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# From temporal network data to the dynamics of social relationships

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## Abstract

Networks are well-established representations of social systems, and temporal networks are widely used to study their dynamics. Temporal network data often consist in a succession of static networks over consecutive time windows whose length, however, is arbitrary, not necessarily corresponding to any intrinsic timescale of the system. Moreover, the resulting view of social network evolution is unsatisfactory: short time windows contain little information, whereas aggregating over large time windows blurs the dynamics. Going from a temporal network to a meaningful evolving representation of a social network therefore remains a challenge. Here we introduce a framework to that purpose: transforming temporal network data into an evolving weighted network where the weights of the links between individuals are updated at every interaction. Most importantly, this transformation takes into account the interdependence of social relationships due to the finite attention capacities of individuals: each interaction between two individuals not only reinforces their mutual relationship but also weakens their relationships with others. We study a concrete example of such a transformation and apply it to several data sets of social interactions. Using temporal contact data collected in schools, we show how our framework highlights specificities in their structure and temporal organization. We then introduce a synthetic perturbation into a data set of interactions in a group of baboons to show that it is possible to detect a perturbation in a social group on a wide range of timescales and parameters. Our framework brings new perspectives to the analysis of temporal social networks.

## 1 Introduction

2 Social relationships are created and maintained through interactions between individuals  
3 which last and are repeated over a variety of timescales. Social networks provide convenient  
4 representations for the resulting human and non-human animal social structures, where  
5 individuals are the nodes of the networks and links (ties) are summaries of their social  
6 interactions [Granovetter, 1973, Hinde, 1976, Wasserman and Faust, 1994, Brent et al.,  
7 2011]. Since the early definition of the sociogram [Moreno, 1934], these networks have  
8 typically been constructed by aggregating dyadic interactions occurring over a certain  
9 period of time to define the links between individuals. Research on the resulting static  
10 networks has led to numerous insights into human and non-human societies, with the  
11 development and empirical verification of various social theories such as the social balance  
12 hypothesis [Heider, 1946, Szell et al., 2010, Gelardi et al., 2019], the “strength of weak ties”  
13 theory [Granovetter, 1977, Karsai et al., 2014] or Dunbar’s theory on a cognitive limit to  
14 the possible number of simultaneous relationships [Dunbar, 1998, Gonçalves et al., 2011].

15 By definition however, such static networks do not capture the dynamics of social  
16 relationships within the aggregation period. As noted by Granovetter in 1973, further  
17 development of social network analysis requires “*a move away from static analyses that*  
18 *observe a system at one point in time and to pursue instead systematic accounts of*  
19 *how such systems develop and change*” [Granovetter, 1973]. Important advances in this  
20 respect have been made possible by the recent availability of temporally resolved data on  
21 interactions between individuals, from various types of communication [Eckmann et al.,  
22 2004, Kossinets and Watts, 2006, Onnela et al., 2007, Karsai et al., 2011, Miritello et al.,  
23 2013b] to face-to-face interactions [Cattuto et al., 2010, Salathé et al., 2010, Stopczynski  
24 et al., 2014, Toth et al., 2015]. These data fueled the development of the framework of  
25 temporal networks [Holme and Saramäki, 2012, Holme, 2015], which replaces static ties  
26 by information on the actual series of interactions on each tie.

27 Temporal data and temporal networks have allowed researchers to further the study  
28 of social networks in various ways. For instance, aggregating temporal information over  
29 successive time windows, has made it possible to follow the evolution of ties over larger  
30 timescales [Saramäki et al., 2014, Fournet and Barrat, 2014, Gelardi et al., 2019, Aledavood  
31 et al., 2015], revealing circadian interaction patterns [Aledavood et al., 2015], for example,  
32 or the stability of how individuals divide interaction time among their relationships, even  
33 in different periods of their lives and with different groups of friends [Saramäki et al.,  
34 2014]. The use of digital and phone communication data has yielded further insights  
35 into social theories, such as the various strategies individuals use to manage their social  
36 circle when faced with limited communication resources [Miritello et al., 2013a, Miritello  
37 et al., 2013b]. Taking into account the temporal features of each tie during a certain time  
38 window can also shed light on their strength and persistence [Navarro et al., 2017, Ureña-  
39 Carrion et al., 2020]. Finally, researchers have identified temporal structures with no  
40 static equivalent [Kovanen et al., 2011, Kobayashi et al., 2019, Galimberti et al., 2018]  
41 that can reveal interesting patterns of relevance to the analysis of social phenomena or  
42 dynamic processes in a social group [Kovanen et al., 2013, Ciaperoni et al., 2020].

43 Despite this wealth of studies and results, moving from a stream of interactions within  
44 a group of individuals, represented by a temporal network, to a meaningful representation  
45 of the evolution of their social relationships remains a challenge. Indeed, the temporal  
46 network seen at any specific time  $t$  contains by definition only the interactions taking  
47 place at  $t$  and a number of properties of the networks obtained by temporal aggregation on  
48 successive windows depend on the window length and placement [Sulo et al., 2010, Krings  
49 et al., 2012, Psorakis et al., 2012, Kivelä and Porter, 2015]. Aggregating over increasing  
50 time window lengths also averages out relevant temporal information and no single  
51 natural time scale for aggregation can be defined, as relevant dynamics occur on multiple  
52 timescales [Holme, 2013, Saramäki and Moro, 2015, Darst et al., 2016, Masuda and Holme,  
53 2019].

