

Ontology Engineering

Lecture 1: Introduction to Knowledge bases, ontologies, and the Semantic Web

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Outline

- 1 Introduction
- 2 Where is it used?
 - 'Ontology inside'
 - The Semantic Web
- 3 What is an Ontology?

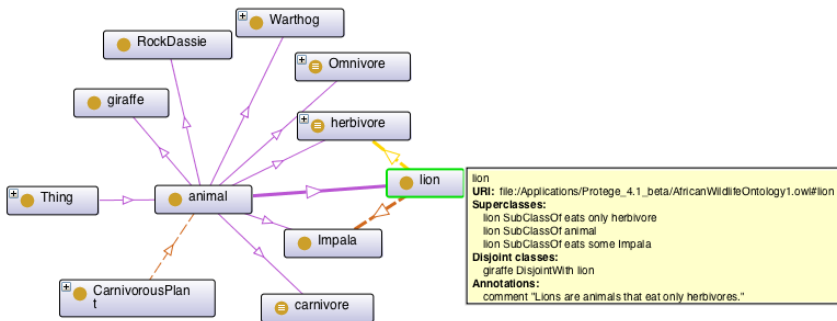
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An ontology (very informally)

- classes, relationships between them, and constraints that hold between/for them, with possibly individuals and their relations
- as a representation of a particular subject domain

'pretty' picture of a section of the AWO



j there's a lot going on behind the scenes !

Conceptual data models vs ontologies

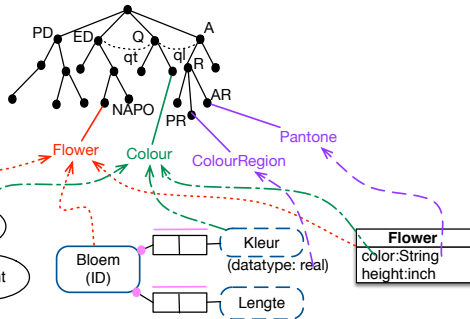
- Main differences:
 - Information needs for one application vs. **representing the knowledge of a subject domain** (regardless the particular application)
 - **Formalization** in a logic language (though one could do that for conceptual models as well)

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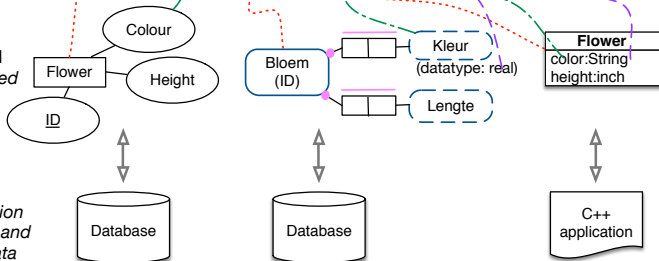
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 - **Formalization** in a logic language (though one could do that for conceptual models as well)
- An ontology as a layer on top of conceptual data models
 - To improve the quality of a conceptual data model (hence, the software)
 - To facilitate system (database, application software) integration, or prevent the usual data integration problems

Ontology

provides the common vocabulary and constraints that hold across the applications

**Conceptual model**

shows what is stored in that particular application

**Implementation**

the actual information system that stores and manipulates the data

Databases vs. Knowledge bases

- Main differences:
 - Representation of the knowledge
 - Rules
 - Reasoning to infer new or implicit knowledge, detect inconsistencies of the knowledge base
 - Open World Assumption (vs. Closed World Assumption in databases)

What is the usefulness of an ontology?

- Making, more or less precisely, the (dis-)agreement among people explicit
- Enrich software applications with the additional semantics ⇒ *ontology-driven information systems*
- Thus, practically, improving computer-computer, computer-human, and human-human communication

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Examples ontologies in information systems

- **e-learning** with *Inquire Biology* [Chaudhri et al., 2013]: textbook annotated with terms of the ontology, generates questions and answers.

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- **publishing** of scientific papers, books: enable navigation and understanding of scholarly documents [Di Iorio et al., 2014]
- **meta-mining of data mining experiments** (sections 1 and 5 of [Keet et al., 2015]): mine the (ontology-based) annotations of the data mining experiments, reason over that to have it propose the optimal data mining experiment

More Examples

- **For science** inside the scientific method: Outperforming humans (ontology+reasoner): classification of protein phosphatases [Wolstencroft et al., 2007]
- **Deep Question-Answering** with Watson beating human top-performers in 'Jeopardy!'; uses over 100 techniques, including ontologies for integration
- **Ontology-driven conceptual data modelling**: being more precise than just drawing diagrams, e.g., on those 'shared' and 'composite' aggregations in UML Class diagrams [Keet & Artale, 2008], finding contradictions.

