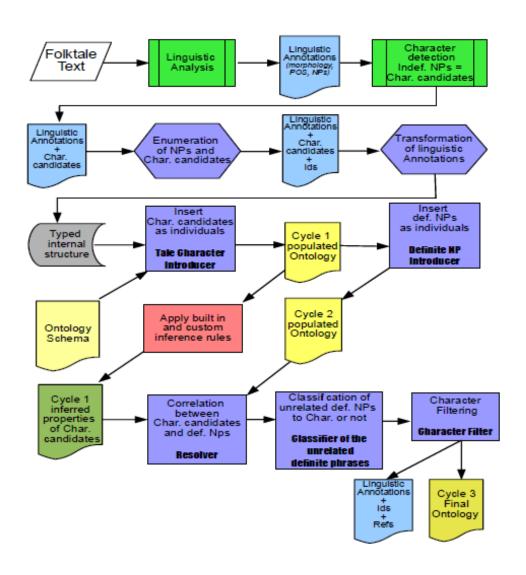
Ontology-based Recognition of Folktale Characters

Nikolina Koleva

Thierry Declerck

Workflow for Ontology-Based detection of Characters in Folktales

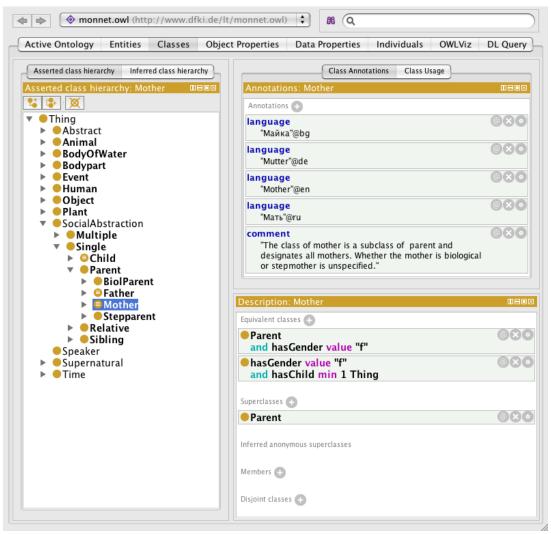


Linguistic Analysis

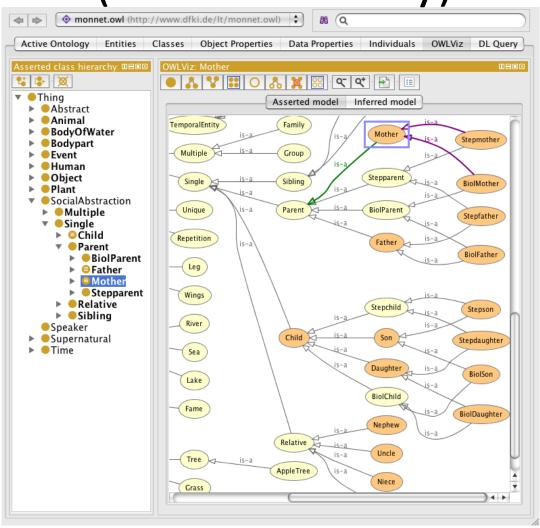
- <text>
- <s id="S1" tokstart="tok1" tokend="tok17">
- <clause id="C1" tokstart="tok1" tokend="tok9">
- <w pos="EX" id="tok1">There</w>
- <w pos="VBD" id="tok2">lived</w>
- <chunk cat="NP" id="ph1" tokstart="tok3" tokend="tok9">
- <chunk cat="NP" id="ph2" ref="ch1" tokstart="tok3" tokend="tok5">
- <w pos="DT" id="tok3">an</w>
- <w pos="JJ" id="tok4">old</w>
- <w pos="NN" id="tok5">man</w>
- </chunk>
- <w pos="CC" id="tok6">and</w>
- <chunk cat="NP" id="ph3" ref ="ch2" tokstart="tok7" tokend="tok9">
- <w pos="DT" id="tok7">an</w>
- <w pos="JJ" id="tok8">old</w>
- <w pos="NN" id="tok9">woman</w>
- </chunk>
- </chunk>
- </clause>
- <w pos="\$PUNCT" >;</w>

- <clause id="C2" tokstart="tok10" tokend="tok17">
- <w pos="PRP" id="tok10" ref="ph1">they</w>
- <w pos="VBD" id="tok11">had</w>
- <chunk cat="NP" id="ph4" tokstart="tok12" tokend="tok17">
- <chunk cat="NP" id="ph5" ref="ch3" tokstart="tok12" tokend="tok13">
- <w pos="DT" id="tok12">a</w>
- <w pos="NN" id="tok13">daughter</w>
- </chunk>
- <w pos="CC" id="tok14">and</w>
- <chunk cat="NP" id="ph6" ref ="ch4" tokstart="tok15" tokend="tok17">
- <w pos="DT" id="tok15">a</w>
- <w pos="JJ" id="tok16">little</w>
- <w pos="NN" id="tok17">son</w>
- </chunk>
- </chunk>
- </clause>
- <w pos="\$.">.</w>
- </s>
- </text>

Family Relations in the Ontology (Class Hierarchy)



