# The New Paradigm Shift: The Emergence of Social Computing

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## Social Networking

HOW TO USE WEB 2.0 IN THE ENTERPRISE

#### PART 1: COMMUNICATE WITH YOUR EMPLOYEES











Facebook in 2004.02

**2008** at **23** and **\$1.5** billion later...







The New Paradigm Shift: The Emergence of Social Computing, Irwin King, IWSSIP2009, June 18-20, 2009, Chalkida, Greece

Alexa as of Nov. 2008	China	USA	Japan	India	Brazil	Global
L	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



## China's Great Firewall





#### Twitter in Iran's Revolution

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Rallying Iran: Time Tempers a Challenger Forged in Revolution http://bit.ly/epfBT

5:45 PM Jun 17th from web



© 2009 Twitter About Us Contact Blog Status Apps API Search Help Jobs Terms Privacy



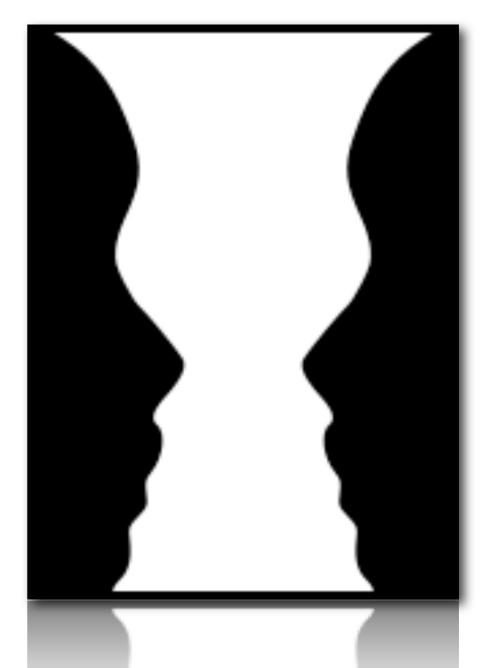
## Web 2.0

- 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**
- Data vs. Value



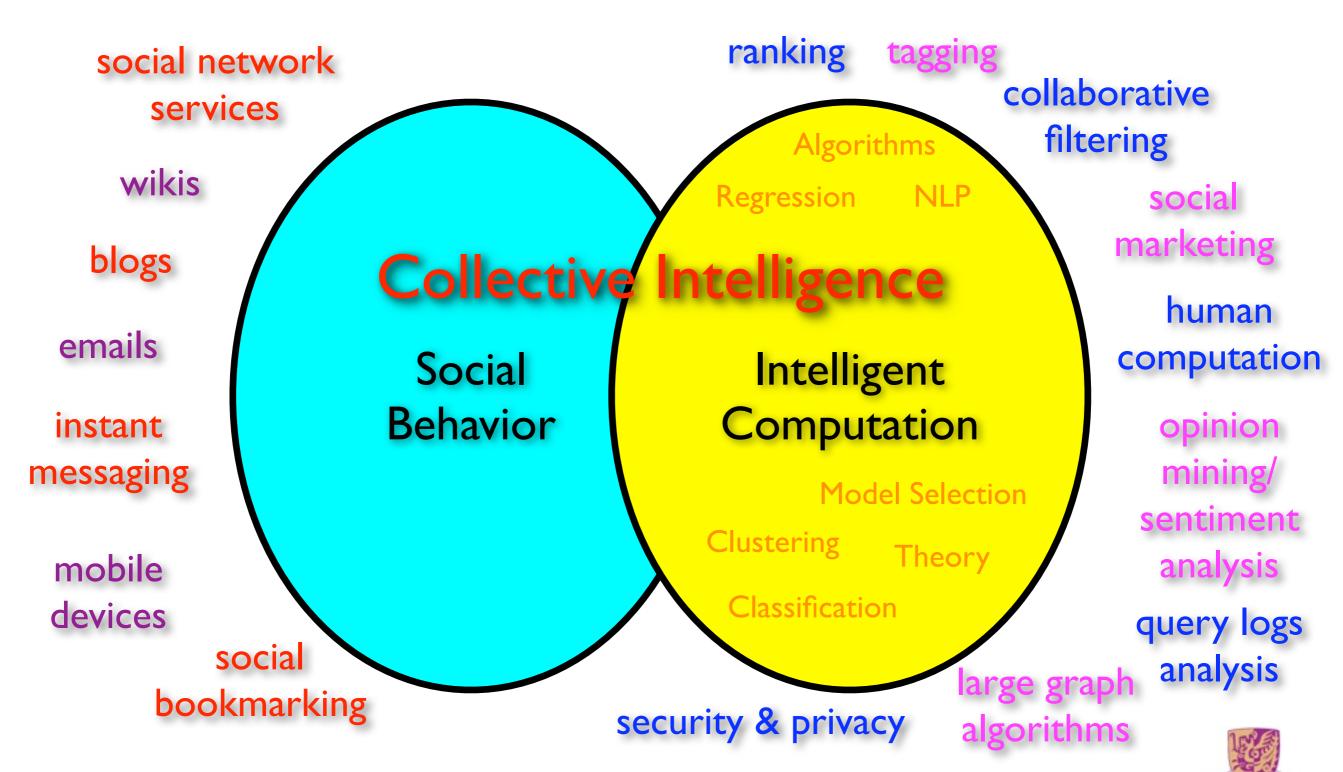
## Web 2.0 Revolution

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





## Social Computing



## 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
  - recommender systems, online auctions, prediction markets, reputation systems, tagging, verification games



# Social Networking in Greece





# Social Networking Sites

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

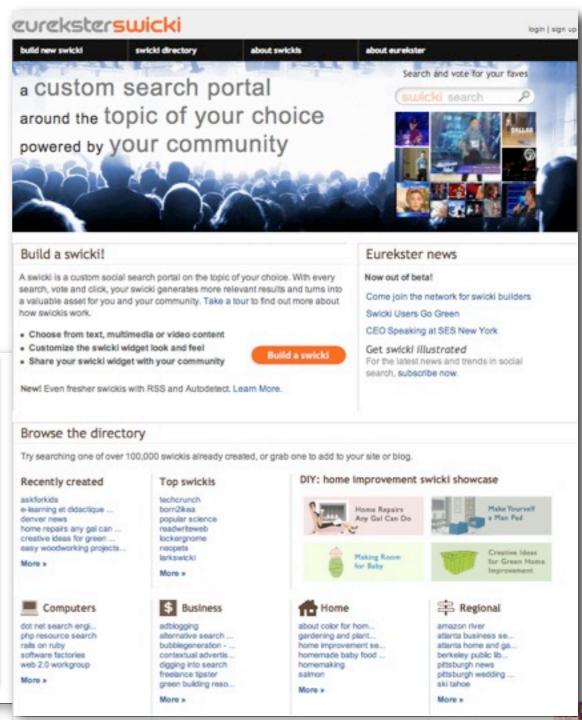


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#### Social Search

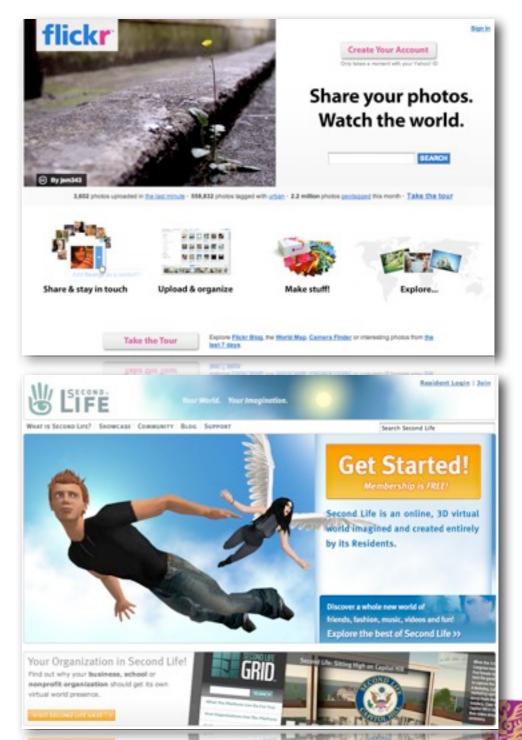
- Social Search Engine
- Leveraging your social networks for searching





