

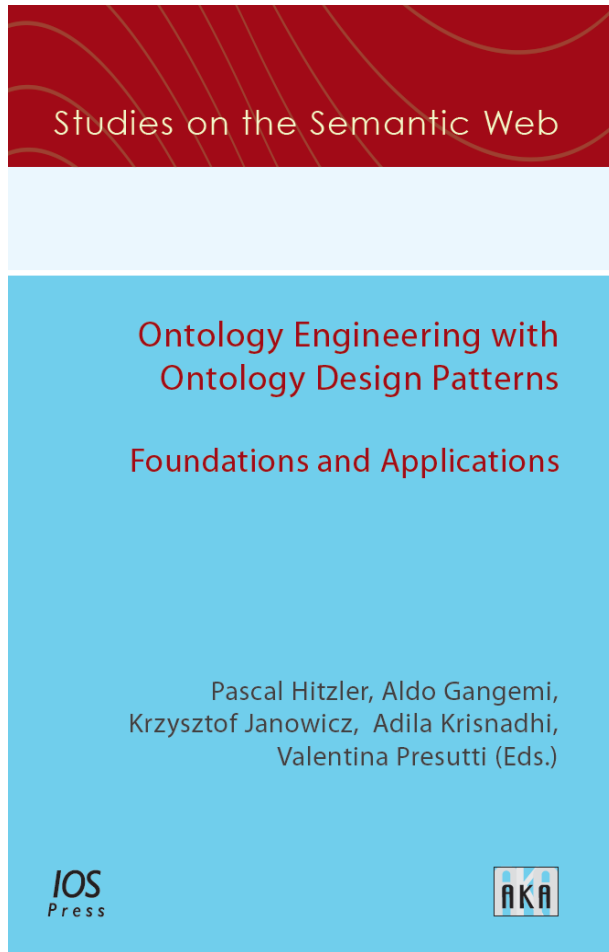


# Ontology Design Patterns for Linked Data Publishing – Chess Example

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Wright State University  
<http://www.pascal-hitzler.de>





Pascal Hitzler, Aldo Gangemi, Krzysztof Janowicz, Adila Krisnathi, Valentina Presutti (eds.),  
**Ontology Engineering with Ontology Design Patterns: Foundations and Applications.**  
**Studies on the Semantic Web.**  
**IOS Press/AKA Verlag, 2016.**

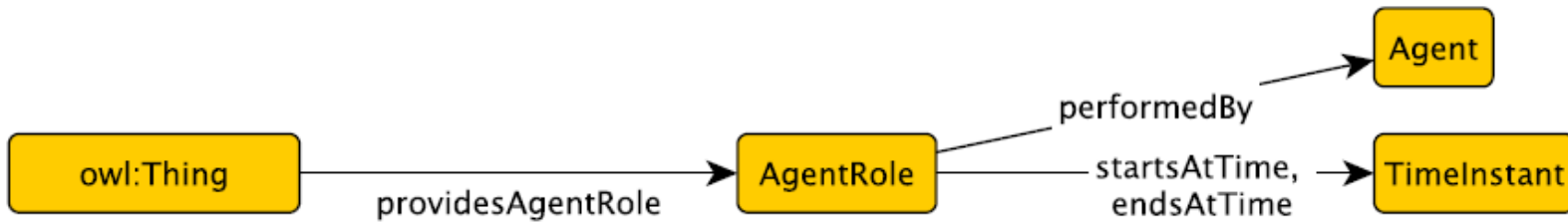


**25% off flyer at**

**<http://ontologydesignpatterns.org/wiki/Odp:News/17>**

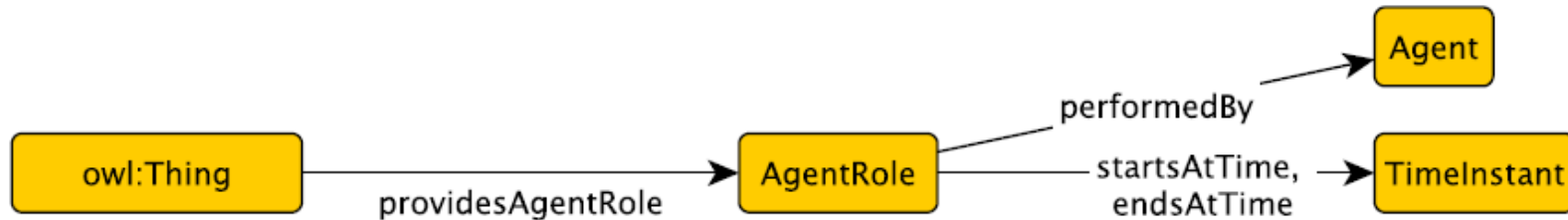
**Supplementary material for the chess example at**

**<http://dase.cs.wright.edu/content/pattern-driven-linked-data-publishing-primer>**



**An *Ontology Design Pattern* (ODP) is a reusable successful solution to a recurrent ontology modeling problem.**

**[Gangemi 2005]**



$\top \sqsubseteq \forall \text{providesAgentRole}.\text{AgentRole}$   
 $\text{AgentRole} \sqsubseteq \forall \text{performedBy}.\text{Agent}$   
 $\exists \text{performedBy}.\text{Agent} \sqsubseteq \text{AgentRole}$   
 $\text{AgentRole} \sqsubseteq \forall \text{startsAtTime}.\text{TimeInstant}$   
 $\text{AgentRole} \sqsubseteq \forall \text{endsAtTime}.\text{TimeInstant}$   
 $\text{AgentRole} \sqsubseteq \exists \text{providesAgentRole}^{-}.\top$   
 $\text{AgentRole} \sqsubseteq =1 \text{performedBy}.\text{Agent}$   
 $\text{AgentRole} \sqsubseteq =1 \text{startsAtTime}.\text{TimeInstant}$   
 $\text{AgentRole} \sqsubseteq =1 \text{endsAtTime}.\text{TimeInstant}$   
 $\text{DisjointClasses}(\text{AgentRole}, \text{Agent}, \text{TimeInstant})$



## Ontology Axiomatization Support (OWLAx)

- Protégé Plug-In
- Md. Kamruzzaman Sarker, Adila A. Krisnadhi, Pascal Hitzler, OWLAx: A Protege Plugin to Support Ontology Axiomatization through Diagramming. Proceedings Posters and Demos Track at ISWC 2016.
- Insert class diagram using graphical UI
- System asks you whether to include corresponding axioms (taken from a pool of most common axioms for the diagram)
- You can of course also manually add further axioms.

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

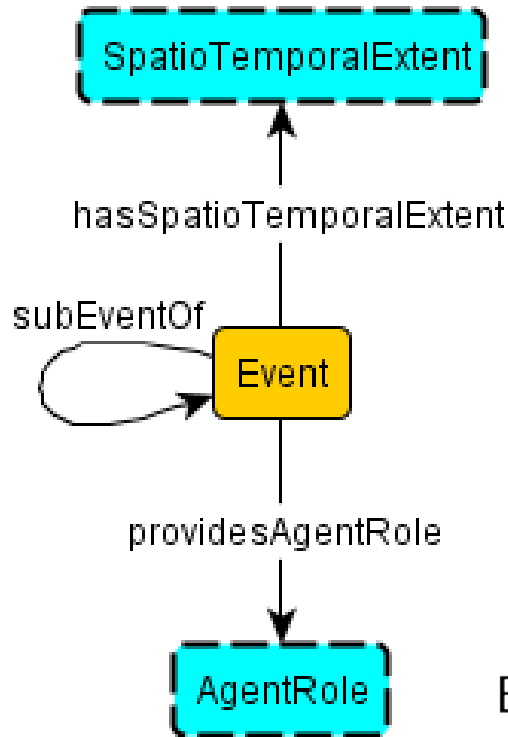


## Modeling OWL with Rules (ROWL)

- Protégé Plug-In
- Md. Kamruzzaman Sarker, David Carral, Adila A. Krisnadhi, Pascal Hitzler, Modeling OWL with Rules: The ROWL Protege Plugin. Proceedings Posters and Demos Track at ISWC 2016.
- Enter rules using interface very similar to SWRLTab.
- But rules are converted into OWL axioms (whenever possible) instead of DL-safe rules.

