
COMP474/6741

Individuals and Relations

Ontologies

Pools: Chap 12 and 13

Today



- Individuals and Relations
- Role of Semantics in Automated Reasoning
- Formal Semantics
- Choosing Individuals and Relations to represent knowledge
- Knowledge Sharing
 - Conceptualization
 - Ontology
- Semantic web Technologies
- Main Components of an Ontology
- Challenges of building ontologies

Individuals and Relations

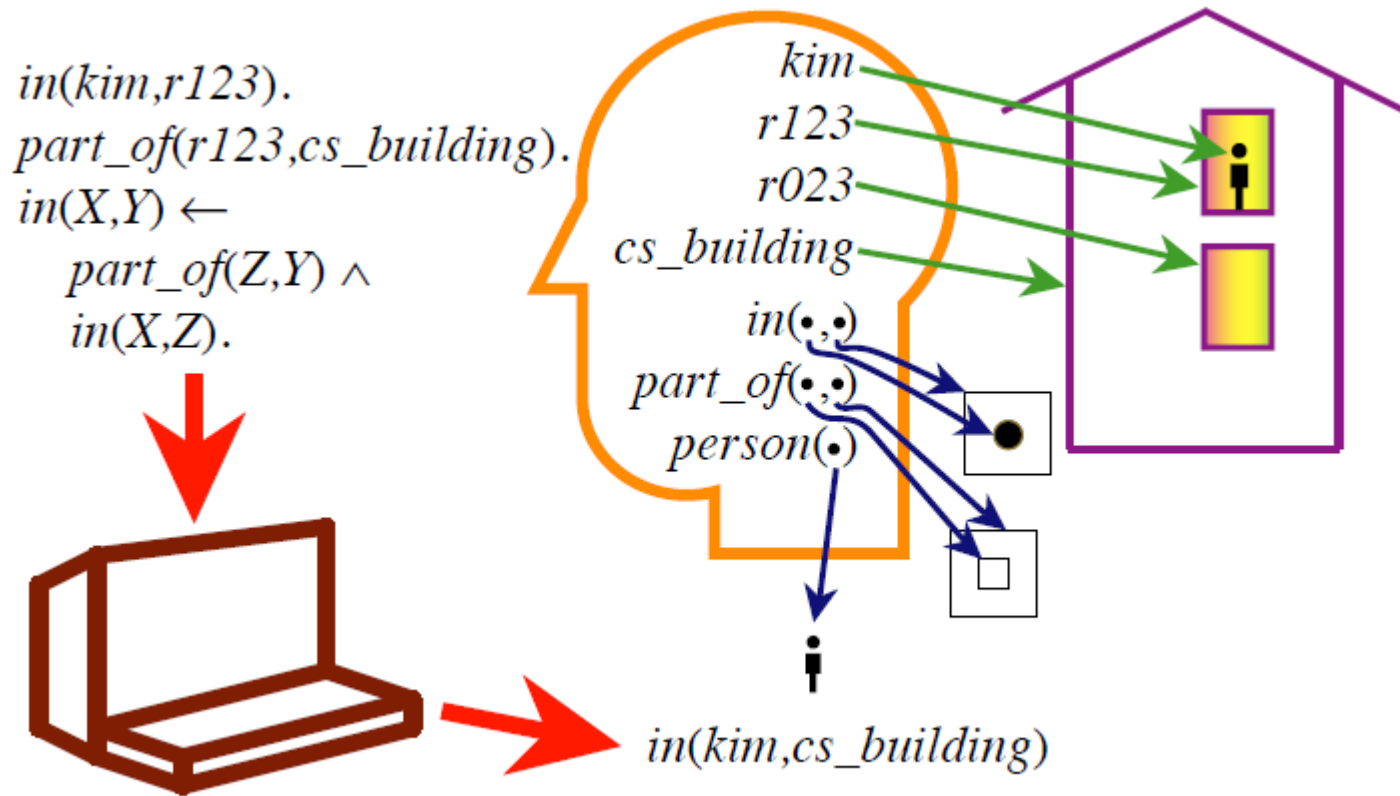
- It is useful to view the world as consisting of individuals (objects, things) and relations among individuals.
 - Often features are made from relations among individuals and functions of individuals.
 - Reasoning in terms of individuals and relationships can be simpler than reasoning in terms of features, if we can express general knowledge that covers all individuals.
 - Sometimes we may know some individual exists, but not which one.
 - Sometimes there are infinitely many individuals we want to refer to (e.g., set of all integers, or the set of all stacks of blocks).
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Role of Semantics in Automated Reasoning



