Semantic Search for Quantity Expressions

Tom Wiesing

Supervisor: Michael Kohlhase Co-supervisor: Tobias Preusser

May 20, 2015 110392 Guided Research Applied and Computational Mathematics & Thesis

Motivation: Problem and State Of The Art

- Motivation: Problem and State Of The Art
- Our Approach: Structure Of The Search Engine

- Motivation: Problem and State Of The Art
- Our Approach: Structure Of The Search Engine
 - ► The Unit System

- Motivation: Problem and State Of The Art
- Our Approach: Structure Of The Search Engine
 - ► The Unit System
 - ► The Search Algorithm

- Motivation: Problem and State Of The Art
- Our Approach: Structure Of The Search Engine
 - ► The Unit System
 - ► The Search Algorithm
 - ▶ The Frontend

- Motivation: Problem and State Of The Art
- Our Approach: Structure Of The Search Engine
 - ► The Unit System
 - The Search Algorithm
 - ▶ The Frontend
- ► The Implementation

- Motivation: Problem and State Of The Art
- Our Approach: Structure Of The Search Engine
 - ▶ The Unit System
 - ► The Search Algorithm
 - ▶ The Frontend
- ► The Implementation
- ► Time for Questions

► We use units every day

- ▶ We use units every day
- ▶ We encounter them everywhere:

- ▶ We use units every day
- We encounter them everywhere:
 - ▶ When driving, there are speed limits, for example:





- We use units every day
- We encounter them everywhere:
 - ▶ When driving, there are speed limits, for example:
- 60 km
- ▶ When baking, it often says in recepies something like: "add 3 tea spoons of sugar"

- We use units every day
- We encounter them everywhere:
 - ▶ When driving, there are speed limits, for example:
- 60 km
- ▶ When baking, it often says in recepies something like: "add 3 tea spoons of sugar"
- When shopping for shoes there are different sizes

- We use units every day
- We encounter them everywhere:
 - ▶ When driving, there are speed limits, for example:
- 60 km
- ▶ When baking, it often says in recepies something like: "add 3 tea spoons of sugar"
- When shopping for shoes there are different sizes
- In scientific papers they occur a lot

- We use units every day
- We encounter them everywhere:
 - ▶ When driving, there are speed limits, for example:
- 60) ¹
- ▶ When baking, it often says in recepies something like: "add 3 tea spoons of sugar"
- When shopping for shoes there are different sizes
- In scientific papers they occur a lot
- everything which somehow models a real system has at least one quantity expression

- We use units every day
- We encounter them everywhere:
 - ▶ When driving, there are speed limits, for example:



- ► When baking, it often says in recepies something like: "add 3 tea spoons of sugar"
- When shopping for shoes there are different sizes
- In scientific papers they occur a lot
- everything which somehow models a real system has at least one quantity expression
- everything is quantified

▶ But where is the problem?

- But where is the problem?
- ▶ Within one paper only a handful of units is used

- But where is the problem?
- Within one paper only a handful of units is used
- ▶ In general there are a lot of different units to describe the same quantity

- But where is the problem?
- Within one paper only a handful of units is used
- ▶ In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths:

- But where is the problem?
- Within one paper only a handful of units is used
- ▶ In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths:

- But where is the problem?
- Within one paper only a handful of units is used
- In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: *Meter*,

- But where is the problem?
- Within one paper only a handful of units is used
- In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: *Meter*, *Inch*,

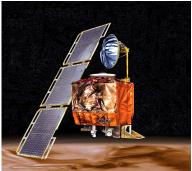
- But where is the problem?
- Within one paper only a handful of units is used
- In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: *Meter, Inch, Foot*,

- But where is the problem?
- Within one paper only a handful of units is used
- In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: *Meter*, *Inch*, *Foot*, *Mile*,

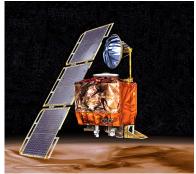
- But where is the problem?
- Within one paper only a handful of units is used
- ▶ In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: Meter, Inch, Foot, Mile, Nautical Mile,

- But where is the problem?
- Within one paper only a handful of units is used
- In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: *Meter, Inch, Foot, Mile, Nautical Mile, . . .*
- ▶ This can cause problems when not converting properly

- But where is the problem?
- Within one paper only a handful of units is used
- In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: *Meter*, *Inch*, *Foot*, *Mile*, *Nautical Mile*, . . .
- ▶ This can cause problems when not converting properly
- Mars Climate Orbiter (1999)



- ▶ But where is the problem?
- Within one paper only a handful of units is used
- In general there are a lot of different units to describe the same quantity
- ▶ Just for lengths: *Meter*, *Inch*, *Foot*, *Mile*, *Nautical Mile*, . . .
- ▶ This can cause problems when not converting properly
- Mars Climate Orbiter (1999)



Different Units are a big problem



▶ What is the most common solution?