#### Social Media

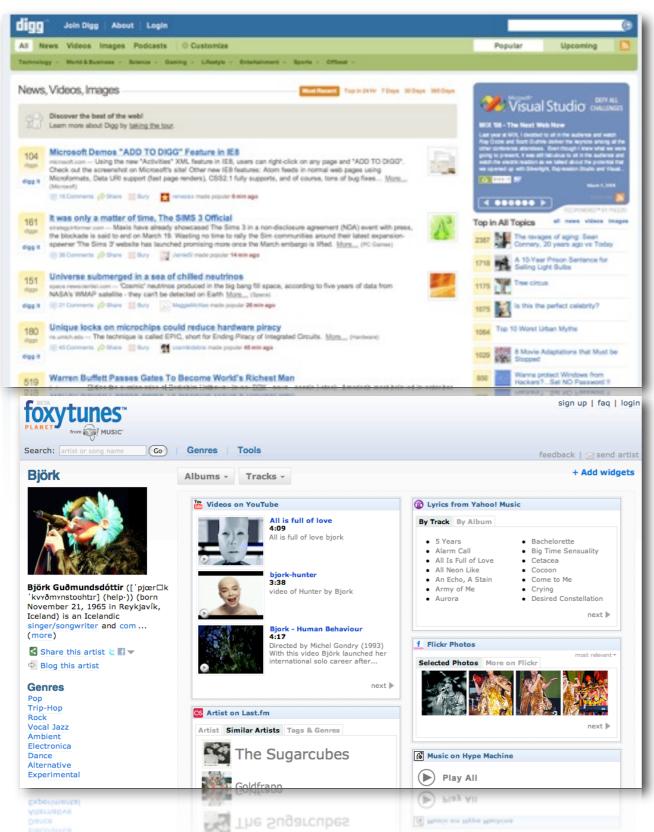






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## Social News/Mash Up





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# Social Knowledge Sharing





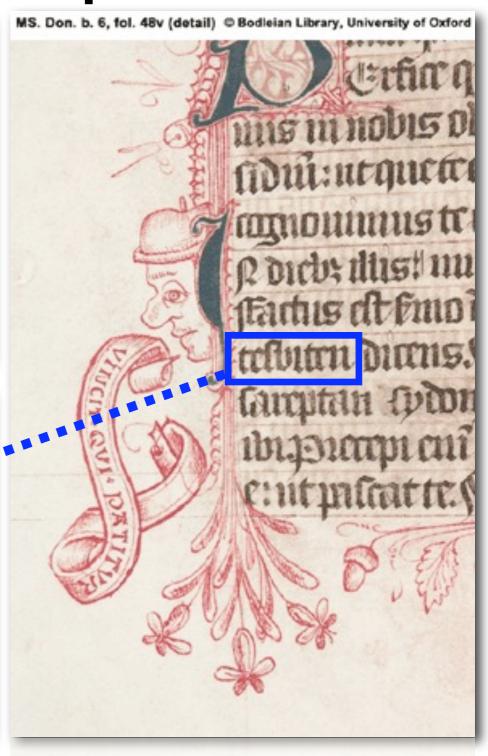


easy to write and manage



## Social/Human Computation





Problems signing up? Check out our help pages

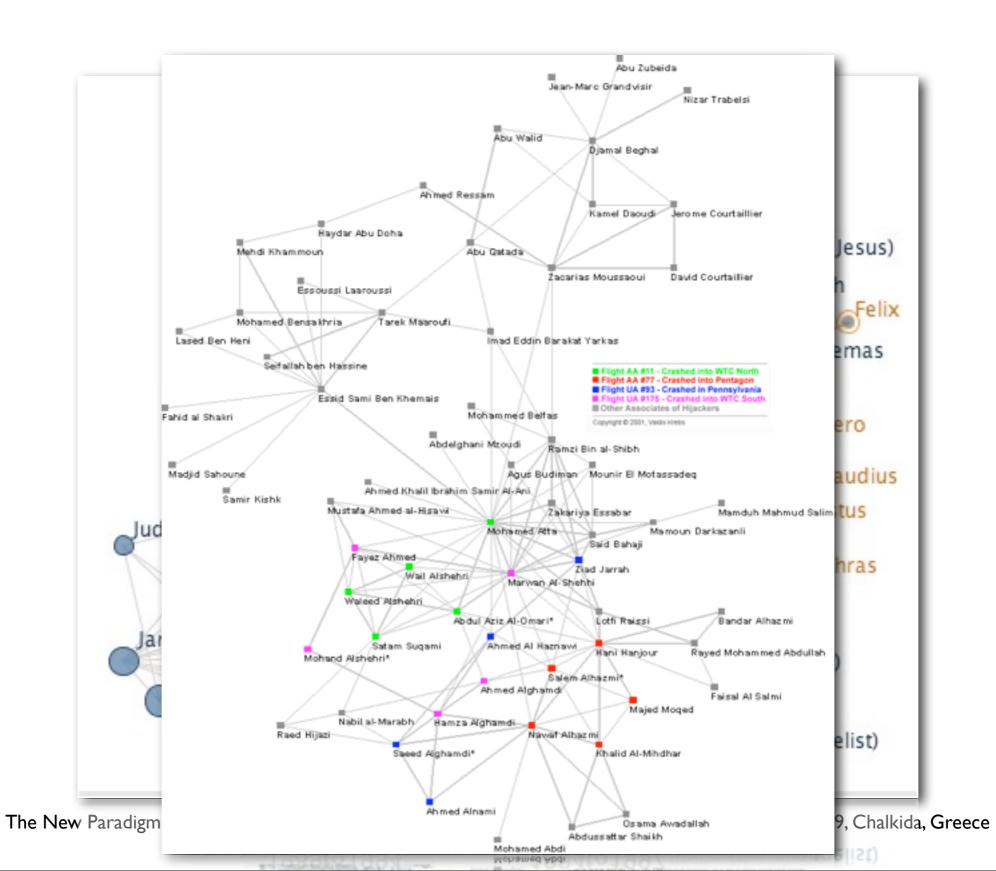




# Human Computation

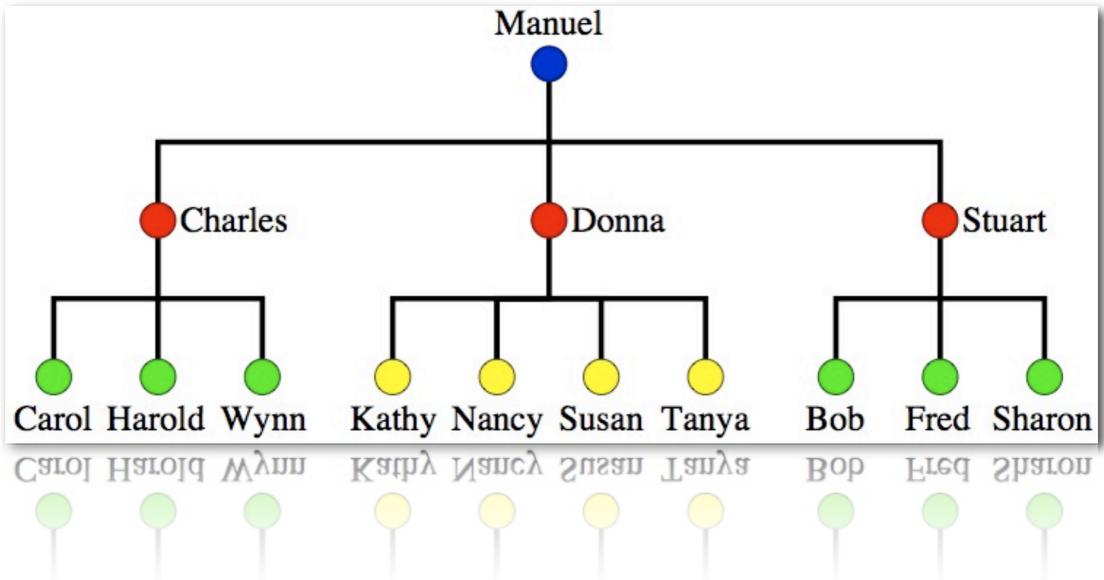


#### The Social Web



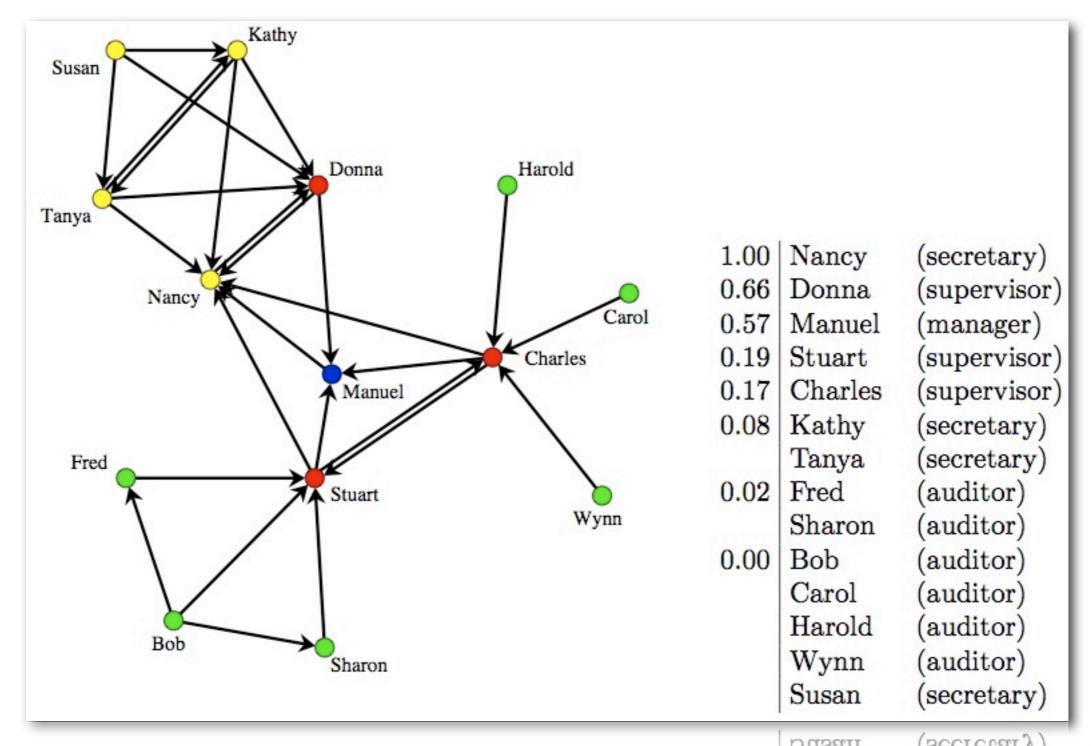


## Organizational Chart





#### Social Network Chart





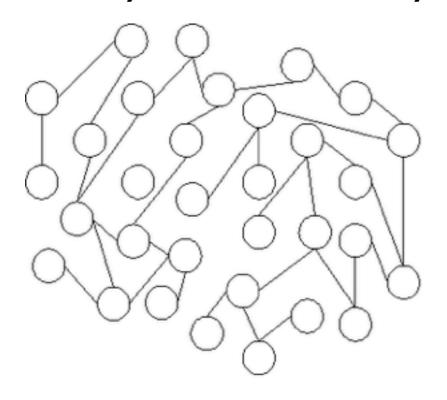
#### Characteristics of Social Networks

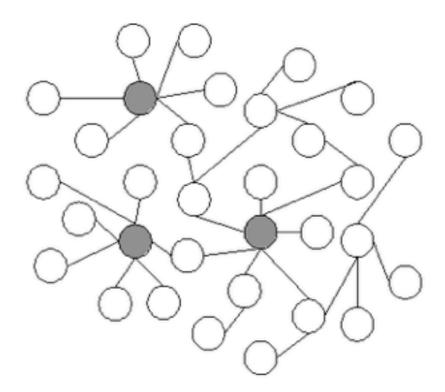
- Power-law distribution and small world network characteristics of
  - Co-authorship network
  - Email network
  - World Wide Web
  - Blog network
  - Instant-messaging network
  - Mobile network



#### Scale-free Networks

- A scale-free networks is a network whose degree distribution follows the Power Law
  - With a few highly connected nodes that serve as hubs and many nodes with only a few connections





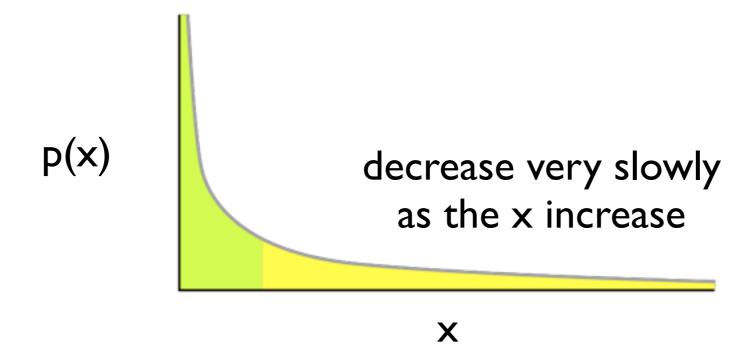
(a) Random network

(b) Scale-free network



