

# A Viral Marketing-Based Model For Opinion Dynamics in Online Social Networks

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## MOTIVATION

**Phenomenon:** Information spreading has been taken advantage to influence people's opinions, for example,

- fake news about vaccination, and,
- state bots influencing the election.

**Opinion-Based Network Indices** which measures, for example, average Opinion, polarization, disagreement, and sum of disagreement and controversy in the social network.

**Research Questions:**



- We quantify influence in terms of estimating and optimizing network indices.

## PROBLEM SETTING

**Problem Setting:** The problem sets on a weighted undirected graph  $G = (V, E, w)$ .  $L$  is the graph laplacian,  $D_{u,u}$  is the sum of incident edge weights.

- Each user  $u$  has an expressed opinion  $z_u \in [0, 1]$ , which depends on the network, and a fixed innate opinion  $s_u \in [0, 1]$ .
- Each user turns into one of the three status upon exposing viral content: spread, acknowledge, and ignore.
- Two campaign contents: marketing, and polarizing.

**Information Spreading: Independent Cascade Model** [5].

- Each edge  $(u, v)$  is assigned with an influence probability  $p_{uv}$ , and a parameter  $\delta$  indicating the tendency to share, seed nodes are initial spread nodes.
- At each time step, each spread node  $u$  gets one shot at influencing its non-spread neighbor  $v$ .
  - If  $v$  is ignore or acknowledge, with probability  $\delta p_{uv}$ ,  $v$  switches to spread;
  - If  $v$  is ignore, with probability  $(1 - \delta)p_{uv}$ ,  $v$  switches to acknowledge.

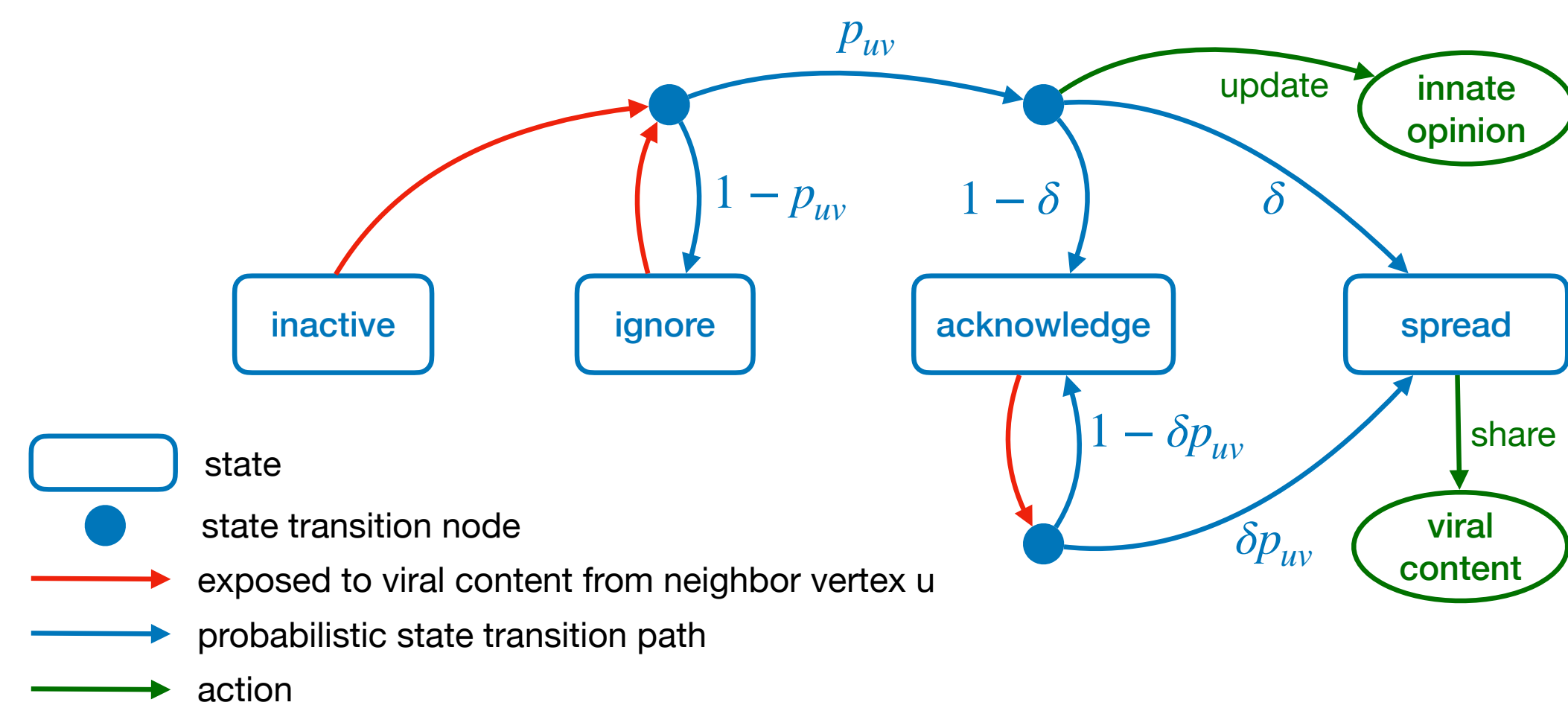
**Updating Innate Opinions:** Given parameter  $\epsilon$ , once a node first switches to spread or acknowledge status.

