

# Introduction to Advanced Social Computing

Advanced Social Computing

Department of Computer Science  
University of Massachusetts, Lowell  
Fall 2020

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# What's This Course about?

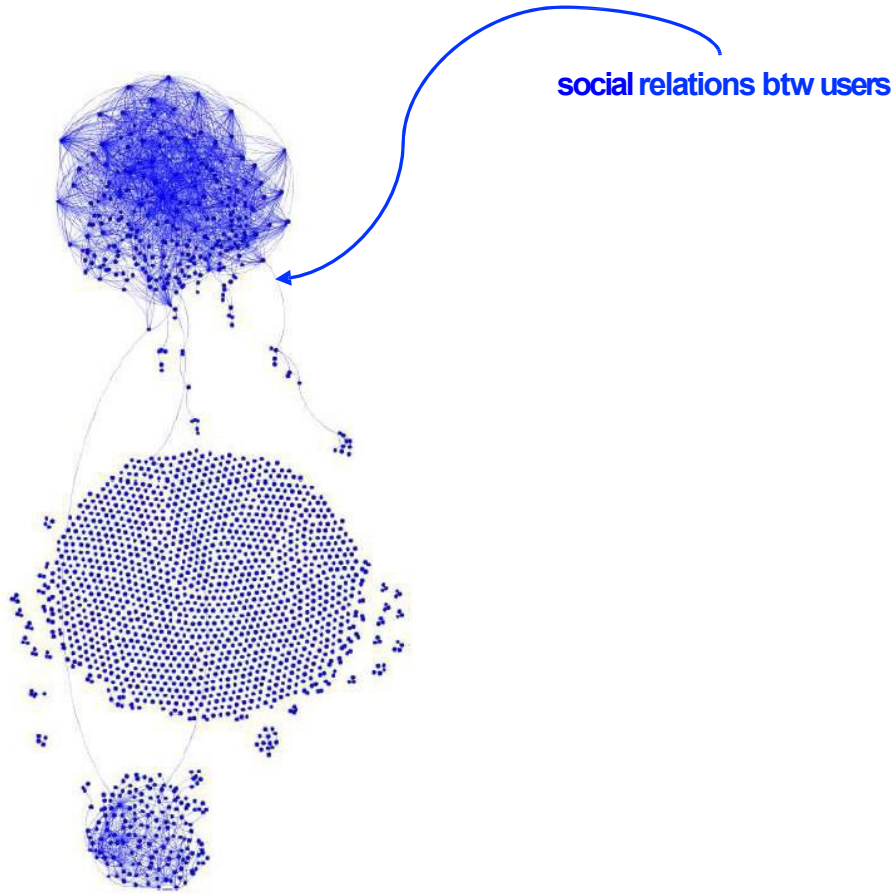
- Understanding various social phenomena through studying:
  - **Networks**
    - a pattern of inter-connections among a set of things!
    - deal with structure
  - **User-generated Content**
    - deal with various user generated content and their propagation in networks.
- We aim to understand networks, contents, and the interaction between the two.
  - **Properties, design principles, and models!**

# Data Proliferation



# Net & Content Interactions

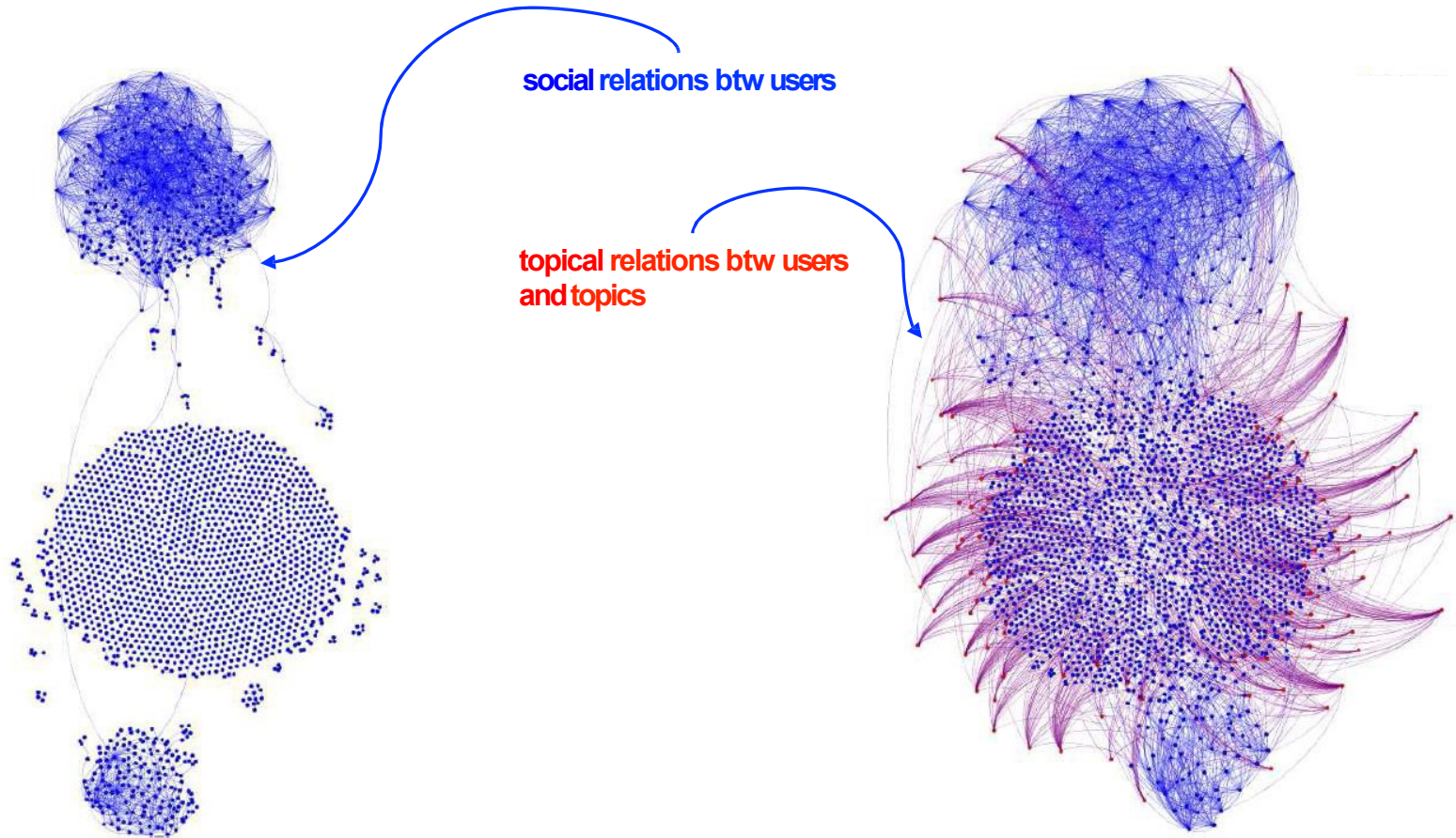
User node



# Net & Content Interactions

User node

Topic Node



# What Are Social Networks?

- **Communication Networks**
  - Telco Nets
  - Messenger Nets
- **Friendship Networks**
  - Facebook
- **Microblogs**
  - Twitter
- **Information Networks**
  - Web!



# Examples



# Sample 1.

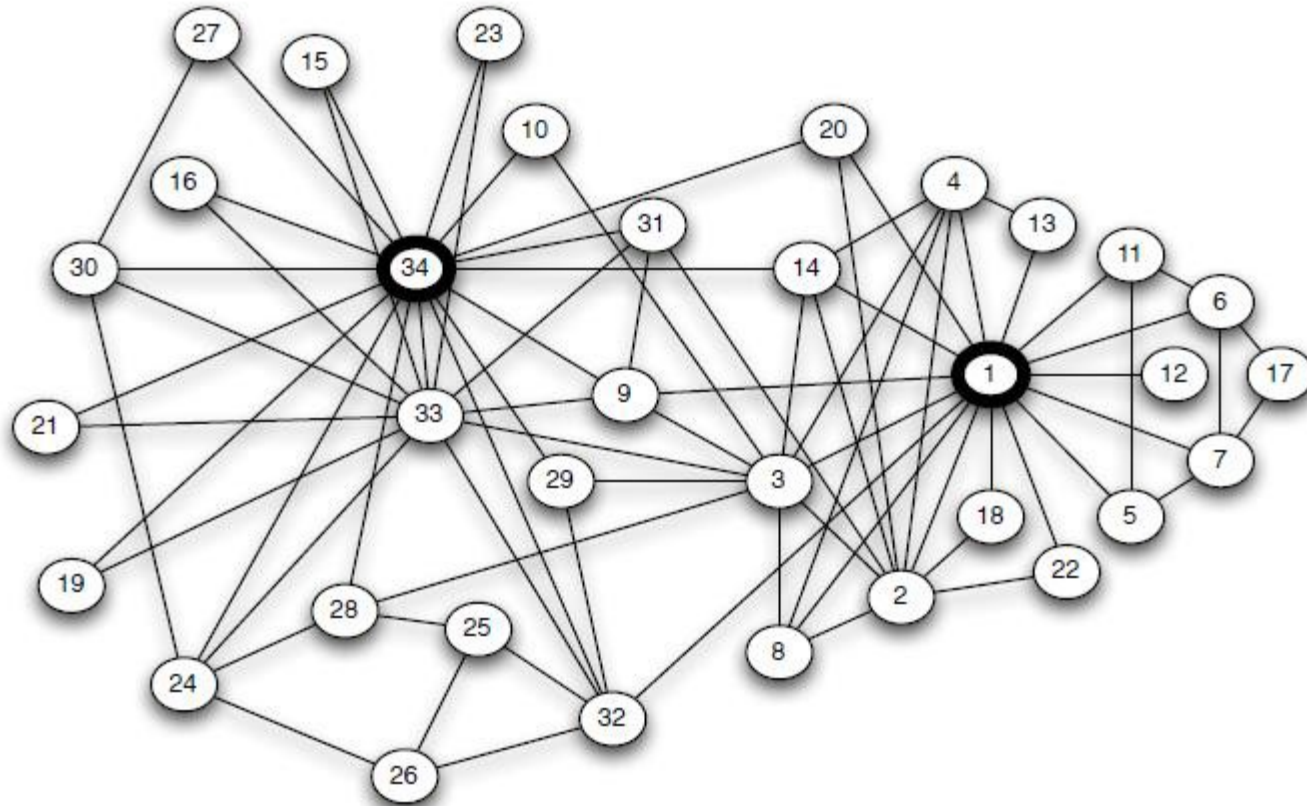


Figure 1.1: The social network of friendships within a 34-person karate club [421].



# Sample 2.

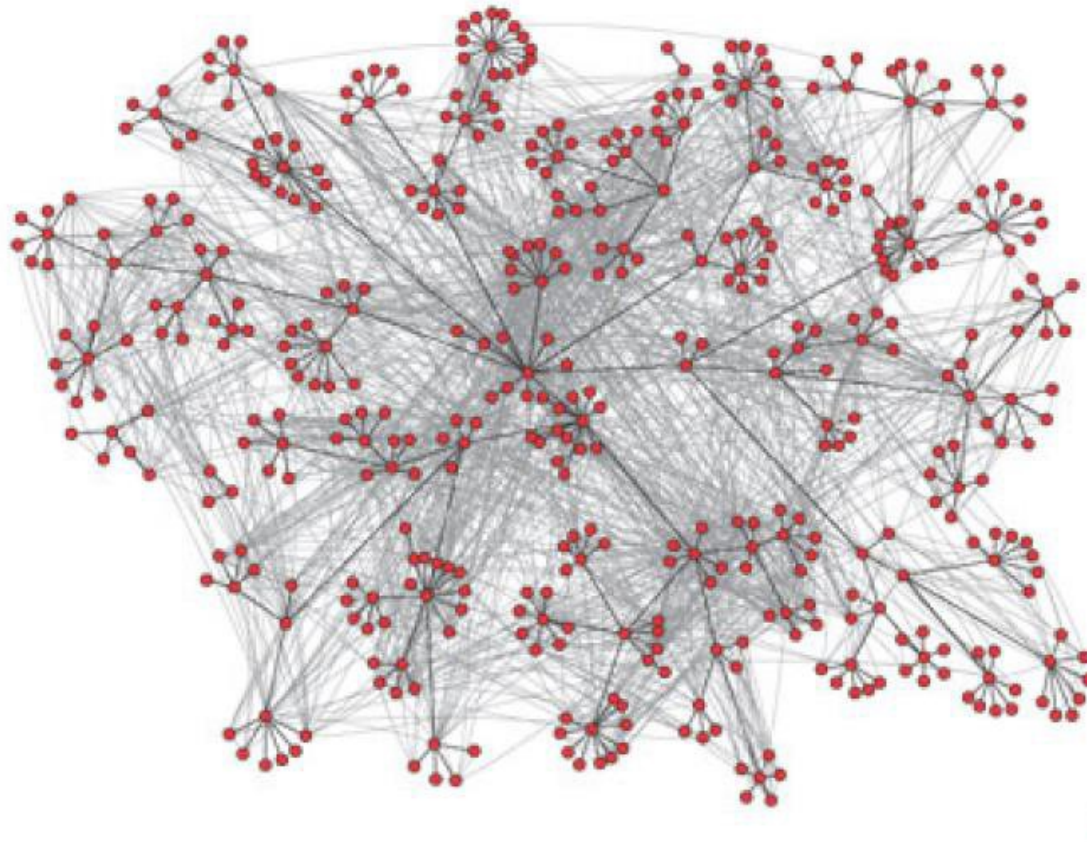


Figure 1.2: Social networks based on communication and interaction can also be constructed from the traces left by on-line data. In this case, the pattern of e-mail communication among 436 employees of Hewlett Packard Research Lab is superimposed on the official organizational hierarchy [6]. (Image from <http://www-personal.umich.edu/~ladamic/img/hplabsemailhierarchy.jpg>)

