# You are the way you (structurally) talk: Structural-temporal neighbourhoods of posts to characterize users in online forums

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May 3, 2016

# Overview

# Introduction

The data

The graph representations of the data

# Structures of conversations

Basic idea

Triadic structures

Neighbourhood structures

Comparing neighbourhoods

# Conversation-based clustering

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# The data

Reddit. A forum of forums



# Download monthly dumps from:

http://couch.whatbox.ca:36975/reddit/comments/monthly/

### Extract forum of interest:

```
\label{eq:www.reddit.com/r/science} www.reddit.com/r/france\\ www.reddit.com/r/sociology\\ www.reddit.com/r/complexsystems\\ www.reddit.com/r/gameofthrones \leftarrow \text{in this presentation}\\ www.reddit.com/r/podemos \leftarrow \text{in this presentation}\\
```

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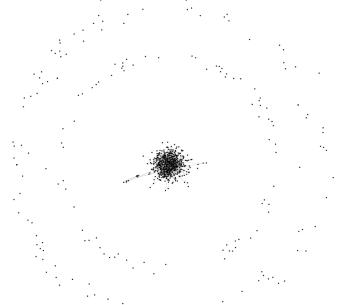
Neighbourhood structures

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# **Graph representations**

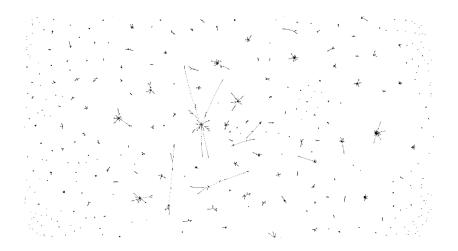
Graph of user interactions (a social network)



7/33

# Graph representations

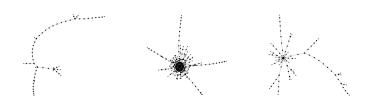
Trees of posts



# **Graph representations**

# Conversations are trees

- Explicit structure.
- Dynamic (order, time)



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# Intuition

*Hypothesis*: different individuals have tendency towards different types of conversations and these types are reflected in the structure of their interactions.

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# Triadic structures

Triads are not enough

Motif	 ••	$\wedge$	$\triangle$					$\triangle$						
Motif ID		36	164	12	14	6	78	38	174	166	46	238	102	140

# Triads in trees of posts:

Only 3 possible triads (dyad, chain and star)

# Triads in social graph:

Order (therefore dynamic) is missing.

We need something richer that captures the dynamics of conversations.

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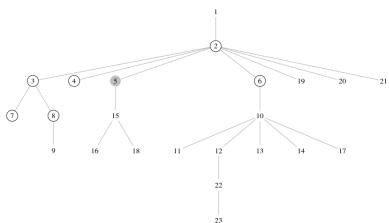
Comparing neighbourhoods

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# Order-based neighbourhoods

#### Definition

- ▶ 1. Extract neighbourhood of post i with radius r.
- ▶ 2. Keep only the *n* posts that are closest (in time) to post *i*.

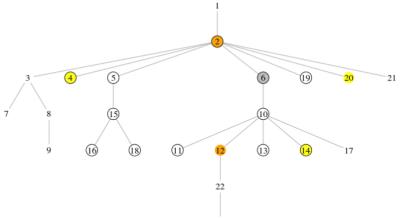


16/33

# Time-based neighbourhoods

#### Definition

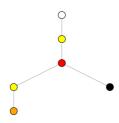
- ▶ 1. Extract neighbourhood of post *i* with radius *r*.
- 2. Detect changes of speed (vertical/horizontal changepoints) (PELT algo)
- ▶ 3. From *i*, get the posts around until a changepoint is found.