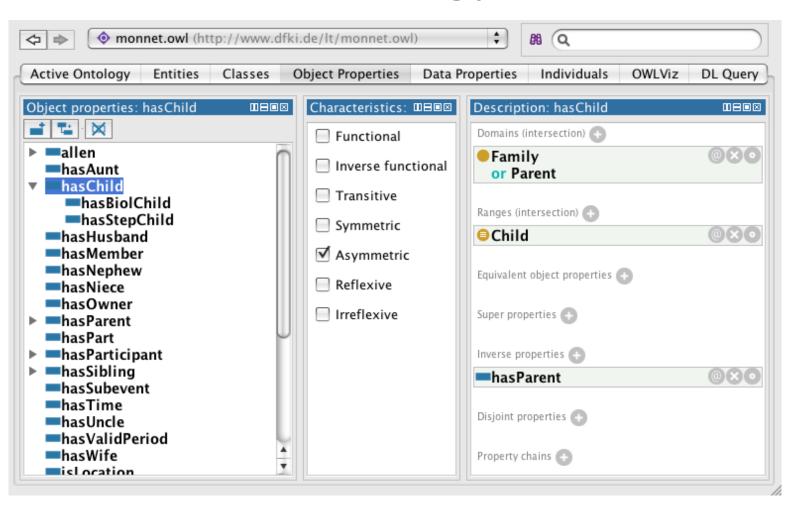
Family Relations in the Ontology (Class Hierarchy)



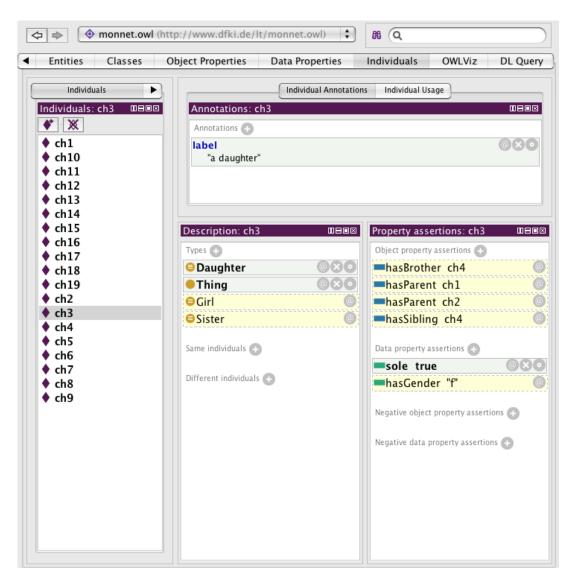
Definition and use of inference rules

- hasParent(?x, ?x1), hasParent(?x, ?x2), hasParent(?y, ?x1), hasParent(?y,?x2), hasGender(?x, "f"), notEqual(?x, ?y) => Sister(?x)
- Daughter(?d), Father(?f), Son(?s) =>
 hasBrother(?d, ?s),
 hasChild(?f,?s),hasChild(?f,?d), hasSister(?s,?d)

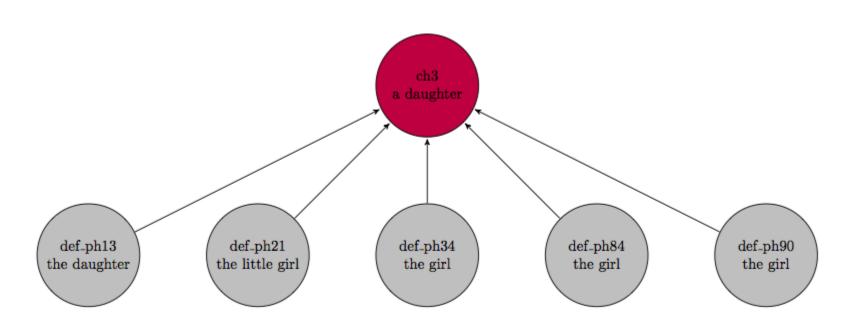
(Object) Properties in the Family Ontology



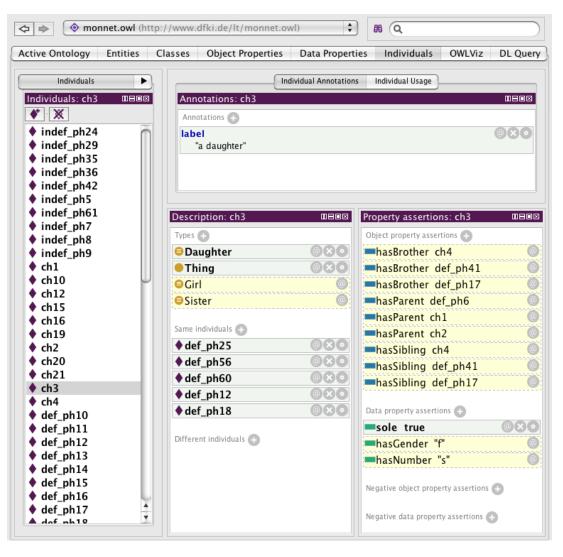
First Ontology Population (looking for indefinite NPs)



Merging (reference resolution) with Information from Indefinite NPs



Second Stage of the Ontology Population (Character 3)



Integrated Ontologies for the Classification of Folktales

Thierry Declerck, DFKI GmbH Antónia Koštová, Lisa Schäfer, Saarland University

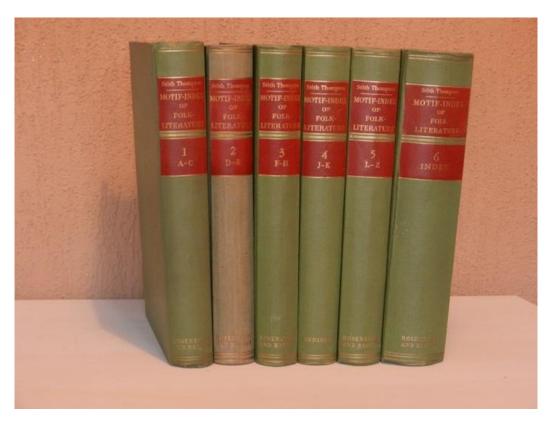
Background

- Series of student projects on the topic:
 "Classification of Folktales: Building and Querying
 an Ontology with Folktales Classifications". Goals:
 To design software that:
 - Could take any given folktale, and display a list of categories to which this folktale belongs.
 - Recognize "motifs" in use in the folktales
- Prerequisite: Formalization of classification schemes used by folklorists