**E.g.,**  $\text{Pig}(x) \rightarrow \text{Mammal}(x)$  **becomes**  $\text{Pig} \sqsubseteq \text{Mammal}$   
and thus carries the correct semantics.

<http://dase.cs.wright.edu/content/modeling-owl-rules>



$\top \sqsubseteq \forall \text{hasSpatioTemporalExtent}.\text{SpatioTemporalExtent}$

$\top \sqsubseteq \forall \text{providesAgentRole}.\text{AgentRole}$

$\text{Event} \sqsubseteq \exists \text{hasSpatioTemporalExtent}.\text{SpatioTemporalExtent}$

$\text{Event} \sqsubseteq \forall \text{subEventOf}.\text{Event}$

$\exists \text{subEventOf}.\text{Event} \sqsubseteq \text{Event}$

$\text{subEventOf} \circ \text{subEventOf} \sqsubseteq \text{subEventOf}$

$\text{DisjointClasses}(\text{Event}, \text{AgentRole}, \text{SpatioTemporalExtent})$



- Establish a searchable repository for chess data.
- Starting point are PGN files.
- Should be extendable with other information from
  - Chess websites
  - Wikipedia
  - Geographic data
  - News
  - Etc.
- Use an ontology for information integration.





- Collaborative modeling, group ideally has
  - More than one domain experts.
  - People familiar with the base data.
  - People understanding possible target use cases.
  - An ontology engineer familiar with the modeling approach.
  - Somebody who understands formal semantics of OWL.
- Domain experts are queried as to the main notions for the application domain.
  - E.g. for chess, these would include
    - Chess game; move; opening; tournament; players; commentary

- From available data and from application use cases, devise competency questions, i.e. questions which should be convertible into queries, which in turn should be answerable using the data.
1. Who played against Kasparov in the round 1994 Lineares tournament? Did (s)he play as a white or black player?
  2. What is the first move taken by the black player in the Sicilian Defense opening?
  3. Find all games in which Bobby Fischer, playing black, lost in the poisoned pawn variation of the Sicilian Defence opening.
  4. Are there any recorded games using the Grünfeld Defence from before the 20<sup>th</sup> century?
  5. What did Kasparov say about his opponent's first two moves in his commentary about his game against Topalov in the 1999 Tournament in Wijk ann Zee?
  6. Who was the first non-Russian world champion after Fischer?
  7. Did Bobby Fischer ever play against a grandmaster in Germany?
  8. List all world championship games won by forfeit.



- Then prioritize which notions to model first. In the chess case, e.g.

chess game  
move/half-move  
players  
opening  
tournaments  
commentary

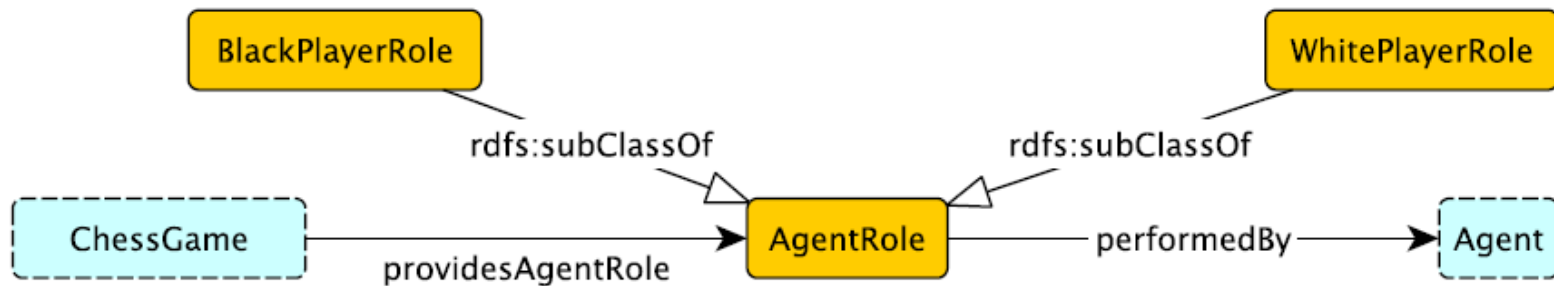
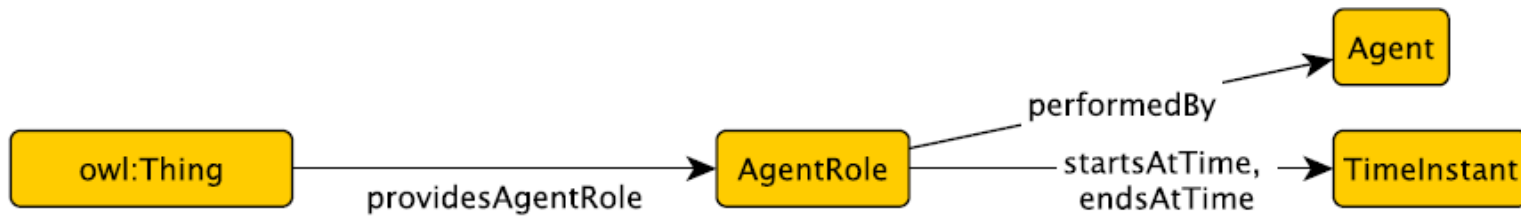


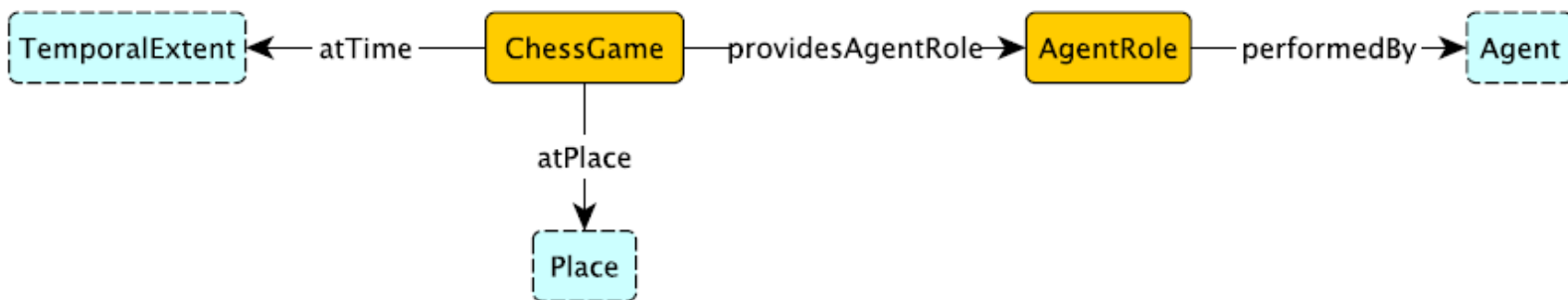
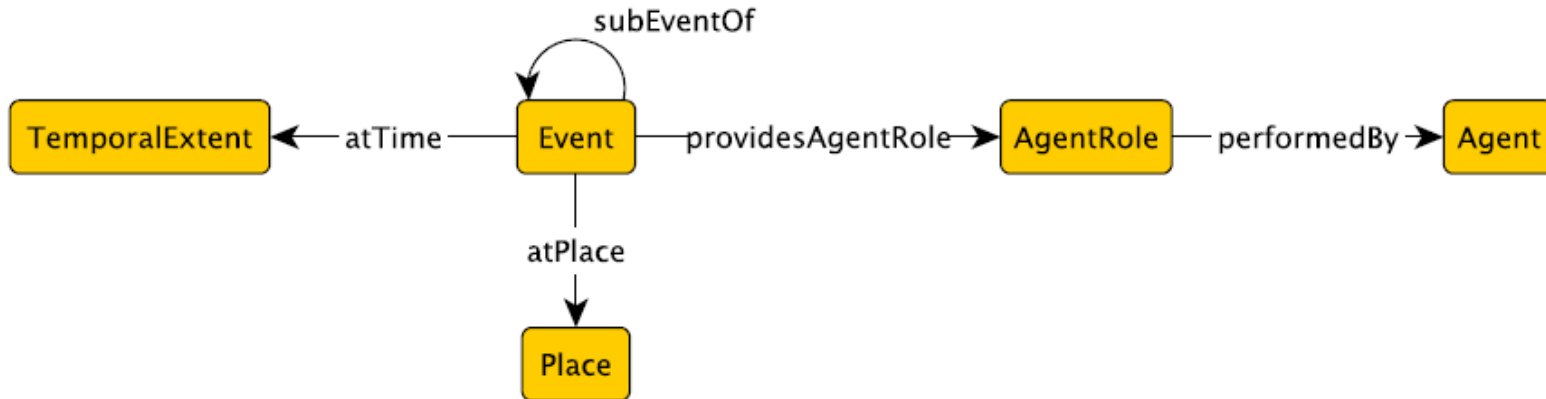
- Understand the nature of the things you are modeling.

