### Browse-to-Search\*

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### **ABSTRACT**

This demonstration presents a novel interactive online shopping application based on visual search technologies. When users want to buy something on a shopping site, they usually have the requirement of looking for related information from other web sites. Therefore users need to switch between the web page being browsed and other websites that provide search results. The proposed application enables users to naturally search products of interest when they browse a web page, and make their even causal purchase intent easily satisfied. The interactive shopping experience is characterized by: 1) in session—it allows users to specify the purchase intent in the browsing session, instead of leaving the current page and navigating to other websites; 2) in context—the browsed web page provides implicit context information which helps infer user purchase preferences; 3) in focus—users easily specify their search interest using gesture on touch devices and do not need to formulate queries in search box; 4) natural-gesture inputs and visual-based search provides users a natural shopping experience. The system is evaluated against a data set consisting of several millions commercial product images.

### **Categories and Subject Descriptors**

H.5.1. [Information Interfaces and Presentation (e.g. HCI)]: Multimedia Information Systems

### **General Terms**

Algorithms, Experiments, Human Factors.

### **Keywords**

Visual search, user interaction, online shopping, gesture

### 1. INTRODUCTION

Typical online shopping experience mainly contains three activities: browsing, search and transaction. Usually users will spend many efforts in browsing and search activities to do product research, while the step of placing order costs

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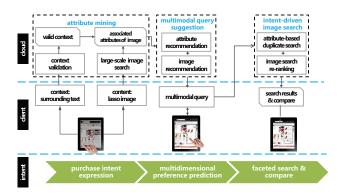


Figure 1: The architecture and process flow.

much less time. Consider the two main categories of shopping websites: 1) online shopping sites like Amazon.com; 2) product search engine like Google Product Search, users often need to frequently switch between browsing and search. For example, when a user is browsing a laptop product page on Amazon, he or she may also want to search similar products on Amazon, or the price information of the same laptop of other shopping sites. Obviously, the frequent switch between websites is not efficient, especially when touch devices like tablet PC or pad are used.

In the industrial efforts, Google recently released a new feature in Chrome, "Google Related", to recommend relevant information during users' browsing sessions [1]. However, users cannot specify their search intents and in many cases they have to conduct separate search. Some recent academic efforts are towards interactive search [2, 4, 5], but they do not concern the integrated browse and search behaviors.

In this demonstration, we present a novel interactive shopping application. The system involves a natural user interaction which seamlessly integrates the browse and search behaviors to promote user's online shopping experience. The user can specify the purchase intent by selecting objects naturally using gestures (instead of the conventional query methods such as typing keywords in text box or using an input image to do search) when browsing e-commerce websites or even some ordinary Web pages, and to obtain the relevant products instantly within the same browsing session. In this work, we infer user search intent by analyzing visual properties of the user selection, with help of the context information collected from the browsed web page. The faceted search is conducted to rank candidate products.

<sup>\*</sup> This work was performed when Shiyang Lu visited Microsoft Research Asia as a research intern.









(a) Purchase Intent Expression

(b) Multi-Preference Prediction

(c) Faceted Search & Compare

(d) Purchase

Figure 2: User interfaces of the "Browse-to-Search" system.

### 2. SYSTEM ARCHITECTURE

In order to capture the purchase intent, and facilitate users making further decisions, our system is designed with a three-stage process as illustrated in Fig. 1: 1) purchase intent expression allows users to select the interested product image at the client side using multi-touch gestures on Tablet PC (called "Lasso" gesture in the system). The backend server in the cloud recognizes the selected visual content and also analyzes the surrounding context; 2) multidimensional preference prediction is accomplished through the multi-modality query suggestion strategy at the cloud which recommends the relevant product attributes with the associated images to help users designate the dominant preferences; 3) faceted search & compare performs a joint textual-visual search at the cloud side and return the most relevant products to the users for better decision-making.

### 3. SYSTEM IMPLEMENTATION

### 3.1 Purchase Intent Expression

We introduce a natural gesture by circling a region to indicate the object inside the interested image. Such intent expression method provides a unique experience as (1) users do not have to formulate a text query, which is inconvenient for a touch device; and (2) it is not necessary to upload a query image, which usually needs several steps to complete.

