

#### IBSS: Spatiotemporal Modeling of Human Dynamics Across Social Media and Social Networks

#### Research questions and challenges at University of Arkansas (UARK)

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# UARK's goals in this project

- Develop high performance computing (HPC) solutions and tools to support:
  - Social media data pre-processing, transformation, and other tasks
  - Data mining and machine learning, e.g. spatial cluster and correlation analytics
  - Agent based modeling (ABM)
  - $\circ$  Visualization



# Data preprocessing and transformation

- Text retrieving
  - Based on key words of interest to this project
- Text cleaning
  - Uncertain patterns or terminologies in social media [e.g. abbreviated terms, jargons, etc.]
- String matching
  - Lots of algorithms can be applied
- Transformation and localization
  - Key words replacement and standardization
  - Vocabulary unique in California



## Data mining and machine learning

- High frequency word construction
  - Time series of wildfire events in social media and network
  - Identification of duplicated/retweeted tweets
- Supervised classification
  - Training data development and validation
  - Similarity and difference
  - Exemplar identification through Affinity Propagation (AP)
  - Support Vector Machine (SVM) for classification



### **HPC** solutions

- When large volume of data has to be processed, parallel and distributed computing solutions have to be developed, such as GPUs and MICs
  - In the case of AP, for example, 10K points need 4GB memory, 20K points need 16GB memory, and 40K points need 64GB memory
  - The time used for training SVM classifiers grows when the size of the training data increases.
    - The theoretical computation complexity of building a SVM classifier lies between O(n<sup>2</sup>) to O(n<sup>3</sup>)
  - In the case of ABM, data communication may have to be executed multiple times in order to complete the computational processes thus increase the difficulty and challenge in development.