

# Social inertia in collaboration networks

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This work is a study of the properties of collaboration networks employing the formalism of weighted graphs to represent their one-mode projection. The weight of the edges is directly the number of times that a partnership has been repeated. This representation allows us to define the concept of *social inertia* that measures the tendency of authors to keep on collaborating with previous partners. We use a collection of empirical datasets to analyze several aspects of the social inertia: 1) its probability distribution, 2) its correlation with other properties, and 3) the correlations of the inertia between neighbors in the network. We also contrast these empirical results with the predictions of a recently proposed theoretical model for the growth of collaboration networks.

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## I. INTRODUCTION

The study of complex networks has recently raised a great interest in a very multidisciplinary community (for recent reviews on the field see [1, 2, 3, 4]). Complex network theory provides mathematical tools to directly deal with such intricate systems as for instance the Internet or the World-Wide Web [5, 6, 7]. These two cases are real incarnations of mathematical graphs, however the applicability of the theory may be extended to many other situations. Actually, any system composed of a set of interacting elements may be represented as a graph. The vertices correspond to the basic objects in the system, and the edges model the interactions among them. Protein interaction networks constitute a good example of how insight may be gained into the micro and macro behavior of a massively complex system using graph theory [8, 9, 10].

Human society is also an extraordinarily complex system that can be analyzed using the same theoretical concepts. In this particular case, the vertices represent individuals and the edges social interactions such as professional, friendship, or family relationships. The study of such networks promises to provide quantitative understanding of human collective behavior. To date, the biggest problem of studying social systems has been the absence of large databases from which reliable statistical conclusions could be drafted. Nevertheless, for a special sort of social networks, the so called *collaboration networks*, that restriction no longer exists. The current size of the digital databases is big enough to allow the statistical characterization of the network topology and the comparison of empirical results with the predictions produced by theoretical models.

Collaboration networks are composed by two kind of vertices: 1) *actors*, which are the persons involved in collaborations (such as movie or theater actors, paper or

book authors, football players, or corporate board members), and 2) the *collaboration acts* (movies, theater performances, scientific papers, books, common membership in a football team, or common membership on a corporate board). In a collaboration network, the undirected edges connect the actors to the collaborations in which they have taken part. The fact that there exist two very different type of vertices in the network is a central property that determines its structure [11, 12]. For this reason, these networks are usually known as bipartite graphs and they are just a very particular class of a wider set of complex networks with a variety of vertex types. In order to study their topology, the standard method is to perform a one-mode projection of the original network where only the nodes representing actors remain and are connected to each other whenever they share the same collaboration [5, 13]. Since this procedure neglects multiple common collaborations, the resulting projected graph is less informative than the original bipartite network. A way to partially avoid such a loss of information is the use a weighted network for the projection [14]. While collaboration graphs were originally studied as having binary weighted links: 0 for no collaborations, 1 for one or more collaborations, weighted networks are graphs in which each link is associated with an *edge weight*, whose magnitude can range from 0 to infinity [15, 16]. In this work, the link weight in the projected network is the number of times a collaboration between two actors has been repeated. In collections of journal papers, it represents the number of papers that a pair of authors have published together. Hence, the study of the weight distribution and how it relates to the number of different co-actors allows to extract information about the level of conservatism of the people at the hour of collaborate with different partners, a property that we will call *social inertia*.

This paper is organized as follows: in Sec. II we introduce the concepts and magnitudes that we are going to use to analyze one-mode projected networks as weighted graphs. In the Section III, we present the results of analysis of a collection of empirical collaboration networks. After that, in Sec. IV, the results obtained from a theo-

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retical model are compared with those coming out from the empirical study. Finally, in Sec. V, we end by discussing the significance of social inertia as a model and empirical phenomenon.

