

Information Cities and Collaborative Portals, Workshop, October 11th, 2002

- ✓ Dr. J. Sairamesh, IBM IAC
 - ✓ Dr. Alison Lee
 - ✓ Dr. Jeff Kephart
 - ✓ Dr. Rakesh Mohan
 - ✓ Dr, Chung-Sheng Li

- ✓ IBM Research, New York

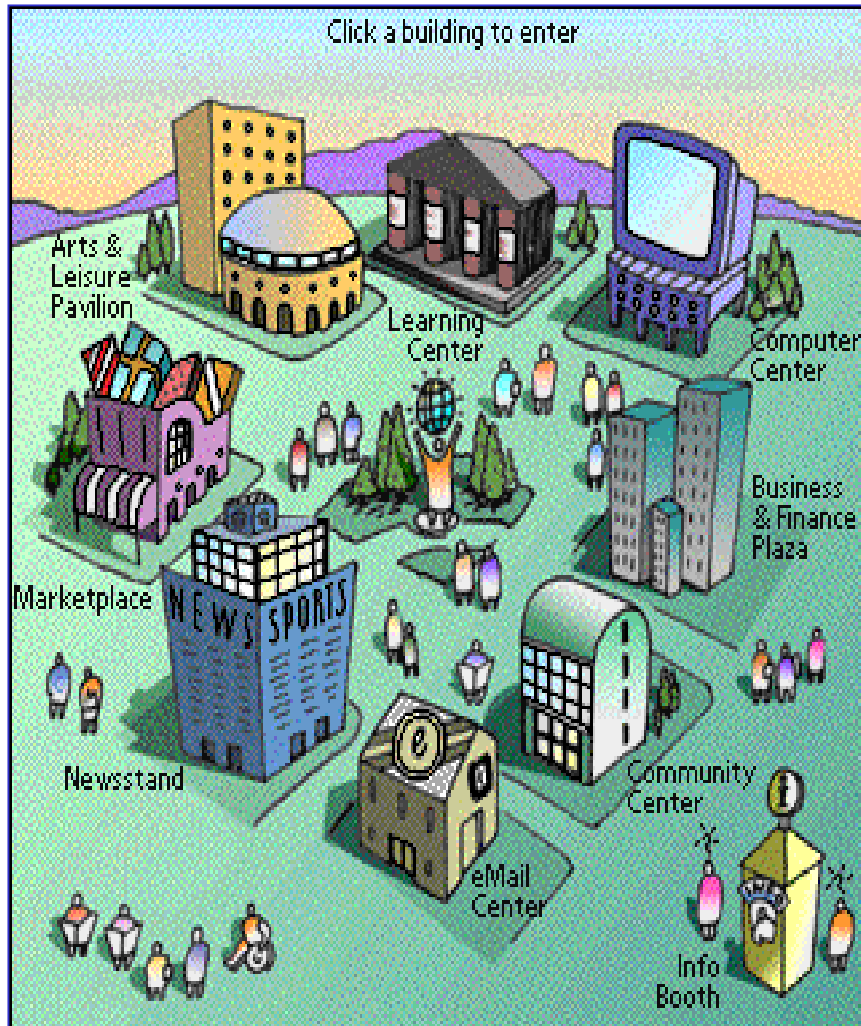


Workshop Program



- ✓ **Opening and Overview (Jakka Sairamesh, Alison Lee, 8-8.20 A.M.)**
- ✓ **Keynote: Dr. Stuart Feldman, VP, Internet Technology (IEEE, ACM Fellow)**
- ✓ **Keynote: Dr. Donald Ferguson, IBM Fellow and Director, Software Division**
- ✓ **Morning Session : Concepts, Dynamics and Architecture(9.30-12)**
 - Prof. Lee Sproull, Director, Digital Economy Initiative, NYU (will InfoCities be livable?)
 - Prof. Mark Wilson, Associate Professor (Casinos without borders)
 - Dr. Jeff Kephart, Manager, Information Economies
 - Prof. Ted Selker, MIT, Context Awareness
