## Introduction to Social Computing

### Irwin King

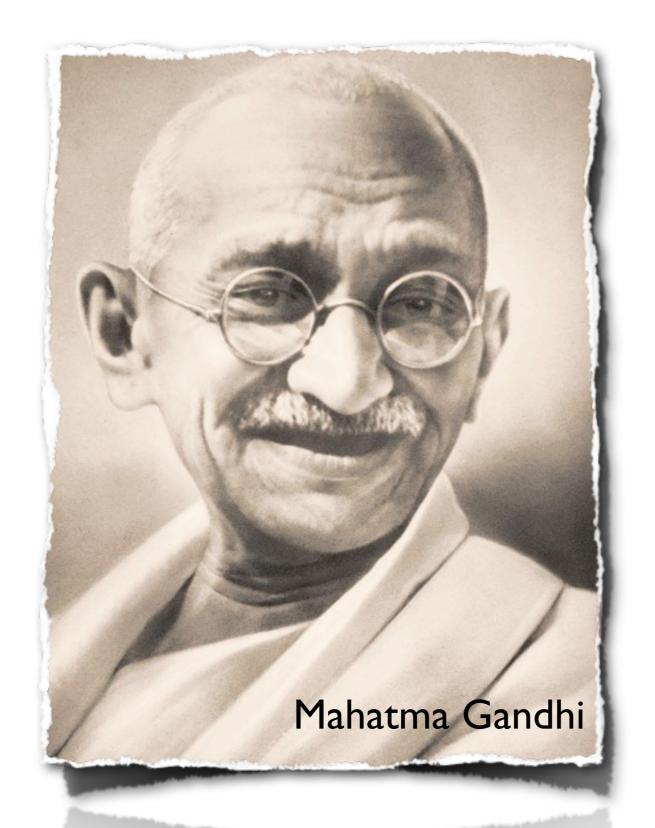
ATT Labs, Research &

Department of Computer Science and Engineering
The Chinese University of Hong Kong

<a href="mailto:king@cse.cuhk.edu.hk">king@cse.cuhk.edu.hk</a>
<a href="http://www.cse.cuhk.edu.hk/~king">http://www.cse.cuhk.edu.hk/~king</a>

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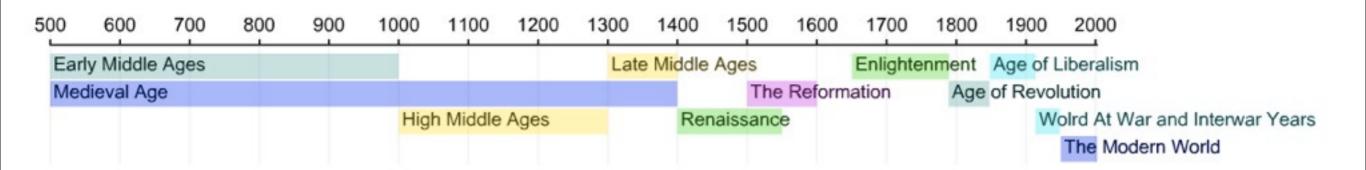
Interdependence is and ought to be as much the ideal of man as self-sufficiency.

Man is a social being.