## II. ONE-MODE PROJECTIONS OF COLLABORATION NETWORKS AS WEIGHTED GRAPHS

Let us discuss first some of the quantities used to characterize collaboration networks. A typical network is composed of  $N_c$  collaborations and of  $N_a$  actors. Of these actors, not all have collaborators,  $N_{ai}$  of them work alone. There are several degree distribution functions characterizing the network, two of which are fundamental. The first,  $P_n(n)$ , describes the probability that a collaboration has a given size  $n$ . While the second,  $P_q(q)$ , represents the probability that an actor has participated in a total of  $q$  collaborations. As a result of the one-mode projection, another degree distribution may be defined for the projected network  $P_k(k)$ . Note that the meaning of  $k$  is the number of different partners that an actor (author) has had during his/her carrier.

As explained above, we will consider the one-mode projected network as a weighted graph. For an edge between actor  $i$  and actor  $j$ , the weight,  $w_{ij}$ , will be equal to the number of collaborations between them. Notice that this definition is different from the one widely used in the literature [13, 17, 18, 19]. Once the weight of links is defined, we can also study its distribution,  $P_w(w)$ , as the probability that a randomly chosen edge has a certain weight  $w$ . The existence of a weight for the edges may change the importance of the vertices within the network. Typically, the most significant nodes of a graph, at least from a transport point of view, are those with the highest number of connections, the hubs. However, in weighted networks the link degree is not necessarily the most central property in that sense. If the dispersion of  $P_w(w)$  is very high, it may be preferable to have "high quality" connections to your neighbors, even if few in number, than having "low quality" connections to many neighbors. To take this fact into account, another metric characterizing the vertices is defined. This new variable is called *vertex strength* and measures a combination of weight and number of edges. For a particular vertex  $i$ , the strength of  $i$  is defined as:

$$s_i = \sum_{j \in \mathcal{V}(i)} w_{ij}, \quad (1)$$

where the sum runs over the set of all neighbors of  $i$ ,  $\mathcal{V}(i)$ .

The strength of a vertex denotes the total number of partnerships (papers or movies) in which a particular actor has been involved. This magnitude together with the degree of the nodes in the one-mode projected network  $k_i$ , which contains the information about how many of those partnerships have been with different persons, allow us to define a measure of the conservatism of an actor

$i$  that we will call social inertia:

$$\mathcal{I}_i = s_i/k_i. \quad (2)$$

The inertia is a new quantity that can be defined in general for all weighted graphs but that has a very special meaning for the social networks. Its range goes from  $\mathcal{I}_i = 1$ , in the case of newcomers and actors that never repeat a collaborator, to  $q_i$ , if all his/her collaborations were carried out always with the same team. The higher  $\mathcal{I}_i$  is, the more the actor  $i$  repeats his/her collaborators and consequently the more conservative actor  $i$  is about working with new people.  $\mathcal{I}_i$  is also related to the probability that the actor  $i$  repeats with one of his/her former collaborators by the expression  $\mathcal{R}_i = 1 - (k_i/s_i) = 1 - (1/\mathcal{I}_i)$ . It is important to stress here that  $1 - \langle \mathcal{R} \rangle$  is not equal the global ratio between the number of edges and the number of partnerships in the networks expressed as

$$R_{ks} = \frac{\text{Total number of edges}}{\text{Total number of partnerships}} = \frac{\langle k \rangle}{\langle s \rangle}. \quad (3)$$

As happens with the previously introduced parameters, it is possible to define probability distributions for finding a node with a certain strength value  $s$ ,  $P_s(s)$  or a certain inertia  $\mathcal{I}$ ,  $P_{\mathcal{I}}(\mathcal{I})$ . However, only three of the previous distributions are *a priori* independent (in the absence of correlations among the different variables), let us say  $P_n(n)$ ,  $P_q(q)$  and  $P_w(w)$ . The others should be derived from these three basic functions.

