

# Social Balance on Networks: The Dynamics of Friendship and Hatred

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PRE 72, 036121 (2005); physics/0605183

## Basic question:

How do social networks evolve when both friendly and unfriendly relationships exist?

## Partial answer: *(Heider 1944, Wasserman & Faust 1994)*

*Social balance*; on a complete graph socially-balanced states must be either utopia or bipolar.

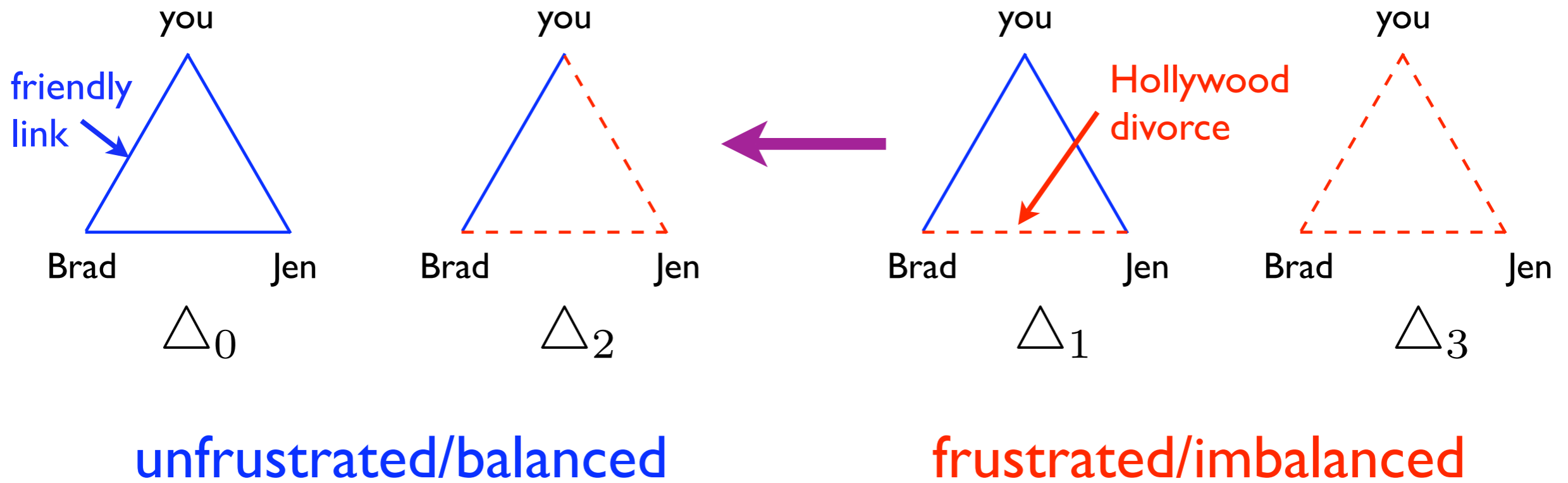
## This talk:

Endow a network with the simple social dynamics and investigate the evolution of relationships. *related work: Kulakowski et al.*

## Main result:

Dynamical phase transition between bipolarity and utopia.

# Socially Balanced States



## Social Balance Defined

*a friend of my friend  
an enemy of my enemy* } *is my friend;*

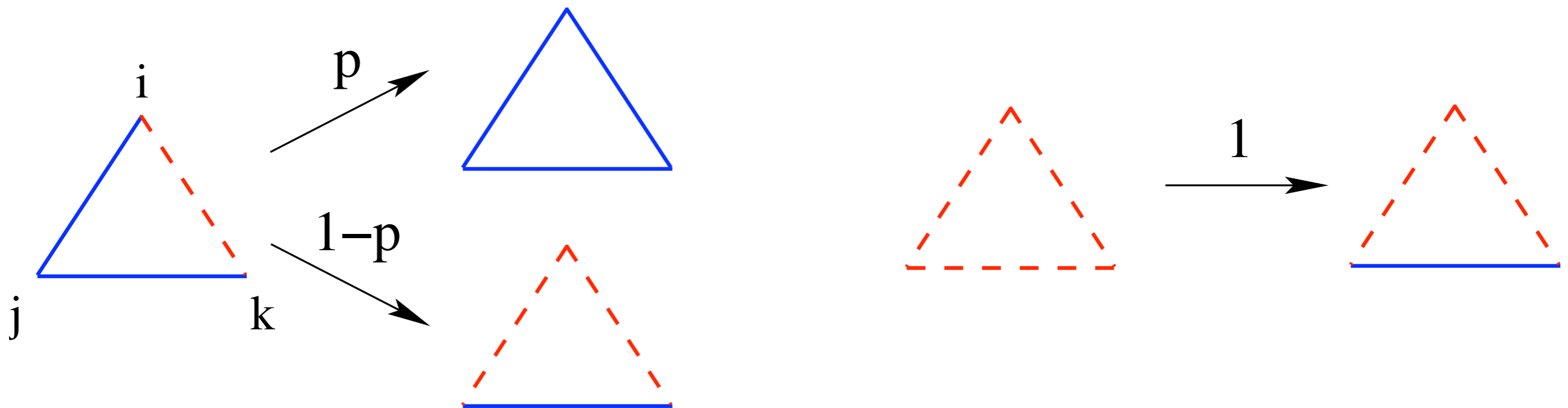
*a friend of my enemy  
an enemy of my friend* } *is my enemy.*

# Local Triad Dynamics on Arbitrary Networks

*(social graces of the clueless)*

1. Pick a random imbalanced (frustrated) triad
2. Reverse a single link so that the triad becomes balanced

free parameter: *probability  $p$ : unfriendly  $\rightarrow$  friendly;*  
*probability  $1-p$ : friendly  $\rightarrow$  unfriendly*



# Triad Evolution on the Complete Graph

Basic graph characteristics:

