Modeling User Behavior and Interactions

Lecture 2: Interpreting Behavior Data

Eugene Agichtein Emory University



Lecture 2 Plan



- Explicit Feedback in IR
 - Query expansion
 - User control



From Clicks to Relevance



- 3. Rich Behavior Models
 - + Browsing
 - + Session/Context information
 - + Eye tracking, mouse movements, ...



Recap: Information Seeking Process

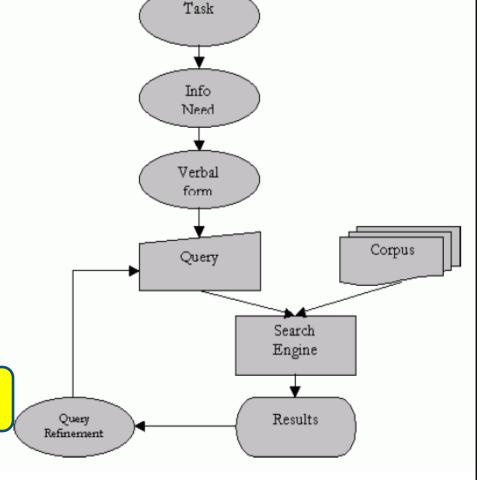
"Information-seeking ... includes recognizing ... the information problem, establishing a plan of search, conducting the search, evaluating the results, and ... iterating through the process."Marchionini, 1989

Query formulation

Action (query)

Review results

Refine query



Adapted from: M. Hearst, SUI, 2009



Relevance

Feedback (RF)



Why relevance feedback?

- You may not know what you're looking for, but you'll know when you see it
- Query formulation may be difficult; simplify the problem through iteration
- Facilitate vocabulary and concept discovery
- Boost recall: "find me more documents like this..."





Types of Relevance Feedback

Explicit feedback: users explicitly mark relevant and irrelevant documents

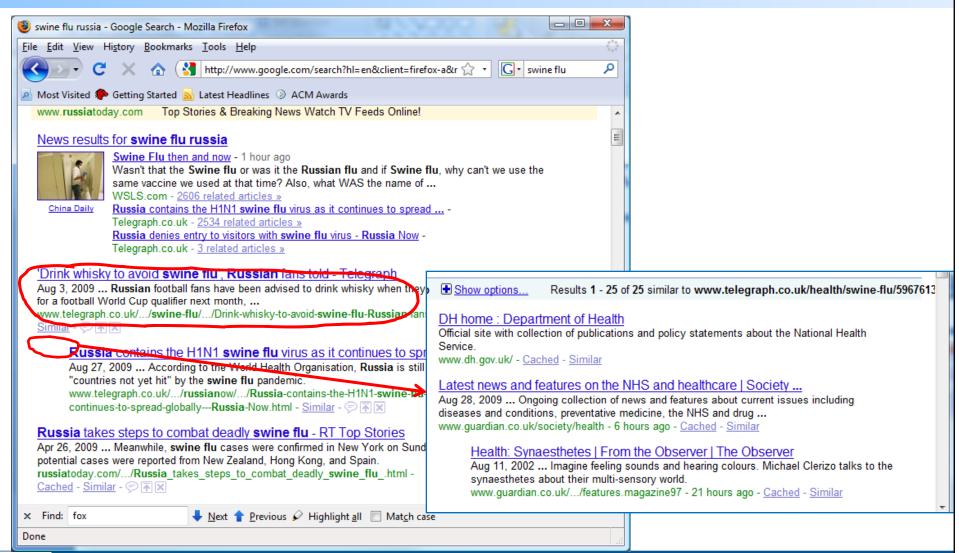
Implicit feedback: system attempts to infer user intentions based on observable behavior

 Blind feedback: feedback in absence of any evidence, explicit or otherwise ← will not discuss





Relevance Feedback Example





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RuSSIR 2009, Petrozavodsk, Karelia



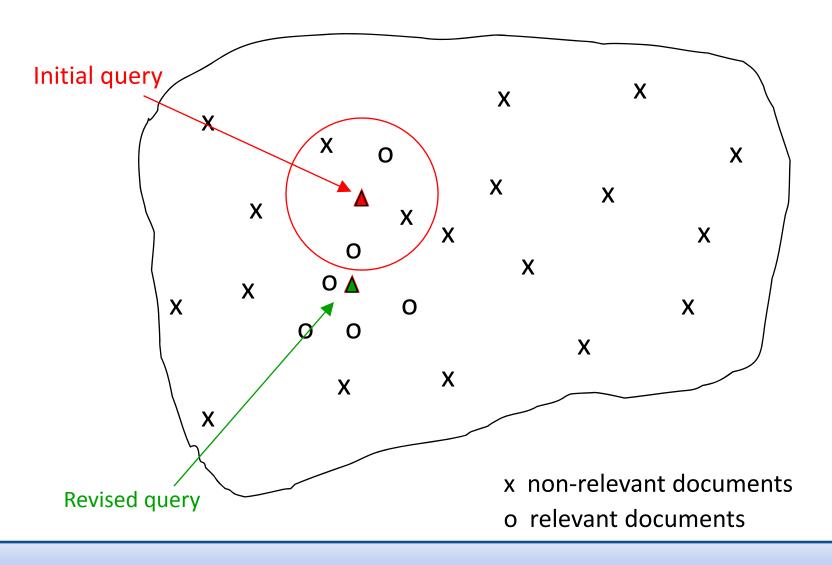
How Relevance Feedback Can be Used

- Assume that there is an optimal query
 - The goal of relevance feedback is to bring the user query closer to the optimal query
- How does relevance feedback actually work?
 - Use relevance information to update query
 - Use query to retrieve new set of documents
- What exactly do we "feed back"?
 - Boost weights of terms from relevant documents
 - Add terms from relevant documents to the query
 - Note that this is hidden from the user





Relevance Feedback in Pictures







Classical Rocchio Algorithm

Used in practice:

$$\vec{q}_{m} = \alpha \vec{q}_{0} + \beta \frac{1}{|D_{r}|} \sum_{\vec{d}_{j} \in D_{r}} \vec{d}_{j} - \gamma \frac{1}{|D_{nr}|} \sum_{\vec{d}_{j} \in D_{nr}} \vec{d}_{j}$$

 q_m = modified query vector;

 q_0 = original query vector;

 α, β, γ : weights (hand-chosen or set empirically);

 D_r = set of known relevant doc vectors;

