

Improving content discovery through combining linked data and data mining techniques

Ross Fenning

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INTRODUCTION

Media companies produce ever larger numbers of articles, videos, podcasts, games, etc. – commonly collectively known as “content”. A successful content-producing website not only has to develop systems to aid producing and publishing that content, but there are also demands to engineer effective mechanisms to aid consumers in finding that content.

Approaches used in industry include providing a text-based search, hierarchical categorisation (and thus navigation thereof) and even more tailored recommended content based on past behaviour or content enjoyed by friends (or sometimes simply other consumers who share your preferences).

1.1 Problems

There are several technical and conceptual problems with building effective content discovery mechanisms, including:

- Large organisations can have content across multiple content management systems, in differing formats and data models. Organisations face a large-scale enterprise integration problem simply trying to gain a holistic view of all their content.
- Many content items are in fairly opaque formats, e.g. video content may be stored as audio-visual binary data with minimal metadata to display on a containing web page. Video content producers may not be motivated to provide data attributes that might ultimately be most useful in determining if a user will enjoy the video.
- Content is being published continuously, which means any search or discovery system needs to keep up with content as it is published and process it into the appropriate data structures. Any machine learning previously performed on the data set may need to be re-run.

1.2 Hypothesis

The following hypotheses are proposed for gaining new insights about an organisation's diverse corpus of content:

- Research and software tools around the concept of *Linked Data* can aid us in rapidly acquiring a broad view (perhaps at the expense of depth) of an organisation's content whilst also providing a platform for simple enrichment of that content's metadata.
- We can establish at least a naïve mapping of an RDF graph representing a content item to an attribute set suitable for data mining. With such a mapping, we can explore applying machine learning – particularly unsupervised learning – across an organisation's whole content corpus.
- Linked Data and Semantic Web *ontologies* and models available can provide data enrichment beyond attributes and keywords explicitly available within content data or metadata.
- We can adapt established machine learning approaches such as clustering for data published continuously in real time.
- Many content-producers currently enrich their web pages with small amounts of semantic metadata to provide better presentation of that content as it is shared on social media. This enables simple collection of a full breadth of content with significantly less effort than direct integration with content management systems.

BACKGROUND

This chapter discusses some of the existing research and technologies around machine learning, RDF and combining them. It also covers some of the advantages of using linked data and RDF in an enterprise setting and what tools and approaches are well-defined enough that a corporation could build on top of them rapidly.

Data mining activities such as machine learning rely on structuring data as *feature sets*[1] – a set or vector of properties or attributes that describe a single entity. The process of *feature extraction* generates such feature sets from raw data and is a necessary early phase for many machine learning activities.

The rest of this chapter will show:

1. that extracting feature sets from RDF¹ graphs can be done elegantly and follows naturally from some previous work in this area; and
2. that the RDF graph is a suitable and even desirable data model for content metadata in terms of acquiring, enriching and even transforming that data ahead of feature extraction.

2.1 RDF and Feature Extraction

The RDF graph is a powerful model for metadata based on representing knowledge as a set of subject-predicate-object *triples*. The query language, SPARQL, gives us a way to query the RDF graph structure using a declarative pattern and return a set of all variable bindings that satisfy that pattern.

For example, the SPARQL query in Listings 2.1 queries an RDF graph that contains contact information and returns the names and email address of all “Person” entities therein.

Notably, Kiefer, Bernstein and Locher[2] proposed a novel approach called SPARQL-ML – an extension to the SPARQL[4] query language with new keywords to facilitate both generating and applying models. This means that the system capable of parsing and running standard queries must also run machine learning algorithms.

¹<http://www.w3.org/TR/PR-rdf-syntax/>

Their work involved developing an extension to the SPARQL query engine for *Apache Jena*² that integrates with systems such as *Weka*³. A more suitable software application for enterprise use might focus solely on converting RDF graphs into a neutral data structure that can plug into arbitrary data mining algorithms.

```
PREFIX foaf: <http://xmlns.com/foaf/0.1/>
SELECT ?name ?email
WHERE {
    ?person a foaf:Person .
    ?person foaf:name ?name .
    ?person foaf:mbox ?email .
}
```

