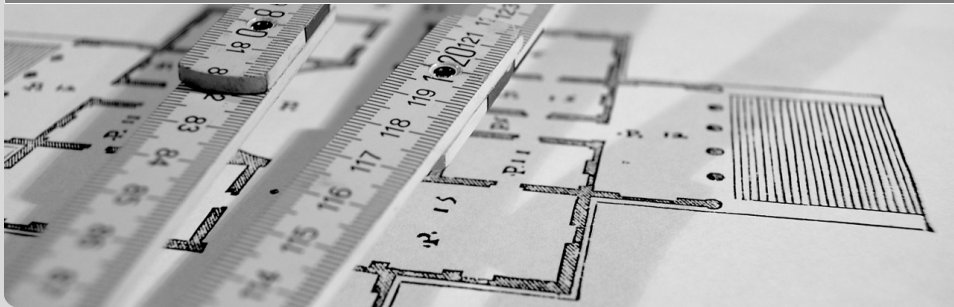


Replica Framework

A Framework for Ontology Sharing and Distributed Ontology Systems

Jan Novacek | August 16, 2011

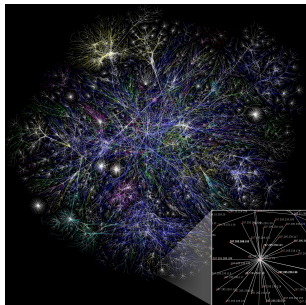
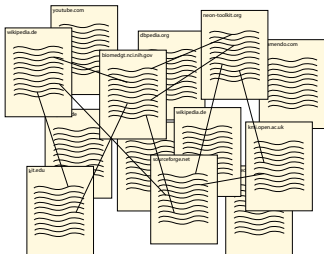
FZI DEPARTMENT FOR INFORMATION PROCESS ENGINEERING



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- Plenty of information on the internet today, information representations are designed to be used by humans.

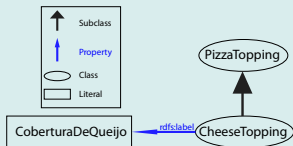


- The approach of the Semantic Web is to augment the existing web with machine processable meta information [Berners-Lee 98].

Ontologies

- Used to represent knowledge in a machine readable form.
- Knowledge modeled as a set of concepts and the relations between these concepts.
- Reasoning systems can be used to infer additional knowledge.

Example



```
<owl:Class rdf:about="#CheeseTopping">
  <rdfs:label xml:lang="pt">
    CoberturaDeQueijo</rdfs:label>
  <rdfs:subClassOf>
    <owl:Class rdf:about="#PizzaTopping"/>
  </rdfs:subClassOf>
</owl:Class>
```

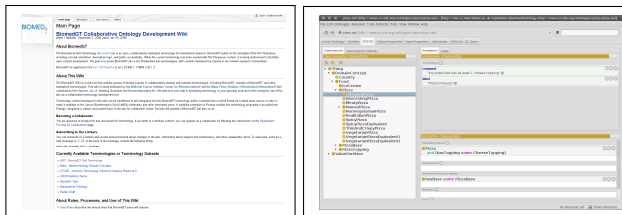
OWL Axioms

Motivation 1/2



An example for a large, complex ontology is BiomedGT

- New terminology aimed at supporting translational research
- Collaborative Ontology Development Wiki
- Ontology experts incorporate and integrate changes
- Builds on the strengths of the NCI Thesaurus¹



¹ The NCI Thesaurus covers vocabulary for clinical care, translational and basic research, and public information and administrative activities, see <http://ncit.nci.nih.gov/ncitbrowser/>

Collaborative Ontology Development (COD)

- **WHY** Ontology development very hard or impossible for a single person.
- **WHAT** In collaborative work, communication is essential.
- **HOW** Supplying chats, message boards and other tools which assist communication and matters to work collaboratively.

Distributed Ontology System (DOS)

- **WHY** Handle very large Ontologies.
- **WHY** Performance of current reasoners is not sufficient [Chen 09].
- **HOW** Scatter data and query processing across a set of nodes.