54 Here, we address this issue by putting forward a new systematic way to transform the  
55 stream of interactions between individuals (the temporal network data) into a continuously  
56 evolving representation of the social structure, i.e., a network with time-varying weights.  
57 In other words, the evolving weight  $w_{ij}(t)$  of the tie between nodes  $i$  and  $j$  should  
58 give information on the status of their relationship at  $t$ . To date, few such dynamic  
59 network models have been proposed [Ahmad et al., 2018, Zuo and Porter, 2019, Jin et al.,  
60 2001, Palla et al., 2007], mainly based on the idea that the weight of a tie between two  
61 individuals strengthens when they interact, and that in the absence of interaction, the  
62 tie’s weight decays exponentially with time (the timescale of the decay is the model’s  
63 parameter). However, these rules of evolution assume that the links between distinct pairs  
64 of individuals are independent, while the interdependence of social relationships is often  
65 well justified, especially for primates. Compared to most other animals, humans and other  
66 primates form complex social groups characterized by long-term relationships that are

67 both structured and flexible [Dunbar and Shultz, 2007, Mitani, 2009, Silk et al., 2010]. The  
68 creation and maintenance of these relationships require specific cognitive skills [Cheney  
69 et al., 1986], for instance in helping others [Burkart et al., 2014] or understanding others'  
70 intentions [Tomasello et al., 2005], and there is now strong evidence that the evolution of  
71 brain sizes in primates has been driven, at least in part, by the corresponding demands  
72 of social life [Dunbar and Shultz, 2007, Dunbar and Shultz, 2017, Lewis et al., 2011, Kwak  
73 et al., 2018, Noonan et al., 2018, Taebi et al., 2020, Meguerditchian et al., 2021]. Thus,  
74 in primates, investing in a social relationship is a costly strategic decision, controlled by  
75 evolved cognitive mechanisms. The quality of an individual's social relationships depends  
76 on the time invested in them [Dunbar, 2020, Dunbar et al., 2009] and has important life  
77 consequences. For instance, finite communication capacities can imply that the activation  
78 of a new social tie occurs at the expense of a previously existing one [Miritello et al.,  
79 2013a]. It is therefore crucial to take into account the finite capacities of each individual  
80 in establishing and maintaining social ties in order to represent the evolution of the weight  
81 of these ties. In particular, the occurrence of a social interaction between two individuals  
82 not only reinforces their mutual relationship, but it also weakens the relationships they  
83 have with others: the time and energy spent to maintain the tie with an individual is  
84 taken from a finite interaction capacity and thus is time that is not spent with others.

85 The framework that we put forward here uses this type of interdependence of social  
86 relationships to transform a stream of interactions into an evolving weighted network:  
87 with each interaction between two individuals, the weight of their tie increases, while  
88 the weight of the ties they have with other individuals decreases. In contrast to other  
89 recent temporal network representations [Ahmad et al., 2018, Zuo and Porter, 2019], time  
90 itself is not explicit, and the weight of a tie remains unchanged if the corresponding  
91 individuals do not interact with anyone. Our framework is therefore linked to the Elo  
92 rating method [Elo, 1978] used to rank chess players and analyze animal hierarchies: the  
93 dynamics of the system are determined by the pace of interactions between individuals,  
94 not by the absolute time between events.

95 In the following, we define a parsimonious model for the evolution of social ties based  
96 on these concepts, with two parameters quantifying respectively the increase in the weight  
97 of a tie  $i - j$  when an interaction occurs between  $i$  and  $j$ , and its decrease when another  
98 interaction involving either  $i$  or  $j$  (but not both) takes place. We then show the relevance  
99 of the model by applying it to several data sets describing interactions in groups of human  
100 and non-human primates and by using it to automatically detect naturally occurring  
101 changes in the groups' dynamics and artificially generated perturbations in the data.

## 102 Results

### 103 Framework

104 The framework and concepts highlighted above can be translated in various ways into  
105 modeling rules to transform a stream of dyadic interactions into evolving weights on each  
106 tie of an evolving network  $G(t)$ . The nodes of the network represent the individuals and  
107 the weight  $w_{ij}(t)$  of tie  $i - j$  represents the strength of their social relationship at time  $t$ .  
108 More specifically, we here use a model in which  $G(t)$  is directed, i.e.,  $w_{ij}(t)$  represents  
109 the strength of the relationship *seen from*  $i$ , which is not necessarily equal to the strength  
110 seen from  $j$ ,  $w_{ji}(t)$ . This reflects the fact that a relationship does not necessarily have  
111 the same importance for both individuals involved.

112 The model depends on two parameters,  $\alpha$  and  $\beta$ , and evolves according to the following  
113 rules:

- 114 • We start from an empty network with uniform weights initialized to zero, i.e.,  
115  $w_{ij}(0) = 0 \quad \forall i, j$ ;

- 116 • For each interaction between nodes  $i$  and  $j$  at time  $t$ , the weights of the ties in  
117 which  $i$  and  $j$  are involved are updated according to

$$\begin{aligned}w_{ij}(t^+) &= w_{ij}(t^-) + \alpha(w_{max} - w_{ij}(t^-)) \\w_{ji}(t^+) &= w_{ji}(t^-) + \alpha(w_{max} - w_{ji}(t^-))\end{aligned}\quad (1)$$

118 and

$$\begin{aligned}w_{ik}(t^+) &= (1 - \beta)w_{ik}(t^-) \quad \forall k \neq j \\w_{jk}(t^+) &= (1 - \beta)w_{jk}(t^-) \quad \forall k \neq i.\end{aligned}\quad (2)$$

119 Here,  $t^-$  and  $t^+$  stand respectively for the times immediately before and after the  
120 interaction. The parameter  $0 < \alpha < 1$  quantifies how much a tie strength is reinforced by  
121 each interaction, while  $0 < \beta < 1$  accounts for the weakening of the strength of the ties  
122 with other individuals.  $w_{max} > 0$  represents the maximum possible value of the weights,  
123 which we set to  $w_{max} = 1$  without loss of generality. These rules ensure that the weights  
124 all remain bounded between 0 and  $w_{max}$ . They also mean that if a tie's weight is zero,  
125 it remains so unless there is an interaction involving that tie, and that individuals who  
126 interact often see the weight of their tie increase towards  $w_{max}$ .

