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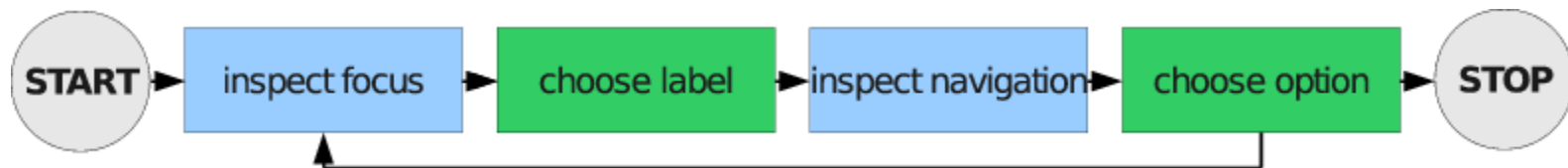
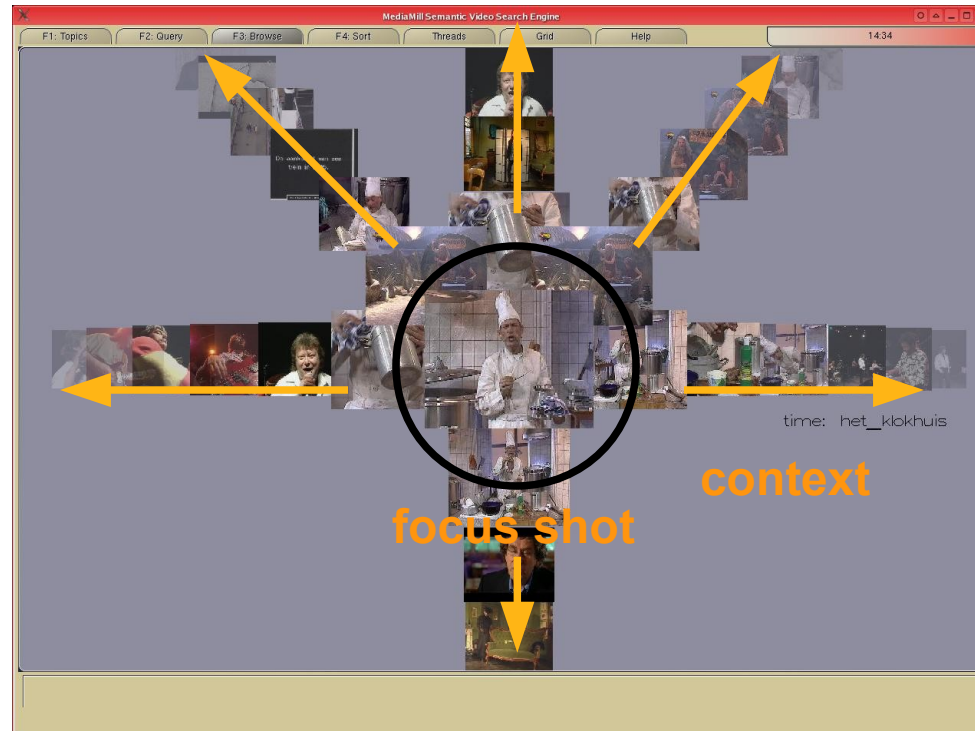


# Problem Statement

- Starting results relatively weak
  - Combination of query methods troublesome
- Possible solutions:
  - Optimize result selection
  - Visualize multiple query methods simultaneously
  - Analyze user browse behavior

# Optimize Result selection?

## Focus + Context browsing



# Focus + Context browsing

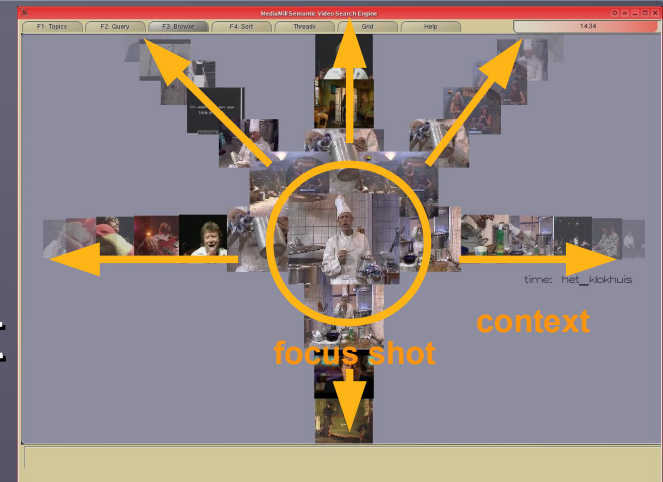
## ● Focus:

- defined by the current focal shot

## ● Context:

- defined by the rest of the interface
- We use: multi thread browsing

- *A thread is a linked sequence of shots in a specified order, based upon an aspect of their content*