 D_{nr} = set of known irrelevant doc vectors

- New query
 - Moves toward relevant documents
 - Away from irrelevant documents





Rocchio in Pictures

query vector =
$$\alpha$$
 · original query vector

- $+\beta$ positive feedback vector
- $-\gamma$ negative feedback vector

Typically, $\gamma < \beta$

Original query

$$\alpha = 1.0$$

Positive Feedback

$$\beta = 0.5$$

Negative feedback

$$\gamma = 0.25$$

New query



Relevance Feedback Example: Initial Query and Top 8 Results

Query: New space satellite applications

want high recall

√

1. 0.539, 08/13/91, NASA Hasn't Scrapped Imaging Spectrometer

V

2. 0.533, 07/09/91, NASA Scratches Environment Gear From Satellite Plan

3. 0.528, 04/04/90, Science Panel Backs NASA Satellite Plan, But Urges Launches of Smaller Probes

4. 0.526, 09/09/91, A NASA Satellite Project Accomplishes Incredible Feat: Staying Within Budget

5. 0.525, 07/24/90, Scientist Who Exposed Global Warming Proposes Satellites for Climate Research

6. 0.524, 08/22/90, Report Provides Support for the Critics Of Using Big Satellites to Study Climate

7. 0.516, 04/13/87, Arianespace Receives Satellite Launch Pact From Telesat Canada



8. 0.509, 12/02/87, Telecommunications Tale of Two Companies





Relevance Feedback Example: Expanded Query

• 2.074 new

• 30.816 satellite

• 5.991 nasa

• 4.196 launch

• 3.516 instrument

3.004 bundespost

2.790 rocket

2.003 broadcast

• 0.836 oil

15.106 space

5.660 application

5.196 eos

3.972 aster

3.446 arianespace

2.806 ss

2.053 scientist

1.172 earth

0.646 measure





Top 8 Results After Relevance Feedback

- ✓ 1. 0.513, 07/09/91, NASA Scratches Environment Gear From Satellite Plan
- ✓ 2. 0.500, 08/13/91, NASA Hasn't Scrapped Imaging Spectrometer
- 3. 0.493, 08/07/89, When the Pentagon Launches a Secret Satellite, Space Sleuths Do Some Spy Work of Their Own
- ➤ 4. 0.493, 07/31/89, NASA Uses 'Warm' Superconductors For Fast Circuit
- ✓ 5. 0.492, 12/02/87, Telecommunications Tale of Two Companies
- 6. 0.491, 07/09/91, Soviets May Adapt Parts of SS-20 Missile For Commercial Use
- 7. 0.490, 07/12/88, Gaping Gap: Pentagon Lags in Race To Match the Soviets In Rocket Launchers
- 8. 0.490, 06/14/90, Rescue of Satellite By Space Agency To Cost \$90 Million





Positive vs Negative Feedback

• Positive feedback is more valuable than negative feedback (so, set $\gamma < \beta$; e.g. $\gamma = 0.25$, $\beta = 0.75$).

• Many systems only allow positive feedback $(\gamma=0)$.





Relevance Feedback: Assumptions

- A1: User has sufficient knowledge for a reasonable initial query
 - User does not have sufficient initial knowledge
 - Not enough relevant documents for initial query
 - Examples:
 - Misspellings (Brittany Speers)
 - Cross-language information retrieval
 - Vocabulary mismatch (e.g., cosmonaut/astronaut)
- A2: Relevance prototypes are "well-behaved"





A2: Relevance prototypes "well-behaved"

- Relevance feedback assumes that relevance prototypes are "well-behaved"
 - All relevant documents are clustered together
 - Different clusters of relevant documents, but they have significant vocabulary overlap
- Violations of A2:
 - Several (diverse) relevance examples.
 - Pop stars that worked at McDonalds













Relevance Feedback: Problems

- Long queries are inefficient for typical IR engine.
 - Long response times for user.
 - High cost for retrieval system.
 - Partial solution:
 - Only reweight certain prominent terms
 Perhaps top 20 by term frequency
- Users are often reluctant to provide explicit feedback
- It's often harder to understand why a particular document was retrieved after relevance feedback





Probabilistic relevance feedback

- Rather than reweighting in a vector space...
- If user marked some relevant and irrelevant documents, then we can build a classifier, such as a Naive Bayes model:

```
- P(t_k | R) = |D_{rk}| / |D_r|

- P(t_k | NR) = (N_k - |D_{rk}|) / (N - |D_r|)

• t_k = \text{term in document}; D_{rk} = \text{known relevant doc containing } t_k; N_k = \text{total number of docs containing } t_k
```

- And then use these new term weights for re-ranking the remaining results
- Can also use Language Modeling Techniques (See EDS Lectures)





Empirical Evaluation of RF

- Cannot calculate Precision/Recall on <u>all</u> documents
 - Must evaluate on documents not seen by user
 - Use documents in **residual collection** (remove marked docs)
 - Final performance often lower than original query
- 1 round of relevance feedback is often very useful
 2 rounds is sometimes marginally useful
- Web search engines offer "similar pages" feature:
 - Google ("Similar Documents")



Review: Common Evaluation Metrics in IR

- **Precision@K**:% relevant in top K results
- Ignores documents ranked lower than K
- Ex:
 - Prec@3 of 2/3
 - Prec@4 of 2/4
 - Prec@5 of 3/5

Mean Average Precision

Consider rank position of each relevance doc

$$- K_1, K_2, ... K_R$$

- Compute Precision@K for each K₁, K₂, ... K_R
- Average precision = average of P@K
- Ex: has AvgPrec of $\frac{1}{3} \cdot \left(\frac{1}{1} + \frac{2}{3} + \frac{3}{5}\right) \approx 0.76$
- MAP is Average Precision across multiple queries

NDCG

- Normalized Discounted Cumulative Gain
- Multiple Levels of Relevance
- DCG:

- contribution of ith rank position:
$$\frac{2^{y_i} - 1}{\log(i+1)}$$

— Ex: has DCG score of

$$\frac{1}{\log(2)} + \frac{3}{\log(3)} + \frac{1}{\log(4)} + \frac{0}{\log(5)} + \frac{1}{\log(6)} \approx 5.45$$

- NDCG is normalized DCG
 - best possible ranking as score NDCG = 1



Classical Study: "A Case for Interaction"

Jürgen Koenemann and Nicholas J. Belkin. (1996) A Case For Interaction: A Study of Interactive Information Retrieval Behavior and Effectiveness. CHI 1996

Research questions:

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- Does relevance feedback improve results?
- Is user control over relevance feedback helpful?
 - Opaque (black box): User doesn't get to see the relevance feedback process
 - Transparent: User shown relevance feedback terms, but isn't allowed to modify query
 - Penetrable: User shown relevance feedback terms and is allowed to modify the query
- How do different levels of user control effect results?





