

What constitutes a model for AIR?

Break-out session Summary

14th October 2006

University of Glasgow, UK



Problems with interactive IR

- The information need is dynamic
- Number of different interpretations of queries/relevance
- Is there a way of reducing variability/ambiguity?
- Develop a system/interface that reduces this uncertainty (interactive refinement of queries)
- If you have multiple relevance assessments you can define the task as adapting as quickly as possible to one interpretation
- Narratives emerging through interaction (tracking narratives, evolving needs)
- Focus on retrieving documents, but could concentrate on related terms to disambiguate query senses
- Interactive information need development necessary (dialogue between user and engine)
- Take retrieval engine as given, what do you do about adaptation?
- Model the aspects of interaction between underlying search engine and user

Aspects of adaptation

- Relevance
- Task
- Personal Preferences
- Context
- Etc.
- (see Nick Belkin's talk)

What can you adapt?

- System (retrieval engine)
- Representation
 - Faceted representation
- User

What is the level of abstraction?

- ?

What do we need to represent?

- Time, (set of queries, set of (information items, actions))

Measures

- Number of steps required to reach (speed)
- How easy was the process
- How interesting was the search process
- Extent to which the system allows you to keep control (different dimension of control depending on task)

What is the model?

- Before we can define a model, we need to be clear about the problems, aspects of adaptation, measures, ...