Cooperation and Collaboration: Popular Trend or Tangible Benefits

Panel @ COLLA 2012

Moderator: Lasse Berntzen, Vestfold University College

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Panel partcipants

Moderator

Lasse Berntzen, Vestfold University College - Tønsberg, Norway

Panelists

Abdulrahman Yarali, Murray State Univeristy, USA

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Sven Rizzotti, University of Basel, Switzerland

Omid Mola, University of Western Ontario, Canada

Collaboration

- In my keynote this morning, I spoke of collaboration between government and citizens, self-support networks, and how developers can collaborate with users to make better solutions.
- Some examples I did not speak of:
  - Machine-machine collaboration
  - Business collaborating with customers
  - Business collaborating with business
- Collaboration is almost everywhere

Collaboration

- Hopefully, this panel will give more examples, and show how collaboration creates benefits for the collaborating partners.
- I will start by discussing clusters.

Clusters

- VUC work on industry clusters show that collaboration can increase value creation **(2+2=5) / Together we are stronger**
  - Compete on larger contracts needing more capacity
  - Compete on contracts where outside expertise is needed
  - Discuss how administrative tasks can be done more effective

Collaboration and Technology Advancement

Panel : COLLA 2012 Venice, Italy

Abdulrahman Yarali

Collaborating – Cooperating and enhancing the capacity of another for mutual benefit to achieve a common purpose. As a learning activity, it should be encouraged at all levels of education and professional life.

Coordinating – Networking and altering activities to achieve a common purpose.

Cooperating – Coordinating and sharing or pooling resources. working together to accomplish shared goals.

Competing – Exchanging some amount of information, but not "proprietary" information; altering activities to meet own needs; sharing resources minimally or with a "hidden agenda."

Collaboration and Technology Advancement

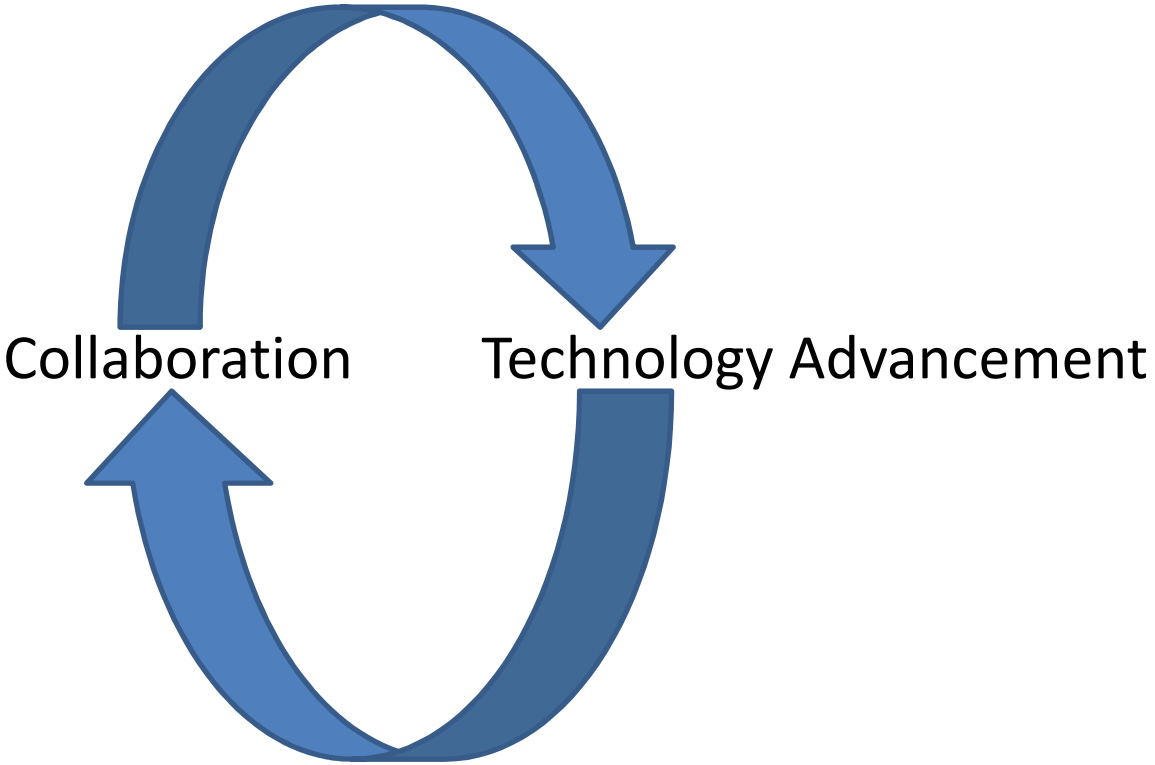
Collaboration intensifies the human aspect of learning. It increases our learning potential and empowers us with the knowledge of others. It is democratic by nature but require careful organisation of knowledge, monitoring and scaffolding.

