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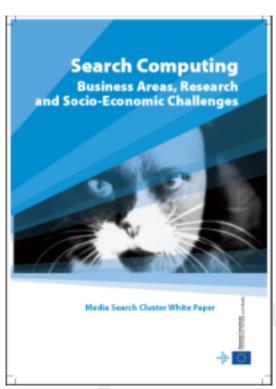
# Media Search Cluster "Search Computing" White Paper

#### **Document evolution**

- Draft list of topics and structure: Media Search Custer meeting, 14/04/2011, Trento
- First Draft Circulated, 21/04/2011
- Final version available by the EC, 15/09/2011
- 10 versions

#### **Contributors**

- 23 individuals
- 12 R&D projects



Avmediasearch.eu

## Search Computing



#### **Business areas**

- Mobile
- Social
- Enterprise
- Music

### "Search Computing"

Data not only "found" but also "acted upon"

#### Soc-eco. aspects

- Business models
- Benchmarking
- Innovation
- Legislation

#### Research chal.

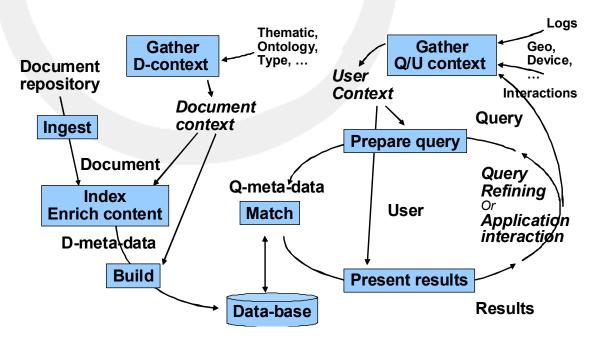
- Multimodal
- Affective
- Large-scale
- Real-time





## Search engines are changing ...

## Search engines have been the primer knowledge broker • to the abundant availability of information in the Web



Functional breakdown of a search engine, CHORUS Final Report 2009

- Search engines are becoming both **multimedia** and **metadata** savvy.
- The advances in Enterprise,
  Social, Mobile and Music
  search suggest a
  fundamental change of the
  users' needs in the way they
  search and consume
  information.
- The big research challenge is how to progress from today's commercial text and language-based search engines to multimedia search engines that do more with less.

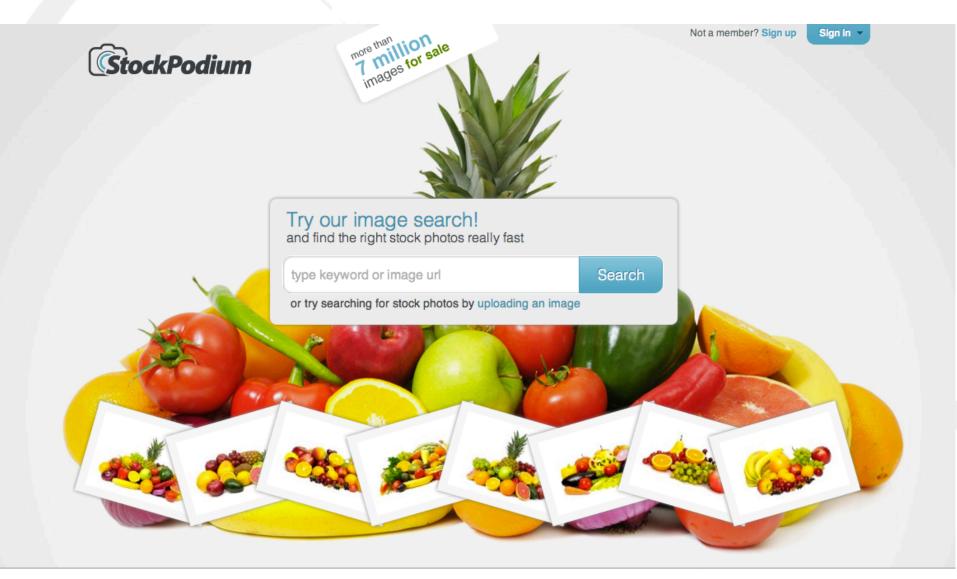


### Where we are now?

- Text-based
  - Web-scale
  - Fast indexing and retrieval (efficient parallelization)
  - Efficient ranking for web applications
- Image, Music and Video content-based search
  - Content-based similarity (stock photos, mobile search, music)
  - Image processing in web-based search
  - Concept detection
- Mobile
  - Location-based search
- Enterprise
  - Knowledge extraction, semantic analysis
  - Facet results
- Social
  - Search within social networks









