

Facet Selection Algorithms for Web Product Search

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Introduction

- Facet selection in multifaceted search
- We propose and evaluate several automatic facet selection methods
- aim: effectively partition the search space and allow the user to drill down in the least amount of time

Problem statement

- Based on problem statement in [7, 9]
- Four underlying assumptions (similar to [7])
 - Users have a particular target product in mind
 - Search session ends if target appears in top-10
 - User knows if target product has displayed facet
 - Users select facet(s) that the target product has

Problem statement

- Utility of displaying a set of facets $F_p \subseteq F$, using approach M , with respect to query q and already selected facets S ([7]):

$$\begin{aligned} U_{q,S}^M(F_p) &= E[X|q, S] - E_M[X|q, S, F_p] \\ &= \sum_{\substack{d \in D_{q,S} \\ r_q^S(d) > m}} p(d = d_q) r_q^S(d) - E_M[X|q, S, F_p] \end{aligned}$$

Problem statement

- Using the previous definition, we can formulate the k facet selection problem as:

$$F_{p,S,M}^* = \arg \max_{\substack{F_p \subseteq \mathcal{F} \\ |F_p| < k}} U_{q,S}^M(F_p)$$

- Problem is NP-hard, we use an iterative greedy algorithm [9]

Facet selection methods

- Best Facet I estimation ([9])

$$\begin{aligned} U_{q,S}^{M_{BI}}(F_p) &= E[X|q, S] - E_{M_{BI}}[X|q, S, F_p] \\ &= \sum_{\substack{d \in D_{q,S} \\ r_q^S(d) > m}} p(d = d_q) \max_{f \in F_{p,S,d}} |D_{q,S,d}^f| \end{aligned}$$

with

$$F_{p,S,d} = F_{p,S} \cap C(d), \text{ and}$$

$$D_{q,S,d}^f = \{d' \in D_{q,S} : r_q^S(d') < r_q^S(d) \wedge f \notin C(d')\}$$

Facet selection methods

- Conjunctive estimation ([9])

$$\begin{aligned} U_{q,S}^{MC}(F_p) &= E[X|q, S] - E_{MC}[X|q, S, F_p] \\ &= \sum_{d \in D_{q,S} \wedge r_q^S(d) > m} p(d = d_q) \cdot |D_{q,S,d}^{F_p,S,d}| \end{aligned}$$

with

$$D_{q,S,d}^{F_p,S,d} = \{d' \in D_{q,S} : r_q^S(d') < r_q^S(d) \wedge F_{p,S,d} \not\subseteq C(d')\}$$

Facet selection methods

- In order to investigate the influence of the ranking, we experiment with Best Facet II

$$\begin{aligned} U_{q,S}^{M_{BII}}(F_p) &= E[X|q, S] - E_{M_{BII}}[X|q, S, F_p] \\ &= \sum_{\substack{d \in D_{q,S} \\ r_q^S(d) > m}} \max_{f \in F_{p,S,d}} p(d = d_q) \cdot |D_{q,S,d}^f| \end{aligned}$$

Facet selection methods

- Two hybrid methods:
 - Probabilistic Entropy
 - conjunctive / entropy approach
 - Probabilistic Conjunctive
 - conjunctive / random approach

Facet selection methods

- Baseline methods
 - Entropy approach greedily selects facets based on highest entropy (i.e., facets that evenly split the results)
 - Weighted Residuals Coverage, ‘Most Probable’ heuristic in [7]
 - Greedy count, ‘Most Frequent’ heuristic in [7]

Evaluation

- Data set of 980 products and 487 facets (key/value pairs)
- Experimental setup
 - 1000 generated queries
 - many target products
 - 3, 5, or 7 facets to display
 - 3 user simulation strategies [9]

Evaluation

- Evaluated measures
 - average number of clicks
 - average total utility
 - top-10 promotion percentage
- Statistical tests for difference in mean
 - Bonferroni corrected p-value
 $\Rightarrow 0.05/972 = 5.144033 \times 10^{-05}$

Results

- Average number of clicks
 - Greedy count scores the worst
 - The Prob. Conjunctive (P.C.) and Prob. Entropy (P.E.) score best (< 3 clicks on average)
 - For ‘select all’ strategy, we see a decrease with the number of facets

Results

- Average utility
 - No significant patterns across number of selected facets
 - Methods that strongly depend on ranking, perform poorly for $l = 3$ (e.g., Best Facet II)
 - Prob. Conjunctive and Prob. Entropy again score the best

Results

- Top-10 Promotion Percentage
 - P.C. and P.E score best, with P.C. > P.E.
 - However, for the probabilistic strategy there is no clear winner (results are not statistically significant)
 - Furthermore: performance of P.C. and P.E seems to decrease with the number of total selected facets

Conclusions

- Main conclusion:
 - Hybrid (dithering) methods perform best
 - The Conjunctive algorithm, shown to be superior in the work of [9], can be improved by escaping from local minima.
- Future work:
 - ranking facets vs. selecting, evaluation with user study, and learning from click behavior

Thank you.

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