- ✓ **Panel 1: Will Cities Emerge over the Internet? What will they look like? (12.20-12.45)**
 - Panelists: Stuart Feldman, Prof. Lee Sproull, Jeff Kephart, Mark Wilson, Alison Lee
- ✓ **Lunch: Hawthorne Annex (12.45-1.45)**
- ✓ **Afternoon Session : Models, Simulation and Economics (1.45-4.20)**
 - Dr. Bernardo Huberman, Director, HP Research (Harvesting Social Interactions)
 - Prof. Petros Kavassalis, Economics, UoC (Web Aggregation Models)
 - Dr. Seif Haridi, Director, Research, SICS (Mozart and Large Scale Dynamics)
 - Prof. Herve Tanguy (Jacques Laye), Director, Ecole Polytechnique (Economics of City Competition)
- ✓ **Panel 2: Models and Architecture of Information Cities (4.20-5.00)**
 - Panelists: J. Sairamesh, Herve Tanguy, Petros Kavassalis, Seif Haridi
- ✓ **Closing (5.00 P.M.)**

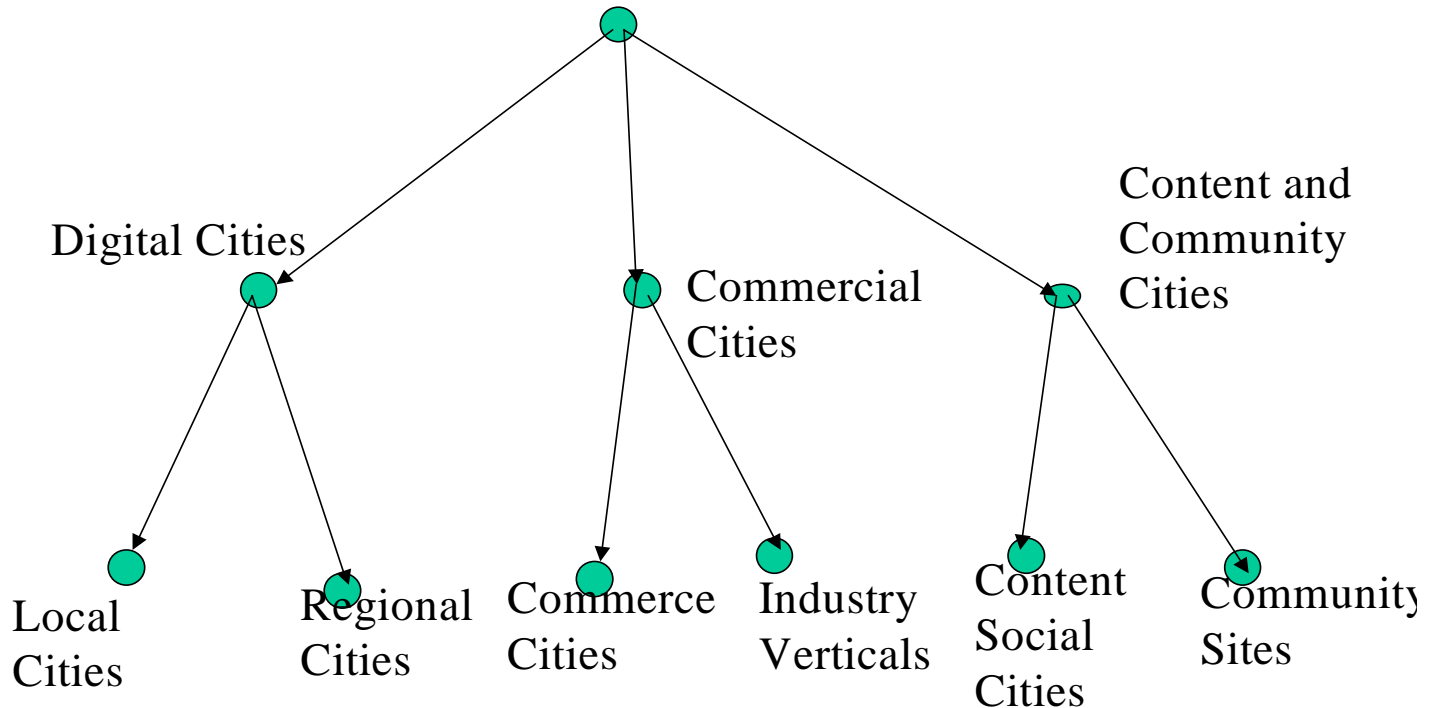
What is an Information City, Digital City and Digital Community?