# Threads used

## query threads

- merged result of query-by-text and/or query-by-concept and/or query-by-example

## ● time threads

- based on the shots in the video containing the focal shot

## ● visual threads

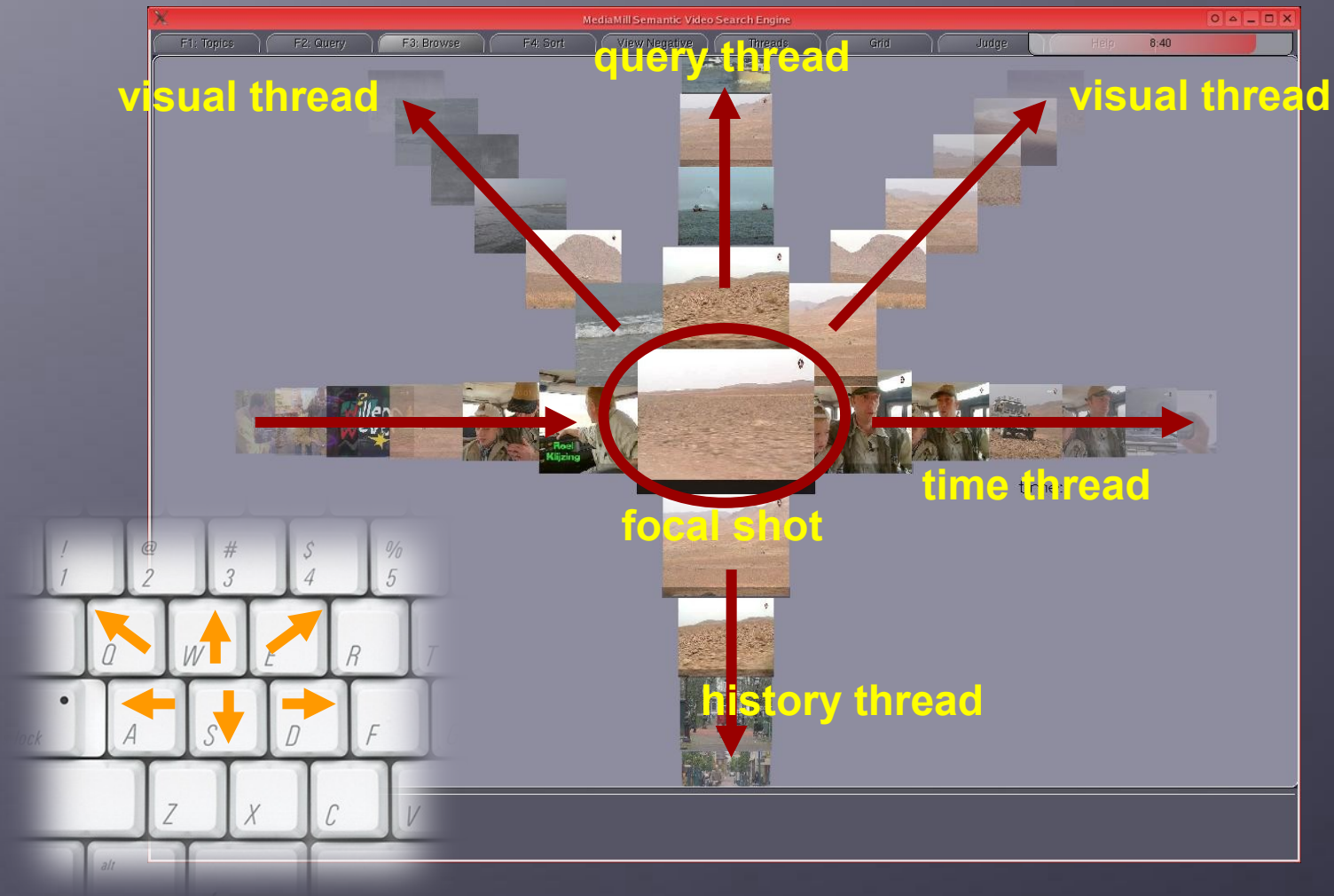
- based on visual similarity of focal shot

