Semantic Web & Ontology – SWE 2022 [~KShawki]

***Semantic Web***

Providing common machine-readable framework that allows data to be shared and reused across application, enterprise, and community boundaries.

* Allowing machines to understand data
* Ease sharing and mixing data
* Extend the World Wide Web rather than replace it

**Semantic Web:** An extension of the current Web in which information is given well-defined meaning, better enabling computers and people to work in cooperation.

**What is Semantic Web for?**

* *Integrating:* trying to solve the problem of data and service integration
* *Searching:* Providing better communication between human and computers by adding machine processable semantics to data.

**Ontology:** based knowledge representation describes the individual instances and roles in the domain that are represented using unary and binary predicates.

**Evolution of World Wide Web**

1. Desktop Computing [1980-1990]
2. Web 1.0 [1990-2000].
3. Web 2.0 [2000-2010].
4. Web 3.0 [2010-2020].

**World Wide Web Basic Ideas:**

* Hypertext/hyperlink:
* Resource Identifiers
  + Unique identifiers used to locate a particular resource (computer file, document or other resource) on the network
  + URI (Uniform Resource Identifier) / URL (Uniform Resource Locator): http or ftp
* Markup Language:
  + Characters or codes embedded in text which indicate structure, semantic meaning, or advice on presentation

**Web 2.0**

“Web 2.0 has come to refer to what some people describe as a second phase of architecture and application development for the World Wide Web.” ~Wikipedia.

* The Web where "ordinary" users can meet, collaborate, and share using social software applications on the Web (tagged content, social bookmarking, AJAX, etc.)

Features:

1. *The Web as platform*
2. *Harnessing collective intelligence*
3. *Data is the next "Intel Inside"*
4. *End of the software release cycle.*
5. *Lightweight programming models*
6. *Rich user experiences*
7. *Software above the level of a single device*

***Knowledge Engineering***

An engineering discipline that involves integrating knowledge into computer systems in order to solve complex problems normally requiring a high level of human expertise.

* It normally involves five distinct steps in transferring human knowledge into some form of knowledge-based systems (KBS)
  + Identify the task
  + Assemble the relevant knowledge
  + Decide on a vocabulary of predicates, functions and constants
  + Encode general knowledge about the domain
  + Encode a description of the specific problem instance
  + Pose queries to the inference procedure and get answers
  + Debug the knowledge base

**Knowledge Engineering Process**

* Acquisition of knowledge
  + General knowledge or metaknowledge
  + From experts, books, documents, sensors, files
* Knowledge representation
  + Organized knowledge
* Knowledge validation and verification
* Inferences
  + Software designed to pass statistical sample data to generalizations
* Explanation and justification capabilities

**Terminology**

* **Domain:** some area of interest
* **Task:** something that needs to be done by an agent.
* **Agent:** the executor of a task in a domain.
* **Application:** the context provided by the combination of a task and a domain in which this task is carried out by agents.
* **Application domain:** The particular area of interest involved in an application.
* **Knowledge:** is the sort of information that people use to solve problems.
* **Knowledge System [KS]:** system that solves a real-life problem using knowledge about the application domain and the application task.
* **Knowledge Based System [KBS]:** Software system, which represents (explicit, declarative description of knowledge) and uses this knowledge to accomplish a task within the context of a certain application
  + [KBS = knowledge-base + inference engine]

**KBS Stockholders**

* **Domain expert:** The individual or group whose expertise and knowledge is captured for use in an expert system
* **Knowledge user:** The individual or group who uses and benefits from the expert system
* **Knowledge engineer:** Someone trained or experienced in the design, development, implementation, and maintenance of an expert system.

**What is Knowledge?**

* *The facts, feelings, or experiences known by a person or group of people.*
* **Knowledge includes** facts, concepts, procedures, models, heuristics, examples.
* **Knowledge may be** specific or general, exact or fuzzy, procedural or declarative

**Data, Information, and Knowledge**

* **Data:** Unorganized and unprocessed facts; static; a set of discrete facts about events.
* **Information:** Aggregation of data that makes decision making easier
* **Knowledge** is derived from information in the same way information is derived from data; it is a person’s range of information.

**Main types of KBS:**

|  |  |  |
| --- | --- | --- |
| * Expert systems * Neural networks. * Case-based reasoning. | * Genetic algorithms * Intelligent agents | * Data mining * Intelligent Tutoring systems. |

**Taxonomies of Knowledge**

* *Five Types of Knowledge*
  + Declarative knowledge - **Know-about**
  + Procedural knowledge - **Know-how**
  + Causal knowledge - **Know-why**
  + Conditional knowledge - **Know-when**
  + Relational knowledge - **Know-with**
* *Meta-knowledge*
  + Knowledge about knowledge

**Problems in knowledge engineering**

* Complex information and knowledge are difficult to observe.
* Experts and other sources differ.
* Multiple representations.

**Other Knowledge Representation**

* Semantic Net
* Frames
* Rule based systems

**Semantic Net:** Graphical way for representing declarative knowledge.

* It is a labeled, directed graph consisting of vertices and edges.
* Knowledge represented as a set of nodes connected by labeled arcs
* Nodes stand for objects, concepts, attributes or events
* Arcs represent relationships between the nodes
* Good for:
  + Semantic associations (taxonomies)
  + Physical and causal structures
* Object representation
  + Two kinds of node to represent objects: classes and instances (objects).
  + Two kinds of relationships between class/objects:
* IsA relates an instance to its class
* AKindOf relates a sub-class to its superclass