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## How can we build ontologies? Methods, Techniques and Methodologies

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## Main References



Gómez-Pérez, A.; Fernández-López, M.; Corcho, O. **Ontological Engineering**. Springer Verlag, 2003



<http://www.ontoweb.org>



Deliverables  
•D1.4  
•D1.5



<http://knowledgeweb.semanticweb.org>



Research deliverables  
Industry deliverables

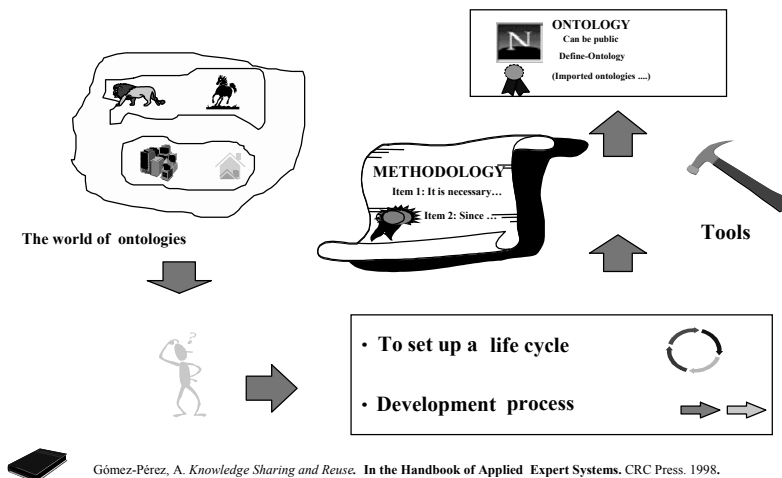
## Acknowledgements

- Asunción Gómez-Pérez and Mariano Fernández-López
  - Most of the slides have been done jointly with them
- Jeremy Roberts (University of Manchester)
  - Knowledge elicitation techniques

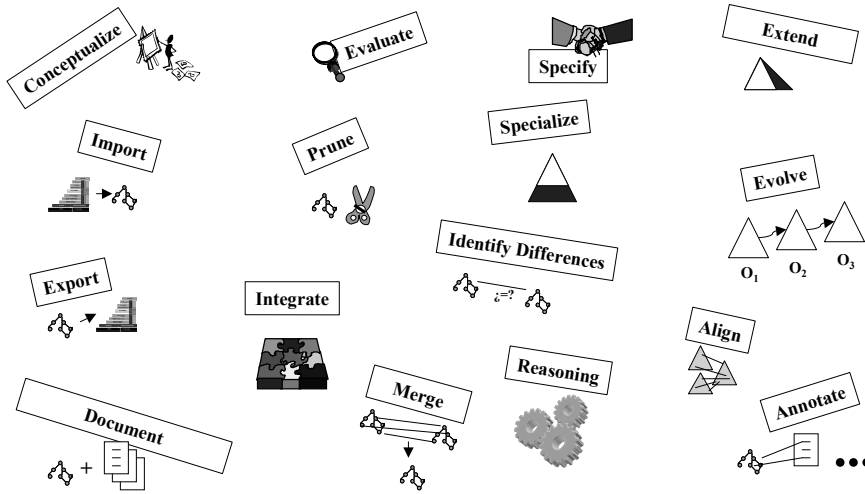
## Outline

- The Ontology Development Process
- Methodologies for building ontologies
- Methods (and tools) for
  - Conceptualization
  - Learning of ontologies
  - Merge
  - Evaluation
  - Annotation

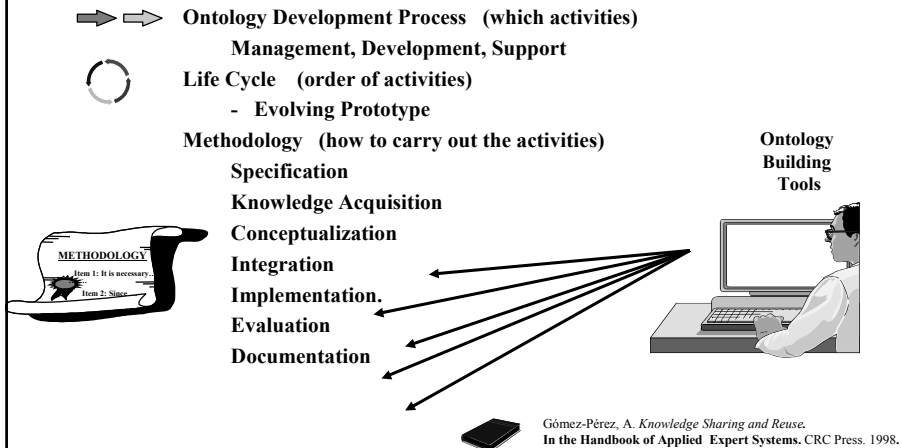
## The Framework

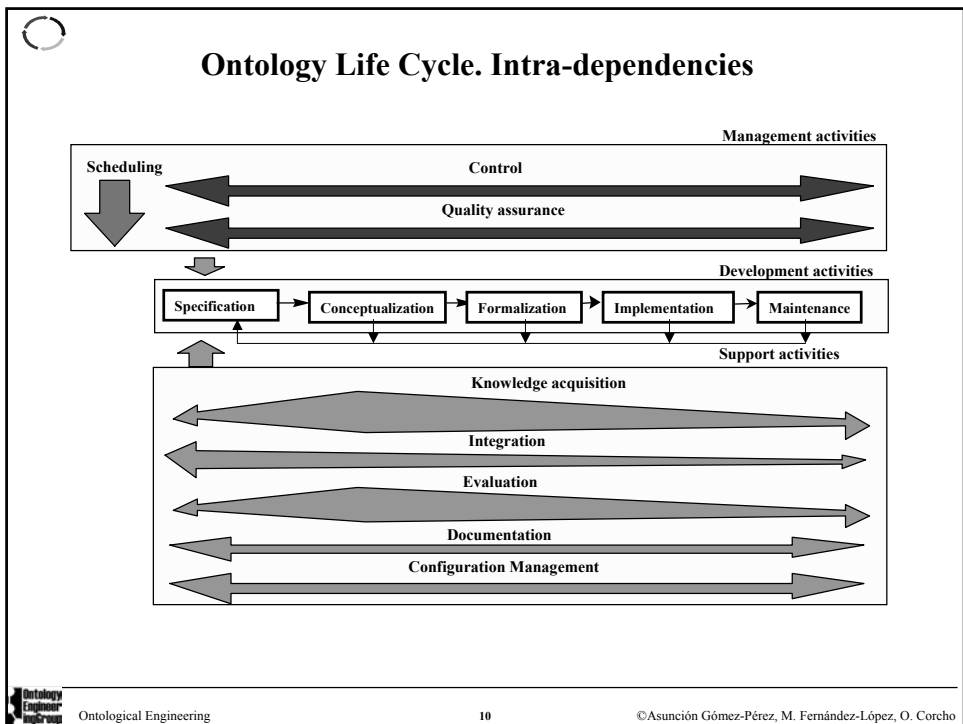
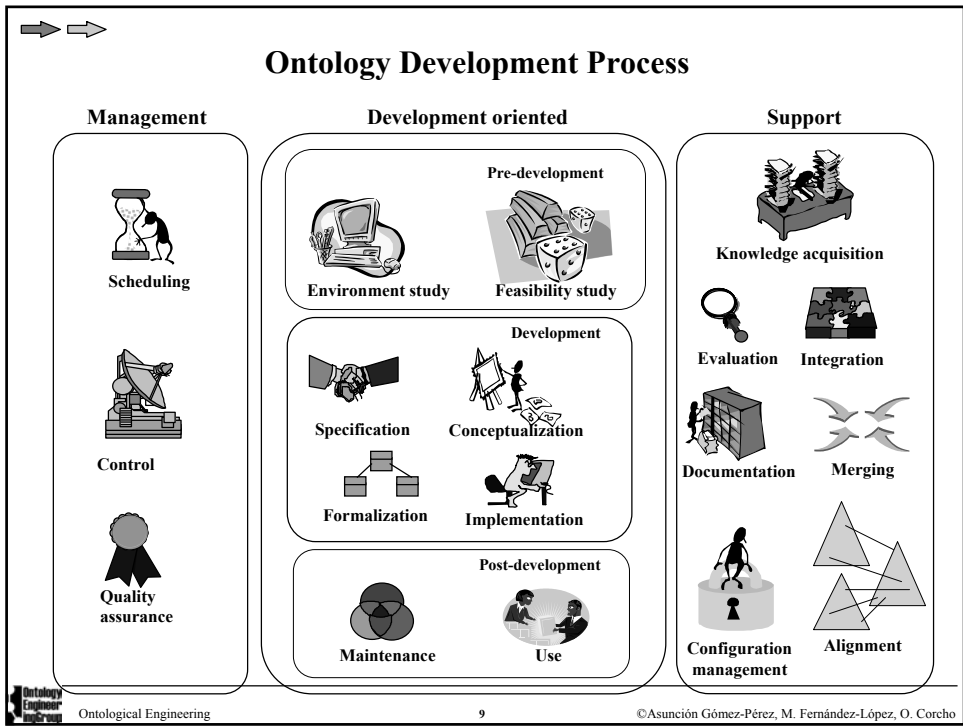


# Building ontologies



# METHONTOLOGY Framework

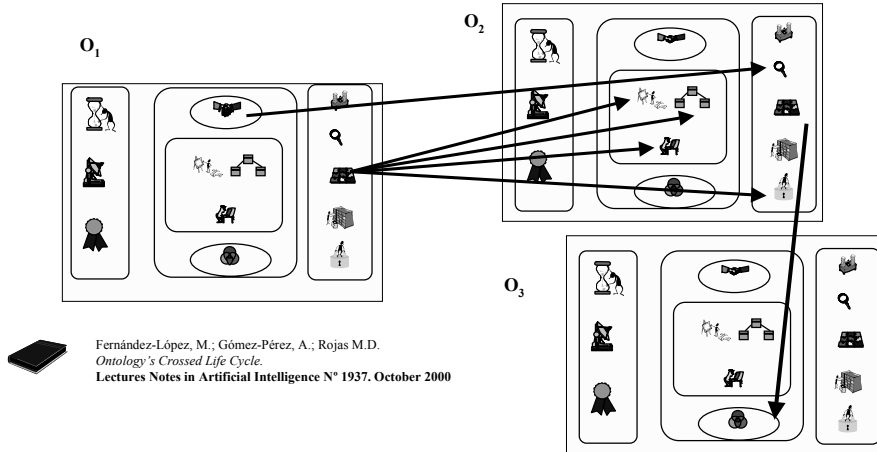






## Ontology Life Cycle. Inter-dependencies

Inter-dependencies refer the relationship between activities carried out when building different ontologies



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# Methodologies and methods for building ontologies from scratch



## Methods and Methodologies (analysed in OntoWeb D1.4):

- Cyc method
- Uschold and King's method
- Grüninger and Fox's methodology
- KACTUS method
- METHONTOLOGY
- SENSUS method
- On-To-Knowledge methodology

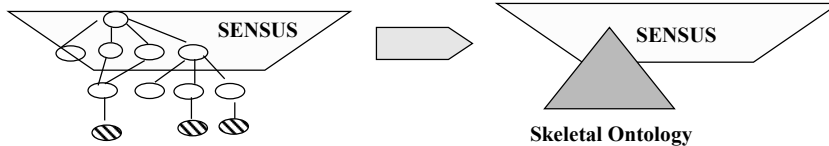
- 
- Framework for comparing methodologies
  - Methodology/method description
  - Comparison of the approaches against the framework
  - Conclusions



## SENSUS method (I)

### Linking Domain Specific Terms to a broad Coverage Ontology

To identify the terms in SENSUS that are relevant to a particular domain and then prune the skeletal ontology using heuristics



B. Swartout; R. Patil; k. Knight; T. Russ. *Toward Distributed Use of Large-Scale Ontologies* **Ontological Engineering**. AAAI-97 Spring Symposium Series. 1997. 138-148.



