

Investigating Users' Needs and Behaviors for Social Search

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Introduction

- Web information explosion – Web search
- Problems of traditional Web search
 - Rank by similarity between query and documents
 - Mismatch between query & document space
 - Ambiguous & short user queries
 - Not in the same space
 - “One size fits all” approach – no personalization
- New approaches
 - PageRank – re-rank by incoming link counts (general popularity)
 - Community-based search – re-rank by community relevance
- KnowledgeSea “Social Search”
 - Supports social guidance in search context in KnowledgeSea II



Social Navigation

- Use past users' interaction with the system to support information navigation
 1. Support a known social phenomenon
 - We follow similar people's "footprints"
 2. Self organization
 - Function without human's manual endeavors
- Examples
 - Browsing: classic SNS ("footprints" system)
 - Recommendation: collaborative filtering (MovieLens Amazon recommender system)
 - Ad-hoc Search: Social Search in I-SPY and KSII



Social Search

■ I-SPY (Smyth, et al.)

- ☐ Relies on search histories of similar users
 - Repetition of query terms should be high
- ☐ Re-rank by community and individual query based popularity
- ☐ Query-document frequency matrix

■ Knowledge Sea II

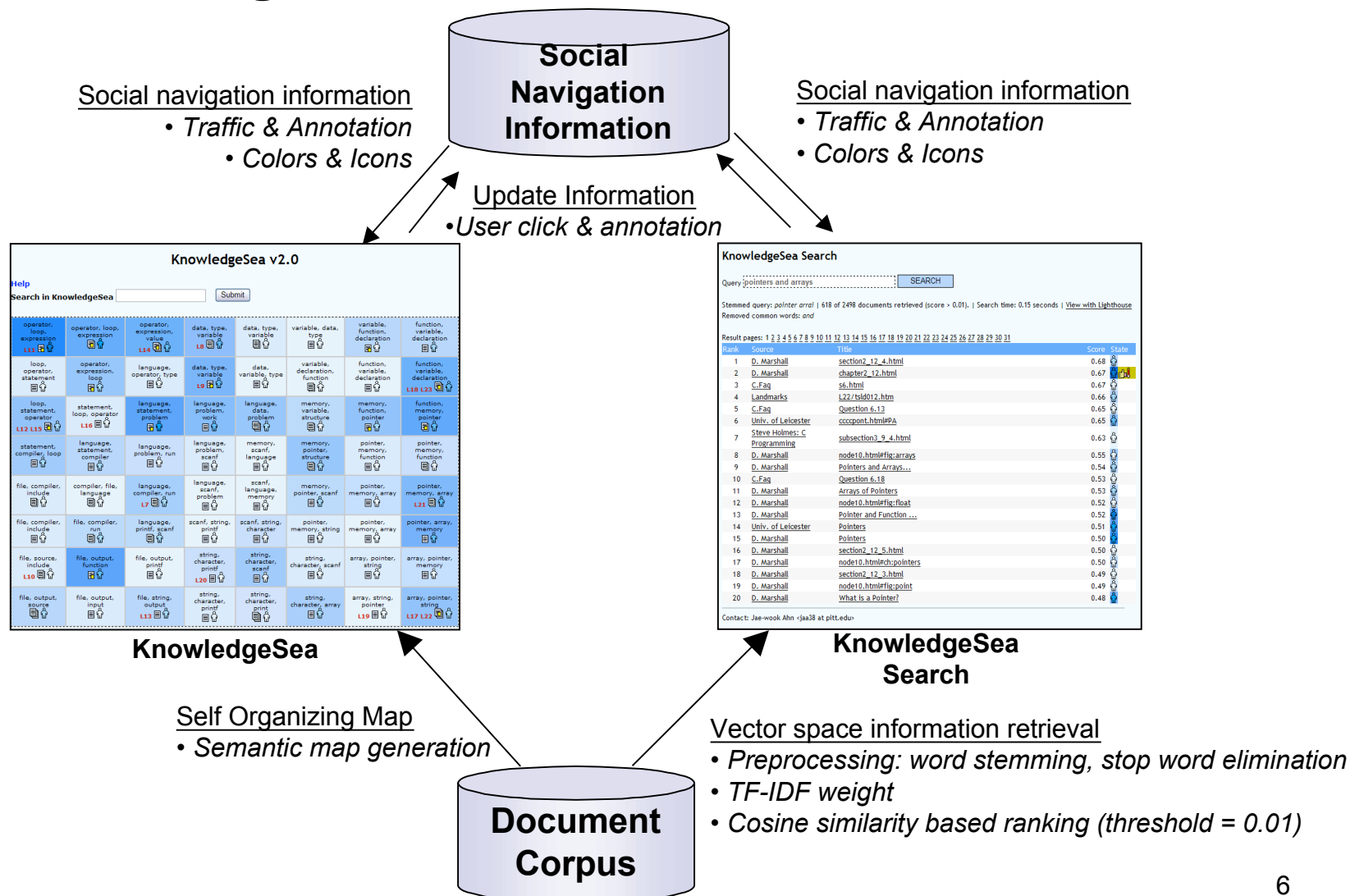
- ☐ Relies on link selection and page comments/highlights
- ☐ Adaptively annotate search results
- ☐ User action history