# Sample 3.

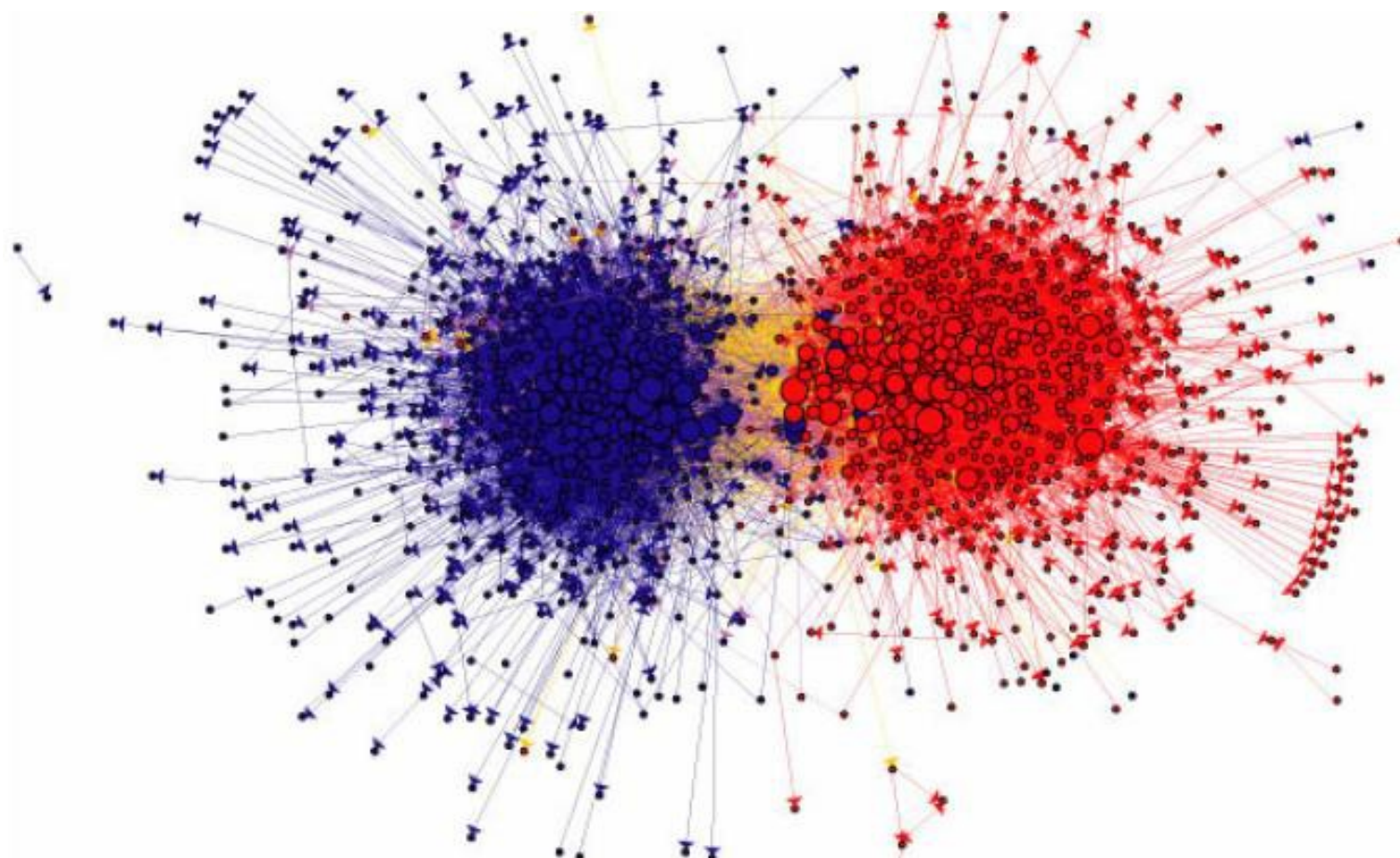


Figure 1.4: The links among Web pages can reveal densely-knit communities and prominent sites. In this case, the network structure of political blogs prior to the 2004 U.S. Presidential election reveals two natural and well-separated clusters [5]. (Image from <http://www-personal.umich.edu/~ladamic/img/politicalblogs.jpg>)



# Sample 4.

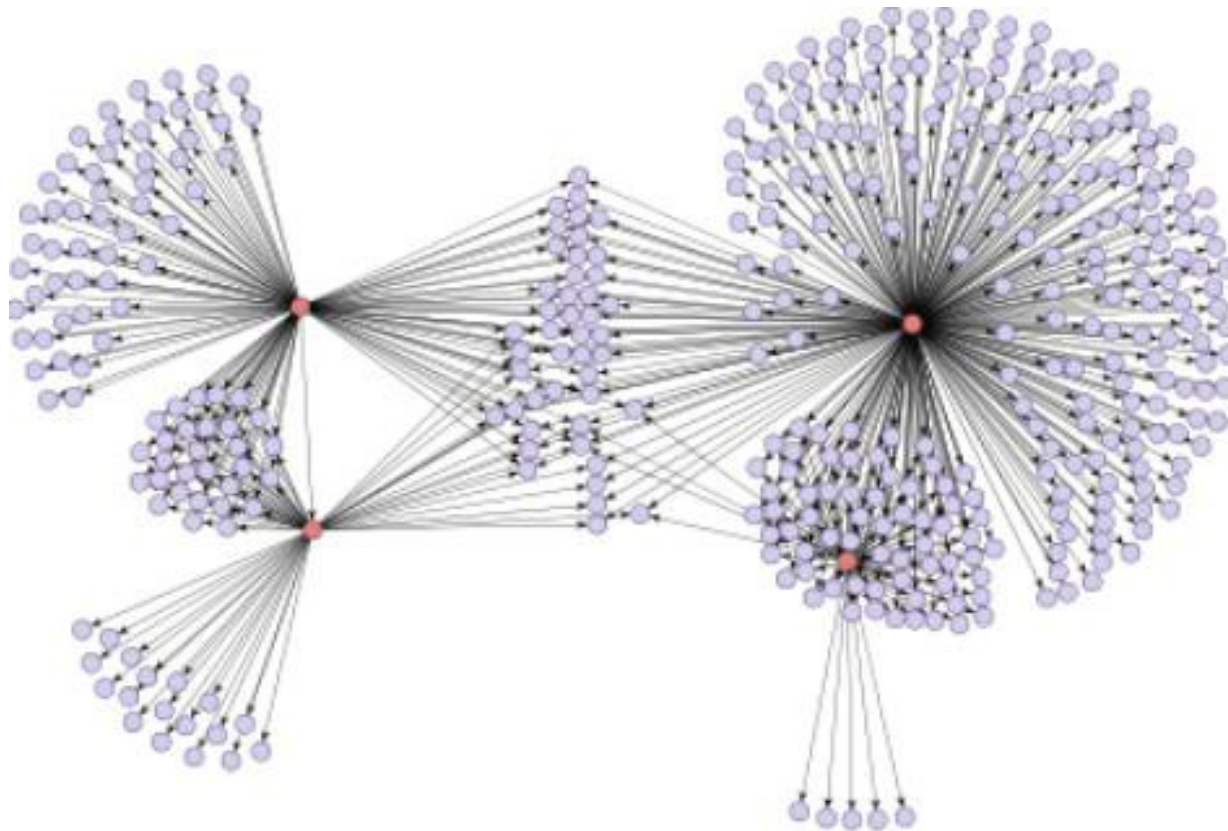


Figure 1.11: When people are influenced by the behaviors their neighbors in the network, the adoption of a new product or innovation can cascade through the network structure. Here, e-mail recommendations for a Japanese graphic novel spread in a kind of informational or social contagion. (Image from Leskovec et al. [271].)

# Sample 5.

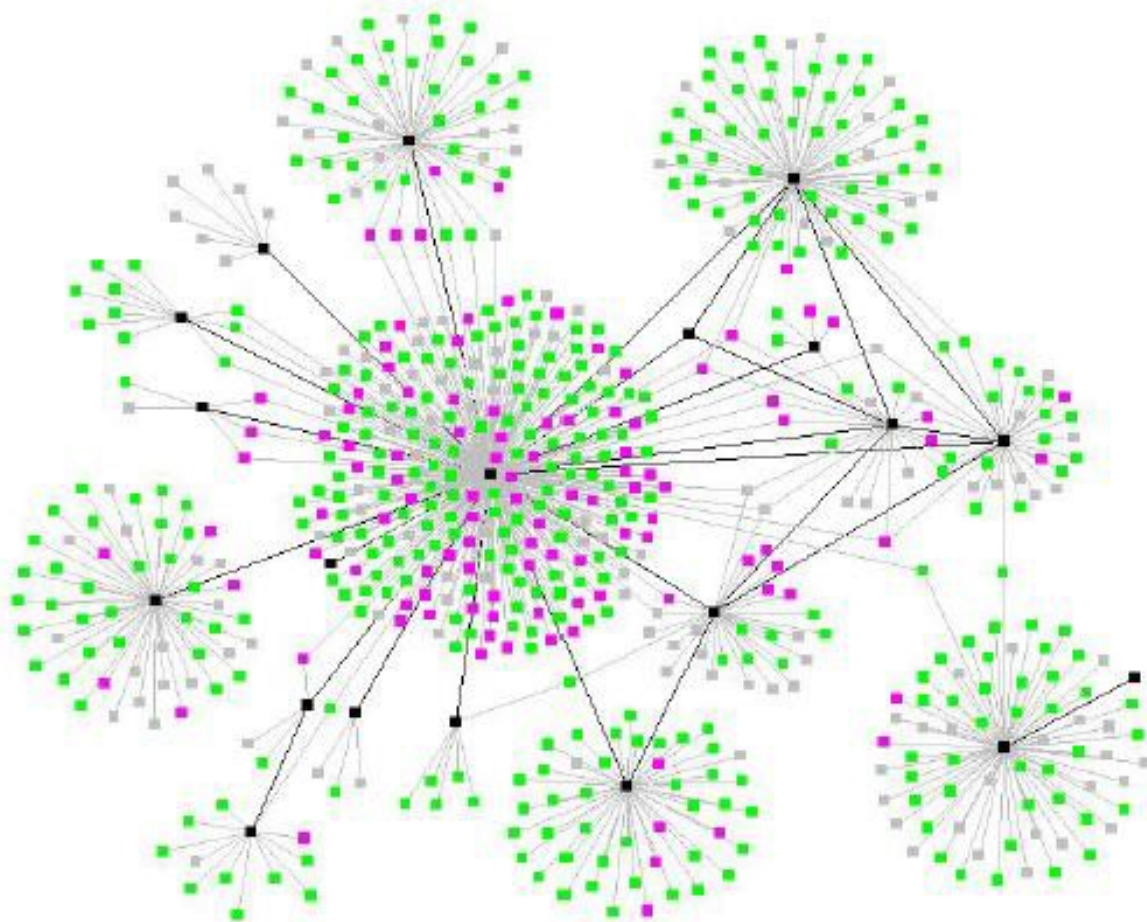


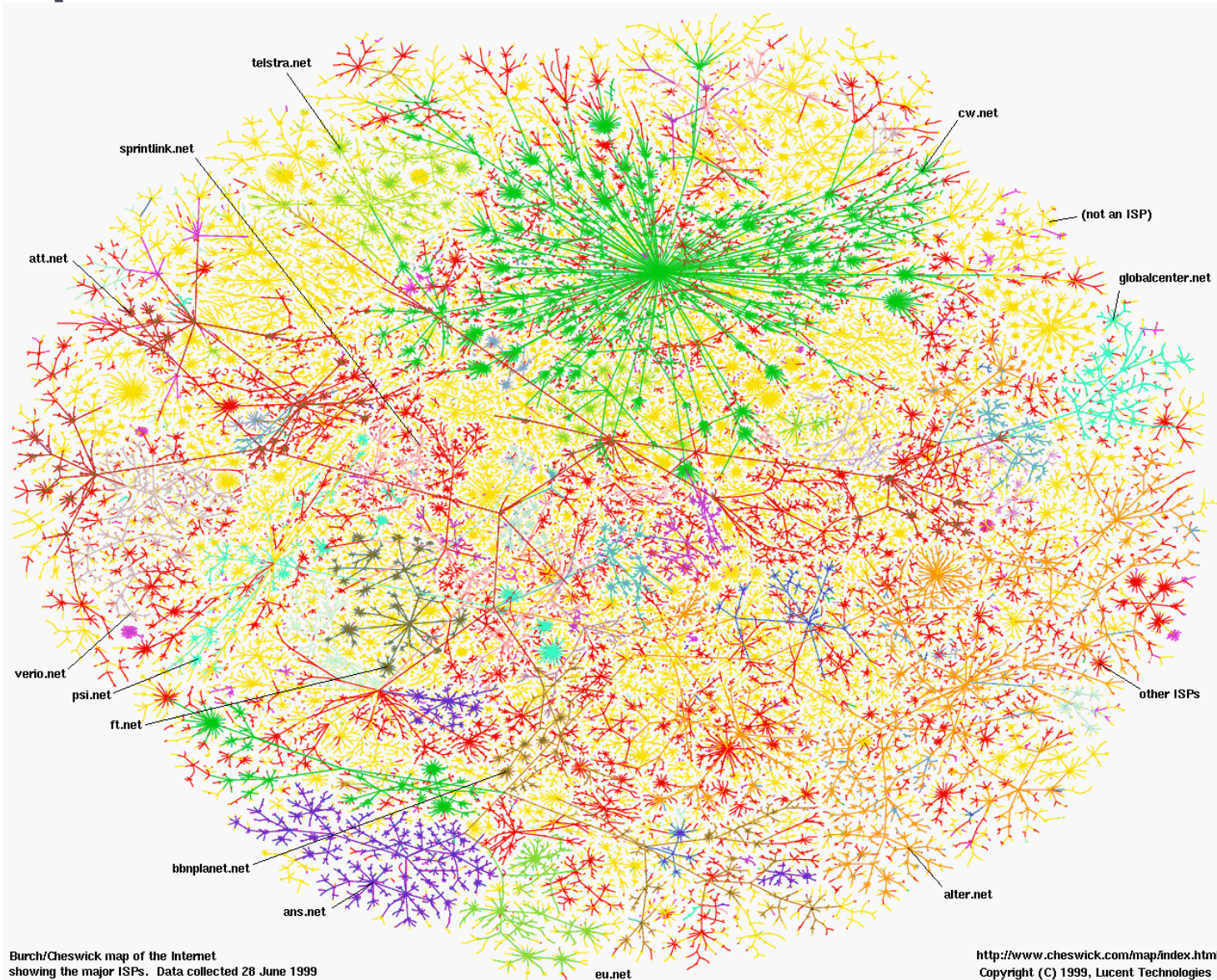
Figure 1.12: The spread of an epidemic disease (such as the tuberculosis outbreak shown here) is another form of cascading behavior in a network. The similarities and contrasts between biological and social contagion lead to interesting research questions. (Image from Andre et al. [16].)