127 It is important to stress once again that while instantaneous interactions may be  
128 undirected, i.e., there are no source nor target individuals (e.g. in face-to-face interaction  
129 data), the evolution rules (1)-(2) naturally result in a directed network. For instance  
130 in an interaction between  $i$  and  $j$ , the weight  $w_{ik}$  between  $i$  and an individual  $k \neq j$   
131 decreases because  $i$  devotes time to  $j$  but not to  $k$ , while the weight  $w_{ki}$  does not change.

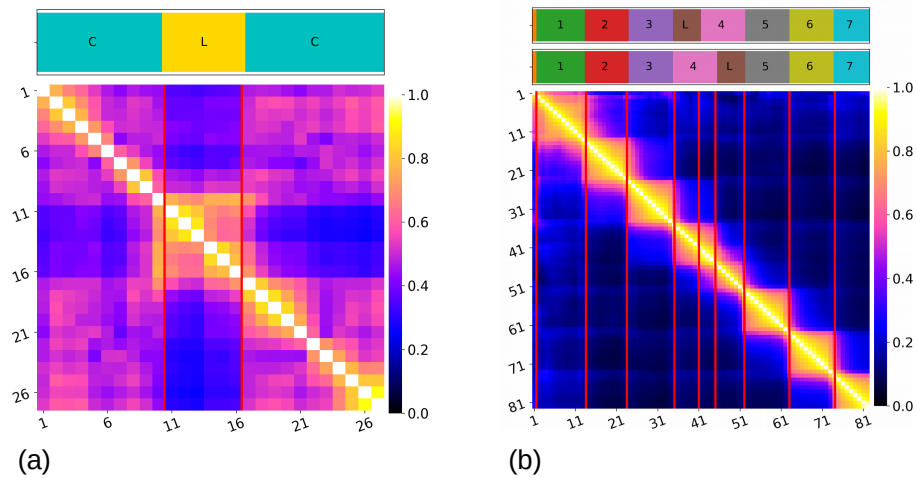
132 The evolution rules could easily be modified in the case of directed interactions, such  
133 as in an exchange of text messages or on online social media: for instance, if  $i$  sends a  
134 message to  $j$ , the weights  $w_{ij}$  and  $w_{ik}$  could be affected more strongly than the weights  
135  $w_{ji}$  and  $w_{jk}$ . However, this would require the introduction of additional parameters.

136 Finally, we note that the evolution rules can be applied to temporal network data  
137 expressed either in continuous time (i.e., an interaction between two individuals can occur  
138 at any time) or in discrete time (when the data itself has a finite temporal resolution).

## 139 Application to empirical data

140 Let us first consider the application of the framework described above to empirical data  
141 describing interactions in close proximity (as collected by wearable devices) in two schools,  
142 namely a French elementary school [Stehlé et al., 2011b] and a US middle school in  
143 Utah [Toth et al., 2015, Leecaster et al., 2016], with a temporal resolution of approximately  
144 20 seconds in both cases (see Materials and Methods for more details on the data sets).  
145 Although both cases involve school contexts, the classes were organized very differently,  
146 as described in [Stehlé et al., 2011b, Leecaster et al., 2016]: the elementary school students  
147 remained in the same classroom for their different classes, while the middle school students  
148 changed classrooms between classes.

149 In each case, we transformed the temporal network data into a network of ties  
150  $G(t)$  between individuals, with the weights evolving according to the rules (1)-(2). For  
151 simplicity, we used  $\alpha = \beta$  and considered various values of  $\alpha$ . We then stored the network  
152  $G(t)$  and the tie weights every  $\Delta$  time steps (i.e., we store  $G(n\Delta)$  for  $n = 0, 1, 2, \dots$ ) and  
153 computed the similarity between each pair of the stored networks  $G(n\Delta)$  and  $G(n'\Delta)$   
154 (see Materials and Methods). We thus obtained a matrix of similarity values [Masuda and  
155 Holme, 2019, Gelardi et al., 2019] for each value of  $\alpha$ , shown in Figure 1 for  $\alpha = 0.1$  (see  
156 Figure S1 of the Supplementary Material for other values of  $\alpha$ ). These matrices clearly  
157 highlight that the two contexts correspond to different schedules and organizations of



**Figure 1. Similarity matrices and school schedules** between the evolving networks built from the first day of data collected in the French elementary school (a) and the US middle school (b). Here we use  $\alpha = \beta = 0.1$ , and the evolving networks are observed every  $\Delta = 20$  minutes for the French school and every  $\Delta = 5$  minutes for the US school. The horizontal bars at the top of the figures give information about the schedule of a school day. The different colors in the bar correspond to the different class times (indicated by the letter C in (a) and with different numbers in (b)) and lunchtimes (indicated by the letter L), the length of each colored interval representing the duration of the corresponding period. In (b) there are two bars because the students were split into two groups for their lunchtime and fourth class period and therefore have slightly different schedules. The vertical red lines indicate the beginning and the end of lunchtime in (a) and the starting times of the different classes and lunch periods in (b).

158 interactions. Moreover, in each case they reflect the temporal organization and reveal  
159 the various periods of importance in the school schedules.

