SEVENTH FRAMEWORK PROGRAMME

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"Internet of Services, Software and Virtualization"

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Collaboration Plan

Project acronym: SocIoS

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SOCIOS CONSORTIUM

Beneficiary Number	Beneficiary name	Beneficiary short name	Country	Date enter project	Date exit project
1(coordinator)	Institute of Communication and Computer Systems/National Technical University of Athens	ICCS/NTUA	Greece	Month 1	Month 30
2	IBM Haifa Research Lab	IBM	Istrael	Month 1	Month 30
3	Athens Technology Center	ATC	Greece	Month 1	Month 30
4	Google Ireland Limited	Google	Ireland	Month 1	Month 30
5	Cognium Systems	Cognium	France	Month 1	Month 30
6	Center for the Study of the Information Society, University of Haifa	HU	Israel	Month 1	Month 30
7	Deutsche Welle	DW	Germany	Month 1	Month 30
8	Stefi Productions S.A.	Stefi	Greece	Month 1	Month 30
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Executive Summary

The collaboration task reported in this deliverable covers the liaison and co-operation activities with other ICT projects under the WP2009/2010 Objective "Internet of Services, Software and Virtualisation". The cooperation aims at exploiting synergies between the projects and increasing the impact of the ICT initiative. The consortium members commit to provide contributions to the following activities:

- Exploitation of synergies / technical concertation: participation to workshops, contribution to some of the Collaboration Working Groups
- Joint activities for exchange, dissemination and training
- Production and dissemination of publications aimed for communication with the general public.
- Co-ordination of standardisation efforts
- Finished open source software code will be contributed to repositories
- Participation in a working group on best practices for using open source repositories/forges.

This deliverable covers the specific activities for collaboration with related projects. Other SocIoS project workpackages cover the individual project activities in some of these areas (e.g. dissemination, standardisation).

The specific plan for collaboration, including the specific working group that this project will participate, is presented in this deliverable through the next sections.

The related consortium collaboration activities and plans per year will be reported at the end of each reporting period with related updated versions of this document. The consortium will report on the activities done and will be updating the plans for the next period.

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1 Introduction

Collaboration is a fundamental concept for developing and driving innovative solutions and facilitating the wide diffusion and effective promotion of ideas and project results to the public. This collaboration plan covers the liaison and cooperation with other ICT projects and is aimed at exploiting the synergies between the projects and increasing the impact of the ICT initiative.

The collaboration plan described in this report covers the liaison and co-operation activities with the other ICT projects WP2009/2010 Objective "Internet of Services, Software and Virtualisation". The cooperation aims at exploiting synergies between the projects and increasing the impact of the ICT initiative. Exploitation of synergies between SocIoS and the other projects will consist of participation in workshops, contributions to working groups, joint dissemination activities and production of joint dissemination materials.

This report presents the SSAI / FP7 projects relevant to SocIoS topics and the collaboration plan between SocIoS and each of them. In a second section, complementary SocIoS actions transversal to all projects are spelled out.

2 SocIoS collaboration plan with other FP7 projects

The fifth call for proposals for the FP7 ICT Programme closed in October 2009. Within Objective 1.2, a total of 195 proposals were received, of which 28 were selected. Together with one project from Objective 9.4 ("Strengthening Cooperation in ICT R&D in an Enlarged Europe"), these 29 projects are depicted and clustered in Figure 1 of the FP7 Internet of Services (http://cordis.europa.eu/fp7/ict/ssai/projects_en.html). The SocIoS project has been placed in the Service Front-ends module along with the SOCIETIES, I2Web, OMELETTE and Serenoa projects.