Procedure and Sample Topic

Pretest

Subjects get **tutorial** on RF

Experiment

Shown 1 mode:

 No RF, opaque, college transparent, penetrable

Topic: Tobacco company advertising and the young Description: A document will provide information on what is a widely held opinion that the tobacco industry aims its advertising at the young.

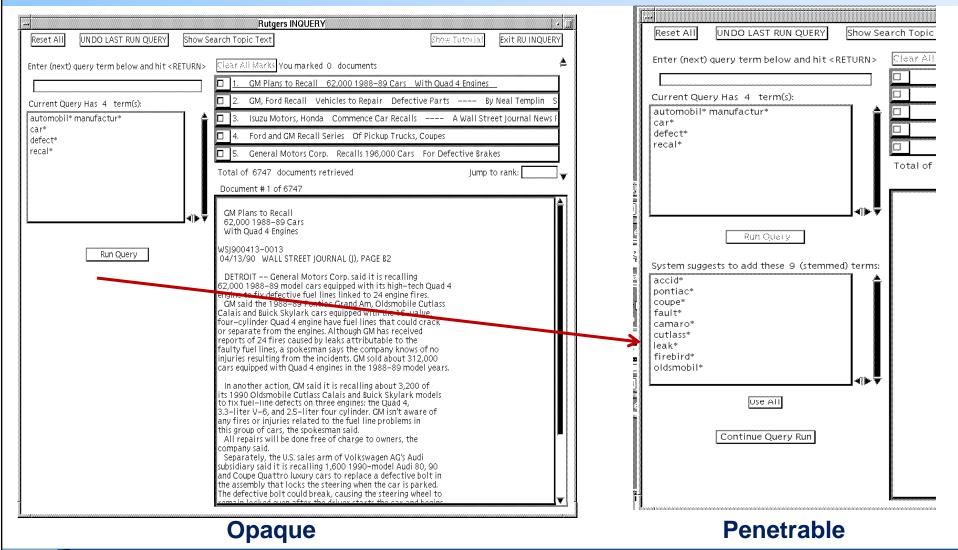
Narrative: A relevant document must report on tobacco company advertising and its relation to young people. A relevant document can address either side of the question: (1) Do tobacco companies consciously target the young, or (2) As the tobacco industry argues, is this an erroneous public perception. The "young" may be identified as youth, children, adolescents, teenagers, high school students, and college students.





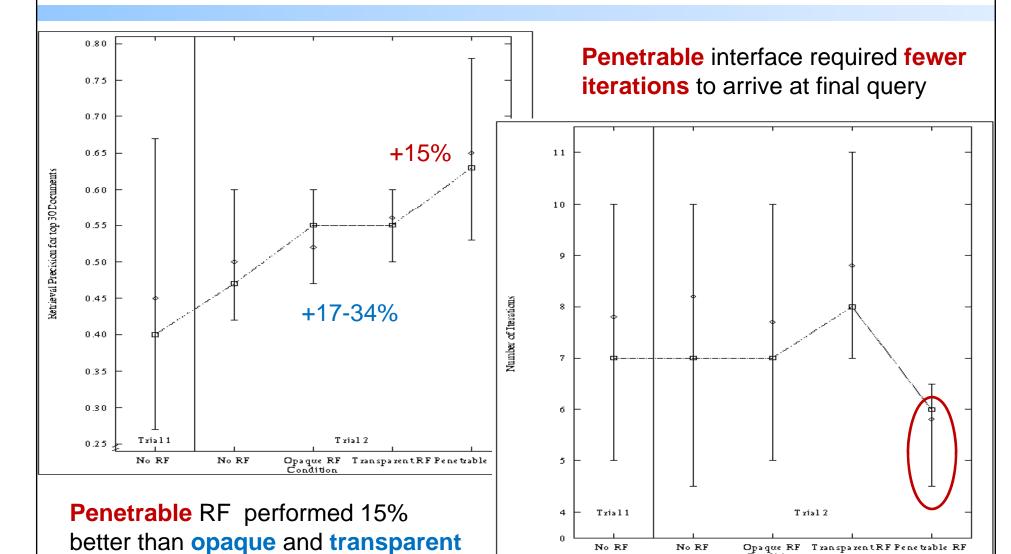


Study Details: Query Interface





:udy Results: Penetrable RF is Best





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Summary of Explicit Feedback

- Relevance feedback improves results 66% of the time (Spink et al., 2000).
 - □ Requires >= 5 judged documents, otherwise unstable
 - Requires queries for which the set of relevant documents is medium to large
- Only 4% of query sessions used RF "more like this"
 - But, 70%+ stop after first result page, so RF ~ 1/8 of rest



Lecture 2 Plan



- ✓ Explicit Feedback in IR
 - ✓ Query expansion
 - √ User control



> From Clicks to Relevance



- 3. Rich Behavior Models
 - + Browsing
 - + Session/Context information
 - + Eye tracking, mouse movements, ...



Implicit Feedback

- Users are often reluctant to provide relevance judgments
 - Some searches are precision-oriented (don't need "more like this")
 - They're lazy or annoyed:
 - "Was this document helpful?"
- Can we gather relevance feedback without requiring the user to do anything?
- Goal: estimate relevance from behavior



Observable Behavior

Minimum Scope

Segment

Object

Class

Behavior Category

Examine

Retain

Reference

Annotate

View	Select	
Listen	(click)	
Print	Bookmark	
	Save	
	Purchase	Subscribe
	Delete	
Copy / paste	Forward	
Quote	Reply	
	Link	
	Cite	
Mark up	Rate	Organize
	Publish	





Clicks as Relevance Feedback

• Limitations:

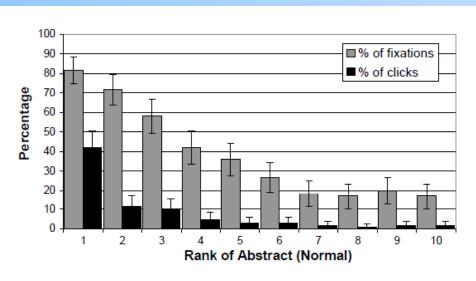
- Hard to determine the meaning of a click. If the best result is not displayed, users will click on <u>something</u>
- Positional bias
- Click duration may be misleading
 - People leave machines unattended
 - Opening multiple tabs quickly, then reading them all slowly
 - Multitasking
- Compare above to limitations of explicit feedback:
 - Sparse, inconsistent ratings