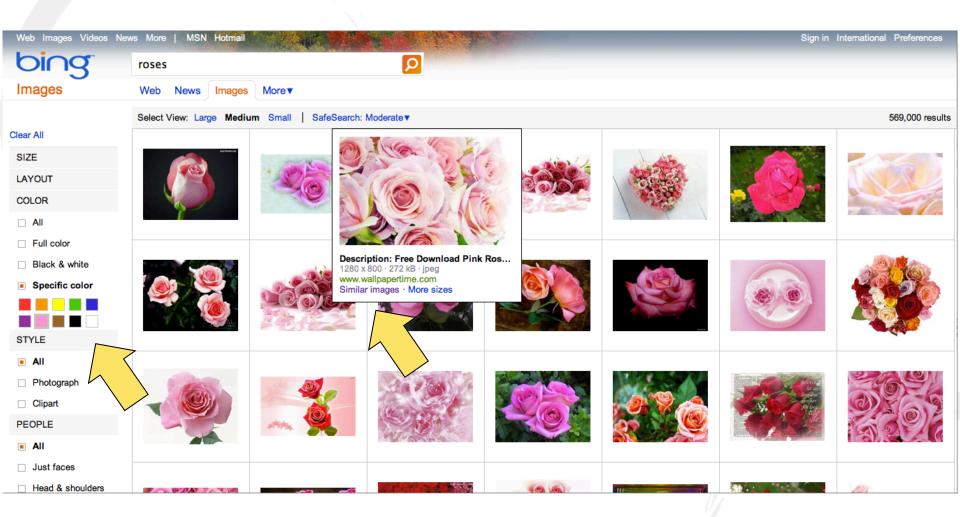


## www.impalacore.com













### Mobile Search

## Mobile search is not just a simple shift of PC web search to mobile equipment



- Visual-based search
- Voice-search
- Location-based services
- Visualization

- Limited processing capabilities
- Communication constraints
- Memory restrictions
- Clock and power limitations

- 15% of the 1,275 million units were smartphones in 2008
- Mobile image search is moving mainstream and gaining momentum





## mobileacuity

#### **Point**

Point at a product, or an image of the product in an advertisement, using your mobile phone's camera



#### Decide

Receive product information including reviews, samples, online and local prices and availability



#### Buy

Make an immediate purchase on your mobile or buy later at home from the stored wish-list

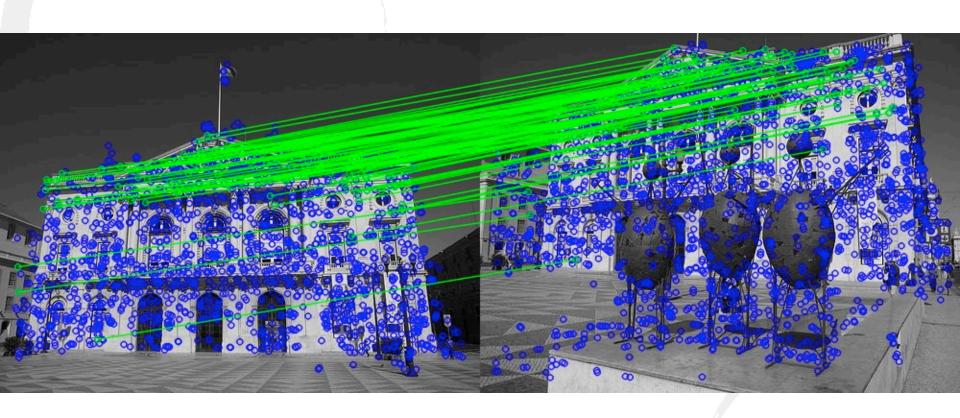






## Key-enabler technology: Similar Image Search







## AR: GPS + accelerometer





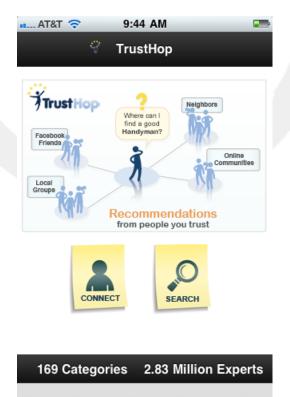








Social search takes a radical new shape incorporating new dimensions of similarity: Facebook's open graph, Timestamps, geo-location, tag co-occurrence

