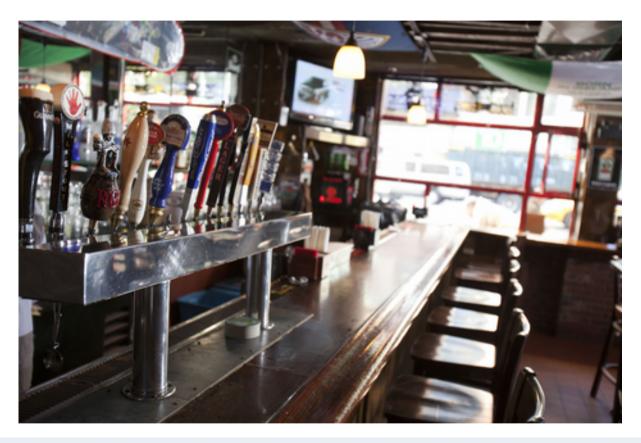
FourSquare

Location-based **So**cial Network

- Users "check-in" places
- Physical Coordinates based interaction
- Business model
 - Free for users content providers
 - Premium for businesses
 - Analytics
 - Advertisements
 - Gamefication
- 50 million users
- 2 million businesses

Lawrence Chan & Hudson Tang, Manchester Pub



Business Results

Amount paid per customer visit

o \$3.13

Avg. customer spend per visit



Return on investment



539%

FourSquare API

- User-related functionality
 - Search, Requests, Check-ins, Tips, ...
- Venue-related functionality
 - Search, Explore, Categories
 - Statistics
 - Events

https://developer.foursquare.com/

oauth2 based access

- Create Developer Account
- Register your Application
- Acquire Access Token
 - Client ID
 - Client Secret

FourSquare + Python

Foursquare library pip3 install foursquare

Venue Look-up

```
# Check out DIAG
res = client.venues("4c31a1e26f1fef3b440dec3d")
res["venue"]["name"]
res["venue"]["hours"]
res["venue"]["popular"]
res["venue"]["location"]["lat"]
res["venue"]["location"]["lng"]
```

Explore Venues

```
search =
client.venues.explore(params={'ll':'41.89,12.50'})
for group in search['groups']:
    print(group["name"])
    for nv in group['items']:
        print(nv["venue"]["name"])
search = client.venues.explore(params={ 'near': 'Rome,
Italy')
search = client.venues.explore(params={ 'near': 'Rome,
Italy','query':'transtevere'))
```

Explore vs Search

- Both allow to find venues
 - different methodology
- Explore is better for queries:
 - what are some popular coffeeshops in this area?
- Search is better for queries:
 - where is the nearest Joe's Coffee?
 - where am I right now?

Next Venue

Returns venues that people often check in to after the current venue.

- Up to 5 venues are returned in each query
- Results are sorted by how many people have visited that venue after the current one

```
next_venues =
client.venues.nextvenues("4c31a1e26f1fef3b440dec3d")
for nv in next_venues['nextVenues']['items']:
    print(nv["name"])
```

To-do

- Explore Venues in Rome
- Form a Directed Graph:
 - Create 1 Node for each Venue
 - Assign 1 Edge from Node A to Node B if
 - Venue B appears on Next-Venue of Node A

How do you explore?

```
unexplored = set()
search =
client.venues.explore(params={ 'near': 'Rome,
Italy')
for item in search['venues']:
    unexplored.add(item["id"])
for node in unexplored:
    # lookup next venues
    unexplored.remove(node)
```

RuntimeError: Set changed size during iteration

Use a List Carefully!

```
while unexplored:
    key = unexplored.pop()
    # ...
```

Beware of Rate Limits

Usage of the API is subject to rate limits.

- 5,000 userless requests per hour to venues/* endpoints
- 500 userless requests to most other endpoints groups per hour.

Split Graph setup + Search

Keeping Big Data in Memory

- As you are exploring the FourSquare DB data are stored on your python notebook
- What if python crashes?
- What if you want to switch off laptop?

Periodically Save Data

- NetworkX offers methods to save Data
- Use MongoDB
- Other ...