## ● history thread

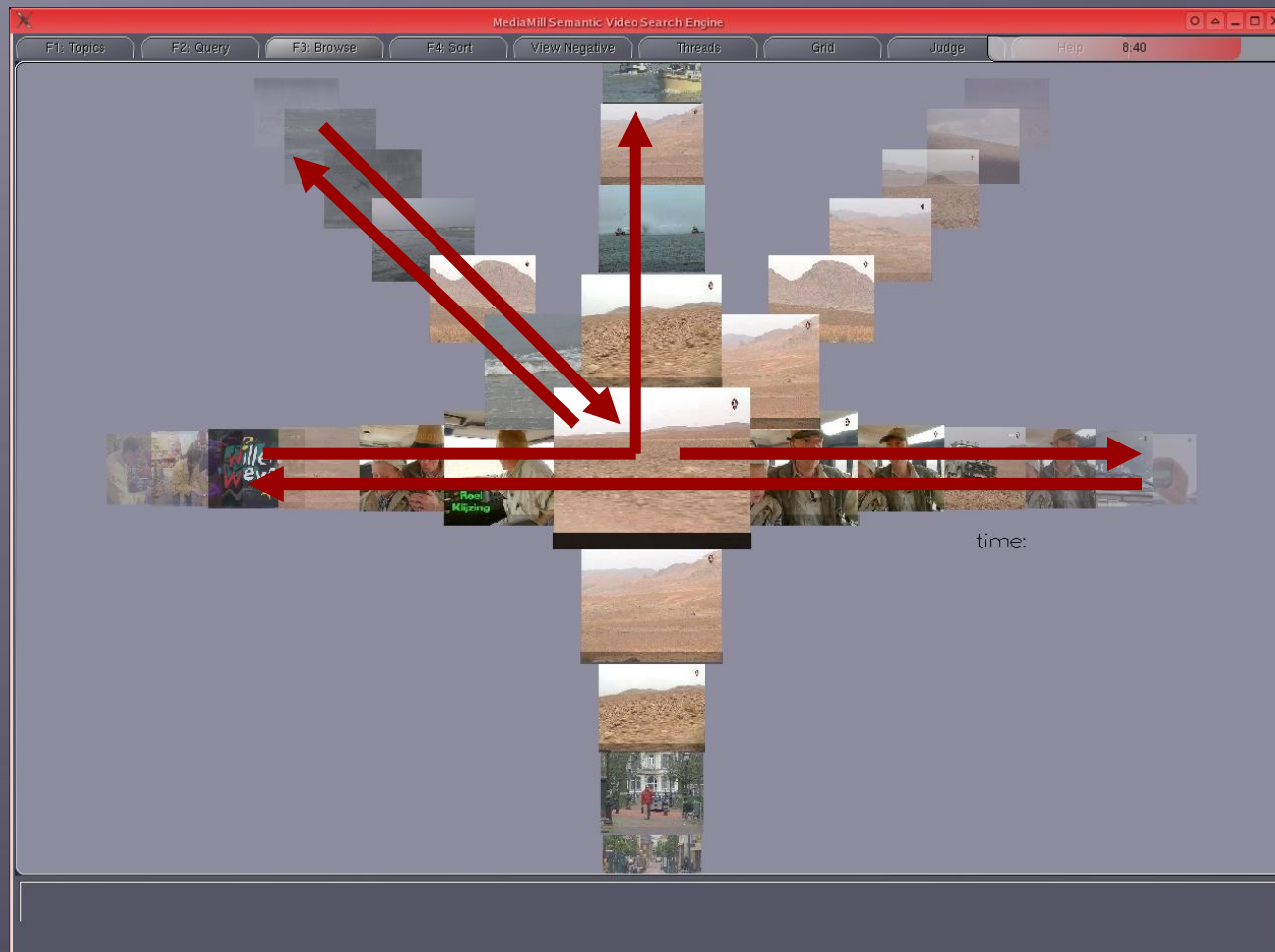
- based on the previous user browse behavior



