Web 2.0 and Social Networks

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Billionaires' Shuffle









Facebook in 2004.02

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





2008



Web 2.0 and Social Networks by Irwin King

Global Traffic Rankings

Alexa Global Traffic Rankings

Rank	2005 ⁽¹⁾ Web site	Rar	nk	2007 ⁽²⁾ Web site
1	yahoo.com	1		yahoo.com
2	msn.com	2		google.com
3	google.com	3		msn.com
4	ebay.com	4		youtube.com
5	amazon.com	5		live.com
6	microsoft.com	6		myspace.com
7	myspace.com	7		facebook.com
8	google.co.uk	8		orkut.com
9	aol.com	9		wikipedia.org
10	go.com	10)	hi5.com

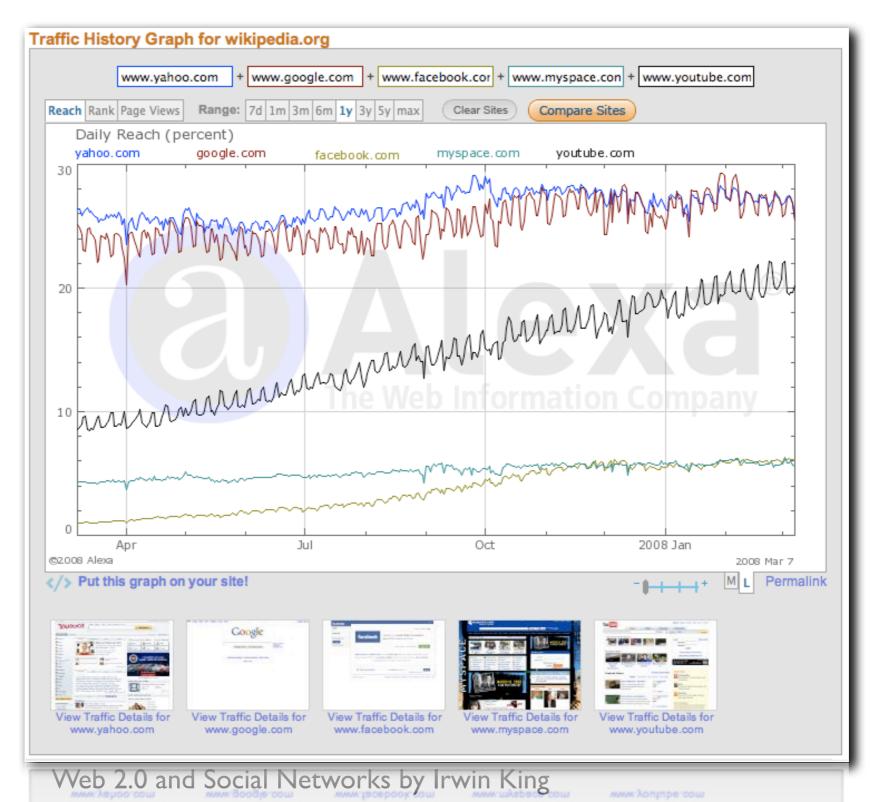
Traffic rank is based on three months of aggregated historical traffic data from Alexa Toolbar users and is a combined measure of page views / users (geometric mean of the two quantities averaged over time).

Morgan Stanley

(1) Rankings as of 12/31/05, excludes Microsoft Passport; (2) Rankings as of 10/15/07 Source: Alexa Global Traffic Rankings, Morgan Stanley Research