#### Power-law distribution

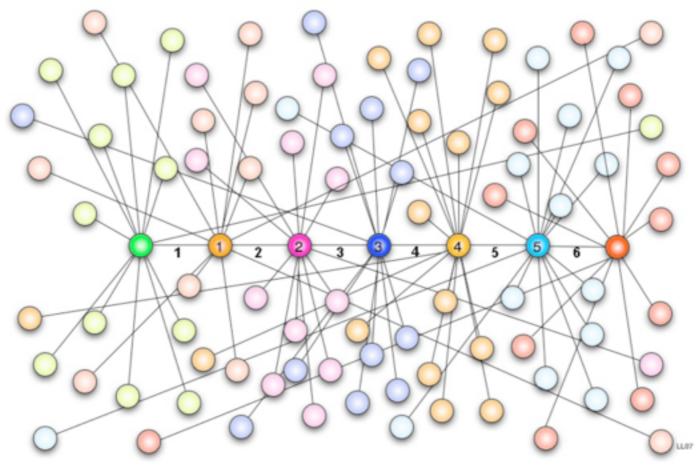
- The Power Law: mathematical relationship between two quantities:  $p(x) \propto x^{-\lambda}$ 
  - p(x) is the probability to encounter value x
  - ullet  $\lambda$  is the exponent of the power law



An example power law graph with a long tail, to the left are the few that dominate (also known as the 80-20 rule)

#### Small World Network

 A small world network is one in which most nodes are not connected to each other and yet the average path between most nodes is relatively short



Six degree of separation



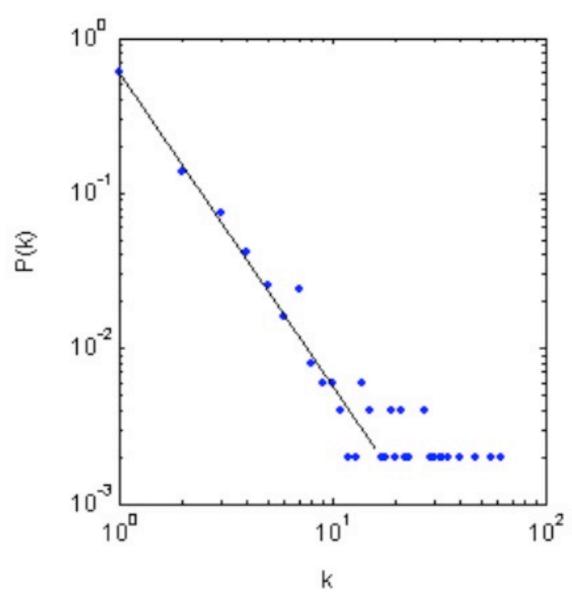
[Chunguang Li]

- Erdös's collaboration network, which is a star-shaped network with Erdös at the centre.
  - Paul Erdös, a great mathematician who passed on September 20, 1997, at the age of 83
  - He published more than 1,600 mathematical research papers in his lifetime.
  - He had 507 coauthors, in which there were 306 coauthors who published I paper with him, and in which the coauthor having the largest number of joint publications with him was Sarkozy, 62 papers



[Chunguang Li]

$$P(k) = k^{-\lambda}, \lambda = 2.0 \pm 0.2$$



The distribution of connection strengths between Erdös and his coauthors

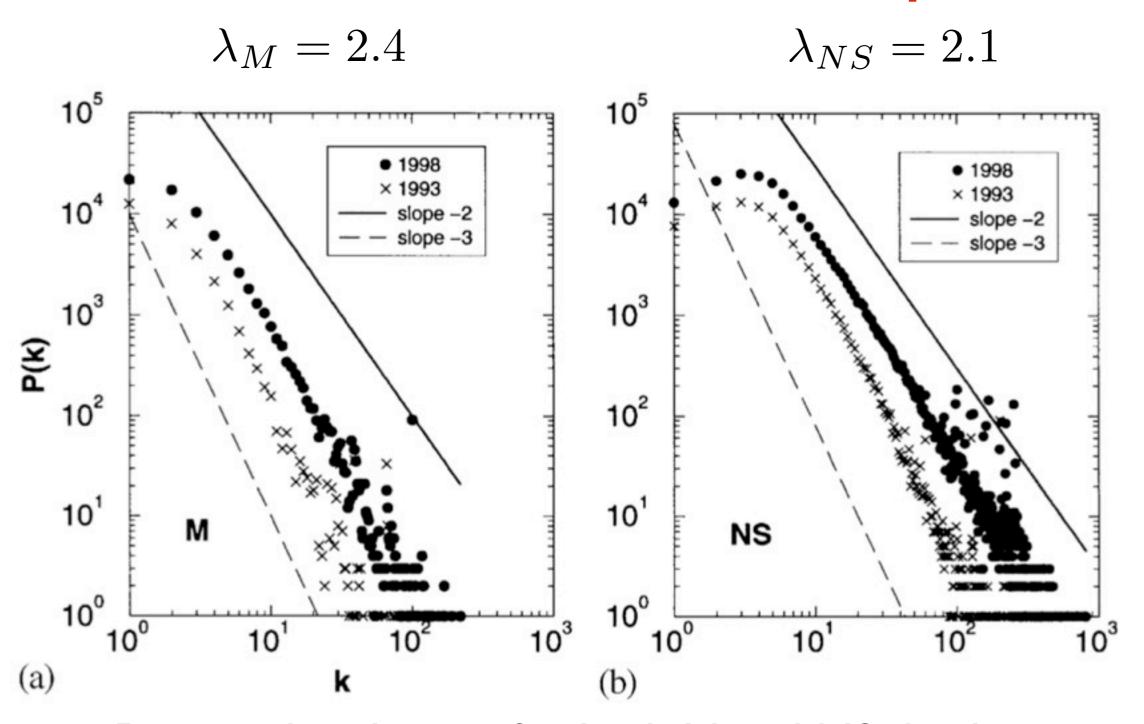


[A.L. Barabasi, 2002]

