

## Mathematical Modeling

# The Effect of Social Polarization on the Outcome of Information Battles

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# Introduction

- *Propaganda Battle*

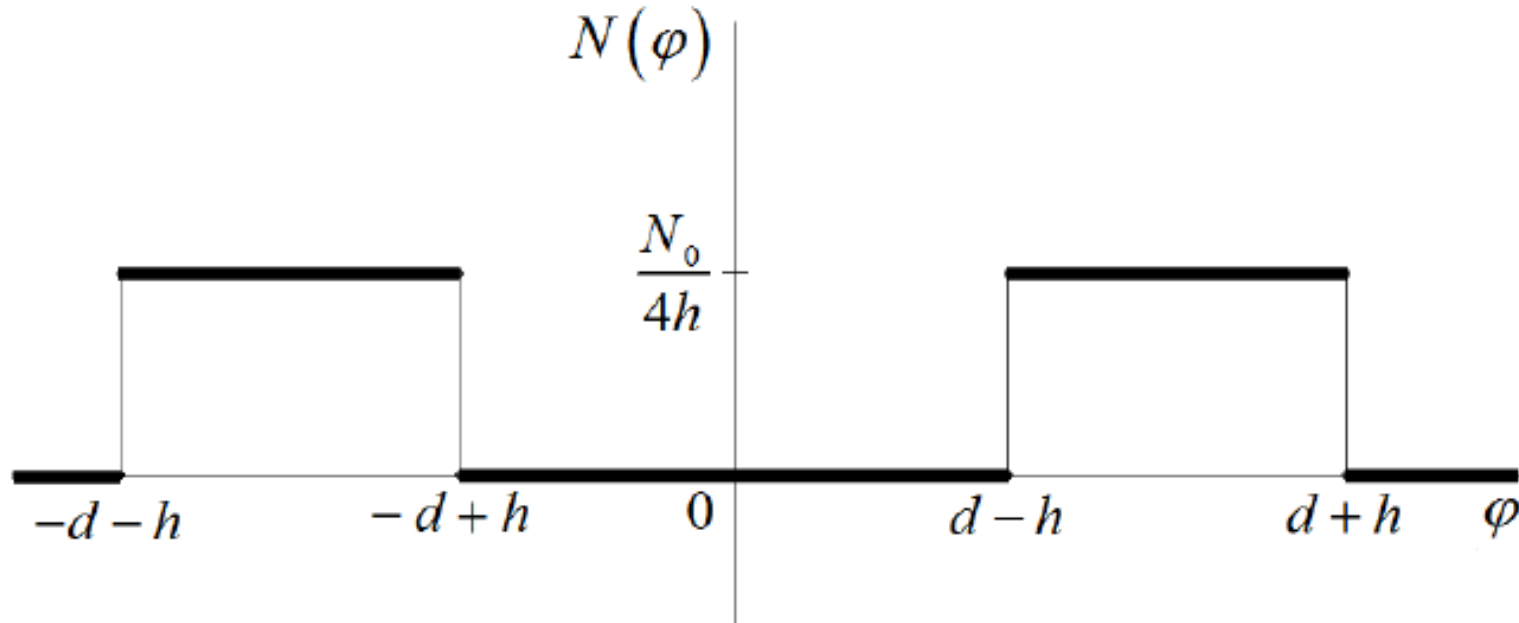
- Each member of the society is subject to two competing flows of information
- These two flows are generated by
  - Two competing parties
  - Each flow consists of propaganda and rumor
- Way of information displacement
  - Interpersonal communication
  - Media



- *Political Polarization*

- Due to the development of social media and the Internet in general
- The impact of polarization on political events is widely discussed
- **“A Polarized Society “**
  - Using a distribution curve with two high horizontal plateaus
  - The distance between the gravity centers of these plateaus is taken as a measure of polarization
  - The process of increasing polarization has the form of a mutual removal of the plateau from each other.

