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Ranking database results
based on context.

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Overview

- Motivation
- A model of relevance
- Introduction to preference rules
- Connecting preference rules and relevance
- Implanting the model on top of a DBMS
- Summary and outlook



- Many information available in digital form.
- Need for personalization
 - Based on person
 - Based on situation
 - Based on context



A model of relevance

- Traditional:
$$\frac{P(D = d|Q = q \wedge U = u) = P(Q = q|D = d \wedge U = u)P(D = d|U = u)}{P(Q = q|U = u)}$$

- Adding “situatedness” to user:

$$\frac{P(D = d|Q = q \wedge U = u_{sit}) = P(Q = q|D = d \wedge U = u_{sit})P(D = d|U = u_{sit})}{P(Q = q|U = u_{sit})}$$

Influence of context

- Context affects query generation.
- Context affects general relevance of tuple.
- If query has lower probability to follow from situation, resulting documents more likely to be relevant.

$$\frac{P(D = d|Q = q \wedge U = u_{sit})}{P(Q = q|U = u_{sit})} = \frac{P(Q = q|D = d \wedge U = u_{sit})P(D = d|U = u_{sit})}{P(Q = q|U = u_{sit})}$$

Influence of situatedness

- Context affects query generation.
- Context affects general relevance of a document.
- If query has lower probability to follow from situation, resulting documents more likely to be relevant.

$$\frac{P(D = d|Q = q \wedge U = u_{sit})}{P(Q = q|U = u_{sit})} = \frac{P(Q = q|D = d \wedge U = u_{sit})P(D = d|U = u_{sit})}{P(Q = q|U = u_{sit})}$$

Introduction to preference rules

- Relates contextual features to features of documents together with a weight (C, P, σ)
- Examples:
 - (KoffieRoom, Jazz, 0.8)
 - (Cheerful, Eighties, 0.7)
- Semantics:
 - Preferences taken from choices in history.
 - *If we pick a random moment in history when a situation had feature C and a user made a choice, the chance that (s)he chose a document with feature P is σ .*



Preference rules and relevance

- Introducing features in relevance model

$$P(D = d | U = u_{sit}) = P(D = d | F(d) = \underline{f}, G(u_{sit}) = \underline{g})$$

- The most relevant document in a situation:
 - *The document for which the chance is highest that we chose before, in the situation with the same features, a document with the same features.*
 - Relevance of one document:

$$= \prod_{r_p | r_c \in \underline{g}} \begin{cases} \sigma & \text{if } r_p \in \underline{f} \\ 1 - \sigma & \text{if } r_p \notin \underline{f} \end{cases}$$

Example & assumptions

Situation: KoffieRoom, Cheerful



$$\neg \text{Jazz} , \neg \text{Eighties} : (1-0.8)(1-0.7)= 0.06$$

- Document features of rules do not depend on document features of other rules.
- Rules define “everything”
 - Information not coded in rules (e.g. music is loud, reading a paper) does not play any role.
- What if situation did not occur before
 - System don't know: Default rules

Uncertainty of features

- Conditioning

$$P(D = d | G(u_{sit}) = \underline{g}) = \sum_{F(d)=\underline{f}} P(F(d) = \underline{f}) \cdot P(D = d | F(d) = \underline{f}, G(u_{sit}) = \underline{g})$$

$$P(D = d) = \sum_{G(u_{sit})=\underline{g}} P(G(u_{sit}) = \underline{g}) \cdot \left(\sum_{F(d)=\underline{f}} P(F(d) = \underline{f}) \cdot P(D = d | F(d) = \underline{f}, G(u_{sit}) = \underline{g}) \right)$$

– Leads to probability that document is the ideal document $P(D=d)$ of:

$$= \sum_{G(u_{sit})=\underline{g}} P(G(u_{sit}) = \underline{g}) \cdot \left(\sum_{F(d)=\underline{f}} P(F(d) = \underline{f}) \cdot \prod_{r_p | r_c \in \underline{g}} \begin{cases} \sigma & \text{if } r_p \in \underline{f} \\ 1 - \sigma & \text{if } r_p \notin \underline{f} \end{cases} \right)$$

A word about querying (1/2)

- Rules coded in Description Logics

Context : {PETER} \sqcap (\exists hasActivityType.FreeTimeActivity)

Preference : TvProgram \sqcap (\exists hasGenre.{HUMAN-INTEREST})

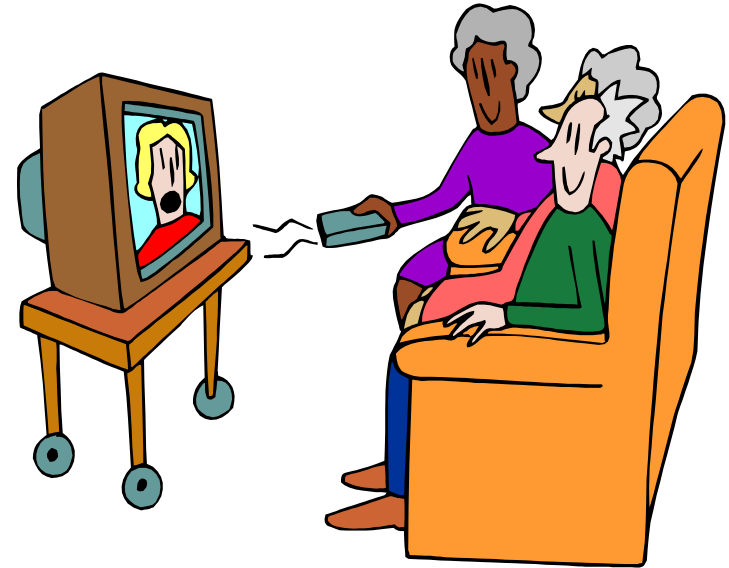
- DL model, maps to database
 - Concept tables
 - Movie, Person, Genre, ...
 - Role tables
 - hasGenre, hasRoom, hasMood, ...

Another word about querying (2/2)

- Uncertainty addressed with event expressions
 - Special DL operators that include calculation of event expression
 - Construct view
- Preference view is generated from rules
 - Contains view on all preferred documents with relevance score
 - Can be queried
 - Could be domain specific

Wrap-up and outlook

- Wrap-up
 - Relevance
 - Preference rules
 - Querying
- What's next?
 - More implementation
 - Addressing efficiency
 - Explanation of results





Questions?

**Ubiquitous computing will
“make using a computer as
refreshing as taking a walk in
the woods” – Mark Weiser**

Example

- Rules
 - (KoffieRoom, Jazz, 0.8)
 - (Cheerfull, Eighties, 0.7)
- Situation
 - KoffieRoom : 0.5
 - Cheerfull : 0.3
 - ...
- Document
 - Eighties: 0.9
 - ...

Example (continued)

- Sit: CoffeeRoom \wedge Cheerfull
 - Doc: Eighties \wedge Jazz
 - $0.8 * 0.7$
 - Doc: Eighties \wedge \neg Jazz
 - $0.8 * (1-0.7)$
 - Doc: \neg Eighties \wedge Jazz
 - $(1-0.8) * 0.7$
 - Doc: \neg Eighties \wedge \neg Jazz
 - $(1-0.8) * (1-0.7)$
- Sit: CoffeeRoom \wedge \neg Cheerfull
- Sit: \neg CoffeeRoom \wedge Cheerfull
- Sit \neg CoffeeRoom \wedge \neg Cheerfull