

Big Data

Source:

Tutorial: Introduction to Big Data

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Jozef Stefan Institute, Slovenia

<http://ailab.ijs.si/~blazf/BigDataTutorial-GrobelnikFortunaMladenic-ISWC2013.pdf>

Big-Data in numbers

Big data—a growing torrent

\$600 to buy a disk drive that can store all of the world's music

5 billion mobile phones in use in 2010

30 billion pieces of content shared on Facebook every month

40% projected growth in global data generated per year vs. **5%** growth in global IT spending

235 terabytes data collected by the US Library of Congress by April 2011

15 out of 17 sectors in the United States have more data stored per company than the US Library of Congress

\$5 million vs. \$400

Price of the fastest supercomputer in 1975¹ and an iPhone 4 with equal performance



1 NEW DEFINITION IS ADDED ON **urban**

1,600+ READS ON **Scribd**

13,000+ HOURS **MUSIC** STREAMING ON **PANDORA**

12,000+ NEW ADS POSTED ON **craigslist**

370,000+ MINUTES VOICE CALLS ON **skype**

98,000+ **TWEETS**



320+ NEW **twitter** ACCOUNTS

100+ NEW **Linked in** ACCOUNTS

THE WORLD'S LARGEST COMMUNITY CREATED CONTENT!!

1 associated content
NEW ARTICLE IS PUBLISHED

20,000+ NEW POSTS ON **tumblr**

13,000+ **iPhone** APPLICATIONS DOWNLOADED



QUESTIONS ASKED ON THE INTERNET...

100+ 40+
Answers.com **YAHOO! ANSWERS**



600+ NEW VIDEOS

25+ HOURS TOTAL DURATION

70+ DOMAINS REGISTERED

60+ NEW BLOGS

1,500+ BLOG POSTS

168 MILLION EMAILS ARE SENT

694,445 SEARCH QUERIES

1,700+ **Firefox** DOWNLOADS

695,000+ **facebook** STATUS UPDATES

50+ **WORDPRESS** DOWNLOADS

6,600+ NEW PICTURES ARE UPLOADED ON **flickr**



125+ **PLUGIN** DOWNLOADS

79,364 **WALL** POSTS

510,040 **COMMENTS**



Google

Google Search



TOP 10 MOST VISITED WEB PROPERTIES



Unique Visitors Per Month

153,441,000

Time Spent Per Person
Per Month in hh:mm:ss **1:47:42**



Unique Visitors Per Month

137,644,000

Time Spent Per Person
Per Month in hh:mm:ss **7:45:49**

	Unique Visitors Per Month	Time Spent Per Person Per Month in hh:mm:ss
	130,121,000	2:12:08
	115,890,000	1:43:45
	106,692,000	1:41:27
	83,691,000	0:45:05
	74,633,000	2:52:52
	62,097,000	0:18:03
	61,608,000	1:06:15
	60,552,000	0:12:27

INTERESTING FACTS



More than
56%

of Social Networking Users have used Social Networking Sites for spying on their partners.



Brazilians have the highest online friends averaging **481** friends per user, whereas Japanese have the least average of only **29** friends.



Chinese users spend the maximum time of more than **5 hours a week**, in shopping online.



More than

1 Billion

Search Queries per day on Google.



4 Billion views per day on Video Sharing Website YouTube. Video content of more than **60 hours** gets uploaded every minute onto YouTube.



More than **250 Million** Tweets per day.

More than **800 Million** updates on Facebook per day

Big-Data Definitions

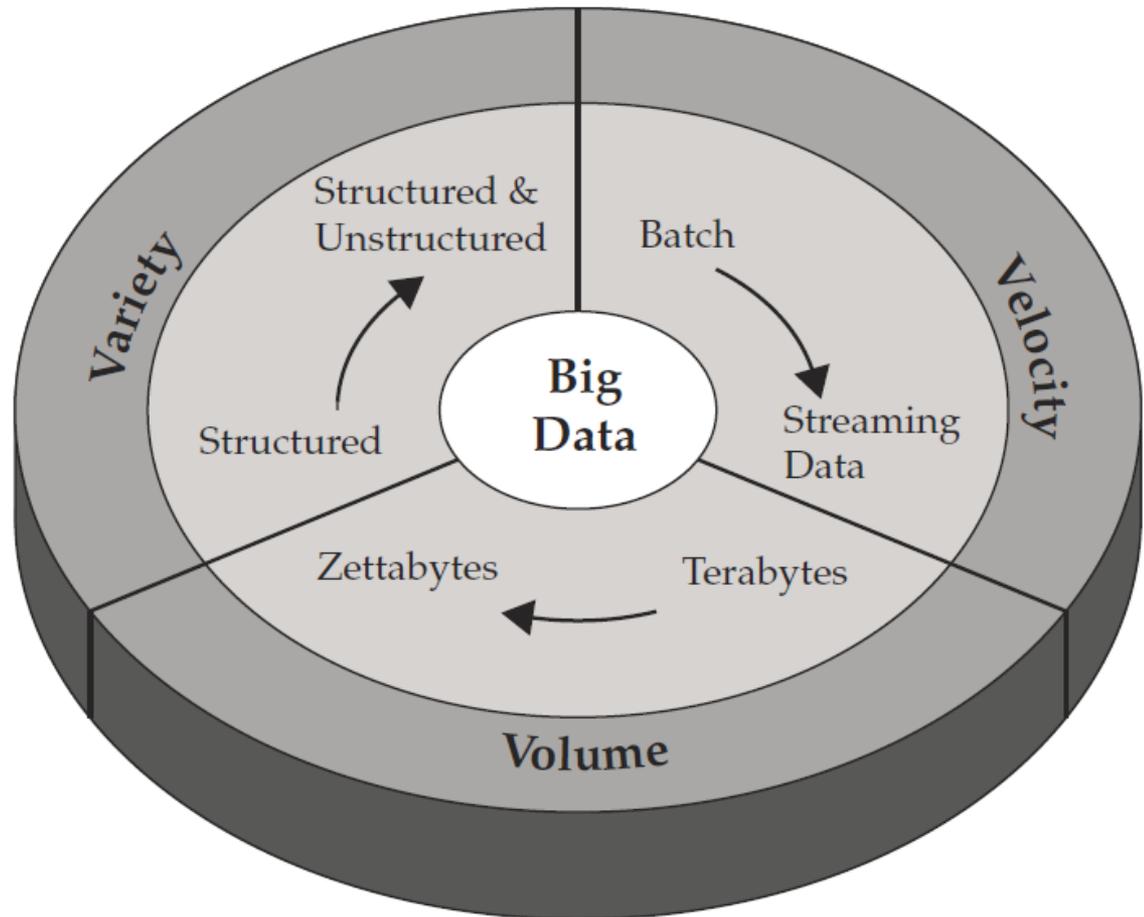
...so, what is Big-Data?

- ▶ ‘Big-data’ is similar to ‘Small-data’, but bigger
- ▶ ...but having data bigger it requires different approaches:
 - techniques, tools, architectures
- ▶ ...with an aim to solve new problems
 - ...or old problems in a better way.



Characterization of Big Data: volume, velocity, variety (V3)

- ▶ **Volume** – challenging to load and process (how to index, retrieve)
- ▶ **Variety** – different data types and degree of structure (how to query semi-structured data)
- ▶ **Velocity** – real-time processing influenced by rate of data arrival



From "Understanding Big Data" by IBM

The extended 3+n Vs of Big Data

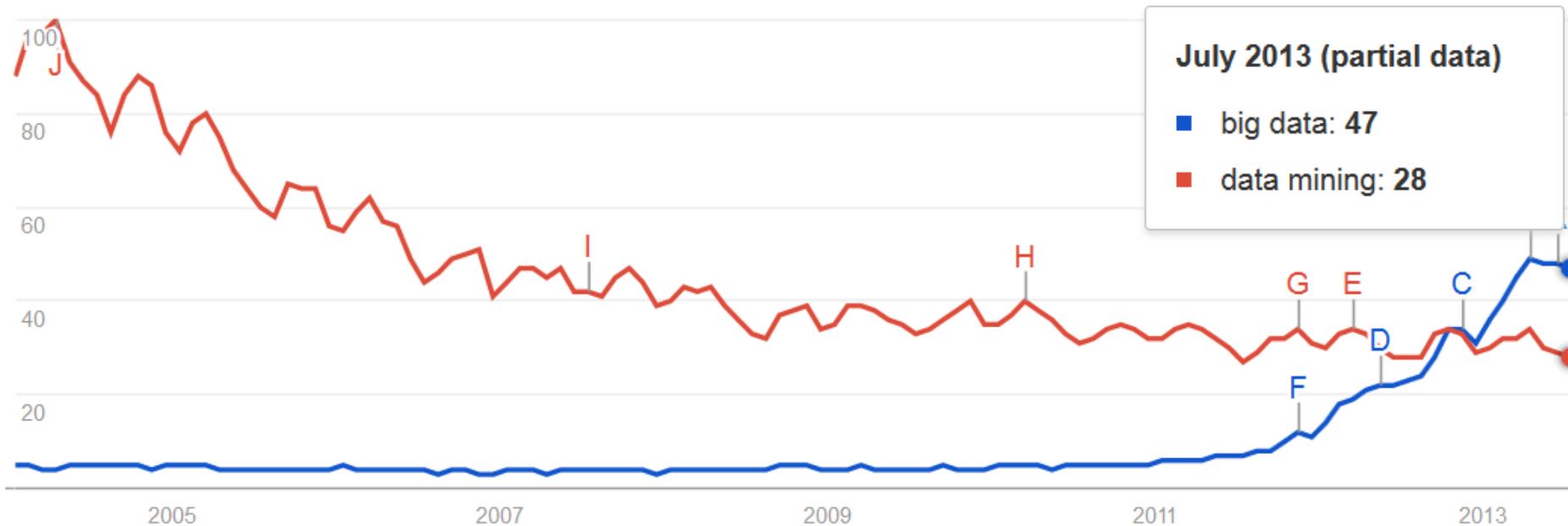
- ▶ 1. **Volume** (lots of data = “Tonnabytes”)
- ▶ 2. **Variety** (complexity, curse of dimensionality)
- ▶ 3. **Velocity** (rate of data and information flow)

- ▶ 4. **Veracity** (need to keep data clean)
- ▶ 5. **Variability**
- ▶ 6. **Venue** (location)
- ▶ 7. **Vocabulary** (semantics)

Motivation for Big-Data

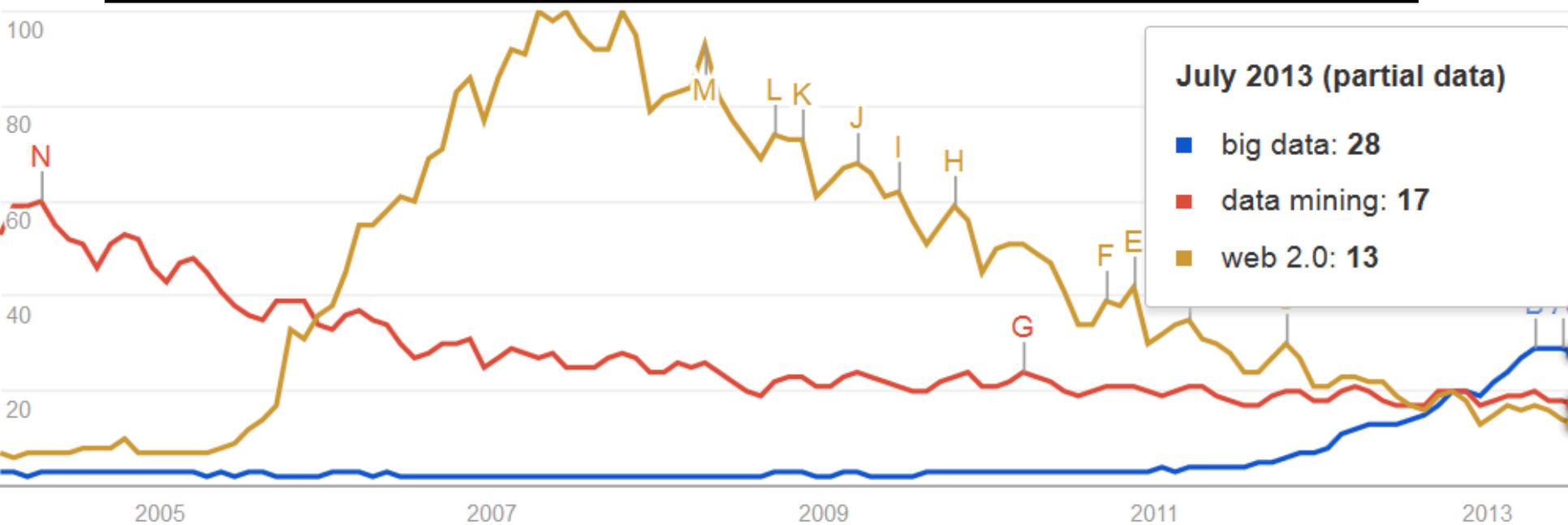
Big-Data popularity on the Web (through the eyes of “Google Trends”)

