

A model for spatially embedded social networks

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Kai Nagel



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Breite 47.372679° Lange 8.536144° Höhe 0 m

Sichthöhe 3.39 km

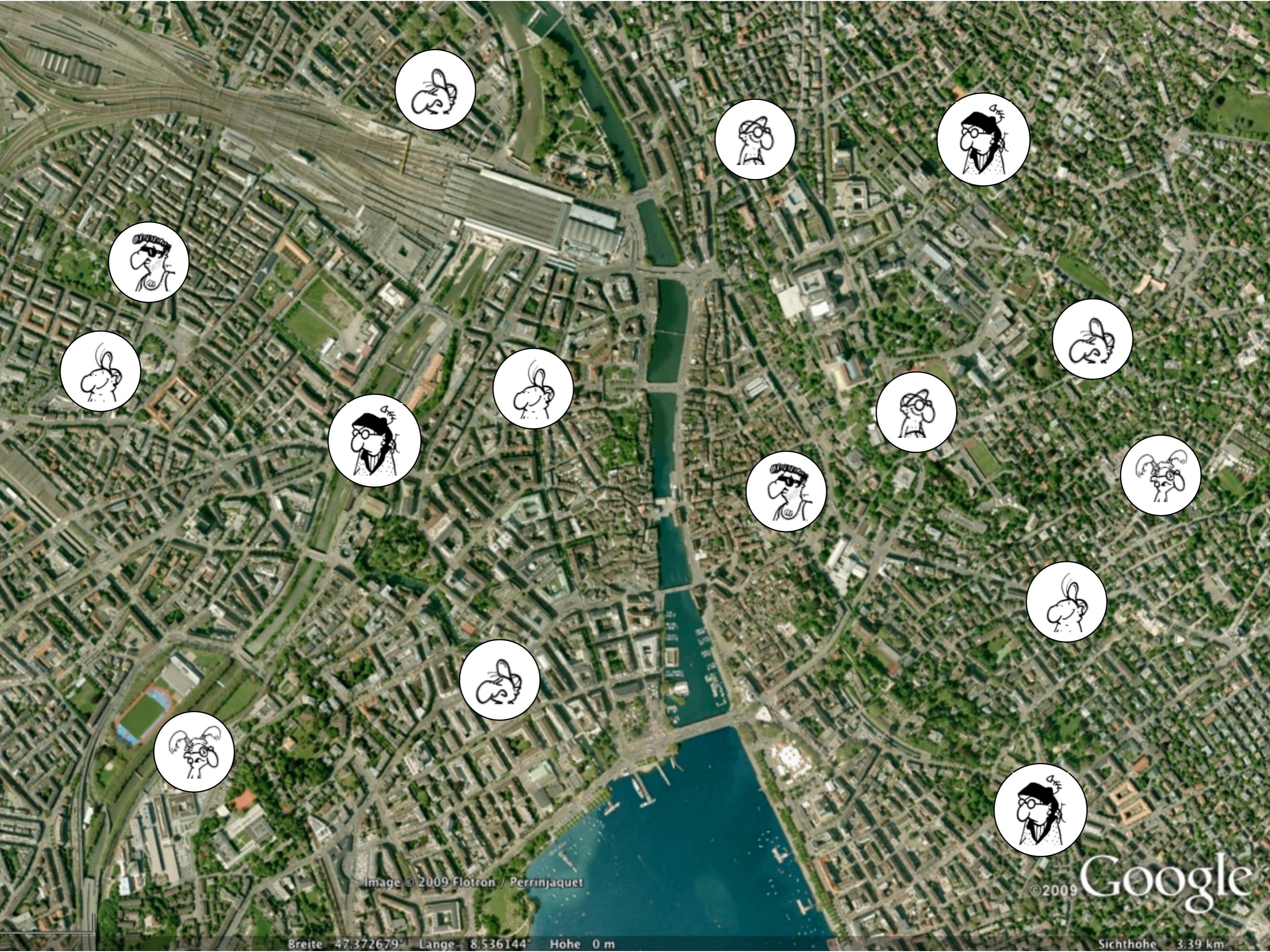


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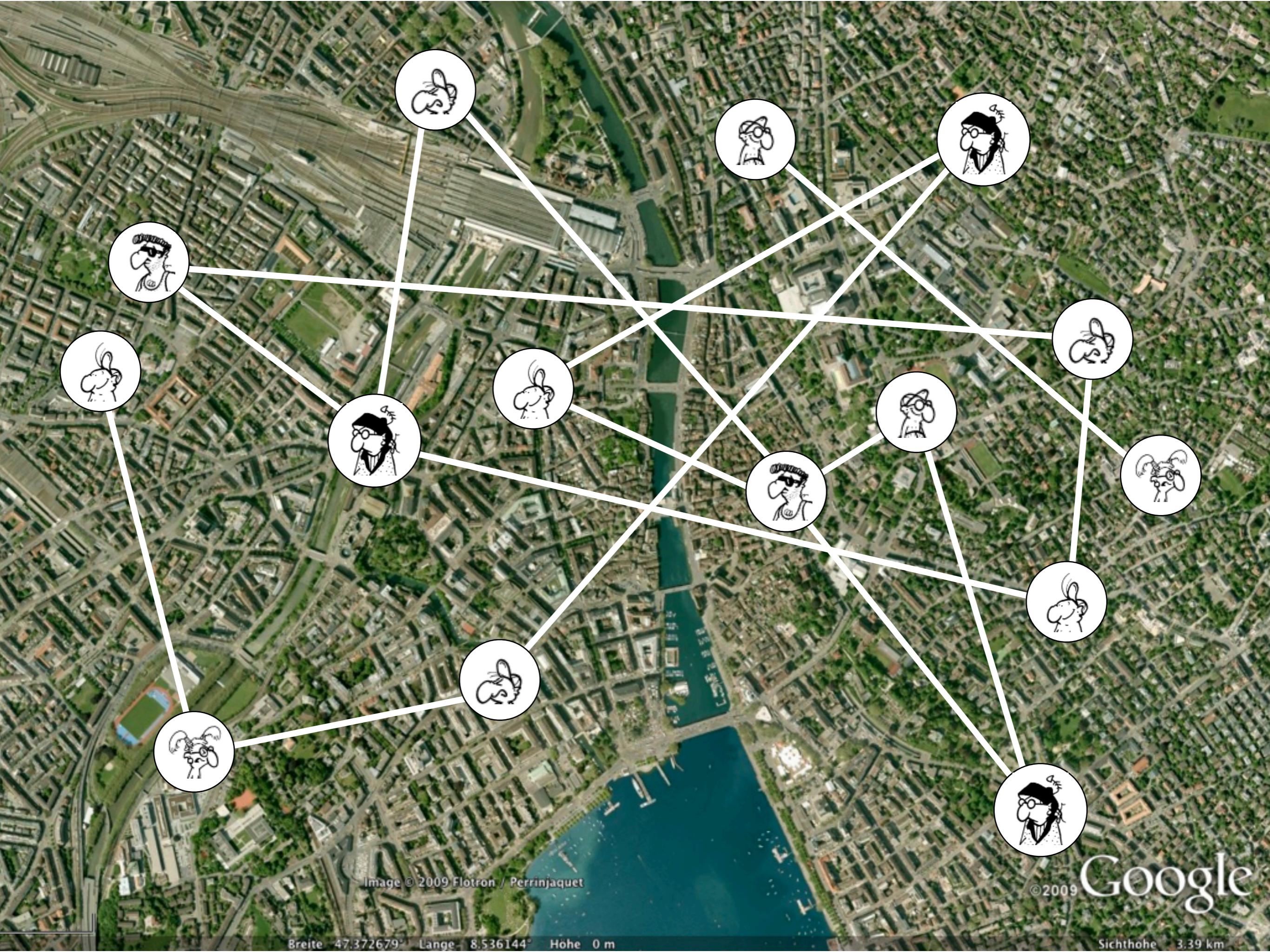


