

Reflection vs Persuasion.
Modeling Opinion Formation in a Society

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Opinion Dynamic

General Idea

Person \Rightarrow Opinion

Opinion Dynamic

General Idea

Person \Rightarrow Opinion



Influence

Opinion Dynamic

General Idea

Person \Rightarrow Opinion



Influence



Reflection

Opinion Dynamic

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Influence



Reflection



Mass Media

Opinion Dynamic

Goal:

Describe the agreement-disagreement dynamic between the individuals of a group with their **complexities**.

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¿How?

- Opinion states.
- Transition processes.

Preliminaries

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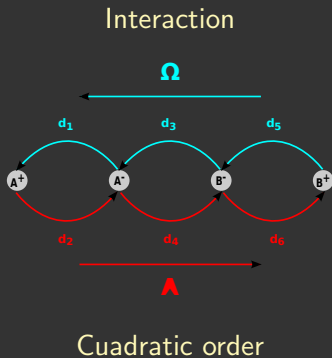
- Social analysis \Rightarrow groups.
- People interact.
- Various views with varying degrees of conviction.
- Gradual changes in opinion.
- Simplicity of the model vs Real system.

Analytical Model

$$\dot{\bar{P}} = (\bar{P}^T M_I + M_R) \bar{P}$$

Analytical Model

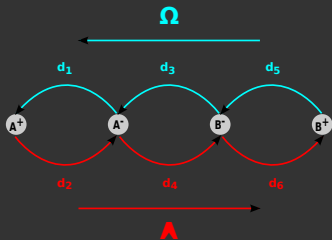
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Analytical Model

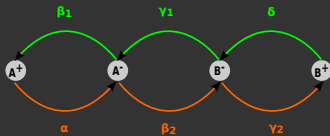
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Interaction



Quadratic order

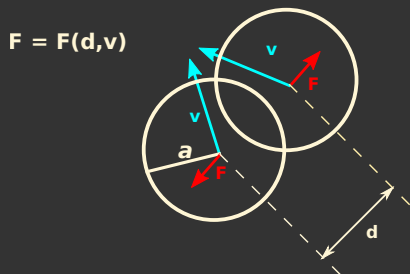
Reflection/Mass media



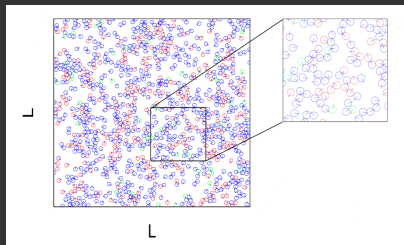
Linear order

Computational Model

- Self-propelled agent-model (constant velocity).
- Low densities \Rightarrow Binary collisions.



Interaction: Soft core potential.



(Peruani and Sibona 2008)

Correction of probabilities.

Prob. of change by **Interaction**

$$f'_{ij} = \frac{1}{\mu + \tau} \left[\frac{f_{ij}}{\Sigma_{ij}} \left(1 - e^{-\Sigma_{ij}\mu(v)} \right) \right]$$

Prob. of change by **Reflection**

$$r'_{ij} = \frac{\tau}{\mu + \tau} (r_{ij})$$

Donde:

- f_{ij} : change frequency by interaction to right (λ_{ij}) or to left (ω_{ij})
- $\Sigma_{ij} = \omega_{ij} + \lambda_{ij} + \omega_{ji} + \lambda_{ji}$ Transition flow.
- r_{ij} : change frequency by reflection to right ($\alpha, \beta_2, \gamma_2$) or to left ($\delta, \beta_1, \gamma_1$)
- $\mu(v) = 1,18(1/v)^{0,967}$ ($a = 1$) Mean duration time of a collision. (Terranova et al.)
- $\tau = 1/\sigma_0\rho v$ ($\sigma_0 = 4a$) Mean free time

Correction of probabilities

Choosing $\lambda_{ij} = \lambda$, $\omega_{ij} = \omega \Rightarrow$ Exact solution.

