

# Semantic Data

## Practice 6 : Ontology Modeling

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# Topics

1. Typical mistakes.
2. Expressing rules as general axioms
3. Designing and checking the class hierarchy.

To be read as documentation :

3. Term acquisition.
4. The quality property pattern.
5. Role composition.

# Section 1: typical mistakes

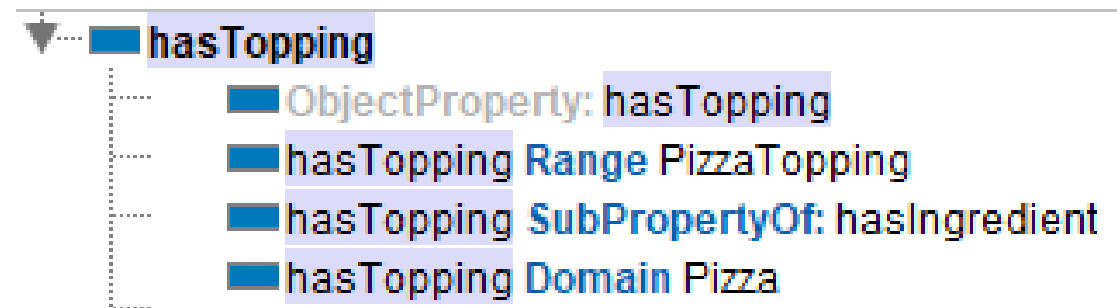
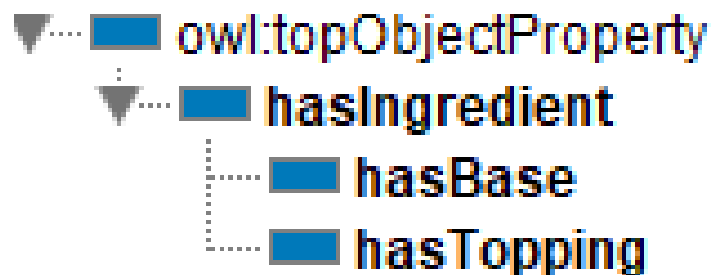
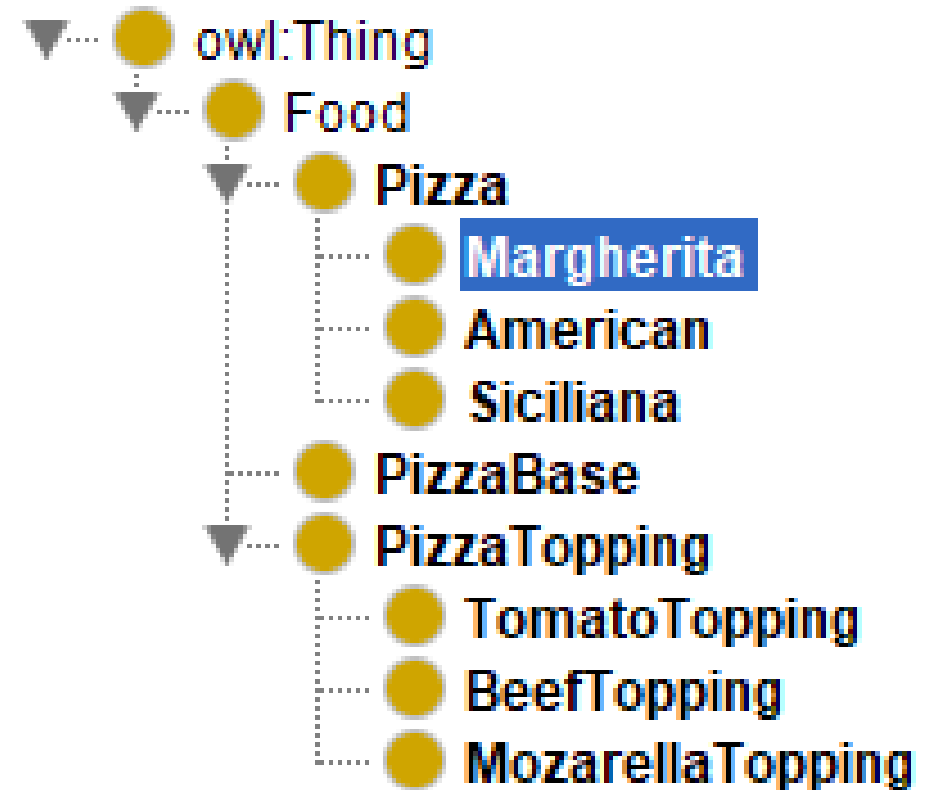
- ❑ Use of universals versus existential restrictions.
- ❑ Open world assumption and closure axioms.
- ❑ Understanding domain and range axioms.
- ❑ Expressing related information as part of name strings

*This section is inspired from (Rector et al. 2004).*

# Section 1: typical mistakes

To get started :

- ❑ Open a new ontology and save it (pizza.owl).
- ❑ Create the class hierarchy illustrated on the right.
- ❑ Do not forget to state that subclasses of **Pizza** are disjoint; same for **PizzaTopping**.
- ❑ Create object properties **hasIngredient**, **hasBase** and **hasTopping** as illustrated below.
- ❑ Save.



# Use of universal versus existential restrictions

A Margherita is made with Mozzarella and Tomato (only).

