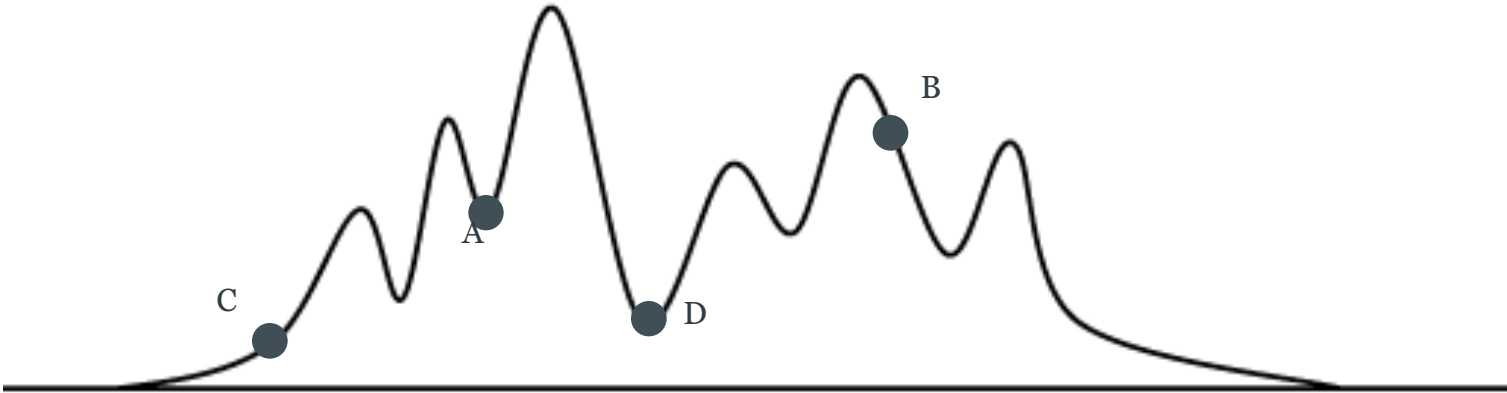
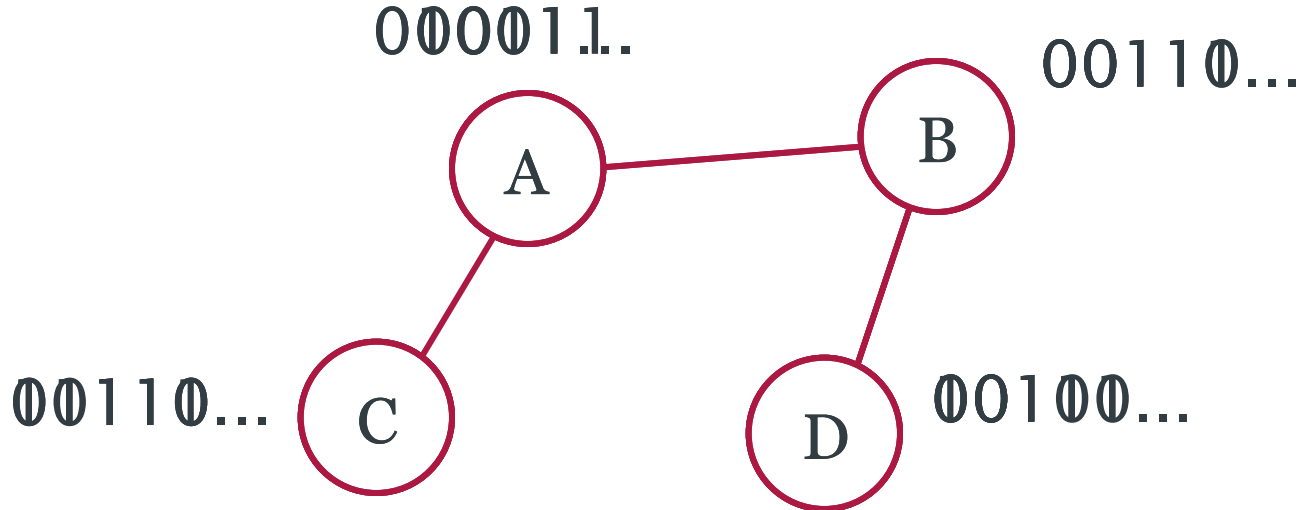