Collaboration requires suitable assessment methods that value team work. If individual achievement is valued, group members will compete.

Personality of the learner and teacher contribute hugely to the success of collaborative learning.

Learning areas allow for different collaborative methods –some knowledge items, skills and abilities require frontal or individualised approaches.

Closed loop Cycle of Collaboration and Technology Advancement



Summary

Collaboration as a learning activity should be encouraged at all levels of education and professional life. Present educational environment is not supportive.

shared learning goals -- desired future state in which people demonstrate as a group and individually a mastery of the subject studied

goal structure -- specifies the ways in which people will interact with each other during the instructional session

Towards Cloud Management by Autonomic Manager Collaboration

Omid Mola

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ICCGI 2012

Problem = Management

- Millions of machines running at the same time.
- Human can not monitor and manage them all in **real time**.

Issues

- How they should be organized
- How managers should collaborate?(protocol)
- What information they need to exchange?
- When they need to talk to each other? ...

Discussion

Conclusion: Next Steps

- Automate the communication itself.
- Rapid changes, require collaboration.

Collaborative Language Acquisition with Word Games

Julian Szymański

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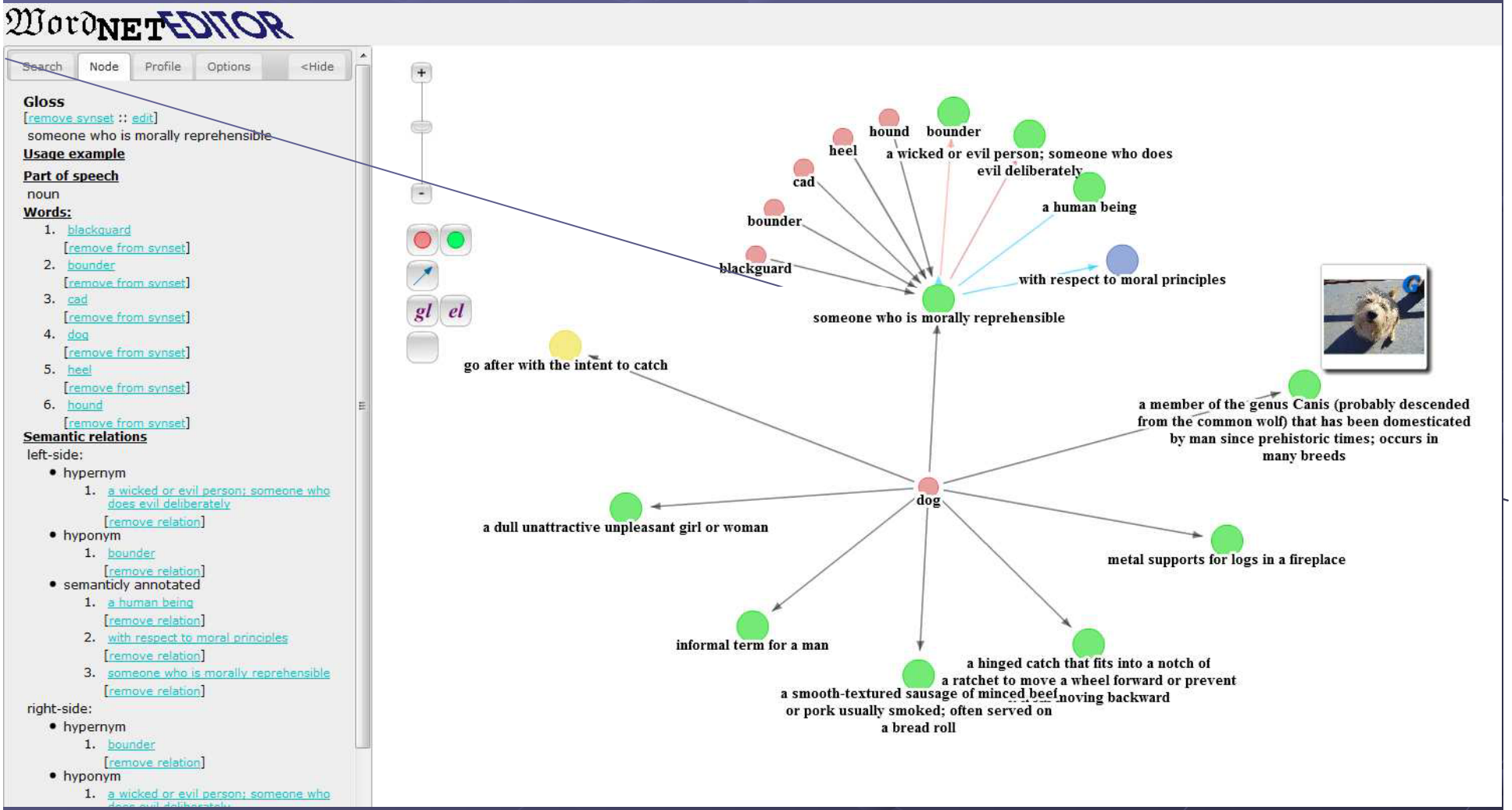
Gdańsk University of Technology,
Poland

