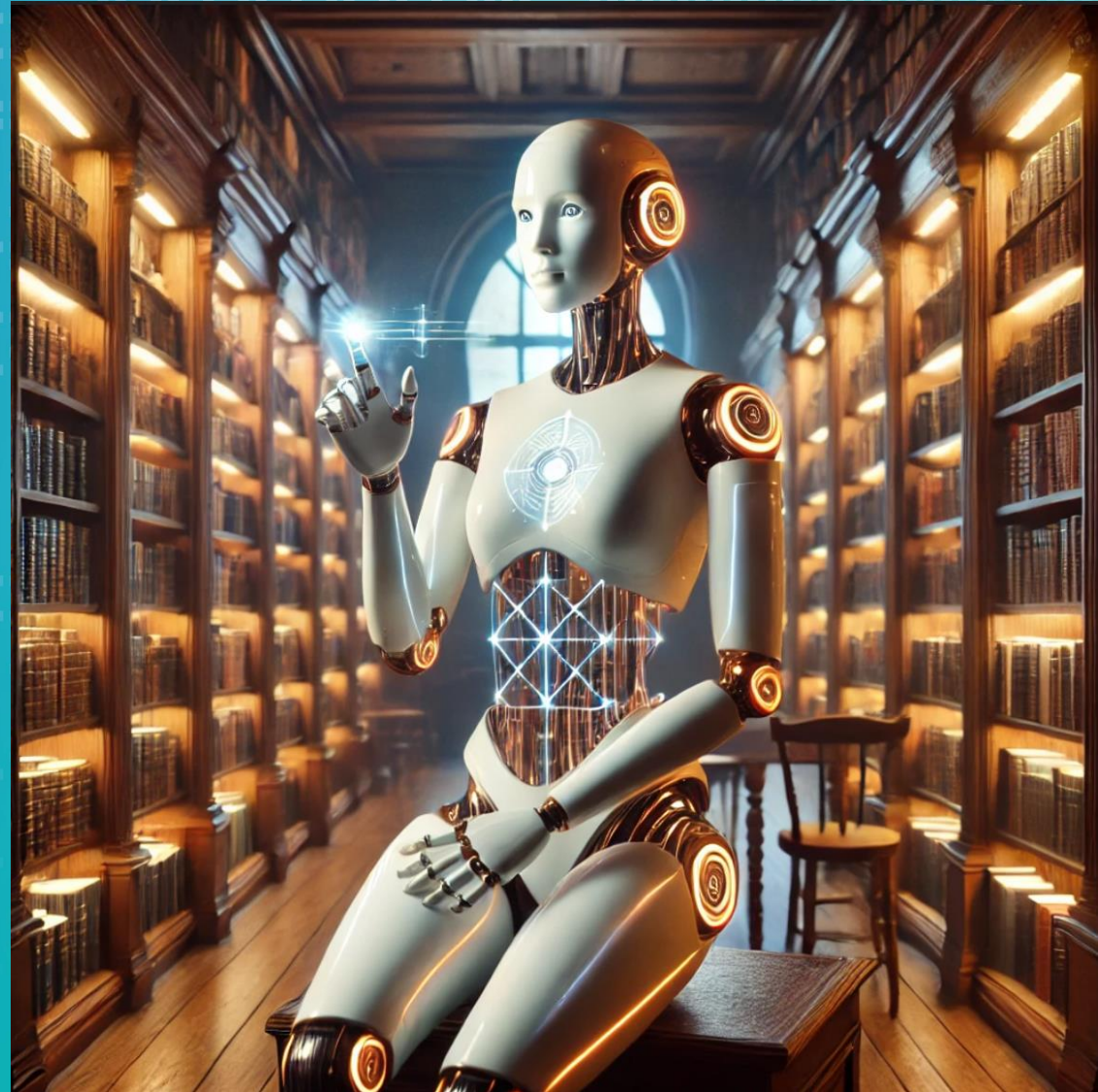# LLMs und Digitale Bibliotheken
Ein perfekter Match?

