



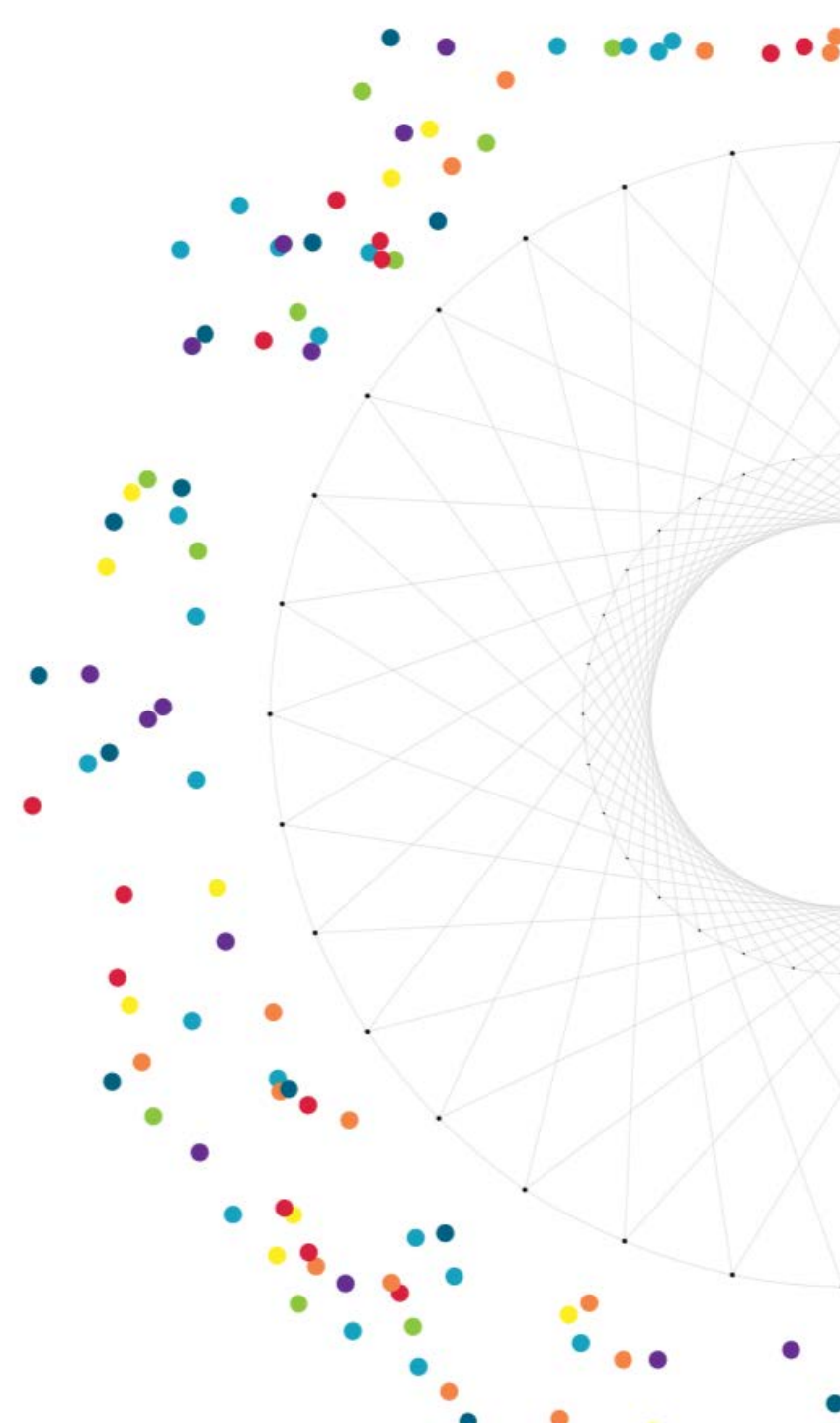
# Creating Knowledge Map For Topic Search

Te Lin

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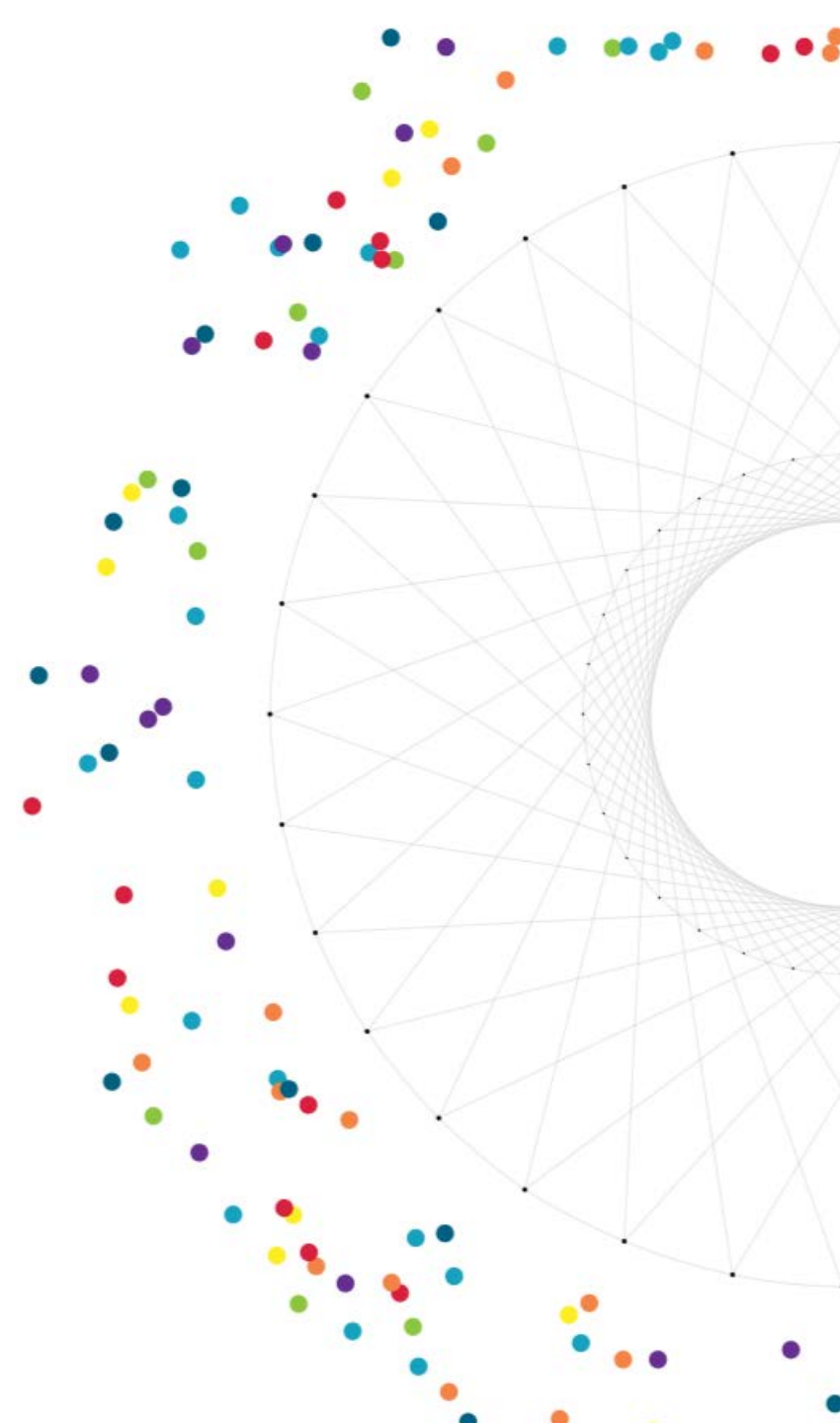
# Outlines

- Motivation for Knowledge Map
- Construction
- Manipulating the Scale
- Visualization
- Future Work



# Guide

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1. When users are searching the topic “random vision”



- No topic showing
- No information about topic related
- None clear idea of relation and hierarchy



The screenshot shows a search engine interface with a search bar containing the text "random vision". Below the search bar, it indicates "发现 1084 条结果 Query time: 223ms.". The results are listed in a grid format. The first result is "Markov random field modeling in computer vision" by Stan Z Li, published in 1995 with 656 citations. The second result is "Drift-balanced random stimuli: a general basis for studying non-Fourier motion perception" by Charles Chubb and George Sperling, published in 1988 with 403 citations. The third result is "Image Classification using Random Forests and Ferns" by Anna Bosch, Andrew Zisserman, and X Muoz, published in 2007 with 303 citations. The fourth result is "Anticipatory smooth eye movements with random-dot kinematog" by Elio M Santos, Edinah K Gngang, and Eileen Kowler, published in 2012 with 254 citations. The page is decorated with colorful dots in the top right and bottom right corners.

