiar strangers



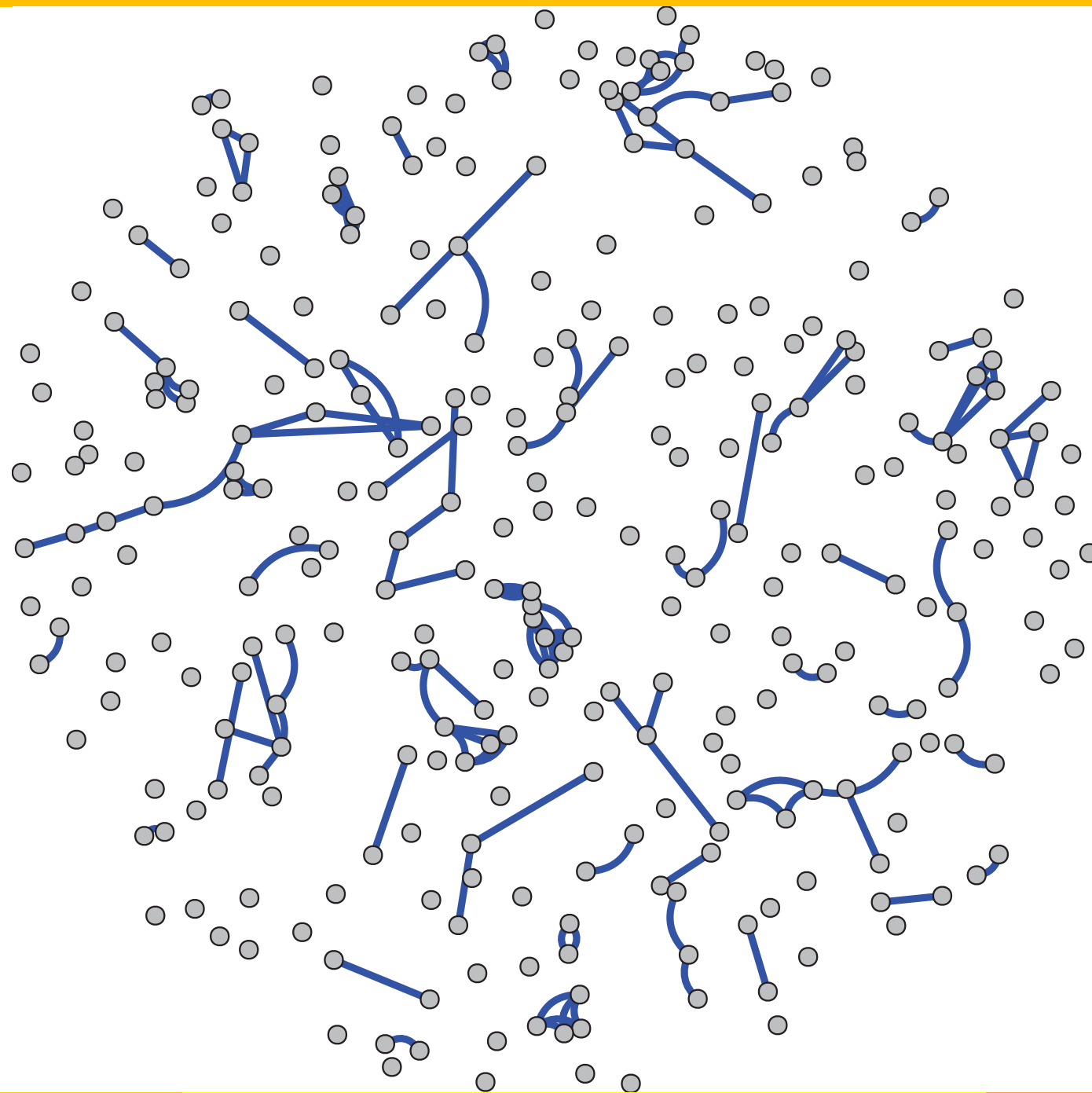
Monday

A world of familiar strangers



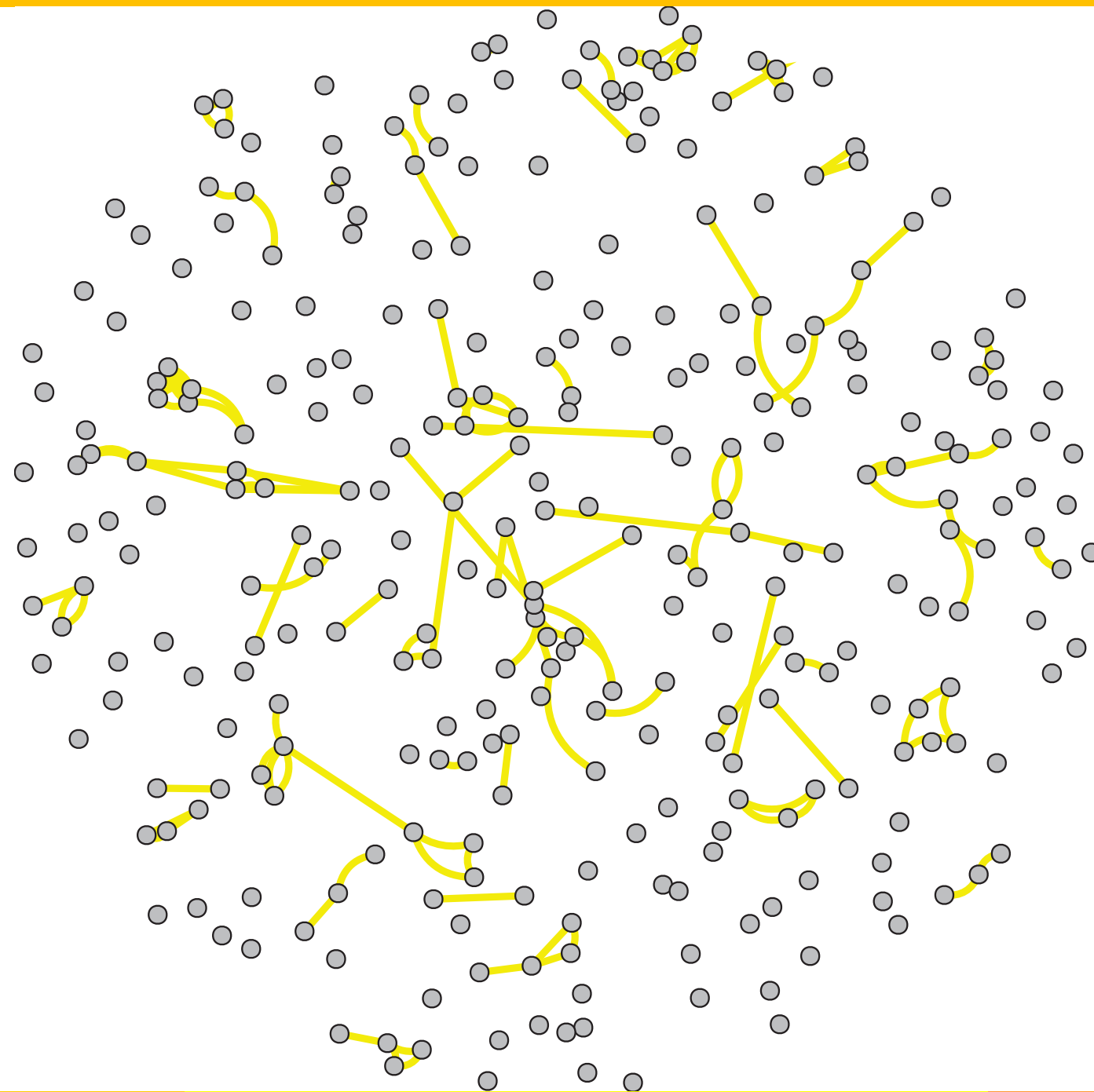
Tuesday

A world of familiar strangers



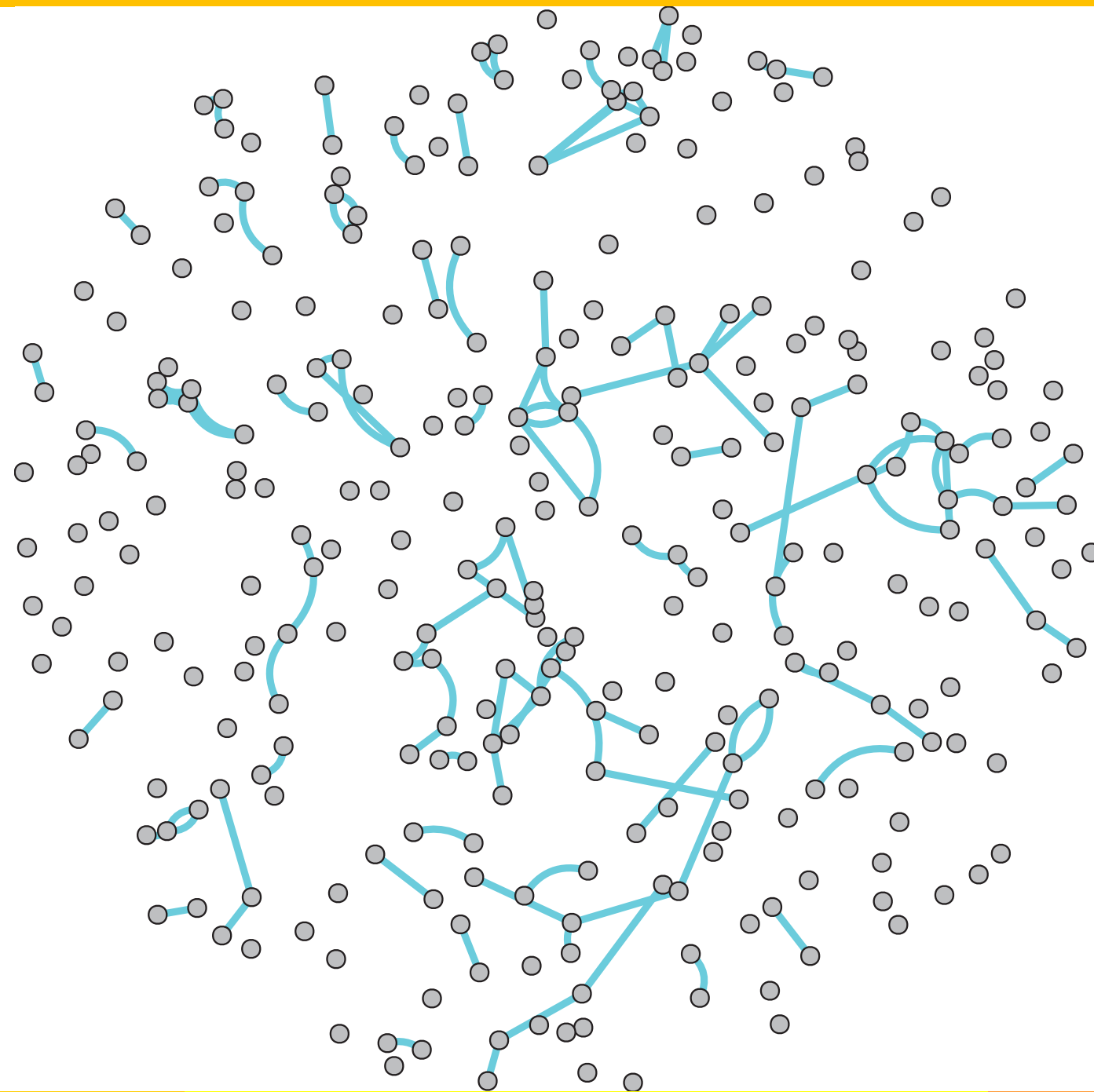
Wednesday

A world of familiar strangers



Thursday

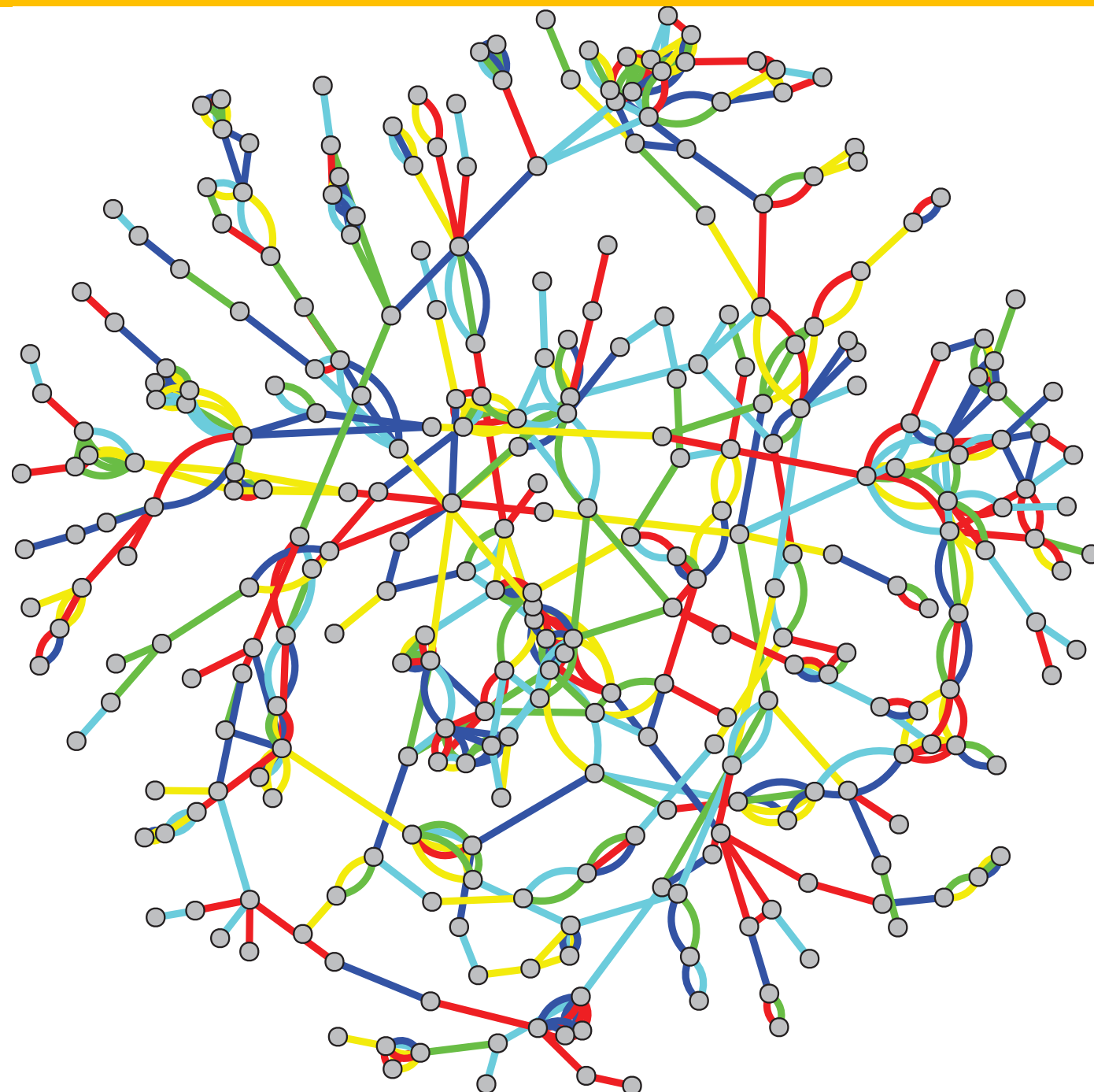
A world of familiar strangers



Friday

A world of familiar strangers

The
frozen
world

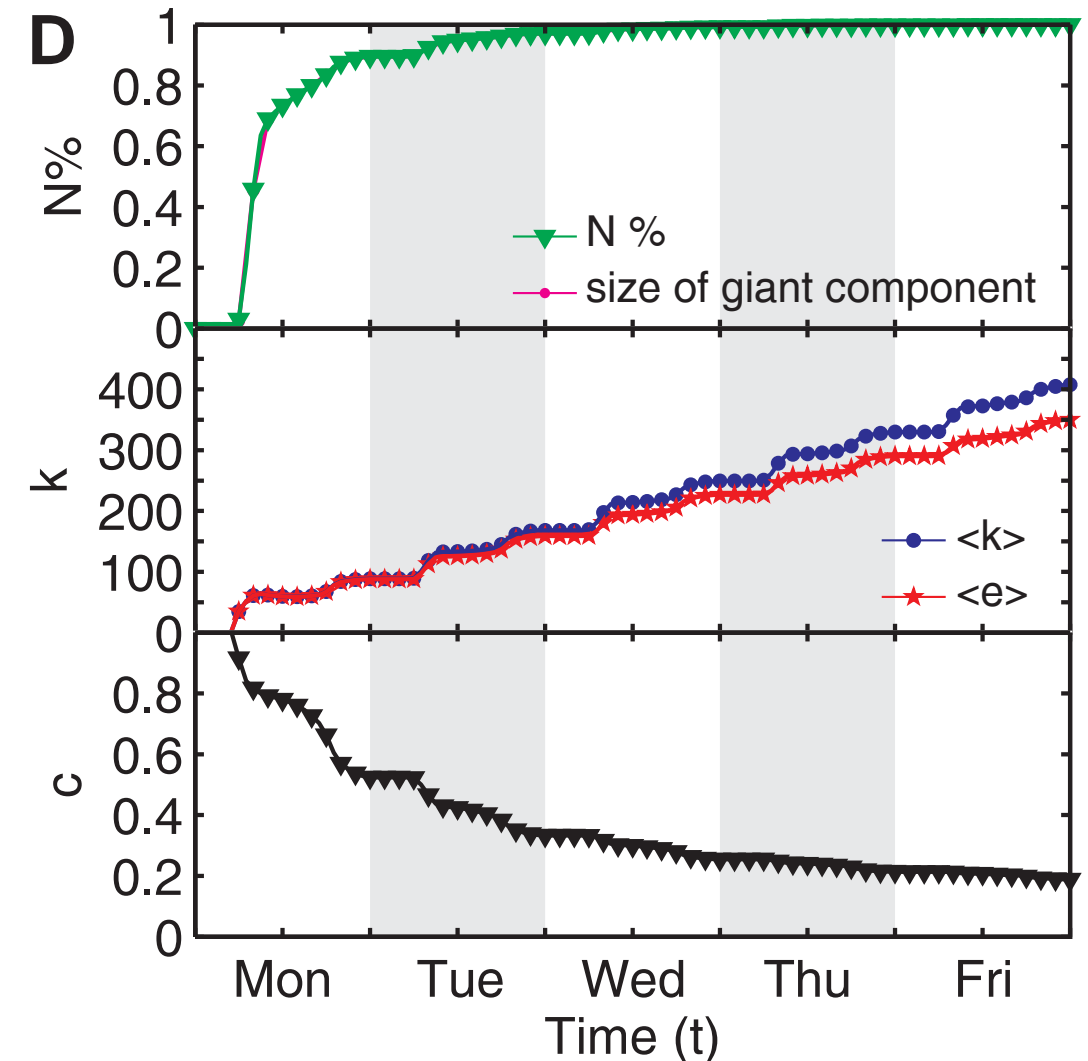


of the
familiar
strangers

