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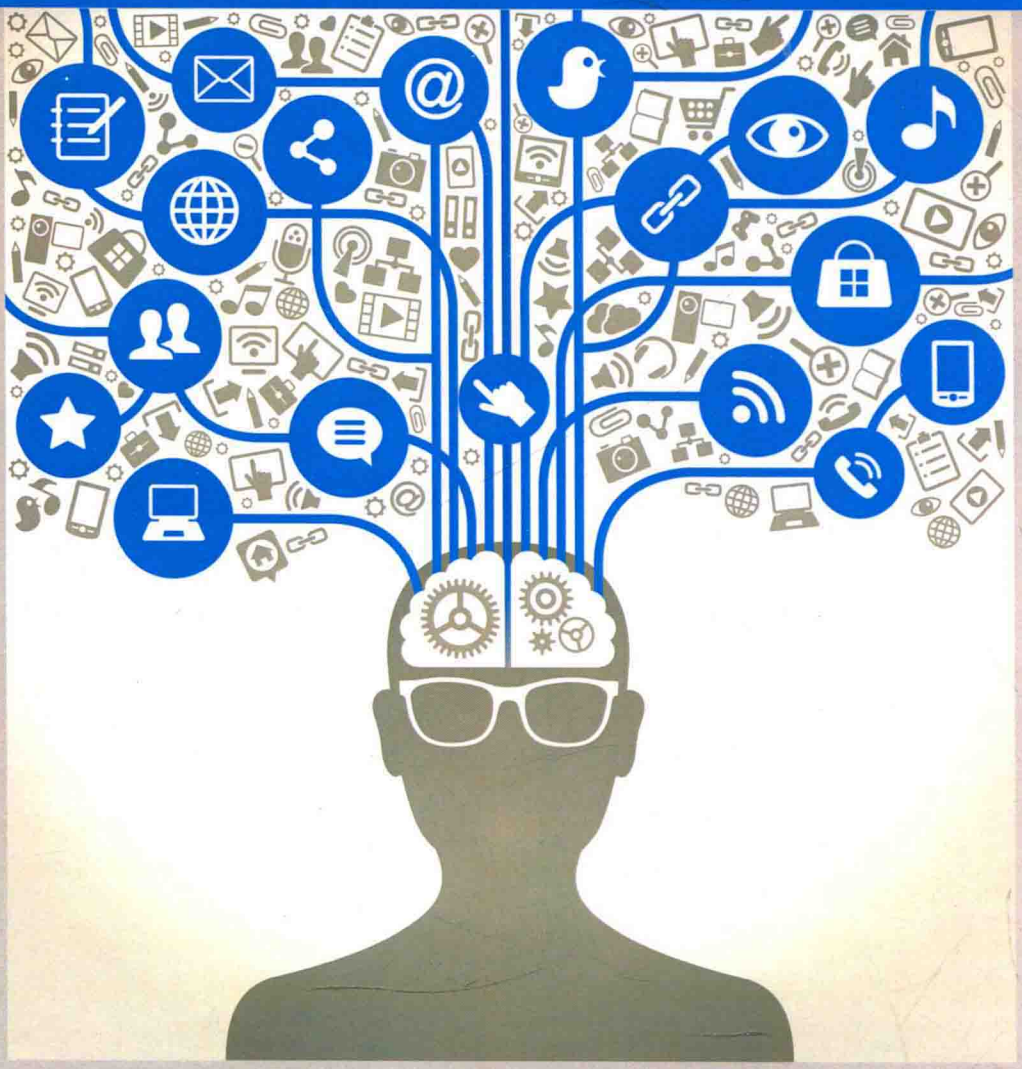

MINING USER GENERATED CONTENT

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Chapman & Hall/CRC
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Series Editor
Irwin King

Published titles

Mining User Generated Content
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Foreword

I am delighted to introduce the first book on multimedia data mining. When I came to know about this book project undertaken by three of the most active researchers in the field, I was pleased that it was coming in the early stages of a field that will need it more than most fields do. In most emerging research fields, a book can play a significant role in bringing some maturity to the field. Research fields advance through research papers. In research papers, however, only a limited perspective can be provided about the field, its application potential, and the techniques required and already developed in the field. A book gives such a chance. I liked the idea that there would be a book that would try to unify the field by bringing in disparate topics already available in several papers, which are not easy to find and understand. I was supportive of this book project even before I had seen any material on it. The project was a brilliant and a bold idea by two active researchers. Now that I have it on my screen, it appears to be even a better idea.

Multimedia started gaining recognition as a field in the 1990s. Processing, storage, communication, and capture and display technologies had advanced enough that researchers and technologists started building approaches to combine information in multiple types of signals such as audio, images, video, and text. Multimedia computing and communication techniques recognize correlated information in multiple sources as well as an insufficiency of information in any individual source. By properly selecting sources to provide complementary information, such systems aspire, much like the human perception system, to create a holistic picture of a situation using only partial information from separate sources.