In addition to the probability distributions, we also measure some other quantities that further characterize the topology of networks. The clustering is a good example of such magnitudes. The clustering is the density of triangles in the network and hence it estimates how far the graph is from a tree-like structure. For a vertex  $i$ , the definition of the clustering of  $i$  is given by

$$c_i = \frac{2t_i}{k_i(k_i - 1)}, \quad (4)$$

where  $t_i$  is the number of connections between the neighbors of  $i$ . This concept may be generalized for weighted networks by means of the following expression [16]

$$c_i^w = \frac{1}{s_i(k_i - 1)} \sum_{j,m \in \mathcal{V}(i)} \frac{(w_{ij} + w_{im})}{2} a_{ij} a_{im} a_{jm}, \quad (5)$$

where  $a_{ij}$  is equal to one only if there is an edge between the vertices  $i$  and  $j$  and zero otherwise. It is simple to check that the definition of  $c_i^w$  reduces to that of  $c_i$  when there is just one possible value for the weight of the links. These two previous definitions refer only to local quantities, they can be easily transformed into global parameters by averaging over all the vertices of the network. In this way, we define the global clustering  $C = \langle c_i \rangle$  and global weighted clustering  $C^w = \langle c_i^w \rangle$ . For a good comprehensive review on the characterization of complex weighted networks, see [16].

TABLE I: Global parameters of our set of empirical databases.

Field	$N_c$	$N_a$	$N_{ai}/N_a(\%)$	$m$	$\langle n \rangle$	$\langle q \rangle$	$\langle k \rangle$	$R_{ks}$	$\langle \mathcal{R} \rangle$	$\langle \mathcal{I} \rangle$	$\delta$	$\langle C \rangle$	$\langle C^w \rangle$	Ref.
<i>IMDB movie database</i>														
movies	127823	383640	0.37	3.0	11.5	3.83	78.4	0.908	0.02	1.027	4.0	0.78	0.39	[5, 22]
<i>Scientific collaborations</i>														
anthrax	2460	4320	8.9	1.76	3.07	1.75	5.59	0.62	0.08	1.16	3.9	0.79	0.40	[24]
atrial ablation	3091	6409	0.78	2.07	5.43	2.62	9.18	0.48	0.14	1.33	3.0	0.84	0.43	[24, 25]
biosensors	5889	10993	1.1	1.87	3.89	2.08	6.05	0.74	0.11	1.22	3.6	0.83	0.42	[24]
botox	1560	3521	2.3	2.26	3.84	1.7	5.74	0.80	0.075	1.14	3.4	0.85	0.43	[24, 26]
complex networks	900	1354	5.3	1.51	2.53	1.68	3.15	0.052	0.089	1.19	3.52	0.69	0.35	[24, 27]
condmat	22002	16721	2.8	0.76	2.66	3.50	5.69	0.63	0.02	1.44	3.4	0.64	0.33	[13, 23]
distance education	1389	2466	21.5	1.78	2.04	1.15	2.56	0.96	0.02	1.04	$\sim 6$	0.66	0.33	[24, 25]
info science	14209	9399	40.4	0.66	1.38	2.08	1.58	0.85	0.06	1.12	3.9	0.48	0.24	[24]
info viz	2448	5520	12.4	2.26	2.59	1.15	3.60	0.94	0.02	1.04	$\sim 5.2$	0.77	0.39	[24]
scientometrics	3467	2926	21.04	0.84	1.74	2.06	2.20	0.78	0.08	1.18	3.5	0.54	0.28	[24]
self organized criticality	1631	2040	5.4	1.25	2.57	2.05	3.53	0.38	0.14	1.31	$\sim 3.3$	0.67	0.34	[24]
silicon on isolator	2381	4867	1.3	2.04	4.0	1.95	6.21	0.73	0.11	1.22	$\sim 5$	0.83	0.42	[24]
superconductors	1629	2981	6.5	1.83	2.91	1.59	4.88	0.81	0.08	1.16	4.1	0.80	0.40	[24]
superstrings	6643	3755	7.8	0.57	2.04	3.62	3.7	0.028	0.16	1.34	3.5	0.5	0.26	[24, 28]