160 In the case of the French elementary school, the similarity between the networks at  
161 various times during each half-day is relatively high. The networks obtained during the  
162 lunch period (highlighted in the figure) are dissimilar to the networks obtained during  
163 class times, and a transition between two periods can be observed during lunch, in  
164 agreement with the description in [Stehlé et al., 2011b], which notes that students ate  
165 lunch in two successive groups. The networks obtained in the afternoon are similar to  
166 the ones from the morning, which is consistent with the fact that students returned to  
167 the same classrooms with the same seating arrangements.

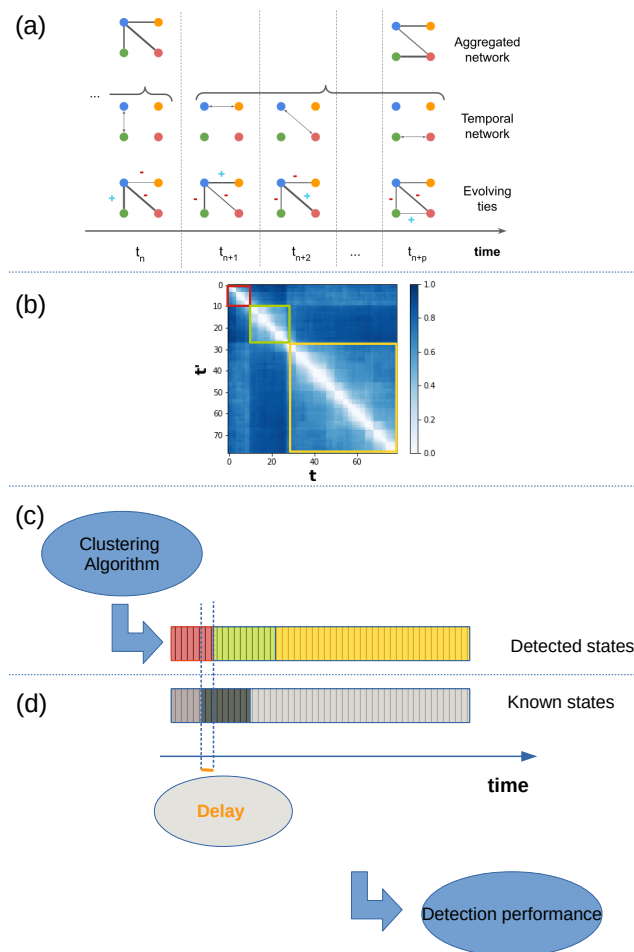
168 The similarity matrix obtained for the networks representing the US middle school is  
169 strikingly different: here a strong similarity can be observed between networks during  
170 successive periods of time (yellow blocks along the diagonal, indicating high similarity  
171 and hence stable networks), with a very low similarity between networks observed in  
172 different periods. By examining the class schedules detailed in [Leecaster et al., 2016],  
173 we observe that each period of network stability indeed corresponds to a class or lunch  
174 period (see the colored bar at the top of Figure 1b). Note that the stability of the network  
175 in these periods is not due to a lack of interactions, as Figure S2 in the Supplementary  
176 Material makes clear. Moreover, the low similarity between different class periods can be  
177 understood from the fact that students switched classrooms between classes, in contrast  
178 with the elementary school students.

179 Examining the similarity matrices obtained from the weighted evolving networks  
180 thus provides important insights into the evolution of the systems under scrutiny and  
181 makes it possible to distinguish the occurrence of moments of stability and change in the  
182 structure of the network. While we used  $\alpha = 0.1$  in Figure 1, we considered other values  
183 in Figure S1 in the Supplementary Material, revealing that the distinction between the  
184 various periods is blurred for small values of  $\alpha$  but becomes more and more apparent as  
185  $\alpha$  increases. In this figure, we show the similarity matrices corresponding to the full two  
186 days of data. For  $\alpha = 0.1$  the data highlight how the two lunch periods at the French  
187 elementary school are different from each other, while the class periods during the two  
188 days are similar. For the US middle school, we also observe a similarity between class  
189 periods during the two different days, reflecting the similarity of class schedules during  
190 these two days and indicating that the seating arrangements in each classroom were  
191 probably similar on different days. Finally, Figure S3 in the Supplementary Material  
192 displays the similarity matrices between temporal networks aggregated over time windows  
193 of different lengths, similarly to the procedure in [Masuda and Holme, 2019], where the  
194 distinction between lunch and class periods in the elementary school (see also [Masuda  
195 and Holme, 2019]) and between the middle school class periods is also observable.

## 196 Detection of a perturbation

197 To go beyond a mere visual inspection of the similarity matrices, we considered a more  
198 systematic analysis of the capacity of a temporal network representation, obtained either  
199 by temporal aggregation or through our framework, to detect perturbations in a social  
200 group's interaction patterns.

201 To this aim, we first introduced a synthetic perturbation of controlled intensity and  
202 duration in the temporal network data, for instance by switching the identity of some  
203 nodes for a certain duration. We then followed the steps outlined in Fig. 2. First, we used  
204 our framework to transform the perturbed temporal network into an evolving weighted  
205 graph according to the evolution rules (1)-(2). This weighted graph was observed every  $p$   
206 time steps (if the real time duration of one time step is  $\delta$ , this means that we observed  
207 the graph every  $\Delta = p\delta$ ). As a baseline, we also aggregated the temporal network data  
208 on successive time windows of duration  $\Delta$  (Fig. 2a). We then followed Masuda et al.'s  
209 procedure for detecting states in a temporal network [Masuda and Holme, 2019]. Namely,  
210 we computed the cosine similarity matrix between graphs observed at different times (Fig.  
211 2b) and transformed it into a distance matrix. We then applied a hierarchical clustering  
212 algorithm (see Material and Methods) in order to detect discrete states of the network.  
213 As the ground truth perturbation is known, we added a validation step to the procedure  
214 to compare the states obtained by the clustering algorithm to the perturbation timeframe.  
215 In this step we quantified the detection performance through two indicators (Fig. 2d),  
216 namely the Jaccard index between the sets of timestamps of the actual perturbation and  
217 the timestamps of the perturbed state detected, and the delay between the start time  
218 of the actual perturbation and the corresponding value obtained through the clustering  
219 algorithm (see Material and Methods).



