

**Principles of Information and  
Database Management  
198:336**

**Week 10 – Apr 11**

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**Project Update**

Where you should be

What to do next

Timeline for the rest of the semester

## **Designing an application**

Example I've been working on

- Run survey experiment over the web

## **Background**

Studying face-to-face communication

- We want to design animated characters that signal relationships and emotion like people
- We need to know what signals people use
- We need to know how to animate those signals

## **Methodology**

### Four steps

- Collect and analyze recordings of people talking in conversation
- Ask other people what speakers seem to be doing – find reliable signals
- Develop a data format for specifying those signals in animation – XML!
- Ask about what animated characters seem to be doing – make sure signals are reliable

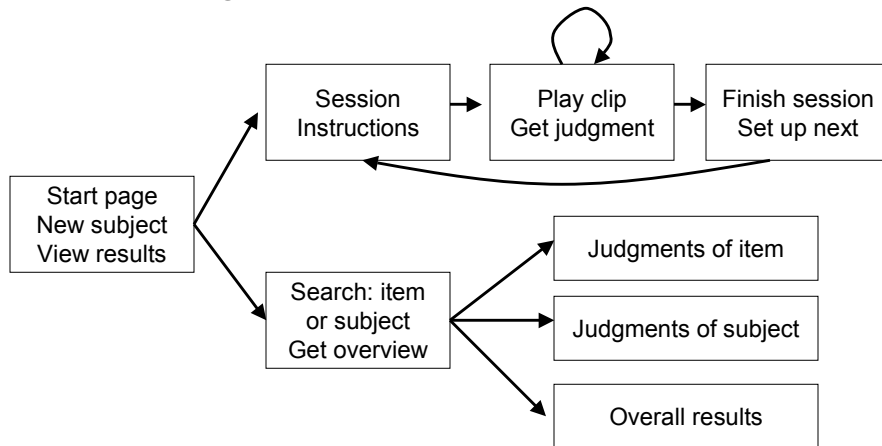
## **Web interface for step 2**

### Need an interface to

- Set subjects up for the experiment
- Show subjects data and collect their judgments
- View individual responses
- Analyze overall results for experiment

## More Specifically

### Map of pages in the interface



## What this does

Organizes the code you have to write

- Each interface state corresponds to a page
- Have to write code for each page
  - In Java, one servlet class per page
  - Perhaps share low-level classes across pages

Highlights need for state in interface

## **Aside: State and the Web**

HTTP has no state

- New connection for each request
- Browser sends all available information as part of the request
- Through parameters: get/post form inputs
- Through cookies: special attribute-value pairs

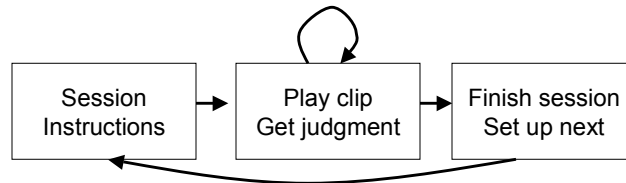
## **Aside: State and the Web**

You have to be explicit about state

- Build suitable HTML on the fly
- Include “hidden inputs”  
`<input type=“hidden” name=“x” value=“y” />`
- Specify actions in forms based on context
- If you’re fancy, set cookies and get cookies

## Map and State

Here, you need to keep track of key info:



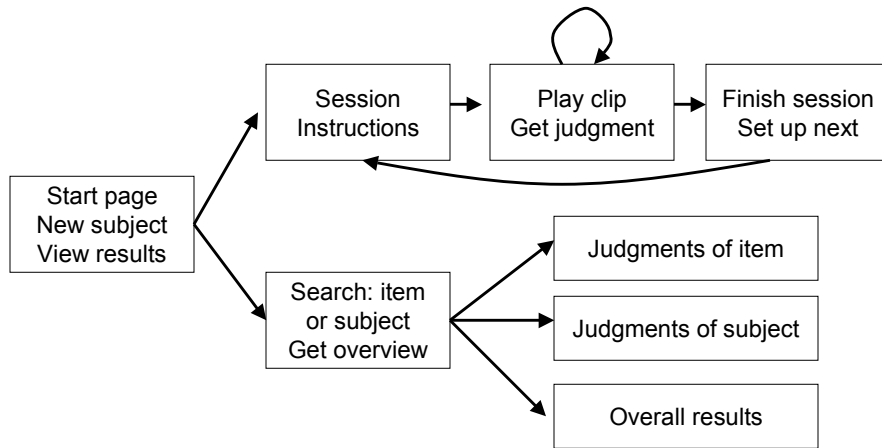
- User, Session type, Item list, Current item
- E.G. through hidden inputs

