



The Bridges to Consensus

Hendrik Schawe Sylvain Fontaine Laura Hernández

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Watch the presentation at https://youtu.be/FYIRGbq-rIA

Introduction

► Opinion dynamics

evolution of opinions in a society of agents with time

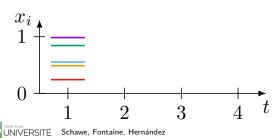
- Homophily (here: bounded confidence) agents influence only similar agents
- Social influence

influence makes agents more similar

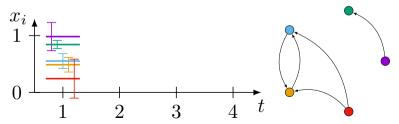
Can we observe complex emergent behavior?



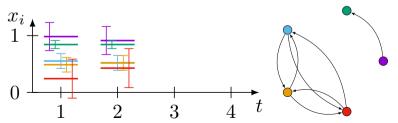
- \blacktriangleright N agents
- each with opinions $x_i \in [0,1]$
- ▶ each with confidence ε_i , but for our study $\varepsilon_i = \varepsilon$
- ▶ neighbors are topological neighbors on a static network which are also similar in opinion with $|x_i x_j| \le \varepsilon_i$
- compromise with your neighbors $x_i(t+1) = \frac{1}{|\mathcal{N}|} \sum_{j \in \mathcal{N}} x_j(t)$
- ▶ possible stationary states: *consensus* or *fragmentation*
- \blacktriangleright measure mean size of largest cluster $\langle S \rangle$ to detect consensus



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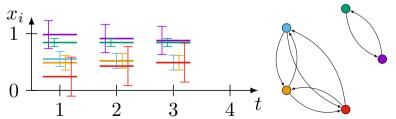


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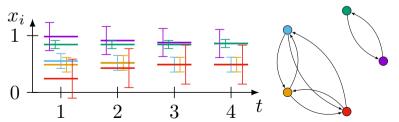


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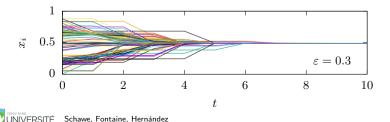




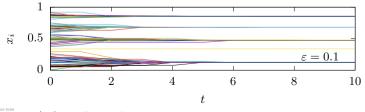
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For which ε_i do we expect consensus?

Complete graph topology:

- $\varepsilon \gtrsim 0.2$ always consensus (for large N) [1]
- larger ε typically leads faster to consensus

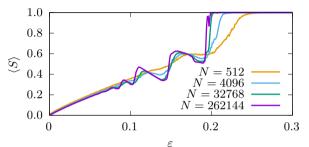
Sparse topology:

- Unanimity threshold worsens for sparse topologies ($\varepsilon_c \sim 0.2 \rightarrow 0.5$) [2]
- Does the ability to reach consensus also deteriorate?
- Are there differences between lattices and random networks?

[1] Hegselmann, Krause, 2002, [2] Fortunato, 2004



The well known case: Mixed population



• Sharp transition at
$$\varepsilon_c = 0.1926(5)$$

• *bifurcation* patterns: regions with m opinions

Largest systems simulated to date, enabled by efficient algorithm [3]

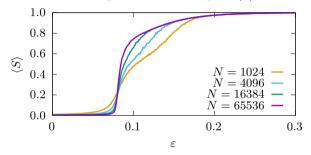
^[3] Schawe, Hernández, 2020

Lattices: A Lower critical value

Square lattice with third nearest neighbors, mean degree $\langle k \rangle = 12$

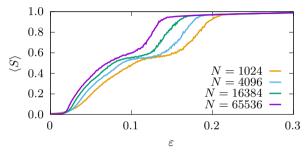
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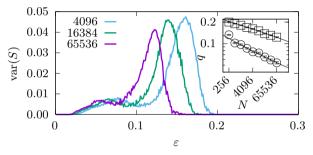
- ▶ still a sharp transiton but at much lower $\varepsilon_c = 0.0801(7)$
- unanimity threshold increases to $\varepsilon_u = 0.5$
- bifurcations vanish (i.e., no polarized state)

