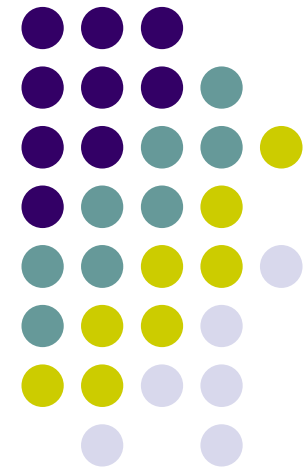


Information slows down hierarchy growth

Janusz A. Hołyst
Faculty of Physics,
Warsaw University of Technology





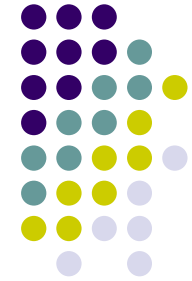
MOTIVATION

In growing social groups, new individuals try to occupy the best place in the existing social hierarchy. They know only **a limited fraction** of society, and can make their choice based only on this **limited knowledge**.

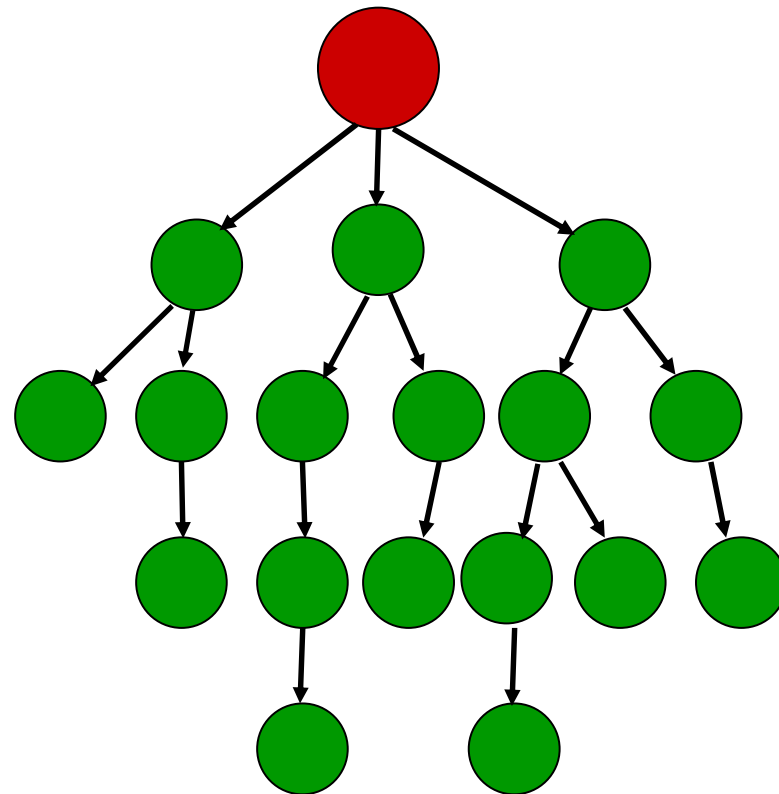
THE AIM OF THE STUDY

Check how the **information availability** influences network topology or more precisely, to investigate the emergence of consecutive **hierarchy levels**.

The concept of hierarchy in complex networks, a few examples...



- the position in directed networks where arcs define "higher-lower" relations between the nodes



The concept of hierarchy in complex networks, a few examples...



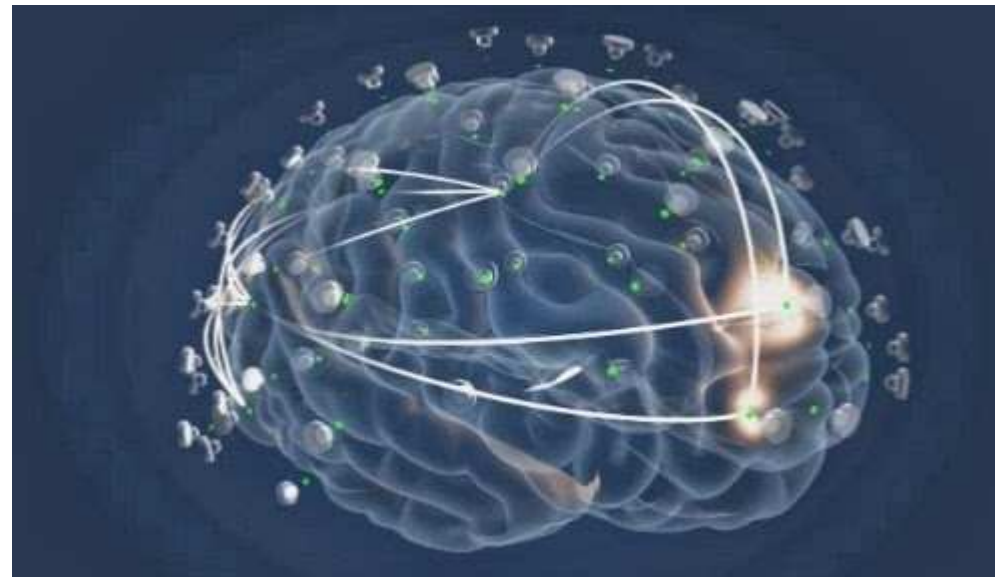
- the importance and the role of a node in a social community structure



The concept of hierarchy in complex networks, a few examples...



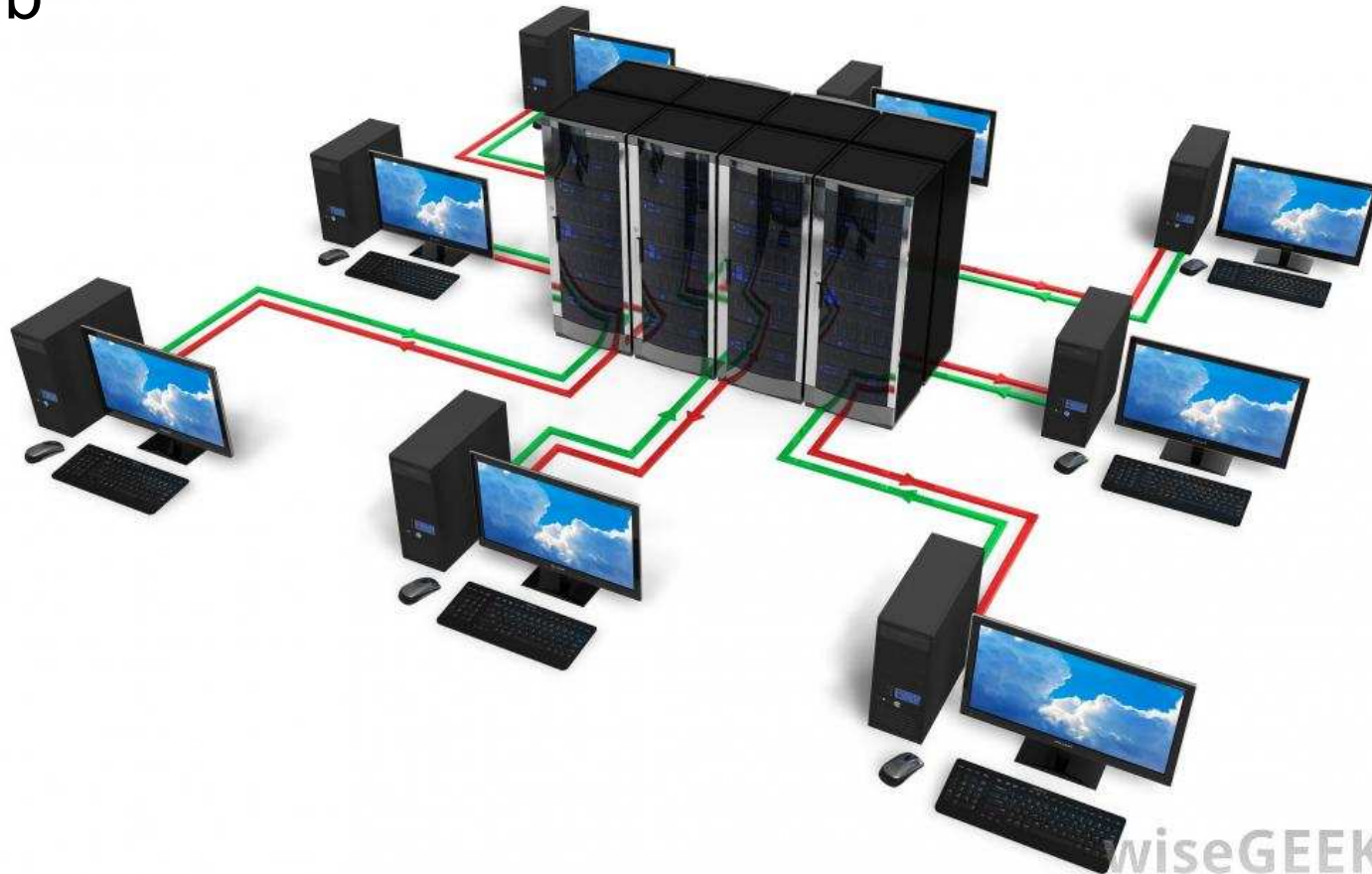
- the participation of a node in activity patterns in neural networks