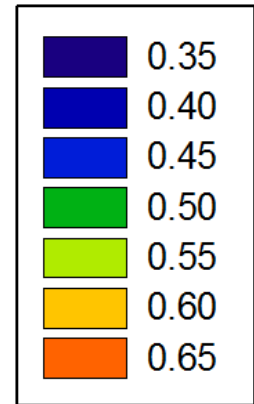
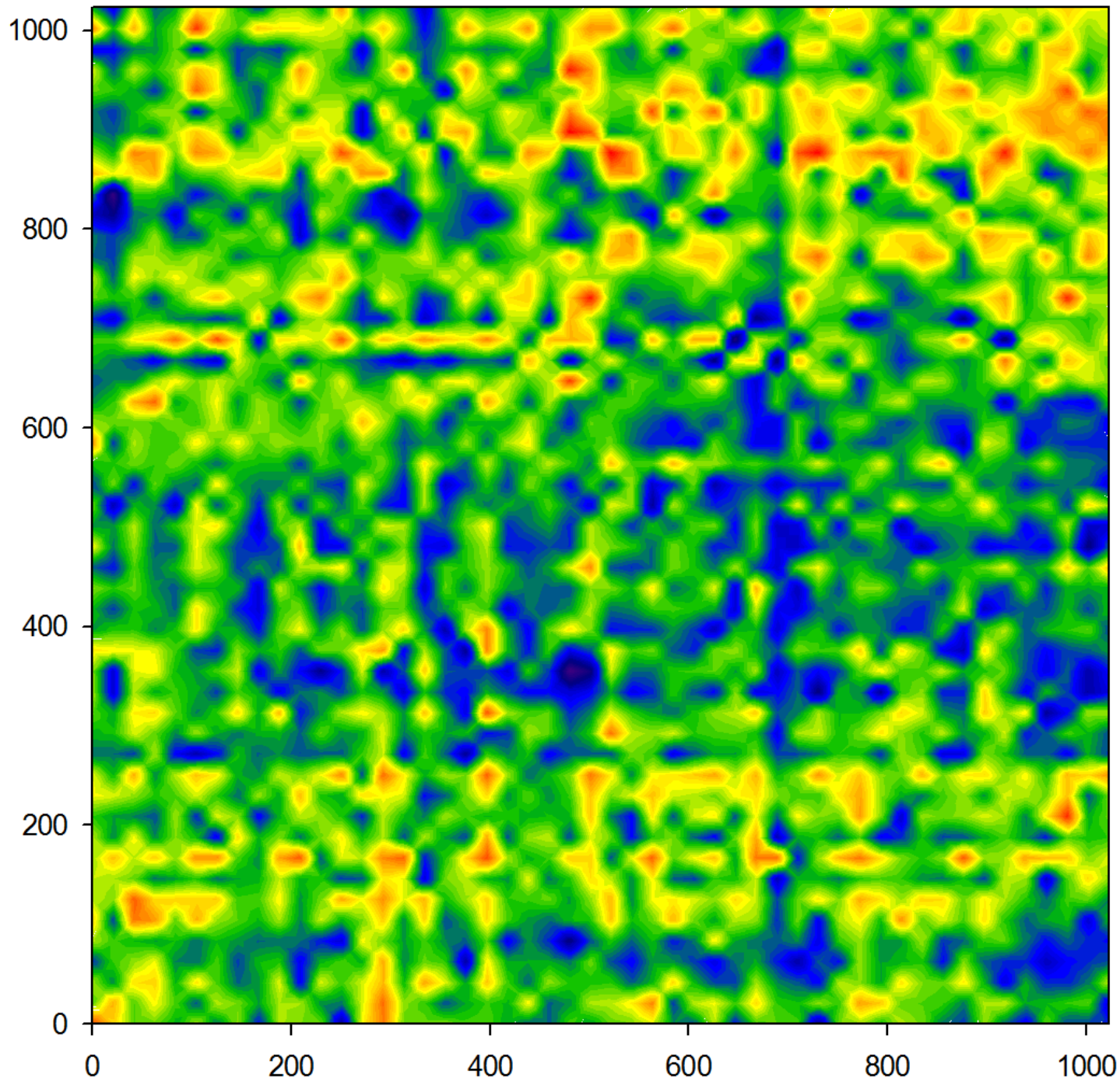
# Dynamic Networks and Distributed Problem-Solving

Paul Smart, Trung Dong Huynh, Dave Braines, and Nigel Shadbolt.  
KSCO'10 – 21<sup>st</sup> September 2010

# Dynamic Network Simulation

- Aims:
  - understand the effect of dynamic changes in network structure on group-level cognitive processing
- Background:
  - rate of information dissemination often seems to be important to collective problem-solving and decision-making
  - precipitant forms of information sharing can compromise collective performance
- Approach
  - computer simulation study
  - 100 agents attempt to find optimal design solutions by progressively adjusting the values of a 20-bit solution string
  - each design solution is associated with a fitness score based on the structure of a fitness landscape
  - agents adopt superior solutions from network neighbours
  - network structure emerges across time – links added **randomly** between agents

