How Homophily Affects Learning and Diffusion in Networks

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Stanford University

April 4, 2009



• *Homophily* is the tendency of individuals with similar characteristics to associate with one another:

Homophily is pervasive and well-studied, but what are its effects?

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- "For it often happens that some of us elders of about the same age come together and verify the old saw of like to like."
 Cephalus in Plato's *Republic*, c. 380 BC

Data

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Homophily is Strong and Pervasive

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 - About 20% name someone of the opposite sex as their closest friend (Verbrugge 1977).

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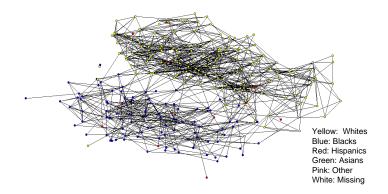
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 - Only 8% of Americans have anyone of another race with whom they "discuss important matters" (Marsden 1987).
 - About 20% name someone of the opposite sex as their closest friend (Verbrugge 1977).
 - In middle school, less than 10% of "expected" cross-race friendships exist (Shrum et. al. 1988).

Motivation

Model Results Data

Homophily is pervasive and well-studied, but what are its effects?

Friendships in a High School



Currarini, Jackson, and Pin (2009)

Data

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But What are its Effects?

 What are the actual consequences of homophily for important processes?

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 - diffusion or learning processes happening in them.

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- What are the actual consequences of homophily for important processes?
- In this project, we focus on communication and build models of:
 - networks with homophily;
 - diffusion or learning processes happening in them.
- Study how homophily affects the speed of the processes.

Data

Homophily is pervasive and well-studied, but what are its effects?

Main Results

 Homophily does not affect the spread of "news" or "rumors".

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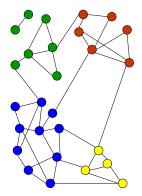
- Homophily does not affect the spread of "news" or "rumors".
- But slows
 - convergence to consensus opinions;
 - convergence to equilibrium under myopic updating.

Networks

Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

Multi-Type Random Network

 There are *n* agents, indexed by a set *N* = {1, 2, ..., *n*}.

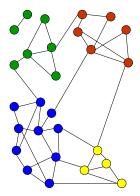


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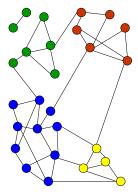


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- The probability that an agent of type k has an (undirected) link to an agent of type l is P_{kl}.

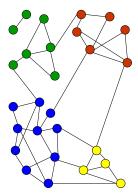


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- Links are formed independently.

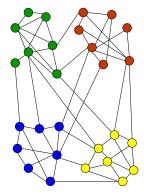


Networks

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Islands Model

Special case for this talk:



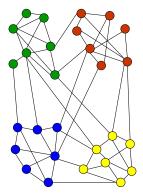
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Networks

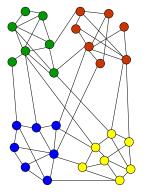
Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

Islands Model

Special case for this talk:

- All types have the same size.
- Only two probabilities:

$$P_{k\ell} = egin{cases} p_s & ext{if } k = \ell \ p_d & ext{otherwise} \end{cases}$$



Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning

Measuring Homophily (in the Islands Model)

• Let *p* be the overall link density.

Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

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- Unnormalized homophily:

$$H=\frac{p_s}{p}\in [0,m].$$

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Shortest Path Based Communication

• Any process where the time for *i* and *j* to communicate is proportional to the distance between them.

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 - Sending targeted orders through an organizational chart.

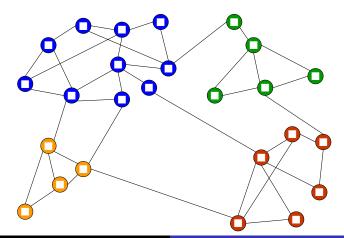
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Shortest Path Based Communication

- Any process where the time for *i* and *j* to communicate is proportional to the distance between them.
- Examples:
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 - Broadcasting.

Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

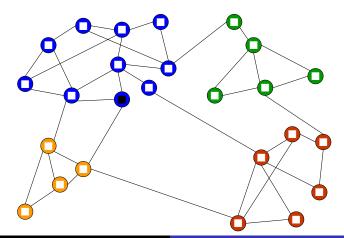
Broadcasting



Benjamin Golub and Matthew O. Jackson How Homophily Affects Learning in Networks

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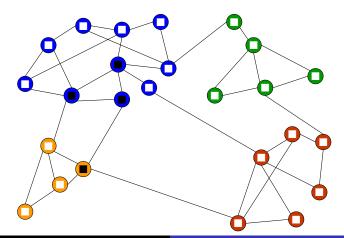
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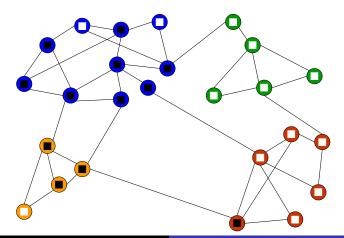
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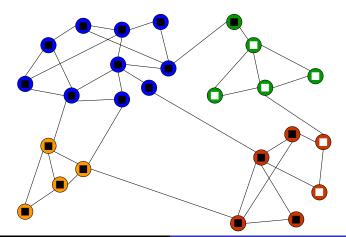
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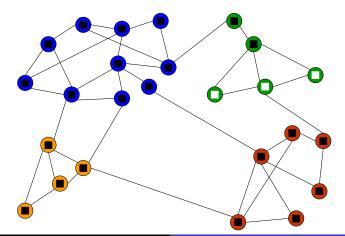
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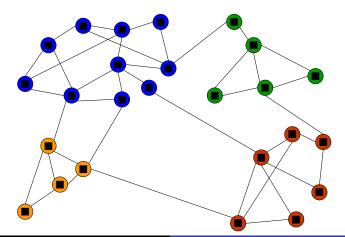
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Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

Measuring Speed with Shortest Path Communication

A sufficient statistic for time to communicate (in a *given, fixed* network) in this case is just the expected distance between two randomly chosen nodes.

Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

Linear Updating (French 1956, DeGroot 1974)

The belief of agent *i* at time t + 1 is an average of the beliefs of his neighbors at time *t*.

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$$b_i(t+1) = \sum_j \frac{A_{ij}}{d_i} b_j(t),$$

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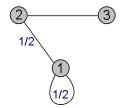
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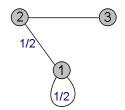
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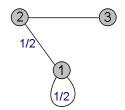
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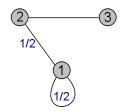
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$$b_1(t+1) = \frac{1}{2}b_1(t) + \frac{1}{2}b_2(t)$$

Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

Linear Updating as Myopic Best-Response

• Think of $b_i(t)$ as a *behavior*, not a *belief*.

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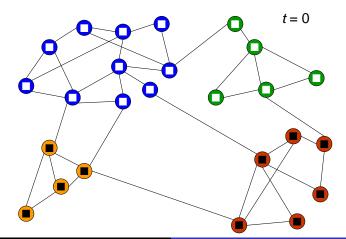
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- This gives the linear updating process.

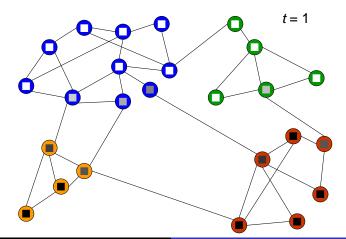
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Linear Updating



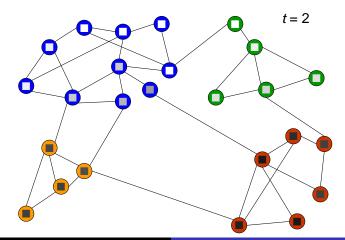
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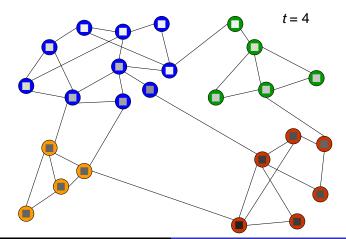
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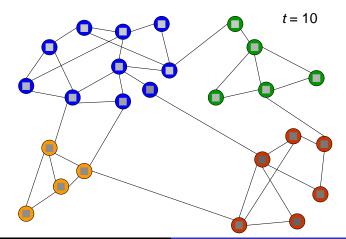
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Measuring Speed with Linear Updating

• Idea of the measure: how long does it take to get close to consensus (in a *given, fixed* network)?

Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

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 $\sqrt{}$ the expectation of that random variable

is the distance from consensus.

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(Essentially root-mean-squared distance from consensus.)

Networks Communication Process 1: Shortest Path (Diffusion) Communication Process 2: Linear Updating (Learning)

Measuring Speed with Linear Updating

Definition

The consensus time $CT(\epsilon; \mathbf{A})$ is the time it takes in network \mathbf{A} until the distance from consensus remains below ϵ , in the worst case, assuming beliefs start in [0, 1].