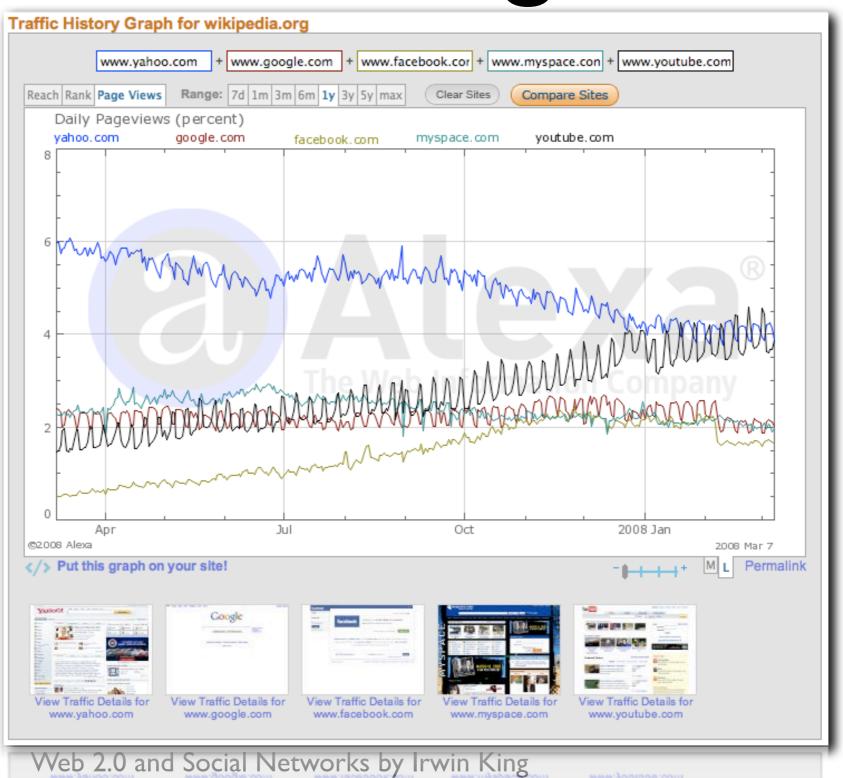


Internet Reach



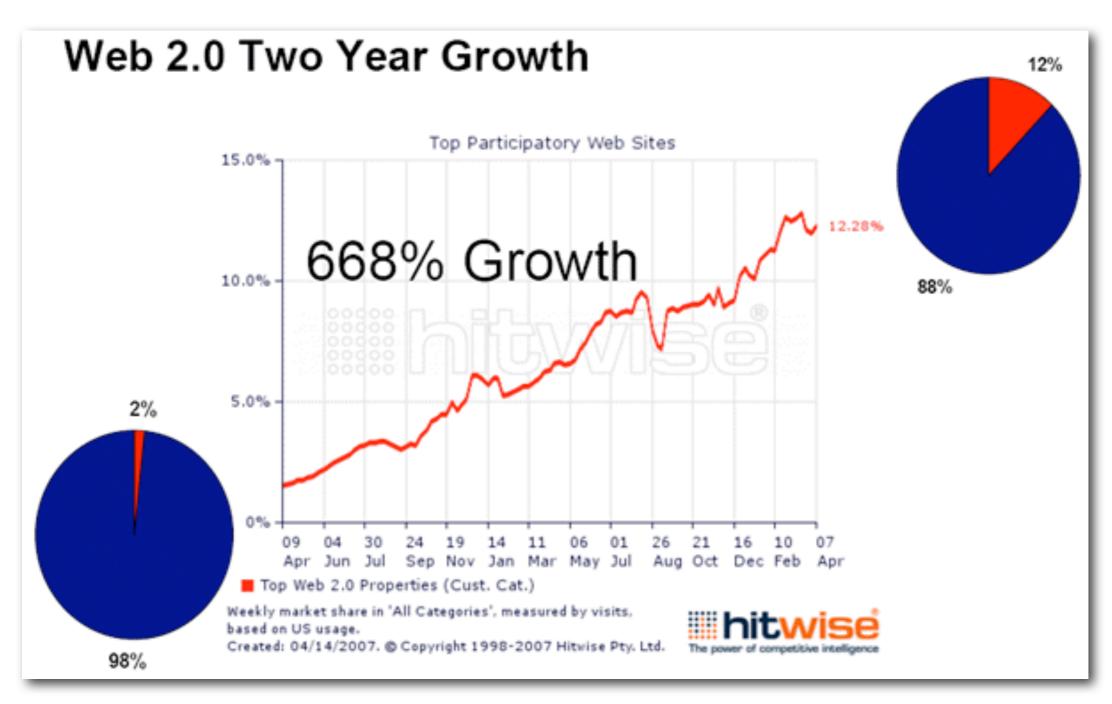


Internet PageView





Web 2.0 Growth



Navigation Bar

- The Web 2.0 Revolution...
- Social XXX
- What's Cooking...



Web 2.0 Manifesto

Web 2.0 is the network as platform, spanning all connected devices; Web 2.0 applications are those that make the most of the intrinsic advantages of that platform: delivering software as a continually-updated service that gets better the more people use it, consuming and remixing data from multiple sources, including individual users, while providing their own data and services in a form that allows remixing by others, creating network effects through an "architecture of participation," and going beyond the page metaphor of Web 1.0 to deliver rich user experiences.



Web 2.0 Cloud





Web 2.0 Defined

"Web 2.0 is the **business revolution** in the computer industry caused by the move to the **Internet as platform**, and an attempt to understand the rules for success on that new platform."

Tim O'Reilly, 2004

"Web 2.0 is a **knowledge-oriented** environment where human interactions generate content that is published, managed and used through **network** applications in a service-oriented architecture."

Dario de Judicibus, 2008



Levels of Web 2.0

	Characteristics	Examples
Level-0	Operate well offline as well as online	MapQuest, Yahoo! Local and Google Maps, etc.
Level-I	Operate offline and gain features online	Google Docs & Spreadsheets, iTunes, etc.
Level-2	Operate offline and gain advantage online	Flickr, YouTube, etc.
Level-3	Exist ONLY on the Internet	eBay, Craigslist, Wikipedia, del.icio.us, Skype, AdSense, etc.



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!
- 3 Cs
 - Connectivity
 - Collaboration
 - Communities





Technology Overview

- The RICH Internet experience, e.g., Ajax, Flash, CSS, XHTML, ...
- Collaborative and user-generated software,
 e.g., weblog, wiki, forum, ...
- Folksonomies, e.g., collaborative tagging, social classification, indexing, ...
- Syndication, aggregation, and notification, e.g., RSS, Atom, ...

