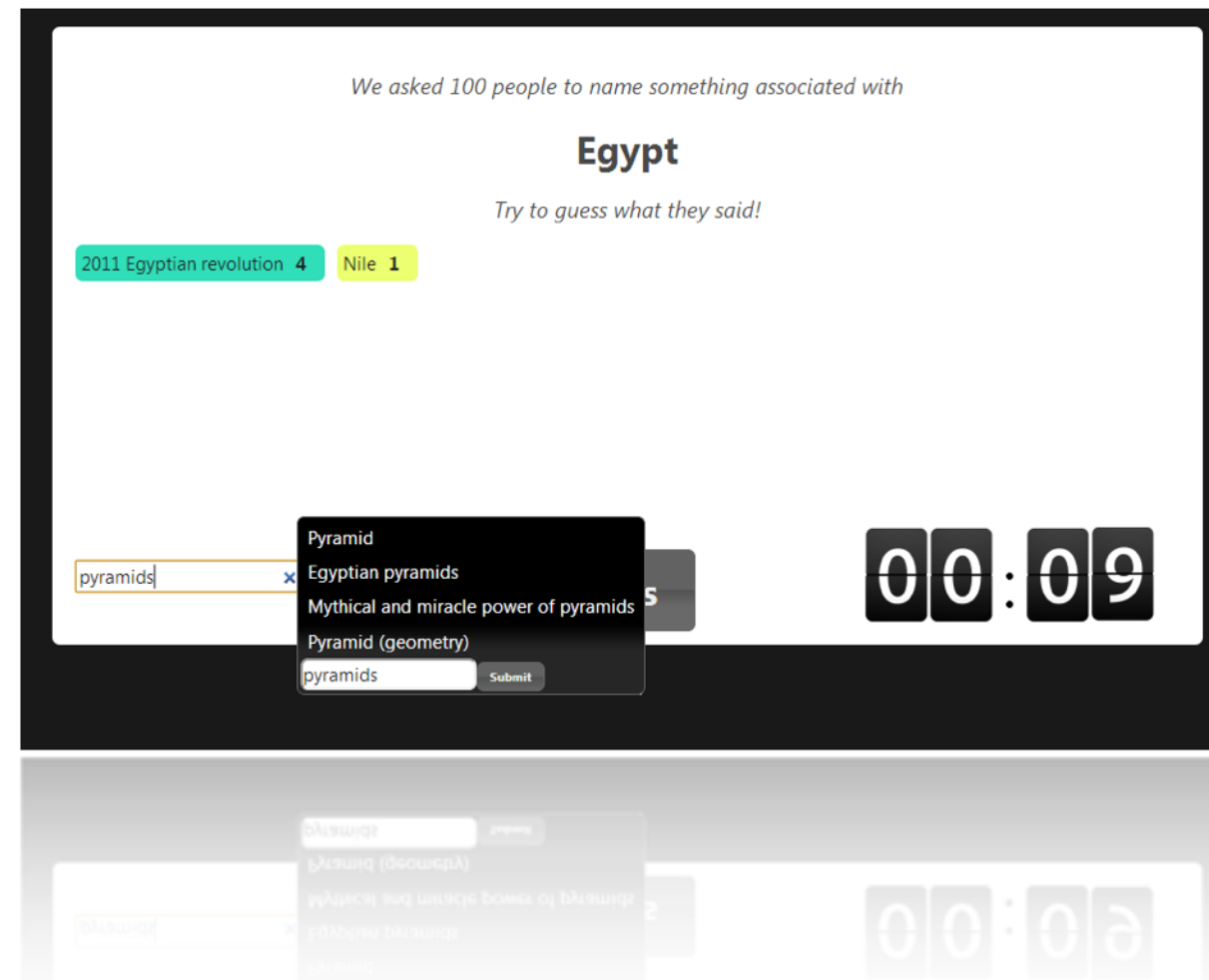


Collecting Links between Entities Ranked by Human Association Strengths



Jörn Hees, Mohamed Khamis, R. Biedert, S. Abdennadher & A. Dengel

2013-05-29

ESWC 2013 - Montpellier

Outline

- Motivation
- Approach
 - Walkthrough
 - Matching Text to Semantic Entities
- Evaluation
- Summary & Discussion

Introduction

Introduction

- **Linked Data / Semantic Web**
 - World's largest decentralized Knowledge Base
 - Billions of facts
- **Example:** http://dbpedia.org/resource/Mark_Zuckerberg
 - @dbpedia: <http://dbpedia.org/resource/>, @dbpedia-owl: <http://dbpedia.org/ontology/>
 - (dbpedia:Mark_Zuckerberg, dbpedia-owl:birthPlace, dbpedia:White_Plains,_New_York)
 - “Mark Zuckerberg was born in White Plains, NY”

Introduction

- Problem:
 - “Mark Zuckerberg” is strongly associated with “Facebook”

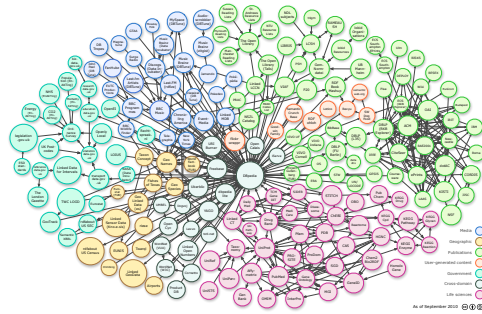
Introduction

- Problem:
 - “Mark Zuckerberg” is strongly associated with “Facebook”

?p	?o
dcterms:subject	category:Directors_of_Facebook
dcterms:subject	category:Facebook_employees
dbpedia-owl:abstract	“... Facebook ...”@en
rdfs:comment	“... Facebook ...”@en
dbprop:knownFor	"Co-founding Facebook in 2004;"@en
dbprop:occupation	"Chairman and CEO of Facebook"@en
dbpedia-owl:wikiPageWikiLink	dbpedia:Facebook

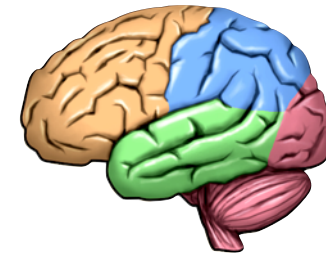
Motivation

Linked Data



- many facts
- much noise
- equally important
- reasoning?

Human Memory



- many facts
- much noise
- focus on important
- associative thinking

Associations

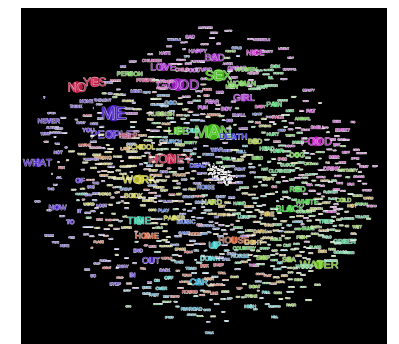
- Connect thoughts in our minds

Associations

- Connect thoughts in our minds
- Difference (non exclusive):
 - Semantic Similarity: table & bed
 - Association: waist & belt

Associations

- Connect thoughts in our minds
- Difference (non exclusive):
 - Semantic Similarity: table & bed
 - Association: waist & belt
- Edinburgh **A**ssociative **T**hesaurus (Kiss, Armstrong, Milroy, Piper 1973)
 - plain text associations



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- Evaluation
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Approach

- **Collect Associations between Semantic Entities**

Approach

- Collect Associations between Semantic Entities
- Human Computation:
 - Outsource AI hard problems to humans
 - Collect the data

Approach

- Collect Associations between Semantic Entities
- Human Computation:
 - Outsource AI hard problems to humans
 - Collect the data
- **G**ames **W**ith **A** **P**urpose
 - Solitaire (2003): 9 billion hours (von Ahn 2006)
 - Panama Canal: built in 20 million hours (less than a day of Solitaire)

Related GWAPs

- **ESP Game** (von Ahn, Dabbish 2004)

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- **Semantic GWAPs** (Siorpaes, Hepp 2008)
- **Common Consensus** (Liebermann, Smith, Teeters 2007)
- **WhoKnows?** (Kny, Kölle, Töpper, Wittmers 2010)
- **RISQ!** (Wolf, Knuth, Osterhoff, Sack 2011)

Related GWAPs

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- **WhoKnows?** (Kny, Kölle, Töpfer, Wittmers 2010)
- **RISQ!** (Wolf, Knuth, Osterhoff, Sack 2011)
- **Own**
 - **Associator** (Hees, Roth-Berghofer, Dengel 2010)
 - **BetterRelations** (Hees et al. 2011)

Knowledge Test Game: Walkthrough

<http://knowledgetestgame.org>

The screenshot shows the main interface of the Knowledge Test Game website. At the top, there is a dark grey header with a navigation bar. On the left, it says "Welcome Guest" and "Log in using [?]" with buttons for "Facebook", "Google", and "MTurk". In the center, it displays "Highest Score" and "Total Score" both as "0.0". On the right, it shows "Players Online" as "0". Below the header, there are two large buttons: "Join a Game!" and "How to Play". At the bottom, there is a footer with copyright information: "Copyright ©2012 Deutsches Forschungszentrum für Künstliche Intelligenz (DFKI)" and "By Mohamed Khamis & Jörn Hees". On the right side of the footer, there are links for "About" and "Contact".

Log in using [?]
Facebook Google MTurk

Welcome Guest

Highest Score
0.0

Total Score
0.0

Players Online
0

Join a Game!

How to Play

Copyright ©2012 [Deutsches Forschungszentrum für Künstliche Intelligenz \(DFKI\)](#)
By [Mohamed Khamis & Jörn Hees](#)

[About](#) | [Contact](#)

Knowledge Test Game: Walkthrough

We asked 100 people to name something associated with

Egypt

Try to guess what they said!

2011 Egyptian revolution 4

Nile 1

pyramids

- Pyramid
- Egyptian pyramids
- Mythical and miracle power of pyramids
- Pyramid (geometry)

pyramids

Submit

00:09

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Knowledge Test Game: Walkthrough

Steve Jobs

Your Total Score is now: 11.0

6.0 New High Score!

You	Player 2
1st	2nd
6.0	5.0
Apple Inc. iPod Death of Steve Jobs Chief executive officer	Apple Inc. Chief executive officer Mac

Associations

Apple Inc. X 2 Chief executive officer X 2 iPod X 1 Death of Steve Jobs X 1 Mac X 1

Next Game starts in..

00 : 09

Play with the Same Players!