Then the selected visual content and the context formed by the surrounding texts are transferred to the cloud side. There are three modules to understand users' intent: (1) context validation aims to extract the valid product specific attributes; (2) large-scale image search aims to understand the properties of the products by finding similar images from the visual perspective; and (3) attribute mining aims to discover attributes, such as the prices, brand names, categories, etc., by analyzing the outputs of the above two modules.

### 3.2 Multidimensional Preference Prediction

Multimodal query suggestion algorithm [6] runs at the cloud to analyze the multidimensional preferences of the purchase intent among the similar product images, and to suggest the most representative attributes with keywords (by attribute recommendation) and images (by image recommendation) to the users at the client side.

We use the stored associated metadata of the similar images and the extracted context to exploit the semantic attributes representing the preferences. We bound two characteristics: representativeness and divergence to ensure the suggested attributes are not only representative of the dominant preferences, but also reflect the diversity of aspects.

### 3.3 Faceted Search & Compare

A two-step *intent-driven image search* process is performed to search the relevant products. The first step is an attribute-based search step, which joins all the faceted aspects of the user intent, visual content and context. The second step is to re-rank the returned images and allow users to compare the products for making a decision.

### 4. SYSTEM DEMONSTRATION

The system is deployed as an application on iPad and running through a database with 5 million product images, which currently supports 83 product categories. Fig. 2 shows the user interface of the system. A user expresses his/her purchase intent as shown in Fig. 2(a); the preference predicted results shown as Fig. 2(b) and faceted search results shown as Fig. 2(c); Fig. 2(d) shows the linked purchase page if the user clicks the interested product.

We perform the normalized discount accumulation gain (nDCG) measure [6] to evaluate our search strategy. The nDCG score of the top returned products is improved from 45.37% by the vocabulary-tree based method [3] to 75.54% by the proposed method. The subjective evaluation demonstrates the merit of the system with 73.47% satisfying scores on a 12 users feedback. We also evaluate the system latency. Averagely, it returns a satisfying result within 1.5 seconds.

#### 5. CONCLUSIONS

We present a novel system to integrate the browse and search behaviors into one explorative lifecycle for online shopping. The system is deployed on Tablet Pad by taking the advantages of the multi-touch interfaces and the proposed interactive visual search solution. Our experimental results with both objective and subjective evaluations indicate that the system is effective and efficient in terms of search performance, user satisfaction in usability, and overall boosting in online shopping experience.

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## **Message from the General Chairs**

We are delighted to welcome you to 20<sup>th</sup> ACM International Conference on Multimedia, ACM Multimedia 2012, which is held from October 29th to November 2nd, 2012 in Nara, Japan. Welcome to Japan's ancient capital, the cradle of Japanese culture and final destination of the Silk Road.

Like the Silk Road of ancient times, multimedia today provides a medium allowing the diverse exchange of ideas across many fields including signal processing, information retrieval, machine learning, content analysis, networking, applications, human-centered systems, art and education and many more. Because of this confluence, multimedia has become one of the fastest growing and most interesting areas in Computer Science. It is again in 2012 that Nara, Japan is a final destination, this time for sharing ideas in multimedia.

ACM Multimedia is the premier conference and worldwide event bringing together multimedia experts and practitioners across academia and industry. The central feature of the conference, which continues this year as in every year since its inception, is the outstanding Technical Program. This year's conference features both oral and poster presentations covering all aspects of the multimedia field chosen through a highly selective review process. Notably, this year's conference includes special Technical Program activities recognizing the 20<sup>th</sup> anniversary of ACM Multimedia.

In addition to the Technical Program, this year's conference features a diverse range of activities including Panels, Demonstrations and Tutorials. Additionally, a wide array of Workshops brings focus on new topics for investigation. The conference features also special sessions on Brave New Ideas, a Grand Challenge contest and Open Source Software Competition and includes a Doctoral Symposium for mentoring graduate students. Finally, the conference provides a rich Multimedia Art Exhibition to stimulate artists and researchers alike to meet and discover the frontiers of multimedia artistic communication!