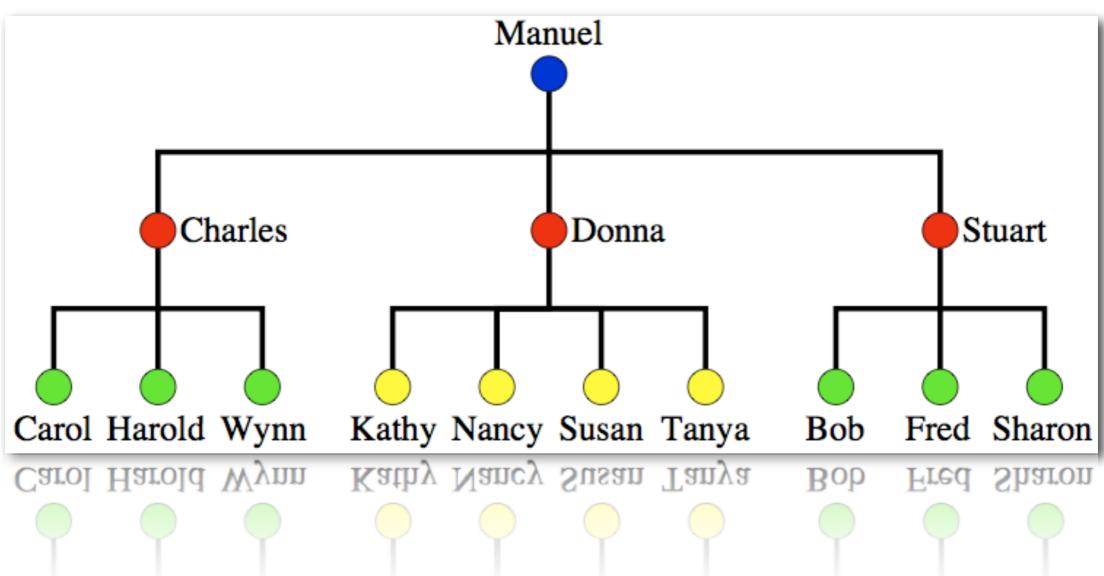


The Social Web



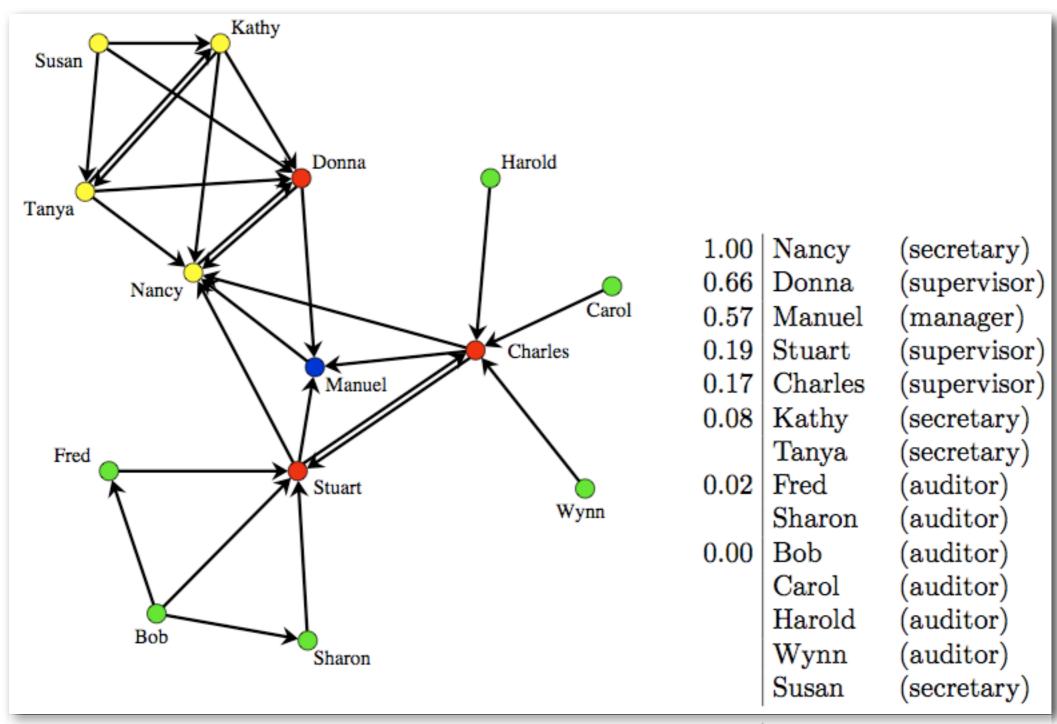


Organizational Chart



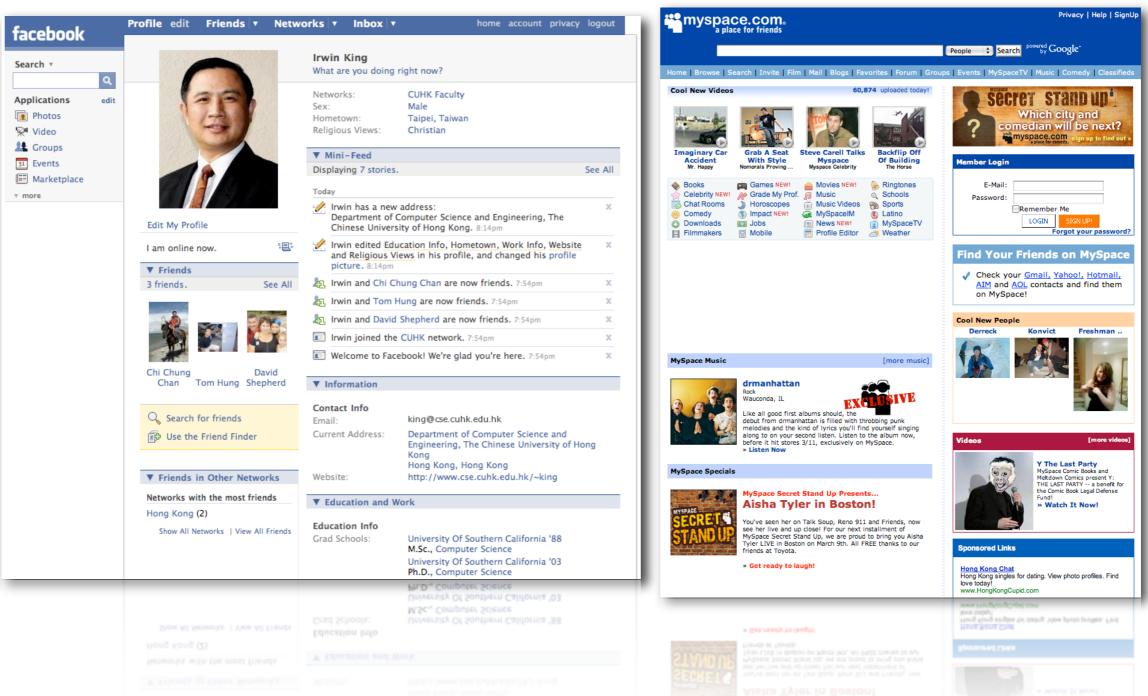


Social Network Chart





Social Networking

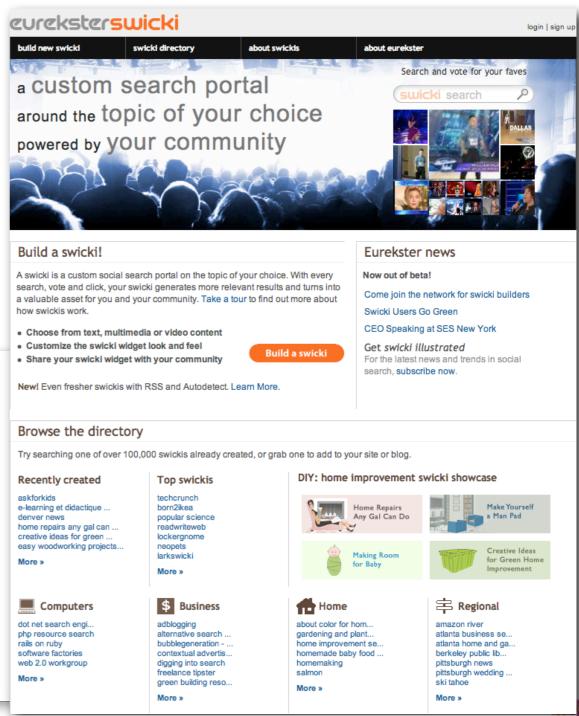


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Social Search

