## Simplifying Friendlist Management

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WWW 2012 Demo Session

## Content sharing on Facebook

#### Sharing content on Facebook

Three sharing options: Public, Friends, Custom

Custom settings can be reused via Friendlists

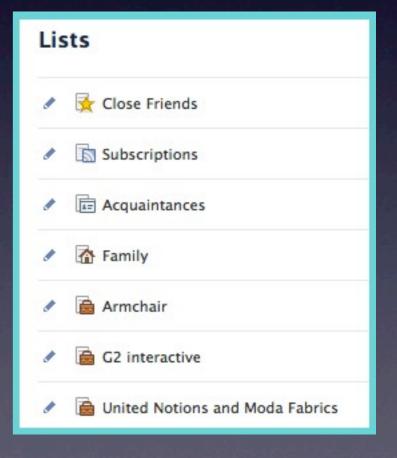
#### Friendlist feature

User-created subsets of friends

Share content with the members of the friendlist

Aggregate and view the content from the friendlist

#### facebook.



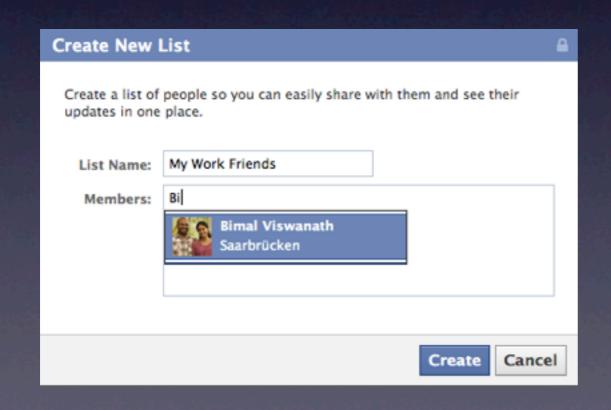
#### Friendlist limitations

#### User required to

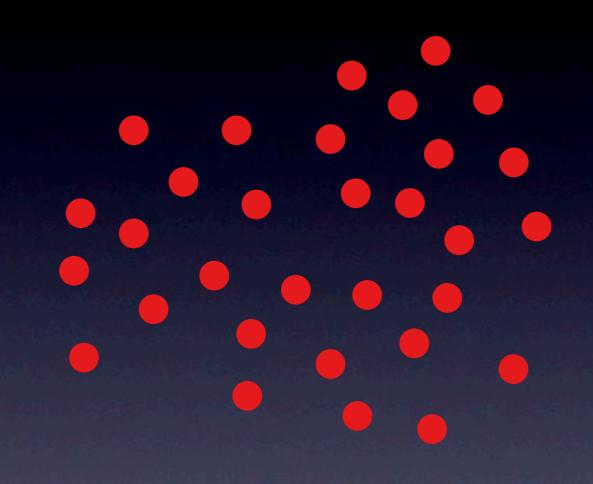
Create friendlists and enumerate members

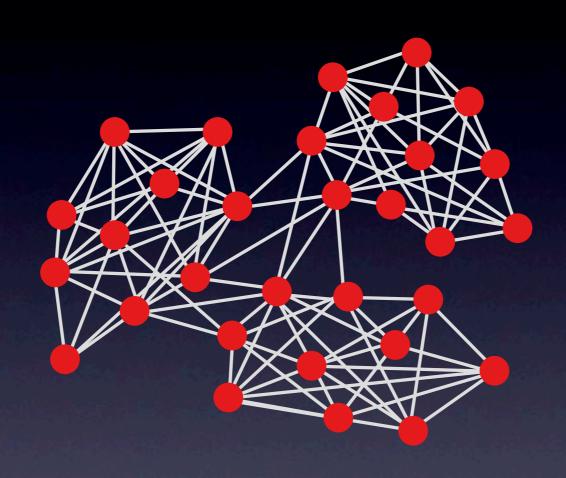
Maintain friendlists as relationships change

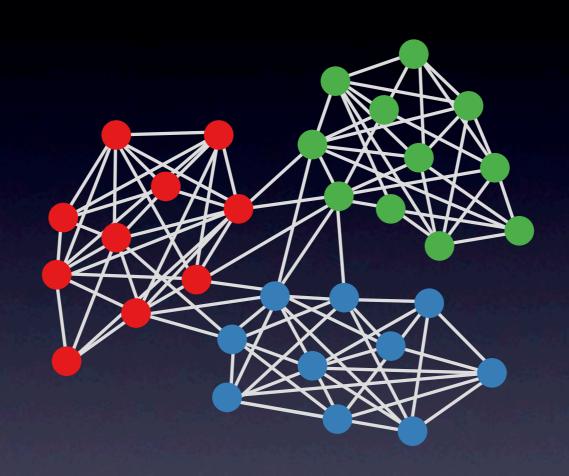
Maintain friendlists as new relationships form

