

# Computational Ontologies

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# Course Outline

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- Day 1: Ontology Languages, Tools, and the Semantic Web
- Day 2: Ontology Design and Ontology Design Patterns
- Day 3: Content Ontology Design Patterns
- Day 4: Design by Re-Engineering
- Lectures, hands-on sessions, discussions, and experiments everyday
- Interaction and fun are key in this course (cf. SSSW)

# NeOn experiments

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- NeOn is a 14 M€ Integrating Project of EU FP6, 2006-2010
  - [www.neon-project.org](http://www.neon-project.org)
  - [www.neon-toolkit.org](http://www.neon-toolkit.org)
- We coordinate the work package on Collaborative Ontology Design (C-OD)
  - this PhD Course is funded by NeOn, and some experiments related to best practices in C-OD will be submitted to you
- Started collaborative design repository
  - [www.ontologydesignpatterns.org](http://www.ontologydesignpatterns.org)

# Course Outline

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- **Ontology Languages, Tools, and the Semantic Web**
- Ontology Design and Ontology Design Patterns
- Content Ontology Design Patterns
- Design by Re-Engineering

# The motivations for semantic technologies

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- Semantic dimension of communities (and of organizations where they operate)
- Heterogeneous contents, distributed and hardly interoperable
- Information extraction, personalized views, and content integration are massive challenges
- Bottlenecks in the interoperability between agents and systems
  - *linguistic* (linguistic structures are for humans, not machines)
  - *contextual* (relational nature of meaning)
  - *social* (information structures not designed for distributed cooperation)

# The European Interoperability Framework

Strong leadership and guidance



Legal and political Interoperability



Organisation Interoperability  
Organisation & Process Alignment



Semantic Interoperability  
Semantic Alignment



Technical Interoperability  
Syntax, Interaction & Transport



*The European  
Interoperability  
Framework  
Interoperability  
dimensions in EIF v2*

**STLab**

The Semantic Technology Lab  
IST C-CNR Rome

Computational Ontologies, Bologna, September 2008

NeOn

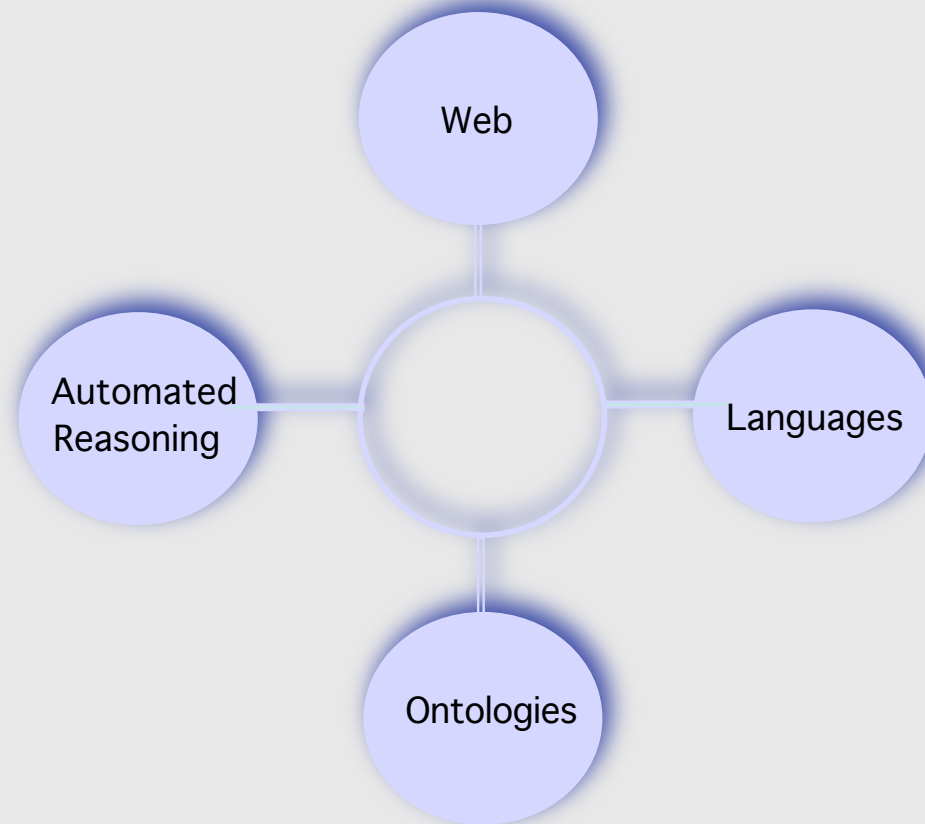
# Opportunities

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- Semantic web methods and technologies attack the semantic dimension of communities
- NLP methods and technologies tackle the linguistic behavior of communities and organizations
- Conceptual modeling and ontology engineering methods allow the formal description of the structure underlying communities and organizations