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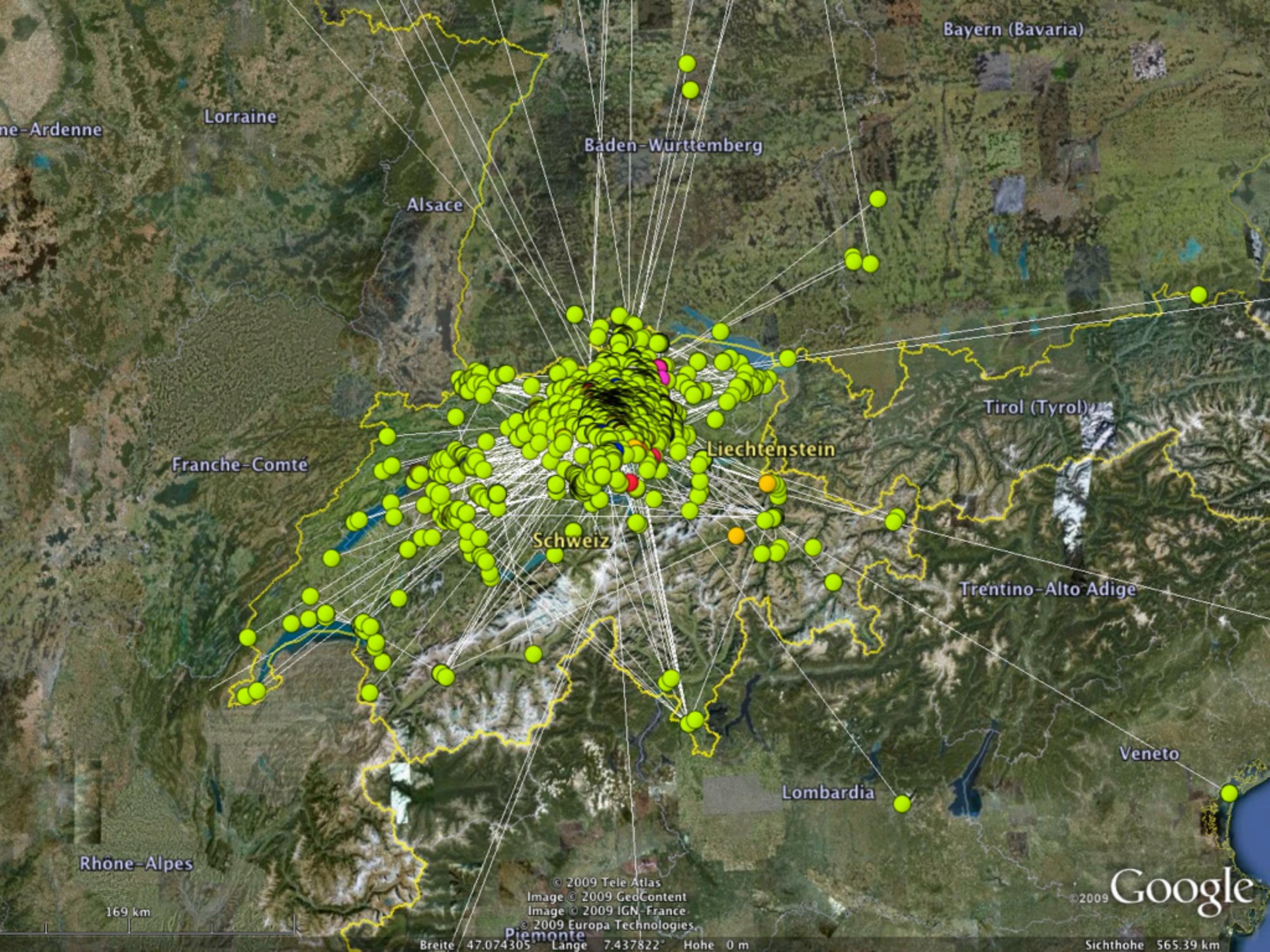
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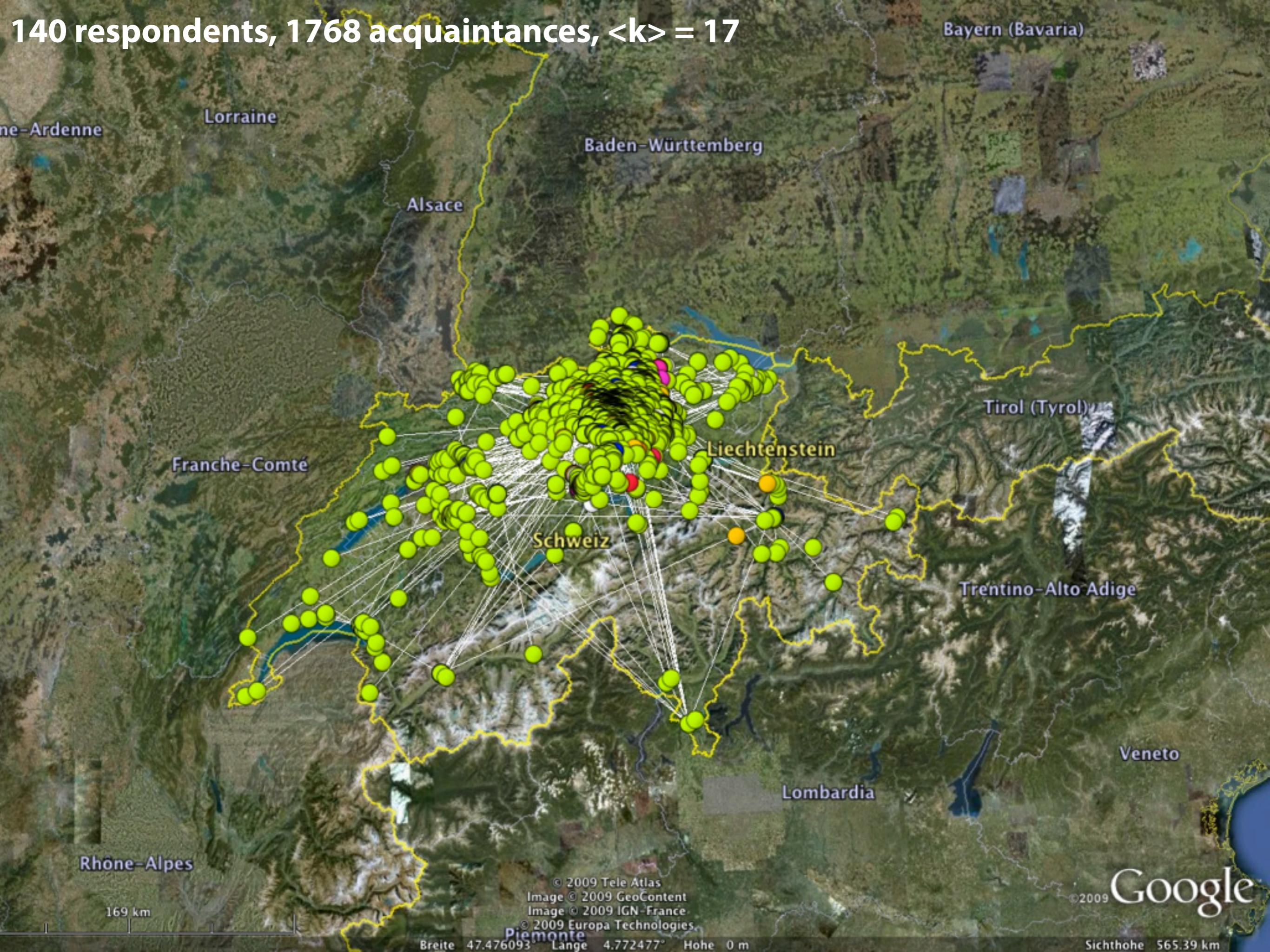
Motivation

- Can we reproduce a social network with a model that uses easy to measure indicators
 - ▶ e.g. the spatial distribution of individuals?

