

Chowlk framework

**María Poveda Villalón, Ontology Engineering Group
Serge Chávez-Feria, Ontology Engineering Group
Universidad Politécnica de Madrid, Spain**

✉ [mpoveda@fi.upm.es]

✉ [serge.chavez.feria@upm.es]

🐦 @MariaPovedaV

🐦 @SergeCF90

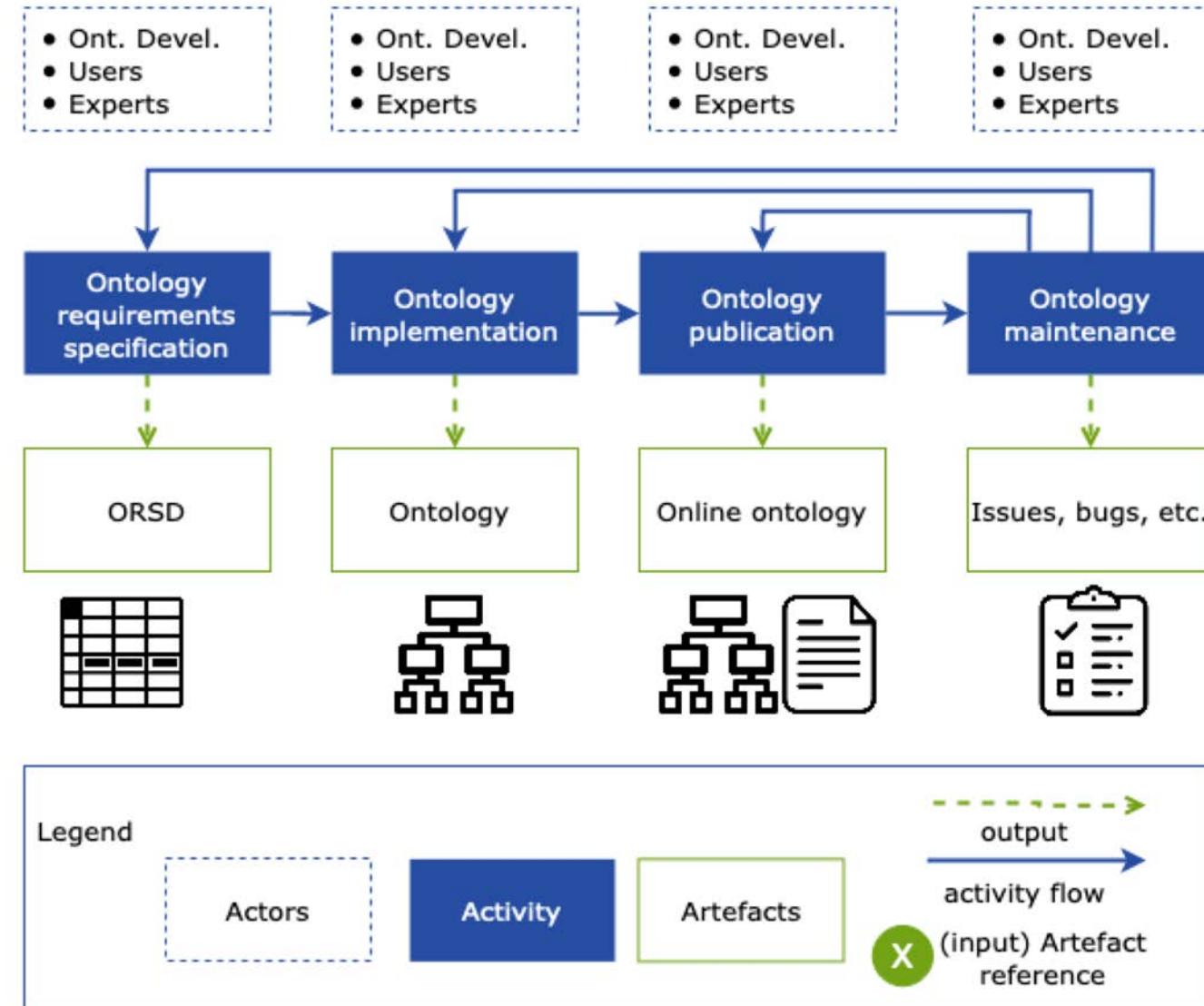
📅 3rd December 2020

📍 Thursday talk

- This work is licensed under Creative Commons Attribution – Non Commercial – Share Alike License
- *You are free:*
 - *to Share – to copy, distribute and transmit the work*
 - *to Remix – to adapt the work*
- Under the following conditions
 - *Attribution – You must attribute the work by inserting*
 - “[source <http://www.oeg-upm.net/>]” at every reused slide
 - A slide declaring: “This material is partially based on “Chowlk framework” by María Poveda-Villalón and Serge Chávez-Feria”
 - *Non-commercial*
 - *Share-Alike*

- Work in progress
- We welcome examples, criticisms, questions, suggestions, etc.

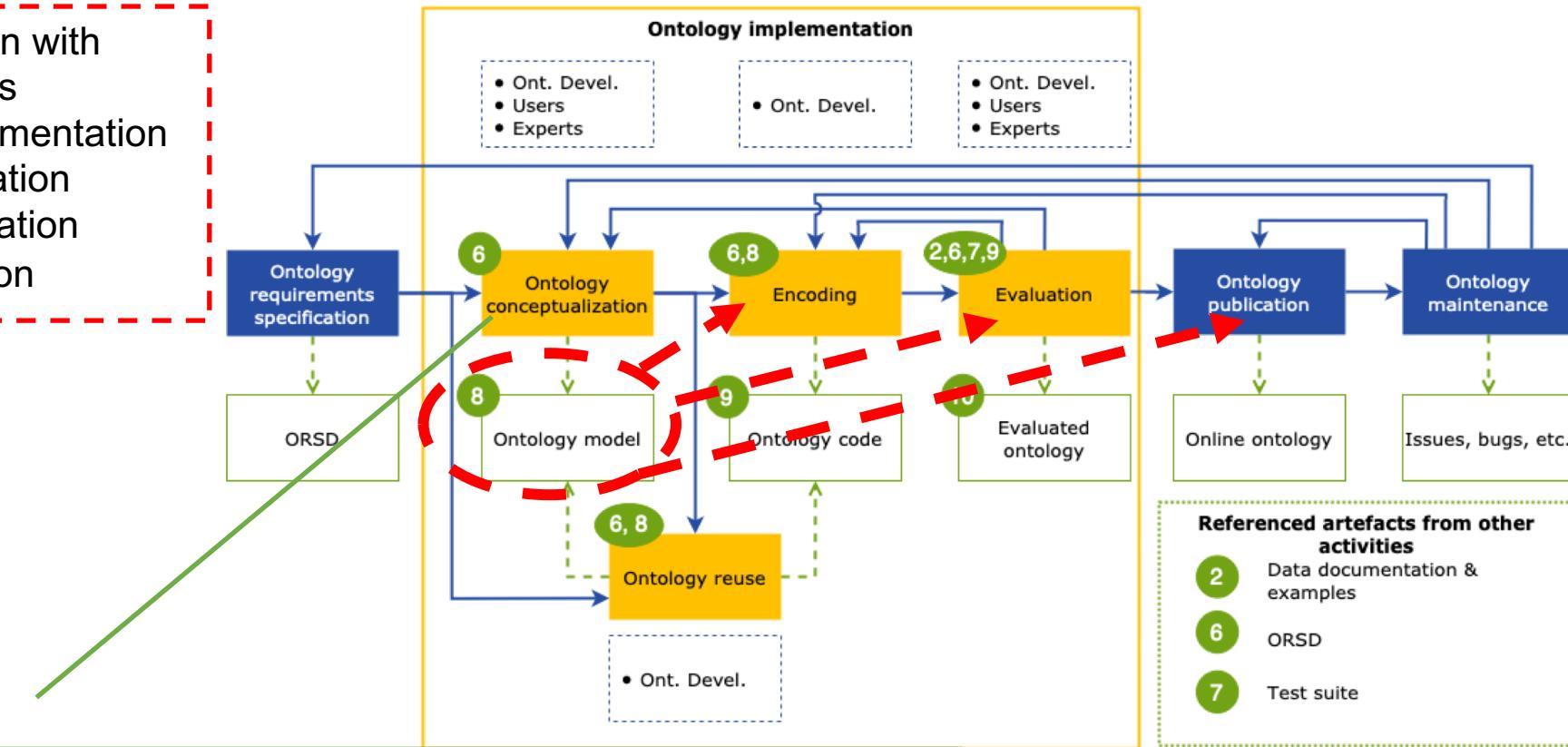
Ontology development process overview



<http://lot.linkeddata.es/>



- Communication with domain experts
- Input for implementation
- Used in evaluation
- Used in publication
- Key for adoption



- **Goal:** build an ontology model from the ontological requirements identified.
 - Could be **graphical** or described in a formal system
- You can use
 - Blackboard
 - Pen & pencil
 - Drawing tools (diagrams.net, visio, yEd...)

- Different notation
 - Different content
 - Different level of detail
- ... in the best case scenario

Diagrams heterogeneity

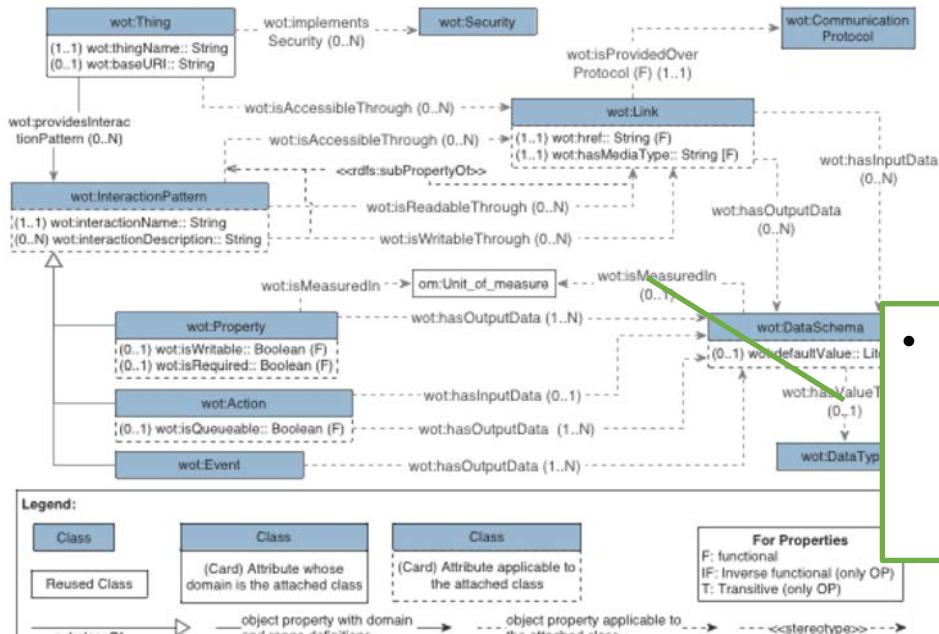


Image taken from <http://iot.linkeddata.es/def/wot>

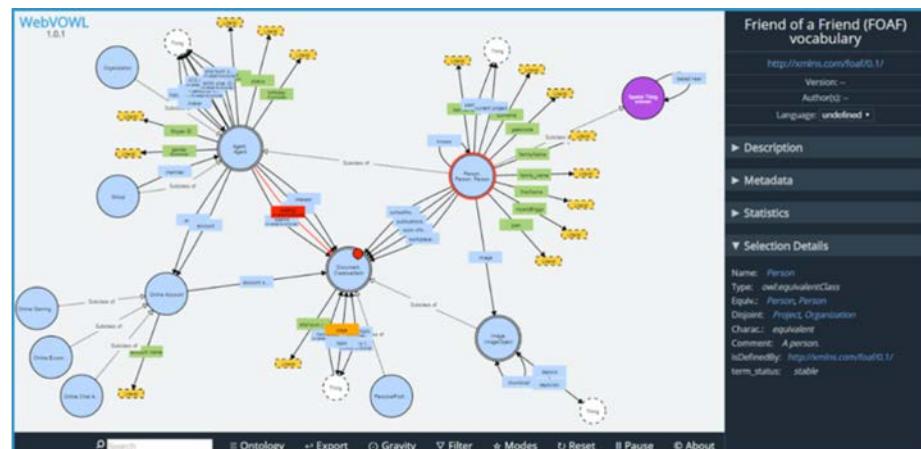


Image taken from <http://vowl.visualdataweb.org/webvowl.html>

- Based on UML_Ont (Haase, Peter, et al. "D1. 1.2 updated version of the networked ontology model." NeOn Project Deliverable D 1 (2009).)

