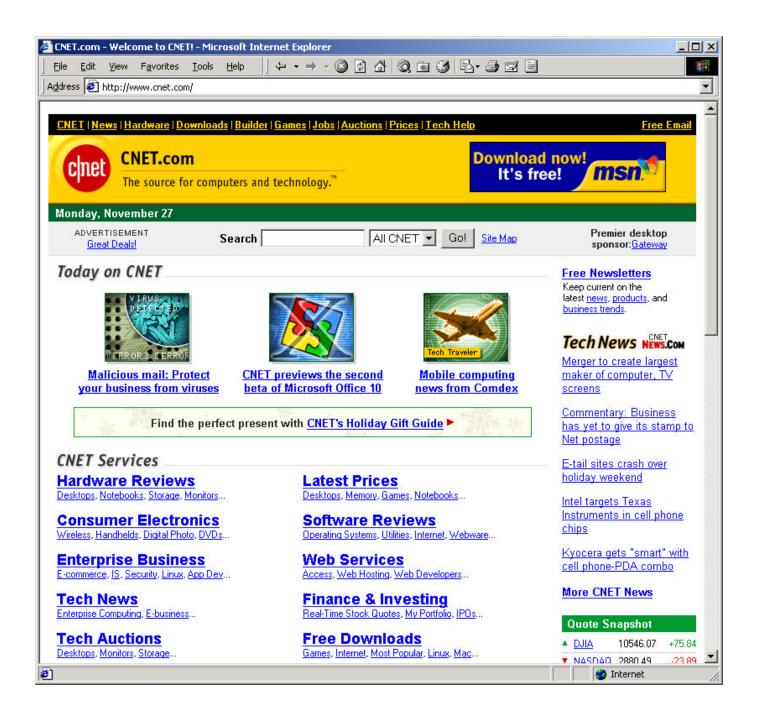
Personalizing Web Sites for Mobile Users

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The problem

- Most web sites designed "one-size-fits-all"
- But one size does *not* fit all
 - Visitors may have small screens
 - Visitors may want different content than immediately available
- Sites must adapt to information needs and browser constraints of all visitors

Web personalization

- Content tailored to a specific audience
- Current techniques for mobile browsing
 - Visitor selects content (Mobile channels)
 - Designer builds mobile site (mobile.msn.com)
 - Third-parties simplify complex HTML (AvantGo)
- Useful techniques, but many weaknesses
- Instead, need automatic personalization

Web site personalizers

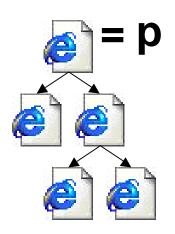
An intermediary between server and visitor

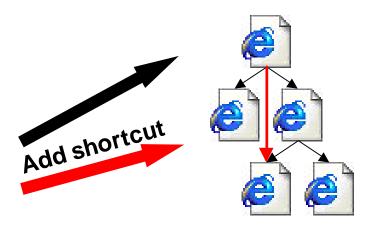


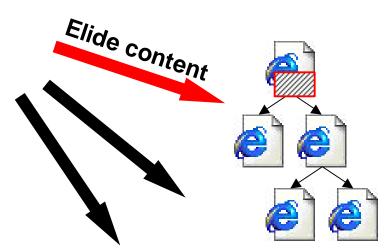
- Automatically adapts and customizes site for each visitor
- Personalizing in two steps:
 - 1. Learn model of visitor from access logs
 - 2. Transform content per learned model

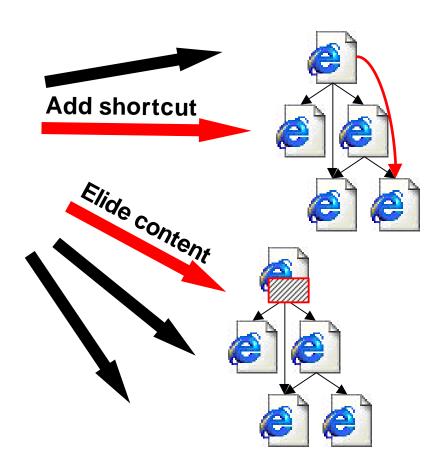
Proteus

• Hill-climbing search over personalized web sites:



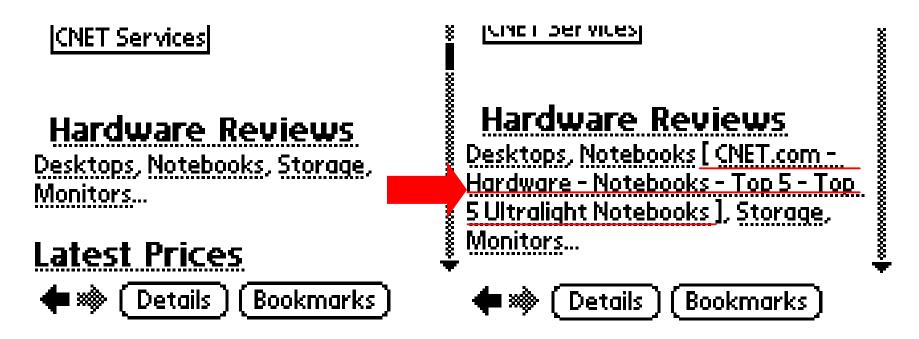




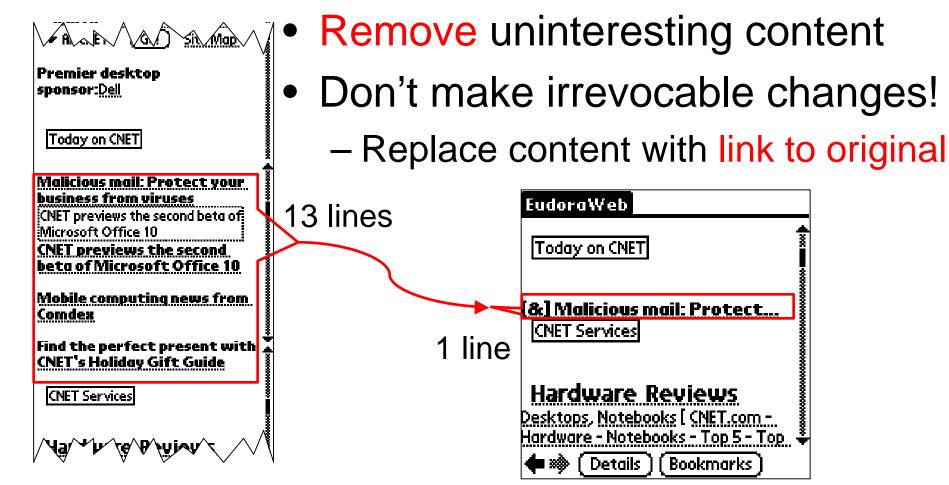


add-shortcut

• A link that makes a long path shorter $-A \rightarrow B \rightarrow C \rightarrow D$ suggests adding $A \rightarrow D$

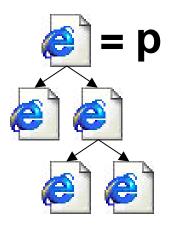


elide-content



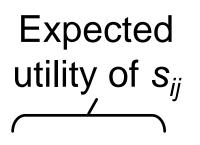
Web site evaluation

- Expected utility based on model of visitor
 Model learned by mining server access logs
- Sum up value of each screen of each page
- Discount by difficulty of reaching screen from **p**
 - Depends on how many links followed and how much scrolling required