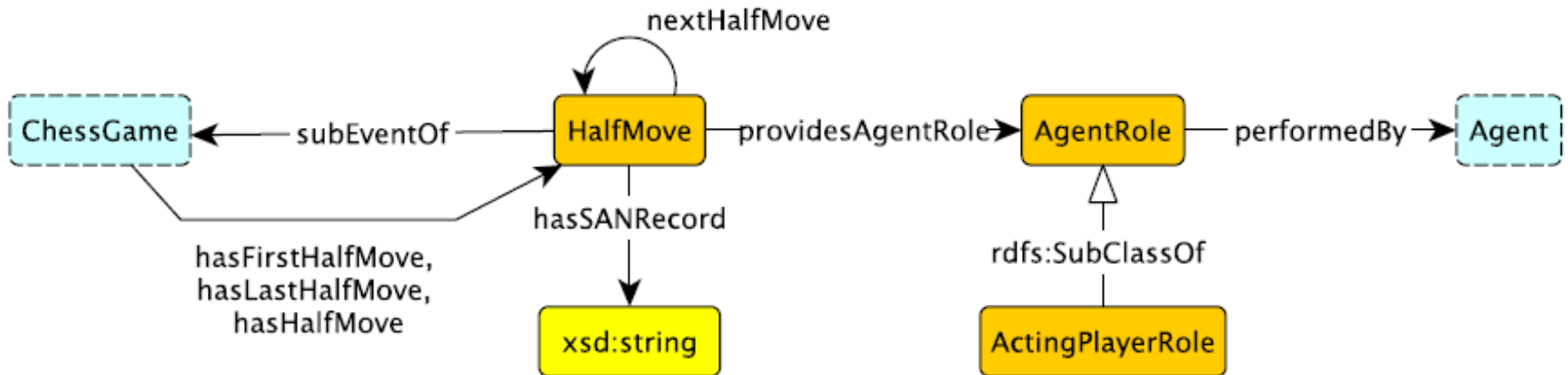
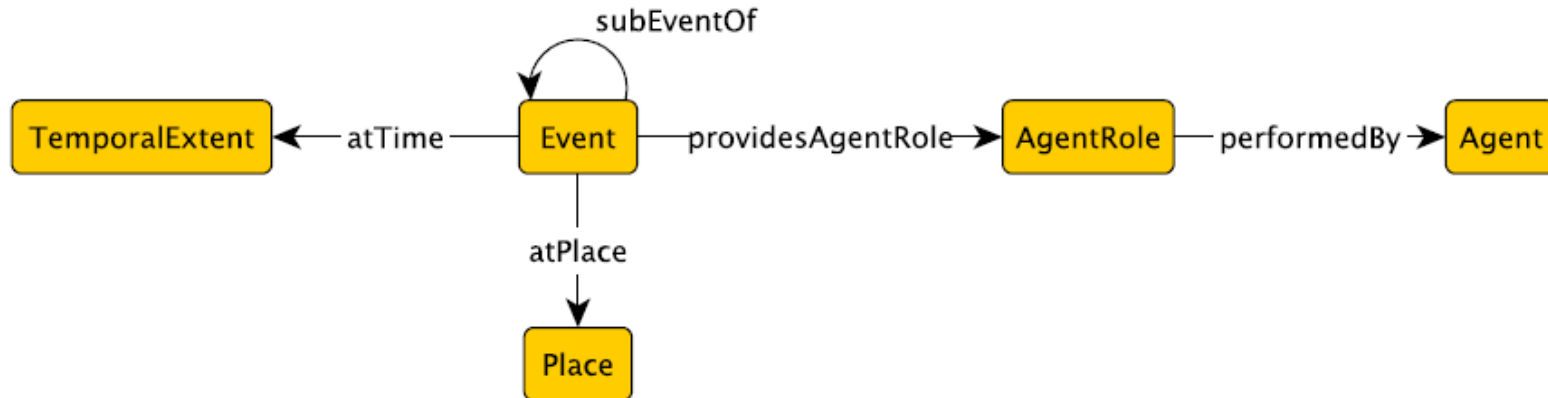


Chess game	...	An <b>Event</b>
Half-move	...	A <b>Subevent</b> of a chess game
Player	...	The <b>Role</b> of an <b>Agent</b>
Opening	...	this is probably complex
tournaments	...	<b>Events</b>
commentary	...	this is again more complex

# Player as AgentRole



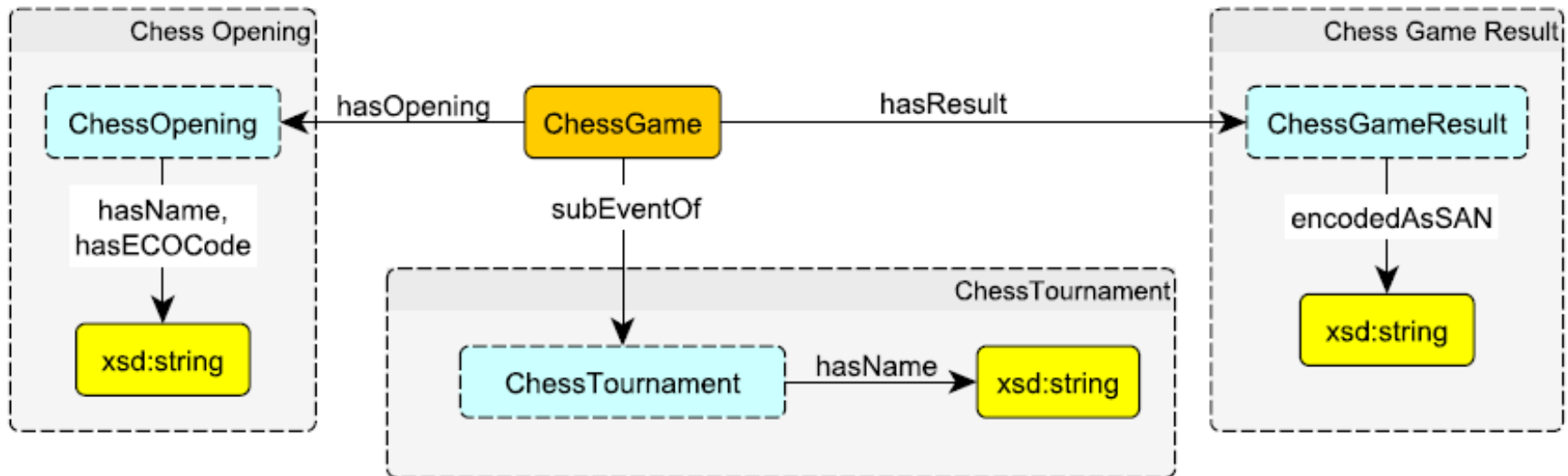




We call these “stubs”.

