

# Fuzzy Taxonomies for Creative Knowledge Discovery

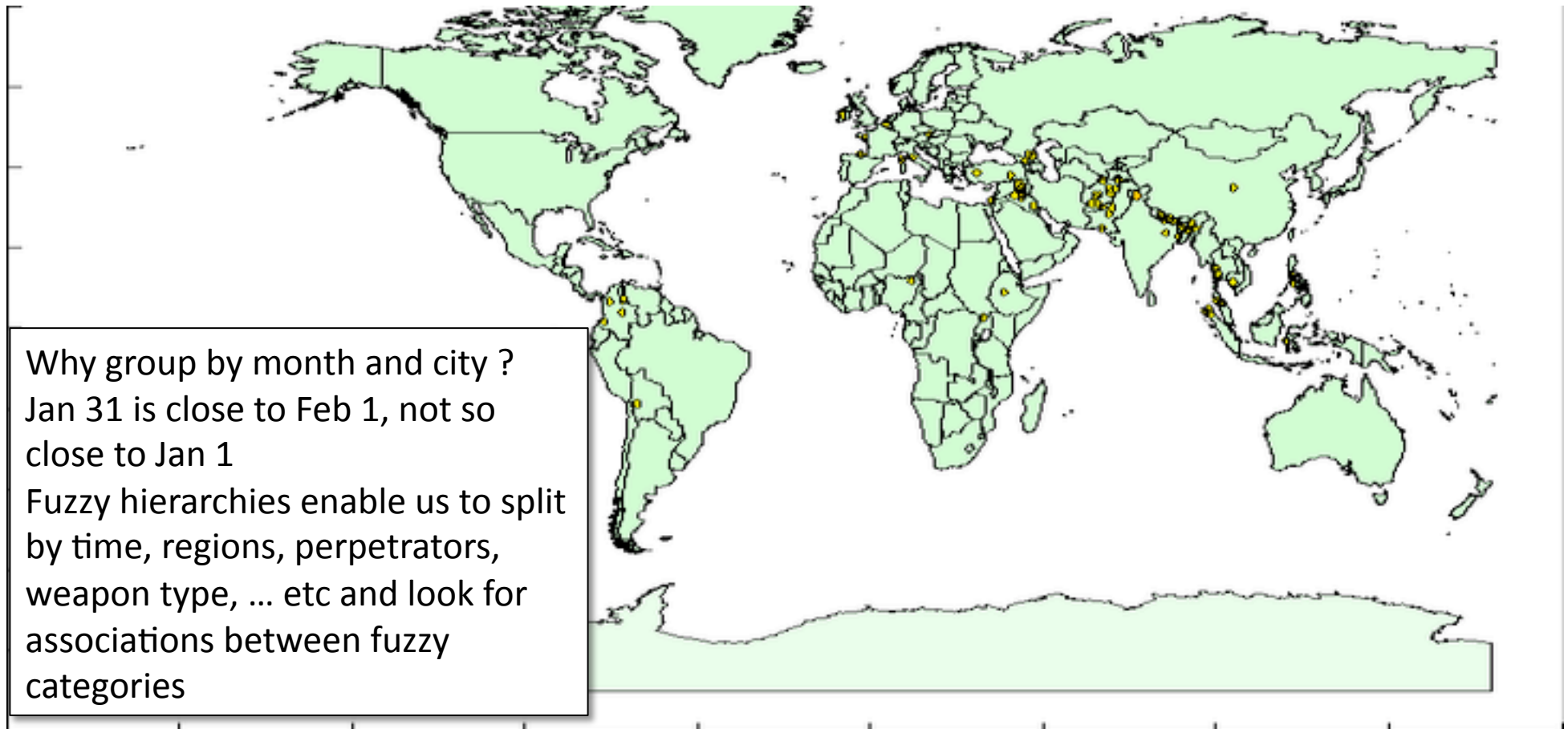
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- 1 background - knowledge discovery
- 2 creativity and the BISON project
- 3 application to business processes