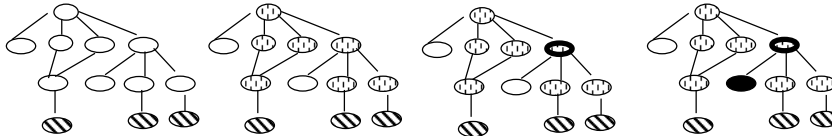
## SENSUS method (II)

### METHOD

1. Identify “seed” terms
2. Link seed terms to SENSUS by hand
3. Include nodes on the path to root
4. Add entire subtrees using the heuristic:

If many nodes in a subtree are relevant,  
the other nodes in the subtree are relevant

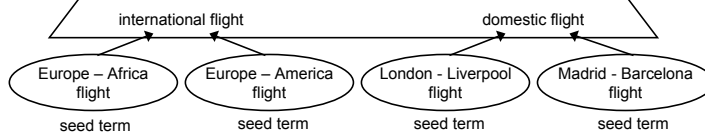
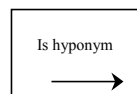
- Sensus Term
- ▨ Seed
- ⊕ Path to root
- Frequent Parent
- Subtree Term



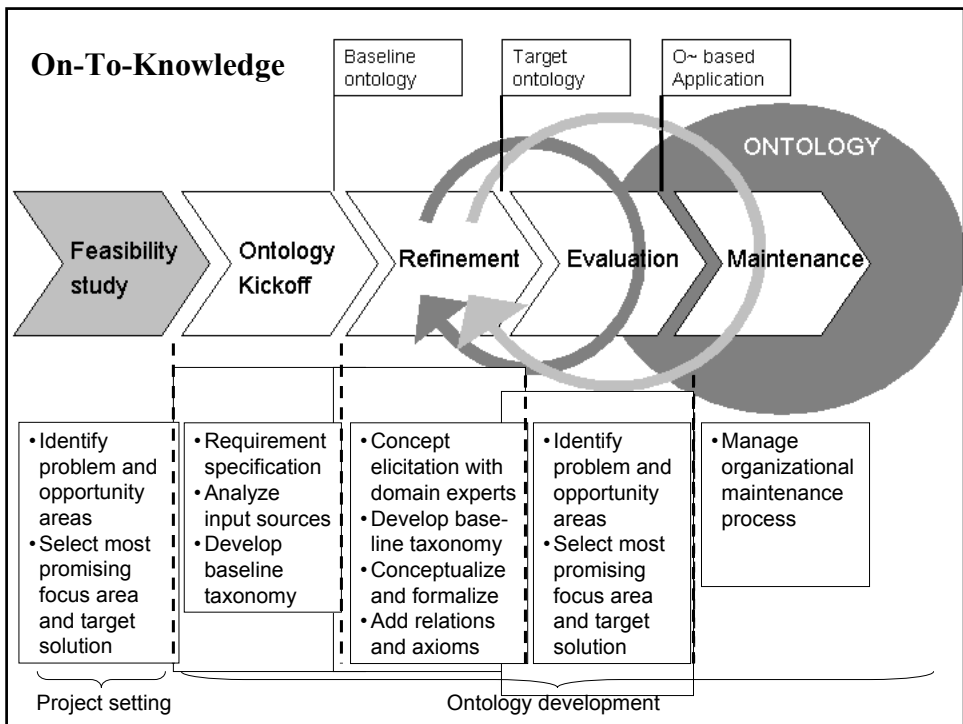
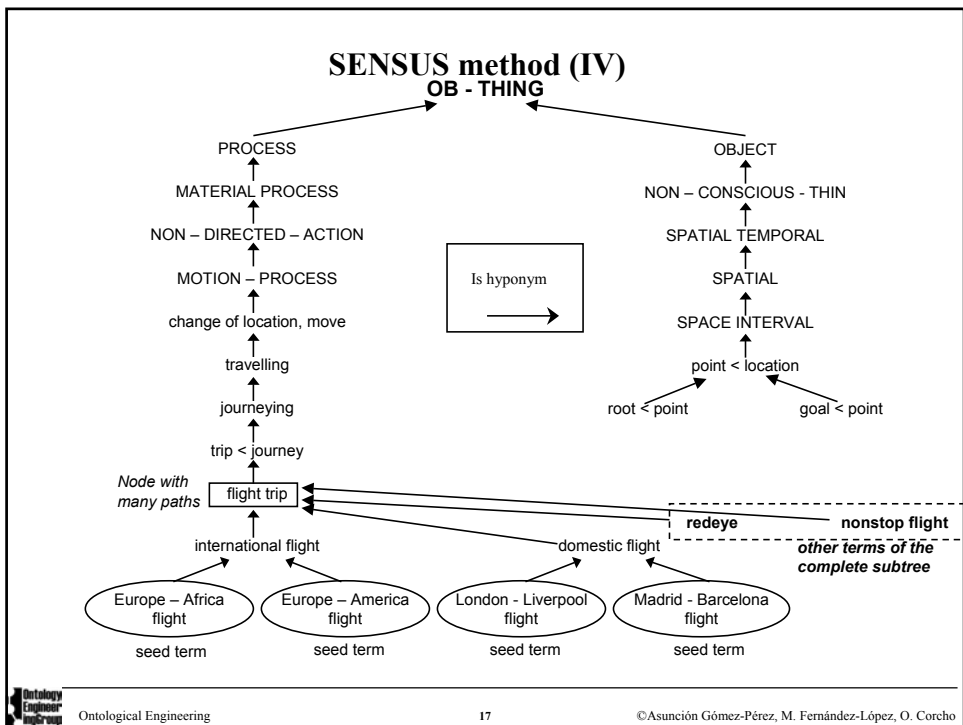
B. Swartout; R. Pati; k. Knight; T. Russ. *Toward Distributed Use of Large-Scale Ontologies*  
*Ontological Engineering*, AAAI-97 Spring Symposium Series, 1997. 138-148.

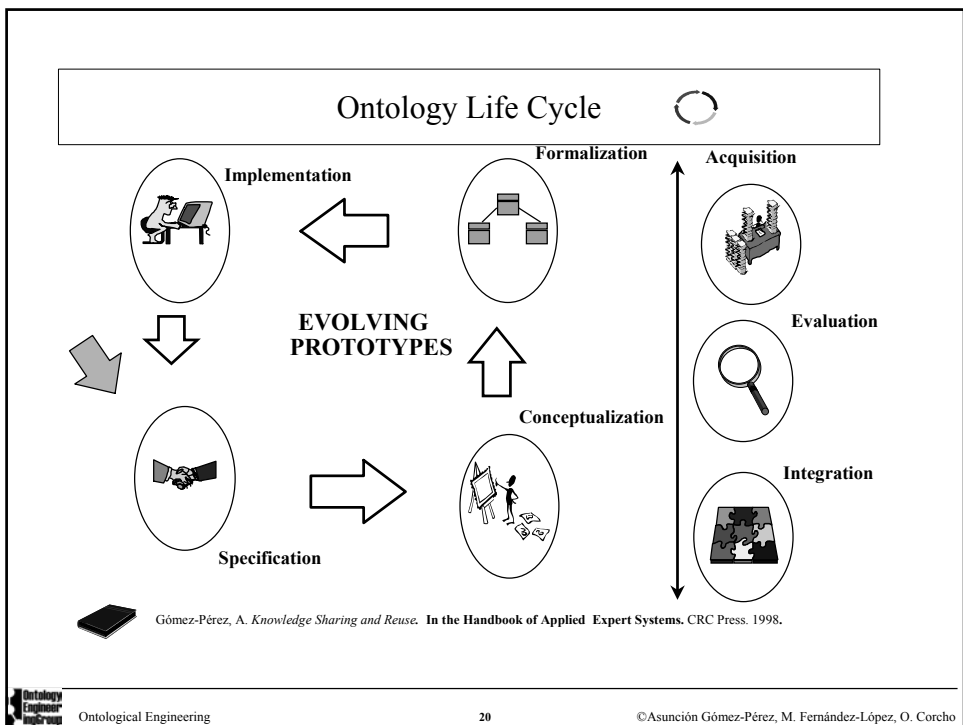
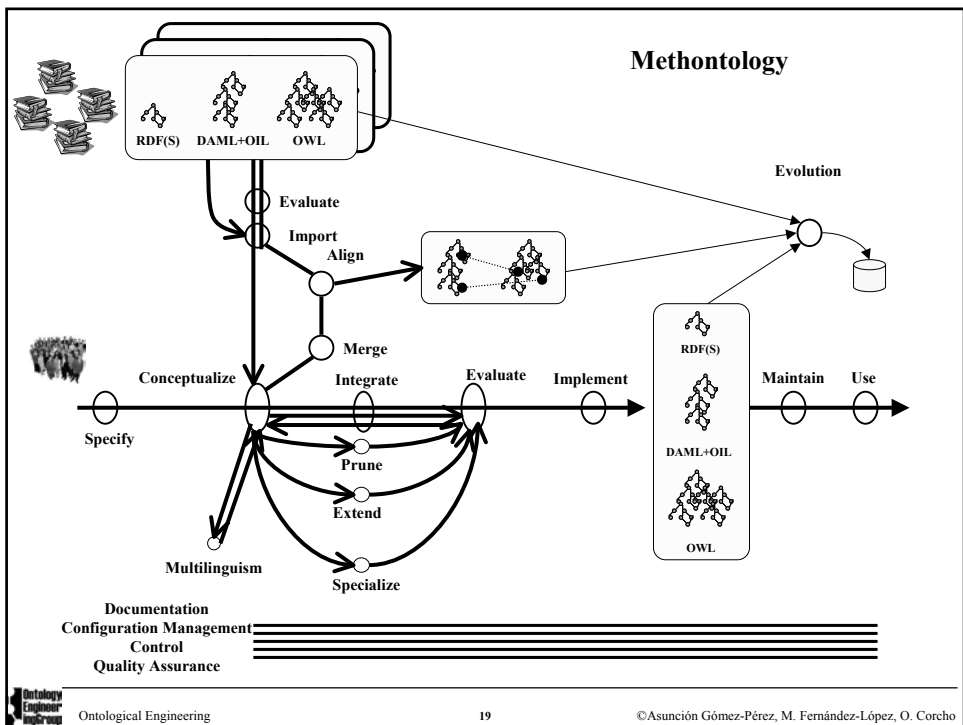
## SENSUS method (III)

### SENSUS ontology











- **Construction Strategy**
  - **Life Cycle Proposal**
  - **Strategy with respect to the application**
  - **Use of core ontologies**
  - **Strategy to identify concepts**
- **Proposed ontology development process**
  - **Project Management processes**
  - **Ontology development-oriented processes**
  - **Integral Processes**



