

# User Intentions in Visual Information Retrieval & Multimedia Information Systems

Mathias Lux

The presentation of this material was supported by the  
Hungarian Research Fund (grant OTKA CNK 80368)



# User Intentions in Multimedia

Mathias Lux

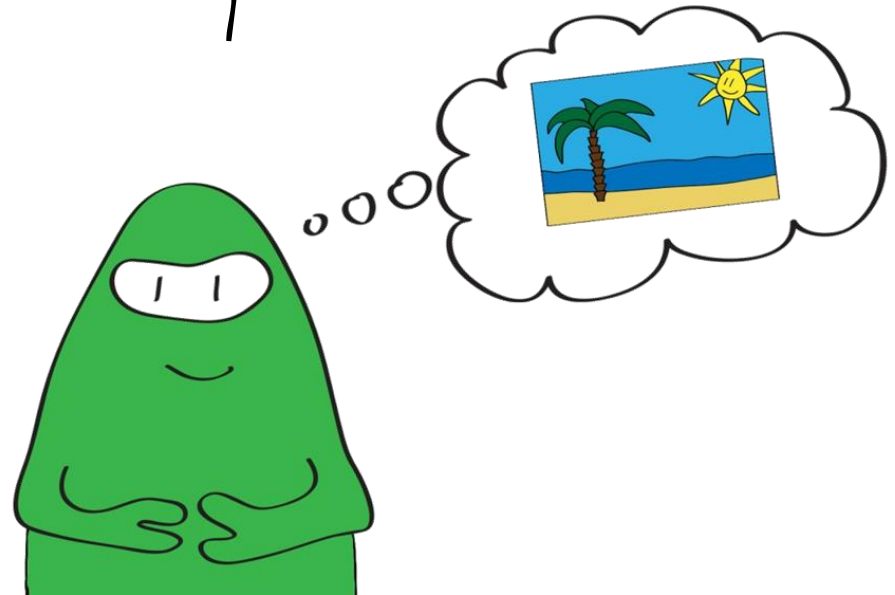
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Hungarian Research Fund (grant OTKA CNK 80368)





# Query By Example

- User has particular information need
- Need reflected by example image
- Query is expressed visually



# We all know that ...

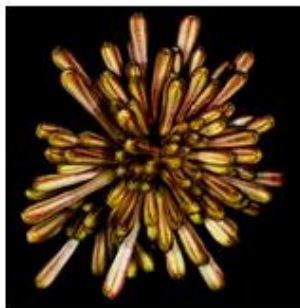
- Some features work better than others
- Features have different characteristics
- Some features work out well for some domains, while others don't

# PHOG & Flowers



100% match

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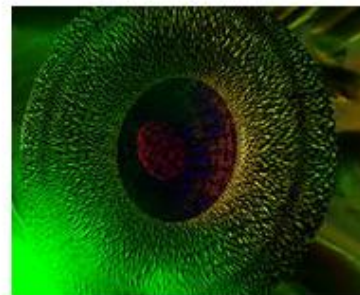
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# ColorLayout & Sunsets



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# EdgeHistogram & Portraits



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# JCD & Portraits



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# ColorLayout & Landscapes



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# PHOG & Birds on the Water



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24% match

Search [OH](#), [JH](#), [EH](#), [CH](#), [JCD](#), [CL](#), [PHOG](#)



21% match

Search [OH](#), [JH](#), [EH](#), [CH](#), [JCD](#), [CL](#), [PHOG](#)



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Search [OH](#), [JH](#), [EH](#), [CH](#), [JCD](#), [CL](#), [PHOG](#)



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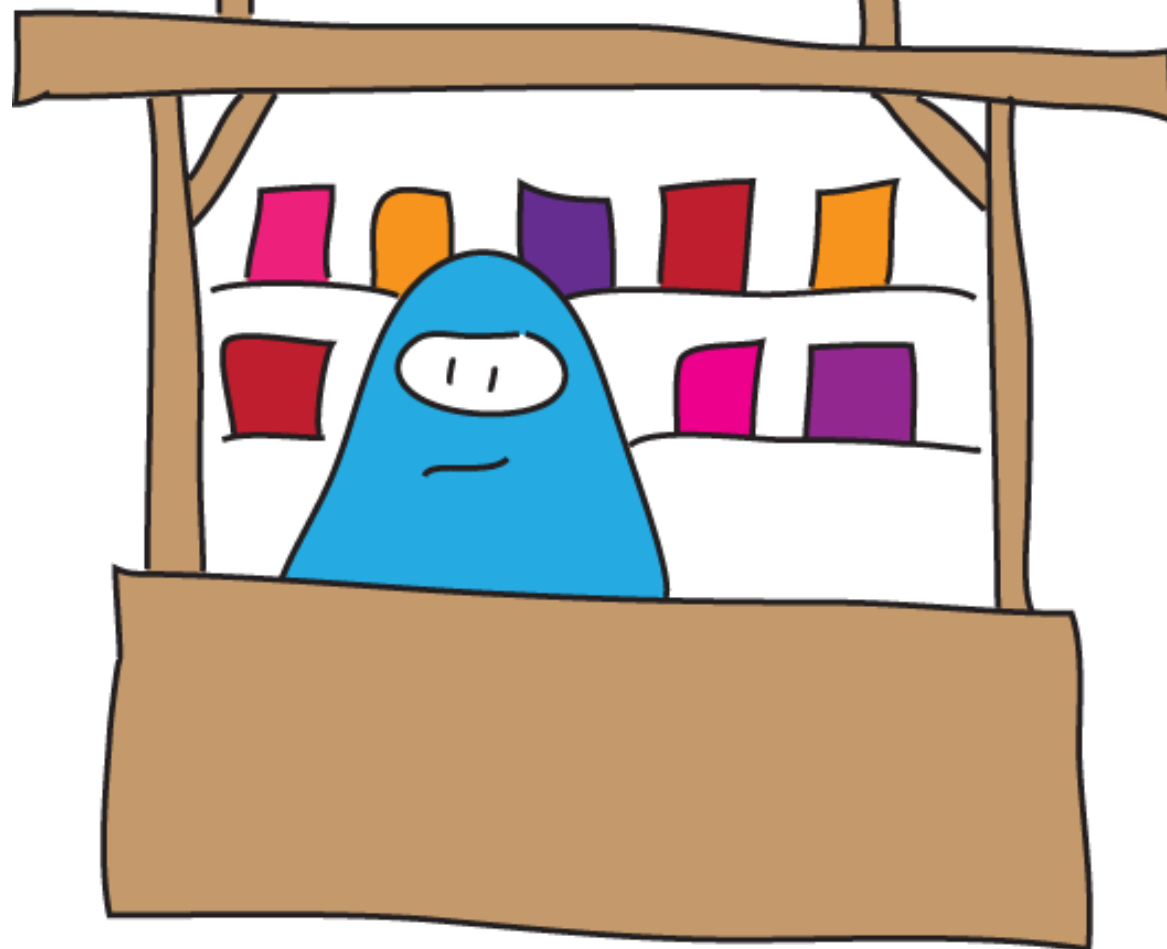