2 Classification schemes

- Two well-known classification systems used by folklorists:
 - TMI Thompson-Motif-Index of Folk-Literature
 - ATU Aarne-Thompson-Uther classication of tale types
- Both of them are available as printed sources, or as online resources in html or pdf format. Since the two systems are related to each other, our aims are to:
 - 1. organize them in one ontology with appropriate references,
 - 2. make the resulting ontology available online,
 - 3. implement a web interface for SPARQL querying, and
 - 4. implement an automatic classifier of texts based on statistical approach.

TMI

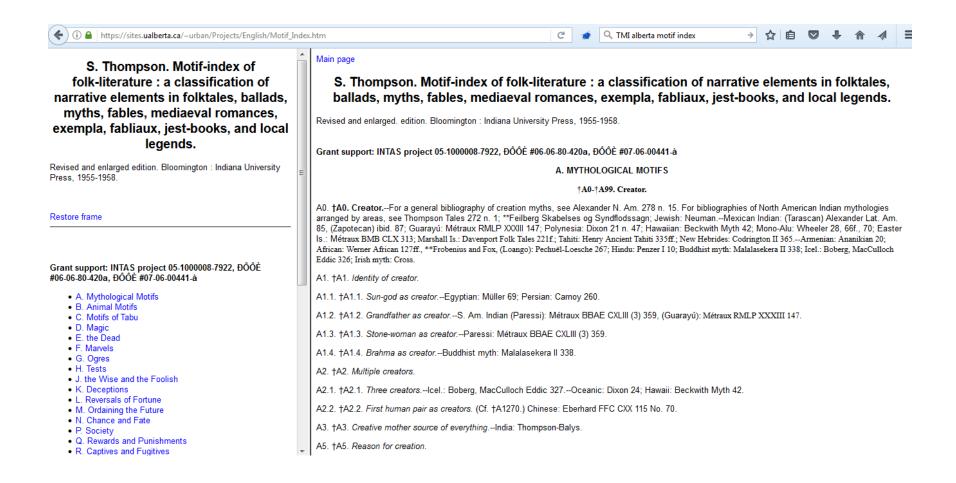


S. Thompson. Motif-index of folk-literature: a classification of narrative elements in folktales, ballads, myths, fables, medieval romances, exempla, fabliaux, jest-books, and local legends. Revised and enlarged. edition. Bloomington: Indiana University Press, 1955-1958. S. Thompson. Motif-index of folk-literature: a classification of narrative elements in folktales, ballads, myths, fables, medieval romances, exempla, fabliaux, jest-books, and local legends.

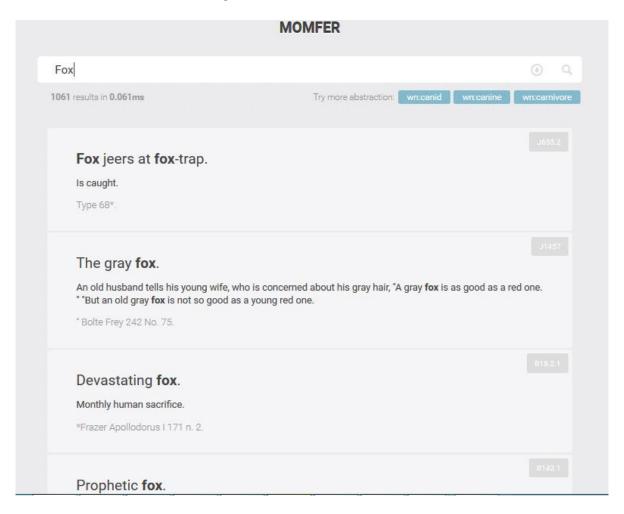
Revised and enlarged. edition. Bloomington: Indiana University Press, 1955-1958

TMI

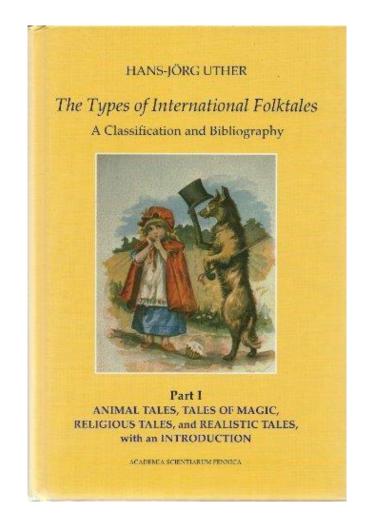
https://sites.ualberta.ca/~urban/Projects/English/Motif_Index.htm



A search Engine for TMI + WordNet MOMFER (http://www.momfer.ml/)



ATU



On-Line Multilingual ATU http:://mftd.org

Multilingual Folk Tale Database

Home • Browse Stories • Classification • login

Aarne-Thompson-Uther Classification of Folk Tales

There are many different folk tales in the world, but many tales are variations on a limited number of themes. The classification set Thompson and later by Uther, is intended to bring out the similarities between tales by grouping variants of the same tale under the set of the same tale under the set of the same tale under the set of the s

Below is the full tree of the ATU classification. Click on a title to see all the stories within that class.

