



Web Ontology Language (OWL)

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Mikel Egaña Aranguren

3205 Facultad de Informática
Universidad Politécnica de Madrid (UPM)
Campus de Montegancedo
28660 Boadilla del Monte
Spain

<http://www.oeg-upm.net>

megana@fi.upm.es
<http://mikeleganaaranguren.com>



Research and fill the wiki

<http://delicias.dia.fi.upm.es/athens/index.php/OWL>



Idea sharing



Hands-on

Yesterday:

OWL basics.

Today:

Introduction to OWL reasoning (15 min.)

Research (OWL reasoning) (30 min.)

Idea sharing (15 min.)

Hands-on (45 min.)

Hands-on idea-sharing (15 min.)

An OWL ontology with individuals and classes is a Knowledge Base

Knowledge Base (KB): Abox + Tbox

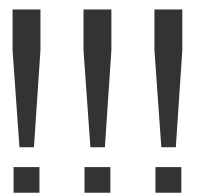
TBox (Terminological Box): \sim schema (\sim classes)

Abox (Assertional Box): \sim data (\sim individuals)

OWL works under the Open World Assumption (OWA)

Data Base (Closed World Assumption): the information not mentioned is false (Negation as Failure)

Knowledge Base (Open World Assumption): the information not mentioned is unknown (Can be true or false)



Pedro has spanish nationality

¿Does Pedro have british nationality?

CWA (DB): No

OWA (OWL KB): We don't know (Pedro can have double nationality). Till we assert that Pedro can only have one nationality, OWL will assume he can have more than one

OWA advantage: we can add new knowledge (e.g. New nationalities) easily, we don't have to “change the schema”

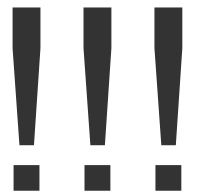
OWA is good for settings in which our knowledge will always be incomplete: open systems like the (Semantic) Web

In OWL there is no Unique Name Assumption (UNA)

The fact that two entities have different URIs does not imply that they are different entities

We have to explicitly assert, if we want to, that two entities are different from each other

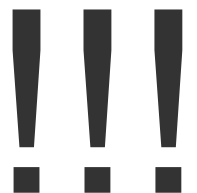
In the (Semantic) Web, different resources talk about the same entity



No UNA + OWA:

Building an ontology in OWL is like pruning a space in which by default everything is possible (OWA) and all the entities are the same (!UNA)

Such pruning is performed by adding axioms that limit the possible facts and make entities different to each other



Reasoning

Reasoning is performed by using a reasoner: a reasoner infers the axioms implied by the axioms we have stated in the ontology

Thus, the reasoner generates the *inferred* axioms from the *asserted* axioms

The reasoner makes *all* the implied axioms explicit, including the ones that would be missed by a human because of the complexity/size of the ontology

Therefore, a reasoner helps us deal with complex knowledge

OWL offers *sound and complete* reasoning if we don't use OWL full constructs (e.g. make an object property functional and transitive, ...)

That is the theory. In practice there can be efficiency problems. Reasoners are improving fast and OWL 2 offers different profiles optimized for different kinds of reasoning

Reasoning can be used to:

Maintain a class hierarchy

Check consistency of the ontology

Clasify an entity against the ontology

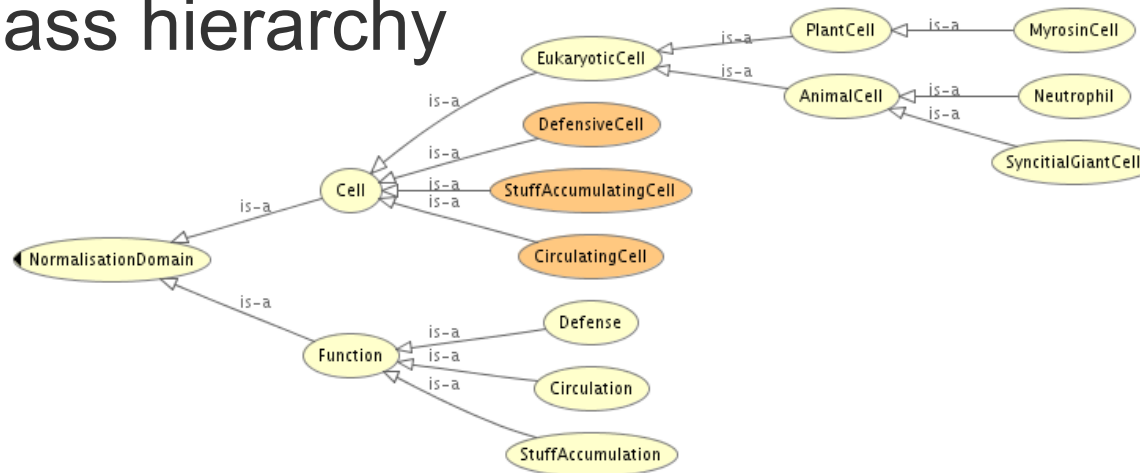
Make queries against the ontology

Use reasoning every time you change your ontology

Be aware of OWA and lack of UNA

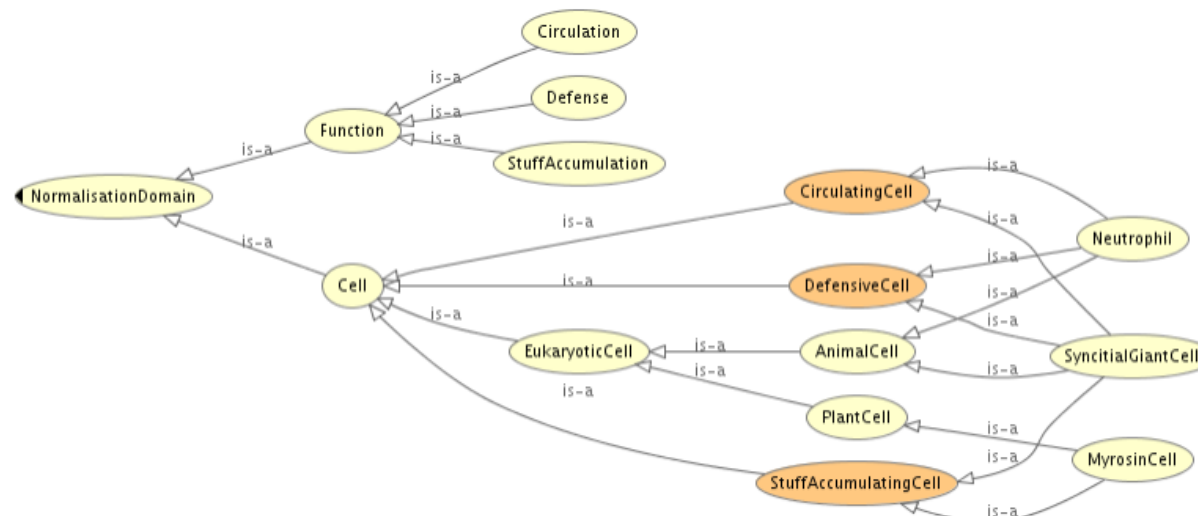


Maintain a class hierarchy



<http://www.gong.manchester.ac.uk/odp/html/Normalisation.html>

↓
CLASSIFY



Check consistency of an ontology

Not satisfiable classes cannot have any individual (There is no individual that can satisfy the axioms)

An ontology becomes *inconsistent* if we state that a not satisfiable class has an individual

In an inconsistent ontology, not satisfiable classes are subclasses of [owl:Nothing](#)

Automated reasoning cannot be performed in an inconsistent ontology

An inconsistent ontology usually means that we have modelled something wrong

Check consistency of an ontology

The screenshot displays an ontology editor interface. On the left, the 'Class hierarchy' panel shows a tree structure starting with 'Thing'. Under 'Coche', there is a 'Componente' class, which has 'audi', 'cilindro', and 'motor' as subclasses. Under 'fabricante', there are 'audi', 'skoda', and 'volkswagen' as subclasses. The 'audi' class is highlighted in red in both panels.

On the right, the 'Description: audi' panel shows the class's properties. Under 'Equivalent classes', 'Nothing' is listed, indicating that the class is empty. Under 'Superclasses', 'Componente' and 'fabricante' are listed. The 'Nothing' class is highlighted in blue.

At the bottom, the 'Axioms' window shows the following axioms:

- Componente **DisjointWith** fabricante
- audi **SubClassOf** Componente
- audi **SubClassOf** fabricante

The 'audi' class is highlighted in red in the axioms list. An 'OK' button is visible at the bottom of the axioms window.

Classify new entities against the ontology

Individuals: `types`

Classes: `subClassOf`, `equivalentTo`

Queries against the ontology

A query is an anonymous class

We ask the reasoner how the entities of the ontology relate to such class
(type, subclass, ...)

Defined classes can also be regarded as queries

The screenshot displays the OntoGraf web interface for an ontology. The browser address bar shows the URL: `http://www.semanticweb.org/ontologies/2011/3/Ontology1301763636618.owl`. The interface includes a menu bar (File, Edit, View, Reasoner, Tools, Refactor, Window, Help) and a toolbar with tabs for Active Ontology, Entities, Classes, Object Properties, Data Properties, Individuals, OWLviz, DL Query, and OntoGraf.

Class hierarchy:

- Thing
 - CocheAudi
 - audi
 - cilindro
 - motor
 - skoda
 - volkswagen

DL Query:

Query (class expression):
fabricado_por some (audi or skoda)

Buttons: Execute, Add to ontolo...

Query results:

- Equivalent classes (0)
- Ancestor classes (1): Thing
- Super classes (1): Thing
- Sub classes (1): CocheAudi
- Descendant classes (1): CocheAudi
- Instances (0)

Filters:

- Super classes
- Ancestor classes
- Equivalent classes
- Subclasses
- Descendant classes
- Individuals

Reasoner active Show Inferences