17% match

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GLOBAL FEATURES  
FOR SALE: 2 FOR 1



# Which one is right?

- How to determine the right feature?
- What are the necessary characteristics?
- How do I define visual similarity within the domain?
- What is visual similarity for the user?



# Why is there a different ranking?

Google

big bang theory



ANMELDEN

Google

big bang theory



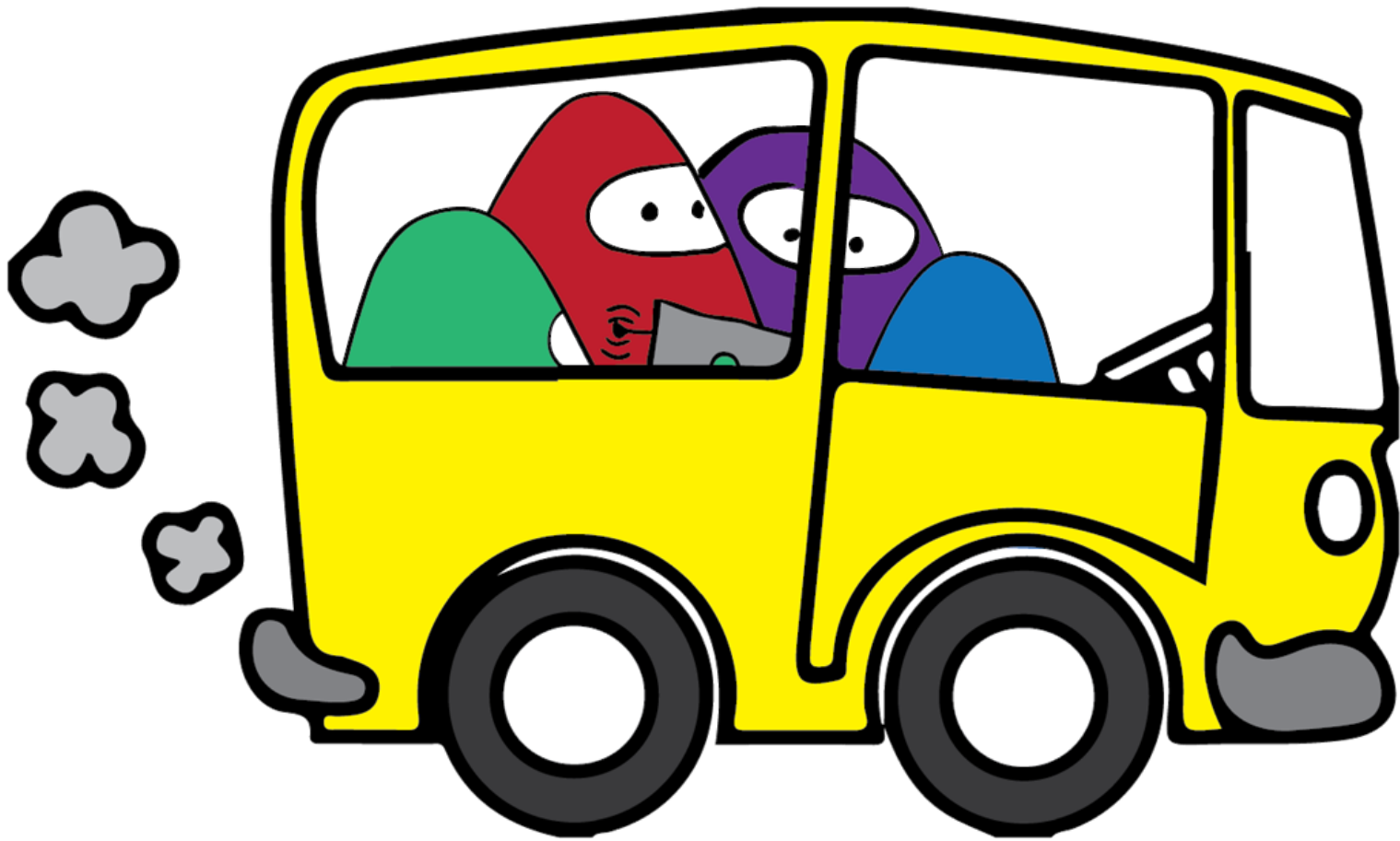
Mathias Lux

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# Users in Context



# Definition: Context

"Context is any information that can be used to characterize the situation of an entity. An entity is a person, place, or object that is considered relevant to the interaction between a user and an application, including the user and applications themselves."

# Definition: Intention

*noun*

- (1) thing intended; an aim or plan
- (2) *Medicine* the healing process of a wound
- (3) (intentions) *Logic* conceptions formed by directing the mind towards an object

# Context vs. Intention?

Context is any information that can be used to characterize the situation of an entity. An entity is a person, [...]

*noun*

(1) thing intended; an aim or plan

[...]

