#### Targeting Influential Nodes for Recovery in Bootstrap Percolation on Hyperbolic Networks

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# Overview

Agent based modelling of dynamic processes on complex networks

• Spatial effect of a network on the spread of a process

- Hyperbolic random geometric graphs
- Bootstrap percolation
- Introducing Bootstrap Percolation with Recovery
- Introducing recovery delays percolation, and the effect is more significant if we target nodes of high degree centrality over random selection.

#### **Bootstrap** Percolation

The process where an activity spreads if the number of your active neighbours is greater than a tipping point.

Can be used to model social reinforcement:

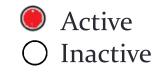
Spread of opinions Voter dynamics Adoption of new trends

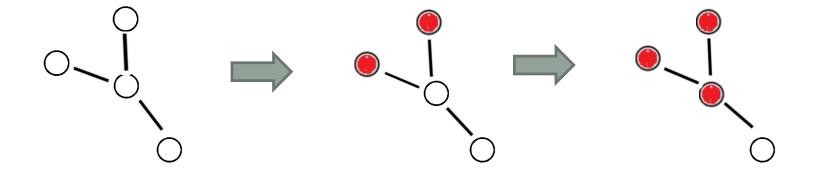
Viral marketing

# Simulating bootstrap percolation

#### Bootstrap Percolation

- Activation Threshold
- Selection of active seed set
- Update Rule





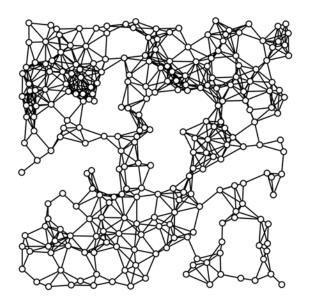
# Conceptual Framework for Bootstrap Percolation with Recovery

- Standard Bootstrap
  - Inactive to Active
- Bootstrap Percolation with recovery
  - Inactive to Active
  - Active to Inactive
    - Targeted percentage of Active nodes of highest degree centrality
    - Percentage of randomly selected Active nodes
- Motivation
  - Small scale random attack in network, which nodes can we target to obstruct the spread of activity

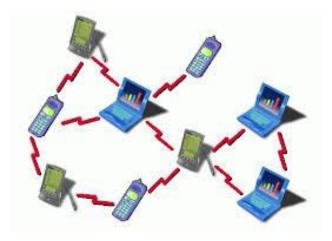
# Random Geometric Graphs

### • Distance Graphs

• Spread of Forest Fire

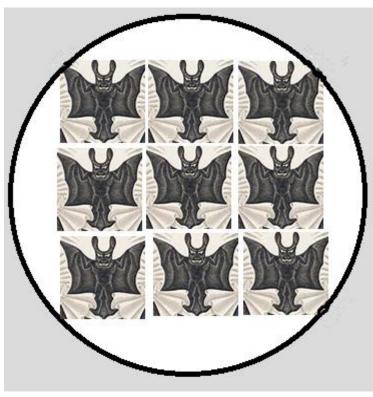


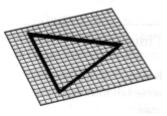
#### • Wireless ad-hoc and sensor networks



