

# Intelligent Information Access

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## The CoSCo group

- Mission
  - to develop intelligent solutions to hard problems found in realistic settings
  - requires both deep theoretical work and creative methodological innovations
- Research areas
  - probabilistic and information-theoretic predictive modelling / data analysis, *intelligent information access*
  - active collaboration with UCB (Michael Jordan), CWI (Paul Vitanyi, Peter Grünwald), Tsinghua University (Lizhu Zhou),...
- Researchers
  - Director: Petri Myllymäki (Henry Tirri)
  - Wray Buntine, Jorma Rissanen, Huizhen Yu, +15 others
- Funding
  - EU, Academy of Finland, Tekes, Industry, Universities

P. Myllymäki  
03.05.2006



## Outline

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- Current status
- Problems
- Potential solutions
- Predictions for future trends
- Conclusions

### More information:

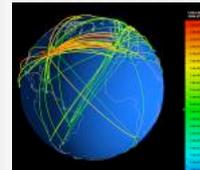
“Challenges of Future Search Engines” Consultation Workshop,  
September 15th , 2005, Brussels

[http://www.cordis.lu/ist/audiovisual/neweve/e/ws150905/ws150905\\_2.htm](http://www.cordis.lu/ist/audiovisual/neweve/e/ws150905/ws150905_2.htm)

## The Internet today

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- 10 Bn pages accessible through search engines like Google
- 85% of Internet traffic induced by search engines
- Billions of searches every month in US alone (4.8 Bn in July 2005)
- Search engine advertising: 8 Bn € today → 22 Bn € in 2010



# All is well?



IA2006 : International Workshop on Intelligent Information Access

http://www.hiit.fi/research/IA2006/



## IIIA-2006: International Workshop on Intelligent Information Access

July 6-8, 2006  
Marmia Congress Center, Helsinki, Finland

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### International Workshop on Intelligent Information Access (IIIA-2006)

**Co-Chairs:** Wray Buntine, *HIIT*  
Henry Timmi, *Nokia Research Center*

**Local Arrangements:** Pentti Mäyllymäki, *University of Helsinki*

**Date:** July 6-8, 2006

**Venue:** Marmia Congress Center, Helsinki, Finland

**CFP:** The CFP is best 400

**Areas of interest:** statistical methods, machine learning, probabilistic and information theoretic models, and other approaches to uncertainty and complexity in all areas of Information Access, including but not limited to:

- search and information retrieval,
- cross-language access,
- question answering,
- peer-to-peer support,
- semantic annotation,
- information extraction,
- consistency and reputation analysis, and
- support tools for machine translation,
- provenance,
- multimedia aspects of information access

**Invited speakers (developing):**  
Fernando Pereira *University of Pennsylvania*  
Soumen Chakrabarti *IBM Research*  
Doug Cutting *Nutch+Lucene*

**Workshop format:** The workshop will consist of three days of talks, panels, informal breakout sessions, and a boat trip to local Helsinki islands. The number of workshop attendees is limited with a preference given to authors and presenters of contributed papers, and to a number of invited speakers chosen among the top experts of this field.

**Dates:**  
Submission of abstracts or extended abstracts: April 15th  
Notification of invitation to attend the workshop: May 15th  
Deadline for final booking: May 31st  
Workshop dates: July 6th-8th

**Arrangements:** The workshop will be held at the **Marmia Congress Center** in downtown Helsinki overlooking the harbour. A block of rooms has been reserved for workshop attendees until May 31. The special workshop rate of 80 euros/night for a single room includes a full breakfast buffet, and is available for those presenting an IIA-2006 associated work that will be used in a submitted presentation (this will have otherwise been reserved for attendees from outside of Helsinki, with the Marmia

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# ...perhaps not quite?



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Haku: kaikki web-sivut | suomenkielisiä sivuita | sivuja maasta: Suomi

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## Problems

- Information explosion
  - The world produces 250MB of information every year, for every man, woman and child on Earth
  - 85% of the information is unstructured
  - people spend 30% of their time in searching for relevant information
- In the future the information is (probably) out there, **the key problem is how to find it**
  - **intelligent information access**
- Problems with the current approaches
  - Technological problems
  - Ethical and political problems

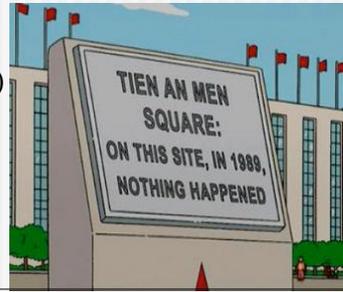
## Technological problems

- Do I really want millions of answers to a simple query?
- More information in → less information out
- Popular documents vs. rare documents
- Moving away from “standard Internet”
  - new weblogs 40 000 / day, blogosphere doubles every 5 months
  - photos, music, video, ...
  - mobile devices
    - 2Bn mobile phones
    - GPS data, context, and other “sensor” data



