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2 Knowledge Management

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11 Synonyms

12 [Knowledge-based methods](#); [Knowledge engineering](#)

13 Definition

14 Knowledge management (KM) can be defined as
15 the approaches (methods, procedures, tools, etc.)
16 for handling the registrations (writings) in order
17 to allow their interoperability (the IEEE Glossary
18 defines interoperability as “the ability of two or
19 more systems or components to exchange infor-
20 mation and to use the information that has been
21 exchanged” (IEEE 1990)) (use as a single piece
22 of knowledge or combined with other elements).
23 Knowledge engineering must implement the
24 different cultural mediations to construct repre-
25 sentations made to allow the interpretation
26 (adapted from Bachimont 2004).

27 Thus knowledge management integrates differ-
28 ent strategies, practices, and tools in the organization

to identify, capture, formalize, and share knowledge, 29
experience, or know-how, either for human exper- 30
tise or for organizational practices. Such knowledge 31
increases in a continuous interaction with the envi- 32
ronment at all levels of the organization. Knowledge 33 [\[Au1\]](#)
management is, for the company, a lever support for 34
innovation both in products, processes and services 35
and in the organization (Nonaka et al. 2000). 36
Knowledge management adds value to the 37 [\[Au2\]](#)
processes of design and production while improving 38
operational processes and innovation with the 39
ultimate goal of enabling the company to inherently 40
learn (Bakema 1999). 41

Knowledge management approaches are 42
developed in knowledge-based environments. 43
They provide a set of methods, formalisms to 44
manipulate the piece of knowledge, depending 45
on its initial form. The knowledge-based environ- 46
ments (KBE) define the specifications and the 47
content of the knowledge-based systems (KBS). 48
A knowledge-based system can be defined as 49
a computerized system that uses knowledge 50
about some domain in order to deliver a solution 51
concerning a problem (Fash 2000). 52

It is necessary to formalize and structure the 53
initial knowledge in a knowledge base, before 54
using it in a knowledge-based system. 55
Knowledge management and knowledge-based 56
engineering give different solutions as to how to 57
develop this software. 58

59 Theory and Application

60 History

61 Knowledge-Based Systems

62 The first generation of knowledge-based systems
63 was expert systems using a set of facts and rules
64 (Ulengin and Topcu 1997). This kind of system is
65 composed of essentially two components:
66 a knowledge base (KB) and an inference engine.
67 It applies specific domain or domain-specific
68 knowledge to problem-specific data to generate
69 problem-specific conclusions. The next KBS
70 generation was the case-based systems. These
71 systems use previous solutions to problems as
72 a guide to solving new problems. Knowledge-
73 based systems are widely acknowledged to be
74 the key for enhancing productivity in industry,
75 but the major bottleneck of their construction is
76 knowledge acquisition, i.e., the process of cap-
77 turing expertise before implementation in
78 a system (Chan 2000). Some methodologies
79 assist the developers in defining and modeling
80 the problem in question, such as Structured
81 Analysis and Generation of Expert Systems
82 (STAGES) and Knowledge Acquisition Docu-
83 mentation System (KADS) (an acronym that has
84 been redefined many times, e.g., Knowledge
85 Acquisition Documentation System and
86 Knowledge-based system Analysis and Design
87 Support). Moreover, these approaches get
88 enriched in order to take into account the project
89 management, organizational analysis, knowledge
90 acquisition, conceptual modeling, user interac-
91 tion, system integration, and design (Breuker
92 and Wielinga 1987; Buchanan et al. 1983). Con-
93 sequently, knowledge modeling in engineering
94 must be based on a rich and structured represen-
95 tation of this knowledge and an adequate way of
96 user interaction for modeling and using this
97 knowledge (Klein 2000). Due to the complexity
98 of engineering knowledge, knowledge modeling
99 in engineering is a complex task.

100 Knowledge-Based Environment

101 KBE has been defined as being an engineering
102 methodology in which knowledge about the
103 product, e.g., the techniques used to design, ana-
104 lyze, and manufacture a product, is stored in

a special product model. The product model 105
represents the engineering intent behind the 106
geometric design. The KBE product model can 107
also use information outside its product model 108
environment such as databases and external 109
company programs. KBE has been defined as “a 110
computer system that stores and processes 111
knowledge related to and based upon 112
a constructed and computerized product model” 113
(Fath 2000). The encoding of design knowledge 114
from domain experts into computer codes that 115
can generate complex geometric data has demon- 116
strated significant savings in manpower and time 117
resources for routine design problems and has 118
also provided a high degree of design integration 119
and automation in well-defined and complex 120
design tasks. The MOKA methodology has been 121
proposed to address methodological issues dur- 122
ing KBE systems development for our case study. 123

