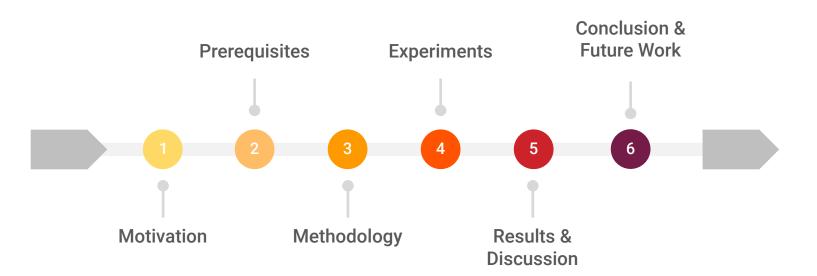
Master Thesis Recommendation Tool

Martin Stiles & Magnus Rushfeldt

Outline



Motivation

Forberedende- og fordypningsprosjekt 2021

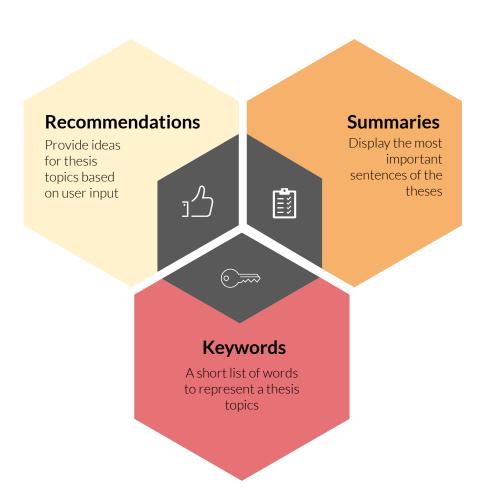
Marker valg for å avgrense hvilke oppgaver som skal vises.

Vis oppgaver

Studieretninger						
Studierettilliger						
Datateknologi (816)	Informatikk (631)					
☐ Programvaresystemer (211)	☐ Programvaresystemer (166)					
☐ Databaser og søk (104)	☐ Databaser og søk (93)					
☐ Algoritmer og datamaskiner (85)	☐ Kunstig intelligens (238)					
☐ Kunstig intelligens (241)	☐ Interaksjonsdesign, spill- og læringsteknologi (134)					
☐ Innvevde systemer (16)						
Helseinformatikk (28)						
☐ Helseinformatikk (28)						
Faglærere ————						
Velg hovedprofil for å se hvilke faglærere som tilbyr prosjekt.						
Via annaguar	Sorter etter: Oppgave ▼					

- Messy interface
- No search function
- Limited filtering options
- Loads of duplicates
- Long descriptions

idi.ntnu.no/education/fordypningsprosjekt.php



Our Proposal

Milestones



01 Retrieve data

Scrape the thesis website

03 Recommender

Create a method for recommendations of thesis topics

05 Evaluation

Use real data from a survey to evaluate performance

02 Clean data

Prepare scraped data for the models

04 Summarizer

Create a simple method for summarization and keyword generation

06 Website

Make an interface for the methods

(Quick) Demo

We were unable to publish the website



localhost:3000

Prerequisites

We'll assume everyone is somewhat familiar with these concepts

Selenium / BS4
Scraping

NLTK

Text manipulation: tokenizing, stop word removal, stemming, ...

TextBlob

Language detection

TF-IDF vectorization

Vectorization of textual objects

Cosine similarity
Compute distance between vectors

6 Precision, Recall, F-score
Measure performance

The Cold Start Problem

- Common in the starting phase of recommendation systems
- No user data to base the recommendations on



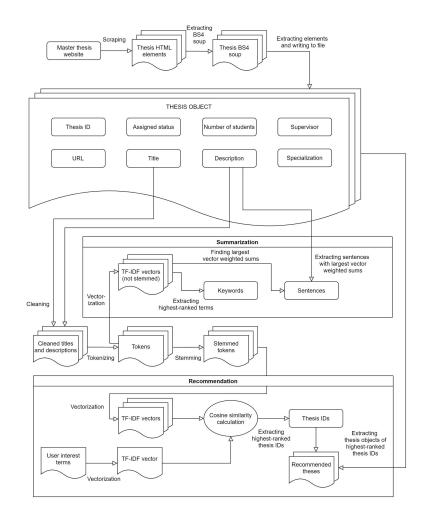
Narrative-driven Recommendation

- We use narrative-driven recommendation
 - Use some kind of similarity measure + user data
- Focus on explicit user-supplied interests