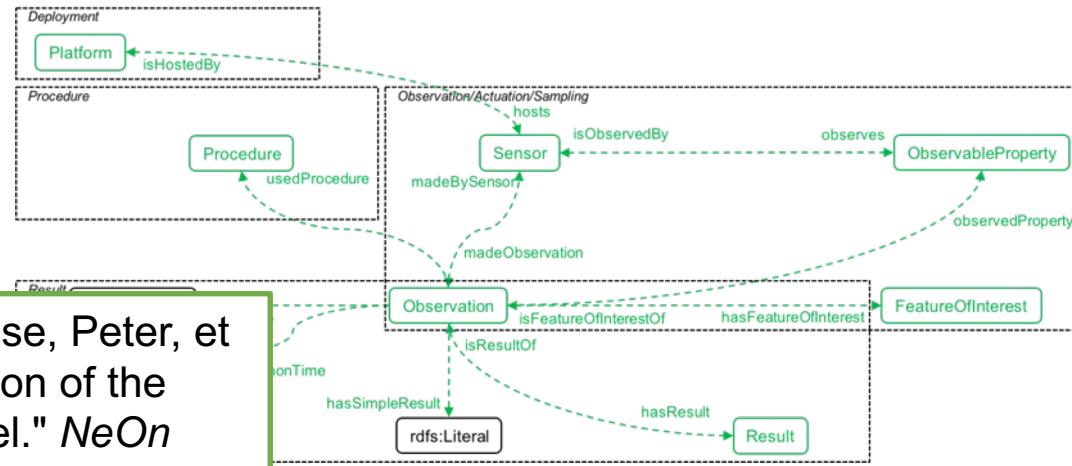


Image taken from <https://www.w3.org/TR/vocab-ssn/>

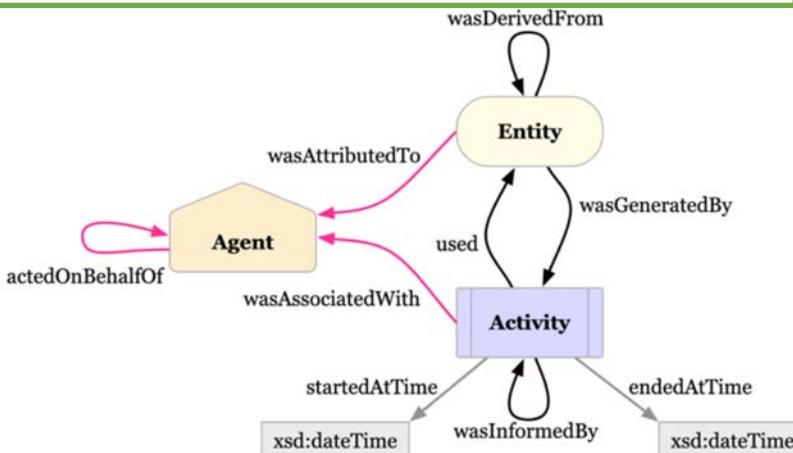


Image taken from
<https://www.w3.org/TR/2013/REC-prov-o-20130430/>

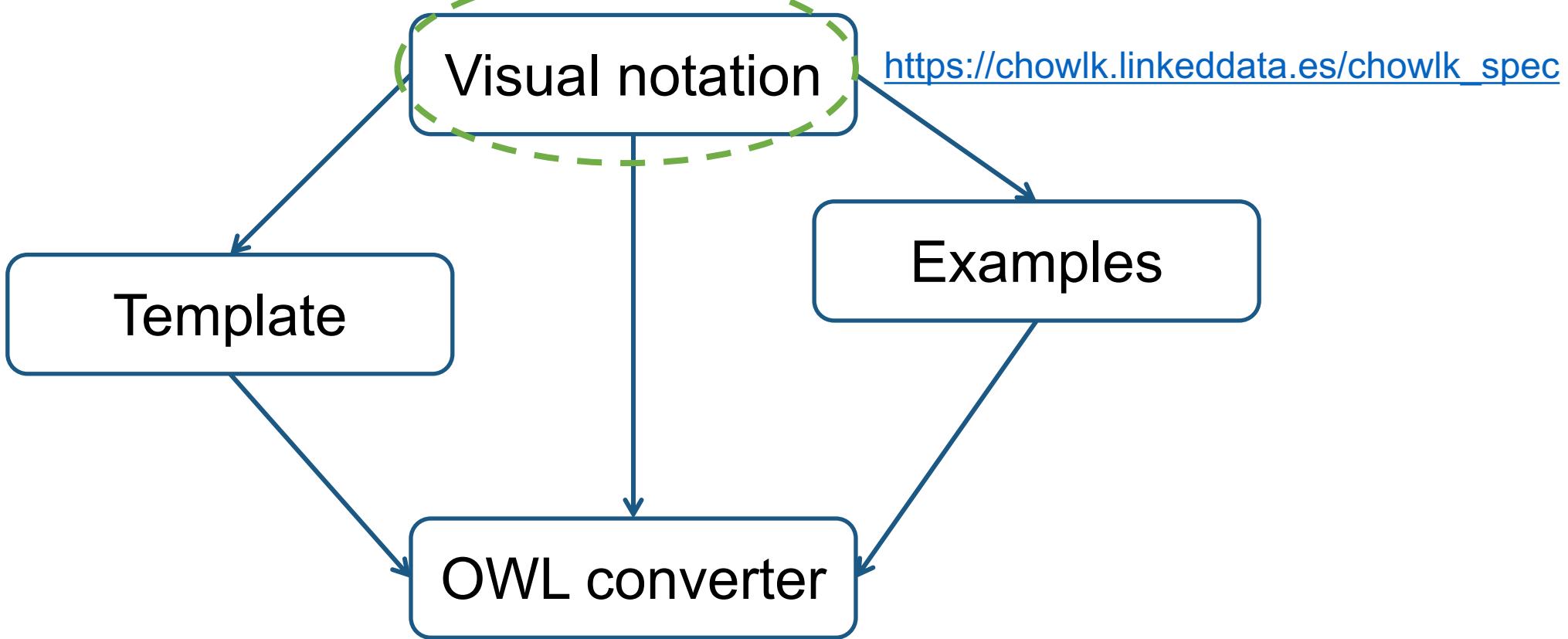


Image taken from <https://ci.mines-stetienne.fr/seas/FeatureOfInterestOntology-1.0>



<https://chowlk.linkeddata.es>

(pronounce as /'tʃɔ:k/ (chôk))





Chowlk Ontology visual notation

https://chowlk.linkeddata.es/chowlk_spec

- UML-based
- Building blocks
 - OWL entities
 - Classes
 - Object properties
 - Datatype properties
 - Properties Characteristics
 - Relations between properties
 - Constraints
 - Individuals
 - *Metadata*
- Alternatives
 - Compact vs extended versions
 - Notation alternatives
- Other recommendations
 - Colour
 - Modules

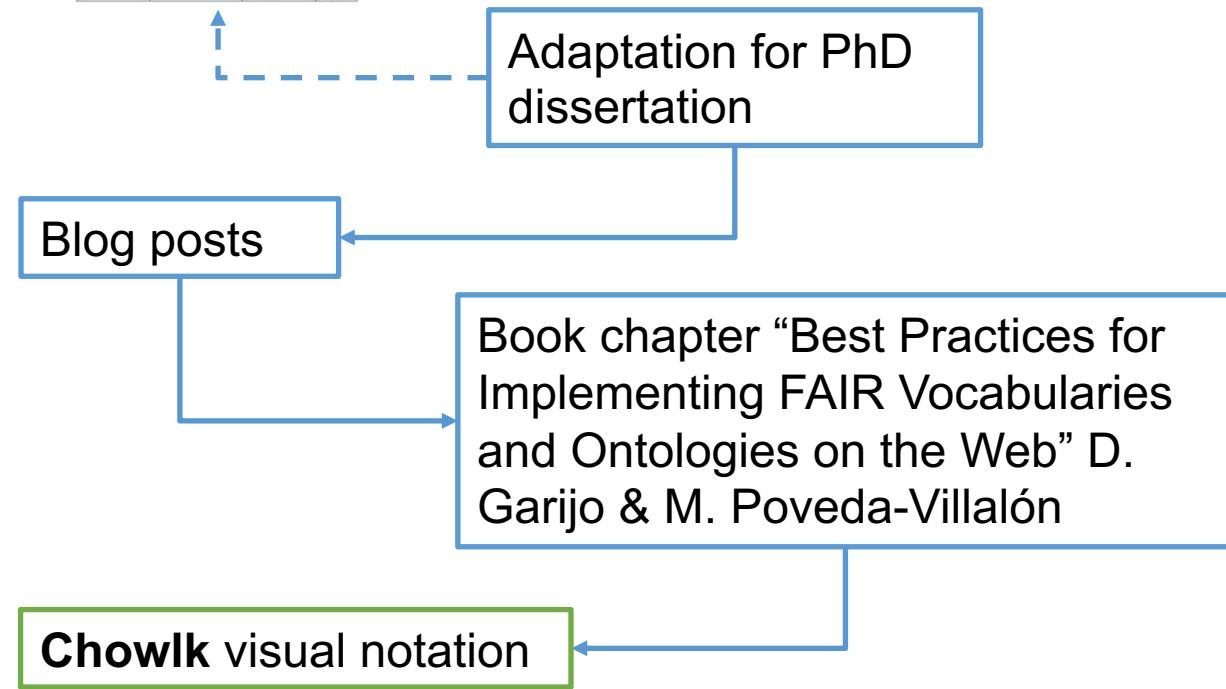
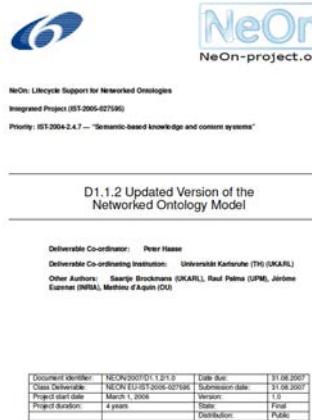
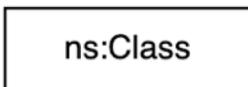
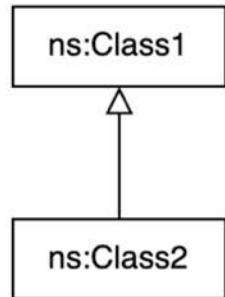


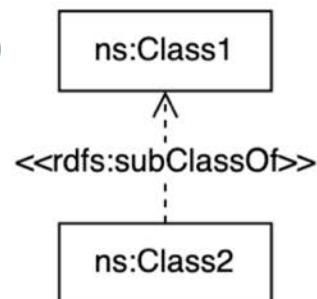
Diagram BLOCK	Description
	<p>Definition for a named class.</p> 
	<p>Definition of an unnamed class. Usually used to represent axioms.</p>
	<p>Definition of an unnamed class to represent logical combinations between other classes, such as AND or OR operators</p>

- Used for class constraints and compositions (later)

1



2



Description

Option 1 to express that
ns:Class2 is sub-class of
ns:Class1 .

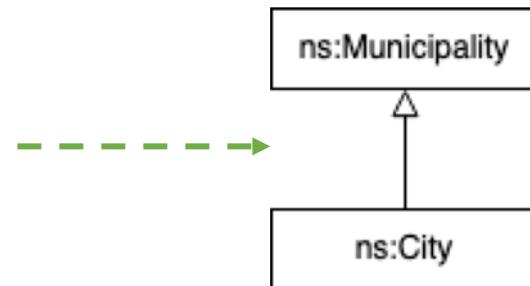
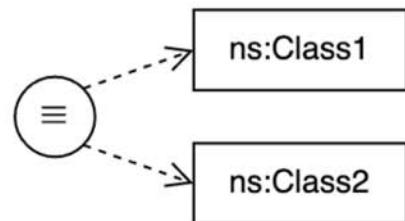




Diagram BLOCK

1



Description

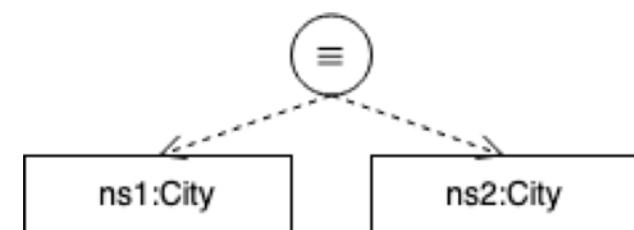
Option 1 for equivalent classes.