# Distribution of Individuals $N(\varphi)$



- $d$ : degree of polarization of society (how groups are distant from each other in attitudes)
- $\frac{1}{h}$ : measure of consolidation of individuals within each group

# Model

- Aim
  - Study how the level of political polarization affects the outcome of the propaganda battle
- Approach
  - Focus on a different aspect of information warfare → Choose the **position** of individual
  - Model base: Rashevsky's neurological scheme
- Assumption
  - The society is a struggle between two parties **X** and **Y**
  - Each of party has its own media
  - An individual belonging to this society, as each moment of time has a position on the issue in question

# Position Factors

- *Permanent attitude*
  - Individual for each member of the society
  - $\varphi \in (-\infty, \infty)$
  - Fundamental tendency to support one party or another
- *Dynamic component*
  - The information field of society as a whole
  - $\psi(t) \in (-\infty, \infty)$
  - Social environment of the shift of stimuli towards the support of the party X
  - It is affected by the propaganda of both parties through the media and rumors
- Support X:  $\varphi + \psi(t) > 0$
- Support Y:  $\varphi + \psi(t) < 0$
- $N(\varphi)$  : Function describing the distribution of individual  
Total number of individuals:  $\int_{-\infty}^{\infty} N(\varphi) d\varphi = N_0$

