

Luandri: A Clean Lua Interface to the Indri Search Engine

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Introducing Luandri (pronounced "*laundry*"), a simple interface that allows Torch deep learning models implemented using the Lua scripting language to access the retrieval capabilities of the C++ based Indri search engine.

local luandri = paths.dofile('luandri.lua')

local query_environment = QueryEnvironment() query_environment:addIndex("path_to_index_file")

local request = { query = '#syn(#od1(neural networks) #od1(deep learning)) #greater(year 2009)', resultsRequested = 10

Use Cases

- Candidate set generation for evaluating neural re-ranking models
- Sampling negative candidates for supervised training of neural ranking models
- Retrieval for training neural models • under reinforcement or adversarial learning settings

local results = query_environment:runQuery(request).results

```
for k, v in pairs(results) do
  print(v.docid..'\n'..v.documentName..'\n'..v.snippet..'\n')
End
```

Get the code: https://github.com/bmitra-msft/Luandri

- For generating training data for learning query-specific text representations
- Retrieval as a component of larger \bullet machine learning systems for solving complex tasks, e.g., knowledge- grounded conversational models

Other announcements related to neural information retrieval...







An Introduction to Neural Information Retrieval

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http://bit.ly/neuralir-intro

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http://neu-ir.weebly.com/