Changing machine decisions

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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.

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.