# Towards an interoperable tooling set for modelling tasks



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#### **KEEN Seminar - August 2021**

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### **Outline**

1 Expectations vs Reality

2 The crowd Approach

3 Ongoing/Future Work

## Before starting...

### Remark

Both *conceptual models* and *ontologies* pursue a common goal: **representing knowledge about real world to be used in information systems** [Sto17]

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## **Expectations vs Reality**



Figure: 19 March 2021

## **Expectations vs Reality**

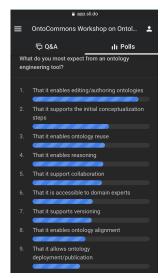
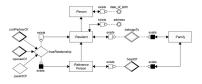
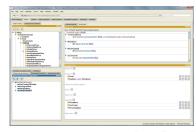


Figure: 19 March 2021

 $Mother \sqsubseteq \forall hasChild.(Male \sqcup Female)$ 





## Reality (con't)

### PANEL DISCUSSION STATEMENTS

(IN RANDOM ORDER)

- 1. Most tools are academic proof-of-concepts, which are too unreliable and not user-friendly for industry to work with, hence, of limited use in practice.
- Few ontology authoring support tools are actually used, for lack of awareness of their existence or compatibility.
- Protégé plugins are 'useless' (for industry) because you can't use them in your ontology development environment (that's not Protégé) or end up incompatible with Protégé.
- 4. The (modelling) tools assist with advanced development issues, but we also need a tool where you can do the basics *collaboratively* and in *different languages*.
- None of the tools is structured along an ontology development methodology to assist in the process (alike agile tools do for software development), 'just' disparate tools for methods as components thereof.

Figure: Keet's sentences (OntoCommons workshops about Tools for Ontology Engineering)

## Reality (con't)

#### **Premise**



Mathieu: Can you prepare a statement about the suitability of ontology engineering tools?

Enrico: Ah!.... I had not realised there are ontology engineering tools out there....

An Ontology is an explicit specification of a conceptualization.... The idea of ontological commitment is based on the Knowledge-Level perspective... (Gruber, 1993)

Indeed, the original Knowledge Sharing initiative at ARPA focused on the use of formalisms such as Ontolingua/KIF (now evolved into CommonLogic)

Current tools neither support a specification process, nor provide a knowledge-level perspective. Typically they support OWL/RDF development, which is usually not sufficient to generate a satisfactory ontological specification.

- → Ontology specs are often created by hand (with no tool support) and only later a OWL/RDF schema is generated – e.g., see (Motta, IEEE Access 2020).
- → It is normal to find rather basic modelling errors in published ontologies (even wellknown ones)

Figure: Motta's sentences (OntoCommons workshops about Tools for Ontology Engineering)

## Expectations vs Reality (summary)

#### What we need:

- Visual modelling languages (UML, ER, ORM 2, ad-hoc)
- Logic-based formalisms (DL, OWL 2)
- Controlled natural languages
- Automated reasoners
- Interoperable tools
- Comprehensive workflows
- •

## Expectations vs Reality (summary)

#### What we need:

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#### What we get:

- NO widely accepted visualisation method [DLSP18]
- x missing user-centred perspectives [VMJS19]
- X Tools based on visualisation of axioms [DLSP18]
- Methodologies fragmented across several tools and workarounds [VBJS14]
- •

Question: How and to what extent can diverse representations and tools be integrated for dealing with complex system development and maintenance tasks?

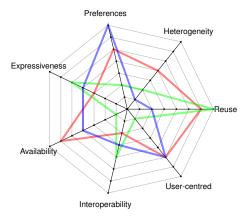


Figure: Dimensions in our question

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#### (R1) Use conceptual data modelling languages UML/EER/ORM.

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- Methodologies widely accepted!
- ✓ Reasoning with conceptual schemas (see R3)
- Expressiveness vs. OWL visual languages(\*)
- (\*) "90% of class axioms (over 518 ontologies from public repositories) are expressible with simple patterns" [ESC $^+$ 21]
- (\*\*) We are currently working on this result, generating CDMs from simple patterns and measuring the complexity of such models.

#### (R2) Semantic visual editing

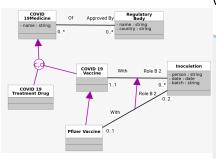


Figure: Example from Keet in crowd

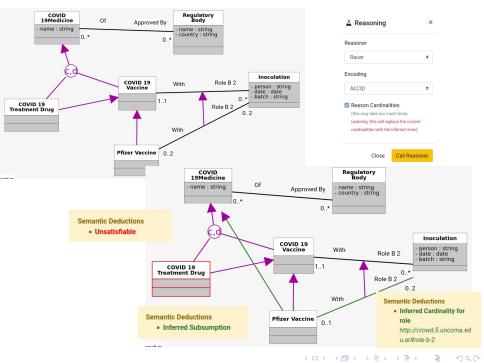
vs. Axiomatic editing [DLSP18]



- R3 Reason over diagrams using automated reasoners: reconstruct diagrams using well-known logic-based formalisms [BCD05, ACK+07, FMS12] and off-the-shelf reasoners (Racer, Konclude, Pellet)
  - DLs are the backbone of semantic technologies

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  - DLs are the backbone of semantic technologies
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  - X Not a silver bullet!