Data mining is a direct outgrowth of progress in data storage and processing speeds. When it became possible to store a large volume of data and run different statistical computations to explore all possible and even unlikely correlations among data, the field of data mining was born. Data mining allowed people to hypothesize relationships among data entities and explore support. This field has been applied in many diverse domains and continues to experience even more applications. In fact, many new fields are a direct outgrowth of data mining and it is likely to become a powerful computational tool.

Irwin King

Preface

In recent years, we have witnessed the convergence of social networks, mobile computing, and cloud computing. These trends have encouraged users to carry out most of their social interactions online on social networks and on the move. Through these social networks, users routinely comment on issues, ask questions, provide answers, tweet or blog about their views, and conduct online purchases. Through their mobile devices, they perform spontaneous check-ins to their favorite venues, and readily share their photos and videos of local situations, and so on. The content accumulated has evolved into a huge unstructured source of timely knowledge on the cloud, which forms a rich part of users' social engagements and communication.

Statistics on Facebook[1] and social networking[2] indicate that over 11% of people worldwide now use Facebook (which amounts to 1.15 billion users) with 680 million mobile Facebook users, while 98% of 18 to 24 year olds in the United States are already social network users. Each day, Facebook users share 2.3 billion pieces of content and upload 250 million photos. Outside Facebook, social network users post 190 million tweets on Twitter, and view over 3.1 billion videos on YouTube. In terms of e-commerce, the percentage of retail sales that are made online in United States is 8%, and the number of online users who have made an Internet purchase is 83%.[3] The statistics are even more tilted toward social networking and mobile computing in China.[4] These overwhelming statistics clearly demonstrate the pervasiveness and influence of social media today.

The social media shared by users, along with the associated metadata, are collectively known as user generated content (or UGC). UGC comes from a myriad of sources, including the social networking sites like Facebook and LinkedIn; live microblog sites like Twitter; mobile sharing sites like 4Square and Instagram; information sharing sites like forums and blogs; image and video sharing sites like Flickr and YouTube; and the various community question-answering sites like Wiki-Answers and Yahoo! Answers; as well as their counterparts in China. The content comes in a variety of languages

[1] http://expandedramblings.com/index.php/by-the-numbers-17-amazing-facebook-stats/

[2] Statistic Brain on Social Networking Statistics dated November 2012; http://www.statisticbrain.com/social-networking-statistics/

[3] Statistic Brain on E-Commerce/Online Sale Statistics dated August 2012; http://www.statisticbrain.com/total-online-sales/

[4] http://www.go-globe.com/blog/social-media-china/

such as English and Chinese, and modalities such as text, image, video, and location-based information, and the corresponding metadata. In addition to the multisource, multimodal, and multilingual content, another important element of social media is the users and their relationships. It is noted that the most useful UGC comes mainly from the publicly available data sources that reflect the social interactions of people.

To analyze and fuse these UGCs, we need techniques to deal with the huge amount of real-time multimedia and multilingual data. In addition, we need to tackle the social aspects of these contents, such as user relations and influential users, and so on, with respect to any topics. This offers new challenges that have attracted a lot of active research. Various higher order analytics can be mined and extracted, including structures of UGC with respect to any given topic, live emerging and evolving events/topics; relationships between key users and topics, user communities, and the various events/activities with respect to location, people, and organizations. Key research areas of UGC include: (a) reliable strategies for harvesting representative UGC with respect to any topic; (b) indexing and retrieval of huge media resources arising from these media; (c) organization of unstructured UGC and users on any topic into structured knowledge and user communities; (d) fusion of UGC to generate analytics related to location, people, topic, and organization; and (e) basic research on the analysis and retrieval of text, live discussion streams, images, and videos.

Many large research groups now collect, index, and analyze UGC, with the aim of uncovering social trends and user habits. One example of such an effort is the NExT Research Center jointly hosted at the National University of Singapore and Tsinghua University [141], which focuses on harvesting and mining the huge amount of UGC in real-time and across cultural boundaries. A global effort centering around the idea of the Web Observatory by the Web Science Trust is also taking shape, Web Science Trust: The Web Observatory.[5] The Web Observatory aims to coordinate the common use of social UGC data collected and analytics developed by the various social observatory systems from around the world. Central to the establishment of a Web observatory is the selection of a profile of standards, which each Web observatory node must adopt to facilitate data sharing. This effort is expected to benefit many users and researchers of social media. Given the active range of research and activities on UGC, it is timely to initiate a book that focuses on the mining of UGC and its applications.

This book represents the first concerted effort to compile the state-of-the-art research and future direction on UGC research. The book is divided into four parts. The first part presents the introduction to this new and exciting topic. Part II introduces the mining of UGC of different medium types. Topics discussed include the social annotation of UGC, social network graph construction and community mining, mining of UGC to assist in music

[5] http://Webscience.org/Web-observatory/

retrieval, and the popular but difficult topic of UGC sentiment analysis. Part III then discusses the mining and searching of various types of UGC, including knowledge extraction, search techniques for UGC, and a specific study on the analysis and annotation of Japanese blogs. Finally, Part IV presents the applications, in which the use of UGC to support question-answering, information summarization, and recommendation is discussed.

The book should be of interest to students, researchers, and practitioners of this emerging topic.

Marie-Francine Moens, Juanzi Li, and Tat-Seng Chua

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