

OWL

The Web Ontology Language

part I: overview

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In the next 90 mins

Intro

- why OWL?
- relationship to RDF(S) and logics (DLs)

Application areas and tools

Basics

- entities, expressions, axioms
- dealing with data values
- non-logical part: annotations, imports, and versions

So why Semantic Web needs OWL?

First, we've got RDF

- A simple graph language to express **facts** (LD)
- A simple data model + low-level data integration tools

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No schema? But we have RDFS!

- A lightweight **schema**, good for simple vocabularies
- Some simple inferencing (transitivity of `rdfs:subClassOf`)

RDF(S) not quite sufficient

Schemas are often just **too** weak

- Can say: `:hasWife rdfs:domain :Woman (rdfs:range :Woman)`
- Cannot say: `:Peter :hasWife some :Woman (only :Woman)`

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- **NP-complete** without negation, disjunction, etc.

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So we need a language(s) that:

- Provides **adequate** balance between expressivity and computational complexity
- “pay-as-you-go” behavior

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So we need a language(s) that:

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That language is called **OWL 2**

Application areas

Vocabulary-centric applications

- manage **complex** terminologies
(in a machine-processable way)
- share terminology **across** applications

Data-centric applications

- lightweight reasoning over **tons** of data
- data integration

Terminology management

Example: medical informatics

- Terminologies are **huge**
 - ICD: ~100K medical codes
 - SNOMED CT: >300K classes
- Applications are different
 - medical diagnosis tools
 - electronic medical records
 - learning and statistical analysis tools

All must agree on the **meaning** of the terms

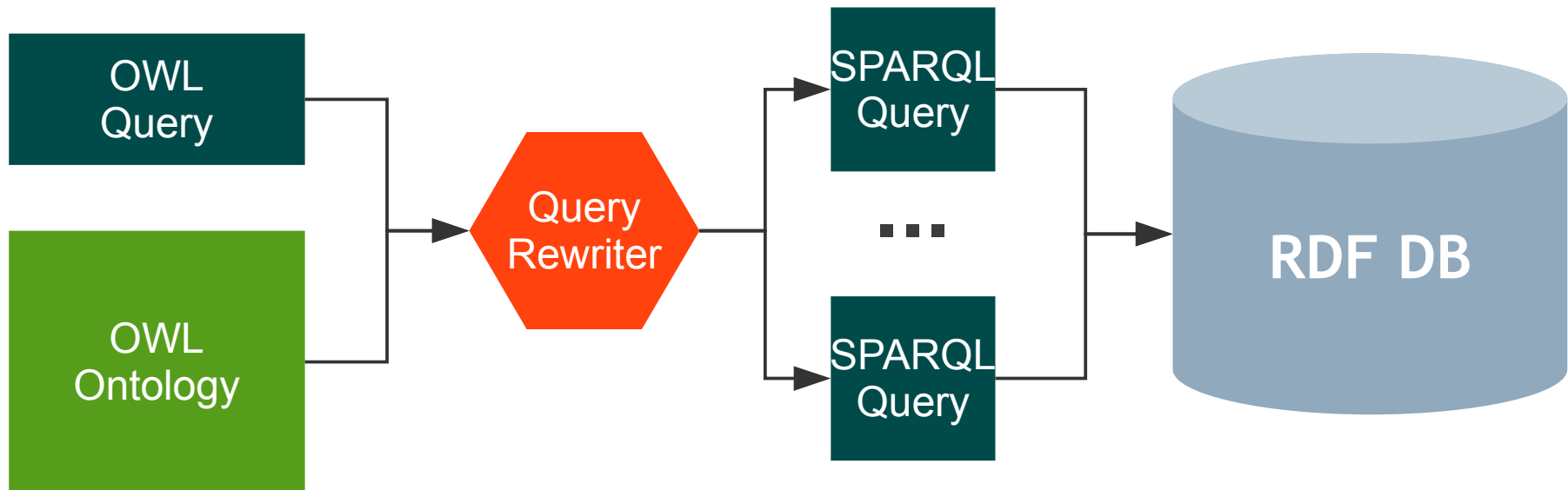
Scalable **schema** reasoning is key

- e.g. for **quality** assurance

Data-centric apps

Mostly about querying **loads** of data

- w.r.t. some (simple) schema
- on top of RDF (or SQL) database



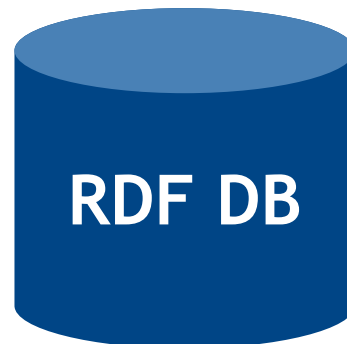
Data integration

Data sources are often **heterogeneous**

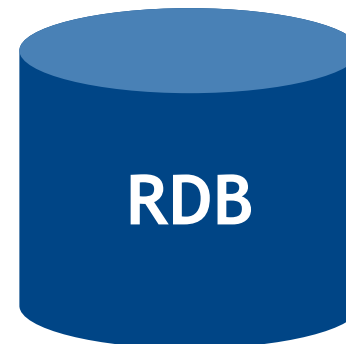
- RDF data
- relational data
- spreadsheets



