Guest Editorial: Special Issue on Hybrid Human–Artificial Intelligence for Social Computing

T HE unprecedented development of the Internet of Things (IoT), artificial intelligence (AI), and Big Data has stimulated a boom of social networks such as Twitter, WeChat, Facebook, etc., generating a huge amount of social data that are worth further analysis. Social computing has an important focus on mining the deep relationships between social organizations, networks, and media. The increasing volumes and complexities make big social data mining more and more difficult. Hybrid Human–Artificial Intelligence (H-AI) is an approach combining both human intelligence and AI, so as to handle demanding problems in a harmonious way. By adopting H-AI in social computing, it would provide more possibilities for social data analysis, relationship discovery, outlier detection, and prediction, and is proving to be an emerging and promising direction for AI and big data research.

Along with the overwhelming advances of information technologies, particularly the rapid improvements of computer networks and social complexities, social computing emerges as a novel computing paradigm that concentrates on the interrelationships among humans, organizations, and social systems [items 1) and 2) in the Appendix]. Broadly speaking, social computing refers to computing theories and techniques oriented to social sciences, which is coupled with various social behaviors, organizations, and media. Due to unprecedented developments of Internet and web technologies, social computing is expanded tremendously to a cross-disciplinary area with wide applications in online communities, interactive entertainments, business, and public sectors [items 3) and 4) in the Appendix]. A large number of new social applications and services facilitating data collection and generation are emerging, where users become data consumers and producers at the same time.

There is an increasing accumulation of massive social data from blogs, wikis, multiplayer games, video streaming communities, and other social media tools. This becomes very challenging due to the volumes and complexities of these social big data. Although artificial intelligence (AI) can play very important roles in processing large-scale data, it is far inferior to humans in terms of cognition, understanding, and reasoning, particularly when dealing with human-centric social data. In order to meet the challenges of mining the complex social big data, especially hidden information such as social sense behind the social data, combining human intelligence and AI together [item 5) in the Appendix] becomes a natural choice.

Digital Object Identifier 10.1109/TCSS.2021.3049702

Hybrid human-artificial intelligence (H-AI) is an approach combining both advantages of human intelligence and AI, so as to achieve collaborations in a harmonious way. The shortcomings of standalone AI in social computing will be mitigated by H-AI as humans can be helpers by interacting and collaborating with AI systems or machines. With the introduction of human intervention, H-AI paves a new way for processing incomplete, inaccurate, and unstructured data, which assist a lot in improving the performance of social data mining and analysis, such as behavior recognition, intention prediction, and so on, so as to avoid potential mistakes that AI may make when working alone. It could not only realize the efficient analysis for large-scale social data with AI algorithms but also make the most reasonable decisions referring to human wisdom of cognition, intuition, and inference. The H-AI for social computing would be an interesting topic and is worth further study.

Coupling H-AI in social computing is still in its infancy, and it is significant to explore more about fundamental theories, underpinning techniques, potential applications, etc. In addition, issues regarding the combination of humans and AI in social computing such as the collaboration mechanisms, the appropriate optimization as well as the security and privacy also need to be further discussed. Important research directions include the following:

- H-AI for social computing theories, models, and architectures;
- H-AI for social network analysis/mining, behavior modeling;
- H-AI in information diffusion, social contagion, and opinion formation;
- coexistence and coevolution of H-AI and social computing;
- 5) H-AI social network analysis and modeling;
- security and privacy issues in H-AI social computing systems;
- 7) novel applications of H-AI for social computing.

WHAT DO WE COVER IN THIS SPECIAL ISSUE?

