

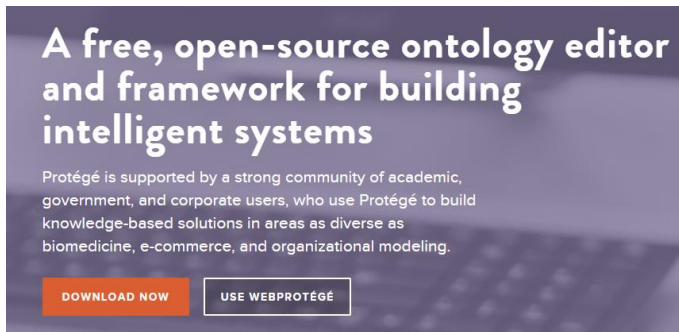
Knowledge Modeling (I) - Protege

一、下载配置

Protege配置




主页:

<https://protege.stanford.edu/>

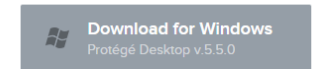


Protégé Desktop is a feature rich ontology editing environment with full support for the OWL 2 Web Ontology Language, and direct in-memory connections to description logic reasoners like HermiT and Pellet.

Protégé Desktop supports creation and editing of one or more ontologies in a single workspace via a completely customizable user interface. Visualization tools allow for interactive navigation of ontology relationships. Advanced explanation support aids in tracking down inconsistencies. Refactor operations available including ontology merging, moving axioms between ontologies, rename of multiple entities, and more.

 Screenshots  Documentation  Resources

- ✓ W3C standards compliant
- ✓ Customizable user interface
- ✓ Visualization support
- ✓ Ontology refactoring support
- ✓ Direct interface to reasoners
- ✓ Highly pluggable architecture
- ✓ Cross compatible with WebProtégé



Download platform independent version
(requires a Java Runtime Environment)

[Older versions »](#)

【此处示例采用windows版本】

点击 Download Now 进入下载页面

点击 Download for Windows 下载软件包

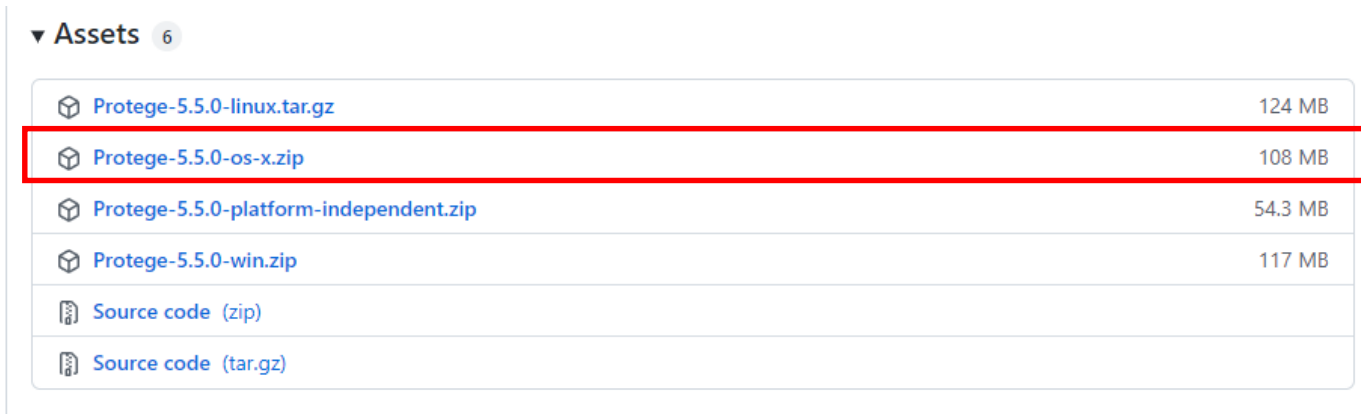
得到 Protege Desktop v.5.5.0 版本的压缩包

Protege配置





Mac版本下载

打开链接：

<https://github.com/protegeproject/protege-distribution/releases>



▼ Assets 6

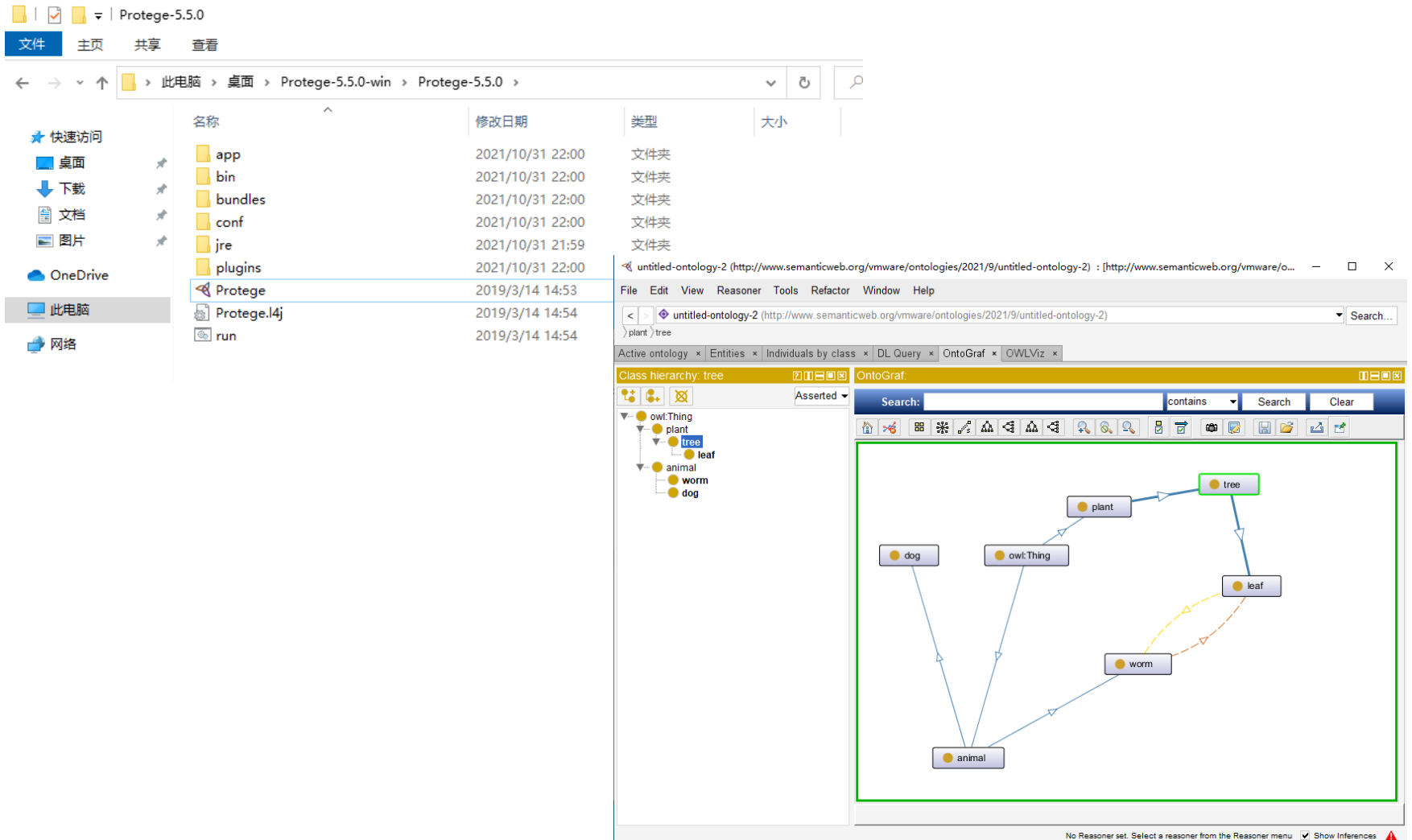
 Protege-5.5.0-linux.tar.gz	124 MB
 Protege-5.5.0-os-x.zip	108 MB
 Protege-5.5.0-platform-independent.zip	54.3 MB
 Protege-5.5.0-win.zip	117 MB
 Source code (zip)	
 Source code (tar.gz)	