Features of Automated Reasoning

- Users can have meanings for symbols in their head.
- The computer doesn't need to know these meanings to derive logical consequence.
- Users can interpret any answers according to their meaning.

Decision-theoretic Planning

- flat or modular or hierarchical
- explicit states or features or individuals and relations
- static or finite stage or indefinite stage or infinite stage
- fully observable or partially observable
- deterministic or stochastic dynamics
- goals or complex preferences
- single agent or multiple agents
- knowledge is given or knowledge is learned
- perfect rationality or bounded rationality


Semantics: General Idea

A **semantics** specifies the meaning of sentences in the language.

An **interpretation** specifies:

- what objects (individuals) are in the world
- the correspondence between symbols in the computer and objects & relations in world
 - ▶ constants denote individuals
 - ▶ predicate symbols denote relations

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Formal Semantics

An **interpretation** is a triple $I = \langle D, \phi, \pi \rangle$, where

- D , the **domain**, is a nonempty set. Elements of D are **individuals**.
- ϕ is a mapping that assigns to each constant an element of D . Constant c **denotes** individual $\phi(c)$.
- π is a mapping that assigns to each n -ary predicate symbol a relation: a function from D^n into $\{TRUE, FALSE\}$.

Important points to note

- The domain D can contain real objects. (e.g., a person, a room, a course). D can't necessarily be stored in a computer.
- $\pi(p)$ specifies whether the relation denoted by the n -ary predicate symbol p is true or false for each n -tuple of individuals.
- If predicate symbol p has no arguments, then $\pi(p)$ is either *TRUE* or *FALSE*.

Computer's view of semantics

- The computer doesn't have access to the intended interpretation.
- All it knows is the knowledge base.
- The computer can determine if a formula is a logical consequence of KB.
- If $KB \models g$ then g must be true in the intended interpretation.
- If $KB \not\models g$ then there is a model of KB in which g is false. This could be the intended interpretation.

Ontologies and Knowledge-based Systems

- Is there a flexible way to represent relations?
- How can knowledge bases be made to inter-operate semantically?

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Choosing Individuals and Relations

How to represent: "Pen #7 is red."

- $red(pen_7)$. It's easy to ask "What's red?"
Can't ask "what is the color of pen_7 ?"
- $color(pen_7, red)$. It's easy to ask "What's red?"
It's easy to ask "What is the color of pen_7 ?"
Can't ask "What property of pen_7 has value red ?"
- $prop(pen_7, color, red)$. It's easy to ask all these questions

$prop(Individual, Property, Value)$ is the only relation needed:
called **individual-property-value representation**
or **triple representation**

relation

Universality of prop

To represent “a is a parcel”

- $prop(a, type, parcel)$, where $type$ is a special property
- $prop(a, parcel, true)$, where $parcel$ is a Boolean property

Reification

- To represent *scheduled(cs422, 2, 1030, cc208)*. “section 2 of course *cs422* is scheduled at 10:30 in room *cc208*.”
- Let *b123* name the booking:
 - prop(b123, course, cs422)*.
 - prop(b123, section, 2)*.
 - prop(b123, time, 1030)*.
 - prop(b123, room, cc208)*.
- We have **reified** the booking.
- Reify means: to make into an individual.
- What if we want to add the year?

