Crete Past and Present 2025: AI session

Hands-on Session Documentation

Preliminaries

- Each team should have at least one laptop
- Access the ancient Greek summaries: https://talos-ai4ssh.uoc.gr/training/training-session-classics-ai/
- Access the KGE tool: http://talos-ai4ssh.eu/
- Useful links:
    - "Hypothesis (drama)" lemma in Wikipedia
    - "Aristophanes of Byzantium" lemma in Wikipedia
    - "Aristophanes of Byzantium" lemma in DBpedia
    - "Aristophanes of Byzantium" lemma in DBpedia's Lodlive
    - "Aristophanes of Byzantium" lemma in Wikidata
    - "Aeschylus" lemma in Wikidata

Outline of the Hands-on Session

- Example of representation of a summary (unplugged & in KGE). —20 mins
- Assign summaries to the groups and describe the tasks. —15 mins
- Each team will model a summary into a knowledge graph using KGE. —15 mins
- Each team will present the knowledge graph (5 present + 3 mins discussion). —40 mins
- Summarize knowledge graphs. —20 mins

Learning Objectives

Knowledge Outcomes:

- Ability to extract and structure information from summaries of Ancient Greek tragedies.
- Understanding of how to identify key entities and relationships within classical texts for graph modeling.

Technical (Hard) Skills Outcomes:

- Hands-on experience using the Knowledge Graph Editor (KGE) to build and visualize knowledge graphs.
- Practical application of data modeling techniques to represent narrative content in graphical form.

Soft Skills Outcomes:

- Team collaboration during group-based graph construction.
- Clear and concise presentation of group-generated knowledge graphs.
- Engagement in feedback and discussion, enhancing communication and critical reflection on the modeling process.

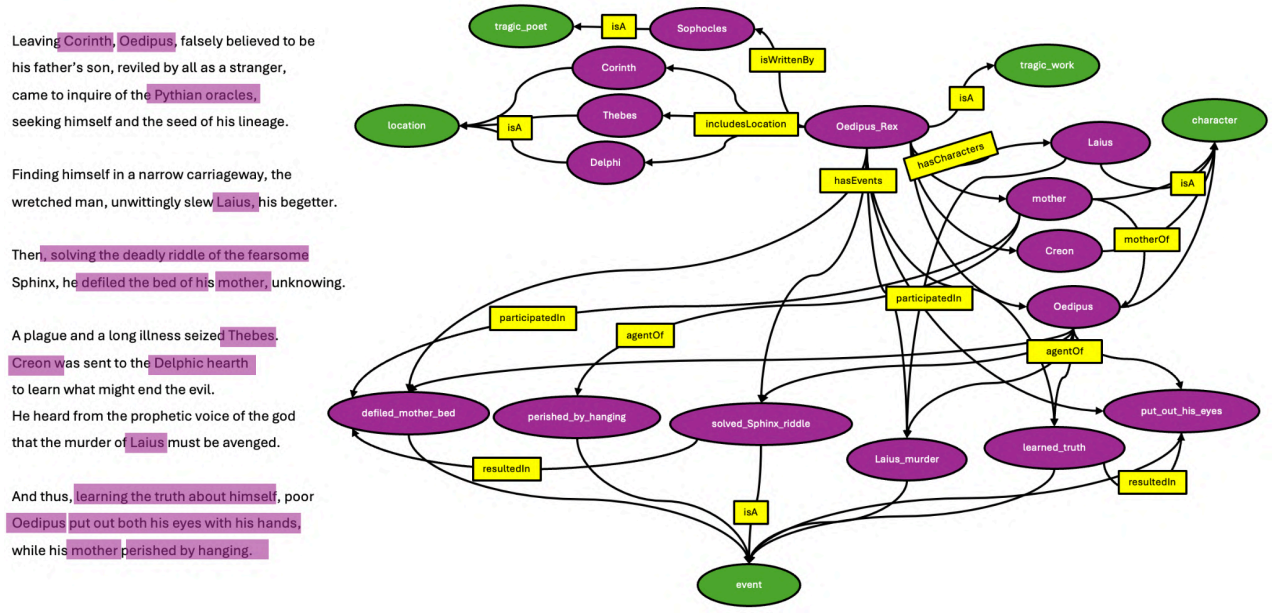
Steps

Step 1– Read and understand your text.

Σοφοκλῆς – Οἰδίπους Τύραννος (Ὑπόθεσις)

