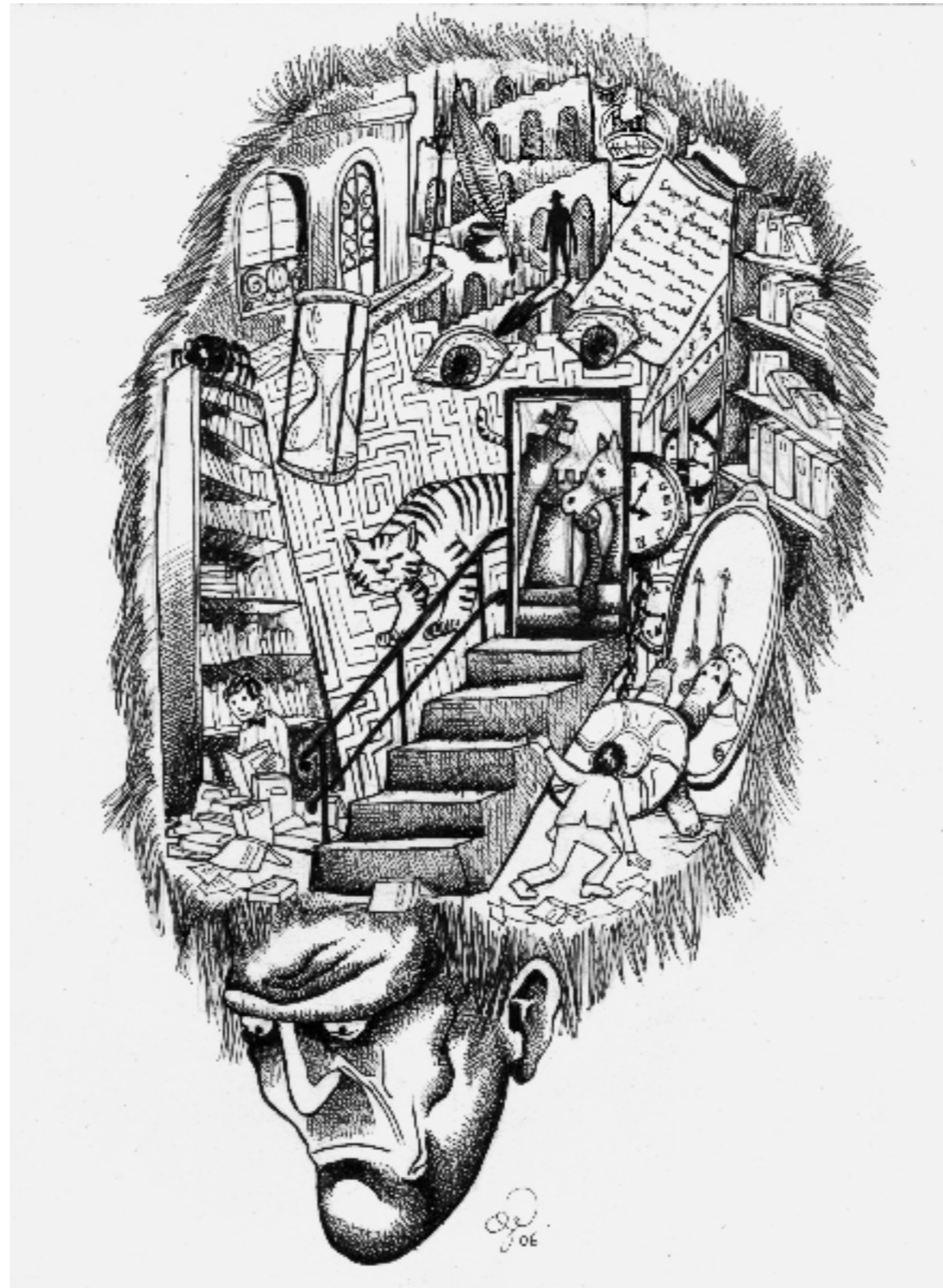


Big DATA vs. Small DATA

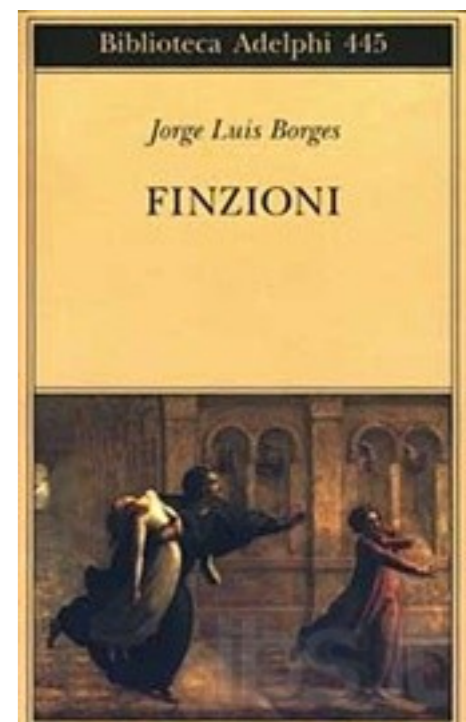
|

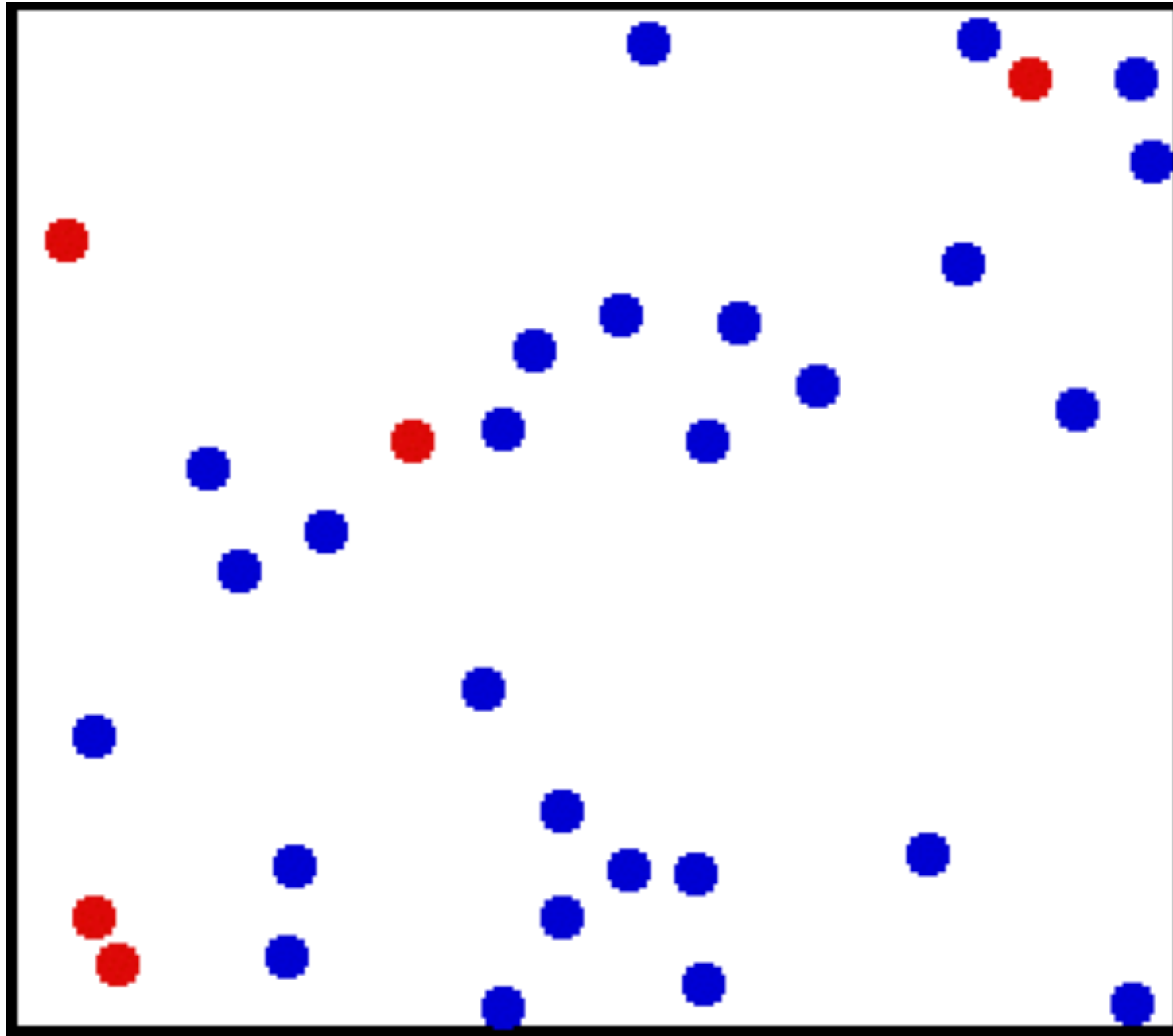
“Noi, in un’occhiata, percepiamo: tre bicchieri su una tavola. Funes: tutti i tralci, i grappoli e gli acini d’una pergola. Sapeva le forme delle nubi australi dell’alba del 30 aprile 1882, e poteva confrontarle, nel ricordo, con la copertina marmorizzata d’un libro che aveva visto una sola volta, o con le spume che sollevò un remo, nel Rio Negro, la vigilia della battaglia di Quebracho. Questi ricordi non erano semplici: ogni immagine visiva era legata a sensazioni muscolari, termiche ecc. Poteva ricostruire tutti i sogni dei suoi sonni, tutte le immagini dei suoi dormiveglia”.

“Funes o della memoria”



Silvia Hopenhayn per il quotidiano argentino La Nación



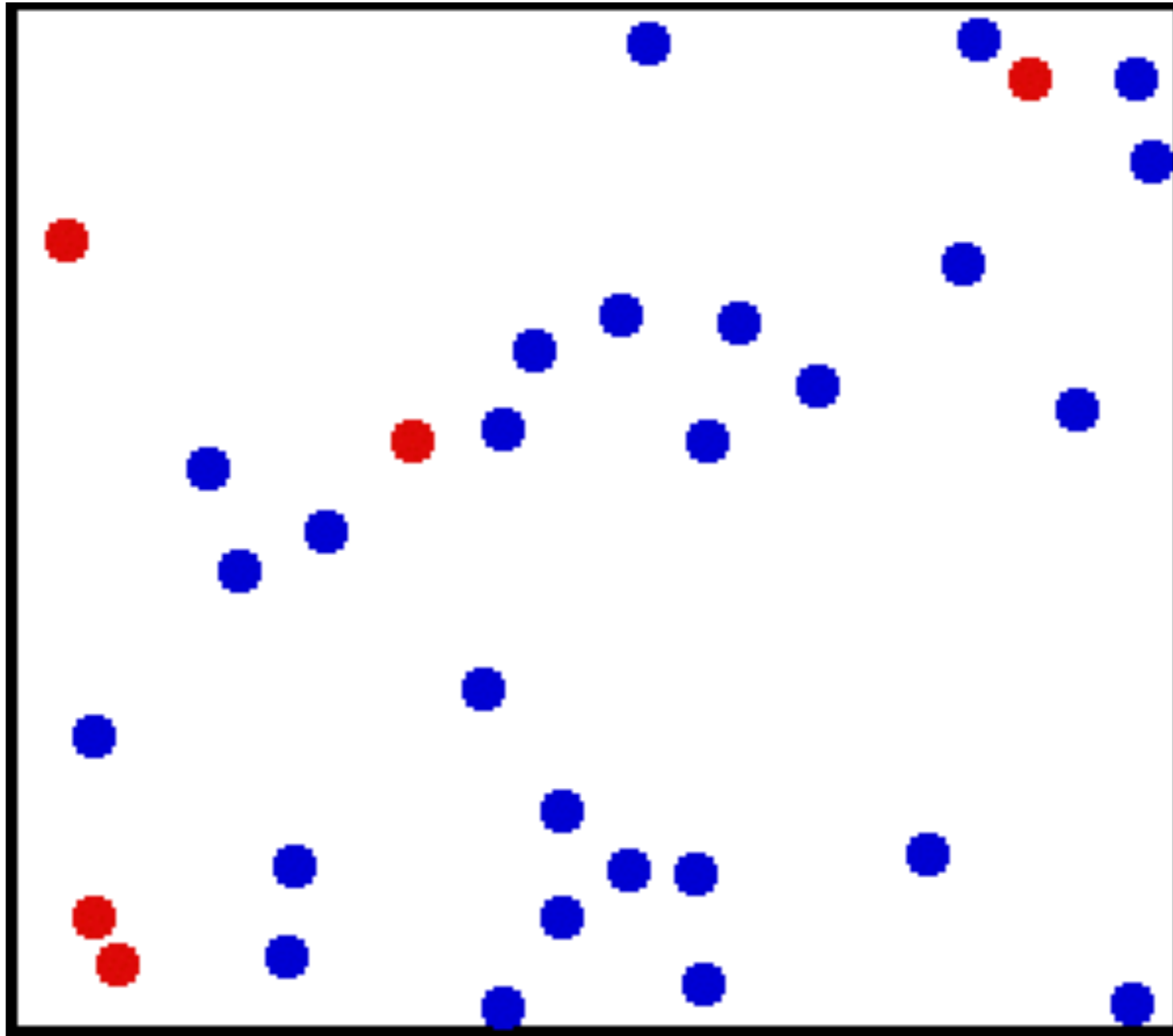


Memoria vs. sintesi (data compression)

Microscopico vs. macroscopico

$\sim 10^{23}$

$O(1)$



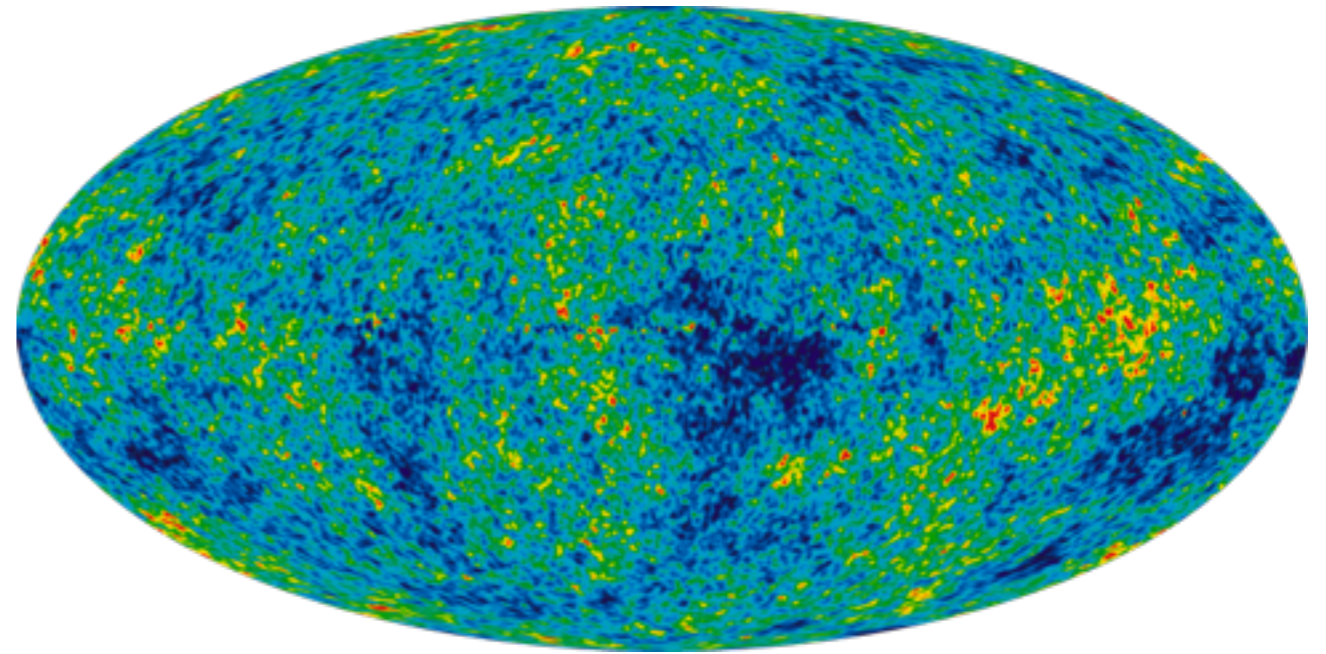
Memoria vs. sintesi (data compression)

Microscopico vs. macroscopico

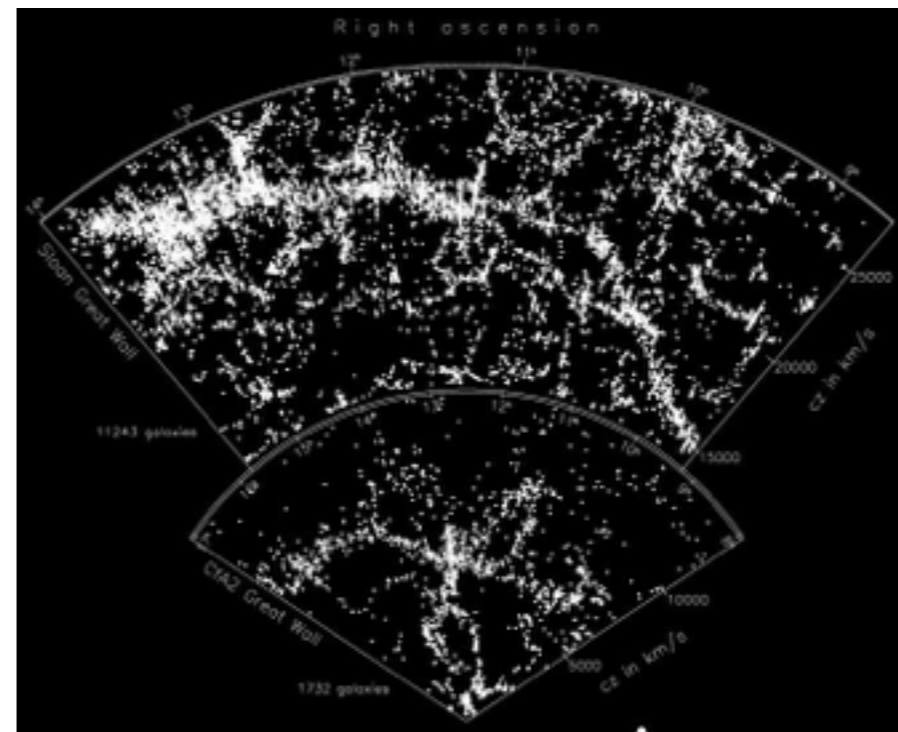
$\sim 10^{23}$

$O(1)$

Traditional DATA sources



Observations

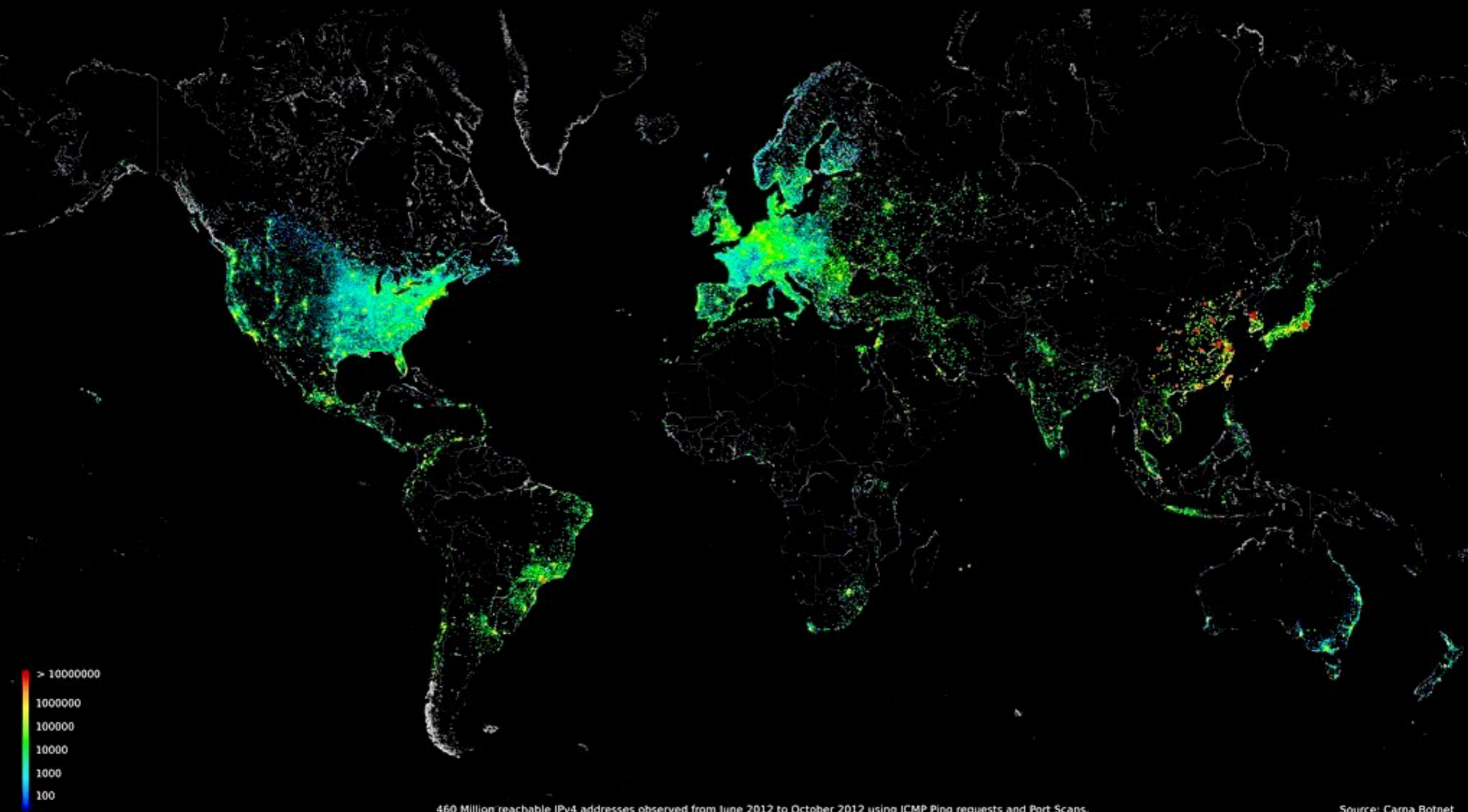


Traditional DATA sources

Experiments

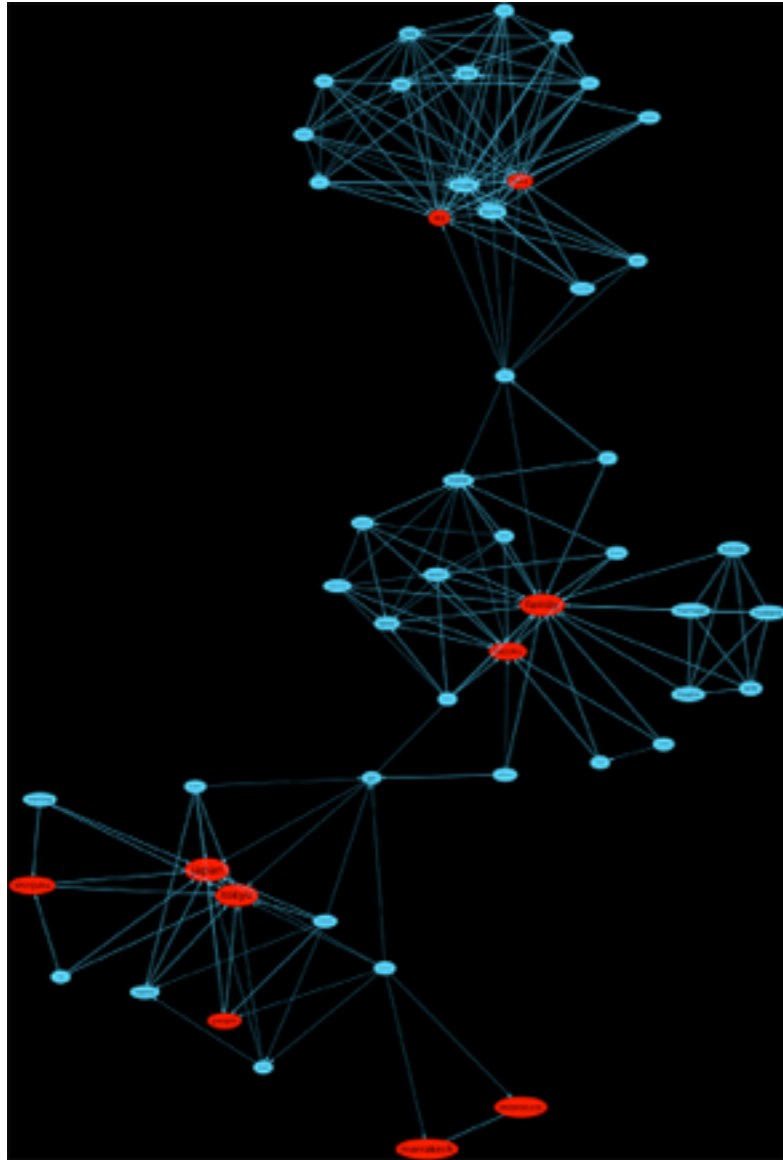


The Internet



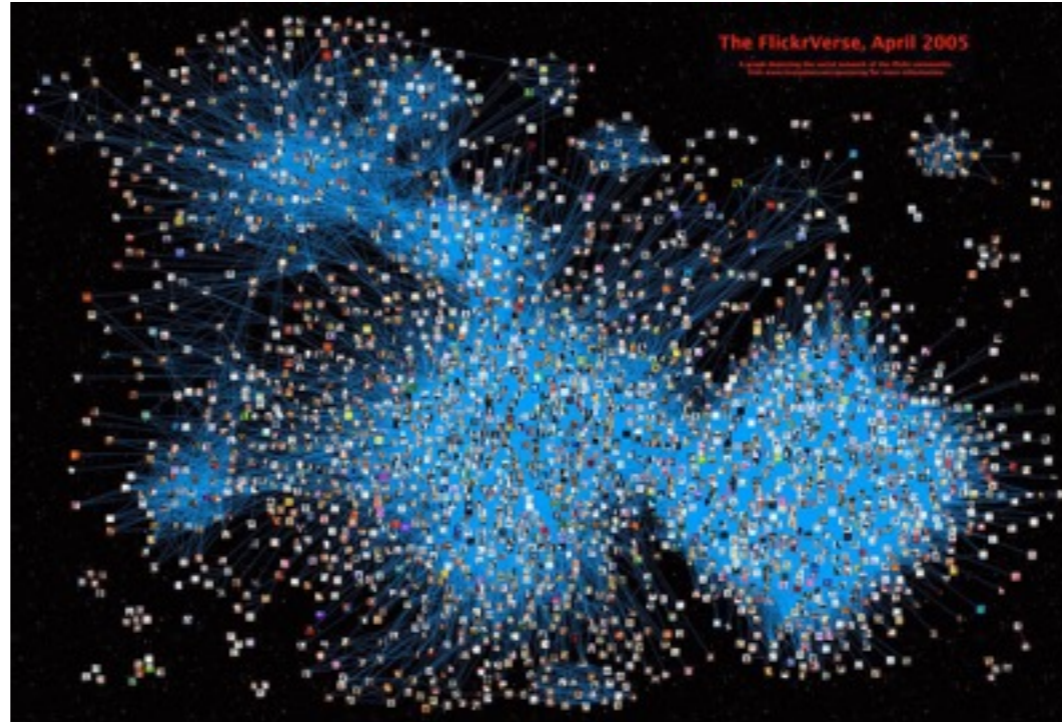
The Largest Artificial Entity in History

Techno-social systems



user level

cognitive,
behavioural



community
level

social,
interactive



infrastructure
level

ICT, networks,
physical-digital

Executive Summary

Annual global IP traffic will pass the zettabyte ([ZB]; 1000 exabytes [EB]) threshold by the end of 2016, and will reach 2.3 ZB per year by 2020. By the end of 2016, global IP traffic will reach 1.1 ZB per year, or 88.7 EB per month, and by 2020 global IP traffic will reach 2.3 ZB per year, or 194 EB per month.

