

Collective Opinion Dynamics

Extremism, segregation and oscillatory states emerge in a novel agent-based model

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Introduction

The aim: to build an **agent-based model** that provides insights into consensus formation in various contexts, synthesising several theoretical frameworks and introducing novel concepts.

The model should prescribe minimal rules for **pairwise interactions** and produce many **emergent macroscopic behaviours** including consensus, segregation and extremisation.

The model and analysis

1. Mathematical formulation

Let $D \in \{1, 2, 3, \dots\}$ and $N \in \{2, 3, 4, \dots\}$.

For all $i = 1, 2, 3, \dots, N$ and all $t = 0, 1, 2, \dots$, let $\mathbf{v}_i(t) \in \mathbb{R}^D$ be the D -dimensional ‘opinion’ of agent i at time t .

Every agent has a threshold, $\rho_i(t) \in [0, 1)$.

Every pair of agents shares an affinity, $a_{ij}(t) \in (0, 1]$, which measures the history of differences between i and j , and is parametrised by a memory capacity $\mu \in \{1, 2, 3, \dots\}$. Inspired by bird-flock dynamics:^[1]

$$a_{ij}(t; \mu) = \frac{1}{\left(1 + \sum_{\tau=\max\{t-\mu+1, 0\}}^t \|\mathbf{v}_j(\tau) - \mathbf{v}_i(\tau)\|^2\right)^{1/2}},$$

At every t , agent i tries to align with agent j iff $a_{ij}(t) > \rho_i(t)$.

^[1]Cucker, F., & Smale, S. (2007). IEEE Transactions on Automatic Control, 52(5), 852–862.

The model and analysis

1. Mathematical formulation

The evolution rule for $\mathbf{v}_i(t)$, inspired by bounded-confidence models and memory-based connectivity models:^{[2][3]}

$$\mathbf{v}_i(t+1) = \mathbf{v}_i(t) + \frac{\sum_{j=1}^N H(a_{ij}(t) - \rho_i(t)) a_{ij}(t) (\mathbf{v}_j(t) - \mathbf{v}_i(t))}{\sum_{j=1}^N H(a_{ij}(t) - \rho_i(t))},$$

where H is the Heaviside step function with $H(0) = 0$.

Equivalently, defining $\mathbf{V} \in \mathbb{R}^{N \times D}$ with $v_{ij} = [\mathbf{v}_i]_j$,

$$\begin{aligned}\mathbf{V}(t+1) &= \mathbf{M}(t)\mathbf{V}(t), \quad m_{ii} = 1 - \frac{\sum_{j \neq i} H(a_{ij} - \rho_i) a_{ij}}{\sum_{j=1}^N H(a_{ij} - \rho_i)} > 0, \\ m_{ij} &= \frac{H(a_{ij} - \rho_i) a_{ij}}{\sum_{j=1}^N H(a_{ij} - \rho_i)} \geq 0 \quad (i \neq j).\end{aligned}$$

^[2]Hegselmann, R., & Krause, U. (2002). Journal of Artificial Societies and Social Simulation, 5(3).

^[3]Mariano, S., Morărescu, I., Postoyan, R., & Zaccarian, L. (2020). IEEE Control Systems Letters, 4(3), 644–649.

The model and analysis

2. Sufficient conditions for convergence and for consensus

Theorem^[4]

Let $\rho_i(t) = \rho$ be some constant which we call the *universal threshold*. Let $\mathbf{V}(0) \in \mathbb{R}^{N \times D}$ be any initial condition. Let $\mathbf{V}(t)$ evolve according to the system described above.