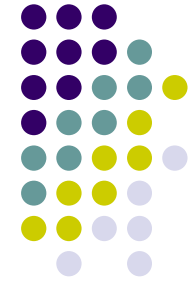
The concept of hierarchy in complex networks, a few examples...



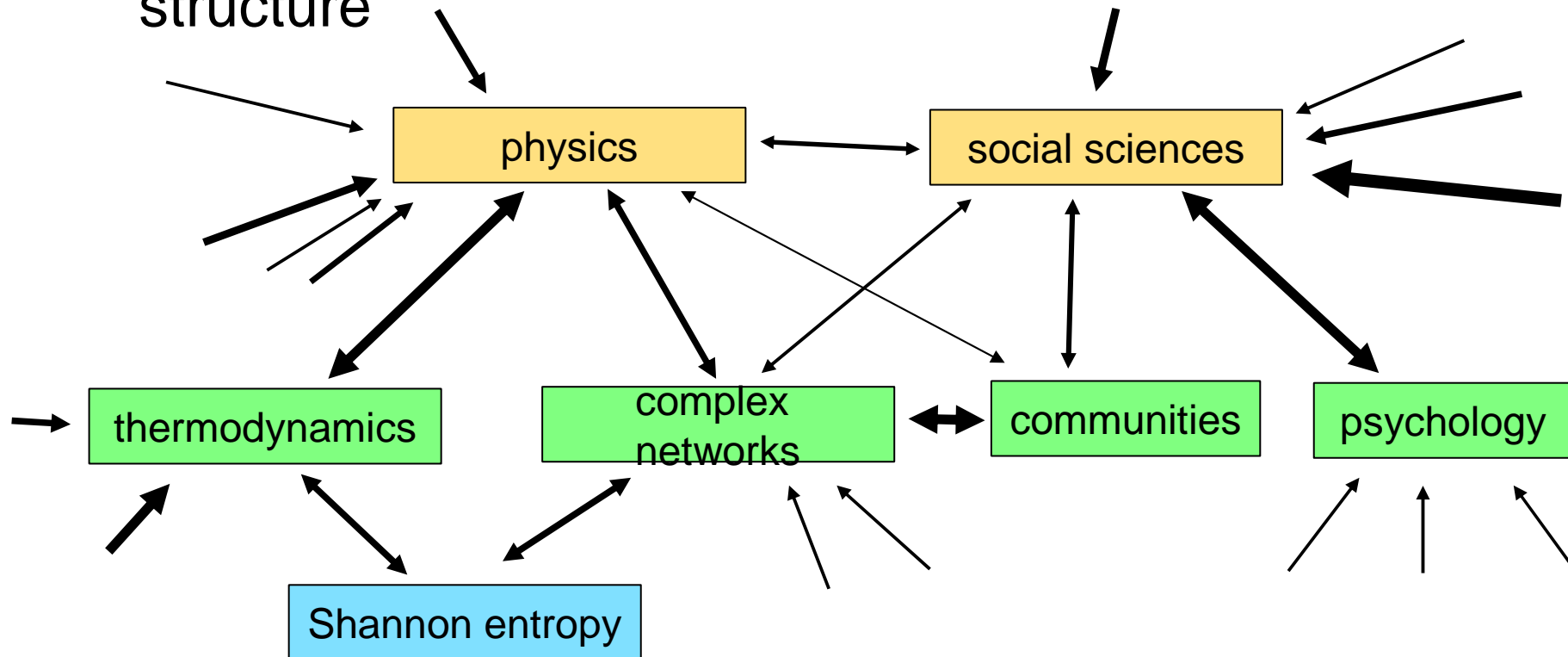
- a node's importance as a potential communication hub



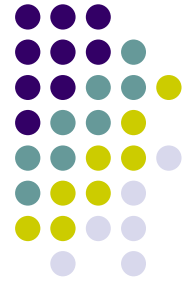
The concept of hierarchy in complex networks, a few examples...



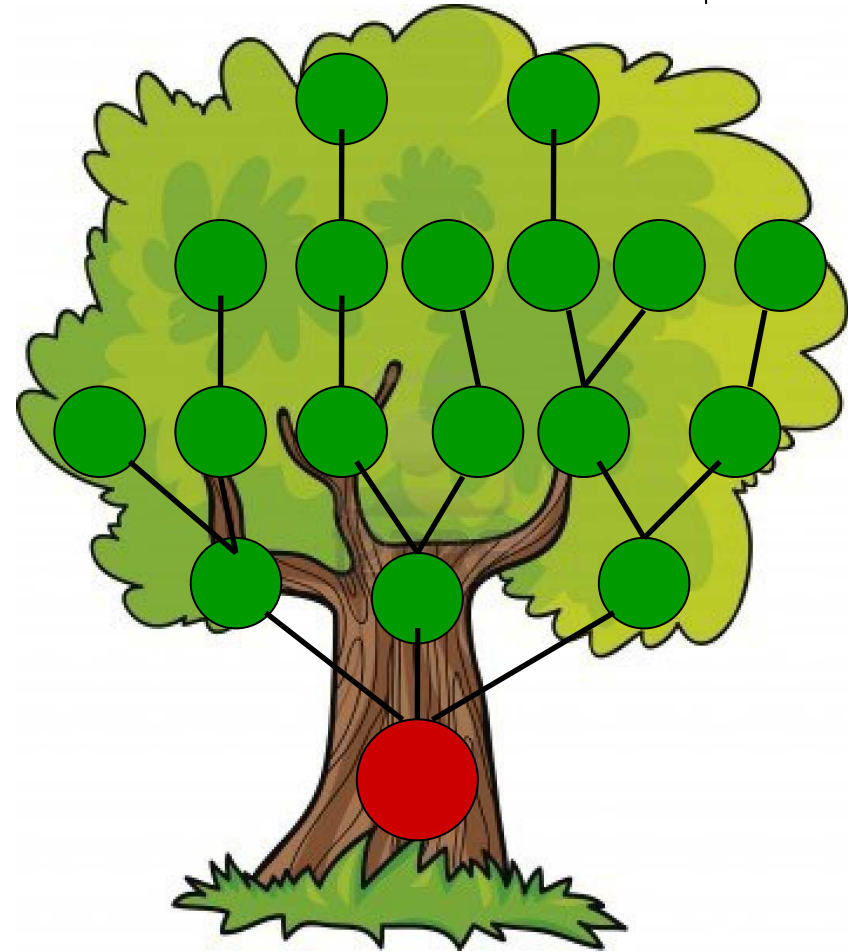
- a node's relational importance in a knowledge structure