RDF resources



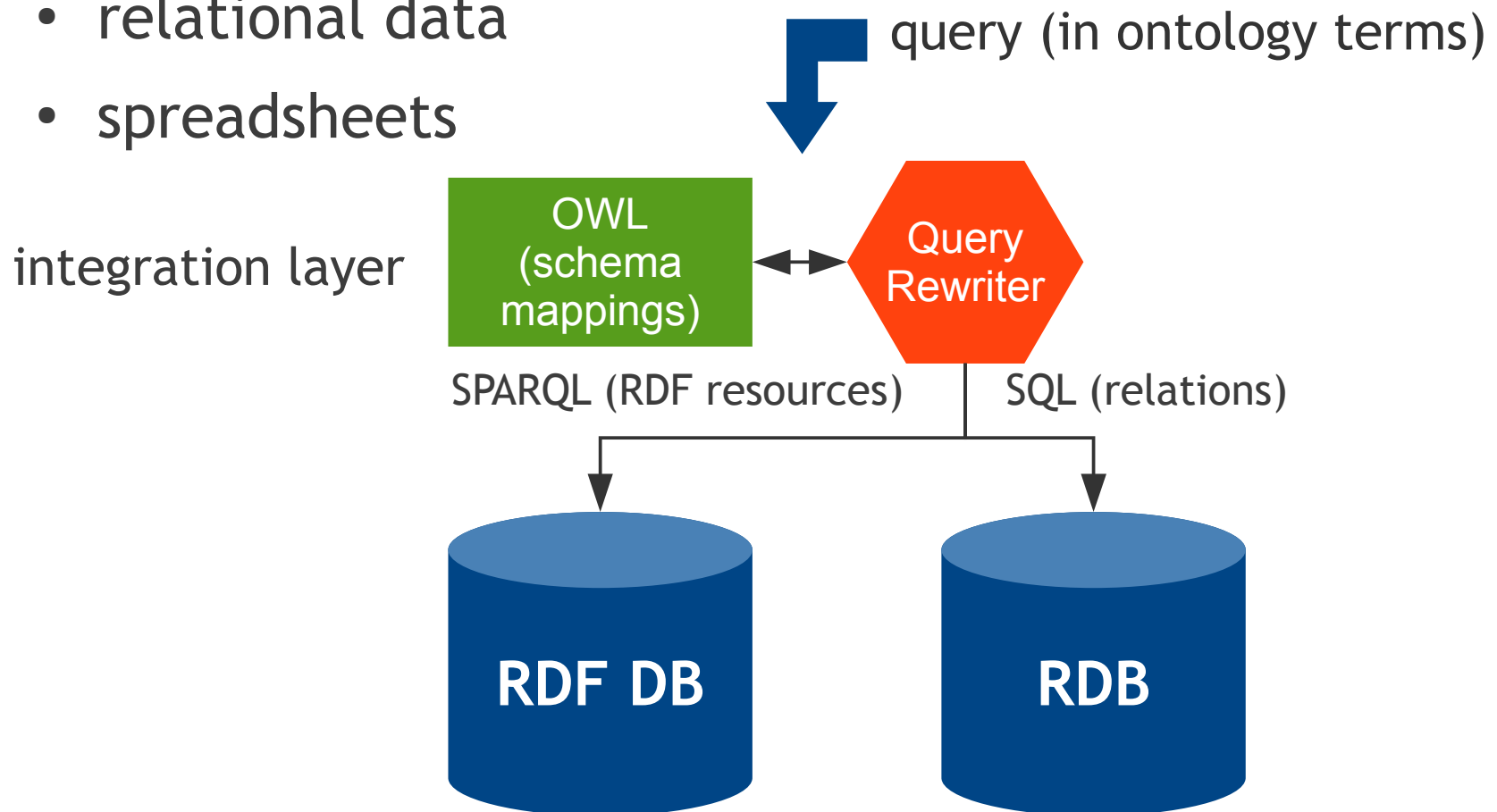
relations



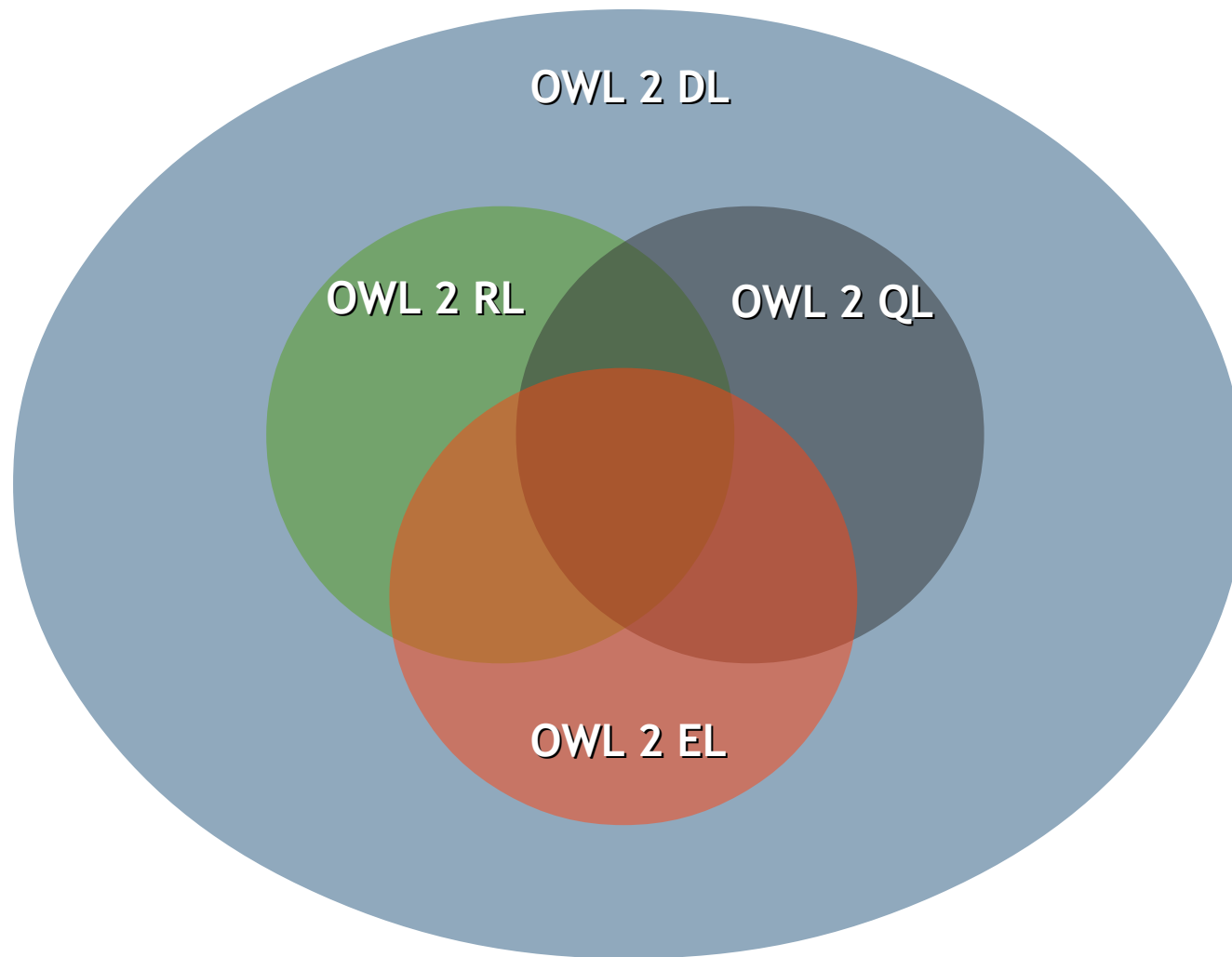
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- spreadsheets



One size does **not** fit all!



Tools

Reasoners

- DL: Pellet, FaCT++, HermiT, RACER
- Lightweight: CEL/jCEL/ELK/Quest

Semantic databases

- Virtuoso, Stardog, OWLIM, Oracle 11
- not always **fully** implement profiles
- APIs: OWL API, RDF-based APIs (Jena, Sesame, etc.)
- Data integration (PDQ)
- Matchers, editors, debuggers, visualizers...

Extended RDF or logic?

OWL as RDF extension

- Every OWL ontology can be expressed as RDF graph (the other way is trickier)
- a **semantically compatible** RDF graph

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OWL as a **logic** with a Web-friendly syntax

- OWL ontology is a DL knowledge base
- with a DL semantics

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OWL as a **logic** with a Web-friendly syntax

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The views are **compatible** to a certain extent

We adopt the **second** view in this lecture

Schema vs Data

Think RDB

- schema defines **structure** (tables, keys, attributes)
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OWL

- schema (TBox) statements describe the **domain**
- data (ABox) statements express **facts** (like RDF)
- both are called **axioms**
- TBox + ABox is called **ontology**

Modeling example

Family

- parent, children
- cousins, aunts, uncles, nephews, etc.
- pets

Need to model to define terms **unambiguously**

- to manage data
- to make apps **understand** the data
- to make sure **different** apps **agree** on terms

A simple example (TBox, ABox)

TBox: conceptual modeling

- a parent is a mother **or** a father
- father and mother are **disjoint** concepts
- **every** person must have **one** parent of **each** kind
- your parents' parents are your grandparents

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ABox: a specific family

- **Peter** is a father, **Lois** is a mother
- **Peter** and **Lois** are parents of **Chris, Meg, and Stewie**
- **Pewterschmidts** are parents of **Lois**



Where the analogies stop...