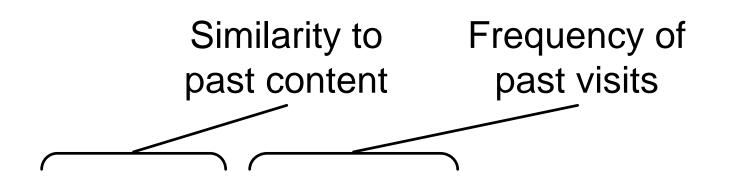


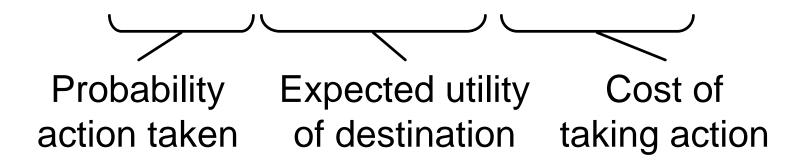
Evaluating a screen of content

 $E[U(s_{ij})] =$ $W_{sim}sim(s_{ij}) + W_{freq}freq(s_{ij}) +$ $P(scroll) (E[U(s_{i,j+1})] - g(scroll)) +$ $\sum_{\substack{k \in L_k}} [P(L_k) \quad (E[U(L_k.dest)] - g(L_k))]$



Intrinsic utility Extrinsic utility





Review of Proteus

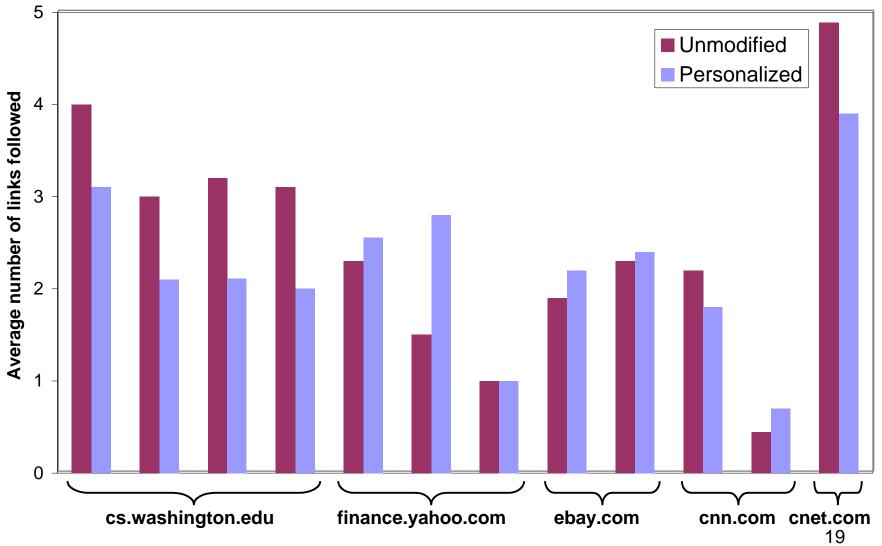
- Hill-climbing search
- Search operators
 - add-shortcut
 - elide-content
- Evaluation with expected utility

Empirical study of Proteus

- Observe real users on the desktop

 Info-seeking goals drawn from random
 - Info-seeking goals drawn from random distribution
- Personalize based on observations
- Measure performance on mobile device
 - Number of links and scrolls, amount of time
 - Compare unmodified and personalized sites
 - Half users did unmodified first, others vice versa

Average number links followed



Analysis of Proteus

- Why Proteus worked well
 - Suggested useful shortcuts
 - Elided only unnecessary content
- Why Proteus worked poorly
 - Users did not find shortcut, although it existed
 - Proteus incorrectly elided useful content
 - Not flaws with Proteus approach simply weaknesses of implementation

Related work

- Adapting content for small screens
 - Digestor [Bickmore & Schilit]
 - Pythia [Fox & Brewer]
- Adapting site by mining usage logs
 - PageGather and IndexFinder [Perkowitz & Etzioni]
 - Content recommendation [Mobasher, et. al]

Conclusions

- Mobile web must be personalized
- Web site personalizers are effective at meeting visitor's needs
- Empirical evidence indicates Proteus saves visitors time and effort in mobile web browsing

Future work

- Improve shortcut links
 - Concise, descriptive anchor text
 - Faster shortcut finding algorithm (IJCAI '01)
- Incorporate declarative model of site
 - Separate personalization of presentation, content, and navigation
 - Make use of site's "original" data, not obfuscated HTML representation