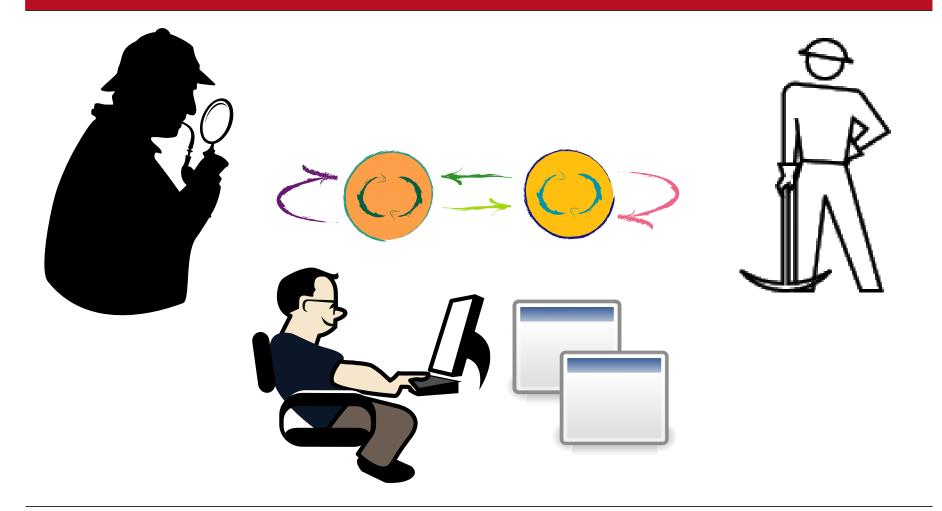
Discovery of Interaction Patterns with Graphical User Interface Usage Mining



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The thesis in two parts



Is is possible to observe users in their day-to-day work on the Desktop and can this give new insights about their GUI usage behavior?

- Graphical Software Mining
 - Observation and capturing of interactions between
 - users



• application softwares



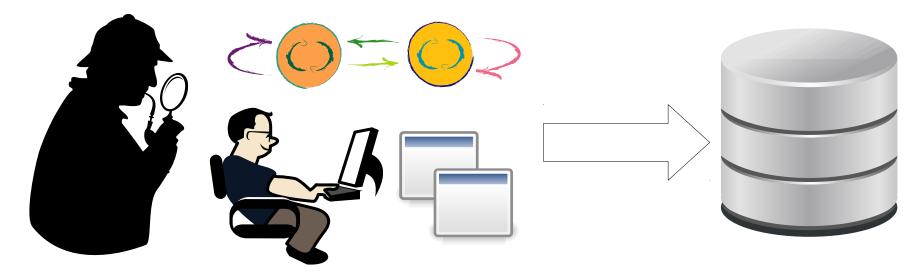
- GUI Usage Mining
 - Discovery of frequent interaction sequences: Interaction patterns
 - Sequential Pattern Mining
 - Graph Mining
 - Process Mining
 - N-Gram Based Mining



Graphical Software Mining



... is the process of mining software exclusively on a graphical level.



Problem Definition

Given a GUI environment, observe the **user** who works with some **application softwares**. While the user triggers actions, the application softwares react to them. Hence, record both side and collect the insights in a database called **interaction log**.

Graphical Software Mining made possible by Accessibility technology

- blind or visually impaired people
 - screen reader
 - Microsoft Active Accessibility (MSAA) [7]
 - Microsoft UI Automation (UIA) [8]

pixel based \rightarrow

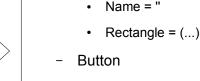
rendered to a pixel buffer → throw information away

Button

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crawl

set of GUI elements with properties

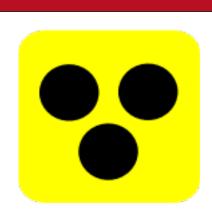


Window

Crawl

•

- Name = 'Button'
- Rectangle = (...)
- Parent = Window





Interaction Initiation



- Keyboard input device
 - no keylogger
 - only shortcuts
 - only down events

- Mouse input device
 - combination of
 - mouse entity
 - click style

 $\{$ reft, middle, right, xbutton $\} \times \{$ click, doubleclick $\}$





Program Identification

- PID
 - volatile \rightarrow persistent
- executable file
 - program hash

Program Hash

A program hash is calculated by hashing the bytes of the executable file of an application software. The used hash function is Secure Hash Algorithm (SHA) with 512 Bits.

$$f_{ph}: (b_i)_{i=1}^n \rightarrow SHA - 512, b_i \in Bytes$$



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User Identification

The user ID is a hash of the following string concatenations:

- The CPU's
 - unique ID, or if not available
 - processor ID, or if not available
 - name, or if not available
 - manufacturer.
- The BIOS'
 - identification code,
 - serial number and
 - manufacturer.
- The Mainboard's
 - model,
 - name,
 - serial number and
 - manufacturer.

