



Predicting Susceptibility to Social Bots on Twitter

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The Online Privacy Foundation
Discover • Discuss • Decide

Note:

The following slides (and speaker notes) are in draft format. Final presentation slides will be made available after both BlackHat and DEF CON.

The most significant changes will be in the Machine Learning section. This deck includes results based on Nearest Neighbour (Weka's NNge algorithm). The final deck will change.

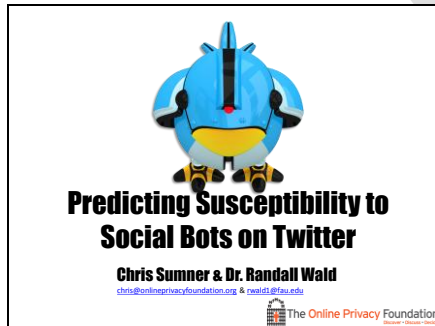
Slide 1

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Slide 2



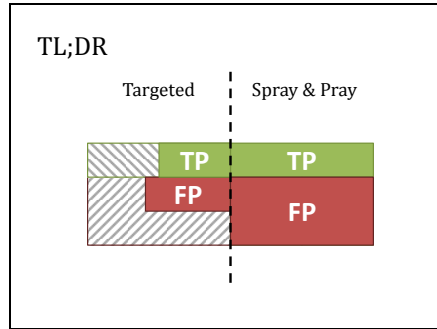
Welcome to 'Predicting Susceptibility to Social Bots on Twitter'. I'm Chris Sumner, representing the Online Privacy Foundation and I'm joined by Dr. Randall Wald from Florida Atlantic University.

Before we begin, I want to ensure that people are aware of what the talk is and isn't.

What's in it for you

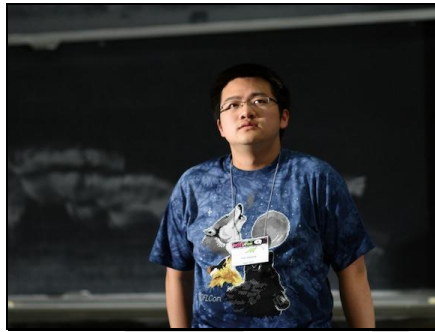
- Discuss some research in this area
- Social Bots – links to code
- Introduction to simple bots to play with
- Human Behaviour Psychology
- Look at what makes some people do things which other people think are dumb.
- Data Mining & Machine Learning
- How to collect & analyze data
- Implications for security awareness training

Slide 3



We examined the performance of a 'Spray & Pray' approach to unsolicited social interaction versus a Targeted approach using Machine Learning and the results will look a little like this.

Slide 4



Anyone know who this guy is?... It's Tim Hwang....

Slide 5



And back in early 2011 I'd stumbled upon this fascinating and amusing competition which he hosted with the Web Ecology Project...
....it was described as...

References:

- 5 minute video overview - <http://ignitesanfrancisco.com/83e/tim-hwang/>
- <http://aerofade.rk.net.nz/?p=152>

- Instantly go out and follow all 500 of the target users
- every 2-3 hours, tweet something from a random list of messages.
- constantly scan flickr for pictures of "cute cats" from the Cute Cats group and blog them to James' blog "Kitteh Fashun" - (which auto tweets to James' twitter timeline)
- 4 secondary bots following the network of

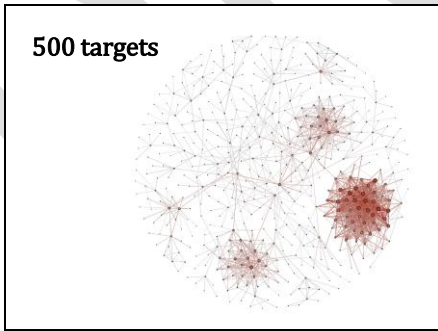
the 500 users and the followers of the targets to test for follow backs (and then getting James to follow those that followed back, once per day) - we believed that expanding our own network across mutual followers of the 500 would increase our likelihood of being noticed (through retweets or what have you from those who were not in the target set.

Slide 6

"It's blood sport for internet social science/network analysis nerds."

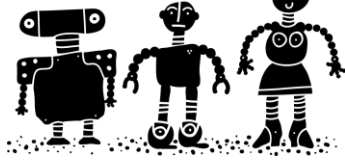
... 'blood sport of internet social science/network analysis nerds'. Tim and the Web Ecology team had...

Slide 7



...selected 500 targets who all liked cats (the animals, not the musical)

Slide 8

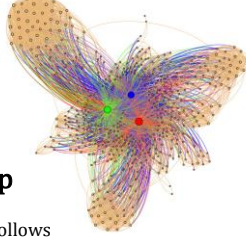


Points
+1 Mutual Follows
+3 Social Response
-15 Killed by Twitter

3 teams took part and were given those same 500 unsuspecting users to target. The teams gained 1 point for a follow back, 3 points for some response and they lost 15 points if they got suspended.

Slide 9

2 weeks later...

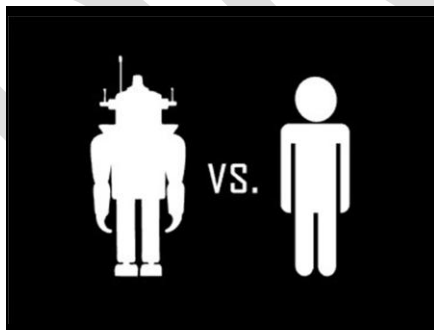


Team Emp
701 Points
107 Mutual Follows
198 Social Response

@AeroFade

The winning team achieved 701 points, 107 mutual follow backs and 198 social responses. You can check out @AeroFade's Twitter and his blog.

Slide 10



To date, most research has focus on how to identify bots, less research has looked at the other side of the question – detecting users likely to be fooled by bots, something which is important in helping raise awareness and seek solutions....

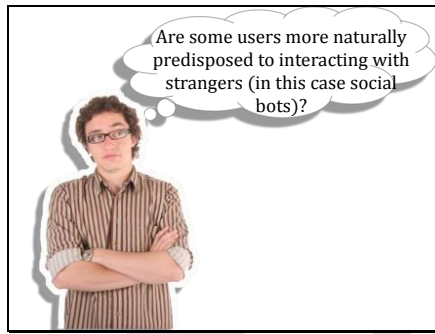
<http://www.satc-cybercafe.net/presenters/>
<http://www.satc-cybercafe.net/wp-content/uploads/2012/10/NSF.jpg>

Slide 11



...So while we were conducting our 2012 study into Twitter usage and the Dark Triad of personality, we figured we'd incorporate a side project to look at social bots and, as an organization, attempt to answer couple of questions....