Today

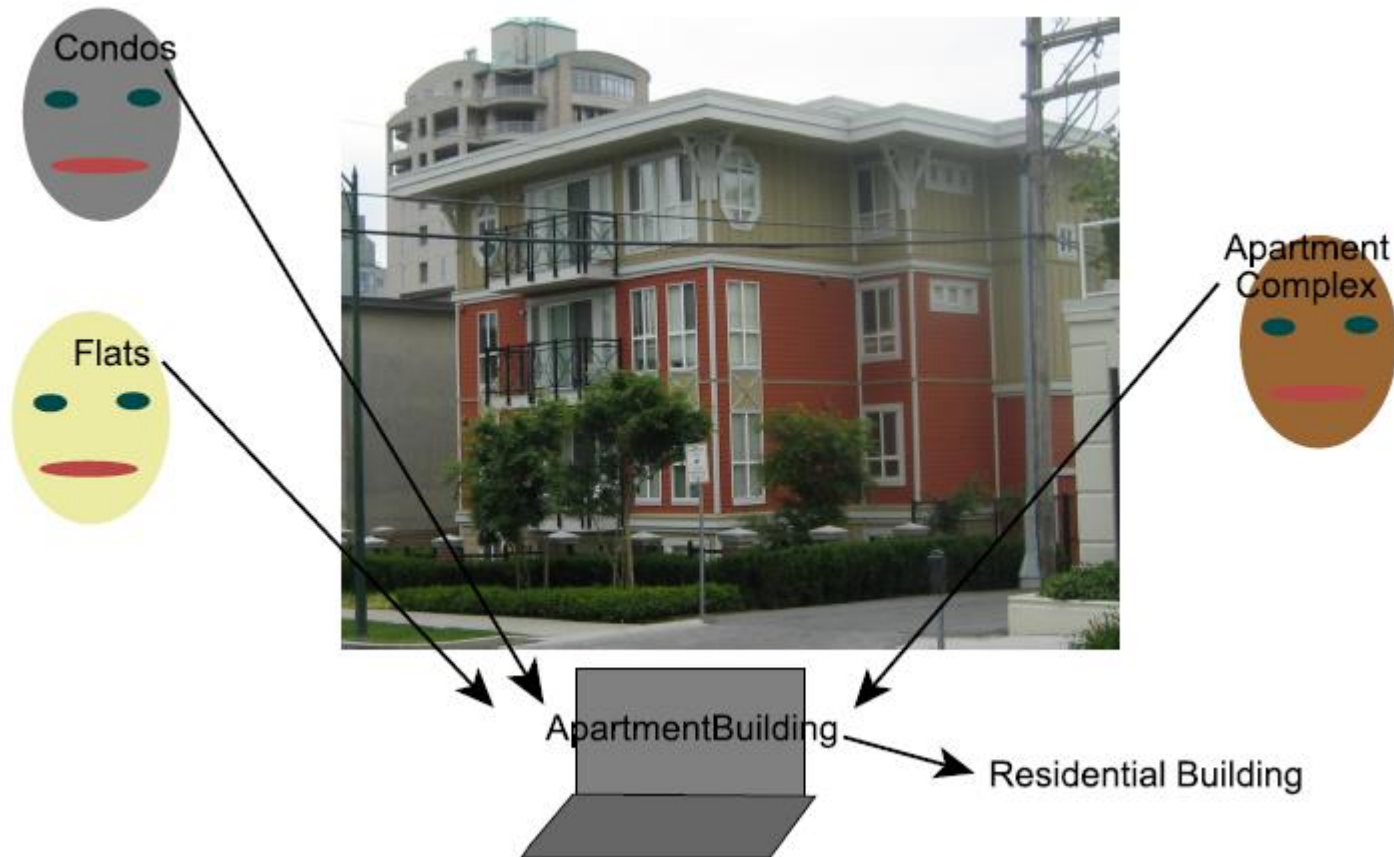
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Knowledge Sharing

- A **conceptualization** is a map from the problem domain into the representation. A conceptualization specifies:
 - ▶ What sorts of individuals are being modeled
 - ▶ The vocabulary for specifying individuals, relations and properties
 - ▶ The meaning or intention of the vocabulary
- If more than one person is building a knowledge base, they must be able to share the conceptualization.
- An **ontology** is a specification of a conceptualization. An ontology specifies the meanings of the symbols in an information system.

