

## Index

### *a*

absorbing state 34, 36  
 adaptive Boolean networks 78  
 adaptive chemical network 73  
 adaptive coupled map lattices 66  
 adaptive epidemiological network 95  
 adaptive network of coupled oscillators 83  
 adaptive networks 63–66, 70–72, 74, 83, 90, 98, 100, 102  
 adaptive rewiring 91, 92  
 adaptive SIS model 96  
 adjacency matrix 9, 66, 206, 207, 209–211, 217, 223  
 aftershock 108, 113, 121, 125–129, 131, 134, 135, 137  
 aftershock magnitudes 127  
 aftershock sequence 121, 123  
 aftershock sequences 136  
 agent-based models 73  
 agent-based simulation frameworks 3  
 air transportation network 2, 10  
 anti-epileptic drugs 159, 163  
 assortative 67  
 attractor 164  
 autoregressive modeling 161, 172, 175  
 avalanche size 139  
 average shortest path length 167

### *b*

*b*-value 107, 109, 112, 119  
 Bak-Sneppen model 74, 75  
 benchmark 216, 217, 234  
 Bethe-Peierls approach 225  
 betweenness of a node 68  
 bill-tracking website 6  
 biodiversity 46  
 biological evolution 73  
 bipartite networks 211  
 bipartite structure 216  
 bipartition 218, 220  
 bipartitioning problem 219  
 birth-death processes 31, 37  
 bisection problem 232  
 bistability 27  
 bivariate analysis 164  
 bivariate measures 162  
 bivariate nonlinear approaches 163  
 bivariate time-series analysis 172, 173, 178  
 block-structure 201, 203, 217, 222, 234, 235  
 Boolean networks 65, 76, 79  
 bounded rationality 25  
 box-counting technique 112, 113  
 brain 161  
 Brownian motion 6, 7  
 burst-firing 169, 170  
 bursting 166, 167, 170

**c**

cable theory 166  
 Cantor set 109, 112, 115–119, 123, 139, 140, 143, 144, 147–149, 152  
 causal relationships 172  
 causality 175  
 cavity fields 225, 227  
 cavity method 222, 224, 234  
 cell differentiation 100  
 cellular nonlinear networks 176  
 central limit theorem 219  
 change of the topology 69  
 Chay–Keizer model 167  
 cluster 203, 206, 217, 227, 228, 230, 232, 235  
 cluster coefficient 167, 180  
 cluster structure 235  
 coevolutionary networks 64  
 coexistence 28  
 coexistence games 35  
 cohesive subgroups 201, 217  
 coloring random graphs 224  
 combinatorial optimization problem 203, 211  
 communication network 87  
 communities in networks 217  
 community detection 201, 233  
 community structure 201, 222, 234  
 complete synchronization 173  
 complex networks 63, 201  
 complex systems 201–203  
 complexity 69  
 computational models 165  
 computational neuroscience 165  
 computer science 63  
 conditional fixation times 36  
 conditional mutual information 175  
 conductance-based models 166  
 configuration model 219

conflicting opinions 98  
 connection template 176  
 connectivity 67  
 cooperation 46, 47, 83  
 cooperative game theory 25  
 coordination game 40, 42, 85  
 core-periphery structure 206  
 coupled oscillator networks 79  
 creation of links 70  
 creation of nodes 70  
 critical continuum-state branching model 135  
 cross-correlation functions 160

**d**

data collection 202  
 data-driven analysis 202  
 data-mining on networks 236  
 decay 93  
 deception of randomness 218  
 degree distribution 67, 201  
 degree of a node 67  
 degree–degree correlations 215  
 deletion of links 70  
 deletion of nodes 70  
 dimension 162  
 dimensionality reduction 203, 204, 208  
 direction of interaction 172  
 disassortative 67  
 disease dynamics 13  
 division of labor 66, 79, 81, 85, 92, 99, 100, 102, 103  
 dominance 27  
 dynamic networks 64, 69  
 dynamic state 68  
 dynamical disease 184  
 dynamical scenarios 28