Knowledge Test Game: Walkthrough

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Your Total Score is now: 11.0

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1st	2nd
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Associations

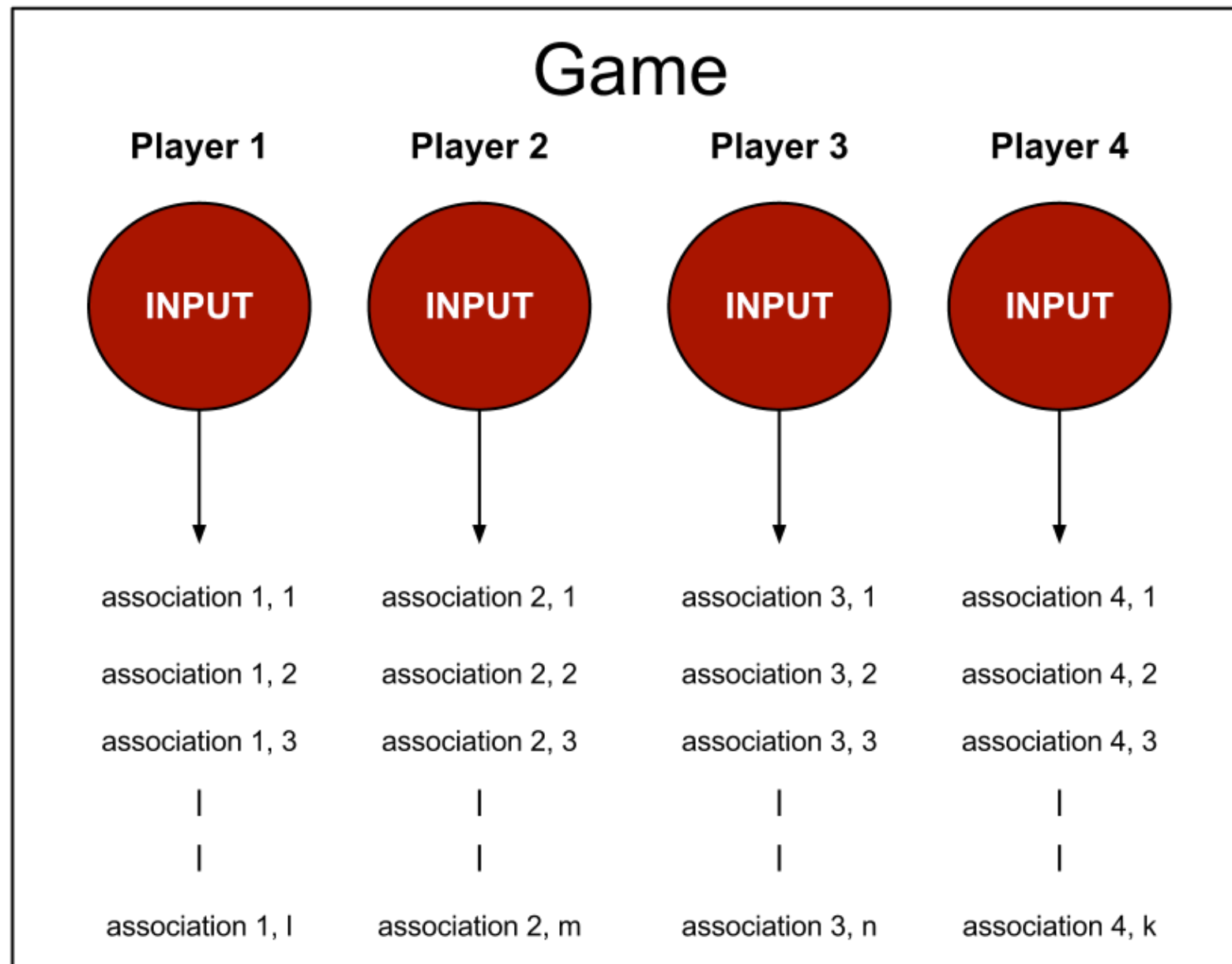
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Next Game starts in..

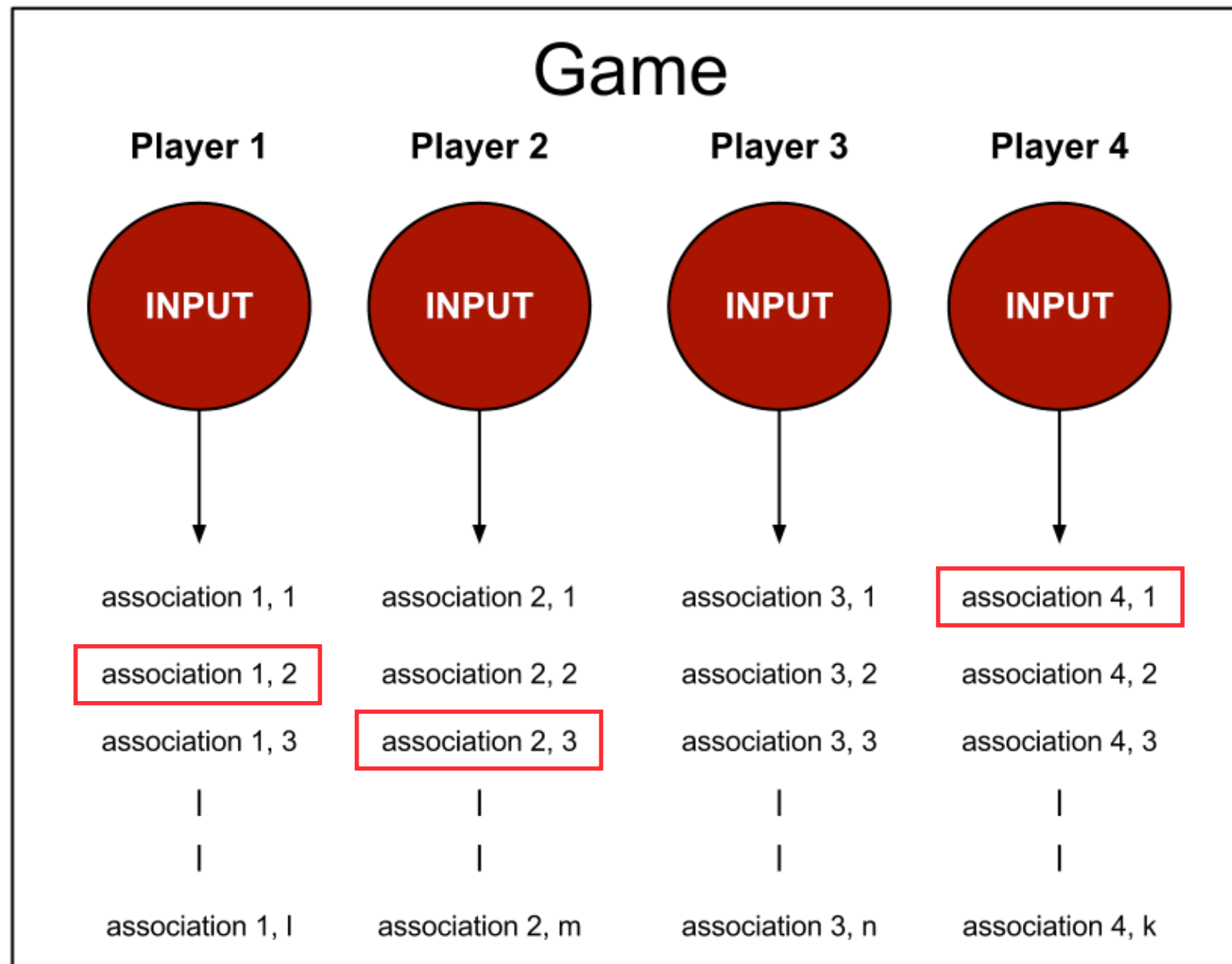
00 : 09

Play with the Same Players!

Knowledge Test Game: Output Agreement GWAP



Knowledge Test Game: Output Agreement GWAP



Knowledge Test Game: Suggestions-Box

We asked 100 people to name something associated with

Egypt

Try to guess what they said!

2011 Egyptian revolution 4

Nile 1

- Pyramid
- Egyptian pyramids
- Mythical and miracle power of pyramids
- Pyramid (geometry)

Submit

00:09

Knowledge Test Game: Suggestions-Box

We asked 100 people to name something associated with

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Try to guess what they said!

2011 Egyptian revolution 4

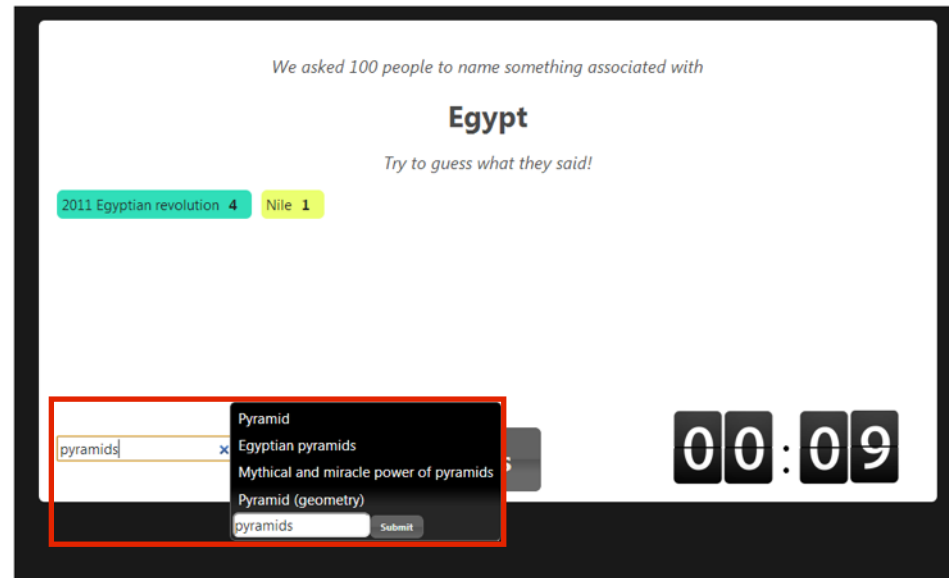
Nile 1

- Pyramid
- Egyptian pyramids
- Mythical and miracle power of pyramids
- Pyramid (geometry)

Submit

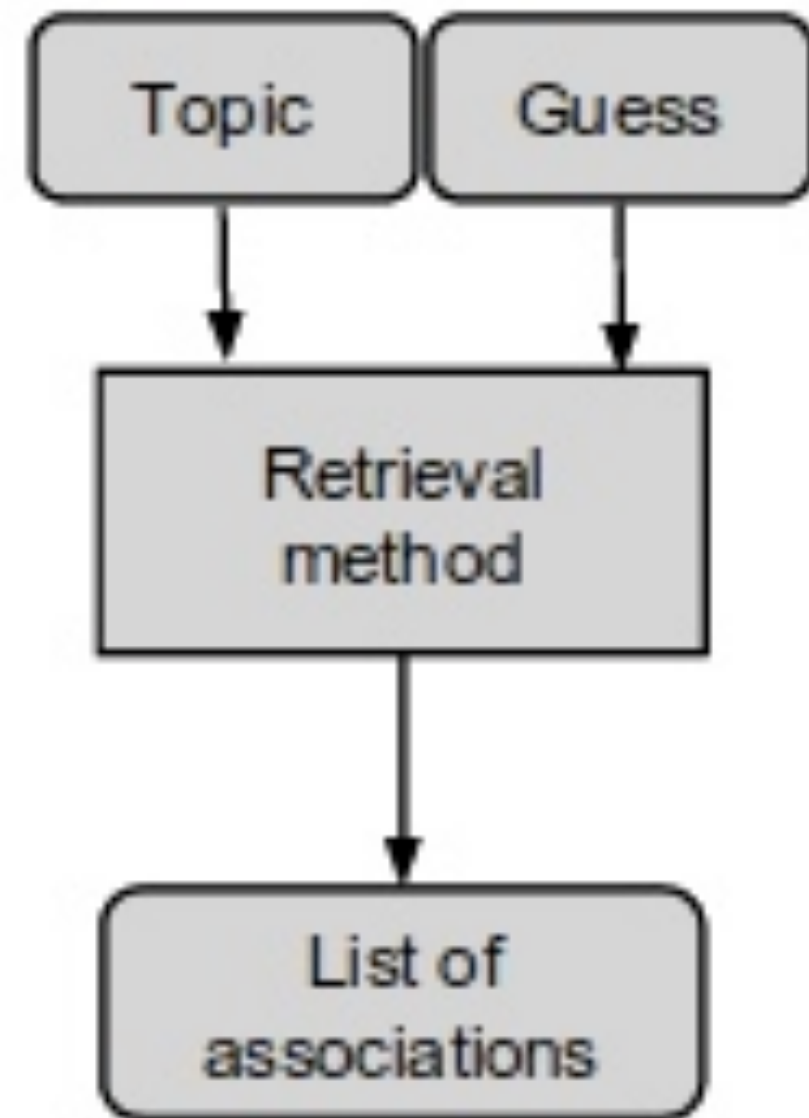
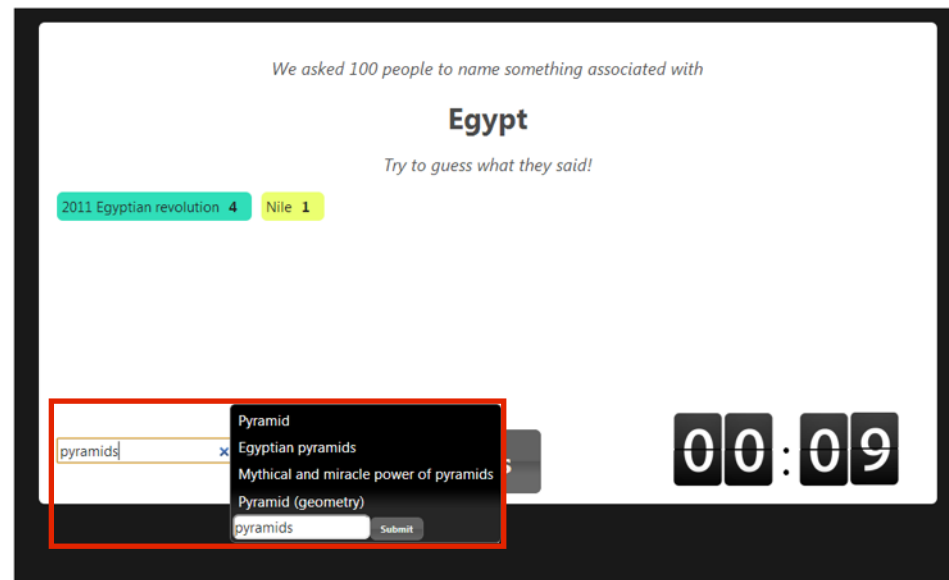
00:09