OWL ontologies are **not** databases

- DB are **closed-world** collections of facts: either explicitly true or false (NAF)

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- ontologies are **open-world**: things can be explicitly true, implicitly true, false, or unknown
 - **explicitly true**: Peter is a father
 - **implicitly true**: Chris, Meg, and Stewie have grandparents
 - **false**: Lois is a father
 - **unknown**: Chris is a parent

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 - **explicitly true**: Peter is a father
 - **implicitly true**: Chris, Meg, and Stewie have grandparents
 - **false**: Lois is a father
 - **unknown**: Chris is a parent
- no **unique name** assumption: Chris, Meg, and Stewie could all denote the same person

Where the analogies stop...

OWL is **not** a programming language

- modeling is **declarative**, describes what's true
- no procedural semantics (triggers, slots, etc.)
- doesn't specify how to **infer** what's true

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OWL is **not** a schema language

- can't impose syntactic constraints on documents (e.g. like in XML Schema)
- example: can't require that parent axioms are **syntactically** present

On OWL syntaxes

There are many:

- **RDF**-native: RDF/XML, Turtle, N3, etc.
all describe **triples**
- **OWL**-native: OWL/XML, Functional, Manchester
all describe **axioms**

This lecture uses the **Functional Syntax**

- avoid OWL axiom to RDF triples mapping
- avoid XML verbosity



Axioms, Entities, and Expressions

Entities

Main building blocks: **classes**, **properties**, **individuals**
(all denoted with IRIs)

- Individuals: specific objects
:Peter, :Lois, etc.
- Classes (concepts): sets of individuals
:Family, :Parent
- Properties (roles): sets of **pairs** of individuals
:marriedTo, :childOf

Entities

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Entities need to be **declared** in OWL 2 DL

Declaration (ObjectProperty (:hasParent))

Class expressions (CE)

Classes with a IRI are called **named** or **atomic**

:Person, :Parent, ...

owl:Thing (T) and owl:Nothing (\perp) are predefined

Can be combined into **class expressions**

- expressions don't have IRIs
- still interpreted as sets
- propositional and non-propositional

Property expressions

Named properties

- identified with IRI
- owl:topObjectProperty and owl:bottomObjectProperty
- **object** properties and **data** properties

