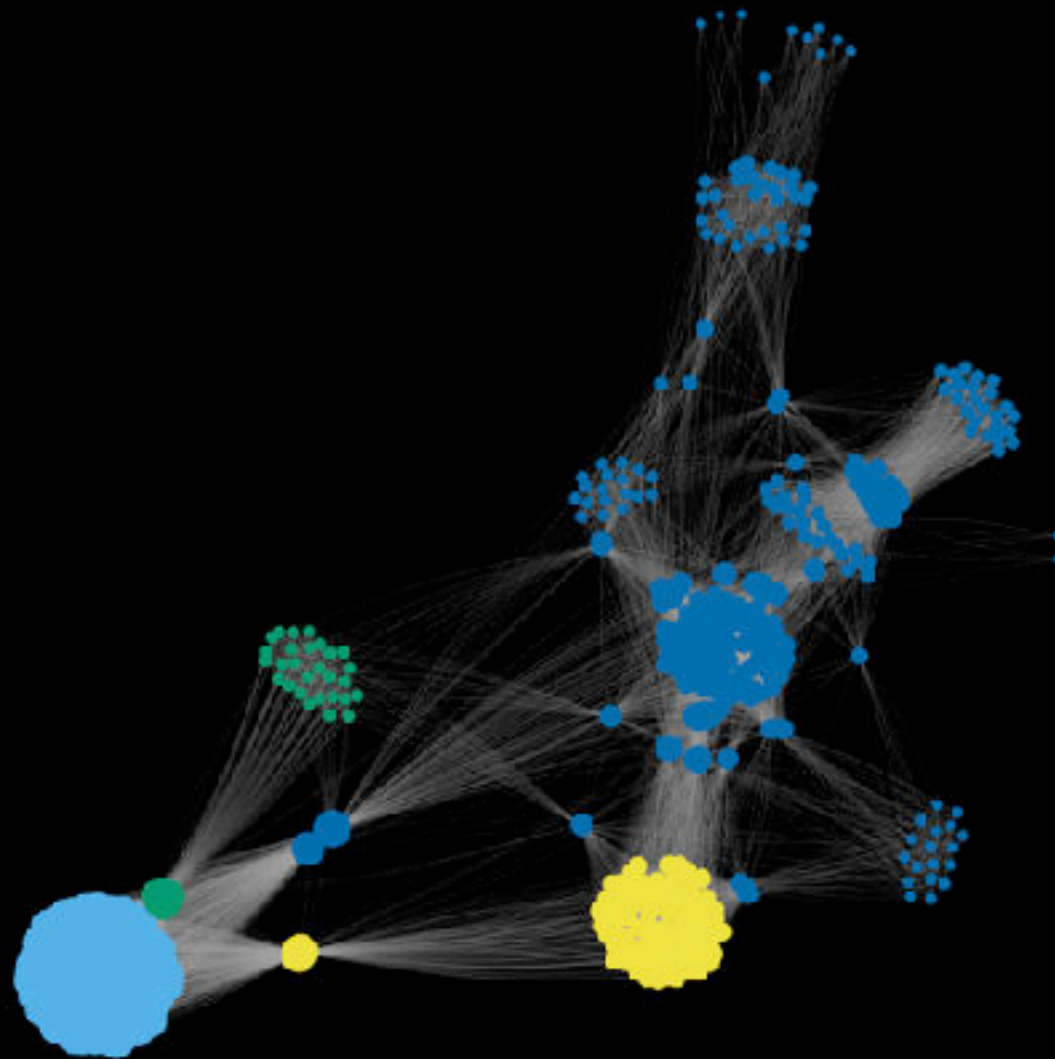


THE NETWORKS BEHIND COLLABORATIVE LEARNING AND SOLVING

Marc Santolini | CRI Paris



 @msantolini





Centre
RI
recherches
interdisciplinaires

RESEARCH@CRI
Centre for Research and Interdisciplinarity



Open health

from data-rich research to development of frugal software and hardware solutions



Open synthetic and systems biology

from foundational understanding of living systems to open biotech and open pharma solutions.



Open learning

from understanding learning to human-machine paradigms



Open AI

Understanding and shaping current digital transition in context of learning, health and/or human-machine paradigms.



Open phronesis


tackling ethical challenges of our time.




research.cri-paris.org



 [torvalds / linux](#)

 Watch ▾


7.1k

 Star

92.6k

 Fork

32.2k

 Code

 Pull requests **324**

 Actions

 Projects **0**

 Security **0**

 Insights

Linux kernel source tree

 **932,822** commits

 **1** branch

 **0** packages

 **654** releases

 **∞** contributors

 View license

Branch: **master** ▾

New pull request

Create new file

Upload files

Find file

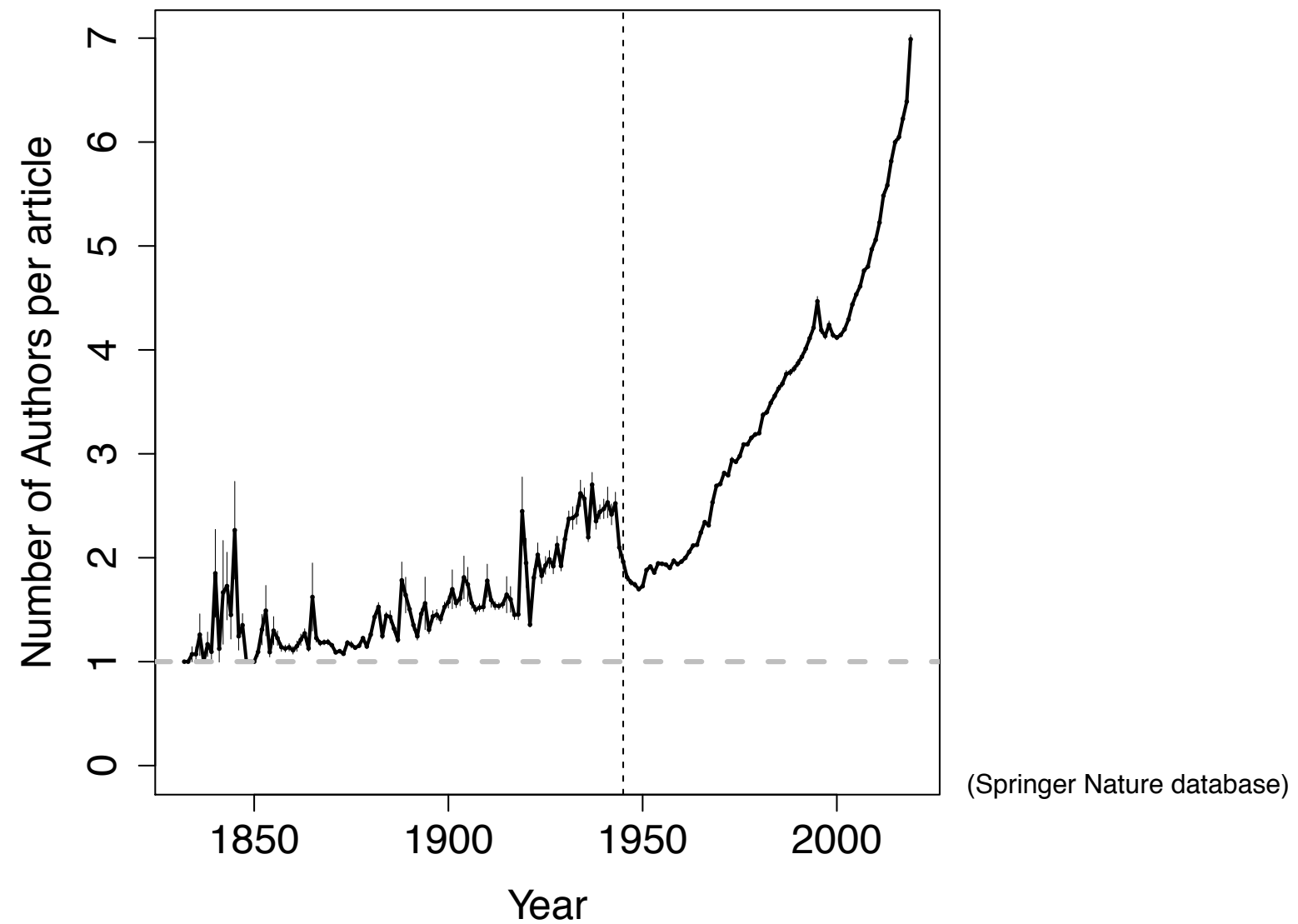
Clone or download ▾



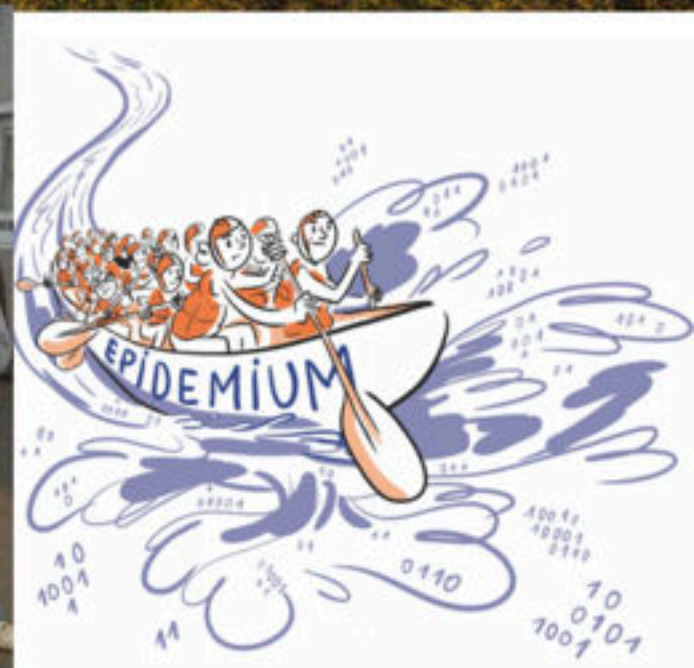
torvalds Merge tag 'dma-mapping-5.8-3' of git://git.infradead.org/users/hch/dm... 

Latest commit **1b50440** 15 hours ago

The rise of collaborative science



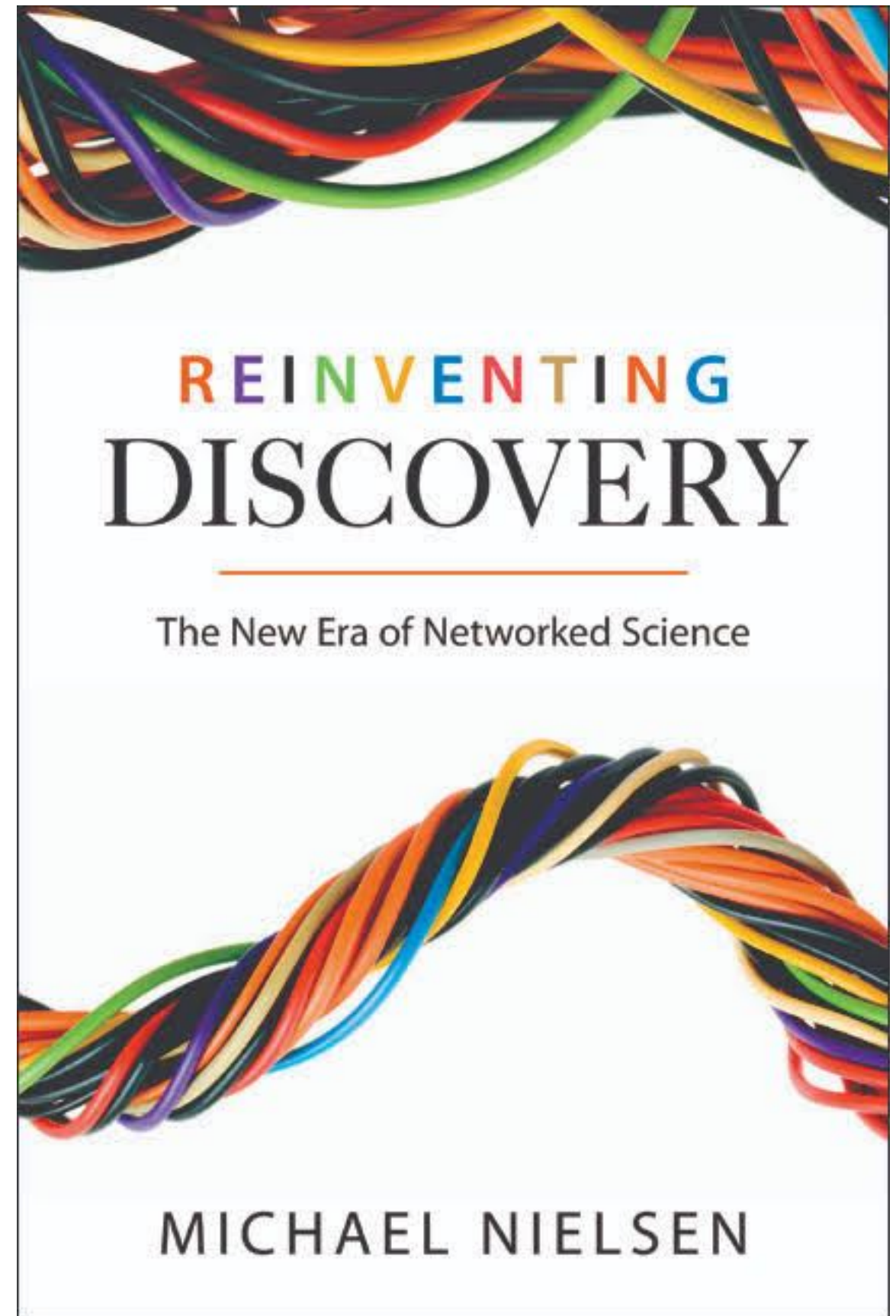
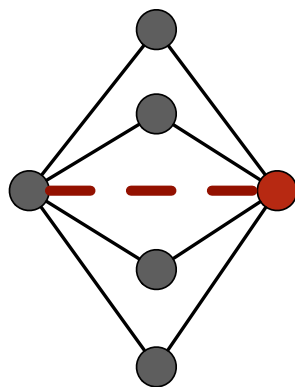
The age of communities



“Designed serendipity”

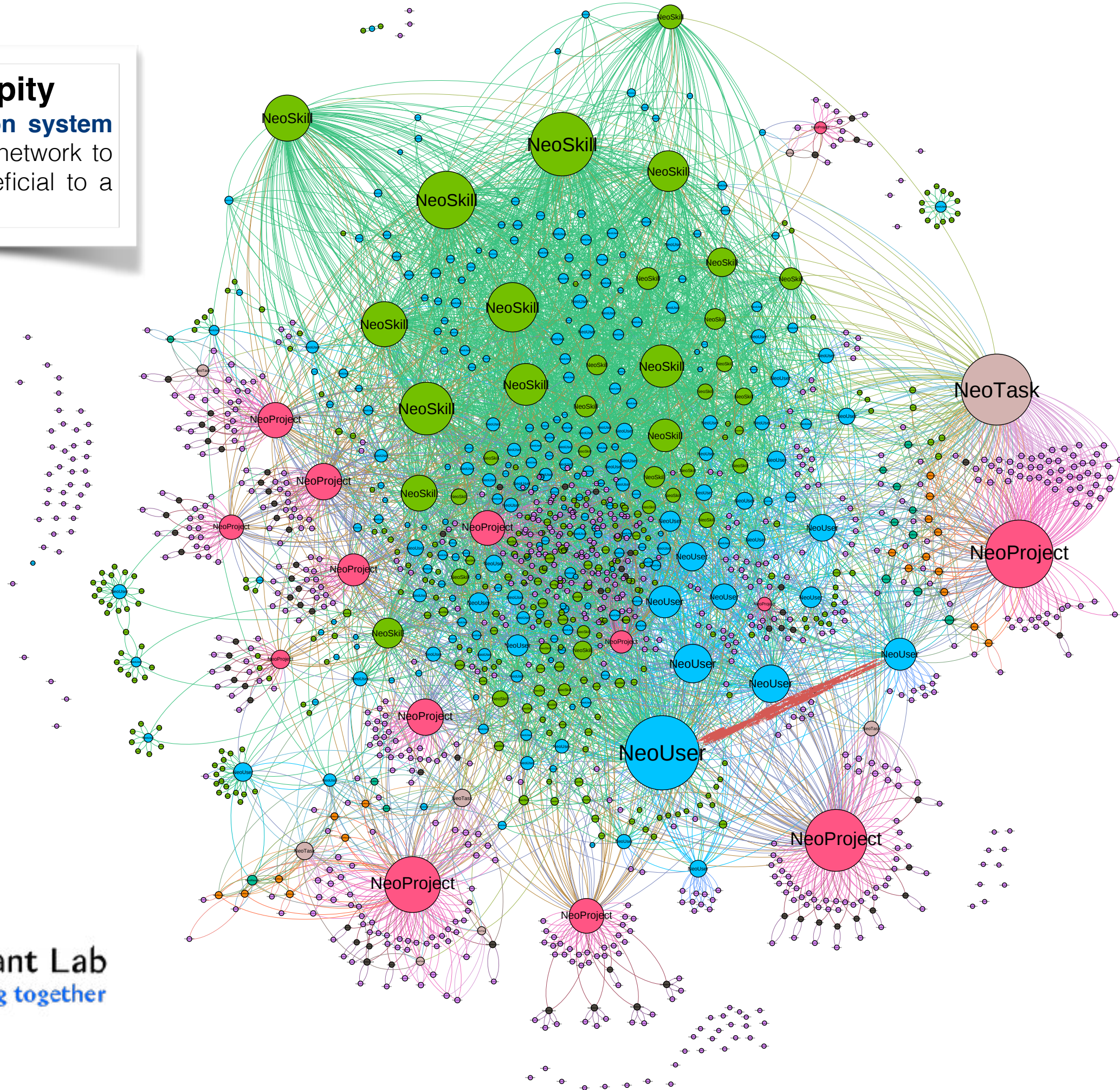
“once the collaboration gets large enough **participants cannot possibly pay attention to everything that’s going on.** [...]”

Ideally, the **architecture of attention** will **direct participants to places where their particular talents are best suited to take the next step.**”



Designing serendipity

Create a **recommendation system** based on the underlying network to **create connections** beneficial to a project



Just One Giant Lab
learning & solving together

The background of the slide is white with abstract, colorful, halftone-style patterns in the corners. The top-left corner features a blue and green pattern. The top-right corner has a yellow, orange, and red pattern. The bottom-left corner shows a purple and blue pattern. The bottom-right corner has a yellow and orange pattern.

Studying collaborative learning and solving

From studying to enhancing collaborative Science

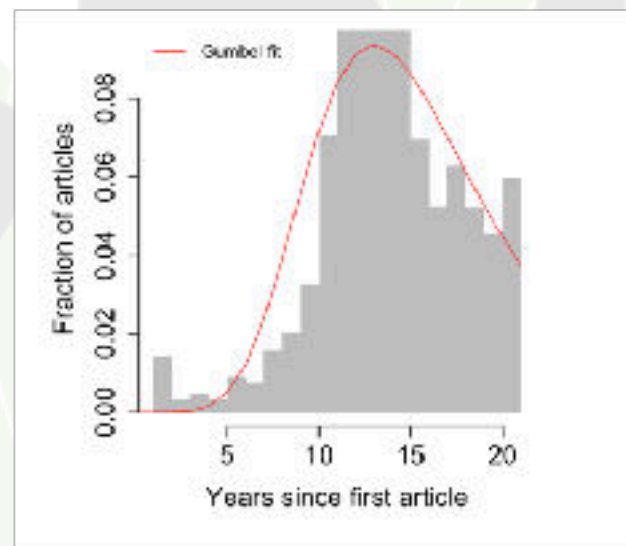
Research on innovation, learning, and collaborations

Collaborative solving



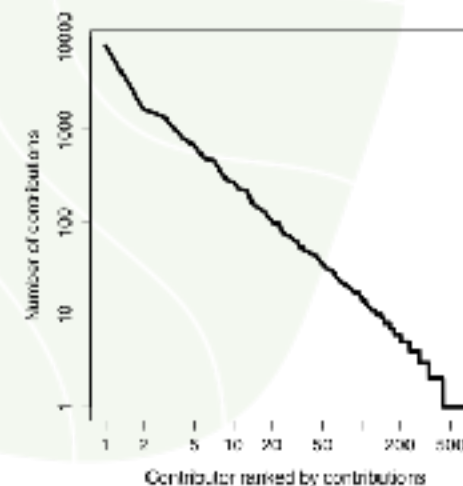
- What types of team collaborations underlie team performance?

Science innovation



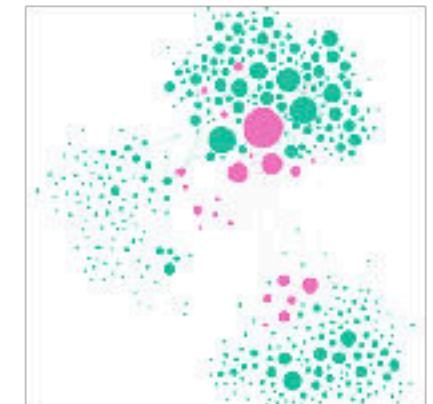
- Can we quantify innovation in science and predict the emergence of new fields?

Open-source communities



- How are large-scale open source communities organized?

Collaborative learning



- How do we learn together?
An analysis of collaborative learning in rural Madagascar.

Leo Blondel
Harvard



Megan Palmer
Stanford



Laszlo Barabasi
Northeastern



Rathin Jeyaram
Research assistant



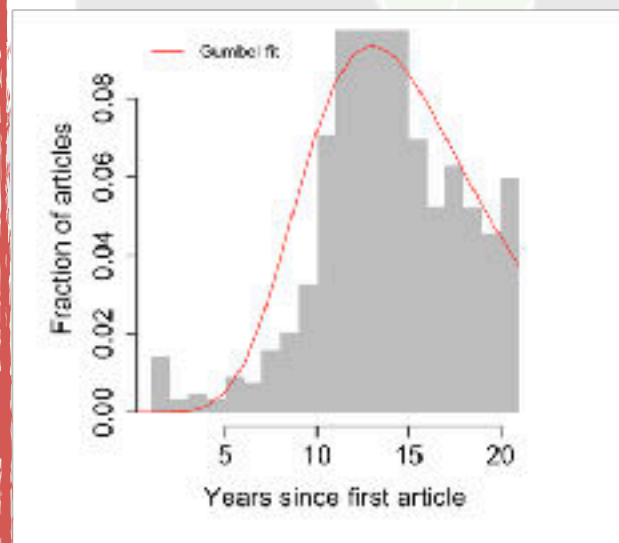
Research on innovation, learning, and collaborations

Collaborative solving



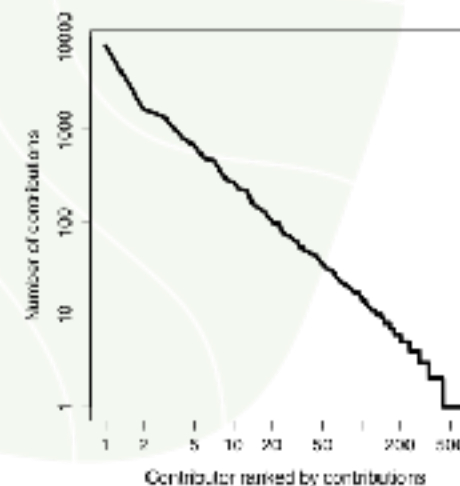
- What types of team collaborations underlie team performance?

Science innovation



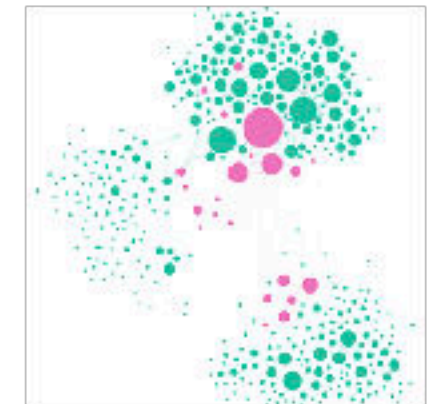
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Open-source communities



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Collaborative learning

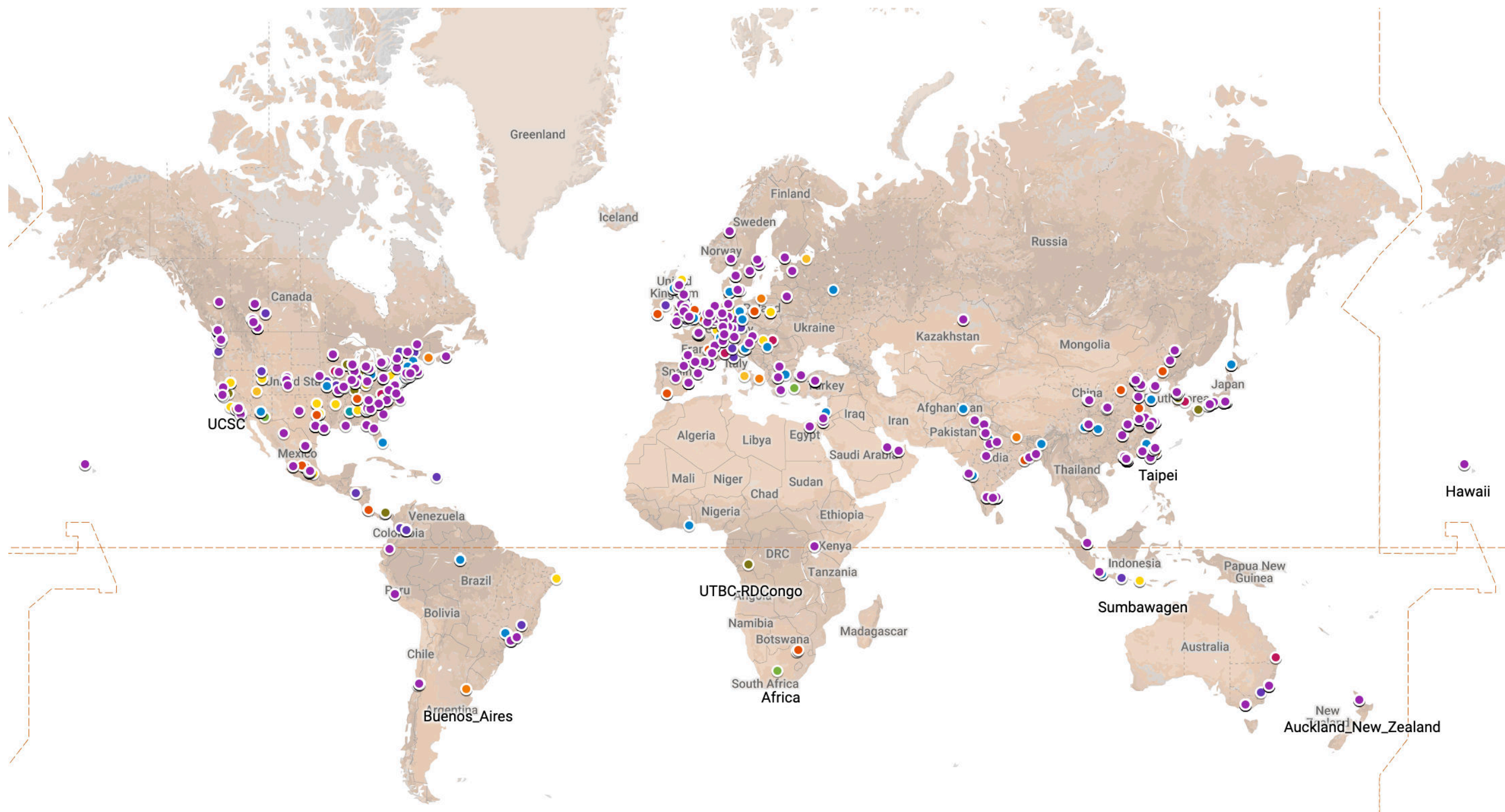


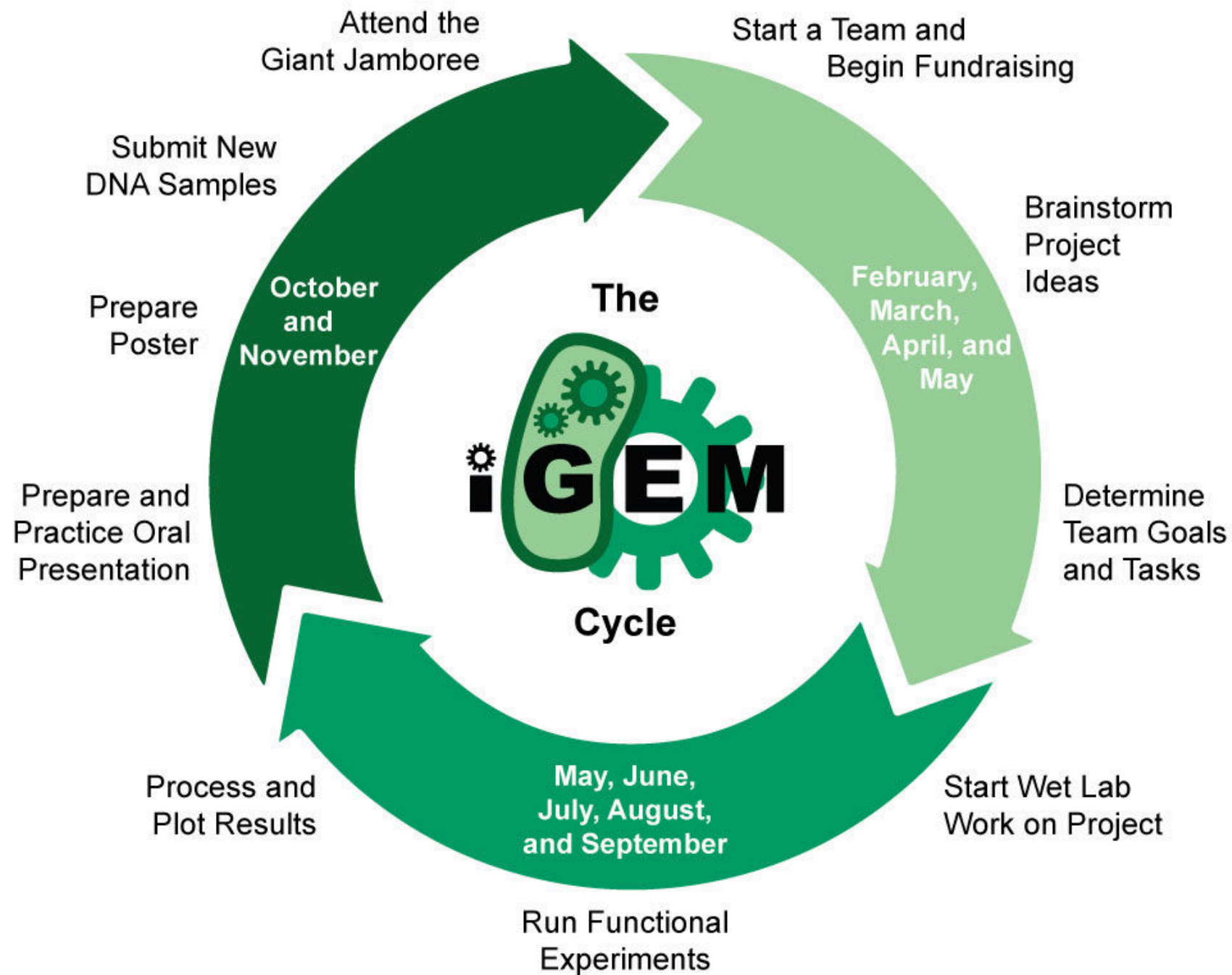
- How do we learn together?
An analysis of collaborative learning in rural Madagascar.





challenge-based
“coopetition”
synthetic biology
6 month projects
14 years
3,000+ teams
medals, prizes...





- **Synchronized** temporal dynamics (simulates an experimental condition)



biotINK

rethINK
tissue printing

Team ▾

Project ▾

Notebook ▾

Parts ▾

Hardware

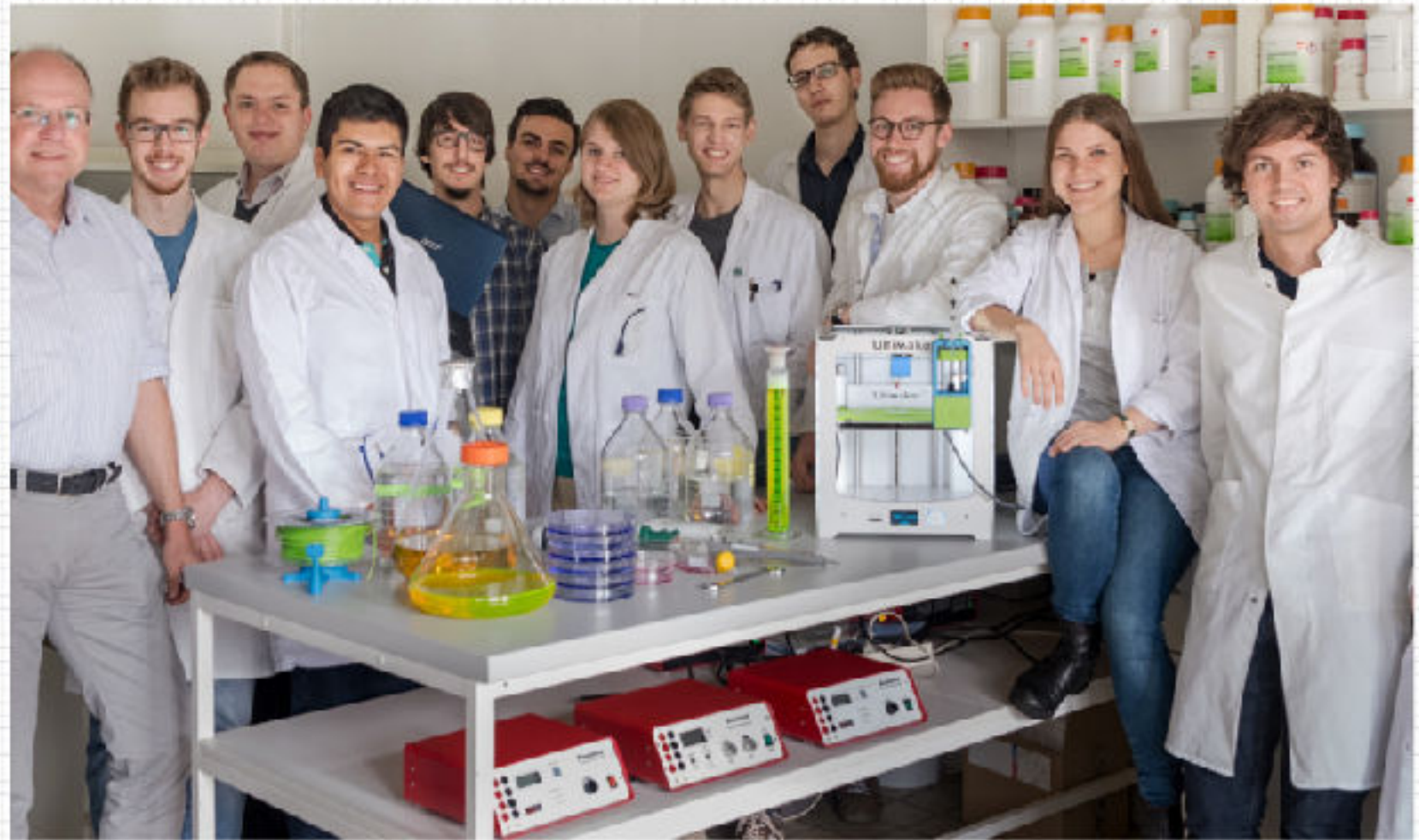
Modeling

Safety

Human Practices ▾

Entrepreneurship ▾

Attributions



Abstract: **bio(t)INK** - rethINK tissue printing

We are living in an aging society that is facing a decreasing supply of donor organs for medical transplantation. To confront this pressing issue, we developed a game-changing approach to bioprint tissues for biomedical applications. Our interdisciplinary work aims to create a unique ink, named **bio(t)INK**, to revolutionize bioprinting. The printing process uses a **hijacked 3D printer** and two components of biotINK to induce an instantaneous **polymerization reaction**, creating three-dimensional multi-cellular structures in a user-definable manner. The principle of this two-

Revision history of "Team:Aalto-Helsinki"

- Browse history

From year (and earlier): 2016

From month (and earlier):

Go

Diff selection: Mark the radio boxes of the revisions to compare and hit enter or the button at the bottom.

Legend: **(cur)** = difference with latest revision, **(prev)** = difference with preceding revision, **m** = minor edit.

(newest | **oldest**) View (newer 50 | older 50) (20 | 50 | 100 | 250 | 500)

Compare selected revisions

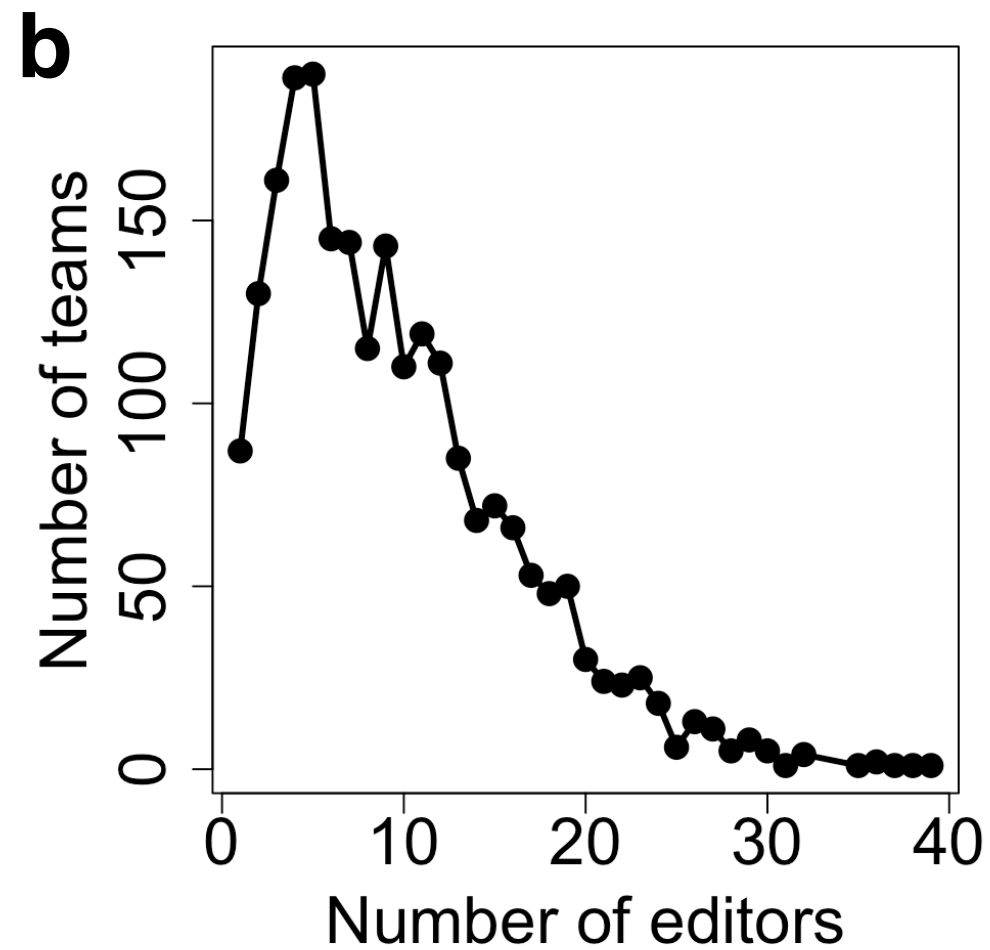
- (cur | prev) ● 09:05, 2 October 2015 Riikkah (Talk | contribs) m . . (25,480 bytes) (-778)
 - (cur | prev) ● 15:09, 18 September 2015 Jrusanen (Talk | contribs) . . (26,258 bytes) (-206) . . (-lab results)
 - (cur | prev) ● 13:15, 17 September 2015 Hyrkkal1 (Talk | contribs) m . . (26,464 bytes) (-161)
 - (cur | prev) ● 11:09, 17 September 2015 Hyrkkal1 (Talk | contribs) . . (26,625 bytes) (-36) . . (Undo revision 293083 by Hyrkkal1 (talk))
 - (cur | prev) ● 11:09, 17 September 2015 Hyrkkal1 (Talk | contribs) . . (26,661 bytes) (+36)
 - (cur | prev) ● 10:56, 17 September 2015 Hyrkkal1 (Talk | contribs) . . (26,625 bytes) (+180)
 - (cur | prev) ● 10:11, 17 September 2015 Riikkah (Talk | contribs) . . (26,445 bytes) (+98) . . (trying to add things that show only with IE)
 - (cur | prev) ● 10:10, 17 September 2015 Riikkah (Talk | contribs) . . (26,347 bytes) (+119) . . (trying to add things that show only with IE)
 - (cur | prev) ● 10:05, 17 September 2015 Riikkah (Talk | contribs) m . . (26,228 bytes) (+211)
 - (cur | prev) ● 10:03, 17 September 2015 Riikkah (Talk | contribs) . . (26,017 bytes) (+285) . . (trying to add things that show only with IE)
 - (cur | prev) ● 09:47, 17 September 2015 Riikkah (Talk | contribs) . . (25,732 bytes) (+309) . . (trying to add things that show only with IE)
 - (cur | prev) ● 05:59, 17 September 2015 Riikkah (Talk | contribs) m . . (25,423 bytes) (+147)
 - (cur | prev) ● 05:19, 17 September 2015 Riikkah (Talk | contribs) m . . (25,276 bytes) (+32)
 - (cur | prev) ● 17:08, 16 September 2015 Jrusanen (Talk | contribs) . . (25,244 bytes) (+14) . . (design project -> continuous production)
 - (cur | prev) ● 16:04, 16 September 2015 Riikkah (Talk | contribs) m . . (25,230 bytes) (+190) . . (added design to navbars)
 - (cur | prev) ● 15:33, 16 September 2015 Taalam (Talk | contribs) . . (25,040 bytes) (-169)
 - (cur | prev) ● 15:27, 16 September 2015 Taalam (Talk | contribs) . . (25,209 bytes) (+169) . . (added Future)
 - (cur | prev) ● 05:05, 16 September 2015 Riikkah (Talk | contribs) m . . (25,040 bytes) (+174) . . (added future to navbars)
 - (cur | prev) ● 14:44, 15 September 2015 Riikkah (Talk | contribs) . . (24,866 bytes) (-4) . . (bootstrap.min.js linked from a page that doesn't contain .js ending, let's see if this helps for the mobilenav)
 - (cur | prev) ● 14:55, 14 September 2015 Hyrkkal1 (Talk | contribs) m . . (24,870 bytes) (-2)