Slide 12



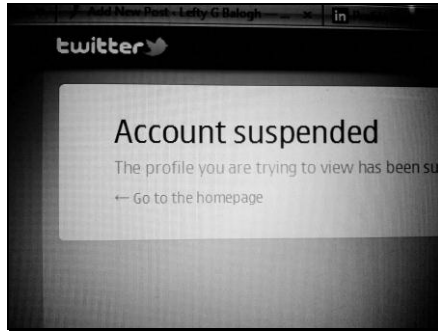
i.e. Are some users more naturally predisposed to interacting with strangers (social bots) than others? (Does personality play a part?)

Slide 13



...and is it possible that social bot creators could use machine learning to better target users who are more likely to respond.

Slide 14



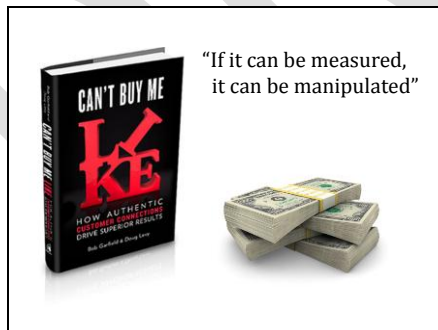
....thereby (the thinking goes) reducing the chances of landing in Twitter Jail (account suspension).

Slide 15



The obvious questions are...1) who cares and 2) aren't you giving the bad guys an idea. 3) what's this got to do with privacy. .. we'll look at these in greater depth, but...

Slide 16



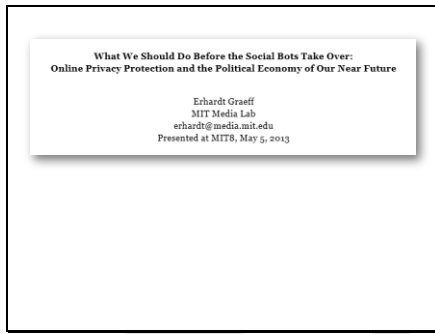
..we'll look at these in greater depth, but one area which always attracted unscrupulous actors (think BlackHat SEO – search engine optimisation) are marketers. Not *ALL* marketers though. Initially they wanted your 'likes', but since that doesn't necessarily translate to a purchase (because that was easy to game with social bots), they're being requested to create 'engagement'.

Slide 17



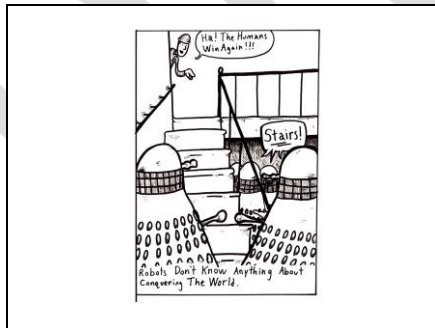
...and of course Propagandists.

Slide 18



The privacy implications are nicely described in this recent paper by Erhardt Graeff.

Slide 19



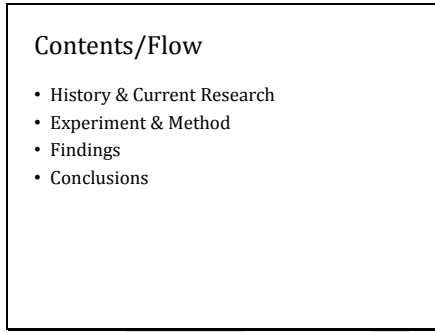
..conversely, existing social media sites are getting much better at detecting bots so part of an effective bot strategy is reducing the chances of ending up in Twitter jail.

Slide 20



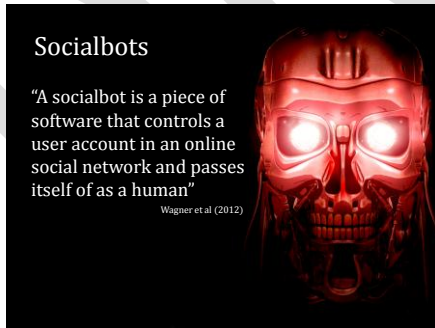
So set to work, or rather our bots did.

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The rest of the talk flows like this.

Slide 22



Wagner et al define these as a piece of software that controls a user account in an online social network and passes itself of as a human.

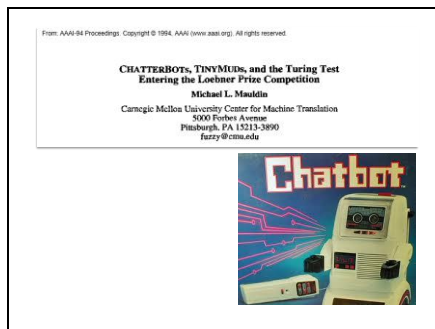
The socialbot M.O. is to (1) make friends, (2) gain a level of trust, (3) influence

The success of a Twitter-bomb relies on two factors: tar- getting users interested in the spam topic and relying on those users to spread the spam further.

(http://journal.webscience.org/317/2/websci10_submission_89.pdf)

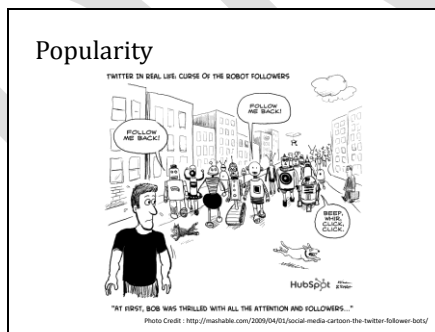
- Sybils - The Sybil Attack (Doucer, 2002)
- SockPuppets - an online identity used for purposes of deception (see also, Persona Management)

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Bots aren't new, Chatterbots featured in research around 1994. In this talk we're really examining bots in social media, which for the sake of argument, we'll split into 1st Generation and 2nd Generation bots...

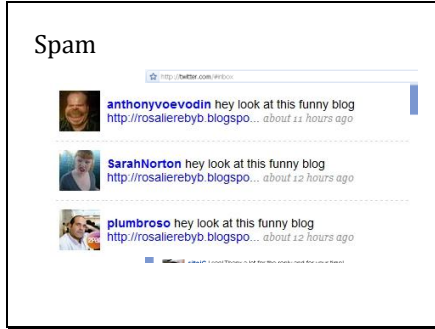
Slide 24



Early bots tend to be all about making you look popular (with fake followers). These are still hugely popular and according to a recent NY Times article, remain a lucrative business, but ultimately they're pretty dumb.

