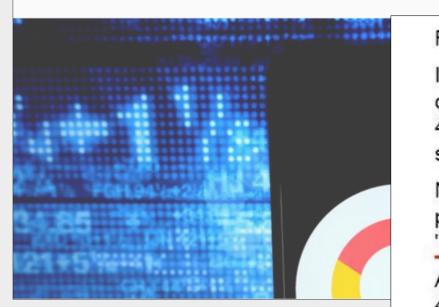
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City of Disguise: A Query Obfuscation Game on the ClueWeb

Search Engines—A Thread to Your Privacy?

Google is giving data to police based on search keywords, court docs show



From New York Times, August 9, 2006

In August 2006, Buried in a list of 20 million Web search queries collected by AOL and recently released on the Internet is user No. 4417749. The number was assigned by the company to protect the searcher's anonymity, but it was not much of a shield.

No. 4417749 conducted hundreds of searches over a three-month period on topics ranging from "numb fingers" to "60 single men" to 'dog that urinates on everything And search by search, click by click, the identity of AOL user No.

4417749 became easier to discern. There are gueries for "landscapers in Lilburn", and several people with the last name

It did not take much investigating to follow that data trail to Thelma Arnold, a 62-year-old widow who lives in Lilburn, GA

Automatic Query Obfuscation

There are two approaches for automatic query obfuscation.

Semantic Query Obfuscation

Replace terms in the sensitive query with terms representing more general concepts (E.g., with WordNet).

Statistical Query Obfuscation

Use a private private search engine to identify non-revealing queries that retrieve similar results to the sensitive query.

[Arampatzis et al., IRJ'15]

Can Humans Obfuscate Queries?





Overview of the Game

City of Disguise is a retrieval game that tests how well searchers can reformulate some sensitive query in a 'Taboo'-style setup but still retrieve relevant results.

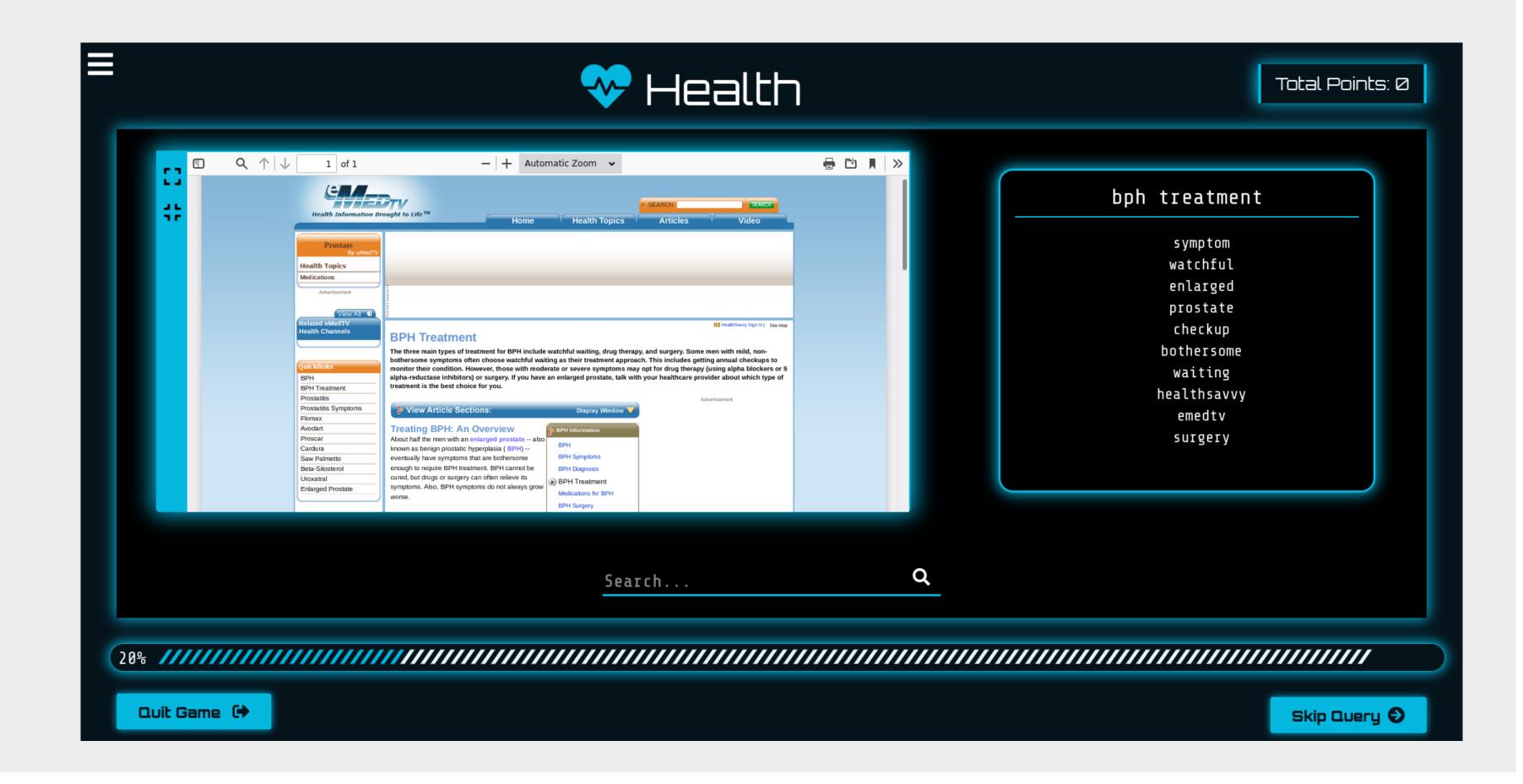
Details:

- Corpus of 0.6 million ClueWeb12 documents
- Documents rendered with the Wayback Machine
- 200 sensitive queries with one relevant document

Scoring Query Obfuscations:

- Position of the relevant document
- Length of the Query
- Recall (top-100 results of sensitive query)
- MAP (top-100 results of sensitive query)

City of Disguise Health Personal Crime Law Politics Knowledge



Pilot Study

- 72 participants from 2 IR courses
- 1,462 obfuscated queries
- 43 seconds on average to formulate an obfuscated query

Main Result

obfuscation effectiveness decreases the more the players deviate from the game's term suggestions.

Evaluation

Effectiveness of obfuscated queries in ChatNoir and the games' document sample ('Sample') as MRR, the number of documents retrieved for the original query ('Ori.'), and the number of retrieved relevant documents ('Rel.'). We compare automatically obfuscated queries and four types of queries submitted by players.

					Our Sensitive Queries		Sensitive Web Track Queries		
		Obfuscated Queries			ChatNoir Sample		ChatNoir	Sample	
		Count	Length	Time	MRR Ori.	MRR Ori.	MRR Rel.	MRR	Rel.
layer	Only Suggestions	130/21	2.42	40.50 s	0.093 5.223	0.325 67.592	0.010 3.094	0.152	3.691
	Some Suggestions	556/125	4.53	42.45 s	0.046 4.667	0.258 85.829	0.013 3.632	0.038	3.568
	No Suggestions	576/157	2.88	44.39 s	0.029 2.935	0.082 38.932	0.015 1.783	0.024	3.316
	New Word	559/158	3.57	46.27s	0.002 1.517	0.051 49.992	0.002 1.235	0.005	2.790
	Automatic	1025/327	2.91		0.088 9.229	0.420 84.264	0.014 2.872	0.042	3.743

Can You Beat the Highscore?



demo.webis.de/city-of-disguise/



github.com/webis-de/ECIR-22