Shortest Path Communication Linear Updating

The Big Picture: How Communication Speed Depends on Density and Homophily

Independent VariableImage: Image in the image in

Arrows indicate how communication speed is affected when the independent variable is increased.

Shortest Path Communication Linear Updating

An Approximation Notion

Definition

 $f(n) \approx g(n)$

means that for any $\delta > 0$,

$$\mathbb{P}\left[rac{f(n)}{g(n)}\in (1/2-\delta,2+\delta)
ight] \xrightarrow{n o\infty} 1.$$

Shortest Path Communication Linear Updating

How Homophily Affects Shortest Path Based Communication: Assumptions

• $d(n) := np(n) \ge (1 + \varepsilon) \log n$ for some $\varepsilon > 0$

(the network is dense enough that it is a. s. connected)

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$$\frac{\log d(n)}{\log n} \to 0$$

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h(*n*) ≤ *h* for some *h* < 1
 (islands are not completely introspective)

Shortest Path Communication Linear Updating

Density, not Homophily, Matters for Shortest Path Communication

Theorem (Jackson 2008)

Under the assumptions just stated,

average distance
$$\approx \frac{\log n}{\log d(n)}$$

and, asymptotically, does not depend at all on homophily.

Shortest Path Communication Linear Updating

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average distance
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• Homophily doesn't matter.

Shortest Path Communication Linear Updating

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Theorem (Jackson 2008)

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average distance
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and, asymptotically, does not depend at all on homophily.

- Homophily doesn't matter.
- Only density matters (more = faster).

Shortest Path Communication Linear Updating

Density, not Homophily, Matters for Shortest Path Communication

• Density and homophily assumptions guarantee that the network is not too far from a tree.

Shortest Path Communication Linear Updating

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- So extended neighborhoods still expand exponentially.

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- Thus, the average agent can still reach the same number people after *t* steps, with or without homophily.

Shortest Path Communication Linear Updating

- Density and homophily assumptions guarantee that the network is not too far from a tree.
- So extended neighborhoods still expand exponentially.
- Thus, the average agent can still reach the same number people after *t* steps, with or without homophily.
 - Homophily does change who is close and who is far; the first hearers of the news are predominantly of the originator's type.

Shortest Path Communication Linear Updating

- Density and homophily assumptions guarantee that the network is not too far from a tree.
- So extended neighborhoods still expand exponentially.
- Thus, the average agent can still reach the same number people after *t* steps, with or without homophily.
 - Homophily does change who is close and who is far; the first hearers of the news are predominantly of the originator's type.
 - But order does not matter only the overall speed at which the news spreads.

Linear Updating

Data

Homophily, not Density, Matters for Linear Updating

Theorem

If
$$d(n)/\log^2 n \to \infty$$
 and $m \to \infty$

$$\operatorname{CT}(\gamma/n; \mathbf{A}(n)) \approx \frac{\log n}{\log(h^{-1})}$$

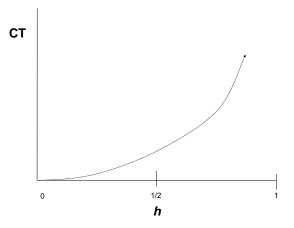
where the network $\mathbf{A}(n)$ is the islands network with

- n nodes
- m islands
- homophily h.

Shortest Path Communication Linear Updating

Data

Homophily, not Density, Matters for Linear Updating



Shortest Path Communication Linear Updating

Data

Homophily, not Density, Matters for Linear Updating

• Homophily matters (more = slower).

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Data

Homophily, not Density, Matters for Linear Updating

- Homophily matters (more = slower).
- Beyond a low threshold, density doesn't matter.

Shortest Path Communication Linear Updating

Homophily, not Density, Matters for Linear Updating

Basic intuition: each island reaches its own internal consensus, and if islands put low weight outside themselves, then it will take a long time for the differences to erode.

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Homophily, not Density, Matters for Linear Updating

Steps of proof:

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Steps of proof:

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$$b_i(t+1) = \sum_j rac{A_{ij}}{d_i} b_j(t)$$

can be written as

 $\mathbf{b}(t)=\mathbf{T}^t\mathbf{b}(0).$

Shortest Path Communication Linear Updating

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Homophily, not Density, Matters for Linear Updating

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• Convergence of this process to steady state is controlled by second largest eigenvalue in magnitude of **T**.