- Add to Margherita the restrictions :

hasTopping **only** MozzarellaTopping

hasTopping **only** TomatoTopping

- Create an instance :

- Pizza1 of Margherita

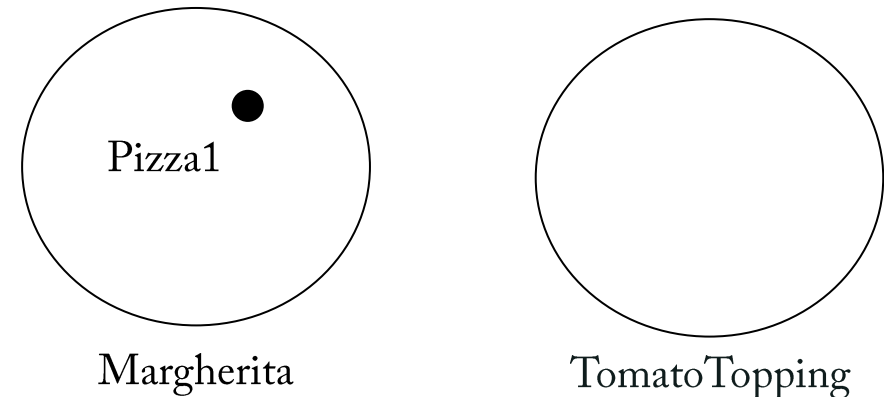
- Ask in DLQuery :

Which pizzas have some tomato topping ?

- What happens ?

- No instance identified. Why ?

The following could hold :



A universal restriction does not state “at least one”: it is trivially satisfied by an individual if that individual has no role corresponding to that restriction.

# Open world assumption and closure axioms

- Transform the universal restrictions into existential ones.

- hasTopping some MozzarellaTopping and hasTopping some TomatoTopping
- Test previous query (should work).

- Create some instances :

- Tt of TomatoTopping
- Mt of MozzarellaTopping
- Bt of BeefTopping

Do not forget to state that individuals are different !

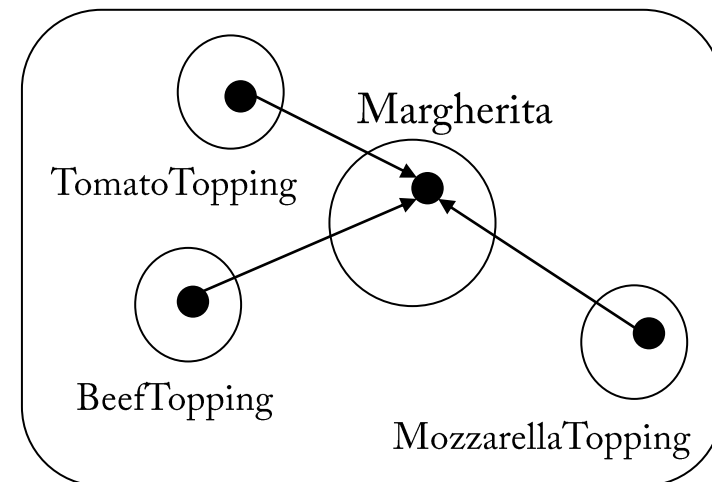
- Add individual object property assertions :

- Pizza1 hasTopping Tt
- Pizza1 hasTopping Mt
- Pizza1 hasTopping Bt

- Ask in DLQuery : **Margherita**

- Pizza1 identified (should be rejected). Why ?

- The following model is a model of our existential restriction :



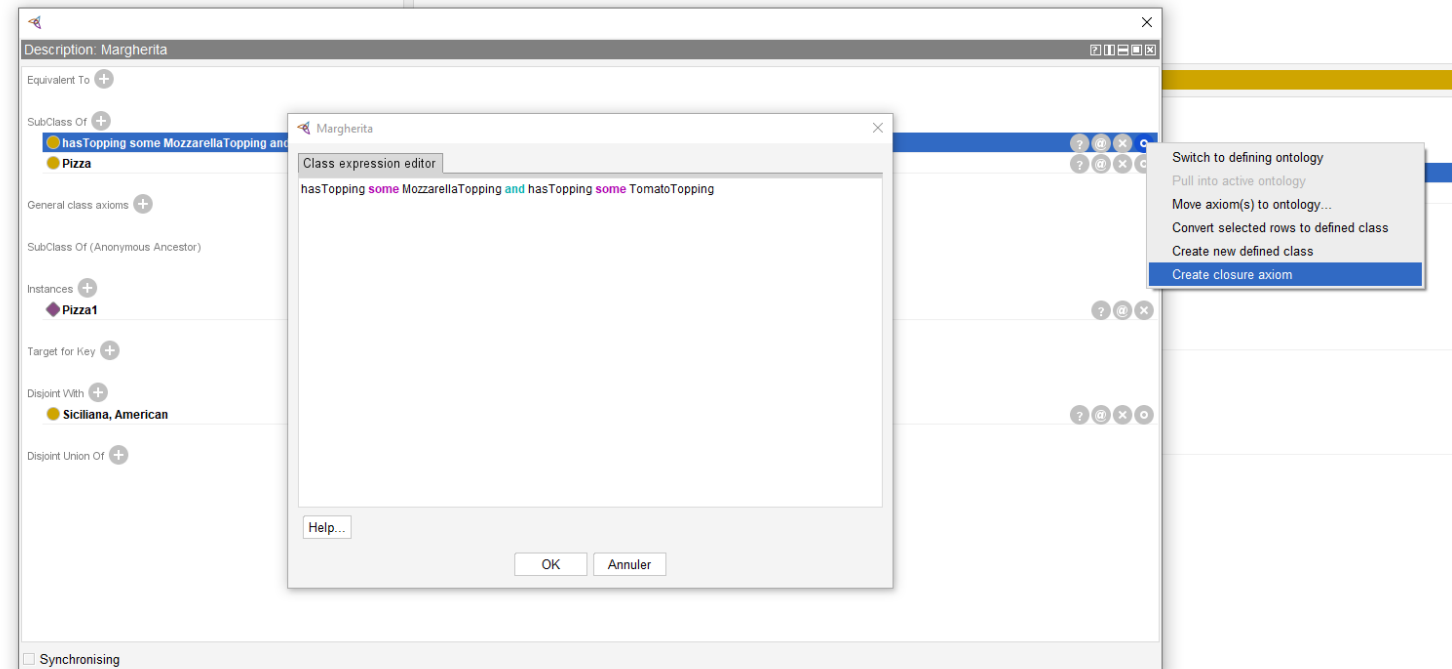
- Open World Assumption : information non specified is not false, but unknown.