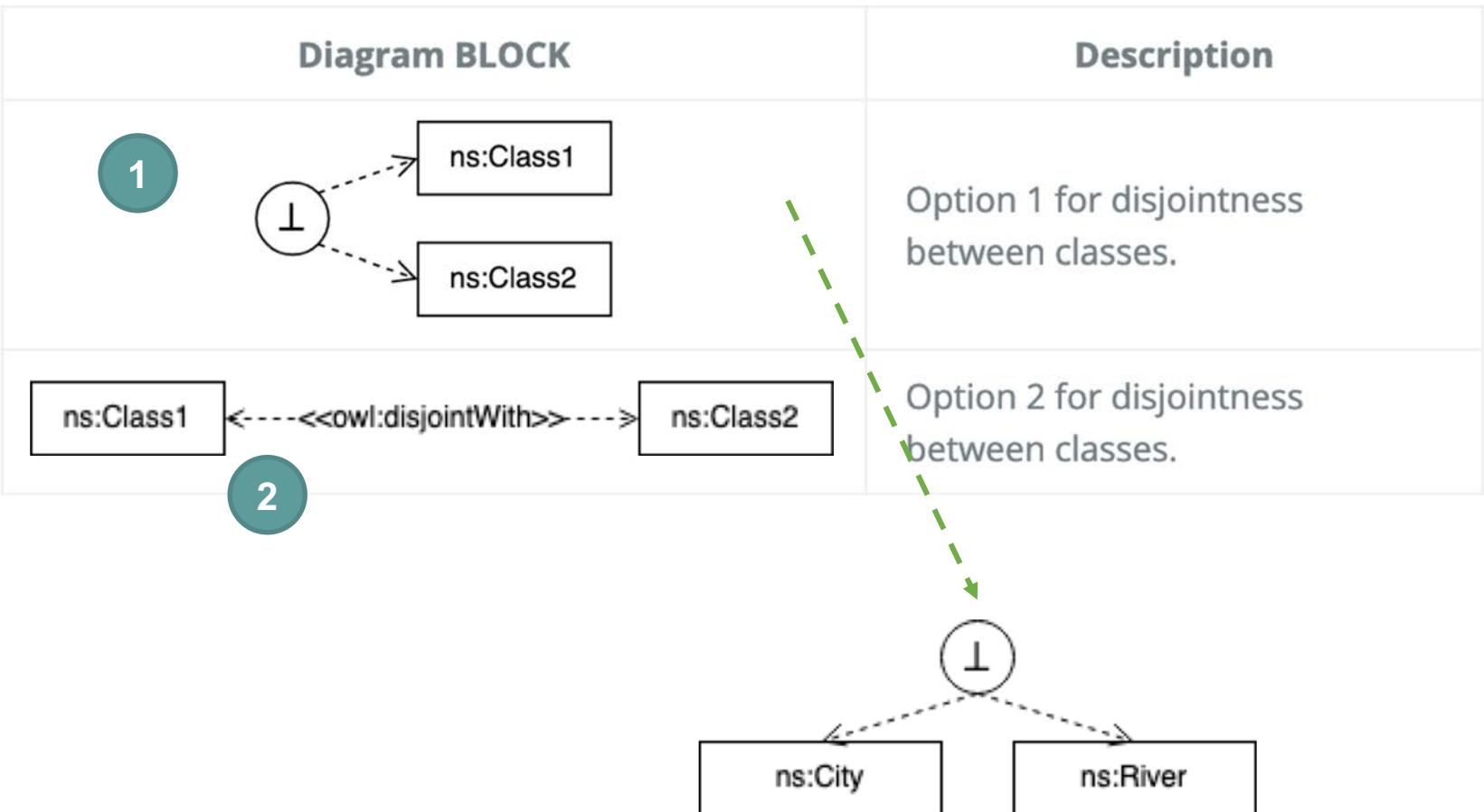
ns:Class1

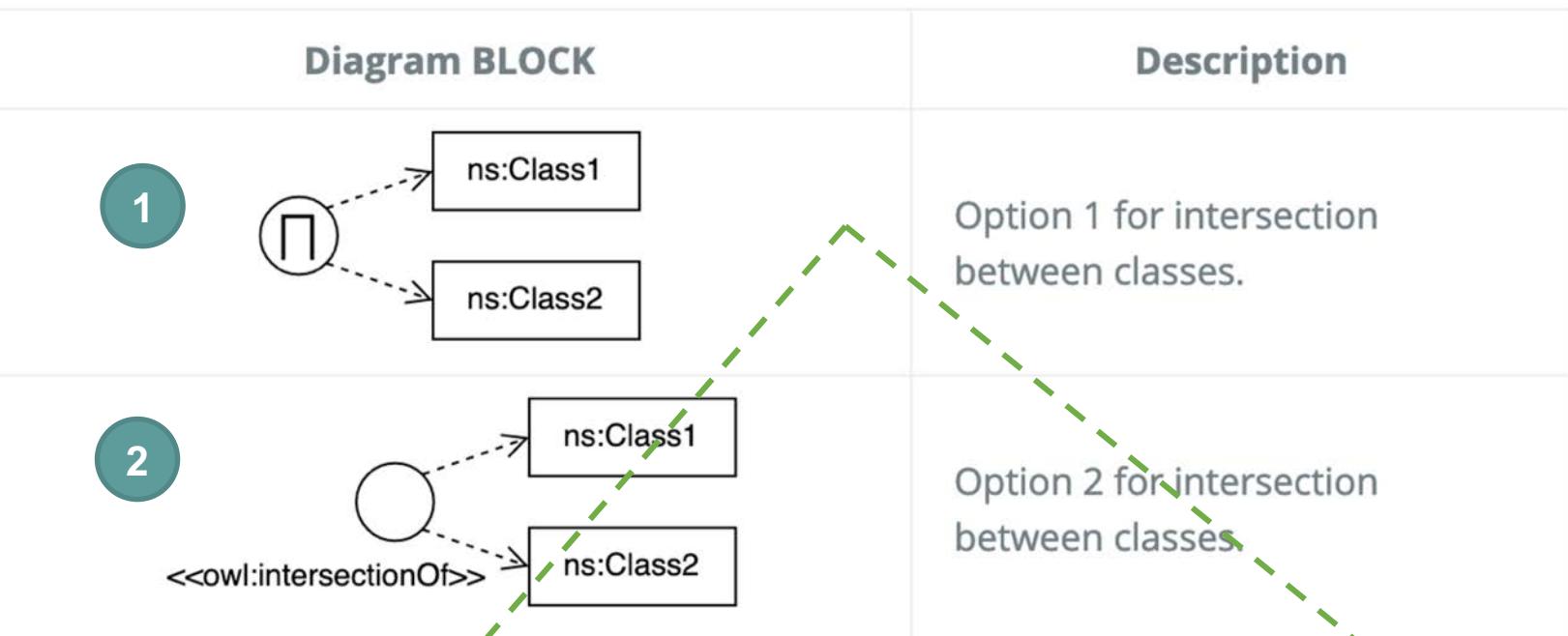
ns:Class2

2

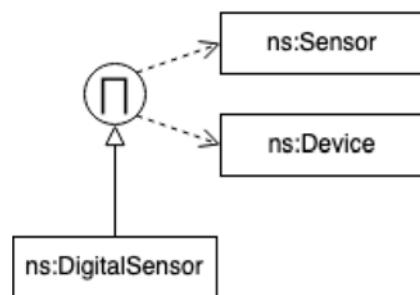
Option 2 for equivalent classes.



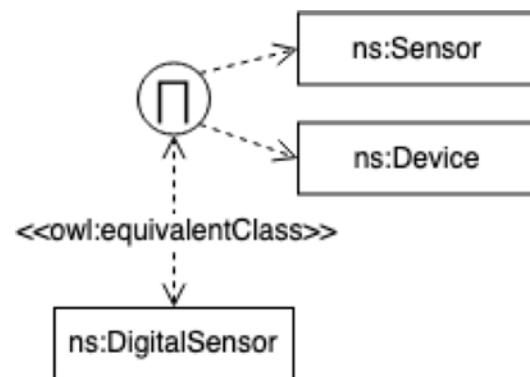




Subclass of use



Equivalent class of use



Could be also used for class constraints (later)



Diagram BLOCK	Description	
<p>1</p>	<p>Option 1 for union of two concepts.</p>	<p>Could be also used for class constraints (later)</p>
<p>2</p>	<p>Option 2 for union of two concepts.</p>	
<p>Subclass of use</p>	<p>Equivalent class of use</p>	

Diagram BLOCK

Description



Option 1 for complement of two concepts.

Could be also used for class constraints (later)



Properties: object and datatype properties

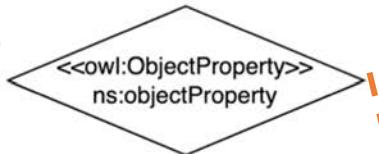
Diagram BLOCK

1

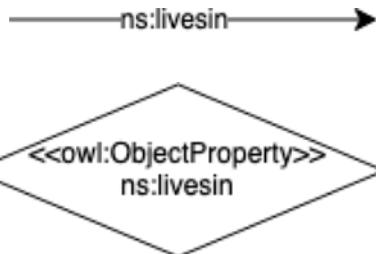
ns:objectProperty →

Standard way to represent object properties. Variations can apply to the type of line or the connections style depending on the range or domain specification. For more details see section 2.10.

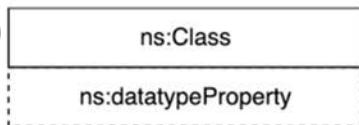
2



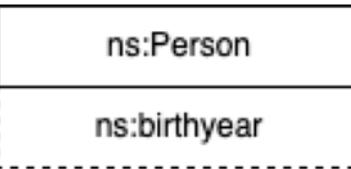
Alternative way to represent object properties. Mainly used to represent relations between the properties like `rdfs:subpropertyOf`.



1



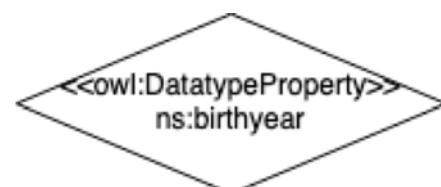
Standard way to represent datatype properties attached to a specific `owl:Class` element. Variations can apply to the type of outer line depending on the domain and range specification. For more details see section 2.11.



2



Alternative way to represent datatype properties. Mainly used to represent relations between the properties like `rdfs:subpropertyOf`.



- Used for property hierarchies, inverse, equivalents, complex domain/range...

