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# **Knowledge Graphs -A Visual Exploration**

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TIB

#### **Motivation**



- We live in the information age
- Every second large collections of data generated
- Structured by ontologies, vocabularies, schema
- Machine readable representations



# **Knowledge Graphs**



- What are knowledge graphs?
  - "A knowledge graph
    - (i) mainly describes real world entities and their interrelations, organized in a graph,
    - (ii) defines possible classes and relations of entities in a schema,
    - (iii) allows for potentially interrelating arbitrary entities with each other and
    - (iv) covers various topical domains." Paulheim [1]
  - "Knowledge graphs are large networks of entities, their semantic types, properties, and relationships between entities." JWS [2]
  - 0 ...

# **Knowledge Graphs**



Generally, gnowledge graphs organize information that is expressed in a machine-readable way as a graph G(V,E).

- We consider both A-BOX and T-BOX data.
- Elements of the graph are expressed in a triple format
  - <subject, predicate, object>
- G(V,E)
  - V : A set of vertices describing (subject or object)
    - Classes, Data Types (T-BOX)
    - Instances, Assertions (A-BOX)
  - E : A set of edges describing (predicate)
    - Relation and axioms between classes and data types (T-BOX)
    - Relations to other instances and value assertions (A-BOX)

# **Visualizations**



Knowledge graphs have a graph structure

• Directed, Labeled, Cyclic, Multi-Graph

Directed:

• A predicate creates a connection between resources (subject and object) as a directed link.

Labeled :

- Resources are labeled (labeled nodes and links) Cyclic :
- Connections that create circle can occur

<u>Multi-Graph</u>:

• Multiple connection between two resources can occur

# **Visualizations**



- Visualizing this graph structure can be done using graph drawing algorithms.
- However, A knowledge graph contains a large amount of triples (millions)
  - Hardware limitations for visualization
  - Limitations of human cognition.

 $\rightarrow$  Visualizing a full knowledge graph is not practicable



The information-seeking mantra (Ben Shneiderman)

"Overview first, zoom and filter, then details-on-demand"

- Overview first  $\rightarrow$  not applicable for KG (too large)
- Zoom and filter  $\rightarrow$  keyword search (SPARQL queries)
  - Predefined set of visual properties that are returned

Language and property filter

(e.g., show for an instance the top five properties )

- Details-On-Demand
  - Interactions for exploration



• Zoom and filter  $\rightarrow$  keyword search (SPARQL queries)





















- Details-On-Demand
  - Interactions for exploration
    - Identify relations between entities
    - Explore directly connected resources
    - Filtering of resources of interest
    - Find "distant" relation between entities (RelFinder)



#### 1. Original Publication

#### 2. Graph Curation Form



Fig. 5: Acquisition and representation of the CRISPR genome editing method using a knowledge graph.

Position paper "Towards an Open Research Knowledge Graph"







Compare		Option
Properties	Quicksort Contribution 1	Efficient parallel merge sort for fixed and variable length keys
Best complexity	n log n	n log n
Has research problem	data sorting	Sorting algorithms
Method	Partitioning	Merging
Stable	~	~
Worst complexity	n2	n log n

#### **Visual Mappings**



Considering ontologies as a sub-model of a knowledge graph

• Numerous ontology visualizations









#### **Visual Mappings**





# **Visual Mappings**



