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### **Patterns**

Pattern is something proposed for imitation.

**Design Pattern** refers to shared guidelines that help solve design problems.

Ontology Design Pattern (ODP) is a modeling solution to solve a recurrent ontology design problem.

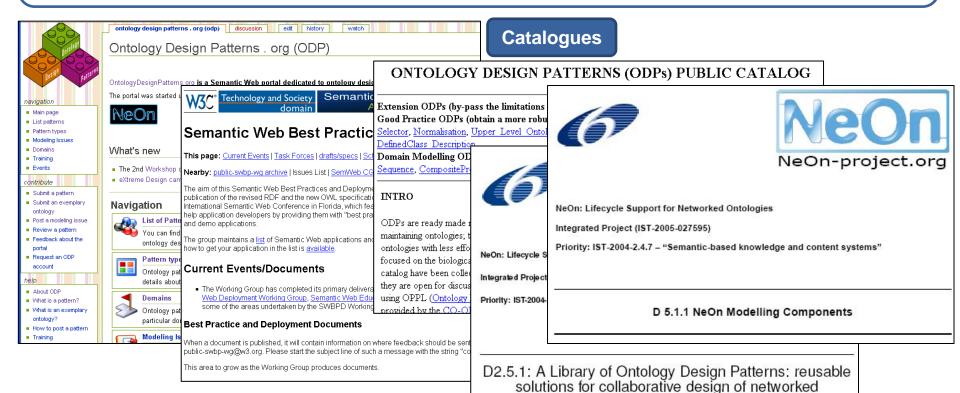
- Pattern is associable with the wider "good/best practice" of software engineering. It includes a wider range of solution types. For example: naming conventions in software engineering are considered good practices, they are not design patterns.
- ODPs can be classified into six families
  - Each family addresses different kinds of problems, and can be represented with different levels of formality.

# **Ontology Design Patterns**

The idea of applying patterns for modelling ontologies was proposed by [Clark et al., 2000]

#### The goal of the ODPs reuse is

- to facilitate the solution of modelling issues
- to improve interoperability through using well-proven solutions and best practices, in the form of patterns



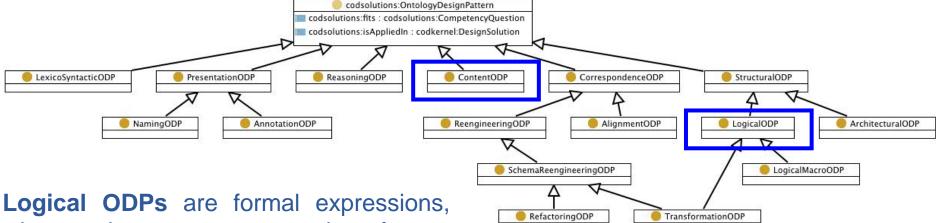


Clark, P., Thompson, J., & Porter, B. W. *Knowledge Patterns*. In KR2000: Principles of Knowledge Representation and Reasoning. pp. 591-600. 2000



ontologies.

# **Types of Ontology Design Patterns**



**Logical ODPs** are formal expressions, whose only parts are expressions from a logical vocabulary e.g., OWL DL, that solve a problem of expressivity

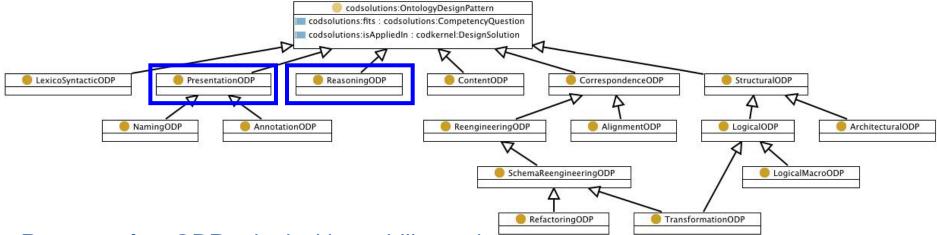
- Logical ODPs are independent from a specific domain of interest, i.e. they are content-independent
- Logical ODPs solve design problems where the primitives of the representation language do not directly support certain logical constructs

