OWL by example Building an OWL ontology with Protegé

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This lecture is a close adaptation of the **Matthew Horridge** tutorial:

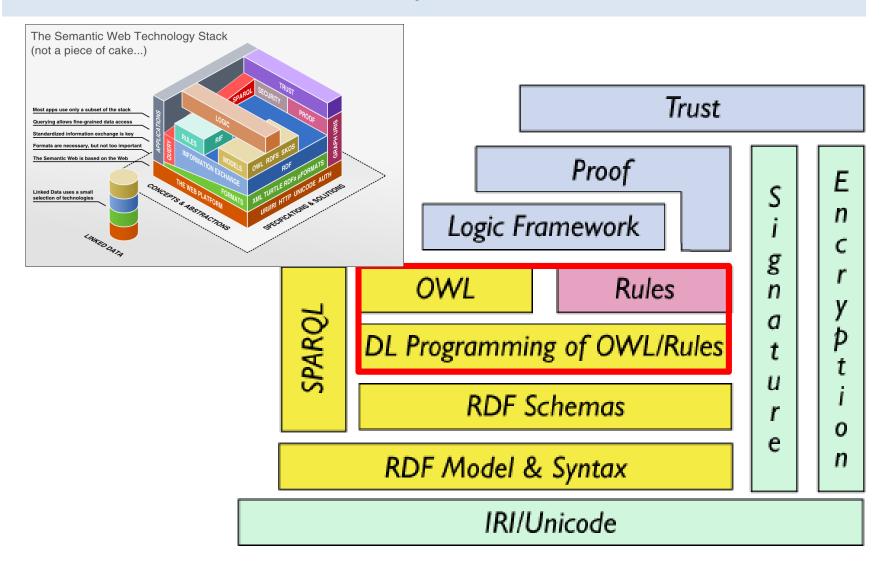
A Practical Guide To Building OWL Ontologies Using Protégé 4 and CO-ODE Tools Edition 1.3

http://owl.cs.manchester.ac.uk/research/co-ode/http://130.88.198.11/tutorials/protegeowltutorial/

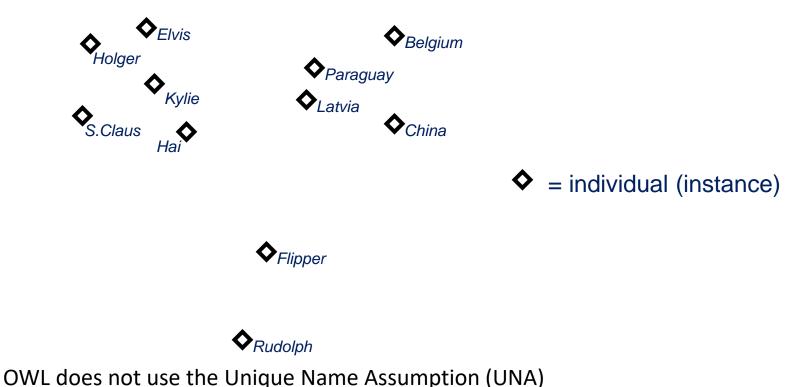
OWL - Introduction

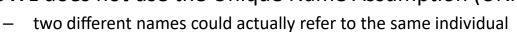
- OWL: Web Ontology Language
 - a W3C standard
 - OWL 1: W3C recommendation 10 Feb. 2004
 - http://www.w3.org/TR/owl-features/
 - OWL 2: W3C recommendation 11 Dec. 2012
 - http://www.w3.org/TR/owl2-overview/
 - OWL vocabulary : a set of primitives described in RDF which extends the RDFS vocabulary
 - OWL namespacehttp://www.w3.org/2002/07/owl# ⇔ owl:

OWL in the Semantic Web Stack



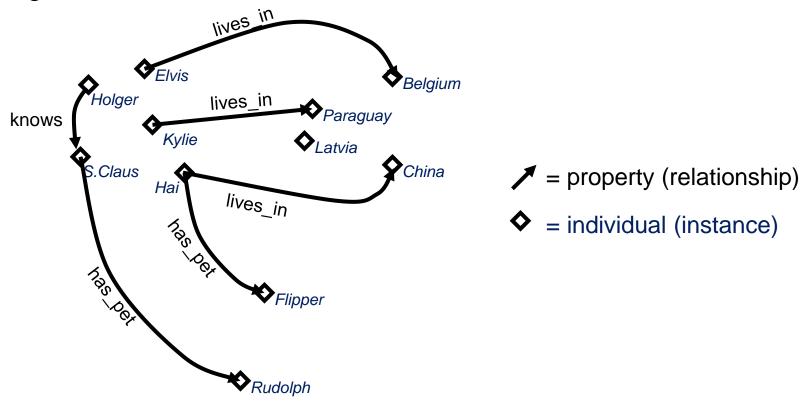
Individuals: represent objects in the domain in which we are interested (the domain of discourse)





it must be explicitly stated that individuals are the same as each other, or different to each other —
otherwise they might be the same as each other, or they might be different to each other.

Properties: binary relations on individuals, properties link two individuals together



Properties can also link individual to literal values

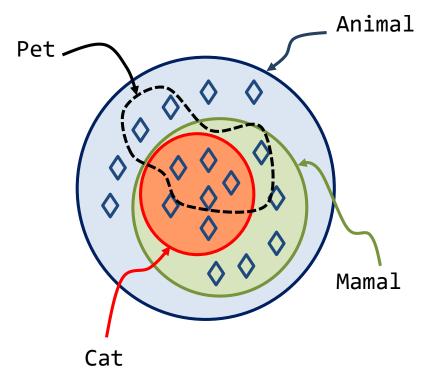
Classes: OWL classes are interpreted as sets that contain individuals.

lives in Country Person **Elvis** Belgium Holger lives_in/ Paraguay knows = class (concept) **Kylie ♦**Latvia S.Claus **♀**China/ = property (relationship) Hai lives_in = individual (instance) Flipper Animal Rudolph

Classes (continued)

- Classes can be described using formal (mathematical) descriptions
- Class descriptions state precisely the requirements for membership of the class (the conditions that must be satisfied by an individual for it to be a member of the class).
- Different types of class descriptions
 - named classes
 - enumeration of individuals
 - union, intersection, complement of other class
 - restrictions on properties

- Classes (continued)
 - Classes may be organised into a superclass-subclass hierarchy (a taxonomy).
 - Subclasses specialise (are subsumed by) their superclasses.
 - *subclass* means necessary implication.
 - if A is a subclass of B then ALL instances of A are instances of B (without exception)



• Individuals may belong to more than one class.

Mamal Pet

Cat

One of the key features of OWL-DL is that these superclass-subclass relationships can be computed automatically (inferred) by a reasoner

Protégé

- Is a knowledge modelling environment
- Is free, open source software
- Is developed by Stanford / Manchester
- Has a large user community (approx 30k)
- Protégé 4 built solely on OWL modelling language
- Supports development of plugins to allow backend / interface extensions

Donwload and install Protégé on your computer

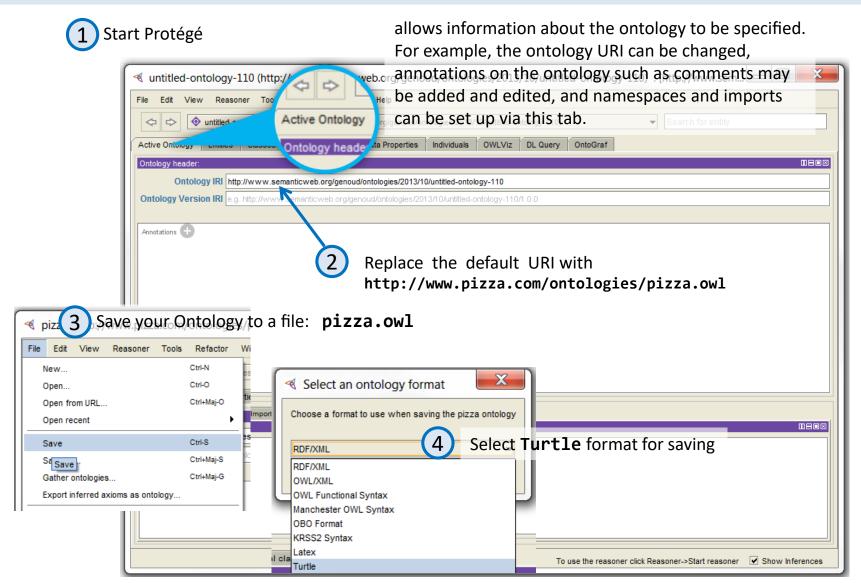
Protégé Desktop 4.3

This version of Protégé supports OWL 2 ontologies. For more information about how to choose an install method, read the "How do I i

- Download Protégé platform independent installer program
- Download Protégé ZIP file (no 1.6 VM, no executable file included)
- Download Protégé OS X application bundle