Also : \*School of Computer Science and Engineering, BeiHang University, China

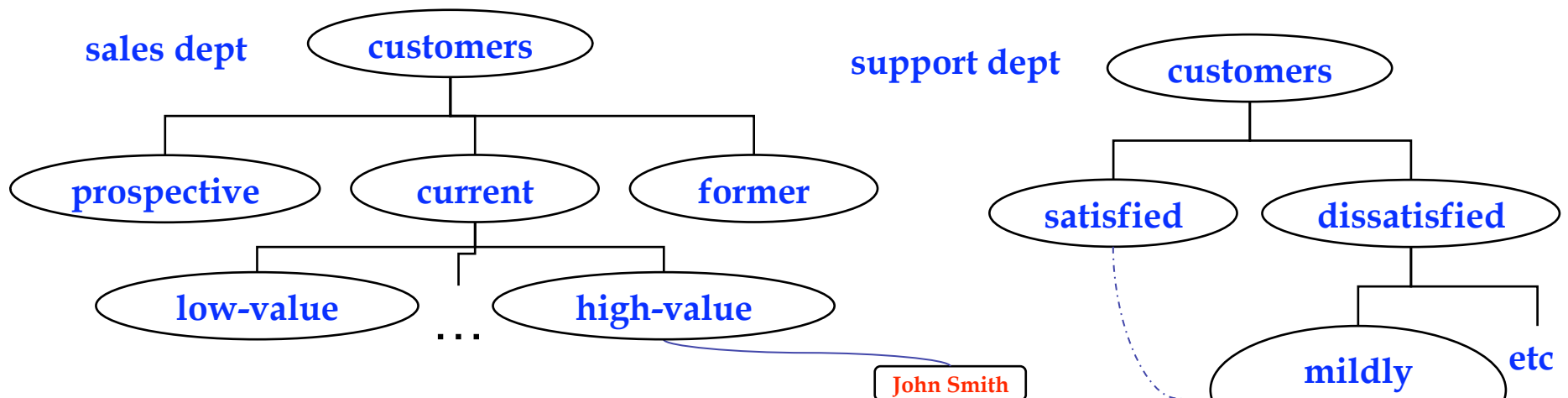
# Previous use case – KDD in multiple sources



combines incidents from three sources (up to 80000 incidents of terrorism) into a common representation – when are entities the same, how do we combine and summarise - we can show location of incidents each month (for example)

# Knowledge as relations between categories

- it is helpful to know how different hierarchies (views) are related
  - enables reuse of categorised information
  - enables combination of information from different sources



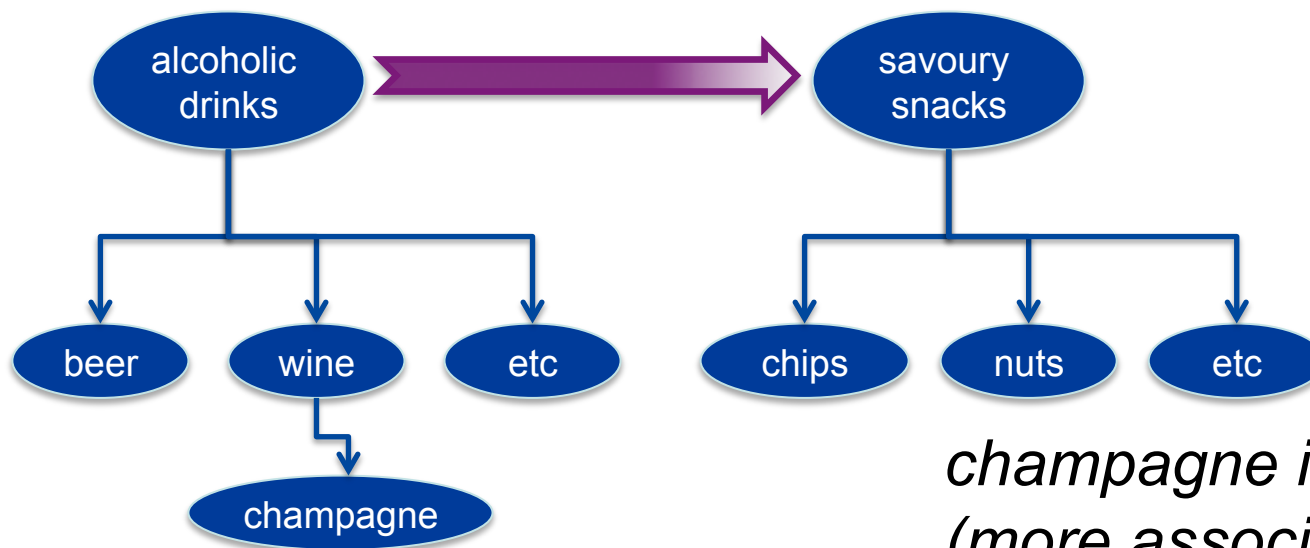
- what can we say with binary logic?
  - a satisfied customer is one who has never complained
  - “all dissatisfied customers are current customers” (false)
  - “at least one current customer is satisfied” (true)
- better approach – flexible categories, strong associations
  - “most high-value customers are satisfied customers”
  - NB dynamic data