**Figure 2. Workflow used to detect discrete states and change points in temporal networks (see also [Masuda and Holme, 2019]) and to estimate the performance of the detection.** (a) Creation of a sequence of networks, either by temporal aggregation over successive time windows of  $p$  time steps, or by transforming the data into an evolving network observed every  $p$  time steps. (b) Computation of the similarity between all pairs of networks using the global cosine similarity (see Methods). (c) Classification of the networks into discrete states using a hierarchical clustering algorithm on the distance matrix (the distance between two graphs being simply defined as 1 minus their similarity). (d) Estimation of the performance of the classification obtained by the clustering by comparison with the ground truth perturbation time window using the Jaccard index between the actual and detected time frame of the perturbation and the shifts between actual and detected start times of the perturbation.

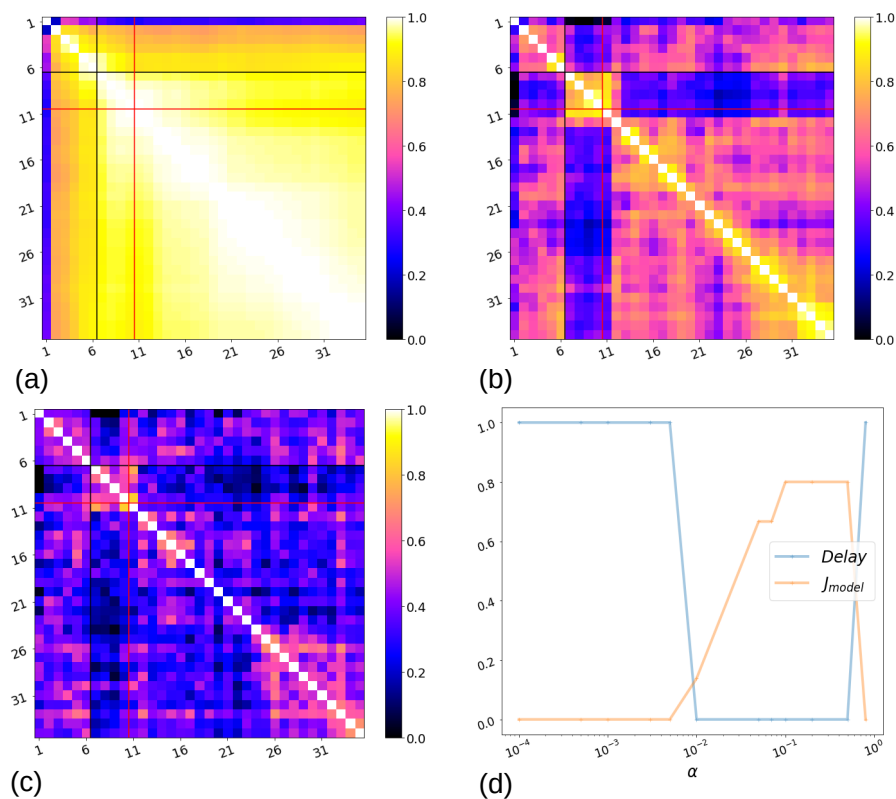
220 To illustrate the procedure, we considered proximity data from a group of 13 Guinea  
 221 baboons (*Papio papio*), collected from June to November 2019 using wearable sensors  
 222 with a temporal resolution of 20 seconds (see Material and Methods). We introduced a  
 223 small perturbation in the data, namely the exchange of two individual's identities in the  
 224 data during a certain period. In Figure 3 we use a perturbation duration of 2 hours and  
 225 show the resulting similarity matrices between the weighted evolving networks obtained  
 226 for three values of  $\alpha = \beta$  and observed every 30 minutes. We also measure and show

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227 the detection performance as a function of  $\alpha$ . Strikingly, even such a small and short  
228 perturbation is well detected over a wide range of  $\alpha$  values, excepting the smallest and  
229 largest. The perturbation is not detected for small  $\alpha$  values, as the resulting network  
230 dynamics is too slow: Fig. 3(a) shows that the network remains very similar to itself  
231 during the whole explored time range. However, we observe a sharp increase in detection  
232 performance as soon as the resulting dynamics are fast enough. At very large  $\alpha$  values,  
233 the detection becomes impossible again because each single interaction induces large  
234 changes in the weights, leading to rapidly changing dynamics with no stable period for  
235 the weighted evolving network. Overall, the perturbation is well detected over a wide  
236 range of  $\alpha$  values. Notably, the perturbation is instead not detected when using temporal  
237 aggregation over successive windows of 30 minutes.