Creating a new OWL Ontology

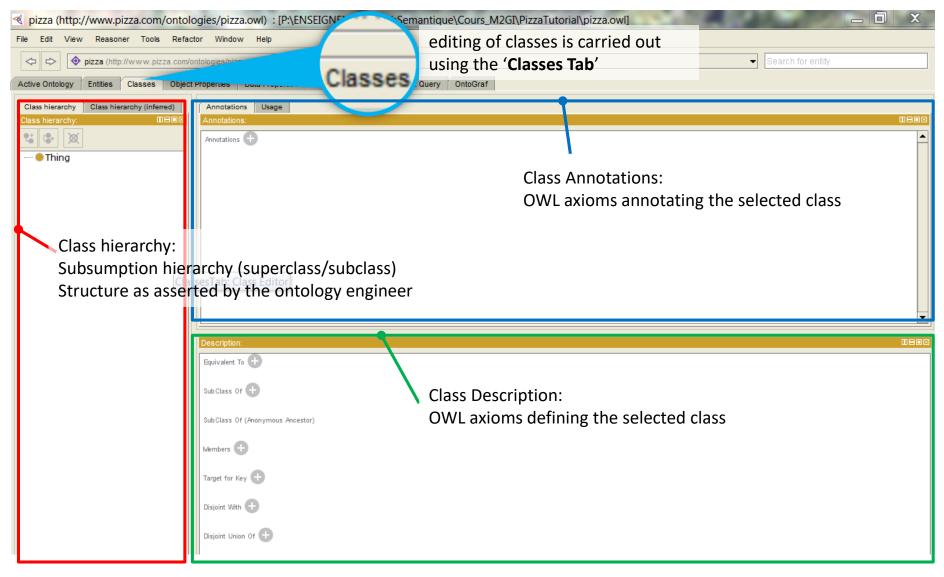


owl:Ontology

```
<?xml version="1.0"?>

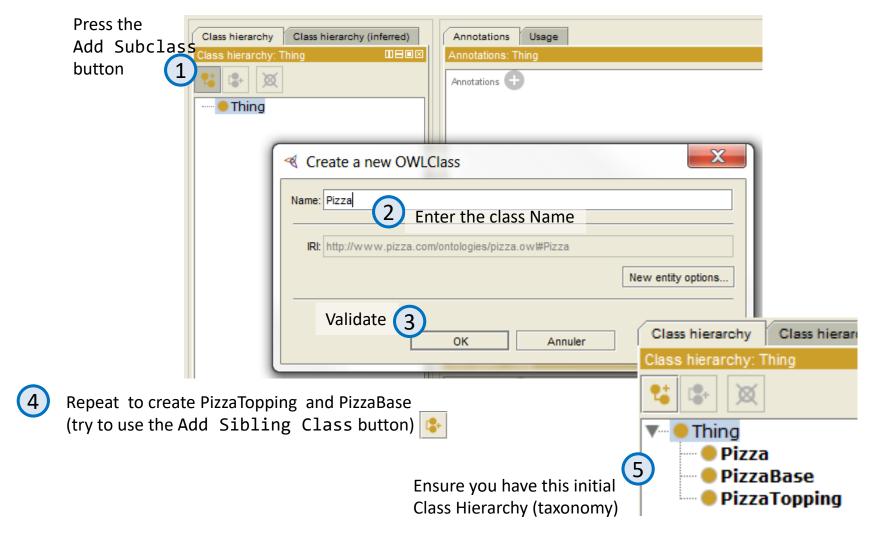
<rdf:RDF xmlns="http://www.pizza.com/ontologies#"
    xml:base="http://www.pizza.com/ontologies"
    xmlns:rdfs="http://www.w3.org/2000/01/rdf-schema#"
    xmlns:owl="http://www.w3.org/2002/07/owl#"
    xmlns:xsd="http://www.w3.org/2001/XMLSchema#"
    xmlns:rdf="http://www.w3.org/1099/02/22-rdf-syntax-ns#">
    <owl:Ontology rdf:about="http://www.pizza.com/ontologies">
        <rdfs:comment> A pizza ontology that describes various pizzas
        based on their toppings.
    </rdfs:comment>
    </owl:Ontology>
</rdf:RDF>
```

Classes Tab: Class Editor



Creating classes

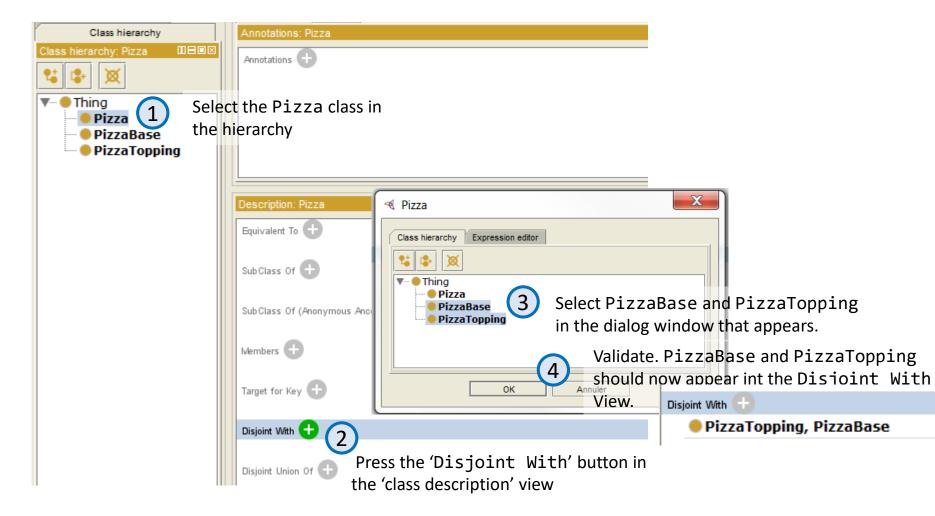
Create classes Pizza, PizzaTopping and PizzaBase as subclasses of Thing



Disjoint classes

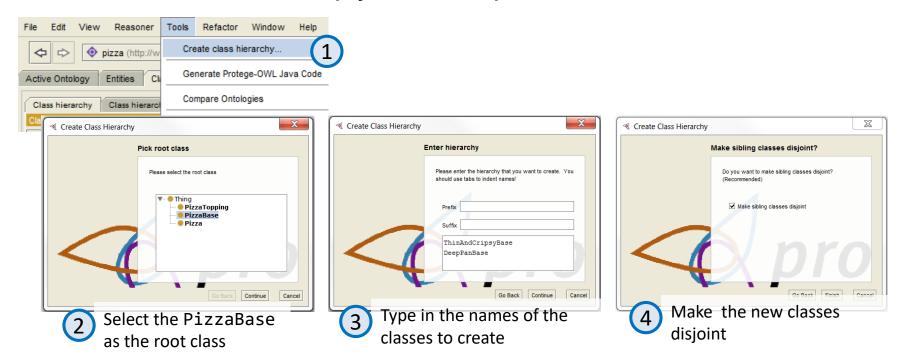
Let's say the Pizza, PizzaBase and PizzaTopping classes are disjoint

→ an individual (or object) cannot be an instance of more than one of these three classes



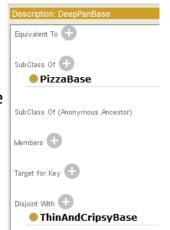
Create a Class Hierarchy

Create ThinAndCripsyBase and DeepPanBase as subclasses of PizzaBase



- Ensure that the class hierarchy is correct

 Thing
 Pizza
 PizzaBase
 DeepPanBase
 ThinAndCripsyBase
 PizzaTopping
- Ensure that
 DeepPanBase and
 ThinAndCripsyBase
 classes have correct
 descriptions

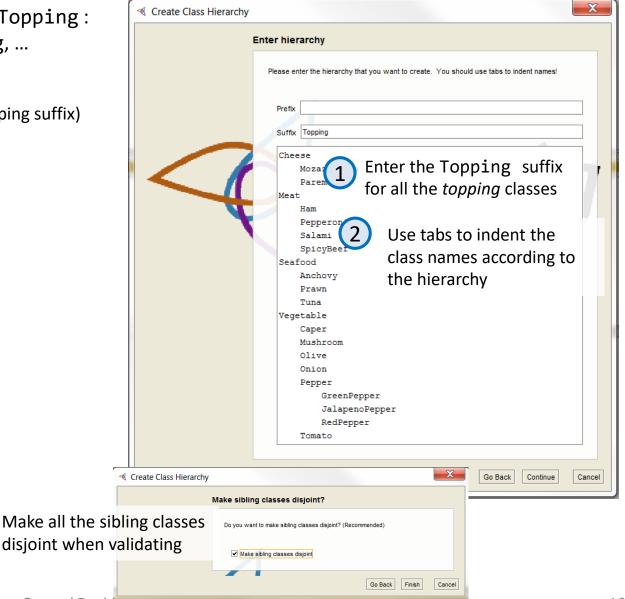


Create a Class Hierarchy (continued)

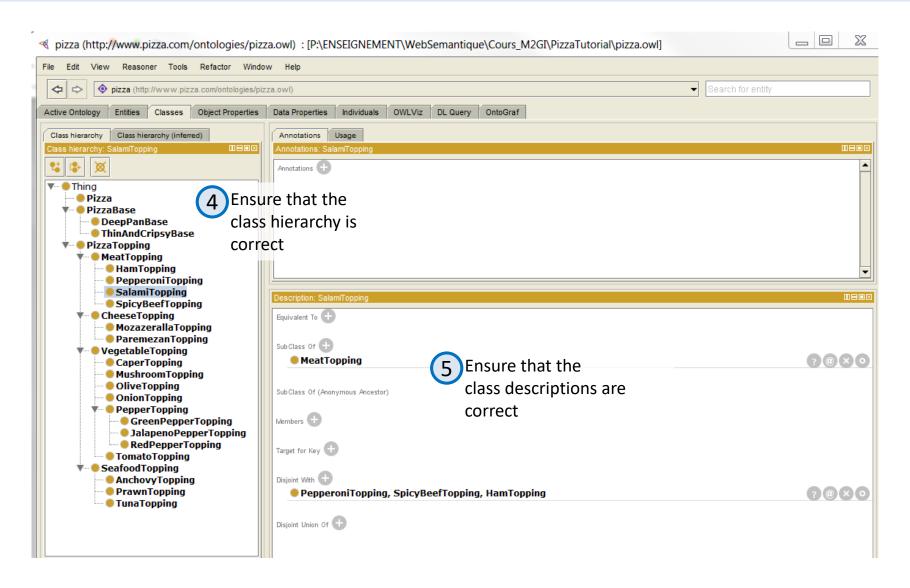
Create some subclasses of PizzaTopping: CheeseTopping, MeatTopping, ...