- marketing content:  $\hat{s}_u = \min\{s_u + \epsilon, 1\}$ ;
- polarizing content: If  $s_u \geq \tau$ ,  $\hat{s}_u = \max\{s_u - \epsilon, 0\}$ , then embrace,  $\hat{s}_u = \min\{s_u + \epsilon, 1\}$ ; If  $s_u < \tau$ , then repel, adjusts  $\hat{s}_u = \max\{0, s_u - \epsilon\}$ .

**Updating Expressed Opinions: Friedkin-Johnsen Model** [3].  $\mathbf{z}^{(t+1)} = (\mathbf{D} + \mathbf{I})^{-1}(\mathbf{W}\mathbf{z}^{(t)} + \mathbf{s})$ .

## MODEL

**Spread-acknowledge Model** with respect to state transitioning and actions performed for a single node  $v$ . In the initial round,  $k$  seed nodes are in state spread, while the rest of nodes are in state inactive.



**two-stage model:**

- First stage: Performing information spread until no new users have changed their state to spread.
- Second stage: Updating users' expressed opinions.

**Lemma.** With same seed nodes, Spread-acknowledge Model  $\equiv$  two-stage model on the distribution of innate and expressed opinions.

**Network Indices:**

Index	Notation	Matrix
Polarization	$\mathcal{P}(L)$	$(\mathbf{I} + L)^{-1}(\mathbf{I} - \frac{1}{n}\mathbf{1}\mathbf{1}^T)(\mathbf{I} + L)^{-1}$
Disagreement	$\mathcal{D}(L)$	$(L + \mathbf{I})^{-1}L(L + \mathbf{I})^{-1}$
Disagreement-controversy	$\mathcal{I}^{dc}(L)$	$(L + \mathbf{I})^{-1}$

Let  $\mathcal{M}(L)$  denotes one of the matrices, let  $\hat{\mathbf{s}}$  be the final innate opinions. Then  $\mathbb{E}[\hat{\mathbf{s}}^T \mathcal{M}(L) \hat{\mathbf{s}}]$  is the measure of corresponding index.

## ESTIMATING AND OPTIMIZING

Our objective is to compute  $\mathbb{E}[\hat{\mathbf{s}}^T \mathcal{M}(L) \hat{\mathbf{s}}]$ . We also compute the sum of expressed opinions, i.e.,  $\mathbb{E}[\sum \hat{z}_i]$ .

**Estimating**

- We use Monte Carlo Simulation to estimate  $\mathbb{E}[\hat{\mathbf{s}}]$ .
- Then we apply fast algorithm [7] based on Laplacian solver to calculate  $\mathbb{E}[\hat{\mathbf{s}}^T \mathcal{M}(L) \hat{\mathbf{s}}]$ .

**Optimizing (Maximizing network indices)**

- We apply Sampling Technique based on Reverse Reachable set [1].
  - We derive an  $(1 - \frac{1}{e} - \epsilon)$  approximation algorithm for maximizing Sum.
  - We derive a data-dependent approximation algorithm, based on sandwich method.

## EXPERIMENTS

**Experimental Results.** We report the relative increase of each index in percent.

- Results for Marketing campaigns with  $k = \lceil 0.5\% \cdot n \rceil$  seeds.

