

Instance Query/Rules Interface

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Fast overview

- These slides are a fast walkthrough of a design approach for a rules interface for querying ontology driven spaces
- Exemplar is the PIT or Profiles in Terror project, MindLab, UMD

Running Use-case

OBL ?



Terrorist Leader
Politician

Given Name	Osama bin Ladin
Nickname	Abu Abdullah
Place of Birth	<u>Riyadh, Saudi Arabia, Riyadh</u>
Source	http://www.tkb.org/KeyLeader.jsp?memID=6
affiliation	<u>al-Qaida</u>
has contact	<u>Abu Doha -OBL meeting</u> <u>Azzam is OBL's teacher in Je</u> <u>phone battery</u>
trained in	Osama's Summer Camp Al-Qaeda School of Terrorism Some Mosque

What do Rules look like

If...

?x trainedIn ?z.

?y trainedIn ?z.

?x a TerroristLeader.

?y a TerroristLeader.

Body of the Rule
(Conditions)

then...

?x trainedTogether ?y.

Head of the Rule
(Conclusions)

- Can specify arbitrary AND/OR combinations of conditions
- Can have multiple conclusions
- Want to extract away this type of free-form rule-writing
 - Eliminate typing mistakes
 - Reduce level of familiarity of ontology required to write rules
 - Reduce amount of duplication needed for logic combinations

Proposed Interface

<input type="text"/>			
<input type="text" value="Terrorist Leader"/>	<input type="text" value="↔"/>	<input type="text" value="Camp or School"/>	<input type="button" value="-"/>
<input type="text" value="?x"/>	<input type="text" value="trained in"/>	<input type="text" value="?z"/>	<input type="button" value="+"/>
<input type="text" value="Terrorist Leader"/>	<input type="text" value="↔"/>	<input type="text" value="Camp or School"/>	<input type="button" value="-"/>
<input type="text" value="?y"/>	<input type="text" value="trained in"/>	<input type="text" value="?z"/>	<input type="button" value="+"/>
<input type="text"/>	<input type="text" value="↔"/>	<input type="text"/>	<input type="button" value="-"/>
<input type="text" value="?x"/>	<input type="text"/>	<input type="text" value="?y"/>	<input type="button" value="+"/>

Body of the Rule

Head of the Rule

-Accessible from wherever there is a class/instance/property.

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Variables and Variable Typing