Hierarchy to create (without the Topping suffix)

Cheese Mozarella Paremezan Meat Ham Pepperoni Salami SpicyBeef Seafood Anchovy Prawn Tuna **Vegetable** Caper Mushroom Olive Onion Pepper GreenPepper JalapenoPepper RedPepper Tomato

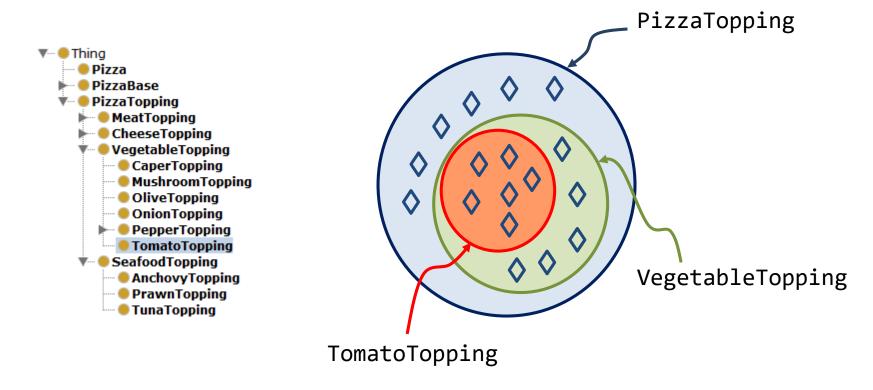


Creating a Class Hierarchy (continued)



Class Hierarchy

- In OWL subclass means necessary implication.
 - if A is a subclass of B then ALL instances of A are instances of B (without exception)



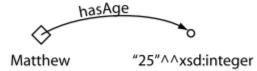
OWL Properties

- OWL Properties represent relationships
- two main types of properties
 - Object properties: relationships between two individuals

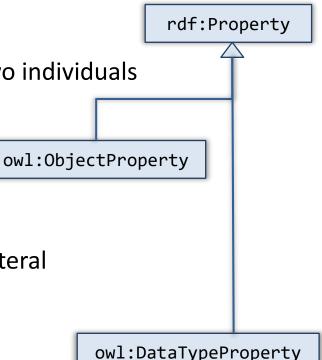


An object property linking the individual Matthew to the individual Gemma

Datatype properties : link an individual to a literal



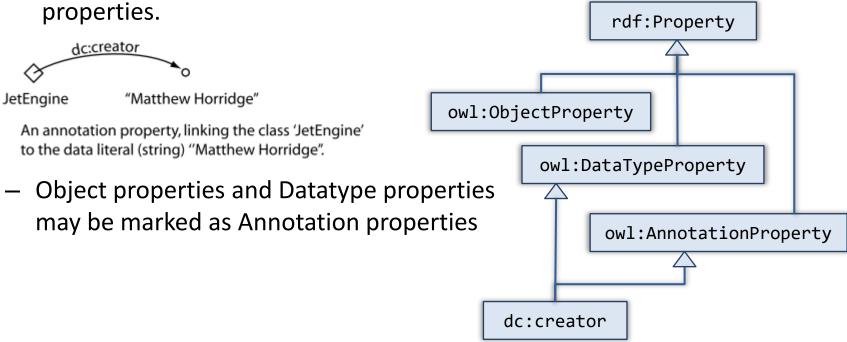
A datatype property linking the individual Matthew to the data literal '25', which has a type of an xsd:integer.



OWL properties

a third type of property

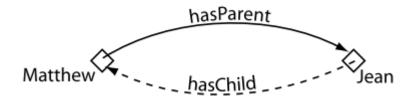
Annotation properties: can be used to add information (metadata - data about data) to classes, individuals and object/datatype



Inverse properties

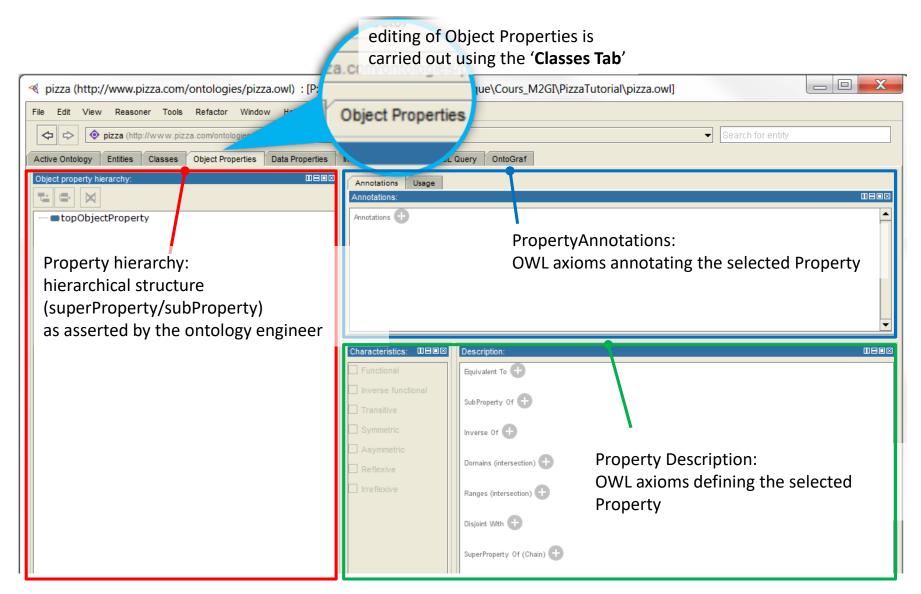
- Each object property may have a corresponding inverse property.
 - If some property links individual a to individual b then its inverse property will link individual b to individual a.

Exemples



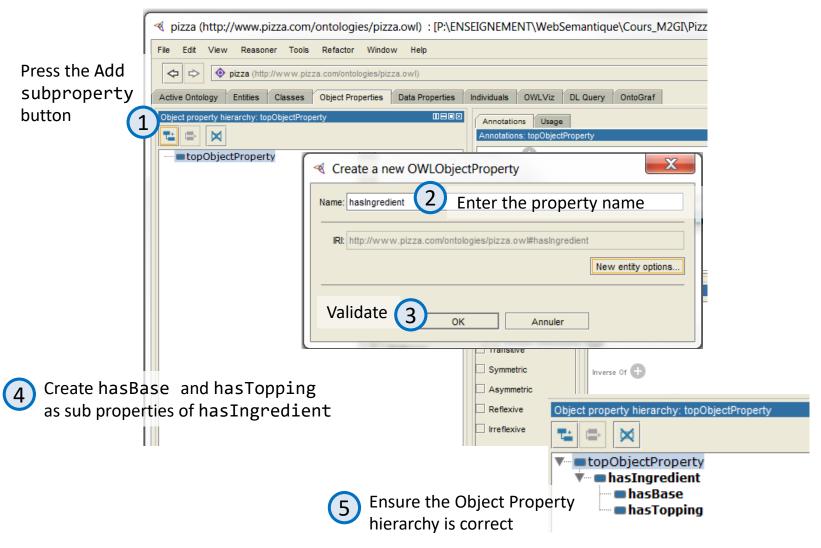
hasParent has an inverse property that is hasChild

Object Properties Tab



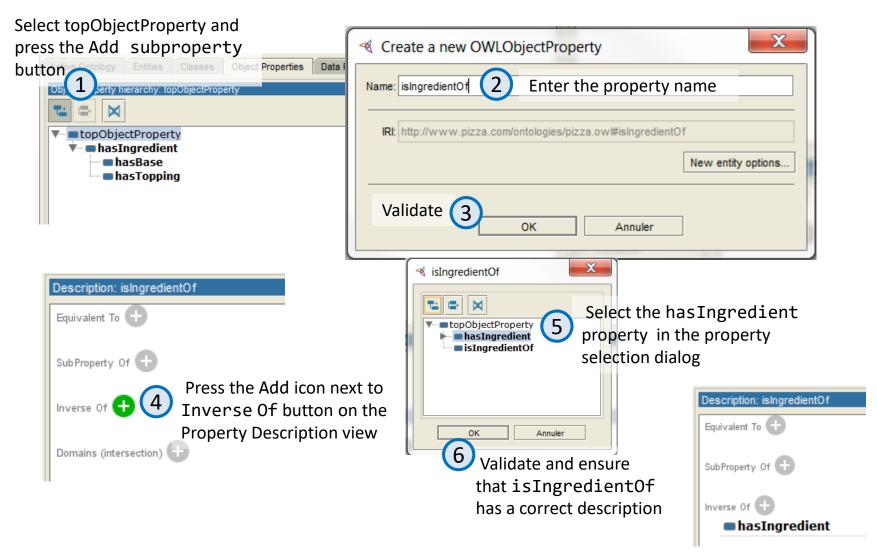
Create an Object Property hierarchy

Create an Object Property hasIngredient as subProperty of topObjectProperty



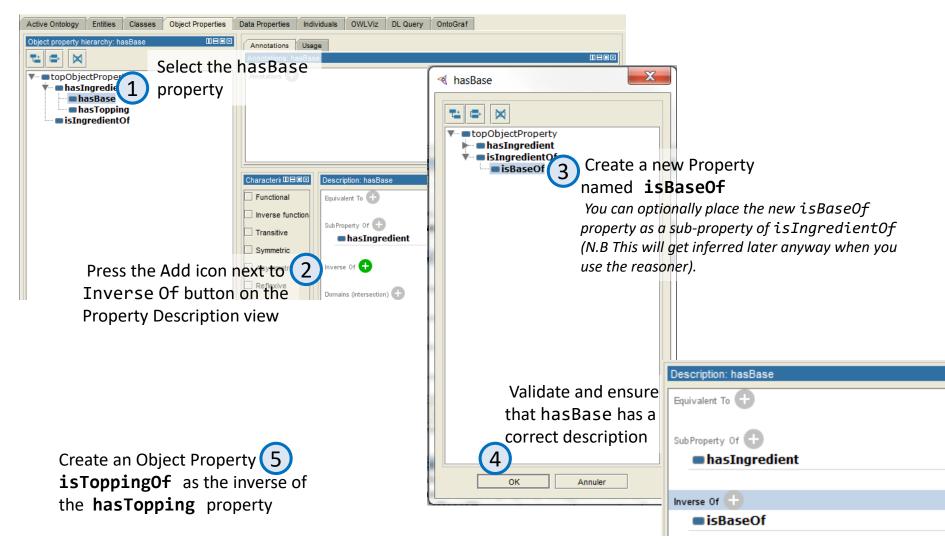
Create inverse properties

Create an Object Property isIngredientOf as the inverse of hasIngredient



Create inverse properties (continued)

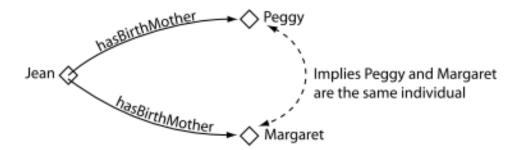
Create an Object Property isBaseOf as the inverse of the hasBase property



• OWL allows the meaning of properties to be enriched through the use of *property characteristics*.