- The databases contain article titles and authors of all relevant journals in the field of Mathematics (M) and Neuro-Science (NS), published in the period 1991–98
  - In mathematics our database contains 70,975 different authors and 70,901 papers
  - In NS the number of different authors is 209,293 and the number of published papers is 210,750



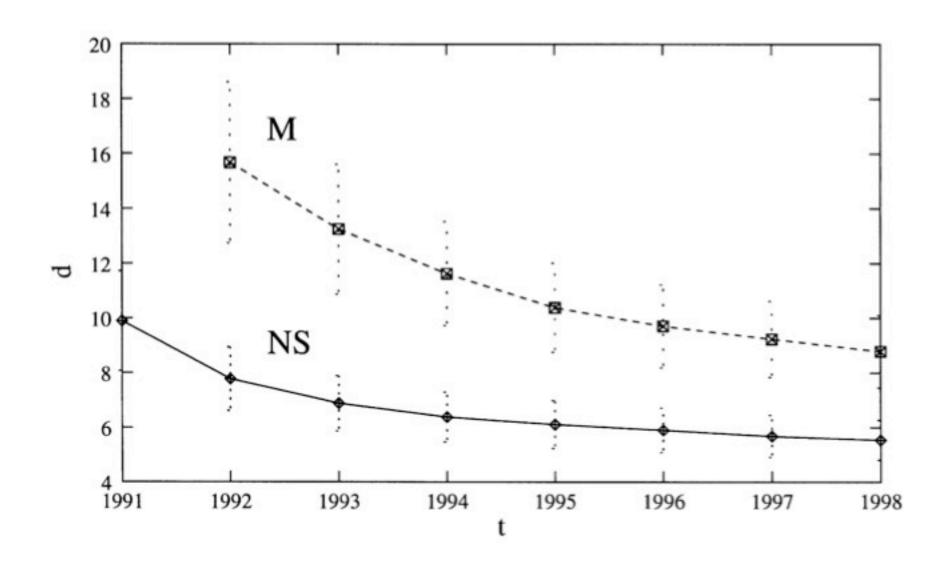
[A.L. Barabasi, 2002]



Degree distribution for both M and NS databases



[A.L. Barabasi, 2002]



#### Average separation in the M and NS databases



[Duncan Watts, 2001]

- Recreate Milgram's experiment on the internet
- An e-mail message as the "package" that needed to be delivered
- 48,000 senders and 19 targets (in 157 countries)
- Watts found that the average (though not maximum) number of intermediaries was around 6



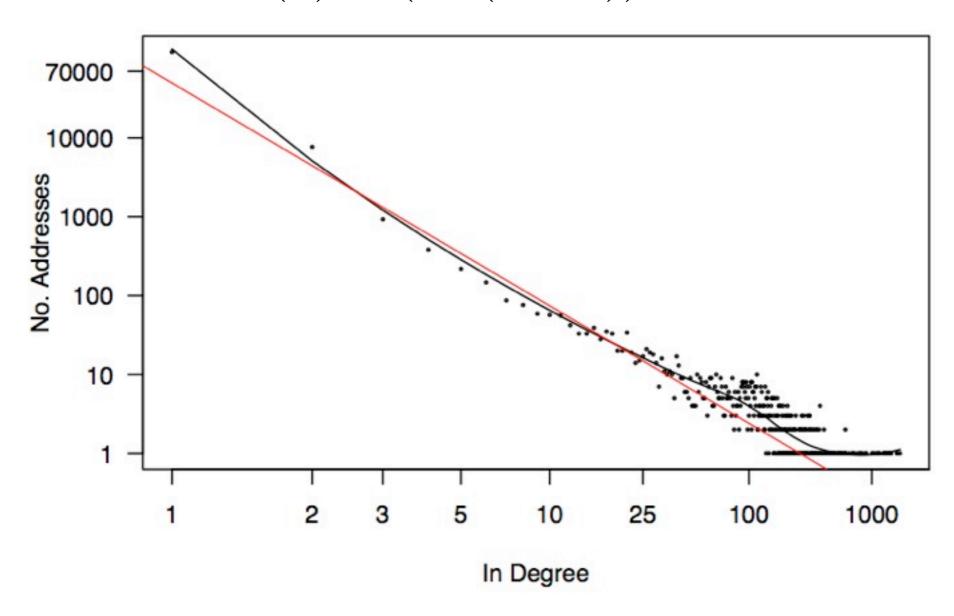
[Diane Lambert, 2004]

- A complete set of email records obtained from several servers over a 75 day period with delivery dates on or after September 29, 2004
  - 805,100 messages correspond to 176,761 addresses
  - A total of 303,499 unique directed links and 296,742 undirected links
  - A directed link is created between addresses A and B if A sends one or more messages to B during the study and an undirected link if A sends B email or vice versa.



[Diane Lambert, 2004]

$$p(k) \propto (\log(k+1))^{-5.9}$$

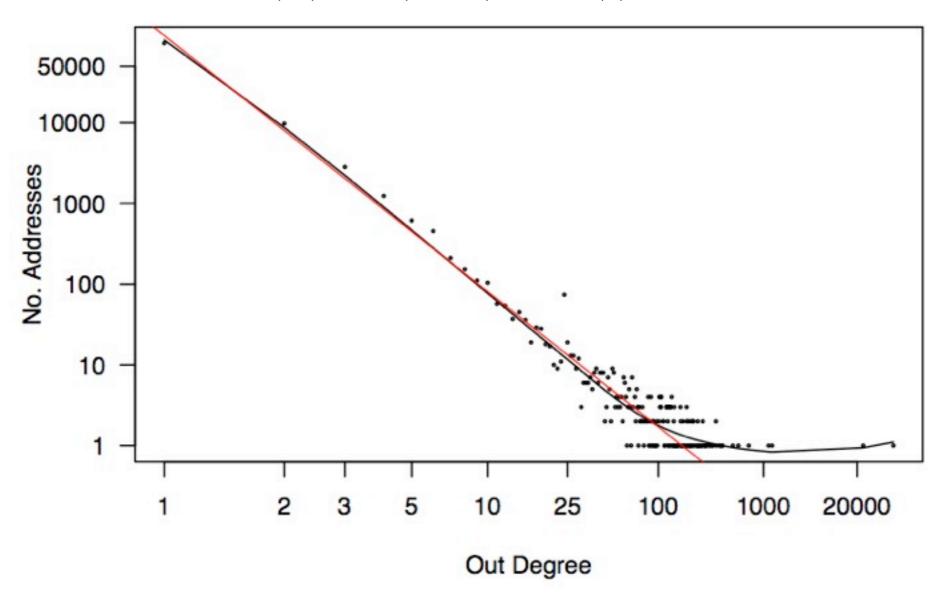


The in-degree distribution



[Diane Lambert, 2004]

$$p(k) \propto (\log(k+1))^{-5.2}$$



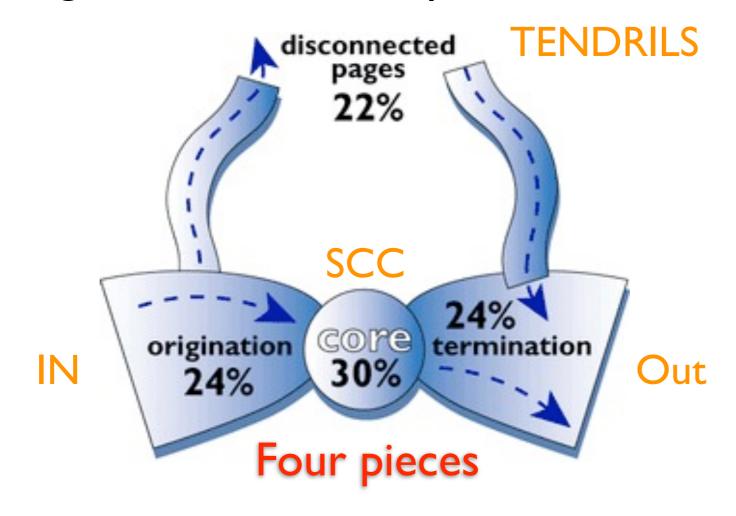
#### The out-degree distribution



## Experiments on Web Crawls

[Andrei Broder, 2000]