Global IP traffic will increase nearly threefold over the next 5 years. Overall, IP traffic will grow at a compound annual growth rate (CAGR) of 22 percent from 2015 to 2020. Monthly IP traffic will reach 25 GB per capita by 2020, up from 10 GB per capita in 2015.

Busy-hour Internet traffic is growing more rapidly than average Internet traffic. Busy-hour (or the busiest 60-minute period in a day) Internet traffic increased 51 percent in 2015, compared with 29-percent growth in average traffic. Busy-hour Internet traffic will increase by a factor of 4.6 between 2015 and 2020, and average Internet traffic will increase by a factor of 2.0.

Smartphone traffic will exceed PC traffic by 2020. In 2015, PCs accounted for 53 percent of total IP traffic, but by 2020 PCs will account for only 29 percent of traffic. Smartphones will account for 30 percent of total IP traffic in 2020, up from 8 percent in 2015. PC-originated

traffic will grow at a CAGR of 8 percent, and TVs, tablets, smartphones, and machine-to-machine (M2M) modules will have traffic growth rates of 17 percent, 39 percent, 58 percent, and 44 percent, respectively.

Traffic from wireless and mobile devices will account for two-thirds of total IP traffic by 2020. By 2020, wired devices will account for 34 percent of IP traffic, and Wi-Fi and mobile devices will account for 66 percent of IP traffic. In 2015, wired devices accounted for the majority of IP traffic, at 52 percent.

Content delivery networks (CDNs) will carry nearly two-thirds of Internet traffic by 2020. Sixty-four percent of all Internet traffic will cross CDNs by 2020 globally, up from 45 percent in 2015.

The number of devices connected to IP networks will be more than three times the global population by 2020. There will be 3.4 networked devices per capita by 2020, up from 2.2 networked devices per capita in 2015. There will be 26.3 billion networked devices in 2020, up from 16.3 billion in 2015.

Broadband speeds will nearly double by 2020. By 2020, global fixed broadband speeds will reach 47.7 Mbps, up from 24.7 Mbps in 2015.

By the year 2020

2.3

zettabytes will be the amount of annual global IP traffic.

47.7

Mbps of global fixed broadband speeds up from 24.7 Mbps in 2015.

30%

of total IP traffic will be from smartphones (exceeding PC traffic).

2/3

Traffic from wireless devices will account for two-thirds of total IP traffic by 2020.

3.4

devices per capita will be connected to IP networks (3X the global population).

1000 MEGABYTES = 1GB

MEGABYTES

1000 GIGABYTES = 1TB

GIGABYTES

1000 TERABYTES = 1PB

TERABYTES

1000 PETABYTES = 1EB

PETABYTES

1000 EXABYTES = 1 ZETTABYTE

EXABYTES

1ZB

What is a Zettabyte?

1,000,000,000,000 gigabytes

1,000,000,000,000 terabytes

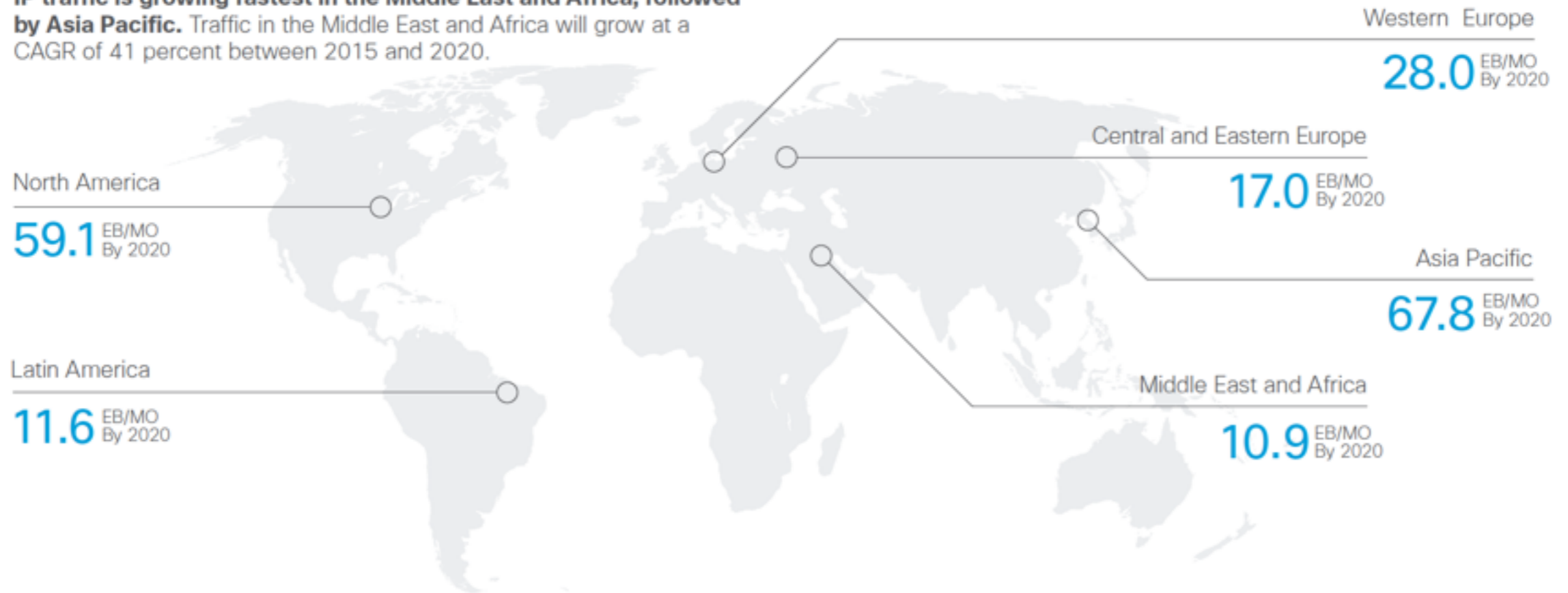
1,000,000,000,000 petabytes

1,000,000,000,000 exabytes

1,000,000,000,000 zettabyte

Regional Highlights

IP traffic is growing fastest in the Middle East and Africa, followed by Asia Pacific. Traffic in the Middle East and Africa will grow at a CAGR of 41 percent between 2015 and 2020.



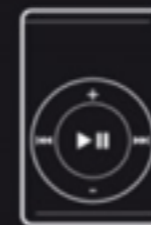
A

A byte equals 1 character of text...



A Zettabyte would cover War And Peace by Leo Tolstoy (nearly 1,250 pages) at least

323 trillion times



1 gigabyte can store 960 minutes of music...



So technically a Zettabyte would be able to store just over

2 billion years of music

Sources of data

Social Networks

(human-sourced information)

1100. Social Networks: Facebook, Twitter, Tumblr etc.

1200. Blogs and comments

1300. Personal documents

1400. Pictures: Instagram, Flickr, Picasa etc.

1500. Videos: Youtube etc.

1600. Internet searches

1700. Mobile data content: text messages

1800. User-generated maps

1900. E-Mail

Traditional Business systems

(process-mediated data):

21. Data produced by Public Agencies

2110. Medical records

22. Data produced by businesses

2210. Commercial transactions

2220. Banking/stock records

2230. E-commerce

2240. Credit cards

Internet of Things

(machine-generated data)

31. Data from sensors

311. Fixed sensors

3111. Home automation

3112. Weather/pollution sensors

3113. Traffic sensors/webcam

3114. Scientific sensors

3115. Security/surveillance videos/images

312. Mobile sensors (tracking)

3121. Mobile phone location

3122. Cars

3123. Satellite images

32. Data from computer systems

3210. Logs

3220. Web logs

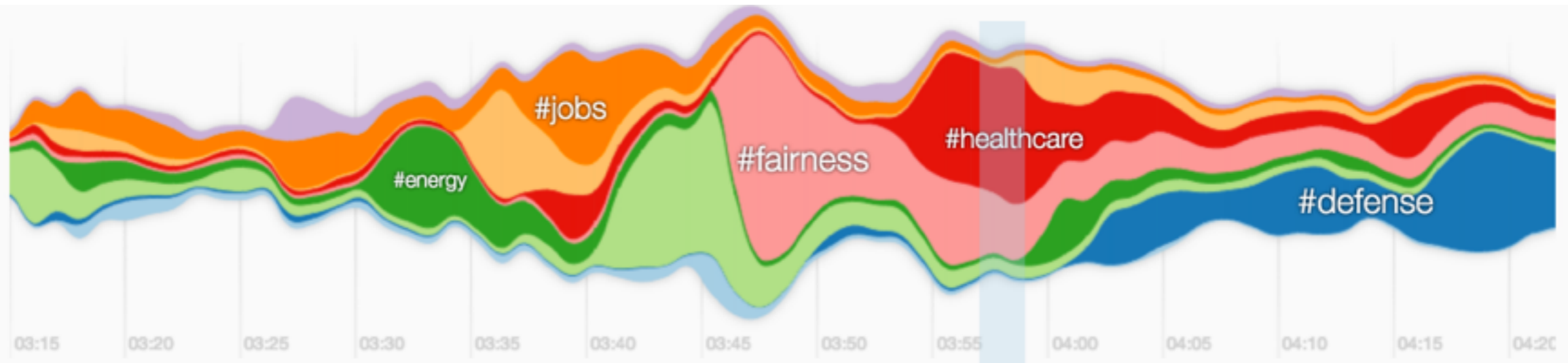
Data exhausts

data generated as a byproduct of people's
online actions and choices

Frozen

Forced perspectives

Contexts ??

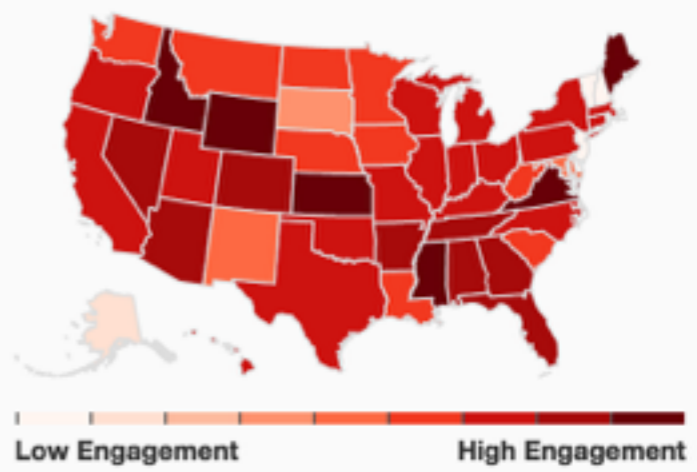


Steve's right. That's why, tonight, I ask every American who knows someone without health insurance to help them get covered by March 31st. Moms, get on your kids to sign up. Kids, call your mom and walk her through the application. It will give her some peace of mind – plus, she'll appreciate hearing from you.

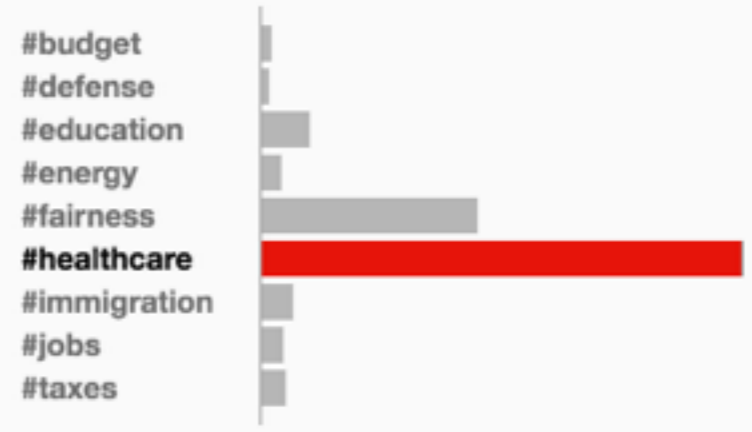
After all, that's the spirit that has always moved this nation forward. It's the spirit of citizenship – the recognition that through hard work and responsibility, we can pursue our individual dreams, but still come together as one American family to make sure the next generation can pursue its dreams as well.

Citizenship means standing up for everyone's right to vote. Last year, part of the Voting Rights Act was weakened. But conservative Republicans and liberal Democrats are working together to strengthen it; and the bipartisan commission I appointed last year has offered reforms so that no one has to wait more than a half hour to vote. Let's support these efforts. It should be the power of our vote, not the size of our bank account, that drives our democracy.

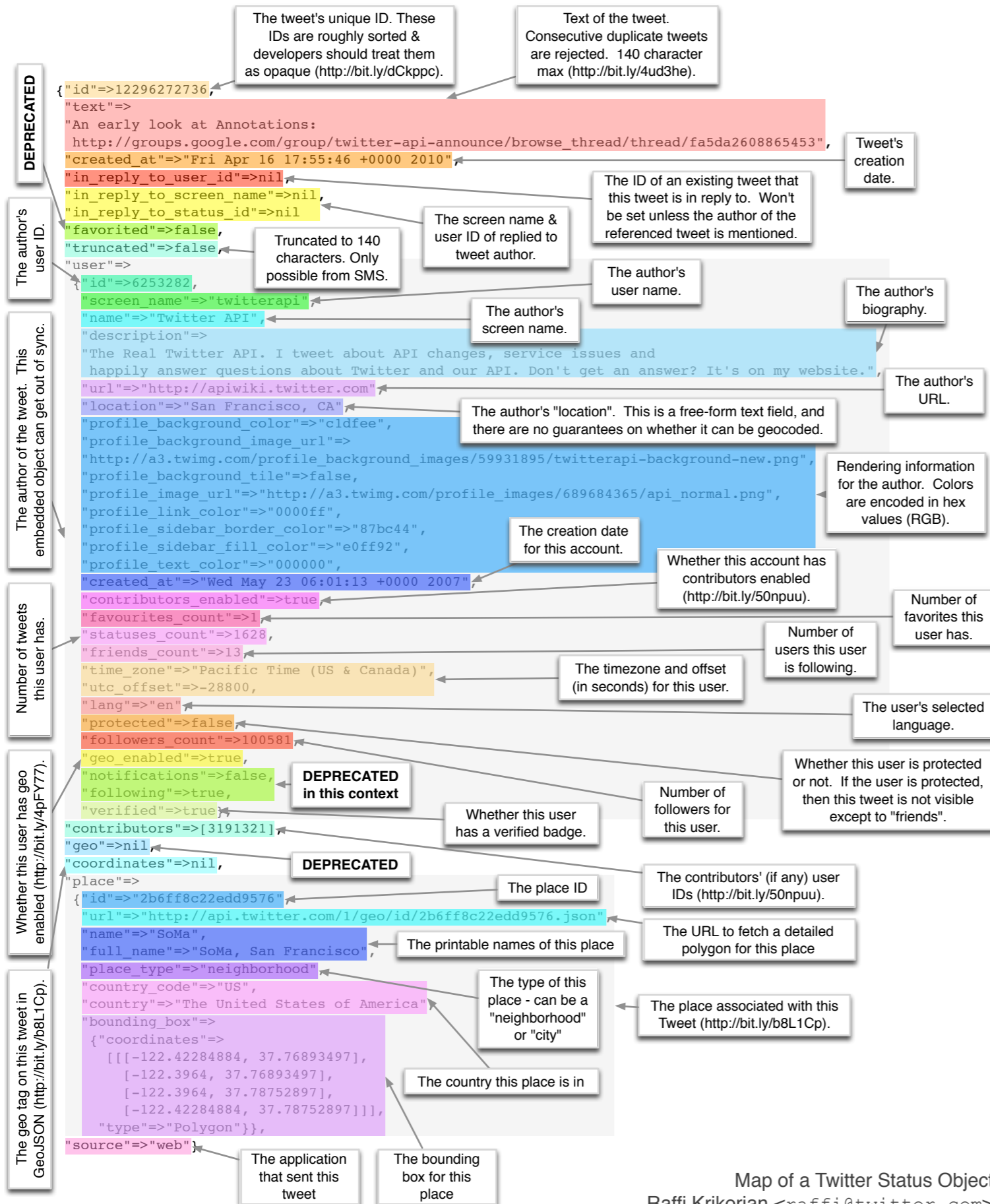
Real-time engagement distribution on Twitter for this paragraph



Map for #healthcare



Metadata





More than
4m
articles on the
English language
Wikipedia

About
250,000
new Wikipedia
accounts are
created each
month



More than
131,000
people have performed an
edit on Wikipedia within the
last month



Wikipedia is in more than
280
different languages

Anyone
can edit
Wikipedia



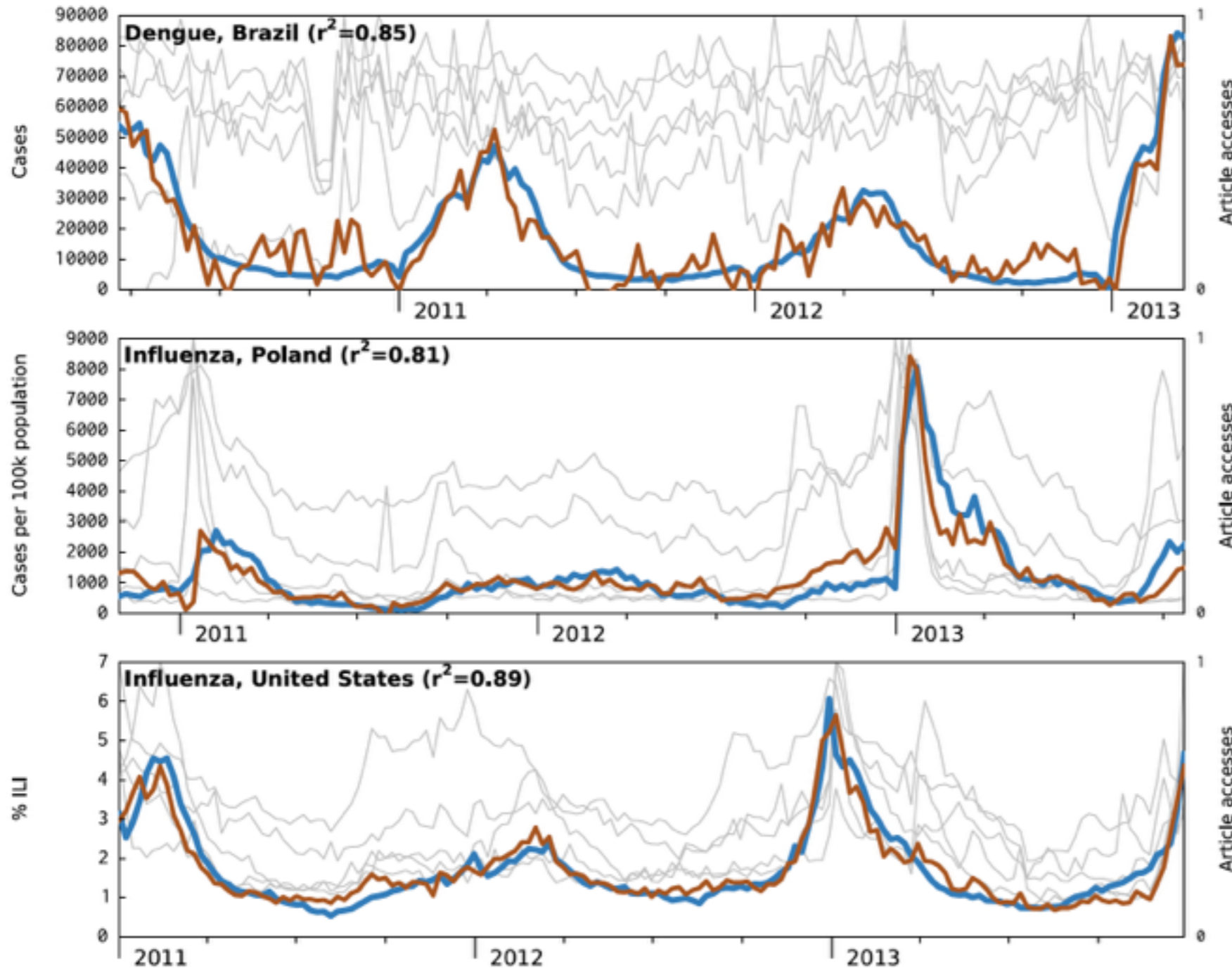
Sources:
Wikipedia, Alexa,
The Noun Project



Global Disease Monitoring and Forecasting with Wikipedia

Nicholas Generous*, Geoffrey Fairchild, Alina Deshpande, Sara Y. Del Valle, Reid Priedhorsky

Defense Systems and Analysis Division, Los Alamos National Laboratory, Los Alamos, New Mexico, United States of America