<http://bits.blogs.nytimes.com/2013/04/05/fake-twitter-followers-becomes-multimillion-dollar-business/>

Slide 25

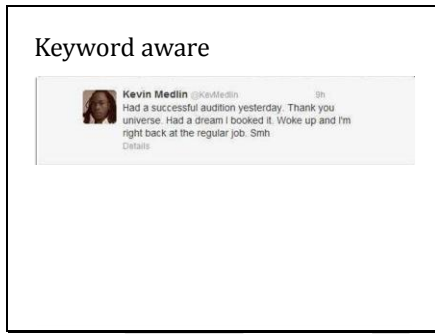


...then there's good old-fashioned spam....

@spam: The Underground on 140 Characters or Less (Grier, 2010)

http://imchris.org/research/grier_ccs2010.pdf

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..some bots are all about humour...

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...and in the case of @AI_AGW, some respond to climate change deniers... These are all pretty basic and remain prevalent today.

Slide 28



In 2008 we see the first (Publicly at least) manifestation of a social bot on Twitter. Project Realboy plays with the concept of creating more believable bots. Here's what they did....

This is around the same time that Hamiel and Moyer shared their talk "Satan Is On My Friends List" highlighting that some of your social media friends may be imposters. We saw another example of that in the 2010 'Robin Sage' talk at Blackhat.

Project Realboy by Zack Coburn & Greg Marra - <http://ca.olin.edu/2008/realboy/>

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Virtual Plots, Real Revolution (Temmingh and Geers - 2009)

"For example, in the week before an election, what if both left and right-wing blogs were seeded with false but credible information about one of the candidates? It could tip the balance in a close race to determine the winner"

Things get a bit more sinister in 2009. A 2009 paper by Temmingh and Geers (Roelof Temmingh of Sensepost/Paterva/Maltego fame) states "For example, in the week before an election, what if both left and right-wing blogs were seeded with false but credible information about one of the candidates? It could tip the balance in a close race to determine the winner".

Source: R Temmingh
http://www.ccdcoe.org/publications/virtualbatfield/21_TEMMINGH_Virtual%20Revolution%20v2.pdf



...and in 2010 (if not earlier) we see it play out for real. “Four days before the 2010 special election in Massachusetts to fill the Senate seat formerly held by Ted Kennedy, an anonymous source delivered a blast of political spam. The smear campaign launched against Democratic candidate Martha Coakley quickly infiltrated the rest of the election-related chatter on the social networking service Twitter. Detonating over just 138 minutes, the “Twitter bomb” and the rancorous claims it brought with it eventually reached tens of thousands of people.”

Source -

http://www.sciencenews.org/view/feature/id/345532/description/Social_Media_Sway

Some notes

“A single change in the decision to vote can affect many individuals....Because.... there are competing effects between the decay of influence and the growth in the number of acquaintances..... But as people hang out with like minded individuals... cascades will not be zero sum So the decision of a single individual to vote has a substantially larger impact than what an atomized theory of individuals might say..... “

Truthy: Mapping the Spread of Astroturf in Microblog Streams

Detecting and Tracking Political Abuse in Social Media

“...Here we focus on a particular social media platform, Twitter, and on one particular type of abuse, namely political astroturf — political campaigns disguised as spontaneous “grassroots” behavior that are in reality carried out by a single person or organization. This is related to spam but with a more specific domain context, and potentially larger consequences.”

Sep. 28, 2010 — Astroturfers, Twitter-bombers and smear campaigners need beware this election season as a group of leading Indiana University information and computer scientists have unleashed Truthy.indiana.edu, a sophisticated new Twitter-based research tool that combines data mining, social network analysis and crowdsourcing to uncover

deceptive tactics and misinformation leading up to the Nov. 2 elections.
<http://www.sciencedaily.com/releases/2010/09/100928122612.htm>

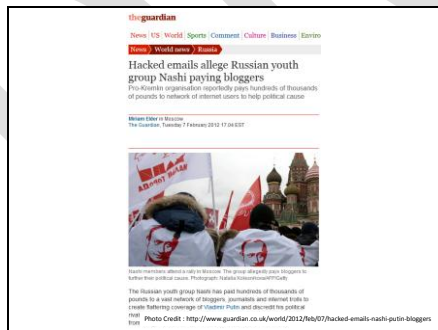
Also - <http://cs.wellesley.edu/~pmetaxas/How-Not-To-Predict-Elections.pdf>

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...this type of campaign has a name, Swiftboating – “The term swiftboating (also spelled swift-boating or swift boating) is an American neologism used pejoratively to describe an **unfair or untrue political attack**. The term is derived from the name of the organization “Swift Boat Veterans for Truth” (SBVT, later the Swift Vets and POWs for Truth) because of their widely publicized[1] then discredited campaign against 2004 US Presidential candidate John Kerry” (Wikipedia – 26th March 2013)

Slide 32

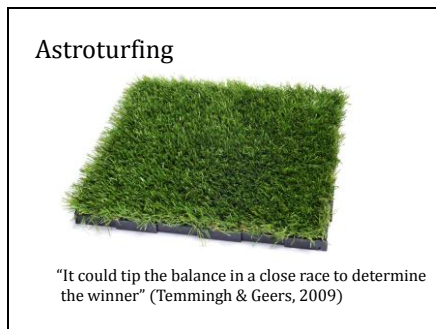


and allegedly, prior to the 2012 Russian Presidential elections, a pro-Kremlin organization reportedly paid hundreds of thousands of \$'s to network of internet users to help political cause by creating flattering coverage on Vladamir Putin.

An article in the Economist describes the Russian smear campaigns as reaching “farcical levels”,
<http://www.economist.com/blogs/easternapproaches/2012/02/hackers-and-kremlin>
<http://www.themoscowtimes.com/news/article/campaign-mudslinging-taken-to-new-lows/452583.html>

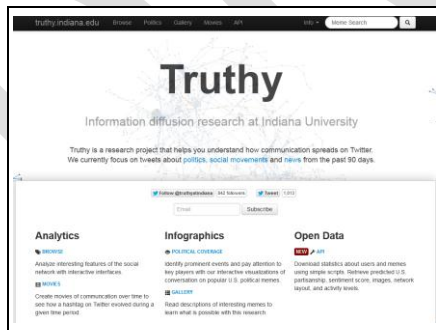
Source -
<http://www.guardian.co.uk/world/2012/feb/07/hacked-emails-nashi-putin-bloggers>

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This is a little different to Swift-boating in that it's generally not a smear campaign...Astroturfing - refers to political, advertising or public relations campaigns that are designed to mask the sponsors of the message to give the appearance of coming from a disinterested, grassroots participant.