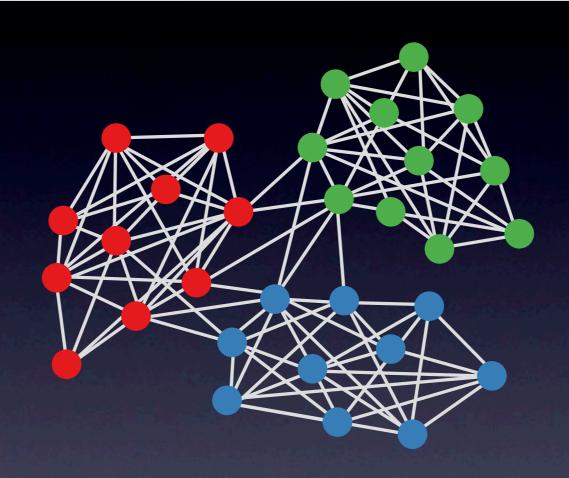












Can we leverage social network communities as a basis for creating and maintaining friendlists?

Communities: Users more densely connected than overall graph

## Friendlist Manager

#### Built as a Facebook application

Can access user's 1-hop network, modify friendlists

#### Key idea:

Leverage structure of user's 1-hop social network

#### Problems:

Creating new friendlists of user's friends

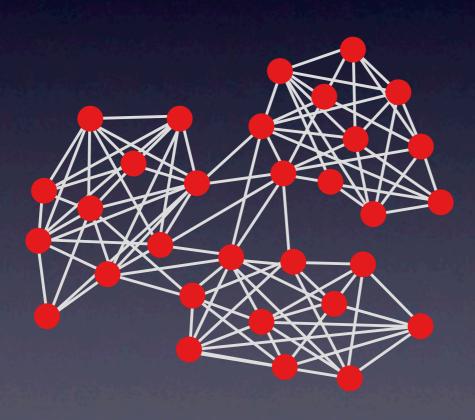
Updating the existing friendlists over time

Idea: Use community detection to suggest friendlists

Create "seed" friendlists via a global algorithm [JSTAT'08]

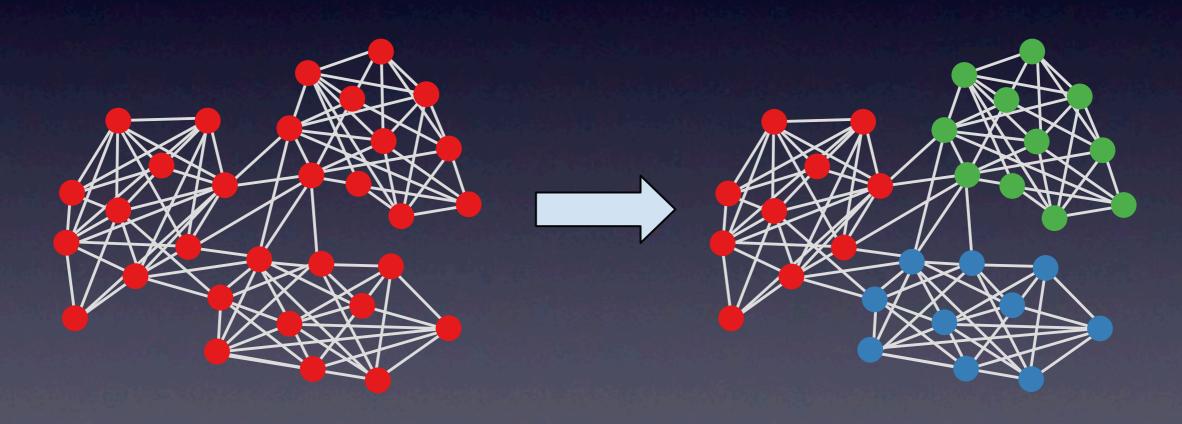
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Create "seed" friendlists via a global algorithm [JSTAT'08]



