

# Social Network Simulator

## Progress Report

May 20, 2013

Bing Zhang

### *Agent behavior*

Once node receives the news, there is possibility it read the news. Then there is possibility it feels this news is interesting so that it further spread the news out.

### *System Behavior*

Initially the network is built randomly (Each connected node is pick randomly). The news spread from a starting point. Without the time limit, the news will spread to every node. If I add a time limit, it can only reach some part of network.

### *Change and Progress*

I add a type of agent call the news and It can spread with across the network. Besides, I add the time limit and counter

### *Questions*

The challenging for me right now is how to divide the people in to different groups. Because I want to check how many people with different opinion receive the news from their opponents. Besides, the news need have types as well.

### *Nest Steps*

In next step I will extend the model and divide the people into different group with different interest. At the same time, the news also has different types.

Besides, the topic I am investigating is not concrete. I need to do some literature review.