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Out[124]:
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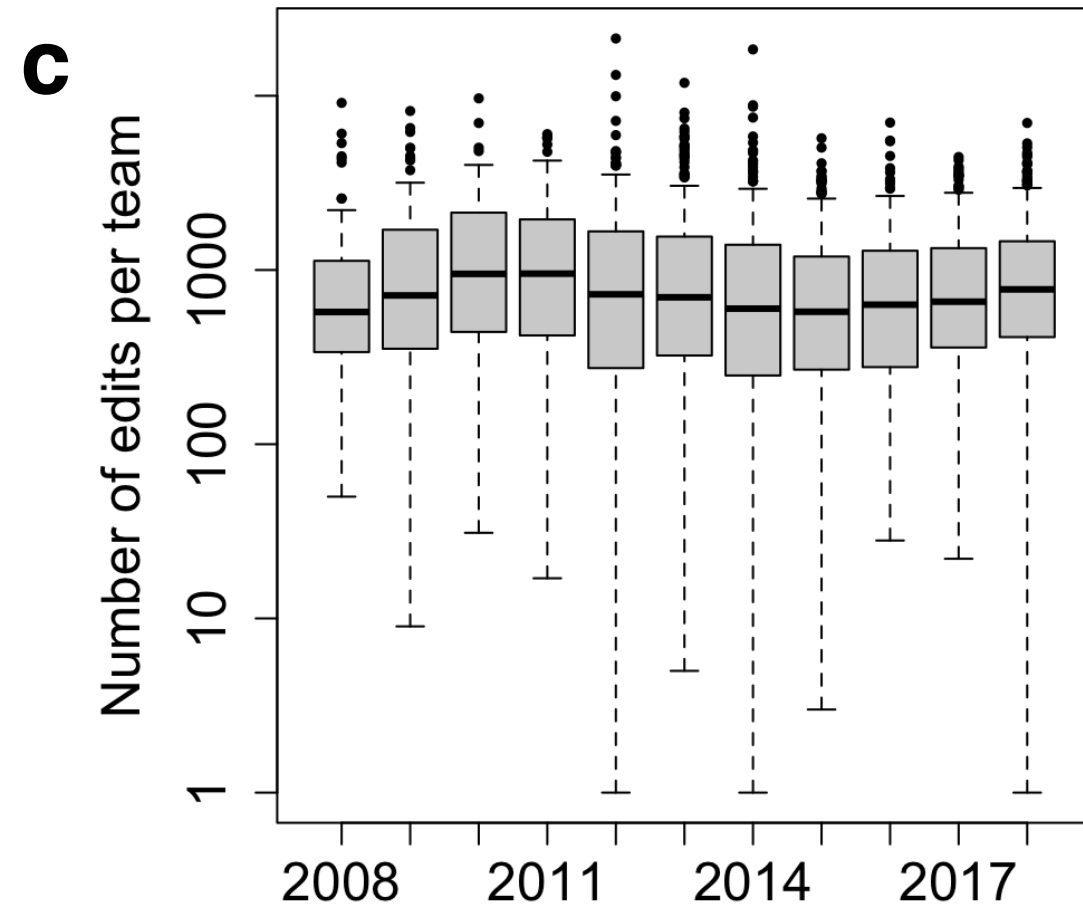
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1	879	Team:Alberta	2012-10-04T01:40:00	Rick24568509	(3,696 bytes)
2	879	Team:Alberta	2012-10-04T01:39:00	Rick24568509	(3,697 bytes)
3	879	Team:Alberta	2012-10-04T01:39:00	Rick24568509	(3,699 bytes)
4	879	Team:Alberta	2012-10-04T01:38:00	Rick24568509	(3,694 bytes)

WIKI DATA

Team size



Team effort



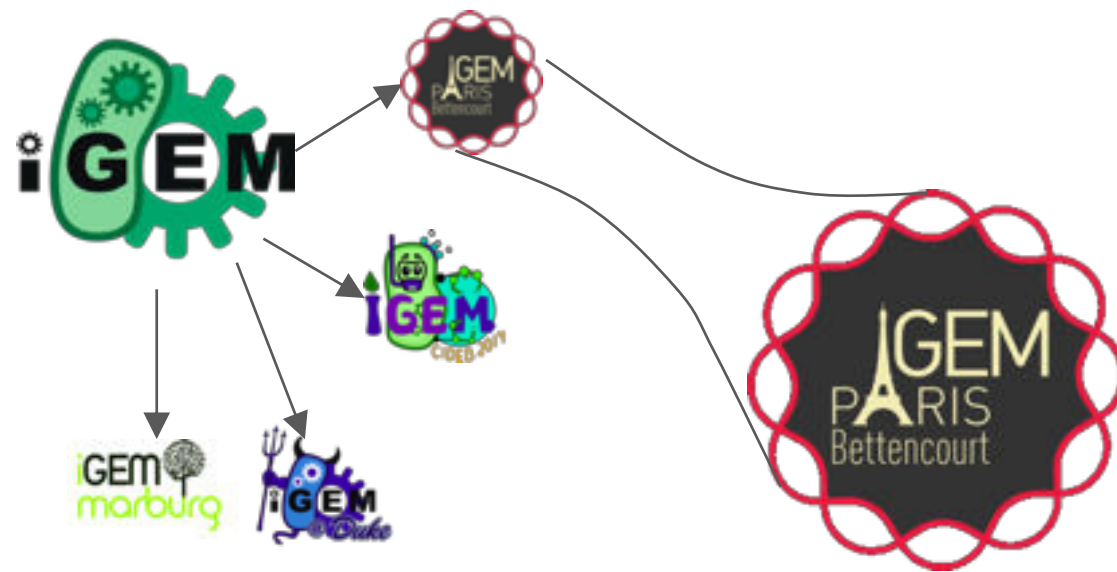
Stability across competitions

PERFORMANCE DATA

	Team ▲	Medal ▼	Award ▼
⊖	Aachen	🥇	Best Manufacturing Project, Overgrad
Region: Europe Section: Overgrad Official Team Profile View this team's Wiki Poster Presentation Slides Presentation Video			
⊕	Aachen	🥇	Nominated for Best Software Tool, Overgrad
⊕	Aalto-Helsinki	🥇	
⊕	AHUT_China	🥈	
⊕	Aix-Marseille	🥉	
⊕	Amoy	🥈	
⊕	Amsterdam	🥇	
⊕	ANU-Canberra	🥉	
⊕	ATOMS-Turkiye	🥈	Nominated for Best New Composite Part, Undergrad
⊕	AUC_TURKEY	🥇	Nominated for Best New Composite Part, High School

- 6 judges per team, grade 60 criteria from 1 to 5
- **Medals:** fulfill requirements
- **Prizes:** special award
- **Winner:** best team

A TESTBED TO UNDERSTAND COLLABORATIONS



Biobricks Network

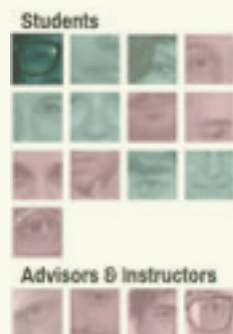
BioBricks made



Re-used by other BioBricks

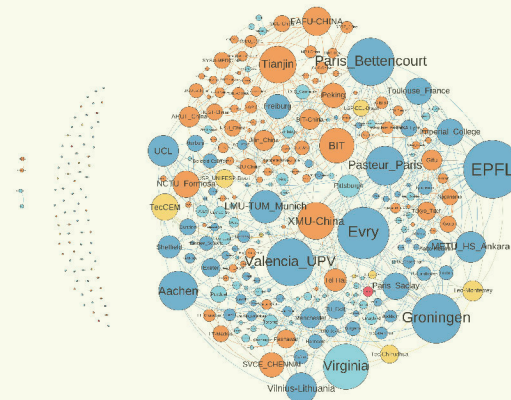


Team Interaction Network



Interactions traced from wiki

Teams Collaboration Network



Success Measures

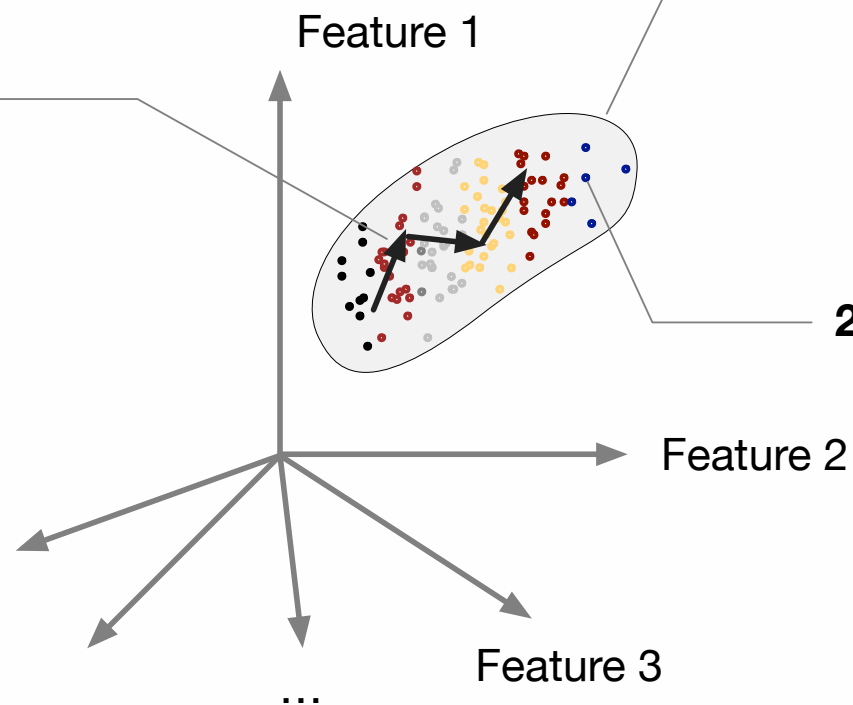
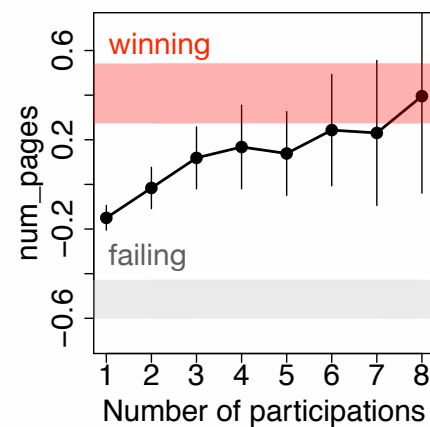


Medals

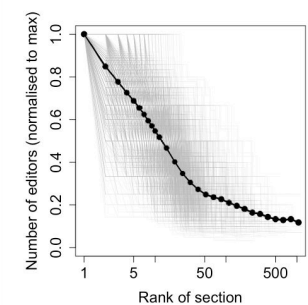
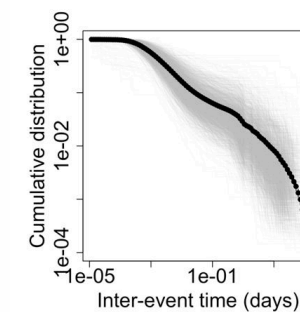
What underlies team organisation, performance, and improvement?

Team features space

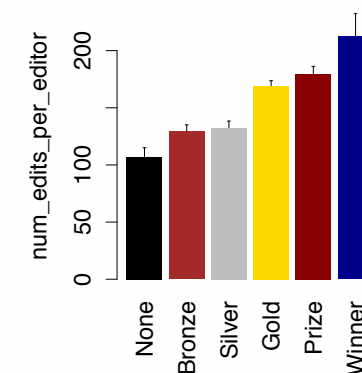
3. Team improvement through reparticipation



1. Universal aspects of team work



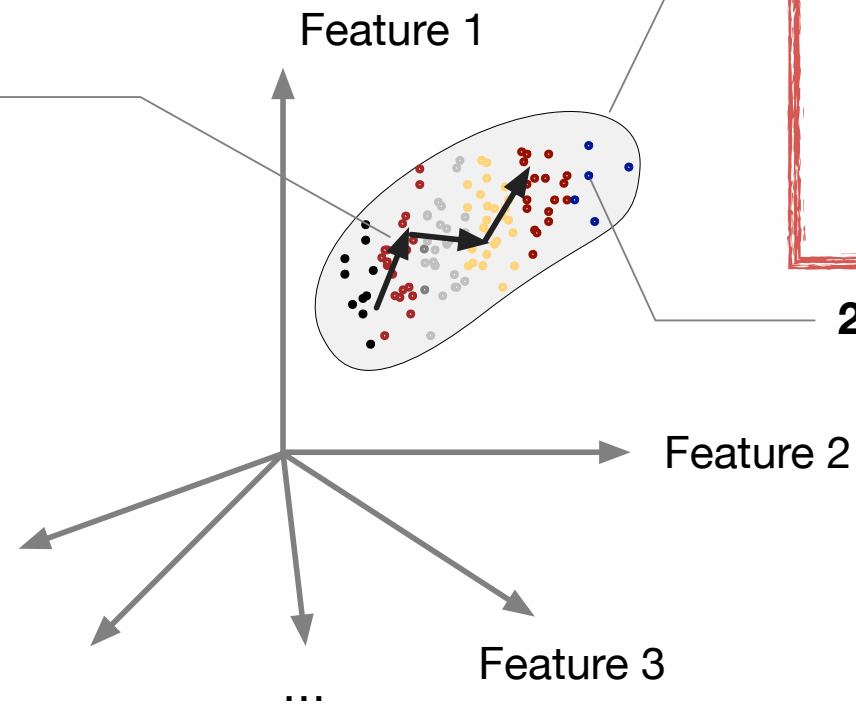
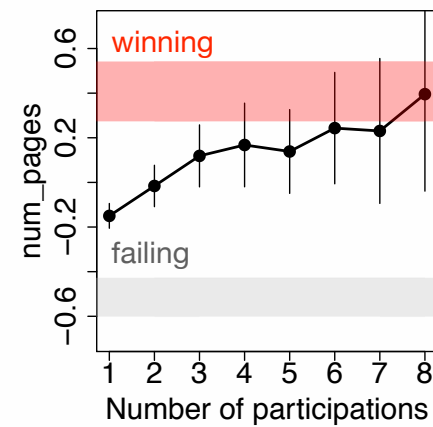
2. Features underlying team performance



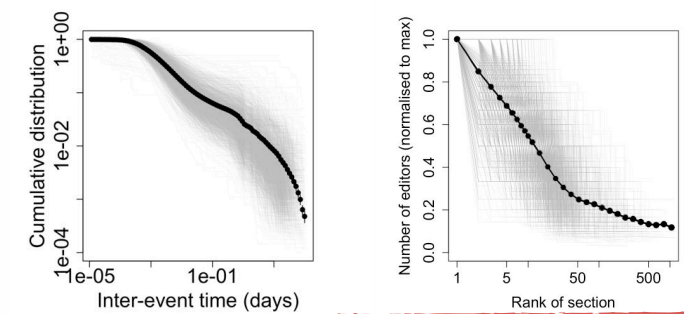
THE TEAM SPACE

Team features space

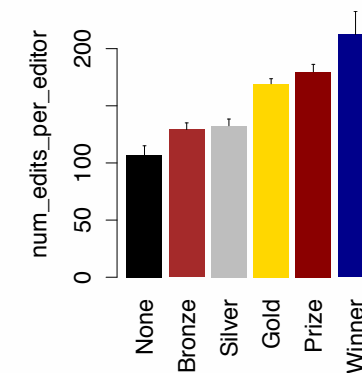
3. Team improvement through reparticipation



1. Universal aspects of team work



2. Features underlying team performance

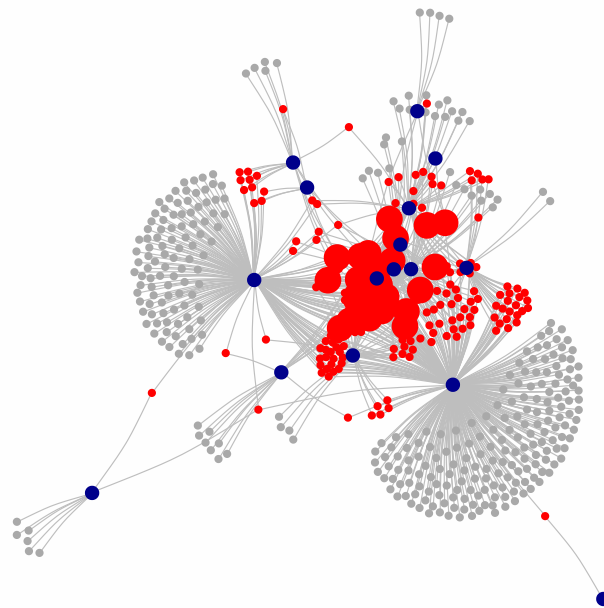
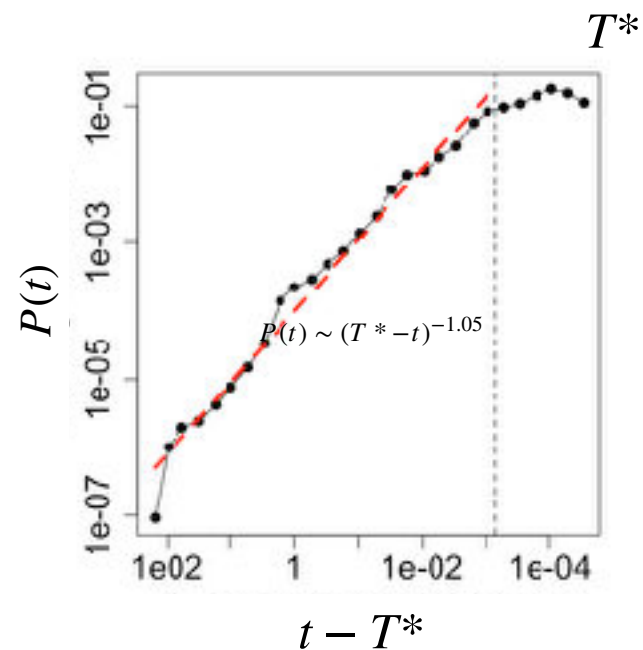


TEAM WORK

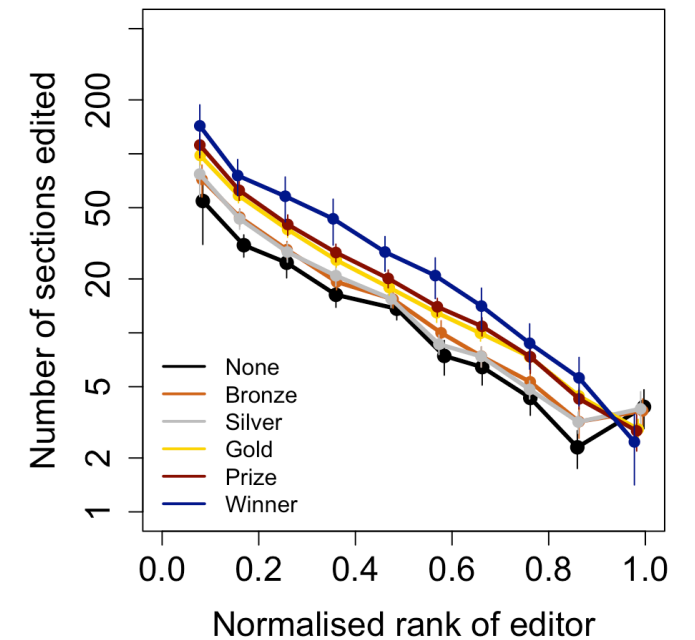
shared properties of team work in iGEM

Deadline effect

as observed for conference registrations

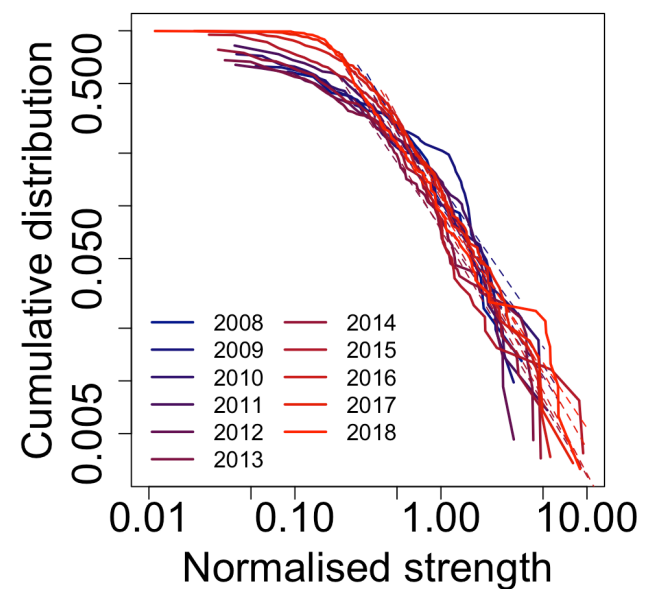


Workload inequality

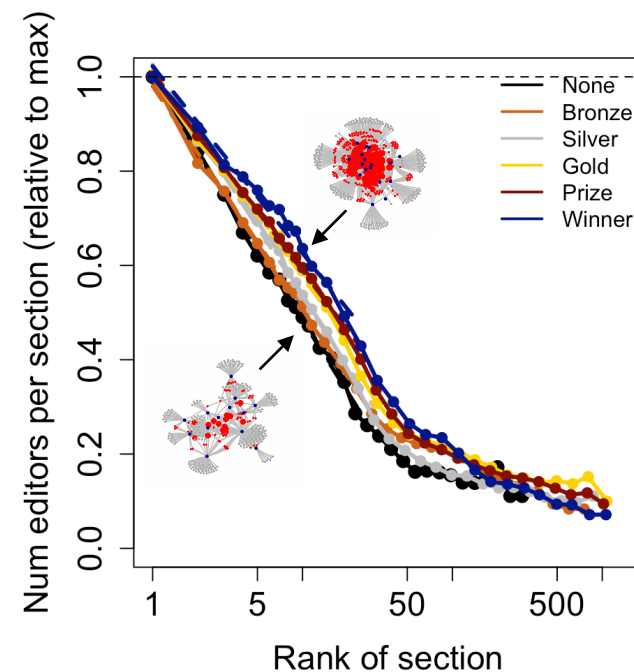


Inter-team collaborations

preferential attachment



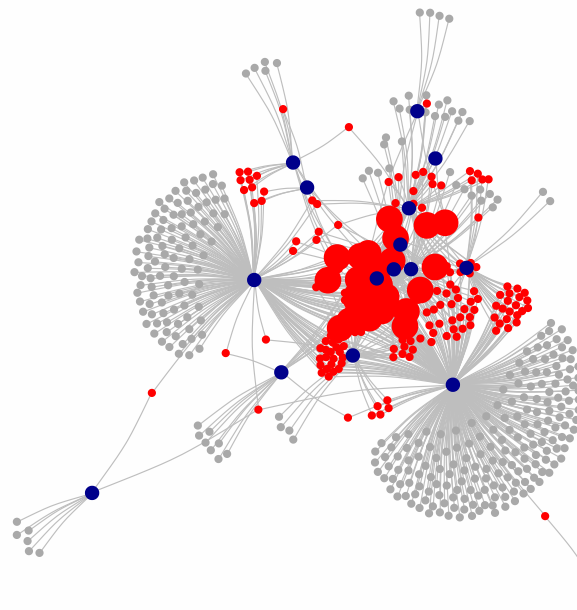
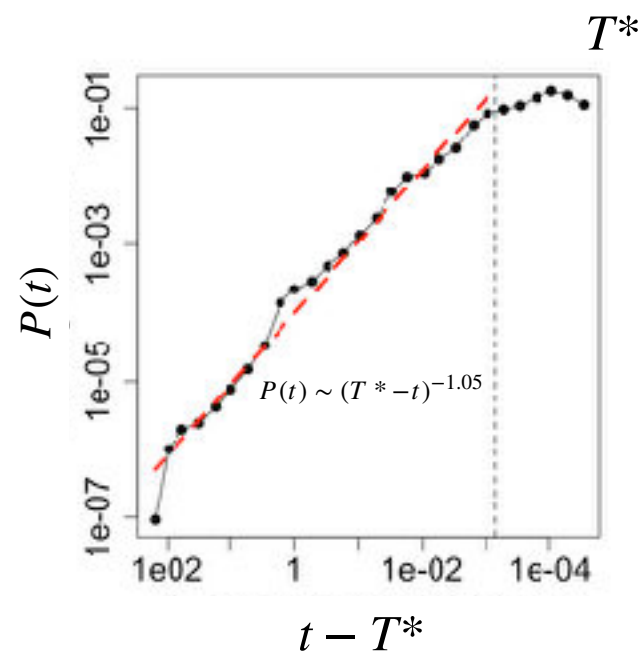
Collaborative core



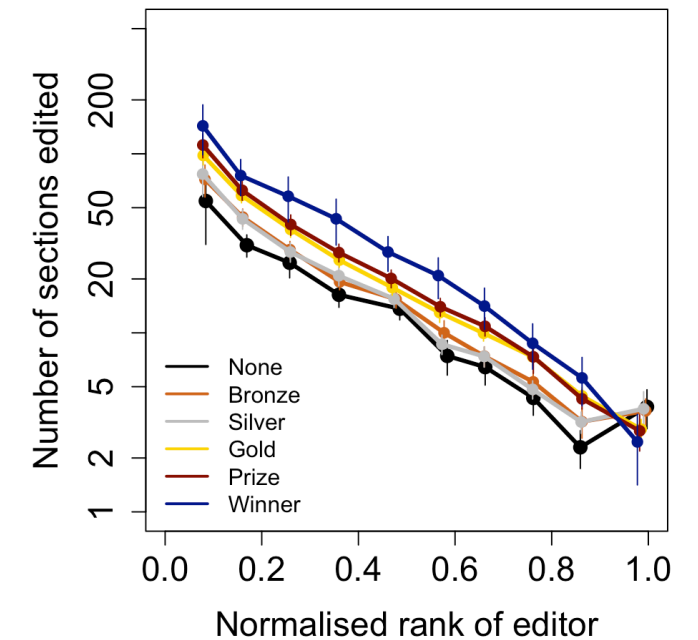
TEAM WORK

“**universals**” of team work in iGEM

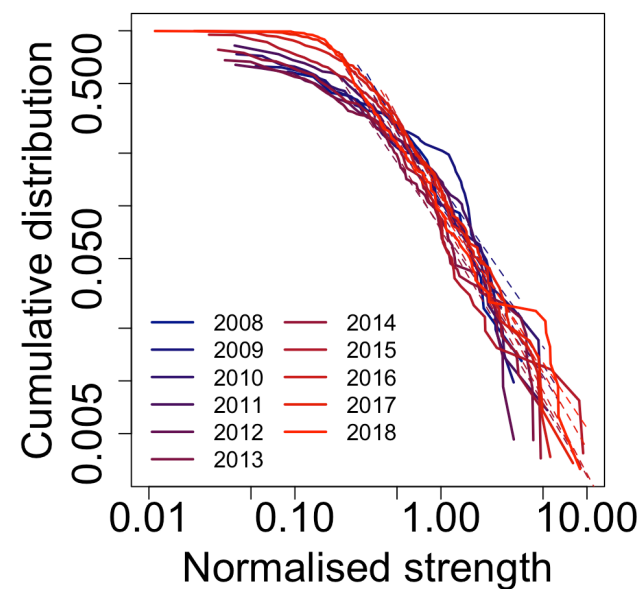
Deadline effect



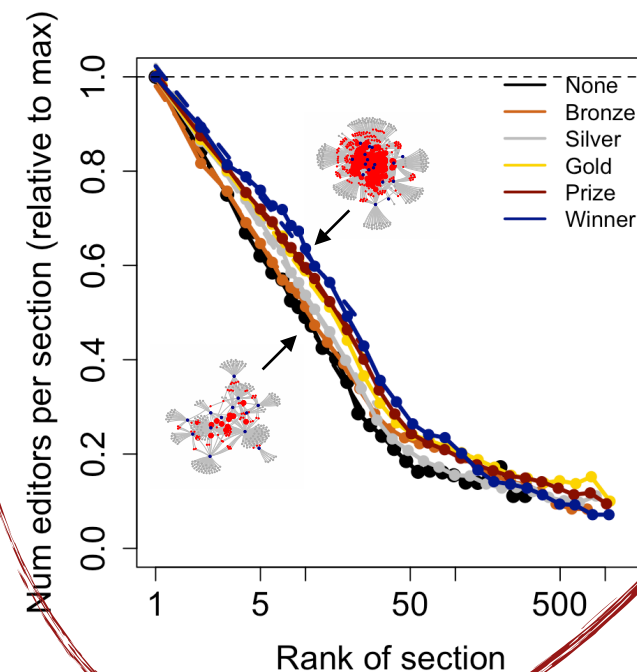
Workload inequality



Inter-team collaborations



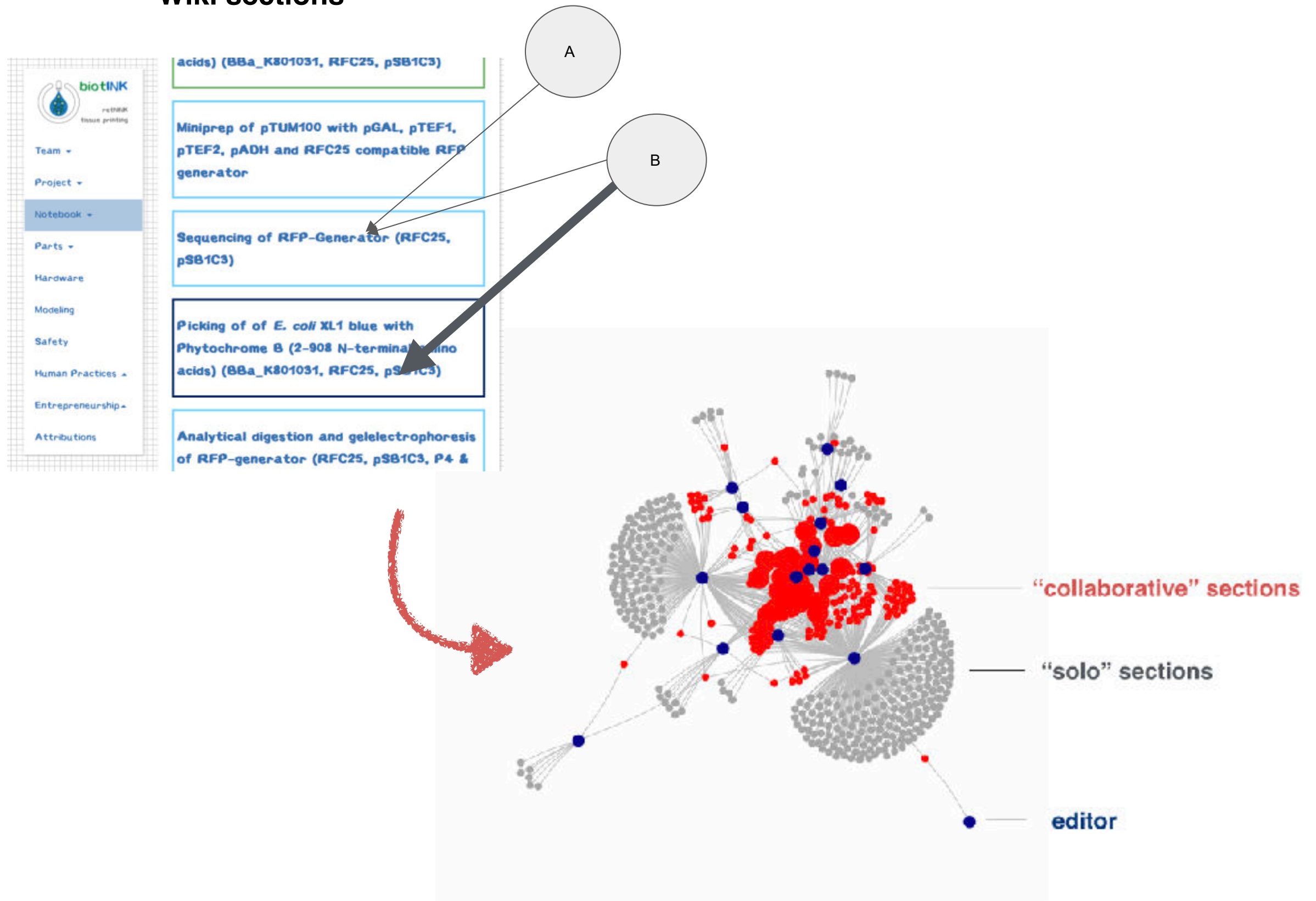
Collaborative core



TEAM BIPARTITE NETWORK

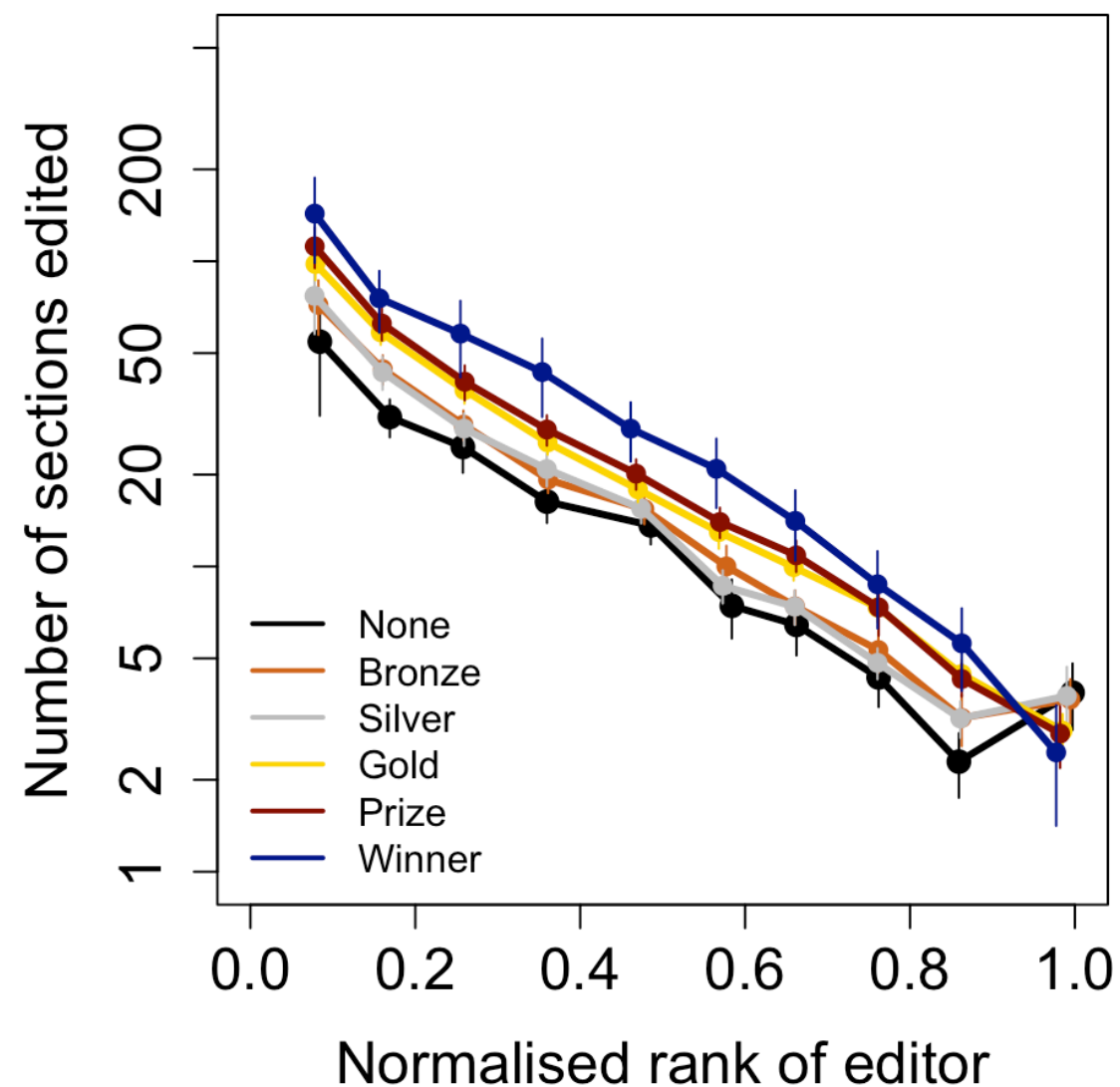
Wiki sections

Team members



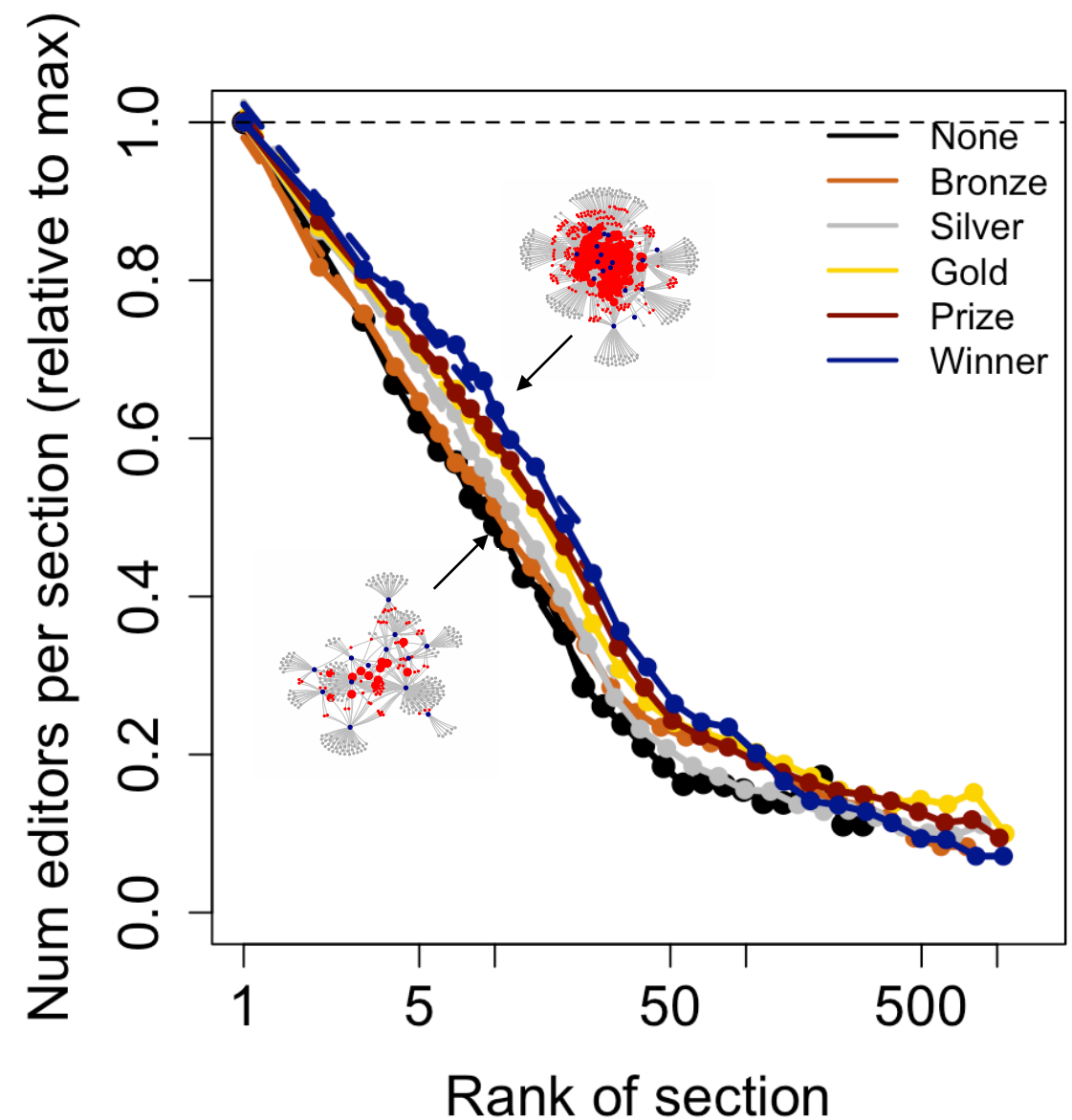
COLLABORATION STRUCTURE

Work distribution



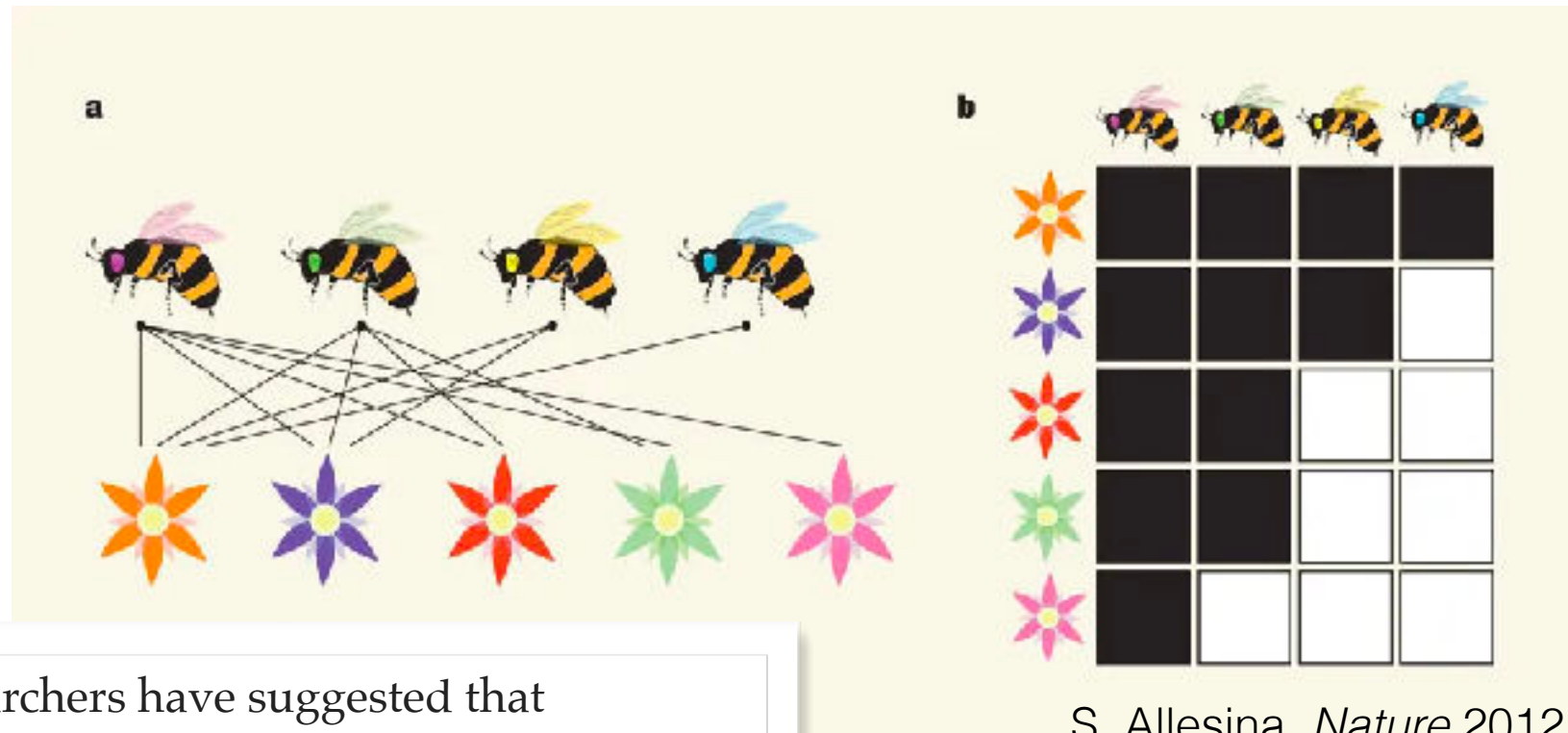
no difference in workload distribution, just more total effort

Collaboration structure



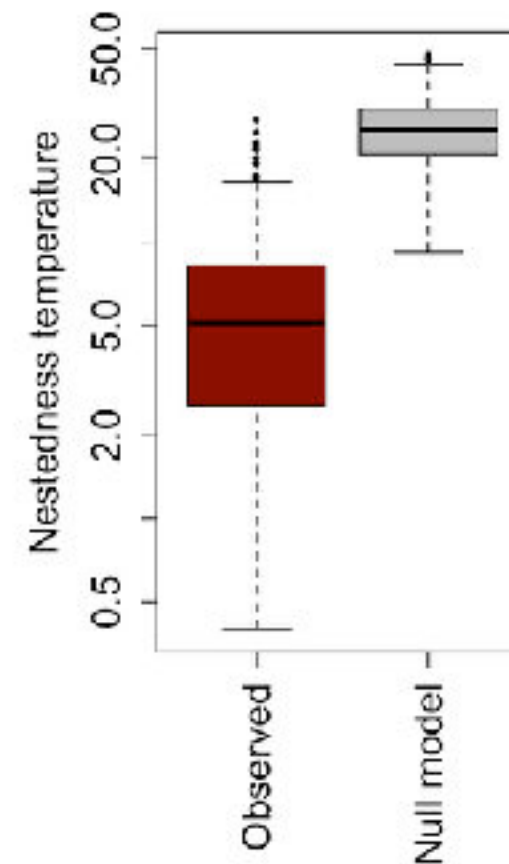
Forst 50 sections constitute a “**collaborative core**”

COLLABORATION STRUCTURE



“some researchers have suggested that ecological systems structured in a nested way are [...] **more likely to persist over time**”

“**nested**” collaboration structure
(editor to section)



PERPSECTIVE: MODELS

ecological models can reproduce **degree distributions**, **nestedness** and **modularity** of bipartite mutualistic networks

usually combine **specialisation** (trait value dictates number of connections) and **complementarity** (connect species with similar trait)

doi:10.1038/nature07532

nature

LETTERS

A simple model of bipartite cooperation for ecological and organizational networks

Serguei Saavedra^{1,2,3}, Felix Reed-Tsochas^{2,4} & Brian Uzzi^{2,4}

2008

Simple rules yield complex food webs

Richard J. Williams & Neo D. Martinez

Romberg Tiburon Center, Department of Biology, San Francisco State University, PO Box 855, Tiburon, California 94920, USA

2000

OPEN ACCESS Freely available online

PLOS BIOLOGY

Linkage Rules for Plant–Pollinator Networks: Trait Complementarity or Exploitation Barriers?