# Open world assumption and closure axioms ./.

- ❑ Add a **closure axiom** by **adding** to the existential restriction a universal restriction :  
In addition to : `hasTopping some MozzarellaTopping and hasTopping some TomatoTopping`  
Add : `hasTopping only (MozzarellaTopping or TomatoTopping)`
- ❑ Result : inconsistent ontology (this is what was intended).
- ❑ Fix it by removing the beef topping assertion for `pizza1`.

Adding a closure axiom is an important logical design pattern in ontology modeling.

This important operation has a special menu feature in Protege: select a restriction, right-click on the edit button and select **Create closure axiom**



# Understanding domain and range axioms

- ❑ Domain and range are axioms, not constraints.  
They are used to make inferences.
- ❑ To illustrate :
  - Add the classes on the right to your hierarchy.
  - Insert a restriction for `DameBlanche` :  
`hasTopping some ChocolateTopping`
  - Start the reasoner.
- ❑ What happens ?
  - `DameBlanche` is inferred as being a pizza, because the domain of `hasTopping` is `Pizza`
  - Possible solution : use distinct relations `hasIceTopping` and `hasPizzaTopping` with different domains  
(can be sub-relations of `hasTopping`)



Description: DameBlanche

Equivalent To

SubClass Of

- `hasTopping some ChocolateTopping`
- `IceCream`
- `Pizza`



# Avoid expressing related information as part of name strings

## □ Example 1 : location

City only present in string name of object (Olympics).

- Maybe understandable by human beings but a program must extract the city name from the string !
- Instead use a topology model : a game takes place in a city which is a part of a country.



## □ Example 2 : time

Date only present in string name of object (Olympics).

- Again, maybe understandable by human beings but a program must extract the Olympics date from the string !
- Instead use an explicit relation to some time information.



## Section 2 : expressing rules as DL axioms

- It is possible to express (definite Horn clauses <sup>(\*)</sup>) rules as DL axioms (with limitations).

A person who controls a car is a driver.

- Horn rule :  
 $\text{Person}(\text{?p}) \wedge \text{controls}(\text{?p}, \text{?c}) \wedge \text{car}(\text{?c}) \rightarrow \text{Driver}(\text{?p})$
  - FOL equivalent :  
 $\forall x ( (\text{Person}(x) \wedge \exists y \text{controls}(x, y)) \rightarrow \text{Driver}(x) )$
  - General DL axiom :  
 $\text{Person} \sqcap \exists \text{controls}.\text{Car} \subseteq \text{Driver}$
- Create class hierarchy, add a general class axiom, add instances **P1**, **P2** of **Person**, **C1** of **Car**, and property assertion **P1 controls C1**. When you ask the DL query **Driver**, answer should be **P1**.
  - We will look at further extensions (SWRL) in chapter 10.

\* : disjunctions of literals of which exactly one is positive.

The screenshot shows an ontology editor interface. On the left, a class hierarchy is displayed with 'owl:Thing' at the root, 'Car' as a child, and 'Person' and 'Driver' as children of 'Person'. The 'Driver' class is highlighted. On the right, the 'Description: Driver' panel shows the following information:

- Equivalent To: +
- SubClass Of: +
  - Person
- General class axioms: +
  - Person and (controls some Car) SubClassOf Driver
- SubClass Of (Anonymous Ancestor):
- Instances: +
  - P1
- Target for Key: +

The screenshot shows two panels for the instance 'P1'. The left panel, 'Description: P1', shows the types 'Person' and 'Driver' with various icons. The right panel, 'Property assertions: P1', shows the following information:

- Object property assertions: +
  - controls C1
- Data property assertions: +
- Negative object property assertions: +
- Negative data property assertions: +

## Section 3 : designing and checking the class hierarchy

This section documents design criteria and quality checks for the class hierarchy :

- ❑ Basic design decision : class versus instance.
- ❑ General criteria to design and check the class hierarchy  
(reminder; was reviewed in chapter 5b. Ontology Modeling).
- ❑ Formal criteria to check the class hierarchy.

*(the OntoClean part of this section is inspired from the course Semantic Web Technologies, H. Paulheim, Universität Mannheim, and the paper on OntoClean from Guarino and Welty).*

# Class or instance ?

- In order to use a class, the following two relations must make sense :
  - **Instantiation** : are there situations like “X is a C” (x is a dog; x is a Pluto) ?
  - **Subsumption** : can we say “every C1 is a C2” (every Pluto is a dog) ?
- Instances define the most specific level of your model.

**Romanée-Conti** is a wine domain in Burgundy. In a wine ontology, will it be a class or an instance ?

- If we want only to talk about great wines, Romanée-Conti can be an instance.

Romanée-Conti is a GreatWine; a GreatWine is a Wine.

- If we want to discuss specific years as instances, we need Romanée-Conti as class.

Romanée-Conti-1961 is a Romanée-Conti.

- If we want to model a wine cellar, we may need to consider each bottle as an instance.

I have 3 bottles of Romanée-Conti-1961.

# General criteria to design and check the class hierarchy

Reminder from chapter 5b : Ontology Modeling.