Empirical Data

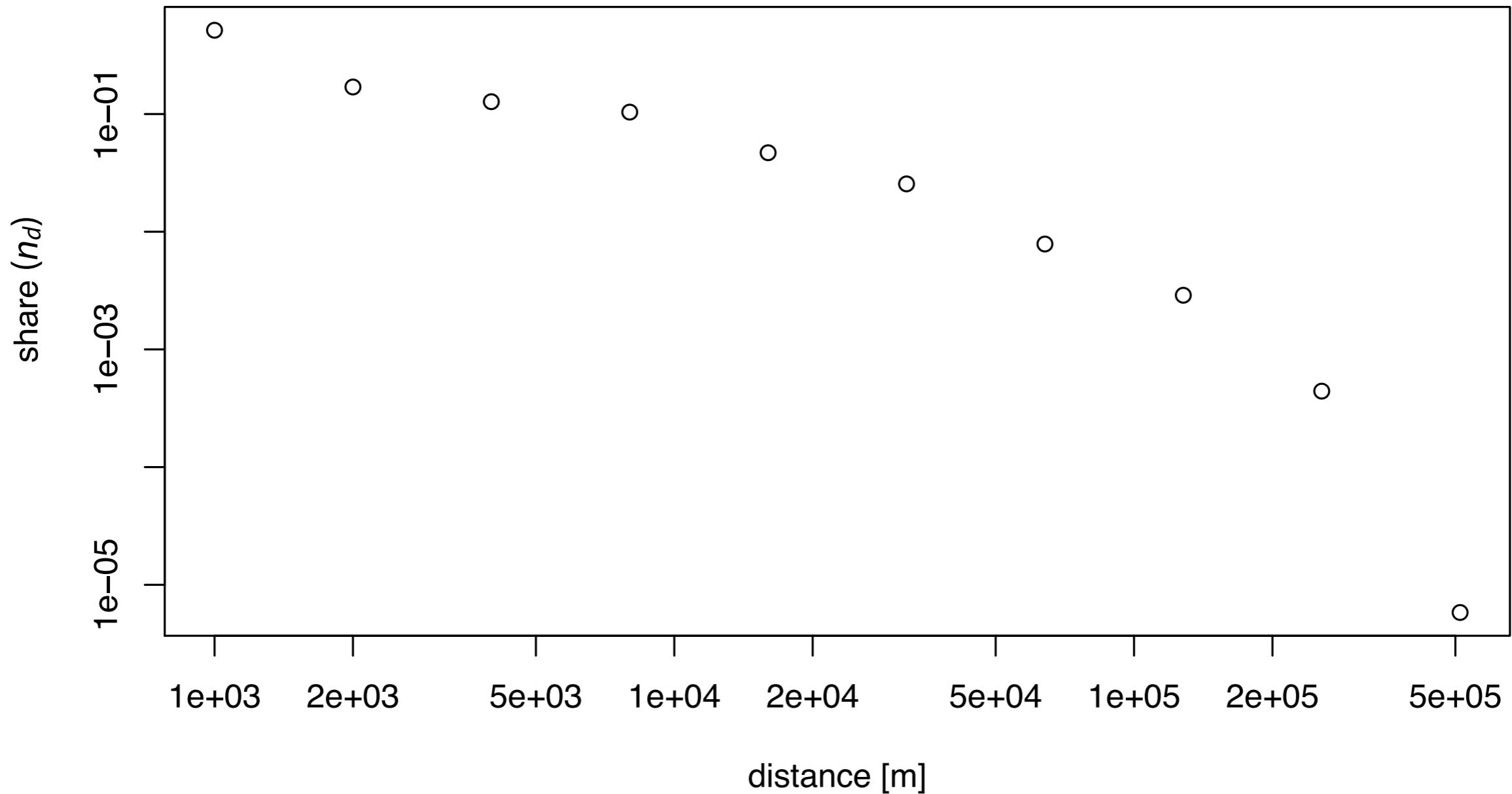


140 respondents, 1768 acquaintances, $\langle k \rangle = 17$



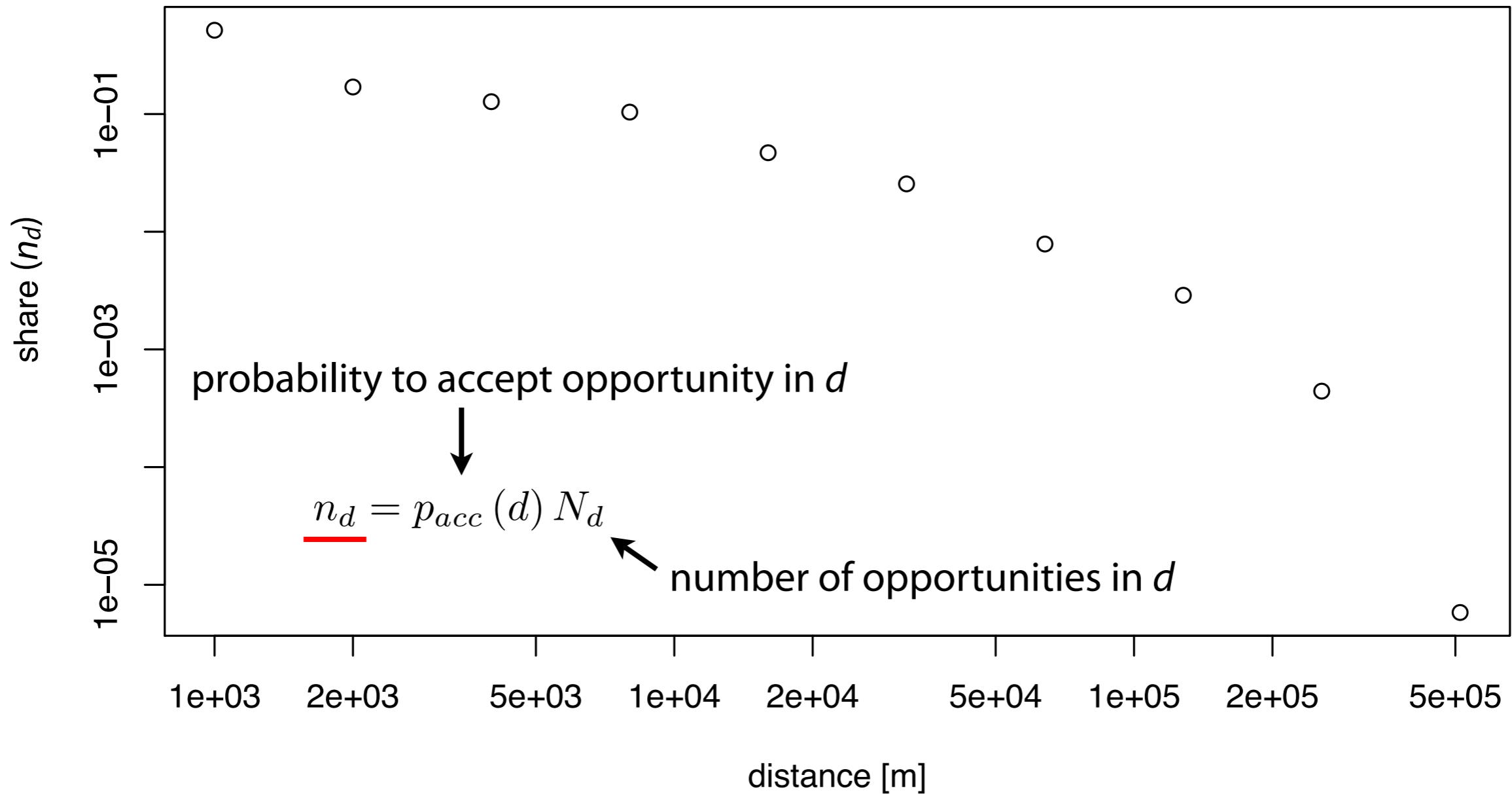
Empirical Data

- Edge length distribution (edge length = **beeline** distance)