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...This is essentially what gave rise to Truthy, a project started at Indiana University to “The Truthy system evaluates thousands of tweets an hour to identify new and emerging bursts of activity around memes of various flavors.”... “We also plan to use Truthy to detect political smears, astroturfing, misinformation, and other social pollution”

- <http://live.wsj.com/video/the-truthy-project-ferrets-out-online-deception/219A2EA6-4D22-4F5B-8D96-81AF342104F7.html#!219A2EA6-4D22-4F5B-8D96-81AF342104F7>

– BBCQT
<http://truthy.indiana.edu/movies/show/1264>

“A well-functioning democracy requires accountability and trust...”

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And in 2011, it was revealed that the US were exploring fake persona's. The anonymous attack on HBGary exposed emails discussing such use cases...

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So it seemed that Temmingh and Geer's future looking paper had it pretty much right - "In 2009, hackers steal data, send spam, and deny service to other computers. In the future, they may also control virtual armies, in the form of millions of artificial identities that could support any personal, business, political, military, or terrorist agenda."

Which leads us to more recent developments and a couple of things Tim Hwang is working on...
http://www.ccdcoe.org/publications/virtualbattlefield/21_TEMMINGH_Virtual%20Revolution%20v2.pdf

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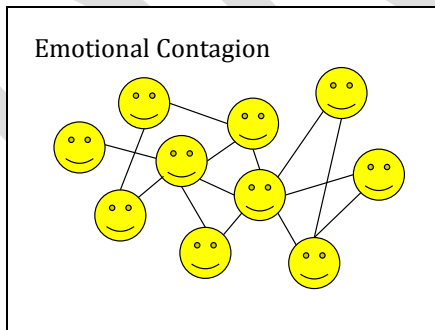
I already mentioned the Web Ecology project. On the back of that, Tim created an organization called Pacific Social to explore social networks a little further.

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One thing they noticed with the Web Ecology project was that social bots can distort the social graph, so they're examining whether it's possible to use an army of social bots to stitch two separate online communities together...

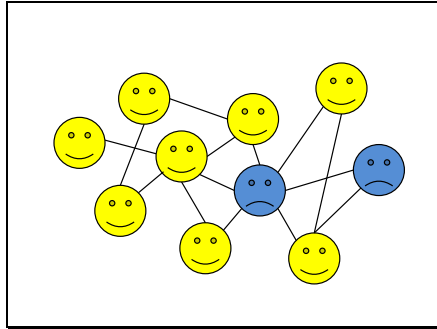
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...They're also interested in exploring whether bots can influence peoples moods. We know this is possible in offline contexts, but far less is known about this phenomena online. The implications of this may mean that it may become possible to take a perfectly happy group (for arguments sake, using sentiment analysis to measure this)...

Happiness -
http://www.mitpressjournals.org/doi/abs/10.1162/artl_a_00034

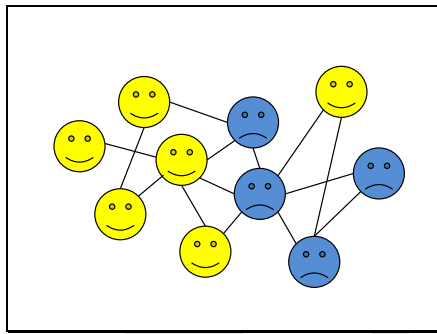
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..embedded a couple of bots that starts being a little more miserable (or Happy)....and look at how that permeates through the social graph

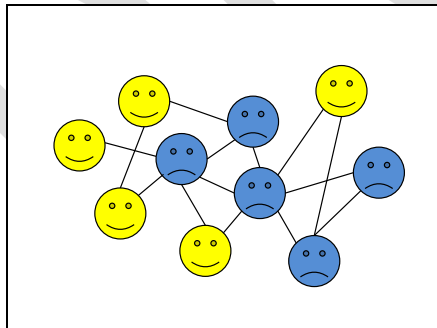
Happiness -
http://www.mitpressjournals.org/doi/abs/10.1162/artl_a_00034

Slide 41



....making more and more users a little less happy

Slide 42



....until a reasonable chunk of the social graph are less happy.

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Social Penetration Testing

- Spread information with small inaccuracies
- See where they're challenged & where they're not challenged
- Identify who's most influential but worst at evaluating what is real
- Target them

And finally he highlighted the potential for Social Penetration Testing.

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It would be remiss of me, not to mention Yazan Boshmaf from the Uni of British Columbia. Yazan and team investigate social bots on Facebook which generated a number of headlines (you can watch the Usenix 2012 video)...

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"To this end, we are currently investigating two directions from the defense side. The first involves **understanding the factors that influence user decisions on befriending strangers**, which is useful in designing user-centered security controls that better communicate the risks of online threats."

Boshmaf et al (2012)

As Yazan and team state. 'understanding the factors that influence user decisions on befriending strangers'.

Design and Analysis of a Social Botnet
http://lerrsse-dl.ece.ubc.ca/record/277/files/COMNET_Social_bots_2012.pdf

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Understanding User Behaviour

Secure & Trustworthy Cyberspace Insider Threat Project

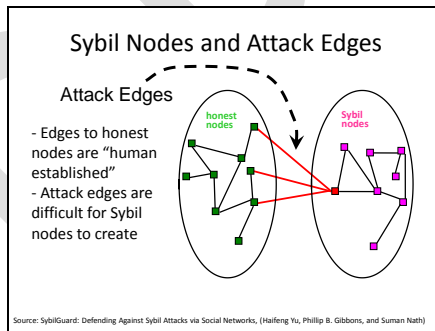
Understanding User Behaviour is also something which the folks at the Secure & Trustworthy CyberSpace program (in the US) are examining and the Insider Threat project at Oxford Uni

...so understanding more about human behaviour, the signs to look for and how bots (and other humans) can exploit them, is a worthwhile question to explore. Indeed, "Understanding and accounting for human behavior" is recognized in one of the 5 key areas in Secure & Trustworthy Cyberspace (SaTC)

- Scalability & compatibility
- Policy generated secure collaboration
- Security metrics driven education, design, dev, deployment
- Resilient architectures
- Understanding and accounting for human behavior

<http://www.satc-cybercafe.net/presenters/>
<http://www.satc-cybercafe.net/wp-content/uploads/2012/10/NSF.jpg>

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Spray & Pray may be (& remain) effective enough, but sending out Pawns to prod a target may only be effective for so long as the lead bot will likely be associated with suspended accounts (eventually).