### The 20<sup>th</sup> Anniversary Keynote Talk and 20<sup>th</sup> Anniversary Panel

This year celebrates the 20<sup>th</sup> Anniversary of ACM Multimedia, which was first initiated by the ACM SIGMM in 1993. To mark this auspicious occasion, the conference features a 20<sup>th</sup> Anniversary Keynote Talk and a 20<sup>th</sup> Anniversary Panel. These two events reflect on major milestones and achievements in multimedia as well as discuss promising ideas and directions for the future.

#### **Innovations for this Year's Conference:**

In attempt to continuously improve ACM Multimedia and ensure its vibrant role for the multimedia community, we have made a number of enhancements for this year's conference:

- The Technical Program Committee defined eleven Technical Areas for major focus for this year's conference, including introducing new Technical Areas for Multimedia Activity and Event Understanding and Social Media to reflect their growing interest and promise.
- Technical Short Papers are presented as plenary posters to make them more visible at this year's conference, which reflects the growing quality of short papers.
- Plenary sessions bring singular focus to conference activities in the morning sessions each day, and afternoon sessions are held in parallel to allow pursuit of more specialized interests at the conference.
- · Workshops and Tutorials are held on separate days from the main conference in order to reduce conflict with the regular Technical Program.

- Since Workshops are important seeds for the next generation of multimedia, two complementary workshop registrations are provided for invited talks of each workshop to encourage participation of notable speakers.
- The Multimedia Art Exhibition features both invited and selected artists and is open for two weeks in the satellite venue close to the main conference with good public access, which allows stimulation broadly to visitors to Nara.
- · Following the last year's precedent, Tutorials are made free for all participants.
- Recognizing that students are the lifeblood of our next generation of multimedia thinkers, this year's Student Travel Grant is greatly expanded.

We hope these innovations make for a special conference this year.

We greatly acknowledge those who have contributed to the success of ACM Multimedia 2012. We thank the many paper authors and proposal contributors for the various technical and program components. We thank the large number of volunteers, including the Organizing Committee members and Technical Program Committee members who worked very hard to create this year's outstanding conference. Every aspect of the conference was also aided by local committee members, mainly from the Kansai area in Japan, to whom we are very grateful. We thank also ACM staff and Sheridan Printing Company for their constant support.

Finally, we thank our many supporters from Japan and around the world who generously supported ACM Multimedia 2012. They include FXPAL, Google, HUAWEI, IBM Research, NTT DOCOMO, Technicolor, DeNA, HP, KDDI R&D Labs, Microsoft Research, Mitsubishi Electric, OMRON, Panasonic, SHARP, YAHOO! LABS, Facebook, foo.log, Fuji Xerox, GREE, IBM Japan, NETCOMPASS, Nikon, NTT DATA, TOSHIBA, YAHOO! JAPAN, ARUBA and CTC. Other generous support was kindly provided by JSPS, KDDI Foundation, Nara Visitors Bureau, Springer, Telecommunication Advancement Foundation.

Enjoy ACM Multimedia 2012!

ACM Multimedia 2012 General Chairs

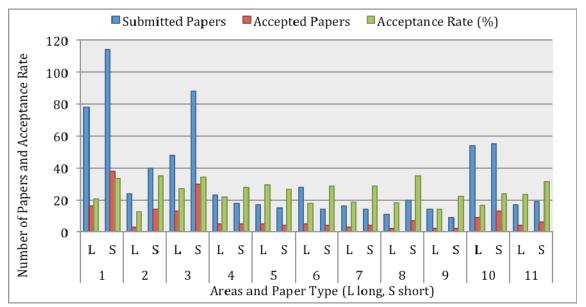
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Center

## **Message from the Technical Program Chairs**

We are very pleased to be able to present an exciting technical program at ACM Multimedia 2012 in Nara, Japan. The outcome of the work of the Technical Program Committee (TPC) is of course entirely depending on the quantity and quality of submitted papers, which was excellent in 2012. Following the guidelines of the ACM Multimedia Review Committee, the conference is structured into 11 Areas, with a two-tier TPC, a double-blind review process, and a target acceptance rate of 20% for long papers and 30% for short papers.

