

# LECTURE 2: SOCIAL MEDIA AND NETWORKS

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COMP 4641: Social Information Network Analysis and Engineering  
Friday February 6<sup>th</sup> 2015

## Social media

- 2 Social media has **transformed society**
  - Reduced barriers to communication
  - Democratized content publication
- As a computer scientist...
  - Tend to ignore users
  - Social media makes users a part of the system
- Important to **understand interactions**
  - Within the system (traditional CS)
  - Between users and system (HCI)
  - Among users themselves (sociology)

myspace.com  
a place for friends

facebook



YouTube  
Broadcast Yourself

orkut

flickr

twitter

## What is social media?

facebook

- Systems with **user interaction as critical component**

YouTube  
Broadcast Yourself

- Online **communities**
  - Facebook, MySpace, YouTube

skype

- Communication systems
  - Skype, Instant Messaging

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- Social **news media**
  - Blogs, iReport

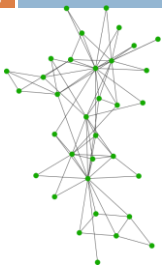
SECOND LIFE

- Online **worlds**
  - World of WarCraft, Second Life

## Why is social media interesting?

- Two reasons (to me):
- 1. Observe social **interaction at scale**
  - Social media based user interactions
  - Scale not possible before
- 2. Relate **information and people**
  - Online social networks now content-sharing systems
  - Can attach reputation of users to content

## 1. Observe social interactions



Anyone recognize this network?

- Zachary's Karate Club

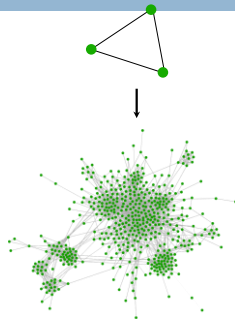
- Collecting it involved **massive field work**
  - Manually observe people
  - Trace **interactions for two years** (!)
  - Will discuss more later
- Limit in scalability of this approach
  - Biases from interviewing
  - Time spent

## Opportunity: Large-scale data

- An opportunity to **scale up observations**
  - "Field work" required may be reduced
- Social media sites have complete history record
  - Interactions, discussions, friendship creation (and deletion), ...
  - Entire evolution of a group of users
- At incredible detail
  - 76% of Facebook users login at least once a day
  - 20B people-minutes spent on Facebook per day**
  - Every interaction recorded

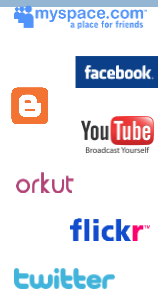
## The curse of scale

- 7 Scale is both a  **blessing**  and a  **curse** 
  - Blessing
    - Confidence in results
    - Certain effects only seen at scale
  - Curse
    - Miss many local interactions
    - Links "mean" less
    - Comparing networks hard
  - Important to keep limitations in mind



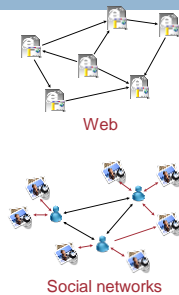
## 2. Relate information to people

- 8 Popular way to  **connect and share content** 
  - Photos, videos, blogs, profiles, news, status...
  - Twitter (500 M), Facebook (1.393 B)
- Growing exponentially
- Incredible amounts of content being shared
  - Facebook (350 M photos/day)
  - YouTube (100 hours of video/min)



## A new way of organizing information

- 9 Web organized with  **content-content links** 
  - Link structure exploited (e.g., PageRank)
- Social media organized using
  - User-user links (social network)
  - User-content links (favorites, etc)
- **New platform**  for information sharing



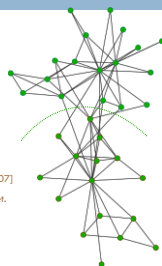
## Relates information to people

- 10 Today, social network used to structure information
  - Can we extract other information?
    - Combination of  **who**  and  **what**  very powerful
  - Social network connects content with
    - (Multiple) user's reputation
    - Community the user is part of



