

# Web Information Systems @ **TU**Delft

Delft University of Technology



**Sparrows and Owls:  
Characterisation of Expert Behaviour  
in StackOverflow**

**Jie Yang, Alessandro Bozzon**  
Ke Tao, Geert-Jan Houben

# OUTLINE

---

- **Expertise in Social Networking Systems**
  - Need and Challenges
- **Expertise Identification**
  - Expertise Metric
- **Expertise Characterisation**
  - Contribution
  - Preference
  - Temporal Evolution

# OUTLINE

---

- **Expertise in Social Networking Systems**
  - Need and Challenges
- **Expertise Identification**
  - Expertise Metric
- **Expertise Characterisation**
  - Contribution
  - Preference
  - Temporal Evolution



# EXPERTISE AS A USER PROPERTY



Sentiment

Culture

Personality

Location



## Expertise

Quora



stackoverflow

# Why Expertise

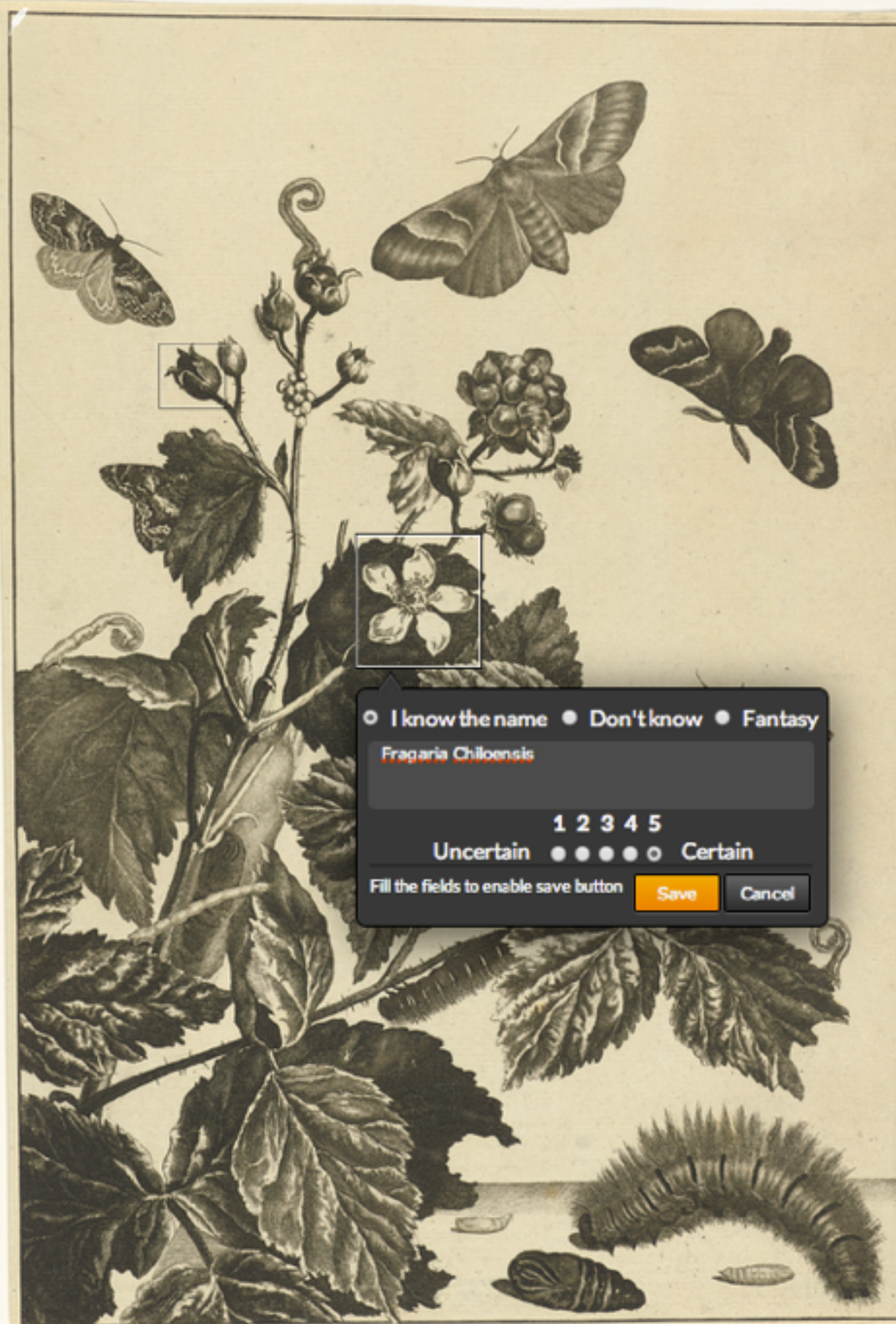
A close-up photograph of a person's face, focusing on their eyes which are looking through a pair of black binoculars. The person has dark hair and is wearing a pink shirt. A silver metal watch is visible on their left wrist. The background is a blurred natural landscape with green foliage and a body of water under a blue sky.

## **APPLICATIONS**

- **Expert finding system**
- **Knowledge Intensive Task**
  - **Recommendation**
  - **Sourcing**



[Click for the full-size image](#)



How many FLOWERS are in this image?\*

10

① Count every flower and flower bud you see on the image.  
Click for the full-size image if needed.

Tag each individual FLOWER by drawing a bounding box around it.

① For each box fill in the fields of the popup.

Number of bounding boxes: 2

For how many of the FLOWERS you identified on this image did you provide a FLOWER NAME?\*

- ☐ 0  
☐ 1  
☐ 2  
☐ 3  
☐ 4  
☐ 5  
☒ 6  
☐ More

Please provide a reference on how you got the answer to these questions\*

Describe the search strategy you used, or the website you used to find the flower name, or the reason you already knew the names of the flowers.

