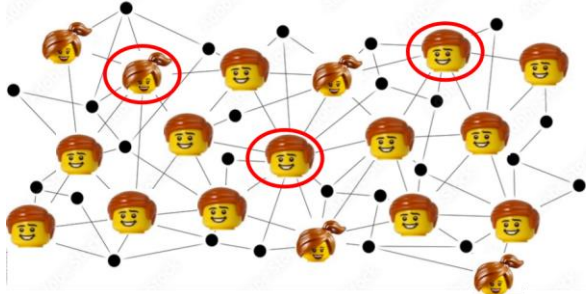


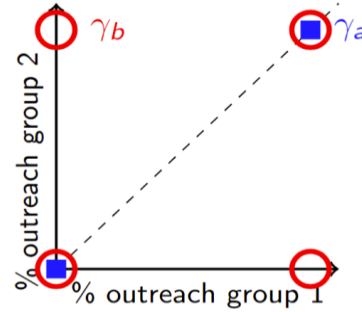
# Fairness in Social Influence Maximization via Optimal Transport

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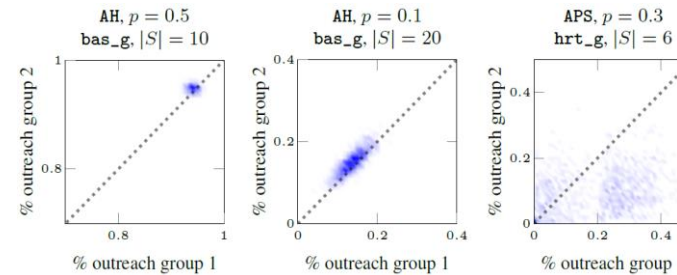
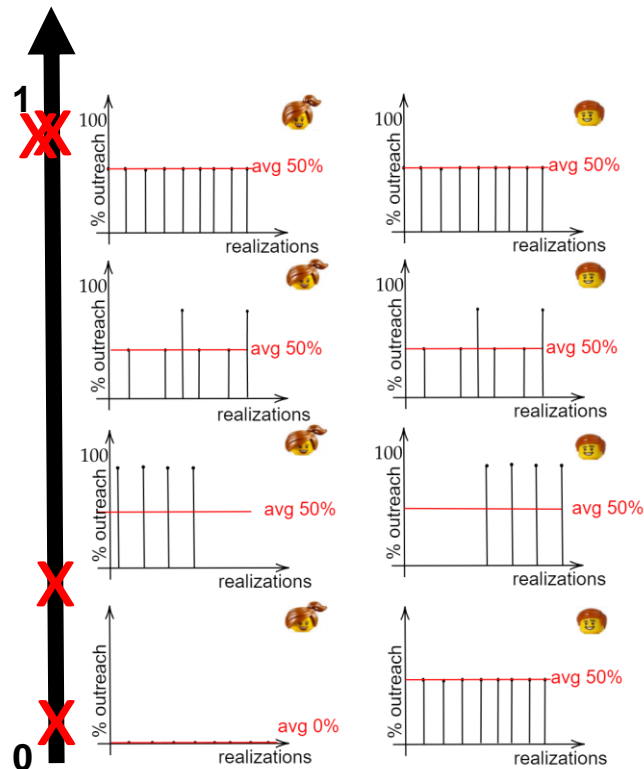
## Fairness in Social Influence Maximization



## Motivating Example – Which outcome is fair?



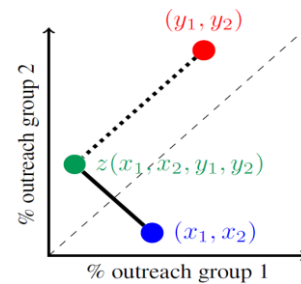
## Fairness



## Fairness via Optimal Transport

Fairness = distance from an ideal distribution

$$W_c(\gamma_a, \gamma_b) = \min_{\pi \in \Pi(\gamma_a, \gamma_b)} \mathbb{E}_{(x_1, x_2), (y_1, y_2) \sim \gamma} [c((x_1, x_2), (y_1, y_2))]$$



Ideal distributions = everyone always receives the information

$$\text{FAIRNESS}(\gamma) = 1 - \sqrt{2} W_c(\gamma, \gamma^*) = \mathbb{E}_{(x_1, x_2) \sim \gamma} [1 - |x_1 - x_2|]$$

## Fairness-improving algorithm

### Algorithm 1 Stochastic Seedset Selection Descent

**Input:** Social Graph  $G(V_G, E_G)$ , initial seed set  $S_0$ ,  $\beta$  fairness weight,  $\epsilon$ -tolerance  
**Output:** Optimal seedset  $S^*$

- 1:  $S_0 \leftarrow \{\}$  ▷ collection of candidates
- 2: **for**  $k$  iterations **do** ▷ configurable  $k$
- 3:  $V_{S_0} \leftarrow$  nodes reachable from  $S_0$  via cascade, using SEEDSET\_REACH routine
- 4:  $S \leftarrow \{\}$
- 5: **for**  $|S_0|$  iterations **do**
- 6:  $S \leftarrow S \cup \{v\} \mid v \sim V_S$
- 7:  $V_S \leftarrow$  nodes reachable from  $S$  in a fixed horizon, using SEEDSET\_REACH
- 8:  $V_{S_0} \leftarrow V_{S_0} \setminus V_S$
- 9:  $E_{S_0} \leftarrow$  BETA\_FAIRNESS( $S_0, \beta$ )
- 10:  $E_S \leftarrow$  BETA\_FAIRNESS( $S, \beta$ )
- 11:  $p_{\text{accept}} \leftarrow \min\{1, e^{E_{S_0} - E_S}\}$  ▷  $S_0$  acceptance based on energy change
- 12: **if**  $x \sim \mathcal{B}(p_{\text{accept}})$  **then** ▷ Metropolis sampling in 12-18
- 13:  $S_0^+ \leftarrow S$  ▷ get a better seedset
- 14: **else**
- 15: **if**  $x \sim \mathcal{B}(\epsilon)$  **then** ▷ for some small constant  $\epsilon$
- 16:  $S_0^+ \leftarrow \{v_i\}_{i=1}^{|S_0|} \mid v_i \sim V_G$  ▷ random seedset
- 17: **else**
- 18:  $S_0^+ \leftarrow S_0$  ▷ retain existing choice
- 19:  $S_0 \leftarrow S_0 \cup \{S_0^+\}$  ▷ for next iteration
- 20:  $S_0 \leftarrow S_0^+$  ▷ via S3D\_ITERATE
- 21:  $S_0^* \leftarrow S_0 \in \mathcal{S}_0 \mid$  BETA\_FAIRNESS( $S_0, \beta$ ) is maximum
- 22: **return**  $S_0^*$

## Performance

