



Aalto University
School of Science



Ontology Engineering

How to develop an ontology?

CS-E4410 Semantic Web

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Learning Objectives

- Get a general idea on how ontologies are developed
 - A process in seven steps
- Learn how an ontology editor (Protégé) is used
 - Videos for creating an ontology in practice

An Ontology Editor: Protégé



http://www.co-ode.org/ontologies/pizza/pizza.owl - [/Users/drummond/Downloads/pizza.owl]

File Edit Reasoner Tools Refactor Tabs View Window Help

Active Ontology Entities Classes Object Properties Data Properties Individuals DLViz DL Query

Asserted Class Hierarchy: PizzaTopping

- Thing
 - DomainConcept
 - Country
 - Food
 - IceCream
 - Pizza
 - PizzaBase
 - PizzaTopping
 - CheeseTopping
 - FishTopping
 - FruitTopping
 - HerbSpiceTopping
 - MeatTopping
 - NutTopping
 - SauceTopping
 - SpicyTopping
 - VegetableTopping
 - VegetarianTopping
 - ValuePartition
 - Spiciness
 - Hot
 - Medium
 - Mild

Class Annotations: PizzaTopping

Annotations

label: CoberturaDaPizza@pt

Class Description: PizzaTopping

Intransitive classes

Superclasses: Food

Inherited anonymous classes

Instances

Distant classes

PizzaBase
Pizza
IceCream

Object Properties:

- hasCountryOfOrigin
hasIngredient
hasSpiciness
isIngredientOf

Object property hierarchy: Data property asserted individuals

Seven-step Process of Creating an Ontology



Step 1: Determine the domain and scope of the ontology

- What is the domain that the ontology will cover?
- For what we are going to use the ontology?
- For what types of questions the information in the ontology should provide answers?
- Who will use and maintain the ontology?

Step 2. Consider reusing existing ontologies

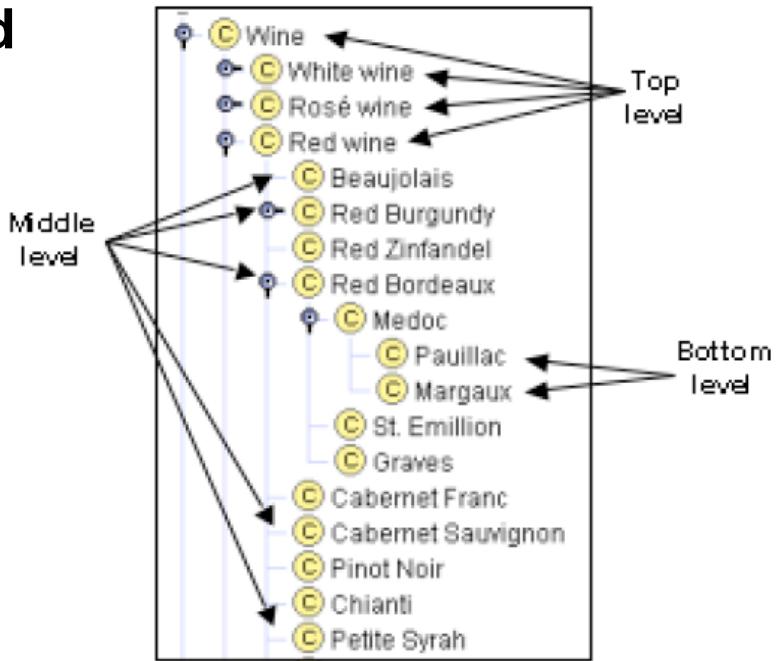
- E.g., ontology repositories: <http://onki.fi>, <http://finto.fi>

Step 3. Enumerate important terms in the ontology



Step 4. Define the classes and the class hierarchy

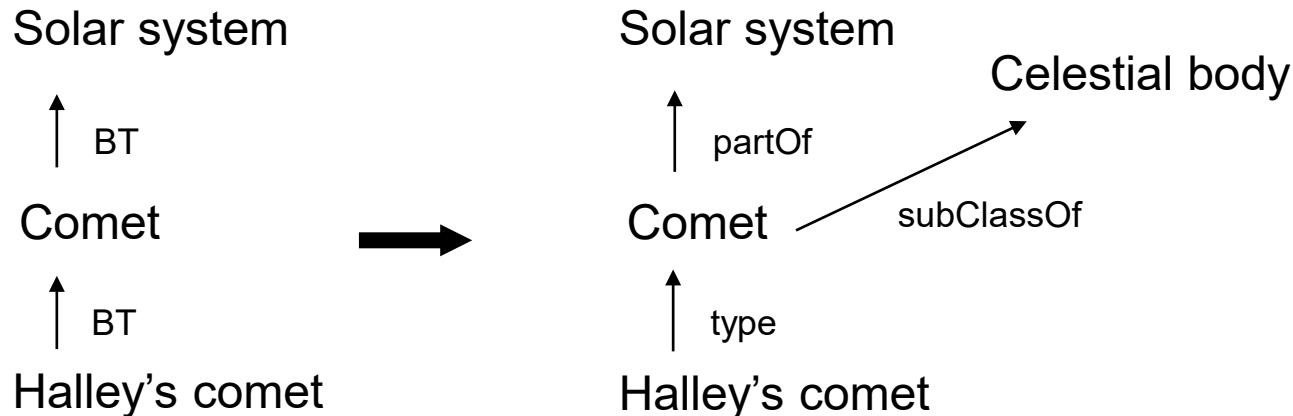
- Top-down
- Bottom-up
- Mixed approach





The most important principle in constructing the class hierarchy

- If a class A is a superclass of class B, then every instance of B is also an instance of A





Step 5. Define the Properties of classes

- Object properties and data properties
- To be inherited by the instances

Step 6. Define the Properties

- Domain and range
 - E.g., the producer of a wine must be a winery
 - Value type: string, number, Boolean, Enumerated, Instance
- Cardinality
- Relational properties of properties
- Property hierarchy

Step 7. Create Instances (= populate the ontology with data)

- Choose a class
- Create an instance
- Fill in property values

More Information on Ontology Engineering



- A good starting point:
 - *Natasha Noy, Deborah McGuinness: Ontology Development 101: A Guide to Developing Your First Ontology. Stanford University, 2001.*
- A good textbook
 - D. Allemang, J. Hendler: Semantic Web for the Working Ontologist: Effective Modeling in RDFS and OWL (2nd ed.), 2011
<https://www.amazon.com/Semantic-Web-Working-Ontologist-Effective/dp/0123859654>
- More advanced theoretical concerns
 - *DOLCE and OntoClean*
<http://www.springerlink.com/content/5p86jk323xotjktc/fulltext.pdf>

Watch Protégé Tutorials in Short Videos

By Noureddin Sadawi

A Simple Protege Tutorial 1: Intro

A Simple Protege Tutorial 2: Creating the Ontology Classes ...

A Simple Protege Tutorial 3: Adding Object Properties

A Simple Protege Tutorial 4: Adding Data Properties

A Simple Protege Tutorial 5: Adding Individuals

... more parts follow automatically 6, 7, 8, 9