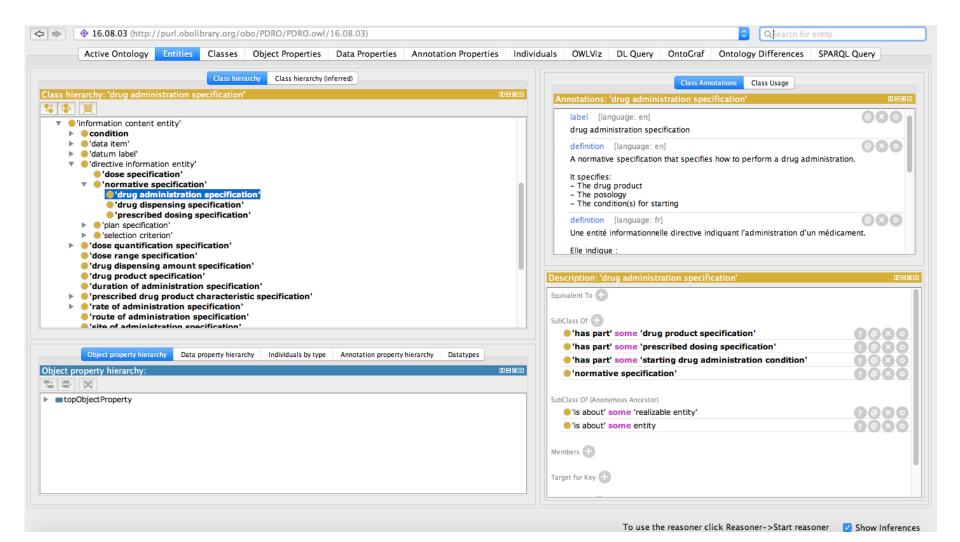
UE « Représentation des connaissances : Logique modale et ontologies » KINIAAE1

Enseignants: Emiliano Lorini, Andreas Herzig, Adrien Barton

# Cours AB.1 Le Web Sémantique et ses techniques Introduction aux ontologies

Adrien Barton
adrien.barton@gmail.com
CNRS, IRIT
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# Protégé : un outil de création d'ontologies



### **Tutoriel**

Adapté de "A Practical Guide To Building OWL Ontologies Using Protégé 4 and CO-ODE Tools, Edition 1.3", de Matthew Horridge http://mowl-power.cs.man.ac.uk/protegeowltutorial/resources/ProtegeOWLTutorialP4 v1 3.pdf