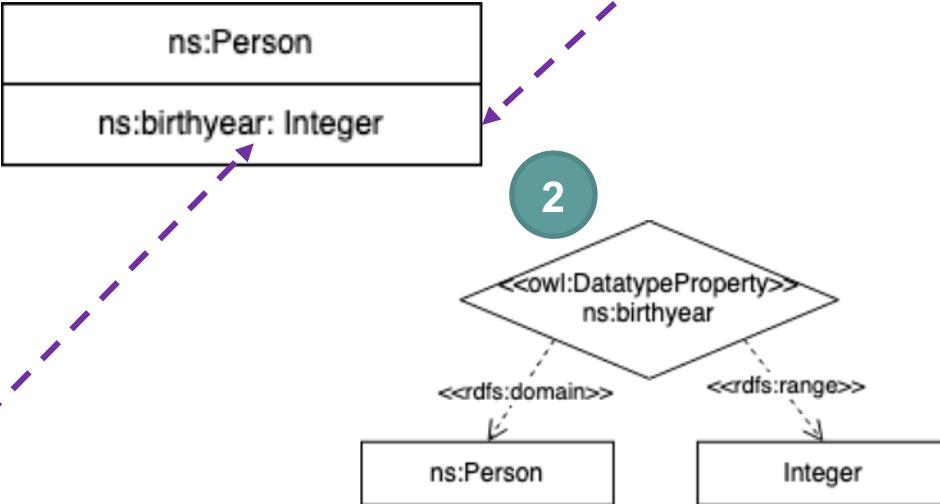
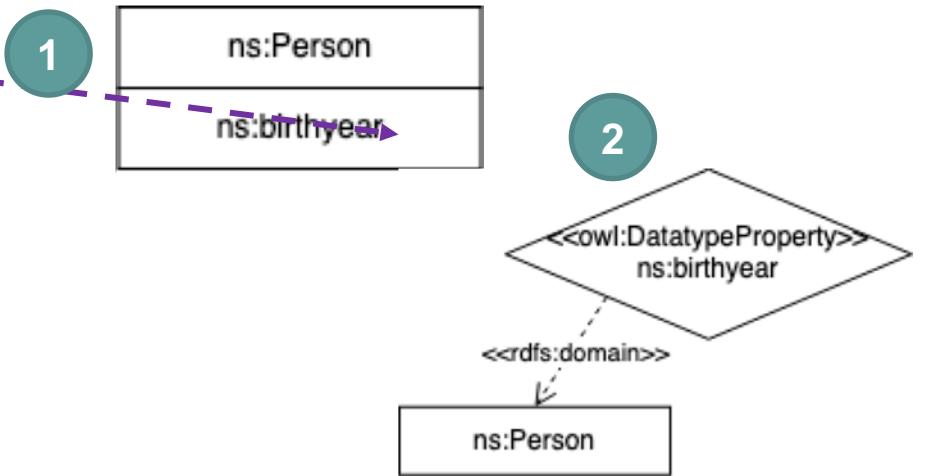
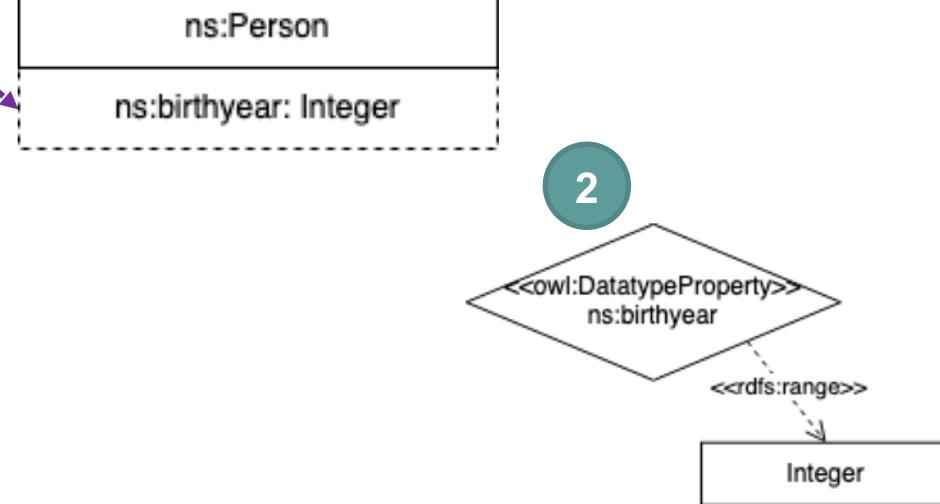
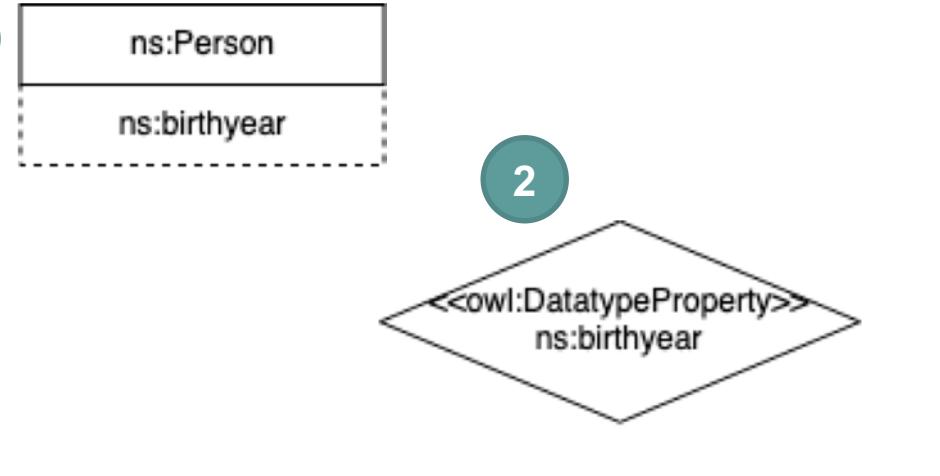
Object properties – domain and range



	Domain definition	
	Yes	No
Range definition	Yes	No
Yes	<p>Yes</p>	<p>No</p>
No		

Datatype properties – domain and range



	Domain definition	
	Yes	No
Range definition	Yes	
Range definition	No	
	Yes	
	No	

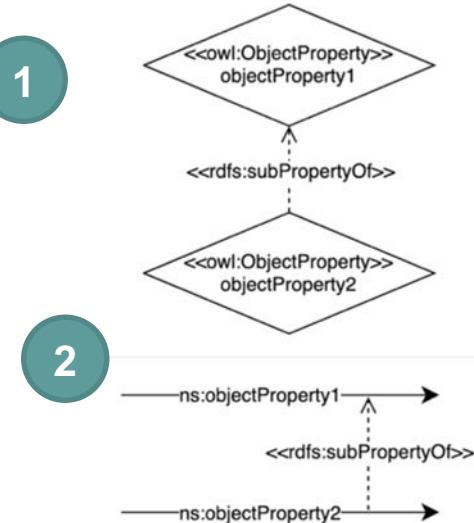


Object property

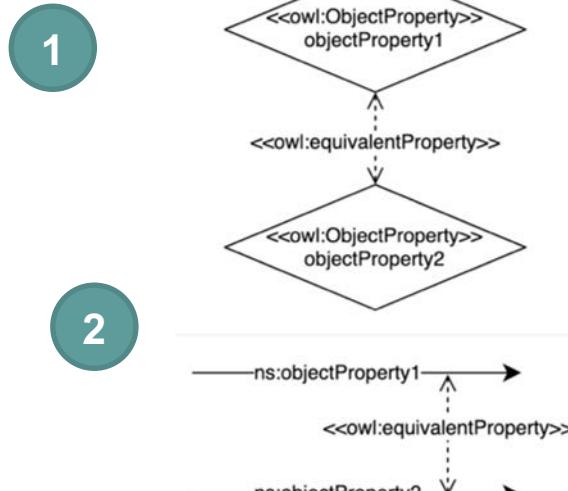
Functional	Inverse Functional	Transitive	Symmetric
<p>1 (F) ns:objectProperty</p> <p>2 ns:objectProperty</p>	<p>1 (IF) ns:objectProperty</p> <p>2 ns:objectProperty</p>	<p>1 (T) ns:objectProperty</p> <p>2 ns:objectProperty</p>	<p>1 (S) ns:objectProperty</p> <p>2 ns:objectProperty</p>
<p>1 ns:Class (F) ns:datatypeProperty</p> <p>2 ns:datatypeProperty</p>			



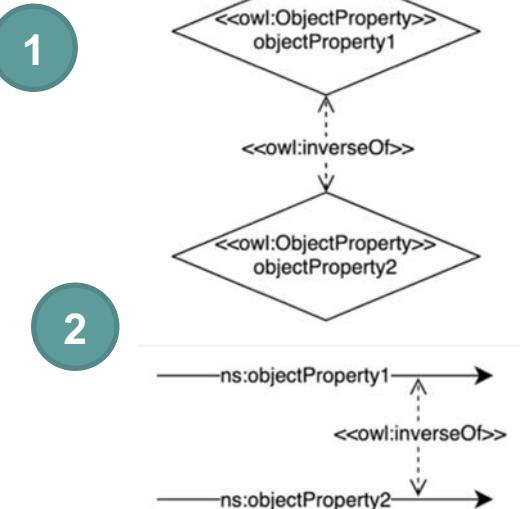
Subproperty



Equivalent



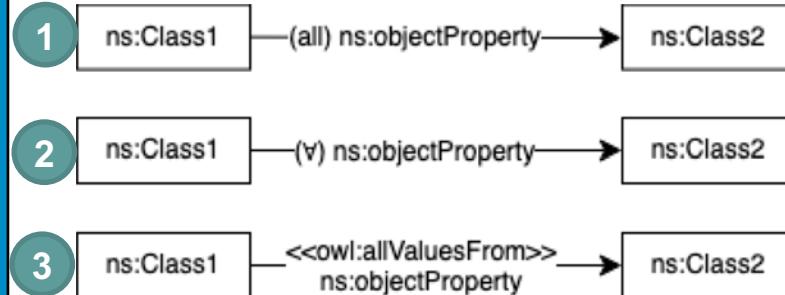
Inverse



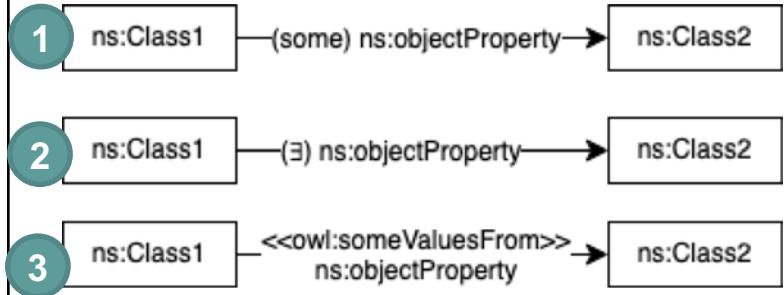


Object property

Universal



Existential

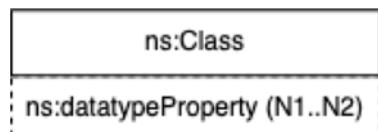
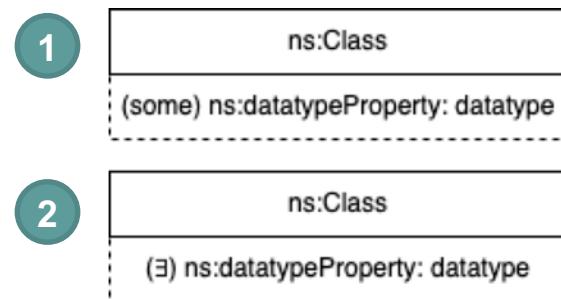
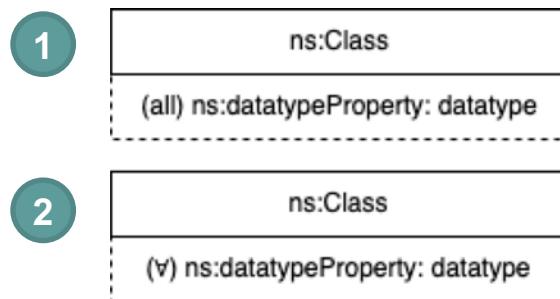


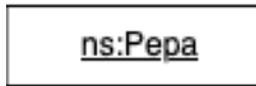
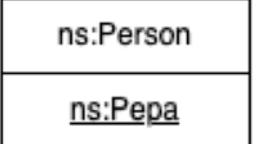
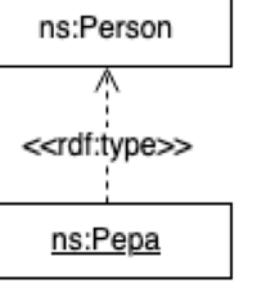
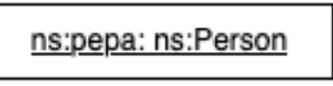
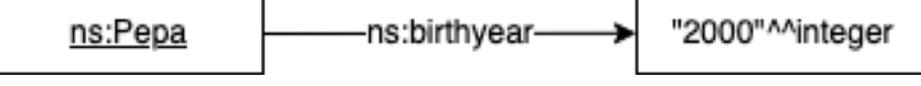
Cardinality

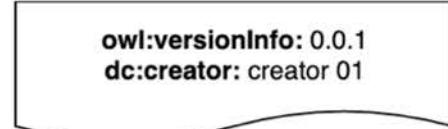


Attention! By default indicates a subclassOf axiom constraint for "ns:Class1".
For equivalent class combine with
equivalent class axiom + anonymous class

