Luandri: A Clean Lua Interface to the Indri Search Engine

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Summary
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.

```lua
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
}

local results = query_environment:runQuery(request).results
for k, v in pairs(results) do
    print(v.docid..'
'.v.documentName..'\n'.v.snippet..'\n')
end
```

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

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

Other announcements related to neural information retrieval...

An Introduction to Neural Information Retrieval

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