

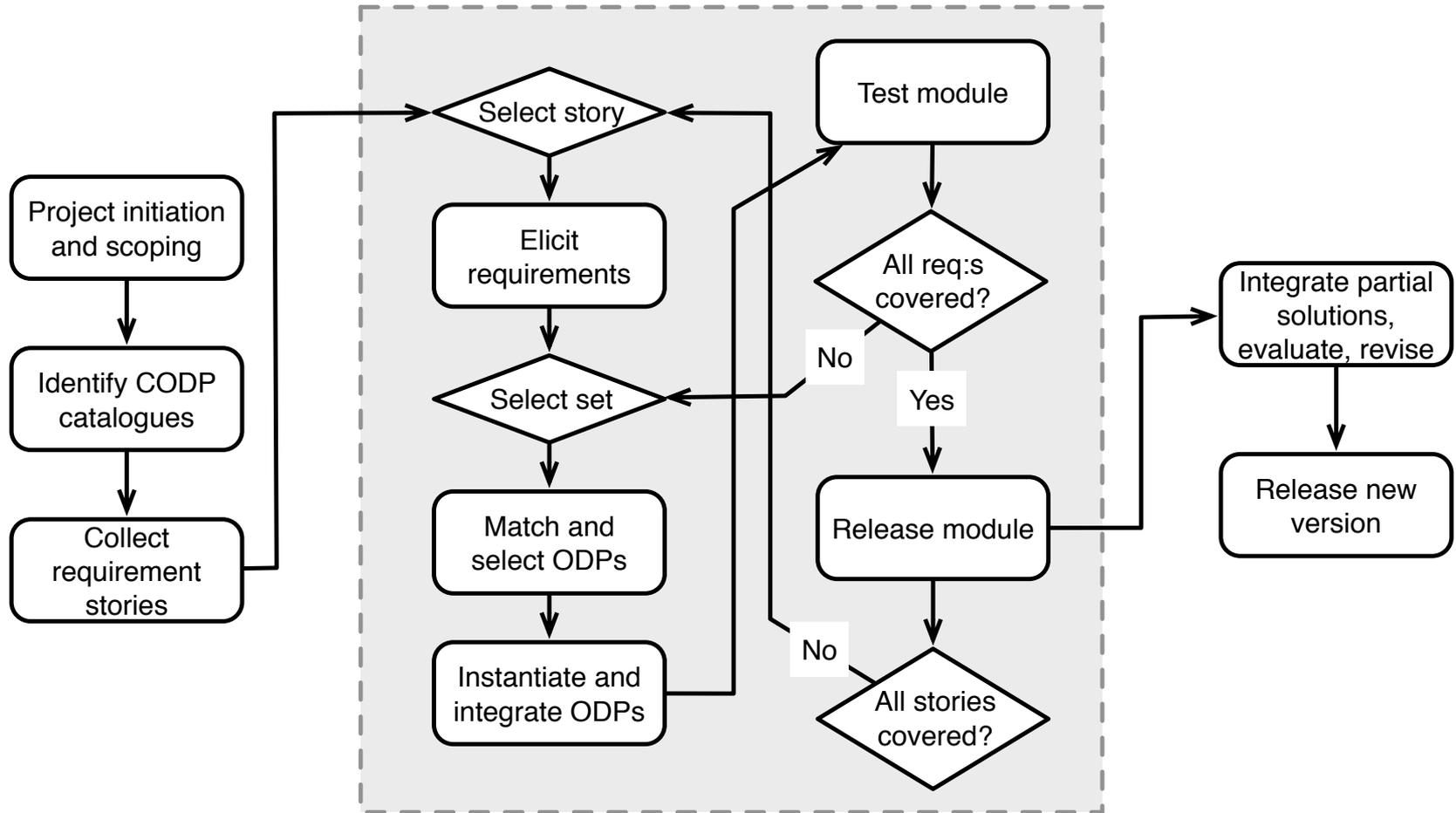
Introduction to XD and XDP

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eXtreme Design

- *"a family of methods and associated tools, based on the application, exploitation, and definition of Ontology Design Patterns (ODPs) for solving ontology development issues"* – Presutti et al.
- Agile, iterative, pair development, testing emphasis
- Requirements written as user stories formalised as Competency Questions, Contextual Statements, Reasoning Requirements
- Tight customer integration
- Key steps: find ODP, instantiate ODP, integrate solution



XD for WebProtégé (XDP)

- Fork of WebProtégé including tooling to support some XD steps:
 - Find ODPs
 - Instantiate ODPs (template-based or specialisation-based)
 - Integrate ODPs into solution (basic alignment)
- Also includes visualization, courtesy of code from the VisualDataWeb project and new UI tabs for advanced editing
- Some restrictions of WebProtégé:
 - No reasoning
 - ODP namespaces cloned, not imported

Survey

- Provides additional data for Karl's forthcoming PhD
- Opportunity to win 50 USD Amazon gift card
- Fill out during tutorial or afterwards (though preferably not months later..)
- <https://goo.gl/I1MWT4>



WebProtege AHSO-mockup

Simplified editor Advanced editor Classes Properties Individuals Changes By Entity Project Dashboard Design Patterns Visualization

Add content to this tab Add tab

Classes

Create Delete Watch Branch Search: Type search

- owl:Thing
 - Agent
 - Event
 - Veterinarian Visit
 - Observation
 - Time Interval