In this special issue, 12 articles have been accepted which represent the most recent research of H-AI for social computing. There are six articles concentrating on social data analysis and mining, particularly in events or outlier detection and prediction. Two articles are related to public opinion and topic representation in social networks, which focus on the social opinion transmitting and evolution via different networks. Another two articles propose some relative privacy

2329-924X © 2021 IEEE. Personal use is permitted, but republication/redistribution requires IEEE permission. See https://www.ieee.org/publications/rights/index.html for more information.

preservation mechanisms so as to guarantee the safety of social networks. In addition, there is one article emphasizing the protocol innovation in H-AI systems with the case of competitive crowdsourcing, and one providing a big data platform that could achieve functions like social data collection, saturation, visualization, and analysis.

The social data, generated by various organizations, networks, and media, are full of information and knowledge that need to be discovered and analyzed, thus innovative techniques are being developed for applications such as trend prediction, state monitoring, behavior discovery, and outlier detection. Raj et al., in their article "Information granulationbased community detection for social networks," design an algorithm of granular-based community detection (GBCD) to detect communities in online social networks. Yu et al. have an interesting work on "Detecting outlier patterns with querybased artificially generated searching conditions," which aims at detecting the outlier behaviors in social networks, equipped with intelligent users' queries. Another article by Jiang et al., "Computational experimental study on social organization behavior prediction problems," provides a detailed comparison between four typical cost-sensitive learning methods in organizational behavior prediction. Zhang et al., in their article "A bisubmodular approach to event detection and prediction in multivariate social graphs," propose a framework of multivariate anomalous subgraph scanning for detecting and predicting anomalous in multivariate social graphs. The article "Deep correlation mining based on hierarchical hybrid networks for heterogeneous big data recommendations," by Zhou et al., focuses on deep correlation mining and detection in hierarchical hybrid networks and was evaluated with recommending related papers and researchers. The article by Zhu et al. "ArvaNET: Deep recurrent architecture for PPGbased negative mental-state monitoring" proposes an attentive deep recurrent architecture so as to monitor social mental states, which can complement existing emotional and mental states recognition.

Analyzing and mining social opinions and public topics are significant in social media and social networks, which would have influential impacts on decision making. For example, decision makers need to investigate and analyze different opinions on existing products, services, promotion, etc., so as to make the most appropriate strategies. Han et al., in their article "A topic representation model for online social networks based on hybrid human-artificial intelligence," design a model for topic representation on the basis of H-AI in which humans would help modify the representation words with their cognition. Liu et al. propose an innovative cellular automata in their article "POCA4SD: A public opinion cellular automata for situation deduction," which could simulate the life cycle of opinions in social networks, ranging from its generation, evolution, to final stage. "Suicidal ideation detection: A review of machine learning methods and applications" by Ji *et al.* gives a comprehensive research on how to tackle the tricky problem of suicidal ideation detection using AI techniques.

Since social network provides a mode of extensive connection, information can be shared and transmitted with each other, which leads to security and privacy issues such as sensitive information disclosure. Lin et al., in their article "Location-aware service recommendations with privacypreservation in the Internet of Things," design a locationaware recommendation approach with privacy-preservation. Gati et al., in the article "Differentially private tensor deep computation for cyber-physical-social systems," introduce a deep private tensor autoencoder for cyber-physical-social systems with strong security and privacy capabilities. In addition, the article "Extortion and cooperation in rating protocol design for competitive crowdsourcing," by Lu et al., pays attention to the dilemma of free-ride and attack in competitive crowdsourcing, one of the popular aspect in H-AI, and develops an efficient rating protocol with binary ratings and differential pricing. The article titled "A scalable platform to collect, store, visualize, and analyze data in real time" by Mendhe et al. demonstrates a social platform which supports social data collection, saturation, visualization, and analysis, and is proved to be compatible and scalable with any topics.

Social computing provides the possibilities to mine and analyze more information from existing social networks, organizations, and media, while H-AI complements a lot in social computing by combining advantages of humans intelligence and AI. We do firmly believe H-AI is worth further studies.

ACKNOWLEDGMENT

This special issue would not have been possible without the support of Fei-Yue Wang, past Editor-in-Chief of IEEE TRANSACTIONS ON COMPUTATIONAL SOCIAL SYSTEMS; colleagues from the IEEE Systems, Man, and Cybernetics Society and the IEEE Computer Society; and all reviewers involved the review process.