- The disk dive's
 - model,
 - signature,
 - total heads and
 - manufacturer.
- The video controller's
 - driver version and
 - name.
- The network adapter's
 - mac address.
- The personal computer's
 - machine name.



- Machine name
 - for debug
 - analysis in context

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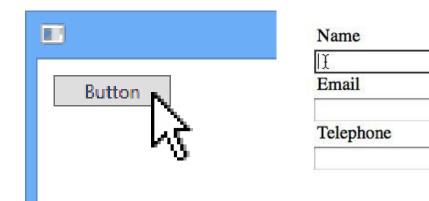


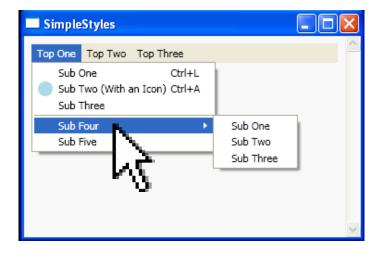
GUI Element of Interest



Element of Interest

The element of interest (EOI) is a GUI element the user interacts with in a certain moment. For instance, an EOI is a clicked button, a text field the user enters text or a hovered menu item.





GUI Element of Interest (1) Keyboard



HasKeyboardFocus Property [6]
 true whenever the element has the keyboard focus
 Telephone false

$\exists_{=1} e \in Crawl$ HasKeyboardFocus $(e) \equiv true \Leftrightarrow e \in ElementOfInterest$

GUI Element of Interest (2) Mouse

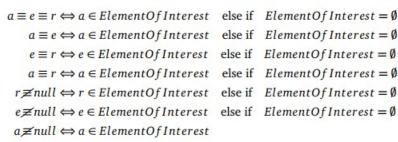
- two methods to determine the EOI with a library call
 - (2.1) AccessibleObjectFromPoint [4]
 - (2.2) *ElementFromPoint* [5]
- third auxiliary method (2.3) RankedFromPoint
 - compensates errors of (2.1) and (2.2)
 - Same := n 1 th Crawl $\cap n 2$ th Crawl *n*-2th *n*-1th *n*th Added := n - 1 th Crawl n - 2 th Crawl Candidates := Same \cup Added *PossiblyClickedElements* := $\{e | e \in Candidates \land intersection(rectangle(e), cursor)\}$
 - four criteria rank

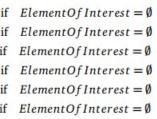
(a) rectangle area \rightarrow more smaller, more likely EOI

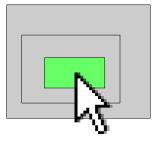
(b) level \rightarrow newer element, higher its level, more likely EOI

(c) menu item control type \rightarrow menu items always on top

(d) foreground window belonging \rightarrow distinguish elements from different windows















GUI Element Identification



Button 1

- Between Runtime
 - properties
 - Name (string)
 - LegacylAccessibleDescription (string)
 - AccessKey (string)
 - LegacyIAccessibleChildId (int)
 - AutomationId (string)
 - ClassName (string)
 - ControlType (int)
 - LocalizedControlType (string)
 - LegacylAccessibleRole (int)
 - HelpText (string)
 - tree structure (parent)
 - child index

- During Runtime
 - Runtime ID
 - if not available \rightarrow generate
 - detect dynamic properties
 - cache hit → compared on identification property level
 - different \rightarrow changed during runtime

Runtime ID: 5 Name = 'VLC' = Runtime ID: 5
≠ Name = 'VLC - Song01'