Property expressions

- no IRIs
- also interpreted as relations

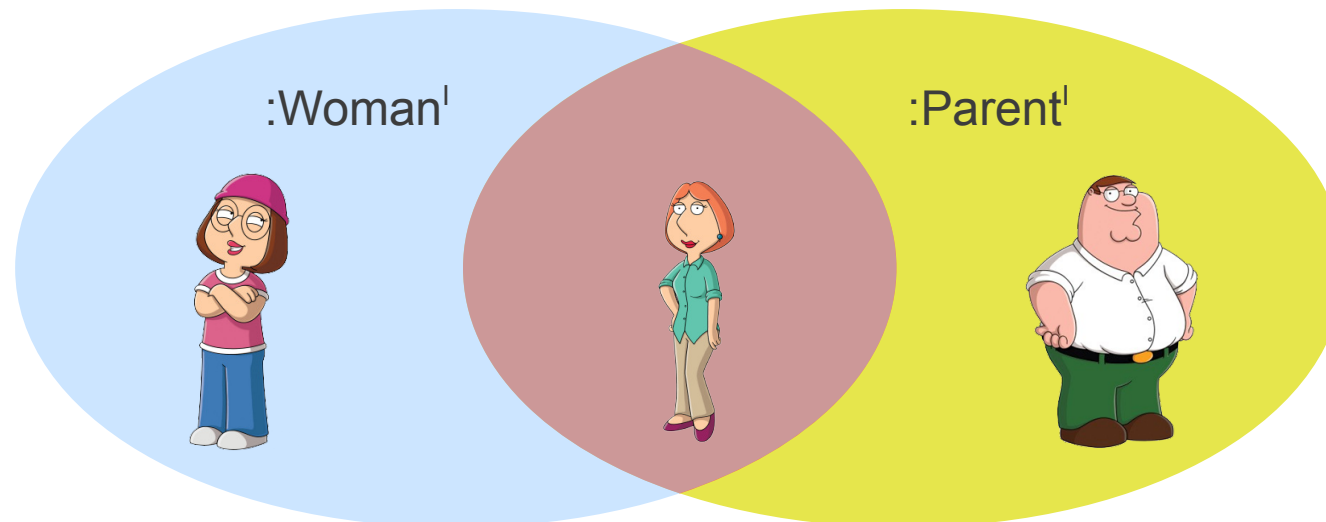
CE: boolean constructors

OWL 2 DL is a **propositionally complete** language

intersection: `ObjectIntersectionOf(:Woman :Parent)`

union: `ObjectUnionOf(:Mother :Father)`

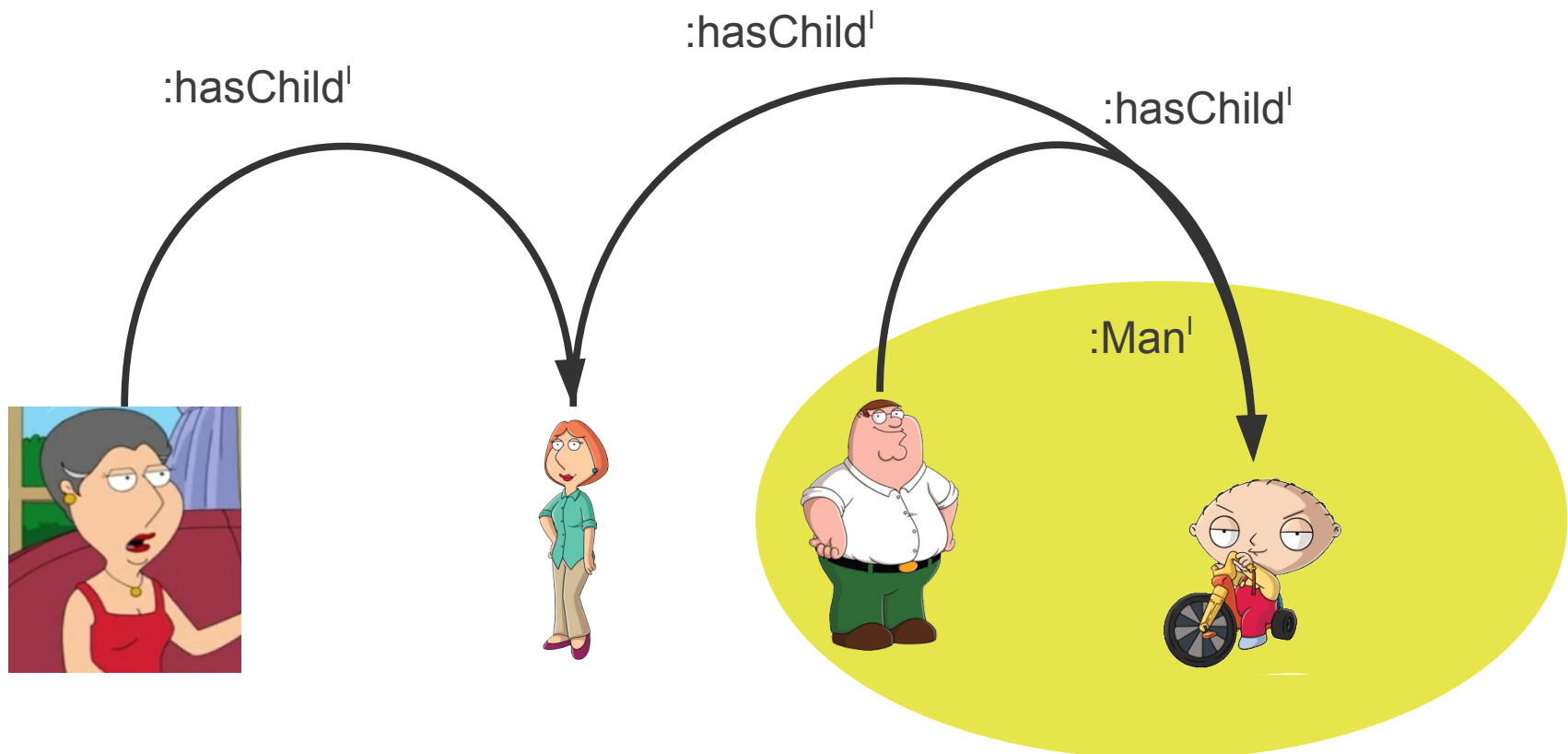
complement: `ObjectComplementOf(:Parent : Mother)`



CE: restrictions on properties

Existentials:

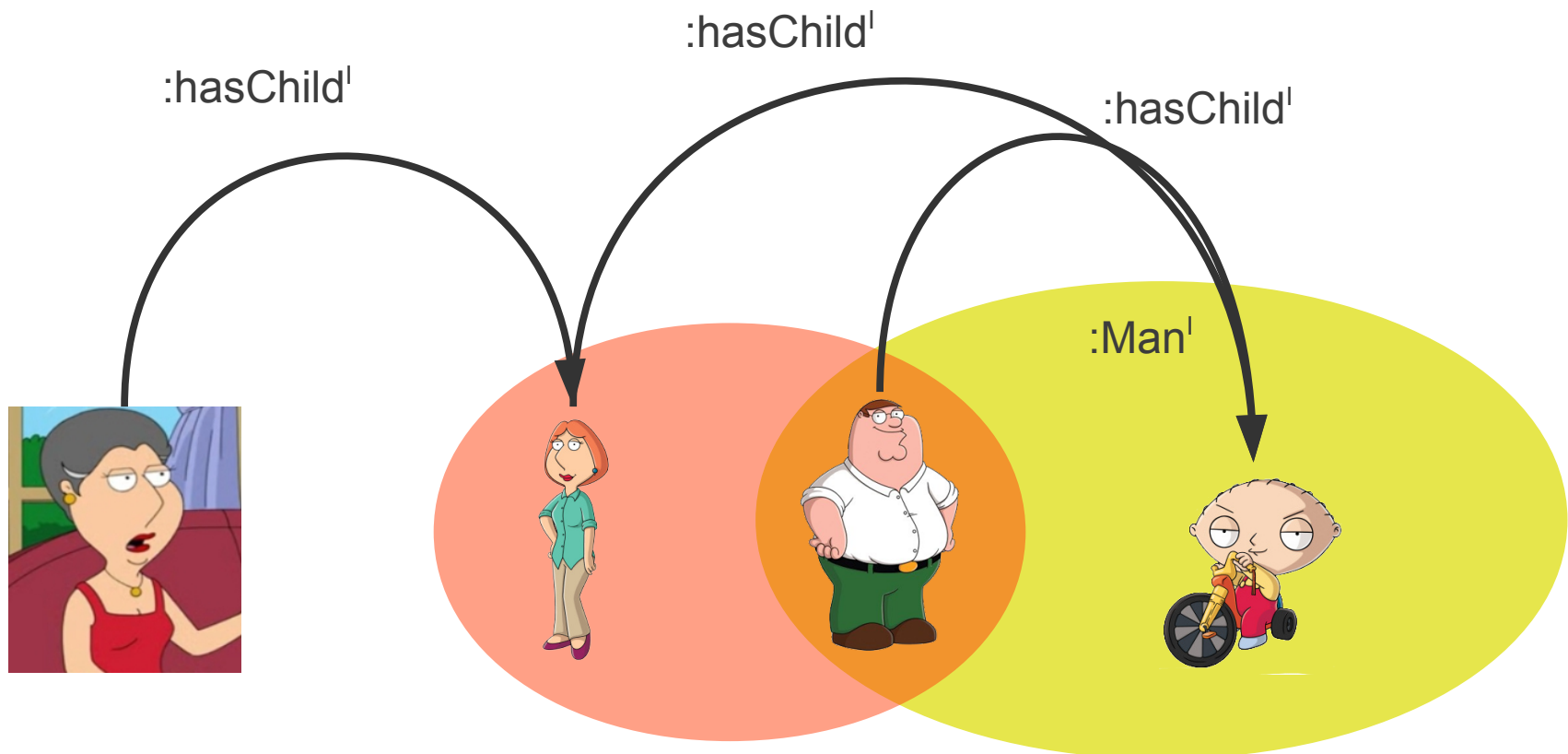
ObjectSomeValuesFrom(:hasChild :Man)



