Overview of iCLEF 2008: search log analysis for Multilingual Image Retrieval

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Abstract

TO BE DONE

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1 Introduction

iCLEF is the interactive track of CLEF (Cross-Language Evaluation Forum), an annual evaluation exercise for Multilingual Information Access systems. In iCLEF, Cross-Language search capabilities are studied from a user-inclusive perspective. A central research question is how best to assist users when searching information written in unknown languages, rather than how best an algorithm can find information written in languages different from the query language.

Since 2006, iCLEF has moved away from news collections (a standard for text retrieval experiments) in order to explore user behaviour in scenarios where the cross-language search necessity arises more naturally for average users. We chose Flickr, a large-scale, web-based image database based on a large social network of WWW users sharing over two billion images, with the potential for offering both challenging and realistic multilingual search tasks for interactive experiments.

Over the last years, iCLEF participants have typically designed one or more cross-language search interfaces for tasks such as document retrieval, question answering or text-based image retrieval. Experiments were hypothesis-driven, and interfaces were studied and compared using controlled user populations under laboratory conditions. This experimental setting has provided valuable research insights into the problem, but has a major limitation: user populations are necessarily small in size, and the cost of training users, scheduling and monitoring search sessions is very high. In addition, the target notion of relevance does not cover all aspects that make an interative search session successful: other factors include satisfaction of results, interface usability, etc.

The main novelty of the iCLEF 2008 shared experience has been focusing on the shared analysis of a large search log from a single search interface provided by the iCLEF organizers. The focus is,

therefore, on search log analysis rather than on system design. The idea is to study the behaviour of users in an (almost) naturalistic search scenario, having a much larger data set than in previous iCLEF campaigns. The search interface provided by iCLEF organizers is a basic cross-language retrieval system for the Flickr image database, presented as an online game: the user is given an image, and she must find it again without any a priori knowledge of the language(s) in which the image is annotated. Game-like features are intented to engage casual users and therefore increase the chances of achieving a large, representative search log.

The structure of the rest of the paper is as follows: Section 2 describes the task guidelines; Section 3 describes the features of the search log distributed to participants. In Section 4 we summarize the participation in the track and give some conclusions about the experience.

2 Task guidelines

2.1 Search Task definition

First of all, the decision to use Flickr as the target collection is based on (i) the inherent multilingual nature of the database, trought its lively tagging and commenting features by users all over the world. (ii) although it is in constant evolution, which may affect reproducibility of results, the Flickr search API allows specifying timeframes (e.g. search in images uploaded between 2004 and 2007), which permits defining a more stable dataset for experiments; and (iii) the Flickr search API provides a stable service which supports full boolean queries, something which is essential to perform cross-language searches without direct access to the index.

For 2008, our primary goal was harvesting a large search log of users performing multilingual searches on the Flickr database. Rather than recruiting users (which inevitably leads to small populations), we wanted to publicize the task and attract as many users as possible from all around the world, and engage them with search.

To reach this goal, we needed to observe some restrictions:

- The search task should be clear and simple, requiring no a-priori training or reading for casual users.
- The search task should be engaging and addictive. Making it an online game - with a rank of users - helps achieving that. And to have a rank, the task must have a clear indication of success.
- It should have an adaptive level of difficulty, to prevent novice users from being discouraged, and to prevent advanced users from being unchallenged.
- The task should be naturally multilingual.

Every time the user asks for a hint, there is a penalty of

We decided to adopt a known-item retrieval search task: the user is given a raw (unnanotated) image and the goal is to find the image in the Flickr database, using a multilingual search interface provided by iCLEF organizers. The user does not know in advance in which languages the image is annotated; therefore searching in multiple languages is essential to get optimal results.

The task is organized as an online game: the more images you find, the higher you will be ranked. In case of ties, the ranking will also depend on precision (number of images found / number of images attempted). At any time the user can see the "Hall of Fame" with a rank of all registered users.

