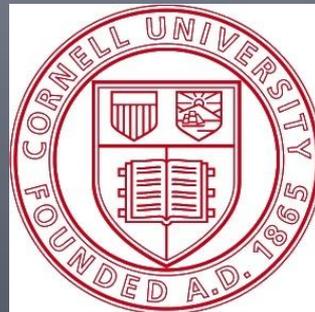


Jure Leskovec

PhD: Machine Learning Department, CMU

Now: Computer Science Department, Stanford University

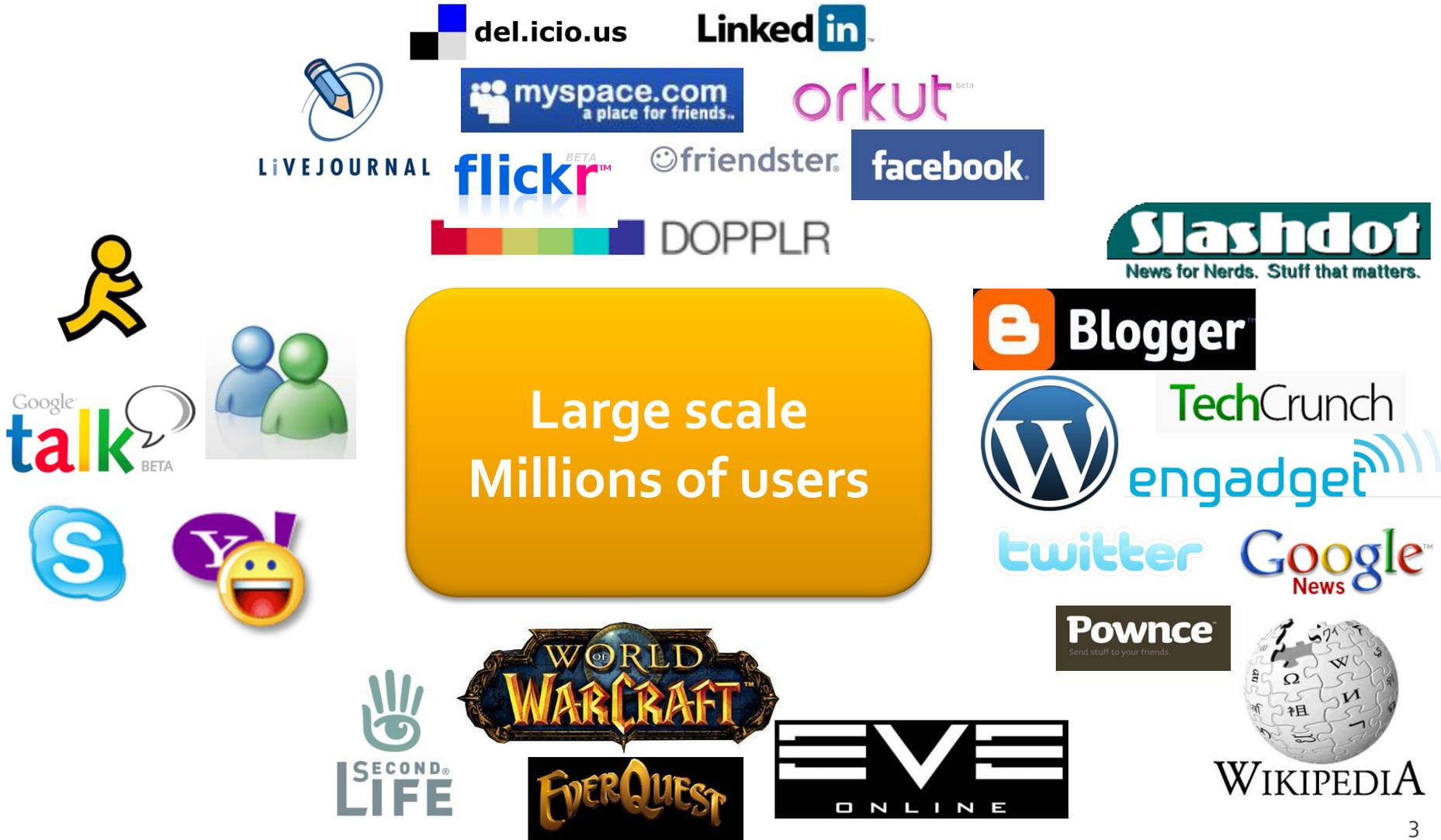
Dynamics of large networks



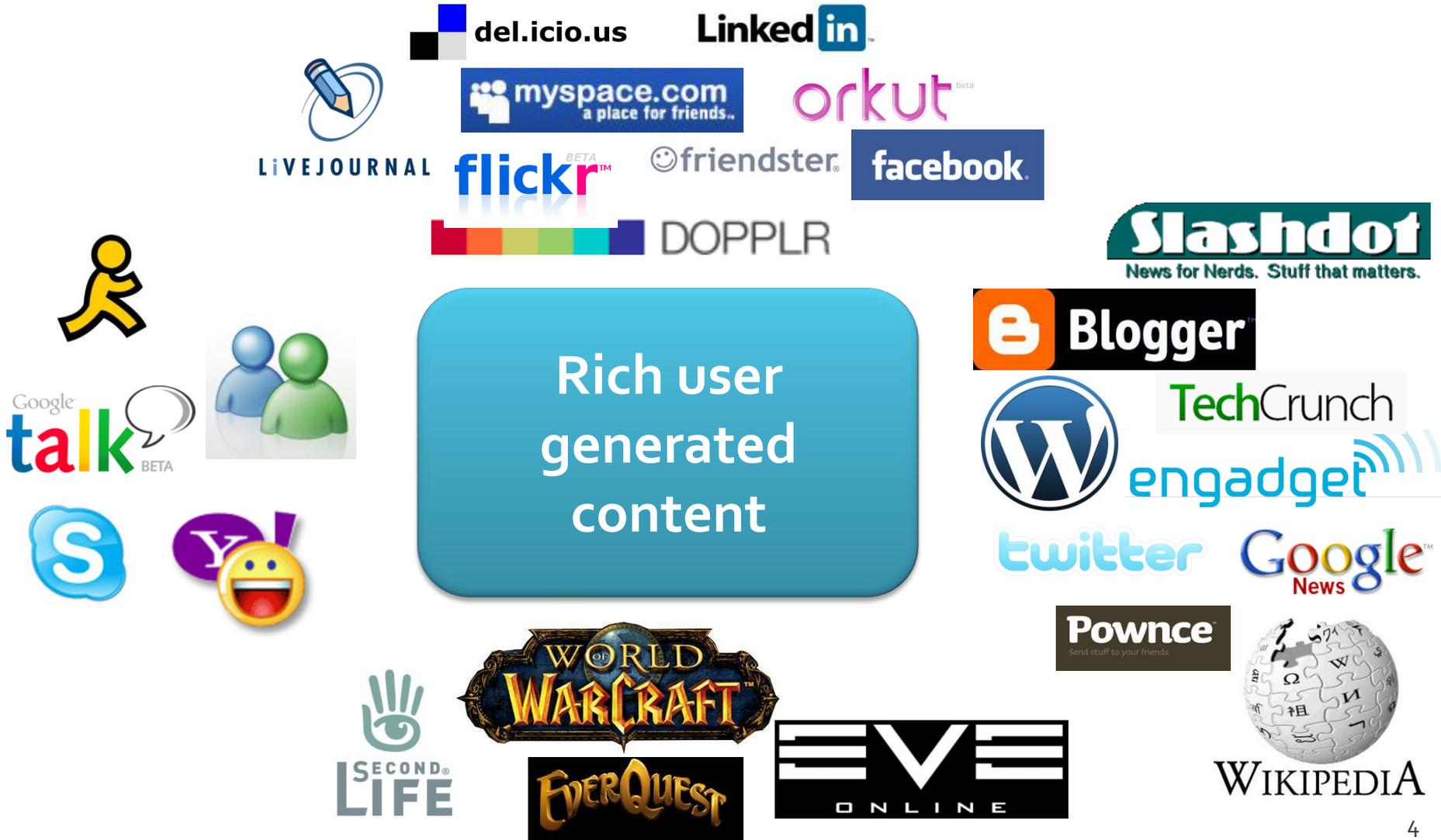
Web today – Diverse applications



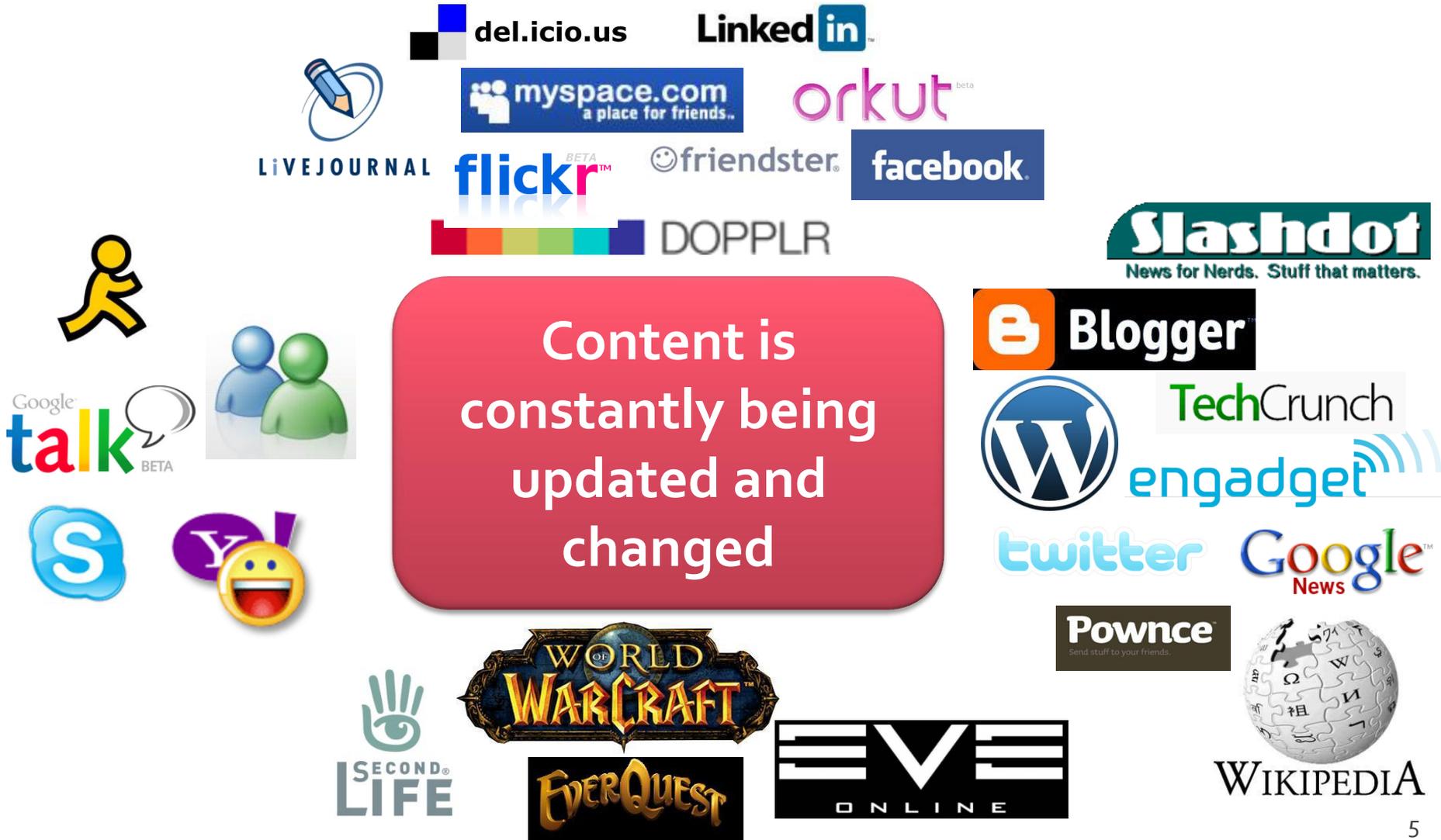
Web today – Millions of users



Web today – Rich content



Web today – Highly dynamic