Dataset	Sum Index						Polarization Index						
	Sum	LinDisCon	LinPol	MaxInflu	Random	FJ	Sum	LinDisCon	LinPol	MaxInflu	Random	FJ	FJUpp
Netscience	2.79	2.75	0.74	2.78	0.27	0.11	3.15	3.18	7.54	3.17	-0.06	2.36	10.54
WikiVote	4.14	4.12	0.53	4.11	0.3	0.11	-0.64	-0.61	3.83	-0.58	-0.06	2.92	12.29
Brightkite	6.16	6.15	0.72	6.17	0.27	-	-0.17	-0.06	4.27	-0.24	-0.07	-	-
WikiTalk	9.27	9.27	1.73	9.28	0.29	-	-0.82	-0.71	3.37	-0.79	-0.09	-	-

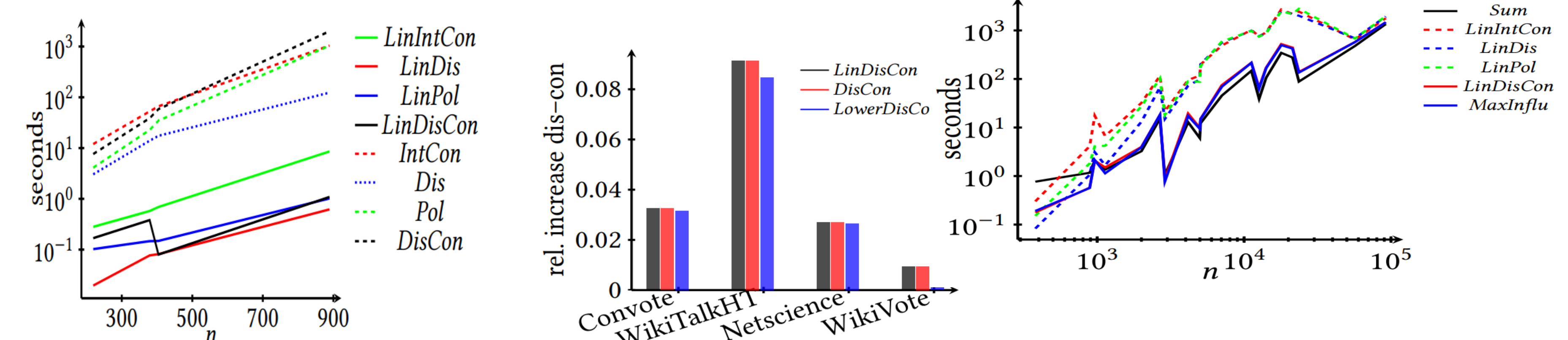
- Results for polarizing campaigns with  $k = \lceil 0.5\% \cdot n \rceil$  seeds

Dataset	Sum Index						Polarization Index						
	Sum	LinDisCon	LinPol	MaxInflu	Random	FJ	Sum	LinDisCon	LinPol	MaxInflu	Random	FJ	FJUpp
Netscience	0.48	0.46	0.04	0.34	-0.01	0.11	2.72	5.03	7.62	5.66	0.62	2.36	10.54
WikiVote	0.33	0.25	-0.28	-0.33	-0.02	0.11	3.14	5.83	9.46	9.14	0.64	2.92	12.29
Brightkite	0.38	0.24	-0.02	0.01	0.0	-	5.66	13.35	15.86	15.58	0.7	-	-
WikiTalk	0.49	0.29	0.02	0.02	0.0	-	13.46	25.84	28.79	28.57	0.73	-	-

**Datasets.** We obtain 16 datasets from public repositories: Konec, SNAP, and Network Repository. The size of the data set ranges from 0.2k to 92k nodes; 0.5k to 360k edges.

**Baselines.** MaxInflu chooses the seed nodes that maximize

the influence; Random selects seed nodes uniformly randomly; FJ [2] greedily maximizes the graph indices that allows to change  $k$  innate user opinions arbitrarily much, and FJUpp [4] is an analytic upper bound.



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**Theorem. [6]** Let  $S^* = \arg \max_{|S| \leq k} \mu_0(S)$ . Then  $\mu_0(S) \geq \max \left\{ \frac{\mu_0(S_U)}{\mu_U(S_U)}, \frac{\mu_L(S^*)}{\mu_0(S^*)} \right\} (1 - \frac{1}{e} - \epsilon) \mu_0(S^*)$ .