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Teaching with Networks, Crowds, and Markets
Description: We go together through the book David Easley and Jon Kleinberg: Networks, Crowds and Markets ¿ Reasoning about a Highly Connected World, Cambridge University Press, 2010. The book discusses social network analysis using methods from computer science and economics. The course is an advanced Computer Science course suitable for inclusion in the MSc degree in the sub-programmes Algorithms and Machine Learning, and Networking and Services.

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From the book Networks, Crowds, and Markets: Reasoning about a Highly Connected World. By David Easley and Jon Kleinberg, Cambridge University Press, 2010. ... capture the network of more informal interactions that presumably take place at the research center.) and B,, and, CHAPTER 2. GRAPHS F,,, and-

Chapter 2 Graphs - Cornell University

12/03: Networks with positive and negative edges. Signed networks, structural balance theory, status theory ; Recommended readings: Chapter 5: Positive and negative relationships. Chapters are from the new book Networks, Crowds, and Markets: Reasoning About a Highly Connected World by David Easley and Jon Kleinberg; Dates for assignments

Are all film stars linked to Kevin Bacon? Why do the stock markets rise and fall sharply on the strength of a vague rumour? How does gossip spread so quickly? Are we all related through six degrees of separation? There is a growing awareness of the complex networks that pervade modern society. We see them in the rapid growth of the Internet, the ease of global communication, the swift spread of news and information, and in the way epidemics and financial crises develop with startling speed and intensity. This introductory book on the new science of networks takes an interdisciplinary approach, using economics, sociology, computing, information science and applied mathematics to address fundamental questions about the

links that connect us, and the ways that our decisions can have consequences for others.

Over the past decade there has been a growing public fascination with the complex connectedness of modern society. This connectedness is found in many incarnations: in the rapid growth of the Internet, in the ease with which global communication takes place, and in the ability of news and information as well as epidemics and financial crises to spread with surprising speed and intensity. These are phenomena that involve networks, incentives, and the aggregate behavior of groups of people; they are based on the links that connect us and the ways in which our decisions can have subtle consequences for others. This introductory undergraduate textbook takes an interdisciplinary look at economics, sociology, computing and information science, and applied mathematics to understand networks and behavior. It describes the emerging field of study that is growing at the interface of these areas, addressing fundamental questions about how the social, economic, and technological worlds are connected.

A graduate-level, mathematically rigorous introduction to strategic behavior in a networked world. This introductory graduate-level text uses tools from game theory and graph theory to examine the role of network structures and network effects in economic and information markets. The goal is for students to develop an intuitive and mathematically rigorous understanding of how strategic agents interact in a connected world. The text synthesizes some of the central results in the field while also simplifying their treatment to make them more accessible to nonexperts. Thus, students at the introductory level will gain an understanding of key ideas in the field that are usually only taught at the advanced graduate level. The book introduces basic concepts from game theory and graph theory as well as some fundamental algorithms for exploring graphs. These tools are then applied to analyze strategic interactions over social

networks, to explore different types of markets and mechanisms for networks, and to study the role of beliefs and higher-level beliefs (beliefs about beliefs). Specific topics discussed include coordination and contagion on social networks, traffic networks, matchings and matching markets, exchange networks, auctions, voting, web search, models of belief and knowledge, and how beliefs affect auctions and markets. An appendix offers a "Primer on Probability." Mathematically rigorous, the text assumes a level of mathematical maturity (comfort with definitions and proofs) in the reader.

Written by high performance computing (HPC) experts, Introduction to High Performance Computing for Scientists and Engineers provides a solid introduction to current mainstream computer architecture, dominant parallel programming models, and useful optimization strategies for scientific HPC. From working in a scientific computing center, the author

Should we pay children to read books or to get good grades? Should we allow corporations to pay for the right to pollute the atmosphere? Is it ethical to pay people to test risky new drugs or to donate their organs? What about hiring mercenaries to fight our wars? Auctioning admission to elite universities? Selling citizenship to immigrants willing to pay? In What Money Can't Buy, Michael J Sandel takes on one of the biggest ethical questions of our time: Is there something wrong with a world in which everything is for sale? If so, how can we prevent market values from reaching into spheres of life where they don't belong? What are the moral limits of markets? In recent decades, market values have crowded out nonmarket norms in almost every aspect of life—medicine, education, government, law, art, sports, even family life and personal relations. Without quite realizing it, Sandel argues, we have drifted from having a market economy to being a market society. Is this where we want to be?In his New York Times bestseller Justice, Sandel showed himself to be a master at

illuminating, with clarity and verve, the hard moral questions we confront in our everyday lives. Now, in What Money Can't Buy, he provokes an essential discussion that we, in our market-driven age, need to have: What is the proper role of markets in a democratic society—and how can we protect the moral and civic goods that markets don't honor and that money can't buy?