John Smith

*“customer John Smith is slightly dissatisfied with some aspects, but is generally quite satisfied”*

# Relations, hierarchies and exceptions

- association rules allow us to find approximate relations between categories
  - e.g. 72% of people who buy beer also buy chips/nuts
  - fuzzy categories : alcoholic drinks → savoury snacks

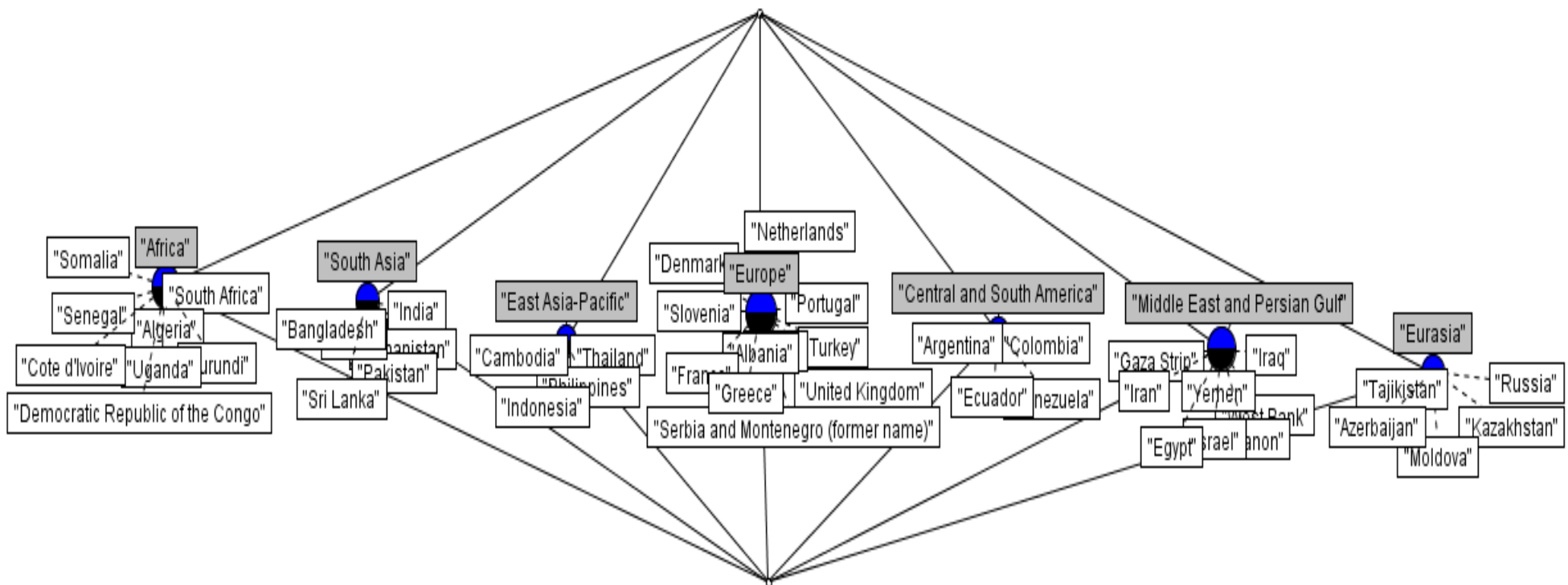


Continual  
addition of new  
data means we  
need to monitor  
associations over  
time

*champagne is an exception  
(more associated with chocolates)*

# Automatic Taxonomy Acquisition

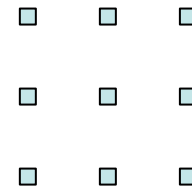
- creating taxonomies is labour intensive
  - often, taxonomic information is embedded in the data
  - can be extracted by formal concept analysis
  - most categories used by humans are not well-defined (fuzzy extensions)



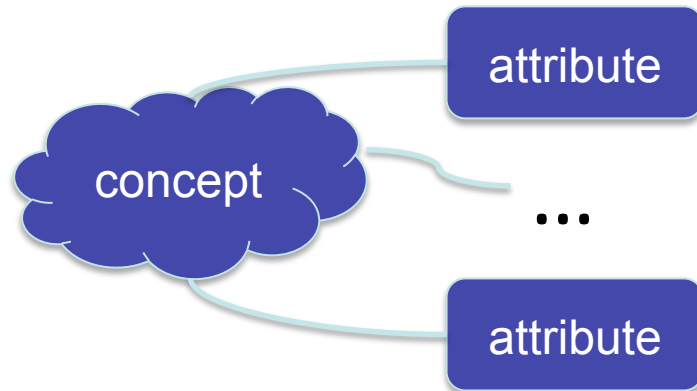
# Do concepts constrain creativity?