2. When users are searching the topic “machine learning”



- Redundancy
- Vague hierarchy & relation
- None informative



父话题:

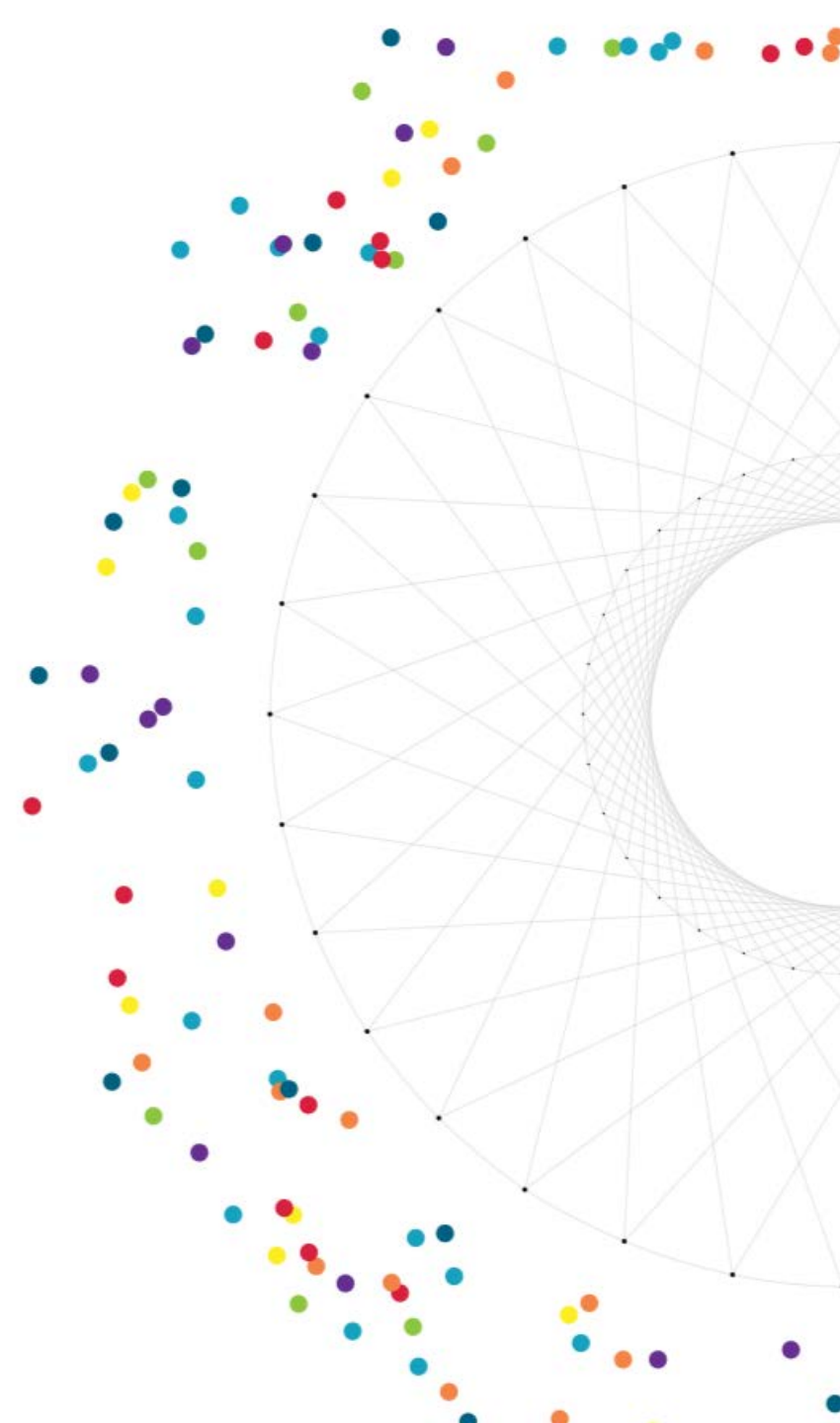
Computer Science

子话题:

Instance-based learning, Data stream mining, Feature selection, Heuristic, Gene expression programming, Swarm intelligence, Connectionism, Fuzzy control system, Recommender system, Unsupervised learning, Linear discriminant analysis, Intelligent word recognition, Feature learning, Probabilistic classification, Conceptual clustering, Convolutional neural network, Evolutionary computation, Intelligent character recognition, Semi-supervised learning, Computer-automated design, Algorithmic learning theory, Biological neural network, Computational intelligence, Computational learning theory, Anomaly detection, Learning to rank, Hidden Markov model, Artificial neural network, Computational neuroscience, Reinforcement learning, Deep learning, Soft computing, Automated

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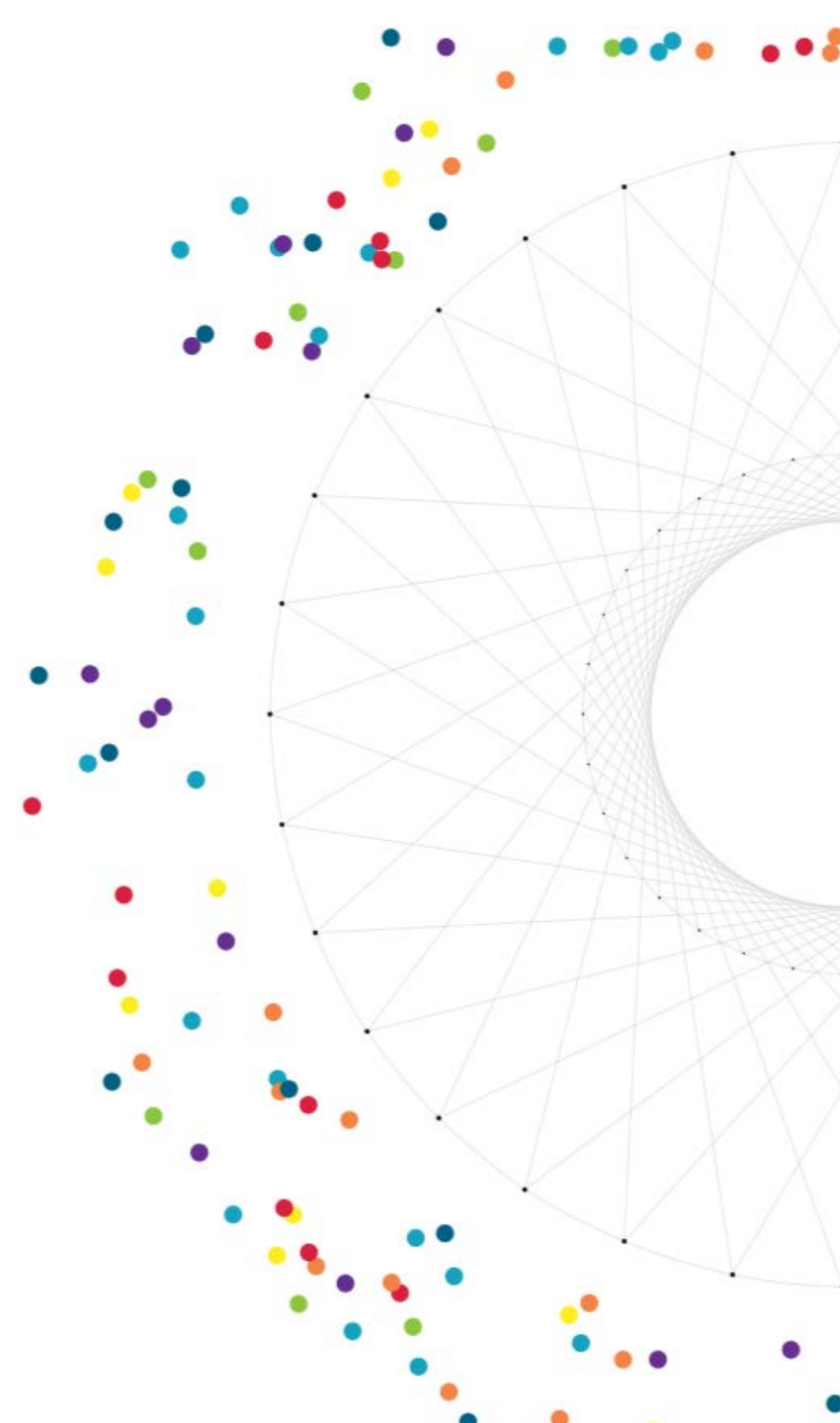






