

Computers and Knowledge

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Overview Computers and Knowledge

- ❖ Motivation
- ❖ Objectives
- ❖ Evaluation Criteria
- ❖ Chapter Introduction
 - ❖ Bridge-In
 - ❖ Review of relevant concepts
 - ❖ Overview new topics
 - ❖ Terminology
- ❖ Data, Information, Knowledge
- ❖ Knowledge Management
- ❖ Computer Support
- ❖ Example: Great Pyramids
- ❖ Case Study: KM for Course Preparation

Logistics

- ❖ Introductions
- ❖ Course Materials
 - ❖ textbook
 - ❖ handouts
 - ❖ Web page
 - ❖ CourseInfo/
Blackboard System
and Alternatives
- ❖ Term Project
- ❖ Lab and Homework
Assignments
- ❖ Exams
- ❖ Grading

The Proliferation of Knowledge

- ❖ Wall street
 - ❖ no physical assets
 - ❖ make money by utilizing knowledge about investment opportunities
- ❖ consultants
 - ❖ have knowledge about some specialized tasks
 - ❖ tell customers what to do
 - ❖ may be gone by the time their solutions are found to be flawed
- ❖ “energy brokers”
 - ❖ companies that don’t own any physical facilities, but buy and sell energy
 - ❖ made enormous profits during the 2000/2001 energy crisis

Background

- ❖ How much knowledge do you manage?
 - ❖ in your job
 - ❖ student
 - ❖ instructor
 - ❖ researcher
 - ❖ in your private life
- ❖ What are your roles concerning knowledge?
 - ❖ consumer
 - ❖ facilitator
 - ❖ producer

Motivation

- ❖ the amount of information and knowledge available increases steadily
 - ❖ it becomes difficult to keep track of relevant knowledge
- ❖ the demands for applying knowledge to a particular task also become stronger
 - ❖ job expectations
 - ❖ competitive pressure
- ❖ the benefits from utilizing knowledge become greater

Objectives

- ❖ be aware of the role of knowledge in professional and private life
- ❖ understand the impact of knowledge (or lack of it) for important decisions
- ❖ understand the necessity for knowledge management to deal with the large amount of knowledge and information
- ❖ explore the role of computer-based tools and technologies for knowledge management

Terminology

- ❖ Data
- ❖ Information
- ❖ Knowledge
- ❖ Wisdom

Data, Information, and Knowledge (DIK)

- ❖ good overview:
 - ❖ Liew, A. (June 2007). Understanding Data, Information, Knowledge And Their Inter-Relationships. Journal of Knowledge Management Practice, Vol. 8, No. 2 .
<http://www.tlainc.com/article134.htm>
- ❖ often visualized as “knowledge pyramid”

Data

- ❖ described by schematic arrangements
 - ❖ e.g. data bases, tables, spreadsheets
- ❖ contents of fields (slots cells) are the data values
 - ❖ values are meaningless without the schema

Information

- ❖ data together with the relevant context
 - ❖ context may be explicit or implicit
 - ❖ examples:
 - ❖ train schedule
 - ❖ addresses, phone numbers
 - ❖ instructions for preparing a recipe

Knowledge

- ❖ knowledge characteristics
 - ❖ meaningful only with respect to humans
 - ❖ context-sensitive
 - ❖ may be elaborate
 - ❖ may be explicit or tacit
 - ❖ explicit knowledge consists of documented facts
 - ❖ frequently objective
 - ❖ can be “spelled out”
 - ❖ tacit knowledge is in people’s heads
 - ❖ frequently subjective
 - ❖ surfaces through interaction

