

Semantic Parsing and Beyond to Create a Commonsense Knowledge Base

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whoami

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Computational Semantics, Semantic Web, Natural Language Generation, Information Extraction, Linguistic Annotation, Distributional Semantics, General Knowledge Bases, Gamification, Social Media, Sentiment Analysis, Legal Informatics, Argument Mining, Math, Pasta, Videogames, ...

Today

Robotics and Artificial Intelligence

Objects

Linguistics and Semantics

Machine Learning and Clustering

Today

- I Motivation: The Semantics of Objects
- II Objects, Knowledge and The Web
- III Objects, Words and Vectors
- IV Frames and Prototypical Knowledge
- V Default Knowledge about Objects

Part I

Motivation:

The Semantics of Objects

AUTONOMOUS
LEARNING
OF THE MEANING
OF OBJECTS

ALOOF

5-year CHIST-ERA funded project (2014-2018)

4 EU partners



AUTONOMOUS
LEARNING
OF THE MEANING
OF OBJECTS

ALOOF

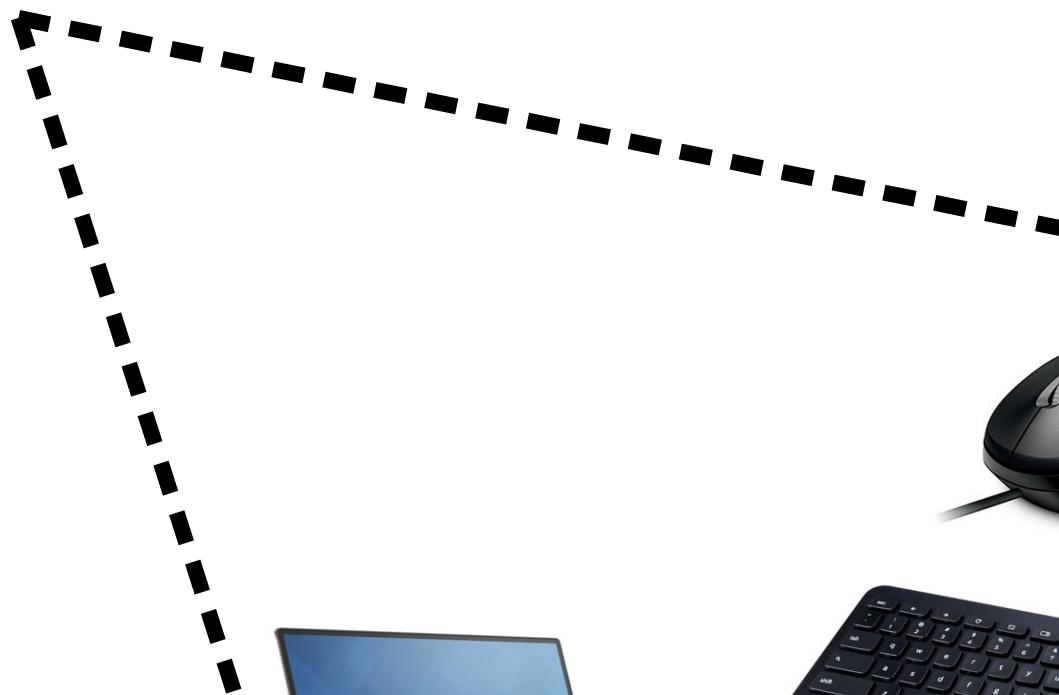
Deploy **robots** in human-inhabited environments.

The robots **autonomously** collect real-world data.

We use information available on the **Semantic Web** to identify the semantics of objects.

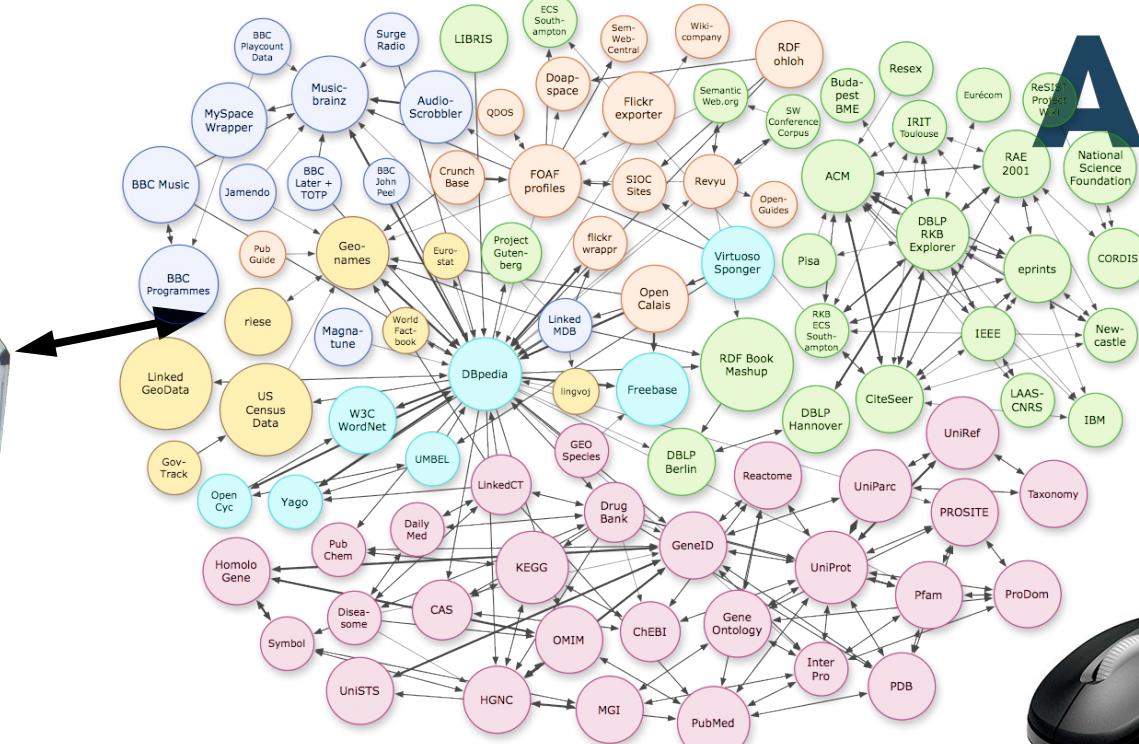
AUTONOMOUS
LEARNING
OF THE MEANING
OF OBJECTS

ALOOF



AUTONOMOUS
LEARNING
OF THE MEANING
OF OBJECTS

ALOOF



AUTONOMOUS
LEARNING
OF THE MEANING
OF OBJECTS

ALOOF



Perception and Identification

Robot deployments in office environments

The robot visits fixed waypoints on the map, taking full 360° RGB-D scans





- Object classification
- Room detection
- Frame detection
- Inference
- ...

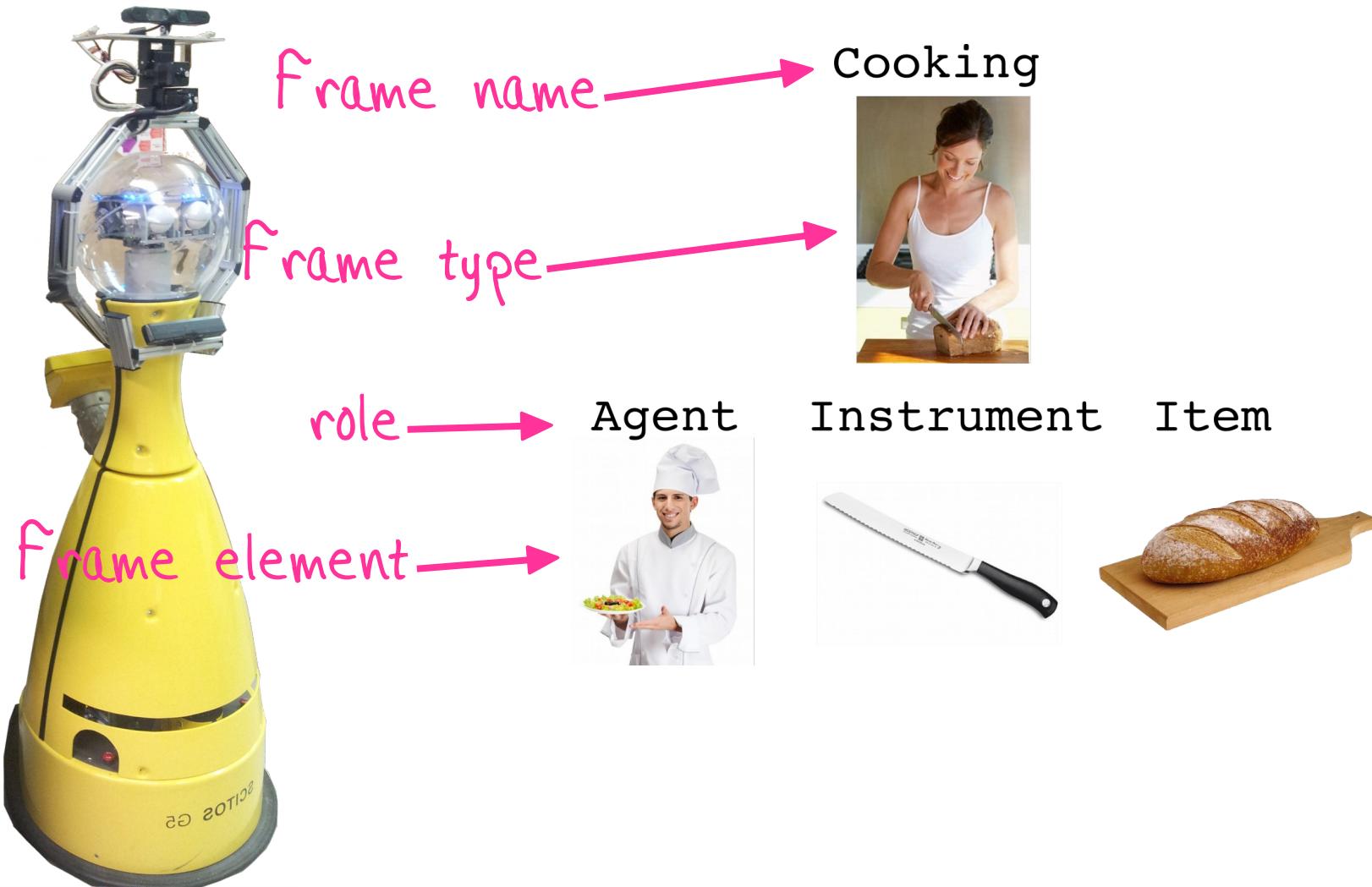
Frame Semantics



Bob, portami del pane!



Frame Semantics



Frame Semantics



Part II

Objects, Knowledge and The Web

Object Knowledge

Classification

What is (not) an object?

What type is an object?

What is a room?

...

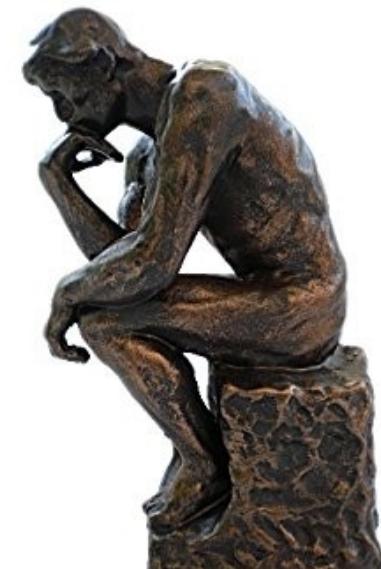
Relations

How are objects related?