238 We also considered other time scales of perturbation and observation of the evolving  
239 networks (or aggregation of the temporal network): in Supplementary Figures S5 and S6,  
240 we illustrate these results for the same data set and for two different timescales. In Figure  
241 S5, we studied the evolution of the system over 20 days, observing the evolving network  
242 on a daily basis. We simulated a perturbation by switching the same two individuals as  
243 for Figure 3 for 3 days. At such a timescale our framework results in a perfect or almost  
244 perfect detection of the perturbation for a wide range of values of the parameter  $\alpha$  (i.e.,  
245 values of the Jaccard index close or equal to 1), while the perturbation was not detected  
246 when using daily aggregated networks (Jaccard index equal to 0). In Figure S6, we used  
247 the entire period of data collection (from June to November 2019), and observed the  
248 evolving weighted network on a weekly basis. We perturbed the network, switching the  
249 same individuals as in the previous cases, for a period of 15 days, affecting weeks 6 to  
250 8 (the perturbation started exactly in the middle of week 6; the networks were affected  
251 for 3 successive weeks). In this case, using a weekly aggregated network also made it  
252 possible to detect the perturbation, but the detection performance of our framework was  
253 higher for values of the parameter  $\alpha$  larger than 0.001. Overall, even when the simple  
254 temporally aggregated networks are able to detect the perturbation, there is always a  
255 range of values of the model's parameter  $\alpha$  such that the evolving network representation  
256 provides a better detection performance.

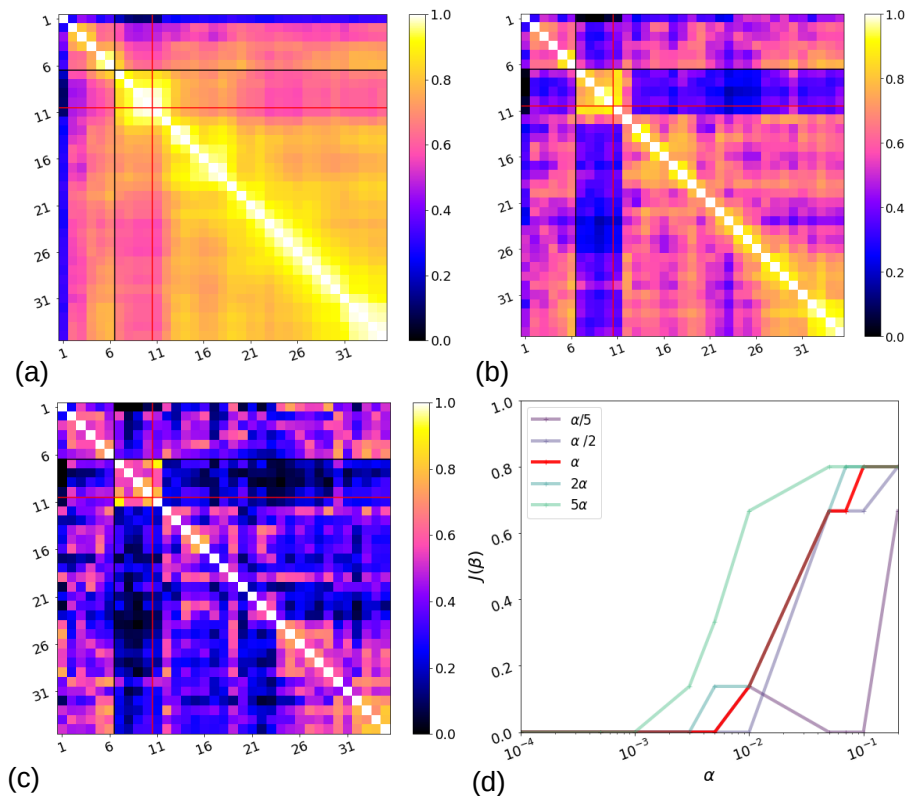




**Figure 3.** Detection of a simulated perturbation in a temporal network data set. Here we consider one day of proximity data collected from a group of 13 baboons (see Material and Methods). The data, with a temporal resolution of 20 seconds, are artificially perturbed by exchanging the identity of two nodes for 2 hours. The resulting perturbed temporal network is transformed into a weighted evolving network as described in the text, and this network is observed here every 30 minutes. Panels (a), (b), (c) represent the resulting cosine similarity matrices for values of  $\alpha = \beta = 0.001, 0.1, 0.5$ , respectively. The black and red lines correspond to the (known) start and end times of the perturbation. Panel (d) shows the performance detection of network states (see Fig. 2), computed from the hierarchical clustering analysis applied to the distance matrices, with the number of clusters fixed to  $C = 3$ . The blue line represents the relative delay in the detection of the perturbation, i.e. the difference between the known beginning of the perturbation (black line) and the detection of a new network state, divided by the total length of the perturbation. The orange line indicates the Jaccard index between the known perturbation timestamps and the perturbation detected by the clustering algorithm. The detection performance relative to the aggregated network is not presented because no cluster detected by the algorithm could correspond to the simulated perturbation.

257 We further investigated whether using different values for the parameters  $\alpha$  and  $\beta$   
 258 could lead to an improvement in the detection performance. We show the results in Figure  
 259 4 for the same data and perturbation as for Figure 3 (see also Supplementary Figure  
 260 S7). We found that the detection performance worsened for  $\beta < \alpha$ , while it increased for  
 261  $\beta > \alpha$ . The faster decay of ties induced by the larger value of  $\beta$  was indeed then able  
 262 to compensate for dynamics which were too slow when obtained with small values of  
 263  $\alpha$ : the change in interactions due to the perturbation were translated very quickly into

264 the evolving weights. For instance, if a node  $i$  was repeatedly interacting with a node  $j$   
265 before the perturbation, but interacts more with another one,  $k$ , during the perturbation,  
266  $w_{ij}$  decreases quickly as soon as the perturbation starts, and this can be easily detected  
267 even if  $w_{ik}$  only increases slowly.



**Figure 4. Performance of the detection of simulated changes when varying  $\beta$ .** Panels (a), (b), (c) represent the cosine similarity matrices for  $\alpha = 0.1$  and values of  $\beta = \alpha/5, \alpha, 5\alpha$ , respectively, using the same simulated perturbation as in Fig. 3. Panel (d) shows the performance detection, namely the Jaccard index between the real and detected perturbations, as a function of  $\alpha$  and for different values of  $\beta$ .

