Original Query	Method	Top-1 Candidate Query	$\eta(\mathcal{R}^*, q')$	$\lambda(q_0, q')$	$d($
$q_0.4$	Our Approach($\alpha = 2$)	blame, fight, drama, intruder	0.1	0.94	8
$q_0.4$	Our Approach($\alpha = 16$)	blame, fight, drama, intruder	0.1	0.94	8
$q_0.4$	Intuitive Solution	blame, fight, drama, intruder	0.1	0.94	8
$q_0.4$	XO-QP (No Dist)	blame, fight, drama, squatter	0.5	0.92	12
$q_0.4$	XO-QP (Dist)	blame, fight, drama, intruder	0.3	0.94	11
$q_0.7$	Our Approach($\alpha = 2$)	massacre, panic, betrayal	0.2	0.87	3
$q_0.7$	Our Approach($\alpha = 16$)	slaughter, treachery, revulsion	0.1	1	6
$q_0.7$	Intuitive Solution	slaughter, treachery, revulsion	0.1	1	6
$q_0.7$	XO-QP (No Dist)	uxoricide, apprehension, betrayal	0.1	0.8	8
$q_0.7$	XO-QP (Dist)	hit, panic, betrayal	0.3	0.8	3
$q_0.9$	Our Approach($\alpha = 2$)	call, betrayal, fear, english	0.1	0.85	4
$q_0.9$	Our Approach($\alpha = 16$)	fancy, treachery, fear, english	0.1	1	8
$q_0.9$	Intuitive Solution	fancy, treachery, fear, english	0.1	1	8
$q_0.9$	XO-QP (No Dist)	bias, treachery, fear, english	0.5	0.93	12
$q_0.9$	XO-QP (Dist)	tilt, betrayal, fear, english	0.4	0.93	11
$q_0.10$	Our Approach($\alpha = 2$)	murderer, extortion, blood	0.3	0.76	3
$q_0.10$	Our Approach($\alpha = 16$)	crook, extortion, desolation	0.1	0.94	7
$q_0.10$	Intuitive Solution	crook, extortion, desolation	0.1	0.94	7
$q_0.10$	XO-QP (No Dist)	outlaw, extortion, desolation	0.3	0.94	9
$q_0.10$	XO-QP (Dist)	outlaw, extortion, desolation	0.3	0.94	9
$q_0.12$	Our Approach($\alpha = 2$)	enthusiasm, drama, fight, triumph	0.1	1	8
$q_0.12$	Our Approach($\alpha = 16$)	enthusiasm, drama, fight, triumph	0.1	1	8
$q_0.12$	Intuitive Solution	enthusiasm, drama, fight, triumph	0.1	1	8
$q_0.12$	XO-QP (No Dist)	madness, drama, fight, triumph	0.6	0.94	12
$q_0.12$	XO-QP (Dist)	madness, drama, fight, win	0.4	0.87	10