下载 Protege-5.5.0-os-x.zip

解压后只有一个.app文件，拷贝到应用程序后，即视为安装完成

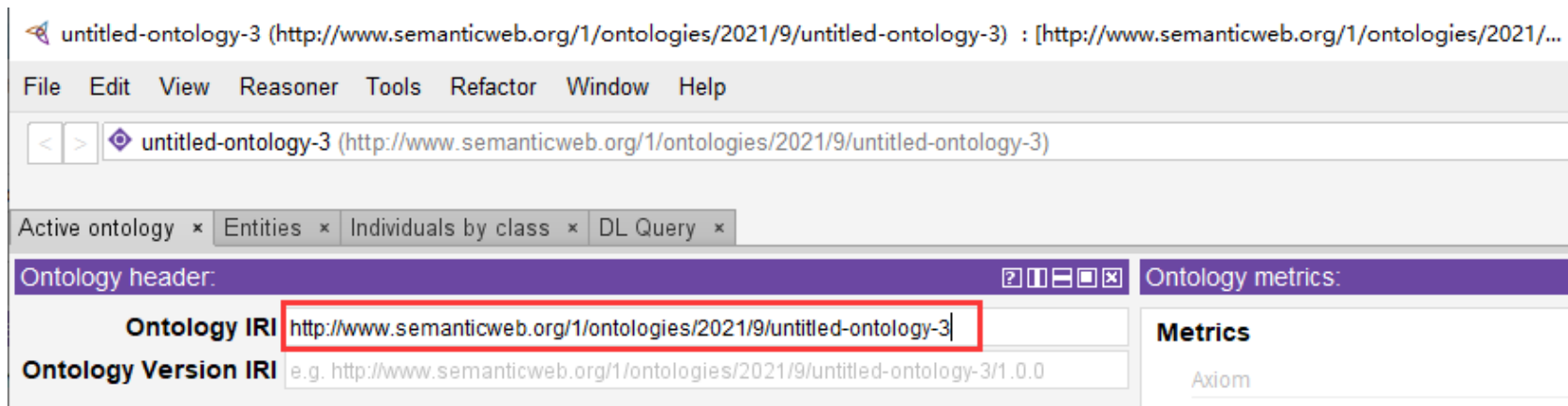
Protege配置

解压完成后直接打开Protege.exe即可正常使用



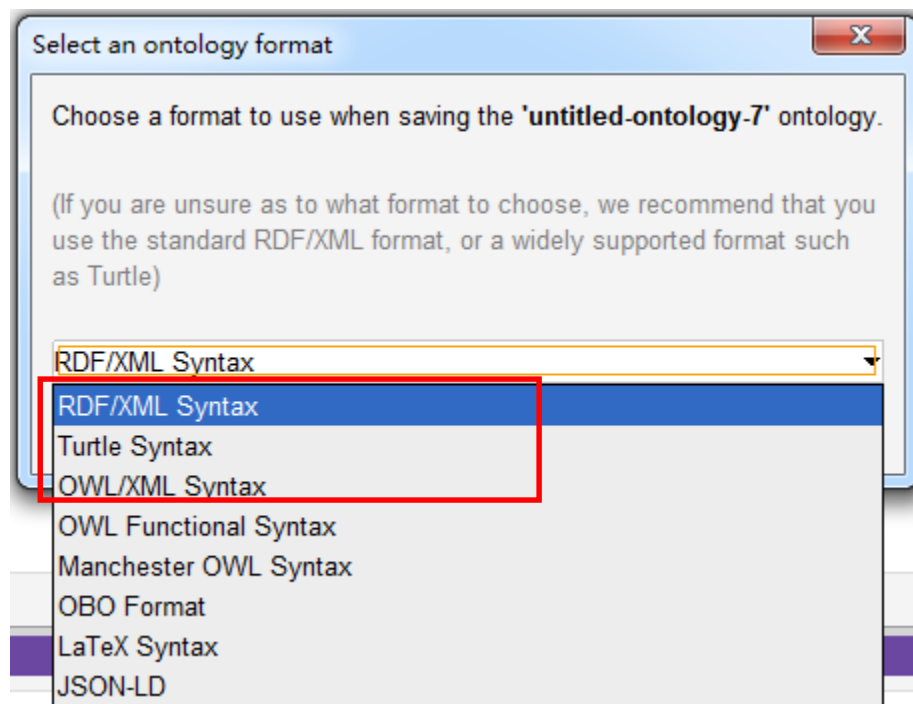
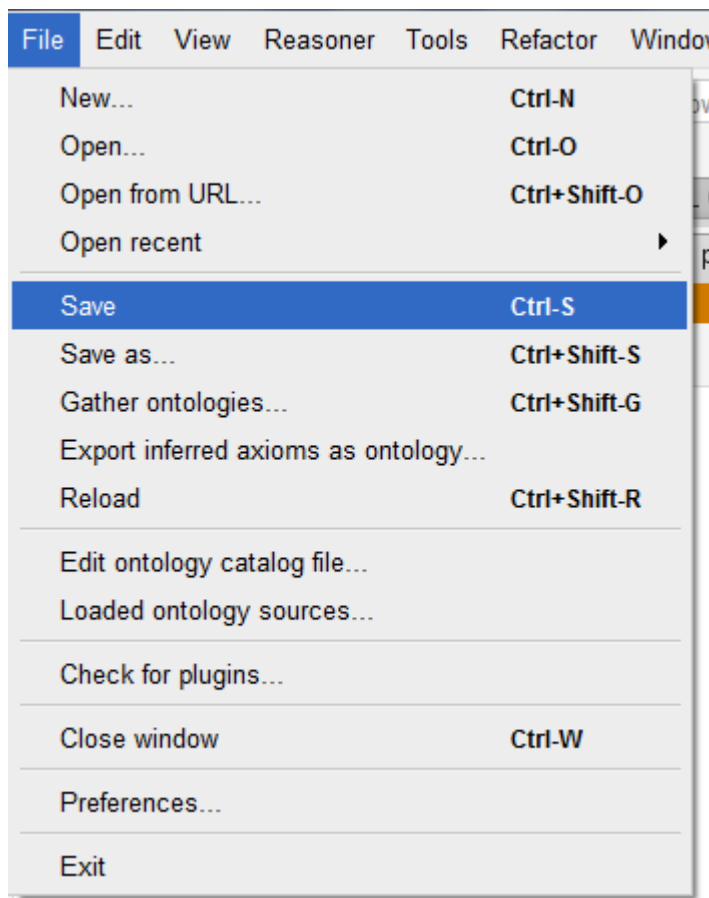
二、知识（本体）建模示例

设置本体IRI



设置为: <http://www.seu.edu.cn/ontologies/pizza.owl>

设置保存格式



创建Class

选择 “Entities” → “Classes”，创建Classes

The screenshot shows the Protege OWL editor interface. The title bar indicates the file is 'pizza (http://www.seu.edu.cn/ontologies/pizza.owl)'. The menu bar includes File, Edit, View, Reasoner, Tools, Refactor, Window, and Help. The main toolbar has buttons for navigating between views: Active ontology, Entities (highlighted with a red box), Individuals by class, and DL Query. Below the toolbar, there are tabs for 'Annotation properties', 'Datatypes', and 'Individuals'. Under the 'Annotation properties' tab, there are sub-tabs for 'Classes' (highlighted with a red box), 'Object properties', and 'Data properties'. The 'Class hierarchy: owl:Thing' panel is visible, showing a tree structure with 'owl:Thing' at the root. To the left of this panel, there are three icons: a green circle with a plus sign, a grey circle with a plus sign, and a red circle with an 'X'. These icons are highlighted with red boxes and labeled with red lines and text: 'Add subclass' for the green icon, 'Add sibling class' for the grey icon, and 'Delete class' for the red icon. A blue arrow points from the 'owl:Thing' node in the tree to the text '初始的class hierarchy tree'.

Add subclass

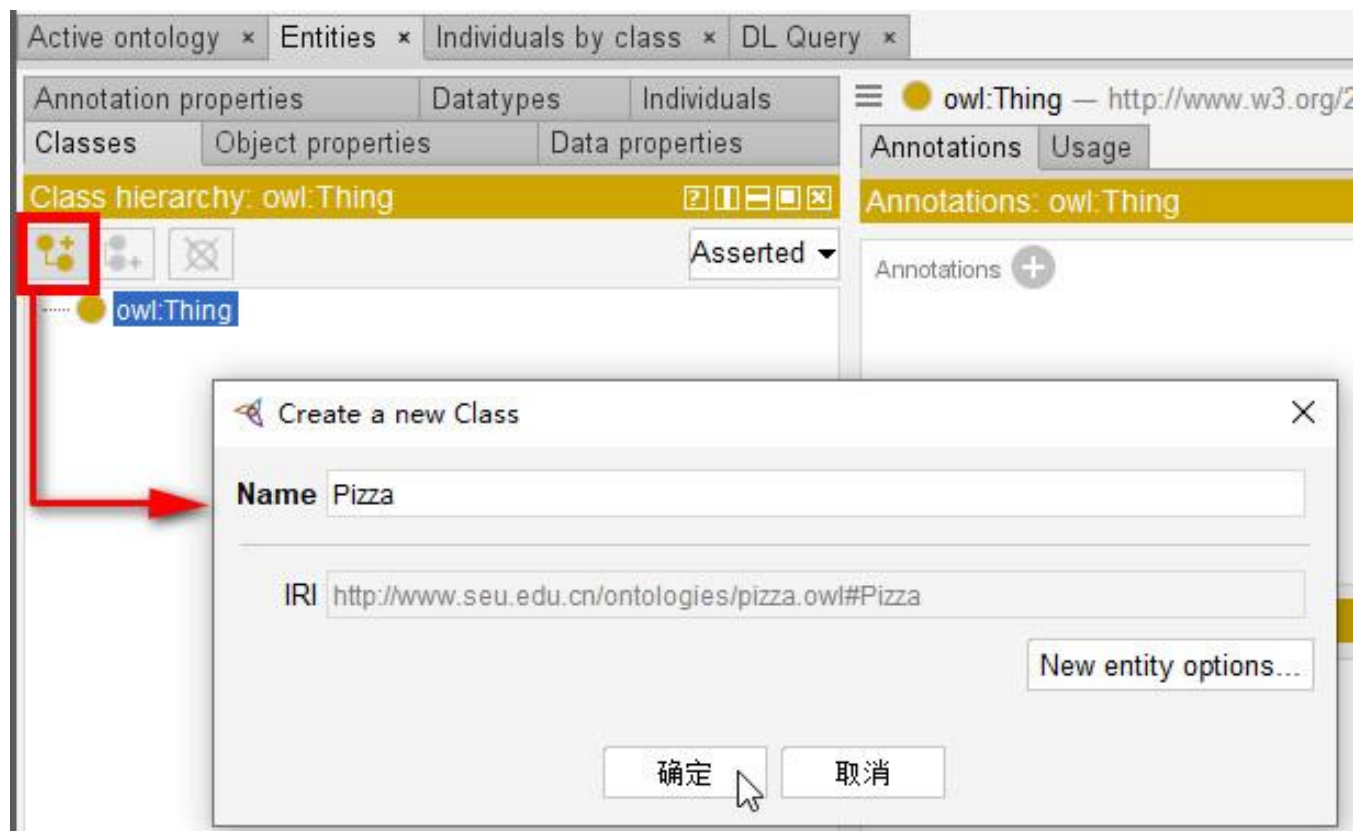
Add sibling class

Delete class

初始的class hierarchy tree

创建Class

选中“owl: Thing”，创建其subclass “Pizza”



创建Class

创建“owl: Thing”的subclass “PizzaTopping”与“PizzBase”

Add subclass

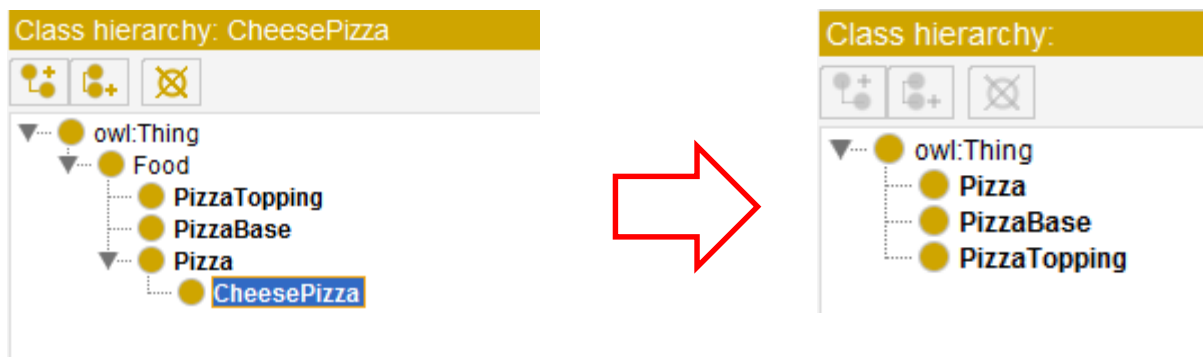
Add sibling class

The screenshot shows the Protégé ontology editor interface. The top tabs are 'Active ontology', 'Entities', 'Individuals by class', and 'DL Query'. Below these are tabs for 'Annotation properties', 'Datatypes', 'Individuals', 'Classes', 'Object properties', and 'Data properties'. The 'Classes' tab is active, showing the 'Class hierarchy: owl:Thing'. The hierarchy is displayed as a tree structure with 'owl:Thing' at the top, and 'PizzaTopping', 'PizzBase', and 'Pizza' as its subclasses. A red box highlights the 'Add subclass' button (a yellow circle with a plus sign) and the 'Add sibling class' button (a grey circle with a plus sign). The 'Asserted' dropdown menu is also visible.

```
graph TD; owlThing[owl:Thing] --> PizzaTopping[PizzaTopping]; owlThing --> PizzBase[PizzBase]; owlThing --> Pizza[Pizza];
```

小练习

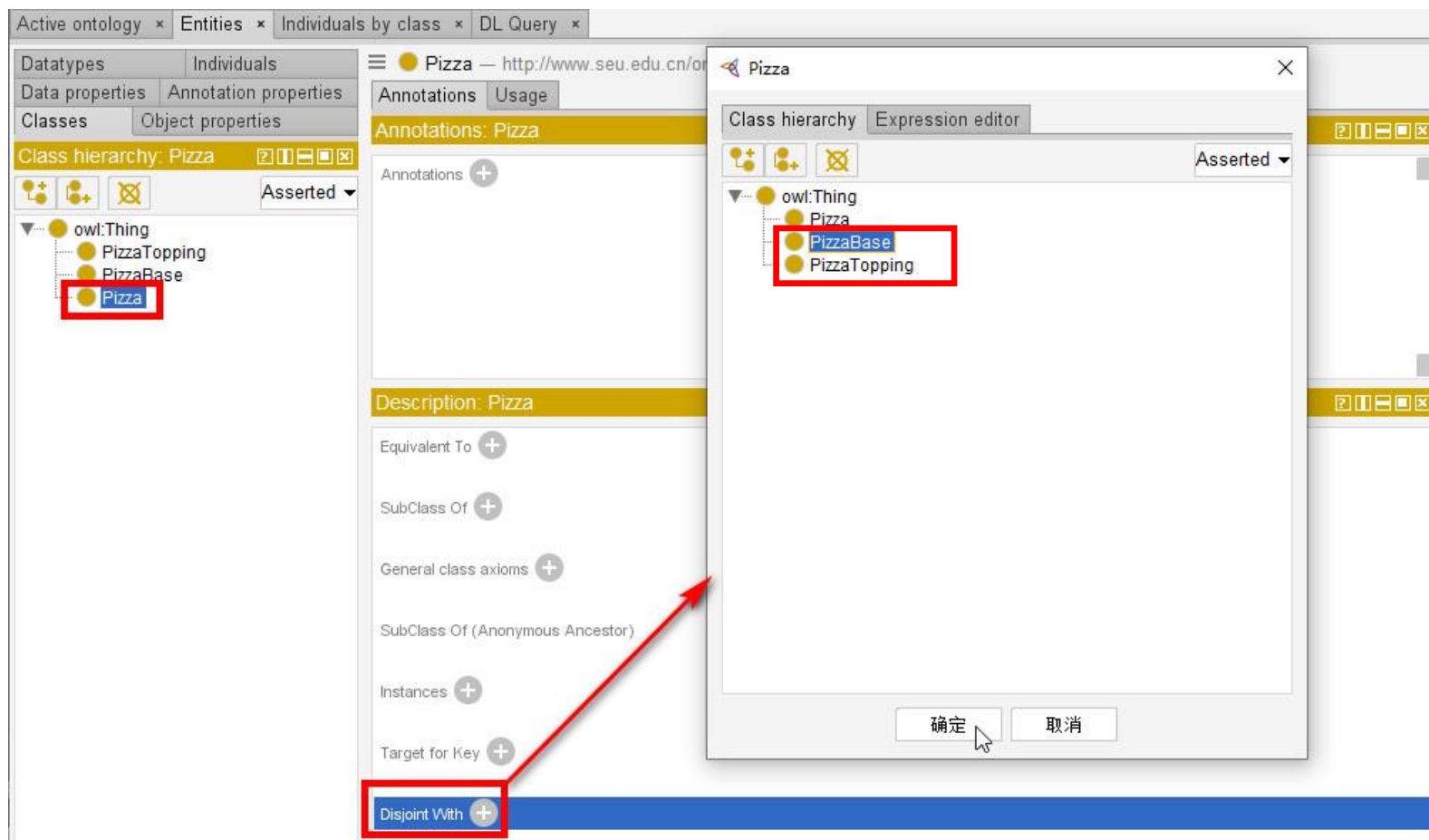
创建“Pizza”的subclass “CheesePizza”,与“Pizza”、“PizzaBase”、“PizzaTopping”的superclass “Food”,同时也是“owl:Thing”的subclass。



完成创建后可删除，恢复class hierarchy的原始结构

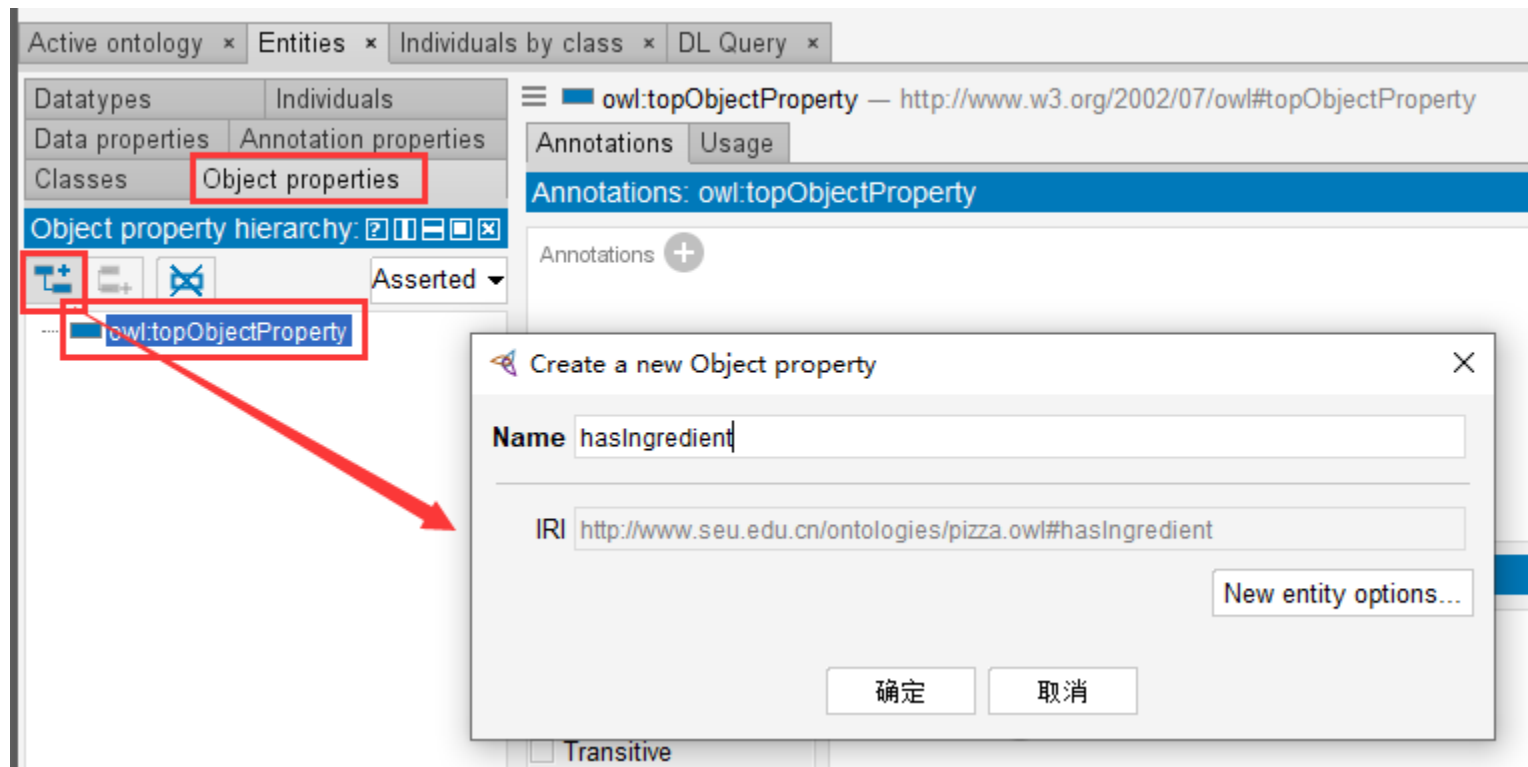
创建disjoint关系

为“Pizza”同时选择多个disjoint class，则两两均disjoint



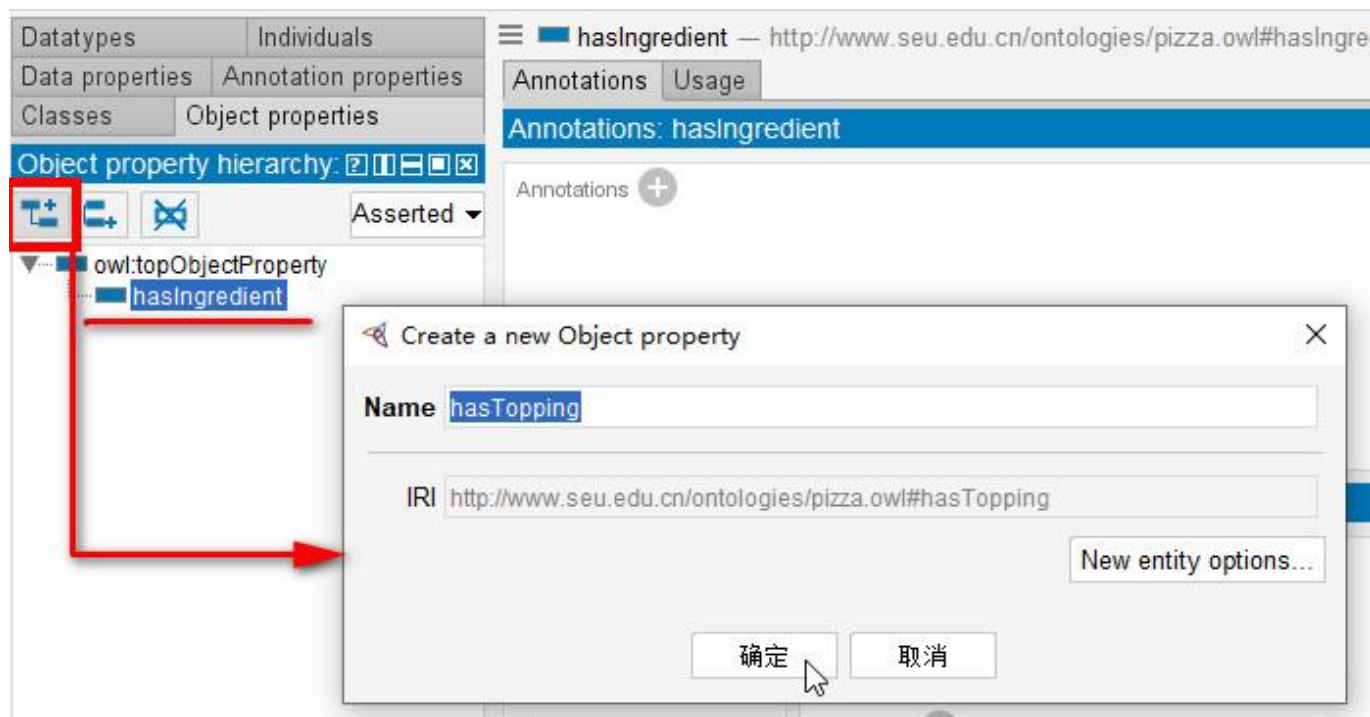
创建Object Property (properties between individuals)