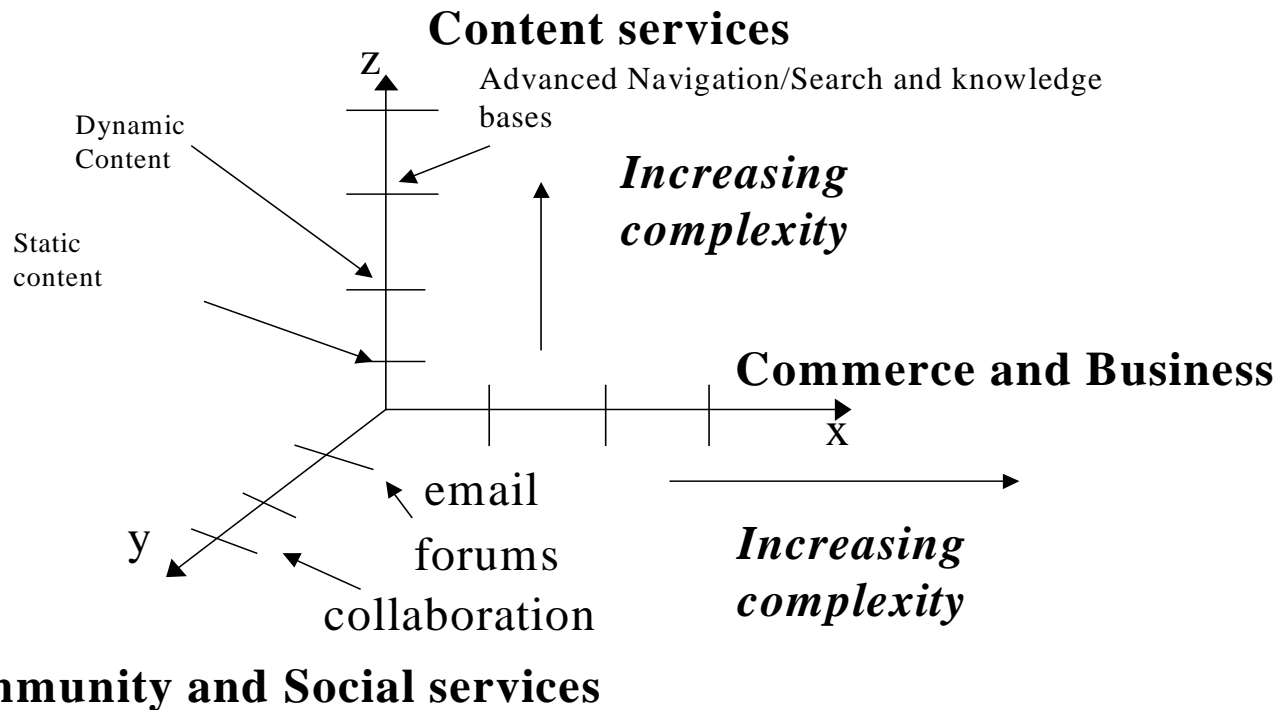
- ✓ Immense and heterogeneous populations
 - as the physical cities
- ✓ Weak social ties and anonymity
 - as in the real world
- ✓ Internal structures, i.e. on-line communities of friends or co-workers, mailing lists and *life-in-group* structures
 - in the same way that physical cities offer an internal structure for social life and personal relationships (i.e. neighborhoods and centers)
- ✓ Mechanisms to let people know what other people doing
- ✓ Commerce amongst businesses, people and local municipality