## 268 Discussion

269 How can we represent a temporal network, beyond a representation as a stream of inter-  
270 actions? This question can be answered differently depending on the system considered  
271 and on the goal of the representation.

272 For instance, recent proposals include static lossless representations of temporal  
273 networks, notably the supra-adjacency representation method [Valdano et al., 2015] and  
274 the event-graph [Kivelä et al., 2018], in which nodes and interactions are suitably mapped  
275 onto the nodes and links of static networks. These representations have shown to be  
276 useful for embedding and prediction tasks [Sato et al., 2019, Torricelli et al., 2020].

277 Temporal aggregation procedures, on the other hand, lose temporal information but  
278 have provided in-depth knowledge on the dynamics of social networks at various timescales  
279 [Aledavood et al., 2015, Saramäki et al., 2014, Fournet and Barrat, 2014, Saramäki et al.,

280 2014]. Aggregated networks are also used for data-driven numerical simulations of dynamic  
281 processes of networks [Stehlé et al., 2011a], possibly with aggregation schemes adapted to  
282 the specific process under study [Holme, 2013].

283 Here, we consider an alternative type of representation: namely, a transformation of  
284 the temporal network stream into an evolving weighted network, which aims at providing  
285 a representation of the social system at any time and a description of its dynamics.  
286 Crucially, this transformation takes into account the interdependence of ties and the  
287 limited resources of any individual through the following ingredients: any interaction  
288 between two individuals reinforces their common tie and weakens the ties they have with  
289 other individuals not involved in the interaction.

290 While these ingredients can be translated in various ways into specific rules of evolution,  
291 here we have focused on a parsimonious two-parameter model rather than on more complex  
292 alternatives. We have applied this model to several data sets of interest, showing its  
293 ability to highlight changes in the dynamics of the networks and differences between  
294 data representing interactions in different contexts. Moreover, we have systematically  
295 tested its ability to detect a perturbation in the network at different timescales. Notably,  
296 our results show that this simple model yields a high detection performance even for  
297 small and short perturbations that cannot be detected by the dynamics of successive  
298 aggregated networks. Overall, our framework is able to detect perturbations in a broad  
299 range of conditions spanning different data sets and various timescales and perturbations.  
300 This point is particularly important as real-world variations in social relationships can  
301 occur on a broad range of timescales, from hours to days to months. For instance, despite  
302 decades of research, the timescale of the exchange of favors in primates (e.g., grooming in  
303 exchange for other commodities) is still very uncertain [Sánchez-Amaro and Amici, 2015].  
304 Our framework does not require an a priori specification of the timescale of changes to  
305 be detected, but a scan of the parameters can help find the natural timescale(s) of the  
306 system under scrutiny. To investigate this point in more detail, further research will use  
307 a collection of temporal network models with tunable parameters and different levels of  
308 complexity and realism [Perra et al., 2012, Laurent et al., 2015]. Introducing perturbations  
309 of various types (e.g., changes in the community structure over time, changes in activity,  
310 etc), and of tunable intensity and duration, will allow us to systematically explore the  
311 detection capacities and limitations of the evolving weighted graph framework that we  
312 have introduced here.

313 An interesting property of our framework is that, starting from a stream of undirected  
314 interactions, it yields directed ties, because individuals do not invest in their mutual  
315 relationship in the same way: for instance, one individual may spend 80% of her time with  
316 another, while the other spends only 50% of her time with the first). The weights on each  
317 tie can therefore be more or less symmetric, and it would be interesting to investigate the  
318 significance of this (a)symmetry with respect to the social relationships under study. To  
319 this aim, one would need to compare the directed network obtained from our framework  
320 to other independent measures, such as friendship surveys in a human group or grooming  
321 behavior in non-human primates.

322 While we have limited our current study to a simple version of the model, several  
323 extensions could be of interest. In particular, directed interactions between individuals  
324 (such as phone or online messages) could be taken into account, with different impacts  
325 on the ties originating from the source of the interaction and on the ties originating from  
326 the interaction target. Moreover, one could take into account individual characteristics  
327 that are often important in relationships by introducing  $\alpha$  and  $\beta$  coefficients that depend  
328 on individual characteristics such as age, sex, kinship or rank. This would be appropriate  
329 for instance when the costs and benefits of interactions differ between low ranking and  
330 high ranking individuals [Silk et al., 1999].

331 It is also worth mentioning the concepts of social contagion, consensus formation

332 and social influence as potential application fields of our framework [Guilbeault et al.,  
333 2018, Rosenthal et al., 2015]. Social influence and contagion models are typically considered  
334 either on static aggregated networks or on temporal networks, each interaction conveying  
335 a potential event of social contagion. However, interactions with different individuals are  
336 in fact not equivalent, and our framework could provide a natural way to dynamically  
337 weigh these interactions: an interaction along a currently strong tie could weigh more  
338 than along a weak tie. This could provide a social contagion counterpart to the concept  
339 of epidemiologically optimal static networks to feed data-driven models of infectious  
340 diseases [Holme, 2013].

341 Finally, our focus here has been on social relationships of primates in particular, but  
342 our conceptual contribution lies in taking into account the interdependence of ties in  
343 evolving networks. Thus, our framework may well apply to other systems where such  
344 interdependence is relevant, possibly with changes in the rules of evolution. In particular,  
345 we have considered that an interaction between two nodes reinforces the tie between  
346 them at the expense of ties with other nodes, but in other contexts, the increase of a  
347 tie's weight may in fact increase the importance of related ties. For instance, if a new  
348 flight route is created between two airports, passengers may take other flights to connect  
349 to other destinations, increasing the traffic on the corresponding routes [Barrat et al.,  
350 2004]. Taking these interactions into account might open up new perspectives to study  
351 the evolution of these types of infrastructure networks [Sugishita and Masuda, 2020].