选择 “Entities” → “Object properties”，创建
“owl:topObjectProperty” 的subproperty “hasIngredient”



创建Object Property

创建“hasIngredient”的subproperty “hasTopping”
与“hasBase”



设置Object Property的domain

设置“hasTopping”的domain为“Pizza”

The screenshot displays the Protégé OWL editor interface. On the left, the 'Object property hierarchy' panel shows a tree structure where 'hasTopping' is highlighted with a red box. The main workspace shows the 'Description: hasTopping' panel. In this panel, the 'Domains (intersection)' section is active, and a red box highlights the '+' button next to it. A red arrow points from this button to a small dialog box titled 'hasTopping'. This dialog box shows a 'Class hierarchy' where 'Pizza' is selected. At the bottom of the dialog, there are '确定' (OK) and '取消' (Cancel) buttons.

设置Object Property的range

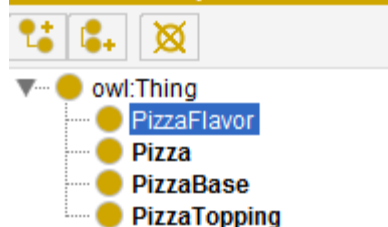
设置“hasTopping”的range为“PizzaTopping”

The screenshot displays the Protege ontology editor interface. On the left, the 'Object property hierarchy' tree shows the 'hasTopping' property selected and highlighted with a red box. The main workspace shows the 'hasTopping' property with its 'Annotations' and 'Usage' tabs. The 'Description' tab is active, showing the 'Ranges (intersection)' section. A red box highlights the green '+' button next to 'Ranges (intersection)', with a red arrow pointing to it. A dialog box titled 'hasTopping' is open, showing the 'Class hierarchy' tab. The hierarchy lists 'owl:Thing' as the parent, with 'Pizza', 'PizzaBase', and 'PizzaTopping' as children. 'PizzaTopping' is selected and highlighted with a red box. The dialog box has '确定' (OK) and '取消' (Cancel) buttons at the bottom.

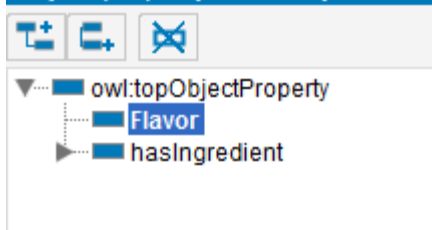
小练习

创建Class “PizzaFlavor”，
创建Object Property “Flavor”， domain为 “Pizza”，Range为
“PizzaFlavor”

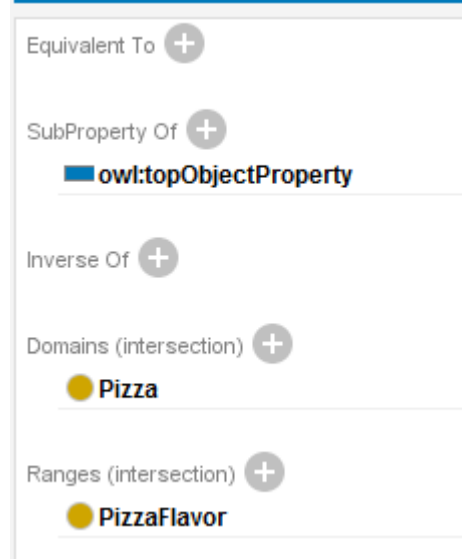
Class hierarchy: PizzaFlavor



Object property hierarchy: Flavor



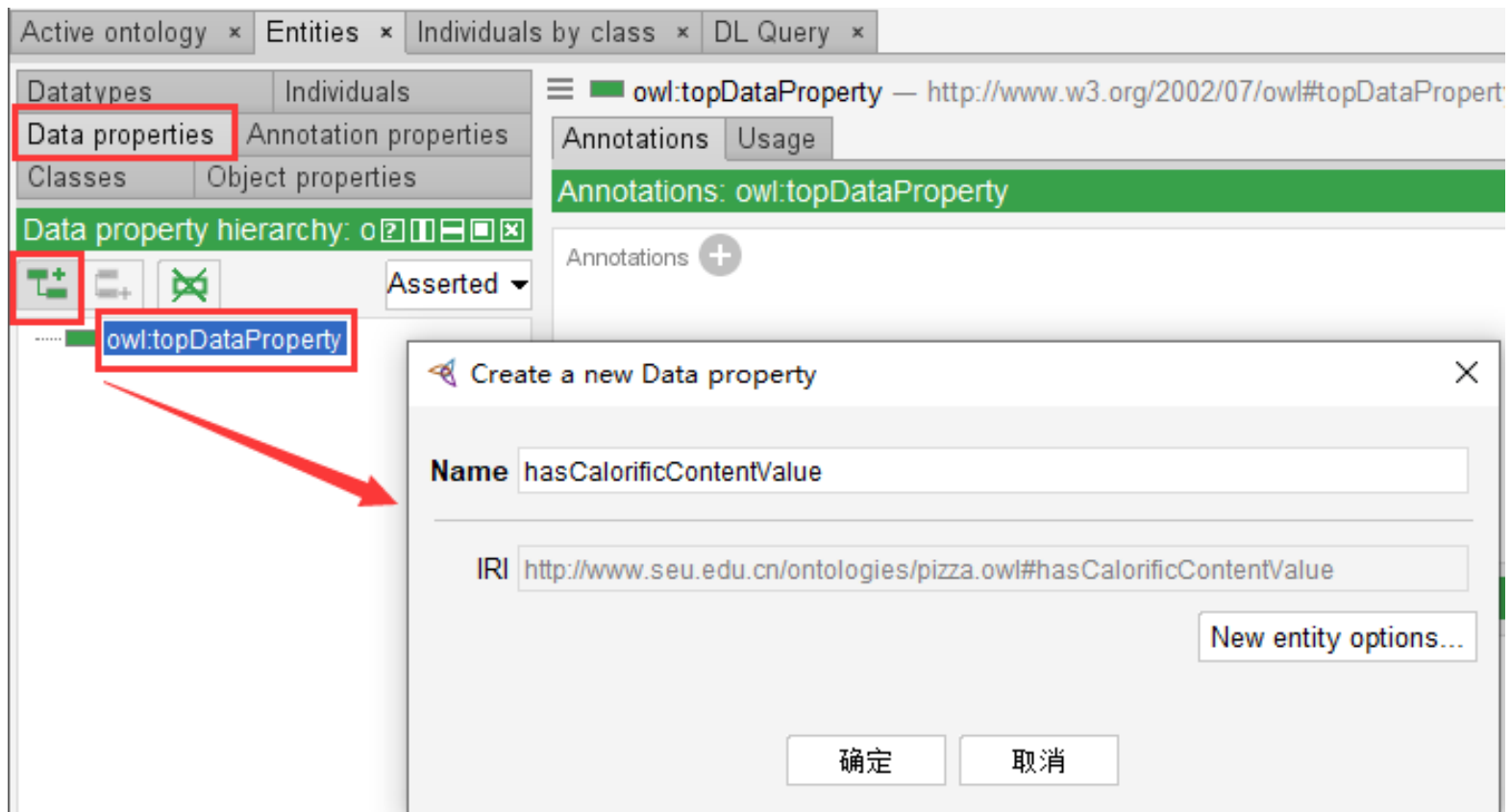
Description: Flavor



完成创建后可删除

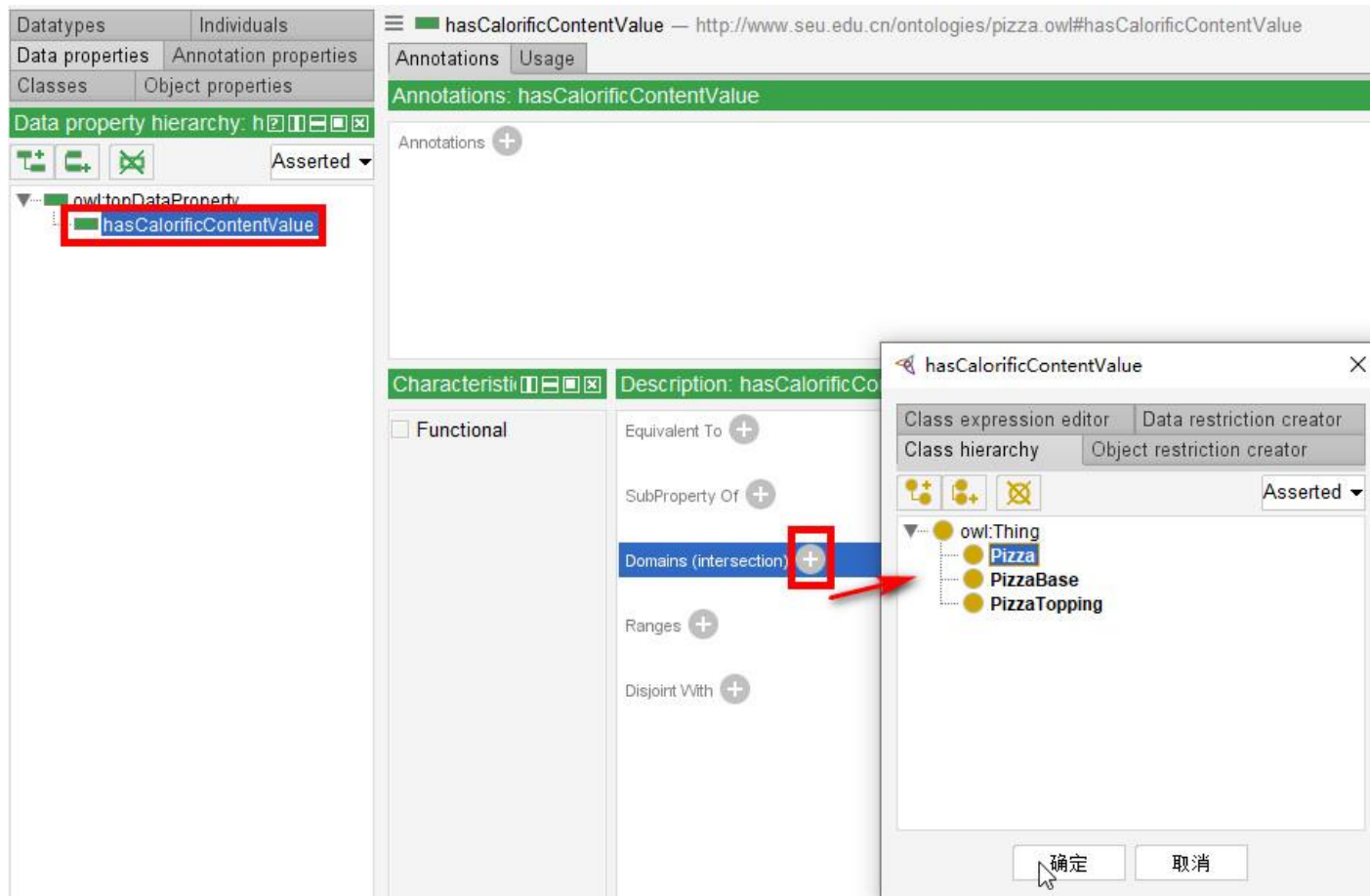
创建Data Property (the property between an individual and a literal)