# Sample 6.

Network of Major ISPs.

1999







# Sample 8.

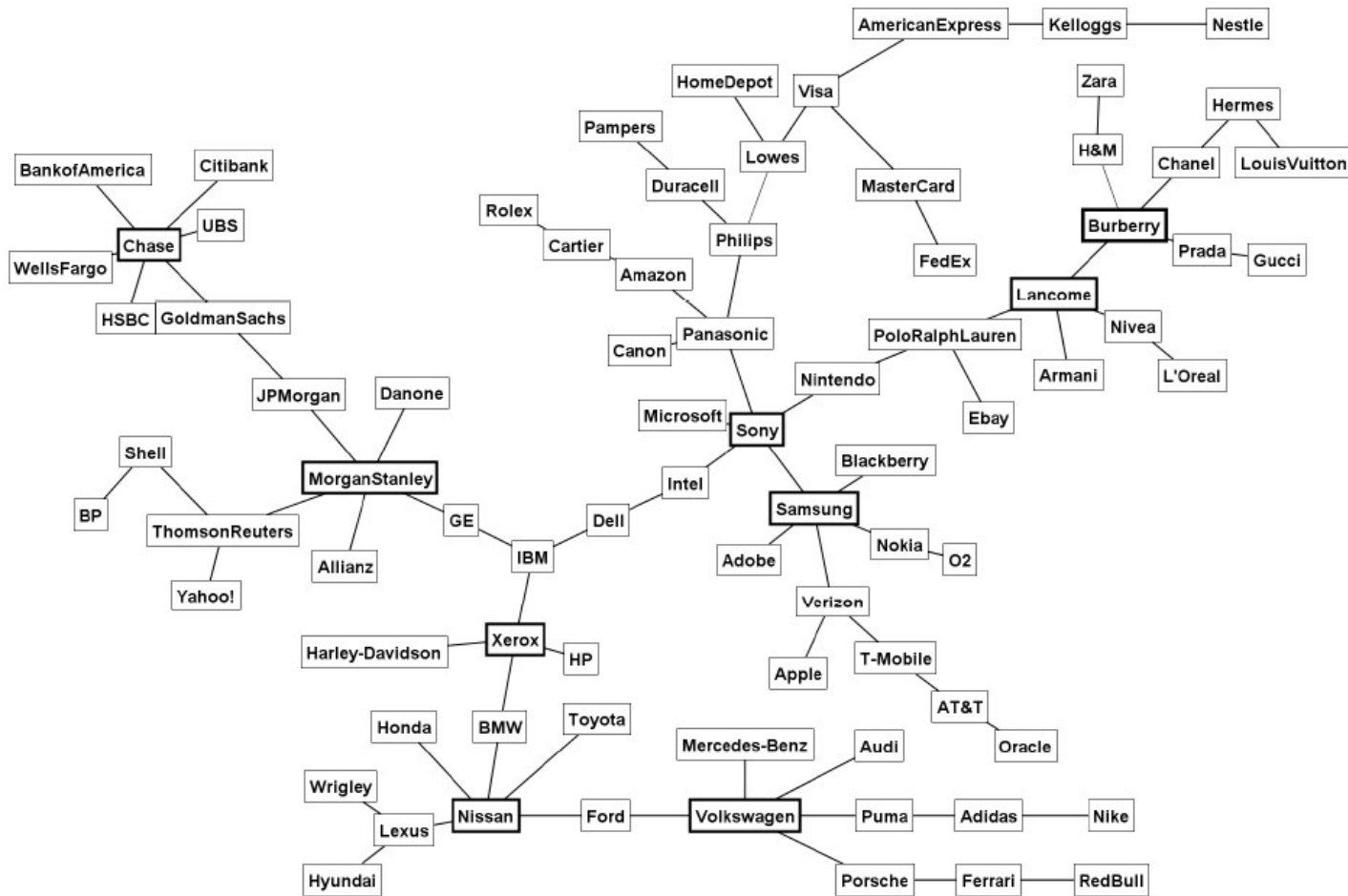


Figure 3. Minimum spanning tree (MST) of the most valued global brands. The MST of the brand network is the subset of edges that forms a tree reaching every brand such that the total length of all the edges is minimized. It is readily apparent that certain brands stand out prominently as hubs with connections to other brands radiating out from them. These hubs are generally the centers of well-formed market category groupings.

# Sample 9.

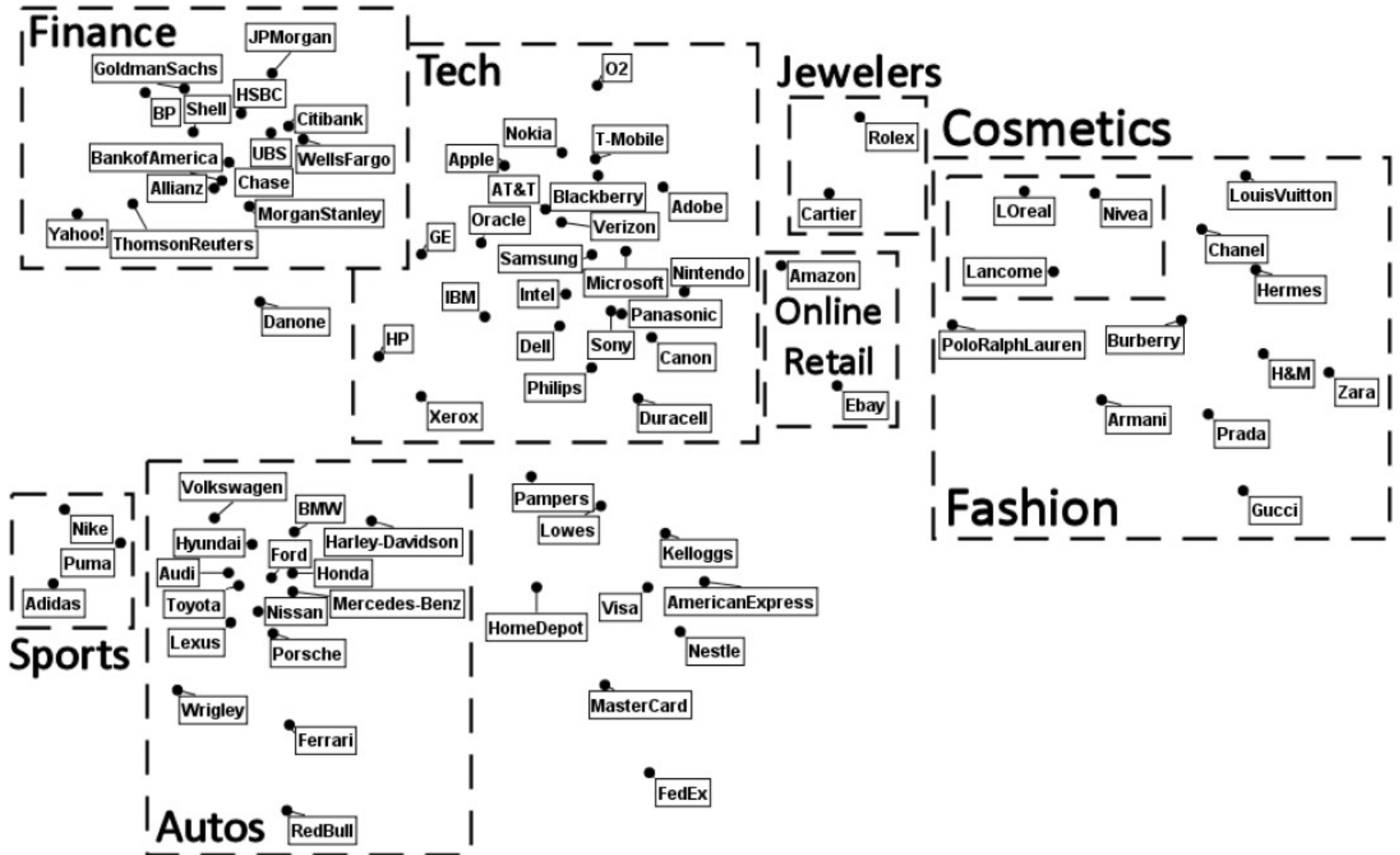
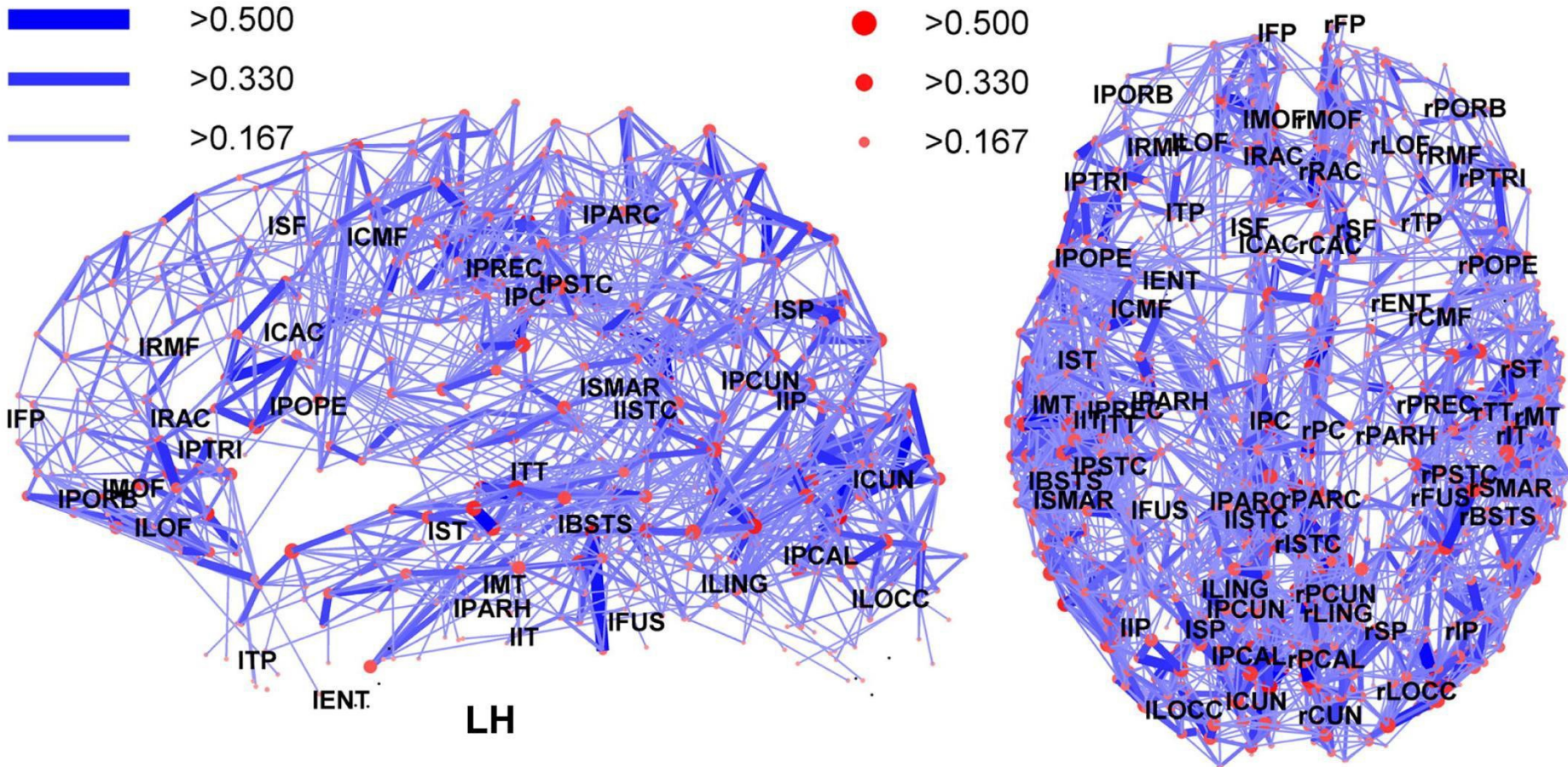


Figure 4. Map of brands. The minimum spanning tree augmented by triangulating each brand location from their nearest neighbors with forced-based layout yields a map high in face validity. Note the eight strong market category groupings outlined with broken lines.



