Beyond DCG: User Behavior as a Predictor of a Successful Search

Ahmed Hassan¹, Rosie Jones², and Kristina Klinkner³

¹University of Michigan Ann Arbor

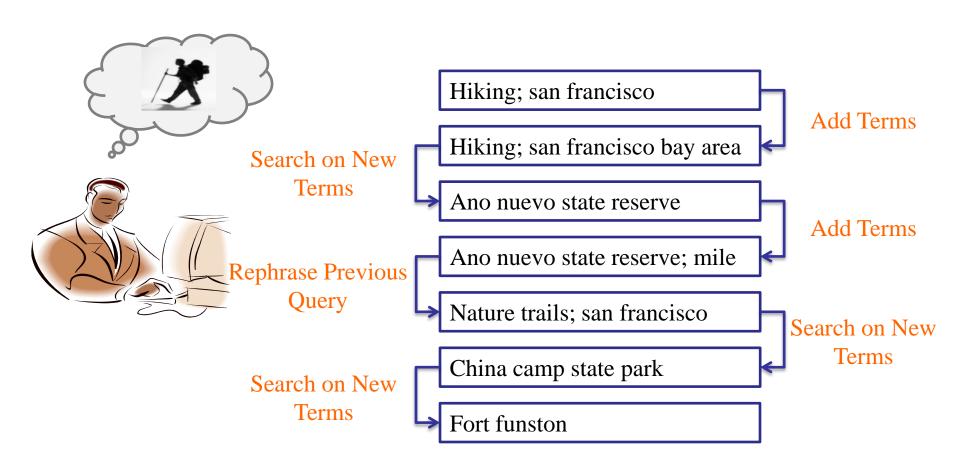
²Yahoo! Labs

³Carnegie Mellon University

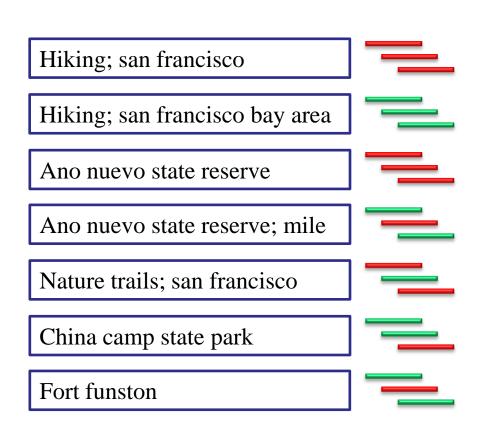


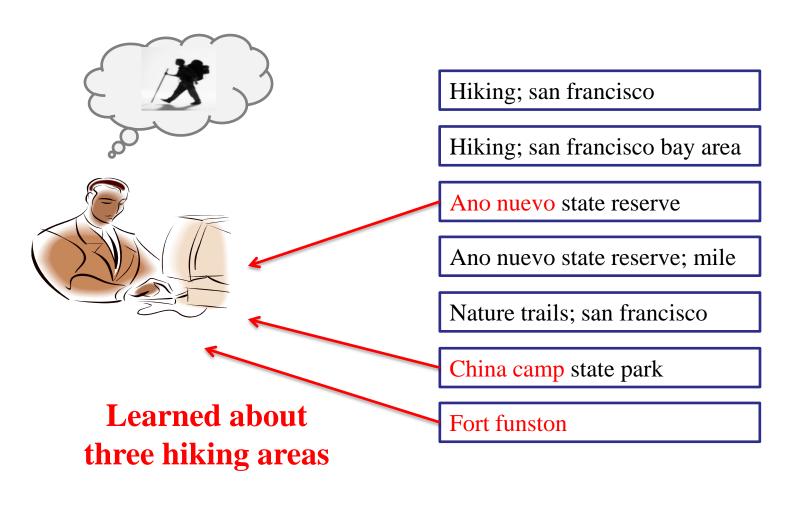
















Hiking; san francisco

Hiking; san francisco bay area

TASK AS ta CONTEXT

Ano nuevo state reserve; mile

PREDICTE TASK SUCCESS

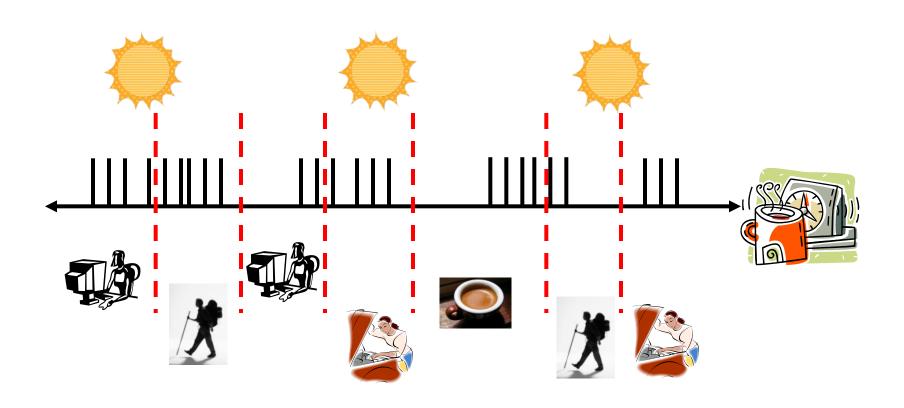
China camp state park

Fort funston

Current Automated Metrics are Ambiguous

- Click-through rate may not tell the complete picture
- Abandonment rate is ambiguous (Li et al. 2009)
