Hybrid Learning of Ontology Classes

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Outline

- 1 Introduction to Description Logics, OWL, and the Learning Problem
- Solving the Learning Problem with Genetic Programming (GP)
- Genetic Refinement Operators
- Preliminary Evaluation
- Conclusions & Future Work

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Introduction to Description Logics

- Description Logics (DL) is the name of a family of languages for knowledge representation
- fragment of first order predicate logic
- less expressive power than predicate logic, but decidable inference problems
- intuitive variable free syntax
- basis of the ontology language OWL (W3C recommendation)
- OWL ontology convertable to DL knowledge base and vice versa



```
\begin{array}{lll} \operatorname{Woman} & \equiv \operatorname{Person} \sqcap \operatorname{Female} \\ \operatorname{Man} & \equiv \operatorname{Person} \sqcap \neg \operatorname{Female} \\ \operatorname{Mother} & \equiv \operatorname{Woman} \sqcap \exists \operatorname{hasChild}. \top \\ \operatorname{Person} & \equiv \operatorname{Man} \sqcup \operatorname{Woman} \\ \bot & \equiv \operatorname{Male} \sqcap \operatorname{Female} \\ \end{array}
```

 \mathcal{ALC} Description Logic knowledge base TBox - terminological knowledge

 \mathcal{ALC} Description Logic knowledge base ABox - assertional knowledge

Female(ANNA)

Female(MARIA)

hasChild(JOHN, MARIA)

hasChild(ANNA, JASON)

```
Woman \equiv Person \sqcap Female
Man
         \equiv Person \sqcap \negFemale
Mother \equiv Woman \sqcap \exists has Child. \top
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Person ≡ Man ⊔ Woman
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positive examples:{STEPHEN, MARC, JOHN}
negative examples:{JASON, ANNA, MARIA, MICHELLE}
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possible solution: Target \equiv Male $\sqcap \exists$ hasChild. \top

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Genetic Programming (GP)

Algorithm (Genetic Programming)

- create population
- while the termination criterion is not met:
 - select a subset of the population based on their fitness
 - produce offspring using genetic operators on selected individuals
 - create a new population from the old one and the offspring
- genetic operators: crossover, mutation, editing
- selection: rank selection, FPS, tournament selection
- tree representation common in GP

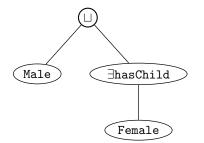
Applying Standard GP

- ullet representing \mathcal{ALC} concepts:
 - terminal set

$$T = N_C \cup \{\top, \bot\}$$

function set

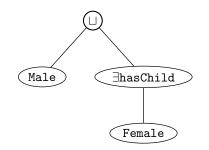
$$F = \{ \sqcup, \sqcap, \neg \} \cup \{ \forall r \mid r \in N_R \}$$
$$\cup \{ \exists r \mid r \in N_R \}$$



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possible fitness function:

$$f_{\mathcal{K}}(C) = -\frac{|E^+ \setminus pos_{\mathcal{K}}(C)| + |neg_{\mathcal{K}}(C)|}{|E^+| + |E^-|} - a \cdot |C| \quad (0 < a < 1)$$

- $pos_{\mathcal{K}}(C)$... set of covered positive examples
- $neg_{\mathcal{K}}(C)$... set of covered negative examples
- a ... concept length penalty



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- Advantages:
 - very flexible learning method (can handle other description languages)
 - parallelisable algorithms
 - GP is robust to noise
- Disadvantages:
 - crossover operator too destructive: small syntactic changes drastic semantic changes
 - does not use all of the available background knowledge: no exploitation of the subsumption hierarchy of concepts

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- idea: combine refinement operators and GP
- definition of refinement operators:
 - ullet consider quasi-ordered space $(\mathcal{ALC},\sqsubseteq)$
 - \mathcal{ALC} downward (upward) refinement operator ρ is a mapping from S to 2^S such that for any $C \in S$:

$$C' \in \rho(C)$$
 implies $C' \sqsubseteq C$ $(C \sqsubseteq C')$

example: ⊤

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- example: $\top \leadsto \mathtt{Person} \leadsto \mathtt{Person} \sqcap \exists \mathtt{takesPartIn}.\mathtt{Conference}$
- refinement operators ...
 - ullet ... can make use of the generality order of concepts w.r.t. ${\cal K}$
 - ... are less destructive w.r.t. the semantics of a concept
 - ... can use the (precomputed) subsumption hierarchy

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- What distinguishes refinement and genetic operators?
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$$\phi_{\mathcal{K}}(\mathit{C}) = \begin{cases} \mathsf{rand}(\phi_{\downarrow}(\mathit{C})) & \text{with probability } \frac{\frac{|\mathit{neg}_{\mathcal{K}}(\mathit{C})|}{|\mathit{E}^{-}|}}{1 + \frac{|\mathit{neg}_{\mathcal{K}}(\mathit{C})|}{|\mathit{E}^{-}|}} \frac{1 + \frac{|\mathit{neg}_{\mathcal{K}}(\mathit{C})|}{|\mathit{E}^{-}|}}{1 + \frac{|\mathit{neg}_{\mathcal{K}}(\mathit{C})|}{|\mathit{E}^{-}|}} \frac{1 - \frac{|\mathit{pos}_{\mathcal{K}}(\mathit{C})|}{|\mathit{E}^{-}|}}{1 + \frac{|\mathit{neg}_{\mathcal{K}}(\mathit{C})|}{|\mathit{E}^{-}|}} \frac{1 - \frac{|\mathit{pos}_{\mathcal{K}}(\mathit{C})|}{|\mathit{E}^{-}|}}{|\mathit{E}^{-}|} \end{cases}$$

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• we created a complete and proper operator based on a full property analysis [Lehmann et. al, ILP 2007]

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Evaluation - Uncle Problem

- learn definition of uncle from FORTE family data set (337 assertions, 86 examples)
- problem is challenging relatively complex solution and no search space restrictions

possible solution:

 $\texttt{Uncle} \equiv \texttt{Male} \sqcap (\exists \, \texttt{sibling}. \exists \, \texttt{parent}. \top \sqcup \exists \, \texttt{married}. \exists \, \texttt{sibling}. \exists \, \texttt{parent}. \top)$

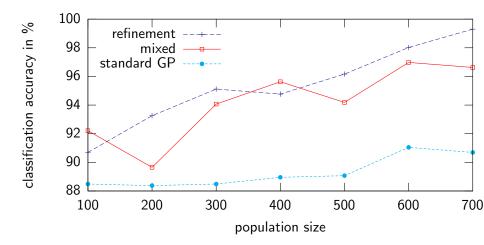
Evaluation - Uncle Problem

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- problem is challenging relatively complex solution and no search space restrictions
- compare against state of the art DL learning system YinYang
- compare improvement over standard GP

possible solution:

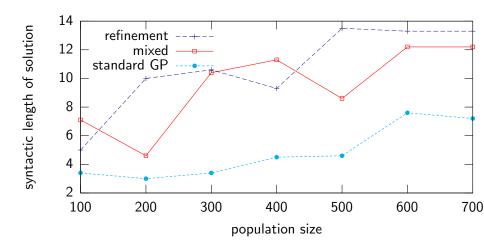
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Evaluation - Accuracy



YinYang: 73.5%

Evaluation - Concept Length



YinYang: 12.2

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Contributions to the State of the Art

- first time to apply evolutionary techniques to learning problem in DLs
- first framework for combining refinement operators and GP directly
- creation of a concrete operator based on a full property analysis
- implemented in a system called DL-Learner and shown to be feasible in a preliminary evaluation

Future Work

- more evaluation examples, e.g. asses performance on noisy or inconsistent data
- create (more) benchmarks to assess scalability and enable easier comparison between different algorithms
- tests on real world data, e.g. DBpedia
- embed learning algorithm in ontology editor e.g. OntoWiki
- extend algorithm to other description languages (cardinality restrictions, datatype integer)

The End

Thank you for your attention.

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