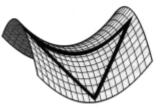
#### Different Geometric Spaces

#### Euclidean disc



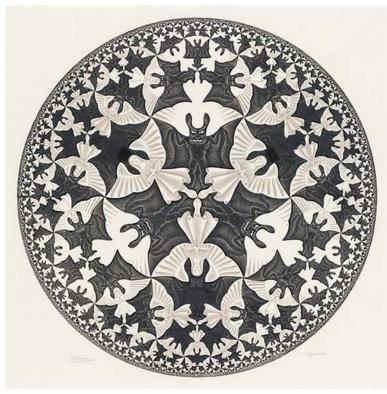


Flat Curvature



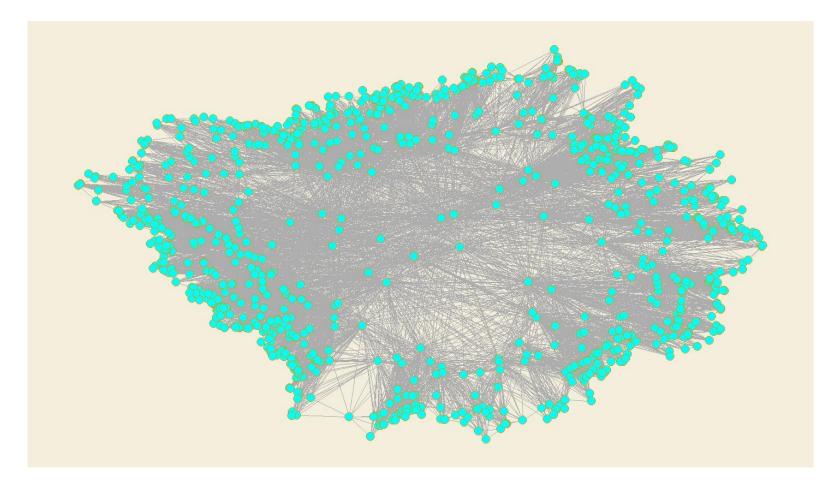
Negative Curvature

#### Hyperbolic disc



M.C. Escher Circle Limit IV 1960

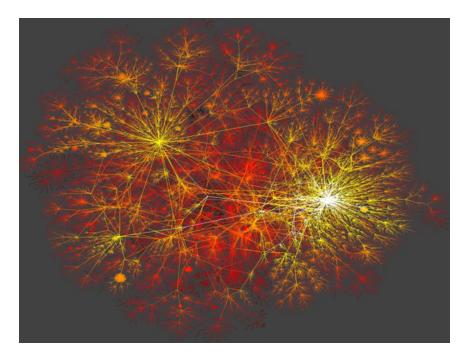
#### Hyperbolic Random Geometric Graphs



#### Hyperbolic random geometric graph, with edge density of 0.036

Krioukov et al., Hyperbolic Geometry of Complex Networks, 2010

# Application of Hyperbolic Geometric Graph Models Modelling the internet graph



Snapshot of Internet connectivity K.C. Claffy www.caida.org

# Research Questions

- In Bootstrap Percolation: As we increase the number of edges in the hyperbolic graphs, is it possible to identify a threshold between the complete spread of activity and the failure to percolate?
- If we modify the rules in Bootstrap Percolation and allow "recovery" from active to inactive state, will this impact the spread of activity?
- If we selectively target active nodes with high degree centrality, will this have a greater impact?

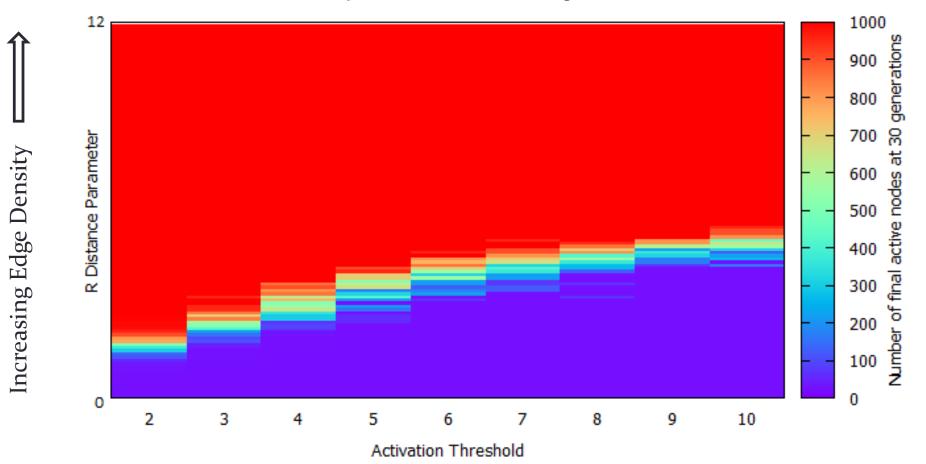
# Experimental Set-Up

- Utilising the same set of hyperbolic geometric graphs for all simulations (1000 nodes)
- Agent based modelling of Bootstrap Percolation
  - 20 random seeds
  - Activation Threshold 2 ... 10
  - Repeat activation mechanism at each time step until equilibrium
  - Count number of Final Active Nodes