- ① The opinions converge to some steady state:

$$\exists \mathbf{V}^\infty \in \mathbb{R}^{N \times D} : \lim_{t \rightarrow \infty} \mathbf{V}(t) = \mathbf{V}^\infty.$$

- ② If $\rho < \rho_* := \frac{1}{(1+4\mu R_0^2)^{1/2}}$ where $R_0 := \max_i \|\mathbf{v}_i(0)\|$, then the opinions converge to **average consensus**:

$$\forall i : \lim_{t \rightarrow \infty} \mathbf{v}_i(t) = \mathbf{v}_* := \frac{1}{N} \sum_{i=1}^N \mathbf{v}_i(0).$$

The dynamics can be interpreted as **cooperation-seeking**.^[5]

^[4]The proof builds on a result by Lorenz, J. (2005). Physica A: 355(1), 217–223.

^[5]Rand, D. G., Arbesman, S., & Christakis, N. A. (2011). Proceedings of the National Academy of Sciences, 108(48), 19193–19198.

The model and analysis

3. Long vs. short memory

With $\mu = 10$, agents ‘hold grudges’ and find it hard to listen to others.

The model and analysis

3. Long vs. short memory

With $\mu = 2$, agents ‘forgive and forget’ and manage to find consensus.

Numerical experiments

1. Methodology

Either $\rho_i(t) = \rho$, or more generally,

$$\rho_i(t) = \rho + (1 - \rho) \left(1 - e^{-\alpha \|\mathbf{v}_i(t)\|} \right) \in [0, 1),$$

where $\alpha \geq 0$ is called the **reinforcement rate**. When $\alpha > 0$, the more extreme someone's opinion, the more stubborn they are.^[6]

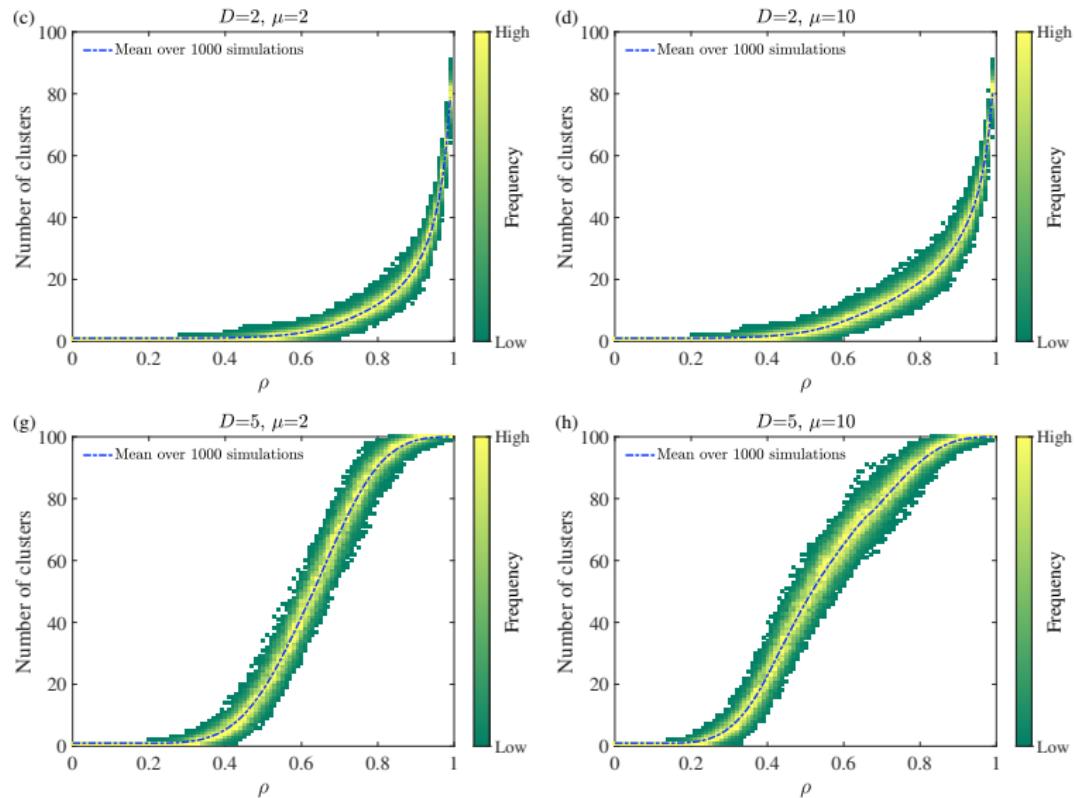
Parameter	Values used
D (Dimensions of opinion space)	1, 2, 3, 5.
μ (Memory capacity of population)	2, 10.
ρ (Universal/baseline threshold)	0, 0.01, 0.02, ..., 0.99.
α (Reinforcement rate)	0, 0.1, 0.2, 0.4, 0.8.