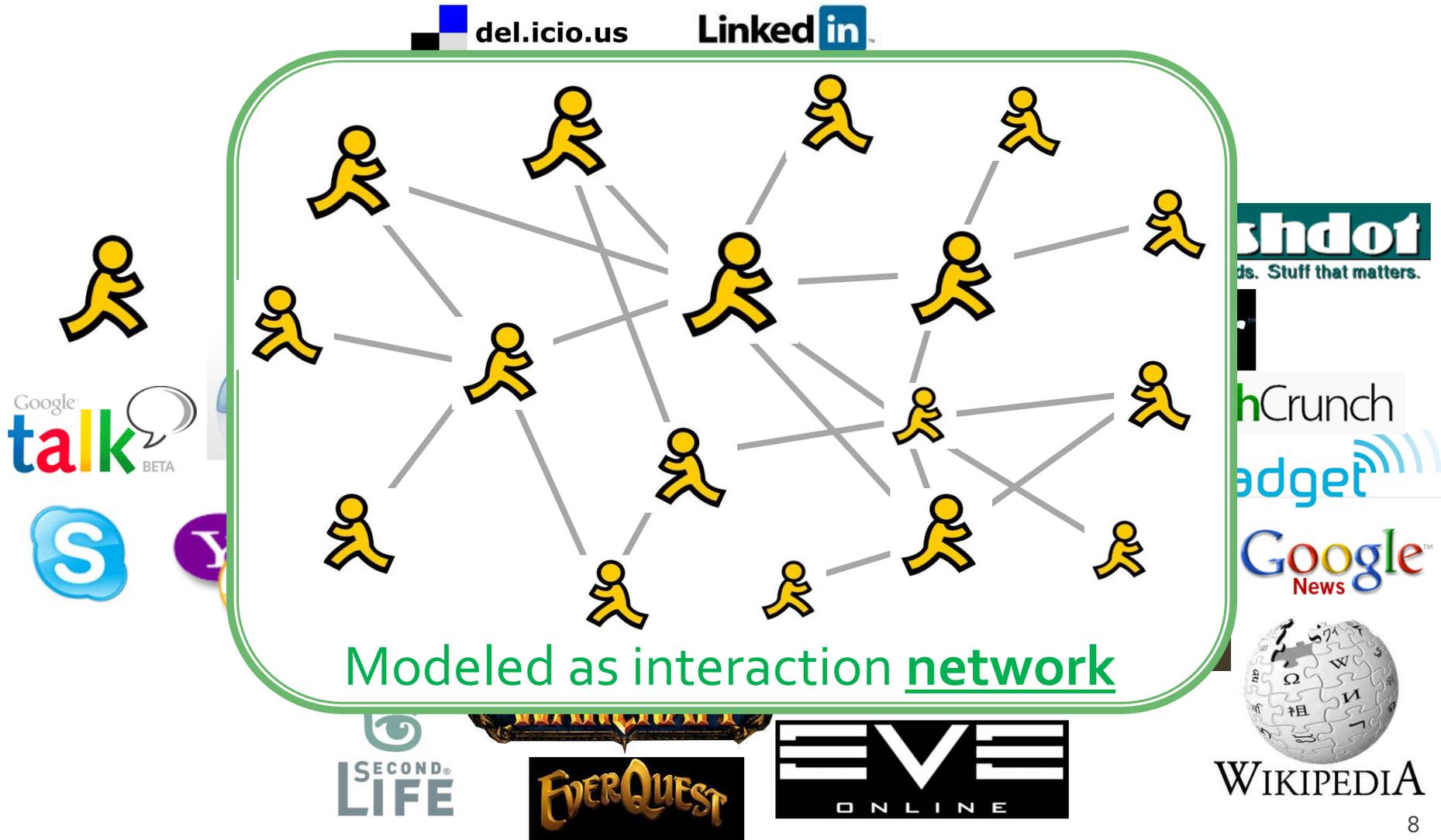
Web today – Traces of activity



Web today – Rich interactions



Web today – Interaction networks

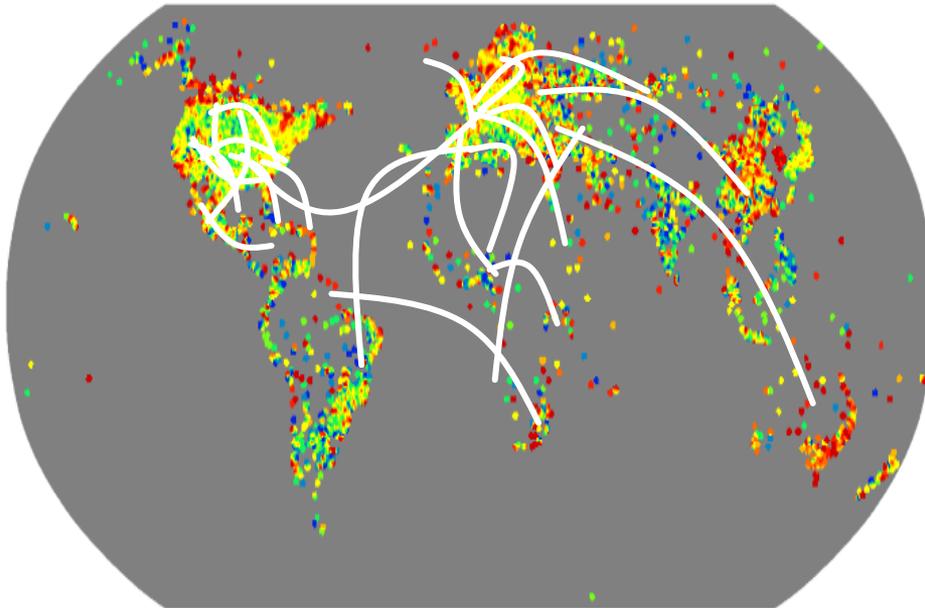


Web today – Immense possibilities

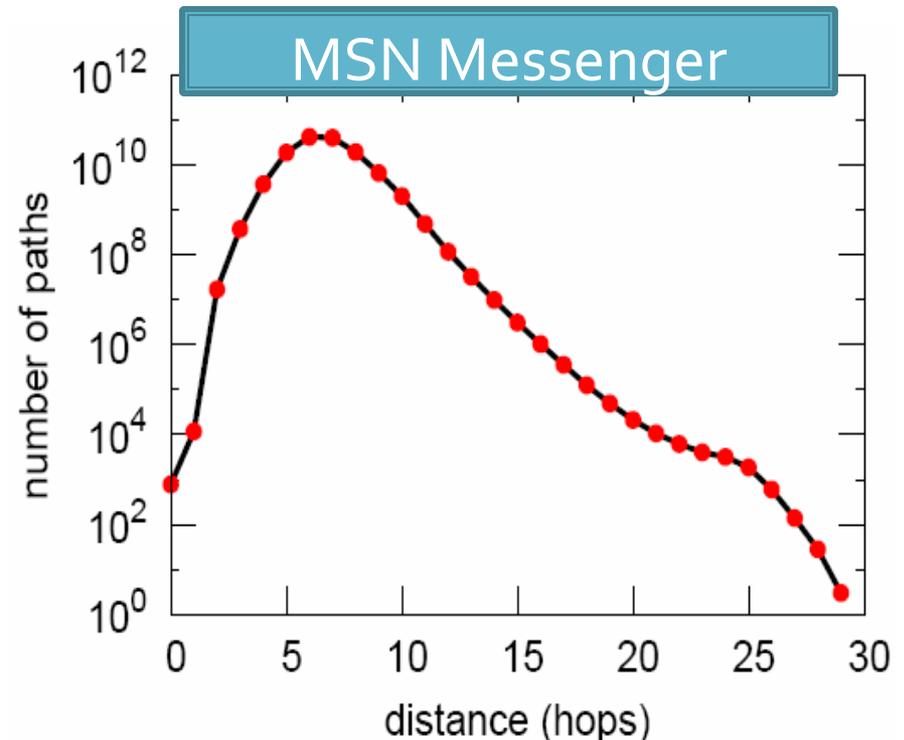
The image features a central black rounded rectangle with white text. Surrounding this rectangle are numerous logos for various web services