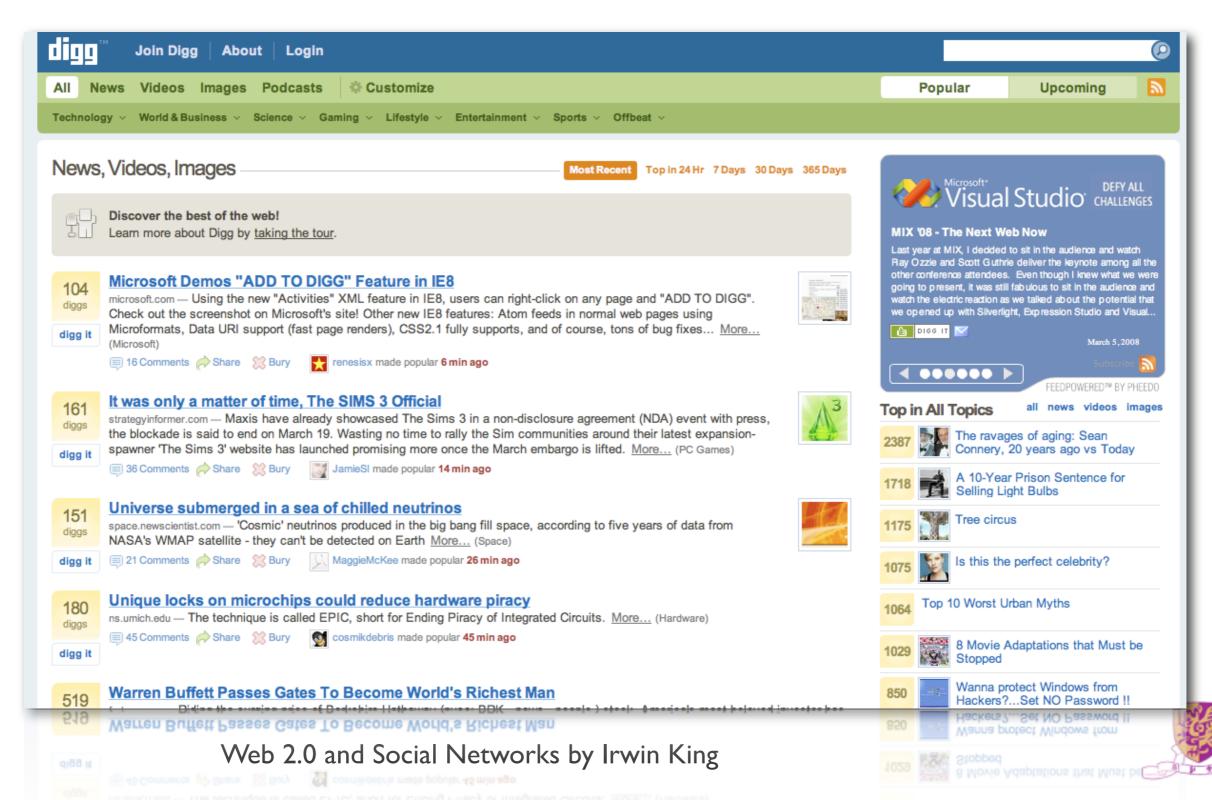
- Social Search Engine
- Leveraging your social networks for searching



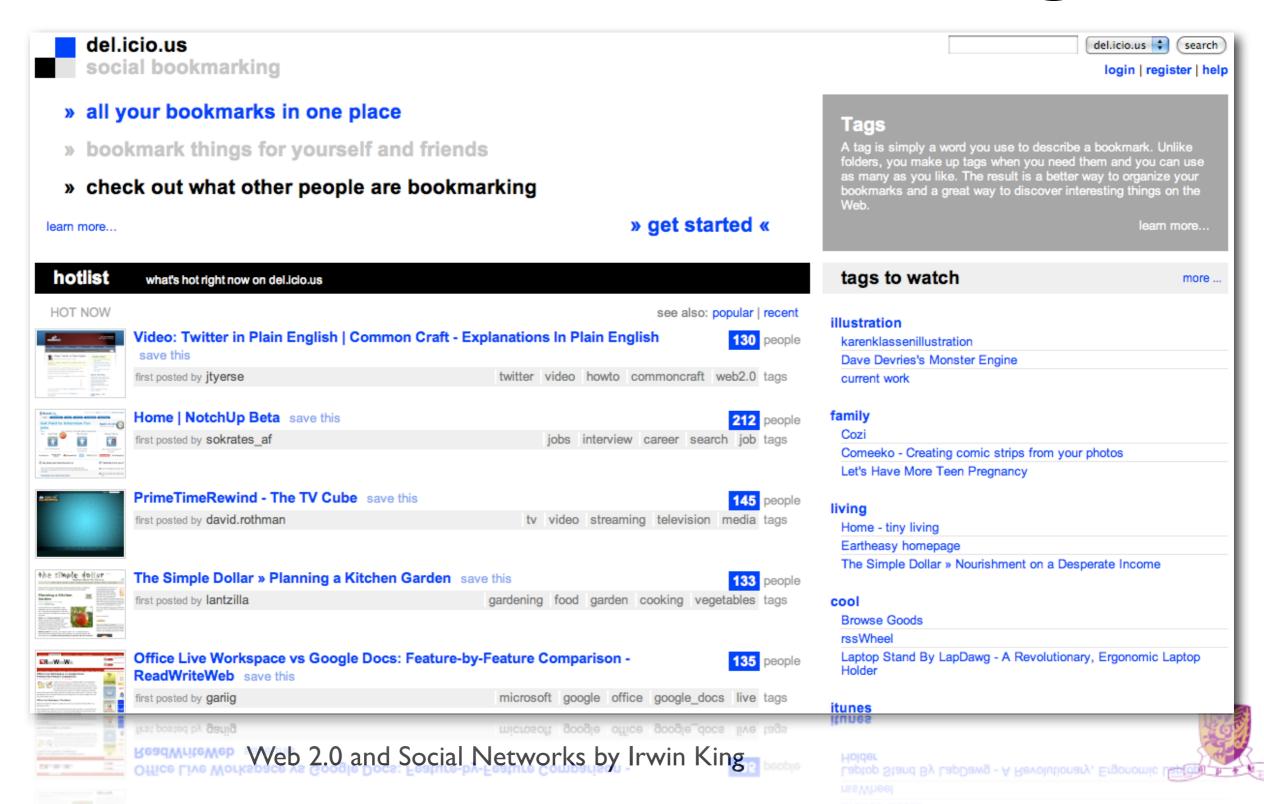


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berkeley public ib...
pitaburgh news
pitaburgh wedding ...
ski tahoe