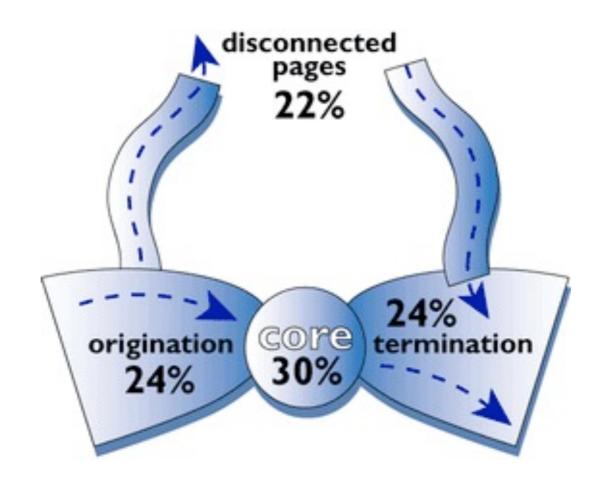
- A web crawl (breadth-first search) of approximately 200 million pages and 1.5 billion links (2000)
- If links are treated as undirected edges, over 90% nodes form a single connected component





## Experiments on Web Crawls

[Andrei Broder, 2000]



#### Results

- Path exists from random source to destination is 24%
- If a directed path exists, its average will be about 16
- If an undirected path exists, its average will be about 6



### Experiments on Web Crawls

[Andrei Broder, 2000]

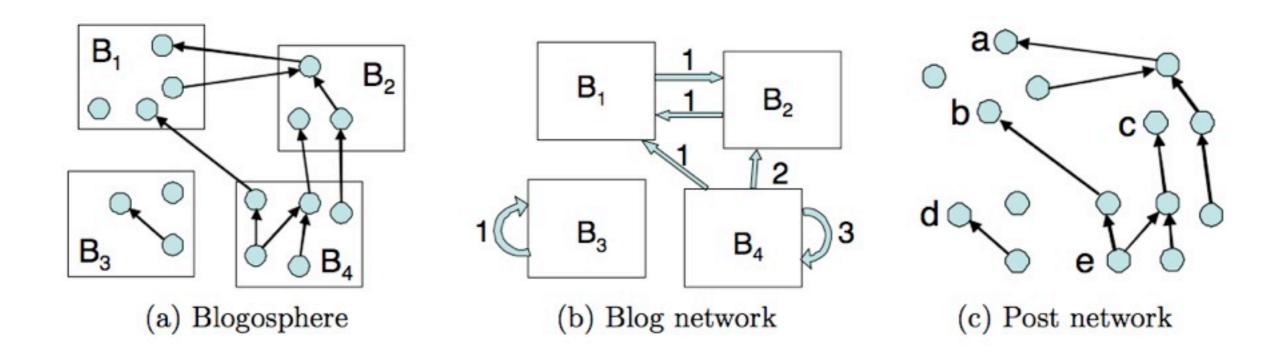
$$N(i) \propto i^{-2.1} \qquad p(o) \propto o^{-2.7}$$
 
$$p(o) \sim o^{$$

In-degree and out-degree distributions subscribe to power law. The Law also holds if remote-only edges are considered



# Experiments on Blog Graph

[Jury Leskovec, 2007]



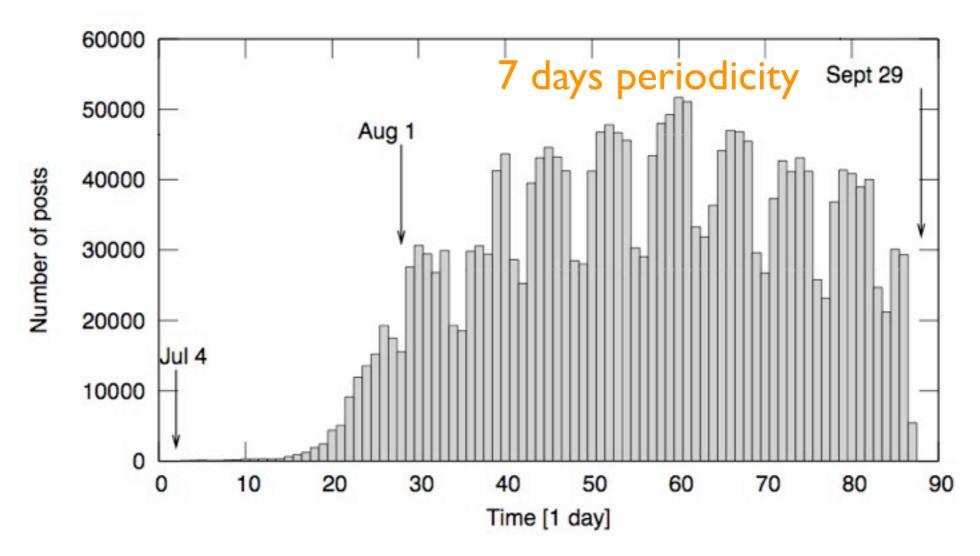
The model of the blogosphere. Squares represent blogs and circles blog-posts



## Experiments on Blog Graph

[Jury Leskovec, 2007]

- A larger set of 21.3 million posts from 2.5 million blogs
- Extract 2.4 million posts in 44 thousand blogs from Aug. and Sept. 2005 (90 days)

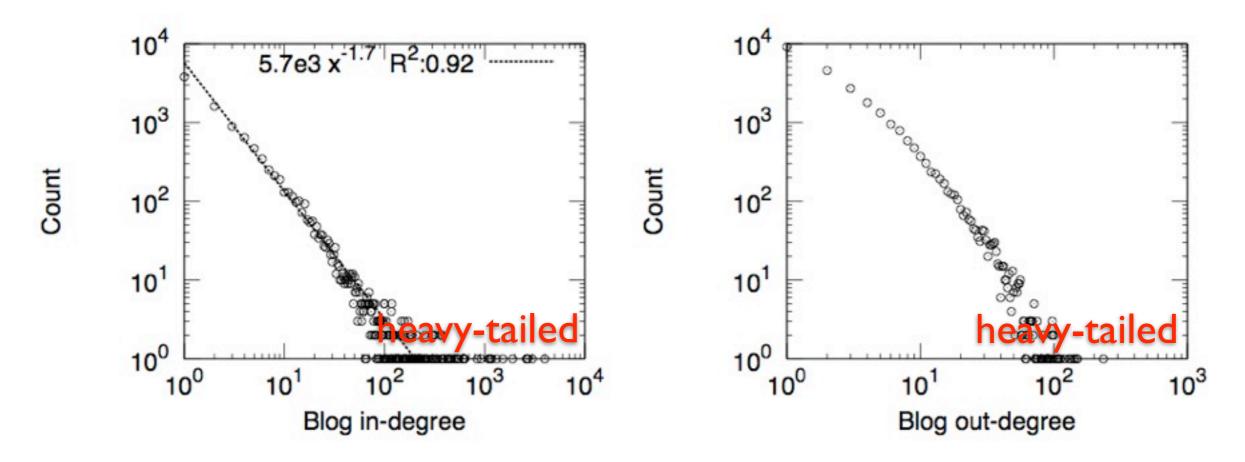




# Experiments on Blog Graph

[Jury Leskovec, 2007]