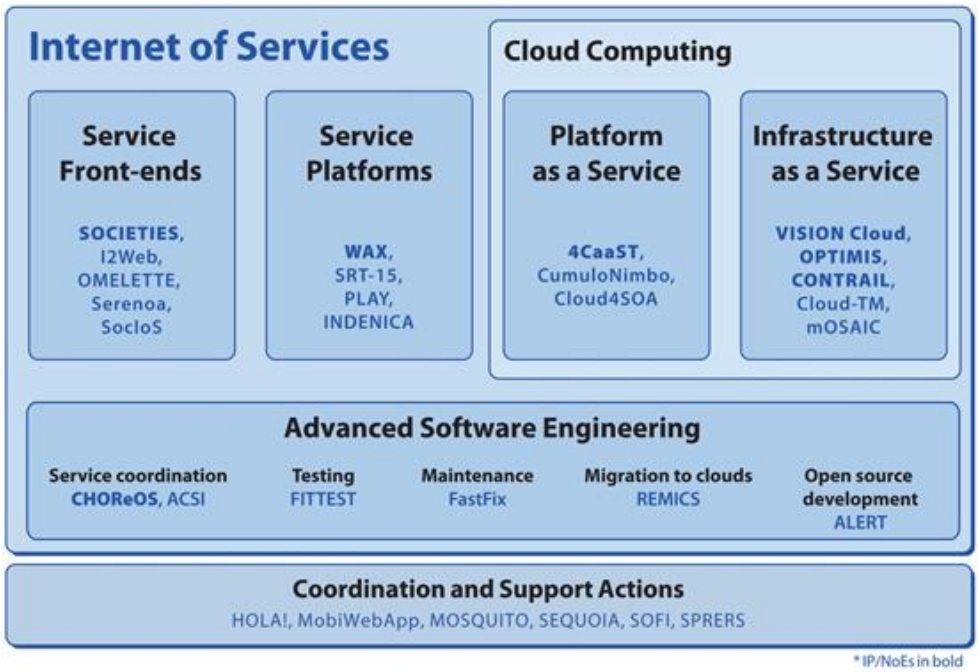

Figure 1 Socios position into the Internet of Services FP7 EU projects

Within Objective 1.2, projects collaborate through working groups. An initial overview of all the collaboration working groups is given in http://www.eu-ecss.eu/contents/collaboration-working-groups. Collaboration working groups can work on a topic of common interest that leads to improved sharing and understanding and ultimately to improved impact of the results of the participating projects.

To promote collaboration with other ICT projects, SocIoS has already participated in one European Commission collaboration event. The Internet of Services event was held on October 19-20, 2010 (http://ec.europa.eu/information_society/events/ssai/ios/index_en.htm). The meeting objectives included the following:

- Consolidate the collaboration activities among the projects to build an even stronger community.
- Include recently started projects in collaboration working groups.
- Give recently started projects the opportunity to understand the key results of existing projects/collaboration working groups to facilitate the reuse of these results.
- Give existing projects/collaboration working groups the opportunity to better exploit their results by finding synergies with recently started projects.
- Achieve a better understanding of the results of the FP6 & FP7 projects in the "Internet of Services" area.

SocIoS has joined the following working groups:

- Semantics - The mission of this working group is to provide a forum for collaboration among projects, primarily within the Software and Service Architectures unit, on the application of semantics to SOA. ACSI partner: Collibra.
- Formal methods for SOA and Future Internet - This group discussion is aimed at determining how formal methods would contribute to the specification, design, development, and deployment of service-oriented architectures, based on potential or real error-risk analysis.

In the next sections, we propose a list of related scientific and research topics projects that could be potential collaborators for SocIoS in order to exchance scientific results and achievements during the project period.

2.1 Project SOCIETIES

Project Title: Self Orchestrating CommunIty ambiEnT IntelligEnce Spaces (IP)

Project type: Information Society and Media

Web site: http://www.ict-SOCIETIES.eu

Start date: March 2009

Duration: October 2010 – March 2014

2.1.1 Objective and scope

The vision of the SOCIETIES project is to develop a complete, integrated Community Smart Space (CSS), which extends pervasive systems beyond the individual to dynamic communities of users. CSSs will embrace on-line community services, such as Social Networking in order to offer new and powerful ways of working, communicating and socialising.
The goal of SOCIETIES will be achieved through four key objectives:

- To facilitate the creation, organisation, management and communication of communities via Community Smart Spaces, where pervasive computing is integrated with social computing communities;
- To provide an enhanced user experience for both individuals and entire user communities, based on proactive smart space behaviour and dynamic sharing of community resources across geographic boundaries;
- To design and prototype a robust open and scalable system for self-orchestrating Community Smart Spaces;
- To evaluate, through strong involvement of end-users, the usefulness and acceptance of the developed CSS software via three user trials with the following groups:
    - Enterprise Users: Enterprise communities play an important role in bringing together people, goods and services within global markets, local ecosystems or large organisations. The CSS concept will bridge the gap between smart IT systems and established enterprise community activities.
    - Students: Students adapt easily to new technology, and since communication and social networking play an integral role in their lives,

they are most likely to adopt CSSs, using them in ways both foreseen and unforeseen.

- Disaster Relief Experts: the ability to rapidly form a disaster management community from all the closely located relief teams can help save lives, property, and the environment

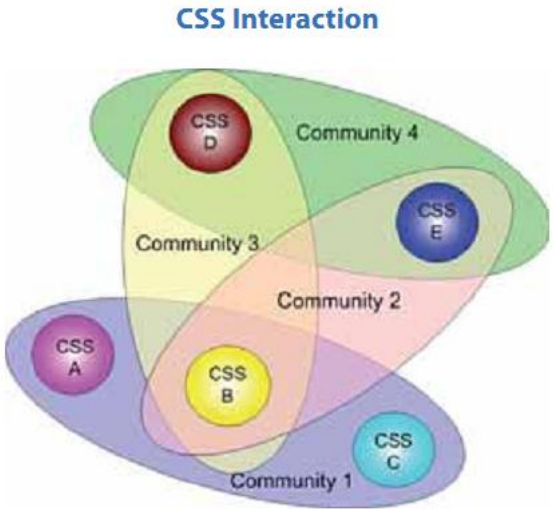

Figure 2 SOCIETIES and CSS interactions with related communities of users

CSSs are the building blocks for enabling pervasive computing in social communities. CSSs constitute the bridge between a user's context (devices, sensors, etc.) and his/her social community. A CSS may represent a user, an organisation or an entity within a set of communities and enable the exchange of services, information and resources.