Name property is dynamic

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GUI Asynchrony

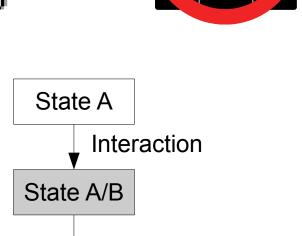
- mouse event forwarding
 - **GUI** element
 - disappear after being clicked ٠
 - · other elements overlap
 - intercept mouse event \rightarrow determine the EOI \rightarrow forward mouse event
- application software waiting ٠
 - accomplished state change
 - process \rightarrow wait for input idle ٠
 - interaction state of a window (responding, wait for input)
 - hour glass cursor •
- clean crawling •
 - meantime another state change
 - detected with simultaneous
 - · crawling state
 - listening for new events ٠
 - new event appears while crawling is not finished \rightarrow invalid crawl



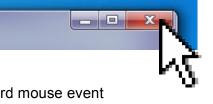


Crawl





State B



E

Privacy Issues

- censors keyboard events to password input fields
 - IsPassword property [6]
 - $\exists e \in Crawl \text{ isPassword}(e) \land hasKeyboardFocus(e) \Rightarrow censor(keyboardEvent)$
- privacy data expressed in GUI elements
 - example \rightarrow email subject

ነ \star 🖉	Betreff	00	Von	ú	Datum
습	eBay-Passwort zurücksetzen		eBay		27.06.2014 17:00
	Bestätigung, dass Ihr eBay-Pa		eBay		27.06.2014 17:01
	Allgemeine Geschäftsbeding		Anmeldung@ebay.de		27.06.2014 20:40
	Herzlich willkommen bei eBay!		eBay		27.06.2014 20:40
	Ihr Angebot Panasonic DVD		eBay		27.06.2014 21:08
	Willkommen bei eBay: Hier is		eBay	6	29.06.2014 18:02
	Neue Artikel, die zu Ihrer Suc		eBay		04.07.2014 13:33
	Herzlichen Glückwunsch, Ihr		eBay		04.07.2014 21:08
	Ich werde die Bezahlung in H		eBay		05.07.2014 21:34

 Name = 'Bestätigung, dass Ihr eBay-Passwort geändert wurde'

Name = 'eBay-Passwort zurücksetzen'

Crawl

Dataltem

Dataltem

•





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Result **Interaction Log**

				-						Crawl		
ID	Timestamp	User	Program		Event						ValidCrawl	
				Туре	Arg1	Arg2	Arg3	Arg4	Arg5			
37701	16/10/2014 22:24:41	Part.8	Outlook.exe	KeyboardEvent	RETURN	True	False	False	53763	96CB	True	
37702	16/10/2014 22:27:52	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	24686	0D5E	True	
37703	16/10/2014 22:30:57	Part.8	Outlook.exe	KeyboardEvent	VK_V	True	False	False	53769	0D5E	True	
37704	16/10/2014 22:34:04	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	24687	0D5E	True	
37705	16/10/2014 22:37:17	Part.8	Outlook.exe	MouseEvent Left Click null 146181 53763		50BC	True					
37706	16/10/2014 22:40:46	Part.8	Outlook.exe	MouseEvent	Left	Click	null	196835	196681	8E91	True	
37707	16/10/2014 22:41:07	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	25106	0000	True	
37708	16/10/2014 22:41:27	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	0000	True	
37709	16/10/2014 22:42:03	Part.8	Outlook.exe	MouseEvent	Left	Click	null	53826	null	0000	True	
37710	16/10/2014 22:42:24	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	0000	True	
37711	16/10/2014 22:42:45	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	0000	True	
37712	16/10/2014 22:43:06	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	0000	True	
37713	16/10/2014 22:43:42	Part.8	Outlook.exe	MouseEvent	Left	Click	null	146181	null	0000	True	
37714	16/10/2014 22:44:03	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	0000	True	
37715	16/10/2014 22:52:11	Part.8	Outlook.exe	MouseEvent	Left	Click	null	24659	null	4E18	True	
37716	16/10/2014 22:58:39	Part.8	Outlook.exe	MouseEvent	Left	Click	null	196838	24978	4E18	True	
37717	16/10/2014 23:03:49	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	24670	3FF1	True	
37718	16/10/2014 23:09:11	Part.8	Outlook.exe	MouseEvent	Left	Click	null	196838	24953	3FF1	True	
37719	16/10/2014 23:14:17	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	24670	3FF1	False	
37720	16/10/2014 23:19:37	Part.8	Outlook.exe	MouseEvent	Left	Click	null	24670	24670	3FF1	True	
37721	16/10/2014 23:19:58	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	24670	0000	False	
37722	16/10/2014 23:20:34	Part.8	Outlook.exe	MouseEvent	Left	Click	null	24670	null	0000	True	
37723	16/10/2014 23:25:47	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	3FF1	False	
37724	16/10/2014 23:26:24	Part.8	Outlook.exe	MouseEvent	Left	DoubleClick	null	24670	24670	0000	True	
37725	16/10/2014 23:31:29	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	3FF1	False	
37726	16/10/2014 23:36:50	Part.8	Outlook.exe	MouseEvent	Left	Click	null	24670	24670	3FF1	False	
37727	16/10/2014 23:42:09	Part.8	Outlook.exe	MouseEvent	Left	Click	null	24670	24670	3FF1	True	
37728	16/10/2014 23:42:16	Part.8	TKTracker.exe	MouseEvent	Left	Click	null	null	null	0000	True	
37729	16/10/2014 23:42:37	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	53761	0000	False	
37730	16/10/2014 23:43:13	Part.8	Outlook.exe	MouseEvent	Left	DoubleClick	null	57039	null	0000	True	
37731	16/10/2014 23:49:49	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	OFBA	True	
37732	16/10/2014 23:50:25	Part.8	Outlook.exe	MouseEvent	Left	Click	null	24659	53846	0000	False	
37733	16/10/2014 23:50:46	Part.8	Outlook.exe	KeyboardEvent	VK_C	True	False	False	null	0000	True	
37734	16/10/2014 23:51:07	Part.8	Outlook.exe	KeyboardEvent	VK_V	True	False	False	null	0000	True	
37735	16/10/2014 23:57:24	Part.8	Outlook.exe	MouseEvent	Left	Click	null	null	null	48B8	True	