## 352 Materials and Methods

### 353 Data Description and Aggregation

354 We used three datasets of time-stamped dyadic interactions between individuals corresponding  
355 to physical proximity events:

- 356 • A dataset of contacts between students in an urban public middle school in Utah (USA)  
357 measured by an infrastructure based on wireless ranging enabled nodes (WRENS) [Toth  
358 et al., 2015, Leecaster et al., 2016]. The data, available in reference [Leecaster et al.,  
359 2016], involve 679 students in grades 7 and 8 (typical age range from 12 to 14 years old).  
360 Participants were recorded over two consecutive days.
- 361 • A data set gathered by the SocioPatterns collaboration (<http://www.sociopatterns.org/>)  
362 using radio-frequency identification devices in an elementary school in France. These  
363 sensors record face-to-face contacts within a distance of about 1.5m. The data were  
364 aggregated with a temporal resolution of 20 seconds (for more details see [Cattuto et al.,  
365 2010]): two individuals were defined as being in contact during a 20s time window if their  
366 sensors exchanged at least one packet during that interval, and the contact event was  
367 considered to be over when the sensors no longer exchanged packets over a 20s interval.  
368 Contacts between 242 participants (232 elementary school children and 10 teachers) were  
369 recorded over two consecutive days [Stehlé et al., 2011b]. The data are publicly available  
370 at <http://www.sociopatterns.org/datasets>.
- 371 • Data of proximity contacts within a group of Guinea baboons (*Papio papio*), collected  
372 from June to November 2019 using an ad-hoc system of wearable devices. A subgroup of  
373 13 baboons consisting only of juveniles and adults (all individuals were at least 6 years old)  
374 were equipped with leather collars fitted with the wearable proximity sensors developed  
375 by the SocioPatterns collaboration (see [Gelardi et al., 2020] for details).

### 376 Similarity between networks

377 To compare the weighted evolving networks (or aggregated networks) observed at different times,  
378 we chose the global cosine similarity between the two vectors formed by the list of all the weights  
379 in each network (using a weight 0 if a link was not present).

380 A cosine similarity measure is generally defined between two vectors and is bounded between  
381  $-1$  and  $+1$ . It takes the value  $1$  if the vectors are proportional with a positive proportionality  
382 constant, a value of  $-1$  if the proportionality constant is negative, and  $0$  if they are perpendicular.  
383 For positive weights, as in our case, it is bounded between  $0$  and  $1$ .

384 In the case of two networks,  $G_1$  and  $G_2$ , the global cosine similarity is precisely defined as:

$$GCS_{G_1, G_2} = \frac{\sum_{i>j} w_{ij}^{(1)} w_{ij}^{(2)}}{\sqrt{\sum_{i>j} (w_{ij}^{(1)})^2} \sqrt{\sum_{i>j} (w_{ij}^{(2)})^2}}, \quad (3)$$

385 where the subscripts <sup>(1)</sup> and <sup>(2)</sup> denote the weights of the links in the networks  $G_1$  and  $G_2$ ,  
386 respectively.

## 387 Clustering method

388 To obtain discrete system states by hierarchical clustering, we used the "fcluster" function of the  
389 `scipy.hierarchy` library from the SciPy module in Python. The function is applied directly  
390 on the  $t_{max} \times t_{max}$  distance matrix  $d$ , obtained by transforming the cosine similarity matrix  
391 elements for each pair of timestamps  $(t, t')$ :  $d(t, t') = 1 - CS(t, t')$ . To define the distance  
392 between clusters, we used the "average" method in the "linkage" function of the library. We  
393 set the number of clusters to  $C = 3$ , corresponding to the periods before, during and after the  
394 perturbation.

## 395 Detection performance

396 Once we obtained the discrete states, we quantified the "quality" of the partition in order to  
397 decide which network representation (i.e. which value or set of values of the parameters) would  
398 be more appropriate to describe the system's dynamics.

399 Our rationale was that the temporal network representation should allow us to detect changes  
400 in the social structure of the system under study, and the quality of the detection entails two  
401 aspects: it has to be detected (i) without delays and (ii) clearly, i.e., social changes have to be  
402 distinguished from the noise represented by "ordinary" variations in social activity. In particular,  
403 a perturbation is said to be well detected if one of the states found by the clustering algorithm  
404 includes all the timestamps of the perturbation and only those.

405 We first verified that one of the detected clusters could be associated with the perturbation  
406 in the data. To this end we determined that each cluster would correspond to a set of contiguous  
407 timestamps (thus forming an interval), with the smallest time equal to or larger than the initial  
408 timestamp of the perturbation, and largest time equal to or larger than the final timestamp of  
409 the perturbation. A first measure to evaluate the quality of the detection was then given by the  
410 "delay" between the actual and the detected perturbation (the number of timestamps between  
411 the actual starting time of the perturbation and the smallest timestamp of the second cluster  
412 detected; see Figure 2d). The second measure was given by the Jaccard index  $J$  between the set  
413 of time steps during which the actual perturbation takes place,  $\mathcal{T}_{groundtruth}$ , and the set of time  
414 steps of the state detected as a perturbation by the clustering procedure,  $\mathcal{T}_{detected}$ :

$$J = \frac{|\mathcal{T}_{groundtruth} \cap \mathcal{T}_{detected}|}{|\mathcal{T}_{groundtruth} \cup \mathcal{T}_{detected}|} \quad (4)$$

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