Wisdom

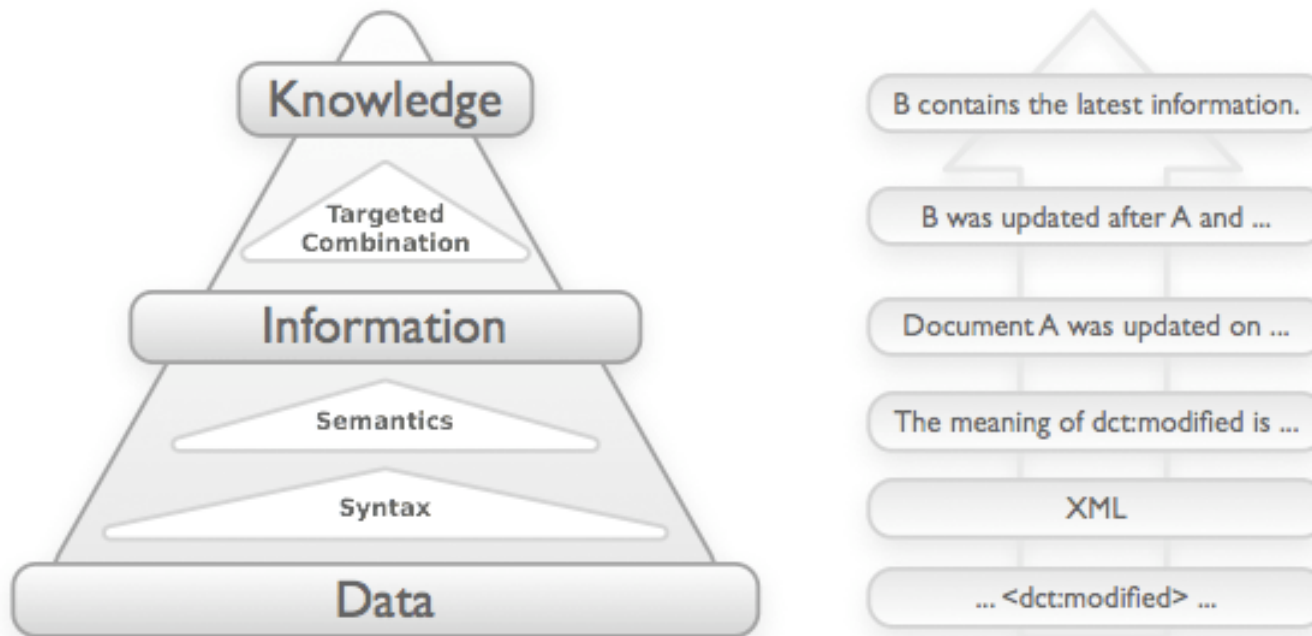
- ❖ requires aspects beyond knowledge
- ❖ factors relevant for wisdom [Etzold 2008]
 - ❖ social competence
 - ❖ openness
 - ❖ intensive learning and practical experiences
 - ❖ education
 - ❖ talent for mentoring