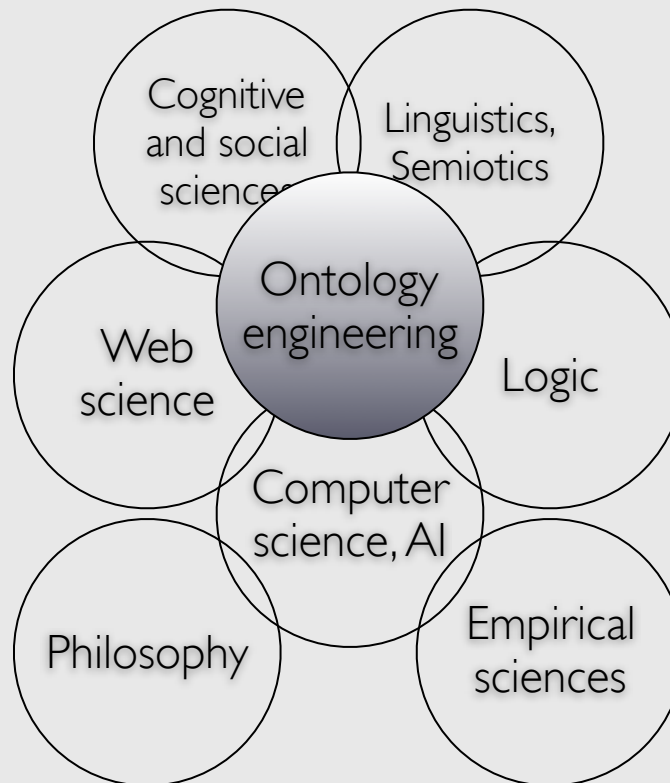
# A hub for web semantics

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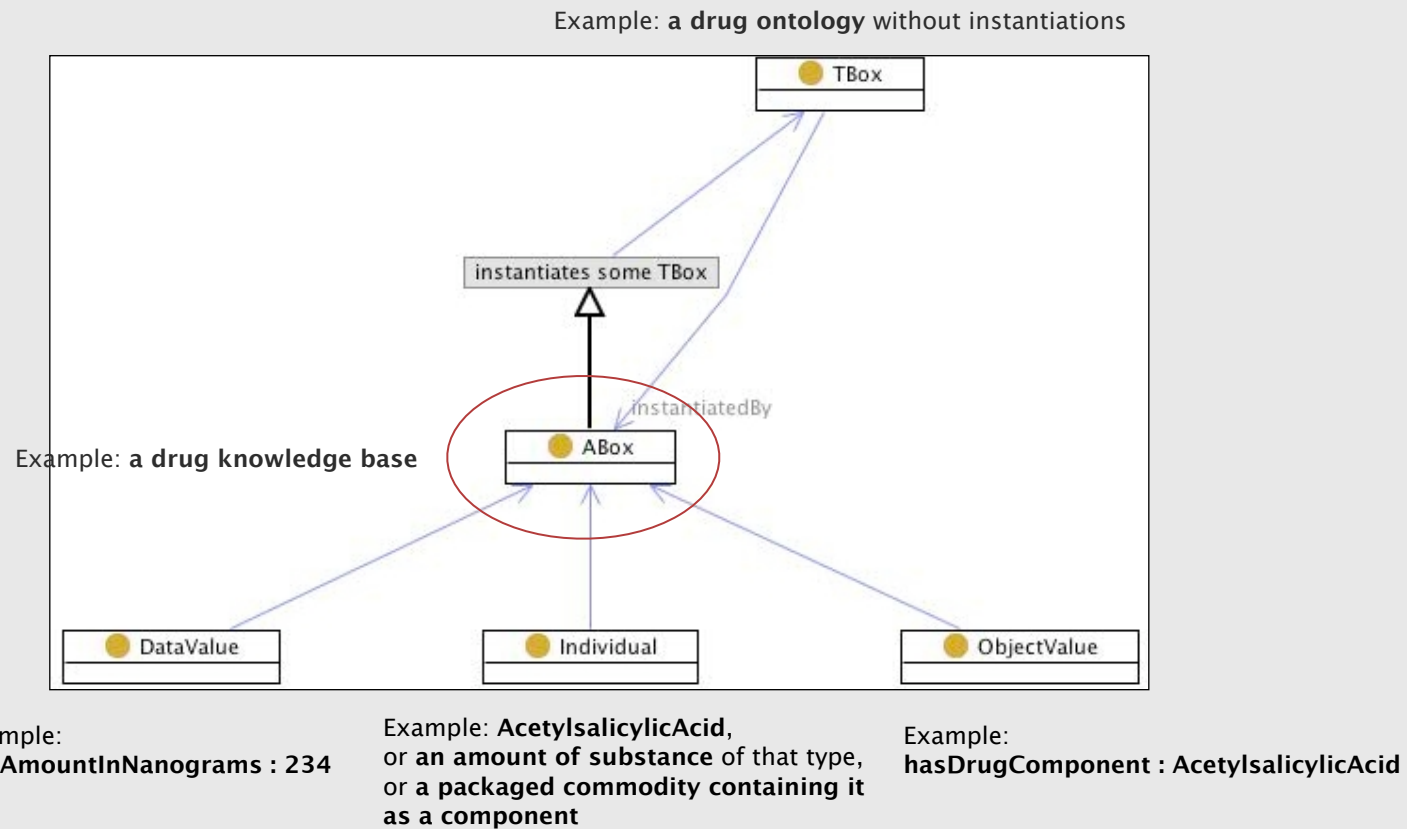