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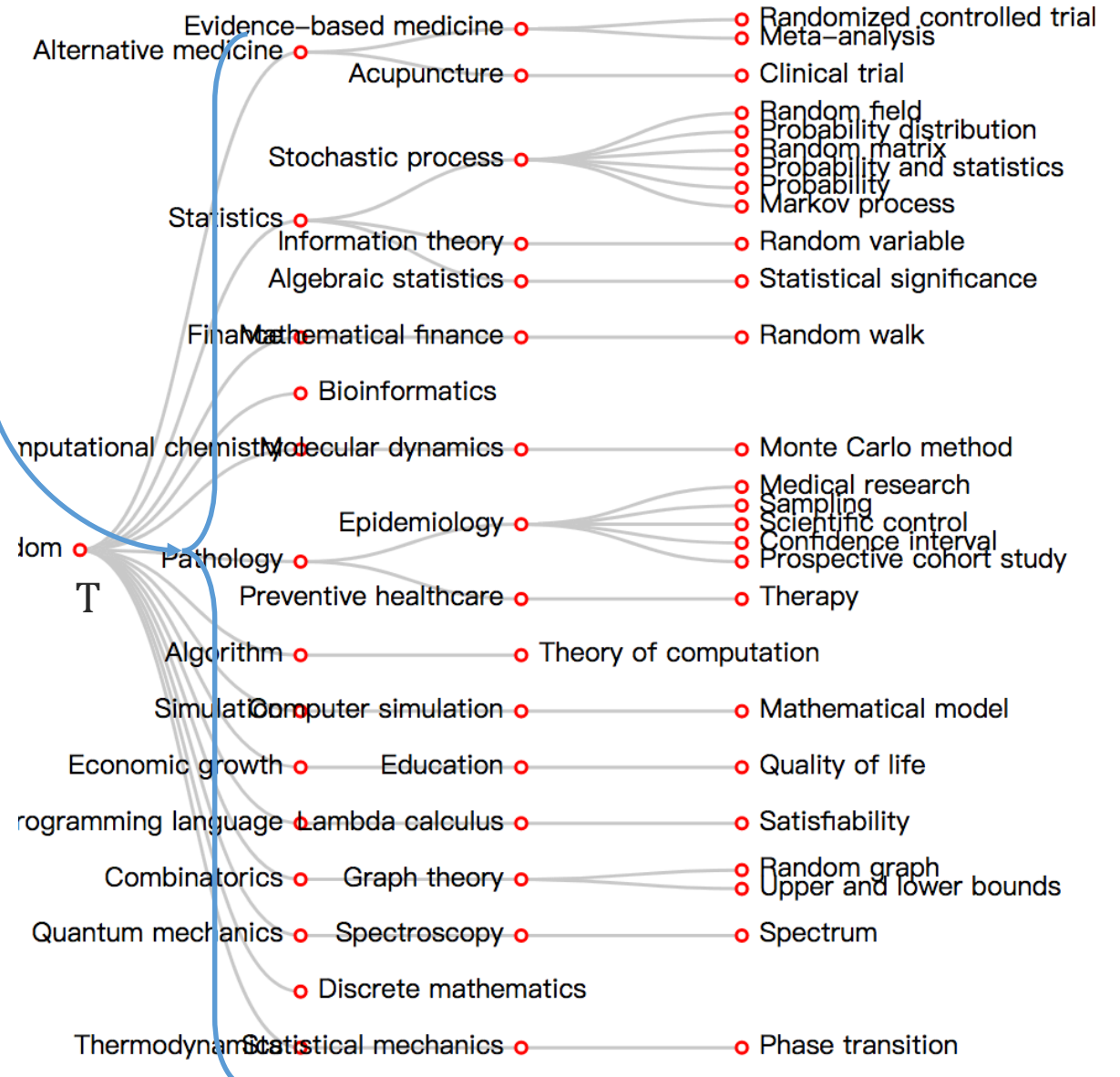


# 1. Filtering the topic preliminarily

For a knowledge tree  $T$ , if we delete the root node, we can obtain tree sequences  $T_1, T_2, \dots, T_M$

- For root node in each subtree, the  $T_i$  will be delete the hierarchy of the root  $i$  is  $'L_2', 'L_3'$
- Whose scale is too small and its hierarchy can't represent the knowledge.

New tree sequences  $T_1, T_2, \dots, T_N$



## 2. Computing the scale

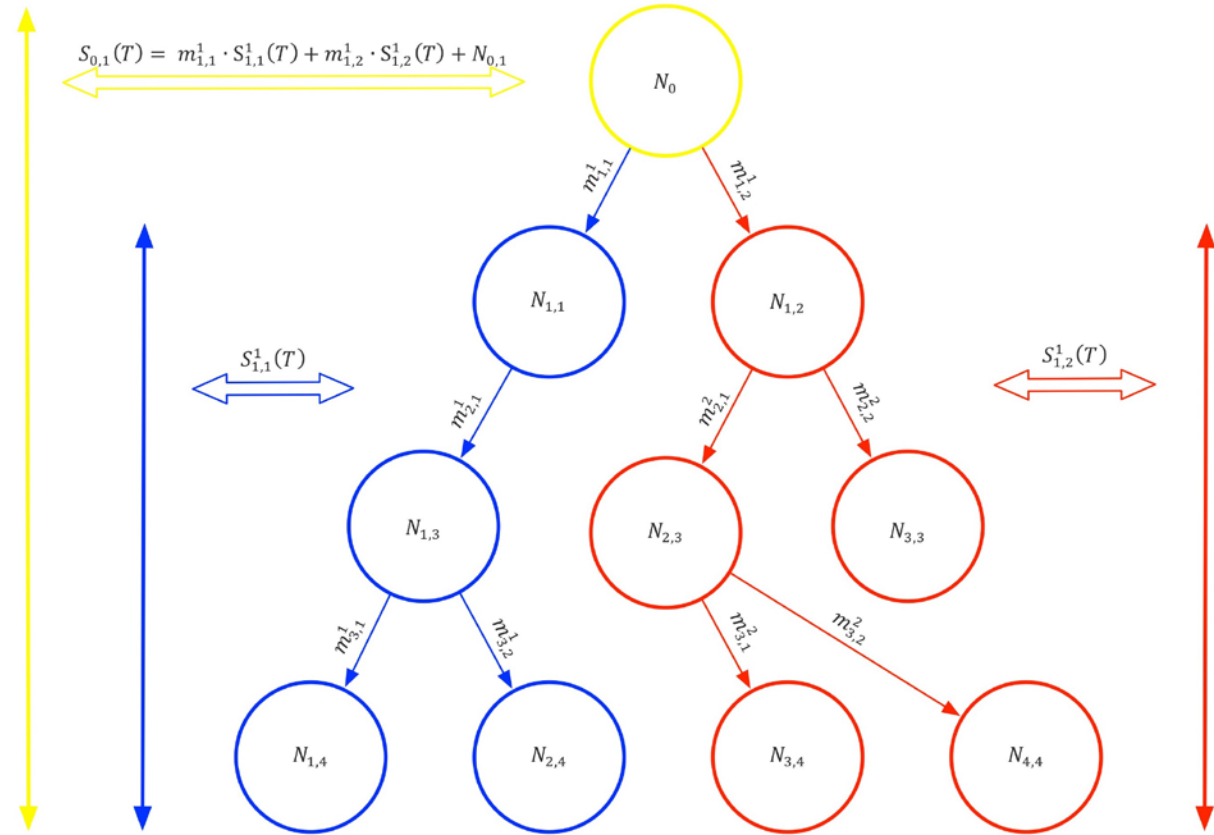
Recursive property  
define  $S(T), M(T), N$

$$S_{j-1, M(j-1)}^Q(T) = \sum_{i=1}^n m_{j,i}^{M'(j)} \cdot S_{j,i}^{M'(j)}(T) + N_{j-1, M(j-1)}$$

$$N_{j, M(j)} = \left( \alpha_1 L_{j, M(j)} + \alpha_2 \frac{1}{D_{j, M(j)}} \right) \cdot \frac{F_j}{\sum_{i=1}^U F_i}$$

$$F_j = \frac{f_j - f_{min}}{f_{max} - f_{min}} \quad m_{j,i}^{M'(j)} = \frac{\delta}{\delta_{i,j}}$$