Functional Properties

- If a property is functional, for a given individual, there can be at most one individual that
 is related to the individual via the property.
- Example: hasBirthMother a functional property: something can only have one birth mother



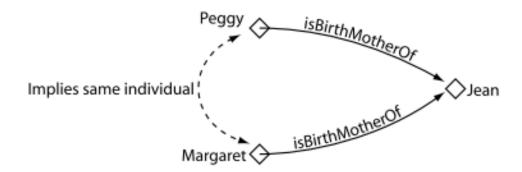
if **Peggy** and **Margaret** were explicitly stated to be two different individuals then the above statements would lead to an inconsistency.

Inverse Functional Properties

If a property is inverse functional then it means that the inverse property is functional.
 For a given individual, there can be at most one individual related to that individual via the property.

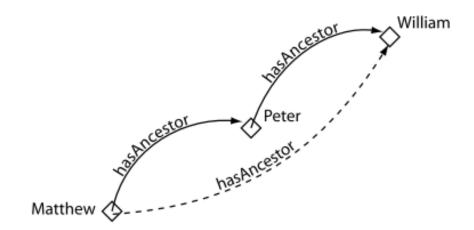
– Example :

isBirthMotherOf : the inverse property of hasBirthMother
(since hasBirthMother is functional, isBirthMotherOf is inverse functional)



Transitive Properties

- If a property P is transitive, and the property relates individual a to individual b, and also individual b to individual c, then we can infer that individual a is related to individual c via property P.
- Example : hasAncestor



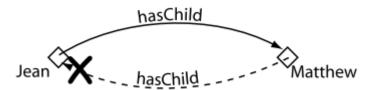
Symetric Properties

- If a property P is symmetric, and the property relates individual a to individual b then individual b is also related to individual a via property P.
- Example : hasSibling



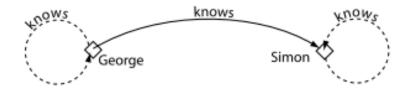
Asymetric Properties

- If a property P is asymmetric, and the property relates individual a to individual b then individual cannot be related to individual a via property P.
- Example : hasChild



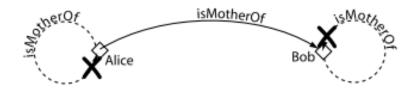
Reflexive Properties

- A property P is said to be reflexive when the property must relate individual a to itself.
- Example : knows



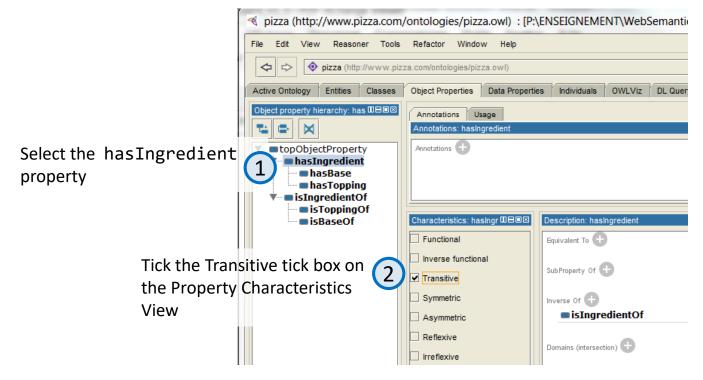
• Irreflexive Properties

- If a property P is irreflexive, it can be described as a property that relates an individual a to individual b, where individual a and individual b are not the same.
- Example : isMotherOf



Changing property characteristics

Make the **hasIngredient** property transitive



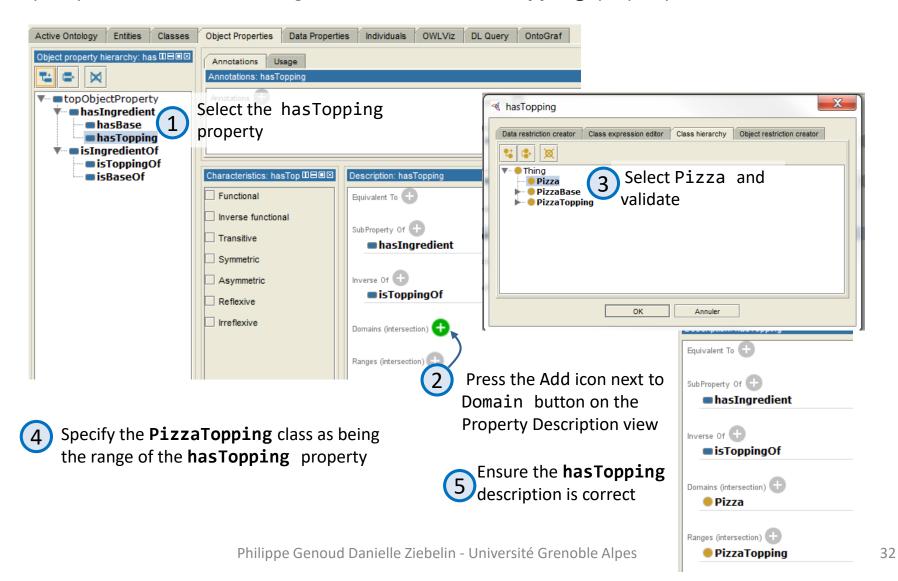
If a property is transitive then its inverse property should also be transitive.

- Select the isIngredientOf property, which is the inverse of hasIngredient. Ensure that the transitive tick box is ticked.

 this must be done manually in Protégé 4. However, the reasoner will assume that if a property is transitive, its inverse property is also a transitive.
- 4 Make the **hasBase** property functional

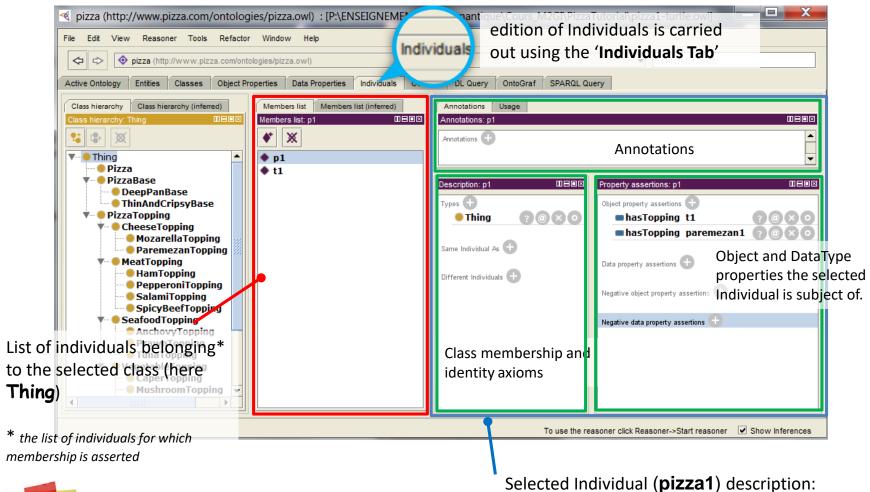
Specify Domain and Range

Specify the Pizza class as being the domain of the hasTopping property



Help-ful Tips

Individuals Tab



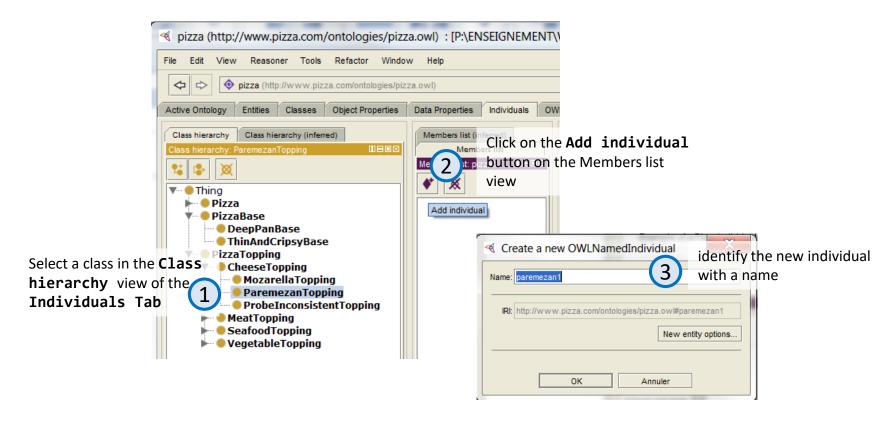
see the video to configure Individual View.

Selected Individual (**pizza1**) description:

OWL axioms the selected Individual is subject of.

