Social programming



Human-Computer Interaction Institute

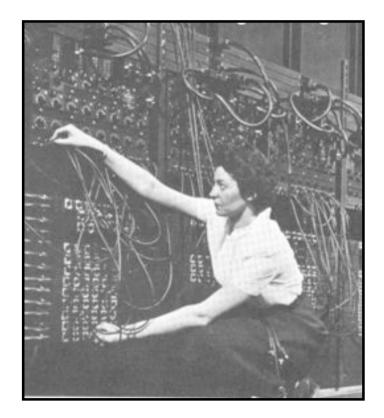


Overview

- History of programming
- What are social network systems?
- Basic concepts of Social programming

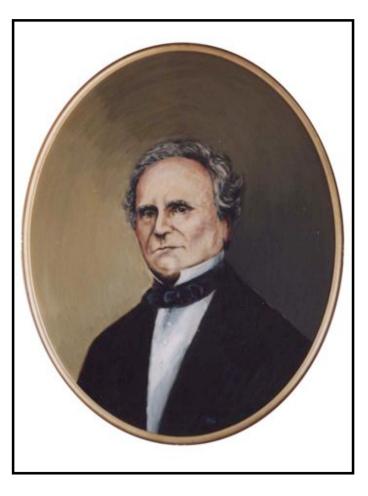
Brief History of programming

A programmer's perspective!

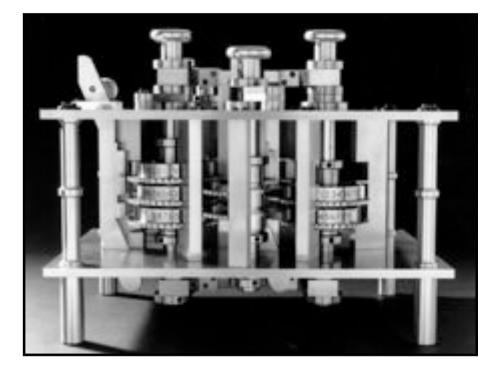


Charles Baggage

• England, 1791 - 1871



Difference Engine

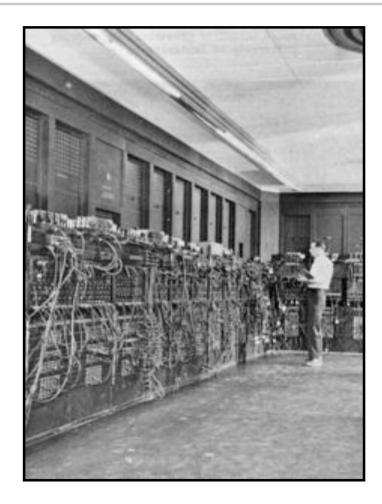


Difference engine

- Mode: physical
- Instructions: change gears
- Task: perform calculations

ENIAC

• USA, 1942





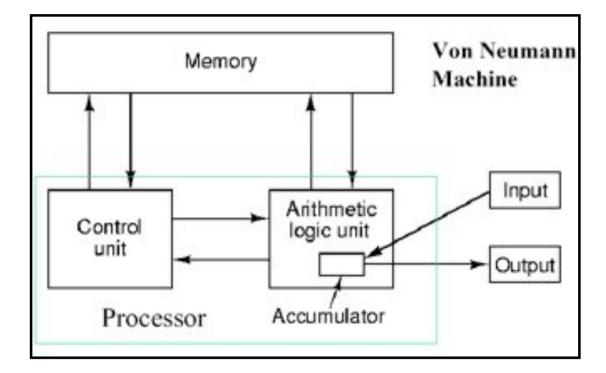
- Mode: electrical
- Instructions: change cables and switches
- Task: perform calculations

