

Ontology Modeling 2.0: Next Steps

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A module is a part of an ontology which corresponds to a conceptual part of the domain which can be summarized under one (key) notion within the topic domain.

E.g., in a chess games ontology there may be an "opening" module, and an "tournament" module.

E.g., in a travel planning support ontology, there may be a "hotel" module, and a "trajectory" module.

We understand ontologies to be composed of modules.

We understand modules to be obtained by instantiating, joining and modifying patterns.



Modules



Contraction Contractic Co

Divide and Conquer





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Module identification:

- Main notions relevant to data and modeling problem.
- Driven by competency questions, use case descriptions, and inspection of available data sources.
- Best done on a whiteboard.
- E.g. (chess), "moves", "opening", "players", "tournament", ...



identify modules identify

Pattern identification:

- For each module, which pattern(s) reflect the nature of this module?
- Driven by competency questions, use case descriptions, inspection of available data sources, identified modules, repository of available patterns.
- Best done on a whiteboard(?)
- E.g. (chess),
 "moves" → list pattern
 "players" → agent role pattern
 "tournament" → event pattern





Pattern instantiation:

instantiate patterns

assemble modules assemble ontology

- Identified (generic) patterns to be used as templates:
 - Instantiate (change class/property names), and import to local namespace
 - Modify (adapt to the specific need)
- Provenance information (which pattern was used and how) should be kept.
- Strong tool support needed. Could be graphical, but needs to work on axiom level. (draft solution: Karl Hammar's XD Protégé plug-in)





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XD plug-in

WebProtege <u>test</u> *

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XD plug-in

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Module assembly:

Assembly

- From instantiated patterns.
- Plus additional modifications/additions as needed.
- Modules may contain other modules.
- Provenance information (which pattern was used an how) should be kept.
- Modules should be identifiable from the OWL file.
- Strong tool support needed. Could be graphical, but needs to work on axiom level. (draft solution: Karl Hammar's XD Protégé plug-in)



XD plug-in

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Graphical mock-up





Ontology assembly:

- instantiate assemble assemble ontology
- From developed modules.
- Plus additional modifications/additions as needed.
- Modules should be identifiable from the OWL file.
- Used patterns should be identifiable from the OWL file.
- Strong tool support needed. Could be graphical, but needs to work on axiom level.



Axiomatization support

- OWLAx Protégé plug-in [ISWC2016 demo]
 - Start with schema diagram.
 - Quick and easy addition of most common axioms using check-box selection.
- ROWL Protégé plug-in [ISWC2016 demo]
 - Rule-based interface for adding complex OWL axioms.
 - Evaluated [ESWC2017 paper] showing that it improves modeling efficiency.



Axioms – Systematically

- 1. $A \sqcap B \sqsubseteq \bot$ 2. $\exists R. \top \sqsubseteq A$
- 3. $\exists R.B \sqsubseteq A$
- 4. $\top \sqsubseteq \forall R.B$
- 5. $A \sqsubseteq \forall R.B$

6. $A \sqsubseteq R.B$ 7. $B \sqsubseteq R^-.A$ 8. $\top \sqsubseteq \leq 1R.\top$ 9. $\top \sqsubseteq \leq 1R.B$ 10. $A \sqsubseteq \leq 1R.\top$

- 1. A DisjointWith B
- 2. R some owl:Thing SubClassOf A
- 3. R some B SubClassOf A
- 4. owl:Thing SubClassOf R only B
- 5. A SubClassOf R only B
- 6. A SubClassOf R some B
- 7. B SubClassOf inverse R some A
- 8. owl:Thing SubClassOf $R \max 1$ owl:Thing
- 9. owl:Thing SubClassOf $R \max 1 \; B$
- 10. A SubClassOf $R \max 1$ owl:Thing
- 11. A SubClassOf $R \mod 1 B$
- 12. owl:Thing SubClassOf inverse $R \mod 1$ owl:Thing
- 13. owl:Thing SubClassOf inverse $R \mod 1 A$
- 14. B SubClassOf inverse R max 1 owl:Thing
- 15. B SubClassOf inverse R max 1 A

DaSe Lab 11. $A \sqsubseteq \leq 1R.B$ 12. $\top \sqsubseteq \leq 1R^{-}.\top$ 13. $\top \Box < 1R^{-}.A$ 14. $B \sqsubset < 1R^-$. \top 15. $B \sqsubseteq \leq 1R^-.A$ R А (disjointness) (domain) (scoped domain) (range) (scoped range) (existential) (inverse existential) (functionality) (qualified functionality) (scoped functionality)

- (qualified scoped functionality)
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OWLAx Protégé plug-in



Creating axioms from icd10:835 rdf:type ICD10Code

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Shapes

Class

Literal

rdf.type

Name....

rdfs:s..

Integrate

Cancel

In: Proc. ISWC 2016 poster & demos

http://dase.cs.wright.edu/content/ontology-axiomatization-support

Select axioms which you want to integrate.

ROWL Protégé plug-in

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ROWL Evaluation

 The hypotheses for time and for correctness (hard questions) were confirmed. For correctness (medium questions) the hypothesis was rejected.

category	time	clicks	correctness
easy	significant $(p < 0.05)$	not significant	not significant
medium	significant $(p < 0.01)$	significant $(p < 0.05)$	not significant
hard	significant $(p < 0.05)$	not significant	significant $(p < 0.01)$

It appears that medium modeling problems (with some role restrictions) can be done correctly with the standard Protégé interface by this type of user, although more time is needed than when using ROWLTab.

It appears that hard problems (requiring rolification) cannot really be solved using the standard Protégé interface, and the unsuccessful solution attempts in addition require more time.



Keeping track

- Keeping track of modules and patterns within an ontology, and of their origins.
- Simple proposed solution: OPLa (Ontology Pattern Language):

Pascal Hitzler, Aldo Gangemi, Krzystof Janowicz, Adila A. Krisnadhi, Valentina Presutti, Towards a simple but useful ontology design pattern representation language. In: Proceedings WOP 2017.

See the presentation on this later today.



- High-quality (well-documented) sets of ODPs. Perhaps we need to get away from loose collections of ODPs, and rather start talking (and developing) "ODP suites" which consist of uniformly modeled ODPs.
- Instantiation and composition tools (like Hammar's prototype, but on steroids). They require an ODP language, and graphical support.
- Good, well-written (textbook-style) tutorials tailored to the tools and suites.





Thanks!



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