### Individus et propriétés



Figure 3.1: Representation Of Individuals

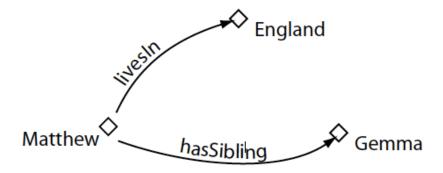


Figure 3.2: Representation Of Properties

### Classes

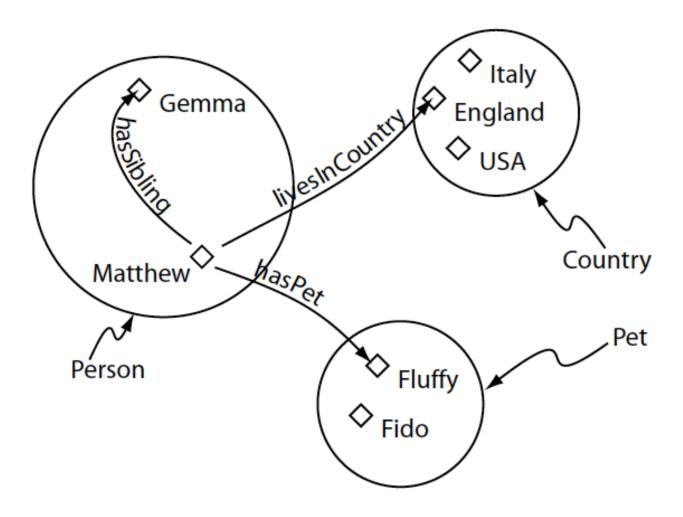
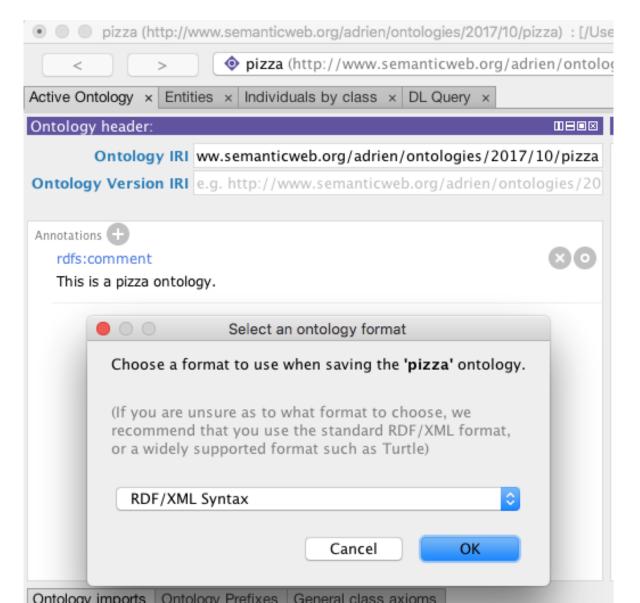
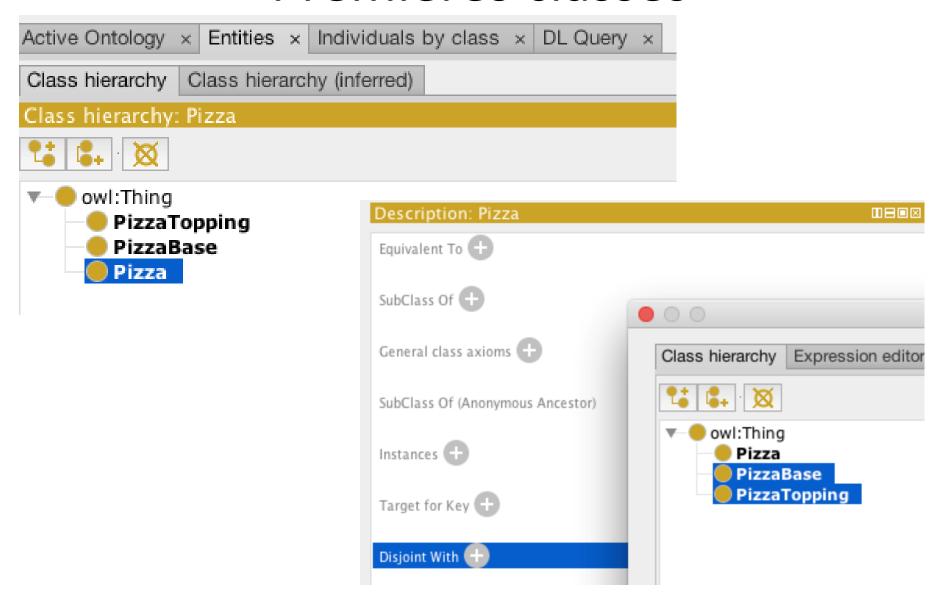


Figure 3.3: Representation Of Classes (Containing Individuals)