# Sample 10.

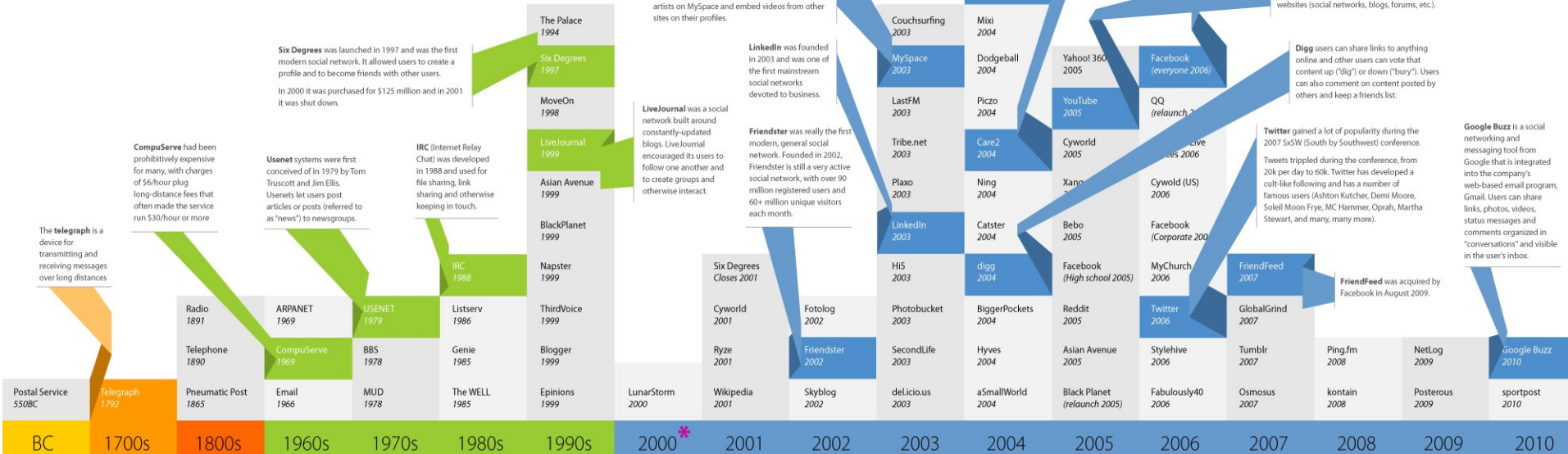


Network representation of brain connectivity: Dorsal and lateral views of the connectivity backbone of human brain. Labels indicating anatomical subregions are placed at their respective centers of mass. Nodes (individual ROIs) are coded according to strength and edges are coded according to connection weight.

# How Long They've Been Around?

## History of Social Media

Social media has become an integral part of modern society. There are general social networks with user bases larger than the population of most countries. There are niche sites for virtually every special interest out there. There are sites to share photos, videos, status updates, sites for meeting new people and sites to connect with old friends. There are social solutions to just about every need.



\* World of Warcraft / MMORPGS  
MMORPGS (Massively multiplayer online role-playing games) have become social networks in their own right. MMORPGS became popular in the early 2000s, though there were other online role-playing and other games prior to that. The most famous of these is World of Warcraft, where players interact both in the game world and on related forums and community sites.

Multiply is a digital content sharing, "family-friendly" social network and media sharing site puts much more emphasis on security and privacy than many other networks.

MySpace was founded in 2003 and by 2006 had grown to be the most popular social network in the world.  
MySpace differentiated itself from competitors by allowing users to completely customize the look of their profiles. Users could also post music from artists on MySpace and embed videos from other sites on their profiles.

LinkedIn was founded in 2003 and was one of the first mainstream social networks devoted to business.

Friendster was really the first modern, general social network. Founded in 2002, Friendster is still a very active social network, with over 90 million registered users and 60+ million unique visitors each month.

Flickr has become a social network in its own right in recent years. They claim to host more than 3.6 billion images as of June 2009.

Orkut is owned and operated by Google and has over 100 million users.

Care2, with more than 14 million members, is the largest online community of people making a difference in healthy and green living, human rights and animal welfare.

Facebook's growth in the fall of 2007 was staggering. Over 1 million new users signed up every week. 200,000 daily, totaling over 50 million active users. Facebook received 40 billion page views a month. Facebook is 6th most trafficked site in the US and top photo sharing site with 4.1 billion photos uploaded.

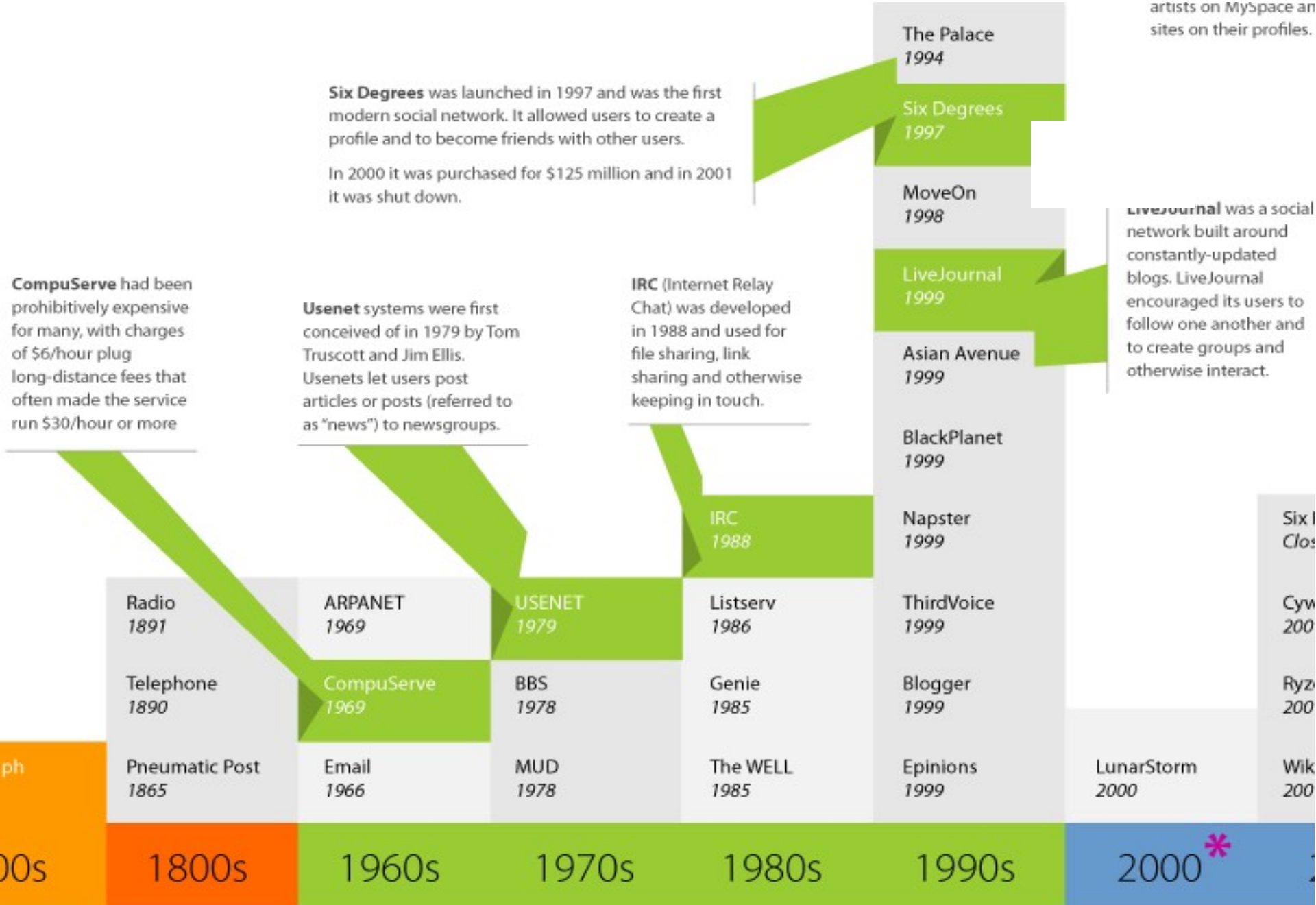
YouTube was the first major video hosting and sharing site. Users can upload videos up to 10 minutes long and share them through YouTube or by embedding them on other websites (social networks, blogs, forums, etc.).

Digg users can share links to anything online and other users can vote that content up ("dig") or down ("bury"). Users can also comment on content posted by others and keep a friends list.

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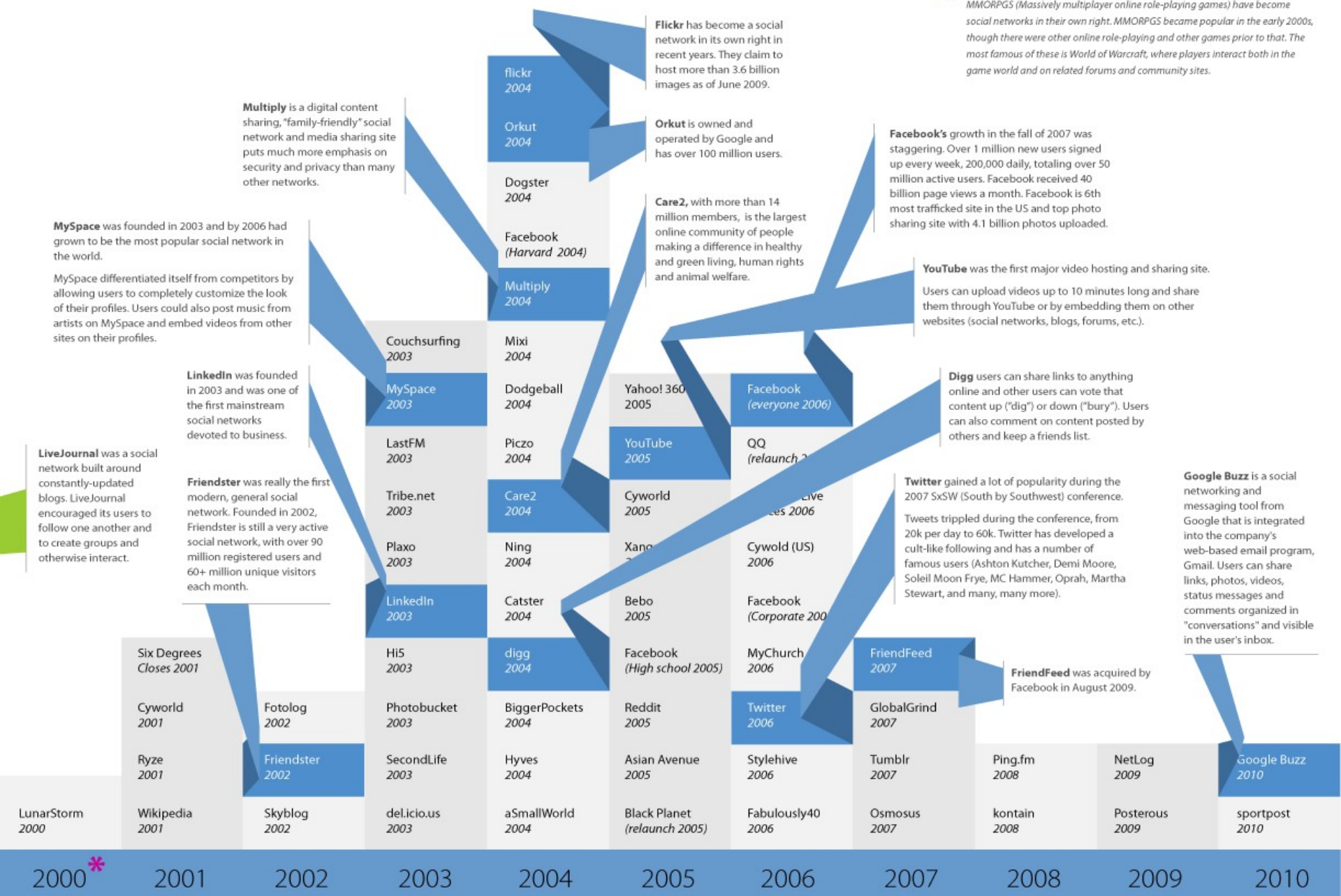
idwe.com | webdesignerdotcom/2009/10/the-history-and-evolution-of-social-media/ | en.wikipedia.org/wiki/List\_of\_social\_networking\_websites | address.com/services/rte-50 | jmc.indiana.edu/vol13/issue1/boyd\_dillon.html | instantsht.com/2008/10/19/list-of-top-social-media-network-sites/ | prozac.com/4/adrme/top-101-of-social-media-sites





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**LiveJournal** was a social network built around constantly-updated blogs. LiveJournal encouraged its users to follow one another and to create groups and otherwise interact.