Listing 2.1 : Example SPARQL query for people’s names and email addresses

If we consider an RDF graph, g , to be expressed as a set of triples:

$$(s, p, o) \in g$$

this query could then be expressed as function $f : G \rightarrow (S \times S)$ where G is the set of all possible RDF graphs and S is a set of all possible strings. This allows the result of the SPARQL query to be expressed as a set of all SELECT variable bindings that satisfy the WHERE clause:

$$q(g, n, e) = \exists p. (p, type, Person) \in g \wedge (p, name, n) \in g \wedge (p, mbox, e) \in g$$

$$g \in G \models f(g) = \{(n, e) \subseteq (S \times S) \mid q(g, n, e)\}$$

This could be generalised to express a given feature set as vector (a_1, a_2, \dots, a_n) :

$$g \in G \models (a_1, a_2, \dots, a_n) \in f(g)$$

and in the case where all $a_k \in f(g)$ are literal (e.g. string or numeric) values, we can thus consider a given SPARQL query to be specific function capable of feature extraction from any RDF graph into sets of categorical or numeric features.

```
PREFIX rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#>
SELECT ?topic
WHERE {
    ?article rdf:about ?topic .
}
```

Listing 2.2 : SPARQL query to determine what

²<https://jena.apache.org/>

³<http://www.cs.waikato.ac.nz/ml/weka/>

This might allow a query that extracts a country’s population, GDP, etc. provide feature extraction for learning patterns in economics, for example. However, this is limited to features derived from single-valued predicates with literal-valued ranges. It is not clear how to formulate a query that expresses whether or not a content item is about a given topic.

In the RDF model, it would be more appropriate to use a query like that in Listings 2.2 where for a given *?article* identified by URI, we can get a list of URIs identifying concepts which the article mentions. Such a query might be expressed as function $f' : G \rightarrow \mathcal{P}(U)$ where U is set of all URIs such that:

$$g \in G \models f'(g, uri) = \{t \mid (uri, about, t) \in g\}$$

An approach of generating attributes for a given resource was proposed by Paulheim and Furnkranz[3]. They defined specific SPARQL queries and provided case study evidence for the effectiveness of each strategy.

Their work focused on starting with relational-style data (e.g. from a relational database) and using *Linked Open Data* to identify entities within literal values in those relations and generated attributes from SPARQL queries over those entities.

For a large content-producer, there is a more general problem where many content items do not have a relational representation and the content source is a body of text or even a raw HTML page. However, the feature generation from Paulheim and Furnkranz proves to be a promising strategy given we can acquire an RDF graph model for content items in the first place.

2.2 RDF in the enterprise

SYSTEM DESIGN

In this chapter, a system is inductively derived and concretely design to make use of multiple strategies for:

1. gathering (meta)data about all of an organisations content items;
2. extracting metadata not explicitly modelled in source content management systems;
3. further enriching that metadata with information not explicitly present in the content item itself; and
4. applying machine learning to that content metadata to gain new insights about that content.

Initially, a business context is described to produce a design for a system that could be applied within a media or content-producing organisation. This context will guide all design decisions.