Mon-Fri

A world of familiar strangers

- A large social network over the population
- **Diameter: 6**
- **Characteristic path length: 2.95**
 - (random: 2.63)
- **Average clustering coefficient: 0.19**
 - (random: 4.5×10^{-4})
- **Small-world**
 - Watts DJ & Strogatz SH (1998) Collective dynamics of 'small-world' networks. Nature 393:440-442.



A world of familiar strangers

- After all the stupid analysis
- Linking you with familiar strangers:

A world of familiar strangers

- Linking you with familiar strangers:
- **Stage 1: when geography allows people to be available to one another**

Grannis, R. (2009). From the ground up: Translating geography into community through neighbor networks. Princeton University Press.

A world of familiar strangers

- Linking you with familiar strangers:
- **Stage 1: when geography allows people to be available to one another**
- **Stage 2: when people unintentionally encounter one another or engage in passive interactions**

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A world of familiar strangers

- Linking you with familiar strangers:
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- **Stage 3: when people intentionally encounter and interact with one another**

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A world of familiar strangers

- Linking you with familiar strangers:
- **Stage 1: when geography allows people to be available to one another**
- **Stage 2: when people unintentionally encounter one another or engage in passive interactions**
- **Stage 3: when people intentionally encounter and interact with one another**
- **Stage 4: when people engage in activities indicating mutual trust or a realization of shared norms and values**

Grannis, R. (2009). From the ground up: Translating geography into community through neighbor networks. Princeton University Press.

A world of familiar strangers

- What will happen afterwards?