Luis Santamaría^{1*}, Miguel A. Rodríguez-Gironés²

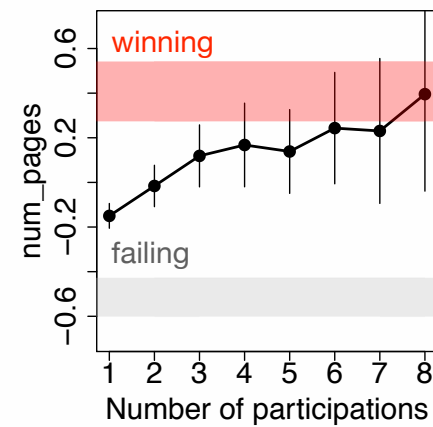
¹ Mediterranean Institute for Advanced Studies, University of the Balearic Islands/Spanish Council for Scientific Research, Esporles, Mallorca, Spain, ² Estación Experimental de Zonas Áridas, Spanish Council for Scientific Research, Almería, Spain

2007

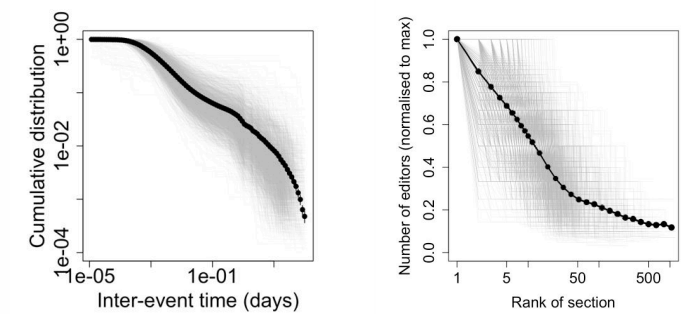
THE TEAM SPACE

Team features space

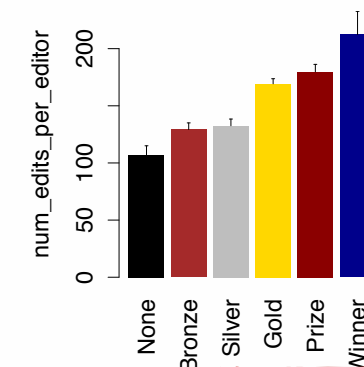
3. Team improvement through reparticipation



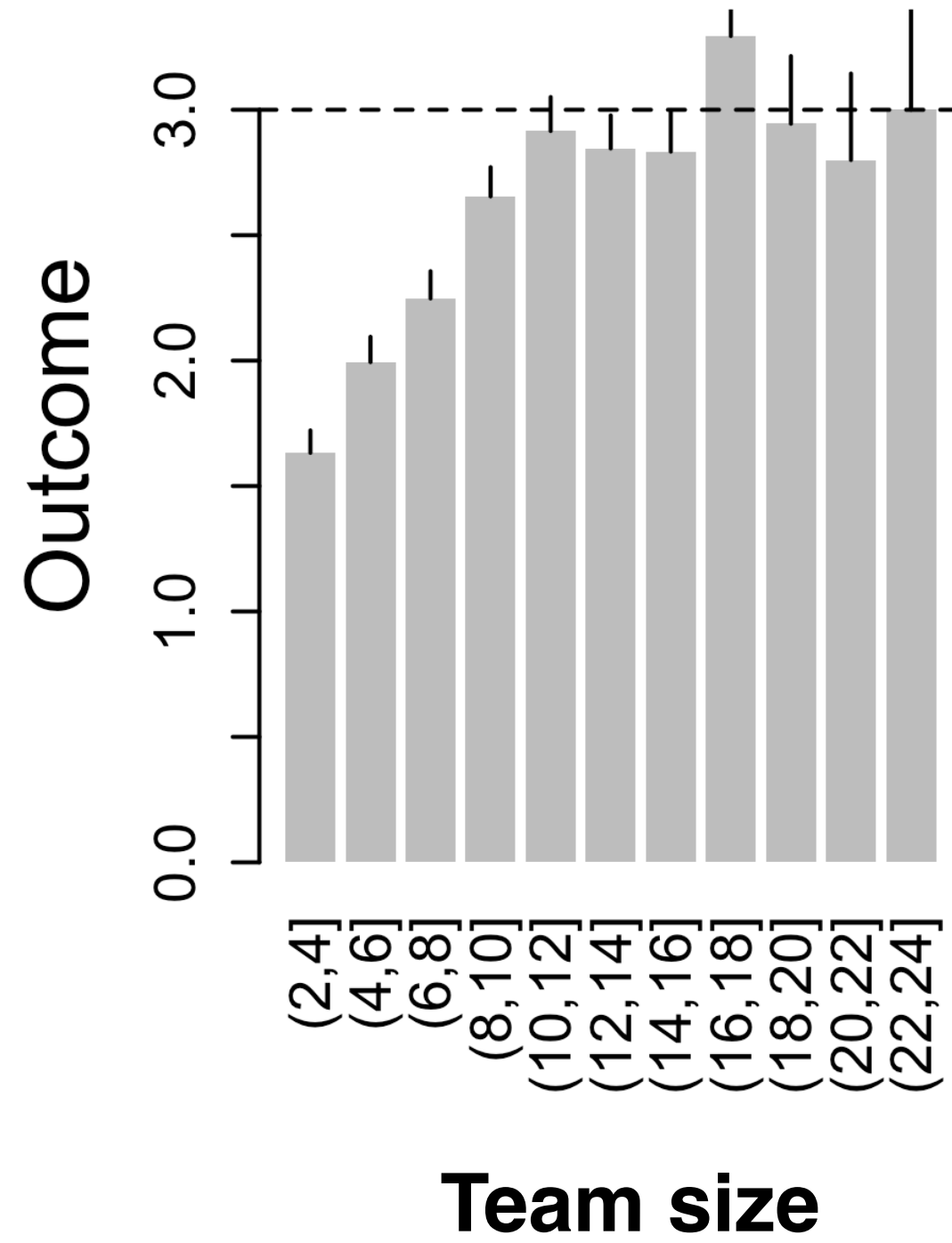
1. Universal aspects of team work



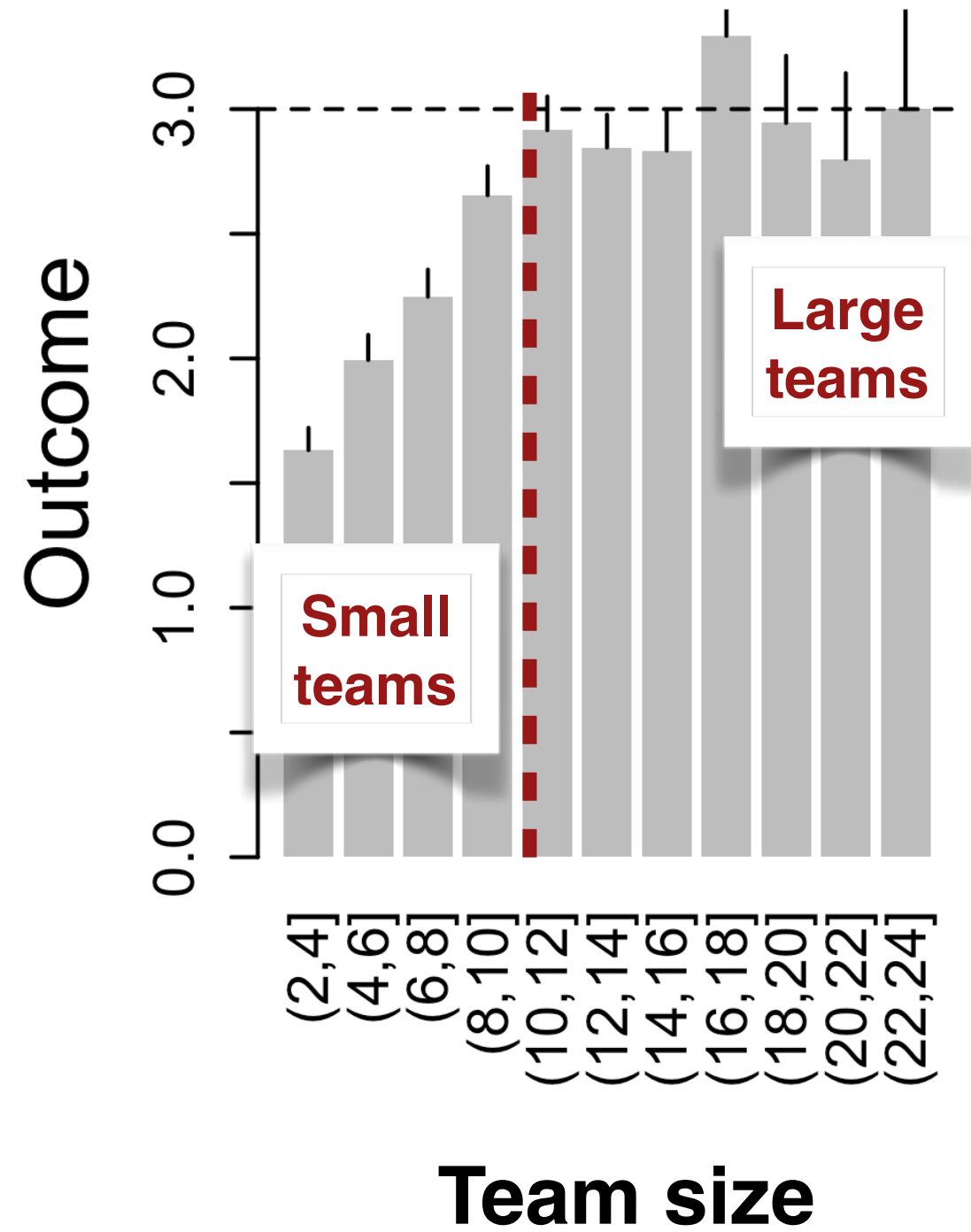
2. Features underlying team performance



PERFORMANCE AND TEAM SIZE

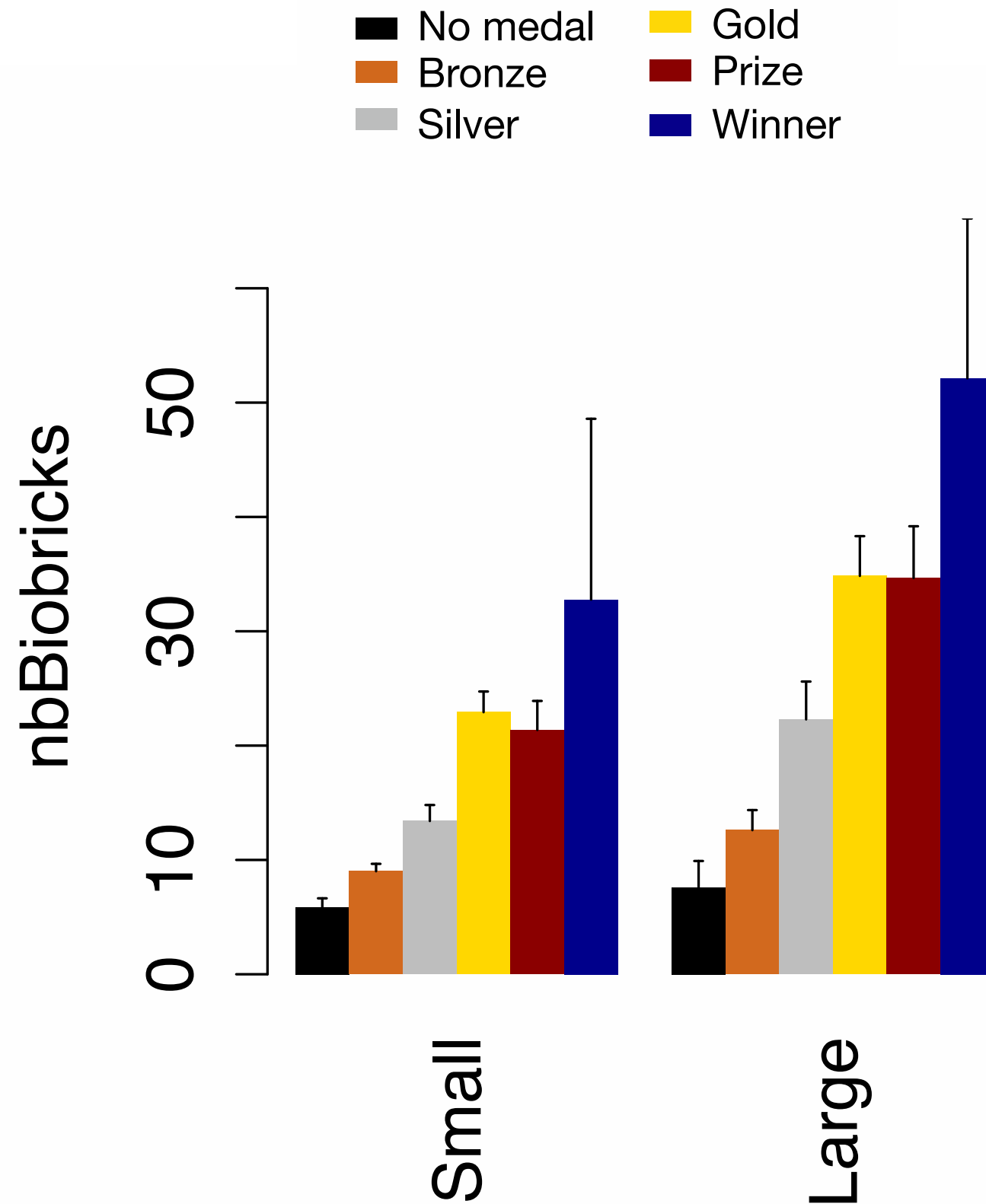


PERFORMANCE AND TEAM SIZE



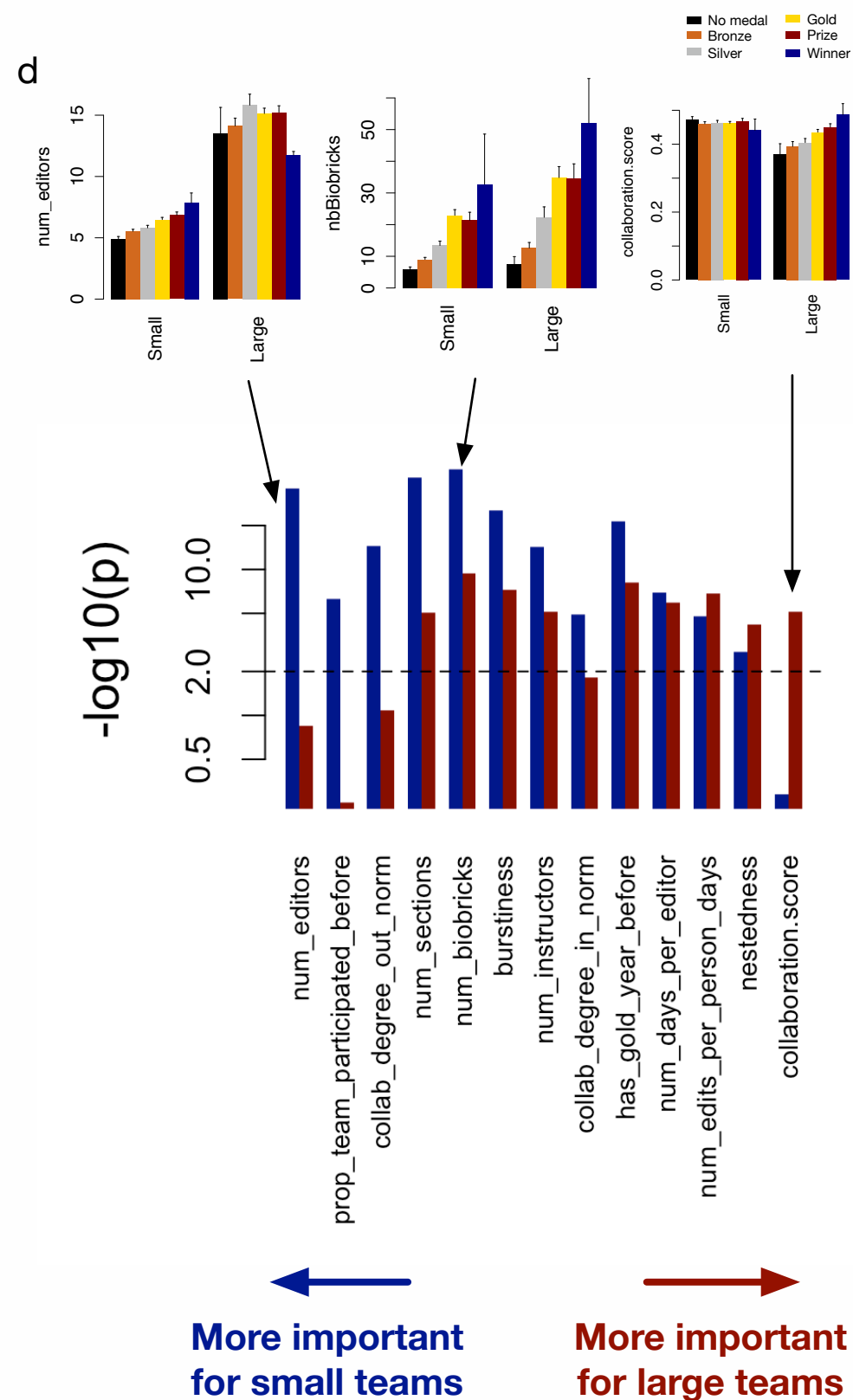
PERFORMANCE PREDICTION

- Small teams vs large teams
- Correlation with performance



PERFORMANCE PREDICTION

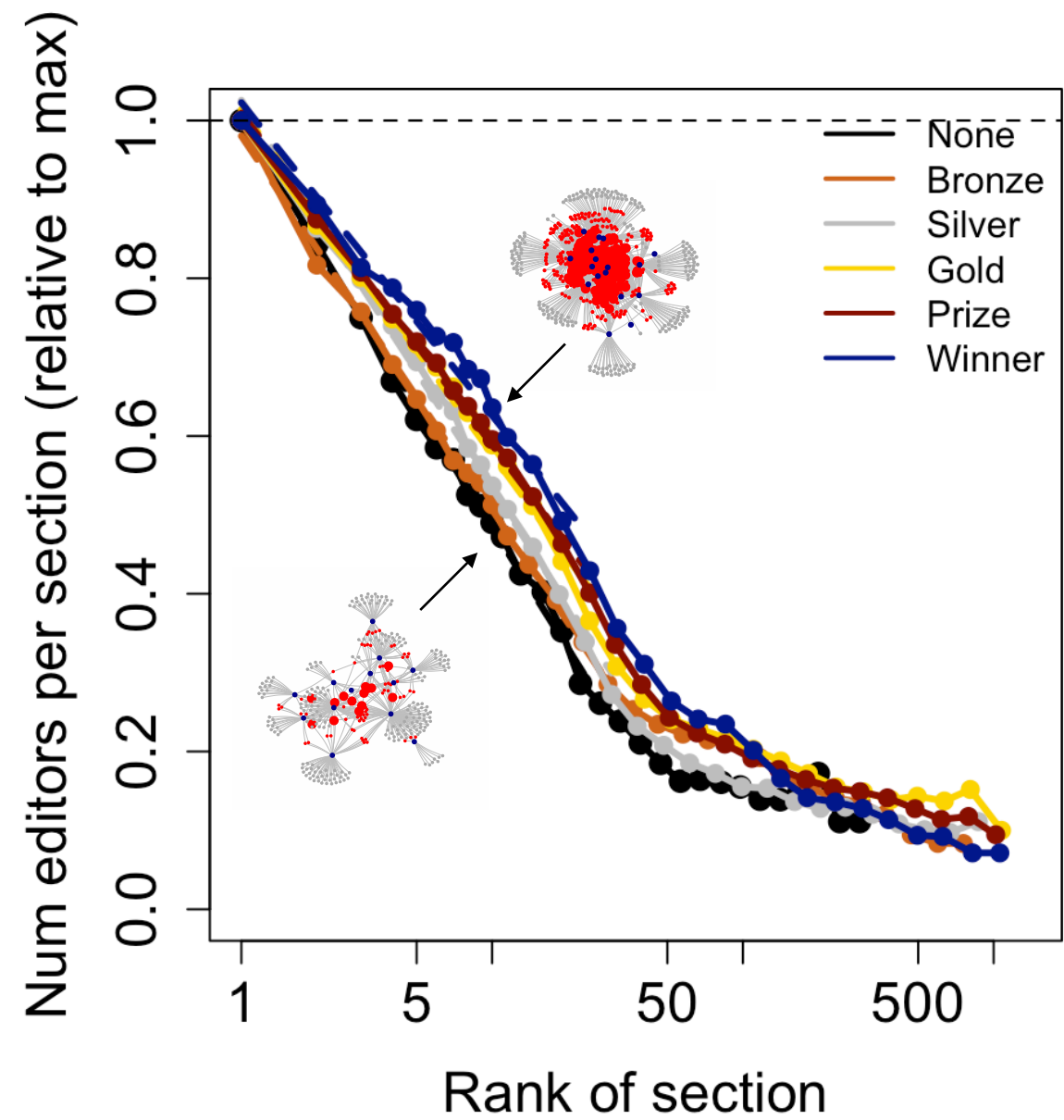
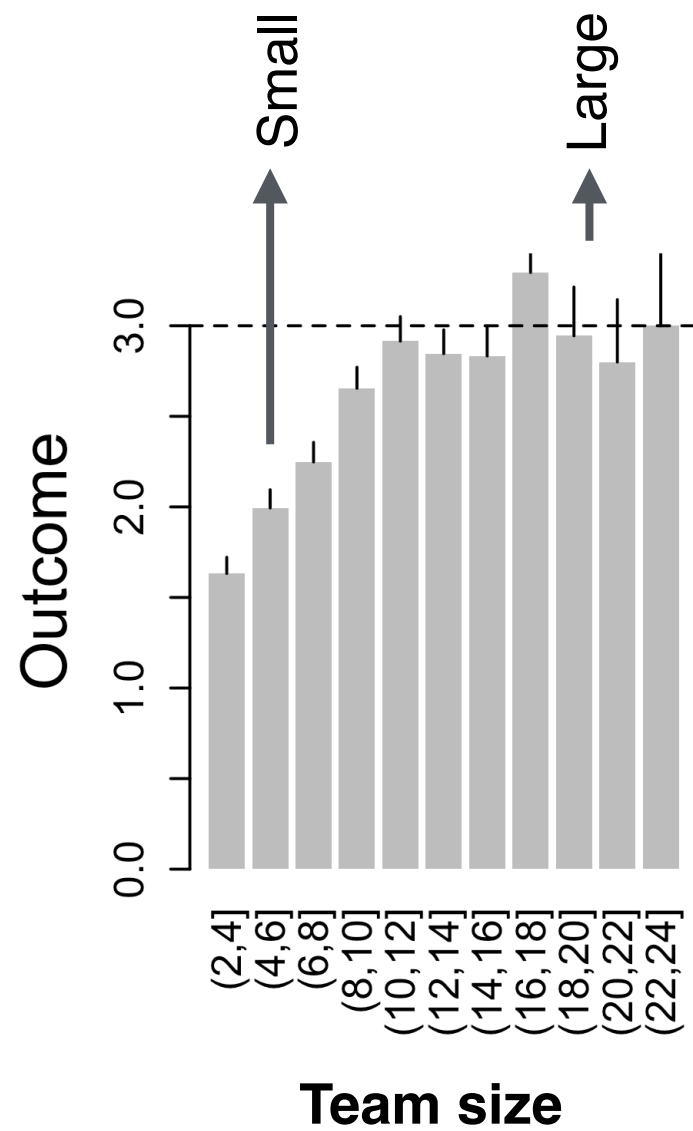
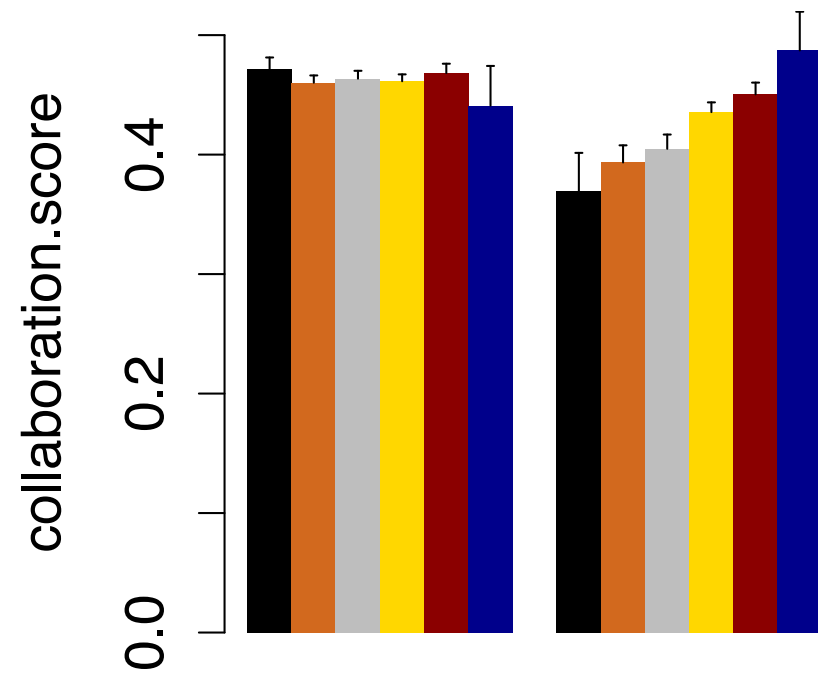
“Team-wide” association study



Associations with performance

- **in both cases:**
 - productivity / effort
 - prior success
 - supervision structure
- **small teams only:**
 - team size
 - prior participation
 - collaboration with other teams
- **Large teams only:**
 - internal collaboration

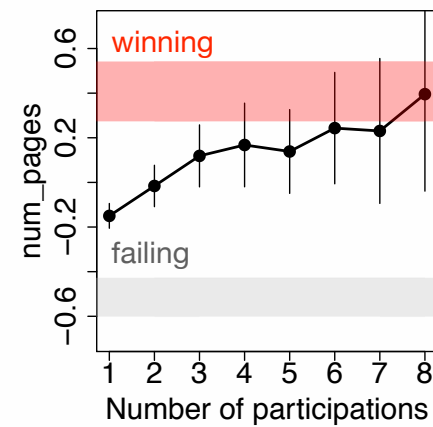
COLLABORATION SCORE



THE TEAM SPACE

Team features space

3. Team improvement through reparticipation



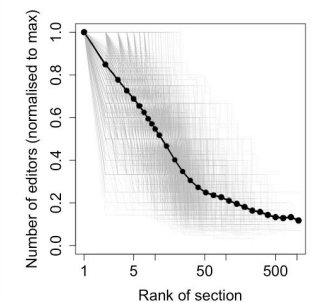
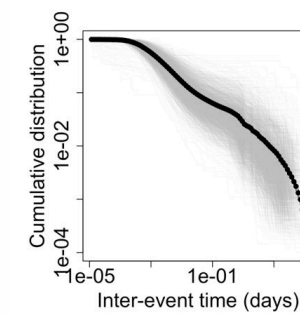
Feature 1

Feature 2

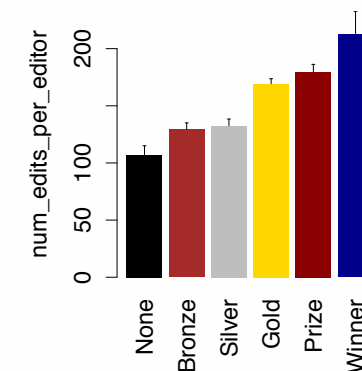
Feature 3

...

1. Universal aspects of team work

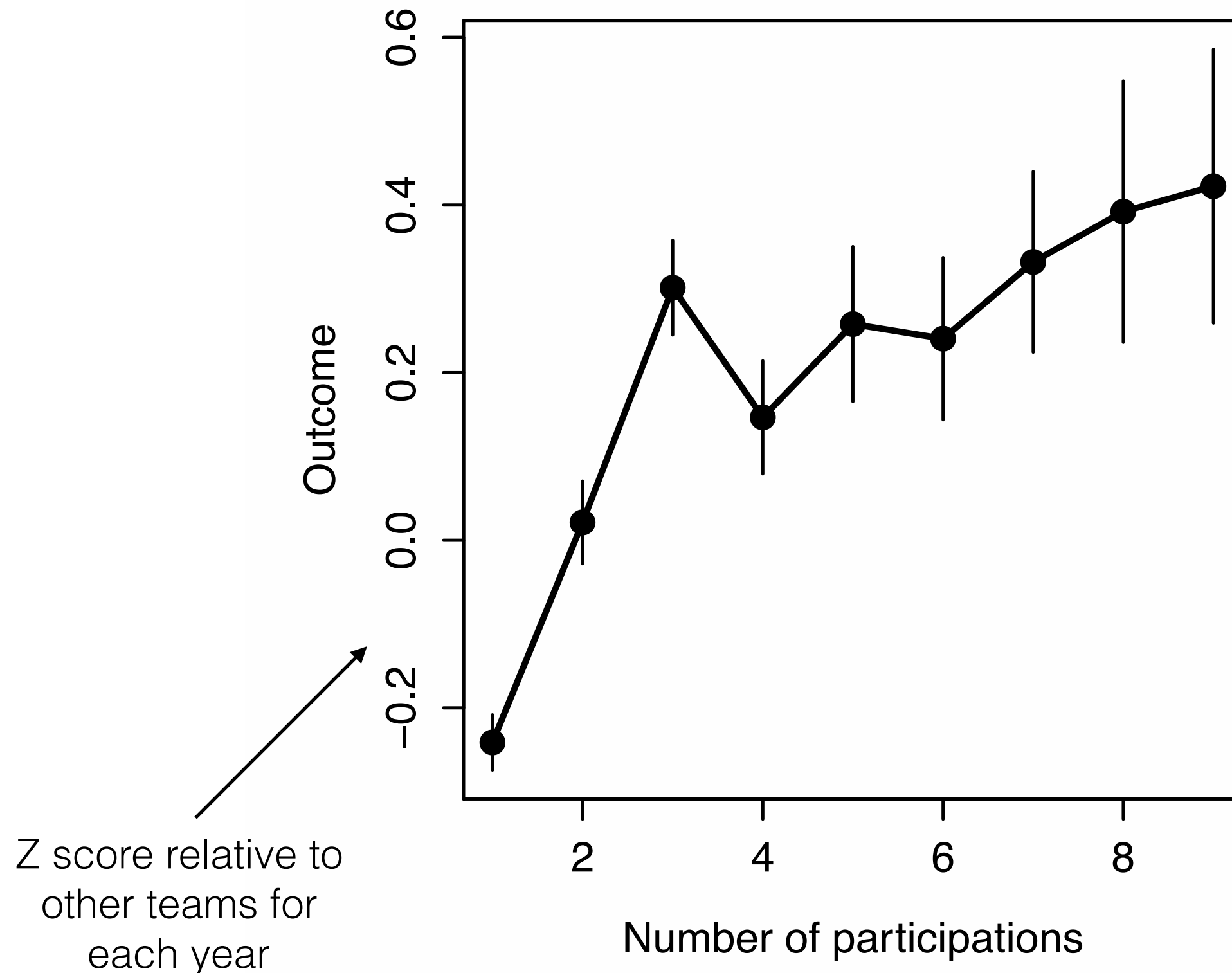


2. Features underlying team performance

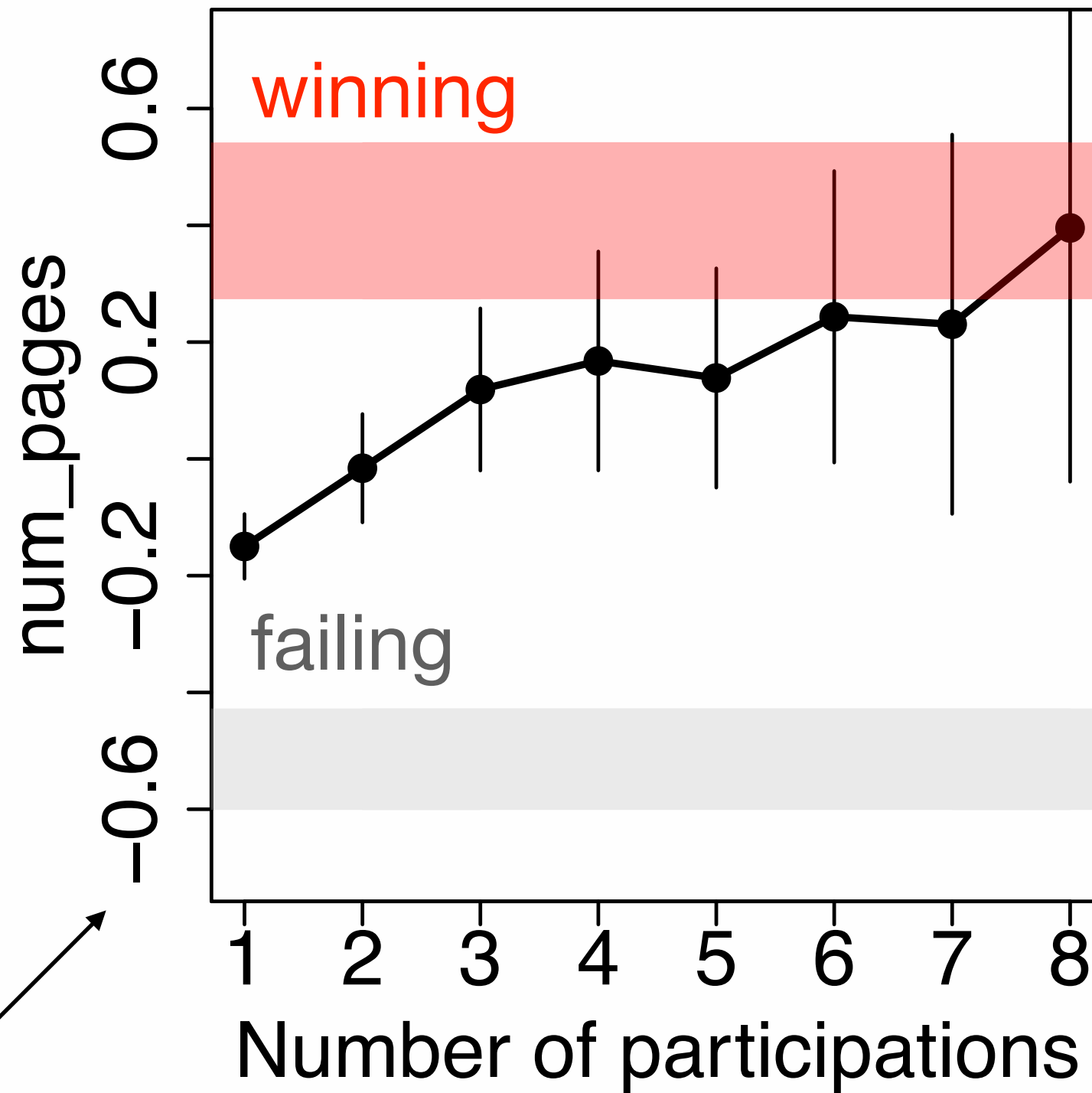


LONGITUDINAL DATA

Teams **reparticipate** and **improve** over years
(~20% overlap of team members from one year to the next)



TEAM IMPROVEMENT

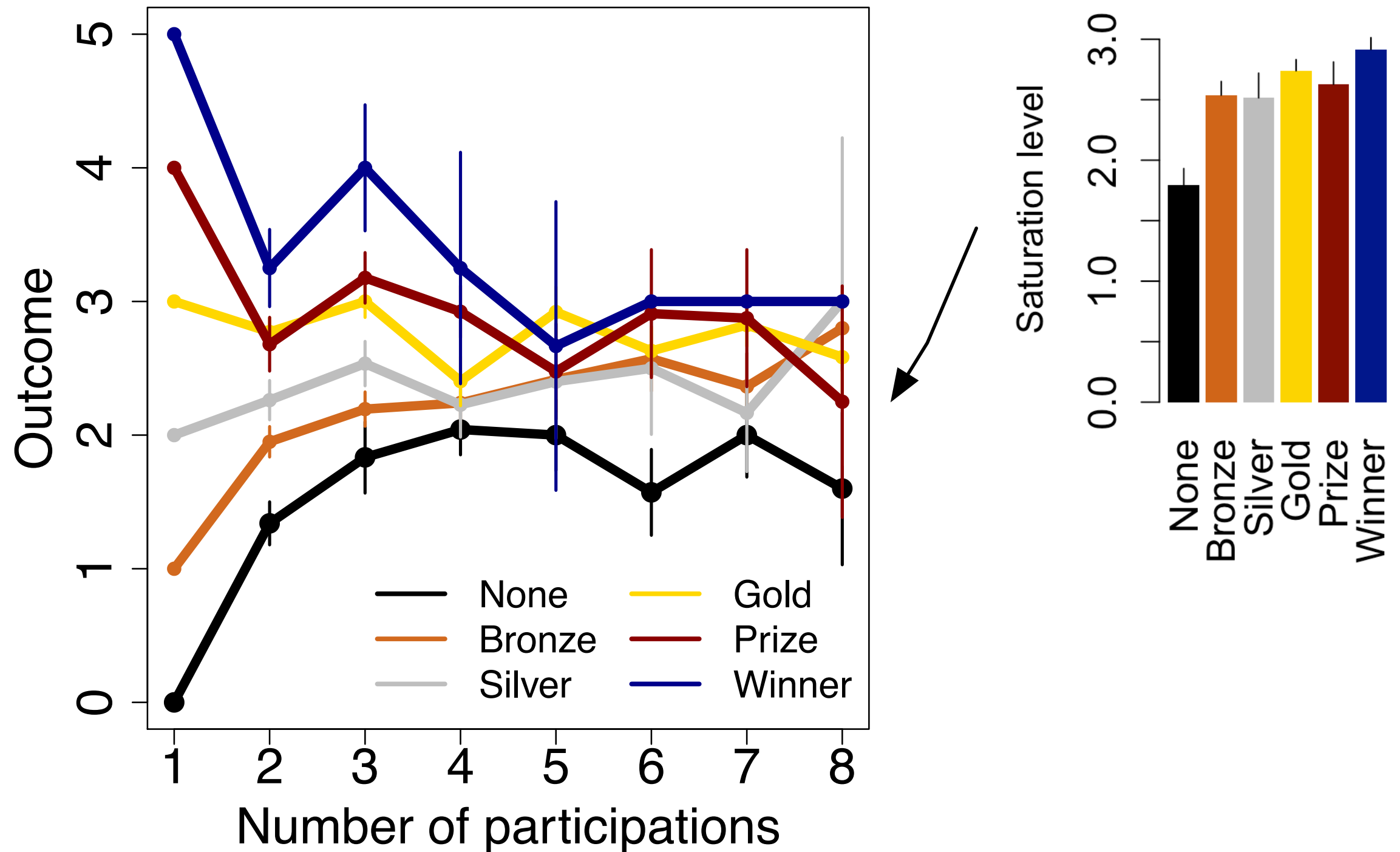


Z score relative to
other teams for
each year

LOCK-IN EFFECT

However, there is a **lock-in effect** depending on initial performance

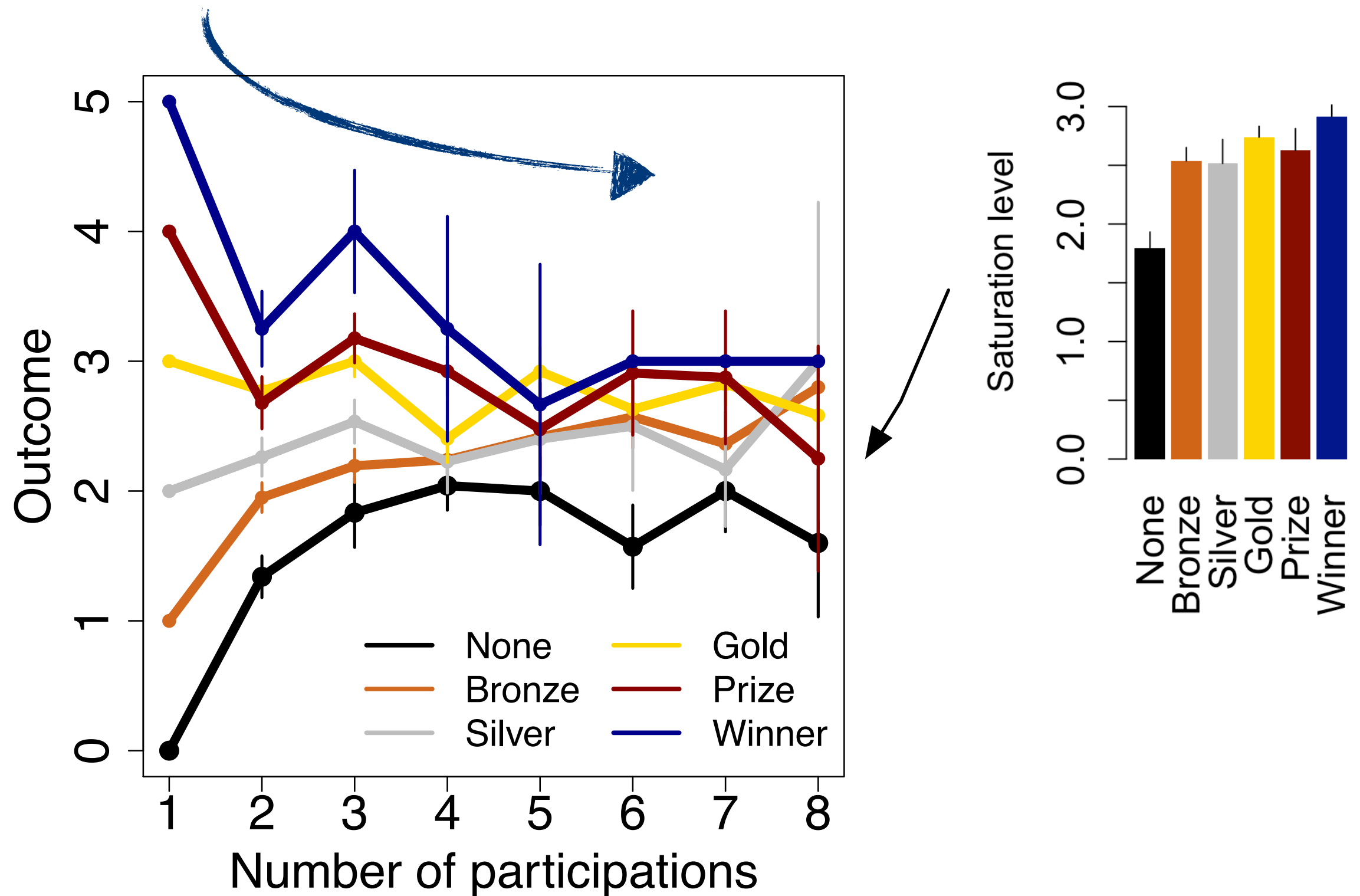
(see also artist careers in Fraiberger et al, *Science* 2018)