DIK Pyramid



http://healeylibrary.wikispaces.com/space/showimage/knowledge_pyramid.jpg

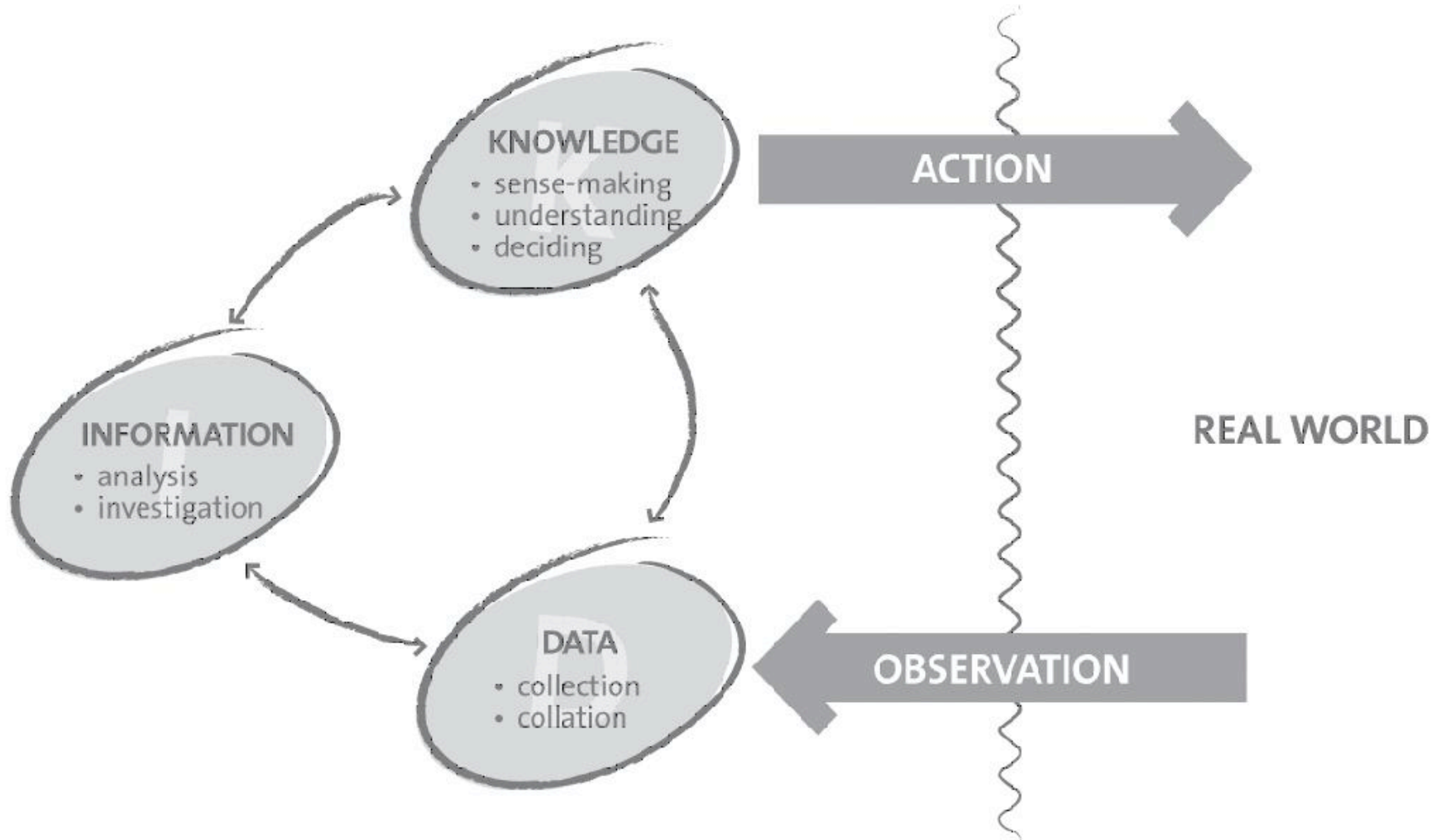
DIK: RDF Perspective



http://rdfer.com/media/2006/12/12/data_info_knowledge.gif

<http://rdfer.com/swk/data-information-knowledge>

DIK as Graph



<http://delarue.net/blog/wp-content/uploads/2007/08/kmmodel.JPG>

What is Knowledge Management?

- ❖ information technology perspective
 - ❖ computers as support tools for dealing with large quantities of knowledge and information
- ❖ business perspective
 - ❖ benefits for organizations
- ❖ philosophical perspective
 - ❖ epistemology: what is knowledge?

Knowledge Management Definitions

- ❖ Karl-Erik Sveiby (Organization Theorist)
Knowledge Management is the art of creating value from an organization's intangible assets.
- ❖ John Gundy, Knowledge Ability (KM Company)
Knowledge Management is the process of placing knowledge under management remit.

KM Phases

- ❖ 1992 - 1995: productivity enhancement
 - ❖ how can information technology used to share knowledge across organizations
 - ❖ Lotus Notes, Web pages, project databases, best practices, ...
- ❖ 1995 - 2000: customer relations
 - ❖ how can information about customers be utilized
 - ❖ data warehousing, data mining
- ❖ 2000 - 2003: interaction
 - ❖ interactive Web pages, e-commerce
- ❖ 2002 - ???
 - ❖ interoperability (XML, Web services and related technologies)
 - ❖ interpretation (ontologies, Semantic Web)

Computer Support

- ❖ capabilities
- ❖ limitations
- ❖ human-computer interaction aspects

Capabilities

- ❖ speed
 - ❖ lots of simple operations at extremely high speeds
- ❖ storage capacity
 - ❖ approaching Terabytes for personal computers
- ❖ methods
 - ❖ algorithms to perform specified functions
 - ❖ limited errors
 - ❖ objective

Limitations

- ❖ semantic gap
- ❖ very limited learning
- ❖ no “common sense”
- ❖ effective use of computational power
 - ❖ speed
 - ❖ storage capacity

Semantic Gap

- ❖ practically all computer operations performed at the syntactic level
 - ❖ “symbol manipulation”
- ❖ no consideration of (intended) meaning
- ❖ humans automatically interpret items under examination
 - ❖ “parasitic interpretation” of symbols (names)

Human-Computer Interaction

- ❖ computers are essential tools when humans deal with knowledge
- ❖ the current support to let humans utilize knowledge effectively is very limited
 - ❖ syntax-oriented search (strings/key words)
 - ❖ storage
 - ❖ organization largely done by humans
 - ❖ tool limitations
 - ❖ only suitable for professionals
 - ❖ limited capabilities