Search FourSquare

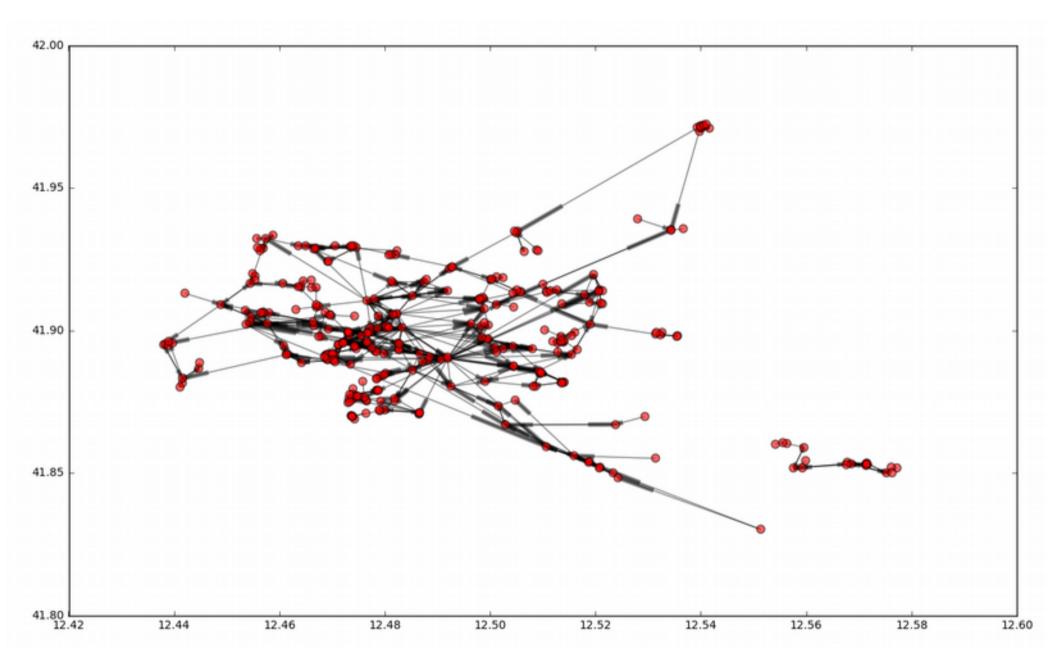
```
import networkx as nx
places = nx.DiGraph()
unexplored = set()
search = client.venues.search(params={'near':'Rome, Italy'})
for item in search['venues']:
    unexplored.add(item["id"])
    places.add node(int(item["id"], 16),
                    id=item["id"],
                    name=item["name"],
                    lat=item["location"]["lat"],
                    long=item["location"]["lng"],
                    tipCount=item["stats"]["tipCount"],
                    checkinsCount=item["stats"]["checkinsCount"],
                    usersCount=item["stats"]["usersCount"])
    print("unexplored: ", len(unexplored), " - total venues: ",
len(places.nodes()), " - total links: ", len(places.edges()),
         "visiting: ", item["name"])
```

Explore FourSquare

```
import networkx as nx
places = nx.DiGraph()
unexplored = set()
explore = client.venues.explore(params={'near':'Rome, Italy'})
for venue in explore["groups"][0]["items"]:
    item = venue["venue"]
    unexplored.add(item["id"])
    places.add node(int(item["id"], 16),
                    id=item["id"],
                    name=item["name"],
                    lat=item["location"]["lat"],
                    long=item["location"]["lng"],
                    tipCount=item["stats"]["tipCount"],
                    checkinsCount=item["stats"]["checkinsCount"],
                    usersCount=item["stats"]["usersCount"])
    print("unexplored: ", len(unexplored), " - total venues: ",
len(places.nodes()), " - total links: ", len(places.edges()),
         "visiting: ", item["name"])
```

Lookup Next-Venues

```
while unexplored:
    key = unexplored.pop()
    next venues = client.venues.nextvenues(key)
    keyInt = int(key, 16)
    node = places.node[keyInt]
   print("unexplored: ", len(unexplored), " - total venues: ", len(places.nodes()), " - total links: ",
len(places.edges()),
         "visiting: ", node["name"],
          "[new found: ", len(next venues['nextVenues']['items']),
          "]")
    for item in next venues['nextVenues']['items']:
        unexplored.add(item["id"])
        places.add node(int(item["id"], 16),
                id=item["id"],
                name=item["name"],
                lat=item["location"]["lat"],
                long=item["location"]["lng"],
                tipCount=item["stats"]["tipCount"],
                checkinsCount=item["stats"]["checkinsCount"],
                usersCount=item["stats"]["usersCount"])
        places.add edge(int(item["id"], 16), int(key, 16))
        print("\tunexplored: ", len(unexplored), " - total venues: ", len(places.nodes()), " - total links:
", len(places.edges()),
             "visiting: ", item["name"])
```



To-do

- Download 300 venues
 - Clean-up graph
- Visualize Venues + Relations
- Analyze Data
 - Identify node with highest centrality
 - Identify node with highest closeness centrality
 - Identify node with highest betweenness centrality
 - Identify node with highest pagerank