Datatype property



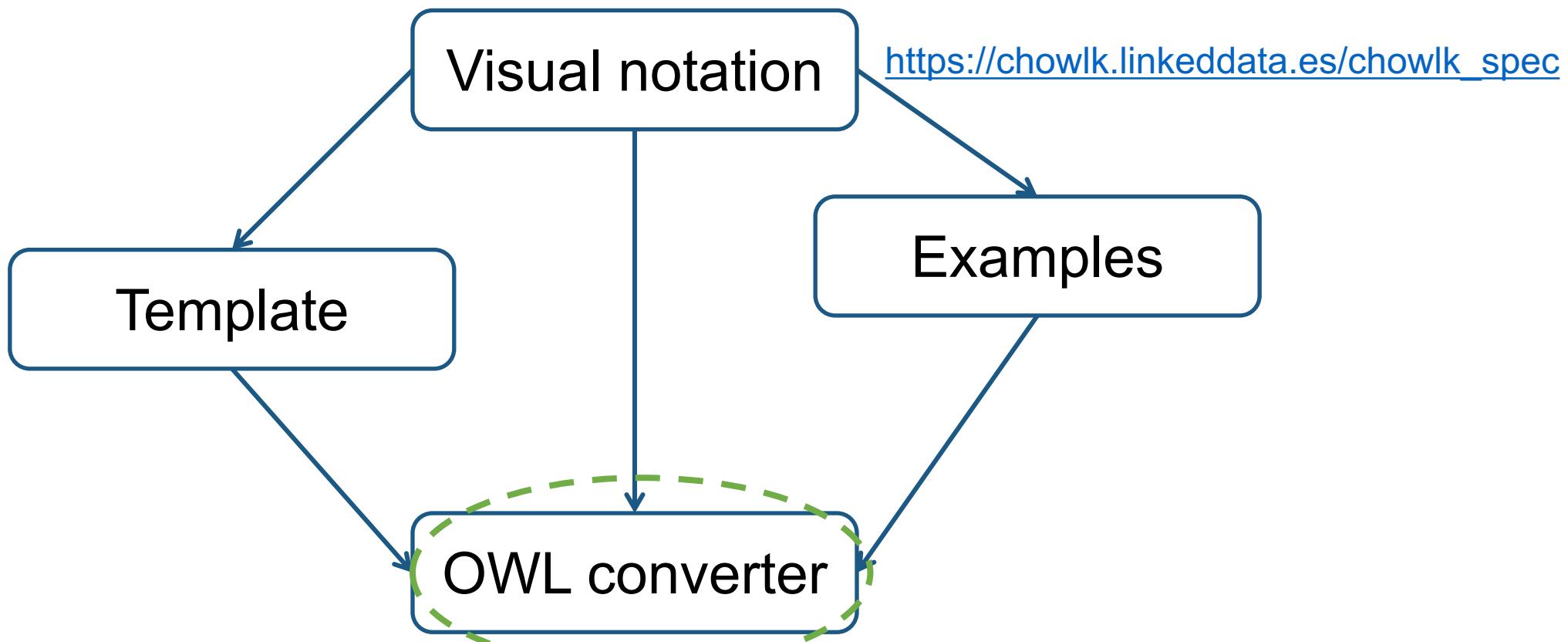
Individual declaration	Class membership
<p>1</p> 	<p>1</p>  <p>2</p>  <p>3</p> 
Object property usage	Datatype property usage
<p>1</p> 	<p>1</p> 

 A rectangular box containing the text "base: http://namespace.com#". A small triangular icon is positioned at the top right corner of the box.	<p>Block to indicate all the namespaces used in the ontology. The first namespace is the URI used for the current ontology. It is obligatory to include all the namespaces being used in order to use the ontology converter service.</p>
 A rounded rectangular box containing the text "owl:versionInfo: 0.0.1" and "dc:creator: creator 01".	<p>Block to indicate the annotation properties describing the ontology. The annotations in use should include the prefix and the annotation name, as indicated in the figure. If custom annotations are utilized, the namespace block should include the prefixes and namespaces for those annotation properties.</p>

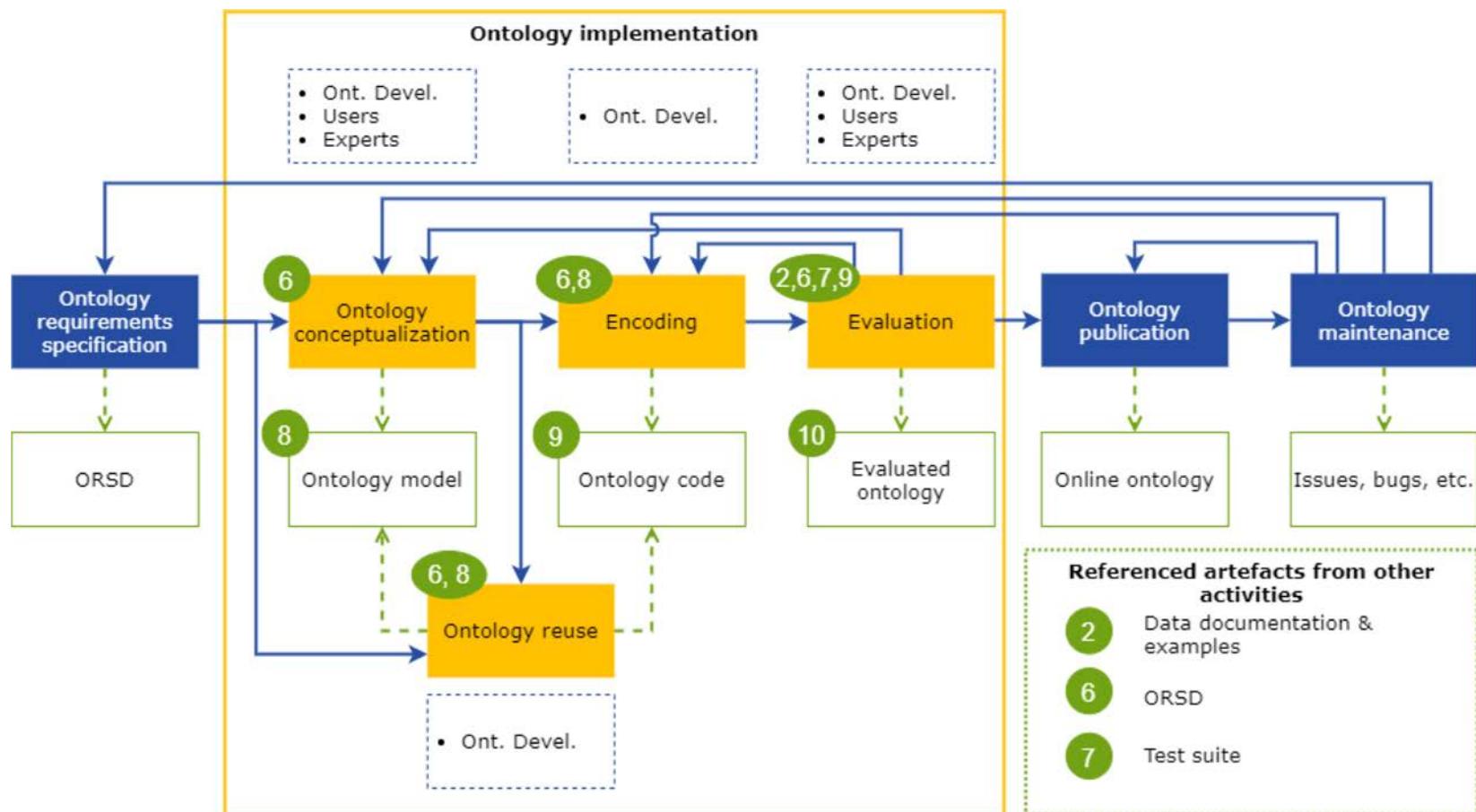


<https://chowlk.linkeddata.es>

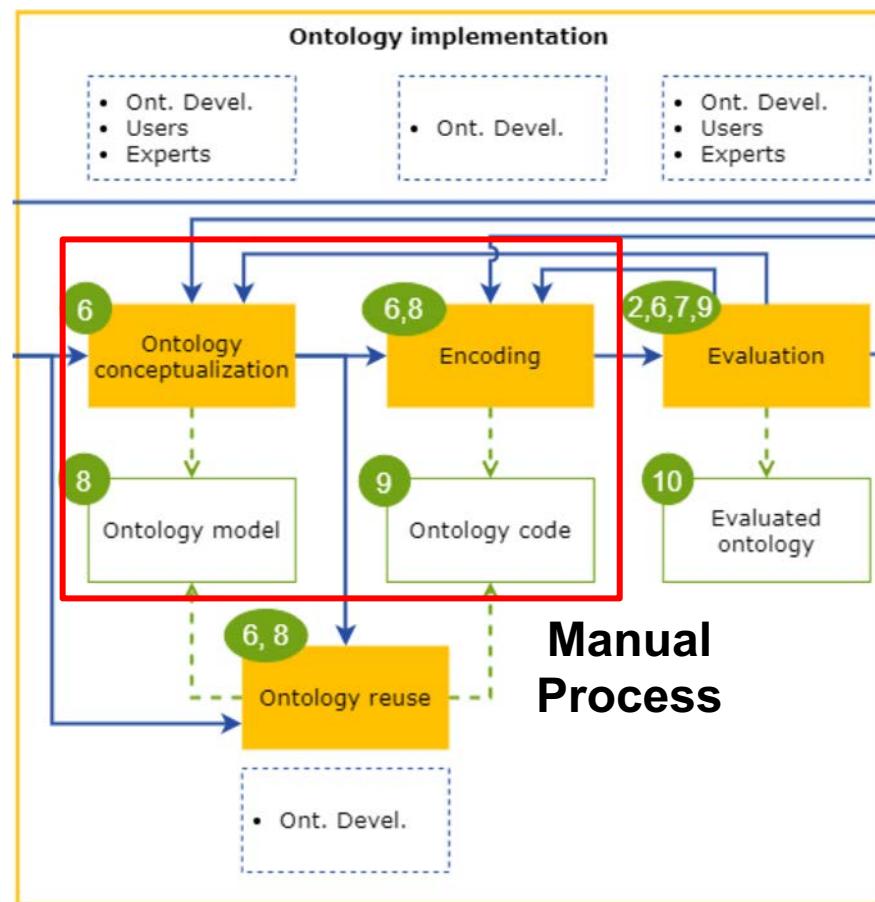
(pronounce as /'tʃɔ:k/ (chôk))



- The current methodology

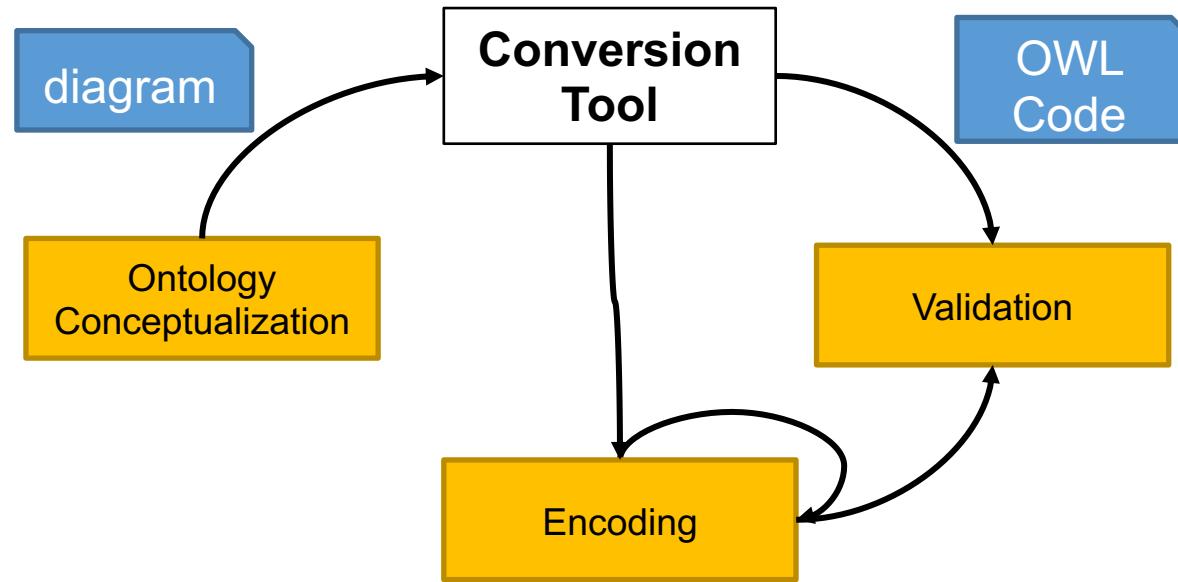


- The current methodology



- It is a repetitive process.
- A direct transformation to OWL could sometimes be done.
- During the implementation we can commit errors.