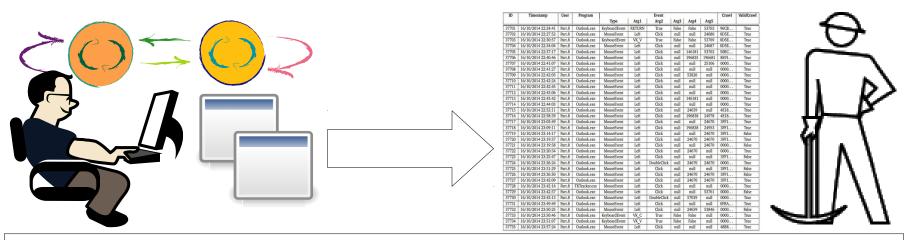


- 9 study participants
 - 12 participant-PC pairs
- 70 days
- 17759 interactions
- 160 application softwares
 - 105 distinct \rightarrow version
- 247 user-program relationships
- 230963 distinct GUI elements
 - 4620 interacted with
 - 161 keyboard
 - 4459 mouse
- 4863 crawls

GUI Usage Mining



... is the automatic **discovery** of usage information from GUI interaction logs. Desktop Functionality Usage Mining focuses on the functional aspect of the desktop (e.g. GUI workflows, patterns and commands). In particular, both CLI and **GUI** give access to functionality.



Problem Definition

Given a stream of *interactions*, made by one user with one application software, determine frequently interesting reappearing sequences which are the product of intentional actions (*patterns*).

Pattern



Pattern

A (graphical user interface interaction) pattern is a sequence of interactions that reoccur among users to express an intentional action. Patterns are caused by the GUI design of an application software: Users are forced to perform certain sequences of interactions which represent tasks.

Na Na Na Na Na Na Na Na Na Na Na Na Na N	neuem <u>T</u> ab öffnen neuem Fenster <u>ö</u> ffnen achrichten <u>s</u> uchen euer Unterordner mprimieren diner als gelesen markieren pierkorb leeren voriten-Ordner genschaften	Papierkorb	In neuem <u>T</u> ab öffnen In neuem Fenster <u>ö</u> ffnen Nachrichten <u>s</u> uchen <u>N</u> euer Unterordner <u>K</u> omprimieren Or <u>d</u> ner als gelesen markieren <u>P</u> apierkorb leeren <u>F</u> avoriten-Ordner <u>E</u> igenschaften	Bestatigen Vicit mehr danach fragen Vicit mehr danach fragen Vicit mehr danach fragen Vicit mehr danach fragen Vicit mehr danach fragen
1. Right click on the trash		2. Left clic	k on the menu	3. Left click on the button "yes" to confirm the action
icon to open a context menu		item "emp	ty trash"	

Reference Patterns



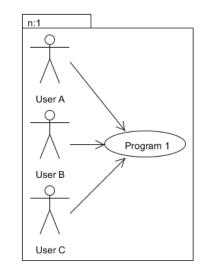
... are patterns which are annotated by experts.