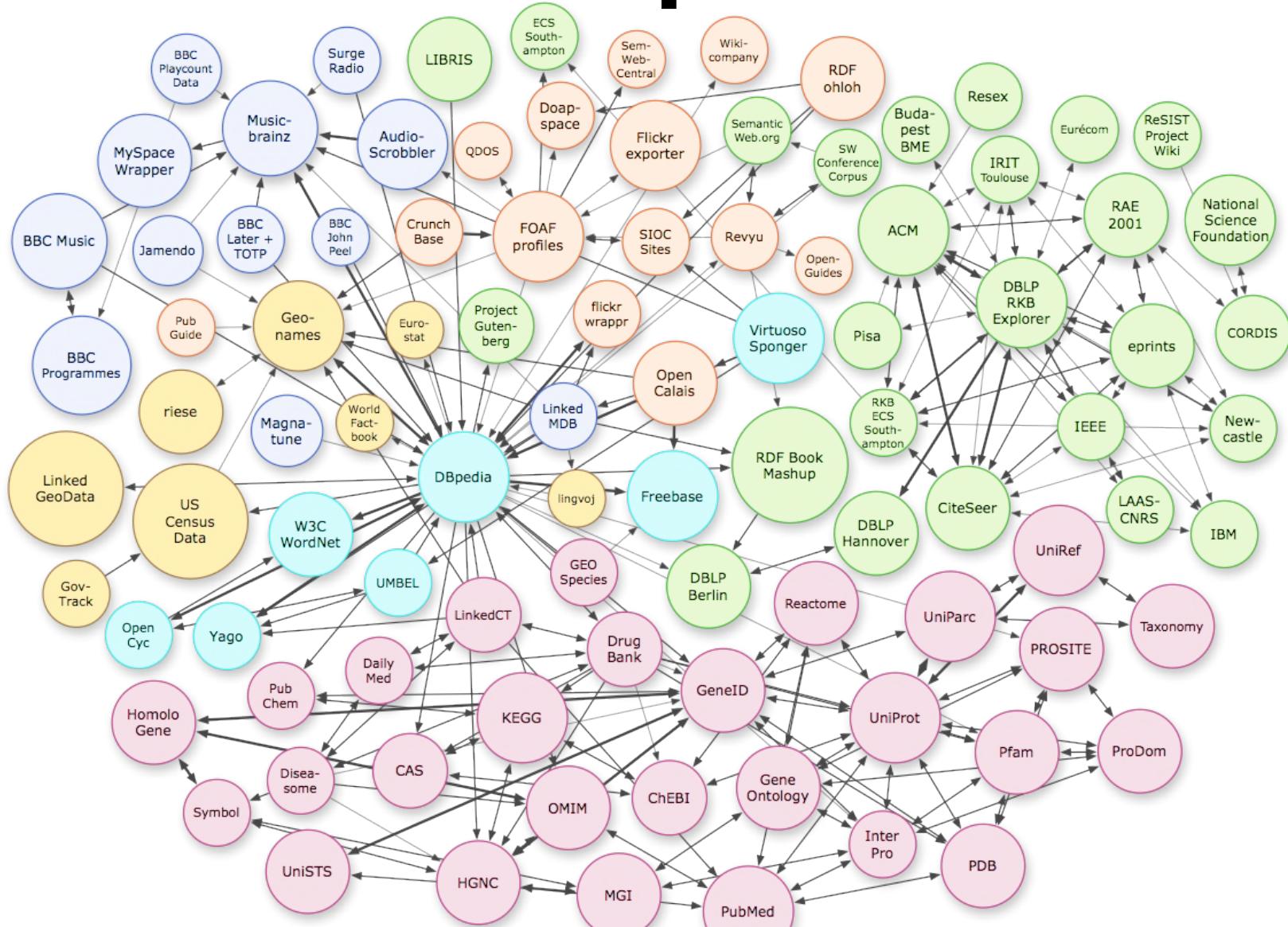
Where is an object?

What can I do with an object?

...



Linked Open Data



<http://lod-cloud.net/>

About: Table knife – Mozilla Firefox

File Edit View History Bookmarks Tools Help

D About: Table knife × +

← i | dbpedia.org/page/Table_knife 90% | C Search » ⎓

DBpedia

rdfs:comment

- A table knife is an item of cutlery with a single cutting edge, and a blunt end - part of a table setting. Table knives are typically of moderate sharpness only, designed to cut prepared and cooked food. (en)

rdfs:label

- Table knife (en)

owl:sameAs

- [freebase:Table knife](#)
- [wikidata:Table knife](#)
- [dbpedia-fr:Table knife](#)
- [dbpedia-cs:Table knife](#)
- [dbpedia-wikidata:Table knife](#)

prov:wasDerivedFrom

- [wikipedia-en:Table_knife?oldid=623281990](#)

foaf:depiction

- [wiki-commons:Special:FilePath/Old_Swiss_table_knives.JPG](#)

foaf:isPrimaryTopicOf

- [wikipedia-en:Table_knife](#)

is dbo:wikiPageRedirects of ▪ [dbr:Dinner_knife](#)

http://dbpedia.org/page/Table_knife

ConceptNet 5: knife – Mozilla Firefox

File Edit View History Bookmarks Tools Help

ConceptNet 5: knife +

conceptnet.io/c/en/knife Search Documentation

FAQ Chat Blog

en knife

An English term in ConceptNet 5.5

Sources: Open Mind Common Sense contributors, DBpedia 2015, JMDict 1.07, OpenCyc 2012, Verbosity players, German Wiktionary, English Wiktionary, French Wiktionary, and Open Multilingual WordNet

View this term in the API

knife is used for...

- en cut (n) →
- en stabbing →
- en cut (v) →
- en butter →
- en stab (v) →
- en cutting food →
- en carving wood →
- en slicing →

Types of knife

- en barong (n) →
- en bayonet (v) →
- en machete (n) →
- en A mind that is all logic →
- en bayonet (n) →
- en poniard (v) →
- en scalpel (n) →
- en bolo (n) →

<http://conceptnet.io/c/en/knife>

knowrob.owl (<http://ias.cs.tum.edu/kb/knowrob.owl>) – [/user/vbasile/home/ontologies/knowrob.]

File Edit Ontologies Reasoner Tools Refactor Tabs View Window Help

knowrob.owl (<http://ias.cs.tum.edu/kb/knowrob.owl>) Entities Classes

Object Properties Data Properties Individuals OWLViz DL Query Jambalaya Active Ontology Entities Classes

Asserted class hierarchy Inferred class hierarchy

Asserted class hierarchy: TableKnife

Class Annotations Class Usage

Usage: TableKnife

Show: this disjoins named sub/superclasses

Found 2 uses of TableKnife

Oth

- WoodenSpoon disjointWith WireWhis
- TableKnife disjointWith Fork-Silverwa

Description: TableKnife

Equivalent classes +

Superclasses +

- Knife
- SilverwarePiece
- lispClass value "knife"

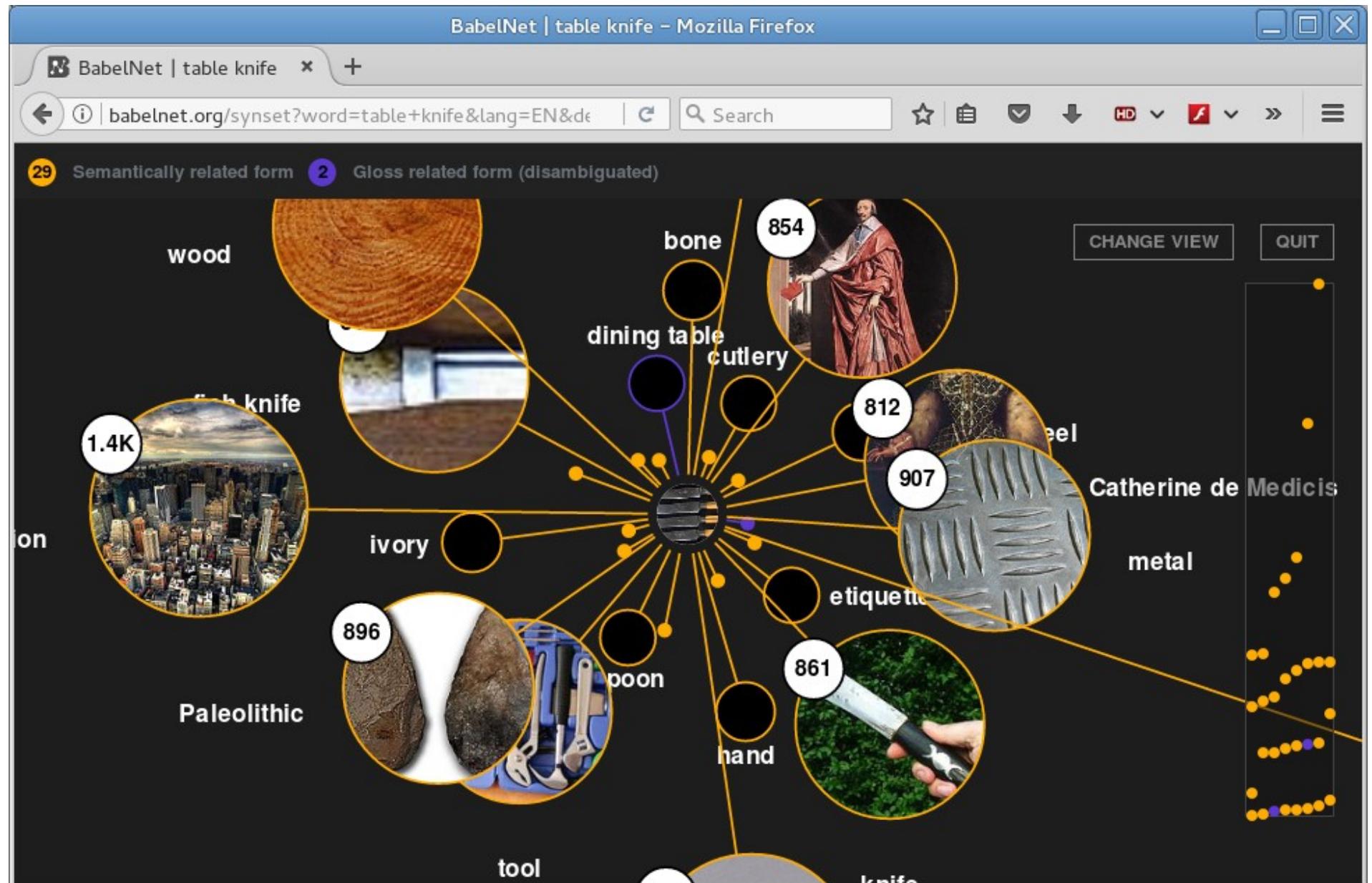
Inferred anonymous superclasses

- spatiallyRelated some SpatialThing

Members +

The screenshot shows the OWL Viz interface for the ontology knowrob.owl. On the left, the 'Asserted class hierarchy' for the class 'TableKnife' is displayed as a tree structure. The root node 'TableKnife' is expanded to show its subclasses: AnimalBodyPart, CommunicationDevice, ConstructionArtifact, FlowerArrangement, FoodOrDrinkOrIngredient, FoodVessel, FurniturePiece, HumanAccessibleIBO, MechanicalDevice, PhysicalDevice, CleaningDevice, ControlDevice, CoolingDevice, FoodOrDrinkPreparation, HandTool, FoodUtensil, Knife, CarvingKnife, and Holder. The 'Knife' node is also expanded to show its subclasses: TableKnife, CarvingKnife, and Holder. On the right, the 'Usage' tab for 'TableKnife' is open, showing two disjoint assertions: 'WoodenSpoon disjointWith WireWhis' and 'TableKnife disjointWith Fork-Silverwa'. Below this, the 'Description' tab for 'TableKnife' lists its equivalent classes (none shown), superclasses (Knife, SilverwarePiece, lispClass value "knife"), inferred anonymous superclasses (spatiallyRelated some SpatialThing), and members (none shown).

<http://knowrob.org/kb/knowrob.owl>



<http://babelnet.org/synset?word=table+knife>

The SUN database



BEDROOM

Definition (WordNet): A room in a house used primarily for sleeping

2117 images
1043 annotated
18331 objects

Objects

List of most common objects found in this place sorted by frequency.