2.1.1.1 CSS Benefits

Shared resources serve other community members in a seamless unobtrusive manner. CSSs will provide the means by which users of pervasive systems can come together to co-operate, socialise and share their communal resources. The resource sharing facilities will address cases of multiple requests for the same resource at the same time. CSSs will support sharing of resources owned by community members as well as by publicly available resources.

CSS support multiple techniques for the discovery of relationships and behaviours within communities. This will involve the extraction of preferences, habits, intentions, context and usage of resources. It will enable learning of relevant information by groups of users who are members of the same community, and from this will automatically derive default sets of preferences, policies and behaviours, which will be particularly valuable to new community members.

The orchestration of multiple communities to which a participant belongs, maintaining a registry of super- and sub- communities in community hierarchies along with policies on information disclosure and service access to members of other related communities.

CSS facilitates proactive exchange of information on the situation, interests and resources of community members. As significant amounts of information may need to be exchanged, the

CSS will also ensure that only relevant information is delivered to each member. To this end proactive context-aware and utility-based information propagation will be supported.
Intelligent use of information learnt from monitoring communities and the exchanges between their members. This can be used to support the proactive discovery, configuration, adaptation, control and sharing of services and resources.
Intelligent conflict resolution among the members of a community based on mediation and negotiation.
The support of ad-hoc communication at both intra- and inter- community levels, across heterogeneous networks and device platforms.

2.1.2 Potential result for SocIoS

By providing a more competitive environment, the SOCIETIES architecture will integrate the spheres of pervasive systems, social networking and context-aware service adaptation. By lowering barriers for service providers, SOCIETIES will provide a semantically rich, machine computable Service Model that will allow the developer to focus on service behaviour and high level concepts rather than cumbersome technical details.

SocIoS will investigate the related results on services collaboration and orchestration that could be the main task in SocIoS for WP2. SocIoS will collaborate with SOCIETIES on technical issues such as service creation processes, usability of services, access to services, and integration of services for different platoforms and context. SocIoS will in fact create the service-rich environment that could potentially support SOCIETIES's community building research.

2.1.3 Liaison partners

Institute of Communications and Computer Systems (ICCS), (GR)

IBM Haifa Research Lab, (IL)

AMITEC, (GR)

2.2 Project i2Web

Project Title: Inclusive Future-Internet Web Services (STREP)

Project type: Information Society and Media

Web site: http://i2web.eu/

Start date:

Duration: November 2010 – April 2013

2.2.1 Objective and scope

The Future Internet Community that will be more mainstream in people's lives, may further

isolate excluded groups. I2Web will provide tools to develop inclusive Future Internet services that will overcome this widening divide. To enable the Future Internet to be more extensively used by people with disabilities and the elderly, the inclusiveness of its Services Front Ends will be of paramount importance. I2Web particularly responds to immediate challenges of the Future Internet: ubiquitous and mobile Web, media convergence and user-generated content, in combination with cloud computing, Web 2.0 developments, Social Networking, User-Centred Design and Inclusive Design principles.

The I2Web Project will prototype these developments in three application domains: Web 2.0, Ubiquitous and Mobile Web and IPTV/iTV. Our work will be based on the latest accessibility and mobile Web standards. This will provide both industry and the public sector with tools and frameworks that support seamless accessibility integration in distributed development environments.

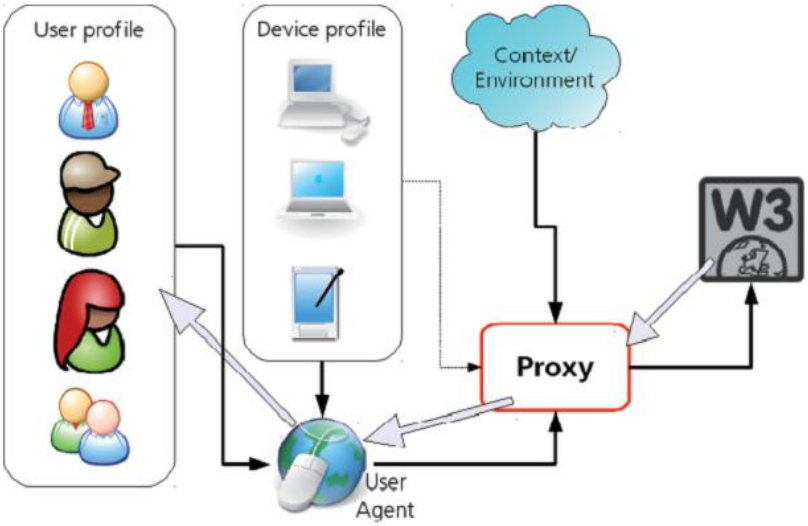

Figure 3 I2Web main architecture and concept

These aims will be achieved by:

- Developing user models based upon existing accessibility standards combined with an analysis of user requirements for people with special needs and older people in relation to ubiquitous Web 2.0 applications, in which multimodality and delivery context are key components.
- Extending existing device models, from the Mobile Web arena, to cope with the needs of other devices, ranging from standard desktops to consumer electronics devices. The models will also include assistive technologies and mechanisms to modify themselves according to different user characteristics.
- Developing open information models and generic application abstractions which can deal with information aggregation, cloud computing applications, Semantic Web and mobile/ubiquitous Web 2.0 systems.
- Implementing feedback mechanisms of compliance results to be integrated into existing development environments, which will provide to users, developers, managers and commissioners information on accessibility and usability issues of their applications. This information will be integrated into their standard

development workflow and will be implemented via Service Oriented Architecture components.

- Testing, validating and demonstrating the developed frameworks and tools in different industrial development environments.
- Ensuring the impact of the developed frameworks, by feeding the project results into relevant standardisation bodies, of which several of the consortium partners are members. This membership will ensure a smooth incorporation of state-of-the-art developments in this area.

2.2.2 Potential result for SocIoS

The user interface achievements from the i2Web project will be investigated by the SocIoS consortium and possibly the consortium will try to apply some of them in the related GUI of SocIoS functionalities.

SocIoS aims to provide users – inexperienced as well as technology-savvy – with a novel GUI that supports visual wiring of service creation processes. In other words, a user will be able to drag-n-drop components which represent various processes and then wire them together into a SocIoS service. Potential collaboration will involve understanding user needs, usability, and inheritance, in order to be able to extend existing components as well as integrate new ones.

2.2.3 Liaison partners

Fraunhofer FIT, (DE)
IBM Haifa Research Lab, (IL)

2.3 Project Omelette

Project Title: Open Mashup Enterprise service platform for LinkEd data in The TElco domain (STREP)

Project type: Information Society and Media

Web site: http://www.ict-omelette.eu

Start date:

Duration: October 2010 – March 2013

2.3.1 Objective and scope

OMELETTE aims to provide new platforms for service composition addressing mass users served by the telco industry. It will provide support for the development of telco services, their flexible usage in mashup environments and their deployment on an open interoperable mashup delivery platform.

2.3.2 Potential result for SocIoS

Project Omelette shares with SocIoS the same scientific area of the IOS FP7 projects. OMELETTE is still in early stages of defining its goal and deliverables. The concept of using mashups to create services by mashing up several existing services is a point for potential collaboration with OMELETTE. This collaboration will support SocIoS's goal to provide a platform that is flexible enough to be easily extended.

SocIoS partners will maintain further communication with the OMELETTE project to explore further collaborative results for SocIoS.

2.3.3 Liaison partners

Informática Gesfor S.A., (ES)

IBM Haifa Research Lab, (IL)

2.4 Project Serenoa

Project Title: Multidimensional, context-aware adaptation of Service Front-Ends (STREP)

Project type: Information Society and Media

Web site: http://www.serenoa-fp7.eu/

Start date:

Duration: September 2010 – August 2013

2.4.1 Objective and scope

Serenoa is aimed at developing a novel, open platform for enabling the creation of context sensitive service front-ends (SFEs). A context-sensitive SFE provides a user interface (UI) that exhibits some capability to be aware of the environment and to react to changes of this context continuously. As a result such a UI will be adapted to a person's devices, tasks, preferences, and abilities, thus improving people's satisfaction and performance compared to traditional SFEs based on manually designed UIs.

2.4.2 Potential result for SocIoS

SERENOA belong in the same scientific area of the IOS FP7 projects as SocIoS, however, it is still early to determine collabortions in the research and technical domains. SocIoS plans to implement crowdsourcing services to harness the "Wisdom of the Crowd", specifically through casual games and their corresponding interfaces. These games and interfaces could potentially become a source of collaboration with Serenoa where input from the crowd could be use to enhance the context specification mechanism/switch in Serenoa. SocIoS partners will maintain further communication with the SERENOA project to explore further collaborative results for SocIoS

2.4.3 Liaison partners

Telefónica I+D, (ES)

SAP AG, (DE)

IBM Haifa Research Lab, (IL)

2.5 Project SRT-15

Project Title: Subscription Routing Technology for 2015

Project type: Information Society and Media

Web site: http://www.srt-15.eu

Start date:

Duration: October 2010 – March 2013

2.5.1 Objective and scope

The objective of SRT-15 is to bridge the gap between cloud infrastructures and enterprise services by building a distributed service platform. For that purpose SRT-15 relies on four key enabling technologies: content-based routing, complex event processing, dependability and data privacy. The unique combination of these concepts allows SRT-15 platform to scale across public and private clouds allowing for reliable and dynamic interaction between various enterprises applications.