Comparing volume of “big data” and “data mining” queries



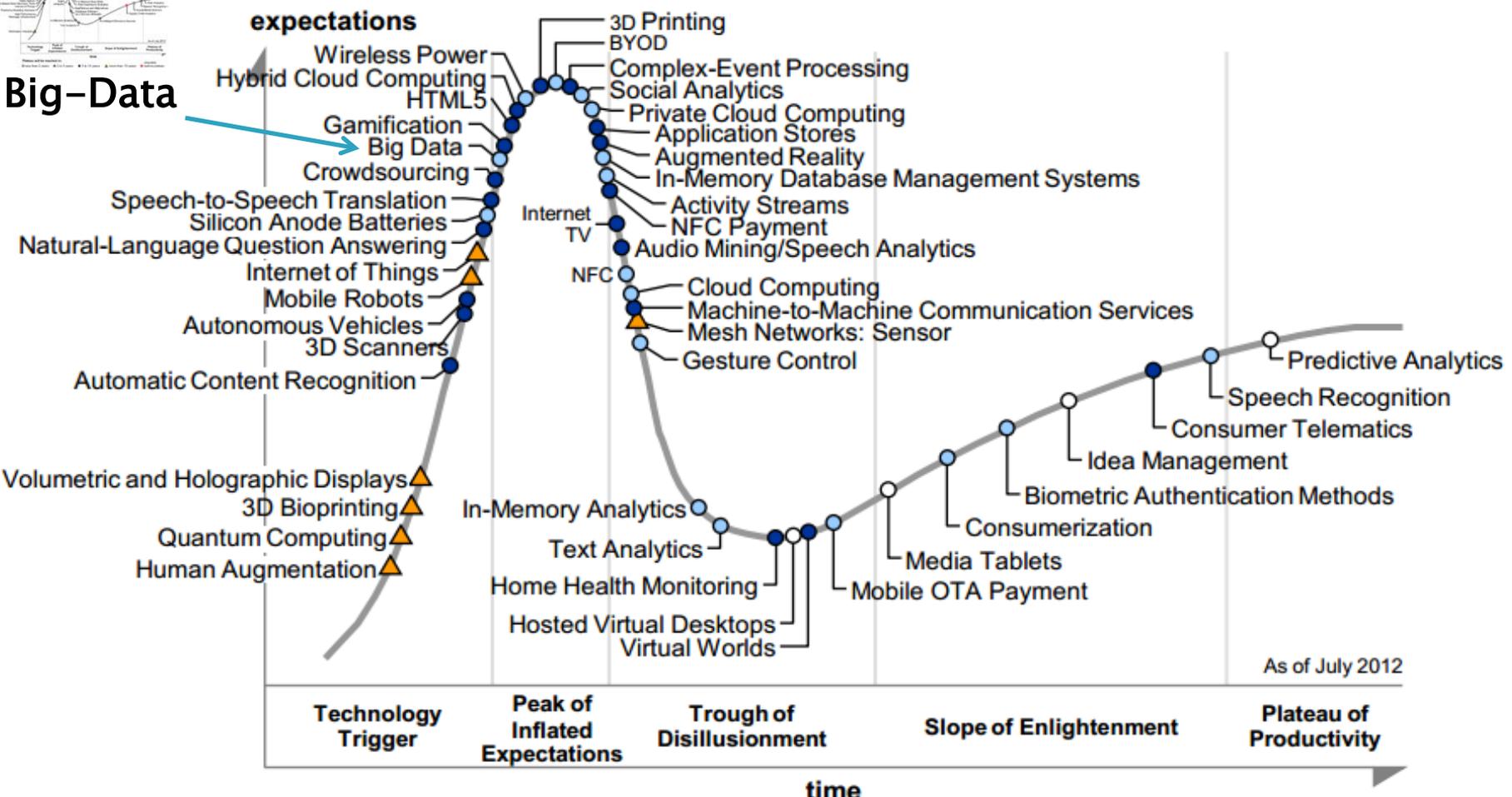
...but what can happen with “hypes”

...adding “web 2.0” to “big data” and “data mining” queries volume



Emerging Technologies Hype Cycle 2012

Big-Data



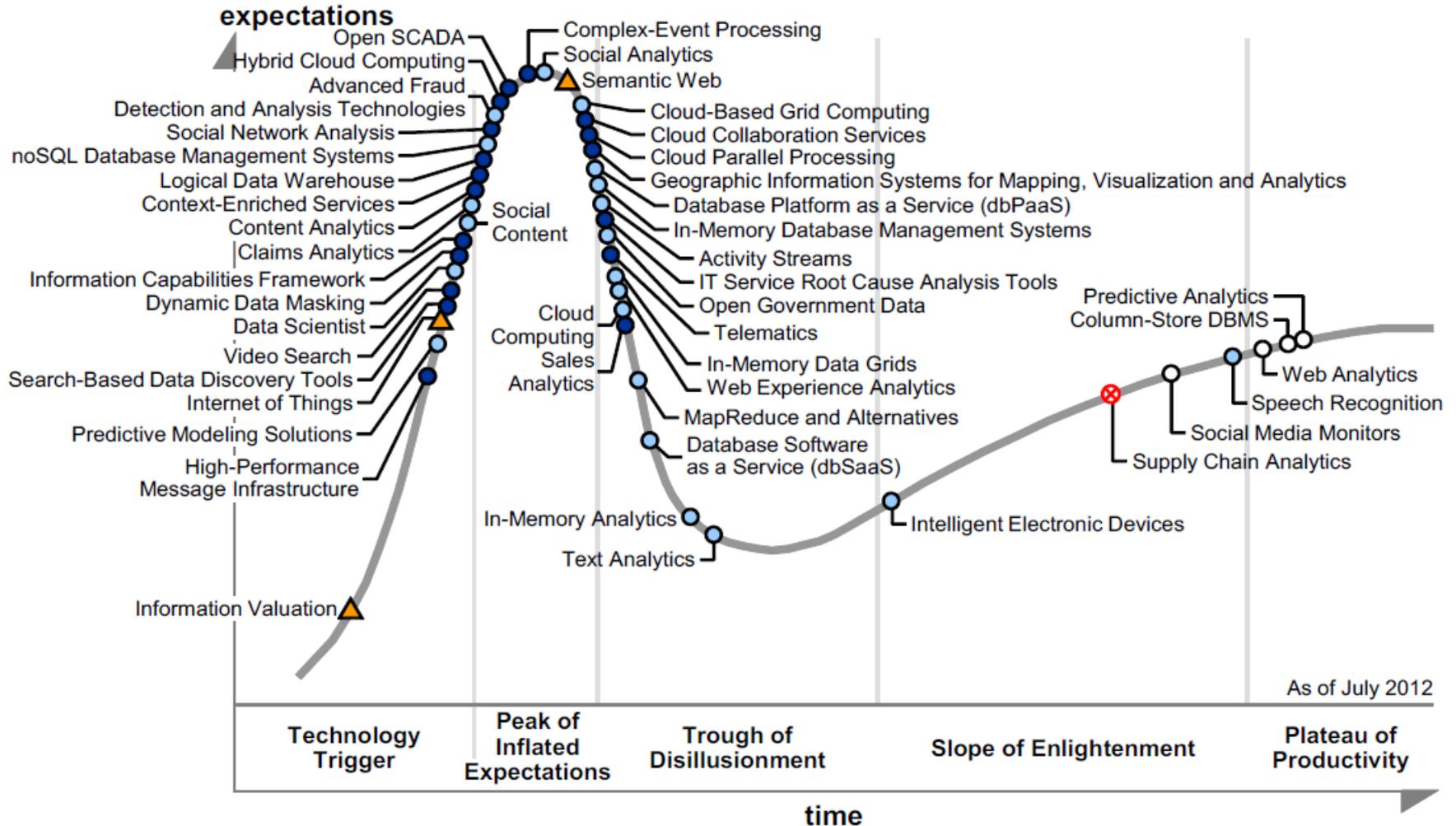
As of July 2012

Plateau will be reached in:

- less than 2 years
- 2 to 5 years
- 5 to 10 years
- ▲ more than 10 years
- ⊗ obsolete before plateau

Gartner Hype Cycle for Big Data, 2012

Figure 1. Hype Cycle for Big Data, 2012



Plateau will be reached in:

○ less than 2 years

● 2 to 5 years

● 5 to 10 years

▲ more than 10 years

⊗ obsolete before plateau

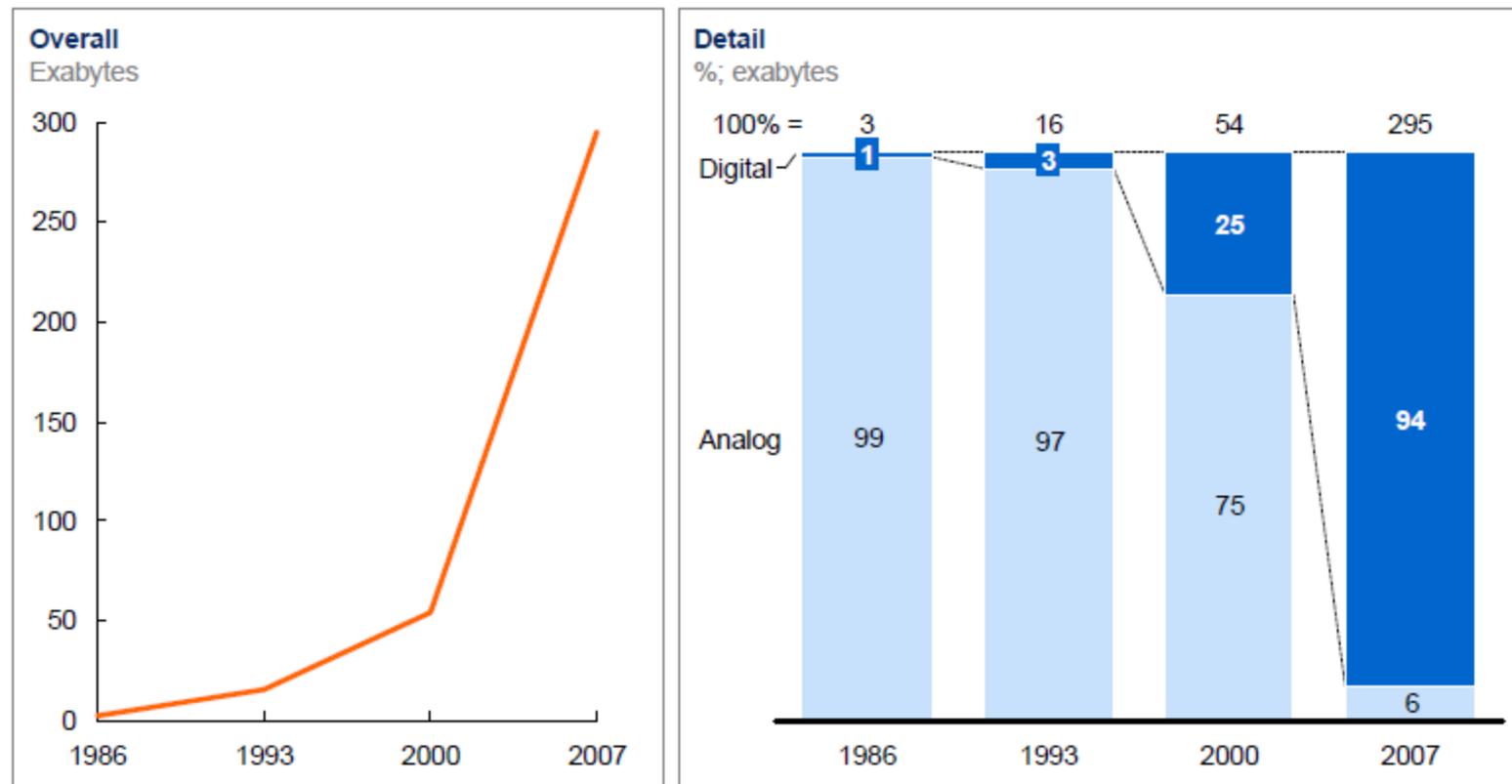
Why Big-Data?