Based on the experience from last year's ACM Multimedia and the responses to our "Call for Areas" that we issued to the community, we selected the following Areas for ACM Multimedia 2012: (1) Media Content Analysis and Processing, (2) Multimedia Activity and Event Understanding, (3) Multimedia Search and Retrieval, (4) Mobile and Location-Based Media, (5) Social Media, (6) Multimedia Systems and Middleware, (7) Media Transport and Sharing, (8) Multimedia Security and Forensics, (9) Multimedia Authoring, Production and Consumption, (10) Multimedia Interaction and Applications, (11) Multimedia Art, Entertainment and Culture.

The two-tier TPC was staffed in a two stage process: first we invited for each area in between two to four Area Chairs, and together with the Area Chairs we invited for the 11 Areas the TPC members. The number of Area Chairs and TPC members per Area was related to the estimated numbers of submissions to the Areas. The response to the Call for Papers in form of long and short papers was overwhelming. Out of all received papers, 331 and 407 papers went through review process for full and short paper track, respectively. The distribution to the different Areas was as expected unbalanced, ranging from the most popular Areas 1 and 10 with 78 and 54 long paper submissions, to the least popular Areas 8 and 9 with 11 and 14 long paper submissions respectively. The following figure gives a full overview on the number of submission and acceptance rate per Area and per paper type.



Each submission was reviewed by at least three TPC members with very few exceptions. The authors of long papers received the reviews and wrote a rebuttal. The reviewers had an on-line discussion of the submissions, their reviews, and the rebuttal comments from the authors. Based on this on-line process, the

Area Chairs wrote a meta-review for each paper before the physical TPC meeting at IBM T. J. Watson Research Center Hawthorn on June 16 and 17.

On the first day of the TPC meeting, the Area Chairs, Technical Program Chairs, and General Chairs worked in breakout sessions and plenary sessions to select the papers to be accepted – except conflict-of-interest papers that were co-authored by Area Chairs. To seek for the fairness, no submissions were made by the General Chairs and Technical Program Chairs. For the selection process, the papers themselves, (meta-) reviews, on-line discussions and authors' rebuttal comments were considered. On the second day, the General Chairs and the TP Chairs finalized the technical program. One important part of this task was discussions and decisions for conflict-of-interest papers. The set of accepted papers results in an overall acceptance rate for long papers of 20.2% and for short papers of 31.2%. Finally, the set of 67 accepted long papers were structured into 17 oral sessions, including the Best Paper session. The Best Paper session comprises four papers from four different areas which compete for the Best Paper Award of ACM Multimedia 2012. The quality of these papers and their diversity promises that this session will be one of the highlights at the conference.

All accepted long papers were shepherded by Area Chairs or TPC members to achieve the highest possible quality for the camera-ready version of the papers. As such, we are now able to present this high quality Technical Program and want to thank all authors, TPC members, and Area Chairs for their dedication and hard work.

We hope to see you in Nara!

Shin'ichi Satoh	Thomas Plagemann	Xian-Sheng Hua	Rong Yan
National Institute	University of Oslo, Norway	Microsoft, USA	Facebook, USA
of Informatics, Japan			

## Message from the ACM SIGMM Chair

ACM Multimedia 2012 is a continuation of an outstanding tradition to present best innovative work in the area of multimedia systems, content, applications, and interfaces, taking a very broad view of what is happening in the multimedia area. This year's ACM Multimedia 2012 is held in Nara, Japan, October 29–November 2, and it represents a very special occasion, since it marks the 20<sup>th</sup> anniversary of the ACM International Conference Multimedia (ACM Multimedia) venue. The first ACM Multimedia conference was presented in Anaheim, California, USA, August 1–6, 1993. Since then the ACM Special Interest Group in Multimedia (SIGMM) has been a leader in the international multimedia community, annually sponsoring the worldwide premier event in the field. The ACM Multimedia Conference consistently presents the most original, intriguing and important work in its discipline.