and games. The logos include: del.icio.us, LinkedIn, Myspace.com (a place for friends.), Orkut, LiveJournal, Flickr (BETA), Friendster, Facebook, Slashdot (News for Nerds. Stuff that matters.), Blogger, TechCrunch, Engadget, Google Talk (BETA), Skype, Yahoo!, Pownce, World of Warcraft, EverQuest, EVE Online, and Wikipedia.

Web is like a
“laboratory” for
studying millions
of humans

Testing the Small-world hypothesis



Network of who talks to whom on MSN Messenger:
240M nodes, 1.3 billion edges



Average path length is 6.6
90% of nodes is reachable
<8 steps

Why study web and networks?

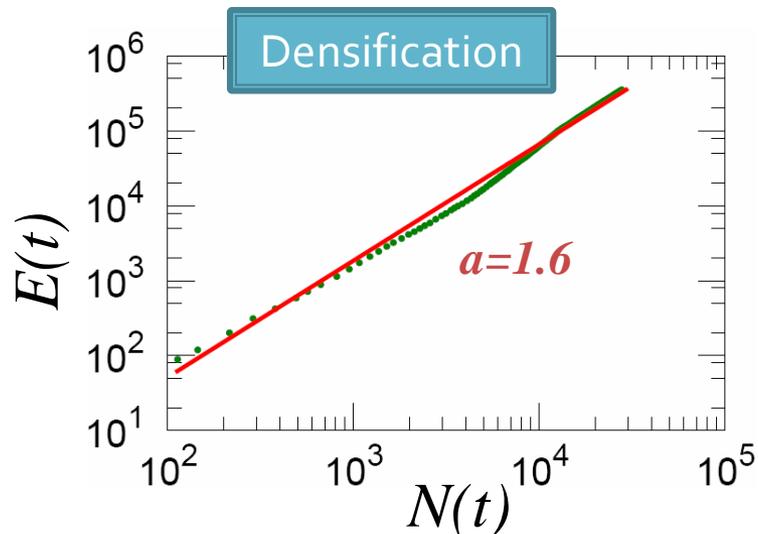
- **Build understanding and theory:**
 - How users create content and interact with it and among themselves?
- **Build better on-line applications:**
 - How to design better services and algorithms?