John von Neuman

• Hungary / USA 1903 - 1957

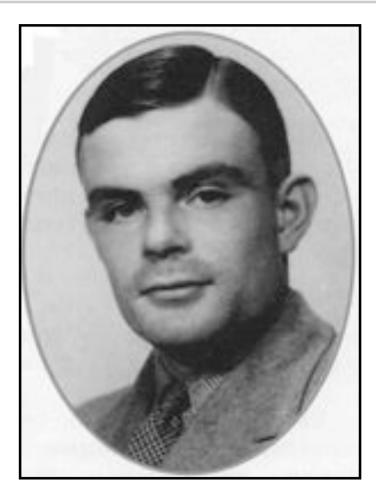


Shared program technique

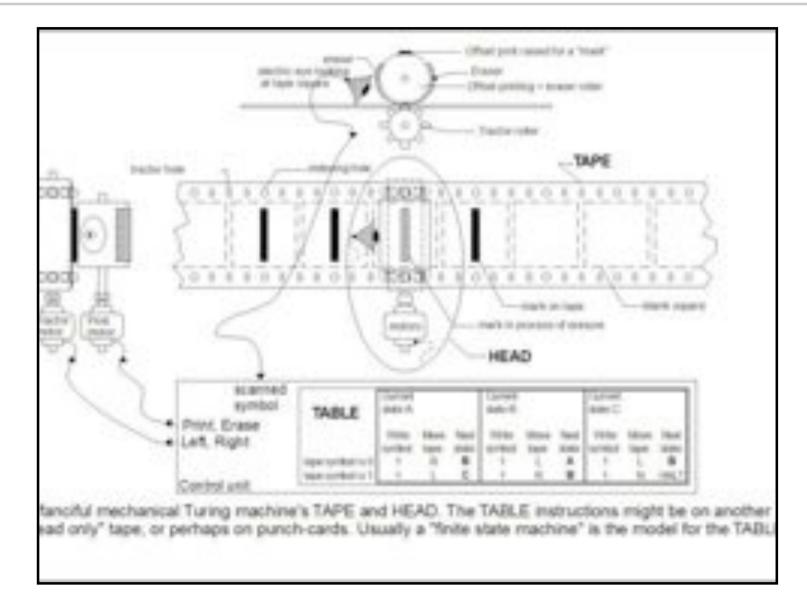


Alan Turing

• England, 1912-1954



Turing Machine



Turing machine

- Mode: logic
- Instructions: "Move left", "move right"
- Task: change state

Short code (1949)

a = (b+c)/b*c
was converted to Short Code by a sequence of substitutions and a final regrouping:
X3 = (X1+Y1)/X1*Y1
X3 03 09 X1 07 Y1 02 04 X1 Y1
07Y10204X1Y1
0000X30309X1
substitute variables
group into 12-byte words.

