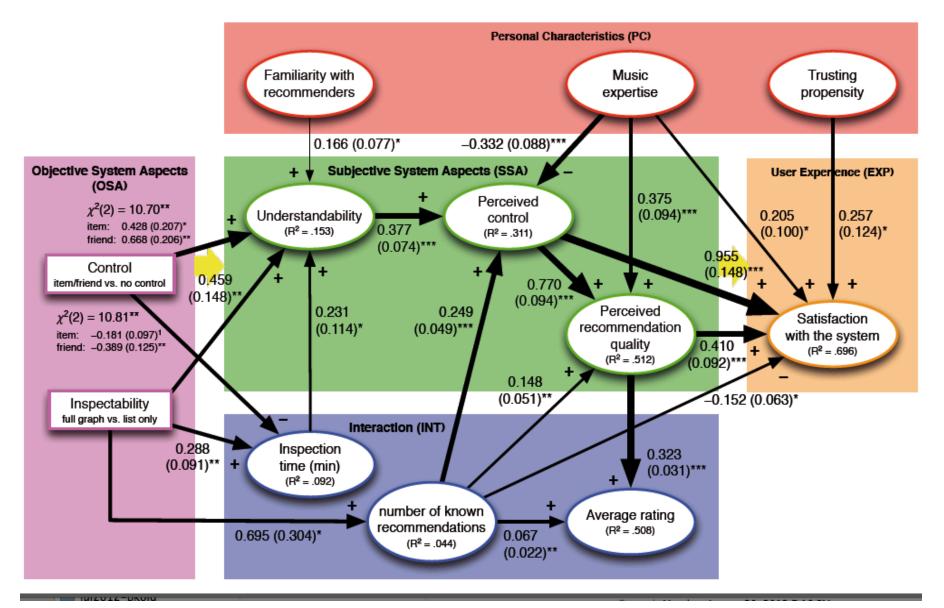
# TopicLens, and More!

John O'Donovan

Four Eyes Lab, Department of Computer Science, University of California, Santa Barbara.

# RecSys: Inspectability and Control



#### Our recent work with RS interfaces:

System	Туре	API
SmallWorlds	Music / Movies	Facebook
TasteWeights	Musical Artists / Jobs	Facebook, Twitter, DBPedia, LinkedIn
TopicLens	Twitter users and topics / Movies	Static / Twitter API
WigiPedia	Semantic Labels	DBPedia / MediaWiki
TopicNets	People, Documents, Topics	PDF Documents / Structured RDF documents

# Inspectability and Control Elements:

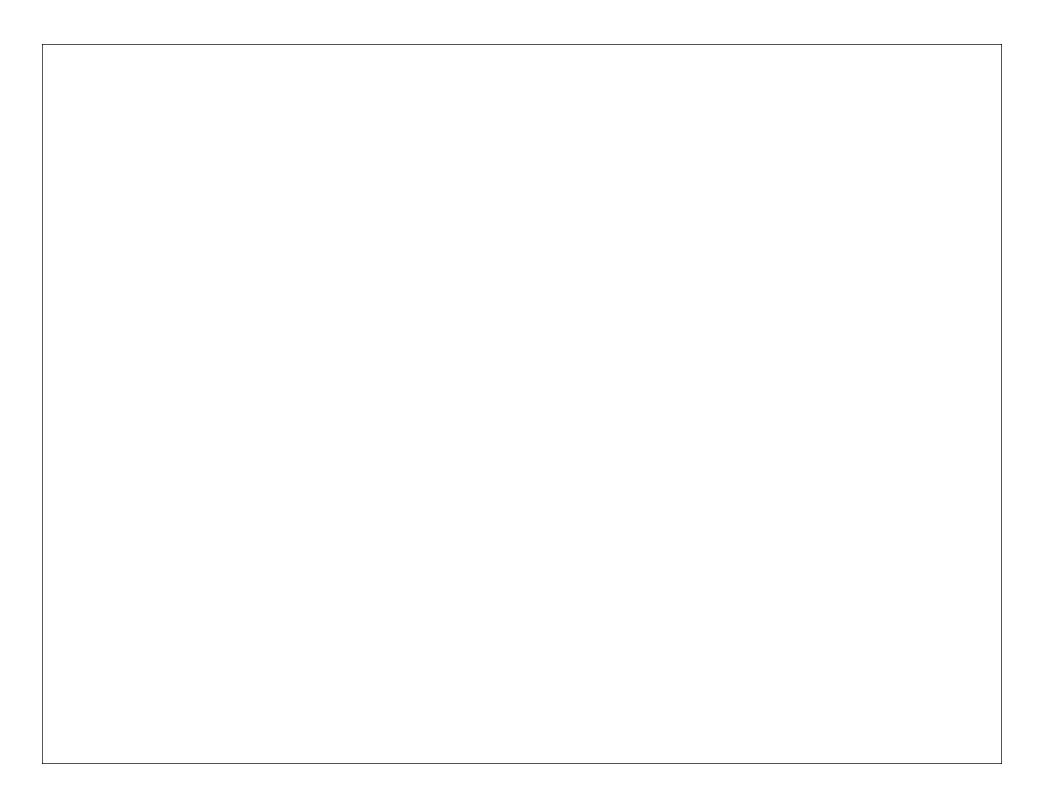
System	Inspectability	Control
SmallWorlds	Column Graph, Circular Graph, List View	Node-repositioning Drop-down menus
TasteWeights	List Views, Slider positions, Background Opacity, On-hover edges, Provenance view for re- ranking	Item/user sliders, Locks, domain sliders.
TopicLens	Graph and River View, 3D view, Many on-hover actions. Zoom	Side panel controls (buttons and sliders). Graph "spinning", node clicks, Sorting. ( UI only No data-level
WigiPedia	Wiki Page, Node-link graph, Pop-up list views, edge highlighting, tabular view. Node dragging (interpolation	Node selection (click). Button panel.
TopicNets	Graph view: Zoom, Click, Drag, List views, Table views, Charts	Huge amount of control. 10+ panels of functions. Full graph interaction, Layout algorithms etc.