● Thing
 Person
 Terrorist
 ● Terrorst Leader
 OBL

Find

● Terrorist Leader,
 Politician
 OBL

Find

◀ Terrorist Leader ●

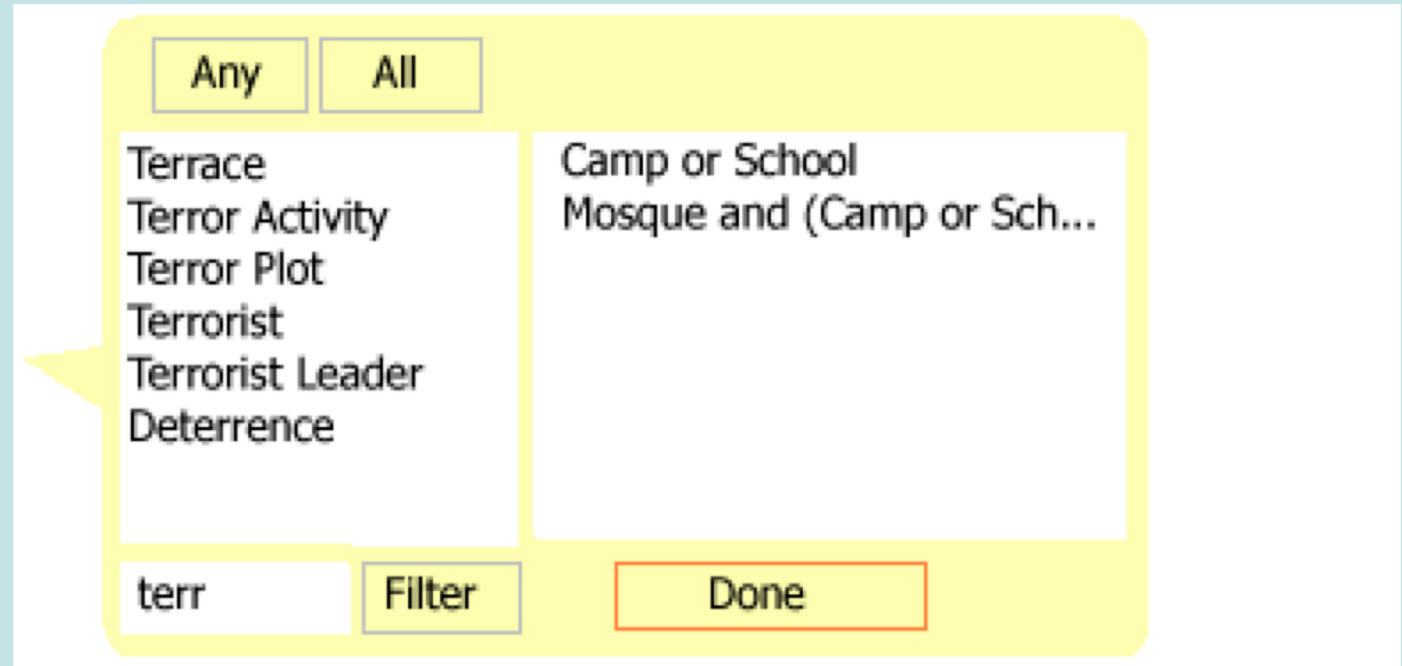
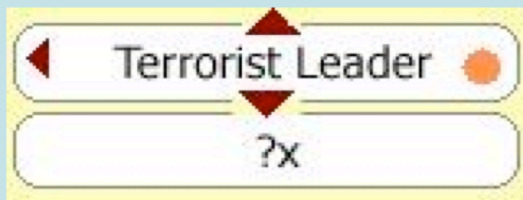
?x

-Types can be initially populated with a default value from the point where the user decides to create rules/queries.

-This shows default "Terrorist Leader", and up-down the hierarchy

-OBL is shown because user came to the interface from OBL page.

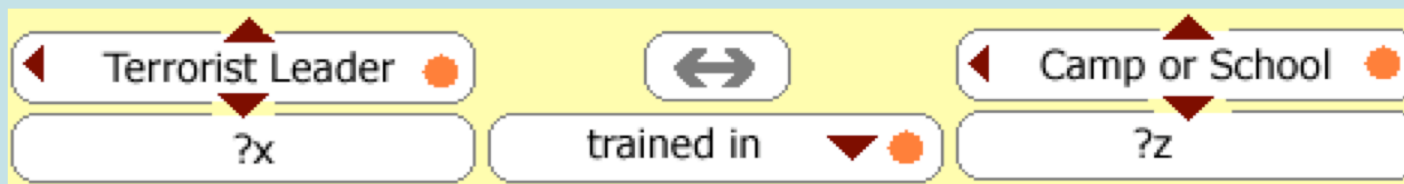
Specifying And/Or combinations



- Use the orange circle to create boolean combination of class types
- use Filter to textually filter available type in view
- Multiply select atomic types or combined ones (on right) to create more complex ones
- Select one type (atomic or complex) and press Done to finish

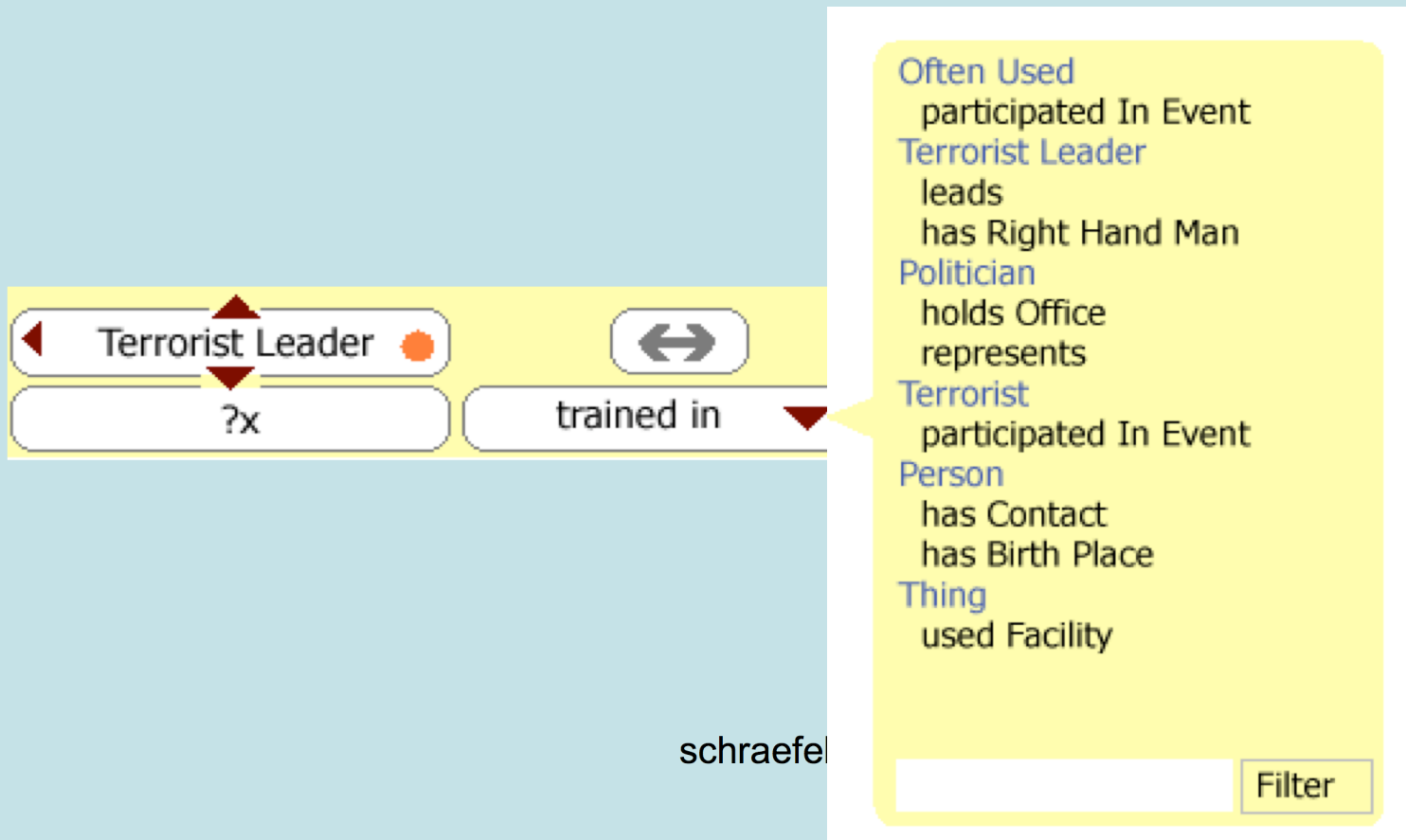
Property Filtering

- Given a variable type (or actual instance), we can filter and reorder the properties presented to the user
- Can also use frequency of usage (require queries to db)



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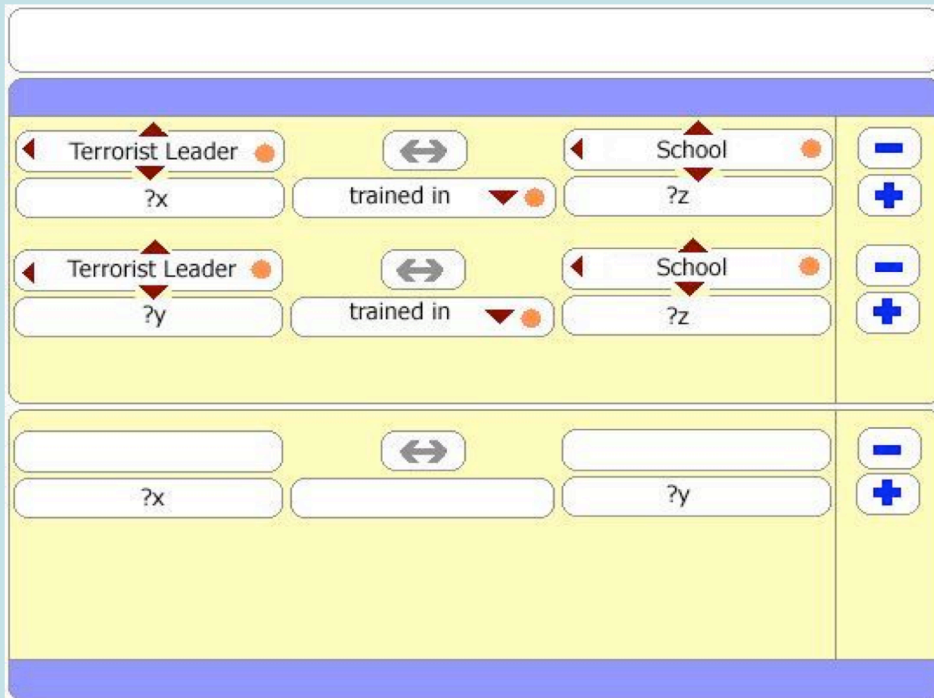
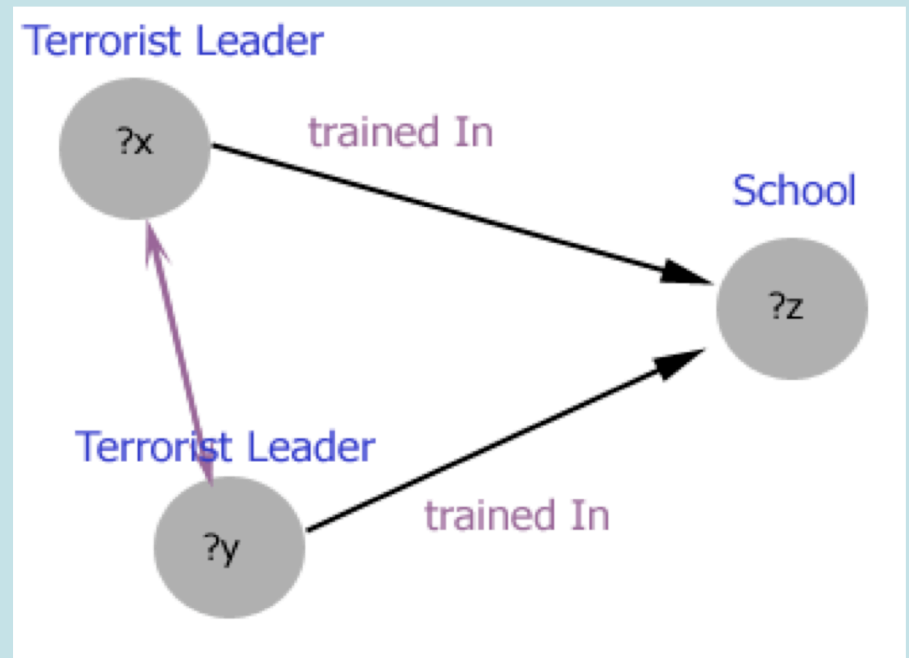
The interface shows a search bar with the text "Terrorist Leader" and a dropdown menu. The dropdown menu is currently displaying "trained in". To the right, a list of property types is shown, including "Often Used", "Terrorist Leader", "Politician", "Terrorist", and "Thing". A "Filter" button is located at the bottom right of the list.