# A User's Intention is

- part of a user's context
- of manageable size (verb & frame)
- related to the information need in search

## Examples

- I want to download a new background for my mobile.
- I want to share the first laugh of my daughter.
- I want to see what a Lancia Lyra looks like.

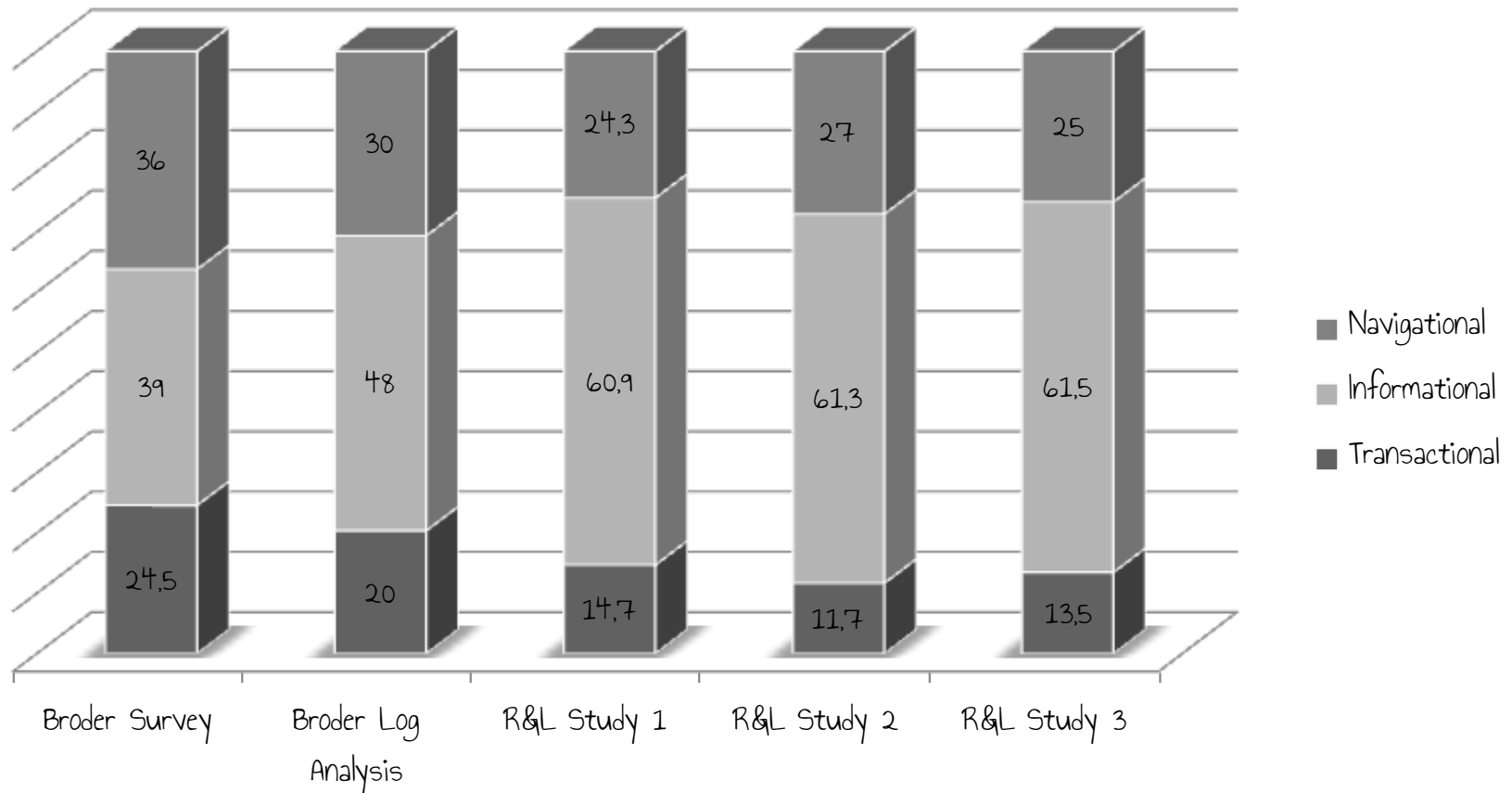
# User Intentions in the Web

Underlying goals of web searches

- Informational
  - to learn / know something
- Navigational
  - to go to a specific place (on the web)
- Transactional
  - to go somewhere to ultimately buy sth.



# User Intentions in the Web



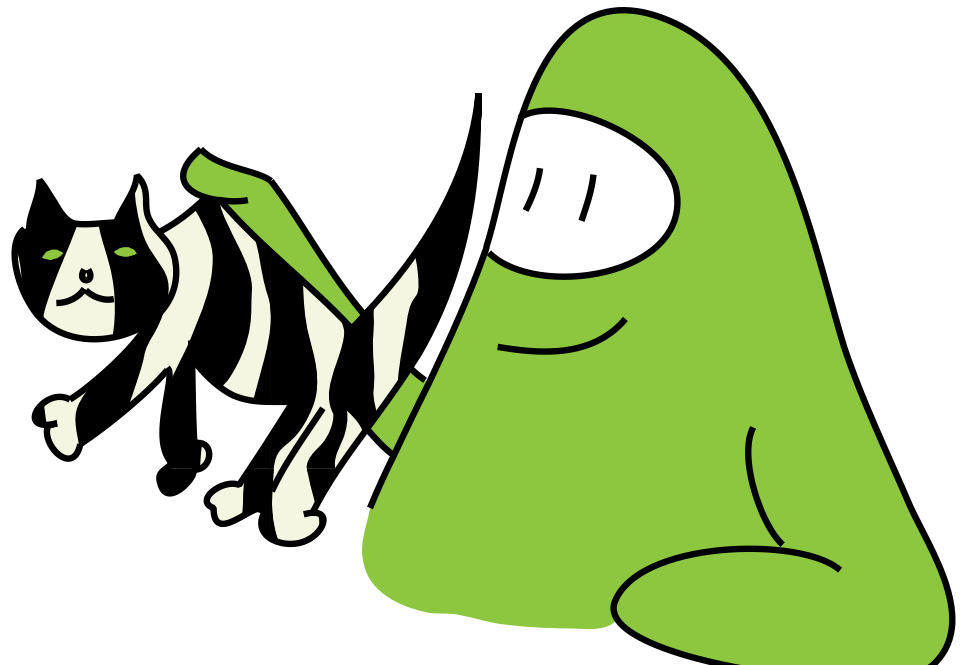
Ref. Rose & Levinson: Understanding user goals in web search, WWW 2004