ANIMAL TALES 1-299

Wild Animals 1-99

The Clever Fox (Other Animal) 1-69

Other Wild Animals 70-99

Wild Animals and Domestic Animals 100-149

Wild Animals and Humans 150-199

Domestic Animals 200-219

Other Animals and Objects 220-299

TALES OF MAGIC 300-749

Supernatural Adversaries 300-399

Supernatural or Enchanted Wife (Husband) or Other Relative 400-459

Wife 400-424

Husband 425-449

Brother or Sister 450-459

Supernatural Tasks 460-499

Supernatural Helpers 500-559

Magic Objects 560-649

On-Line Multilingual ATU (2) http:://mftd.org

MUILIIII QUAI FOIK TAIE DATADASE

Home . Browse Stories . Classification . login

Search

Лисичка-сестричка и волк

Александр Афанасьев

Жил себе дед да баба. Дед говорит бабе: «Ты, баба, пеки пироги, а я поеду за рыбой». Наповил рыбы и везет домой целый воз. Вот едет он и видит: лисичка свернулась калачиком и лежит на дороге. Дед слез с воза, подошел к лисичке, а она не ворохнется, лежит себе как мертева». «Вот будет подарок жене», — сказал дед, взял лисичку и положил на воз, а сам пошел впереди. А лисичка упучила время и стала выбрасывать полегоных у из воза все по рыбке да по рыбке. Де по рыбке. Повыброслал всю рыбу и сама ушла.

«Ну, старуха, — говорит дед, — какой воротник привез я тебе на шубу». — «Где?» — «Там, на возу, — и рыба и воротник». Подошла баба к возу: ни воротника, ни рыбы, и начала ругать мужа: «Ах ты, старый хрен! Такой-сякой! Ты еще вздумал обманывать!» Тут дед смекнул, что лисичка-то была не мертвая; погоревал, погоревал, да делать-то нечего.

А лисичка собрала всю разбросанную по дороге рыбу в кучку, села и ест себе. Навстречу ей идет волк: «Здравствуй, кумушка!» — «Здравствуй, куманек!» — «Дай мне рыбки!» — «Налови сам, да и ешь». — «Я не умею». — «Эка, ведь я же наловила; ты, куманек, ступай на реку, опусти хвост в прорубь — рыба сама на хвост нацепляется, да смотри, сиди подольше, а то не наловишь».

Волк пошел на реку, опустил хвост в прорубь; дело-то было зимою. Уж он сидел, сидел, целую ночь просидел, хвост его и приморозило; попробовал было приподняться: не тут-то было. «Эка, сколько рыбы привалило, и не вытащишы» — думает он. Смотрит, а бабы идут за водой и кричат, завидя серого: «Волк, волк! Бейте его!» Прибежали и начали колотить волка — кто коромыслом, кто ведром, чем кто попало. Волк прыгал-прыгал, оторвал себе хвост и пустился без оглядки бежать. «Хорошо же, — думает, — уж я тебе отплачу, кумушка!»

А лисичка-сестричка, покушамши рыбки, захотела попробовать, не удастся ли еще что-нибудь стянуть; забралась в одну избу, де бабы пекли блины, да попала головой в кадку с тестом, вымазалась и бежит. А волк ей навстречу: «Так-то учишь ты? Меня всего исколотили!» — «Эх, куманек, — говорит лисичка-сестричка, — у тебя хоть кровь выступила, а у меня мозг, меня больней твоего прибили; я насилу плетусь». — «И то правда, — говорит волк, — де тебе, кумушка, уж идти; садись на меня, я тебя довезу». Лисичка села ему на спину, он ее и понес. Вот лисичка-сестричка сидит, да потихоньку и говорит: «Битый небитого везет». — «Что ты, кумушка, говоришь?» — «Я, куманек, говорю: битый битого везет». — «Так, кумушка, так!»

«Давай, куманек, построим себе хатки». — «Давай, кумушка!» — «Я себе построю лубяную, а ты себе ледяную». Принялись за работу, сделали себе хатки: лисичке — лубяную, а волку — ледяную, и живут в них. Пришла весна, волчья хатка и растаяла. «А, кумушка! — говорит волк. — Ты меня опять обманула, надо тебя за это съесть». — «Пойдем, куманек, еще поконаемся, кому-то кого достанется есть». Вот лисичка-сестричка привела его в лес к глубокой яме и говорит: «Прыгай! Если ты перепрыгнешь через яму — тебе меня есть, а не перепрыгнешь — мне тебя есть». Волк прыгнул и попал в яму, «Ну. — говорит лисичка, — сиди же тут!» — и сама ушла.

Идет она, несет скалочку в лапках и просится к мужичку в избу: «Пусти лисичку-сестричку переночевать». — «У нас и без тебя тесно». — «Я не потесню вас; сама ляжу на лавочку, хвостик под лавочку, скалочку, под печку». Ее пустили. Она легла сама на лавочку, хвостик под лавочку, скалочку под печку. Рано поутру лисичка встала, сожгла свою скалочку, а после спрашивает: «Где же моя скалочка? Я за нее и гусочку не возьму!» Мужик — делать нечего — отдал ей за скалочку гусочку; взяла лисичка гусочку, идет и поет:

И шла лисичка-сестричка по дорожке,

Несла скалочку;

За скалочку — гусочку!

Стук, стук, стук! — стучится она в избу к другому мужику. «Кто там?» — «Я — лисичка-сестричка, пустите переночевать». — «У нас и без тебя тесно». — «Я не потесню вас; сама ляжу на



Information

Author: Александр Афанасьев - 1855

Original version in Russian

Source: Народные Русские Сказки (пг.