- ▶ Key enablers for the appearance and growth of “Big Data” are:
 - Increase of storage capacities
 - Increase of processing power
 - Availability of data

Enabler: Data storage

Data storage has grown significantly, shifting markedly from analog to digital after 2000

Global installed, optimally compressed, storage



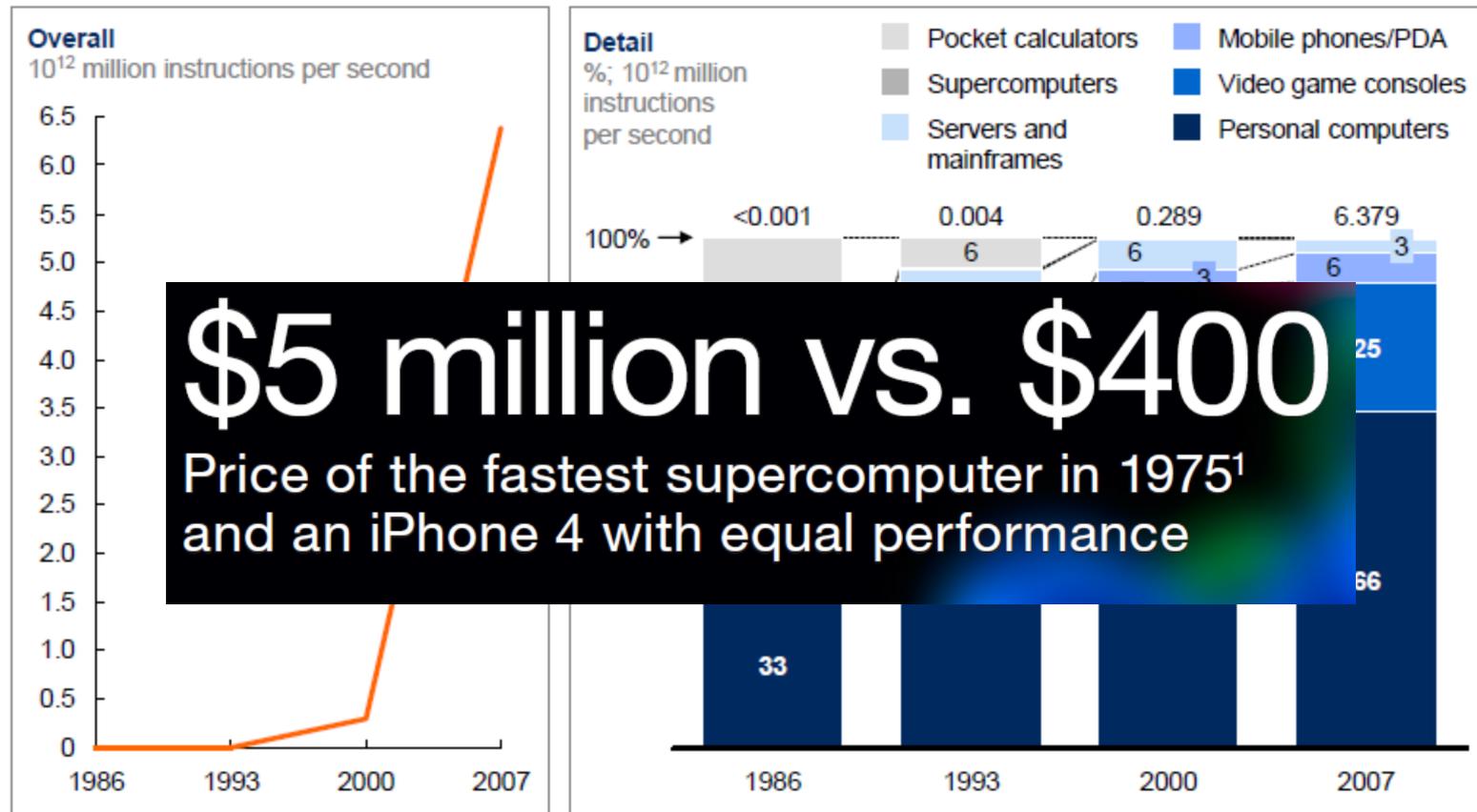
NOTE: Numbers may not sum due to rounding.

SOURCE: Hilbert and López, "The world's technological capacity to store, communicate, and compute information," *Science*, 2011

Enabler: Computation capacity

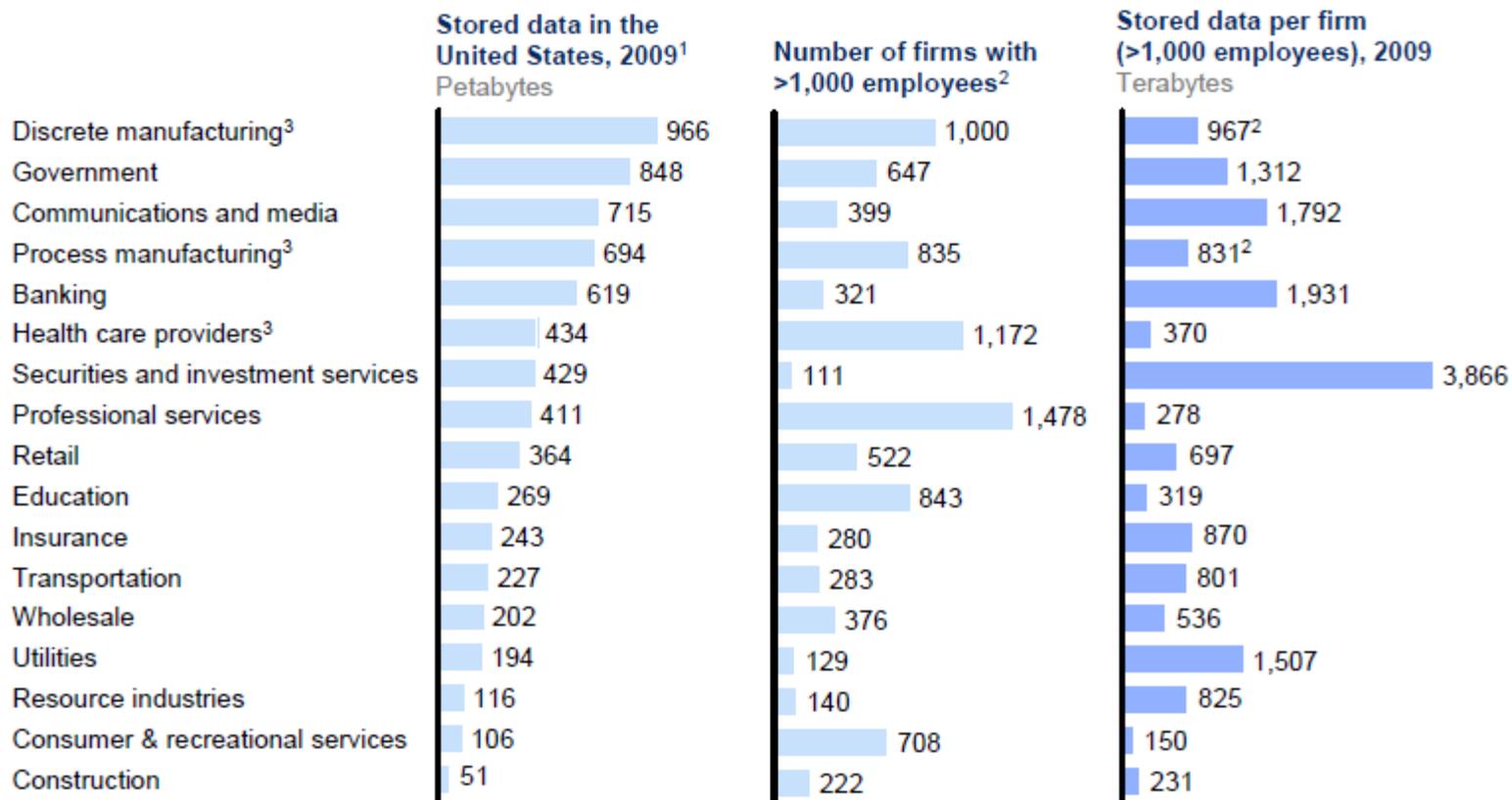
Computation capacity has also risen sharply

Global installed computation to handle information



Enabler: Data availability

Companies in all sectors have at least 100 terabytes of stored data in the United States; many have more than 1 petabyte



1 Storage data by sector derived from IDC.

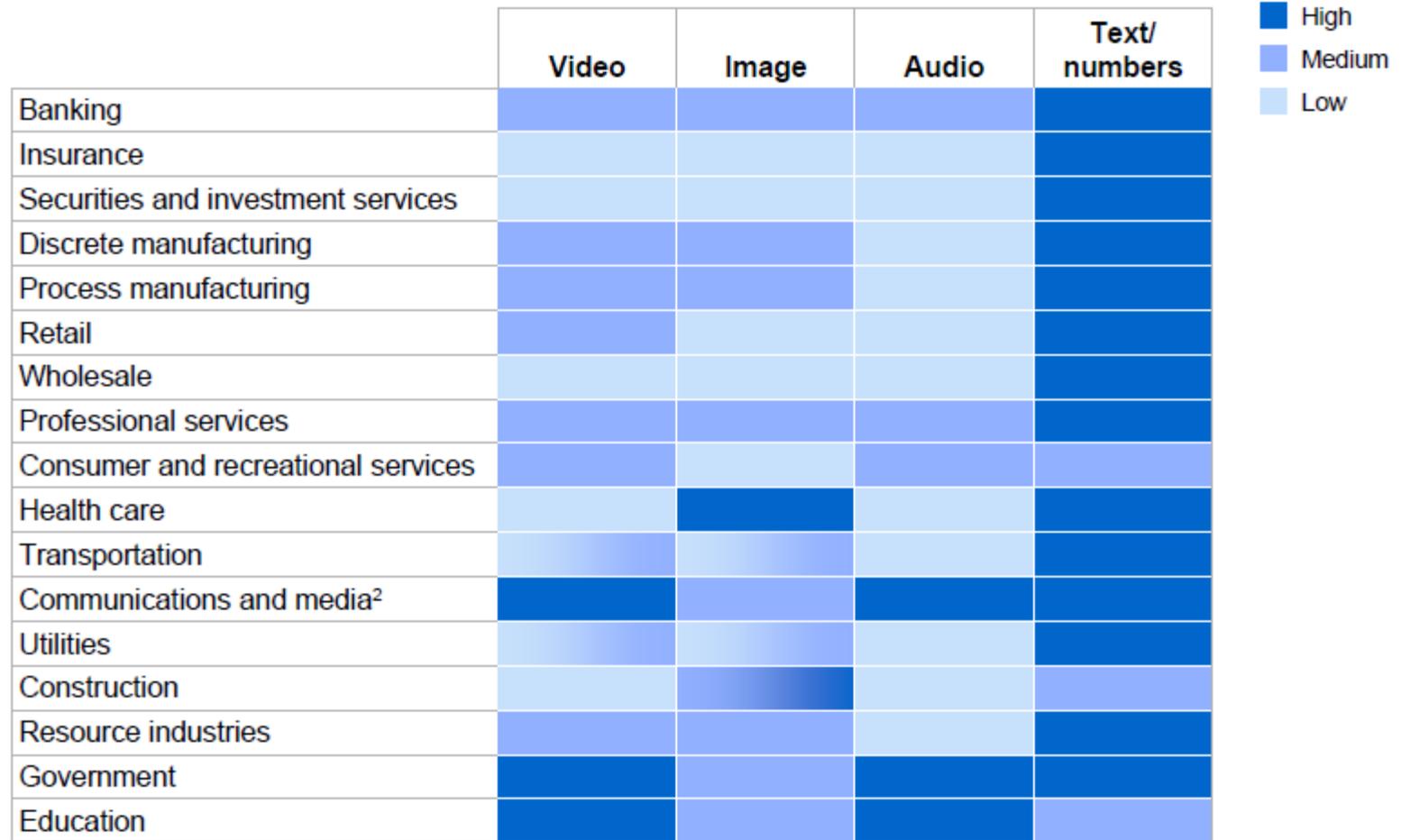
2 Firm data split into sectors, when needed, using employment

3 The particularly large number of firms in manufacturing and health care provider sectors make the available storage per company much smaller.