Knowledge Sea II

- Web based social navigation support system
- Includes open corpus – uses self organization
- Information Architecture
 - Several hierachical electronic hypertextbooks
 - Knowledge Map build with SOM (Self Organizing Map)
- Social navigation support
 - Color and Icons
 - Different level of traffic and annotations
 - Different types of annotations

Knowledge Sea II+ Architecture





System Design and Implementation

■ Document Corpus

- C language tutorials and slides
- Shares document URL DB with KnowledgeSea
- Fetch and index documents → searchable

■ Stemming

- Porter's algorithm

■ Stopwords

- Terms less contributing for document discrimination
- C keywords
 - Overlaps with some stopword (for, if, while, etc.)



System Design and Implementation (cont.)

■ Term weighting

□ TF-IDF

- TF (Term Frequency)
 - importance of a term in a document
- IDF (Inverse Document Frequency)
 - concentration of a term
 - importance of a document given a term
- $TF * IDF$ as term weights

■ Retrieval model

□ Vector space (Salton)

- Documents and queries are represented as vector of terms
- Document vector components – TF-IDF weights
- Query vector components – Binary

□ Rank by cosine similarity



Presentation of Search Results

- Conventional ranked presentation of search results
 - Rank, Document source, Title, Relevance Score (similarity)
- Social navigation visual cues for each link
 - Traffic-based
 - *How many times users clicked (selected and viewed) the page behind the link*
 - Annotation-based
 - *Annotations/highlights made by users to this page*

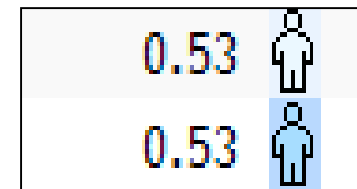
Visual Cues

■ Traffic-based

- More group traffic
 - Darker background color
- More user traffic than others
 - Darker foreground color of the “human” icon
- 0~9 traffic levels

■ Annotation-based

- More group annotations
 - Darker background color
- User own annotation
 - Foreground color
 - Type: Sticky notes, Thumbs-up, Question
- General attitude
 - Page “quality” temperature



Example of Social Traffic



Example of Social Annotations

System Design and Implementation (cont.)

KnowledgeSea Search

Query

Stemmed query: *dynam alloc memori* | 370 of 2498 documents retrieved (score > 0.01). | Search time: 0.10 seconds | [View with Lighthouse](#)

Removed common words: of

Result pages: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#) [13](#) [14](#) [15](#) [16](#) [17](#) [18](#) [19](#)

Rank	Source	Title	Score	State
1	S. Summit	Chapter 11: Memory A ...	0.62	
2	S. Summit	11.2 Freeing Memory	0.48	
3	C.Faq	s7.html	0.45	
4	R. Miles	Memory	0.42	
5	R. Miles	c13.html	0.40	
6	S. Summit	11.4 Pointer Safety	0.37	
7	R. Miles	free	0.35	
8	R. Miles	malloc	0.34	
9	D. Marshall	section2_21_8.html	0.30	
10	C.Faq	Question 19.23	0.29	

Document with high traffic (higher rank) (points to rank 6)

Document with positive annotation (higher rank) (points to rank 9)

Similarity score (points to Score column)

General annotation (points to State column)

Question (points to question mark icon)

Praise (points to thumbs up icon)

Negative (points to thumbs down icon)

Positive (points to thumbs up icon)



Research Design

■ Hypotheses

1. Users will need the social search capability and will use it meaningfully.
2. Users will actively select documents with higher social navigation scores. They may select lower ranked documents with high group traffic and/or positive annotations.