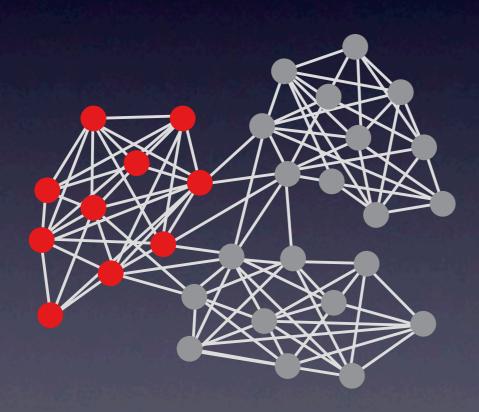
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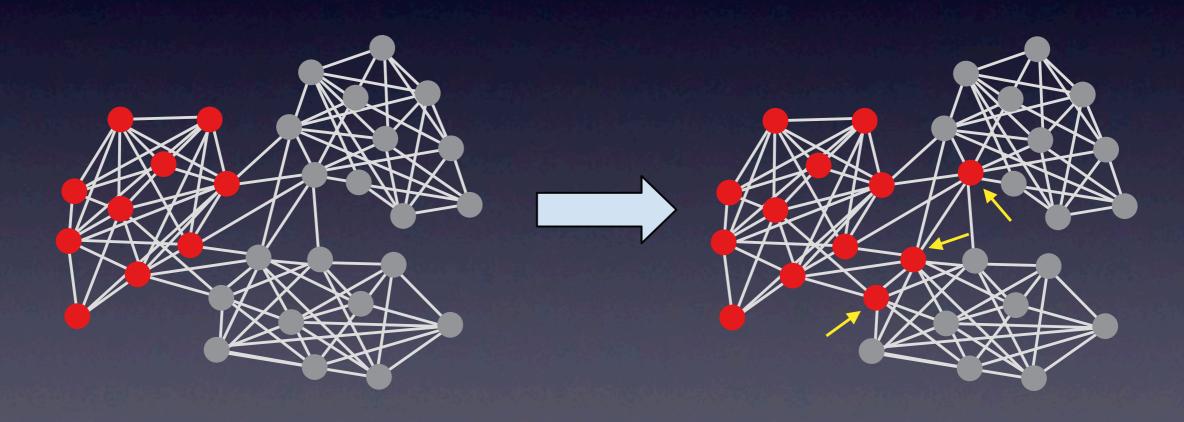
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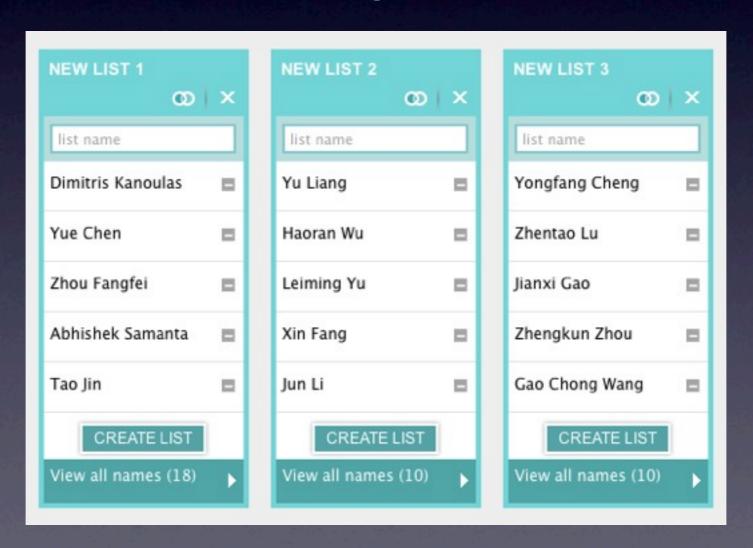
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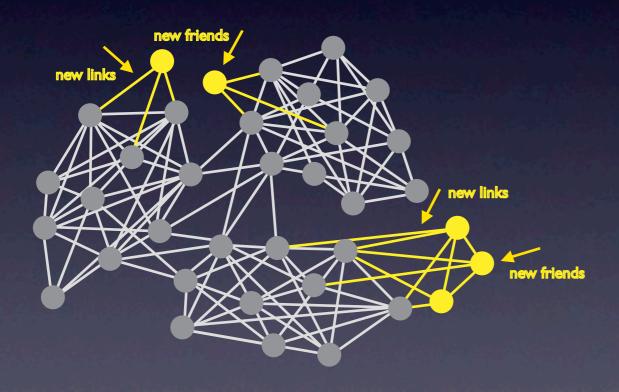