Anzhelika Chernykh, M.Sc
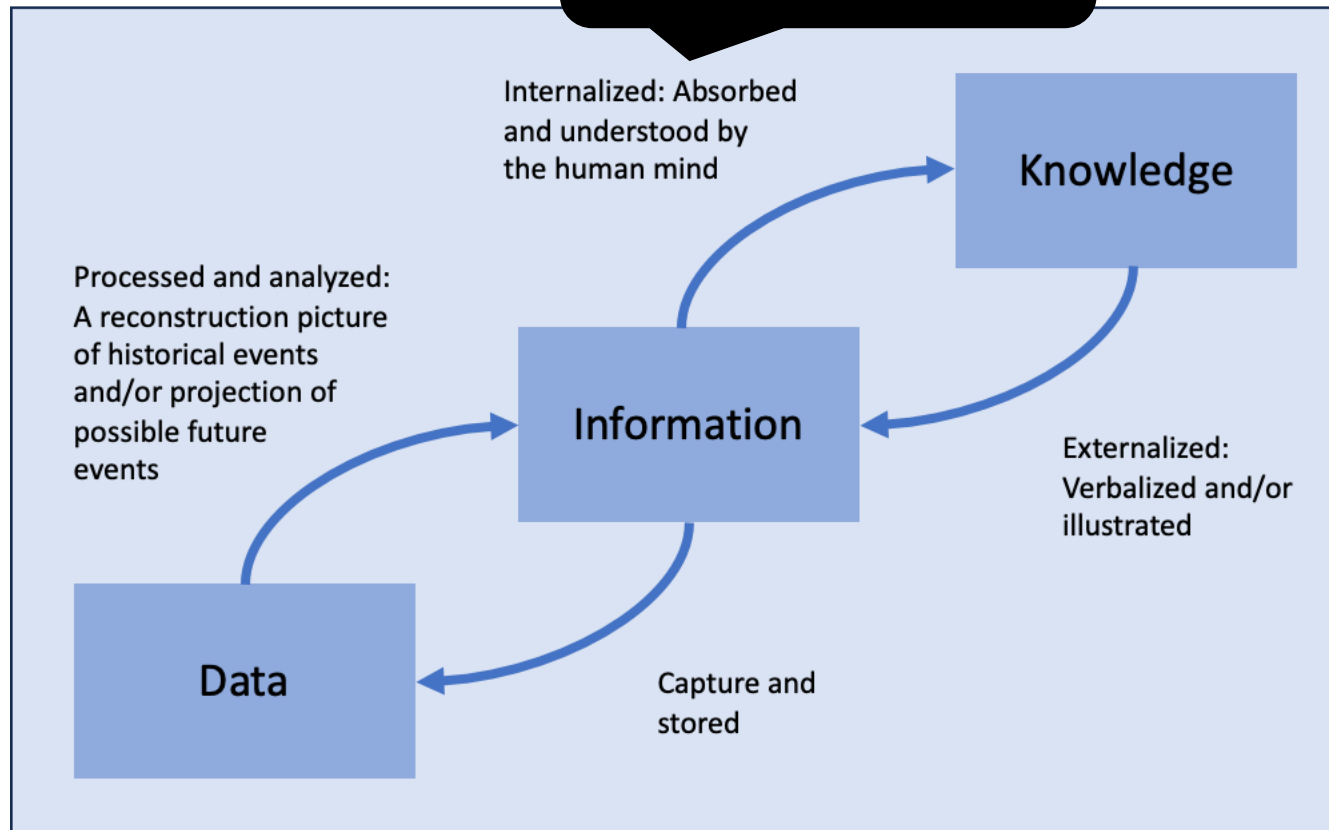
René Berndt, Dipl.-Inform.

„Der Student muss es wissen,
der Assistent muss wissen, wo es steht,
der Prof muss wissen, wo der Assistent ist."


[Liew (2007)]

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Eurographics
Digital Library

- Eurographics ist eine europaweite professionelle Vereinigung, die sich auf die Förderung der Computergrafik und verwandter Bereiche wie Multimedia, wissenschaftliche Visualisierung und Mensch-Computer-Interaktion konzentriert.
- Förderung des globalen Wissensaustausch durch ihre weltweite Mitgliedschaft und pflegt Verbindungen zu Entwicklungen in den USA, Japan und darüber hinaus.
- Eurographics organisiert Aktivitäten und bietet Dienstleistungen für Forscher, Entwickler, Lehrende und Fachleute der Industrie an, die Zugang zu Veranstaltungen und Ressourcen erhalten.
- Seit 1997 Betreiber der Eurographics Digital Library für das Journal „Computer Graphics Forum", sowie diverser Konferenzen und Workshops. (~ 7000 Artikel)

