

Learning Arbitrary RDF Dataset Enrichment Graphs Using Pre- & Postcondition Broadcasting



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15.02.2019

Outline

- 1 Motivation
- 2 Approach
- 3 Evaluation Setup
- 4 Roadmap

Section 1

Motivation



Linked Open Data

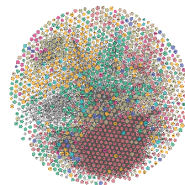
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¹Stats taken from LOD Laundromat. Links estimated.



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 - 650k datasets
 - 38 billion triples
 - $n \cdot 10^6$ links ($10 < n < 1000$)

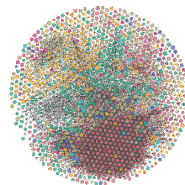


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- RDF Dataset Enrichment to the rescue!



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Definition **Enrichment Operator**

Let \mathcal{D} be the set of all RDF Datasets. We call a function $o : \mathcal{D}^n \rightarrow \mathcal{D}^m$ an *Enrichment Operator*. We call n the in degree and m the out degree of o .



Definition **Enrichment Graph**

An Enrichment Graph $G = (V, E, L)$ is a Directed Acyclic Labeled Multigraph.

The root vertices $V_r = \{v \in V \mid \nexists u \in V, (u, v) \in E\}$ of an Enrichment Graph represent input RDF Datasets emitters.

The leaf vertices $V_l = \{v \in V \mid \nexists u \in V, (v, u) \in E\}$ of an Enrichment Graph represent output RDF Datasets acceptors.

The intermediate vertices $V_i = V \setminus V_r \setminus V_l$ represent Enrichment Operators.

The function $O : V \rightarrow \mathcal{O}$ maps vertices to the entities they represent.

An edge $(u, v) \in E \subseteq V \times V$ represents flow of data.

The label function $L : E \rightarrow 2^{(\mathbb{N} \times \mathbb{N})}$ induces a mapping from the components of images and arguments of represented entities, i.e. for $e = (u, v)$, an entry of the label multiset $l \in L(e) = (i, j)$ establishes a flow of data from the i th component in the image of $O(u)$ to the j th argument of $O(v)$.



Definition **Enrichment Graph** (Continued)

An Enrichment Graph $G = (V, E, L)$ with $\forall e \in E : |L(e)| = 1$ is called an Enrichment Pipeline or a type 0 Enrichment Graph.

An Enrichment Graph $G = (V, E, L)$ with $\exists e \in E : |L(e)| > 1 \wedge |V_r| = |V_l| = 1$ is called a type 1 Enrichment Graph.

An Enrichment Graph $G = (V, E, L)$ with $\forall e \in E : |L(e)| > 1 \wedge |V_r| > 1 \wedge |V_l| = 1$ is called a type 2 Enrichment Graph.

An Enrichment Graph $G = (V, E, L)$ with $\forall e \in E : |L(e)| > 1 \wedge |V_r| > 1 \wedge |V_l| > 1$ is called a type 3 Enrichment Graph.



Configuring DEER

- Plugin architecture
- Most Enrichment Operators need parametrization
- Defining an Enrichment Graph requires expert knowledge
- → Use Machine Learning



Existing ML Algorithm in DEER

- Learns type 1 Enrichment Graphs based on Refinement Operators
- Training data: RDF Datasets Source (S) and Target (T)
- Fitness Function: F_1 score over triples
- Iteratively construct Enrichment Graph G from Set of all Enrichment Operators \mathcal{O}
- Set $G := nil, B := S$
- Until Termination Criterion met:
 - $\forall o \in \mathcal{O} : o.selfConfig(B, T)$
 - $G := G \circ \arg \max_{F_1(T, B')} \{o' \in \mathcal{O} | B' = (G \circ o')(B)\}$
 - $B := G(B)$



Analysis of Existing ML Algorithm in DEER

- Good theoretical properties (finite, proper, complete, not redundant)
- But several incorrect implicit assumptions
 - F_1 score over triples is indicative for fitness ⚡
 - Counterexample: Filtering first
 - Enrichment Operators are independent ⚡
 - Counterexample: Linking \rightarrow Dereferencing
 - Training data always contains sufficient information for self-configuration ⚡
 - possible, but not realistic
 - at least as hard to satisfy as manual configuration
- \rightarrow Objective of this thesis: develop new approach



The new Approach should:

- ① derive proper fitness function
- ② take interdependency of Enrichment Operators into account
- ③ cope with incomplete information w.r.t. self-configuration
- ④ be applicable for type 0, 1 & 2 Enrichment Graphs



Section 2

Approach



(1) Fixing the Fitness Function

- Weight recall higher than precision (F_2 score)
- Linear combination of F_2 score over triples, URI resources & literals
- Apply fuzzy matching to URI resources & literals



(2) Leveraging Enrichment Operator Interdependency

- avoid local minima \rightarrow employ genetic programming
- infer possible dependencies using top-down self-configuration
- recursive broadcast algorithm: $broadcast(\mathcal{G}, D_{\perp}, D_{\top})$
 - each o assesses if D_{\top} is a possible postcondition
 - each o reports a number between 0 and 1 based on its assessment
 - if some termination criteria holds, return \mathcal{G}
 - the Enrichment Operators reporting the highest k values are chosen
 - for each chosen Enrichment Operator o_c call $broadcast(\mathcal{G}' = \{G \circ o_c \mid G \in \mathcal{G}\}, D_{\perp}, o_c^{-1}(D_{\top}))$
- started as: $\forall o \in \mathcal{O} : broadcast(\{\}, S, T)$



(3) Reconstructing Hidden Information for Self-Configuration

- top-down self-configuration reconstructs hidden information!



(4) From Type 0 to Type 2

- Type 0: Base implementation
- Type 1: Extends Type 0
 - Allow branching and merging in initial population generation
 - Force merging at leafs
 - Detect independent Enrichment Operators & parallelize
- Type 2: Theory not finished yet



Section 3

Evaluation Setup



Evaluation Setup

- find use cases for each Enrichment Graph type
- write manual configurations to generate training data
- run each experiment ten times
- record precision, recall, run time, logs
- → compare with baseline
- compare complexity of manual and learned Enrichment Graphs



Section 4

Roadmap



Roadmap

- Evaluation of Type 0: 22.02.
- Evaluation of Type 1: 01.03.
- Evaluation of Type 2: 15.03.
- Hand in thesis: 29.03.
- Final presentation: 12.04.
- Official due date: 07.05.



Thank You for Your Attention