LOCK-IN EFFECT

However, there is a **lock-in effect** depending on initial performance

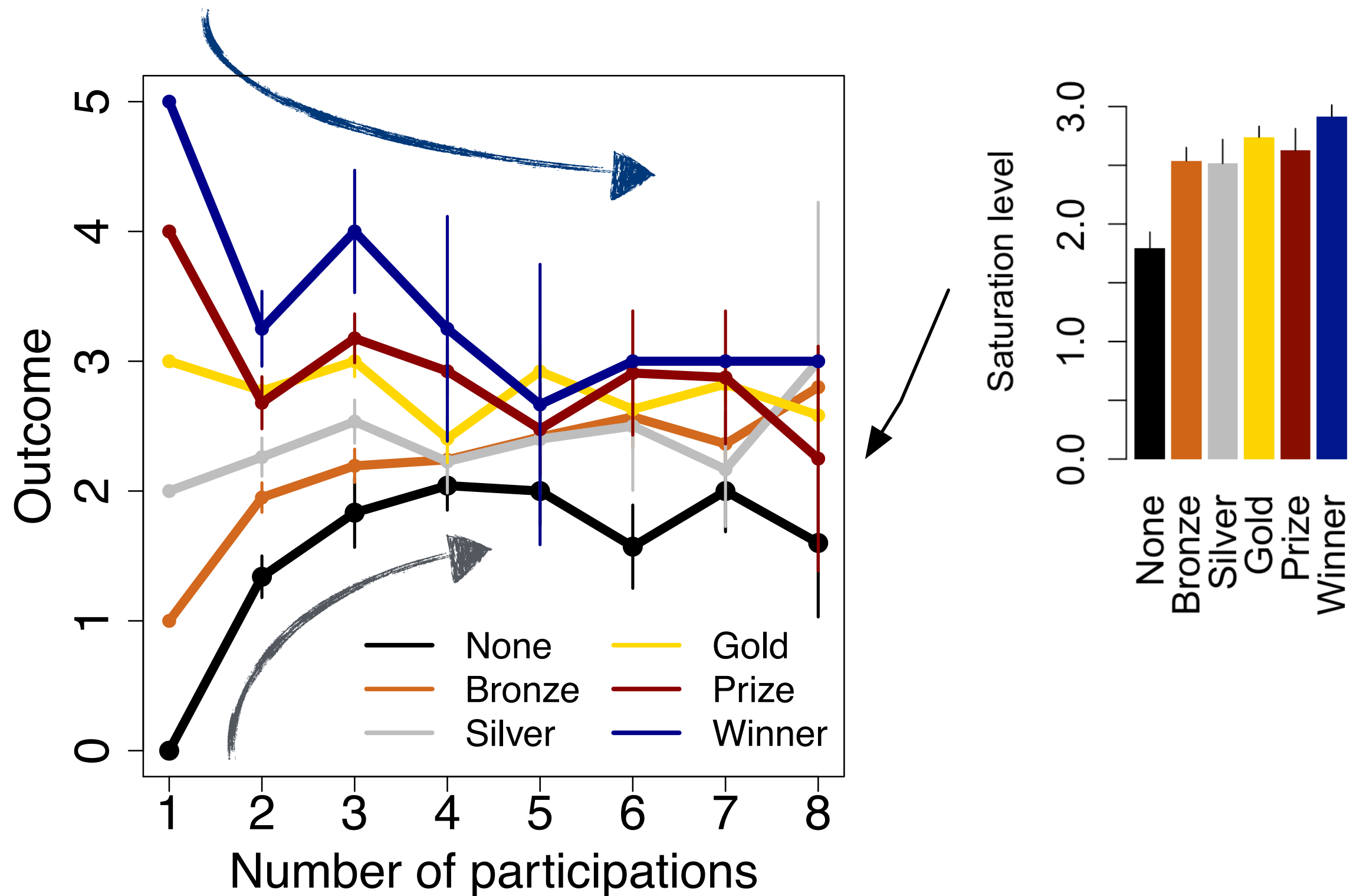
(see also artist careers in Fraiburger et al, *Science* 2018)



LOCK-IN EFFECT

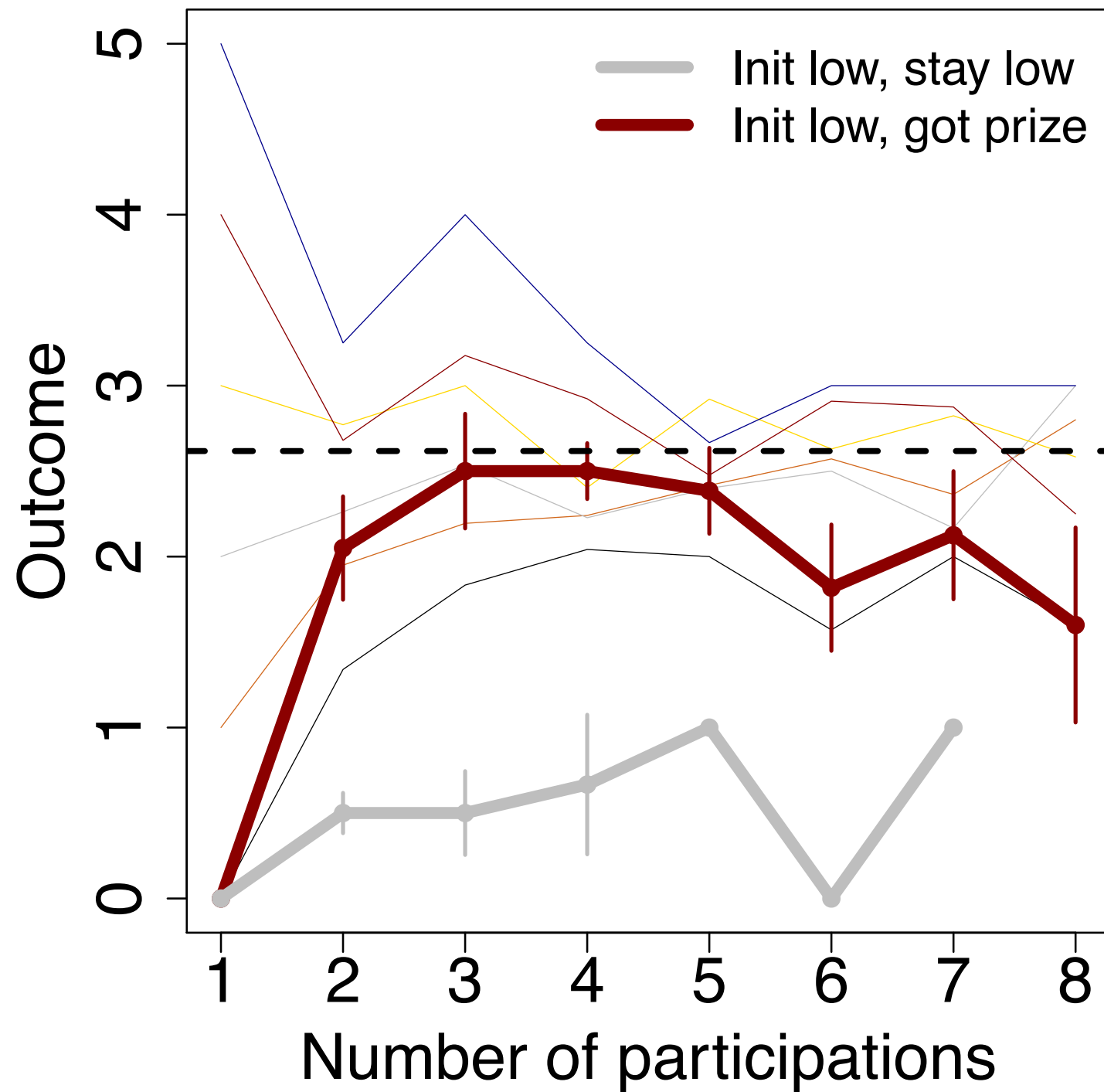
However, there is a **lock-in effect** depending on initial performance

(see also artist careers in Fraiburger et al, *Science* 2018)



LOCK-IN EFFECT

How to get out of the lock-in effect?

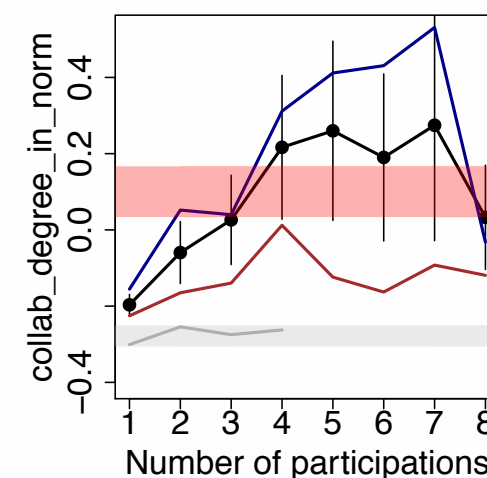
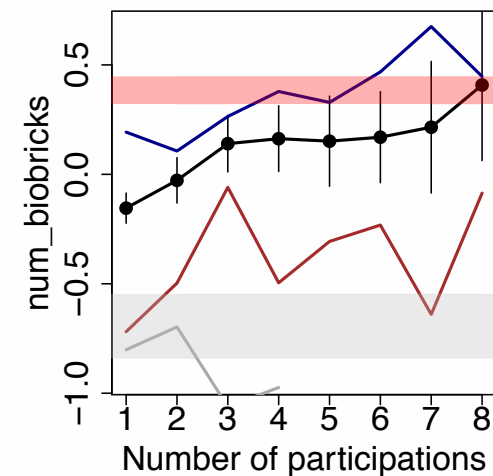
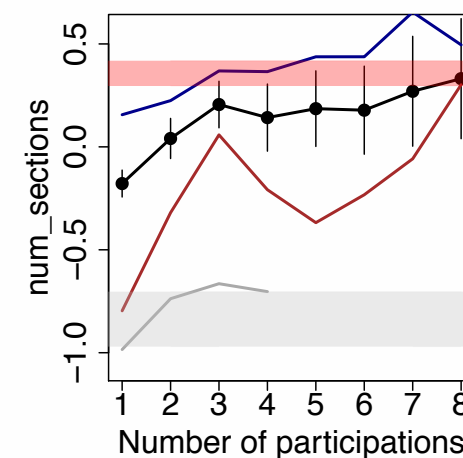
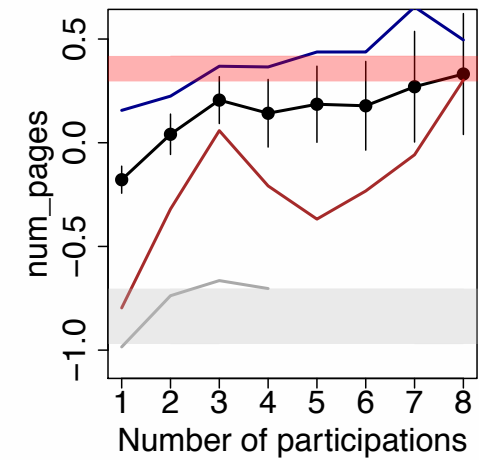
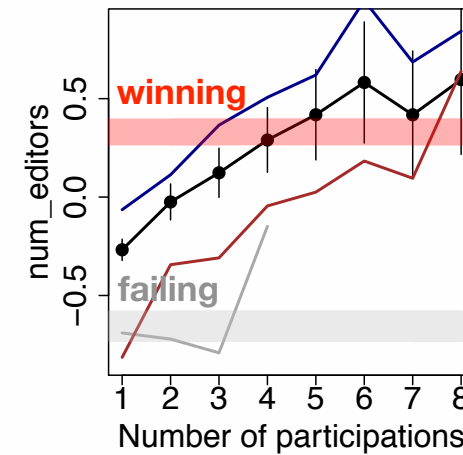


Teams that fail the first year (gray and red) with approx. same feature levels have **different fates based on their behavior on second participation**

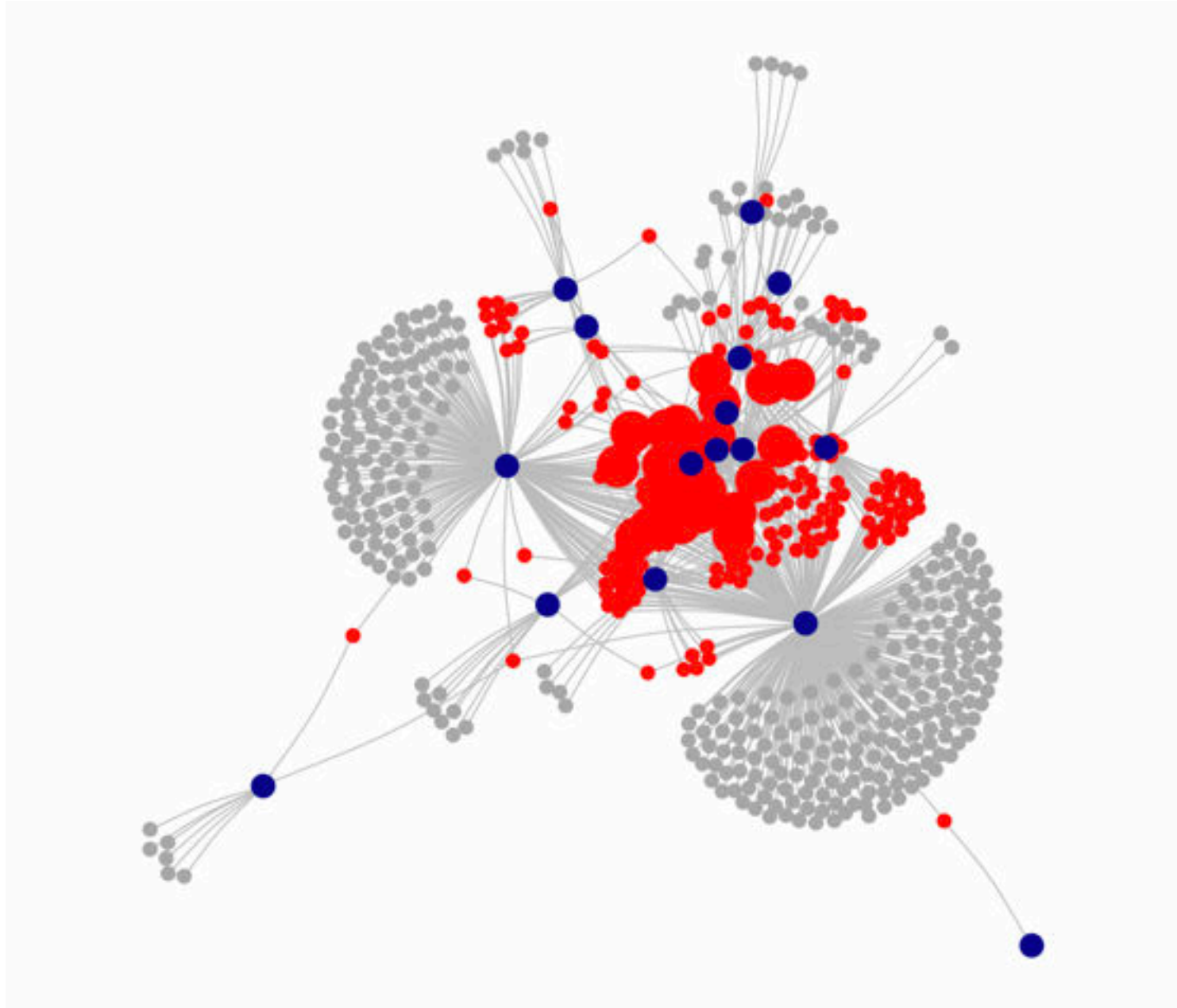
perspective: model evolution of team performance

e Team learning

init low stay low
init low got prize
init high (> gold)



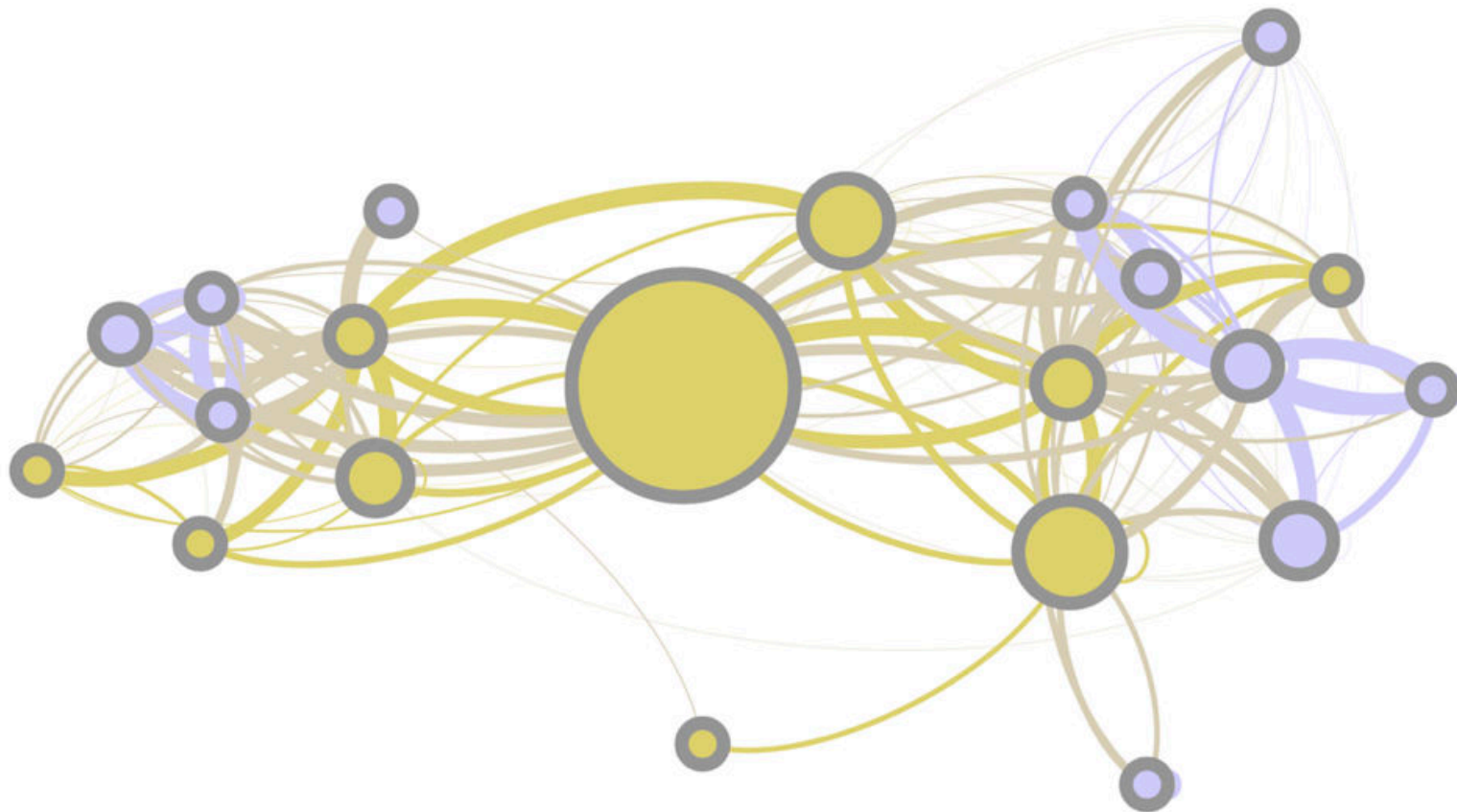
can we reconstruct the “real” *in situ* project dynamics?



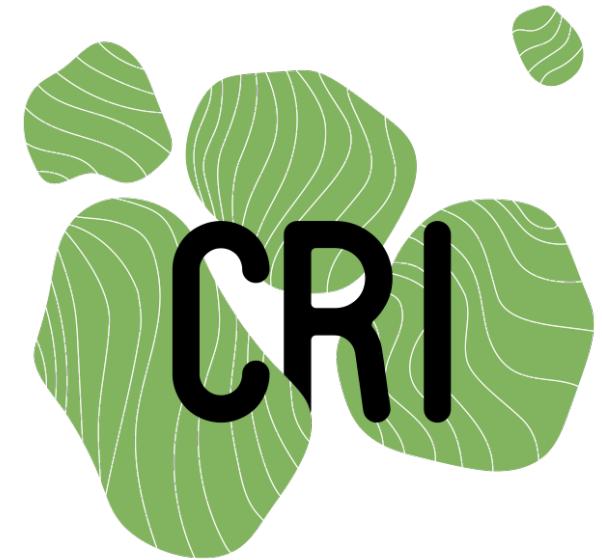
IGEM TIES

(TEAM INTERACTION STUDY)

- **questionnaires** on social interactions
- **proximity** data (for Android now...)
- **task journaling** (what task was done, with whom)



Team network from 2019 questionnaire



Raphael Tackx
Postdoc



Radhika Beaumé
Game design, UI



Robbie Ward
Visiting PhD,
GeorgiaTech



Rathin Jeyaram
Research assistant



Savandara Besse
Communication
manager

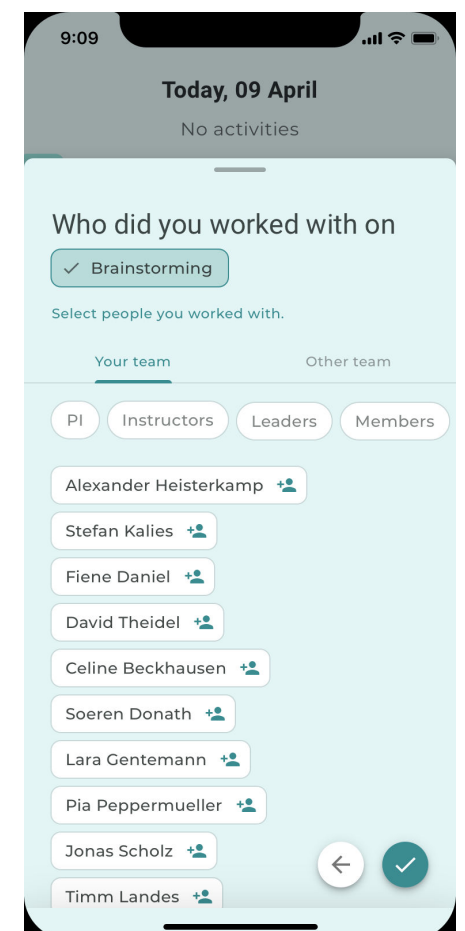
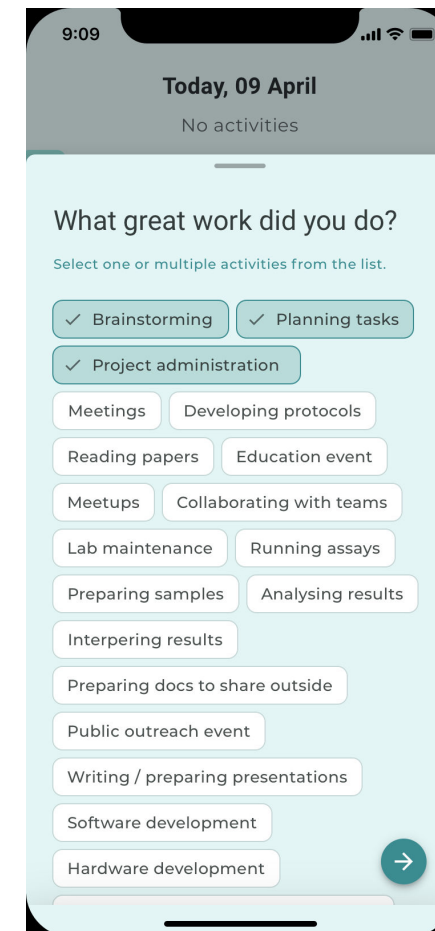
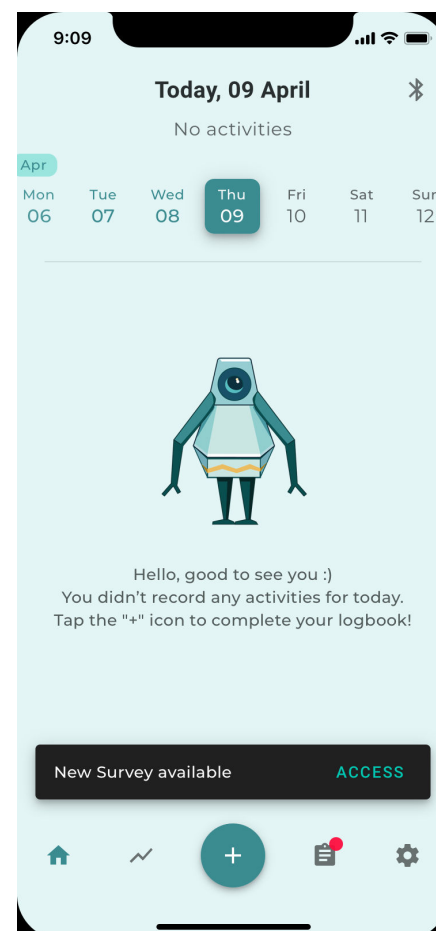
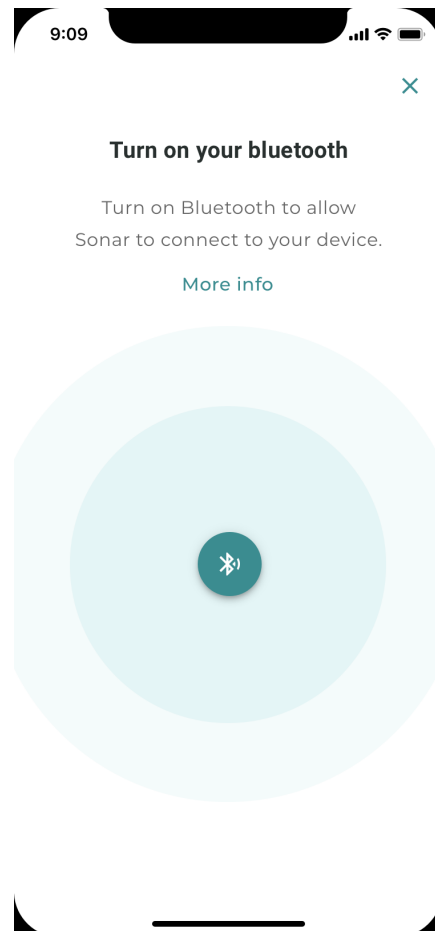
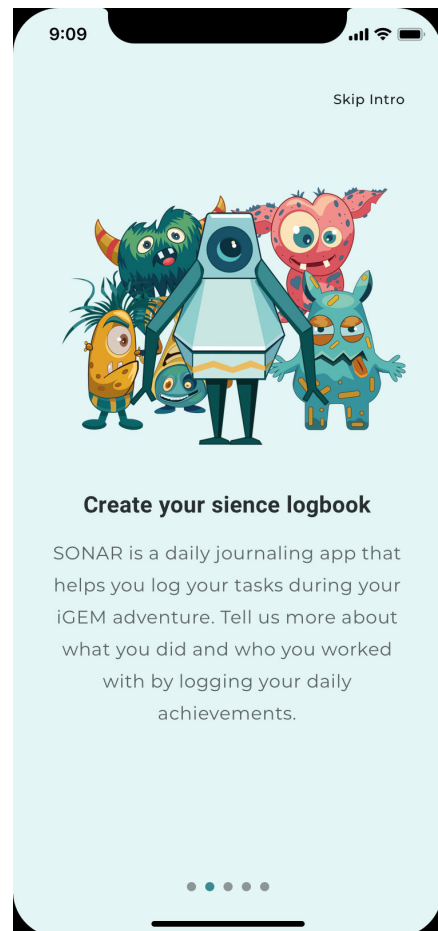


Lionel Deveaux
Digital Manager



CoSo: A COLLABORATIVE SONAR APP

- **Daily diary** to collect data on collaborations on tasks
- **Notification** system
- Personalized **surveys**
- **ongoing pilot study!**



The background of the slide is white with four abstract, colorful, halftone-patterned shapes in the corners. Top-left: a blue and green shape. Top-right: a yellow, orange, and red shape. Bottom-left: a purple, pink, and yellow shape. Bottom-right: a yellow and orange shape.

Designing collaborative Science

From studying to enhancing collaborative Science

JUST ONE GIANT LAB (JOGL)

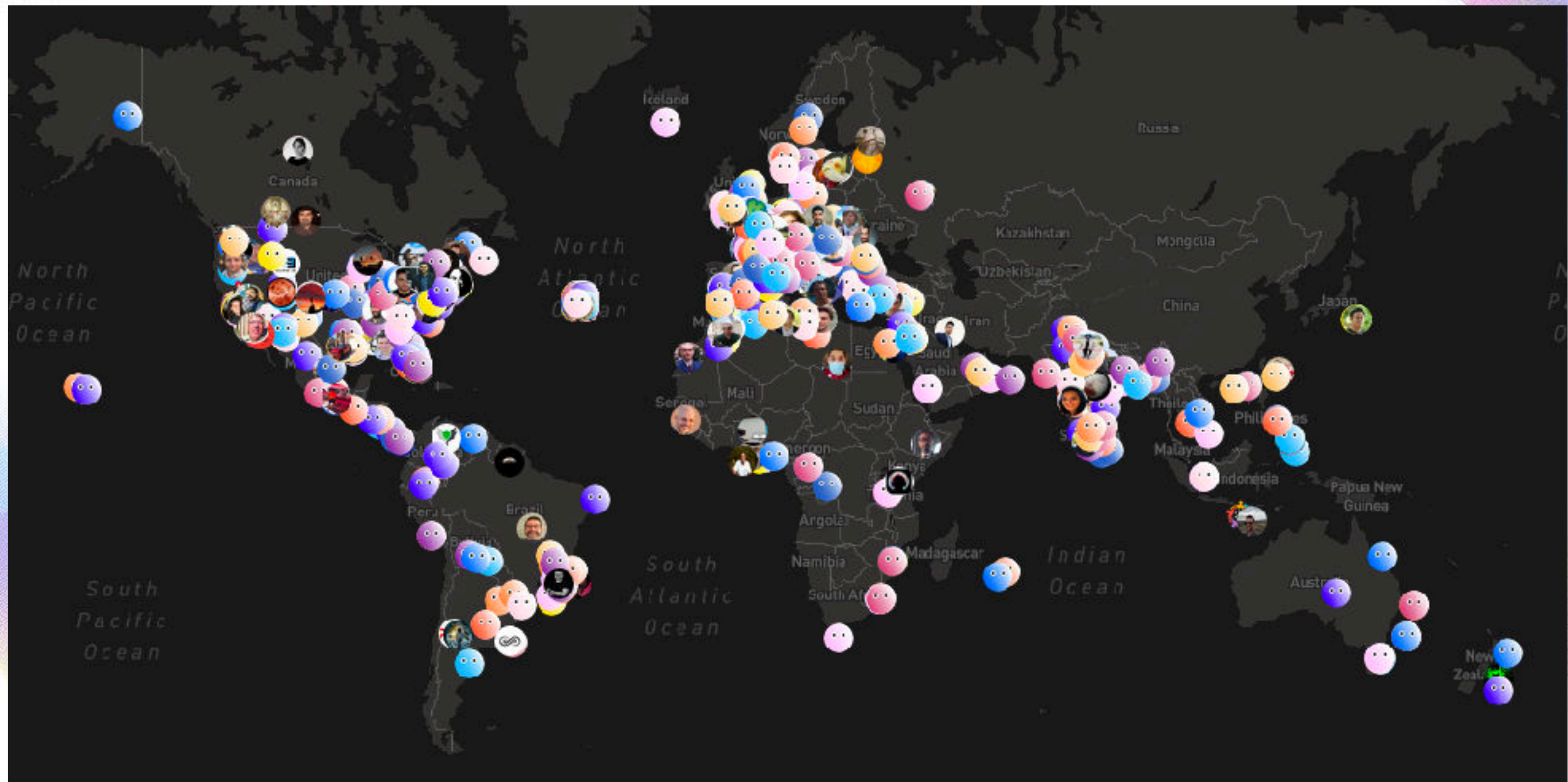
An open-source social network for open science, coordinated through research programs

The screenshot displays the JOGL beta interface, an open-source social network for open science. The interface is divided into several sections:

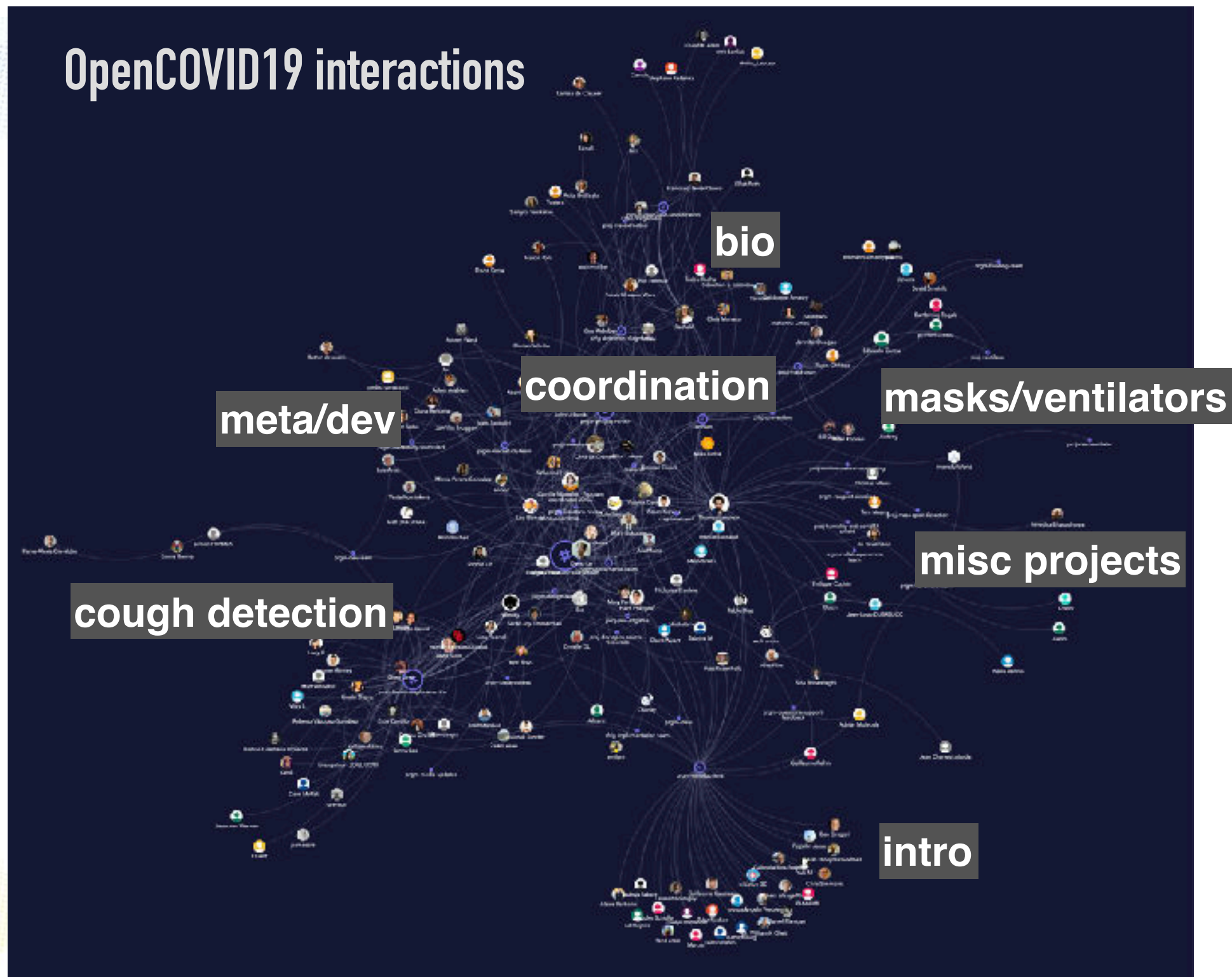
- My Feed:** A vertical list of posts from community members. The first post is from 'Kank B' (April 2020) about needing volunteers for sentiment labeling. The second post is from 'Marc Sarrailin' (May 2020) about a project on social networks. Each post includes a profile picture, a 'What's on your mind?' prompt, an 'Attach file' button, and a 'Publish' button. Below the post, there are options to 'Clap' or 'Comment'.
- Featured Projects:** A section on the right side of the feed, featuring projects like 'OPENCOVID19' and 'CONTRIBUTIONS DES MAKERS AUX HÔPITAUX ET SOIGNANTS'.
- Filters:** A section on the right side of the main feed, showing '157 results' and a 'Popularity' filter. It includes a 'Show More' button.
- SKILLS:** A section on the right side of the main feed, listing various skills and their counts: Web development (22), data analysis (13), data science (12), 3D Printing (11), Open Science (11), Big Data (10), Epidemiology (7), Education (6), Game Design (6), and Graphic design (6).
- SUSTAINABLE DEVELOPMENT GOALS:** A section on the right side of the main feed, displaying icons for various goals and their counts: 3 (123), 17 (38), 9 (33), 4 (31), 10 (30), 11 (23), 1 (16), 12 (16), 6 (14), and 8 (14).
- Main Feed:** A grid of project cards. Each card features a title, a description, a 'by' line, and a 'Needs' section. The projects include:
 - HELPFUL ENGINEERING** (#HE): An open source group of 3,000+ members looking for solutions to COVID19. by AJ P. 585 Members, 5 Needs.
 - LOW-COST & OPEN-SOURCE COVID19 DETECTION KITS** (#Covid19DetectionKit): Developing and sharing open source methodologies to safely test for the presence of SARS-CoV-2 using multiple approaches. by Thomas Landrain, David Kong, Zach Mueller. 403 Members, 4 Needs.
 - CONTRIBUTIONS DES MAKERS AUX HÔPITAUX ET SOIGNANTS** (#MakersHospitalSupportProjects): Coordinated Open source Maker projects to tackle Hospital/staff needs in time of crisis: 3D printed medical devices spare parts, masks... by Catherine Villeret. 76 Members, 10 Needs.
 - COVID-19 OPEN RESEARCH, DATA & RESOURCES** (#COVID19): COVID-19 Open Research, Data & Resources by VINOD SCARIA. 64 Members, 3 Needs.
 - OPEN SOURCE FACE MASK CHALLENGE** (#maskchallenge): The goal is to gather, test and validate the best open source face mask designs, with the aid of experts and the community. by Thomas Landrain, Antonio Mangiapane. 53 Members, 2 Needs.
 - COUGHCHECK APP** (#coughcheck): Development of AI audio app to compare cough of Coronavirus infected versus Normal cough. by Hernán Morales Durand. 42 Members, 1 Need.

The OpenCOVID19 program

1,200 contributors
60 projects
open peer review
microgrants



OpenCOVID19 interactions



Skill Map

skills are linked if they appear together in projects

Data science

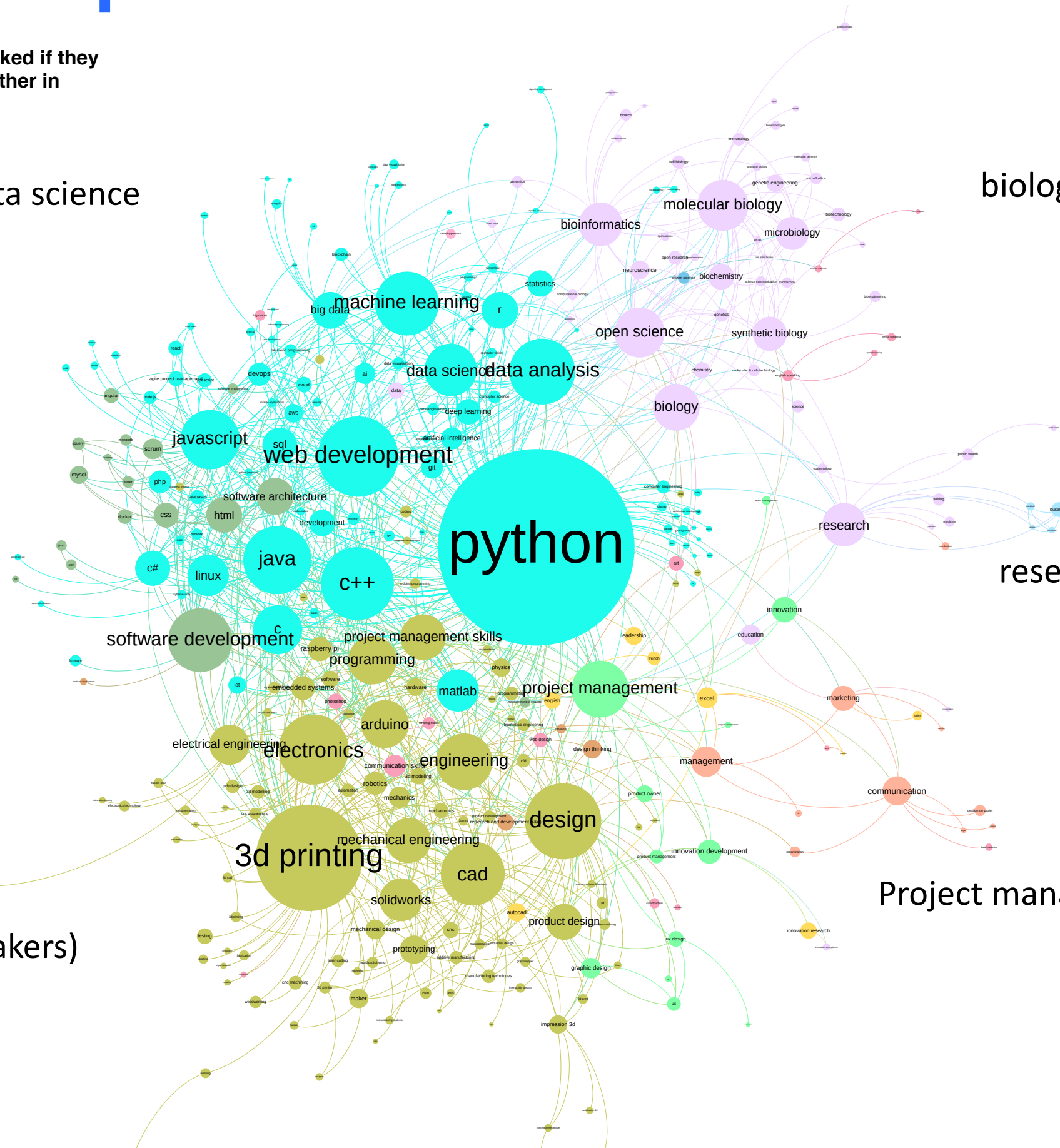
biology

Software

research/innovation/education

Project management

Hardware (makers)



Skill Map

skills are linked if they appear together in projects

Data science

Needs: interfaces for collaborations

TEST THE PROTOCOLS IN A LAB

Project: The OpenCovid19 Initiative

We are looking for folks who have access to a biolab and can run the protocols we will be designing ...