 Wall 2561 in this scene 20213 total	 Bed 1144 in this scene 1617 total	 Cushion 1043 in this scene 2091 total	 Pillow 1008 in this scene 1359 total	 Floor 991 in this scene 7227 total	 Desk lamp 953 in this scene 1702 total	 Night table 867 in this scene 1054 total
 Window 845 in this scene 16080 total	 Curtain 838 in this scene 2525 total	 Painting 651 in this scene 2784 total	 Ceiling 623 in this scene 5284 total	 Picture 457 in this scene 1822 total	 Chair 275 in this scene 7971 total	 Door 265 in this scene 4135 total
 Ceiling lamp 243 in this scene 6268 total	 Cabinet 229 in this scene 3102 total	 Mirror 200 in this scene 954 total	 Sconce 189 in this scene 1054 total	 Plant 176 in this scene 3095 total	 Armchair 167 in this scene 1080 total	

Similar scenes

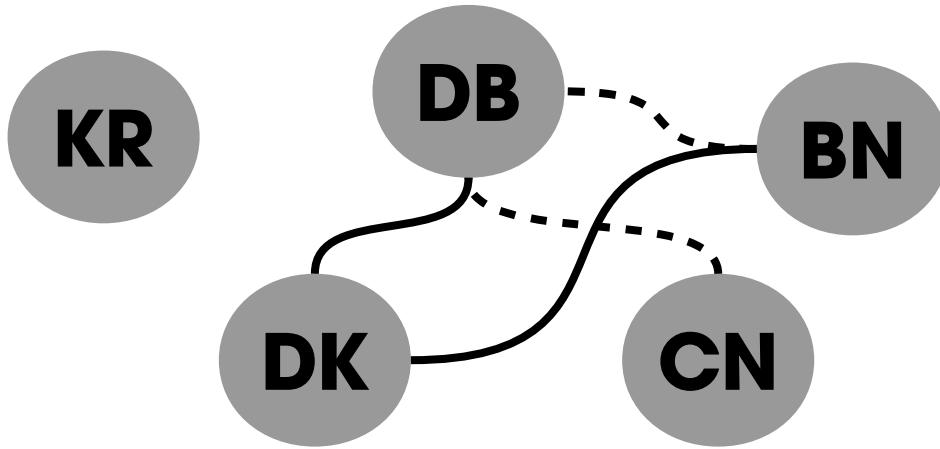
List of places with the most similar object distributions. The list is sorted by similarity.

 Hotel room 499 images 113 annotated 1908 objects	 Childs room 163 images 77 annotated 1723 objects	 Alcove 66 images 29 annotated 433 objects	 Parlor 338 images 66 annotated 1459 objects	 Dorm room 167 images 50 annotated 957 objects	 Youth hostel 139 images 27 annotated 388 objects	 Attic 375 images 48 annotated 779 objects
 Bow window indoor 217 images 33 annotated 497 objects	 Nursery 258 images 65 annotated 952 objects					

Annotated images

 basket, bed skirt, books, box, chair, comforter, cow on wheels, decorative	 basket, bed skirt, bench, blanket, book, ceiling, chair, chest, chimney, coat rack	 beam, bed, bowl, ceiling, ceiling lamp, chair, coffee maker, coffee table	 basket, bedpost, bench, books, box, cabinet, candleholder, chair, comforter	 armchair, bed, ceiling, ceiling lamp, cushion, door, floor, floor lamp, flowers, grille, night	 armchair, bed, bottle, box, cabinet, ceiling, ceiling fan, clock, curtain, cushion, floor, floor	 bed, book, ceiling, ceiling fan, ceiling lamp, chest, curtain, cushion, floor, floor	 bag, bed, bookcase, books, box, carpet, ceiling, chandelier, cuddly toy, cushion	 bed, bookcase, books, cabinet, ceiling, ceiling fan, ceiling lamp, chair, cushion
--	--	---	---	--	--	--	--	---

<https://groups.csail.mit.edu/vision/SUN/>



	Taxonomy	Function	Location	Linked Data
DBpedia	✓	✗	✗	✓
ConceptNet	✓	✓	✓	partly
KnowRob	✓	✓	partly	✗
BabelNet	✓	✗	✗	✓
SUN	✗	✗	✓	✗

Keyword Linking Methods

DBpedia Lookup

“official” search API of DBpedia

String Match (+redirect)

Try <http://dbpedia.org/resource/{KEYWORD}>

Babelfy

State of the art algorithm for Word Sense
Disambiguation/Entity Linking

Keyword Linking Methods

Vector-based Contextual disambiguation

- Run String Match on the keywords
- Split the missed keywords into tokens
- Run String Match on the tokens
- Compute the semantic similarity of each token-entity with all the previously recognized entities
- Select the highest scoring token-entity

e.g., basket_of_banana → dbr:Basket

The SUN database

131,067 Images

908 Scene categories

313,884 Segmented objects

4,479 Object categories

Table 3: Results of the systems on the *objects* dataset.

Method	Precision	Recall	F-score
DBpedia Lookup	0.397	0.272	0.322
String Match	0.523	0.327	0.402
Babelfy	0.780	0.418	0.544
String Match + Redirect	0.861	0.538	0.662
VCD (aggr.=AVG, T=0.3)	0.736	0.650	0.691

Table 4: Results of the systems on the *scenes* dataset.

Method	Precision	Recall	F-score
DBpedia Lookup	0.449	0.412	0.430
String Match	0.598	0.535	0.564
Babelfy	0.754	0.569	0.649
String Match + Redirect	0.839	0.750	0.792
VCD (aggr.=MAX, T=0.8)	0.811	0.786	0.798

The SUN database

Results

2,493 objects in DBpedia

679 locations in DBpedia

2,935 object-location relations

Classification



Relations



Keyword	Entity
Objects	
stand_clothes	dbr:Clothes_horse
cold_meat	dbr:Lunch_meat
tree_stem_3	dbr:Plant_stem
deer	dbr:Deer
instrument_control	dbr:Instrument_control
volcano	dbr:Volcano
bass_drum	dbr:Bass_drum
building_arch	dbr:Arch
oyster_bank	dbr:Oyster_reef
observatory	dbr:Observatory
Scenes	
c/childs_room	dbr:Nursery_(room)
o/oil_refinery/indoor	dbr:Oil_refinery
m/mobile_home	dbr:Mobile_home
o/oyster_farm	dbr:Oyster_farming
z/zoo	dbr:Zoo
c/canteen	dbr:Cafeteria
d/donjon	dbr:Keep
p/parking_garage/indoor	dbr:Garage_(residential)
d/day_care_center	dbr:Day_care
s/skywalk/outdoor	dbr:Skyway

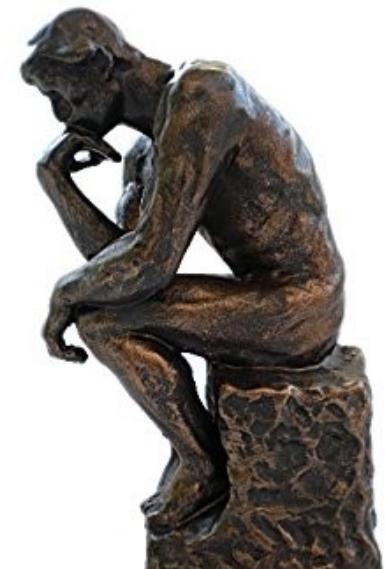
Part III

Objects, Words and Vectors

Object Knowledge

Problem

Classification is good, but relations are sparse



Semantic Relatedness

QUESTION

Is it legal to fit a washing machine in the bathroom?

Hi all, I would like to fit a washing machine in the the bathroom. The power cable will be fed through a small hole in the wall with the outlet socket on the outside of the bathroom and the machine will be +1200mm from the edge of the bath and 500mm from the toilet. My question is, is this legal?

Asked by: edward_88 29th Dec, 2012 Electrical AddThis



washing machine, washer, automatic washer

A home appliance for washing clothes and linens automatically

ID: 00007365n | Concept



bathroom, bath, full bathroom

A room (as in a residence) containing a bathtub or shower and usually a washbasin and toilet

ID: 00008995n | Concept

Semantic Relatedness

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Co-occurrence matrix

	Washing_machine	Ashtray
Bathroom	5	2
Bedroom	0	1
Living_room	1	6

Semantic Relatedness

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Co-occurrence matrix

	Washing_machine	Ashtray
Bathroom	5	2
Bedroom	0	1
Living_room	1	6

Singular value decomposition

$$M = U \Sigma V^*$$

Low-rank approximation

$$U_k \Sigma_k V_k^* = M_k$$

NASARI: A Novel Approach to a Semantically-Aware Representation of Items
(Camacho-Collados, Pilehvar and Navigli, 2015)

Semantic Similarity

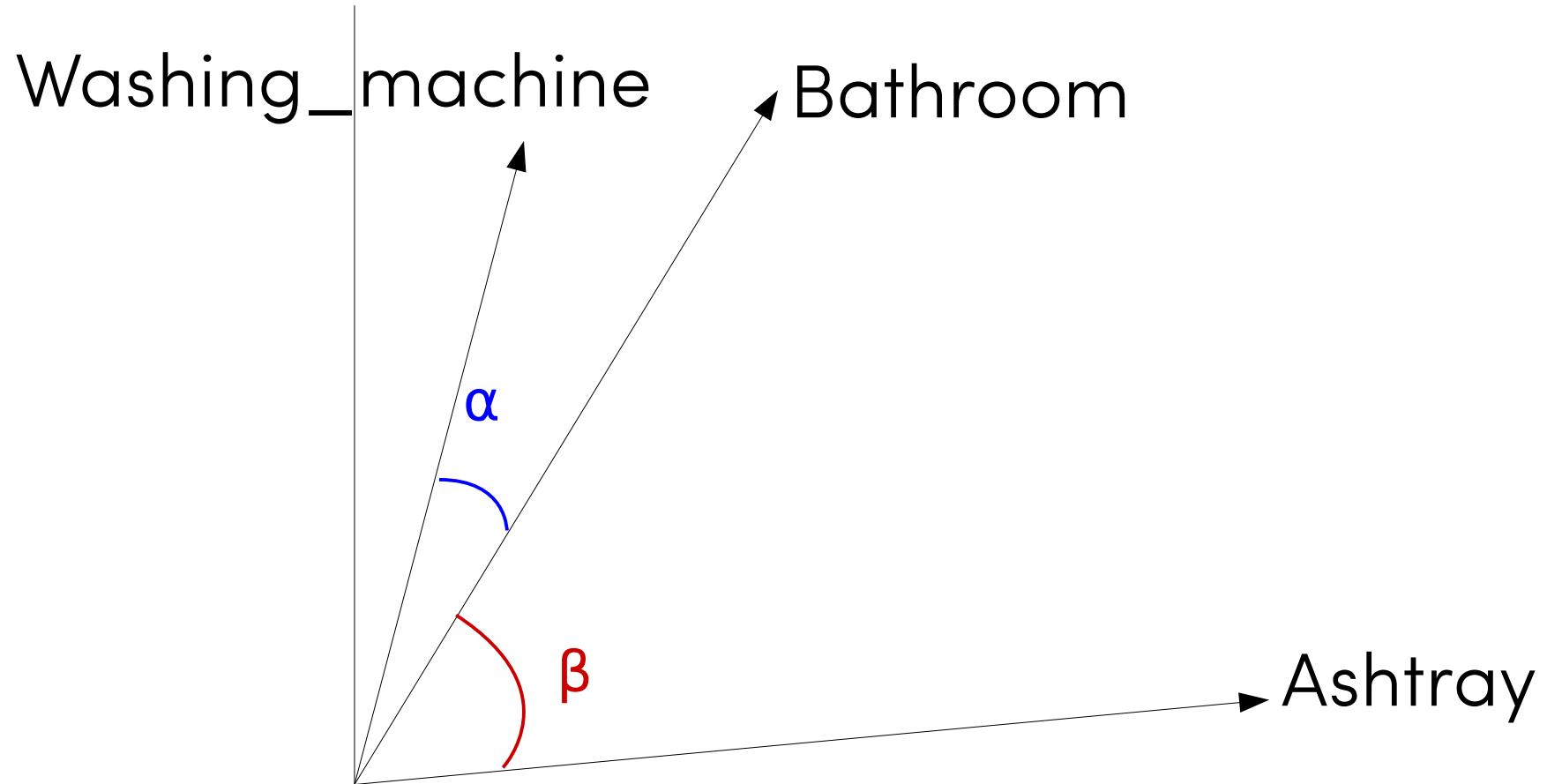
```
bn:00008995n Bathroom -0.03750793 0.06731935 -0.02334246 -0.02009913  
0.02251291 0.07689607 0.01527985 -0.10780967 0.18232885 0.1234034  
-0.0520944 -0.25805958 0.12200121 -0.04875973 -0.03544397 -0.03841146  
0.00970973 ...
```

```
bn:00007365n Washing_machine -0.00911299 0.11549547 -0.04274256 0.03672424  
-0.06627292 0.13761881 0.01171631 -0.08721243 0.08270955 0.13095092  
-0.00137408 -0.16226186 0.0422162 0.0545828 -0.01007292 0.10094466  
-0.05663372 0.09864459 0.10167608 7.534e-05 0.08067719 0.05527394
```