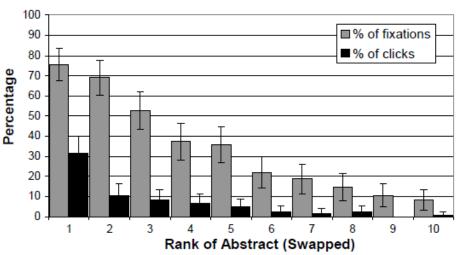




Interpreting Clickthrough

[Joachims et al., 2005]





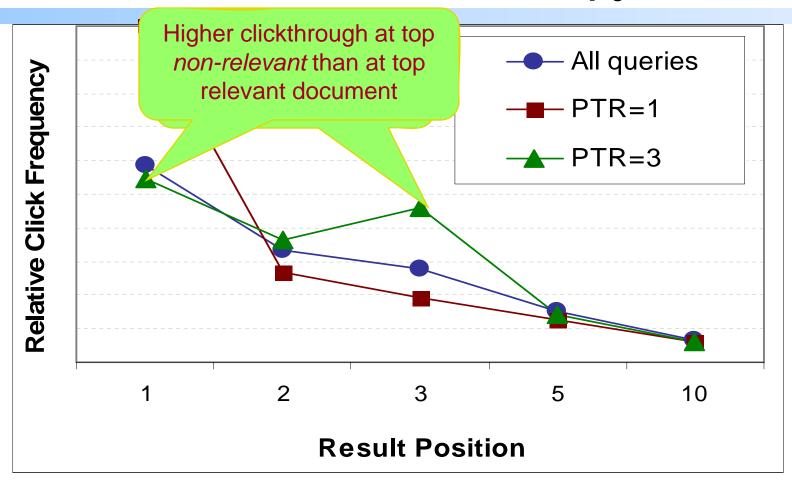
Explicit Feedback		Abstracts					Pages
Data		Phase I	Phase II Phase II				Phase II
Strategy	p/q	"normal"	"normal"	"swapped"	"reversed"	all	all
Inter-Judge Agreem.	N/A	89.5	N/A	N/A	N/A	82.5	86.4
Click > Skip Above	1.37	80.8 ± 3.6	88.0 ± 9.5	79.6 ± 8.9	83.0 ± 6.7	83.1 ± 4.4	78.2 ± 5.6
LastClick > SkipAbove	1.18	83.1±3.8	89.7 ± 9.8	77.9 ± 9.9	84.6 ± 6.9	83.8 ± 4.6	80.9 ± 5.1
Click > Earlier Click	0.20	67.2 ± 12.3	75.0 ± 25.8	36.8 ± 22.9	28.6 ± 27.5	46.9±13.9	64.3 ± 15.4
Click > Skip Previous	0.37	82.3 ± 7.3	88.9 ± 24.1	80.0 ± 18.0	79.5 ± 15.4	81.6 ± 9.5	80.7 ± 9.6
Click > No Click Next	0.68	84.1 ± 4.9	75.6 ± 14.5	66.7 ± 13.1	70.0 ± 15.7	70.4 ± 8.0	67.4 ± 8.2





De-biasing position (first attempt)

[Agichtein et al., 2006]



Relative clickthrough for queries with known relevant results in position 1 and 3

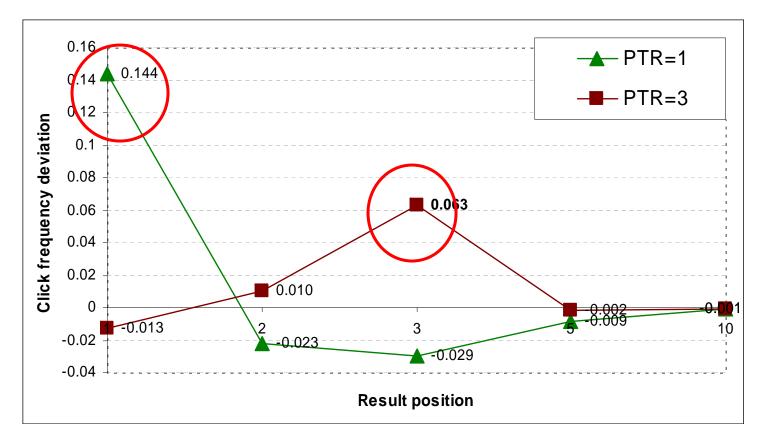




Simple Model: Deviation from Expected

[Agichtein et al., 2006]

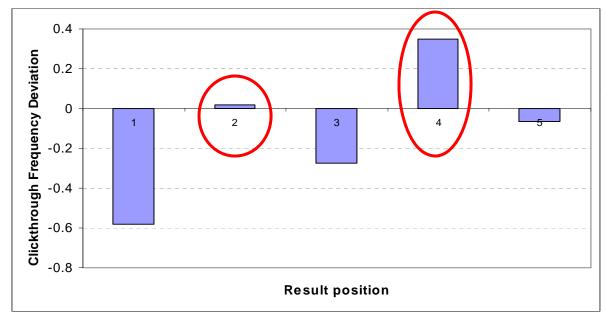
Relevance component: deviation from "expected":
 Relevance(q, d)= observed - expected (p)

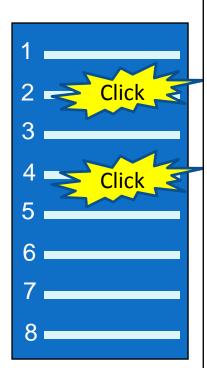




Simple Model: Example

- CD: distributional model, extends SA+N
 - Clickthrough considered iff frequency $> \varepsilon$ than expected



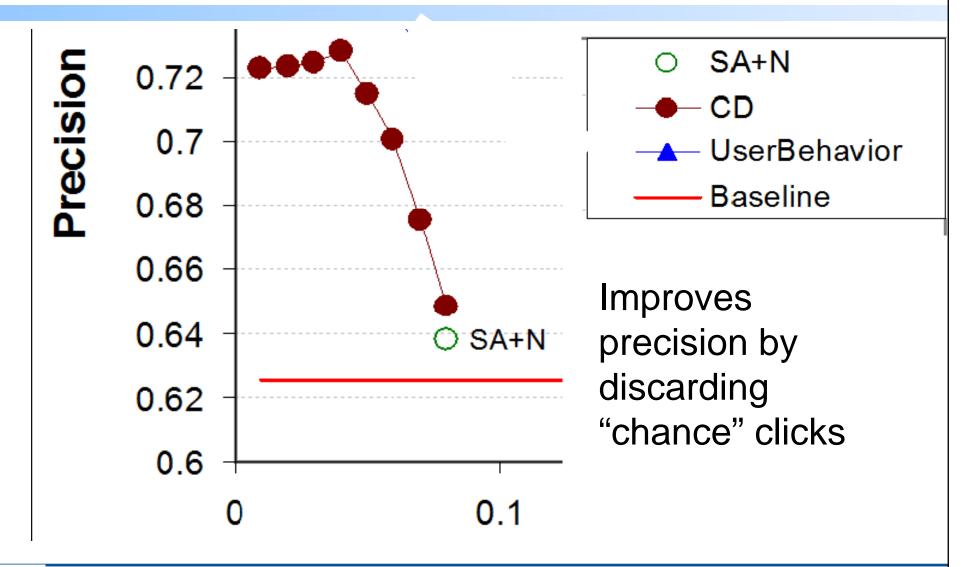


- Click on result 2 likely "by chance"
- 4>(1,2,3,5), but **not** 2>(1,3)