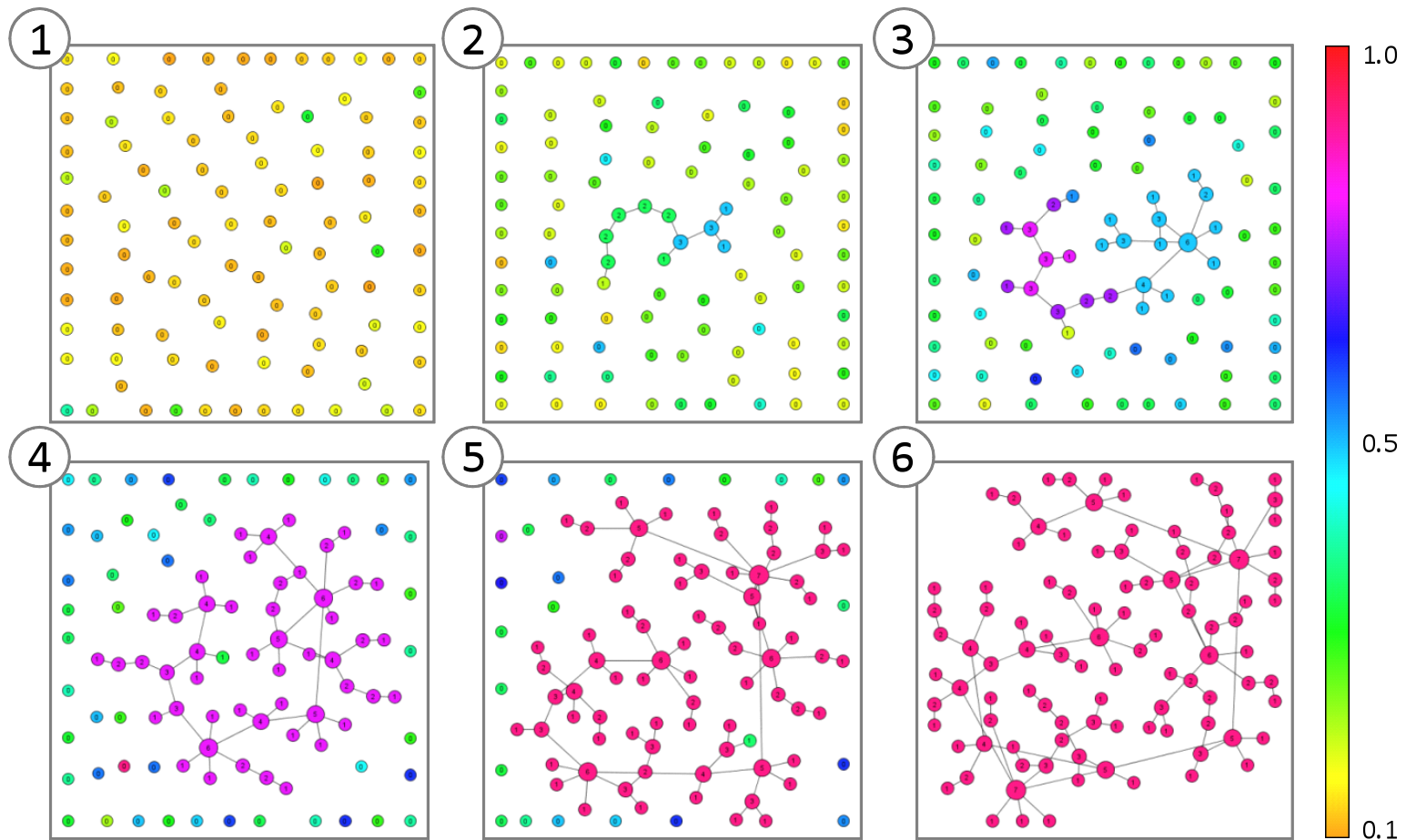




The NK  
problem  
fitness  
landscape

$N = 20$  and  $K = 5$

# Network Growth

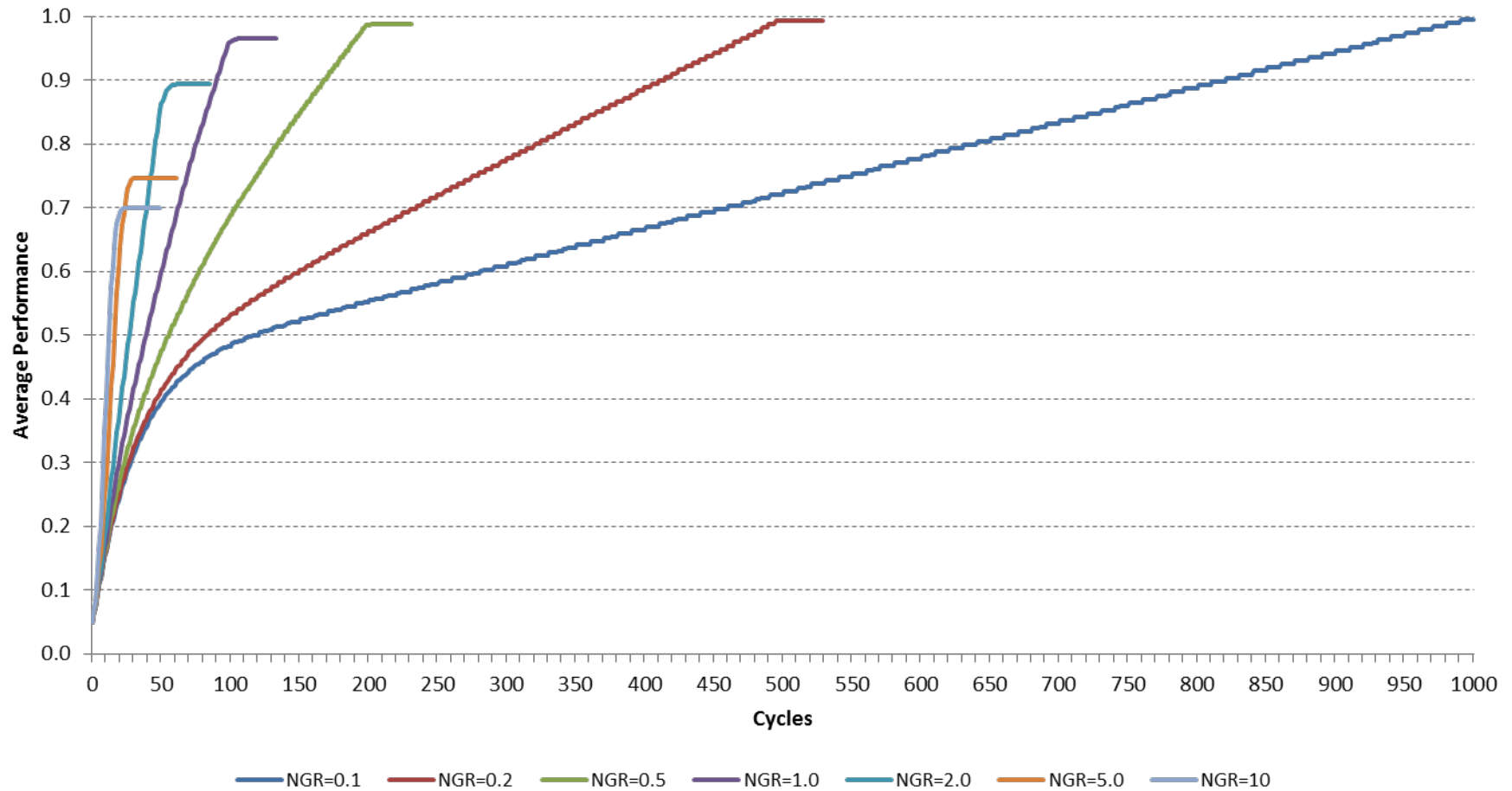


# Experimental Design

- Two independent variables:
  - Network Growth Rate (NGR)
    - 0.1, 0.2, 0.5, 1.0, 2.0, 5.0, 10.0 (7 levels)
  - Network Growth Delay Period
    - 0, 10, 20, 30, 40, 50 (6 levels)
- Two-way ( $7 \times 6$ ) factorial design
  - 42 experimental conditions