CE: restrictions on properties

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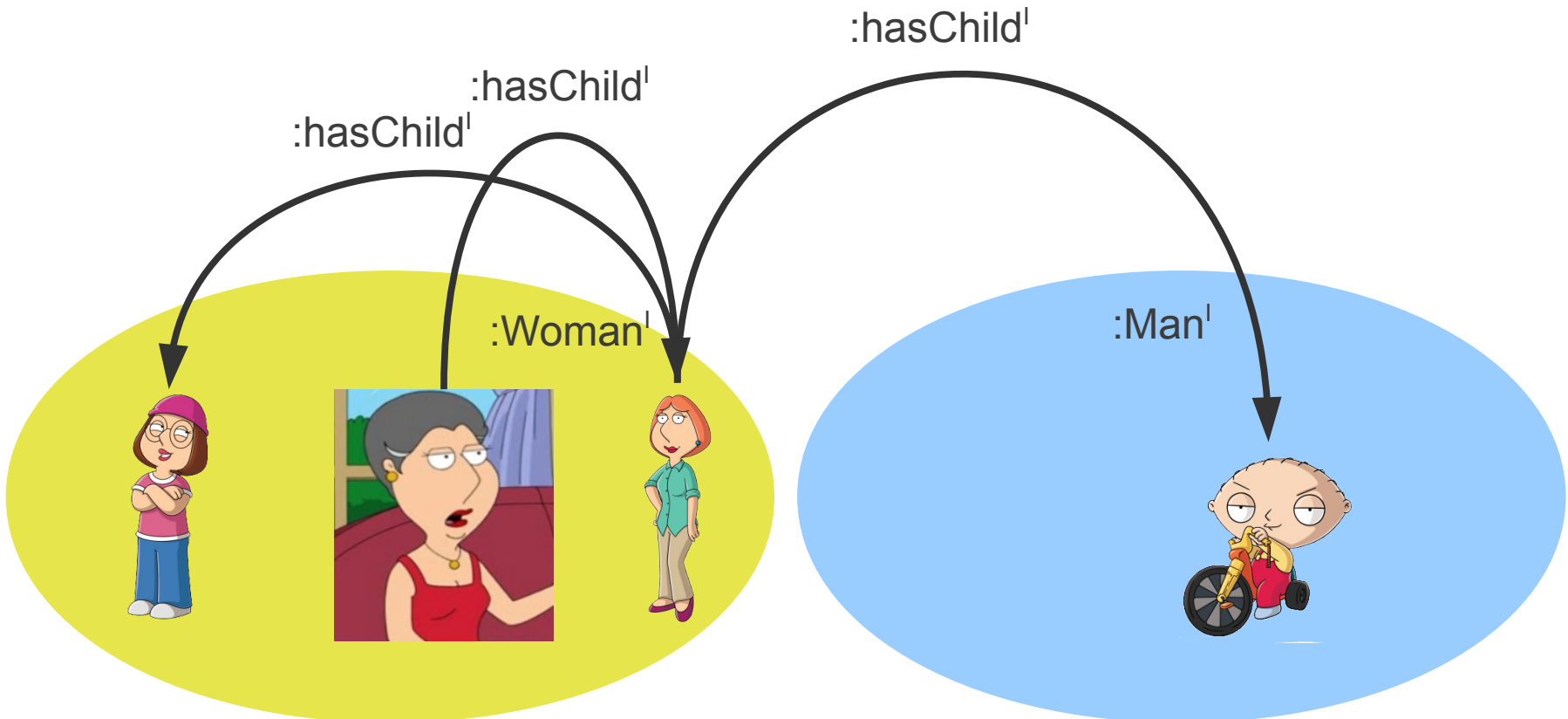
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CE: restrictions on properties

Universals:

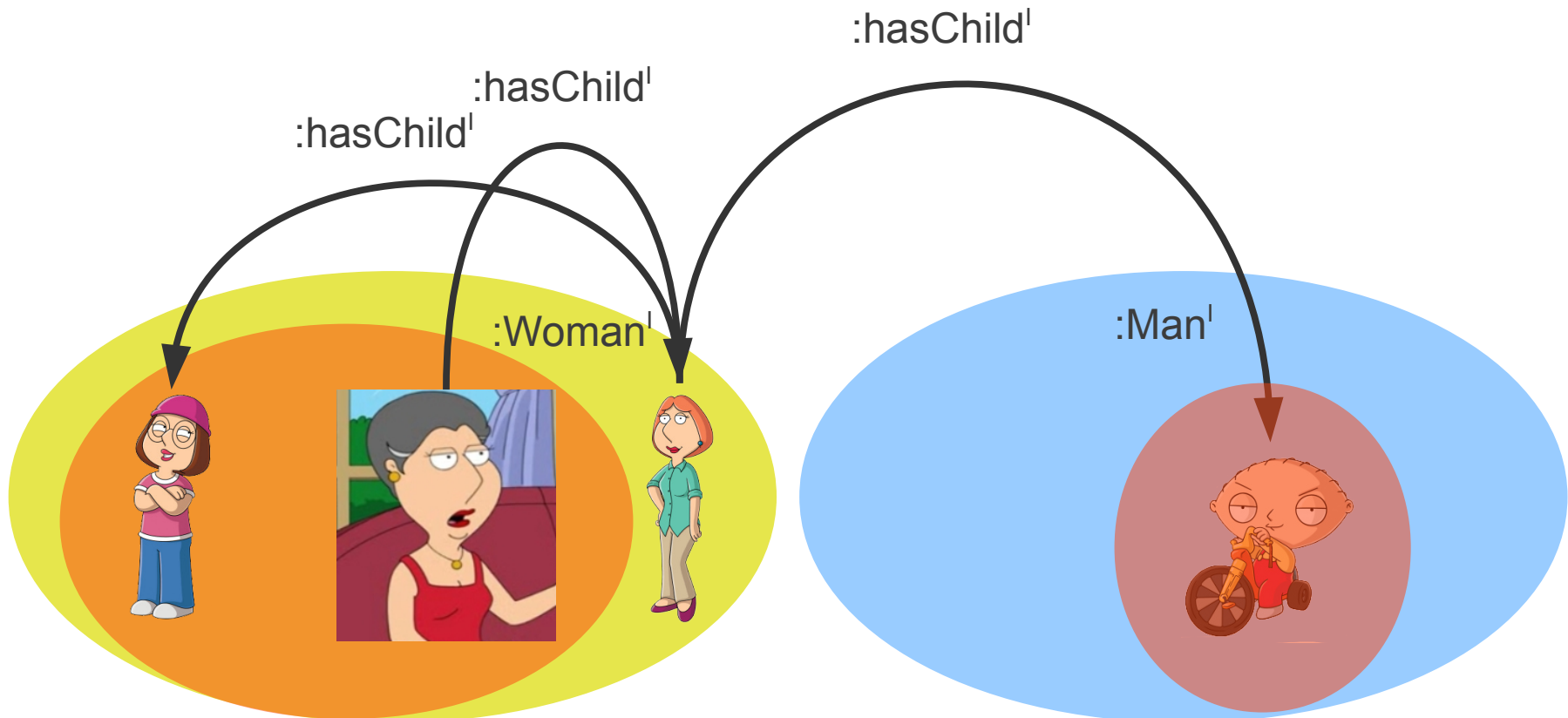
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CE: restrictions on properties