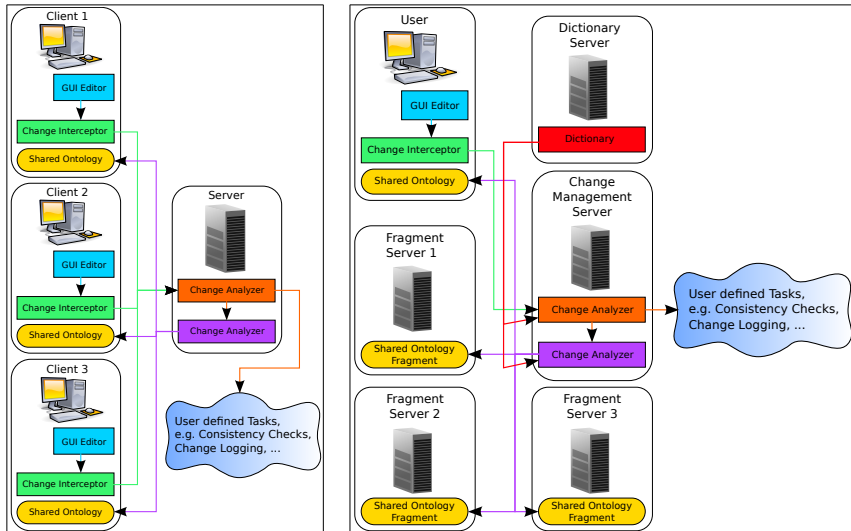
Purpose

- A novel framework for developing a Distributed Ontology System (DOS) and tools for Collaborative Ontology Development (COD).
- An initial step to meet requirements of both fields.

Contribution

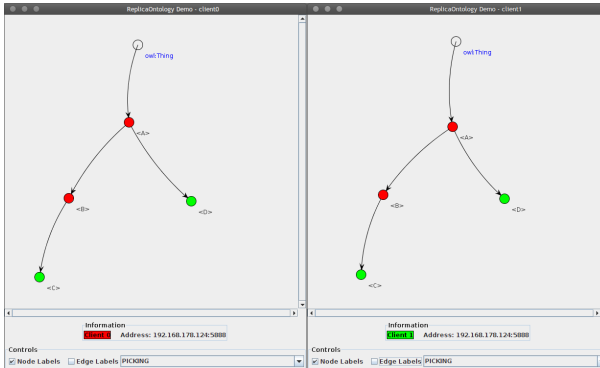
- Providing a toolset for developers.
- Supporting the Semantic Web effort.

Usage scenarios



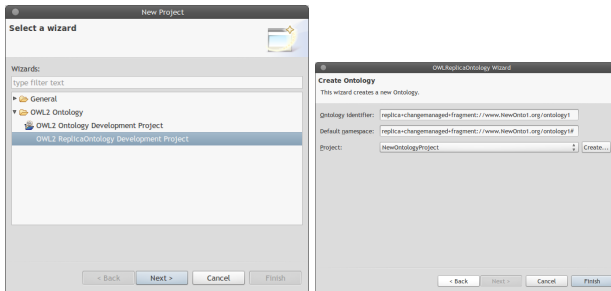
Standalone Demonstrator

The Replica Framework demonstrator is a standalone application meant to demonstrate and test the Replica Framework implementation.