# The cultural context of computational ontologies

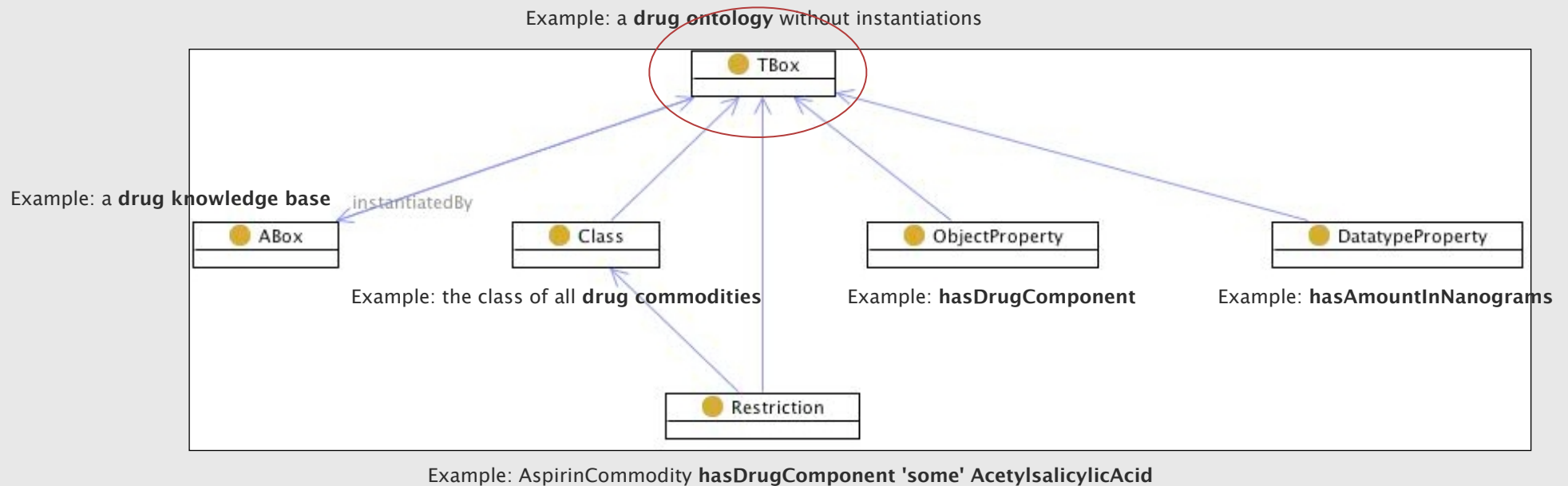
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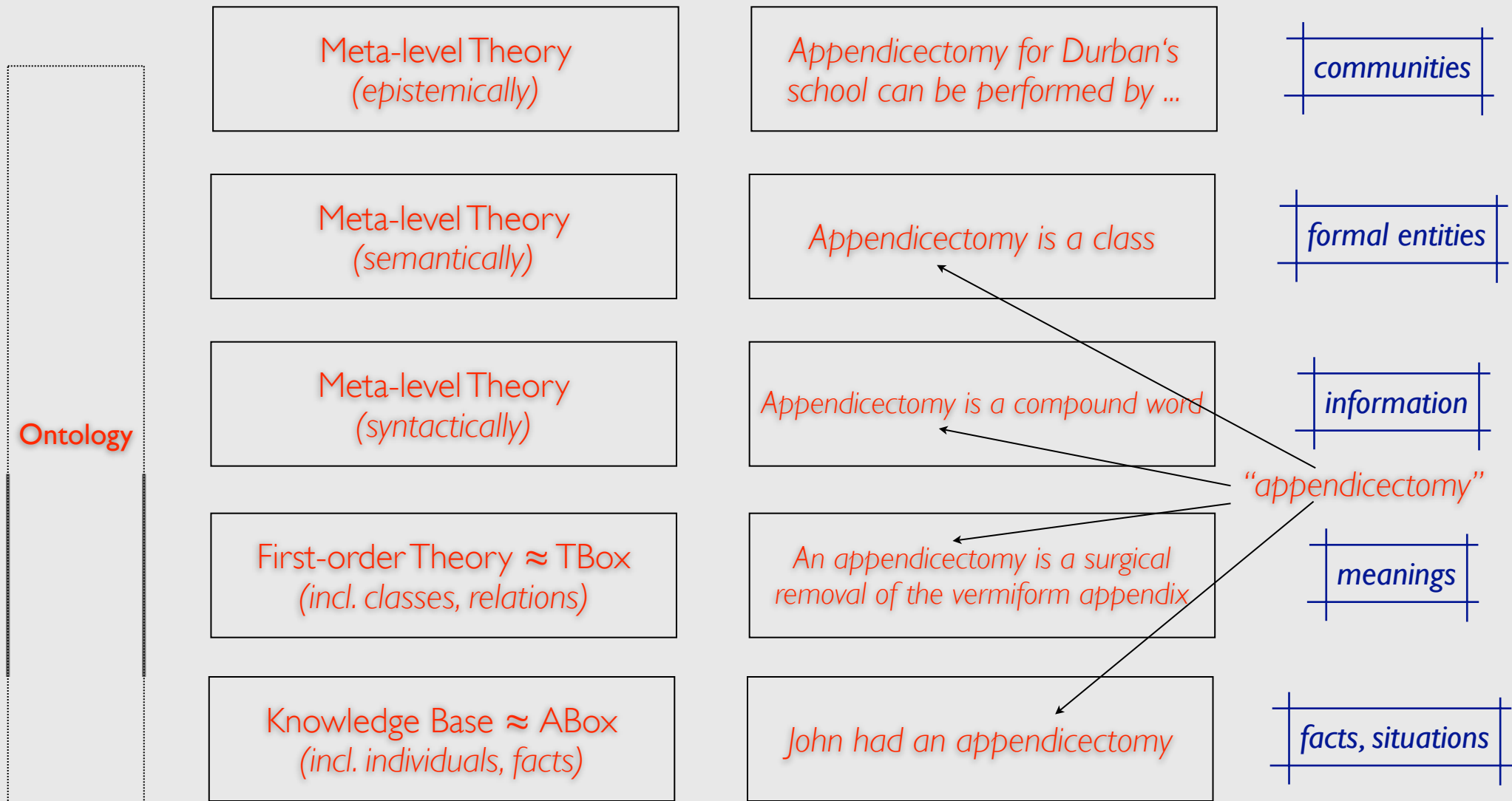
# The elements of an ontology: ABox



# The elements of an ontology: TBox



# Logical layers, types of entities, and contexts



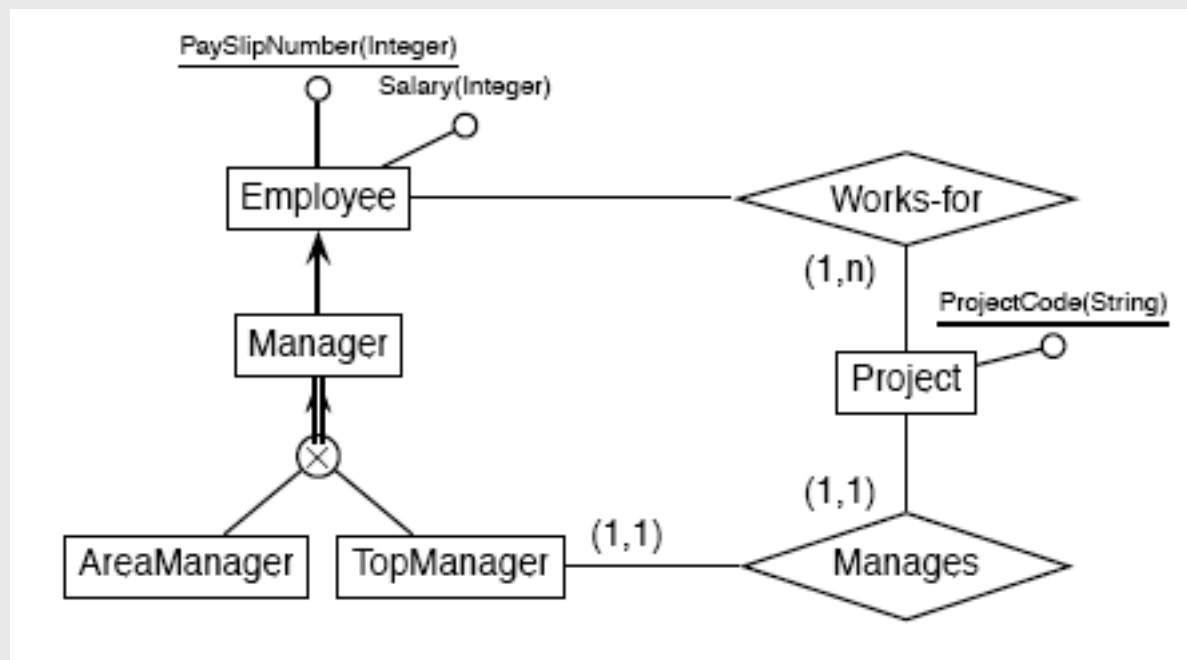
# What is ontology design?