Class description for Veterinarian Visit

Display name
Veterinarian Visit

IRI
http://ahso.se/ontology/mockup/R7UvFjIKD3seUFcFA6od2qo

Annotations
rdfs:label Veterinarian Visit lang

Properties

Description for Veterinarian Visit

```
1 Class: 'Veterinarian Visit'  
2  
3 Annotations: [in root-ontology]  
4   rdfs:label "Veterinarian Visit"  
5  
6 SubClassOf: [in root-ontology]  
7   Event  
8  
9  
10
```

Properties Tree

Create Delete

- owl:topObjectProperty
- owl:topDataProperty
- Annotation properties



ODP Selector

ODP Category Selector

Select Category ▾

ODP Search

Query:

Search Reset

Results list

Name ▾

- Affordance
- agent role
- Airline.owl
- Aquatic resource observation ontology
- AquaticResources
- Bag**
- BasicPlan
- BasicPlanExecution
- CatchRecord
- Classification
- ClimaticZone
- Co-participation
- collection entity
- CommunicationEvent
- Communities

ODP Details

Use this Pattern

Pattern Description WebVOWL Visualisation

Graphical representation

```

graph TD
    Thing[owl:Thing] --> Item[Item]
    Thing --> Collection[collectionentity:Collection]
    Item -- itemContent --> Item
    Item -- itemOf --> Bag[Bag]
    Collection -- collectionentity:hasMember --> Thing
    Collection -- size --> Collection
    Bag -- hasitem --> Item
    Bag --> Collection
  
```

General description

| | |
|-----------------------------|--|
| Name | Bag |
| Intent | To model bags of items (elements). The Bag is characterized by a collection that can have multiple copies of each object. |
| Solution description | The Bag is characterized by a collection that can have multiple copies of each object. This is performed through the Item entity. The Item is linking exactly one resource through the relationship itemContent. |
| Consequences | |

CODP Instantiation Wizard X

Instantiation Method Selection

CODP Instantiation | CODP Visualisation

Select the appropriate Content Ontology Design Pattern instantiation method from the choices below. For a discussion on their respective attributes and effects, see <http://goo.gl/dv8pA3>

Template-Based Instantiation

In this method the CODP building block is treated as a template that is instantiated into the target ontology module by way of copying and renaming its constituent classes and properties. Advantages of this method include that CODP-level generic concepts that may be off-putting to less experienced modellers are not included in the final ontology, but only the CODP structure is kept. Disadvantages include that future alignment to other ontologies using the same CODPs may be complicated, as the IRIs of CODP-level concepts are not kept.

Import-Based Instantiation

In this method the original CODP is imported into the target ontology module, and instantiation is performed via specialization of CODP classes and properties using subsumption axioms. Advantages of this method include increased traceability and ease of alignment with other CODPs, as IRIs of CODP-level concepts are maintained.

Back Finish Next

CODP Instantiation Wizard

X

CODP InstantiationCODP Visualisation

Please provide labels for the ODP entities below that make sense when adapting the ODP to your domain.

Classes

| | | |
|-------------------|-----|--|
| item | ==> | <input style="width: 90%;" type="text" value="My item class"/> |
| (collections) Bag | ==> | <input style="width: 90%;" type="text" value="My bag class"/> |

Object Properties

| | | |
|--------------|-----|---|
| item content | ==> | <input style="width: 90%;" type="text" value="my item has some content"/> |
| item of | ==> | <input style="width: 90%;" type="text" value="is item in my bag"/> |
| has item | ==> | <input style="width: 90%;" type="text" value="my bag has my item"/> |

BackFinishNext

CODP Instantiation Wizard X

CODP Instantiation | CODP Visualisation

Generate preview

Axiom Preview | VOWL Preview

Prefix: owl: <http://www.w3.org/2002/07/owl#>
Prefix: rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#>
Prefix: xml: <http://www.w3.org/XML/1998/namespace>
Prefix: xsd: <http://www.w3.org/2001/XMLSchema#>
Prefix: rdfs: <http://www.w3.org/2000/01/rdf-schema#>

Ontology: <wptmp:entity>

ObjectProperty: <wptmp:entity#is item in my bag>

Domain:
 <wptmp:entity#My item class>

Range:
 <wptmp:entity#My bag class>

ObjectProperty: <wptmp:entity#my item has some content>

Domain:
 <wptmp:entity#My item class>

ObjectProperty: <wptmp:entity#my bag has my item>

Domain:
 <wptmp:entity#My bag class>

Back Finish Next

CODP Instantiation Wizard X

CODP Instantiation CODP Visualisation

Generate preview

Axiom Preview VOWL Preview

```
graph TD; MyItemClass((My item class)); MyBagClass((My bag class)); Thing((Thing)); MyItemClass -- "my item ha..." --> Thing; MyBagClass -- "is item in ..." --> MyItemClass; MyBagClass -- "my bag ha..." --> MyItemClass; style Thing stroke-dasharray: 5 5;
```

Back Finish Next

Get started

- <http://wp.xd-protege.com>
- <http://ontologydesignpatterns.org>
 - Click on the tutorial link below “What’s new”, then scroll down to afternoon hands-on session for links to the exercise overview, example data, and followup survey.
- Backup server (allow 5 minutes for setup):
 - WiFi SSID “WOP Tutorial”
 - <http://172.16.60.3>



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