Creating new Individuals

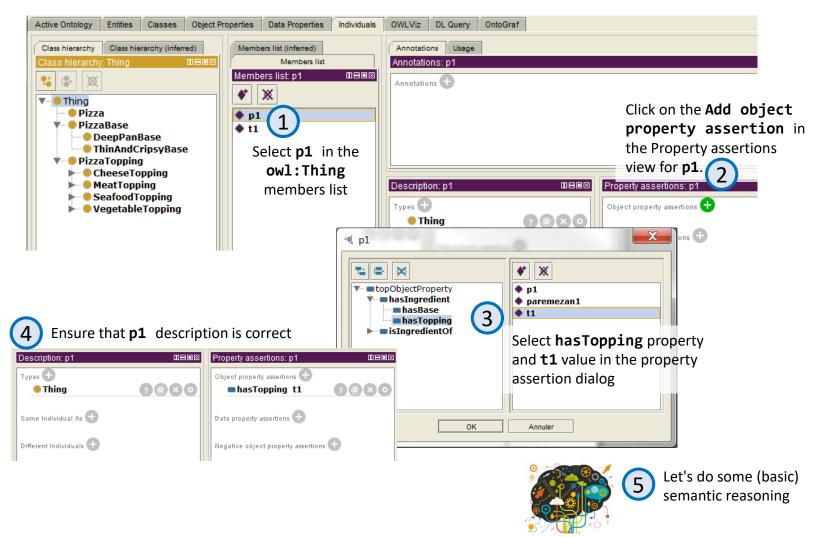
Create a new individual paremezan1 in the class ParemezanTopping



4 Create new individuals **p1**, **t1** in the class **owl:Thing**

Creating new Individuals

Create a new hasTopping relation in between individual p1 and individual t1





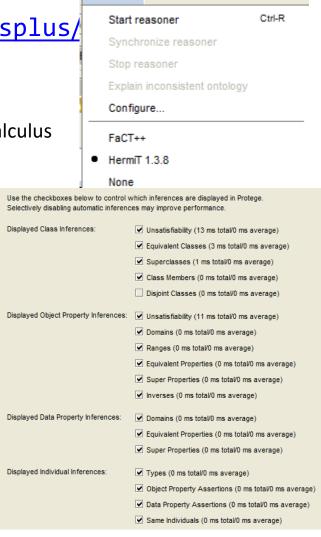
OWL Reasoners

- ontologies that are described using OWL-DL can be processed by a reasoner.
 - thanks to the semantics of the description language the reasoner can deduce new facts from the facts asserted in the ontology.
 - example of services offered by a reasoner
 - classification
 - test whether or not one class is a subclass of another class.
 - → to compute the inferred ontology class hierarchy
 - consistency checking
 - Based on the description (conditions) of a class the reasoner can check whether or not it is possible for the class to have any instances.
 - → class is *inconsistent* if it cannot possibly have any instances
 - realization
 - find the classes of individuals

Reasoners in Protege

- two reasoners integred to Protégé 4.3
 - FaCT++ http://owl.man.ac.uk/factplusplus/
 - C++ reasoner
 - Hermit http://hermit-reasoner.com/

- other reasoners (commercial)
 - Pelet
 - RACFR



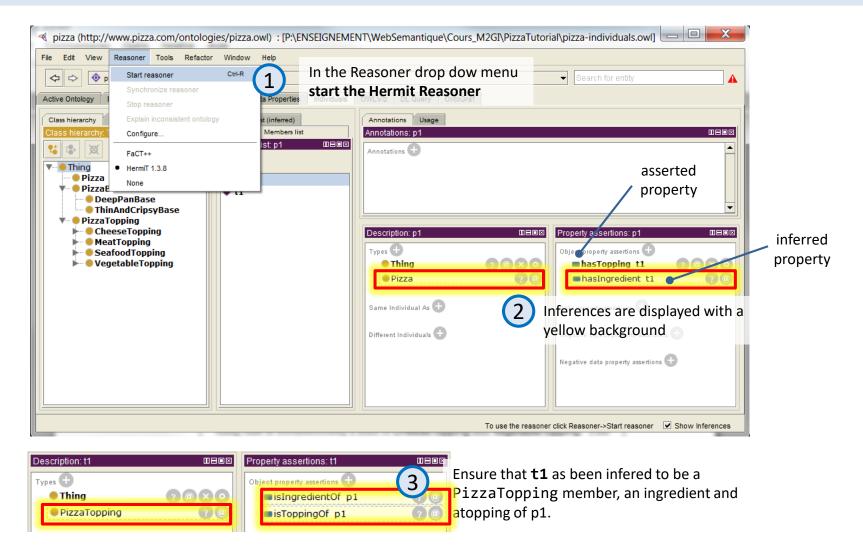
Reasoner

Tools

Refactor

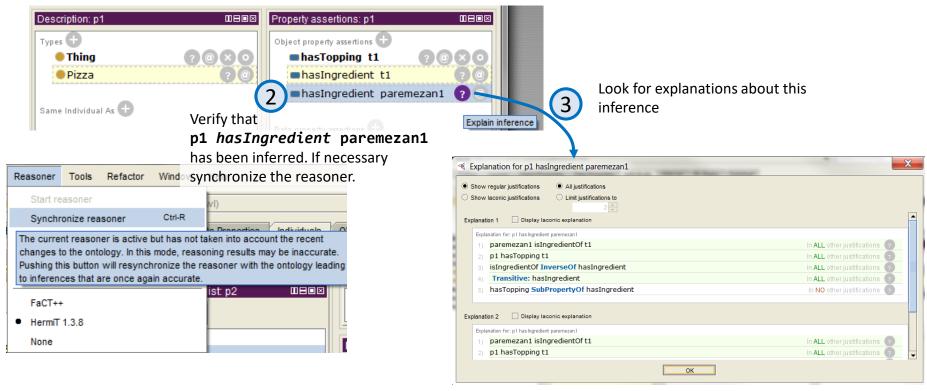
Window

Reasoning on individuals



Reasoning on individuals





Reasoning on individuals

create a new individual p2 in the class owl; Thing

p2 hasTopping t1

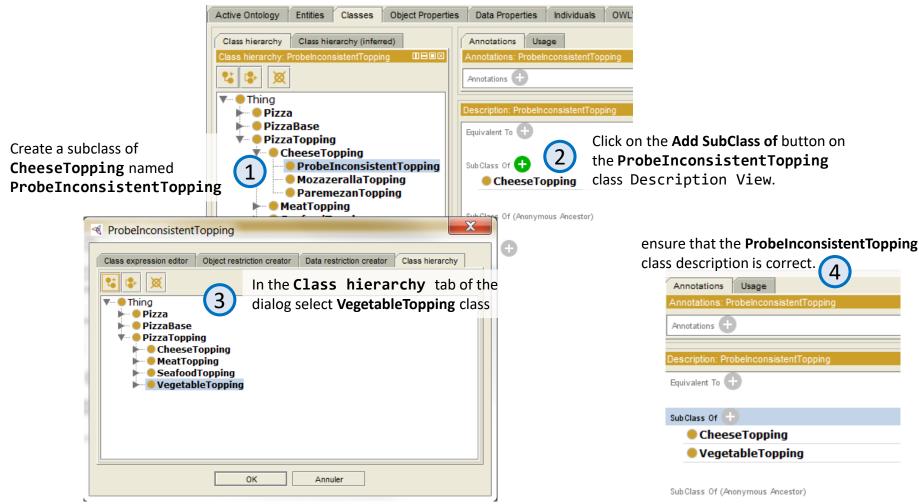
make hasTopping inverseFonctional

> verify that p2 is the same as p1

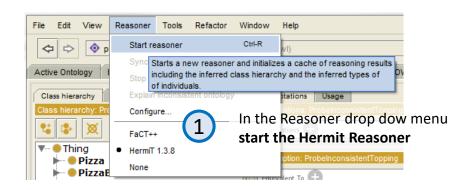


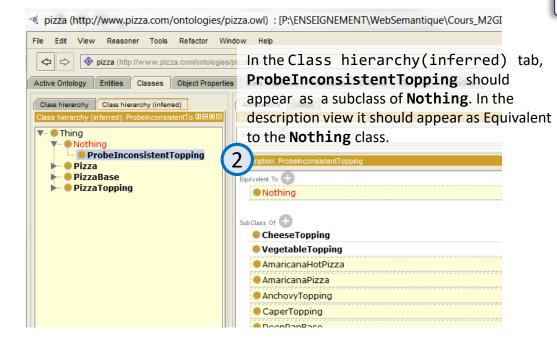
Testing for Inconsistent Classes

To demonstrate the use of the reasoner in detecting inconsistencies in the ontology create a **ProbeInconsistentTopping** class that is a subclass of both **CheeseTopping** and also **VegetableTopping**.



Testing for Inconsistent Classes







Nothing ???

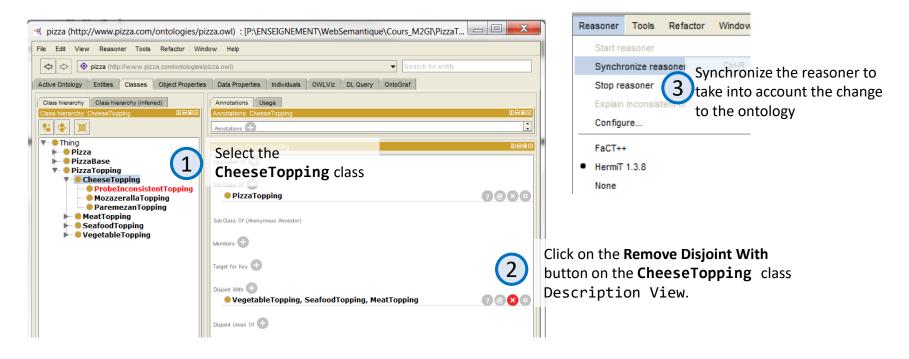
owl:Nothing is a predefined class
whose extension is the empty set.
Consequently, owl:Nothing is a
subclass of every class and a class
equivalent to owl:Nothing is
inconsistent, it can't have any instances.

Why **ProbeInconsistentTopping** has been found as inconsistent?

because its superclasses VegetableTopping and CheeseTopping are disjoint from each other → individuals that are members of the class CheeseTopping cannot be members of the class VegetableTopping and vice-versa.

Testing for Inconsistent Classes

Remove the disjoint statement between **CheeseTopping** and **VegetableTopping** to see what happens.