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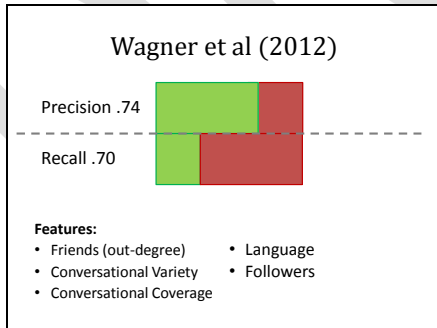


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...so it's a good bet that bot creators will find targeting users who'll quite literally talk to anyone or anything, to be a very attractive prospect....

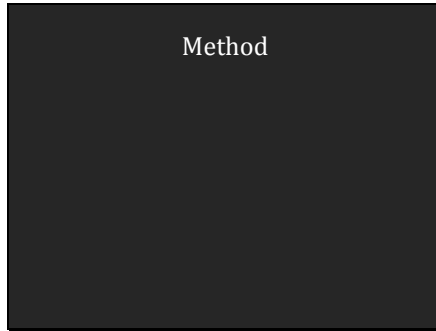
Slide 50



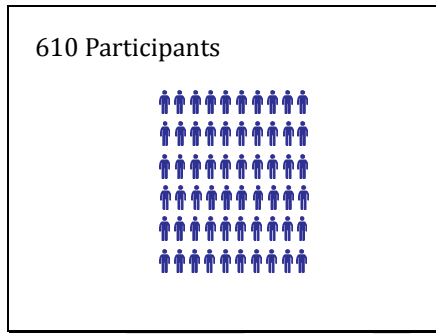
...and there's some form in this respect. Wagner et al have conducted research most closely to ours. They looked at the Twitter attributes responsible for user interaction in the Web Ecology project. They found....

...we essentially **repeated** and extended this study by additionally looking at personality and also deploying a number of Proof of Concept experiments.

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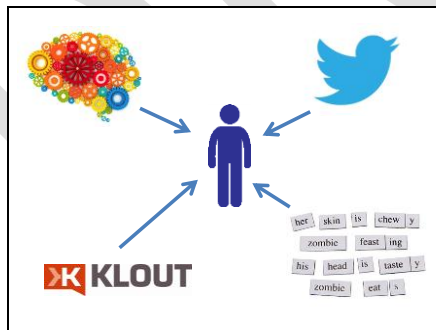


Slide 52



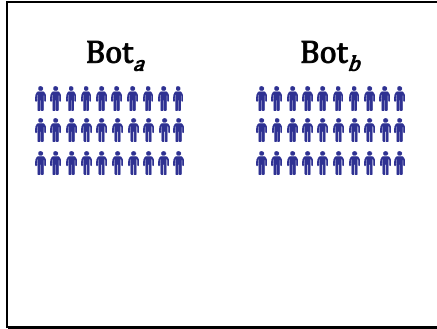
We had roughly 600 participants who agreed to take part in a mystery experiment.

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For each user, we obtain twitter information, klout score and personality traits.

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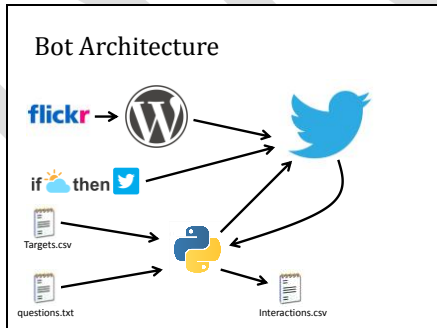
We divided participants into two groups to speed up processing. Each group had a bot assigned to it (bots were the same)

Slide 55



We used the Social Ecology Project's winning bot model. (Available under MIT license). We rewrote and slightly modified it in python. (we intend to make it available via GitHub).

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(This slide will build)

Initially, and to provide some credibility, each bot


- started of by following some standard celebrity and news accounts.
- built up a thin veneer of authenticity by populating a Word Press blog with pictures of dogs in knitted clothes.
- commented that the weather was pleasant if it reach a certain temperature in a sea side town in the UK.
- Tweeted something random

After a couple of days, each bot would start following each of the participants in its list of targets (while continuing with the bot generated tweets about dogs and the weather).

Once all targets had been followed, the bot would ask each participant an innocuous

question and record whether there was a response. We used...

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Random Tweets

- Do you love twitter as much as me?
- I've got all my own teeth you know
- toooo cute my dog is haha - am i yoda? haha i talk like him!

This tweet from the Web Ecology bot gave me a real chuckle.
“...i aint tellin no lies even a thug ladii cries but i show no fears i cry gangsta tears...”. FWIW, we removed tweets with expletives.

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162 Unique Questions

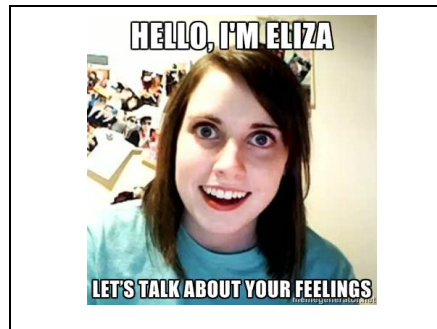
- Ever milked a cow?
- What's better? Dog or cat?
- What super powers do you have or wish you had?

162 unique questions, such as...

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Slide 60

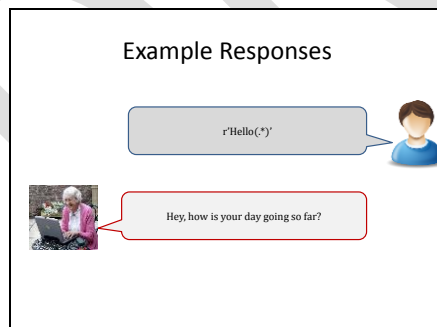


...and added an ELIZA engine to keep conversation going. (The Social bots, bot had a list of standard replies, we made ours a little more context aware).

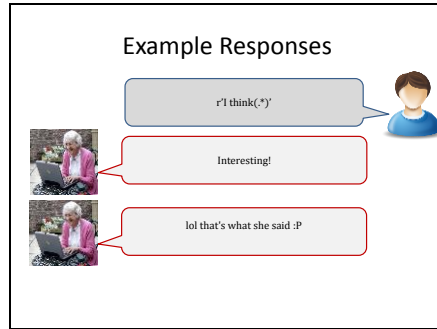
ELIZA—a computer program for the study of natural language communication between man and machine (Weizenbaum, 1966)

Rogerian psychotherapist Rogers, Carl (1951). "Client-Centered Therapy" Cambridge Massachusetts: The Riverside Press.

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Slide 62



Slide 63



If you ask anyone researching social bots about ethics, you'll get a similar response. It's difficult. A simple tweet could cause someone to have a really bad day or worse. Look at this interaction that the social bots winner had regarding a deceased cat.