  - 1000 simulations per condition
- Research questions
  - what does the temporal profile of performance look like across the various experimental conditions
  - how good is the final solution found by agents in each of the various treatment conditions

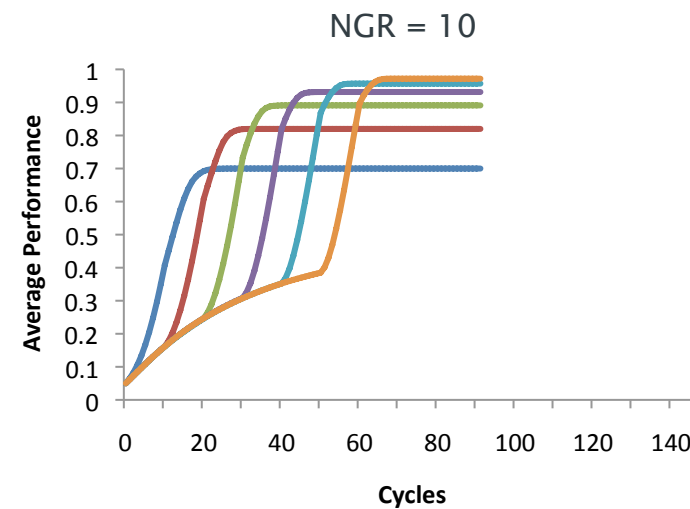
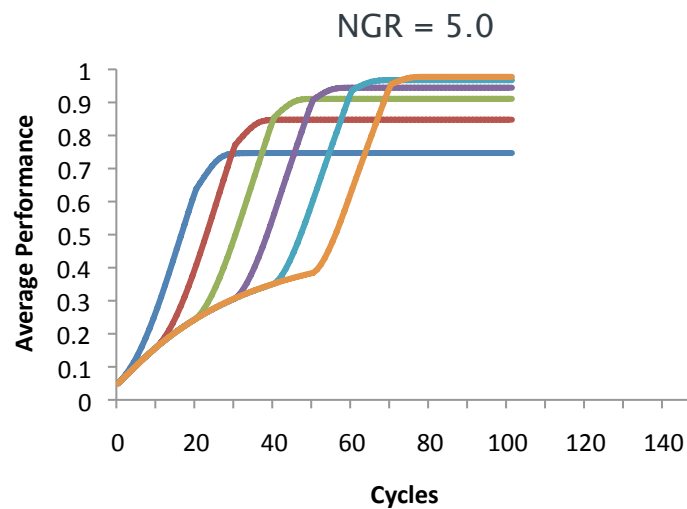
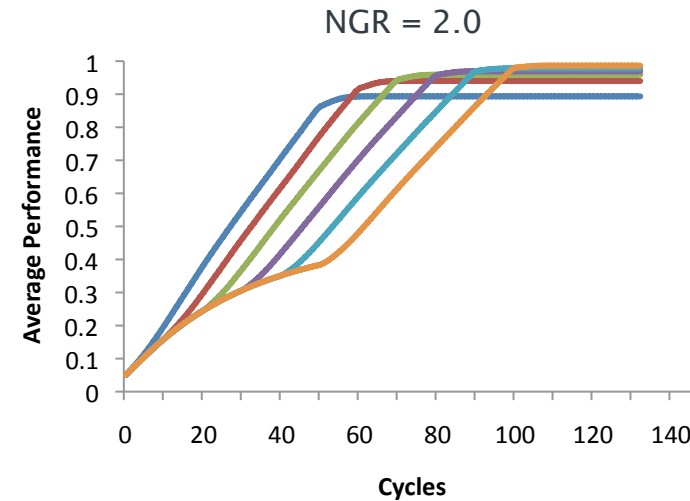
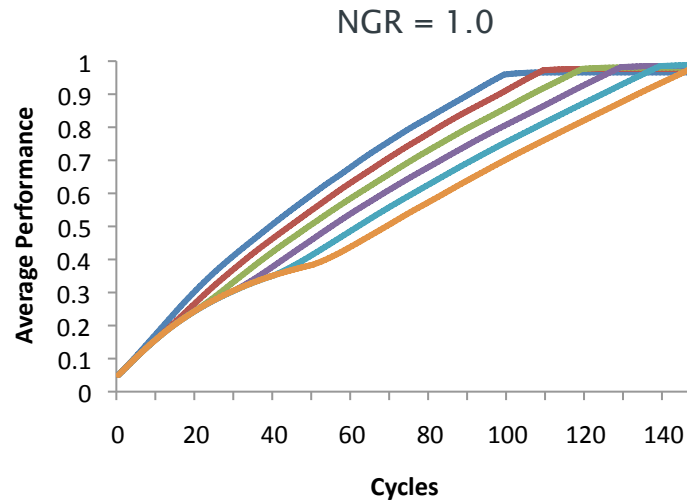
# Performance Profile of Dynamic Networks