**e**

earthquake 107, 108, 125, 126, 137

- earthquake dynamics 107, 108, 137  
 earthquake rupture 135  
 earthquake statistics 107  
 edge of chaos 76  
 edges 66  
 EEG 160–166, 168, 170, 171, 176–179, 182, 183  
 electrical circuits 100  
 embedding theorems 175  
 emerging topologies 88  
 entropy 162, 175  
 epidemic network 90  
 epidemic spreading 64  
 epidemic thresholds 90  
 epidemiological models 88  
 epidemiology 63  
 epilepsy 159, 160, 164–171, 178, 183, 184  
 equal gains from switching 48  
 Erdős–Rényi graphs 220  
 ergodicity assumption 4  
 error function 211, 213  
 error matrix 210, 213  
 evolution 201  
 evolution of cooperation 73  
 evolutionary game theory 26, 29  
 evolutionary games in finite populations 50, 56  
 evolving networks 68, 69
- f**
- failure threshold 137  
 fault 112, 134, 140  
 fault networks 112  
 fault surfaces 108, 110–112  
 fault zone 110, 111, 129, 133, 135  
 Fermi process 41–43, 48  
 ferromagnetic spin system 227  
 fiber bundle model 108, 137, 138, 140  
 finite populations 29, 43
- first-order transitions 95  
 fitness 26  
 FitzHugh–Nagumo model 167  
 fixation probability 31, 40, 42  
 fixation time 34, 37  
 flux of dollar bills 9  
 focal epilepsy 163, 182  
 focal onset seizures 164, 182  
 focal seizures 159  
 Fokker–Planck equation 20, 44, 45  
 followers 81  
 food web evolution 74  
 fractals 108–116, 121, 123, 124, 140, 147  
 fractional derivative 19  
 fractional diffusion equations 19  
 fractional Laplacian 19  
 frequency distribution 118  
 frequency–size distribution 112, 113  
 frozen 69  
 functional magnetic resonance imaging 160  
 functional network topology 181  
 functional neuroimaging 164  
 future challenges 103
- g**
- game theory 25, 84  
 games on adaptive networks 66  
 Gaussian distribution 219  
 Gaussian orthogonal ensemble 182  
 gene regulation 202  
 generalized synchronization 173, 174  
 generalized-onset seizures 182  
 GENESIS 166  
 genetic code 202  
 genetic networks 72, 78, 100  
 genetic programs 202

- genetic variation 201  
 geodesic distance 205  
 George Price 26  
 global scale 180  
 global self-organization 78  
 GPS (global positioning via satellite) 3  
 GR law (Gutenberg–Richter law) 107–109, 112, 119, 120, 122, 125, 128, 139, 140, 147  
 graph partitioning 217, 218, 234  
 graph theory 66
- h***  
 hallmarks of adaptive networks 98  
 heteroclinic cycle 50  
 hierarchical transition 82  
 hierarchy of interactions 202  
 Hilbert transform 174  
 Hindmarsh–Rose model 167  
 Hodgkin–Huxley model 166  
 Hodgkin–Huxley-type formalisms 169  
 Hopf bifurcation 96  
 Hoshen–Kopelman algorithm 152  
 hubs 67, 168  
 human mobility 1–6, 8, 10–12  
 hyperexcitability 171  
 hypothesis-driven research 203
- i***  
 ictogenic 159, 160  
 image graph 214  
 imaging techniques 160  
 imitation 26, 29  
 immune system 73  
 indirect reciprocity 48  
 infection dynamics 1, 3  
 infinite populations 43  
 information 202
- information networks 72  
 information theory 172, 174  
 innovative game dynamics 29  
 integrate-and-fire-neurons 170  
 inter-cluster connections 92  
 inter-species variation 204  
 interacting swarms of robots 100  
 interaction networks 180  
 interconnected faults 108  
 intermittent clustering dynamics 81  
 internet 63, 72  
 intra-species variation 204  
 Iris data 203  
 Itô calculus 45
- j***  
 John Maynard Smith 26  
 John von Neumann 25  
 joint recurrence plots 175  
 jump downwards 93  
 jump upwards 93
- k***  
 k-sat problem 211  
 Kauffman networks 78  
 kin selection 48  
 Kramers–Moyal expansion 43  
 Kullback–Leibler distance 175
- l***  
 Lévy flight 7, 8  
 lag synchronization 173  
 Laplacian matrix 206  
 Laplacian of a network 179  
 leaders 79, 81  
 LiDAR profile 112  
 link structure 203  
 links 66  
 links per node 168  
 local degrees of freedom 99  
 local rules 78

