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Abstract. Visual information retrieval (VIR) is an active and vibrant research area, which attempts at providing means for organizing, indexing, annotating, and retrieving visual information (images and videos) from large, unstructured repositories. The goal of VIR is to retrieve matches ranked by their relevance to a given query, which is often expressed as an example image and/or a series of keywords.

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In this tutorial, we present an overview of visual information retrieval (VIR) concepts, techniques, algorithms, and applications. Several topics are supported by examples written in Java, using Lucene (an open-source Java-based indexing and search implementation) and LIRE (Lucene Image REtrieval), an open-source Java-based library for content-based image retrieval (CBIR) written by Mathias Lux.

~~Visual information retrieval using Java and LIRE ...~~

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Visual Information Retrieval Using Java And LIRE Reviews Visual information retrieval VIR is an active and vibrant research area, which attempts at providing means for organizing, indexing, annotating, and retrieving visual information images and videos from large, unstructured repositories. During its early yearsthe research efforts were ...

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Visual information retrieval (VIR) is an active and vibrant research area, which attempts at providing means for organizing, indexing, annotating, and retrieving visual information (images and videos) from large, unstructured repositories. The goal of VIR is to retrieve matches ranked by their relevance to a given query, which is often expressed as an example image and/or a series of keywords. During its early years (1995-2000), the research efforts were dominated by content-based approaches contributed primarily by the image and video processing community. During the past decade, it was widely recognized that the challenges imposed by the lack of coincidence between an image's visual contents and its semantic interpretation, also known as semantic gap, required a clever use of textual metadata (in addition to information extracted from the image's pixel contents) to make image and video retrieval solutions efficient and effective. The need to bridge (or at least narrow) the semantic gap has been one of the driving forces behind current VIR research. Additionally, other related research problems and market opportunities have started to emerge, offering a broad range of exciting problems for computer scientists and engineers to work on. In this introductory book, we focus on a subset of VIR problems where the media consists of images, and the indexing and retrieval methods are based on the pixel contents of those images -- an approach known as content-based image retrieval (CBIR). We present an implementation-oriented overview of CBIR concepts, techniques, algorithms, and figures of merit. Most chapters are supported by examples written in Java, using Lucene (an open-source Java-based indexing and search implementation) and LIRE (Lucene Image REtrieval), an open-source Java-based library for CBIR.

Information Retrieval (IR) models are a core component of IR research and IR systems. The past decade brought a consolidation of the family of IR models, which by 2000 consisted of relatively isolated views on TF-IDF (Term-Frequency times Inverse-Document-Frequency) as the weighting scheme in the vector-space model (VSM), the probabilistic relevance framework (PRF), the binary independence retrieval (BIR) model, BM25 (Best-Match Version 25, the main instantiation of the PRF/BIR), and language modelling (LM). Also, the early 2000s saw the arrival of divergence from randomness (DFR). Regarding intuition and simplicity, though LM is clear from a probabilistic point of view, several people stated: "It is easy to understand TF-IDF and BM25. For LM, however, we understand the math, but we do not fully understand why it works." This book takes a horizontal approach gathering the foundations of TF-IDF, PRF, BIR, Poisson, BM25, LM, probabilistic inference networks (PIN's), and divergence-based models. The aim is to create a consolidated and balanced view on the main models. A particular focus of this book is on the "relationships between models." This includes an overview over the main frameworks (PRF, logical IR, VSM, generalized VSM) and a pairing of TF-IDF with other models. It becomes evident that TF-IDF and LM measure the same, namely the dependence (overlap) between document and query. The Poisson probability helps to establish probabilistic, non-heuristic roots for TF-IDF, and the Poisson parameter, average term frequency, is a binding link between several retrieval models and model parameters. Table of Contents: List of Figures / Preface / Acknowledgments / Introduction / Foundations of IR Models / Relationships Between IR Models / Summary & Research Outlook / Bibliography / Author's Biography / Index

Information Retrieval performance measures are usually retrospective in nature, representing the effectiveness of an experimental process. However, in the sciences, phenomena may be predicted, given parameter values of the system. After developing a measure that can be applied retrospectively or can be predicted, performance of a system using a single term can be predicted given several different types of probabilistic distributions. Information Retrieval performance can be predicted with multiple terms, where statistical dependence between terms exists and is understood. These predictive models may be applied to realistic problems, and then the results may be used to validate the accuracy of the methods used. The application of metadata or index labels can be used to determine whether or not these features should be used in particular cases. Linguistic information, such as part-of-speech tag information, can increase the discrimination value of existing terminology and can be studied predictively. This work provides methods for measuring performance that may be used predictively. Means of predicting these performance measures are provided, both for the simple case of a single term in the query and for multiple terms. Methods of applying these formulae are also suggested.