Other significant aspects of the network topology are the correlations of the main properties like degree, strength or inertia among neighboring vertices. The mean degree of the nearest neighbors is a very informative magnitude in this respect [7, 12, 20]. For a vertex  $i$ , it is defined as

$$k_{nn,i} = \frac{1}{k_i} \sum_{j \in \mathcal{V}(i)} k_j. \quad (6)$$

This quantity may also be expressed as a function of the degree,  $k_{nn}(k)$ , by averaging over all nodes of the network with degree  $k$ . If there are positive degree correlation between neighboring nodes (the high degree vertices tend to be connected to high degree vertices or *assortative mixing*),  $k_{nn}(k)$  should grow with increasing  $k$ . The contrary trend should be observed if the network shows anticorrelation between the degree of the neighbors (*disassortative mixing*). The same general idea may be applied to other properties of the vertices [21] as for instance, the inertia of the nearest neighbors as a function of the own inertia,  $\mathcal{I}_{nn}(\mathcal{I})$ , which is of special relevance for this work.

### III. EMPIRICAL RESULTS

In this section, we analyze some databases covering a range of social communities. As may be seen in Table I, our biggest network corresponds to the IMDB database on movies that includes as many as 127823 productions. In this case, the collaboration acts are movies or TV series in which actors, previously hired by a producer, perform. Here the decision mechanism about the cast is different from the process of selecting authors for scien-

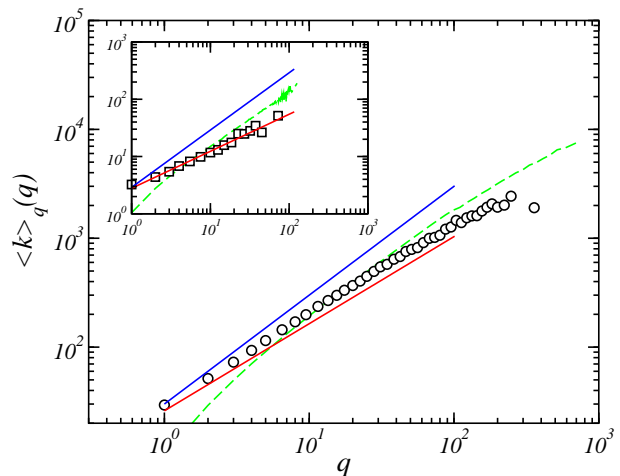


FIG. 1: Mean degree of the actors in the one-mode projected network as a function of their experience. In the main plot, for the movie database and in the inset for the condmat database. In both cases, the blue (continuous) lines correspond to a linear relation, the red (continuous) ones to power laws with exponents 0.8 in the main plot and 0.65 in the inset and the green (dashed) curves are the results from the model simulation.

tific collaborations. The question about who is going to be an author of a scientific paper is typically decided in a more self-organized way. This fact explains the low average inertia that the movie network displays,  $\langle \mathcal{I} \rangle = 1.045$ . However, it is important to note that the low value of  $\langle \mathcal{I} \rangle$  is the only distinguishable characteristic of the movie database over the others. In particular, a higher or lower value of  $\langle \mathcal{I} \rangle$  does not imply that the distribution  $P_{\mathcal{I}}(\mathcal{I})$  is

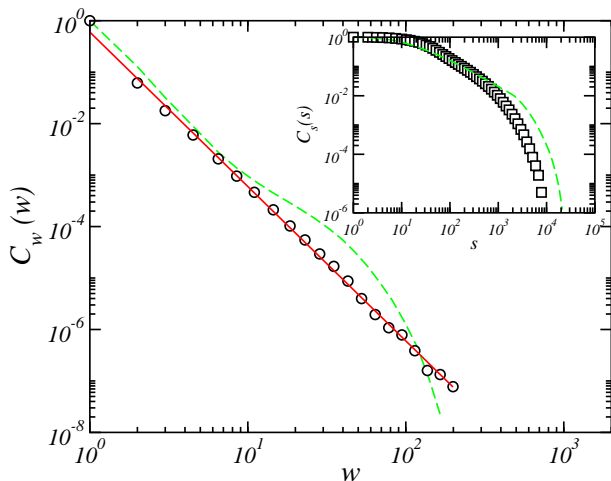


FIG. 2: Cumulative distribution for the weight of the edges in the movie network. In the inset, the same distribution but for strength of the nodes. The red (continuous) line has a slope of  $1 - \delta = -3$ . The green (dashed) curves are always (for all figures) numerical results from the theoretical model.