Thesis: Network dynamics

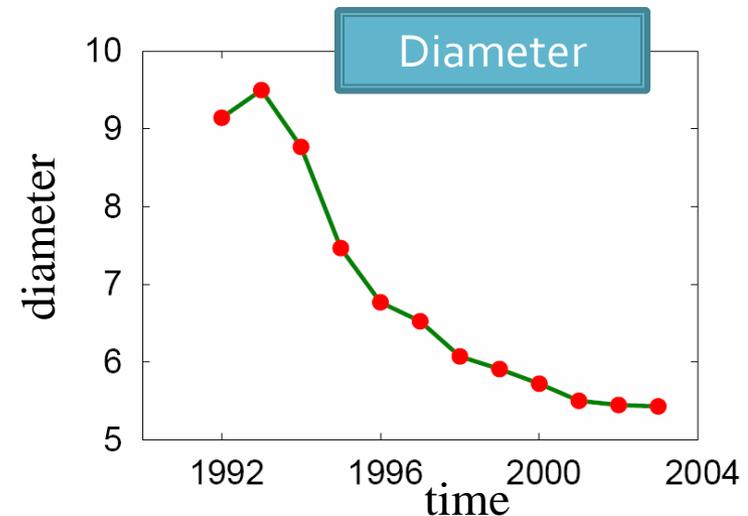
- Network evolution
 - How network structure changes as the network grows and evolves?
- Diffusion and cascading behavior
 - How does information and diseases spread over networks?

Thesis: Network evolution (1)

- **Observations:** measuring
 - **Q:** How do does network structure evolve?
 - **A:** Networks densify and diameter shrinks



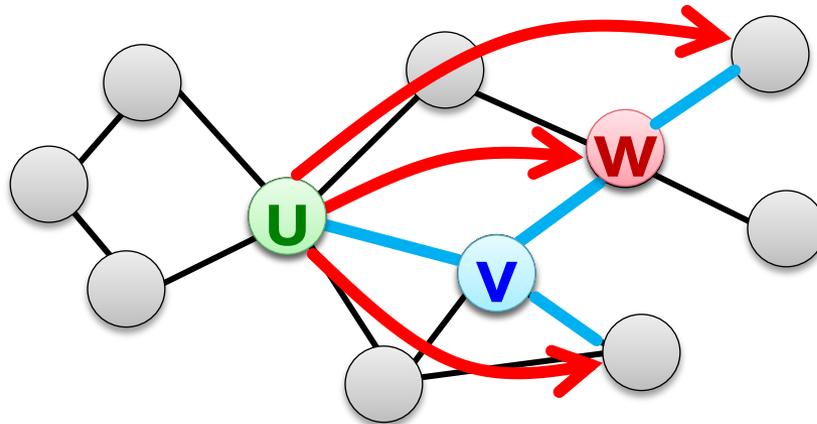
$$E(t) \propto N(t)^a$$



Network diameter
shrinks over time

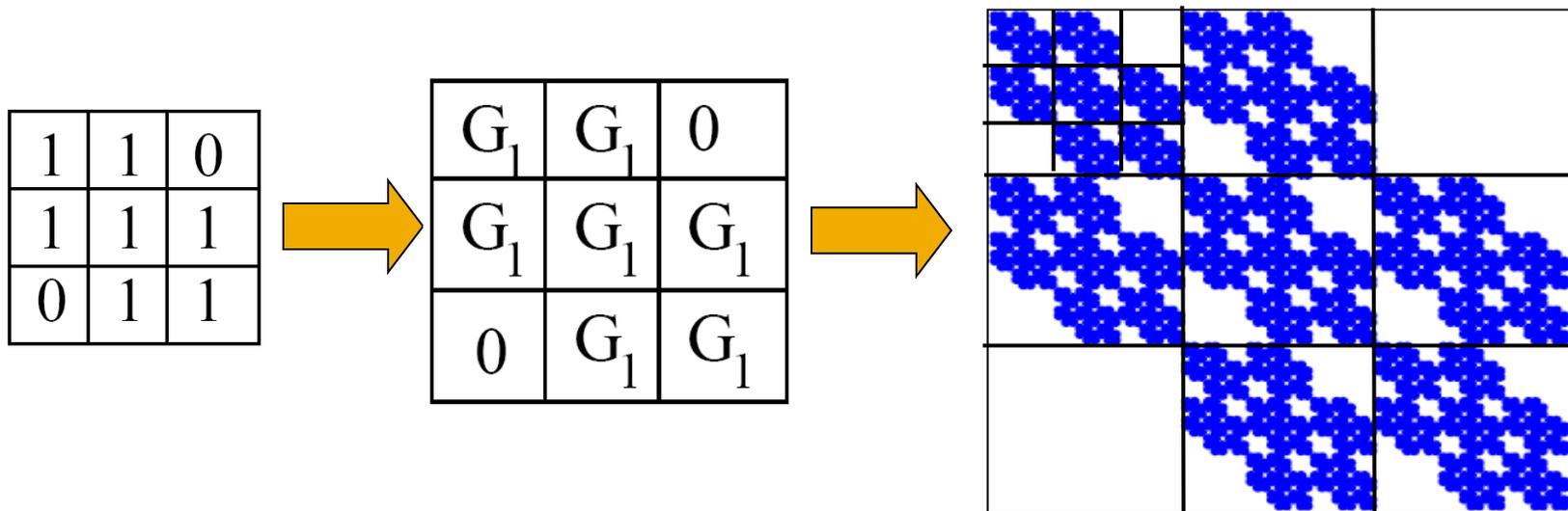
Thesis: Network evolution (2)

- **Models:** understanding
 - **Q:** What is a good model/explanation?
 - **A:** Forest Fire model



Thesis: Network evolution (3)