Knowledge Test Game: Suggestions-Box



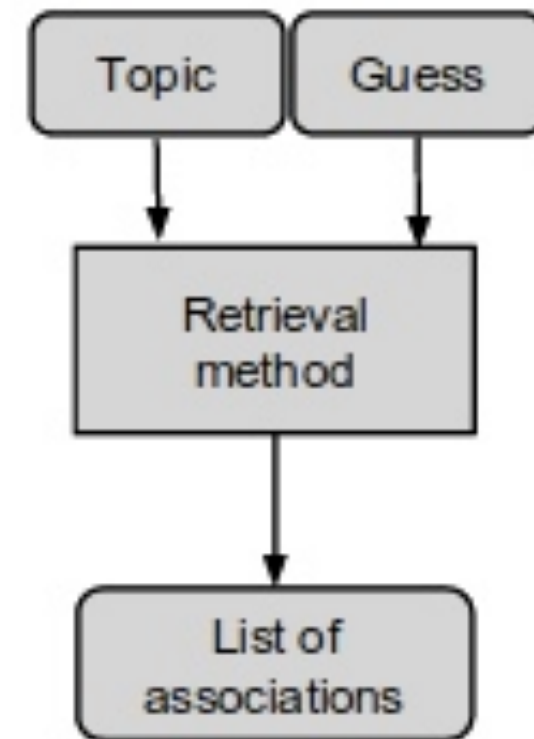
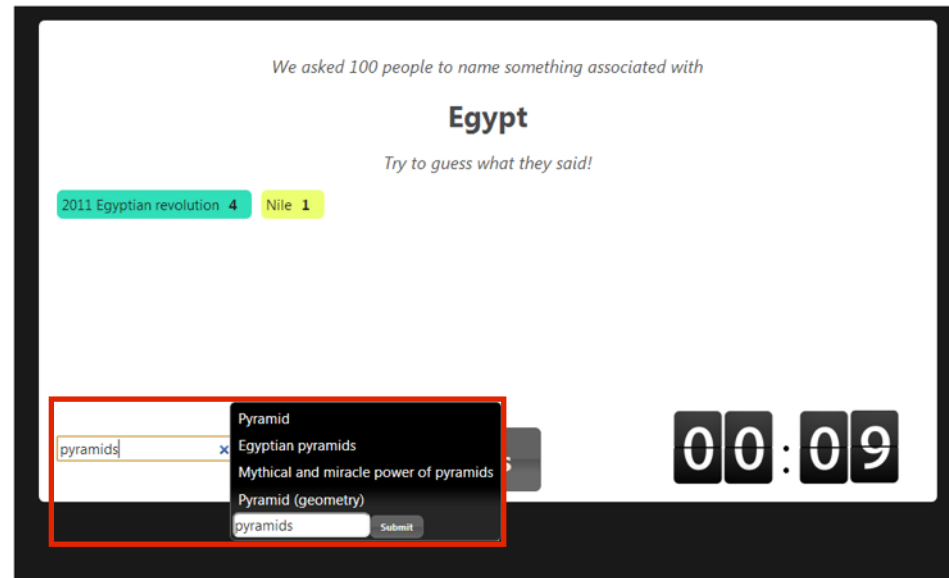
- Collected Gold Standard:
 - 32 topics
 - 9 participants
 - 224 associations
 - mapped to Wikipedia articles (correspond to DBpedia Semantic Entities)

Knowledge Test Game: Suggestions-Box



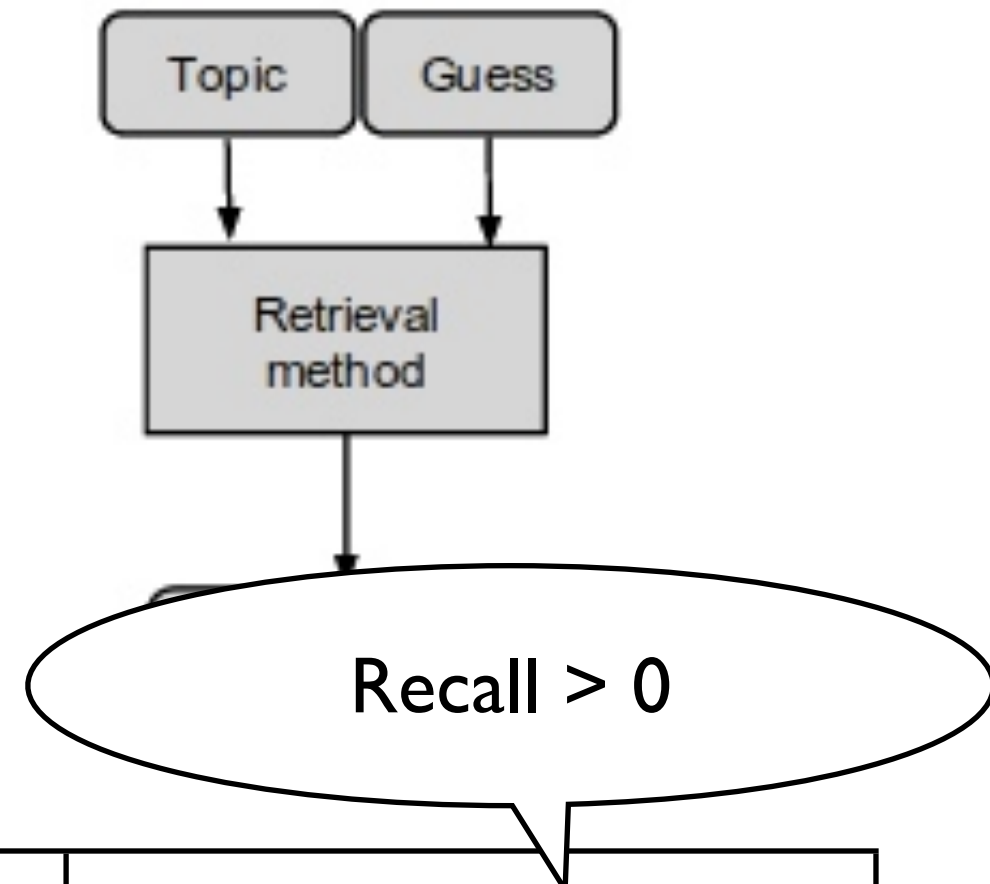
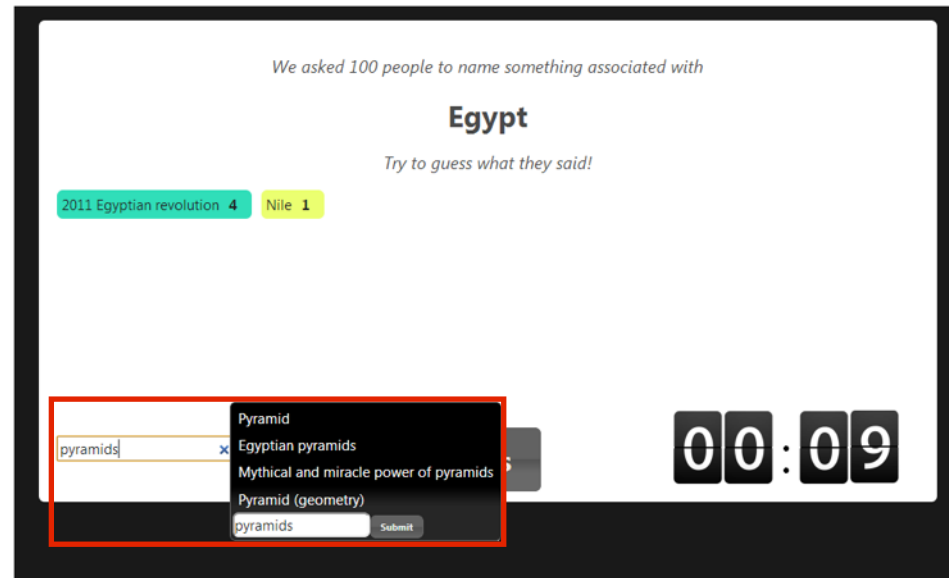
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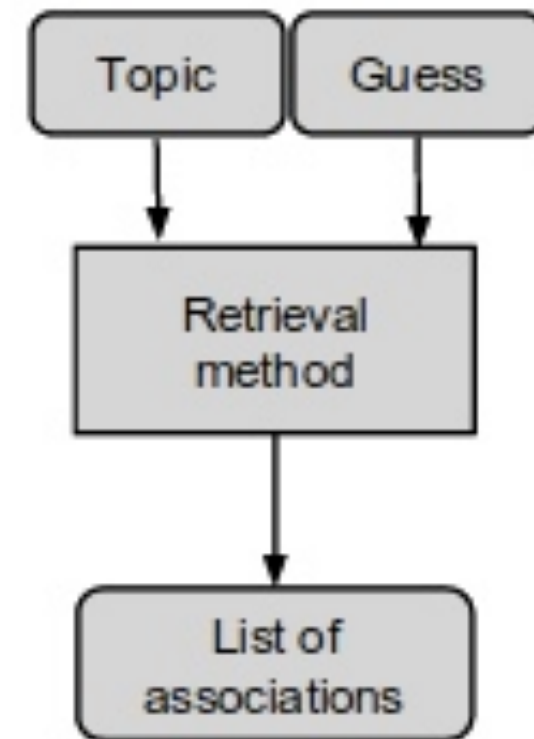
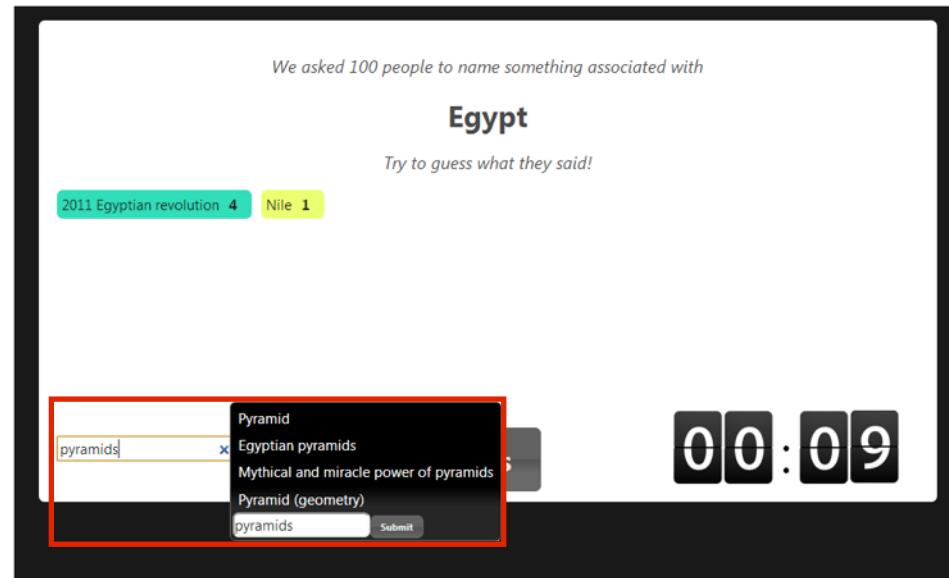
	Mean Recall @ 10	Mean Game Playability @ 10
DBpedia Spotlight	26 %	30 %
Freebase	34 %	39 %
Bing	40 %	49 %
Google	50 %	60 %