## All Questions

[newest](#)
[446](#)
[featured](#)
[frequent](#)
[votes](#)
[active](#)
[unanswered](#)

# 7,488,117

questions

Communities Bulletin

8006

votes

9

answers

442k views

### Why is processing a sorted array faster than an unsorted array?

Here is a piece of C++ code that seems very peculiar. For some strange reason, sorting the data miraculously makes the code almost six times faster: `#include <algorithm> #include <ctime> ...`

java

c++

performance

optimization

branch-prediction

asked Jun 27 '12 at 13:51



GManNickG

152k • 19 • 258 • 39

Domain specific

Highly active

Engagement:  
"Reputation"

53

votes

22

answers

784k views

git

git-rewrite-history

4643

votes

25

answers

1.3m views

### Undo the last Git commit?

I accidentally added the wrong directory to my commit. How can I undo the last commit?

git

asked Jun 27 '12 at 13:51  
Peter Mortensen

### Jobs near you

.NET Web Developer

Clipster

Breda, Netherlands

asp.net

c#

# Why StackOverflow

# ACTIVENESS = EXPERTISE?

- Existing Metrics
  - #answers
  - reputation (mostly got from voting's for answers)
  - Zscore (#answers-#questions)

**All biased to user activeness**



# ACTIVENESS VS. EXPERTISE

## A Motivating Example

According to #votes

Activeness of an answerer

Question: C# to C++ 'Gotchas'

Rank 1

C++ has so many gotchas...

2 answers

Rank 2

Garbage Collections!

26 answers

Rank 3

There are a lot of differences

175 answers

...

...

Rank 14

The following isn't meant...

24 answers

**Best answer is provided by an inactive user**

# OUTLINE

---

- **Expertise in Social Networking Systems**
  - Need and Challenges
- **Expertise Identification**
  - Expertise Metric
- **Expertise Characterisation**
  - Contribution
  - Preference of Experts
  - Temporal Evolution

# DATASET

Retrieved at September 2013

- Global: 5.6M questions, 10.3M answers, 2.3M users
- Topic C# related
  - 472K questions, 1M answers, 117K answerers
  - #answers per question:  $2.27 \pm 1.74$
  - #answers per user:  $9.15 \pm 76.66$ . (Power Law)



# EXPERTISE METRIC: MEAN EXPERTISE CONTRIBUTION (MEC)

what to consider

- Answer Utility
  - $1/(\text{rank position})$  of an answer
  - measure the usefulness of answer to a question.
- Question Debatableness
  - #answers to a question
  - consider difficulty of the question

# MEAN EXPERTISE METRIC

Factor1: Answer Utility

$$\text{MEC}_{u,t} = \frac{1}{|Q_t^u|} \sum_{\forall q_i \in Q_{u,t}} \mathcal{AU}(u, q_i) \times \frac{\mathcal{D}(q_i)}{\mathcal{D}_t^{\text{avg}}}$$

Answer Utility = 1/2

Question: C# to C++ 'Gotchas'

Rank 1

C++ has so many gotchas...

2 answers

Rank 2

Garbage Collections!

26 answers

Rank 3

There are a lot of differences

175 answers

...

...

Rank 14

The following isn't meant...

24 answers

# MEAN EXPERTISE CONTRIBUTION

Factor2: Question Debatableness

$$\text{MEC}_{u,t} = \frac{1}{|Q_t^u|} \sum_{\forall q_i \in Q_{u,t}} \mathcal{AU}(u, q_i) \cdot \frac{\mathcal{D}(q_i)}{\mathcal{D}_t^{\text{avg}}}$$

Debatableness = 14

Question: C# to C++ 'Gotchas'

Rank 1

C++ has so many gotchas...

2 answers

Rank 2

Garbage Collections!

26 answers

Rank 3

There are a lot of differences

175 answers

...

...

Rank 14

The following isn't meant...

24 answers



# MEAN EXPERTISE CONTRIBUTION

Overall metric

$$\text{MEC}_{u,t} = \frac{1}{|Q_t^u|} \sum_{\forall q_i \in Q_{u,t}} \boxed{AU(u, q_i) * \frac{\mathcal{D}(q_i)}{\mathcal{D}_t^{\text{ava}}}}$$

Answer Utility \* Debatableness = 7

Question: C# to C++ 'Gotchas'

Rank 1

C++ has so many gotchas...

2 answers

Rank 2

Garbage Collections!

26 answers

Rank 3

There are a lot of differences

175 answers

...

...