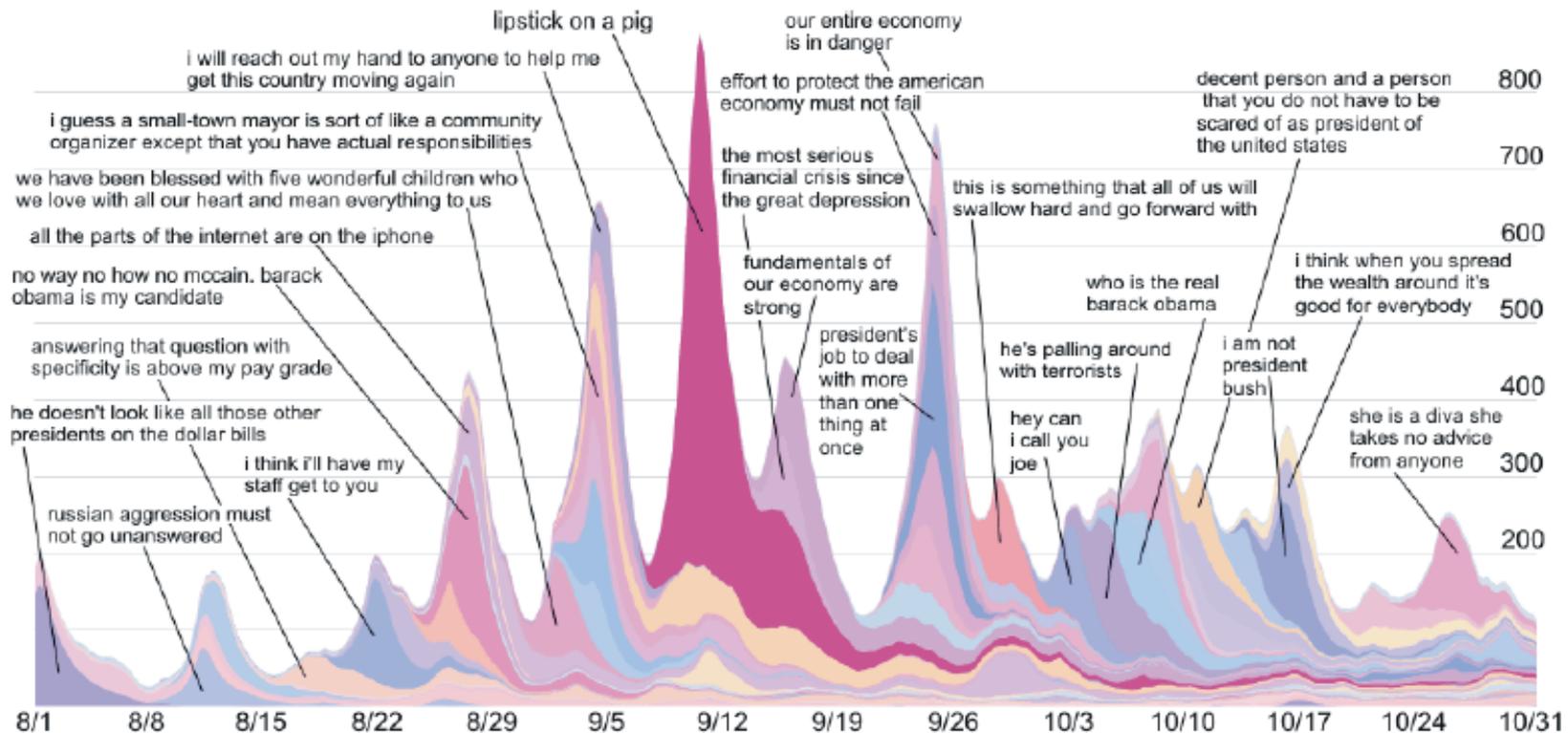
- **Algorithms:** doing things better
 - **Q:** How to generate realistic graphs?
 - **A:** Kronecker graphs



Thesis: Diffusion and cascades (1)

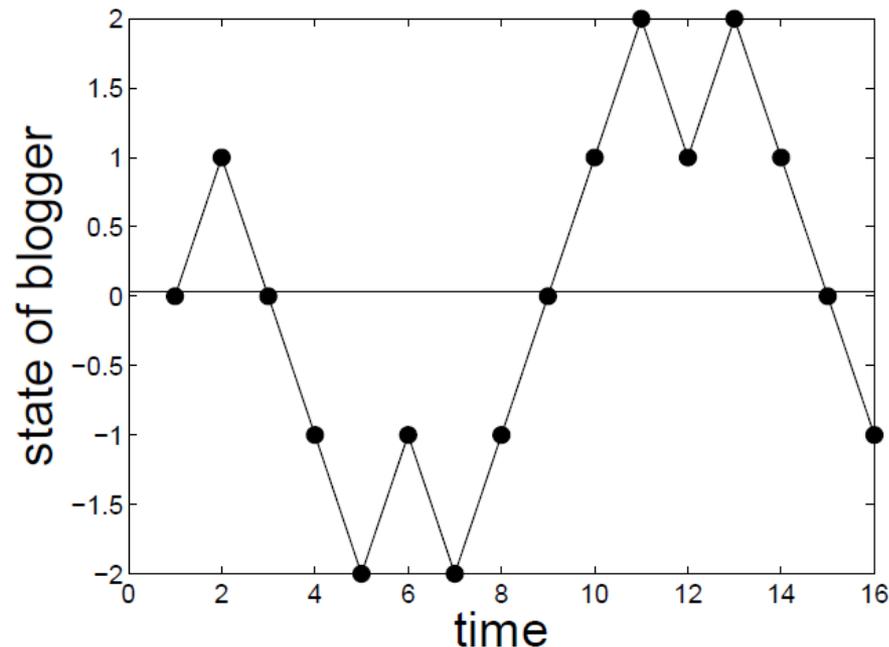
■ Observations: measuring

- Q: How does information propagate over the web?