Motivation

- Large text repositories requires efficient methods for information retrieval
- To improve the retrieval, background linguistic knowledge should be provided
- The problem is to create large linguistic databases that provide knowledge abut relations between concepts.
- This knowledge can be stored in many ways: ontologies, semantic networks, controlled vocabularies. They can be crated manually WordNet partially automatically eg MindNet, or using crowdsoursing eg. ConceptNet
- Cooperative effort in manual creation of large dictionaries is error prone and causes some issues in reaching consensus.

Cooperative Wordnet development

http://wordventure.eti.pg.gda.pl



Word Games

- The main problem with lexical repositories created by hand is lack of their external validation that would allow correct the stored knowledge.
- Our idea is to modify the lexical repository as a response to system interaction with human users.
- Interactions can be performed using word games where user play the game and machine complete its knowledge with the human behavior analysis.
- The knowledge is stored in the repository built as cognitive model of human semantic memory.

20 question game

- One of the participants think about something the second tries to guess what he or she has in mind.
- In our implementation machine is asking the questions that narrows the search process.
- The algorithm is based on calculating the entropy related to a particular feature.
- At the end machine is asking if it correctly find a concept a human had in mind.
- According to user answers the knowledge stored in semantic memory is modified.

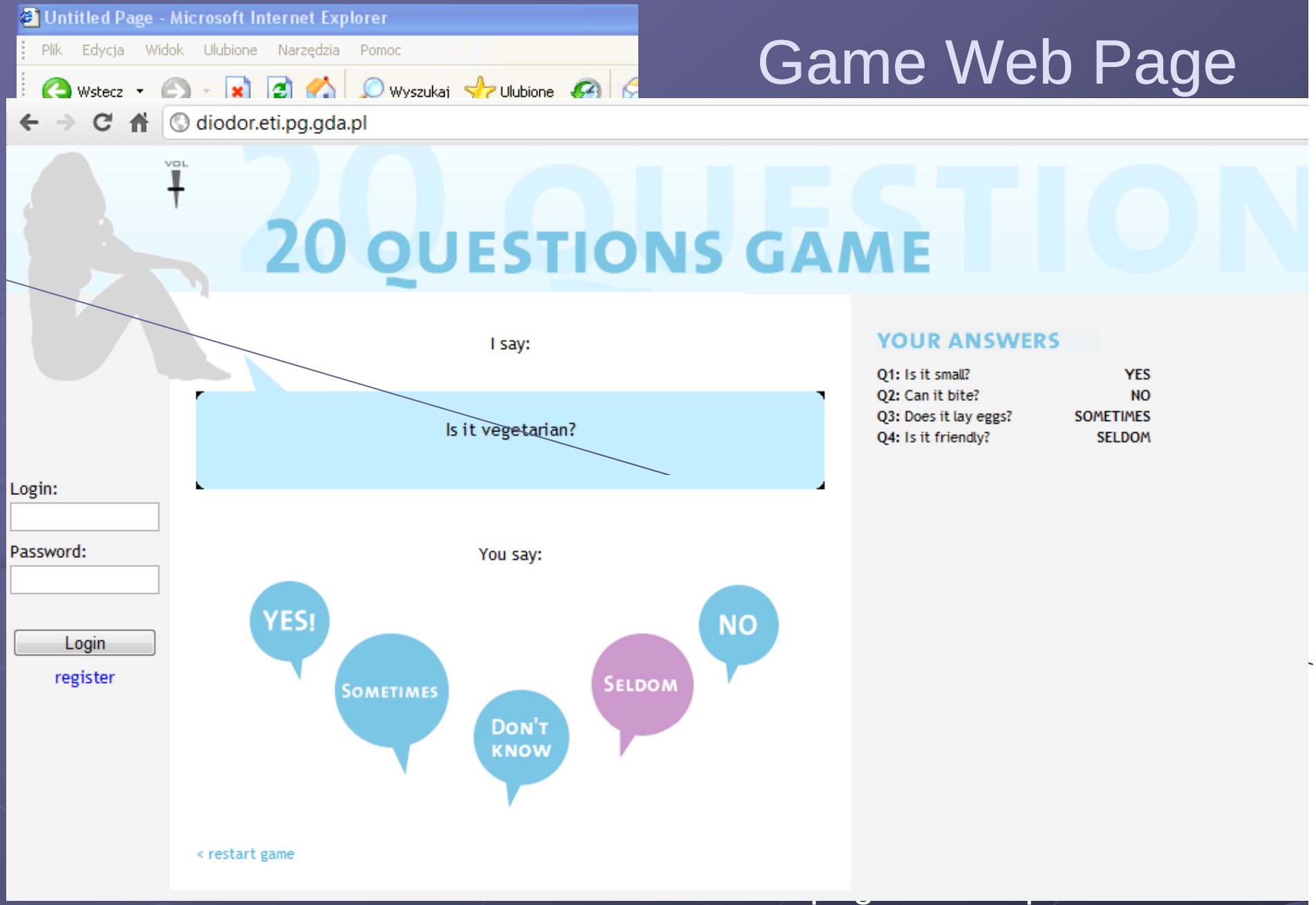