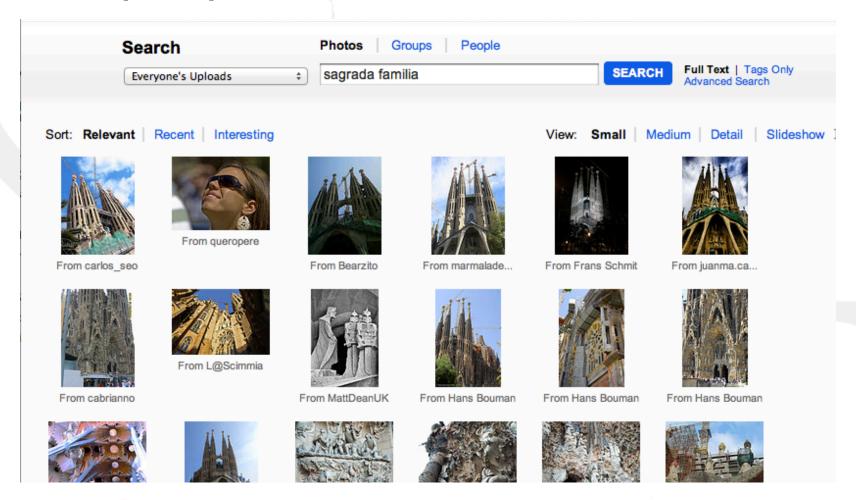


source: http://trusthop.net/blog/tag/socialsearch/

- Current search engines largely ignore the social context, and solely leverages the textual annotations
- A user searching for multimedia, might very well appreciate relevant photos of a user in her social network
- Ranking is driven by parameters derived from the social network itself and not so much by the content



# Image based search "within" social networking sites (flickr)



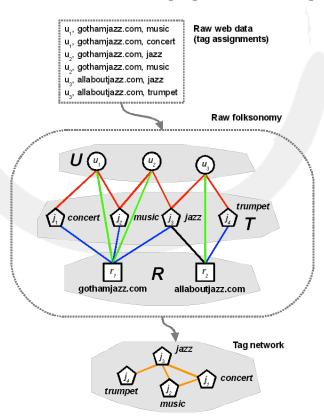






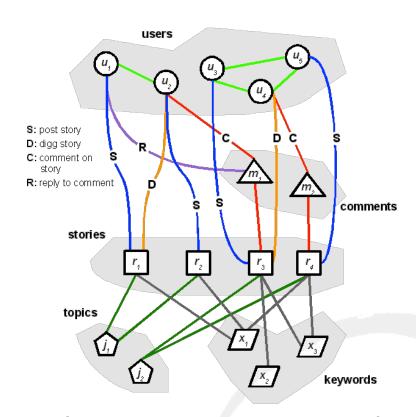
## Examples of Social Media networks

#### Folksonomy (Delicious)



Mika, P. (2005) Ontologies Are Us: A Unified Model of Social Networks and Semantics. Proceedings of the 4th International Semantic Web Conference (ISWC 2005), Springer Berlin / Heidelberg, pp. 522-536

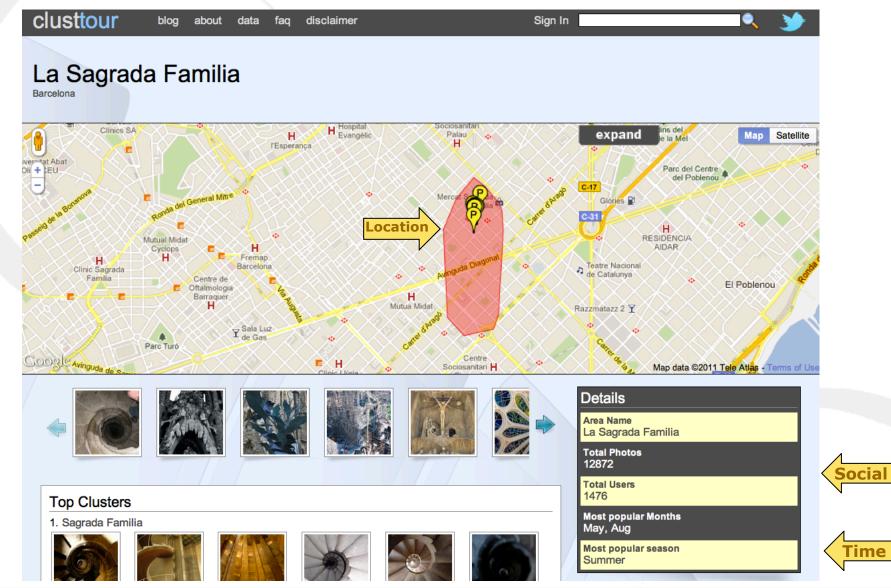
#### MetaGraph (Digg)