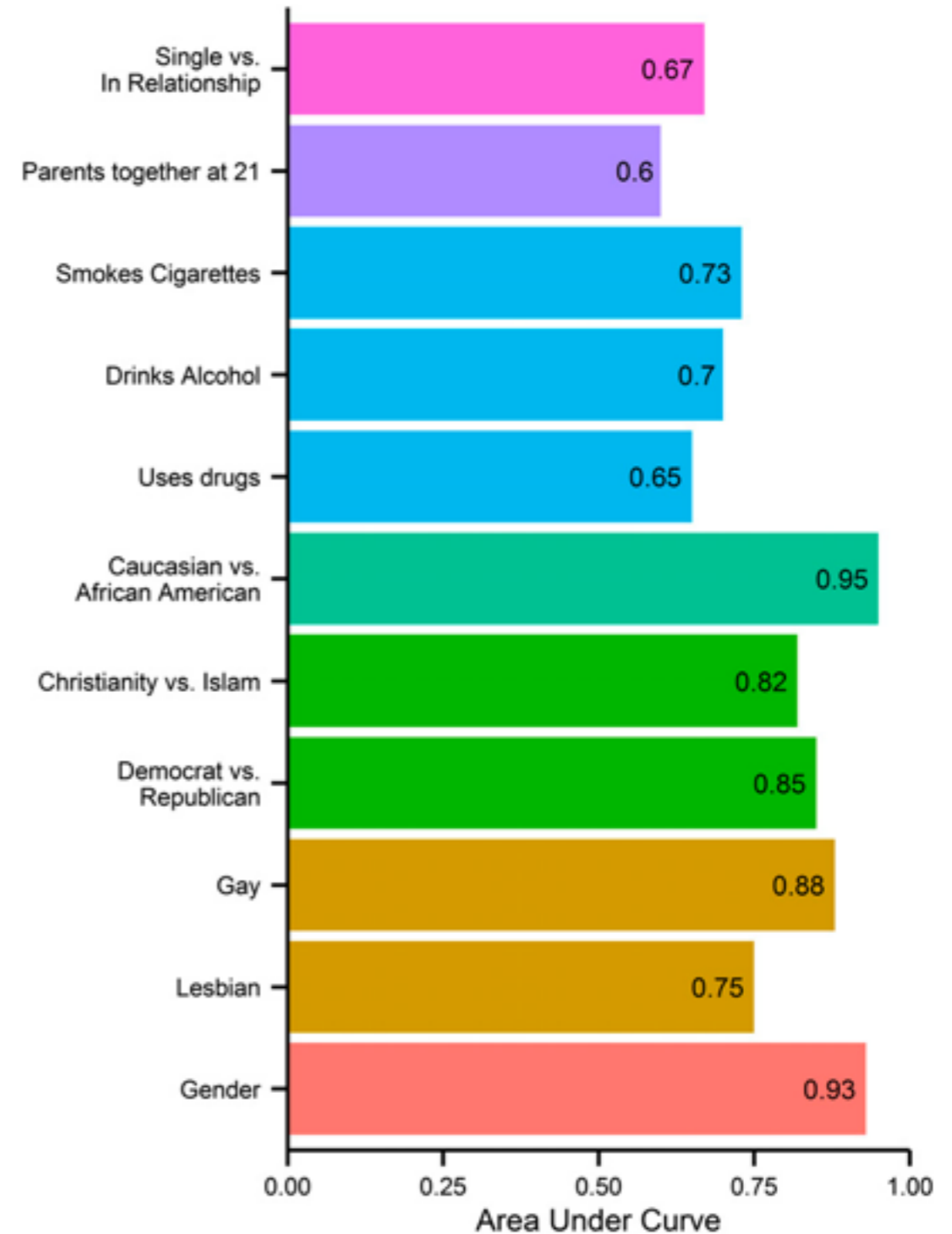
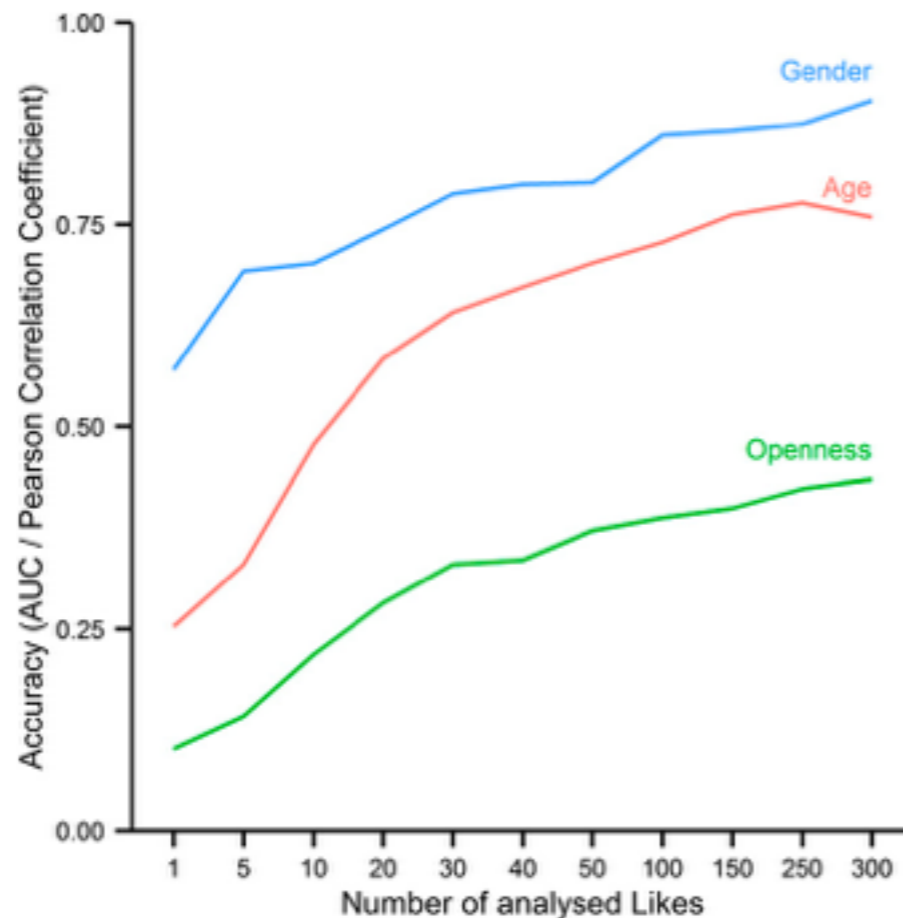


Implicit signals

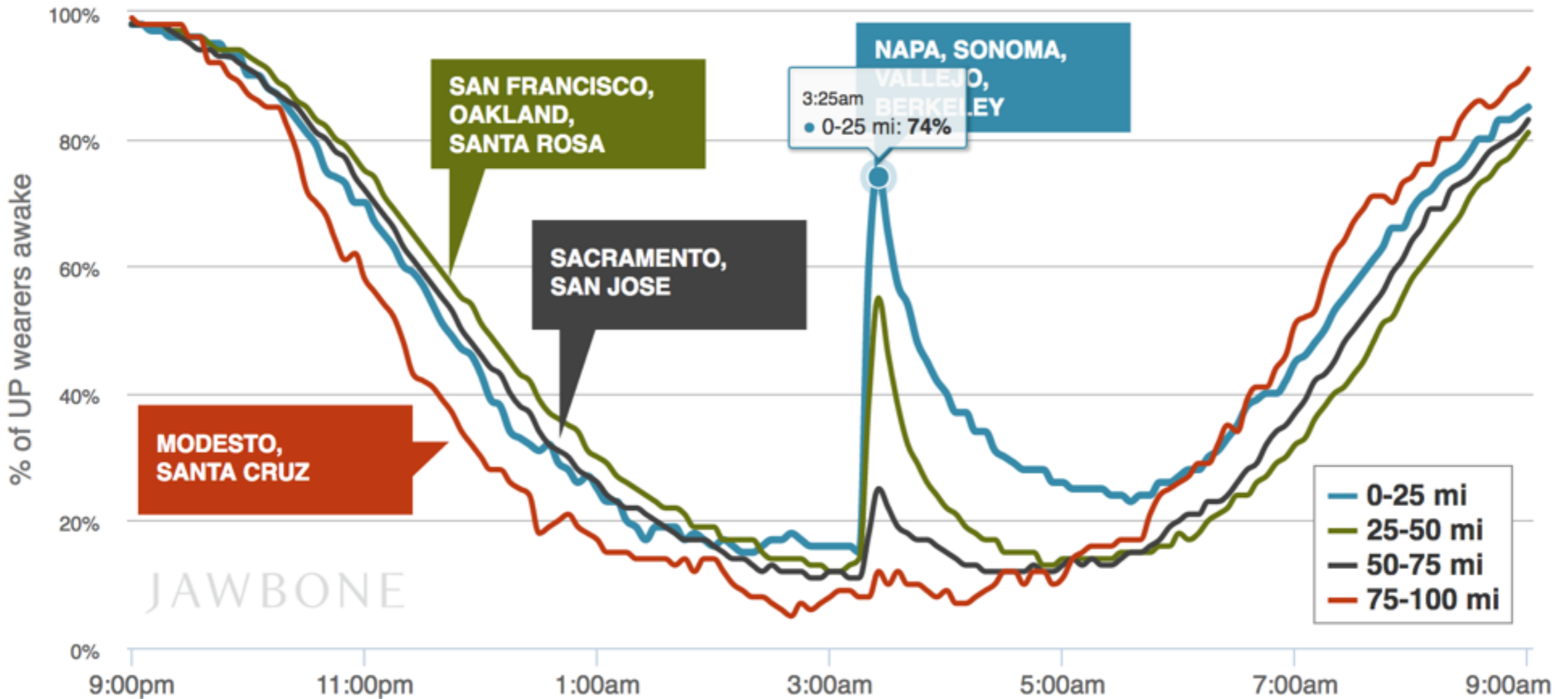
Private traits and attributes are predictable from digital records of human behavior

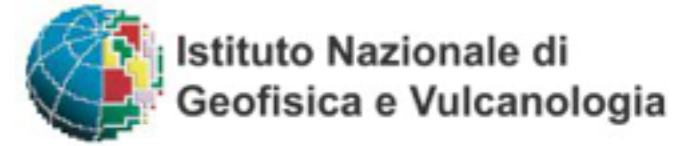
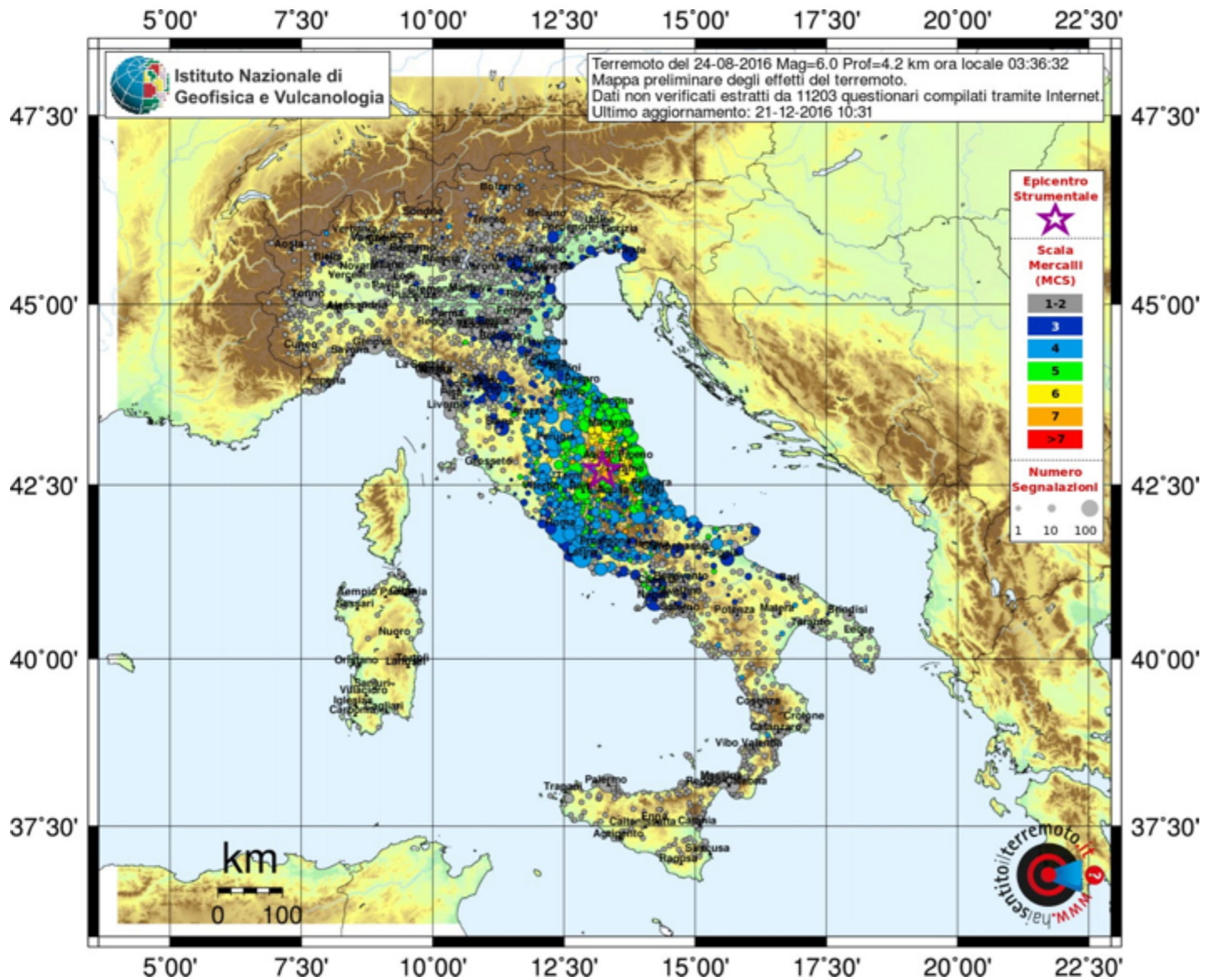
Michal Kosinski^{a,1}, David Stillwell^a, and Thore Graepel^b

We show that easily accessible digital records of behaviour, Facebook Likes, can be used to automatically and accurately predict a range of highly sensitive personal attributes including: sexual orientation, ethnicity, religious and political views, personality traits, intelligence, happiness, use of addictive substances, parental separation, age, and gender.



HOW THE NAPA EARTHQUAKE AFFECTED BAY AREA SLEEPERS





27234 corrispondenti fissi
 10752 terremoti rappresentati
 889961 questionari compilati

P. Tosi e V. De Rubeis (INGV)
www.haisentitoilterremoto.it

5°00' 7°30' 10°00' 12°30' 15°00' 17°30' 20°00' 22°30'



Istituto Nazionale di
Geofisica e Vulcanologia

Terremoto del 24-08-2016 Mag=6.0 Prof=4.2 km ora locale 03:36:32.
Mappa preliminare degli effetti del terremoto.
Dati non verificati estratti da 11203 questionari compilati tramite Internet.
Ultimo aggiornamento: 21-12-2016 10:31

47°30'

47°30'

45°00'

45°00'

42°30'

42°30'

40°00'

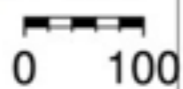
40°00'

37°30'

37°30'



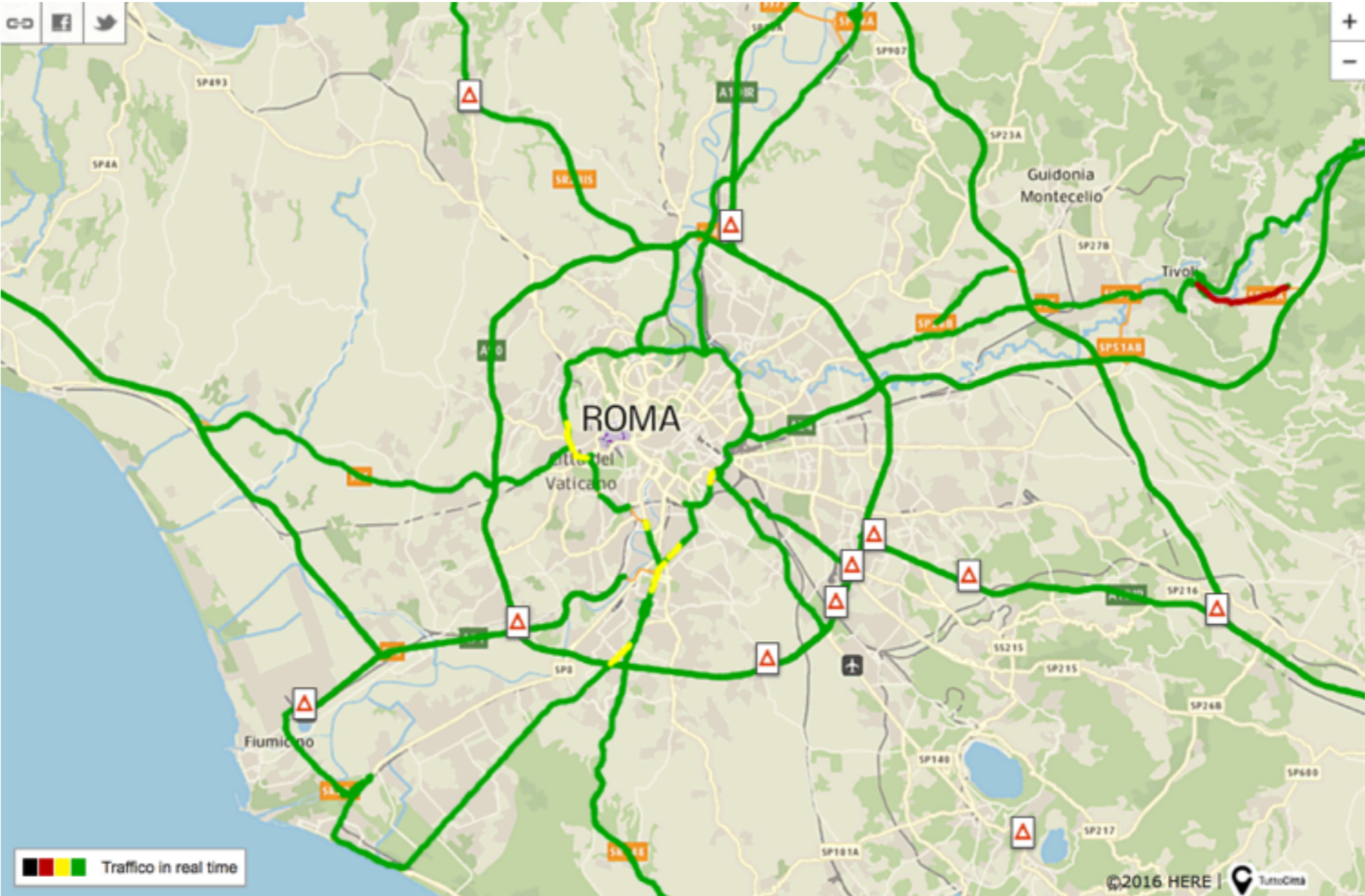
km



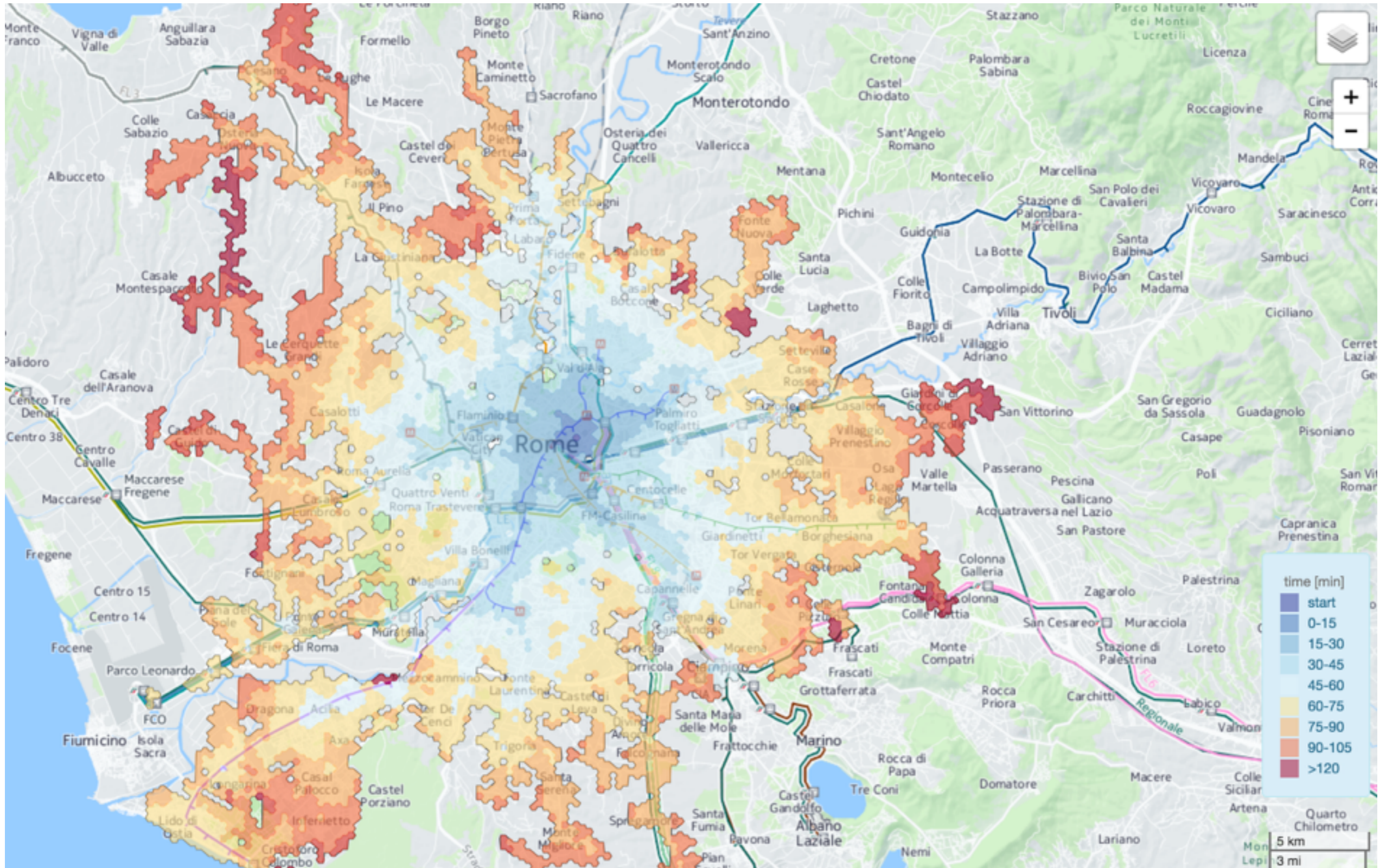
5°00' 7°30' 10°00' 12°30' 15°00' 17°30' 20°00' 22°30'