Where  $S_{j-1, M(j-1)}^Q(T)$  is the sum scale of node M in level  $j - 1$ , node Q is the predecessor of node M,  $N_{j-1, M(j-1)}$  is the scale of Node M in level  $j - 1$ .



### 3. Clustering subtrees

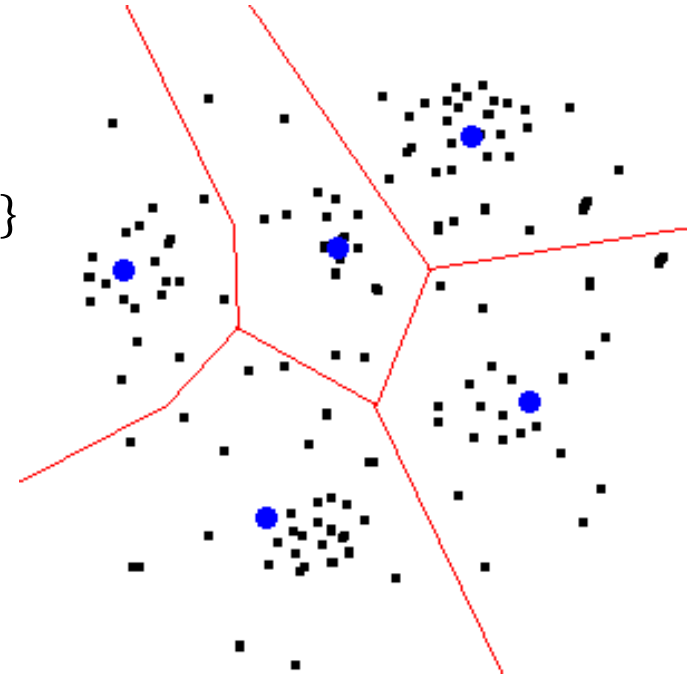
*K-means Algorithm:*

1. Initialize assignment variables  $\{r_{ik}\}$  and cluster centers  $\{\mathbf{m}_1, \mathbf{m}_2, \dots, \mathbf{m}_c\}$
2. Repeat
  - **E-step:** with fixed  $\{\mathbf{m}_1, \mathbf{m}_2, \dots, \mathbf{m}_c\}$ , assign each sample to its nearest cluster center, i.e.,  $r_{ik} = 1$ , if  $k = \operatorname{argmin}_l \|\mathbf{x}_i - \mathbf{m}_l\|$
  - **M-step:** with fixed  $\{r_{ik}\}$ , recalculate each cluster center, i.e.,

$$\mathbf{m}_k = \frac{\sum_i \mathbf{x}_i r_{ik}}{\sum_i r_{ik}}$$

3. Until Convergence

$$J_e \triangleq \sum_{i=1}^c \sum_{\mathbf{x} \in H_i} \|\mathbf{x} - \mathbf{m}_i\|^2$$



$[S_1^1, S_2^1, \dots, S_N^1]_1, [S_1^2, S_2^2, \dots, S_N^2]_2, \dots, [S_1^k, S_2^k, \dots, S_N^k]_k$