Country of origin: Russia

Story type: The theft of fish (ATU 1)

Translations

There are no translations available for this

Add a translation

ATU Textfile

- 1 The Theft of Fish. (Including the previous Types 1* and 1**.) A fox (hare, rabbit, coyote, jackal) lies in the road pretending to be dead. A fisherman throws him on his wagon which is full of fish (cheese, butter, meat, bread, money). The fox throws the fish out of the wagon [K371.1] and jumps down after them [K341.2, K341.2.1].
- A wolf (bear, fox, coyote, hyena) tries to imitate this and pretends to be dead, too. The fisherman catches him and beats him [K1026]. Cf. Types 56A, 56B, and 56A*.
- In some variants one animal (rabbit, fox) pretends to be dead in order to distract a man who is carrying a basket of food. Another animal (fox, wolf) steals the basket. (Previously Type 1*, cf. Type 223.) Or an animal makes a hole in the basket so that the contents fall out. (Previously Type 1**.)

TMI vs ATU

Thompson-Motif-Index

Motif is a repeated story element, e.g., a character, An object, an action, or an event.

- smaller units
- organized in hierarchical structure

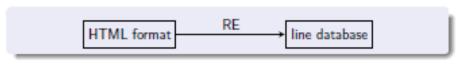
Aarne-Thompson-Uther Types

Type is a main story line that can be found in several cultures.

- bigger units
- parts of type descriptions refer to motifs

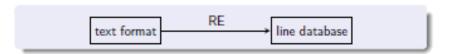
Transforming TMI and ATU into an integrated Ontology

Preprocessing TMI and ATU Text



Output:

Motif-id	Motif name
Α	Mythological motifs
A1	Identity of creator
A1.1	Sun-god as creator
A1.2	Grandfather as creator
A1.3	Stone-woman as creator
A1.4	Brahma as creator
A2	Multiple creators



Output format:

[ATU number]~[ATU Title]~[ATU Description]~[List of references to TMIs, separated by commas]

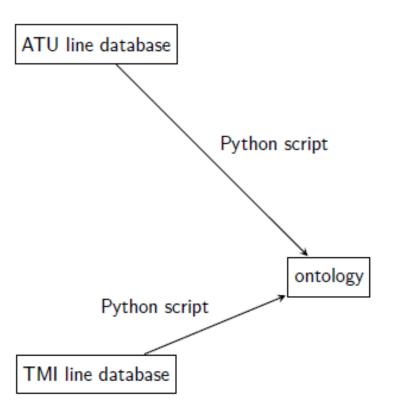
Example:

130∼The Animals in Night Quarters. The Animals in Night Quarters. (Bremen Town Musicians.) Donkey, dog, cat and rooster are ill-treated by their owners because they... ∼[B296,N776|K335.1.4,K1161]

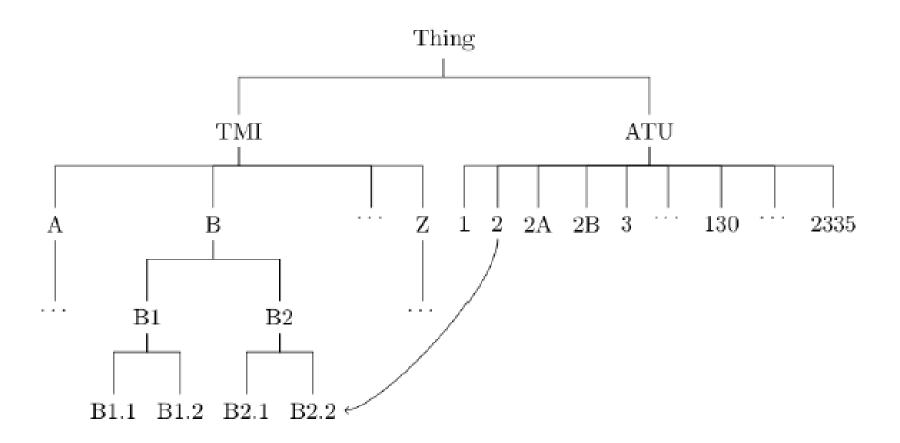
Creating the Ontology for TMI and ATU

[ATU_number] \sim [ATU_Title] \sim [ATU_Description] \sim [List of references to TMIs]

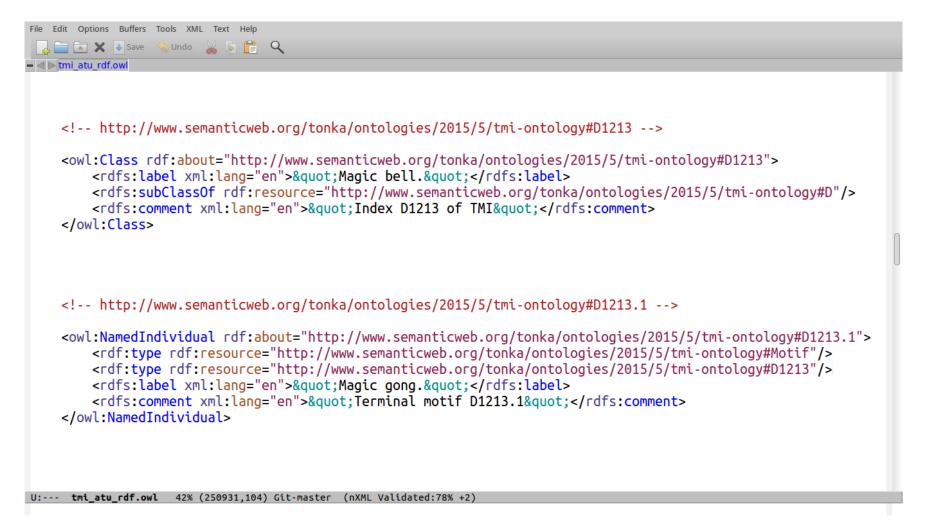
Motif-id	Motif name
Α	Mythological motifs
A1	Identity of creator
A1.1	Sun-god as creator
A1.2	Grandfather as creator