选择 “Entities” → “Data properties”，创建
“owl:topDataProperty” 的subproperty
“hasCalorificContentValue”



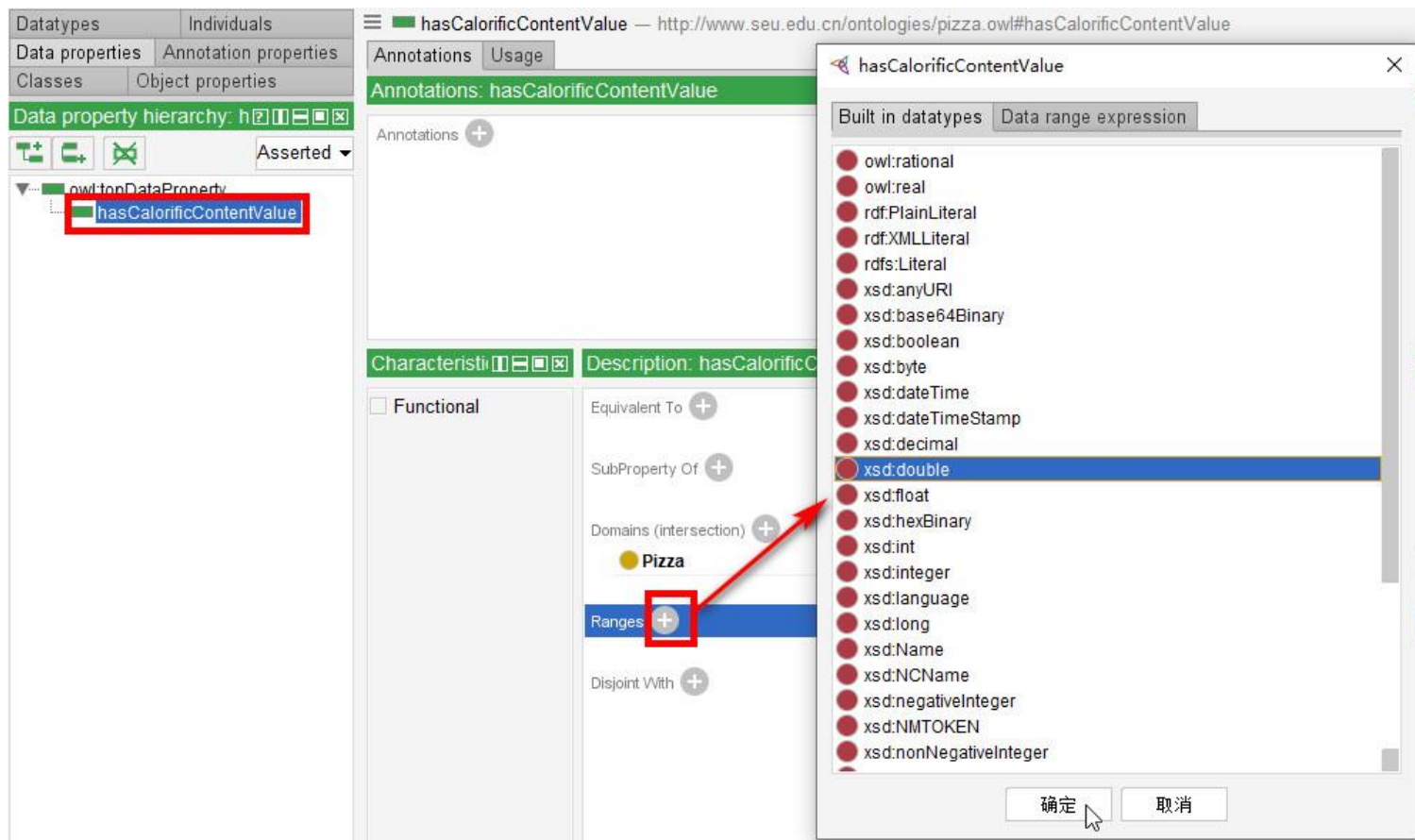
设置Data Property的domain

设置 “hasCalorificContentValue” 的domain为 “Pizza”



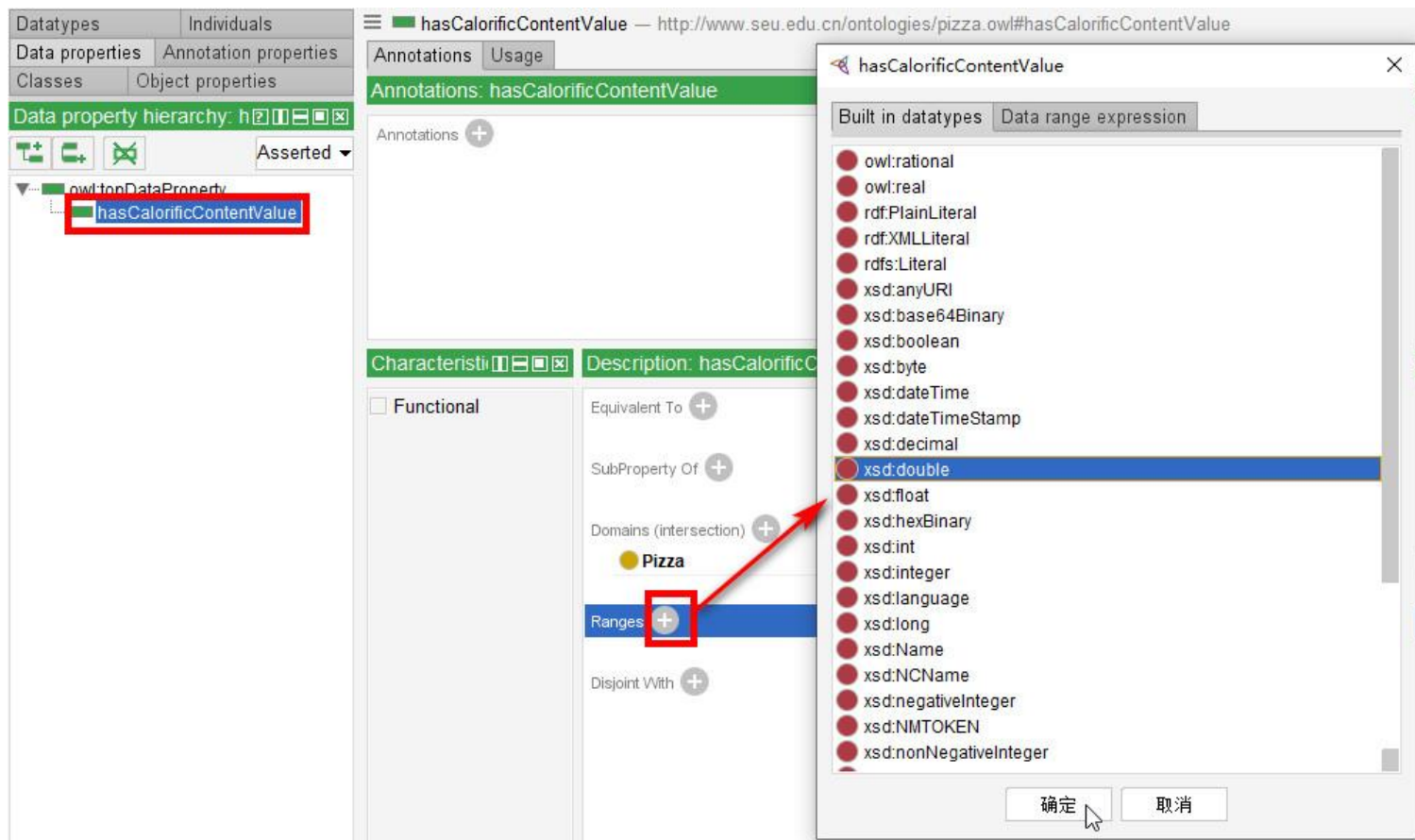
设置Data Property的range

设置 “hasCalorificContentValue” 的range为 “xsd:double”