concepts = convenient groupings

- concepts are central to (conscious) human thought and communication
- logic (*logos* = word, thought, idea)
- creativity = finding new concepts and re-interpreting /recombining concepts in novel ways
- Koestler : *“The creative act is not an act of creation in the sense of the Old Testament. It does not create something out of nothing: it uncovers, selects, re-shuffles, combines, synthesizes already existing facts, idea, faculties, skills. The more familiar the parts, the more striking the new whole”*
- e.g. what is the minimum number of straight lines needed to join these dots ?  
Could a computer produce the answer?



# Automating Creativity?



choose an attribute (feature)  
change it  
what are the consequences ?  
what is the hardest part of this approach ?

The Gramophone Co. trademark gramophone, 1898



music player  
LP  
stylus  
cabinet  
loudspeaker





# FP7-211898 BISON

## Bisociation Networks for Creative Information Discovery

“Develop a bisociative information discovery framework and implement an open-source BISON platform for interactive and scalable processing of massive distributed collections of heterogeneous information content.”

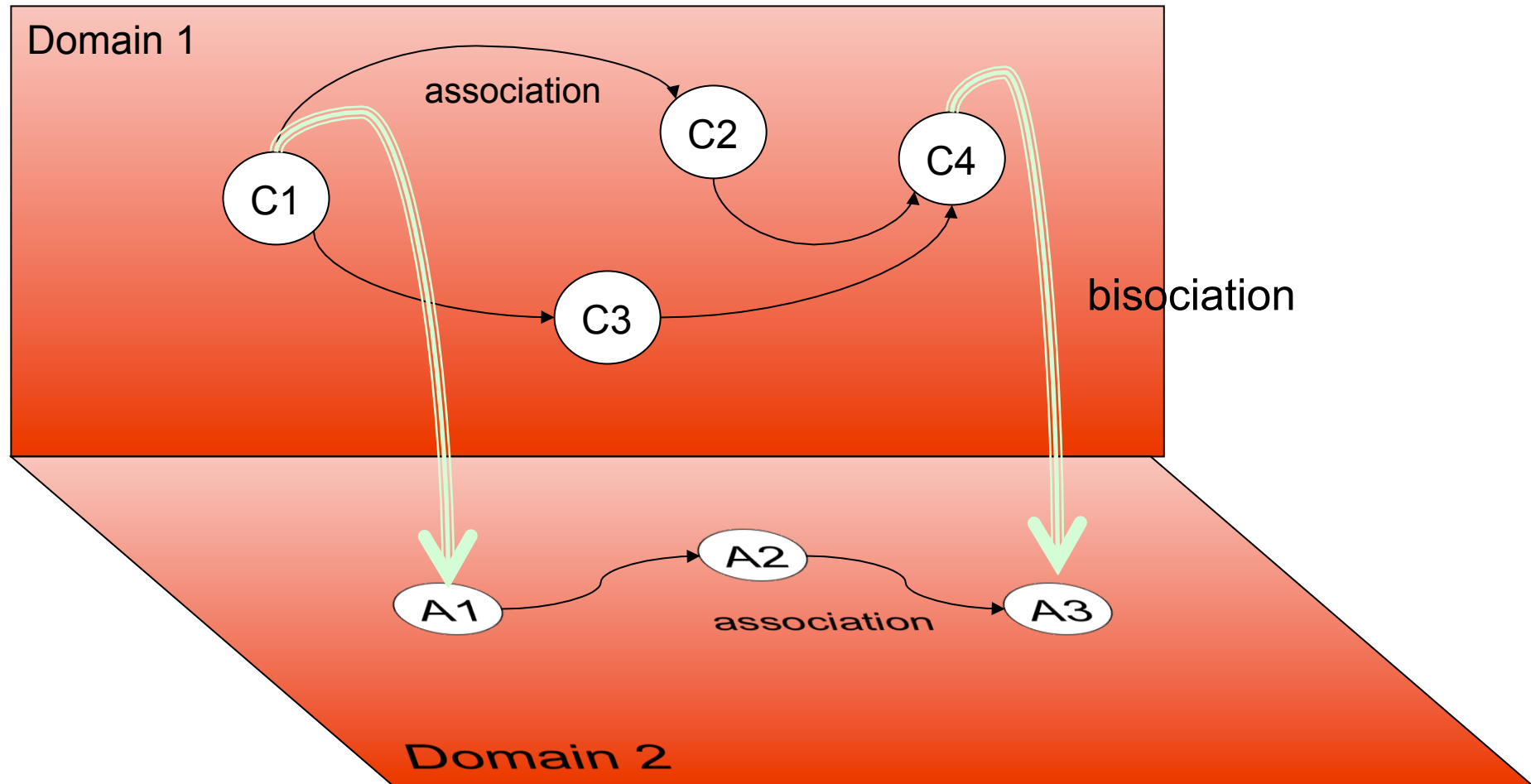
*“I have coined the term ‘bisociation’ in order to make a distinction between the routine skills of thinking on a single ‘plane’, as it were, and the creative act, which, as I shall try to show, always operates on more than one plane.”*