$N$  nodes

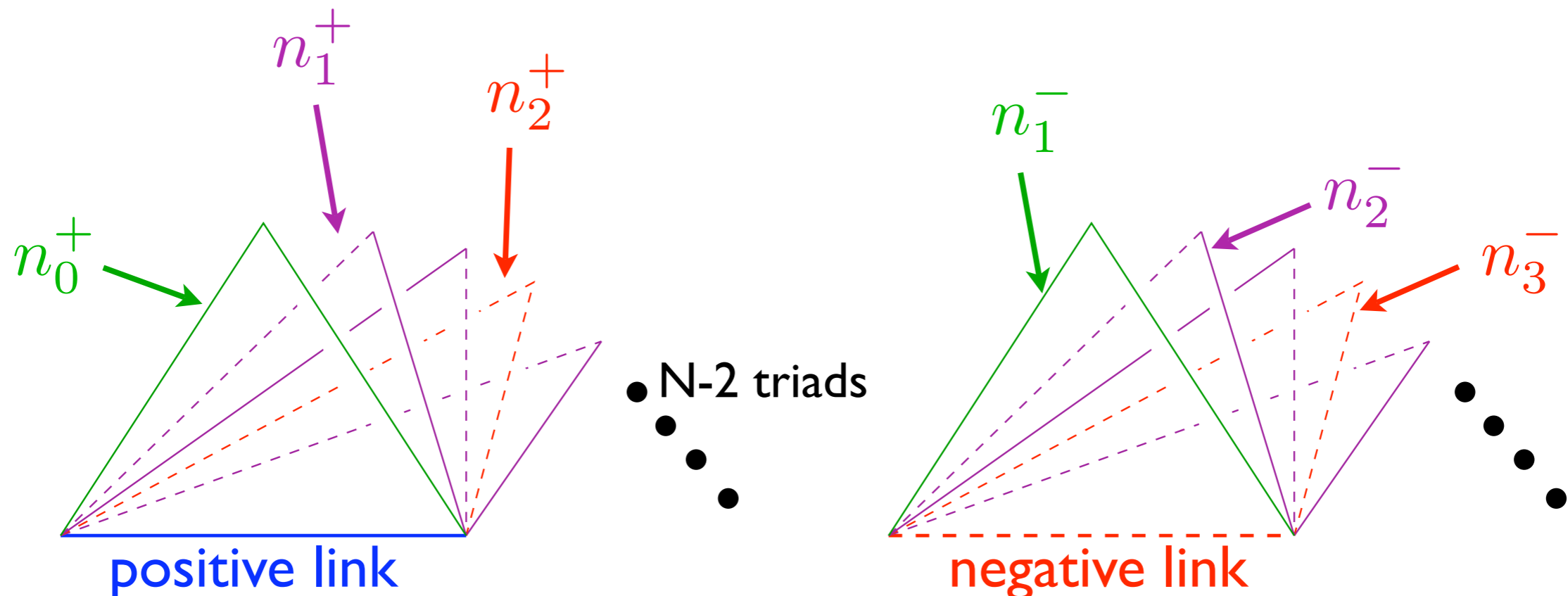
$\frac{1}{2}N(N - 1)$  links

$\frac{1}{6}N(N - 1)(N - 2)$  triads

$\rho$  = friendly link density

$n_k$  = density of triads of type  $k$

$n_k^\pm$  = density of triads of type  $k$  attached to a  $\pm$  link



# Triad Evolution on the Complete Graph

$n_k$  = density of triads of type  $k$

$n_k^\pm$  = density of triads of type  $k$  attached to a  $\pm$  link

$$\begin{aligned} \pi^+ &= (1-p)n_1 && \text{flip rate } + \rightarrow - && \begin{array}{c} \triangle \xrightarrow{1-p} \triangle \\ \text{(solid to dashed)} \end{array} \\ \pi^- &= pn_1 + n_3 && \text{flip rate } - \rightarrow + && \begin{array}{c} \triangle \xrightarrow{p} \triangle \\ \text{(dashed to solid)} \end{array} \quad \begin{array}{c} \triangle \xrightarrow{1} \triangle \\ \text{(dashed to dashed)} \end{array} \end{aligned}$$

## Master equations:

$$\begin{aligned} \frac{dn_0}{dt} &= \overset{\triangle_1 \rightarrow \triangle_0}{\pi^- n_1^-} - \overset{\triangle_0 \rightarrow \triangle_1}{\pi^+ n_0^+}, \\ \frac{dn_1}{dt} &= \pi^+ n_0^+ + \pi^- n_2^- - \pi^- n_1^- - \pi^+ n_1^+, \\ \frac{dn_2}{dt} &= \pi^+ n_1^+ + \pi^- n_3^- - \pi^- n_2^- - \pi^+ n_2^+, \\ \frac{dn_3}{dt} &= \pi^+ n_2^+ - \pi^- n_3^-. \end{aligned}$$

# Steady State Solution

$$\frac{dn_0}{dt} = \pi^- n_1^- - \pi^+ n_0^+,$$

$$\frac{dn_1}{dt} = \pi^+ n_0^+ + \pi^- n_2^- - \pi^- n_1^- - \pi^+ n_1^+,$$

$$\frac{dn_2}{dt} = \pi^+ n_1^+ + \pi^- n_3^- - \pi^- n_2^- - \pi^+ n_2^+,$$

$$\frac{dn_3}{dt} = \pi^+ n_2^+ - \pi^- n_3^-.$$

impose  $\dot{n}_i = 0$  and  $\pi^+ = \pi^-$

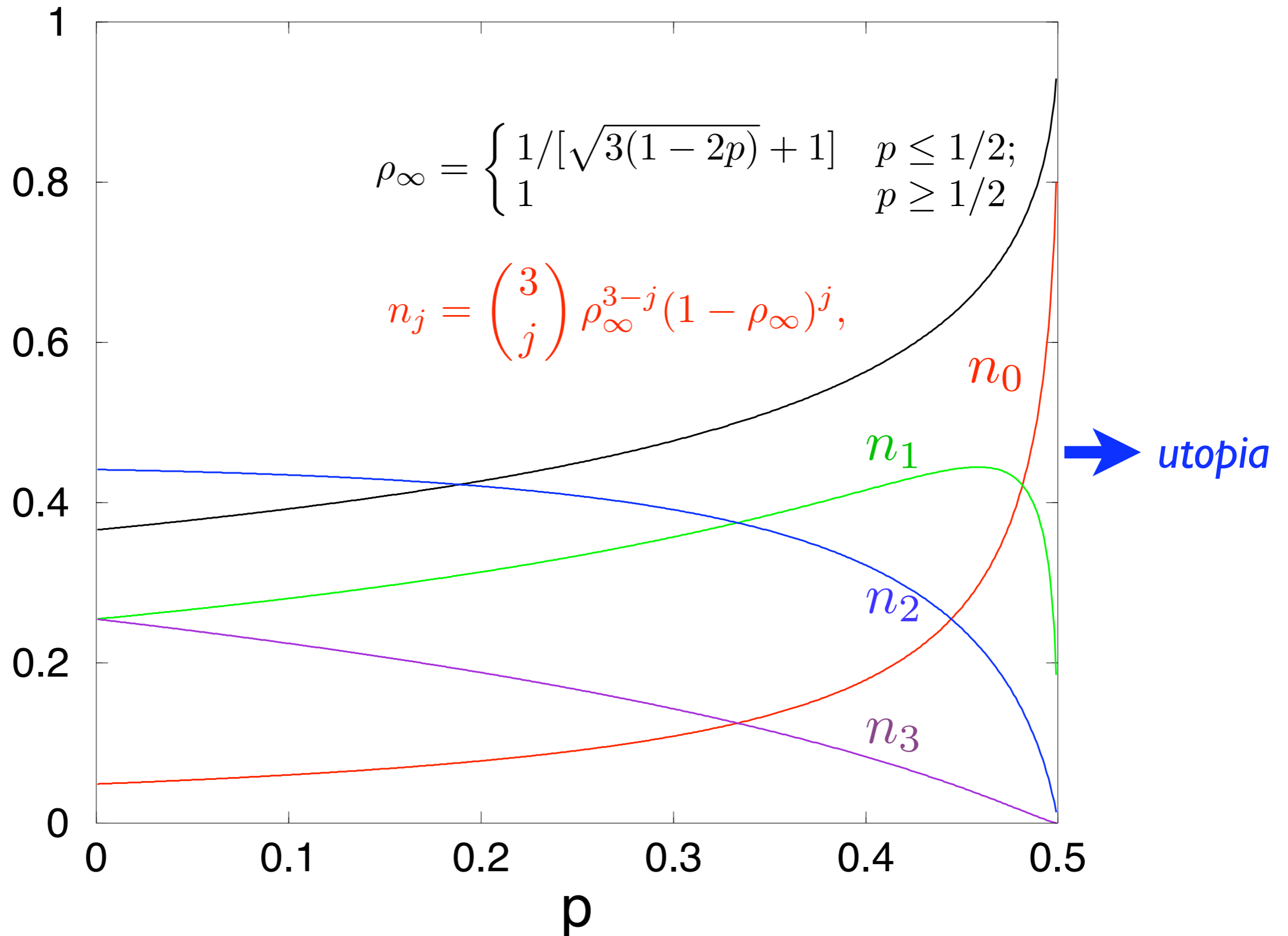
gives  $n_k^+ = n_{k+1}^-$

then use  $n_k^\pm = \begin{cases} \frac{(3-k)n_k}{3n_0+2n_1+n_2} \\ \frac{kn_k}{n_1+2n_2+3n_3} \end{cases}$  to give

$$n_j = \binom{3}{j} \rho_\infty^{3-j} (1 - \rho_\infty)^j, \quad \rho_\infty = \begin{cases} 1/[\sqrt{3(1-2p)} + 1] & p \leq 1/2; \\ 1 & p \geq 1/2 \end{cases}$$

# Steady State Triad Densities

$p \leq 1/2$ , steady state;  $p > 1/2$ , utopia



# The Evolving State

rate equation for the friendly link density:

$$\frac{d\rho}{dt} = 3\rho^2(1-\rho) \left[ \overset{- \rightarrow + \text{ in } \Delta_1}{p} - \overset{+ \rightarrow - \text{ in } \Delta_1}{(1-p)} \right] + \overset{- \rightarrow + \text{ in } \Delta_3}{(1-\rho)^3}$$