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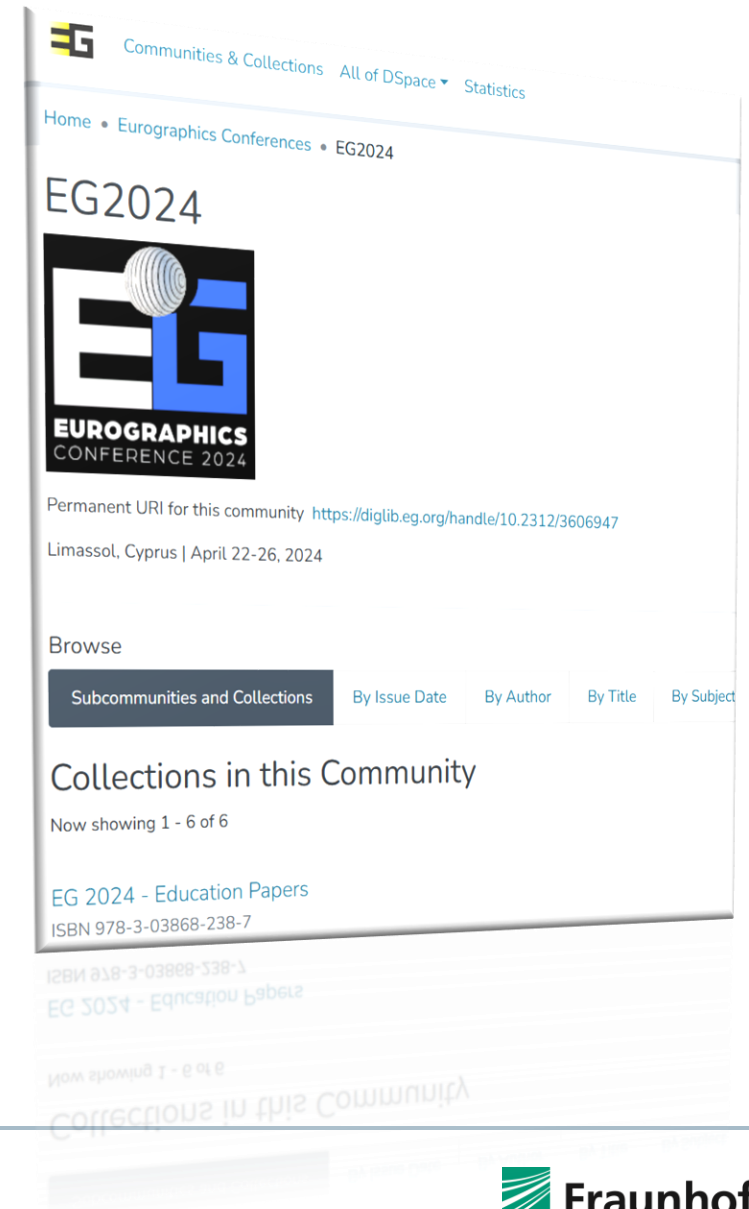
# Retrieval-Augmented Generation

[LangChain]

