Knowledge Representation & Processing

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Practical Information

Mark your attendance with PedagogySquare (PS)

课程邀请码

教学立方公众号二维码



课程邀请码: DS295UH8

Aims of the Course

In general

► The course provide students with a theoretical and practical understanding of cutting edge solutions for Knowledge Representation and Processing.

In particular

- ► It introduces students to the W3C standard Web Ontology Language (OWL), its underlying Description Logics (DLs), and several reasoning algorithms over DLs.
- ▶ It provides students with experience using a set of established patterns for developing OWL ontologies and help them to learn to avoid the major pitfalls in using OWL.
- ▶ It gives students an opportunity to become familiar with a widely used environment for developing and an API for applying OWL ontologies, and making use of reasoning services accessible via both.

Organizational

This course is taught by:

- ► **Yizheng Zhao** (zhaoyz@nju.edu.cn)
- ► Teaching Assistants (SYF Bld. A504):

Zhao Liu (liuzhao4420@smail.nju.edu.com)

Xuan Wu (wuxuan@smail.nju.edu.cn)

Shuni Xu (mg20370050@smail.nju.edu.cn)

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Prerequisites: some familiarity with

- Mathematical logics (esp. first-order logics)
- ► Programming with Java

Teaching mode:

▶ lectures (online via Bilibili this week; onsite at YI-B 105 afterwards)

Teaching period:

► Monday 5-6 Sessions of Week 1-16, unless otherwise notified

Organizational

Assessment:

- ► Assignment (50%)
- ► Examination (50%)

Assignments released via PS

► Right after the lecture

Solutions submitted via PS

- ► Due 3 weeks after assignment distribution, e.g., 1st due on 29th March at 14:00
- ► Late submission: capped at 60%, unless you have mitigating circumstances
- Always retain a copy of your work elsewhere!

Marks & feedback released via PS:

► 10 marks per assignment

Assignments

Small, short questions, often multiple choices:

► to ensure you grasp the basic concepts of KR&P

Modelling tasks

- ▶ to build an ontology from given source data
- ► to get your hands dirty
- ► to appreciate the numerous ways in which things can be done

Short essays of 200 - 300 words:

- ▶ about an average blog post
- ► to make you think & practice academic writing

Programming tasks:

- require an entry level of Java programming
- directed step by step by TAs and myself

Examination

Two hours

EXAM PAPER MUST NOT BE REMOVED FROM THE EXAM ROOM

NANJING UNIVERSITY SCHOOL OF ARTIFICIAL INTELLIGENCE

Knowledge Representation & Processing

Date: Tuesday 23rd June 2020

Time: 14:00 - 16:00

This is an online examination. Please answer ALL Questions
The exam contains MULTIPLE CHOICE, TRUE/FALSE and SHORT ESSAY QUESTIONS.
Be sure to answer ALL Questions

This is a CLOSED book examination

The use of electronic calculators is NOT permitted

2. Consider the following ontology, which is used in an earlier question

```
ObjectProperty: hasColour
   Characteristics: functional
ObjectProperty: eats
Class: Grey
Class: White
DisjointClasses: Grey, White
Class: Animal
       SubClassOf: eats some Thing
Class: Seal
       SubClassOf: Animal
Class: Shark
       SubClassOf: Animal
Class: GreyShark
       EquivalentTo: Shark and (hasColour some Grey)
Class: WhiteShark
       EquivalentTo: Shark and (hasColour some White)
       SubClassOf: eats only Seal
Individual: Jaws
      Types: Shark,
      hasColour some (Grey or White)
```

For each of the Competency Questions below, consider whether the ontology is able to answer the question. If so, show how this can be done. If not, provide a brief discussion as to why not, and how you might extend or edit the ontology to address the problem.

- What kinds of animals are there?
- Are sharks dangerous?
- What colours can animals be?

(8 marks)

Expectations

After studying this course, you should be able to:

- discuss/explain the role of ontology languages in applications, in particular OWL
- understand the syntax and semantics of OWL, and the decision procedures that underpin the use of reasoning
- create an ontology for a particular domain to enhance an application
- understand how and which applications can be enhanced through the use of an ontology
- apply patterns in the design of ontologies
- design/build ontologies in OWL using the de facto standard editor,
 Protege, justify/evaluate their design and explain their behaviour

Roadmap

Week 1 - 2

► Motivation; Intro to KR; Practical introduction to OWL and Protégé

Week 3 - 5

► Knowledge Acquisition; Formalizing Definitions. Formal Semantics.

Week 6 - 8

► Patterns; Modeling using roles; Reasoning.

Week 9 - 11

► Programmatic manipulation of ontologies with the OWL API.

Week 12 - 14 (labs)

► Case studies; Linked Data.

Week 15 - 16

Revision of the above

Protégé

Downloadable at https://protege.stanford.edu/