# User Intentions n Multimedia

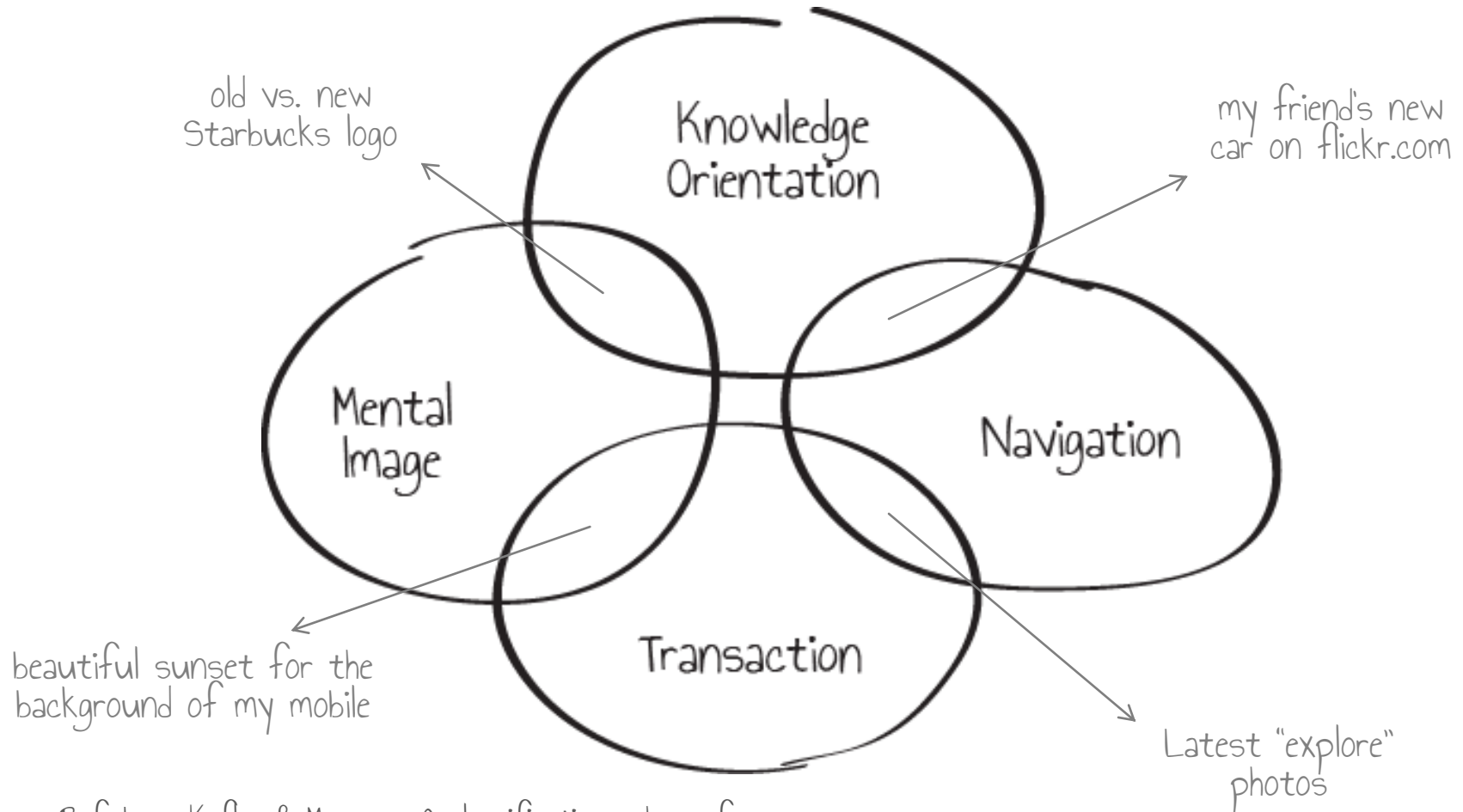
- Search
- Production
- Sharing
- Archiving
- Image
- Video
- Audio
- Multiple modalities

# Hand-picked Examples

Right now there is no all-in-one publication  
on user intentions in multimedia ...



# User Intentions in Image Search




Ref. Lux, Kofler & Marques: A classification scheme for user intentions in image search, CHI 2010


# Do queries help with the Search intention?

User information need vs. query formulation in video search.


- How to support users with video indexing and search methods?
- Search goal failure is (partially) predictable
  - Based on keywords and
  - Based on natural language

# Asking for the "Why?" behind the "What?"






**Singing Lesson: how to sing high notes!**  
More **Singing** Lessons: [www.galtmusic.com](http://www.galtmusic.com) Private voice lessons over Skype: [www.galtmusic.com](http://www.galtmusic.com) If you want to learn faster as well as learn more ...  
by sbgalt | 3 years ago | 702,337 views



**IU sings 3 high notes ..**  
by OkSincha | 11 months ago | 491,631 views



**Adam Lopez - Highest Vocal Note- Guinness World Record**  
Adam Lopez - Guinness World Record holder in the category of "Highest vocal note by a male". Recorded live at the Channel 7 Studios, Australia, 2005  
by AdamLopezMusic | 3 years ago | 1,304,968 views

} Learn to sing ...

} Hear others singing ...

Ref. Hanjalic, Kofler & Larson: Intent and its  
Discontents: The User at the Wheel of the Online Video  
Search Engine, ACM MM 2012



# Asking for the "Why?" behind the "What?"

- Information
  - news, commercial, advertisement, documentary, science, commentary, education, learning, ...
- Experience
  - tutorial, how-to, advise, help, training
- Affect
  - books, podcast, music, comedy, series, art, movie, action, gaming, film, episode, entertainment, ...