Simple Model Results







Cascade++: Dynamic Bayesan Net

O. Chapelle, & Y Zhang, A Dynamic Bayesian Network Click Model for Web Search Ranking, WWW 2009

 a_n

did user examine url?

was user satisfied by landing page?

$$A_i = 1, E_i = 1 \Leftrightarrow C_i = 1$$

$$P(A_i = 1) = a_u$$

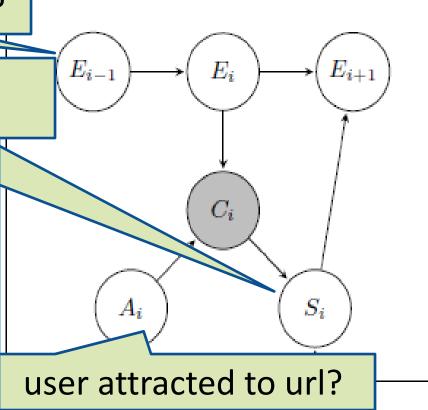
$$P(S_i = 1 | C_i = 1) = s_u$$

$$C_i = 0 \Rightarrow S_i = 0$$

$$S_i = 1 \Rightarrow E_{i+1} = 0$$

$$P(E_{i+1} = 1 | E_i = 1, S_i = 0) = \gamma$$

 $E_i = 0 \Rightarrow E_{i+1} = 0$





 S_{m}



Cascade++: Dynamic Bayesan Net

O. Chapelle, & Y Zhang, A Dynamic Bayesian Network Click Model for Web Search Ranking, WWW 2009

$$A_{i} = 1, E_{i} = 1 \Leftrightarrow C_{i} = 1$$

$$P(A_{i} = 1) = a_{u}$$

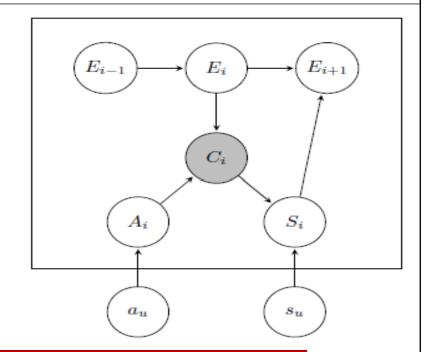
$$P(S_{i} = 1 | C_{i} = 1) = s_{u}$$

$$C_{i} = 0 \Rightarrow S_{i} = 0$$

$$S_{i} = 1 \Rightarrow E_{i+1} = 0$$

$$P(E_{i+1} = 1 | E_{i} = 1, S_{i} = 0) = \gamma$$

$$E_{i} = 0 \Rightarrow E_{i+1} = 0$$



$$r_u := P(S_i = 1 | E_i = 1)$$

= $P(S_i = 1 | C_i = 1) P(C_i = 1 | E_i = 1)$
= $a_u s_u$

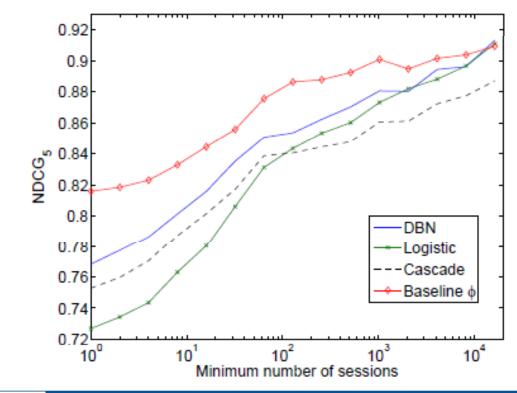




Cascade++: Dynamic Bayesan Net (results)

O. Chapelle, & Y Zhang, A Dynamic Bayesian Network Click Model for Web Search Ranking, WWW 2009

Use EM algorithm (similar to forward-backward to learn model parameters; set manually



predicted relevance agrees 80% with human relevance





Clicks: Summary So Far

Simple model accounts for position bias

- Bayes Net model: extension of Cascade model shown to work well in practice
 - Limitations?

Questions?



Capturing a Click in its Context [Piwowarski et al., 2009]

Building query chains



• Simple model based on time deltas & query similarities

Analysing the chains



Validation of the model

- Relevance of clicked documents
- Boosted Trees with features from the BN





Overall process

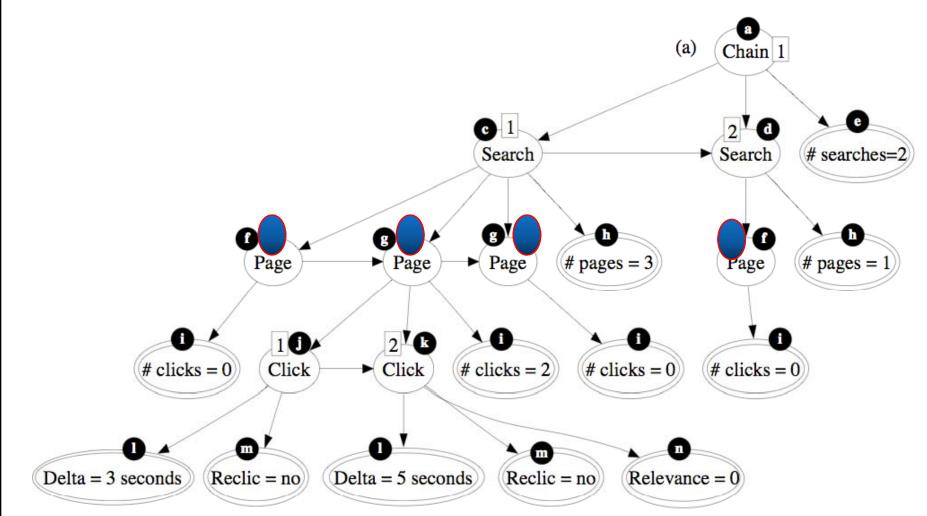
[Piwowarski et al., 2009]

		Į. mont	arem et am, 2000]	
	Grouping at	tomic sessions		
Time threshold				
Similarity threshold				
	world cup 1998	quicktime		
(I) • • •	· · · · · · · · · · · · · · · · · · ·	ld cup	·*;; .·	
(2) world cap	-world cup 1998 -	-quicktime -	world cup	
(3) world cup	-world cup 1998 -	-quicktione	world cup	
(4) world cup i	-warld cup 1998 -	quicktime	world cup	
Eugene Agicht	tein, Emory University, RuS	SSIR 2009 (Petrozavodsk, Russia)	42	



Layered Bayesian Network

[Piwowarski et al., 2009]







The BN gives the context of a click

[Piwowarski et al., 2009]



Probability (Chain state=... / observations) = (0.2, 0.4, 0.01, 0.39, 0)

Search

Probability (Search state=... / observations) = (0.1, 0.42, ...)