# Multi Thread Browsing: ForkBrowser



# Multi Thread Browsing: ForkBrowser



# Problem Statement

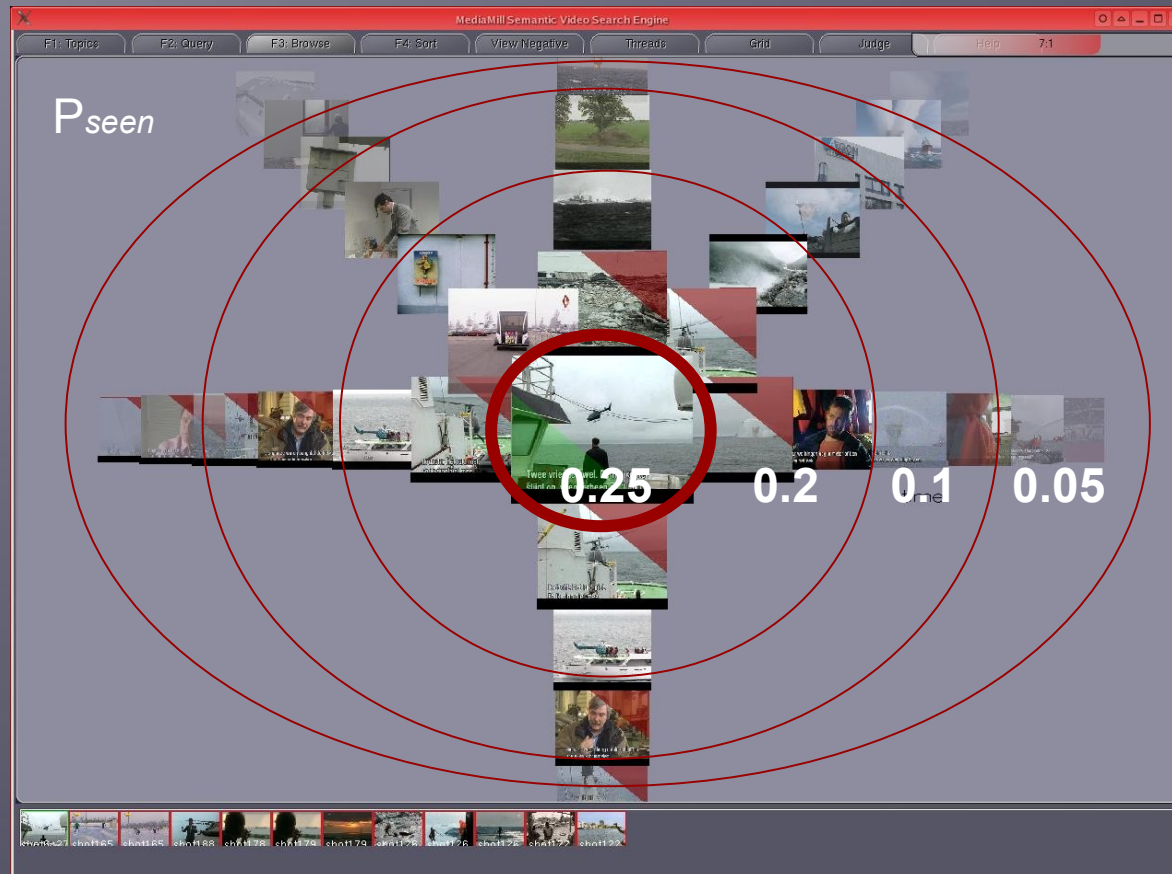
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  - Combination of query methods troublesome
- Possible solutions:
  - Optimize result selection
    - We propose:  
Focus + Context
  - Visualize multiple query methods simultaneously
    - We propose:  
Multi Thread Browsing
  - Analyze user browse behavior
    - We propose:  
Relevance Feedback  
based on context



# Relevance Feedback based on Context

- Based on online SVM learning
  - User provides positive annotations
  - System gathers negative annotations based on user browse behavior
    - using displayed context
- User switches query thread when current results seem exhausted