Big data and human-computer information retrieval (HCIR) are changing IR. They capture the dynamic changes in the data and dynamic interactions of users with IR systems. A dynamic system is one which changes or adapts over time or a sequence of events. Many modern IR systems and data exhibit these characteristics which are largely ignored by conventional techniques. What is missing is an ability for the model to change over time and be responsive to stimulus. Documents, relevance, users and tasks all exhibit dynamic behavior that is captured in data sets typically collected over long time spans and models need to respond to these changes. Additionally, the size of modern datasets enforces limits on the amount of learning a system can achieve. Further to this, advances in IR interface, personalization and ad display demand models that can react to users in real time and in an intelligent, contextual way. In this book we provide a comprehensive and up-to-date introduction to Dynamic Information Retrieval Modeling, the statistical modeling of IR systems that can adapt to change. We define dynamics, what it means within the context of IR and highlight examples of problems where dynamics play an important role. We cover techniques ranging from classic relevance feedback to the latest applications of partially observable Markov decision processes (POMDPs) and a handful of useful algorithms and tools for solving IR problems incorporating dynamics. The theoretical component is based around the Markov Decision Process (MDP), a mathematical framework taken from the field of Artificial Intelligence (AI) that enables us to construct models that change according to sequential inputs. We define the framework and the algorithms commonly used to optimize over it and generalize it to the case where the inputs aren't reliable. We explore the topic of reinforcement learning more broadly and introduce another tool known as a Multi-Armed Bandit which is useful for cases where exploring model parameters is beneficial. Following this we introduce theories and algorithms which can be used to incorporate dynamics into an IR model before presenting an array of state-of-the-art research that already does, such as in the areas of session search and online advertising. Change is at the heart of modern Information Retrieval systems and this book will help equip the reader with the tools and knowledge needed to understand Dynamic Information Retrieval Modeling.

Simulated test collections may find application in situations where real datasets cannot easily be accessed due to confidentiality concerns or practical inconvenience. They can potentially support Information Retrieval (IR) experimentation, tuning, validation, performance prediction, and hardware sizing. Naturally, the accuracy and usefulness of results obtained from a simulation depend upon the fidelity and generality of the models which underpin it. The fidelity of emulation of a real corpus is likely to be limited by the requirement that confidential information in the real corpus should not be able to be extracted from the emulated version. We present a range of methods exploring trade-offs between emulation fidelity and degree of preservation of privacy. We present three different simple types of text generator which work at a micro level: Markov models, neural net models, and substitution ciphers. We also describe macro level methods where we can engineer macro properties of a corpus, giving a range of models for each of the salient properties: document length distribution, word frequency distribution (for independent and non-independent cases), word length and textual representation, and corpus growth. We present results of emulating existing corpora and for scaling up corpora by two orders of magnitude. We show that simulated collections generated with relatively simple methods are suitable for some purposes and can be generated very quickly. Indeed it may sometimes be feasible to embed a simple lightweight corpus generator into an indexer for the purpose of efficiency studies. Naturally, a corpus of artificial text cannot support IR experimentation in the absence of a set of compatible queries. We discuss and experiment with published methods for query generation and query log emulation. We present a proof-of-the-pudding study in which we observe the predictive accuracy of efficiency and effectiveness results obtained on emulated versions of TREC corpora. The study includes three open-source retrieval systems and several TREC datasets. There is a trade-off between confidentiality and prediction accuracy and there are interesting interactions between retrieval systems and datasets. Our tentative conclusion is that there are emulation methods which achieve useful prediction accuracy while providing a level of confidentiality adequate for many applications.

The information age has led to an explosion in the amount of information available to the individual and the means by which it is accessed, stored, viewed, and transferred. In particular, the growth of the internet has led to the creation of huge repositories of multimedia documents in a diverse range of scientific and professional fields, as well as the tools to extract useful knowledge from them. Mining Multimedia Documents is a must-read for researchers, practitioners, and students working at the intersection of data mining and multimedia applications. It investigates various techniques related to mining multimedia documents based on text, image, and video features. It provides an insight into the open research problems benefitting advanced undergraduates, graduate students, researchers, scientists and practitioners in the fields of medicine, biology, production, education, government, national security and economics.

