

INFSCI 2140

Information Storage and Retrieval

Lecture 8: Alternative Retrieval Techniques

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Ad-hoc IR in text-oriented DS

- The context (L1)
- Querying and matching (L2,L3)
- How to evaluate results (L4)
- How it all works internally (L5,L7)
- Better search and presentation taking user into account: RF, QE, UM (L6)
- Better organization and visualization of search results (L10)
- What else?



A Broader view of the course

- Classic Information Retrieval
- Improving Classic Information Retrieval
- What else beyond Classic IR?
 - Alternative IR (L8)
 - Multimedia IR (L8)
 - Visualization (L10)
- Newest trends
 - User Modeling for IR (L6, L8, L10)
 - Web IR (L9)



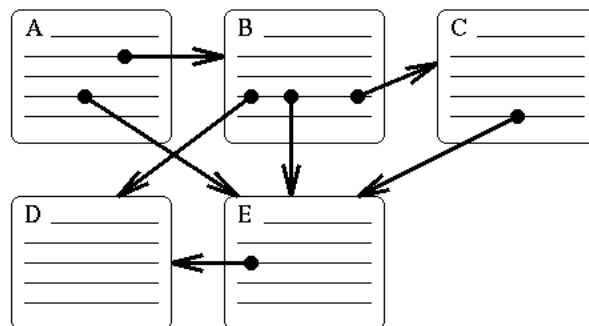
Alternative techniques?

- ~~■ Information Filtering~~
- ~~■ Natural Language Processing~~
- Hypertext: Links and browsing
- Citation Processing
- Adaptive hypermedia / navigation support
- Implicit queries (recommenders)
- Multimedia IR
- Dynamic queries (L10)

Hypertext: Definition

- Shneiderman [SK89]:
 - "a database that has active cross-references and allows the reader to "jump" to other parts of the database as desired".
- A hypertext is a database.
- The typical user action is a jump between parts of the database.
- Apart from pieces of information, called *nodes*, the database contains links between related nodes

Hypertext





Hypertext: Anatomy

- Nodes
 - scrolling (WWW “pages”)
 - fixed size (HyperCard)
 - several pages
- Anchors (hot world, hot spot)
- Links
 - Anchor to node
 - Source anchor to destination anchor (Intermedia)



Hypermedia

- J. McDaid [McDaid-91]:
 - Hypermedia is ... an extension of Nelson's earlier coinage, "hypertext" (for non-sequential writing), hypermedia implies linking and navigation through material stored in many media: text, graphics, sound, music, video, etc.



History of Hypertext: Founders

- 1945: Vannevar Bush proposes *Memex* in his article "As We May Think".
- 1965: Ted Nelson introduces *Xanadu* and coins the term hypertext.
- 1967: Andries van Dam develops the *Hypertext Editing System* at Brown University, the first working hypertext
- 1968: Doug Engelbart gives a demo of *NLS*, a part of the Augment project, started in 1962.



History of Hypertext: Promoters

- 1975: A team at CMU, headed by Robertson, develops the *ZOG* system, later *KMS*.
- 1978: A team at MIT, headed by Andrew Lippman, develops the *Aspen Movie Map*
- 1985 Janet Walker develops the *Symbolics Document Examiner*, the first hypertext system used by "real" customers.
- 1985 Several other hypertext systems - *NoteCards* (Xerox), *Intermedia* (Brown University) ...



History of Hypertext: Real World

1986: OWL introduces *Guide for the Macintosh*, the first widely available hypertext system, based on the *Unix Guide* (Peter Brown, University of Kent)

1987: Apple delivers *HyperCard* free with every Macintosh

1987: The ACM organizes the first Conference on Hypertext

1990: The *World Wide Web* delivers Hypertext to millions



Link Behavior

- Jump (goto) to another node
 - node shown in the same window
 - node shown in different window (NoteCards)
- Pop-up window with definition (Guide, HyperCard)
- Stretchtext

Another Node

Now jump back!