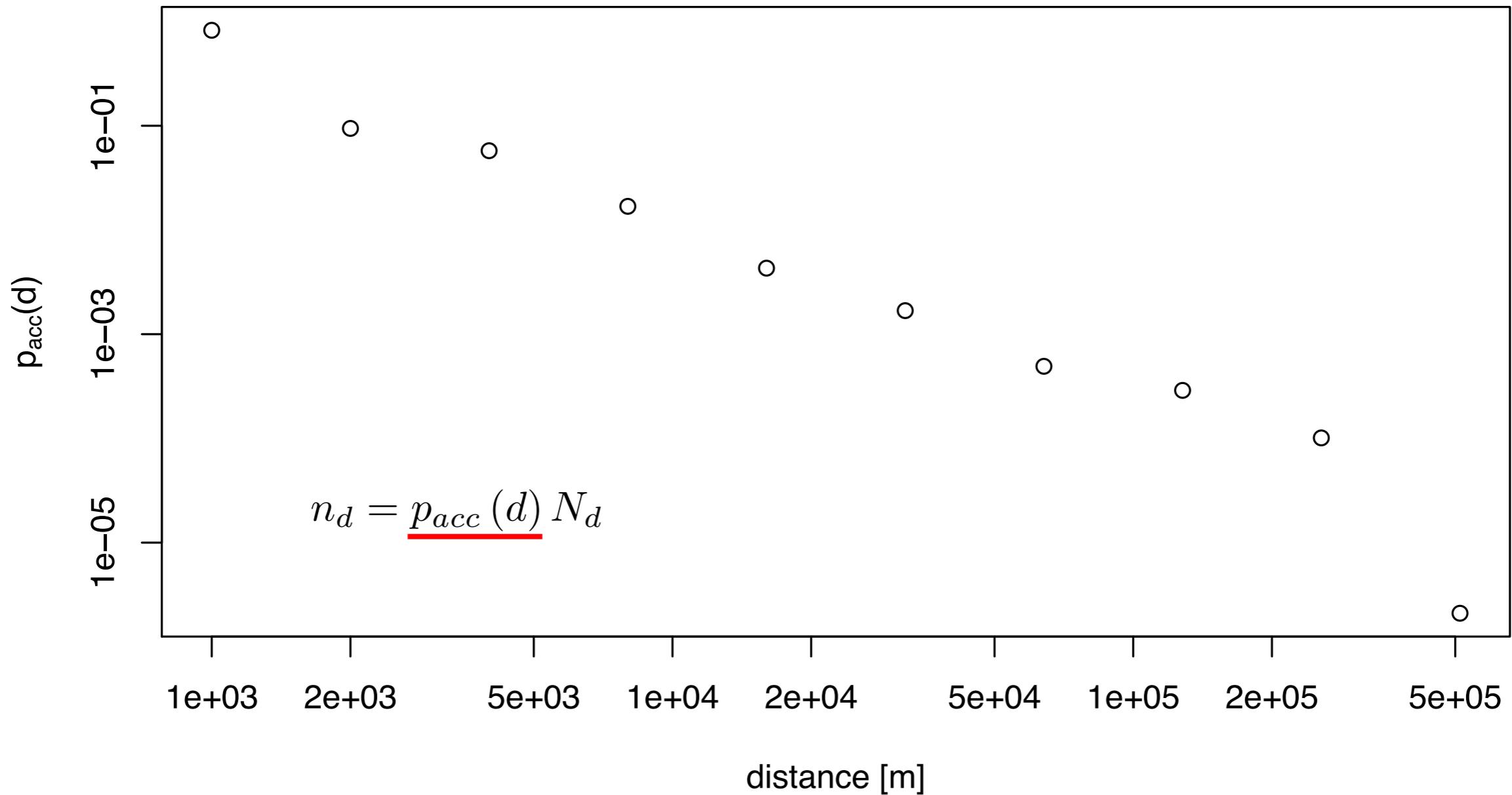
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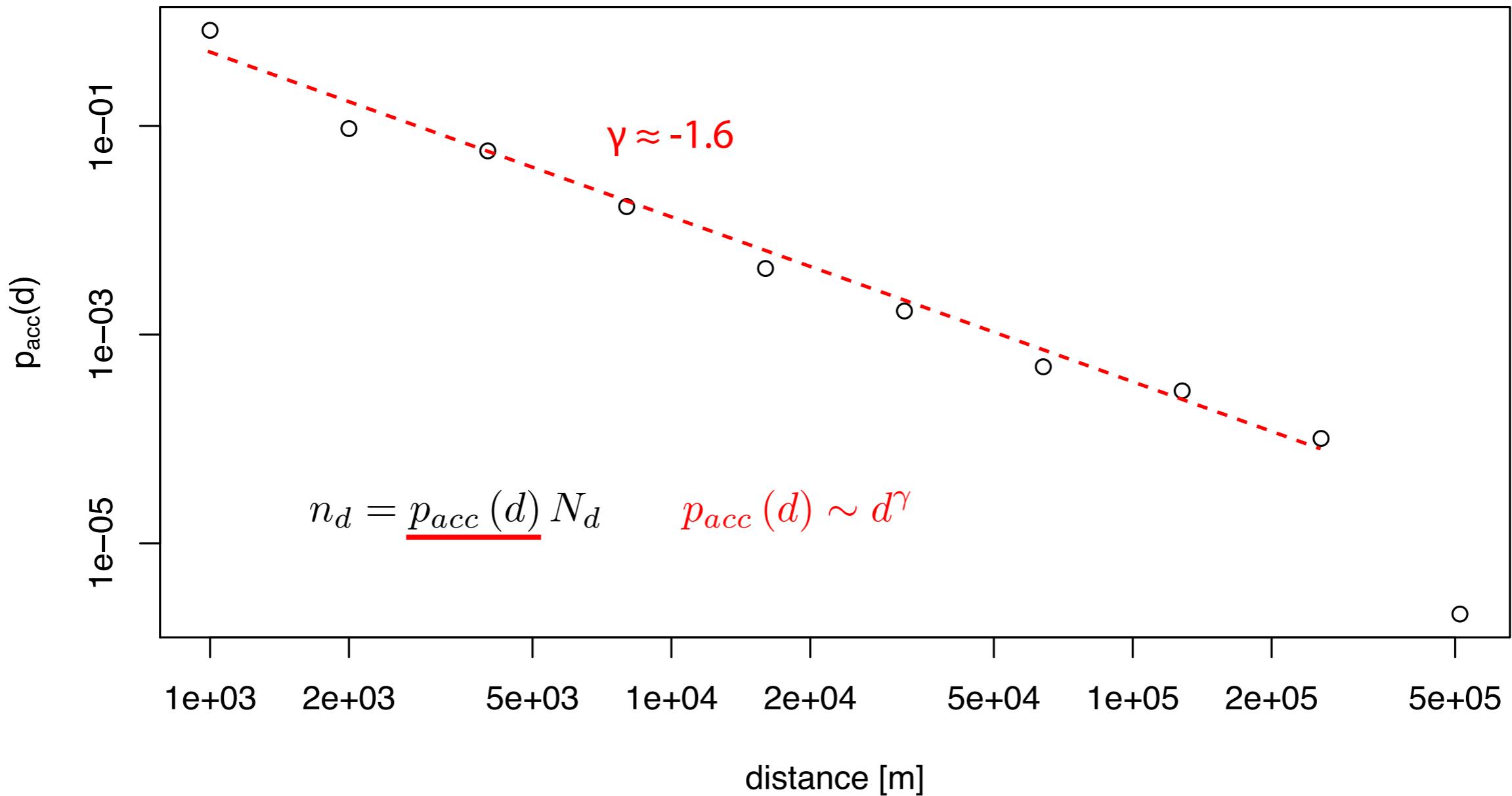
Empirical Data

- Acceptance probability (N_d from land use data)