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**Twitter** gained a lot of popularity during the 2007 SxSW (South by Southwest) conference. Tweets tripled during the conference, from 20k per day to 60k. Twitter has developed a cult-like following and has a number of famous users (Ashton Kutcher, Demi Moore, Soleil Moon Frye, MC Hammer, Oprah, Martha Stewart, and many, many more).

**Google Buzz** is a social networking and messaging tool from Google that is integrated into the company's web-based email program, Gmail. Users can share links, photos, videos, status messages and comments organized in "conversations" and visible in the user's inbox.

**FriendFeed** was acquired by Facebook in August 2009.

# Why Should We Study Them?

- Social Nets provide powerful ways of looking at complex data and systems:
  - Spread of news or diseases
  - Evolution of science
  - Structure of the Web
  - Markets & models of trades
- Networks help to understand if a principle holds across many settings and fields, and
- There are lots of them!

Cheap and high-resolution views into population behavior!

# Why Should We Study Them? Cnt.

- Computer Scientists
  - Algorithms and models
  - Computational challenges



Got something  
**TO ASK US?**

We're happy to help.

@VERIZONWIRELESS @VZKNEWS @VZKSUPPORT @VZWSMALLBIZ @VERIZONLATINO



TWEETS 779K  
FOLLOWING 16.5K  
FOLLOWERS 109K



+ Follow

## VZW Support

@VZWSupport FOLLOWS YOU

Customer Support for Verizon Wireless. ?'s about your wireless service, device, features, etc. we're here to assist. 7 days a week from 7am - 2am CST

[community.verizonwireless.com](http://community.verizonwireless.com)



TWEETS 599K  
FOLLOWING 45.1K  
FOLLOWERS 870K



+ Follow

## American Airlines

@AmericanAir

Thanks for checking in! We're here to offer advice and inspiration for your trip on American. Please click here if you require a formal response to a complaint:

[bit.ly/AACR1](http://bit.ly/AACR1)

Celebrate  
the sweet life.



TWEETS 37.6K  
FOLLOWING 1,866  
FOLLOWERS 5,191



+ Follow

## McD Customer Service

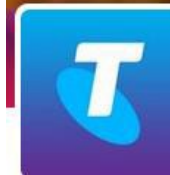
@Reachout\_mcd

McDonald's U.S. Customer Service. Here to listen, help or answer any questions you have 7 days a week 7:00am to 7:00pm CST

Oak Brook, IL · [mcd.to/ULtdKh](http://mcd.to/ULtdKh)



#countmein



TWEETS 211K  
FOLLOWING 7,234  
FOLLOWERS 63K



+ Follow

## Telstra

@Telstra

We're here 24x7 to provide customer support and answer any Telstra questions you might have. Last week our average response time was 20 minutes

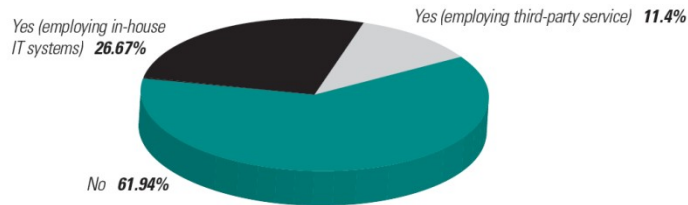
Australia · [telstra.com.au](http://telstra.com.au)



# Why Should We Study Them? Cnt.

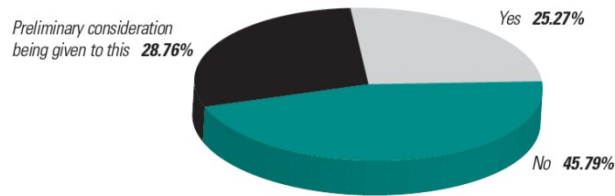
**Figure 25: Brand and Reputation Monitoring of SMNs**

Overall 465 respondents, LOB=107, EMEA=168



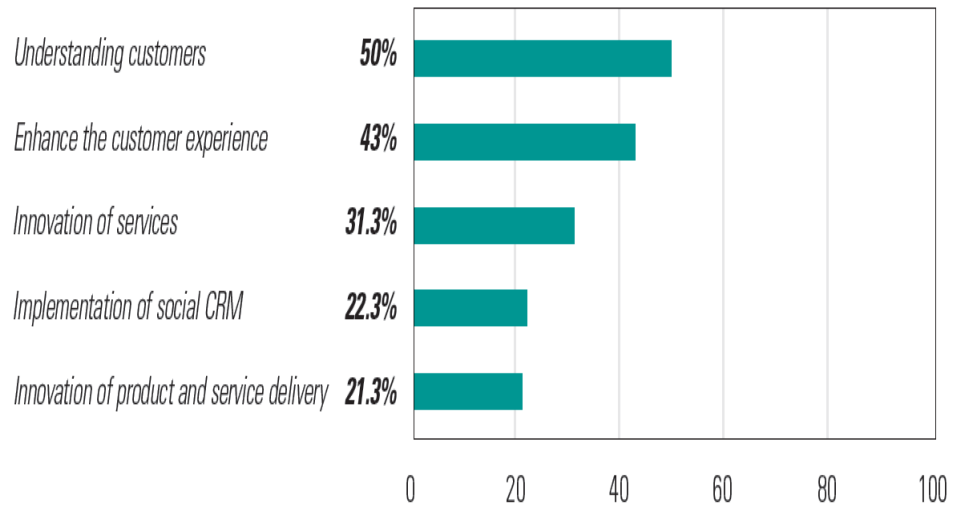
**Figure 27a: Organizational Plans to Leverage Social Media Metrics Into Business Processes**

Overall 459 respondents, LOB=107, EMEA=167

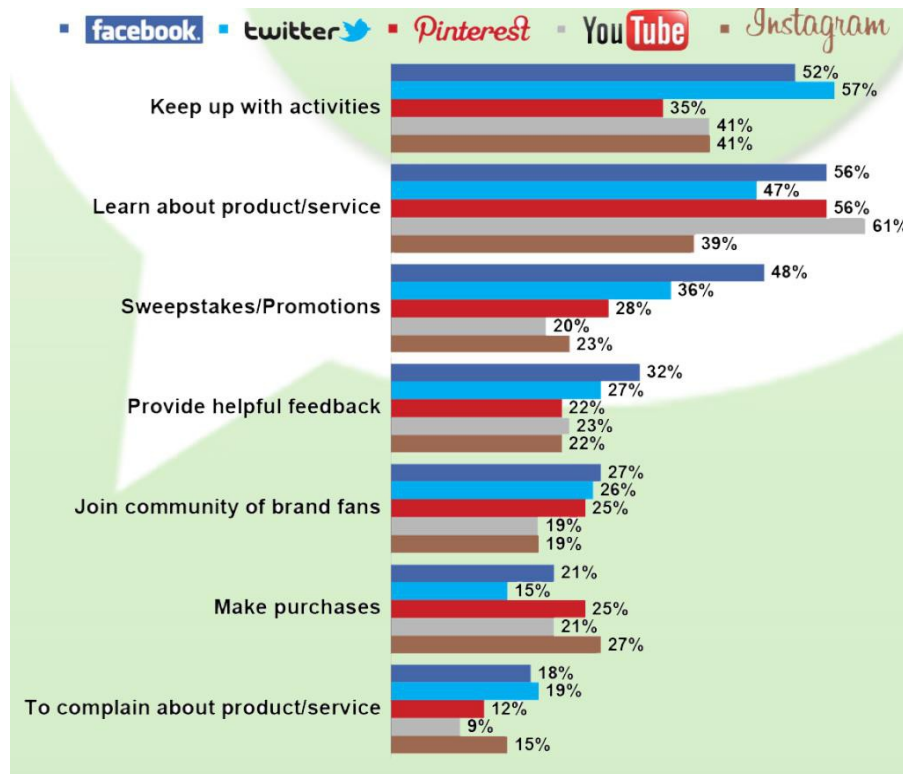


**Figure 33: Top Business Processes Leveraging Social Media Data**

Overall 300 respondents, LOB=79, EMEA=105



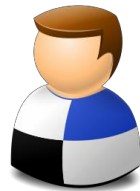
# Why Should We Study Them? Cnt



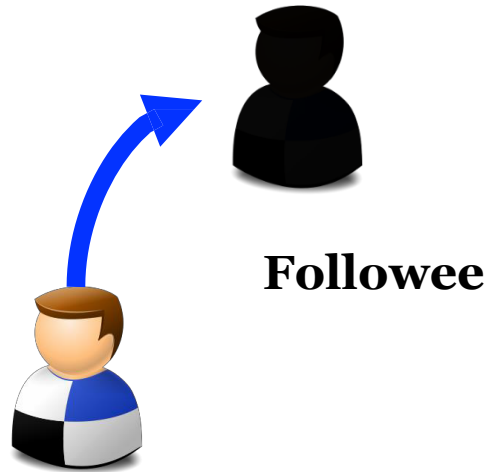
# Let's Take a Closer Look at Twitter



- Simple Structure

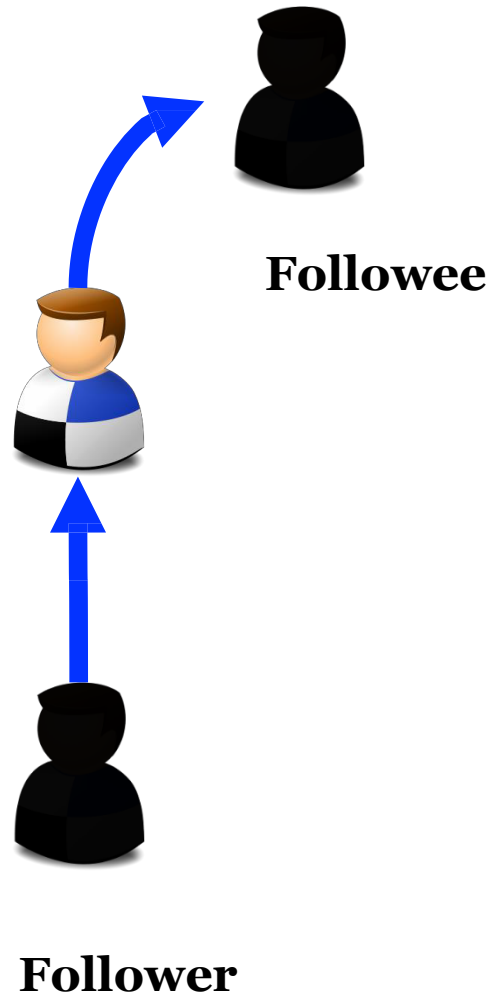


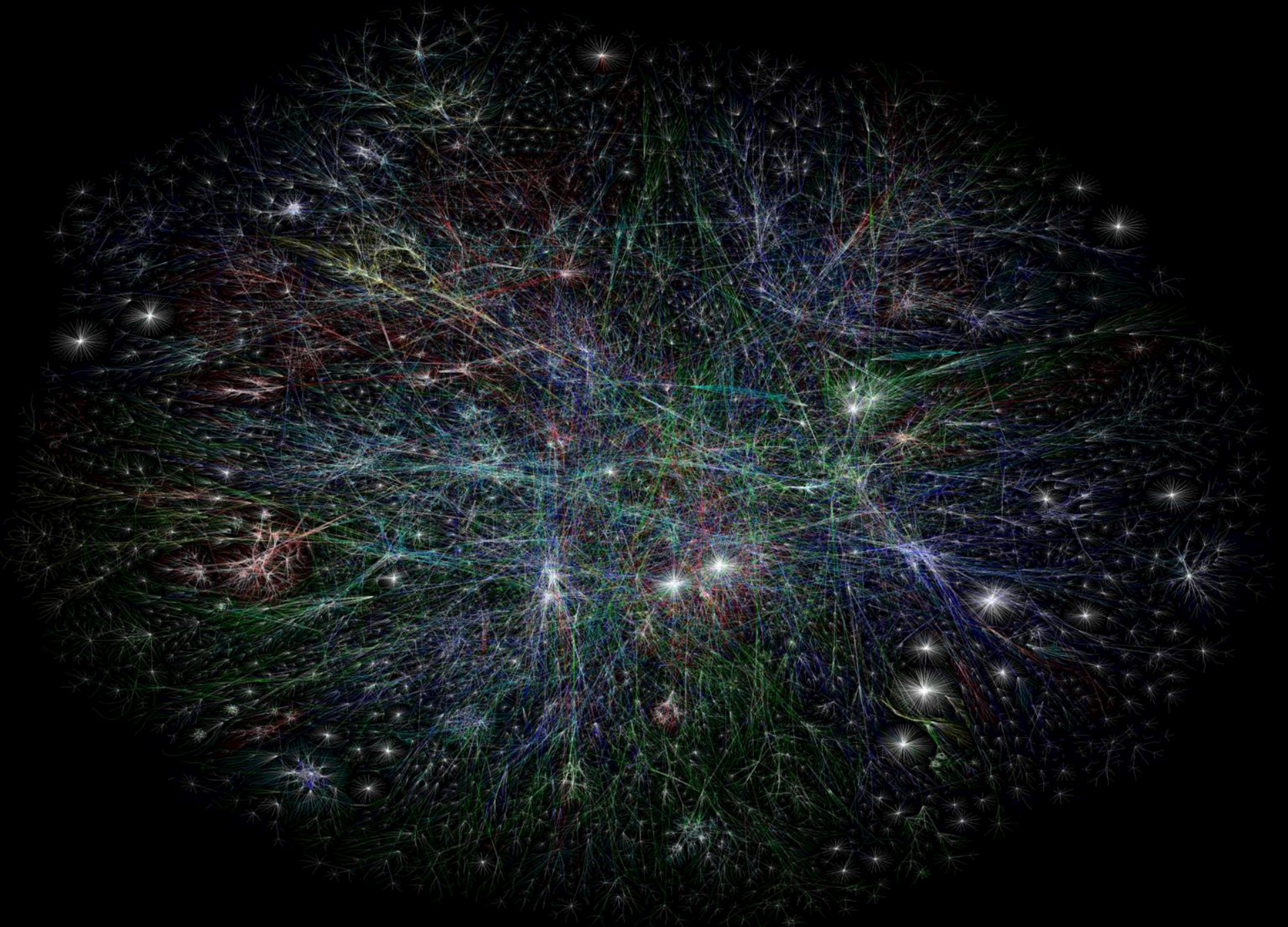
- Simple Structure
- Following
  - To subscribe to other people's posts





