



# *Systematic Disambiguation*

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# *Outline*

- Systematic Disambiguation
- Bucket Strategy

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# *Systematic Disambiguation*

The core of ontology engineering as a discipline is its emphasis on systematic disambiguation, a controlled process for exhausting justifiable interpretations of data within a domain

# *Interoperability*

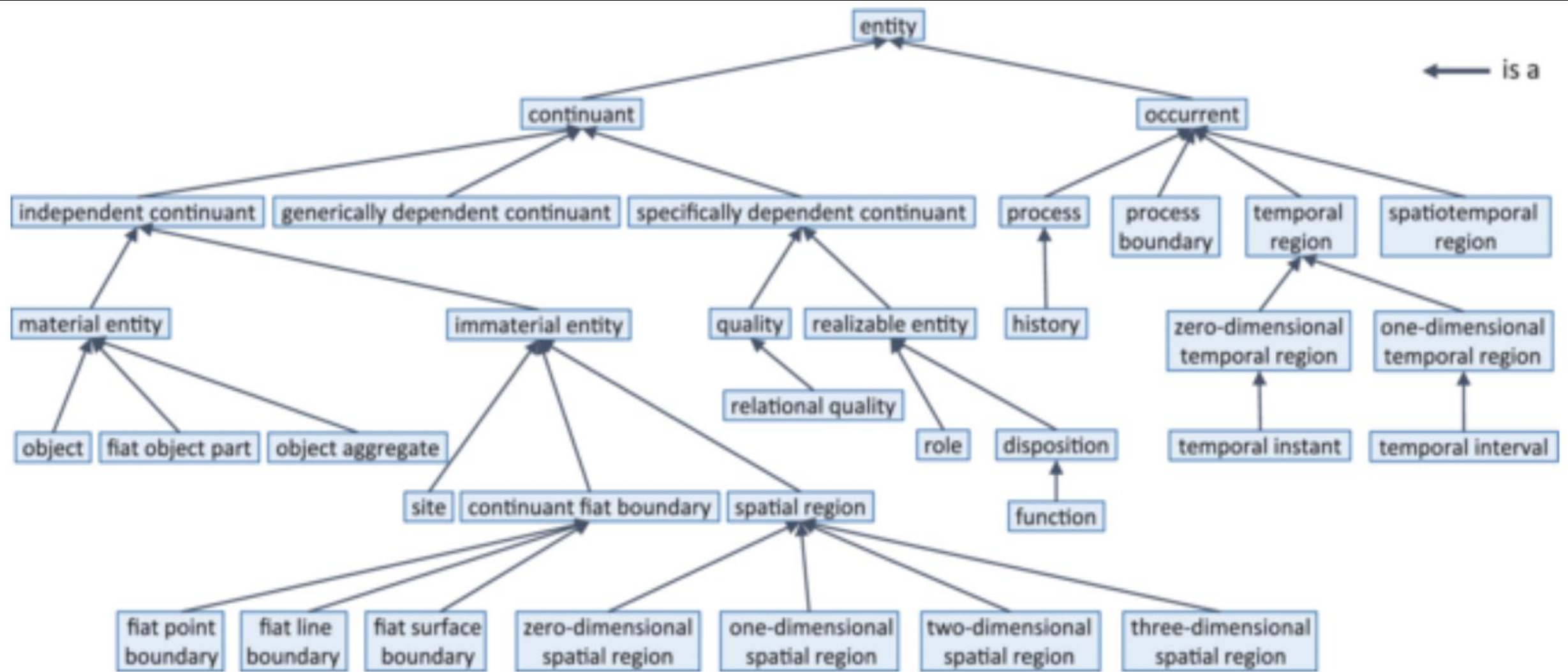
- Underwriting this process is an assumption that between any two vocabularies there is some common structure
- This applies to natural language (**Human-Human**) and formal (**Machine-Machine**)
- Ontology engineers work to identify such structures and encode them in machine-readable languages (**Human-Machine**)