- Task success is what matters to our users

Data



Editorial Guidelines

Definition. A search goal is an atomic information need, resulting in one or more queries.

- The editors judged success of goals on a five point scale
- The editors used information about:
 - landing page content
 - sequence of queries in a goal
 - click patterns on search results and suggestions

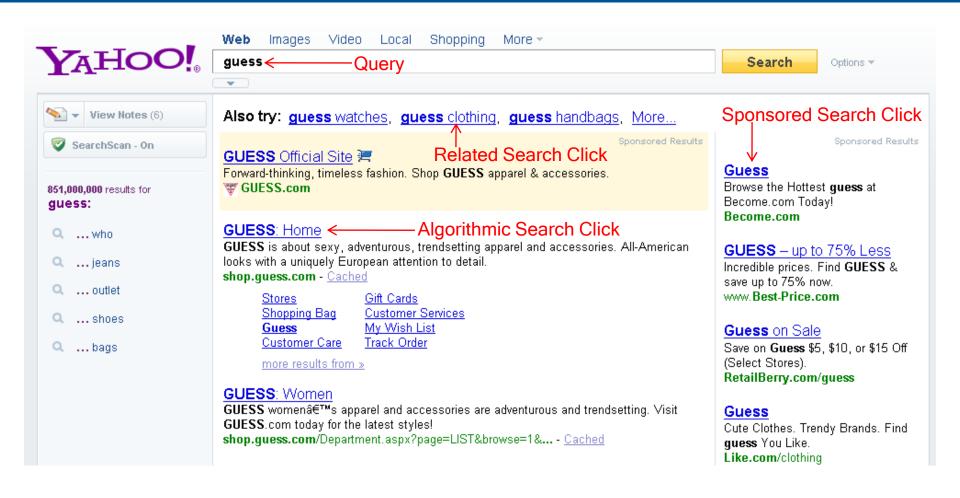
Goals as a Sequence of Actions

- A user search goal can be represented by:
 - an ordered sequence of user actions
 - time between those actions.

$$G = \langle START, \langle a_1, t_1 \rangle, \dots, \langle a_n, t_n \rangle, END \rangle$$