Taxonomy of Information Cities

- ✓ NYC.gov
- ✓ Yahoo, AOL
- ✓ iVillage
- ✓ ICQ,



Classification of Information City Services



- Directory services
- Matching algorithms
- User profiles



Design of Icity
(e.g. Urban Technology)

Behavior
Language

Taxonomy
of Icities

- E-communities
- Portals
- Digital cities

Icities
Project

- Conceptual framework
- Behavioral rules

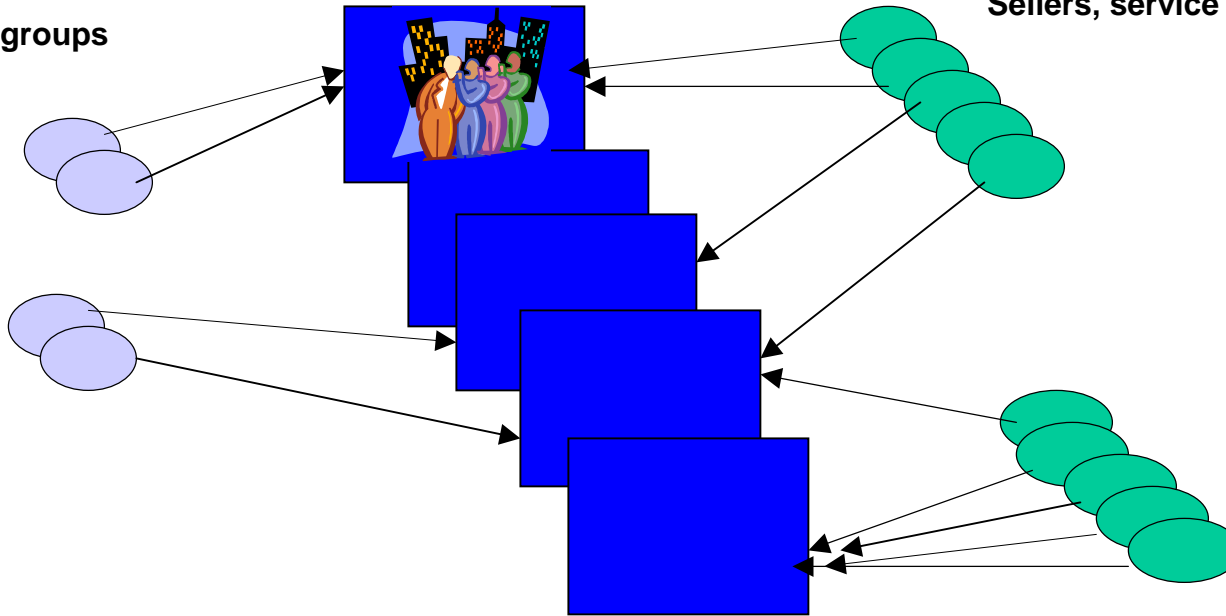
Models

Simulation
Framework

- Economic frameworks
- Partial information
- User preferences
- Site preferences
- Strategies (matching and selection)
- Info propagation networks
- Centralized / distributed models

- Speed
 - Data-structure design
 - Parallel/distributed execution
- Scalability
- Configurability (programmability)
 - Multiple models
 - Component-based
 - Data structures/interfaces

Buyers and Buyer-groups



Sellers, service providers and seller-groups

iCity Marketplaces

1. Buyer Model of preferences
2. Seller Model of preferences
3. Website for commerce and community
4. Utility Functions for Buyers (attributes of products)
5. Utility Functions for Sellers (attributes of products)
6. Utility functions for Websites (commerce)
7. Matching mechanisms for info web-sites

1. Behavioral Models of buyers/sellers
2. Aggregation models around info sites
3. Evolution of marketplace aggregation

iCities: Open systems Architecture