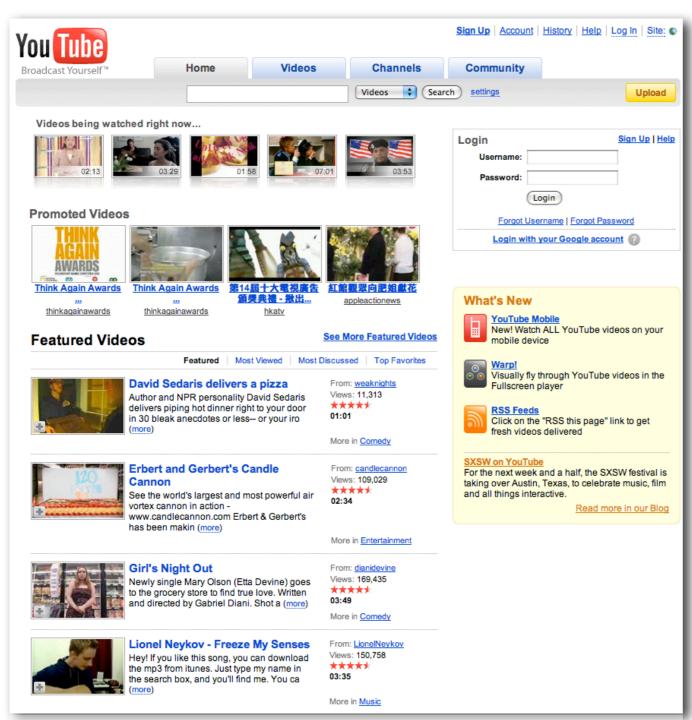
Social News/Tagging

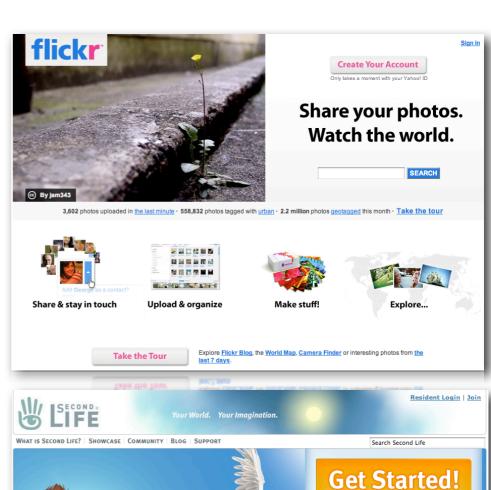


Social Bookmarking



Social Media









More in Music

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Views: 150,758

- Communication
 - Blogs-Wordpress, Blogger, ...
 - Microblogs-Twitter
 - Social networking-Facebook, LinkedIn, MySpace, Orkut, ...
 - Social network aggregation-FriendFeed, SocialThing, Youmeo



- Collaboration
 - Wikis-Wikipedia, PBWiki, ...
 - Social bookmarking-del.icio.us,
 StumbleUpon, ...
 - Social news sites-Digg, Reddit, ...
 - Opinion sites-epinions, Yelp, ...



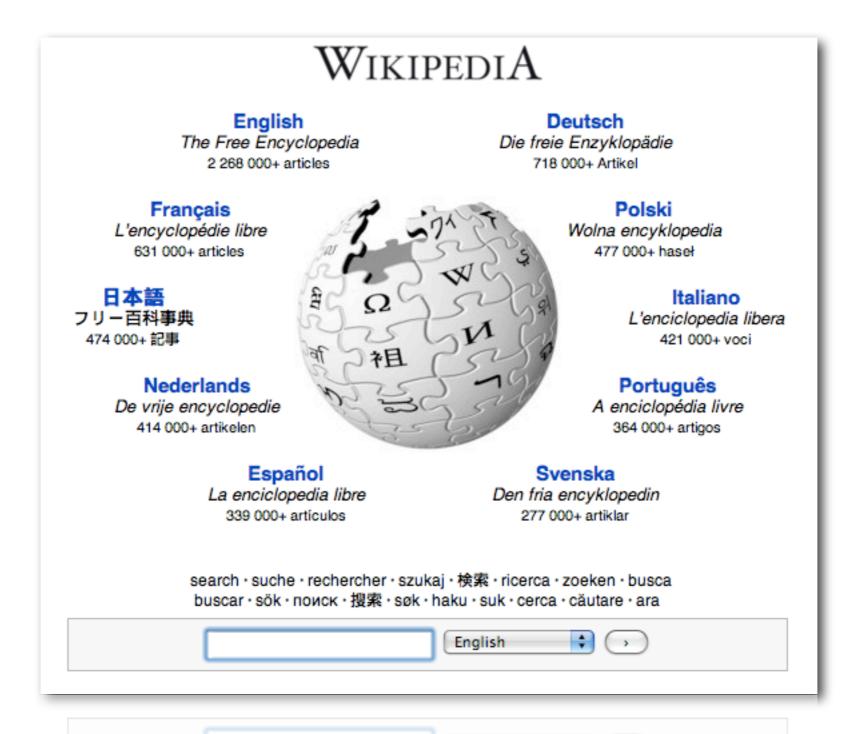
- Multimedia
 - Photo sharing-Flickr, Zooomr, ...
 - Video sharing-YouTube, Vimeo, ...
 - Livecasting-Ustream, Justin.tv, ...
 - Audio and Music Sharing-imeem, ...



- Entertainment
 - Virtual worlds-Second Life, ...
 - Online gaming-World of Warcraft, ...
 - Game sharing-Miniclip.com, ...