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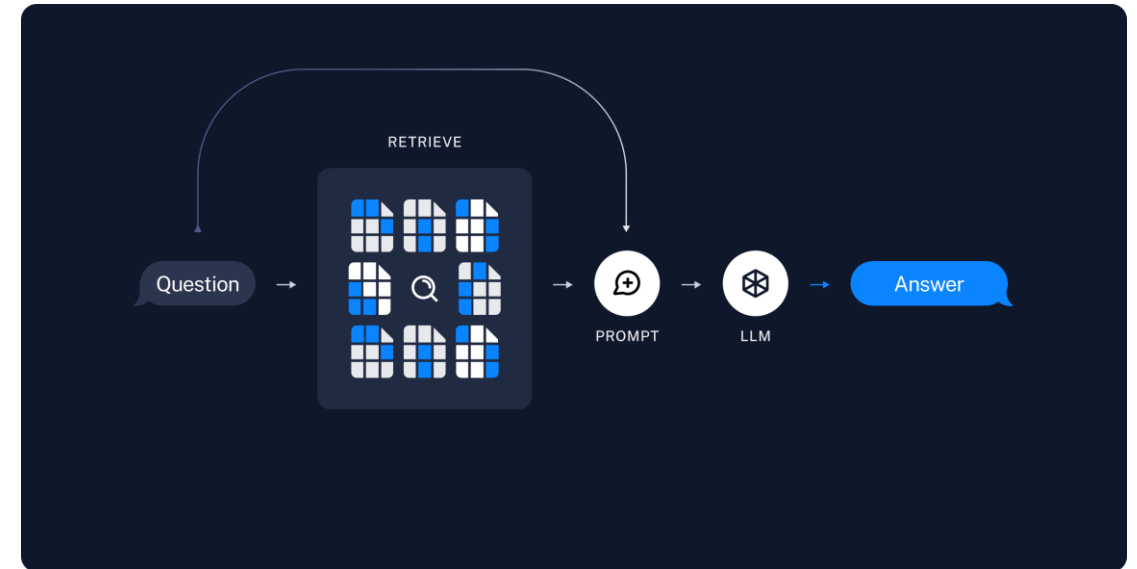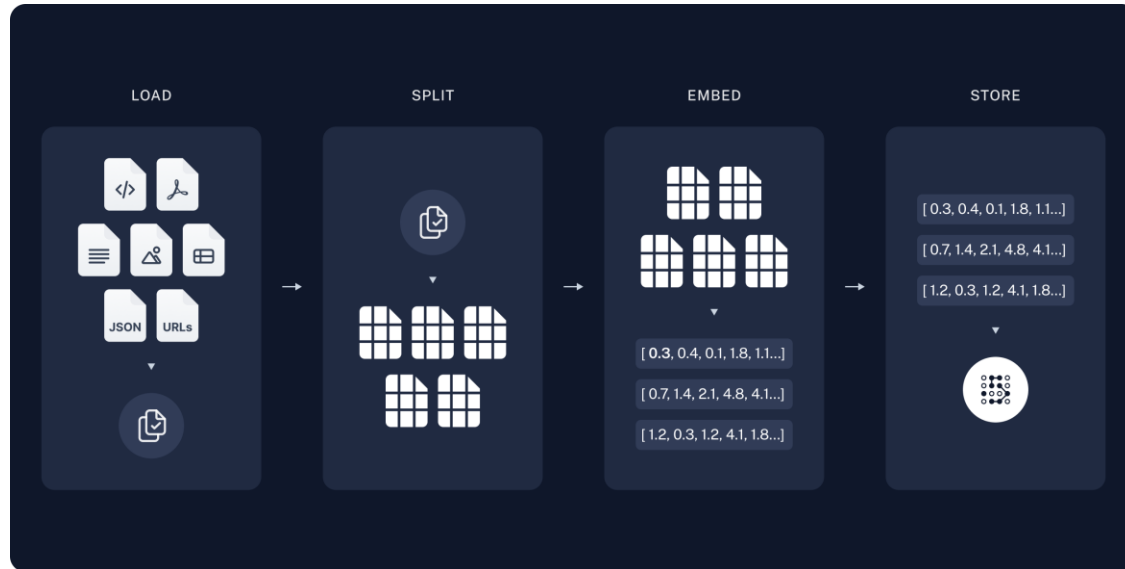
Wissensgraphen

Ein Wissensgraph ist eine strukturierte Darstellung von Wissen in Form von Knoten (Entitäten) und Kanten (Beziehungen), die Informationen semantisch miteinander verknüpfen.