Link Behavior

- Jump (goto) to another node
 - node shown in the same window
 - node shown in different window (NoteCards)
- Pop-up w (Guide,
- HyperCa Pop-up Window activates when you click the mouse button and disappears when you release the button
- Stretche



Link Behavior

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- Pop-up window with definition (Guide, HyperCard)
- Stretchtext



Link Behavior

- Jump (goto) to another node
 - node shown in the same window
 - node shown in different window (NoteCards)
- Pop-up window with definition (Guide, HyperCard)
- Stretchtext - expansion of text (Guide)
 - additional text is inserted when you click!
 - you may also collapse the expansion back



Hypertext Navigation

■ Goals

- Understanding “what’s there”
- Find some information
- Learn something

■ Problems

⇒ Navigation aids

- Where am I?
- Where I can go from here?
- Where I should go?



Navigation aids

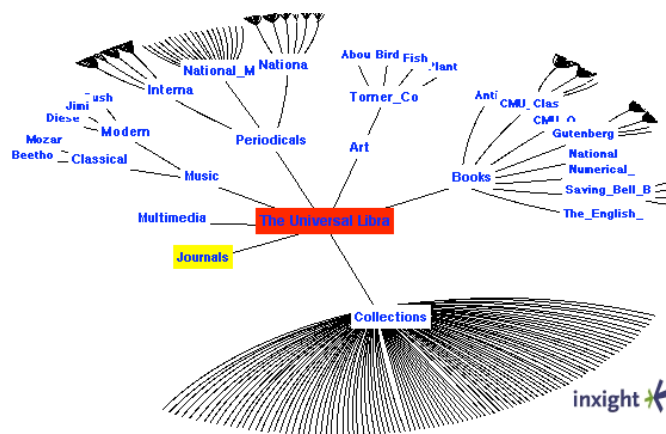
- Metaphors (museum, travel)
- Getting the whole picture
- Going back
- Avoiding loops
- Giving more information to decide
- Using structure (sequence, tree)
- Adaptive navigation support

Getting the whole picture...

... without getting lost

- Guided tours
- Landmarks
- Index pages
- Maps
 - Local map
 - Global map
- Fisheye views and hyperbolic trees

Hyperbolic Trees



More at: <http://www.inxight.com/products/sdks/st/>



Going back

- “Back” button
- History list
 - partial: path only (Netscape)
 - full: all visited nodes (IE)
- History tree
- Bookmarks



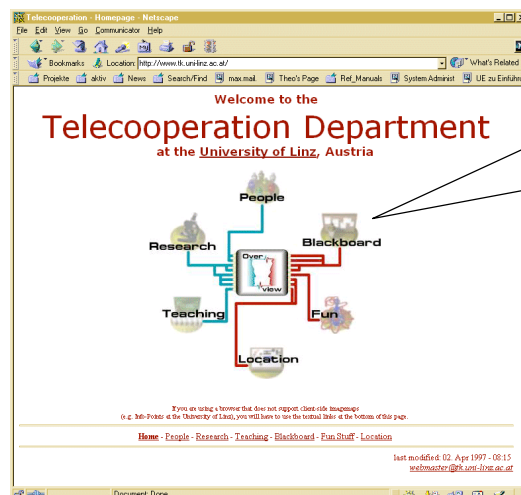
Where I should (should not) go?

- Loops and inefficient navigation
 - Unique anchors
 - Bread crumbs
 - Highlighting visited links
- More information to decide
 - Typed links
 - Sneak preview
- Adaptive navigation support

Typed Links

- Verbal typing:
 - subheading, prefix
- Spatial typing:
 - location, grouping
- Typed by visual cues
 - Font: size, style, type
 - Icon/bullet
 - Color of font, background, icon/bullet

Sneak Previews



More at <http://www8.org/w8-papers/4b-links/visual/visual.html>

Using the structure

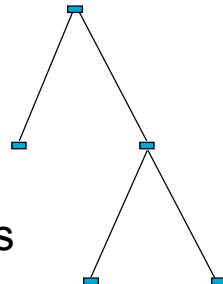
- Sequence (HyperCard)

