Preface

This volume contains the research reports of the Discovery Science project in Japan (No. 10143106), in which more than 60 scientists participated. It was a three-year project sponsored by Grant-in-Aid for Scientific Research on Priority Areas from the Ministry of Education, Culture, Sports, Science, and Technology (MEXT) of Japan. This project mainly aimed to (1) develop new methods for knowledge discovery, (2) install network environments for knowledge discovery, and (3) establish Discovery Science as a new area of study in Computer Science / Artificial Intelligence.

In order to attain these aims we set up five groups for studying the following research areas:

(A) Logic for/of Knowledge Discovery
(B) Knowledge Discovery by Inference/Reasoning
(C) Knowledge Discovery Based on Computational Learning Theory
(D) Knowledge Discovery in Huge Databases and Data Mining
(E) Knowledge Discovery in Network Environments

These research areas and related topics can be regarded as a preliminary definition of Discovery Science by enumeration. Thus Discovery Science ranges over philosophy, logic, reasoning, computational learning, and system developments.

In addition to these five research groups we organized a steering group for planning, adjustment, and evaluation of the project. The steering group, chaired by the principal investigator of the project, consists of leaders of the five research groups and their subgroups as well as advisors from outside of the project. We invited three scientists to consider Discovery Science and the five above mentioned research areas from viewpoints of knowledge science, natural language processing, and image processing, respectively.

Group A studied discovery from a very broad perspective, taking account of historical and social aspects, and computational and logical aspects of discovery. Group B focused on the role of inference/reasoning in knowledge discovery, and obtained many results on both theory and practice in statistical abduction, inductive logic programming, and inductive inference. Group C aimed to propose and develop computational models and methodologies for knowledge discovery mainly based on computational learning theory. This group obtained some deep theoretical results on the boosting of learning algorithms and the minimax strategy for Gaussian density estimation, and also methodologies specialized to concrete problems such as algorithms for finding best subsequence patterns, biological sequence compression algorithms, text categorization, and MDL-based compression. Group D aimed to create computational strategies for speeding up the discovery process in total. For this purpose, group D was made up of researchers from other scientific domains and researchers from computer science so that real issues in the discovery process could be exposed and practical computational techniques could be devised and tested for solving these real issues. This group handled many kinds of data: data from national projects such as genomic data and satellite observations, data generated from laboratory experiments, data collected from personal interests such as literature and medical
records, data collected in business and marketing areas, and data for proving
the efficiency of algorithms such as the UCI repository. So many theoretical and
practical results were obtained on such a variety of data. Group E aimed to
develop a unified media system for knowledge discovery and network agents for
knowledge discovery. This group obtained practical results on a new virtual ma-
terialization of DB records and scientific computations to help scientists make a
scientific discovery, a convenient visualization interface that treats web data, and
an efficient algorithm that extracts important information from semi-structured
data in the web space.

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Setsuo Arikawa
Ayumi Shinohara
Organization

Steering Group

In addition to the five groups listed below we had a steering group (Soukatsu-han in Japanese) for planning, adjustment, and evaluation of the project, consisting of the following members:

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