# Helping with clever Uis?

I want to ...



... learn something!



... be entertained!



... get informed!

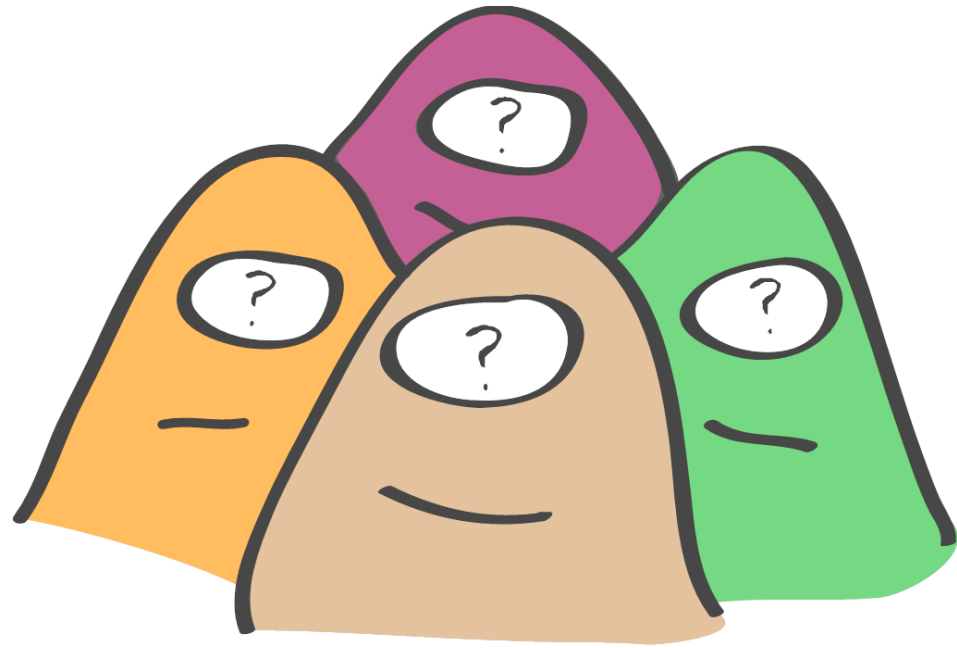


... solve a task!

Ref. Lagger, Lux & Marques: An Adaptive Video Retrieval System Based On Recent Studies On User Intentions While Watching Videos Online. ACM CLE, online.

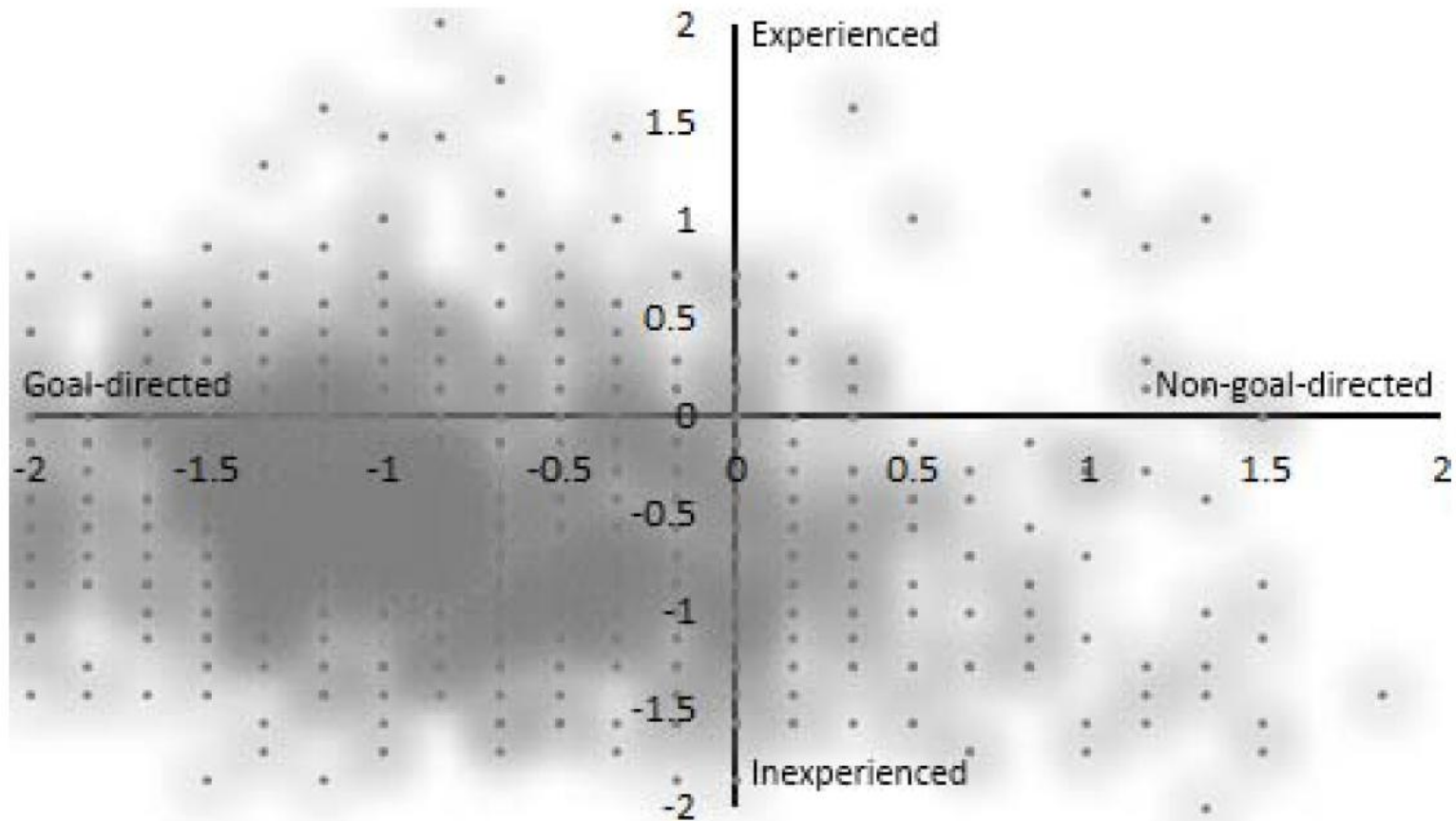
# Who are the Users in a Video Search System?