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- **Ontologies are artifacts**
  - Have a structure (linguistic, “taxonomical”, logical)
  - Their function is to “encode” a description of the world (actual, possible, counterfactual, impossible, desired, etc.) for some purpose
- **Ontologies must match both domain and task**
  - Allow the description of the entities (“domain”) whose attributes and relations are concerned by some purpose, e.g. *drugs as commodities that contain preparations of selected compounds having an expected application within medical treatments*
  - Serve a purpose (“task”), e.g. *finding piperocaine-based anesthetic drugs, integrating a drug database with a compound database, matching available resources to devised drug production plans, etc.*
- **Ontologies have a lifecycle**
  - Are created, evaluated, fixed, and exploited just like any artifact
  - Their lifecycle has some original characteristics regarding:
    - *Data*
    - *Project and workflow types*
    - *Argumentation structures*
    - *Design patterns*

# Data modeling: Entity/Relationship

- Used for modeling the domain
- Typically mapped to a relational representation
- Similar to an ontology



# Relational Representation

Employee

<i>employeeId</i>
E <sub>1</sub>
E <sub>2</sub>
E <sub>3</sub>
E <sub>4</sub>
E <sub>5</sub>

Project

<i>projectId</i>
P <sub>1</sub>
P <sub>2</sub>
P <sub>3</sub>

String

<i>anystring</i>
"P12a"
"P02b"
"P2a/1"
"P9"
...

Works-for

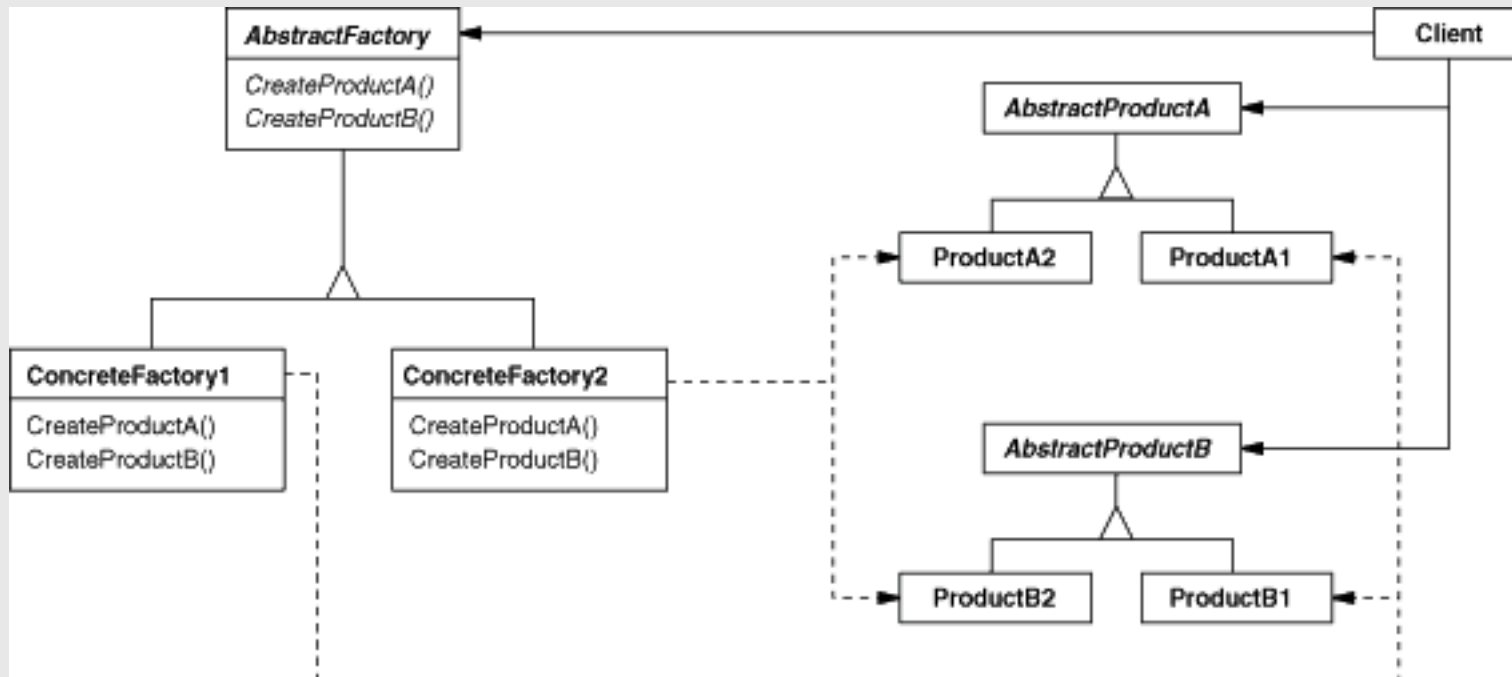
<i>employeeId</i>	<i>projectId</i>
E <sub>1</sub>	P <sub>1</sub>
E <sub>2</sub>	P <sub>1</sub>
E <sub>2</sub>	P <sub>2</sub>
E <sub>2</sub>	P <sub>3</sub>
E <sub>3</sub>	P <sub>1</sub>
E <sub>4</sub>	P <sub>2</sub>
E <sub>4</sub>	P <sub>3</sub>
E <sub>5</sub>	P <sub>3</sub>

ProjectCode

<i>projectId</i>	<i>pcode</i>
P <sub>1</sub>	"P12a"
P <sub>2</sub>	"P02b"
P <sub>3</sub>	"P2a/1"

# OO modeling

- Typically it is used to model software solutions
- Classes have a behavior (procedural aspects)