Empirical Data

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Methodology

Methodology

- Gravity model

$$T_{ij} = K \frac{W_i W_j}{e^{c_{ij}}}$$

- Translated to a graph

$$p_{ij} \sim e^{-c_{ij}}$$

- Empirical data

$$p_{ij} \sim d_{ij}^{-\gamma}$$

- Costs of an edge

$$c_{ij} = \gamma \ln d_{ij} + const$$

Methodology

- Assign each vertex a **fixed budget** C^*
- Create a graph with the constraint that
 - ▶ for each vertex i with k neighbours

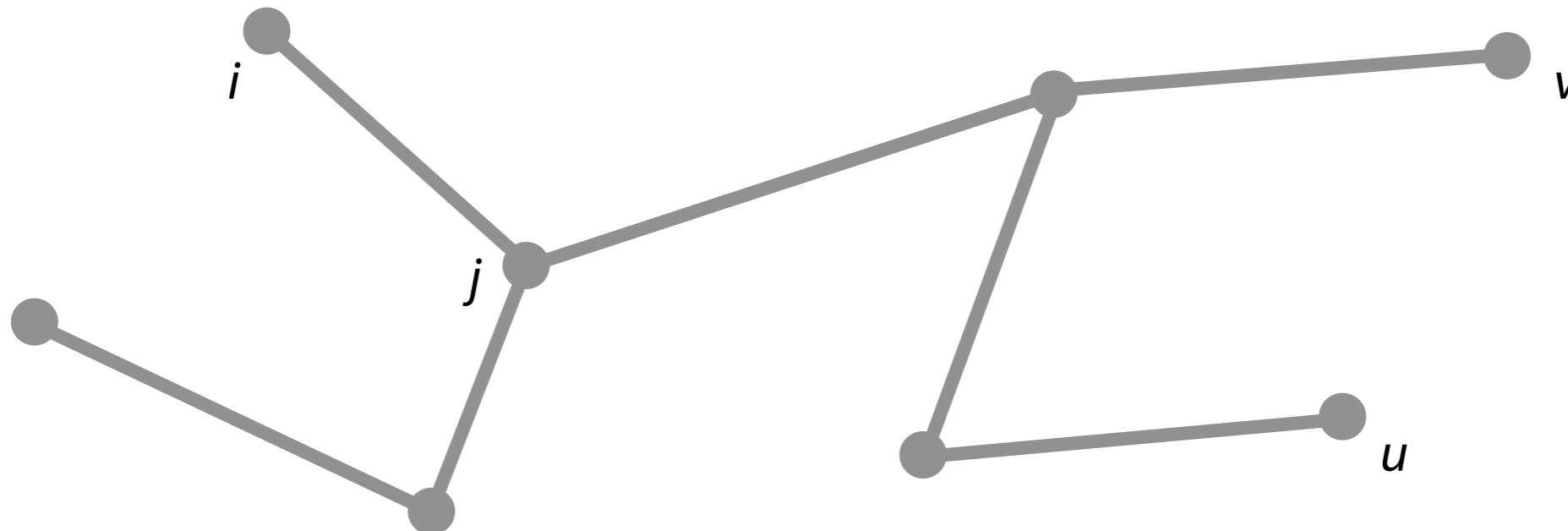
$$\sum_j^k c_{ij} = C_i \stackrel{!}{=} C^*$$

- Consider $P(Y)$ the probability distribution of all realisable graphs
- Choose $P(Y)$ so that the values of C_i meet as good as possible the desired value C^*
 - ▶ Exponential Random Graph Model

Methodology

- Generate a random graph with the desired number of edges
- Re-order edges until steady state distribution (Gibbs sampling)

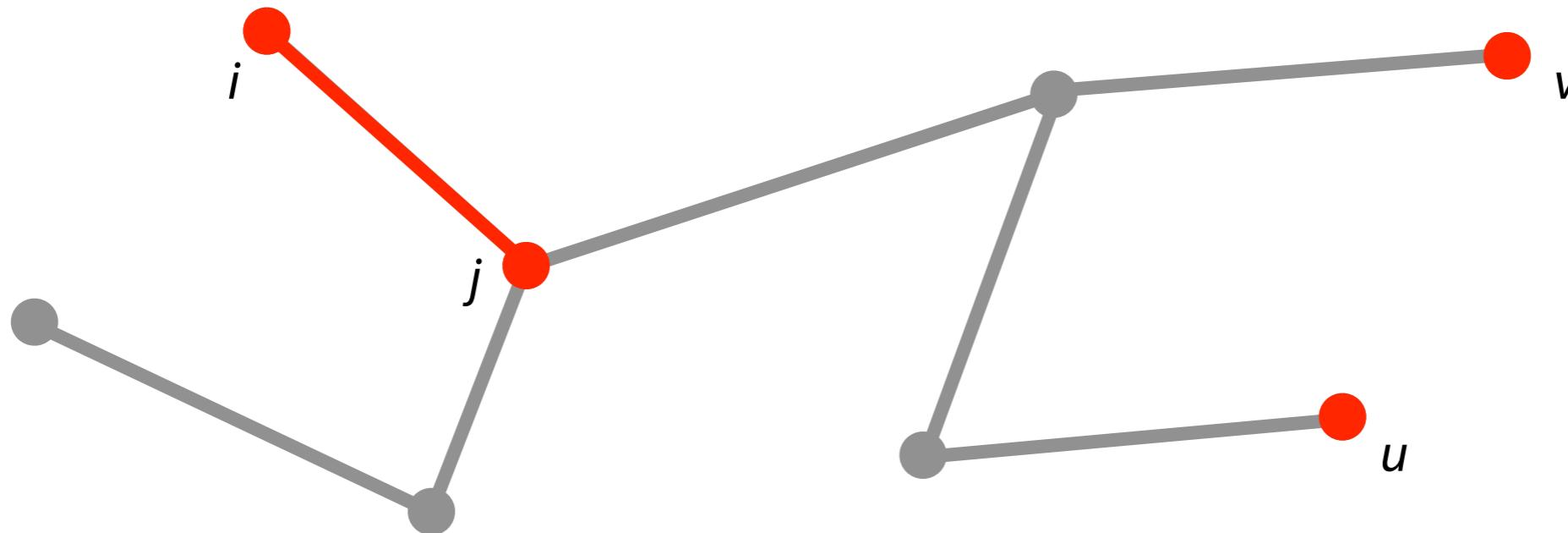
$$P_{accept} = \frac{P(Y|y_{ij} = 0, y_{uv} = 1)}{P(Y|y_{ij} = 0, y_{uv} = 1) + P(Y|y_{ij} = 1, y_{uv} = 0)}$$