Molecular biology

Genetics

7 Posts / 11 Comments

I'll help

Follow

[Show more](#)

OPEN METHODS FOR TESTING THE PRESENCE OF SARS-COV-2

Project: The OpenCovid19 Initiative

We are looking for someone who can help me find all existing methodologies to detect SARS-CoV-2 viru ...

Molecular biology

Bioinformatics

Medicine

+2

7 Posts / 3 Comments

I'll help

Follow

[Show more](#)

Software

novation/education

Hardware (makers)

Recommender system

- Collective Intelligence grant from **NESTA**
- Experimental test of how **matchmaking of needs to users** fosters community self-organisation
- Uses “**metapaths**” in Heterogeneous Information Network



Pedro Morales
(Sciences Po Medialab)



Bastian Tsovaras
(CRI)



HINPy: Heterogeneous Information Networks for Python

Measuring Diversity in Heterogeneous Information Networks

Pedro Ramaciotti Morales

Sciences Po, medialab, Paris, France & Sorbonne Université, CNRS, LIP6, Paris, France

Robin Lamarche-Perrin

CNRS, ISC-PIF, LIP6, Paris, France

Raphaël Fournier-S'niehotta

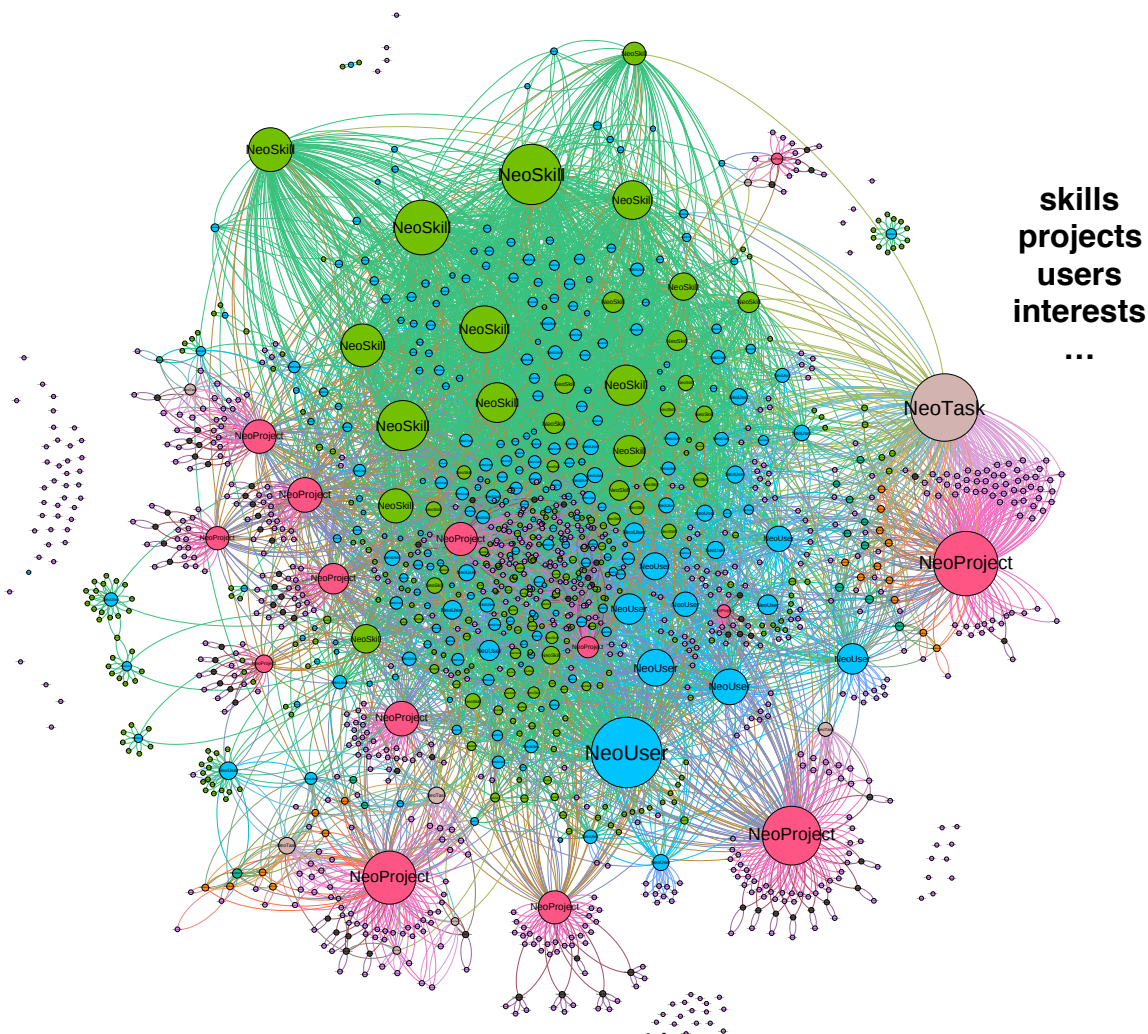
CEDRIC, CNAM, Paris, France

Rémy Poulain, Lionel Tabourier

Sorbonne Université, CNRS, LIP6, Paris, France

Fabien Tarissan

Université Paris-Saclay, CNRS, ISF, ENS Paris-Saclay, Cachan, France



Experimental setup

- Send **recommended (3) & featured (2)** needs by email every week
- Measure which need was clicked on (i.e which user clicked), and keep track of what was done after on the platform



I'M INTERESTED

Need 1

Localisation

Description. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque vitae interdum. @Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque vitae.

Ressources

[Skills](#) - [Skills](#) - [Skills](#) - [Skills](#)



I'M INTERESTED

Need 2

Localisation

Description. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque vitae interdum. @Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque vitae.

Ressources

[Skills](#) - [Skills](#) - [Skills](#) - [Skills](#)



I'M INTERESTED

Need 3

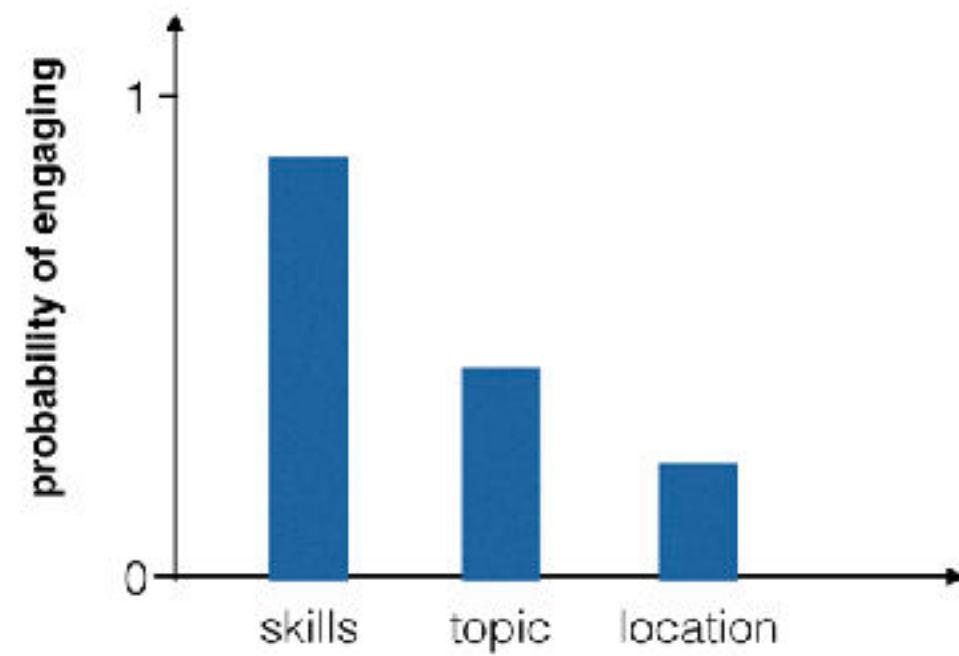
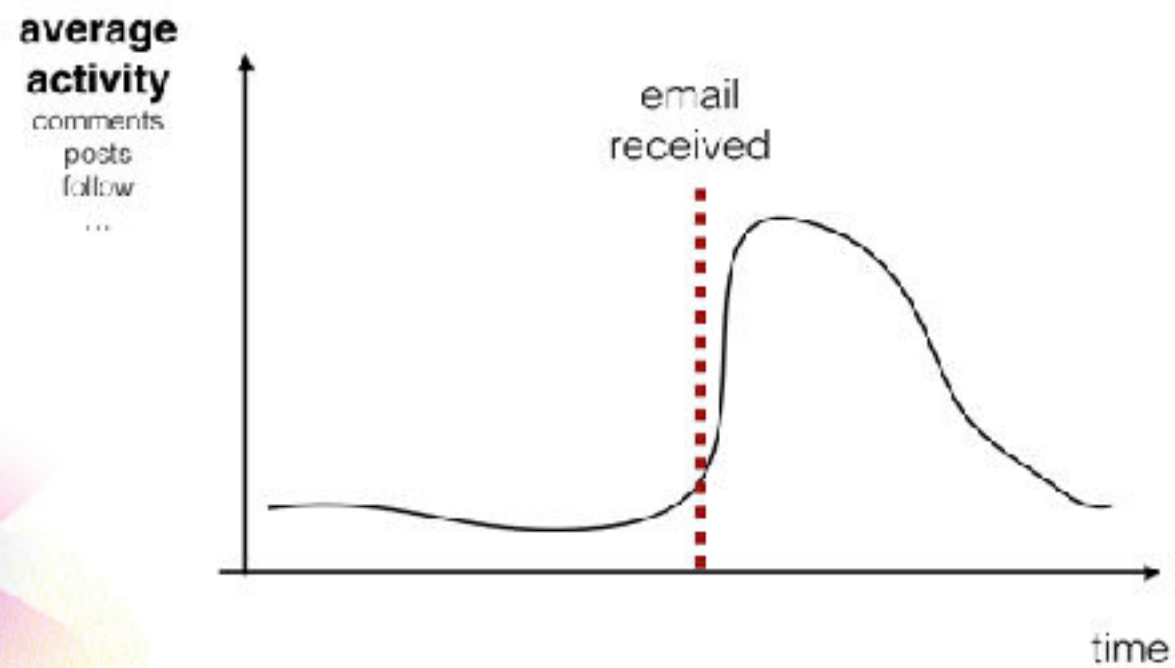
Localisation

Description. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque vitae interdum. @Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque vitae.

Ressources

[Skills](#) - [Skills](#) - [Skills](#) - [Skills](#)

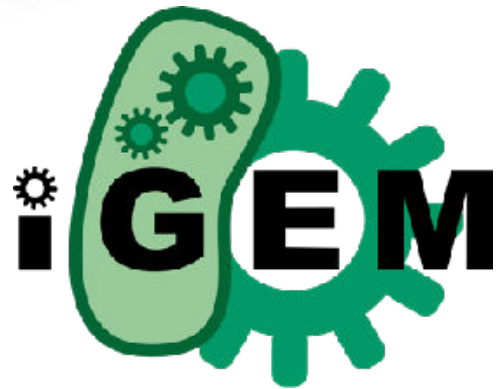
Goal



**do email notifications trigger higher community engagement?
what are the most important features?**

Perspective

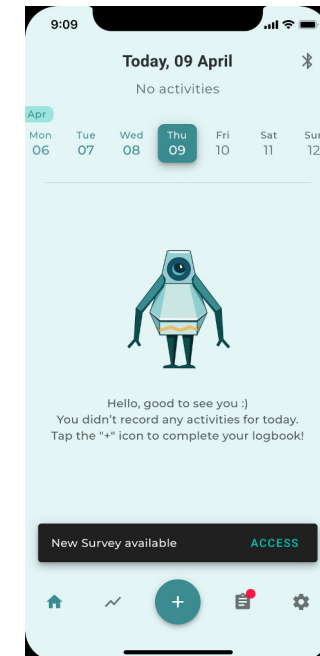
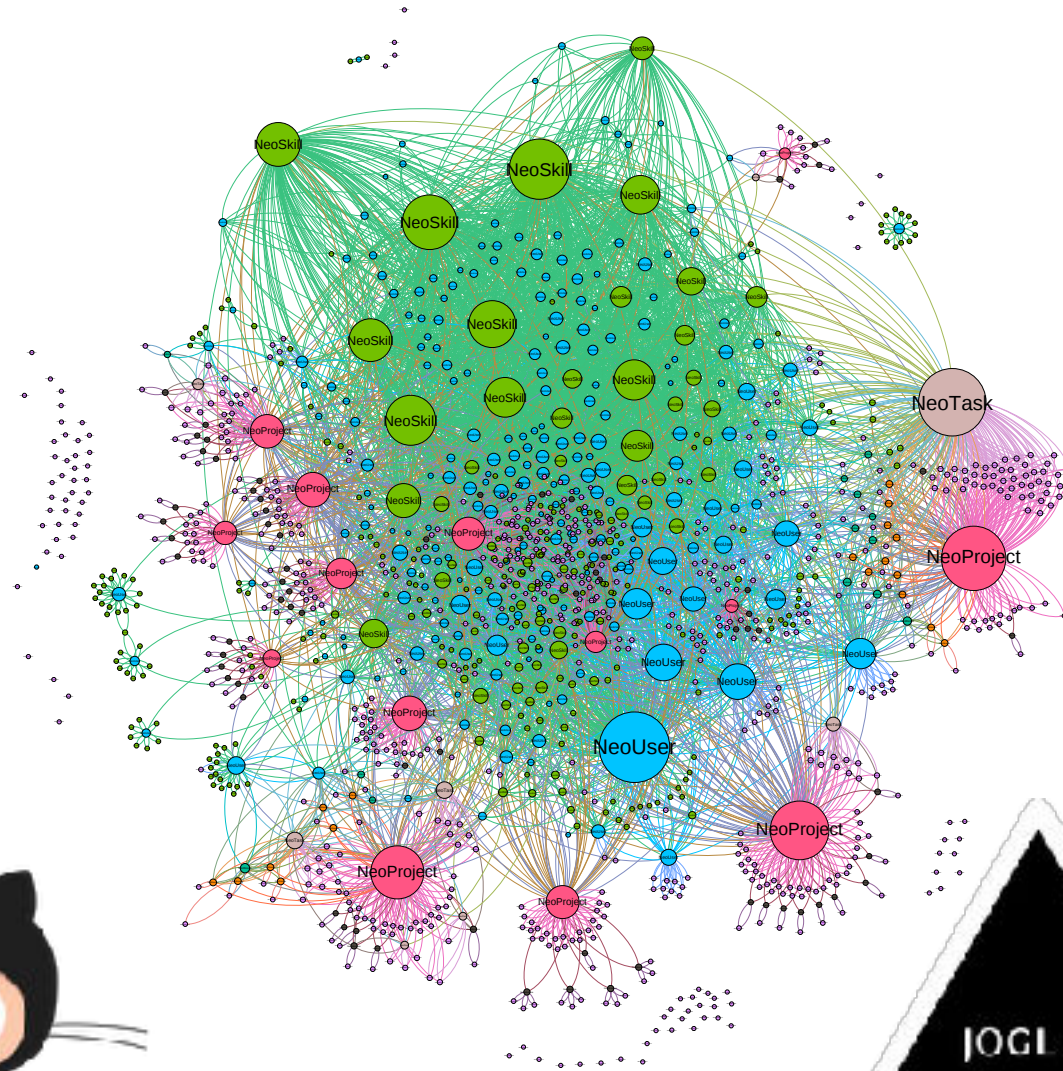
- Modeling collaborations as dynamic heterogeneous information networks



user - wiki section



user - file



user - task



user - project / post / need

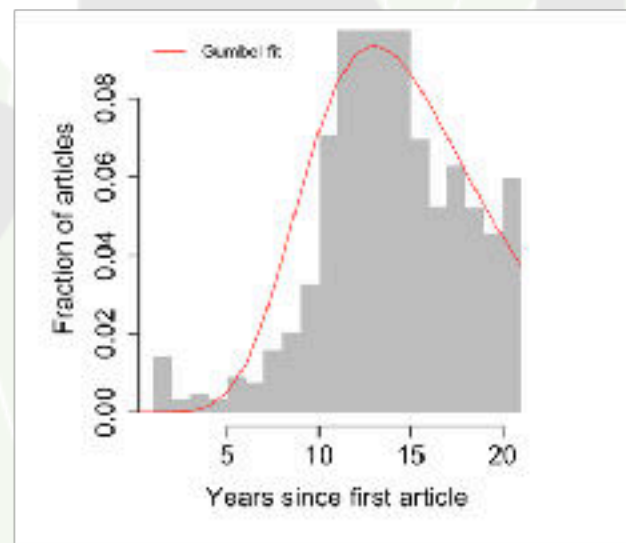
Research on innovation, learning, and collaborations

Collaborative solving



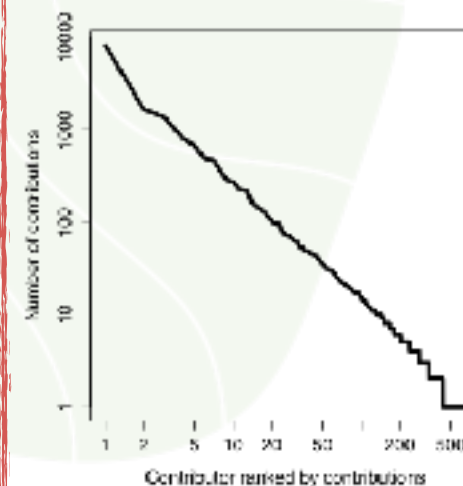
- What types of team collaborations underlie team performance?

Science innovation



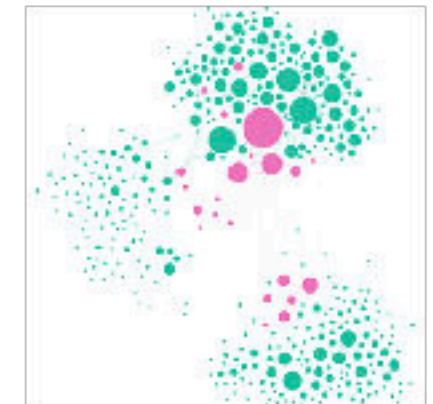
- Can we quantify innovation in science and predict the emergence of new fields?

Open-source communities



- How are large-scale open source communities organized?

Collaborative learning



- How do we learn together?
An analysis of collaborative learning in rural Madagascar.



Raphael Tackx
Postdoc



Henry Price
Imperial College



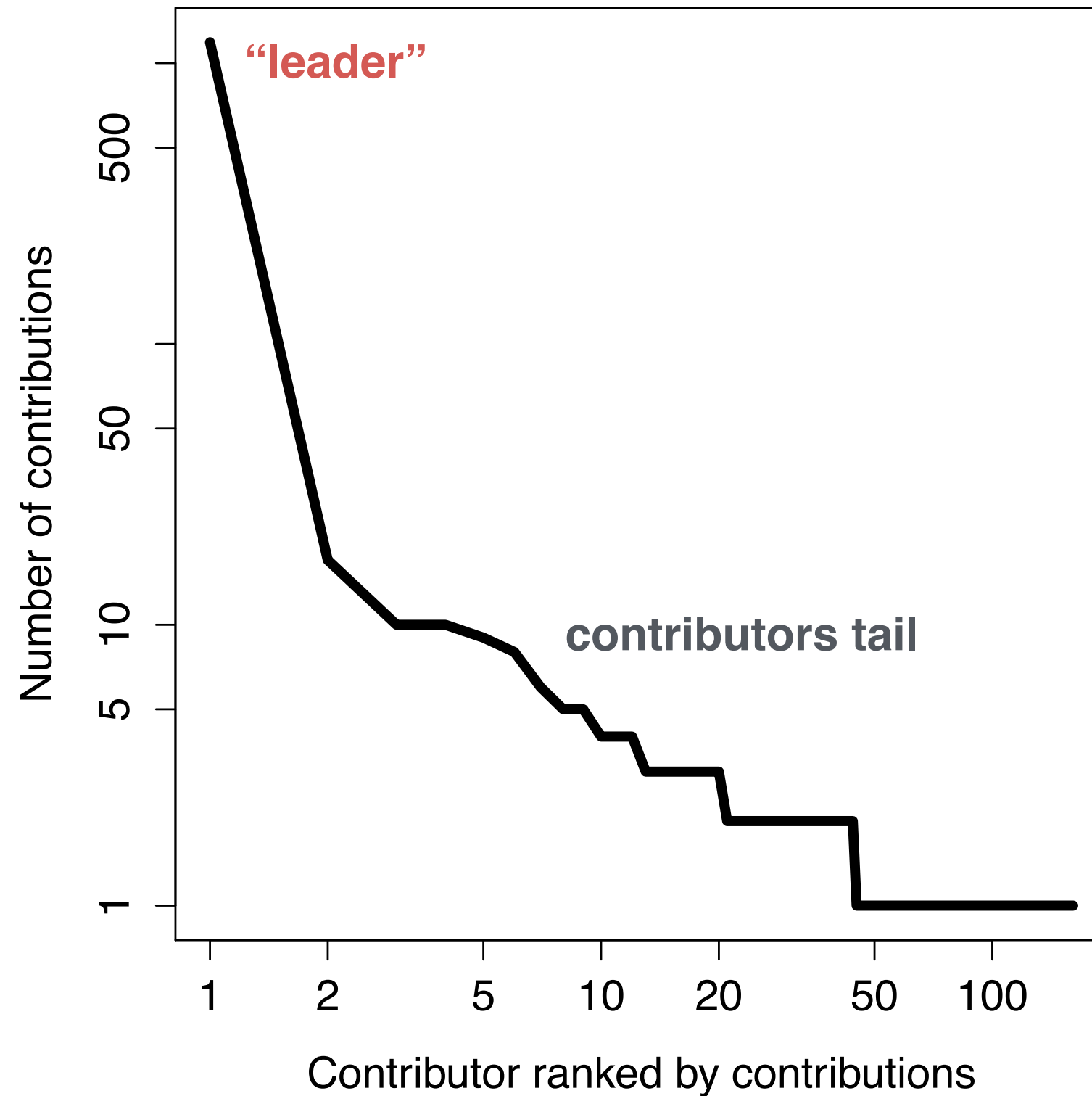
Massive open-source communities

How does community organize when **scaling**?

- > **7,000** most starred projects on GitHub
- > Look at **workload inequality** as repo grows in time
- > Large communities on GitHub adopt a **scale-free contribution structure**
- > **mechanistic insights** from user - file bipartite network

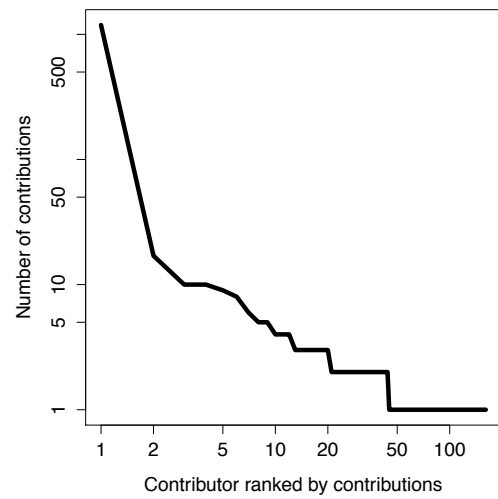
WORK SHARING

You-Dont-Know-JS

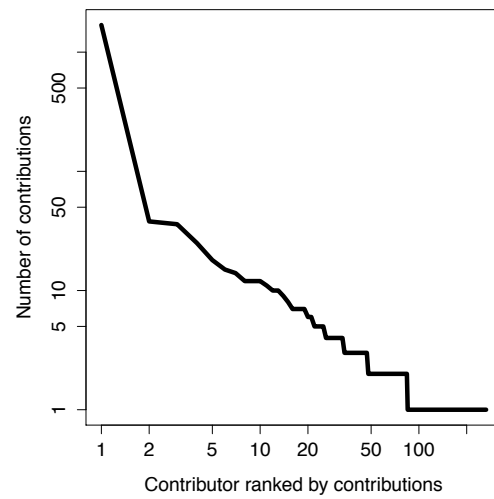


VARIATIONS ACROSS REPOSITORIES

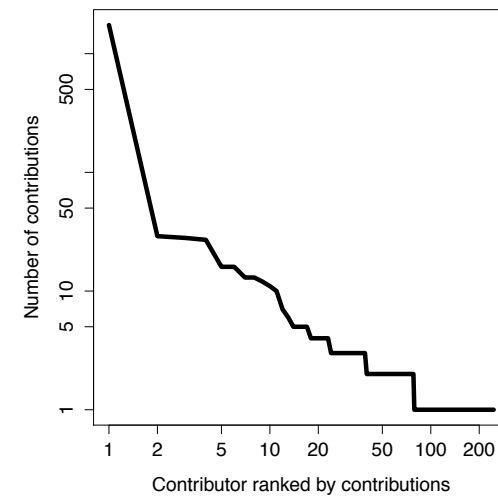
You-Dont-Know-JS



Reactive-ExtensionsRxJS

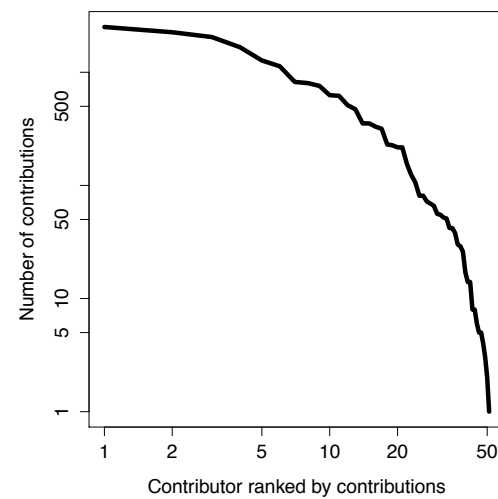


hakimeirevealjs

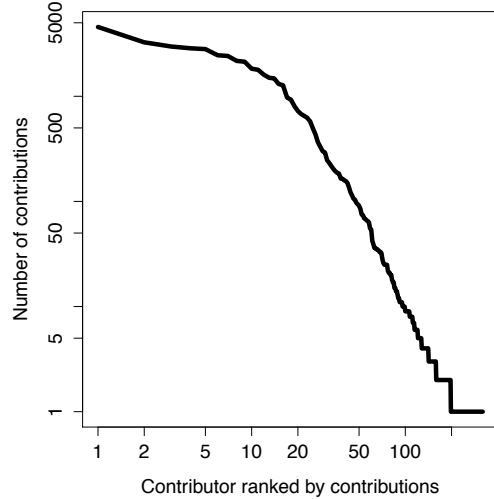


leader-based

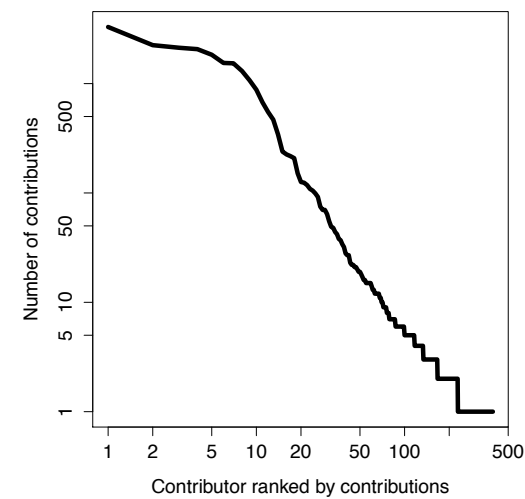
WordPressWordPress



JetBrainskotlin

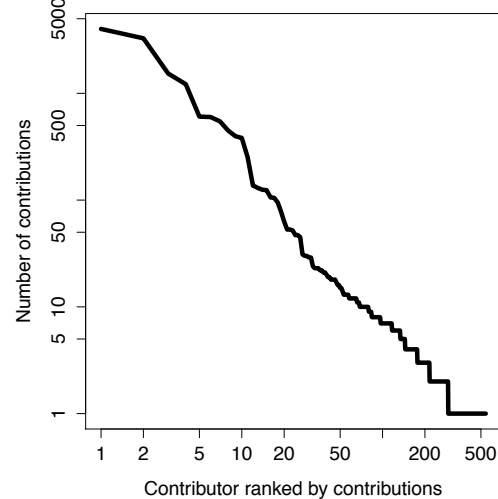


MicrosoftTypeScript

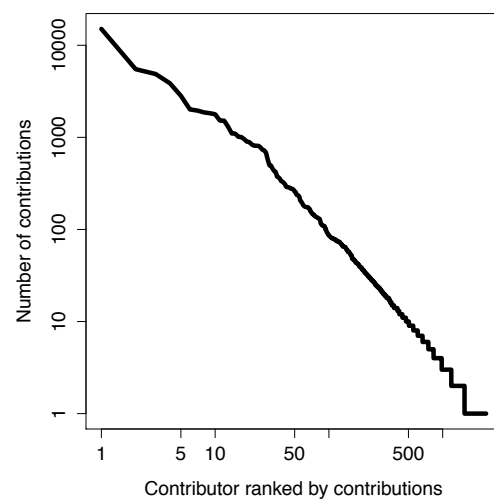


leadership group

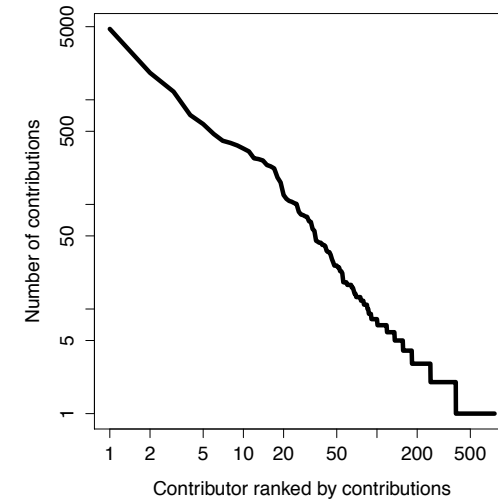
RocketChatRocketChat



rust-langrust



emberjsemberjs



contributor-driven

a

b

c

d

e

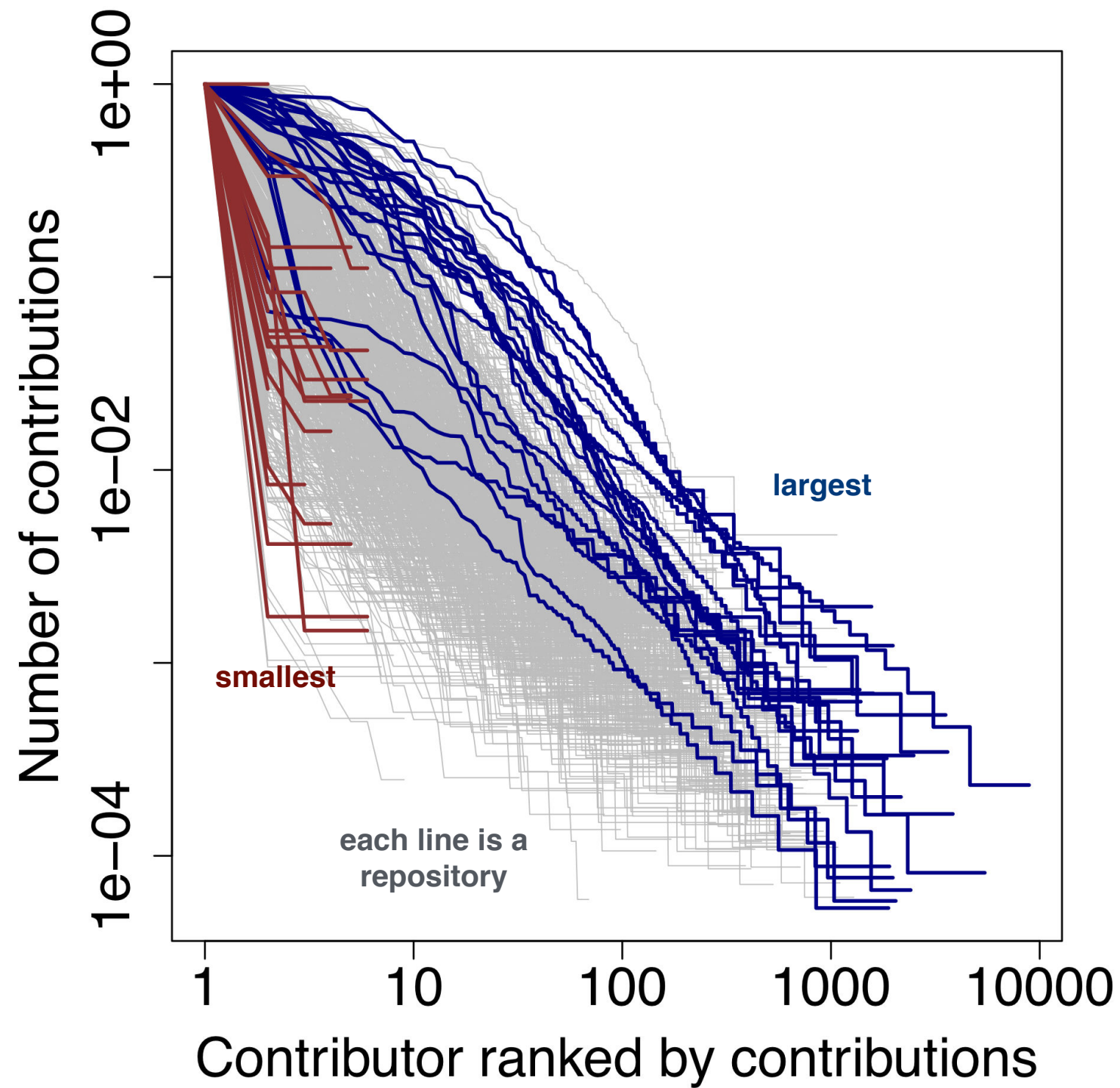
f

g

h

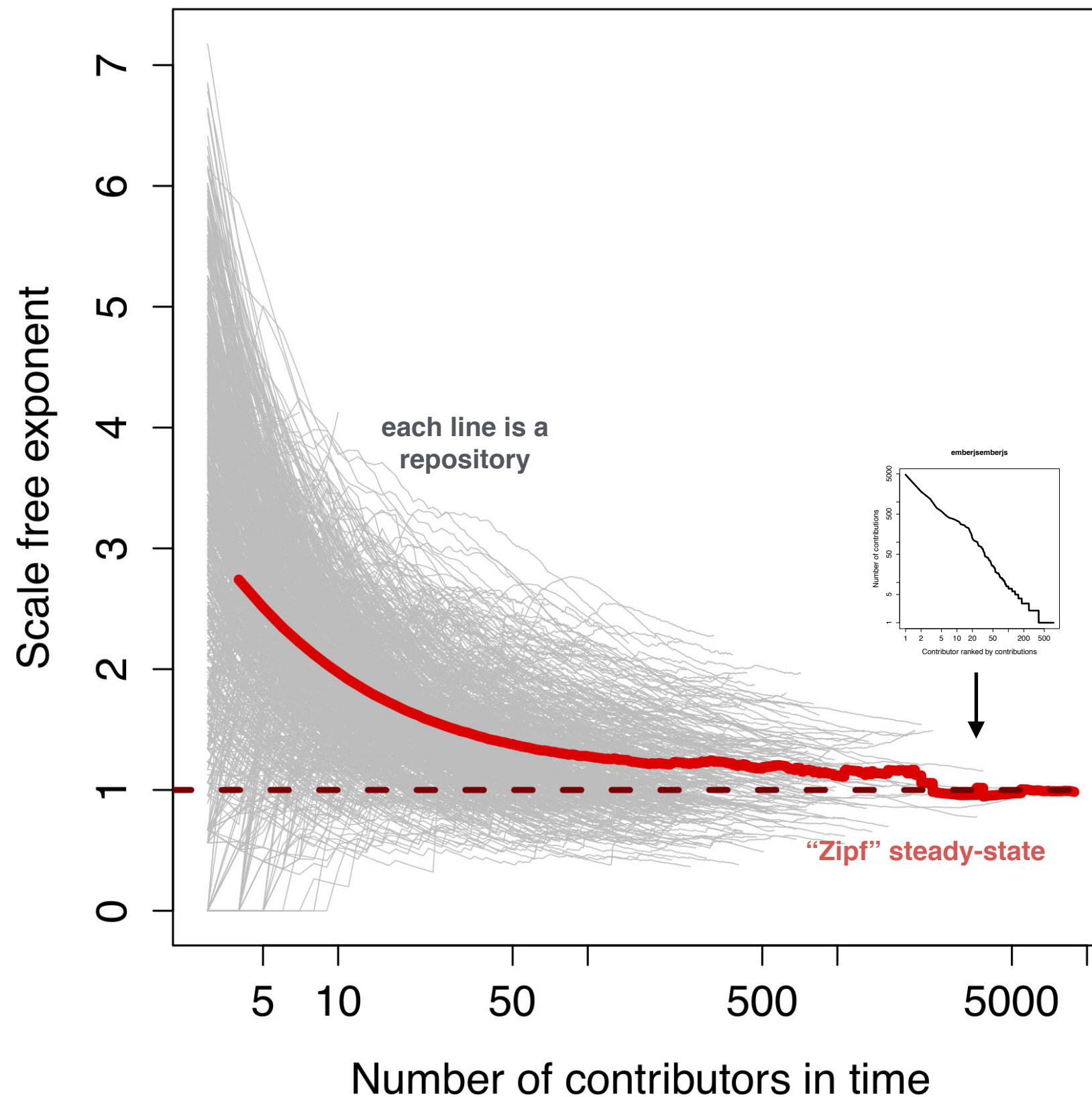
i

SCALING PROPERTIES



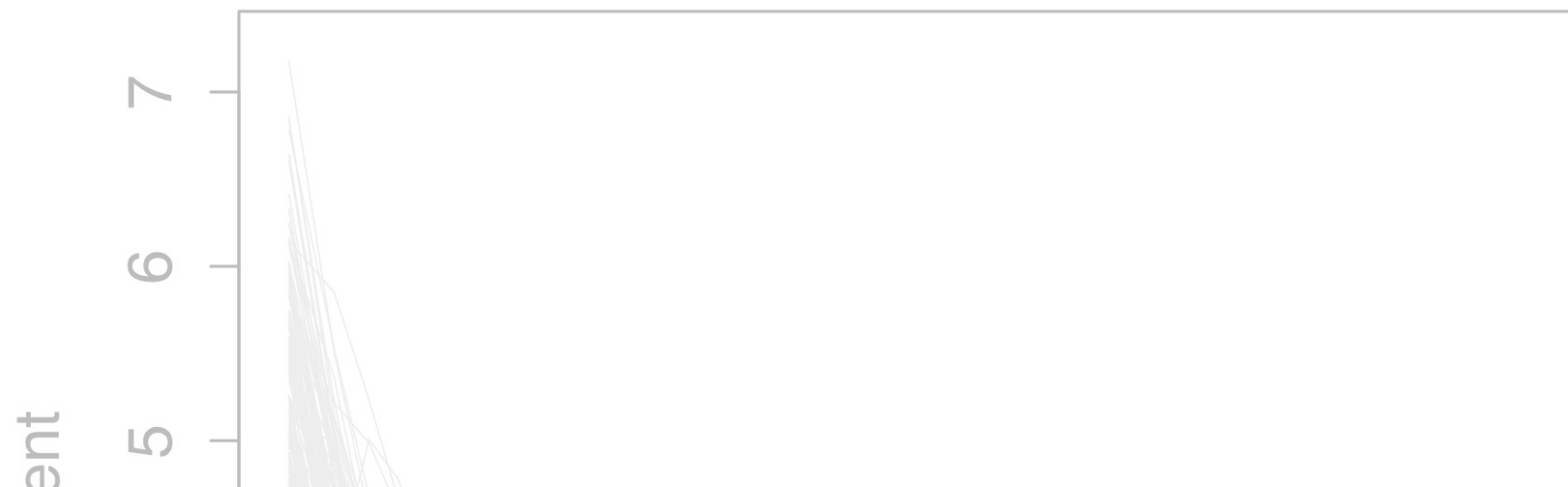
THE TRANSITION TO SELF-ORGANIZATION

Measure scale-free exponent of the tail at each step of the repo growth



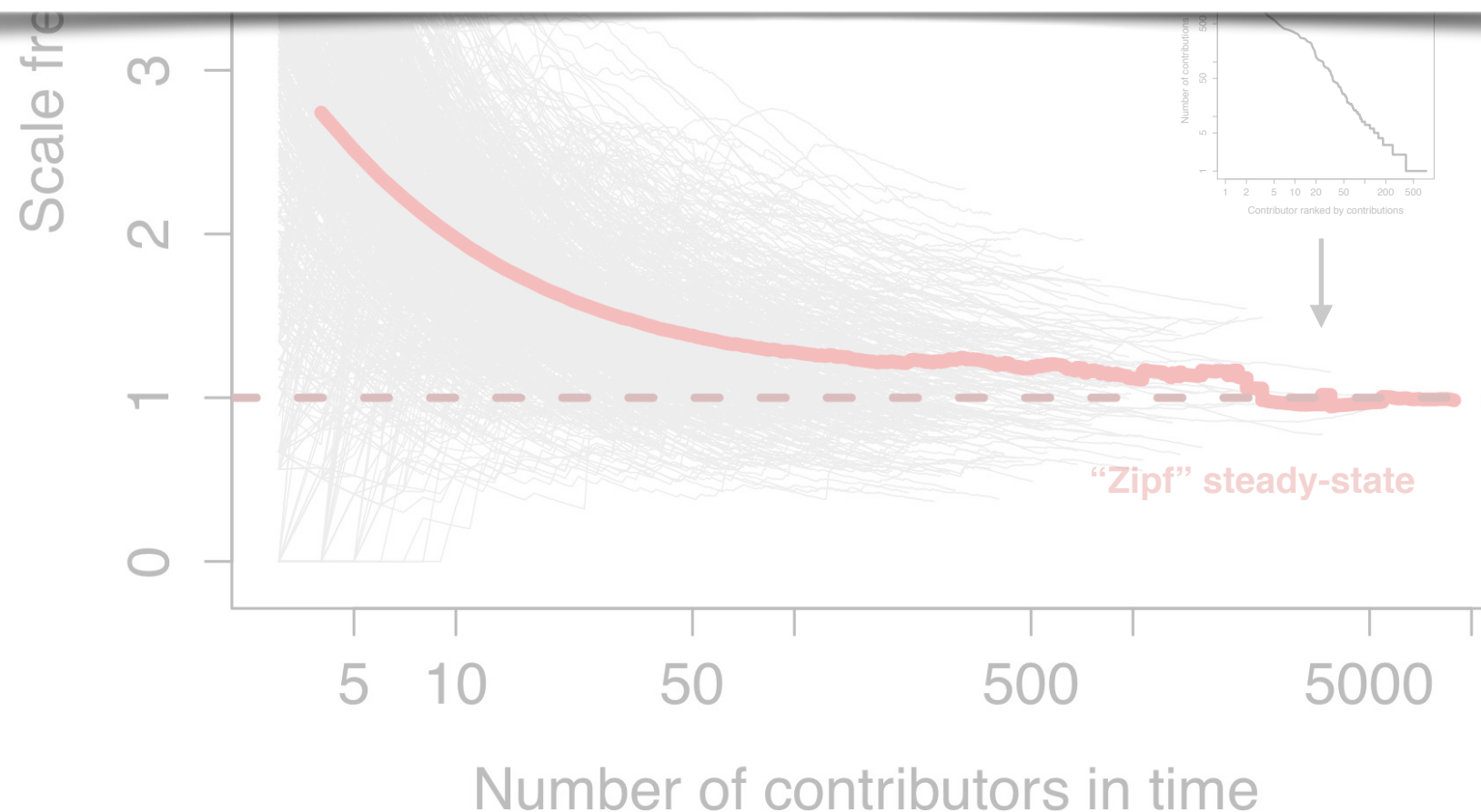
THE TRANSITION TO SELF-ORGANIZATION

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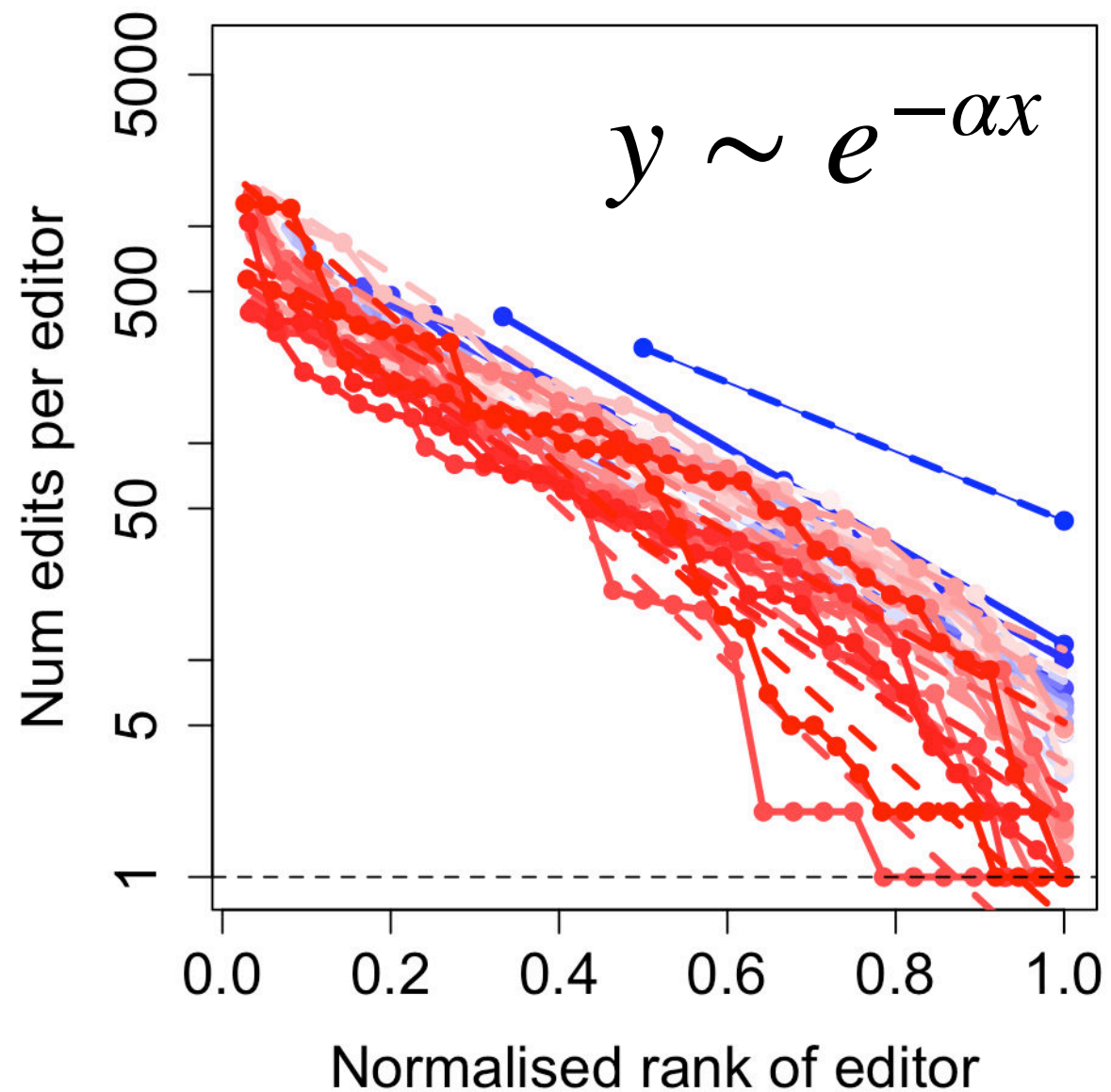
Communities on GitHub converge to a scale-free contribution structure