- ▶ What is the most common solution?
- Unit Converters

- What is the most common solution?
- Unit Converters
 - ► There are a lot of these



- What is the most common solution?
- Unit Converters
 - ► There are a lot of these



Google itself has one integrated



user needs to find out that conversion is required

- user needs to find out that conversion is required
- both input and output units need to be given

- user needs to find out that conversion is required
- both input and output units need to be given
- this is not integrated into the search process itself

- user needs to find out that conversion is required
- both input and output units need to be given
- this is not integrated into the search process itself
- Wouldn't it be nice:

- user needs to find out that conversion is required
- both input and output units need to be given
- this is not integrated into the search process itself
- Wouldn't it be nice:
 - when searching for 25 $\frac{m}{s}$

- user needs to find out that conversion is required
- both input and output units need to be given
- this is not integrated into the search process itself
- Wouldn't it be nice:
 - when searching for 25 $\frac{m}{s}$
 - we also find 90 $\frac{km}{h}$

- user needs to find out that conversion is required
- both input and output units need to be given
- this is not integrated into the search process itself
- Wouldn't it be nice:
 - when searching for 25 $\frac{m}{s}$
 - we also find 90 $\frac{km}{h}$
 - we did not have to search for all the representations of the same quantity expression

- user needs to find out that conversion is required
- both input and output units need to be given
- this is not integrated into the search process itself
- Wouldn't it be nice:
 - when searching for 25 $\frac{m}{s}$
 - we also find 90 $\frac{km}{h}$
 - we did not have to search for all the representations of the same quantity expression
- This is the kind of search engine we have built

▶ What components do we need for a semantic search engine?

- ▶ What components do we need for a semantic search engine?
 - A *Unit System* that is aware of the different representations of a QE

- ▶ What components do we need for a semantic search engine?
 - A Unit System that is aware of the different representations of a QE
 - 2. A Spotter that finds representations of QEs inside documents

- ▶ What components do we need for a semantic search engine?
 - A Unit System that is aware of the different representations of a QE
 - 2. A Spotter that finds representations of QEs inside documents
 - 3. A Search Algorithm that given a QE finds all its representations in the system

- ▶ What components do we need for a semantic search engine?
 - A Unit System that is aware of the different representations of a QE
 - 2. A Spotter that finds representations of QEs inside documents
 - 3. A Search Algorithm that given a QE finds all its representations in the system
 - 4. A Frontend that allows queries to be made

- ▶ What components do we need for a semantic search engine?
 - A *Unit System* that is aware of the different representations of a QE
 - 2. A Spotter that finds representations of QEs inside documents
 - 3. A Search Algorithm that given a QE finds all its representations in the system
 - 4. A Frontend that allows queries to be made
- Spotter is done by Stiv Sherko

- ▶ What components do we need for a semantic search engine?
 - A *Unit System* that is aware of the different representations of a QE
 - 2. A Spotter that finds representations of QEs inside documents
 - 3. A Search Algorithm that given a QE finds all its representations in the system
 - 4. A Frontend that allows queries to be made
- Spotter is done by Stiv Sherko
- ► We only need to worry about the *Unit System*, the *Search Algorithm* and the *Frontend*

Let's start with the Unit System

- Let's start with the Unit System
- ▶ We orient ourselves on the SI specification

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - length

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - length
 - mass

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - ► length
 - mass
 - time

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - ► length
 - mass
 - time
 - electric current

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - length
 - mass
 - ▶ time
 - electric current
 - temperature

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - ► length
 - mass
 - ▶ time
 - electric current
 - temperature
 - luminous intensity

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - length
 - mass
 - ▶ time
 - electric current
 - temperature
 - luminous intensity
 - amount of substance

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - length
 - mass
 - time
 - electric current
 - temperature
 - luminous intensity
 - amount of substance
- but there are also quantities where we just count

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - ► length
 - mass
 - time
 - electric current
 - temperature
 - luminous intensity
 - ▶ amount of substance
- but there are also quantities where we just count
- ▶ and dimensionless quantities (such as Information)

