

Improved exploration/visualization interface for conference papers









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Motivation

Most of conferences proceedings present their content as a one-dimension, non-interactive list of papers on a web page. However, the reader of this kind of presentation might not know the reason for the paper order; does not get an overview of the contents or relations between the papers, and has very limited search and filtering functionalities available.

To explore more effective interfaces to represent contents of conference proceedings. One of the inspiring works in this direction is called Word Storms, by Castella and Sutton (2013), applied to the International Conference on Machine Learning , ICML 2012 (1)(2)

(1) Word storm, web site: http://groups.inf.ed.ac.uk/cup/wordstorm/wordstorm.html



Negative features of a flat and non-interactive list:

- No sorting options
 No overview of the dataset
 No relationships among items
 Only CTRL+f or COMMAND+f) for searching
 No filtering

In collaboration with Mark Reid, we used the list of accepted papers from JMLR Workshop and Conference Proceedings Volume 28: Proceedings of The 30th International Conference on Machine Learning. This is a collection of 282 papers.

Wray Buntine conducted the analysis using topic models. Firstly we created a collection of representative texts of Mi. (from books to Arxiv papers). From this analysis, we created ten topic and, instead of topic1, topic2, topic3, we gave a human name to each of them.

Finally every paper from JMLR dataset has being scored according to the ten topics.

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Visference is accessible with user "jmlr" and password "jmlr" at: http://research.nualart.cat/visference/js-version/



NOTE: we encourage feedback and open discussion about this proposed general ML categories.

Visference screenshot JIVILR 282 JMLR Workshop and Conference Proceedings Sort by: Compare papers of sorted columns of topics Topic of a paper scored by sized-circles Sort υ_y.
- title
- first author
- any topic model

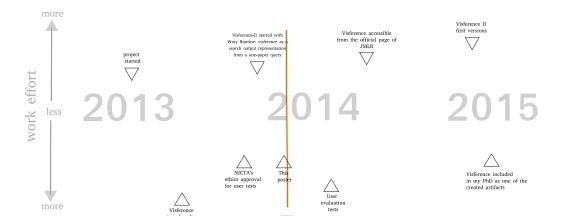
Counter of visible papers according to applied filters

Ten topic models represented. Proposed human-readable names:

- SVNs and Kernels
 Theory
 Policies and Games
 Images and Neural Network
 Experiments
 Definitions

- Optimisation
 Probabilistic Models
- Discussion Topic and Latent Variable Models

NOTE: we encourage feedback and open discussion about the proposed names. Topic models can be seen here: http://research.nualart.cat/visference/visference-topicmodels.html



timeline