

Knowledge Graphs

Lecture 4: Ontologies as Key to Knowledge Representation



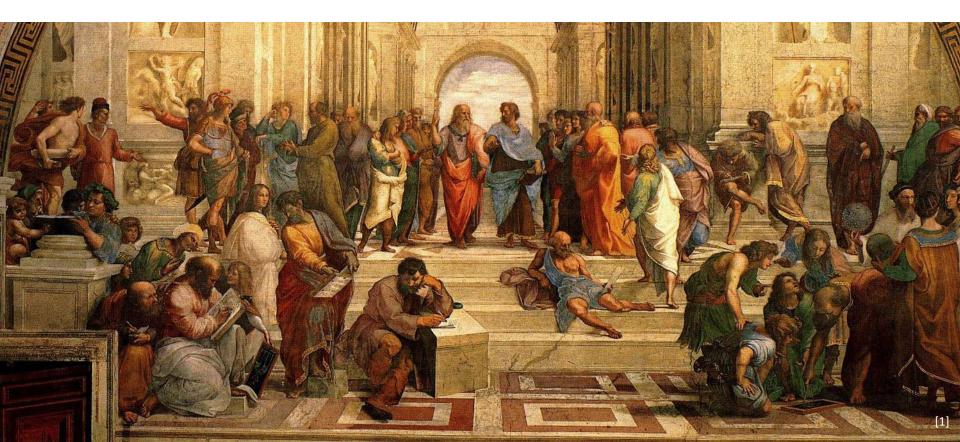
- 4.1 From Aristotle to AI: Exploring Ontologies in Computer Science
- 4.2 The Crucial Role of Mathematical Logic

Excursion 5: Essential Logics in a Nutshell

Excursion 6: Description Logics

- 4.3 The Web Ontology Language OWL
- 4.4 From simple to complex: Scaling up with OWL
- 4.5 Unlocking the Potential of OWL

ONTOLOGY is the philosophical study of the nature of being, existence, or reality, as well as the basic categories of being and their relations...



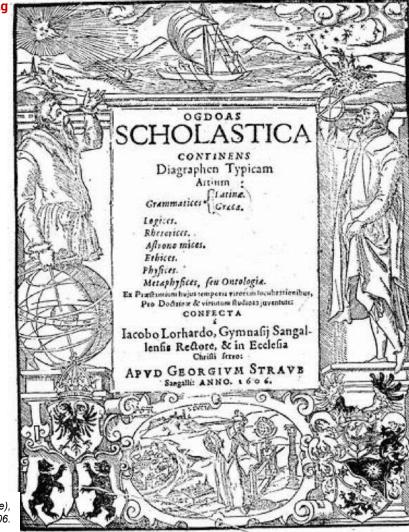
4. Ontologies as Key to Knowledge Representation / 4.1 From Aristotle to AI: Exploring

What is Ontology?

- Etymology:
 - ov [greek] participle of "to be"
 - λογια[greek] science
- (simplified) Definition:

"philosophical study of the nature of being, existence, or reality, as well as the basic categories of being and their relations...." (Wikipedia)

- General Question:
 - "what does exist or can be said to exist?"
- The term *ontology* first turned up in 1606 in Jacob Lorhard's *Ogdoas Scholastica*



Jacob Lorhard: Ogdoas Scholastica, continens Diagraphen Typicam artium: Grammatices (Latinae, Graecae), Logices, Rhetorices, Astronomices, Ethices, Physices, Metaphysices, seu Ontologiae. Sangalli: Straub, 1606.