### Créer une ontologie sous Protégé 5.1

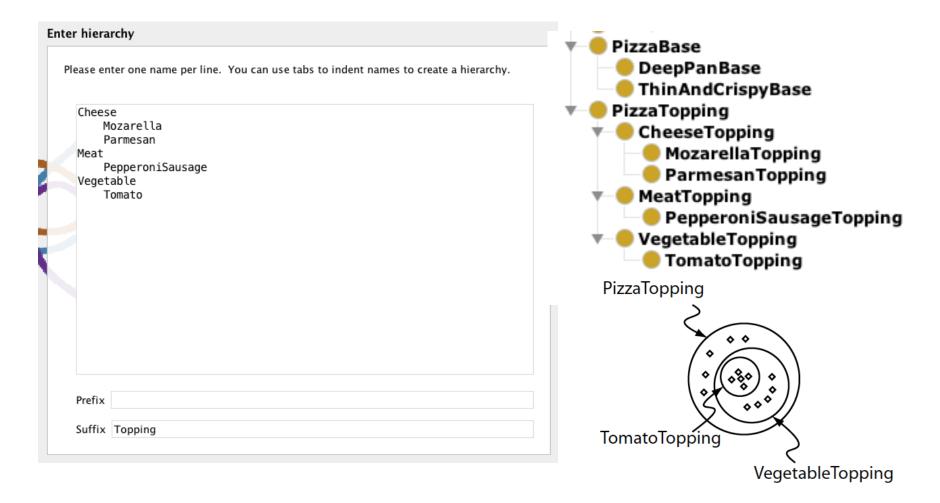


### Premières classes



### Créer des taxonomies de classes

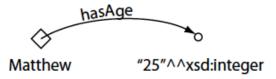
Sélectionner 'PizzaTopping'; Tools -> Create class hierarchy:



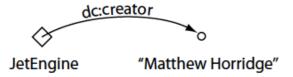
# Trois types de propriétés (aka relations)



An object property linking the individual Matthew to the individual Gemma



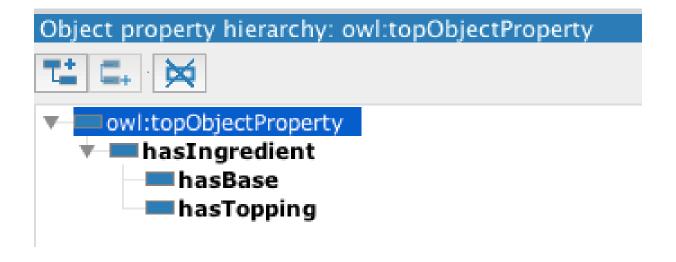
A datatype property linking the individual Matthew to the data literal '25', which has a type of an xsd:integer.



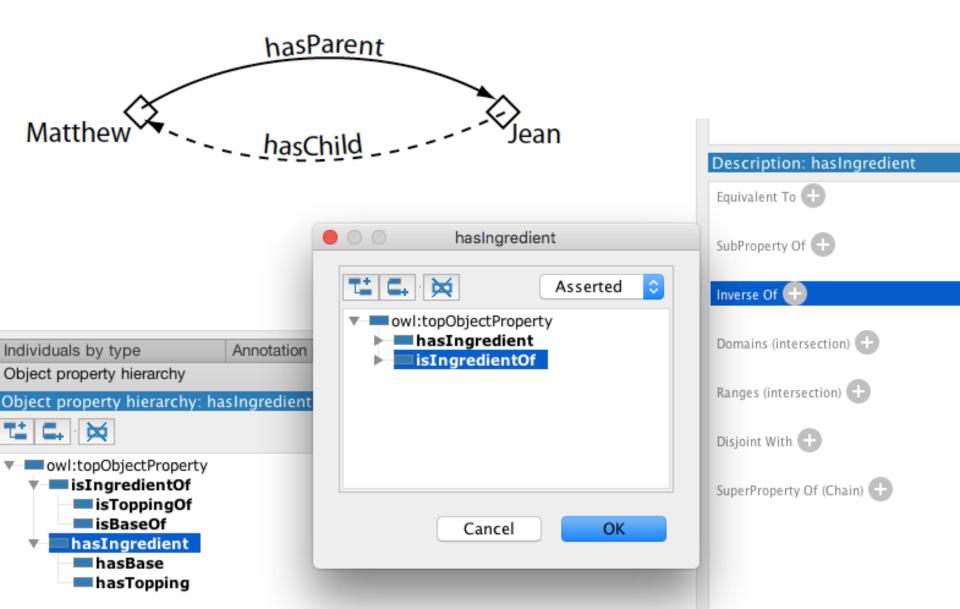
An annotation property, linking the class 'JetEngine' to the data literal (string) "Matthew Horridge".