- forward
- backward
- home



- Tree

- top
- ancestor
- descendants
- siblings



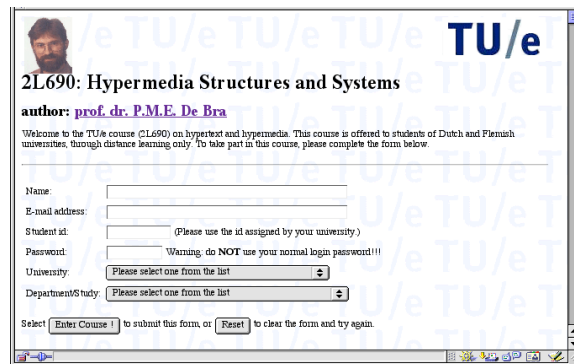
- Table of contents

Navigation aids: summary

- | | |
|----------------------|------------------|
| ■ backtracking | ■ history tree |
| ■ bread crumbs | ■ landmarks |
| ■ highlighting links | ■ bookmarks |
| ■ unique anchors | ■ maps |
| ■ sneak preview | ■ indexes |
| ■ typed links | ■ fish-eye views |
| ■ history list | ■ guided tours |

Hypertext Course

- <http://wwwis.win.tue.nl/2L690/>
- Your Student id is your pitt e-mail



TU/e

2L690: Hypermedia Structures and Systems

author: [prof. dr. P.M.E. De Bra](#)

Welcome to the TU/e course (2L690) on hypertext and hypermedia. This course is offered to students of Dutch and Flemish universities, through distance learning only. To take part in this course, please complete the form below.

Name:

E-mail address:

Student id: (Please use the id assigned by your university.)

Password: Warning, do NOT use your normal login password!!!

University: Please select one from the list

Department/Study: Please select one from the list

Select to submit this form, or to clear the form and try again.

From IR to Hypertext

- Browsing offers an alternative and powerful way of information access
- What can we do if there are no links between documents and browsing is not possible?
- Similarity-based navigation
 - Document similarity
 - Access similarity



Citation processing

- Citations as extra information about a document
 - Co-citation as a similarity measure
 - Link between documents citing same source
- Citations as a measure of importance
- Citation-based navigation
- Examples: WebOfScience, CiteSeer
- Problem: no citation standard



What's in a citation?

- Authors
- Title
- Source data
 - Journal: Title, publisher
 - Book: Title, editor, publisher
 - Conference: Title, date, location
- Location in the source



Citation processing

- Is it only relevant to science papers?
- Where else similar technologies can be used?
-
-



Browsing the Web

- Can we support the user who is browsing?
- No query: need to know information need or user model
 - How to deduce that? ⇒ **User modeling**
- No “search results”: need to guide the user to good pages
 - How to guide? ⇒ **Adaptive navigation support**



Adaptive hypermedia: Why?

- ☑ Different people are different
- ☑ Individuals are different at different times
- ☑ "Lost in hyperspace"
 - ⇒ Large variety of users
 - ⇒ Variable characteristics of the users
 - ⇒ Large hyperspace

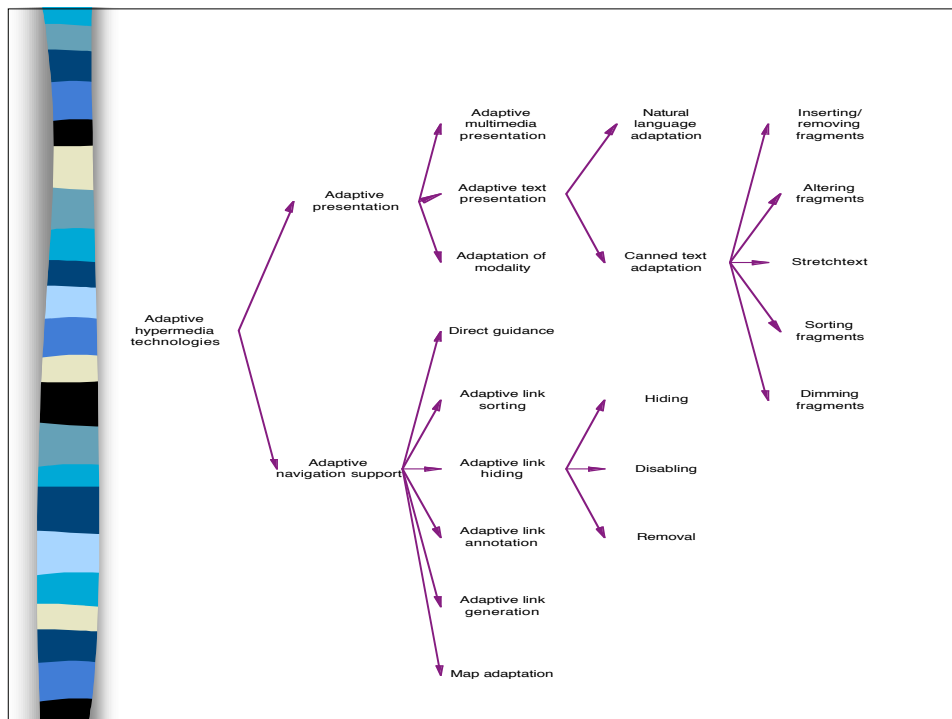


Where it can be useful?