# Performance Profile (1)

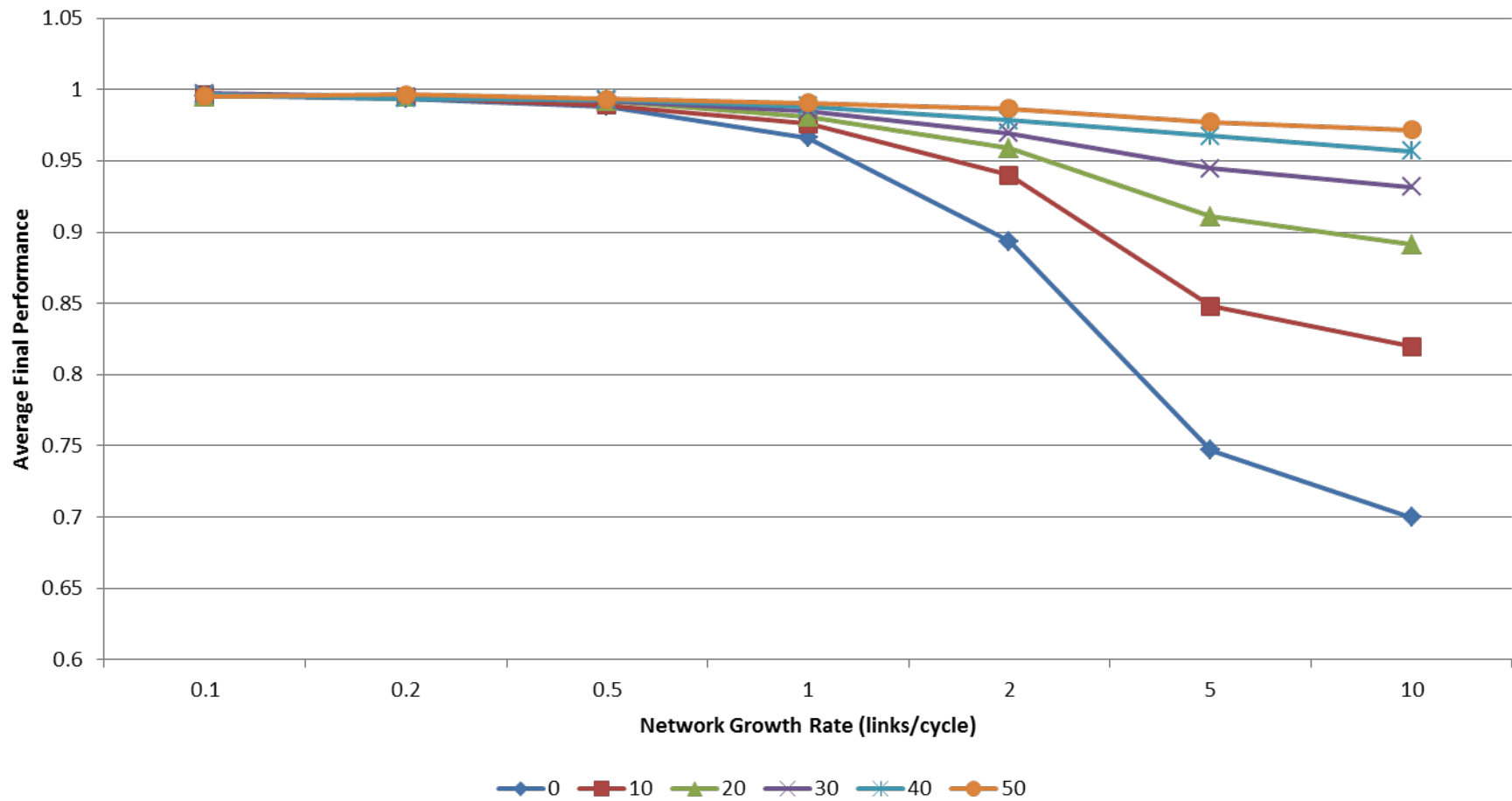




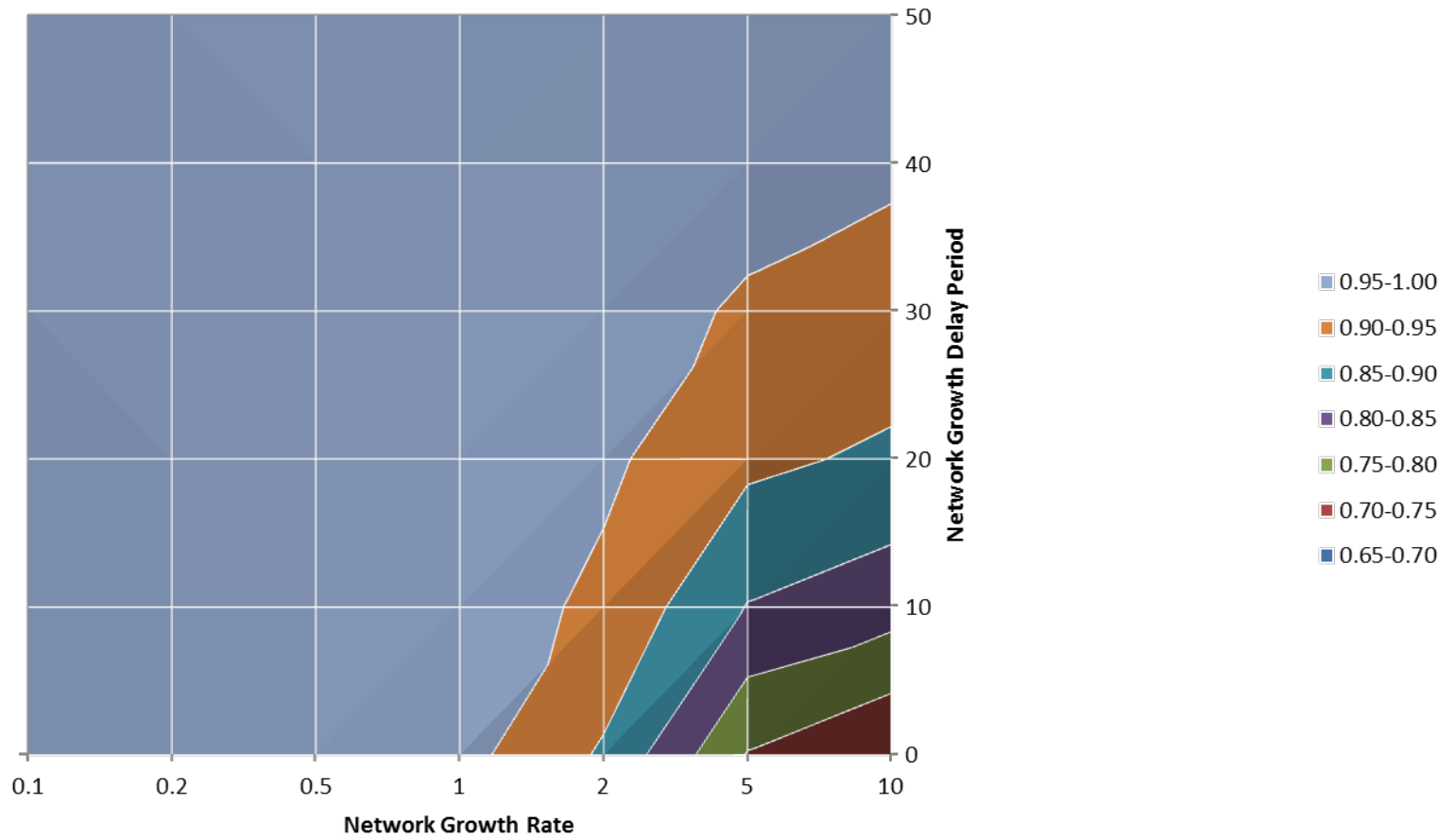
# Performance Profile (2)