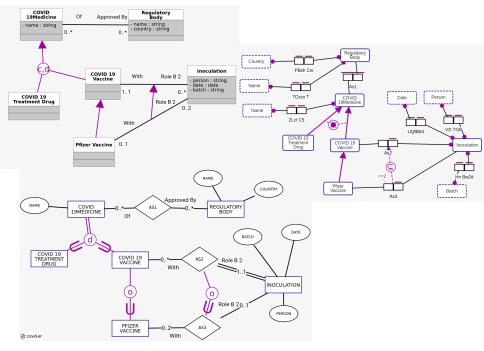
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  - ✓ Define "the conceptual layer": visual, encoding, storage and data access independence

R5 "Simultaneous" visual models: visualise the very same model using diverse visual or serialised representations at the same time. (it depends on R4)



R6 Implement clear interfaces: extensible and interoperable APIs

✓ Non-functional requirement

- Non-functional requirement
- ✓ Interoperability with other tools (Protégé, reasoners, etc)

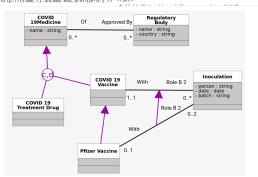
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- ✓ Standard interfaces/protocols: JSON/OWLlink
- Documentation

R7 Semantic Web compatibility: compliance with W3C standards.

Download

Encoding		Syntax	Encoding		Syntax				
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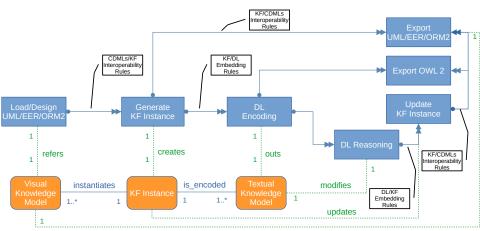
### **Related Tools**

Table:  $\checkmark$ : fully supported,  $\checkmark$ : not supported and  $\sim$ : partially supported.

Axiomatic Vis. tools	R1	R2	R3	R4	R5	R6	R7
WebProtégé [HGN+19]	Х	Х	Х	Х	Х	/	1
Protégé - OWLViz	X	X	$\sim$	1	X	1	1
Protégé - OntoGraf	X	X	X	1	X	1	1
Protégé - SOVA	X	X	$\sim$	1	X	1	1
CoModIDE [SHH20]	X	$\sim$	$\sim$	X	X	1	1
TopBraid [Top11]	Х	$\sim$	$\sim$	X	X	1	1
VOWL [LNHE16]	X	X	X	X	X	X	$\sim$
Graffo [FGP+14]	X	$\sim$	X	X	X	X	1
eddy - Graphol [CLSS14]	X	$\sim$	X	X	X	X	1
OWLGrEd [COLS12]	Х	$\sim$	$\sim$	Х	Х	Х	✓
Semantics Vis. tools							
NORMA [CH10]	/	/	/	Х	Х	Х	Х
ICOM [FFT12]	/	1	1	X	X	X	X
OLED [GSGA15]	1	/	$\sim$	X	X	X	X

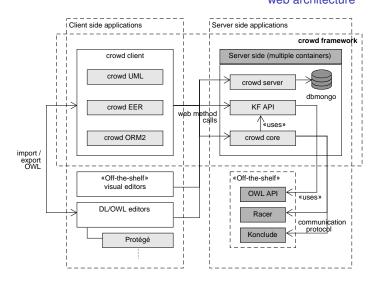
# Simple (or not) Idea (con't)

workflow [GBCF20]



refers to

# Simple (or not) Idea web architecture



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## Ongoing/Future Work

- ✓ Framework FaCIL (jointly with Maria and Pablo Fillottrani)
- ✓ OWL 2 import: from OWL 2 to metamodel instances (based on axiom patterns [ESC+21])
- ✓ Spin-off: temporal data modelling, ER<sub>VT</sub> tool and automated reasoning over temporal DL-Lite (jointly with Artale et.al)

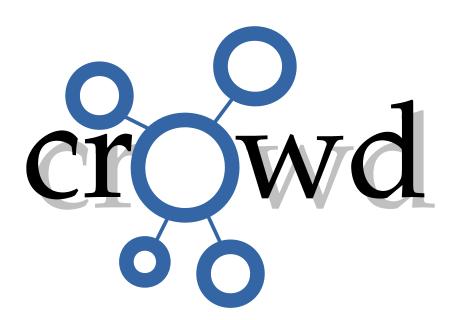
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- More evaluations : Realistic scenarios, user-based
- Metamodel coverage: transformation/approximation rules
- Modularity: abstractions/semantic approach

- crowd http://crowd.fi.uncoma.edu.ar:3335
- crowd gui: https://bitbucket.org/gilia/crowd-app
- crowd reasoning API: https://bitbucket.org/gilia/reasoning
- metamodel API: https://bitbucket.org/gilia/metamodelapi
- OWL 2 import API: https: //bitbucket.org/gilia/metamodelapi-owlimport
- crowd-ER<sub>VT</sub> first prototype: http://crowd.fi.uncoma. edu.ar/ervt-gui/erd\_editor.php
- crowd YouTube channel: https://www.youtube.com/ channel/UCQ PXFdOYAKxGyvxb36EcmQ





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