$$X(t) = \int_{-\psi(t)}^{\infty} N(\varphi) d\varphi$$

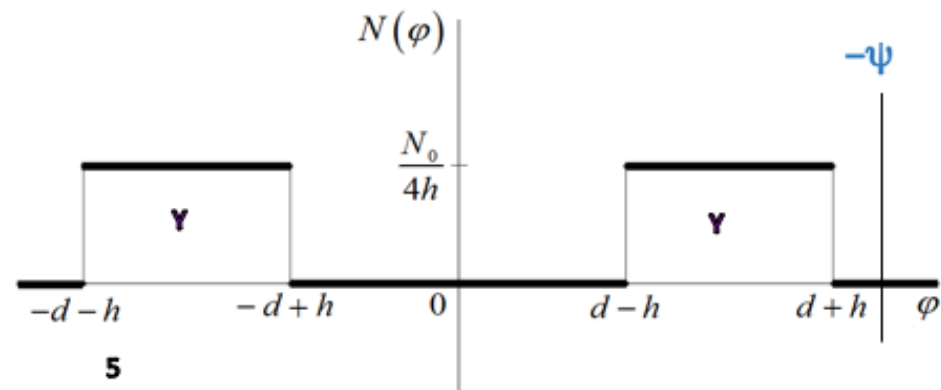
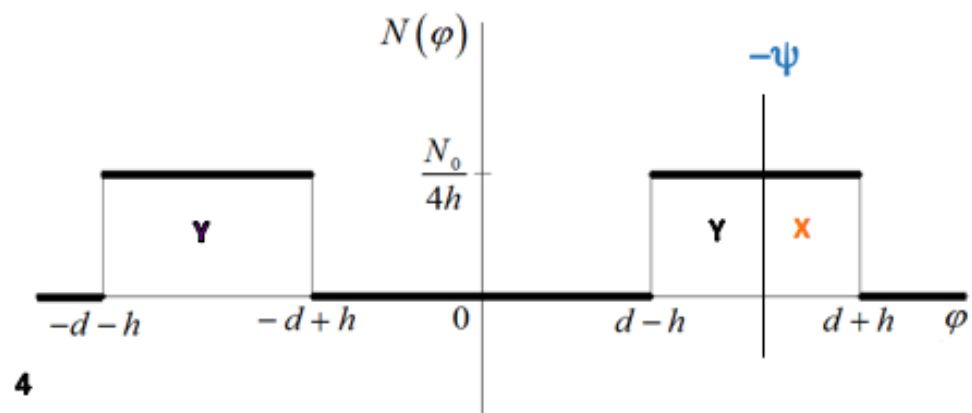
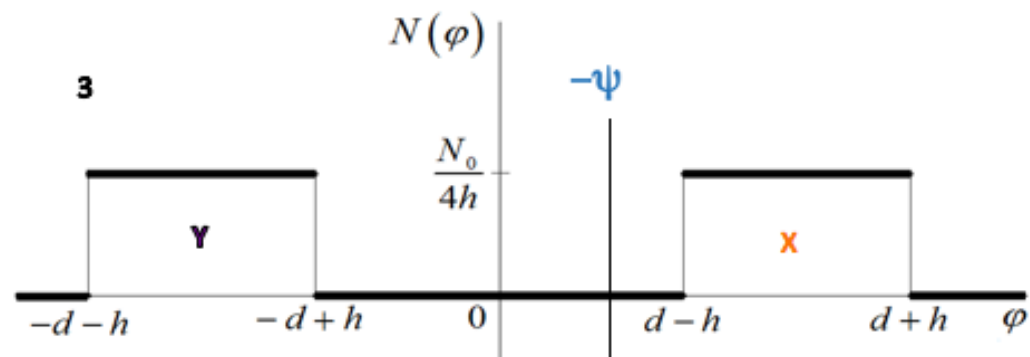
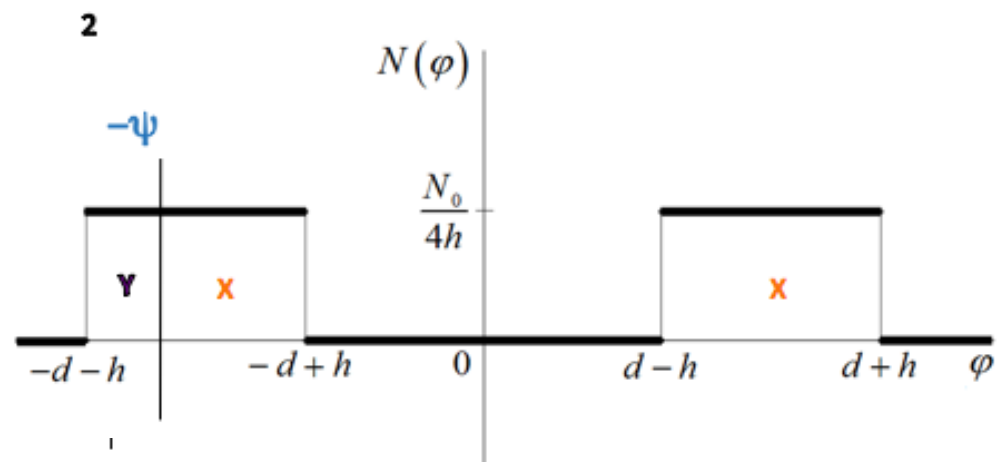
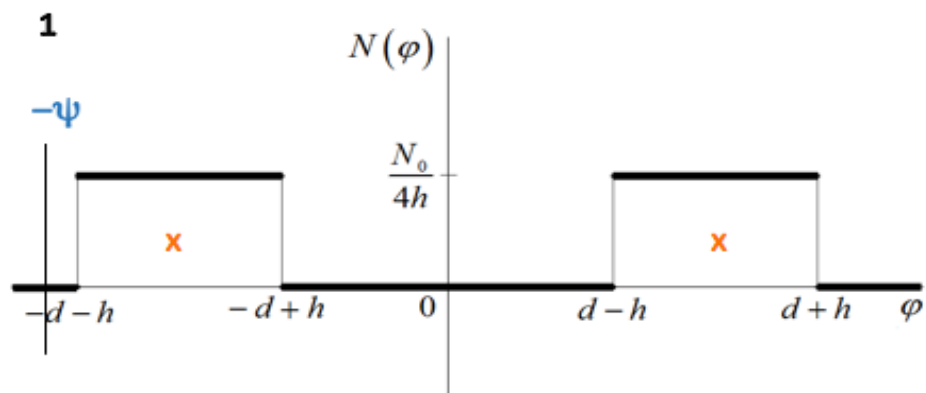
$$Y(t) = \int_{-\infty}^{-\psi(t)} N(\varphi) d\varphi$$

$$\frac{d\psi}{dt} = A\alpha [C(2X(t) - N_0) + b_1 - b_2] - a\psi$$

Initial condition(initial number of supporters for X party):  $X(0) = \int_{-\psi(t)}^{\infty} N(\varphi) d\varphi$