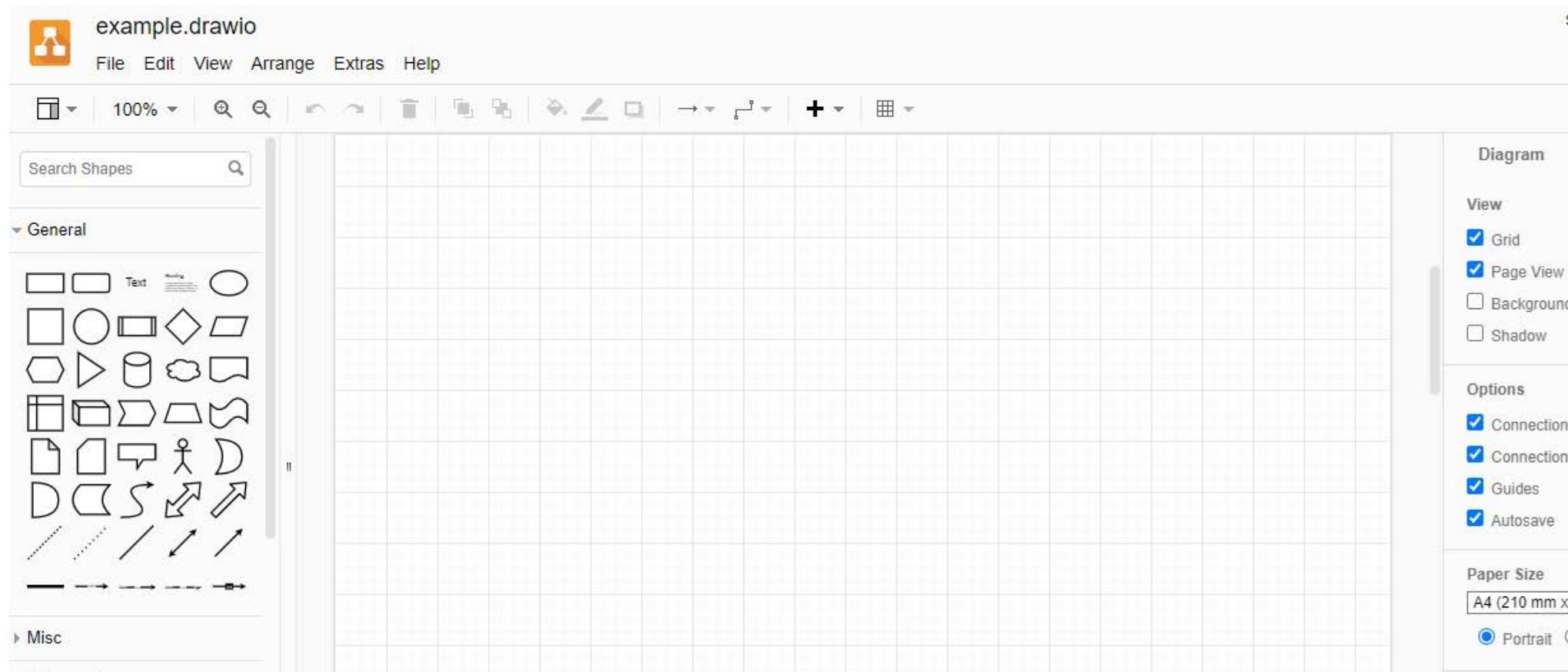
- So why not to develop an automatic tool to generate the OWL code from the conceptualization?



- **But first of all, which software do we use to make our diagram?**
- **Requirements:**
 - Be flexible enough to represent all the elements in the visual notation.
 - Allow us to export the diagram in a structured form to be easily parsed.
 - In the best scenario, should be a web-based open source platform.

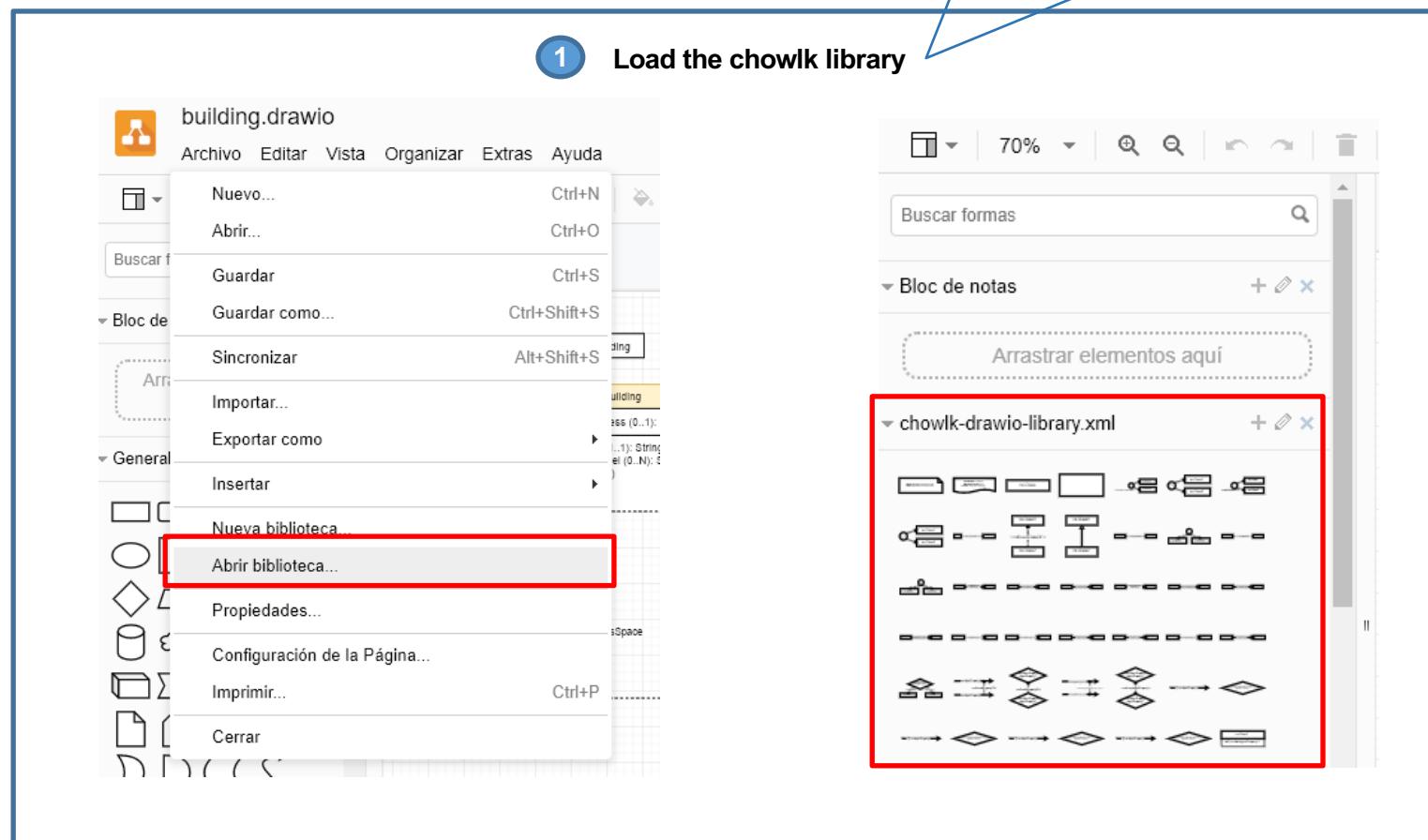
- The winner for us is: diagrams.net

The artist formerly
known as draw.io

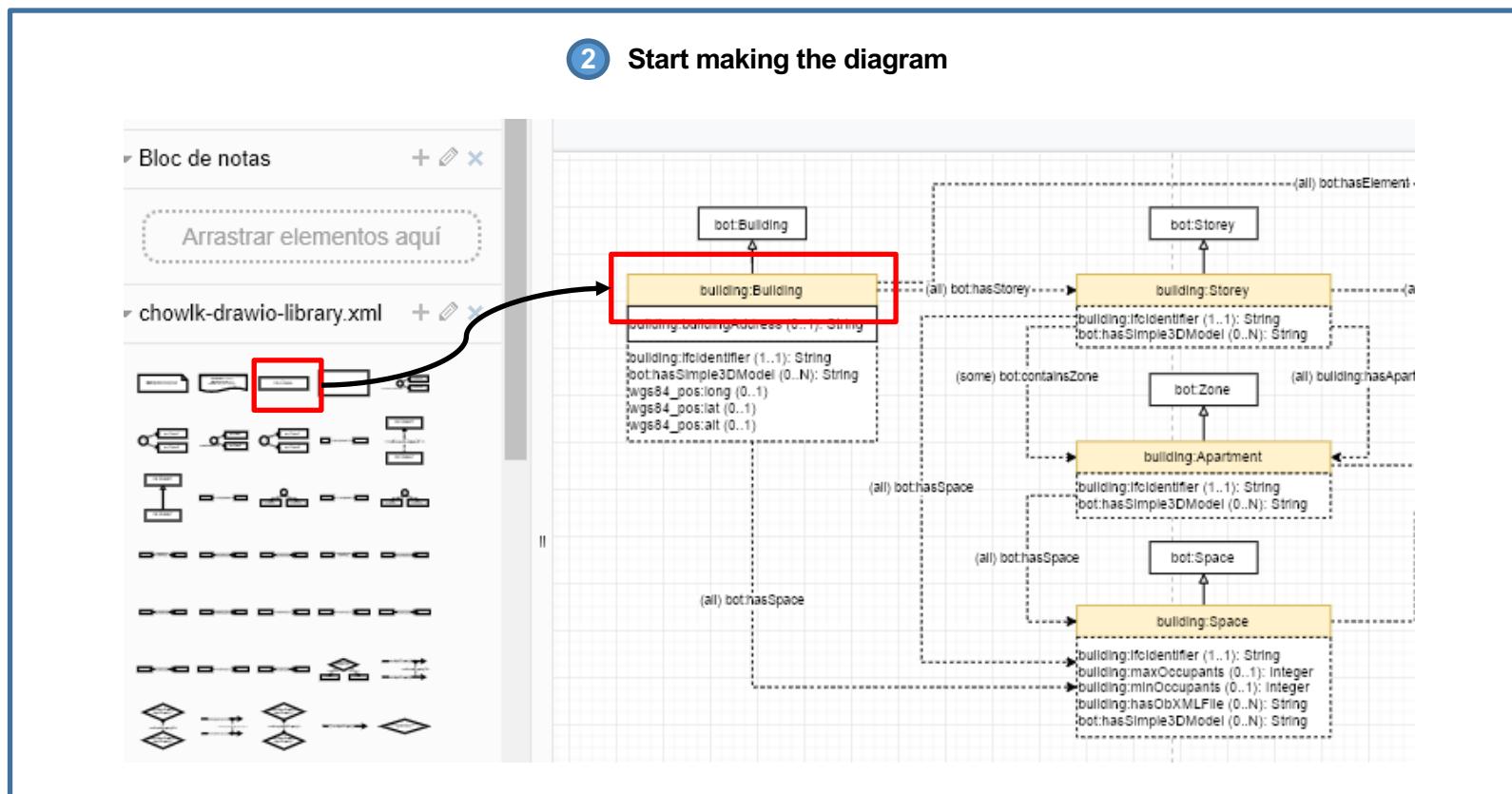


- How to use it to make ontologies?