# Quality of Final Solutions



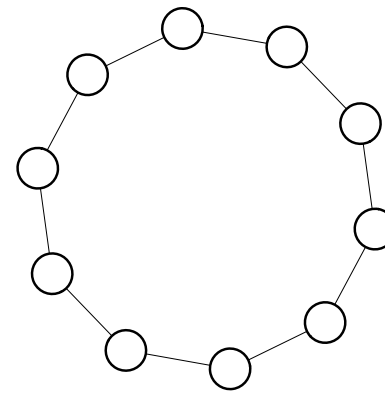
# Quality of Final Solutions



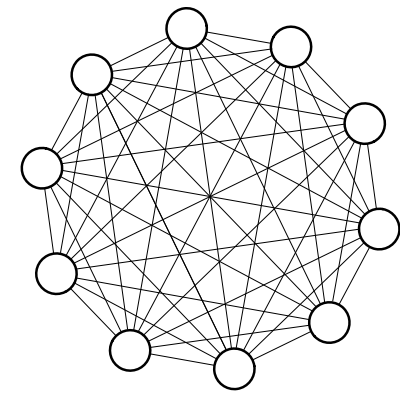
# Dynamic versus Static Networks

# Static Network Structures

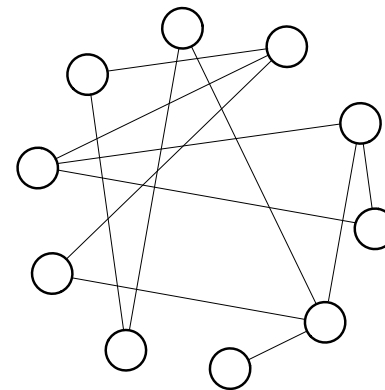
- **Static network topologies** were used to generate network links in a population of 100 agents.
- Performance of agents within these static networks was then assessed by running 1000 simulations.



