

Analysis of Social Information Networks

Thursday February 24th, Lecture 6: Epidemics

Outline

- * Continuous epidemics, “logistic model”
- * Discrete epidemics, “graph”
- * Epidemic algorithms

Model of Epidemics

- * Dynamics of population growth
 - reproduction
 - access to resources (food)

$$\frac{dP}{dt} = rP \left(1 - \frac{P}{K}\right)$$

- r: rate of reproduction,
- K: # indiv. sustainable with available resources



Solution of logistic dynamics

- * Lemma: If dynamic system y satisfies $dy/dt = c/f(y)$
 - Then for any t , we have $F(y(t)) - F(y(0)) = c \cdot t$
 - where F is a primitive function of f
- * Assume $r=K=1$ we have $\frac{d}{dt}P(t) = P(t)(1 - P(t))$
 - P satisfies lemma with $f(y) = 1/y + 1/(1-y)$
 - Hence $P(t) = P(0) / (P(0) + (1-P(0)) e^{-t})$

Epidemic Model #1: $S \rightarrow I$

- * Individual infection is persistent:
 - Assume all infected individuals remain infectious
 - $S \rightarrow I$ model (S for “Susceptible”, I for “Infected”)
- * Growth of infected populations (denoted by y):
 - Reproduction rate: infection probability β
 - Resources: non-infected nodes (e.g. $n-y$)

$$\frac{dy}{dt} = \beta xy = \beta y(n - y) \quad y(t) = \frac{y(0)n}{y(0) + (n - y(0))e^{-\beta nt}}$$

Epidemic model #2: $S \leftrightarrow I$

- * Assume that infection is temporary and recurrent
 - An infected node goes through an infectious period (equivalently, becomes non-infectious with rate γ)
 - After the period, it is again susceptible

- * Evolution of
$$\frac{dy}{dt} = \beta y(n - y) - \gamma y$$

- $\beta > \gamma$: endemics $\lim y = (1 - \gamma/\beta)n$
- $\beta < \gamma$: epidemics dies $\lim y = 0$

Epidemic model #3: $S \rightarrow I \rightarrow R$

- * Assume that infection is temporary and transient
 - An infected node goes through an infectious period (equivalently, becomes non-infectious with rate γ)
 - After the period, it is removed (vaccinated or dead)
- * Evolution follows similar equation
 - Infected individuals disappear: $\lim y = 0$
 - Number of removed individuals $\lim z$ satisfies
$$n - \lim z = x(0) \exp(-\beta \lim z / \gamma)$$

Continuous epidemics: summary

Type	Outcomes
$S \rightarrow I$	Everyone infected
$S \leftrightarrow I$	Depends on infection/recovery rate
$S \rightarrow I \rightarrow R$	No infectious node

Follows differential equation

- Initial conditions:
Fraction already infected
- Outcomes depend on type
- Cvg exponentially fast

- Mean field limit of discrete
- No topology

Outline

- * Continuous epidemics, “logistic model”
- * Discrete epidemics, “graph”
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Discrete epidemics

- * Infection only spreads along edges of a given graph
 - to account for connections closeness among nodes
- * Initial conditions: one node $s \in V$ is infected
- * Challenges
 - Can a fraction be infected in a large graph?
 - What if some individuals are immune?
 - What is the speed of evolution of epidemics?
 - How does it depend on the properties of the graph?

Epidemic Model #1: $S \rightarrow I$

* Model 1: broadcast

- Node infected at time t infects all its neighbors in $t+1$
- Within time $D = \text{diam}(G)$, all nodes are infected

* Model 2: gossip

- Node infects each neighbor with a given rate β
- Eventually all nodes are infected within $O(D/\beta)$
- What if rates are not constant? (see further analysis)

Epidemic model #2: $S \leftrightarrow I$

- * Nodes follow neighbor contamination / recovery
 - Node $u \in V$ infectious ($X_u = 1$) or susceptible ($X_u = 0$)
 - Node u becomes infected with rate $\beta \cdot \sum_{v \in N(u)} X_v$
 - Node u recovers with rate $\gamma=1$
- * In a finite graph, all nodes eventually recover
 - Because $(X_u = 0 \ \forall u \in V)$ is the only absorbing state
 - Different on infinite graphs (e.g. lattices, trees)

Epidemic model #2: $S \leftrightarrow I$

- * Can we recover fast from an epidemic?
- * Thm: $P[X(t) \neq (0, \dots, 0)] \leq C \sqrt{N} \exp(t \cdot (\beta\rho - 1))$
 - $\rho(G)$: largest eigenvalue of G 's adjacency matrix
 - $C = \sqrt{\#\{\text{initial infected population}\}}$
- * Bottom line: goes to zero very fast if $\beta\rho < 1$
 - complete graph: $\rho(G) = n - 1$
 - hypercube: $\rho(G) = \log_2(n)$
 - uniform random graph: $\rho(G) \approx (n-1)p$ (if $np = \omega(\log n)$)

The effect of network topology on the spread of epidemics,
A Ganesh, L Massoulié, D Towsley, IEEE InfoCom (2005)