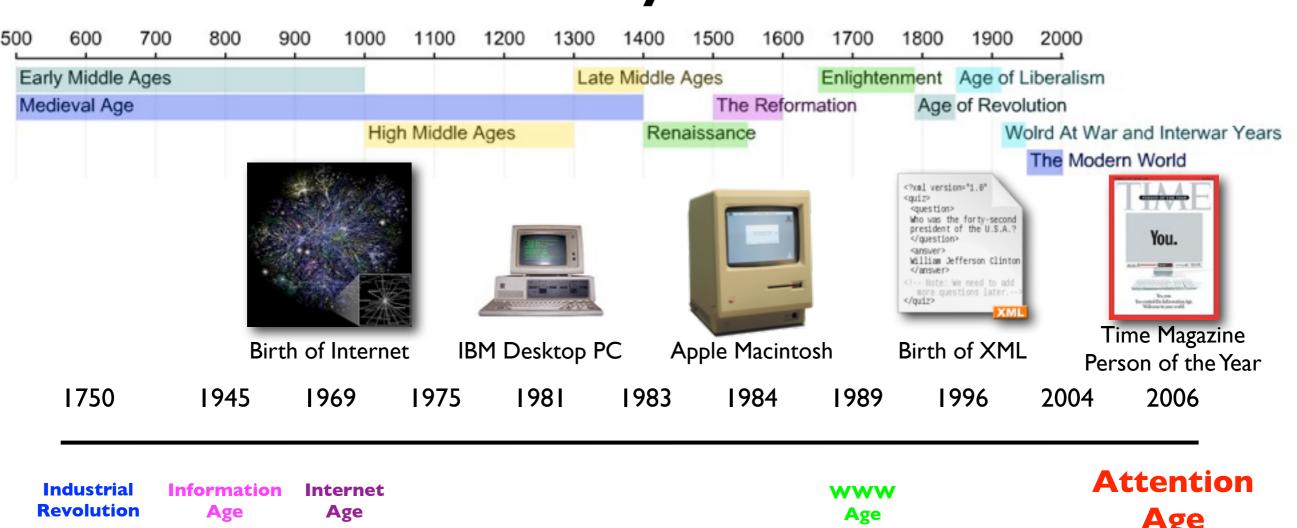
## A Brief History of the World







## A Brief History of the World



**ENIAC** 



The MITS Altair Apple II



Time Magazine Person of the Year



Birth of WWW



Age

Birth of Web 2.0





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# Social Networking

#### HOW TO USE WEB 2.0 IN THE ENTERPRISE



PART 1: COMMUNICATE WITH YOUR EMPLOYEES



### Billionaires' Shuffle











2008

at 23 and \$1.5 billion later...
uting, Irwin King, 2010 Ell PhD School: Cloud



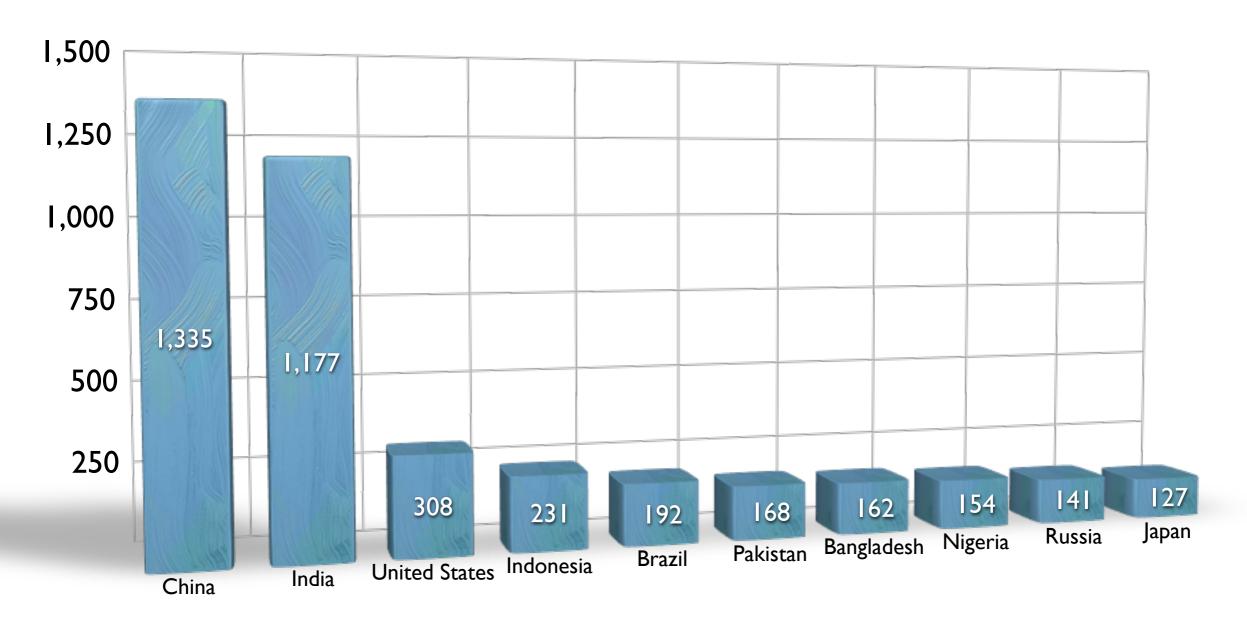




& Social Networks, November 23-27, 2010, Brisbane, Australia

## Top 10 Most Populated Countries

### as of July 2009

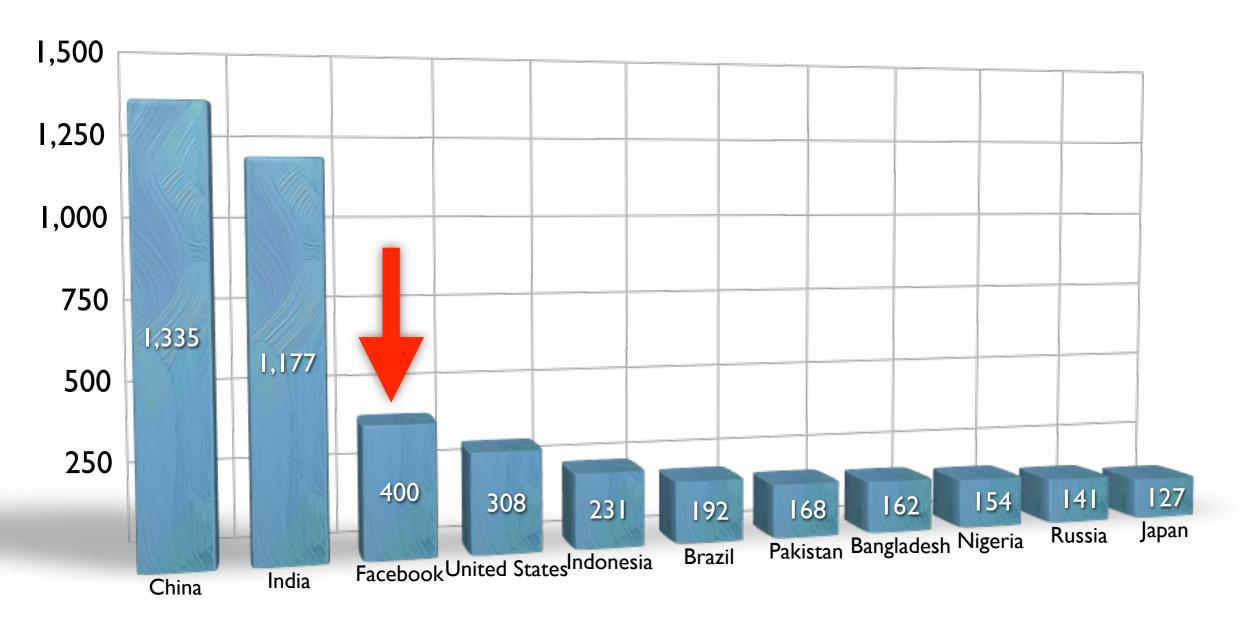






## Top 10 Most Populated Countries

### as of February 2010







### Facebook's Global Audience

Global Audience: 316,402,840

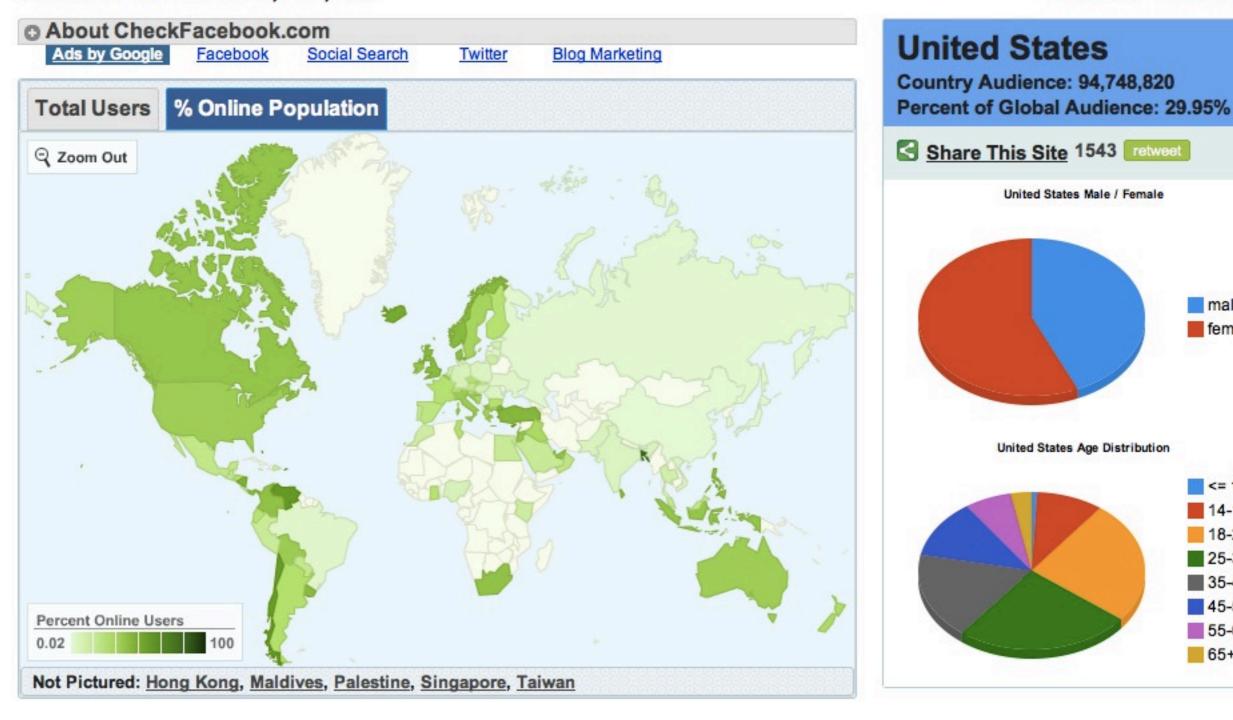
Data for 11/03/2009

male female

<= 13

35-44

55-64 65+







### Facebook's Growth Stats

#### Statistics

Company Figures More than 400 million active users

50% of our active users log on to Facebook in any given day

More than 35 million users update their status each day

More than 60 million status updates posted each day

More than 3 billion photos uploaded to the site each month

More than 5 billion pieces of content (web links, news stories, blog posts, notes, photo albums, etc.) shared each week

10 Largest Countries			10 Fastest Growing Over Past Week			
1.	United States	94,748,820	1.	Poland	12.46 %	137,900
2.	United Kingdom	22,261,080	2.	Thailand	10.96 %	161,300
3.	Turkey	14,215,880	3.	Portugal	9.81 %	80,040
4.	France	13,396,760	4.	South Africa	9.25 %	189,080
5.	Canada	13,228,380	5.	Taiwan	7.82 %	367,400
6.	Italy	12,581,060	6.	Romania	7.65 %	28,060
7.	Indonesia	11,759,980	7.	Germany	7.54 %	350,240
8.	Spain	7,313,160	8.	Malaysia	7.43 %	236,840
9.	Australia	7,176,640	9.	Indonesia	6.84 %	752,640
10.	Philippines	6,991,040	10.	Iraq	6.72 %	6,380





### Global Internet Traffic

Alexa as of May 2009	China	USA	Japan	India	Brazil	Global
J	Baidu	Google	Yahoo.jp	Google.in	Google	Google
2	QQ	Yahoo	FC2	Google	Orkut.br	Yahoo
3	Sina	Facebook	Google.jp	Yahoo	Windows Live	YouTube
4	Google.cn	YouTube	YouTube	Orkut.in	Universo Online	Facebook
5	Taobao	Myspace	Rakuten	YouTube	YouTube	Windows Live
6	163	MSN	Livedoor	Blogger	Globo	MSN
7	Google	Windows Live	Ameblo.jp	Rediff	MSN	Wikipedia
8	Sohu	Wikipedia	mixi	Facebook	Google	Blogger
9	Youku	Craigslist	Wikipedia	Wikipedia	Yahoo	Baidu
10	Yahoo	EBay	Google	Windows Live	Terra	Myspace



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### Global Internet Traffic

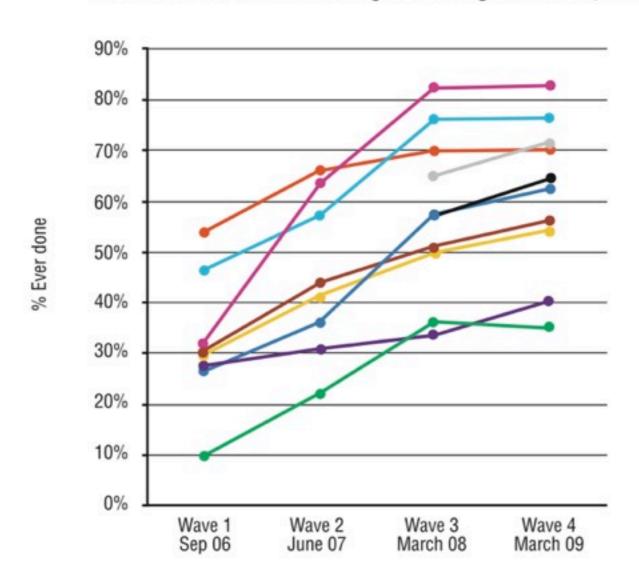
	Alexa as of	China	USA	Japan	India	Brazil	Global
l	J	Baidu	Google	Yahoo.jp	Google.in	Google.br	Google
	2	QQ	Facebook	Google.jp	Google	Google	Facebook
	3	Taobao	Yahoo!	FC2	Facebook	Orkut.br	YouTube
	4	Sina	YouTube	YouTube	Yahoo!	YouTube	Yahoo
	5	Google HK	Amazon	Ameblo.jp	YouTube	Universo Online	Windows Live
	6	163	Wikipedia	Rakuten	Blogger	vvindows Live	Baidu
	7	Sohu	Twitter	Google	Orkut.in	Globo	Wikipedia
	8	Google	eBay	Livedoor	Wikipedia	Blogger	Blogger
	9	Soso	Craigslist	Wikipedia	Twitter	Yahoo!	Twitter
	10	Youku	Blogger	mixi	Rediff	Terra	QQ



## EU Commission on Social Computing

Figure 2: The growth in active usage of social computing applications

Active internet users: "Thinking about using the internet, which of the following have you ever done?"