Arthur Koestler, The Act of Creation

- |   |                          |
|---|--------------------------|
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| #6: University of Helsinki, Finland                 | Hannu Toivonen           |
| #7: University of Bristol, United Kingdom           | Trevor Martin            |
| #8: European Centre for Soft Computing, Spain       | Christian Borgelt        |



# Bisociation vs Association

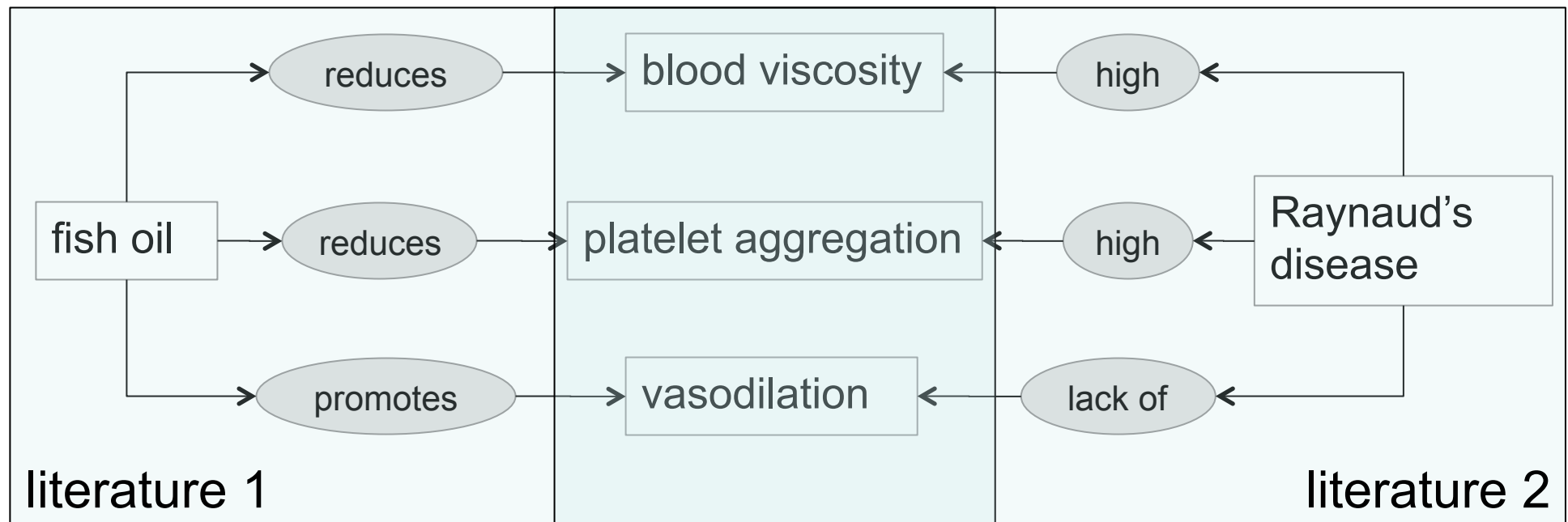


Need – mappings between domains (vocabularies, ontologies)  
Arguable – apply standard methods to a “super-domain” ?

