МИНОБРНАУКИ РОССИИ

Федеральное государственное автономное образовательное учреждение высшего образования

«ЮЖНЫЙ ФЕДЕРАЛЬНЫЙ УНИВЕРСИТЕТ»

ИНСТИТУТ КОМПЬЮТЕРНЫХ ТЕХНОЛОГИЙ И ИНФОРМАЦИОННОЙ

БЕЗОПАСНОСТИ

Knowledge Graph

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Glossary



Types of entities and relations are defined in some machine-understandable dictionaries called **ontologies**.

The standard ontology language is called OWL (Web Ontology Language).

Knowledge Graphs are large networks of entities, their semantic types, properties, and relationships between those entities.

In a knowledge graph, the objects are called "nodes", while relationships are called "edges".

A **knowledge graph** consists of a set of interconnected typed entities and their attributes.

Knowledge Graphs are large networks of *entities*, their *semantic types*, *properties*, and *relationships* between those entities.

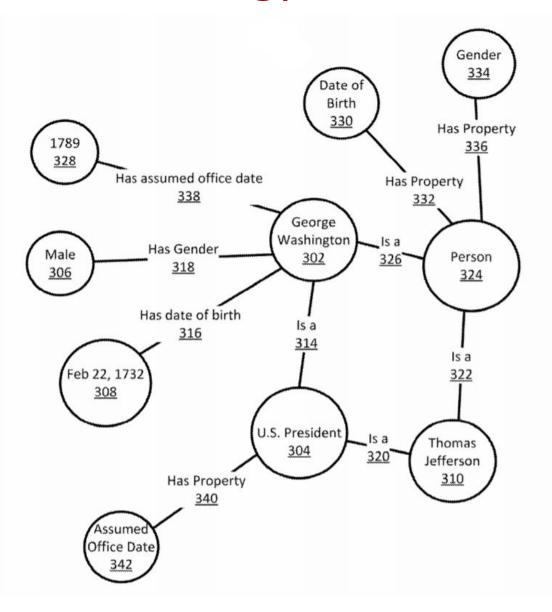
Those *entities* can be grouped into *classes* according to their *semantics*, and should ideally cover every aspect that is important for a certain domain

The Knowledge Graph



A visualization of the Knowledge Graph









a.k.a.	Semantic network	(1960s)
		1

a.k.a. Knowledge base (1970s)

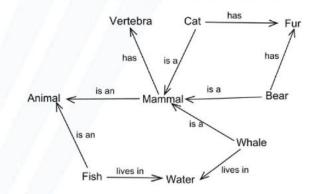
a.k.a. Semantic web (2000s)

a.k.a. Big data (2010s)

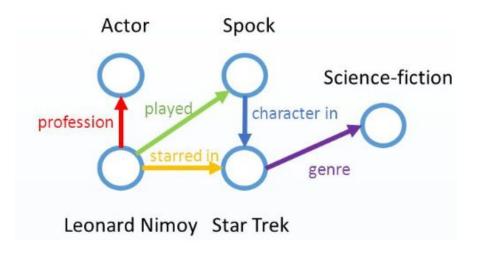
a.k.a. Knowledge graph (2012)

a.k.a. Artificial Intelligence

Semantic Network



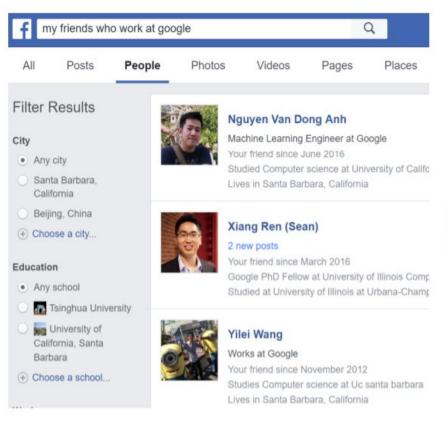
Node: Concept Edge: Relationship







Application: Facebook Entity Graph





People, Places, and Things

Facebook's knowledge graph (entity graph) stores as entities the users, places, pages and other objects within the Facebook.



Connecting

The connections between the entities indicate the type of relationship between them, such as friend, following, photo, check-in, etc.



Methodology



A knowledge graph

- 1. mainly describes real world entities and their interrelations, organized in a graph.
- 2. defines possible classes and relations of entities in a schema.
- 3. allows for potentially interrelating arbitrary entities with each other.
- 4. covers various topical domains.