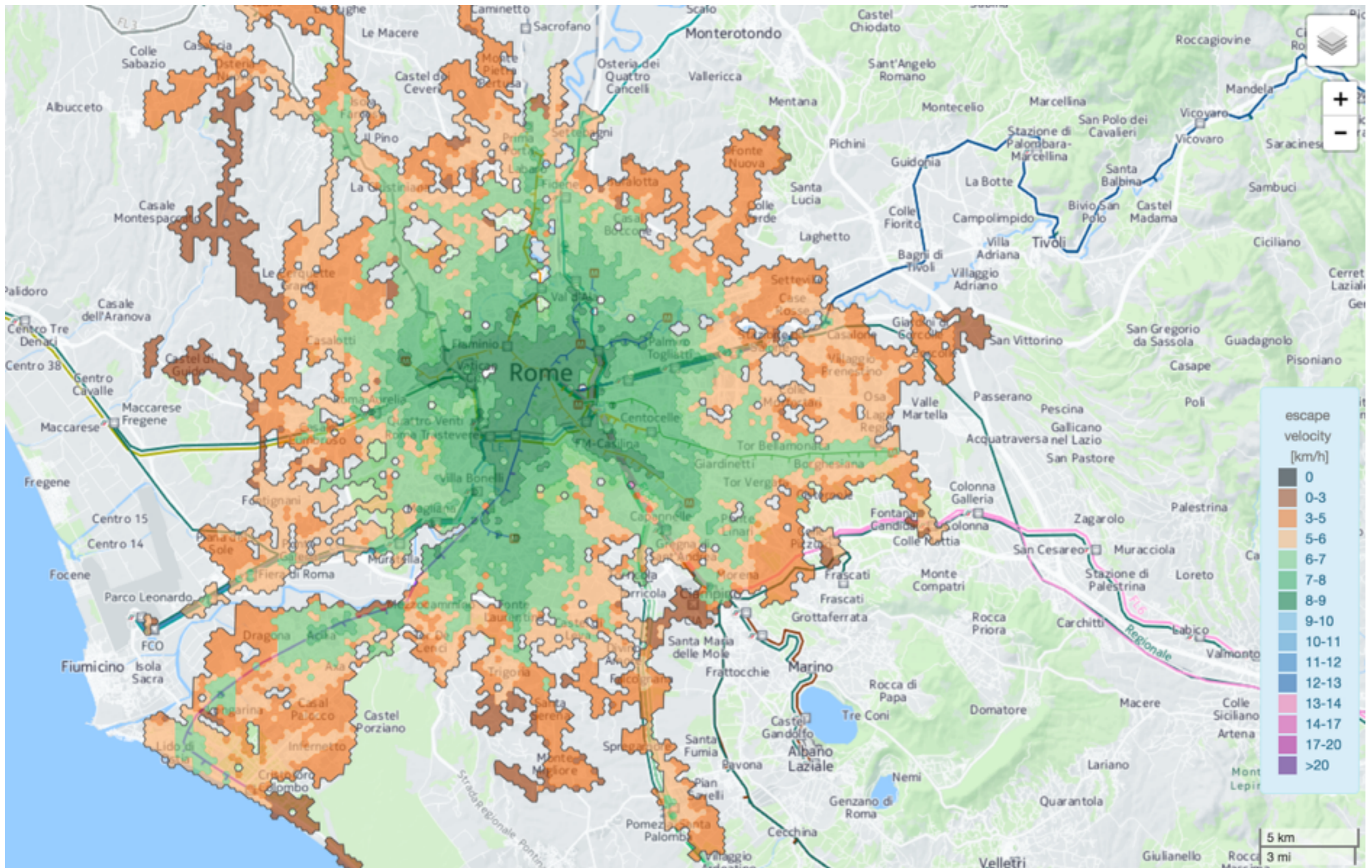
Mobility data and insurances



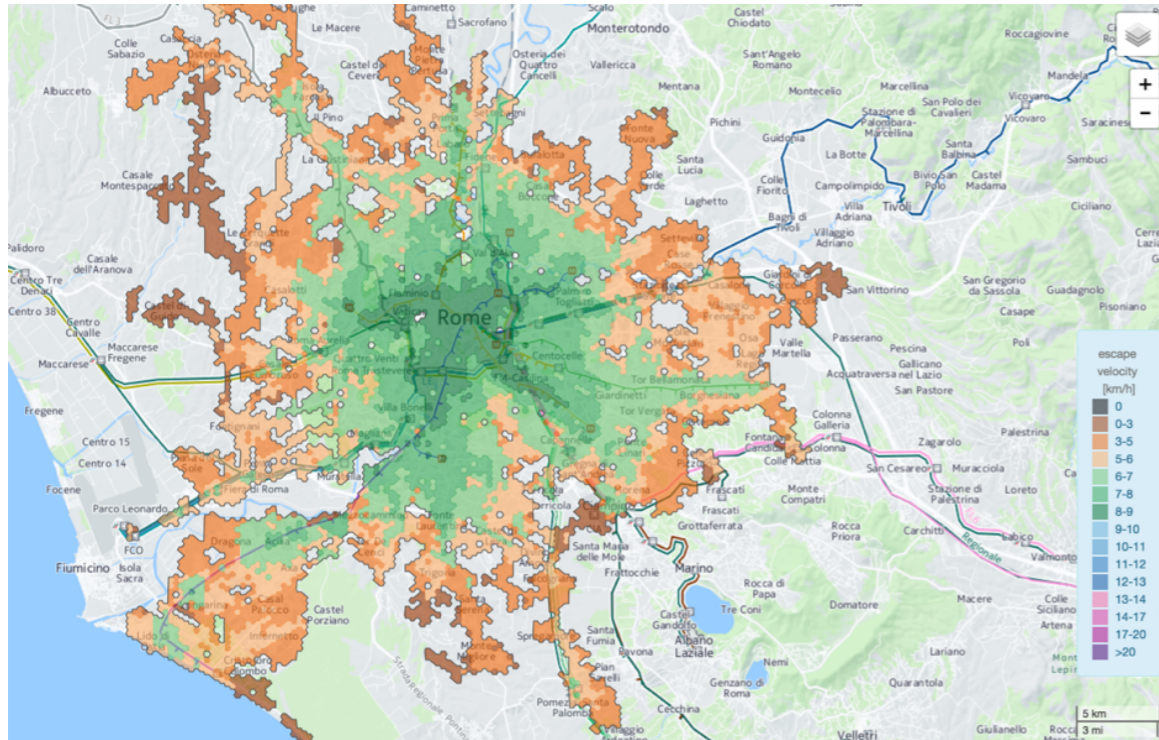
Citychrone - Isochrones



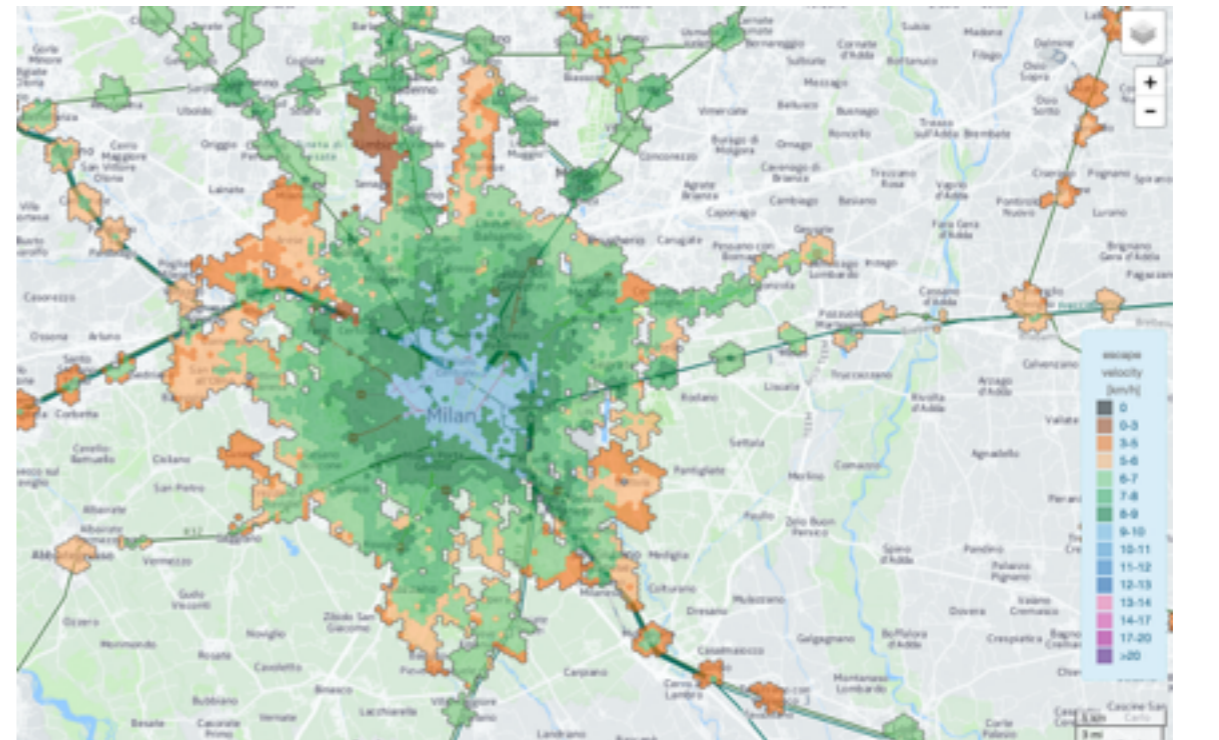
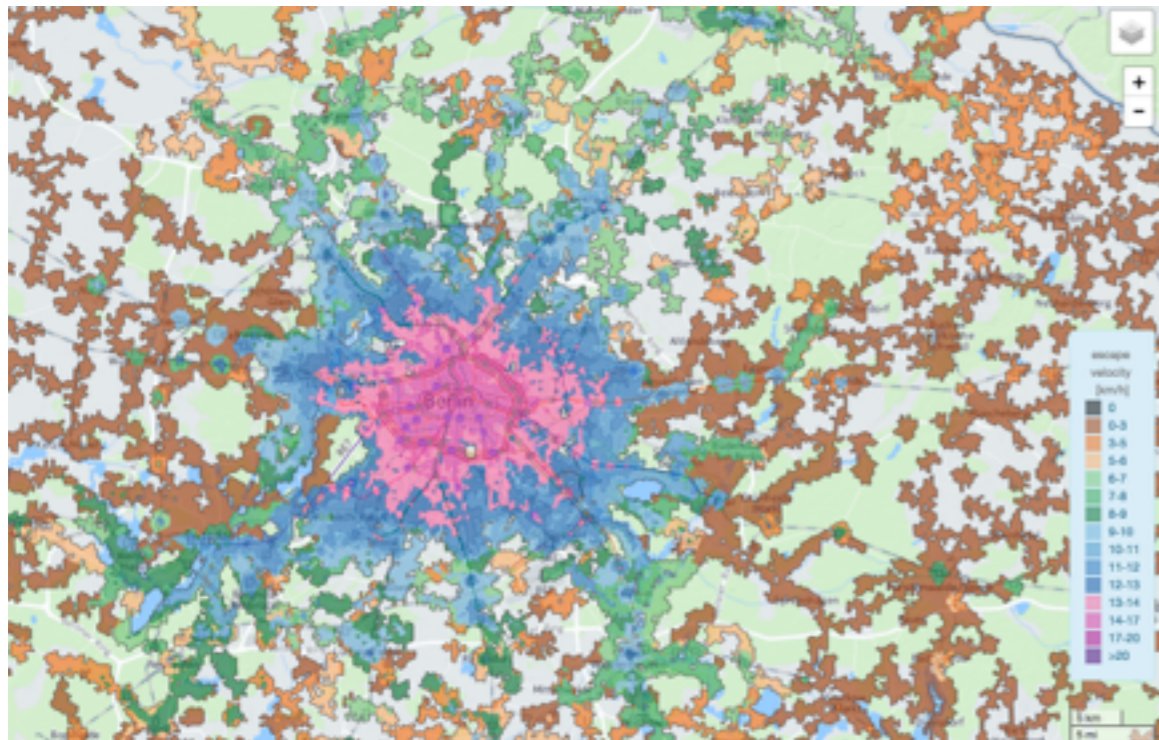
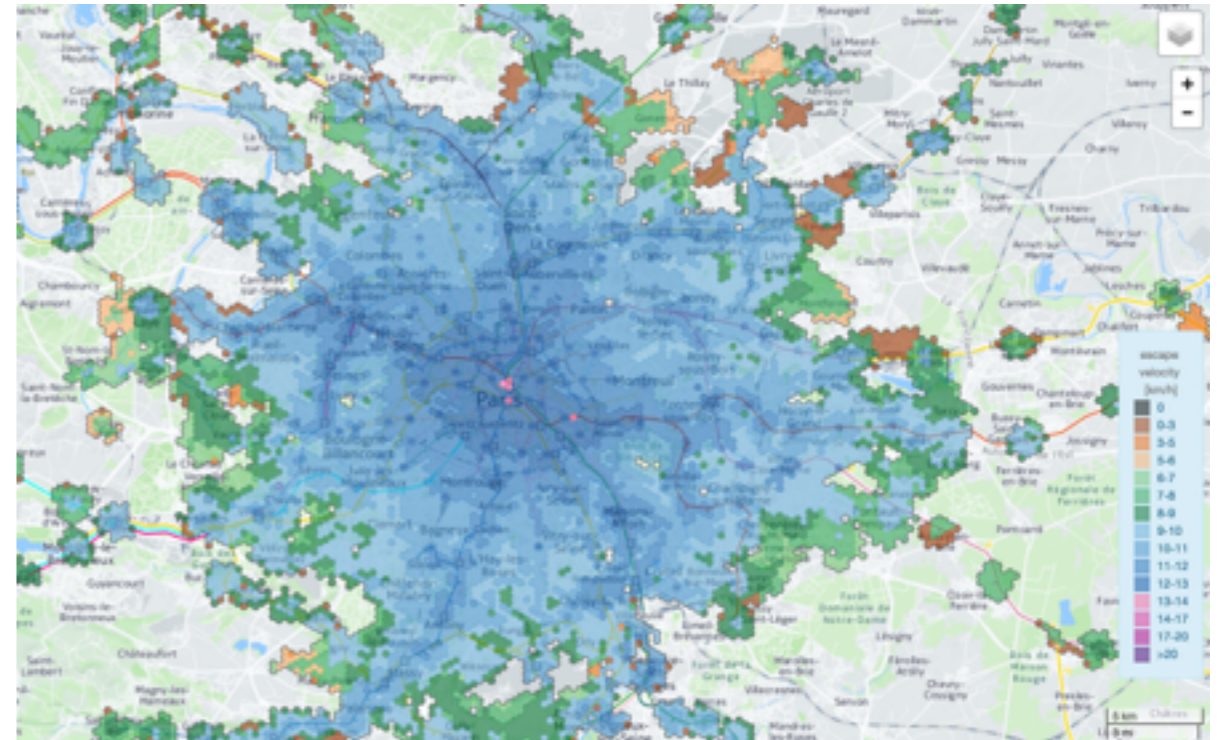
Citychrone - Escape velocities



Rome



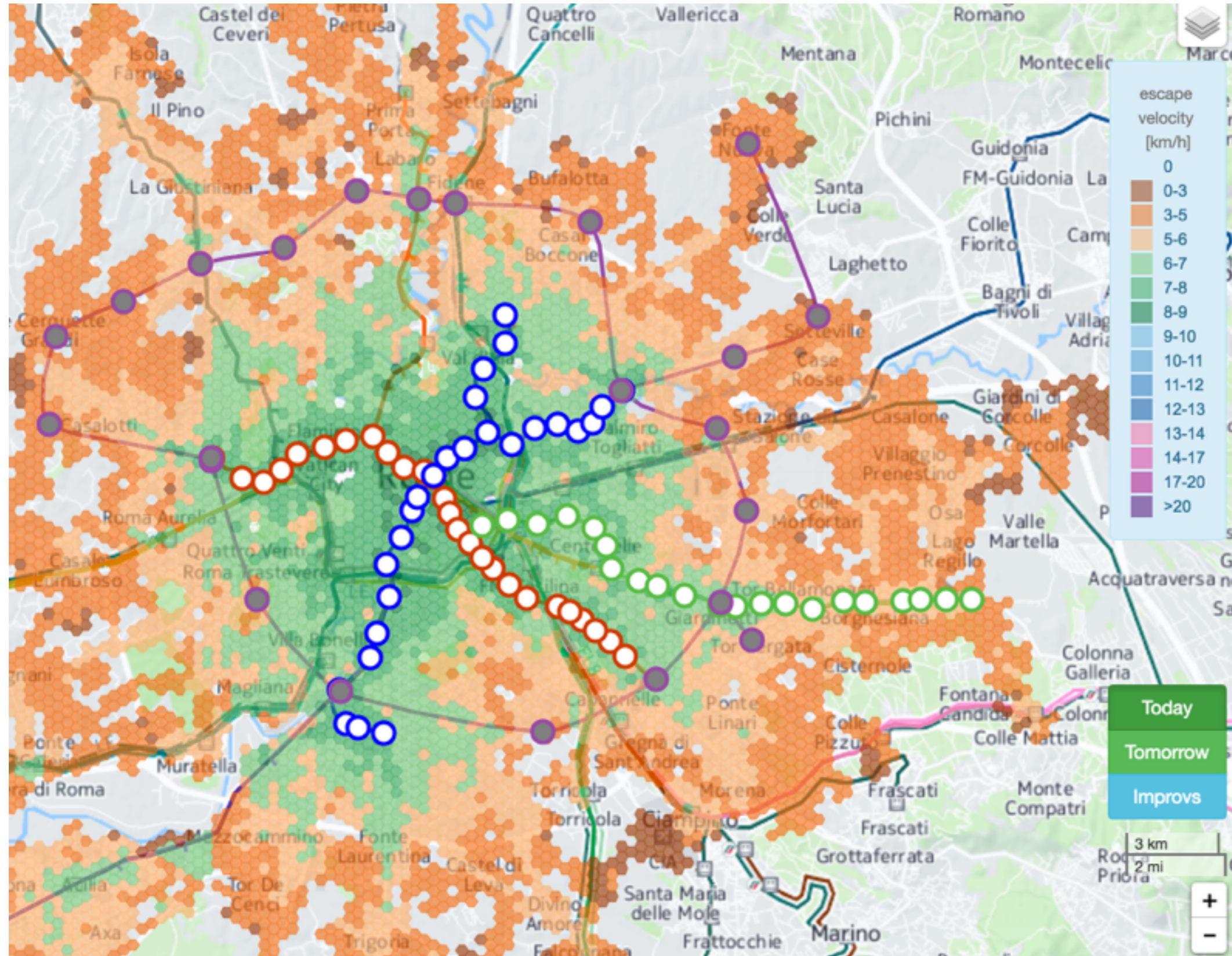
Paris



Berlin

Milan

Planning new lines



Big DATA vs. Small DATA

||

Making sense of all these data

Approaches

- 4.1 Decision tree learning
- 4.2 Association rule learning
- 4.3 Artificial neural networks
- 4.4 Deep learning
- 4.5 Inductive logic programming
- 4.6 Support vector machines
- 4.7 Clustering
- 4.8 Bayesian networks
- 4.9 Reinforcement learning
- 4.10 Representation learning
- 4.11 Similarity and metric learning
- 4.12 Sparse dictionary learning
- 4.13 Genetic algorithms
- 4.14 Rule-based machine learning
- 4.15 Learning classifier systems

Machine learning

BIG DATA

+

ENHANCED COMPUTATIONAL
POWER

Credit Risk Analysis

Data:

<i>Customer103: (time=t0)</i>	...	<i>Customer103: (time=tn)</i>
Years of credit: 9		Years of credit: 9
Loan balance: \$2,400		Loan balance: \$4,500
Income: \$52k		Income: ?
Own House: Yes		Own House: Yes
Other delinquent accts: 2		Other delinquent accts: 3
Max billing cycles late: 3		Max billing cycles late: 6
Profitable customer?: ?		Profitable customer?: No
...		...

Rules learned from synthesized data:

If Other-Delinquent-Accounts > 2, and
Number-Delinquent-Billing-Cycles > 1
Then Profitable-Customer? = No
[Deny Credit Card application]

If Other-Delinquent-Accounts = 0, and
(Income > \$30k) OR (Years-of-Credit > 3)
Then Profitable-Customer? = Yes
[Accept Credit Card application]

All that glitters ain't gold!

BIG DATA: SEIZING OPPORTUNITIES, PRESERVING VALUES

Executive Office of the President

MAY 2014



“big data analytics have the potential to eclipse longstanding civil rights protections in how personal information is used in housing, credit, employment, health, education, and the marketplace.”

profiling
segmentation

Big Data Comes With the Biases of Its Creators

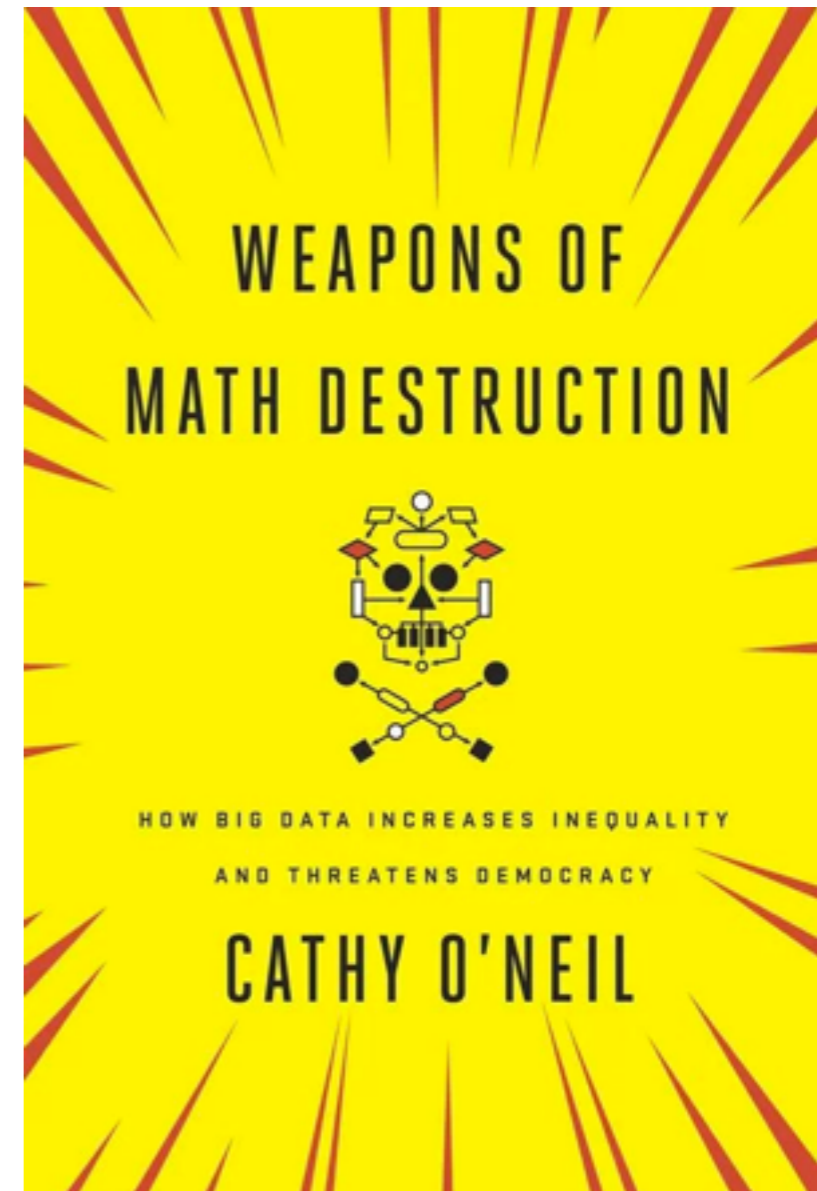
Rana Foroohar @RanaForoohar | Sept. 7, 2016



Algorithmic discrimination

Opacity

Filtering bubble



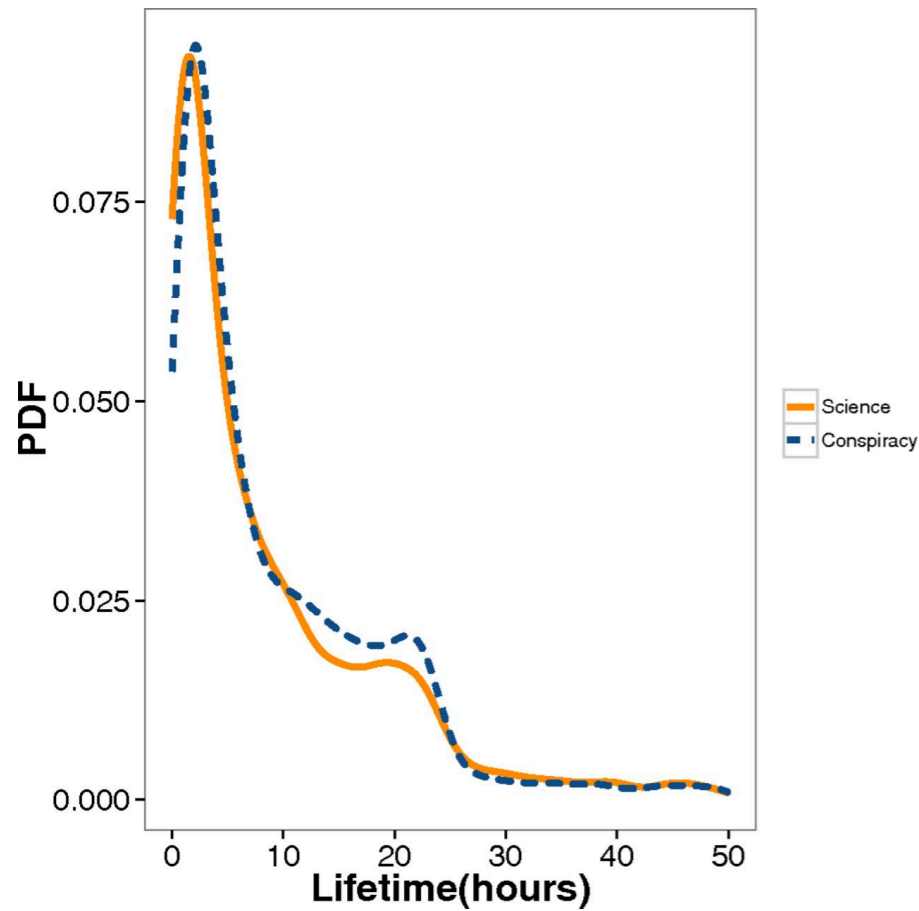
The Scoring of America: How Secret Consumer Scores Threaten Your Privacy and Your Future

By Pam Dixon and Robert Gellman
April 2, 2014



Consumer scores

Consumer scores are built using predictive modelling. Predictive modelling uses copious amounts of information fed through analytical methods to predict the future, based on past information. Predictive consumer scores are important because they affect the lives, privacy, and wellbeing of individuals. Many people know about credit scores, but few know about the broader range of new consumer scores. Consumer scores are already abundant and are in active use. Consumer scores are not just an online phenomenon. Consumer scores are found in a wide array of “offline” arenas, including **businesses, health care providers, financial institutions, law enforcement, retail stores, federal and state government**, and many other locations. Some social consumer scores may have online applications, but mostly, consumer scores are not solely focused on just online activities. **And unlike credit scores, consumer scores remain largely secret and unregulated.**



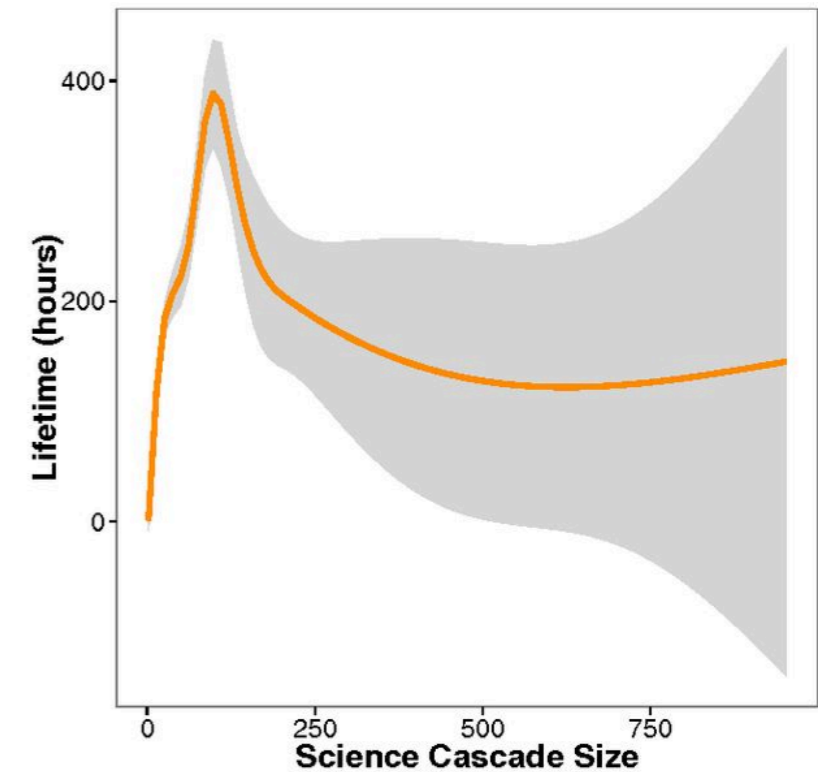
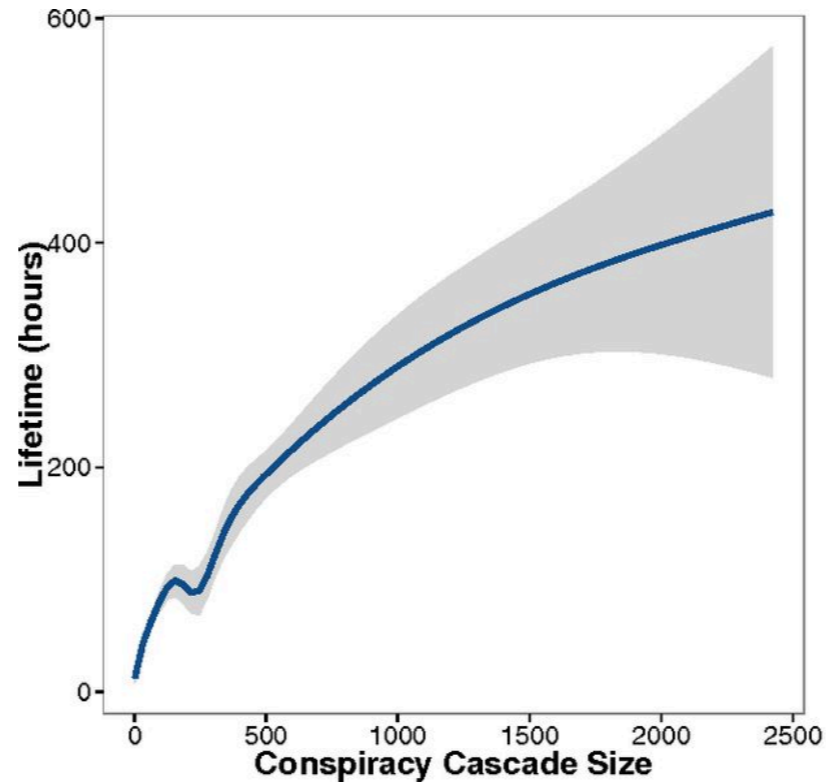
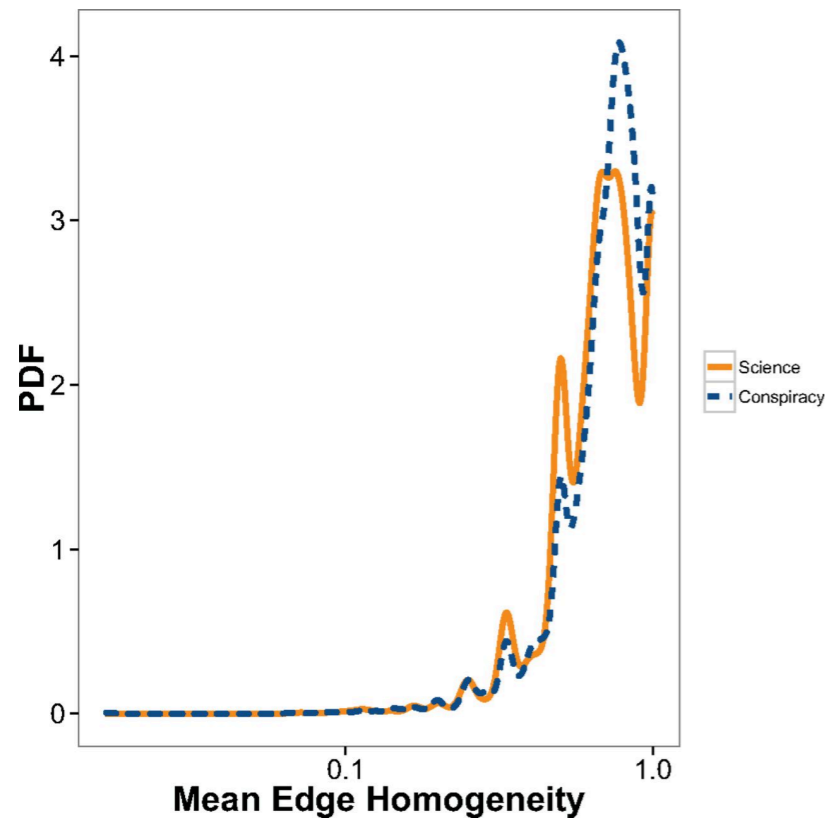
Michela Del Vicario et al. PNAS 2016;113:554-559

The spreading of misinformation online

Michela Del Vicario^a, Alessandro Bessi^b, Fabiana Zollo^a, Fabio Petroni^c, Antonio Scala^{a,d},
Guido Caldarelli^{a,d}, H. Eugene Stanley^e, and Walter Quattrociocchi^{a,1}

PNAS

“Contents tend to circulate only inside the echo chamber.”