## Fleshing out design

Spell out how pages interact with DB

- To take updates from last response
- To satisfy request
- To create page

## More Specifically



## Start screen

Start page  
New subject  
View results

## **Start screen**

Nothing has been input

No queries needed to make the page

## **Instructions**

Session  
Instructions



## **Instructions**

If “New Subject” action has just happened

- Must create a new ID for current subject

To create the page

- Must access the next protocol for this subject
- Update the DB to store this subject & protocol
- Save the ID & protocol & start info in the state
- Must get and display protocol instructions

## **Play clip, get judgment**

Play clip  
Get judgment

## **Play clip, get judgment**

If just got a judgment

- Insert new entry,  
based on user, session, protocol, clip, value

Get the next judgment

- Based on session and protocol
- Format page to play appropriate media
- Set up action to do based on what's left

## **Finish up session**

Finish session  
Set up next

## **Finish up session**

If just got a judgment

- Insert new entry,  
based on user, session, protocol, clip, value
- Better reuse this code from clip page!

Determine what's next

- If there's another session, get ready to start
- Otherwise thanks for playing!

## **Experimenter's Search Interface**

Search: item  
or subject  
Get overview

## **Experimenter's search interface**

Always the same page

- Menus for kind of search
- Text field for search key
- Action for overview results page

## **Item Judgment**

Judgments of item

## **Item judgment**

Get results from database

– Based on search of judgments on this item

Format results as a table

## **Subject Judgments**

Judgments of subject

## **Overall results**

Overall results

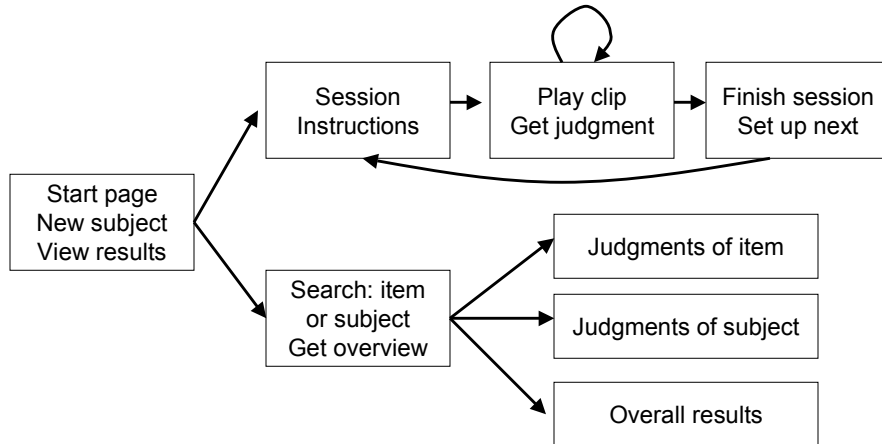
## **Overall results**

### Get and display results

- Find conditions for experiment
- Select out the averages
- Display the results as a table  
(or graph, perhaps with error bars)

## So there you have it

### Map of pages in the interface



## Really one third of the project!

Now you know exactly what DB stores

- Description of experiment protocols conditions
- Descriptions of items
- Judgments from subjects about items in conditions

## **Really one third of the project!**

Now you know how to break up pages

- Know forms, links, queries you need
- Know what code can be shared across pages
- Know special structure on each page

## **Note on key features**

A little of everything

- Updates as well as selects.
- More than one kind of user.
- Active links as well as forms.

Put yourself in your users' shoes

- Make something that fits them, their task



## **Next Step**

Anyone can revise by Thursday 6pm.

Then, DB and SQL overview by recitation  
Wed 20.

## **DB and SQL**

How will you store information?

- Relational schema for your stuff

How will you query it?

- For each page, what are the SQL commands
- Use ? notation for prepared statements
- Indicate how each of the ?s get values

## **What you should expect to do**

Work from detailed map of your application

Write out the schema and queries on paper

Create the schemas in a real db

- E.G. oracle

Try out the queries with examples

- Make sure the results are what you expect

- If not, debug your queries!

## **What you should expect**

By the time you hand this in  
your project should be two thirds done!

## **Information Retrieval**

### Text as data

- legal decisions
- scholarly articles
- web pages!

## **Information retrieval**

### Relevance ranked query

- user specifies query terms  
words that are likely to occur in a document  
that they are interested in
- dbms returns an ordered list of documents  
documents higher in the list should match the  
query more closely than documents lower  
down

## **Vector space model**

Text database with four records:

1 agent James Bond good agent

2 agent mobile computer

3 James Madison movie

4 James Bond movie

Just keep track of words that occur

## **Vector space model**

New table:

document agent bond computer James ...

1	2	1	0	1
2	1	0	1	0
3	0	0	0	1
4	0	1	0	1

## **Dot product for similarity**

Idea:

- two documents are similar if they have the same distributions of words
- intuition - they put the same emphases on the same concepts

## **Tweaking**

IDF

- weight frequent words less

Length normalization

- weight longer documents less

Google PageRank – more next time

- weight indicative words higher
- weight “better” documents higher