Mapping from a conceptualization to a symbol



Semantic Web

- Ontologies are published on the web in machine readable form.
- Builders of knowledge bases or web sites adhere to and refer to a published ontology:
 - ▶ a symbol defined by an ontology means the same thing across web sites that obey the ontology.
 - ▶ if someone wants to refer to something not defined, they publish an ontology defining the terminology.
Others adopt the terminology by referring to the new ontology.
In this way, ontologies evolve.
 - ▶ Separately developed ontologies can have mappings between them published.

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Semantic Web Technologies

- **XML** the Extensible Markup Language provides generic syntax.
`<tag ... />` or
`<tag ... > ... </tag>`.
- **URI** a Uniform Resource Identifier is a name of an individual (resource). This name can be shared. Often in the form of a URL to ensure uniqueness.
- **RDF** the Resource Description Framework is a language of triples
- **OWL** the Web Ontology Language, defines some primitive properties that can be used to define terminology. (Doesn't define a syntax).

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Main Components of an Ontology

- **Individuals** the things / objects in the world (not usually specified as part of the ontology)
- **Classes** sets of individuals
- **Properties** between individuals and their values

Individuals

- Individuals are things in the world that can be named. (Concrete, abstract, concepts, reified).
- Unique names assumption (UNA): different names refer to different individuals.
- The UNA is not an assumption we can universally make: “The Queen”, “Elizabeth Windsor”, etc.
- Without the determining equality, we can't count!
- In OWL we can specify:
 - i_1 *SameIndividual* i_2 .
 - i_1 *DifferentIndividuals* i_3 .

Classes

- A class is a set of individuals. E.g., house, building, officeBuilding
- One class can be a subclass of another
 - house subClassOf building.*
 - officeBuilding subClassOf building.*
- The most general class is *Thing*.
- Classes can be declared to be the same or to be disjoint:
 - house EquivalentClasses singleFamilyDwelling.*
 - house DisjointClasses officeBuilding.*
- Different classes are not necessarily disjoint.
E.g., a building can be both a commercial building and a residential building.

Properties

- A property is between an individual and a value.
- A property has a domain and a range.
livesIn domain person.
livesIn range placeOfResidence.
- An *ObjectProperty* is a property whose range is an individual.
- A *DatatypeProperty* is one whose range isn't an individual, e.g., is a number or string.
- There can also be property hierarchies:
livesIn subPropertyOf enclosure.
principalResidence subPropertyOf livesIn.

Properties (Cont.)

- One property can be inverse of another
livesIn InverseObjectProperties hasResident.
- Properties can be declared to be transitive, symmetric, functional, or inverse-functional. (Which of these are only applicable to object properties?)
- We can also state the minimum and maximal cardinality of a property.

principalResidence minCardinality 1.

principalResidence maxCardinality 1.

Property and Class Restrictions

- We can define complex descriptions of classes in terms of restrictions of other classes and properties.
E.g., A homeowner is a person who owns a house.

homeOwner \subseteq person \cap {x : $\exists h \in$ house such that x owns h}

Challenges of building ontologies

- They can be huge: finding the appropriate terminology for a concept may be difficult.
- How one divides the world can depend on the application. Different ontologies describe the world in different ways.
- People can fundamentally disagree about an appropriate structure.
- Different knowledge bases can use different ontologies.
- To allow KBs based on different ontologies to inter-operate, there must be mapping between ontologies.
- It has to be in user's interests to use an ontology.
- The computer doesn't understand the meaning of the symbols. The formalism can constrain the meaning, but can't define it.

Knowledge Sharing

- One ontology typically imports and builds on other ontologies.
- OWL provides facilities for version control.
- Tools for mapping one ontology to another allow inter-operation of different knowledge bases.
- The semantic web promises to allow two pieces of information to be combined if
 - ▶ they both adhere to an ontology
 - ▶ these are the same ontology or there is a mapping between them.

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