- Simple Structure
- Following
  - To subscribe to other people's posts



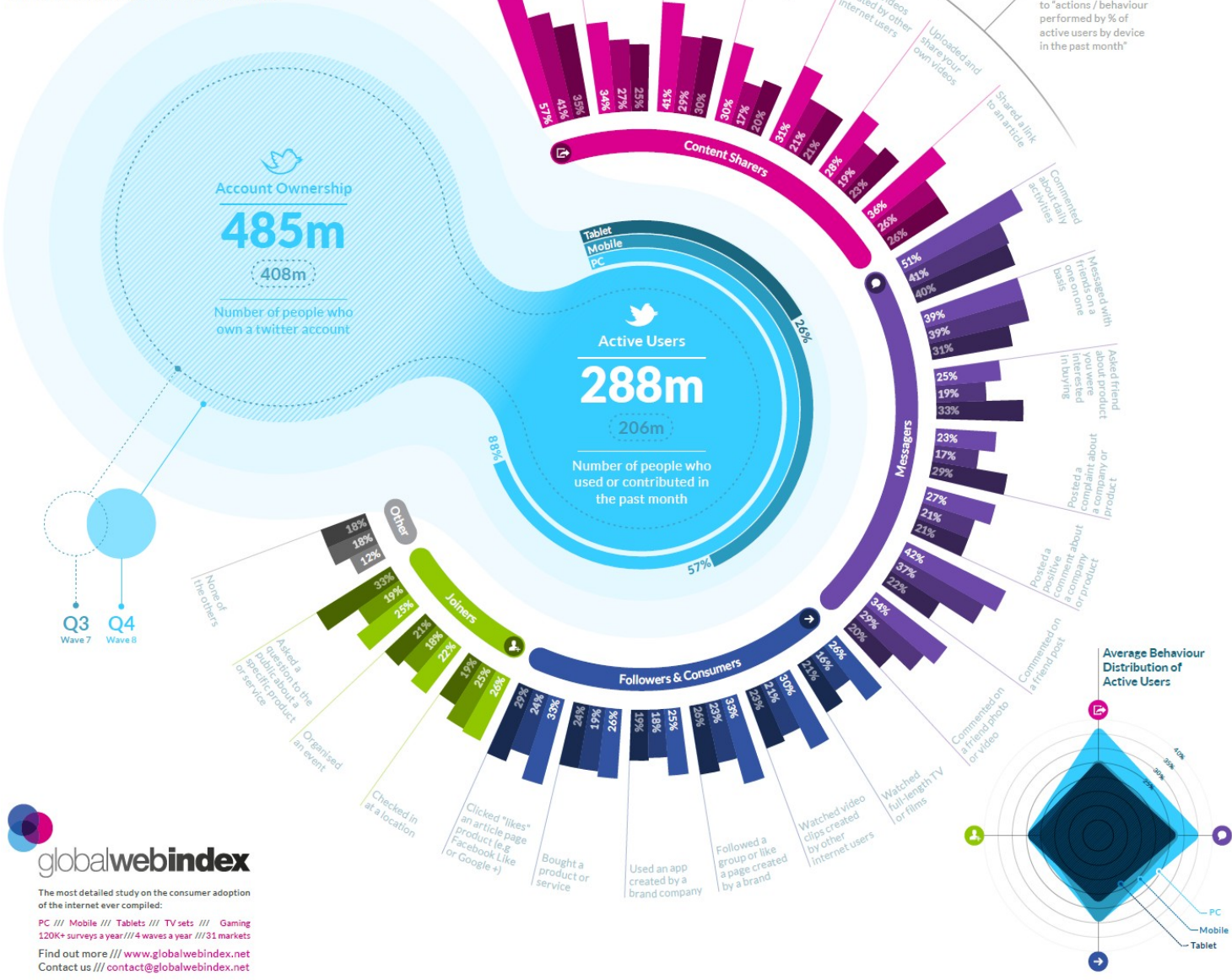




# TWITTER The Fastest Growing Social Platform

Twitter is now the fastest growing social platform increasing 40% between Q2 and Q4 2012. This means there are now **485m** account holders and **288m** active users.

FIND OUT MORE AT: [globalwebindex.net](http://globalwebindex.net)



**globalwebindex**  
 The most detailed study on the consumer adoption of the internet ever compiled:  
 PC // Mobile // Tablets // TV sets // Gaming  
 120K+ surveys a year // 4 waves a year // 31 markets  
 Find out more // [www.globalwebindex.net](http://www.globalwebindex.net)  
 Contact us // [contact@globalwebindex.net](mailto:contact@globalwebindex.net)





### Account Ownership

# 485m

408m

Number of people who own a twitter account

Tablet  
Mobile  
PC



### Active Users

# 288m

206m

Number of people who used or contributed in the past month

57%

88%

26%

### Content Sharers



Other

18%

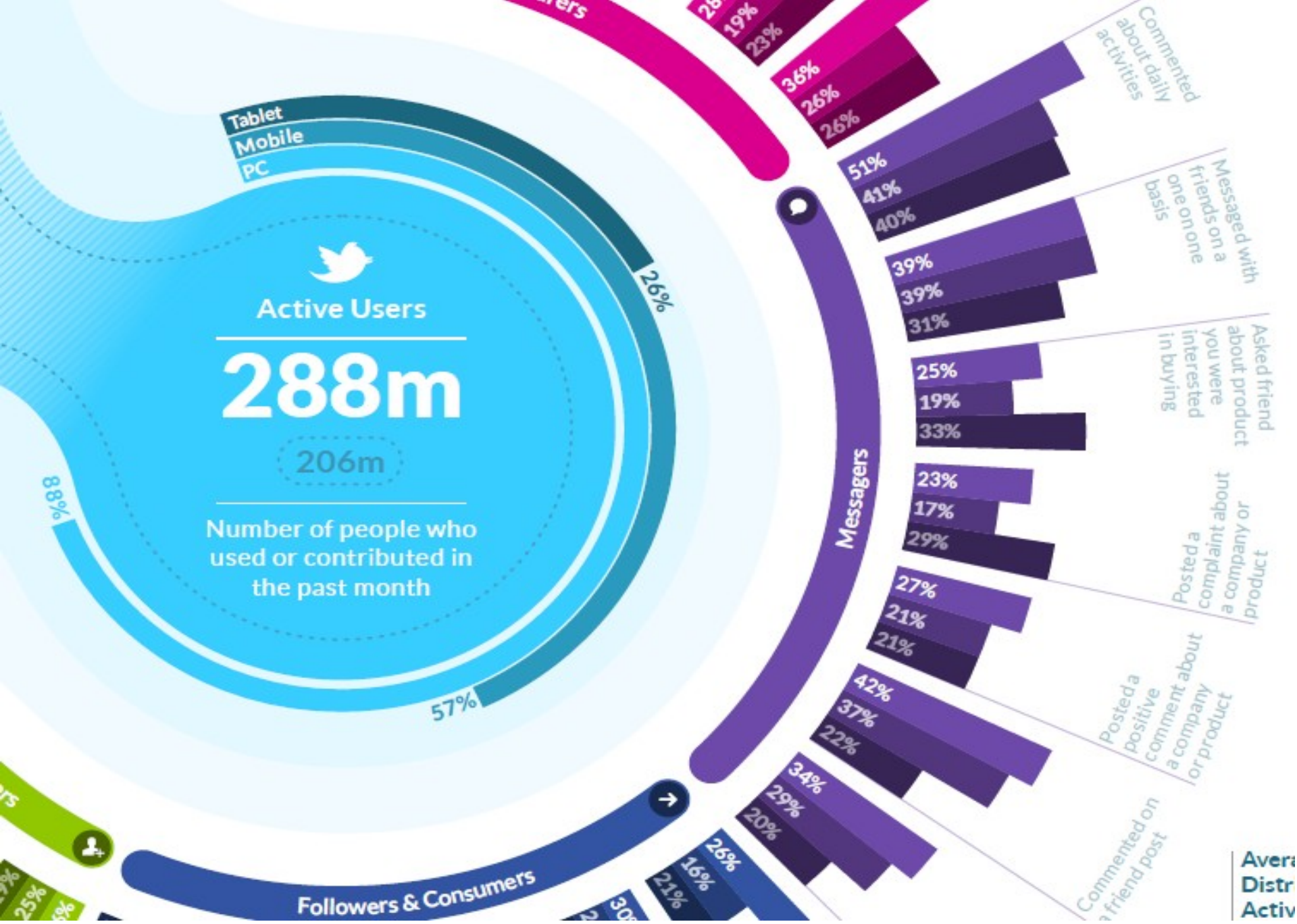
18%

12%

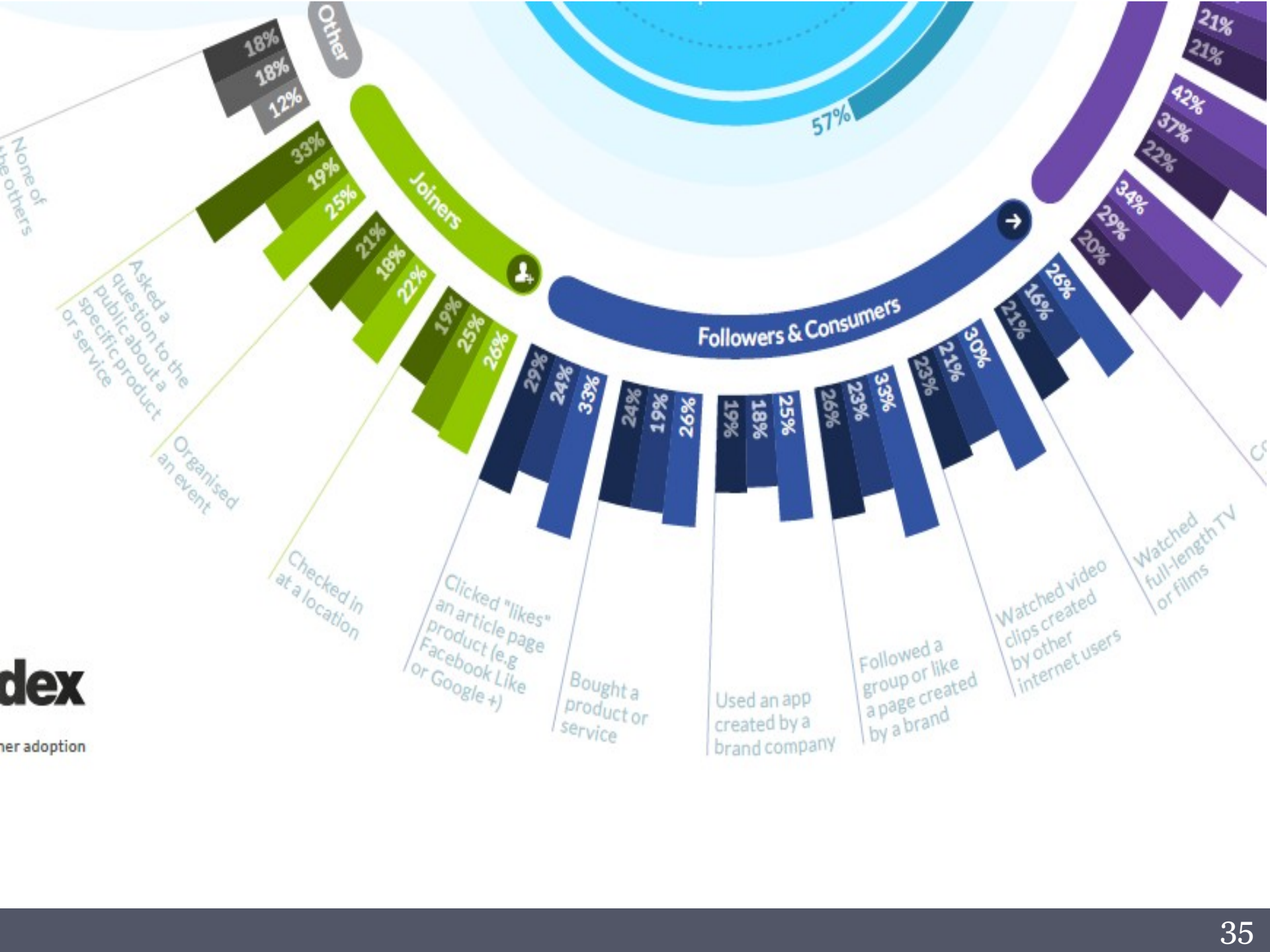
# al Platform







Average  
 Distribution  
 Active



index

er adoption





...