Idea: Use community detection to suggest friendlists

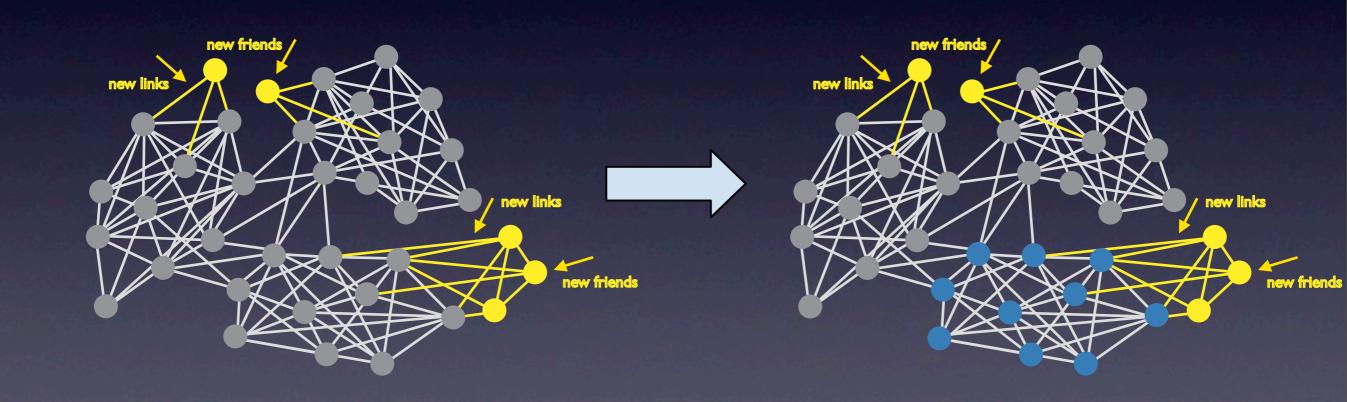
Create "seed" friendlists via a global algorithm [JSTAT'08]



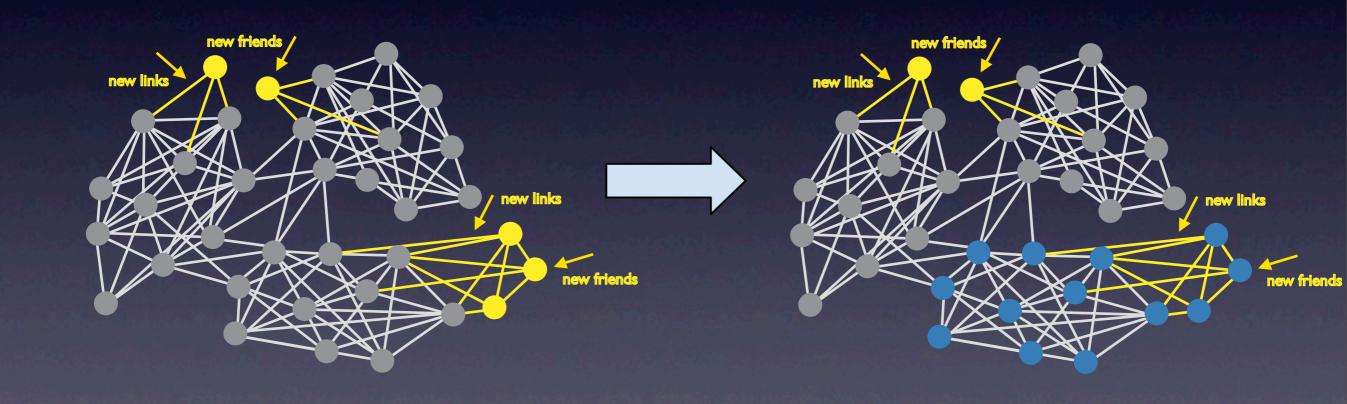
Idea: Locate missing members using a local algorithm [WSDM'10]