The tree graph



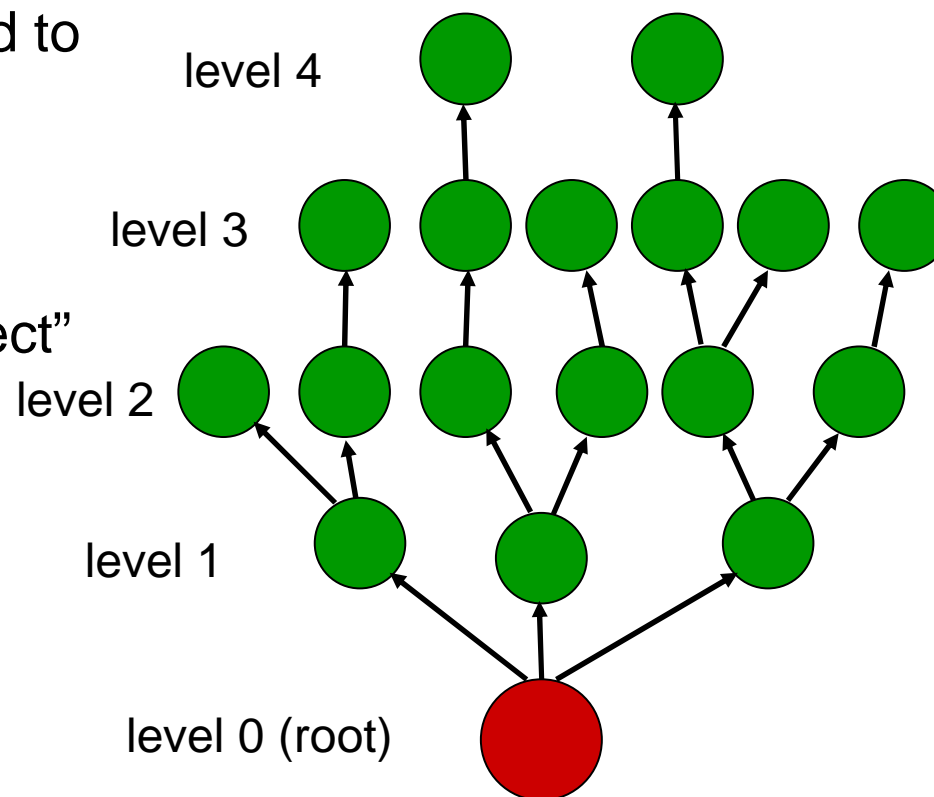
- a network generally agreed to be hierarchical
- natural **root** definition and natural hierarchy levels
- can be considered a "perfect" hierarchy



The tree graph



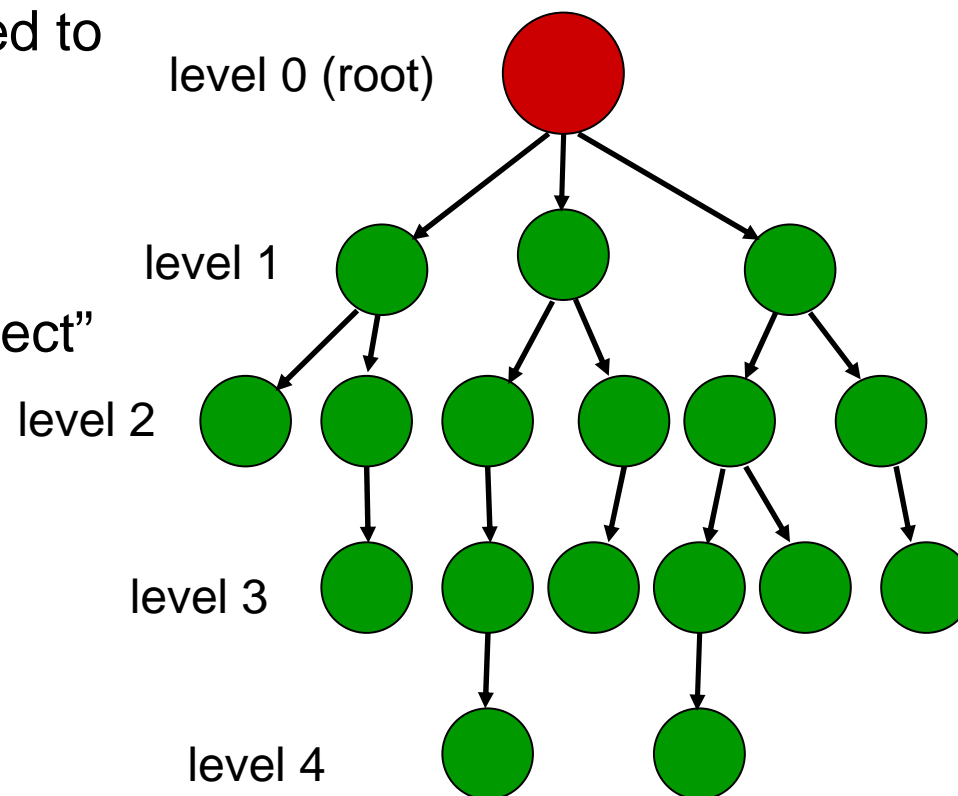
- a network generally agreed to be hierarchical
- natural **root** definition and natural hierarchy levels
- can be considered a "perfect" hierarchy



The tree graph



- a network generally agreed to be hierarchical
- natural **root** definition and natural hierarchy levels
- can be considered a "perfect" hierarchy





**How does a hierarchical
community expand ?**

Tournament growing tree !

Tournament growing tree

At each time step we add a new node and choose one existing node to connect it to