The modeling approach in KBE has to struc- 124
ture the engineering knowledge. In terms of 125
developing KBE applications, this structuring 126
process involves the configuration of the objects 127
that model the engineering design environment 128
and the rules that control the behavior of the 129
objects (Sainter et al. 2000). Current KBE 130
systems are based upon a combination of the 131
production rules and the object-oriented knowl- 132
edge representation. Both elements together offer 133
an automated way to introduce design require- 134
ments, model design constraints, and provide 135
a product description. 136

Knowledge Structuring 137

The balance between information structuring and 138
use flexibility is not a new problem. Partial 139
solutions have been already used, for instance, 140
indexes, summary, keywords, or tables of content. 141

For a desynchronized and now numeric trans- 142
fer of expertise, the degradation of knowledge in 143
data necessitates new navigation tools to correct 144
the lack of context for interpretation. The 145
multiuser approach of collaborative platforms or 146
networks requires a common language between 147
experts, to confirm relevance, authority, and 148
confidence in resources and the information 149
therein. These terms can be defined as follows: 150

- Validity = relevance + authority + confidence 151

- 152 • Relevance = corresponds to my interest
- 153 • Authority =
- 154 • Has been assessed by a mediator I am con-
- 155 fident in
- 156 • Recognized by a large community
- 157 • Could be assumed as proof
- 158 • Confidence =
- 159 • Seems interesting to me
- 160 • Is something I personally trust
- 161 These concepts should help users to assess in
- 162 real time the validity of the observed knowledge
- 163 network. The use of these terms appears progres-
- 164 sively in different tools. The following list is
- 165 composed of similar language-synchronization
- 166 and document-navigation tools illustrating the
- 167 evolution of indexing tools towards a naturally
- 168 valid and dynamic system:
- 169 • Terminology: list of terms
- 170 • Glossary: list of definitions
- 171 • Taxonomy: structured list of definitions (like
- 172 trees)
- 173 • Thesaurus: semantic and structured groups of
- 174 definitions organized in networks
- 175 • Ontology: objective networks of defined
- 176 concepts

177 Theory

178 Knowledge management actors can be divided in
179 three main research groups as illustrated in the
180 figure below.

- 181 • Actors from science organizations and
182 change. They theorize on the concept of
183 knowledge, its states, and its dynamics. They
184 are in connection with the philosophy point of
185 view of the knowledge. They guide the
186 methodologies to carry out the steps of knowl-
187 edge management.
- 188 • Actors from science and technology of informa-
189 tion and communication. They develop com-
190 puting environments in order to model,
191 capitalize, and manipulate knowledge. It opens
192 the field of artificial intelligence and decision
193 support systems. They work for the evolution of
194 tools and languages that support the automation
195 of knowledge and its transcripts.
- 196 • Actors from engineering sciences. They work
197 in the formalization and integration of busi-
198 ness expertise to optimize a business process

or integrate it into a business environment. 199
They are developing and deploying knowl- 200
edge-based environments and synthesize the- 201
oretical propositions pragmatically, tools and 202
technologies available, and operational 203
requirements in the areas of engineering 204
(Fig. 1). 205

Knowledge Concept in Knowledge Management 206
Wiig and Alavi (Wiig 1997; Alavi and Leidner 207
2001) give an introduction to the main concepts 208
of knowledge management. We propose a short 209
summary of the different conceptual positions. 210
For more details, refer to each author proposal: 211

- Grundstein (2002) focuses on the methodology 212
of capitalization and knowledge management 213
(Model for Global Knowledge Management 214
within the Enterprise: MGKME). 215
- Ermine (2003) accepts the capitalization and 216
knowledge management by integrating inter- 217
nal and external environment as well as flows 218
that connect them. 219
- Nonaka and Takeuchi (Nonaka et al. 2000; 220
Nonaka and Takeuchi 1995) are interested in 221
the dynamics of accumulation and creation of 222
knowledge for innovation (SECI model). 223
- Zacklad and Grundstein (2001) are working 224
on technology cooperation for innovation and 225
organizational change. 226
- Dieng-Kuntz et al. (2000) addresses issues of 227
corporate memory. 228
- Wainwright and Beckett (Wainwright 2001; 229
Beckett et al. 2000) interested in aspects of 230
enterprise knowledge through research on 231
industrial performance measures. 232
- Amidon (2003) presents the control of 233
knowledge through participatory innovation 234
networks of experts. 235
Firestone (2000) introduces the knowledge 236
life cycle with three specific phases: production, 237
validation, and structuring. These steps give the 238
procedure for the development of knowledge 239
bases. These bases are the prerequisite for the 240
development of software capable of handling 241
theses imbedded knowledge. 242

243 Application

244 During the settling and the use of a knowledge-
245 based system, the expertise or knowledge goes
246 from the expert mind to an informatics' environ-
247 ment before being restituted (presented) to a user.