SOURCE: IDC; US Bureau of Labor Statistics; McKinsey Global Institute analysis

Type of available data

The type of data generated and stored varies by sector¹



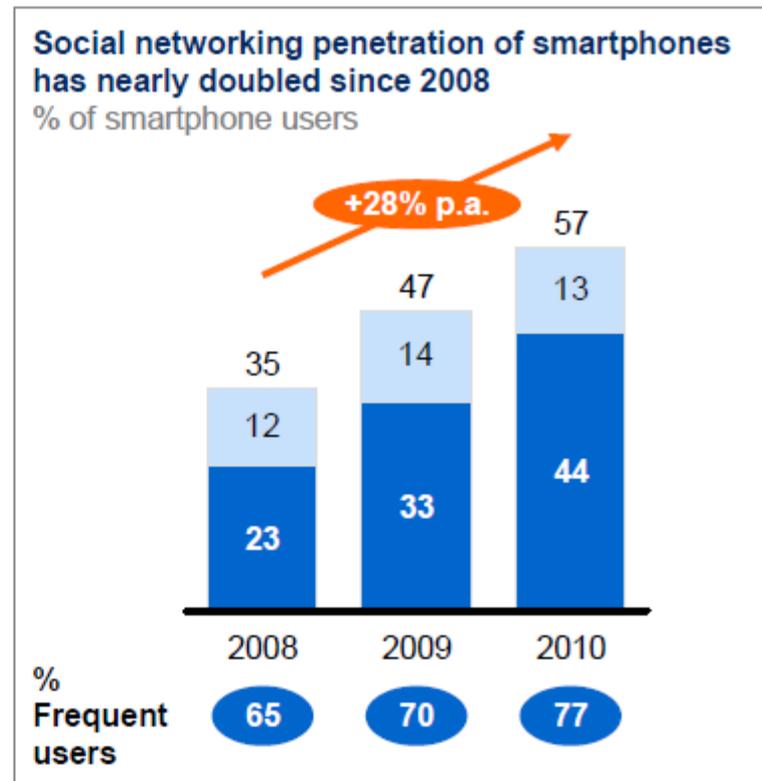
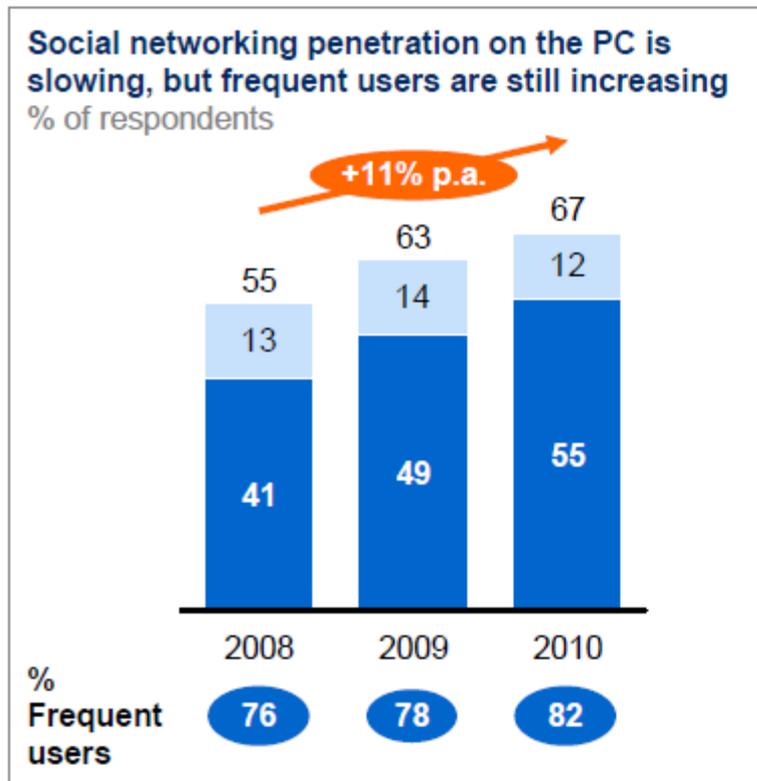
¹ We compiled this heat map using units of data (in files or minutes of video) rather than bytes.

² Video and audio are high in some subsectors.

Data available from social networks and mobile devices

The penetration of social networks is increasing online and on smartphones; frequent users are increasing as a share of total users¹

■ Frequent user²



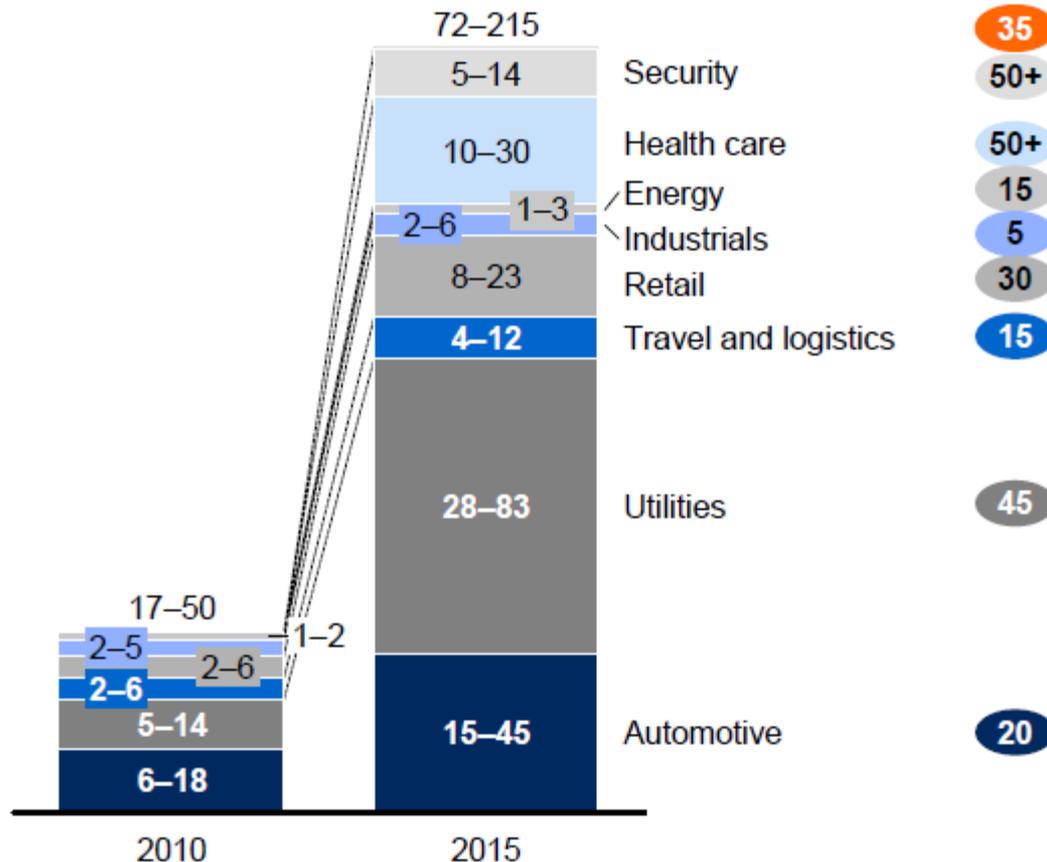
- 1 Based on penetration of users who browse social network sites. For consistency, we exclude Twitter-specific questions (added to survey in 2009) and location-based mobile social networks (e.g., Foursquare, added to survey in 2010).
 - 2 Frequent users defined as those that use social networking at least once a week.
- SOURCE: McKinsey iConsumer Survey

Data available from “Internet of Things”

Data generated from the Internet of Things will grow exponentially as the number of connected nodes increases

Estimated number of connected nodes
Million

Compound annual
growth rate 2010–15, %

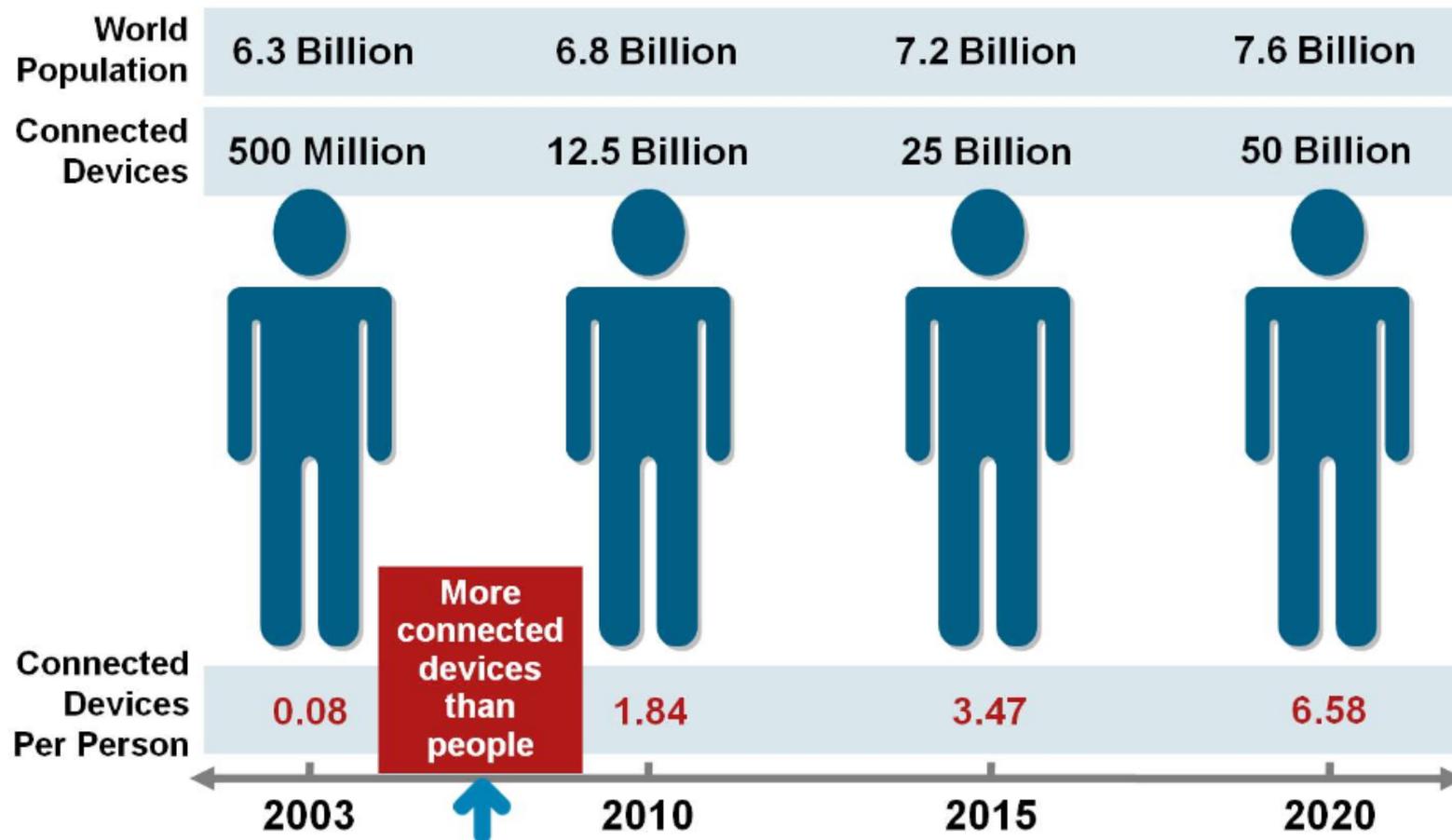


NOTE: Numbers may not sum due to rounding.

SOURCE: Analyst interviews; McKinsey Global Institute analysis

Birth & Growth of “Internet of Things”

Figure 1. The Internet of Things Was “Born” Between 2008 and 2009

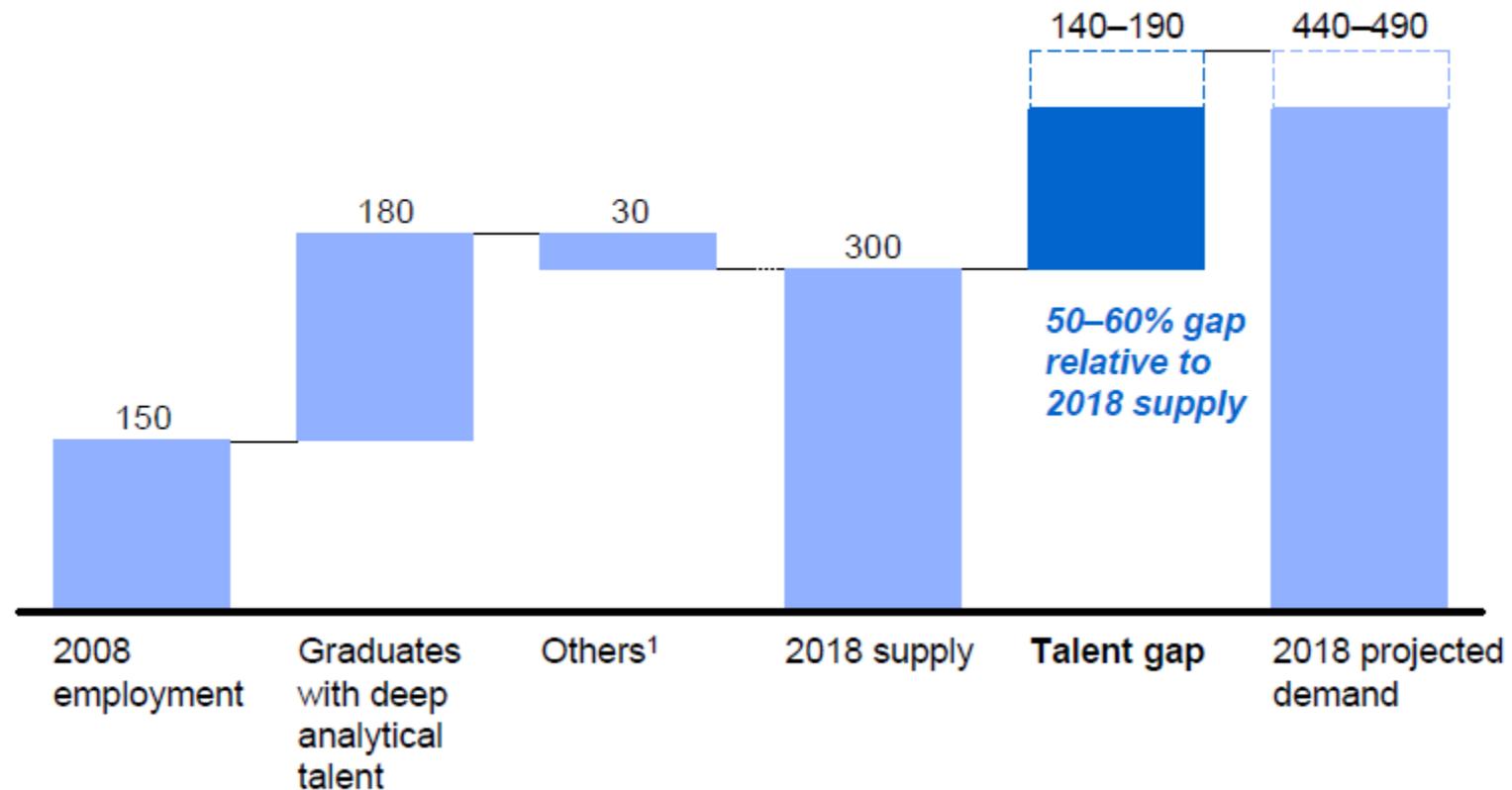


Predicted lack of talent for Big-Data related technologies

Demand for deep analytical talent in the United States could be 50 to 60 percent greater than its projected supply by 2018

Supply and demand of deep analytical talent by 2018

Thousand people



¹ Other supply drivers include attrition (-), immigration (+), and reemploying previously unemployed deep analytical talent (+).