# Inspectability Elements:

Inspectability Mechanism	Advantage	Disadvantage
Node-Link Graph	Good provenance. Easy to inspect paths, neighbor links	Scales badly, gets cluttered quickly (abstraction /
List Views	Simple, can be reranked with provenance annotations.	Hard to display connectivity
Interactive (hover, click, zoom etc)	Can handle lots of information. Create a "game-like" feel. Keep	Hidden functionality. Usually needs some training / learning
Tabular Views	Easier to understand than a graph.	Hard to display complex connectivity / provenance
Text-based	Simple, Lots of detail	Boring? Does not scale well.

# **Control Elements:**

Control Mechanism	Advantage	Disadvantage
Node-Link Graph (rating using node-drags)	Communicates impact of user input very well	Not initially intuitive, difficult to rerank vertically (crossed edges)
Node-Link Graph (for data selection)	Very useful for selecting a subset from a general overview	Edges cause clutter quickly esp. for large graphs.
Slider List Views	Clean look, Users are familiar with slider input, can be reranked easily with	Difficult to resize, less freedom than node-link views.
Right-click	Useful for node-specific functionality	Hidden functionality. Usually needs some training / learning curve, or good annotation/help
Control panels (buttons, sliders etc)	Easier to understand than a graph, can be labeled more easily.	Can get cluttered quickly depending on system complexity.

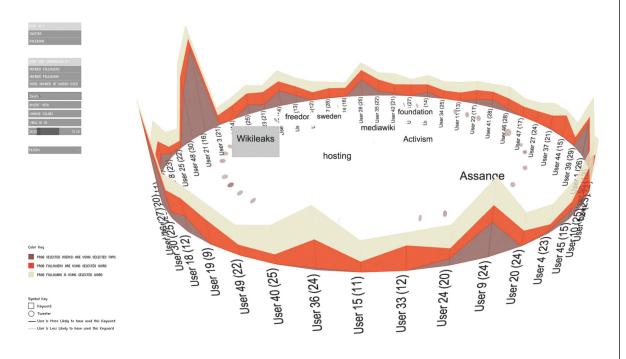


# TopicLens: Exploring Content and Network Structure in Parallel

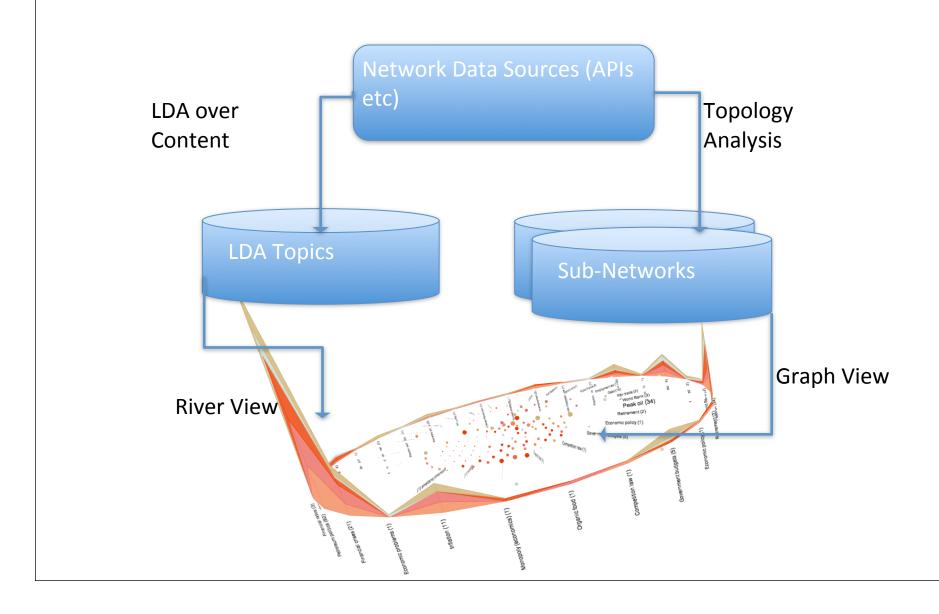
(Devendorf, O'Donovan, Hollerer)