- Let's start with the Unit System
- We orient ourselves on the SI specification
- Each quantity has a dimension
- According to SI there are 7 basic ones:
 - length
 - mass
 - time
 - electric current
 - temperature
 - luminous intensity
 - amount of substance
- but there are also quantities where we just count
- and dimensionless quantities (such as Information)
- so we have 9 basic dimensions

we can also multiply these to get new dimensions

- we can also multiply these to get new dimensions
- ▶ such as area = length · length

- we can also multiply these to get new dimensions
- ▶ such as area = length · length
- similarly we can divide dimensions

- we can also multiply these to get new dimensions
- ▶ such as area = length · length
- similarly we can divide dimensions
- We can use this to get a meta-mathematical formalisation of dimensions

Dimension			
dimension	:	type	
none	:	dimension	
count	:	dimension	
length	:	dimension	
mass	:	dimension	
time	:	dimension	
current	:	dimension	
temperature	:	dimension	
luminous	:	dimension	
amount	:	dimension	
	:	$dimension \to dimension \to dimension$	
\	:	$dimension \to dimension \to dimension$	

▶ how can we formalise a quantity expressions?

- how can we formalise a quantity expressions?
- ▶ In our model QEs can be one of the following:

- how can we formalise a quantity expressions?
- ▶ In our model QEs can be one of the following:
 - 1. (1 times) a primitive unit, such as Meter

- how can we formalise a quantity expressions?
- ▶ In our model QEs can be one of the following:
 - 1. (1 times) a primitive unit, such as Meter
 - 2. A *multiplication* of a (real) number with an existing QE, such as 5 Meter

- how can we formalise a quantity expressions?
- ▶ In our model QEs can be one of the following:
 - 1. (1 times) a primitive unit, such as Meter
 - A multiplication of a (real) number with an existing QE, such as 5 Meter
 - A division of an existing QE by a (non-zero real) number (equivalent to the above)

- how can we formalise a quantity expressions?
- In our model QEs can be one of the following:
 - 1. (1 times) a primitive unit, such as Meter
 - 2. A *multiplication* of a (real) number with an existing QE, such as 5 Meter
 - 3. A *division* of an existing QE by a (non-zero real) number (equivalent to the above)
 - 4. The product of two existing QEs such as Newton · Second

- how can we formalise a quantity expressions?
- ▶ In our model QEs can be one of the following:
 - 1. (1 times) a primitive unit, such as Meter
 - A multiplication of a (real) number with an existing QE, such as 5 Meter
 - 3. A *division* of an existing QE by a (non-zero real) number (equivalent to the above)
 - 4. The product of two existing QEs such as Newton · Second
 - 5. The sum of two existing QEs (of the same dimension)

- how can we formalise a quantity expressions?
- ▶ In our model QEs can be one of the following:
 - 1. (1 times) a primitive unit, such as Meter
 - A multiplication of a (real) number with an existing QE, such as 5 Meter
 - A division of an existing QE by a (non-zero real) number (equivalent to the above)
 - 4. The product of two existing QEs such as Newton · Second
 - 5. The sum of two existing QEs (of the same dimension)
 - 6. The *quotient* of two existing QEs such as $1 \frac{\text{Meter}}{\text{Second}}$

- how can we formalise a quantity expressions?
- In our model QEs can be one of the following:
 - 1. (1 times) a primitive unit, such as Meter
 - 2. A *multiplication* of a (real) number with an existing QE, such as 5 Meter
 - A division of an existing QE by a (non-zero real) number (equivalent to the above)
 - 4. The product of two existing QEs such as Newton · Second
 - 5. The sum of two existing QEs (of the same dimension)
 - 6. The *quotient* of two existing QEs such as 1 $\frac{\text{Meter}}{\text{Second}}$
- this results in the following formalisation:

Quantity Expression		
QE	:	$dimension \to type$
QENMul	:	$\forall x : dimension.number \to QE(x) \to QE(x)$
QENDiv	:	$\forall x : dimension.QE\left(x\right) \to number \to QE\left(x\right)$
QEMul	:	$\forall x : \text{dimension.} \forall y : \text{dimension.} QE(x) \to QE(y)$
QEAdd	:	$\forall x : dimension.QE(x) \to QE(x) \to QE(x)$
QEDiv	:	$\forall x : dimension. \forall y : dimension. QE(x) \to QE(y)$