- Study on users of
  - YouTube
  - BBC iPlayer
  - Uitzending Gemist



Ref. Kemman, Kleppe & Beunders: Who are the users of a video search system? Classifying a heterogeneous group with a profile matrix, WAMIS 2012

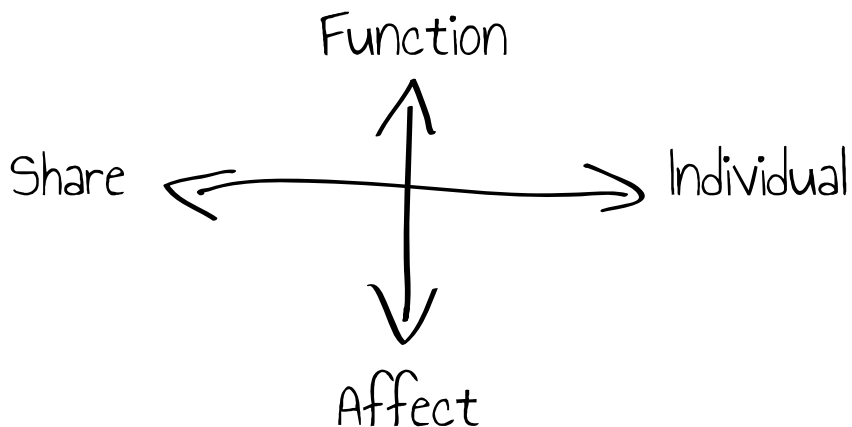
# Who are the Users in a Video Search System?



Ref. Kemman, Kleppe & Beunders: Who are the users of a video search system? Classifying a heterogeneous group with a profile matrix, WAMIS 2012

# Why do People make Videos?

- Study on four main goals:
  - Affection, Function, Sharing & Preservation.



	Sharing	Affection	Function
Preservation	-0,59	-0,78	-0,36
	-0,05	-0,26	-0,36
	0,39	0,84	0,55
Sharing		-0,50	-0,93
		0,25	-0,07
		0,46	0,21
Affection			-0,43
			-0,21
			0,47

Ref. Lux & Huber: Why did you record this video?  
WIAMIS 2012

Finding User Intentions &  
Goals is a hard task ....



# Demand Media - The Answer Factory

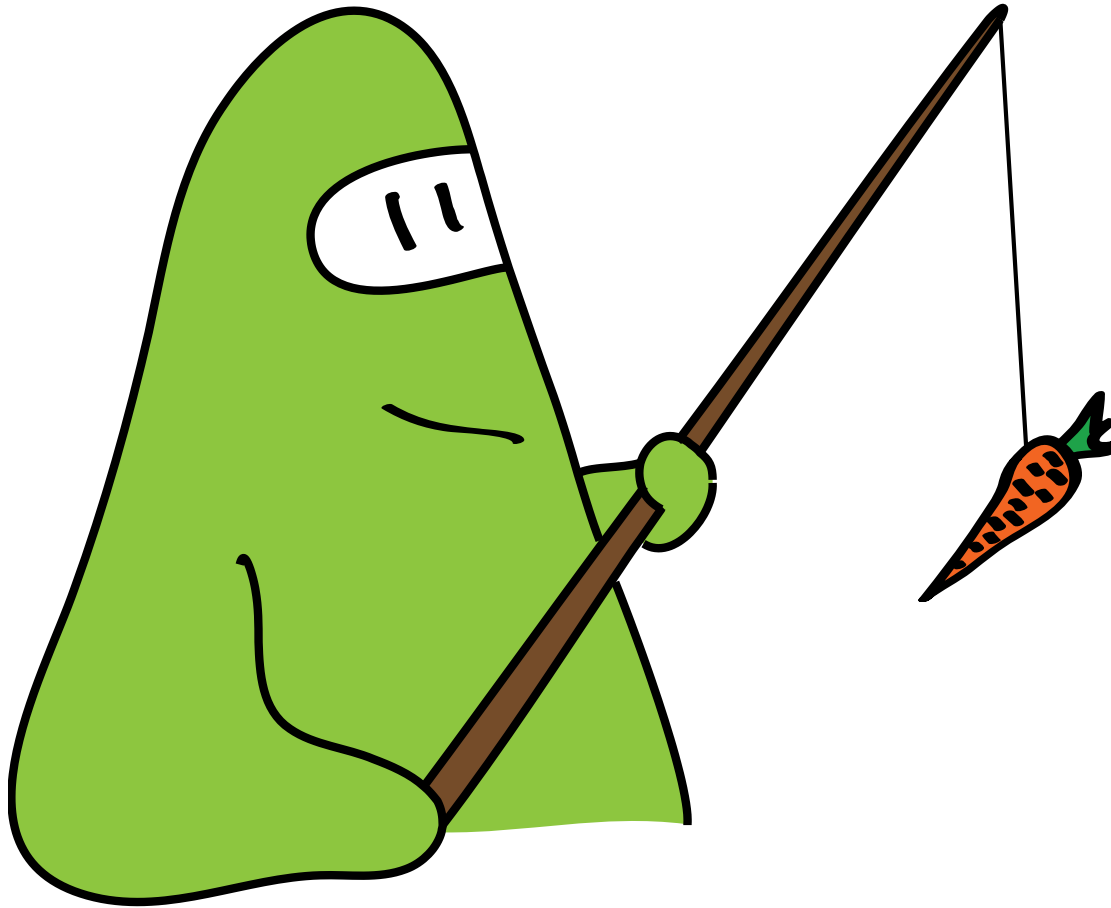
- Demand mined from search queries
- Requests for content put on auction
- Contractors create content
- Crowd does quality control