- Web-based education
 - ELM-ART, AHA!, KBS-Hyperbook, MANIC
- On-line information systems
 - PEBA-II, AHA!, AVANTI, SWAN, ELFI, ADAPTS
- E-commerce
 - Tellim, SETA, Adaptive Catalogs
- Virtual and real museums
 - ILEX, HYPERAUDIO, HIPS, Power, Marble Museum
- Information retrieval, filtering, recommendation
 - SmartGuide, Syskill & Webert, IfWeb, SiteIF, FAB, AIS

What can be adapted?

- Hypermedia = Pages + Links
- Adaptive presentation
 - content adaptation
- Adaptive navigation support
 - link adaptation





Adaptive navigation support: goals

- Guidance: Where I can go?
 - Local guidance (“next best”)
 - Global guidance (“ultimate goal”)
- Orientation: Where am I?
 - Local orientation support (local area)
 - Global orientation support (whole hyperspace)



Adaptive navigation support

- Direct guidance (WebWatcher)
- Restricting access
 - Removing, disabling, hiding
- Sorting
- Annotation
- Generation
 - Similarity-based, interest-based
- Map adaptation techniques



What can be adapted: links

- Contextual links (“real hypertext”)
- Local non-contextual links
- Index pages
- Table of contents
- Links on local map
- Links on global map



Link types and technologies

	Direct guidance	Sorting	Hiding	Annotation	Map adaptation
Contextual links	OK		(disabling)	OK	
Non-contextual links	OK	OK	?	OK	
Table of contents	OK		?	OK	
Index	OK		?	OK	
Local map	OK		OK	OK	OK
Global map	OK		OK	OK	OK



Adaptive navigation support: evaluation

- **Sorting**
 - HYPERFLEX, 1993
- **Annotation (colors) and hiding**
 - ISIS-Tutor, 1995
- **Annotation (icons)**
 - InterBook, 1997
- **Hiding**
 - De Bra's course, 1997



Evaluation of sorting

- **HYPERFLEX: IR System**
 - adaptation to user search goal
 - adaptation to “personal cognitive map”
- **Number of visited nodes decreased (significant)**
- **Correctness increased (not significant)**
- **Goal adaptation is more effective**
- **No significant difference for time/topic**

Annotation and hiding: ISIS-Tutor

- An adaptive tutorial for CDS/ISIS/M users
- Domain knowledge: concepts and constructs
- Hyperspace of learning material:
 - Description of concepts and constructs
 - Examples and problems indexed with concepts (could be used in an *exploratory environment*)
- Link annotation with colors and marks
- Removing links to “not relevant” pages

Sample index page (annotation)

Доступные темы	
+ 1 Общий вид формата	2 Арифметические выражения
3 Удаление пустых строк	4 Безусловный переход на новую строку
+ 5 Переход на новую строку	6 Выбор позиции в строке
7 Печать пробелов	+ 8 Вывод поля
9 Понятие MFN	10 Безусловный литерал
11 Арифметическая функция L	12 Арифметическая функция MFn
13 Арифметическая функция Val	14 Арифметическая функция Rsum
15 Арифметическая функция Rmin	16 Арифметическая функция Rmax
17 Арифметическая функция Ravg	18 Совнесение % и #
19 Совнесение / и #	20 Условный литерал
21 Повторяющийся литерал	22 Вывод MFN
23 Строковые выражения	24 Префиксный условный литерал
25 Суффиксные литералы	26 Нуль-литералы
27 Повторяющийся литерал с +	28 Префиксный повторяющийся литерал
29 Установка режима вывода	30 Совнесение условных литералов и %
31 Совнесение условных литералов с #	32 Совнесение условных литералов с /
33 Совнесение условных литералов с C	34 Совнесение условных литералов с X
35 Совнесение условных литералов с M	36 Режимы L,U в команде M.
37 Режим H в команде M	38 Режим D в команде M
39 Режим P в команде M	40 Строковая функция F
41 Строковая функция Ref	42 Строковая функция S
43 Программы пользователя format	44 Выражения отношения
Enter – научить F4-практ F6-учи F8-инд.задач F9-назад PgDn-след.стр.	
+ Хорошо изучен	Изучен
Можно изучать	Не готов