Big Data Market

2012 Worldwide Big Data Revenue by Vendor (\$US millions)

Vendor	Big Data Revenue	Total Revenue	Big Data Revenue as % of Total Revenue	% Big Data Hardware Revenue	% Big Data Software Revenue	% Big Data Services Revenue
IBM	\$1,352	\$103,930	1%	22%	33%	44%
HP	\$664	\$119,895	1%	34%	29%	38%
Teradata	\$435	\$2,665	16%	31%	28%	41%
Dell	\$425	\$59,878	1%	83%	0%	17%
Oracle	\$415	\$39,463	1%	25%	34%	41%
SAP	\$368	\$21,707	2%	0%	67%	33%
EMC	\$336	\$23,570	1%	24%	36%	39%
Cisco Systems	\$214	\$47,983	0%	80%	0%	20%
Microsoft	\$196	\$71,474	0%	0%	67%	33%
Accenture	\$194	\$29,770	1%	0%	0%	100%
Fusion-io	\$190	\$439	43%	71%	0%	29%
PwC	\$189	\$31,500	1%	0%	0%	100%
SAS Institute	\$187	\$2,954	6%	0%	59%	41%

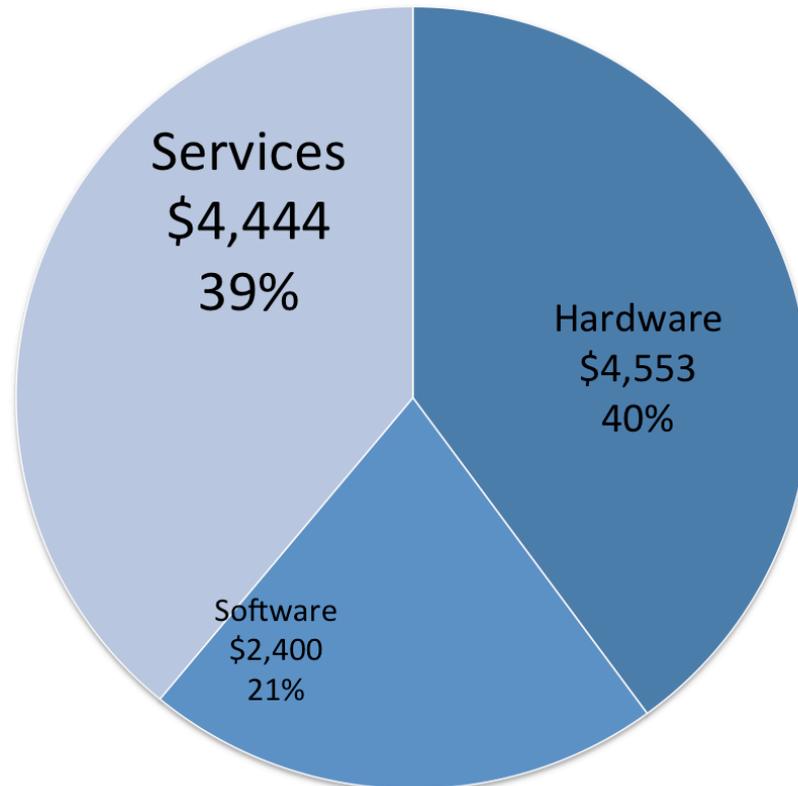
Source: WikiBon report on “Big Data Vendor Revenue and Market Forecast 2012–2017”, 2013

Big Data Revenue by Type, 2012

(http://wikibon.org/w/images/f/f9/Segment_-_BDMSVR2012.png)



Big Data Revenue by Type, 2012
(in \$US millions)

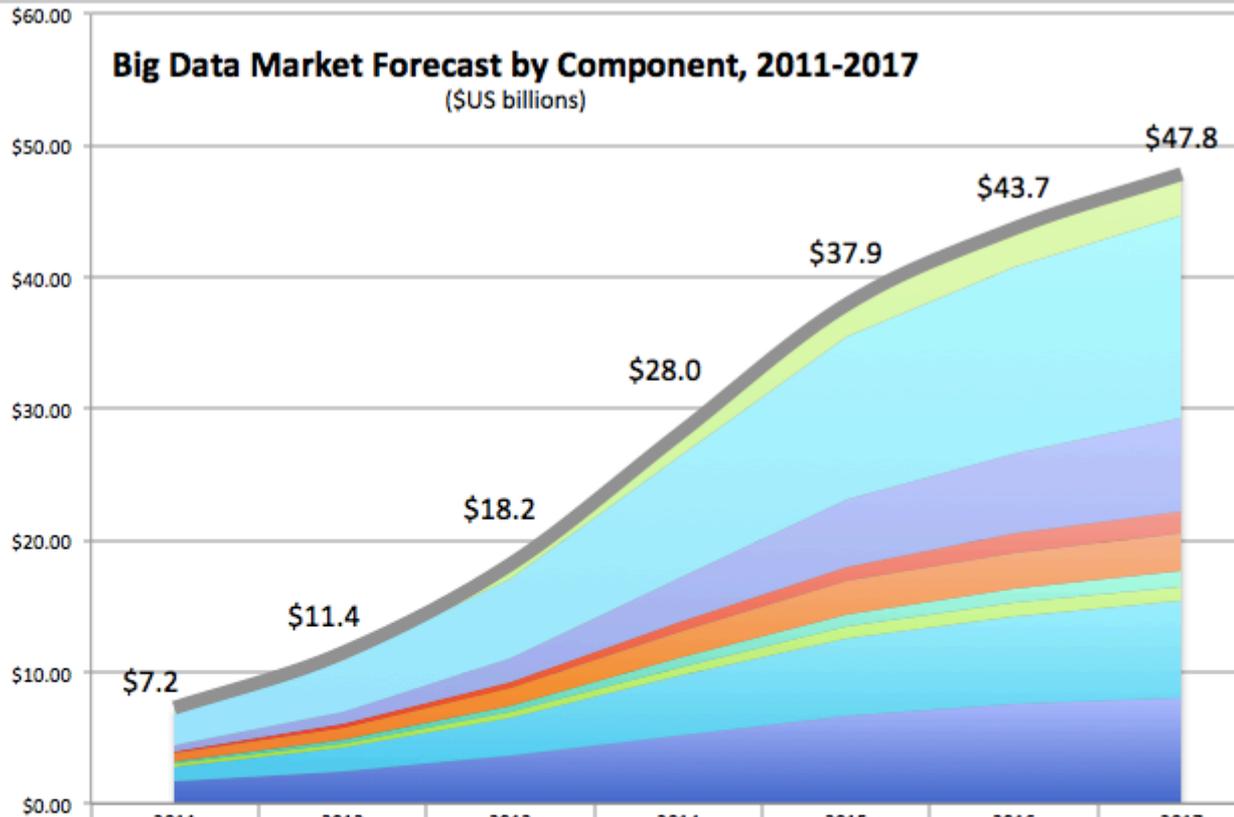


Big Data Market Forecast (2011–2017)

(<http://wikibon.org/w/images/b/bb/Forecast-BDMSVR2012.png>)



Yearly Revenue (\$US billions)



	2011	2012	2013	2014	2015	2016	2017
Big Data XaaS Revenue	\$0.35	\$0.61	\$1.05	\$1.74	\$2.47	\$2.91	\$3.24
Big Data Professional Services Revenue	\$2.45	\$3.87	\$6.10	\$9.29	\$12.37	\$14.14	\$15.38
Big Data Application (Analytic and Transactional) Software	\$0.49	\$0.94	\$1.80	\$3.29	\$5.02	\$6.15	\$7.00
Big Data NoSQL Database Software	\$0.10	\$0.19	\$0.39	\$0.73	\$1.14	\$1.41	\$1.62
Big Data SQL Database Software	\$0.72	\$1.02	\$1.45	\$1.99	\$2.47	\$2.73	\$2.90
Big Data Infrastructure Software	\$0.16	\$0.26	\$0.43	\$0.70	\$0.96	\$1.12	\$1.24
Big Data Networking Revenue	\$0.18	\$0.28	\$0.44	\$0.67	\$0.89	\$1.02	\$1.11
Big Data Storage Revenue	\$1.16	\$1.83	\$2.89	\$4.40	\$5.86	\$6.70	\$7.28
Big Data Compute Revenue	\$1.64	\$2.45	\$3.64	\$5.23	\$6.70	\$7.50	\$8.06
Total Big Data Revenue	\$7.2	\$11.4	\$18.2	\$28.0	\$37.9	\$43.7	\$47.8

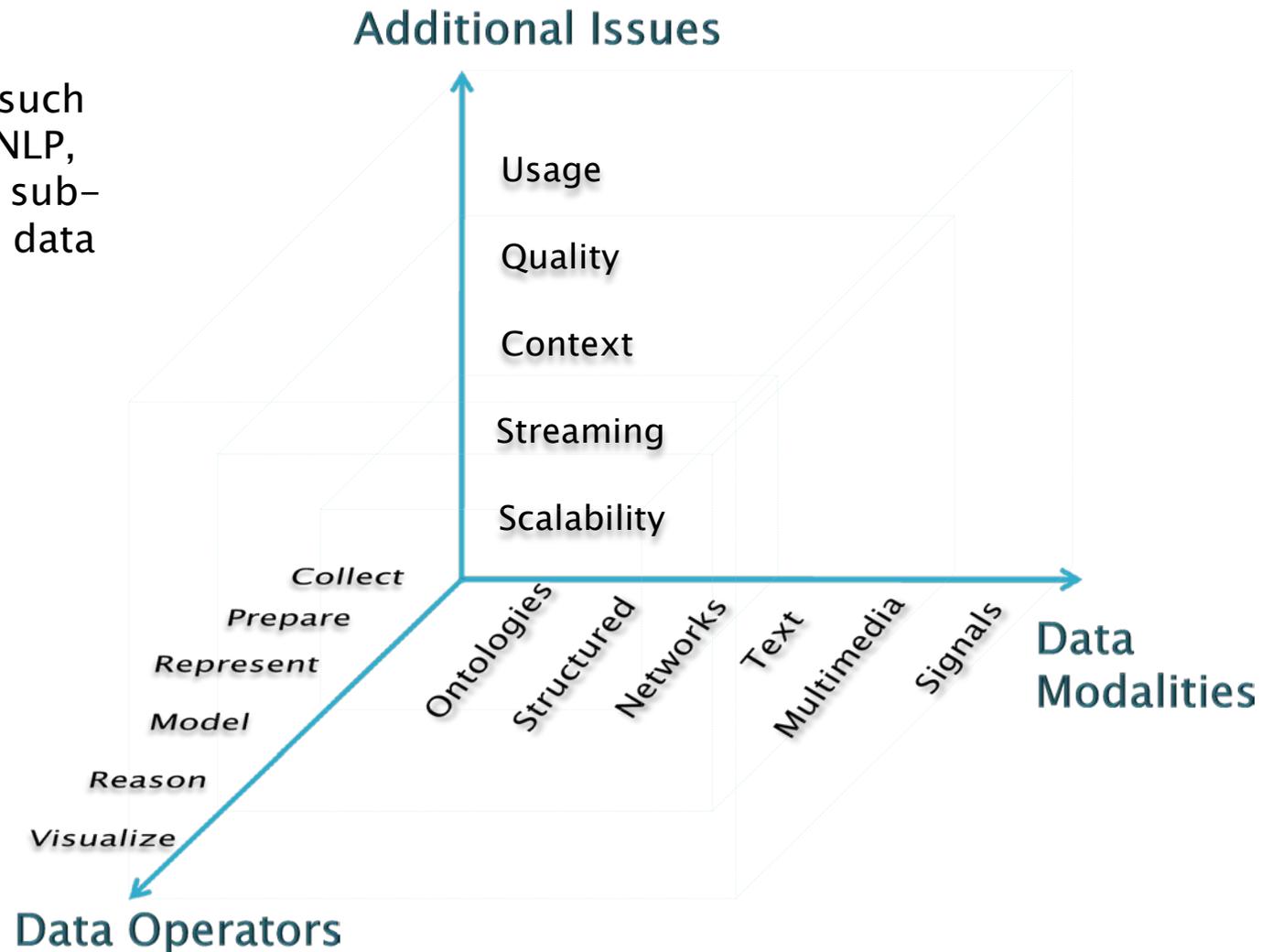
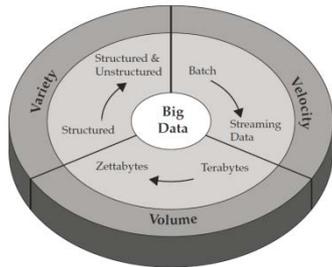
Techniques

When Big-Data is really a hard problem?