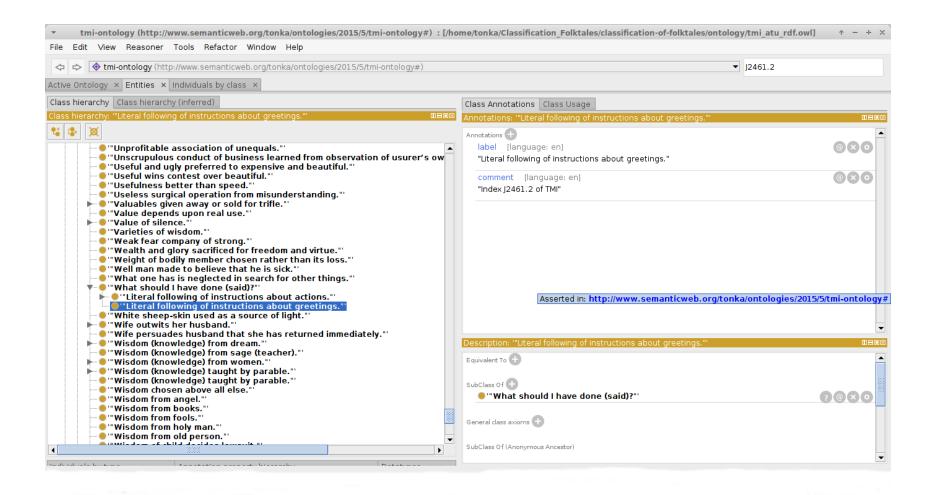
Ontology for TMI and ATU -- Structure



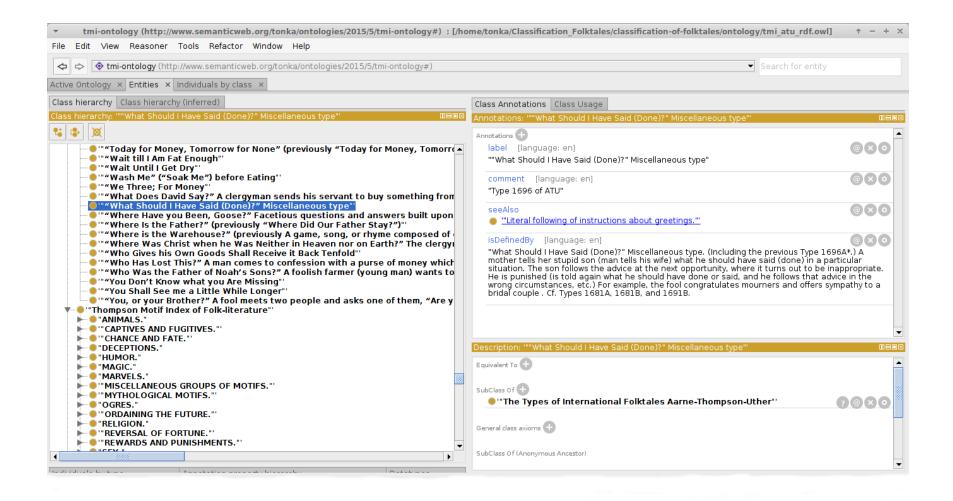
Example of two ontology class entries in RDF(s) Syntax



Ontology Visualization (2)



Ontology Visualized in Protégé



Towards a WordNet based Classification of Actors in Folktales

Thierry Declerck, DFKI GmbH

Tyler Klement, Antónia Koštová

Saarland University

Goal of the use of WordNet

- Investigating how WordNet can be used for identifiying similar elemens in different (formalized) classification schemes (topic of the current presentation
- Detect similar characters/actors within and across the tale classification systems.

Input Data for WordNet Analysis

- 2 The Tail-Fisher. A bear (wolf) meets a fox who has caught a big load of fish. He asks him where he caught them, and the fox replies that he was fishing with his tail through a hole in the ice. He advises the bear to do likewise and the bear does. When the bear tries to pull his tail out of the ice (because men or dogs are attacking him), it is frozen in place. He runs away but leaves his tail behind [K1021]. Cf. Type 1891.
- Combinations: This type is usually combined with episodes of one or more other types, esp. 1, 3, 4, 5, 8, 15, 41, 158, and 1910.

Input Data for WordNet Analysis – Preprocessed for machine reading

 6~Animal Captor Persuaded to Talk.~ A fox (jackal, wolf) catches a chicken (crow, bird, hyena, sheep, etc.) and is about to eat it. The weak animal asks a question and the fox answers. Thus he releases the prey and it escapes. ~K561.1

Use NLTK for accessing WN

- Searching for the least common hypernym (LCH) for the two words used in the pattern "A/An Noun (Noun):
 - Synset(man.n.01), Synset(fox.n.05) =>
 LCH(Synset(person.n.01))
 - Synset(fox.n.01), Synset(jackal.n.01) =>
 LCH(Synset(canine.n.02))
 - Synset(fox.n.01), Synset(cat.n.01) =>
 LCH(Synset(carnivore.n.01))
 - Synset(raven.n.01), Synset(crow.n.01) =>
 LCH(Synset(corvine_bird.n.01))

Filtering out LCH results?