Challenge 1: Inputs to an Algorithm

Poorly selected data

Incomplete, incorrect, or outdated data,

Selection bias

Unintentional perpetuation and promotion of historical biases



Challenge 2: The Design of Algorithmic Systems and Machine Learning

Poorly designed matching systems

Personalization and recommendation services that narrow instead of expand user options

Decision-making systems that assume correlation necessarily implies causation

Data sets that lack information or disproportionately represent certain populations

PHILOSOPHICAL TRANSACTIONS OF THE ROYAL SOCIETY A

MATHEMATICAL, PHYSICAL AND ENGINEERING SCIENCES

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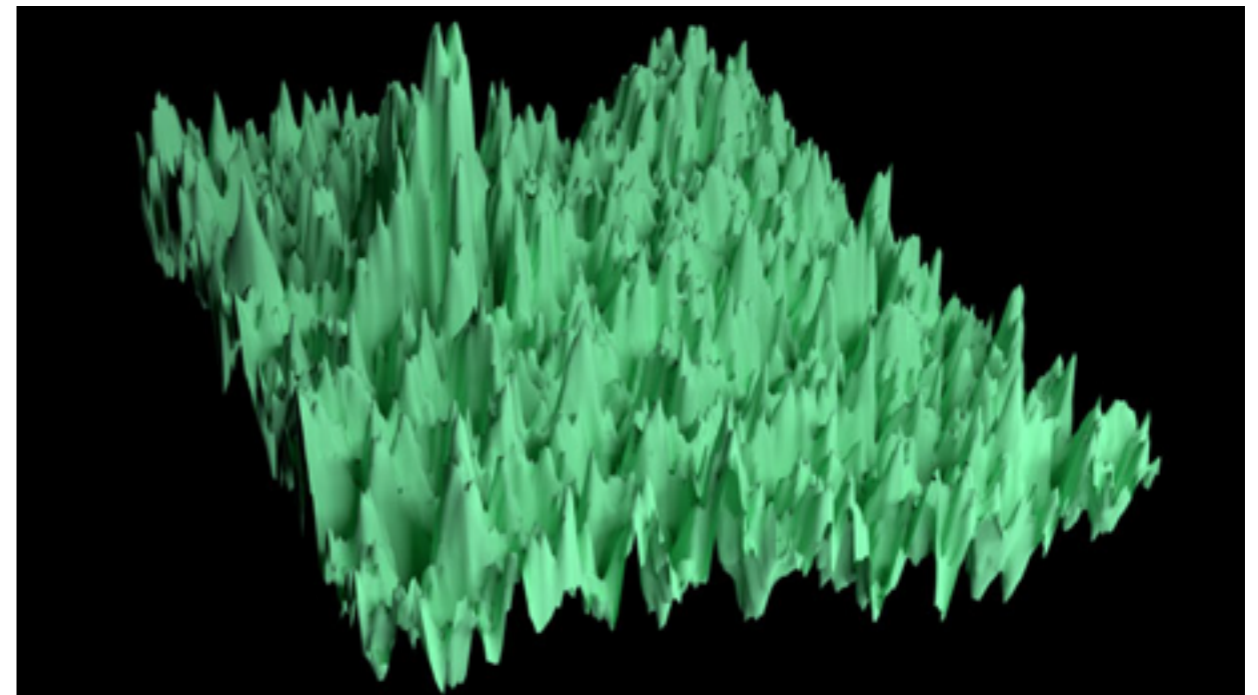
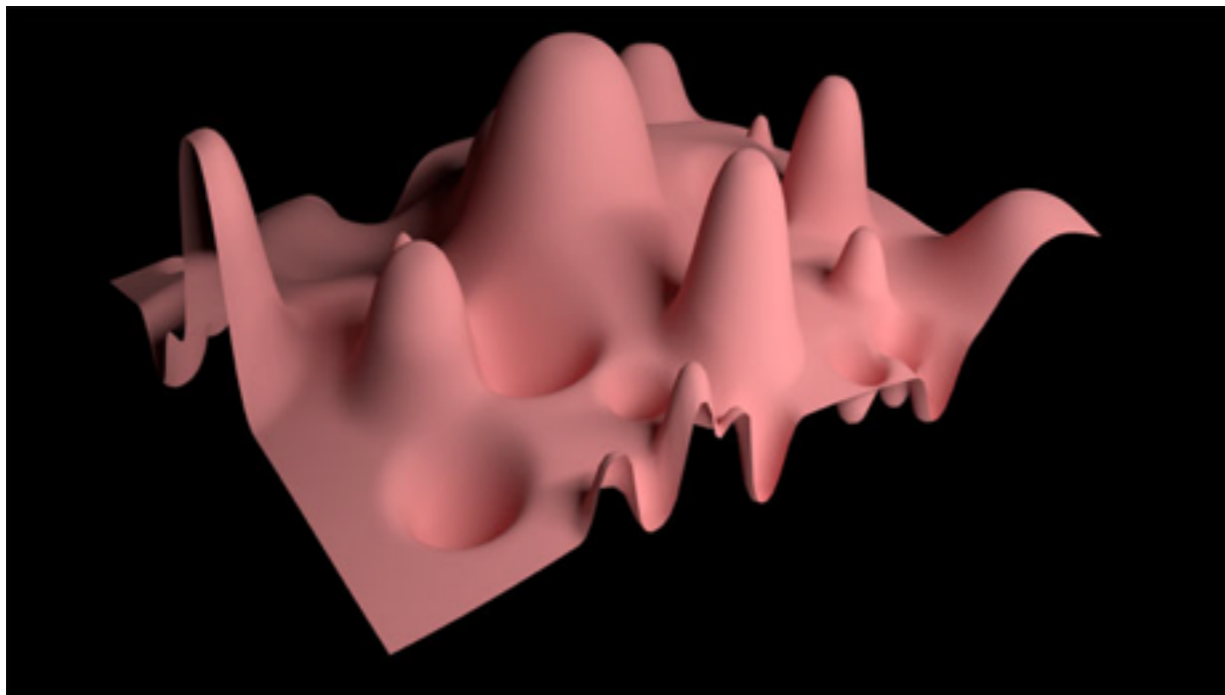


Big data need big theory too

Peter V. Coveney, Edward R. Dougherty, Roger R. Highfield

Published 3 October 2016. DOI: [10.1098/rsta.2016.0153](https://doi.org/10.1098/rsta.2016.0153)

BIG DATA as Radical empiricism



New ICT-driven opportunities

Understand and predict complex phenomena

- mobility and urban dynamics
- information, culture, opinion dynamics
- epidemic spreading
- ...

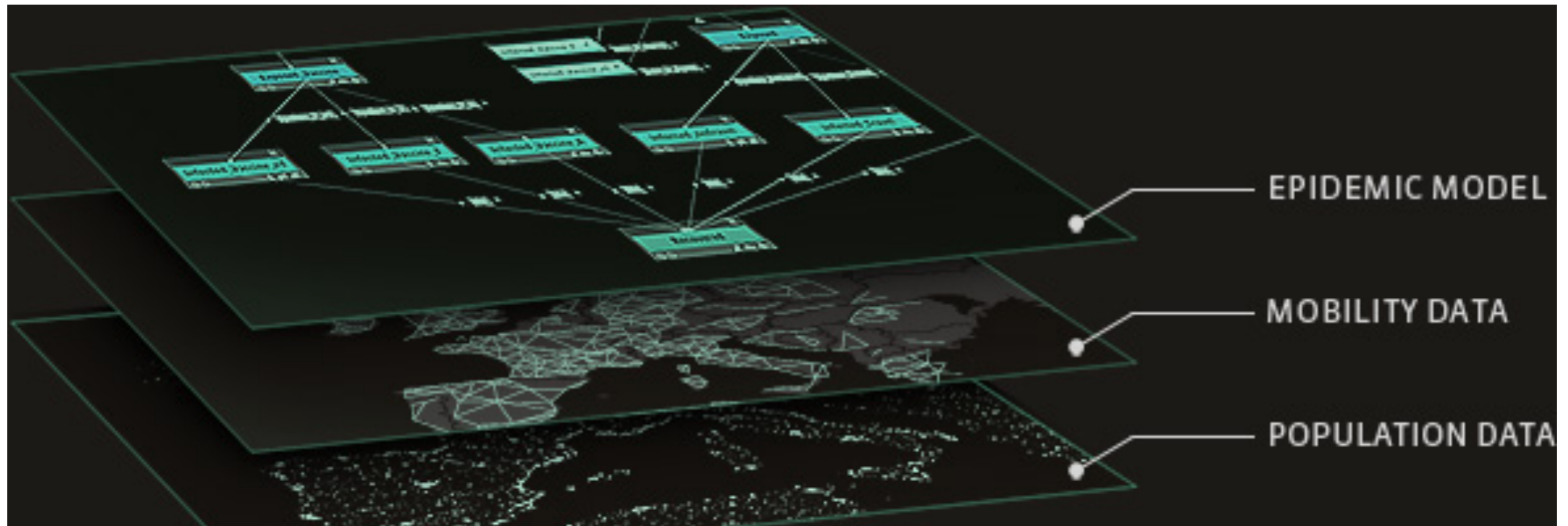
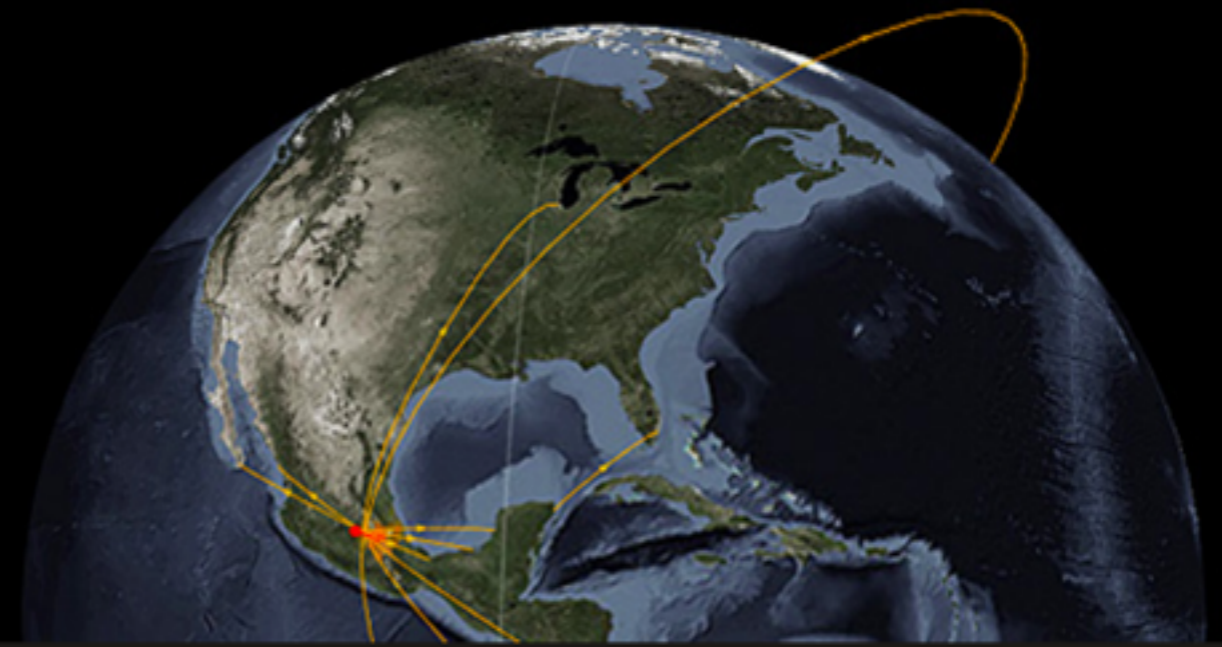
Games/experiments in social sciences

- opinions and norms formation
- consumers behaviours, marketing strategies
- cultural trends, globalisation
- dynamics of innovation
- language evolution
- ...

Learning, awareness and behavioural changes

- New learning paths
- Management of common resources and environment
- Feedback to policy makers
- Sustainable development
- ...

REAL-TIME FORECAST OF A GLOBAL EPIDEMIC



Complexity: Modelling epidemics

physicworld.com

The flu fighters

Quick and easy global air travel aids the spread of infectious diseases like the current H1N1 flu pandemic, and makes modelling them a complicated task. But as **Vittoria Colizza** and **Alessandro Vespignani** explain, physicists and computer scientists are at the forefront of such studies, using tools developed from fields such as statistical mechanics and complex networks

<http://www.gleamviz.org/>



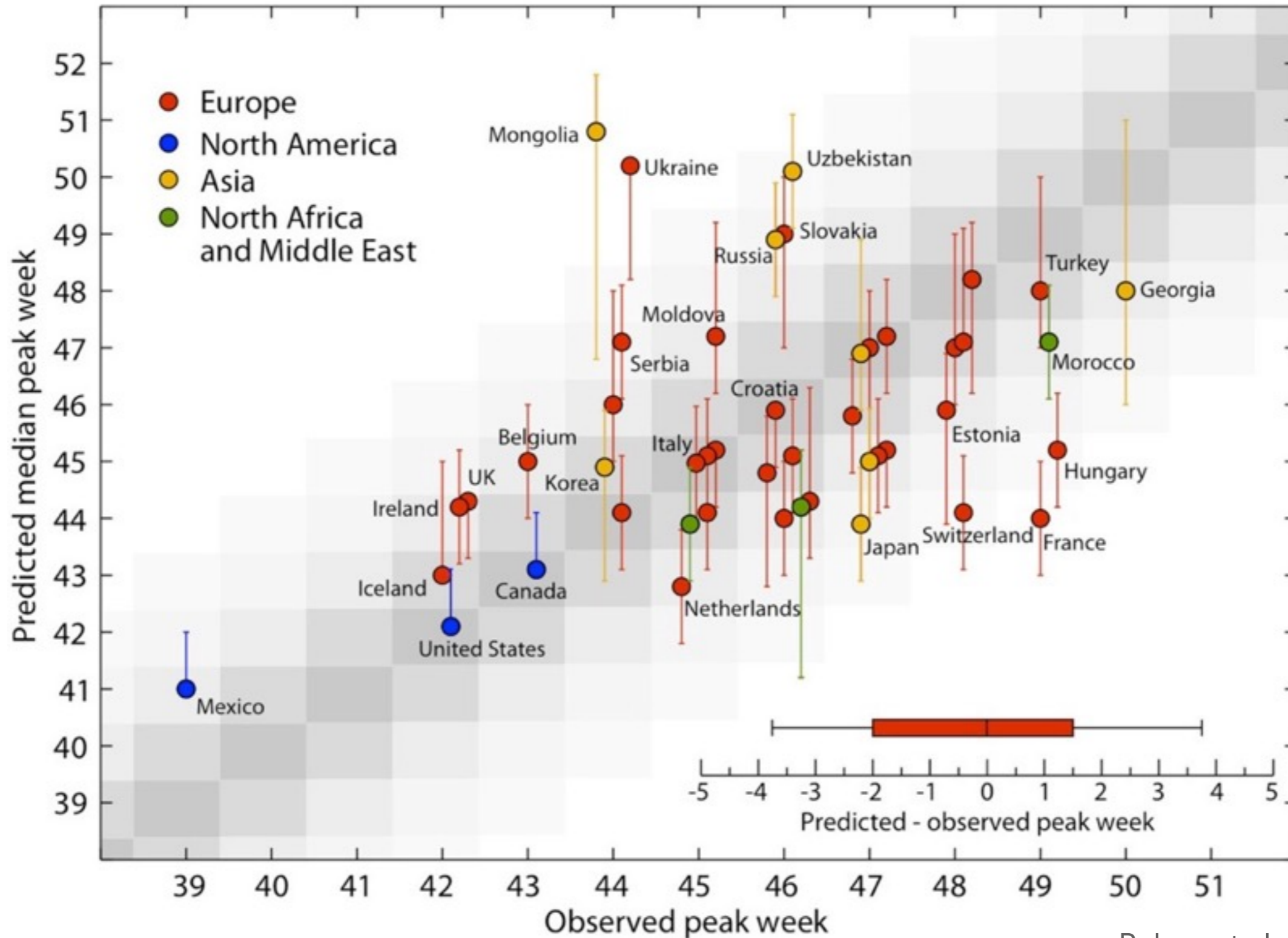
CHARTING THE NEXT PANDEMIC



GLEAMViz.org

www.gleamviz.org

validation



Projected spread of Zika virus in the Americas

Qian Zhang, Kaiyuan Sun, Matteo Chinazzi, Ana Pastore-Piontti, Natalie E Dean, Diana P Rojas, Stefano Merler, Dina Mistry, Piero Poletti, Luca Rossi, Margaret Bray, M. Elizabeth Halloran, Ira M Longini, Alessandro Vespignani

doi: <https://doi.org/10.1101/066456>

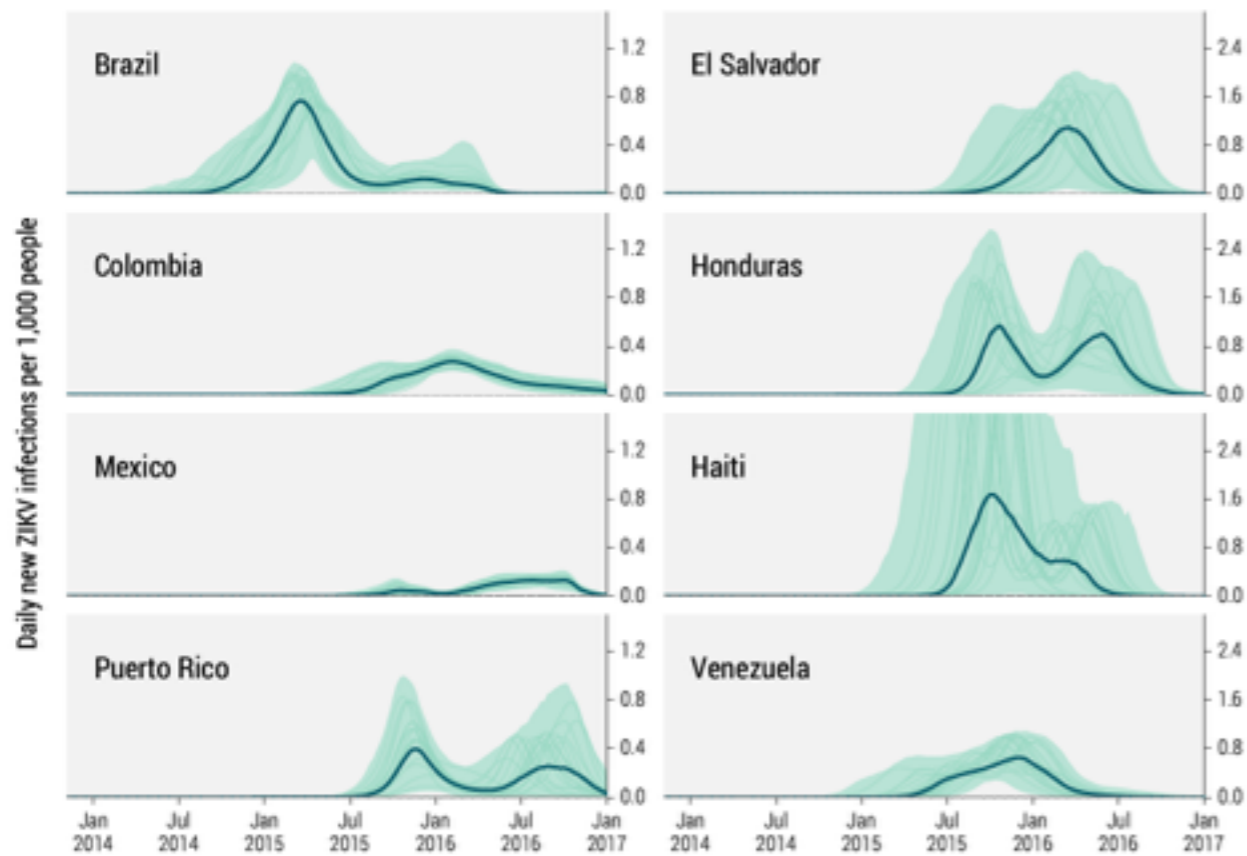


Fig. 2: Estimated daily number of new Zika infections (per 1000 people) in eight affected countries in the Americas between January 2014 and January 2017. The bold line and shaded area refer to the estimated median number of infections and 95%CI of the model projections, respectively. Rates include asymptomatic infections. The median incidence is calculated each week from the stochastic ensemble output of the model and may not be representative of specific epidemic realizations. Thin lines represent a sample of specific realizations.

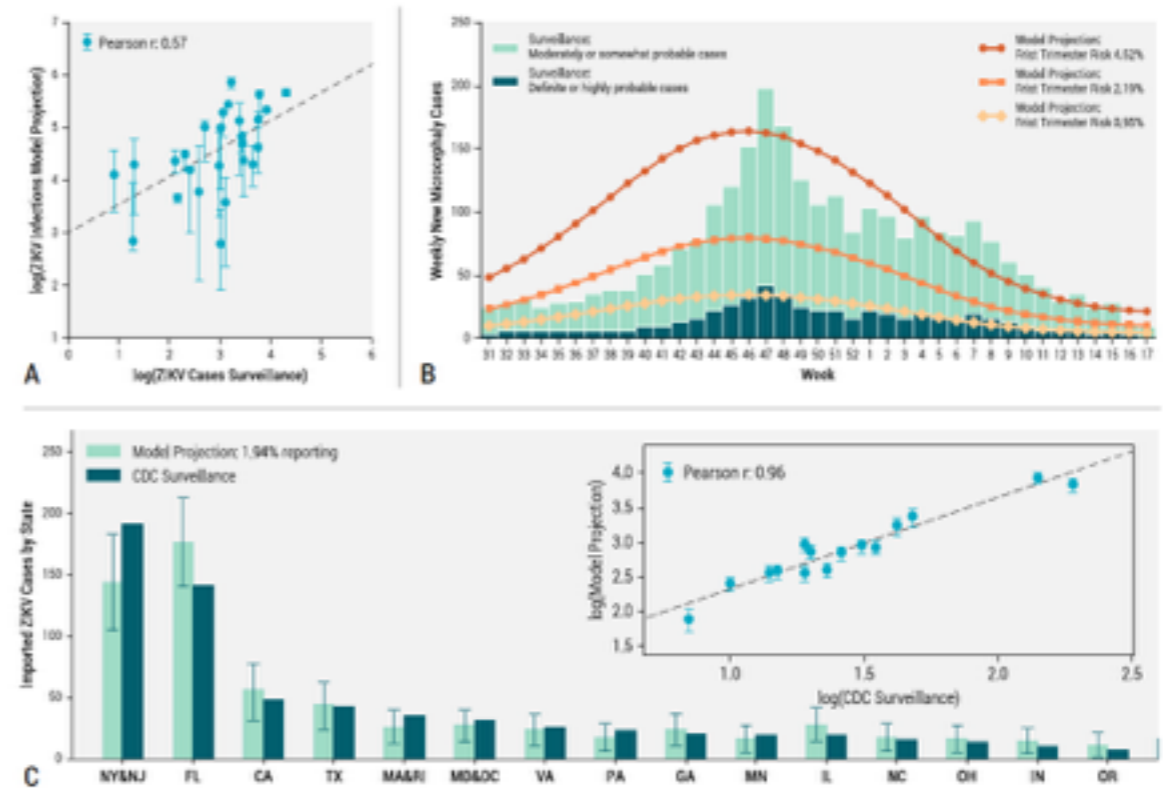


Fig. 5: A) Correlation between the number of ZIKV cases by states in Colombia as reported by surveillance data through June 5, 2016, compared with state-level model projections of infections (median with 95%CI). Pearson's r correlation coefficient is reported for the linear association on the log scale. B) Timeline of microcephaly cases in Brazil through April 30, 2016. Bar plot shows weekly definite (or highly probable cases) and moderately (or somewhat probable cases) from surveillance data [26]. Line plots indicate estimated weekly new microcephaly cases given three levels of first trimester risk: 4.52% (round) [25], 2.19% (square) [25], and 0.95% (diamond) [24]. C) Bar plot of ZIKV infections imported into the continental USA by state(s) as reported by CDC surveillance through June 15, 2016, and compared to model projections (median with 95% CI) for the same period assuming 1.94% reporting/detection. The insert shows the correlation between CDC surveillance data and model projections (median with 95%CI).