- 4 Verify that **ProbeInconsistentTopping** is no longer inconsistent.
- 5 Fix the ontology by making again **CheeseTopping** and its siblings classes disjoint from each other

- Using properties to describe classes
 - Properties restriction

Properties Restrictions

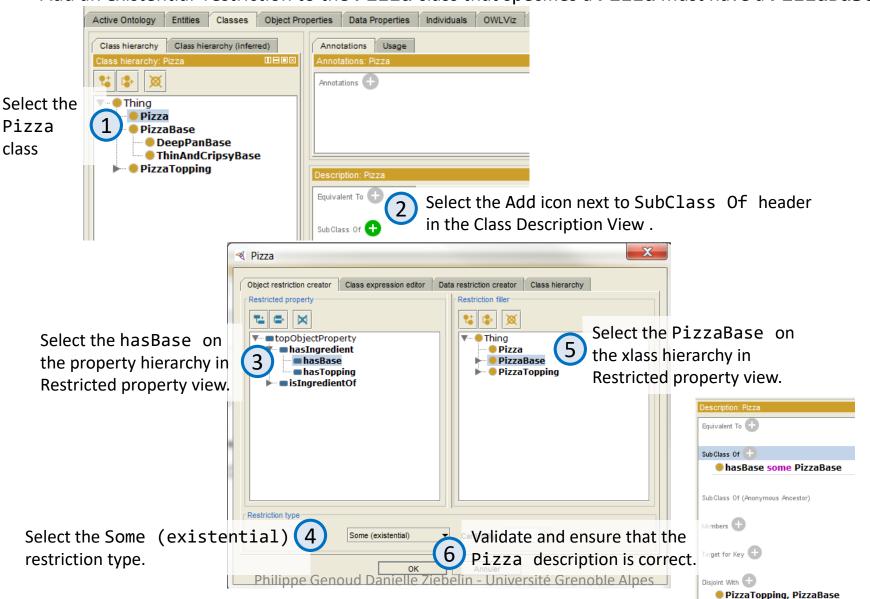
- In the previous examples, classes were explicitly defined.
 - → named classes
- In OWL a class can be described or defined by the relationships that its members (individuals) participate in.
 - → properties restrictions (another kind of classes)
 - examples:
 - The class of individuals that have more than three hasTopping relationships.
 - The class of individuals that have at least one *hasTopping* relationship to individuals that are members of *MozzarellaTopping* i.e. the class of things that have at least one kind of mozzarella topping.
 - The class of individuals that only have hasTopping relationships to members of VegetableTopping – i.e. the class of individuals that only have toppings that are vegetable toppings.

Categories of restrictions

- three main categories of properties restrictions
 - Quantifiers Restrictions
 - Existential Restrictions (owl:someValuesFrom restriction ⇔ ∃ quantifier in D.L.)
 - classes of individuals that participate in at least one relationship along a specified property to individuals that are members of a specified class.
 - ex: the class of individuals that have at least one (some) hasTopping relationship to members of MozzarellaTopping
 - Universal Restrictions (owl:allValuesFrom restriction ⇔ ∀ quantifier in D.L.)
 - classes of individuals that for a given property *only* have relationships along this property to individuals that are members of a specified class.
 - ex: the class of individuals that only have hasTopping relationships to members of VegetableTopping.
 - Cardinality Restrictions
 - hasValue Restrictions

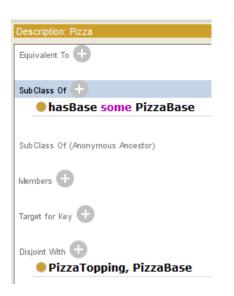
Creating a class with an existential restriction

Add an existential restriction to the Pizza class that specifies a Pizza must have a PizzaBase



Interpretation of existential restrictions

Meaning of the restriction



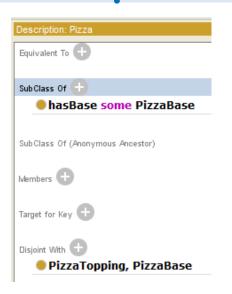
Restrictions are used in OWL class descriptions to specify *anonymous superclasses* (unnamed classes) of the class being described.

The anonymous class corresponding to a restriction contains all of the individuals that satisfy the restriction – i.e. all of the individuals that have the relationships required to be a member of the class.

```
to an anonymous class
    rdf:type owl:Class;
    rdf:type owl:Restriction;
    owl:onProperty :hasBase;
    owl:someValuesFrom :PizzaBase
]
```

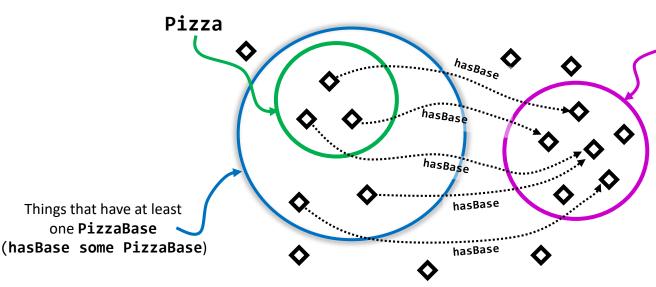
RDF/XML

Interpretation of existential restrictions



Turtle

the class **Pizza** is a subclass of **Thing** and a subclass of the things that have a base which is some kind of **PizzaBase**.



PizzaBase

the **someValuesFrom** restriction defines a **necessary** condition :

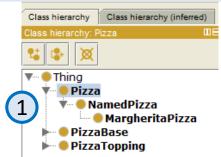
To be a Pizza an individual *must* at least have one hasBase relationship with a PizzaBase.

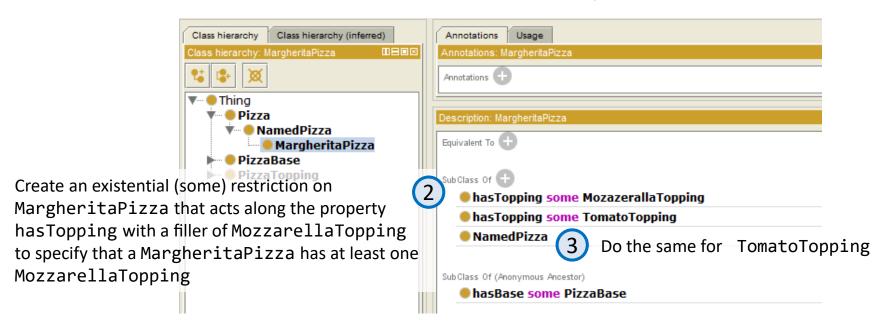
but it is not sufficient:

individuals that have a PizzaBase *are not necessary* members of the Pizza class

Creating subclasses of the Pizza class

Create a subclass of Pizza called NamedPizza, and a subclass of NamedPizza called MargheritaPizza



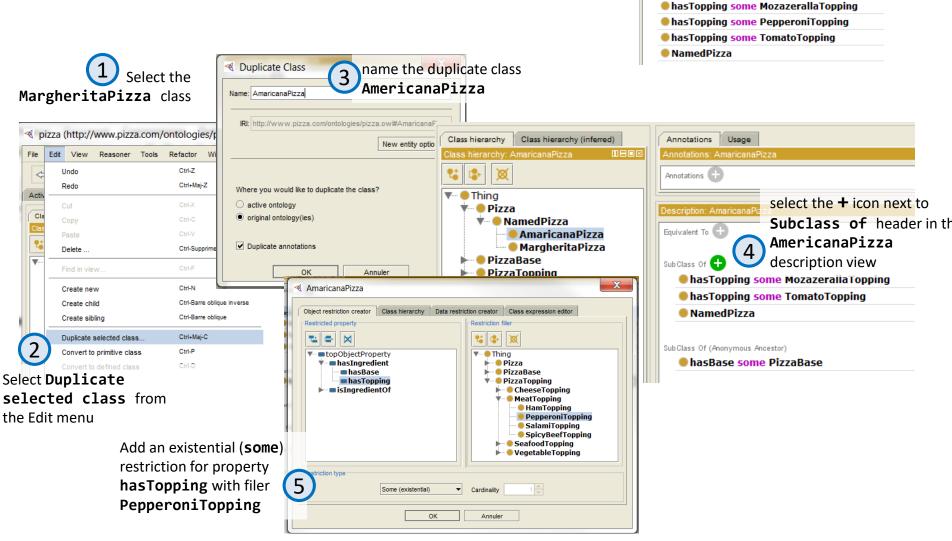


Creating other subclasses of NamedPizza

Equivalent To

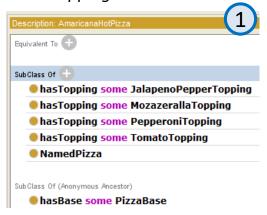
Sub Class Of

Now create the class to represent an Americana Pizza, which has toppings of pepperoni, mozzarella and tomato.