Community leader, tree root



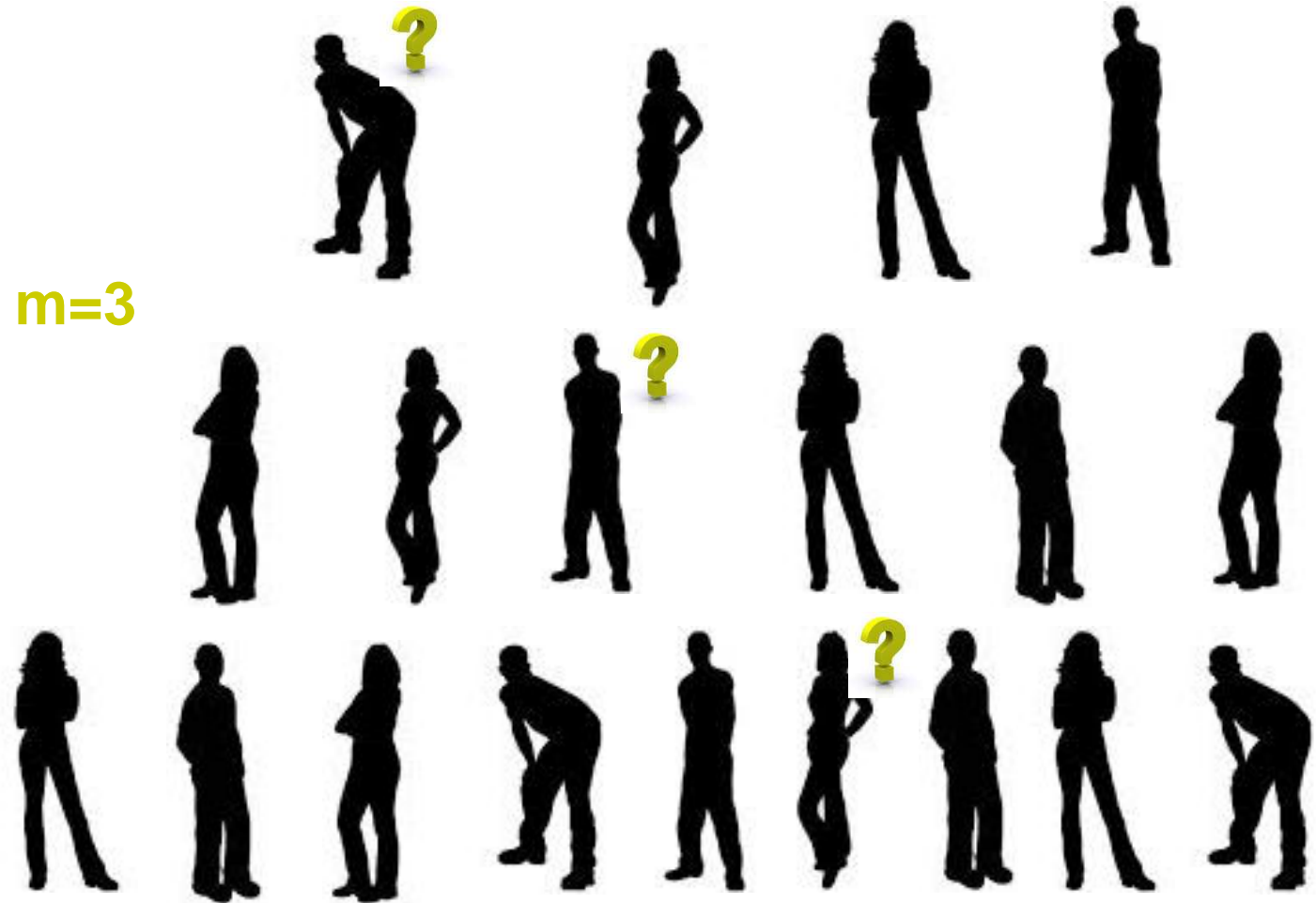
The choice of a node to connect to is that of a "tournament selection":
Subset of **m random nodes is selected** from among the nodes already present



Community leader, tree root



$m=3$



A node at the **best hierarchy level** (**lowest h**) from among these is chosen to be connected to

h=0



Community leader, tree root



h=1

m=3



h=2



h=3

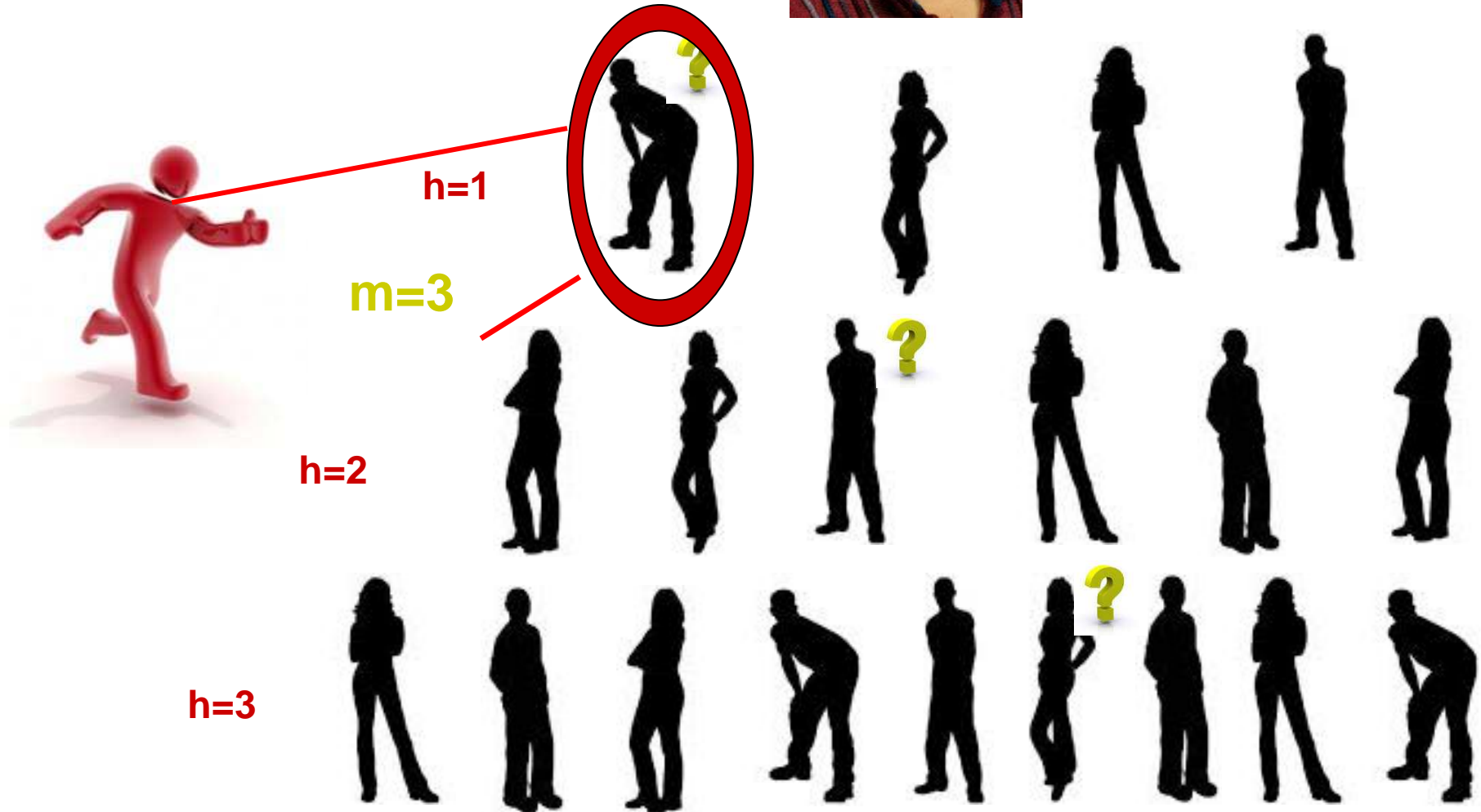


A node at the **best hierarchy level** (**lowest h**) from among these is chosen to be connected to

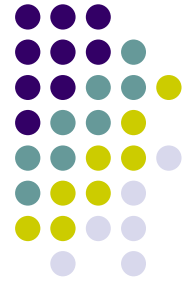
h=0



Community leader, tree root

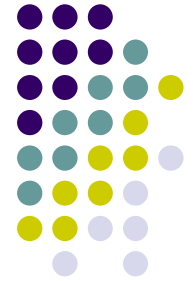


How does a hierarchical community expand ?