Perspective: mechanistic insights through the user-files bipartite structure



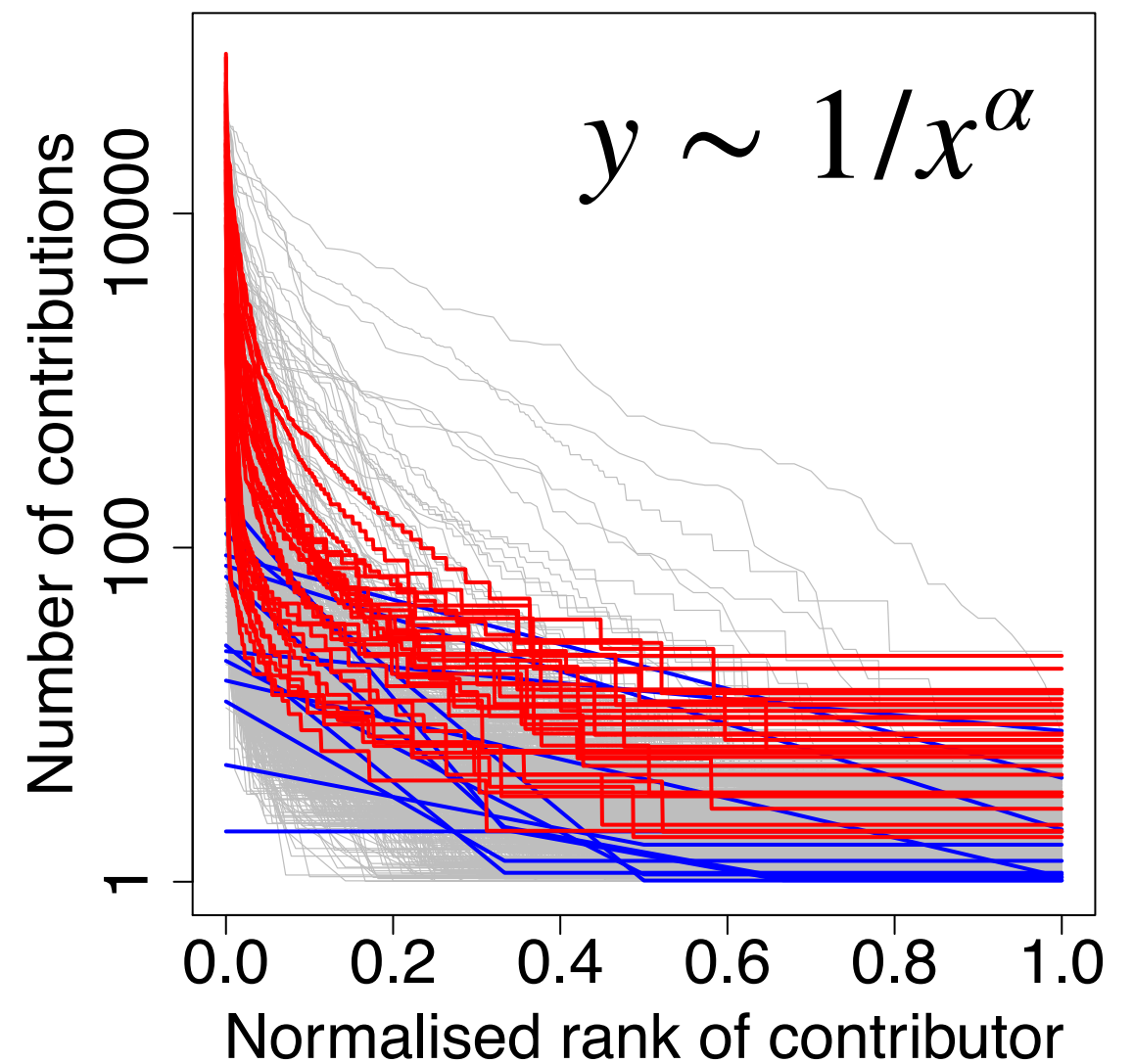
COMPARISON WITH IGEM

IGEM



local + closed

GitHub



distributed + open

PERSPECTIVE 2: COMPARISON WITH “TOP-DOWN” APPROACHES



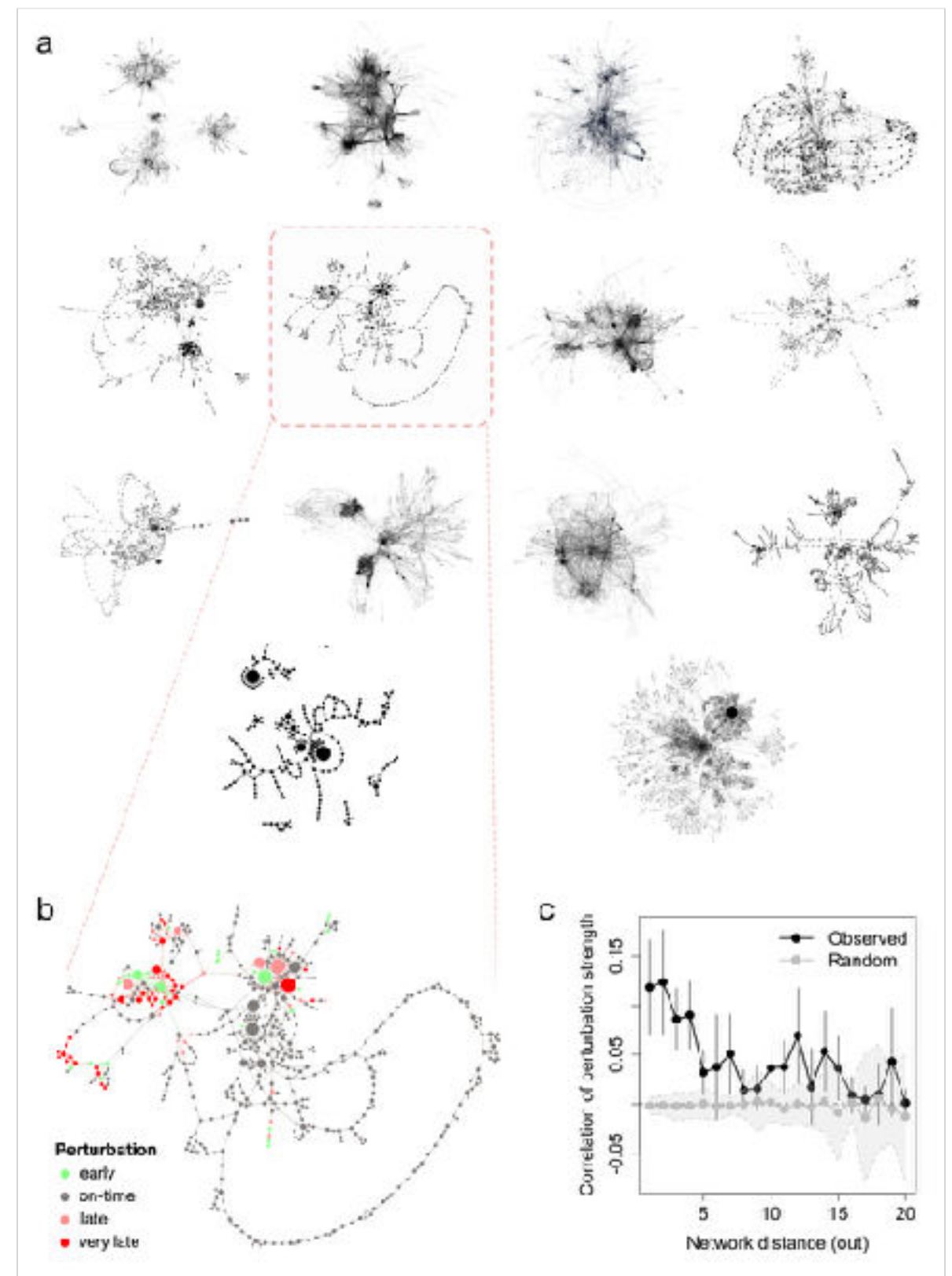
Christos Ellinas



Christos Nicolaides



- 14 activity networks from large scale engineering projects, with delay data —> link between **network structure** and **project fragility**
- How do **self-organized “bottom-up” projects** compare to planned “top-down” projects?



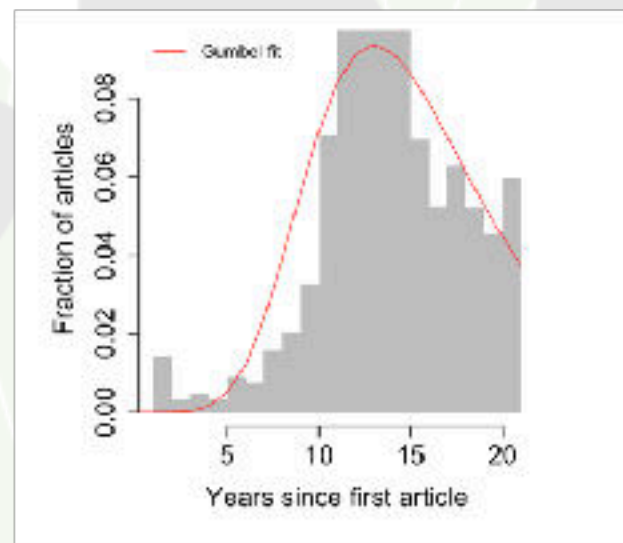
Research on innovation, learning, and collaborations

Collaborative solving



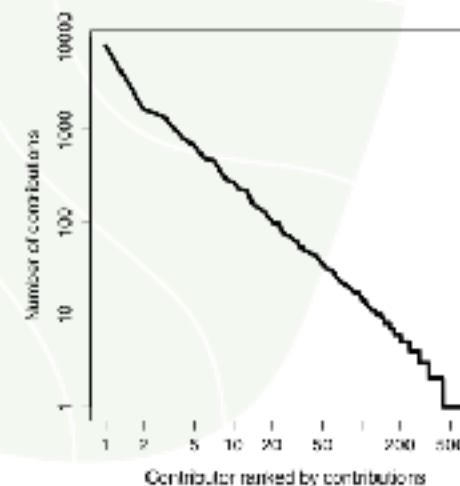
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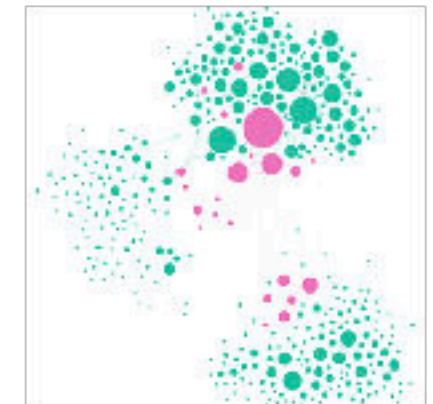
- Can we quantify innovation in science and predict the emergence of new fields?

Open-source communities



- How are large-scale open source communities organized?

Collaborative learning



- How do we learn together?
An analysis of collaborative learning in rural Madagascar.



Stefania Rubrichi,
Orange Labs



Djihane Benzeggouta
Intern



Christos Nicolaides
Univ Cyprus

PHONE CALL DATA

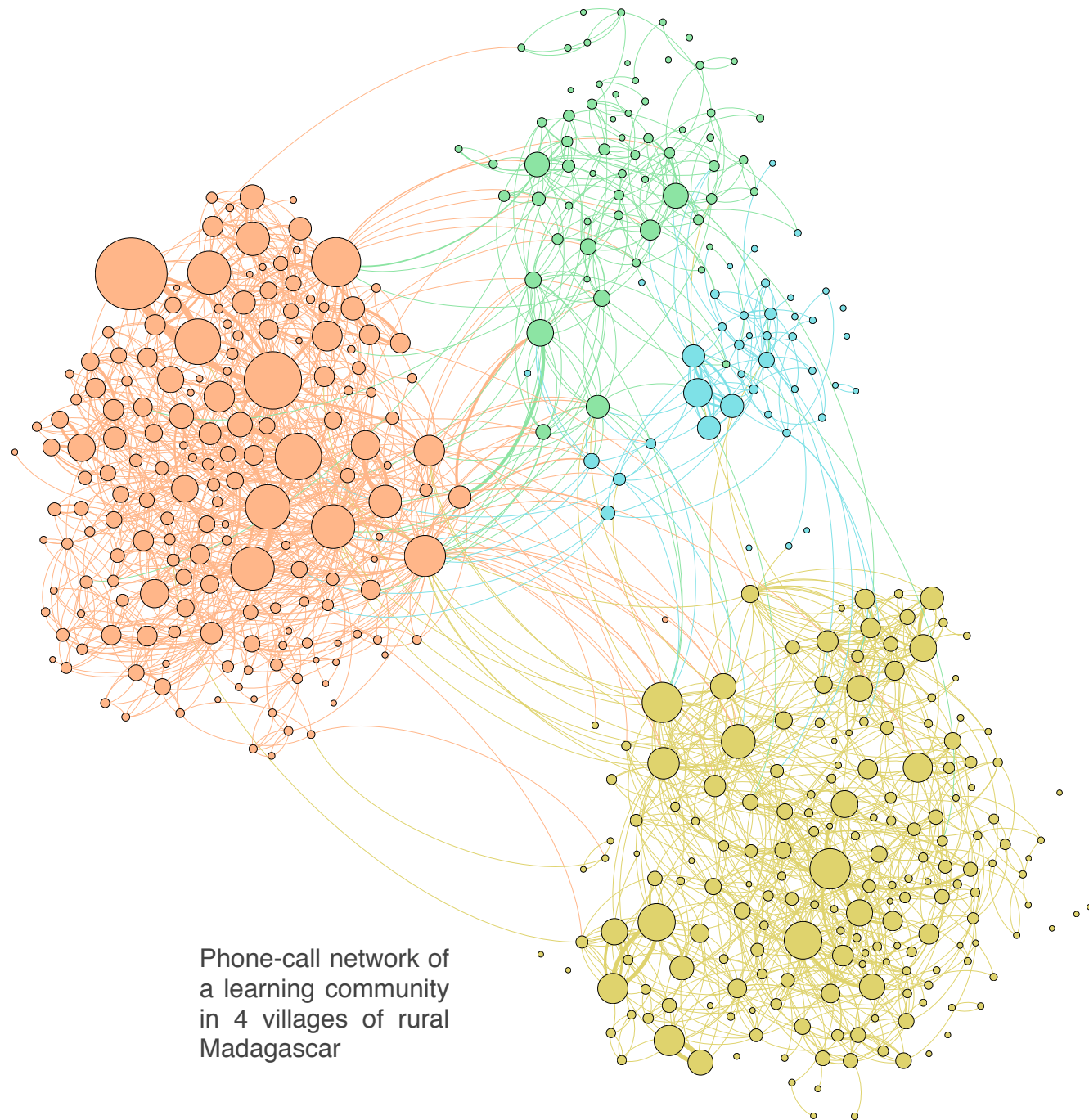
Orange Labs data Peer-influence in a collaborative learning training



Sasha Poquet
Univ. South Australia



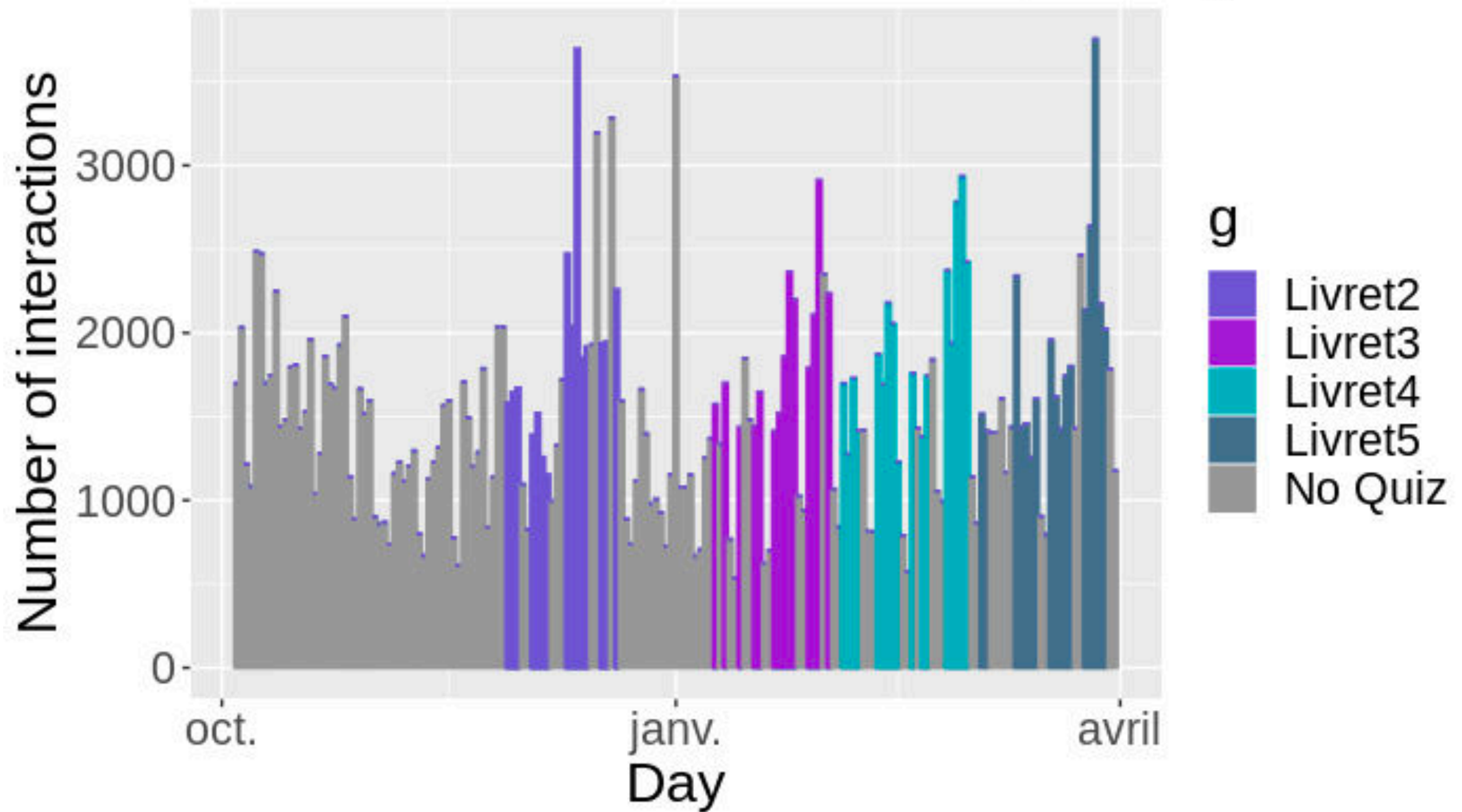
Rathin Jeyaram
Research engineer



Phone-call network of
a learning community
in 4 villages of rural
Madagascar

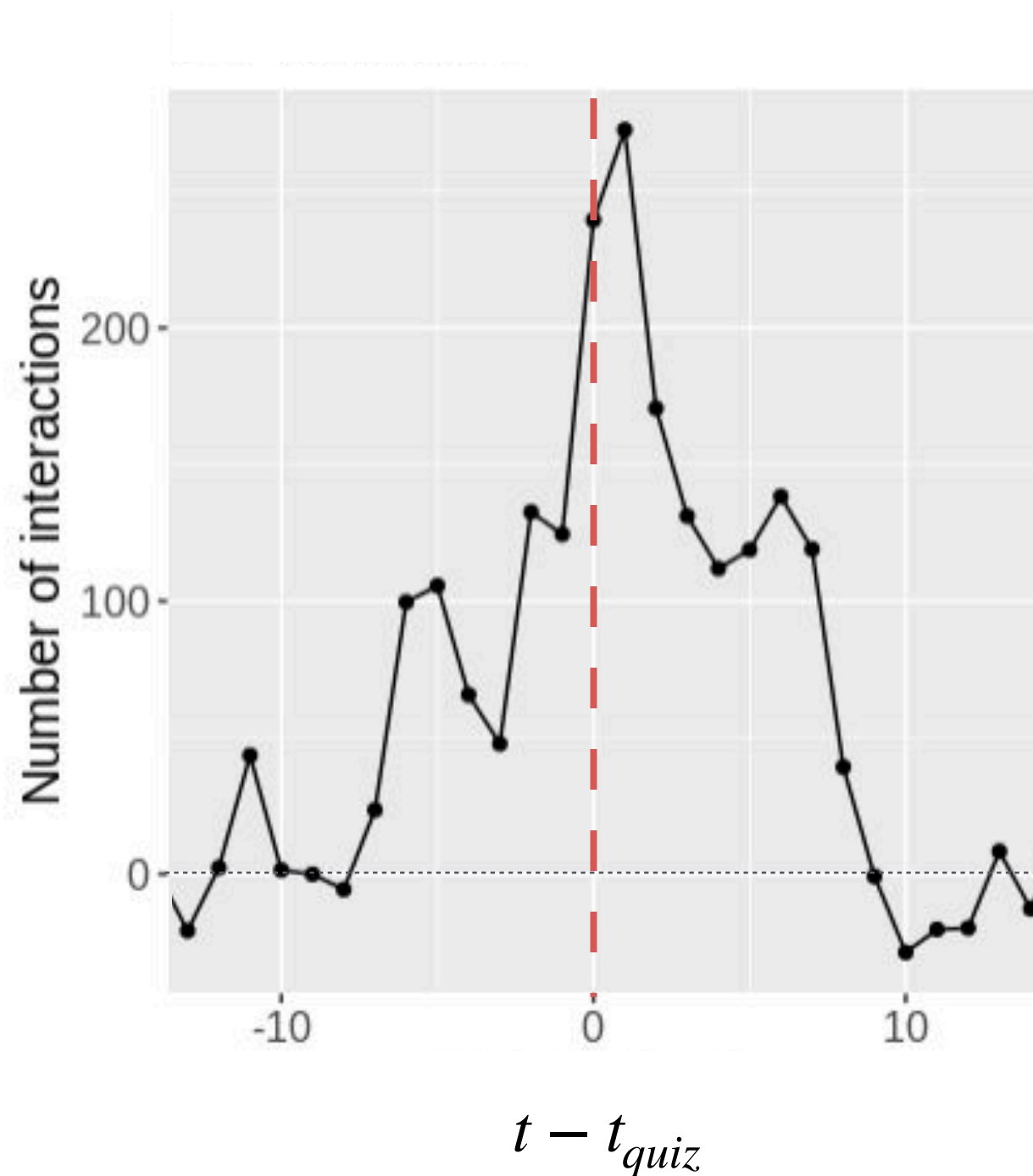
- **Temporal network:**
 - 6 months of phone call data
 - 450 learners
 - 60 quizzes by SMS
- Is there a **peer influence in quiz engagement and performance?**
- **Causal “contagion” analysis** using a **Regression discontinuity design** (w/ Christos Nicolaides)

QUIZZES GENERATE SOCIAL INTERACTIONS



QUIZZES GENERATE SOCIAL INTERACTIONS

Relative enrichment in interactions on Quiz days

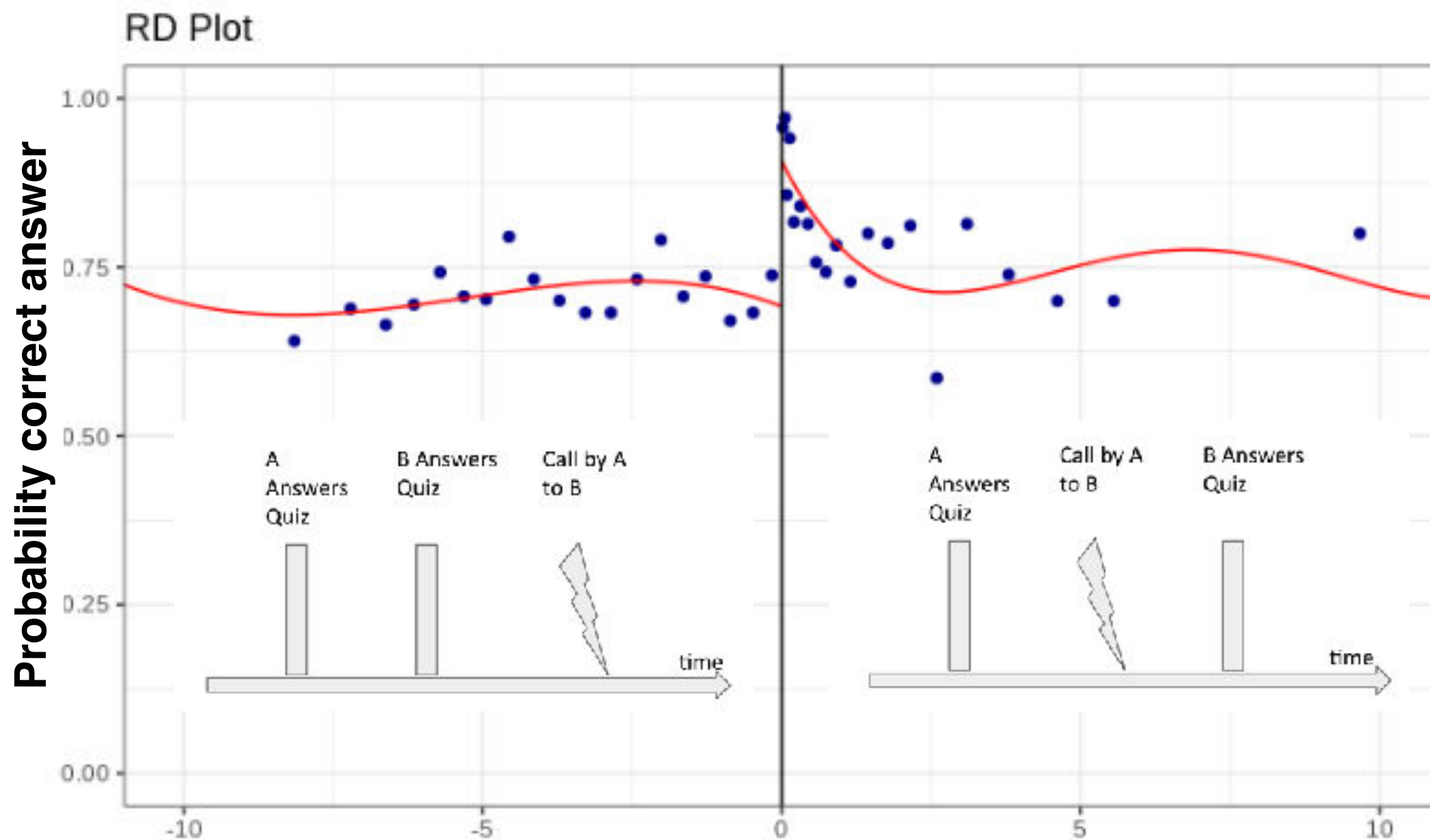


- **Interactions** associated with taking a **quiz**
- Can we infer **causality** between **interactions** and **performance**?

LEARNING CONTAGION PROCESS

Regression discontinuity design

20% effect (95% CI 15-27%)

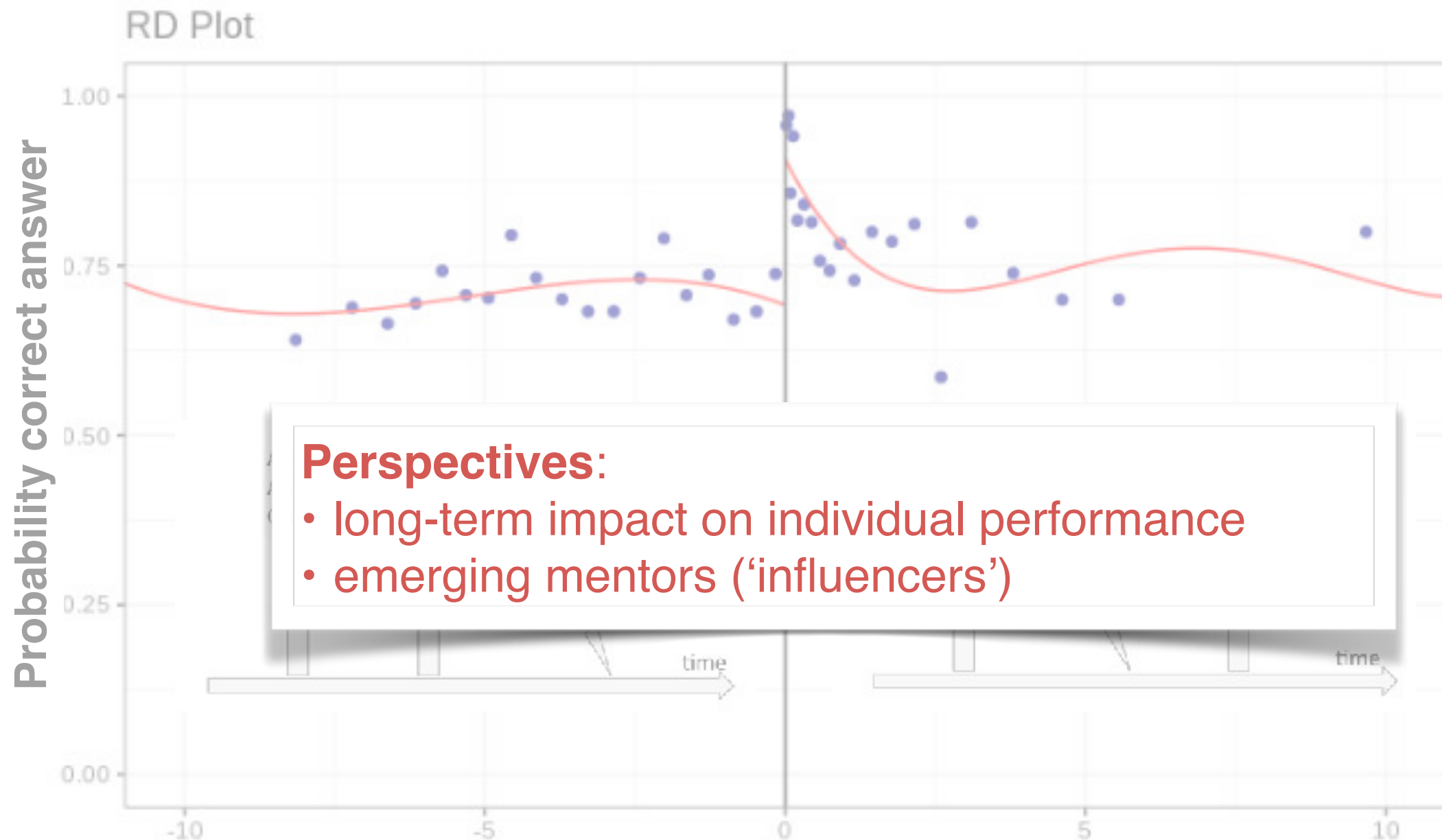


Time since interaction with someone who answered correctly (h)

LEARNING CONTAGION PROCESS

Regression discontinuity design

20% effect (95% CI 15-27%)



Time since interaction with someone who answered correctly (h)

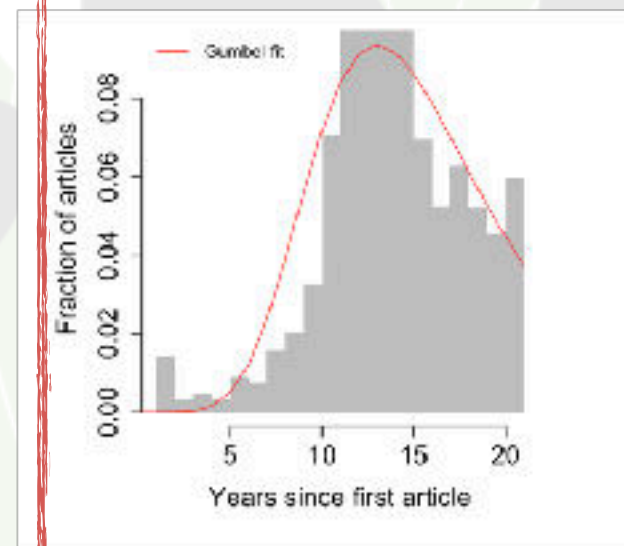
Research on innovation, learning, and collaborations

Collaborative solving



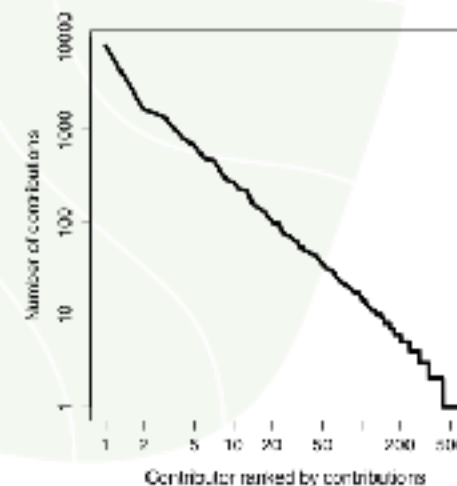
- What types of team collaborations underlie team performance?

Science innovation



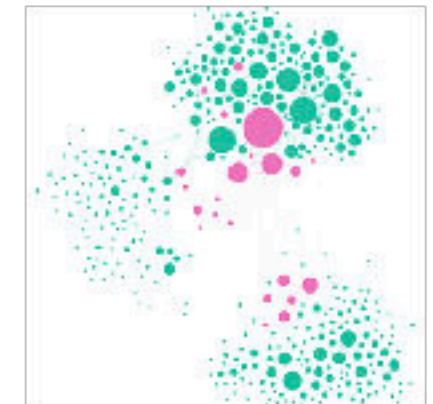
- Can we quantify innovation in science and predict the emergence of new fields?

Open-source communities



- How are large-scale open source communities organized?

Collaborative learning



- How do we learn together?
An analysis of collaborative learning in rural Madagascar.