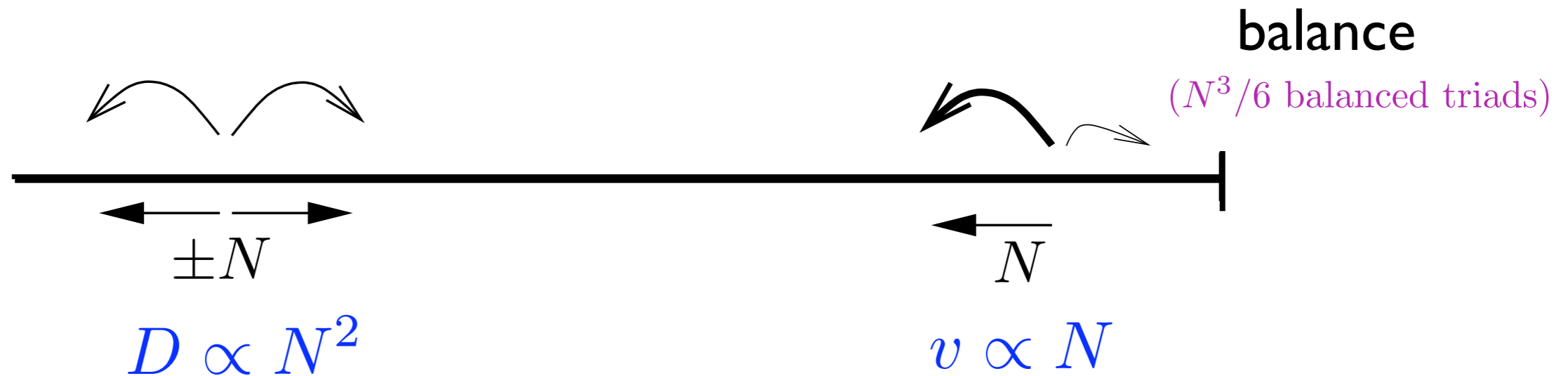
**Solution:**

$$\rho(t) \sim \begin{cases} \rho_\infty + Ae^{-Ct} & p < 1/2; & \text{quick frustration} \\ 1 - \frac{1 - \rho_0}{\sqrt{1 + 2(1 - \rho_0)^2 t}} & p = 1/2; & \text{slow relaxation to utopia} \\ 1 - e^{-3(2p-1)t} & p > 1/2. & \text{rapid attainment of utopia} \end{cases}$$



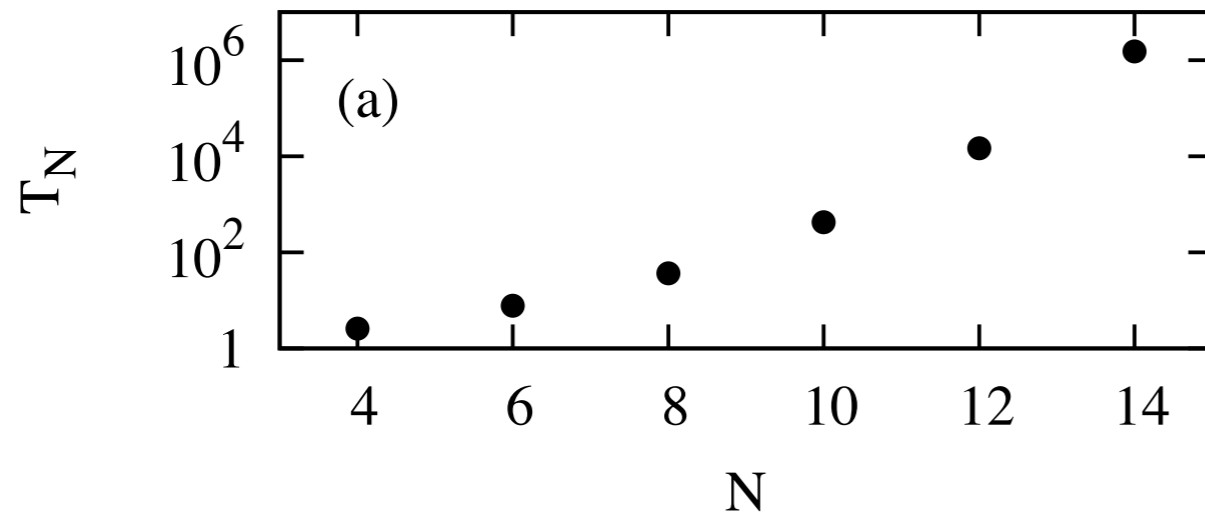
# Fate of a Finite Society

$p < 1/2$ : effective random walk picture



$$\rightarrow T_N \sim e^{v\mathcal{L}_N/D} \sim e^{N^2}$$

# Fate of a Finite Society

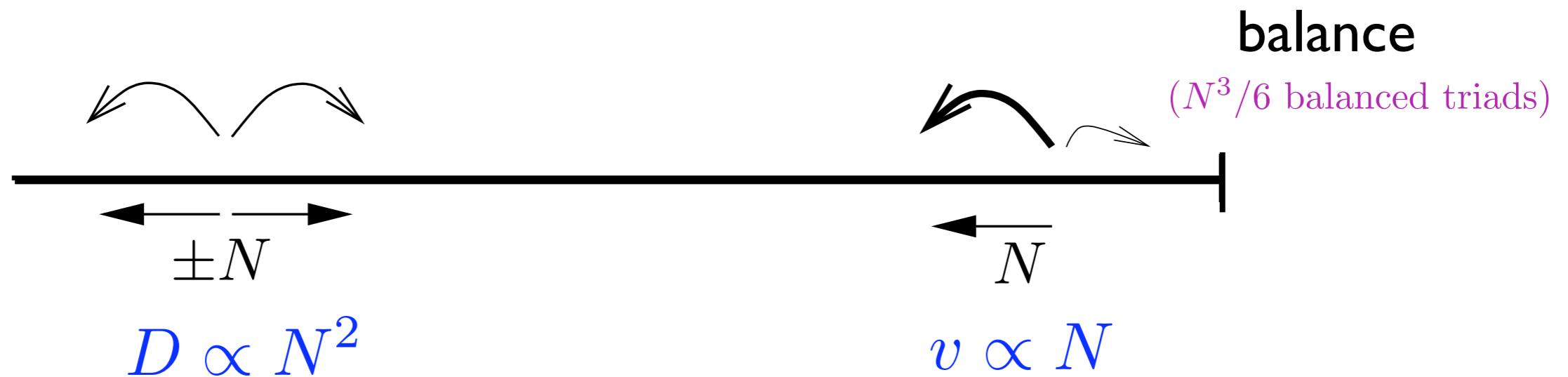


$$p < \frac{1}{2}, \quad T_N \sim e^{N^2}$$

$$\text{(from } T_N = e^{N \cdot N^3 / N^2}\text{)}$$

# Fate of a Finite Society

$p < 1/2$ : effective random walk picture



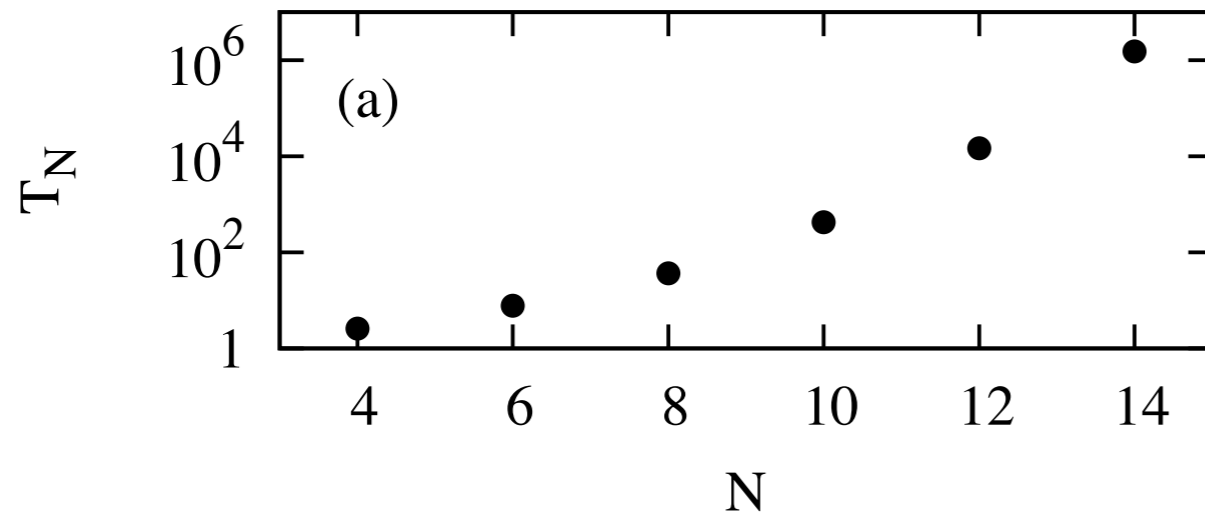
$$\rightarrow T_N \sim e^{v\mathcal{L}_N/D} \sim e^{N^2}$$