Largest sequence  $S'_1, S'_2, \dots, S'_w$

New tree sequences  $T_1, T_2, \dots, T_w$

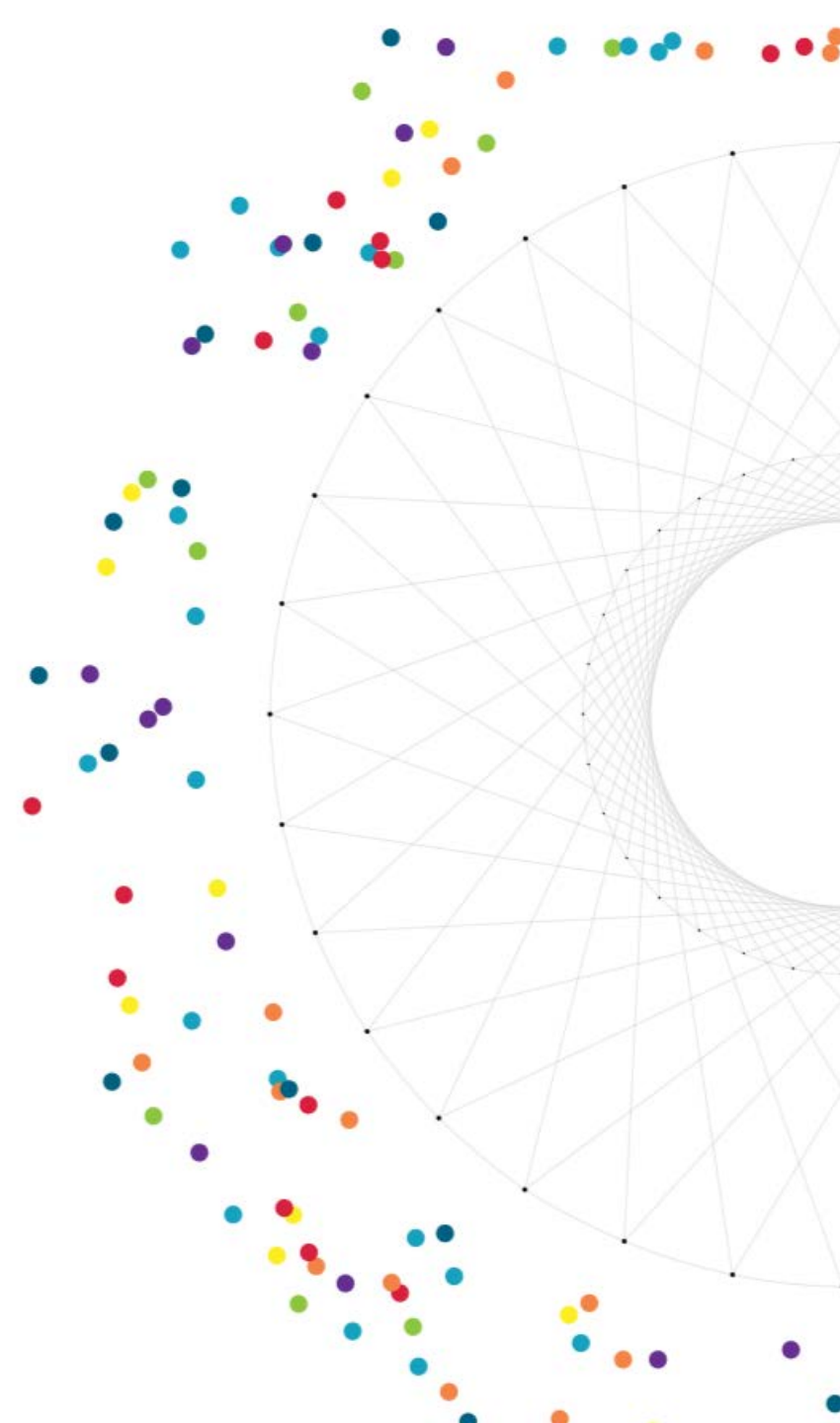


mapping



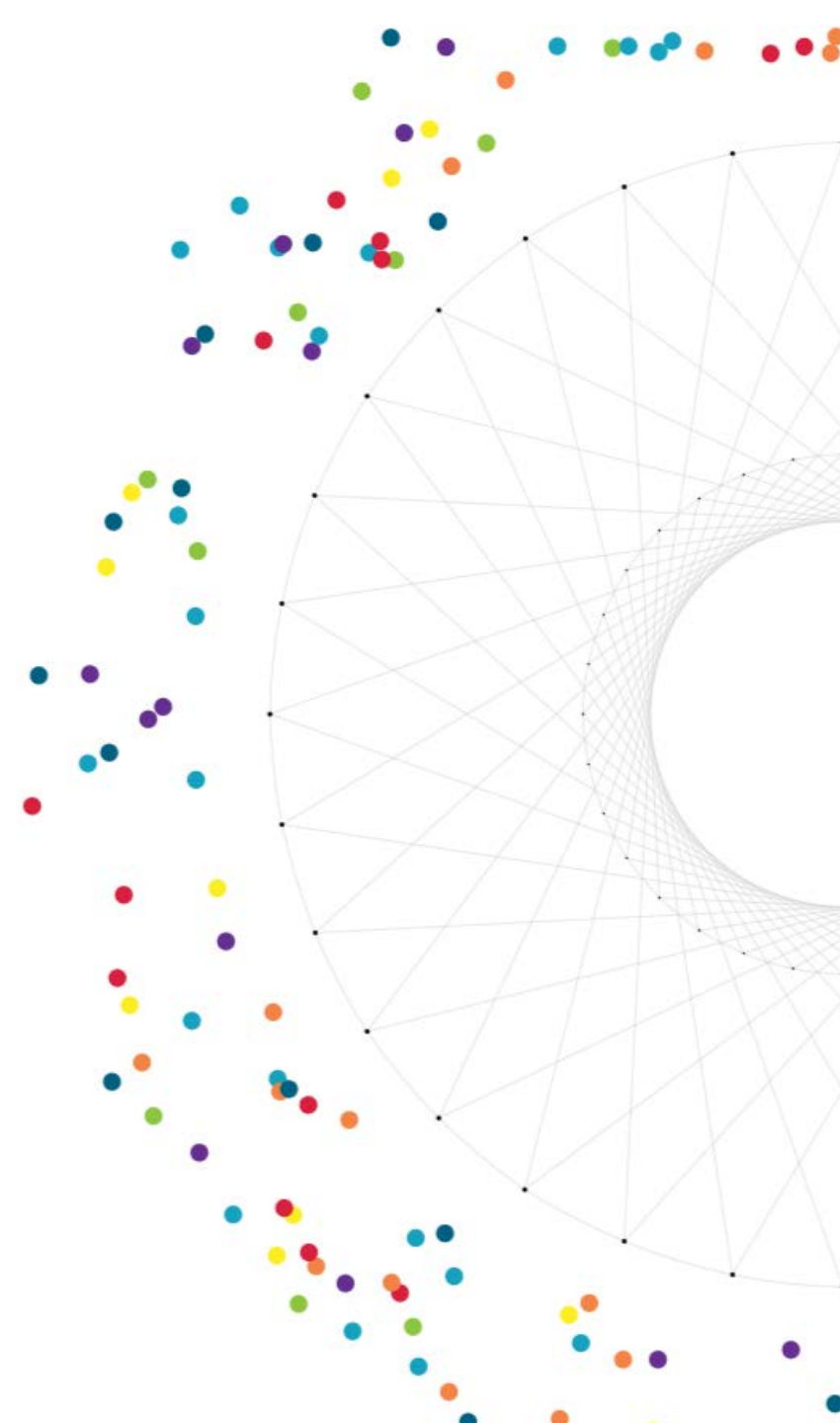
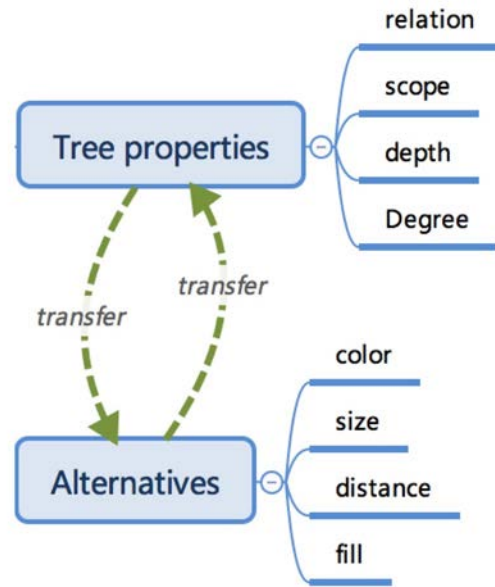
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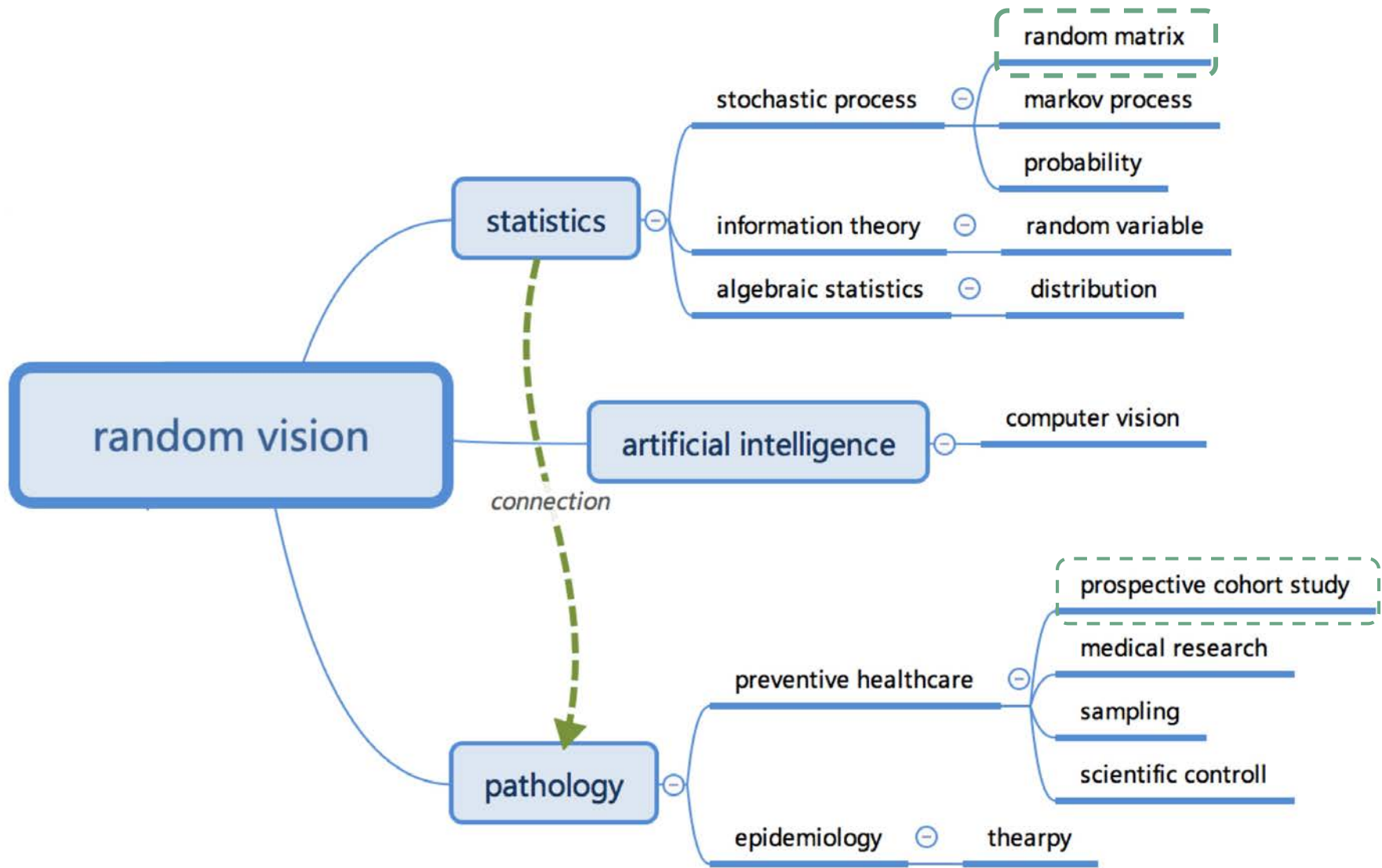
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- Our goal
- More informative
- Let user know what topic he is searching

