

# Web-based ontology analysis and partitioning tool

Ahmad Alzeitoun Imuwahen Osazuwa Iulia Buga

Supervised by: Dr. Gökhan Coskun and Irlan Grangel



# Agenda

- Objective
- Organization
- Solution
- Challenges
- Demo
- Q&A



## **Objective**

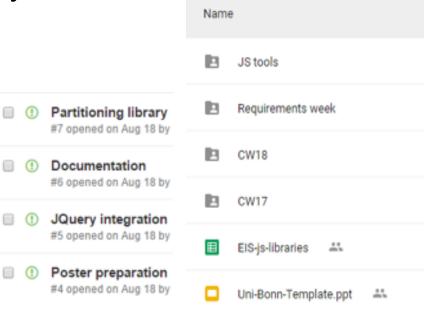
- Decompose large ontologies into smaller modules.
- Support the comprehension of an existing ontology and improve the process of ontology interlink.



# Organization

- Weekly\* team meetings
  - with mentors on Wednesdays
  - -with team on Sundays

- Github for managing code/tasks
- Google Drive for managing files



My Drive > EIS\_lab\_SS\_2015 ▼



### **Solution**

- Programming language: Javascript
- Environment: Windows, Mac Os
- Tools: SublimeText, Atom, GitSCM

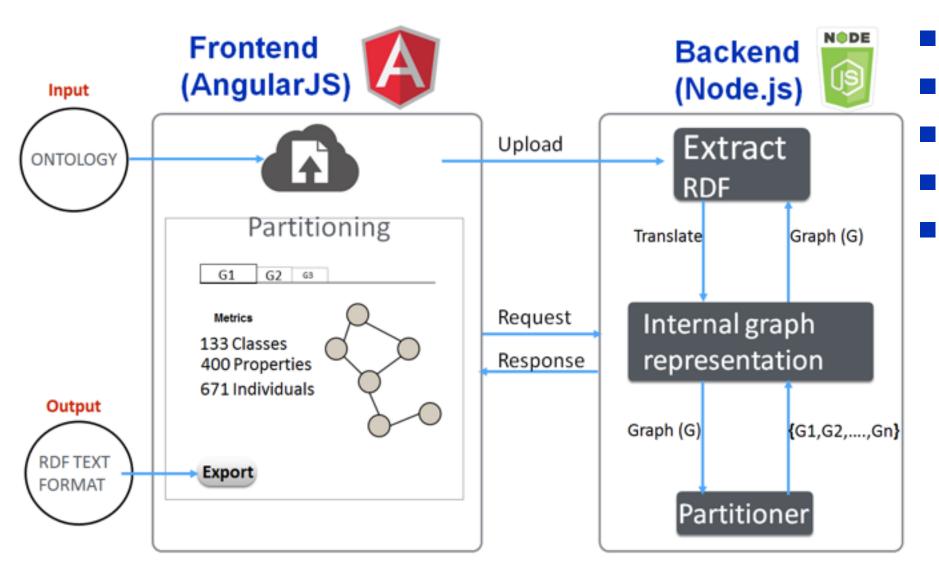


### **Tasks**

- 1. Technology stack
- 2. Upload
- 3. Parse
- 4. Metrics
- 5. Filtering
- 6. Visualize and highlights
- 7. Partition and export
- 8. Document
- 9. Test
- 10.Research



### **Application flow**





## **Technology stack**

#### MEAN

- MongoDB
- ExpressJS
- AngularJS
- Node.js

### Package managers:

- Bower (frontend)
- npm (backend)

#### Libraries

- RdfStore (backend)
- VisJS (frontend)



Image credit: http://adrianmejia.com/blog/2014/10/03/mean-stack-tutorial-mongodb-expressjs-angularjs-nodejs/



## **Upload**

### Local upload

- OWL file as input
- processed by NodeJS and RDFStore
- dedicated folder: uploads

### **URL** upload

- processed by NodeJS and RDFStore
- no storage

Output: triples (subject, predicate, object)



### **Parse**

### **OWL2VOWL**



#### **RDFStore**



- local/URI upload
- generate JSON in VOWL format
- local/URI upload
- generate custom JSON of edges, nodes, graph

### Output: REST endpoints

nodes

```
[{"id":"family-ontology", "label":"family-ontology"}, {"id":"Alice", "label":"Alice"}, {"id":"Bob", "label":"Bob"}, {"id":"Mary", "label":"Ontology", "label":"Ontology"}, {"id":"ObjectProperty", "label":"ObjectProperty"},
```

edges

```
[{"from":"family-ontology","to":"Ontology","label":"rdf:type","arrows":"from","filter":["resource"]},
{"from":"hasChild","to":"ObjectProperty","label":"rdf:type","arrows":"from","filter":["object-property","resource"]},
{"from":"_:7","to":"Restriction","label":"rdf:type","arrows":"from","filter":["resource"]},
{"from":"Person","to":"Class","label":"rdf:type","arrows":"from","filter":["class","resource"]},
```



### **Metrics**

#### **OWL2VOWL**

- already available
- generate VOWL JSON

VOWL		
Name	Count	
Class	3	
Datatype	0	
Object	1	
Datatype property	0	
Property	1	
Axioms	15	

#### **RDFStore**

- not available
- custom code to add bonus metrics

Rdfstore	
Blank node	2
Literals	2



# **Filtering**

- Generate input for visualization
- Process the nodes and edges
- Add a filter to each edge
- Implementation:
  - Node.js using RDFStore



# Visualize and highlights

#### **VisJS** visualization

- graph visualization
  - Nodes:

```
[ {id: 1, label: 'Class'}, {id: 2, label: 'Male'}]
```