# Literature-based discovery

Swanson (1986) from exploration of MEDLINE

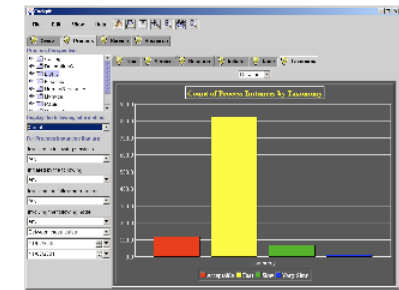
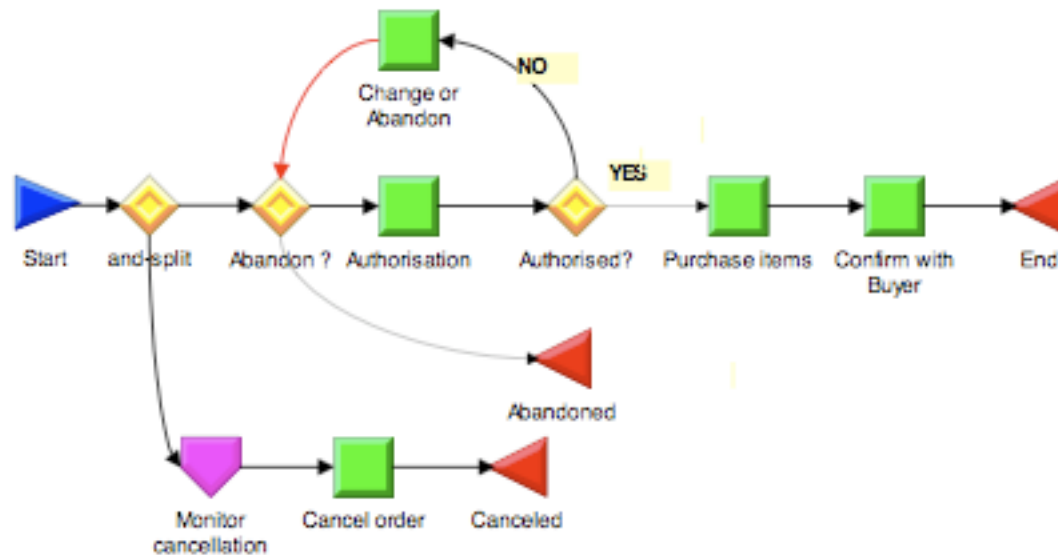
- hypothesis : fish oil to treat Raynaud's disease



1988 : suggested link between magnesium deficiency and migraine

Process can be assisted by MeSH ontology / Unified Medical Language System

# Business Process Intelligence



- business processes modelled by sequence of tasks
  - e.g. customer order, fault report, sales enquiry, ...
  - monitored at key points (time to respond, number of visits, ... )
  - linked by transitions, may have sub-tasks, internal states, ...
  - typically specified in XML
  - improve performance by monitoring indicators
  - more radical improvement – “process re-engineering”
  - aim : mining to find abstract process models, apply bisociation

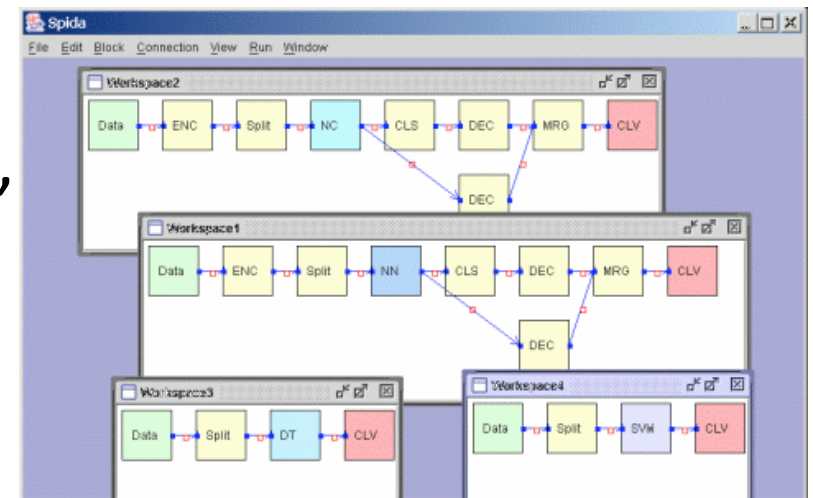
# Objects, Attributes and Values

```
<WorkflowLog>
  <Process id="XYZ">
    <ProcessInstance id="1492491">
      <Data>
        <Attribute name="CLEARING_MU">NRERECY1</Attribute>
        <Attribute name="DATA_DATE">2008-10-28T00:00:00.000</Attribute>
        <Attribute name="FAULT_NUMBER">CL0TVQ10</Attribute>
        <Attribute name="FIRST_HANDLE_TYPE">UNKN</Attribute>
        <Attribute name="FIRST_MU">BRDCLIDS</Attribute>
      </Data>
      <AuditTrailEntry>
        <WorkflowModelElement>start</WorkflowModelElement>
        <EventType>start</EventType>
        <Timestamp>2008-10-28T12:14:31.000</Timestamp>
      </AuditTrailEntry>
    ...
  ...
</ProcessInstance>
</Process>
</WorkflowLog>
```

