# Ontology (CS6852) Assignment 1

# Team: G10

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Domain: Banking

# **Description:**

Our Ontology design will represent the Banking domain. We will design the ontology of one branch of a bank. The bank domain will have the classes - Employee, Customer, Machines, Loan, Borrower, Utilization, Account, Technician, Manager.

Object properties like overseas and worksUnder will be used to represent transitivity. Each account can belong to one or a specified maximum number of customers which will be represented using number restrictions and qualified number restrictions/cardinality restrictions.

# **Concepts:**

# People

- Customer
- Branch Manager
- Employee
- Cashier
- Teller
- Person
- Borrower
- Technician
- Securities
- CustomerCare
- Depositor

### **Places**

- Branch

- GoldStorage (storage vaults)

## Money

- Cash
- Loan (Personal, gold, house, car)
- Deposit
- Withdrawal
- Cheque

### **FinancialService**

- Payment
- PaymentNumber
- Transaction

#### Machines

- Machine
- ATM
- ChequeDepositMachine
- CashDepositMachine
- PassbookPrinter

### Other

- Account
- Redressal (complaint)

## Roles:

belongsTo: An account belong to customer owns: Customer can owns multiple accounts

Manages: A Manager manages the branch . Branch manage account

offers: A branch offers many financial services.

worksAt: Employees work at the branch. overseas: Manager overseas employees.

worksUnder: Various employees work under manager.

borrows: Borrower borrows loan. withdraw: Customer withdraws cash.

deposits: Customer deposits cash and cheques.

havingPayment: Every payment has a payment number.

hasPaymentAmount: Every payment has some non zero payment amount.

asksQuery: Customer asks query to customer care.

answersQuery: Customer care answer query to customer.

maintains: Technician maintains ATM/Cheque deposit machine/Cash deposit machine/Passbook printer.

# **Object Properties:**

1)belongsTo: (Account, Customer)

2)owns: (Customer, Account)

3)manages: (Branch, Account)

4)offers: (Branch, FinancialService)

5)worksAt: (Employee, Branch)

6)overseas: (Manager, Employee)

7)worksUnder: (Employee, Manager)

8)borrows: (Customer, Loan) 9)withdraw: (Customer, Cash)

10)deposits: (Customer, Cash ⊔ Cheque)

12)havingPayment: (Payment, Amount)

13)hasPaymentAmount: (Payment,Amount)

14)asksQuery: (Customer, CustomerCare)

15)answersQuery: (CustomerCare, Customer)

16)maintains: (Technician, ATM ⊔ Cheque deposit machine ⊔

Cash deposit machine ⊔

Passbook printer)

# **Datatype Properties:**

1. c-name

Domain: customer

Range datatype: String

2. e-name

Domain: employee

Range datatype: String

3. accountNumber

Domain: Account

Range datatype: int

4. area

Domain: Branch

Range datatype: String

5. bank-name

Domain: Bank

Range datatype: String

6. amount-loan

Domain: VehicleLoan Range datatype: int

# T-Box:

#### Person

- 1. Customer ⊑ Person ⊓ (∃ owns.Account ⊔∃ borrows.Loan)
- 2. BranchManager 

  Person 

  ∃manages.Branch
- 3. Employee ⊑ Person □ ∀worksAt.Branch □ ∀worksUnder.BranchManager
- 4. Technician ⊑ Employee ⊓ (∃maintains.Machine)
- 5. CustomerCare ⊑ Employee □ ∀answersQuery.Customer
- 6. Borrower = Customer □ ∃borrows.Loan
- 7. Depositor ≡ Customer ⊔ (∃ deposits.(Cash ⊔ Cheque))
- 8. Person ≡ Customer ⊔ Employee
- 9. Customer ⊑ ∃ deposits.(Cash ⊔ Cheque) ⊔ ∃ withdraw.Cash

#### Places

1. Branch ⊑ ∃offers.GoldStorage ⊔ ∃offers.Loan ⊔ ∃processes.Withdrawal ⊔ ∃processes.Cheque ⊔ ∃processes.Payment

# Money

- 1. Loan ⊑ FinancialService
- 2. VehicleLoan 

  Loan
- 3. RealEstateLoan ⊑ Loan
- 4. AgricultureLoan ⊑ Loan
- 5. GoldLoan 

  Loan

#### FinancialService

- 1. Transaction 

  □ Cheque 

  □ Cash
- 2. Payment ⊑ ∃ havingPayment.PaymentNumber ⊔ ∃ has.Amount
- 3. Transaction 

  FinancialService
- 4. Payment 

  FinancialService

## Machines

Machine ≡ ATM ⊔ CashDepositMachine ⊔ ChequeDepositMachine ⊔
 PassbookPrinter

### Other

- 2. Account ⊑ ¬Person
- 3. SavingsAccount ⊑ Account
- 4. Account ≡ SavingsAccount ⊔ CurrentAccount ⊔ FixedDepositAccount