$p > 1/2$ : inversion of the rate equation

$$u \sim e^{-3(2p-1)t} \approx N^{-2} \rightarrow T_N \sim \frac{\ln N}{2p-1}$$

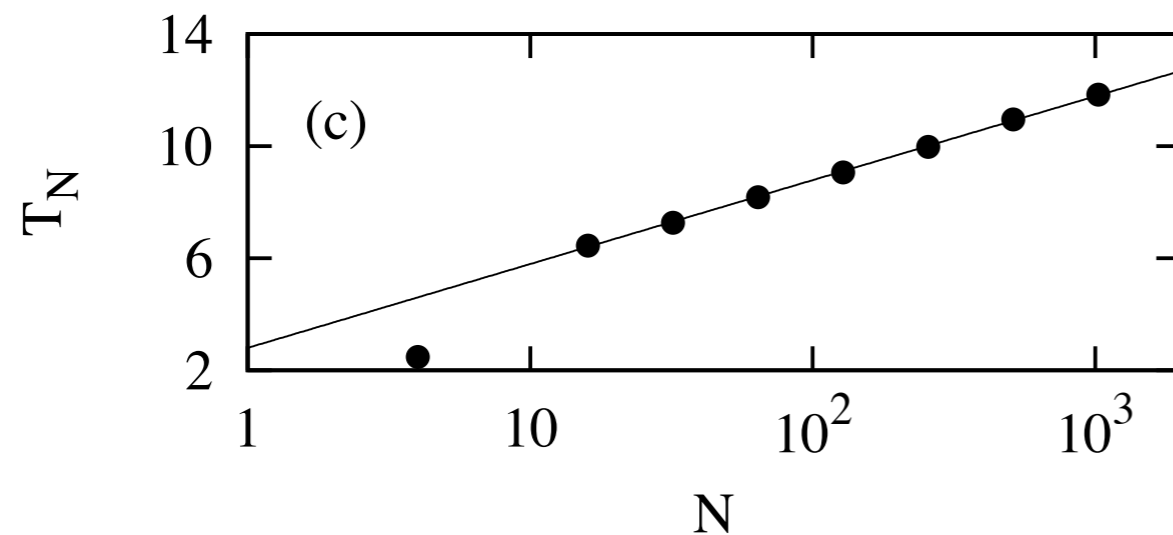
$u \equiv 1 - \rho =$  unfriendly link density

# Fate of a Finite Society



$$p < \frac{1}{2}, \quad T_N \sim e^{N^2}$$

(from  $T_N = e^{N \cdot N^3 / N^2}$ )



$$p > \frac{1}{2}, \quad T_N \sim \frac{\ln N}{2p - 1}$$

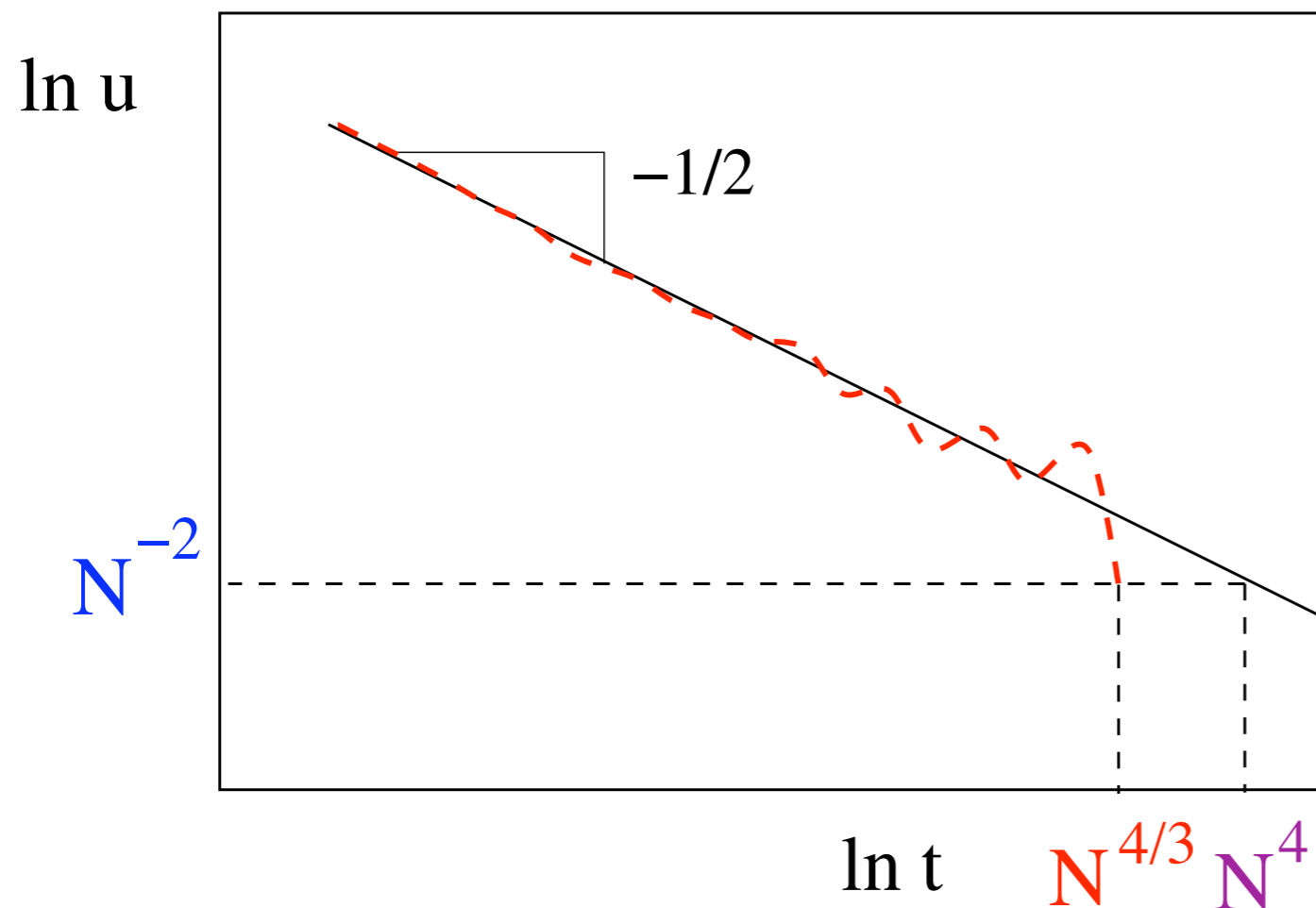
(from  $1 - \rho \sim e^{-3(2p-1)t} = \frac{1}{N^2}$ )

$$\rho = 1/2$$

naive rate equation estimate:

$$u \equiv 1 - \rho \propto t^{-1/2} \approx N^{-2} \quad \rightarrow \quad T_N \sim N^4$$

incorporating fluctuations as balance is approached:

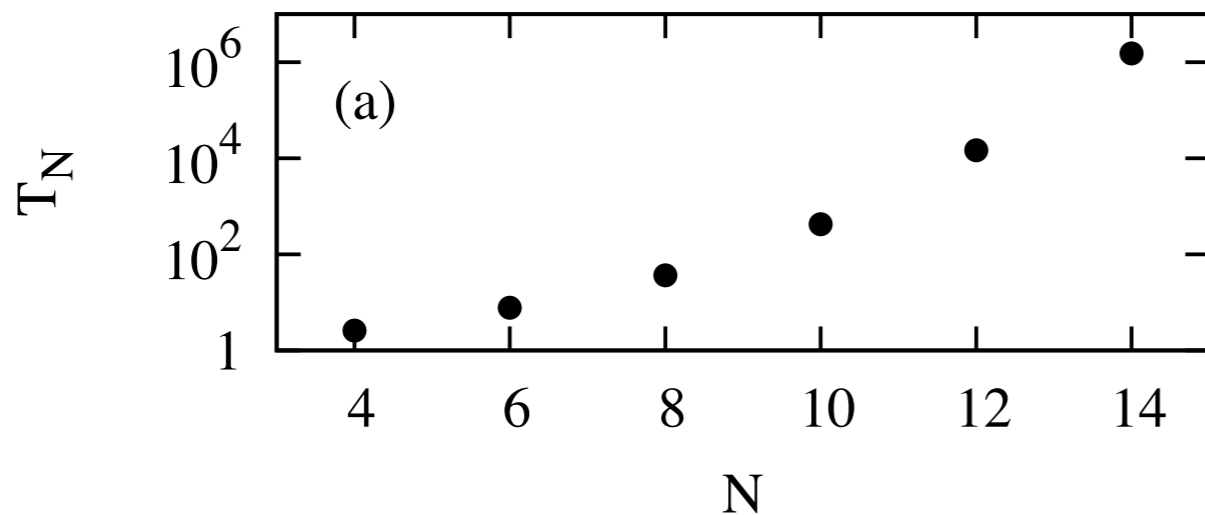


$$U = Lu + \sqrt{L} \eta$$
$$\sim \frac{L}{\sqrt{t}} + \sqrt{L} t^{1/4}$$

equating the 2 terms in U:

