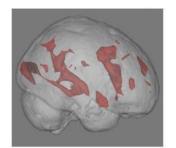
# Data and Society Resources and Dangers and Opportunities

#### Kenneth W. Regan

(Includes material from Kenny A. Joseph and some other past CSE199 units.)

CSE199, Fall 2024

#### Main Problem...



THIS IS YOUR BRAIN





(Brain scan source, 1987 PSA source)

Data and Society

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- How does that compare (in speed and mass) to "Memes" and viral content today?

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- Even nearer term: Elon Musk's **Neuralink** brain implant as used to play chess.

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- Dystopian sci-fi: humanity forced to rely on a giant machine regulating an underground biosphere and all aspects of life.
- Actual reality: the July 19, 2024 CrowdStrike Crash.



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- Datasets from the past have large racial and socioeconomic biases.

# The Ocean of Language Information Data

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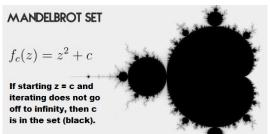
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- Whether the info and inferences are **true** is secondary!

# Outline For Remaining Lectures

- Some further remarks about Data as time allows in this lecture.
- <sup>2</sup> Our Global Data Village
- 3 Data Analytics, Search, and AI
- 4 AI, continued—Project Ideas
- 5 Societal Computing and Fairness
- 6 Synthesis.

Data and Society

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- The Internet Archive Wayback Machine has indexed over 866 billion webpages.

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But for many users, where it lives virtually is in the Cloud.

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- Many data centers are augmented with server farms to do the processing.



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- Doing so front-loads material for both this week's activity and next week's homework.

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- Poker is a zero-sum game of **imperfect information**—you don't know what cards others have.
- Rock-Paper-Scissors is a simpler example with *simultaneous play*.
- Describable as a **single-matrix game** like so:

You $\backslash$ Oppt.	Rock	Paper	Scissors
Rock	0	-1	1
Paper	1	0	-1
Scissors	-1	1	0

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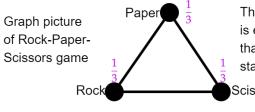
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- But since this is a **fair game**, you can't expect to win either.



The optimal random strategy is effected by a random walk that includes the option of staying on your current node.

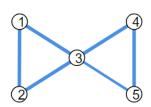
Scissors

#### Another Single-Matrix Game

Imagine hunting a polar bear on ice floes in Arctic fog. When fog lifts:

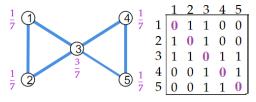
- If hunter and bear are on adjacent floes, hunter shoots bear:  $\rightarrow +1$ .
- If the bear is 2 or more floe-jumps away, the hunter misses:  $\rightarrow$  0.
- If they find themselves on the same floe,  $\rightarrow$ ?.

The network of adjacent floes can be represented as both a discrete graph and a matrix. Here is a picture of the game when five floes are arranged in a "bowtie" pattern:

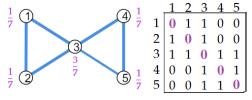


You \ Bear	1	2	3	4	5
1	?	1	1	0	0
2	1	?	1	0	0
3	1	1	?	1	1
4	0	0	1	?	1
5	0	0	1	1	?

If ? = 0 then the hunter achieves **expected value**  $v = \frac{4}{7}$  by adopting the randomized strategy shown.



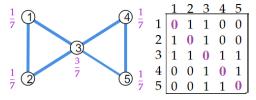
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The "same" strategy by the bear assures losing no worse than  $v = \frac{4}{7}$ .

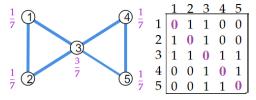
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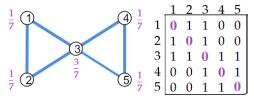
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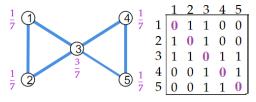
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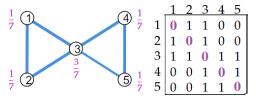
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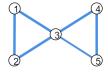
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- Weird answer:  $3 \frac{16}{7 \sqrt{17}} = -2.56155...$
- If ? = -1 then  $v = \frac{1}{3}$  and both hunter and bear play (3) one-third of the time—same frequency as in a **random walk** of the graph.

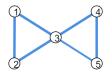
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3	1	1	0.5	1	1
4	-0.5	-0.5	1	0.5	1
5	-0.5	-0.5	1	1	0.5



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3	-1			-1	-1
4	-0.5	-0.5	-1	3	-1
5	-0.5	-0.5	-1	-1	3

Change the same-floe case to be: bear knocks the gun away but raids the hunter's lunch for +3 value rather than kill em. Meanwhile the hunter videos the bear, for +0.5 value. And in the two-floes-away case, let's penalize both of them -0.5, for missing and being inadvisably close. Now we need a separate **payoff matrix** for each:

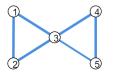
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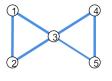
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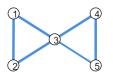
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- You will play a simpler(?) example game in recitations.

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- Internet Search is a solitaire game where the payoff to you is the non-quantified usefulness of the found pages to you.

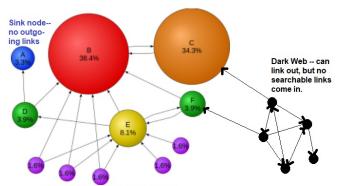
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Re-accessible source nodes (violet)

Data and Society

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And what about north of the Black Sea?

NOAA (picture of Hurricane Fiona in 2022)



Note the error bars around the forecasted track.

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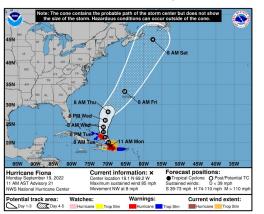
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- Part of **OSINT**: Open-Source Intelligence.)

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- Reports of lost pets in Springfield coming now—more than usual?



Data and Society

### Other Internet "Truther"-to-Truthiness-to-Truth

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  - In 2017 it passed my filters and those of some organizations that have since taken it down.

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- Look at all these public datasets!

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- (Silly new example of correlation-versus-causation: do the KC Chiefs lose when Taylor Swift isn't at the game? Madden '24)

# Data, Metadata, and Privacy

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E.g. time and duration (and recipient??) of cell phone calls. [Discuss 2010 French chess cheating case and civil vs. criminal law.]

• Major controversy over gathering metadata by law enforcement and intelligence.

• Many databases allow public access to "aggregates" such as mean, median, max, min, "90th percentile" values.

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- Has been a special research topic at UB CSE.

Data and Society

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- For misuse of Bram Cohen's BitTorrent—not so clear. Cut deal in 2005 with Motion Picture Association of America to follow DMCA.