Research Projects

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Motivation: Web and social media

Study using

Computer Science



Social Sciences



Economics



Advanced: Social Network Analysis

Graphs:

- Basic graph theory. Graph travesal, Connectivity.
- Centrality (PageRank etc), Strong/Weak Ties, Homophily
- Community Detection, Positive and Negative Relationships

Web, Cascades, Voting, Influence:

- Structure of the Web
- Web search
- Information Cascades
- Voting
- Random Graphs, Small Worlds Phenomenon, Power laws
- Cascading and Influence

Advanced: Machine Learning on Graphs

Classical ML tasks in graphs using embeddings:

- Node classification
 - >Predict a type of a given node
- Link prediction
 - > Predict whether two nodes are linked
- Community detection
 - >Identify densely linked clusters of nodes
- Network similarity
 - >How similar are two (sub)networks

Networks are everywhere

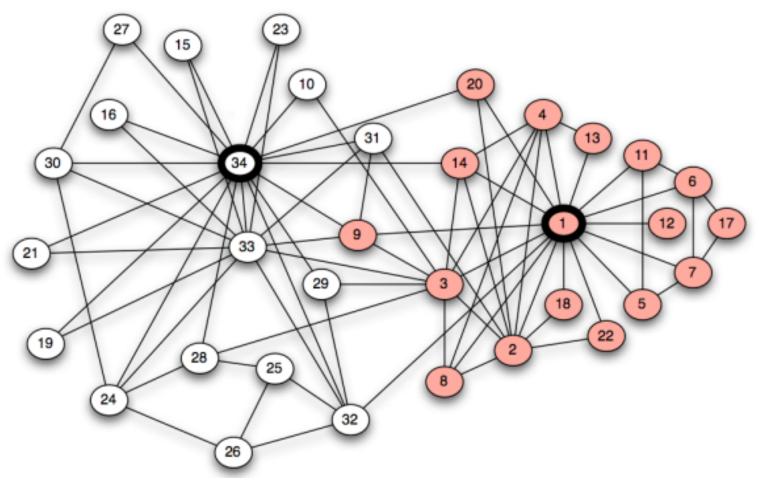
- Modern society is "connected" in different ways
 - Global communication
 - The Internet
 - Social networks
 - Financial systems
 - News and media
 - Smart city
 - Internet of Things
- Traditional "connections"
 - Roads
 - Brain

Networks

 Each such system can be represented as a network, that defines the interactions between the components

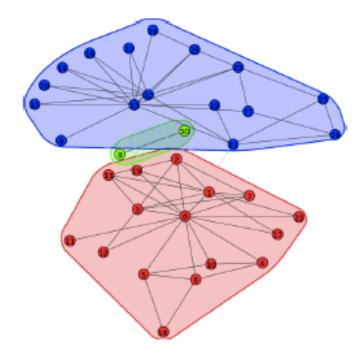


Networks: What is this? 34 person Karate club

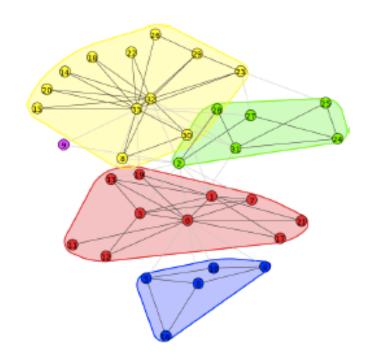


• The social network of friendships within a 34-person karate club provides clues to the fault lines that eventually split the club apart (Zachary, 1977) Adapted from Figure 1 (p. 456) in Zachary, Wayne W. "An Information Flow Model forConflict and Fission in Small Groups." *Journal of Anthropological Research* 33, no. 4 (1977): 452-473.

Communities in Zachary's Karate Club [AlgoCloud2018]

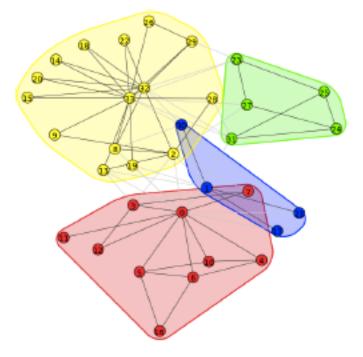


(a) Zachary's Karate Club (ST)

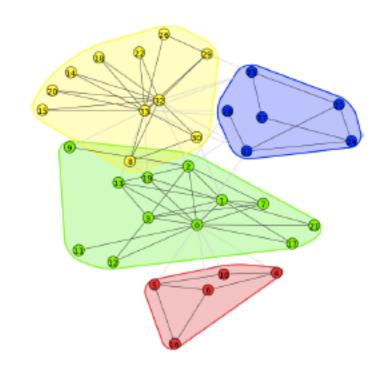


(b) Zachary's Karate Club (GN)

Communities in Zachary's Karate Club [AlgoCloud2018] cont.

