The Center for Education and Research in Information Assurance and Security

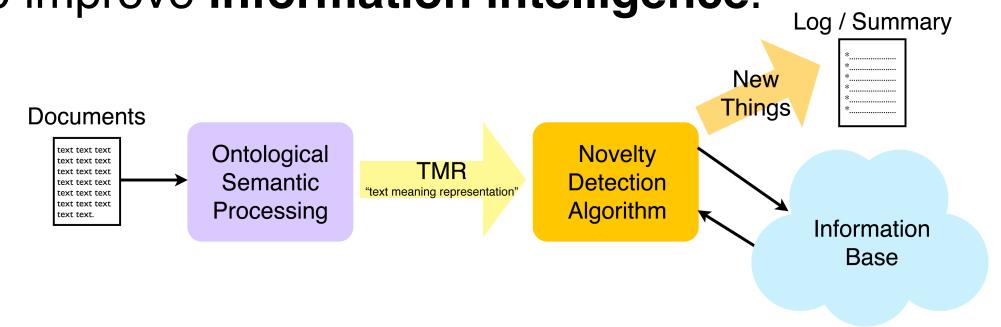
Novelty Detection Using Ontological Semantics

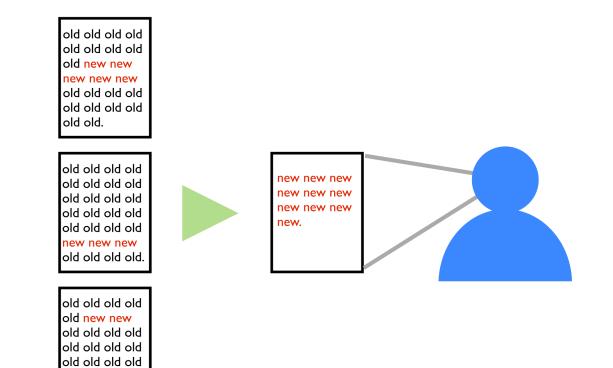
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1. Problem Statement

The purpose of this project is to examine the potential for novelty detection using ontological semantics, with a view to improve information intelligence.



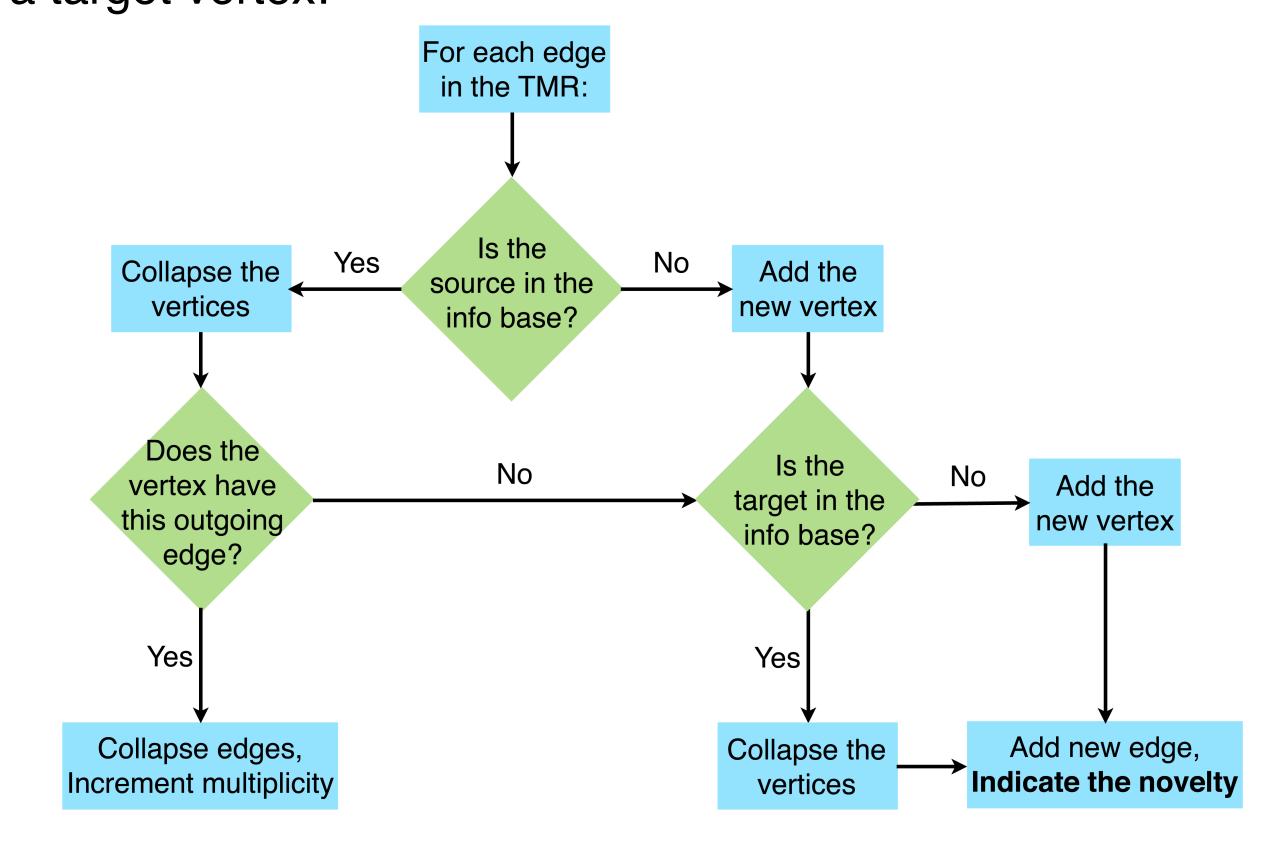


Reliable novelty detection could:

- computationally process large volumes of intelligence documents.
- increase efficiency.
- reduce instances of duplication and human error.
- help to mitigate the effects of information overload.