# *Systematic Disambiguation*

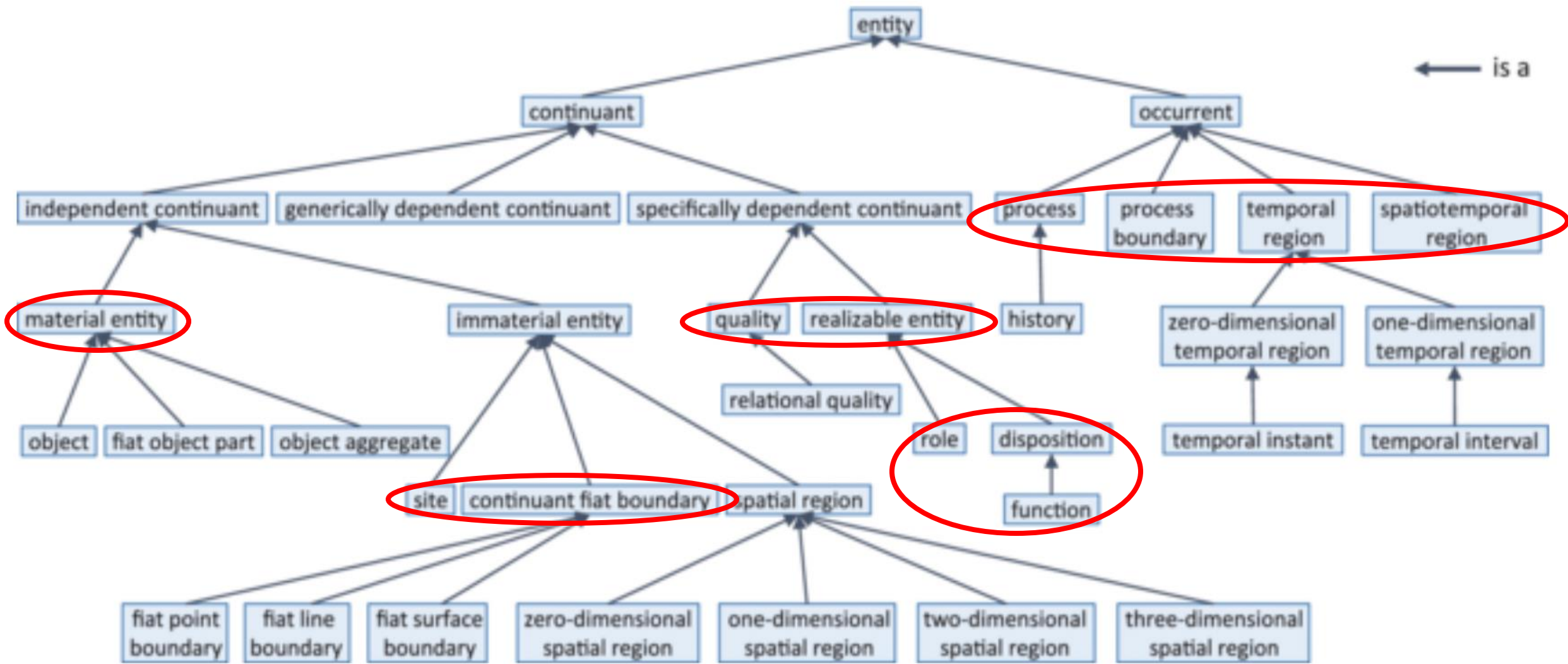
- Ontology engineering is not linguistics
- Ontologists care about words used by domain experts, but we aim to describe and derive that use rather than legislate or prescribe it
- We aim to disambiguate domain expert language in the interest of generating formal structures underwriting language use

