Mapping User Intents in Web Search Queries to Types of Commonsense Knowledge

Author: Xiaoao Huang (X.Huang-17@student.tudelft.nl)

Supervisor: Gaole He Responsible Professor: Ujwal Gadiraju

1. Background

What is commonsense?

Can be easily acquired by human.

Helps human make sense of everyday situations¹.

"A dog is a mammal"

"Plants can release oxygen during the day"

"The Netherlands is located in Northwestern Europe"

What knowledge types can FindItOut² game collect?



Figure 1: The Player Receiving The Answer to A Question in FindItOut Game

Positive-generative: + <teapot, UsedFor, making tea> Negative-generative: - <rabbit, Can, fly> Positive-discriminative: +<dog, fish, IsA, mammal> Negative-discriminative: -< wheel, IsPartOf, a car >



Q Which one is a mammal, fish or dog?

Figure 2: A Web Query With Informational User Intent in Google³

2. Research Questions

- 1. How do we map web search queries to knowledge types?
- 2. What associations are there between user intents and the classification of knowledge types?

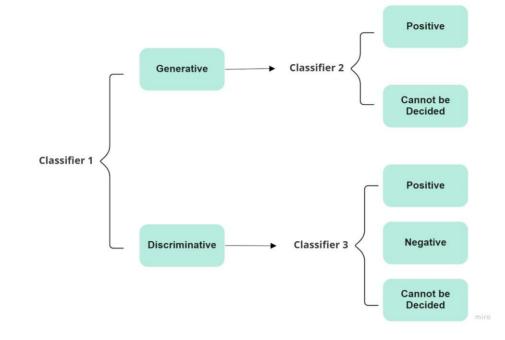


Figure 3: The Hierarchical Classifiers

3. Methods

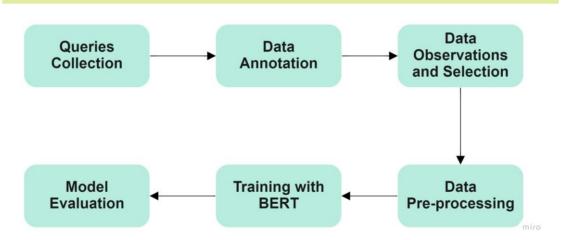


Figure 4: 1: The Process of Experiments

Data Observations

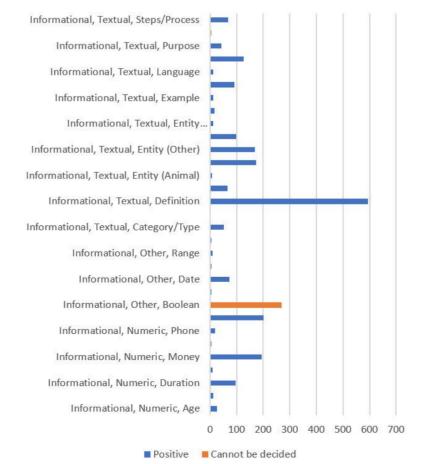


Figure 5: Number of Generative Queries That Are Positive or Cannot Be Decided in Each Category

Model Evaluation

Table 1: Accuracy Scores of Models with User Intents and without User Intents of A Smaller Dataset for Classification of Generative or Discriminative Knowledge Types

Dataset	With User Intents	Without User Intents
Fold 1	0.9732	0.9732
Fold 2	0.9643	0.9640
Fold 3	0.9732	0.9554
Fold 4	0.9732	0.9550
Fold 5	1.000	0.9820
Average	0.9768	0.9659
Test Set	0.9677	0.9516

4. Conclusions

- The accuracy of knowledge type classification reached around 0.99 for three classifiers.
- With user intents, the performance of knowledge type classification is generally better than not having them.

5. Future Work

- 1. Extend the dataset and make it more balanced and diverse.
- 2. Try out more combinations of parameters for more accurate classification.

References

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[2] Agathe Balayn, Gaole He, Andrea Hu, Jie Yang, and Ujwal Gadiraju. Ready player one! eliciting diverse knowledge using a configurable game. In Proceedings of the ACM Web Conference 2022, pages 1709–1719, 2022

[3] "Google", Google.com, 2022. [Online]. Available: https://www.google.com/. [Accessed: 19- Jun-2022].