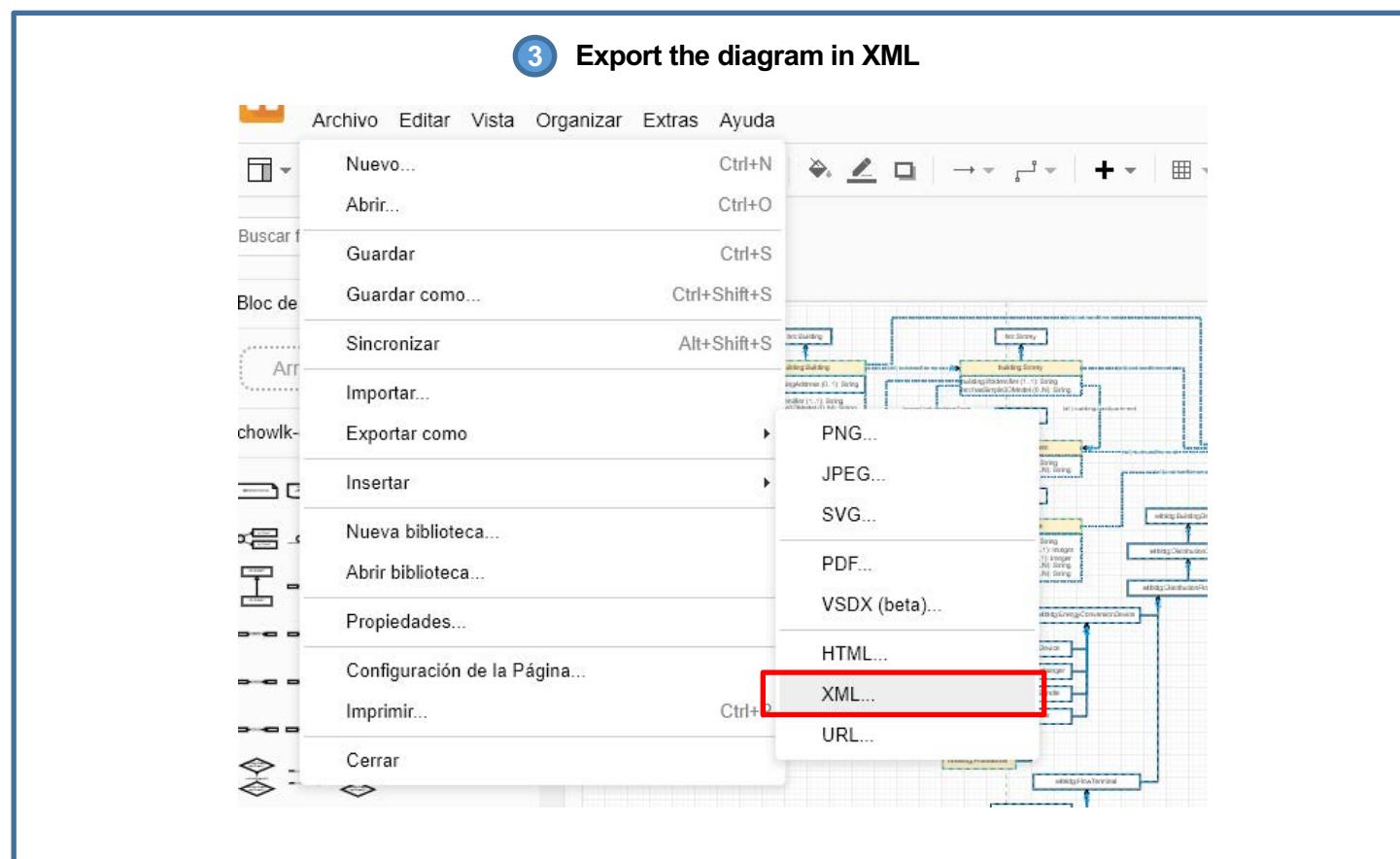
You can find the notation library at
<https://chowlk.linkeddata.es/resources/chowlk-drawio-library.xml>



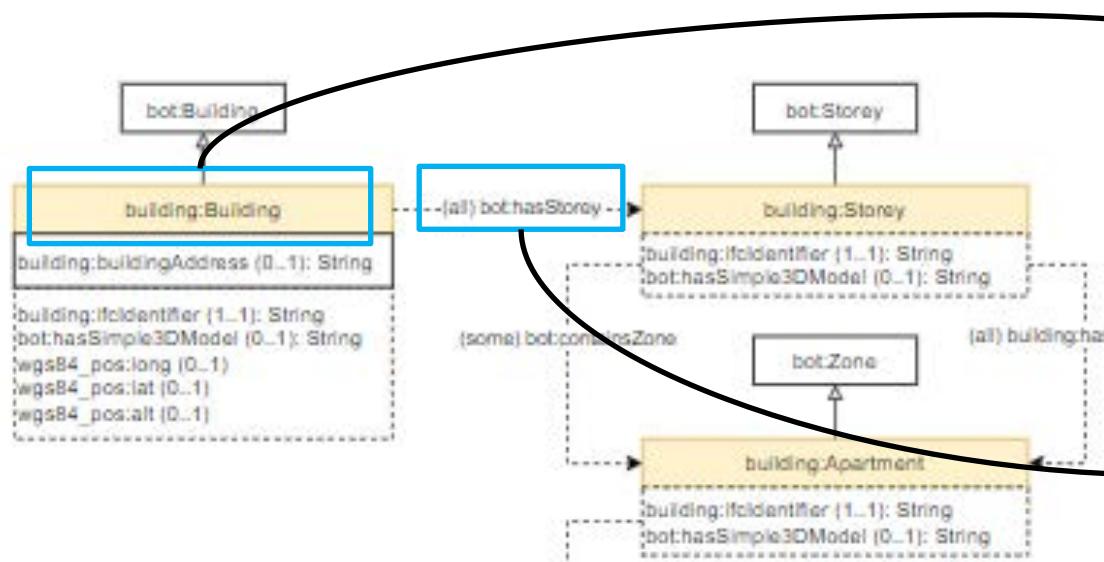
- How to use it to make ontologies?



- How to use it to make ontologies?



- The XML structure of the diagram



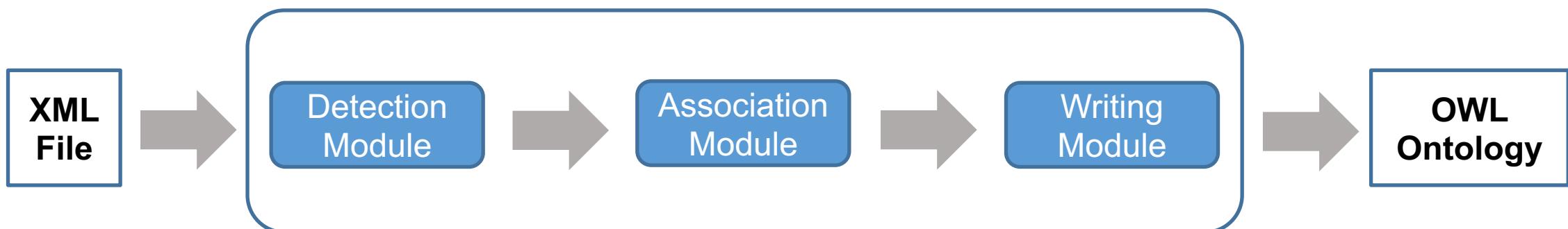
```

<?xml version="1.0" encoding="UTF-8"?>
<mxfile host="Chrome" modified="2020-11-16T14:41:32.661Z" agent="" id="hJhljKE25JFFkrsz6_xK">
<diagram dx="20674" dy="19061" grid="1" gridSize="1" gui="1" id="20674" root="0" style="1" version="1.0" width="1000" height="1000">
<root>
<mxCell id="0" parent="<!-->" value="<graph TD></graph>"/>
<mxCell id="1" parent="0" value="<graph TD></graph>"/>
<mxCell id="2" parent="1" style="edgeStyle=orthogonalEdgeStyle; rounded=0; strokeDash=[4 4]; strokeWidth=2; fill:#fff; stroke:#000; font-size:14px; font-weight:bold; font-family: inherit; border:1px solid #ccc; border-radius: 10px; padding: 5px; margin: 5px;"/>
<mxGeometry relative="1" as="geometry">
<mxPoint x="-17271" y="-17490" as="targetPoint" />
</mxGeometry>
</mxCell>
<mxCell id="3" value="building:Building" style="rounded=0; border:1px solid #ccc; border-radius: 10px; padding: 5px; margin: 5px; font-size:14px; font-weight:bold; font-family: inherit; background-color:#fff; color:#000;"/>
<mxGeometry x="-17377" y="-17470.239999999998" width="20" height="20" as="geometry" />
</mxCell>
<mxCell id="4" value="-(all) bot:hasStorey" style="edgeStyle=orthogonalEdgeStyle; rounded=0; border:1px solid #ccc; border-radius: 10px; padding: 5px; margin: 5px; font-size:14px; font-weight:bold; font-family: inherit; background-color:#fff; color:#000;"/>
<mxGeometry x="-0.1468" y="2" relative="1" as="geometry">
<Array as="points">
<mxPoint x="-17470" y="-17457" />
<mxPoint x="-17470" y="-17403" />
</Array>
<mxPoint as="offset" />
</mxGeometry>
</mxCell>

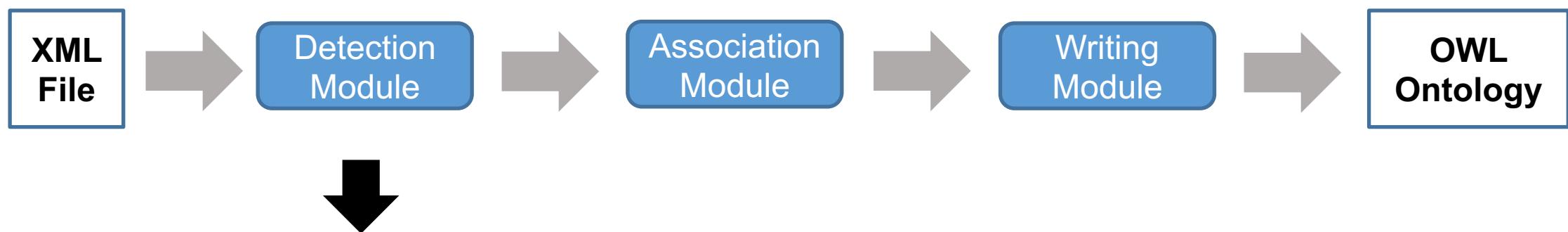
```

The XML code represents the diagram structure. It starts with a root node containing a graph definition. Below it is a cell for the `building:Building` class, which is highlighted with a red border. A second cell contains the relationship `-(all) bot:hasStorey` to the `building:Storey` class, also highlighted with a red border. The XML uses various attributes like `style` and `as="geometry"` to define the visual appearance and layout of the diagram elements.

- The Architecture

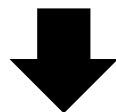


- The Architecture

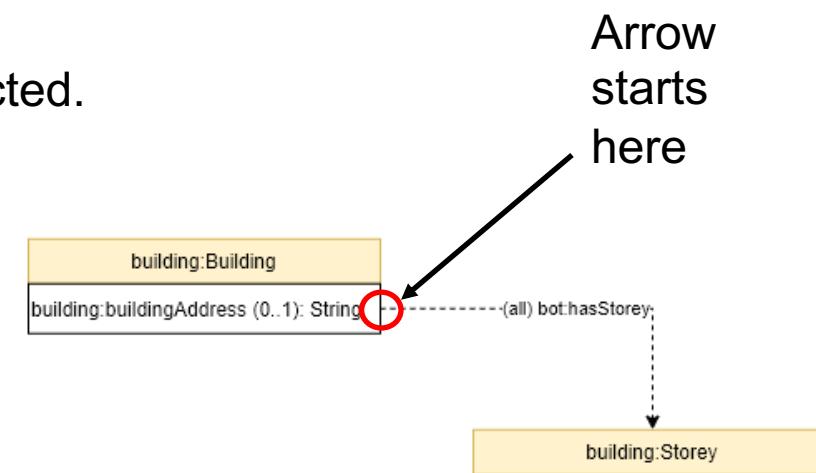


- Checks the syntax of the blocks
- We can adapt this module to support other visualizations.
- If the Chowlk notation is not follow it provides a report.
- Some blocks are identified directly by checking the syntax, others need context.

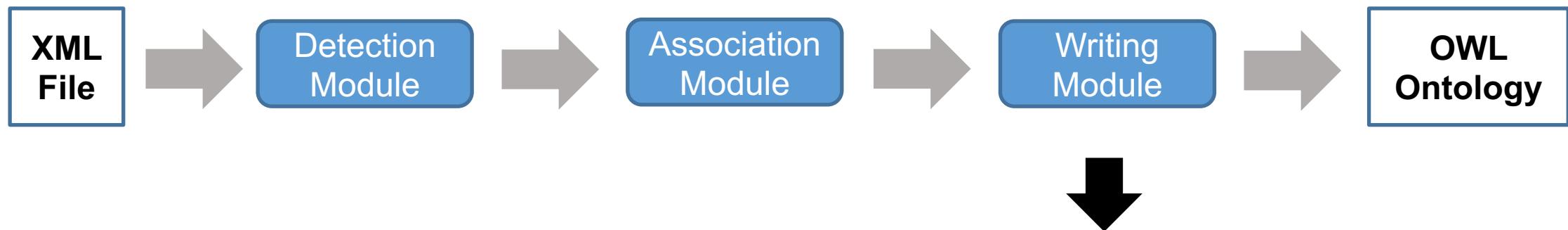
- The Architecture



- Association between elements detected.
- Concept + relations + attributes.
- Need to disambiguate certain associations.