248 The knowledge management system has to min-
249 imize the loss of meaning between the initial
250 expert knowledge proposal and the user interpre-
251 tation. A knowledge-based environment has to
252 support three levels of processing:

- 253 1. Capture and reproduce optimally the meaning
254 contained in the digital information
- 255 2. Automatically process, share, manipulate, and
256 enhance the trail of knowledge
- 257 3. Connect and monitor as part of expert
258 networks

259 Three main technologies address these issues:
260 the semantic web, ontology, and tools specific to
261 knowledge management.

262 Semantic Web Tools

263 The semantic web or Web 2.0 has not yet clearly
264 defined the contours of its field of activity and
265 impact. Its tools are global and not formalized.
266 The major contribution is the integration of intel-
267 ligent agents able to understand and integrate
268 various information resources (based on ontolog-
269 ical approaches). On the other hand, based on
270 Web technologies, they provide the ability for
271 users (users) to share, critique, comment, aggre-
272 gate, and reference information available. Exam-
273 ples include:

- 274 • Blogosphere
- 275 • Wiki encyclopedia
- 276 • Folksonomies
- 277 • RSS feed

278 Ontology Approaches

279 The introduction of ontology in the world of
280 engineering creates ambiguity with philosophy.
281 What could be called information system (IS)
282 ontology corresponds in philosophy to conceptu-
283 alization. The difference lies in the fact that phi-
284 losophy seeks a perfect objectivity in ontology,
285 whereas engineering reaches an intersubjectivity
286 that becomes the local objectivity of
287 a community. Local agreements enable

288 multiexperts to reach consensus and smooth
289 misunderstandings and concept gaps.

290 Ontology gives a metalevel for the global
291 model in a given domain (models of the concepts
292 and their interrelations).

293 Research on ontology and attempts to use it as
294 a knowledge reference in knowledge manage-
295 ment has led to three main research categories.

- 296 • Consensual vision between different stake-
297 holders: it is often difficult to make people
298 agree on common words with common defini-
299 tions. Definitions are slightly different from
300 one expert to another, but it is often enough
301 to stop convergence. The quest for a real
302 objectivity in a particular expert domain is
303 unrealistic. An unusable extensive aggrega-
304 tion of points of view may result from this
305 approach.
- 306 • Model comparison in computer science: some
307 methodologies or tools try to allow compari-
308 son between different models (Amidon 1997).
309 Ontology is then required to align the models.
310 Even if it may be easier because of formalisms
311 used, it then comes back to the previous
312 difficulty which is to define the common anal-
313 ysis reference.
- 314 • Decision-making or case-based reasoning:
315 information concerning previous experiences
316 is extracted from a marked-up corpus.
317 Ontology is used as an indexing tag library at
318 a high semantic level. Here again, the
319 difficulty consists in the construction of the
320 initial common understanding. The analyzed
321 corpus may be formed by very different
322 sources (Internet) and the difficulty consists
323 in rebuilding enough contexts to assess infor-
324 mation validity. Classical modeling references
325 (static, humanly mastered) usually try to solve
326 this issue when a breakthrough in dynamic and
327 fuzzy approaches is required. Different
328 algorithm strategies already perform well
329 (e.g., Google, the social-bookmarking service
330 Delicious).
- 331 Each of these uses may imply different
332 architectures and interfaces.

333 Specific Tools Developed for Knowledge
334 Management

335 There are two types of tools:

- 336 • Tools developed specifically matched to specific
337 methodologies for knowledge management (formalisms and tools are designed to
338 support the process of modeling, structuring, and exploitation of knowledge)
- 339 • Tools developed to support some of the steps
340 of knowledge engineering

341 The following gives a (very small) number of
342 examples of solutions. Many more are available,
343 so the following is nowhere complete:

344 1. Tools that want to *list the knowledge of the*
345 *organization* in order to build a corporate
346 memory or mapping of expertise:

- 347 • REX (Retour d'EXperience – means Feed-
348 back): capitalizing on knowledge obtained
349 during the implementation of the activities
350 of an organization, represented textually to
351 a user query in natural language. Two
352 phases: first build a collection of knowl-
353 edge elements in a set of procedures. Sec-
354 ond phase, include the collection in
355 a document management system called
356 the memory of experience that draws con-
357 nections between user requests and
358 documents.