- local scale 180  
 Lotka–Volterra equations 28  
 low-dimensional chaos in the epileptic brain 183  
 Lyapunov exponents 162
- m**  
 magnitude 123, 125, 129, 131, 134–137  
 magnitude–time sequences 127  
 mail network 72  
 mainshock 121, 122, 129, 131  
 Markov chain 53, 54, 56  
 Markov models 168  
 Markov process 31  
 mass-action principle 13  
 master equation 18, 43  
 mean degree 67  
 mean field approximation 97  
 mean-field continuum model 171  
 mean-square error 208  
 message passing 225  
 meta-information 87  
 metapopulation 1, 5, 15–17, 19  
 microcracks 137  
 microscopic density 4  
 microscopic time dependent density 4  
 minority game 86  
 mobile phone dynamics 8  
 modeling approaches 166  
 modeling brain dynamics 166  
 modular structures 206, 218  
 modularity 217, 218, 222, 234  
 modularity of bipartition 231  
 modules 217  
 Molloy–Reed algorithm 220  
 money circulation network 8, 10  
 Moran process 30, 31, 37, 41–43, 50, 56  
 Morris–Lecar model 167
- multi-agent systems 29  
 multi-scale mobility networks 8  
 multi-scale transportation networks 10  
 multivariate data 203, 205, 210  
 multivariate time-series analysis 172, 179  
 mutual information 175
- n**  
 Nash equilibrium 55  
 neighborhood 208  
 network clustering 201, 203  
 network components 68  
 network creation games 73  
 network Nash equilibrium 86  
 network of blood vessels 72  
 network of coupled logistic maps 80  
 network topology 71  
 networks 234  
 NEURON 166  
 neuronal networks 165  
 neuroscience 63  
 neutral evolution 78  
 neutral selection 37, 40, 45  
 neutrality 28  
 nodes 66  
 noise-induced transition 163  
 non-cooperative games 25  
 nondeterministic 202  
 nonlinear time-series analysis 162  
 nonparticipating loners 52  
 normal form games 27  
 null model 214
- o**  
 Omori law 108, 109, 121, 122, 127, 139, 140  
 on-demand therapy 163  
 online databases 202

opinion formation 64, 88, 97  
optimal image graph 213  
overlap magnitude 115, 141, 147

**p**  
pair approximation 94  
pairwise comparison processes 29  
passenger flux matrix 5  
payoff matrix 27  
PCA (Principal Component Analysis) 209  
penalty function 214  
percolating clusters 152, 154, 155  
phase dynamics 172  
phase synchronization 174  
phase-modeling 175  
phenomenological models 167  
Plant model 167  
plate–plate interactions 107  
ploidy 204  
population models 171  
positron emission tomography 160  
Potts model 223, 224  
Potts spin glass 218  
power grids 72  
power-law degree distribution 70  
pre-seizure brain dynamics 184  
pre-seizure state 164  
predator–prey dynamics 28  
predictability of seizures 163  
preferential attachment 67  
principal component analysis 209  
Prisoner’s Dilemma 47, 48, 84  
probability of fixation 45  
production systems 100  
protein-interaction network 205  
Public Goods experiments 51  
Public Goods Games 52–56