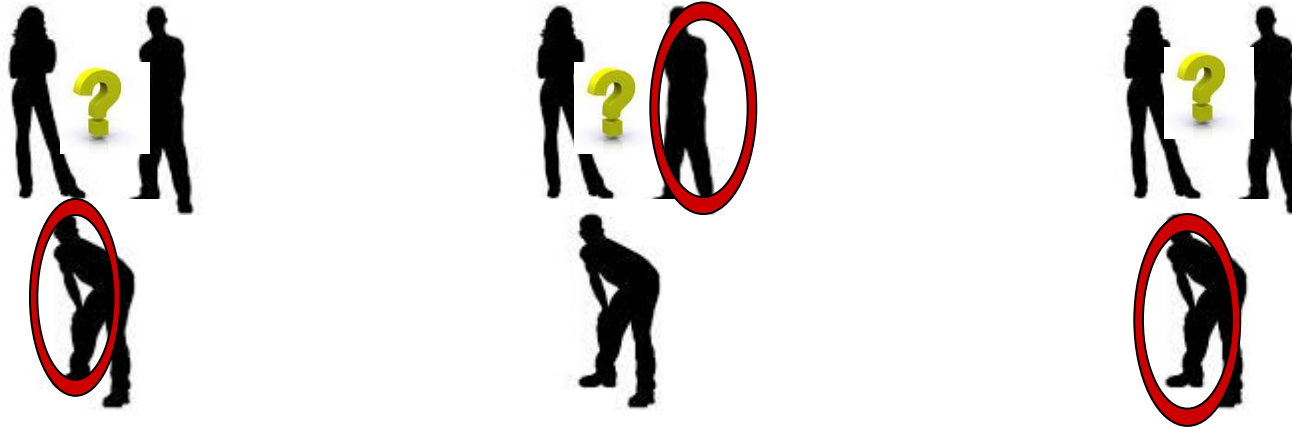


- Limited size of a tournament reflects limited availability of information
- Two tournament variants :
 - model with a given *constant tournament size*, $m = \text{const}$, CT model
 - a model with random, *proportional tournament size*, $m = \alpha t$, PT model (Poisson T).

TOURNAMENT SIZE



CT



PT



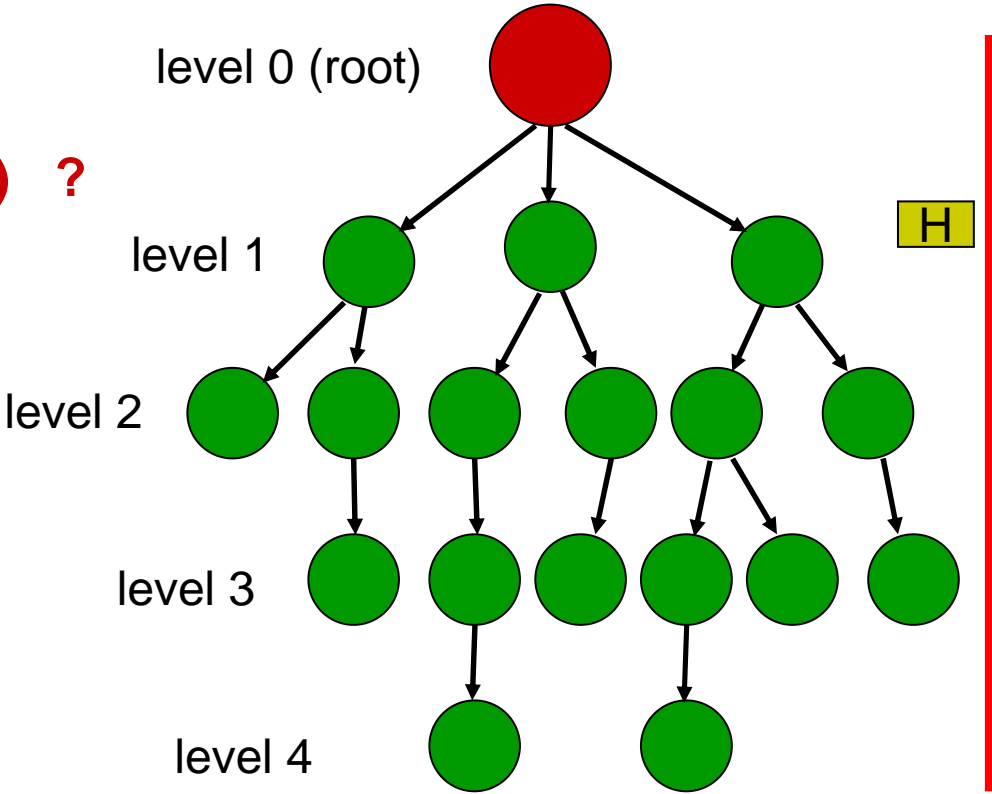
TIME



Questions



- **Level occupation $N_h(t)$?**
- **birth times t_h ?**
- **Tree height $h_{\max}(t) = H(t)$?**
- **Occupation of the last level $N_{h_{\max}}(t) = N_H(t)$?**
- ...
-



Number of nodes at hierarchy level $h > 0$ in time (CT model)



$$\frac{dN_h(t)}{dt} = \frac{\left(N(t) - \sum_{i=0}^{h-2} N_i(t) \right) - \left(N(t) - \sum_{i=0}^{h-1} N_i(t) \right)}{\binom{N(t)}{m}} \quad \begin{aligned} N_0(0) &= 1, \\ N_{h>0}(0) &= 0 \end{aligned}$$

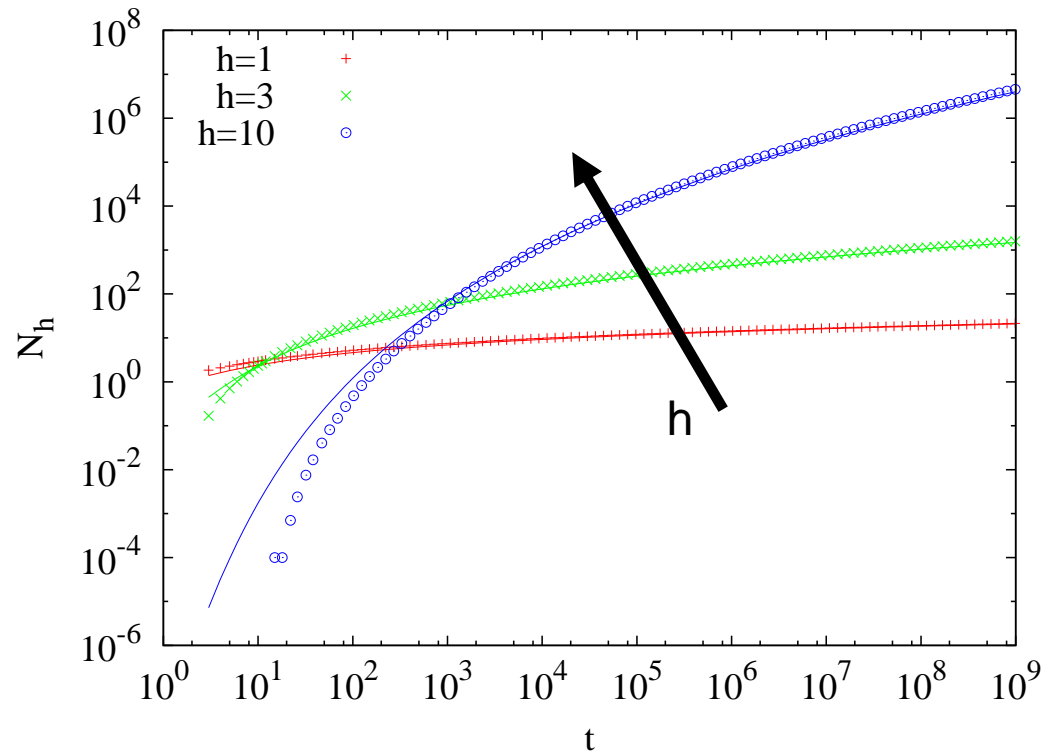
- For $m=1$ $N_h(t) = \frac{1}{h!} (\ln(t+1))^h$

- For $m > 1$ $N_1(t) = m \ln(t+1)$

$N_{h>1}(t)$ - numerical integration of the rate equation

New roots do not emerge, the number of nodes at level $h = 0$ is constant in time and equal to $N_0(t) = 1$ (in both models).