## Summary of the ontology development process

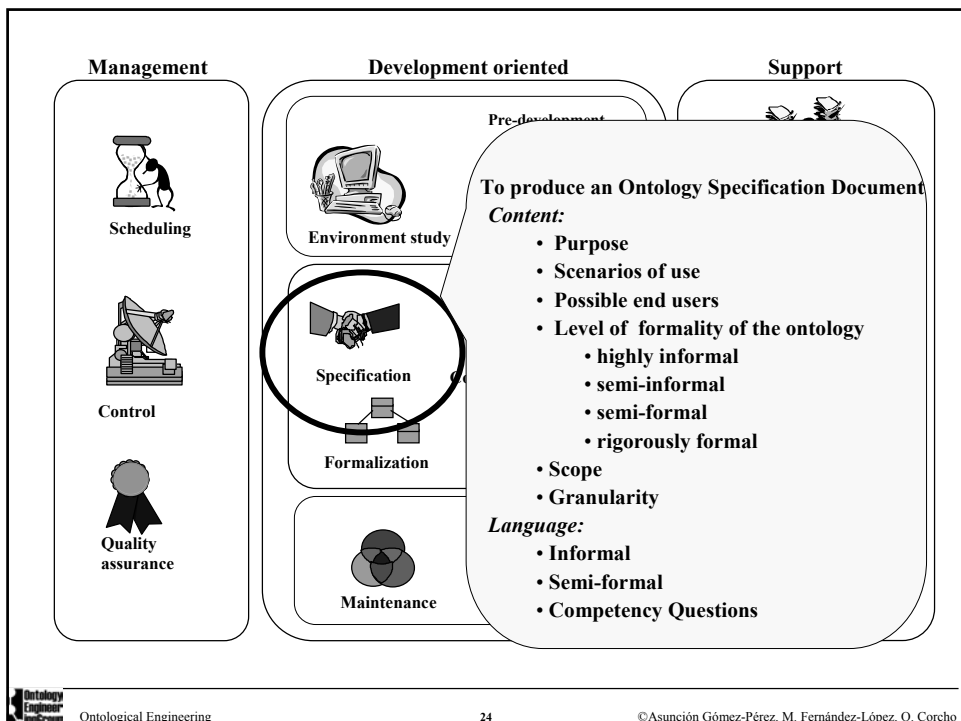


Feature		Cyc	Uschold & King	Grüninger & Fox	KACTUS	METHONTOLOGY	SENSUS	On-To-Knowledge	
Ontology management activities	Scheduling	NP	NP	NP	NP	<i>Proposed</i>	NP	<i>Described</i>	
	Control	NP	NP	NP	NP	<i>Proposed</i>	NP	<i>Described</i>	
	Quality assurance	NP	NP	NP	NP	NP	NP	<i>Described</i>	
Ontology development-oriented activities	Pre-development processes	Environment study	NP	NP	NP	NP	NP	<i>Proposed</i>	
		Feasibility study	NP	NP	NP	NP	NP	<i>Described</i>	
	Development processes	Specification	NP	<i>Proposed</i>	<i>Described in detail</i>	<i>Proposed</i>	<i>Describes in detail</i>	<i>Proposed</i>	<i>Describes in detail</i>
		Conceptualization	NP	NP	<i>Described in detail</i>	<i>Proposed</i>	<i>Described in detail</i>	NP	<i>Proposed</i>
		Formalization	NP	NP	<i>Described in detail</i>	<i>Described</i>	<i>Described</i>	NP	<i>Described</i>
	Post-development processes	Implementation	<i>Proposed</i>	<i>Proposed</i>	<i>Described</i>	<i>Proposed</i>	<i>Described in detail</i>	<i>Described</i>	<i>Described</i>
		Maintenance	NP	NP	NP	NP	<i>Proposed</i>	NP	<i>Proposed</i>
	Use	NP	NP	NP	NP	NP	NP	<i>Proposed</i>	
Ontology support activities	Knowledge acquisition	<i>Proposed</i>	<i>Proposed</i>	<i>Proposed</i>	NP	<i>Described in detail</i>	NP	<i>Described</i>	
	Evaluation	NP	<i>Proposed</i>	<i>Described in detail</i>	NP	<i>Described in detail</i>	NP	<i>Proposed</i>	
	Integration	<i>Proposed</i>	<i>Proposed</i>	<i>Proposed</i>	<i>Proposed</i>	<i>Proposed</i>	NP	<i>Proposed</i>	
	Configuration management	NP	NP	NP	NP	<i>Described</i>	NP	<i>Proposed</i>	
	Documentation	<i>Proposed</i>	<i>Proposed</i>	<i>Proposed</i>	NP	<i>Described in detail</i>	NP	<i>Described</i>	
	Merging and Alignment	NP	NP	NP	NP	NP	NP	NP	

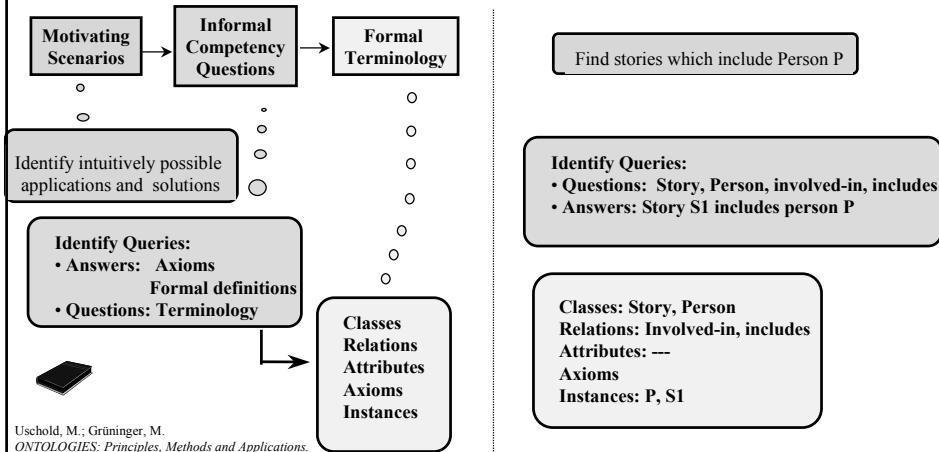


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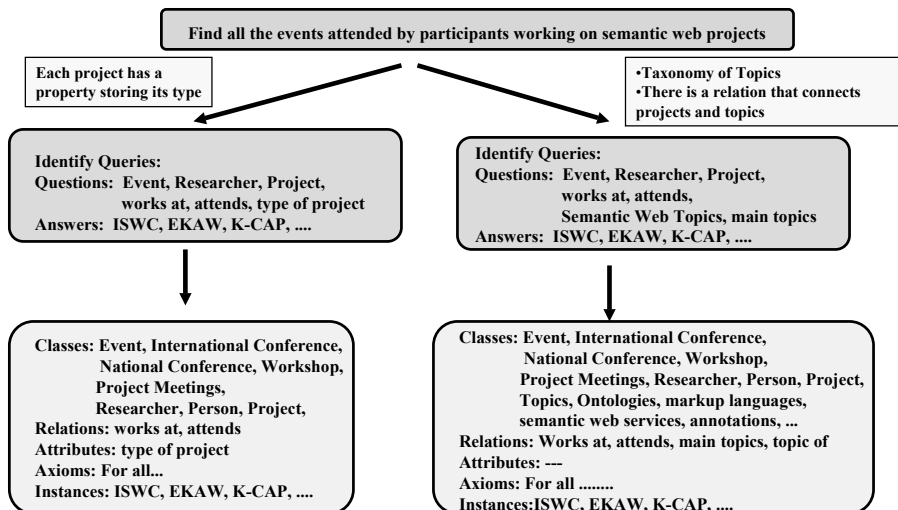
## Getting terminology using Competency Questions



Uschold, M.; Grüninger, M.  
 ONTOLOGIES: Principles, Methods and Applications.  
 Knowledge Engineering Review.  
 Vol. 11; N. 2; June 1996.



## Getting terminology using Competency Questions



## Exercise

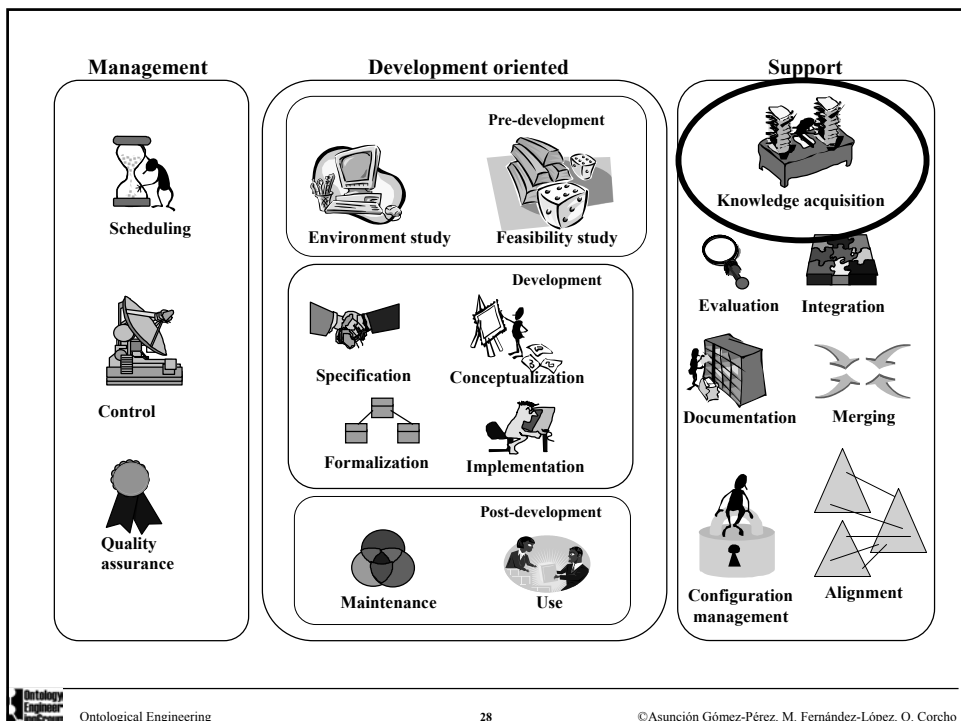


### •Objective

- Create an ontology specification document for a specific domain (to be selected by the audience)

### •Tasks

- Select a domain to create an ontology
- Identify scenarios where the ontology could be used in an application
- Identify competency questions
- Extract a very first set of relevant terms



## Elicitation Techniques

- Rules of thumb
  - Take experts off the job for short time periods
  - Focus on the essential knowledge
  - Collate knowledge from different experts
- Results
  - Non-experts can understand the knowledge
  - Knowledge can be validated and maintained

## Elicitation techniques. Types (I)

- Protocol-generation techniques
  - Various types of interviews: unstructured, semi-structured and structured
  - Various types of reporting techniques: self-report and shadowing
  - Various types of observational techniques
- Protocol analysis techniques
  - Used with transcripts of interviews or other text-based information
  - Useful to identify various types of knowledge (goals, decisions, relationships and attributes).
  - They act as a bridge between the use of protocol-based techniques and knowledge modelling techniques.
- Hierarchy-generation techniques (laddering)
  - Useful for building taxonomies or other hierarchical structures (goal trees and decision networks).

## Elicitation techniques. Types (II)

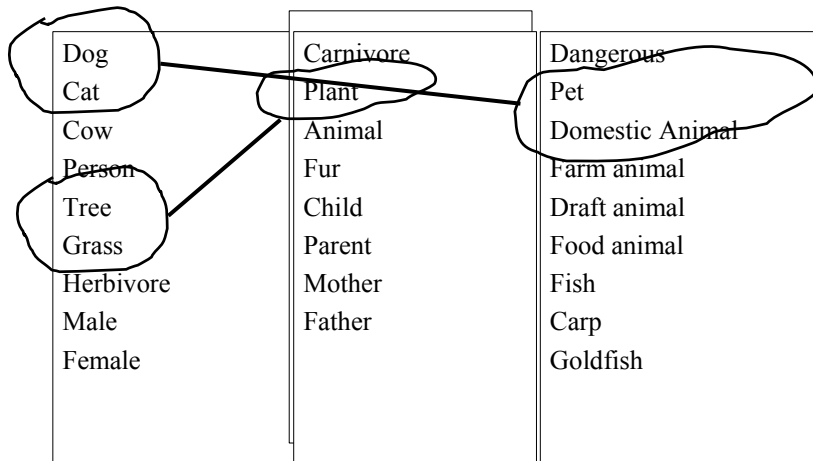
- Matrix-based techniques
  - Construction of grids indicating such things as problems encountered against possible solutions.
  - Example: frames for representing the properties of concepts and the repertory grid technique used to elicit, rate, analyse and categorise the properties of concepts.
- Sorting techniques
  - Used to capture the way people compare and order concepts.
  - It can lead to the revelation of knowledge about classes, properties and priorities.
- Limited-information and constrained-processing tasks
  - They either limit the time and/or information available to the expert when performing tasks.
  - Example: the twenty-questions technique provides an efficient way of accessing the key information in a domain in a prioritised order.
- Diagram-based techniques
  - Generation and use of concept maps, state transition networks, event diagrams and process maps.
  - Useful to capture the "what, how, when, who and why" of tasks and events.