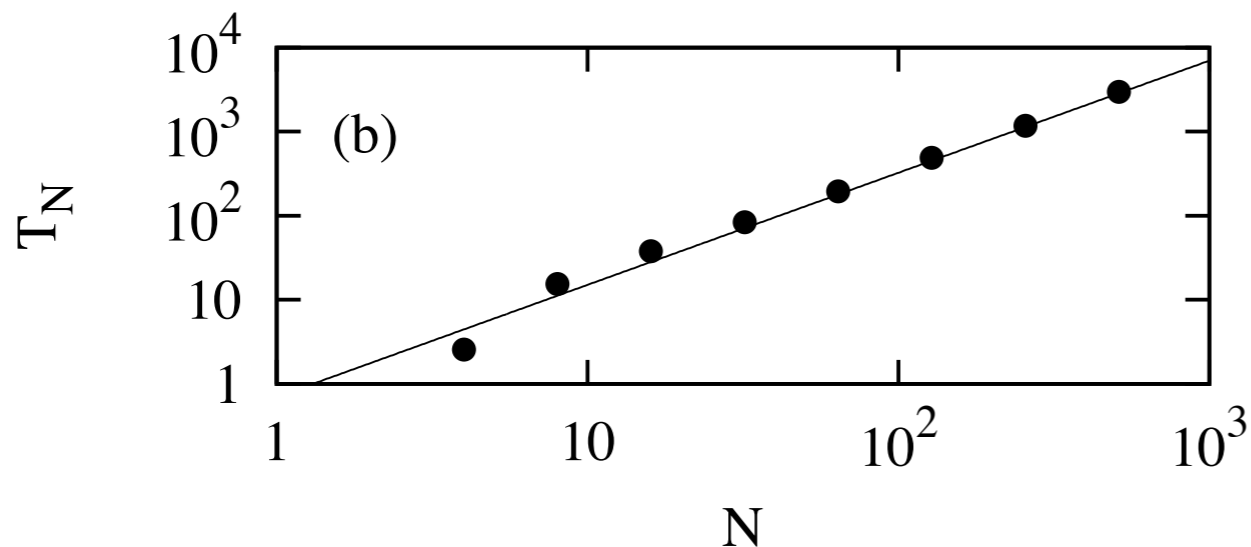
$$T_N \sim L^{2/3} \sim N^{4/3}$$

# Fate of a Finite Society



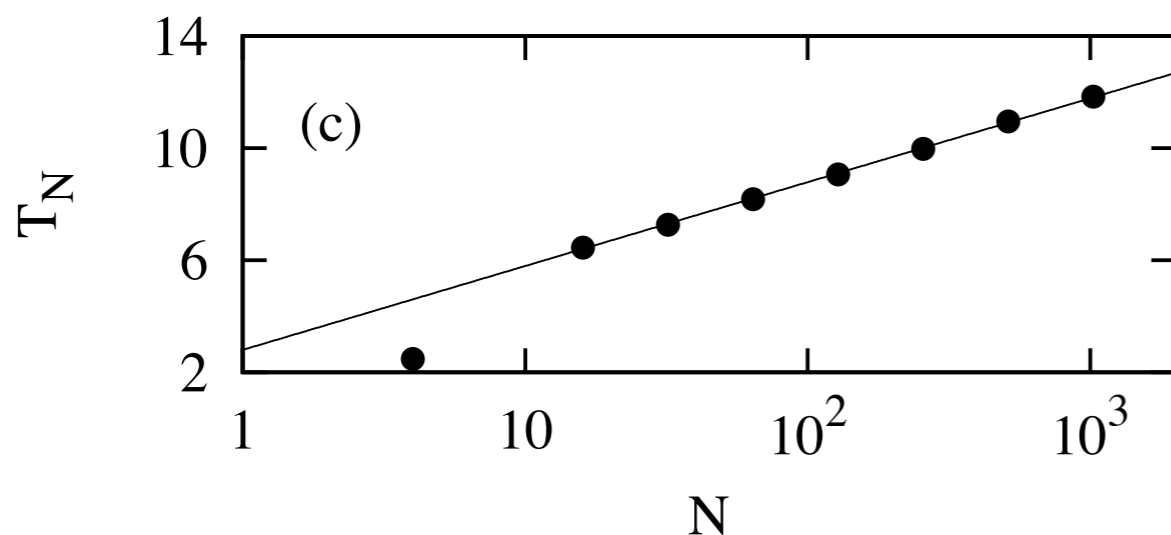
$$p < \frac{1}{2}, \quad T_N \sim e^{N^2}$$

(from  $T_N = e^{N \cdot N^3 / N^2}$ )



$$p = \frac{1}{2}, \quad T_N \sim N^{4/3}$$

(from  $1 - \rho \sim \frac{1}{\sqrt{t}} = \frac{1}{N^2}$   
+ fluctuations)



$$p > \frac{1}{2}, \quad T_N \sim \frac{\ln N}{2p - 1}$$

(from  $1 - \rho \sim e^{-3(2p-1)t} = \frac{1}{N^2}$ )

# Constrained (Socially Aware) Triad Dynamics

1. Pick a random imbalanced (frustrated) triad.
2. Reverse a random link ( $p=1/3$ ) to eliminate a frustrated triad *only if the total number of frustrated triads does not increase.*

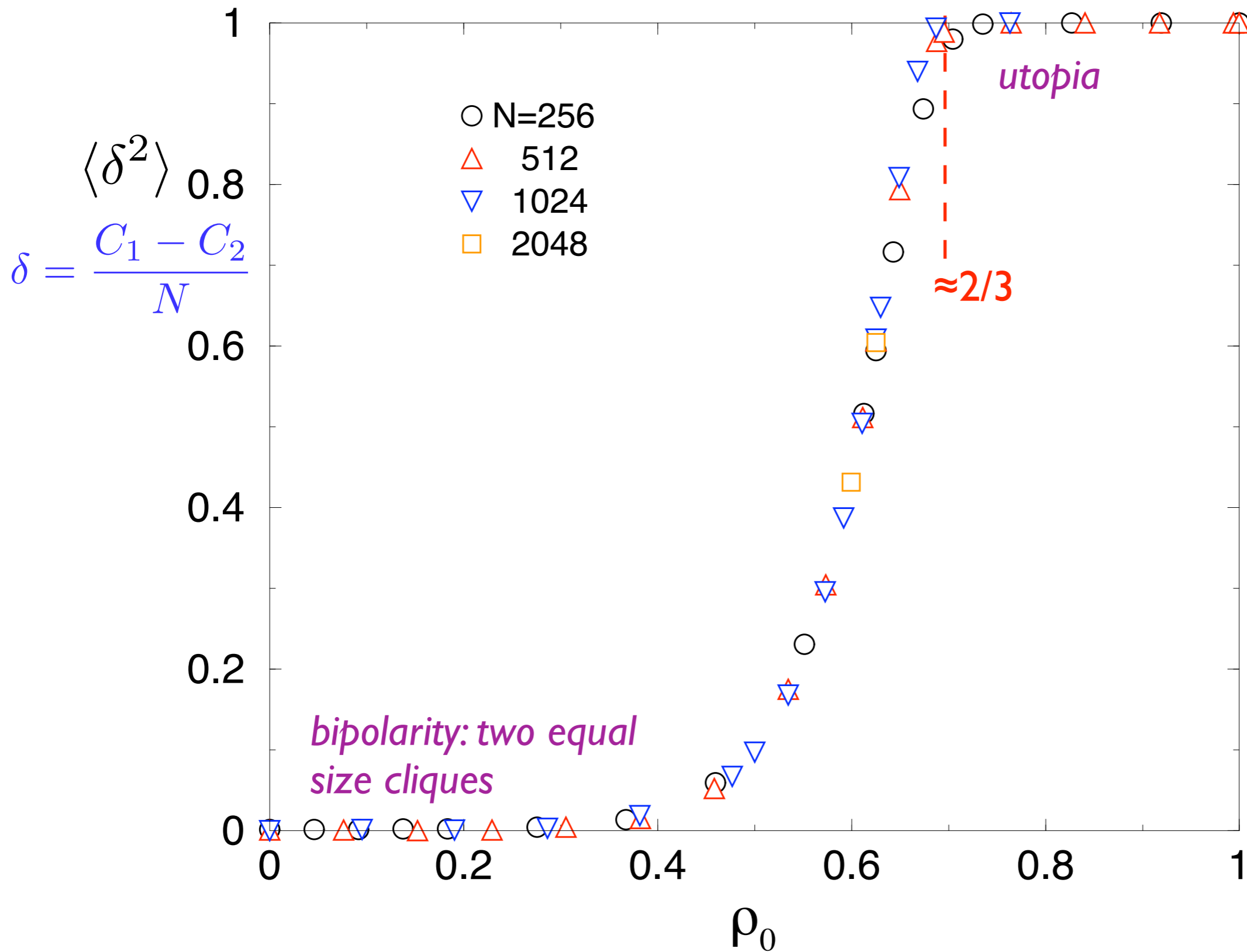
only free parameter:

*initial density of friendly links  $\rho_0$*

Outcome: Quick approach to a final static state.