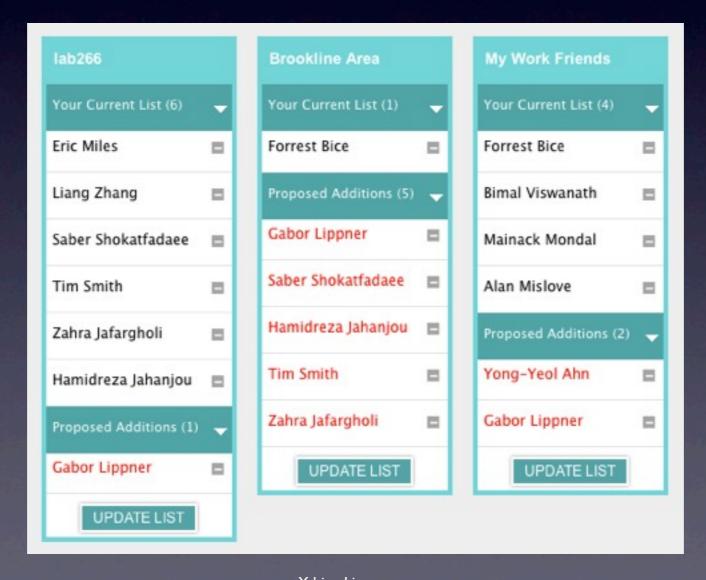
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## Simulating Friendlist Manager

Evaluation: Can community detection find friendlists?

What are the sizes of the friendlists?

How "tightly knit" are the friendlists?

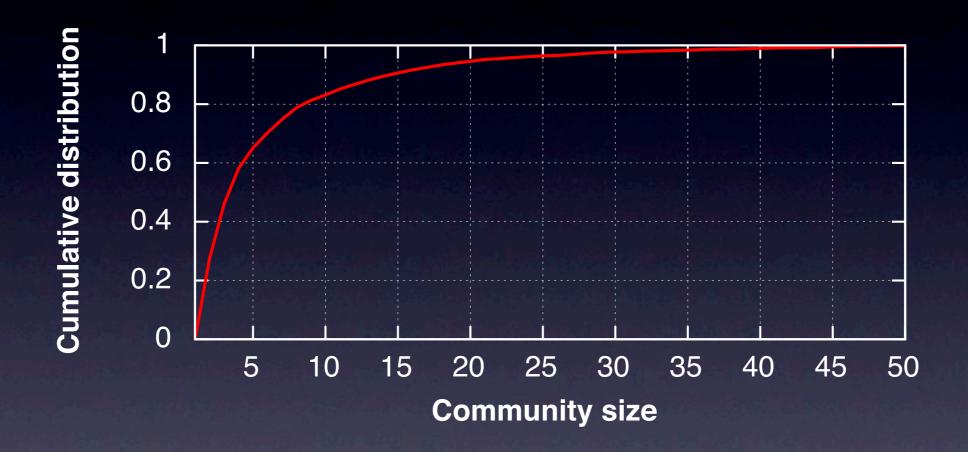
#### Methodology:

Simulate FLM app and evaluate on three Facebook networks

Randomly select 1,000 users from each network

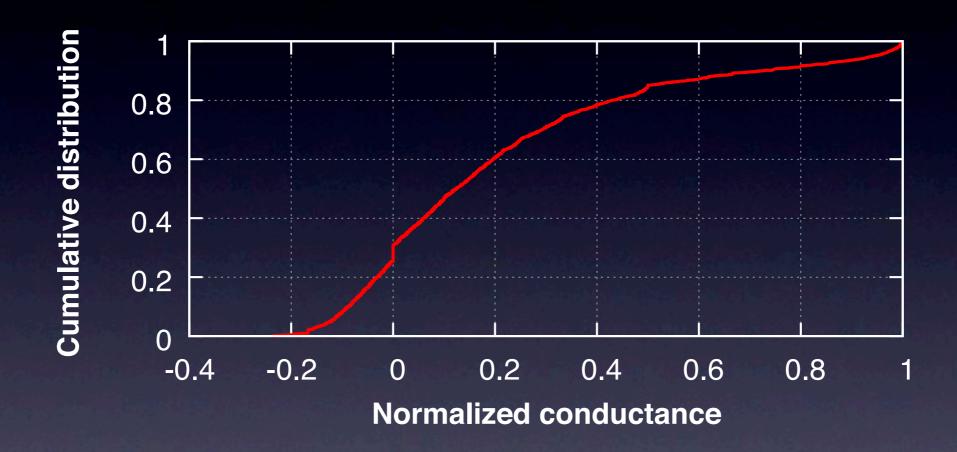
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# How big are the proposed friendlists?