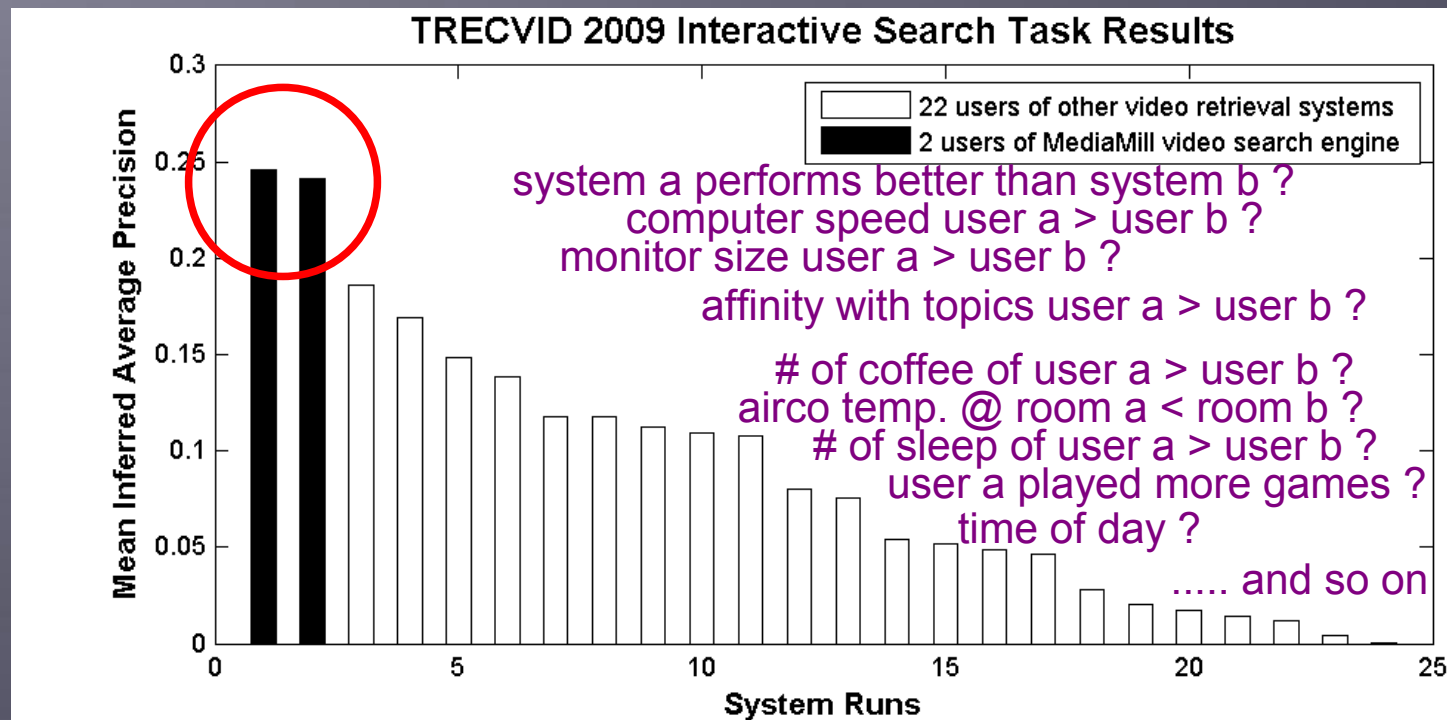
# Relevance Feedback based on Context



- All displayed shots accumulate a score to have been seen by the user
- When a shot reaches a threshold that shot is used as a negative example

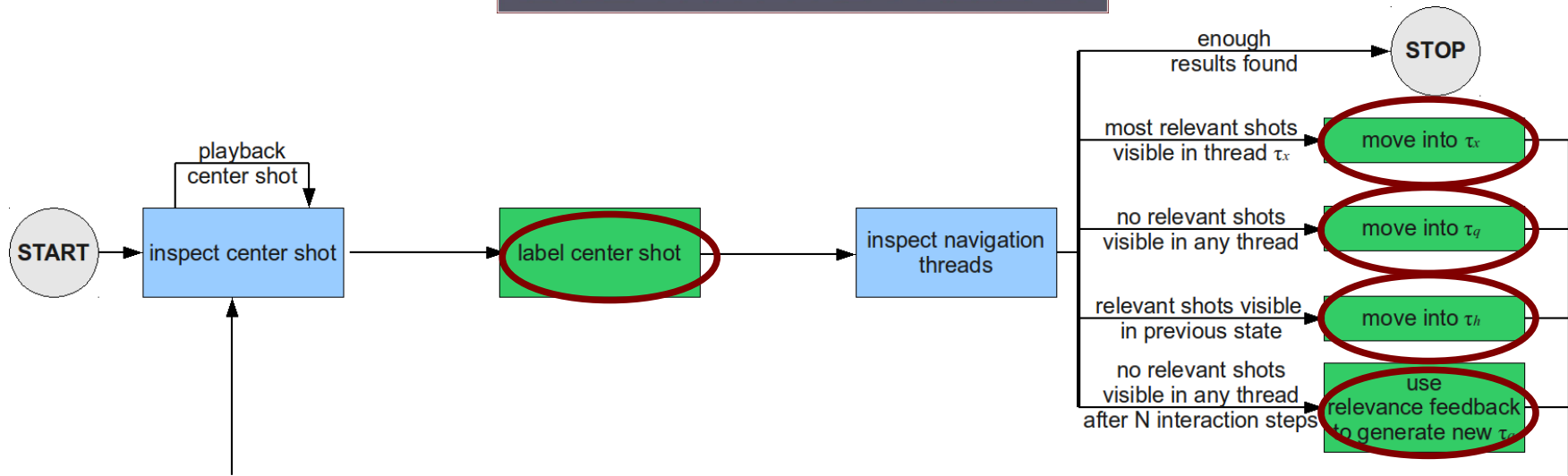
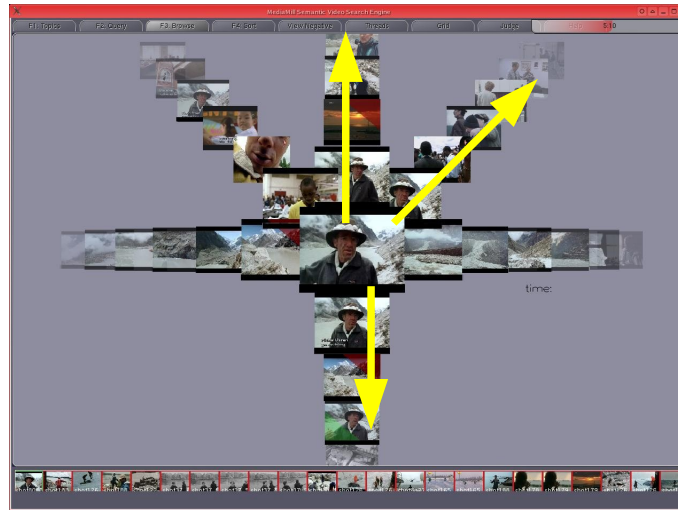
# How to evaluate performance?