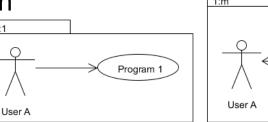
ld	Time Stamp	Event	EOI	GEOI	Crawl	User	Program	show data table (1)
31512	22.09	Mouse Left Click	Pane-137477 grid window					interactions
31513	22.09	Mouse Left Click	Pane-137475 panel		• r	epi	roduce made	Interactions
31514	22.09	Mouse Left Click	Edit-137444					
31515	22.09	Mou <mark>se Left</mark> Click	Button-137494 Schließen Schließt das Fens	Button-137494 S	• 1/	vh	v norformod o	given sequences of interactions?
31516	22.09	Mouse Left Click	Tree-51199	Tree-51199	• •	viiy	, henonnen f	given sequences of interactions:
31517	22.09	Mouse Left Click	Pane-137380 grid window					
31518	22.09	Mouse Left DoubleClick	Pane-137524 stcwindow		• 0	iive	e a name	
31519	22.09	Keyboard Control + C	Pane-137524 stcwindow		3			
31520	22.09	Mouse Left Click	Pane-137380 grid window		81B72	. AL	pgadmin3.exe pgAdmin III	
31521	22.09.	Mouse Right Click	Pane-137380 grid window		7729F	AL	pgadmin3.exe pgAdmin III	
31522	22.09	Mouse Left Click	Menultem-51351 Daten anzeigen	Menultem-51351	769AF.	. AL	pgadmin3.exe pgAdmin III	
31523	22.09.	Mouse Left Click	Menultem-51359 Die obersten (100) Zeilen	Menultem-51359	9DE0	AL	pgadmin3.exe pgAdmin III	(31521, 31522, 31523) [length=3]
31524	22.09	Mouse Left Click	Window-137538 Daten editieren - Kraken	Window-137538	9DE0	AL	pgadmin3.exe pgAdmin III	
31525	22.09	Mouse Left Click	Button-137554 Schließen Schließt das Fens	Button-137554 S	81B72	. AL	pgadmin3.exe pgAdmin III	
31526	22.09	Mouse Left Click	TitleBar-51202 Zeigt den Fenstemamen an		81B72	. AL	pgadmin3.exe pgAdmin III	
31527	22.09	Mouse Left Click	Treeltem-124331 device_registration devic	Tree-51199	7729F	AL	pqadmin3.exe pqAdmin III	
31528	22.09	Mouse Right Click	Treeltem-124331 device_regis Name	SHOW DATA T	ABLE			
31529	22.09	Mouse Left Click	Pane-137617 grid window Contex	t pgAdmin II	II - Postg	reSQ	L Tools 1.18.1	
31 <u>5</u> 30	22.09	Mouse Left Click	Pane-137615 panel Problem	n The user w	vants to l	look a	at rows of a data table.	
31531	22.09	Mouse Left Click			-			Click MenuItem-51351 Daten anzeigen, Mouse Left Click
31532	22.09	Mouse Left Click	10				en (100) Zeilen zeigen	
31533	22.09	Mouse Right Click					eltem-*, Mouse Left C en (100) Zeilen zeigen	lick MenuItem-51351 Daten anzeigen, Mouse Left Click
31534	22.09	Mouse Left Click	Menultem-51351 Daten anzeig	wienuntein-51	SOU DIE	obere	(100) Zelleli zelgeli	
31535	22 09	Mouse Left Click	List-51220					

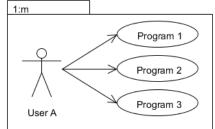
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Preprocessing 1:1 relationship

- One user interacts with one application software (1:1)
 - simplest and most suitable for discovering patterns
 - focus → one specific user working with one specific application software
 - patterns → *depend* on user & *how* application softwares used
 - every user evaluates his own discovered patterns