Cosine similarity:

$$\frac{A \cdot B}{\|A\| \|B\|} = \frac{\sum_{i=1}^n A_i B_i}{\sqrt{\sum_{i=1}^n A_i^2} \sqrt{\sum_{i=1}^n B_i^2}}$$

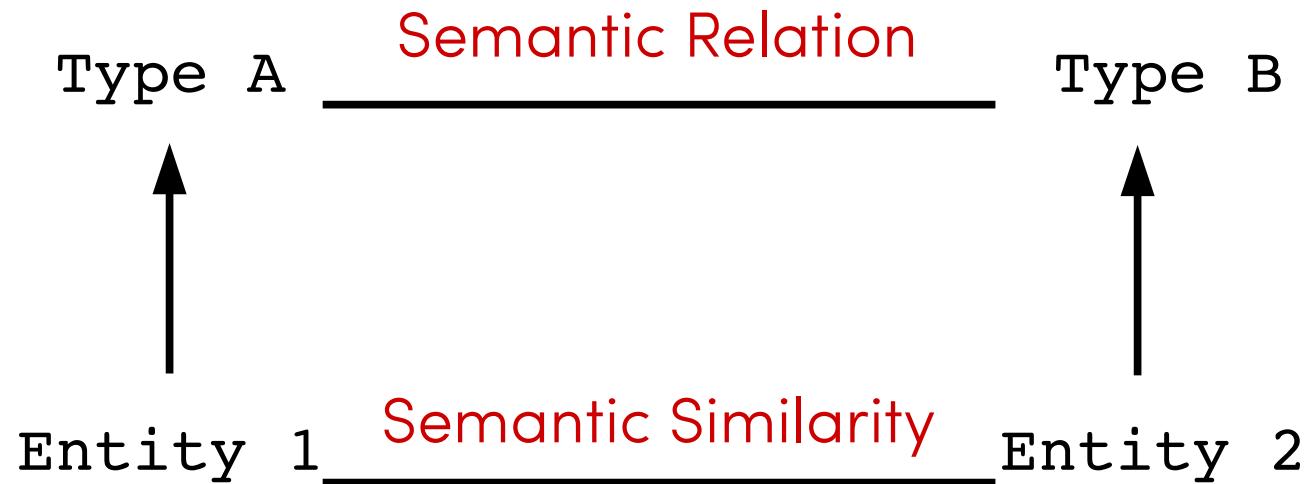
Semantic Similarity



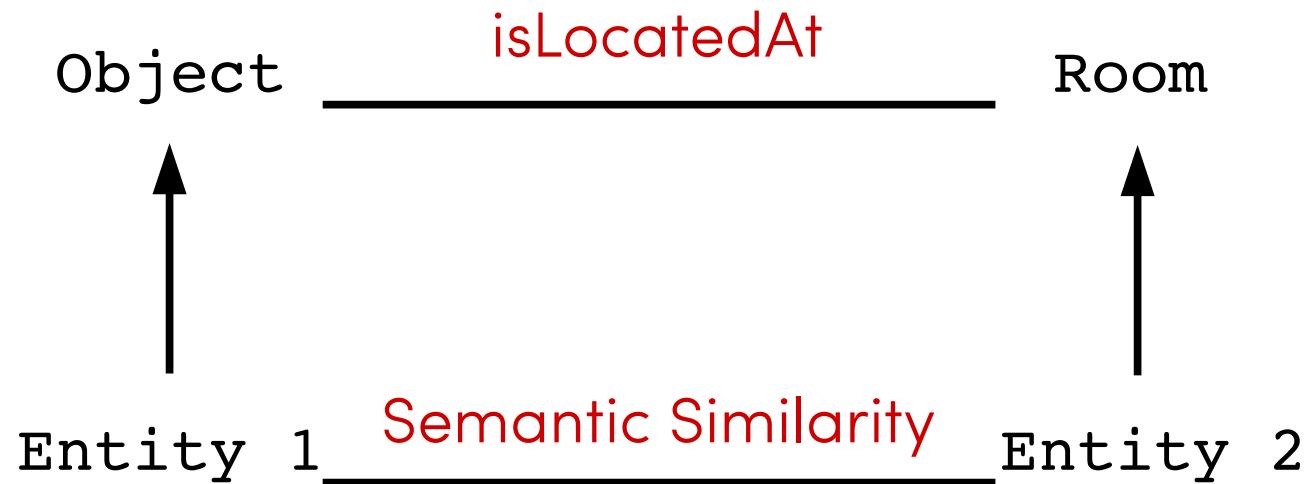
$$\text{sim}(\text{Bathroom}, \text{Washing_machine}) = \cos(\alpha) \approx 0.71$$

$$\text{sim}(\text{Bathroom}, \text{Ashtray}) = \cos(\beta) \approx 0.37$$

Distributional Relational Hypothesis



Distributional Relational Hypothesis



Place Classification

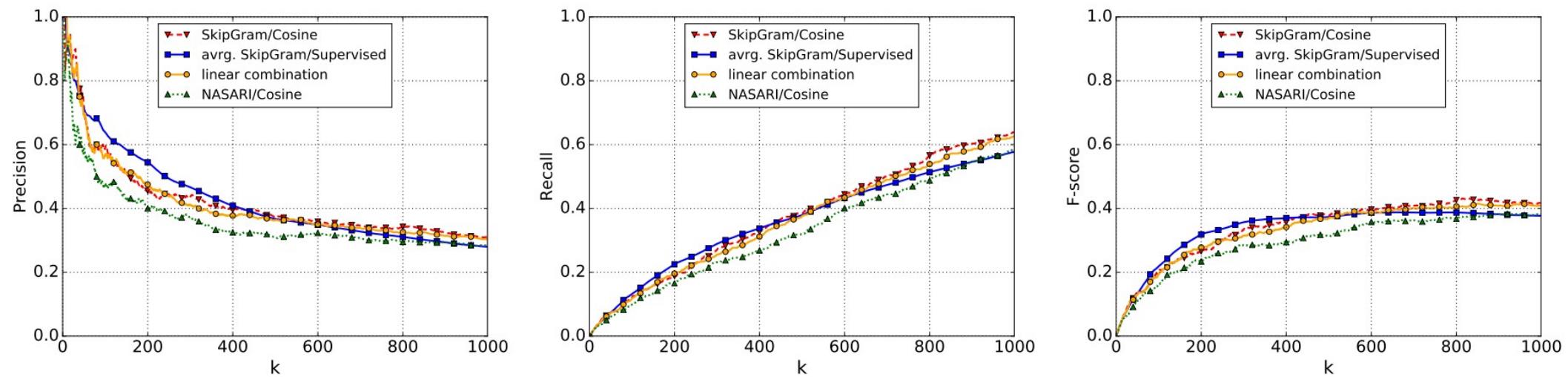


= Cosine similarity on NASARI



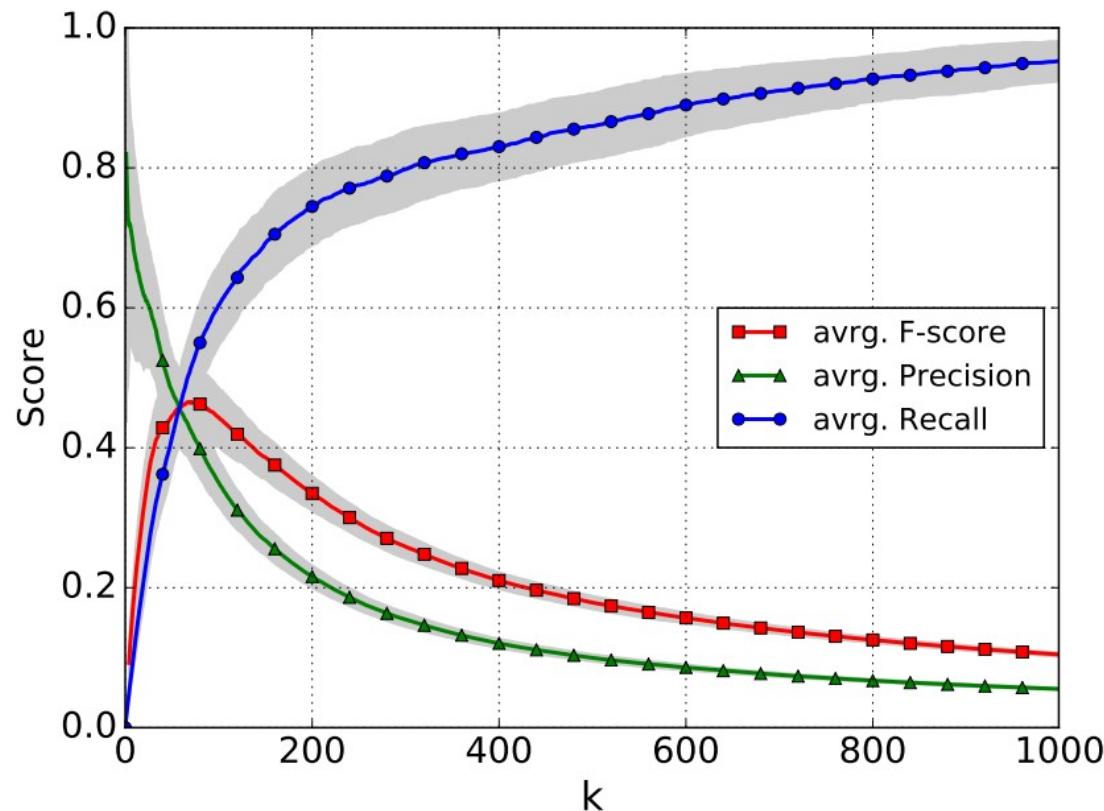
+ aggregation, weighting by distance, ...