1000 different initial configurations of 100 agents, for each D .

^[6]Tian, Y., Jia, P., Mirtabatabaei, A., Wang, L., Friedkin, N.E., & Bullo, F. (2021). IEEE Transactions on Automatic Control, 67(2), 574–588.

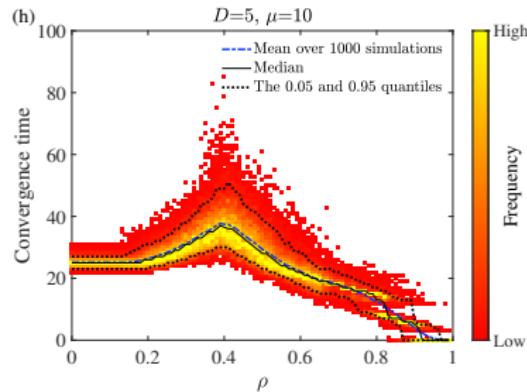
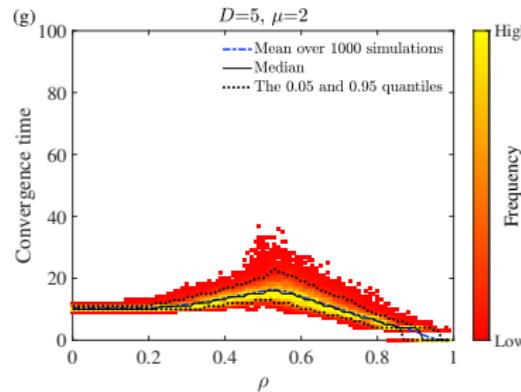
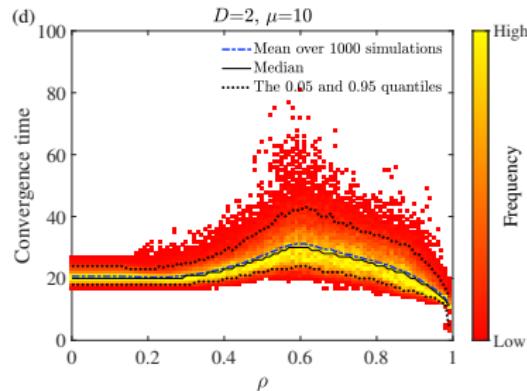
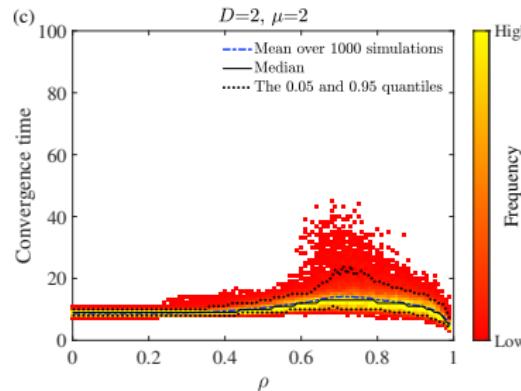
Numerical experiments

2. Cluster formation: consensus vs. segregation ($\alpha = 0$)



Numerical experiments

3. Convergence time ($\alpha = 0$)



Numerical experiments

4. Extremisation ($\alpha > 0$)

Define the extremisation measure:

$$E := \left\| \frac{1}{N} \sum_{i=1}^N \mathbf{v}_i^\infty \right\| - \left\| \frac{1}{N} \sum_{i=1}^N \mathbf{v}_i(0) \right\|.$$

