February 2^{nd} Meeting

Members	Time	Venue
Mariano FERREIRONE Hamza ABDOULHOUSSEN Killian CRESSANT Hadrien ROCHU	14h-16h	CRAN Lab

Progress

- We finished the concepts for the chess ontology
- We found an issue to clone the git repository

Agenda

1. presentation of the ontology
2. explain the concept of match and his flaws
3. try others methods to describe a match
4. create the individual of the shortest game

Presentation of the ontology

We present the different classes of the ontology, which are different chess concepts (pieces, moves, condition, rules, square, ...)

Explain the concept of match and his flaws

We use a class `Match_moves` to create a list of movements like a chain. From a `Match_moves`, we can check the moving piece, the rank and the file of the next square and it describes the movement. To make a chain, we used a property `NextMove` which gives the next move from a `Match_moves` to another.
We thought this conception is a programming one, and we were not sure that this was the correct way to make matches on ontologies. The difficulty was to make a dynamic game (like chess) in a static ontology.
We also thought about the problem of the big number of individuals.

Try others methods to describe a match

Another way to conceptualize a match was to make a board which is linked to every piece and all their current positions. Yet, it is hard to change a `property` so it is hard to give a current square for the pieces).

As we have to write a large amount of individuals, a great idea is to create a script that allow it in a simple way.

Create the individual of the shortest game

We chose the first method and tried to write individuals for the shortest match.

Tasks

— Start the knowledge graph conferences
— Try to create a script that writes directly and easily in the ontology [optional]
— Complete the individuals for the first match and see the limits of our conception

Next meeting : *February 9^{th} 2022*