- ❑ Reuse the broad categories (e.g., objects, animates, events...) of an upper ontology.
- ❑ Respect the meaning of the **subsumption** relation (e.g., do not mix it with part\_of).
- ❑ Check for synonyms : they normally have the same extension and not should not be distinct.
- ❑ Avoid cycles !
- ❑ Keep siblings at the same level of generality :
  - *WhiteWine* and *Chardonnay* should not be both direct subclasses of *Wine*. *WhiteWine* is more general.
- ❑ Have a reasonable span for the hierarchy structure at each level :
  - Too few subclasses (1 or 2) may indicate an incomplete ontology or a modeling problem.
  - Too many subclasses: some meaningful intermediate levels may be missing.

# Formal criteria to check the class hierarchy

In addition to the basic criteria discussed above, three formal criteria to check the class hierarchy have been developed by Guarino and Welty as part of the OntoClean research (*Guarino and Welty 2009*) :

- Rigidity.
- Identity.
- Unity.

They are covered next.

# Formal criteria 1 : class rigidity - example

□ Create a small ontology for public transport:

- *Persons and animals can be passengers.*
- *Fred is a Person.*

□ Do a query on Passenger.

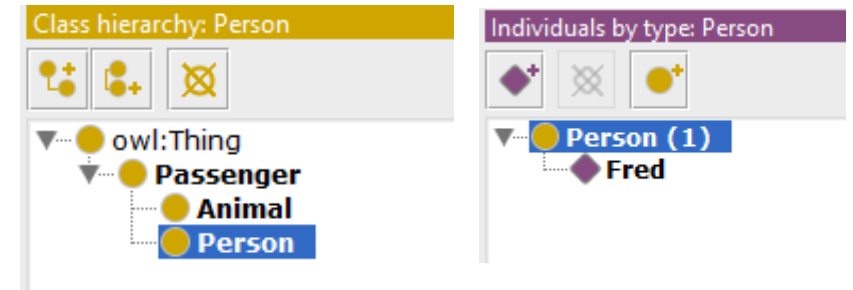
□ Does the answer include Fred ?

If so is that normal ?

No; nothing says Fred should be a passenger.

What is going on ?

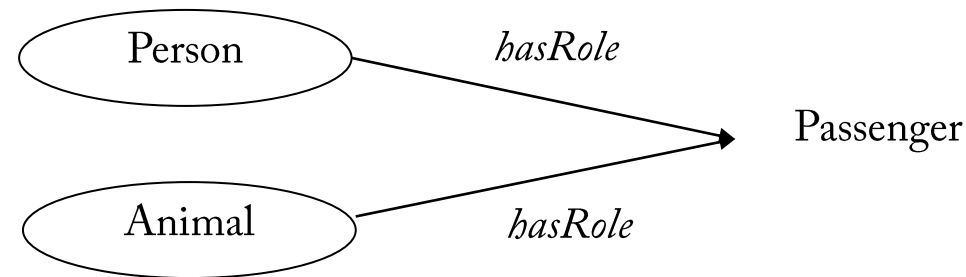
*(Protégé file : passenger1.owl)*



The image shows the 'DL query' interface in Protégé. The query is 'Passenger'. Below the query field are two buttons: 'Execute' and 'Add to ontology'. The 'Query results' section shows two subsections: 'Subclasses (2 of 3)' and 'Instances (1 of 1)'. Under 'Subclasses (2 of 3)', 'Animal' and 'Person' are listed with yellow circle icons. Under 'Instances (1 of 1)', 'Fred' is listed with a purple diamond icon.

# Class rigidity

- OntoClean distinguishes rigid and non rigid classes :
  - Membership in a rigid class must be permanent.  
If the individual is no longer in the class, it ceases to exist.
  - **Person** is a rigid class.
  - **Passenger** is not a rigid class : one may stop being a passenger.
- OntoClean rule : **rigid classes must not be subclasses of non rigid classes.**
- Solution : introduce a property linking the rigid class to the non-rigid one.



- Suggested exercise : implement that solution in Protégé (*Protégé file : passenger2.owl*).



# Formal criteria : class unity - example

- Create a small ontology for hydrology :

*Water is matter; an ocean is water; the Atlantic Ocean (instance) is an ocean.*

*Any part of water is water* (mereological invariance).

- For the second sentence, use an object property **hasPart** and add for Water the restriction subclass of **hasPart some Self**.

- Do a query on **hasPart some Self**. What happens ?

The Atlantic is part of the answer, and so considered as mereologically invariant. This is not normal.

*(Protégé File : ocean1.owl).*

The screenshot shows the Protégé interface. On the left, the 'Class hierarchy' window displays a tree structure: owl:Thing is the root, with a subclass 'Matter', which has a subclass 'Water', which in turn has a subclass 'Ocean'. On the right, the 'DL query' window shows the query 'hasPart some Self' and the results. Under 'Query results', there are two sections: 'Subclasses (2 of 3)' listing 'Ocean' and 'Water', and 'Instances (1 of 1)' listing 'Atlantic'.

# Class unity

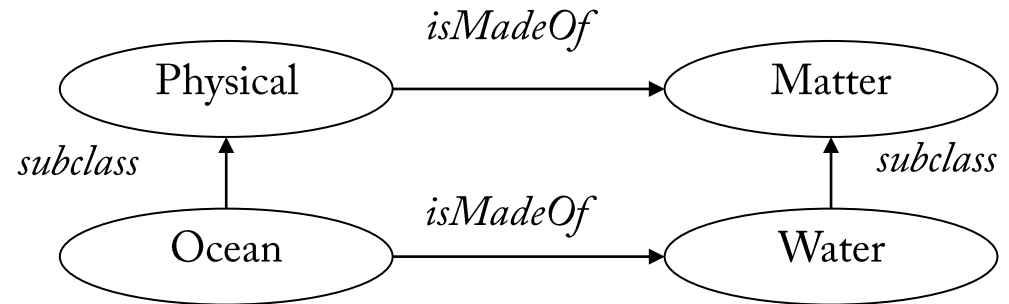
- There is a distinction between amount of matter and physical objects (cf. chapter 5).

