Trust Evaluation through User Reputation and Provenance Analysis

Would you drink this coffee?

It's made by a pro!

PS: take a look at the coffee maker...

Who ≤ Who + How
Reputation ≤ Reputation + Provenance

A video labeling game example

- prov:Activity
- Game
- prov:Entity
- TypingActivity
- dc:partOf
- prov:used
- prov:Activity
- prov:wasGeneratedBy
- prov:startedAtTime
- prov:wasControlledBy
- timeStamp
- prov:endedAtTime
- timeStamp + typingDuration
- User
- prov:Agent
- xmls:dateTime
- Legend
- rdf:type
- prov:used
- Video
- Tag
- TagEntry
- prov:wasControlledBy
- prov:used
- Video
- Tag
- TagEntry
- prov:wasControlledBy
- prov:used

What features shall we use? How to evaluate them?

We let a classification algorithm decide!

tags entries

trust levels

features

Legend

The Network Institute

Waisda?