see i.e. eHow.com

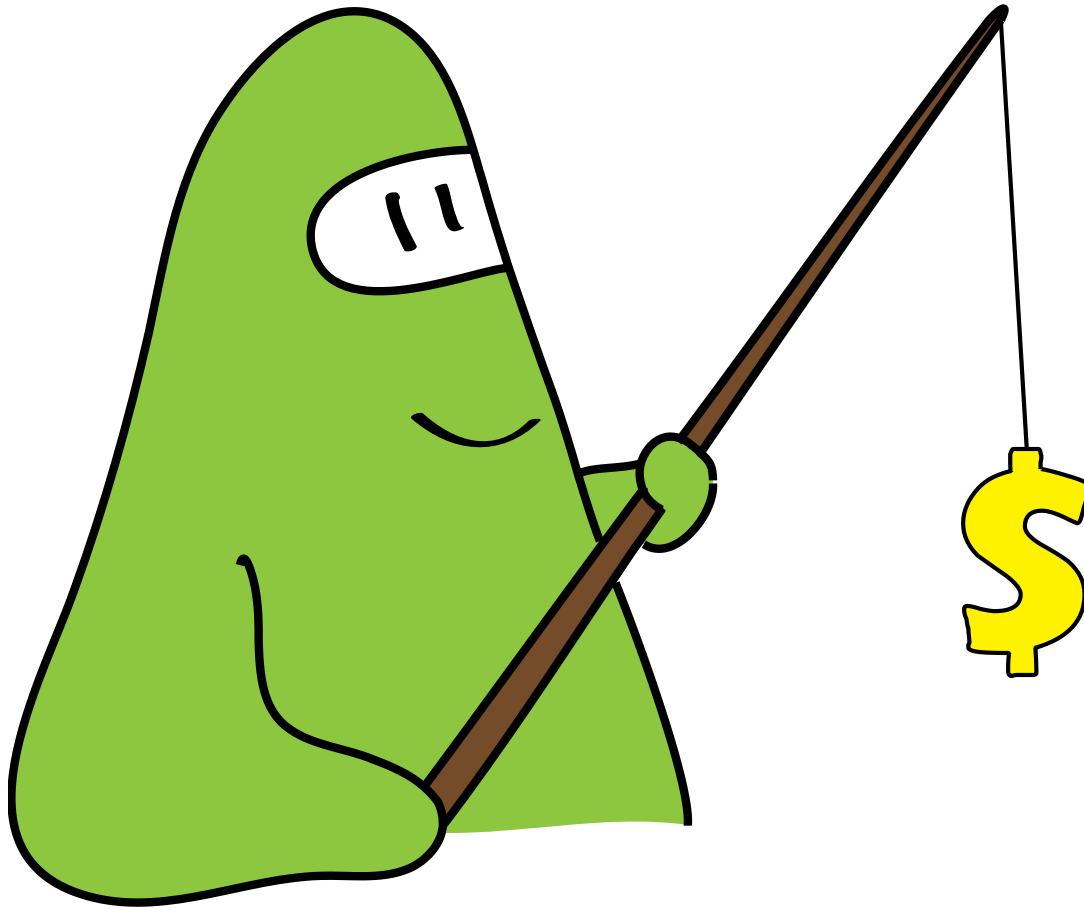
The Answer Factory: Demand Media and the Fast,  
Disposable, and Profitable as Hell Media Model,  
<http://www.wired.com/magazine/2009/10/ff-demandmedia/>



# Human Computation



# Human Computation



# Human Computation

- Is crowd-sourcing of any help here?
  - cp. ACM MM & work of Kofler, Larson & Hanjalic

# Crowd-Sourcing

- It's hard to judge intentions of others
  - That makes it error prone



"a reminder of the beautiful Island  
were [sic] my father came from"

- ✓ Recall situation
- ✓ Preserve good feelings
- ✓ Publish online
- ✓ Show to family & friends
  - Support task of mine
  - Preserve bad feeling



"a reminder of the beautiful Island  
were [sic] my father came from"

- ✓ Recall situation
- ✓ Preserve good feelings
- ✓ Publish online
- ✓ Show to family & friends
  - Support task of mine
  - Preserve bad feeling

		turkers				
Recall situation	2	2	0	1	0	2
Preserve good feeling	2	-2	1	0	0	1
Publish online	2	0	0	0	1	2
Show to family & friends	2	1	2	1	1	0
Support task of mine	0	-2	1	1	1	-2
Preserve bad feeling	-2	0	-2	0	-2	-2

# Crowd-Sourcing

- Turkers disagreed with original publishers.
- But pretests had better inter-rater agreements.

	Intentions	Other
turkers	0,147	0,232
pretests	0,571	0,510

# Human Computation

- How about motivating people, i.e. with fun & rewarding experience?