Joined July 2010

TWEETS	PHOTOS/VIDEOS	FOLLOWING	FOLLOWERS	FAVORITES
477K	215	600	1,219	368

```
object {21}
  created_at : Thu May 01 18:01:19 +0000 2014
  id : 461928366862376960
  id_str : 461928366862376960
  text : Debating if I should switch services with my family or if I should just stay on my own because I reallyyyy don't want to leave Verizon..
  truncated : false
  in_reply_to_status_id : null
  in_reply_to_status_id_str : null
  in_reply_to_user_id : null
  in_reply_to_user_id_str : null
  in_reply_to_screen_name : null
  user {40}
    geo : null
    coordinates : null
    place : null
    contributors : null
    retweet_count : 0
    favorite_count : 0
    entities {4}
      ► hashtags [0]
      ► symbols [0]
      ► urls [0]
      ► user_mentions [0]
    favorited : false
    retweeted : false
    lang : en
```

# Characteristics

- Very dynamic network structure:
  - Network relations are always changing.
- Content:
  - high prevalence of user-generated/urban words,
  - often short, context-less, and very noisy, and
  - of streaming type!

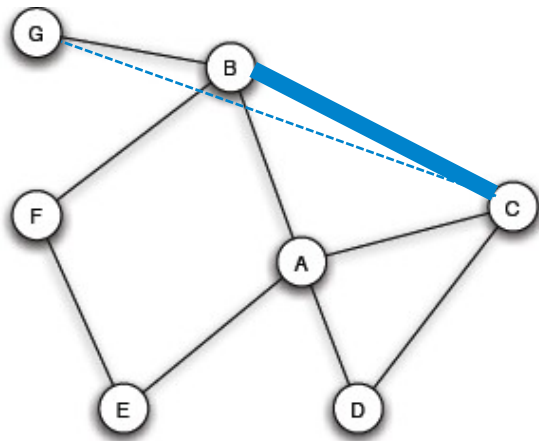
# What Do We Learn?

- Strong and Weak Ties
- Graph Clustering
- Node Analysis, Homophily, & Link Prediction
- Web Graph and Network Popularity
- Information Cascading
- Small World Phenomenon
- Graph and Text Representation
- Language Analysis
- Health Informatics
- Search & Moment Retrieval
- Trend Detection and Tracking
- etc.

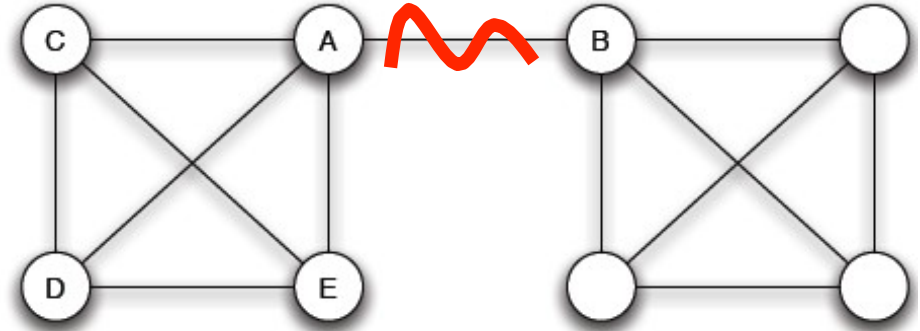


# What Do We Learn? Cnt.

- Strong and Weak Ties



C-B is more likely to form or C-G?

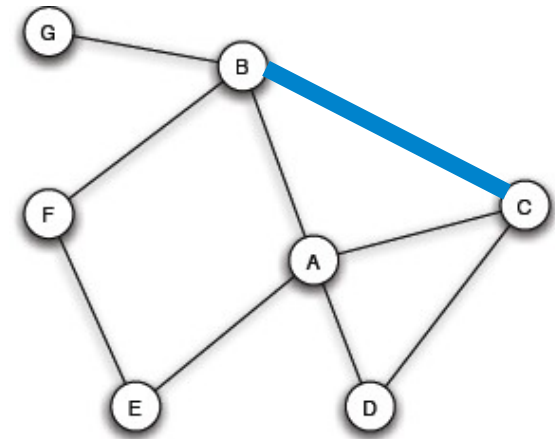


Which link provides access to parts of the net that are unreachable by other means?

**Are some nodes more important due to their position in networks?**

# What Do We Learn? Cnt.

- Homophily and Link Prediction
  - Homophily: we tend to have similar characteristics with our friends!
    - How can we test if a network exhibits homophily?
  - How can we predict the likelihood of the existence of a link between two nodes?
    - Links btw words and documents
    - Links btw Individuals, etc.



# What Do We Learn? Cnt.

- The Structure of the Web
  - The Web contains a giant Strongly Connected Component

**IN nodes:**

can reach SCC but cannot be reached from it.

**OUT nodes:**

can be reached from SCC but cannot reach it.

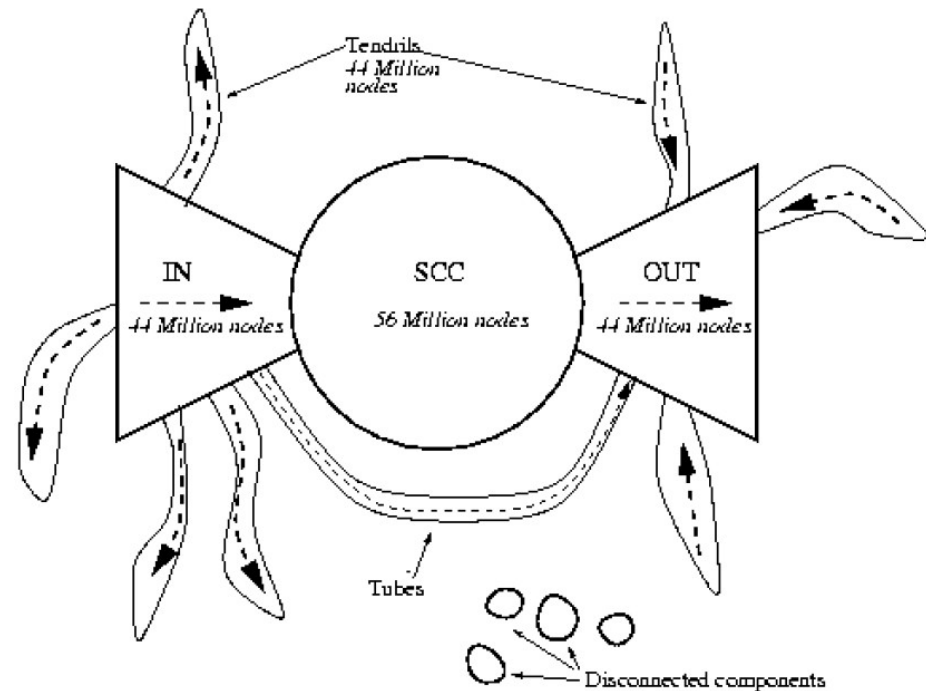
**Tendrils nodes:**

(a) reachable from IN but cannot reach SCC,  
 (b) can reach OUT but cannot be reached from SCC.

Tendrils nodes satisfying both (a) and (b), travel in "tube" from IN to OUT without touching SCC.

**Disconnected nodes:**

have no path to SCC ignoring directions

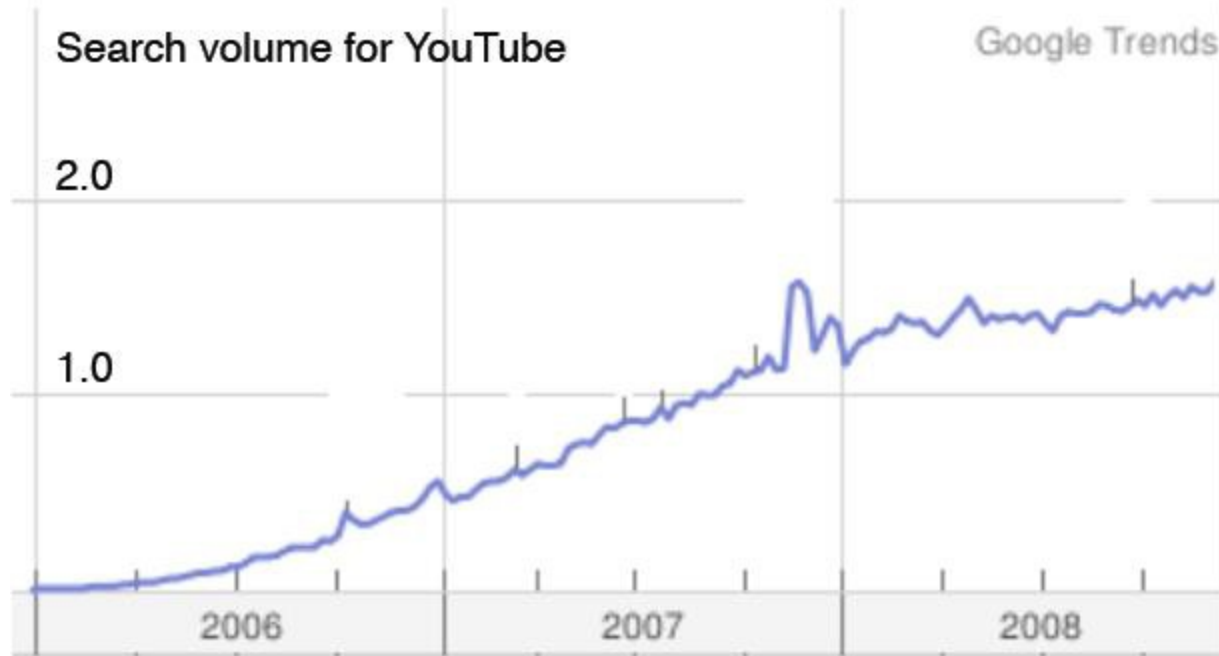


99.91% of individuals on FB belong to a single giant connected component



# What Do We Learn? Cnt.

- Popularity in Networks: Rich Get Richer

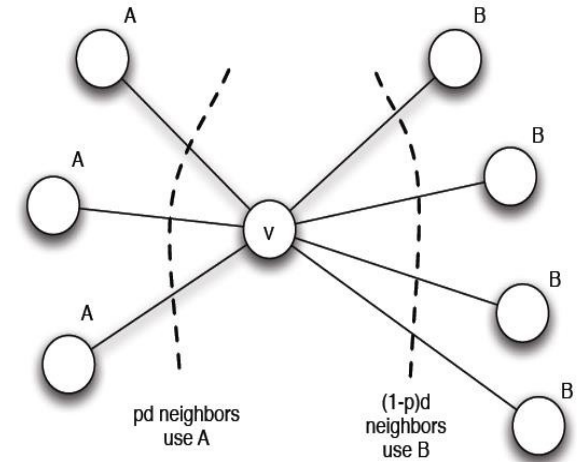


Is it that the rich always get richer? new ideas always get attention and become viral?

# What Do We Learn? Cnt.

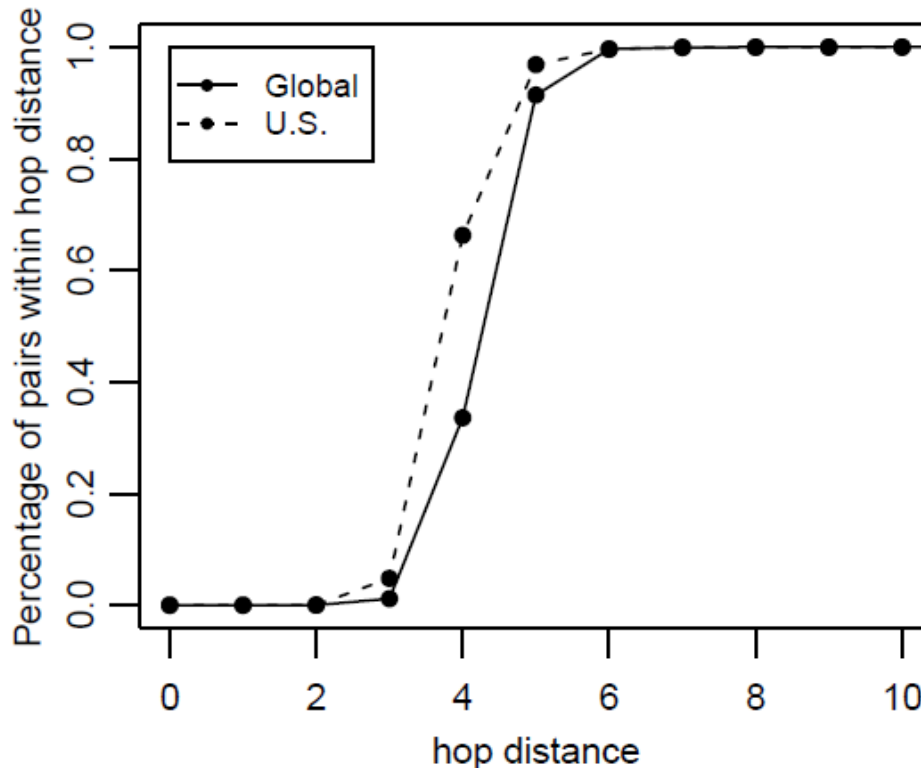
- Information Cascading

- Let's say you're at a dance class!
- Some good-looking guy asks the woman next to you to dance.
  - She says **NO**.
- He then asks another woman next to you to dance.
  - She says **NO**.
- Now he asks you to dance. You say ???



# What Do We Learn? Cnt.

- Small World Phenomenon



**Global**

92.0%: within 5 degrees,  
99.6%: within six degrees.