Knowledge Test Game: Suggestions-Box



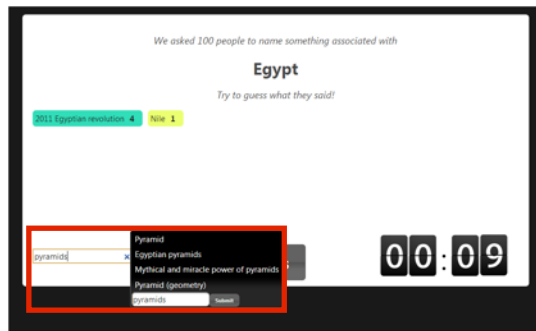
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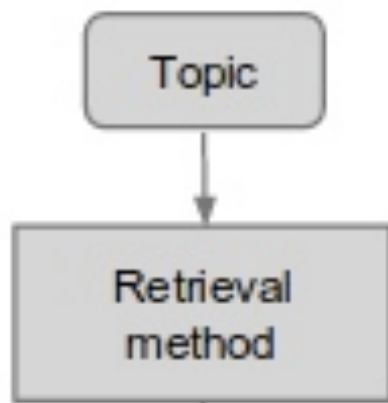


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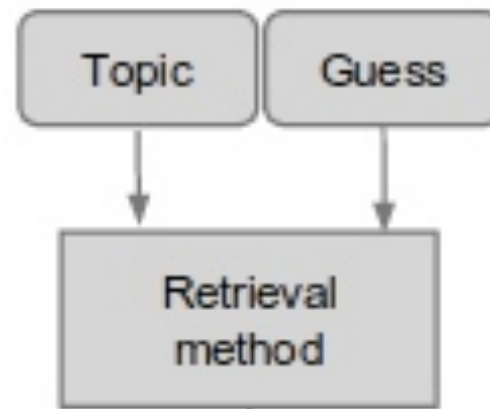
Knowledge Test Game: Suggestions-Box



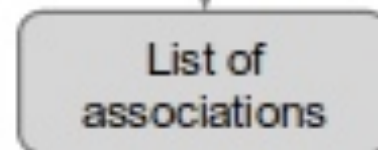
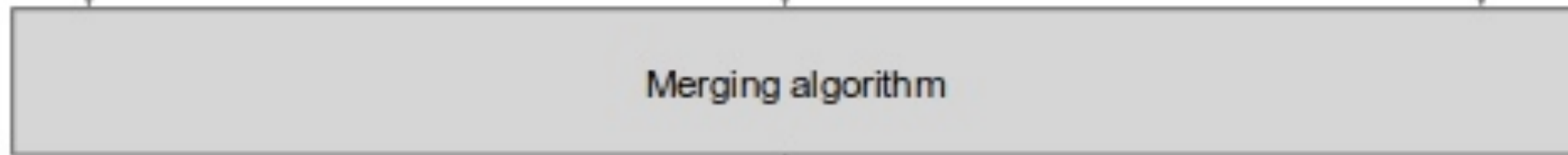
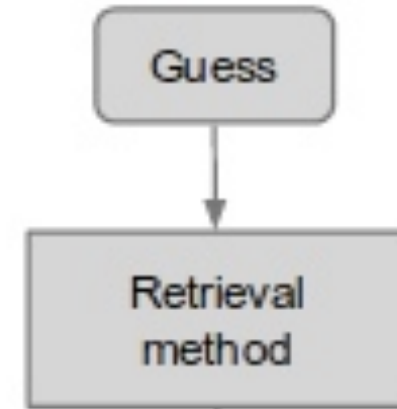
Negative Query



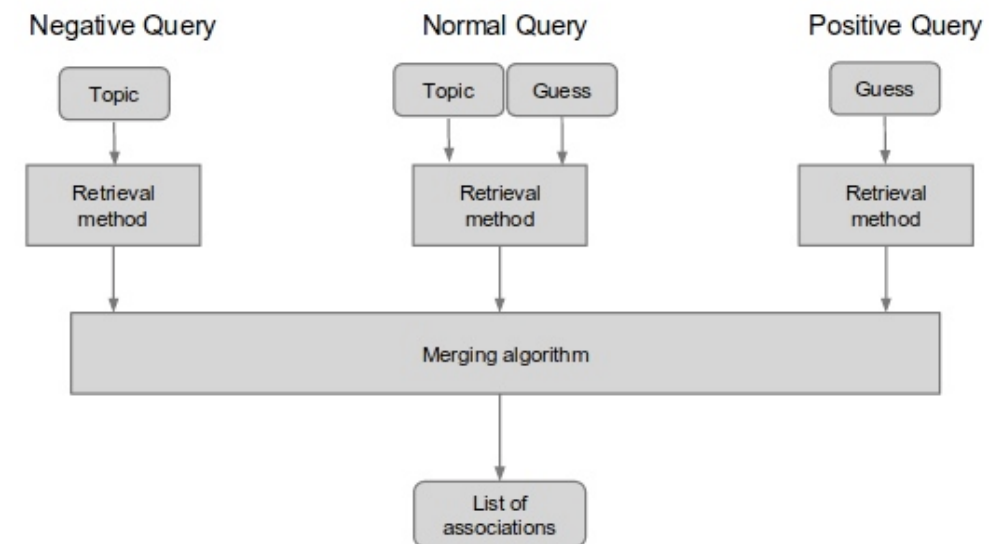
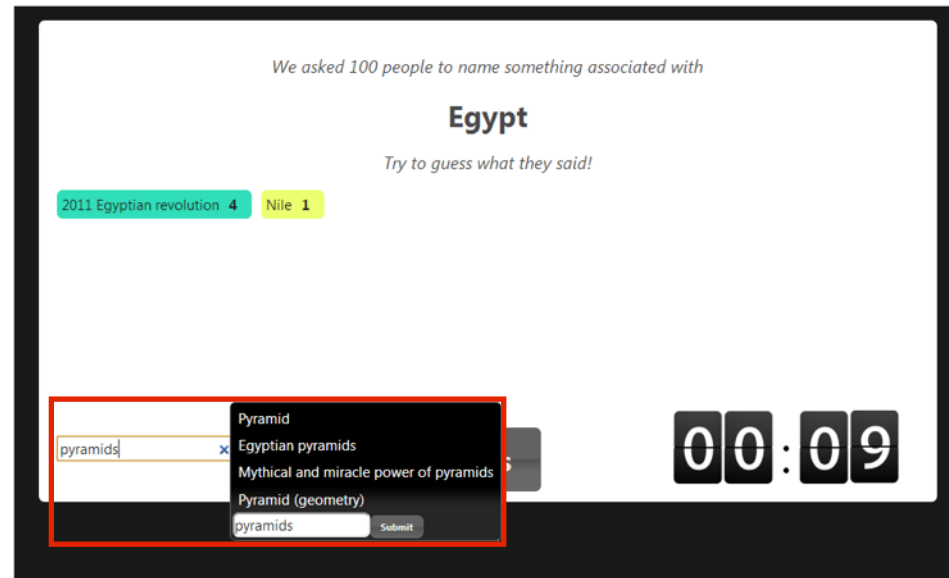
Normal Query



Positive Query

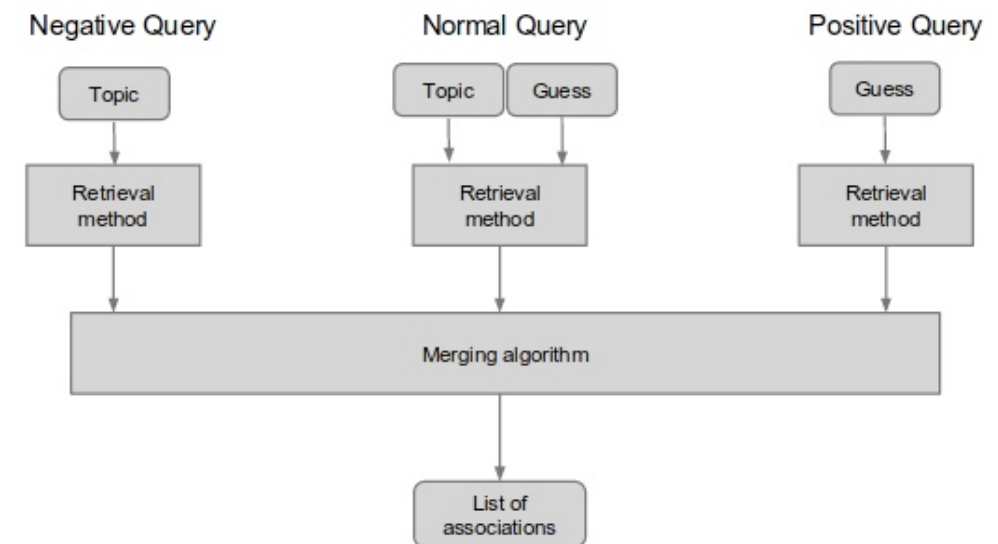
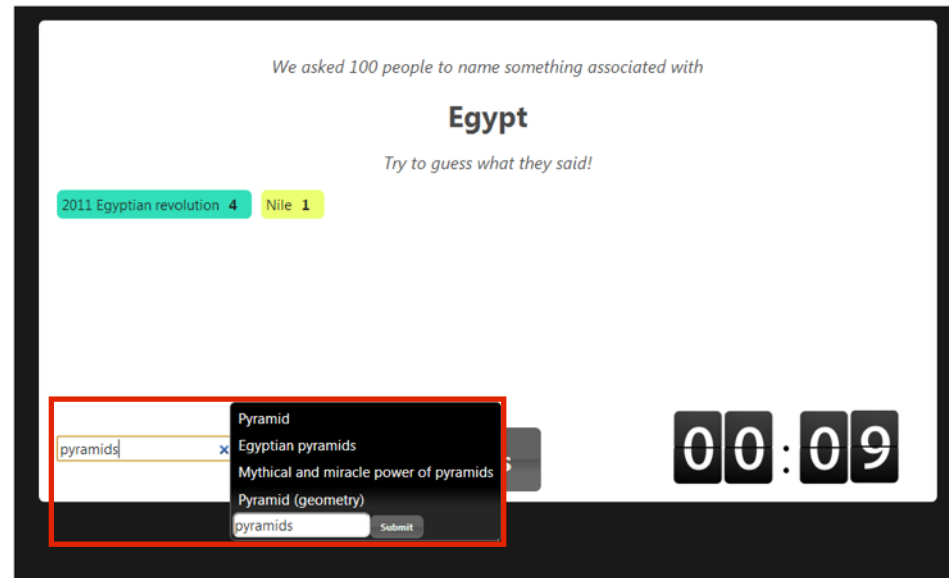


Knowledge Test Game: Suggestions-Box



	Mean Recall @ 10	Mean Game Playability @ 10
Bing	71.3 %	77.6 %
Google	79.8 %	85.5 %
Google + Bing	80.4 %	86.5 %

Knowledge Test Game: Suggestions-Box



	Mean Recall @ 10	Mean Game Playability @ 10
Bing	71.3 %	77.6 %
Google	79.8 %	85.5 %
Google + Bing	80.4 %	86.5 %

Knowledge Test Game: Suggestions-Box Power

Knowledge Test Game: Suggestions-Box Power

We asked 100 people to name something associated with

Deaths in 2011

Try to guess what they said!

steve jobs 2

osama bin laden 1

dennis ritchie

c (programming language)

list of programmers

timeline of facebook

john taylor (inventor)

c

van phillips (inventor)

cameron winklevoss

john c. taylor (inventor)

c inventor

Submit

c inventor



Pass

00:13

Knowledge Test Game: Suggestions-Box Power

We asked 100 people to name something associated with

Egypt

Try to guess what they said!

german university in cairo

list of arab universities

german-jordanian university

education in egypt

list of universities in egypt

file:karte elite universitäten deutschl...

list of hospitals in egypt

file:guc flags 300.gif

university of bonn

file:gju logo.svg

الجامعة الألمانية

Submit

00:03

Knowledge Test Game: Suggestions-Box Power

We asked 100 people to name something associated with

Egypt

Try to guess what they said!

- people's assembly of egypt
 - majlis al shura
 - people's council of syria
 - bani assad
 - hossein rezazadeh
 - religion in iran
 - list of classical pianists
 - constitution of the islamic republic of...
- magles el sha3b

magles el sha3b

00:14

Outline

- Motivation
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 - Walkthrough
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Outline

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Eval - Stats

- Collected data:
 - 6882 associations
 - 1046 games
 - 267 players
 - 26.6 human hours

Eval - Stats

- Collected data:
 - 6882 associations
 - 1046 games
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- Example Result:

- :Mark_Zuckerberg

Association	Mentioned
:Facebook	50
:The_Social_Network	15
:Chief_Executive_Officer	12
:Rich	8
:Millionaire	7

Eval: Game Questionnaire

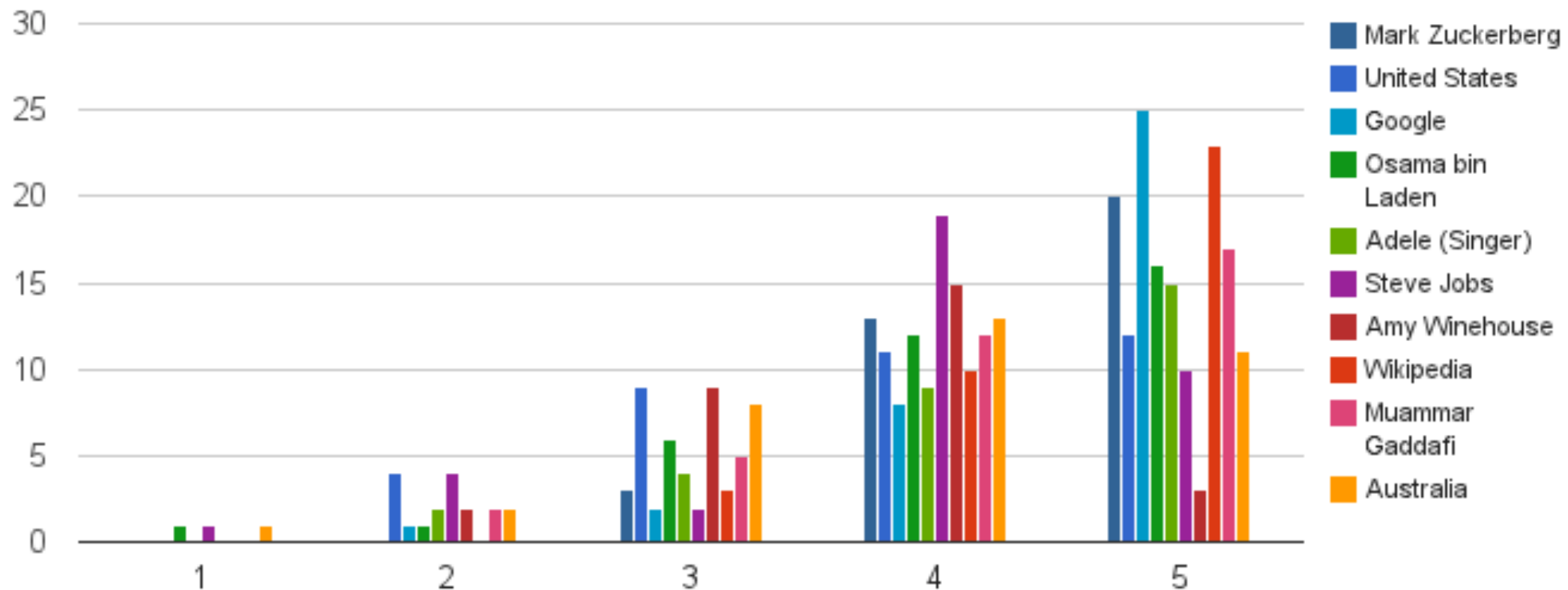
- Summarizing: very positive
- Astonished by the suggestions-box

Eval: Game Questionnaire

- Summarizing: very positive
- Astonished by the suggestions-box
- Influenced future guesses
 - Lead us to reduce amount from 10 to 4

Eval: Data Quality I

- Results for 10 topics graded by 36 people
- 5 point likert scale: 1 worst, 5 best



Eval: Data Quality II

- Results for Top 9 topics manually sorted
- Aggregation is our Gold Standard

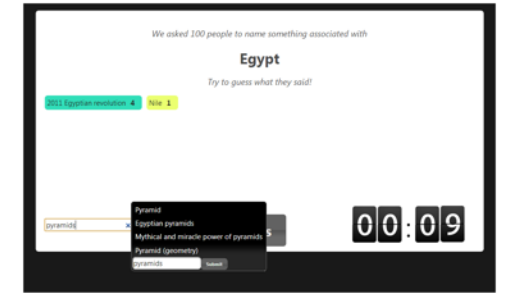
Topic	Top-N Associations	Manual sorting	nDCG
			Game
Charlie Sheen	8	7 participants	0.969
Eminem	11	14 participants	0.931
Lady Gaga	18	9 participants	0.924
Mark Zuckerberg	7	15 participants	0.954
Osama bin Laden	12	7 participants	0.835
Transformers: Dark of the Moon	18	6 participants	0.926
United Kingdom	14	7 participants	0.873
World War II	17	17 participants	0.953
YouTube	10	17 participants	0.928
			<hr/>
			μ
			0.921
			σ
			0.042

Eval: Data Quality II

- Results for Top 9 topics manually sorted
- Aggregation is our Gold Standard
- Also compared Game's sorting vs. NGD

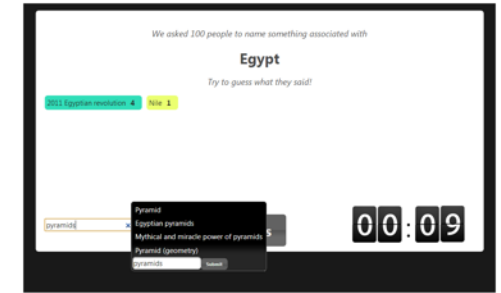
Topic	Top-N Associations	Manual sorting	nDCG	
			NGD	Game
Charlie Sheen	8	7 participants	0.860	0.969
Eminem	11	14 participants	0.870	0.931
Lady Gaga	18	9 participants	0.806	0.924
Mark Zuckerberg	7	15 participants	0.895	0.954
Osama bin Laden	12	7 participants	0.814	0.835
Transformers: Dark of the Moon	18	6 participants	0.768	0.926
United Kingdom	14	7 participants	0.806	0.873
World War II	17	17 participants	0.876	0.953
YouTube	10	17 participants	0.927	0.928
			μ	0.847 0.921
			σ	0.051 0.042

Summary



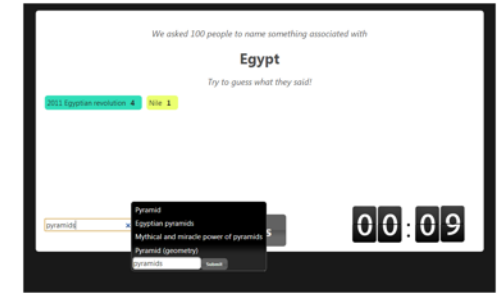
- Knowledge Test Game
- Collects Associations between Semantic Entities
- Powerful Suggestion-box (Bing & Google)

Summary



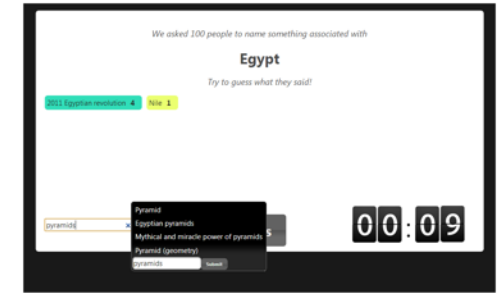
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- Game outperforms simple co-occurrence based similarity metrics

Summary



- Knowledge Test Game
- Collects Associations between Semantic Entities
- Powerful Suggestion-box (Bing & Google)
- Game outperforms simple co-occurrence based similarity metrics
- Data online: <http://knowledgetestgame.org/export>

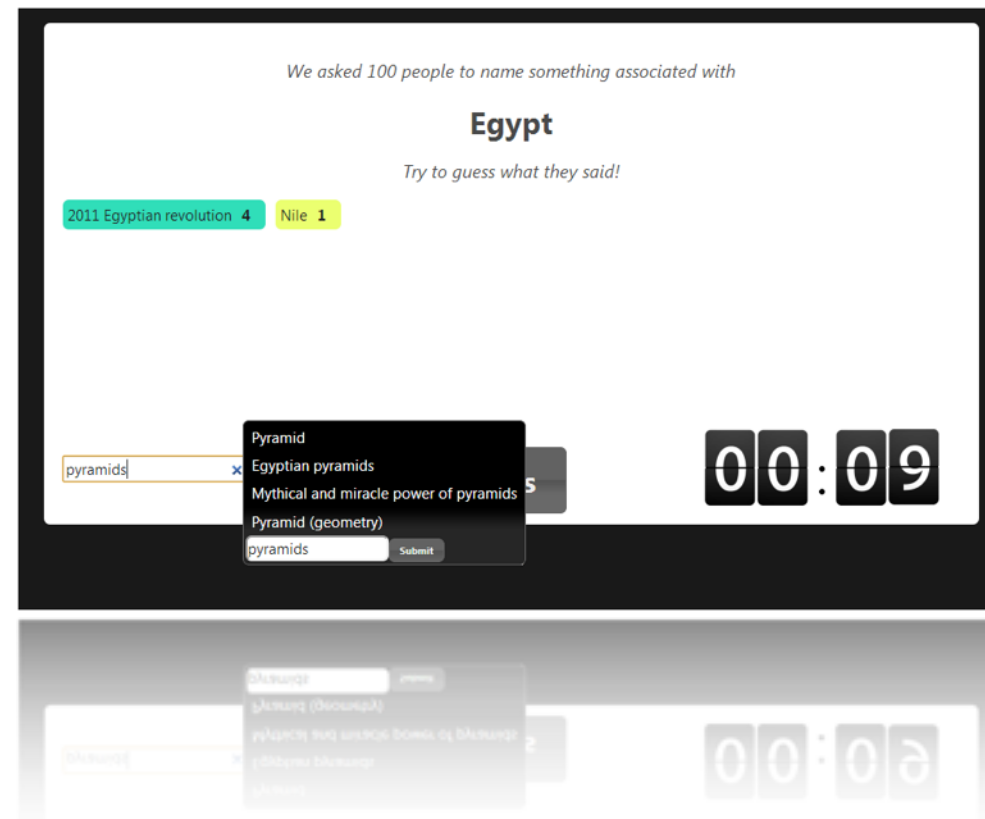
Outlook



- Provide collected data as Linked Data
- Show most intuitive type in suggestions
- Single player mode
- Enhance fun factor

Discussion

Thanks for your attention

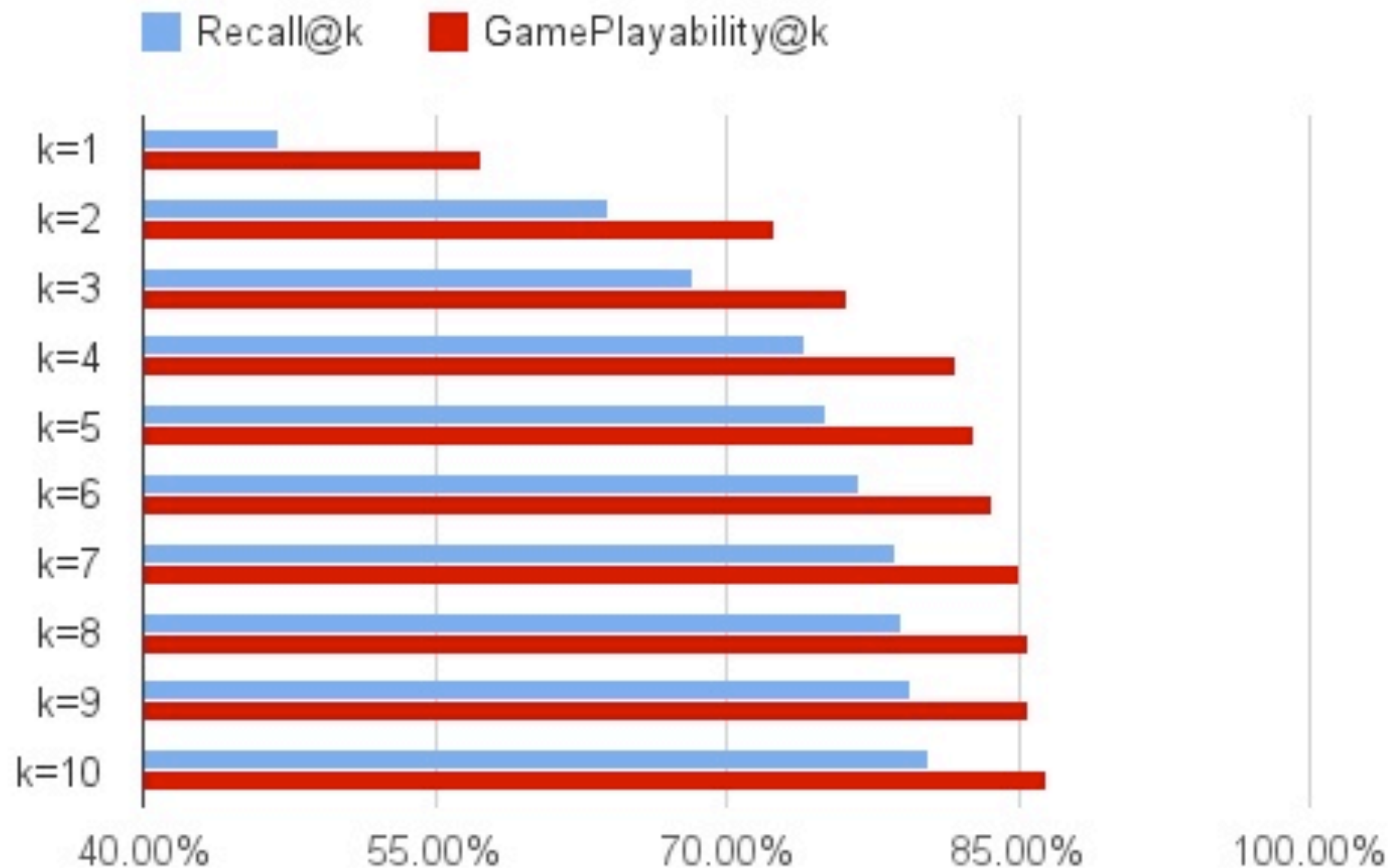


[http://knowledgetestgame.org\(/export\)](http://knowledgetestgame.org(/export))

Jörn Hees
joern.hees@dfki.de

Mohamed Khamis
mohamed.khamis@guc.edu.eg

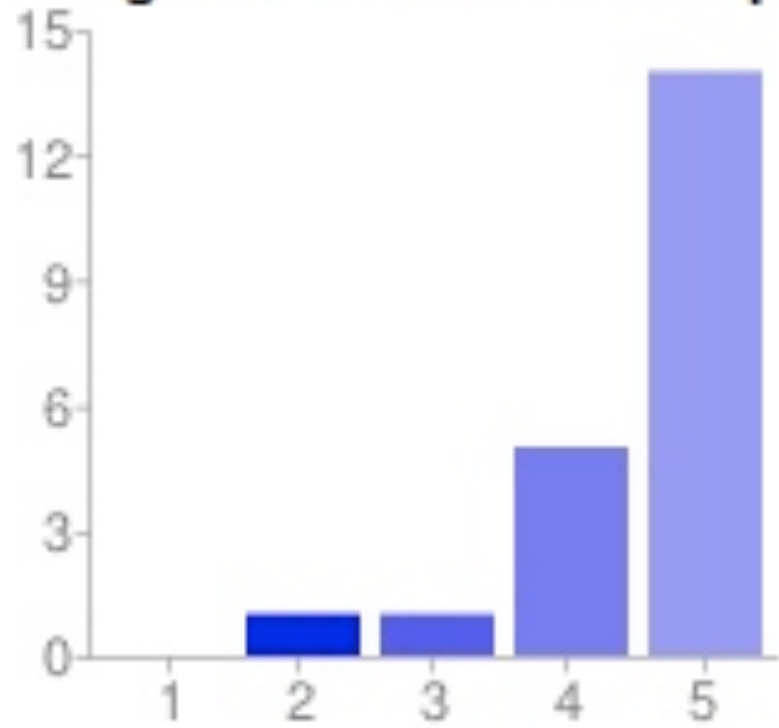
Recall, GP @ k



Eval - Stats

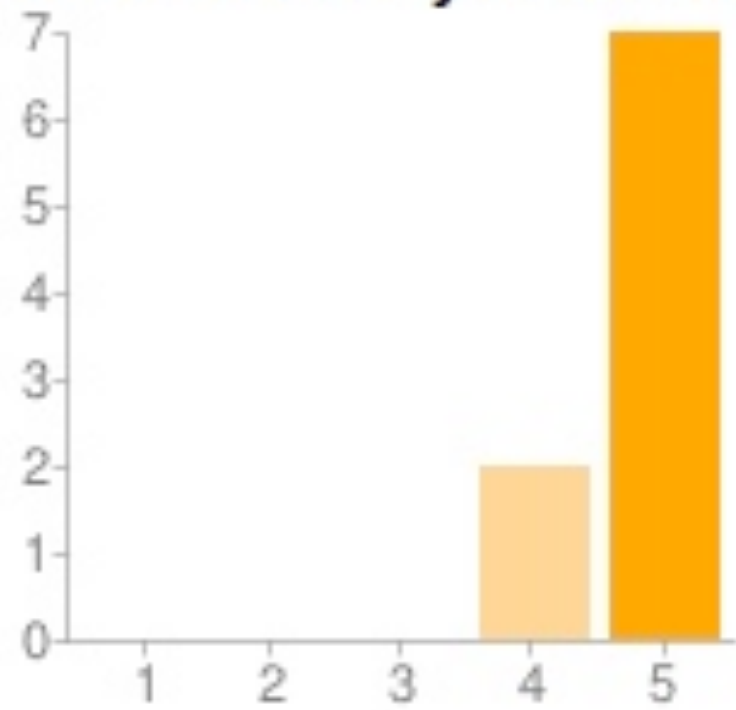
- Collected data:
 - 6882 associations
 - 1046 games
 - 267 players
 - 26.6 human hours
- Throughput:
 - ~ 259 association / h (50 players / day: 310 800)
- Average Lifetime Play:
 - ~ 6 min / p
 - ~ 8 games / p
- Expected Contribution:
 - ~ 26 sem. associations / p

The game rules and concept were direct and straight forward (easily understandable).



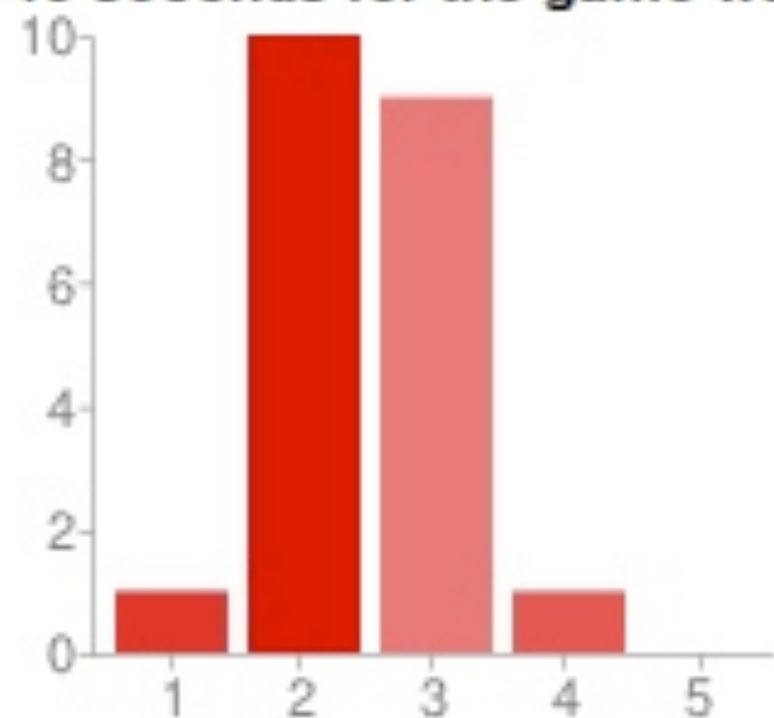
1 -Strongly Disagree	0	0%
2	1	5%
3	1	5%
4	5	24%
5 -Strongly Agree	14	67%

The How To Play tutorial was..



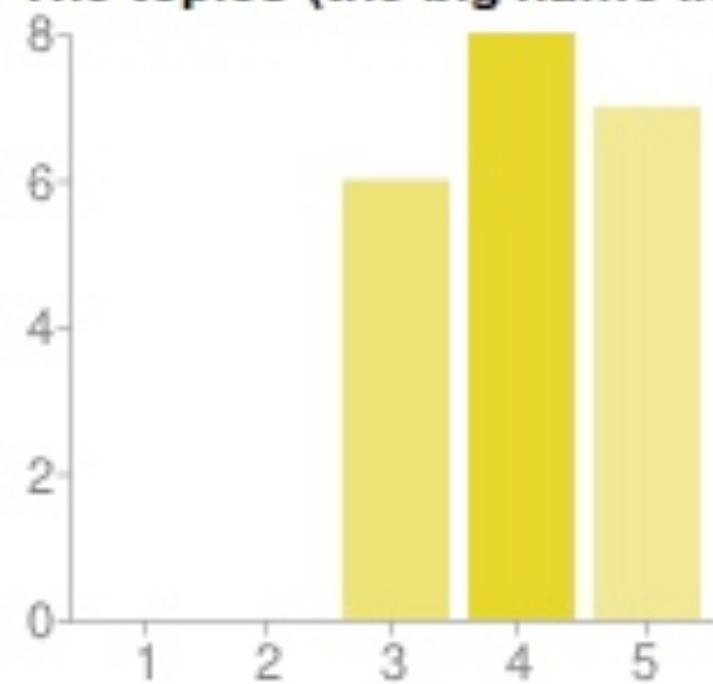
1 - Useless	0	0%
2	0	0%
3	0	0%
4	2	10%
5 - Useful	7	33%

45 seconds for the game were...



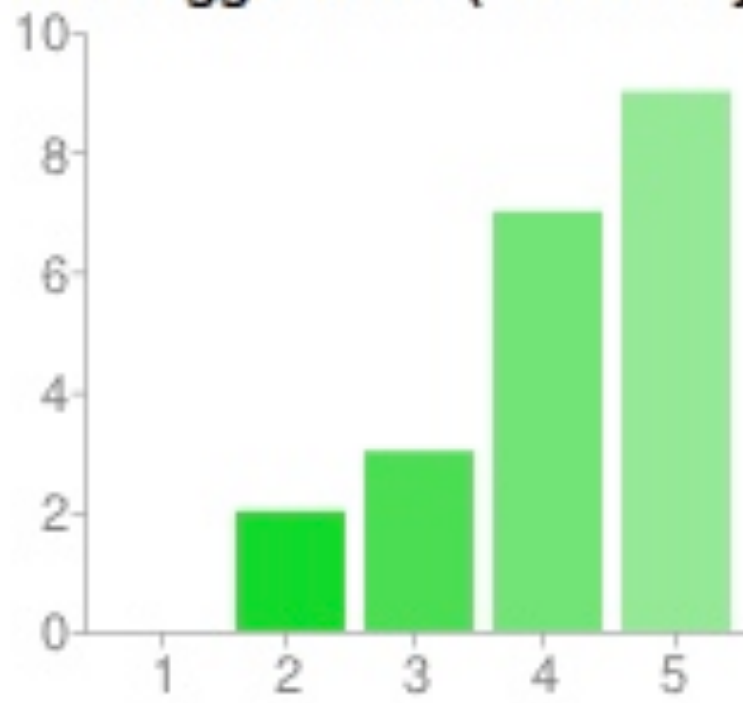
1 -Too short	1	5%
2	10	48%
3	9	43%
4	1	5%
5 -Too long	0	0%

The topics (the big name in each game) were clear and known to me.



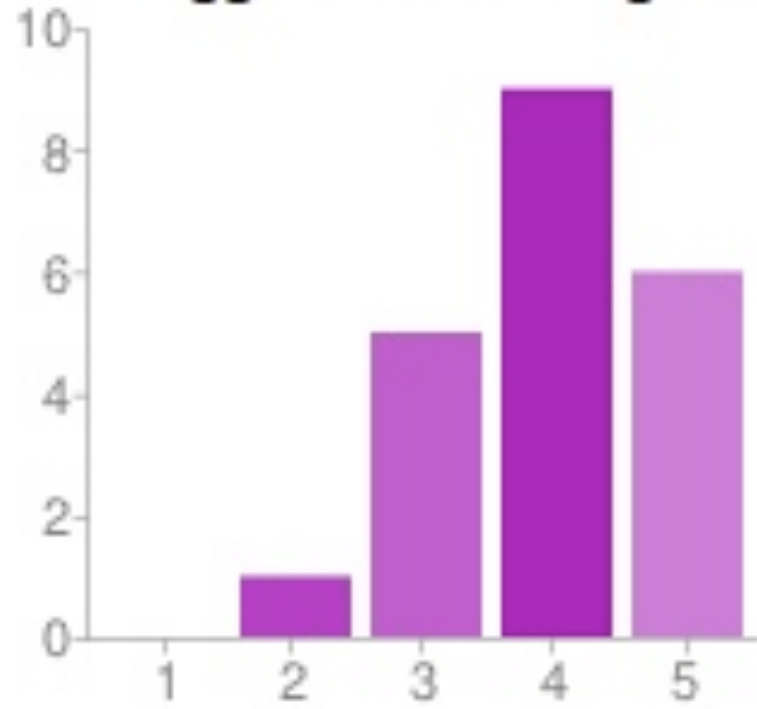
1 -Strongly Disagree	0	0%
2	0	0%
3	6	29%
4	8	38%
5 -Strongly Agree	7	33%

The suggestions (the ones you get upon hitting enter) were relevant to what I had in mind.



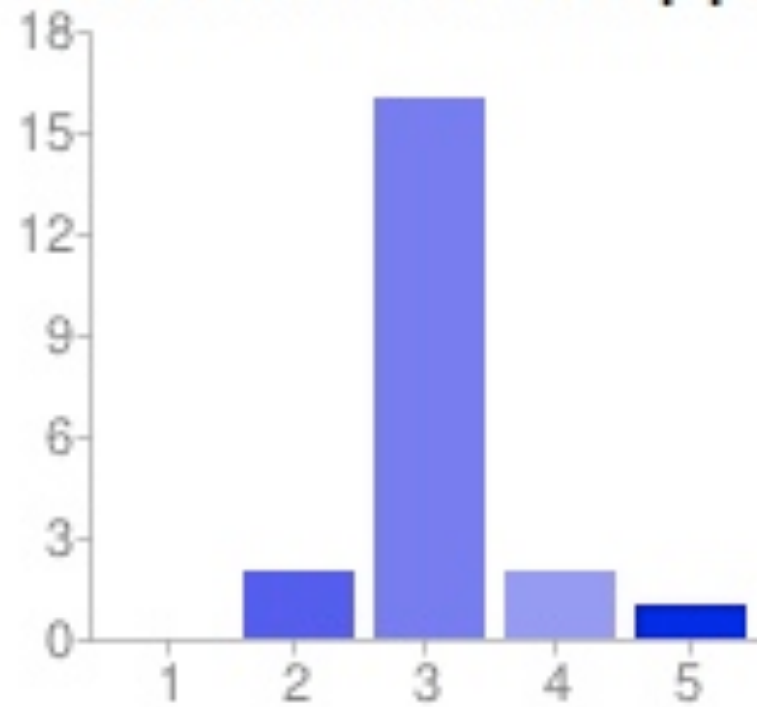
1 -Strongly Disagree	0	0%
2	2	10%
3	3	14%
4	7	33%
5 -Strongly Agree	9	43%

The suggestions that I got for a guess influenced my following guesses.



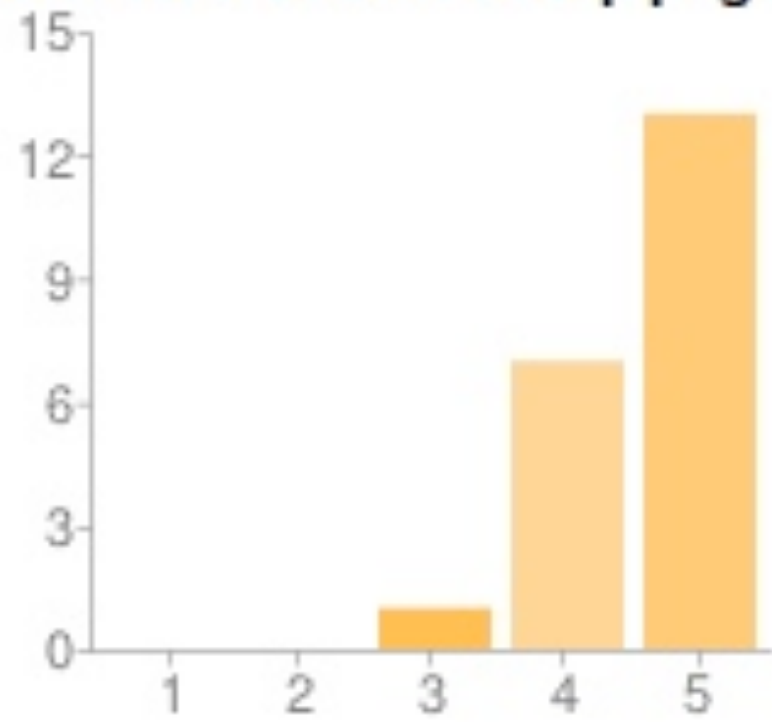
1 -Strongly Disagree	0	0%
2	1	5%
3	5	24%
4	9	43%
5 -Strongly Agree	6	29%

15 seconds for the recap page were...



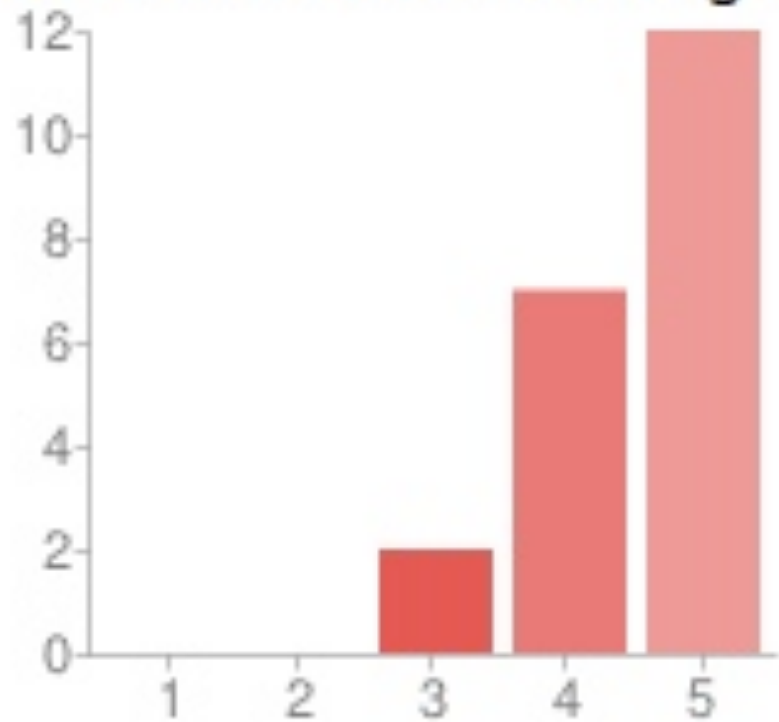
1 - too short	0	0%
2	2	10%
3	16	76%
4	2	10%
5 - too long	1	5%

I understood the recap page (The page with the scores).



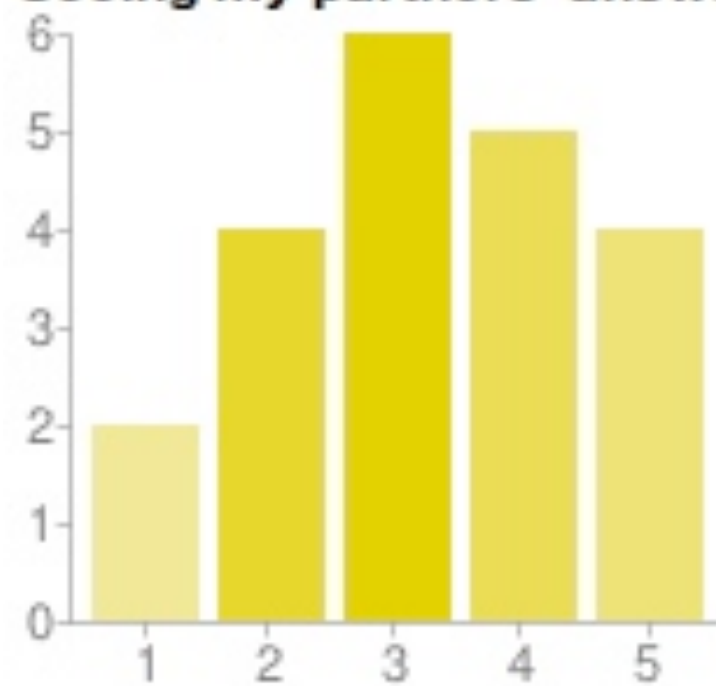
1 -Strongly Disagree	0	0%
2	0	0%
3	1	5%
4	7	33%
5 -Strongly Agree	13	62%

I was interested in reading the scores in the recap page.