- Watch video clips online
- Listen to live radio/audio online
- Visit a friend's social network page
- Read blogs
- Manage a profile on a social network
- Create a profile on a social network
- Leave a comment on a blog site
- Upload my photos to a photo sharing site
- Start my own blog/weblog
- Upload a video clip to a video sharing site

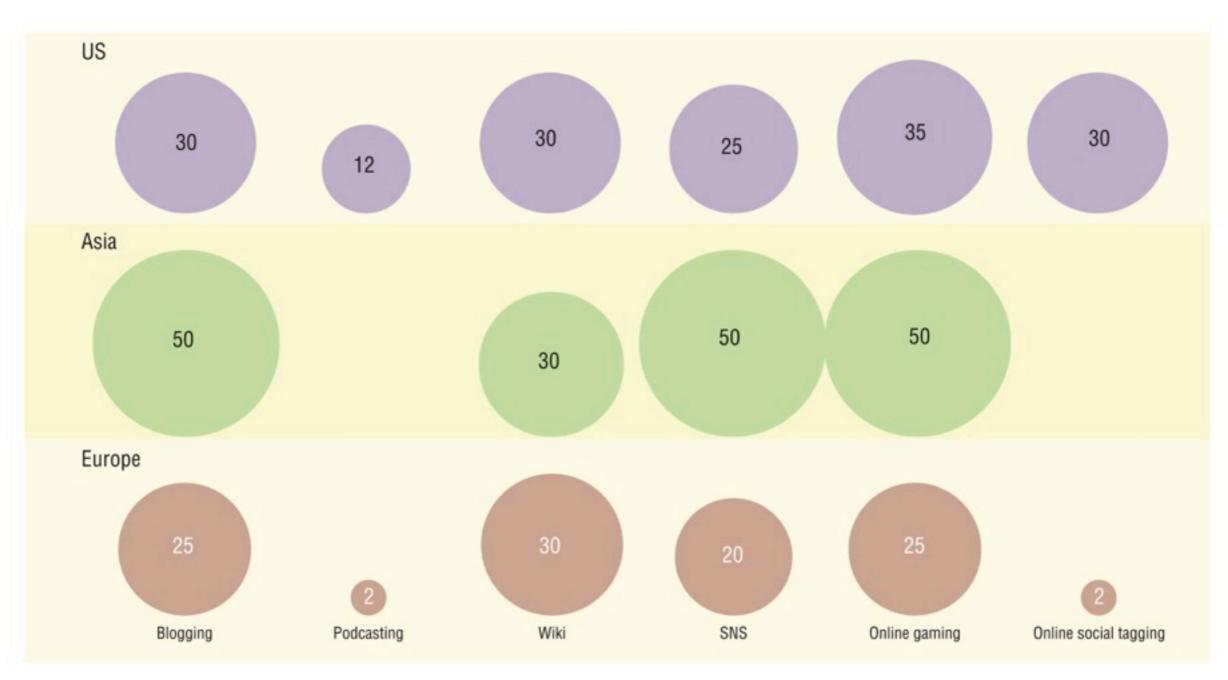
[Ala-Mutka et al. 2009]





## EU Commission on Social Computing

Figure 1: Adoption of Social Computing







# Topics in Social Computing

- Social Behavior Analysis and Modeling
- Social Media
- Social Network Theory and Models
- Link Analysis/Graph Mining/ Large Graph Algorithms
- Learning to Rank
- Recommender Systems/
  Collaborative Filtering/Query
  Suggestion

- QA/Sentiment Analysis/
   Opinion Mining
- Human Computation/ Crowdsourcing
- Risk, Trust, Security, and Privacy
- Monetization of Social Computing
- Software Tools and Applications
- and many, many more...





## Web 2.0

- Web as a medium vs. Web as a platform
- Read-Only Web vs. Read-and-Write Web
- Static vs. **Dynamic**
- Restrictive vs. **Freedom & Empowerment**
- Technology-centric vs. User-centric
- Limited vs. Rich User Experience
- Individualistic vs. Group/Collective Behavior AttentionTrust.org krugle
- Consumer vs. Producer
- Transactional vs. **Relational**
- Top-down vs. **Bottom-up**
- People-to-Machine vs. People-to-People
- Search & browse vs. Publish & Subscribe
- Closed application vs. Service-oriented
   Services
- Functionality vs. **Utility**





### The Brave New Words







## Social Analytics/Informatics

Social Informatics











Contact : Slovenian : FDV

SOCIAL INFORMATICS

STUDY PROGRAMS

RESEARCH CENTRES

BIBLIOGRAPHY

#### Introduction

- Concept
- History

#### Relevant Fields

- Social Informatics
- Web Content Structure
- Survey Methodology
- Marketing Research
- Social Science Methods
- Applied Statistics
- Official Statistics
- Data Collection
- Library Science
- Information Society
- HC Interaction
- Information Systems
- Social ICT Applications
- Data Modeling & Simulations
- Media & Communication
- Science & Technology
- Arts & Informatics

The notion of social informatics relates to the interaction between society and ICT (information-communication technologies). In its broadest sense it covers:

- the social consequences of ICT at micro (e.g. social aspects of ICT applications at personal and organisational level) as well as at macro level (e.g. information society studies);
- 2. the application of ICT in the area of social sciences and social/public sector:
- the use of ICT as a tool for studying social phenomena (within social science methodology).

#### Graphical presentation is here>>

#### News

07.12.09	Information	Society	Free	Virtual	Library
					-

02.12.09 Job offer: Professor in Social Informatics

01.12.09 Call for papers to "New technologies and data collection in social sciences"

Call for Papers "IASSIST 2010" 09.11.09

Job offer: Associate Professor Position -27.10.09

Department of Social Informatics

archive

#### Blogs

- Social Informatics by Michael Tyworth
- · Social Informatics a knol by Per Arne Godejord
- · Pixelcharmer Field Notes: Social Informatics
- Journal of Social Informatics Blog
- Social Informatic International Blog

> more

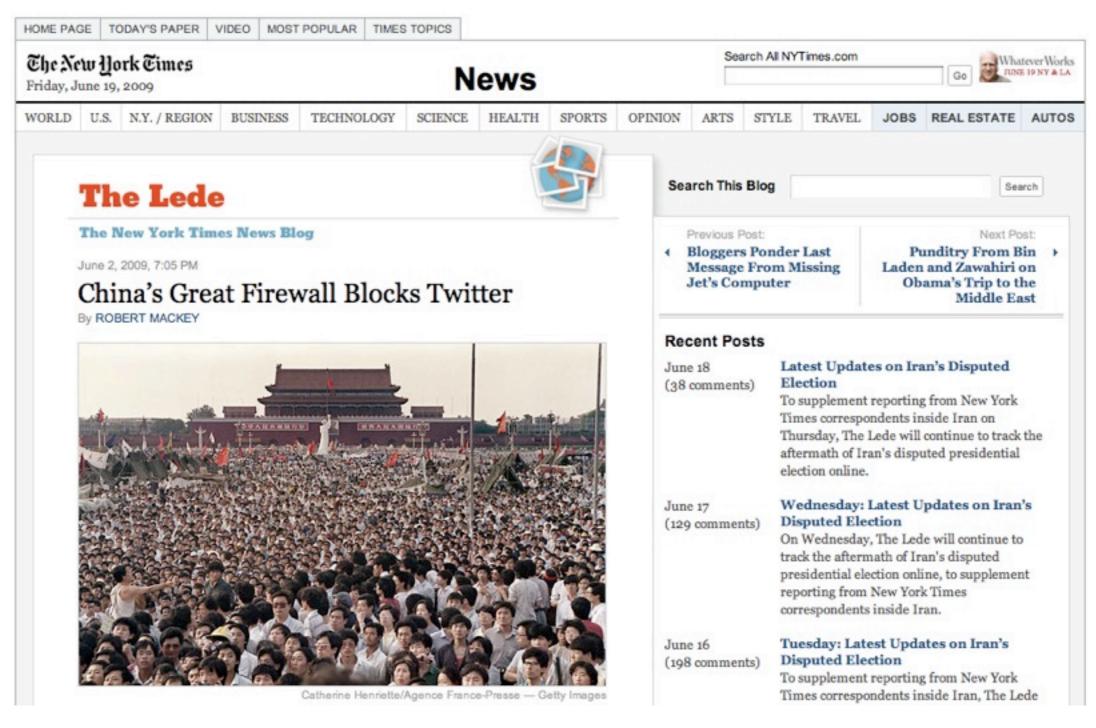
#### Associations

- The European Survey Research Association
- Council of American Survey Research Organizations (CASRO)
- Marketing Research Association
- International Communications