Page

Probability (Page state=... / observations) = (0.25, 0.2, ...)

Click

Probability (Click state=... / observations) = (0.02, 0.5, ...)

Relevance

Probability ([not] Relevant / observations)
= (0.4, 0.5)





Features for one click

[Piwowarski et al., 2009]

- For each clicked document, compute features:
 - (BN) Chain/Page/Action/Relevance state distribution
 - (BN) Maximum likelihood configuration, likelihood
 - Word confidence values (averaged for the query)
 - Time and position related features

 This is associated with a relevance judgment from an editor and used for learning





Learning with Gradient Boosted Trees

[Piwowarski et al., 2009]

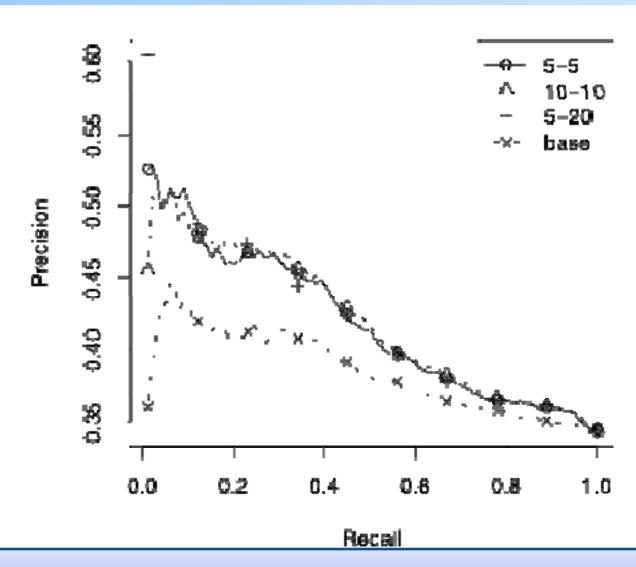
- Use a Gradient boosted trees (Friedman 2001),
 with a tree depth of 4 (8 for non BN-based model)
- Used disjoint train (BN + GBT training) and test sets
 - Two sets of sessions S1 and S2 (20 million chains) and two set of queries + relevance judgment J1 and J2 (about 1000 queries with behavior data)
 - Process (repeated 4 times):
 - learn the BN parameters on S1+J1,
 - extract the BN features and learn the GBT with S1+J1
 - Extract the BN features and predict relevance assessments of J2 with sessions of S2





Results: Predicting Relevance of Clicked Docs

[Piwowarski et al., 2009]







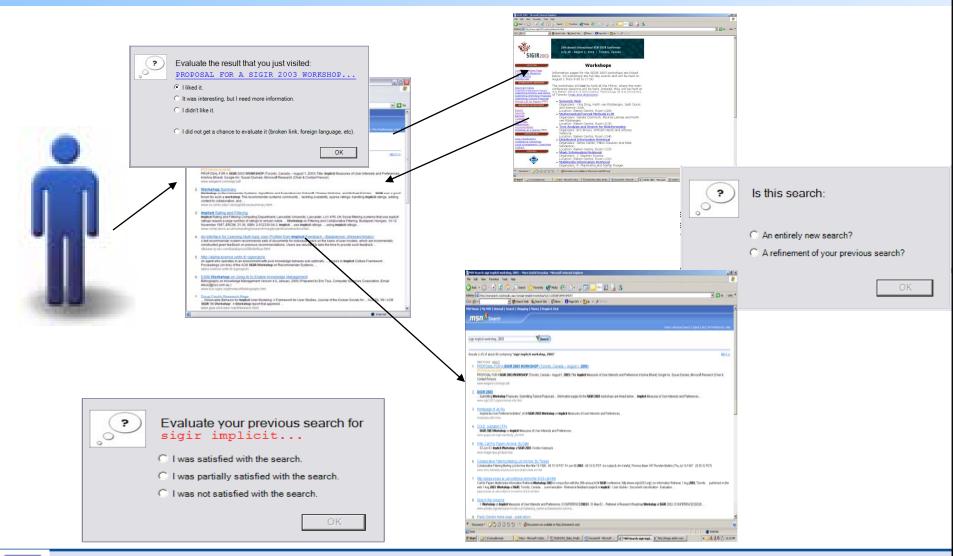
Richer Behavior Models

- Behavior measures of Interest
 - Browsing, scrolling, dwell time
 - How to estimate relevance?
- Heuristics
- Learning-based
 - General model: Curious Browser [Fox et al., TOIS 2005]
 - Query+Browsing model [Agichtein et al., SIGIR 2006]





Curious Browser







Data Analysis

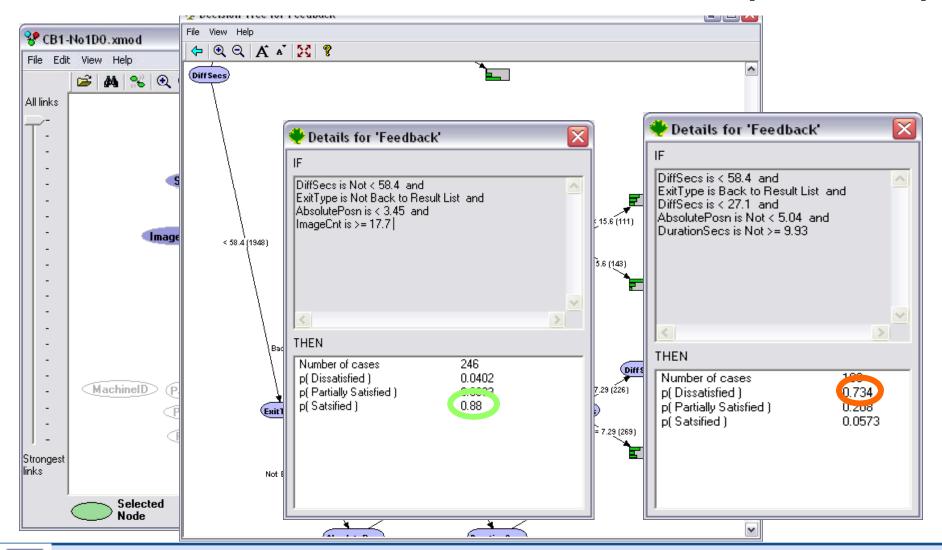
- Bayesian modeling at result and session level
- Trained on 80% and tested on 20%
- Three levels of SAT VSAT, PSAT & DSAT
- Implicit measures:

Result-Level	Session-Level	
Diff Secs, Duration Secs	Averages of result-level measures (Dwell Time and Position)	
Scrolled, ScrollCnt, AvgSecsBetweenScroll, TotalScrollTime, MaxScroll	Query count	
TimeToFirstClick, TimeToFirstScroll	Results set count	
Page, Page Position, Absolute Position	Results visited	
Visits	End action	
Exit Type		
ImageCnt, PageSize, ScriptCnt		
Added to Favorites, Printed		





Data Analysis, cont'd







Result-Level Findings

- 1. Dwell time, clickthrough and exit type strongest predictors of SAT
- 2. Printing and Adding to Favorites highly predictive of SAT when present
- 3. Combined measures predict SAT better than clickthrough



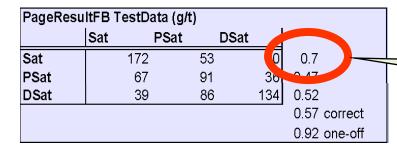


Result Level Findings, cont'd

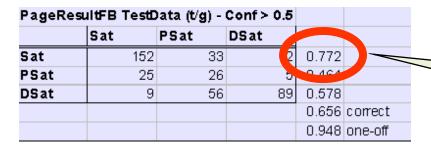
[Fox et al., 2003]

Feedback	Num	Proon
Satsified	1481	0.38
Partially Satisfied	1147	0.50
Dissatisfied	1055	0.27
Could not evaluate	172	0.04
Grand Total	3855	

Only clickthrough



Combined measures



Combined measures with confidence of > 0.5 (80-20 train/test split)





Learning Result Preferences in Rich User Interaction Space

[Agichtein et al., 2006]

- Observed and Distributional features
 - Observed features: aggregated values over all user interactions for each query and result pair
 - Distributional features: deviations from the "expected" behavior for the query
- Represent user interactions as vectors in "Behavior Space"
 - Presentation: what a user sees before click
 - Clickthrough: frequency and timing of clicks
 - Browsing: what users do after the click





Features for Behavior Representation

[Agichtein et al., SIGIR2006]

Presentation			
ResultPosition	Position of the URL in Current ranking		
QueryTitleOverlap	Fraction of query terms in result Title		
Clickthrough			
DeliberationTime	Seconds between query and first click		
ClickFrequency	Fraction of all clicks landing on page		
ClickDeviation	Deviation from expected click frequency		
Browsing			
DwellTime	ne Result page dwell time		
DwellTimeDeviation	eviation Deviation from expected dwell time for query		

Sample Behavior Features





Predicting Result Preferences

[Agichtein et al., SIGIR2006]

- Task: predict pairwise preferences
 - A judge will prefer Result A > Result B
- Models for preference prediction
 - Current search engine ranking
 - Clickthrough
 - Full user behavior model





User Behavior Model

[Agichtein et al., SIGIR2006]

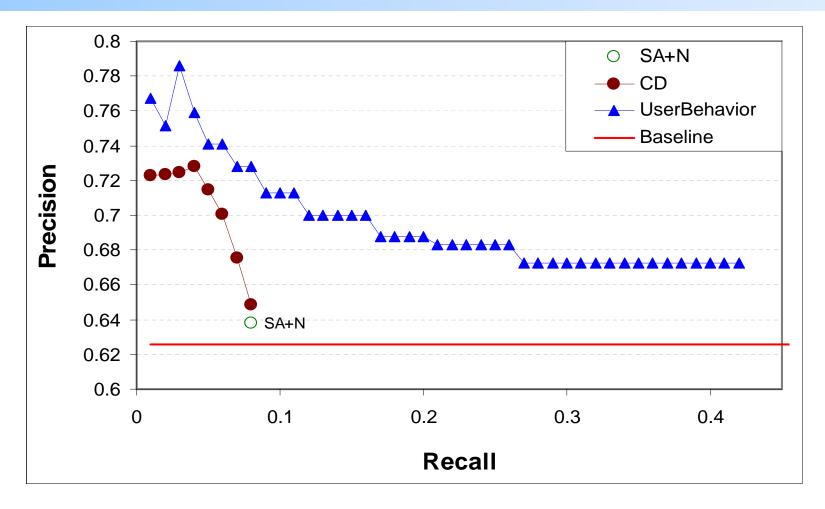
- Full set of interaction features
 - Presentation, clickthrough, browsing
- Train the model with explicit judgments
 - Input: behavior feature vectors for each query-page pair in rated results
 - Use RankNet (Burges et al., [ICML 2005])
 to discover model weights
 - Output: a neural net that can assign a "relevance" score to a behavior feature vector





Results: Predicting User Preferences

[Agichtein et al., SIGIR2006]



- Baseline < SA+N < CD << UserBehavior
- Rich user behavior features result in dramatic improvement





Observable Behavior

Minimum Scope

Object Class Segment Examine **Print** Bookmark Retain Save **Behavior Category Purchase** Subscribe Delete Copy / paste Reference **Forward** Reply Quote Link Cite Mark up Organize Rate Annotate **Publish**



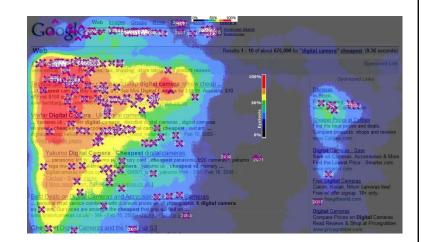


Eye Tracking

- Unobtrusive
- Relatively precise (accuracy: 1° of visual angle)
- Expensive
- Mostly used as "passive" tool for behavior analysis, e.g. visualized by heatmaps:

 We use eye tracking for immediate implicit feedback taking into account temporal fixation patterns





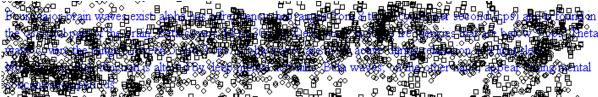




Using Eye Tracking for Relevance Feedback

[Buscher et al., 2008]

Starting point: Noisy gaze data from the eye tracker.