**Content OPs (CPs)** encode conceptual, rather than logical design patterns.

- Logical OPs solve design problems independently of a particular conceptualization.
- CPs propose patterns for solving design problems for the domain classes and properties that populate an ontology. They address content problems.

http://ontologydesignpatterns.org/wiki/OPTypes

# **Types of Ontology Design Patterns**



**Presentation ODPs** deal with usability and readability of ontologies from a user perspective

**Reasoning ODPs** are applications of Logical ODPs oriented to obtain certain reasoning results, based on the behavior implemented in a reasoning engine

http://ontologydesignpatterns.org/wiki/OPTypes

# **Inventory of Patterns**

### http://ontologydesignpatterns.org



#### navigation

- Main page
- List patterns
- Pattern types
- Modeling Issues
- Domains
- Training
- Events

#### contribute

- Submit a pattern
- Submit an exemplary ontology
- Post a modeling issue
- Review a pattern
- Feedback about the portal
- Request an ODP account

help



discussion

view source

history

### Community:ListPatterns



These are lists for available ODP catalogues.

#### Submissions

This area aims at collecting Ontology Design Pattern proposals from ODP users.

After the author has finished the submission and asked for a review, the proposals are assigned to at least two members of the ODP Quality Committee, review.

Positive reviews can be accompanied with guidelines for fixing possible problems of the proposed Content OP.

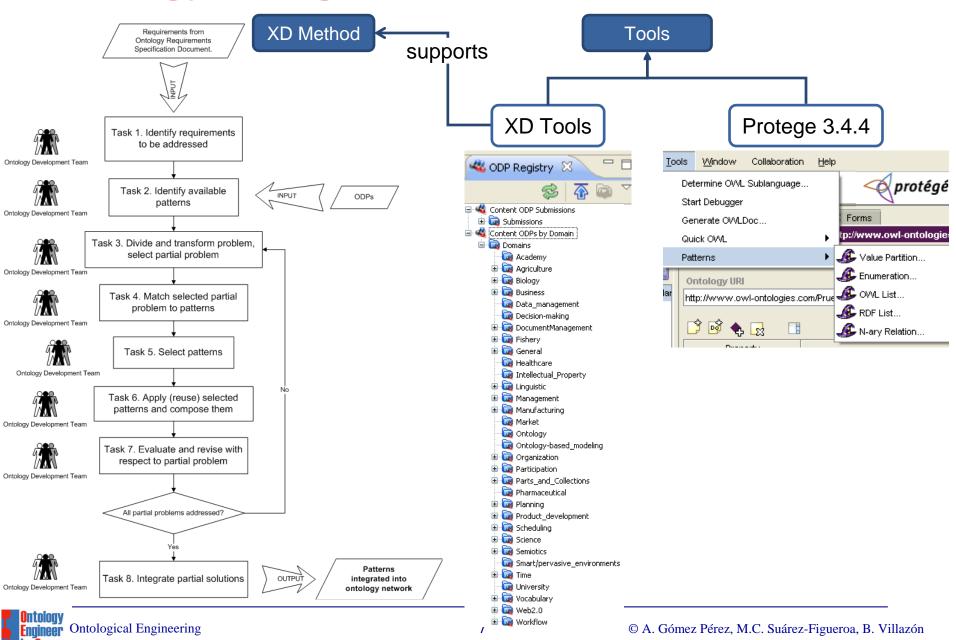
Once such problems have been addressed, the proposed Content OP can be certified and published in the official catalogue.

See the submissions list:

- Content ODPs
- Reengineering ODPs
- Alignment ODPs
- Logical ODPs
- Architectural ODPs
- Lexico-Syntactic ODPs



# Ontology Design Patterns: how to reuse them



### **Content Pattern Reuse: XD Method**