## Card sorting. Collect and organise the concepts

- Write down each concept/idea on a card
- Organise them into piles
- Link the piles together
- Do it again, and again
  
- Example. Create an ontology for an index of a children's book of animals including
  - Where they live
  - What they eat
    - Carnivores, herbivores and omnivores
  - How dangerous they are
  - How big they are
  - A bit of basic anatomy
    - numbers of legs, wings, toes, etc.



## Card sorting. Example



## Laddering. Extend the concepts

- Take a group of things and ask what they have in common
  - Then what other ‘siblings’ there might be
- e.g.
  - Plant, Animal → Living Thing
    - Might add Bacteria and Fungi but not now
  - Cat, Dog, Cow, Person → Mammal
    - Others might be Goat, Sheep, Horse, Rabbit,...
  - Cow, Goat, Sheep, Horse → Farm animal
    - What others are there? Do they divide amongst themselves?
  - Wild, Domestic → Domestication
    - What other states – “Feral” (domestic returned to wild)

Vocabulary note:  
“Sibling” = “brother or sister”

## Laddering. Choose Some Main Axes

- Add abstractions where needed
  - e.g. “Living thing”
- identify relations
  - e.g. “eats”, “owns”, “parent of”
- Identify definable things
  - e.g. “child”, “parent”, “Mother”, “Father”
    - Things where you can say clearly what it means
      - Try to define a dog precisely – very difficult
        - A “natural kind”
- make names explicit

## Laddering. Example

### Living Thing

Animal  
Mammal  
Cat  
Dog  
Cow  
Person  
Fish  
Carp  
Goldfish  
Plant  
Tree  
Grass  
Fruit

### Modifiers

domestic  
pet  
Farmed  
Draft  
Food  
Wild  
Health  
healthy  
sick  
Sex  
Male  
Female  
Age  
Adult  
Child

### Relations

eats  
owns  
parent-of  
...

### Definable

Carivore  
Herbivore  
Child  
Parent  
Mother  
Father  
Food Animal  
Draft Animal

## Exercise



### •Objective

- Combine some typical elicitation techniques for identifying ontology terms and building taxonomies (“card sorting” and laddering).

### •Tasks

- Divide into small groups (2-4 people). This technique works better with small groups.
- Use the card sorting technique to identify and group relevant terms (some terms were already identified in the previous step).
- Use laddering to organise terms in hierarchies.

## Mapa de la Ingeniería Ontológica

Ontology Learning is the set of methods and techniques used for building an ontology from scratch, enriching, or adapting an existing ontology in a semi-automatic fashion using several sources.

It aims to reduce the time and the effort necessary in the knowledge acquisition process.

### •Approaches:

- Ontology learning from text
- Ontology learning from dictionary
- Ontology learning from knowledge bases
- Ontology learning from semi-structured schemata
- Ontology learning from relational schemata

## Support



Knowledge acquisition



Evaluation



Integration



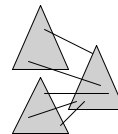
Documentation



Merging



Configuration management



Alignment management

# Approaches for Ontology Learning

## Main techniques

Concept learning  
Linguistic patterns  
NLP techniques  
Machine learning techniques  
Ontological techniques  
Reverse engineering  
Statistical approach  
Text-mining

## Sources

Texts

Dictionaries

Knowledge bases

Semi-structured schema

Relational Schema

Criteria



Methods



Tools



# Techniques used in different OL approaches

## OL from text

- Natural Language Techniques
- Clustering techniques
- Machine learning
- Statistical approach

## OL from dictionary

- Natural Language Processing
- Statistical approach

## OL from knowledge bases

- Rules

## OL from semi-structured schemata

- Graph Theory
- Machine Learning
- Pattern Recognition
- Clustering
- Ontological Techniques

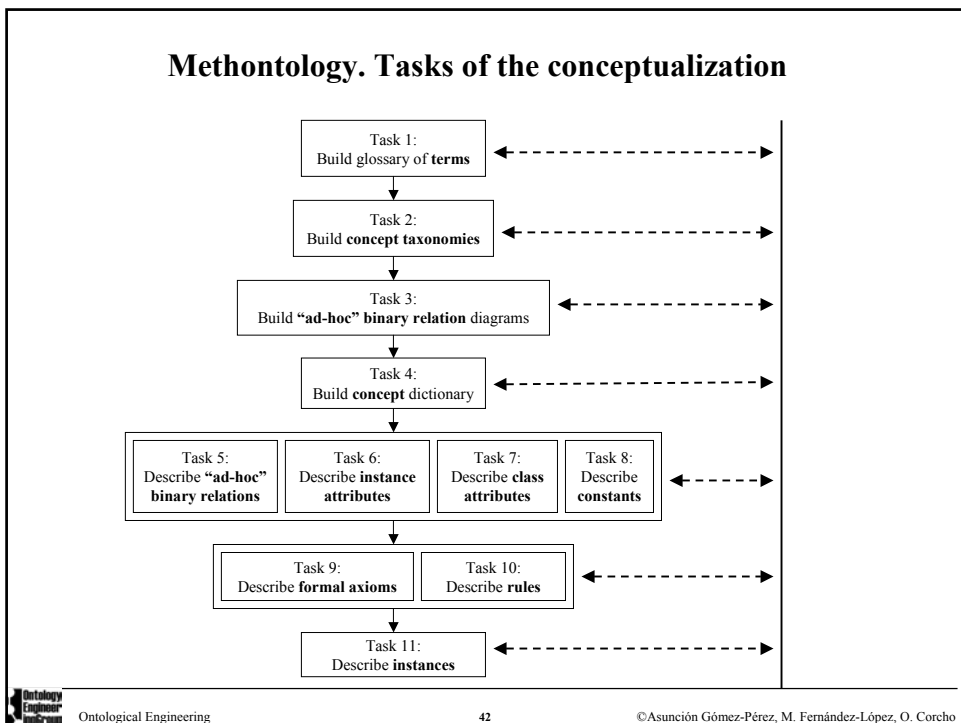
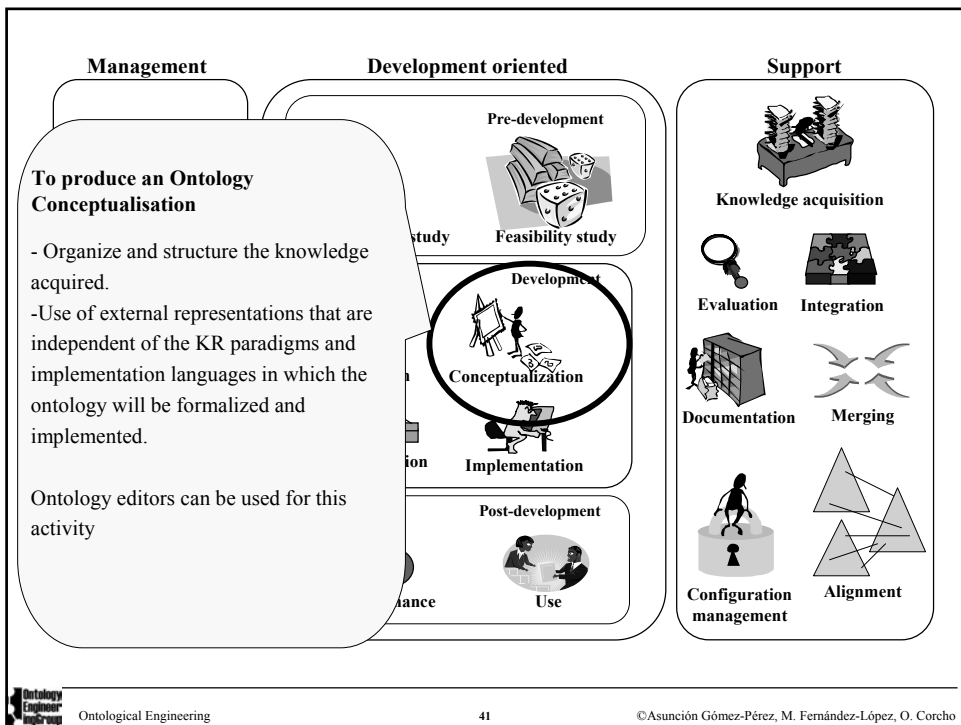
## OL from relational schemata

- Mapping Techniques
- Reverse Engineering



All of them described and compared  
in OntoWeb deliverable D1.5





# Terms glossary

Name	Synonyms	Acronyms	Description	Type
American Airlines Flight	--	AA Flight	Flight operated by American Airlines.	Concept
Bed and Breakfast	--	--	An establishment (as an inn) offering lodging and breakfast	Concept
British Airways Flight	--	BA Flight	Flight operated by British Airways.	Concept
Business Trip	--	--	A special package for businessmen, consisting of a flight and a good quality hotel.	Concept
Camping	--	--	Temporal lodging in a camp.	Concept
Economy Trip	--	--	An economic package, usually costing less than 1000\$.	Concept
European Location	--	--	A location in Europe.	Concept
Five-stars Hotel	--	--	High quality hotel.	Concept
Flight	--	--	A journey by plane identified by a flight number.	Concept
Hotel	--	--	An establishment that provides lodging and usually meals, entertainment, and various personal services for the public	Concept
Iberia Flight	--	IB Flight	Flight operated by Iberia.	Concept
Japan Location	--	--	A location in Japan.	Concept
Location	Place	--	A position or site occupied or available for occupancy or marked by some distinguishing feature.	Concept
Lodging	Accommodation	--	A temporary place to stay during a trip, sleeping accommodations.	Concept
Luxury Trip	--	--	A luxury and expensive trip.	Concept
Spain Location	--	--	A location in Spain.	Concept
Train Travel	Rail Travel	--	A journey by train.	Concept
Travel	--	--	A journey from place to place.	Concept
TravelPackage	--	--	A travel package that a person can ask for. It consists of one or several means of transport and one or several accommodations.	Concept

## Primitives for Modelling Taxonomies

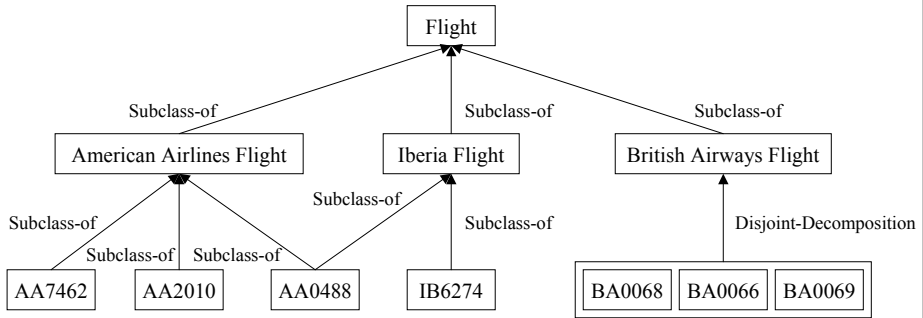
↑  
Subclass-of:

↑  
Disjoint decomposition: a set of subclasses of C that do not have common instances and do not cover C