- A consensus reached on a level of commonsense relations between natural language concepts improves a quality of knowledge stored in lexical repository.
- The resultant of human - machine interaction is a normalized (common sense) lexical knowledge base.
- The knowledge base finds many applications, especially in information retrieval where it improves the search precession in text repositories.
- The idea of the game can be used in search engines to precise search results.

Active learning

- Questions can be generated from atoms of knowledge stored in semantic memory in the form

  concept – relation type - feature
- In the iterative process of interaction with the user asking him or her a questions allows to narrow subspace of the most probable concepts. The process takes 20 questions or it is finished if one concept is left in subspace, than system guess the concept user has in mind.
- Introduction additional dialogues for obtaining new knowledge
  - *I give up. Tell me what did you think of?*
  - *Tell me what is characteristic for <concept> ?*
- The answers given by the user during the game enables correction of the knowledge about particular concept
- The consensus on the concept features is the result of interactions (games) in which this concept was the subject of the game.

Game Web Page



lexical knowledge acquisition.

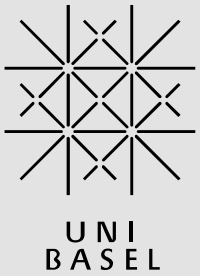
Thank for your attention

More details:

- J. Szymański, W. Duch. *Information retrieval with semantic memory model*. Cognitive Systems Research, 14(1) : 84-100, 2012.
- J. Szymanski: *Wordventure - Cooperative Wordnet Editor - Architecture for Lexical Semantic Acquisition.* Proceedings of the international conference on Knowledge Engineering and ontology developemen, 2009