Grace Hopper

• 1943-1966, USA

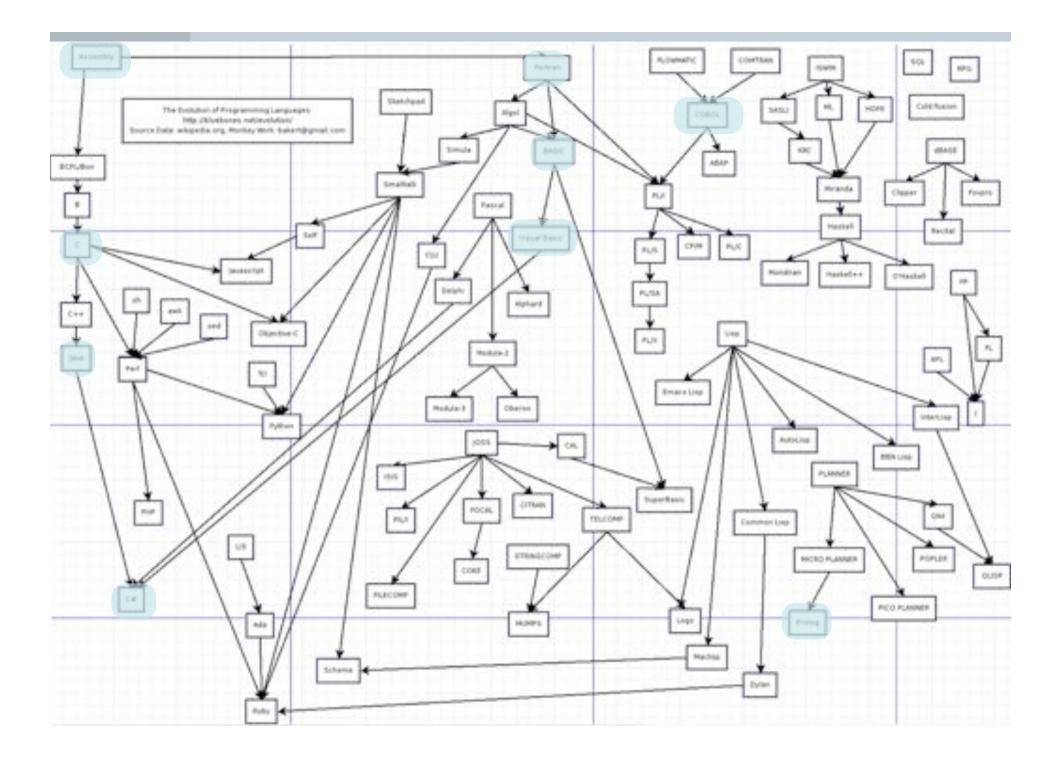


First bug

anton started 0800 1.2700 9.037 847 025 1000 antan y stopped 9.057 846 995 could +16415 (+) +.615925059(-2) 13 UC LOSA MP - MC 052 PROL 2.130476415 const 2.13067 Reas failed special special test m 033 In telo 10,000 feed Red Started 100 Sosine (Sine check) Jape Multy Adder Test. 1525 Marter Relay #70 Panel F (moth) in relay. 1545 155 to adapt starts. of bug being found. cloud down . 1700

A0 compiler (1951)





Assembly language

- Mode: "juggling"
- Instructions: "Move to register", "add"
- Task: calculations

High-level languages

- Mode: procedural / functional
- Instructions: "Open file", "read text"
- Task: file operations, menus

Object Oriented languages

- Mode: Object oriented
- Instructions: "Create button", "delete account"
- Task: desktop applications

HTML

- Mode: multimedia & network oriented
- Instructions: "Link to document", "show picture"
- Task: hierarchical browsing, information retrival

Social programming

- Programs running on social platforms
 - Facebook, MySpace, FriendSter, Hi5, Multiply, Zorpia
- Platform provides API and resources
- Application uses API, creates (G)UI
- User interacts with Applications



Facebook

- "Online social networking"
- Each user has a profile
- Each user has "friends"
- Users generate content (messages, pictures, discussions)
- Information is "filtered" through one's social network

Facebook applications

- To generate content, users use applications
- Everything in facebook is an application
 - Message composer
 - Photo Albums
 - Poking



Facebook applications

- Mode: social
- Instructions: "Add friend", "Tag photograph", "retrieve human relationships"
- Task: social networking

Facebook applications

- Facebook is the Operating System
- Facebook applications utilise various "services" offered by the OS
 - Information about users
 - Friends
 - Events
- Users interact with the applications

How to think about Facebook

- Facebook customised based on who your friends are
- Dynamic content based on who your friends are
- Information filtered based on who your friends are
- Discussion:
 - Is this a good way of dealing with information overload?
 - (Vanevar Bush)

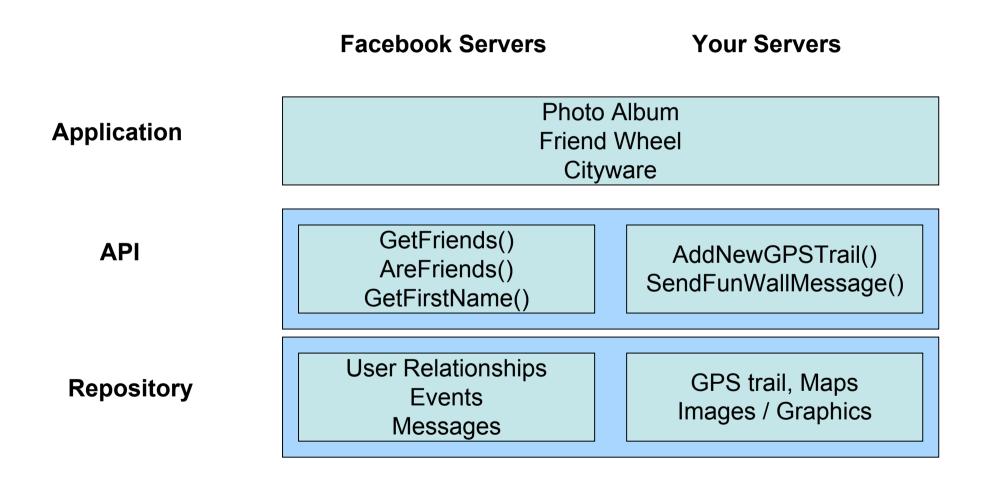
Take a break

• 2 minutes break

Overview of social web architecture

- Abstract layers
- Primitive API
- Facebook Query Language (FQL)
- Facebook Markup Language (FBML)
- Application Components