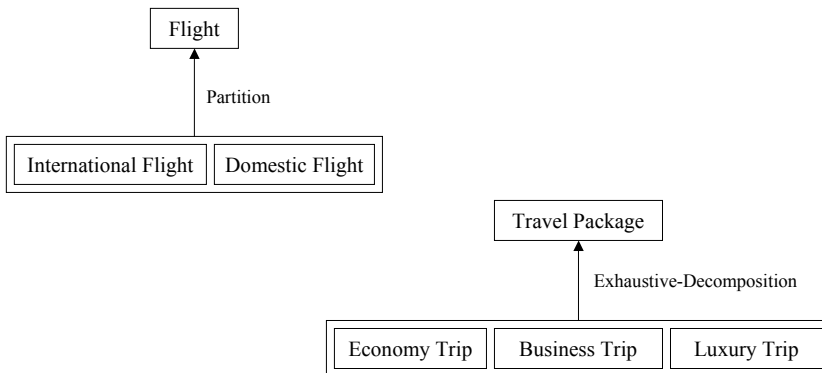
↑  
Partition: a set subclasses of C that cover C and do not have common instances or subclasses

↑  
Exhaustive-Decomposition: a set subclasses of C that cover C and may have common instances or subclasses

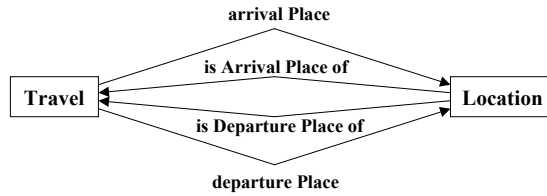
## Example of a Taxonomy (I)



## Example of a Taxonomy (II)



## Identify Ad-hoc relations



## Define a Concept Dictionary

Concept name	Class attributes	Instance attributes	Relations
AA 7462	--	--	same Flight as
American Airlines Flight	company Name	--	--
British Airways Flight	company Name	--	--
Five-stars Hotel	number of Stars	--	--
Flight	--	--	same Flight as
Location	--	name size	is Arrival Place of is Departure Place of
Lodging	--	price of Standard Room	placed in
Travel	--	arrival Date company Name departure Date return Fare single Fare	arrival Place departure Place
Travel Package	--	budget final Price name number of Days travel Restrictions	arrival Place departure Place accommodated in travels in
USA Location	--	--	--



## Define Instance Attributes

Instance attribute name	Concept name	Value type	Measurement unit	Precision	Range of values	Cardinality
budget	Business Trip	Float	Currency Quantity	0.01	1000...3000	(0,1)
budget	Economy Trip	Float	Currency Quantity	0.01	0...1000	(0,1)
name	Location	String	--	--	--	(1,N)
size	Location	Integer	Square Meters	1	--	(1,1)
price of Standard Room	Lodging	Float	--	--	--	(0,1)
budget	Luxury Trip	Float	Currency Quantity	0.01	--	(0,1)
arrival Date	Travel	Date	--	--	--	(0,1)
company Name	Travel	String	--	--	--	(0,N)
departure Date	Travel	Date	--	--	--	(0,1)
return Fare	Travel	Float	Currency Quantity	0.01	--	(0,1)
single Fare	Travel	Float	Currency Quantity	0.01	--	(0,1)
budget	Travel Package	Float	Currency Quantity	0.01	--	(0,1)
final Price	Travel Package	Float	Currency Quantity	0.01	--	(0,1)
number of Days	Travel Package	Integer	days	1	--	(0,1)
travel Restrictions	Travel Package	String	--	--	--	(0,1)

## Define Class Attributes

Attribute name	Defined at concept	Value type	Measurement unit	Precision	Cardinality	Values
company Name	American Airlines Flight	String	--	--	(1,1)	AA
company Name	British Airways Flight	String	--	--	(1,1)	BA
company Name	Iberia Flight	String	--	--	(1,1)	IB
number of Stars	Five-stars Hotel	Integer	star	1	(1,1)	5
number of Stars	Four-stars Hotel	Integer	star	1	(1,1)	4
number of Stars	Three-stars Hotel	Integer	star	1	(1,1)	3
number of Stars	Two-stars Hotel	Integer	star	1	(1,1)	2
number of Stars	One-stars Hotel	Integer	star	1	(1,1)	1

## Define Formal Axioms

<b>Axiom name</b>	Train inside Europe
<b>Description</b>	Every train that departs from a European location must arrive at another European location
<b>Expression</b>	forall(?X,?Y,?Z) ([Train Travel](?X) and [departure Place](?X,?Y) and [arrival Place](?X,?Z) and [European Location](?Y) -> [European Location](?Z))
<b>Concepts</b>	Train Travel European Location
<b>Referred attributes</b>	--
<b>Ad-hoc binary relations</b>	departure Place arrival Place
<b>Variables</b>	?X ?Y ?Z

## Define Rules

<b>Rule name</b>	Costa Cruises rule
<b>Description</b>	Every ship that departs from Europe is arranged by the company Costa Cruises
<b>Expression</b>	if [European Location](?Y) and Ship(?X) and [departure Place](?X,?Y) then [company Name](?X, "Costa Cruises")
<b>Concepts</b>	Ship European Location
<b>Referred attributes</b>	company Name
<b>Ad-hoc binary relations</b>	departure Place
<b>Variables</b>	?X ?Y

## Define Instances

Instance Name	Concept Name	Attribute	Values
AA 7462_Feb08_2002	AA 7462	company Name	American Airlines
		departure Date	02/08/2002
		arrival Date	02/08/2002
		single Fare	300
AA 7462_Feb16_2002	AA 7462	company Name	American Airlines
		departure Date	02/16/2002
		arrival Date	02/16/2002
		single Fare	300

## Exercise

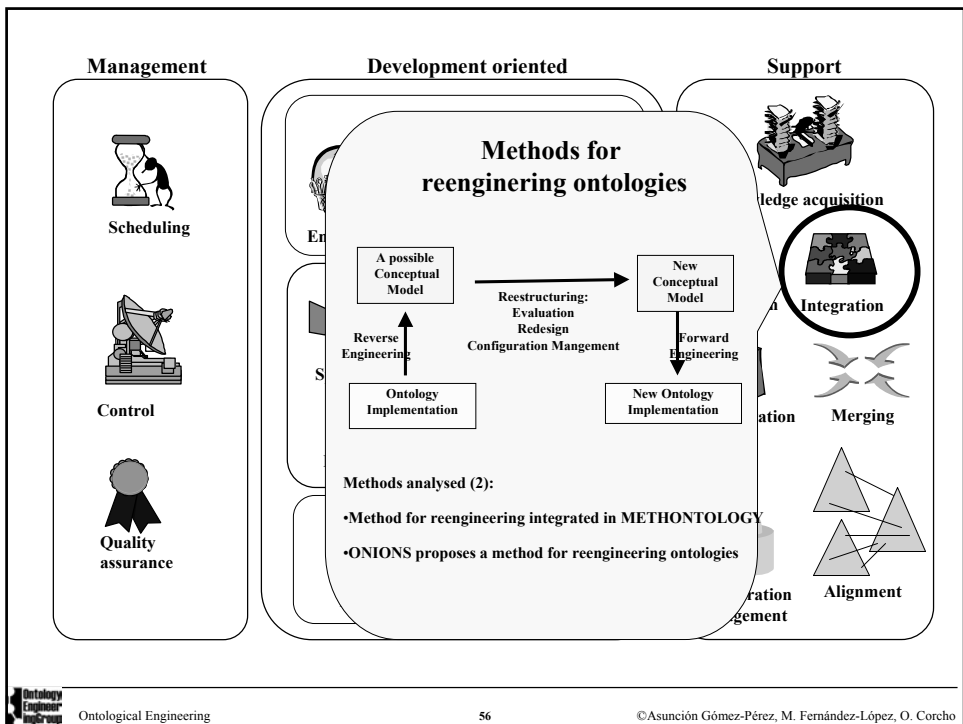
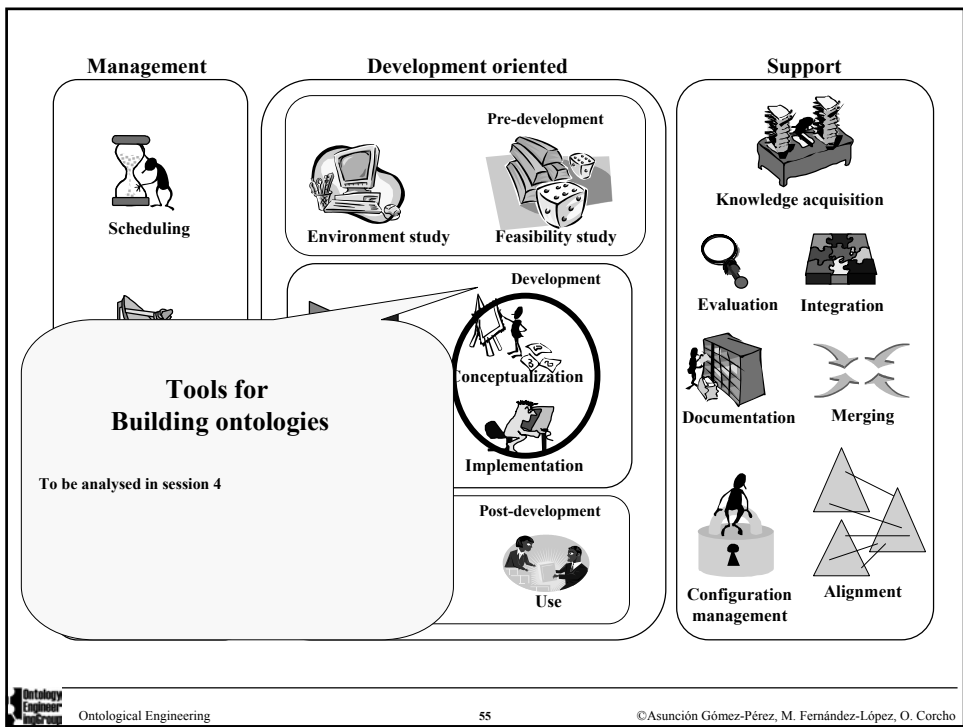


### •Objective

- Create a first draft of an ontology conceptualisation.

### •Tasks

- Divide into small groups (2-4 people).
- Select one class, one instance attribute, one class attribute, etc.
- Describe each of them using the intermediate representations proposed by Methontology.



