

Online Social Networks meet Smartphones

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Online Social Networks (OSNs)

Mobile Social Networks and content dissemination

Smartphones

Fast Facts



- 2 billion people use the Internet
- 500 million on Facebook
- Facebook is the most visited website in the US. Americans spend there most of their web time
- The number of Twitter users increases by 300K every day

Fast Facts

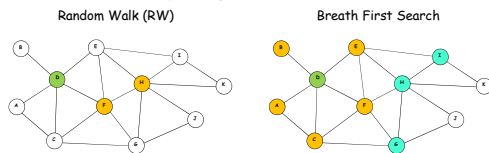
- There are 1 billion personal computers and 5 billion mobile phones in use in the world.
- Mobile users accessing OSNs through handheld devices
 - 19% (10.6M) of mobile users in the US
 - 23% (2M) of mobile users in the UK
 - 75% of OSN users in Japan
- 200M (out of 500M) users access Facebook on smartphones

Fast Facts

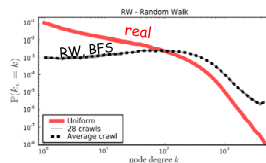


- 28% of U.S. mobile subscribers now have smartphones
- In the past 6 months: 41% of cell phone buyers got a smartphone.
- Android's market share is the fastest growing

Sampling OSN users



Sampling via crawling to learn users and structure of OSNs.
Problem: **sampling bias**

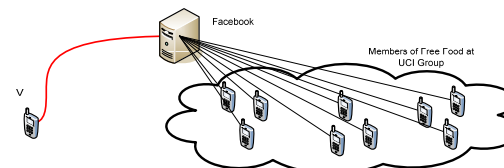


Measurement techniques that remove bias improve efficiency:

- **Rewighted RW**
M. Gjoka, M. Kurant, C. Butts, A. Markopoulou
"Walking in Facebook: A Case Study of Unbiased Sampling of OSNs" INFOCOM 2010
- **Unbiased BFS**
M. Kurant, A. Markopoulou and P. Thiran
"On the bias of BFS" International Teletraffic Congress (ITC 22), 2010
- **Multigraph sampling**
M. Gjoka, C. Butts, M. Kurant, A. Markopoulou.
"Multigraph Sampling of Online Social Networks" Under submission
- **Stratified graph sampling**
M. Kurant, M. Gjoka, C. Butts, A. Markopoulou.
"Walking in Graphs with a Magnifying Glass" Under submission

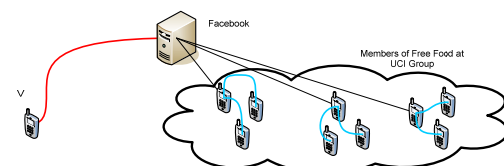
In collaboration with Carter Butts and the NCASD Lab: <http://www.ncasd.org/>

Today: not truly integrated users access OSN through mobile interface



- Problems:
- Cellular provider: bandwidth wasted, overload
 - OSN provider: massive infrastructure is required
 - User: may experience delay

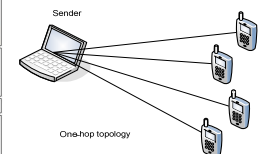
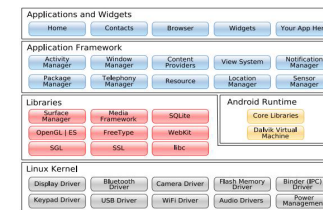
Our vision for content delivery: cooperation of OSN + mobile operator + user



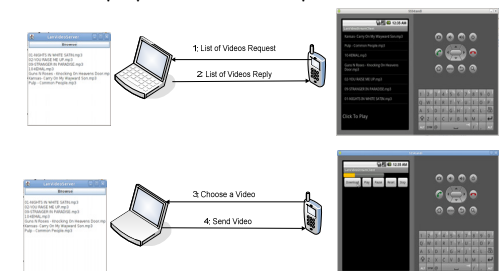
- Opportunities :
- o 3G connection + wifi/device2device communication
 - o Leverage topology and location information (OSN, operator)
 - o Leverage social graph/trust/interests (OSN)

Direct communication (demo)

- use android API + ad hoc (wi-fi) connections between devices
- to exploit proximity/friendship
- and possibly wireless broadcast
- for better content delivery



- Current demo : a facebook app: server (laptop) - clients (smartphones)



In collaboration with DOCOMO USA Labs: and AT&T Labs Research: