

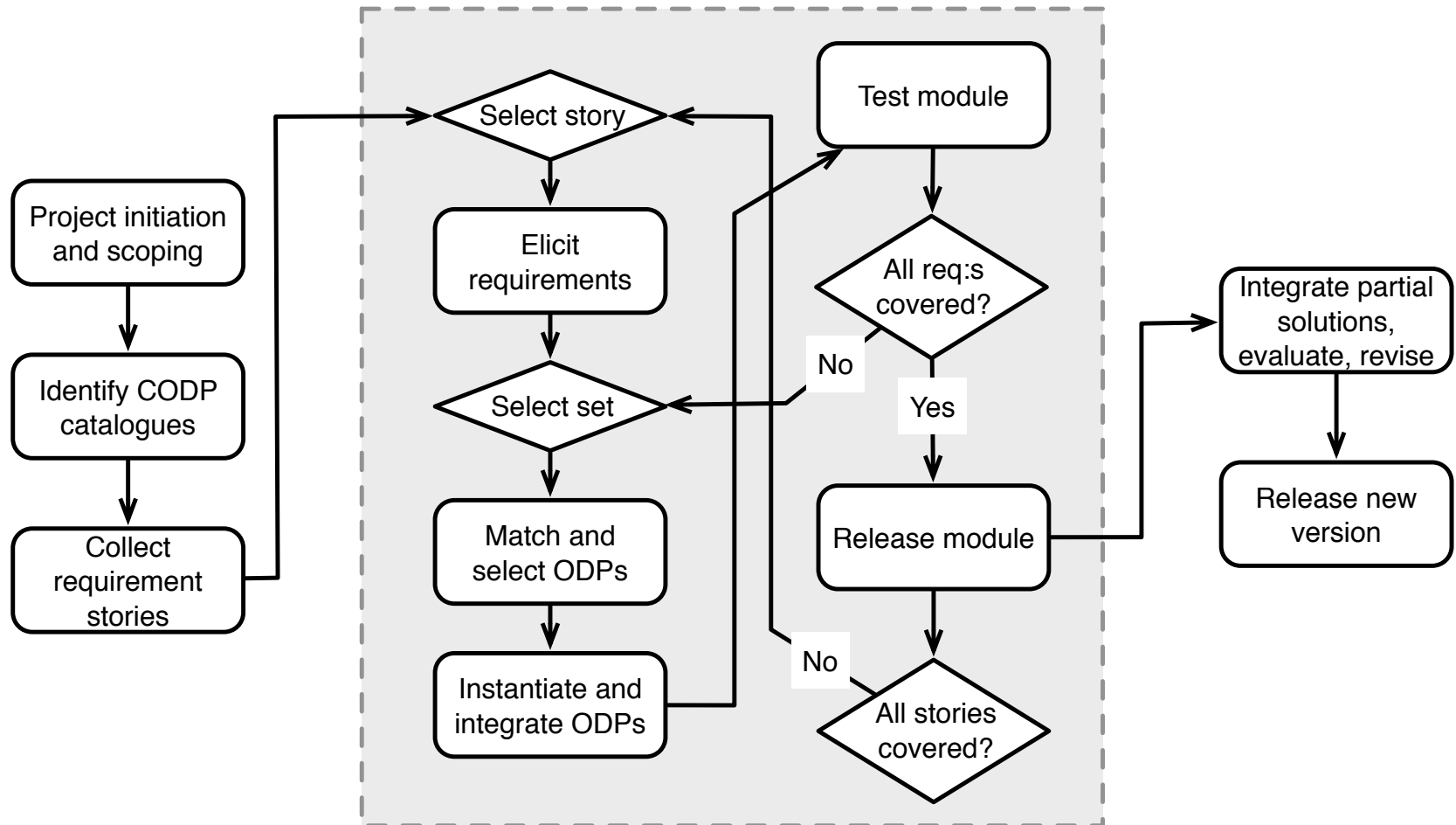
Introduction to XD and XDP

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eXtreme Design

- *"a family of methods and associated tools, based on the application, exploitation, and definition of Ontology Design Patterns (ODPs) for solving ontology development issues"* – Presutti et al.
- Agile, iterative, pair development, testing emphasis
- Requirements written as user stories formalised as Competency Questions, Contextual Statements, Reasoning Requirements
- Tight customer integration
- Key steps: find ODP, instantiate ODP, integrate solution



XD for WebProtégé (XDP)

Fork of WebProtégé including tooling to support some XD steps:

- Find ODPs
- Instantiate ODPs (template-based or specialisation-based)
- Integrate ODPs into solution (basic alignment)

Also includes visualization, courtesy of code from the VisualDataWeb project and new UI tabs for advanced editing

Some restrictions of WebProtégé:

- No reasoning
- ODP namespaces cloned, not imported



Classes

Create Delete Watch Branch Search: Type search

- owl:Thing
 - Agent
 - Event
 - Veterinarian Visit**
 - Observation
 - Time Interval

Class description for Veterinarian Visit

Display name
Veterinarian Visit

IRI
<http://ahso.se/ontology/mockup/R7UvFjIKD3seUFcFA6od2qo>

Annotations
rdfs:label Veterinarian Visit lang

Properties

Description for Veterinarian Visit

```
1 Class: 'Veterinarian Visit'
2
3 Annotations: [in root-ontology]
4   rdfs:label "Veterinarian Visit"
5
6 SubClassOf: [in root-ontology]
7   Event
8
9
10
```

Properties Tree

Create Delete

- owl:topObjectProperty
- owl:topDataProperty
- Annotation properties



ODP Selector

ODP Category Selector

Select Category ▾

ODP Search

Query:

Results list

Name ▴
Affordance
agent role
Airline.owl
Aquatic resource observation ontology
AquaticResources
Bag
BasicPlan
BasicPlanExecution
CatchRecord
Classification
ClimaticZone
Co-participation
collection entity
CommunicationEvent
Communities

ODP Details

Use this Pattern

Pattern Description WebVOWL Visualisation

Graphical representation

```
graph TD
    owlThing[owl:Thing] -- "collectionentity:isMemberOf : collectionentity:Collection" --> collectionEntityCollection[collectionentity:Collection]
    Item[Item] -- "collectionentity:hasMember : collectionentity:Collection" --> collectionEntityCollection
    collectionEntityCollection -- "collectionentity:isMemberOf" --> owlThing
    collectionEntityCollection -- "collectionentity:hasMember : owl:Thing" --> Bag[Bag]
    Bag -- "hasItem : Item" --> Item
    Bag -- "itemOf : Bag" --> Item
    Item -- "itemContent : not (Item)[1..1]" --> Item
    Item -- "itemOf : Bag" --> Bag
    Bag -- "size : integer" --> Bag
```

General description

Name	Bag
Intent	To model bags of items (elements). The Bag is characterized by a collection that can have multiple copies of each object.
Solution description	The Bag is characterized by a collection that can have multiple copies of each object. This is performed through the Item entity. The Item is linking exactly one resource through the relationship itemContent.
Consequences	

Select the appropriate Content Ontology Design Pattern instantiation method from the choices below. For a discussion on their respective attributes and effects, see <http://goo.gl/dv8pA3>

☒ **Template-Based Instantiation**

In this method the CODP building block is treated as a template that is instantiated into the target ontology module by way of copying and renaming its constituent classes and properties. Advantages of this method include that CODP-level generic concepts that may be off-putting to less experienced modellers are not included in the final ontology, but only the CODP structure is kept. Disadvantages include that future alignment to other ontologies using the same CODPs may be complicated, as the IRIs of CODP-level concepts are not kept.

☐ **Import-Based Instantiation**

In this method the original CODP is imported into the target ontology module, and instantiation is performed via specialization of CODP classes and properties using subsumption axioms. Advantages of this method include increased traceability and ease of alignment with other CODPs, as IRIs of CODP-level concepts are maintained.