Sample index page (hiding)

Доступные темы	
+ 1 Общий вид формата	2 Арифметические выражения
3 Удаление пустых строк	4 Безусловный переход на новую строку
+ 5 Переход на новую строку	6 Выбор позиции в строке
7 Печать пробелов	+ 8 Вывод поля
9 Понятие MFN	10 Безусловный литерал
13 Арифметическая функция Val	20 Условный литерал
21 Повторяющийся литерал	22 Вывод MFN
27 Повторяющийся литерал с +	28 Префиксный повторяющийся литерал
29 Установка режима вывода	52 Разнесение первой строки поля
53 Выбор длины фрагмента поля	54 Выбор смещения фрагмента поля
55 Вывод подполя	56 Повторяющиеся группы
Enter - изучить F4-практ F6-учи F8-инд.задач F9-назад	
+ Хорошо изучен	Изучен
	Можно изучать

Results: performance

Group	Number of steps	Time (sec)	Concept repetitions	"Unforced" concept repetitions	Task repetitions
Non-adaptive	81.3	2196	17.3	11.2	6.2
Adaptive	65.2	1418	9.0	5.0	0.8
Restrictive	58.2	1785	8.9	4.8	0.4

Adaptive annotation makes navigation more efficient

InterBook: concept-indexed ET

- “Knowledge behind pages”
- Structured electronic textbook (a tree of “sections”)
- Sections indexed by domain concepts
 - Outcome concepts
 - Background concepts
- Concepts are externalized as glossary entries
- Shows educational status of concepts and pages

Book view

ACT-R Lesson Units

- Unit 1: Understanding Production Systems
 - Section 1.1: The ACT-R Production System
 - 1.1.1 Declarative Units in ACT-R
 - 1.1.2 Production Rules in ACT-R
 - 1.1.3 Production Rule Format
 - 1.1.4 ACT-R's Condition Form
 - 1.1.5 ACT-R's Action Code

1.1.2 Production Rules in ACT-R

A **production rule** is a statement of a particular contingency that controls behavior: Examples might be

IF the **goal** is to classify a person
and he is unmarried
THEN classify him as a bachelor

IF the goal is to add two digits $d1$ and $d2$ in a column
and $d1 + d2 = d3$
THEN set as a **subgoal** to write $d3$ in the column

The **condition** of a production rule (the IF part) consists of a specification of a goal and a number of **chunks** while the **action** of a production rule (the THEN part) basically involves the creation or modifications of some chunks. The above is an informal English specification of production rules. You will learn the syntax for their precise specification within the ACT-R system.

A production rule specifies an to be taken when a is met.

Continue Teach me

Content
Glossary
Help
Search
Interface

Background:

*procedural
knowledge*

Outcome:

action
condition
procedural
memory
production
production
rule



Adaptive annotation can:

- Reduce navigation efforts
 - Results are not significant (variety of styles?)
- Reduce repetitive visits to learning pages
 - Significant - if applied properly
- Encourage non-sequential navigation
- Increase learning outcome
 - For those who is ready to follow and advice
- Make system more attractive for students



Implicit Query - Recommenders

- A user identifies 1 or several objects as being of interest
- The recommender system suggests matching objects from the DS
- Inverse paradigm - push vs. pull: the user is passive (not really querying), the system is active - recommending
- Shares a lot in common with IF



Parameters for recommenders

- Short term or long term “interest”
 - 1-2 “interesting” items in one session
 - many items over time
- Direct or indirect “rating”
 - Direct rating
 - “Looking at”: click, browse
 - Other ways to show interest:
 -
 -



Parameters for recommenders

- Content-based vs collaborative “filtering”
- Content based:
 - find items similar to the set of *interesting* by content
- Collaborative “filtering”
 - Find users who have similar opinion with you
 - What else these user consider *interesting*?