## ● Problem with measuring real world users



## ● Component level evaluation requires user simulation

# User Simulation with a State Machine



# Experimental Setup

## ● TRECVID 2008 dataset

- 200 hours of video
- 48 topics, with (incomplete) annotations
- 57 semantic concepts (21 of '08, 37 of '07)
- best concepts taken as optimal starting query

## ● Experiment A:

What is the benefit of having multiple threads?

## ● Experiment B:

When should a user switch to relevance feedback results?

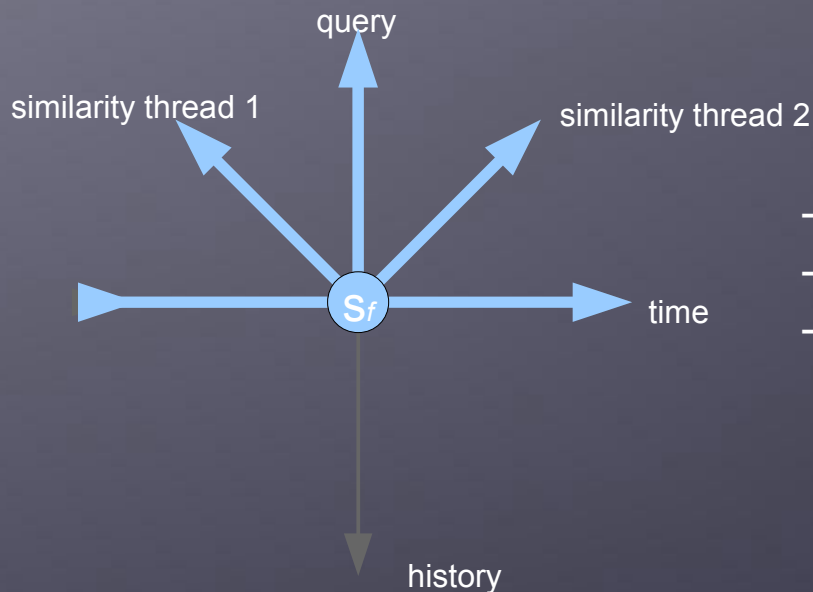


# Experiment A

● ***What is the benefit of having multiple threads?***

● **Measure**

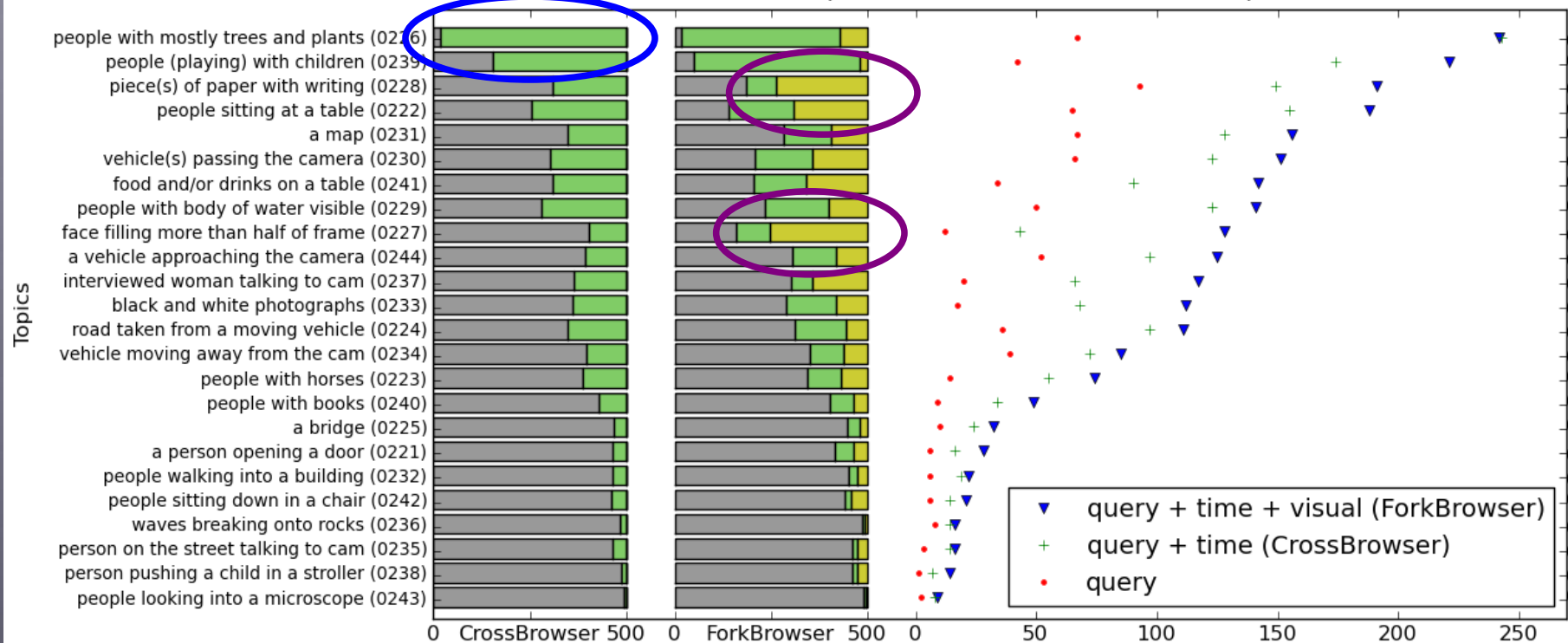
- retrieval performance vs number of shown threads
- number of positives after 500 actions, repeat for:



- query only
- query + time (CrossBrowser)
- query + time + visual similarity (ForkBrowser)

# Experiment A

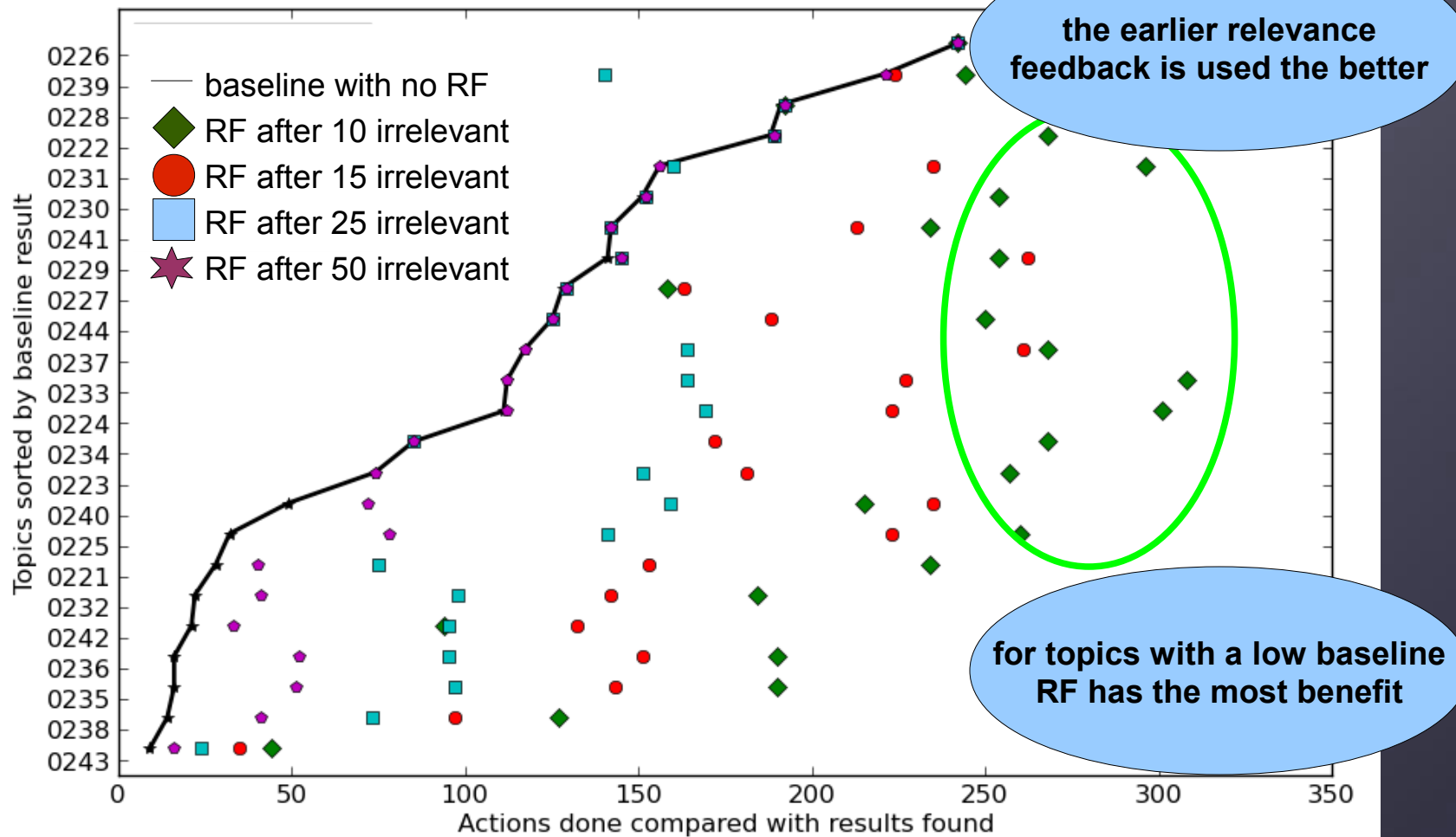
Combined result plot to determine benefit of multiple threads