Personal Information Management (PIM) is the art of getting things done in our lives through information. How do we - can we better - manage our information at home, at school, at work, at play and “@large” in a global community? How do we use information not only to know but also to represent, communicate and effect useful change in the world around us? In the study of PIM, does the search for practical methods with practical impact lead to methods that are "massive open on-line"? Can the ancient practice of storytelling help us better to weave our fragmented information together? In the practice of PIM, how can our information best serve as "near knowledge" - close at hand and, through our information tools, serving in practical ways to extend the knowledge that's "in the head"? If attempts to multitask lead to ineffective, even dangerous, instances of task switching and divided attention, can better PIM help us to realize, instead, opportunities for "multi-goaling" where the same time and effort accomplishes not just one but several goals? These and other questions are addressed in this third and final book to conclude the series on "The Future of Personal Information Management". Part 1, "Our Information, Always and Forever", covered the fundamentals of PIM and then explored the seismic shift, already well underway, towards a world where our information is always at hand (thanks to our devices) and "forever" on the web. Part 2, "Transforming Technologies to Manage Our Information", provided a more focused look at technologies for managing information. The opening chapter discussed "natural interface" technologies of input/output to free us from keyboard, screen and mouse. Successive chapters then explored technologies to save, search and structure our information. A concluding chapter introduced the possibility that we may see dramatic reductions in the "clerical tax" we pay as we work with our information. Now in Part 3, "Building a Better World with Our Information", focus shifts to the practical present and to the near future. Part 3 is in three chapters: • Group information management and the social fabric in PIM. How do we preserve and promote our PIM practices as we interact with others at home, at work, at play and in wider, even global, communities? (Chapter 10). • Designing for PIM in the development of tools and in the selection of teachable (learnable) "better practices" of PIM. (Chapter 11). • To each of us, our own concludes with an exploration of the ways each of us, individually, can develop better practices for the management of our information in service of the lives we wish to live and towards a better world we all must share. (Chapter 12).

As digital collections continue to grow, the underlying technologies to serve up content also continue to expand and develop. As such, new challenges are presented whichcontinue to test ethical ideologies in everyday environs of the practitioner. There are currently no solid guidelines or overarching codes of ethics to address such issues. The digitization of modern archival collections, in particular, presents interesting conundrums when factors of privacy are weighed and reviewed in both small and mass digitization initiatives. Ethical decision making needs to be present at the onset of project planning in digital projects of all sizes, and we also need to identify the role and responsibility of the practitioner to make more virtuous decisions on behalf of those with no voice or awareness of potential privacy breaches. In this book, notions of what constitutes private information are discussed, as is the potential presence of such information in both analog and digital collections. This book lays groundwork to introduce the topic of privacy within digital collections by providing some examples from documented real-world scenarios and making recommendations for future research. A discussion of the notion privacy as concept will be included, as well as some historical perspective (with perhaps one the most cited work on this topic, for example, Warren and Brandeis' "Right to Privacy," 1890). Concepts from the The Right to Be Forgotten case in 2014 (Google Spain SL, Google Inc. v Agencia Española de Protección de Datos, Mario Costeja González) are discussed as to how some lessons may be drawn from the response in Europe and also how European data privacy laws have been applied. The European ideologies are contrasted with the Right to Free Speech in the First Amendment in the U.S., highlighting the complexities in setting guidelines and practices revolving around privacy issues when applied to real life scenarios. Two ethical theories are explored: Consequentialism and Deontological. Finally, ethical decision making models will also be applied to our framework of digital collections. Three case studies are presented to illustrate how privacy can be defined within digital collections in some real-world examples.

Chance, luck, and good fortune are the usual go-to descriptors of serendipity, a phenomenon aptly often coupled with famous anecdotes of accidental discoveries in engineering and science in modern history such as penicillin, Teflon, and Post-it notes. Serendipity, however, is evident in many fields of research, in organizations, in everyday life—and there is more to it than luck implies. While the phenomenon is strongly associated with in person interactions with people, places, and things, most attention of late has focused on its preservation and facilitation within digital information environments. Serendipity's association with unexpected, positive user experiences and outcomes has spurred an interest in understanding both how current digital information environments support serendipity and how novel approaches may be developed to facilitate it. Research has sought to understand serendipity, how it is manifested in people's personality traits and behaviors, how it may be facilitated in digital information environments such as mobile applications, and its impacts on an individual, an organizational, and a wider level. Because serendipity is expressed and understood in different ways in different contexts, multiple methods have been used to study the phenomenon and evaluate digital information environments that may support it. This volume brings together different disciplinary perspectives and examines the motivations for studying serendipity, the various ways in which serendipity has been approached in the research, methodological approaches to build theory, and how it may be facilitated. Finally, a roadmap for serendipity research is drawn by integrating key points from this volume to produce a framework for the examination of serendipity in digital information environments.