More than 90% of the time, Friendlist Manager proposes friendlists with fewer than 20 members

# Are the friendlists "tightly knit"?



More than 40% of the time, Friendlist Manager proposes friendlists with normalized conductance > 0.2

## Friendlist Manager deployment so far

#### Usage statistics up to February, 2012

374 users installed Friendlist Manager

On average, 4 existing friendlists suggested

On average, 6 new friendlists suggested

48 users updated at least one existing friendlist

36 users created at least one new friendlist

### Questions?

#### Friendlist Manager Application:

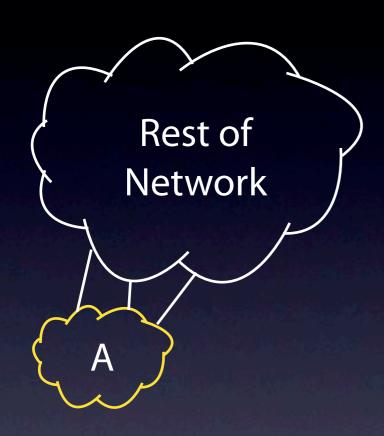
https://apps.facebook.com/friendlist\_manager

#### More information:

http://friendlist-manager.mpi-sws.org

# Backup slides

#### Normalized Conductance



$$C = \frac{e_{AA}}{e_{AA} + e_{AB}} - \frac{e_{AA}}{e_{A}e_{A}} - \frac{e_{A}e_{A}}{e_{A}e_{A} + e_{A}e_{B}}$$

How strong is a particular community A?

Conductance previously proposed
But, biased towards large communities

Metric: Normalized conductance *C*Fraction of *A*'s links within *A*Relative to a random graph

Range is [-1,1]

0 represents no stronger than random

### How to tweak existing friendlists?

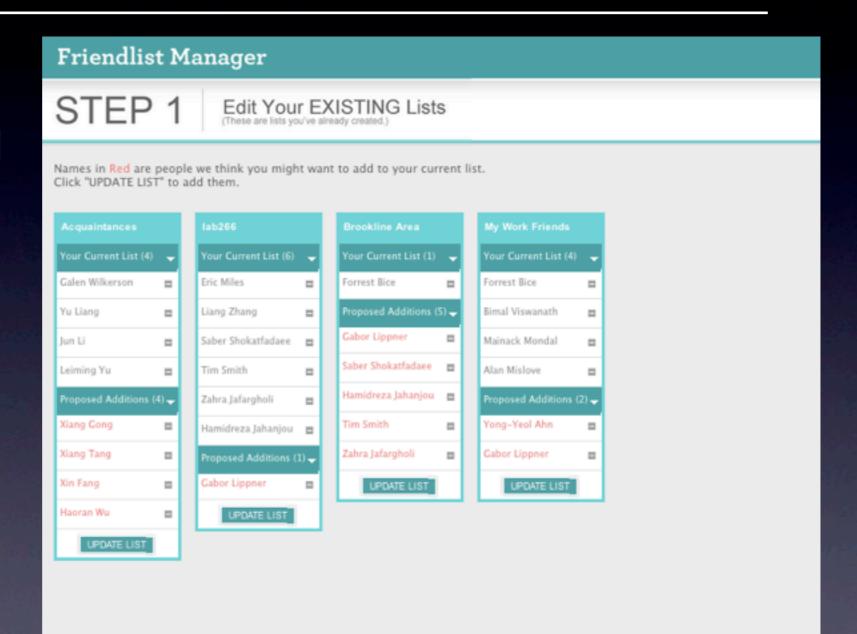
Existing Lists

Drag-and-drop friend

Delete friend

Collapsible tab lists

Update friendlist



#### How to tweak new friendlists?

#### New Lists

Drag-and-drop friend

Delete friend

Merge friendlists

Delete friendlist

Name friendlist

Create friendlist

#### Friendlist Manager

STEP 2

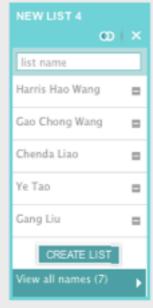
Create NEW Lists

First, type a name for each list. When you are finished editing a list, click "Create List".











### Three Facebook datasets

#### Some statistics about the networks

Network	Nodes	Edges	Avg. deg.
Facebook City A	3.0M	46M	15.2
Facebook City B	2.9M	40M	14.2
Facebook New Orleans	63K	1.6M	25.6