



TextPool: Visualizing Live Text Streams

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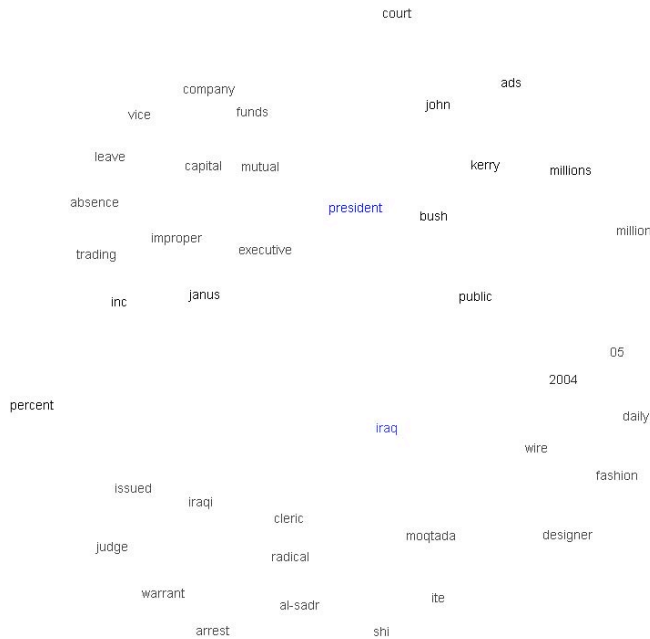


Figure 1: A *TextPool* visualization of six hours of content in several news feeds on Monday, April 5, 2004. Here the user has focused on stories related to the terms “president” and “iraq”. This focused display is derived from 137 stories as represented by 1,662 terms. Note the discussion of improper trading, an Iraqi cleric, and fashion.

ABSTRACT

In today's fast-paced world it is becoming increasingly difficult to stay abreast of the public discourse. With the advent of hundreds of closed-captioned cable channels and internet-based channels such as news feeds, blogs, or email, knowing the “buzz” is a particular challenge. *TextPool* addresses this problem by quickly summarizing recent content in live text streams. The summarization is a dynamically changing textual collage that clusters related terms. We tested *TextPool* with the content of several RSS newswire feeds, which are updated roughly every five minutes. *TextPool* was able to handle this bandwidth well, and produced useful summarizations of feed content.

CR Categories: I.3.8 [Computing Methodologies]: Computer Graphics – Applications; I.7.0 [Computing Methodologies]: Document and Text Processing – General

Keywords: information visualization, data streams, text layout, information retrieval, newswires.

1 VISUALIZING LIVE TEXT STREAMS

TextPool is a tool for visualizing and maintaining an up-to-the-minute understanding of live streams of text such as newswires and closed-captioned television. Previous work has focused on providing a topic space for daily news content [3], overview visualizations of static [5,8] or dynamic [9] corpora, or created maps of thematic change in a corpus [1,2]. *TextPool* is a “buzz” visualizer, providing continuous access to the prominent subjects of discourse within one or more streams. *TextPool* buffers and processes text streams in real time using information retrieval (IR) techniques, extracts the most significant terms from the buffered streams, and displays related terms in proximity to one another in a text collage (Figure 1) that is adjusted dynamically in response to user interaction and changes in stream content.

2 READING LIVE TEXT STREAMS

Our goal was to build a tool for visualizing text streams, including news feeds, closed captioning, email, and blogs. We chose news stories as our test dataset, because they are published frequently and represent an aggregate from a broad range of sources, such as wire services, newspapers, or local affiliates. We monitor and log news stories published as Really Simple Syndication (RSS) feeds [4] by Yahoo! News in a database that acts as a buffer of recent content independent of the text visualizer. The visualization client then retrieves the latest feed data from the buffer.

We represent the news stories by creating content vectors from their titles and the 10-30 word descriptions associated with them as part of the RSS feed. Previously Shamma et. al. observed that these descriptions are adequate representations of the content of each RSS story [7], eliminating the need to find content vectors using inverse document frequency [6].

As a measure of salience across multiple stories and streams, we create a co-occurrence matrix. We rely on the fact that words that are used together likely have meaning together, and that if terms co-occur in several stories, then they are also more representative of the current discourse.

3 DYNAMIC VISUALIZATION

TextPool is designed to convey the relatedness of terms by their proximity to one another in the display. To accomplish this, we present a graph in which nodes represent salient terms from the stream, and are connected to their co-occurring terms by connections whose lengths are scaled by the inverse of their co-occurrence, so that terms that are closely related and co-occur often are close to one another in the graph. By simulating the term nodes as masses, and their interconnections as damped springs, we can lay out the display in real-time with the added advantage of enabling the user to see how the display rearranges over time (Figure 2).

4 SUPPORTED INTERACTIONS

Controlling temporal context. Users can control the temporal context of the information displayed using a temporal window that indicates how much of the recent stream should be visualized. As the stream moves through the window, old news items that have moved beyond the window are removed from the graph, and

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