2. Fixation detection and saccade classification

Four major brain waves exist: alpha has a frequency that ranges from \$ to 14 cycles per record (cpr) and is found in eller coefficients between 5 and 8 cps. Appla waves are unsire active during relaxation and light sheep. Resemble coefficients the range Bowern 5 and 8 cps. Appla waves are unsire active during relaxation and light sheep. Resemble coefficients their function is affected by deep mental activities. Beta svaves, on the other hand, app a during mental set mental activities.

3. Reading (red) and skimming (yellow) detection line by line

Four major brain waves exist: alpha has a frequency that ranges from 8-to 14 cycles per second (cps) and is found in the compital path of the brain. Bula covers 14 to 30 cps. Delta wave installes frequencies that are below 5 cps. Theta wave covers the range between 5 and 8 cps. Alpha waves are prore active during relaxation and light sheep.

Notetheless, their function is altered by deep mental activities. Beta waves, on the other hand, appear during mental consents altered by deep mental activities.

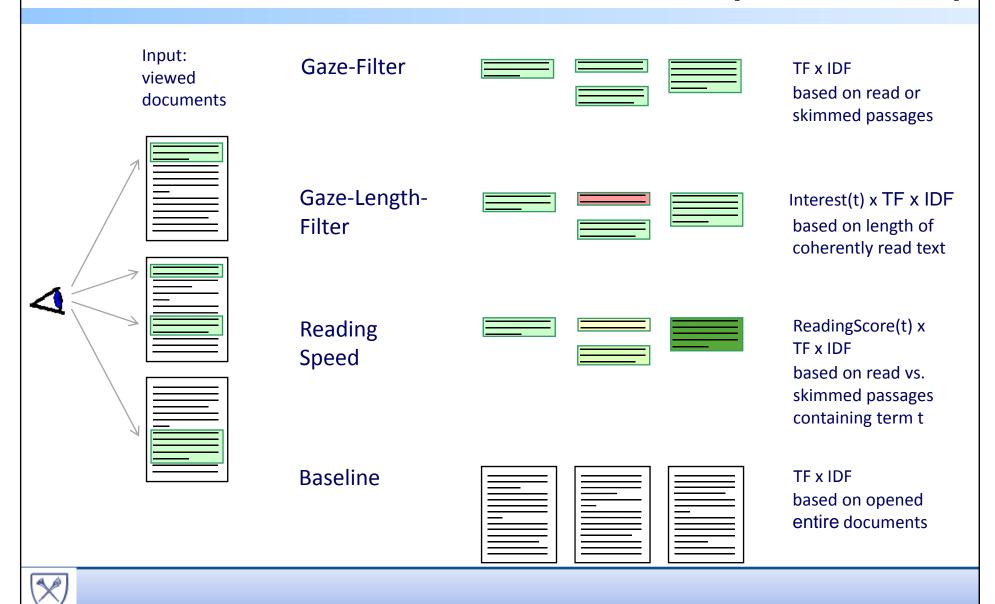
See G. Buscher, A. Dengel, L. van Elst: "Eye Movements as Implicit Relevance Feedback", in CHI '08





Three Feedback Methods Compared

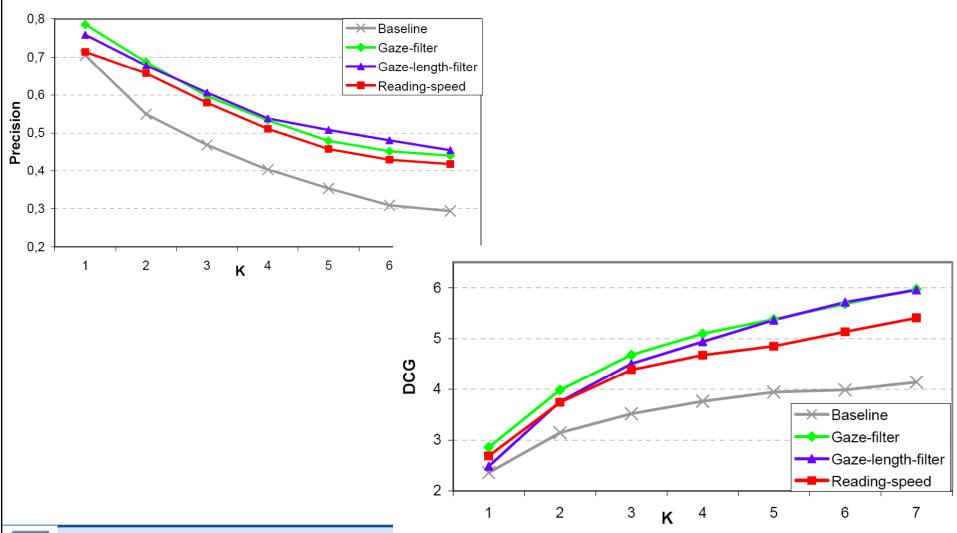
[Buscher et al., 2008]





Eye-based RF Results

[Buscher et al., 2008]





You can try this too...

- Competition: "Inferring relevance from eye movements"
 - Predict relevance of titles, given the eye movements.
 - 11 participants, best accuracy 72.3% (TU Graz)
- Data available at:

http://www.cis.hut.fi/eyechallenge2005/

 Workshop on held Machine Learning for Implicit Feedback and User Modeling at NIPS'05



Lecture 2 Summary



- Explicit Feedback in IR
 - Query expansion
 - User control



• From Clicks to Relevance



- 3. Rich Behavior Models
 - + Browsing
 - + Session/Context information
 - + Eye tracking



Key References and Further Reading

- Marti Hearst, Search User Interfaces, 2009, Chapter 6 "Query Reformulation": http://searchuserinterfaces.com/
- **Kelly**, D. and Teevan, J. *Implicit feedback for inferring user preference: a bibliography*. SIGIR Forum 37, 2 (Sep. 2003)
- Joachims, T., Granka, L., Pan, B., Hembrooke, H., and Gay, G. Accurately interpreting clickthrough data as implicit feedback., SIGIR 2005
- **Agichtein**, E., Brill, E., Dumais, S., and Ragno, R. *Learning user interaction models for predicting web search result preferences*, SIGIR 2006
- **Buscher**, G., Dengel, A., and van Elst, L. *Query expansion using gaze-based feedback on the subdocument level.*, SIGIR 2008
- **Chapelle**, O, and Y. Zhang, A Dynamic Bayesian Network Click Model for Web Search Ranking, WWW 2009
- **Piwowarski**, B, Dupret, G, Jones, R: *Mining user web search activity with layered bayesian networks or how to capture a click in its context*, WSDM 2009