Evluation: locatedAt



Gold standard: SUN database linked to DBpedia

Evluation: usedFor



Gold standard: ConceptNet linked to DBpedia

Results

931 high confidence location relations

Only 52 were in the gold standard set

E.g.:

Trivet → Kitchen

Flight_bag → Airport_lounge

Soap_dispenser → Unisex_public_toilet

+ many related datasets:

<https://project.inria.fr/aloof/data/>

Distributional Relational Hypothesis

Object-action relation (usedFor)

Extracting common sense knowledge via triple ranking using supervised and unsupervised distributional models

S Jebbara, V Basile, E Cabrio, P Cimiano, Semantic Web 2018

Improving object detection

Semantic web-mining and deep vision for lifelong object discovery

J Young, L Kunze, V Basile, E Cabrio, N Hawes, B Caputo

Robotics and Automation, ICRA 2017

Object-location relation (locatedAt)

Populating a knowledge base with object-location relations using distributional semantics

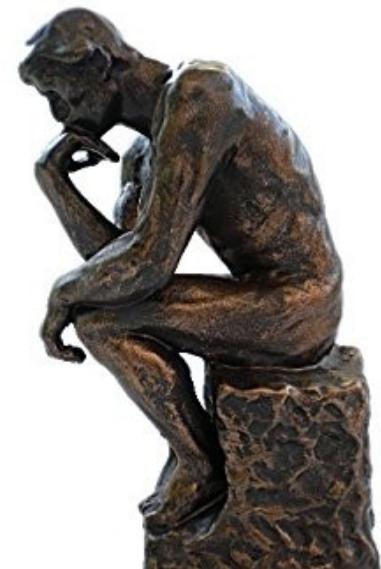
V Basile, S Jebbara, E Cabrio, P Cimiano, EKAW 2016

Part IV

Frames and Prototypical Knowledge

Problem

**The distributional relational hypothesis is limited
to specific relations**



Frame Semantics

Cooking



Agent

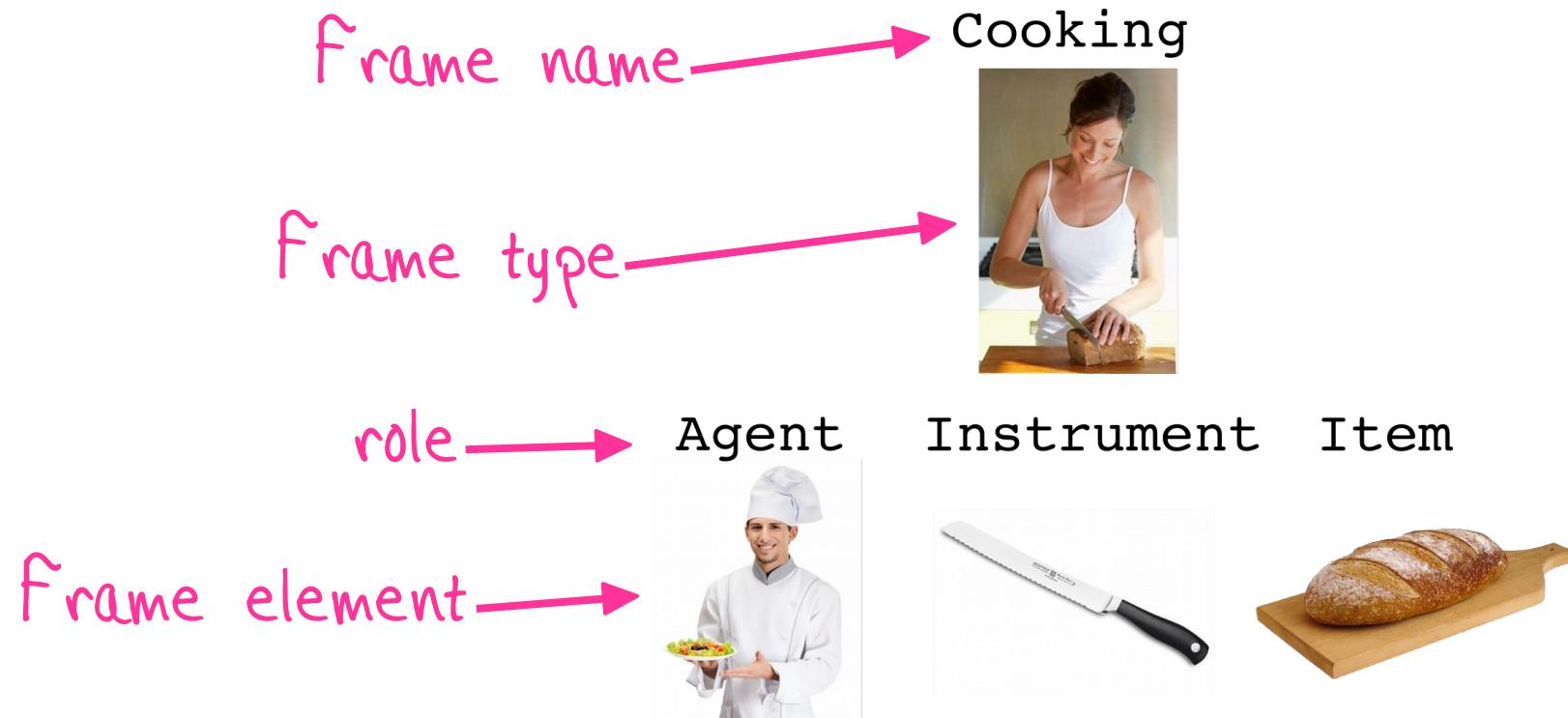


Instrument



Item

Frame Semantics



FrameNet (1997), Framester (2016), Framebase (2015)

Frame Instance

Instance id: <fi12345>

Frame type: fbframe:Cooking

Frame elements:

- fbfe:Instrument, dbr:Knife
- fbfe:Agent, dbr:Person
- ...

Frame Instance

Instance id: <fi12345>

Frame type: fbframe:Cooking

Frame elements:

- fbfe:Instrument, dbr:Knife
- fbfe:Agent, dbr:Person
- ...

Default Knowledge → Prototypical Frame Instances

Frame Instance

Instance id: <fi12345>

Frame type: fbframe:Cooking

Frame elements:

- fbfe:Instrument, dbr:Knife
- fbfe:Agent, dbr:Person
- ...

Default Knowledge → Prototypical Frame Instances
= F.I. extraction + F.I. clustering

Knowledge Extraction

Semantic Parsing

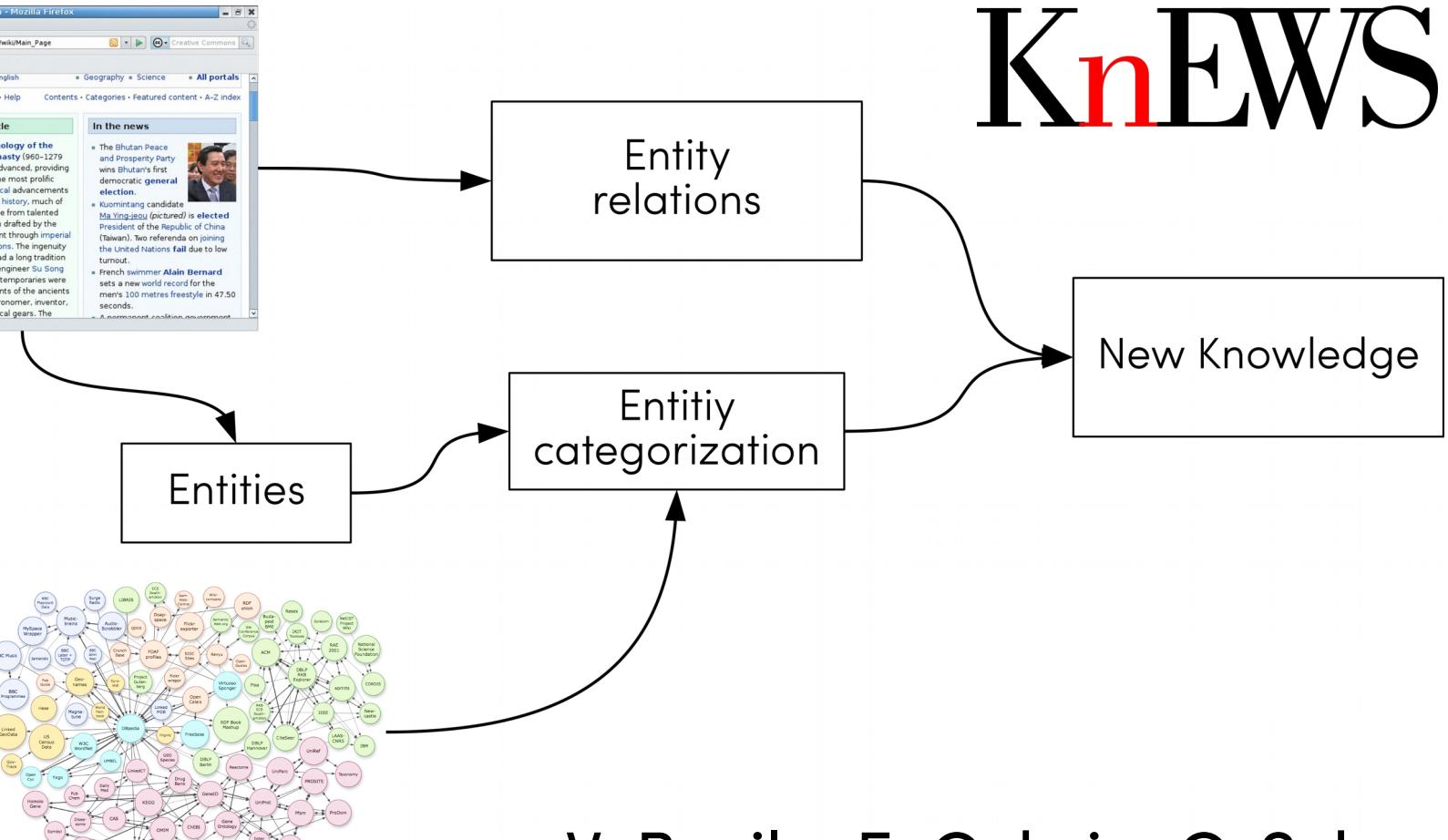
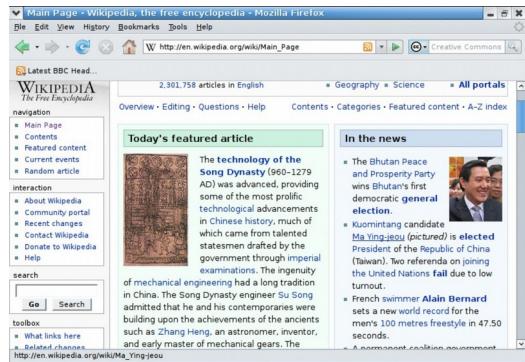
+