short tailed. Another striking aspect of Table I already among the scientific networks refers to the disparity in the individualist ratio ( $N_{ai}/N_s$ ) between social and natural science papers, being much higher in the former ones. Although a marked difference in that ratio (almost a factor two) may be either observed between experimental and theoretical works on natural sciences. Regarding the inertia among scientific collaborations, authors on social sciences (those that do not work alone) tend to show the lowest average values of  $\mathcal{I}$  followed by the experimental articles of natural sciences. For topics in the same area,  $\mathcal{I}$  could be probably also related to the dynamism/age of the field.

One of the easier to detect effects pointing to the necessity of the use of weighted networks to describe collaboration graphs is the behavior of  $\langle k \rangle_q$  as illustrated in Fig. 1. The meaning of this quantity is the average total number of different partners that an actor with experience  $q$  has had along his/her professional career. In an idealized situation where the actors did not show any tendency to repeat collaborators, this magnitude should follow a linear growth with  $q$ .  $\langle k \rangle_q$  would approach  $(\langle n \rangle - 1)q$ , or even  $(\langle n \rangle - 1)q/\langle w \rangle$  if we admit the existence of a sharp  $P_w(w)$  distribution centered around  $\langle w \rangle$ . However, the empirically measured  $\langle k \rangle_q$  functions do not show linear growth in any of our networks. These functions are better fitted by power laws with exponents in the range from 0.5 to 0.8, with reservations due to the short  $q$  range in some cases, than by straight lines. The reason behind this peculiar behavior of  $\langle k \rangle_q$  is the nontrivial structure of  $P_w(w)$ . Instead of being a Gaussian or some other smooth distribution centered around  $\langle w \rangle$ ,  $P_w(w)$  falls in a power law-like way for high  $w$  as may be seen in Fig. 2. Actually, for most of our networks  $P_w(w)$  adjusts better to a power law than the distributions  $P_q(q)$

or  $P_k(k)$ . Figure 2, instead of plotting  $P_w(w)$ , plots the cumulative distributions  $C_w(w) = \int_w^\infty dw' P_w(w')$  and  $C_s(s) = \int_s^\infty ds' P_s(s')$  for the movie network. Note that if  $P_w(w) \sim w^{-\delta}$ ,  $C_w(w) \sim w^{-\delta+1}$ . The estimated values for the exponent  $\delta$  obtained from the different databases are listed in Table I. Typically, the value of  $\delta$  is high, between 3 and 6. Nevertheless, the distribution  $P_w(w)$  seems in general to be incompatible with any faster decay as for instance an exponential tail.

As mentioned above, for weighted bipartite networks in the absence of correlations there are only three independent distributions. This means that the functional shape of  $P_{\mathcal{I}}(\mathcal{I})$  should be a consequence of the shapes of other distributions like  $P_n(n)$ ,  $P_q(q)$  and  $P_w(w)$ . In Figure 3, the cumulative distribution  $C_{\mathcal{I}}(\mathcal{I}) = \int_{\mathcal{I}}^\infty d\mathcal{I}' P_{\mathcal{I}}(\mathcal{I}')$  is displayed for the movie and the scientific publication on biosensor databases. In this figure, we have plotted the cumulative inertia distribution versus  $\mathcal{I} - 1$ . The distribution represented in this way shows an initial offset followed by a relatively long tail for high values of  $\mathcal{I}$ . It is hard to ascertain whether the asymptotic behavior of  $P_{\mathcal{I}}(\mathcal{I})$  continues or not because of the limited range of values of  $\mathcal{I}$ . The inertia is defined as a ratio between the strength and the degree and hence a certain value of  $\mathcal{I}$  means that the strength is actually  $\mathcal{I}$  times bigger than the degree. Therefore, the values that the inertia can attain are conditioned very strongly by the network size. In the rest of the networks, the main trend presented in Fig. 3 repeats even though in some cases the network size is too small to reliably determine the statistical significance of the results.