- Different variables
- Depth
- Size
- Color
- fill of the stripe and frame

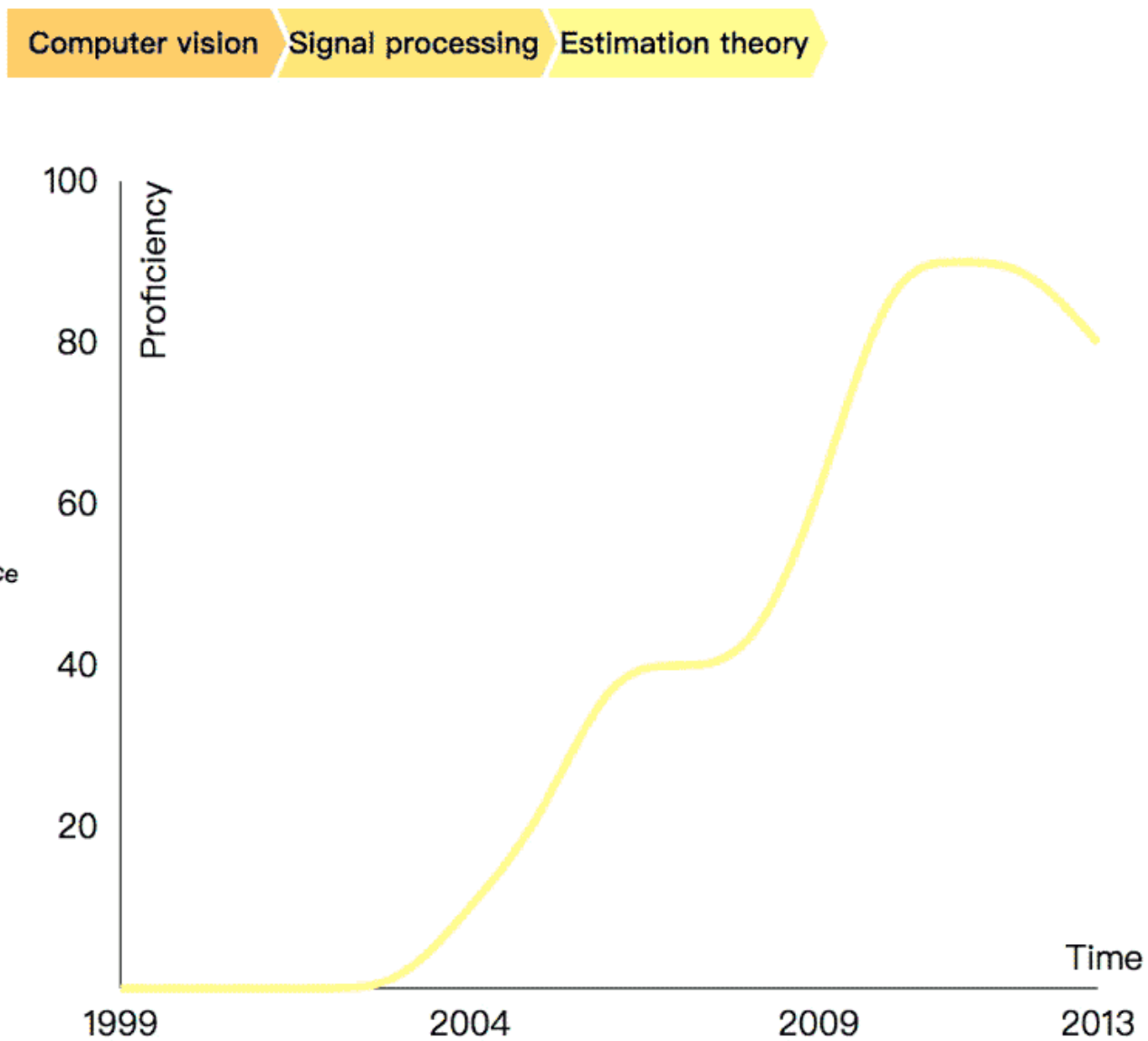
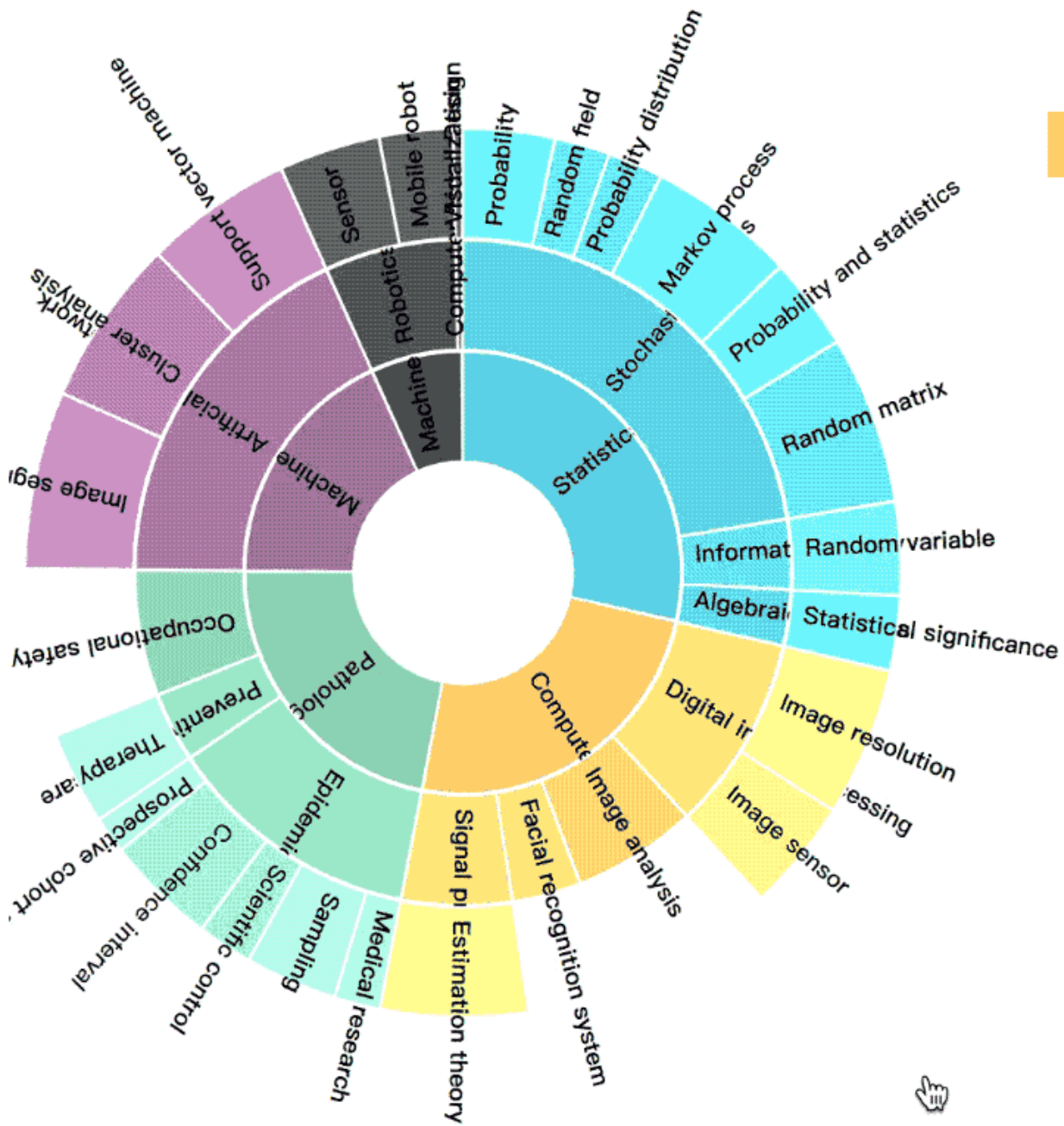