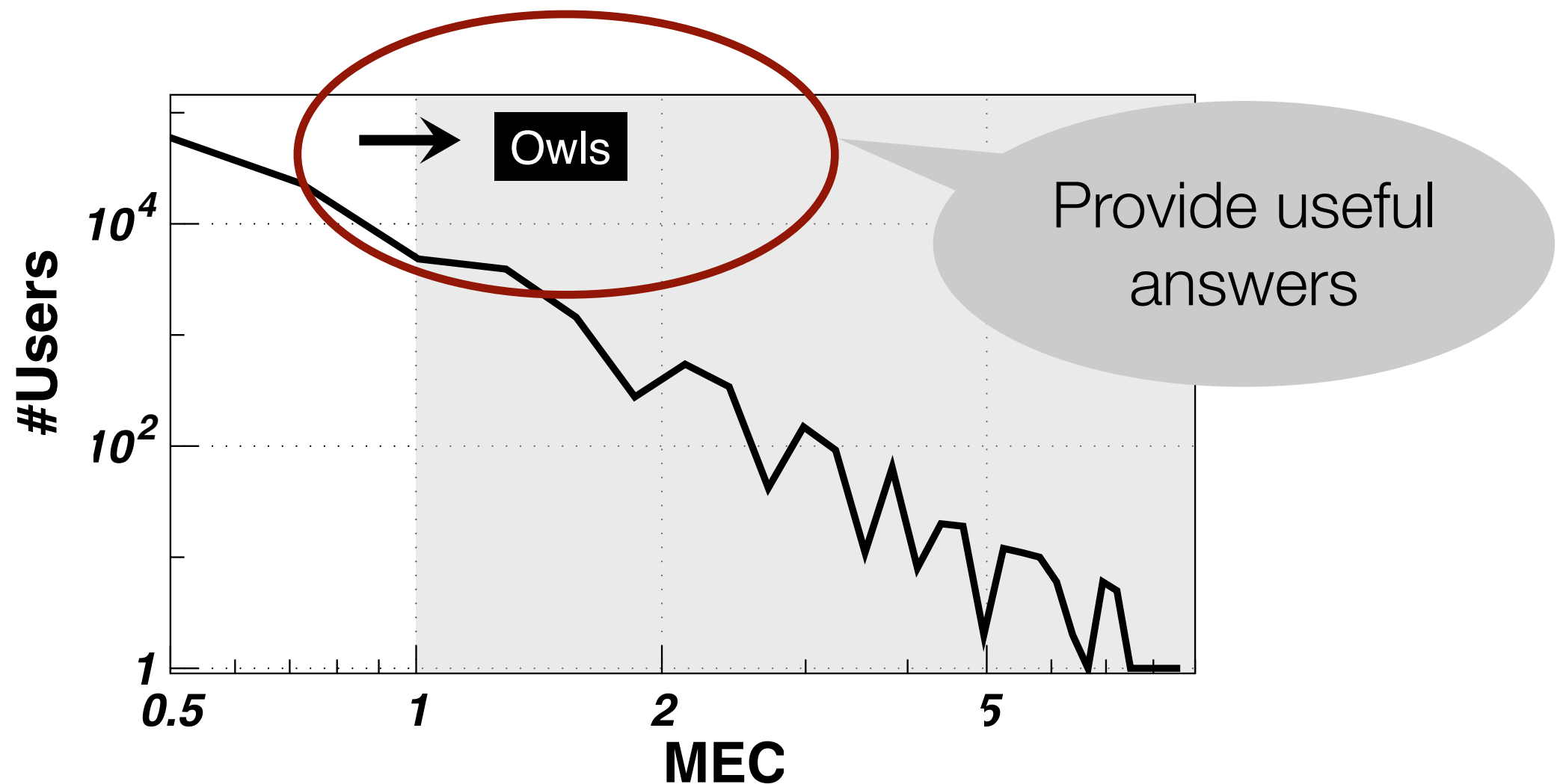
Rank 14

The following isn't meant...