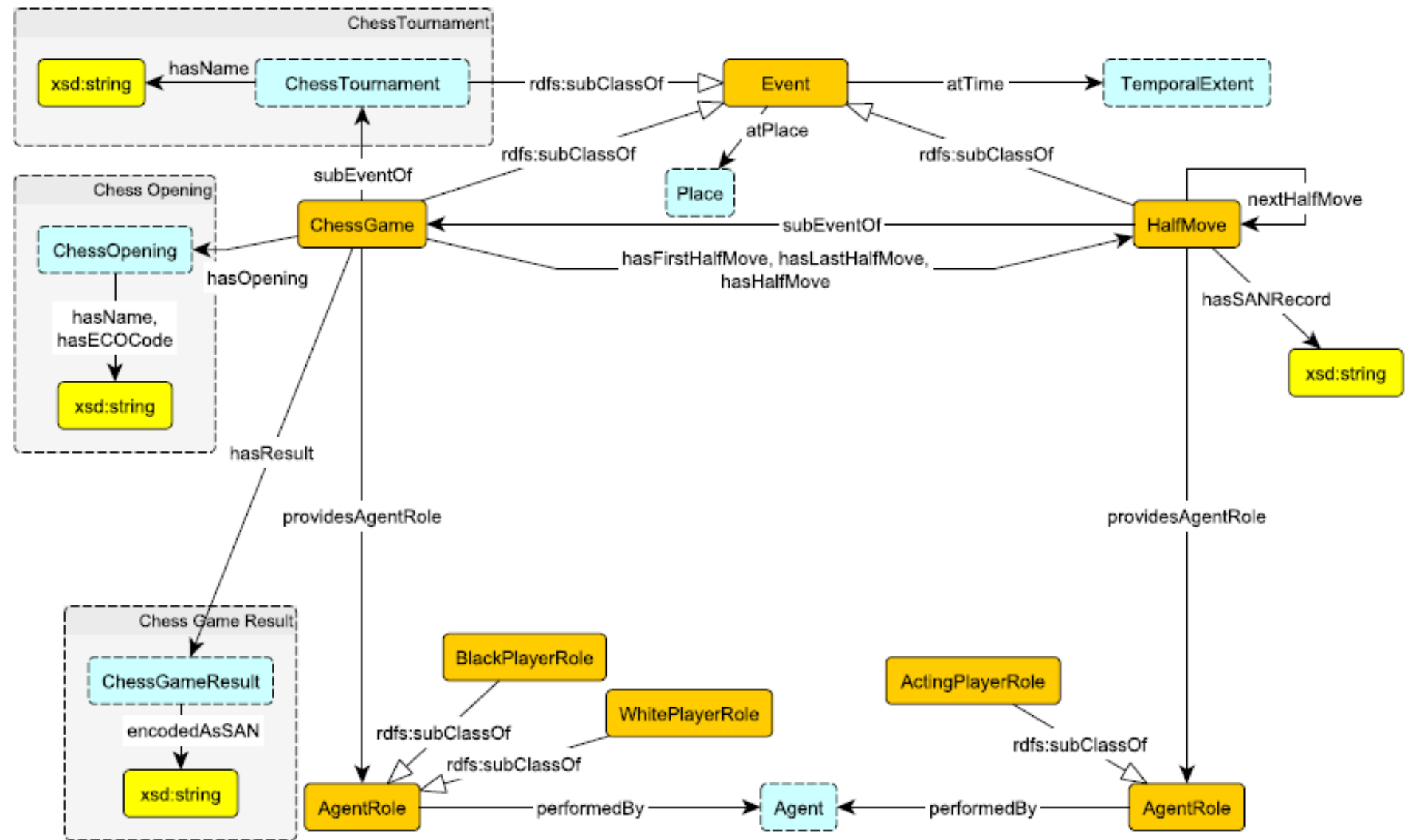
I.e. we’re aware that more fine-grained modeling will be needed for some use cases.

But currently there’s no reason to do it (not in use case, no data), so we only provide “hooks” for future development of the ontology.

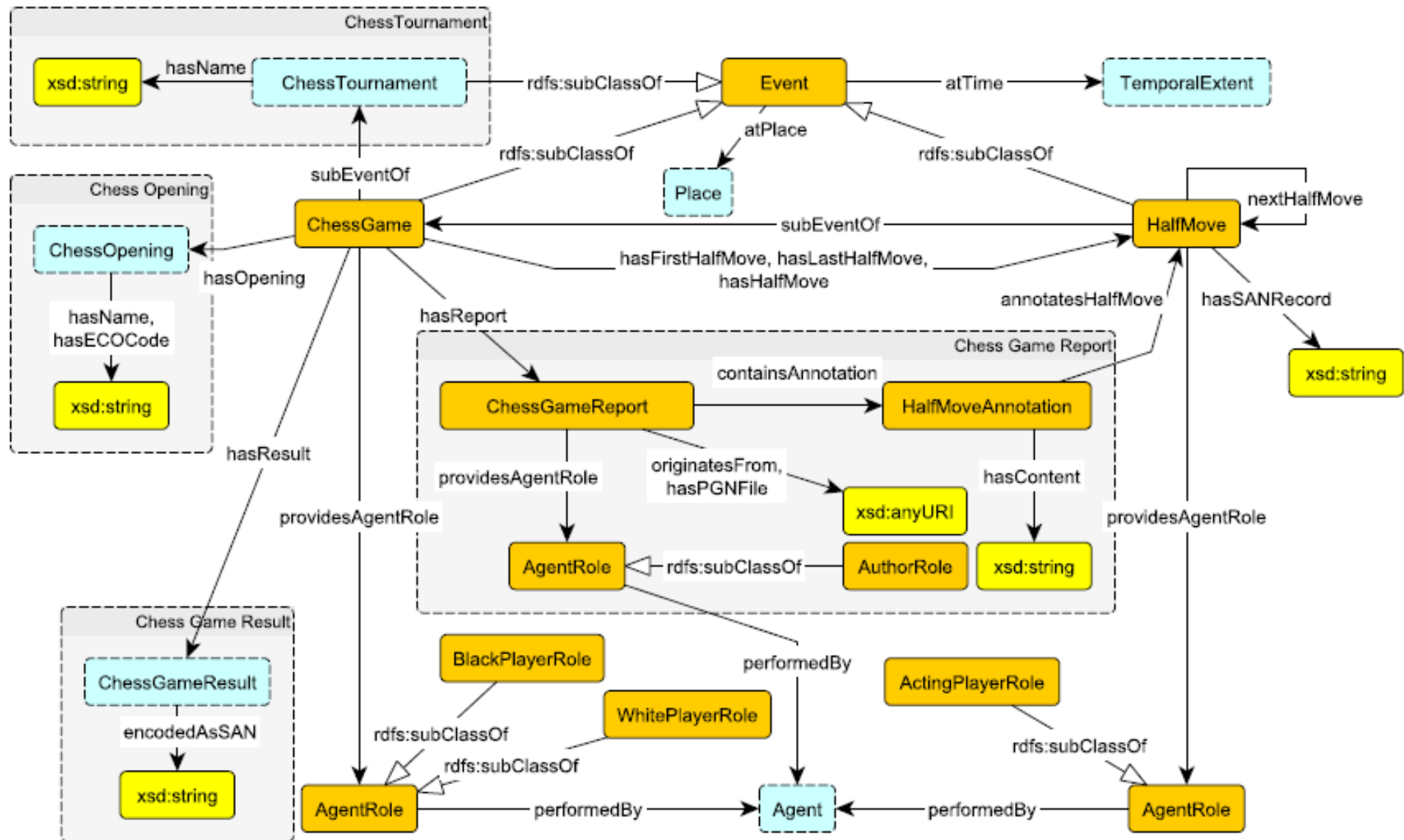




# Putting things together



# Adding commentaries





- **Triplify sample data using the ontology.  
Does it work?**
- **Check if competency questions can be answered.**
- **Add axioms as appropriate (the graph is only for intuition, the OWL axioms are the actual ontology).**
- **(there are more post-hoc details to be taken care of, but let's leave it at that)**



Axioms in this case are mostly straightforward:

- Inherited from Event or AgentRole
- Scoped domain/range restrictions, possibly with some cardinalities
- Basic existentials
- Non-cyclicity of half-move sequence