## But why study networks?

- 11 Does  **network science**  make sense for social media?
  - Why not study interactions directly?
- Natural fit with interactions
  - Users only interact with small subset of others
- Degrees of influence  **beyond friends** 
  - Obesity [Fowler and Christakis, NE J. Med. 2007]
  - Altruism [Fowler et al., Econ. Let. 2009]
- Example: Zachary's Karate Club
  - Can predict behavior with network view [Zachary, J. Anth. Res. 1972]



## What sort of questions are we asking?

- 12 Already know lots about networks
  - Scale-free [Barabasi and Albert, 1999], High clustering [Watts and Strogatz, 1998], Navigable [Adamic and Adar, 2003] [Liben-Nowell 2005], Hubs and authorities [Page and Brin, 1998] [Kleinberg, 1999], Dense core [Mislove et al. 2007]
  - And have lots of models
    - Preferential Attachment [Barabasi and Albert, Nature 1999], Small-world [Watts and Strogatz, 1998], Copying [Kleinberg et al., 1999], Congestion [Mihail et al., 2003], Bowtie [Broder et al., 2000], Jellyfish [Tauro et al., 2001]
- Thus, going to focus on social aspects
  - Why do they  **look the way they do** ?
  - What can this tell us?

## Outline

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- Two parts:
- 1 Primer on social sciences
- 2 Leveraging social media

## Goals

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- Provide an overview of research on social media and networks
- Get you excited about this research area
- Give pointers to **further reading**
  - ▢ Papers cited throughout talk
- Spark discussion
  - ▢ Interrupt and ask questions!



## Three classic papers

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- Discuss results at a high level
  - ▢ Goal is not an in-depth discussion
- Results will frame our discussion of social media

- The Strength of Weak Ties
  - ▢ by Mark S. Granovetter
  - [American Journal of Sociology, vol. 78 issue 6. May 1973]



## "Classical" sociology

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- Focused on two topics
  - ▢ **Micro-level interactions** within a small group
  - ▢ **Macro-level patterns** within a society
- "Strong" ties considered the important ones
  - ▢ Close friends, family
  - ▢ "Weak" ties considered less important
- But, **mapping not understood**
  - ▢ How do large-scale patterns emerge?
  - ▢ ...certain analogies to physics...



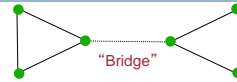
## Granovetter's idea

- 19
  - Construct simple model:
    - If two people have a common strong tie, they must have a tie between each other
  - Matches intuition from real world
    - If you have two close friends, they (at least) know each other
  - What are the implications of this model?



## Bridges

- 20
  - Social networks can be divided into communities
    - Clubs, schools, employers, ...
  - Define a bridge as a link that is the only path between two users
  - Claim: With Granovetter's assumption, **bridges must be weak**
    - Why?



## Importance of bridges

- 21
  - Bridges connect communities
    - Build up society from a set of communities
  - Thus, weak ties (bridges) can help the micro → macro mapping
  - Bridges must necessarily carry any new information
    - Example: People often find new jobs via weak ties
    - Societies with weak ties better able to adapt
    - Hence, **the strength of weak ties**
  - But, what is the structure of weak ties at scale?
    - Are they really necessary for conveying information

## An Experimental Study of the Small World Problem

- by Jeffery Travers and Stanley M
  - [Sociometry, vol.32 no. 4. 1969]

**An Experimental Study of the Small World Problem**  
JEFFREY TRAVERS  
and  
STANLEY MILGRAM  
The University of Chicago

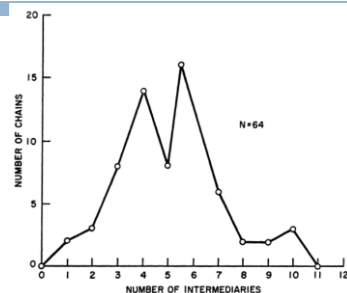
*(The following paper is a preliminary report on a study of the small world problem, which is the problem of finding the shortest path between two people in a social network. The study was conducted by Jeffery Travers and Stanley Milgram at the University of Chicago. The results of the study are presented in this paper.)*

## Procedure

- 23
  - Selected 296 people in Nebraska and Boston
    - Mailed a packet containing instructions
  - Packet specified a destination person
    - Name, address, profession, and city
  - Asked to forward to someone known personally
    - Send a card back to Milgram
    - And add name to a roster
      - Why?