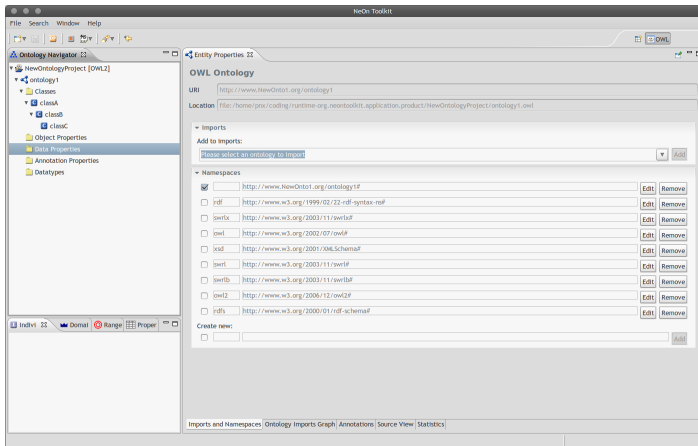


NeOn Toolkit Plugin

For demonstration purposes and evaluating the framework in a real-world application, a plug-in for the NeOn Toolkit² Platform has been implemented.



²Ontology engineering environment developed as part of the NeOn Project,
<http://neon-toolkit.org/>



Status

- Framework concept and implementation, demonstrators.
- Some aspects have not been addressed (*Query management, policy management* and private/shared workspace support).
- Good performance in unit tests and demonstrators.
Various improvement possibilities left.


Conclusions



- Unified COD and DOS framework.
- High expandability.
- ECF-based implementation reliable basis for communication.
- Many features remain to be implemented in future work.

The framework has been implemented in Java.

Core technologies used:

- AspectJ, aspect-oriented programming, **aspectj**
→ for implementing crosscutting-concerns.

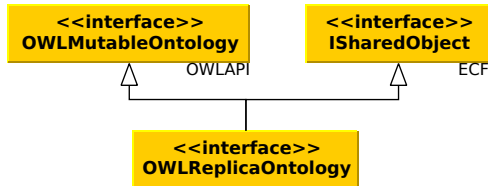
- The Eclipse Communication Framework, 
→ providing a reliable basis for communication.

- Script languages integration Ruby and Groovy,   Ruby
→ for rapid prototyping.

- OSGi service platform, 
→ modular architecture and service platform.

Shared Ontology Implementation

The shared ontology object is a fundamental component of the framework. To combine the OWLAPI *OWLOntology* interface with the ECF *ISharedObject* interface, the facade *OWLReplicaOntology* was introduced.



For implementing *OWLReplicaOntology* the ECF class *TransactionSharedObject* was extended, a reference implementation of the ECF *ISharedObject* interface, in combination with the proxy pattern for delegating *OWLOntology* method calls.

General [Tudorache 10]





- **Scalability, reliability and robustness** by implementing Unit tests
- **Support for various levels of expressiveness** no restrictions in ontology development

COD specific requirements [Tudorache 10]

- **Access Control** granting access based on user IDs, fine grained control by cross-cutting this concern with AspectJ
- **Provenance of information** by augmenting change data with meta information
- **Communication tooling** by leveraging ECF framework components

DOS specific requirements [Hobo 04]

- **Heterogeneity** by platform abstraction and relying on asynchronous messaging
- **Openness** by using open standards and simple APIs for all modules
- **Transparency** by change filtering, analyzing, logging
- **Fault-Tolerance** initial step: transactional messaging

-  Tim Berners-Lee.
The semantic web road map.
-  Xueying Chen, Michel Dumontier.
A framework for distributed ontology systems.
2009.
-  Remco Hobo.
Distributed system requirements.
2011.03.08.
-  Tania Tudorache, Natalya Noy, Samson Tu, Mark Musen.
Supporting Collaborative Ontology Development in Protégé.
In Amit Sheth, Steffen Staab, Mike Dean, Massimo Paolucci, Diana Maynard, Timothy Finin, Krishnaprasad Thirunarayan, Hrsg., The Semantic Web - ISWC 2008, Band 5318 of Lecture Notes in Computer Science, Kapitel 2, Seiten 17–32. Springer Berlin Heidelberg, Berlin, Heidelberg, 2010.



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Davon ausgenommen sind die Logos von AspectJ, Ruby, Groovy, BiomedGT,
das Bild der Internet Map auf Folie 3 sowie das KIT Beamer Theme.
Hierfür gelten die Lizenzen der jeweiligen Urheber.