Figure 4.12: The Different types of OWL Properties

### Créer des 'object properties'



### Relations inverses



### Caractéristique des relations

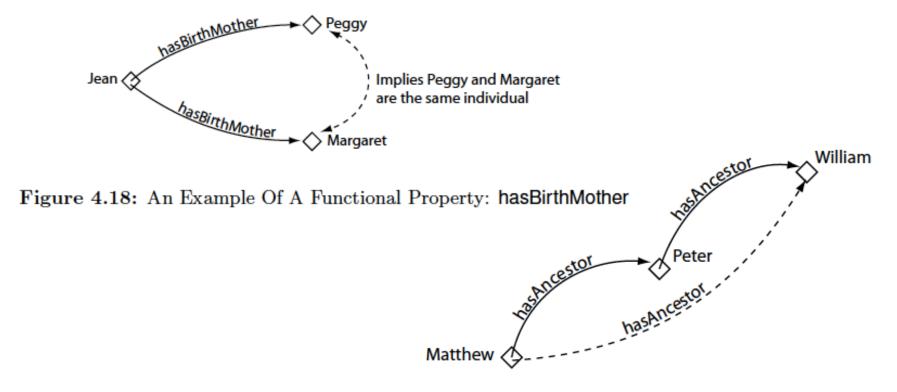


Figure 4.20: An Example Of A Transitive Property: hasAncestor

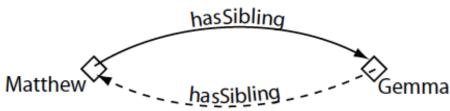
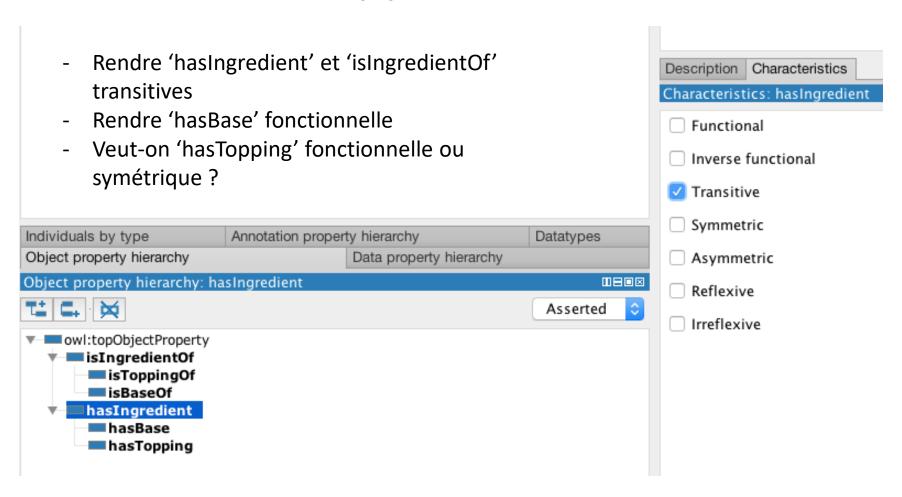
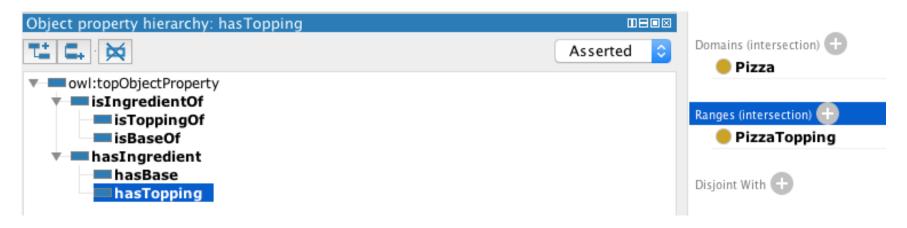