4. Ontologies as Key to Knowledge Representation / 4.1 From Aristotle to AI: Exploring

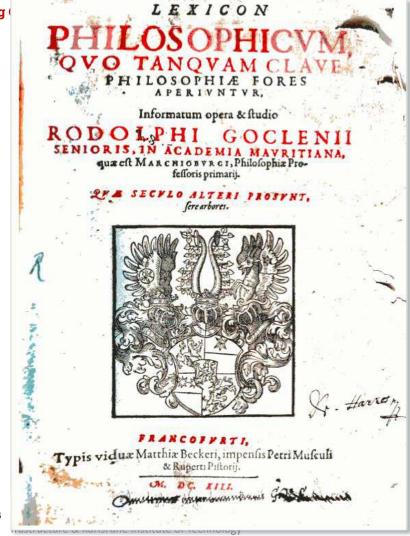
Fundamental Questions of Ontology

1. What does it mean for a being to be?

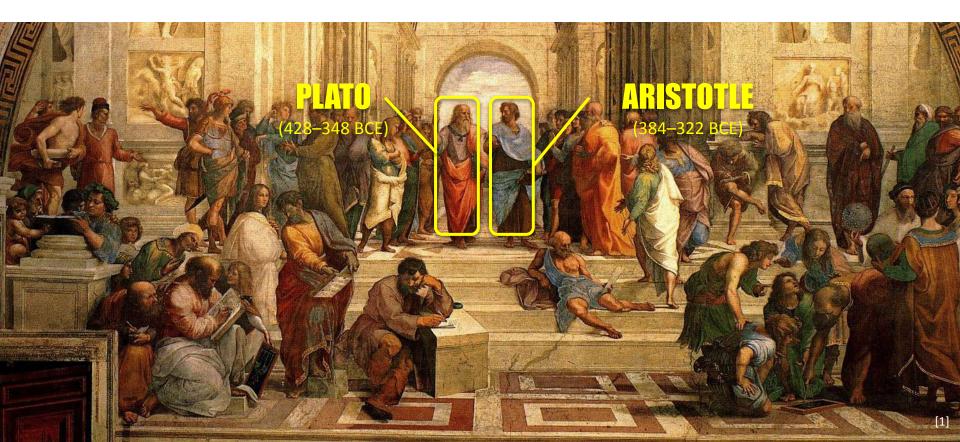
- When are two things identical?
- Is everything that exists also real?
- Does something exist, if it is only possible?
- Are there non-existing things?

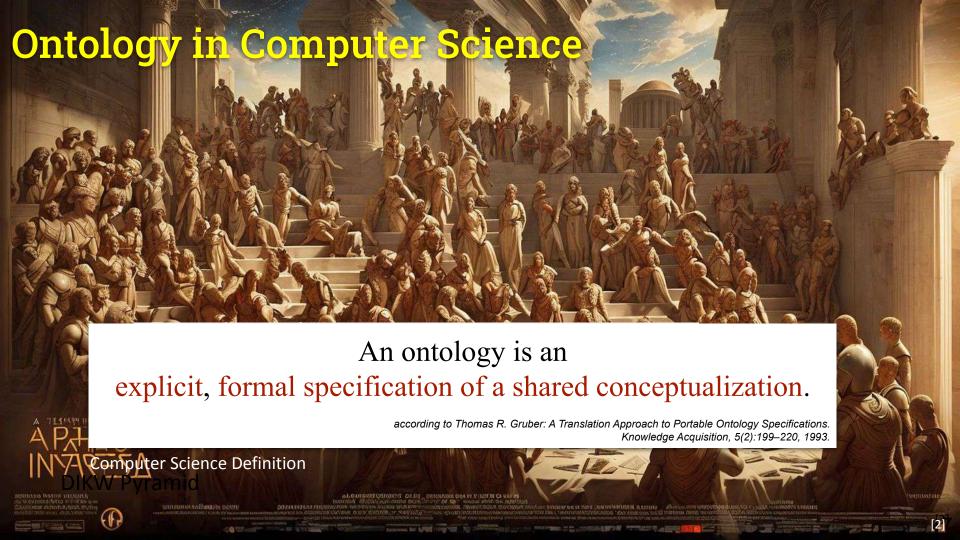
2. What categories of objects do exist?

- Do things exist that are only unique or only multiple (Universalia)?
- Do things exist that are unilaterally dependent on others (Substances)?
- Of which sort is this dependency (Causality)?
- Do necessary properties exist (Essences)?
- How do composed things relate to their components?