## How long are the (successful) paths?



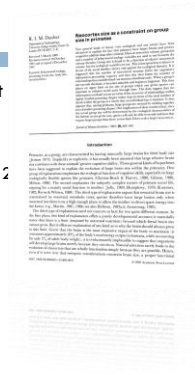
## Implications

- Not only do short chains exist...
  - ▢ But people can find them!
  - ▢ With only local information
- Thus, **social networks are navigable**
  - ▢ 48% of 64 chains coalesced into 3 people
  - ▢ Important structural properties
- However, **how did users “route”?**
  - ▢ Did they rely on certain network properties?
  - ▢ Do shorter paths exist?



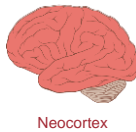
## Neocortex Size as a Constraint Group Size in Primates

- ▢ by Robin I. M. Dunbar
  - ▢ [Journal of Human Evolution, vol. 2

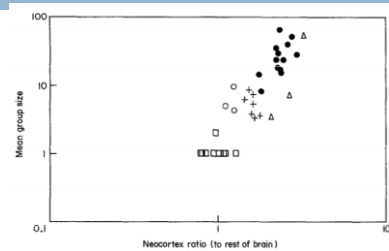


## Neocortex

- Part of the brain of mammals, involved in
  - ▢ Sensory perception
  - ▢ Motor commands
  - ▢ Spatial reasoning
  - ▢ Thought and language
  - ▢ Social interactions
- Theory: **large brain size due to “social” nature of primates**
  - ▢ Measure “social” level by looking at typical group size
  - ▢ If true, then brain size should correlate with being “social”



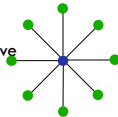
## Neocortex size and group size



- Strong correlation observed
  - ▢ Holds across many species of primates

## Implications

- Each individual can only maintain so many relationships
  - ▢ Bounded by neocortex size
- Not just the number of relationship, it is the intensive with which a small number of key “friendships”
  - ▢ Who likes who, who doesn't, etc
- Is this true for humans?
  - ▢ Social groups are less well-defined
  - ▢ Dunbar predicts value of 150 from neocortex size
- What about different relationship types?
  - ▢ What is the variance across individuals?



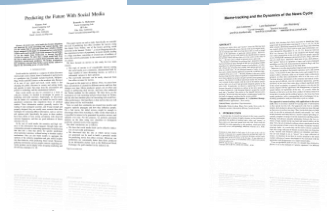
## Social science primer: Summary

- Doing this sort of work takes **significant effort!**
- Key results:
  - ▢ Network structure influenced by strong/weak links
  - ▢ Networks have (navigable) short paths
  - ▢ Expected bound on degree for each node
- Do **results hold for at large scale?**
  - ▢ Or, for social media at all?
- What social science questions can we answer with social media?

## LEVERAGING SOCIAL MEDIA

## Two papers on leveraging social media

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- Cover two topics
  - ▣ Tracking information flow
  - ▣ Applying social media to real-world problems

- Meme-tracking and the Dynamics of the News Cycle
  - ▣ by Jure Leskovec, Lars Backstrom, Jon Kleinberg
  - [Proceedings of KDD 2009]



## Leveraging social media

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- Networks are **used to spread information**
  - ▣ Can social media shed light on information flow through society?
- Focus on news media
  - ▣ How do people find out about news?
- Who “finds” stories?
  - ▣ What **role does the media/social web** play?
  - ▣ How do they influence each other?
- This paper: Can social media shed light on information flow?