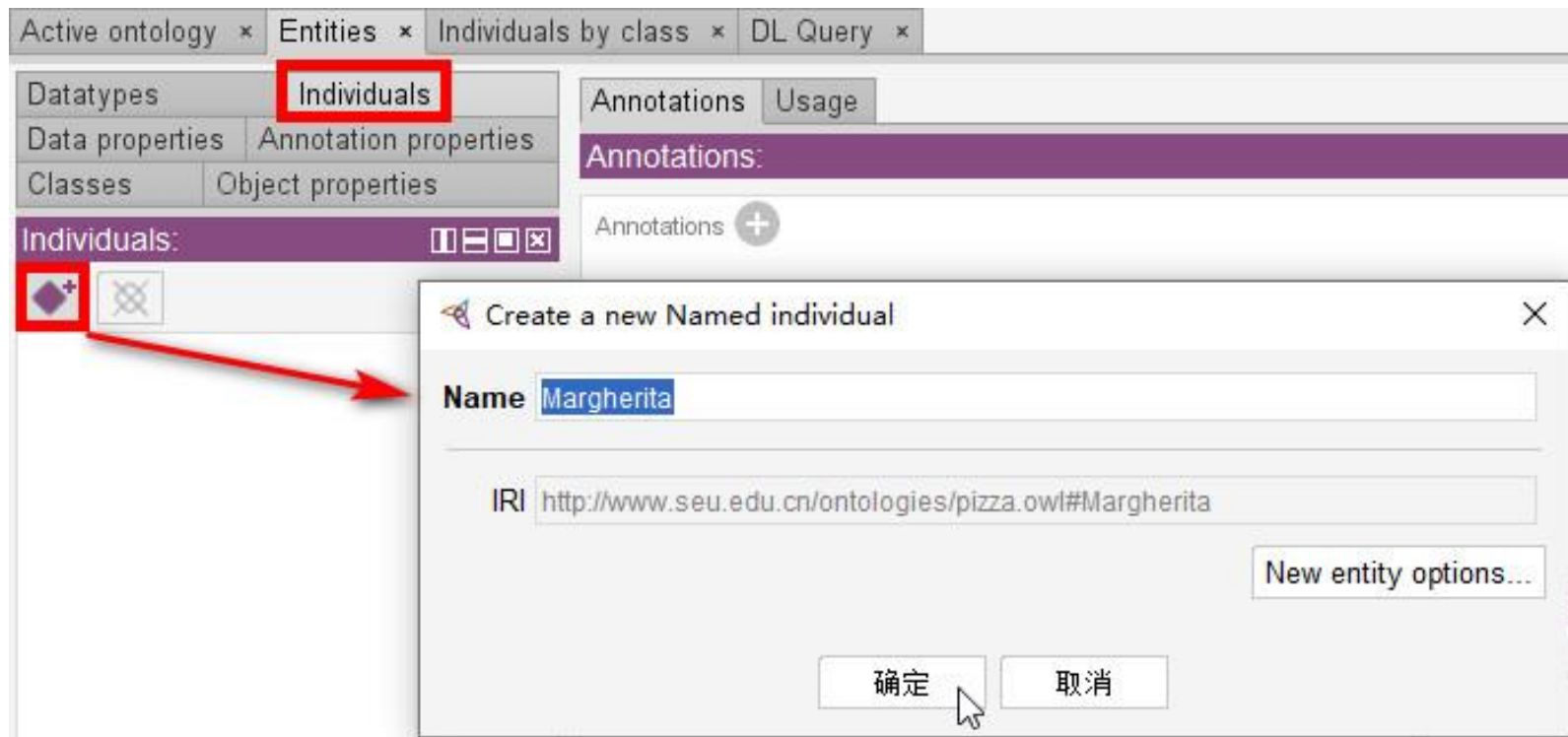
设置Data Property的range

设置 “hasCalorificContentValue” 的range为 “xsd:double”



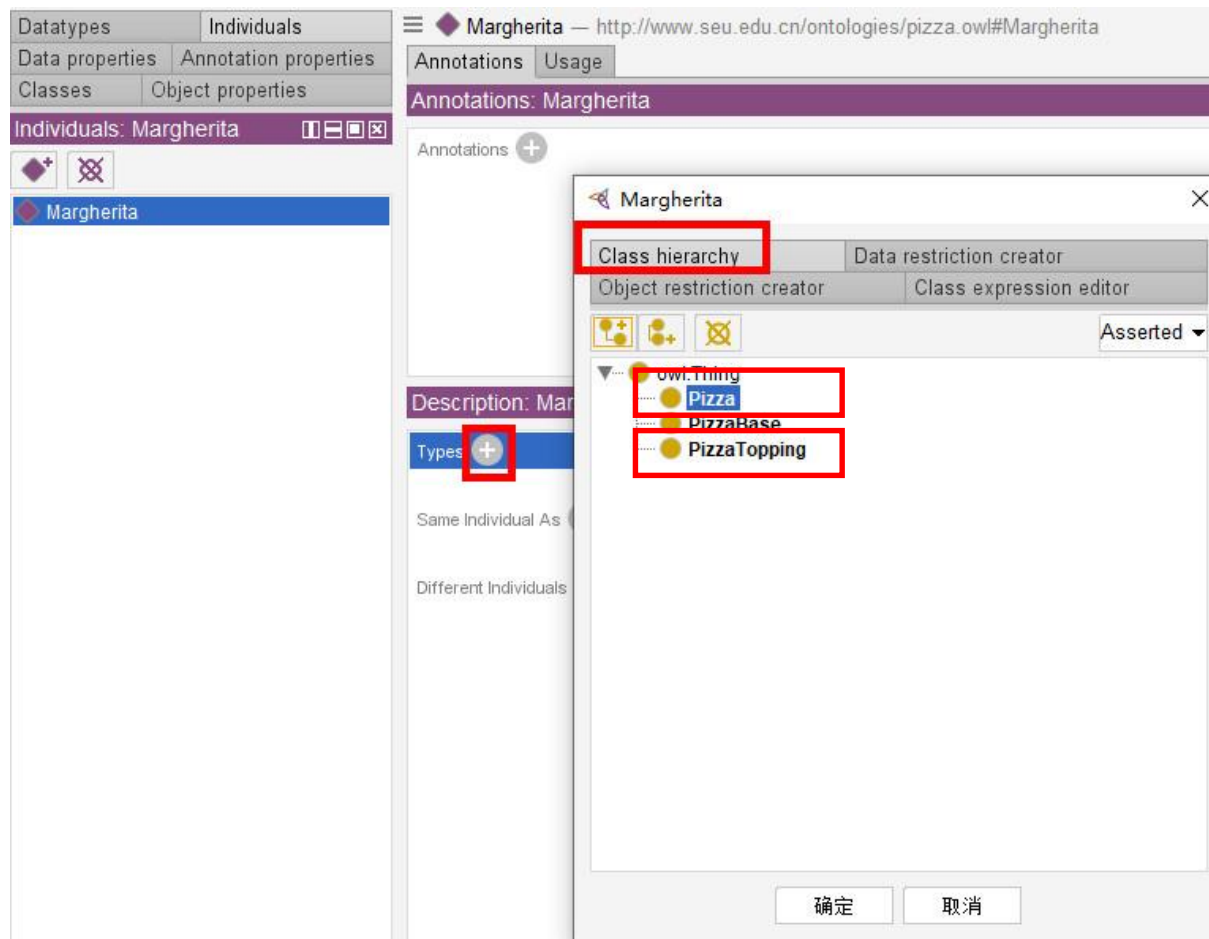
创建Individual

设置“Entities” → “Individuals”，创建Individual
“Margherita”



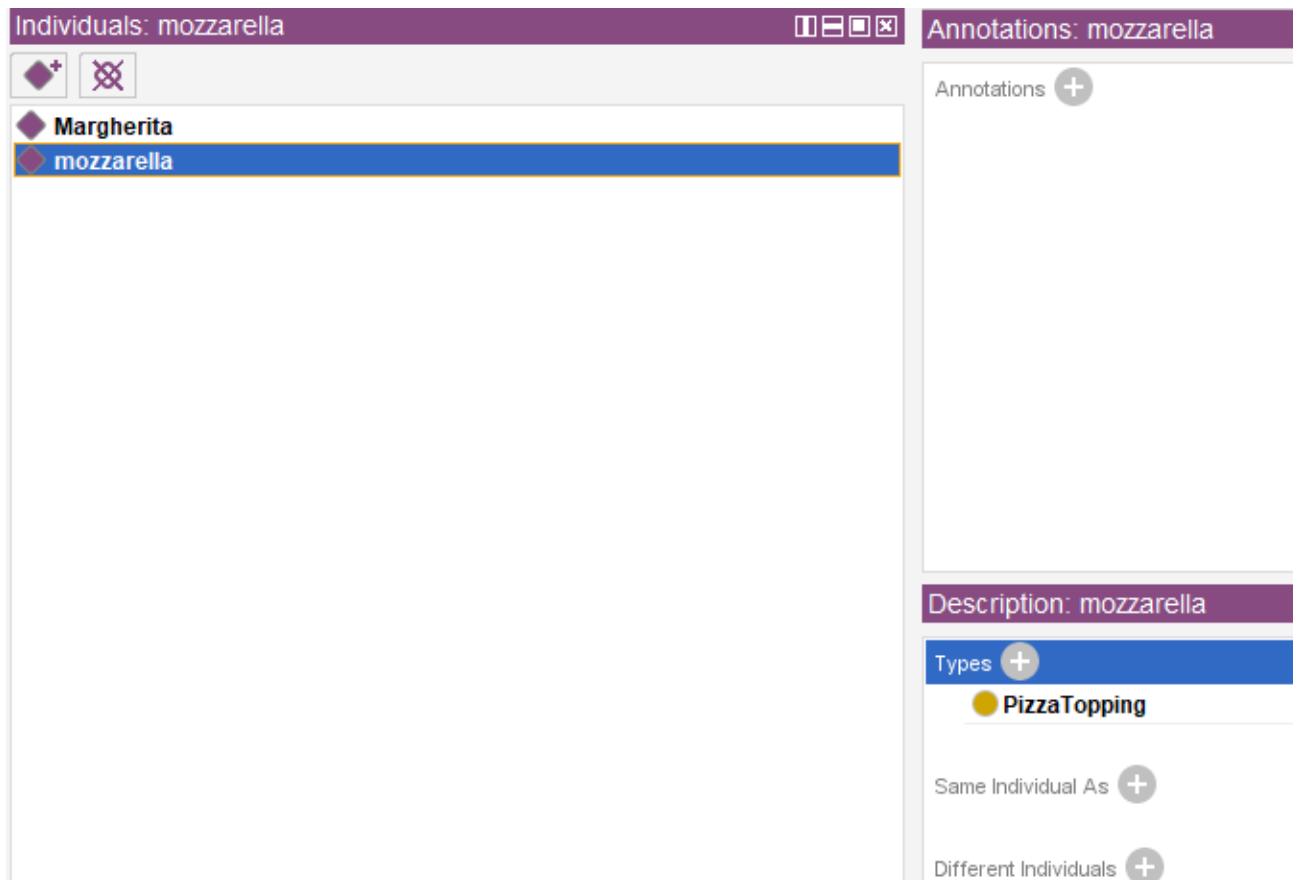
设置Individual Types

选择 “Margherita” 的Type为 “Pizza” 与 “PizzaTopping”



创建Individual

类似地，创建Individual “mozzarella”，设置其Type为“PizzaTopping”