Typically:  $T_N \sim \ln N$

# Final Clique Sizes

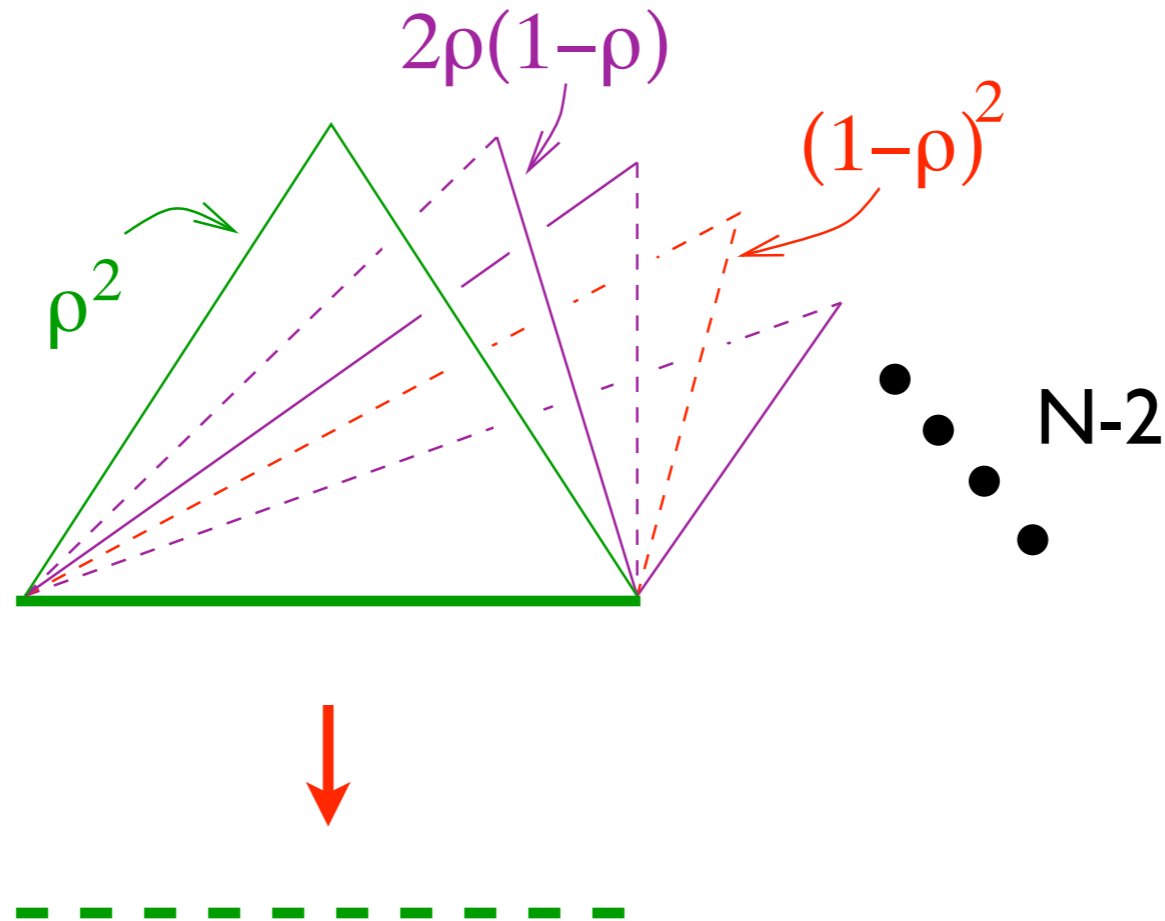




# Bipolarity/Utopia Transition

First consider evolution of an **uncorrelated** network:

for  $+ \rightarrow -$

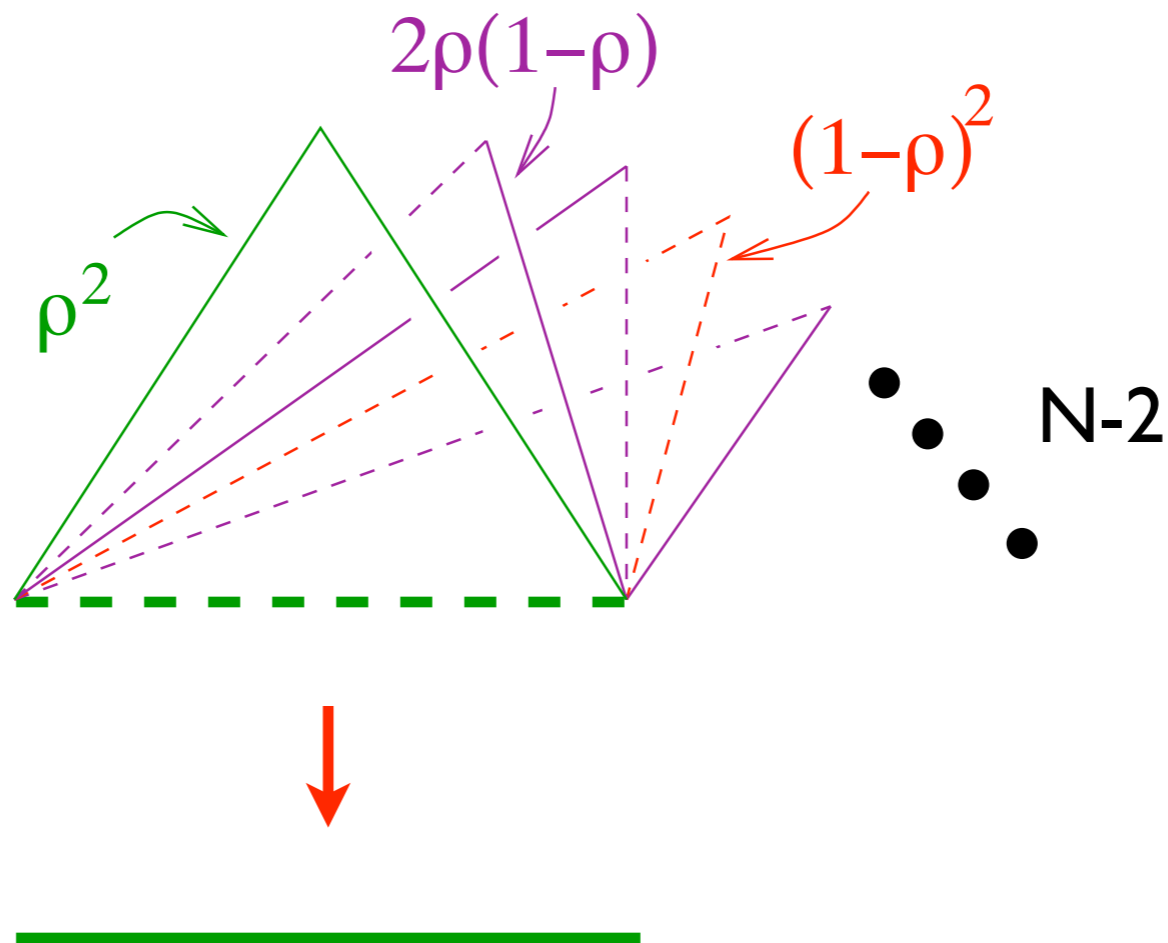


we need:

$$\underbrace{n_1^+ + n_3^+}_{\text{frustrated}} > \underbrace{n_0^+ + n_2^+}_{\text{unfrustrated}}, \text{ with } \vec{n}_+ = [\rho^2, 2\rho(1-\rho), (1-\rho)^2, 0]$$