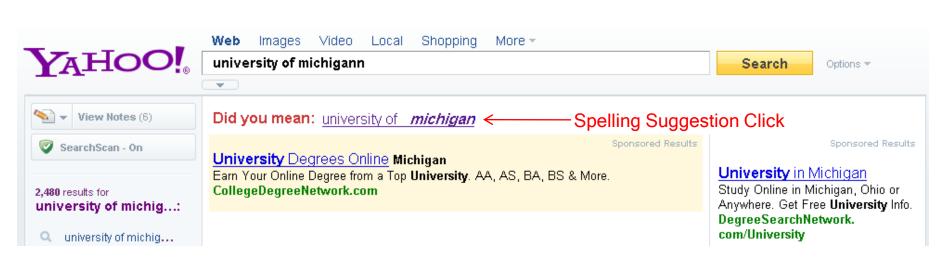
where *START*, and *END* are the start and end states respectively. *a1*,, *an* are the possible set of user actions. t1,...., tn are the times between actions.

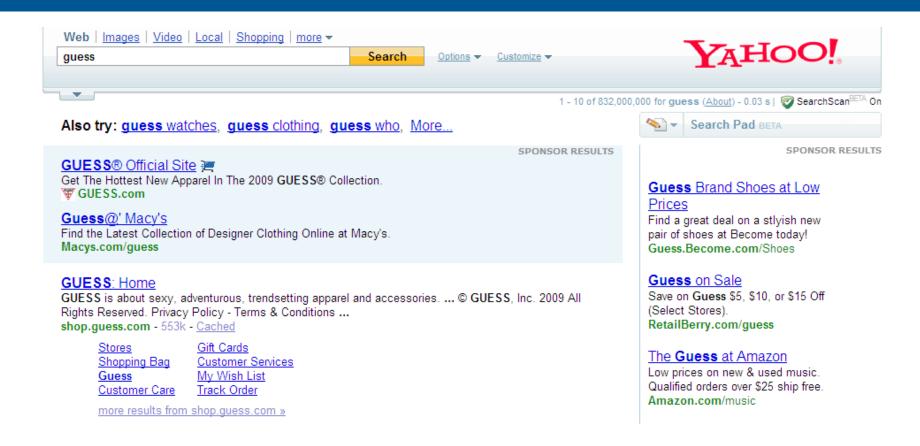
Types of Actions



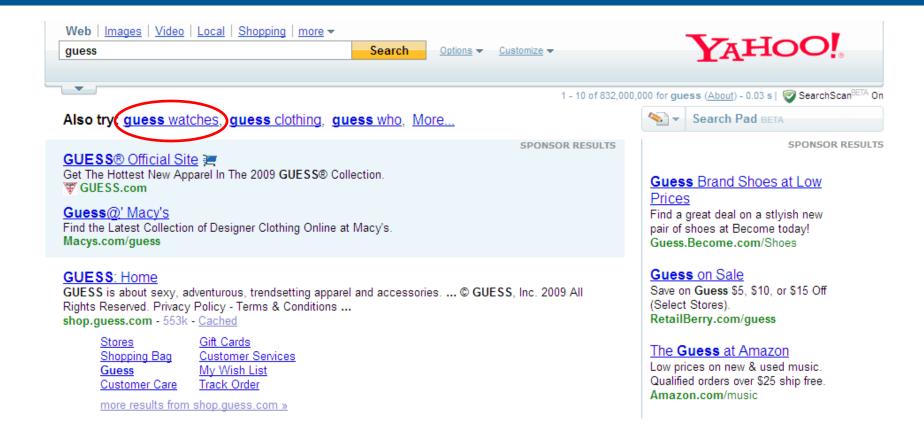
Types of Actions