> WEISHAN ZHANG Department of Intelligence Science China University of Petroleum Qingdao 266580, China e-mail: zhangws@upc.edu.cn

HUANSHENG NING

School of Computer and Communication Engineering University of Science and Technology Beijing Beijing 100083, China e-mail: ninghuansheng@ustb.edu.cn

Lu Liu

Department of Informatics University of Leicester Leicester LE1 7RH, U.K. e-mail: 1.liu@leicester.ac.uk

QUN JIN

Networked Information Systems Laboratory Department of Human Informatics and Cognitive Sciences Faculty of Human Sciences Waseda University Tokyo 169-8050, Japan e-mail: jin@waseda.jp VINCENZO PIURI Department of Computer Engineering University of Milan 20122 Milan, Italy e-mail: vincenzo.piuri@unimi.it

Appendix

- D. C. Dryer, C. Eisbach, and W. S. Ark, "At what cost pervasive? A social computing view of mobile computing systems," *IBM Syst. J.*, vol. 38, no. 4, pp. 652–676, Dec. 1999.

- 2) J. Riedl, "The promise and peril of social computing," *Computer*, vol. 44, no. 1, pp. 93–95, Jan. 2011.
- F.-Y. Wang, K. M. Carley, D. Zeng, and W. Mao, "Social computing: From social informatics to social intelligence," *IEEE Intell. Syst.*, vol. 22, no. 2, pp. 79–83, Mar. 2007.
- W. Zhang, Q. Jin, and D. E. Baz, "Enabling the social Internet of Things and social cloud," *IEEE Cloud Comput.*, vol. 2, no. 6, pp. 6–9, Nov. 2015, doi: 10.1109/MCC.2015.112.
- 5) Z. Akata *et al.*, "A research agenda for hybrid intelligence: Augmenting human intellect with collaborative, adaptive, responsible, and explainable artificial intelligence," *Computer*, vol. 53, no. 8, pp. 18–28, Aug. 2020.

Weishan Zhang received the B.S. and Ph.D. degrees from Northwestern Polytechnical University, Xi'an, China, in 1993 and 2001, respectively.

He was a Postdoctoral Researcher with the National University of Singapore, Singapore, from 2001 to 2003; a Visiting Scholar with Carleton University, Ottawa, ON, Canada, from 2006 to 2007; and an Associate Professor/a Senior Researcher with Aarhus University, Aarhus, Denmark. He is currently with the Department of Intelligence Science, China University of Petroleum, Qingdao, China. He is also the Director of the Big Data Intelligent Processing Team. He has authored more than 100 papers in journals and at international conferences. His current research interests include big data processing, artificial intelligence, and middleware for the Internet of Things.



Huansheng Ning (Senior Member, IEEE) received the B.S. degree from Anhui University, Hefei, China, in 1996, and the Ph.D. degree from Beihang University, Beijing, China, in 2001.

He is currently a Professor and the Vice Dean with the School of Computer and Communication Engineering, University of Science and Technology Beijing; and the Founder and the Principal at the Cybermatics and Cyberspace International Science and Technology Cooperation Base. He has authored 6 books and over 180 papers in journals and at international conferences/workshops. His current research interests include the Internet of Things, cyberphysical social systems, and cyberspace data and intelligence.

Dr. Ning was elected as a Fellow of IET in 2018. He was an Associate Editor of IEEE SYSTEMS JOURNAL from 2013 to 2020. He has been the Steering Committee Member and the Area Editor of IEEE INTERNET OF THINGS JOURNAL since 2018 and 2020, respectively. He was the host of the 2013 IEEE Cybrmatics Congress and the 2015 IEEE Smart World Congress. His awards include the IEEE Computer Society Meritorious Service Award and the

IEEE Computer Society Golden Core Member Award.