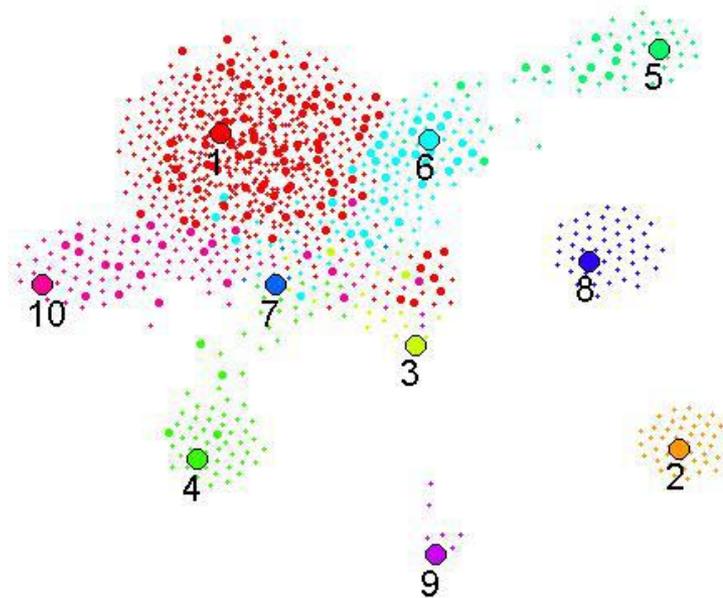
Thesis: Diffusion and cascades (2)

- **Models:** understanding
 - **Q:** How to information propagation
 - **A:** Zero-crossing model



Thesis: Diffusion and cascades (3)

- **Algorithms:** doing things better
 - **Q:** How to identify influential nodes and epidemics?
 - **A: CELF** (cost-effective lazy forward-selection)



Thesis: Size matters

- **Massive data:**
 - **MSN Messenger network** [w/ Horvitz, WWW '08]
 - 240M people, 255B messages
 - **Product recommendations** [w/ Adamic, Huberman EC '06]
 - 4M people, 16M recommendations
 - **Blogosphere** [w/ Backstrom, Kleinberg KDD '09]
 - 164M posts, 127M links
- **Benefit:** Properties become “visible”
 - **E.g.: In large networks only small clusters exist**
[w/ Dasgupta, Lang and Mahoney WWW '08]

Thesis: Reflections

- Why are networks the way they are?
- Only recently have basic properties been observed on a large scale
 - Confirms social science intuitions; calls others into question
- What are good tractable network models?
 - Builds intuition and understanding
- Benefits of working with large data
 - Observe structures not visible at smaller scales

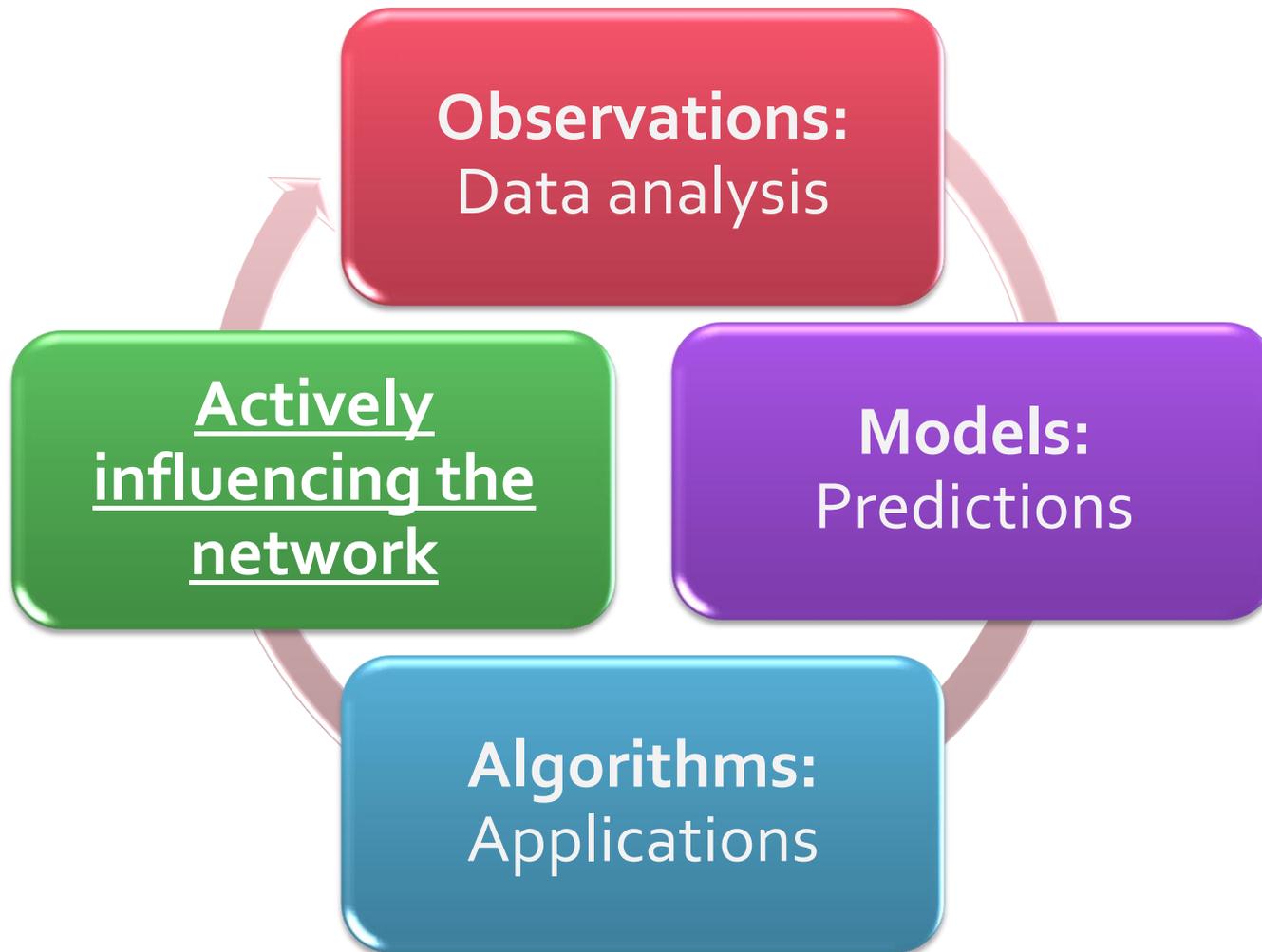
Challenges

- Why are networks the way they are?
- Richer networks, richer more detailed data
 - New findings and observations
- More accurate models
 - Predictive modeling
- Large scale
 - Will find phenomena and emergent patterns not visible at small scales