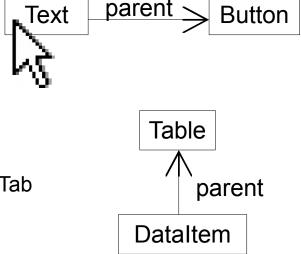




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Preprocessing Generalized EOI

- EOI too specific \rightarrow generalize
 - (1) generalization not necessary
 - Menultem, Button, Tab, Tree, Table, Document, ToolBar, Group, Window, Edit
 - (2) generalization can bring a benefit
 - Custom, Separator, Text, Image, Hyperlink
 - more suitable element in the ancestors
 - Menultem, Button, Tab, Tree, Table
 - (3) items contained in specific containers
 - Treeltem \rightarrow Tree, DataItem \rightarrow Table, TabItem \rightarrow Tab





Specialization parent Generalization

Preprocessing Classification



- control type of the generalized EOI \rightarrow classification
- Structural (S) \rightarrow layout, don't visualize information nor call functions
 - Menu, Window, Group, Pane, TitleBar, List, DataGrid, Header, MenuBar, Tab, Table, ToolBar, Tree
- Semi-Structural-Informative (SI) → structure, but no container
 - Separator
- Informative (I) \rightarrow visualize information, not alterable
 - Tabltee, Treeltem, Dataltem, ListItem, Text, Hyperlink, Image, HeaderItem, ProgressBar, StatusBar, Thumb, ToolTip
- Semi-Informative-Functional (IF) \rightarrow visualize information, manipulate information, alterable
 - Slider, Spinner, RadioButton, CheckBox, Calendar, Edit, Document, ScrollBar, ComboBox
- Functional (F) \rightarrow invoke a function (or subroutine), visualize no information nor structure elements
 - Button, Menultem (leafs)
 - special case \rightarrow keyboard shortcut

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Preprocessing Transaction Identification



 \rightarrow meaningful clusters found in the log data. For creating a sequence database – a set of sequences.

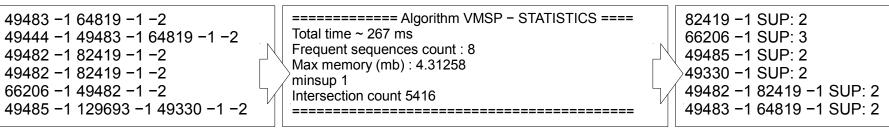
- (TI1) Functional Interaction split
 - indicate the end of a task resp. pattern
- (TI2) Reference length
 - either a navigation or a content \rightarrow less time on navigation, more time on content
 - cut-off time \rightarrow guess of the percentage of navigation
- (TI3) Maximal forward reference
 - backward reference \rightarrow occurred earlier in history
 - two clues \rightarrow crawl or the generalized EOI
- (TI4) Time window
 - in specified time interval

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Sequential Pattern Mining (S1)

- interactions occur in sequence → suitable for the problem
- sequential patterns
 - frequent sequential patterns → minimal frequency above a specified threshold minsup
 - **closed** sequential patterns \rightarrow not included in another pattern having the same support
 - **maximal** sequential patterns \rightarrow closed pattern not included in another closed pattern
- maximality eliminates very similar patterns
- sequence database \rightarrow item is generalized EOI ID
- Vertical mining of Maximal Sequential Patterns (VMSP) [1]

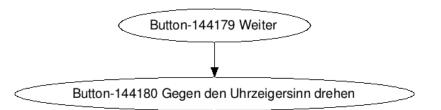


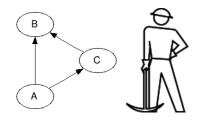




Graph Mining (S2)

- discover frequent subgraphs
 - allow modeling branches and loops
- transformation to create a graph database
 - element graph
 - vertices → generalized EOI IDs
 - edge \rightarrow consecutive interaction
- graph-based Substructure pattern mining (gSpan) [2]



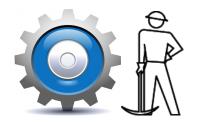




Process Mining (S3)



- · extracts process models from a given event log
 - spaghetti-like process models \rightarrow abstractions
 - abstractions of processes \rightarrow patterns



- repeats: "similar regions (sequence of activities) common within a trace and/or across a set of traces in an event log signifies some set of common functionality accessed by the process" [3]
 - repeat alphabet \rightarrow set of activities occurring in the repeat
 - abstraction \rightarrow maximal elements of partial ordering of repeat alphabets
- interaction $\log \rightarrow \text{event log}$