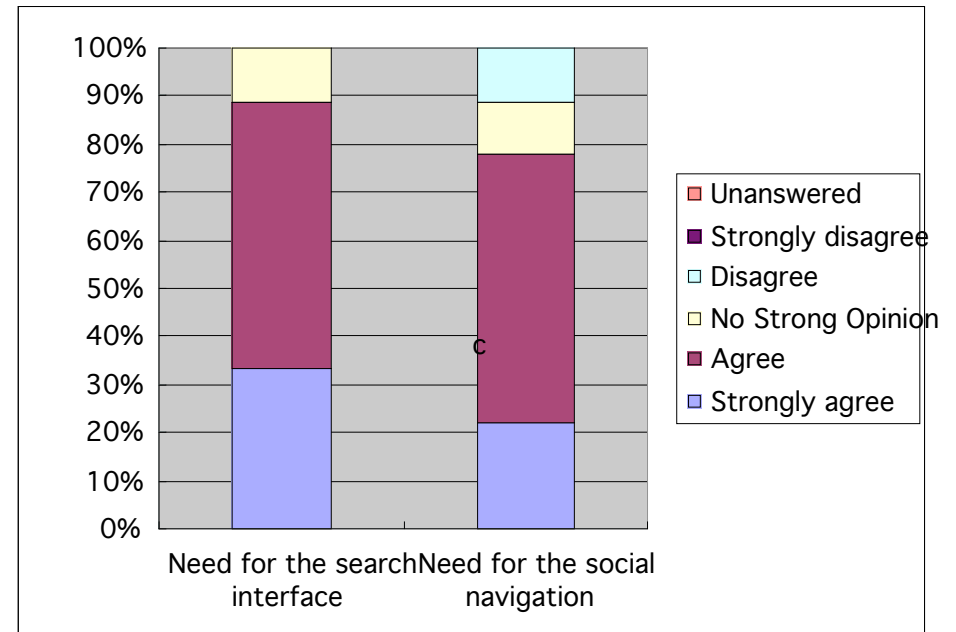


Research Design - Methodology

- INFSCI 0012 Introduction to Programming course
- Survey
 - Search interface is important?
 - Social navigation support for search is important?
 - *Hypothesis 1*
- Log analysis
 - 2 months (10/19/04~12/18/04)
 - Number of times search was used
 - *Hypothesis 1*
 - 1 month (11/16/04~12/18/04)
 - Rank, Similarity, Doc ID, Query string, Traffic and Annotation information
 - *Hypothesis 2*

Survey results

- Number of Answers
 - 9 students
- Need for the search
 - **88.9% agreed**
 - 11.1% neutral
- Need for the social navigation
 - **77.8% agreed**
 - 11.1% neutral
 - 11.1% disagreed
- *Supports Hypothesis 1*



Transaction log analysis results

■ Traffic

- Corresponding to survey results
- Search service is used
- Slightly more selection count with social navigation
- *Supports Hypothesis 1*

■ Rank

- Higher rank with social navigation
- *No support for Hypothesis 2*

Map	Browsing	Searching	Total
299 (36.2%)	423 (51.1%)	<u>105</u> (12.7%)	827

Table 1. Number of times used for each mode

	With group traffic or positive annotations	Without group traffic or positive Annotations
Average rank	<u>6.48</u>	8.54
Selection count	<u>29</u>	24

Table 2. Average rank and selection count



How attractive are the cues?

- Method of evaluation: beating the random

Cues	Random	Effective
High rank (1-3)	0.15 (3/20)	0.30 (16/53)
Visible traffic	0.08	0.32
High traffic	0.05	0.19



Activity Increase

- Number of documents viewed per query

- ☐ Session length
- ☐ Users viewed more documents when they received result sets containing group traffic or positive annotations
- ☐ *Supports Hypothesis 1*

	Average
<u>With group traffic</u>	<u>2.69</u>
Without group traffic	2

Table 3. Average number of documents viewed per query

	Average
<u>With positive annotations</u>	<u>4.5</u>
Without positive annotations	1.94

Table 4. Average number of documents viewed per query



Conclusions

- Implemented and tested the possibility of social search
- *Hypothesis 1*
 - Users agreed with the need for social search
 - Survey results
 - Users in reality used social search services
 - Frequency of usage
- *Hypothesis 2*
 - Social Visual Cues are taken into account
 - Social Navigation is twice as more “attractive” in influencing user navigation decision than high rank
 - Social visual Cues provide higher prediction for page quality than high rank