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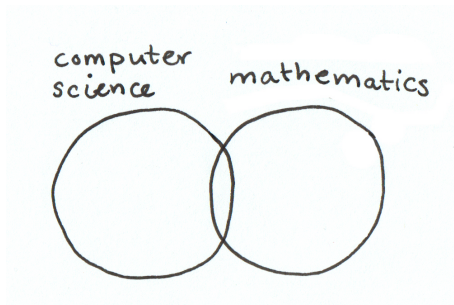
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University of Twente

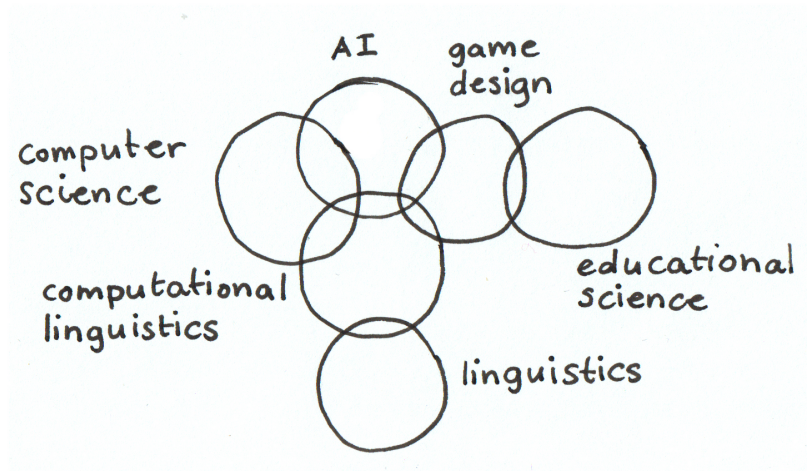
15th June 2018



About me



About me



When searching is hard

1. fuzzy problem statement
2. when doing exploratory search
3. interdisciplinary research
4. ambiguous keywords
5. large research field

Requirements for searching

“Papers submitted to ACL conferences should in principle **cite and compare to all relevant prior work**, regardless of when and how that work was presented to the community, and must credit work that influenced them.”

1. correct
2. complete
3. repeatable

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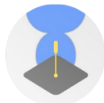
1. inclusive
2. automated
3. links to public content
4. ranking system
5. fast minimalist UI

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Protein measurement with the Folin phenol reagent

OH Lowry, NJ Rosebrough, AL Farr, RJ Randall
Journal of biological chemistry 193 (1), 265-275

216880 1951

Molecular cloning: a laboratory manual.

J Sambrook, EF Fritsch, T Maniatis
Molecular cloning: a laboratory manual.

182213 1989

Basic local alignment search tool

SF Altschul, W Gish, W Miller, EW Myers, DJ Lipman
Journal of molecular biology 215 (3), 403-410

130574 * 1990

Psychometric theory

JC Nunnally, IH Bernstein, JMF Berge
McGraw-Hill

106233 1967

Generalized gradient approximation made simple

JP Perdew, K Burke, M Ernzerhof
Physical review letters 77 (18), 3865

84826 1996

Development of the Colle-Salvetti correlation-energy formula into a functional of the electron density

C Lee, W Yang, RG Parr
Physical review B 37 (2), 785

79232 1988

"Mini-mental state": a practical method for grading the cognitive state of patients for the clinician

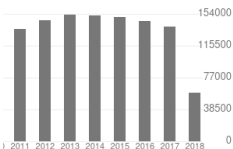
ME Folstein, SF Folstein, DD McHugh

76669 1975

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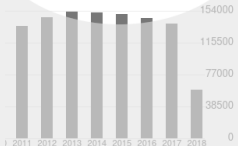


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TITLE	CITED BY	YEAR
Protein measurement with the Folin phenol reagent OH Lowry, NJ Rosebrough, AL Farr, RJ Randall Journal of biological chemistry 193 (1), 265-275	216880	1951
Molecular cloning: a laboratory manual. J Sambrook, EF Fritsch, T Maniatis Molecular cloning: a laboratory manual.	182213	1989
Basic local alignment search tool SF Altschul, W Gish, W Miller, EW Myers, DJ Lipman Journal of molecular biology 215 (3), 403-410	130574 *	1990
Psychometric theory JC Nunnally, IH Bernstein, JMF Berge McGraw-Hill	106233	1967
Generalized gradient approximation made simple JP Perdew, K Burke, M Ernzerhof Physical review letters 77 (18), 3865	84826	1996
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"Mini-mental state": a practical method for grading the cognitive state of patients for the clinician MF Folstein, SF Folstein, DD McHugh	76669	1975


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Journal of Environmental Monitoring 6 (6), 74N-83N

Ethnologic dictionary of the Navaho language 177 2012

U Author

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Energy conversion in microsystems: is there a role for micro/nanofluidics? 155 2007

A Author

Lab on a Chip 7 (10), 1234-1237

LXIII.—The periodic law of the chemical elements 123 1889

A Author

Journal of the Chemical Society, Transactions 55, 634-656

Liquid slip in micro-and nanofluidics: recent research and its possible implications 113 2007