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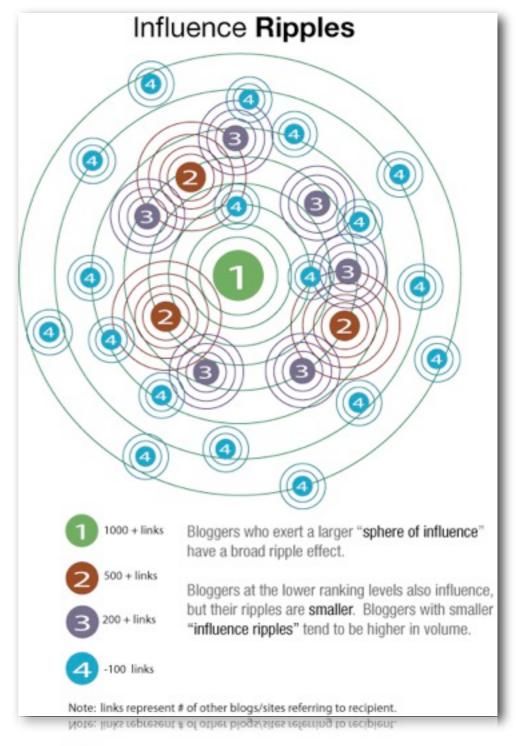
### **Politics**





### Commerce

- Social marketing
- Who are the brokers?
- Who can exert the most influence on buying/selling?
- How much should one advertise?

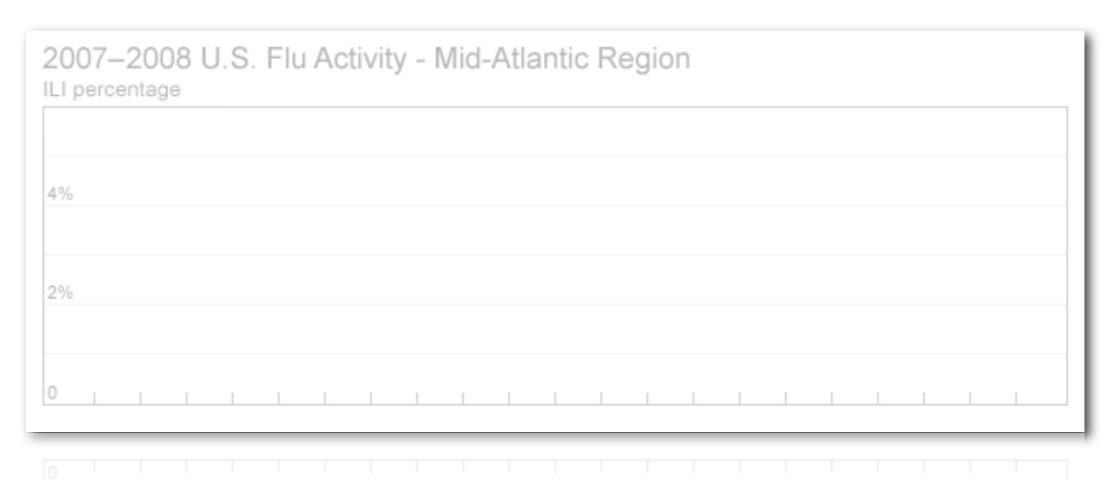




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### Public Health

- People's behavior can be monitored
- What is on people's mind translates to search queries
- Google predicts flu trends...

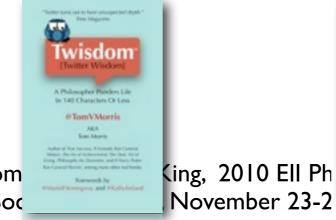






## Twitter Pop Culture

- Twisdom: Twitter Wisdom
  - A Philosopher Ponders Life in 140 Characters or Less
    - "I don't know the key to success, but the key to failure is trying to please everybody." Bill Cosby Do what you know in your soul is right!
    - It is a miserable state of mind to have few things to desire, and many things to fear. – Francis Bacon
- The Longest Poem In the World-the awesome twitter poem! 956,644 verses this morning and ~4,000 a day!







## The YouTube Generation





uting

## The Age of FaceBook





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# Social Networking Sites

 Example of Social Networking Sites: FaceBook, MySpace, Blogger, QQ, etc.



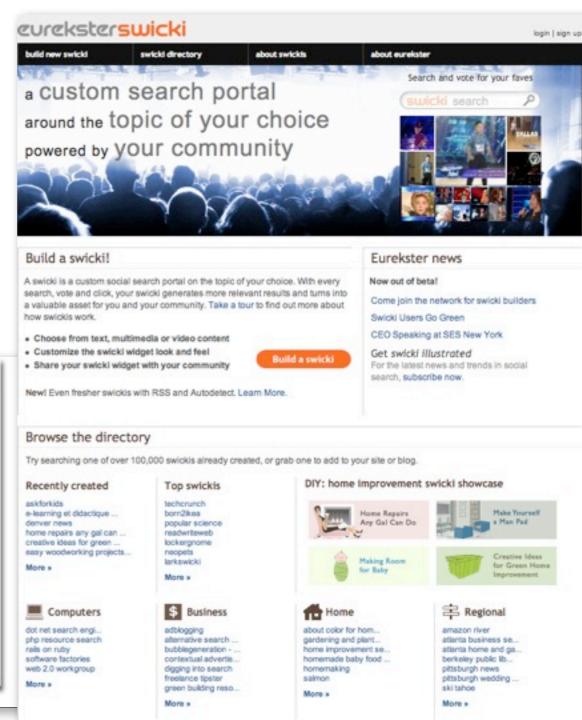


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### Social Search

- Social Search Engine
- Leveraging your social networks for searching

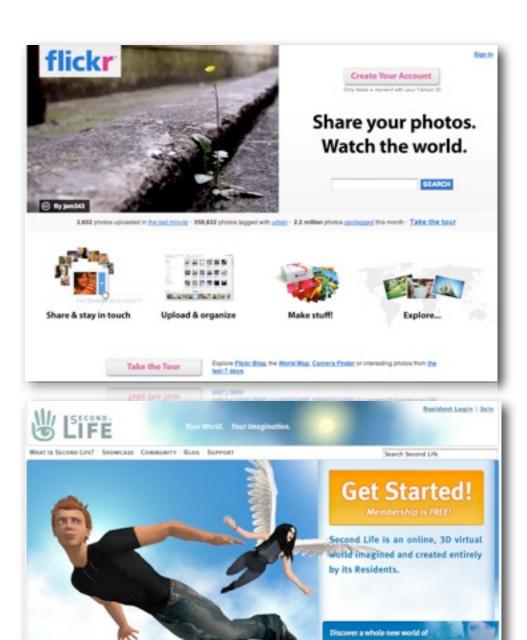




Introduction to Social Computing, Irwin King, 2010 Ell PhD School: Cloud Computing, Service Computing