Methodology

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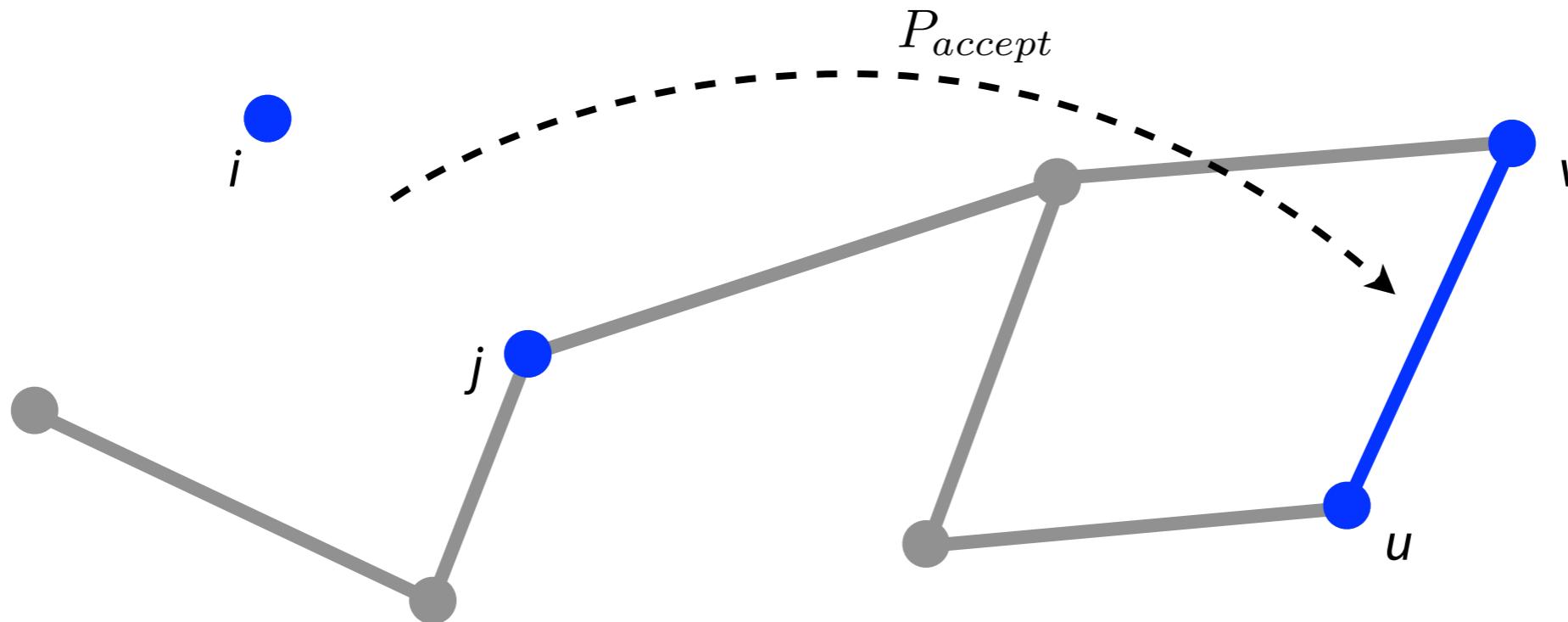
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- ▶ probability of move is larger with larger $P(Y)$ of new Y

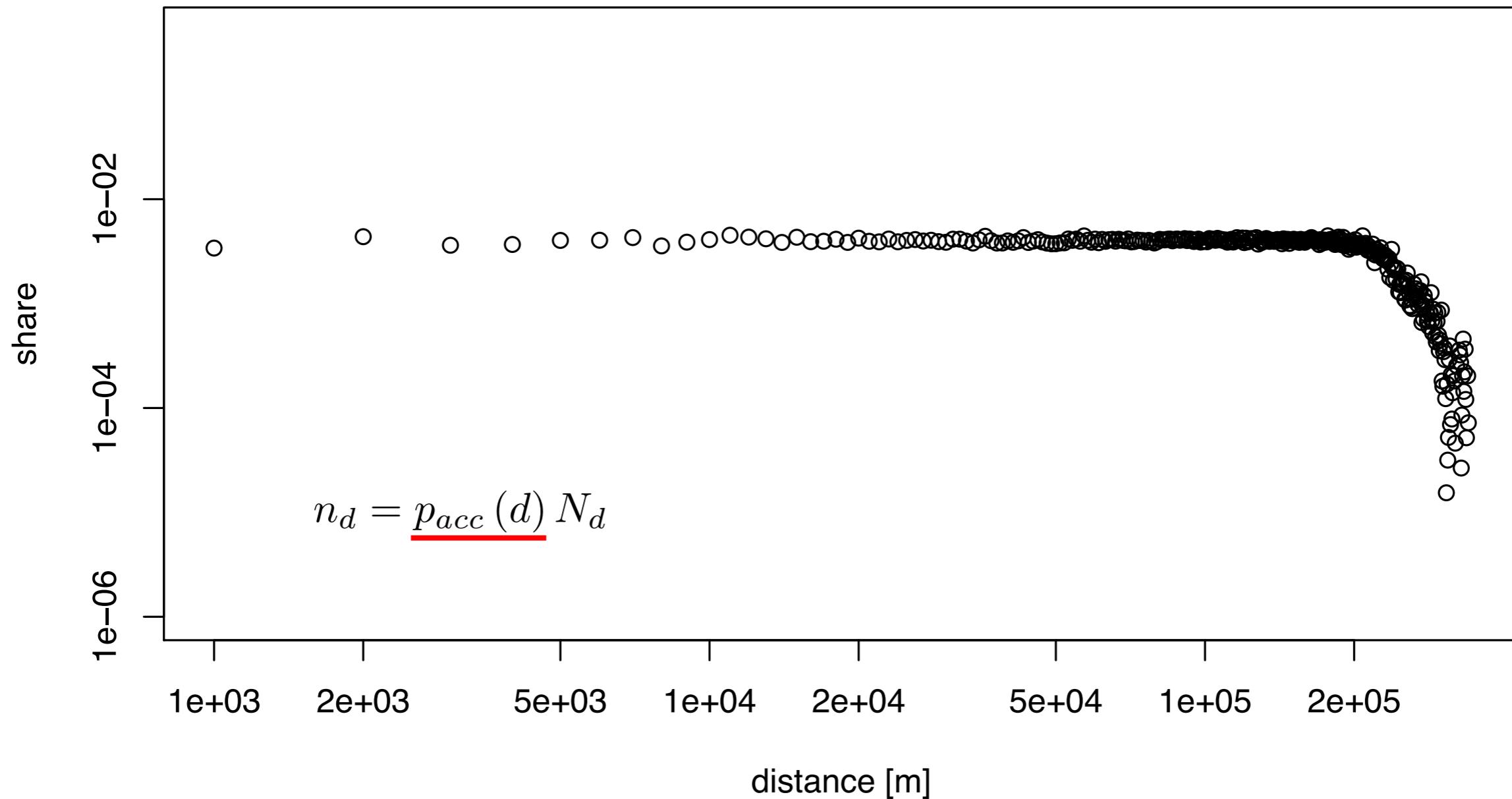
Simulation Scenario

Simulation Scenario

- Starting point: synthetic population of Switzerland (37k persons \approx 1% sample)
 - synthetic persons with residential locations (gender, age, income...)
 - i.e., fixed set of vertices with geographic coordinates
- Create a random graph with $\langle k \rangle = 17$
- Assign each vertex a budget C^*
- Reorder edges for $\sim 10^9$ iterations