# Games with ~~a~~ additional Purpose



# Games with ~~a~~ additional Purpose

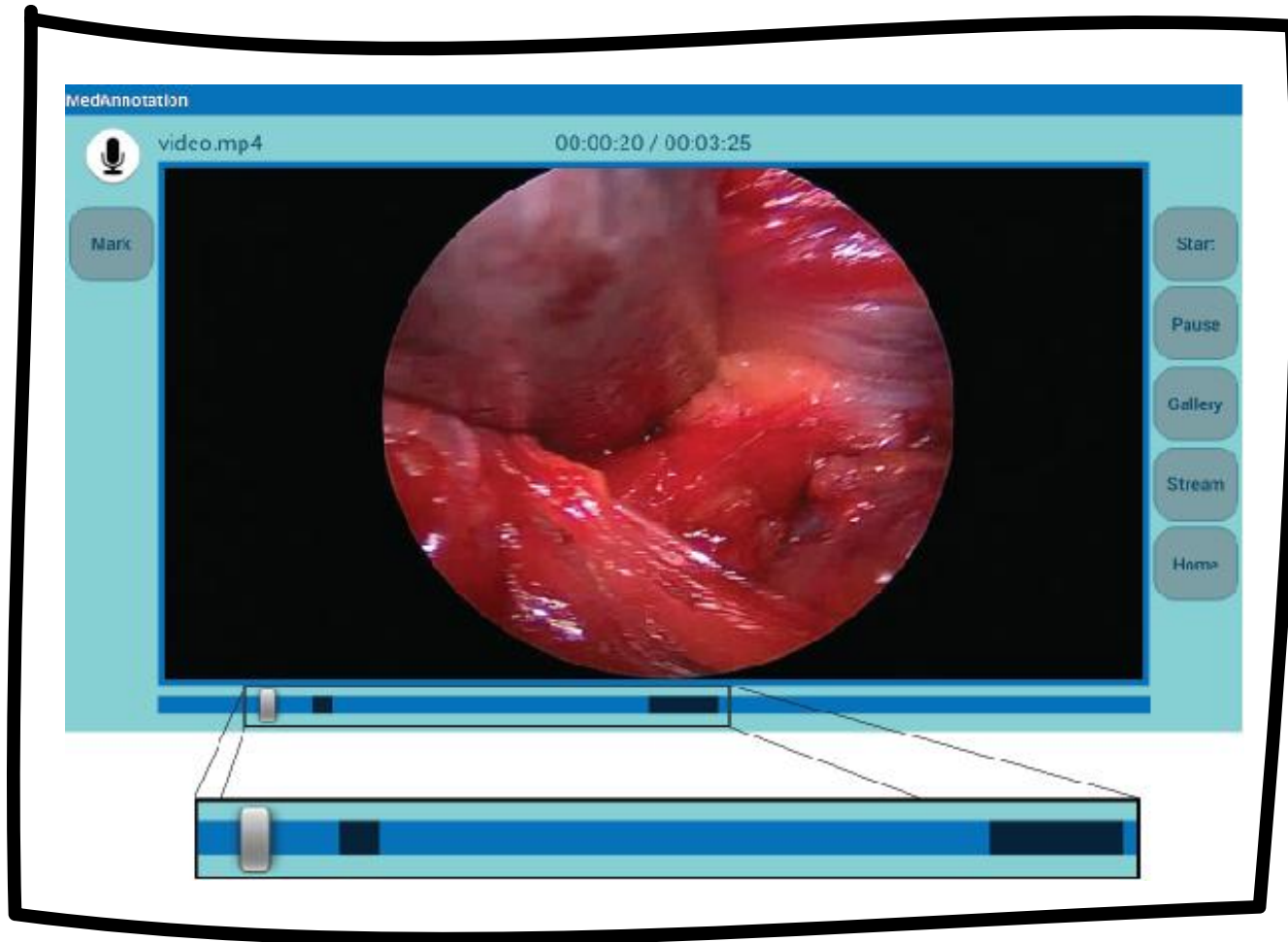
- Tag a Tune
- Popvideo
- Matchin
- Flip It
- Verbosity



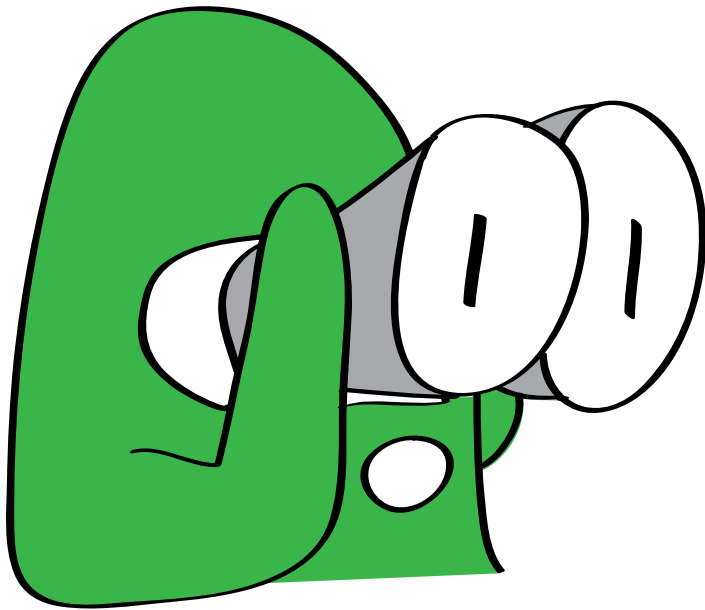
# Games with ~~a~~ additional Purpose

- How to go beyond annotation?
  - classical applications are focused on annotation
- How to infer user intentions?
  - proves to be hard to “guess” intentions of others
  - even “own” intentions may not be explicit
- How to leverage user intentions?
  - finding which intentions can be leveraged and which goals can be supported

# Leveraging Educational Needs ...



# Where did we go?



- CBR & QBE
- User Intentions
  - Search
  - Production
  - Sharing
- Games with additional Purpose

# What is left?

- Lots of loose ends & open grounds for research ...

... let me propose four different PhD theses ...

# Open PhD Theses I

- General Model for User Intentions & Goals in Multimedia.
  - Is there a unified model?
  - What are the class cardinalities?
  - How to map production, archiving, search and sharing intentions?

# Open PhD Theses II

- GWAP, HC & UIs for determining & inferring & utilizing User Intentions & Goals
  - Which UI elements, game mechanics and HC mechanics help in this scenario?
  - What are appropriate design patterns and scenarios?
  - What is an appropriate research methodology and how to (easily) evaluate?



# Open PhD Theses III

- Bringing Context to the Query in Multimedia Information Systems.
  - How to utilize Intentions & Goals within search and indexing methodology?
  - Building MMS around a model for user intentions.

# Open PhD Theses IV

- Adaptable Applications
  - How to adapt an application to users' intentions?
  - Which elements & process to display, etc.?

# Thanks for listening ...

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Lucene Image Retrieval

# LIRE



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