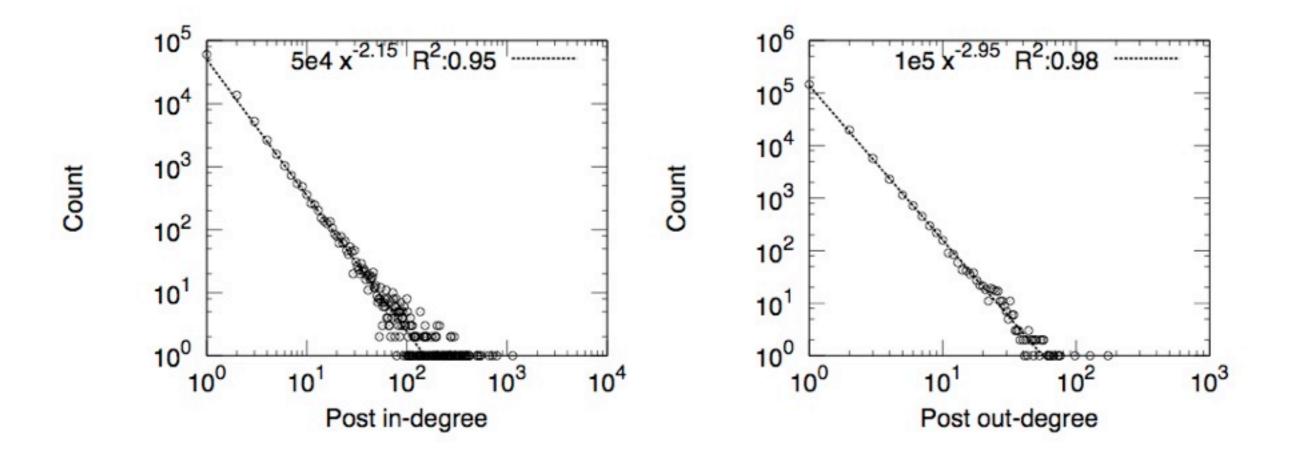
In-degree distribution has a very shallow power-law (-1.7), which suggests strongly rich-get-richer phenomena



In- and out-degree distribution of the Blog network



# Experiments on Blog Graph [Jury Leskovec, 2007]



Post network in- and out-degree distribution



### Experiments on MSN

[Jury Leskovec, 2008]

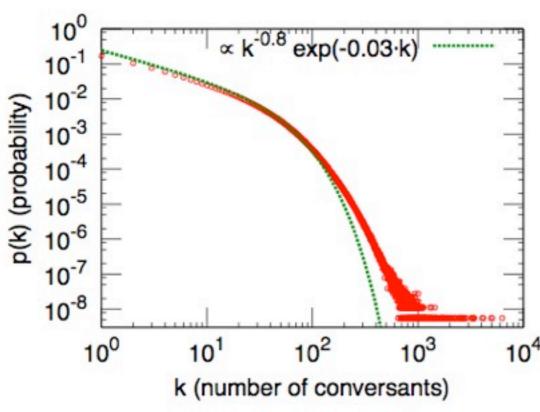
- A study of anonymized data capturing a month of communication activities within the whole of the Microsoft Messenger instant-messaging system
  - Dataset: 240 million people with 30 billion conversation
  - Graph: 180 million nodes and 1.3 billion undirected edges (only connected people who are buddies and have communicated during the observation period)
  - Period: 30 days of June 2006

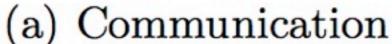


## Experiments on MSN

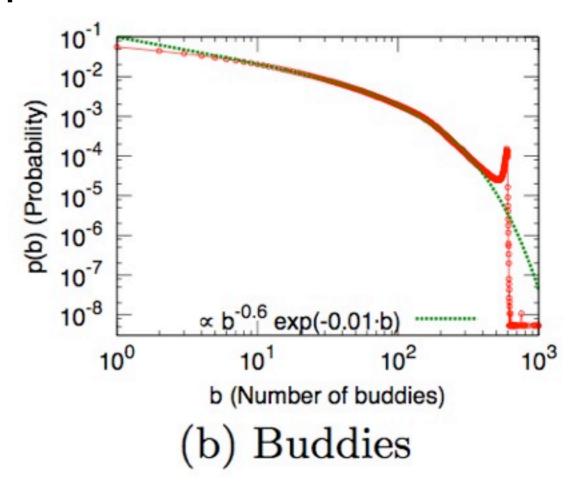
[Jury Leskovec, 2008]

#### Heavy tailed but not power-law distribution





Degree distribution of communication network (num. of people with whom a person communicates)



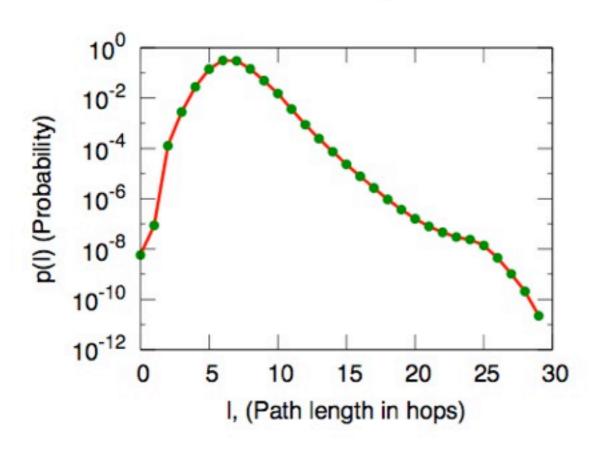
Degree distribution of the buddy network (length of the contact list)

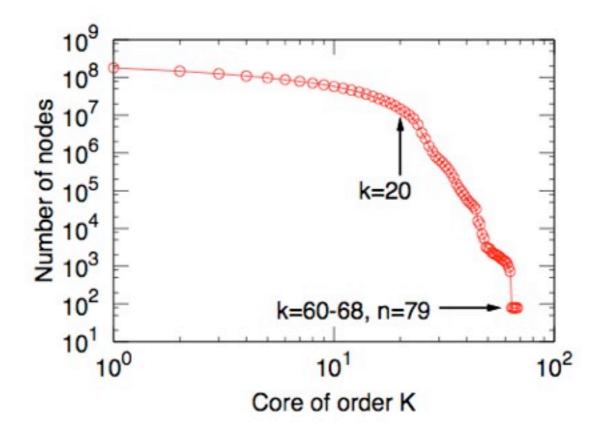


## Experiments on MSN

[Jury Leskovec, 2008]

#### Average shortest path has length 6.6





Distribution over the shortest path lengths

Distribution of sizes of cores of oder k



## Experiments on Mobile Network

[Zheng-Bin Dong, 2009]

- 2,590,361 phone users were extracted from one month call logs of a city in China
  - The mobile social network with 2,590,361 nodes is not a connected graph, which has 56,601 connected subgraphs
  - The largest connected subgraph has 2,532,298 nodes the percentage is 97.76%
  - The analysis is focus on the largest connected subgraph



## Six Degree Facebook



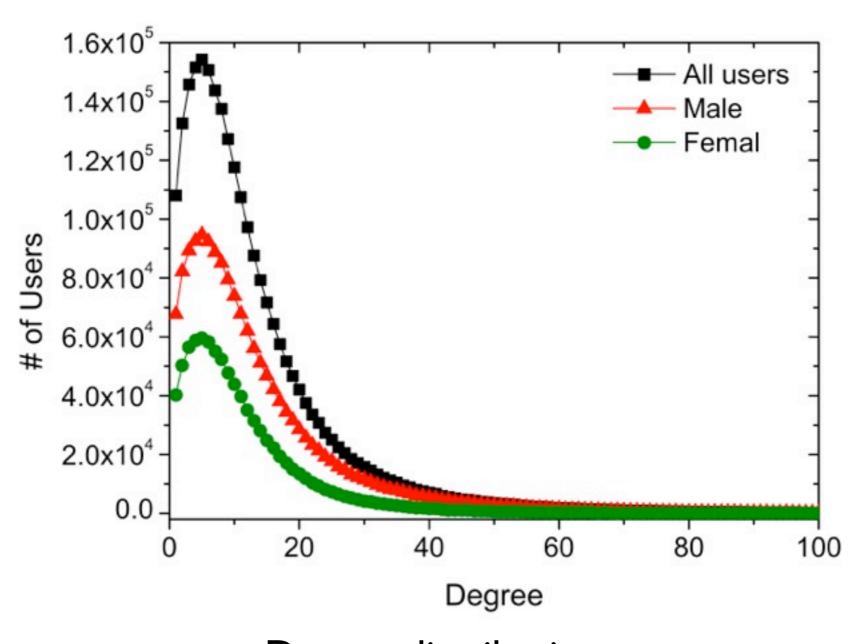
Main page	Connect	Manage network	Browse network	Invite friends	Search					
6 Degrees of Separation										
This application follows the ideas of 6 degrees of separation. You can search for any Facebook user by name and try to connect to them through the friend network.										
Six Degrees allows you to search for connections to other Facebook users.										
Log in to Six	c Degrees									

- It calculates the degrees of separation between different people
- It has 4.5 million users as of April 7, 2008
- The average separation for all users of the application is
   5.73 degrees, whereas the maximum degree of separation is



## Experiments on Mobile Network

[Zheng-Bin Dong, 2009]