Linear Updating

Data

Homophily, not Density, Matters for Linear Updating

Shortest Path Communication Linear Updating

Homophily, not Density, Matters for Linear Updating

Steps of proof (continued):

• For a multi-type random network, we can look at a *representative agent matrix* with

Shortest Path Communication Linear Updating

Data

Homophily, not Density, Matters for Linear Updating

- For a multi-type random network, we can look at a *representative agent matrix* with
 - one agent for each type;

Linear Updating

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Homophily, not Density, Matters for Linear Updating

- For a multi-type random network, we can look at a representative agent matrix with
 - one agent for each type;
 - realized links replaced by expected link densities.

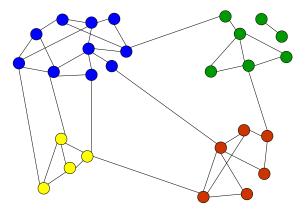
Shortest Path Communication Linear Updating

Homophily, not Density, Matters for Linear Updating

- For a multi-type random network, we can look at a *representative agent matrix* with
 - one agent for each type;
 - realized links replaced by expected link densities.
- Theorem: the second eigenvalue of the big random matrix is well-approximated by the second eigenvalue of the small deterministic matrix.

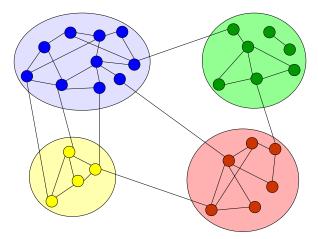
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Representative Agent Matrix



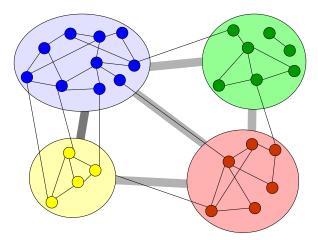
Shortest Path Communication Linear Updating

Representative Agent Matrix



Shortest Path Communication Linear Updating

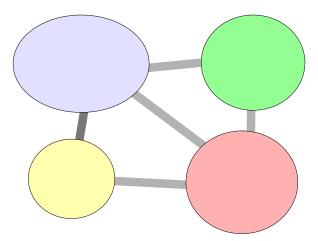
Representative Agent Matrix



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Representative Agent Matrix



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The Data

- Adolescent Health data set.
- 84 schools (2 outliers removed).
- For each student:
 - grade in school (6–12);
 - gender;
 - race.
- Friendships.

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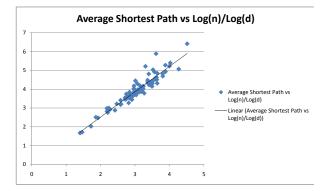
Testing the Shortest Path Theorem

Recall that the theorem predicts

average distance
$$\approx \frac{\log n}{\log d(n)}$$
.

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Testing the Shortest Path Theorem

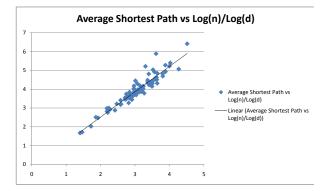


without homophily: $R^2 = 0.93$

Shortest Path Communication Linear Updating

Data

Testing the Shortest Path Theorem



without homophily: $R^2 = 0.93$

with homophily: $R^2 = 0.94$

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Testing the Consensus Time Theorem

• Recall that the theorem predicts

$$\operatorname{CT}(\gamma/n; \mathbf{A}(n)) \approx rac{\log n}{\log(h^{-1})}.$$

Shortest Path Communication Linear Updating

Testing the Consensus Time Theorem

• Recall that the theorem predicts

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• Slightly fancier: replace *h* by $\frac{H-1}{m-1}$, where $H = \frac{p_s}{p_d}$ and *m* is number of islands.

Shortest Path Communication Linear Updating

Testing the Consensus Time Theorem

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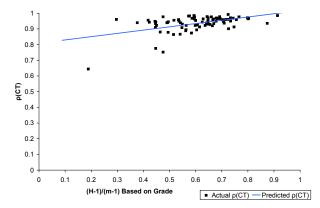
- Slightly fancier: replace *h* by $\frac{H-1}{m-1}$, where $H = \frac{p_s}{p_d}$ and *m* is number of islands.
- Can manipulate this around and find a function ρ so that

$$ho(\mathrm{CT}) - \mathbf{c} \propto \frac{H-1}{m-1}.$$

Shortest Path Communication Linear Updating

Data

Testing the Consensus Time Theorem



$$R^2 = 0.231$$