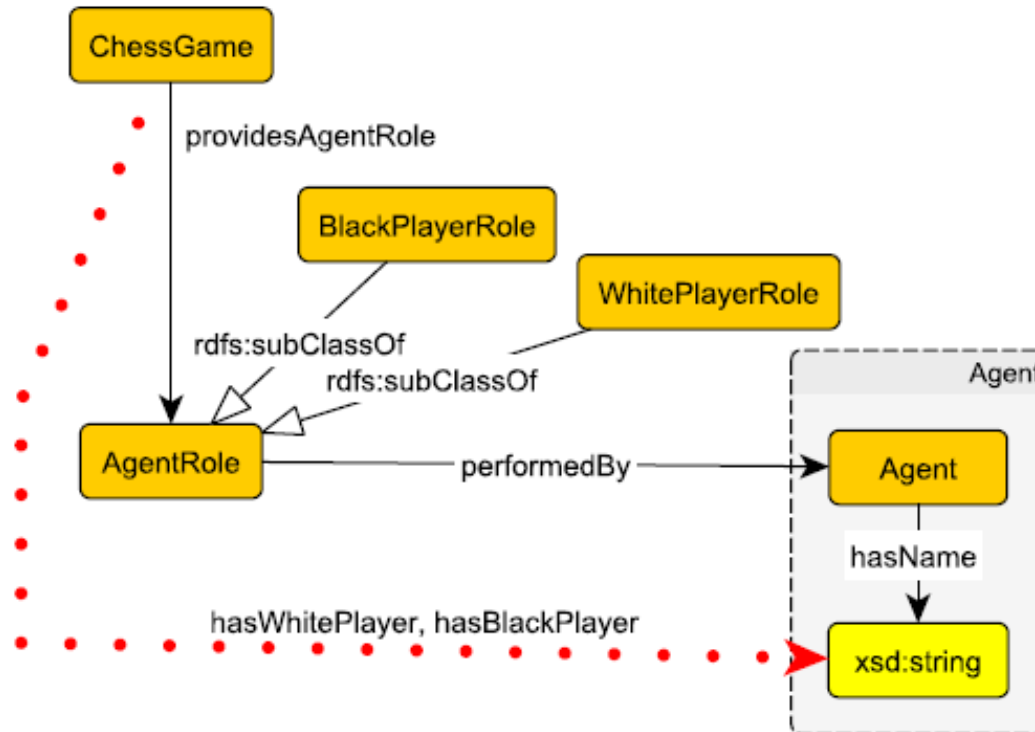
What about adding, e.g., the following?

$\text{ChessGame} \sqsubseteq \geq 0 \text{subEventOf.ChessTournament}$

**If one of the roles of axiomatization is to improve human understanding of the ontology, then such axioms are helpful!**

## Shortcuts and Views

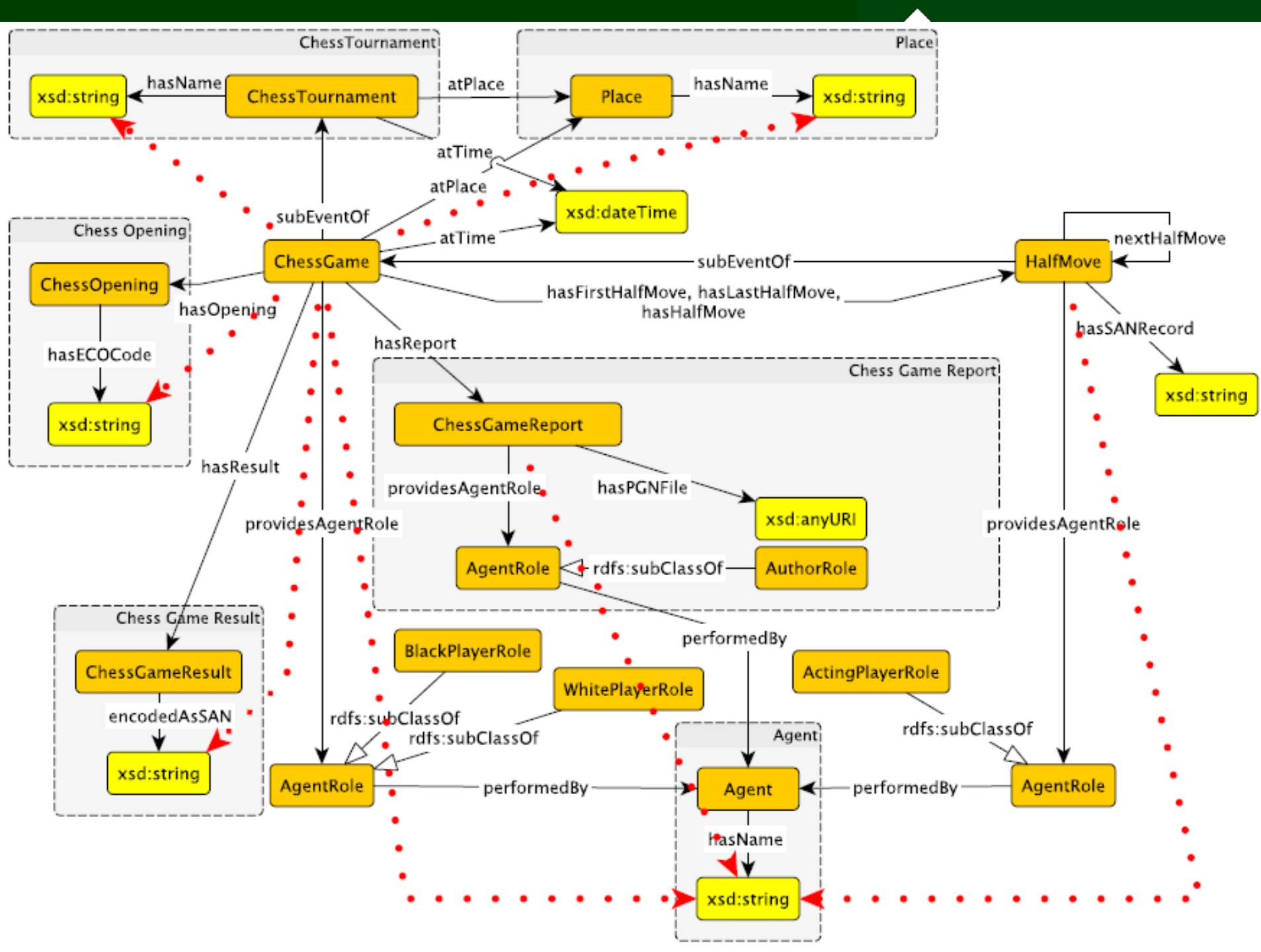



$$\text{ChessGame}(x) \wedge \text{pAR}(x, y) \wedge \text{WhitePlayerRole}(y) \wedge \text{performedBy}(y, z) \\ \wedge \text{Agent}(z) \wedge \text{hasName}(z, s) \rightarrow \text{hasWhitePlayer}(x, s)$$
$$\text{ChessGame}(x) \wedge \text{pAR}(x, y) \wedge \text{BlackPlayerRole}(y) \wedge \text{performedBy}(y, z) \\ \wedge \text{Agent}(z) \wedge \text{hasName}(z, s) \rightarrow \text{hasBlackPlayer}(x, s)$$