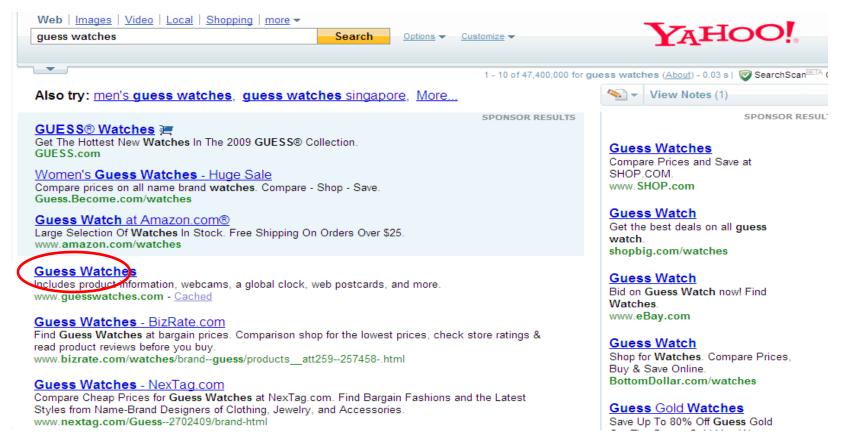




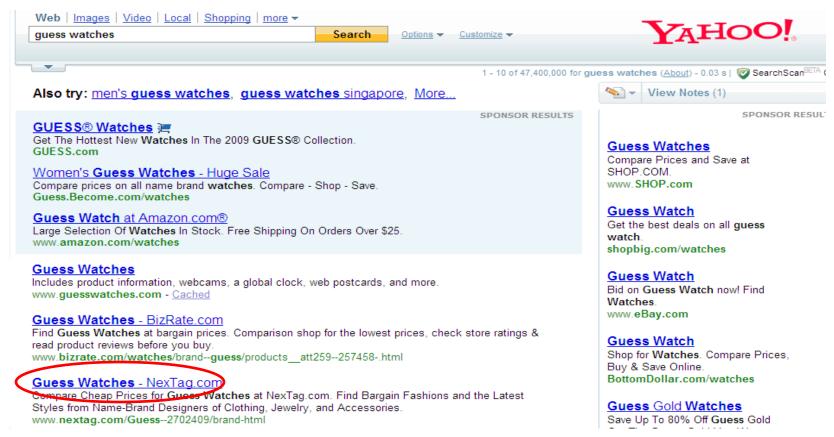
Pattern: Q 4s



Pattern: Q 4s RL 1s

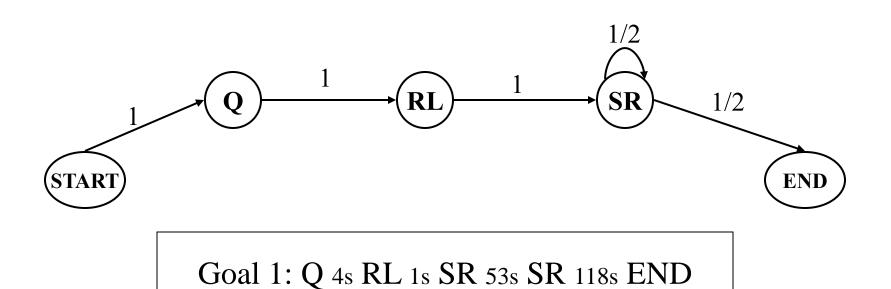


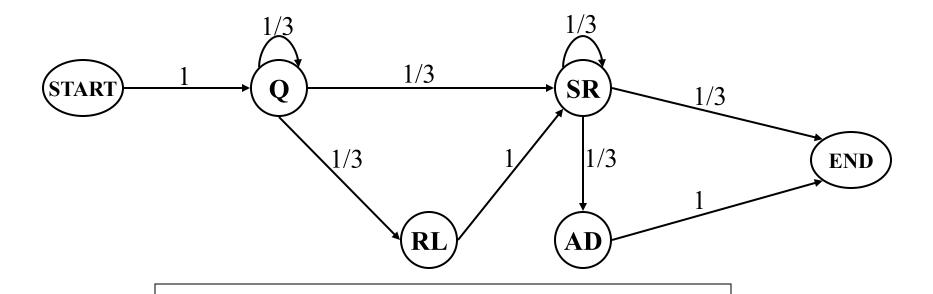
Pattern: Q 4s RL 1s SR 53s



Pattern: Q 4s RL 1s SR 53s SR 118s END

• Action sequence \rightarrow Path in a graph.



