SeeDB: Archaeologist Role

Alice Yeh

Influenced By: Multi-Armed Bandit (MAB) Strategy [VM05]

- Multi-armed bandit problem (k-armed slot machine)
 - Maximizing gain via selections over time steps w/ increased knowledge about choices over allocations
- POKER strategy
 - Pricing uncertainty: assign price to knowledge gained by pulling a particular arm
 - Exploit lever distribution: can estimate properties of unexplored arms by looking at ones already observed
 - Take into account the horizon: num rounds remaining will influence exploration
- SeeDB → multi-armed bandit pruning
 - Goal: find the visualizations (arms) with the highest utility (reward) → adapted Successive Accepts and Rejects algorithm

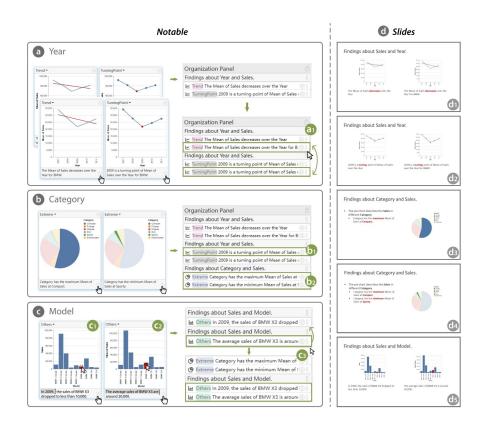


Influenced: Data Storytelling in Notebooks [LYZ+23]

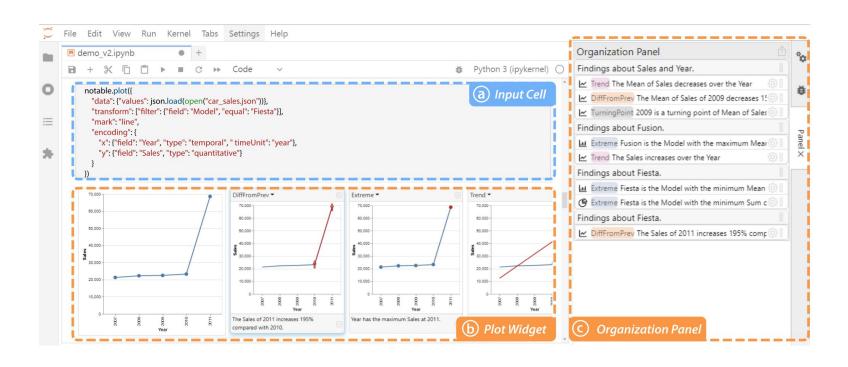
 SeeDB → data fact recommendations

Notable

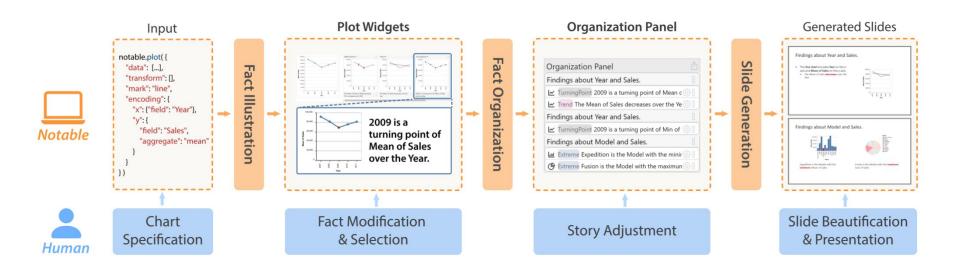
- On-the-fly data storytelling assistance in notebooks
- Data fact recommendation algorithms to infer facts that users might be interested in



Influenced: Data Storytelling in Notebooks [LYZ+23]



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Sources

https://cs.nyu.edu/~mohri/pub/bandit.pdf

https://en.wikipedia.org/wiki/Multi-armed bandit

https://arxiv.org/pdf/2303.04059.pdf