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## Memes

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- Meme: **Unit of culture**
  - ▣ Coined by Dawkins
  - ▣ Describes evolution of culture
- Internet examples: Rickroll, LOLCat, FAIL
- Focus on memes
  - ▣ Entities (Obama) too coarse-grained
  - ▣ Common sequences (web 2.0) too noisy
  - ▣ Hyperlinks too fine-grained
- Use **quotes to extract memes**
  - ▣ “...palling around with terrorists...”



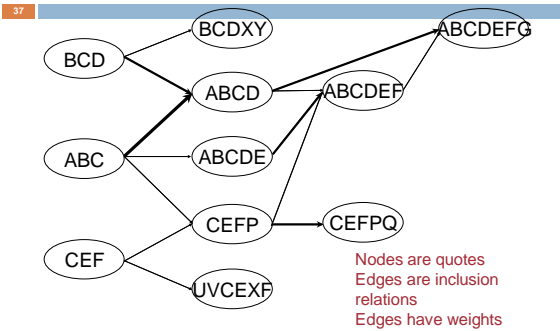
## Data collected

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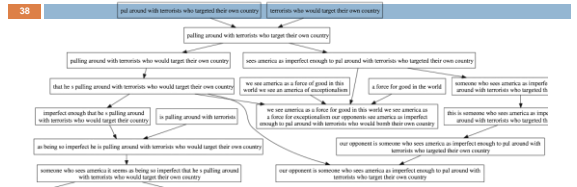
- Use dataset from spinn3r.com
  - ▣ August - October 2008
  - ▣ 90 million documents (blog entries/news stories)
    - 1.65 million sites
    - 112 million quotes
- Challenge: **Quotes mutate**
  - ▣ “...terrorists who would target their own country...”
  - ▣ “...terrorists who targeted their own country...”
  - ▣ “...terrorists who target their own country...”
  - ▣ “...terrorists who would bomb their own country...”
- How to determine which quotes are the same?

spinn3r

## Clustering quotes

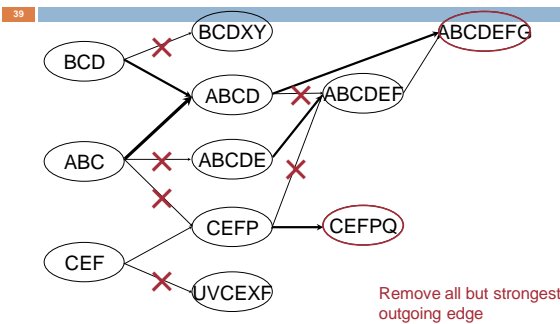


## Example of cluster

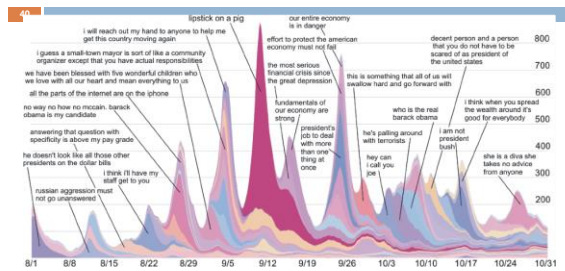


- All based on Sarah Palin's terrorists quote:
- "Our opponent is someone who sees America, it seems, as being so imperfect, imperfect enough that he's pulling around with terrorists who would target their own country."
- How to reduce to a single meme?

## Solution: Create a DAG

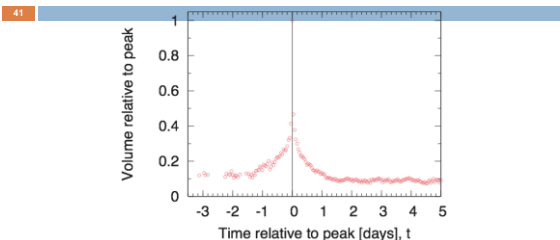


## Resulting memes



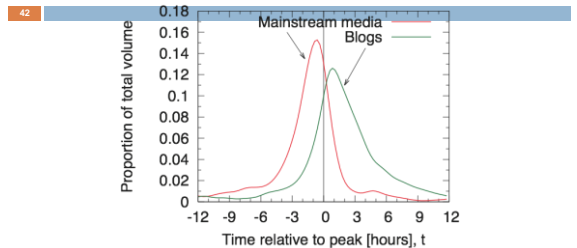
- Spikes show nature of 24-hour news cycle
- Memes quickly enter and leave collective conscience