$\rightarrow 1 - 4\rho(1 - \rho) < 0$ , impossible, so  $+$  links never flip

for  $- \rightarrow +$



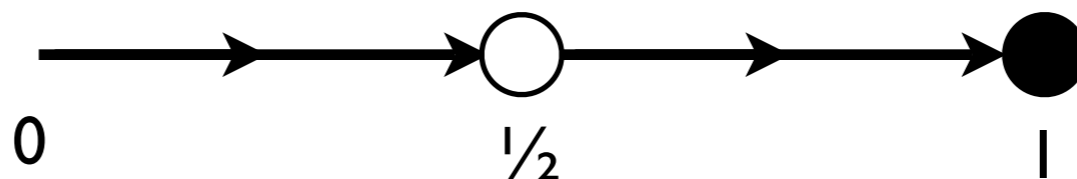
we need:

$$\underbrace{n_1^- + n_3^-}_{\text{frustrated}} > \underbrace{n_0^- + n_2^-}_{\text{unfrustrated}}, \text{ with } \vec{n}_- = [0, \rho^2, 2\rho(1-\rho), (1-\rho)^2]$$

$$\rightarrow 1 - 4\rho(1 - \rho) > 0, \text{ valid when } \rho \neq 1/2$$

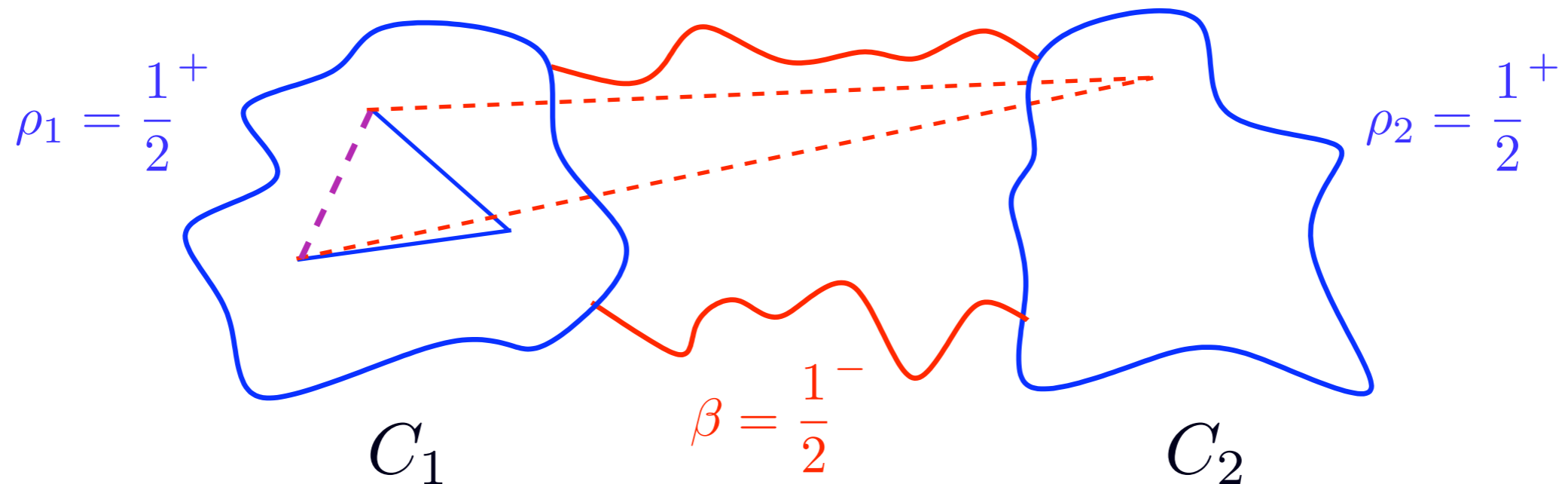
Only negative links flip, except when  $\rho \rightarrow 1/2$

flow diagram for  $\rho$ :



# Instability near $\rho=1/2$

intraclique relationship evolution



for  $- \rightarrow +$  within cliques, we need:

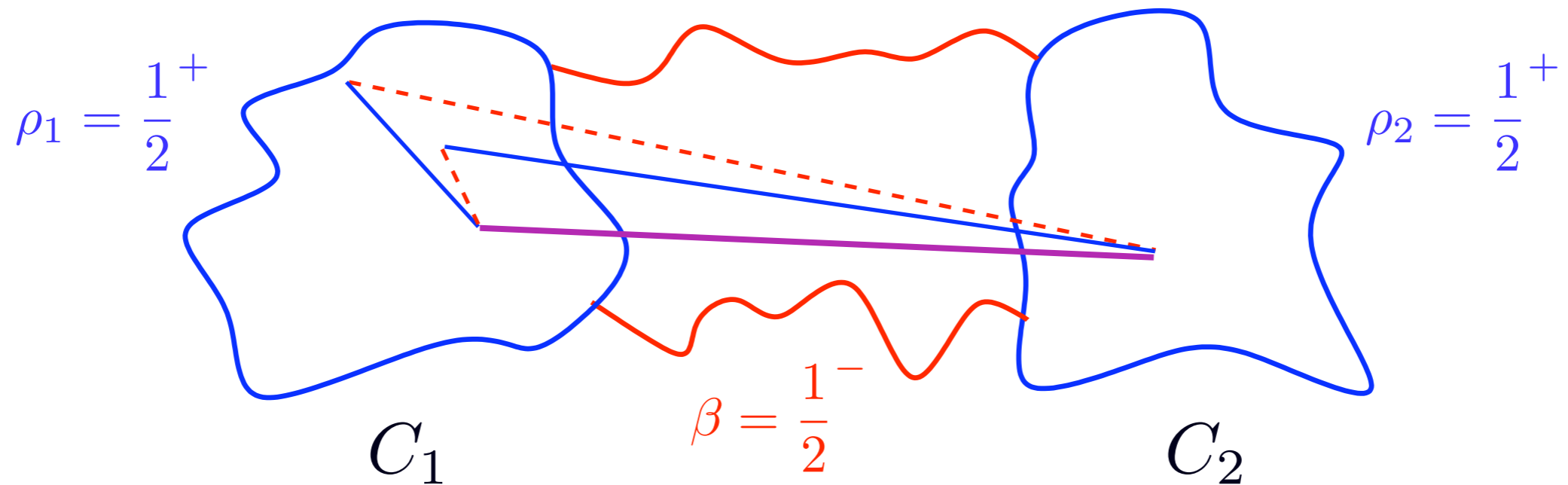
$$\underbrace{n_1^- + n_3^-}_{\text{frustrated}} > \underbrace{n_0^- + n_2^-}_{\text{unfrustrated}}, \text{ with } \vec{n}_- = \begin{cases} [0, \rho_i^2, 2\rho_i(1-\rho_i), (1-\rho_i)^2] & \text{intraclique} \\ [0, \beta^2, 2\beta(1-\beta), (1-\beta)^2] & \text{interclique} \end{cases}$$

$$\rightarrow C_1[1 - 4\rho_i(1 - \rho_i)] + C_2[1 - 4\beta(1 - \beta)] > 0, \text{ always true}$$

negative intraclique links disappear

*increased cohesiveness within cliques*

# interclique relationship evolution



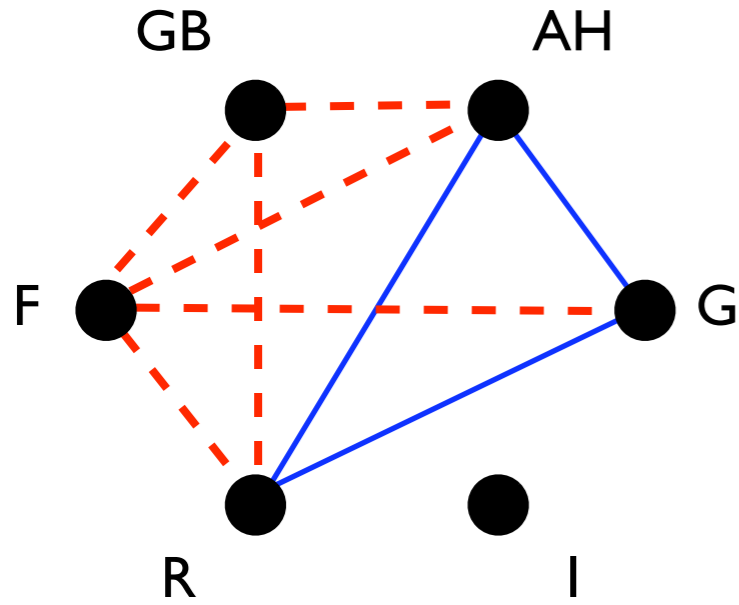
for  $+ \rightarrow -$  between cliques, we need:

$$\underbrace{n_1^+ + n_3^+}_{\text{frustrated}} > \underbrace{n_0^+ + n_2^+}_{\text{unfrustrated}}, \text{ with } \vec{n}_+ = [\beta\rho_i, \beta(1 - \rho_i) + \rho_i(1 - \beta), (1 - \beta)(1 - \rho_i), 0]$$