punctuated equilibrium 78  
punishment 54

**q**  
 $q$ -state Potts model 211  
qualitative models 166  
quality function 210, 214

**r**  
random Bethe lattice 229, 230  
random Cantor set 148–150  
random fractals 152  
random graph 67, 201, 222, 231  
random matrix theory 181, 183  
random networks 218, 222  
random null model 215  
random Sierpinski gaskets 152  
randomness 202  
rational decision making 25  
reaction diffusion models 3  
real-world social networks 100  
red noise 111  
regular Sierpinski gaskets 149  
relational data 203, 205  
renormalization group approach 115, 141  
replica method 218  
replica symmetry breaking 221  
replicator dynamics 26–29, 31, 50  
reputation 202  
resonate-and-fire neuron 167  
responding structures 179  
rewiring of links 69  
rich-get-richer mechanism 70  
Richardson plots 112  
RMT (Random Matrix Theory) 172  
road network 64, 72  
robust topological self-organization 99  
Rock-Paper-Scissors 49, 50, 52, 56

- 1/3-rule 40, 45  
 rupture zones 133
- s**  
 saddle-node bifurcation 96  
 SARS 1  
 scale-free networks 168, 220  
 scaling laws 8, 10  
 secondary infections 90  
 seismic activity 107, 110  
 seismogram 108  
 seizures 159, 162–164, 167, 168, 170, 171, 179, 184  
 seizure generation 165  
 seizure-free interval 178, 179  
 seizure-generating area 163, 164  
 seizure-generating mechanisms 159  
 self-affine asperity model 109  
 self-organization 63, 65, 66, 75, 76, 79, 84  
 self-organization towards synchronizability 81  
 self-organized criticality 101, 108  
 self-organized heterogeneity 81  
 severe acute respiratory syndrome (SARS) 1  
 shortest path 68  
 Sierpinski carpets 140, 143  
 Sierpinski gaskets 148  
 simulated annealing 217, 234  
 SIR model 13–15, 20, 22  
 SIS model 14–17, 19–21, 23, 95  
 size of the network 66  
 small world model 69  
 small-world network 168, 170  
 small-world property 68, 205  
 small-world topology 81  
 Snowdrift game 85  
 social agents 87  
 social dilemmas 46, 47  
 social links 202
- social networks 66, 73, 97, 210  
 socio-economics 63, 83  
 sparse networks 215, 234, 235  
 spatial disease dynamics 1, 3, 12  
 spatial games 73  
 spatial models 15  
 spatial random walk 6  
 spatial SIS model 90  
 spiking 166, 167  
 spin-glass 218, 227  
 spontaneous emergence of hierarchies 99  
 spreading of opinions 66  
 square-root law 6  
 state of the network 68  
 state space reconstruction 172  
 static networks 69  
 stick-slip dynamics 108, 139  
 stochastic evolutionary game dynamics 25, 29  
 strategies 26  
 strength of interaction 172  
 stress-release modes 136  
 structure detection 201, 210, 234  
 struggle for topological position 87  
 symbolic transfer entropy 176  
 synchronization 64, 170, 173, 178, 179, 181  
 synchronization clusters 182  
 synchronization theory 183  
 synchronized activities 160  
 synchronized clusters 80  
 system-level dynamics 99, 102
- t**  
 tectonic map 114  
 temporal lobe epilepsy 171  
 threshold infection rate 91  
 threshold networks 76  
 time series 117  
 topological features 10

- topological properties 64  
 topological punishment 85  
 topological self-organization 77, 86  
 topology 66  
 traffic networks 2  
 trajectories of dollar bills 7  
 transfer entropy 175  
 transportation network 1–3  
 traveling salesman problem 211  
 trust 202  
 two-fractal overlap model 107, 109, 115, 139–141, 143, 148, 149
- u**  
 unconditional fixation time 34  
 unifying theory of adaptive networks 101
- unstable limit cycle 96  
 unsupervised learning 235, 236
- v**  
 vaccination policies 97  
 vertex cover problem 211  
 vertices 66  
 voluntary Public Goods Games 51
- w**  
 walk between nodes 68  
 weak selection 37, 39  
 wireless communication networks 72  
 Wishart ensemble 182  
 World Wide Web 202, 205, 235  
 Wright–Fisher process 31