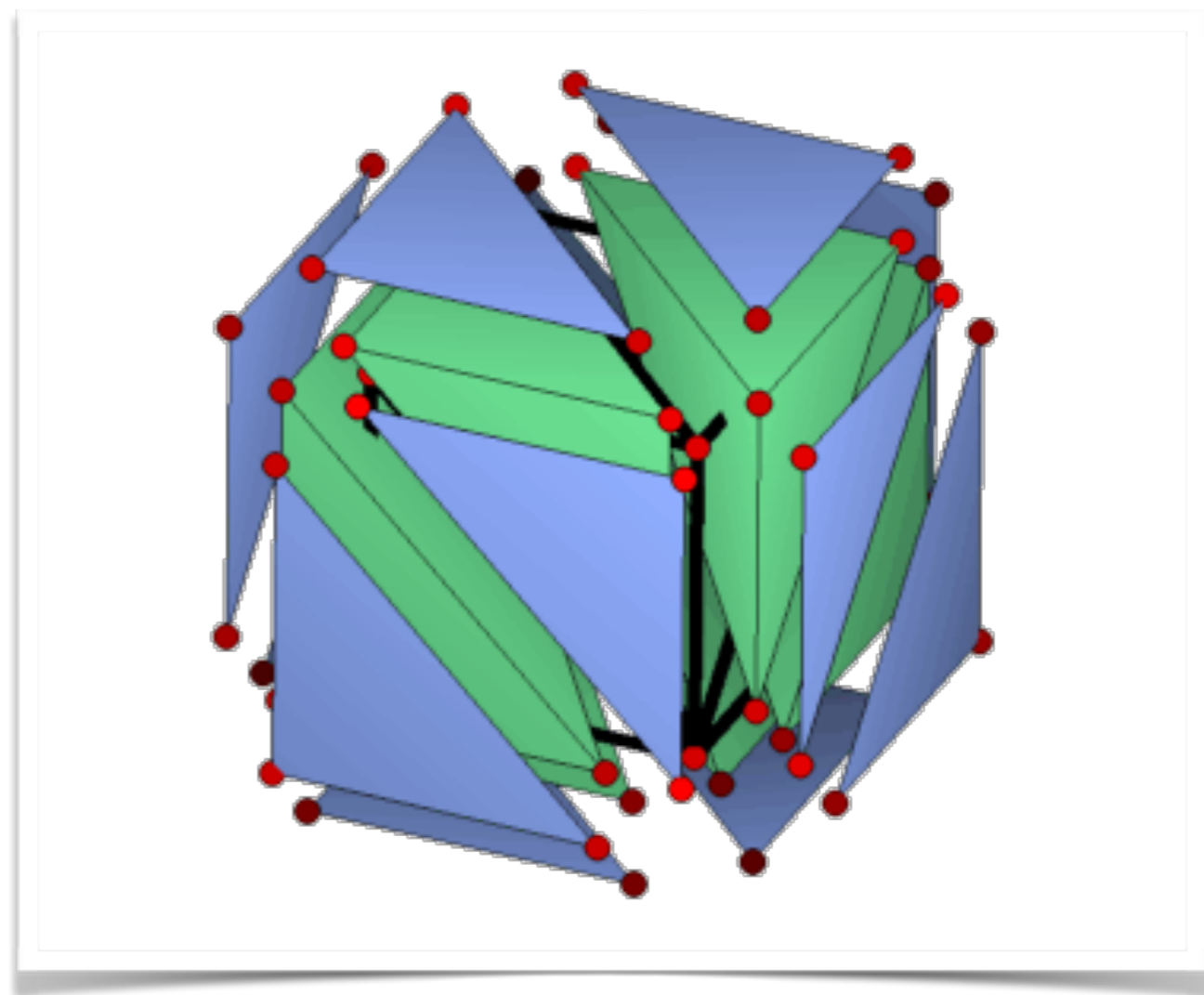
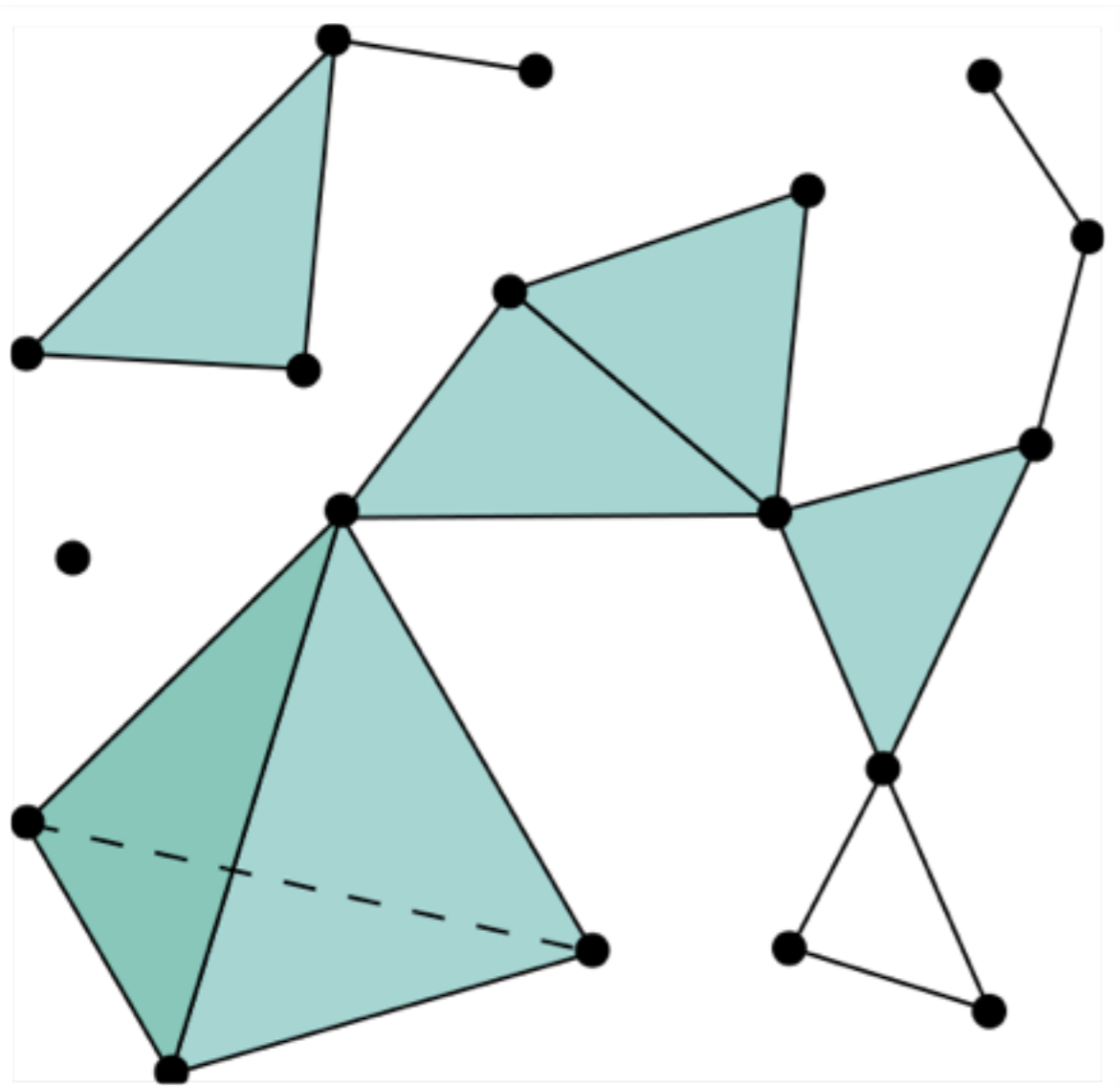
Topological approach to big data

Topology

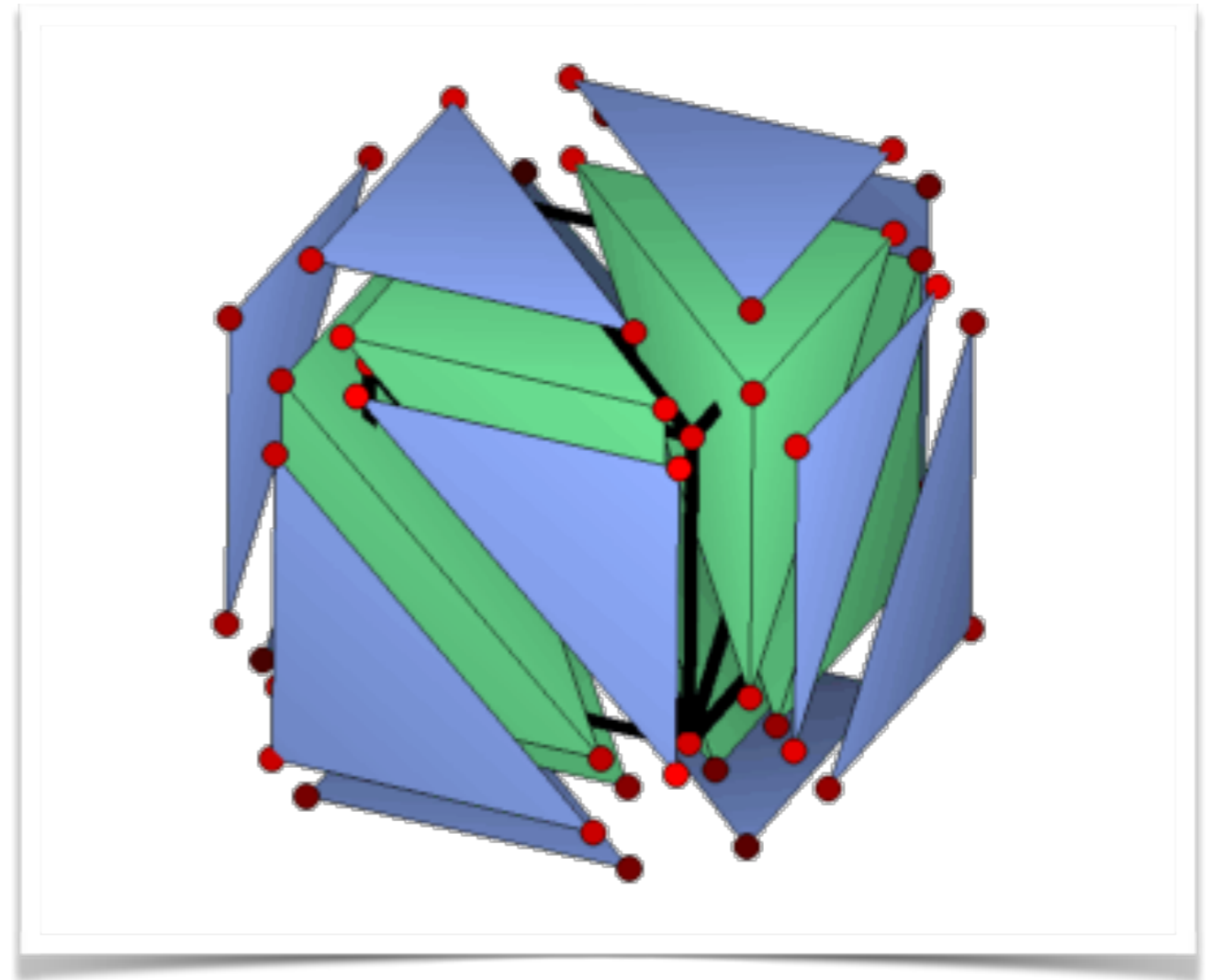
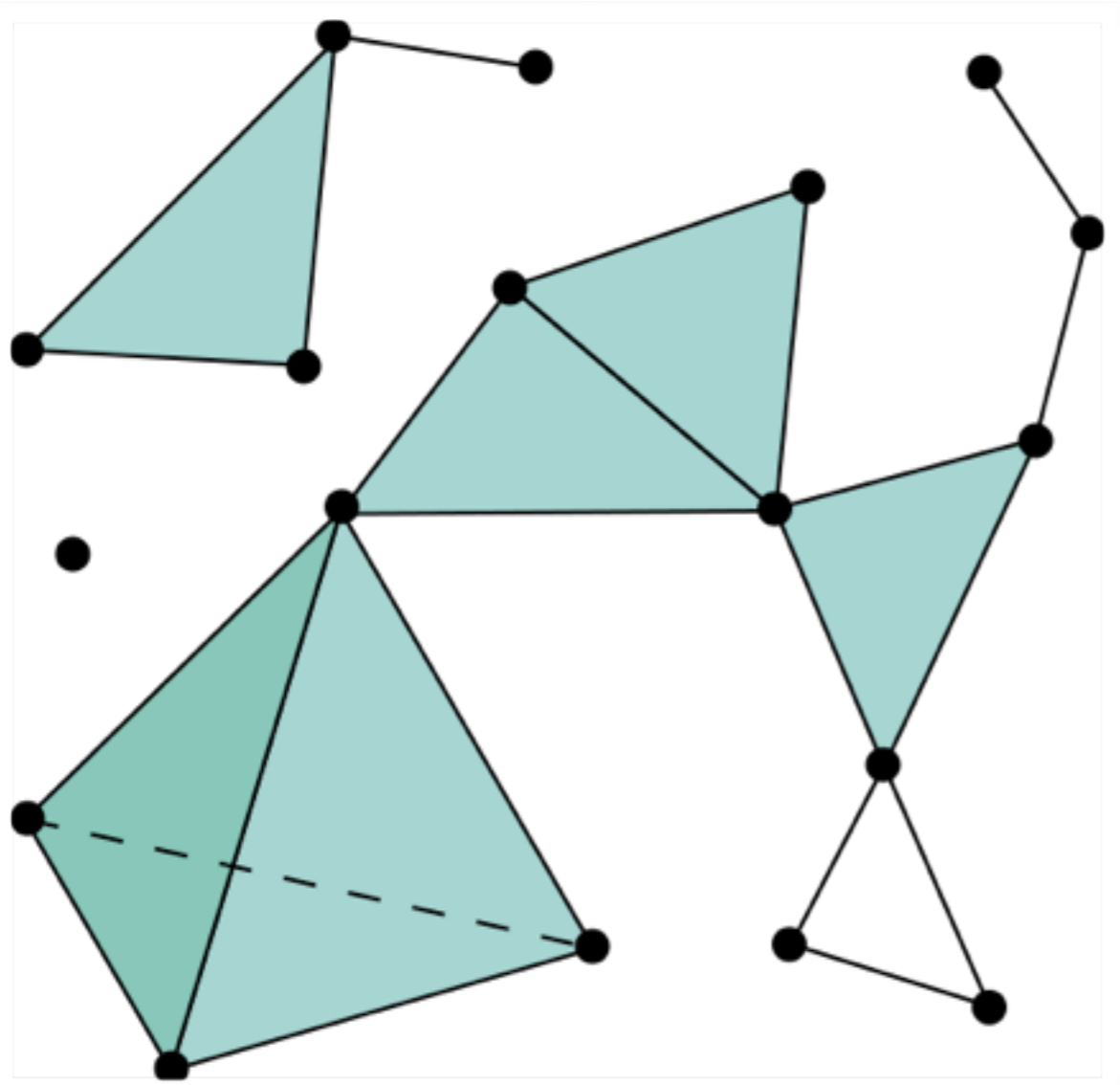
It's the branch of math that can't tell the difference between a coffee cup and a donut



Simplicial Complex

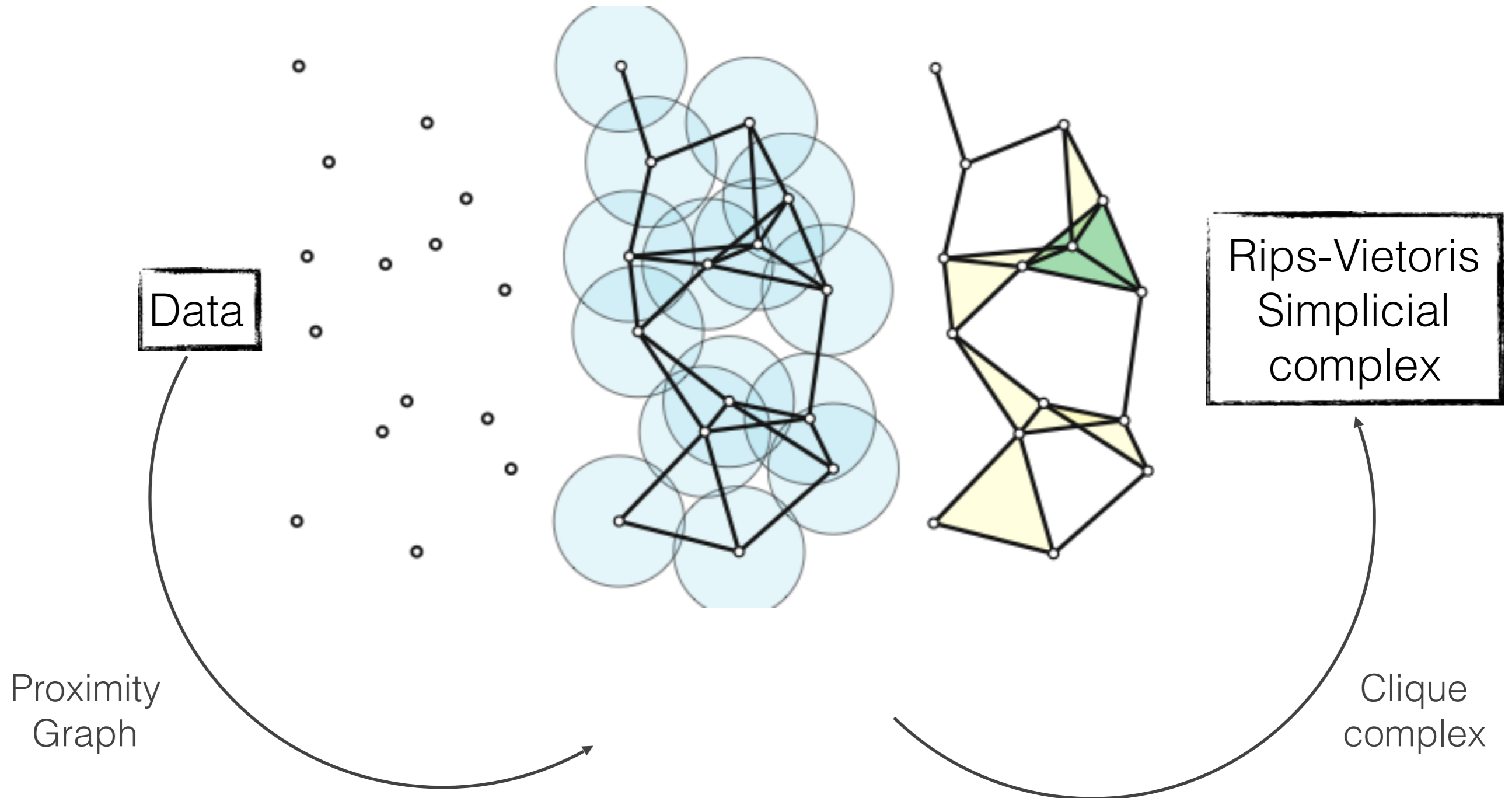


Simplicial Complex

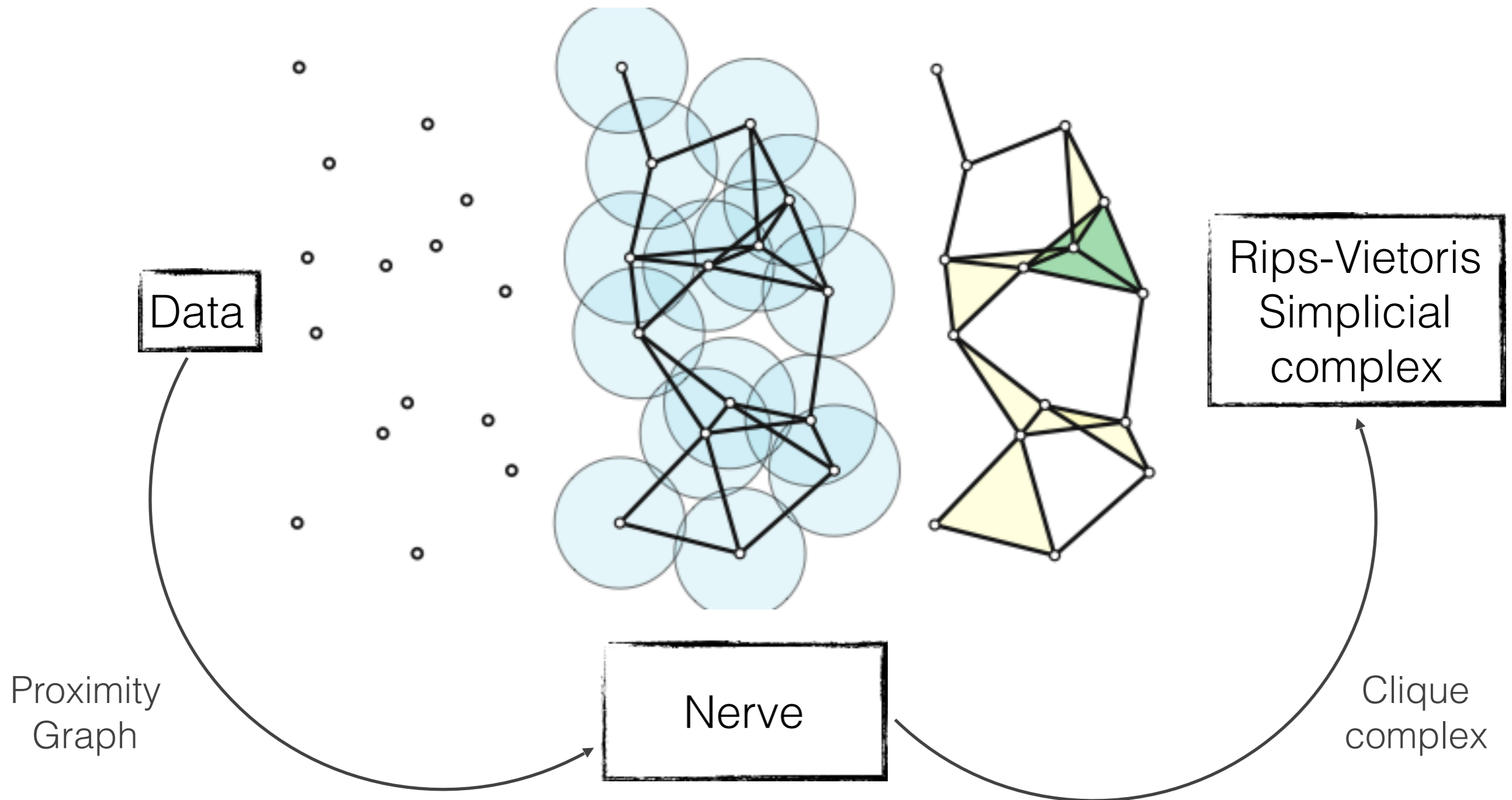


AN ABSTRACT SIMPLICIAL COMPLEX ON A SET OF VERTICES V IS COLLECTION S OF SUBSETS OF V SUCH THAT, IF A BELONGS TO S AND B IS A SUBSET OF A , THEN ALSO B IS IN S