- ▶ ...when the operations on data are complex:
 - ...e.g. simple counting is not a complex problem
 - Modeling and reasoning with data of different kinds can get extremely complex
- ▶ Good news about big-data:
 - Often, because of vast amount of data, modeling techniques can get simpler (e.g. smart counting can replace complex model-based analytics)...
 - ...as long as we deal with the scale

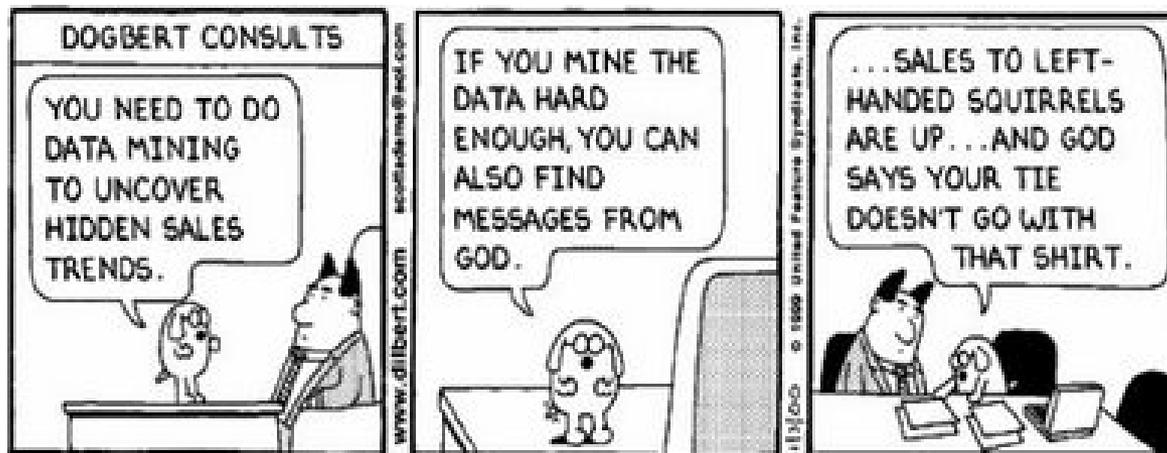
What matters when dealing with data?

- ▶ Research areas (such as IR, KDD, ML, NLP, SemWeb, ...) are sub-cubes within the data cube



Meaningfulness of Analytic Answers

- ▶ A risk with “Big-Data mining” is that an analyst can “discover” patterns that are meaningless
- ▶ Statisticians call it **Bonferroni’s principle**:
 - Roughly, as the amount of data grows, you may find events that are a statistical artifact and not a true instance of what you are looking for



Meaningfulness of Analytic Answers

- ▶ Suppose you have a certain amount of data, and you look for events of a certain type within that data.
- ▶ You can expect events of this type to occur, even if the data is completely random, and the number of occurrences of these events will grow as the size of the data grows.
- ▶ These occurrences are “bogus,” in the sense that they have no cause other than that random data will always have some number of unusual features that look significant but aren't.

Meaningfulness of Analytic Answers

- ▶ Calculate the expected number of occurrences of the events you are looking for, on the assumption that data is random.
- ▶ If this number is significantly larger than the number of real instances you hope to find, then you must expect almost anything you find to be bogus, i.e., a statistical artifact rather than evidence of what you are looking for.

Meaningfulness of Analytic Answers

Example:

- ▶ We want to find terrorists: (unrelated) people who **at least twice have stayed at the same hotel on the same day**
 - 10^9 people being tracked.
 - Each person stays in a hotel 1% of the time (1 day out of 100)
 - Hotels hold 100 people (so $10^9 * 10^{-2} * 10^{-2} = 10^5$ hotels).
 - 1000 days.
 - If everyone behaves randomly (i.e., no terrorists) will the data mining detect anything suspicious?

Meaningfulness of Analytic Answers

- ▶ Suppose, however, that there really are no evil-doers.
- ▶ That is, everyone behaves at random, deciding with probability 0.01 to visit a hotel on any given day, and if so, choosing one of the 10^5 hotels at random.
- ▶ Would we find any pairs of people who appear to be evil-doers?

Meaningfulness of Analytic Answers

- ▶ The probability of any two people both deciding to visit a hotel on any given day is .0001.
- ▶ The chance that they will visit the same hotel is this probability divided by 10^5
- ▶ Thus, the chance that they will visit the same hotel on one given day is 10^{-9}
- ▶ The chance that they will visit the same hotel on two different given days is the square of this number, 10^{-18}

Meaningfulness of Analytic Answers

- ▶ Now, we must consider how many events will indicate evil-doing. An “event” in this sense is a pair of people and a pair of days, such that the two people were at the same hotel on each of the two days.
- ▶ Note that for large n , $\binom{n}{2}$ is about $n^2/2$.
- ▶ The number of pairs of people is $\binom{10^9}{2} = 5 \times 10^{17}$
- ▶ The number of pairs of days is $\binom{1000}{2} = 5 \times 10^5$
- ▶ The expected number of events that look like evil-doing is $5 \times 10^{17} \times 5 \times 10^5 \times 10^{-18} = 250,000$

Meaningfulness of Analytic Answers

- ▶ That is, there will be a quarter of a million pairs of people who look like evildoers, even though they are not.
- ▶ Now, suppose there really are 10 pairs of evil-doers out there.
- ▶ The police will need to investigate a quarter of a million other pairs in order to find the real evil-doers.
- ▶ In addition to the intrusion on the lives of half a million innocent people, the work involved is sufficiently great that this approach to finding evil-doers is probably not feasible.

What are specific operators used in Big-Data applications

- ▶ **Smart sampling of data**
 - ...reducing the original data while not losing the statistical properties of data
- ▶ **Finding similar items**
 - ...efficient multidimensional indexing
- ▶ **Incremental updating of the models**
 - (vs. building models from scratch)
 - ...crucial for streaming data
- ▶ **Distributed linear algebra**
 - ...dealing with large sparse matrices

Analytical operators on Big-Data

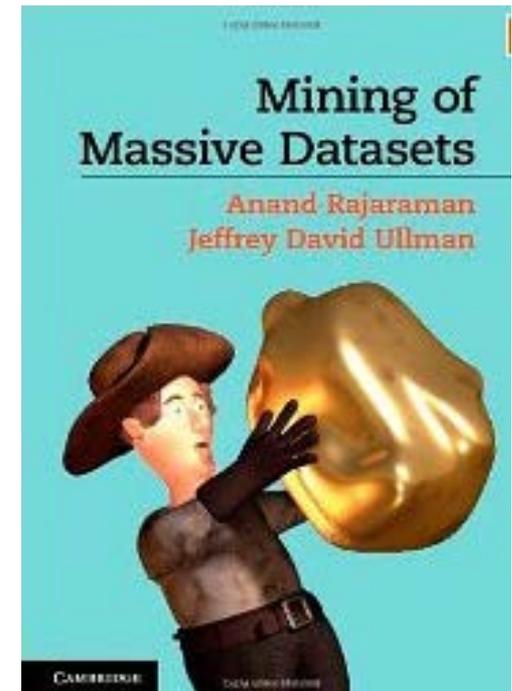
- ▶ On the top of the previous ops we perform usual data mining/machine learning/statistics operators:
 - **Supervised** learning (classification, regression, ...)
 - **Non-supervised** learning (clustering, different types of decompositions, ...)
 - ...
- ▶ ...we are just more careful which algorithms we choose
 - typically linear or sub-linear versions of the algorithms

...guide to Big-Data algorithms

- ▶ An excellent overview of the algorithms covering the above issues is the book “Rajaraman, Leskovec, Ullman: Mining of Massive Datasets”

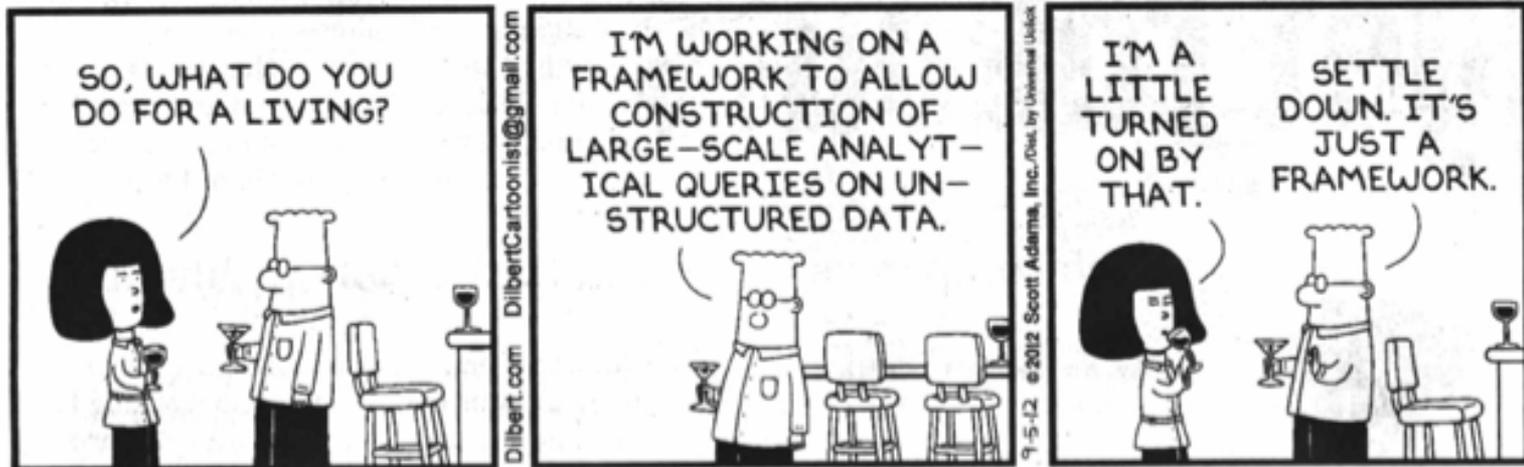
- ▶ Downloadable from:

<http://infolab.stanford.edu/~ullman/mmds.html>



Tools

DILBERT



Types of tools typically used in Big-Data scenarios

- ▶ Where processing is **hosted**?
 - Distributed Servers / Cloud (e.g. Amazon EC2)
- ▶ Where data is **stored**?
 - Distributed Storage (e.g. Amazon S3)
- ▶ What is the **programming model**?
 - Distributed Processing (e.g. MapReduce)
- ▶ How data is **stored & indexed**?
 - High-performance schema-free databases (e.g. MongoDB)
- ▶ What operations are performed on data?
 - Analytic / Semantic Processing

Plethora of "Big Data" related tools

Data Analysis & Platforms



Databases / Data warehousing



Operational



Multivalued database



Business Intelligence



Data Mining



Social



Big Data search



Data aggregation



Graphs



Multidimensional



KeyValue



Document Store



Object databases



Multimodel



XML Databases



Created by: www.bigdata-startups.com

Distributed infrastructure

- ▶ Computing and storage are typically hosted transparently on cloud infrastructures
 - ...providing scale, flexibility and high fail-safety
- ▶ Distributed Servers
 - Amazon-EC2, Google App Engine, Beanstalk, Heroku
- ▶ Distributed Storage
 - Amazon-S3, Hadoop Distributed File System

Distributed processing

- ▶ Distributed processing of Big-Data requires non-standard programming models
 - ...beyond single machines or traditional parallel programming models (like MPI)
 - ...the aim is to simplify complex programming tasks
- ▶ The most popular programming model is **MapReduce** approach
 - ...suitable for commodity hardware to reduce costs

NoSQL Databases



- ▶ “[...] need to solve a problem that relational databases are a bad fit for”, Eric Evans
- ▶ Motives:
 - **Avoidance of Unneeded Complexity** – many use-case require only subset of functionality from RDBMSs (e.g ACID properties)
 - **High Throughput** – some NoSQL databases offer significantly higher throughput than RDBMSs
 - **Horizontal Scalability, Running on commodity hardware**
 - **Avoidance of Expensive Object-Relational Mapping** – most NoSQL store simple data structures
 - **Compromising Reliability for Better Performance**