## Ethical and political problems

- Two US companies, Google and Yahoo, totally dominate the search market of today
- USA vs. Europe
  - Google as the “GPS” of the Internet
- Proprietary vs. open software
  - Google as the “Microsoft” of the Internet
- “Don’t be evil”
  - Google China
  - Google’s “death penalty” (BMW Germany)
- Language issues
  - Quearo: French-German initiative
  - Alvis EU project: [www.alvis.info](http://www.alvis.info)
  - Aino ([aino.hiit.fi](http://aino.hiit.fi)): a Finnish search engine
- Cultural issues



## The challenge

- “Search will eventually be as good as having 1000 human experts who know your tastes scanning billions of documents within a split second” (Gary Flake, Microsoft)





## Intelligent Information Access

Collaborative search



Localized search



Personalized search



Topic-specific search

YDIN

## Natural language input



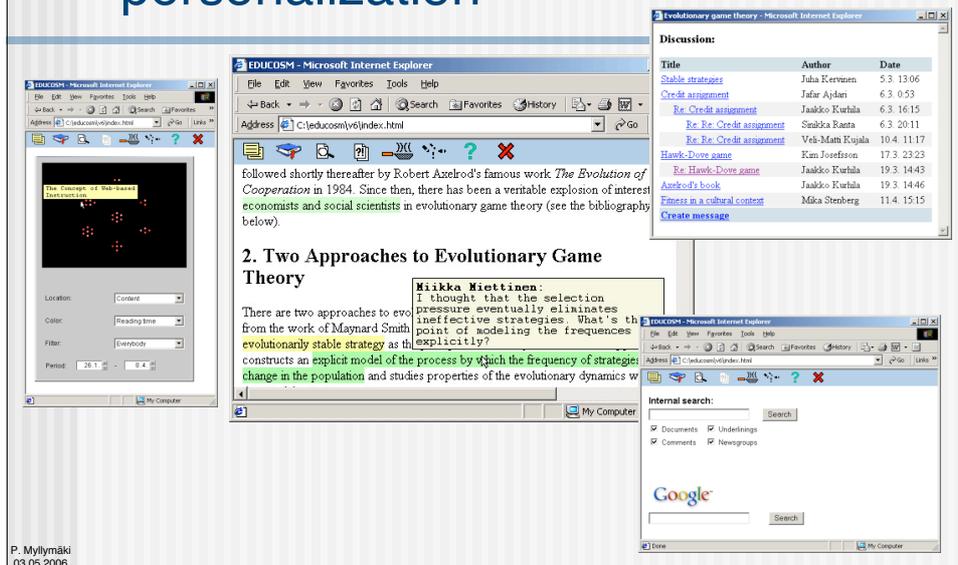
Using the MobileStart system on the phone on the right, you can remind your mother to take her medication. The phone on the left shows a new calendar event created in "mom's" phone by MobileStart. (Courtesy of Boris Katz and Federico Mora, MIT.)

## Implicit input

- Prima: Proactive Information Retrieval by Adaptive Models of Users' Attention and Interests
- Information retrieval enhanced with relevance data and context-sensitive information
- Eye tracking + probabilistic modeling



## Collaboration & personalization



followed shortly thereafter by Robert Axelrod's famous work *The Evolution of Cooperation* in 1984. Since then, there has been a veritable explosion of interest among economists and social scientists in evolutionary game theory (see the bibliography below).

### 2. Two Approaches to Evolutionary Game Theory

There are two approaches to evolution from the work of Maynard Smith. The first constructs an explicit model of the process by which the frequency of strategies change in the population and studies properties of the evolutionary dynamics w...

**Mikka Miettinen:**  
 I thought that the selection pressure eventually eliminates ineffective strategies. What's the point of modeling the frequencies explicitly?

There are two approaches to evolution from the work of Maynard Smith. The first constructs an explicit model of the process by which the frequency of strategies change in the population and studies properties of the evolutionary dynamics w...

Title	Author	Date
<a href="#">Stable strategies</a>	Juha Kervinen	5.3. 13.06
<a href="#">Credit assignment</a>	Jafar Ajdari	6.3. 0.53
<a href="#">Re: Credit assignment</a>	Jaakko Kurhja	6.3. 16.15
<a href="#">Re: Credit assignment</a>	Sinikka Raata	6.3. 20.11
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Internal search:  
 Documents  Underlinings  Comments  Newsgroups

Google

## Summary

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- **Control**
  - who controls information access, controls the information
  - distributed vs. centralized search
- **Multimedia search**
  - images, audio, video, 3D,...
- **Content-based search**
  - semantic web vs. machine intelligence
- **Context-sensitive search**
  - who? where? when? why?
  - adaptation / personalization
- **Novel interfaces for interaction**
  - natural language (text/speech), gestures, eye movements, ...
  - implicit feedback vs. explicit input