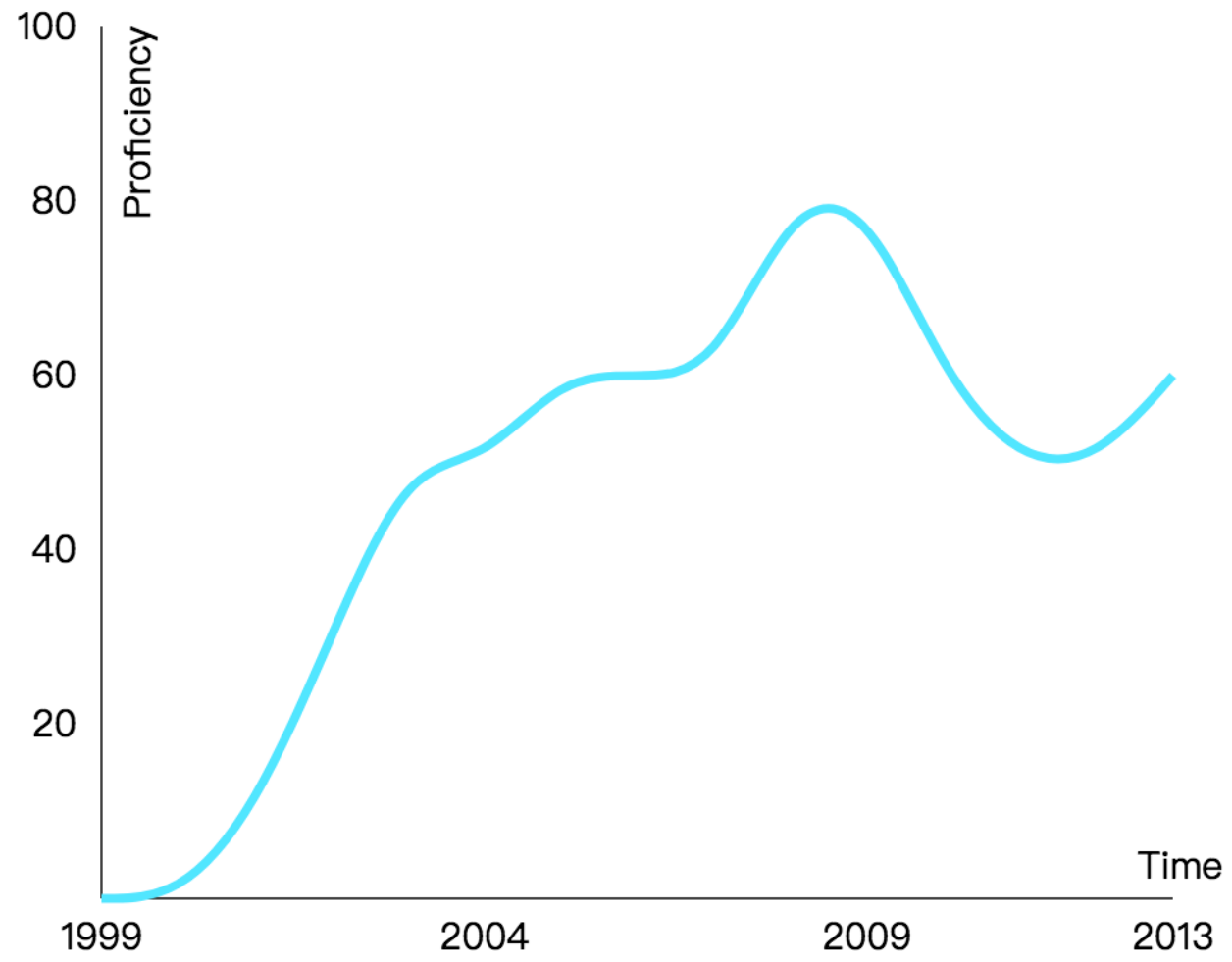
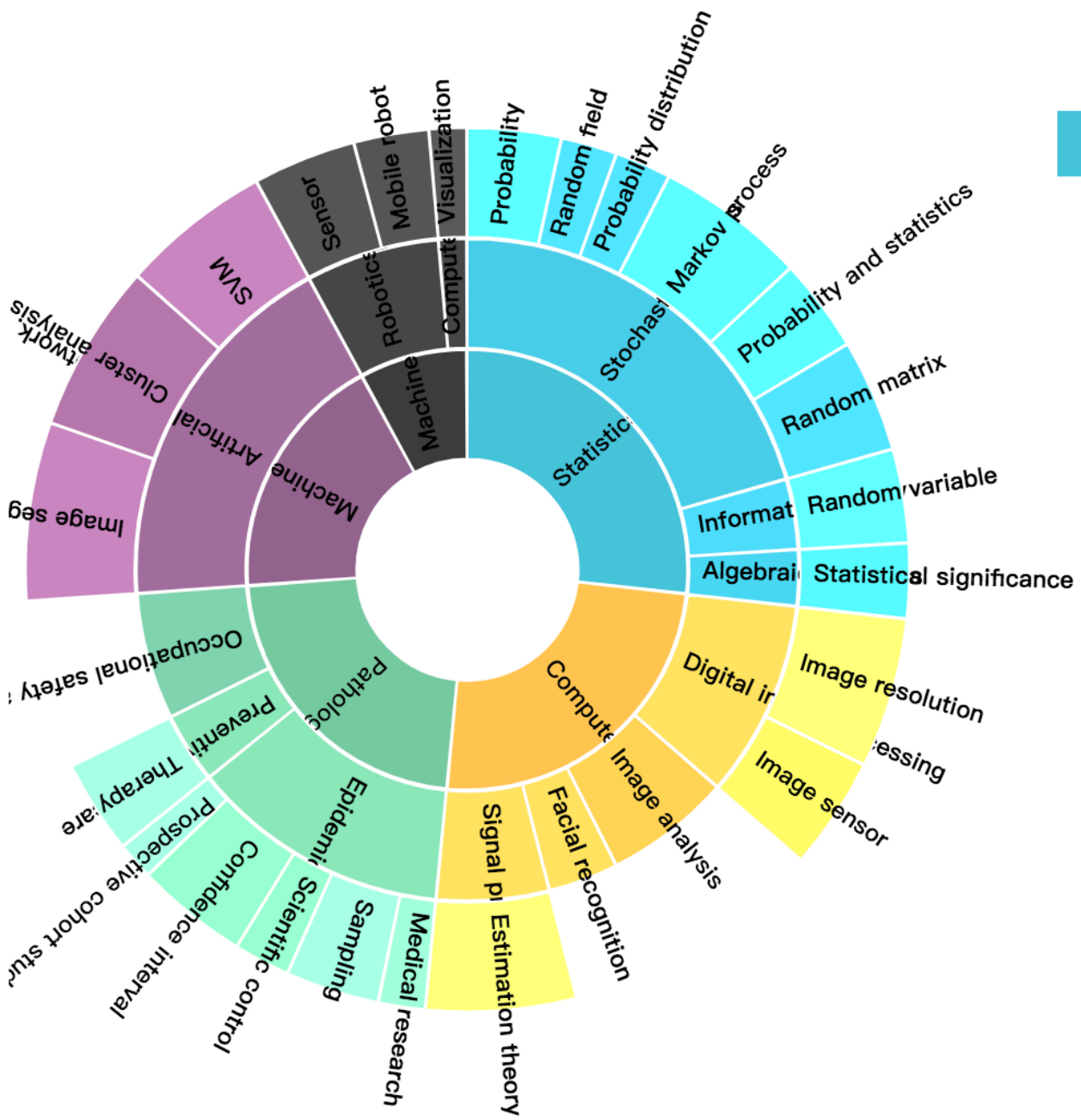