Positive constant

- $C$ : importance of interpersonal communication
- $b_1, b_2$ : intensity of the media from each party ( $b_1 > b_2$ )
- $A\alpha$ : susceptibility of individuals to stimuli
- $a$ : decay rate





$$\frac{d\psi}{dt} = A\alpha \left[ C \left( 2 \int_{-\psi(t)}^{\infty} N(\varphi) d\varphi - N_0 \right) + b_1 - b_2 \right] - a\psi$$

Equilibrium: set  $\frac{d\psi}{dt} = 0$

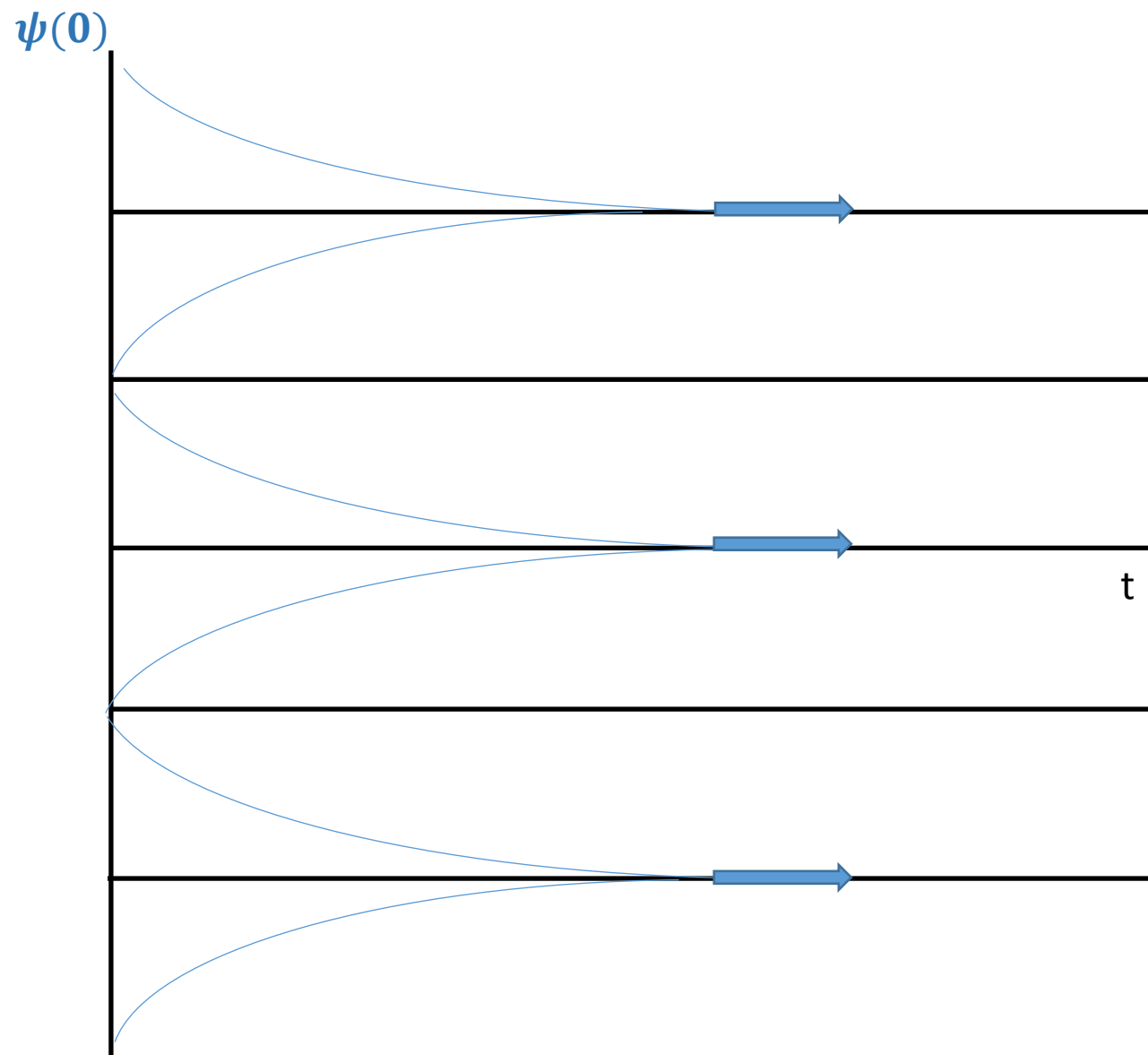


$$P = \frac{A\alpha(b_1 - b_2)}{a}$$

$$Q = \frac{A\alpha C N_0}{a}$$



$$\psi^1 = P + Q > 0, \quad \psi^2 = \frac{Q(-d-h)+2hP}{2h-Q} > 0, \quad \psi^3 = P > 0, \quad \psi^4 = \frac{Q(d-h)+2hP}{2h-Q} < 0, \quad \psi^5 = -Q + P < 0$$



$$\psi^1 = P + Q$$

$$\psi^2 = \frac{Q(-d - h) + 2hP}{2h - Q}$$

$$\psi^3 = P$$

$$\psi^4 = \frac{Q(d - h) + 2hP}{2h - Q}$$

$$\psi^5 = -Q + P$$