Figure 4.21: An Example Of A Symmetric Property: hasSibling

# Caractéristiques des relations : application



### Domain & Range



hasBase: Domain Pizza, Range PizzaBase (utiliser autocomplete)

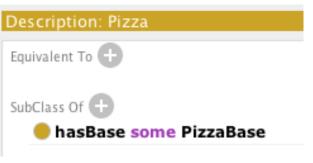


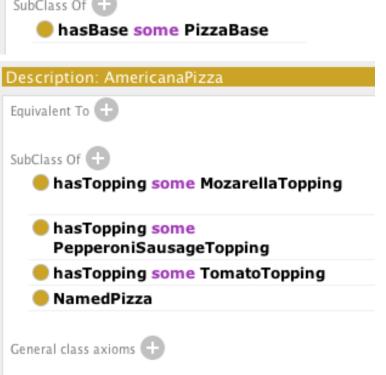
Property Domains And Ranges In OWL — It is important to realise that in OWL domains and ranges should *not* be viewed as constraints to be checked. They are used as 'axioms' in reasoning. For example if the property hasTopping has the domain set as Pizza and we then applied the hasTopping property to IceCream (individuals that are members of the class IceCream), this would generally not result in an error. It would be used to infer that the class IceCream must be a subclass of Pizza! <sup>a</sup>.

<sup>&</sup>lt;sup>a</sup>An error will only be generated (by a reasoner) if Pizza is disjoint to IceCream

### Axiomes (aka restrictions) : Restrictions existentielles

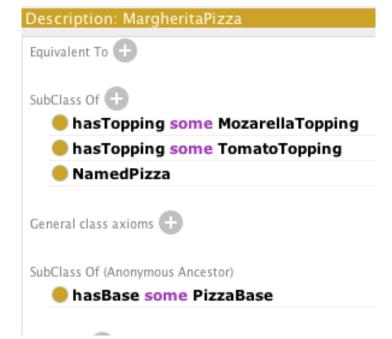
Créer NamedPizza sous-classe de Pizza





SubClass Of (Anonymous Ancestor)

hasBase some PizzaBase



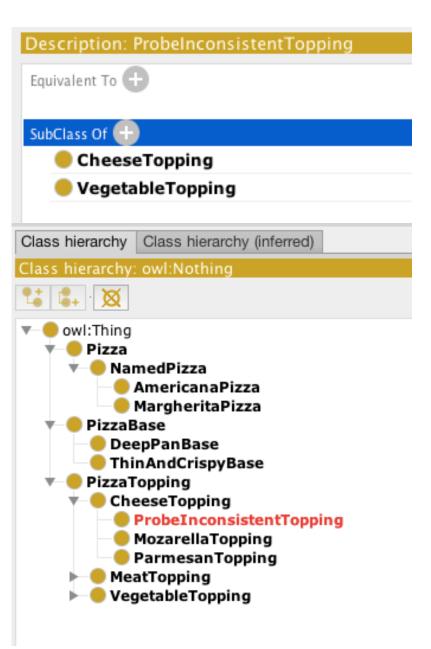
Pour créer AmericanaPizza:

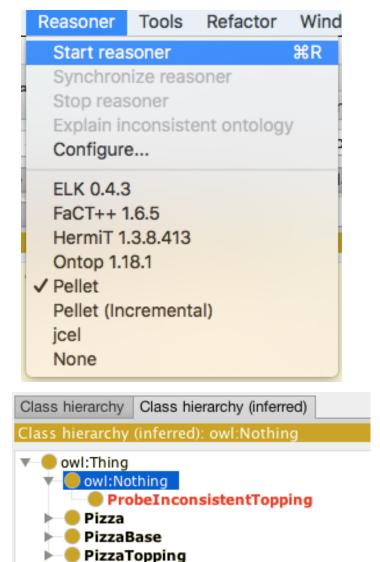
- Selectionner MargheritaPizza
- Edit / Duplicate selected class
- Changer nom pour 'AmericanaPizza'
- Cliquer OK
- Ajouter axiome 'hasTopping some PepperoniSausageTopping'

Rendre MargheritaPizza et AmericanaPizza disjointes

Remarque: Une restriction définit une classe anonyme.