– Edges:

```
[ {from: 2, to: 1, label:'rdf:type', arrows:'from', filter:['class','resource']}]
```

- manipulation
  - add, edit and delete nodes and edges
  - export as image



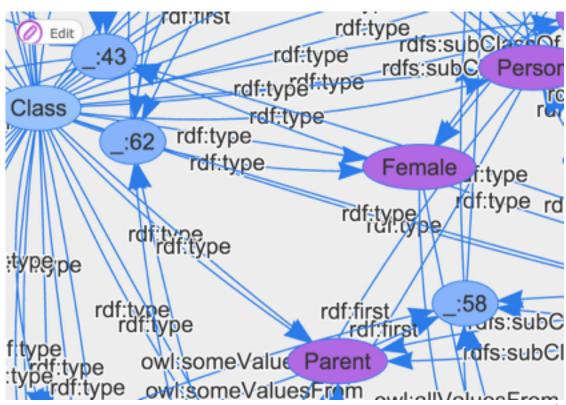
## Visualize and highlights

#### **Highlights**

Node: shape, color

HIGHLIGHTS

- Classes (20)
- Properties (0)
- Dataproperties (1)
- Objectproperties (4)
- Individuals (6)
- Resources (65)
- Blank nodes (28)
- Literals (9)





- 1. constructing weighted matrix
- 2. neighborhood random walk distance method
- 3. Silhouette: criterion function
- 4. Agglomerative algorithm

"Graph-based Partitioning of Ontology with Semantic Similarity" A. Rezanaeian, M. Naghibzadeh, 2013



#### 1. constructing weighted matrix

Property	Weight	Property	Weight
equivalentClass	20 [12]	UnionOf	10
subClassOf	10 [12]	intersectionOf	10
subPropertyOf	10 [12]	disjointWith	0-10
domain	5 [12]	complementOf	10
range	5 [12]	inverseOf	20
comment	0.2 [12]	FunctionalProperty	5
seeAlso	0.2 [12]	InverseFunctionalProperty	5
isDefinedBy	0.2 [12]	SymmetricProperty	3
label	0.2 [12]	TransitiveProperty	2
equivalentProperty	20	Other relations	1
type	10		

Normalization: NRWD input

$$W_{v} = \frac{\textit{WeightofOutgingEdgeFromNode}(V)}{\sum_{v \in V} \textit{WeightsofOutgouingedgesFromNode}(V)}$$



2. neighborhood random walk distance method

$$P_A = \begin{array}{c} r_1 & r_2 & \dots & r_{10} & r_{11} & v_{11} & v_{12} \\ r_1 & 0 & 1/3 & \dots & 0 & 0 & 1/3 & 0 \\ r_2 & 1/3 & 0 & \dots & 0 & 0 & 1/3 & 0 \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ r_{10} & 0 & 0 & \dots & 0 & 1/3 & 0 & 1/3 \\ r_{11} & 0 & 0 & \dots & 0 & 1/3 & 0 & 0 & 1/3 \\ v_{11} & v_{11} & 1/8 & 1/8 & \dots & 0 & 0 & 0 & 0 \\ v_{12} & 0 & 0 & \dots & 1/4 & 1/4 & 0 & 0 \end{array}$$

- NRWD algorithm: closeness measurement

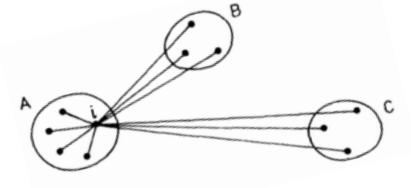
$$d(v_i, v_j) = \sum_{T:v_i \to v_j} P(T) c (1-c)^{Lenght(T)}$$



3. Silhouette: criterion function

$$s(i) = \frac{a(i) - b(i)}{\max\{a(i), b(i)\}}$$

$$-1 \leq s(i) \leq 1$$



- Score of cluster c:

$$s_c = \frac{\sum_{i \in c} s(i)}{n_c}$$

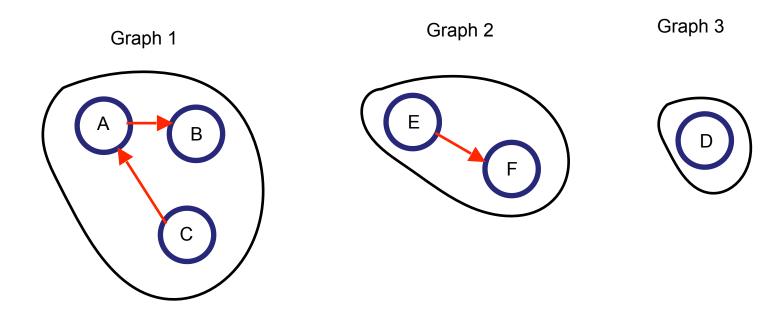
- Partitioning score for all clusters C:

$$score(C) = average_{c \in C}(s_c)$$



#### 4. Agglomerative algorithm

 $O(n^3.complexity_{scoring})$ 



#### Export as RDF triples:

<a href="http://example.org/#spiderman">http://example.org/#spiderman</a> <a href="http://example.org/#spiderman">http://example.org/#spiderman</a> <a href="http://example.org/#green-goblin">http://example.org/#green-goblin</a> .



### **Future work**

- Enable editing of ontology (i.e adding and removing nodes).
- Improve partitioning by adding more algorithms.
- Generate OWL file from JSON file
- Add database support (MongoDB)



## Challenges

- Technology stack: setting up the stack.
- AngularJS and Node.js connection.
- Javascript libraries shortcomings.
- Converting JSON to OWL.
- No partitioning algorithm implemented in Javascript.