Creating other subclasses of NamedPizza

Create an **AmericanaHotPizza** class same topping as **AmericanaPizza** + Jalapeno pepper



Pno pepper

SubClass of +

hasTopping some MozazerallaTopping
hasTopping some OliveTopping
hasTopping some ParemezanTopping
hasTopping some TomatoTopping
hasTopping some TomatoTopping
NamedPizza

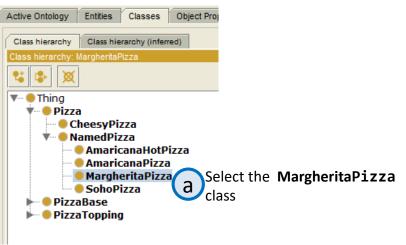
Create an SohoPizza class

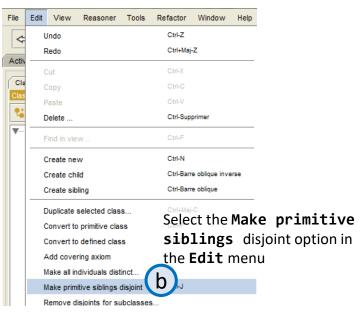
SubClass of (Anonymous Ancestor)

AnsBase some PizzaBase

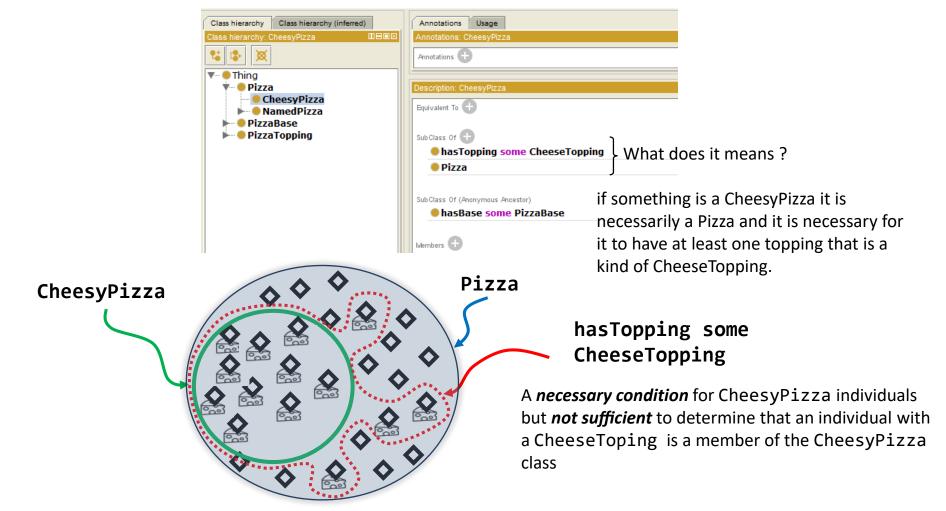
same topping as MagheritaPizzaPizza + olives+ parmezan cheese

3) Make subclasses of NamedPizza disjoint from each other





Create a subclass of **Pizza** called **CheesyPizza** and specify that it has at least one topping that is a kind of **CheeseTopping**



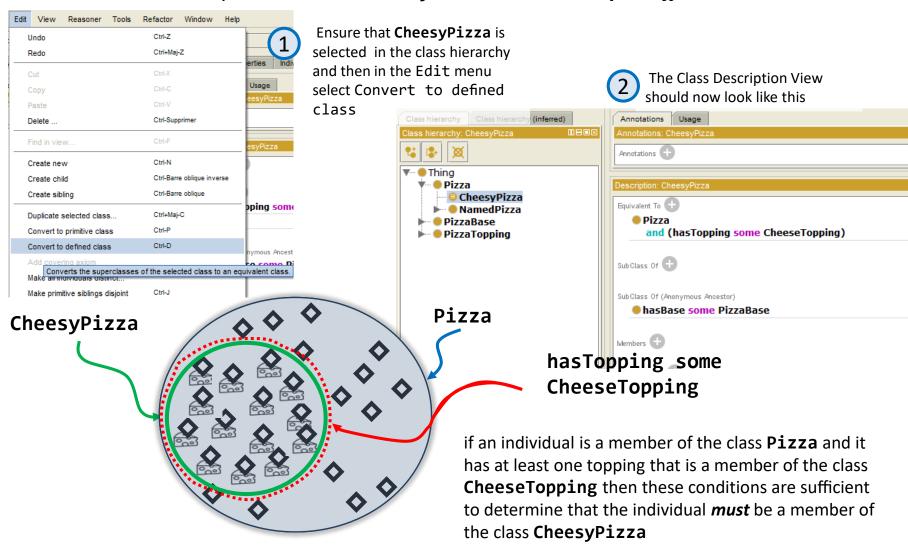
CheesyPizza



Turtle

RDF/XML

Convert the *necessary* conditions for **CheesyPizza** into *necessary* & *sufficient* conditions



CheesyPizza

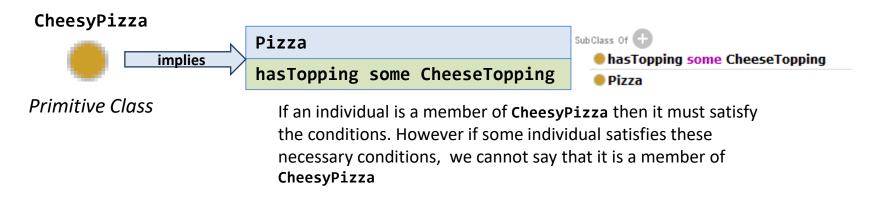


Turtle

RDF/XML

Primitive and Defined Classes

Necessary Conditions



Necessary & Sufficient Conditions

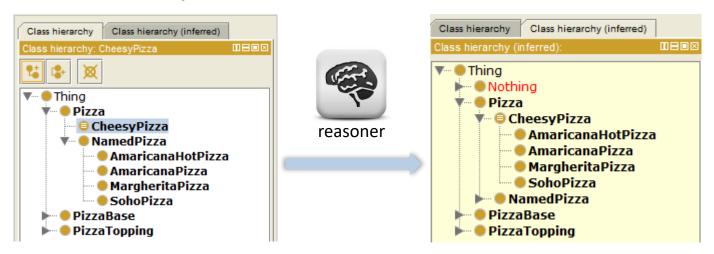


the conditions. If some individual satisfies the conditions then the individual must be a member of CheesyPizza

^{*} Classes that have at least one set of necessary and sufficient conditions are known as **defined** classes — they have a definition, and any individual that satisfies the definition will belong to the class.

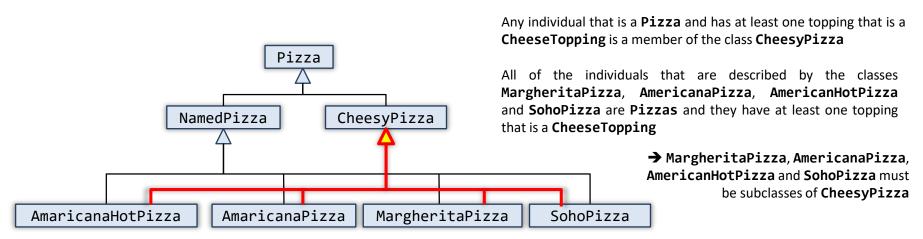
Automated Classification of Defined Classes

Use the reasoner to automatically compute the subclasses of **CheesyPizza** (select **Start reasoner** or **Synchronize reasoner** in the **Reasoner** menu).



Asserted Class Hierarchy

Inferred Class Hierarchy

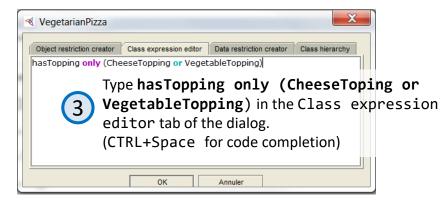


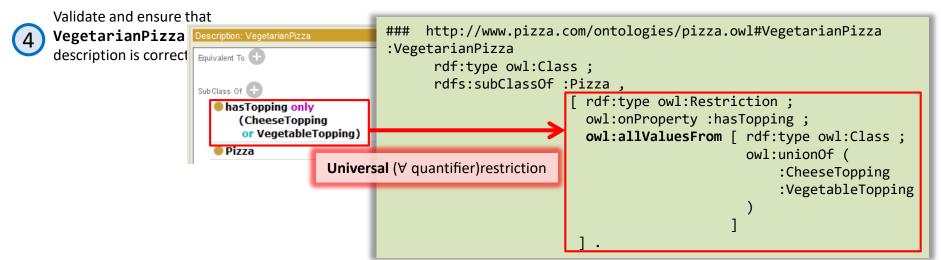
Creating a class with an universal restriction

Create a class to describe a **VegetarianPizza**, a class whose members can **only** have toppings that are **CheeseTopping** or **VegetableTopping**.



Click on the **Add SubClass of** button on the **VegetarianPizza** class Description View.





Interpretation of universal restrictions



If something is a member of the class **VegetarianPizza** it is necessary for it to be a kind of **Pizza** and it is necessary for it to **only** (\forall universal quantifier) have toppings that are kinds of **CheeseTopping** or kinds of **VegetableTopping**.

and

```
Equivalent To +

Sub Class Of +

has Topping only (Cheese Topping and Vegetable Topping)

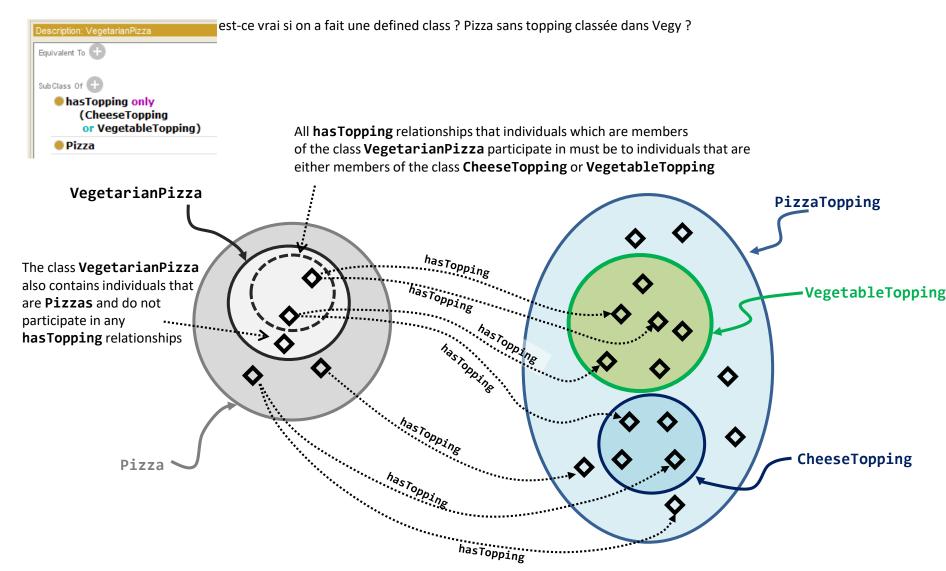
Pizza
```

If something is a member of the class **VegetarianPizza** it is necessary for it to be a kind of **Pizza** and it is necessary for it to **only** (\forall universal quantifier) have toppings that are kinds of **CheeseTopping and** kinds of **VegetableTopping**.