Word Sense Disambiguation

+

Entity Linking

Knowledge Extraction

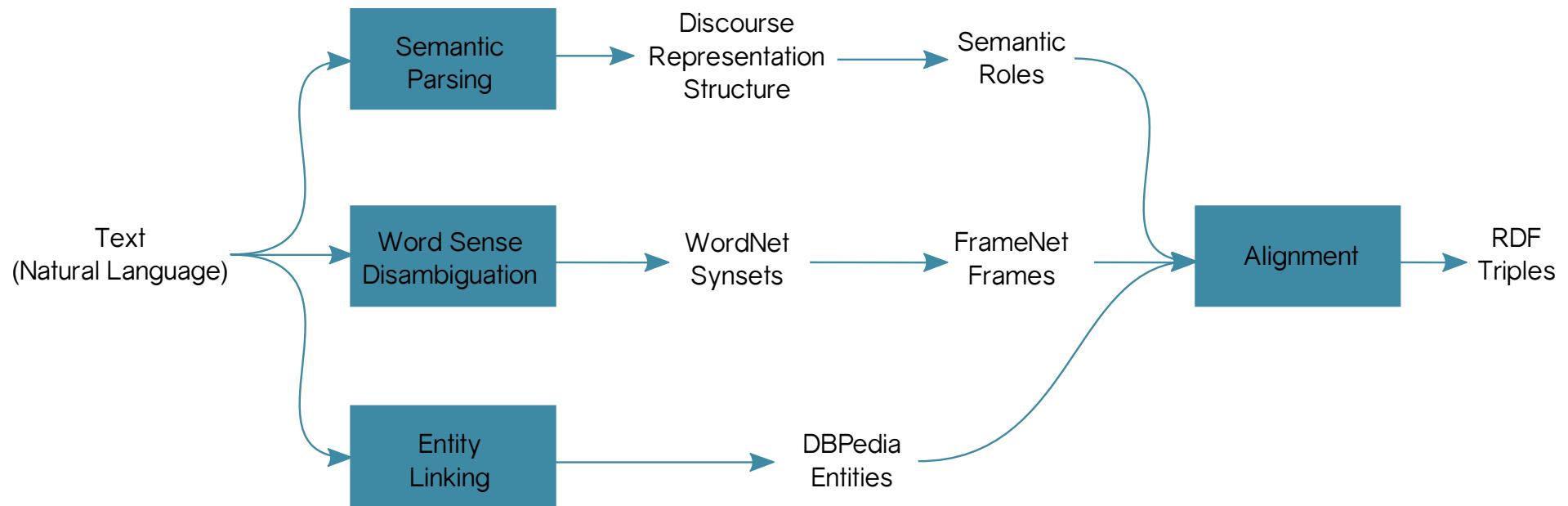


V. Basile, E. Cabrio, C. Schon
KNEWS: Knowledge Extraction With Semantics
ECAI 2016 demo

KnEWS

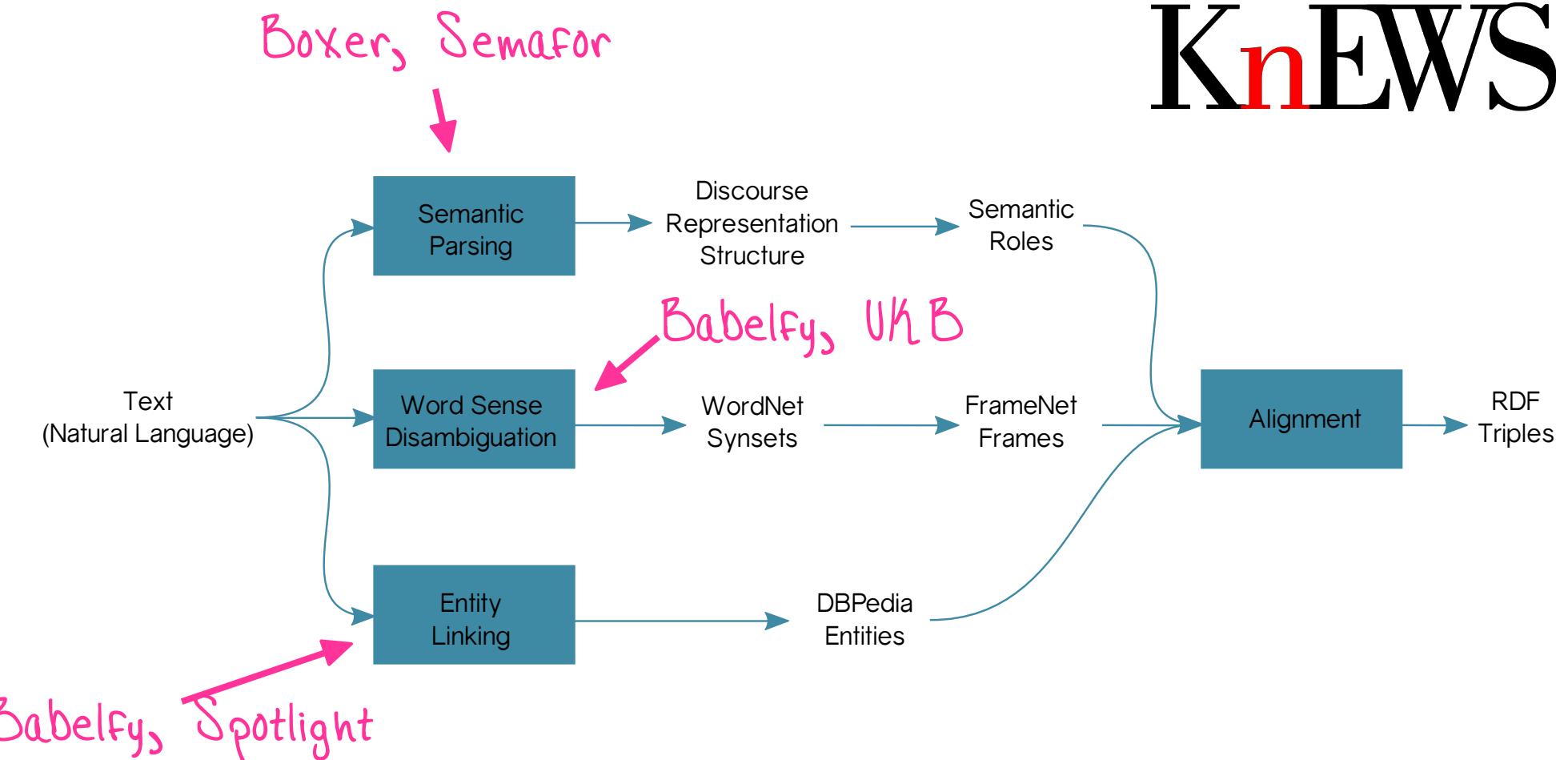
Knowledge Extraction

KnEWS

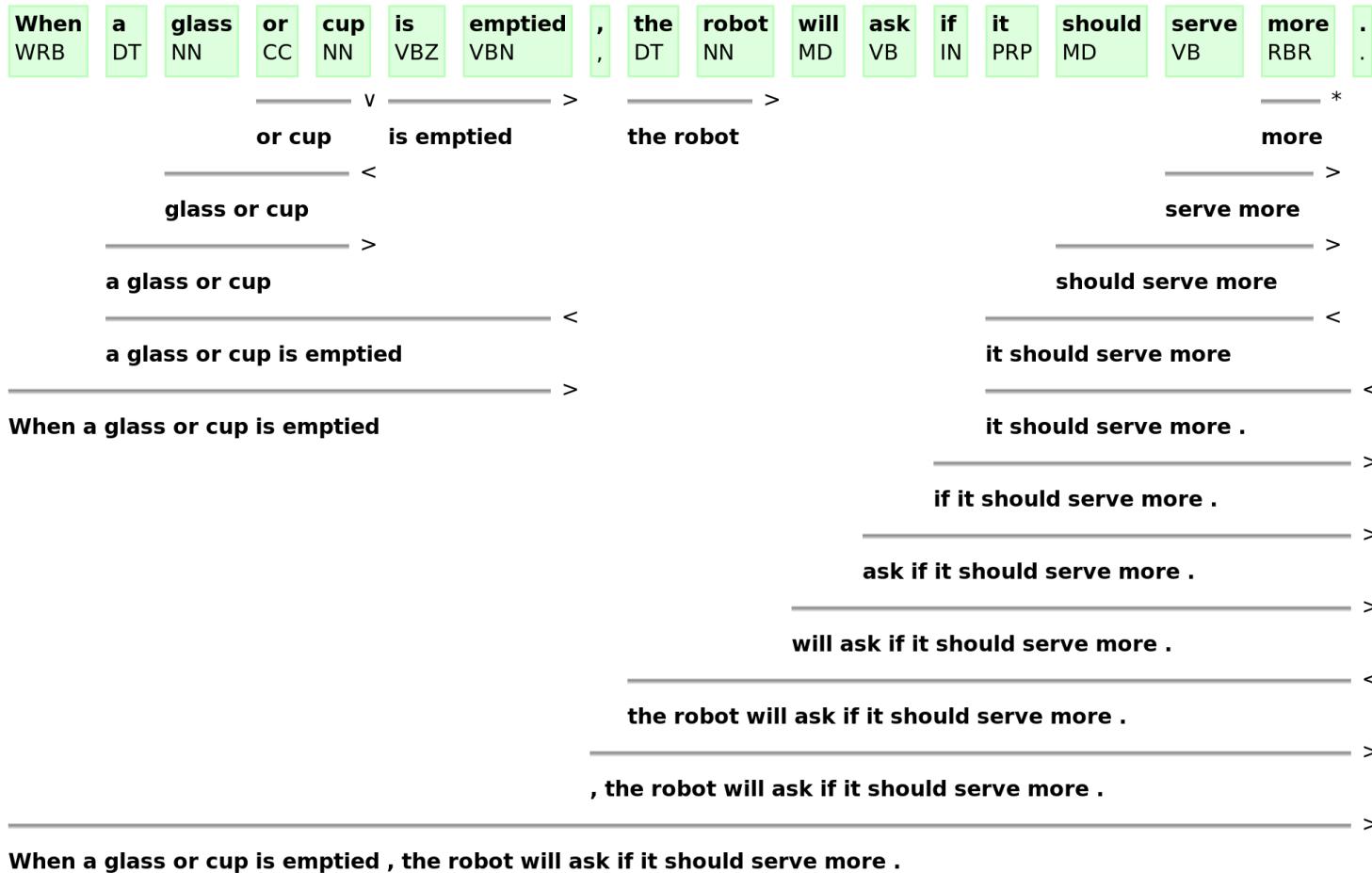


<https://github.com/valeriobasile/learningbyreading>

Knowledge Extraction



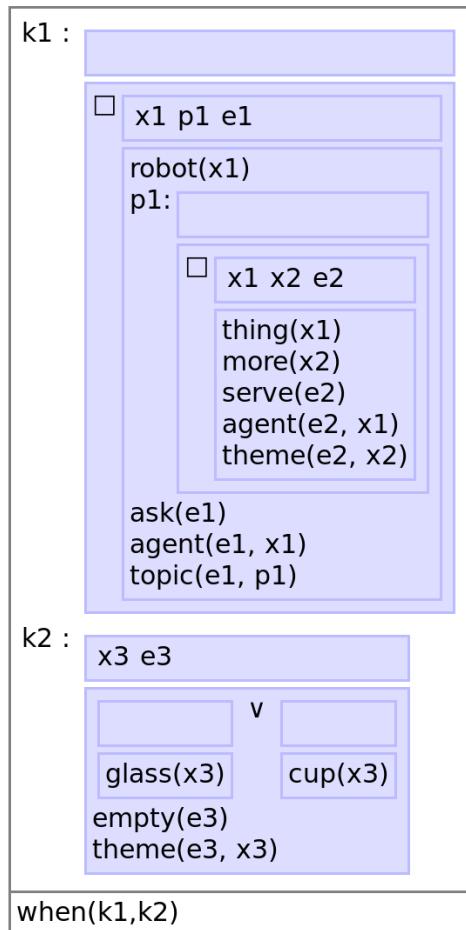
Deeper Natural Language Processing



C&C Tools, Boxer (Curran, Clark and Bos 2007)