## Tracking memes



- First, determine "peak" intensity of each meme
- Distinct peak present

## Where do the memes come from?



- Second, track where articles come from
- Media peak is 2.5 hours before blog peak
- Blog volume persists much longer

## Summary

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- Can social media shed light on information flow?



- Collected data on over 90 million documents
  - Unprecedented scale

- Found interesting interaction between media and blogs
  - Media has **short attention span**
    - But causes peak intensity
  - Blogs have **more persistent volume**



- Predicting the Future With Social Media
  - by Sitaram Asur and Bernardo A. Huberman[Arxiv 1003.2699]



## Social media and communication

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- Social media **enables communication**

- Facebook wall
- Orkut scraps
- Twitter tweets



- Essentially, we have **microphone above the world**
  - Have complete conversations for huge group of users
  - Can access collective wisdom



- Can we extract information from these conversations?
  - In aggregate?

## This paper: twitter + movies

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- Focus on twitter
  - Most data is publicly available
  - Messages are short
- Can we use twitter to predict the future?
- Focus on **box-office returns for movies**
  - Relatively short term (~3 week window/movie)
- Existing techniques to compare against
  - Gold standard is Hollywood Stock Exchange

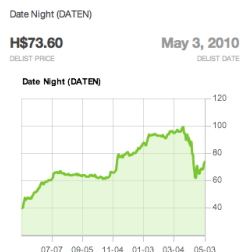


## Hollywood stock exchange (HSX)

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- Example of a **prediction market**
  - Uses play money

- Can buy movie stocks
  - Each H\$ = \$1M US gross take
- Each movie has a listed delist date
  - 4 weeks after open, cashed out
  - Value is US gross take
- Surprisingly **accurate**
  - 32 of 39 Oscar nominees in 2007
  - 7 of 8 eventual winners



## Can we use social media?

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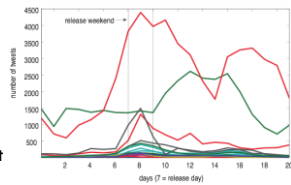
- Focus on mentions of 24 movies on twitter
  - Armored, Avatar, The Blind Side, The Book of Eli, Day breakers, Dear John, Did You Hear About The Morgans, Edge Of Darkness, Extraordinary Measures, From Paris With Love, The Imaginarium of Dr. Parnassus, Invictus, Leap Year, Legion Twilight : New Moon, Pirate Radio, Princess And The Frog, Sherlock Holmes, Spy Next Door, The Crazies Tooth, Fairy Transylvania, When In Rome, Youth, In Revolt
- Obtained data by searching repeatedly
  - Three weeks around release date
  - Most activity in this period
  - Most money made in this period
- Total of 2.89M tweets



## Making predictions

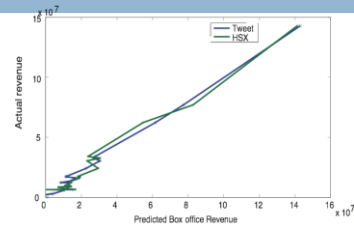
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- Busiest time is around release
  - Promotions, advertising, ...
- Opening weekend makes most money
- Predict take by looking at pre-release tweet rate
  - How many tweets before open?
  - Compare to HSX



## How accurate are the predictions?

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- Very accurate!
  - Coefficient of determination ( $R^2$ ) is 0.973
  - Versus 0.965 for HSX

## Summary

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- First look at using social media for prediction
- Relatively simple approach, naïve predictor
  - Simply looking at number of mentions before release
  - Outperformed existing gold standard
- What else can we use social media to predict?
  - Stock markets?
- But unclear causality
  - Do movie studios only promote movies they expect to be a hit?