Future directions

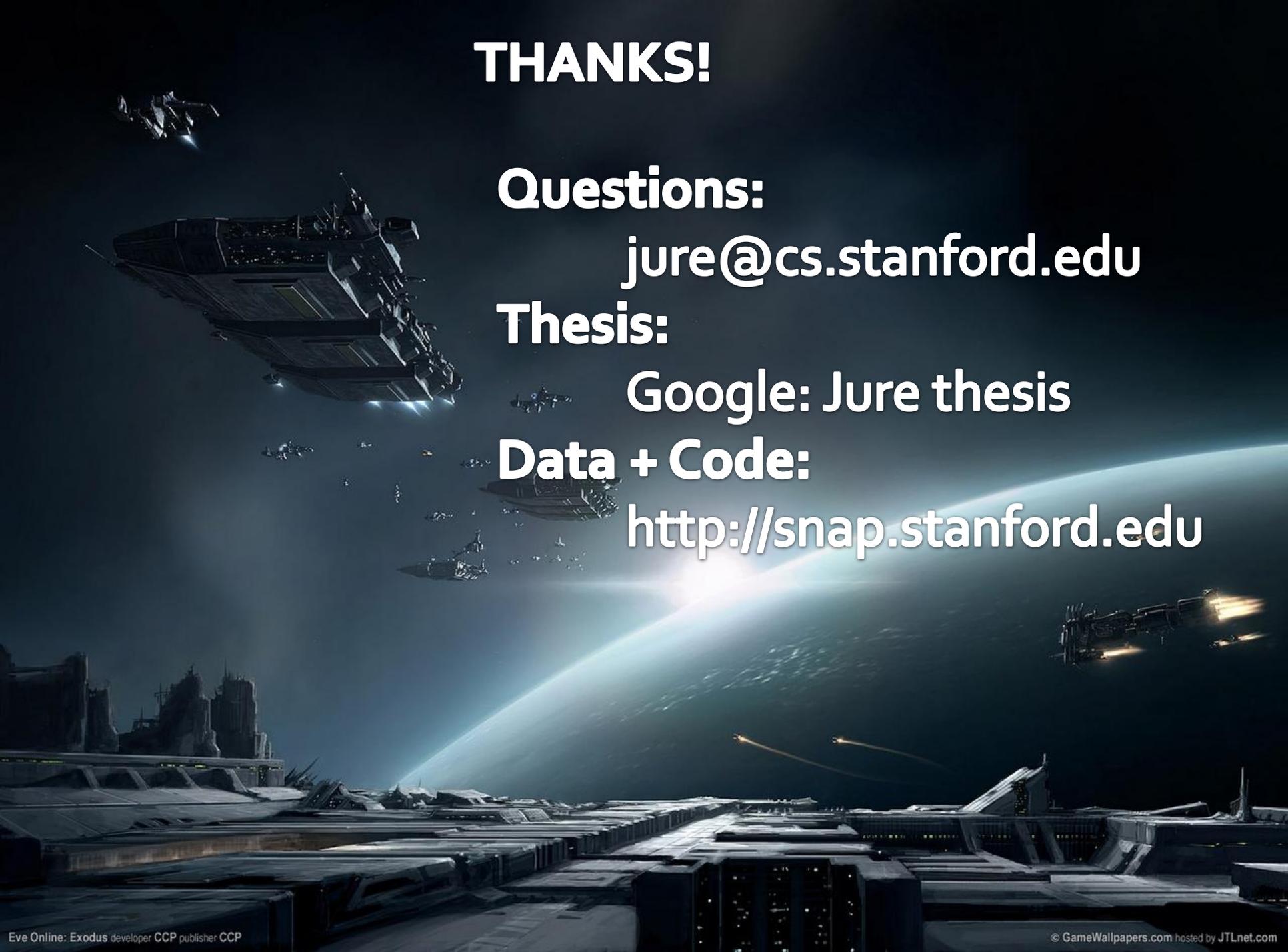
- Global predictive models
 - Online massively multi-player games
- Information diffusion
 - When, where and what post will create a cascade?
- Where to tap the network to get right effects?
 - Social Media Marketing
- Steering the evolution of the network
 - Cultivating the social network

What's next?



Acks

Susan Dumais
Andrew Tomkins
Ravi Kumar
Lada Adamic
Bernardo Huberman
Kevin Lang
Michael Manohey
Zoubin Gharamani
Anirban Dasgupta
Tom Mitchell
John Lafferty
Larry Wasserman
Avrim Blum
Sam Madden
Michalis Faloutsos
Ajit Singh

A detailed space scene from the game Eve Online. In the foreground, a large, dark, industrial structure, possibly a station or a large ship, is visible. The background features a vast expanse of space with several smaller ships flying around. A bright sun or star is visible on the right side, casting a glow over the scene. The overall atmosphere is dark and futuristic.

THANKS!

Questions:

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Thesis:

Google: Jure thesis

Data + Code:

<http://snap.stanford.edu>