Facebook platform



Facebook API

- getFriends()
- eventGetParticipants()
- Etc, etc

Facebook Query Language

- Provides SQL-like access to repository data
- Query table for results
- Example:
- SELECT name, pic FROM user WHERE uid=211031 OR uid=4801660

Facebook Markup Language

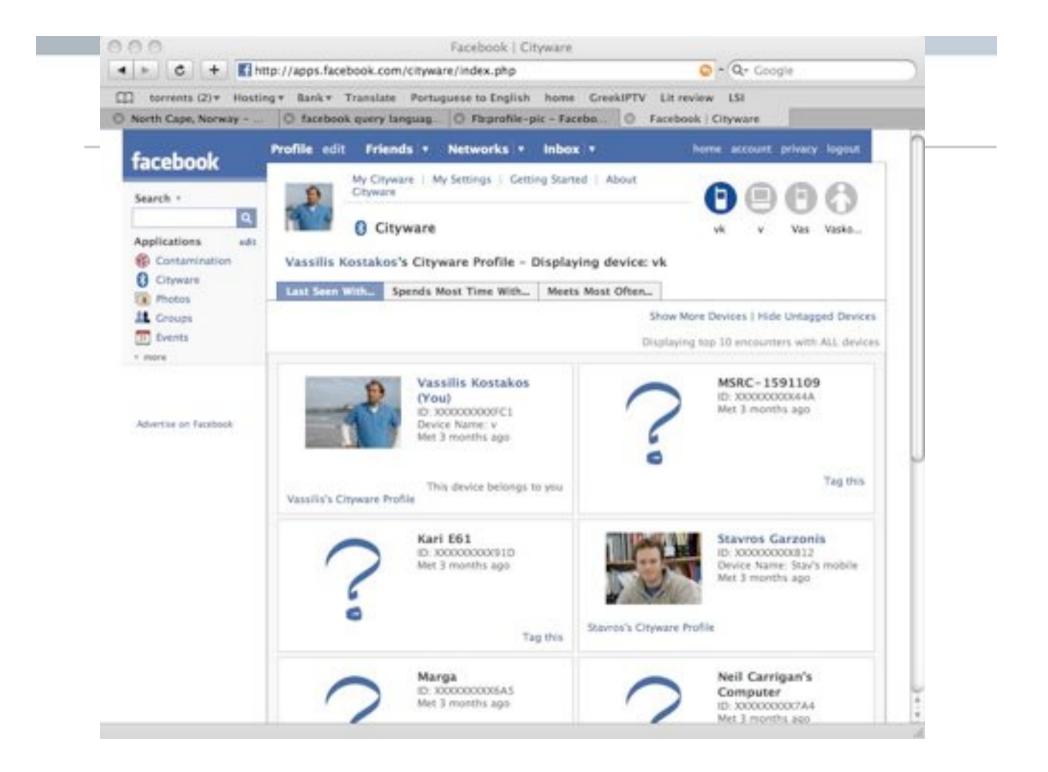
- Your program's text output is parsed and rendered
- HTML variant
- Makes things easier
- Example
- <fb:profile-pic uid="12345"
 linked="true" />

Application Components

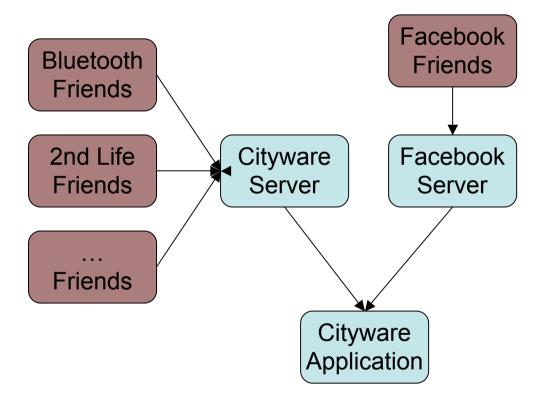
- See http://developers.facebook.com/anatomy.php
- Main application page
- Application Box (profile text)
- Invitations
- Notifications

Cityware

- Merging online network with physical networks
- Facebook: collection of online friends
- Bluetooth: collection of urban / physical friends
- Second life: collection of virtual world friends
- ...
- Can we put all these together?



Overview



P4

- Create a Facebook application
- Due: Wednesday, April 2 at 9:00AM
- Work in pairs (cannot work with the same person as in P3 or P5).