Open Source Big Data Tools

Machine Learning

- ▶ Mahout
 - Machine learning library working on top of Hadoop
 - <http://mahout.apache.org/>
- ▶ MOA
 - Mining data streams with concept drift
 - Integrated with Weka
 - <http://moa.cms.waikato.ac.nz/>

Mahout currently has:

- Collaborative Filtering
- User and Item based recommenders
- K-Means, Fuzzy K-Means clustering
- Mean Shift clustering
- Dirichlet process clustering
- Latent Dirichlet Allocation
- Singular value decomposition
- Parallel Frequent Pattern mining
- Complementary Naive Bayes classifier
- Random forest decision tree based classifier

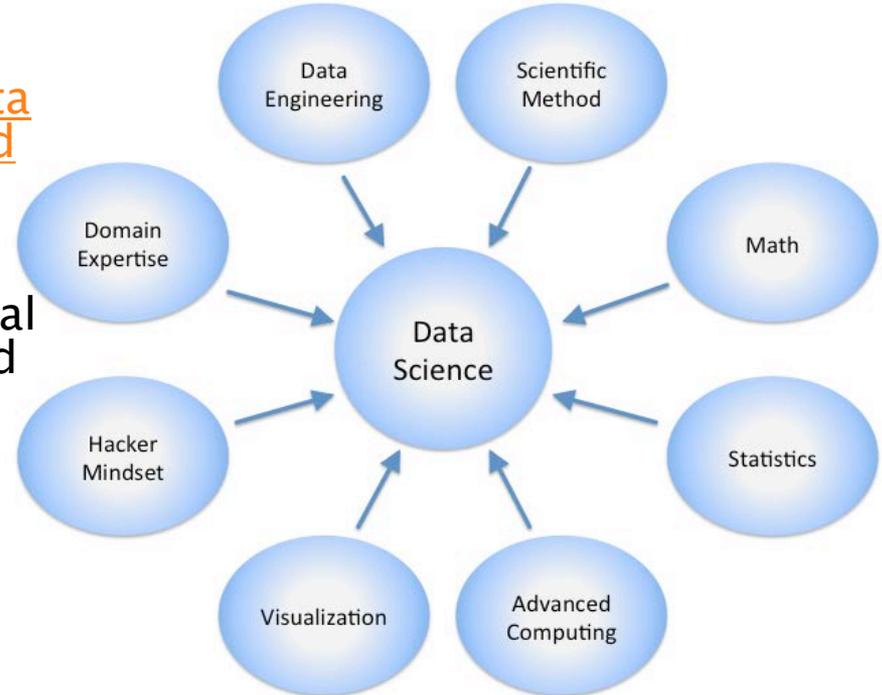
Data Science

Life as an Analyst



Defining Data Science

- ▶ Interdisciplinary field using techniques and theories from many fields, including math, statistics, data engineering, pattern recognition and learning, advanced computing, visualization, uncertainty modeling, data warehousing, and high performance computing with the goal of extracting meaning from data and creating data products.
- ▶ Data science is a novel term that is often used interchangeably with competitive intelligence or business analytics, although it is becoming more common.
- ▶ Data science seeks to use all available and relevant data to effectively tell a story that can be easily understood by non-practitioners.



Applications

- ▶ Recommendation
- ▶ Social Network Analytics

Application: Recommendation

Data

- ▶ User visit logs
 - Track each visit using embedded JavaScript
- ▶ Content
 - The content and metadata of visited pages
- ▶ Demographics
 - Metadata about (registered) users

Visit log Example

User ID cookie: 1234567890

IP: 95.87.154.251 (Ljubljana, Slovenia)

Requested URL:

<http://www.bloomberg.com/news/2012-07-19/americans-hold-dimmest-view-on-economic-outlook-since-january.html>

Referring URL: http://www.bloomberg.com/

Date and time: 2009-08-25 08:12:34

Device: Chrome, Windows, PC

Content example (1)

- ▶ News-source:
 - www.bloomberg.com
- ▶ Article URL:
 - <http://www.bloomberg.com/news/2011-01-17/video-gamers-prolonged-play-raises-risk-of-depression-anxiety-phobias.html>
- ▶ Author:
 - Elizabeth Lopatto
- ▶ Produced at:
 - New York
- ▶ Editor:
 - Reg Gale
- ▶ Publish Date:
 - Jan 17, 2011 6:00 AM
- ▶ Topics:
 - U.S., Health Care, Media, Technology, Science

Related News: [U.S.](#) · [Health Care](#) · [Media](#) · [Technology](#) · [Science](#)

Video Gamers' Prolonged Play Raises Risk of Depression, Anxiety

By Elizabeth Lopatto - Jan 17, 2011 6:00 AM GMT+0100

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About 9 percent of children play such long hours of video games that they are pathological gamers, increasing risks of anxiety, depression, bad grades and social phobia, a study in [Singapore](#) found.

The compulsive gamers played for a weekly average of 31 hours compared with 19 for kids not deemed pathological, according to research released today by the journal [Pediatrics](#). Overall, 83 percent of 3,034 children in the study played video games at least occasionally.

Gamers are considered pathological when their playing interferes with everyday life, and their behavior is described as being similar to that of gambling addicts, according to background information in the paper. The gaming isn't merely a symptom of disorders such as depression, anxiety and social phobia, today's study found. Rather, gaming can cause and reinforce those maladies.

"Although children who are depressed may retreat into gaming, the gaming increases the depression," wrote the study authors, led by [Douglas A. Gentile](#), a psychologist at [Iowa State University](#), in Ames.

The study, of children in grades 3, 4, 7 and 8, lasted two years. Kids who stopped being pathological gamers during the study period showed lower levels of depression, anxiety and social phobia compared with peers who didn't stop, the researchers said.

To contact the reporter on this story: Elizabeth Lopatto in [New York](#) at elopatto@bloomberg.net.

To contact the editor responsible for this story: Reg Gale at rgale5@bloomberg.net.

Content Example (2)

Topics (e.g. DMoz):

- Health/Mental Health/.../Depression
- Health/Mental Health/Disorders/Mood
- Games/Game Studies

Keywords (e.g. DMoz):

- Health, Mental Health, Disorders, Mood, Games, Video Games, Depression, Recreation, Browser Based, Game Studies, Anxiety, Women, Society, Recreation and Sports

Locations:

- Singapore (sws.geonames.org/1880252/)
- Ames (sws.geonames.org/3037869/)

People:

- Douglas A. Gentile

Organizations:

- Iowa State University (dbpediapa.org/resource/iowa_state_university)
- Pediatrics (journal)

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Video Gamers' Prolonged Play Raises Risk of Depression, Anxiety

By Elizabeth Lopatto - Jan 17, 2011 6:00 AM GMT+0100

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About 9 percent of children play such long hours of video games that they are pathological gamers, increasing risks of anxiety, depression, bad grades and social phobia, a study in [Singapore](#) found.

The compulsive gamers played for a weekly average of 31 hours compared with 19 for kids not deemed pathological, according to research released today by the journal [Pediatrics](#). Overall, 83 percent of 3,034 children in the study played video games at least occasionally.

Gamers are considered pathological when their playing interferes with everyday life, and their behavior is described as being similar to that of gambling addicts, according to background information in the paper. The gaming isn't merely a symptom of disorders such as depression, anxiety and social phobia, today's study found. Rather, gaming can cause and reinforce those maladies.

"Although children who are depressed may retreat into gaming, the gaming increases the depression," wrote the study authors, led by [Douglas A. Gentile](#), a psychologist at [Iowa State University](#), in [Ames](#).

The study, of children in grades 3, 4, 7 and 8, lasted two years. Kids who stopped being pathological gamers during the study period showed lower levels of depression, anxiety and social phobia compared with peers who didn't stop, the researchers said.

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Demographics Example

- ▶ Provided only for registered users
 - Only some % of unique users typically register
- ▶ Each registered users described with:
 - Gender
 - Year of birth
 - Household income

- ▶ Noisy

Gender	<input checked="" type="radio"/> Male <input type="radio"/> Female
Year of Birth	<input type="text" value="1965"/>
Zip Code	<input type="text" value="10017"/>
Country of Residence	<input type="text" value="United States"/> ▼
Household Income	<input type="text" value="\$100,000 to \$149,999"/> ▼
Job Industry	<input type="text" value="Accounting"/> ▼
Job Title	<input type="text" value="Accountant/Auditor"/> ▼
Company Size	<input type="text" value="--- Select One ---"/> ▼

News recommendation

- ▶ List of articles based on
 - Current article
 - User's history
 - Other Visits
- ▶ In general, a combination of **text stream** (news articles) with **click stream** (website access logs)
- ▶ The key is a rich context model used to describe user

MOST E-MAILED	RECOMMENDED FOR YOU
	1. GAIL COLLINS Small Is So Beautiful
	2. EDITORIAL The Need to Agree to Agree
	3. Parties' Tactics Eroding Unity Left and Right
	4. PAUL KRUGMAN Policy and the Personal
	5. A Reality Series Finds Silicon Valley Cringing
	6. YOU'RE THE BOSS This Week in Small Business: Managing Millennials
	7. CHARLES M. BLOW What a Tangled Web
	8. BITS Google and F.T.C. Set to Settle Safari Privacy Charge

Why news recommendation?

- ▶ “Increase in engagement”
 - Good recommendations can make a difference when keeping a user on a web site
 - Measured in number of articles read in a session
- ▶ “User experience”
 - Users return to the site
 - Harder to measure and attribute to recommendation module
- ▶ Predominant success metric is the attention span of a user expressed in terms of time spent on site and number of page views.

Why is it hard?

- ▶ Cold start
 - Recent news articles have little usage history
 - More severe for articles that did not hit homepage or section front, but are still relevant for particular user segment
- ▶ Recommendation model must be able to generalize well to new articles.

Application: Social-network Analysis

Application: Analysis of MSN–Messenger Social–network

- ▶ Observe social and communication phenomena at a *planetary* scale
- ▶ **Largest social network analyzed till 2010**

Research questions:

- ▶ How does communication change with user demographics (age, sex, language, country)?
- ▶ How does geography affect communication?
- ▶ What is the structure of the communication **network**?

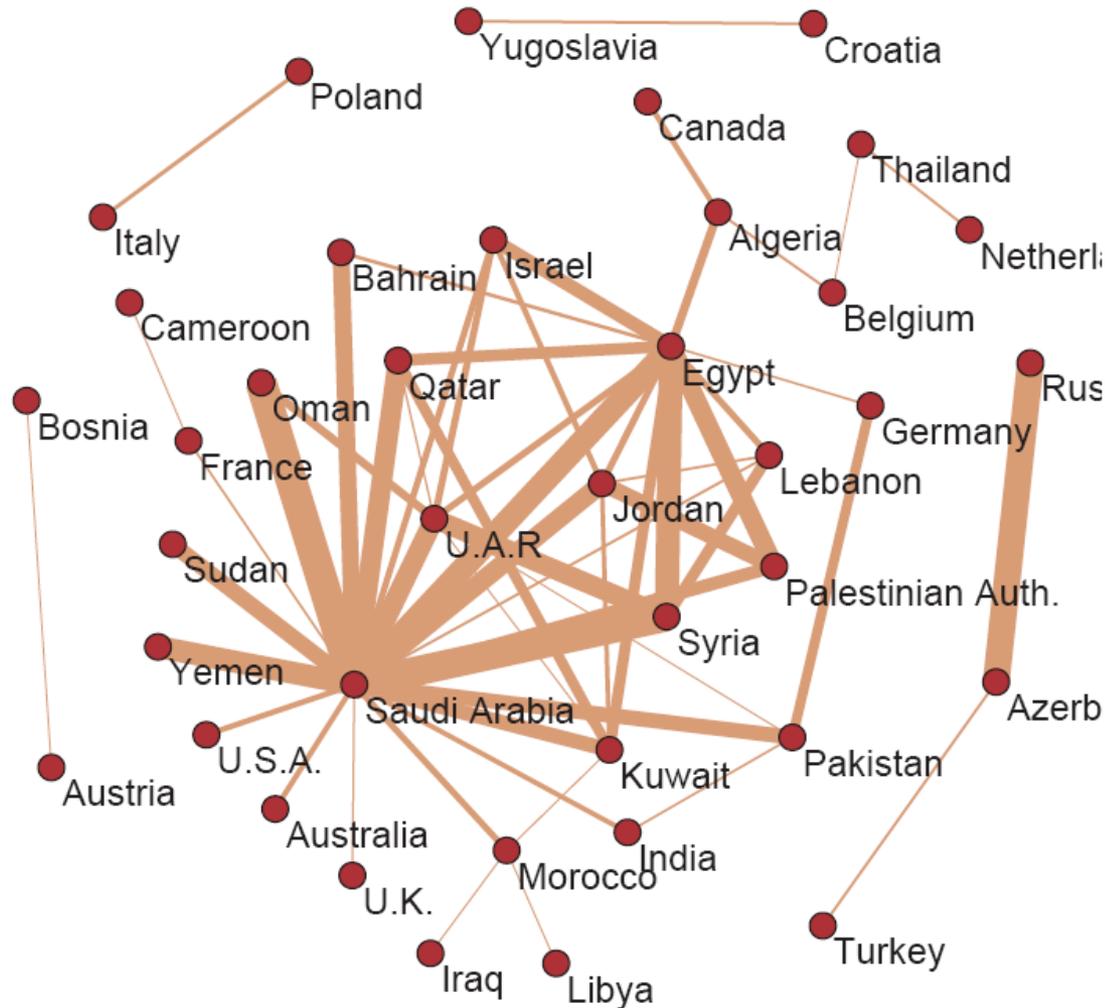
Data statistics: Total activity

- ▶ Data collected for **June 2006**
- ▶ Log size:
 - 150Gb/day (compressed)**
- ▶ Total: 1 month of communication data:
 - 4.5Tb of compressed data**
- ▶ **Activity over June 2006 (30 days)**
 - 245 million users logged in
 - 180 million users engaged in conversations
 - 17,5 million new accounts activated
 - More than 30 billion conversations
 - More than 255 billion exchanged messages