Example Computers and Knowledge: The Great Pyramids

- ❖ using computers to explore potential solutions to the mystery of how the Egyptian pyramids were built
 - ❖ information storage
 - ❖ documents, facts, ...
 - ❖ interpretation of information
 - ❖ knowledge organization
 - ❖ knowledge presentation and visualization
 - ❖ knowledge verification

Knowledge and the Great Pyramids

- ❖ How did the Egyptians build these monumental edifices?
- ❖ technology available at the time
- ❖ theories about building pyramids
- ❖ plausibility of these theories

Available Technologies

- ❖ soft metals, mostly copper
 - ❖ no iron
- ❖ logs, beams
 - ❖ apparently no wheels
- ❖ sculpted blocks of stone
 - ❖ maybe early forms of concrete

Pyramid Theories

- ❖ over time, a number of different theories (hypotheses) have been proposed
 - ❖ outer ramp
 - ❖ long ramp leading to the current level
 - ❖ increased as the pyramid grows
 - ❖ inner ramp
 - ❖ outer ramp for the lower levels, used up for higher levels
 - ❖ spiral inner ramp, together with levers and counterbalances
 - ❖ lifting mechanisms
 - ❖ machines that allow the lifting of the large blocks to

Convincing Arguments

- ❖ What does it take to convince you about the plausibility of a theory?
 - ❖ common-sense explanations: may sound good, but gloss over important issues
 - ❖ diagrams: illustration of essential methods
 - ❖ models: computer-based, small-scale
 - ❖ scientific papers: peer reviewed, calculations, incomprehensible to ordinary mortals
 - ❖ simulations: 3D CAD, animated, physics engines
 - ❖ reconstruction: building (parts of) the real thing

Case Study: KM for Course Preparation

- ❖ easy case: re-use existing material
 - ❖ text book, presentation material, student assignments, exams, projects
- ❖ difficult case: brand-new course
 - ❖ no existing material suitable for teaching purposes
 - ❖ existing sources
 - ❖ research monographs, edited volumes, related text books, conference proceedings, journal special issues, articles, technical reports, white papers, company brochures, Web pages

Course Development as KM Application

- ❖ problem
 - ❖ development of a course outline
 - ❖ identification of relevant material
 - ❖ extraction of relevant knowledge
 - ❖ integration of various knowledge pieces
 - ❖ different representation media
 - ❖ paper (books, journals)
 - ❖ microfilm
 - ❖ digital (electronic versions of books, journals, etc; Web pages; data bases, computer programs)
 - ❖ presentation of knowledge
 - ❖ presentation medium
 - ❖ identification of evaluation criteria
 - ❖ development of exercises

Tools for Course Preparation

- ❖ course outline *brain, paper, editor, spreadsheet*
- ❖ identification of material *brain, paper (printed material), search engines, library catalog/DBs*
- ❖ organization of material *brain, folders, labels, directories, files*
- ❖ extraction of knowledge *brain, paper, text editor, helpers*
- ❖ integration of pieces *brain, presentation program, helpers*
- ❖ presentation of knowledge *brain, presentation program*
- ❖ evaluation criteria *brain, text editor*
- ❖ development of exercises *brain, text editor, helpers*
- ❖ *color scheme*
 - ❖ *red: brain* *green: paper* *yellow: computer support*

Deficiencies of tools

- ❖ much of the tedious work is left to the instructor
- ❖ little support for important knowledge management activities
- ❖ primitive tools are used for high-level tasks
 - ❖ directories, file names for the categorization of knowledge items

References

[Etzold 2008] Sabine Etzold, *Alte an die Arbeit*. Zeit, 6. März 2008, S. 34.
(Article on the work of Prof. Ursula Staudinger on aging and wisdom).

Liew, A. (June 2007). *Understanding Data, Information, Knowledge And Their Inter-Relationships*. Journal of Knowledge Management Practice, Vol. 8, No. 2 .

<http://www.tlainc.com/article134.htm>

Important Concepts and Terms

cognitive science

computer science

data

information

interpretation

knowledge

knowledge management

knowledge pyramid

learning

semantics

syntax

wisdom



Summary Computers and Knowledge

- ❖ with the increase in the amount of information and knowledge, knowledge management will play a very important role in our professional and personal lives
- ❖ although a lot of knowledge is available in digital form, computer support for KM is mediocre
- ❖ many basic techniques and methods have been developed, but their integration into easily usable systems and tools is still