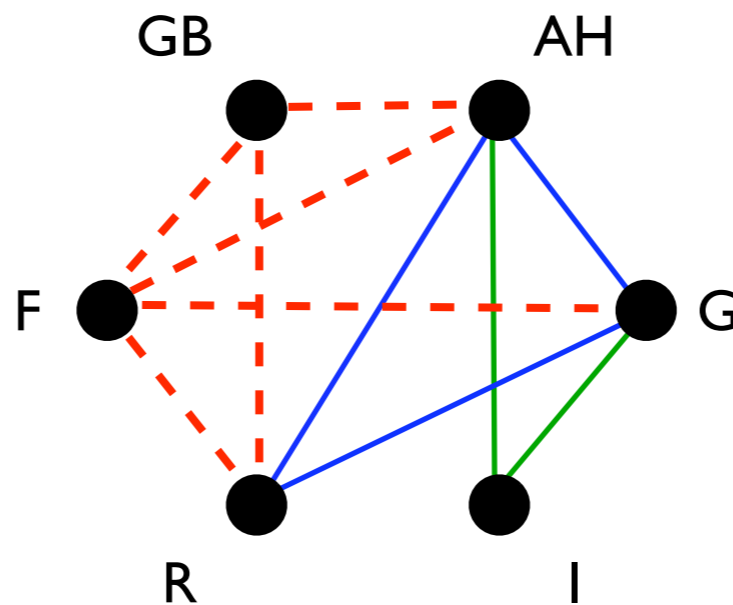
$$\rightarrow [C_1(2\rho_1 - 1) + C_2(2\rho_2 - 1)](1 - 2\beta) > 0, \text{ true if } \rho_1, \rho_2 > 1/2, \beta < 1/2$$

positive interclique links disappear  
*increased emnity between cliques*

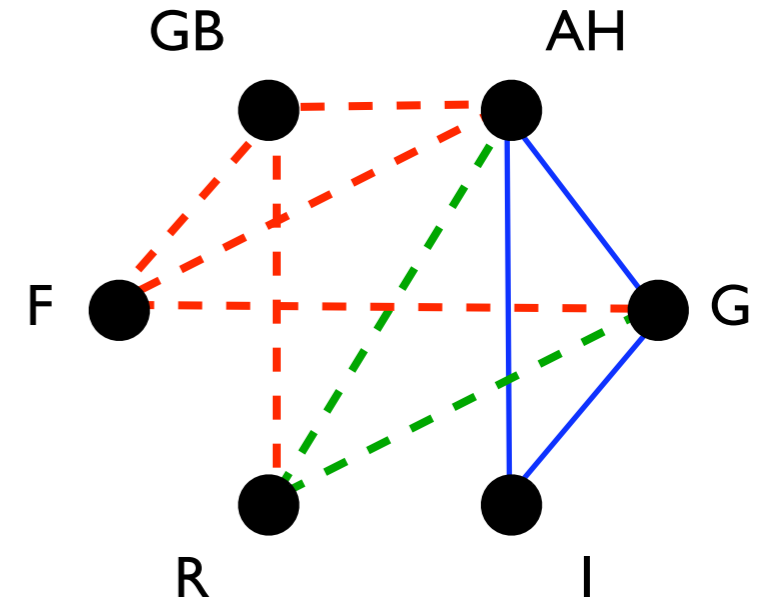
# A Historical Lesson



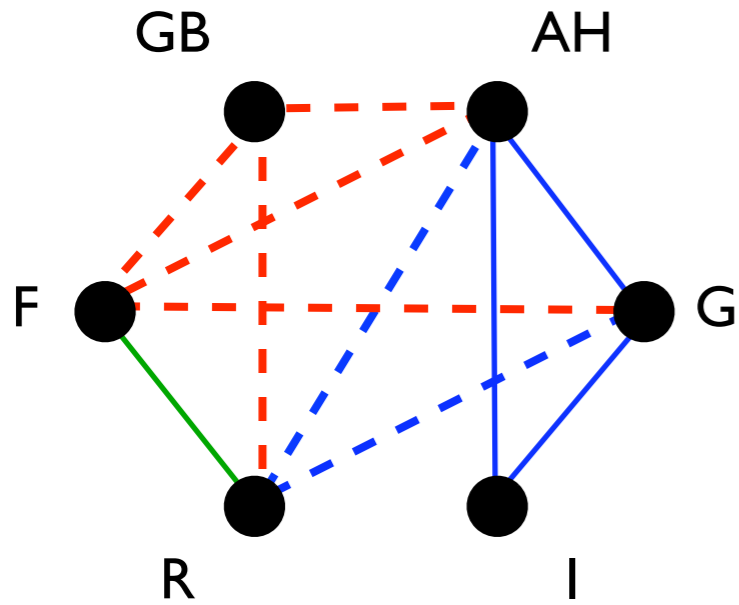
3 Emperor's League 1872-81



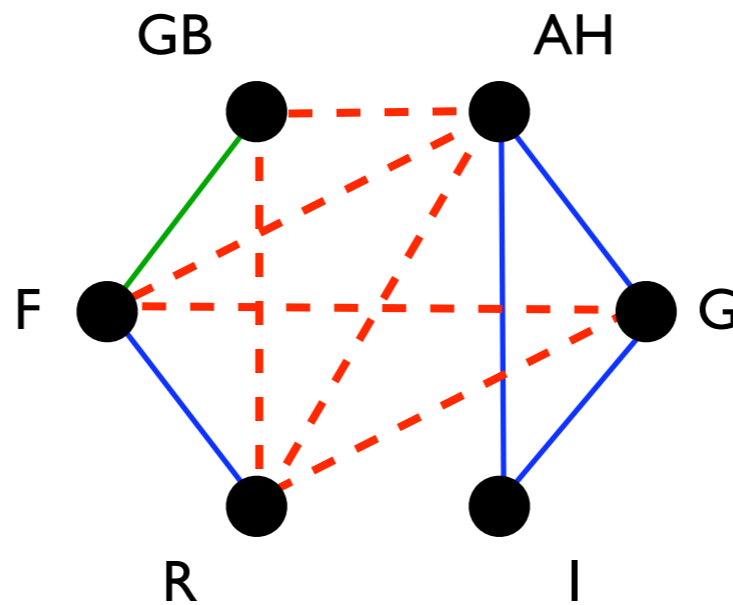
Triple Alliance 1882



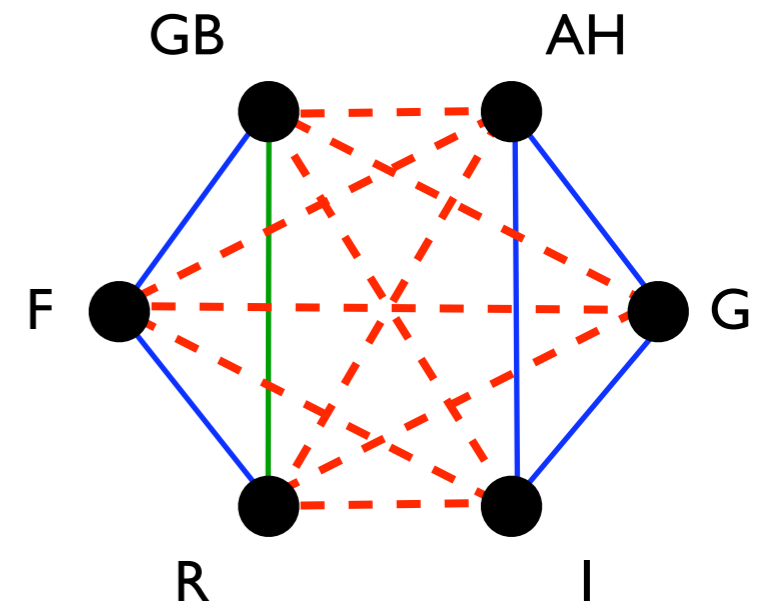
German-Russian Lapse 1890



French-Russian Alliance 1891-94



Entente Cordiale 1904



British-Russian Alliance 1907

# Summary & Outlook

If we can't all love each other → *social balance*

## Local triad dynamics:

finite network: social balance is achieved, with the time until balance strongly dependent on  $p$

infinite network: phase transition between utopia and bipolarity at  $p=1/2$

## Global triad dynamics ( $p=1/3$ ):

jammed states possible but never occur

infinite network: two cliques emerge, with utopia when  $\rho_0 \cong 2/3$  (rough argument gives  $\rho_0 = 1/2$ )

## Open questions:

incomplete graphs/indifference, continuous interactions

allow  → Machiavellian society

asymmetric relations