24 answers

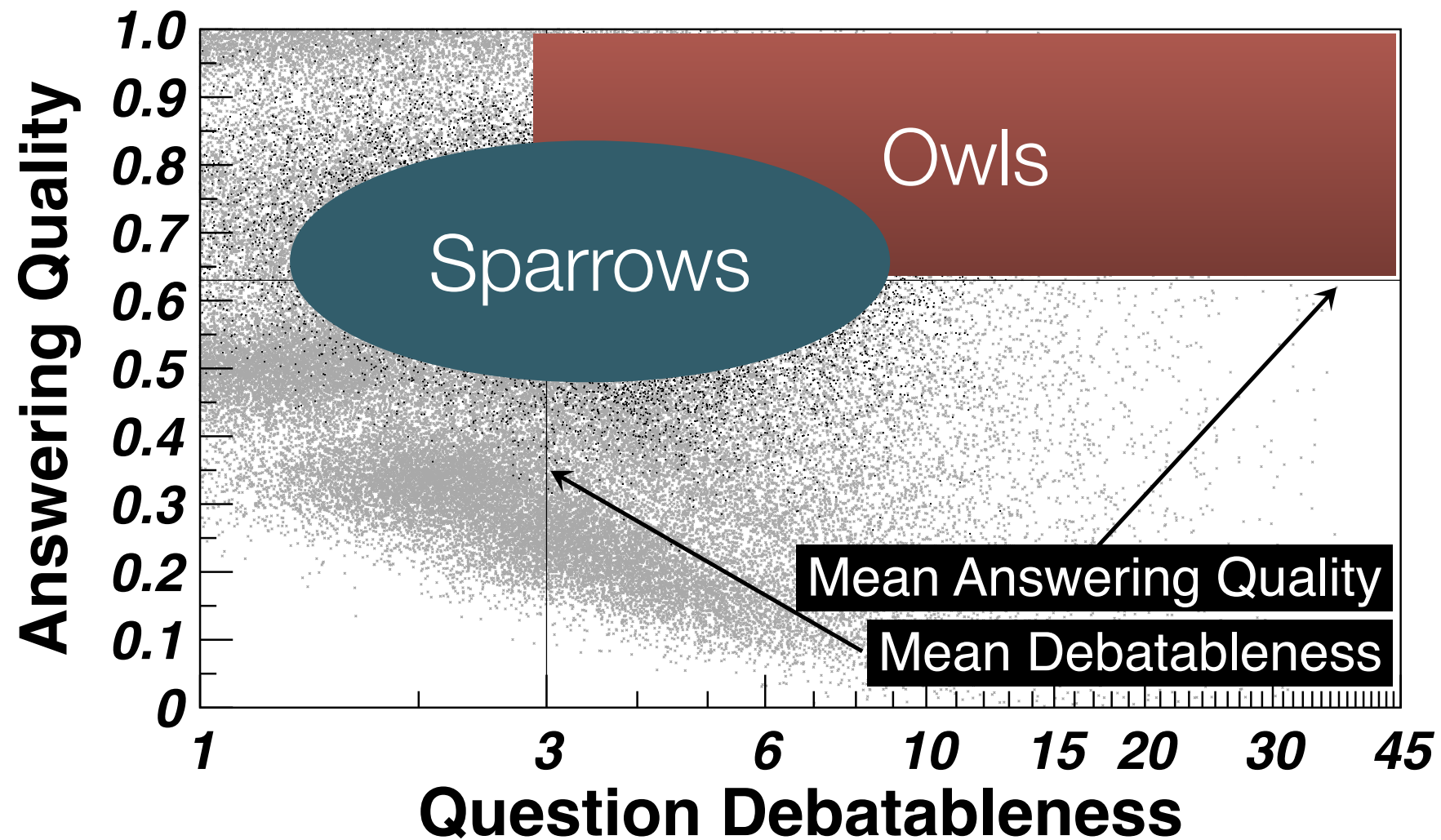
# POWER LAW DISTRIBUTION OF MEC

Just like other statistics in StackOverflow



A small number of users have high MEC (provide useful answers), while others do not.

**Owls: MEC  $\geq 1$**   
**Sparrows: #answers  $\geq 10$**   
**Both important!**



**Sparrows and Owls**  
**9.9% Overlapping**



# OUTLINE

---

- **Expertise in Social Networking Systems**
  - Need and Challenges
- **Expertise Identification**
  - Expertise Metric
- **Expertise Characterisation**
  - Contribution
  - Preference
  - Temporal Evolution

# A COMPARATIVE STUDY

## 3 Research Questions

**RQ1. How do CONTRIBUTIONS from Sparrows and Owls differ?**

**RQ2. Do Sparrows and Owls show different PREFERENCES in knowledge creation?**

**RQ3. Are INCENTIVISING mechanism equally effective on sparrows and owls?**

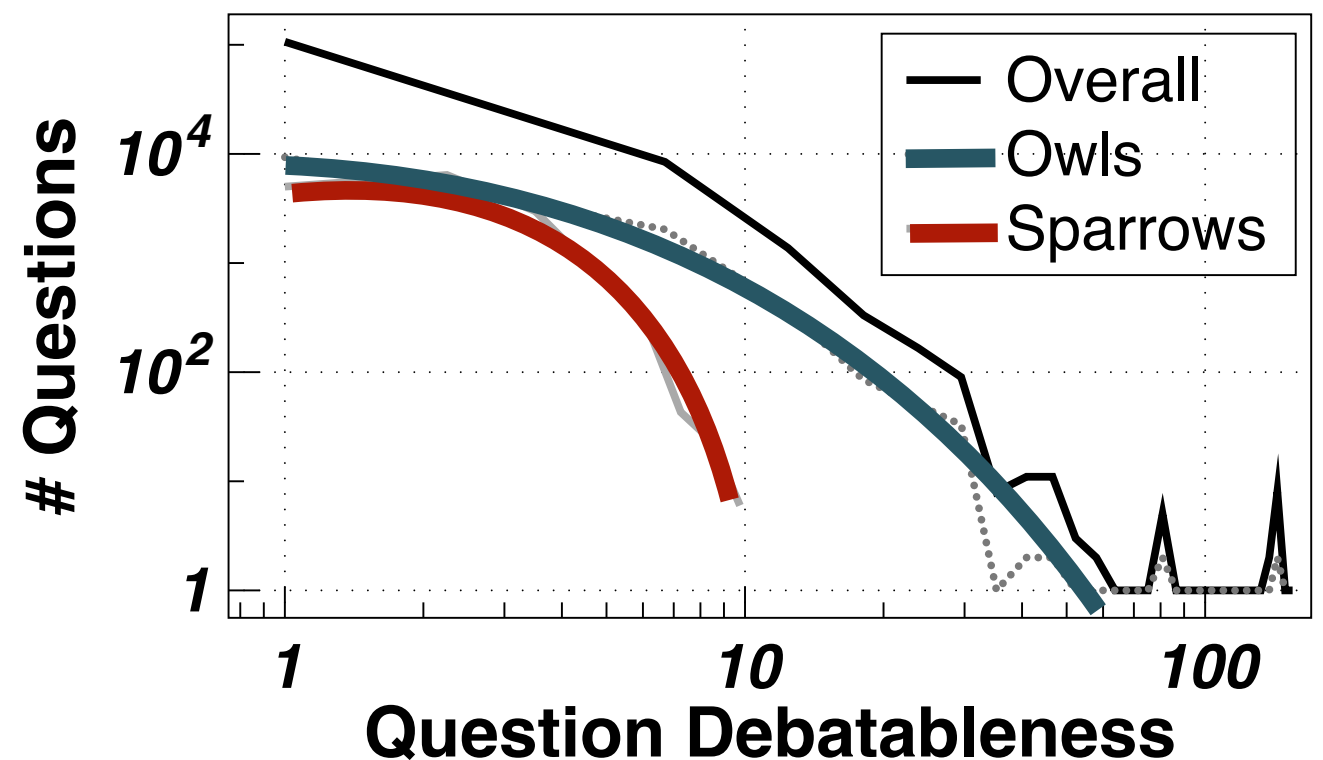
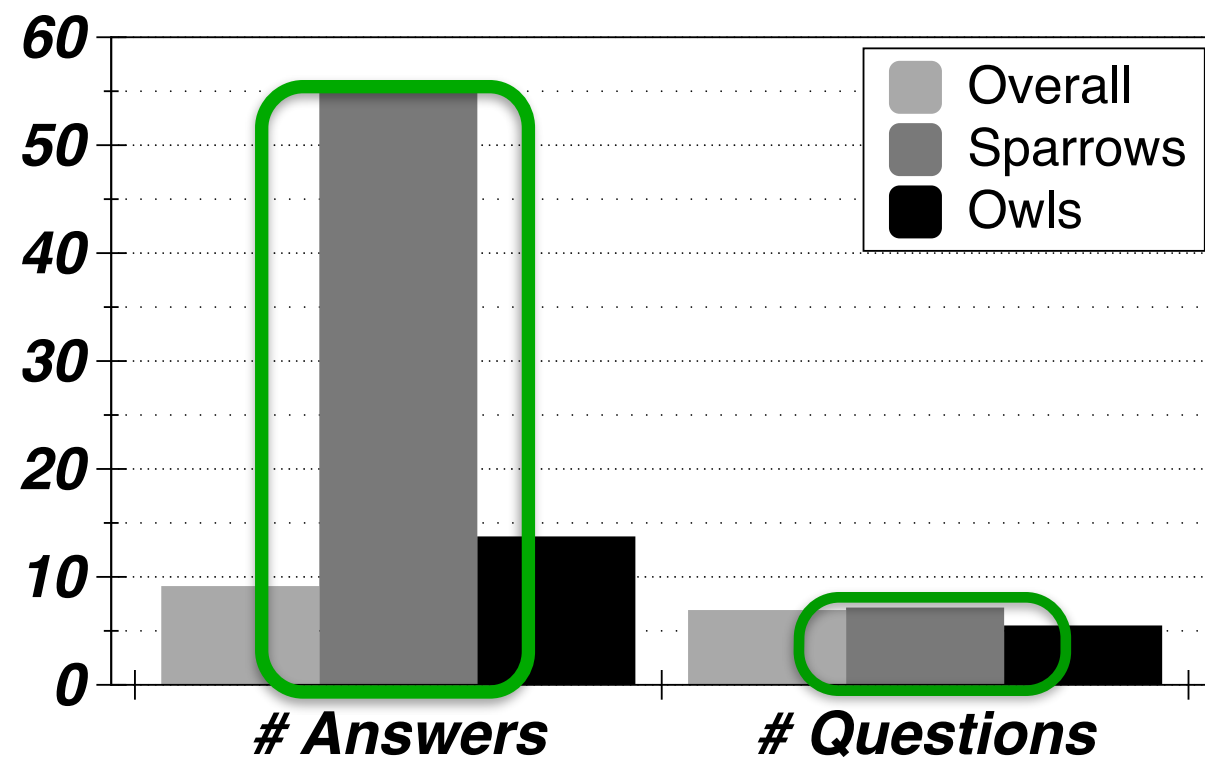