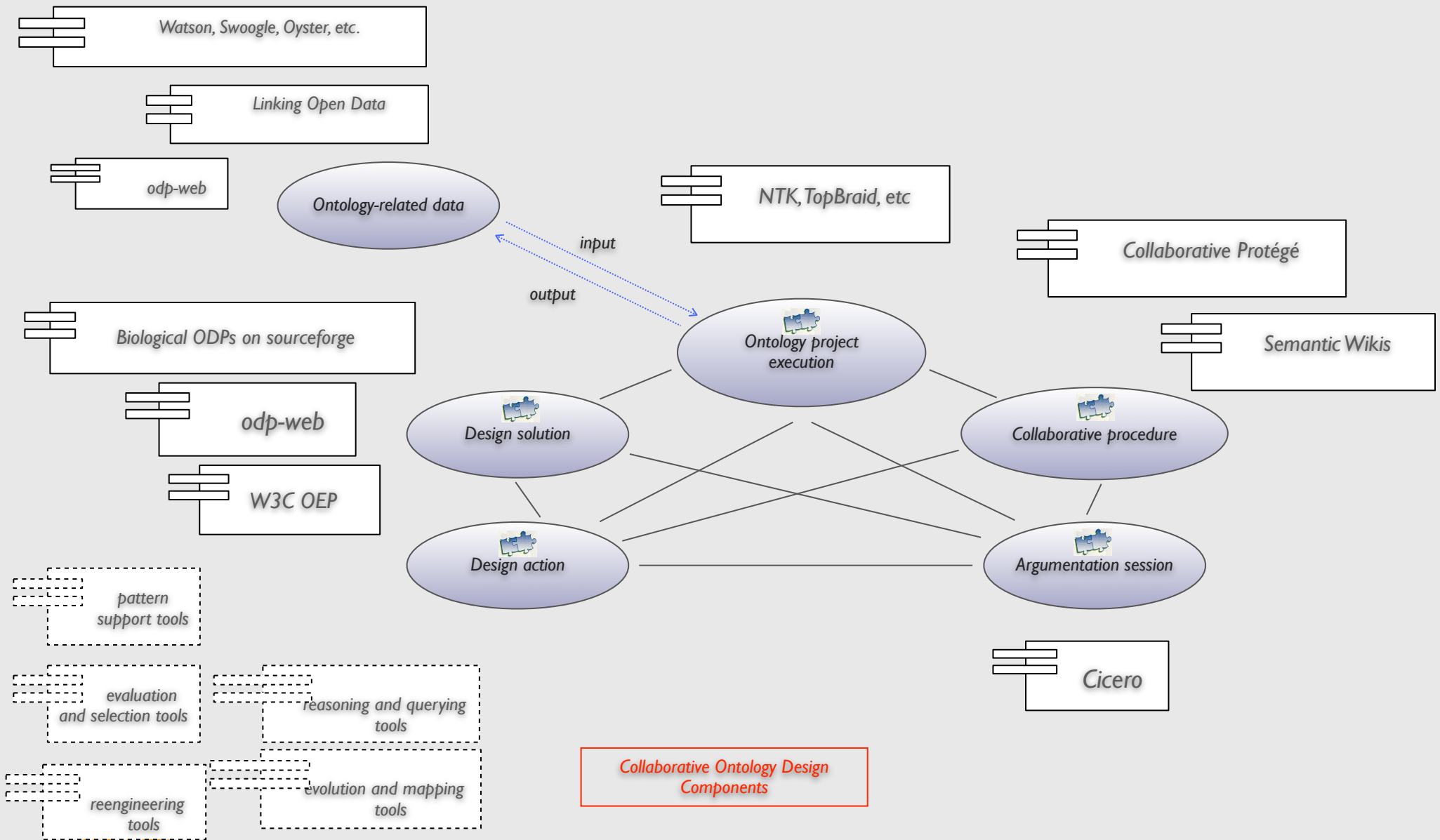


# What is needed for designing ontologies

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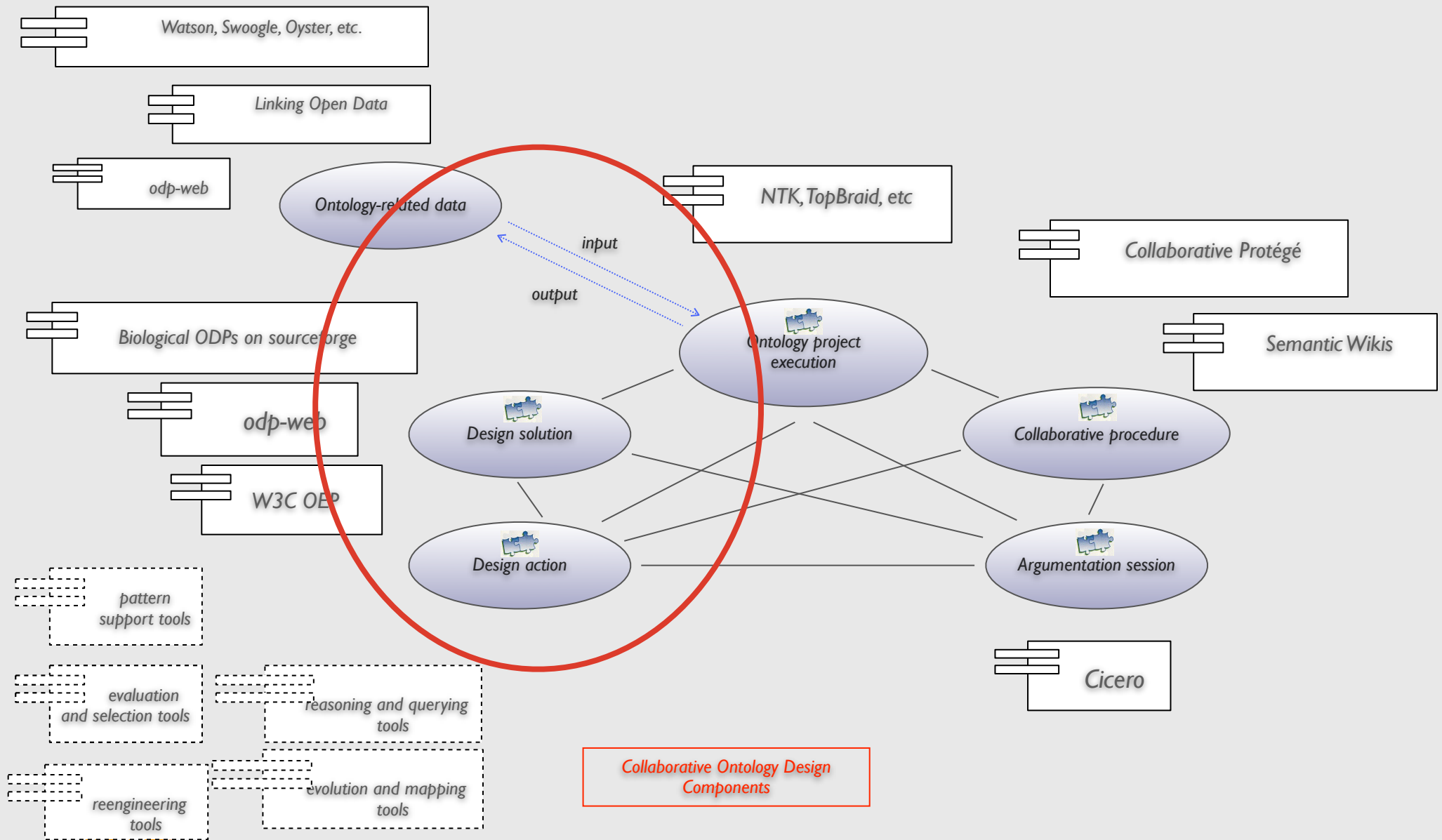
- **Resources (“raw” material)**
  - *Reengineering* is key *cf. Course 4*
  - Thesauri2ABox, Lexicon2TBox, Tags2ABox, etc.
- **Formal languages** *cf. Course 1*
- **Solutions (target configurations for the raw material)**
  - *Design patterns* are key *cf. Course 2 and 3*
  - Logical, architectural, reasoning, and content design
- **Methods (production from raw material)** *cf. Course 2 and 4 (partly)*
  - *Collaboration workflows* are key
    - Lone wolf, small research team, hierarchical commercial team, dictator
  - Argumentation, search, evaluation, selection, reengineering procedures, pattern matching and composition
- **Tools that implement methods** *cf. Hands-on sessions*
  - Current state not yet satisfactory, but improving (TopBraid, Protégé4, NeOn Toolkit, ...)