3.1 Context

3.2 Dataflow Model

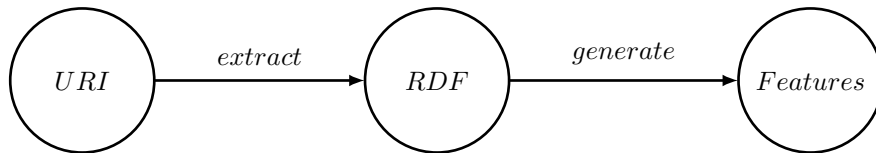


Figure 3.1: Null content miner

3.3 Technical Architecture

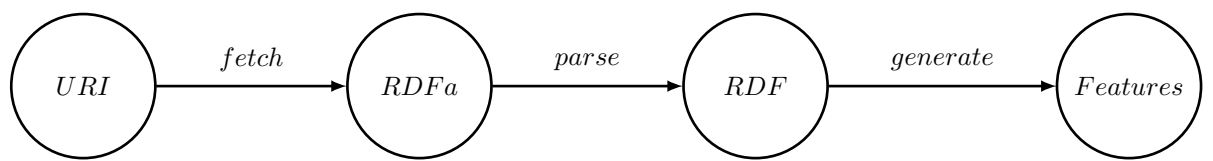


Figure 3.2: Semantic web content miner

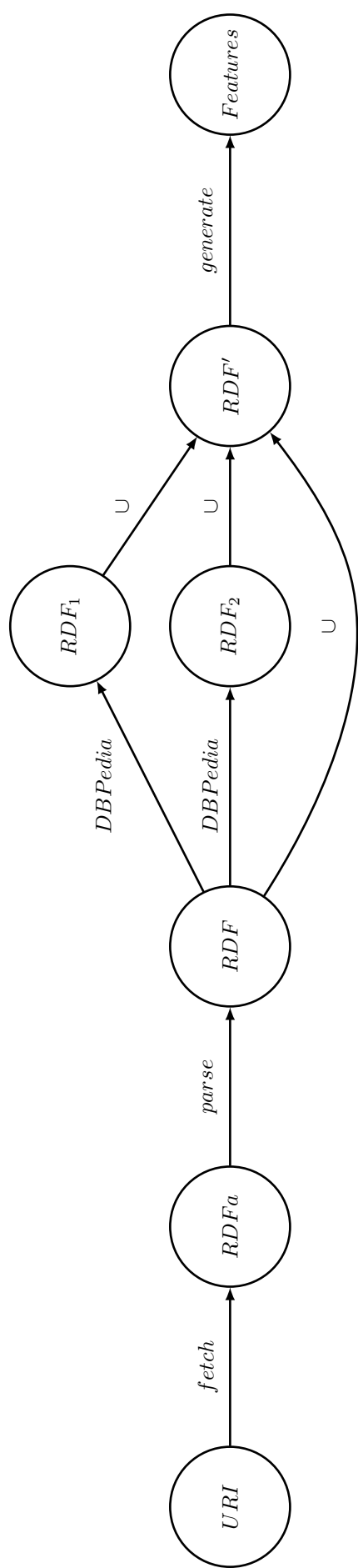


Figure 3.3: Semantic web content miner with DBPedia enrichment

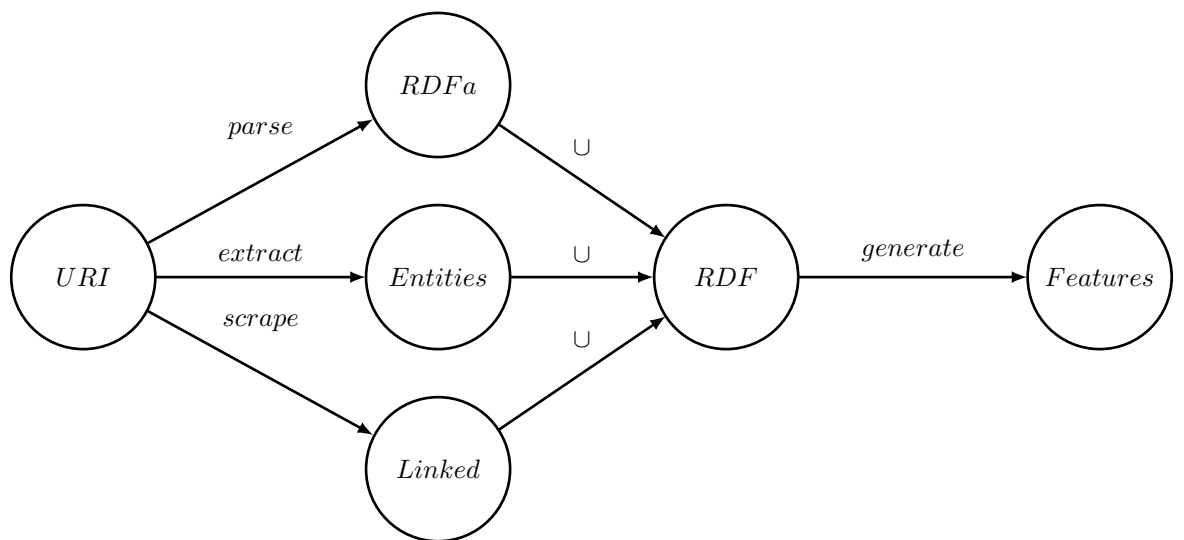


Figure 3.4: Maximal web content miner

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IMPLEMENTATION

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EVALUATION

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CONCLUSION

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