



# U N I K A S S E L V F R S I Τ 'Δ' Τ

The Exploration Game

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# Conceptual Exploration

#### **Ingredients**

- a domain (G, M, I), where G: entities,
   M: properties, I⊆G×M incidence
   "entity has a statement involving property"
- a domain expert (the player)

#### **Algorithm**

- goal: find all valid implications in M:
   P→C "all entities with P also have C"
- compute next best candidate implication
- ask domain expert: is this valid?
- yes: → add implication
- no: → ask for a counter-example
- repeat with the next candidate implication

# How does it work?

- Frontend: handles domain selection and tracks implications & counter-examples
- Backend: conexp-clj computes implications
- check for counter-examples using SPARQL

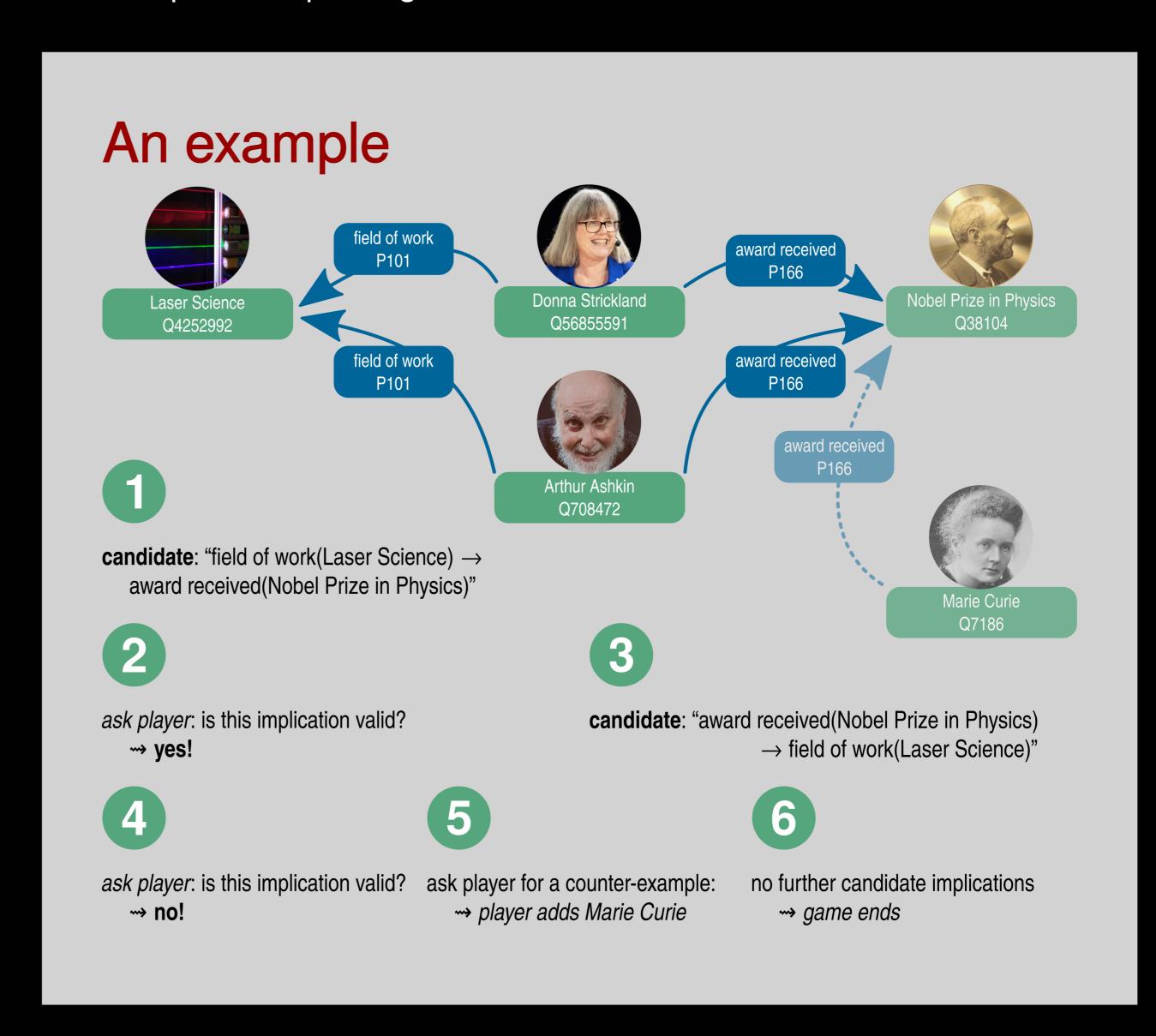
### References

- Tom Hanika, Maximilian Marx, Gerd Stumme. Discovering Implicational Knowledge in Wikidata. ICFCA'19
- https://github.com/mmarx/the-exploration-game/
- Tom Hanika, Johannes Hirth. Conexp-Clj A Research Tool for FCA. ICFCA'19
- https://github.com/tomhanika/conexp-clj/



## Overview

The Exploration Game takes you on an interactive journey to discover new knowledge implicitly present in Wikidata. By identifying missing and incomplete information, you can even help with improving Wikidata!



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