

# #ontologies

shaurya agarwal

@

22 years gainfully employed: data cloud machine learning ai et. al.



[https://www.linkedin.com/in/\*\*shauryashaurya\*\*/](https://www.linkedin.com/in/shauryashaurya/)



<https://github.com/shauryashaurya/The-Silmaril>



+



thank you tons!

what do you mean

**ontology?**

ontology

...lmgtfy...



ontology

...ummm...

a set of concepts and  
categories in a subject  
area or domain that  
shows their properties  
and the relations  
between them.

ontology

...uh...

the branch of  
metaphysics dealing  
with the nature of being.

...you already know

let's try to understand by building one



...you already know

**m**ovies

we all know a bit about 'em

what words come to mind?

**m**ovies

“Scorsese’s a great movie director”

“Cruise is an incredible actor, so is Hanks”

“Back to the Future didn’t win awards but was popular!”

“Low budget indie horror is the genre with the best returns...”

what words come to mind?

**m**ovies

“Scorsese’s a great movie **director**”

“Cruise is an incredible **actor**, so is Hanks”

“Back to the Future didn’t win **awards** but was **popular!**”

“Low budget indie **horror** is the **genre** with the best returns...”

what words come to mind?

**movies**

**“director”**

**“actor”**

classes in the  
*movies ontology*

**“awards”**

**“genre”**

we kinda knew it right?

**movies**

**“director”**

**“actor”**

**“awards”**

**“genre”**

## Core Concepts (Classes):

1. **Movie:** A cinematic film.
2. **Person:** Any individual involved in the movie. This can be specialized into:
  - **Actor:** A person who acts in movies.
  - **Director:** A person who directs movies.
3. **Character:** A fictional or real role portrayed in a movie.
4. **Genre:** A type/category of movies (e.g., Action, Drama, Comedy).

## Data Properties (attributes):

- **Movie:** title (string), releaseYear (integer), duration (integer, in minutes), rating (float, e.g., IMDB rating).
- **Person:** name (string), birthDate (date).
- **Character:** name (string).
- **Genre:** name (string).

## Relationships (Object Properties):

1. hasActor (Movie -> Person) : indicates who acted in the movie.
2. hasDirector (Movie -> Person) : indicates who directed the movie.
3. playsCharacter (Actor -> Character) : indicates which character an actor portrayed.
4. belongsToGenre (Movie -> Genre) : indicates which genre(s) the movie belongs to.

what words come to mind?

**movies**

**“director”**

**“actor”**

OBJECT oriented?  
*relational* databases?

**“awards”**

**“genre”**

what words come to mind?

**movies**

**“director”**

**“actor”**

YES,

*kinda, and* no (kinda)

**“awards”**

**“genre”**

we just built one

what do you mean

**ontology?**



we just built one

...& we still don't know  
what it is...

what do you mean

**ontology?**

declarative

...& vocabularies

2 words are going to be  
key

**ontology**

declarative  
is not imperative

...& vocabularies one word for one thing  
and a collection of all the unique words

2 words are going to be  
key

**ontology**

declarative  
is not imperative

...& vocabularies one word for one thing  
and a collection of all the unique words

2 words are going to be  
key

**ontology**

*...tell them about that PhD thing...*

e·pis·te·mol·o·gy

/əˌpɪstəˈmäləjē, eˌpɪstəˈmäləjē/

*and*

declarative  
is not imperative

...& vocabularies one word for one thing  
and a collection of all the unique words

2 words are going to be  
key

**ontology** *WHAT DO WE KNOW?*

*...tell them about that PhD thing...*

e·pis·te·mol·o·gy

/əˌpɪstəˈmäləjē, eˌpɪstəˈmäləjē/

*knowing about knowing*

*HOW DO WE KNOW?*

WHAT  
*not HOW*

...& vocabularies one word for one thing  
and a collection of all the unique words

2 words are going to be  
key

**ontology**

WHAT  
*not HOW*

...& vocabularies one word for one thing  
and a collection of all the unique words

WHAT ==

**ontology**

WHAT  
*not HOW*

...& vocabularies one word for one thing  
and a collection of all the unique words

WHAT ==

**ontology**

*whoa!*



i blame the name

then why is the idea not more  
commonly understood?

**ontology?**

harry potter

the marauder's map?