Objects have individuation (belong to **unity** classes in OntoClean).

Matter resists individuation (belong to **anti-unity** classes in OntoClean).

- OntoClean rule :

- Unity classes may only have unity subclasses.
- Anti-unity classes may only have anti-unity subclasses.
- Solution : again introduce an additional relation.



- Suggested exercise : implement that solution in Protégé

(Protégé file : *ocean2.owl*).

# Formal criteria : class identity - example

## □ Create a small ontology for a library :

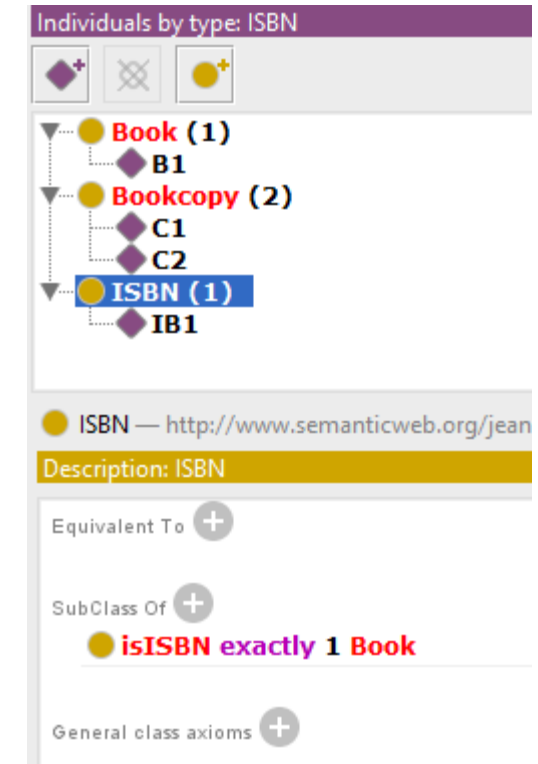
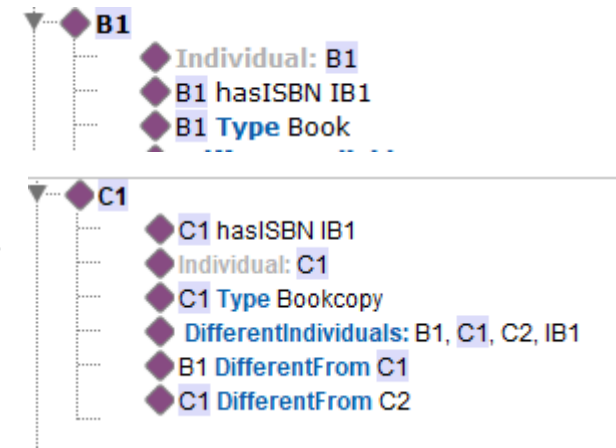
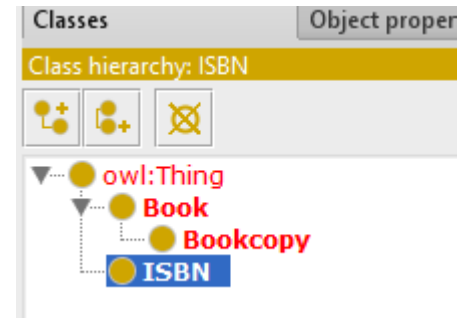
- *Each book has an ISBN. The library contains copies of books.*

*An ISBN is the ISBN of only one book.*

- Create classes, a hierarchy and instances of **Book**, **Bookcopy**, and **ISBN**. Do not forget to make all individuals different.
- Link an instance of **Book** to an instance of **ISBN** through an object property **hasISBN**. Use the same property to link the same ISBN to an instance of **Bookcopy** to indicate that it is a copy of that book.
- Define property **isISBN** as the inverse of **hasISBN**.

To capture that *An ISBN is the ISBN of only one book*, use a restriction subclass : *isISBN exactly 1 Book*.

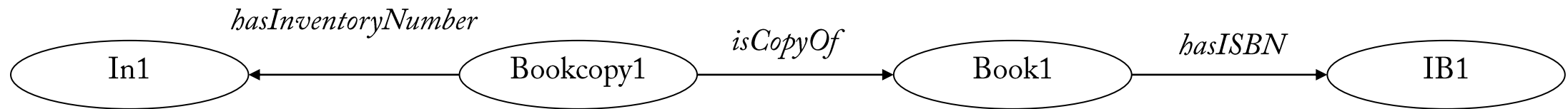
## □ Run a reasoner. What happens ?



- Explanation for: owl:Thing SubClassOf owl:Nothing
- 1) ISBN SubClassOf isISBN exactly 1 Book
  - 2) Bookcopy SubClassOf Book
  - 3) B1 hasISBN IB1
  - 4) C1 hasISBN IB1
  - 5) hasISBN InverseOf isISBN
  - 6) C1 Type Bookcopy
  - 7) B1 Type Book
  - 8) IB1 Type ISBN
  - 9) B1 DifferentFrom C1

# Class identity

- ❑ Books are identified by ISBNs, but book **copies** must be identified by more than just the ISBN, to make each copy distinct : e.g., a library inventory number.
- ❑ Fine, but it does not solve everything :
  - At the level of the class **BookCopy** the instances are different.
  - At the level of the class **Book** they are the same : they concern the same book.
- ❑ OntoClean rule : **if p is a subclass of q, p cannot have identity criteria that q does not has.**
  - Otherwise, the subclass would contain more instances that the superclass, which is nonsensical.
- ❑ Solution : introduce a property to link the book to the book copy.