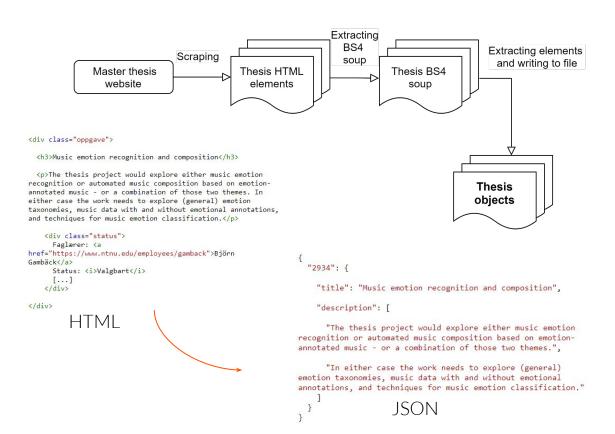


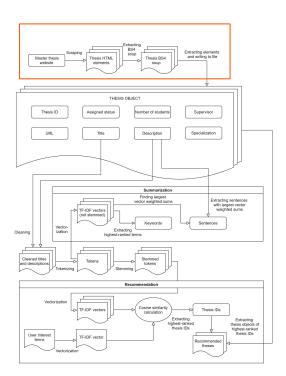
The Pipeline

- Scraping
- Cleaning
- Tokenization
- Stemming
- TF-IDF vectors
- Summarization
- Recommendation