During the ACM Multimedia 2012 conference, we celebrate the 20<sup>th</sup> anniversary of the conference with an exciting program, but especially in this 'Message from the SIGMM chair' I want to stress two important events that are specifically designed to look back, reflect and consider new multimedia opportunities:

- The Panel "Coulda, Woulda, Shoulda: 20 Years of Multimedia Opportunities" is moderated by Klara Nahrstedt and Malcolm Slaney, and hosts four distinguished panelists, Lawrence Rowe, Ramesh Jain, Ralf Steinmetz, and Dick Bulterman. These pioneers discuss the exciting opportunities and accomplishments they have witnessed within the multimedia community during their 20 years in the field. They also take note of opportunities missed and express their enthusiasm about those still to come (http://www.acmmm12.org/panel-sessions/).
- The Special Issue on the "20<sup>th</sup> Anniversary of ACM SIGMM Multimedia" appears in the leading multimedia journal, the ACM Transactions on Multimedia Computing, Communications and Applications (TOMMCAP) in 2013, where historical views of multimedia technologies are to be presented together with the impact of past inventions on current and future multimedia technologies. The special issue is led by the Guest Editors, Klara Nahrstedt, Rainer Lienhart and Malcolm Slaney, with extensive support from the TOMCCAP Editor-in-Chief Ralf Steinmetz (http://tomccap.acm.org/TOMCCAP-CFP-2012-v2.pdf).

I wish to thank many members of the SIGMM community for the interesting and innovative ideas to celebrate the ACM Multimedia 20<sup>th</sup> anniversary, but special thanks goes to Malcolm Slaney, Kiyo Aizawa, Nobory Babaguchi, John Smith, Rainer Lienhart, Mohan Kankanhalli, Ramesh Jain, Ralf Steinmetz, Lawrence Rowe, Dick Bulterman, and our ACM SIGMM coordinator, Fran Spinola.

Klara Nahrstedt

ACM SIGMM Chair

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### MM'12

## **ACM Multimedia 2012**

29 Oct - Nov 2, 2012, Nara, Japan

## **Reviews For Paper**

**Track** TD:Technical Demos

**Paper ID** 1163

**Title** Browse-to-Search

## **Masked Reviewer ID:** Assigned\_Reviewer\_1

#### **Review:**

Question	
Overall Rating	Definitely Accept - I would protest if it is not accepted; clearly ACM MM standards
Novelty / Originality	Moderately original
Suitability for technical demo sessions	Very suitable
Presentation of the paper	Very clear
Comments to authors	This demo proposed an application to enable users to naturally search products of interest when they browse a web page, and make their even causal purchase intent easily satisfied. The work is interesting and solid. Some relevant work should be referred to, such as "Inferring semantic concepts from community-contributed images and noisy tags".

# **Masked Reviewer ID:** Assigned\_Reviewer\_2

### **Review:**

Question	
Overall Rating	Definitely Accept - I would protest if it is not accepted; clearly ACM MM standards
Novelty / Originality	Moderately original
Suitability for technical demo sessions	Very suitable
Presentation of the paper	Clear enough
Comments to authors	This demonstration developed a very useful system for interactive online shopping application. The system is built based on visual search technologies with many good merits, such as natural-gesture inputs, in session search, browsing and comparison. The idea is novel and the paper is well written. The system is evaluated both objectively and subjectively and the experimental results validate its effectiveness and efficiency. One minor problem: It is not clear which method is adopted as the baseline (in Section 4, paragraph 2, line 4).

## Jian Zhang

From: Conference Management Toolkit <cmt@microsoft.com>

Sent: Wednesday, 11 July 2012 2:15 PM

**To:** shiyang@it.usyd.edu.au

**Subject:** ACM Multimedia 2012 Technical Demo Notification - Paper #1163

#### Dear Shiyang Lu:

Thank you for submitting your technical demo paper to ACM Multimedia 2012. We are pleased to inform you that your paper 1163 - "Browse-to-Search" has been ACCEPTED for publication in the Proceedings of ACM MULTIMEDIA 2012 as a Technical Demo Paper.

Once accepted, we expect one of the authors of the accepted paper to present at ACM Multimedia 2012. Each paper presented at the conference requires one of the authors to register at the conference paying the regular registration fee (not the student fee). Papers submitted without registration will not be included in the Conference Program and in the Conference Proceedings. You will receive a separate email regarding registration details.

The reviews are available at CMT: <a href="https://cmt.research.microsoft.com/ACMMM2012">https://cmt.research.microsoft.com/ACMMM2012</a>. Please login with your CMT username.

Please note that the deadline for submitting final camera ready version is \*July 30, 2012\*.

Regards,

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