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Extended Semantic Network for Knowledge Representation

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Abstract

The proposition Extended Semantic Network is an innovative tool for Knowledge Representation and Ontology construction, which not only infers meanings but looks for sets of associations between nodes as opposed to the present method of keyword association. Our objective here is to achieve semi-supervised knowledge representation technique with good accuracy and minimum human intervention, using the heuristically developed information processing and integration methods. This research is realised by obtaining a technical co-operation between mathematical and mind models to harvest their collective intelligence.

1. Introduction

The past few years has witnessed tremendous upsurge in information availability in the electronic form, attributed to the ever mounting use of the World Wide Web (WWW). For many people, the World Wide Web has become an essential means of providing and searching for information leading to large amount of data accumulation. Searching web in its present form is however an infuriating experience for the fact that the data available is both superfluous and diverse in form. Web users end up finding huge number of answers to their simple queries, consequentially investing more time in analyzing the output results due to its immenseness. Yet many results here turn out to be irrelevant and one can find some of the more interesting links left out from the result set.

One of the principal explanations for such unsatisfactory condition is the reason that majority of the existing data resources in its present form are designed for human comprehension. When using these data with machines, it becomes highly infeasible to obtain good results without human interventions at regular levels. So, one of the major challenges faced by the users as providers and consumers of web era is to imagine

intelligent tools and theories in knowledge representation and processing for making the present data, machine understandable.

Several researches has been carried out in this direction and some of the most interesting solutions proposed are the semantic web based ontology to incorporate data understanding by machines. The objective here is to intelligently represent data, enabling machines to better understand and enhance capture of existing information. Here the main emphasis is given to the thought for constructing meaning related concept networks [16] for knowledge representation. Eventually the idea is to direct machines in providing output results of high quality with minimum or no human intervention.

In recent years the development of ontology [1, 7] is gaining attention from various research groups across the globe. There are several definitions of ontology purely contingent on the application or task it is intended for. Ontology is one of the well established knowledge representation methods; on a formal ground ontology defines the common vocabulary for scientists who need to share information on a field or domain. One has seen in the past years that various research groups have been devotedly experimenting semantic related [16] ontology aimed at making web languages machine understandable.

Given the practical and theoretical importance of ontology development, it is not surprising to find a large number of enthusiastic and committed research groups in this field. Here, the section 2 of this paper highlights some of the researches carried out in the field and attempt to give a brief review of these studies. The section 3 introduces our approach to this problem and exemplifies our algorithm continued with our results and prospective. Finally the paper ends with our conclusion and drawbacks on our approach and acknowledgement to one and all concerned.

2. Related work

One of the most basic reasons for ontology construction [1] is to facilitate sharing of common knowledge about the structural information of data among humans or electronic agents. This property of ontology in turn enables reuse and sharing of information over the web by various agents for different purposes. Ontology [2, 15] can also be seen as one of the main means of knowledge representation through its ability to represent data with respect to semantic relation it shares with the other existing data.

There are several developed tools for ontology construction and representation like protégé-2000 [4], a graphical tool for ontology editing and knowledge acquisition that can be adapted to enable conceptual modeling with new and evolving Semantic web languages. Protégé-2000 has been used for many years now in the field of medicine and manufacturing. This is a highly customizable tool as an ontology editor credited to its significant features like an extensible knowledge model, a customizable file format for a text representation in any formal language, a customizable user interface and an extensible architecture that enables integration with other applications which makes it easily custom-tailored with several web languages. Even if it permits easier ontology construction, the downside is its requirement of human intervention at regular levels for structuring the concepts for its ontology.

The WWW Consortium (W3C) has developed a language for encoding knowledge on web to make it machine understandable, called the Resource Description Framework (RDF) [2]. Here it helps electronic media gather information on the data and makes it machine understandable. But however RDF itself does not define any primitives for developing ontologies. In conjunction with the W3C the Defense Advanced Research Projects Agency (DARPA), has developed DARPA Agent Markup Language (DAML) [3] by extending RDF with more expressive constructs aimed at facilitating agent interaction on the web. This is heavily inspired by research in description logics (DL) and allows several types of concept definitions in ontologies.