The goal of SRT-15 is to leverage rapidly changing business conditions by building a scalable platform for connecting business applications and services. The goal of the SRT-15 platform is to enable the discovery and integration of dynamic enterprise services on the Internet. SRT-15 will allow for dependable and scalable cloud-based processing of data coming to and from a variety of heterogeneous enterprise services spread across multiple distributed locations. In order to be able to embrace the change in the enterprise information processing landscape, SRT-15 relies on technologies that support rapid change: cloud computing, content-based routing and complex event processing. SRT-15 not only embraces change, it also controls it. Privacy and dependability have been identified as main challenges associated with the on-demand model. Therefore, SRT-15 will “by design” support extreme robustness and will preserve the privacy of data which is processed in the public and private clouds SRT-15 is deployed upon. This will allow SRT-15 to maintain control over the dependability and privacy of the enterprise data despite failures and breaches of the underlying infrastructure.

The main contribution of SRT-15 is that it will not only allow for composition of services within one homogeneous infrastructure. Instead, SRT-15 will allow for interconnecting of services located in (and using) different public and private clouds. In SRT-15 clouds can be private (i.e., operated by the company) or public (i.e., operated by a service provider).

Instead of talking about private and public clouds, we will use the terms trusted and untrusted clouds because: (i) business units within the same company (i.e., using the same private cloud) might not trust each other, and (ii) there might be a trust relationship to external (public) cloud provider.

The goal of the SRT-15 platform is to avoid tightly coupled dependencies by becoming event-driven. The event-driven approach to the construction of the SRT-15 platform will provide loose coupling of components. SRT-15 will decouple its services using the content-based routing layer. The content-based routing layer will provide an event based abstraction which allows SRT-15 to run on different trusted and untrusted clouds. The content-based routing layer will be based on the observer pattern and will be accessible via the content-based publish/subscribe API. Content-based routing in SRT-15 simplifies not only the communication between but also the choreography of services in large-scale and constantly changing environments. Content-based routing in SRT-15 is an enabling technology for large-scale complex event processing (CEP). SRT-15 will use CEP to connect different services using the cloud infrastructure. CEP will filter and aggregate events between services publishing information (publishers) and services receiving information (subscribers). The goal of SRT-15 is to use the distributed CEP technology in conjunction with content-based routing to achieve realtime service interaction. SRT-15 will use CEP to close the gap between the constantly increasing amount of information produced and stored by different applications and users and the relatively stable cost for the information transmission. SRT-15 will ensure high scalability and flexibility of CEP by parallelizing the information rocessing across different nodes and processor cores. SRT-15 will use the content-based routing to distribute the parts of the CEP algorithms across nodes and asynchronous processing of subtasks to distribute the processing among multiple cores. The partitioning and parallelization process will be continuously adaptive as both the data streams and queries might change over time.

The SRT-15 platform will be designed in such a way as to reduce the data privacy risks resulting from the use of the trusted and untrusted clouds. SRT-15 will be designed with focus on the privacy of data from the outset, and will not just bolt on privacy mechanisms at a later stage. Specifically, SRT-15 will allow for content-based routing of encrypted messages without revealing their content to nodes other than source and destination.

2.5.2 Potential result for SocIoS

The SRT-15 project aims have many goals in common with the SocIoS objectives. Their difference is the main platform. SocIoS will try to collaborate with this project in the domain of the event driven services and their almost real time service interaction. Also the services composition and their related research and technologies aspects will be examined. Finally there is a security part that SRT-15 will investigate for data privacy and its secure manipulation, that could also provide a channel of cooperation between the SocIoS partners related with the security concerns of social networks and their data manipulation.

Potential collaboration may also occur in the domain of reputation, which SocIoS plans to research and implement as a SocIoS service. Reputation assessment can potentially feed into SRT-15's security research and implementation where a reputation service can collect

information and assess another service's reputation and act as a mediator for that service in all domain transactions.

2.5.3 Liaison partners

SAP AG, (DE)

Yahoo! Iberia, (ES)

IBM Haifa Research Lab, (IL)

3 From other units of FP7 Projects

3.1 Project +Spaces

Project Title: Policy Simulation in Virtual Spaces

Project type: ICT for Governance and Policy Modelling

Web site: http://www.positivespaces.eu/

Start date:

Duration: January 2010 – June 2012

3.1.1 Objective and scope

+Spaces (dubbed Positive Spaces) is an FP7 project (call 4, Objective 7.3) aiming at policy making simulation in virtual spaces. It proposes to use existing virtual worlds (VWs) as the societal sandbox for modelling real world behaviour and plans to develop the required tools and methods for exploiting VWs to that end.

+Spaces regards VWs as places where people interact online, environments that allow users to socialize under a technological frame that implements a specific context. These environments may be classified into two types: 1) 3D Online VWs, and 2) Online Social Networking platforms.

3D Online Virtual Worlds are spaces where scenery and various objects are depicted in 3D on a computer screen. A person can navigate and interact within this space using a virtual image, called avatar. Examples are Second Life and World of Warcraft, to name just two.