...we can do better

**ontology?**

douglas adams

hhgttg?

...too long..

**ontology?**

lotr

ah! how about...

...

**ontology?**



shaurya shaurya

# *The Silmaril* ontologies

...vocab

clearly state the concept

clearly

one world, one word, one concept

...declarative

SQL - you say WHAT, the database engine figures out HOW

Pandas - you say WHAT, the pandas engine figures out HOW

separating WHAT and HOW helps

... a lot of 'reasoning' and 'logic' becomes *imperative* and ontologies help us drag it back to being **declarative**

comparing apples to oranges and other different animals



comparing apples to oranges and other different animals

Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS

comparing apples to oranges and other different animals

Abstract Syntax Trees - Syntactic structure without domain meaning, just grammar

TAXONOMIES- Simple semantic organization

THESAURUS- TAXONOMY + Synonyms and Antonyms

ONTOLOGIES- Rich semantic definitions (Rules, Restrictions etc.) over Taxonomies and Thesauri

KNOWLEDGE GRAPHS- Applied semantics with real-world entities

comparing apples to oranges and other different animals

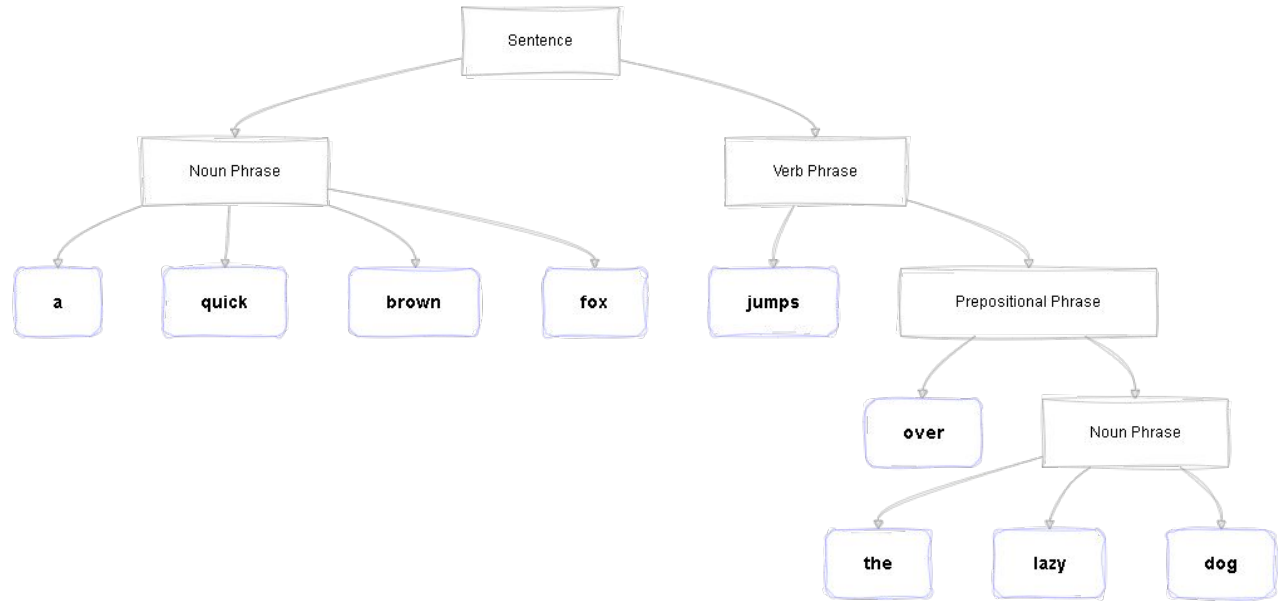
## Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS



comparing apples to oranges and other different animals

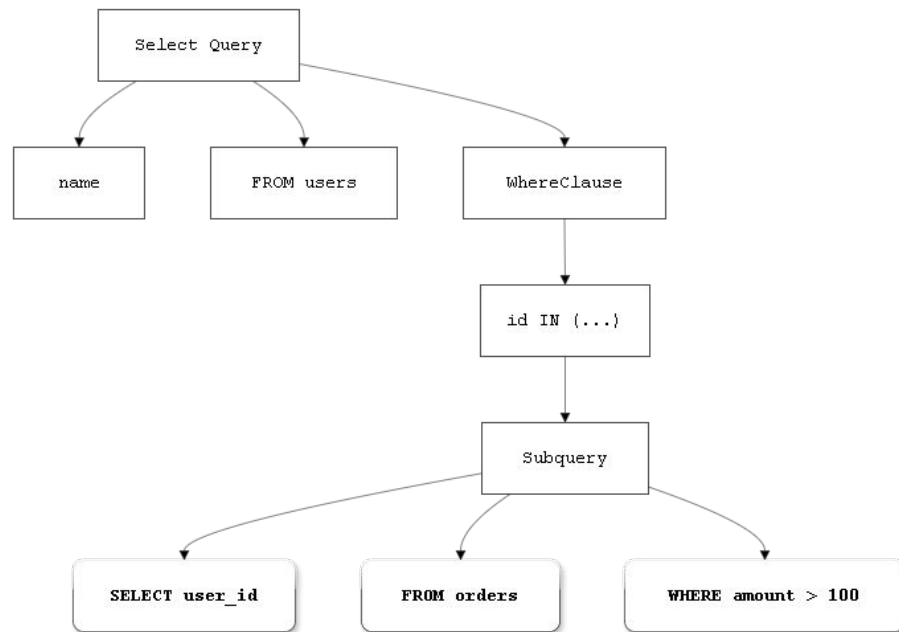
Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS



comparing apples to oranges and other different animals

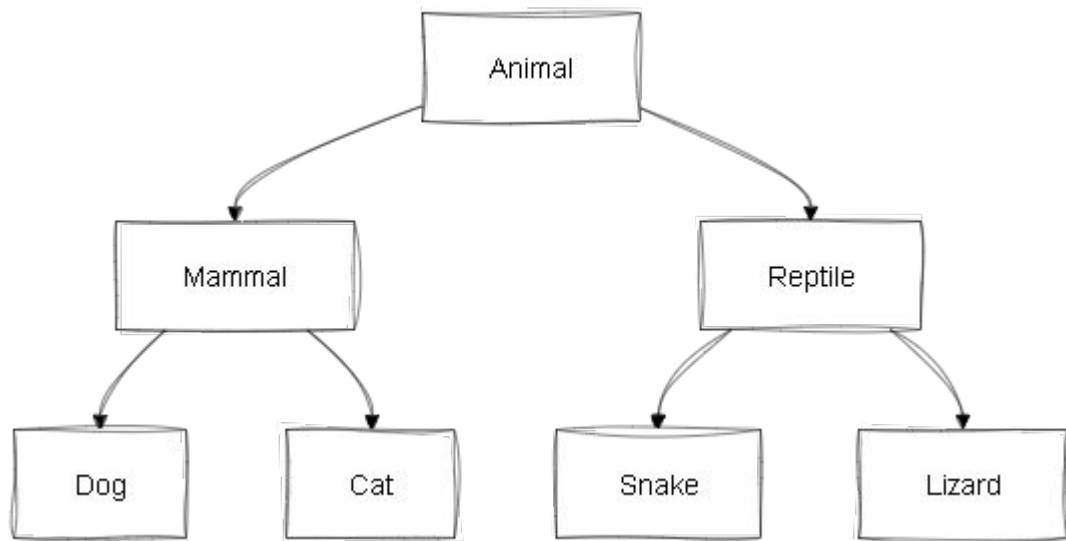
Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS



comparing apples to oranges and other different animals

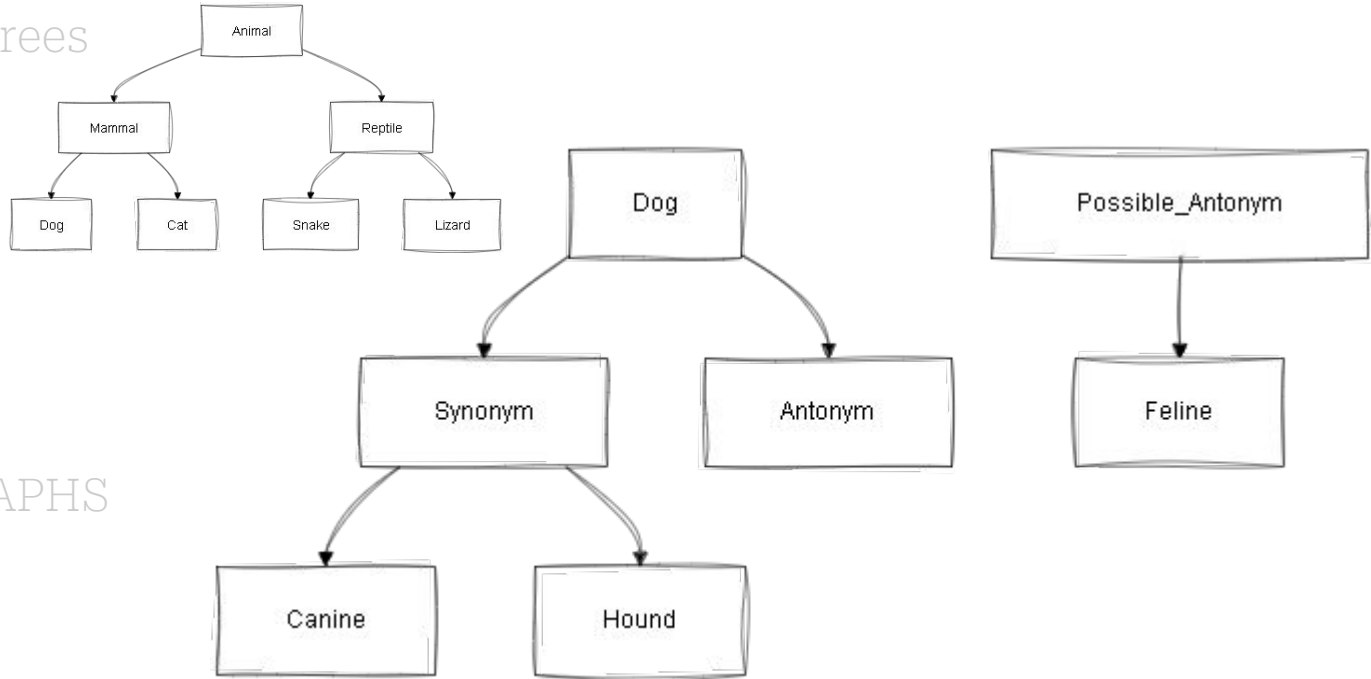
Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS



comparing apples to oranges and other different animals

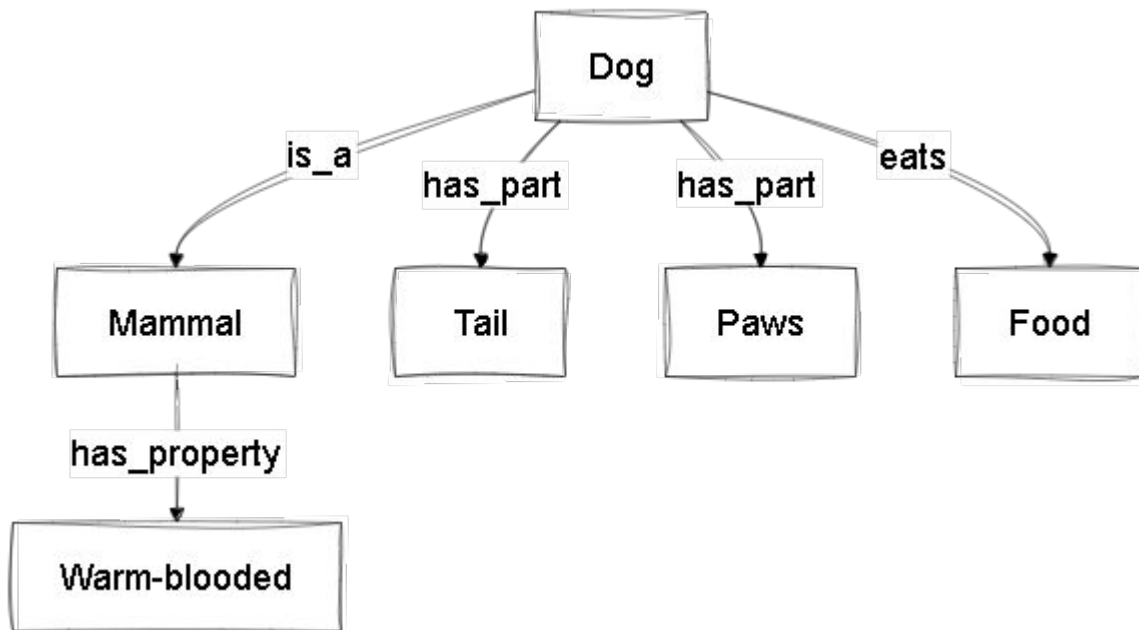
Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS



comparing apples to oranges and other different animals

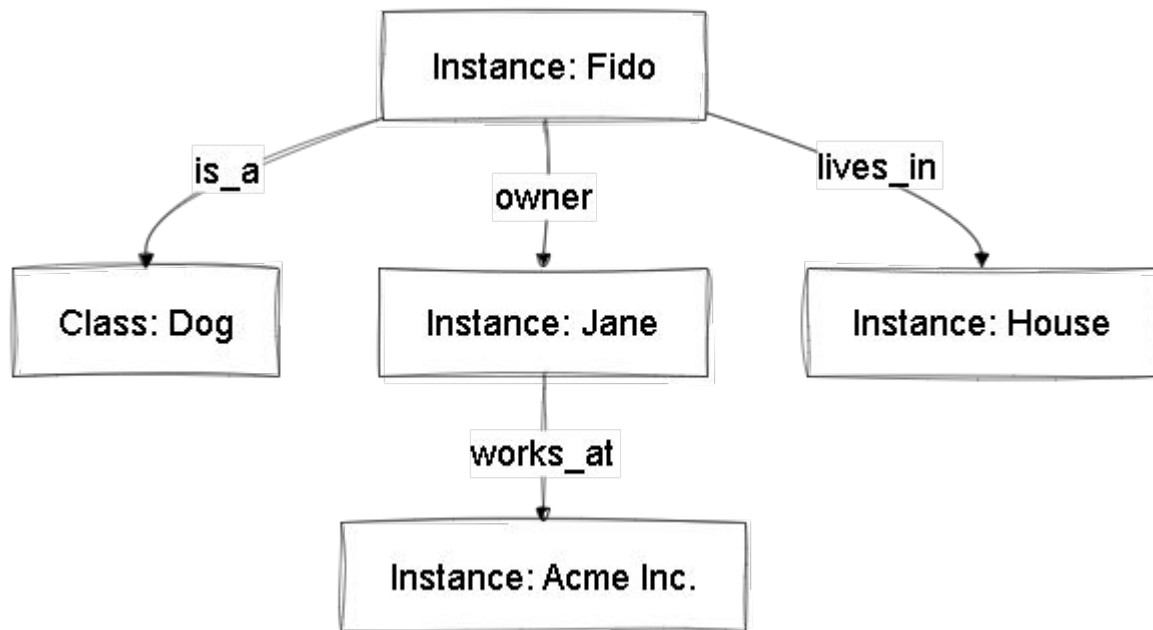
Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS





comparing apples to oranges and other different animals

Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS

Taxonomies and ontologies  
provide *schemas* (*rules*,  
*structure*)