- The Architecture

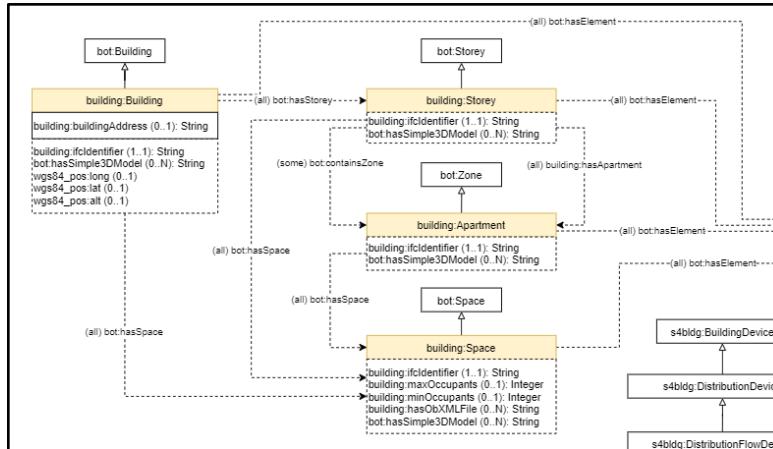


- Write each element in TTL.
- Labels automatically generated from URI.
- Include certain namespaces by default.
- Export it also in RDF/XML.

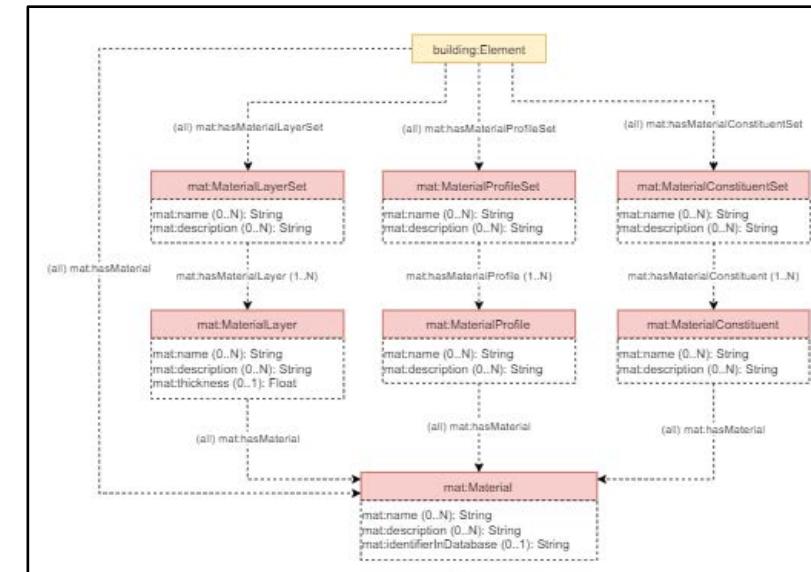
Demo Time

• The BIMERR Ontology Network

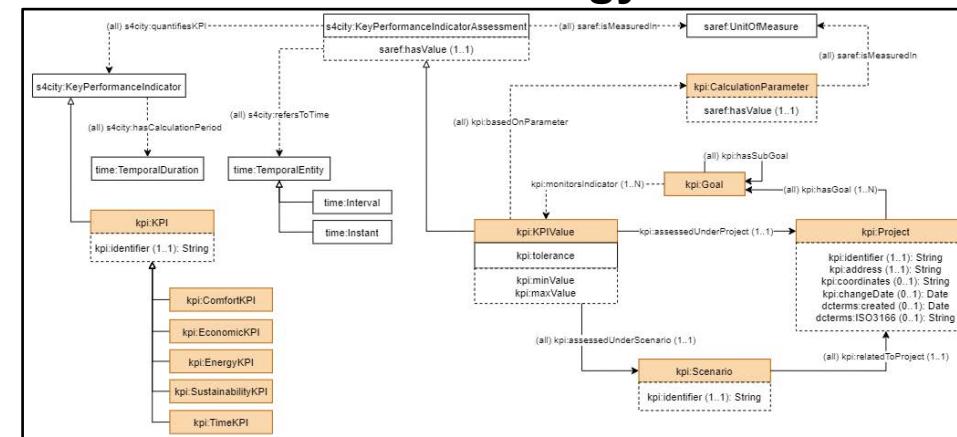
Building Ontology



Materials Ontology

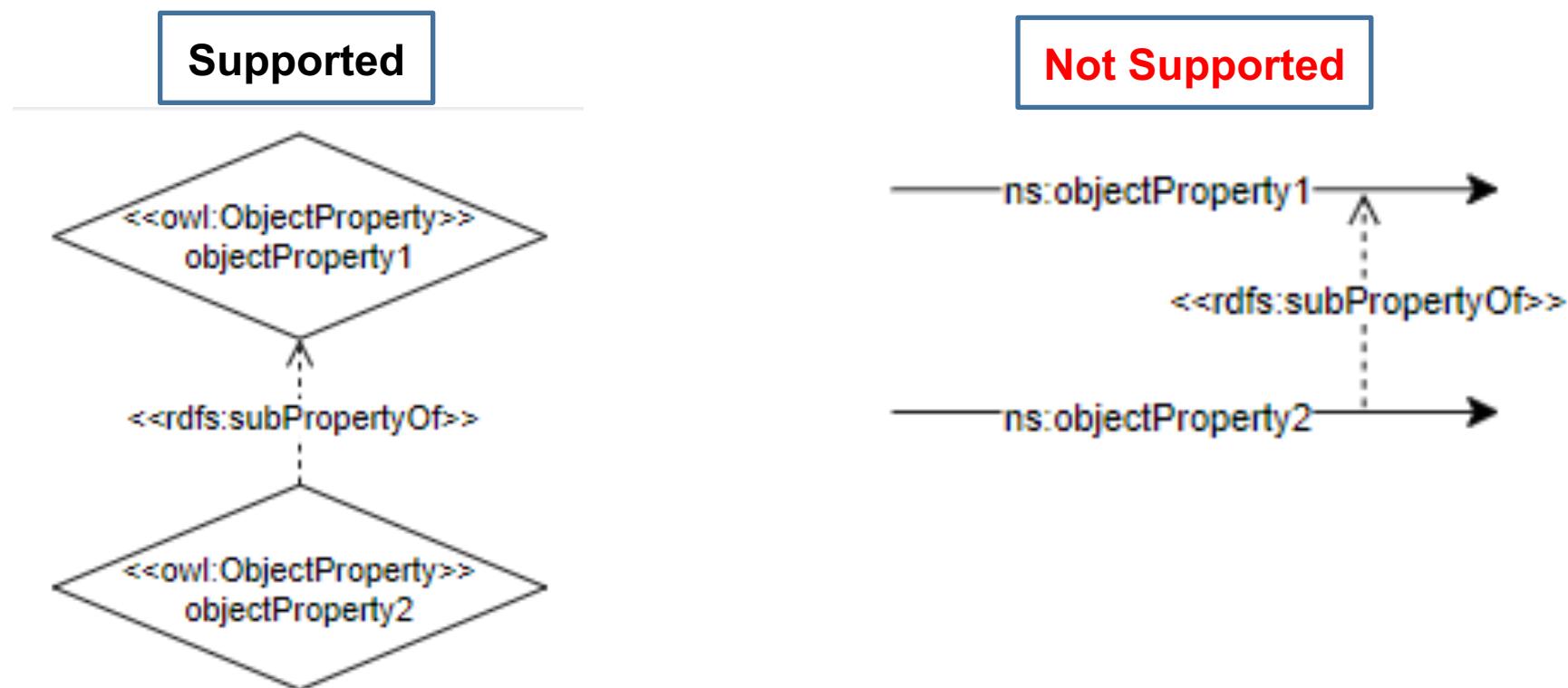


KPI Ontology



and so on ...

- The converter only supports relationships between properties (e.g. subPropertyOf) using the option 2 of the visual notation.



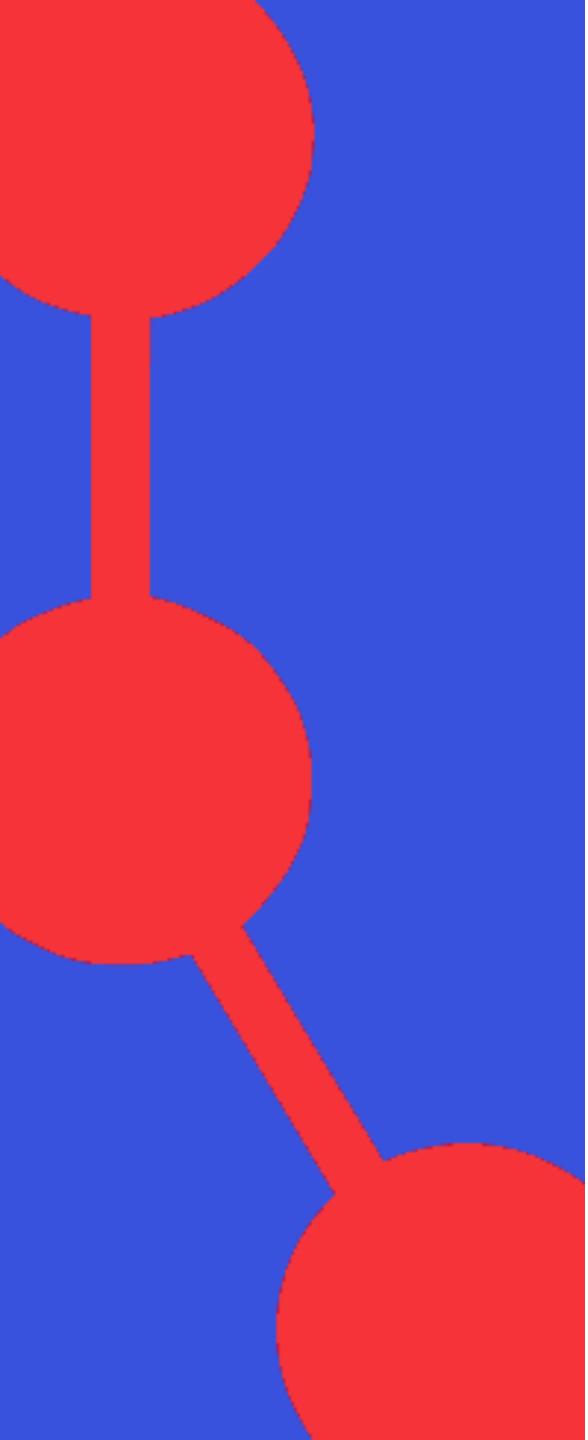
- The converter only supports relationships between properties (e.g. `subPropertyOf`) using the option 2 of the visual notation.
- If the model is big or complex, detecting and correcting syntax errors can be tedious.
- Comments, descriptions or additional metadata over the ontological elements is not supported.

- The implementation of a plugin in diagrams.net to accelerate even more the construction of the ontology.
 - Also to detect and correct syntax errors rapidly.
- To explore the usage of the tool with other visualizations by adapting the detection module.
- To explore the reverse process, from an ontology to a diagram in diagrams.net.
- To integrate it into OnToology?
- Systematic comparison of the visual notation with other existing ones + user-based evaluation.
- Submit Chowlk converter (+ lightweight description of notation) to ESWC resources



Chowlk

- Acknowledgments:
 - Thanks to Stephany Chávez for the great logo



Chowlk framework

**María Poveda Villalón, Ontology Engineering Group
Serge Chávez-Feria, Ontology Engineering Group
Universidad Politécnica de Madrid, Spain**

✉ [mpoveda@fi.upm.es]

✉ [serge.chavez.feria@upm.es]

🐦 @MariaPovedaV

🐦 @SergeCF90

📅 3rd December 2020

📍 Thursday talk