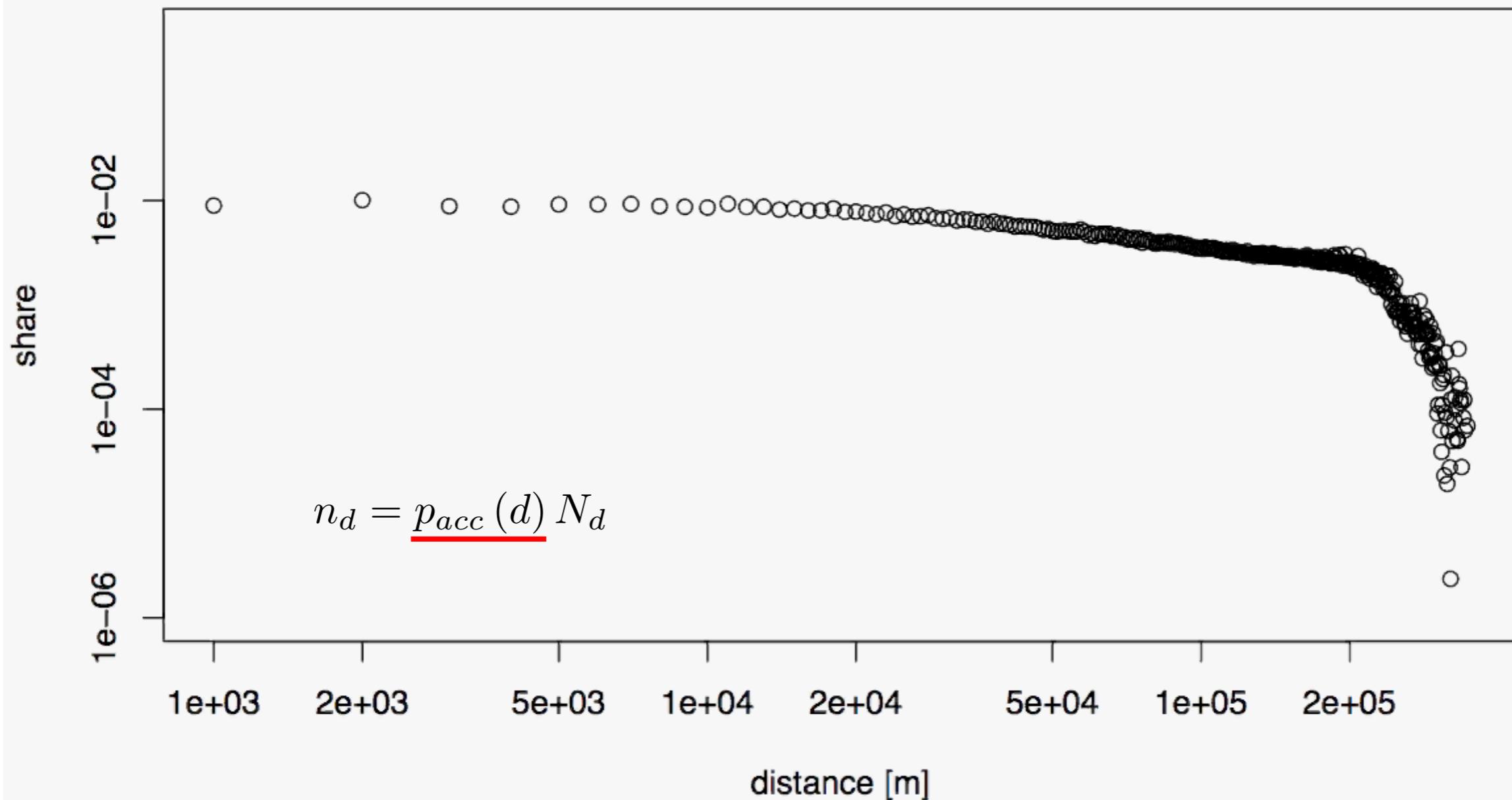
Simulation Results

- Acceptance probability



Simulation Results

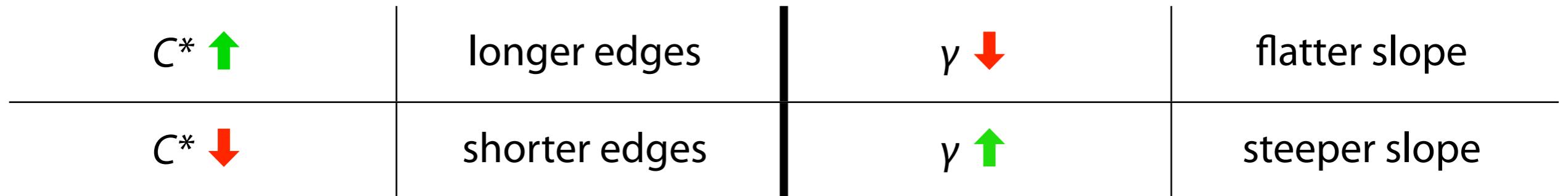
- Acceptance probability



Simulation Results

- How to control γ ?

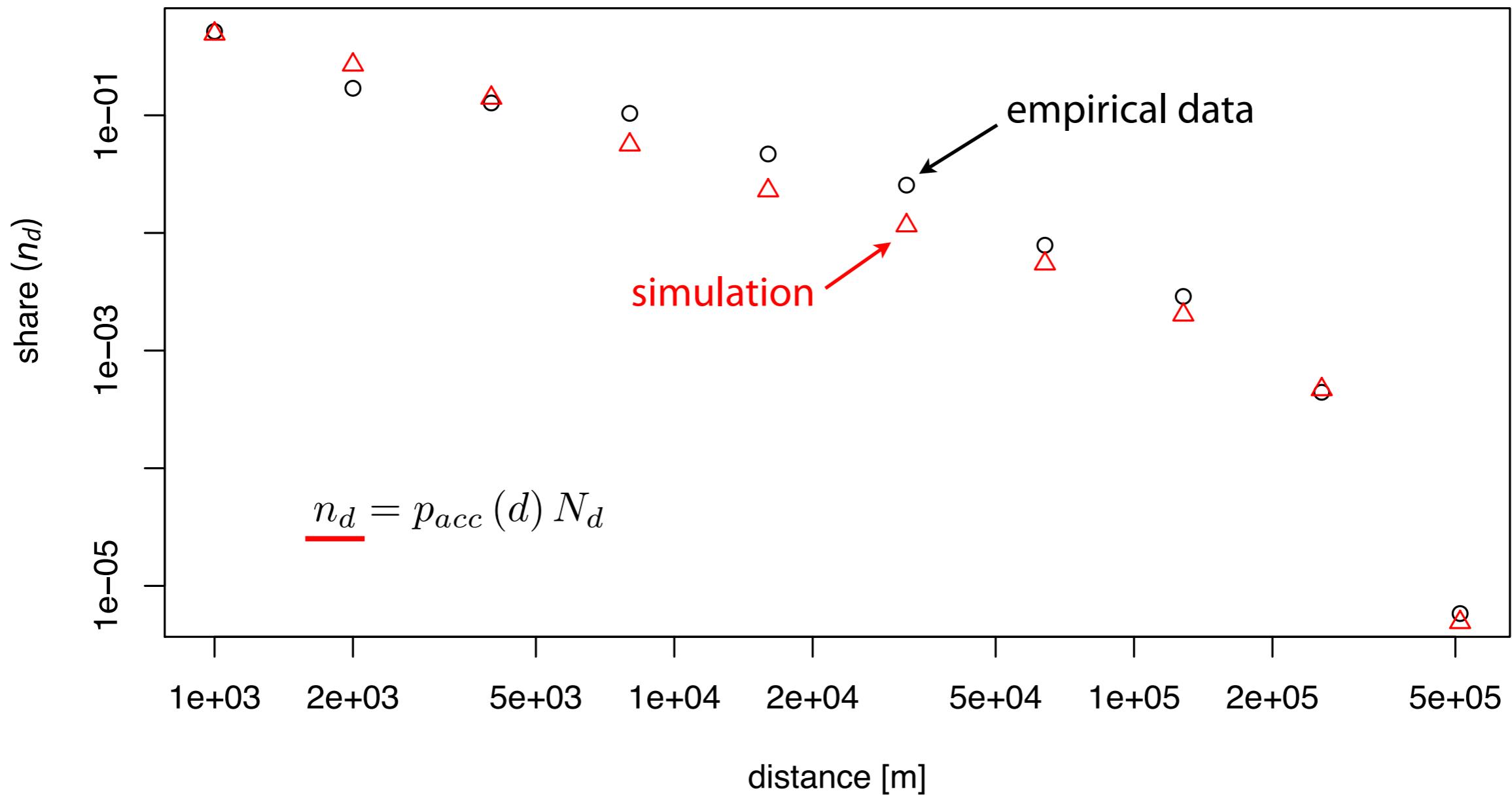
$$\sum_j^k c_{ij} = C_i \stackrel{!}{=} C^* \quad \text{where} \quad c_{ij} = \gamma \ln d_{ij} + const$$



- by trial and error...
 - ▶ for $\langle k \rangle = 17$ one obtains with $C^* = 25 \rightarrow \gamma = 1.6$
(i.e. with $\langle k \rangle$ given from empirical data, adjust C^* until $\gamma = 1.6$ from empirical data is achieved)