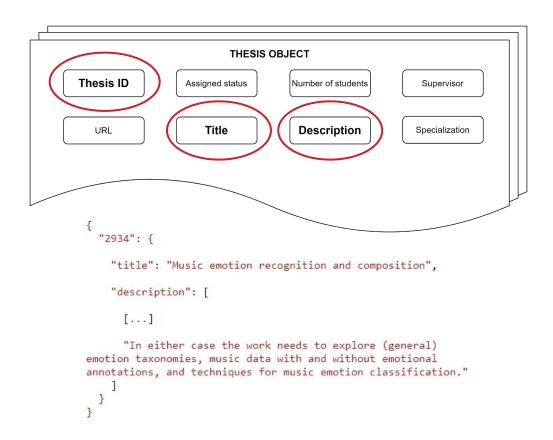


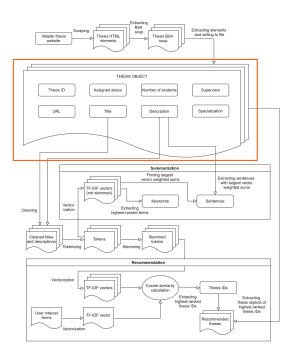
The Pipeline - Data Retrieval



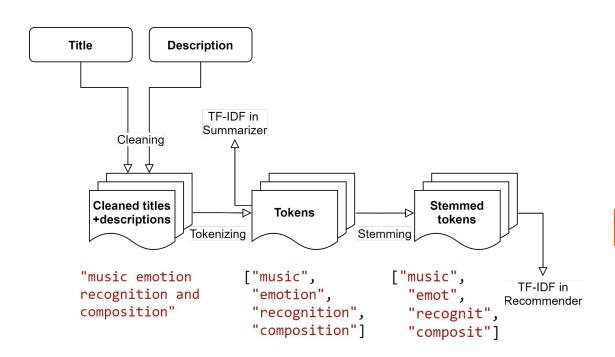


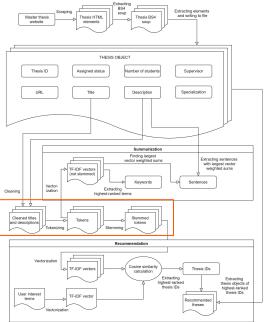
The Pipeline - Dataset



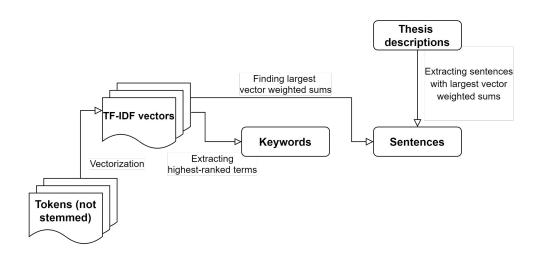


The Pipeline - Data Cleaning



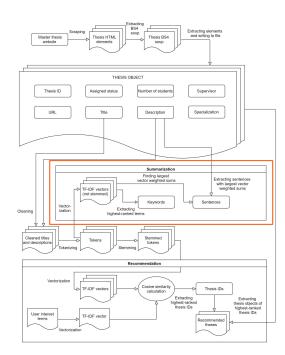


The Pipeline - Summarization

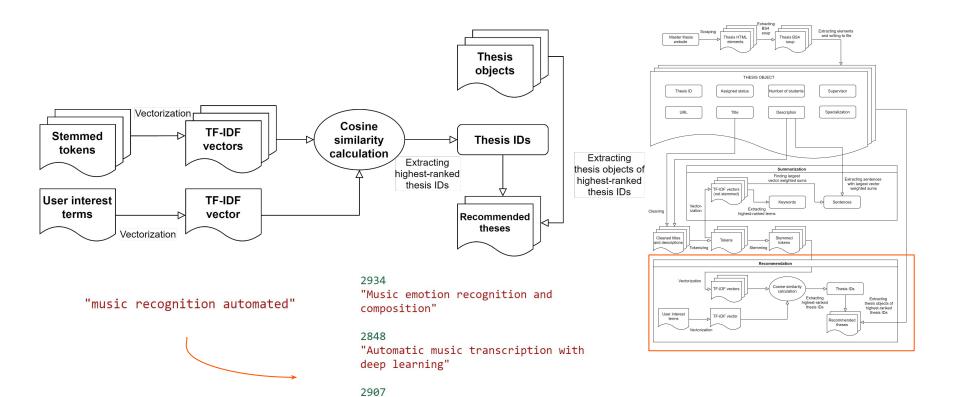


2934

"Music emotion recognition and composition. In either case the work needs to explore (general) emotion taxonomies, music data with and without emotional annotations, and techniques for music emotion classification."
['composition', 'recognition', 'music', 'emotion', 'music']



The Pipeline - Recommendation

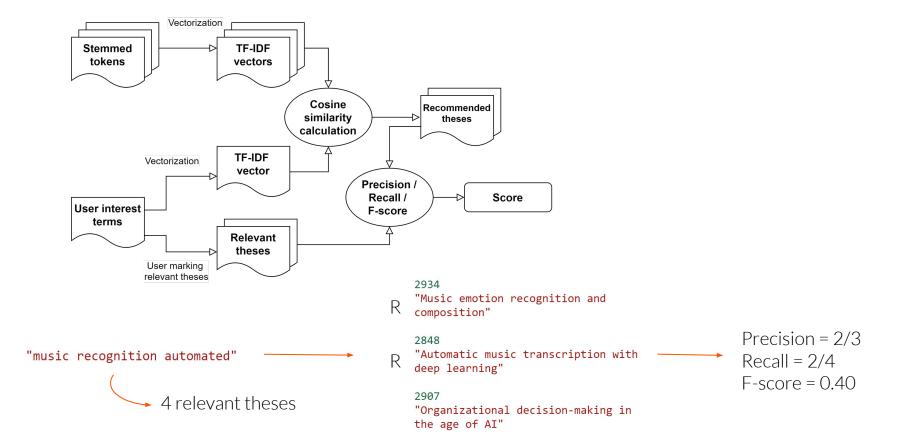


"Organizational decision-making in

the age of AI"

Experiments

Recommender Evaluation



Survey

- We asked our friends that study computer science to provide us with:
 - o Their interests
 - Relevant thesis topics (out of a subset of 40 thesis topics)

```
"query": "frontend games agile web strategy",

"relevant_ids": [3086, 3075, 2550, 3071, 2972, 3000, 2965, 2737, 2961, 2996, 2738, 2924],

"language": "en"
```

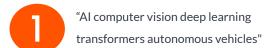
- We got six such objects
- Not a lot of data, but it's something!

Results and Discussion

Results - Recommender

We expect P to be high for LOW values of n We expect R to be high for HIGH values of n

	Query 1	Query 3	Query 4	Query 5	Average
n = 5	P = 0.80	P = 1.00	P = 0.40	P = 0.40	P = 0.73
	R = 0.29	R = 0.45	R = 0.20	R = 0.50	R = 0.39
	F = 0.42	F = 0.63	F = 0.27	F = 0.44	F = 0.49
n = 10	P = 0.80	P = 0.90	P = 0.60	P = 0.20	P = 0.63
	R = 0.57	R = 0.82	R = 0.60	R = 0.50	R = 0.63
	F = 0.67	F = 0.86	F = 0.60	F = 0.29	F = 0.62
n = 15	P = 0.67	P = 0.67	P = 0.40	P = 0.13	P = 0.48
	R = 0.71	R = 0.91	R = 0.60	R = 0.50	R = 0.71
	F = 0.69	F = 0.77	F = 0.48	F = 0.21	F = 0.56



- "Frontend games agile web security"
- "Algorithms gpgpu graphics low-level non-hardware"
- "music art nature history fashion"