# Design in C-ODO



ST Lab

# Design in C-ODO



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# Ontology-related data

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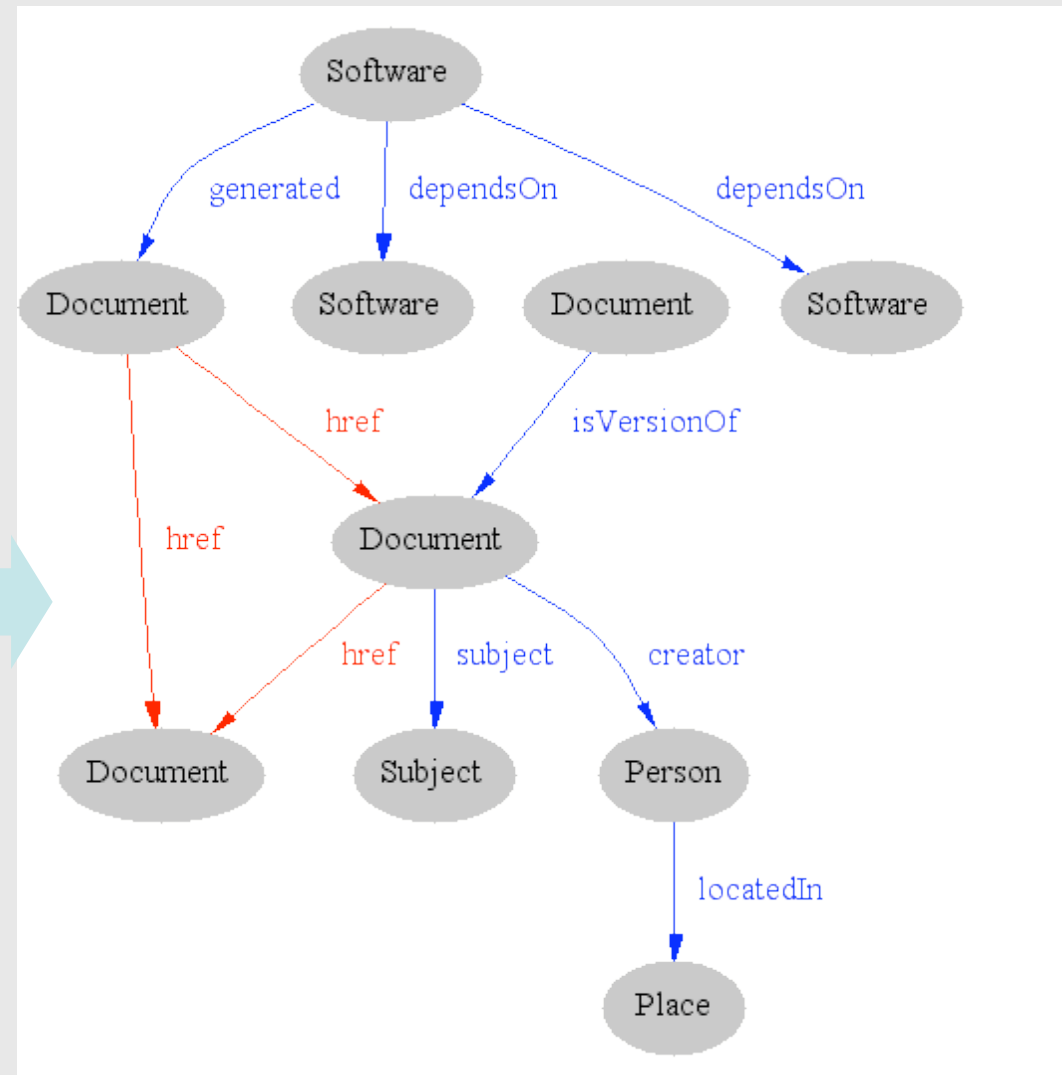
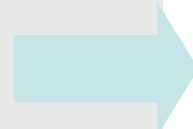
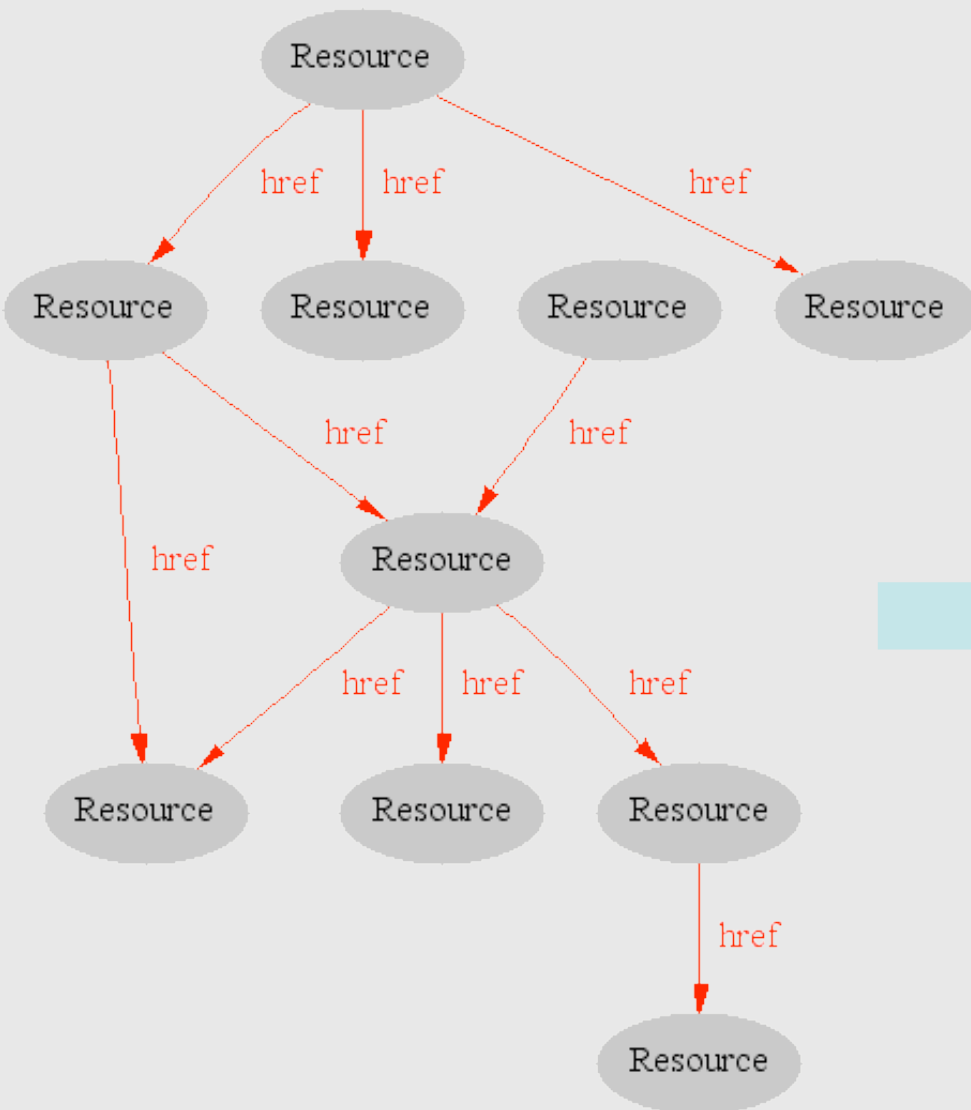
- “Knowledge resource” is a role for several kinds of information objects
- Informal vs. formal
  - Text corpora
  - Folksonomies (tag sets, directories, topic trees, subject indexes, infoboxes)
  - Lexica (dictionaries, wordnets, terminologies, nomenclatures)
  - Knowledge organization systems (thesauri, classification schemes)
  - Frames, semantic networks
  - DB schemas
  - Linked Open Data datasets
  - (Computational) ontologies
- Suppose we need to design an ontology of *desire* ... where to start from?