Online Social Networking platforms are spaces where people can socialize online mainly by exchanging messages, pictures and other items. Examples are Facebook, Twitter and Blogspots.

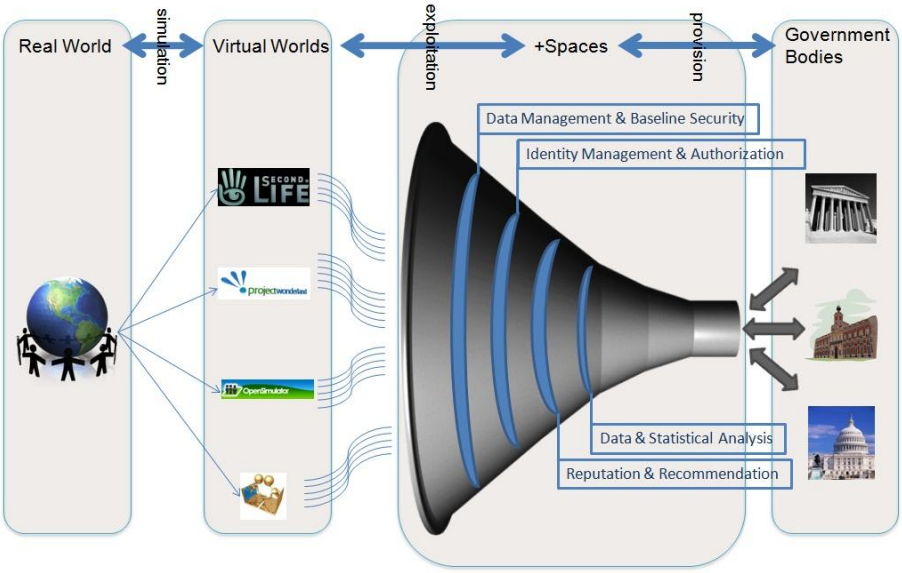

Figure 4 +Spaces API and middleware

3.1.2 Technical objectives

+Spaces is aggregating developments from various research areas and application domains. The scientific and technical objectives of the project can be summarized to the following:

+Spaces API and middleware, where it will create an API and the underlying infrastructure (middleware) that will allow applications for policy making to be deployed across a broad and diverse make-up of VW environments depending on the demands for sample size, relevance, demographics, theme, VW "openness", or functional capability, based on Service Oriented Architecture (SOA).

Common Infrastructure Services, on top of this middleware, a set of common infrastructure services will be deployed.

Data Mining, text mining and information retrieval mechanisms will be developed in order to collect data from VWs. The +Spaces project will gather structured data from polls and petitions, unstructured data from VW blogs and debate logs, and relational information like social networks from user tracing.

Recommender and Reputation Systems, algorithms will be developed for using aggregated social network information for recommendations and reputation. A social network based reputation system will support decisions on whether users' opinions can bring true value to policy making process. This will be based on the idea of the wisdom of the crowd (e.g., acceptance, popularity, or explicit ranking) and on sentiment analysis.

Statistical Analysis Tools, the aggregated data from VWs will need to be analysed, interpreted and presented in an appropriate fashion (graphs, charts) that will enable experts to draw conclusions from them. For that purpose a set of statistical analysis tools will be developed and deployed inside the +Spaces platform.

Policy making applications, covering the necessary services facilitating the participation of end users (i.e. people / citizens) and ultimately enabling the incorporation of the input of relevant stakeholders in decision making. +Spaces will employ social technologies for collecting and aggregating social information from multiple VWs through structured and unstructured fora in support of debates for public, blogs, e-polls , e-petitions and provision of additional relevant information accompanying the aforementioned.

Business Modelling, will consider the needs of the VW citizens as a market, model the incentives behind each stakeholder involved and use these models to derive conclusions and form a series of recommendations.

Legal analysis, will utilise VWs to enable mass participation under various contexts that will simulate specifics aspects of human society. Significant effort will be dedicated to legal analysis. The aim of this analysis will be to draw up a list of requirements for how +Spaces would be able to legally realise its technology aim without infringing relevant EU laws on intellectual property, privacy/data protection and consumer protection.

3.1.3 Potential result for SocIoS

SocIoS will collaborate with + Spaces project under the following technical objectives:
API and middleware infrastructure and related state of art technologies, policy making applications, and information retrival methodologies. Also, the recommender and reputation systems and mechanisms will be could be another channel of collaboration between the two projects.

3.1.4 Liaison partners

Institute of Communications and Computer Systems (ICCS), (GR)

Athens Technology Center, (GR)

K.U. Leuven, (BG)

3.2 Project SYNC3

Project Title: Synergetic Content Creation and Communication

Project type: Technologies for Information Management

Web site: http://www.sync3.eu

Start date: 1st April, 2009

Duration: 36 months (April 2009 – March 2012)

3.2.1 Objective and scope

The SYNC3 project aims to deliver a platform for aggregating news from both traditional news media (i.e. news portals, etc.) and the blogosphere, and to provide the end users with

sophisticated capabilities with respect to content structuring, management, and delivery. By doing so, SYNC3 applies the news domain structure derived from well-organised news portals to the unstructured domain of the blogosphere.