A Author

Lab on a Chip 7 (3), 299-301

Long-distance learning 100 1998

U Author

InfoWorld 20 (36), 7676

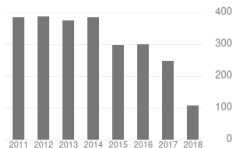
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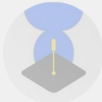


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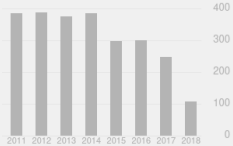
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Metals in Perspective Groundwater arsenic contamination and its health effects in the Ganga-Meghna-Brahmaputra plain A Author Journal of Environmental Monitoring 6 (6), 74N-83N	307	2004
Ethnologic dictionary of the Navaho language U Author Rarebookclub Com	177	2012
Energy conversion in microsystems: is there a role for micro/nanofluidics? A Author Lab on a Chip 7 (10), 1234-1237	155	2007
LXIII.—The periodic law of the chemical elements A Author Journal of the Chemical Society, Transactions 55, 634-656	123	1889
Liquid slip in micro-and nanofluidics: recent research and its possible implications A Author Lab on a Chip 7 (3), 299-301	113	2007
Long-distance learning U Author InfoWorld 20 (36), 7676	100	1998
Some related article I wrote U Author	99	1999

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2014	370
2015	280
2016	280
2017	220
2018	100

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2. automated
3. links to public content
4. ranking system
5. fast minimalist UI

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2. automated
3. links to (non-peer-reviewed) public content
4. intransparent ranking system
5. lack of options for refining results

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1. all publications are peer-reviewed
2. lots of sorting options
3. lots of refinement options
4. for CS researchers: includes ACM and IEEE databases!

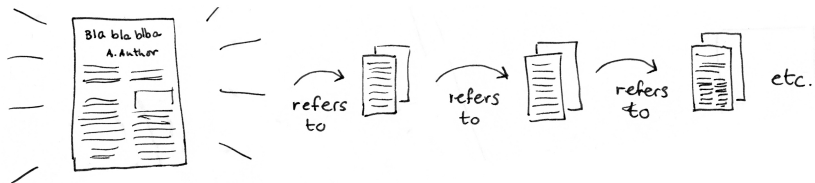
The bad

1. Does not have all field-specific databases
2. No one-click downloading
3. Only access via institute (not logged in = no search bar)

Search techniques: snowball method



Search techniques: snowball method



Search techniques: time travel



Search techniques: time travel



When searching is hard

1. fuzzy problem statement
2. when doing exploratory search
3. interdisciplinary research
4. ambiguous keywords
5. large research field

Search techniques: systematic search

1. Problem statement and search goal
2. Keyword table
3. Search log
4. Process results

Example: choosing keywords

Problem statement

To what extent do parents influence the mathematics achievement of their children?

- A) influence, parents, mathematics, achievement, children
- B) parents, mathematics, achievement, children
- C) influence, parents, mathematics, achievement
- D) parents, mathematics, achievement

Keyword table

Search terms

	Related terms	Narrower terms	Broader terms
Text (for in games)	Natural language	Content, narrative, story, dialogue, scenario, quest	
natural language generation	Authoring, text generation, Data-to-text		Procedural generation, content generation, Computed-aided game design, computer-assisted game design
Computer games	Simulations, video games, digital games, interactive	Serious games, training games, computer assisted learning	Games
Realism (from data)	Realistic, real-world, real-life		Dataset, event data, data mining, "open data"

Search query with AND and OR

Search terms

	Related terms	Narrower terms	Broader terms
Text (for in games)	Natural language	Content, narrative, story, dialogue, scenario, quest	
natural language generation	Authoring, text generation, Data-to-text		Procedural generation, content generation, Computed-aided game design, computer-assisted game design
Computer games	Simulations, video games, digital games, interactive	Serious games, training games, computer assisted learning	Games
Realism (from data)	Realistic, real-world, real-life		Dataset, event data, data mining, "open data"

Search query with AND and OR

Query in conjunctive normal form!

$$\bigwedge_{i=0}^n \left(\bigvee_{j=0}^m \text{keyword}_{i,j} \right)$$

Example:

"natural language generation"

AND

"computer games" OR "video games" OR "serious games"

AND

"open data" OR "event data"

Search log

Date	ID	Database	Search query	Number of hits	Remarks
14/6	1	Scopus	"natural language generation" AND "computer games"	2	Only 2 results. Maybe "computer games" is too narrow
14/6	2	Scopus	"natural language generation" AND "computer game" OR "digital games" OR "video game"	5	Still not many hits.
14/6	3	Scopus	"natural language generation" AND game	37	Some of the publications are about NLG for sports games.
14/6	4	Scopus	"natural language generation" OR "text generation" AND "computer game" OR "digital games" OR "video game"	7	Slightly better but still not enough hits. And my starting paper is not included in the results.
14/6	5	Scopus	generation AND "computer game" OR "digital games" OR "video game"	1352	Great! But this also includes procedural content generation for things other than text.
14/6	6	Scopus	generation AND "computer game" OR "digital games" OR "video game"		Problem: "generation" also leads to generation as a noun.