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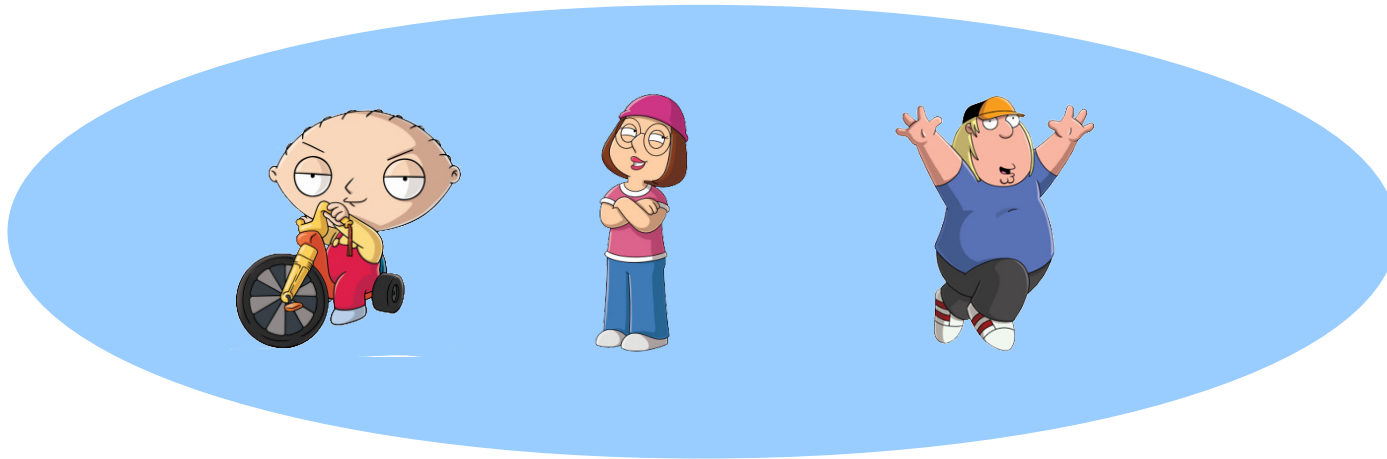
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Nominals classes

Sometimes you just want to **enumerate** things

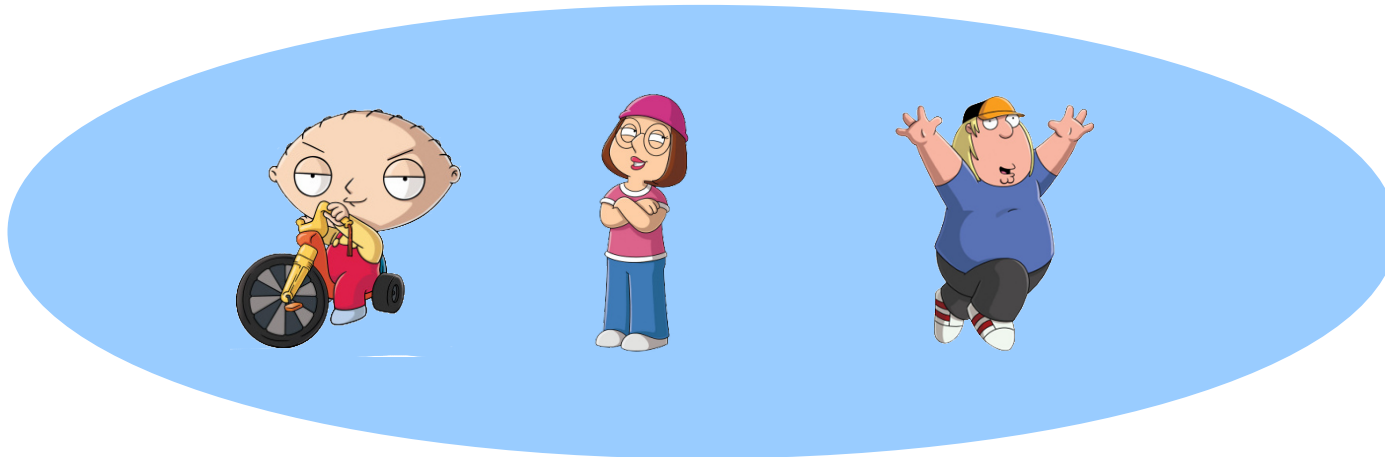
ObjectOneOf(:Chris :Meg :Stewie)



Nominals classes

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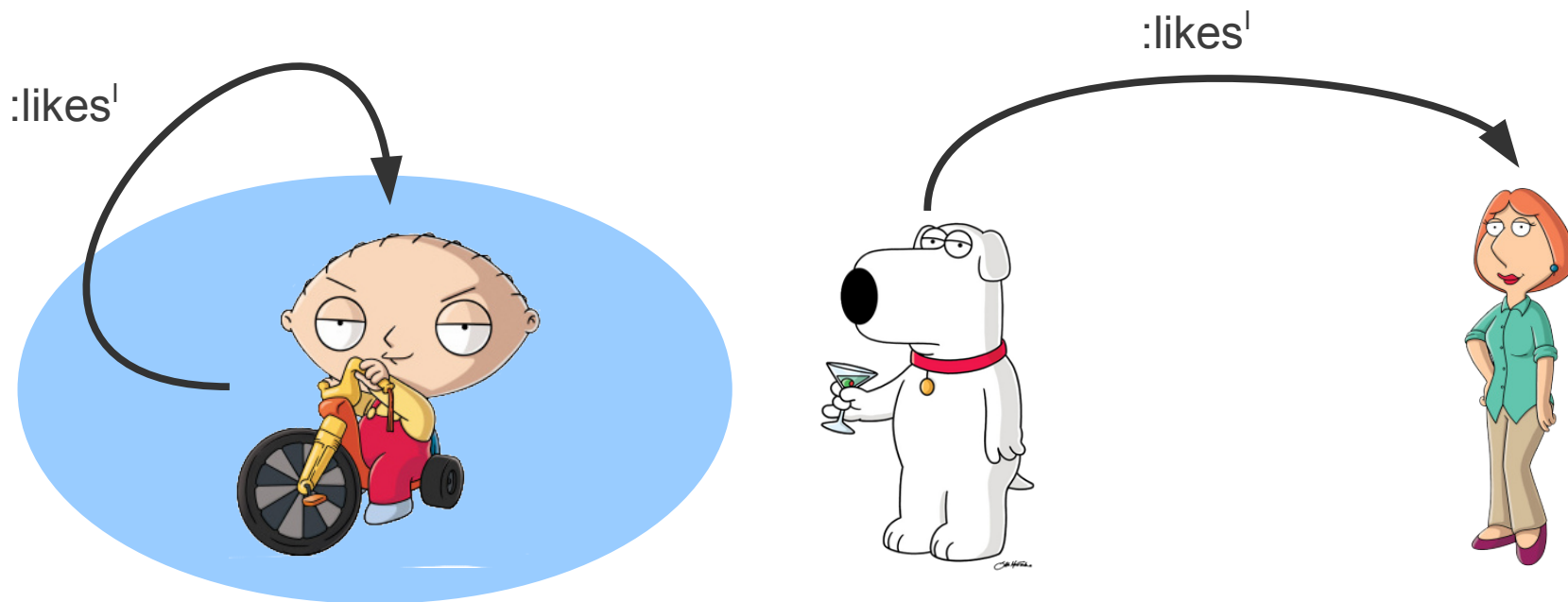
Does it mean that the class

- contains exactly 3 objects?
- at least 3? at most 3?