Epidemic model #3: $S \rightarrow I \rightarrow R$

- * Model 1: single infection attempts
 - Infected node infect neighbors with probability β
 - Many names: “Independent cascade model”, Reed-Frost epidemics
- * Model 2: Random infectious period (normalized)
 - Similar (probability to spread is β) but dependencies!
- * Eventually: no infectious nodes, fraction removed

Epidemic model #3: $S \rightarrow I \rightarrow R$

- * What is the size of the removed fraction?
- * Thm: Assuming $\beta\rho < 1$, $E[|Y(\infty)|] \leq C \sqrt{N} / (1 - \beta\rho)$
 - $\rho(G)$: largest eigenvalue of G 's adjacency matrix
 - $C = \sqrt{\#\{\text{initial infected population}\}}$
- * If $\beta\rho < 1$ and $C = o(\sqrt{N})$, remove only negligible fraction
- * Proof based on expectation not on independence
 - Similar results hold for model 2

Discrete epidemics: summary

Type	Outcomes
$S \rightarrow I$	Everyone infected
$S \leftrightarrow I$	No infectious nodes
$S \rightarrow I \rightarrow R$	No infectious node

Follow processes of infection

- Initial conditions:
small set infected nodes

Outcomes generally trivial

- Speed or span depend on
graph topology
(e.g. spectral analysis)

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Epidemic Algorithms

- * Replicated database maintenance
 - Different versions, many locations
 - How to handle communication? failures ?
- * 1987 “Epidemic alg., rumor spreading, gossip”
 - Do not maintain fixed communication topology
 - Contact a node unif., spread if one node has a copy
- * How many rounds S_n before rumor spreads to all
 - $S_n = (1+1/\ln(2)) \log(n) + O(1)$ in probability

On spreading a rumor, B. Pittel, SIAM J. Appl. Math. (1987)

Epidemic algorithms for replicated database maintenance,
A Demers et. al, ACM PODC. (1987)

How gossip compares to optimal?

- * A binary tree:

- Also takes time $O(\log(n))$, using $O(n)$ messages
- Seems optimal in both ways, but prone to failure

- * Gossip:

- Time $O(\log(n))$ (optimal) and $O(n \log n)$ messages
- In fact, unif. gossip requires at least $\omega(n)$ messages, and $\Omega(n \log \log(n))$ if no addresses are kept (the latter can be attained)

Randomized rumor spreading,
R Karp and C Schindelhauer and S Shenker and B Vocking, FOCS. (2000)

Effect of network topology

- * What if communication is constrained?
 - Draw a graph between gossiping nodes $G=(V,E)$
 - A node u can contact v only if (u,v) is an edge in E
 - Let $P_{u,v}$ be the communication matrix between nodes
 - * (u,v) not in E implies $P_{u,v} = 0$
- * Main questions:
 - Which P ensures fast gossip dissemination?
 - How does gossip dissemination compares to optimal?

Effect of network topology

* Main result: If P irreducible, symmetric

– Let $T_{\text{spr}}^{\text{one}}(\varepsilon) = \sup_{v \in V} \inf \{t: \Pr(S(t) \neq V | S(0) = \{v\}) \leq \varepsilon\}$

– We have $T_{\text{spr}}^{\text{one}}(\varepsilon) = O\left(\frac{\log n + \log \varepsilon^{-1}}{\Phi(P)}\right)$

– Where $\Phi(P) = \min_{S \subset V: |S| \leq n/2} \frac{\sum_{i \in S; j \in S^c} P_{ij}}{|S|}$

How gossip compares to optimal?

* Depending on graph topology

– Let $\varepsilon = \Omega(1/n^a)$ for a given $a > 0$

– Complete graph: $P_{u,v} = 1/n$; $\Phi(P) = 1/2$

Already seen that $T_{\text{spr}}^{\text{one}}(\varepsilon)$ is $O(\log n)$, which is optimal

– Ring: $P_{u,u+1} = 1/4$, $P_{u,u-1} = 1/4$, $P_{u,u} = 1/2$; $\Phi(P) \propto 1/n$

$T_{\text{spr}}^{\text{one}}(\varepsilon) = O(n \log n)$, optimal uses at least n steps

– α -expander, d regular: $P_{u,v} = 1/2d$, $P_{u,u} = 1/2$; $\Phi(P) = \alpha/2d$

$T_{\text{spr}}^{\text{one}}(\varepsilon) = O(\log n)$, which is optimal

Proof

- * Two phases:

1. From $S(t) = \{v\}$ to $L-1$
2. From $L = \inf\{t \mid \#S(t) > n/2\}$ to $\#S(t) = n$

- * Ingredients of the proof:

- a. Study evolution of conditional expectation $E[\#S(t+1) - \#S(t) \mid S(t)]$
- b. Uses Markov inequality ($X \geq 0 \Rightarrow P[X \geq a] \leq E[X]/a$)
- c. For phase 1, need to rewrite as super-martingale

Epidemic algorithm: Summary

- * Not far from SI epidemic spread
 - With emphasis on communications constraints
- * Key property: graph conductance
- * Many extensions:
 - Send a message from each node
 - Send a stream of messages
 - Compute average value

UP-COMING

- * Proof of previous results
- * Consequences on spread of epidemics