**Hybrid Network Views** 

River and Graph representat ions displayed in parallel.

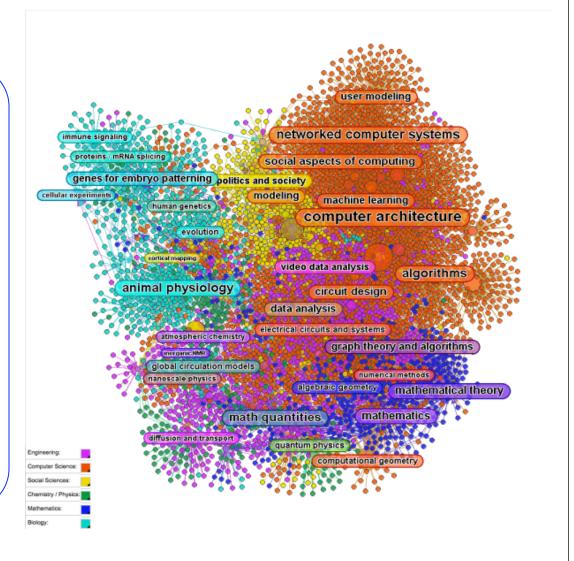


#### Visual Analysis of Dynamic Topics and

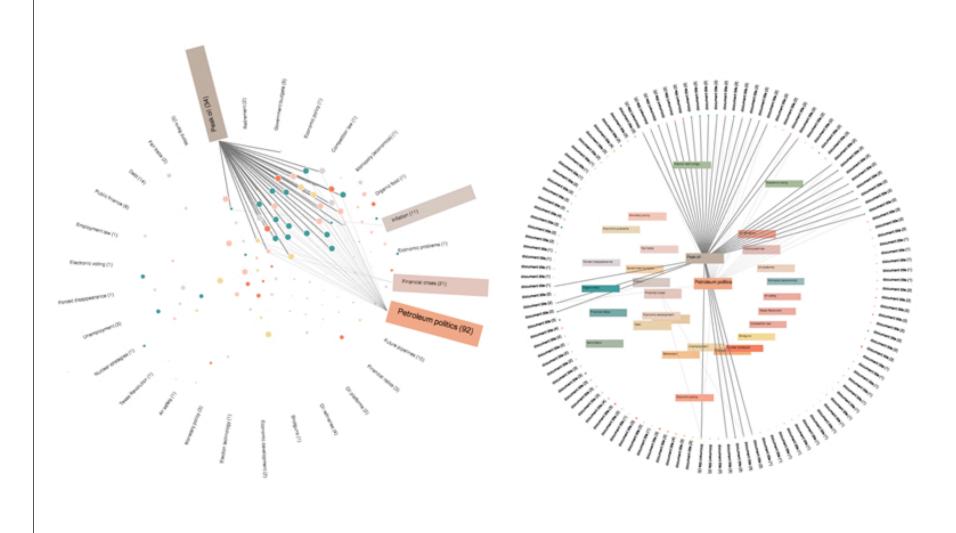


#### TopicNets: Exploring Topic Relations in

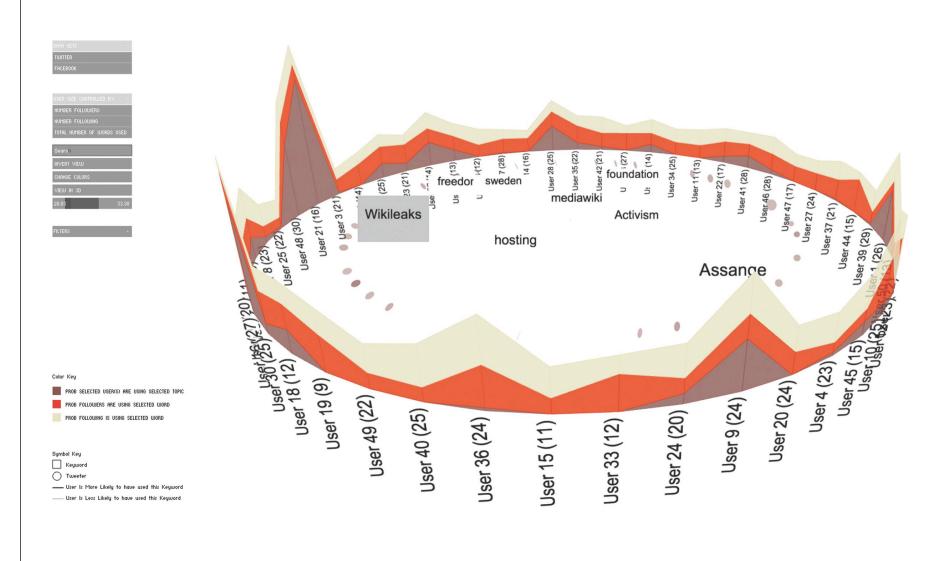
- □ LDA "Topic Models" useful for understanding relations in large volumes of text.
- ☐ Visualization and Interaction can help a user gain insights into topic modeled data.
- ☐ LDA can be iteratively applied to tailor the information space to a users requirement.
- □Gretarsson, O'Donovan et al. 2011 (ACM Trans. On the Web)