- Wissen auf verständliche Weise zu organisieren

- Kontextbezogene Verbindungen sichtbar zu machen

- Komplexe Informationen schnell zugänglich und leichter navigierbar zu machen
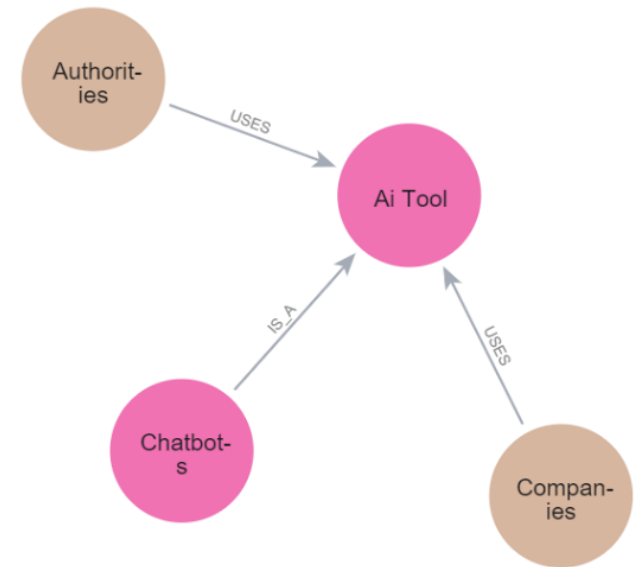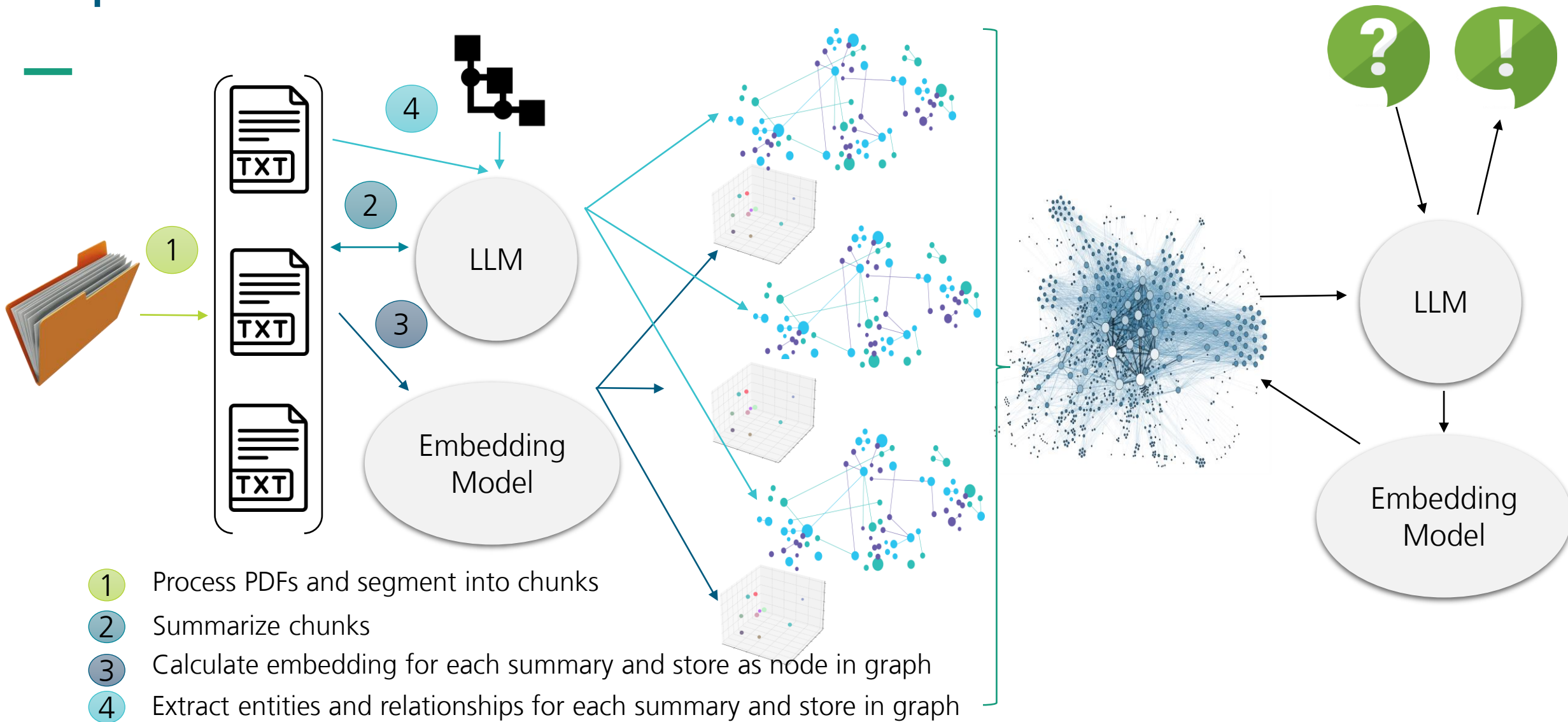
Wissensgraph

- Strukturelles Wissen
- Genauigkeit & Interpretierbarkeit
- Domänenspezifisches Wissen

- Ungesehene Fakten
- Fehlendes Sprachverständnis
- Unvollständigkeit

LLM

- Allgemeines Wissen
- Sprachverarbeitung
- Generalisierbarkeit

- Implizites Wissen
- Halluzinationen
- Black-Box
- Unentschlossenheit

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GraphRAG in Neo4J

1. Process PDFs and segment into chunks
2. Summarize chunks
3. Calculate embedding for each summary and store as node in graph
4. Extract entities and relationships for each summary and store in graph

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Select Model

Llama 3.1

Sample Questions

Provide a state-of-the-art report on real-time ray tracing

What is a point cloud?

