An Experiment Data Analysis Framework: Evaluating Interactive Information Behavior with R

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Overview

- 1. Introduction / Background / Rutgers
- 2. System framework
 - Experiment System
 - <u>Analysis System</u>
- 3. Context evaluation with the framework
- 4. Screenshots
- 5. Current State (Demo) and future plans

Introduction / Background

- Information Science / Information Retrieval
 - Traditionally: Matching search request to documents
 - Query as search unit
 - Context-free search
 - Performance measure: Relevance
 - Integrating Interaction as part of the search process
 - Task as search unit
 - User's information interaction (central) part of search process
 - Developing models that explain usefulness of content
- Need for more effort for context model evaluation
 - Initial activity in IRIX workshops and IIiX conferences (3rd time this year in New Brunswick)
 - PooDLE project @ Rutgers

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The PooDLE Project

http://comminfo.rutgers.edu/imls/poodle

- **Goal:** a personalization assistant to support contextualized (i.e. personalized) information retrieval
- **Questions** we address:
 - Determination of significant contextual factors
 - Implicit identification of values of factors
 - Determination of interaction effects amongst factors
 - Construction of a computational framework for taking account of context factors and their interactions
 - Creation and Evaluation of a personalization prototype

• What we do:

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- Experiments (information seeking for different tasks)
- Observing users' interactive search behavior
- Collect feedback on usefulness from their saved pages
- Analyze data to find behavioral correlates of contextual features and predict usefulness based on behaviors



Technical challenges / requirements

- Large data sets
 - \sim 1+ GB of textual log data / experiment
 - \sim 1x GB of video log data / experiment
- Processing Speed of models / test / visualizations
- Flexibility (many possible models/combinations)
- Support

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- Integration with Java (JRI)
- Data access (RJDBC)
- Data processing
 - Data manipulation
 - Numerical processing
 - Libraries



- Experiment system for designing and conducting interactive experiments in realistic application environments
- Analysis system for integrating and analyzing results from experiments

Main features

- Integrating behavoral experiment logs and user feedback
 - Unified representation (event data)
 - Single timeline
 - Synchronization of events in
 - Error recovery
- Modeling on events in
 - Segmentation (semantic categorization) of events
 - Hypothesis testing and learning





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Logical elements:







Logical elements:

Events
Segmentations





Logical elements:

- Events
 Segmentations
- Models





How does the framework support context evaluation?

- Modularity
 - Capture the context you need
 - Analyse selective contextual effects and their interactions
- Extensiblity
 - Add own events, read them from own log files
 - Add own segmentations and models (written in R)
 - Adapt framework-based models to your needs
- Data is separated from segmentations / models
- Data and models can be accessed as service and shared among researchers

Screenshots (1) - Importing Data

Data Imports	Connection & R	eaders 🦉 User	/ Task 1? Inte	eraction	RUIConsole	Tobii	UsaProxy
Create	Enter Experiment Data Source						
ecir2010 x	Data Import:	ecir2010					
FABIO x	Server:	localhost					
ecir2010_2 x	Port:	3306					
	Experiment Database:	kpe1					
Wodels	User:	kpe1					
	Password:	••••					
	Save and Conne	ct					
	Enable Readers						
	User / Task		On	2			
	Interaction		On	$\overline{\mathbf{v}}$			
	RUIConsole		On	L			
	Tobii		On	V			
	UsaProxy		On	V			
	Morae		Off	N			
	URLTracker		Off	অ			
	🖾 _{Save} 🗳 F	Run Readers					
_							

Screenshots (2) – Model Selection

Data Imports	Contraction & Selection Information
Models Create test x ecir2010model x	Name and Define Model Name: test Data Import: ecir2010 Model: ScreenRegionSegmenter Save
	Select Users, Tasks and Eventtypes Users: Image: kpe1_s001 kpe1_s002 kpe1_s003 kpe1_s004 kpe1_s005 Tasks: Tasks: KPE1 Task KPE1 Task<
	Experiments: IM KPE1 Event types: User / Task ID Interaction ID RUIConsole IM Tobii
	Save Run Model



Screenshots (3) – Model Info & Features





Screenshots (3) – Model Info &

Features

继 Data Imports	🖗 Definition & Selection 🚺 Information 🥵 Features
Models Create test x	General Info Name: ScreenRegionSegmenter Type: edu.rutgers.poodle.models.ScreenRegionSegmenter Description: Segments Tobii eye fixations into screen regions defined by the researcher.
ecir2010model_x	Model Input Features # Feature name parameter1 parameter2 parameter3 parameter4 parameter5 1 Screen Region name x1 y1 x2 y2

Models	Add Model Feature	s	Create			
test x ecir2010model y	Save nan	ne: querybox	x1: 100	y1: 100	x2: 500	y2: 200
<u>xiii xiii x</u>	Save nan	ne: content	x1: 100	y1: 201	x2: 1000	y2: 1000

Screenshots (4) – Model Results



Screenshots (4) – Model Results



Current State and Future Work

- Context models for the prediction of usefulness
- Software
 - Experiment System prototype completed and will soon be available as open source from http://sourceforge.net/projects/piirexs
 - Analysis System will be released as open source in Fall 2010.
- Demo (on request)
- Feedback?



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Additional Slides

Definitions

What is an event 100 million

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- Unique, single, and smallest unit of activity
- Marking one point in time (no time span)
- Synchronized in one time system
- Simple and no hypothesis
- Typed by origination (logging source) and categorized in simple sub-types (e.g. mouse move, keystroke)



Definitions

• What is a segmentation?

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- Categorizes events in semantic groups
- Pre-conditions event data for modeling
- Segmentation is a categorization model; many can co-exist and operate on one event data set



Definitions

• What is a model?

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- Defines one or more hypothesis
- Generates secondary data from events
- Independent from events
- Can be based on segmentation





What to do with Models?

Models can be chained



 Models can re-use other models (Templates/Pattern)



• Models can be adapted or extended