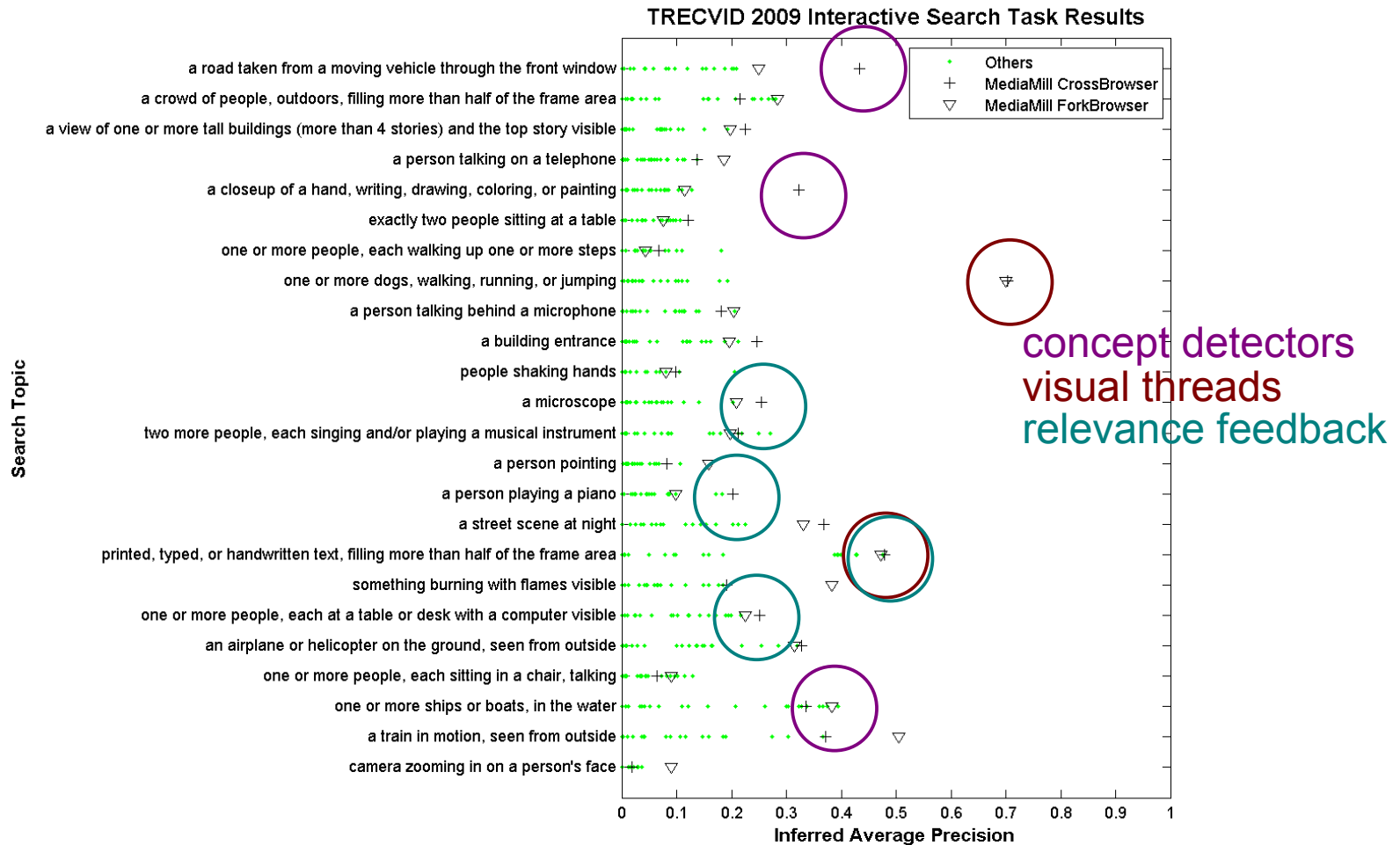
# Experiment B

- ***When should a user switch to relevance feedback results?***
- Measured
  - optimal # of actions without results before using relevance feedback

# Experiment B



# TRECVID 2009 results





# Conclusions

## ● Results indicate:

- showing multiple threads yield better performance
  - also increases the time to perceive results for real world humans
- We found a inverse correlation between # of threads shown and importance of initial query
- Relevance Feedback yields greatest benefit for topics which would otherwise have limited results.

● ForkBrowser Focus + Context browsing paradigm, together with good initial concepts, consistently performs well

# Any questions?