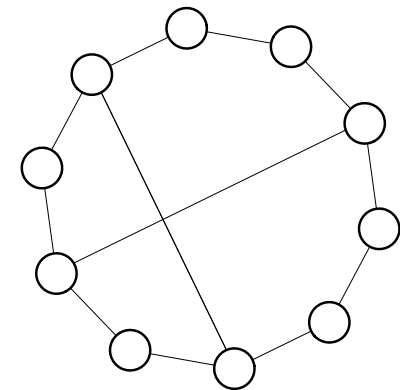
Linear



Fully connected

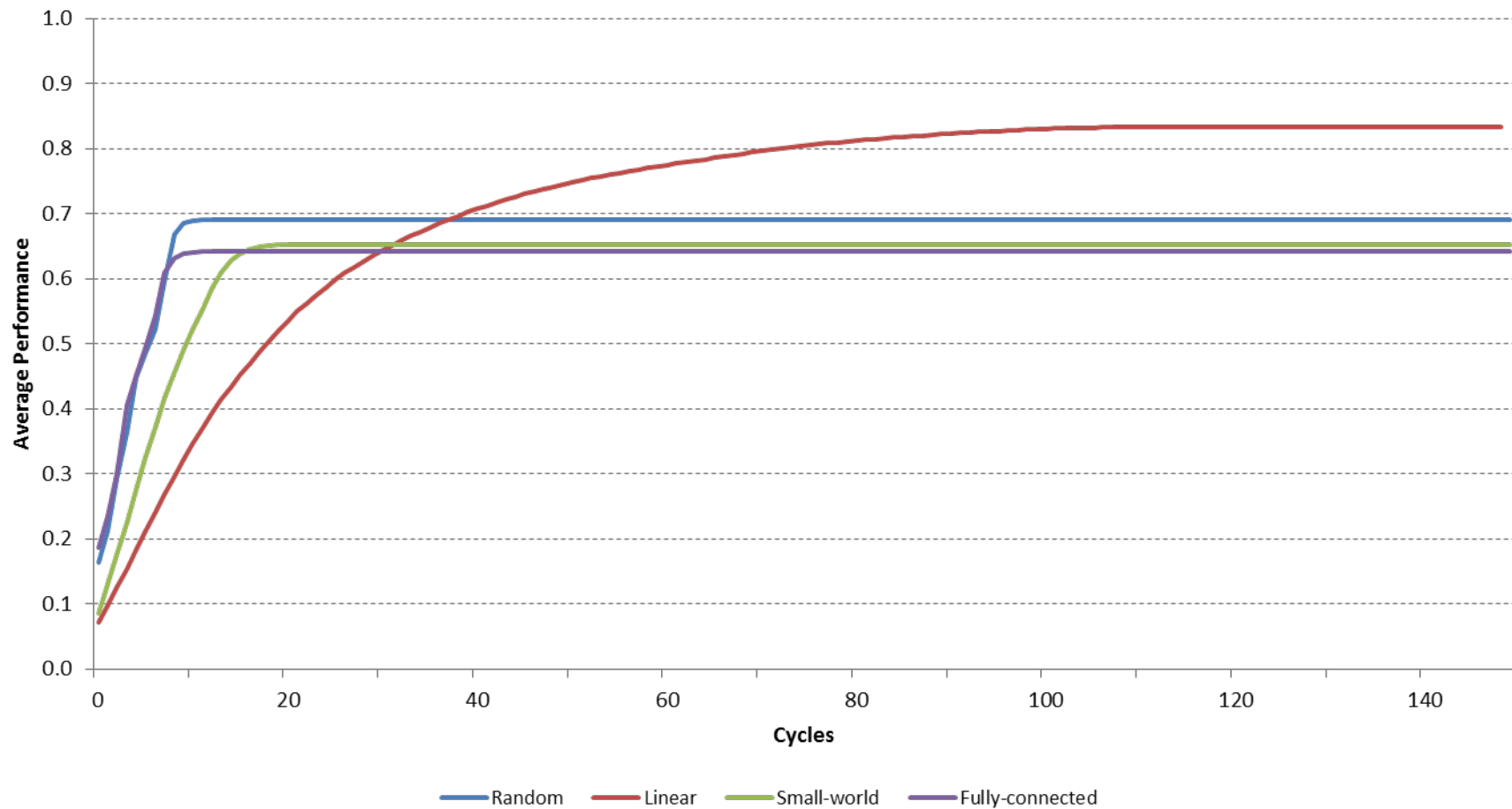


Random

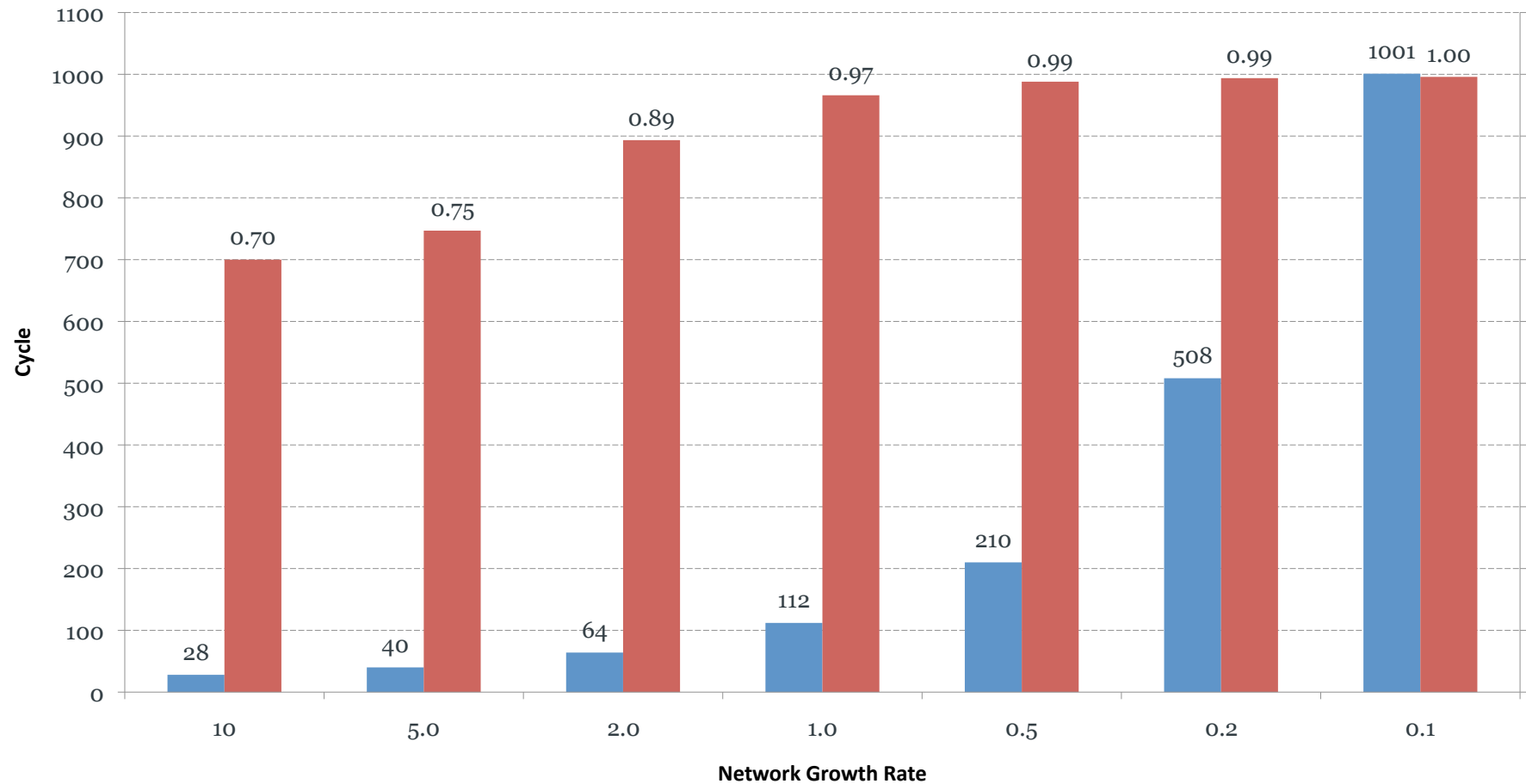


Small-world

# Static Networks – Performance Profile



# Dynamic vs Static Networks – Quality of Final Solutions



# Conclusions & Future Work



# Dynamic Networks and Collective Cognition

- Dynamic networks contribute to **better problem-solving performance** (on at least some tasks) compared to static networks
- There is a delicate **balance between autonomy and influence**, with initial autonomy important for the discovery of better solutions

# Future Focus Areas

- **Beyond Collective Search**
  - investigation of different types of problem solving contexts.
  - understand how features of tasks relate to network variables and problem-solving performance.
- **Inter-agent Trust**
  - the adaptive role of distrust.
  - trust-based dynamic rewiring of the network structure.
- **Constructive Algorithms**
  - network links created according to preferential attachment laws.
- **MANETs**
  - the impact of patterns of information flow in MANETs on the collective creativity, understanding and decision making potential of groups.
- **Network Structure and Shared Interpretation**
  - effects of inter-agent communication on the ability to arrive at an accurate shared interpretation of ambiguous environmental information.
  - how do dynamic networks affect belief propagation?
- **Hybrid Networks**
  - networks consisting of agents, services, sources, sensors, and human actors



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Briksdal glacier, Norway.  
(Image credits: ECS Glasweb Team)