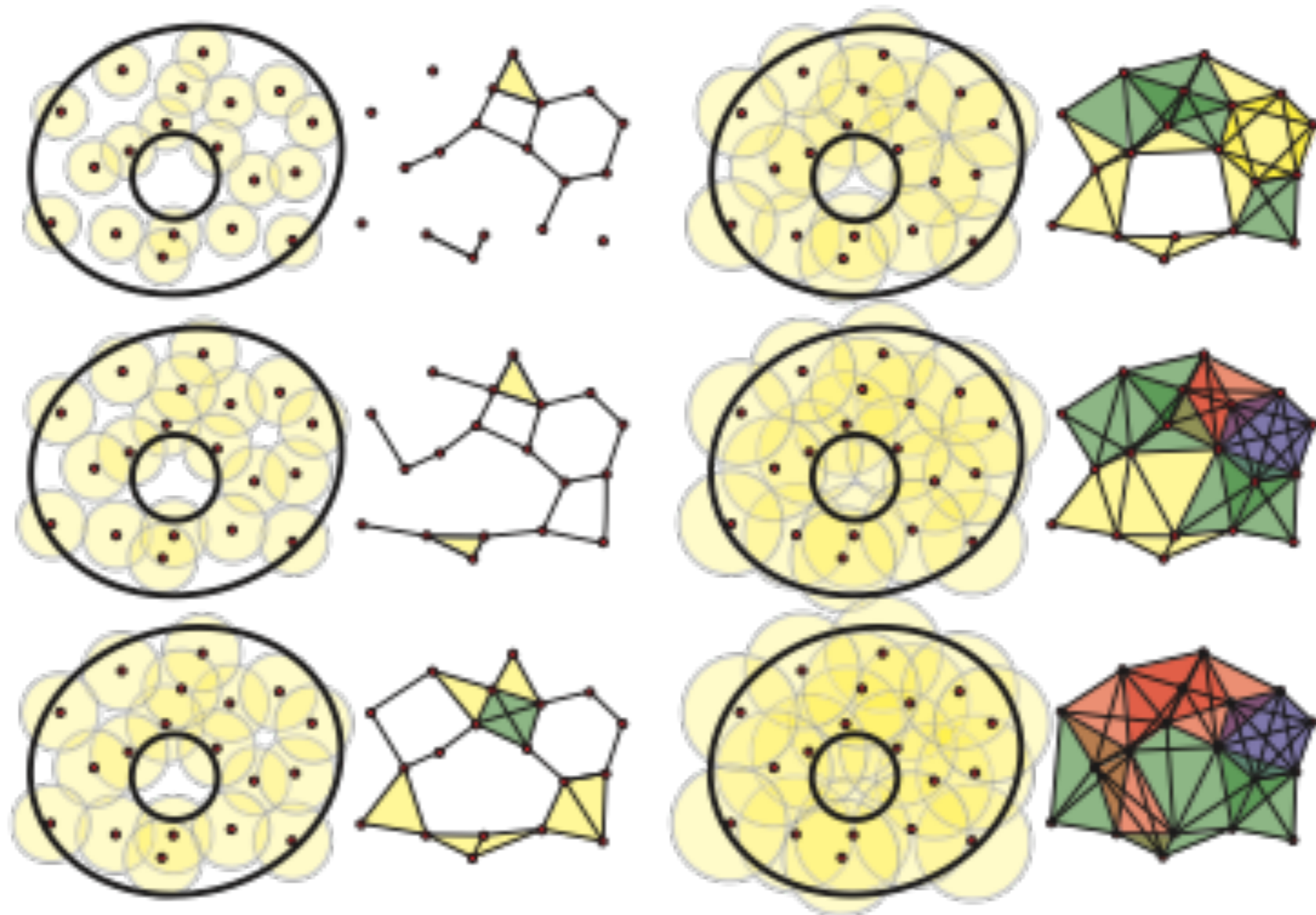
Data to Complex: metric case



Data to Complex: metric case



Across Scales



fMRI of altered states

fMRI of altered states

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computational biology

Keywords:
brain functional networks, fMRI, persistent homology, psilocybin

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Homological scaffolds of brain functional networks

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Networks, as efficient representations of complex systems, have appealed to scientists for a long time and now permeate many areas of science, including neuroimaging (Bullmore and Sporns 2009 *Nat. Rev. Neurosci.* **10**, 186–198. (doi:10.1038/nrn2618)). Traditionally, the structure of complex networks has been studied through their statistical properties and metrics concerned with node and link properties, e.g. degree-distribution, node centrality and modularity. Here, we study the characteristics of functional brain networks at the mesoscopic level from a novel perspective that highlights the role of inhomogeneities in the fabric of functional connections. This can be done by focusing on the features of a set of topological objects—homological cycles—associated with the weighted functional network. We leverage the detected topological information to define the homological scaffolds, a new set of objects designed to represent compactly the homological features of the correlation network and simultaneously make their homological properties amenable to networks theoretical methods. As a proof of principle, we apply these tools to compare resting-state functional brain activity in 15 healthy volunteers after intravenous infusion of placebo and psilocybin—the main psychoactive component of magic mushrooms. The results show that the homological structure of the brain's functional patterns undergoes a dramatic change post-psilocybin, characterized by the appearance of many transient structures of low stability and of a small number of persistent ones that are not observed in the case of placebo.

1. Motivation

The understanding of global brain organization and its large-scale integration remains a challenge for modern neurosciences. Network theory is an elegant framework to approach these questions, thanks to its simplicity and versatility [1]. Indeed, to account for the complexity of brain function a network-based tool to describe and model the brain's functional patterns is needed [2]. The network-based approach is particularly suited to the study of the brain's functional patterns because it allows to capture the essential features of the brain's functional patterns in a compact and efficient way [3]. The network-based approach is particularly suited to the study of the brain's functional patterns because it allows to capture the essential features of the brain's functional patterns in a compact and efficient way [3].

Abstract of the paper: This paper describes the homological scaffolds of brain functional networks and their application to the study of the brain's functional patterns. The scaffolds are defined as topological objects that capture the essential features of the brain's functional patterns in a compact and efficient way. The scaffolds are particularly suited to the study of the brain's functional patterns because they allow to capture the essential features of the brain's functional patterns in a compact and efficient way.

fMRI of altered states

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1. Motivation

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Networks are a powerful tool to describe and understand the organization of complex systems [2]. The study of network structure and dynamics is a central theme in many areas of science, from physics to biology, from economics to social sciences [3].



1

Insights into brain architectures from the homological scaffolds of functional connectivity networks

Lord, L.D.¹, Expert, P.², Fernandes, H.M.^{1,3}, Petri, G.⁴, Van Hartevelt, T.J.^{1,3}, Vaccarino, F.⁵, Deco, G.^{6,7}, Turkheimer, F.E.², Kringelbach, M.L.^{1,3}

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2 ABSTRACT

In recent years, the application of network analysis to neuroimaging data has provided useful insights about the brain's functional and structural organization in both health and disease. This has proven a significant paradigm shift from the study of individual brain regions in isolation. Graph-based models of the brain consist of vertices, which represent distinct brain areas, and edges which encode the presence (or absence) of a structural or functional relationship between each pair of vertices. By definition, any graph metric will be defined upon this dyadic representation of the brain activity. It is however unclear to what extent these dyadic relationships can capture the brain's complex functional architecture and the encoding of information in distributed networks. Moreover, because network representations of global brain activity are derived from measures that have a continuous response (i.e. interregional BOLD signals), it is unclear how measures that have a continuous response (i.e. interregional BOLD signals) are represented in networks. Moreover, because network representations of global brain activity are derived from measures that have a continuous response (i.e. interregional BOLD signals), it is unclear how measures that have a continuous response (i.e. interregional BOLD signals) are represented in networks.

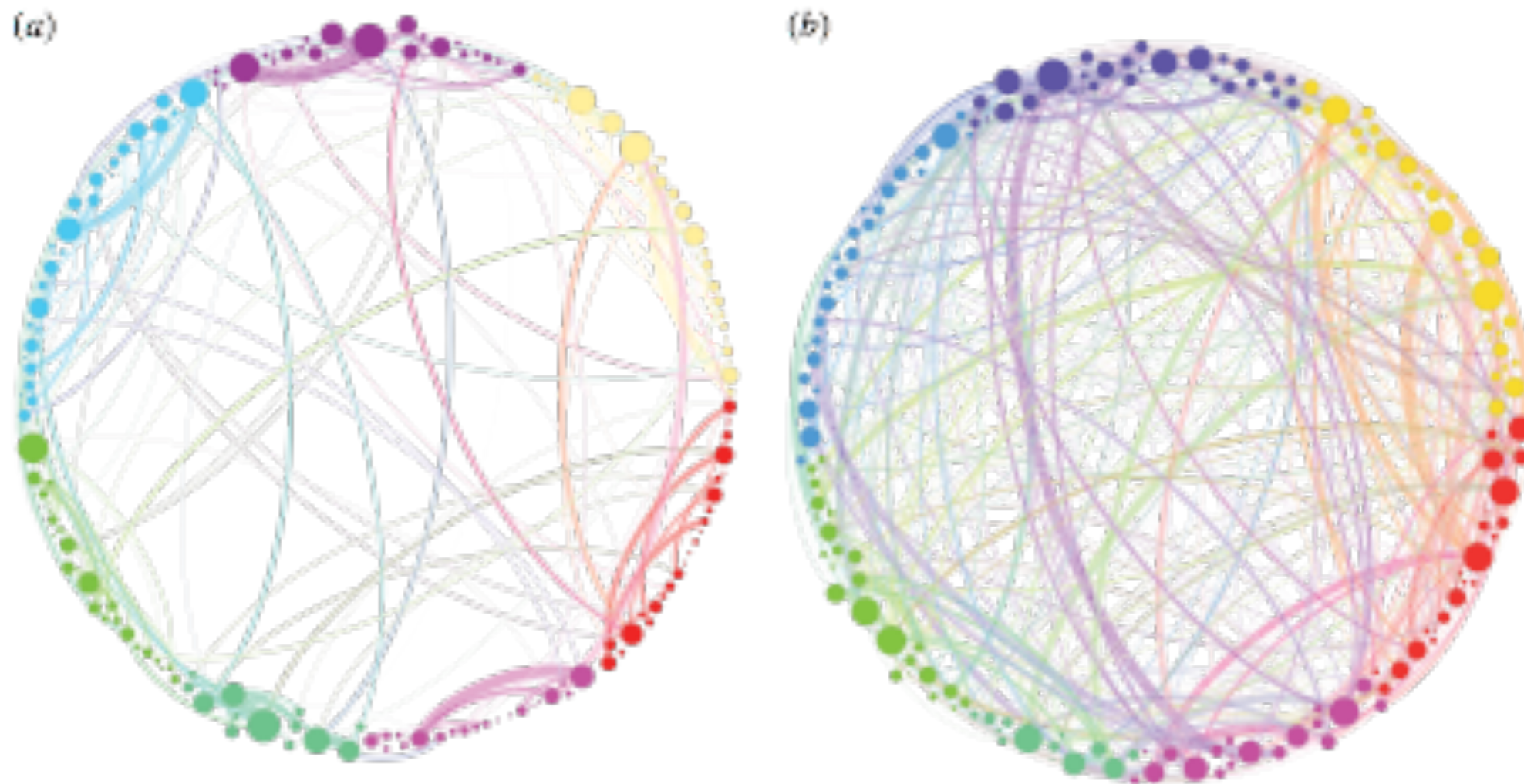


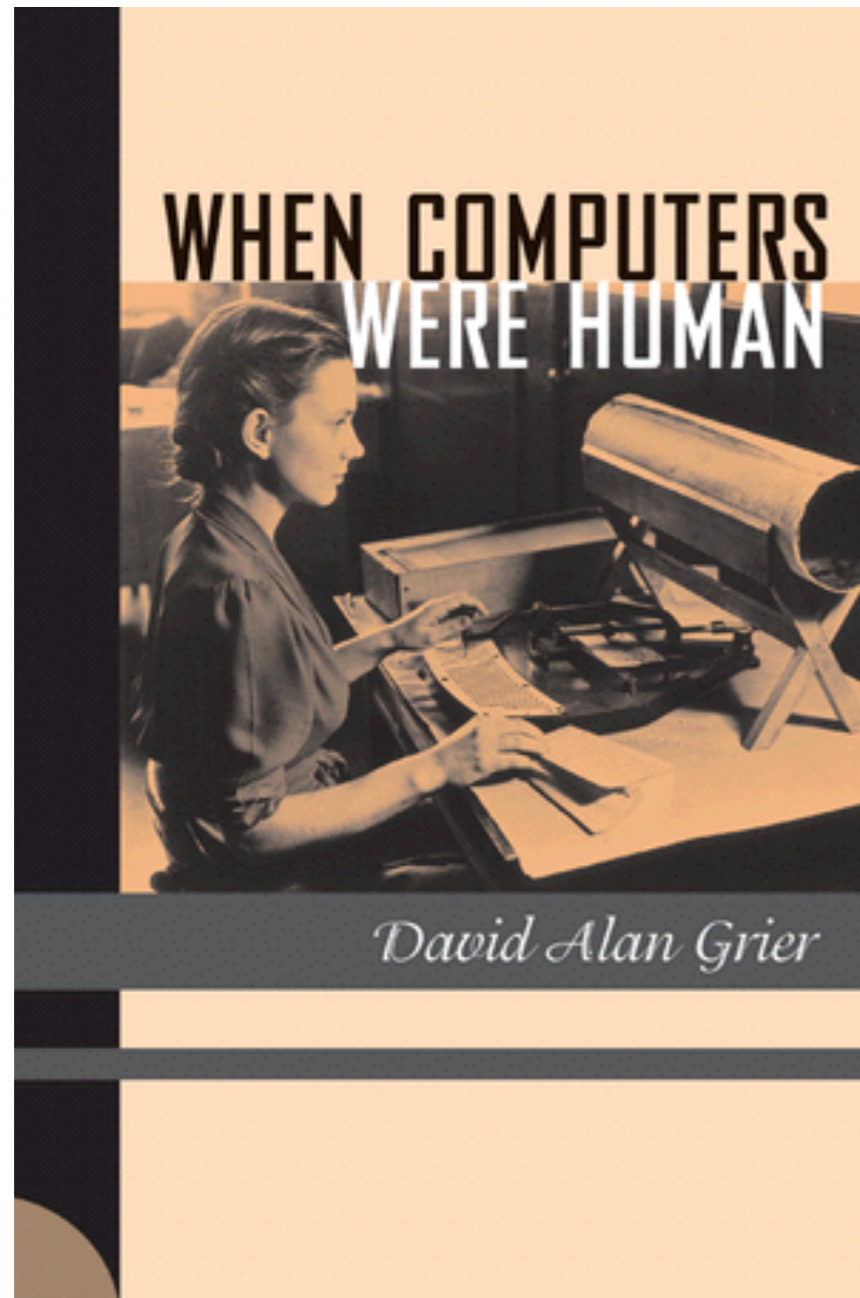
Figure 6. Simplified visualization of the persistence homological scaffolds. The persistence homological scaffolds $\mathcal{H}_{\text{pla}}^p$ (a) and $\mathcal{H}_{\text{psi}}^p$ (b) are shown for comparison. For ease of visualization, only the links heavier than 80 (the weight at which the distributions in figure 5a bifurcate) are shown. This value is slightly smaller than the bifurcation point of the weights distributions in figure 5a. In both networks, colours represent communities obtained by modularity [49] optimization on the placebo persistence scaffold using the Louvain method [50] and are used to show the departure of the psilocybin connectivity structure from the placebo baseline. The width of the links is proportional to their weight and the size of the nodes is proportional to their strength. Note that the proportion of heavy links between communities is much higher (and very different) in the psilocybin group, suggesting greater integration. A labelled version of the two scaffolds is available as GEXF graph files as the electronic supplementary material. (Online version in colour.)

Social computation

Populations of users facing collectively **difficult problems** using a small cognitive overhead



The human computer



*“Before the computers
were machines they
were persons”*

D.A. Grier

easy for humans - hard for bots

CAPTCHA



Completely **A**utomated **P**ublic **T**uring test to tell **C**omputers and **H**umans **A**part
A. Broder (1997), L. von Ahn e M. Blum (2000)

easy for humans - hard for bots

CAPTCHA

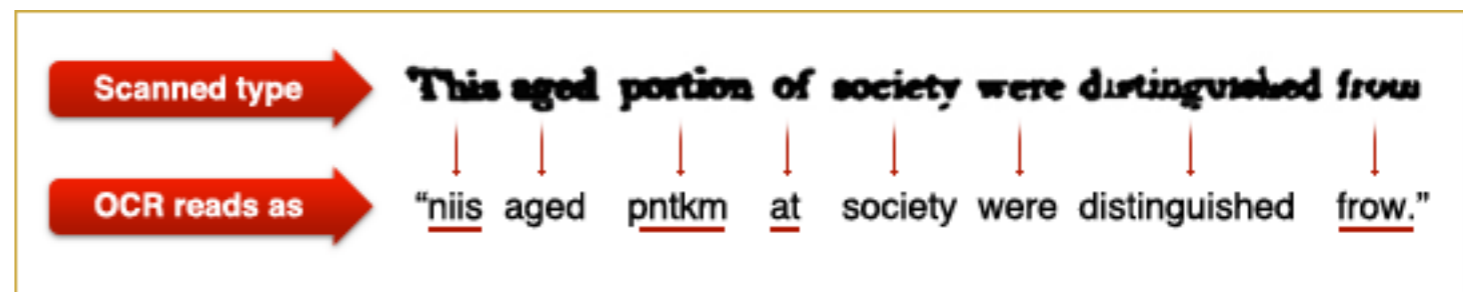


Completely **A**utomated **P**ublic **T**uring test to tell **C**omputers and **H**umans **A**part
A. Broder (1997), L. von Ahn e M. Blum (2000)

easy for humans - hard for bots

reCAPTCHA

L. von Ahn (2006)



Submit

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Every time our CAPTCHAs are solved, that human effort helps digitize text, annotate images, and build machine learning datasets. This in turn helps preserve books, improve maps, and solve hard AI problems.

CAPTCHA

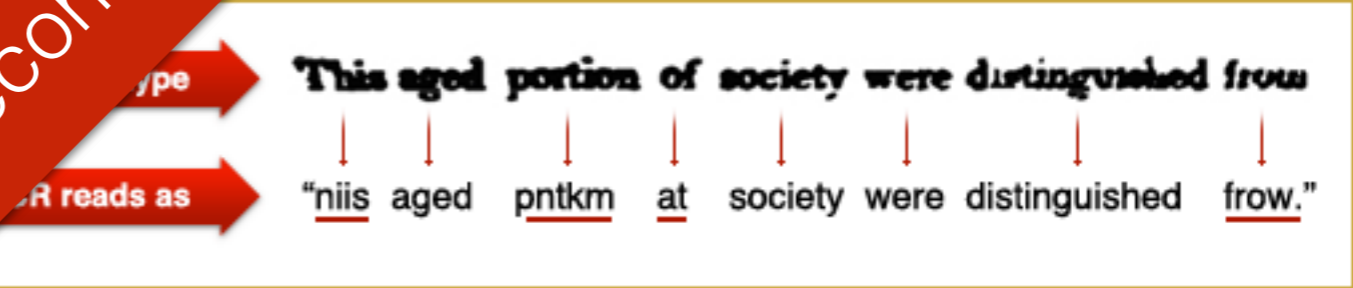


Completely **A**utomated **P**ublic **T**uring test to tell **H**umans **A**part
A. Broder (1997), L. von Ahn e M. Blum (2000)

easy for humans, hard for bots

reCAPTCHA

L. von Ahn (2006)



more than 200.000.000 every day !!
9 seconds each !

Every time our CAPTCHAs are solved, that human effort helps digitize text, annotate images, and build machine learning datasets. This in turn helps preserve books, improve maps, and solve hard AI problems.



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may be subject to copyright.

The ESP Game



Ready!

Click to start the game



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may be subject to copyright.

The ESP Game



Ready!

Click to start the game

Citizen Science

...individual volunteers or networks of volunteers, many of whom may have no specific scientific training, perform or manage research-related tasks such as observation, measurement or computation.



Games and experiments

Gioco di Shannon

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

p

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

po

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

pot

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

pote

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potes

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potess

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potesse

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potesse_

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potesse_e

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potesse_es

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potesse_ess

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?
Che ci...

potesse_esse

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_esser

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_|

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_s

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_sp

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_spa

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_spaz

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_spazi

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_spazio

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece
il vecchio Qfwfq, - e dove altrimenti?

Che ci...

potesse_essere_lo_spazio,

Gioco di Shannon

“Si capisce che si stava tutti lì, - fece il vecchio Qfwfq, - e dove altrimenti?

Che ci...

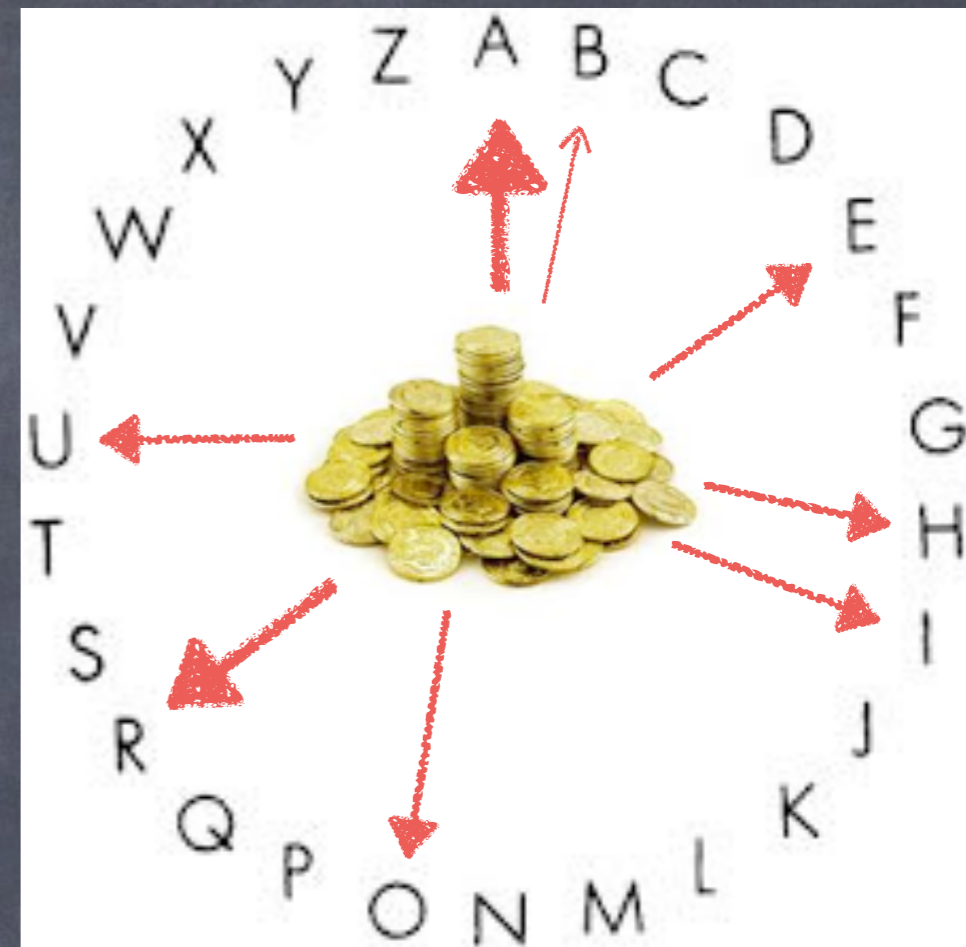
potesse_essere_lo_spazio,

...nessun ancora lo sapeva. E il tempo, idem: cosa volete che ne facessimo, del tempo, stando lì pigiati come acciughe”

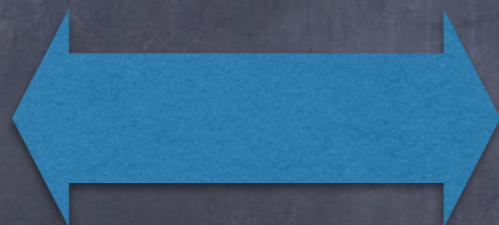
Gambling and Complexity

guessing the next outcome with a proportional gambling

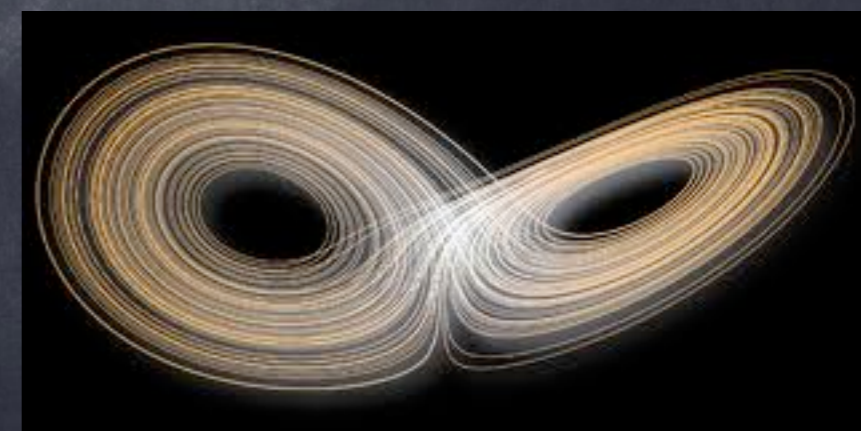
profond



Final capital



Complexity of the phenomenon



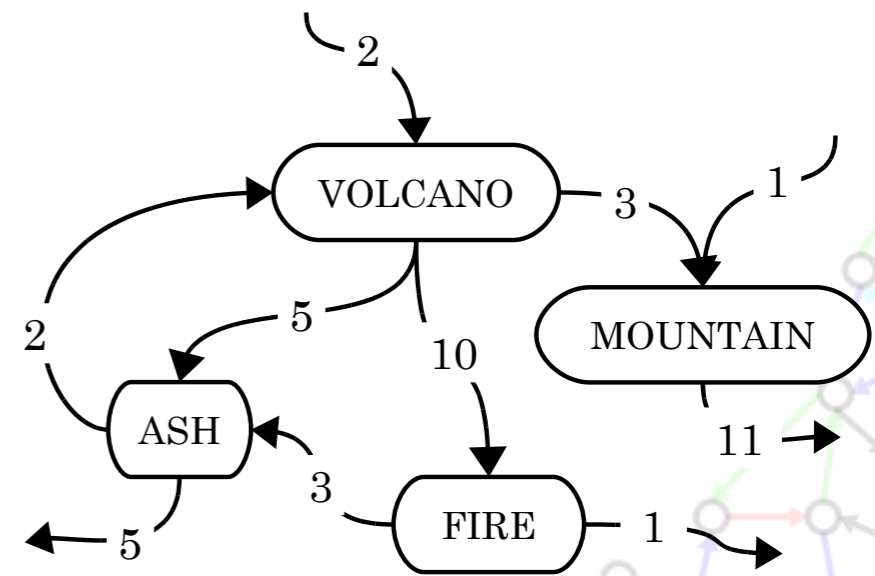
Web as a laboratory
for social sciences

Human Brain Cloud™



a massively multiplayer word association game

play **view** **stats** **what is it?**



frankie

Instructions

Look at the word above and type the first thing that comes to mind. Leave blank to skip.