# Libraries of Ontologies

## OWL ontologies

Protégé ontology library	<a href="http://protege.stanford.edu/download/ontologies.html">http://protege.stanford.edu/download/ontologies.html</a>
OWL ontology library	<a href="http://www.daml.org/ontologies/">http://www.daml.org/ontologies/</a>
SWOOGLE	<a href="http://swoogle.umbc.edu/">http://swoogle.umbc.edu/</a> 
Oyster	<a href="http://oyster.ontoware.org/oyster/oyster.html">http://oyster.ontoware.org/oyster/oyster.html</a>

## Other ontologies

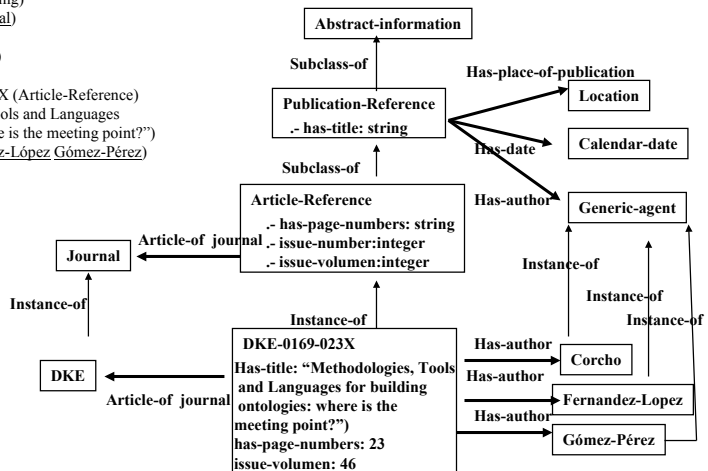
SHOE ontology library	<a href="http://www.cs.umd.edu/projects/plus/SHOE/onts/index.html">http://www.cs.umd.edu/projects/plus/SHOE/onts/index.html</a>
Ontolingua ontology library	<a href="http://ontolingua.stanford.edu/">http://ontolingua.stanford.edu/</a>
WebOnto ontology library	<a href="http://webonto.open.ac.uk">http://webonto.open.ac.uk</a>
WebODE ontology library	<a href="http://webode.dia.fi.upm.es/">http://webode.dia.fi.upm.es/</a>
(KA) <sup>2</sup> ontology library	<a href="http://ka2portal.aifb.uni-karlsruhe.de/">http://ka2portal.aifb.uni-karlsruhe.de/</a>



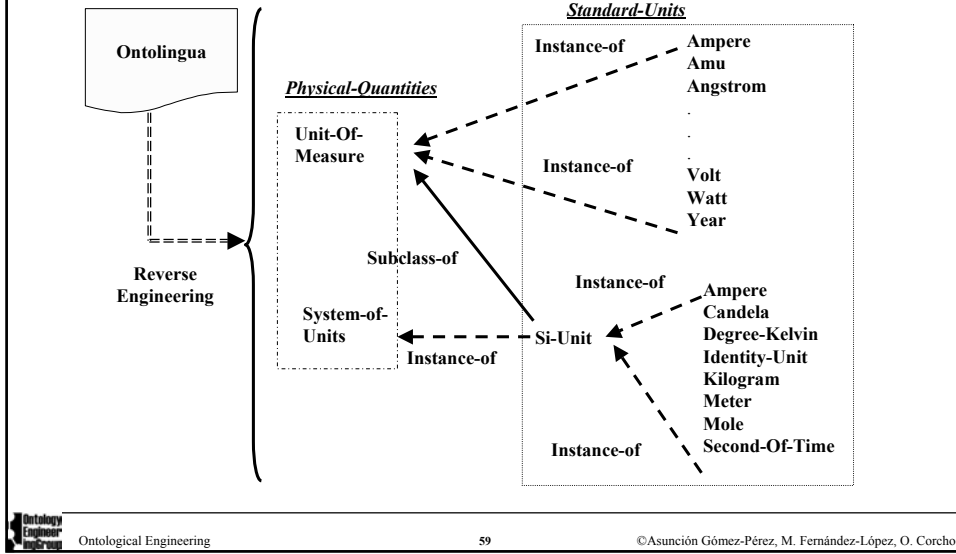
```
(def-class PUBLICATION-REFERENCE (abstract-information)
  "we have decided that a publication reference is an intangible, abstract information"
  ((has-title :type string)
   (has-author :type generic-agent)
   (has-date :type calendar-date)
   (has-place-of-publication :type location)))
```

```
(def-class ARTICLE-REFERENCE (Publication-Reference)
  ((has-page-numbers :type string)
   (article-of-journal :type journal)
   (issue-number :type integer)
   (issue-volume :type integer)))
```

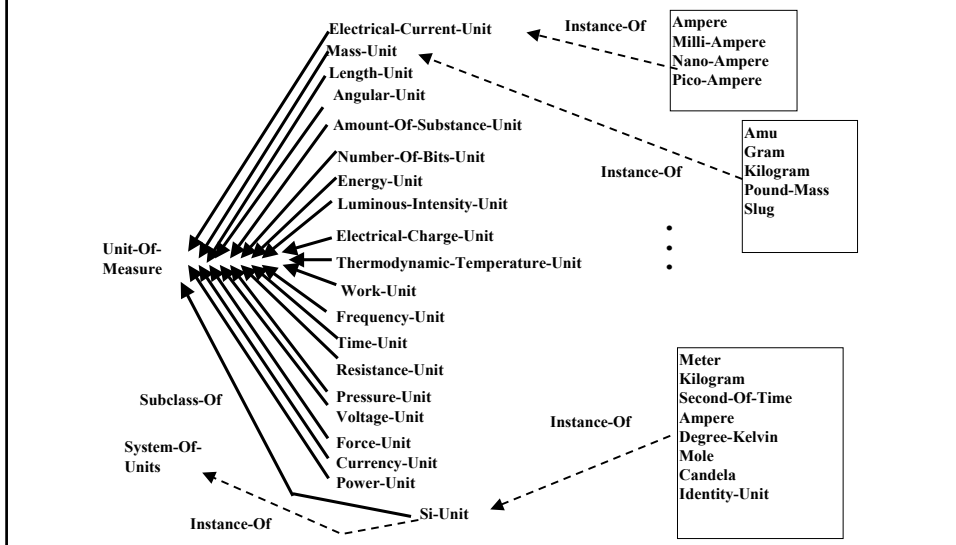
```
(def-instance DKE-0169-023X (Article-Reference)
  (has-title "Methodologies, Tools and Languages
for building ontologies: where is the meeting point?")
  (has-author Corcho Fernández-López Gómez-Pérez)
  (has-date July-2003)
  (has-page-numbers 23)
  (article-of-journal DKE)
  (issue-volume 46))
```



# Standard-Units Reverse Engineering



# Restructuring Standard-Units Conceptual Model



# Exercise

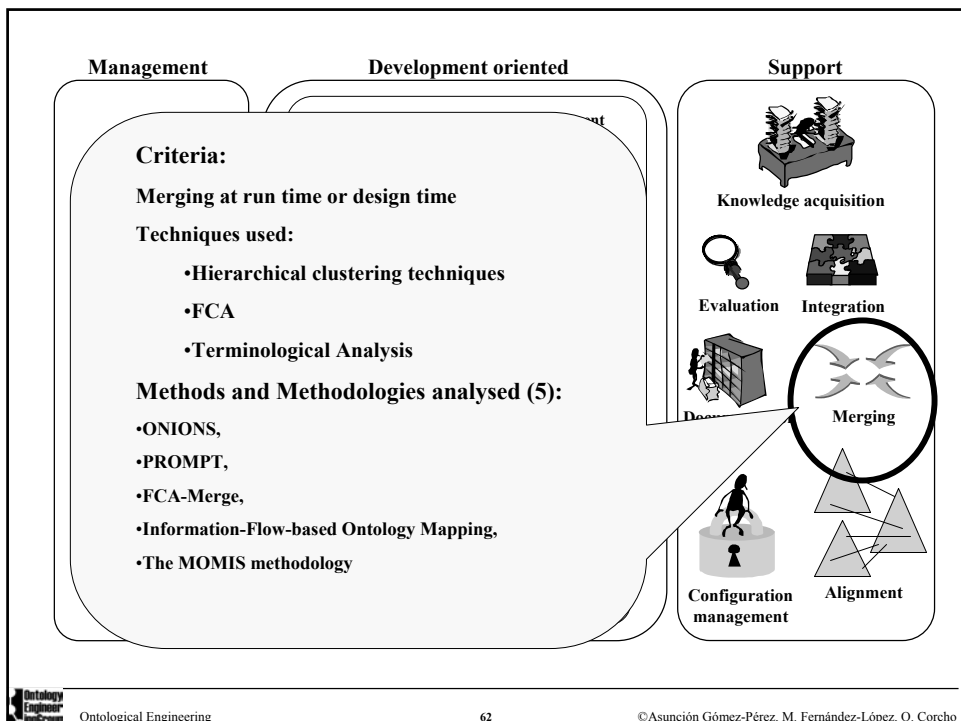


## •Objective

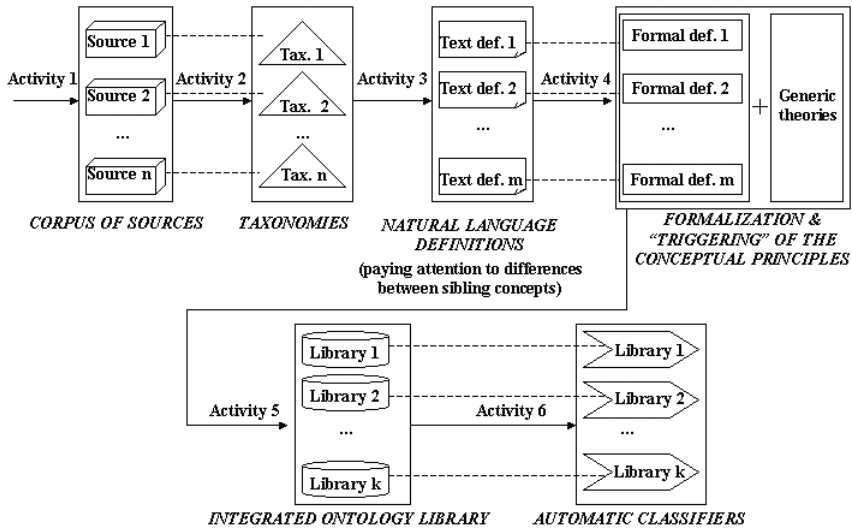
- Reengineer one of the ontologies developed by another group so as to make it suitable for its use in your ontology.

## •Tasks

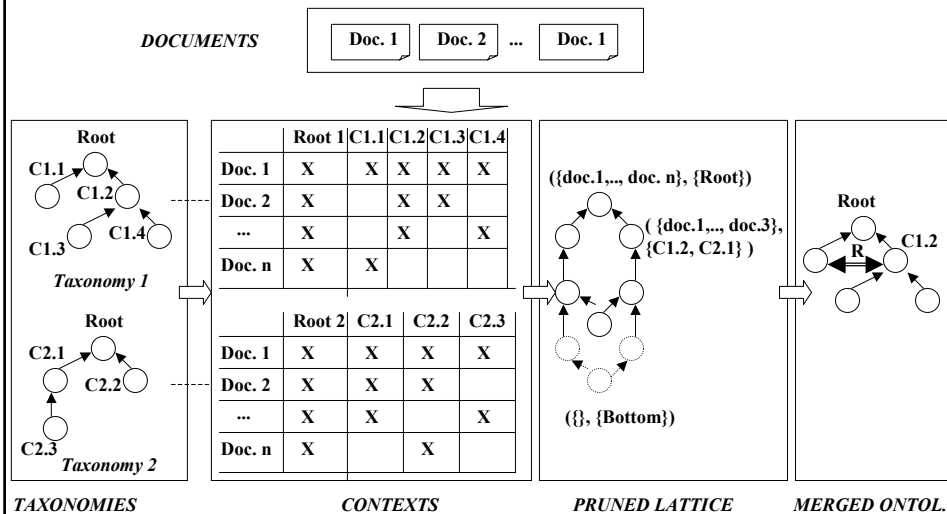
- Select one group whose ontology you will be working with.
- Restructure it if needed, so that it can fit easily in your ontology.