Depending on the image, the source and target languages, this can be a very challenging task. To have an adaptive level of difficulty, we implemented a hints mechanism. At any time whilst searching, the user is allowed to quit the search (skip to next image) or ask for a hint. The first hint is always the target language (and therefore the search becomes mono or bilingual as opposed to multilingual). The rest of the hints are keywords used to annotate the image. Each image found scores 25 points, but for every hint requested, there is a penalty of 5 points.

Initially we thought of a five minute time limit per image, but our first trials showed that such a limitation was unnatural and forced users' search behaviour. Therefore we decided to remove time restrictions from the task definition.

2.2 Search interface

We designed the so-called *Flickling* interface to provide a basic cross-language search front-end to Flickr. Flickling is described in detail in [1]; here we will summarize its basic functionalities:

- User registration, which records the user's native language and language skills in each of the six european languages considered (EN, ES, IT, DE, NL, FR).
- Localization of the interface in all six languages.[1]
- Two search modes: mono and multilingual. The latter takes the query in one language and returns search results in up to six languages, by launching a full boolean query to the Flickr search API.
- Cross-language search is performed via term-to-term translations between six languages using free dictionaries (taken from http://xdxf.revdanica.com/down).
- A term to term automatic translation facility which selects the best target translations according to (i) string similarity between the source and target words; (ii) presence of the candidate translation in the suggested terms offered by Flickr for the whole query; and (iii) user translation preferences.
- A query translation assistant that allows users to pick/remove translations, and add their own translations (which go into a personal dictionary). We did not provide back-translations to support this process, in order to study correlations between target language abilities (active, passive, none) and selection of translations.
- A query refinement assistant that allows users to refine or modify their query with terms suggested by Flickr and terms extracted from the image rank. When the term is in a foreign language, the assistant tries to display translations into the user's preferred language to facilitate feedback.
- Control of the game-like features of the task: user registration and user profiles, groups, ordering of images, recording of session logs, hall of fame, etc.
- Post-search questionnaires (launched after each image is found or failed) and final questionnaires (launched after the user has searched fifteen images, not necessarily at the end of the experience).

Figure 1 shows a snapshot of the search interface. Note that we did not intend to provide the best possible cross-language assistance to search the Flickr collection. As we wanted to focus on user behaviour - rather than on hypothesis testing for a particular interactive facility - our intention was to provide a standard, baseline interface which is not too much dependent on a particular approach to cross-language search assistance.

2.3 Participation in the track

Participants in iCLEF2008 can essentially do two tasks: analyse log files based on all participating users (which is the default option) and perform their own interactive experiments with the interface provided by the organization. CLEF individuals will register in the interface as part of a team, so that a ranking of teams is produced in addition to a ranking of individuals.

[1]Thanks go to the CLEF groups at the U. of Amsterdam, U. of Hildesheim, ELDA and CNR for providing native translations of the interface texts.