Example: too narrow

Date	ID	Database	Search query	Number of hits	Remarks
14/6	1	Scopus	"natural language generation" AND "computer games"	2	Only 2 results. Maybe "computer games" is too narrow
14/6	2	Scopus	"natural language generation" AND "computer game" OR "digital games" OR "video game"	5	Still not many hits.
14/6	3	Scopus	"natural language generation" AND game	37	Some of the publications are about NLG for sports games.
14/6	4	Scopus	"natural language generation" OR "text generation" AND "computer game" OR "digital games" OR "video game"	7	Slightly better but still not enough hits. And my starting paper is not included in the results.
14/6	5	Scopus	generation AND "computer game" OR "digital games" OR "video game"	1352	Great! But this also includes procedural content generation for things other than text.
14/6	6	Scopus	generation AND "computer game" OR "digital games" OR "video game"		Problem: "generation" also leads to generation as a noun.

Example: too broad

Date	ID	Database	Search query	Number of hits	Remarks
14/6	1	Scopus	"natural language generation" AND "computer games"	2	Only 2 results. Maybe "computer games" is too narrow
14/6	2	Scopus	"natural language generation" AND "computer game" OR "digital games" OR "video game"	5	Still not many hits.
14/6	3	Scopus	"natural language generation" AND game	37	Some of the publications are about NLG for sports games.
14/6	4	Scopus	"natural language generation" OR "text generation" AND "computer game" OR "digital games" OR "video game"	7	Slightly better but still not enough hits. And my starting paper is not included in the results.
14/6	5	Scopus	generation AND "computer game" OR "digital games" OR "video game"	1352	Great! But this also includes procedural content generation for things other than text.
14/6	6	Scopus	generation AND "computer game" OR "digital games" OR "video game"		Problem: "generation" also leads to generation as a noun.

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	Scott D.R.	The multilingual generation game: Authoring fluent texts in unfamiliar languages	1999
Too old	Scheutz M., Römmer B.	Autonomous avatars? From users to agents and back	2001
	Fujisawa M., Saito S., Okumura M.	Automatic commentary system based on multiple viewpoints with different amount of information	2004
	Wang C., Seneff S.	High-quality speech translation in the flight domain	2006
Template based authoring aids. Might be useful.	Strong C.R., Mehta M., Mishra K., Jones A., Ram A.	Emotionally driven natural language generation for personality rich characters in interactive games	2007
Curious to see how this works. Might show how interactive fiction has developed over the years. Too bad it's from 2007.	Szilas N., Barles J., Kavakli M.	An implementation of real-time 3D interactive drama	2007
Older paper that shows clear links with NLG community.	Strong C.R., Mateas M.	Talking with NPCs: Towards dynamic generation of discourse structures	2008
Useable for NPC dialogue. Sounds useful.	Strauss M., Kipp M.	ERIC: A generic rule-based framework for an affective embodied commentary agent	2008
Combination of templating and simple-NLG.	Caropreso M.F., Inkpen D., Khan S., Keshkar F.	Novice-friendly natural language generation template authoring environment	2009
About NLG for instruction giving. Part of GIVE challenge. Is 2009 too old?	Boer Rookhuisen R., Theune M.	Playful vs. serious instruction giving in a 3D game environment	2009
What's the difference between this paper and the other paper from Caropreso?	Caropreso M.F., Inkpen D., Khan S., Keshkar F.	Automatic generation of narrative content for digital games	2009
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	Kelly C., Copestake A., Karamanis N.	Investigating content selection for language generation using machine learning	2009
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	Benotti L., Bertola N.	From game tutorials to game partners using natural language generation techniques	2011
	Narayan K.S., Isbell C.L., Roberts D.L.	DEXTOR: Reduced effort authoring for template-based natural language generation	2011
Short version of another paper by Benotti.	Benotti L., Bertola N.	Content determination through planning for flexible game tutorials	2011
I hope this is based on a automatically extracted corpus.	Walker M.A., Grant R., Sawyer J., Lin G.J., Wardrip-Fruin N., Buell M.	Perceived or not perceived: Film character models for expressive NLG	2011

Recap

1. Don't use GoogleScholar unless you know exactly what you are looking for
2. Scopus is your friend
3. Search systematically with keywords and a searchlog



IF SOMETHING IS FORMATTED LIKE A
SERIOUS SCIENTIFIC PAPER, IT CAN TAKE
ME A WHILE TO REALIZE IT ISN'T ONE.

source: <https://xkcd.com/1847/>

References

1. ACL Policies for Submission, Review and Citation,
https://aclweb.org/adminwiki/index.php?title=ACL_Policies_for_Submission,_Review_and_Citation
2. <http://ideophone.org/some-things-you-need-to-know-about-google-scholar/>,
"Some things you need to know about Google Scholar"
3. Some of these slides were inspired by the course 'Scientific literature' from TGS/UTwente. Some examples by Petri de Willigen and Hanneke Becht.