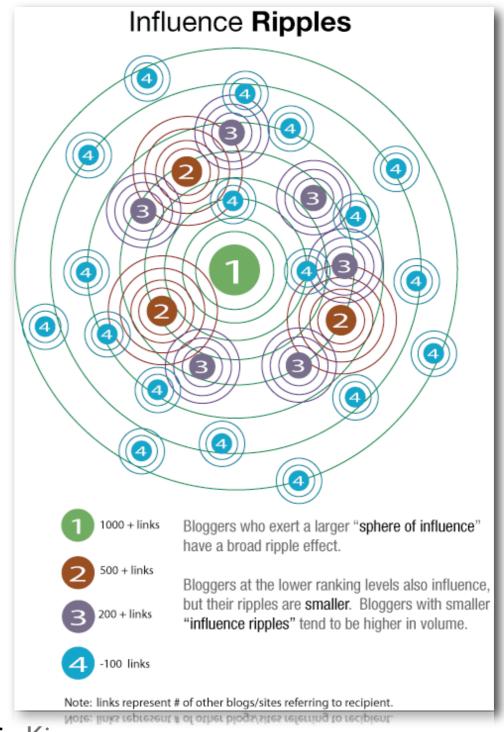
Social Knowledge Sharing





Social Marketing

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



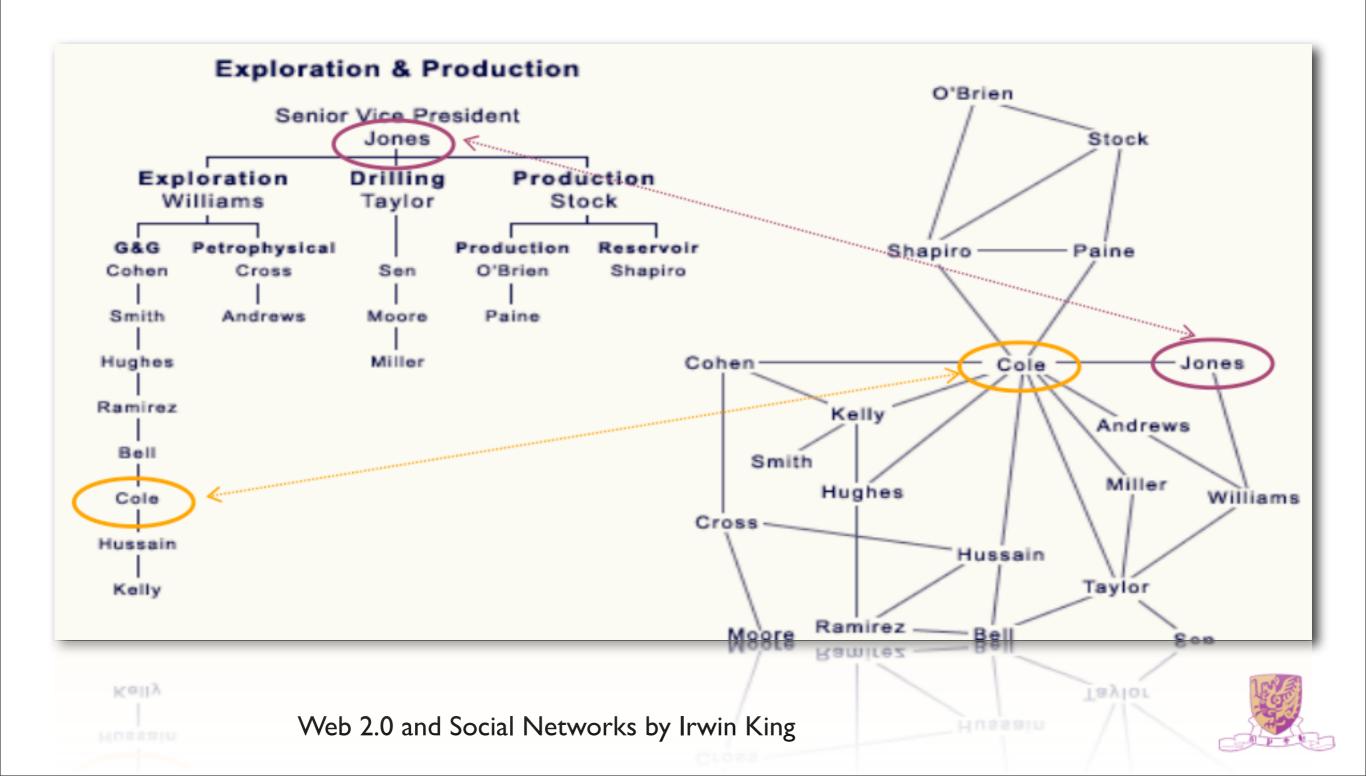


The Golden Rules

- Gives away valuable products or services
- Provides for effortless transfer to others
- Scales easily from small to very large
- Exploits common motivations and behaviors
- Utilizes existing communication networks
- Takes advantage of others' resources

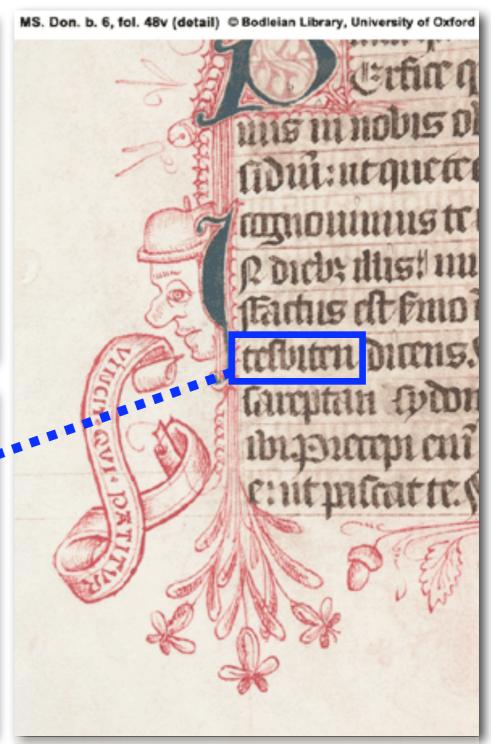


Social Management

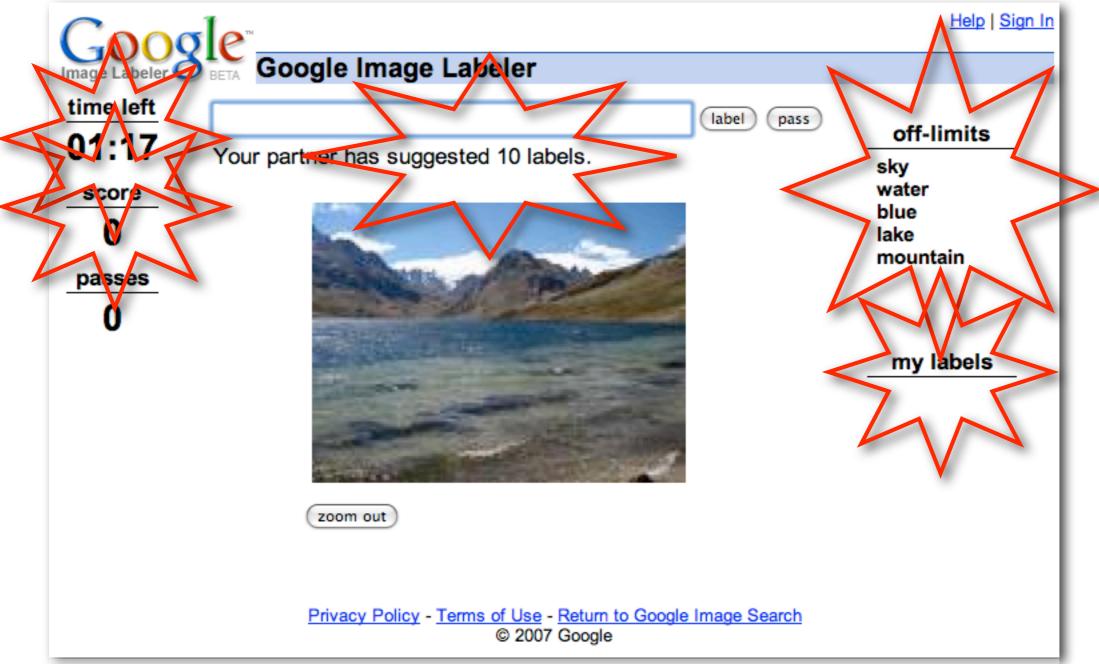


Social/Human Computation

Security Check: Enter both words below, separated by a space. What's This? Can't read this? Try another. Try an audio captcha 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 help pages Security Check: Enter both words below, separated by a space. What's This? Can't read this? Try another. Try an audio captcha 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



Google's Image Labeler





Games With A Purpose



Matchin

Image search by aesthetic value

Babble

 Translate foreign language into English

InTune

Tags songs with description text

Squigl

Image segmentation

Verbosity

 Database of common knowledge description



Facebook's Travel Brain

Travel Brain Travel Much? See what your travels say about you!