Generalising from the examples:

- Data(base) integration
- Instance classification
- Matchmaking and services
- Querying, information retrieval
 - Ontology-Based Data Access
 - Ontologies to improve NLP
- Bringing more quality criteria into conceptual data modelling to develop a better model (hence, a better quality software system)
- Orchestrating the components in semantic scientific workflows, e-learning, etc.

The Semantic Web – Introduction

(some motivations for ontologies and knowledge bases)

- AI put to the test in the (uncontrollable?) very large field
- **Adding meaning** to plain HTML pages and Web 2.0 by using theory and technologies of KBs and ontologies
 - *But there is more to ontologies and knowledge bases than their application in the Semantic Web!*
- See slides `semweb-intro.pdf` (bit outdated)
- Google's version of it: its "Knowledge graph"
<https://www.youtube.com/watch?v=mmQl6VGvX-c>

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Background

- Aristotle and colleagues: **Ontology**
- Engineering: ontologies (count noun)
- Investigating reality, representing it
- Putting an engineering artefact to use

What then, is this engineering artefact?



First, let's look at an artefact: a text file....

```

AfricanWildlifeOntology1.owl

<owl:Class rdf:about="&AfricanWildlifeOntology1;lion">
  <rdfs:subClassOf rdf:resource="&AfricanWildlifeOntology1;animal"/>
  <rdfs:subClassOf>
    <owl:Restriction>
      <owl:onProperty rdf:resource="&AfricanWildlifeOntology1;eats"/>
      <owl:allValuesFrom rdf:resource="&AfricanWildlifeOntology1;herbivore"/>
    </owl:Restriction>
  </rdfs:subClassOf>
  <rdfs:subClassOf>
    <owl:Restriction>
      <owl:onProperty rdf:resource="&AfricanWildlifeOntology1;eats"/>
      <owl:someValuesFrom rdf:resource="#Impala"/>
    </owl:Restriction>
  </rdfs:subClassOf>
  <rdfs:comment>Lions are animals that eat only herbivores.</rdfs:comment>
</owl:Class>

<!-- file:/Applications/Protege_4.1_beta/AfricanWildlifeOntology1.owl#plant -->

<owl:Class rdf:about="&AfricanWildlifeOntology1;plant">
  <rdfs:comment>Plants are disjoint from animals.</rdfs:comment>
</owl:Class>

```

... or rendered in an ontology editor

AfricanWildlifeOntology1 (http://www.meteck.org/teaching/ontologies/AfricanWildlifeOntology1.owl...)

AfricanWildlifeOntology1

Classes | Object Properties | Data Properties | Annotation Properties | Individuals | OWLViz

Class hierarchy | Class hierarchy (inferred)

Class hierarchy: lion

- Thing
 - animal
 - carnivore
 - giraffe
 - herbivore
 - Elephant
 - Impala
 - lion
 - Omnivore
 - RockDassie
 - Warthog
 - Distribution
 - Habitat
 - plant
 - CarnivorousPlant
 - Grass
 - Palmtree

Annotations: lion

Annotations +

comment

Lions are animals that eat only herbivores.

Description: lion

Equivalent To +

SubClass Of +

● animal

● eats **only** herbivore● eats **some** Impala

SubClass Of (Anonymous Ancestor)

Behind the facade

The screenshot shows the AfricanWildlifeOntology1 web interface. The browser address bar displays the URL: `http://www.meteck.org/teaching/ontologies/AfricanWildlifeOntology1.owl...`. The interface includes a search bar for entities and several tabs: **Classes**, **Object Properties**, **Data Properties**, **Annotation Properties**, **Individuals**, and **OWLviz**. The **Classes** tab is active, showing a class hierarchy for **lion**. The hierarchy includes **Thing**, **animal**, **carnivore**, **giraffe**, **herbivore**, **Elephant**, **Impala**, **lion** (selected), **Omnivore**, **RockDassie**, **Warthog**, **Distribution**, **Habitat**, and **plant** (with sub-classes **CarnivorousPlant**, **Grass**, and **Palmtree**). A speech bubble highlights the following annotations for the **lion** class:

- `SubClassOf(awo:lion awo:animal)`
- `SubClassOf(awo:lion ObjectSomeValuesFrom(awo:eats awo:Impala))`
- `SubClassOf(awo:lion ObjectAllValuesFrom(awo:eats awo:herbivore))`

The **Annotations** tab is also visible, showing a table of annotations for the **lion** class:

| Annotation | Value | Actions |
|------------|----------------------------|---------|
| SubClassOf | animal | ? @ × ○ |
| SubClassOf | eats only herbivore | ? @ × ○ |
| SubClassOf | eats some Impala | ? @ × ○ |

At the bottom of the interface, it states: **No Reasoner set. Select a reasoner from the Reasoner menu** and has a checked checkbox for **Show Inferences**.