#### Raisonneur : détecter les incohérences





Ne pas oublier d'arrêter le raisonneur.

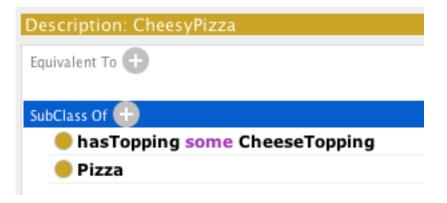
Réessayer en enlevant l'axiome de disjointure de CheeseTopping et VegetableTopping.

# Classes primitive et classes définies (aka classes équivalentes)



A class that only has necessary conditions is known as a Primitive Class.

Créer CheesyPizza



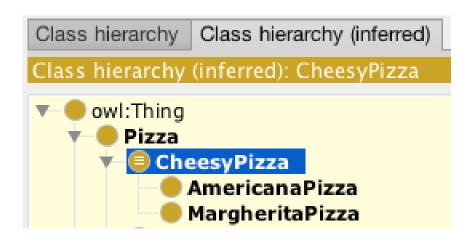
Vocabulary

A class that has at least one set of *necessary and sufficient* conditions is known as a **Defined Class**.

Edit -> Convert to defined class



## Raisonneur: classification automatique



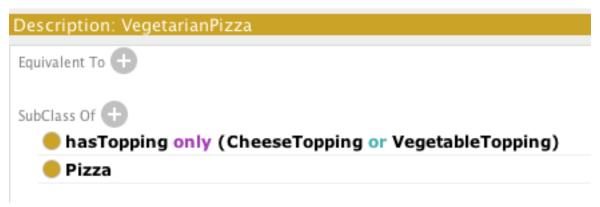
- Héritage multiple := Certaines classes ont plusieurs classes parentes.
- Principe méthodologique:
   Construire une hiérarchie à héritage simple asserté.
- Le raisonneur pourra inférer et maintenir l'héritage multiple.



It is important to realise that, in general, classes will never be placed as subclasses of *primitive* classes (i.e. classes that only have necessary conditions) by the reasoner<sup>a</sup>.

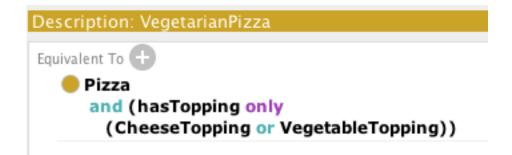
<sup>&</sup>lt;sup>a</sup>The exception to this is when a property has a domain that is a primitive class. This can coerce classes to be reclassified under the primitive class that is the domain of the property — the use of property domains to cause such effects is strongly discouraged.

#### Restrictions universelles



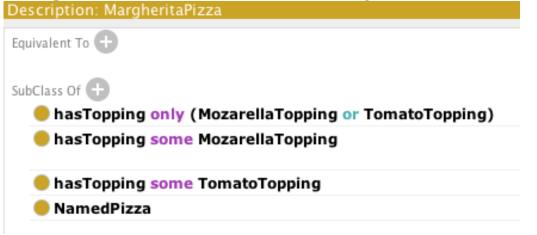
Voyez-vous un problème avec cette caractérisation ?

Edit -> Convert to defined class



### Raisonnement en monde ouvert

- MargheritaPizza sera-t-elle classée en sous-classe de VegetarianPizza ?
- Hypothèse de monde ouvert : on ne peut pas supposer que quelque chose n'existe pas à moins qu'il ne soit explicitement énoncé qu'il n'existe pas.
- Pour que MargheritaPizza soit classée en sous-classe de VegetarianPizza, il faut ajouter un axiome de fermeture.



Remarque: Les axiomes existentiels sont également importants, pour éviter qu'une pizza sans garniture puisse être considérée comme MargheritaPizza.

