



Ubiquitous Science: U-Science, Citizen Science, and the Zooniverse Project

by

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Outline

- Themes in Informatics Research
- U-Science: Introduction
- U-Science: Examples

General Themes in Informatics Research

- Information and knowledge processing, including natural language processing, information extraction, integration of data from heterogeneous sources or domains, event detection, feature recognition.
- Tools for analyzing and/or storing very large datasets, data supporting ongoing experiments, and other data used in scientific research.
- Knowledge representation, including vocabularies, ontologies, simulations, and virtual reality.
- Linkage of experimental and model results to benefit research.
- Innovative uses of information technology in science applications, including decision support, error reduction, outcomes analysis, and information at the point of end-use.
- Efficient management and utilization of information and data, including knowledge acquisition and management, process modeling, data mining, acquisition and dissemination, novel visual presentations, and stewardship of large-scale data repositories and archives.
- Human-machine interaction, including interface design, use and understanding of science discipline-specific information, information needs, and uses.
- High-performance computing and communications relating to scientific applications, including efficient machine-machine interfaces, transmission and storage, real-time decision support.
- Innovative uses of information technology to enhance learning, retention and understanding of science discipline-specific information.
- REFERENCE: <http://grants.nih.gov/grants/guide/pa-files/PA-06-094.html>

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Enter

U-Science



Beyond e-Science

- **e-Science** emerged ~10 yrs ago using the web protocols that were common at that time:
 - web services, XML-based information exchange, registries, distributed data access, distributed computing (Grid) = **machine-to-machine communication**
- **U-Science** is now emerging from today's web protocols:
 - social networking, ubiquitous devices, user-centric experiences, user-led activities, user-generated content, wikis, blogs, mashups, tagging, annotation, ontologies (semantic web), folksonomies, knowledge-sharing, user recommendations = **user-to-user communication**
- The emergence of Citizen Science:
 - Anybody can participate in the science discovery process
- Anyone can annotate, tag, and label scientific results:
 - scientists, students, and citizen scientists

What is U-Science?

- User-centered science
- Ubiquitous
- Universal
- Untethered [<http://tw.rpi.edu>]
- “You”-centric

- Citizen Science
- Semantic e-Science

- Think ... Social Networks ...
 - Facebook, Myspace, Youtube, Blogs, Wikis
 - Del.icio.us, flickr.com, Digg, Reddit, Stumbleupon

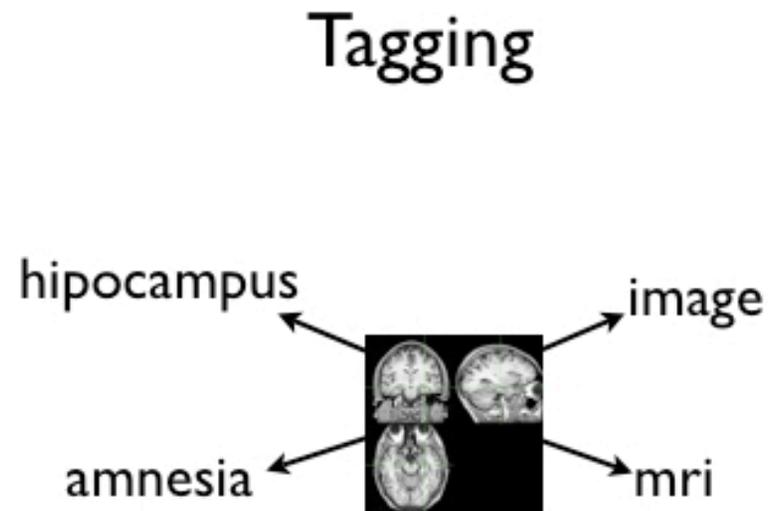
U-Science: it is all about “U”

- Classic web is Web 1.0, and the future Semantic Web is Web 3.0.
- Between these two is the social network-oriented Web 2.0:
 - Wikis and Mashups (e.g., Yahoo Pipes, Microsoft Popfly)
 - Tagging, Annotation, Folksonomies, Microformats, Tag Clouds
 - For example: <http://www.flickr.com/> or <http://del.icio.us/>
 - **Human Computation**: The ESP game @ <http://www.espgame.org/>
 - created by [Luis Von Ahn](#) (MacArthur genius grant winner)
 - Science 2.0: http://openwetware.org/wiki/Science_2.0/Brainstorming
 - **Science collaboratories**
 - **BioDAS** = Biology Distributed Annotation System: <http://biodas.org/>
 - **Heliophysics Knowledgebase**: <http://www.lmsal.com/helio-informatics/hpkb/>
 - **Wikiproteins**: <http://www.wikiprofessional.info/>
 - **Entity Describer**: <http://www.entitydescriber.org/about.html>
 - **AstroDAS**: coming soon (hopefully!)