There are several other applications like the semantic search engine called the SHOE Search. The Unified Medical Language System is used in the medical domain to develop large semantic network. In the following section we introduce our approach of knowledge processing, representation and integration for information retrieval [18] problems and eventually discuss the possible solutions.

3. Hybrid approach - extended semantic network (esn)

The basic idea of *Extended Semantic Network* is to identify an efficient knowledge representation and ontology construction method to overcome the existing constraints in information retrieval and classification problems. To realize this we put our ideas into practice via a two phase approach. The first phase consists in processing large amount of textual information using mathematical models to make our proposal scalable. The second phase consists in examining carefully and efficiently the various possibilities of integrating information obtained from our mathematical model with that of the manually developed mind model.

The first phase of our proposal is carried out by realising a network of words mathematically computed using different statistical and clustering algorithms. Thus creating a proximal network computationally developed, depending essentially on word proximity in documents. The second phase is ensured by a heuristically developed method of network extension using the outputs from the mathematical approach. This is achieved by considering the manually developed semantic mind model as the entry point of our concept network.

Here, the primary idea is to develop a innovative approach obtained by combining the features of man and machine theory of concept [8], whose results can be of enormous use in the latest knowledge representation, classification, retrieval, pattern matching and ontology development research fields. In this paper we discuss and highlight the methods used by us for information processing and integration aimed at visualising a novel method for knowledge representation [5] and ontology construction.

3.1. Proximal network for efficient data processing

Proximity is the ability of a person or thing to tell when it is near an object, or when something is near it. This sense keeps us from running into things and also can be used to measure the distance from one object to another object. The simplest proximity calculations can be used to calculate distance between entities thus avoiding a person from things he can hit. Proximity between entities is often believed to favour interactive learning, knowledge creation and innovation. The basic theory of proximity is concerned with the arrangement or categorisation of entities that relate to one another. When a number of entities are close in proximity a relationship is implied and if entities are logically positioned; they connect to form a structural hierarchy. This concept is largely used in medical fields to describe human anatomy with respect to positioning of organs.

Our Proximal Network Prototype model is built based on this structural hierarchy, of word proximity in

documents [12]. This approach is mainly employed to enable processing of large amount of data [8] in a considerably small time. Another important aspect of this approach is its ability to automatically process the input data into a network of concepts interconnected with mathematically established relations.

For building this prototype we systematically employ three phases for identifying our data to build the final network. We first start with a set of documents related to 3 major fields out of the 15 fields in the nuclear environmental toxicology domain, furnished by the project ToxNuc-E. The documents obtained are first converted into simple txt format using an external converter and is later fed into our first stage called the pre-treatment process. This process is carried out in different approach which is not dealt with in this paper. Here, in this process the input document is processed in several stages and an output of word frequency matrix is created with rows representing the words and columns representing the document name.

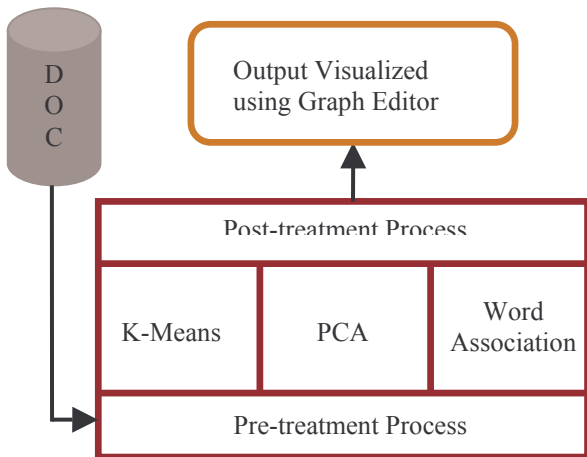


Figure1: Block diagram representing Proximal Network prototype

This word document matrix is then passed on as input to the 3 algorithms called the K-means, Principal component analysis and Word association. The algorithms have been modified accordingly to our processing criteria by adding certain a additional computations. Java has been used as the programming language for these, where each algorithm provides an output in the form of a word pair matrix with the mathematical values representing the relational weight between the word pair. The outputs from all the algorithms are then combined using the simple mean calculation and thus a single value for each word pair is estimated.