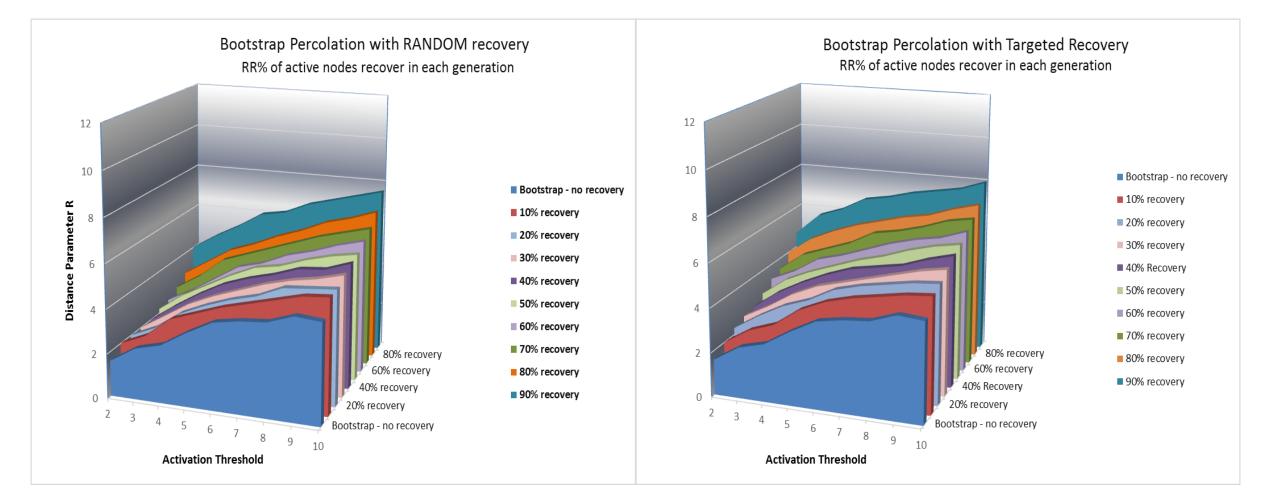
- Agent based modelling of Bootstrap Percolation with Recovery Activation followed by % recovery at each time step (10 – 90%)
  - Targeted recovery based on top ranked node degree centrality
  - Random recovery

#### **Results: Bootstrap Percolation**

Bootstrap Percolation outcomes for  $A_0 = 20$ 



# **Results: Bootstrap with Recovery**



### Current Work

• Selectively target nodes with highly skewed graph properties for recovery

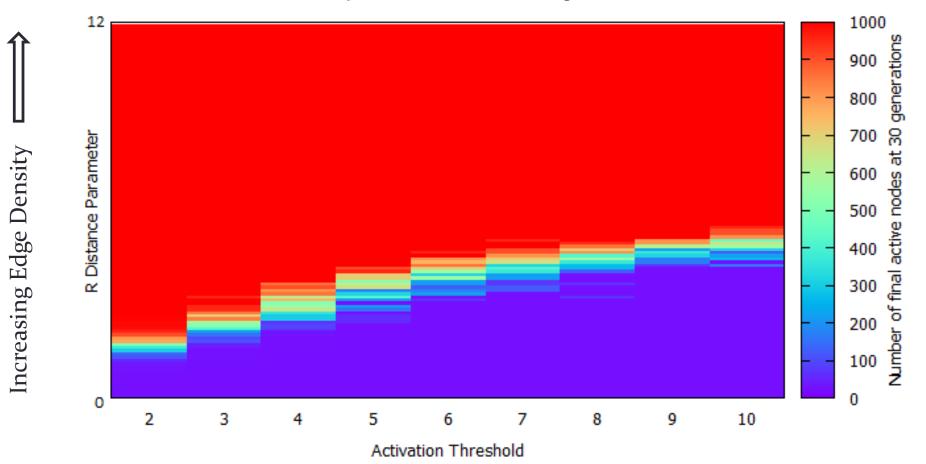
In the hyperbolic graphs:

- centralisation measures
- clustering coefficients

Immunisation of nodes with certain properties, to observe the effect on the spread of the activity