We can write:

$$f'_{ij} + r'_{ij} = \frac{1}{\sigma_0 \rho v \mu + 1} \left\{ \sigma_0 \rho v \left[\frac{f_{ij}}{\Sigma_{ij}} \left(1 - e^{-\Sigma_{ij} \mu(v)} \right) \right] + r_{ij} \right\}$$

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Limit situations:

- $v \gg \Sigma_{ij}$ ($v \rightarrow \infty$) $\Rightarrow f'_{ij} + r'_{ij} = \sigma_0 \rho f_{ij} + r_{ij}$
- $v \ll \Sigma_{ij}$ ($v \rightarrow 0$) $\Rightarrow f'_{ij} + r'_{ij} = \frac{\sigma_0 \rho v}{\Sigma_{ij}} f_{ij} + r_{ij}$

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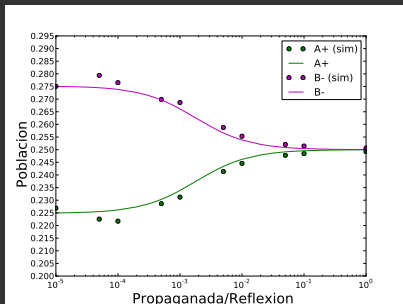
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At equilibrium:

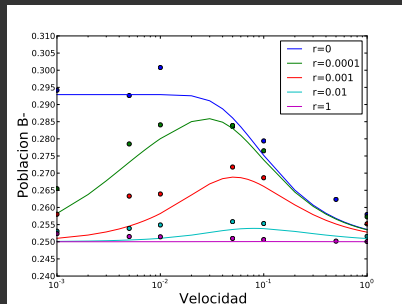
- $\frac{f'_{ij}}{r'_{ij}} \gg 1 \Rightarrow$ Interaction dominates
- $\frac{f'_{ij}}{r'_{ij}} \ll 1 \Rightarrow$ Reflection/mass media dominates

Model Validation

Population vs Reflection

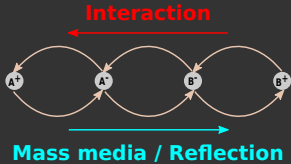


Population vs Velocity



$\lambda_{ij} = \omega_{ij} = 0,05$ (interaction), $r_{ij} = r$ (ref./mass media = cte)

Interaction vs Mass Media/Reflection



$$\lambda_{ij} = 0,05, \quad \omega_{ij} = 0,1$$

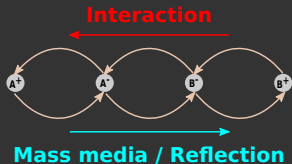
$$\Sigma_{ij} = 0,3$$

$$r_2 = \alpha, \beta_2, \gamma_2$$

$$r_1 = \delta, \beta_1, \gamma_1$$

$$r_2 > r_1$$

Interaction vs Mass Media/Reflection



$$\lambda_{ij} = 0,05, \quad \omega_{ij} = 0,1$$

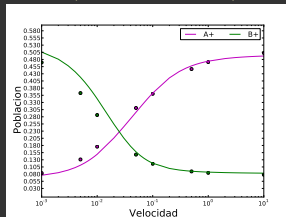
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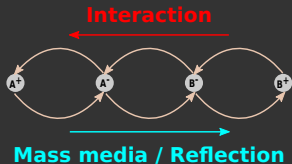
$$r_1 = 0,0003 \quad r_2 = 0,0006$$



■ $v \gg \Sigma_{ij}$ we have $\frac{f'_{ij}}{r'_{ij}} \gg 1$

$\therefore P_{B^+} < P_{B^-} < P_{A^-} < P_{A^+}$
Interaction dominates.