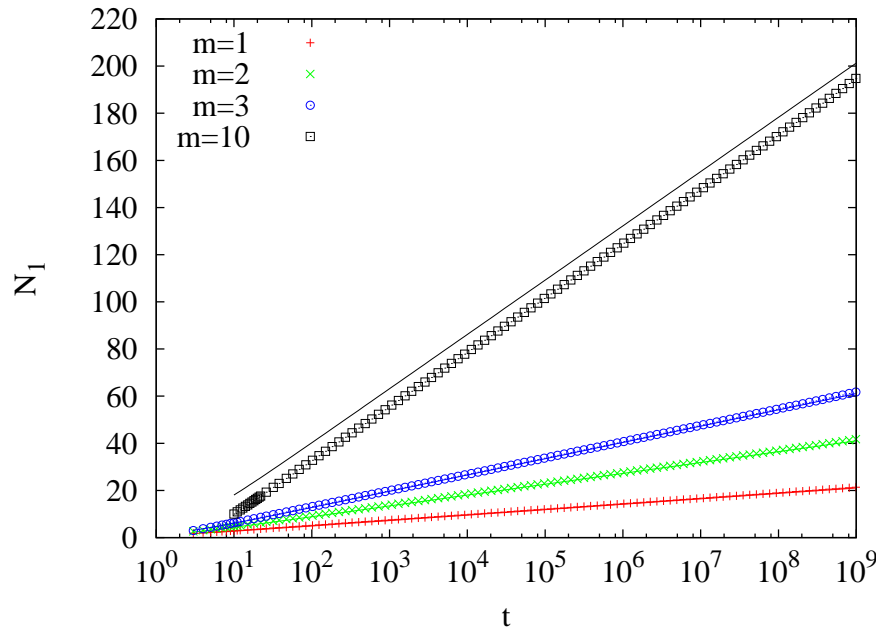
Number of nodes at hierarchy level h in time for $m=1$ (CT model)



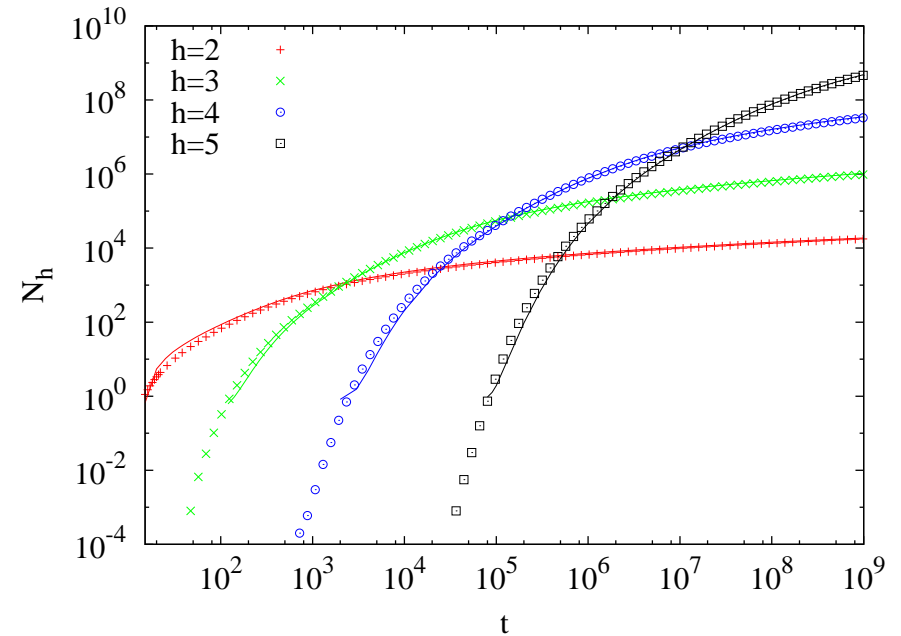
$$N_h(t) = \frac{1}{h!} (\ln(t+1))^h$$

Number of nodes $N_h(t)$ at each hierarchy level h increases as a logarithm to power h .

Number of nodes at hierarchy level h in time for $m > 1$ (CT model)



Logarithmic growth of number of nodes $N_1(t)$ at the first hierarchy level $h = 1$ for different sizes of the tournament $m = 1; 2; 3; 10$.



Hierarchy levels that were **born earlier grow slower** than the ones following them.

Number of nodes at hierarchy level h in time (PT model)



$$q = 1 - \alpha$$

$$\frac{dN_h}{dt} = \frac{(1 - q^{N_{h-1}}) \cdot \prod_{i=0}^{h-2} q^{N_i}}{1 - q^{t+1}}$$

For h>2 only numerical solution

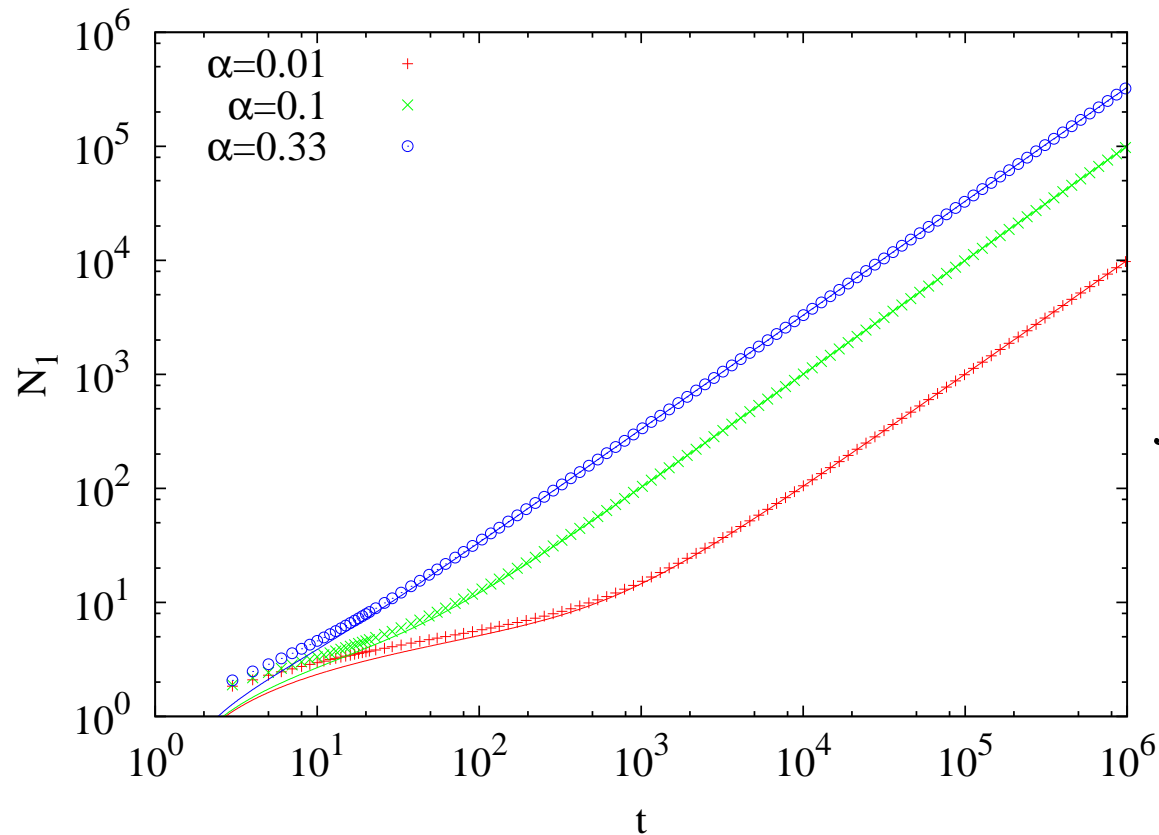
$$\frac{dN_1}{dt} = \frac{1 - q}{1 - q^{t+1}}$$