This will help build a giant network of associated words you can view.

waster → looser
1 other connection

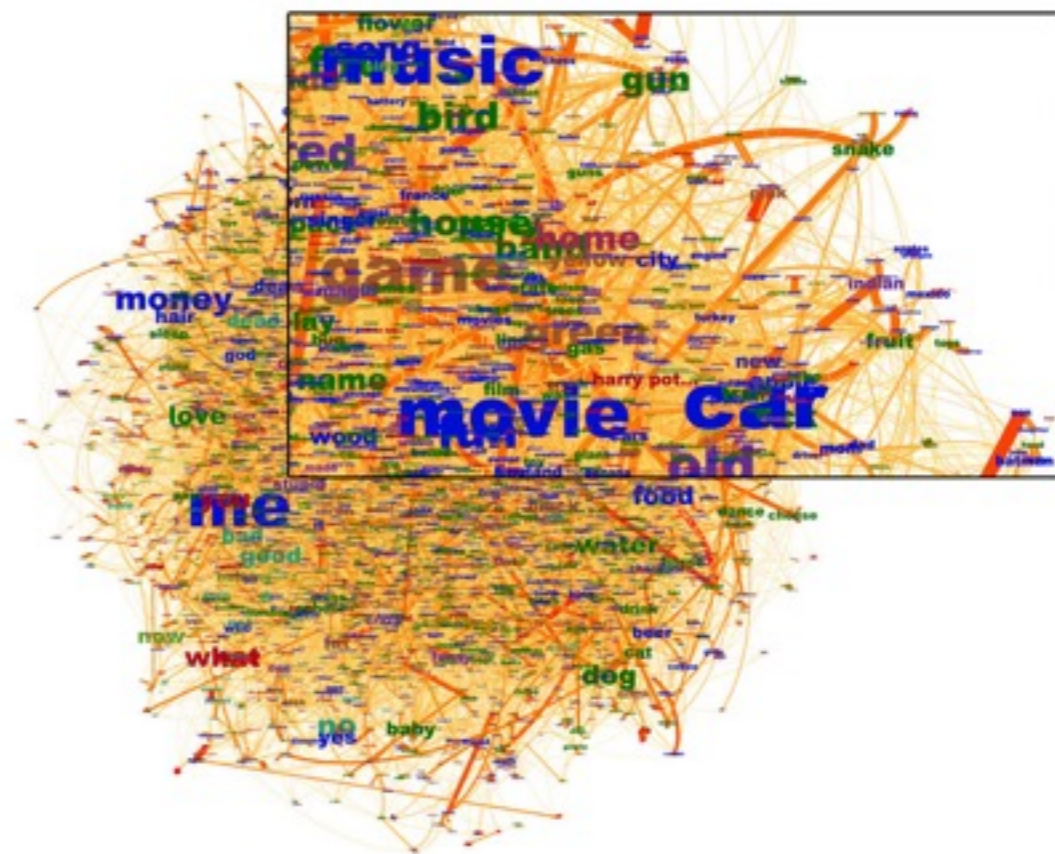
compassion → sympathy
2 other connections
(1 reverse)

player → game
31 other connections
(2 reverse)

gas guzzler → consumption
new connection

fh → boh
new connection

icq → message
new connection

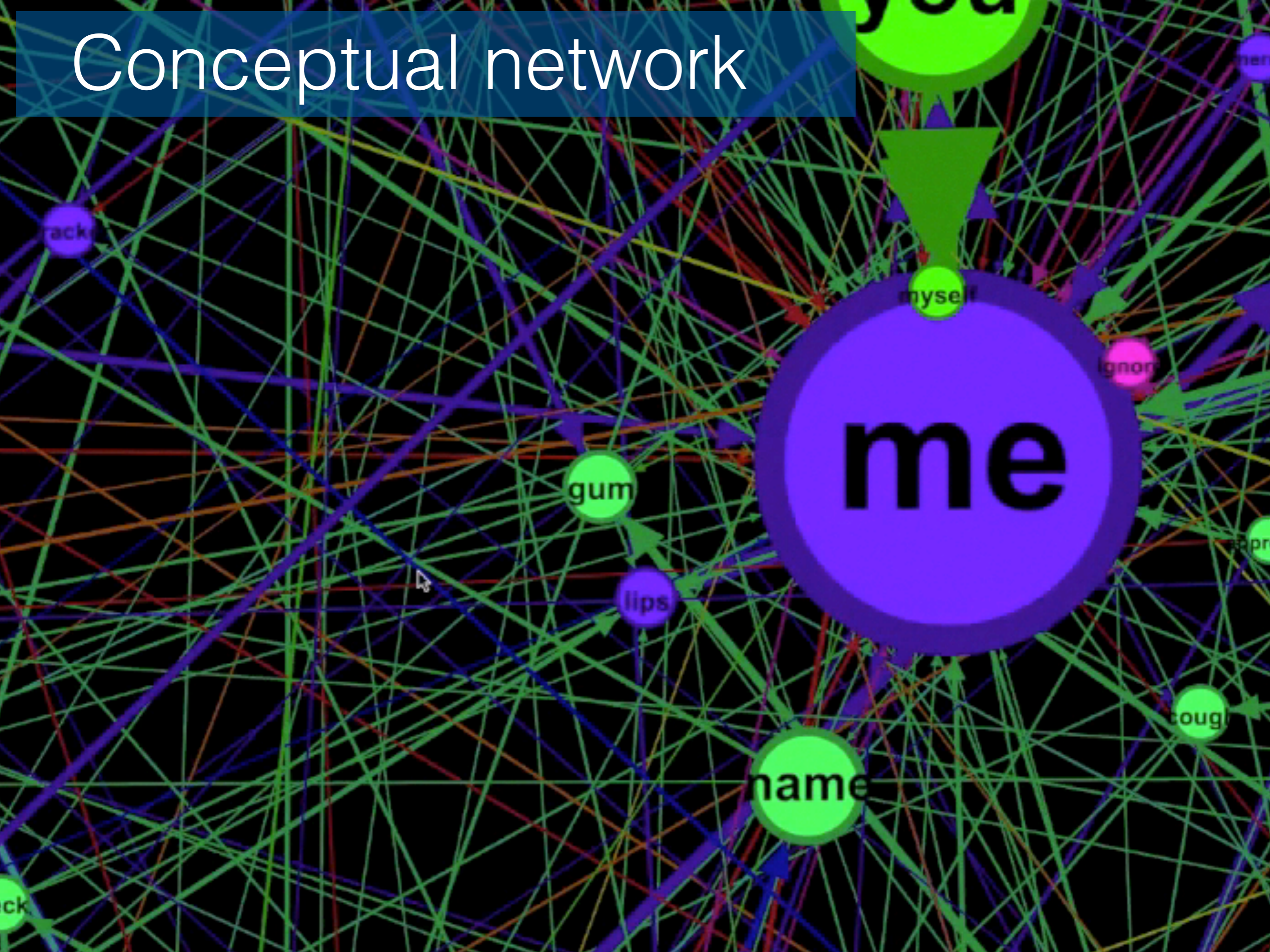


In less than a year:

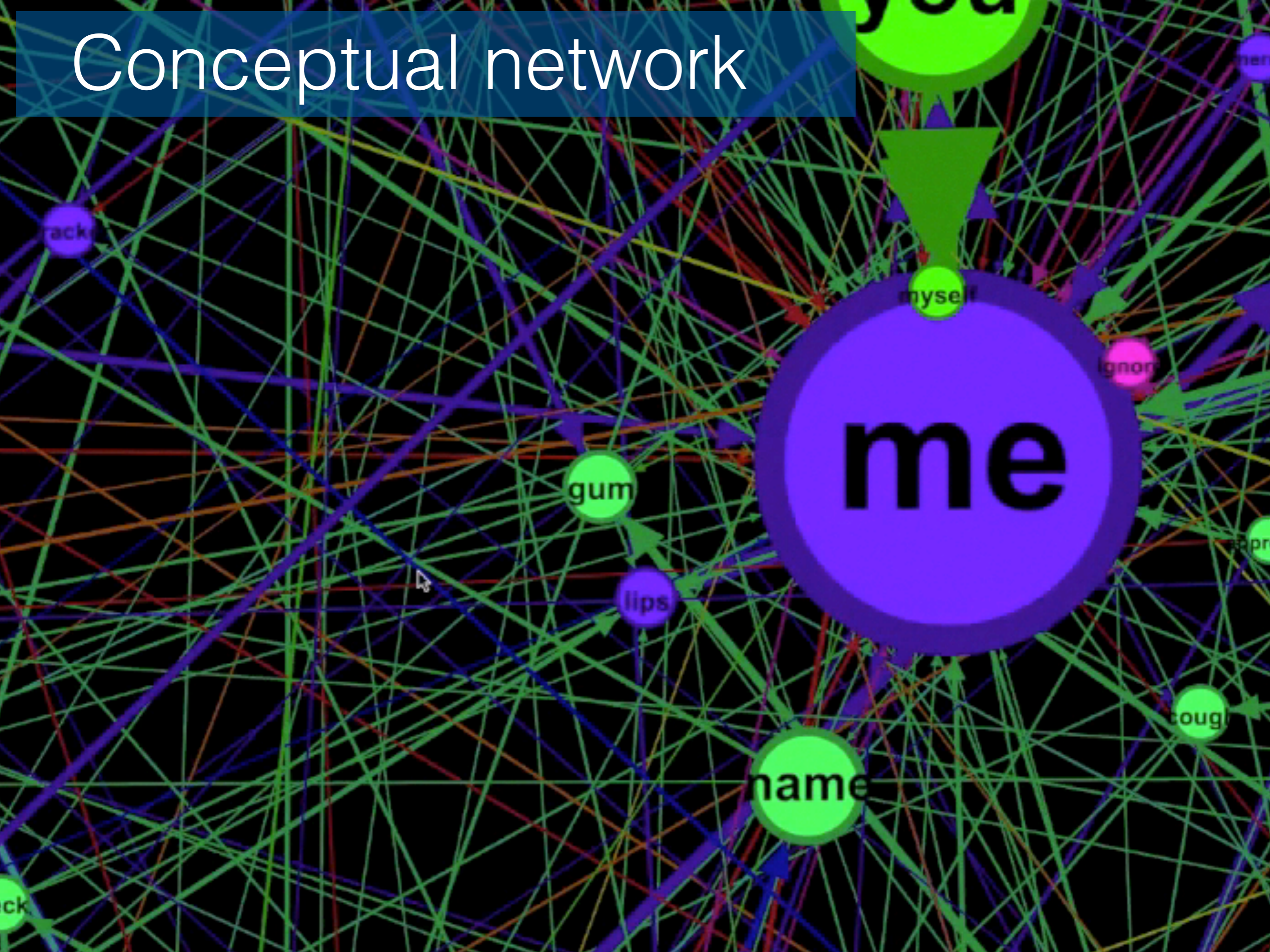
- 150 000 players
- 600 000 words
- 7 millions associations

<http://www.humanbraincloud.com/>

Conceptual network



Conceptual network



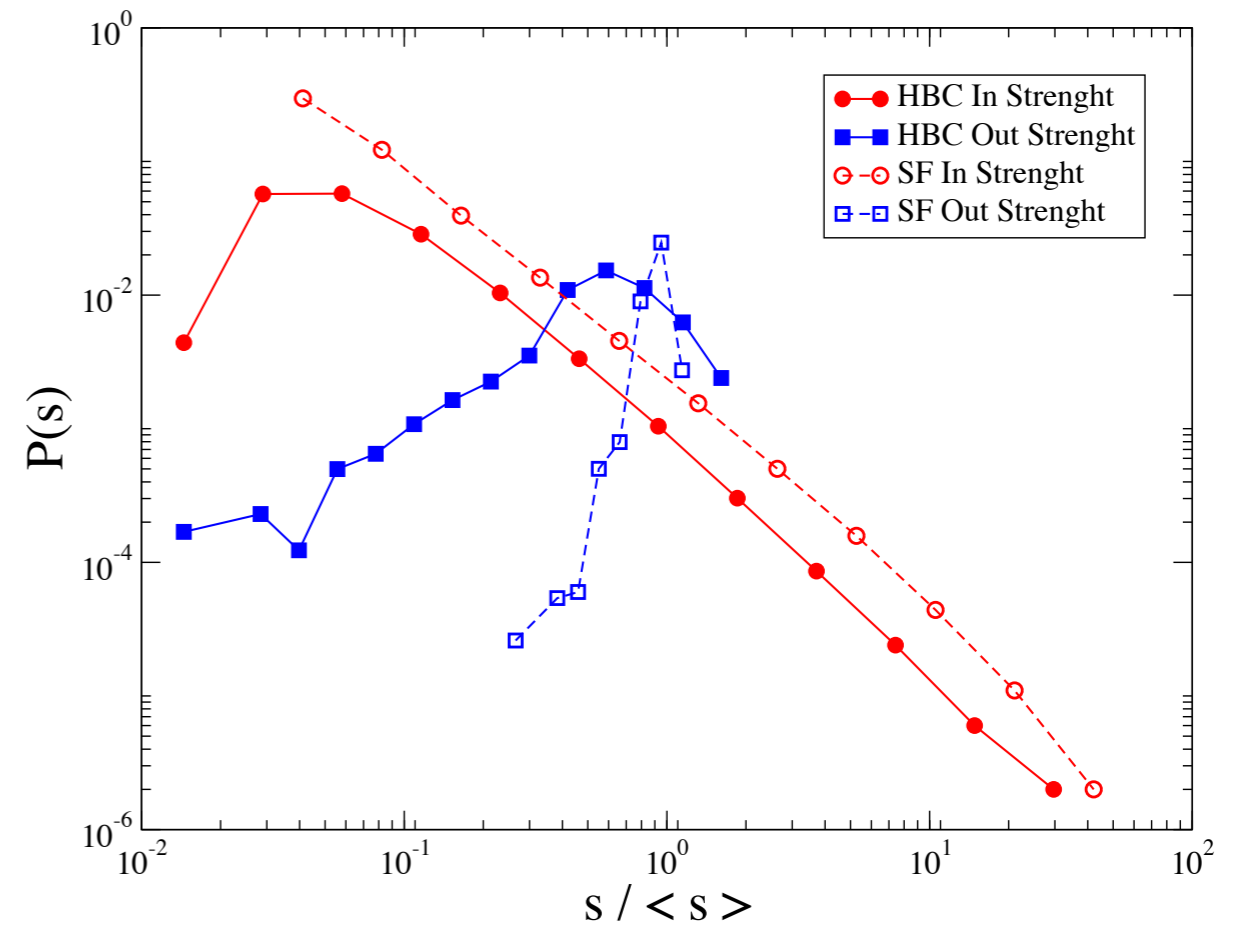
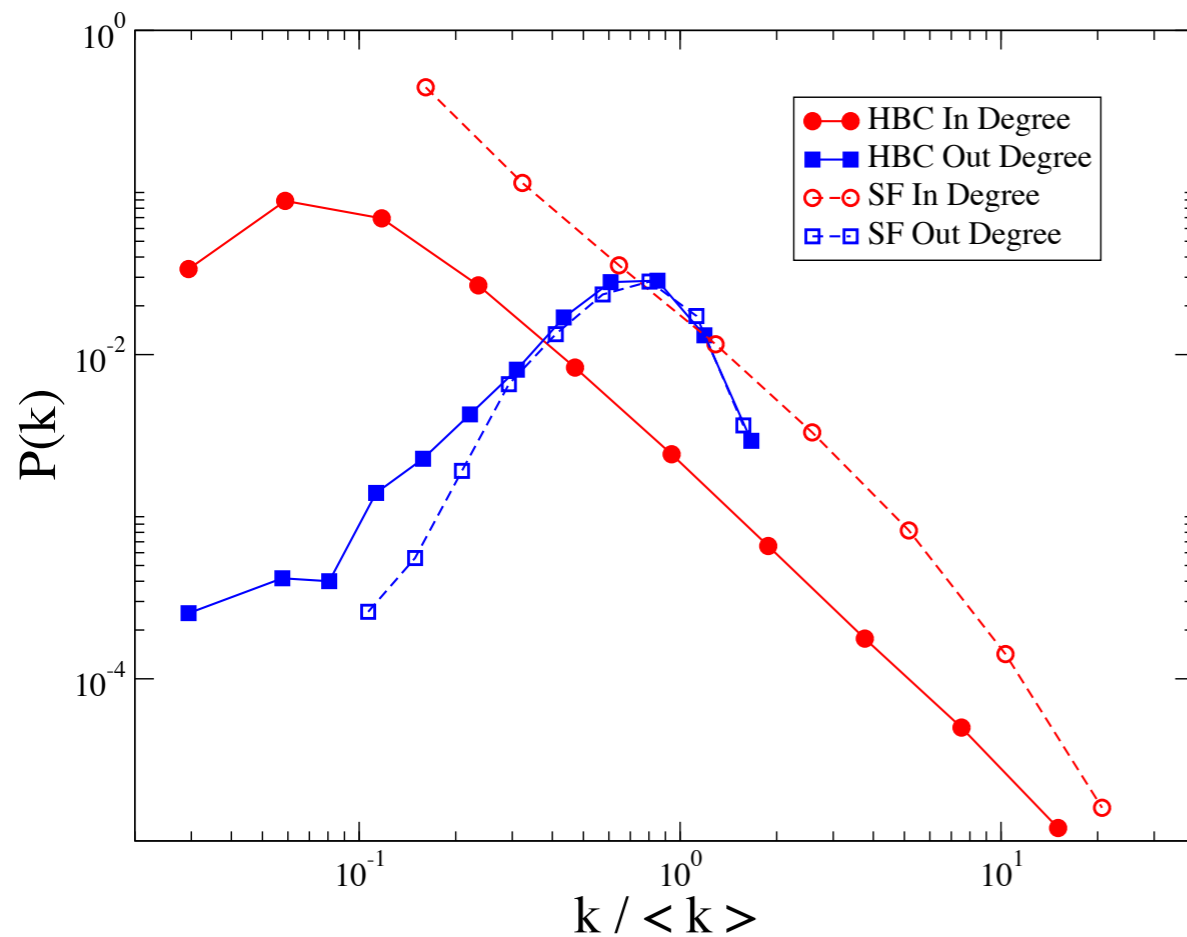
Comparison with a classical experiment: South Florida Free Association Norms (SF)

Nelson, McEvoy

5 000 words

60000 associations

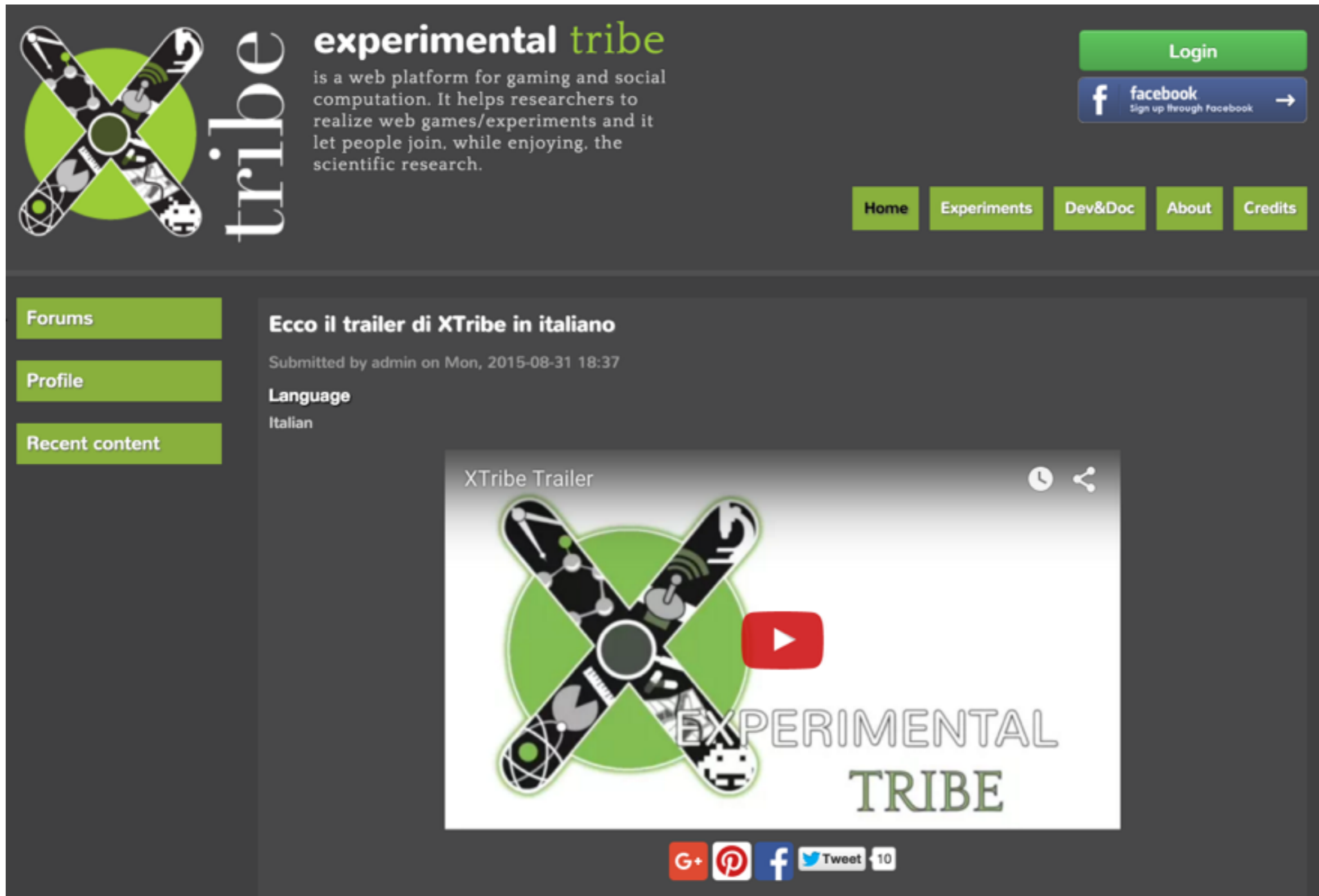
Degree (k) distribution for HBC and SF



Cosine similarity between HBC and SF links is 0.85 (0.48 reshuffled)

$$CS_i = \frac{\sum_j l_{ij}^{HBC} \cdot l_{ij}^{SF}}{\sqrt{\sum_j (l_{ij}^{HBC})^2 \cdot \sum_j (l_{ij}^{SF})^2}}$$

The Xtribe platform for web-gaming



The screenshot shows the homepage of the Xtribe platform. At the top left is the Xtribe logo, a stylized 'X' composed of various icons like a globe, a network, and a game controller, with the word 'tribe' written vertically below it. To the right of the logo is the text 'experimental tribe' and a description: 'is a web platform for gaming and social computation. It helps researchers to realize web games/experiments and it let people join, while enjoying, the scientific research.' In the top right corner, there are buttons for 'Login' and 'facebook Sign up through Facebook'. Below these are navigation buttons for 'Home', 'Experiments', 'Dev&Doc', 'About', and 'Credits'. On the left side, there are three menu items: 'Forums', 'Profile', and 'Recent content'. The main content area features a post titled 'Ecco il trailer di XTribe in italiano' submitted by 'admin' on 'Mon, 2015-08-31 18:37'. The post is in 'Italian' language. Below the text is a video player titled 'XTribe Trailer' showing a thumbnail with the Xtribe logo and the text 'EXPERIMENTAL TRIBE'. At the bottom of the video player are social media sharing icons for Google+, Pinterest, Facebook, and Twitter (with a count of 10).

<http://www.xtribe.eu/>



- it will allow virtually any researcher to realize his own experiment with minimal effort, paving the way of the use of the web as a standard “laboratory” for social sciences.





- it will allow virtually any researcher to realize his own experiment with minimal effort, paving the way of the use of the web as a standard “**laboratory**” for social sciences.
- it can be a strong “**basin of attraction**” for people willing to participate to experiments, making in this way **recruitment** much easier than for single-experiment platforms.



- it will allow virtually any researcher to realize his own experiment with minimal effort, paving the way of the use of the web as a standard “**laboratory**” for social sciences.
 - it can be a strong “**basin of attraction**” for people willing to participate to experiments, making in this way **recruitment** much easier than for single-experiment platforms.
- **research areas**: opinion and language dynamics, decision making, game-theory, geography, human mobility, economics, psychology, etc...

cum grano salis

In nearly every detective novel since the admirable stories of Conan Doyle there comes a time when the investigator has collected all the facts he needs for at least some phase of his problem. These facts often seem quite strange, incoherent, and wholly unrelated. The **great detective**, however, realizes that no further investigation is needed at the moment, and that **only pure thinking will lead to a correlation of the facts collected**. So he plays his violin, or lounges in his armchair enjoying a pipe, when suddenly, by Jove, he has it! Not only does he have an explanation for the clues at hand but he knows that certain other events must have happened. Since he now knows exactly where to look for it, he may go out, if he likes, to collect further confirmation for his theory.

cum grano salis

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Albert Einstein and Leopold Infeld

The evolution of physics (1938)
Cambridge University Press.

Open questions

Data-driven or **questions-**driven research?

The new role of data in science
...and in policy making

The role of modelling and theory in science
...and in policy making