Networks of relationships help determine the careers that people choose, the jobs they obtain, the products they buy, and how they vote. The many aspects of our lives that are governed by social networks make it critical to understand how they impact behavior, which network structures are likely to emerge in a society, and why we organize ourselves as we do. In Social and Economic Networks, Matthew Jackson offers a comprehensive introduction to social and economic networks, drawing on the latest findings in economics, sociology, computer science, physics, and mathematics. He provides empirical background on networks and the regularities that they exhibit, and discusses random graph-based models and strategic models of network formation. He helps readers to understand behavior in networked societies, with a detailed analysis of learning and diffusion in networks, decision making by individuals who are influenced by their social neighbors, game theory and markets on networks, and a host of related subjects. Jackson also describes the varied statistical and modeling techniques used to analyze social networks. Each chapter includes exercises to aid students in their analysis of how networks function. This book is an indispensable resource for students and researchers in economics, mathematics, physics, sociology, and business.

Computer science and economics have engaged in a lively interaction over the past fifteen years, resulting in the new field of algorithmic game theory. Many problems that are central to modern computer science, ranging from resource allocation in large networks to online advertising, involve interactions between

multiple self-interested parties. Economics and game theory offer a host of useful models and definitions to reason about such problems. The flow of ideas also travels in the other direction, and concepts from computer science are increasingly important in economics. This book grew out of the author's Stanford University course on algorithmic game theory, and aims to give students and other newcomers a quick and accessible introduction to many of the most important concepts in the field. The book also includes case studies on online advertising, wireless spectrum auctions, kidney exchange, and network management.

"A clear and crisply written account of machine intelligence, big data and the sharing economy. But McAfee and Brynjolfsson also wisely acknowledge the limitations of their futurology and avoid over-simplification." —Financial Times In The Second Machine Age, Andrew McAfee and Erik Brynjolfsson predicted some of the far-reaching effects of digital technologies on our lives and businesses. Now they've written a guide to help readers make the most of our collective future. Machine | Platform | Crowd outlines the opportunities and challenges inherent in the science fiction technologies that have come to life in recent years, like self-driving cars and 3D printers, online platforms for renting outfits and scheduling workouts, or crowd-sourced medical research and financial instruments.

A practical introduction to network science for students across business, cognitive science, neuroscience, sociology, biology, engineering and other disciplines.

Construct, analyze, and visualize networks with networkx, a Python language module. Network analysis is a powerful tool you can apply to a multitude of datasets and situations. Discover how to work with all kinds of networks, including social, product, temporal, spatial, and semantic networks. Convert almost any real-world data into a

complex network--such as recommendations on co-using cosmetic products, muddy hedge fund connections, and online friendships. Analyze and visualize the network, and make business decisions based on your analysis. If you're a curious Python programmer, a data scientist, or a CNA specialist interested in mechanizing mundane tasks, you'll increase your productivity exponentially. Complex network analysis used to be done by hand or with non-programmable network analysis tools, but not anymore! You can now automate and program these tasks in Python. Complex networks are collections of connected items, words, concepts, or people. By exploring their structure and individual elements, we can learn about their meaning, evolution, and resilience. Starting with simple networks, convert real-life and synthetic network graphs into networkx data structures. Look at more sophisticated networks and learn more powerful machinery to handle centrality calculation, blockmodeling, and clique and community detection. Get familiar with presentation-quality network visualization tools, both programmable and interactive--such as Gephi, a CNA explorer. Adapt the patterns from the case studies to your problems. Explore big networks with NetworKit, a high-performance networkx substitute. Each part in the book gives you an overview of a class of networks, includes a practical study of networkx functions and techniques, and concludes with case studies from various fields, including social networking, anthropology, marketing, and sports analytics. Combine your CNA and Python programming skills to become a better network analyst, a more accomplished data scientist, and a more versatile programmer. What You Need: You will need a Python 3.x installation with the following additional modules: Pandas ($> = 0.18$), NumPy ($> = 1.10$), matplotlib ($> = 1.5$), networkx ($> = 1.11$), python-louvain ($> = 0.5$), NetworKit ($> = 3.6$), and generalizesimilarity. We recommend using the Anaconda distribution that comes with all these modules, except for python-louvain, NetworKit, and generalizedsimilarity, and works on all major modern operating systems.