<http://valeriobasile.github.io/candcapi/>

Deeper Natural Language Processing

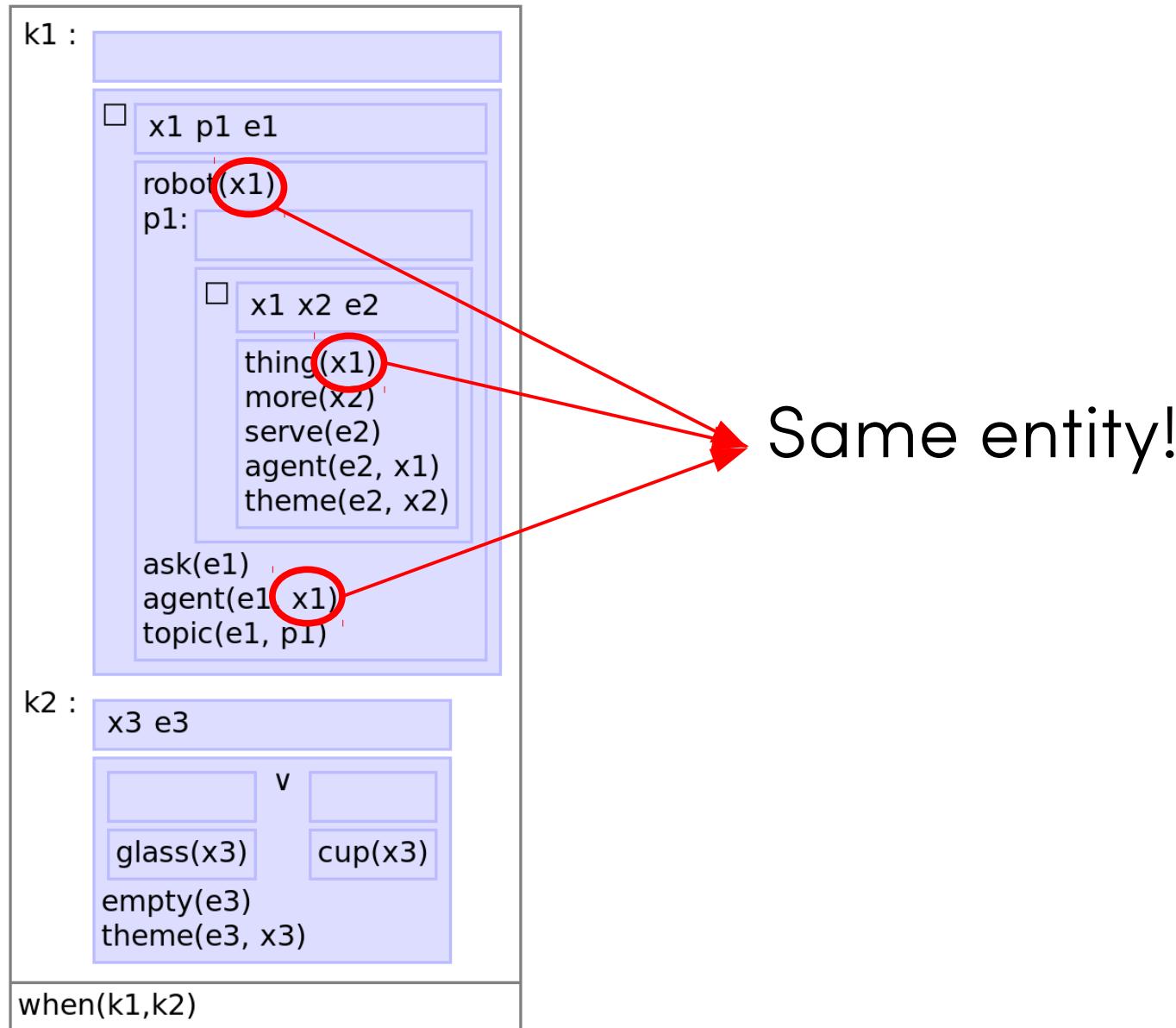


Discourse
Representation
Structure

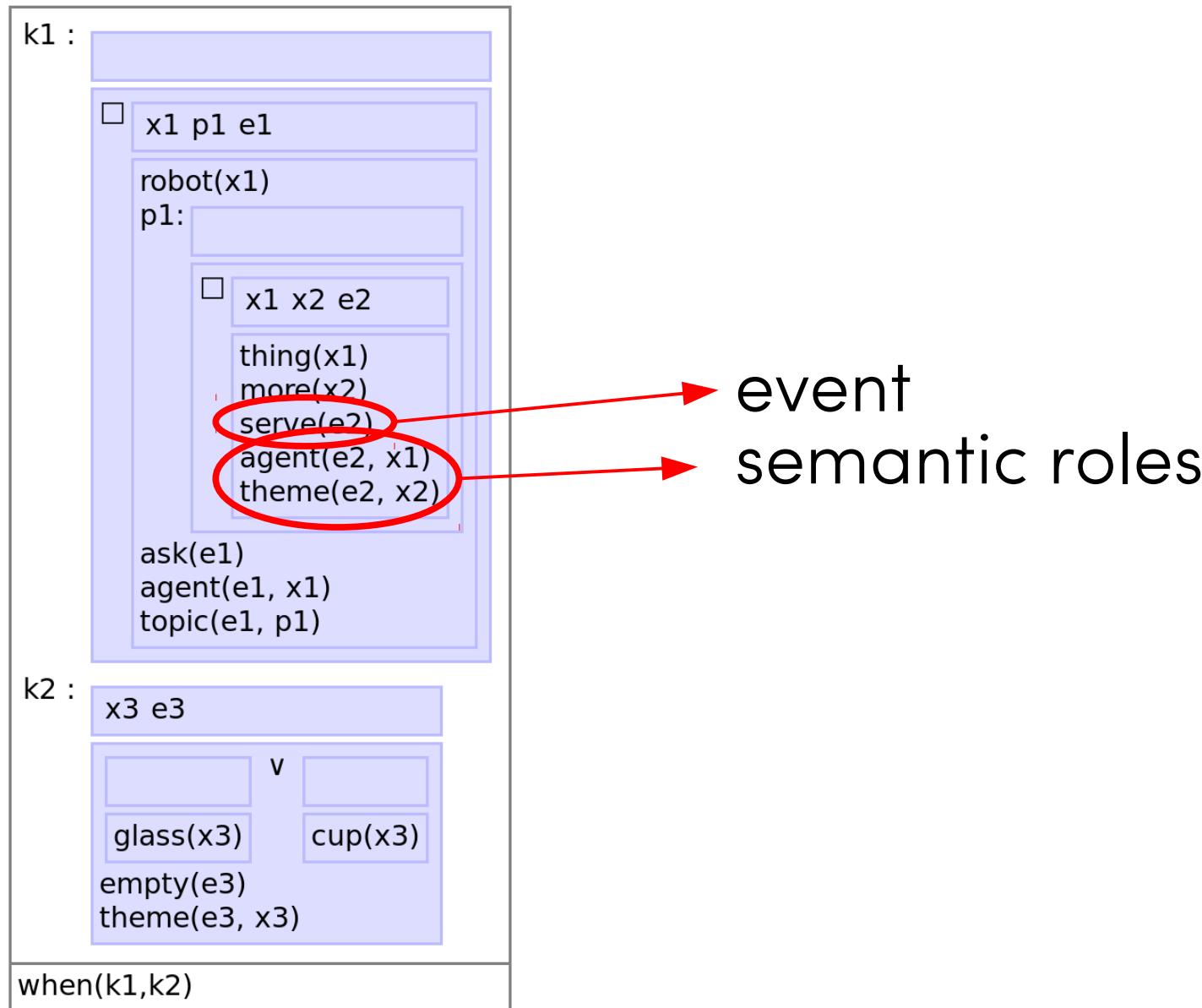


C&C Tools, Boxer (Curran, Clark and Bos 2007)
<http://valeriobasile.github.io/candcapi/>

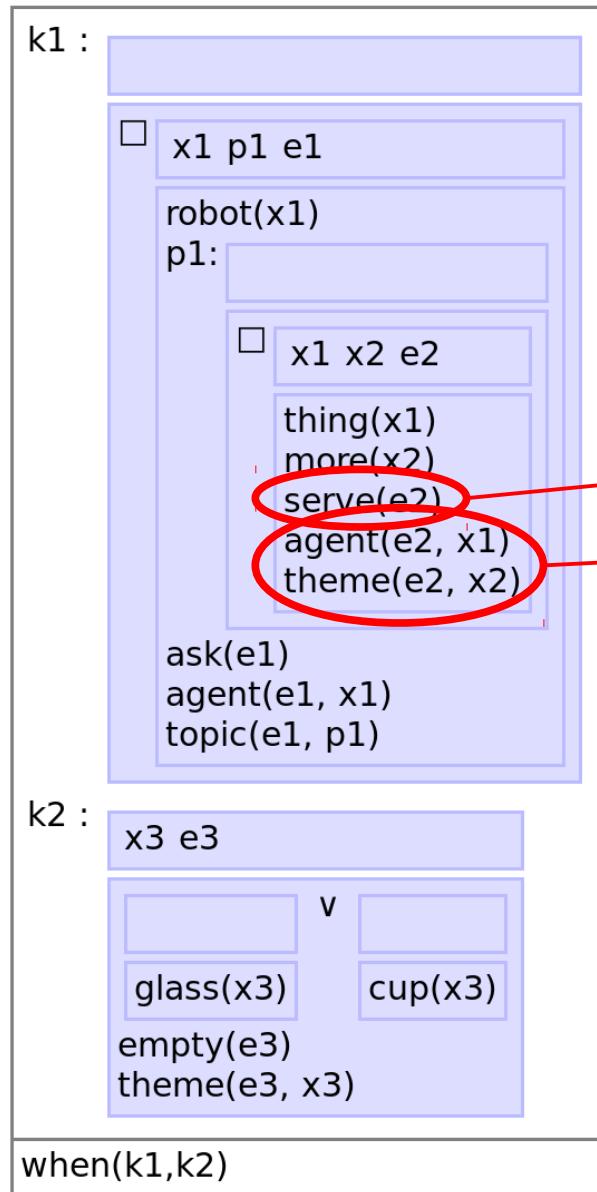
Deeper Natural Language Processing



Deeper Natural Language Processing



Deeper Natural Language Processing



event → **Frame**
semantic roles
→ **Frame elements**

Deeper Natural Language Processing

Alternative: Semafor

<http://www.cs.cmu.edu/~ark/SEMAFOR/>

Frame-Semantic Parsing

D. Das, D. Chen, A. F. T. Martins, N. Schneider, and N. A. Smith
In Computational Linguistics 40(1), March 2014

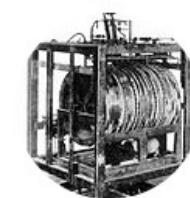


Word Sense Disambiguation

We start with having the robot to assist in cleaning various planar

start

Take the first step or steps in carrying out an action



robot

A mechanism that can move automatically

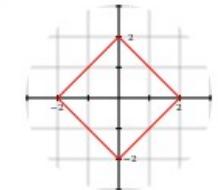


assist

Give help or assistance; be of service

cleaning

Clean one's body or parts thereof, as by washing



planar

Involving two dimensions

surfaces

in the

bathroom

, e.g. a

mirror

or a

tiled

wall

surfaces

The outer boundary of an artifact or a material layer constituting or



bathroom

A room (as in a residence) containing a bathtub or shower and usually a



mirror

Polished surface that forms images by reflecting light

tiled

Covered or furnished with tiles



wall

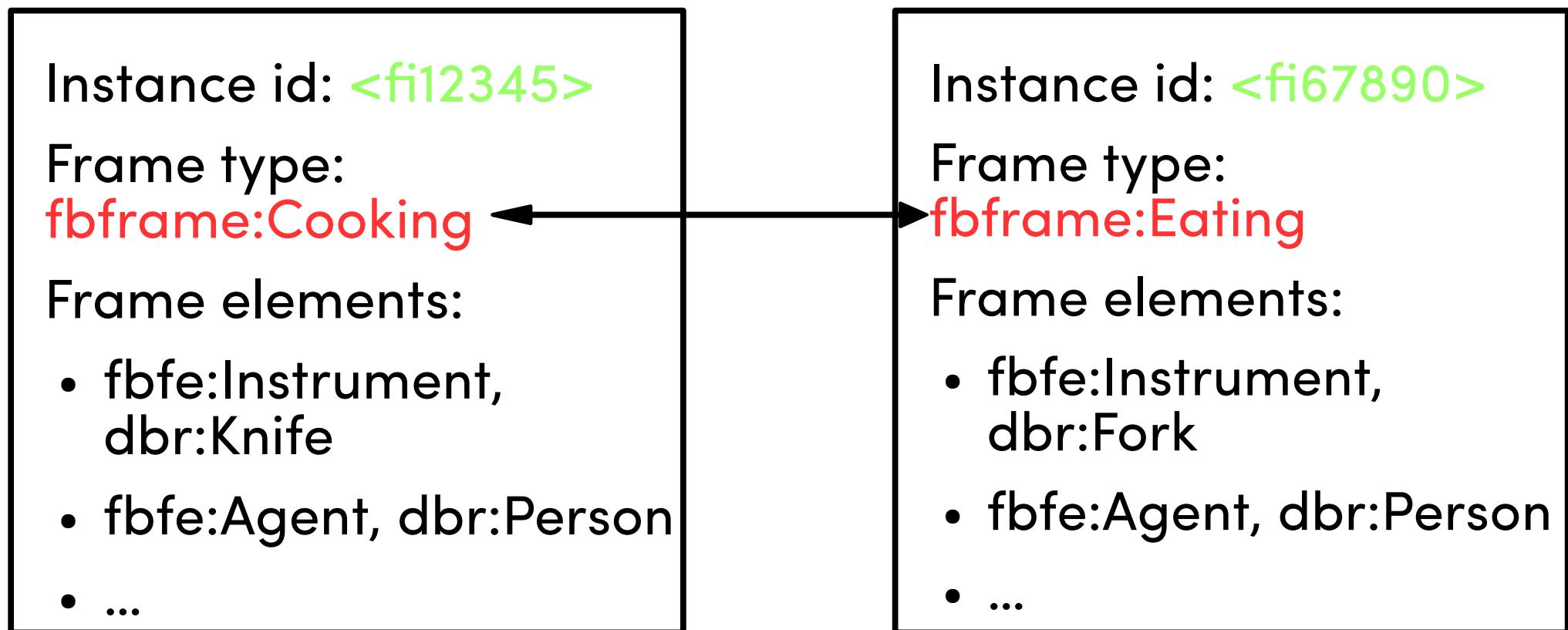
An architectural partition with a height and length greater than its thickness;