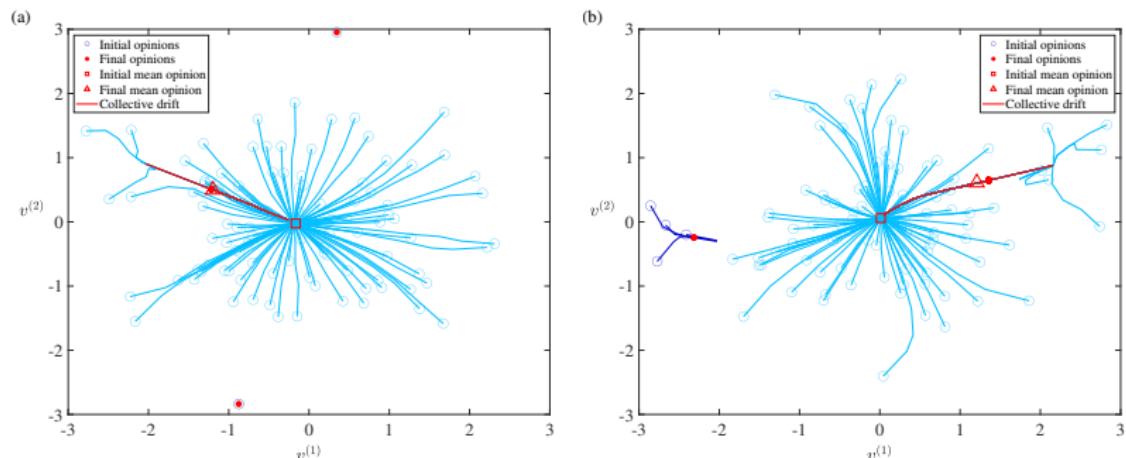


Figure: Two examples of collective drift and extremisation in 2D.
Parameters: $\mu = 2, \rho = 0, \alpha = 0.4$.

Numerical experiments

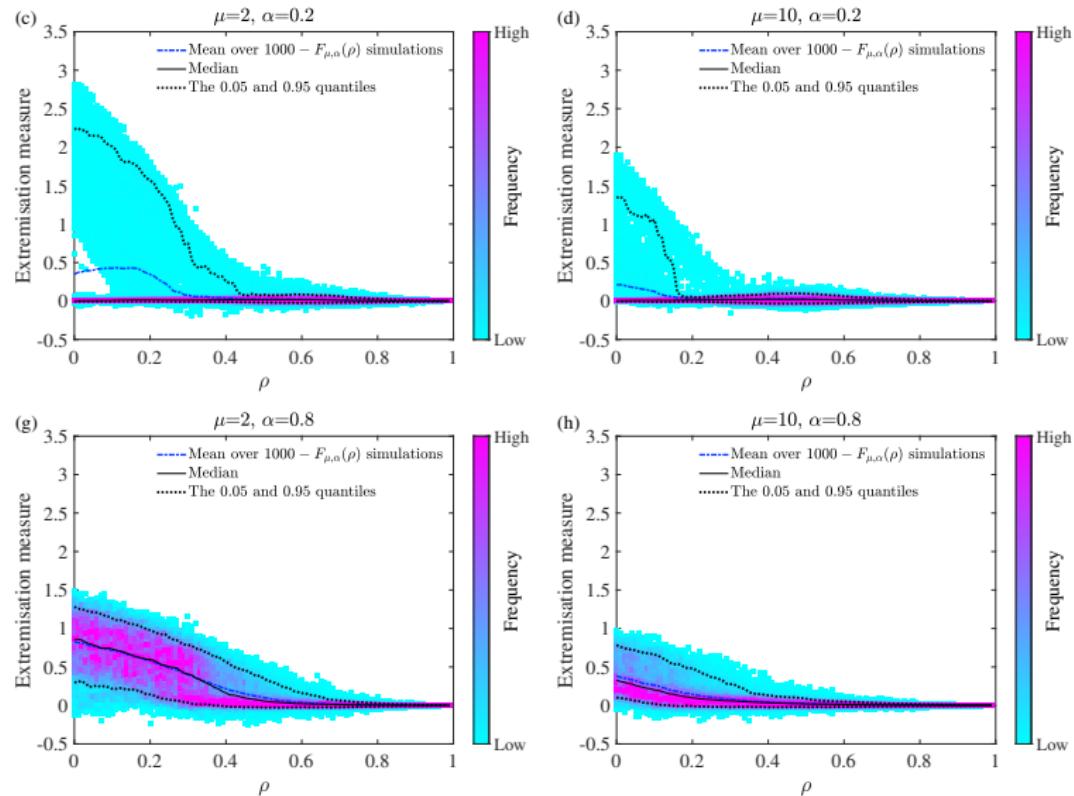
4. *Extremisation* ($\alpha > 0$)