And behind that serialisation

The screenshot shows the AfricanWildlifeOntology1 web interface. The browser address bar displays the URL: `http://www.meteck.org/teaching/ontologies/AfricanWildlifeOntology1.owl...`. The interface includes a search bar and navigation tabs for Classes, Object Properties, Data Properties, Annotation Properties, Individuals, and OWLViz.

The left pane shows the Class hierarchy for 'lion', with a tree structure:

- Thing
 - animal
 - carnivore
 - giraffe
 - herbivore
 - Elephant
 - Impala
 - lion**
 - Omnivore
 - RockDassie
 - Warthog
 - Distribution
 - Habitat
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 - CarnivorousPlant
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 - Palmtree

The right pane shows the Annotations for 'lion', with a list of annotations:

- comment: Lions
- SubClass Of:
 - animal
 - eats **only** herbivore
 - eats **some** Impala

A speech bubble highlights the following logical expressions:

- $Lion \sqsubseteq Animal$
- $Lion \sqsubseteq \forall \text{eats.Herbivore}$
- $Lion \sqsubseteq \exists \text{eats.Impala}$

At the bottom of the interface, it states: "No Reasoner set. Select a reasoner from the Reasoner menu" and "Show Inferences" is checked.

A few definitions on what the text in the file is supposed to stand for

- Most cited (but very inadequate definition): “An ontology is a specification of a conceptualization” (by Tom Gruber, 1993)
- “a formal specification of a shared conceptualization” (by Borst, 1997)
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- What is a *conceptualization*, and a *formal, explicit specification*? Why *shared*?

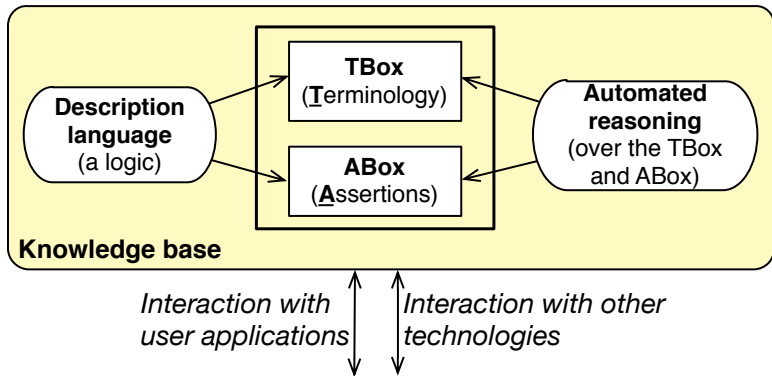
More definitions

- More detailed: “An ontology is a logical theory accounting for the *intended meaning* of a formal vocabulary, i.e. its *ontological commitment* to a particular *conceptualization* of the world. The intended models of a logical language using such a vocabulary are constrained by its ontological commitment. An ontology indirectly reflects this commitment (and the underlying conceptualization) by approximating these intended models.” (Guarino, 1998)

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- And back to a simpler definition: “with an ontology being equivalent to a **Description Logic knowledge base**” (Horrocks et al, 2003)

Description Logic knowledge base



From logical to ontological level (1/2)

- Logical level (no structure, no constrained meaning¹):
 - $\exists x(\text{Apple}(x) \wedge \text{Green}(x))$
 - “there exists an object that is an apple and it is green”

¹ meaning in the sense of subject domain semantics, not formal semantics

² DL has a model-theoretic semantics, so the axioms have a meaning in that sense of ‘meaning/semantics’ ☰

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 - $\exists x : \text{apple Green}(x)$ (many-sorted logics)
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 - “there exists a green-object that is an apple”
 - $\text{Apple}(a)$ and $\text{hasColor}(a, \text{green})$ (description logics²)
 - “object a is an apple and that object a has the colour green”

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 - ~~$\text{Green}(a)$ and $\text{hasShape}(a, \text{apple})$~~
 - “object a is a green and that object a has the shape of an apple”

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From logical to ontological level (2/2)

- Ontological level (structure, constrained meaning):
 - Some structuring choices are excluded because of ontological constraints
 - 'apple objects' seems better than 'green objects'
 - objects having the colour green seems more sensible than having an 'apple-shape'