The output is then subjected to the post-treatment process where partial stemming is carried out with an objective of not losing the important information during

the stemming process. The output from the previous step is then stored into a Mysql database. This data can be later visualised using the Graph Editor, a java application developed for visualisation and easy editing of networks

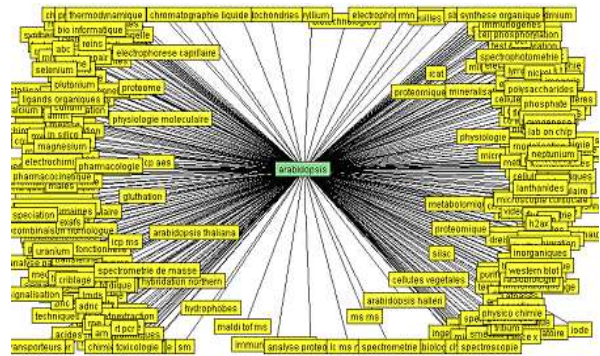


Figure2: An Extract of Proximal Network

Currently the documents processed are relating to the research activities carried out in the chosen 3 fields namely

- Arabidopsis thaliana,
- Alteration and reparation of DNA and
- Methodology and speciation

This program is primarily concerned with the physical distance that separates words in a double dimensional space. Currently, we have successfully processed around 3423 words computing their actual physical occurrence. We have been able to successfully build a proximal network of 50,000 word pair, an extract of which is seen in figure 2. Each of these word pair is related using the value obtained from the prototype and is visualised using the simple UML link of association [10, 12].

This data processing method in itself can be independently used for processing and representation data in various domains. The fact that the small time taken for processing huge amounts of data makes it an important aspect in ontology construction representing multiple domain scalable.

3.2. Semantic network prototype

Semantic Network [7, 6, 17] is basically a labelled, directed graph permitting the use of generic rules, inheritance, and object-oriented programming [11]. It is often used as a form of knowledge representation. It is a directed graph consisting of vertices, which represent concepts and edges, representing semantic relations between the concepts. The most recent language to express semantic networks is KL-ONE [9].

There can exist labeled nodes and a single labeled edge relationship between Semantic nodes. Further, there can be more than one relationship between a single pair of

model unique to each user. This model consecutively builds a profile for each user and sequentially stores the details obtained in a database. These details can be utilized to better understand the user requirements thus helping the user in efficient data search, retrieval, management, and sharing.

Some of the major points we hope to achieve through this method of knowledge representation network are

- To make construction of semantic based concept networks cost effective by campaigning minimum human intervention. In turn reducing the construction time using mathematical models
- To identify a good balance between mind and mathematical models to develop better knowledge representing networks with good precision and high recall.

4. Conclusion

The question on knowledge representation, management, sharing and retrieval are both fascinating and complex, essentially with the co-emergence between man and machine. This research paper presents a novel collaborative working method, specifically in the context of knowledge representation and retrieval. The proposal is to attempt at making ontology construction faster and easier. The advantages of our methodology with respect to the previous work, is our innovative approach of integrating machine calculations with human reasoning abilities.

We use the precise, non estimated results provided by human expertise in case of semantic network and then merge it with the machine calculated knowledge from proximal results. The fact that we try to combine results from two different aspects forms one of the most interesting features of our current research. We view our result as structured by mind and calculated by machines. One of the major drawbacks of this approach is finding the right balance for combining the concept networks of semantic network with the word network obtained from the proximal network. Our future work would be to identify this accurate combination between the two vast methods and setting up a benchmark to measure our prototype efficiency.

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