Knowledge graphs populate  
these schemas with actual  
data instances

comparing apples to oranges and other different animals

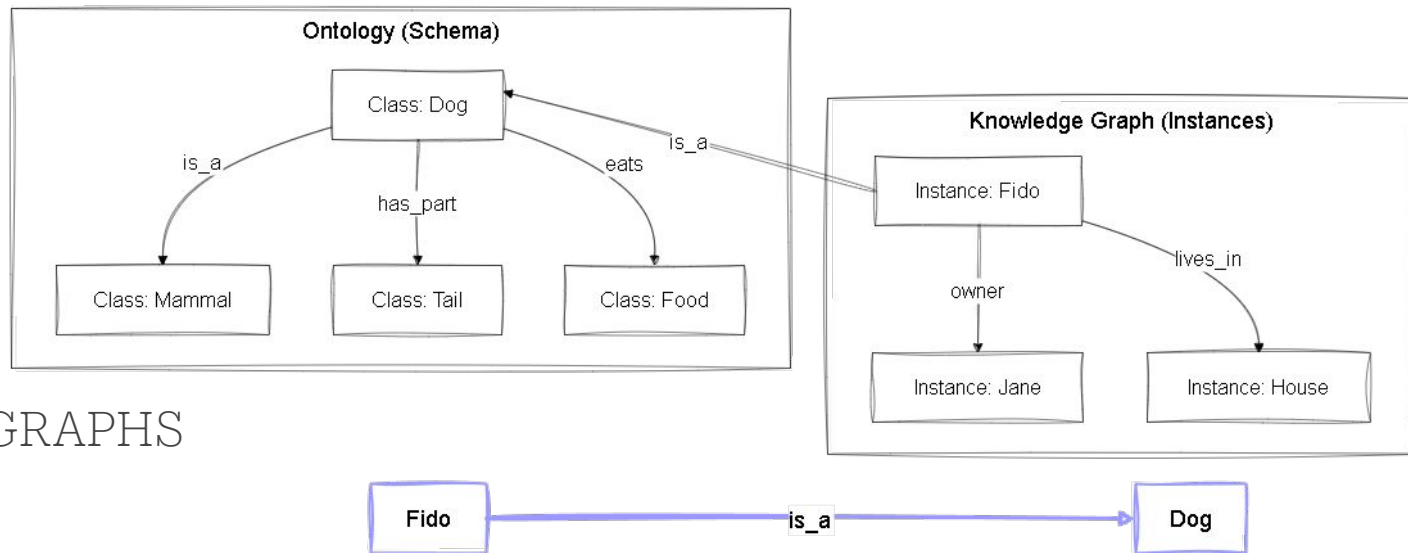
Abstract Syntax Trees

TAXONOMIES

THESAURUS

ONTOLOGIES

KNOWLEDGE GRAPHS



comparing apples to oranges and other different animals

Abstract Syntax Trees - Syntactic structure without domain meaning, just grammar

TAXONOMIES- Simple semantic organization

THESAURUS- TAXONOMY + Synonyms and Antonyms

ONTOLOGIES- Rich semantic definitions (Rules, Restrictions etc.) over Taxonomies and Thesauri

KNOWLEDGE GRAPHS- Applied semantics with real-world entities

comparing apples to oranges and other different animals

	<b>AST</b>	<b>Ontology</b>	<b>Knowledge Graph</b>	<b>Taxonomy</b>
<i>Structure</i>	Tree	Graph	Graph	Hierarchy / Tree
<i>Focus</i>	Syntax	Semantics	Instances	Classification
<i>Relationship types</i>	Grammar-based	Multiple semantic types	Multiple semantic types	Mainly "is-a"
<i>Purpose</i>	Code processing	Knowledge representation	Data integration	Organization
<i>Flexibility</i>	Fixed grammar	Extensible	Highly extensible	Limited

## The Library Analogy

**AST** is like the grammatical structure of sentences in books

**Taxonomy** is like the Dewey Decimal System organizing books by subject

**Ontology** is like a detailed catalog that includes cross-references, related topics, and subject interconnections

**Knowledge Graph** is like the entire library with all its books, connections, and references implemented

# The City Analogy

**AST** is like the blueprint of a building, showing its structural components

**Taxonomy** is like organizing city areas into districts, neighborhoods, and blocks

**Ontology** is like a city planning document defining what constitutes residential zones, commercial areas, how they relate, and rules governing them

**Knowledge Graph** is like the actual city with specific buildings, streets, and the relationships between them

# reason with ontologies

## discover and auto-generate classes

- **award winners** - the reasoner sees actors/directors with award relationships and creates oscarwinner, awardnominee classes automatically.
- **frequent collaborators** - spots patterns like scorsese + deniro appearing together repeatedly and creates a frequentcollaborators class.
- **veterans vs newcomers** - counts movie relationships and birth dates to automatically classify people as veteranactor or risingtalent.
- **movie eras** - groups films by release year into classiccinema (pre-1970), moderncinema, etc.
- **franchise groups** - identifies sequels and shared characters to create actionfranchise, horrorseries classes.

# reason with ontologies

## *why this beats traditional approaches*

- **rdbms:**

- manually create every table and relationship. miss something?
- too bad - it doesn't exist in the database.

- **oop:**

- hardcode class hierarchies upfront.
- want to find "prolific directors"?
- write custom queries every time.