**RQ1. How do CONTRIBUTIONS from Sparrows and Owls differ?**



# PARTICIPATION ACTIVENESS

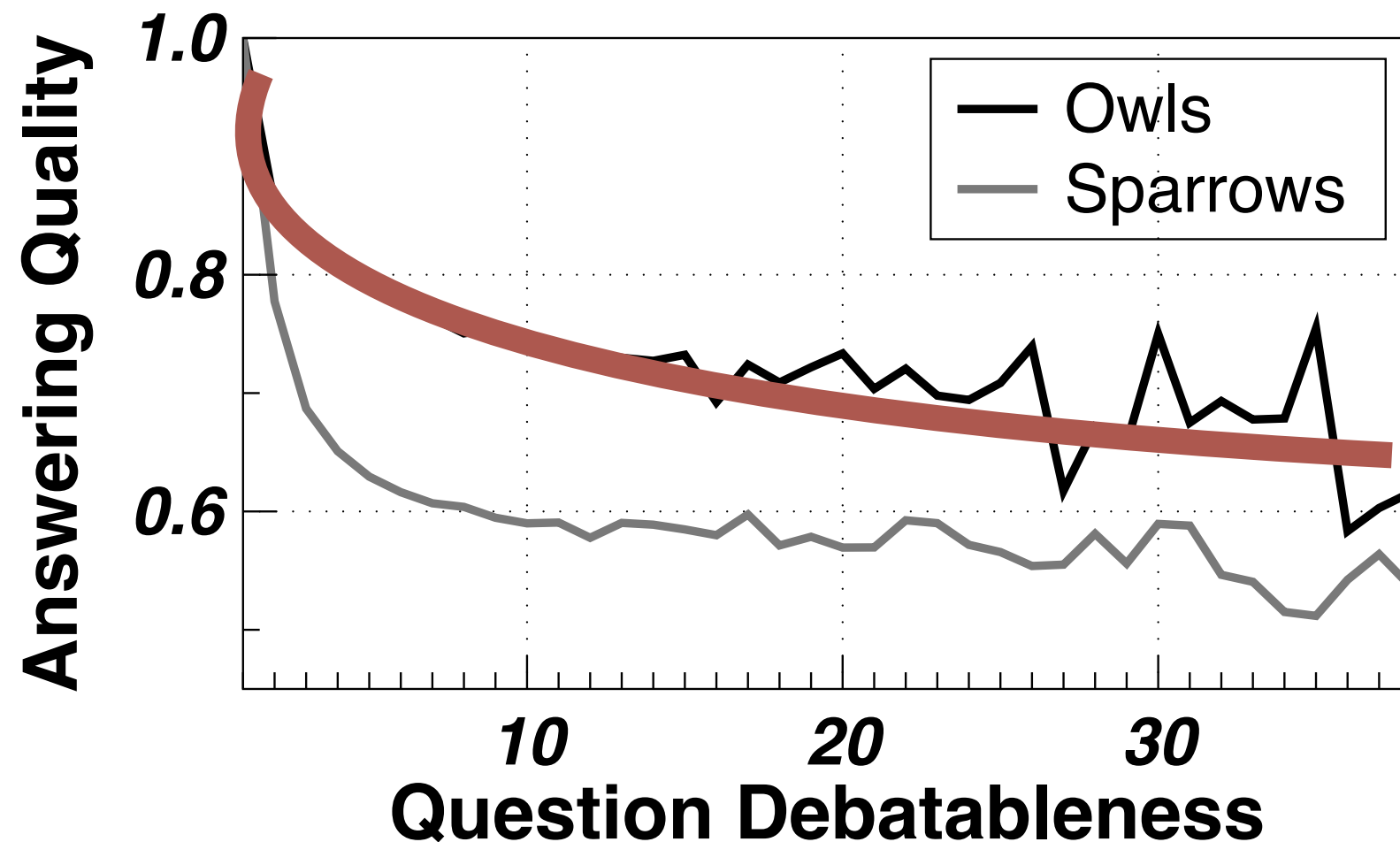
#question, answers, distribution of debatableness of the questions they answer to