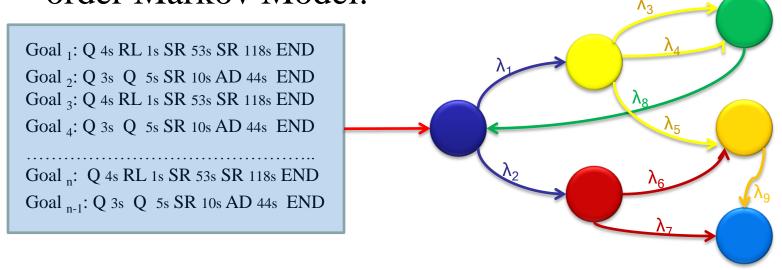


Goal 1: Q 4s RL 1s SR 53s SR 118s END

Goal 2: Q 3s Q 5s SR 10s AD 44s END

Modeling User Sessions

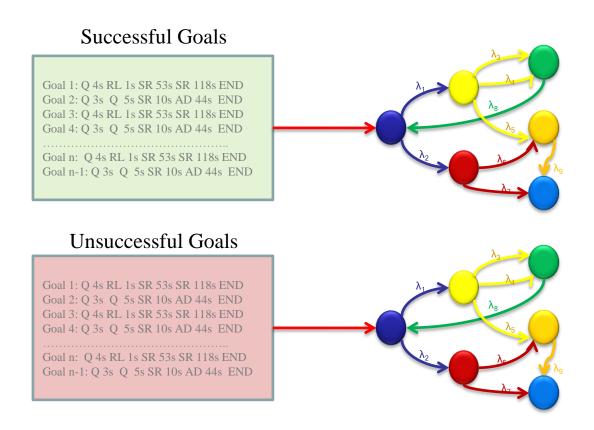
Each set of goals may be represented by a first order Markov Model:



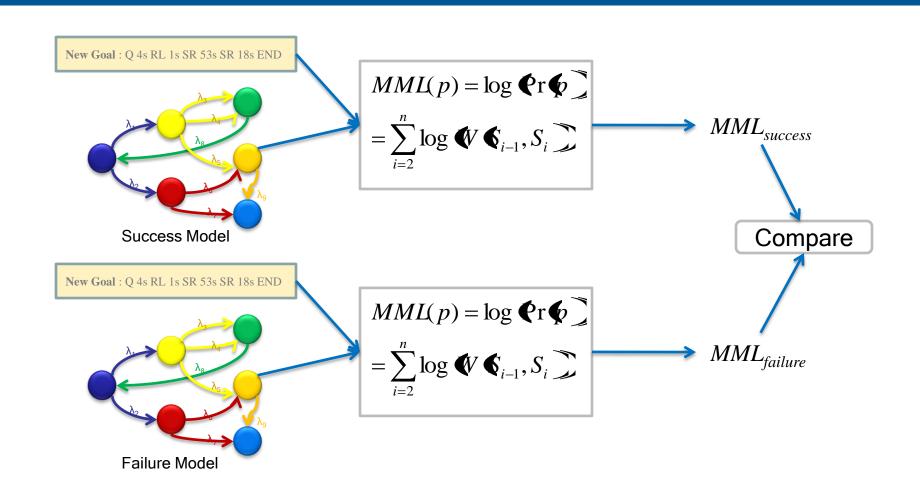
- Small state space: ﴿ SR, AD, SC, RL, SP, OTH
- **Transition Probabilities:** $Pr(i, j) = \frac{Q_{i,j}}{Q_i}$

Markov Model

Build two models:

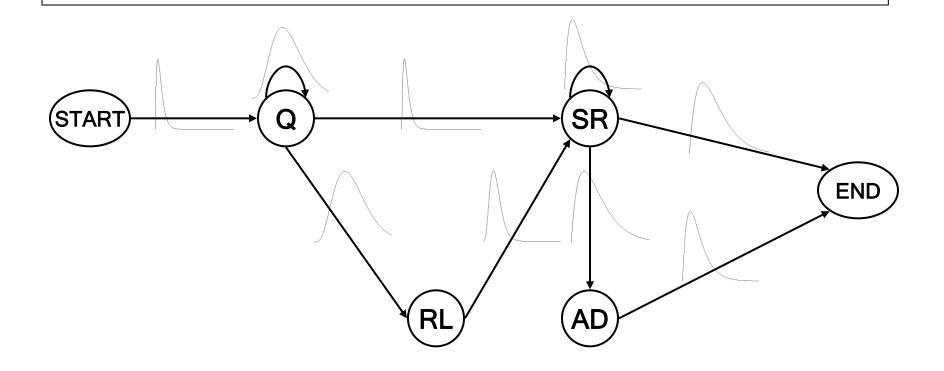


Classifying New Goals



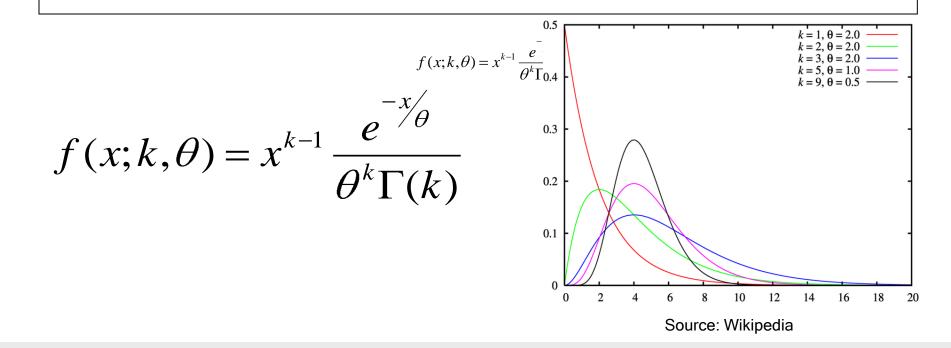
Modeling Time

Attach a time distribution to each transition in the Markov chain.

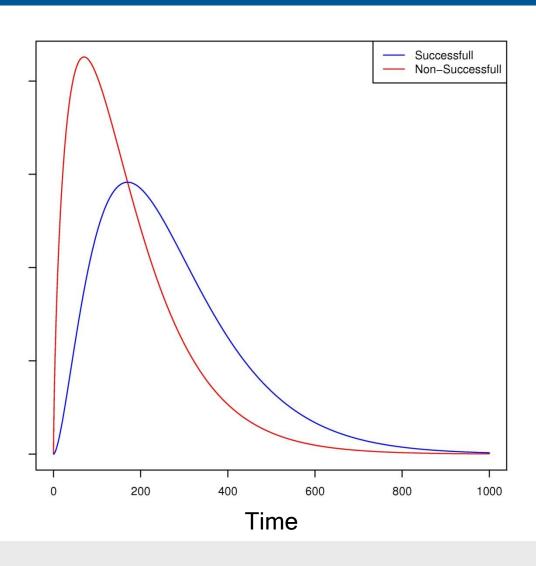


Modeling Time

- Choose the parametric form for the distributions:
 - The gamma distribution is a rich two-parameter family of continuous distributions.



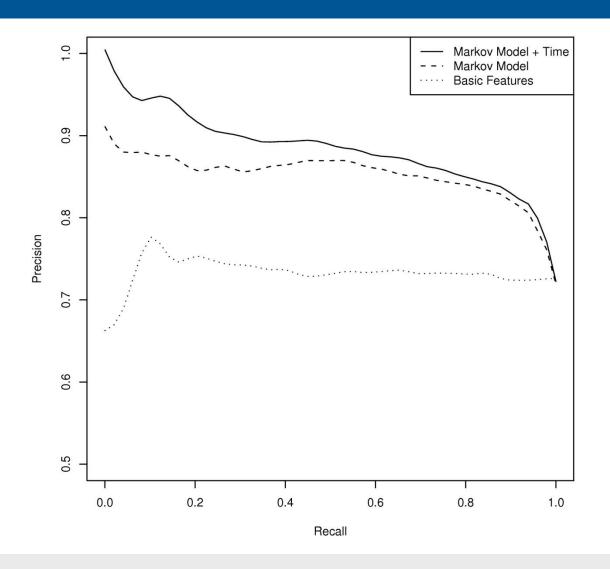
Time distributions of $SR \rightarrow Q$ transitions