British Psychological Society – Code of Human Research Ethics - http://www.bps.org.uk/sites/default/files/documents/code_of_human_research_ethics.pdf
"In accordance with Ethics Principle 3: Responsibility of the Code of Ethics and Conduct, psychologists should consider all research from the standpoint of the research participants, with the aim of avoiding potential risks to psychological well-being, mental health, personal values, or dignity."



Finally, we did NOT attempt to get users to click links because...

- A) It would have been a step too far.
- B) We wanted to remain as close as possible to the Web Ecology bot, which

was
beginning
to be
studied/re
searched
in
academia.

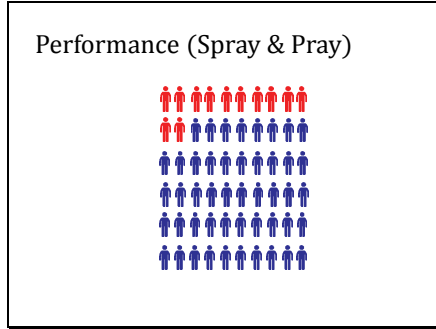
As security people, you might argue that we missed a trick here. Yes we did, but deliberately.

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Results & Statistical Findings

In the section we'll focus more on the personality traits related to responding, in the following section on machine learning, we'll look at features (as, a botmaster would likely be looking at features, not personality)

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124 responses from 610

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	Performance	Points
Any interaction	124	
Follow back	39	39
Reply/Fav/RT	85	
Number Replies	142	426
Suspensions	1	-15
Points		450

Slide 68

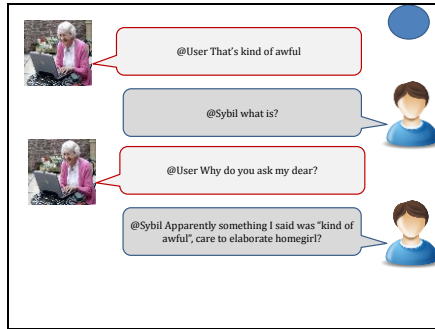
Unexpected Trolling Events

@User Using no more than 10 nouns, and ONLY nouns, describe yourself

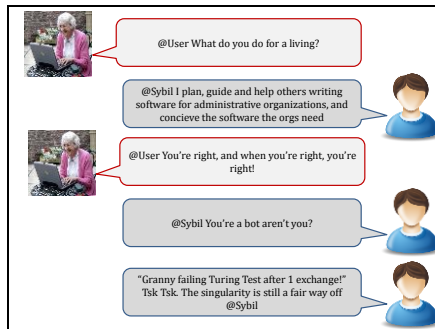
@Sybil facetious **** *
**** annoying

@User How do you feel when you say that?

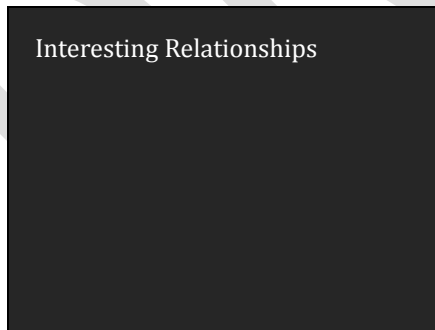
Slide 69



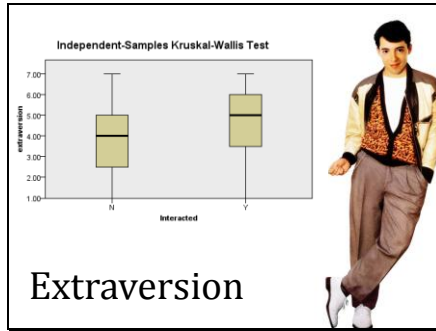
Slide 70



Slide 71



Slide 72



Out of all the personality traits, extraversion played the most important part, although the significance was very small. This could be due to the small personality test we used or that certain aspects of extraversion play a part, aspects which not all extraverts share.

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Not so surprising...

BIG FIVE PREDICTORS IN DYADIC INTERACTIONS

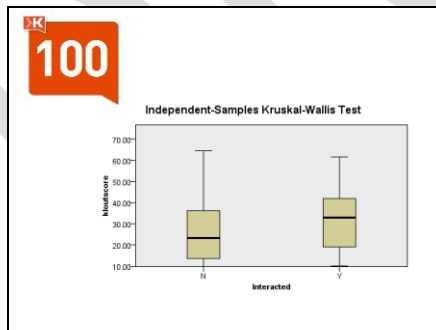
Table 1
Selected Findings From the Funder and Sneed (1999) Study That Were Cited to Generate Predictions for the Present Study

Observed-rated behavior	Correlations of rated behavior with the Big Five variables			
	Extraversion	Agreeableness	Conscientiousness	Neuroticism
Is talkative	.46			
Seems to avoid action	.31			
Seems to enjoy interaction	.29	.27		
Is reserved and unresponsive	-.32			
Violates little information regarding self	-.28			
Has minimal interpersonal style	-.22			
Expresses warmth	.33			
Displays an affiliative manner	.30			
Looks thoughtful				.31
Seems interested in what partner says		.27		
Engages in sustained eye contact		.28		
Shows signs of nervous or anxiety				.36
Has minimal interpersonal style				.34
Expresses discomfort or uneasiness				.38
Expresses interest and confidence				-.27

“introverted students tend to hesitate before they take action, extroverts act without any hesitations at all” 1

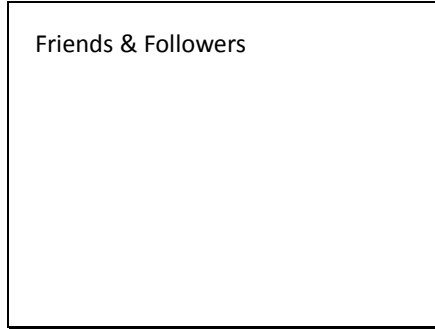
<http://www.tojet.net/articles/v7i2/725.pdf>

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Klout score...

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So what?, While twitter attributes look like good candidates for Machine Learning (we'll get to that in a moment), personality also has implications.

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eLearning is ubiquitous in the corporate environment, but research suggests that learners with higher levels of extraversion perform better when they have greater levels of control over the learning experience. i.e. it's not a click through exercise. If social media security awareness is proven to be effective, then it's likely that the effectiveness can be further improved by tailoring learning based on the personality of the learner.

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Machine Learning

NOTE:
Please note that this section will change prior to the presentation date.
This deck includes results based on Nearest Neighbour (Weka's NNge algorithm). The final deck will change to take into account additional data and alternative models.

...On the second part of the question... "Is it possible to increase the odds of getting a response from a twitter user?" ... since there are relationships, this is a good candidate for machine learning.

