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Nota di contenuto	Invited Papers -- Reengineering and Knowledge Management -- Knowledge Navigation in Networked Digital Libraries -- Long Papers -- Towards Brokering Problem-Solving Knowledge on the Internet -- TERMINAE: A Linguistics-Based Tool for the Building of a Domain Ontology -- Applications of Knowledge Acquisition in Experimental Software Engineering -- Acquiring and Structuring Web Content with Knowledge Level Models -- A Knowledge-Based News Server Supporting Ontology-Driven Story Enrichment and Knowledge Retrieval -- Modeling Information Sources for Information Integration -- Ontological Reengineering for Reuse -- Formally Verifying Dynamic Properties of Knowledge Based Systems -- Integration of Behavioural Requirements Specification within Knowledge Engineering -- Towards an Ontology for Substances and Related Actions -- Use of Formal Ontologies to Support Error Checking in Specifications -- The Ontologies of Semantic and Transfer Links -- Distributed Problem Solving Environment Dedicated to DNA Sequence Annotation -- Knowledge Acquisition from Multiple Experts Based on Semantics of Concepts -- Acquiring Expert Knowledge for the Design of Conceptual Information Systems -- A Constraint-Based Approach to the Description of Competence -- Short Papers -- Holism and Incremental

Knowledge Acquisition -- Indexing Problem Solving Methods for Reuse -- Software Methodologies at Risk -- Knowledge acquisition of predicate argument structures from technical texts using Machine Learning: the system Asium -- An Interoperative Environment for Developing Expert Systems -- On the Use of Meaningful Names in Knowledge-Based Systems -- FMR: An Incremental Knowledge Acquisition System for Fuzzy Domains -- Applying SeSKA to Sisyphus III -- Describing Similar Control Flows for Families of Problem-Solving Methods -- Meta Knowledge for Extending Diagnostic Consultation to Critiquing Systems -- Exploitation of XML for Corporate Knowledge Management -- An Oligo-Agents System with Shared Responsibilities for Knowledge Management -- Veri-KoMoD: Verification of Knowledge Models in the Mechanical Design Field -- A Flexible Framework for Uncertain Expertise -- Elicitation of Operational Track Grids.

Sommario/riassunto

Past, Present, and Future of Knowledge Acquisition This book contains the proceedings of the 11th European Workshop on Knowledge Acquisition, Modeling, and Management (EKAW '99), held at Dagstuhl Castle (Germany) in May of 1999. This continuity and the high number of sessions reflect the mature status of the knowledge acquisition community. Knowledge Acquisition started as an attempt to solve the main bottleneck in developing expert systems (now called knowledge-based systems): Acquiring knowledge from a human expert. Various methods and tools have been developed to improve this process. These approaches significantly reduced the cost of developing knowledge-based systems. However, these systems often only partially fulfilled the task they were developed for and maintenance remained an unsolved problem. This required a paradigm shift that views the development process of knowledge-based systems as a modeling activity. Instead of simply transferring human knowledge into machine-readable code, building a knowledge-based system is now viewed as a modeling activity. A so-called knowledge model is constructed in interaction with users and experts. This model need not necessarily reflect the already available human expertise. Instead it should provide a knowledge level characterization of the knowledge that is required by the system to solve the application task. Economy and quality in system development and maintainability are achieved by reusable problem-solving methods and ontologies. The former describe the reasoning process of the knowledge-based system (i. e. , the algorithms it uses) and the latter describe the knowledge structures it uses (i. e. , the data structures). Both abstract from specific application and domain specific circumstances to enable knowledge reuse.