Interaction vs Mass Media/Reflection



$$\lambda_{ij} = 0,05, \quad \omega_{ij} = 0,1$$

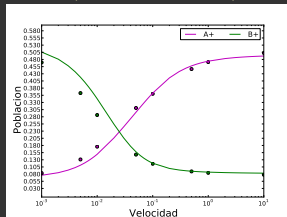
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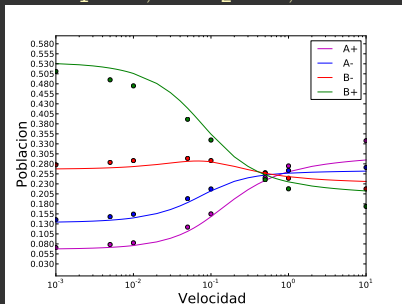
■ $v \ll \Sigma_{ij}$ we have $\frac{f'_{ij}}{r'_{ij}} \ll 1$

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Reflection/mass media dominates.

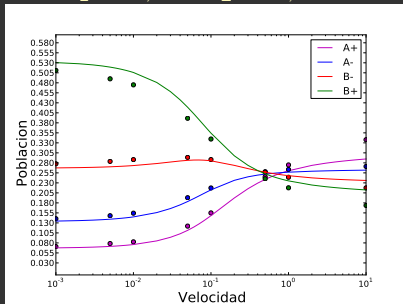
Interaction vs Mass Media/Reflection

$$r_1 = 0,003 \quad r_2 = 0,006$$

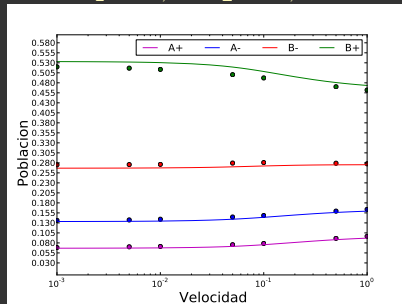


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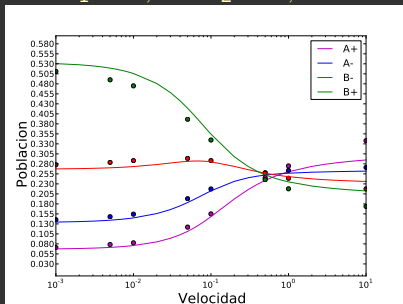


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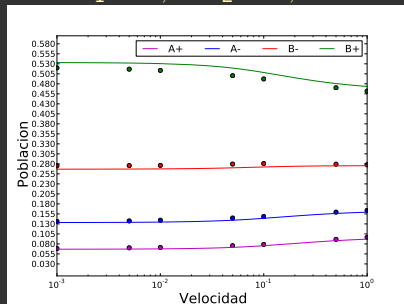


Interaction vs Mass Media/Reflection

$$r_1 = 0,003 \quad r_2 = 0,006$$



$$r_1 = 0,03 \quad r_2 = 0,06$$



Not cross in $r_1 = 0,03 \quad r_2 = 0,06$:

$$v \gg \sum_{ij} \text{ now } \frac{f'_{ij}}{r'_{ij}} \ll 1$$

$$\therefore P_{B+} > P_{B-} > P_{A-} > P_{A+}$$

Reflection/mass media **ALWAYS** dominates.

Conclusions

- Novel model with an important analytical development.

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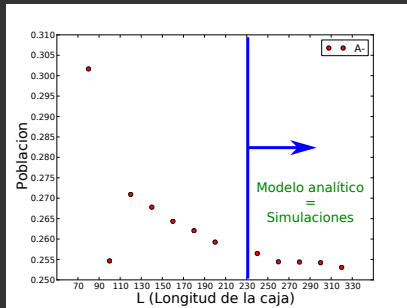
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$$\nu = 0,1, \lambda = \omega = 0,05, r = 0,01$$

Where and why parallelize?

Where?

- Interaction force calculation.
- Exchange of opinion.

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- Interaction force calculation.
- Exchange of opinion.

Why?



Reduce simulation times

Peruani, F. and G. Sibona (2008).

Dynamics and Steady States in Excitable Mobile Agent Systems.

Physical Review Letters 100.

Terranova, G., J. Revelli, and G. Sibona (2012).

Opinion Formation model for Interacting Self-propelled Agents.

En preparación.