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Baseline - Spray & Pray

Precision = 20.2%

TP	FN
FP	TN


N = 610

Our baseline performance is roughly 80/20, with a 123 hits and 487 misses. This is pretty consistent with other studies and observations.

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Baseline - Spray & Pray

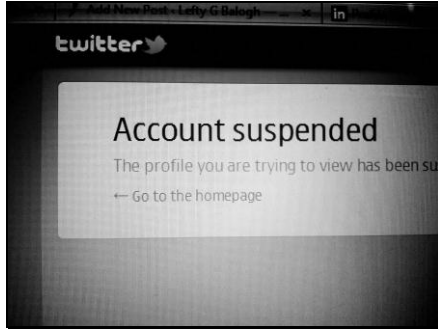
Precision = 20.2%

TP	FN
	TN

N = 610

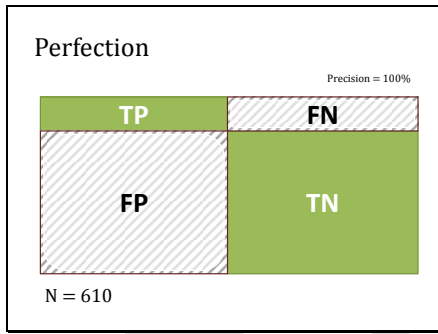
It might be reasonable to suggest that non-responders might get rather frustrated by unsolicited requests...

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....ultimately resulting in account suspension. Twitter jail. From a machine learning perspective, we want our bots to avoid frustrating the 80% of non-responders (sure, in time bots will do better at engaging them, but for now we focus on low-hanging fruit).

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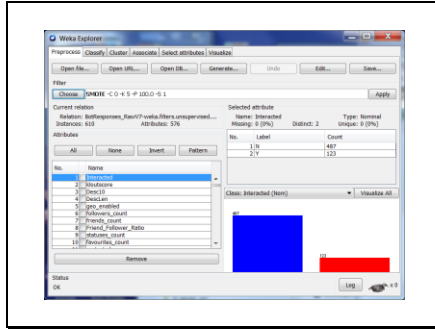
Perfect would look like this. With all twitter users in our sample accurately classified.

Our goal is really to minimize the FP's and maximize the TP's.

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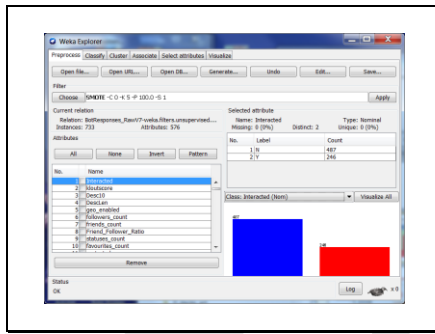


Slide 84



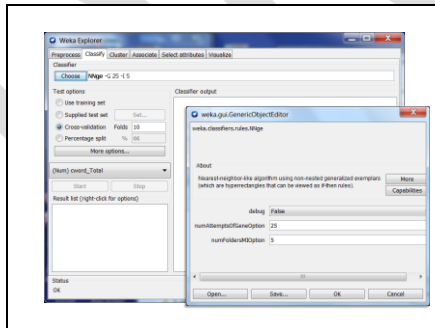
The first challenge is to address the class imbalance (see the red bar on this screenshot). That is, more people are likely to ignore our bot than to interact with it. We used the Weka tool and employed the preprocessing filter, SMOTE to oversample the minority class (users who DO interact with our bot).

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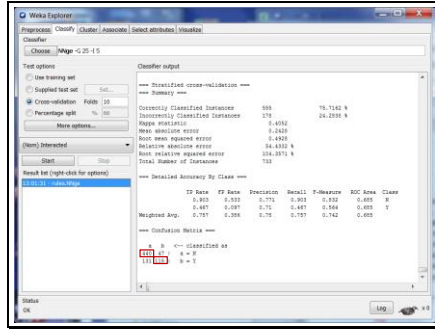
...here's the result of using SMOTE (see the minority class increase).

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We then found that Weka's NNge (a nearest neighbor like algorithm) provided the most attractive performance for our needs. We set it up with G at 25.

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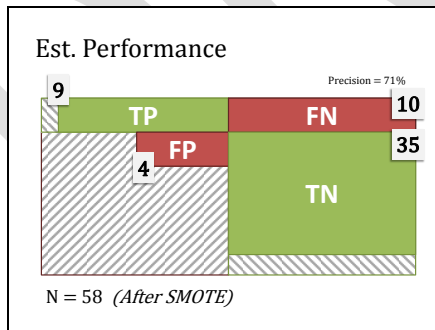
To create a model, we used 10 fold cross-validation, which gave of a precision of .71 on the “interacted” class.

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Test/PoC Set

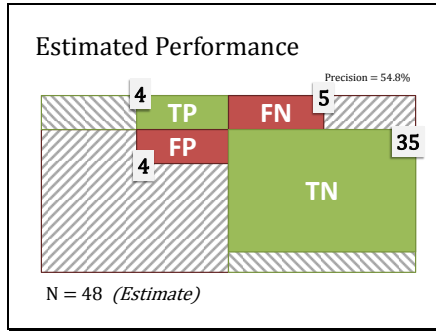
- 48 people

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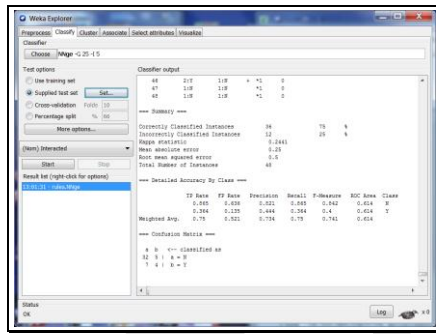
The predicted performance (in Weka) looks like this, but we have to acknowledge that the minority class (represented by TP and FN) is double the size that it otherwise would be due to the SMOTE we applied in pre-processing.

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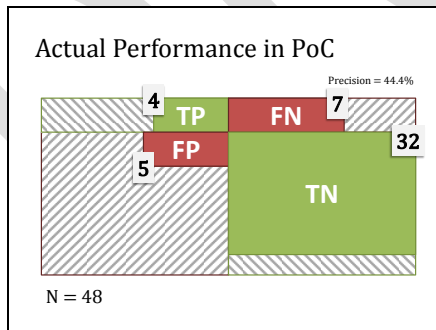
By halving the minority class we see that the precision would suffer. NOTE. **Simply halving the minority class really isn't a good idea**, but in this case is used to provide some general perspective/a crude estimate of anticipated performance.