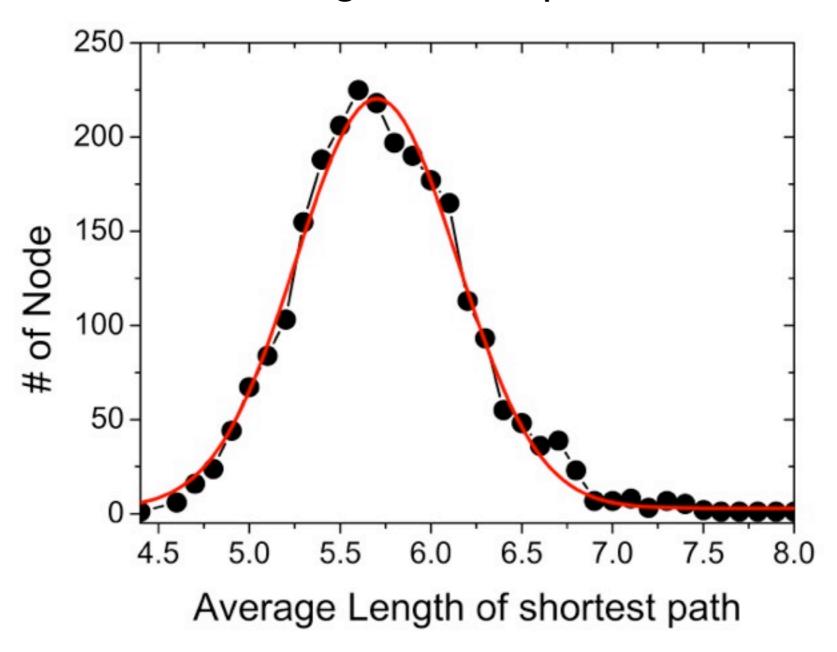




### Experiments on Mobile Network

[Zheng-Bin Dong, 2009]

Overall average shortest path is 5.75

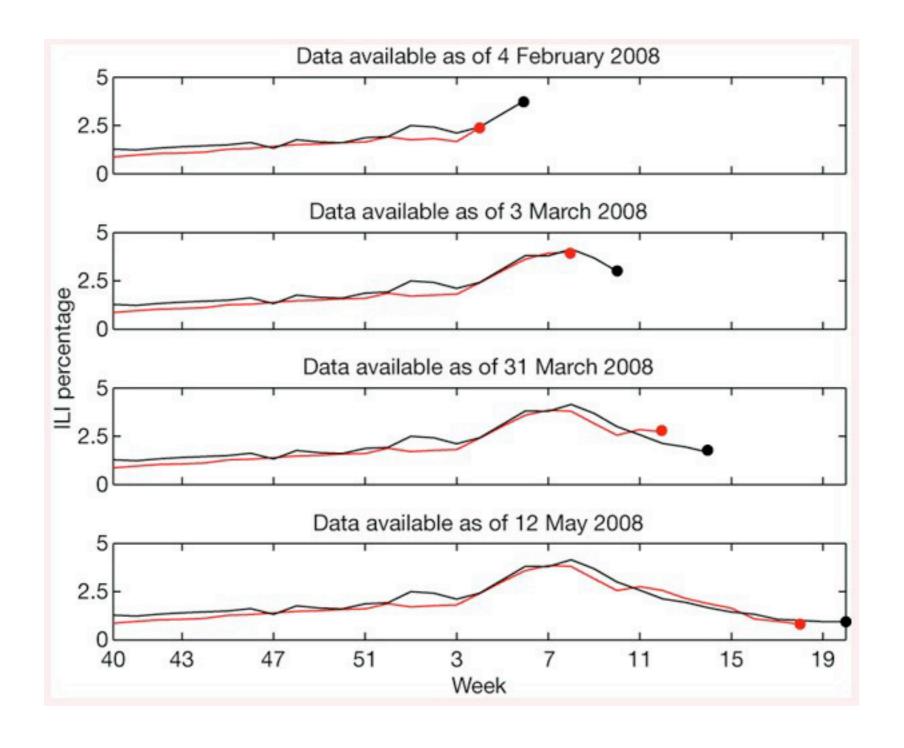




### Characteristics of Social Networks

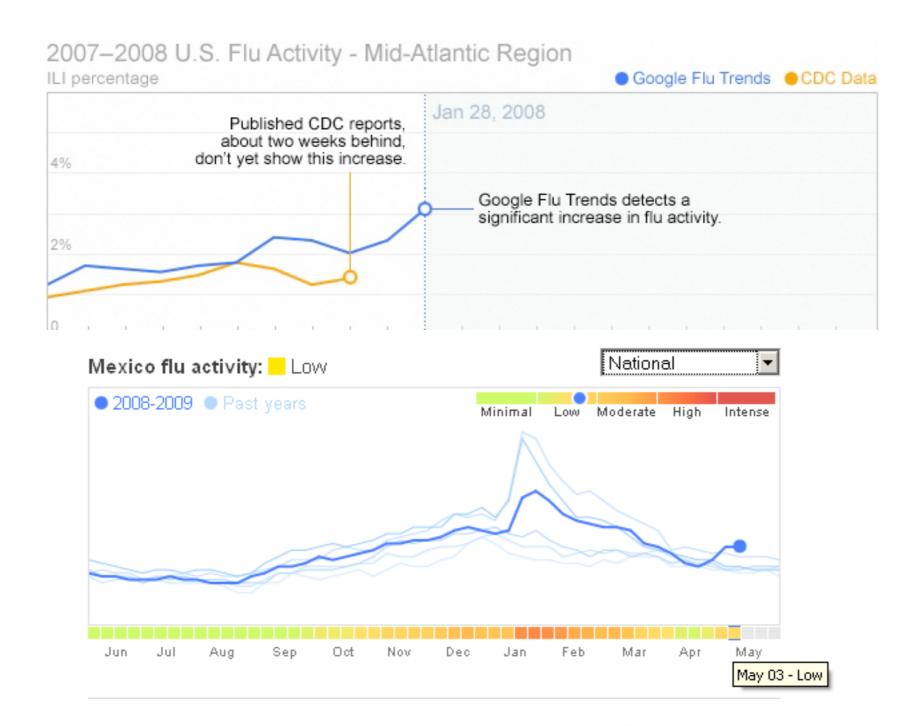
		Power law distribution		Average shortest path	
		In-degree Out-degree		Directed	Undirected
Co-autho	rship network	2~3		6~16	
Emai	l network	5.9	5.2	6	
World	l Wide Web	2.1	2.7	16	6
Blog	Blog network	1.7	N/A	N/A	
	Post network	2.15	2.95		
Instant-messaging network		Heavy tailed but not power law		6.6	
Fa	cebook	N/A		5.73	
Mobil	le network	N/A		5.75	