Real Shelves and Binders in the Cloud

Trends in Collaboration



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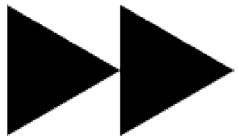
University of Basel
Switzerland

http://ProBindr.com

Collaboration Dreams

Universal

Secure



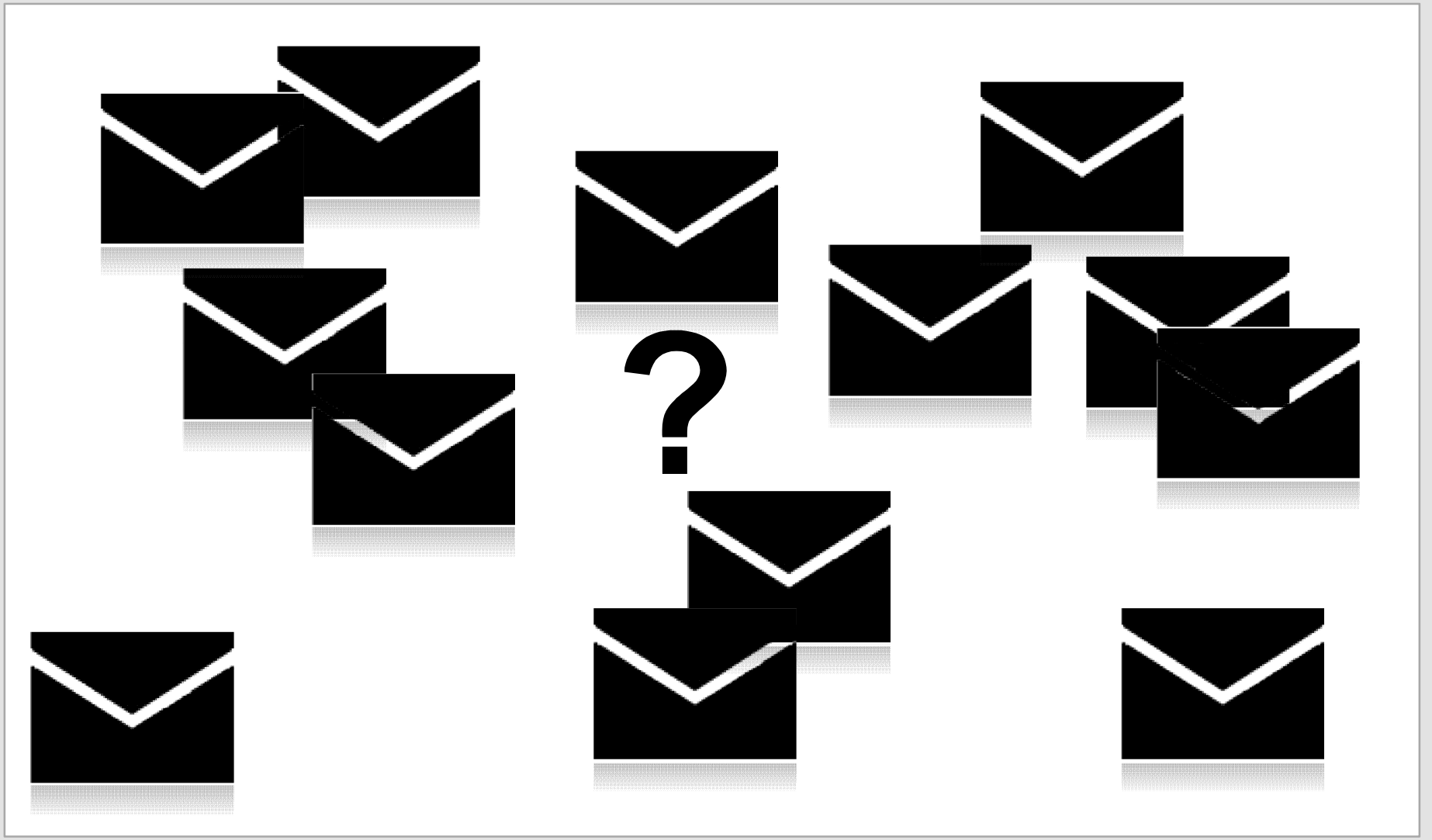
Efficient

Quality

Intelligent

Time

Collaboration Reality



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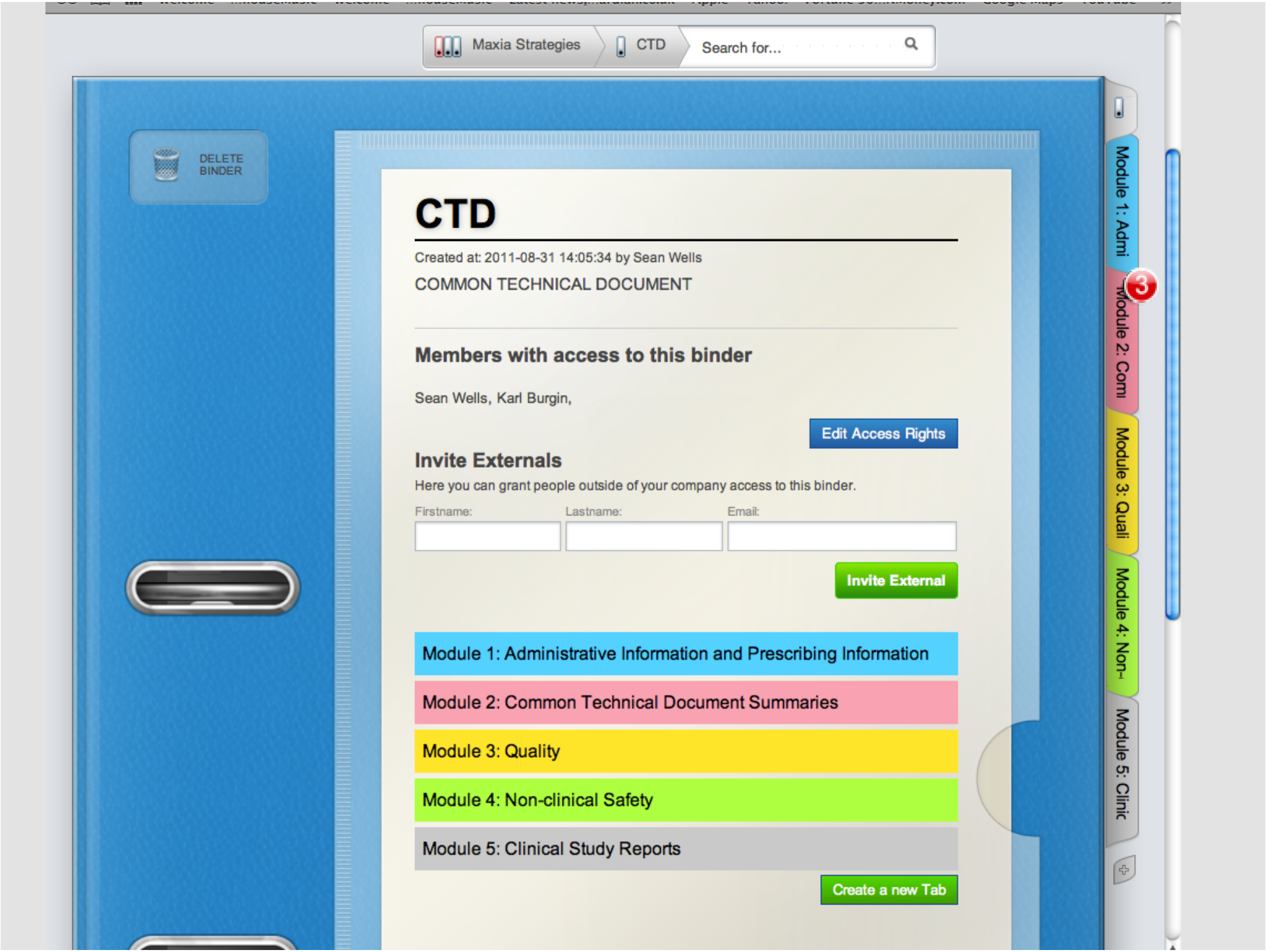
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Financial Clinical Study Report

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Regulations

Sven Rizzotti

Clinical Research Regulation

On May 9th, 1997, the US Food and Drug Administration (FDA) published in the FEDERAL REGISTER (vol. 62, No 90), the latest rendition of the International Conference on Harmonization (ICH) Guideline covering the conduct of clinical research studies in the seven member nations. Guidelines represent the agency's current thinking on Good Clinical Practices, but do not bind the FDA or the public. However, most clinical research studies are now being conducted in compliance with this guideline, especially if the results might be used for an international regulatory submission. Here are the major differences.

Sven Rizzotti

Sample Regulations

Nicolas Rufin 04.09.2011 00:41

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