**U.S. only**

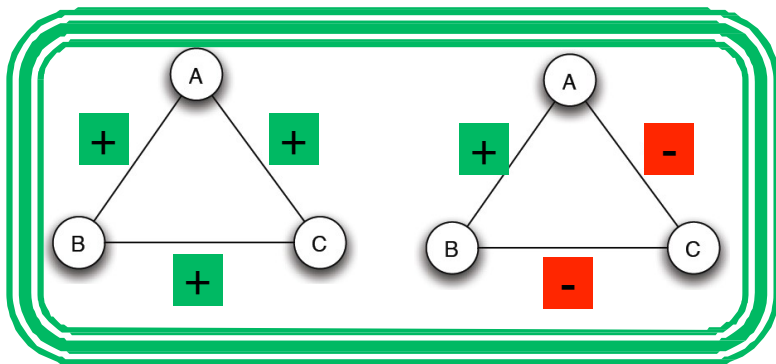
96.0%: within 5 degrees,  
99.7%: within six degrees.

**Figure 2. Diameter.** The neighborhood function  $N(h)$  showing the percentage of user pairs that are within  $h$  hops of each other. The average distance between users on Facebook in May 2011 was 4.7, while the average distance within the U.S. at the same time was 4.3.

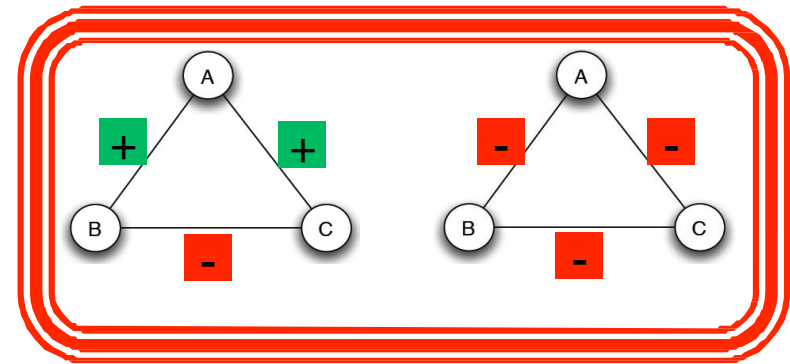
# What Do We Learn? Cnt.

**Time permitting**

- Structural Balance
  - Take a network and annotate its links with
    - + sign representing friendship, and
    - - sign representing antagonism
  - How should we reason about such networks?
    - Say to understand the *tension* between these two forces!



**Balanced**

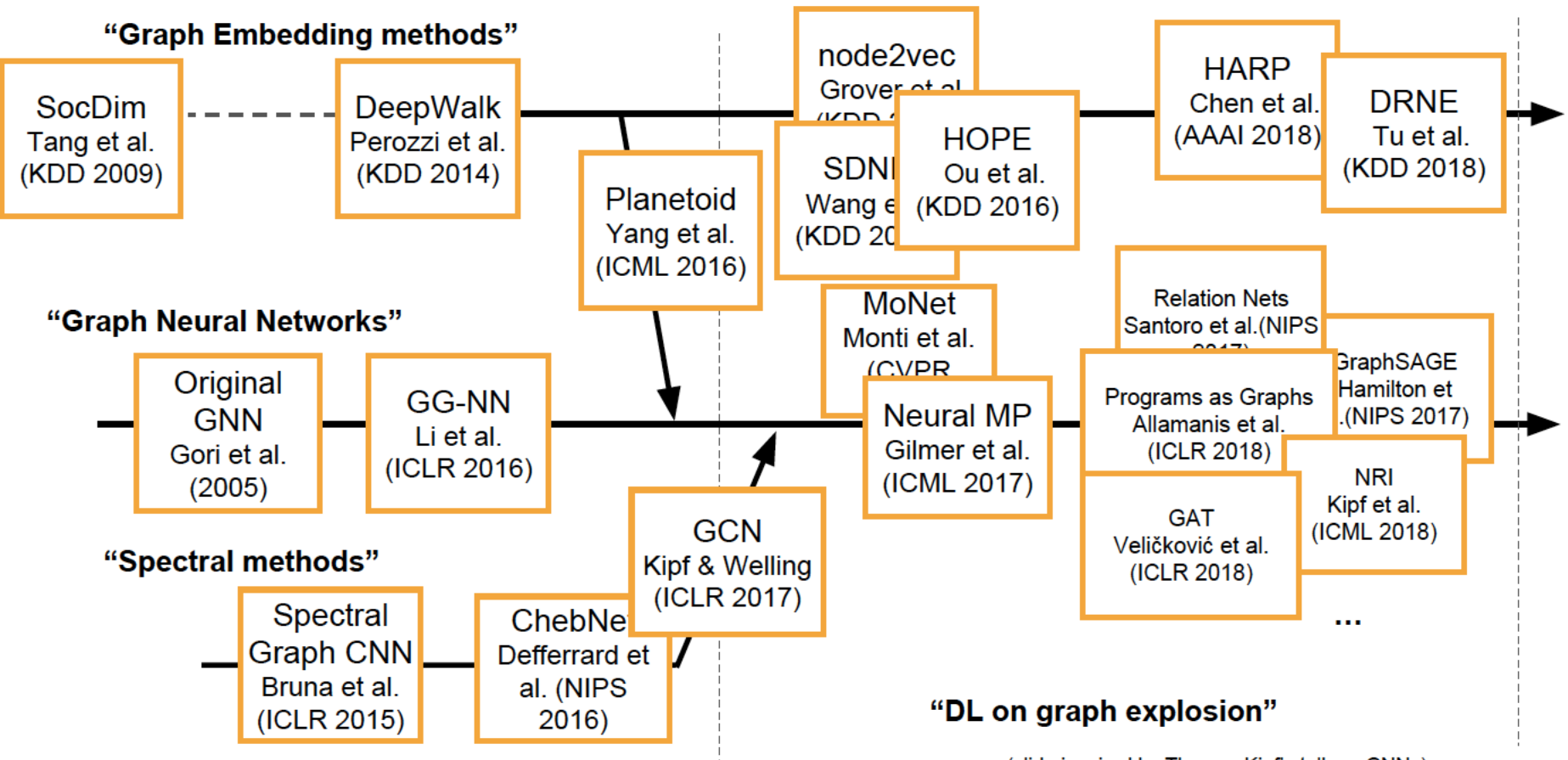


**Unbalanced** Psychologically instable?



# What Do We Learn? Cnt.

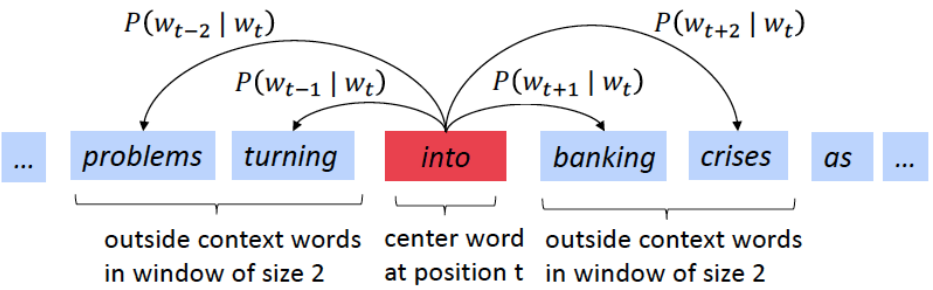
- Graph Representation



(slide inspired by Thomas Kipf’s talk on GNNs)

# What Do We Learn? Cnt.

- Text Representation



Nearest words to frog:

1. frogs
2. toad
3. litoria
4. leptodactylidae
5. rana
6. lizard
7. eleutherodactylus

$$P(o|c) = \frac{\exp(u_o^T v_c)}{\sum_{w \in V} \exp(u_w^T v_c)}$$

- Update vectors so you can predict well



litoria



leptodactylidae



rana



eleutherodactylus

# What Do We Learn? Cnt.

- Applications (*mainly given guest lectures*)
  - Network Analysis of Language
  - Health Informatics
  - Search and Factuality
  - Topic Detection and Tracking



Language query: *a girl in orange first walks by the camera.*

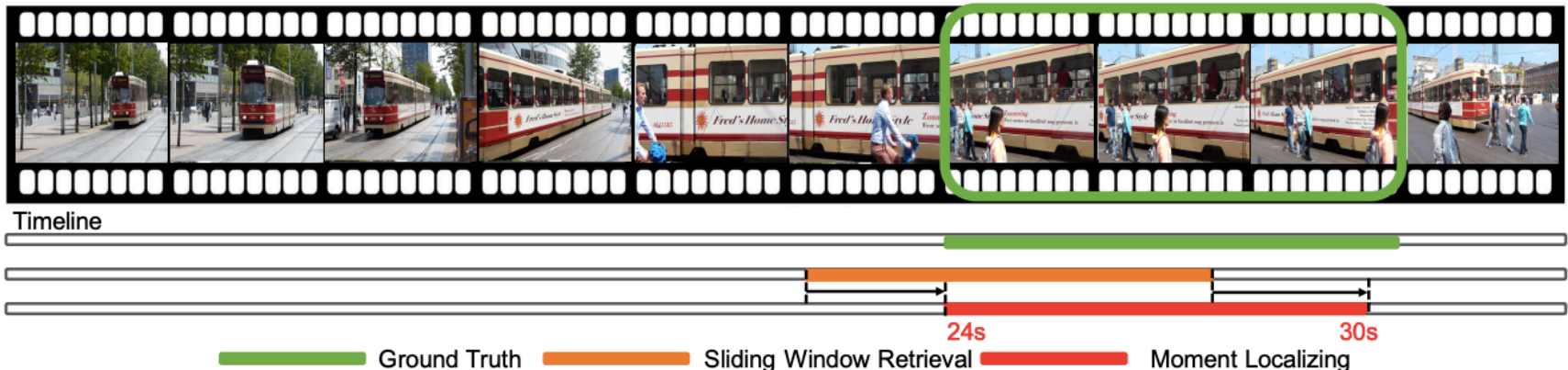
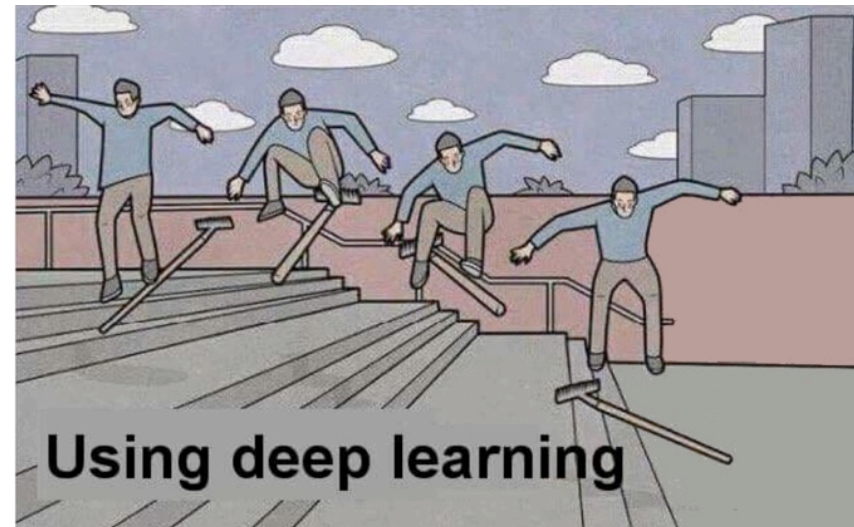


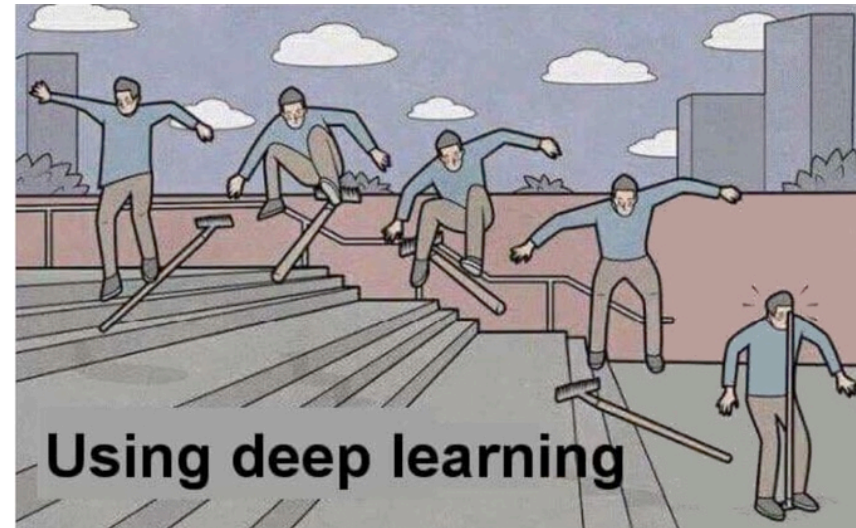
Figure 1: Temporal video moment localization is designed to localize a moment (the red bar) with a start point (24th s) and an end point (30th s) in the video according to the given language query. Here the green bar denotes the ground truth, the orange bar stands for the result of sliding window moment retrieval, and the red bar refers to the localizing result.

# Techniques - Assumption





# Techniques - Reality



# Reading

- Ch.01 Overview [NCM]
- Ch.10.1 Social Networks as Graphs [MMD]
  
- Watch this 30 min TED talk by Deb Roy @ MIT:
  - From Gaga to Water: <http://bit.ly/12fIOeR>