What are the primary objectives of crowd simulation algorithms?

True

crowd simulation

Answer: Crowd simulation is a field of computer graphics that deals with the simulation of large groups of individuals, such as pedestrians, in a virtual environment. It is used in various applications, including computer animation, video games, and urban planning. The goal of crowd simulation is to create realistic and efficient simulations of crowd behavior, taking into account

Alles durchsuc... | crowd simulatic | Suche

Suchergebnisse

Gerade angezeigt 1 - 10 von 503

Filter

Autor:in +

Thema +

Datum +

Enthält Dateien +

Filter zurücksetzen

Item

A Hybrid **Crowd Simulation** Framework Towards Modeling Behavior of Individual Avoidance of **Crowds**

(ACM Siggraph, 2015) Liu, Haiying; Yan, Zhixin; Lindeman, Robert W.; Ding, Ga], which have advantage on **simulating** individual behaviors, or continuous methods [Narain et al. 2009] which are efficient for **simulating crowds** with large population. To take advantage of both, [Golas et al. 2013] proposed a hybrid solution whic

Show more

Item

EG 2007 Course on Populating Virtual Environments with **Crowds**

(The Eurographics Association, 2007) Thalmann, Daniel; O'Sullivan, Carol; Yer for training and **simulation** and **crowds** in Augmented Reality applications. Autonomy is the only way to create believable **crowds** reacting to events in real-time. This course will present state-of-the-art techniques and methods....For many y

Show more

Einstellungen

Sortieren nach

Relevanz absteigend

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Technologie

Graph Konstruktion

```python
    try:
        for root, _, files in os.walk(directory):
            for file in files:
                full_path = os.path.join(root, file)
                try:
                    docs = extract_pdf_elements(full_path)
                    if docs != None:
                        test_graph_from_file_local_file(full_path, nodes, relationships, properties, docs, title, authors, doi, year)
                except Exception as e:
                    print(f"Error processing file {full_path}: {str(e)}")
                    continue
    except FileNotFoundError:
        print("Directory not found")
    except Exception as e:
        print(str(e))

# Specify the directory path
directory_path = 'D:/workshop/Heise'
list_full_file_paths(directory_path)
```

[5] ⟳ 0.6s   Python

1

                                                                                                    markdown

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neo4j   Explore   Query   Import   ● Instance01 / neo4j ⌄   Send feedback

Database information

Nodes (167)

* Acronym Adjective Approach
Architecture Attention heads
Attention mechanism Chunk Component
Concept Corpus Document Embedding
Encoder selfattention Encoding Field
Figure Formula Fully connected networks
Function Head Keyword Layer
Learning Mechanism Method Metric
Model Network Neural network architect…
Neural network layer Optimizer Output
Parameter Prevention Process Reference
Search algorithm Sentence structure Size
Strategy Structure Task Technique
Type Variation Vectors Way

Relationships (303)

* ACHIEVES_STATE_OF_T…
ACHIEVES_STATE-OF-TH… AFFECTS
ALIAS_OF ALLOWS APPLIES
APPLIES_TO COMMONSTRUCTURE
COMPONENT_OF COMPOSED_OF
CONTAINS DOES_NOT_USE
EVALUATED_BY FIRST_CHUNK HAS

neo4j$

neo4j$ MATCH (n:Document) RETURN n LIMIT 25;

Graph   Table   RAW

Attention Is All…
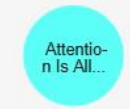
Results overview

Nodes (1)

* (1)   Document (1)