for $t \gg 1$ $N_1(t) \approx \alpha t$ and $N_2(t) \approx qt$

$$N_1(t) = (1 - q)t + (1 - q) \frac{\ln(1 - q)}{\ln q} - (1 - q) \frac{\ln(1 - q^{t+1})}{\ln q}$$

$$N_2(t) = qt + q \frac{\ln(1 - q)}{\ln q} - q \frac{\ln(1 - q^{t+1})}{\ln q} - \frac{1}{\ln q} \left(\frac{q}{1 - q} \right)^q \left(\left(\frac{1 - q^{t+1}}{q^{t+1}} \right)^{-(1-q)} - \left(\frac{1 - q}{q} \right)^{-(1-q)} \right)$$

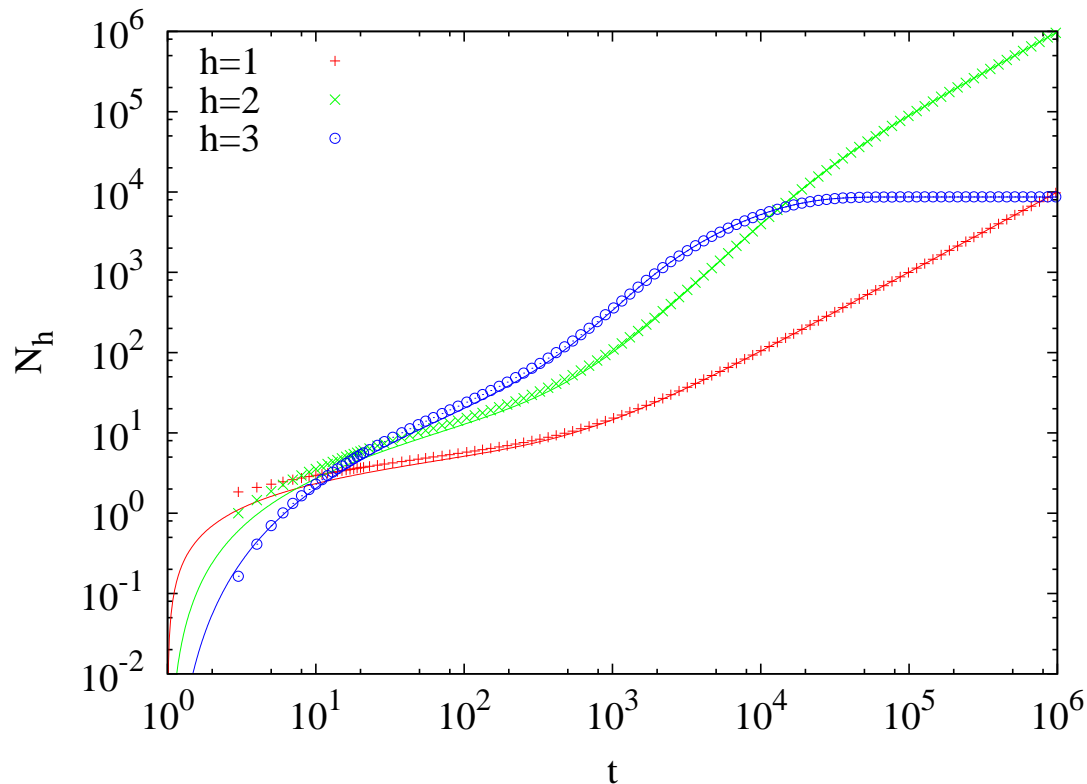
Number of nodes at first hierarchy level $h=1$ in time (PT model)



The hierarchy level directly below the root ($h = 1$) grows linearly with time.

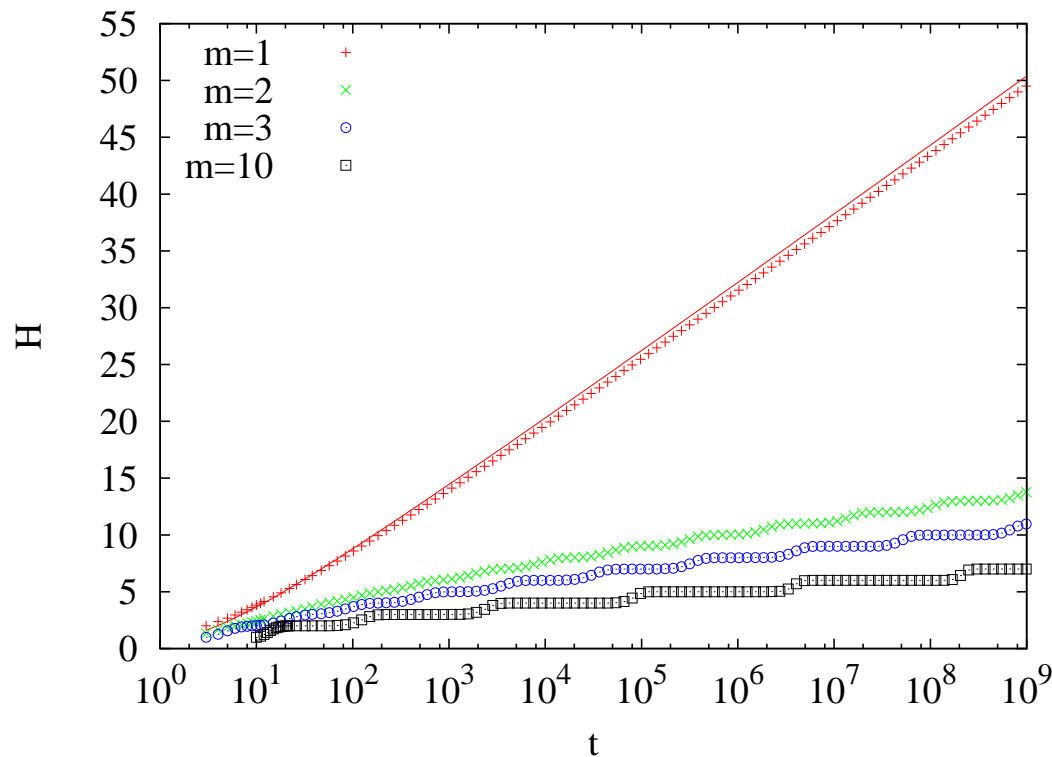
$$\text{for } t \gg 1 \quad N_1(t) \approx \alpha t$$

Number of nodes at hierarchy level h in time for $\alpha=0.01$ (PT model)