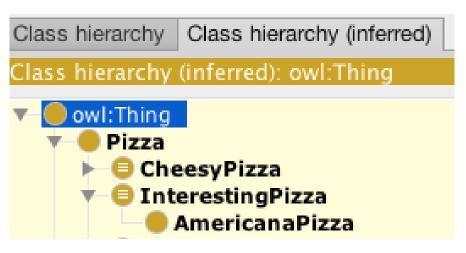
Clic droit sur axiome existentiel -> 'Create closure axiom'

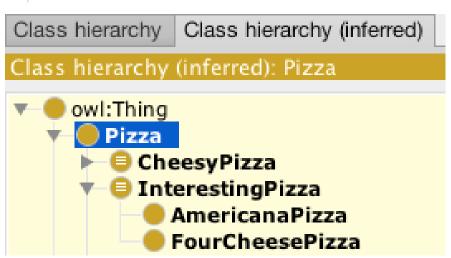
### Restrictions de cardinalité

Créer InterestingPizza sous-classe de Pizza

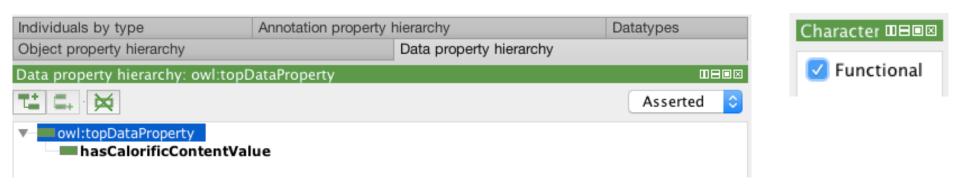


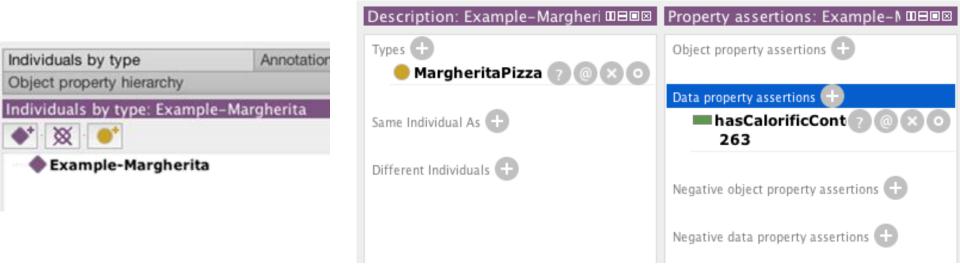


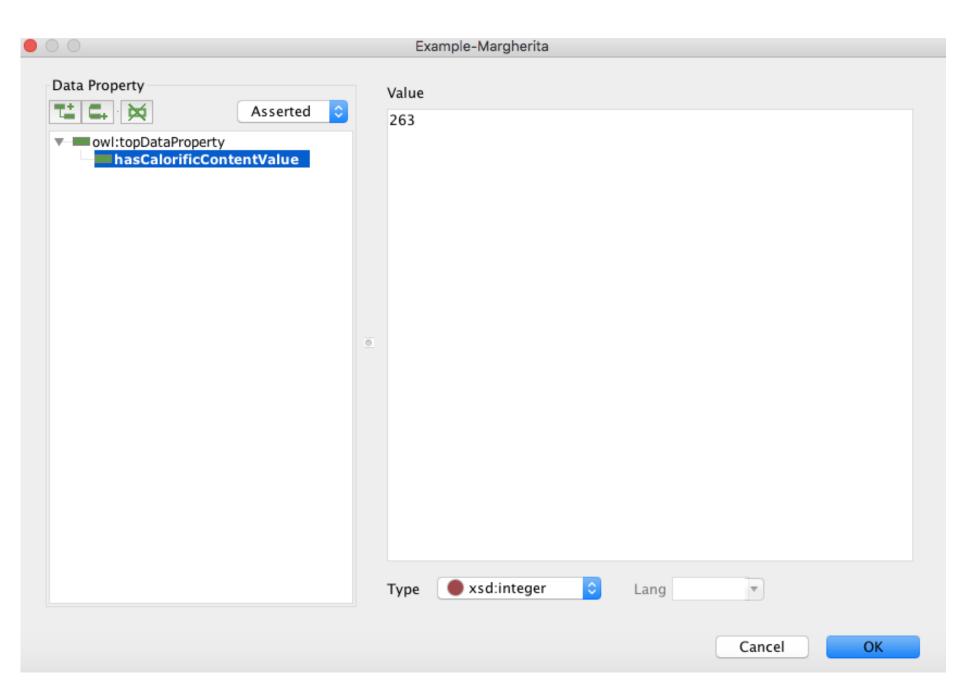




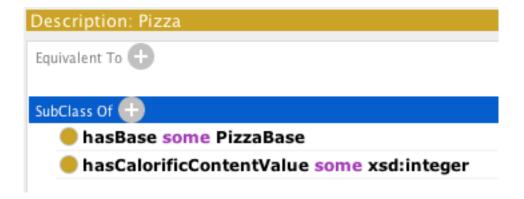
### Datatype properties et individus

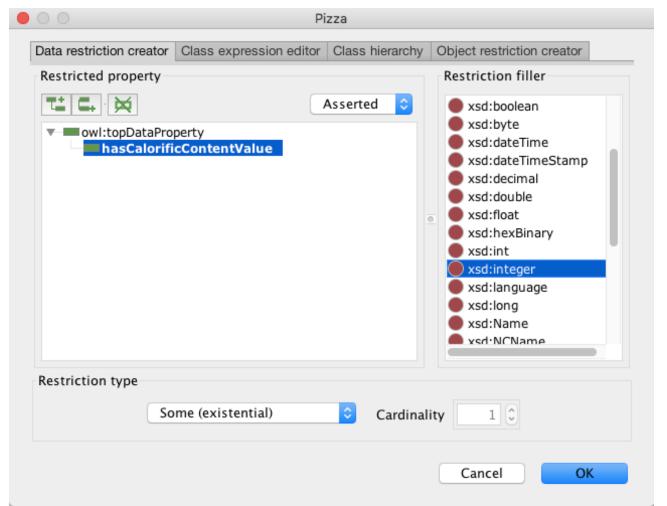