Frame Instance Extraction

```
<frameinstance id="Operate_vehicle_ce746f21 2d8d 4fe8 8981  
df95c9b0eb07" type="Operate_vehicle drive.v" internalvariable="e1">  
  <framelexicalization>k3:x1 is driving k3:x2</framelexicalization>  
  <instancelexicalization>  
    The robot is driving the car .  
  </instancelexicalization>  
  <frameelements>  
    <frameelement role="Driver" internalvariable="x1">  
      <concept>  
        http://dbpedia.org/resource/Robot  
      </concept>  
      <rolelexicalization>  
        The robot is driving x2  
      </rolelexicalization>  
      <conceptlexicalization>The robot</conceptlexicalization>  
    </frameelement>  
    <frameelement role="Vehicle" internalvariable="x2">  
      <concept>  
        http://wordnet rdf.princeton.edu/wn31/02961779 n  
      </concept>  
      <rolelexicalization>  
        x1 is driving the car .  
      </rolelexicalization>  
      <conceptlexicalization>the car .</conceptlexicalization>  
    </frameelement>  
  </frameelements>  
</frameinstance>
```

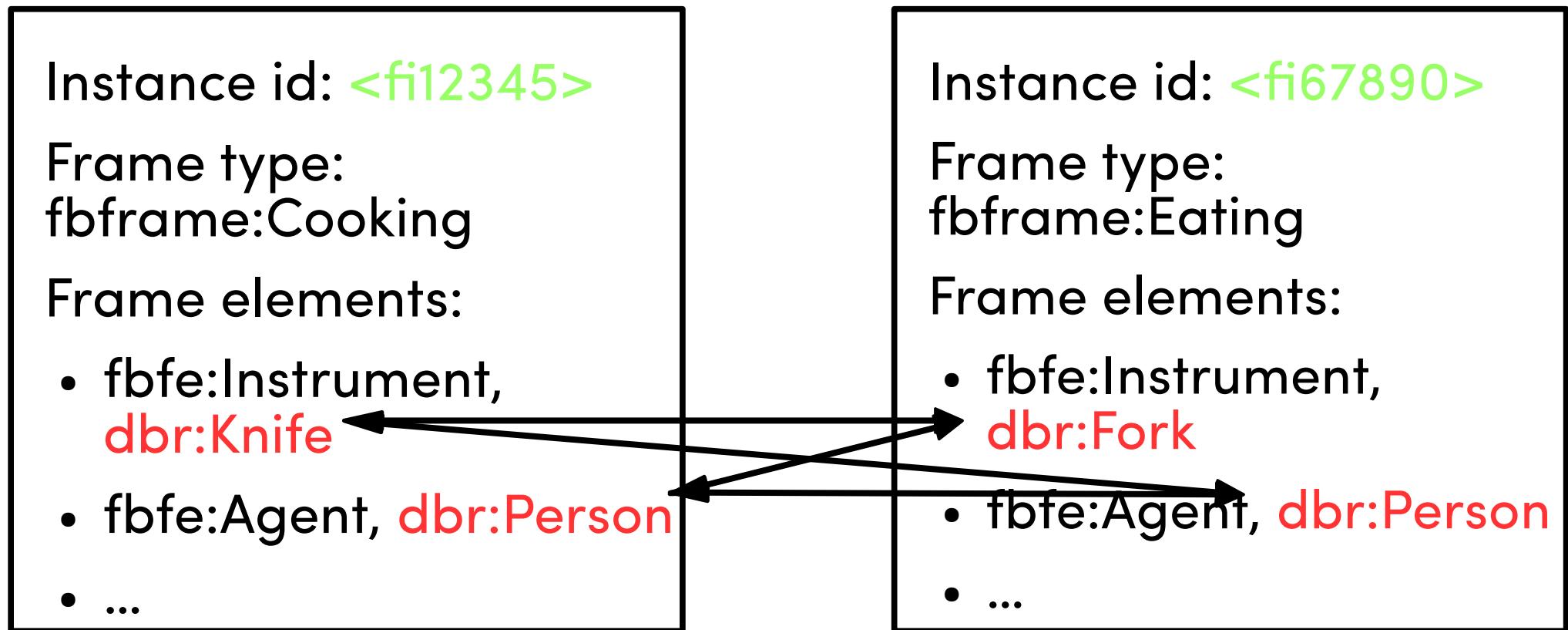
Frame Similarity

frame types



Frame Similarity

frame elements



Frame Similarity

$$\begin{aligned} fisim(fi_1, fi_2) &= \\ &= \alpha ftsim(fi_1, fi_2) + (1 - \alpha) fesim(fi_1, fi_2) \end{aligned}$$

$$ftsim_{occ}(fi_1, fi_2) = \log_2 \frac{|C_{ft_1, ft_2}|}{|C_{ft_1}| |C_{ft_2}|} \quad (2) \quad \begin{aligned} C_{ft_i} &= \{c \in C : \exists l_{ft_i} \in c\} \\ C_{ft_1, ft_2} &= \{c \in C : \exists l_{ft_1} \in c \wedge \exists l_{ft_2} \in c\} \end{aligned}$$

$$\begin{aligned} fesim(fi_1, fi_2) &= \\ &= \frac{1}{2} \left(\frac{1}{|fi_1|} \sum_{fe_i \in fi_1} \max_{fe_j \in fi_2} csim(fe_i, fe_j) + \right. \\ &\quad \left. + \frac{1}{|fi_2|} \sum_{fe_i \in fi_2} \max_{fe_j \in fi_1} csim(fe_i, fe_j) \right) \quad (4) \end{aligned}$$

Measuring Frame Instance Relatedness
V. Basile, R. Lopez Condori, E. Cabrio
*SEM 2018 (accepted)

Frame Similarity

Sentence Textual Similarity shared task dataset

250 sentence pairs

1,650 frame instances with KNEWS

178 frame types, ~1.2 frame elements each

457 concepts

Table 1: Examples of the sentence pairs in the SemEval 2017 STS dataset, with numbers indicating their relatedness on a scale from 1 to 5.

Relatedness	Sentence pair
4.0	There are dogs in the forest. The dogs are alone in the forest.
3.4	The boy is raising his hand. The man is raising his hand.
1.0	A woman supervisor is instructing the male workers. A woman is working as a nurse.
0.2	Our current vehicles will be in museums when everyone has their own aircraft. The car needs to some work.

Table 2: Pearson correlation between sentence pair similarity scores predicted by frame instance relatedness and the SemEval STS reference set.

ftsim: alpha	without role filter		with role filter	
	occ	dist	occ	dist
1.0	0.526	0.455	0.526	0.455
0.9	0.529	0.465	0.536	0.477
0.8	0.529	0.471	0.544	0.495
0.7	0.525	0.473	0.550	0.510
0.6	0.517	0.471	0.555	0.522
0.5	0.503	0.463	0.558	0.531
0.4	0.484	0.451	0.558	0.538
0.3	0.461	0.436	0.557	0.542
0.2	0.436	0.418	0.554	0.544
0.1	0.410	0.400	0.550	0.545
0.0	0.381	0.381	0.543	0.543

Pilot Study

Text for language learners (**1,653** short stories)

114,536 frame instances, **154,422** frame elements,
686 frame types, **222** roles filled by **3,398** types
of concepts.

Hierarchical clustering with our distance metric:
complete-linkage agglomerative (SciPy)

Pilot Study

Similarity metric	Frame types	Frame elements
Based on frame types $(\alpha = 1)$	Commerce-buy (75)	<i>Goods</i> thing-n#8-n (11) <i>Goods</i> star+sign-n#1-n (4) <i>Goods</i> ticket-n#1-n (3) <i>Goods</i> book-n#1-n (2) <i>Goods</i> clothes-n#1-n (2) <i>Goods</i> placard-n#1-n (2) <i>Goods</i> cycle-n#6-n (2) <i>Buyer</i> thing-n#8-n (2) <i>Goods</i> machine-n#6-n (2) <i>Goods</i> shirt-n#1-n (2) <i>Goods</i> filter-n#2-n (2) <i>Goods</i> pellet-n#2-n (2) <i>Buyer</i> male-n#2-n (2)
Based on frame elements $(\alpha = 0)$	Stimulus-focus (8) Categorization (4) Hear (4) Reading (4) Reading_aloud (4)	<i>vn-Theme</i> book-n#1-n (24) <i>Item</i> book-n#1-n (4) <i>vn-Patient</i> book-n#1-n (2)

Pilot Study

Most frequent frame type, role and element from each cluster

```
<http://framebase.org/fbframe/Ride_vehicle>
<http://framebase.org/fbfe/Vehicle>
<http://wordnet-rdf.princeton.edu/wn31/02837983-n>
```

~300 triples, available at
<http://project.inria.fr/aloof/data/>



Bicycle

Part V

Default Knowledge about Objects

Default Knowledge about Objects



<http://deko.inria.fr/>

RDF dataset of **common sense** knowledge about objects.

Object classification, prototypical location, actions, frames...

Knowledge extracted from parsing, crowdsourcing, distributional semantics, **keyword linking**

Default Knowledge about Objects



<http://deko.inria.fr/>

10,990 nquads (named graphs)

603 from crowdsourcing

1,221 from distributional relational hypothesis

8,046 from keyword kinking

1,120 from KNEWS/frame instance clustering

+ DeKO ontology

```
| <http://dbpedia.org/resource/Knife> a ns1:Object ;
|   ns1:locatedAt <http://dbpedia.org/resource/Beer_hall>,
|     <http://dbpedia.org/resource/Dining_car>,
|     <http://dbpedia.org/resource/Dining_room>,
|     <http://dbpedia.org/resource/Galley>,
|     <http://dbpedia.org/resource/Kitchen>,
|     <http://dbpedia.org/resource/Restaurant> ;
|   ns1:usedFor <http://dbpedia.org/resource/Carving>,
|     <http://dbpedia.org/resource/Collecting>,
|     <http://dbpedia.org/resource/Cooking>,
|     <http://dbpedia.org/resource/Coring>,
|     <http://dbpedia.org/resource/Counting>,
|     <http://dbpedia.org/resource/Eating>,
|     <http://dbpedia.org/resource/Engraving>,
|     <http://dbpedia.org/resource/Gashing>,
|     <http://dbpedia.org/resource/Hunting>,
|     <http://dbpedia.org/resource/Mashing>,
|     <http://dbpedia.org/resource/Notching>,
|     <http://dbpedia.org/resource/Pricking>,
|     <http://dbpedia.org/resource/Scratching>,
|     <http://dbpedia.org/resource/Shaving>,
|     <http://dbpedia.org/resource/Spearling>,
|     <http://dbpedia.org/resource/Throwing>,
|     <http://dbpedia.org/resource/Turning>,
|     <http://dbpedia.org/resource/Writing> .
```

The End **(Q/A)**



Links

Me

<http://valeriobasile.github.io/>

Project

<https://project.inria.fr/aloof/>

Databases & Resources

<http://image-net.org/>

<http://groups.csail.mit.edu/vision/SUN>

<http://knowrob.org/kb/knowrob.owl>

<http://dbpedia.org/page/>

<http://babelnet.org/>

<http://conceptnet.io/>

<http://lcl.uniroma1.it/nasari/>