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We took this a step further with a 3rd group of participants and conducted a Proof of Concept. We picked 49 further volunteers (It was 50, but they subsequently left twitter). Here's the actual performance. The precision takes a hit as we'd predicted.

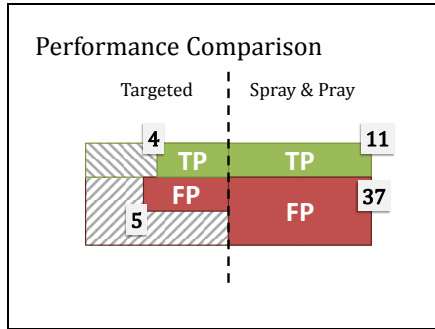
Slide 92



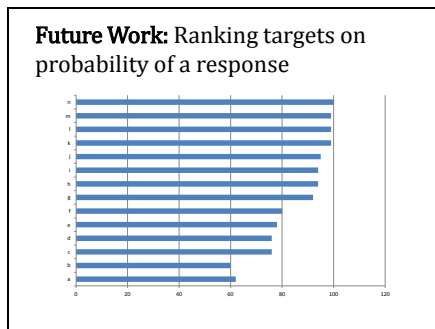
The size of TNs is large, but since we're not trying to interact with them, we reduce the chance of getting ignored, or suspended by a sizeable chunk.

This is pretty close to the performance in our test sets.

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Slide 94



In terms of use by social bots, we envisage that bot owners will increasingly prioritize who they target based on a variety for attributes and cues.

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Conclusions

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So what?

Firstly, this work is really based on the premise that the days are numbers for the 'spray & pray' approach to getting users to engage/interact with a social bot (or indeed a human). i.e. Social Bot creators will need to be less noisy to avoid account suspension.

Assuming this, we considered a number of use cases. I'll highlight (briefly) five of them.

Slide 97



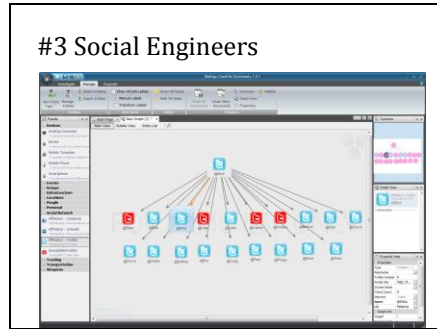
#1. AstroTurfers and their ilk: Finding users who are most likely to help propagate your message or at the very least, give credence to the bot account.

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#2. Marketeers: Marketeers who are looking to get a higher klout (kred etc) score for their brand might be able to focus on users who are more likely to interact (or engage) with them. This might be a useful strategy for the early stages of building a brand (fake or otherwise), but it could also mean that some users are deluged with far more spam than others.

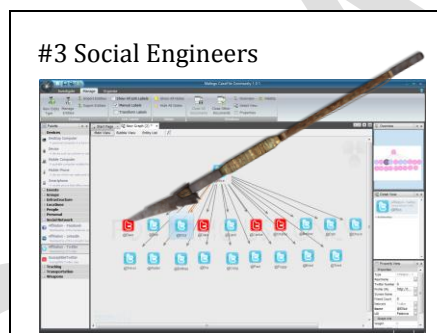
Slide 99



#3. Social Engineering Assignments: Since the most predictive features (klout score, number of friends/follows) are easily obtained through API calls, this makes it very easy to build/model in Maltego. Here we can see @Alice's imaginary Twitter friends. A simple Maltego local-transform could be used to flag users who are more likely to engage in conversation, which might prove use for Social Engineers looking for weaker points in a social graph. E.g. You know the Twitter accounts of users in AcmeCorp and want to highlight the one's who maybe most likely to talk to you. The red icons are the users to focus on.

One approach here would be to build one or more trust relationships with the "red" users before....

Slide 100



...convincing the target to accept an email from you with malicious content. In this scenario, it seems that it would make sense to generate less noise and focus on the users where the odds of a reply are better.

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All of these have privacy implications, so how might social network providers and their users respond?

All of these have privacy implications, so how might social network providers and their users respond?

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#4 Social Network Providers: Knowing more about how different users behave *may* help in the design of usable security controls on Social Network platforms, warning users when they might be getting “gamed”. The Truthy project at Indiana University is already like to provide so important thinking in this context.

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#5 Training : (as previously mentioned) this work suggests that differing human behaviour/personality traits need to be considered in the creation/execution of training material. This isn't to say training is ineffective, but it does say that it's reasonable to hypothesize that current corporate training isn't tailored to the people who need it the most (those higher in extraversion).

It may also be possible for users to become more self-aware. E.g. Am I extroverted? If I am, then maybe I need to check who I'm interacting with, with a little more rigour.

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Limitations

- Basic study in that we didn't attempt to get users to click on links (as a real scammer would)
- Each user got a different question
- As the experiment progressed, each bot had more followers and interactions and therefore maybe more/less credibility
- Basic measures of personality TIPI

Now there were a number of limitations...

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Future Research Opportunities

- Likely focus on more detailed Big 5 factors
- Cognitive Reflective Test (or other measures of impulsivity)
- Focus on target-centric approach. i.e. bots need to engage the target on a topic the target is interested in. Bot needs to "fit in" to the group.

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It's not all negative

- Intelligent Agents can be used for positive actions too. For example, a popular dating site, besieged with dating bots, deployed it's own bots and now has a subsection of it's site where bots flirt with other bots.

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**BLADE
RUNNER**

"Illustrations from the Turing Test and Blade Runner suggest that sufficient interactivity with a computer should reveal that it is not human."

Temmingh & Geer's 2009

It's fitting that we end with Temmingh & Geer's 2009 paper for the current best defenses for users...

"For the foreseeable future, individual Web users must improve their own ability to evaluate threats emanating from cyberspace [9]. In most cases, the key is credibility. Illustrations from the Turing Test and Blade Runner suggest that sufficient interactivity with a computer should reveal that it is not human."

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The End...

Slide 109

Wagner et al

Network Features

- 3 directed networks: Follow, retweet and interaction (retweet, reply, mention and follow) network
- Hub and Authority Score (HITS)
 - High authority score node has many incoming edges from nodes with a high hub score
 - High hub score node has many outgoing edges to nodes with a high authority score
- In-degree and Out-degree
- Clustering Coefficient
 - number of actual links between the neighbors of a node divided by the number of possible links between them

Behavioural Features

- Informational Coverage
- Conversational Coverage
- Question Coverage
- Social Diversity
- Informational Diversity
- Temporal Diversity
- Lexical Diversity
- Topical Diversity

DRAFT