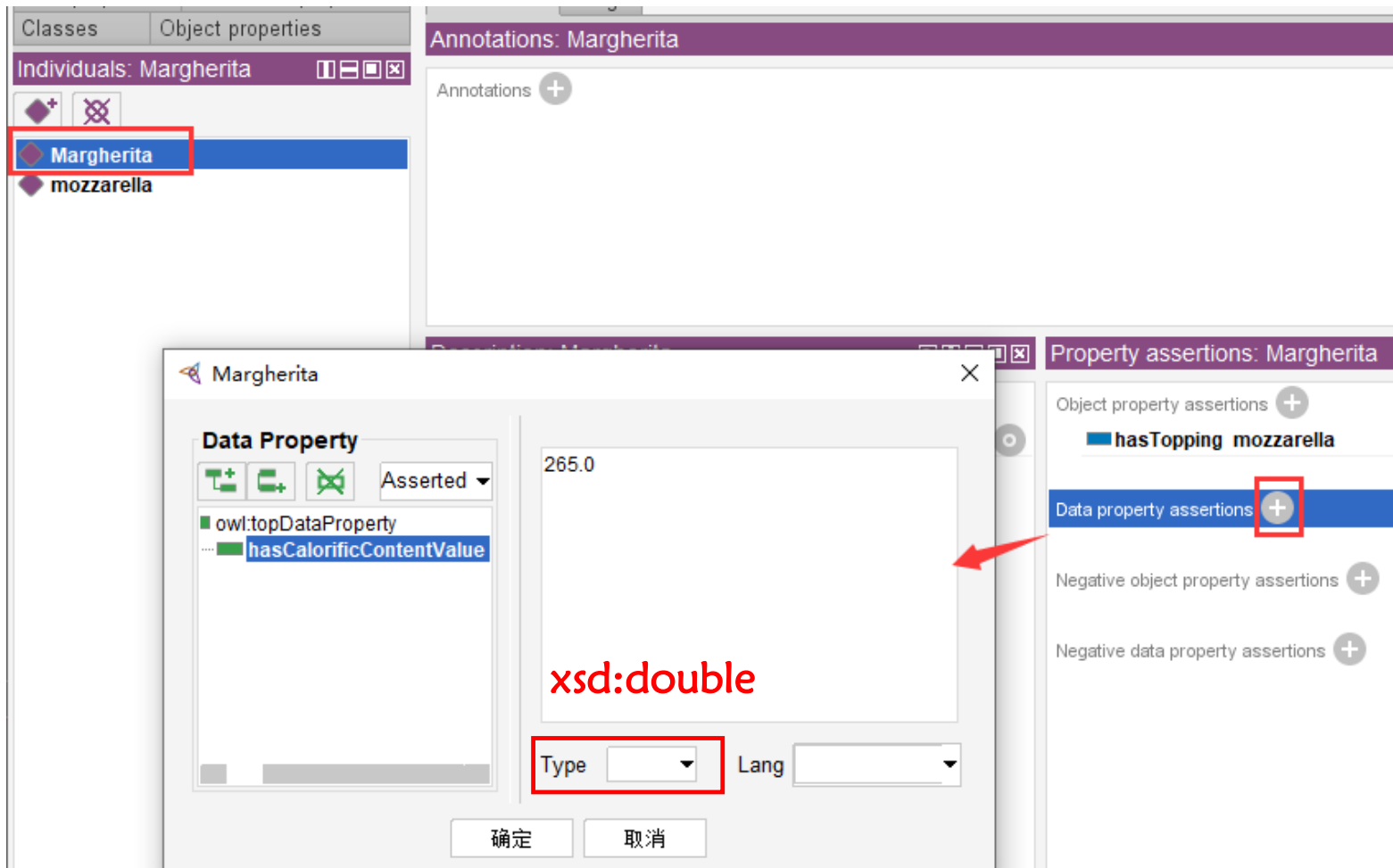
创建关于Individual的面向object property的assertion

“Margherita” “hasTopping” “mozzarella”

The screenshot shows a software interface with several panels. On the left, a sidebar contains a list of individuals: 'Margherita' and 'mozzarella'. 'Margherita' is highlighted with a red box. The main area has three tabs: 'Annotations: Margherita', 'Description: Margherita', and 'Property assertions: Margherita'. The 'Property assertions: Margherita' tab is active, and a red box highlights the 'Object property assertions' button with a red arrow pointing to it. Below this, a dialog box titled 'Margherita' is open, showing a form with 'hasTopping' in the first field and 'mozzarella' in the second field. At the bottom of the dialog are buttons for '确定' (OK) and '取消' (Cancel). A tip at the bottom of the dialog reads: '(Tip: Use CTRL+Space to auto-complete names)'.

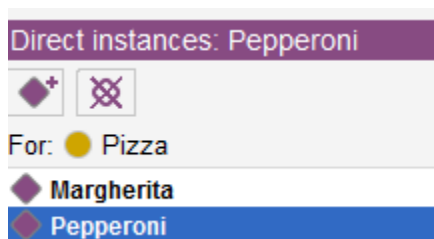
创建关于Individual的面向data property的assertion

“Margherita” “hasCalorificContentValue” “265.0”

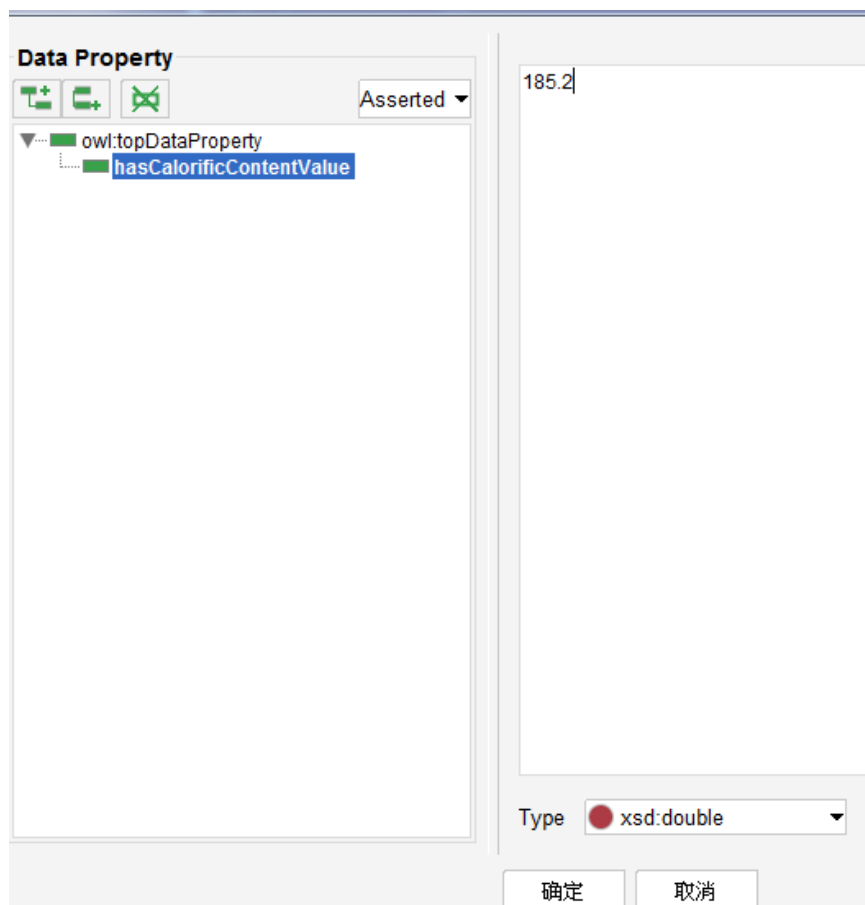


小练习

“Pepperoni” “hasCalorificContentValue” “185.2”