- Is "Synset(man.n.01), Synset(fox.n.05) =>
 LCH(Synset(person.n.01))" not delivering a too
 generic synset?
- Testing the the NLTK function "path_similarity" for filering out:
 - "man.n.01" and "fox.n.05: '0.2'
 - "fox.n.01" and "jackal.n.01": '0.33'
 - O.33 as a threshold for selecting a hypernym?

Flitering (2)

- filtering out the selected hypernym on the basis of the length of the path leading from it to the root node. The LCH "canine.n.02" has a much longer path to "entity" as does the LCH "person.n.01".
 - Is "canine" then more appropriate for a precise detection of character similarities across classification systems?

Extending the term base via the NLTK hyponym search

- synset "overlord.n.01"
 - hyponyms "feudal_lord", "seigneur" and "seignior",
- But "fox.n.01"
 - "Urocyon_cinereoargenteus" or "Vulpes_fulva"
 - Are such scientific names useful for the task at hand`? Still: it allows to link to another type of literature.

NLTK function for generating multilingual equivalents (for example: FR)

- Synset('fox.n.01') ::Synset('wolf.n.01') :: ['renard'] and ['loup', 'louve']
- Synset('dragon.n.02')::Synset('monster.n.04'):: ['dragon'] and ['démon', 'monstre', 'diable', 'Diable']
- "Synset('enchantress.n.02')::Synset('sorceress.n.0 1') :: ['sorcière'] and ['enchanteur', 'ensorceleur', 'sorcière']

Cooperation with the BMBF Project: eTRAP – Digital Breadcrumbs of Brothers Grimm, Göttingen

http://www.etrap.eu/digital-breadcrumbs-of-brothers-grimm/

Integration of SnowWhite-Motif-Matrix into TMI-ATU-Ontology

Lisa Schäfer & Thierry Declerck

05.04.2017



Basic Framework

- Integration based on W3C standards: owl, rdfs, skos and skos-xl; and of Dublin Core (dc)
- dc for **annotation properties** (dc:title, dc:creator, dc:date, dc:source, dc:rights)
- skos and skos-xl for integrating the words representing a motif in a fairytale (skosxl:Label)

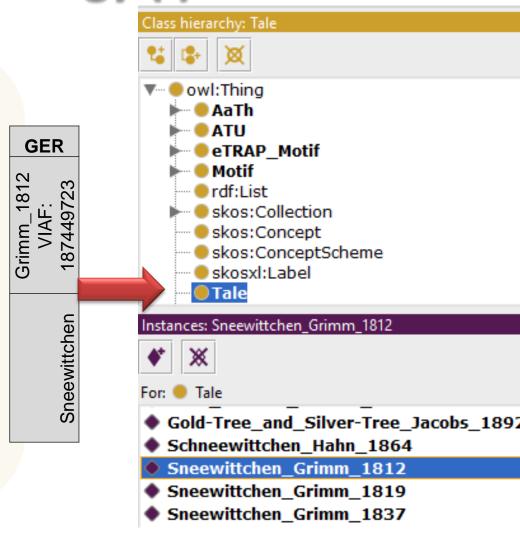
Extension of Ontology

- Introducing of new classes:
 - ➤ Tale for specific fairy tales as representations (or instance) of an ATU type
 - ➤ Tale collection for the collection the specific tale is published in
 - ➤ eTRAP_Motif for all motifs introduced by the eTRAP-project (marked by preceding "e") and for the terminal TMI motifs that became classes
 - ➤ Built-in **skosxl:Label** for representing the content of the cells of the matrix

Mapping from Matrix to Ontology (I)

1. The fairy tales

Concrete Tale as instance of class **Tale**; name = "title_author_year"



Mapping from Matrix

Sneewittchen

to Ont GER SY (

Annotations Usage

Annotations: Sneewittchen_Grimm_1812

Annotations C

1. The fairy tales

Information as **dc** annotation properties

dc:title [language: de]

Sneewittchen

dc:rights [language: en]

tba

dc:creator [language: en]

Grimm

dc:date [type: xsd:integer]

1812

dc:language

ger

dc:source [language: en]

tba

Mapping from Matrix to Ontology (III)

1. The fairy tales

type via two inverse object properties: represents and isRepresentedBy

```
Property assertions: Sneewittchen_Grimm_1812
```

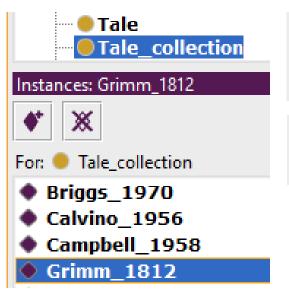
represents 709

Property assertions: 709

isRepresentedBy Sneewittchen_Grimm_1812

Mapping from Matrix to Ontology (IV)

- 1. The fairy tales
- Connection to fairy tale collection via object property partOfCollection and inverse hasPart
- Collections as instances of class Tale_collection; name = "author year"



owl:NamedIndividual , :Tale ; [...]