Lin, Y., Sun, J., Castro, P., Konuru, R., Sundaram, H., and Kelliher, A. (2009) MetaFac: community discovery via relational hypergraph factorization. Proceedings of KDD '09, ACM, pp. 527-536









Multimedia Group
Informatics and Telematics Institute





#### **Top Clusters**

#### 1. Sagrada Familia













2. Sagrada Família













3. Sagrada Familia













4. Sagrada Familia



Interior details











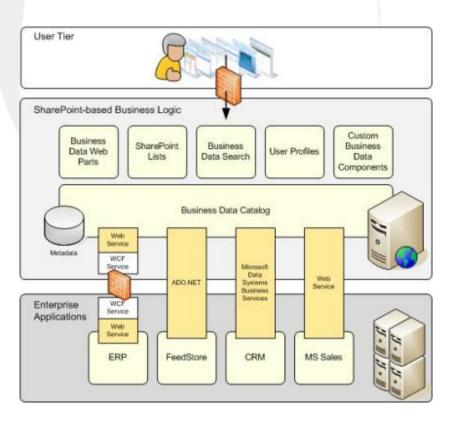






## **Enterprise Search Business**

## Enterprise search is fundamentally different from Web-based search



source: http://www.microsoft.com/casestudies/

- Enterprise search engines cannot rely on a popularity based page rank algorithm
- This has led this sub-market to put more emphasis on semantic analysis and faceted results
- Other differentiating factors include security, diversity, accuracy, etc
- All these factors opens up an opportunity for competition against Google where Europe can play a significant role (e.g. Autonomy, Exalead)

## **Enterprise Search**



#### CHORUS+ Network of Audio-Visual Media Search

AVmediasearch.eu is the hub where you will find all useful information related to events, technologies, resources... linked to audio-visual search.





#### CHORUS + ACTIVITIES



#### "EXPLORING THE FUTURE OF ENTERPRISE SEARCH" - AN EXPERT WORKSHOP & THINK-TANK EVENT

13-14 October 2011, Seville, Spain

which will contribute to gain insights into the techno-economic trends in enterprise search!

The aim of this workshop is to gain insights into the techno-economic trends in enterprise search and to study how they will impact the European economy and society.

The workshop aims to contribute to a better understanding of the following issues:

- Market Dynamics: by painting the landscape of enterprise search, including the current and future business
  models of providers of enterprise search solutions and services (e.g. strengths, entry barriers, differences
  amongst them, etc.).
- Future Prospects: by identifying emerging techno-economic trends, discussing likely developments and the
  market structure of tomorrow in the domain of enterprise search.
- SWOT Analysis: by exploring the strengths, weaknesses, opportunities and threats (SWOT) for the EU with
  respect to enterprise search. The discussion will focus on the economic drivers and challenges influencing
  the future of search engines, as well as any other impediments (of regulatory, technical, economic, or social
  nature) that may hamper successful deployment in Europe.



## Music Search Business

## The need for retrieval of (very specific) musical content makes more apparent the limitations of traditional text-based search



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- Private users are primarily interested in matching their own taste
- Professional users, on the other hand, aim at production and recommendation
- Text search is inadequate because:
  - the exact search criterion is not known
  - music needs to be annotated with an enormous manual effort
- The sound-based retrieval and recommendation is gaining popularity











### Where we want to go?

- Understand data and content
  - Transform implicit relations, connections, interactions to useful information
  - Provide structure to poorly structured information
- Understand the user
  - Context and user-aware search
  - User experience and interfaces
- Big Data
  - The size of the data becomes itself the problem
  - Real-time

## Where we want to go (1/2)



Domain	Challenge
Multimodal content	Exploit the multimodal nature of multimedia content when searching for relevant items
Affective <b>user</b>	Capture and use the feeling of the user along the search/browsing process or in reaction to a search result
Event-based content	Use events as the primary means for organizing and indexing multimedia content
User experience <b>user</b>	Develop interfaces capable of coping with the content explosion and the need for advanced search methods such as visual search interfaces, augmented reality applications
Large scale indexing big data	Enrich over time the "traditional" indexing methods and use sociality to achieve large scale indexing at the level of the Web

## Where we want to go (2/2)



Domain	Challenge
Network nodes content	Develop content-aware nodes that will be able to answer questions such as "where" and "how" in additional to the original "what", that a search engine normally replies
Real-time content big data	Find updates, handle real time indexing of the content, execute real time matching and ranking algorithms, and calculate statistics and trends of the multimedia content
Content diversity content	Develop diversity-aware methods and tools for effective design by harnessing, controlling and using the effects of emergent knowledge properties
Aggregation and mining content big data	Handle the huge scale of sensor data available, its uncontrolled nature, its distribution mechanism, and the potential to combine the analysis results with information from different modalities
Standardisation	Rely on standardisation and global cooperation in order to provide full interoperability of "Search Computing" solutions



### Social Media as real-time Sensors



"...if you're more than 100 km away from the epicenter [of an earthquake] you can read about the quake on twitter before it hits you..."