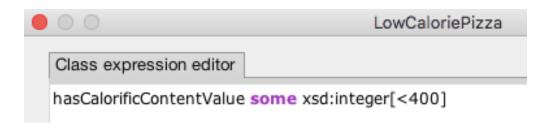


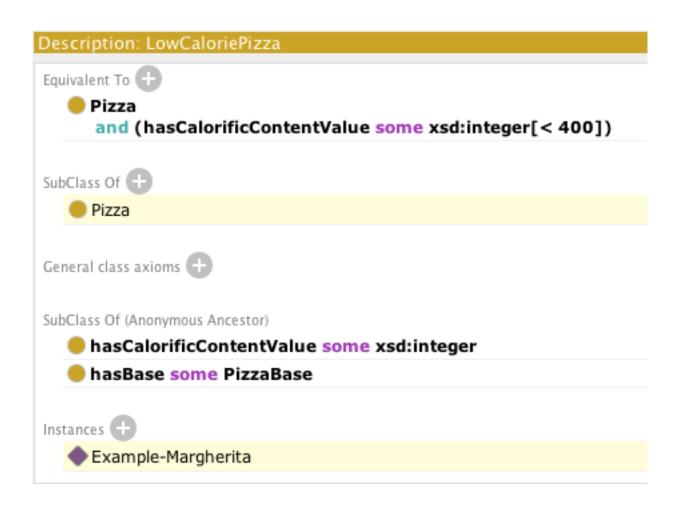
# Axiome: Toutes les pizzas ont une valeur calorifique





### Raisonner avec des datatype properties





### Analyse ontologique des pays

On voudrait pouvoir dire que la pizza
 Margharita a comme pays d'origine l'Italie.

Les pays sont-ils des classes ou des individus?

### Relation entre une classe et un individu