Performs quite well for simple queries

- → Commonly used words
- → About similar subjects

	Query 1	Query 3	Query 4	Query 5	Average
n = 5	P = 0.80	P = 1.00	P = 0.40	P = 0.40	P = 0.73
	R = 0.29	R = 0.45	R = 0.20	R = 0.50	R = 0.39
	F = 0.42	F = 0.63	F = 0.27	F = 0.44	F = 0.49
n = 10	P = 0.80	P = 0.90	P = 0.60	P = 0.20	P = 0.63
	R = 0.57	R = 0.82	R = 0.60	R = 0.50	R = 0.63
	F = 0.67	F = 0.86	F = 0.60	F = 0.29	F = 0.62
n = 15	P = 0.67	P = 0.67	P = 0.40	P = 0.13	P = 0.48
	R = 0.71	R = 0.91	R = 0.60	R = 0.50	R = 0.71
	F = 0.69	F = 0.77	F = 0.48	F = 0.21	F = 0.56

- "Al computer vision deep learning transformers autonomous vehicles"
- "Frontend games agile web security"
- "Algorithms gpgpu graphics low-level non-hardware"
- "music art nature history fashion"

Struggles with queries consisting of uncommon words

→ A thesaurus is a possible solution

	Query 1	Query 3	Query 4	Query 5	Average
n = 5	P = 0.80	P = 1.00	P = 0.40	P = 0.40	P = 0.73
	R = 0.29	R = 0.45	R = 0.20	R = 0.50	R = 0.39
	F = 0.42	F = 0.63	F = 0.27	F = 0.44	F = 0.49
n = 10	P = 0.80	P = 0.90	P = 0.60	P = 0.20	P = 0.63
	R = 0.57	R = 0.82	R = 0.60	R = 0.50	R = 0.63
	F = 0.67	F = 0.86	F = 0.60	F = 0.29	F = 0.62
n = 15	P = 0.67	P = 0.67	P = 0.40	P = 0.13	P = 0.48
	R = 0.71	R = 0.91	R = 0.60	R = 0.50	R = 0.71
	F = 0.69	F = 0.77	F = 0.48	F = 0.21	F = 0.56









Struggles with queries containing many different subjects

→ A hard case to deal with

	Query 1	Query 3	Query 4	Query 5	Average
n = 5	P = 0.80	P = 1.00	P = 0.40	P = 0.40	P = 0.73
	R = 0.29	R = 0.45	R = 0.20	R = 0.50	R = 0.39
	F = 0.42	F = 0.63	F = 0.27	F = 0.44	F = 0.49
n = 10	P = 0.80	P = 0.90	P = 0.60	P = 0.20	P = 0.63
	R = 0.57	R = 0.82	R = 0.60	R = 0.50	R = 0.63
	F = 0.67	F = 0.86	F = 0.60	F = 0.29	F = 0.62
n = 15	P = 0.67	P = 0.67	P = 0.40	P = 0.13	P = 0.48
	R = 0.71	R = 0.91	R = 0.60	R = 0.50	R = 0.71
	F = 0.69	F = 0.77	F = 0.48	F = 0.21	F = 0.56

"Al computer vision deep learning transformers autonomous vehicles"

"Frontend games agile web security"

"Algorithms gpgpu graphics low-level non-hardware"

"music art nature history fashion"

Average - we are quite happy with the results

	Query 1	Query 3	Query 4	Query 5	Average
n = 5	P = 0.80	P = 1.00	P = 0.40	P = 0.40	P = 0.73
	R = 0.29	R = 0.45	R = 0.20	R = 0.50	R = 0.39
	F = 0.42	F = 0.63	F = 0.27	F = 0.44	F = 0.49
n = 10	P = 0.80	P = 0.90	P = 0.60	P = 0.20	P = 0.63
	R = 0.57	R = 0.82	R = 0.60	R = 0.50	R = 0.63
	F = 0.67	F = 0.86	F = 0.60	F = 0.29	F = 0.62
n = 15	P = 0.67	P = 0.67	P = 0.40	P = 0.13	P = 0.48
	R = 0.71	R = 0.91	R = 0.60	R = 0.50	R = 0.71
	F = 0.69	F = 0.77	F = 0.48	F = 0.21	F = 0.56

- "Al computer vision deep learning transformers autonomous vehicles"
- "Frontend games agile web security"
- "Algorithms gpgpu graphics low-level non-hardware"
- "music art nature history fashion"

Discussion - Summarizer

Conversational Approach to News

Traditional media houses publish news stories that are either updated or replaced with new stories as events are unfolding. The stories are presented as complete texts that are supposed to be read from beginning to end. For small devices like mobile phones it may be interesting to look into other ways of presenting news stories. In some recent experiments news stories have been broken up into several pieces that have either been structured as a conversation or presented piece by piece by avatars.