# *Outline*

- Systematic Disambiguation
- Bucket Strategy







# *Bucket Strategy*

- Terms should be vetted by **subject-matter experts**
- For each term, evaluate along each column whether there is a justifiable interpretation of that term under a BFO class
- For example, "soldier" may be understood as a role or as an individual bearing the role

|         |                  |         | MAJOR BUCKETS       |                 |                     |                       |
|---------|------------------|---------|---------------------|-----------------|---------------------|-----------------------|
| TERM    | Material Entity  | Quality | Disposition         | Role            | Process             | Information           |
| soldier | soldier (person) | X       | soldier disposition | role of soldier | acting as a soldier | soldier (description) |
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|                 |                 |                           | INFORMATION BUCKET          |                     |                         | SOURCE |
|-----------------|-----------------|---------------------------|-----------------------------|---------------------|-------------------------|--------|
|                 | Theory          | Construct                 | Quality Measurement         | Process Measurement | Information Measurement |        |
| Just War Theory | Just War Theory | Proportionality Construct | Proportionality Measurement |                     |                         |        |
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|                 |                 |                           | ROLE BUCKET                 |                     |                         | SOURCE |
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# *Sound Familiar?*

- When building a design pattern, describe:
  1. Material entities within scope, i.e. **Material Entity**
  2. Qualities these material entities have, i.e. **Quality**
  3. What these material entities can do, i.e. **Process**
  4. What properties underwrite what they can do, i.e. **Realizable Entity**
  5. Where these material entities and their boundaries are located, e.g. **Immaterial Entity**
  6. When these entities exist, e.g. **Temporal Region**
  7. Information we use to talk about 1-6, i.e. **Generically Dependent Continuant**

# *Bucket Strategy*

- If you are unable to justify a reading falling under a column, mark "X"; if after making an effort it is unclear, mark "?"
- Use labels under columns that make explicit the sense you intend, e.g. "soldier role" to disambiguate
- This process helps exhaust interpretations while not being confused by language



# *Bucket Strategy*

- There may be a need to create more refined “buckets” such as an “information bucket” where further disambiguation is conducted
- For example, a theory about the nature of war
- Same for constructs, which are presumably parts of theories

|                 |                 |                           | INFORMATION BUCKET          |                            |                                | SOURCE |
|-----------------|-----------------|---------------------------|-----------------------------|----------------------------|--------------------------------|--------|
|                 | <i>Theory</i>   | <i>Construct</i>          | <i>Quality Measurement</i>  | <i>Process Measurement</i> | <i>Information Measurement</i> |        |
| Just War Theory | Just War Theory | Proportionality Construct | Proportionality Measurement |                            |                                |        |
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|                 |                 |                           | INFORMATION BUCKET          |                            |                                | SOURCE |
|-----------------|-----------------|---------------------------|-----------------------------|----------------------------|--------------------------------|--------|
|                 | <i>Theory</i>   | <i>Construct</i>          | <i>Quality Measurement</i>  | <i>Process Measurement</i> | <i>Information Measurement</i> |        |
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|                 | <i>Theory</i>   | <i>Construct</i>          | <b>INFORMATION BUCKET</b>   |                            |                                | <b>SOURCE</b> |
|-----------------|-----------------|---------------------------|-----------------------------|----------------------------|--------------------------------|---------------|
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|                 |                 |                           | <b>ROLE BUCKET</b>          |                            |                                | <b>SOURCE</b> |
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|                 |                 |                           | INFORMATION BUCKET          |                            |                                | SOURCE |
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|                 |                 |                           | ROLE BUCKET                 |                            |                                | SOURCE |
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# *Bucket Strategy*

- These are not intended to be exhaustive buckets
- We will likely add more as we proceed; we may indeed drop some as well
- Throughout, you must provide a source for your decision, justification, etc. whether you are adding a class or not adding a class

# *Group Exercise*

- We will select a single term to disambiguate
- I will then walk you through how I disambiguate using this method
- Then we will select another
- Then we will disambiguate through this method together