## Social Media





Explore the best of Second Life >>

Introduction to Social Computing, Irwin King, 2010 Ell PhD Sch

ou like this song, you can download Views: 150,75

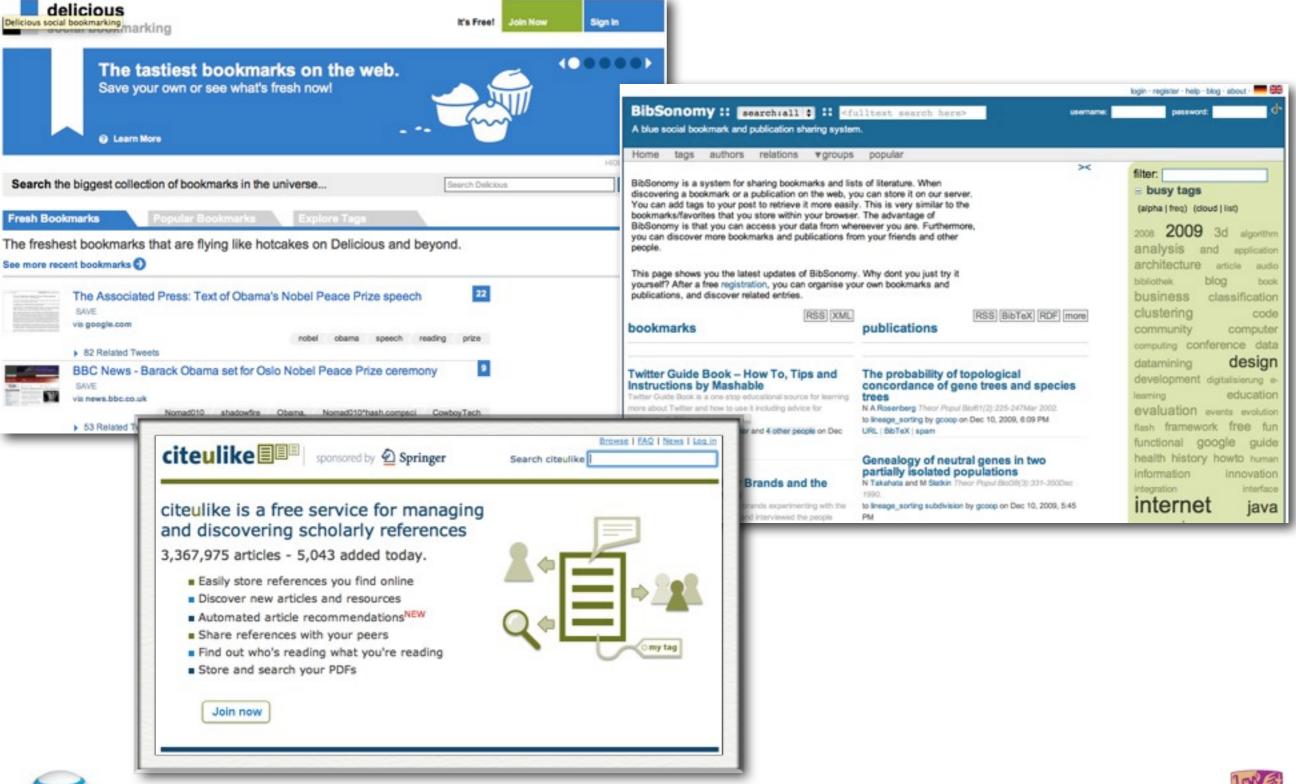
Your Organization in Second Life! Find out why your business, school or sengrefit organization should get its own

Your Organization in Second Life!

find out why your business, school or

nonprofit organization should get its own

## Social Bookmarking





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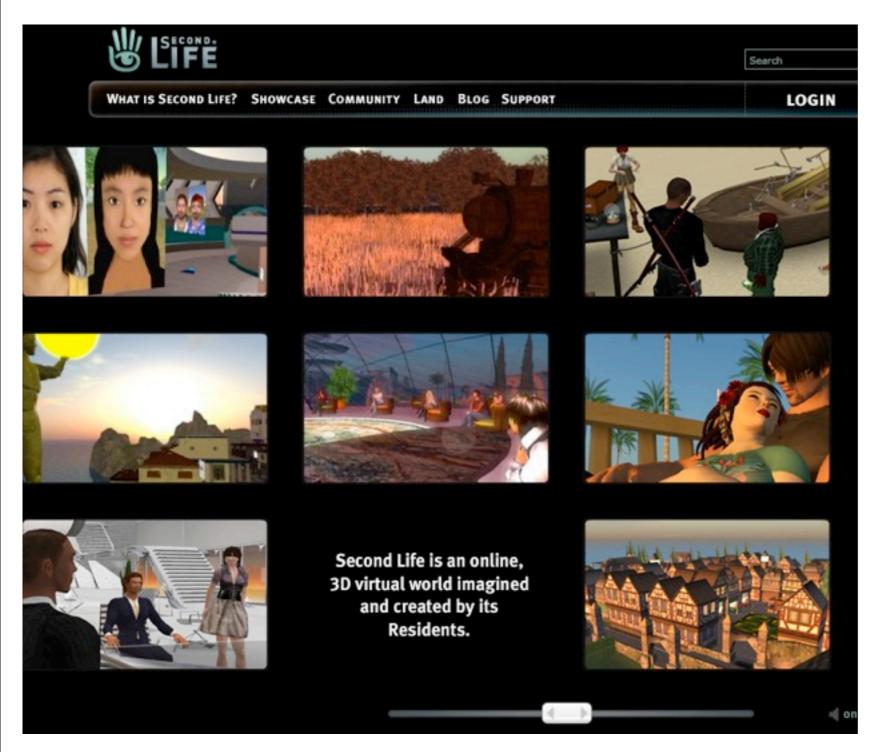
## Social News/Mash Up







### On-line Games and Virtual Communities



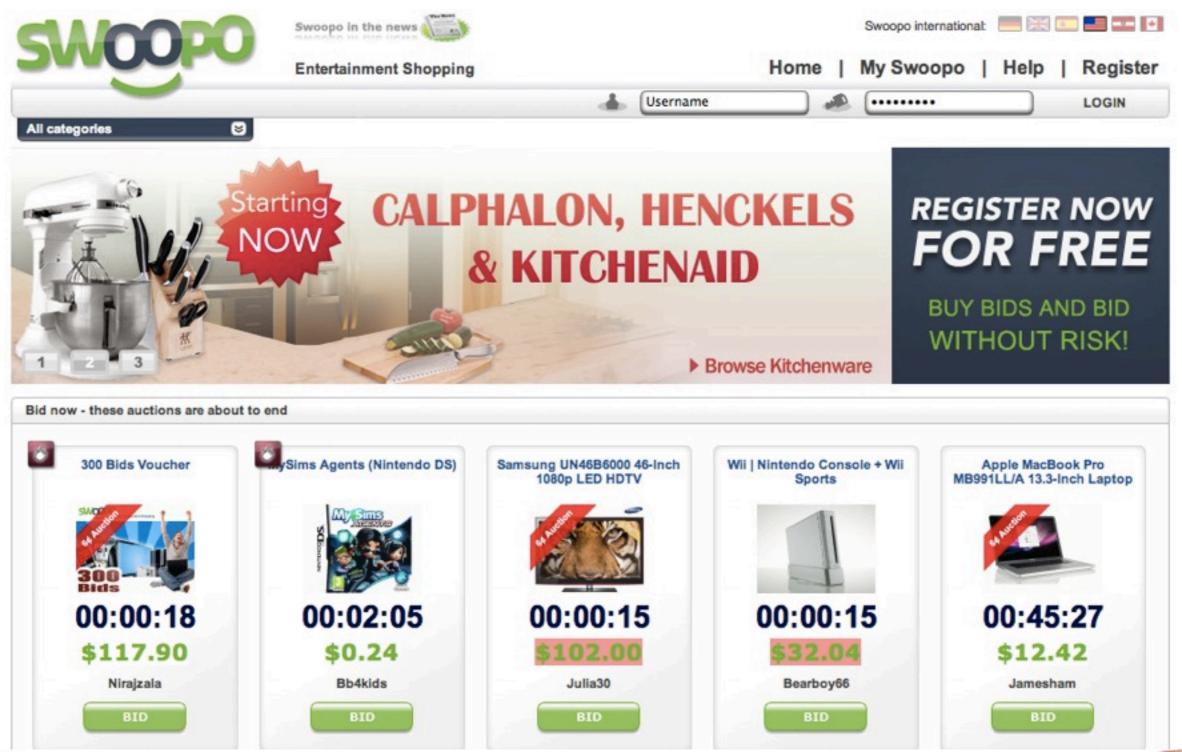








### Social Entertainment





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### Social Recommendations

### Genius Recommendations for Apps ===

There are tens of thousands of apps in the App Store, with more added every day. A new feature of iPod touch makes finding cool new apps even easier. It's Genius for apps, and it works just like Genius for your music. Tap the Genius icon and get recommendations for apps that you might like based on apps you and others have downloaded.







#### Genius Playlists

Say you're listening to a song you really like and want to hear other tracks that go great with it. The Genius feature finds other songs on your iPod touch that sound great with the one you were listening to and makes a Genius playlist for you. Listen to the playlist right away, save it for later, or even refresh it and give it another go. Count on Genius to create a mix you wouldn't have thought of yourself.



Now the Genius feature is even more powerful. Introducing Genius Mixes. All you do is sync iPod touch to iTunes, and Genius automatically searches your library to find songs that sound great together. Then it creates multiple mixes you'll love. These mixes are like channels programmed entirely with your music.