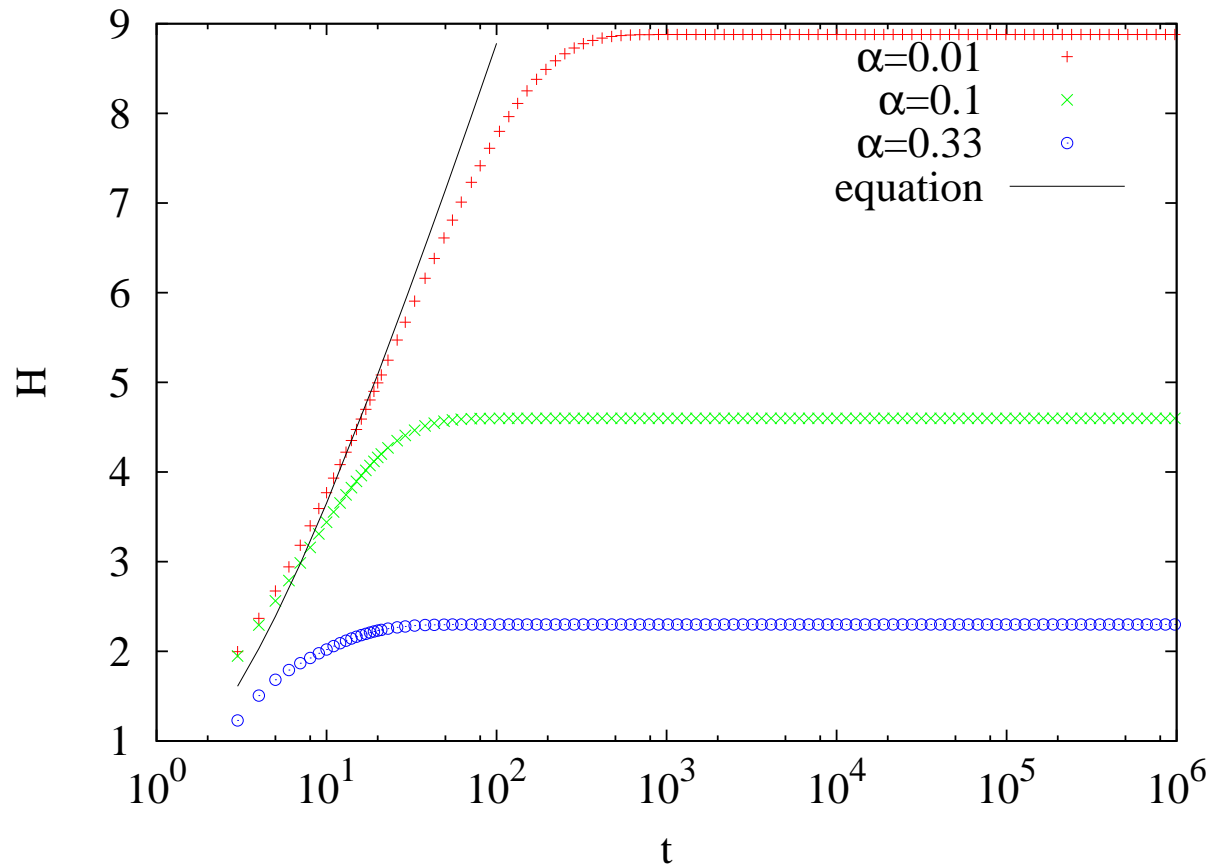
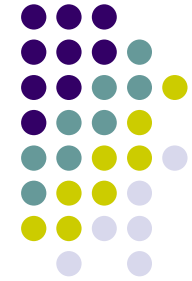
The growth of large trees is **monopolized by hierarchy levels** $h = 1$ and $h = 2$, since in the course of time levels $h = 3$ and worse stop growing.

Number of hierarchy levels in time (CT model)



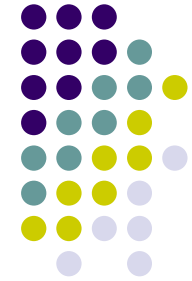
Logarithmic growth of the number of hierarchy levels in time $H(t)$ for $m = 1$ $H_{large}(t) \approx e \ln(t + 1)$ and steplike growth for $m > 1$.

Number of hierarchy levels in time (PT model)

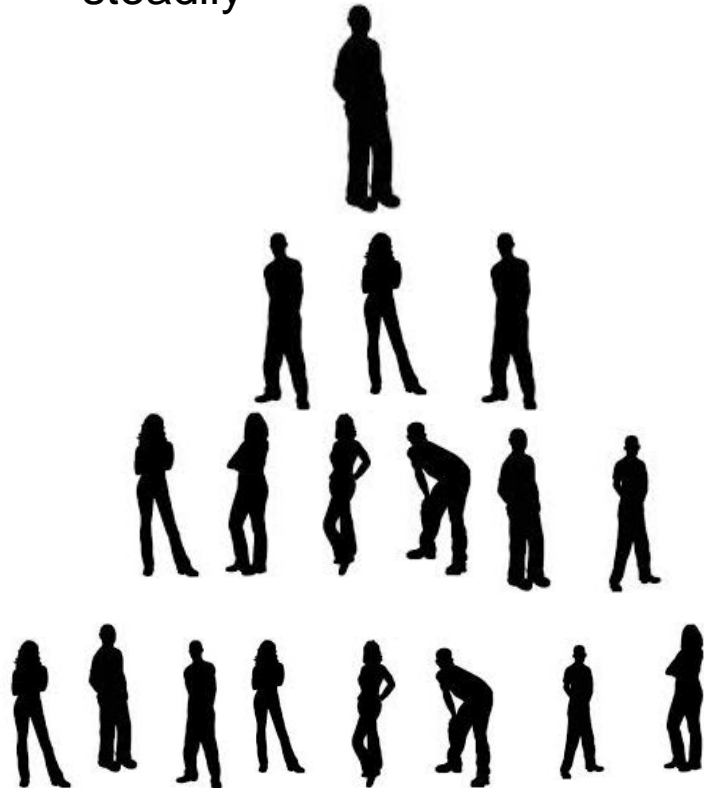


Number of hierarchy levels $H(t)$ grows during initial time, and then saturates as last two levels monopolize the growth.

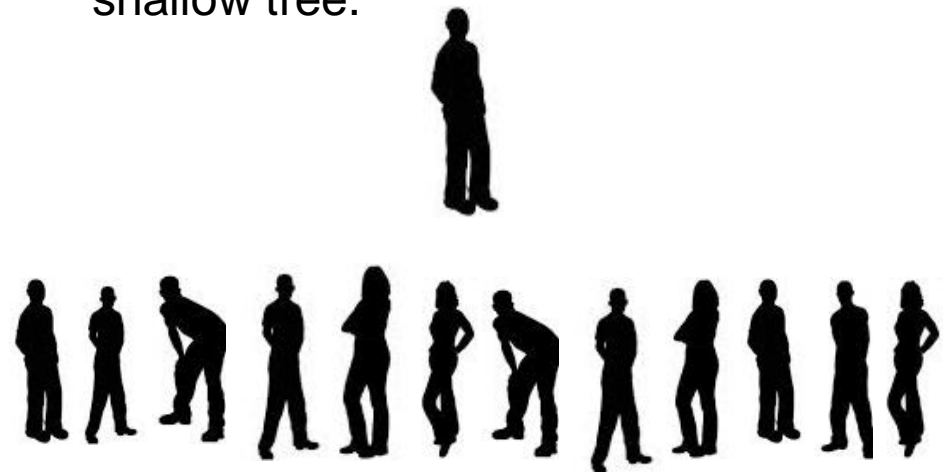
Conclusions



- **CT:** If new nodes know about a constant number of existing nodes, then the system grows steadily



- **PT:** If new nodes know about a fixed fraction of existing nodes, then the system dynamics changes in time and hierarchy growth slows down to a complete standstill, producing very wide and shallow trees.





Conclusions

- In a tree growth where nodes attach to the best known place in hierarchy, the availability of information restrains the emergence of hierarchy levels.
- The non-trivial observation is that it is the absolute amount of information, not relative, that governs this behavior.
- This is because information about only one well positioned node is required for the new node to connect well, regardless of how many nodes there are in total.
- A. Czaplicka, K. Suchecki, B. Minano, M. Trais, JAH, arXiv:1311.4460