

### **Information Gathering Problem**

Growing number of information sources

Distributed heterogeneous information sources

- ; Traditional databases
- ; Flat files
- , Knowledge bases
- ¡ Programs etc.

Traditional approaches to locating, combining, processing, & organizing info do not scale well.

# **Information Gathering Systems**

SIMS [Arens, Knoblock et al, 1993]
The Ahoy! Softbot [Shakes et al, 1994]
Occam [Kwok & Weld, 1996]
InfoSleuth Agents [MCC, 1996]
Information Manifold [Levy et al, 1995]
InfoMaster [Geddis et al, 1995]
Tsimmis [Stanford, 1994]
XML View Inference [Jeong, 2001]

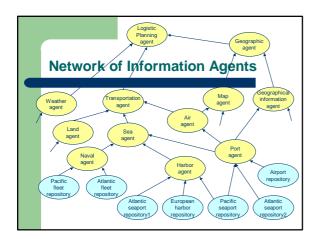
### SIMS [USC/ISI]

A network (DAG) of information agents

Each agent provides expertise on a specific topic by drawing on relevant information from other information agents

- Domain model, I.e. ontology
- Information source model

Loom knowledge representation language KQML communication language and protocol Information mediator



## **Query Processing**

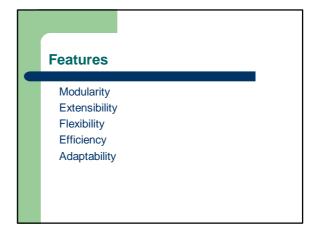
Develop a plan for obtaining requested data

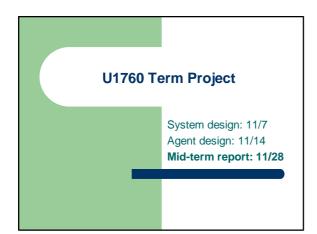
- Select the information source
- Processing operations
- Sites where operations will be performed
- $_{\rm i}$  The order in which to perform them

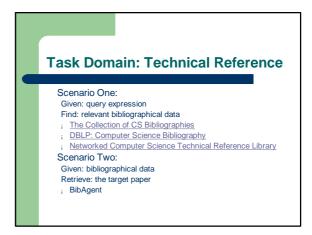
### Desirable features

- Parallel execution
- i Augment and re-plan queries that fail
- $_{\rm i}$  Gather information to aid query processing

# Learning in SIMS Cache frequently retrieved or difficult-toretrieve information Learn about the contents of the information Semantic query processing









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