General explanation

This is an opinion dynamics simulation using Jupiter notebook with python. In the code agents interact in random pairs (as in a fully connected graph) and agent 1 changes her opinion depending on the opinion of agent 2.

The code uses three main effects:

1) Certainty-induced noise (i.e. the opinion of the agent has some random fluctuations whose amplitude depends on the initial

2) Social influence (i.e. agent 1 moves in the direction of agent 2)

3) Flipping (i.e. agent 1 has a certain probability of changing her agreement level, while preserving her certainty)

The values of these rules are determined from experiments with participants.

Code structure

The code works in the following way

1. All agents are initialized with an opinion (you can choose between uniform, normal and bimodal)
2. (Main loop) agents interact generating the opinion change