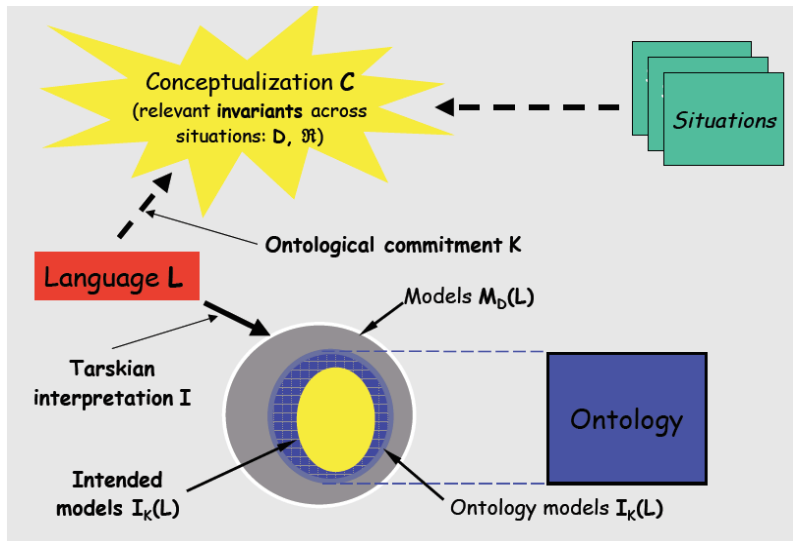
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 - There are reasons for that:
 - *Apple* carries an identity condition, so one can identify the object somehow (it is a 'sortal'),
 - *Green* does not (is a value ['qualia'] of the attribute ['quality'] *hasColor* that a thing has)

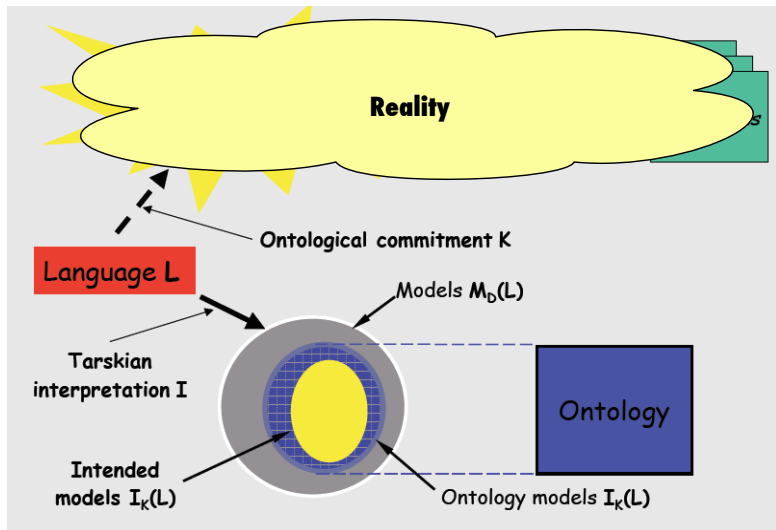
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- Put differently: one way of representing things turn out to be *better* than others.

Ontologies and meaning

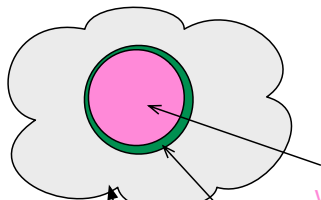


Ontologies and reality

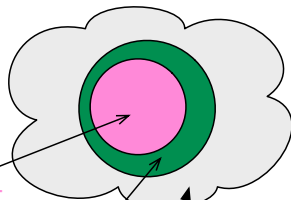


Quality of the ontology

Good



Less good

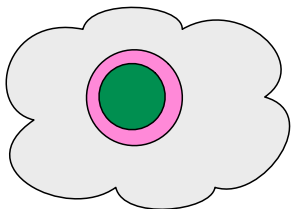


what you
want to represent

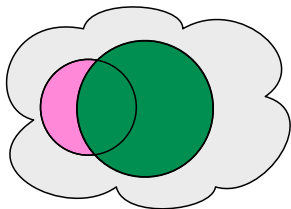
what you do/can represent with the language

Universe

Bad



Worse



Initial Ontology Dimensions that have Evolved (Ontology Summit 2007)

- Semantic
 - Degree of Formality and Structure
 - Expressiveness of the Knowledge Representation Language
 - Representational Granularity

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 - Expressiveness of the Knowledge Representation Language
 - Representational Granularity
- Pragmatic
 - Intended Use
 - Role of Automated Reasoning
 - Descriptive vs. Prescriptive
 - Design Methodology
 - Governance

Summary

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Additional references



Calvanese, D., Liuzzo, P., Mosca, A., Remesal, J., Rezk, M., Rull, G. Ontology-Based Data Integration in EPNet: Production and Distribution of Food During the Roman Empire. *Engineering Applications of Artificial Intelligence*, 2016, 51:212-229.



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Note: where pictures and figures were taken from elsewhere, a note of the source is made in the \LaTeX source file as a comment. If there is no note about the source in that frame, then I made the figure.