Another interesting feature of inertia is its dependence on the age of the actors. One would expect the older actors to be more conservative but is it really the case? We

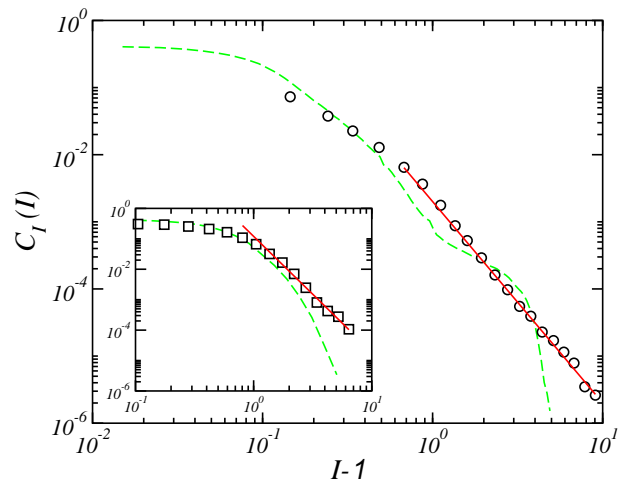


FIG. 3: Cumulative distribution for the inertia of the actors in the movie database. In the inset, the same distribution for publication on biosensors. The straight red (continuous) lines are only indicative and correspond to power laws with exponents  $-3$  in the main plot and  $-3.8$  in the inset. The green (dashed) curves are simulation results.

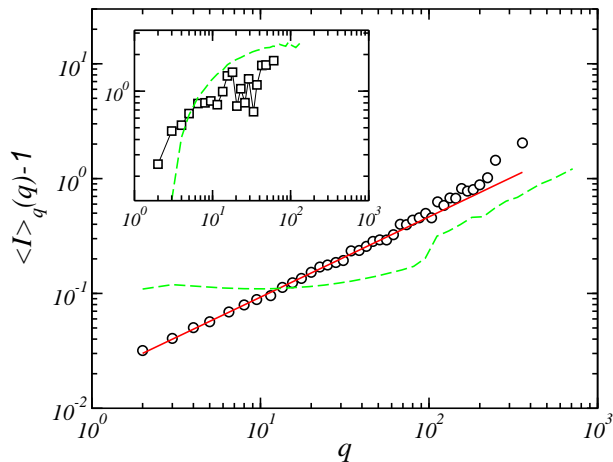


FIG. 4: Average inertia of the actor with a certain experience  $q$  as a function of  $q$ . The main plot is for the movie database and the inset for the scientific papers on superstrings. The straight red (continuous) line in the main plot is a power laws with exponent 0.7. The green (dashed) curves correspond to numerical simulation of the theoretical model.

cannot study this issue directly because our databases do not contain the age of the actors. The best we can do is to associate the age with the experience  $q$ . Hence, we have depicted in Fig. 4 the average inertia of all the actors with a certain experience  $q$  as a function of  $q$  for the databases on movies and on scientific publications on superstrings. In these two cases, contrasting behavior may be observed. The actors in the movie database, similar to the authors of some of the scientific publication databases (e.g., atrial ablation, botox), become increasingly conservative as they acquire experience, although the increase in  $\langle \mathcal{I} \rangle_q$  is not linear with  $q$ . While in the case of the superstring community, as well as in other scientific specialties (biosensors, condmat, etc) there is a saturation in the value that  $\langle \mathcal{I} \rangle_q$  can attain with  $q$ .

The last aspect that we shall contemplate about the inertia is the correlations between the inertia of neighboring actors. Do conservative actors like to collaborate with conservative counterparts? The answer to this question is displayed in Fig. 5. There the average inertia of the nearest neighbors is depicted as a function of the own inertia for the movie database and for the publication on info science. In both cases, as in all the other databases studied, it is clear that there is a positive correlation of an author's inertia to the inertia of the author's collaborators. In some of the networks the growth appears linear, but in some others, e.g., the movie database, the curves are better fitted by power laws with exponents as low as 0.4.