# Annexes: documentation to be read

- ❑ Section 3 : term acquisition
- ❑ Section 4 : the entity property quality pattern
- ❑ Section 5 : role composition

## Section 3 : term acquisition (to read)

This section documents useful techniques to start the first phase of an ontology project.

□ Steps involved (covered in next slides) :

- 1 : Term extraction.
- 2 : Term grouping.
- 3 : Term normalization.
- 4 : Term organisation.

*(this section is based on a tutorial from Bechhofer and Sattler, COMP62342, University of Manchester)*

# Term acquisition – step 1 : term extraction

The aim is to build a small ontology of animals, domesticated or wild.

There are several sorts of **domesticated animals**,

though by far the most are **mammals** (like **us!**). For

example, our faithful **pets**, **cats** and **dogs**, are clearly

**domesticated** (or we would not keep such **dangerous**

**carnivores** in our **homes**), as is the **delicious** yet

**docile cow** which is **farmed** in ever increasing

**numbers**.

*Step 1 : term extraction.*

- *Identify (a) suitable text(s) for the targeted domain, such as the one shown on the left.*
- *Highlight the seemingly relevant terms in the text(s).*

# Term acquisition – step 2 : grouping

- ❑ domesticated
- ❑ animals
- ❑ mammals
- ❑ us
- ❑ pets
- ❑ cats
- ❑ dogs
- ❑ dangerous
- ❑ carnivores
- ❑ homes
- ❑ delicious
- ❑ docile
- ❑ cow
- ❑ farmed
- ❑ increasing
- ❑ numbers



## *Step 2 : term grouping*

- *Group the terms by relevant categories.*
- *Eliminate terms which do not seem part of the target domain.*

- ❑ Base animal categories (noun terms)
  - animals
  - cats
  - dogs
  - mammals
  - cow
  - us
- ❑ Ways an animal can be (adjective terms)
  - domesticated
  - pets
  - dangerous
  - carnivores
  - delicious
  - docile
  - farmed
- ~~❑ Other stuff
  - homes
  - increasing
  - numbers~~



# Term acquisition - step 3 : normalize terms

- Base animal categories (noun terms)

- animals
- cats
- dogs
- mammals
- cow
- us

- Ways an animal can be (adjective terms)

- domesticated
- pets
- dangerous
- carnivores
- delicious
- docile
- farmed



- Base animal categories (noun terms)

- Animal
- Cat
- Dog
- Mammal
- Cow
- **Human**

- Ways an animal can be (adjective terms)

- domesticated
- **wild**
- pet
- dangerous
- **carnivorous**
- **omnivorous**
- **herbivorous**
- delicious
- docile
- farmed

*Step 3 : term normalization*

- *Unify grammatical form and spelling.*
- *Find good names.*
- *Add terms from background knowledge.*

# Term acquisition - step 4 : organize and define terms

## □ Base animal categories

- Animal
- Mammal
- Cat
- Dog
- Cow
- Human



## □ Ways an animal can be

- Domesticated
- wild
- dangerous
- carnivorous
- omnivorous
- herbivorous
- delicious
- docile
- pet
- farmed

### *Step 4 : term organisation*

- *Reorder from general to particular.*
- *Start building definitions in natural language.*
- *Next step : use the ontology editor to formalize.*

## □ Base animal categories

- Animal - eats some things
- Mammal - has (as parts) mammal glands
- Cat
- Dog
- Cow - eats only grass
- Human - is an omnivore

## □ Ways an animal can be (adjective terms)

- Domesticated
- wild
- dangerous
- carnivorous - eats only meat
- omnivorous - eats meat and plants
- herbivorous - eats only plants
- delicious - tastes good
- docile
- pet - lives with human
- farmed - is eaten by human

# Section 4 : the entity property quality pattern (to be read)

- Example : try to create a small ontology about physical objects and measure units.

*Physical objects have a weight.*

*Object O1 weights 5,5 Kg.*

Refer to the ideas concerning qualities of the DOLCE top ontology.

- A possible solution in triples :

O1 a PhysicalObject .

O1 hasWeight W1 .

W1 a Weight .