N-Gram Based Mining (S4)



- problems
 - transaction identification difficult
 - short sequences which reappear in a slightly different way
 - adjustable $n \rightarrow$ uncertainty of the pattern length
- n-gram → sequence with n contiguous items from a given sequen
- skip-grams \rightarrow k items can be skipped in between
- functional skip-grams \rightarrow at least one functional interaction
 - Equality
 - functional \rightarrow compared by ID of the (generalized) EOI
 - non-functional \rightarrow compared by classification
 - classification equal \rightarrow compared by control type



U	
413 (S) Mit der Maus Rechts Klick Tabell	e-2637 418 (F) Mit der Maus Links Klick Menültem-4249 Löschen
465 (S) Mit der Maus Rechts Klick Tabell	e-2637 466 (F) Mit der Maus Links Klick Menültem-4249 Löschen
471 (S) Mit der Maus Rechts Klick Tabell	e-2637 472 (F) Mit der Maus Links Klick Menültem-4249 Löschen
478 (S) Mit der Maus Rechts Klick Tabell	e-2637 479 (F) Mit der Maus Links Klick Menültem-4249 Löschen
480 (S) Mit der Maus Rechts Klick Tabell	e-2637 481 (F) Mit der Maus Links Klick Menültem-4249 Löschen
489 (S) Mit der Maus Rechts Klick Tabell	le-2637 490 (F) Mit der Maus Links Klick Menültem-4249 Löschen
5866 (S) Mit der Maus Rechts Klick Tabe	elle-2637 5879 (F) Mit der Maus Links Klick Menültem-4249 Löschen
5919 (S) Mit der Maus Rechts Klick Tabe	elle-2637 5921 (F) Mit der Maus Links Klick Menültem-4249 Löschen
6098 (S) Mit der Maus Rechts Klick Tabe	elle-2637 6102 (F) Mit der Maus Links Klick Menültem-4249 Löschen
8054 (S) Mit der Maus Rechts Klick Tabe	elle-2637 8057 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9044 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9045 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9050 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9051 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9431 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9432 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9436 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9437 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9494 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9495 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9679 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9680 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9706 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9707 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9856 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9857 (F) Mit der Maus Links Klick Menültem-4249 Löschen
9892 (S) Mit der Maus Rechts Klick Tabe	elle-2637 9893 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10049 (S) Mit der Maus Rechts Klick Tab	elle-2637 10050 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10088 (S) Mit der Maus Rechts Klick Tab	pelle-2637 10089 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10430 (S) Mit der Maus Rechts Klick Tab	pelle-2637 10431 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10432 (S) Mit der Maus Rechts Klick Tab	pelle-2637 10433 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10456 (S) Mit der Maus Rechts Klick Tab	pelle-2637 10457 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10632 (S) Mit der Maus Rechts Klick Tab	pelle-2637 10634 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10648 (S) Mit der Maus Rechts Klick Tab	pelle-2637 10649 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10656 (S) Mit der Maus Links Klick Tabel	lle-2637 10658 (F) Mit der Maus Links Klick Menültem-4249 Löschen
10670 (S) Mit der Maus Rechts Klick Tab	elle-2637 10671 (F) Mit der Maus Links Klick Menültem-4249 Löschen
11317 (S) Mit der Maus Rechts Klick Tab	pelle-2637 11321 (F) Mit der Maus Links Klick Menültem-4249 Löschen
11423 (S) Mit der Maus Rechts Klick Tab	pelle-2637 11442 (F) Mit der Maus Links Klick Menültem-4249 Löschen

