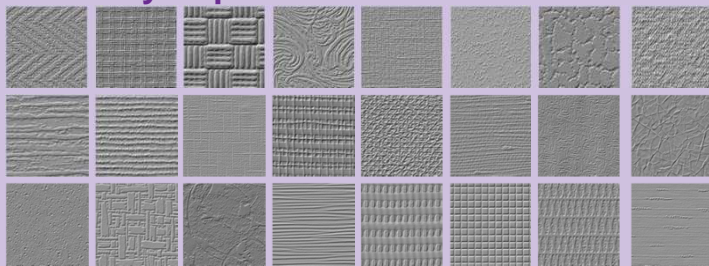


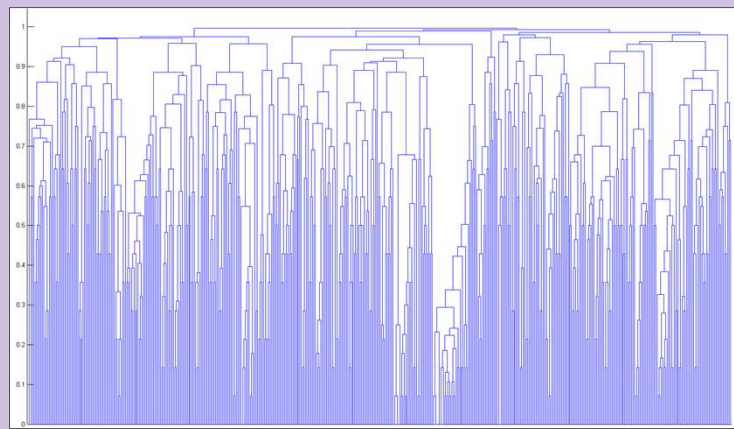
## Abstract

Browsing Environments offer an alternative to search-by-query and can address difficulties with finding/creating good quality query images and the problem of repetitive queries becoming trapped among a small number of undesirable images. We propose three novel browsing environments and test their efficiency and accuracy.

## Efficiency Experiment Stimuli



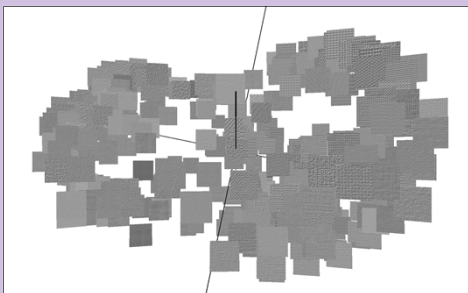
Each stimuli is a randomly selected texture from each of 24 clusters derived from a horizontal cut across the dendrogram.



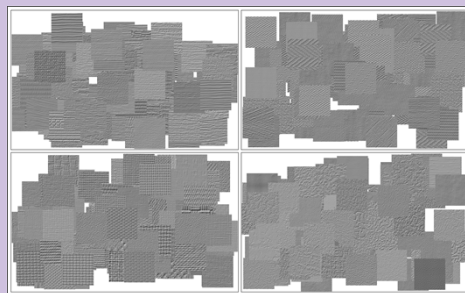
## Dendrogram

The leaves of the dendrogram represent individual textures which merge with others to form clusters, finally ending with a single root node representing the whole data set. The lower the merge height, the higher agreement amongst observers that the respective textures should be grouped together.

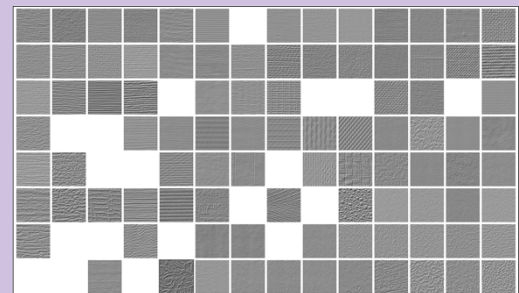
## Browsing Environments



3D MDS

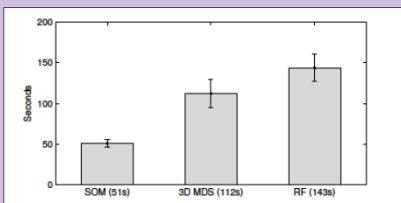


Rapid-Fire Image Preview

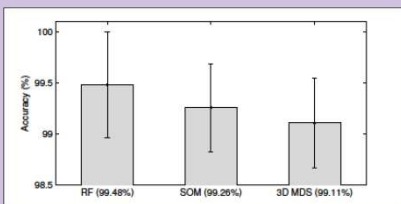


SOM Grid

## Efficiency & Accuracy Results

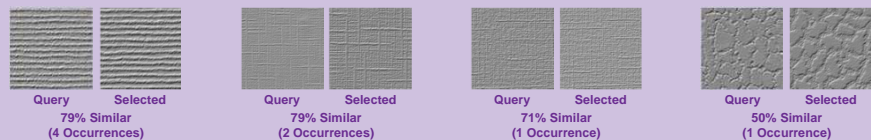


Mean Task Time



Accuracy

## Non-Exact Selections Were Highly Similar



Only 8 of the 288 trials resulted in a non-exact selection being made. Analysis shows that these selections had a high similarity value to the query.

## Conclusions

- SOM was more efficient than the other environments but the others could not be ranked with statistical confidence
- Votes by observers of preferred environment correlated exactly with mean task time ranking
- There was no statistical significance in the differences in accuracy between environments

## Further Work

- Is aggregation of dataset possible using browsing environments?
- How does organisation of data affect task efficiency
- Can crowd sourcing be used to bootstrap logical data organisation?