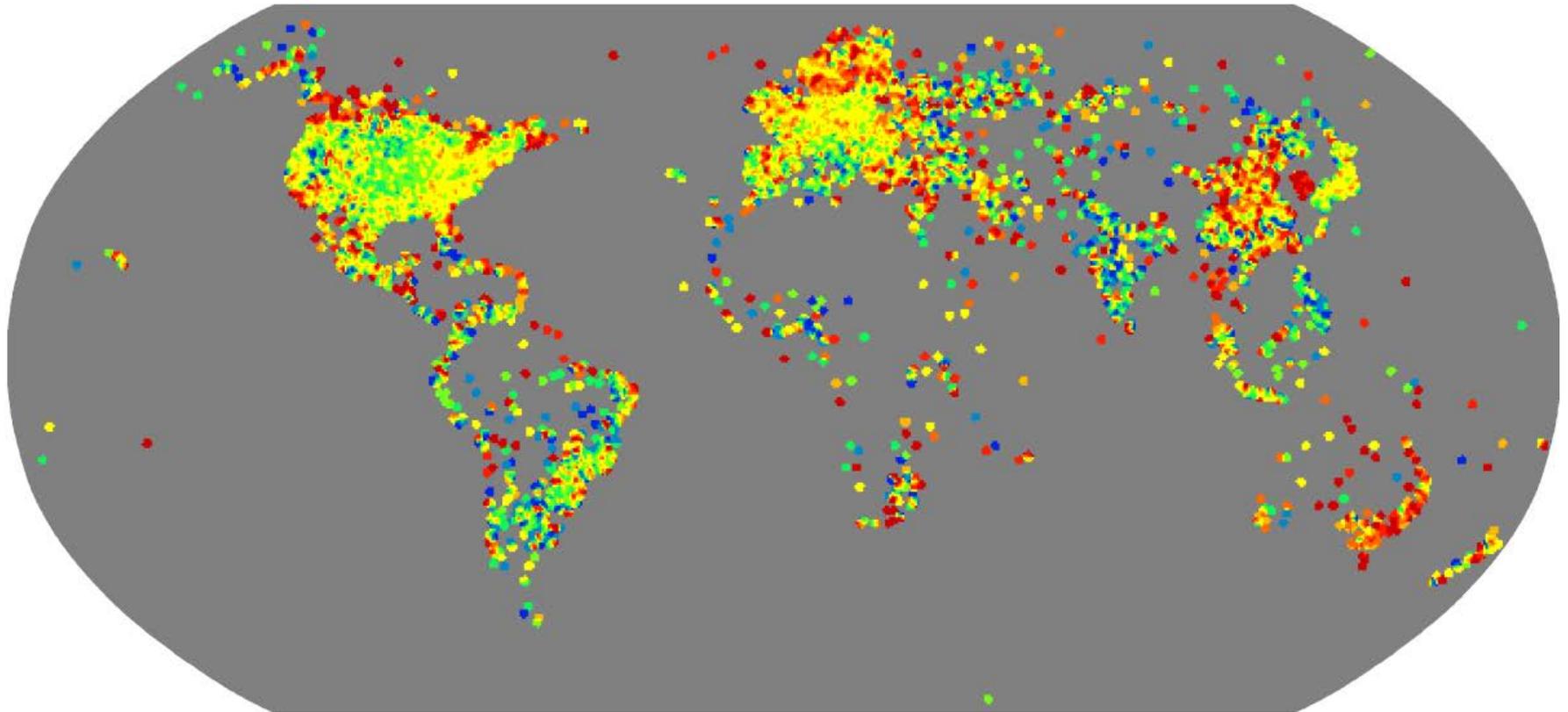
Who talks to whom: Number of conversations



Who talks to whom: Conversation duration

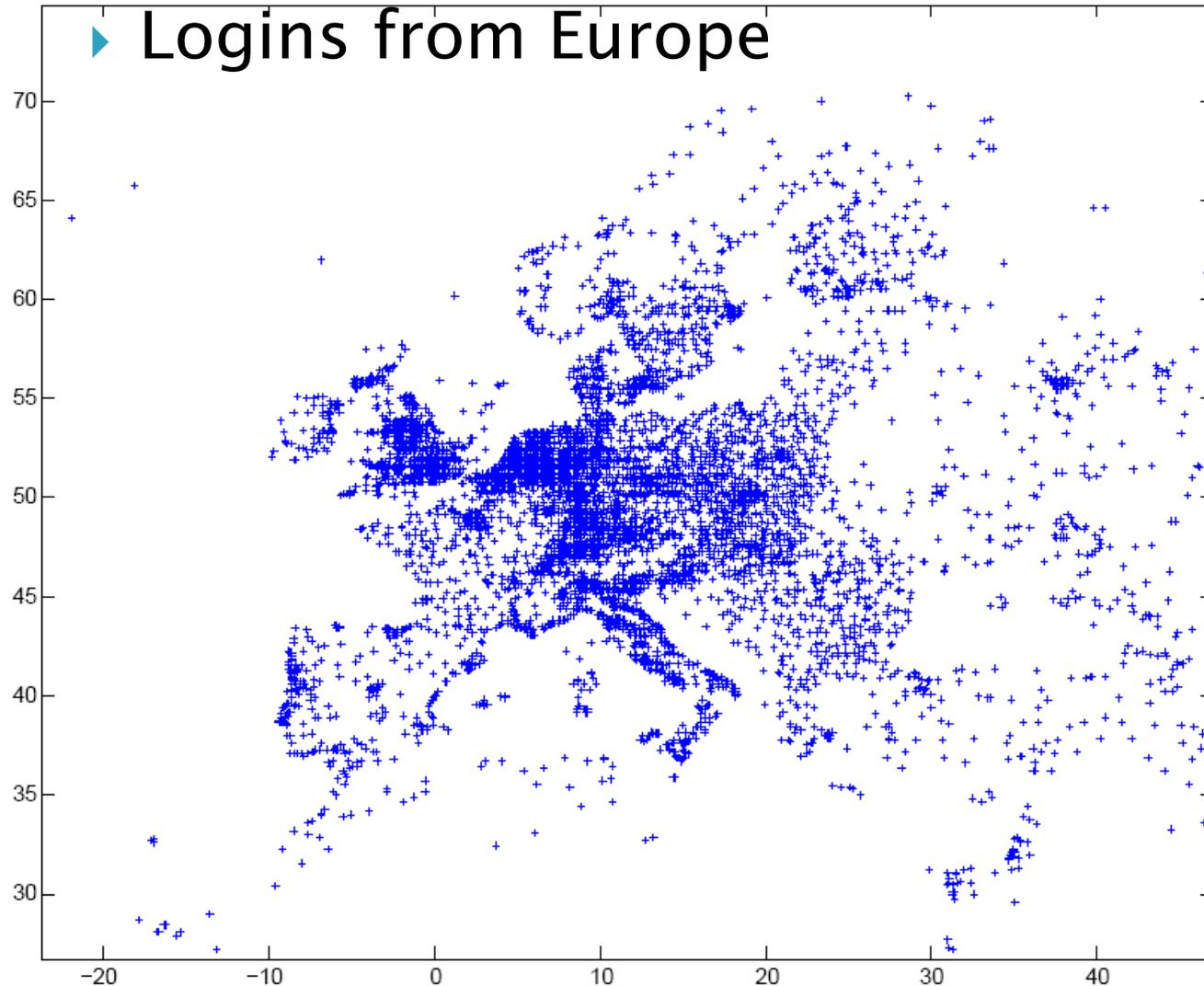


Geography and communication



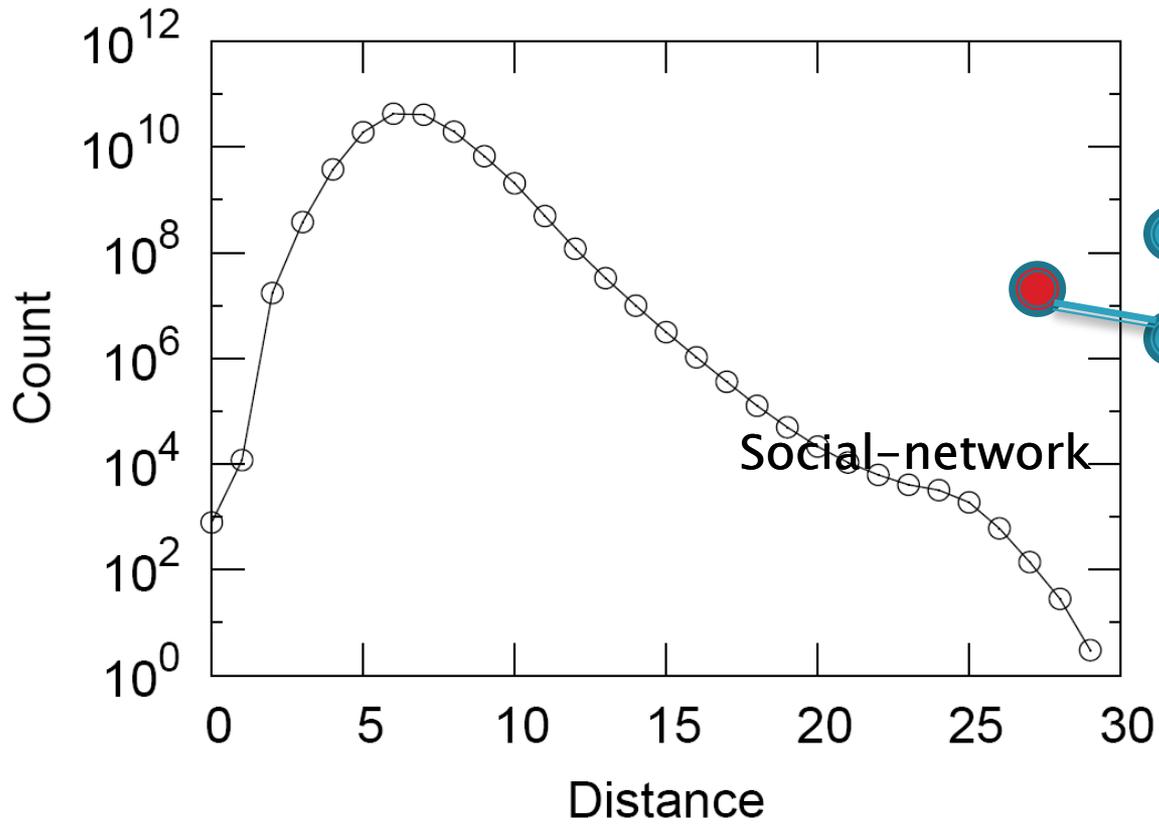
- ▶ Count the number of users logging in from particular location on the earth

How is Europe talking



Hops Nodes

Network: Small-world



Hops	Nodes
1	10
2	78
3	396
4	8648
5	3299252
6	28395849
7	79059497
8	52995778
9	10321008
10	1955007
11	518410
12	149945
13	44616
14	13740
15	4476
16	1542
17	536
18	167
19	71
20	29
21	16
22	10
23	3
24	2
25	3

- ▶ 6 degrees of separation [Milgram '60s]
- ▶ Average distance between two random users is 6.6
- ▶ 90% of nodes can be reached in < 8 hops

...to conclude

- ▶ Big-Data is everywhere, we are just not used to deal with it
- ▶ The “Big-Data” hype is very recent
 - ...growth seems to be going up
 - ...evident lack of experts to build Big-Data apps
- ▶ Can we do “Big-Data” without big investment?
 - ...yes – many open source tools, computing machinery is cheap (to buy or to rent)
 - ...the key is knowledge on how to deal with data
 - ...data is either free (e.g. Wikipedia) or to buy (e.g. twitter)