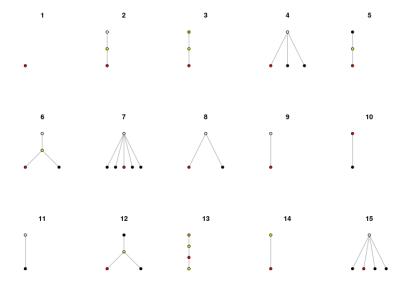
# Colouring

# Label special nodes:

- ► Red: ego.
- Yellow: parent of ego (and posts of same author)
- Orange: other posts by ego author
- ▶ White: root

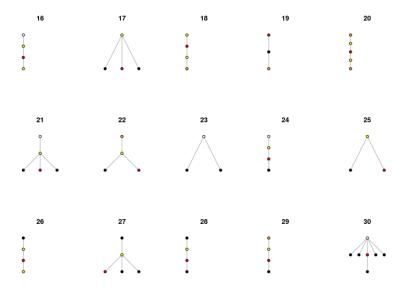


# Some frequent neighbourhoods





# Some frequent neighbourhoods



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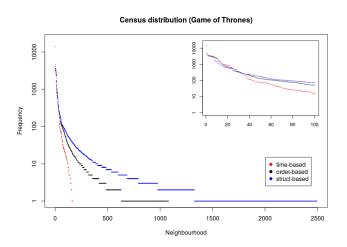
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Conversation-based clustering

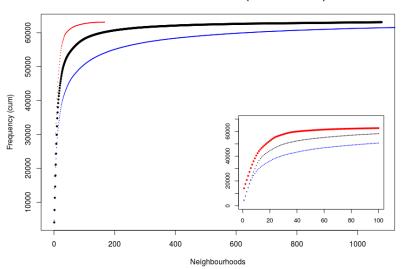
# Frequency distribution



Time-based (black) reduces the space w.r.t structure-based (blue)

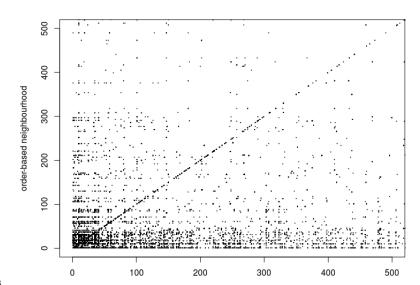
# Frequency distribution

#### Cumulative census distribution (Game of Thrones)



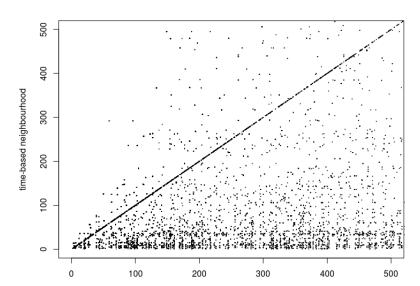
# Discrepancies

Time-based vs Order-based neighbourhood



# Discrepancies

Basic neighbourhood vs Time-based neighbourhood



# Structure-based vs Order-based vs Time-based

#### Structure-based:

▶ too big (and too many) neighbourhoods.

### Order-based:

▶ Dominance of monoid hides richer conversational structures.

#### Time-based:

- Space more reduced than simple structure-based.
- Criteria to choose radius dynamically (r = until conversation slows down)

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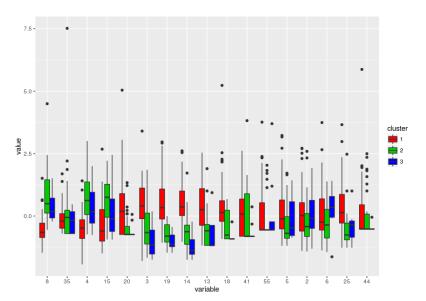
# Methodology

- Create a user × neighborhood matrix of counts.
- Z-normalize (users characterized by their deviation from the mean)
- Cluster!



# Conversation-based clustering

# Time-based



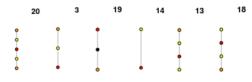
# Conversation-based clustering

### Interpretation

Greens:



Reds:



Blues (avoid these motifs):



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- Q: Can we use graph structure to characterise users?
- A: Yes!
- ► Q: By using triads?
- A: No. They are not useful in trees.
- Q: So, what kind of structure?
- A: Posts neighbourhoods that are time/order sensitive.
- Q: What about language?
- A: It's ok, but structure is more directly linked to thread dynamics (future work)



# Merci!