Evaluation Setup

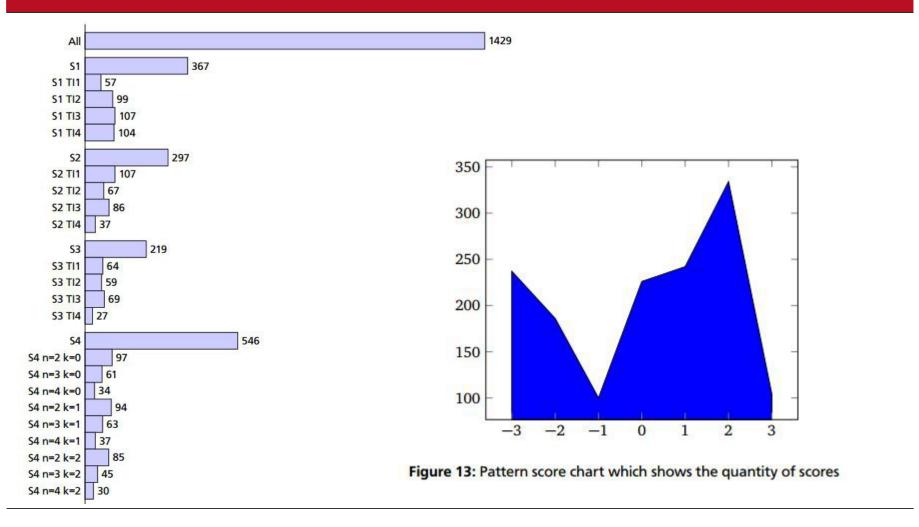


- 25 promising user-program pairs \rightarrow most distinct functional interactions
- pattern score \in { -3, -2, -1, 0, 1, 2, 3 }
 - "This recurring interaction pattern describes a task accomplishment"
 - -3 → "doesn't apply", 3 → "applies"
- optional name/description → "How would you name the task accomplishment? Why did you perform these interactions?"
- special selection policy: clueless \rightarrow score 0

Dieses immer wiederkehrende Interaktionsmuster beschreibt eine Aufgabenbewältigung?	Trifft nicht zu 🤉 🔿	С С С С Trifft zu
Wie würdest du die Aufgabenbewältigung nennen? Warum hast du diese Interaktionen ausgeführt?		
interactionen ausgelunit:	Speichern	Speichern und Nächstes

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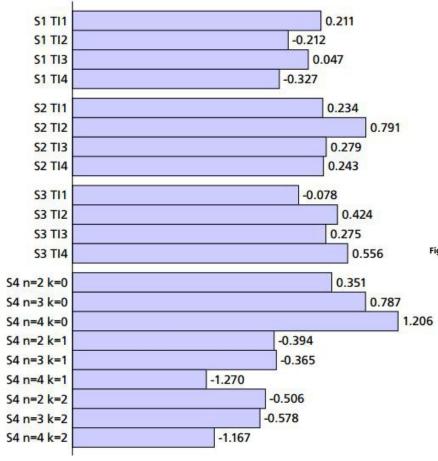
Evaluation Result Pattern Quantity



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Evaluation Result Pattern Score





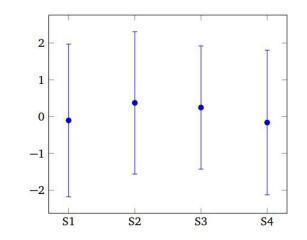
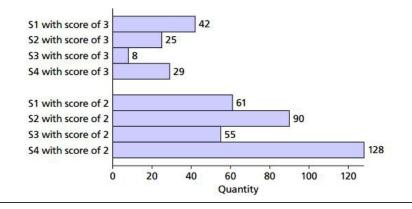
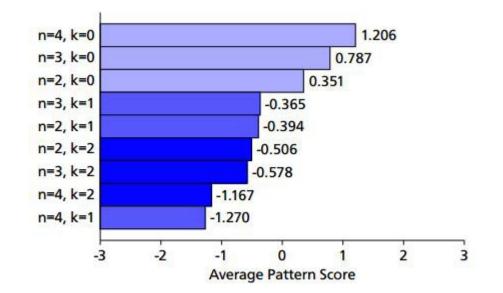


Figure 18: Comparison of the four strategies with an error chart ignoring the transaction identification approaches and n/k values



Evaluation Result k-skip-n-gram analysis







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Conclusion



- Patterns good abstraction
 - too complex \rightarrow sequential & time ordered
 - simpler associations
- reference patterns good starting point
 - only 11 reference patterns of 3 annotators
- 1:1 relationship
 - n:1 relationships more interesting
- generalized EOI
 - matching errors → alienate generalized interaction log

- transaction identification
 - discovering meaningful segments is actually the same as discovering patterns
 - transactions malformed → discovery algorithm fails
- too few data points are used in the evaluation
 - no significance could be argued
 - no strategy returned only acceptable patterns

•	bottom line					
	-	patterns exists & 104 very acceptable could be discovered				
	-	best strategy unclear \rightarrow insufficient data points				
	_	however first steps made				

Thank you ...



... for paying attention



Questions?

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