Sparrows answer much more, and more selective in answering less debatable questions.

# ANSWERING QUALITY

Relative ranking of answers.



Owls give better answers than Sparrows for questions of all different debatableness.

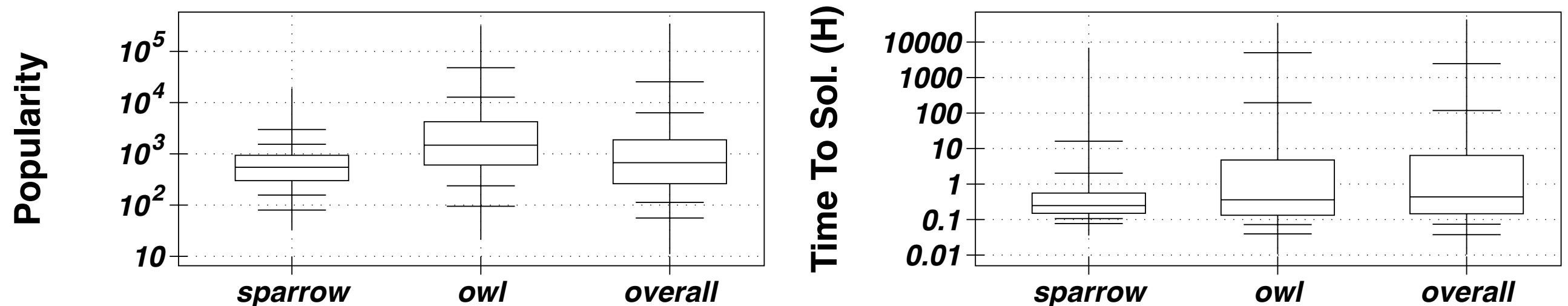


**RQ2. Do Sparrows and Owls  
show different PREFERENCES in knowledge creation?**

# QUESTIONS THEY ANSWER TO

Popularity = #views

Difficulty = Time to Solution =  $T_{\text{accept}} - T_{\text{post}}$



Owls ANSWER to questions that are more popular, and more difficult.

Similarly: Owls POST questions that are more popular, and more difficult.