- **ontology + reasoner:**

- define the rules once ("someone who directed 10+ movies is prolific"), and it automatically discovers and classifies people.
- it's like having a smart assistant that spots patterns you didn't even think to look for.

the **big win?**

**discovery over**

**hard-coded storage.**

instead of just keeping data,

you're generating new

insights automatically.



# reason with ontologies

## Integration Benefits

- **Data Merging** - Combine IMDB, Netflix, Rotten Tomatoes automatically. The ontology knows "director" = "filmmaker" = "réalisateur" and maps them instantly.
- **No Schema Headaches** - Add "showrunner" or "voice actor"? Just declare it as a `Person` type. No database changes needed.

## Analysis Power

- **Smart Queries** - Ask "sci-fi movies with action actors" in plain language. Traditional SQL needs complex joins and guesswork.
- **Auto Error-Catching** - Finds impossible data like "person born 1990, directed 1985 movie."
- **Easy Connections** - Link movies to music (soundtracks), books (adaptations), places (filming locations) without rebuilding anything.

## The Declarative Advantage

Here's the key difference: **You declare what things mean, not how to find them.**

Traditional approach: Write step-by-step code to find veteran actors. Ontology approach: Declare "veteran = person with 20+ movies" and the reasoner does the work.

### Real Benefits:

- APIs with different field names?  
Auto-mapped
- ML training data? Relationships already explicit
- Future tech like VR movies? Just declare new types

**Bottom line:** Databases store facts. Ontologies understand meaning. You describe the world once, get insights forever.

# reason with ontologies

## Integration Benefits

- **Data Merging** - Combine IMDB, Netflix, Rotten Tomatoes automatically. The ontology knows "director" = "filmmaker" = "réalisateur" and maps them instantly.
- **No Schema Headaches** - Add "showrunner" or "voice actor"? Just declare it as a `Person` type. No database changes needed.

## Analysis Power

- **Smart Queries** - Ask "sci-fi movies with action actors" in plain language. Traditional SQL needs complex joins and guesswork.
- **Auto Error-Catching** - Finds impossible data like "person born 1990, directed 1985 movie."
- **Easy Connections** - Link movies to music (soundtracks), books (adaptations), places (filming locations) without rebuilding anything.

## The Declarative Advantage

Here's the key difference: **You declare what things mean, not how to find them.**

Traditional approach: Write step-by-step code to find veteran actors. Ontology approach:

Declare "veteran = person with 20+ movies" and the reasoner does the work.

### Real Benefits:

- APIs with different field names?  
Auto-mapped
- ML training data? Relationships already explicit
- Future tech like VR movies? Just declare new types

**Bottom line:** Databases store facts. *Ontologies understand meaning.* You describe the world once, get insights forever.

# reason with ontologies

## Integration Benefits

- **Data Merging** - Combine IMDB, Netflix, Rotten Tomatoes automatically. The ontology knows "director" = "filmmaker" = "réalisateur" and maps them instantly.
- **No Schema Headaches** - Add "showrunner" or "voice actor"? Just declare it as a Person type. No database changes needed.

## Analysis Power

- **Smart Queries** - Ask "sci-fi movies with action actors" in plain language. Traditional SQL needs complex joins and guesswork.
- **Auto Error-Catching** - Finds impossible data like "person born 1990, directed 1985 movie."
- **Easy Connections** - Link movies to music (soundtracks), books (adaptations), places (filming locations) without rebuilding anything.

## The Declarative Advantage

Here's the key difference: **You declare what things mean, not how to find them.**

Traditional approach: Write step-by-step code to find veteran actors. Ontology approach: Declare "veteran = person with 20+ movies" and the reasoner does the work.

### Real Benefits:

- APIs with different field names? Auto-mapped
- ML training data? Relationships already explicit
- Future tech like VR movies? Just declare new types

**Bottom line:** Databases store facts. *Ontologies understand meaning.* You describe the world once, get insights forever.

‘nuff said...

let's build

# Installation and Setup instructions for **The Silmaril**

The easiest thing is to get the latest Anaconda distribution.

We will largely be using:

- `rdflib` Use `conda`
- `owlready2` or `pip` or
- `pandas` `ruff` or
- `numpy` whatever
- `jupyter lab` you like to
- `vs code` get these.

So kinda simple.

The code is at:

<https://github.com/shauryashaurya/The-Silmaril>