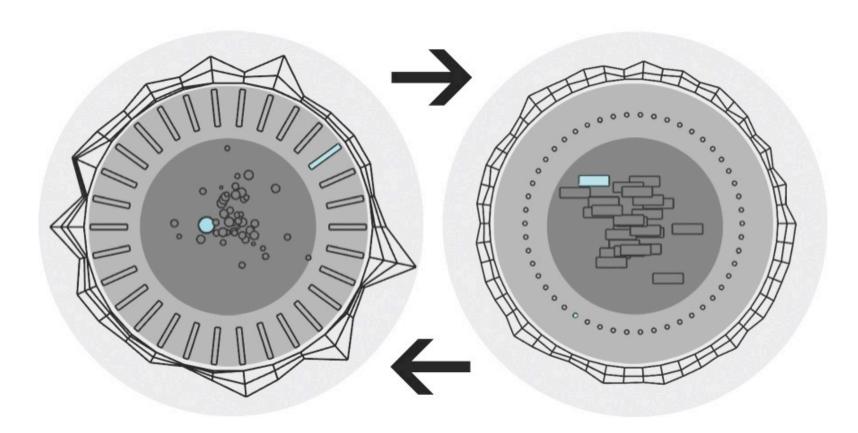
# TopicLens is a General solution: New



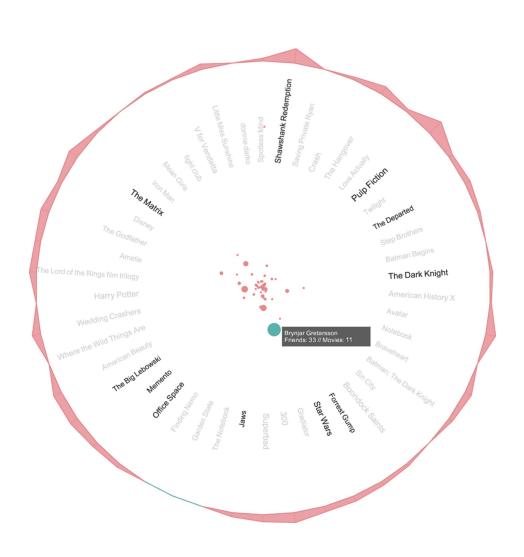
# Showing Credibility in the Underlying



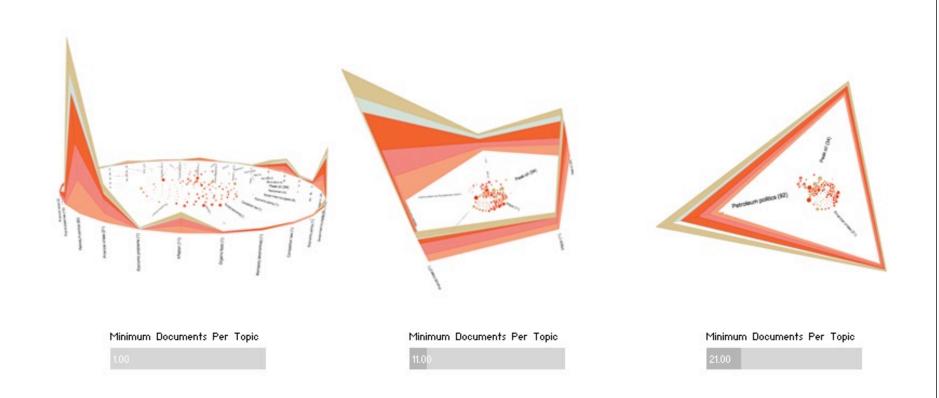
# View Inversion (Skeleton)



# TopicLens as a Recommender System



# **Dynamic Thresholds**



# 2D/3D Views, Labeling Choices,