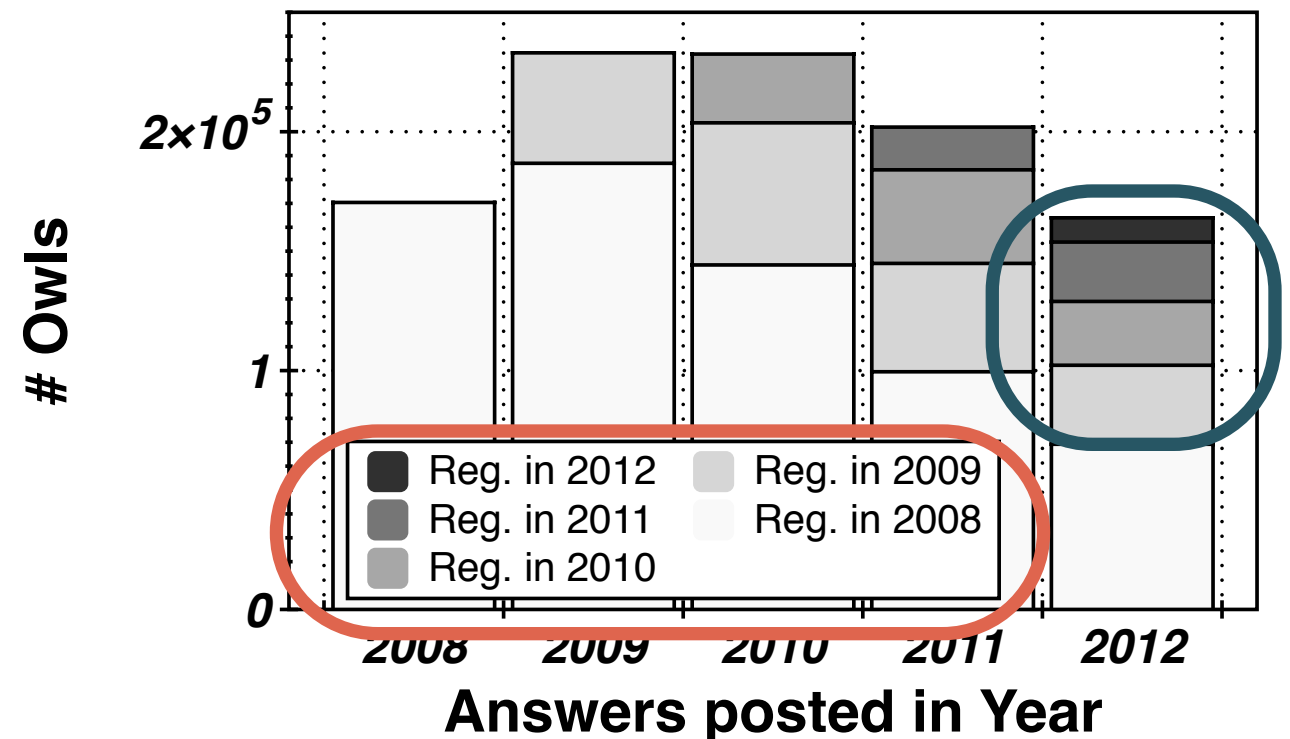
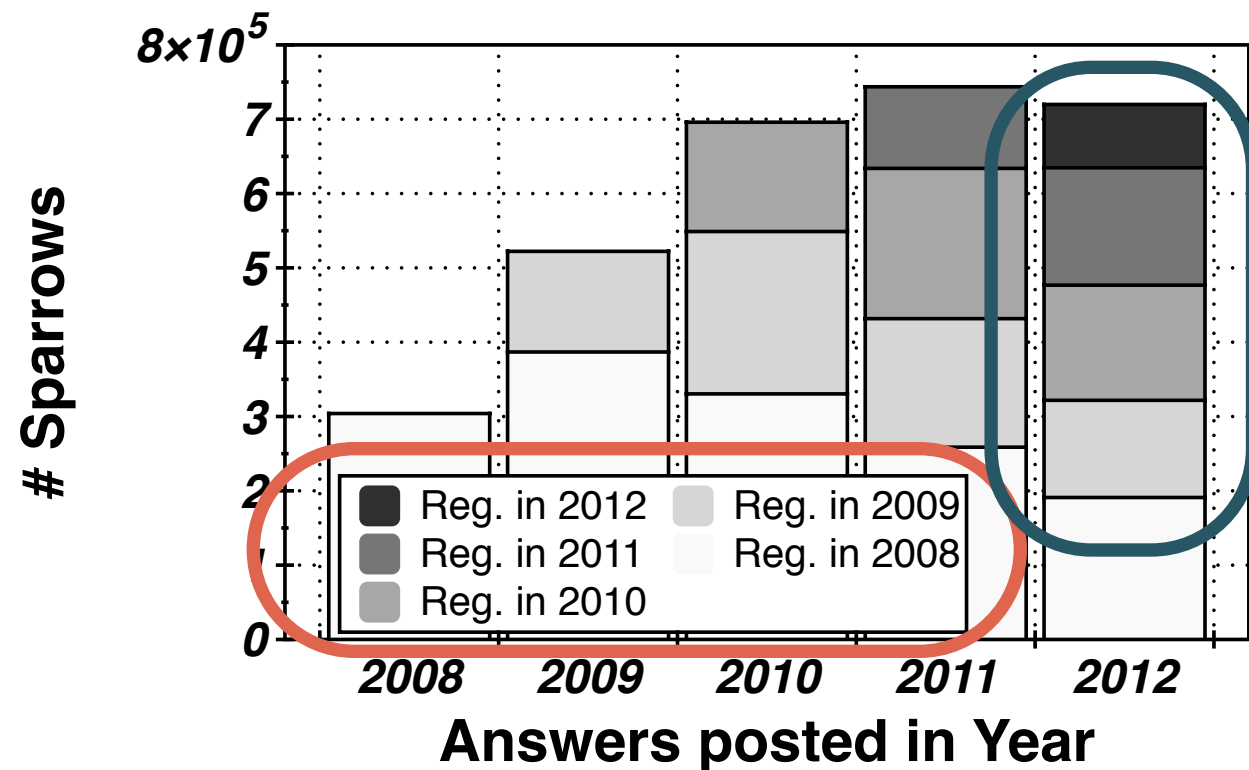