Home My Tr

My Travel Profile

Compare Friends

Ranking | Tips & Answers

Invite Friends

Irwin's Travel Profile

The Travel Brain has determined their current score is...



Irwin has been to 158 cities in 27 countries!
Farthest distance traveled: 14278 km to Acapulco de Juarez
Add more cities?

Irwin's overall Travel Cred is great

Irwin's Travels



Africa

Tunisia: Tunis

Asia

Bangladesh: Dhaka

China: Chendu

China: Huangshan China: Beijing

China: Shenzhen

China: Zhuhai China: Suzhou

China: Shenyang

China: Pudong

China: Shanghai

China: Dali

China: Kunming

China: Lijiang

China: Hangzhou

Hong Kong (SAR): Ha Keng Hau

Hong Kong (SAR): Hong ▼

Irwin's Travel Score Breakdown

The Worldliness Factor Based on the number of cities visited and where they are relative to the home base. is an explorer (311 points, level 3) The Shrewdness Factor How savvy a traveler are you? Have you survived pickpockets, touts, and more? is immune to thieves and outbargain touts (336) points, level 4) The Danger Factor Are you a risk-taker? How dangerous are the places you go? flirts with danger (125 points, level 3) The Roughing-it Factor How down and dirty do you get? Are you willing to do without running water? is happy with a roof and running water (145 points, level 3) The Off the Beaten Track Factor Do you seek out random small places or do you prefer traveling along the main circuits? does their own thing (264 points, level 3)



Social Caveats

- Security and privacy
 - Identity thief, break-ins, stolen information, ...
- Adversarial information retrieval
 - Link spam, keyword spamming, cloaking, malicious tagging, click fraud detection, advertisement blocking, stealth crawling, ...



What's Cooking

- Link-based Similarity
- Negative Opinion
- Diffusion Rank
- Collaborative Filtering
- Social computing modeling and applications



Link-based Similarity

- How to find similar pages given a starting page?
- Compute only based on links
- Extended Neighborhood Structure (ENS)
 - Bi-directional
 - Multi-hop



Extend Co-citation and Bibliographic Coupling

Co-citation

$$Sim(a,b) = |I(a) \cap I(b)|$$

Bibliographic coupling

$$Sim(a,b) = |O(a) \cap O(b)|$$

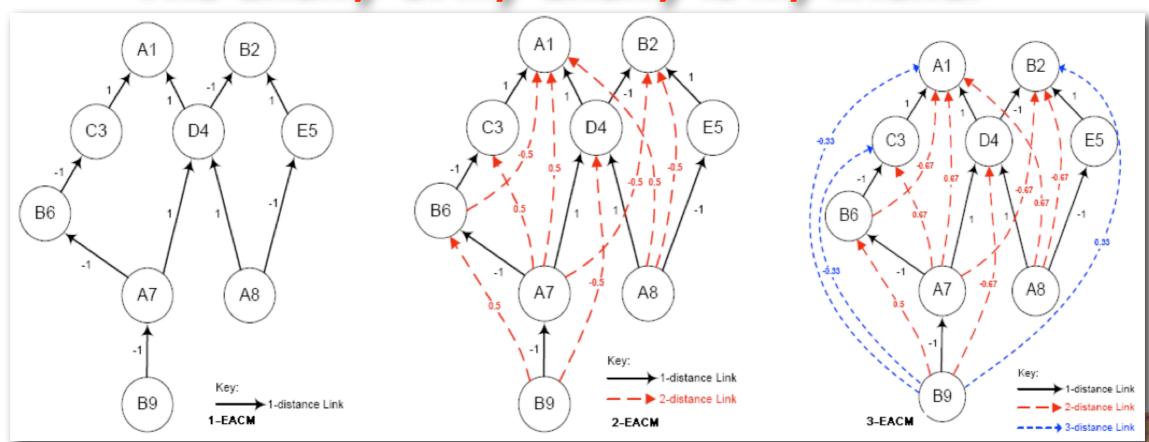
ECBC

$$Sim(a,b) = \alpha |I(a) \cap I(b)| + (1-\alpha)|O(a) \cap O(b)|$$



Negative Opinions

- Links are positive reinforcements
- How about negative feedback?
- The enemy of my enemy is my friend!



Diffusion Rank

- Web spamming is a headache on the rise!
- Can we use the heat diffusion equation to model the flow of information in a graph?
- Heat diffusion flow on manifolds, e.g., DG, UDG, RDG

- Advantages
 - Closed-form solution
 - Group-to-group relations
 - Graph cuts
 - Anti-manipulation



Collaborative Filtering

- Online recommendations are often quite sparse, e.g., MovieLens
- How can we use sparse data to predict missing data for recommendation?

i	1	i_2	i_3	i_4	i_5	i_6	i ₇	i_8	i_9	i_n		i_1	i_2	i_3	i_4	i_5	i_6	i ₇	i_8	i_9	
r _{1,}	,1			r _{1,4}							\boldsymbol{u}_1	r _{1,1}	0	$\hat{r}_{1,3}$	r _{1,4}	0	$\hat{r}_{1,6}$	0	$\hat{r}_{1,8}$	$\hat{r}_{1,9}$	
		r _{2,2}						r _{2,8}			\boldsymbol{u}_2	0	r _{2,2}	0	$\hat{r}_{2,4}$	$\hat{r}_{2,5}$	0	$\hat{r}_{2,7}$	<i>r</i> _{2,8}	0	
						<i>r</i> _{3,6}					u_3	r _{3,1}	0	r _{3,3}	$\hat{r}_{3,4}$	r _{3,5}	<i>r</i> _{3,6}	0	r _{3,8}	î	Γ
				<i>r</i> _{4,4}						$r_{4,n}$	u_4	$\hat{r}_{4,1}$	$\hat{r}_{4,2}$	0	<i>r</i> _{4,4}	$\hat{r}_{4,5}$	$\hat{r}_{4,6}$	$\hat{r}_{4,7}$	0	$\hat{r}_{4,9}$	
			<i>r</i> _{5,3}				r _{5,7}				u_5	$\hat{r}_{5,1}$	$\hat{r}_{5,2}$	<i>r</i> _{5,3}	0	$\hat{r}_{5,5}$	0	<i>r</i> _{5,7}	$\hat{r}_{5,8}$	$\hat{r}_{5,9}$	
									r _{6,9}		u_6	$\hat{r}_{6,1}$	$\hat{r}_{6,2}$	0	$\hat{r}_{6,4}$	$\hat{r}_{6,5}$	$\hat{r}_{6,6}$	$\hat{r}_{6,7}$	0	<i>r</i> _{6,9}	
n			$r_{m,2}$							$r_{m,n}$	u_{m}	$\hat{r}_{m,1}$	0	$r_{m,2}$	$\hat{r}_{m,4}$	0	$\hat{r}_{m,6}$	0	$\hat{r}_{m,8}$	$\hat{r}_{m,9}$	
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Social Computing Modeling and Applications