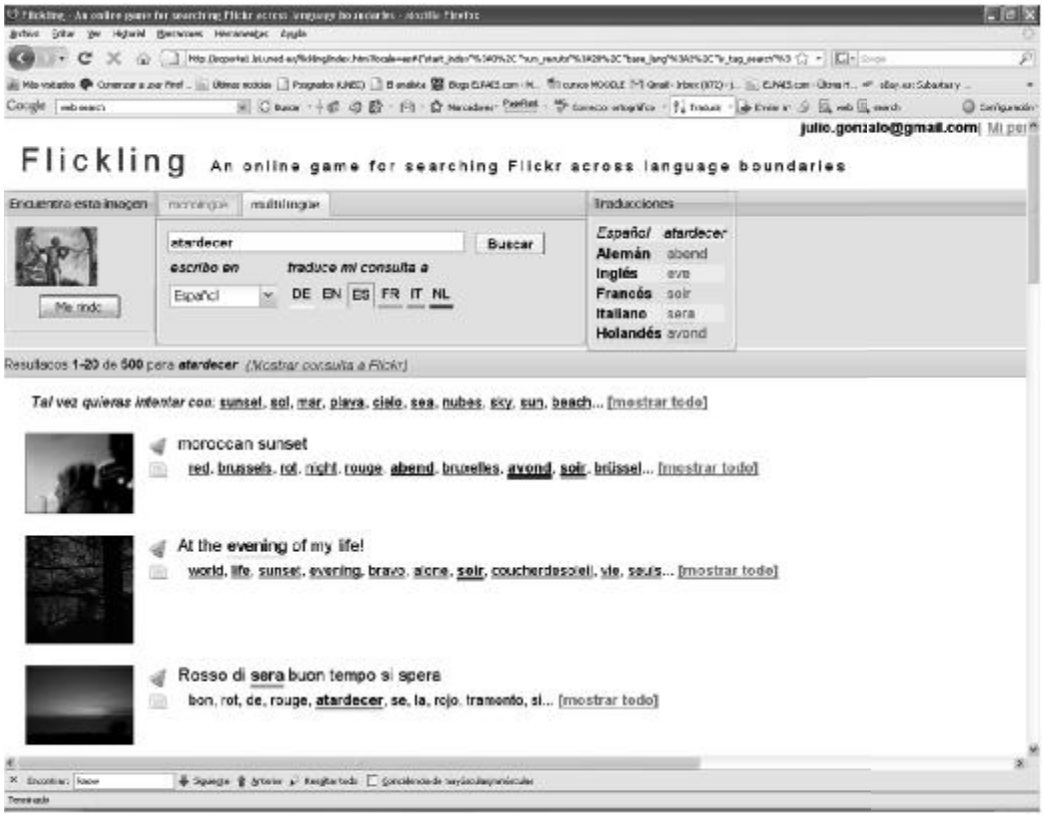

Figure 1: The Flickling search interface used to harvest search logs.

2.3.1 Generation of search logs

Participants can mine data from the search session logs, for example looking for differences in search behaviour according to language skills, or correlations between search success and search strategies, etc.

2.3.2 Interactive experiments

Participants can recruit their own users and conduct their own experiments with the interface. For instance, they could recruit a set of users with passive language abilities and another with active abilities in certain languages and, besides studying the search logs, they could perform observational studies on how they search, conduct interviews, etc.

iCLEF organizers provided assistance to define appropriate user groups, image lists, etc. within the common search interface. Besides these two options, and given the open spirit of iCLEF, we were open to groups having their own plans (for instance, their own interface designs) as long as they do not change the shared search task(known-item search on Flickr).

3 Dataset: Flickling search logs

Search logs were harvested from the Flickling search interface between the beginning of May and the 15th of June 2008 (see [1] for details on the logs content and syntax). In order to have a large base of users, the so-called "CLEF Flickr challenge" was publicized in Information Access forums (SIG-IR list, CLEF list, etc.), Flickr blogs and photography blogs in general.

We made a special effort to engage the CLEF community in the experience, with the goal of getting researchers closer to the CLIR problem from a user's perspective. To achieve this goal the CLEF organization agreed to award two prizes (consisting of a free registration for the workshop), one for the best individual player and one for the best scoring CLEF group.

Dissemination was quite successful: during the log harvesting period, the interface was visited from 40 different countries in Europe, the Americas, Asia and Oceania (see Figure 2). More than 300 people registered, around 230 were active searchers, and 104 performed searched at least 10 different images. Out of them, 18 users attempted all 103 images considered for the task. Apart from general users, the group affiliation reveal at least three user profiles: researchers in Information Retrieval, Linguistics students (most from the University of Padova) and photography fans (many entering from a Spanish blog specialized in photography, dzoom.org.es).

The language skills profile of the users was very diverse, with a wide range of native languages and second language abilities. There was a total of around 5101 complete search sessions (i.e., a user that starts searching for an image and either finds the image or gives up), out of which the image was annotated in an active language (for the user) in 2809 cases, in an unknown language in 1566 cases, and in a passive language (when the user can partially read but cannot write) in 726 sessions. Note that, even when the image is annotated in an active language for the user, this is not known by the user a-priori, and therefore the search behaviour is equally multilingual.

In average, each search session included around four queries launched in the monolingual search mode and four queries in the multilingual search mode.

Overall, we managed to collect the largest controlled search log for truly multilingual searches, which includes both search behaviour (interactions with the system) and users' subjective impressions (via questionnaires); we believe that this is a rich source of information to understand multilingual search characteristics from a user's point of view. We are also happy to produce a truly reusable data source for the first time since iCLEF was born.