Started streaming 2 records after 17 ms and completed after 18 ms.
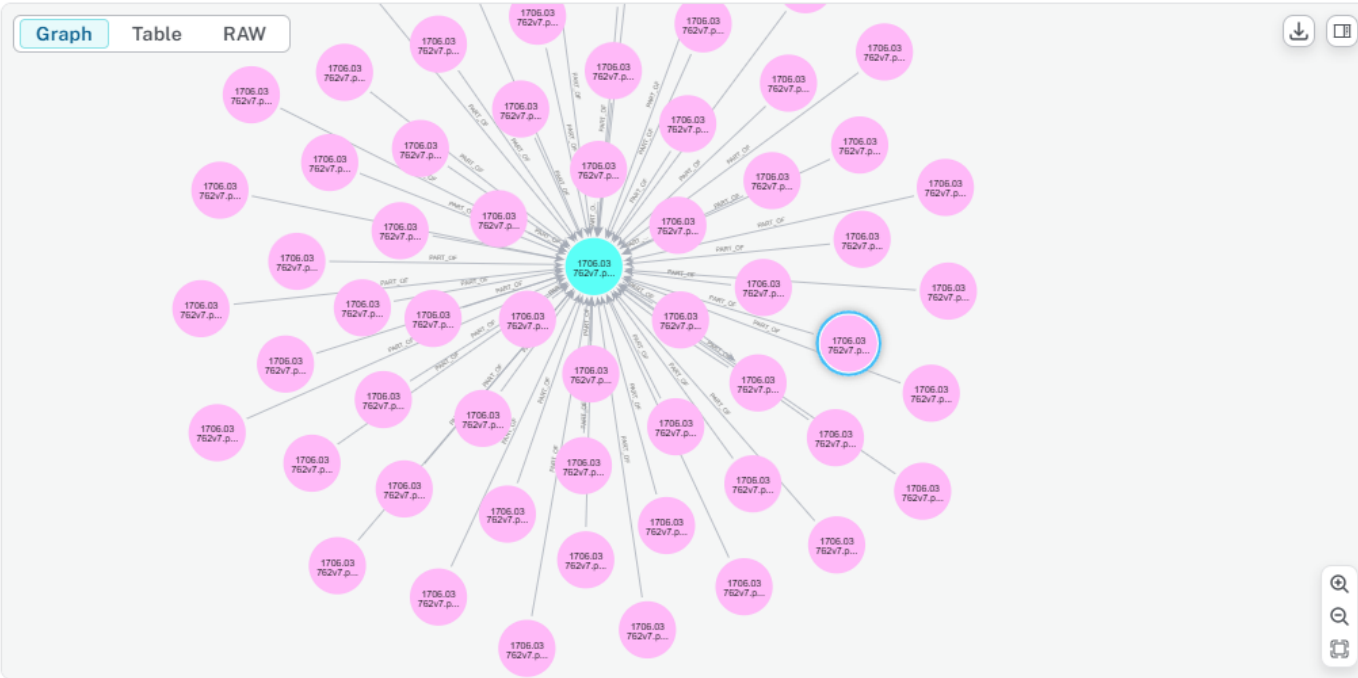
$:welcome

GUIDE

DATASET

Ontologie

Database information

Nodes (520)

* __Entity__ Achievement Action
Architecture Archive Attention
Attention Mechanism Author Batch
Batching Criterion Capability Challenge
Characteristic Checkpoint Chunk Code
Company Complexity Component
Concept Conference Connection
Constraint Contribution Cost Dataset
Date Dependency Dimension Document
Duration Embedding Embeddings
Encoding Encoding Type Function
Functionality Government GPU Hardware
Head Input Interval Journal Law
Layer Layer Type Layer_Type Length
Limitation Mapping Mechanism Method
Model Model Component Network
Normalization Number Operation
Optimizer Output Parameter Path Length

neo4j$

neo4j$ MATCH (n:Document) RETURN n LIMIT 25;

Graph Table RAW

fileName	"1706.03762v7.pdf"
content_offset	27543
page_number	9
length	600
id	"5de02fe7c18027281f70e402 962021379b2d185e"
text	".4 60 (C) 2 6.11 23.7 36 4 5.19 25.3 50 8 4.88 25.5 80 256 3 2 32 5.75 24.5 28 1024 128 12 8 4.66 26.0 168 1024 5.12 25.4 53 4096 4.75 26.2 90 (D) 0.0 ... Show all
position	36
embedding	[0.0032641910947859287, -0. 06652065366506577, -0.029 70421127974987, 0.00701930 3273409605, 0.0398802608 25157166, -0.02059691213071 3463, -0.009295358322...

Show all

Started streaming 16 records after 28 ms and completed after 46 ms.

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Kontakt

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