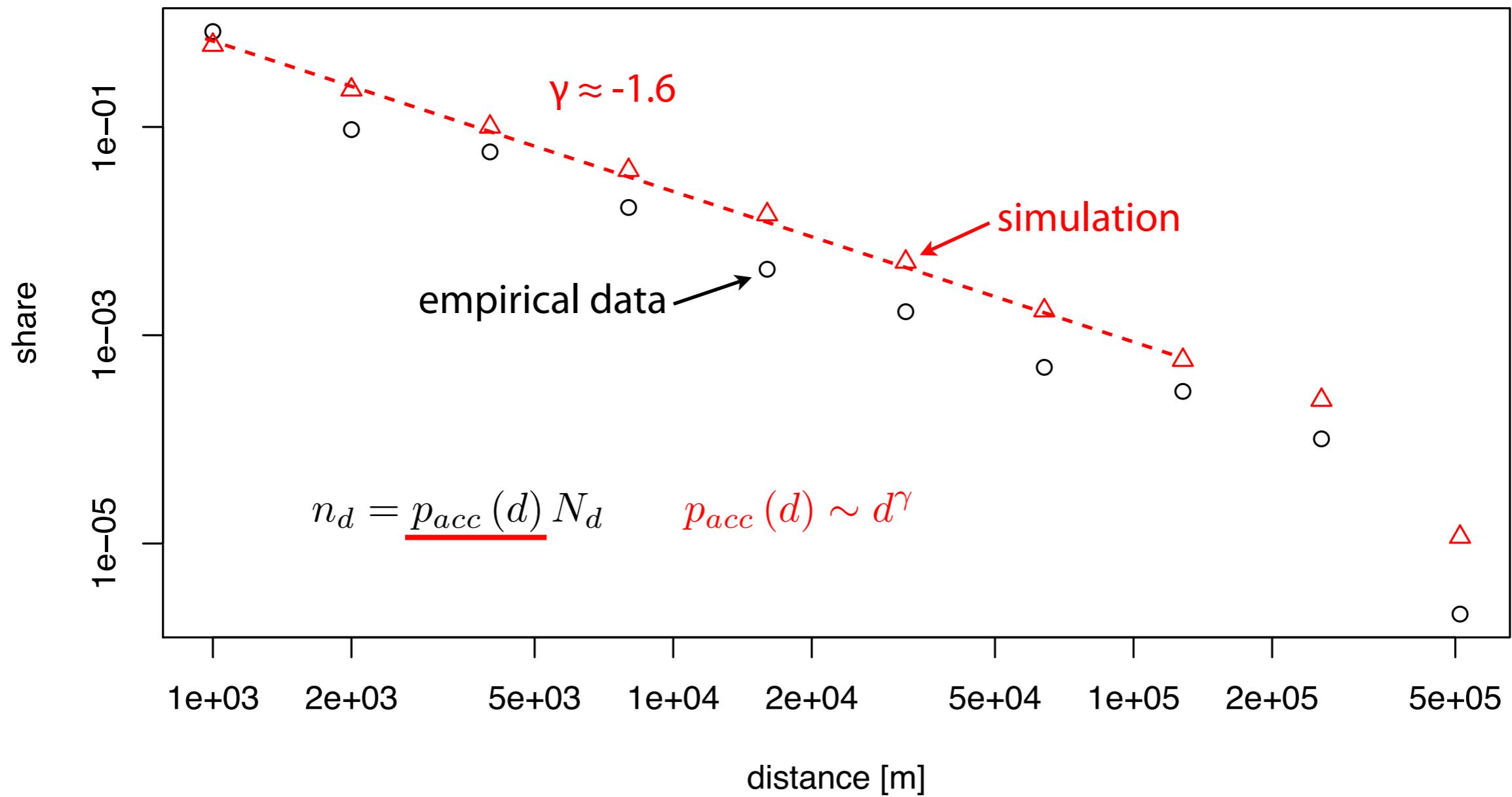
Simulation Results

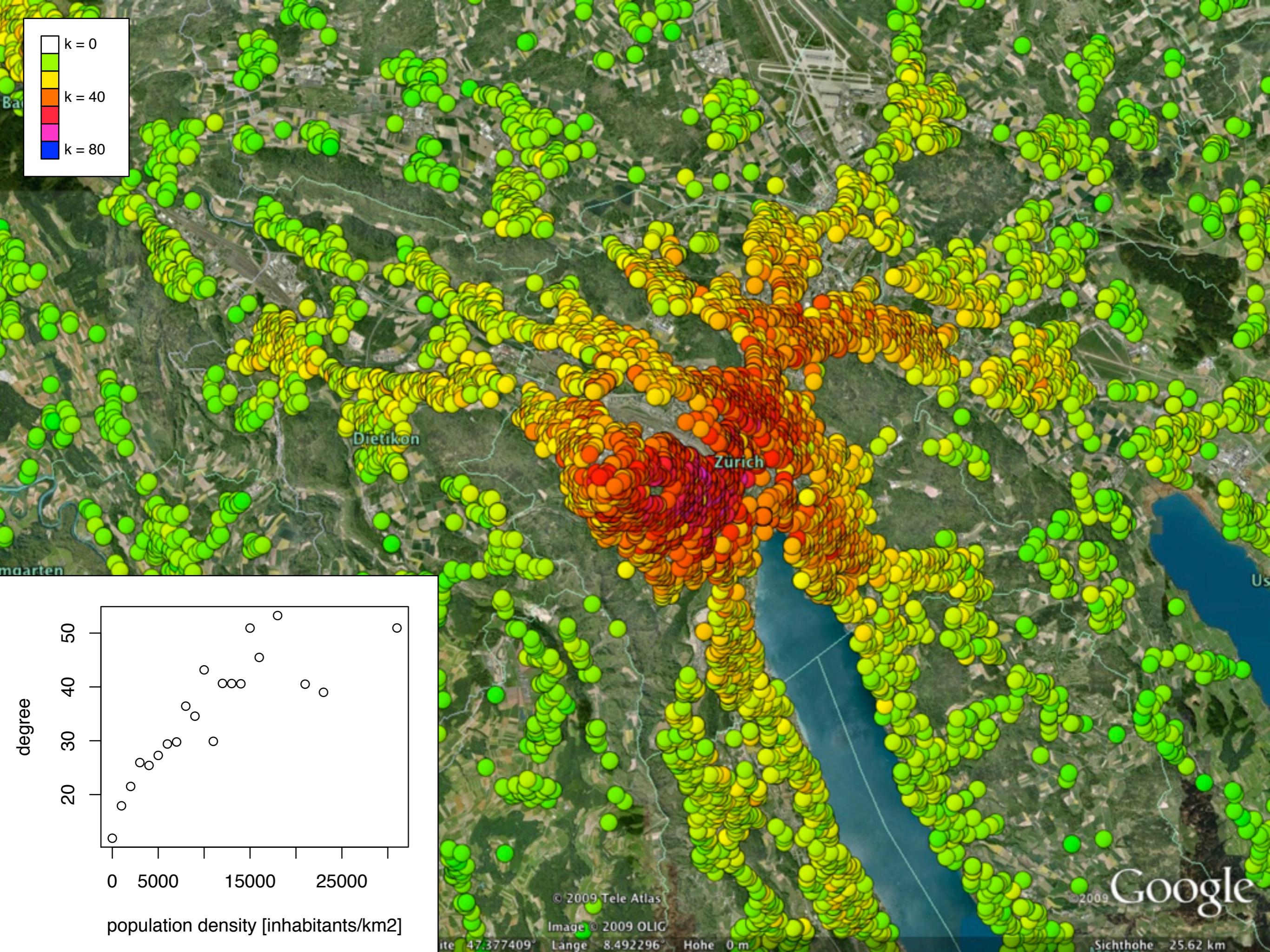
- Edge length distribution



Simulation Results

- Acceptance probability





Conclusion

- A model that uses only the spatial location of vertices as an explanatory variable
- Reproduces the edge length distribution of empirical data
- Spatial distribution of costs controls the spatial distribution of degrees
- No clustering. Small-World effects?
- Outlook
 - ▶ Calibrate cost function
 - ▶ Include socio-demographic attributes

Thanks for your attention!

Questions? Comments?

The following people contributed to the work presented in this talk:

- Gunnar Flötteröd
- Matthias Kowald
- Kai Nagel
- Kay W. Axhausen