4 Participants and Conclusions

Four sites submitted results for this year's interactive track: Universidad Nacional de Educación a Distancia, Swedish Institute of Computer Science, Manchester Metropolitan University, and

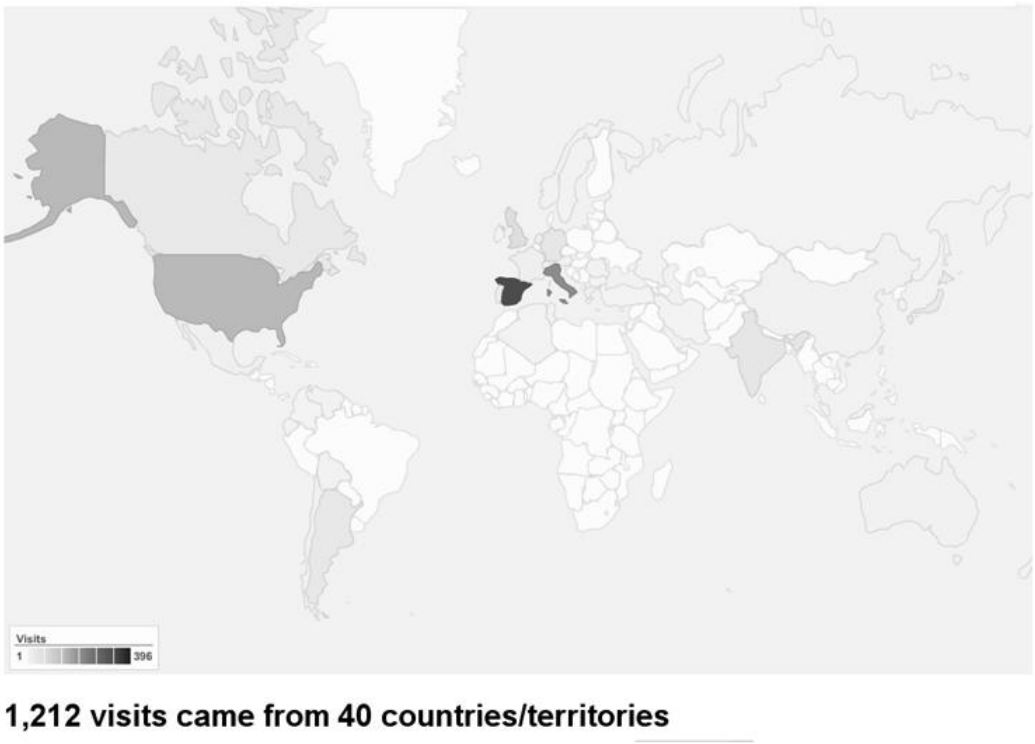

Figure 2: Geographic distribution of accesses in the search logs

University of Padua [2]. The UNED team has examined the effect of searcher competence in the target language and the effect of learning the system, studying the logs and examining user responses to the questionnaires given to users at the completion of each completed or aborted task. [5]

SICS has studied the logs to find evidence of different levels of user confidence and competence in the behaviour exhibited and recorded in them. [4] The main conclusion is that to study these effects, the task design must be formulated to better capture and distinguish the difference between user decisions to terminate or continue a search.

The Manchester team studied how users considered language and cross-linguistic issues during a session and how they switched between the cross-lingual and mono-lingual interface. This was done through think-aloud protocols, observation, and interviews of users engaged in search tasks.[3] Their main finding is that their users did not in fact make much use of the cross-lingual capacity of the system, nor did they think about language aspects when searching for an image. This again speaks to the necessity of careful design for a task which will better capture the complexity of a cross-lingual search task.

The team from Padua also recruited users to be observed by the test leaders on site, and constrained the task in its first cycle to a rapid decision of whether a image is relevant or not. [2] One of the conclusions pertinent to future cycles of the task is that the users are likely to be satisfied with a *similar* image, not necessarily needing the exact item designated correct by the game design. Designing future tasks might be well served in attempting to capture this usage-oriented aspect of user satisfaction.

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