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Current Trends in Web Engineering

ICWE 2017 International Workshops Liquid Multi-Device Software and EnWoT, practi-O-web, NLPIT, SoWeMine Rome, Italy, June 5–8, 2017 Revised Selected Papers



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Preface

ICWE 2017 marked the 17th edition of the International Conference on Web Engineering and was held during June 5–8, 2017, in Rome, Italy. As in previous years, the conference main program was complemented by a number of co-located workshops, tutorials, and a doctoral consortium. All of these satellite events are designed to give researchers and practitioners an opportunity to interact in a setting that is both more informal and focused at the same time. This volume presents revised contributions to the workshops and tutorials.

Workshops have always played an important role in the ICWE community as they are a vessel both for exploring new trends and for in-depth discussions on core topics of Web engineering. This year two new workshops were presented at the conference, one focused on the Web of Things and other focused on the design and development of open data and services on the Web as well as open source. On the other hand, most of the well-established workshops broadened their focus to harbor contributions addressing novel and emerging requirements and opportunities, such as Web mining, recommendations in social media, natural language processing, or liquid software and services. At the same time, classic themes, such as Web modeling, ontology engineering, social networks, adaptivity, the Semantic Web, were also represented during the workshop program.

A total of five workshop proposals were submitted and reviewed by the workshop Program Committee with respect to topicality and chance of success. Based on their recommendations, the workshop chairs accepted the five workshops. Two of these workshops were jointly held by their organizers, and thus also have joint proceedings. The four workshops whose papers are included in this volume are:

- Liquid Multi-Device Software and EnWoT 2017: Second International Workshop on Liquid Multi-Device Software and First International Workshop on Engineering the Web of Things
- practi-O-web 2017: International Workshop on the Practice of the Open Web
- NLPIT 2017: Third International Workshop on Natural Language Processing for Informal Text
- SoWeMine 2017: Third International Workshop on Mining the Social Web

Messages from the organizers of the four workshops are presented here. In addition to the workshops, three tutorials were held at ICWE 2017. The tutorial summaries are also included in this volume:

- Liquid Web Applications: This tutorial addressed the Liquid Software concept in the context of Web applications.
- Model-Based Development of JavaScript Web Applications: This tutorial presented a model-based approach for the development of plain JavaScript Web applications.

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Big Web Data: Warehousing and Analytics – Recent Trends and Future Challenges:
 This tutorial explored the state of the art of big Web data warehousing and analytics as well as future challenges.

This proceedings volume would not have been possible without the work of the enthusiastic and committed workshop and tutorial organizers. Therefore, our first thank you is to all our colleagues who dedicated their time and skills to making the ICWE 2017 satellite events a success. In particular, we would like to thank the members of the workshop Selection Committee whose careful evaluations of the submitted workshop proposals were an invaluable asset in assembling the ICWE 2017 workshop program. The success of any individual workshop largely depends on the quality and quantity of submissions. Keeping this reality in mind, our thanks also go out to the researchers and practitioners who contributed their work to this volume. Finally, we would like to thank the general chair of ICWE 2017, Riccardo Torlone, and the program chairs, Jordi Cabot and Roberto De Virgilio, for their feedback and constant support.

August 2017

Irene Garrigós Manuel Wimmer

Organization

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Overcoming the Language Barrier with BabelNet and Multilingual Disambiguation of Text (Keynote Talk)

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Abstract. Multilinguality is a key feature of todays Web, and it is this feature that we leverage and exploit in our research work at the Sapienza University of Romes Linguistic Computing Laboratory, which I am going to overview and showcase in this talk. I will start by presenting BabelNet¹, the largest multilingual encyclopedic dictionary and semantic network (now also a knowledge base), which covers 271 languages and 14 million concepts and named entities. BabelNet provides both coverage for all the open-class parts of speech, thanks to the seamless integration of WordNet, Wikipedia, Wiktionary, OmegaWiki, Wikidata and the Open Multilingual WordNet. Next, I will present Babelfy², a unified approach that leverages BabelNet to jointly perform word sense disambiguation and entity linking in arbitrary languages, with performance on both tasks on a par with, or surpassing, those of task-specific state-of-the-art supervised systems. Babelfy also includes a language-agnostic setting in which languages can be mixed in arbitrary ways. Finally, I will describe the most recent developments, including deep learning approaches to latent vector representations of meaning and word sense disambiguation.

¹ http://babelnet.org.

² http://babelfy.org.

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