In this project we will investigate how summarization techniques and conversational agents (chatbots) can be used to present news stories in more interactive innovate ways. Summarization techniques help us extract prominent sentences or generate new summative sentences of the stories. The project needs to explore how conversational agents, that normally need chat logs or mapping rules to work, can be modified to work with news stories rather than logs as input. A solid understanding of machine learning and NLP is needed in this project.

"In some recent experiments news stories have been broken up into several pieces that have either been structured as a conversation or presented piece by piece by avatars."

"The project needs to explore how conversational agents, that normally need chat logs or mapping rules to work, can be modified to work with news stories rather than logs as input."

['approach', 'sentences', 'conversational', 'piece', 'logs']

Discussion - Summarizer

Raising Awareness of Climate Change with Virtual, Augmented and Extended Reality

Virtual, Augmented and Extended Reality (VR/AR/XR) are related technologies that can provide engaging environments for learning, enable 3D visualizations of complex concepts and allow experiencing potentially dangerous situations in safe settings. VR is also called "the ultimate empathy machine" and may provoke strong emotional responses among users.

This master thesis will focus on design principles and tools for raising awareness of climate change and promoting 'green' lifestyle with VR/AR/XR. This includes environmental simulations and visualizations to educate the user and create an emotional immersive experience to potentially influence user's behaviour. Students at IMTEL lab have already developed several VR prototypes giving the user an immersive experience of sea level rise and fire in Trondheim (see e.g. https://gemini.no/2019/02/undervisning-pa-mount-everest-og-mars/) that have been successfully demonstrated at the Big Challenge Festival in Trondheim in June 2019. The student(s) will collaborate with climate researchers at NTNU and in Europe as well as Trondheim municipality in this project.

The students will have access to a very well-equipped IMTEL VR lab (https://www.ntnu.edu/ipl/imtel) containing Valve Index, HTC Vive/Vives Pros, Vive Cosmos, 2 Magic Leaps, several Hololenses 1 and 2, Mixed Reality headsets, Oculus Quests, Oculus Rifts, VR treadmill Virtuix Omni, VR laptops etc. A significant number of the VR/AR equipment is portable and can be used at home shall the pandemic situation and campus closure be repeated.

Supervisors: Monica Divitini, Ekaterina Prasolova-Førland ekaterip@ntnu.no (IPL, NTNU)

"https://gemini.no/2019/02/undervisni ng-pa-mount-everest-og-mars/) that have been successfully demonstrated at the Big Challenge Festival in Trondheim in June 2019."

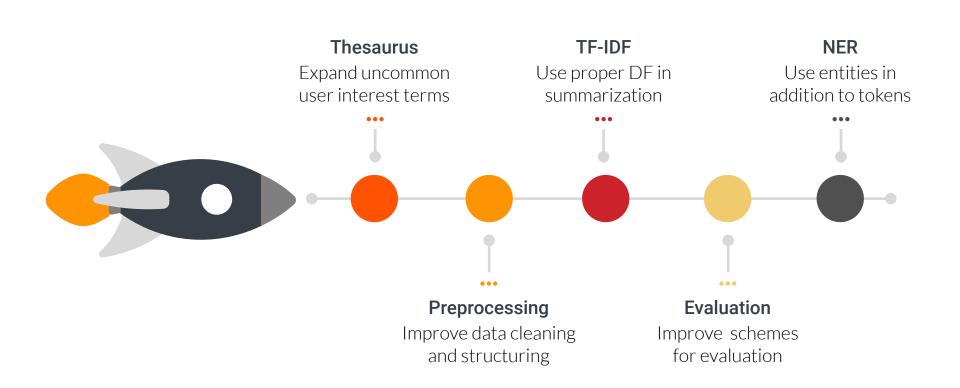
"The students will have access to a very well-equipped IMTEL VR lab (https://www.ntnu.edu/ipl/imtel) containing Valve Index, HTC Vive/Vives Pros, Vive Cosmos, 2 Magic Leaps, several Hololenses 1 and 2, Mixed Reality headsets, Oculus Quests, Oculus Rifts, VR treadmill Virtuix Omni, VR laptops etc."

```
['ntnu', 'user', 'ipl', 'augmented',
'awareness']
```

Conclusion

- More time must be put into the cleaning process
- The summarizer has much potential for improvement
- The key words are practically useless
- We are generally very happy with the recommendation tool
- Test data is very limited

Future work



Thank you!

Questions?