# Social Knowledge Sharing



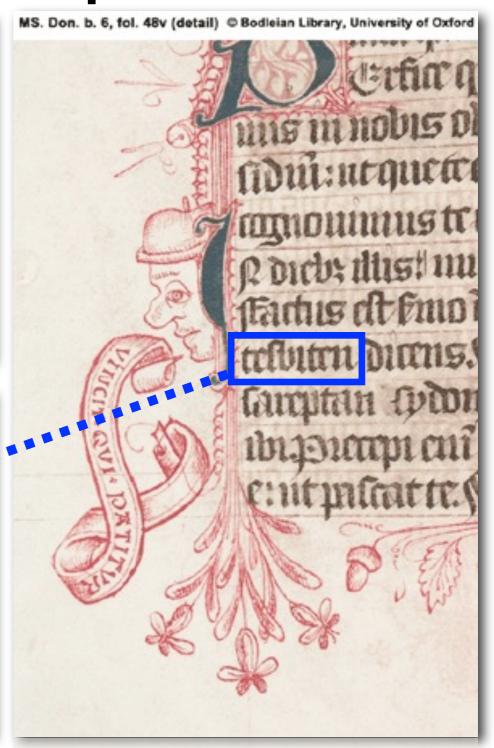






## Social/Human Computation

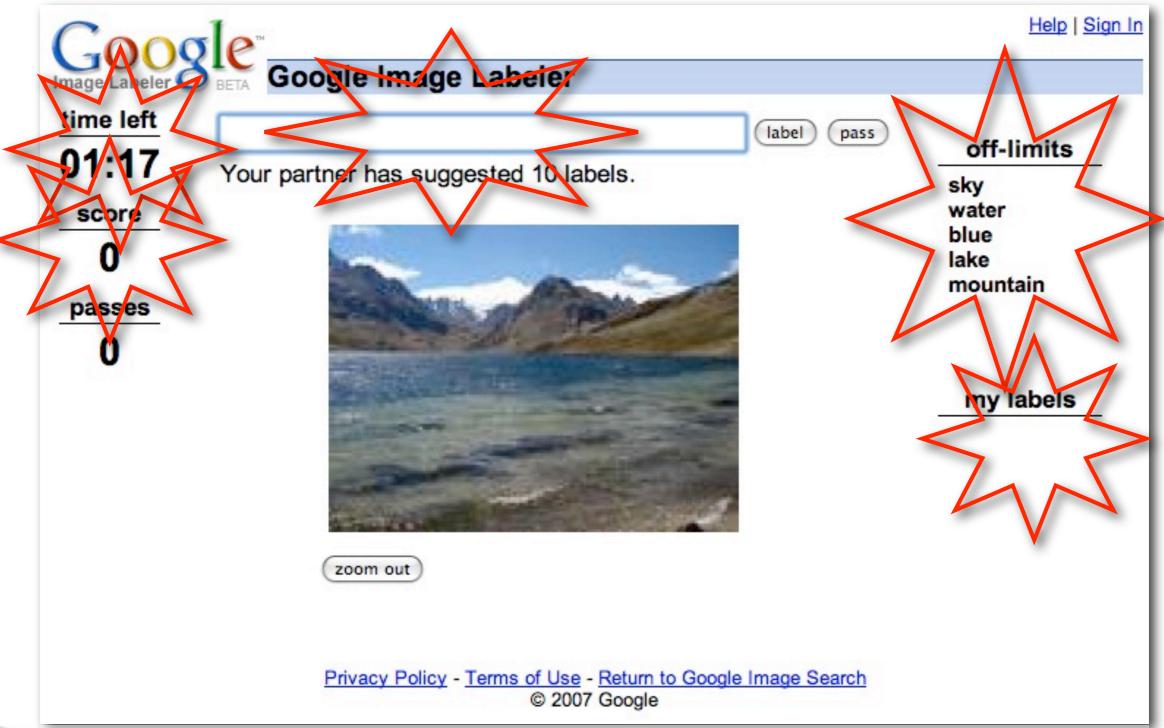
Security Check:	Enter both words below, separated by a space. What's This?  Can't read this? Try another.  Try an audio captcha				
	discharge Carolina				
	Text in the box:				
	☐ I have read and agree to the Terms of Use and Privacy Policy				
	Sign Up				
	Problems signing up? Check out our help pages				
	Problems signing up? Check out our neip pages				
Security Check:	Enter both words below, separated by a space. What's This?  Can't read this? Try another.  Try an audio captcha				
	discharge tulutun				
	Text in the box:				
	☐ I have read and agree to the Terms of Use and Privacy Policy				
	Sign Up				
	Problems signing up? Check out our help pages				







## Human Computation





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## Games With A Purpose (GWAP)



- ESP
  - Image tagging
- Tag a Tune
  - Song tagging
- Verbosity
  - Database of common knowledge description
- Squigl
  - Image segmentation
- Matchin
  - Image search by aesthetic value
- FlipIt
  - Finding similar image pairs
- PopVideo
  - Video tagging