Case Study: Paper Recommender

- Suggest publication for several reasons
 - Similar to just downloaded paper
 - Cites just downloaded paper
 - Cited by just downloaded paper
 - Most frequently downloaded together
 - Added since last visit and cited by earlier downloaded paper
 - Most popular but not yet considered
- Doubled # downloads per visit!



Adaptation in Paper Recommender

- What?
 - Learns relative importance of the reasons by watching agreements to suggestions
- When?
 - Clicked “suggest”, downloaded paper, idle time
- Adaptability (user can specify)
 - Which reasons not to consider
 - Topics of interests
- URL:
<http://www.ics.uci.edu/~pazzani/Publications/Publications.html>



Case Study: XLibris

- How the users shows their interests?
- Long term or short term interests?
- Which technology is better - content-based or collaborative filtering?



Case Study: WATSON

- WATSON system (Northwestern U)
 - The user types or work in GUI
 - The system observes his/her work
 - The recommendation window shows relevant resources
- Instant Queries

Case Study: WATSON

- How the users shows their interests?
- Long term or short term interests?
- Which technology is better - content-based or collaborative filtering?

Case Study: MovieCentral

- The users rate movies
- The system can suggest best bets
- Users keep rating movies while checking best bets



<http://www.moviecentral.com>

Alternative URL: <http://www.movielenz.umn.edu/>



Case Study: MovieCentral

- How the users shows their interests?
- Long term or short term interests?
- Which technology is better - content-based or collaborative filtering?



Case Study: Amazon.com

- How the users shows their interests?
- Long term or short term interests?
- Which technology is better - content-based or collaborative filtering?



Web Recommenders vs. ANS

- Recommenders originate from filtering systems and use an old “search” approach, ANS originates from hypertext and focuses on navigation support
- Even advanced recommenders use simple 1-D “list of links” presentation, ANS use 1.5-D presentation
 - Power of a recommendation engine could be enhanced by power of a proper interface
- Modern AH systems require content knowledge, modern recommender systems can create/extract it.



A broader picture - adaptive IS

- Users work with an adaptive IS, the system attempts to develop a user model (knowledge, interests, goals) and assist each user adaptively
- There are different ways to model the user (knowledge, interests, collaborative, content-based...)
- There are different ways to use the knowledge to assist the user



Case Study: Knowledge Sea

- What the users are doing
- What kind of information the system is able to extract from watching the users and how
- How the system assist the users in the process of information access?



Multimedia IR

- Text as Image (Digital Libraries)
- Images
- Video
- Spoken documents
- Music
- Arbitrary sound



Text as Image (Digital Page Image)

- Text image vs. text
- Problems
 - From image to text - OCR vs manual
 - Page segmentation
 - Graphic extraction
- Examples
 - CORE, JSTOR, TULIP
 - Early Canadiana <http://www.canadiana.org/>



Image retrieval

- Application areas
 - Retrospective
 - Stock photos
 - Filtering
 - Satellite imaging
 - Law enforcement and immigration
- Main approaches
 - Concept-based retrieval
 - Content-based retrieval



Concept-based image retrieval

- Key: Concept-based indexing of images
 - Based on attributes extracted manually
 - Based on logical, high level features
- Systems for image indexing
 - ICONCLASS, A&AT, ...
- What?
 - Time, location, content



Content-based image retrieval

- Key: Automatic indexing of images based on low-level features
 - Color
 - Texture
 - Shape
 - Spatial orientation and layout
 - Sketch



Examples - content based IR

- **QBIC - IBM's Query By Image Content:**
<http://www.qbic.almaden.ibm.org>
- **MIT PhotoBook:**
<http://www.white.media.mit.edu/vismod/demos/photobook/>
- **Virage:** <http://www.virage.com>
- **VisualSeek:**
<http://www.ctr.columbia.edu/~jrsmith/VisualSEEk>



Video and spoken language

- **Problems:**
 - Segmentation
 - Indexing
- **Examples:**
 - CMU Informedia:
 - <http://www.informedia.cs.cmu.edu>
 - Virage:
 - <http://www.virage.com/services/ivq.html>