Barabási Albert Graph with mean degree $\langle k \rangle = 10$



- $\blacktriangleright\,$ crossover to consensus shifts as a power law to $\varepsilon_c=0$
- unanimity threshold stays at $\varepsilon_u = 0.5$
- bifurcations vanish, polarization is preserved
- \Rightarrow For a sufficiently large system, there will be consensus

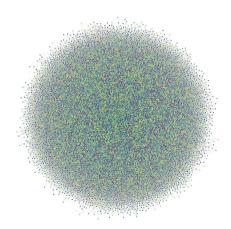
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How does this work?

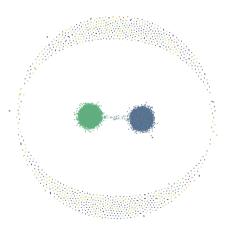
t = 0





How does this work?

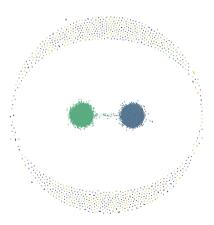
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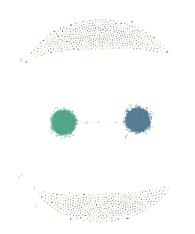
t = 1000





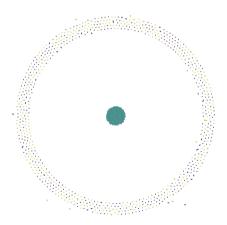
How does this work?

t = 9000



UNIVERSITÉ Schawe, Fontaine, Hernández

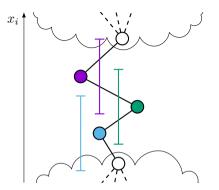
How does this work? final configuration





How does this work?

- synchronous updates enable long lived bridges
- over many iterations they pull the clusters together
- bridges are rare configurations, but one can be enough
- larger systems have higher probability to contain one

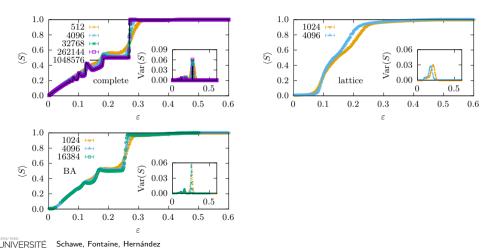




What about the Deffuant model?

It is the second famous bounded confidence model.

sequential pairwise update excludes the possibility for bridges



Conclusions

- ► Sparse networks foster consensus at the cost of long convergence times
- mixed population, lattices and random networks show three otherwise fundamentally different behaviors
- ▶ find more details in Phys. Rev. Research **3**, 023208 (2021) (arxiv:2102.10910v2)
- raw data at https://doi.org/10.5281/zenodo.4288672



Appendix: Bonus Slides



What is the problem when simulating the mixed population?

- At each time step each agent has to average over all neighbors $\Rightarrow \mathcal{O}(N^2)$
- ► Introducing new algorithm [3]
 - It is only necessary to touch the neighbors, which are far fewer for low ε_i
 - Converged clusters look for another agent like a single agent with high weight
- ▶ allows us to gather good statistics for systems two orders of magnitude larger (N = 262144) than what is typically studied



^[3] Schawe, Hernández, 2020, code at github.com/surt91/hk_tree

Introducing a faster algorithm.

- ► Save all opinions in the system in a search tree (binary tree, B-tree, ...)
- \blacktriangleright to average the neighbors of agent i
 - ▶ find the smallest opinion $x_j \ge x_i \varepsilon_i$ in $\mathcal{O}(\log(N))$
 - ▶ traverse the tree in order and stop averaging on encountering $x_j \ge x_i + \varepsilon_i$
 - if a value x_j occurs more than once in the tree, assign it a weight