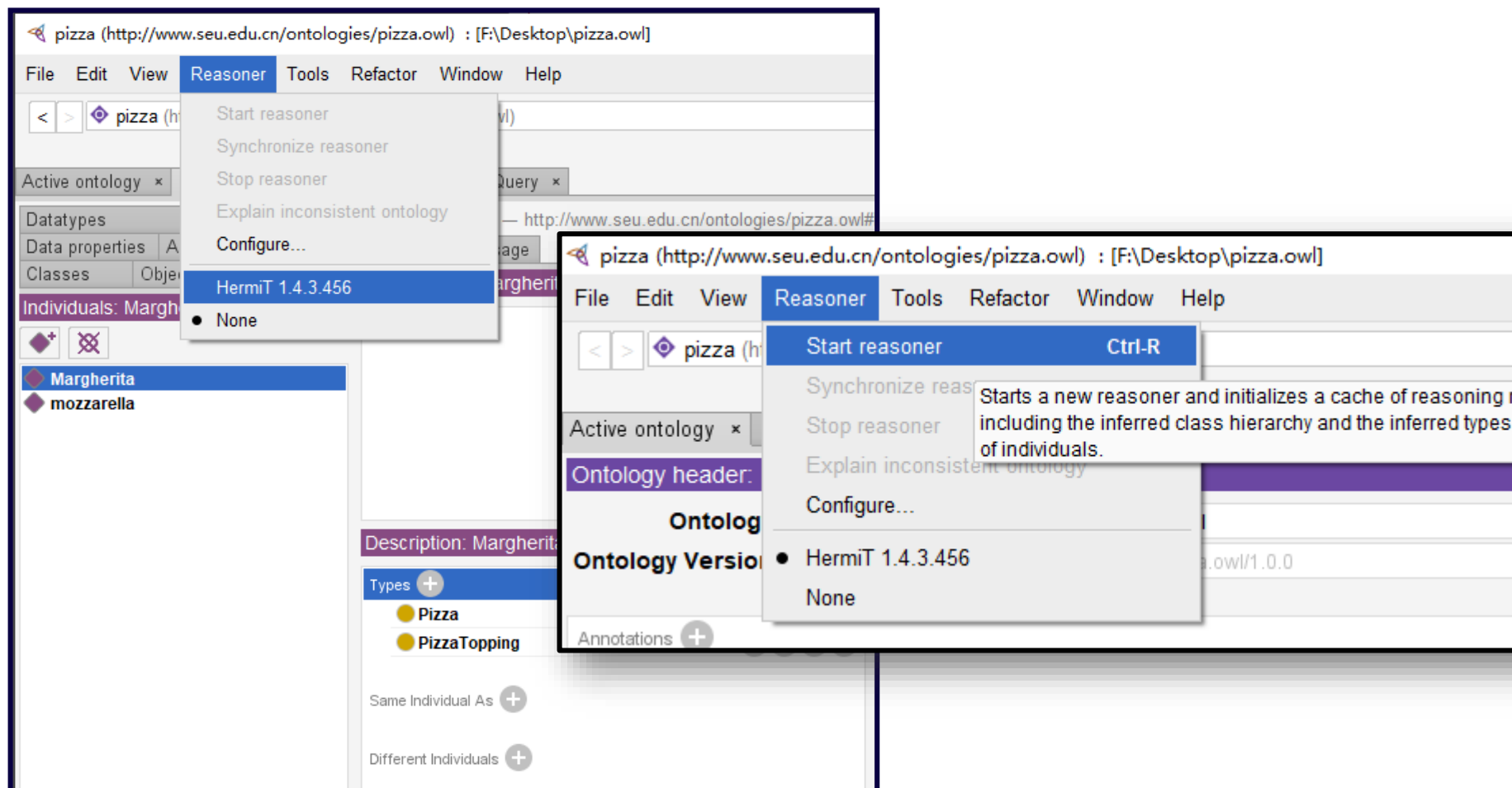


完成创建后可删除



推理

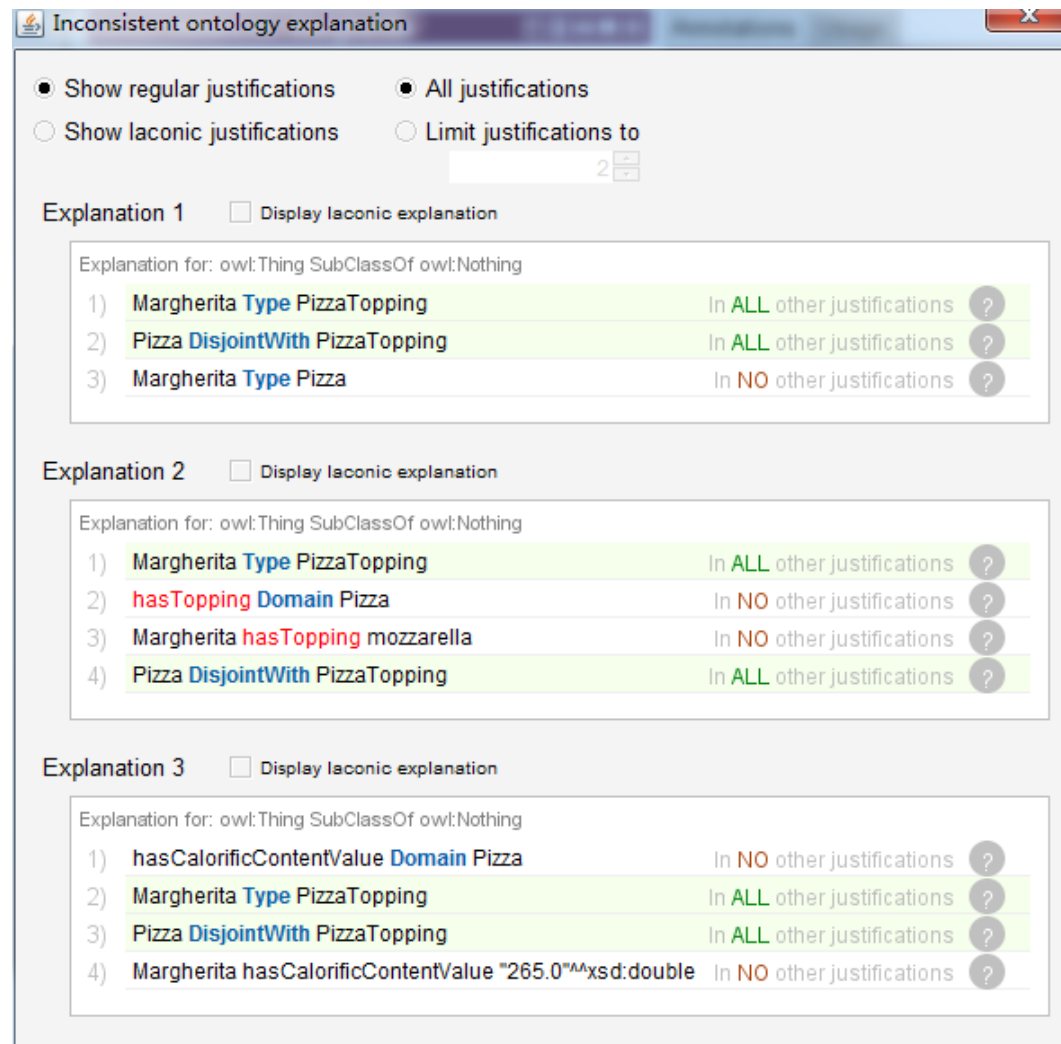
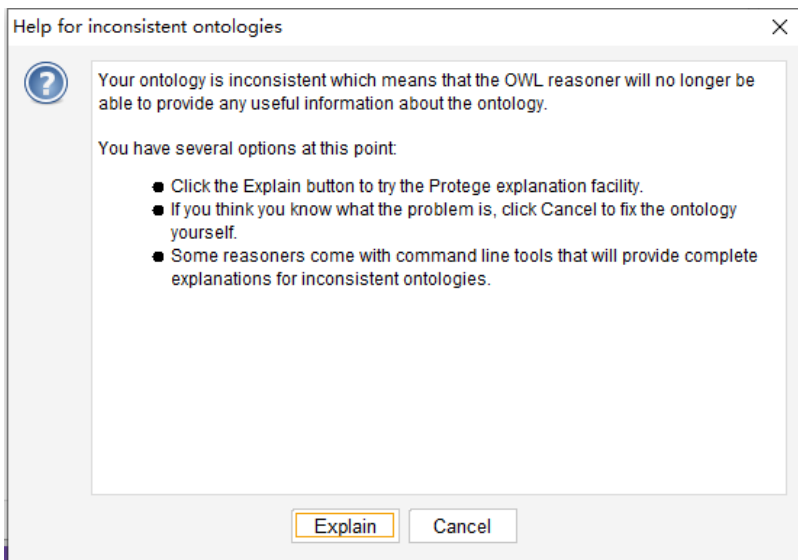
先选择“HermiT 1.4.3.456”，再选择“Start reasoner”



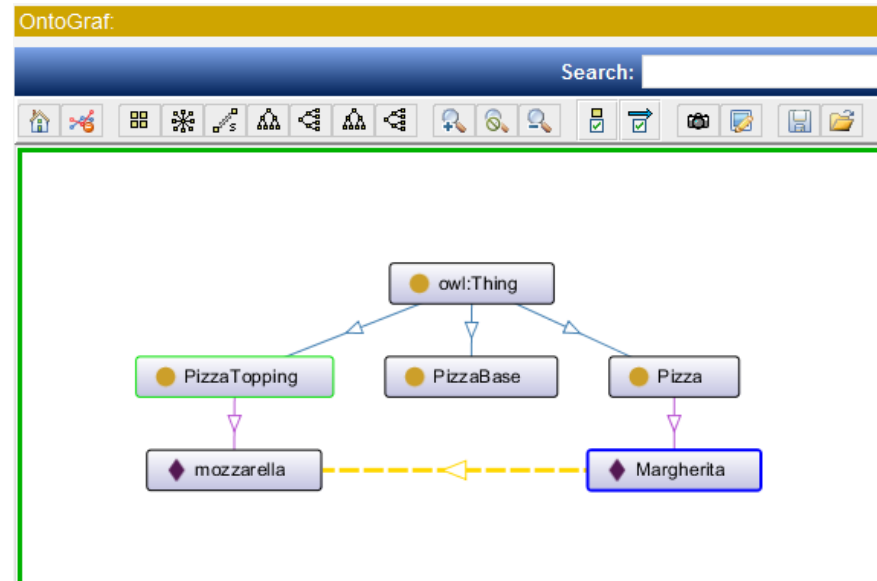
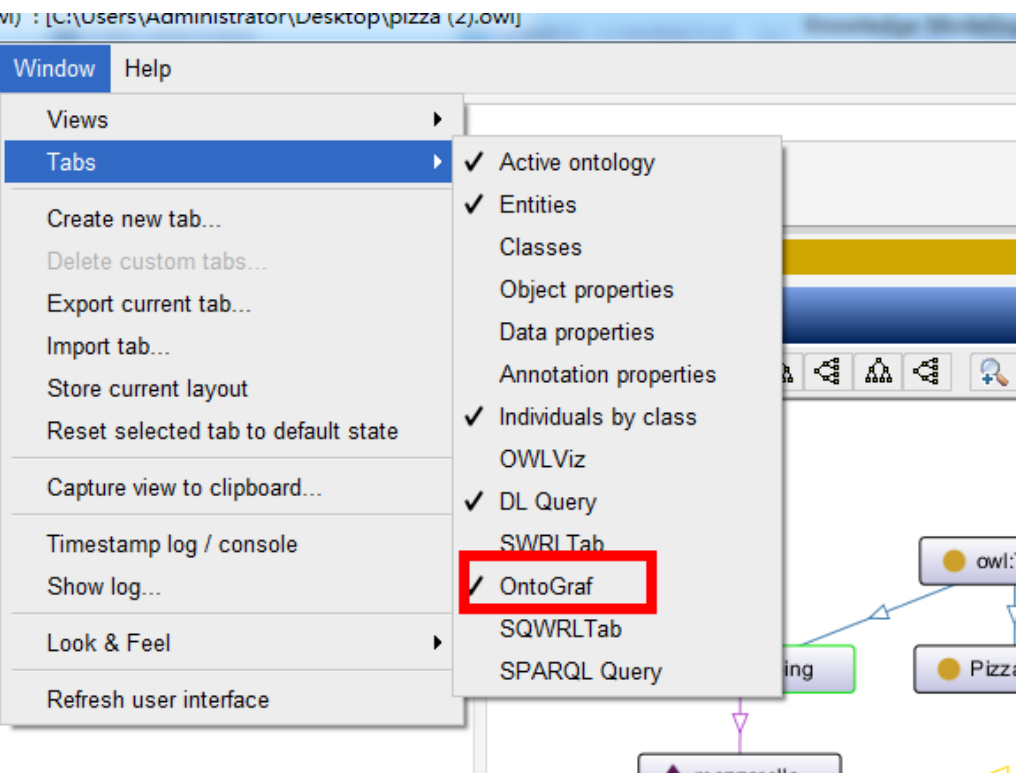
推理

Inconsistent Ontology

选择 Explain



可视化



三、 课堂作业

创建一个包含axioms和assertions的
consistent ontology（任选感兴趣的领域），
要求：

- 1) 包含Class、Individual、Object Property、Data Property
- 2) 定义Property Domain、Range、Individual Type
- 3) 最终以Turtle形式导出，三元组数量不低于25条