# A sociological interpretation of the results

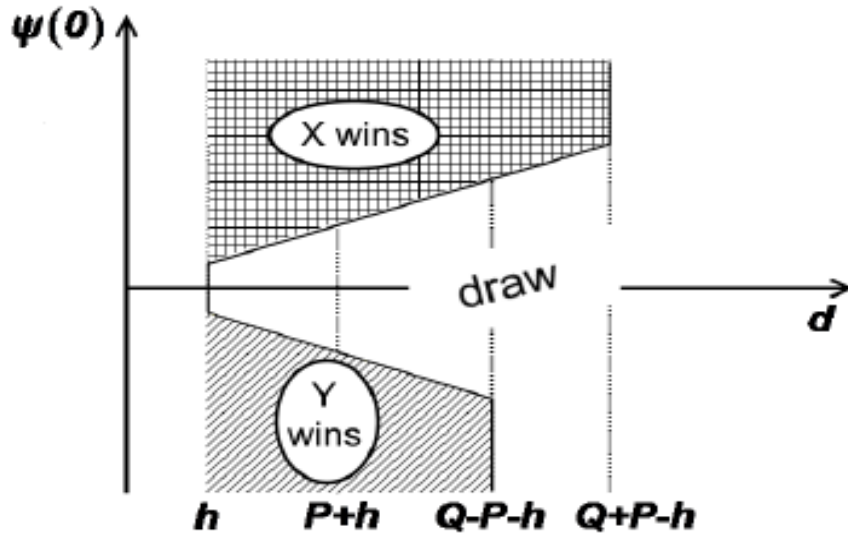
*From the final result for one thing we will three possible cases*

- *X win*
- *Y win*
- *Draw*

From Statistical point of view

- *X* have certain percentage of chance to win
- *Y* have certain percentage of chance to win
- The third case, it will have certain percentage of chance to become a draw.

*Assumption* :  $h < \frac{Q}{2} - P$



- $h < d < Q - P - h$ : X and Y have the same percentages to win, but it also could be draw.
- $Q - P - h < d < Q + P - h$ : There are more media to support the Party X, so the area for X wins is bigger than Y wins.
- $Q + P - h < d$ : The final result will always be draw.
- $d < h$ : Overlaps

# References

- **Thanks to our mentor Jonathan. David Taylor**
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