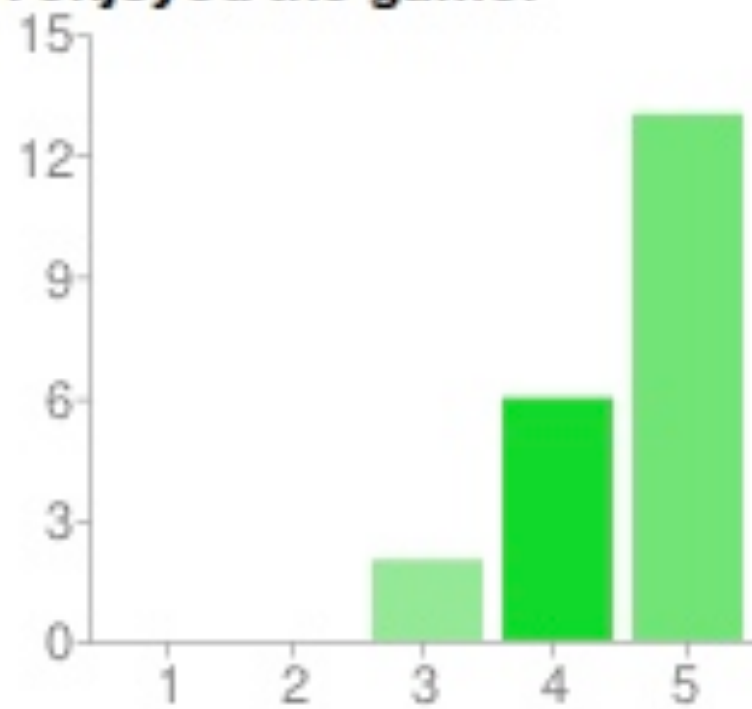
1 -Strongly Disagree	0	0%
2	0	0%
3	2	10%
4	7	33%
5 -Strongly Agree	12	57%

Seeing my partners' answers influenced my guesses in the following games.



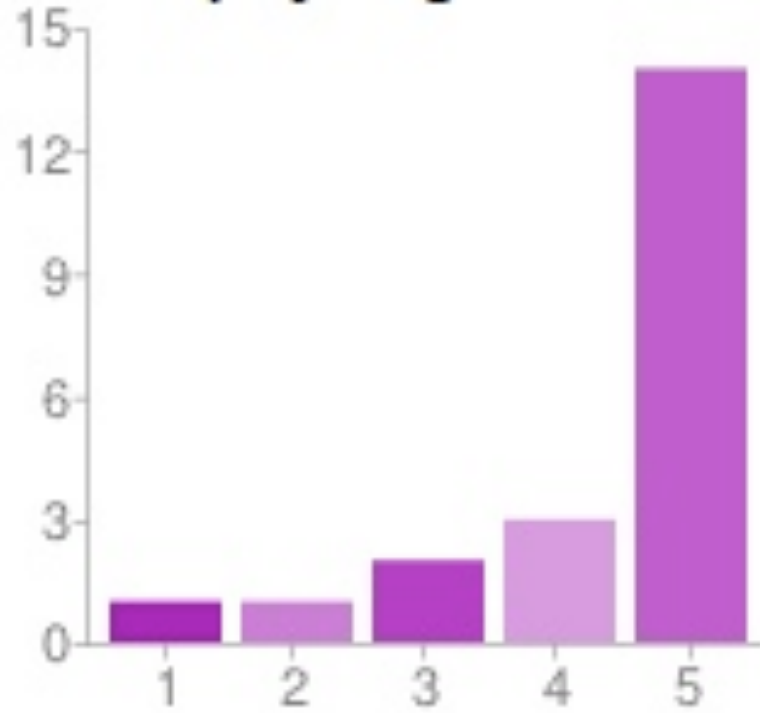
1 -Strongly Disagree	2	10%
2	4	19%
3	6	29%
4	5	24%
5 -Strongly Agree	4	19%

I enjoyed the game.



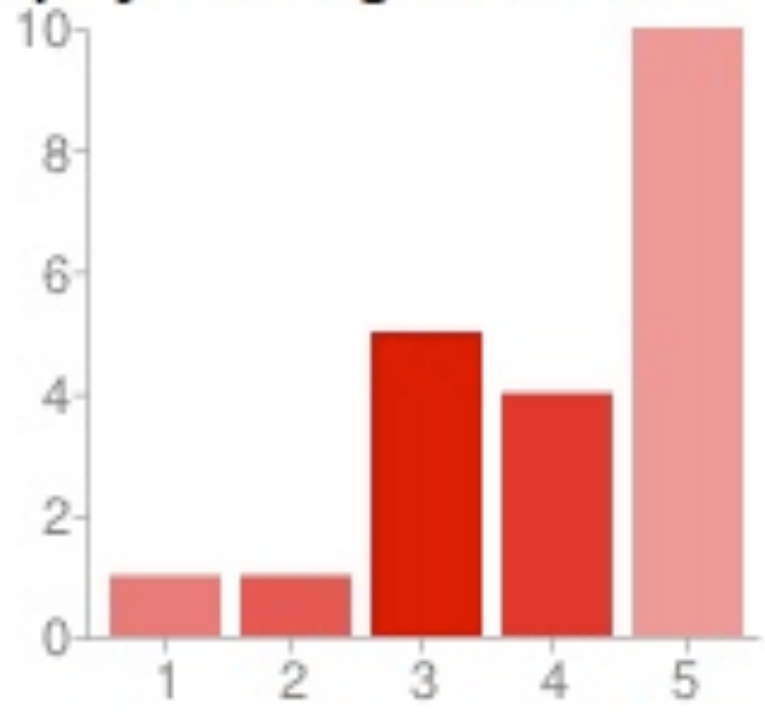
1 -Strongly Disagree	0	0%
2	0	0%
3	2	10%
4	6	29%
5 -Strongly Agree	13	62%

I would play it again.



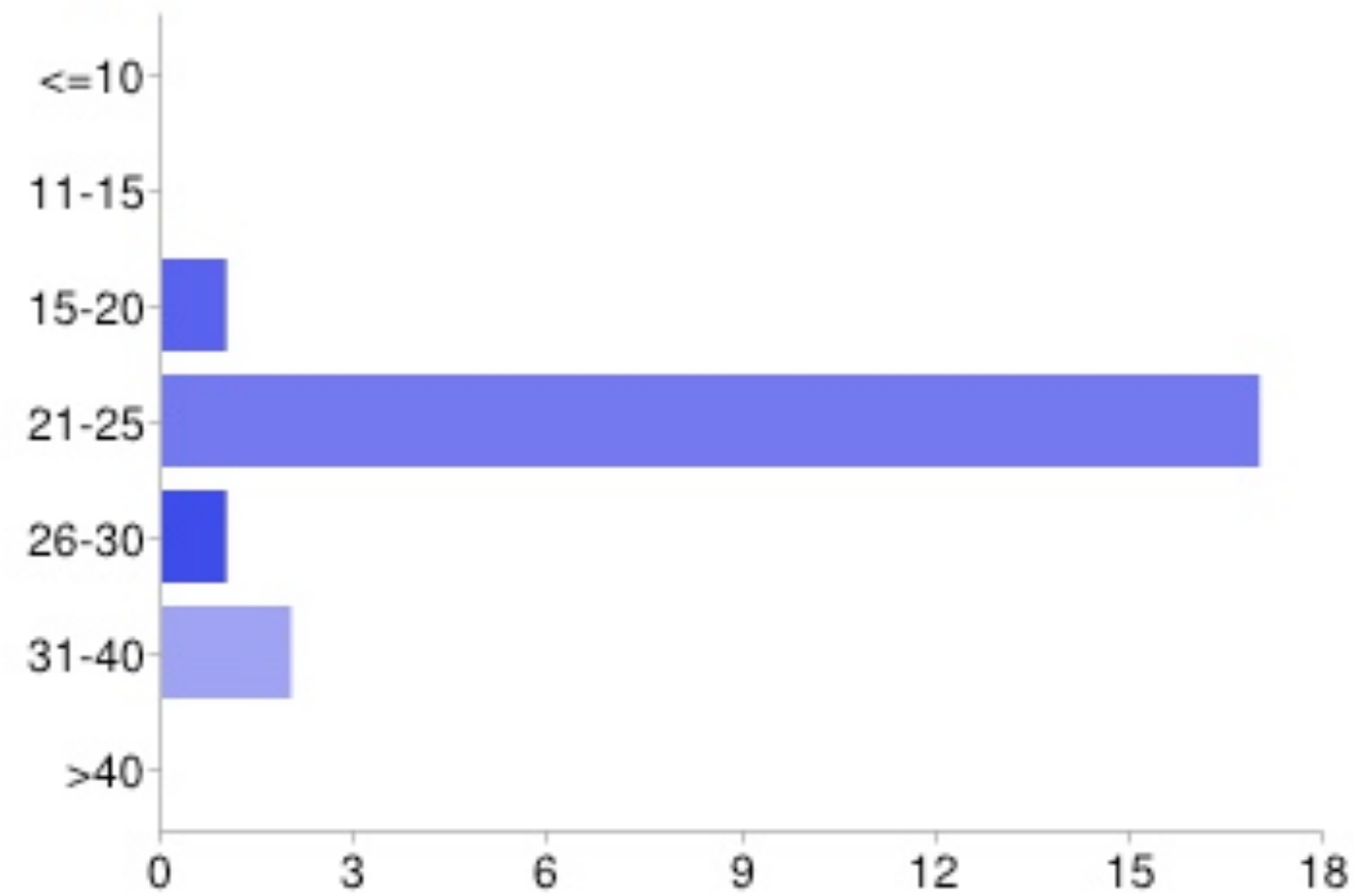
1 -Strongly Disagree	1	5%
2	1	5%
3	2	10%
4	3	14%
5 -Strongly Agree	14	67%

I played web games before.



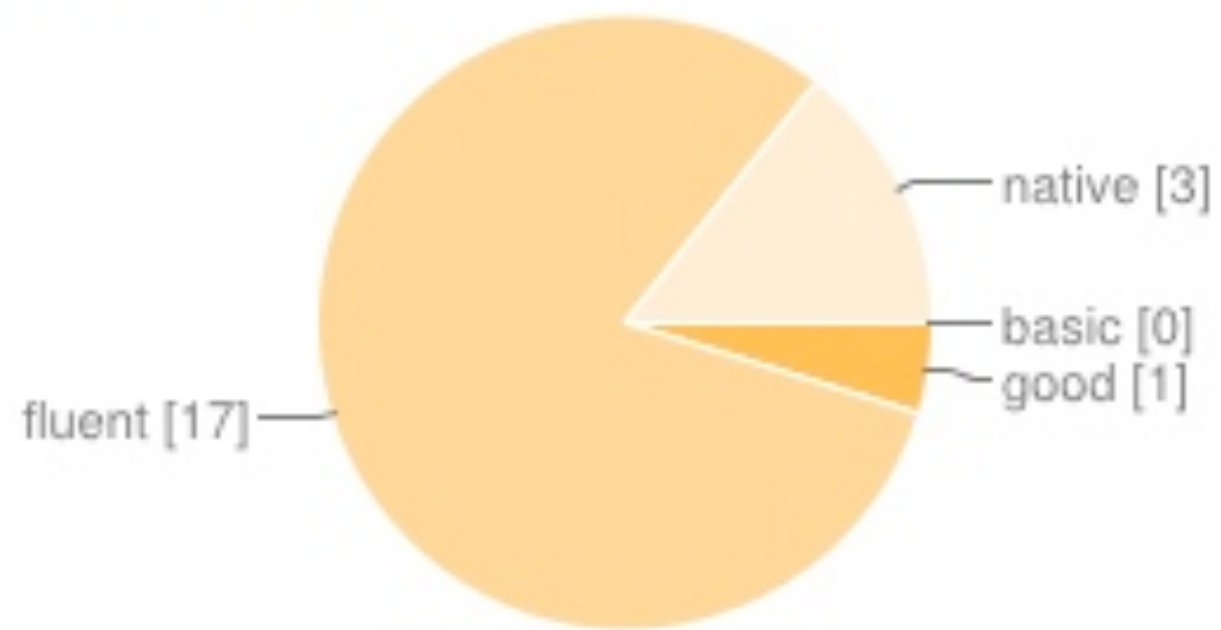
1 - Never	1	5%
2	1	5%
3	5	24%
4	4	19%
5 - A lot	10	48%

My age:



<=10	0	0%
11-15	0	0%
15-20	1	5%
21-25	17	81%
26-30	1	5%
31-40	2	10%
>40	0	0%

My English skills are...



basic	0	0%
good	1	5%
fluent	17	81%
native	3	14%