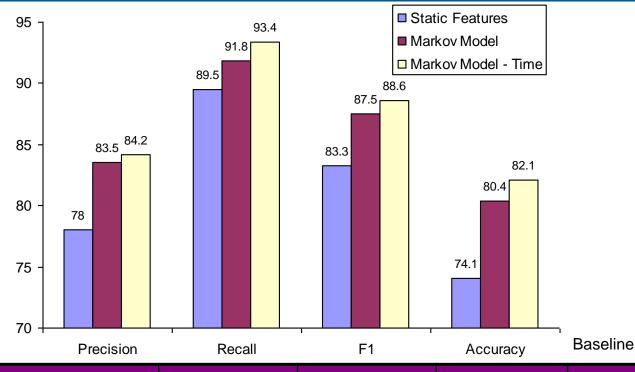
Baseline - Static Features

- Pose the problem as a classic machine learning problem
- Train a classifier using a set of static features:
 - Number of clicks
 - Time between clicks
 - Number of queries
 - ... etc

Markov Models Do Much Better Than Baseline



Time Models Improve Performance



	Precision	Recall	F1	Accuracy
Static Features	78.0	89.5	83.3	74.1
Markov Model	83.5	91.8	87.5	80.4
Markov Model+Time	84.2	93.4	88.6	82.1

Relevance (DCG) based Prediction

• Predict the goal success based on the relevance of the first 3 results to the first query (Huffman and Hochster 2007)

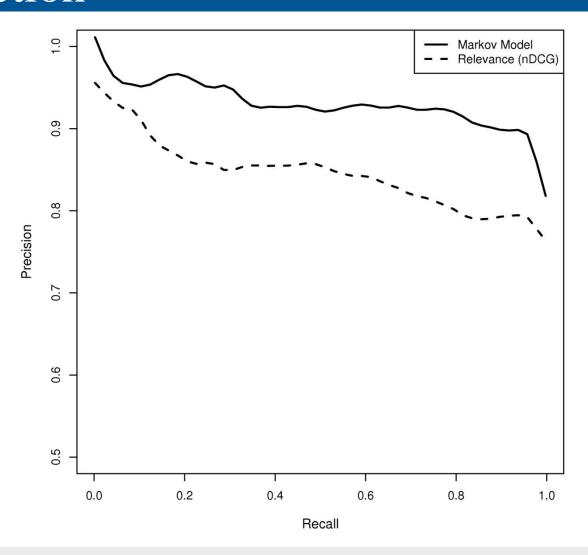
Relevance =
$$\frac{rel_1 + rel_2/2 + rel_3/3}{1 + 1/2 + 1/3}$$

And using a standard form of DCG

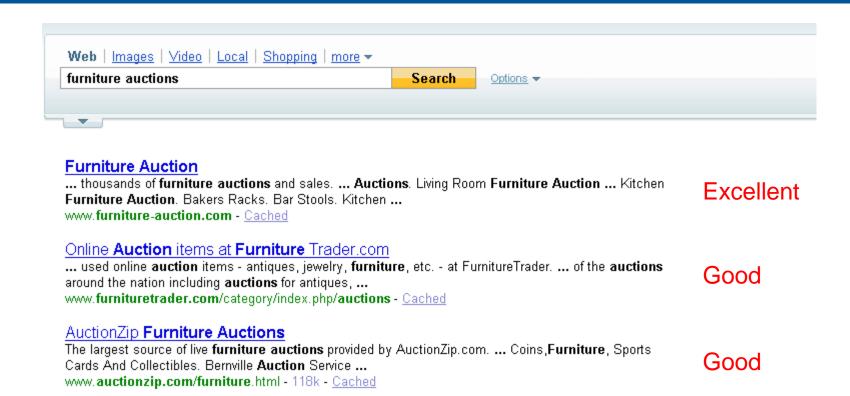
$$DCG_p = rel_1 + \sum_{i=2}^{p} \frac{rel_i}{\log i}$$