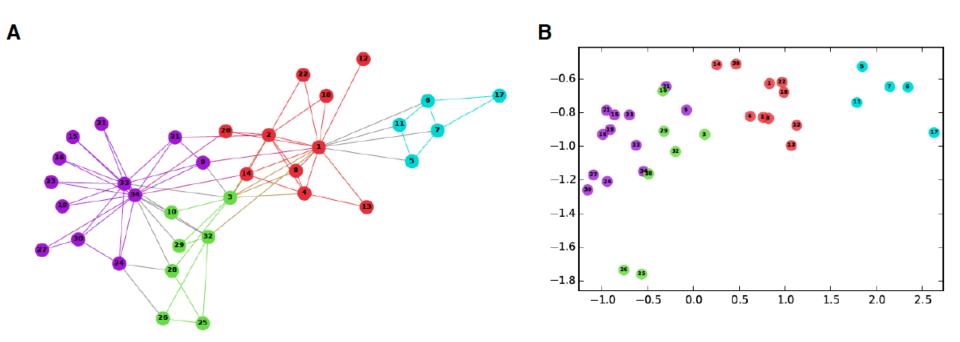


(a) Zachary's Karate Club (nover-Louvain)



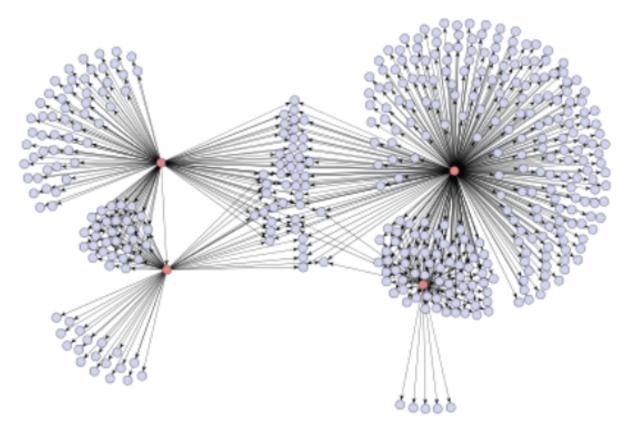
(b) Zachary's Karate Club (Louvain)

DeepWalk: Online Learning of Social Representations



deep learning (unsupervised feature learning) techniques, which have proven successful in natural language processing, into network analysis. Image from: Perozzi et al. 2014. DeepWalk: Online Learning of Social Representations. *KDD*.

Networks: Influence



Here, e-mail recommendations for a Japanese graphic novel spread in a kind of informational or social contagion. (Leskovec et al. 2007)

When people are influenced by the behaviors of their neighbors in the network, the adoption of a new product or innovation can cascade through the network structure.

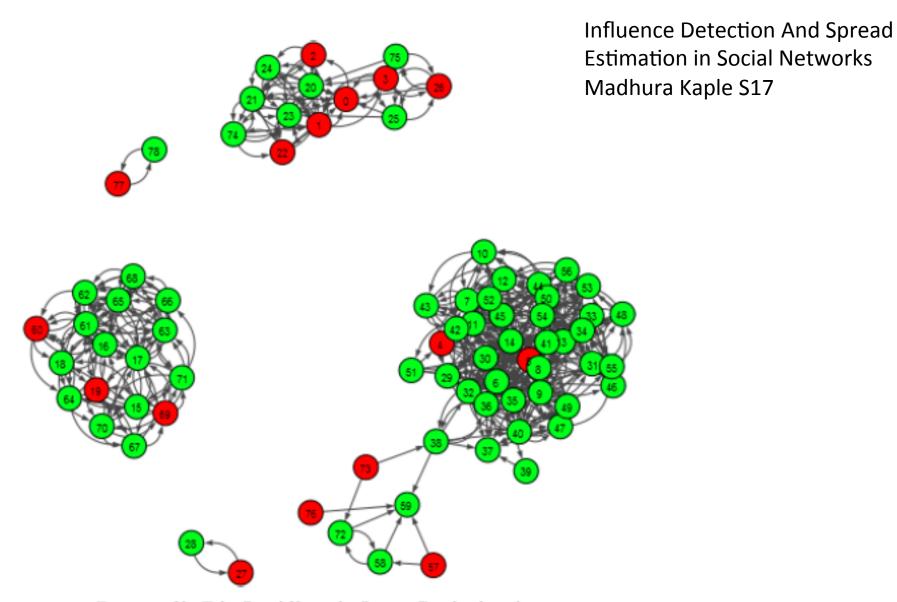


Figure 22: YouTube Social Network: Output Greedy algorithm