ONTOLOGY is the philosophical study of the nature of being, existence, or reality, as well as the basic categories of being and their relations...





Ontology in Computer Science

An ontology is an explicit, formal specification of a shared conceptualization.

according to Thomas R. Gruber: A Translation Approach to Portable Ontology Specifications.

Knowledge Acquisition, 5(2):199–220, 1993.

conceptualization: abstract model

(domain, identified relevant concepts, relations)

explicit: meaning of all concepts must be defined

formal: machine understandable

shared: consensus about ontology

minutes print intrinut

оноважденью выше

TAXABLE PROPERTY OF THE PROPER

on the control of the



- Ontologies can be represented via Classes, Relations and Instances
- Classes are abstract groups, sets, or collections of individuals or objects and represent ontology concepts
- Classes are characterised via attributes
- Attributes are name-value pairs

"A philosopher is a person who practices or investigates philosophy. The term philosopher comes from the Ancient Greek meaning 'lover of wisdom'. The coining of the term has been attributed to the Greek thinker Pythagoras (6th century BCE)".

informal description

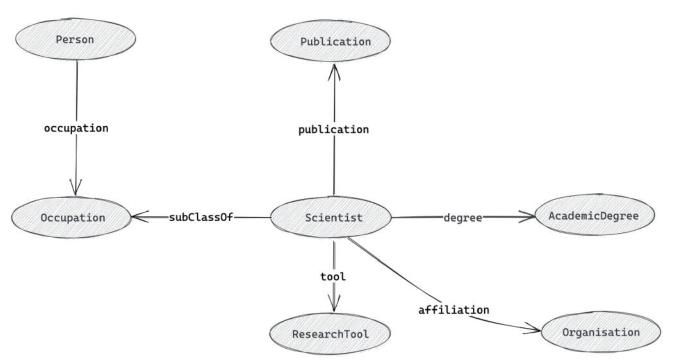
Philosopher

- first name <string>
- surname <string>
- address <string>
- number of publications <string>
- impact factor <float>
- ..

semi-formal description

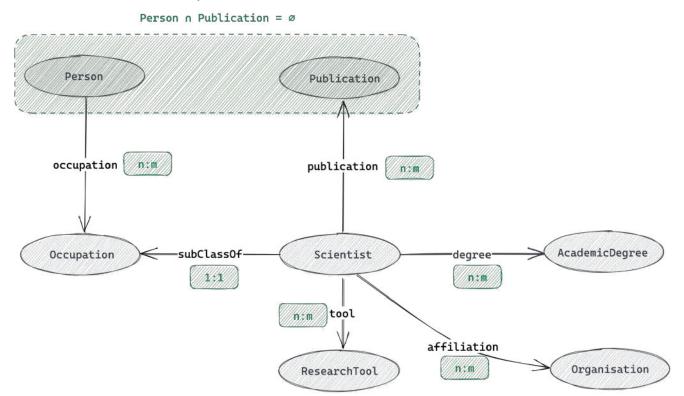


- Classes can be related to other classes
- **Relations** are special attributes, whose values are objects of (other) classes





For Relations and Attributes, **Rules** (**Constraints**) can be defined that determine allowed/valid values.





- Classes, relations, and constraints can be combined to form (complex) Statements / Assertions.
- Special Case: formal Axioms

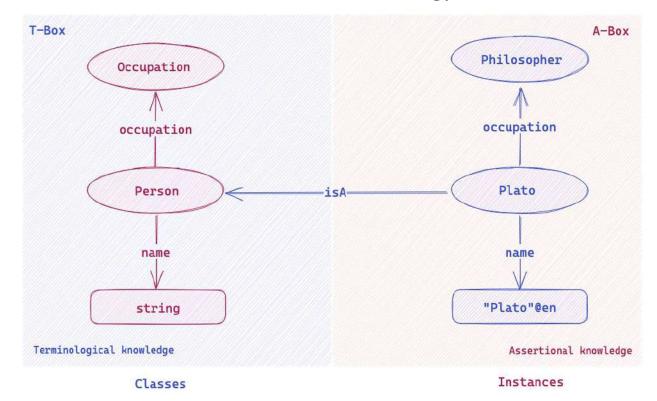
Example:

"A philosopher is somebody who knows himself."