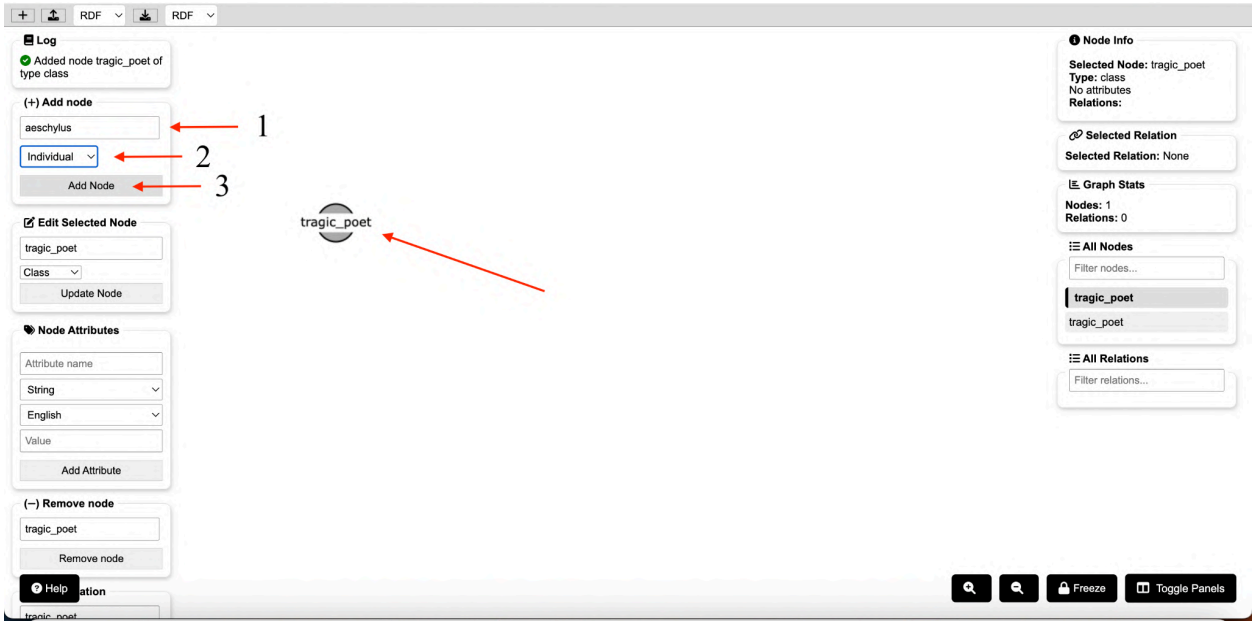
Ἑλληνικό Κείμενο	English Translation
Λιπὼν Κόρινθον Οἰδίπους, πατρὸς νόθος πρὸς τῶν ἁπάντων λοιδορούμενος ξένος, ἦλθεν πυθέσθαι Πυθικῶν θεσπισμάτων, ζητῶν ἑαυτὸν καὶ γένους φυτοσπόρον. Εὑρὼν δὲ τλήμων ἐν στεναῖς ἁμαξιτοῖς ἄκων ἔπεφνε Λάιον γεννήτορα. Σφιγγὸς δὲ δεινῆς θανάσιμον λύσας μέλος, ἤσχυνε μητρὸς ἀγνοουμένης λέχος. Λοιμὸς δὲ Θήβας εἷλε καὶ νόσος μακρά. Κρέων δὲ πεμφθεὶς Δελφικὴν πρὸς ἑστίαν, ὅπως πύθηται τοῦ κακοῦ παυστήριον, ἤκουσε φωνῆς μαντικῆς θεοῦ πάρα, τὸν Λαΐειον ἐκδικηθῆναι φόνον. Ὅθεν μαθὼν ἑαυτὸν Οἰδίπους τάλας δισσάς τε χερσὶν ἐξανάλωσεν κόρας, αὐτὴ δὲ μήτηρ ἀγχόναις διώλετο.	Leaving Corinth, Oedipus, falsely believed to be his father's son, reviled by all as a stranger, came to inquire of the Pythian oracles, seeking himself and the seed of his lineage. Finding himself in a narrow carriageway, the wretched man, unwittingly slew Laius, his begetter. Then, solving the deadly riddle of the fearsome Sphinx, he defiled the bed of his mother, unknowing. A plague and a long illness seized Thebes. Creon was sent to the Delphic hearth to learn what might end the evil. He heard from the prophetic voice of the god that the murder of Laius must be avenged. And thus, learning the truth about himself, poor Oedipus put out both his eyes with his hands, 3while his mother perished by hanging.

Step 2– Identify the entities in your text and the information you want to represent by drawing. It is always good to specify the questions, which your graph will be able to answer (e.g. Q1: “Which locations are mentioned in the summary?”, Q2: “What caused Oedipus to put out his eyes?”).



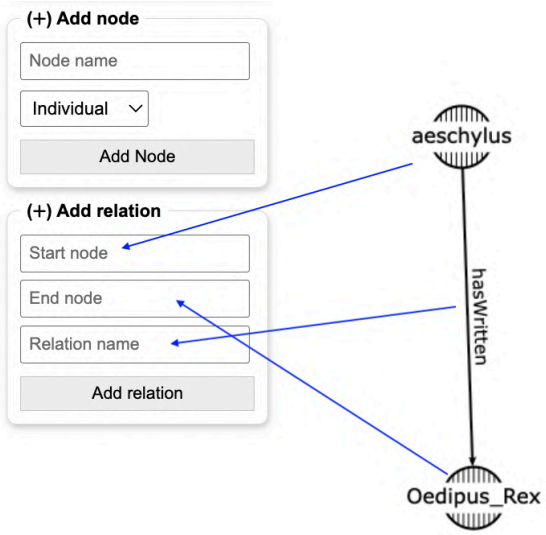
Step 3– Visit KGE and start building your knowledge graph by adding and dropping nodes into your working space.

Note: Remember to distinguish Classes (category that groups together similar things) and Individuals (instances of the categories), and link the Individuals to the corresponding Classes (e.g. the node Oedipus_Rex **isA** tragic_work).



Step 4– To finish your graph, start specifying relationships.

Note: Be careful when defining the start node (domain) and end node (range) of relationships. The graphs are **directed**: aeschylus **isA** TragicPoet, not TragicPoet isA aeschylus.



Step 5– Your graph is ready!