**RQ3. Are incentivising mechanisms equally effective on sparrows and owls?**

# ANSWERS POST BY EACH GROUP

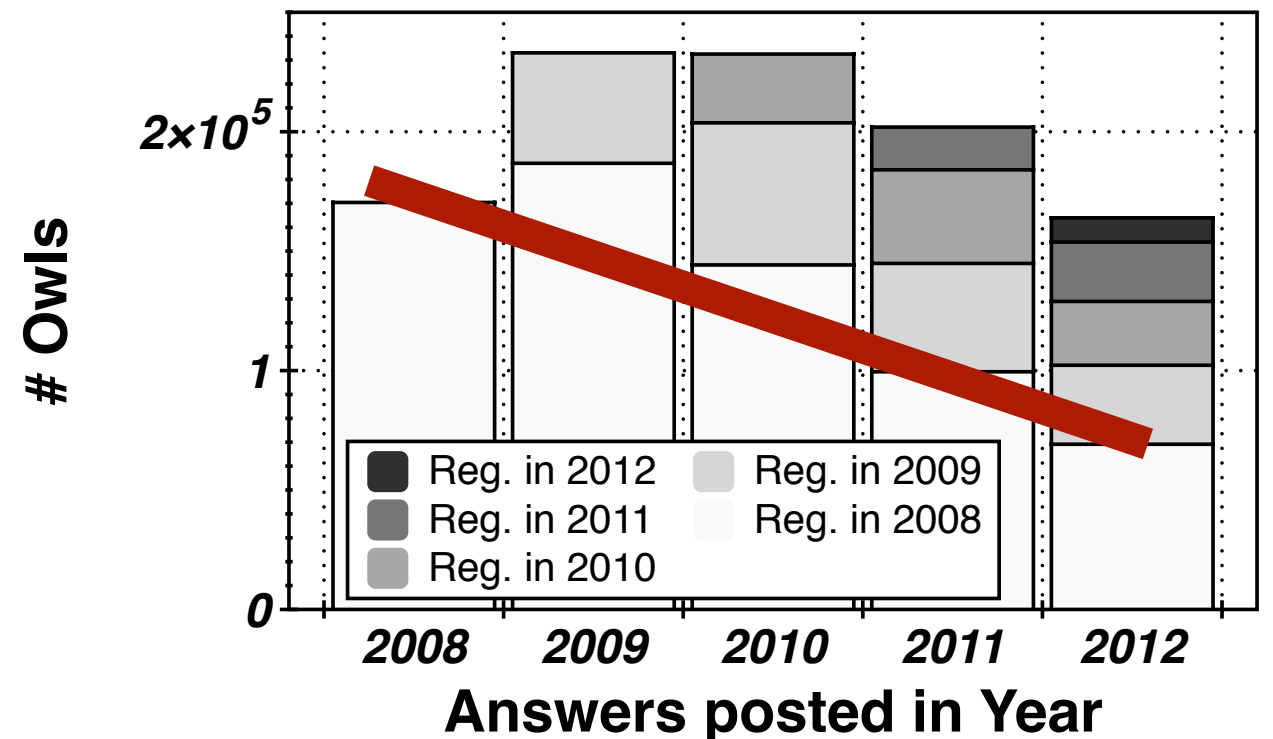
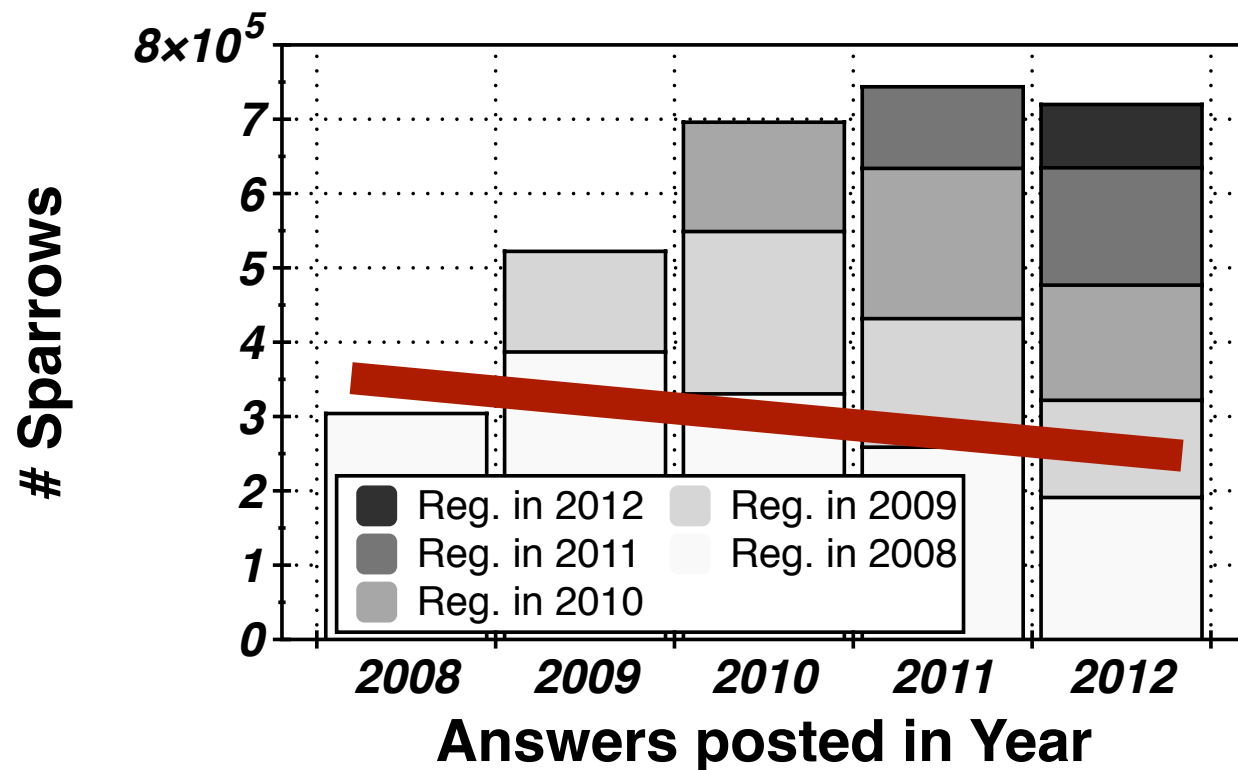
NOTE: Comparable #registrations



Newly registered sparrows contribute much more than newly registered owls

# ANSWERS POST BY EACH GROUP

NOTE: Comparable #registrations



Gamification incentives can more effectively retain Sparrows than Owls

# Insights



Q&A systems are important, modelling their users can be useful.

Expertise might be there, but you need a right way to find it.

We provide an expertise metric, which can be a good start!



# Thanks



Jie Yang  
[j.yang-3@tudeft.nl](mailto:j.yang-3@tudeft.nl)