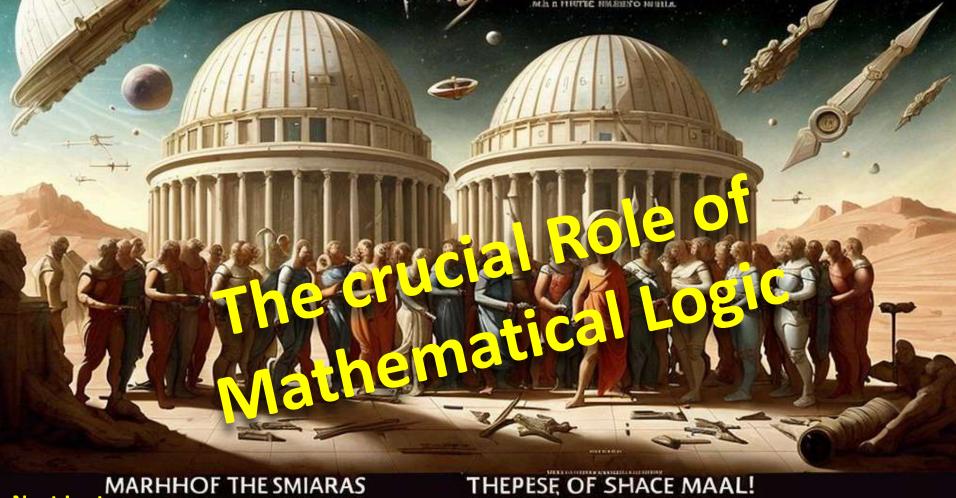
• **Axioms** describe knowledge that cannot be expressed simply with the help of other existing components.



Instances describe individuals of an ontology.



13



MARHHOF THE SMIARAS
Next Lecture THE SHAOT (A SMAR

IN SPARAC TOF SPAARS

Knowledge Graphs





Bibliographic References:

- Holger Knublauch, Dimitris Kontokostas (ed.), <u>Shapes Constraint Language (SHACL)</u>, W3C Recommendation 20 July 2017
- Jose E. Labra Gayo et al., <u>Shapes Applications and Tools Tutorial</u>, ISWC 2020 SHACL by Example – RDF Validation Tutorial (<u>slides</u>)(<u>video</u>)
- Jose E. Labra Gayo, Eric Prud'hommeaux, Iovka Boneva, Dimitris Kontokostas (2018) <u>Validating RDF Data</u>, Synthesis Lectures on the Semantic Web: Theory and Technology, Vol. 7, No. 1, 1–328, Morgan & Claypool.
- Aidan Hogan (2020), <u>The Web of Data</u>, Springer.
 - Chap. 7.1 Shape Constraint Language SHACL, pp. 453–500.

Picture References:

- [1] Raphael, School of Athens, 1511, [Public Domain], https://commons.wikimedia.org/wiki/File:%22The School of Athens%22 by Raffaello Sanzio da Urbino.jpg
- "A Scifi movie poster depicting Raphael's "School of Athens" with all the important classical Philosophers including their significant tools set into a retro futuristic urban environment of planet Mars with spaceships in the sky.", created via ArtBot, Deliberate, 2023, [CC-BY-4.0], https://tinybots.net/artbot
- (3) "A Scifi movie poster depicting Raphael's "School of Athens" with all the important classical Philosophers including their significant tools set into a retro futuristic urban environment of planet Mars with spaceships in the sky.", created via ArtBot, Deliberate, 2023, [CC-BY-4.0], https://tinybots.net/artbot

MARHHOF THE SMIARAS
THE SHAOT (A SMAR

THEPESE OF SHACE MAAL!
IN SPERAC TOF SPAARS