# Semantic Web and Web ontologies

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- Make web resources more accessible to automated processes
- Extend existing rendering markup with semantic markup
  - Metadata annotations that describe content/function of web accessible resources
- Use ontologies to provide vocabulary for annotations
  - New terms can be formed by combining existing ones
  - “Formal specification” is accessible to machines
- A prerequisite is a standard web ontology language
  - Need to agree on a common syntax before we can share semantics
  - Syntactic web based on standards such as HTTP and HTML

# Web vs. Semantic Web



# Resources for the Semantic Web

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- **Metadata**
  - Resources are marked-up with descriptions of their content. No good unless everyone speaks the same language
- **Terminologies**
  - provide shared and common vocabularies of a domain, so search engines, agents, authors and users can communicate. No good unless everyone means the same thing
- **Ontologies**
  - provide a shared and common understanding of a domain that can be communicated across people and applications, and will play a major role in supporting information exchange and discovery

# Web Languages

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- Web languages already extended to facilitate content description
  - XML Schema (XMLS)
  - RDF and RDF Schema (RDFS)
- RDFS recognizable as an ontology language
  - Classes and properties
  - Range and domain
  - Sub/super-classes (and properties)


# RDF

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- RDF stands for Resource Description Framework
- It is a W3C Recommendation
  - <http://www.w3.org/RDF>
- RDF is a graphical formalism ( + XML syntax + semantics)
  - for representing metadata
  - for describing the semantics of information in a machine-accessible way
- Provides a simple data model based on triples.