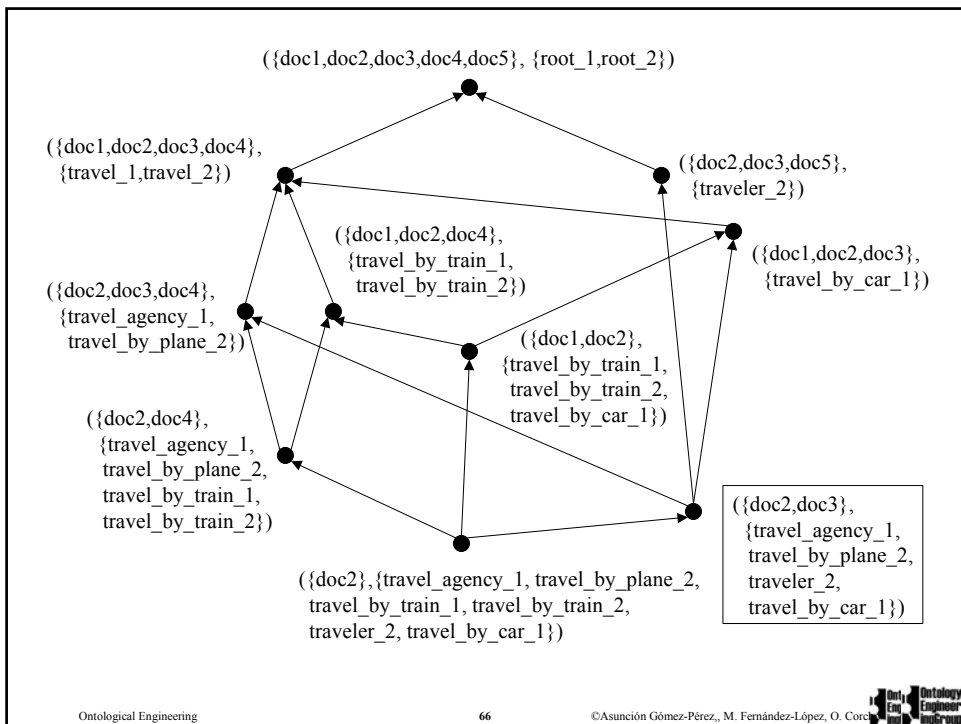
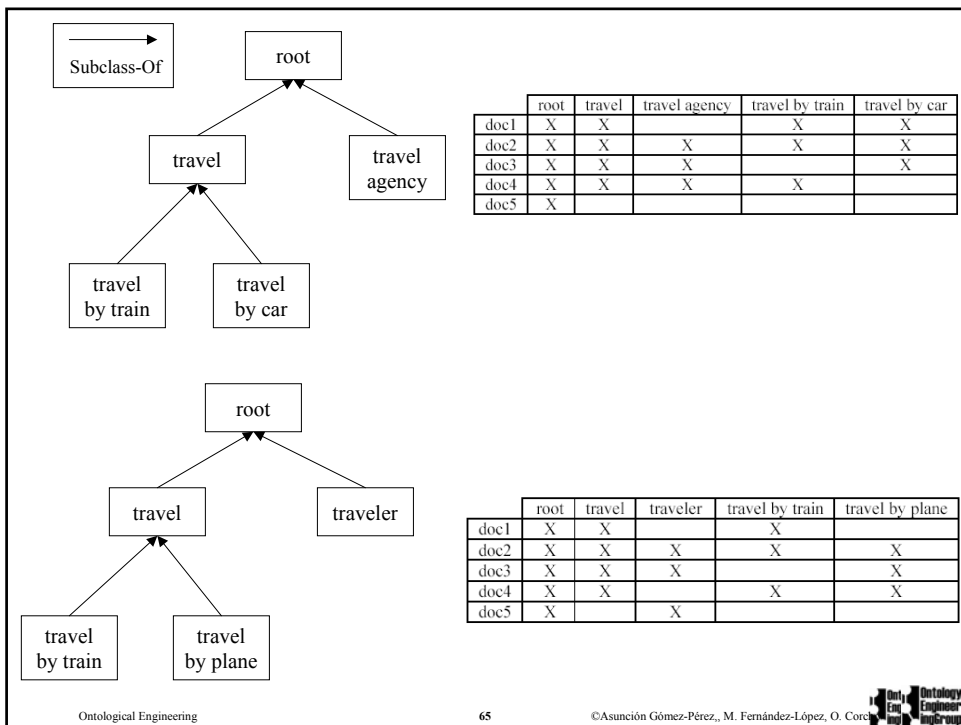
# ONIONS

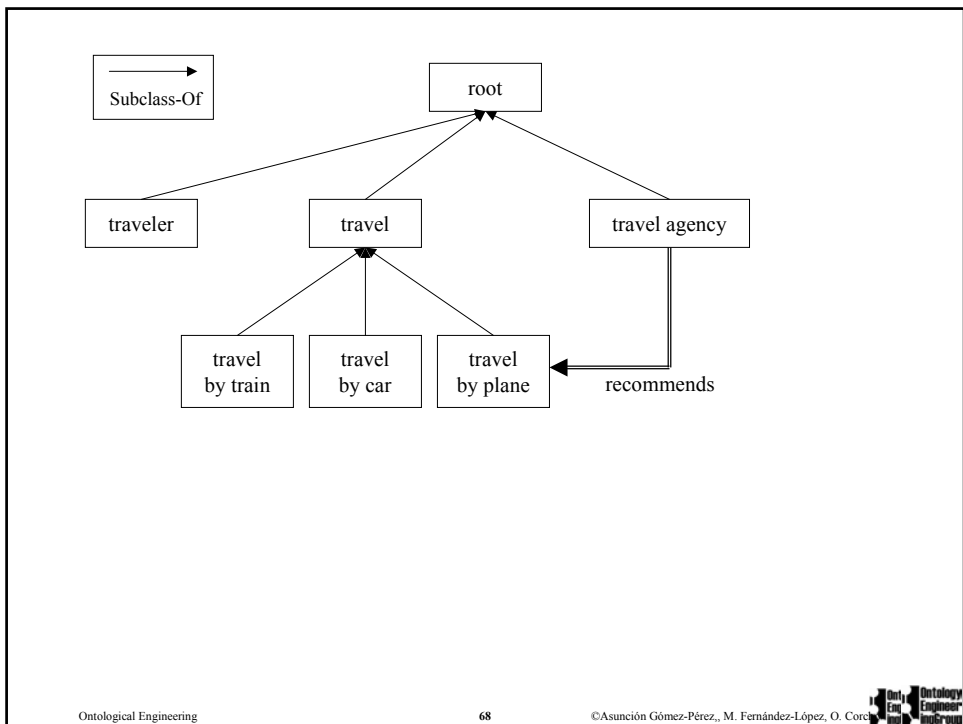
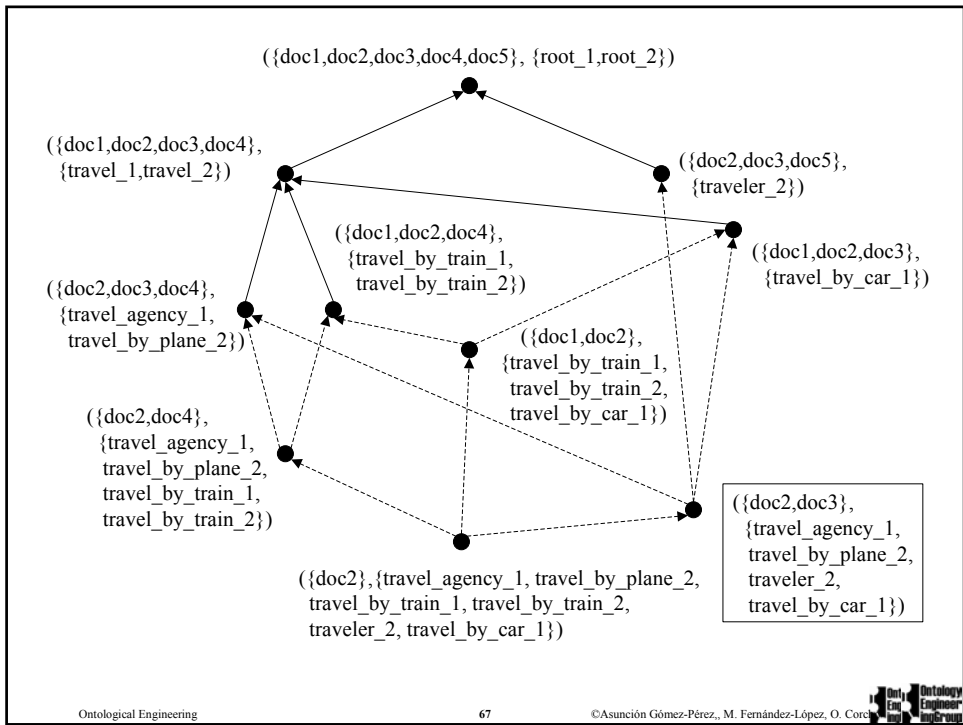


# FCA-Merge

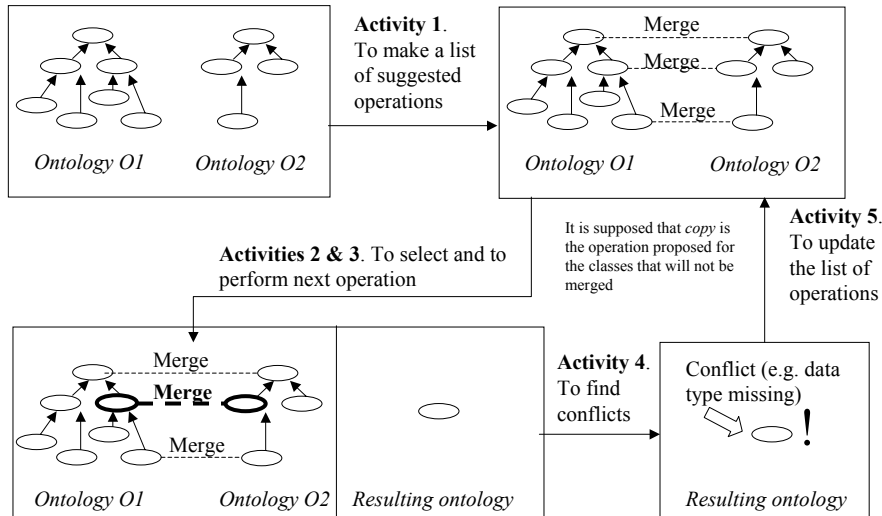








## The Prompt Method



## Exercise

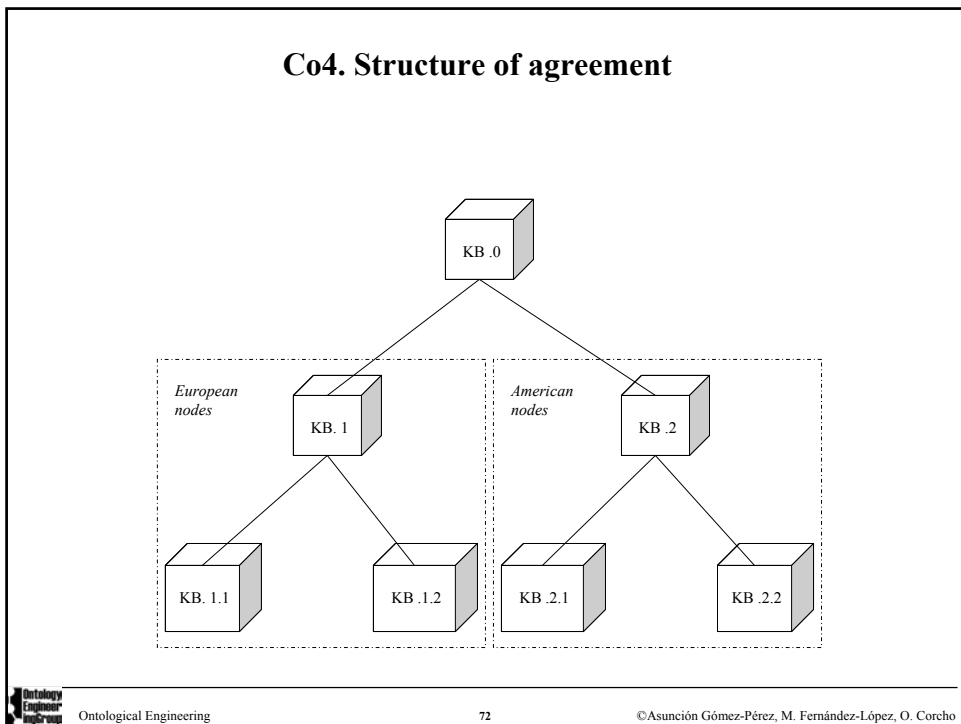
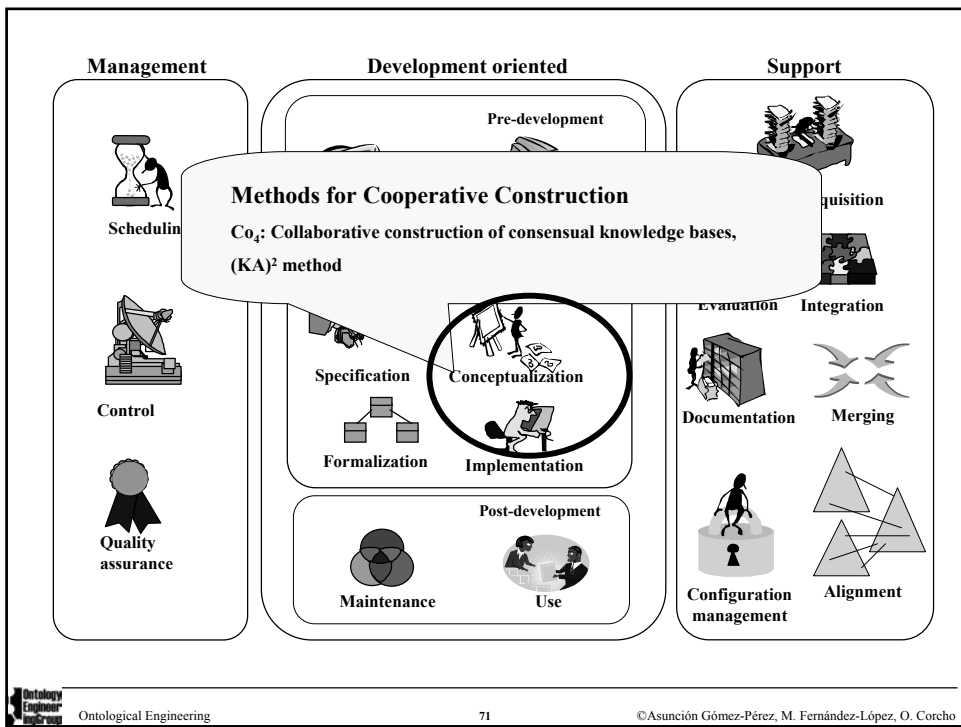