## social sensor The Concept



Novel framework for mining and aggregating massive amounts of media from multiple dynamic and quickly evolving social sources.



Massive social media and web

Social media mining Aggregation & indexing



Personalised access & search
Ad-hoc P2P networks



News - Infotainment

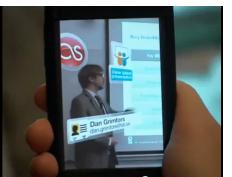




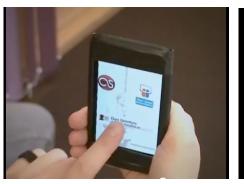
## **Augmented ID – concept**



**Select your profile** 



Allow people to find information about you, through their mobiles



Link them with additional content (Linked in, slideshare)





#### **Business models**

- Advertising based
  - Google ads, merchandising, product placement, user profiling
- Packaging search with some other good or service:
  - Packaged with: a) mobile operator, mobile handset, touristic pack, etc.
- Premium service
  - Charge premium functionality, value-added, pay-as-you-go, subscription

#### **Key Challenges**

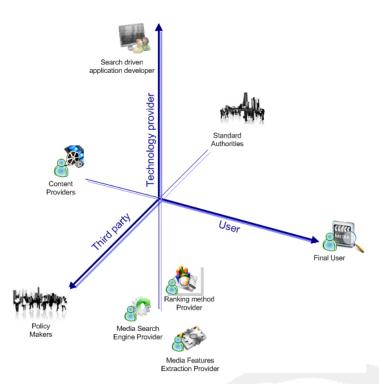
- Include content ownership, copyright and licensing especially in cases where user generated content is involved.
- Handle the fragmentation with respect to regulations and contacts with local businesses and the intellectual property of the technology





### Open innovation

- Business ecosystems
  - A sustainable community of enterprises and institutions, sometimes collaborating and sometimes competing, but in both cases creating value for end users, themselves and each other.
- Search Ecosystem at European Level
  - Adopt a European level strategy for building the business ecosystem
- User generated innovation
  - Active users communities/social networks are involved in strategic decisions through moderation tools for large-group dialogues and with tools and services for community and crowd management.



A possible search computing Business Ecosystem



### Benchmarking

- Value
  - Streamlines research by eliminating redundancy
  - Enables direct performance comparison between algorithms
  - Increases efficiency by sharing resources between research sites
  - Allows researchers to interact in a productive mixture of competition and collaboration
- Reinforcing Europe's competitiveness
  - MediaEval, PetaMedia, ImageClef, PASCAL, etc.

#### **Key Challenges**

- Avoid blocking innovation by placing too much importance on pure performance an not on novel technologies.
- Continuously change and modify the tasks, so that plenty of room is available for participants to innovate.

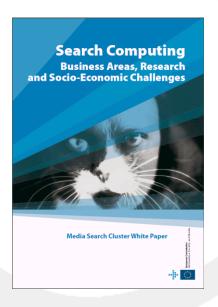




#### Conclusions

- Search plays an important role in a number of very active sub-markets and business areas ranging from mobile devices and social networks to enterprise and music search.
- While a lot of research approaches have been applied to various aspects of "Search Computing", the problems are far from being solved and new challenges arise.
- Key research and business directions are identified towards these problems
- The research and socio-economic challenges that fall in the area of "Search computing" should be used as guidelines in defining the future research agendas and programmes.





## Questions

?

## Thank you!

http://mklab.iti.gr







CHORUS+ http://www.ist-chorus.org/

GLOCAL www.glocal-project.eu

Cubrik www.cubrikproject.eu







I-SEARCH http://www.isearch-project.eu

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COAST http://www.coast-fp7.eu/



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PHAROS www.pharos-audiovisualsearch.eu



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ETSI http://www.etsi.org



Networked Media and Search Systems Unit of DG INFSO http://cordis.europa.eu/fp7/ict/ netmedia/home\_en.html