To achieve this, novel approaches have been specified and relevant research work has been conducted, which advances the state-of-the-art in the areas of linguistic processing, textual analysis and data/opinion mining, leading to the release of draft prototype versions of the respective software modules. These modules have been integrated into a common platform, which, apart from operating as a news aggregation tool as mentioned above, will also allow the creation of user generated content, either by authoring new material, or by re-organising the links structured by SYNC3 into user generated storylines.

SYNC3 selects the “news event” concept as the primary information point for the effective classification of news articles and their excerpts derived from news portals, as well as the clustering of blog posts, based on the classification models of the news articles. This concept provides a totally new approach for the semantic characterisation of media content and constitutes the correlation point between these two media-related worlds, acting as an additional layer for grouping news items, supplementary to the standard news thematology, which defines topics and themes for the news items categorisation.

3.2.2 Technical objectives

SYNC3 aims to apply the news domain structure derived from well-organised news portals to the unstructured domain of the blogosphere. To that end, novel approaches are proposed in each of the research areas of the project, advancing the state-of-the-art in each area and producing a number of software modules that will be integrated into a common platform operating as a news aggregation tool. This tool will organize content coming from news portals and blogs. It will also allow the creation of more user-generated content, either by authoring new material, or by re-organising the links structured by SYNC3 into user-generated storylines.

The objectives of the SYNC3 project are the following:

- Identify correlated text excerpts among news articles to provide the news thematology, by grouping news items into events, topics, and themes.
- Adapt the news event models and use them to find blog excerpts that comment on the corresponding news events, while performing sentiment analysis on them.
- Use existing tagging and annotation information to extract labels, as well as geographical, temporal, and causal relations between news events.
- Visualise a graph and its rich information in a straightforward and easy to navigate way, providing users with the functionality needed to, individually or collaboratively, augment this graph with content and viewpoints.

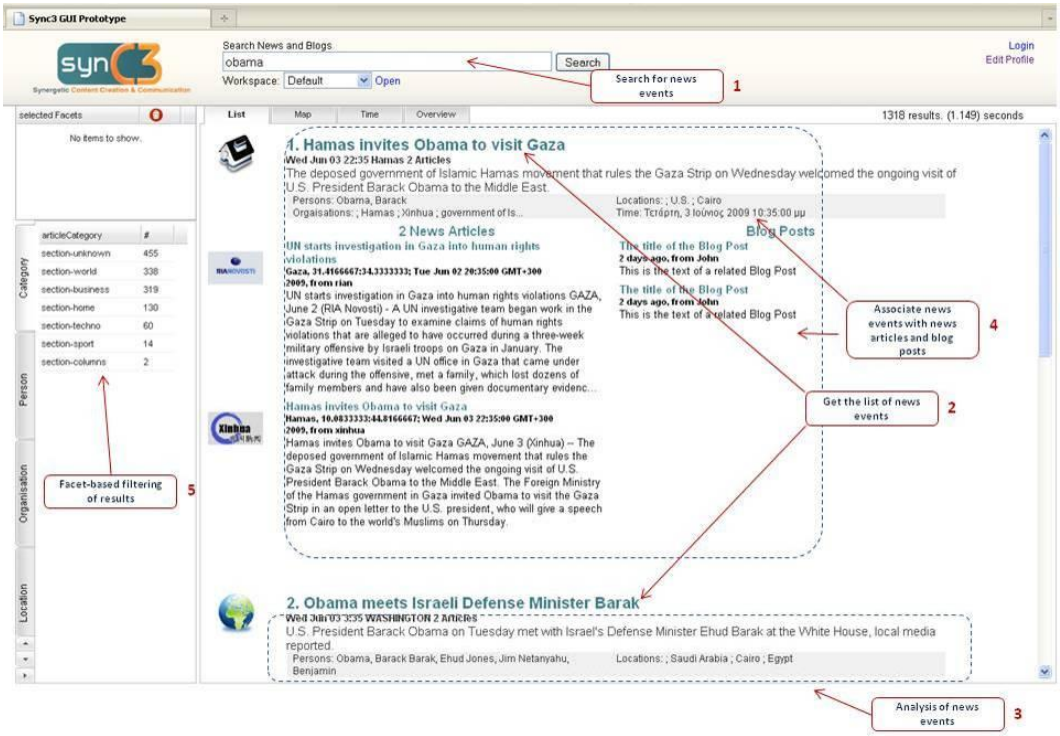

Figure 5 Screenshot of the SYNC3 prototype

3.2.3 Potential result for SocIoS

SYNC3 has three main goals and target groups. First, it helps journalists to efficiently exploit the unstructured blogosphere for their everyday work. Second, it gives bloggers a new platform to share news and opinions with other content creators. Third, it helps communication professionals and policy makers to better follow the public debate.

