





Fig. 2. Temporal evolution of the *Inferno* social network within the narrative timeline.

acters, connected if they speak to each other, and concepts connected to relevant characters. These relations were extracted from a manually annotated version of the *Inferno*, according to a process explained in [2] and [3], where relevant information about the speaking characters is collected and linked to the dialog by a domain expert, using the social, political, historical, mythological and linguistic contexts.

In the main social network the entities are the characters of the *Inferno*. A weight is assigned to link according to the number of verses in which one character talks to another. The whole social network of the dialogues is represented in the left part of Fig 1.

There are two additional information levels attached to this social network. First, we have “temporally annotated” the connections according to the part of the *Inferno* in which the dialogue appears. Subsequently it is possible to visually grasp the evolution of the flow of information present in the *Inferno*. Fig. 2 gives an impression of this dynamic evolution, showing four snapshots corresponding to four of the original divisions in the *Canti* – VI, X, XVI, and XXII.

Second, we have linked each character to concepts in an *ontology*. For example, consider the character Catalano dei Malavolti, an historical character that is a medieval guelf politician present in the *Cerchio* chapter VIII. Therefore, the character node “Catalano dei Malavolti” is connected to the concept node “His-

torical” in the ontology using the link “character type”, to “Medieval” in using the “historical period” link, and to “Guelph” using the link type “political faction”, etc.

With this additional information we enable users, who are interested in studying the interplay among several different concepts and characters, to navigate and explore such relations. Initially, we visualize the main social network without the ontology information. Then the user can select one particular character and focus on all the concepts related to him, restricting the visualization to immediately relevant concepts and further characters sharing the very same concepts. Since these networks are centered on a particular entity, we call them “ego networks” [4]. The process is depicted symbolically in Fig 1, where in the right part we show two possible results of two different selections: the ego network of Malacoda and Catalano dei Malavolti.

## Results

As stated in the system specification section, the main focus of our work is to create a novel point of view on the interacting concepts of a literary text. We have described a system able to create an immersive knowledge environment. Inside this environment, the scholar is surrounded by a complex, multi-dimensional relation space, defined by all the concepts the author included, implicitly and explicitly in his work, as far as they are made explicit by the curators who annotated the text. The system

provides a browsing feature able to focus the attention of the scholar on a particular topic. With this system, one could address some questions like: Why does Dante use a dialectal lexicon for a particular character?, Are Guelphs and Ghibellines randomly distributed in the text or are there some particular patterns in their appearances?, etc.

Furthermore, we are confident that some non-trivial analytical results could also be achieved. Consider Fig. 2, where according to the visible the evolution one can say that the network exhibits a “winner takes all” effect – very similar to the well known *preferential attachment* model of the Web [5]. The two main hubs, Dante and Virgilio, and their dense communication links, reflect the central role that Dante has reserved for Virgilio, representing the *magister* that drives Dante through the *al di là*.

## References and Notes

\* This paper was presented as a contributed talk at Arts | Humanities | Complex Networks – a Leonardo satellite symposium at NetSci2010. See <<http://artshumanities.netsci2010.net>>

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Fig. 3. The workflow of our work: from the plain text to the complex network.