## Google' Plague Prediction System



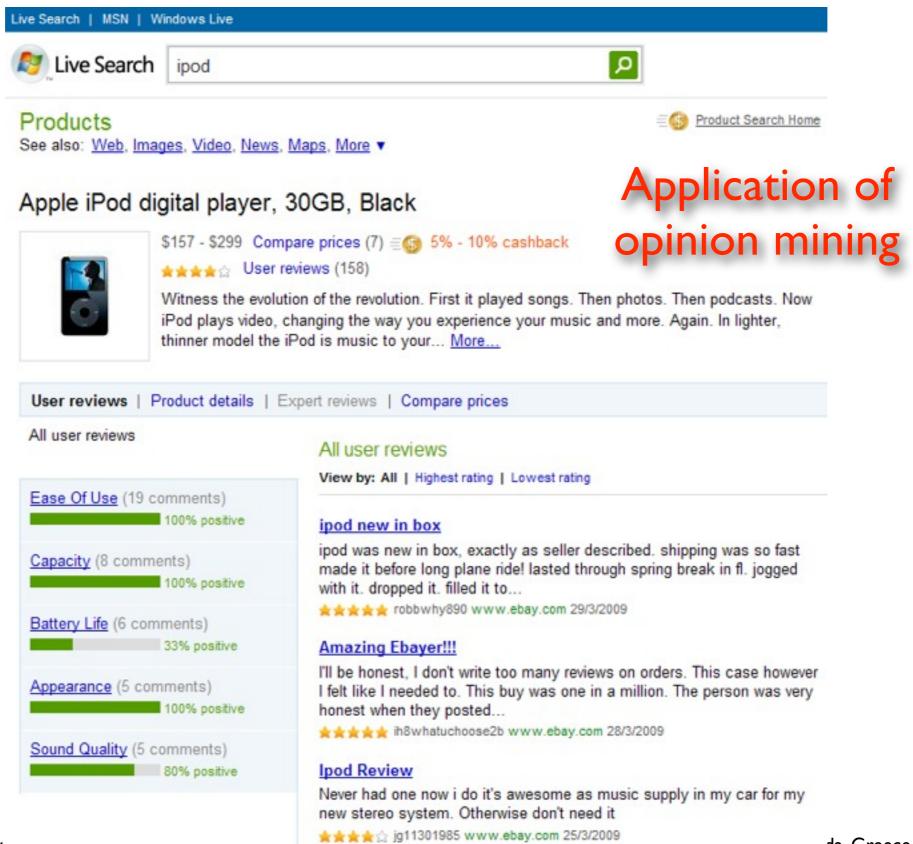


# Google's Plague Prediction System



#### Google's search trends can predict flu epidemic decline

#### Live Search





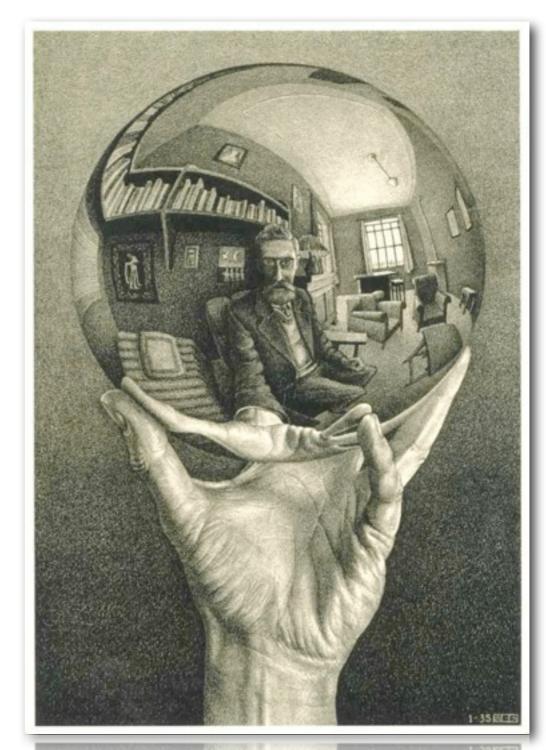
## Summary

- The new Social Computing paradigm
- Dealing with social behavior
  - Partial and incomplete information
  - Spatial and temporal data
  - Collective wisdom



### What's on the Horizon

- Theory and models
- Scalability and algorithmic issues
- Security and privacy issues
- CLOUD (broadband + wireless)
- Web Services
- Monetization of Social Interactions



# On-Going Research

#### Machine Learning

- 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)

#### Web Intelligence

- 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 (WI'07)
- Diffusion rank: Ranking web pages based on heat diffusion equations (SIGIR'07)
- Web text classification (WWW'07)

#### Collaborative Filtering

- Recommender system: accurate recommendation based on sparse matrix (SIGIR'07)
- SoRec: Social Recommendation Using Probabilistic Matrix Factorization (CIKM'08)

#### Human Computation

- 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)

## Acknowledgments

- Prof. Michael R. Lyu
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- Hao Ma (Ph.D.)
- Haiqin Yang (Ph.D.)
- Xin Xin (Ph.D.)
- Chao Zhou (Ph.D.)





#### Workshop on Social Computing in Education 2009

Home New since last time: 1 file

# http://groups.google.com/group/WSCE2009 Call for Papers



Workshop on Social Computing in Education (WSCE2009) in conjunction with SocialComp-09, August 29-31, 2009, Vancouver, Canada

Welcome to the workshop on Social Computing in Education (SCE2009). The workshop is held in conjunction with the <a href="SocialComp-09">SocialComp-09</a>, Vancouver, Canada from August 29-31, 2009.

With the advent of Web 2.0 and related technologies, Social Computing has become a new paradigm in ways we communicate, learn, and educate. Social platforms such as wikis, blogs, twitters, forums, groups, podcasts, mashups, virtual worlds, and sites for social networking, recommender systems, social bookmarking, social news, knowledge sharing, etc. are generating novel ways we acquire, access, manipulate, process, retrieve, present, and visualize information in the teaching and learning space. The social media for education has become dynamic, ubiquitous, distributed, real-time, collaborative, bottom-up, many-to-many, value-based, and personalized. This workshop solicits contributions on using Social Computing and related technologies for education, the emerging applications of Web 2.0 as an educational platform, as well as privacy, risk, security, and policy issues associated in Social Computing for Education 2.0.





#### Weaving Services and People on the World Wide Web

#### Weaving Services and People on the World Wide Web

Ever since its inception, the Web has changed the landscape of human experiences on how we interact with one another and data through service infrastructures via various computing devices. This interweaving environment is now becoming ever more embedded into devices and systems that integrate seamlessly on how we live, both in our working or leisure time.

For this volume, King and Baeza-Yates selected some pioneering and cutting-edge research work that is pointing to the future of the Web. Based on the Workshop Track of the 17th International World Wide Web Conference (WWW2008) in Beijing, they selected the top contributions and asked the authors to resubmit their work with a minimum of one third of additional material from their original workshop manuscripts to be considered for this volume. After a second-round of reviews and selection, 16 contributions were finally accepted.

The work within this volume represents the tip of an iceberg of the many exciting advancements on the WWW. It covers topics like semantic web services, location-based and mobile applications, personalized and context-dependent user interfaces, social networks, and folksonomies. The presentations aim at researchers in academia and industry by showcasing latest research findings. Overall they deliver an excellent picture of the current state-of-the-art, and will also serve as the basis for ongoing research discussions and point to new directions.

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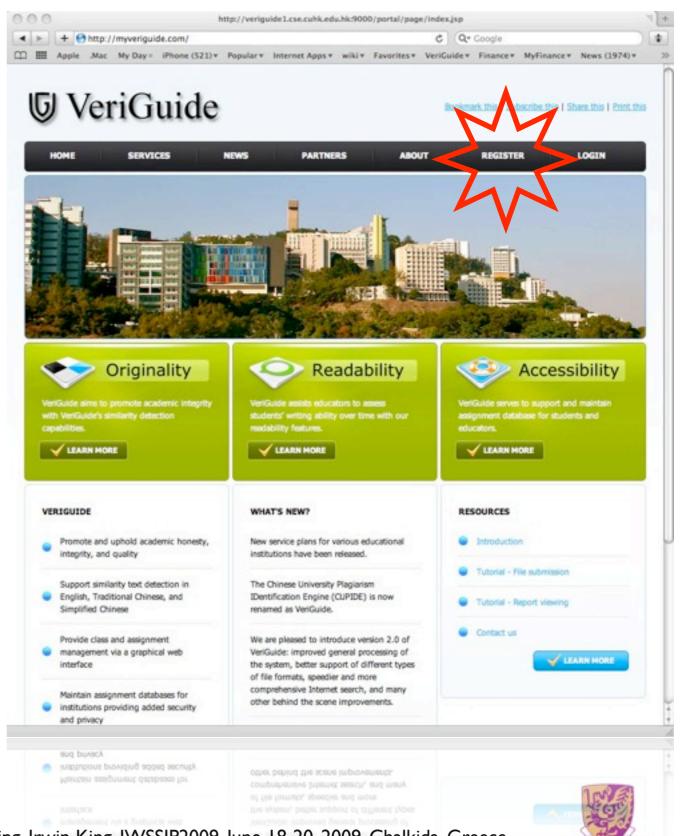




Weaving Services and Found on the World Wide Web

# **WeriGuide**

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- 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



### VeriGuide Free Trial



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- Chair, SIG and Regional Chapters Committee for Asia and the Pacific, ( INNS)
- Director of International Programmes, Faculty of Engineering ( ERGIP)
- Member of <a>RGC</a> Engineering Panel, The Hong Kong SAR Government
- Co-Founder, Co-Principal Investigator and Chief Technologist, The <a>VeriGuide</a> Project
- General Co-Chair, Workshop on Social Computing in Education ( WSCE2009), in conjunction with SocialComp'09
- General Co-Chair, Workshop on Social Web Search and Mining, in conjunction with CIKM2009
- Program Co-Chair, The first SIGMM Workshop on Social Media (WSM2009) in conjunction with ACM Multimedia 2009 (
   <u>ACM MM'09</u>), October 19-24, 2009, Beijing China

Research interests: Machine learning, social computing, web intelligence, information retrieval, multimedia information processing

Caltech's motto, "...the truth shall set you free."

#### News

Keynote, Invited Talk, Advisory Committee, Technical Program Committee Member, Reviewer, Panel Chair, Panelist, or Tutorial Speaker at () ICONIP'09, () CollaborateCom2009, () CIKM2009, () ACML'09, () ICCCI'09, () APSIPA ASC 2009, () WI'09, () SocialCom-09, () SIGIR2009, () IJCAI-09, () CASoN2009, () IWSSIP2009, () IJCNN2009, () FAW2009,

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