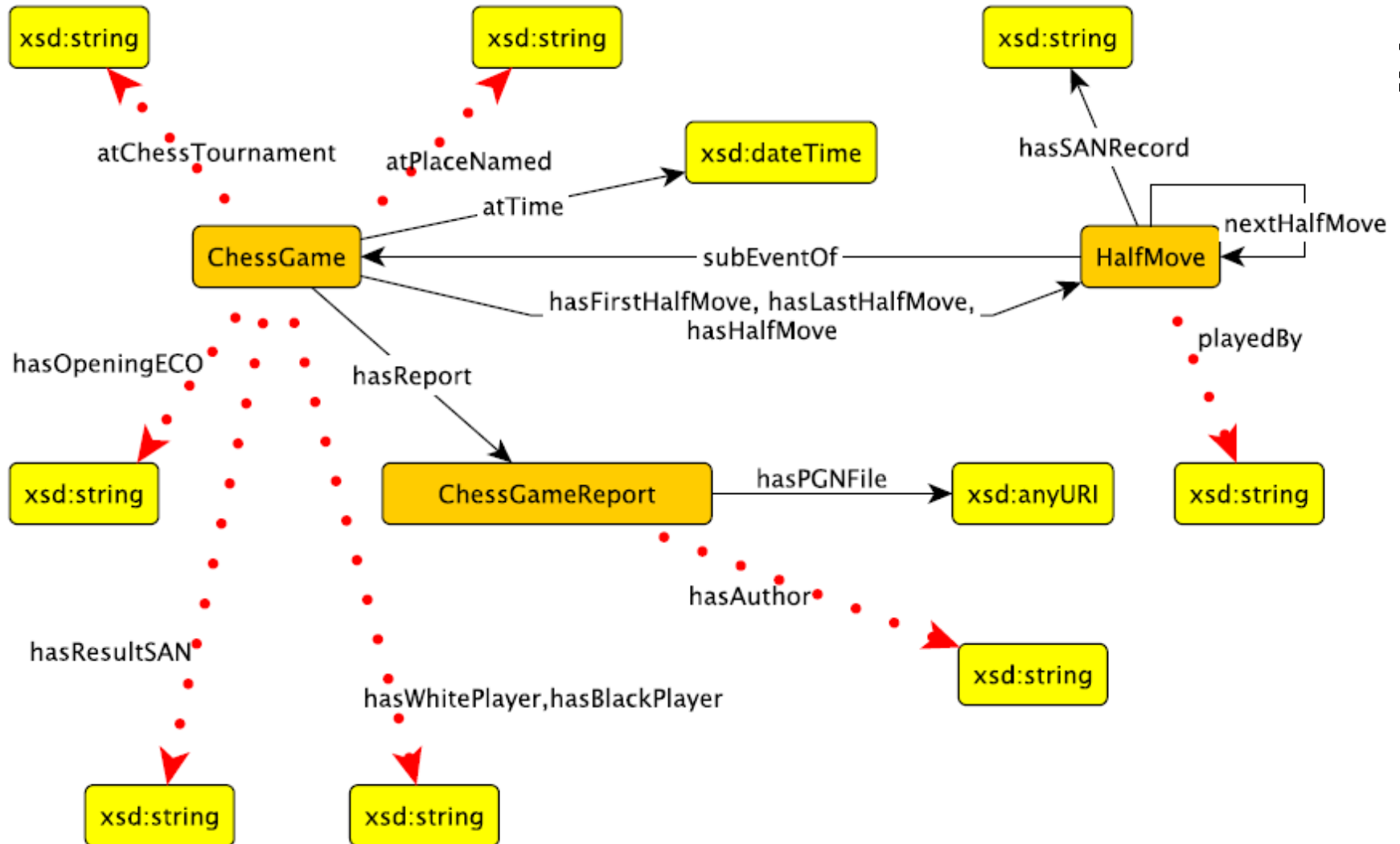

$$\text{ChessGame}(x) \wedge \text{pAR}(x, y) \wedge \text{WhitePlayerRole}(y) \wedge \text{performedBy}(y, z) \\ \wedge \text{Agent}(z) \wedge \text{hasName}(z, s) \rightarrow \text{hasWhitePlayer}(x, s)$$
$$\text{ChessGame}(x) \wedge \text{pAR}(x, y) \wedge \text{BlackPlayerRole}(y) \wedge \text{performedBy}(y, z) \\ \wedge \text{Agent}(z) \wedge \text{hasName}(z, s) \rightarrow \text{hasBlackPlayer}(x, s)$$
$$\text{ChessGame} \sqsubseteq \exists R_1.\text{Self}$$
$$\text{WhitePlayerRole} \sqsubseteq \exists R_2.\text{Self}$$
$$\text{Agent} \sqsubseteq \exists R_3.\text{Self}$$
$$R_1 \circ \text{pAR} \circ R_2 \circ \text{performedBy} \circ R_3 \circ \text{hasName} \sqsubseteq \text{hasWhitePlayer}$$

**However note that the introduction of additional role chains may cause violations of regularity restrictions.**



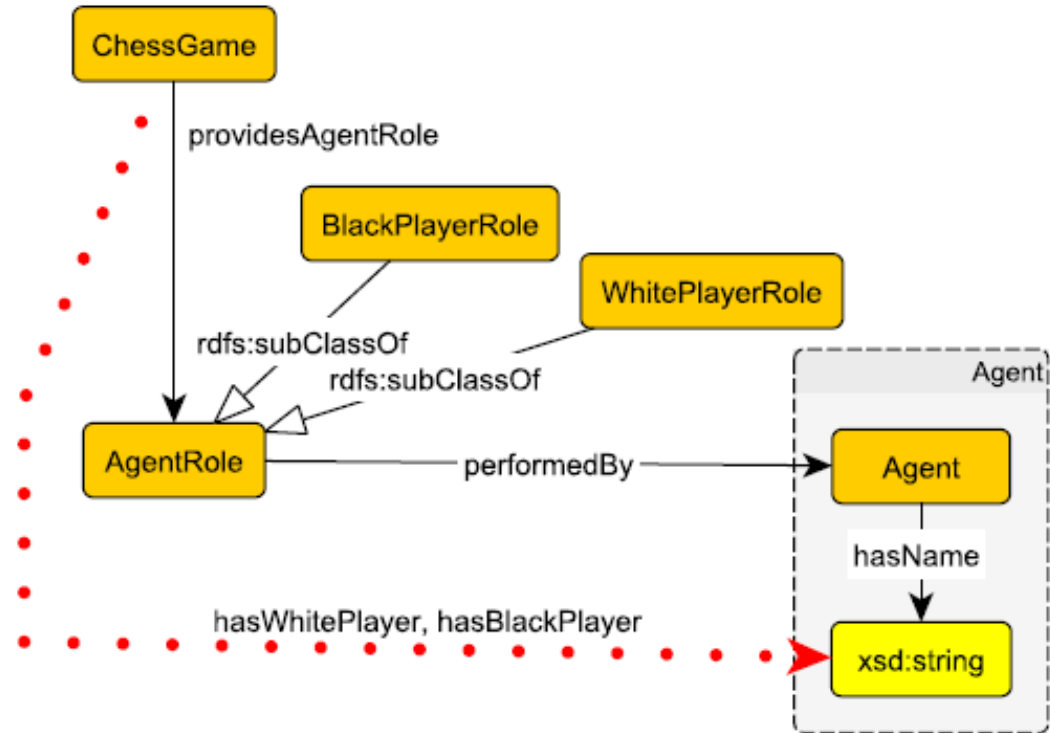


# Simplified View



We used rules (axioms) to express the mapping from the ontology to the view.

The reverse direction is much more tricky.



$$\text{ClassA}(x) \wedge \text{ClassB}(y) \wedge C_1(x_1) \wedge \dots \wedge C_n(x_n) \wedge R_1(y_1, y_2) \wedge \dots \wedge R_k(y_k, y_{k+1}) \\ \rightarrow \text{shortcut}(x, y).$$

$$\text{shortcut}(x, y) \rightarrow \text{ClassA}(x) \wedge \text{ClassB}(y) \wedge \exists x_1 \dots \exists x_n \exists y_1 \dots \exists y_n (C_1(x_1) \wedge \dots \\ \dots \wedge C_n(x_n) \wedge R_1(y_1, y_2) \wedge \dots \wedge R_k(y_k, y_{k+1}))$$



Existential rules may be suitable in principle.