SCIENTIFIC INNOVATION

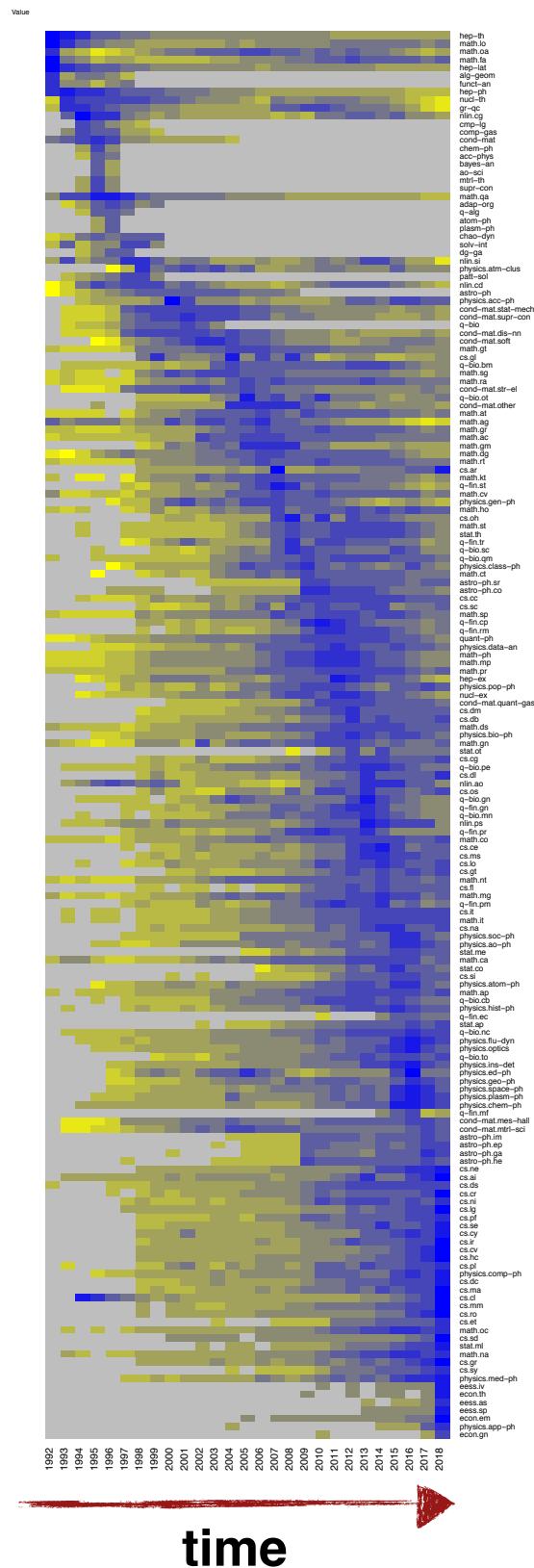


Chakresh Singh
Postdoc



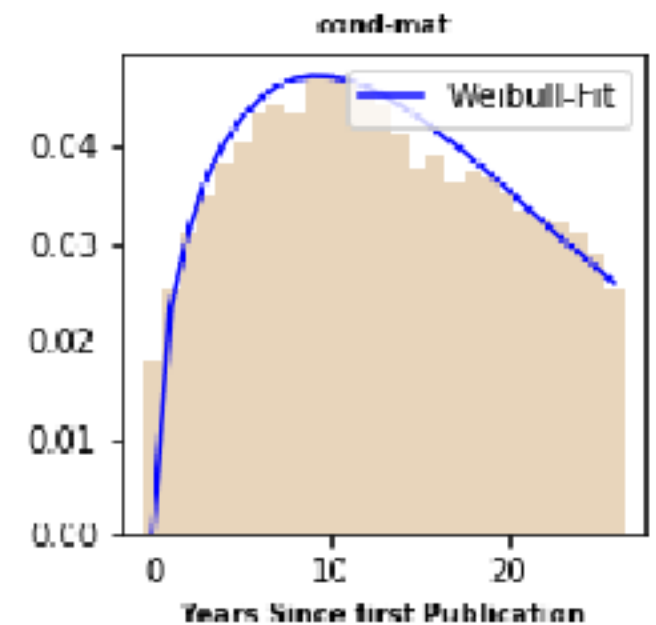
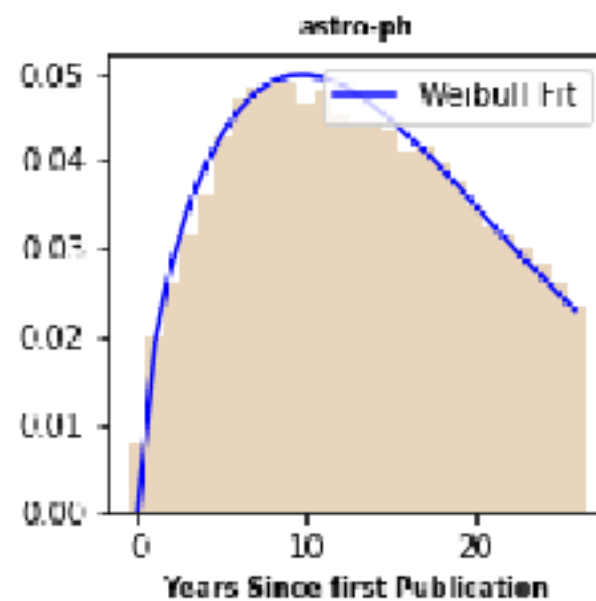
Liubov Tupikina
CRI fellow, Bell labs

fields



- **arXiv**: 1.5M articles, 170 fields
- **Modeling rise and fall of scientific fields**
- **Levy flights** of knowledge exploration (exploration/exploitation)
- **Resource foraging**: link to local density/citation field

Proportion of articles



SCIENTIFIC INNOVATION

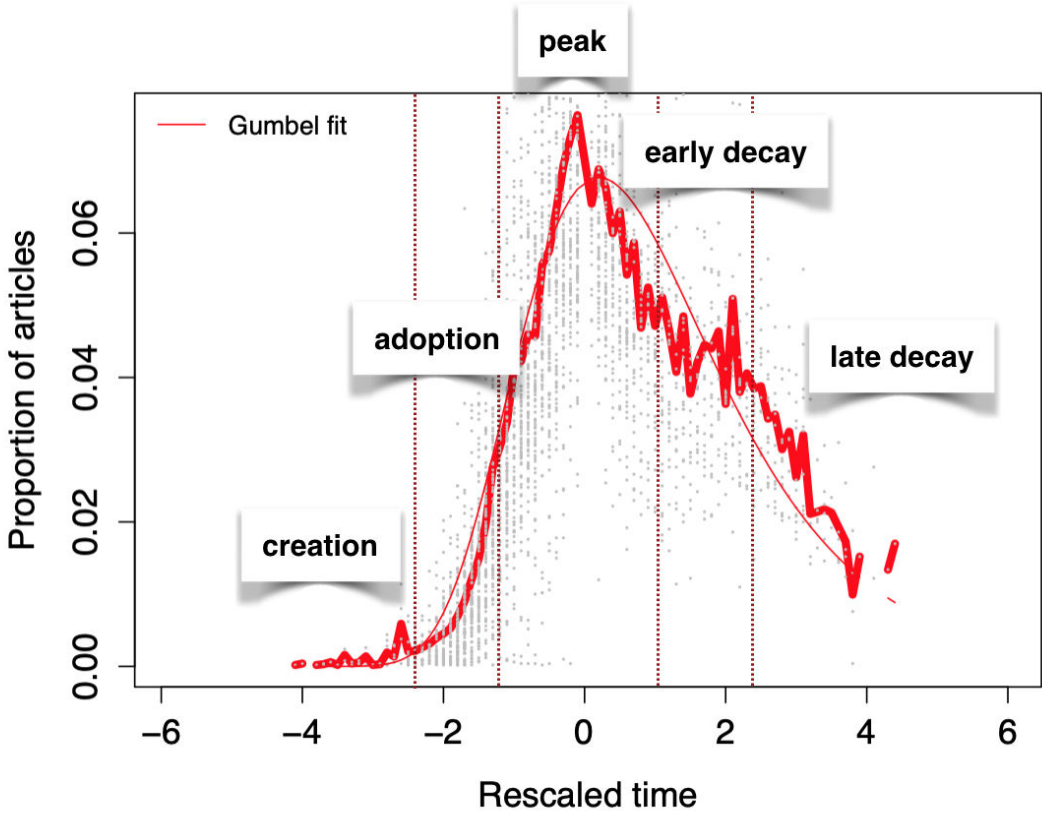


Chakresh Singh
Postdoc

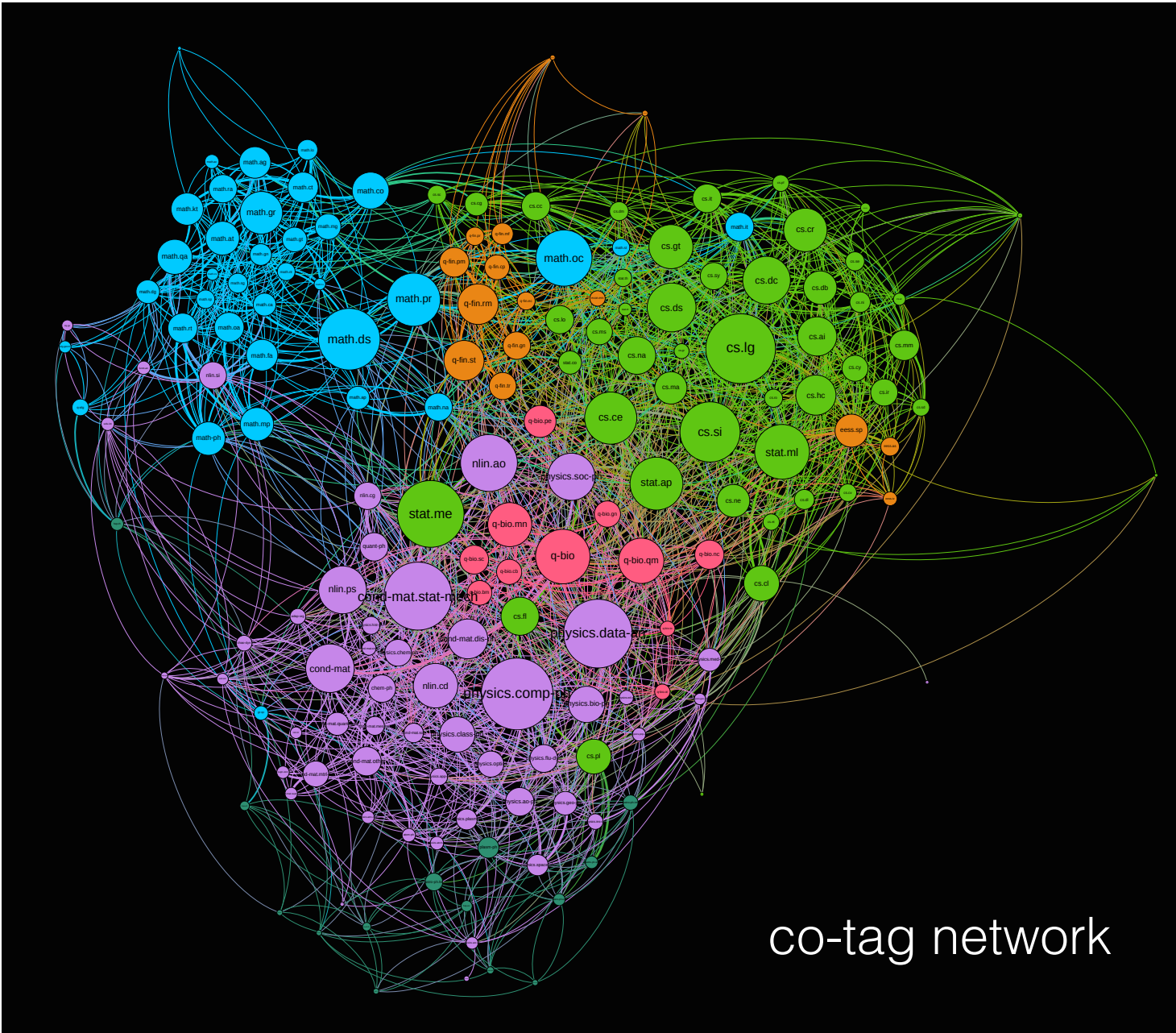
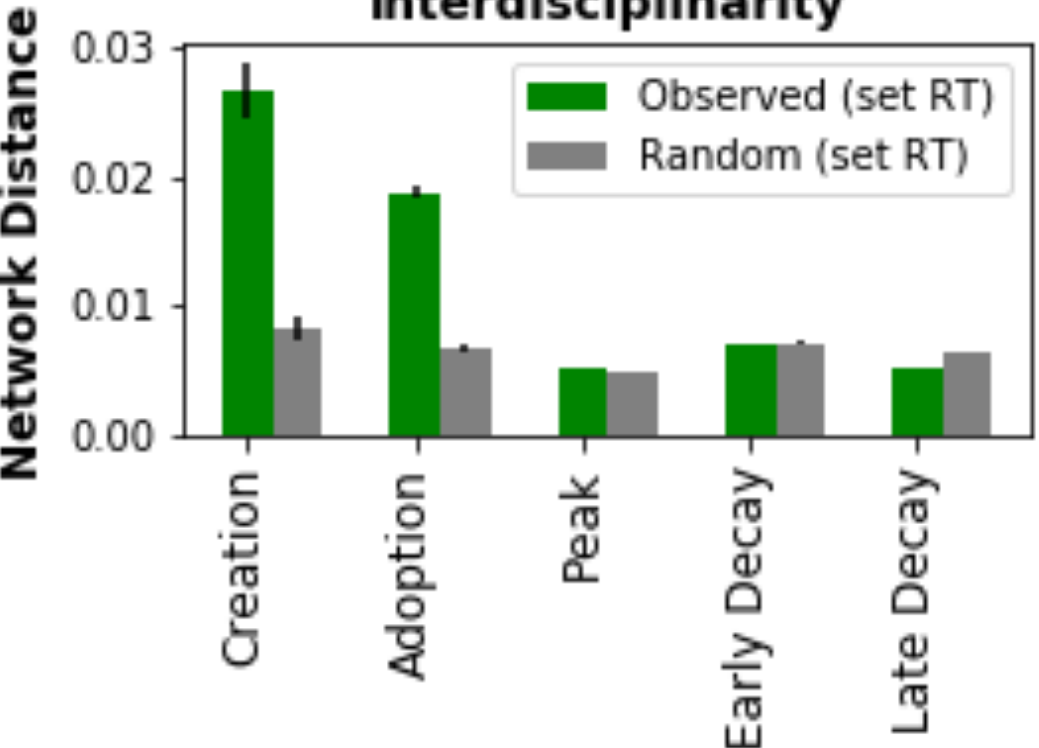


Liubov Tupikina
CRI fellow, Bell labs

- early articles in a field mix cognitively distant fields



Interdisciplinarity



SCIENTIFIC INNOVATION



Chakresh Singh
Postdoc

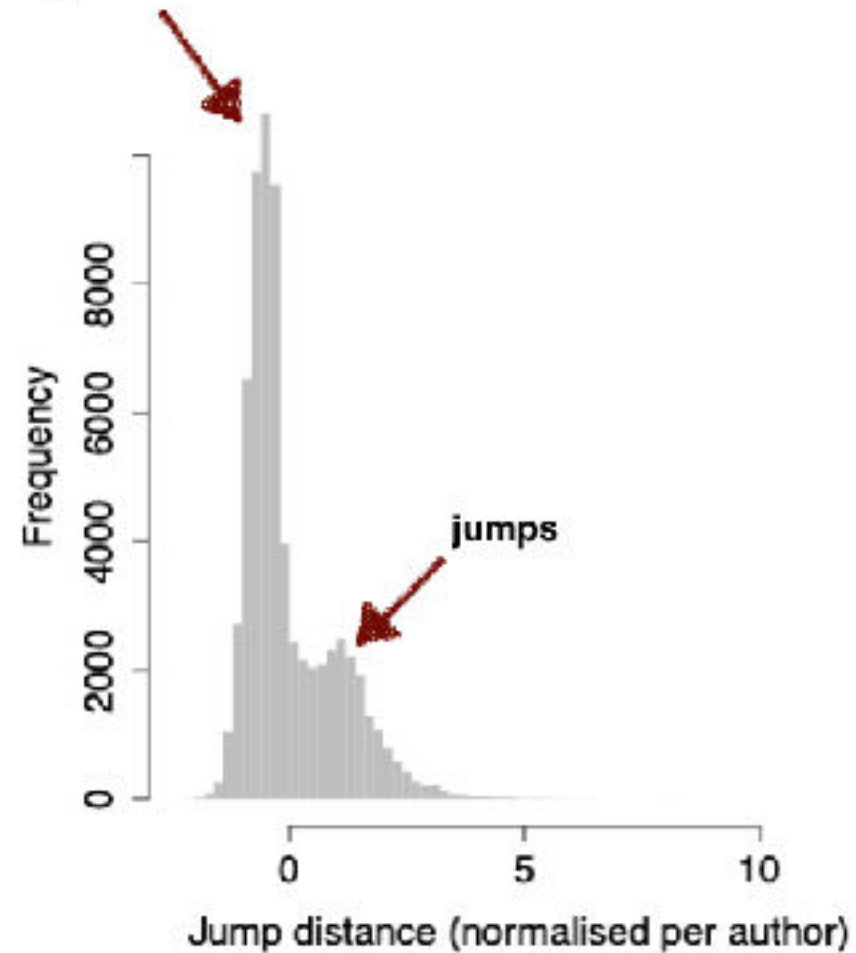


Liubov Tupikina
CRI fellow, Bell labs

- 2D embedding to quantify exploration behavior

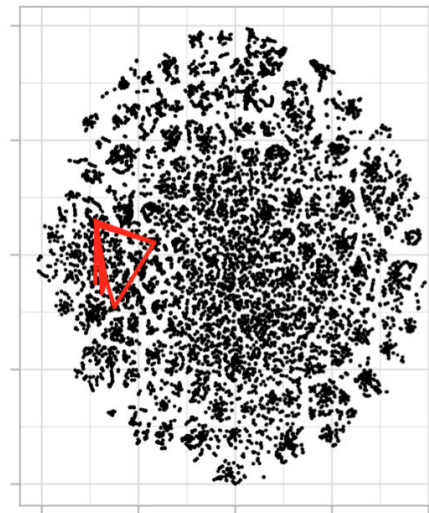
Levy flights

local exploration

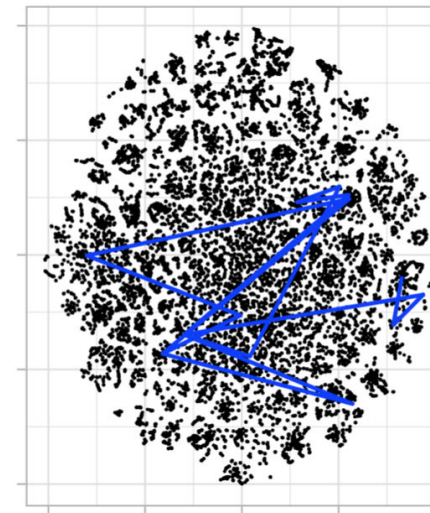


Exploration behavior
(tSNE, but now shifting to UMAP)

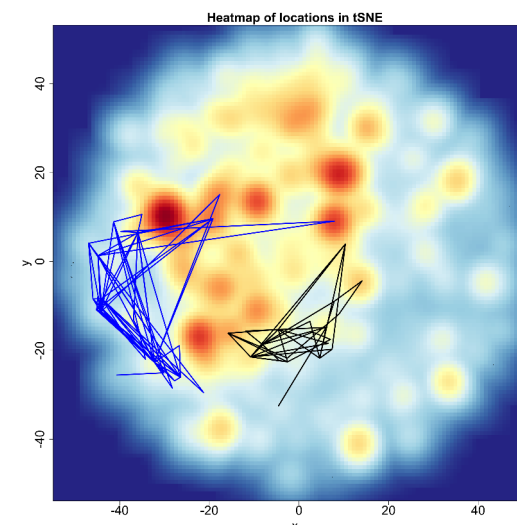
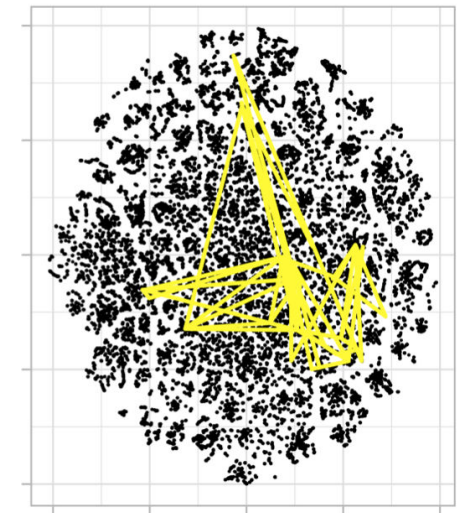
Returner



Explorer



Barabasi



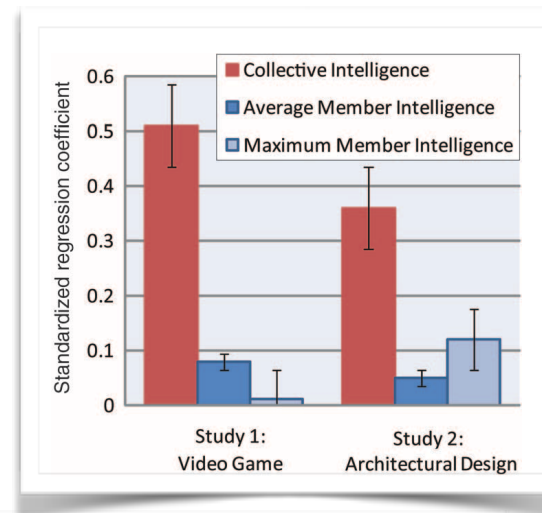
Field theory?
(density, citations...)

Enhancing collective intelligence

Science 2010

Evidence for a Collective Intelligence Factor in the Performance of Human Groups

Anita Williams Woolley,^{1*} Christopher F. Chabris,^{2,3} Alex Pentland,^{3,4}
Nada Hashmi,^{3,5} Thomas W. Malone^{3,5}



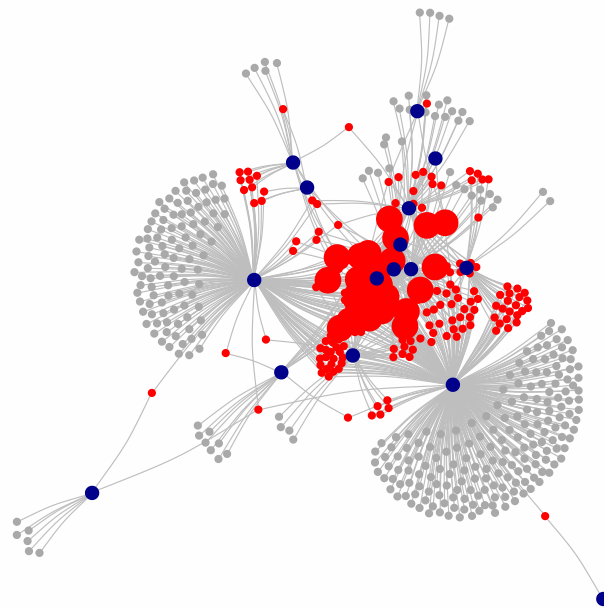
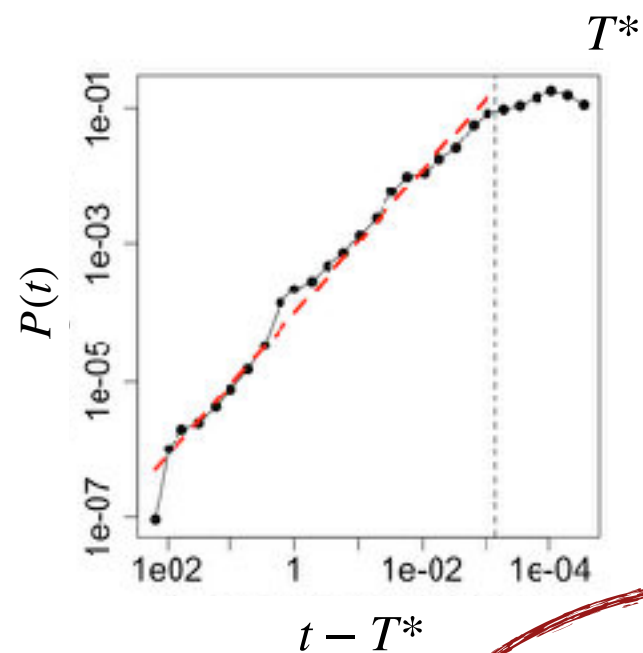
“it would seem to be **much easier to raise the intelligence of a group than an individual.**

Could a group’s **collective intelligence be increased by**, for example, **better electronic collaboration tools?** ”

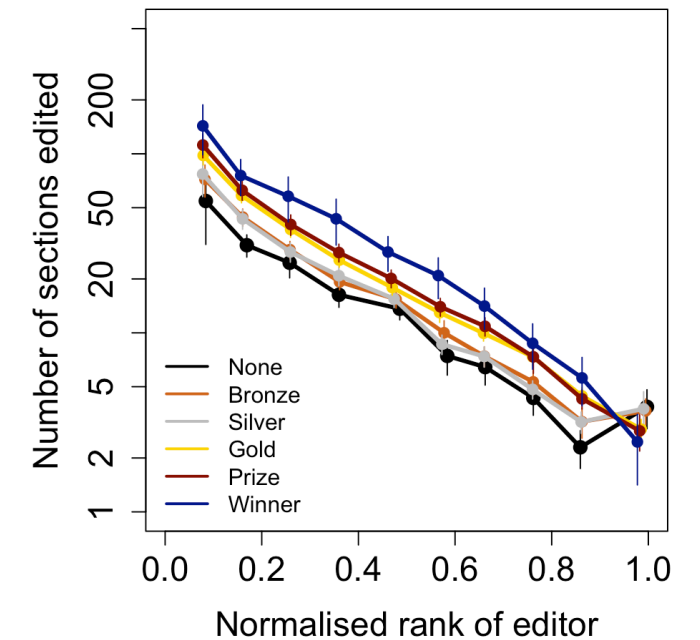
TEAM WORK

“**universals**” of team work in iGEM

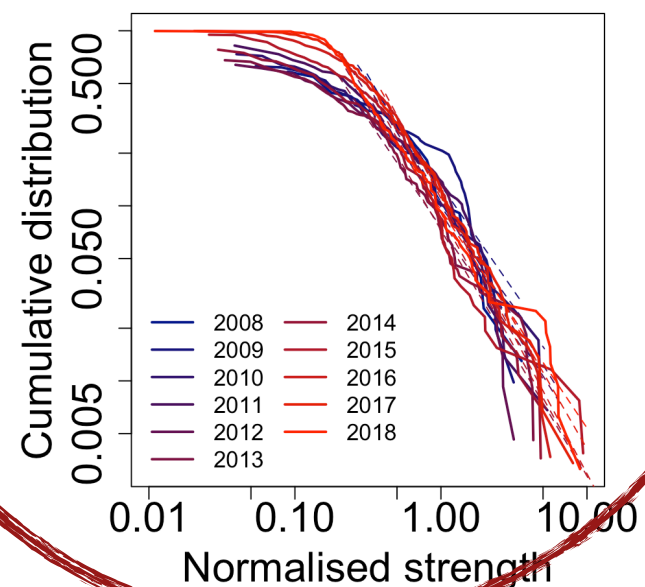
Team dynamics



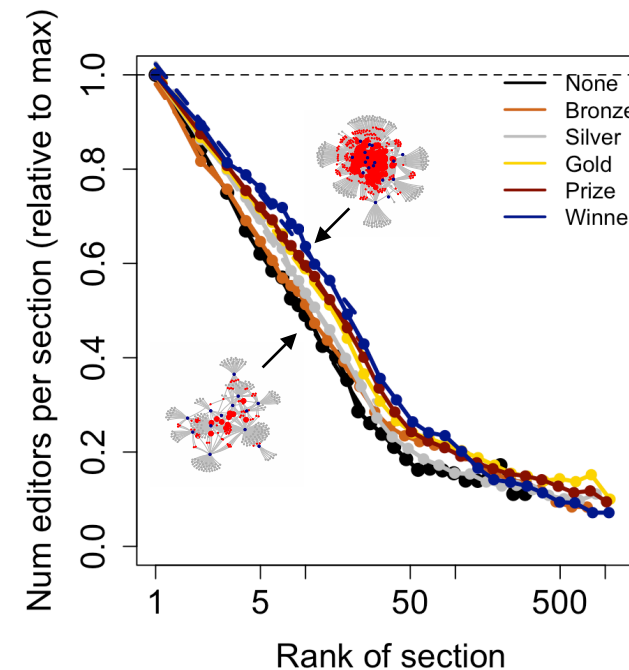
Workload inequality



Inter-team collaborations



Collaborative core

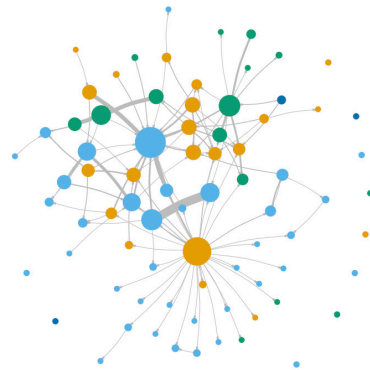


“TEAM OF TEAMS”

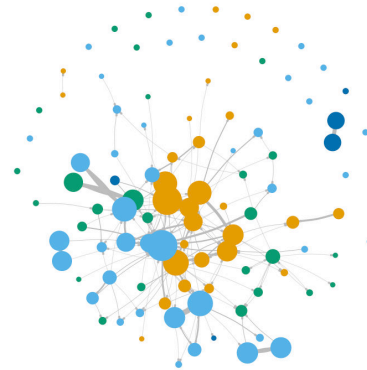
Inter-team collaborations

nodes = teams
links = collaborations
color = continent

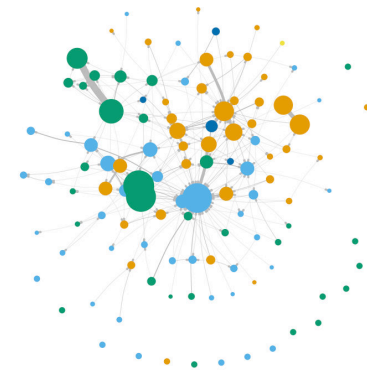
2008



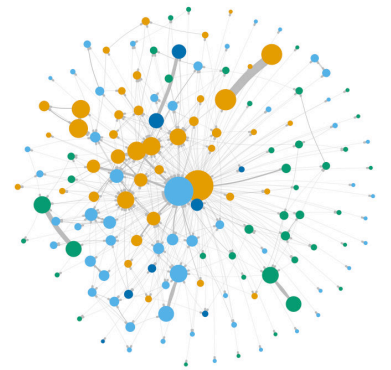
2009



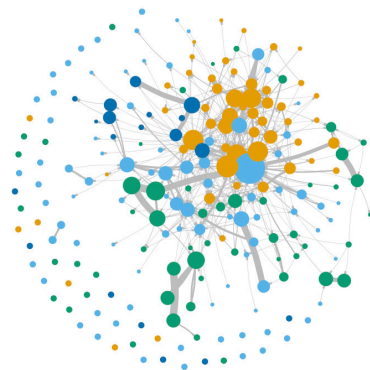
2010



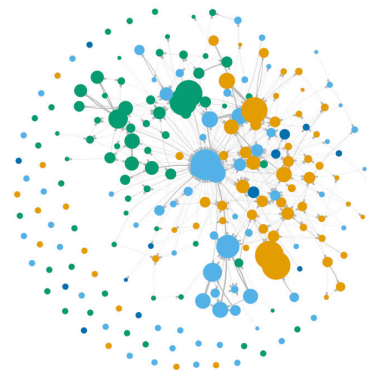
2011



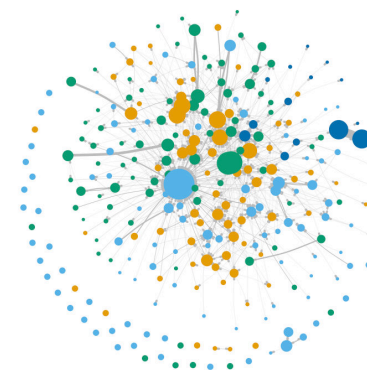
2012



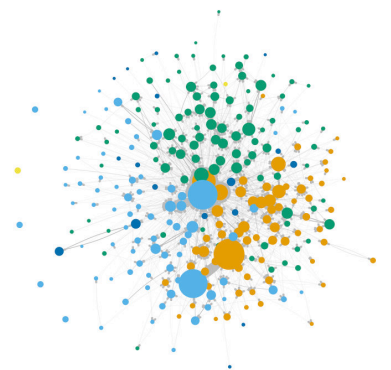
2013



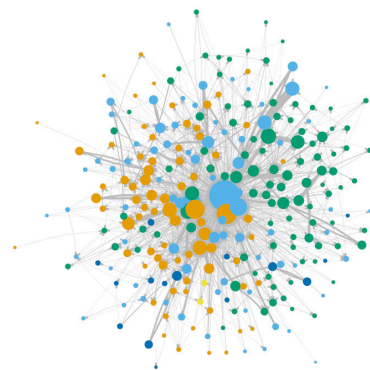
2014



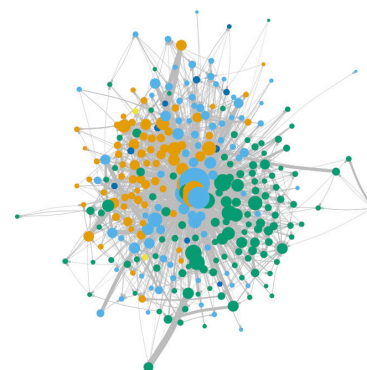
2015



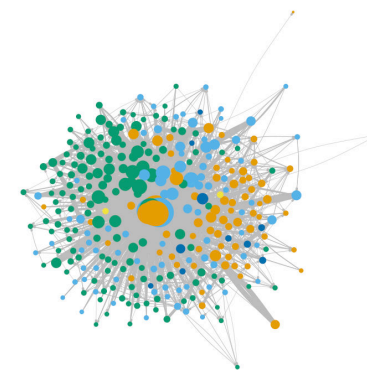
2016



2017



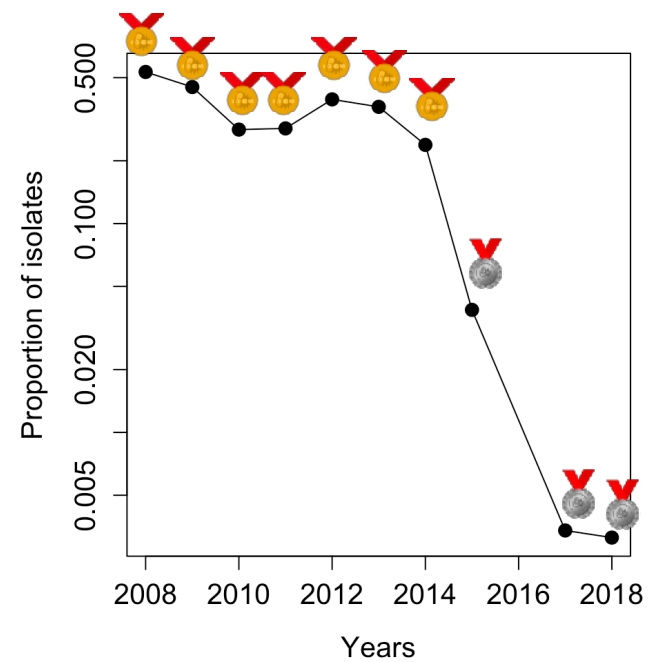
2018



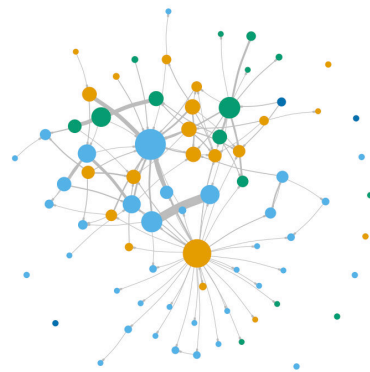
“TEAM OF TEAMS”

Inter-team collaborations

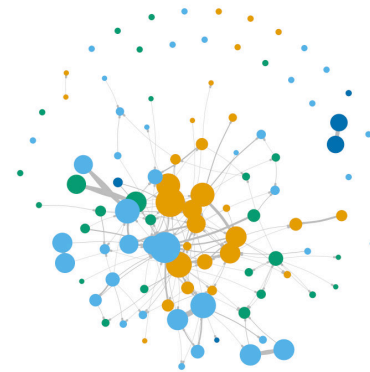
nodes = teams
links = collaborations
color = continent



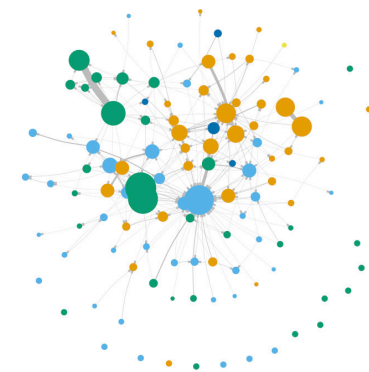
2008



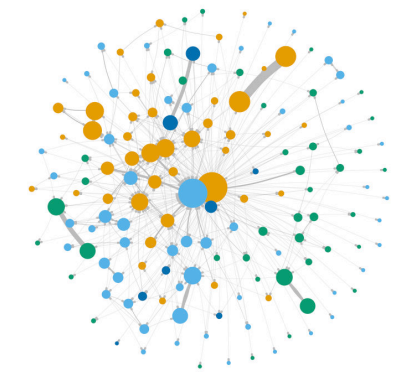
2009



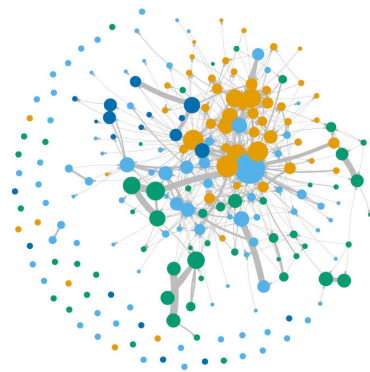
2010



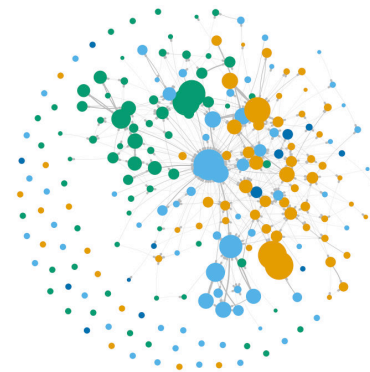
2011



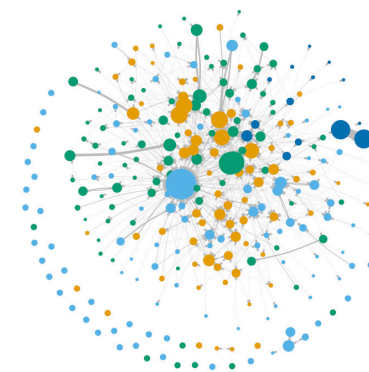
2012



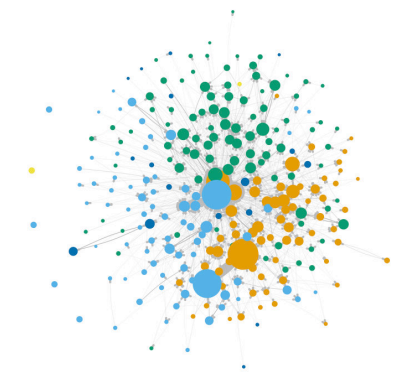
2013



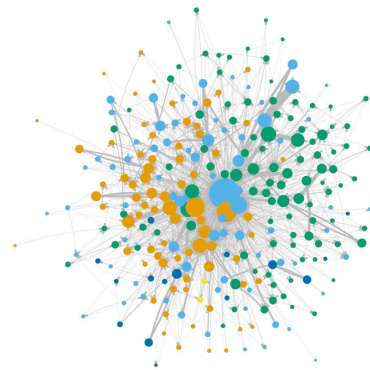
2014



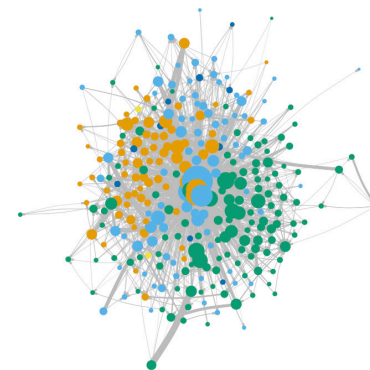
2015



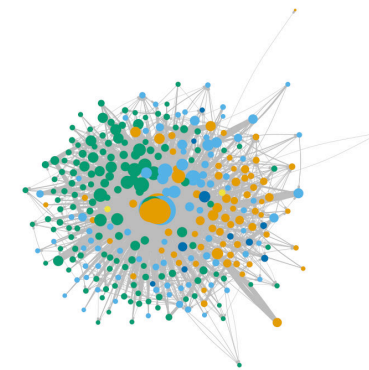
2016



2017

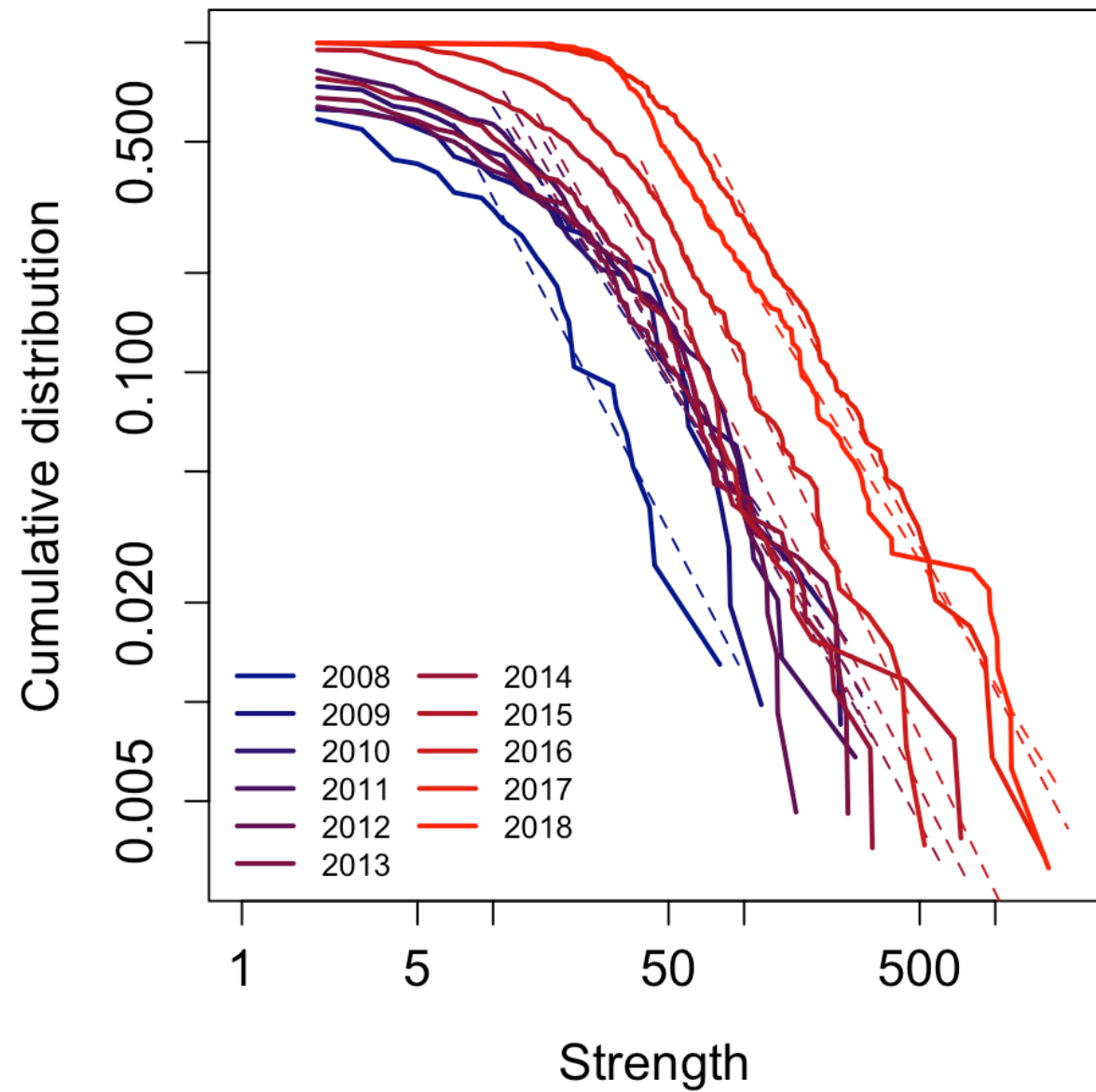


2018



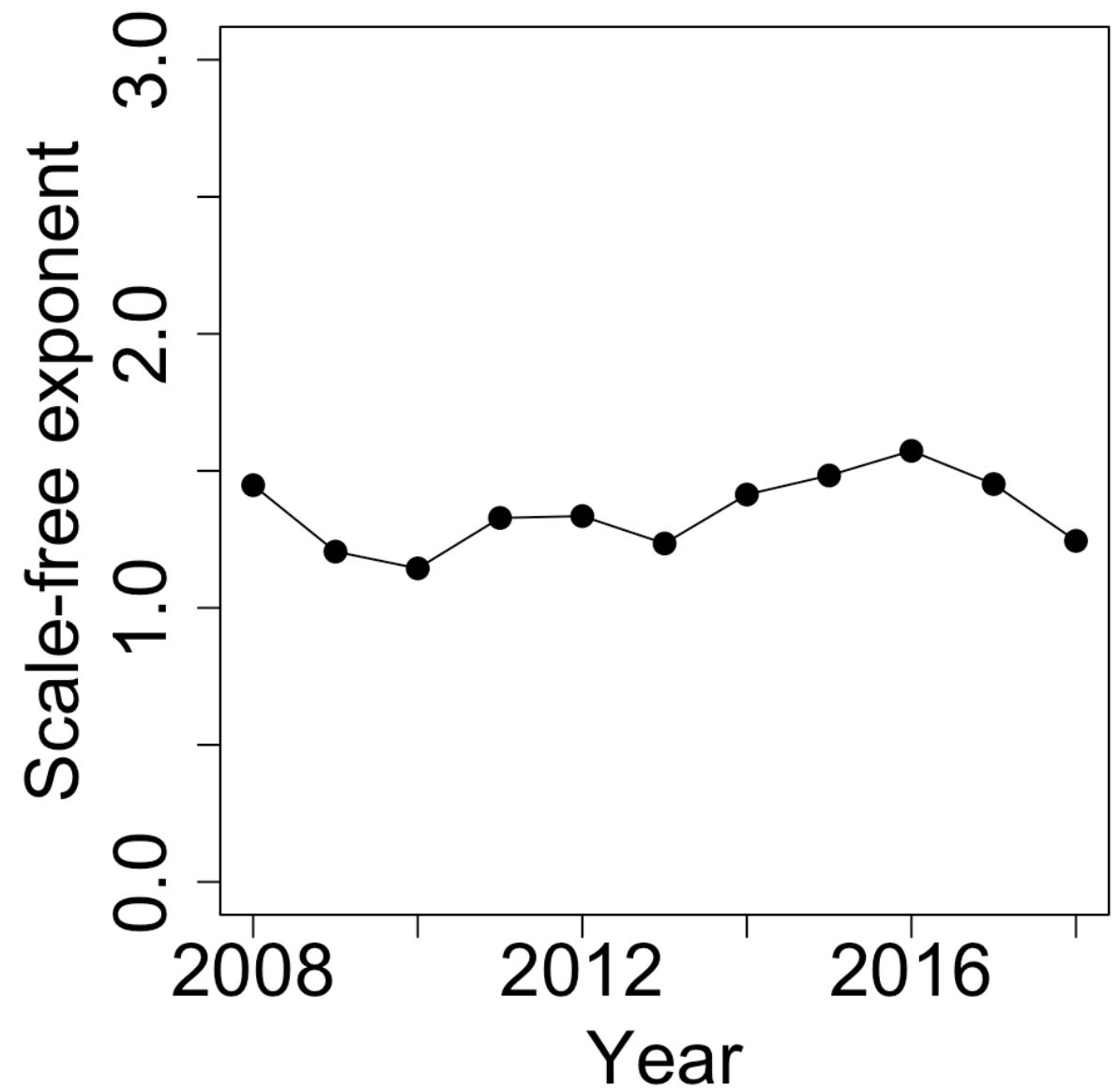
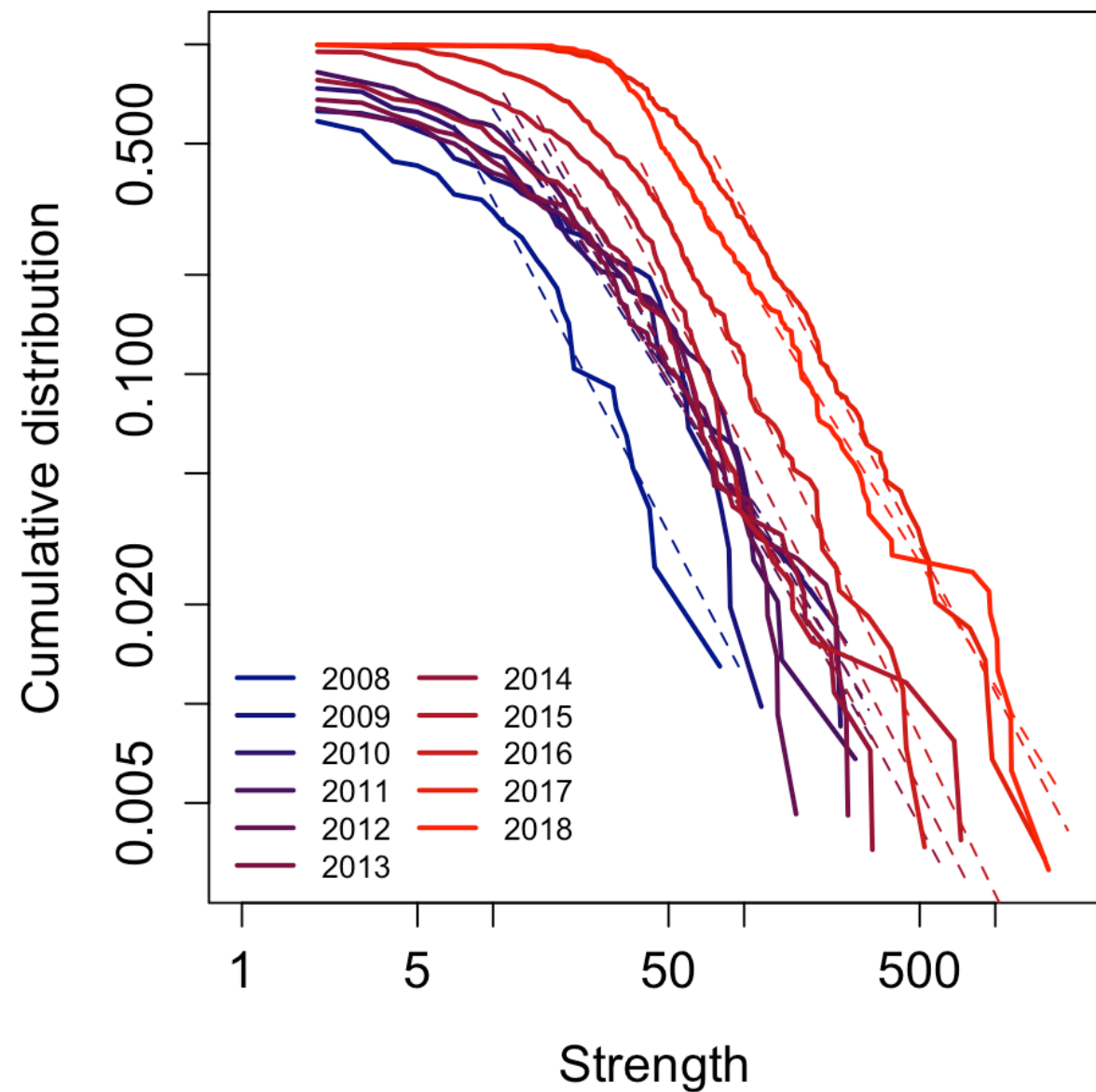
STABILITY OF COLLABORATION STRUCTURE

