Changing machine decisions

Shapira Oz

Abstract

Introduction

User modeling has made considerable progress during the last decade, particularly in the last few years, user application expand their domain from the personal computer to smart phone, tablet computers and home devices (TV, cable modem, streamers…) <insert sentence> and change our live. today application become cross platform and cross devices , therefore the need to adaptive software is increase every day , software today are need to know every changes in their users , learn and analyze user changes in fast way through variety of information sources.

The classic user modeling approach consider the complex of the model itself, some researchers are working on creating <בכל מקום > for improving the basic design of user model systems <לתת דוגמאות למאמרים שעוסקים במבנה > in the aspect of data bases, high level design, deployment, software structure,ontology design, …<וכולי> they main mission is to contribute dynamic data base how needed in UM systems, but additional essential approach is the software adaption.

Adaption of software is the key for managing a dynamic application how reflects and respond to user behavior.

Therefore some we can catalog them to tree crude type:

1. Application with dynamic data base founded on anthology which “knows” all user stereotypes.
2. Adaptive application with learning abilities.
3. Combination of 1 & 2.

<להכניס שורת מעבר....>

According to Alfred Kobsa “User modeling research has spread into many disciplines which are concerned with the development of computer systems that are to be used by heterogeneous user populations. These fields include:

* 1. Human-Computer Interaction.
  2. Intelligent Interfaces.
  3. Adaptive Interfaces.
  4. Cognitive Engineering.
  5. Intelligent Information Retrieval.
  6. Intelligent Tutoring .
  7. Active and Passive Help Systems.
  8. Guidance Systems .
  9. Hypertext Systems and Expert Systems.”

<להכניס מקור>

In this lecture review will focus on the adaptive aspect, we examine if software can analyze itself by user behavior, change her code, structure, data base and follows.

**Know your user**

For creating adaptive software the first step to adopt the ability of “recognizes” users.

Recognition of user by application it’s the first step for adaptive software need overcome.

The meaning of recognition covers these fields:

* **User identification –** adaptive application need to identify her user according to the base identification parameters , according to Kobsa <למצוא מקור> the identification process must fulfill tree tasks:
  + **User subgroup identification.** – Application must containing data base on users subgroups, match the subject to his subgroup.
  + **Identification of key characteristics. –** Each subgroups has is unique characteristics (for example in music subgroup have characteristics as music type (rock,pop,juzz ….) ), the adaptive application need to draw relevant
  + ***Representation in (hierarchically ordered) stereotypes***
* **User prior knowledge -** today most users had prior knowledge, some are first time users with minimum background knowledge while some are more experience, but even so adaptive application must obtain relevant past knowledge, filter it and analyze. This process is complex and not homogeneous, developer must consist his program according to prior knowledge.