#### IV. THEORETICAL MODEL

Several models have been proposed to mimic the development of collaboration networks [11, 18, 19, 29]. In

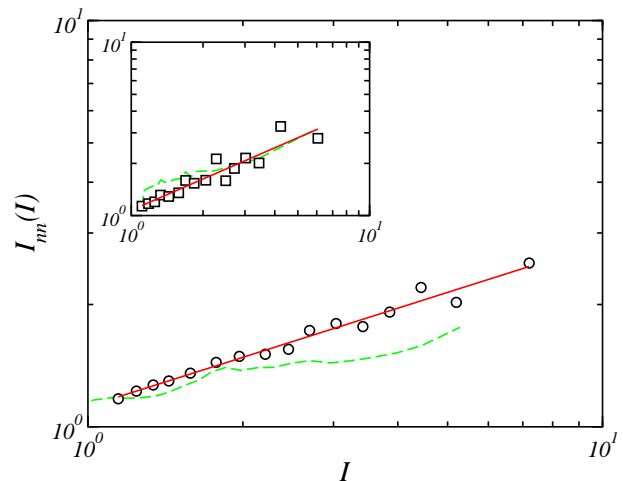


FIG. 5: Mean inertia of the nearest neighbors as a function of the own inertia. The main plot correspond to the data of the IMDB movie database and the inset to the publications on info science. The two straight red (continuous) lines have slopes 0.4 in the main plot and 0.6 in the inset. The green (dashed) curves are simulation results.

this work, we shall focus on one model that combines a certain simplicity in the rules with acceptable results for the topology of the network, including properties such as the correlations or the size of the giant component. It was proposed and studied in Refs. [30, 31, 33, 34]. In this section, we will address the question whether this model is able or not to reproduce the empirically observed behavior of actors social inertia. The rules of the model are as follows:

1. At each step a new collaboration of size  $n$  is introduced in the system.  $n$  may be a fixed external parameter or may be obtained as a random variable from a distribution  $P_n(n)$ . We use this latter option with an exponentially decaying  $P_n(n)$  that is the closest functional form to the empirically observed collaboration size distribution. This means that the parameter  $\langle n \rangle$  has to be externally provided.
2. Out of the  $n$  collaborators,  $m$  are newcomers without previous experience. Again  $m$  may be a fixed external number or it may be derived from a random distribution. We have checked both possibilities, taking always into account the obvious constraint  $m \leq n$ .
3. The remaining  $n - m$  actors are chosen from the pool of experienced individuals in the following way:
  - (a) with probability  $p$ , one of the experienced actors already in the present collaboration (if there is some) is randomly selected and one of his/her partners from previous collaborations is chosen to participate in the new collabo-

ration with a probability proportional to the number of times they have worked together.

- (b) with probability  $1 - p$ , an experienced actor is selected with a probability proportional to his/her experience  $q$ .
4. After the collaboration is complete, each actor updates his/her experience  $q'_i \rightarrow q_i + 1$ . The actors can then become inactive, ineligible for the previous rule, if their experience is higher than an externally introduced threshold,  $q > Q_c$ , with a probability  $1/\tau$ .

The last rule is introduced to account for the limited professional life time of actors. This fact has also an important impact on the network correlations as was shown in [30], only contemporaneous active actors can carry out a work together. The model has hence five external parameters apart from the network size. Some like  $\langle n \rangle$  and  $m = N_a/N_c$  are easy to estimate from empirical data. To approach  $p$ , we must consider the two sources for new edges during the growth process: the newcomers and the old actors added by rule 3b. The probability  $p$  can be then approximated from the empirical values of  $R_{ks}$ , and the moments  $\langle n \rangle$  and  $\langle n^2 \rangle$  of the collaboration size distribution  $P_n(n)$ . Finally,  $Q_c$  and  $\tau$  are chosen according to the trends observed in the empirical  $P_q(q)$  distributions. The values of these parameters used in the simulations, together with the results for the main global magnitudes characterizing the topology of the networks, are displayed in Table II. We have selected the parameters of the largest empirical networks for the simulation. In each case, the number of collaborations simulated is  $N_c = 10^5$ .