Often Used
 participated In Event
 Terrorist Leader
 leads
 has Right Hand Man
 Politician
 holds Office
 represents
 Terrorist
 participated In Event
 Person
 has Contact
 has Birth Place
 Thing
 used Facility

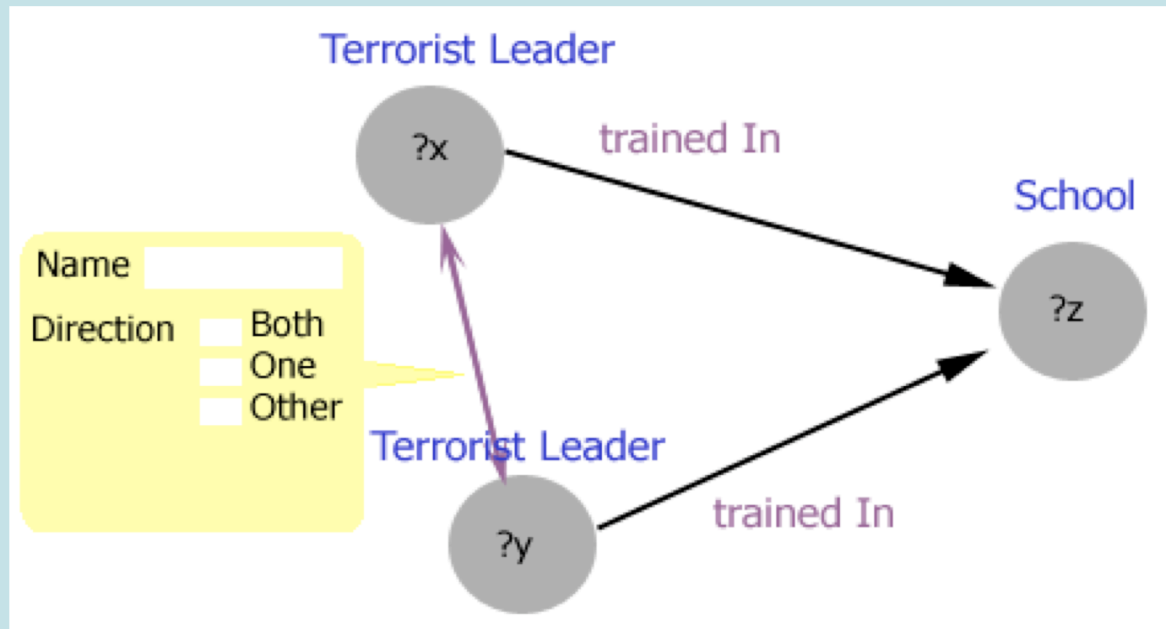
Filter

Graph Representation

- Re-enforce user's cognitive map of the rules
- Immediate reflection to/from widgets
- Disjunctions => multiple graphs

Graph Representation



- Once name of the result set is decided (say, “trained Together”), the graph displays “The result ‘trained Together’ is a set of relations between qualifying Terrorist Leaders”.
- Unary results can say: “the results are a set of Schools”
- Graphical representation of result sets for future reference

Additional features

- Rubber band: put a rubber band around area of graph where you want to keep results of THAT PART of the query persistent
- Combination Of: rather than only Any or ALL can also have “any combination of X out of Y” conditions - upper range of 5 on y so not combinatorially, computationally nuts - for now.
- Plain language reflection of query in process: while the rule is being built up, see plain language feedback of how the system is interpreting the entries to validate the query.
- Query rules data results while building query: a question we have is is it useful to show the results for a rule as it is being built up?

Still more to ponder

- Can we have better representation of variables (than $?x$)?
 - A richer annotation language for describing ontologies so interfaces can take advantage of these? (e.g. custom icons)
- How to best represent results? (can we perform analysis (given user's rules/queries) to highlight 'important' portions of the results)