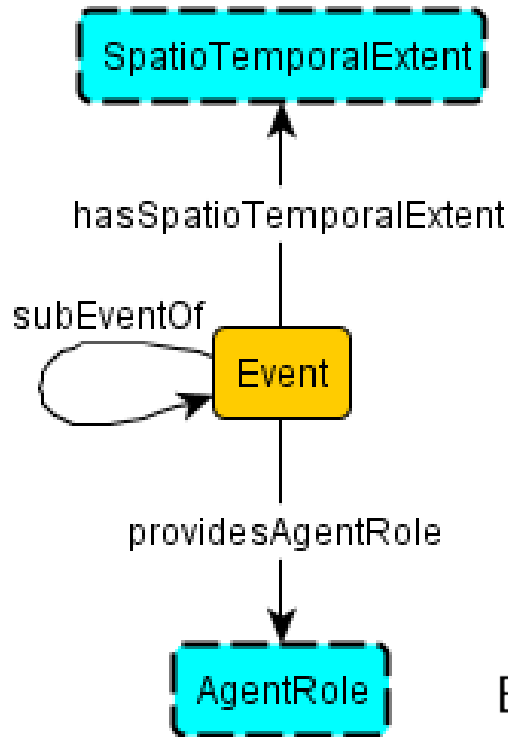
$$\text{shortcut}(x, y) \rightarrow \text{ClassA}(x) \wedge \text{ClassB}(y) \wedge \exists x_1 \dots \exists x_n \exists y_1 \dots \exists y_n (C_1(x_1) \wedge \dots \wedge C_n(x_n) \wedge R_1(y_1, y_2) \wedge \dots \wedge R_k(y_k, y_{k+1}))$$

However automated reasoning with the potentially rather complex rule heads requires investigations, in particular if it is to be integrated with ontology reasoning.

A specific case are right-hand-side role chains:

$$R \sqsubseteq R_1 \circ \dots \circ R_n,$$

## Spatiotemporal Extents



$\top \sqsubseteq \forall \text{hasSpatioTemporalExtent}.\text{SpatioTemporalExtent}$

$\top \sqsubseteq \forall \text{providesAgentRole}.\text{AgentRole}$

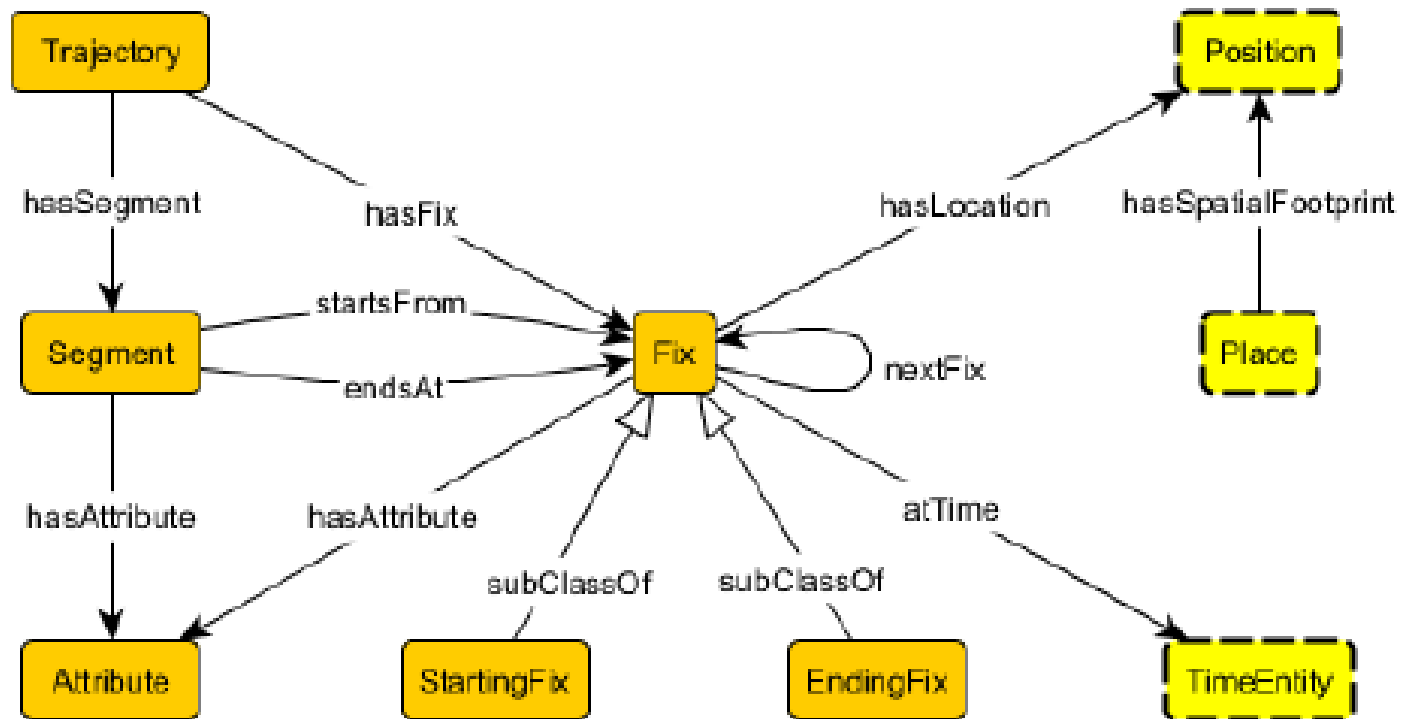
$\text{Event} \sqsubseteq \exists \text{hasSpatioTemporalExtent}.\text{SpatioTemporalExtent}$

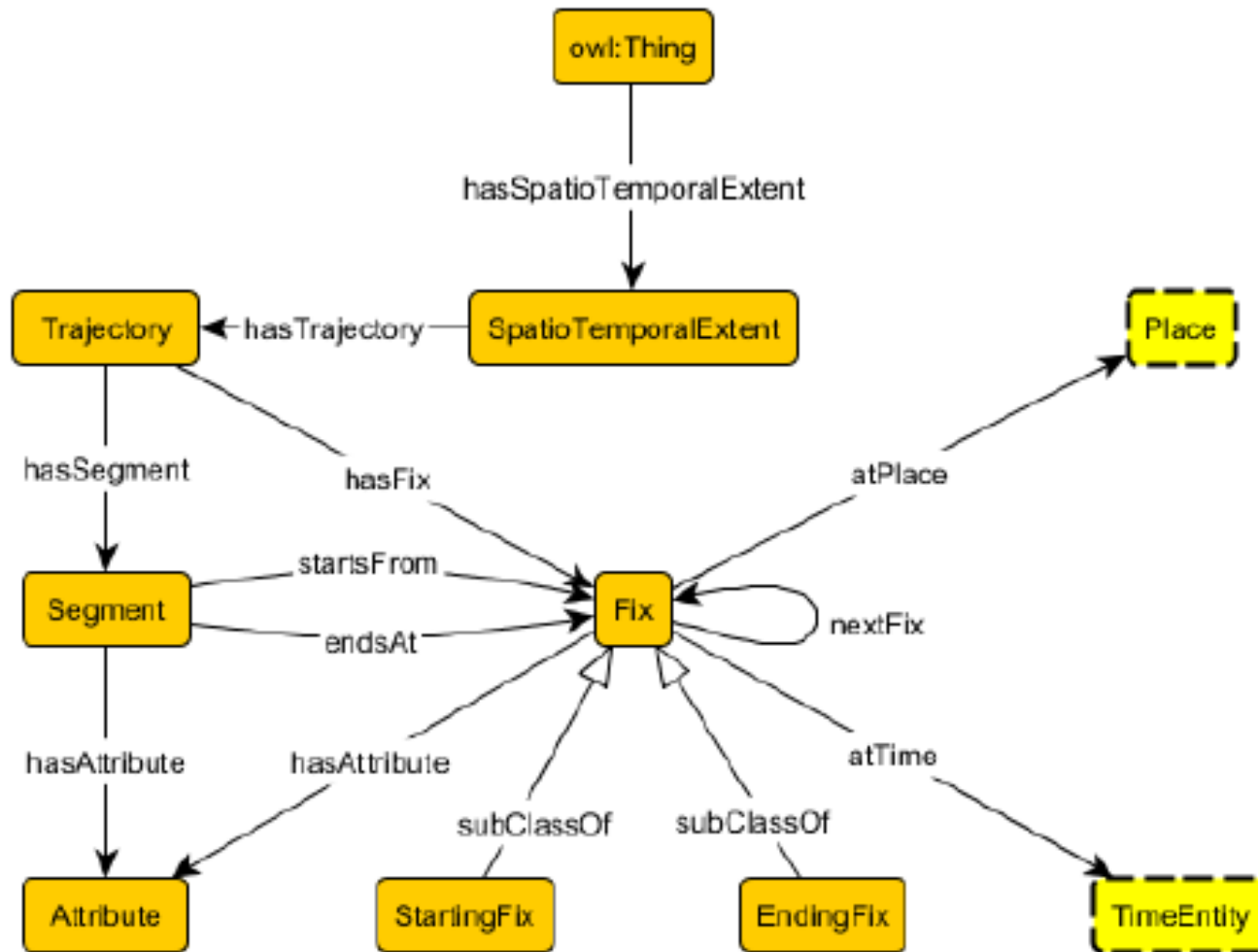
$\text{Event} \sqsubseteq \forall \text{subEventOf}.\text{Event}$