As may be seen in Table II, the model reproduces relatively well the global parameters for the first three networks (movies, biosensors and condmat) but fails to do so for the other two networks (info science and superstrings). The reason might be the different degree of heterogeneity of the databases. IMDB and condmat comprehend the output of several independent communities: the IMDB includes a variety of movie genders that can be assumed to be starred by separate non-overlapping groups of actors, and the papers submitted to condmat deal with a range of topics from experimental and theoretical solid state physics to statistical physics produced by diversified scientific communities. These heterogeneous networks are more suitable to be modeled just with a simple set of general rules. On the hand, publications on superstrings and on info science should correspond to more homogeneous scientific communities where other factors such as citations can have an important impact.

More detailed results from the simulations are represented in Figures 1 to 5, green (dashed) curves. The model fails in all cases to mimic the nonlinear dependence of  $\langle k \rangle_q$  with  $q$ . Despite of that, the cumulative distributions  $C_w(w)$ ,  $C_s(s)$  and  $C_{\mathcal{I}}(\mathcal{I})$  (Figs 2 and 3) are qualitatively well reproduced by the model with perhaps some minor problems at the very end of the tails due to the aging mechanism. Regarding the correlations, the

predicted  $\langle \mathcal{I} \rangle_q$  adjust well to the superstring data (see inset of Figure 4) reproducing even the saturation observed. It does not match so well though the behavior of the IMDB movie network. Finally, the inertia-inertia correlation trend, more conservative actors tend to collaborate with conservative counterparts, is also observed in the model. Although, the agreement with the empirical networks is only qualitative.

## V. CONCLUSIONS

In summary, we have studied collaboration networks of several disciplines using weighted networks to represent the one-mode projections of the full bipartite network. This representation allows us to define social inertia, as the ratio between the number of collaborators and the total number of partnerships. This new metric can be in general defined in all weighted graphs. It has a very special meaning though in the specific case of social networks: it quantitatively measures the tendency of the actors to repeat the same collaborators. We have shown that the inertia of the actors in empirical networks displays features characteristic of complex systems. The distribution of  $\mathcal{I}$  is long tailed and its dependence with the experience or the correlations between the inertia of coauthors are far from trivial. We have found that the inertia generally grows with the experience though it saturates for some networks. At the same time, we have also shown that conservative actors have a strong tendency (that can be quantified) to collaborate with conservative actors. This is, we hope, another effort towards a more quantitative Sociology taking advantage of the developments of other branches of Science such as Statistical Physics and Graph Theory.

We have also studied the predictions of a theoretical growth model for collaboration networks. This model is the simplest that is able to reproduce some evolved topological properties of empirical networks such as the degree-degree correlations. The results of the simulation are in qualitative agreement with the real networks observations. However, in the search for a more quantitative insight of the network growth process there are still several open issues. One is the connection of the co-authorship network development with other aspects of the system as, for example citation networks that has been discussed in recent publications, and its quantification. Another is a more detailed study about the influence that some other author factors as age, scientific structures such as research groups, projects or even big research facilities may have on the topology of the collaboration network.

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TABLE II: Global parameters of the simulated networks.

Simulated network	$m$	$\langle n \rangle$	$p$	$Q_c$	$\tau$	$N_{ai}/N_a(\%)$	$\langle q \rangle$	$\langle k \rangle$	$\langle \mathcal{R} \rangle$	$\langle \mathcal{I} \rangle$	$\langle C \rangle$	$\langle C^w \rangle$
movies	3.0	11.5	0.79	100	150	2.5	5.3	89.1	0.04	1.05	0.76	0.38
biosensors	1.87	3.89	1.	30	18	13.6	3.4	10.7	0.014	1.24	0.81	0.41
condmat	0.76	2.66	0.87	15	11.5	21.2	7.0	10.0	0.024	1.44	0.63	0.34
info science	0.66	1.38	0.86	50	23	0.75	4.82	0.46	0.02	1.44	0.71	0.36
superstrings	0.57	2.04	1.	20	15	32.0	8.7	4.34	0.36	1.97	0.85	0.46

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