A world of familiar strangers

- What will happen afterwards?



Thank you!

Sun Lijun

Future Cities Laboratory, Singapore-ETH Centre
Dept. of Civil Eng., National University of Singapore

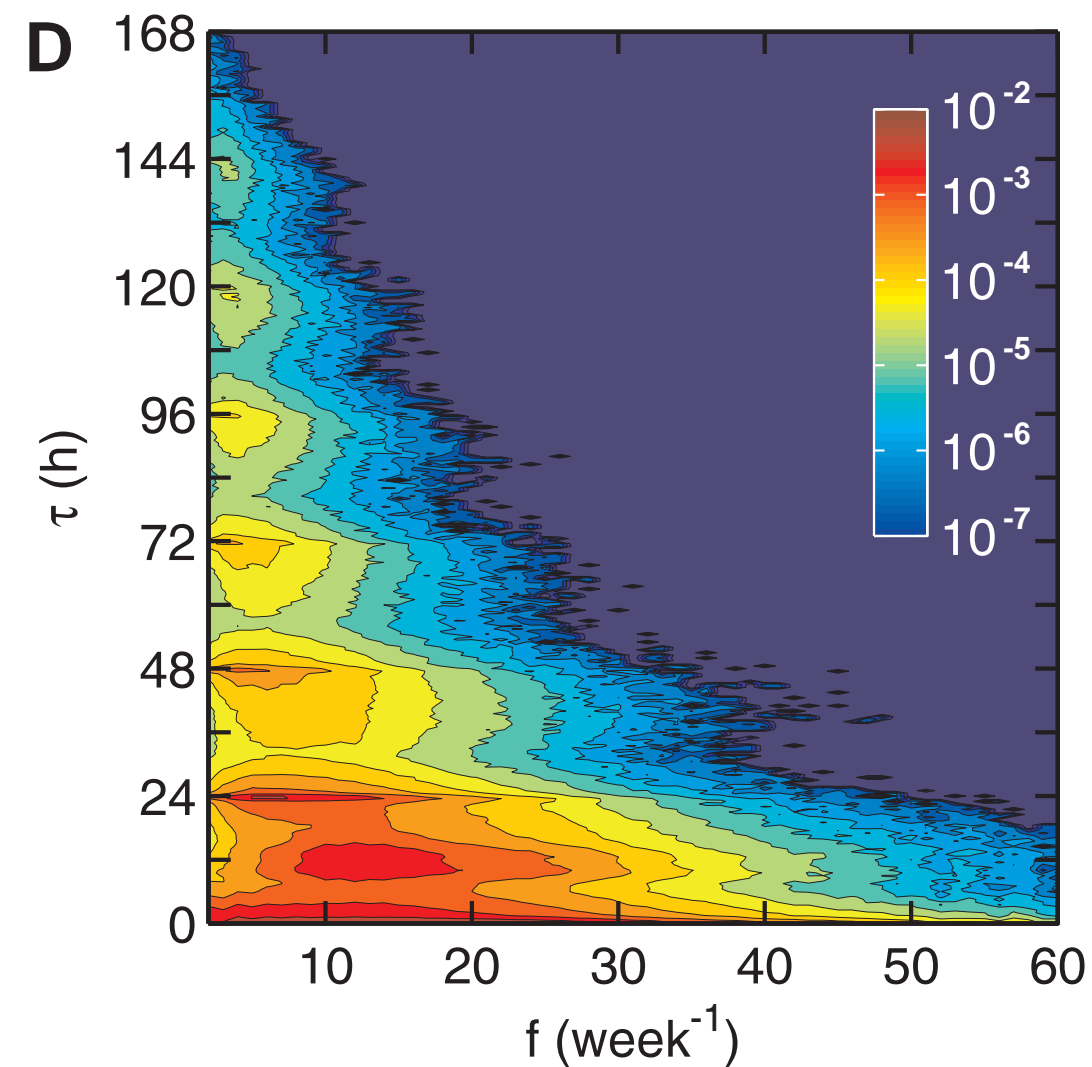
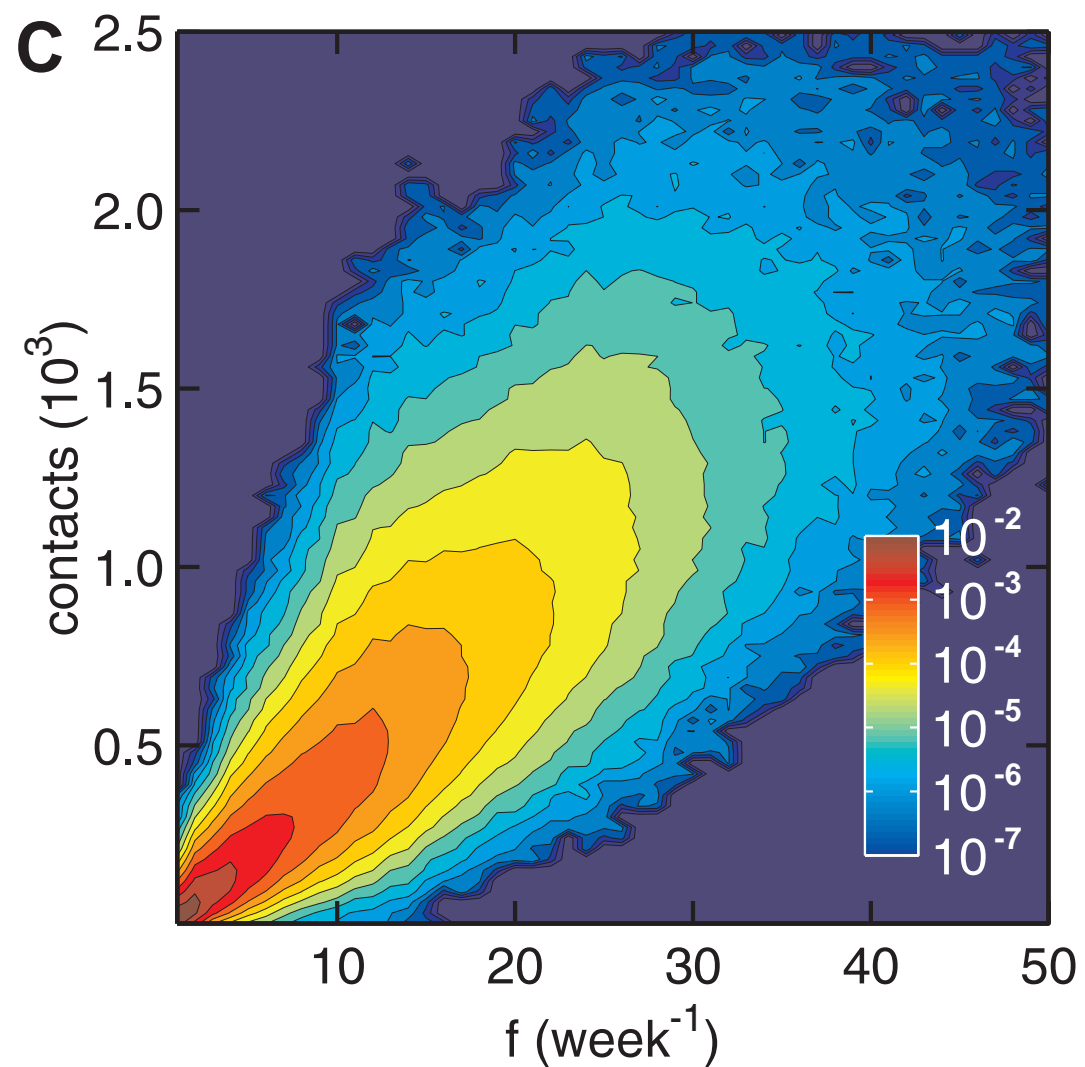
lijun.sun@ivt.baug.ethz.ch