Self-restrictions

Can define a class of objects related to **itself**

ObjectHasSelf(:likes)



Cardinality restrictions

ObjectMinCardinalityFrom (2 :hasChild owl:Thing)

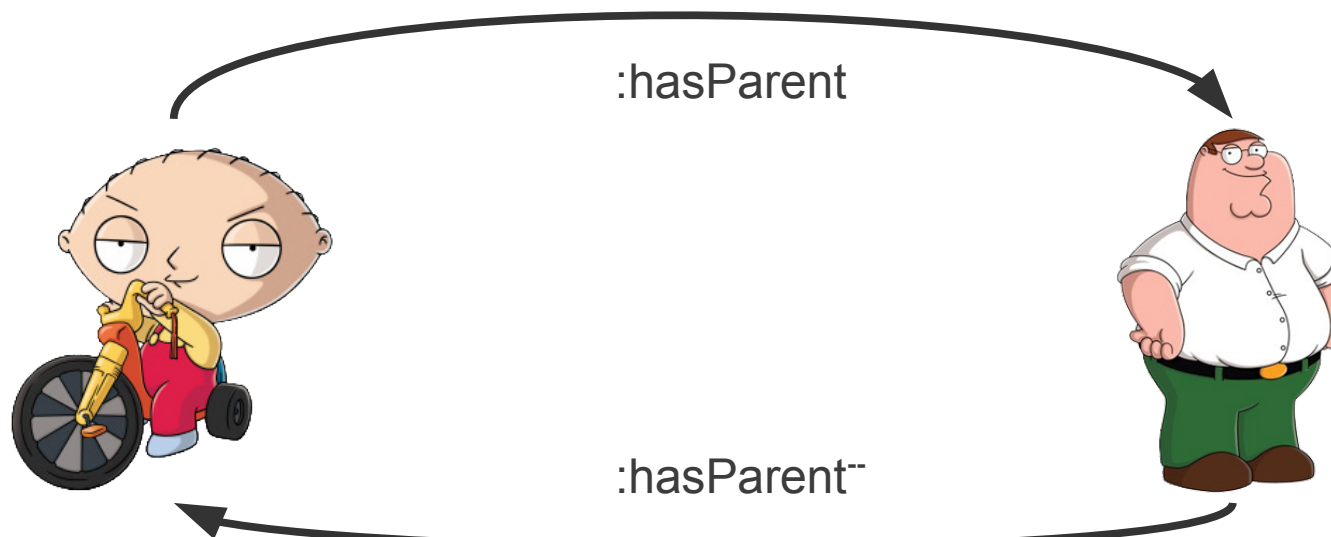
ObjectMaxCardinalityFrom (2 :hasParent :Parent)

Property restrictions

Inverse properties

ObjectInverseOf(:hasChild)

interpreted as inverse relations

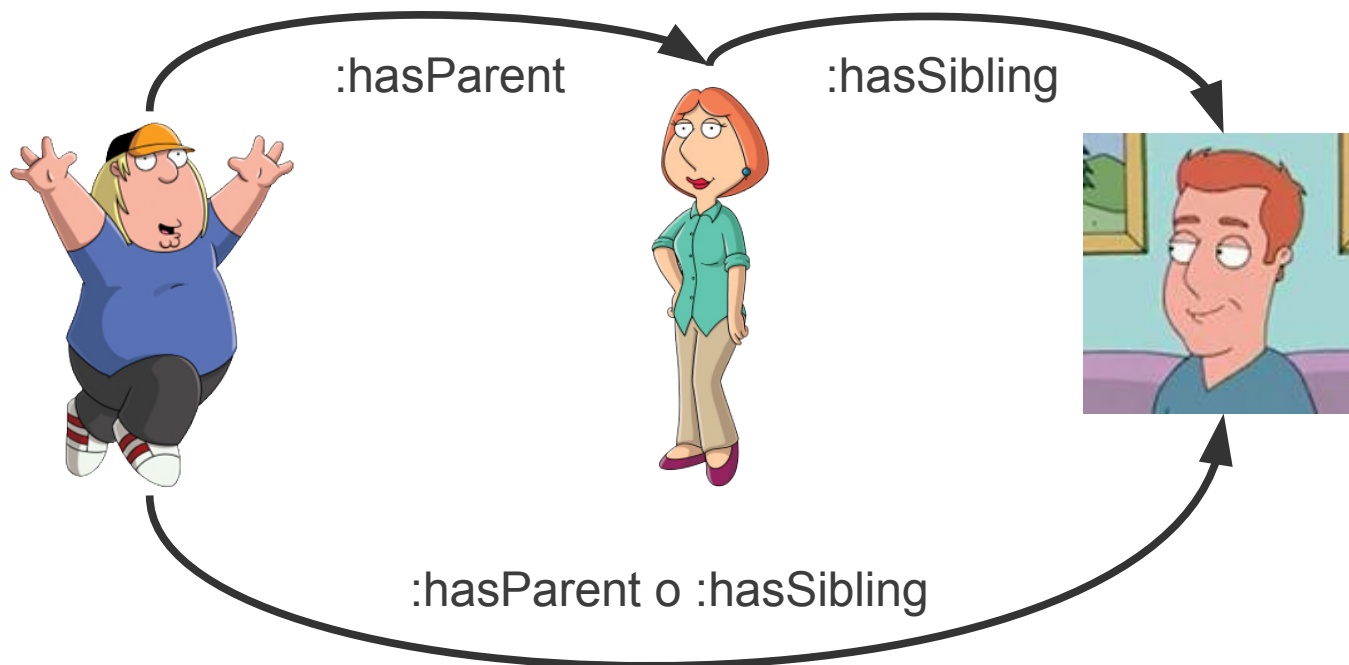


Property restrictions

Property chains

ObjectPropertyChain(:hasParent :hasSibling)

interpreted as **compositions** of relations



Axioms

TBox axioms

- relationships between **classes** (e.g. inclusion)
- relationships between **properties**

ABox axioms

- class membership
- property membership
- individual equality/inequality

Class inclusions

SubClassOf(:Woman :Person)

SubClassOf(

:Grandfather

ObjectIntersectionOf(:Man :Parent))

Class equivalence

EquivalentClasses(
 :Mother

ObjectIntersectionOf(:Woman :Parent))

- **all** mothers are women and parents
- vice versa

Class disjointness

DisjointClasses(:Father :Mother)

no instance of A is an instance of B (and vice versa)

Property axioms

Property inclusions

simple: SubObjectPropertyOf(:hasWife :hasSpouse)

chains:

SubObjectPropertyOf(

ObjectPropertyChain(

:hasParent :hasParent) :hasGrandparent)

Property axioms

FunctionalObjectProperty(:hasMother)

InverseFunctionalObjectProperty(:motherOf)

ReflexiveObjectProperty(:likes)

IrreflexiveObjectProperty(:hates)

TransitiveObjectProperty(:partOf)

SymmetrycObjectProperty(:hasSpouse)

AsymmetricObjectProperty(:hasChild)

The feature set **isn't** minimal

Existentials and universals

- `ObjectSomeValuesFrom(:hasChild :Person)`
- `ObjectAllValuesFrom(:hasChild :Person)`

Class equivalence and disjointness (trivial)

Transitivity?

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Existentials and universals

- `ObjectSomeValuesFrom(:hasChild :Person)`
- `ObjectAllValuesFrom(:hasChild :Person)`

Class equivalence and disjointness (trivial)

Transitivity?

Or even ABoxes?

`SubClassOf(ObjectOneOf(:Stewie) :Person)`

`ClassAssertion(:Person :Stewie)`

Where are we?