This process is reminiscent of group polarisation.^[7]

[7] Sunstein, C.R. (1999).

Numerical experiments

4. Extremisation ($\alpha > 0$)



Numerical experiments

5. Failure to converge: collective oscillations

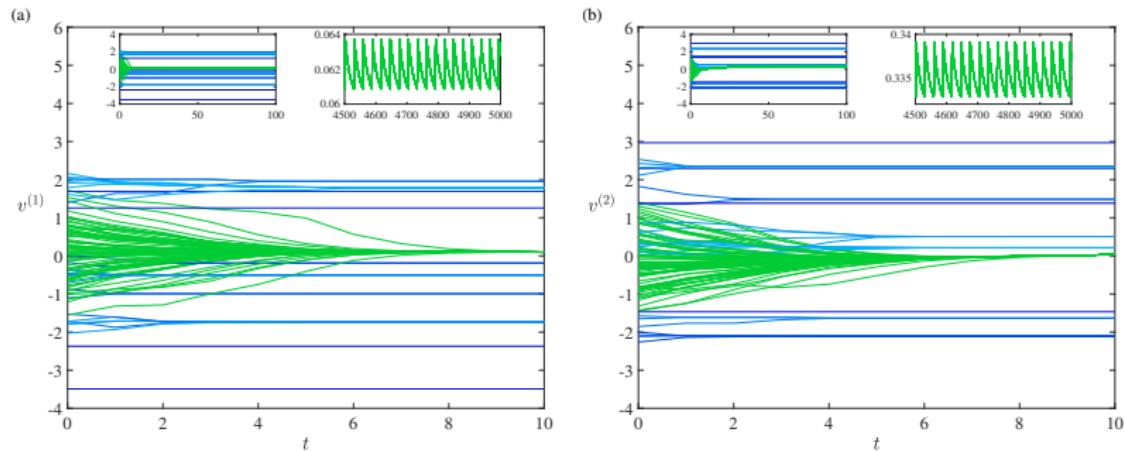


Figure: An example of collective oscillations in 2D.

Parameters: $\mu = 2, \rho = 0, \alpha = 0.8$.

We proved that [periodic solutions exist](#), by explicitly constructing an N -body system where two extreme agents remain stationary while $N - 2$ agents collectively oscillate with period 2.

Conclusions

Novel model of opinion formation capable of mimicking socio-psychological phenomena such as emergent co-operation and group polarisation.

Extends existing theoretical findings and support experimental ones.

Sufficiently low universal threshold guarantees consensus.

A population which takes a longer history of itself into account is less susceptible to extremism.

Heterogeneous networks permit oscillatory opinion clusters.

Expect an even richer range of phenomena to emerge from more sophisticated initial opinion distributions.

Potential extensions could include: hierarchical populations; repulsive interactions; and stochastic fluctuations.

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