SYNC3 will deliver a user-friendly news analysis tool for searching blogs and traditional media news, allowing users to create, comment and 'sync' their news in a virtually limitless network. This tool will integrate functionalities laid on three areas, namely news clustering, blog processing and news events labelling and relation extraction, and will be customisable to the needs of the professional and citizen journalists.

More specifically, the project is expected to deliver the following results:

- The SYNC3 System, which is going to be released as a news analysis tool customised to the needs of professional and citizen journalists.
- The News Clustering Components, providing modules for news article clustering and their classification into events, as well as algorithms for soft and hard dynamic and hierarchical clustering.
- The Blog Processing Components, delivering modules for blog post classification, models for sentiment analysis, and methods for knowledge transfer from the news to the blogosphere domain and sentiment analysis.
- The News Event Labelling and Relation Extraction Components, which include modules for cluster labelling and relation extraction and methods for news relations and attributes extraction.
- The User Interface (UI) Components, providing the appropriate visualisation techniques and support for user interaction and personalization.

3.2.4 Liaison partners

Athens Technology Center, (GR)

4 Other collaboration actions

This section describes the main aims of our collaboration plan. In general, the consortium will first try to communicate with the above presented scientific projects and open related collaboration channels with the project's coordinators or the related partners. The consortium will build on that point from their contacts that some of the partners already have from previous experience or collaborations. Specifically, the project consortium will be based on the following strategic activities.

4.1 Participation in meetings

SocIoS collaboration team will attend the IOS EU collaboration meetings for identifying new collaboration and dissemination strategies and refining the SocIoS collaboration plan during the whole life of the project.

IBM will schedule brainstorming meetings with corresponding IBM representative for SOCIETIES and will possibly participate as an invited guest in conference calls and/or meetings.

4.2 Participation in Facebook

SocIoS consortium will create a common Facebook account for the SocIoS members in order to be able to communicate and discuss with other scientific community users of social networks and be informed for facts and events that could provide more collaboration channels for the project.

4.3 Workgroup participation

SocIoS plans to contribute to Collaboration Working Groups (CWG), such as Service Architectures, Service Front Ends and QoS and SLAs.

Also, SocIoS will contribute to IT-tude, not only with the provision of open source software and documentation, but also with articles describing potential progress beyond of the state of the art in the field of IoS.

Please find attached the link to the SEQUOIA online collaborative space in which our focus group will take place http://vyew.com/Sequoia/SEQUIA_focus group N1.

4.4 Workshops

SocIoS consortium after the first six months of the project duration, will try to organize related workshops in famous international events about the social networks and their technologies, in order to investigate and extend its research activities and knowhow. The organization of this events will be either standalone (SocIoS partners organizers), or together with other scientific communities or projects. The aim of such activities is twofold, first to

communicate and exhange scientific ideas and technologies, and secondly to disseminate as much as possible the project activities, achievements and results.

IBM and HU are organizing a workshop on crowdsourcing and human computation as part of the annual WIKIMANIA conference taking place in Haifa, Israel this year. The workshop will include an invited talk by Professor Luis von Ahn, a leader in crowdsourcing research.

4.5 Contribution to standardisation efforts

SocIoS project during its period will investigate and decide in which scientific areas it can contribute with its research on the related social networks technologies.

4.6 Dissemination and training

We plan to actively contribute by presentations, publications and other forms of content to joint events and to the ICT Web Portal. Many of our partners in SocIoS consortium already participate in ICT events around Europe, something that will be continued until the end of the project.

The aim of these activities is the production of dissemination material that can be used for communication towards the general public, the organization of joint summer schools.

IBM will publish a paper on crowdsourcing games in CHI 2011:

Guy, I., Perer, A., Daniel, T., Greenshpan, O., and Turbahn. Guess Who? Enriching the Social Graph through a Crowdsourcing Game. Proc. CHI '11.

HU will present SocIoS in the social networks session at Info 2011 in Tel Aviv, Israel.

The consortium will report in the next versions of this document through the following table the related collaboration actions that we will have managed to provide and to implement.

Table 1 Collaboration activities

Project Name	Collaboration Actions	Produced Results	Deep of collaboration (i.e. discussion, code exchange/reuse, methodology adopted)	Planned activities
xxxx	xxxx	xxxx	xxxx	xxxx

5 Conclusions

The SocIoS consortium believes that the collaboration between several projects can generate more relevant impact and better performance than individual projects. This document summarises the collaboration activities planned for SocIoS as foreseen at month 6 of the

project. All projects and initiatives considered by SocIoS as sources for contributions and collaboration have been selected based on the degree of compatibility as perceived at this stage.

Our aim is to keep the flow of information open to other European projects/initiatives to facilitate the identification of new synergies to exploit.

Finally, it should be mentioned that the collaboration plan will be updated by the consortium and the related involved partners in WP6, per project period. The document will be revised with information about activities carried out and updated plans for the next period.

6 References

[1] http://cordis.europa.eu/fp7/ict/ssai/docs/