Ontology Editor Documentation

A component of the NIST, SJU, NMSU CPS System

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Summary

The ontology editor is a graphical program written in python that allows a user to edit an ontology without having to manually edit an .owl file. After loading from a .owl file, it displays the ontology tree, allows the user to navigate the tree, and allows the user to modify the ontology by interacting with graphical nodes, buttons, and entry windows. Users can edit just about anything contained in the ontology including adding/removing aspects, concerns, properties, components, dependencies, and relations between nodes such as subconcern, addresses concern, and other dependencies.

The ontology editor is created and managed by the OntologyGUI.py script, which uses classes stored in other python scripts to portion the workload of handling the editor's function.

The ontology editor’s input is an existing .owl file, which is loaded in by the editor. The editor can output an .owl file with specified name, which can be used by the ASP solver as part of our overall system, or be used in any other manner you would use an .owl file.