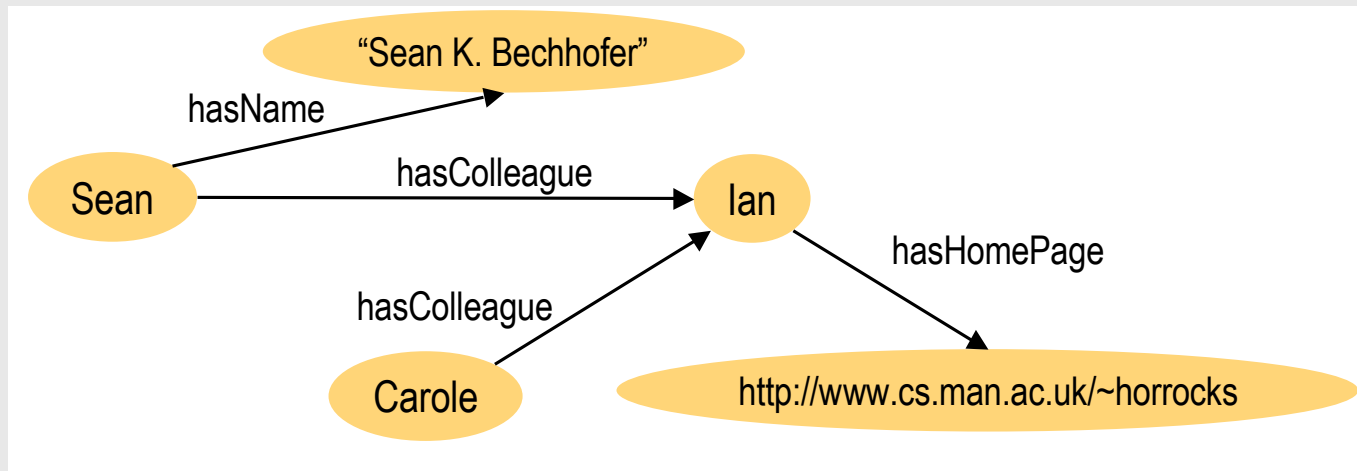
# RDF Data Model

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- Statements are <subject, predicate, object> triples:
  - <Sean,hasColleague,Ian>
- Can be represented as a graph:
- Statements describe properties of resources
- A resource is any object that can be pointed to by a URI:
  - The generic set of all names/addresses that are short strings that refer to resources
  - a document, a picture, a paragraph on the Web, <http://www.cs.man.ac.uk/index.html>, a book in the library, a real person (?), isbn://0141184280
- Properties themselves are also resources (URIs)

# Linking Statements

- The subject of one statement can be the object of another
- Such collections of statements form a directed, labeled graph



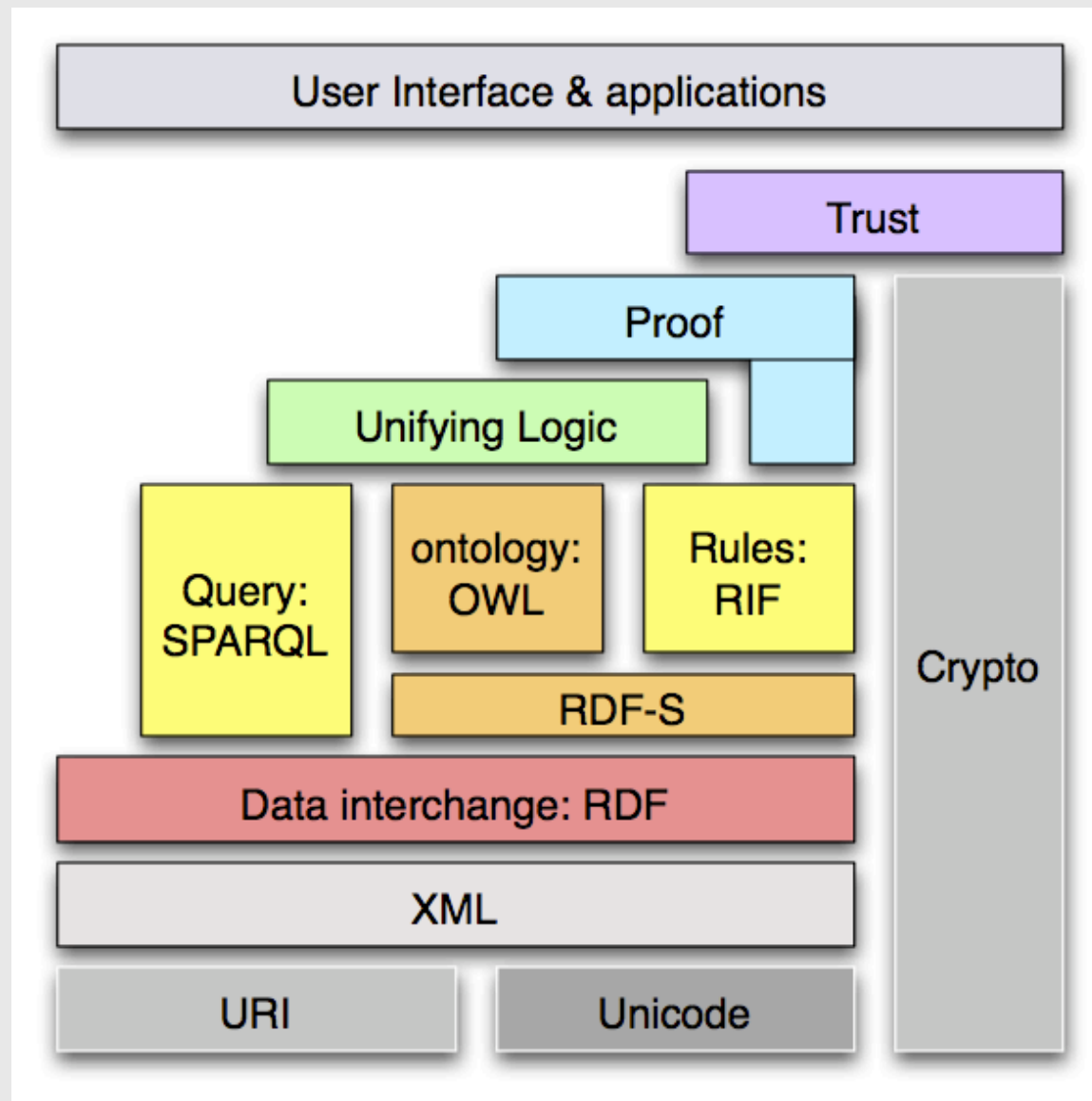
- Note that the object of a triple can also be a “literal” (a string)

# What does RDF give us?

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- A mechanism for annotating data and resources.
- Single (simple) data model.
- Syntactic consistency between names (URIs).
- Low level integration of data.

# The Semantic Web Layers



# Ontology supporting tools

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- **Editors**

- NeOn Toolkit, Protégé4, TopBraid Composer, Swoop, Protégé 3.4, and Collaborative Protégé; they usually aggregate:
  - Ontology Project manager
  - Workspace manager
  - Ontology Browser
  - Ontology Editor
  - Grapher
  - Importer
  - Reasoner engine
  - Query engine

- **Reasoners**

- FaCT++, Pellet, Racer, ...
- F-OWL, E-Wallet, ...

- **APIs and Frameworks**

- Jena, WonderWeb OWL API, Protégé OWL API, OWLIM