Time left: 1:39



Score: 500 Time left: Chinese Word Score: 1:39 Segmentation 500

上聯: 爆竹一聲辭舊歲 下聯: 1. 桃符萬戶換新春 2. 桃符萬戶迎新年 2. 桃符萬戶迎新春 2. 桃符萬戶迎新春 2. 桃符萬戶迎新春 4. 歡歌起舞迎新春 5. 桃符萬象迎新年 5. 桃符萬象迎新年





WWW2008

SWKM2008

Social Web and Knowledge Management

Social Web 2008 Workshop

Located at the 17th World Wide Web Conference WWW2008 April 22nd, 2008 (Workshop day) Beijing, China

Supported by the EU projects KIWI and Active

The session on Social Web Search and Mining of the Social Web Workshop can be found here

Programme

Topics

<u>Organisation</u>

Program

Submission

<u>Important</u>

Objectives

The social web, the most interesting part of the Web 2.0, aims at bringing people together and facilitating richer interaction among them. It is characterized by a strong focus on communities where people share experiences, information and knowledge, meet and discuss, or do business together. The social web challenges will be studied in this workshop from two perspectives: knowledge management and social web search and mining.

Knowledge management systems focus on knowledge and experience sharing. They enhance organization capabilities by externalizing knowledge of its employees and combine them in novel forms. Therefore, there is a common interest in social structures as well as social computing in both fields. The social web can be the common underlying platform for novel and web-based knowledge management systems. It breaks up rigid processes and enables much richer interaction possibilities and creativity. In this workshop we will bring together people from the areas of social web technologies, semantic systems, and knowledge management. We would like to study synergies between social computing, social web, semantic systems, and knowledge management and provide a look at the current state of the art in the area.

This event is supported by the EU projects ACTIVE and KIWI.

Programme

To ensure a creative atmosphere during the workshop, the presenters will be selected based on their submitted papers and demonstrations. In order to obtain an intensive exchange of ideas between the participants, enough time for discussion will be ensured.

A programme will be published here upon notification of the authors and receiving the camera ready versions of the submissions.



WWW2008 Workshop on Social Web Search and Mining (SWSM2008)

Beijing, China April 22th, 2008

The session on Social Web and Knowledge Management of the Social Web Workshop can be found here

Objectives

Invited Speaker

Topics of Interests

Important Dates NEW

Submissions

Workshop Chairs

Program Committee

Contact us

Objectives

The workshop aims to discuss key issues of searching and mining a special kind of increasingly important sources: Social Web and Social Networks (SWN).

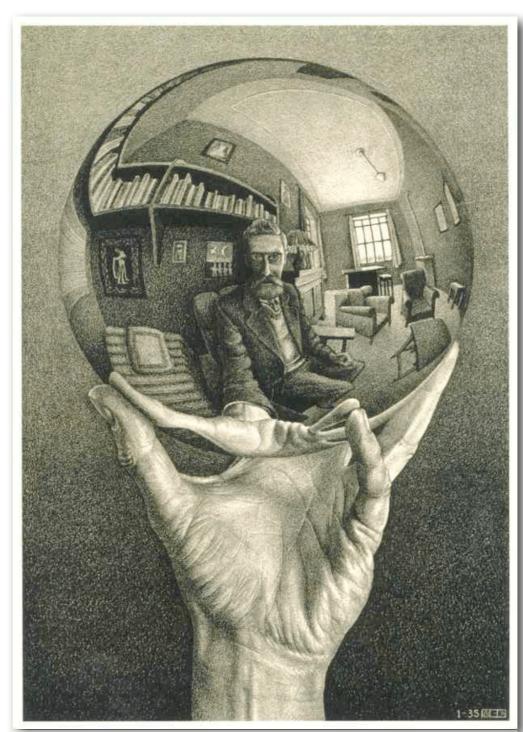
There are a growing number of highly-popular user-centric applications, especially with the popularity of the Web 2.0. Such examples include blogs, folksonomies, wikis and Web communities in specific topics such as in academic research area. They have formed a new Web, Social Web and further formed social networks. SWN generates a lot of structured and semi-structured information. This information greatly enlarges the content of Web. At the same time, it introduces many interesting research issues (e.g., social web storage, search and mining, social network building, expertise oriented search and association search in social networks) and as well many real-world applications (e.g. web community detection and search, hot-topic detection in a specific web community). These research issues have been receiving in the recent years growing attentions.

This workshop solicits contributions on SWN search and mining including Webbased and Semantic Web-based social applications, the emerging applications of the Web as a social medium such as its typical application in the academic area. Workshop Papers will elaborate related methods, issues associated to SWN extraction, storage, search, and mining.

methods, issues associated to SWN extraction, storage, search, and mining medium such as its typical application in the academic area, workshop Papers will elaborate

On the Horizon...

- CLOUD (broadband + wireless)
- Web Services
- Monetization of Social Interactions
- Security & Privacy
- Web 3.0?



Web 3.0? The Many-to -Many Connection?

- Transformation to a more seamless and interoperable whole--read-write-execute
- Ubiquitous connectivity and network computing
- Open technologies and open identity
- Distributed databases
- Intelligent applications and web



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- Hongbo Deng (Ph.D.)
- Zhenjiang Lin (Ph.D.)
- Hao Ma (Ph.D.)
- Haiqin Yang (Ph.D.)
- Wei Wei (Ph.D.)
- Zenglin Xu (Ph.D.)



One More Thing...

There's an old Wayne Gretzky quote that love. "I skate to where the puck is going to be, not where it has been." And we've always tried to do that at Apple. Since the very very beginning. And we always will.



Steve Jobs



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Q&A

http://www.cse.cuhk.edu.hk/~king



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