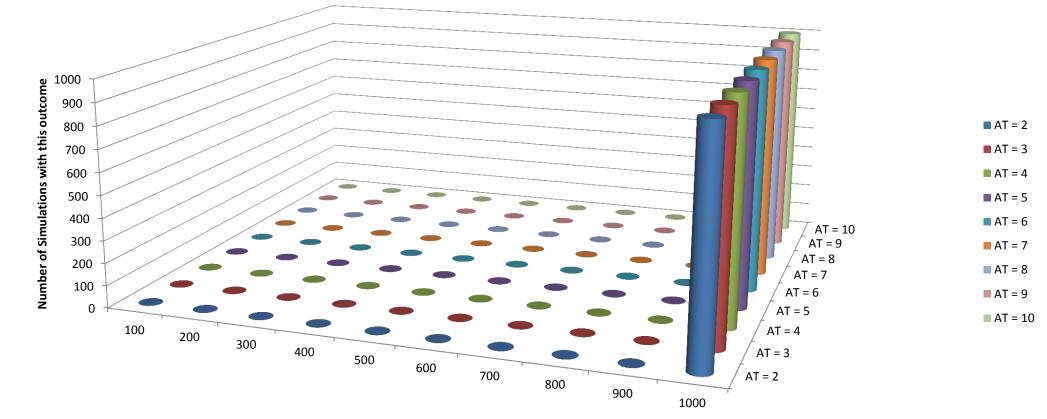
#### **Recap:** Bootstrap Percolation

Bootstrap Percolation outcomes for  $A_0 = 20$ 



### **Bootstrap Percolation**

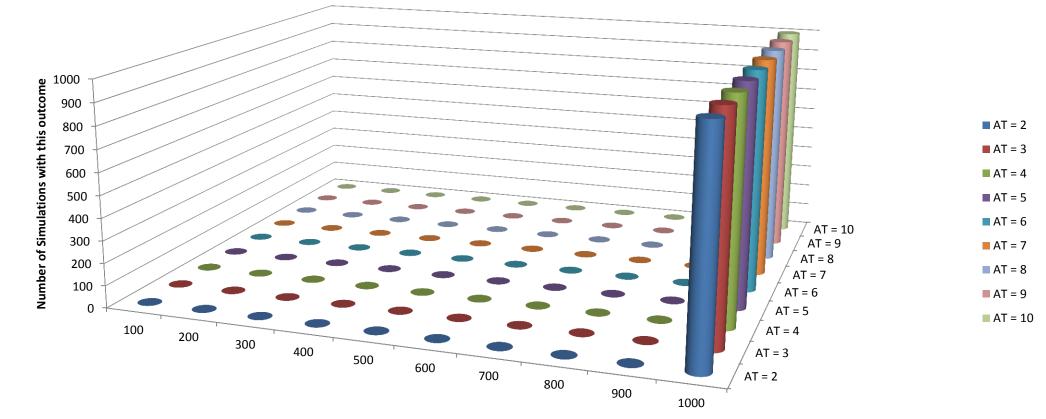
Graph 5.7\_13, Bootstrap Percolation



Number of Final Active at Equilibrium

# Bootstrap percolation: Random Recovery

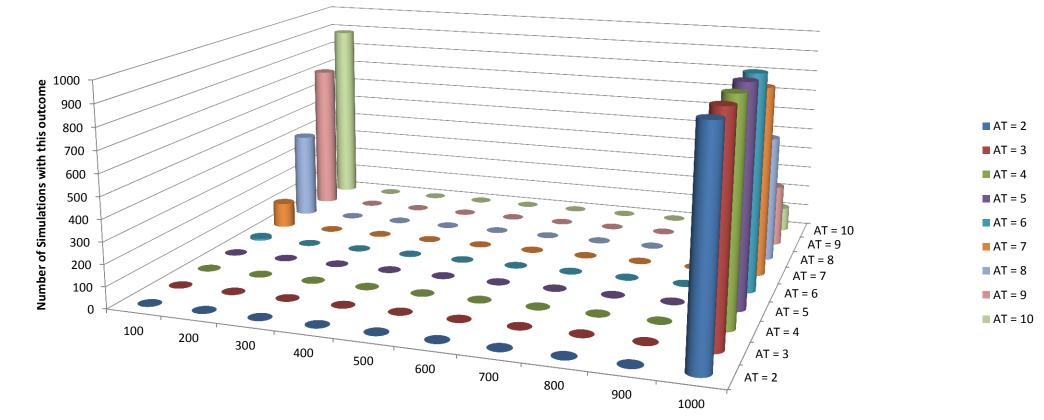
Graph 5.7\_13, 25 nodes immunised at Random



Number of Final Active at Equilibrium

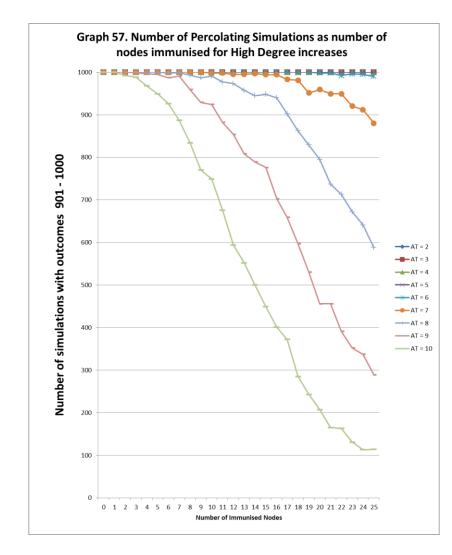
# Bootstrap Percolation : Targeted recovery

Graph 5.7\_13, 25 nodes immunised for High Degree



Number of Final Active at Equilibrium

### Rate of Decline in Percolating Simulations



# Future Work

- Repeat these experiments on more graphs at the threshold, varying target graph properties
- In the simulations that fail to percolate:
  - investigate the link between the set of active seeds and the targeted nodes
  - investigate local neighbourhood properties

- Repeat simulations:
  - Euclidean random geometric graphs in the unit disc
  - Erdős Rényi random graphs

#### Thank You

#### Top Ranked Node Degree Centrality Scores

R = 5.7_13 graph properties	
Density	0.098962
Average Degree	98.962
Diameter	3
WS CC	0.780167
Transitivity	0.475365
Size component	1000
Degree centralisation	0.639957
Betweenness centralisation	0.124498
Closeness centralisation	0.603207
Average shortest path	2.05492
Number of lines	49481