2018-00307 - R&D Engineer: Contributing to the development of SocialBus - A Universal Social Network Bus

Context

The SocialBus Research & Innovation Project

Computer-mediated communication can be defined as any form of human communication achieved through computer technology. From its beginnings, it has been shaping the way humans interact with each other, and it has influenced many areas of society. There exist a plethora of social interaction services enabling computer-mediated social communication (e.g., Skype, Facebook Messenger, Telegram, WhatsApp, Twitter, Slack, etc.). Based on personal preferences, users may prefer a social interaction service rather than another. As a result, users sharing same interests may not be able to interact since they are using incompatible technologies.

To tackle the above interoperability barrier, we propose SocialBus, a middleware solution targeted to enable the interaction via heterogeneous social interaction services.

A first version of the SocialBus software is available under the AGPL open source license at https://gitlab.inria.fr/usnb/universal-social-network-bus.

References:

- Emil Andrieu, Thierry Martinez, Valerie Issarny. Composing Message Translators and Inferring their Data Types using Tree Automata. FASE 2015 : 18th International Conference on Fundamental Approaches to Software Engineering, 2015, LNCS. https://hal.inria.fr/hal-01097389.
- Rafael Angarita, Nikolaos Georgantas, Valérie Issarny. USNB: Enabling Universal Online Social Interactions. IEEE International Conference on Collaboration and Internet Computing, 2017. Best paper award. https://hal.inria.fr/hal-01591757.

Assignment

Contribution

As part of the further development of the USNB solution, the research engineer will specifically contribute to:

- Design and implementation of an automated solution to the synthesis of software mediators associated with the plugging of given social interaction services, while the current SocialBus implementation relies on the ad hoc, cumbersome and error-prone implementation of the required mediators by the developers.
- Customizing SocialBus to foster the participation of citizens in urban consultation processes. The work will subdivide into:
  - The study of workflows associated with participatory processes,
  - The elicitation of supporting middleware-relevant mechanisms,
The design and implementation of such mechanisms for the integration within SocialBus. The work will go along with the adoption of adequate software engineering practices, and the production of documentation.

**Main activities**

The activities to be undertaken derive from the above expected contributions and include:

- Analyzing and getting to know the existing socialBus prototype implementation.
- Designing and implementing a solution to the automated synthesis of mediators for the connection of online social network services to the bus.
- Customizing SocialBus for large-scale participatory processes.
- Experimenting with, and assessing, SocialBus in the context of participatory processes.
- Ensuring the quality of the developed software.
- Producing the documentation associated with the developed software.

**Skills**

Expertise, including experience or at least knowledge in the following topics:

- Service oriented architectures,
- Middleware architectures and systems,
- Implementation on Java EE and/or Node.js,
- Implementation of Web APIs,
- Code generation,
- Use of database management systems,
- Use of social networks.

**Benefits package**

- Restauration subventionnée
- Transports publics remboursés partiellement