<https://sites.google.com/site/sunlijun1988/>

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Appendix

- Why bus is a good proxy to capture physical proximity

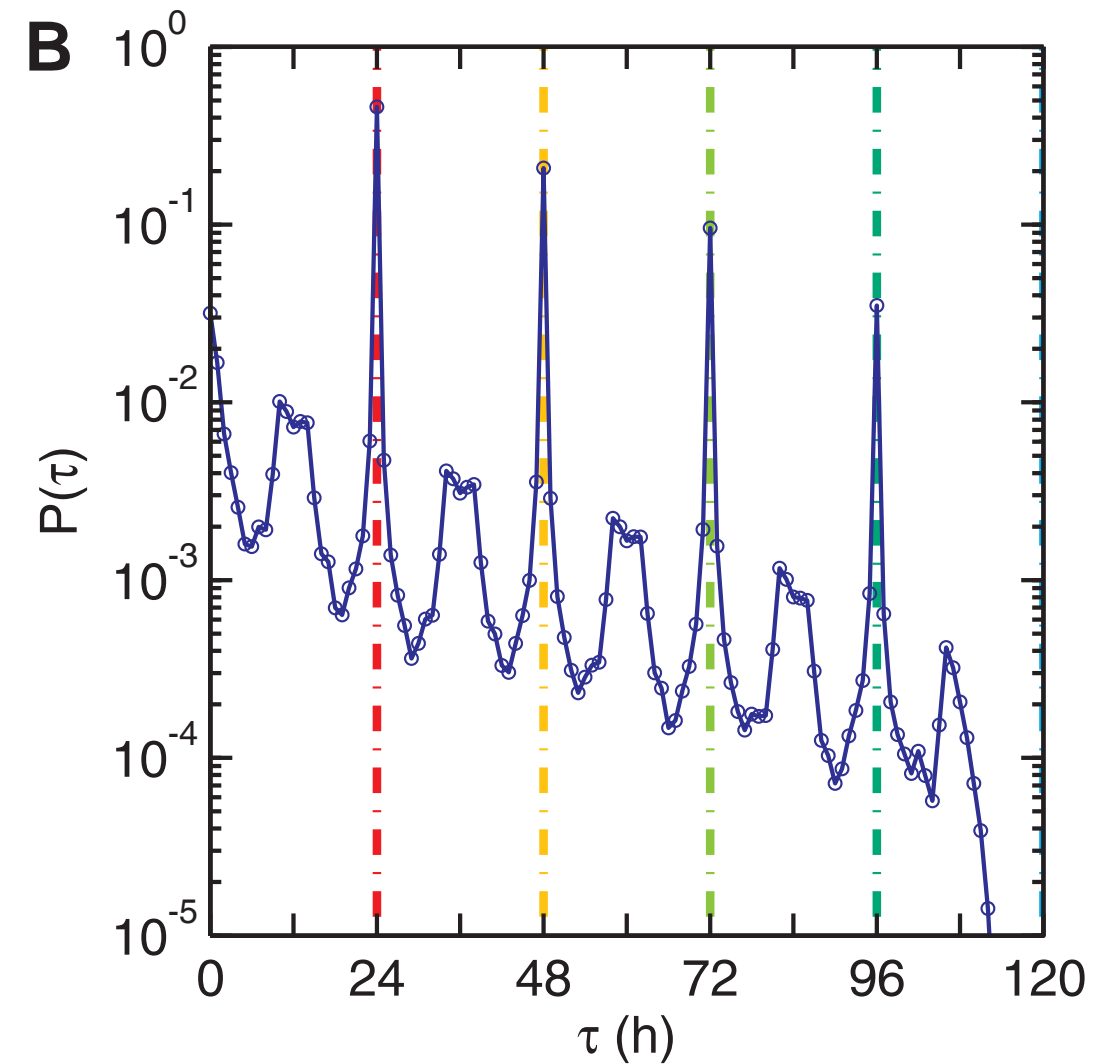


Appendix

- $\tau = t_n - t_c$: inter-encounter interval
- the time interval between successive encounters

- Prominent peaks at 24h, 48h, 72h, 96h
- 1d, 2d, 3d, 4d

- Decreasing pattern



Appendix

- As a result of various preference and constraints on individual behavior, spatial-temporal patterns and collective regularity can be found in daily life, such as morning/evening peak in transportation, crowdedness in shopping malls and supermarkets at weekends and in restaurants at dining time.
- Transit use is only one of these social activities with limited time allocation and specific locations.
- The physical proximity does not necessarily indicate a more intense social contact such as talking to each other, but implies diverse interactions, from not noticing each other, to fleeting eye contact and a close observation.
- How to measure the familiarity in the passive “FS” network and how to define the threshold of familiarity on social diffusion processes. (beyond this study and maybe future work)