### •Objective

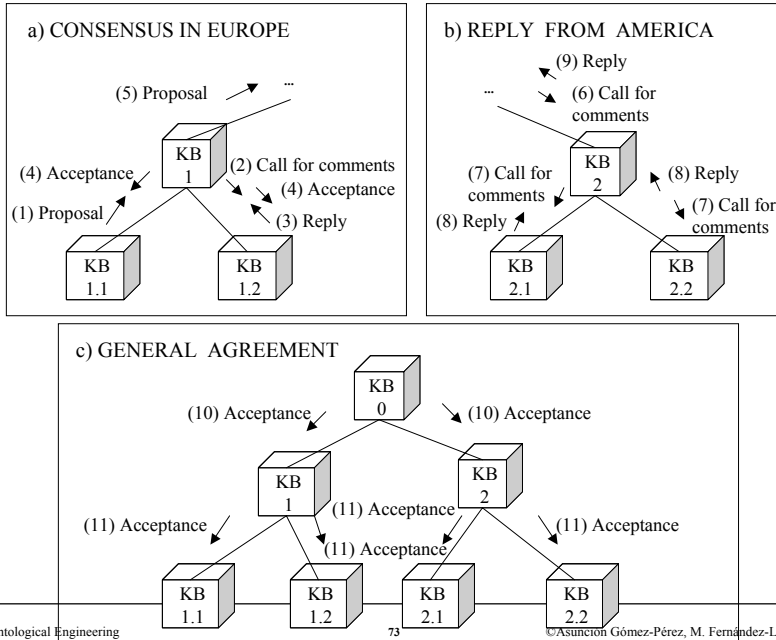
- Merge one of the ontologies developed by another group with the ontology resulting from the conceptualisation and the integration activities.

### •Tasks

- Select another group whose ontology you will be working with (it cannot be the previous group).
- Apply the steps proposed by PROMPT to merge it with your ontology.



## Co4. Agreement protocol



### Management

### Development oriented

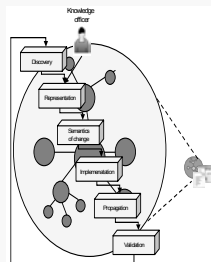
### Support

#### Ontology Evolution:

The ability to manage ontology changes and their effects by creating and maintaining different variants of the ontology [Noy and Klein, 02].

#### Approaches

- METHONTOLOGY,**
  - Activity during the life cycle [Fernández-López et al., 97]
  - Identification of the elements to be controlled [Gómez-Pérez and Rojas, 99]
  - Control of changes
  - Generation of status reports.
- Types of changes [Noy and Klein, 02].
- Klein and Fensel [Klein and Fensel, 01]:
  - Identification
  - Change specification
  - Transparent evolution
- Stojanovic's Process [Stojanovic et al., 02]:



Knowledge acquisition



Evaluation



Integration



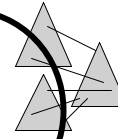
Documentation



Merging



Configuration management



Alignment management

# Exercise

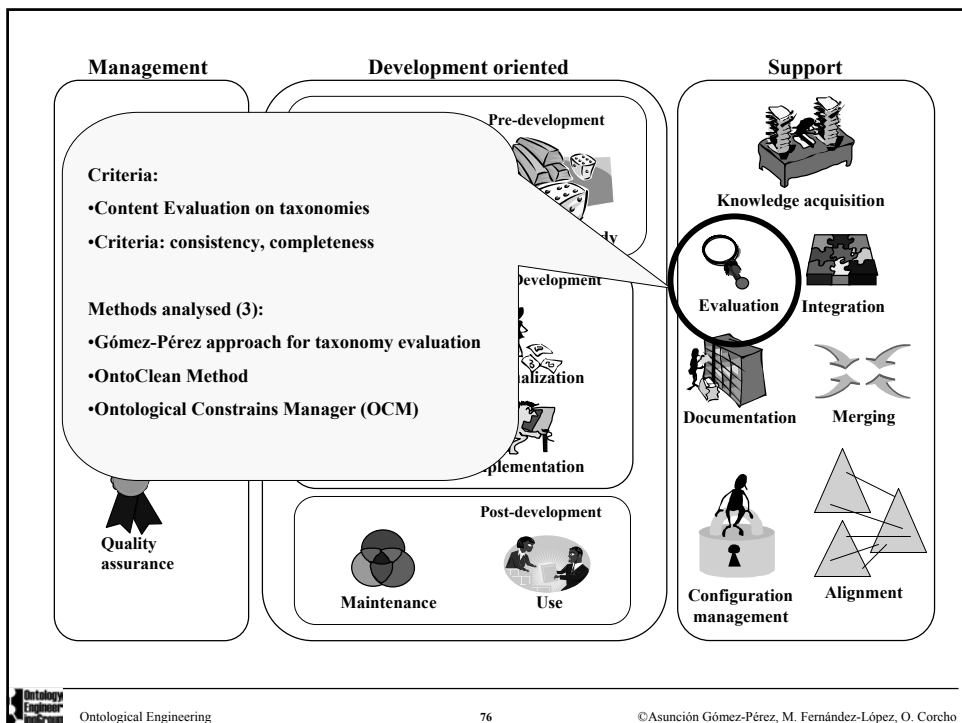


**•Objective**

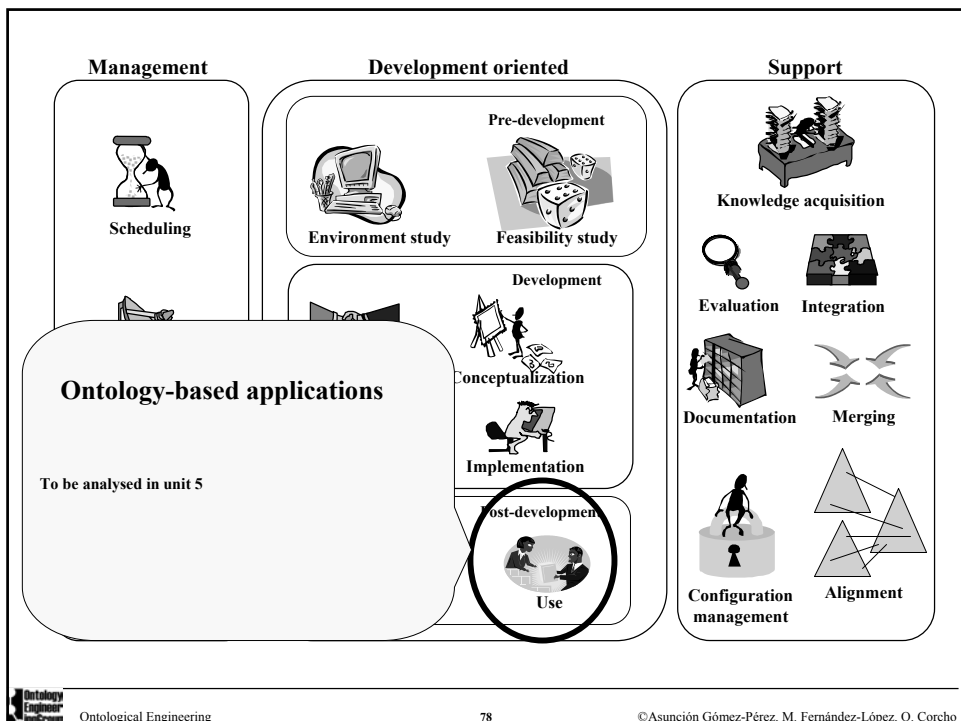
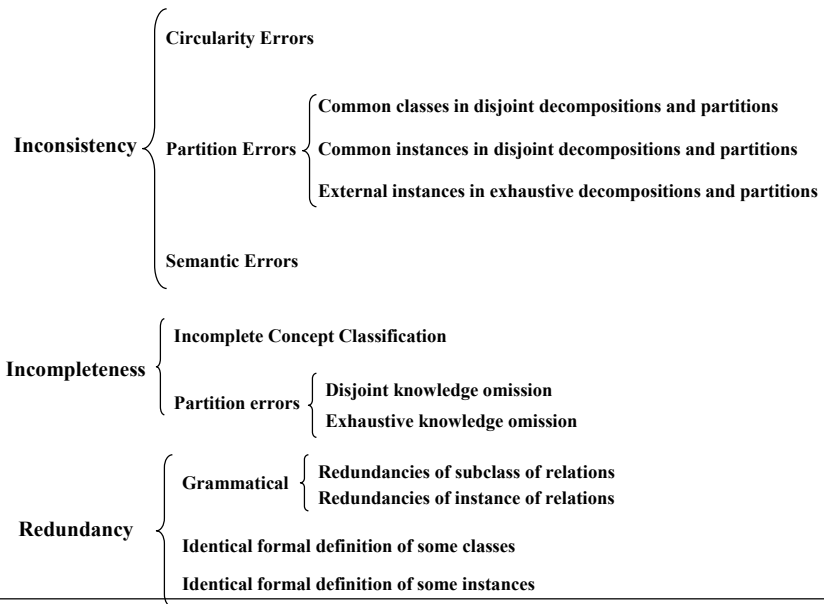
- Compare different versions of an ontology and compare different ontologies in one domain

**•Tasks**

- Use Protégé PROMPT to compare two different versions of an ontology.
- Use Protégé PROMPT to compare two different ontologies in the same domain.



# Gómez-Pérez approach for taxonomic evaluation



# Conclusions

- **There are stable methodologies and tools for building ontologies, but normally they do not cover all the process of the ontology development process.**
  - Methontology (the recommended methodology to ontology development by FIPA)
  - On-To-Knowledge
- **There are methods and tools for specific tasks**
  - Reengineering
  - Collaborative construction
  - Merge
  - Evaluation
  - Evolution
  - Ontology Learning
- **Integration of specific methods in methodologies are needed**
- **Technological support for the whole ontology development process**



## How can we build ontologies? Methods, Techniques and Methodologies

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