Evolving networks, an introduction

Richie Burke

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Richie Burke Evolving networks, an introduction

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"The important question is to explain how the interaction of a great number of people, each possessing only limited knowledge, will bring about an order that could only be achieved by deliberate direction taken by somebody who has the combined knowledge of all these individuals".

-Friedrich A. Hayek (1979)

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social networks

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- social networks
- ecology

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- unmanned air-vehicle control

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- social networks
- ecology
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- unmanned air-vehicle control
- consensus problems

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Applications

The study of large systems of interacting agents has found application in many diverse fields such as

- social networks
- ecology
- neuroscience
- unmanned air-vehicle control
- consensus problems



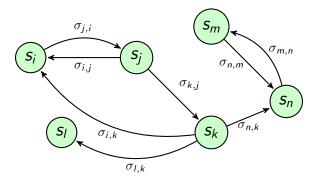
Mathematical networks

A *network* is a weighted graph, that is, a set of elements called *nodes* or *vertices*, which may be connected to one another via relational links (*edges*). To each node we assign a *state* s_i and to each edge a weight (or *gain*), $\sigma_{i,j}$.

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Mathematical networks

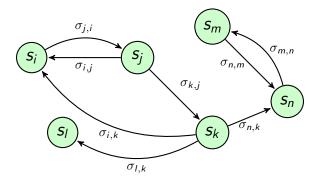
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We want our states and gains to evolve until *consensus* is achieved.

The evolving states and gains could be exemplified by

• hyperlinks between webpages (gains) emerging when websites (nodes) share a common theme (state).

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- influence between fish in a shoal (gains) when one fish (node) changes position (state).

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- influence between fish in a shoal (gains) when one fish (node) changes position (state).
- friendships (gains) growing or deteriorating as people (nodes) cheer or vex one another.



Consensus occurs when our node states evolve to a common value.

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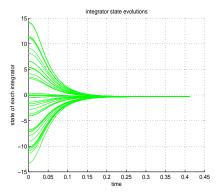


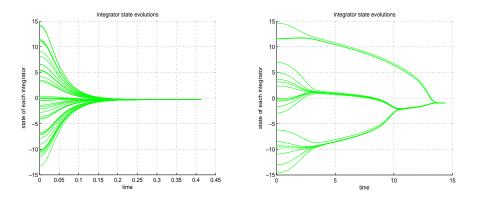
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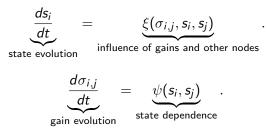
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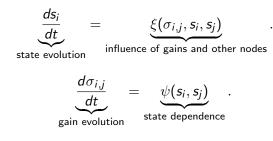
Differential equations

The state and gain evolutions are governed by a system of coupled differential equations. The general form being:



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Let's now consider a particular evolution model.

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The *switch protocol* model allows the gains between nodes to grow until a certain proscribed threshold is reached, whereupon the gains (effectively) lock into that value. The states meanwhile, pull each other (via the gains) until a *consensus* is attained,

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Focussing on the gain evolutions, the switch protocol gains evolve according to

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$$\frac{d\sigma_{i,j}}{dt} = \begin{cases} \alpha h(s_i, s_j) e^{-\beta h(s_i, s_j)} & \text{if } \sigma_{i,j} < \tau, \\ 0 & \text{if } \sigma_{i,j} \ge \tau. \end{cases}$$
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where α and β are rate parameters, *h* is some norm of the states and τ is the threshold where we want the gains to cease evolving.

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Dynamic networks Numerics

Network control

The switch protocol gains grow and level off when the respective states come together. Notice the gains are capped by the threshold parameter τ . Here $\tau = 0.6$

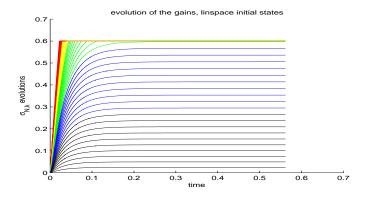


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Simulations

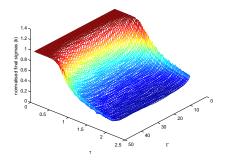
We generate networks using **Matlab** and investigate the evolutions of the states, gains and various features of the systems at consensus.

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Simulations

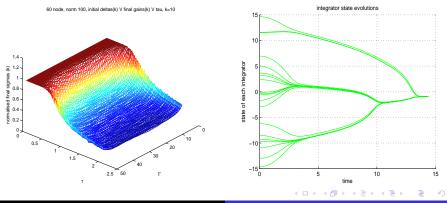
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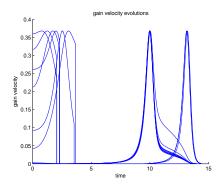
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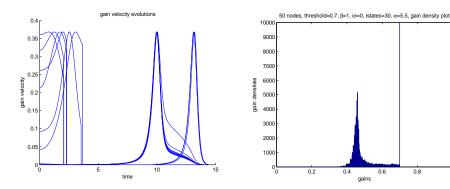
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Gain evolutions



The maximum gain velocity for the switch protocol is capped at $\frac{\alpha}{\beta e}$.

Gain evolutions



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Bimodal gain distributions are often observed for localised systems.

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Reduced order approximation

We have built a qualitative *envelope* to track the convergence of our large systems.

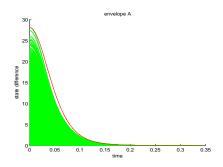
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Reduced order approximation

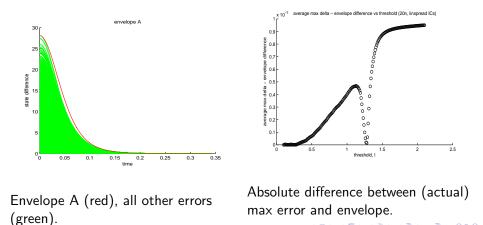
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Envelope A (red), all other errors (green).

Reduced order approximation

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References

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