# D3.js Sunburst

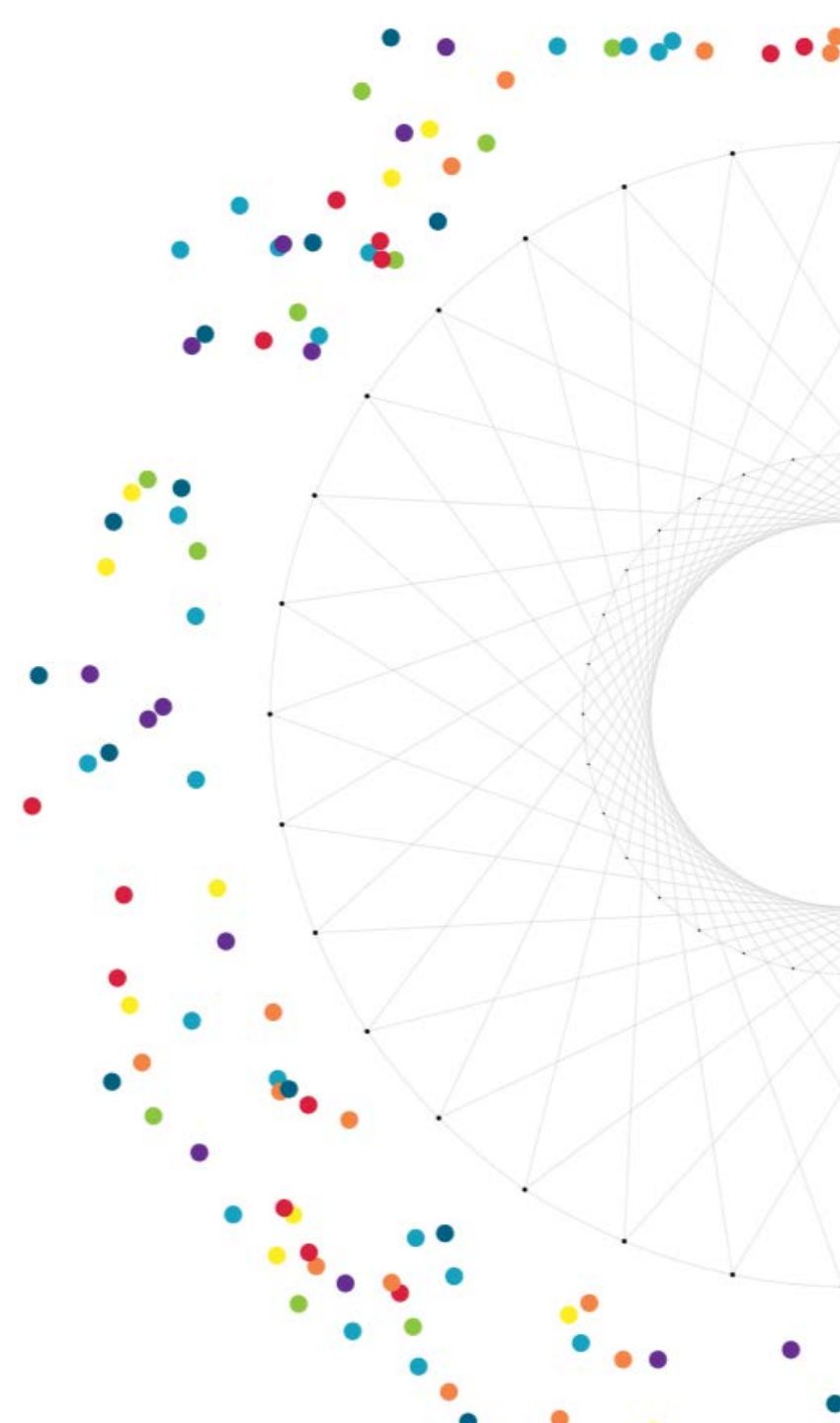






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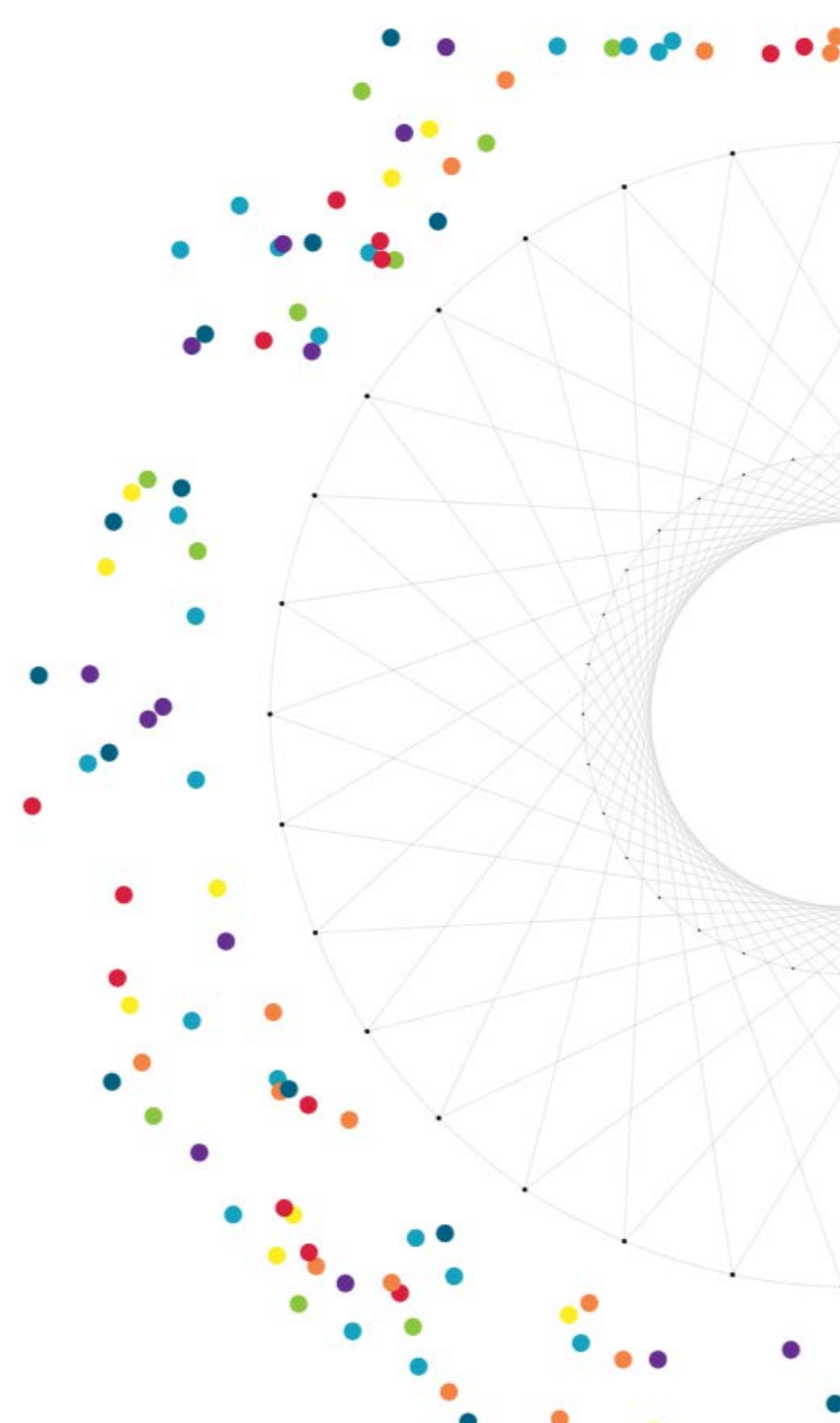


# 1. Theoretical Part

- (i) More Clustering method to be tested
- (ii) Seeking useful features to be added into the feature vector to accomplish the clustering.

# 2. Visualization

- (i) Changing the chart form
- (ii) More dynamic effect
- (iii) More topics information



The image features a complex network graph. The nodes are arranged in a hyperbolic pattern, with a dense central region and sparser outer regions. The nodes are connected by a dense web of thin, light gray lines. The nodes themselves are small dots, many of which are black, but there are several clusters of nodes colored in various colors including red, blue, yellow, green, orange, and purple. The overall shape is reminiscent of a hyperbolic paraboloid or a similar mathematical curve. The text "Thank you!" is centered in the middle of the graph.

**Thank you!**