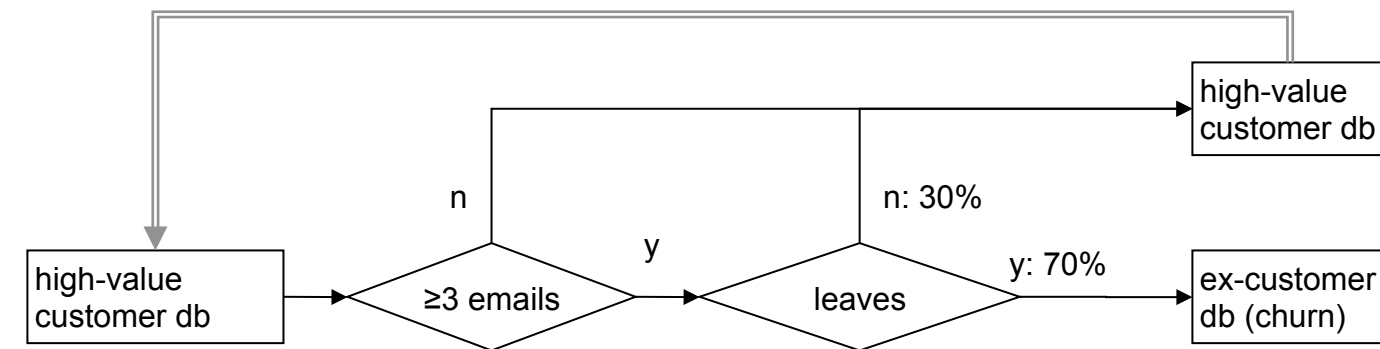
Scale – hundreds of processes, tens of thousands of process instances

# Where does Bison fit ?

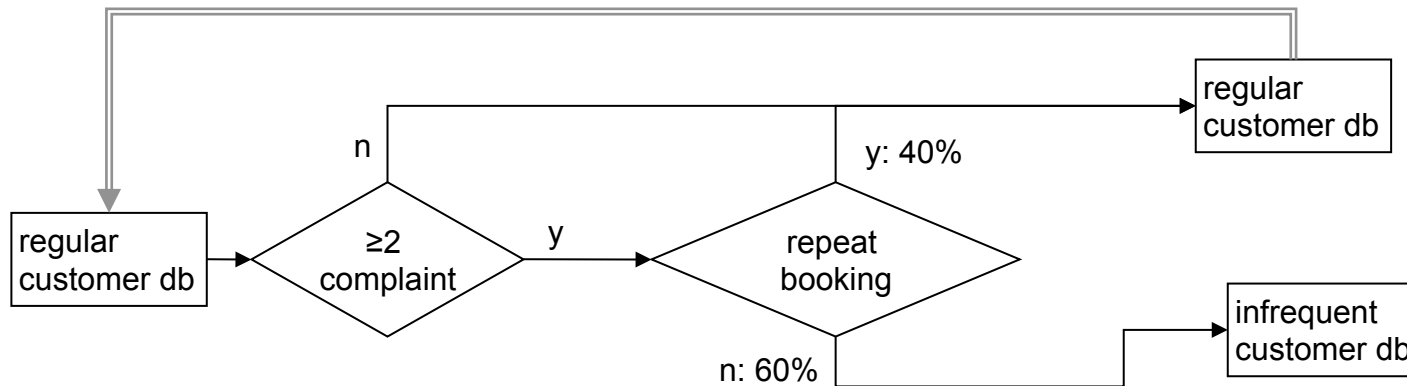
- xml → process graph is relatively straightforward (but underlying taxonomies may need work)
- Bison tasks – identify process similarities
  - use similarity metrics to suggest process “transplants”
  - *bisociation– take the components apart, change them, put them together in different ways, recognise when we have a good solution*
  - benchmark by
    - (i) run process simulation package, check performance indicators
    - (ii) human evaluation (if available)



