Using Linked Data in Question & Answering System/Purposive Social Network

1. Introduction

1.1 Overview (Problem with current Q&A systems)

1.2 Research challenges

1.3 Research contribution

1.4 Structure of the thesis

2. Background

2.1 Emergence of Social Web

2.1.1 Web 2.0 and Social Networks

2.1.2 Content-specific Social Networking Services

2.2 Collective Intelligence and Crowdsourcing

2.2.1 Crowdsourcing Services

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2.2.1.3 Q/A services

2.2.2 Human Computation

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2.3.1.1 FOAF

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2.3.2 Linked Data Technology

2.3.2.1 Linking with datasets

2.3.2.2 Open Linked Data and Graph

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3. Purposive Social Network

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3.1.3 Expert Based Community

3.1.4 Location Based Community

3.2 Characteristics of Purposive Social Network

3.2.1 Community size

3.2.2 Focused interest

3.2.3 Direct communication

3.2.4 Active participation

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3.2.6 Strong incentive

3.3 Benefit of Purposive Social Network

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3.3.2 Symbiotic relation and social change

3.3.3 Social recognition and personal satisfaction

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3.4.3 Quality control

3.4.4 Search and discovery of quality content

3.5 Use of Semantic Web and Linked Data in Purposive Social Network

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3.5.2 Linking people to people and people to data

3.5.3 Multidimensional network and graph

3.5.4 Integrated knowledgebase

3.5.5 Smart query and search

3.5.6 Social network analysis

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4.1.1 StackOverflow data mining

4.1.2 Reddit data mining

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4.2.3 Converting into RDF and Linked Data

4.3 Keyword disambiguation

4.3.1 OpenCalais service

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4.4 Concept Mapping

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4.5 Search and query

4.5.1 Database design

4.5.2 Searching answer for unanswered questions

4.5.3 Expert Finder

5. Purposive Social Network Analysis

5.1 Network Linkage and Social Ties

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6.1 Experiment Design

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6.1.2 Selecting questions

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7.3 Summary

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