362 2. Approaches that *develop models for the con-*
363 *trol and sharing* the complexity of the repos-
364 itory and knowledge sharing within
365 organizations:

- 366 • MKSM (Methodology for Knowledge
367 Management System) capitalization of
368 knowledge in a perspective of knowledge
369 management in an organization. Evolves in
370 MASK method (Method for Analyzing and
371 Structuring Knowledge). This method
372 involves three phases: the study domain
373 definition, the cycle of modeling, and the
374 architecture. The cycle of modeling repre-
375 sents and structure knowledge through
376 domain, activities, and tasks models. The
377 architecture articulates modeling MKSM
378 with the operational part of the project on
379 strategic, tactical, and risk analysis.

- CYGMA (Cycle de vie et Gestion des
380 Métiers et des Applications – means Life
381 Cycle Management and the Trades and
382 Applications): creating knowledge bases
383 specific for a domain. The method proposes
384 six categories of knowledge (singular,
385 terminological, structural, behavioral,
386 strategic, and operational) on which it
387 builds breviaries knowledge for the domain
388 and the knowledge bases computable by
389 the algorithms of deductive reasoning.
390 The breviary is composed of a business
391 glossary, a semantic booklet, a booklet of
392 rules, and an operating manual. This
393 method has the advantage of distinguishing
394 between different types of business
395 knowledge present in the company. 396

397 3. Computer applications to *automate the activ-*
398 *ities and provide decision systems:* 399

- CommonKADS (Knowledge Acquisition
400 and Design System): modeling the knowl-
401 edge of an expert group in order to structure
402 a knowledge based. It scans the entire cycle,
403 since the process of acquiring knowledge, its
404 transformation into a collection of knowl-
405 edge, and the development of a complete
406 system. This methodology has several
407 constitutional principles, including: 408
- Separate the conceptualization phase of
409 its integration expertise. 410
- Consolidate the knowledge according to
411 their homogeneity and their objectives. 412
- Get, build, and use blocks or generic
413 models of knowledge. 414
- Preserve concept maps obtained when
415 deploying the application. 416
- MOKA (Methodology and Tools Oriented
417 to Knowledge Engineering Applications):
418 modeling and representation of knowledge
419 of engineering. The method describes the
420 rules, processes, and modeling techniques
421 and the definition of the steps required to
422 build a system engineering knowledge
423 base. As KADS, since it covers the identi-
424 fication phase of knowledge to the phase of
425 commissioning of the final application with
426 an emphasis on structuring and 427

[Au3]

[Au4]

428 formalization. The method uses MML
429 formalism, adapted from UML (MOKA
430 Modeling Language), and is divided into
431 two phases before reaching the final
432 application:

- 433 • Informal phase: structure the knowledge
434 base in text form for verification and
435 validation by the expert. The informal
436 model is used to structure various blocks
437 of knowledge in the ICARE model.
- 438 • Formalization phase: builds a formal
439 model to facilitate the use and integra-
440 tion of knowledge in the application,
441 with a structure that is understandable
442 and computable by the machine. It
443 defines an object-oriented model for
444 the product and process design, the
445 features needed to describe geometric
446 objects, and concepts of artificial
447 intelligence to represent the knowledge
448 associated with design activities.

449 Cross-References

- 450 ► [Decision Making](#)
- 451 ► [Design](#)
- 452 ► [Knowledge Based System](#)

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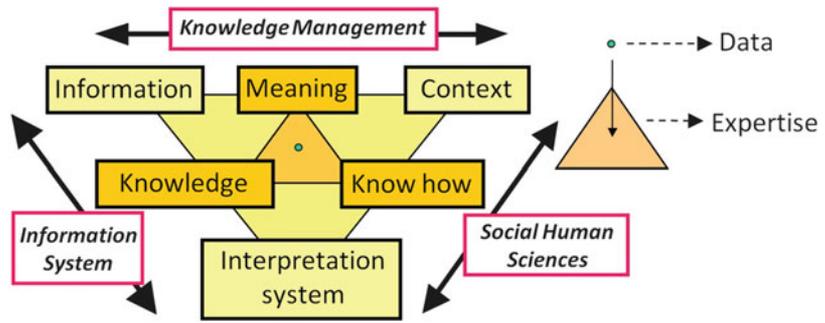
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Knowledge Management,
Fig. 1 Research domain in connection with KM and their main interest topics



Author Query Form

Encyclopedia of Production Engineering
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