:partOfCollection

:Sneewittchen Grimm 1812 a

:Grimm 1812 ; [...].

```
do:title
        [language: de]
*tba*
dc:rights [language: en]
*tba*
dc:creator [language: en]
Grimm.
dc:date [type: xsd:integer]
1812
dc:language
de
dc:source
           [language: en]
*tba*
```

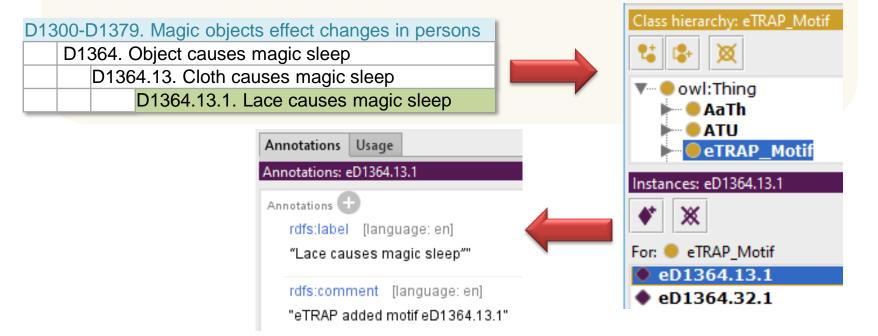
Annotations: Grimm 1812

Annotations 🗔

Mapping from Matrix to Ontology (V)

2. The motifs

 Inserting of newly introduced motifs as instances of class eTRAP_Motif



Mapping from Matrix to Ontology (VI)

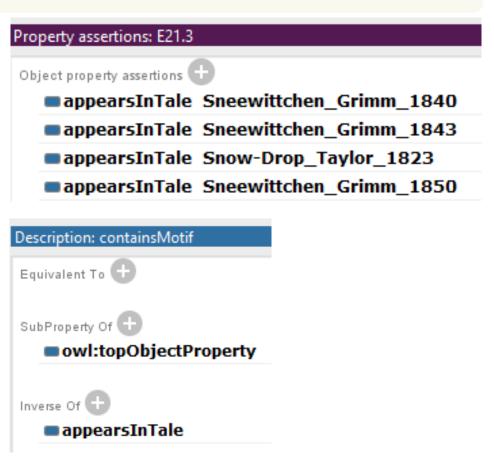
3. Connection between fairy tales and motifs

- Realized by two object properties that are inverse to each other:
 - > containsMotif for the linking from the concrete fairy tale to all motifs that it contains
 - appearsInTale for the linking from a motif to all fairy tales in which it appears

Mapping from Matrix to Ontology (VII)

3. Connection between fairy tales and motifs





Mapping from Matrix to Ontology (VIII)

- 4. Inserting the words per motif
- Realized by skosxl:Label
- For every motif <u>one</u> skosxl:prefLabel and several skosxl:altLabel for every "verbalization" of the motif in a certain fairy tale
- prefLabel: the TMI or eTRAP motif itself
- altLabel: the "verbalization" of the motif, words accessible as value of data property skosxl:literalForm

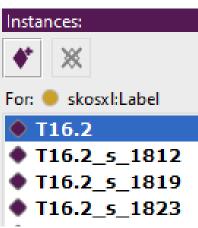
Mapping from Matrix to Ontology (IX)

- 4. Inserting the words per motif
- labels assigned via object properties prefLabel and altLabel
- labels themselves are instances of class skosxl:label
- connection between prefLabel as basic motif and altLabels as "realisations" of this motif via two inverse object properties as sub-properties of skosxl:labelRelation: verbalizes and verbalizedAs

Mapping from Matrix to Ontology (X)

4. Inserting the words per motif

- Example: Motif T16.2
- Label assertions and their classification as skosxl:label





Object property assertions
 skosxl:prefLabel T16.2
 appearsInTale Sneewittchen_Grimm_1850
 skosxl:altLabel T16.2_s_1958
 skosxl:altLabel T16.2_s_1850
 skosxl:altLabel T16.2_s_1840
 skosxl:altLabel T16.2_s_1956
 skosxl:altLabel T16.2_s_1843

Mapping from Matrix to Ontology (XI)

4. Inserting the words per motif

• Example: Motif T16.2

Mapping from Matrix to Ontology (XII)

- 4. Inserting the words per motif
- Example: Motif T16.2
- PrefLabel

Property assertions: T16.2

Object property assertions



Data property assertions



skosxl:literalForm "Man falls in love on seeing dead body of beautiful girl"

Annotations: T16.2

Annotations



dc:creator [language: en]

Stith Thompson

rdfs:comment [language: en]

The original label for motif T16.2

dc:source [language: en]

TMI - Motif-Index of Folk-Literature (1955–1958)

skosxl:verbalizedAs

T16.2 s 1812

skosxl:verbalizedAs

T16.2 s 1819

Mapping from Matrix to Ontology (XIII)

4. Inserting the words per motif

• Example: Motif T16.2 – PrefLabel

Mapping from Matrix to Ontology (XIV)

- 4. Inserting the words per motif
- Example: Motif T16.2
- an AltLabel



Property assertions: T16.2_s_1812

Object property assertions



Data property assertions



skosxl:literalForm "Prinz, Sneewittchen, nicht satt an Schönheit sehen können"@de

skosxl:verbalizes

T16.2

T. SEX	
T0-T99. Love	
T16. Man falls in love with	null
woman he sees bathing	
T16.2. Man falls in love on	Prinz, Sneewittchen, nicht
seeing dead body of	satt an Schönheit sehen
beautiful girl	können

Mapping from Matrix to Ontology (XV)

4. Inserting the words per motif

Example: Motif T16.2 – an AltLabel

References

- Dublin Core: http://dublincore.org/
- SKOS: https://www.w3.org/2004/02/skos/
- SKOS-XL: https://www.w3.org/2008/05/skos-xl
- eTRAP project "Digital Breadcrumbs of Brothers Grimm":
 - http://www.etrap.eu/digital-breadcrumbs-of-brothers-grimm/
- Bitbucket repository for the ontology-based TTS application :

https://bitbucket.org/ceisen/apftml2repo/

Future Work

- Evaluation of the results presented in this talk.
- Generation of multilingual classification systems, with the help of other sources
- Extending the work to other classification systems (for example Propp)