CODP Instantiation

CODP Visualisation

Please provide labels for the ODP entities below that make sense when adapting the ODP to your domain.

Classes

item	==>	<input type="text" value="My item class"/>
(collections) Bag	==>	<input type="text" value="My bag class"/>

Object Properties

item content	==>	<input type="text" value="my item has some content"/>
item of	==>	<input type="text" value="is item in my bag"/>
has item	==>	<input type="text" value="my bag has my item"/>

CODP Instantiation	CODP Visualisation
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Generate preview

<u>Axiom Preview</u>	VOWL Preview
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Prefix: owl: <http://www.w3.org/2002/07/owl#>
 Prefix: rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#>
 Prefix: xml: <http://www.w3.org/XML/1998/namespace>
 Prefix: xsd: <http://www.w3.org/2001/XMLSchema#>
 Prefix: rdfs: <http://www.w3.org/2000/01/rdf-schema#>

Ontology: <wptmp:entity>

ObjectProperty: <wptmp:entity#is item in my bag>

Domain:
 <wptmp:entity#My item class>

Range:
 <wptmp:entity#My bag class>

ObjectProperty: <wptmp:entity#my item has some content>

Domain:
 <wptmp:entity#My item class>

ObjectProperty: <wptmp:entity#my bag has my item>

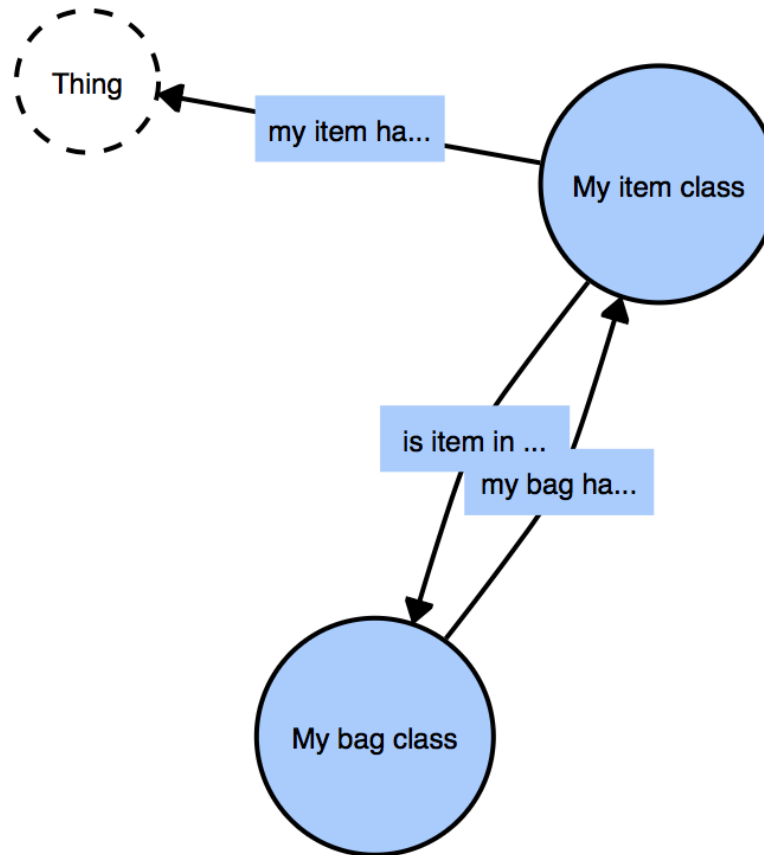
Domain:
 <wptmp:entity#My bag class>

Back

Finish

Next

CODP Instantiation Wizard

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Get started

Poll: Who wants some Google Refine/OpenRefine introduction as well?

- WiFi SSID “WOP Tutorial”
- Instructions: <http://to.be.determined>
 - Scroll down to the hands-on session introduction in the tutorial schedule for links to the exercise overview and example data.
- XDP Instance: <http://to.be.determined>
- ODP Portal: <http://to.be.determined>
- WebVOWL Instance: <http://to.be.determined>



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