 Data: a random subset of the data for which we have query-url relevance judgments.

User Behavior Outperforms Relevance based Prediction

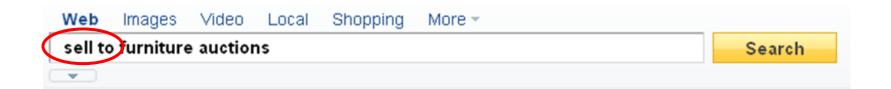


Markov Model vs. DCG – Example 1



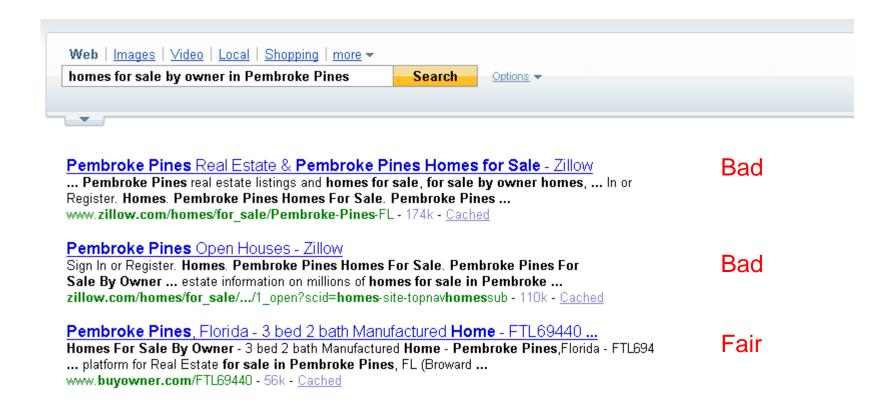
From the relevance point of view, the goal seemed to be successful.

But User Reformulated without Clicking



- User reformulated query, and
- didn't click
- pattern: Q1 27s Q2 3s END
- Unsuccessful goal despite high DCG

Markov Model vs. DCG – Example 2



From the relevance point of view, the goal seemed to be unsuccessful.

Markov Model vs. DCG – Example 2

- Relevance judgments usually consider the first 3,5, or 10 results
- The user found what he was looking for at position 11
- DCG based models predicted the goal as unsuccessful
- User behavior models predicted the goal as successful

Successful Goals More Likely to Use Shortcuts

Action following query	Odds-ratio	
SC Shortcut	2.0	
SR Search result	1.8	
RL Also-Try	1.2	
SP Spell-correction	0.9	
Q Query	0.5	
END End of goal	0.1	

Odds-ratio of transitions from query to other actions in successful goals, compared to unsuccessful goals.

Highly Probable Successful Paths

Highly probable successful paths

Q SR END

Q SR SR END

Q SR SR SR END

Q SR SR SR SR END

QADEND

Q SC END

Q SR Q SR SR END

Highly Probable Unsuccessful Paths

Highly probable unsuccessful paths

Q END

Q Q END

Q OTH END

Q SR Q END

Q Q Q END

Q RL END

Q Q SR Q SR Q END

Conclusions and Future Work

- We proposed a Markov model that captures user behavior in search to predict success
- We can predict goal success with 82% accuracy
- The Markov model outperforms relevance based models
- Taking transition time into consideration improves performance
- Build other predictive models for sessions
 - User frustration
 - Good abandonment

Questions?

Ahmed Hassan

hassanam@umich.edu