$\exists \text{subEventOf}.\text{Event} \sqsubseteq \text{Event}$

$\text{subEventOf} \circ \text{subEventOf} \sqsubseteq \text{subEventOf}$

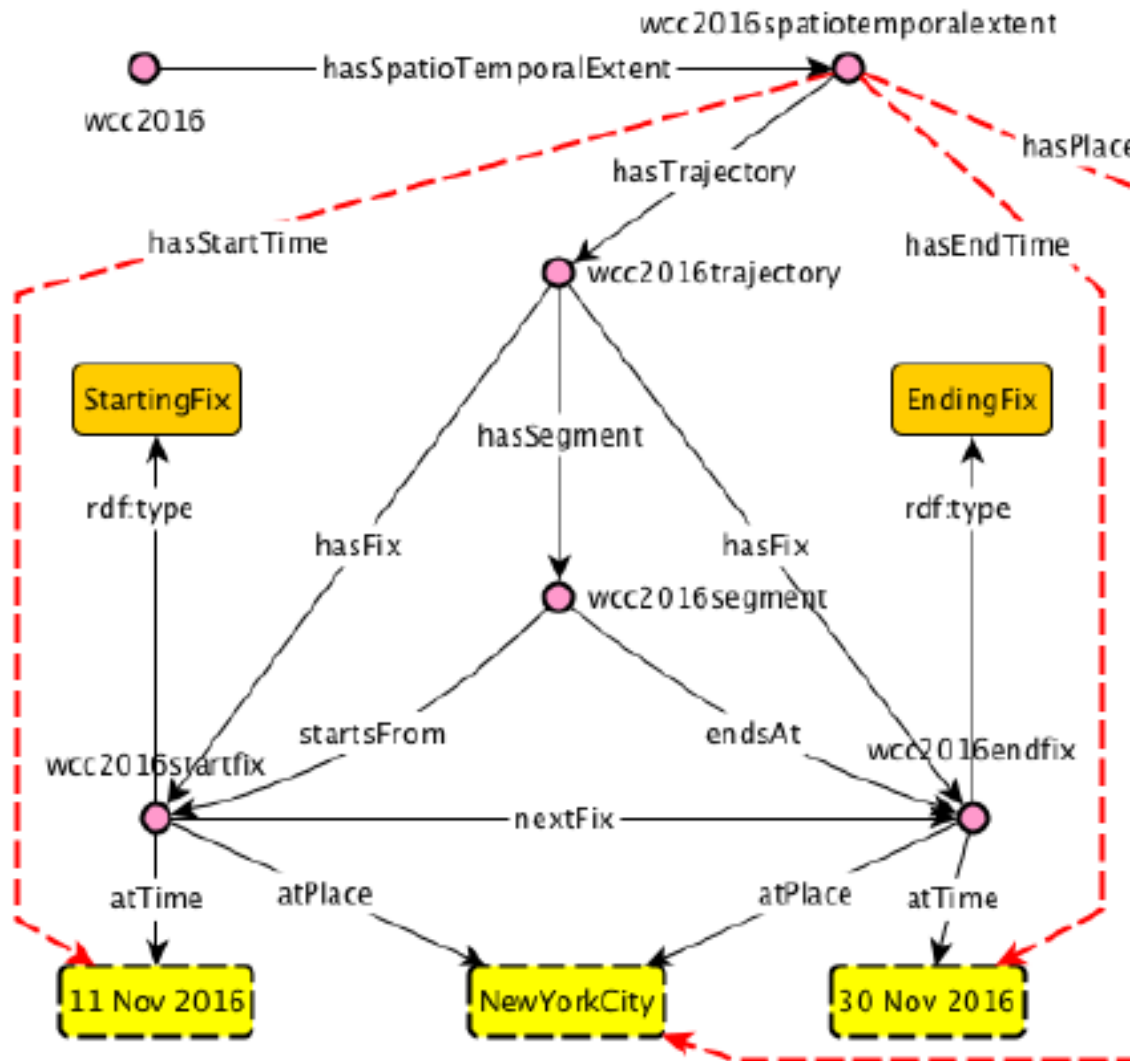
$\text{DisjointClasses}(\text{Event}, \text{AgentRole}, \text{SpatioTemporalExtent})$



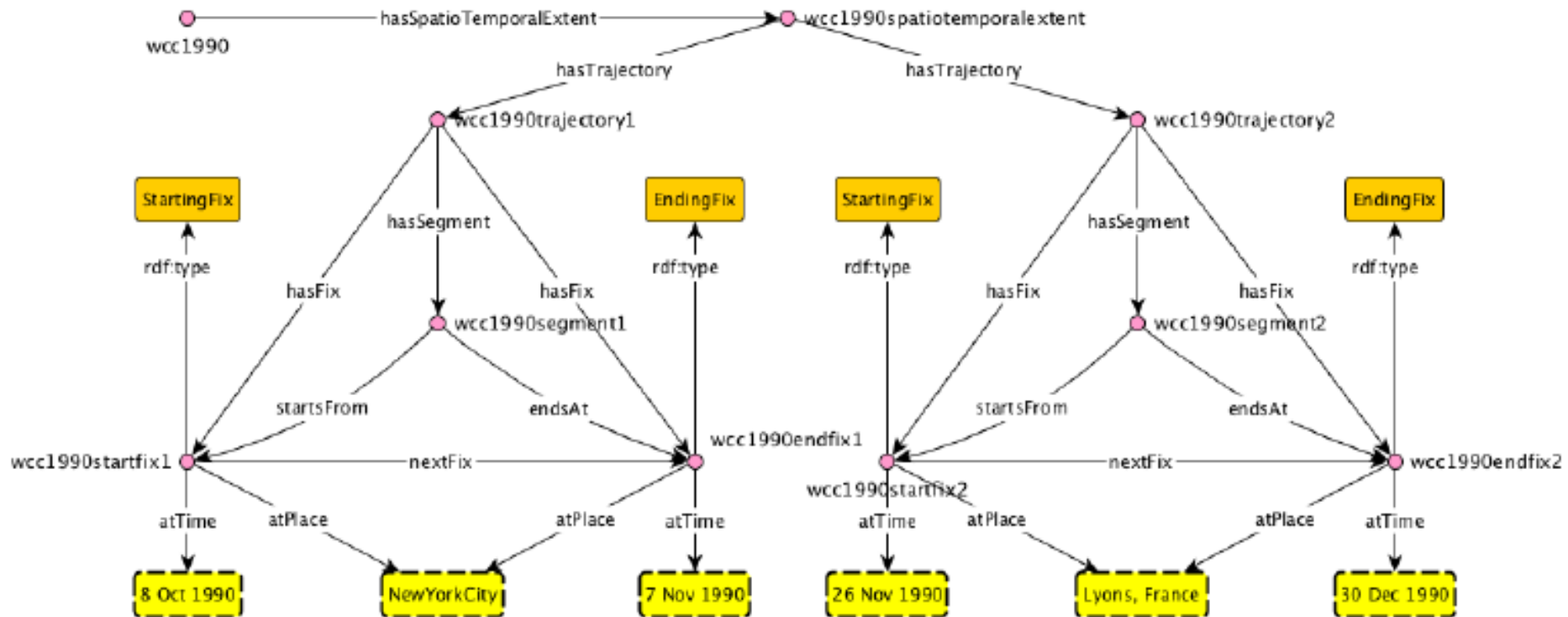




# A Stationary Trajectory



# Discontinuous temporal extent



# Thanks!

## Acknowledgements:

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