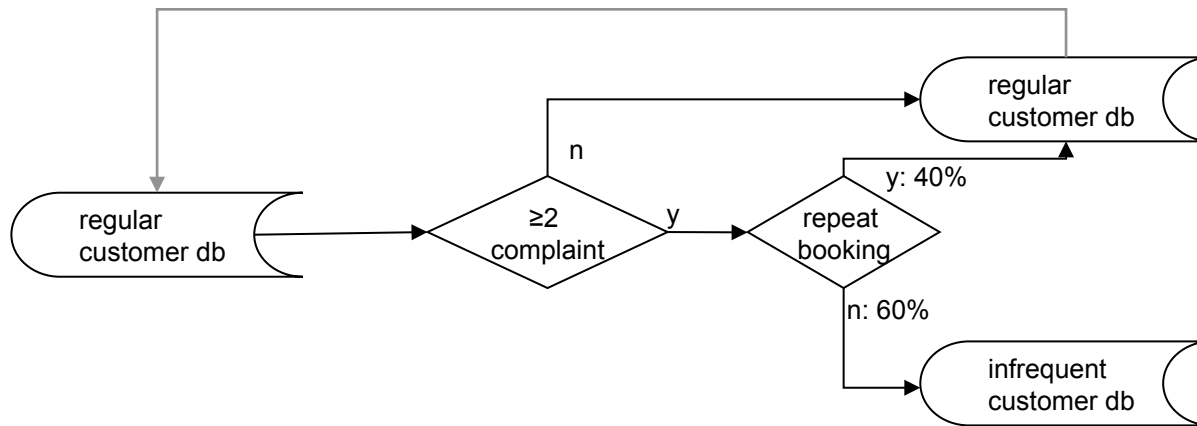
## Simplified example



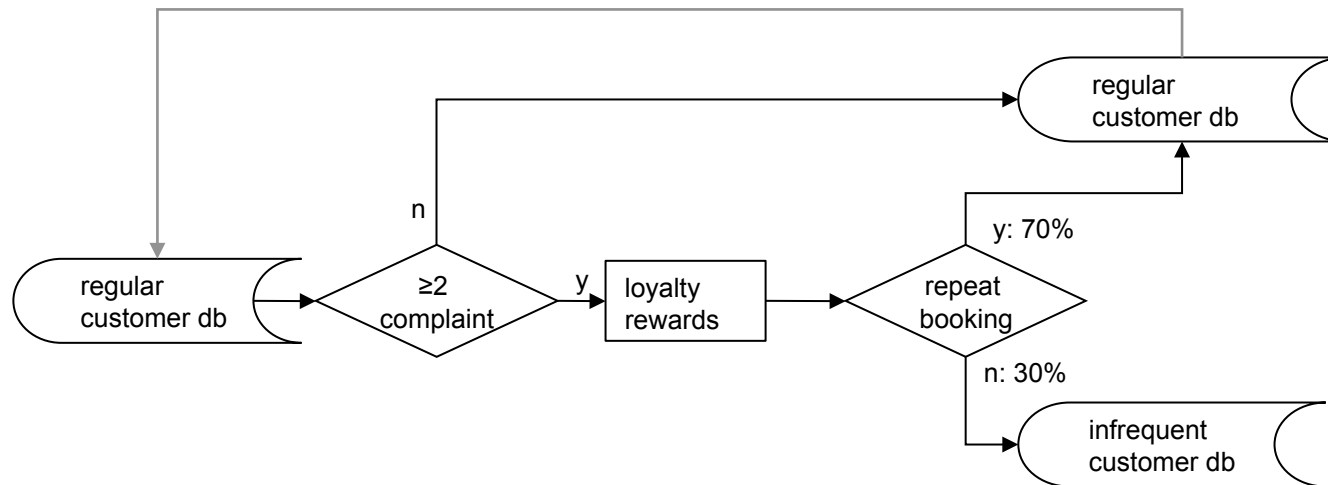
internet  
service  
provider



hotel chain



before



after

obvious lesson for the ISP!

many (less obvious) parallels in processes identified in the demonstrator dataset

# Finally ...

- other (text-based) Bison demonstrators
  - bio- / pharma- literature mining with “semantic” annotations
  - matching research demonstrators to corporate customer “needs” and interests
  - information-finding behaviour in web forum
  - ( all involve free text plus (hierarchical) keywords )
- Don’t re-invent analogical / case-based reasoning
- Early stage of work – comments welcome
  - semantic markup, uncertain hierarchies, uncertain match between domains → URSW