### Crowdsourcing



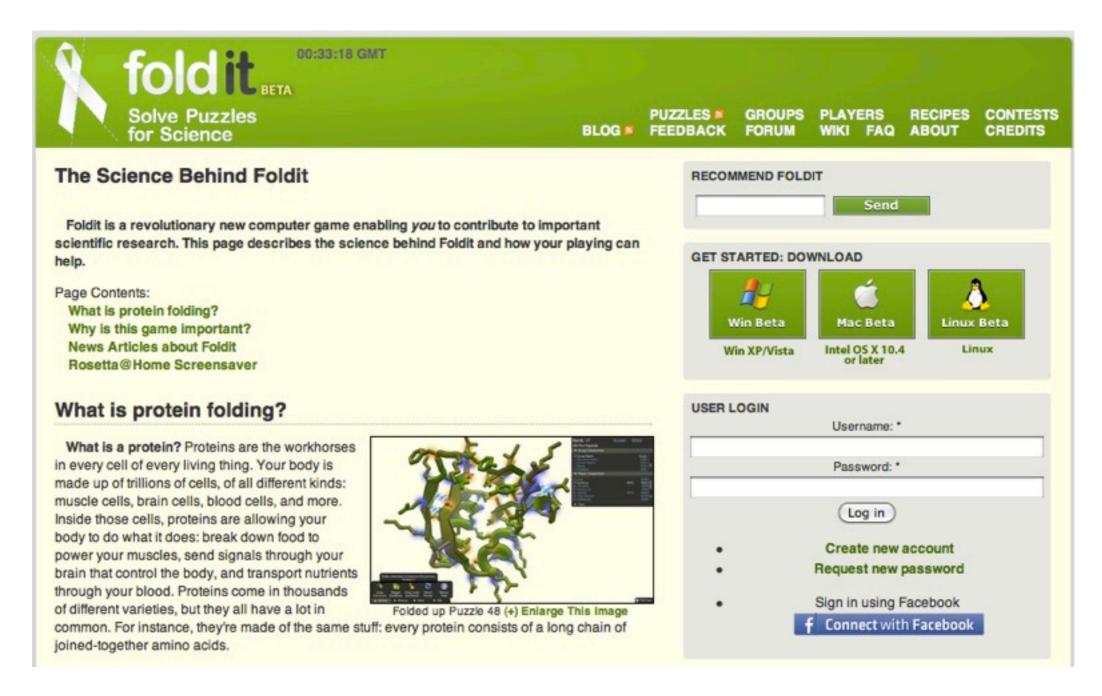








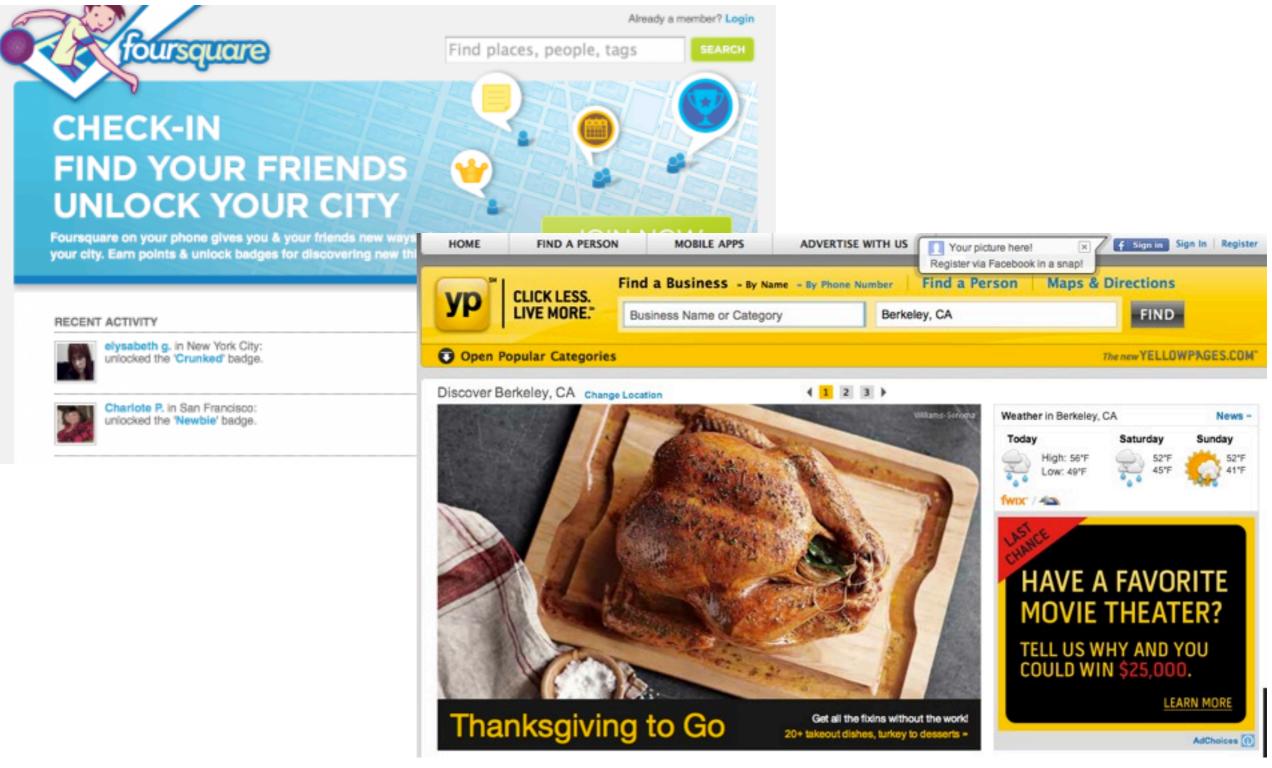
# Foldit: Protein Folding Game



#### [Cooper et al, Nature 466, 756-760 (5 August 2010)]



#### Social Location-based Services







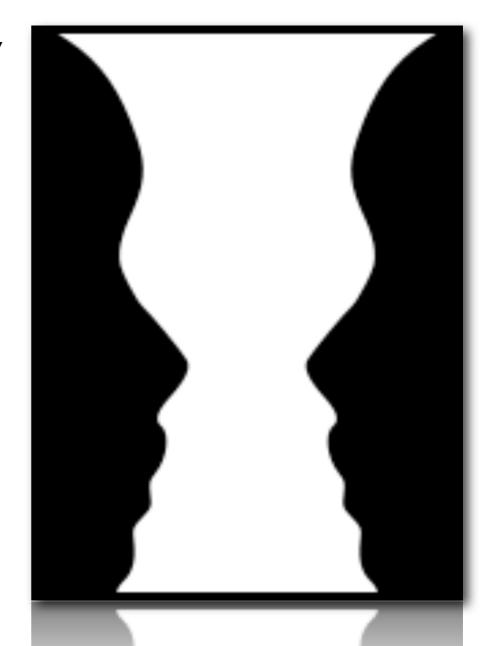
#### Web 2.0 Revolution

- Glocalization-think globally and act locally!
- Weblication-Web is the application!
- Three C's

Connectivity

Collaboration

Communities





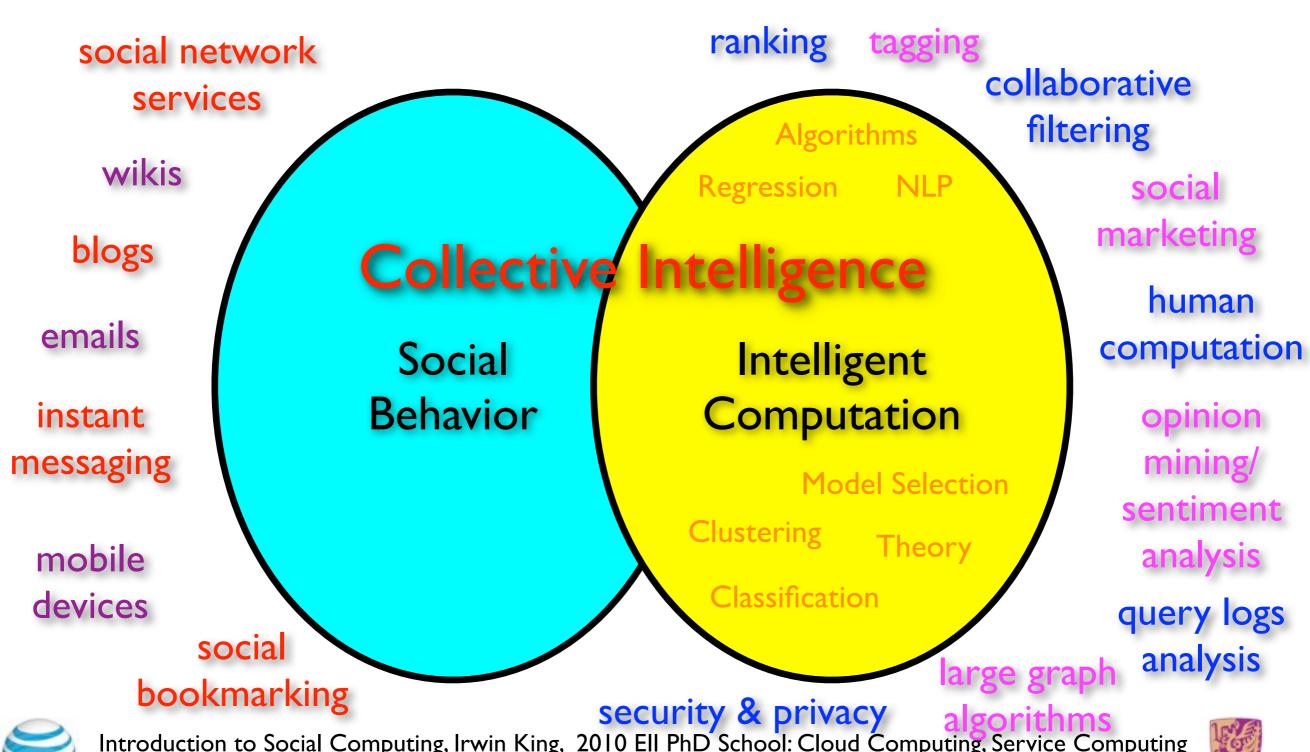
#### Social Relations

presence identity crew binary teams social role populations cardinal squad reputation organizations expertise integer trust cohorts markets ownership real communities accountability partners knowledge groups





### Social Computing



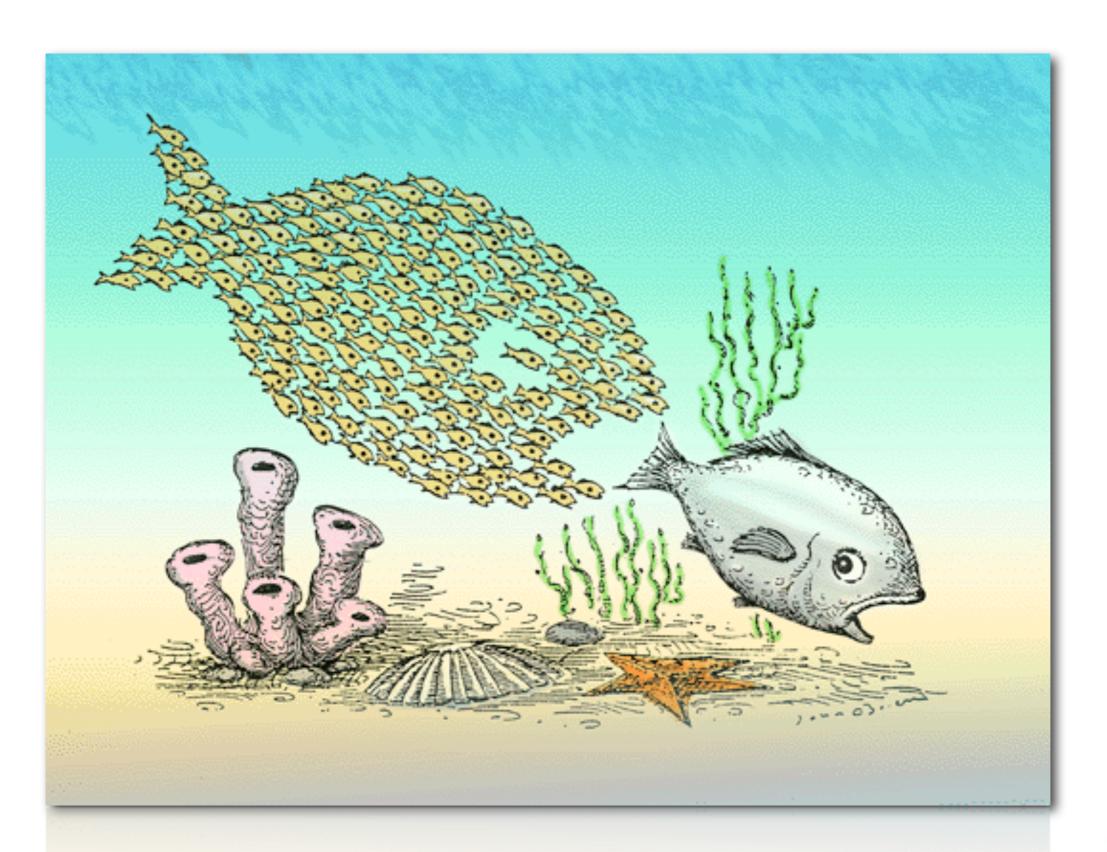
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# Definition of Social Computing

