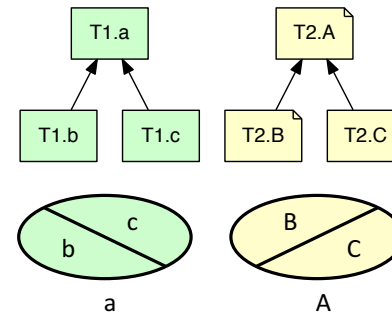


**Underspecified TAP?** Explore many *possible worlds*!

**Want to resolve overlaps?** Use *combined concepts* in “zoom-in view”

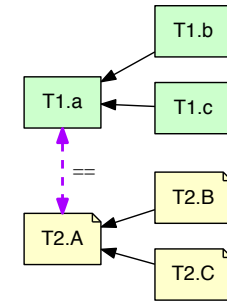
**Taxonomy Alignment Problems (TAPs)** can have many solutions, i.e., many *possible worlds*  $\{W_1, \dots, W_n\}$ . To resolve *overlaps* in these worlds, employ a “zoom-in view” (i.e., the *combined concept* option “-e mncb”).

- **Congruent solutions** (“perfect matches”, **0 new names**, **no overlaps**)
- **“In-between” solutions** (common in practice: not every region/possible new names actually exists; here: **1 new name**)
- **“Finest resolution”** (but often least desirable and indication of bugs in the TAP: many overlaps & new names; here: **4 new names**)



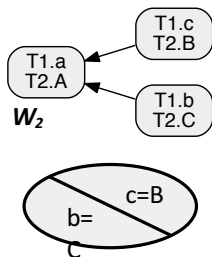
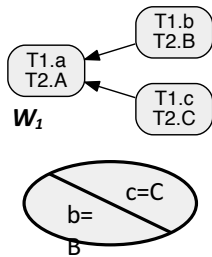
**Input Taxonomies**

... often are **partitions**: i.e., siblings are **disjoint** and parents **covered** by their children



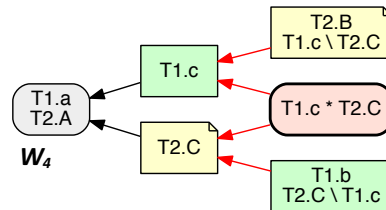
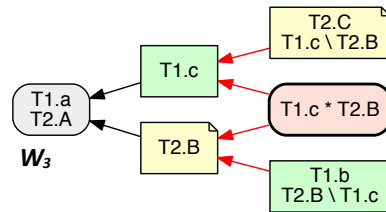
**Underspecified TAP**

(**Taxonomy Alignment Problem**) includes **articulations** between concepts



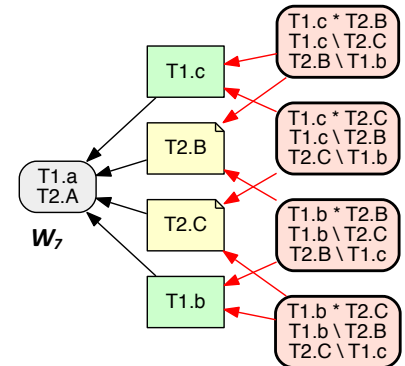
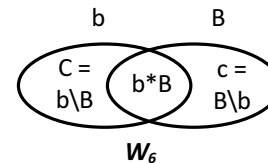
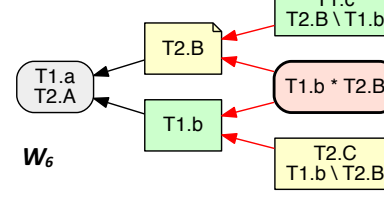
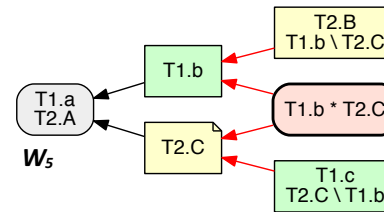
**Congruent solutions (2)**

**input taxonomies** are isomorphic, i.e., **permutations** of each other



**“Intermediate” solutions (4)**

sometimes (like here) **solutions** are isomorphic, i.e., permutations of each other; **fewer new names**



**“Finest” solution (1)**

most complex PWs, with **many new names**; rarely the “real” solution(s)