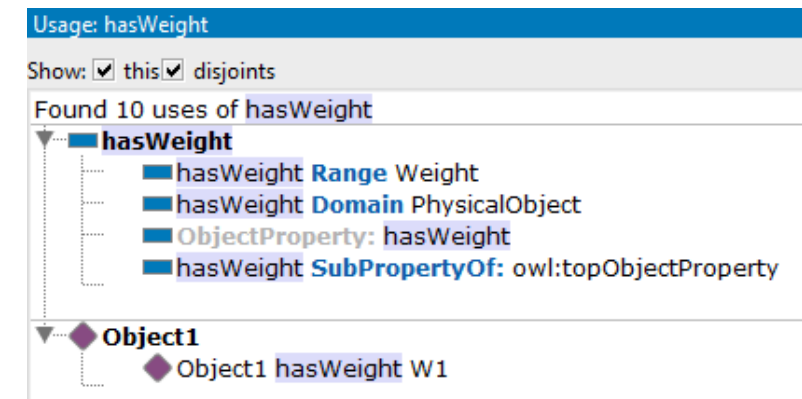
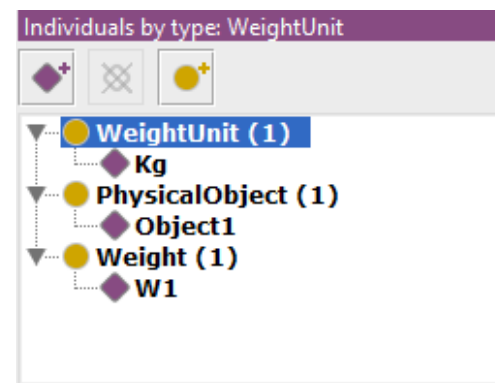
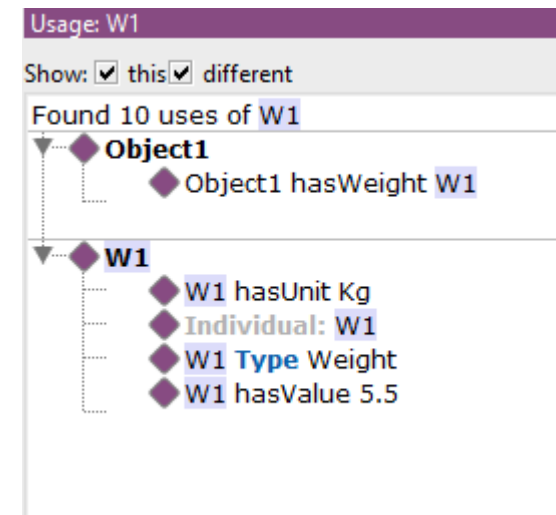
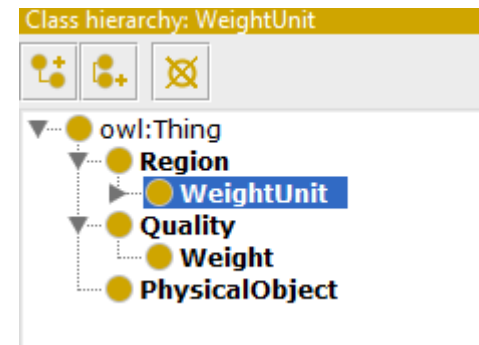
W1 hasUnit Kg .

Kg a WeightUnit .

W1 hasValue 5,5 .

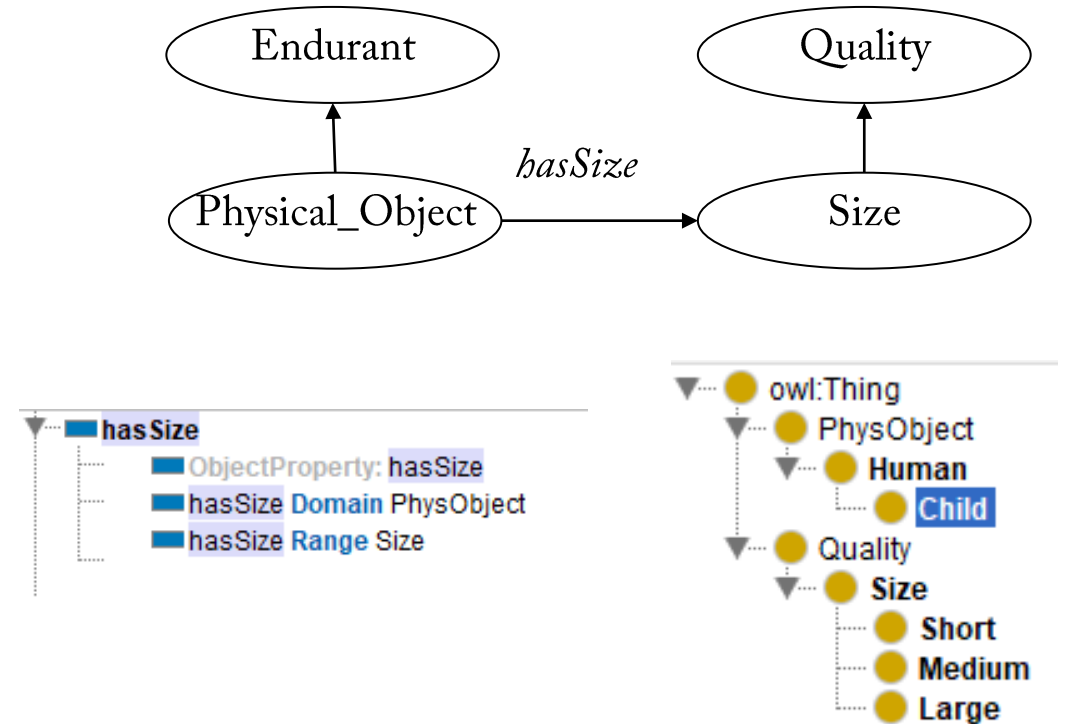
- The solution in Protégé :

(File : *measureunits.owl*).



# The entity property quality pattern ./.

- ❑ Used to model descriptive features of things.
- ❑ Elements:
  - For each feature or quality such as *size*, *weight*, etc. :
  - Use a functional property, e.g., *hasSize*;
  - Use a class for its values, e.g., *Size*;
  - State that the class is the **range** of the property;
  - State to which classes these qualities apply via the **domain** of the property.
- ❑ Using classes for descriptive features allows to make sub-partitions :
  - E.g., small, medium, large ...
  - May overlap or be disjoint.
  - May have further properties.