Lu Liu received the M.Sc. degree in data communication systems from Brunel University, Uxbridge, U.K., in 2003, and the Ph.D. degree from the University of Surrey, Guildford, U.K., in 2008.

He is currently the Head of the Department of Informatics and a Professor of informatics with the University of Leicester, UK. His research interests are in areas of data analytics, cloud computing, service computing, distributed systems, and the Internet of Things. He has secured many research projects that are supported by U.K. research councils, BIS, Innovate U.K., the British Council, and leading U.K. industries. He has over 200 scientific publications in reputable journals, academic books, and international conferences.

Dr. Liu is a Fellow of the British Computer Society (BCS). He received the Vice-Chancellor's Award for Excellence in Doctoral Supervision in 2018 and the BCL Faculty Research Award in 2012. He was recognized as a Promising Researcher by the University of Derby in 2011. He was a recipient of five best paper awards from international conferences and was invited

to deliver five keynote speeches at international conferences and workshops. He also serves as an editorial board member for 6 international journals and the guest editor for 12 international journals. He has chaired over 30 international conferences/workshops and presently or formerly serves as a program committee member for over 60 international conferences and workshops.



Qun Jin (Senior Member, IEEE) is currently a Professor with the Networked Information Systems Laboratory, Department of Human Informatics and Cognitive Sciences, Faculty of Human Sciences, Waseda University, Tokyo, Japan. He is also the Dean of the Graduate School of Human Sciences. He has been extensively engaged in research works in the fields of computer science, information systems, and social and human informatics. His recent research interests include human-centric social computing, behavior and cognitive informatics, big data, personal analytics and individual modeling, intelligence computing, blockchain, cybersecurity, cyberenabled applications in healthcare, and computing for well-being.

Prof. Jin is a Senior Member of the Association of Computing Machinery (ACM) and the Information Processing Society of Japan (IPSJ). He is a Foreign Member of the Engineering Academy of Japan (EAJ).



Vincenzo Piuri (Fellow, IEEE) has been a Full Professor in computer engineering with the University of Milan, Milan, Italy, since 2000. He has been an Associate Professor with the Politecnico di Milano, Milan; and a Visiting Professor with The University of Texas at Austin, Austin, TX, USA, and George Mason University, Fairfax, VA, USA. He is an Honorary Professor at Obuda University, Budapest, Hungary; Guangdong University of Petrochemical Technology, Maoming, China; Northeastern University, Shenyang, China; the Muroran Institute of Technology, Muroran, Japan; and Amity University, Noida, India. His main research interests are artificial intelligence, computational intelligence, intelligent systems, machine learning, pattern analysis and recognition, signal and image processing, biometrics, intelligent measurement systems, industrial applications, digital processing architectures, fault tolerance, dependability, and cloud computing infrastructures. Original results have been published in more than 400 papers in international journals, proceedings of international conferences, books, and book chapters.

Prof. Piuri received the IEEE Instrumentation and Measurement Society Technical Award in 2002. He is a Distinguished Scientist of the Association of Computing Machinery (ACM) and a Senior Member of INNS. He has been the Vice President for Technical Activities in 2015 and the Director of IEEE, the President of the IEEE Computational Intelligence Society, the Vice President for Education of the IEEE Biometrics Council, the Vice President for Publications of the IEEE Instrumentation and Measurement Society and the IEEE Systems Council, and the Vice President for Membership of the IEEE Computational Intelligence Society. He has been an Associate Editor of IEEE TRANSACTIONS ON COMPUTERS, IEEE TRANSACTIONS ON NEURAL NETWORKS, and IEEE TRANSACTIONS ON INSTRUMENTATION AND MEASUREMENT. He was the Editor-in-Chief of IEEE Systems JOURNAL from 2013 to 2019 and is an Associate Editor of IEEE TRANSACTIONS ON CLOUD COMPUTING and IEEE ACCESS.