

The Age of Social Machines

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Semantic Web Systems – Guest Lecture – 17 March 2016

Includes slides by members of the SOCIAM team (<u>www.sociam.org</u>) and the Farr institute (<u>http://www.farrinstitute.org/</u>).

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The Semantic Web Vision

I have a dream for the Web [in which computers] become **capable of analyzing** all the data on the Web – the content, links, and transactions between people and computers. ...the day-to-day mechanisms of trade, bureaucracy and our daily lives **will be handled by machines talking to machines**.

Tim Berners-Lee (1999) Weaving the Web



Did it work?



 "Semaphobia": fear of average Web developers to use Semantic Web technologies. – Markus Lanthaler

The Semantic Web is dead! Long live...

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The Social Machine Vision

Real life is and must be full of all kinds of social constraint – the very processes from which society arises. Computers can help if we use them to create abstract social machines on the Web: processes in which the people do the creative work and the machine does the administration. The stage is set for an evolutionary growth of new social engines.

Tim Berners-Lee (1999) Weaving the Web



But more than that!!



Anne Helmond, May 2009

Pushing the boundaries



Social intensiveness of solution

EXAMPLES OF SOCIAL MACHINES









ZOØNIVERSE REAL SCIENCE ONLINE























http://mideast.liveuamap.com/

THE SOCIAM PROJECT

www.sociam.org





The SOCIAM Project

Theme 6 Social Machine Observatory: observe, monitor and classify social machines





Web Macroscope





Web Macroscope



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Observation – analysis: Wikipedia



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Observation – analysis: Twitter



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Observation – analysis: Zooniverse





CYPRUS



Sociality – Narratives

Stories in social machines

- [individual/local level]
- [group level]
- [wider community/global level]
- Archetypes

Trust: e.g. Healthcare Research





Provenance



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Privacy vs Provenance – Safe Havens





people want to

text, chat, call, post privately share photos, keep things forever joke, troll, experiment, look up sensitive info, buy embarrassing stuff

facebook wants to

understand everything you like and dislike, and keep track of what you do

infer what you might buy

predict what you might do



Decentralised Equivalents (of popular social machines)

Needs-driven

CozyCloud Privacy & Persistence Desire for Control Self-hosting Radical Departures (from popular social machines)

Technology-driven

Cryptography for disintermediation & anonymity









precludes identity partitioning

identity consolidation and forced verified ID among social machines

and places platforms as central **information controllers**



re-de-centralised web



at the centre of each person's ecosystem is their social personal data store





Social Machine

INTERACTION MODELS

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Premise

- There is a model of interaction behind any social machine.
 - Who can communicate what, when, and to whom.
 - "Social DNA"



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Goal

- Can we build a social machine starting from its interaction model?
- Lightweight Social Calculus (LSC)
- Protocols that are first-class objects:
 - Declarative, transparent, executable
 - Heterogeneous
 - Editable, discoverable, shareable, composable
 - Distributed, platform-independent
 - Verifiable

Decentralised protocols of social interaction





LSC Example





Agent

Local Storage Knowledge Base



Current Directions with LSC

BOOTSTRAPING SOCIAL MACHINES



Social Machines creating Social Machines



Feature-Oriented Software Development





Interaction



Coordination Model



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Dynamic Protocols

- Adapt to changing situations / evolving Social Machines – monitor state:
 - Population shifts, participant involvement, etc.
 - Utility / interest shifts.

• Combine:

- Computational Intelligence
- Observation / Big Data Analytics
- **Prioritise** different aspects:
 - Cost, Utility, Speed.
 - Set goals and select best strategy.



Simulation





Current Directions with LSC

SHADOW INSTITUTIONS

Lightweight Social Machines



Other people sign up, vote, etc.

The Age of Social Machines



Nigel Shadbolt et al