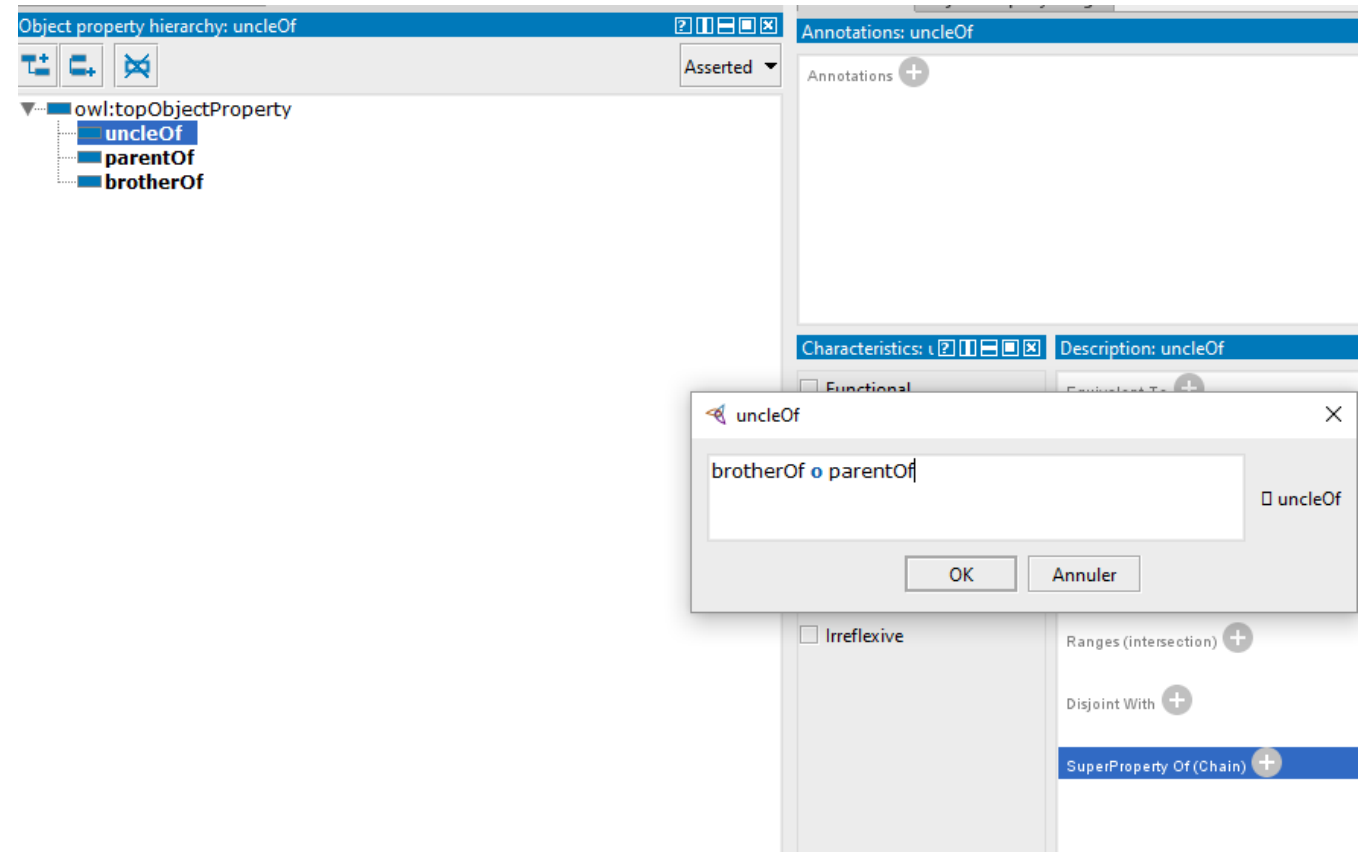


Class: Child SubClassOf: Human, hasSize **only** Small  
Class: Human SubClassOf hasSize **some** Size  
DisjointClasses: Large, Medium, Small  
Class Size: DisjointUnionOf: Large, Medium, Small

# Section 5 : role composition – to be read

This example illustrates how to use composition of roles.

- ❑ Create a class Person
- ❑ Create 3 instances: *John, Marc, Fred*
- ❑ Define 3 properties at same hierarchy level  
*uncleOf, brotherOf, parentOf*
- ❑ Define the axiom  
*hasParent o hasBrother  $\subseteq$  hasUncle*  
Use **SubProperty of(chain)** and a lowercase **o** for role composition.



# Section 5 : role composition – to be read ./.

- Add instance axioms (object property assertions)

*Marc brotherOf John, John parentOf Fred*

- Ask query *uncleOf some Person*

Answer should be *Marc*.

(Protégé File : *uncle.owl*).

The screenshot displays the Protégé interface with several panels:

- Class hierarchy: Person**: Shows a tree structure with `owl:Thing` as the parent and `Person` as the child.
- Annotations: John**: A panel for adding annotations to the instance `John`.
- Description: John**: Shows the type `Person` and options for "Same Individual As" and "Different Individuals".
- Property assertions: John**: A panel for adding object, data, and negative object property assertions.
- Instances: John**: Lists instances `Fred`, `John`, and `Marc` under the class `Person`.
- DL query**: A panel for defining and executing a query. The query is `uncleOf some Person`. The results show one instance: `Marc`.

A small dialog box is open over the "Property assertions" panel, showing the `parentOf` property being asserted for the instance `John` with the value `Fred`. It includes "OK" and "Annuler" buttons.

# References

- *[Guarino and Welty 2009]: Guarino N. and Welty C., An overview of OntoClean, in (Staab and Studer, eds.), Handbook on Ontologies 2nd edition, Springer, 2009.*
- *[Rector A. et al. 2004]: Rector A. et al., OWL Pizzas: Practical Experience of Teaching OWL-DL: Common Errors & Common Patterns, in (Motta E., Shadbolt N.R., Stutt A., Gibbins N. (eds)) Engineering Knowledge in the Age of the Semantic Web, EKAW 2004. Lecture Notes in Computer Science, vol 3257. Springer, Berlin, Heidelberg, 2004.*

THANK YOU