- Any Computer-mediated communication and interaction
- In the weaker sense: supporting any sort of social behavior
  - blogs, email, instant messaging, wiki, social network services, social bookmarking
- In the stronger sense: supporting "computations" that are carried out by a group of people
  - collaborative filtering, online auctions, prediction markets, reputation systems, tagging, verification games









puting

## On-Going Research

#### **Machine Learning**

- Smooth Optimization for Effective Multiple Kernel Learning (AAAI'10)
- Online Learning for Multi-Task Feature Selection (CIKM'10)
- Simple and Efficient Multiple Kernel Learning By Group Lasso (ICML'10)
- Online Learning for Group Lasso (ICML'10)
- Heavy-Tailed Symmetric Stochastic Neighbor Embedding (NIPS'09)
- Adaptive Regularization for Transductive Support Vector Machine (NIPS'09)
- Direct Zero-norm Optimization for Feature Selection (ICDM'08)
- Semi-supervised Learning from General Unlabeled Data (ICDM'08)
- Learning with Consistency between Inductive Functions and Kernels (NIPS'08)
- An Extended Level Method for Efficient Multiple Kernel Learning (NIPS'08)
- Semi-supervised Text Categorization by Active Search (CIKM'08)
- Transductive Support Vector Machine (NIPS'07)
- Global and local learning (ICML'04, JMLR'04)

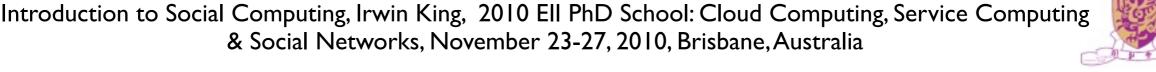


## On-Going Research

#### Web Intelligence/Information Retrieval

- Routing Questions to Appropriate Answerers in Community Question Answering Services (CIKM'10)
- Diversifying Query Suggestion Results (AAAI'10)
- A Generalized Co-HITS Algorithm and Its Application to Bipartite Graphs (KDD'09)
- Entropy-biased Models for Query Representation on the Click Graph (SIGIR'09)
- Effective Latent Space Graph-based Re-ranking Model with Global Consistency (WSDM'09)
- Formal Models for Expert Finding on DBLP Bibliography Data (ICDM'08)
- Learning Latent Semantic Relations from Query Logs for Query Suggestion (CIKM'08)
- RATE: a Review of Reviewers in a Manuscript Review Process (WI'08)
- MatchSim: link-based web page similarity measurements (Wl'07)
- Diffusion rank: Ranking web pages based on heat diffusion equations (SIGIR'07)
- Web text classification (WWW'07)





## On-Going Research

#### **Recommender Systems/Collaborative Filtering**

- Recommender Systems with Social Regularization (WSDM'11)
- CMAP: Effective Fusion of Quality and Relevance for Multi-criteria Recommendation (WSDM'11)
- UserRec: A User Recommendation Framework in Social Tagging Systems (AAAI'10)
- Learning to Recommend with Social Trust Ensemble (SIGIR'09)
- Semi-Nonnegative Matrix Factorization with Global Statistical Consistency in Collaborative Filtering (CIKM'09)
- Recommender system: accurate recommendation based on sparse matrix (SIGIR'07)
- SoRec: Social Recommendation Using Probabilistic Matrix Factorization (CIKM'08)

#### **Human Computation**

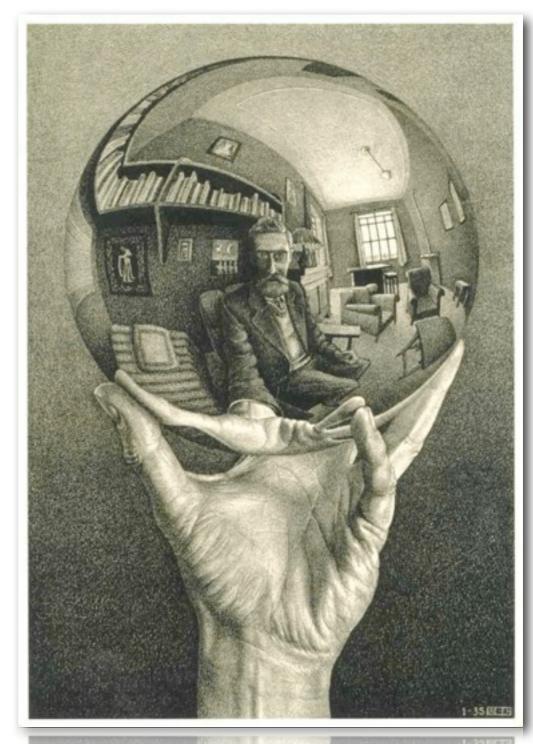
- Collection of User Judgments on Spoken Dialog System with Crowdsourcing (SLT'10)
- A Survey of Human Computation Systems (SCA'09)
- Mathematical Modeling of Social Games (SIAG'09)
- An Analytical Study of Puzzle Selection Strategies for the ESP Game (WI'08)
- An Analytical Approach to Optimizing The Utility of ESP Games (WI'08)



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### Emerging Issues

- Theory and models
- Search, mining, and ranking of existing information, e.g., spatial (relations) and temporal (time) domains
- Dealing with partial and incomplete information, e.g., collaborative filtering, ranking, tagging, etc.
- Scalability and algorithmic issues
- Security, privacy, trust, and risk issues
- Monetization of social interactions
- Service-based software platforms and development tools





#### WSDM2011

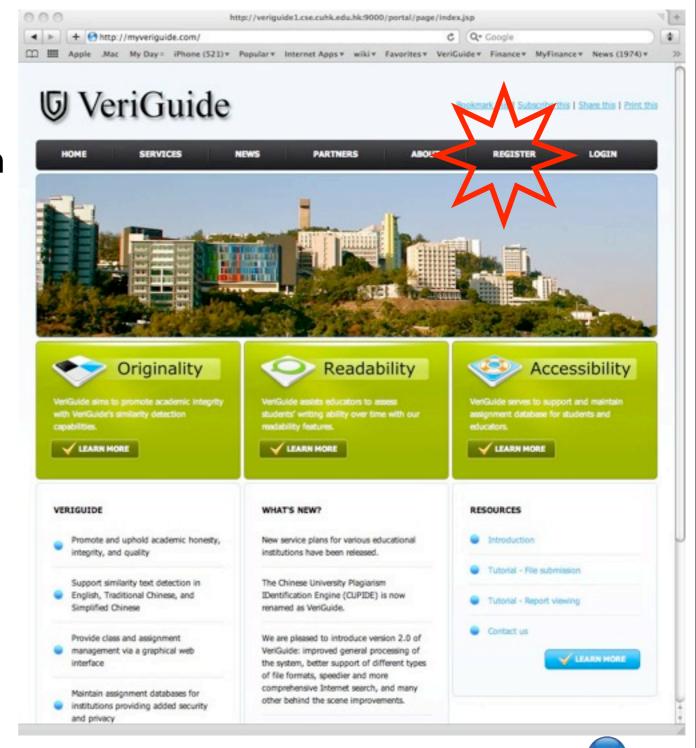






## **WeriGuide**

- Similarity text detection system
- Developed at CUHK
- Promote and uphold academic honesty, integrity, and quality
- Support English, Traditional and Simplified Chinese
- Handle .doc, .txt, .pdf, .html, etc. file formats
- Generate detailed originality report including readability





# CartoonParade® Parade.com/cartoons



"I don't care about 'Six Degrees of Kevin Bacon.'
I'm one degree away from a pork chop."

LO JOCIAL COMPULING, IL WILL KING, 2010 ELL THE JUNION. CLOUD COMPULING, JEI VICE COMPULING



# Q&A