Strength = number of mentions to other teams in wiki

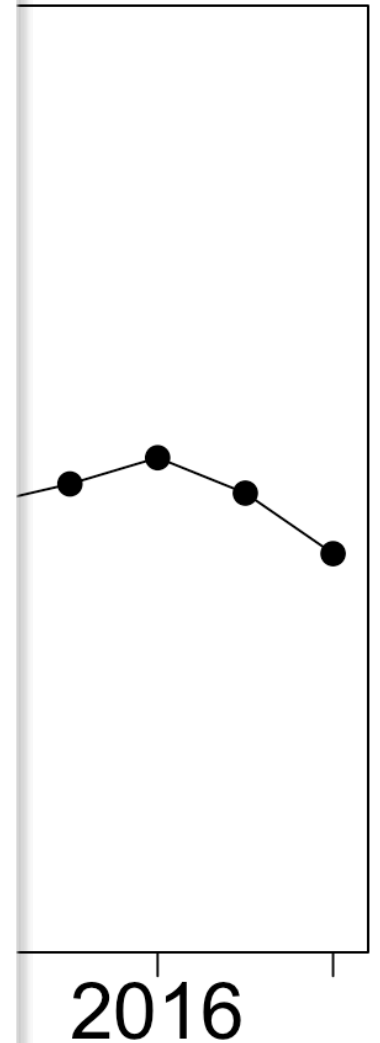
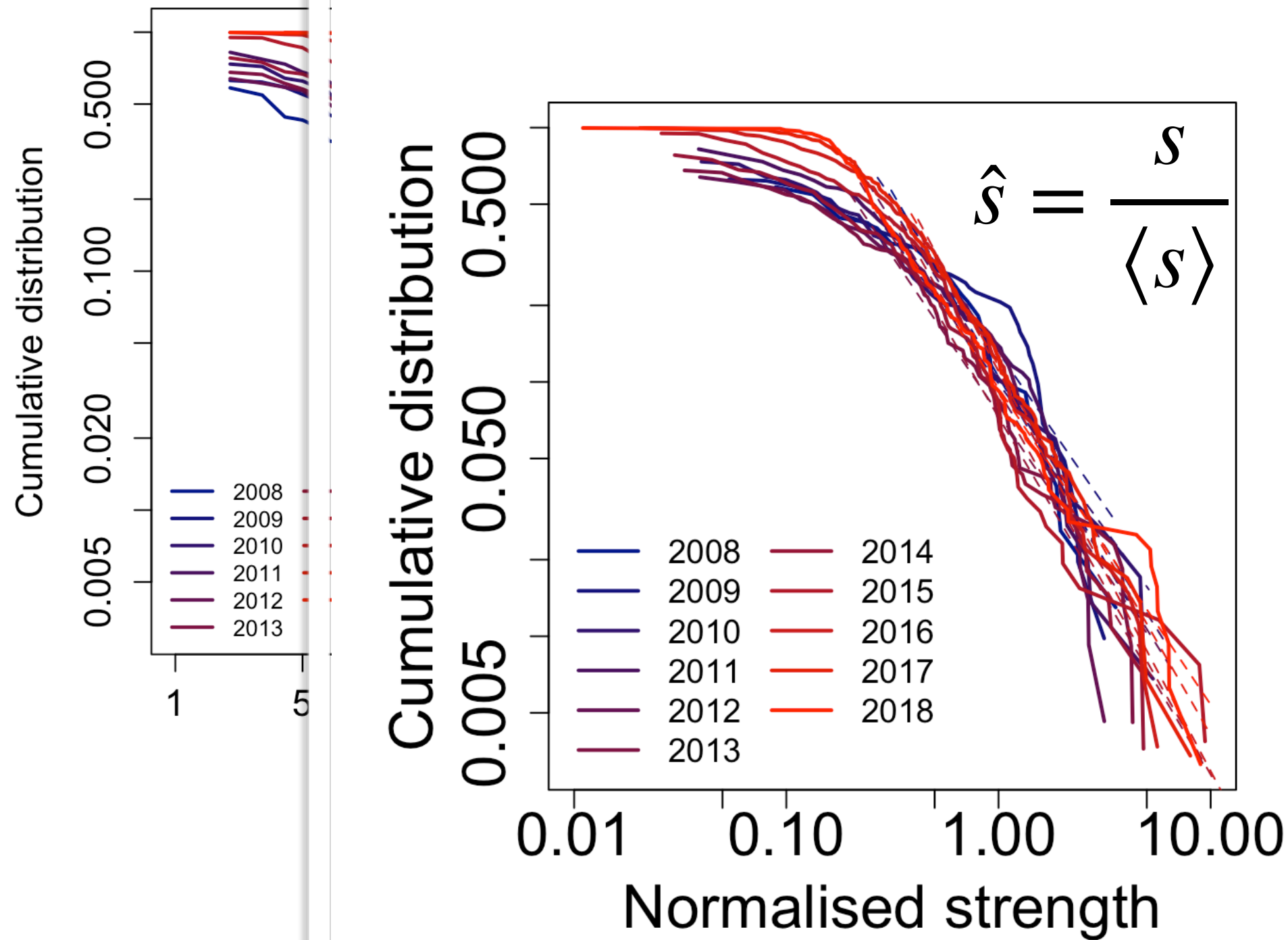


STABILITY OF COLLABORATION STRUCTURE

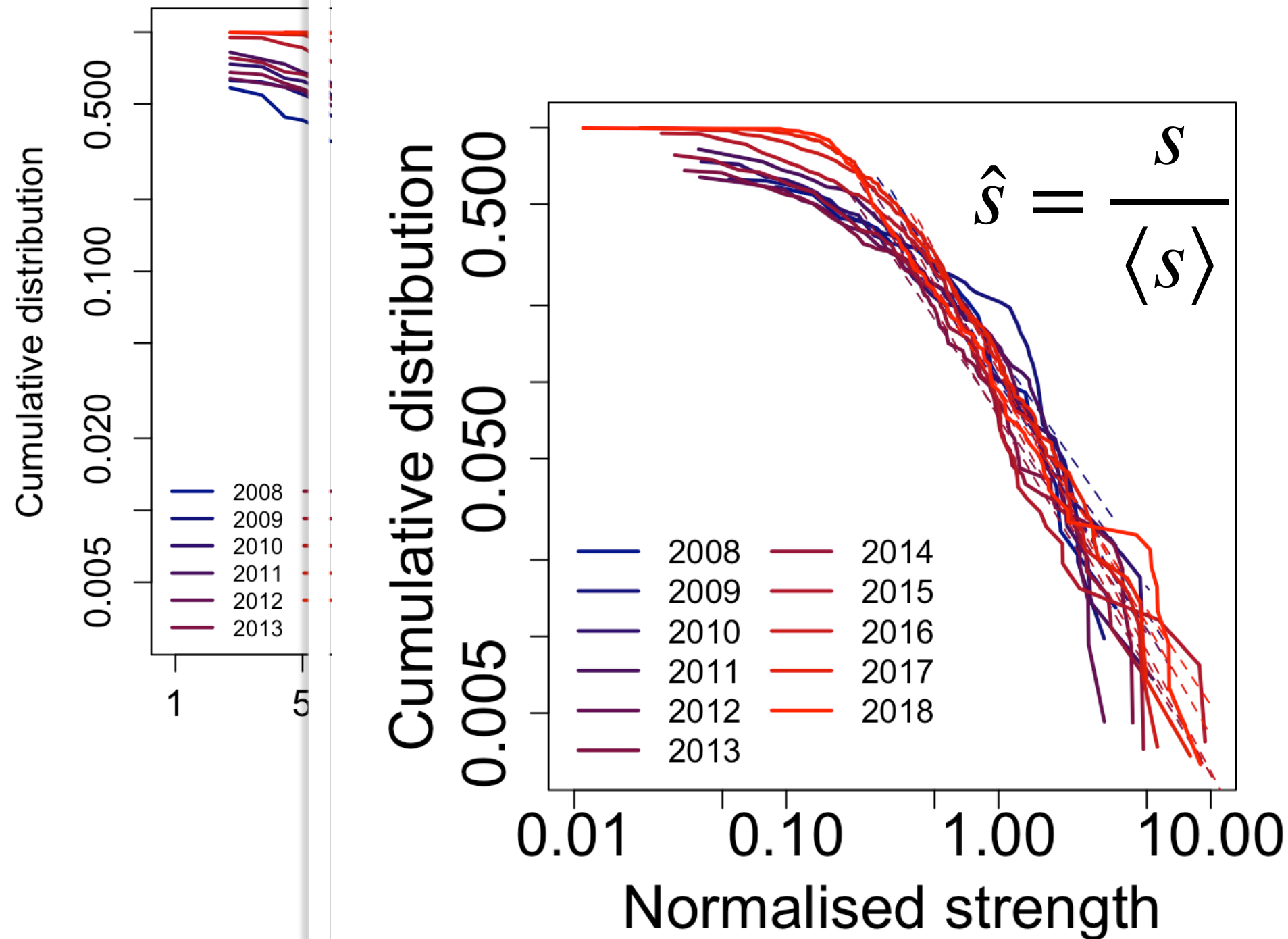
Strength = number of men



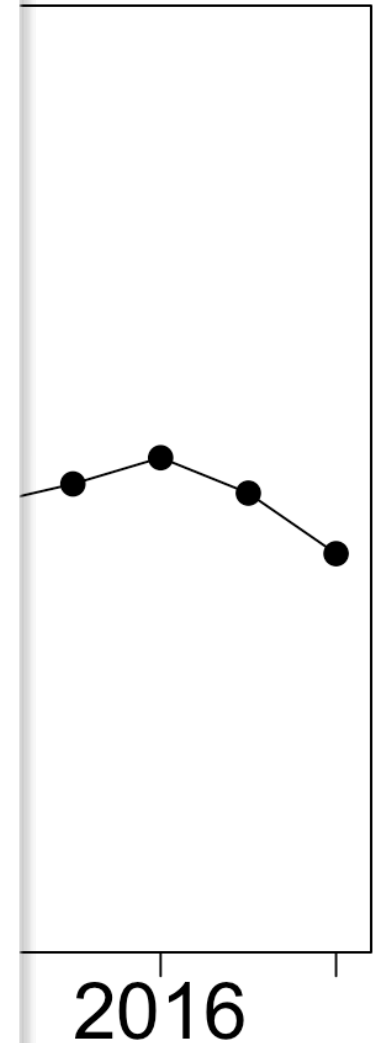
STABILITY OF COLLABORATION STRUCTURE



STABILITY OF COLLABORATION STRUCTURE



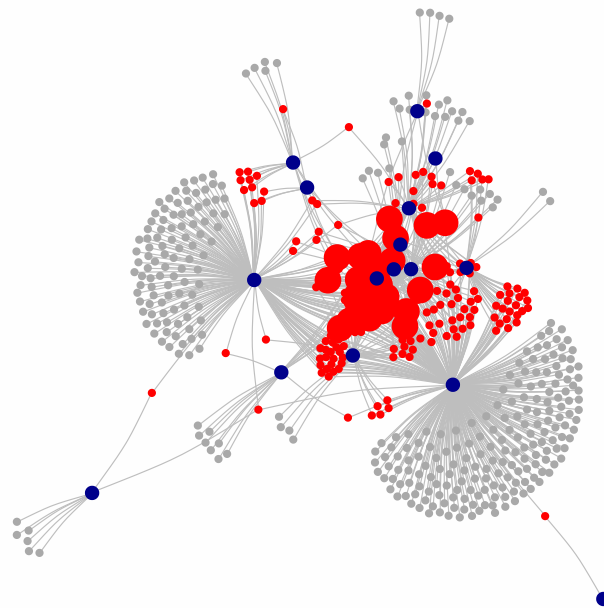
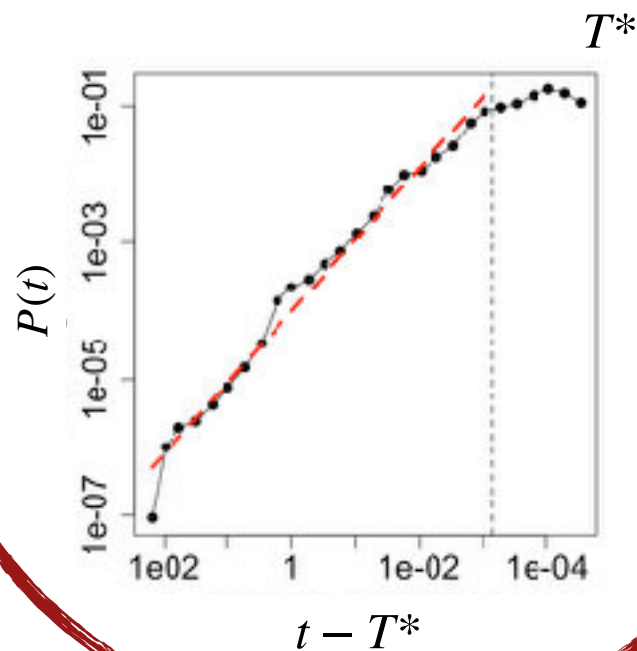
- **Inequalities** of inter-team collaborations are **conserved** even when changing incentives



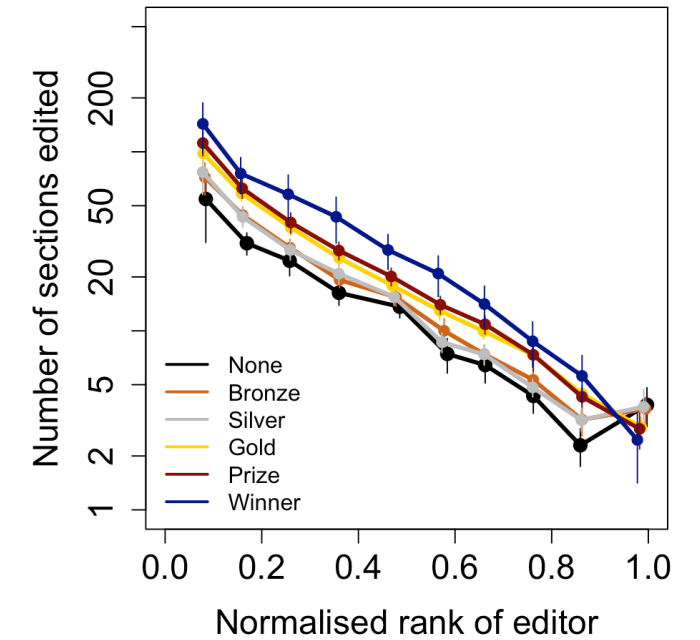
TEAM WORK

“**universals**” of team work in iGEM

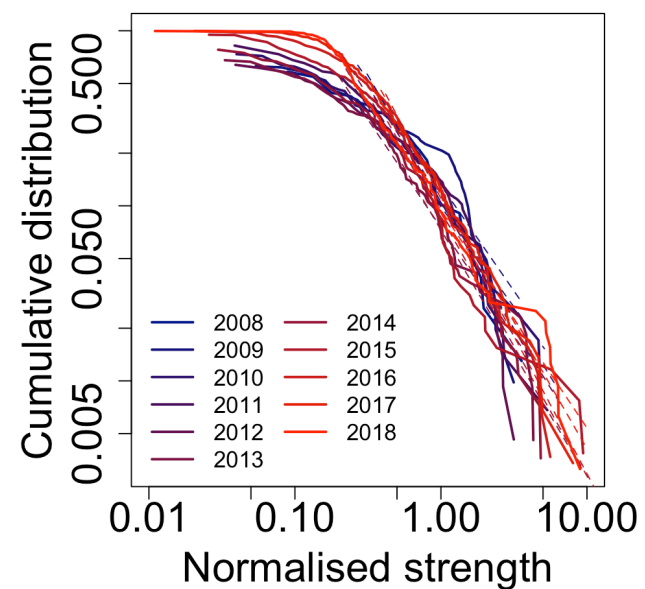
Team dynamics



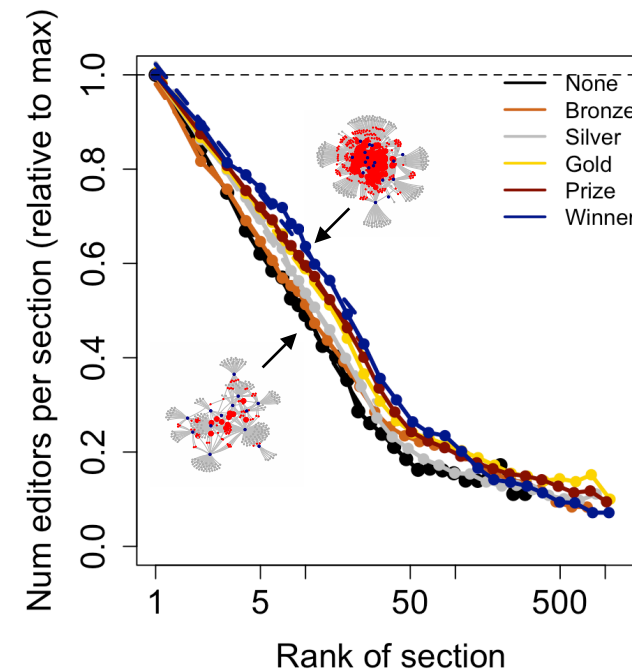
Workload inequality



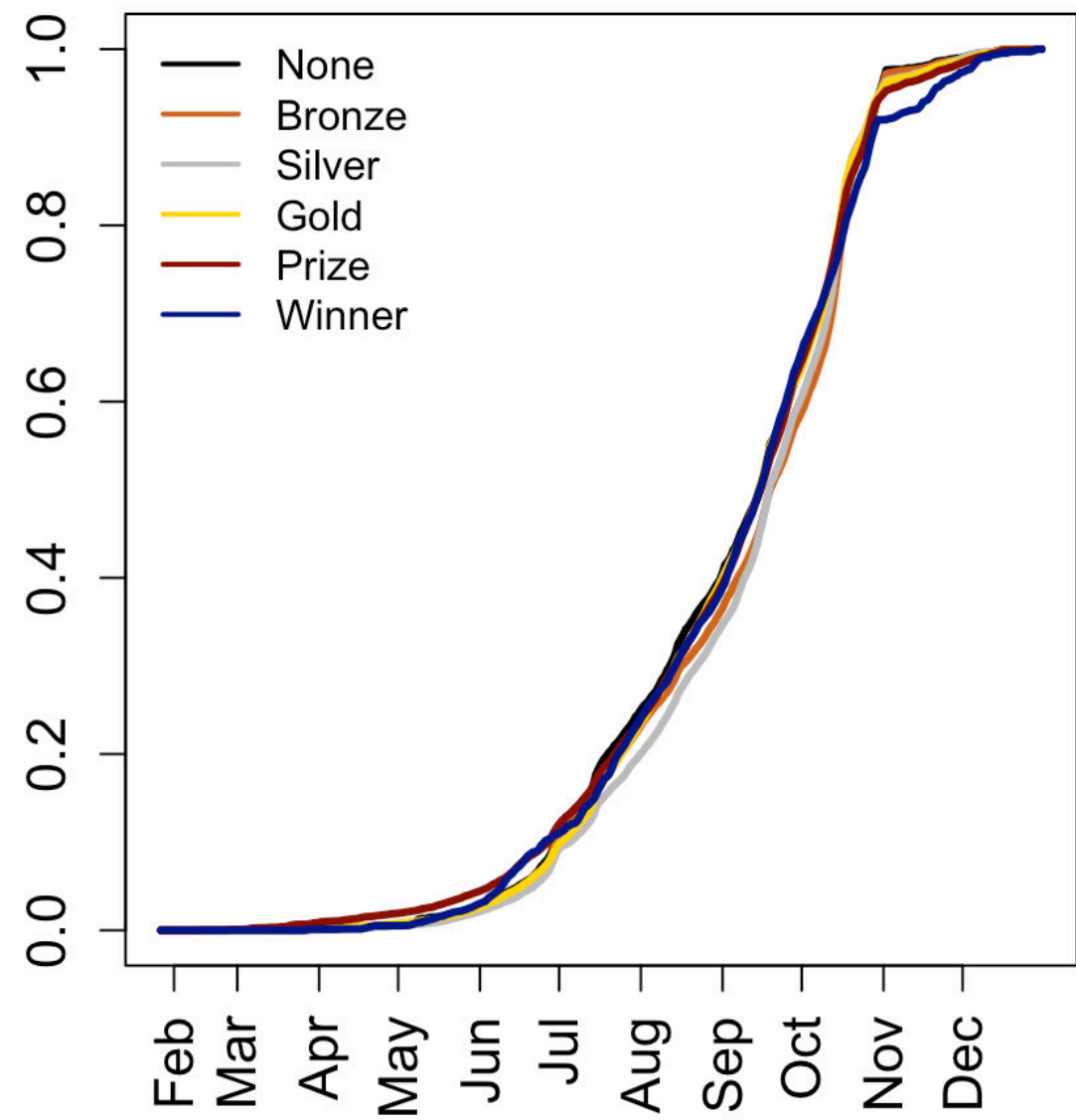
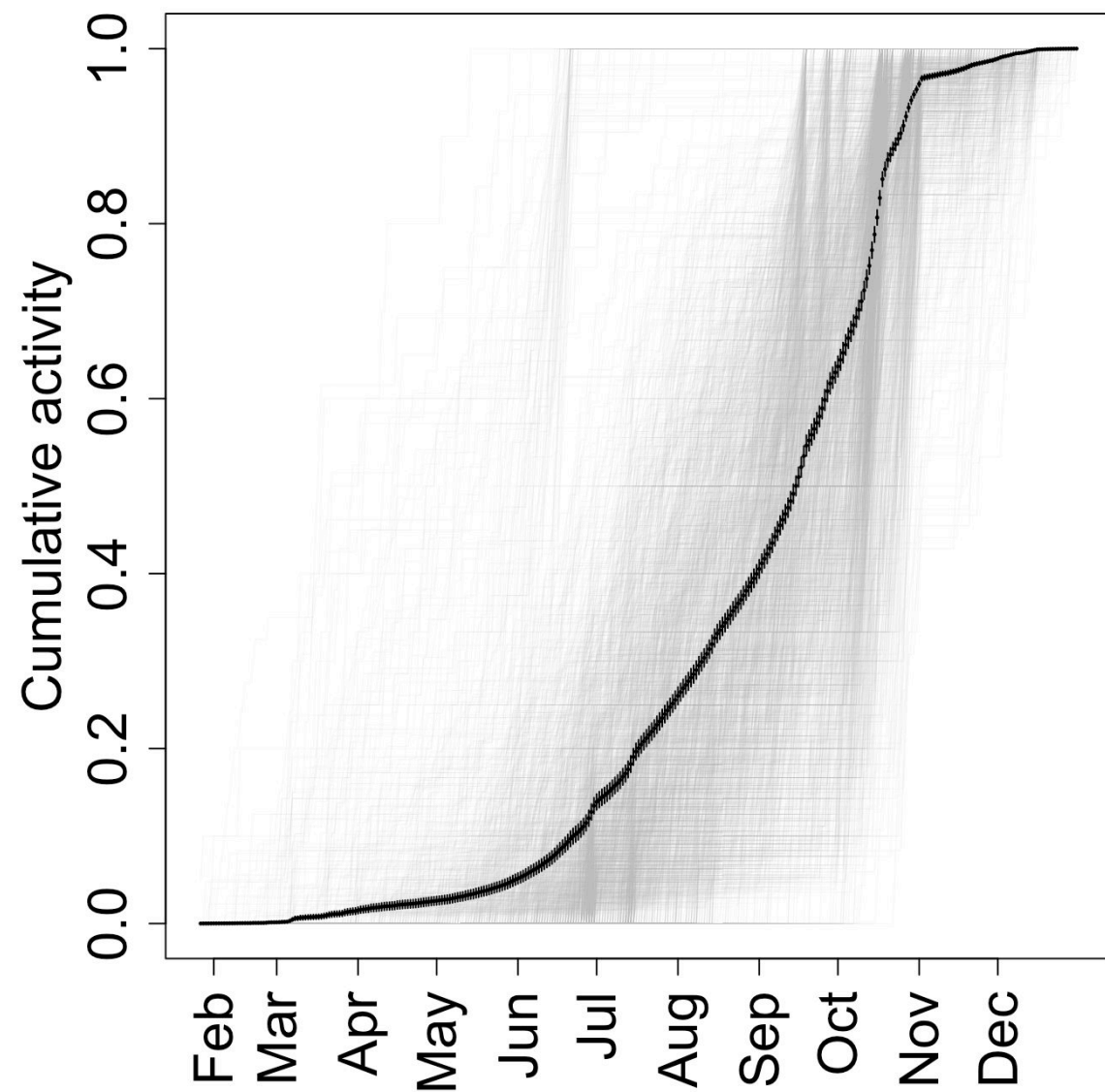
Inter-team collaborations



Collaborative core



TEMPORAL DYNAMICS



► **Synchronized** temporal dynamics

DEADLINE EFFECT

CORRESPONDENCE

Conference registration: how people react to a deadline

Valentina Alf^{1,2}, Giorgio Parisi¹ and
Luciano Pietronero^{1,3}

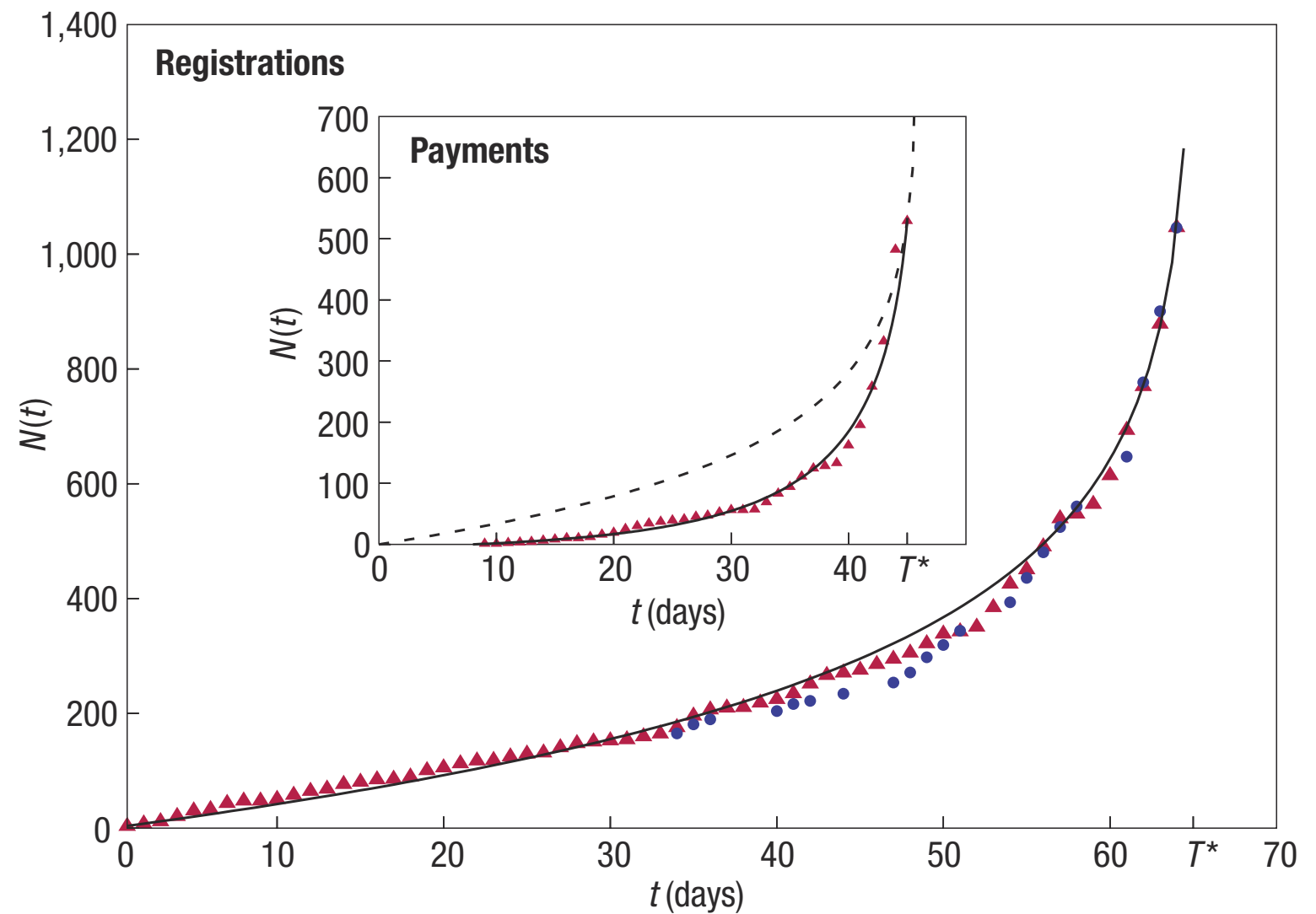
¹Dipartimento di Fisica, Università di Roma
Sapienza, Roma, Italy

²Centro Studi e Ricerche E. Fermi, Roma, Italy

³Istituto dei Sistemi Complessi, CNR, Roma, Italy
e-mail: luciano.pietronero@roma1.infn.it

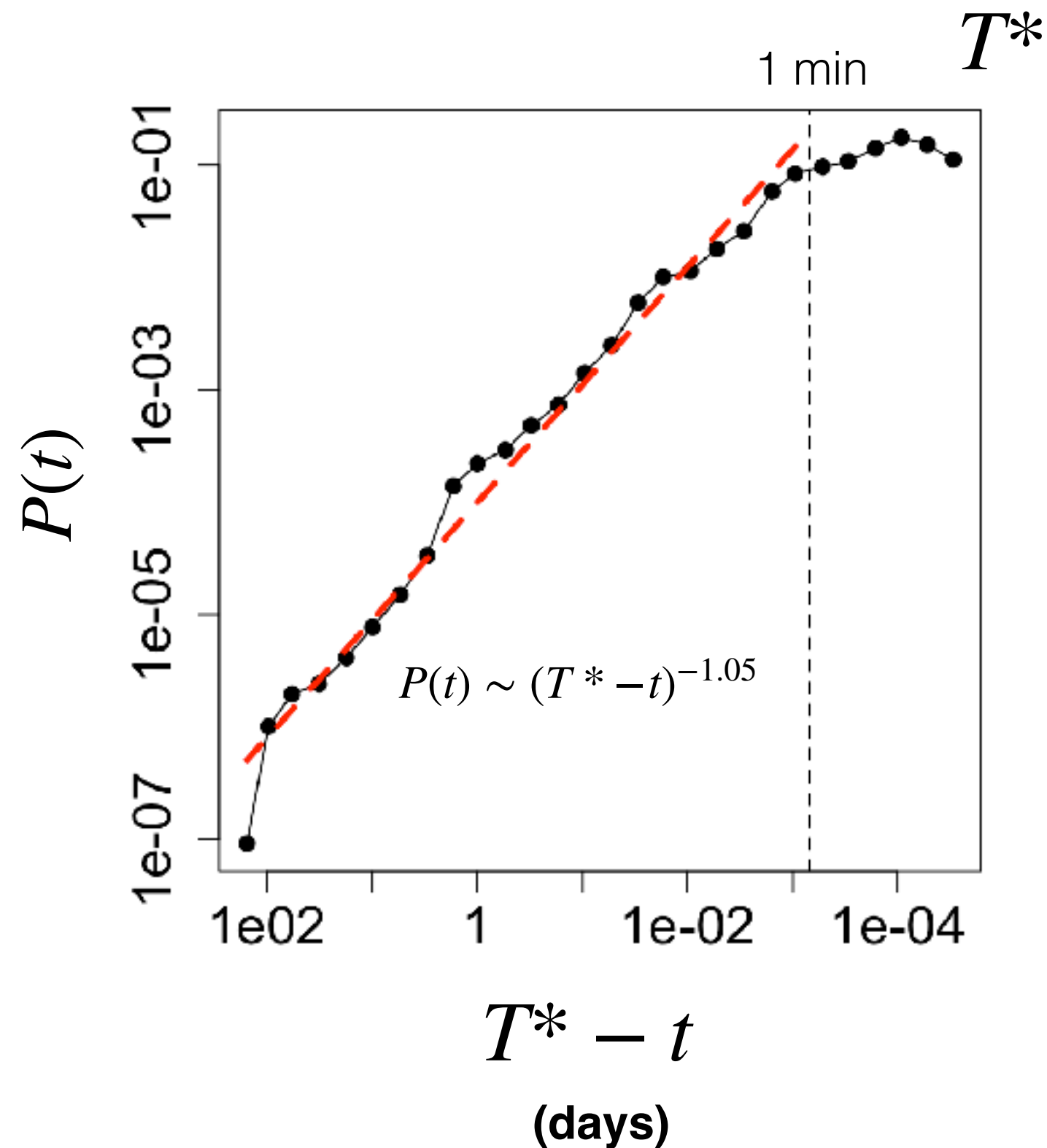
Nature Physics 2007

of the remaining time to the deadline. The probability $p(t)$ to register at time t is then $p(t) = C/(t - T^*)$, where T^* is the deadline



DEADLINE EFFECT

wiki freeze



deadline effect
observed over
5 orders of magnitude

ONLINE FORUM DATA

Reconstructing student interaction networks from forum data

Are Forum Networks Social Networks? A Methodological Perspective

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ABSTRACT

The mission of learning analytics (LA) is to improve learner experiences using the insights from digitally collected learner data. While some areas of LA are maturing, this is not consistent across all LA specialisations. For instance, LA for social learning lack validated approaches to account for the effects of cross-course variability.

CCS CONCEPTS

• Networks; • Network properties; • Network structure;

KEYWORDS

null models, online forums, online learning, social networks

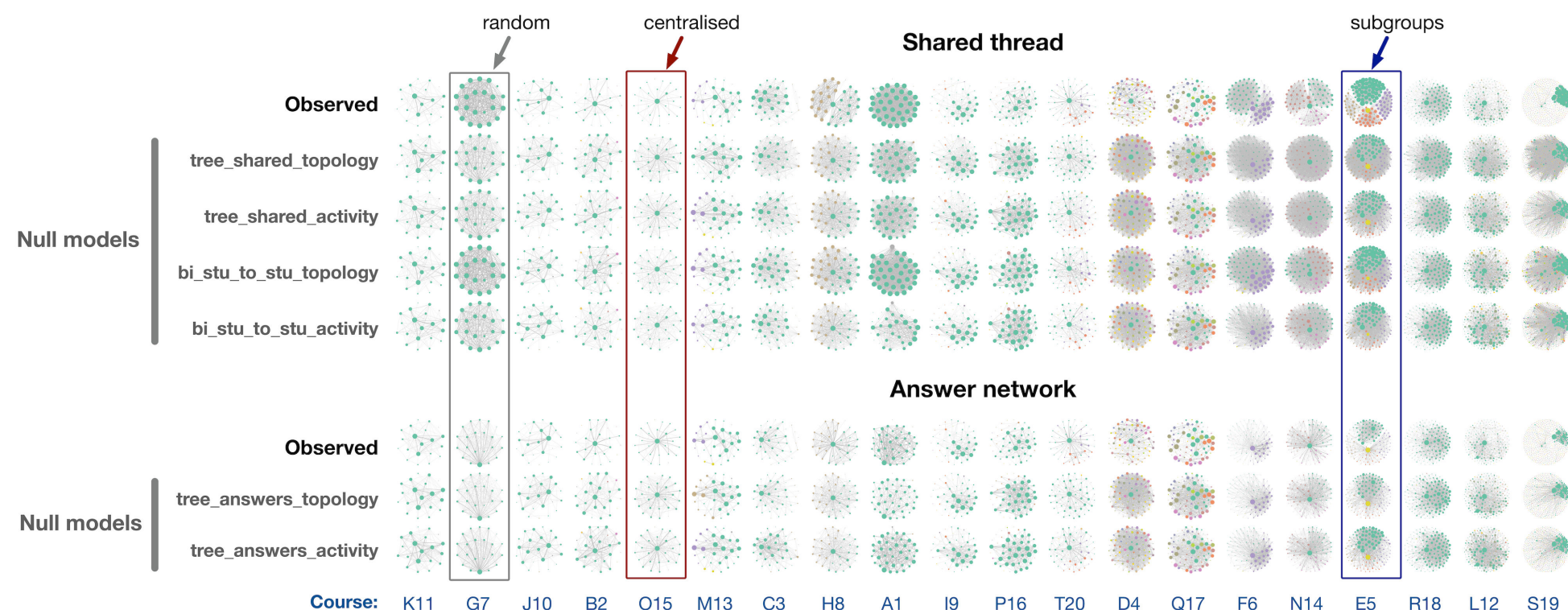


Liubov Tupikina
CRI fellow, Bell labs

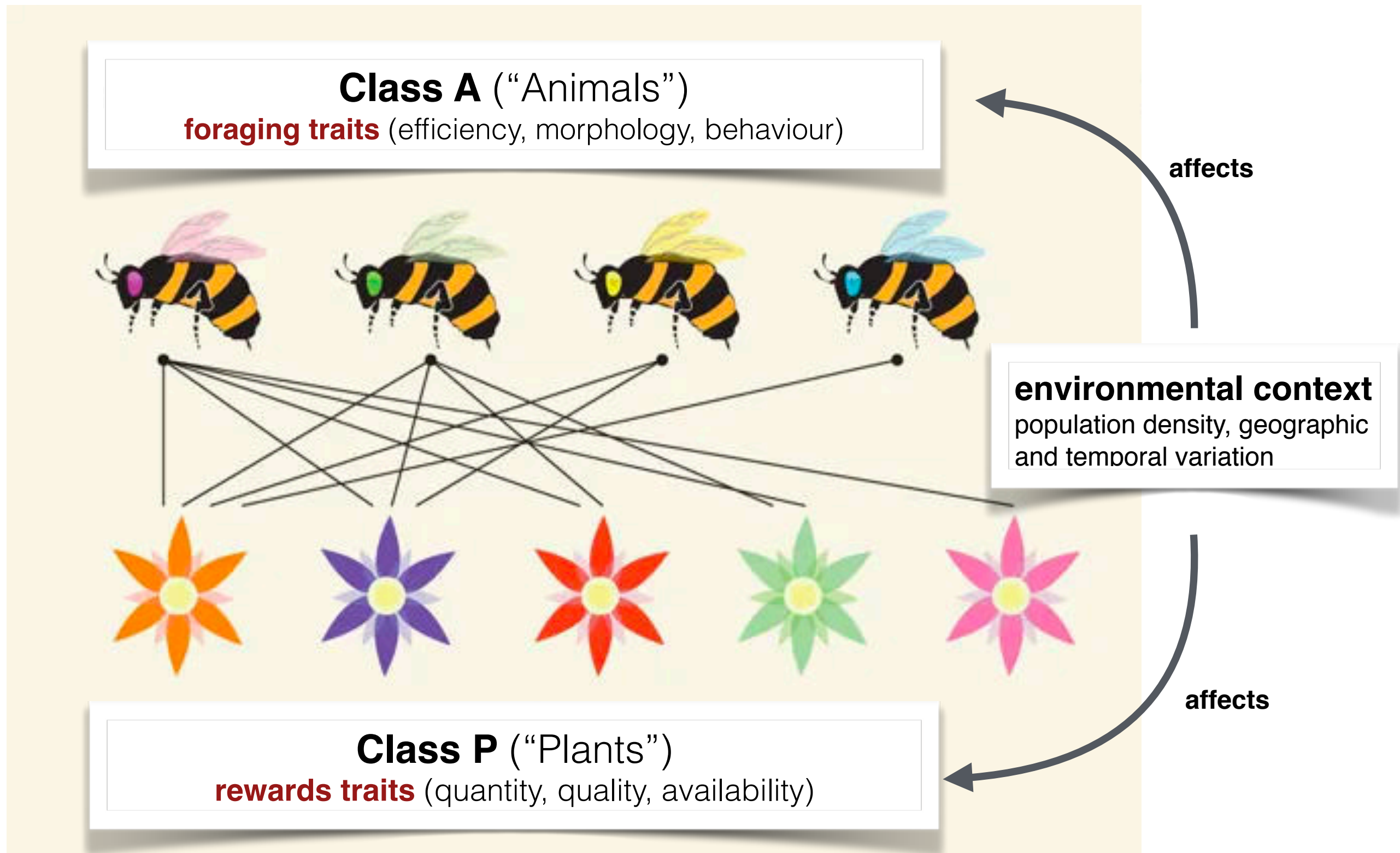


Sasha Poquet
Univ. South Australia

Published at LAK20 conference (~30% acceptance rate)



MUTUALISTIC NETWORKS



Traits impact number of partners with which a species cooperates