2. A Simple Algorithm

The TMRs that the novelty algorithm takes as input have the form of directed graphs, where each edge has a source and a target vertex:



3. Example Sentences (taken from various newspapers)

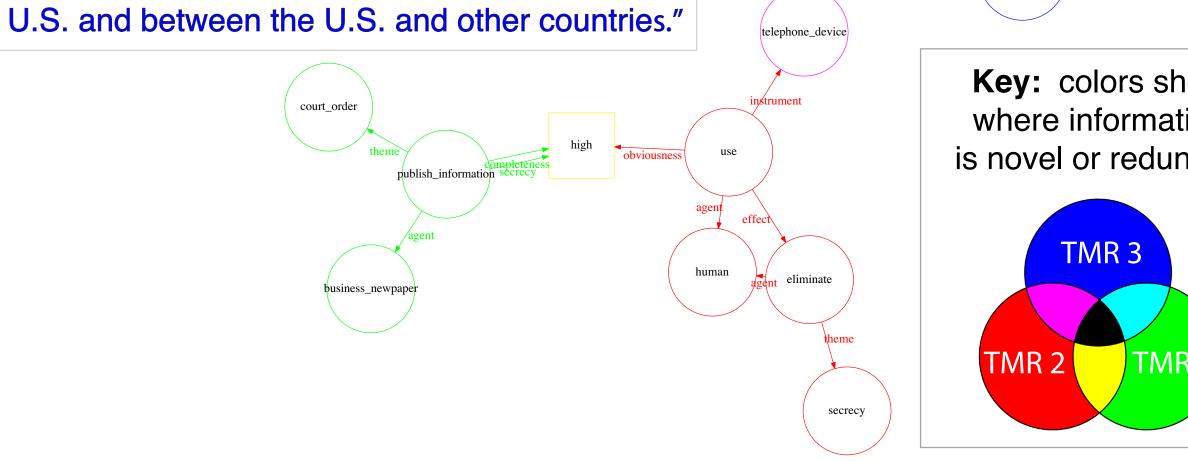
Sentence 1: "The Guardian published the full top-secret court order that forced Verizon to deliver customer information daily to the NSA."

Sentence 2:

"By definition, you're surrendering your privacy by using your phone."

Sentence 3:

"It requires Verizon, one of the nation's largest telecommunications companies, on an 'ongoing, daily basis' to give the NSA information on all telephone calls in its systems, both within the



Key: colors show where information is novel or redundant

4. Adding Complexity

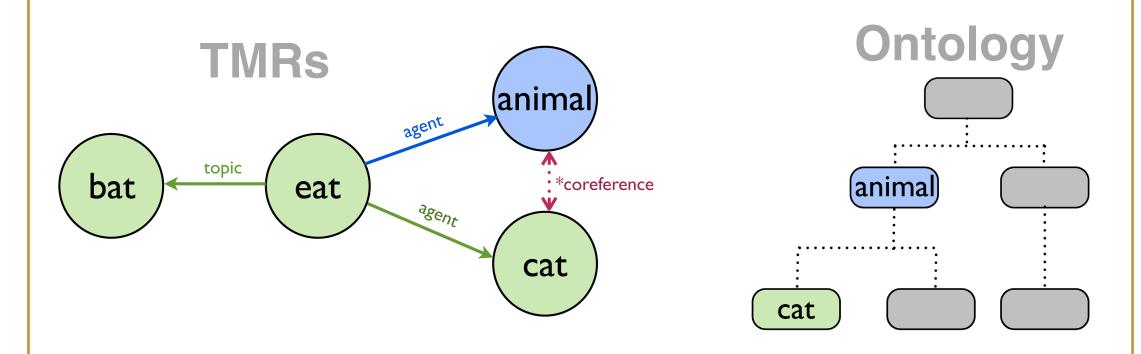
Problem: The simple algorithm outputs any previously unknown information, which results in too much trivial novelty.

Solution: Identify **types** of novelty and find ways to measure the degree of each kind of novelty.

New information could then be filtered by "how new" it is.

5. Grain Size Novelty

One measure of novelty that we can use is the grain size relative to known vertices:



Smaller grain size = more specific / detailed Larger grain size = more general information

6. Next Steps

- **Test** the revised (grain size) algorithm with more texts.
- Combine the algorithm's output with a text generator to make a human-readable summary.
- Identify more types of novelty and ways to measure them.
- Find ways to **score the novelty** of graphs by the weights of their subgraphs.



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