Parts we've covered

- entities, class expressions
- object properties

Next

- **data** types and **data** properties
- very similar to classes and object properties!

Later: non-logical part

- imports
- versions
- annotations

OWL and data values

OWL is a **two**-sorted language

- The **abstract** domain

- classes, properties, named objects

`ObjectPropertyAssertion(:fatherOf :Peter :Meg)`

OWL and data values

OWL is a **two**-sorted language

- The **abstract** domain
 - classes, properties, named objects
`ObjectPropertyAssertion(:fatherOf :Peter :Meg)`
- The **concrete** (or data) domain
 - strings, numbers, dates, etc.
`DataPropertyAssertion(:hasAge :Meg "17"^^xsd:integer)`

Abstract and data domains

Abstract domain: Δ

- non-empty and arbitrary
- finite or infinite

Data domain Δ

- a superset of **standard** value sets (e.g., integers)
- fixed!

The domains are **disjoint**

The abstract world of logic

For developing **theories** about the world

- modelers often cautious and pedantical
- Open World Assumption, no Unique Name Assumption
- instances are defined **only** by axioms

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Makes sense because

- usually better to under-model than to over-model
 - under-modeling loses entailments
 - over-modeling introduces **errors**
- gives extra flexibility

The concrete, data world

For re-using standard **data** theories

- have **excellent** theories about numbers, etc.
- know how to **use** them, how to **compute** with them
- don't need custom, ill-made integer ontologies!
- don't need UNA

The concrete, data world

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Datatypes fix what we know about, e.g., integers

- “4”^{^^xsd:integer} and “6”^{^^integer} aren't equal
- because all names have **fixed** meaning
 - somewhat like owl:Thing
 - except that the concrete domain is always the same

Connecting the worlds

Data properties

- map abstract individuals to concrete data values
- `DataSomeValueFrom(:hasWeight`
`:Peter "100"^^xsd:integer)`

Semantics

- interpreted as subsets of $\Delta x \Delta d$

Data axioms

Axioms (**mostly** as for object properties)

- equivalence, inclusion, disjointness
- domains and ranges
- assertions
- functionality

But

- no chains (even transitivity)
- no inverses, reflexivity, symmetry
- can't go the other way or break the separation

More on fixed semantics

Example:

```
DataPropertyAssertion(:hasAge  
                        :Meg "17"^^xsd:integer)
```

```
DataPropertyAssertion(:hasAge  
                        :Meg "16"^^xsd:integer)
```

```
FunctionalDataProperty(:hasAge)
```

This is **inconsistent**

Try to formalize this **logically!**

- Remember UNA
- DifferentIndividuals(17 16)?

More on datatypes

Datatype: a kind of data values (integers, strings)

- IRI
- **lexical** space: “str”, “1”^{^^xsd:integer}, “01”^{^^xsd:integer}
- **value** space: “str”, 1
- **facet** spaces: pairs (F, v), mapped to a subset of VS
 - F: constraining facet
 - v: constraining value
 - (xsd:minExclusive , “30”^{^^xsd:integer})

Datatype map: a **particular** set of datatypes

- for a language
- for a particular tool (reasoner)

The OWL 2 datatype map

XSD datatypes

- decimals, integers (and subtypes)
- xsd:float
- xsd:double
- strings (subtypes of rdf:PlainLiteral)

Nuances:

- decimals and integers are subtypes of owl:real
- which is pairwise **disjoint** with xsd:float and xsd:double

```
DataPropertyRange( a:hasAge xsd:integer )
```

```
DataPropertyAssertion( a:hasAge a:Meg "17"^^xsd:double )
```

Data ranges

Abstract world analogue: class expressions

Can define **custom** datatypes based on standard ones

DataRange

- Datatype (like xsd:integer)
- DataUnionOf, DataIntersectionOf, DataComplementOf
DataUnionOf(xsd:string xsd:integer)
- DataOneOf
DataOneOf("1"^^xsd:integer "2.5"^^xsd:double)
- **DatatypeRestriction**

Datatype restrictions

Can constrain a datatype using **facets**

DatatypeRestriction(DT F₁ V₁ ... F₂ V_n)

Example:

```
DatatypeRestriction(xsd:integer  
xsd:minInclusive "5"^^xsd:integer xsd:maxExclusive "10"^^xsd:integer )  
contains only 5, 6, 7, 8, 9
```

facets are combined **conjunctively**

Datatype definitions

Can assign names to **custom** (restricted) datatypes

DatatypeDefinition(DT DR)

Example:

```
DatatypeDefinition(
```

```
  :email
```

```
  DatatypeRestriction( xsd:string xsd:pattern "...") )
```

Now can use :email in **data** axioms:

```
DataPropertyRange(:hasEmail :email)
```

Identifying abstract individuals

What if we need to identify objects by their
“attributes”?

For object property values

- use inverse functional properties

`InverseFunctionalProperty(:hasName)`

Identifying abstract individuals

What if we need to identify objects by their
“attributes”?

For object property values

- use inverse functional properties

`InverseFunctionalProperty(:hasName)`

Problems:

- **global** inverse functionality often undesirable
(name's only unique within the Griffin family)
- how about **data** properties?
no inverse functional data properties

Keys

HasKey(CE (OPE₁ ... OPE_m) (DPE₁ ... DPE_n))

This says that:

- if two **named** individuals of **CE** coincide on ...
- ... values of all **object** properties ...
- ... and values of all **data** properties, then
- the individuals are **identical**

Example:

- HasKey(:GriffinFamily (:hasName) ())
- HasKey(owl:Thing () (:hasTaxId))

Where are we?

Covered the **logical** part

- abstract part (class expressions, object properties)
- data part (datatypes, data ranges, data properties)
- axioms

Next: non-logical part

- imports
- versions
- annotations

Imports

Ontologies are meant to be **reusable**

OWL supports knowledge reuse via importing

```
Ontology(<http://fox.com/familyguy>
```

```
  Import( <http://example.org/families.owl> ))
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Particularly important in HCLS, biology, etc.

- pros: reuse **other people** efforts
- cons: can be too **heavyweight**
solution: **modularity** (on Friday)

Versions

Ontologies are identified with a IRI

but also may have a **version IRI** to distinguish **versions**

Ontology(<<http://fox.com/familyguy>>

<<http://fox.com/familyguy/2.0>>

Why?

- ontologies are like **public** APIs (for your or shared data)
- changing your ontology may **break** others

Annotations

Not **all** content has to be logical

Meta-information

- author info
- axiom labels, comments
- provision

Modeling these on the **logical** level is unnecessary

- aren't statements about the domain
- statements about statements about the domain!

OWL 2 provides **annotation support** for these

Annotations

Subjects: ontologies or entities

Assertion: <annotationProperty, annotationValue>

Values: IRIs, literals, or individuals

Examples:

- AnnotationAssertion(rdfs:label a:Peter
"Represents the main character from Family Guy")
- Ontology(<http://fox.com/familyguy>
Annotation(rdfs:label "A Family Guy ontology")

Often useful for **i18n**



End of the basics
questions?