Methodology



There are various ways of building such knowledge graphs. They can be curated like Cyc, edited by the crowd like Freebase and Wikidata, or from large-scale, extracted semi-structured web knowledge bases such as Wikipedia, like DBpedia **YAGO** Furthermore, and information extraction methods for unstructured or semi-structured information are proposed, which lead to knowledge graphs like NELL, PROSPERA, or KnowledgeVault.

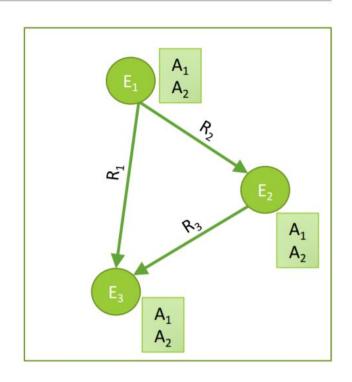


State of the Art and Open Issues

Whichever approach is taken for constructing a knowledge graph, the result will never be perfect.

Basic problems

- Who are the entities (nodes) in the graph?
- What are their attributes and types (labels)?
- How are they related (edges)?



State of the Art and Open Issues

Extracted knowledge is:

- ambiguous:
 - Ex: Beetles, beetles, Beatle
 - Ex: citizenOf, livedIn, bornI
- incomplete
 - Ex: missing relationship.
 - Ex: missing labels
 - Ex: missing entities

- inconsistent
 - Ex: Cynthia Lennon, Yoko Ono
 - Ex: exclusive labels (alive, dead)
 - Ex: domain-range constraints

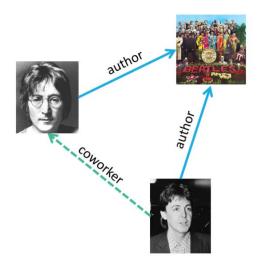


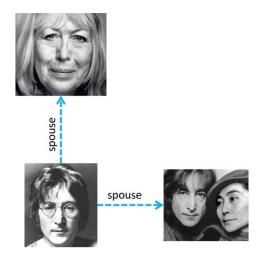










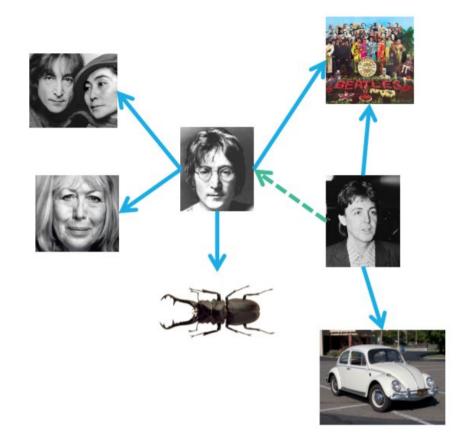


State of the Art and Open Issues

Extracted knowledge is:

- ambiguous
- incomplete

inconsistent



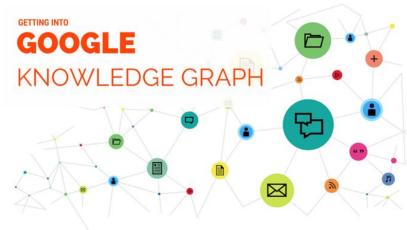


Industry Leaders, Startup

The term 'Knowledge Graph' became well known in 2012 when Google started to use knowledge graph in their search engine, allowing users to search for things, people or places, rather than just matching strings in the search queries with those in Web documents.

Inspired by the success story of Google, knowledge graphs are gaining momentum in the world's leading information companies.

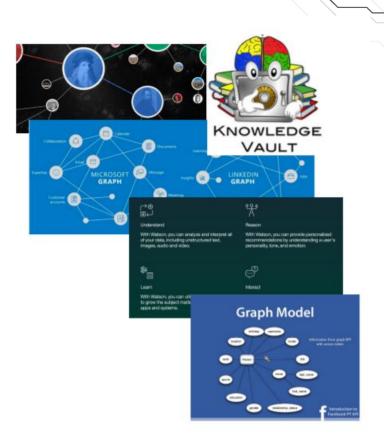






Industry Leaders, Startup

- Google Knowledge Graph
 - Google Knowledge Vault
- Amazon Product Graph
- Facebook Graph API
- IBM Watson
- Microsoft Satori
 - Project Hanover/Literome
- LinkedIn Knowledge Graph
- Yandex Object Answer
- Diffbot, GraphIQ, Maana, ParseHub, Reactor Labs,
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