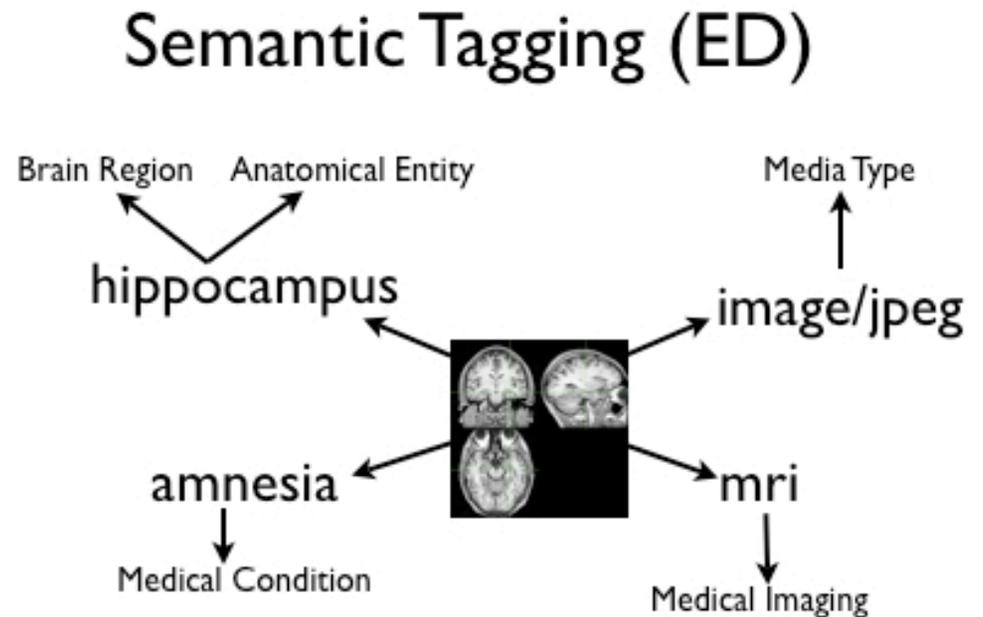
Entity Describer – example

<http://www.entitydescriber.org/about.html>

- Before semantic tagging:



- After semantic tagging:



It takes a human to interpret a complex image



Examples of U-Science

- AAVSO (Amer. Assoc. of Variable Star Observers)
- Audubon Bird Counts
- Project Budburst
- Stardust@Home
- VGI (Volunteer Geographic Information)
- CoCoRaHS (Community Collaborative Rain, Hail and Snow network)
- Galaxy Zoo (**~20 refereed pubs so far...**)
- Zooniverse (buffet of Zoos)
- U-Science (semantic science 2.0) [ref: Borne 2009]
 - includes Biodas.org, Wikiproteins, HPKB, AstroDAS
 - **Ubiquitous, User-oriented, User-led, Universal, Untethered, You-centric Science**

The Zooniverse

<http://zooniverse.org/>

- New funded NSF CDI grant (PI: L.Fortson, Adler Planetarium; J. Wallin & K.Borne, GMU; & Chris Lintott, Oxford U; ...)
- Building a framework for new Citizen Science projects, including user-based research tools
- Science domains:
 - Astronomy (Galaxy Merger Zoo)
 - The Moon (Lunar Reconnaissance Orbiter)
 - The Sun (STEREO dual spacecraft)
 - Egyptology (the Papyri Project)
 - and more (... accepting proposals from community)

Why ?

... response to the science data flood

- ***X-Informatics*** (e.g., X = Bio, Geo, Astro, ...):
 - addresses the scientific data lifecycle challenges in the era of data-intensive science and the data flood
 - defines lightweight ontologies, semantics, taxonomies, concepts, content descriptors for a science domain
 - for the purpose of organizing, accessing, searching, fusing, integrating, mining, and analyzing massive data repositories.
- ***U-Science*** (user-guided informatics-powered):
 - Human computation (e.g., tagging, labeling, classification)
 - characterized by enormous cognitive capacity and pattern recognition efficiency (carbon-based computing)
 - Semantic e-Science and Volunteer Citizen Science
 - Tagging everything, everywhere: ***Analytics in the Cloud***

Related References

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