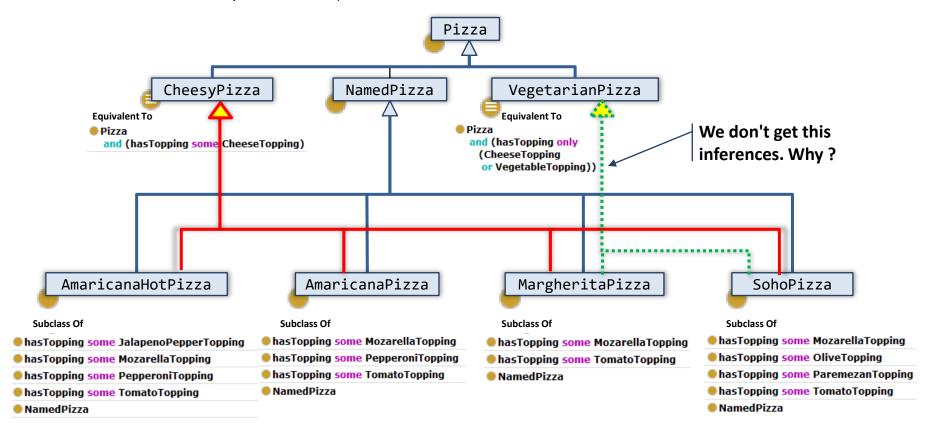
Inconsistent because **CheeseTopping** and **VegetableTopping** are disjoint classes

Interpretation of universal restrictions



Classification of NamedPizzas

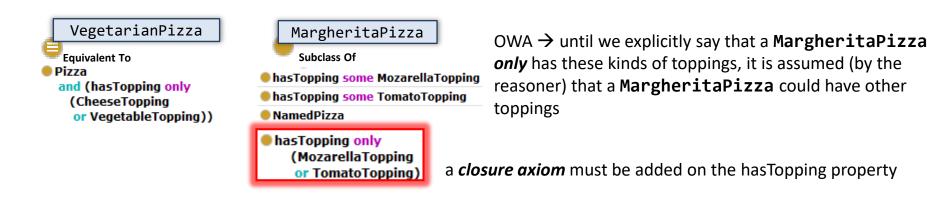
Use the reasoner to classify the ontology (**Start Reasoner** or **Synchronize Reasoner** button in the **Reasoner** drop down menu)



MargheritaPizza and SohoPizza have something missing from their definition that means they cannot be classified as subclasses of VegetarianPizza

Open World Assumption (OWA)

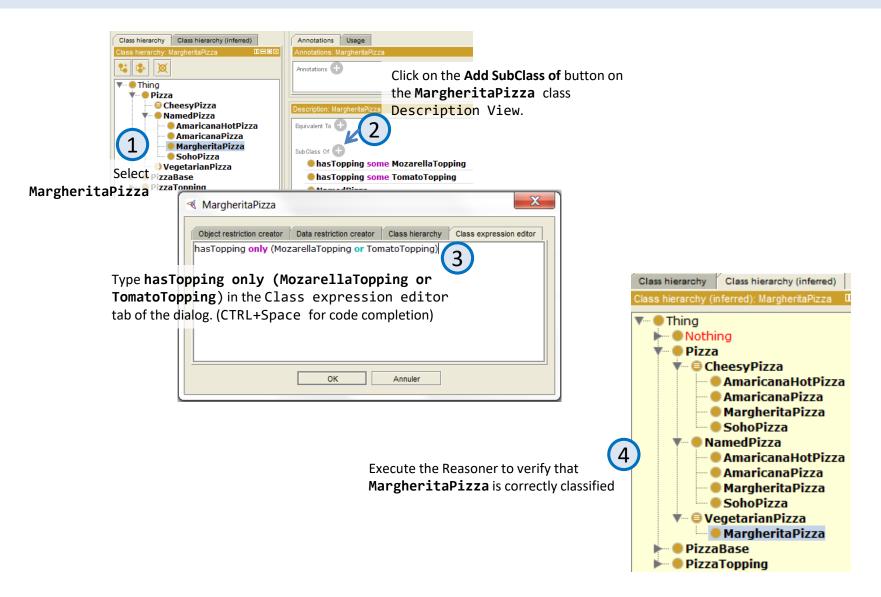
- Open World Assumption: we cannot assume something doesn't exist until it is explicitly stated that it does not exist
 - In other words, because something hasn't been stated to be true, it cannot be assumed to be false it is assumed that 'the knowledge just hasn't been added to the knowledge base'.



Closure axiom on a property: a universal restriction (only) that acts along
the property to say that it can only be filled by the specified fillers.

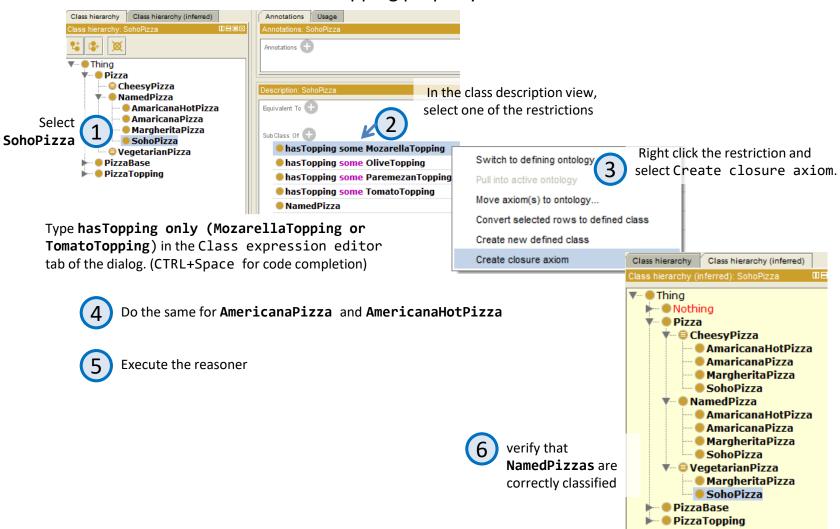
restriction filler: the **union** of the fillers that occur in the existential restrictions for the property

Adding a closure axiom to MargheritaPizza



Adding a closure axiom to other NamedPizzas

Add a closure axiom on the hasTopping property for **SohoPizza**.



Value Partition

- we want to express the spiciness that can be one of the three values: Mild, Medium and Hot
 - →use a **value partition**

Value Partition:

- restrict the range of possible values to an exhaustive list
- not part of OWL
- a design pattern: a solution that has been developed by experts and is now recognized as a proven solution for solving common modelling problems

Creating a Value Partition in OWL

1. Create a class to represent the ValuePartition.

Spiciness Value Partition to represent a 'spiciness' Value Partition

2. Create subclasses of the ValuePartition to represent the possible options for the ValuePartition.

Mild, Medium and Hot classes as subclasses SpicinessValuePartition.

- 3. Make the subclasses of the ValuePartition class disjoint.
- 4. Provide a covering axiom to make the list of value types exhaustive
- 5. Create an object property for the ValuePartition.

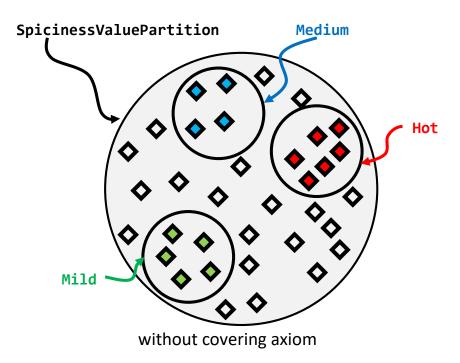
hasSpiciness property

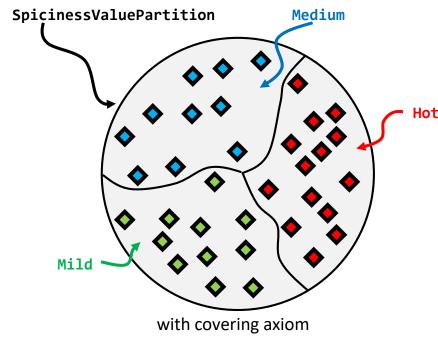
- 6. Make the property functional.
- 7. Set the range of the property as the ValuePartition class.

set the range of hasSpiciness property to SpicinessValuePartition.

Covering Axioms

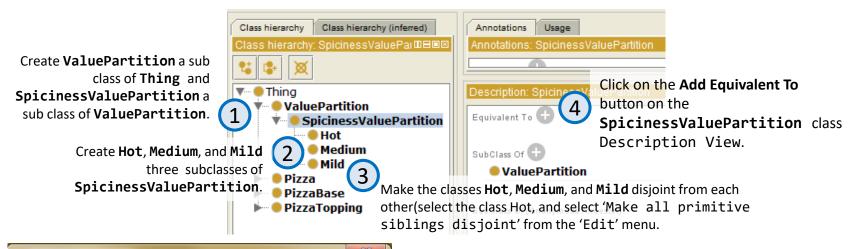
- A covering axiom consists of two parts:
 - the class that is being 'covered',
 - and the classes that form the covering
- in OWL → define the union of the classes forming the covering as a superclass of the covered class

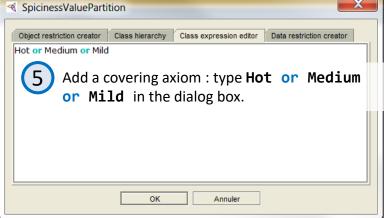


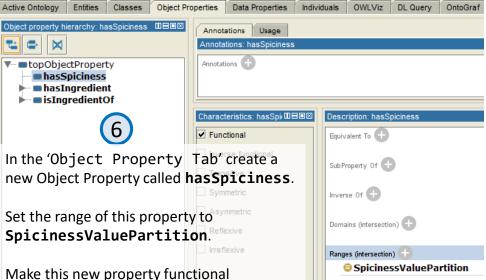


Mild, Medium and Hot are subclasses of SpicinessValuePartition and Mild U Medium U Hot is a superclass of SpicinessValuePartition

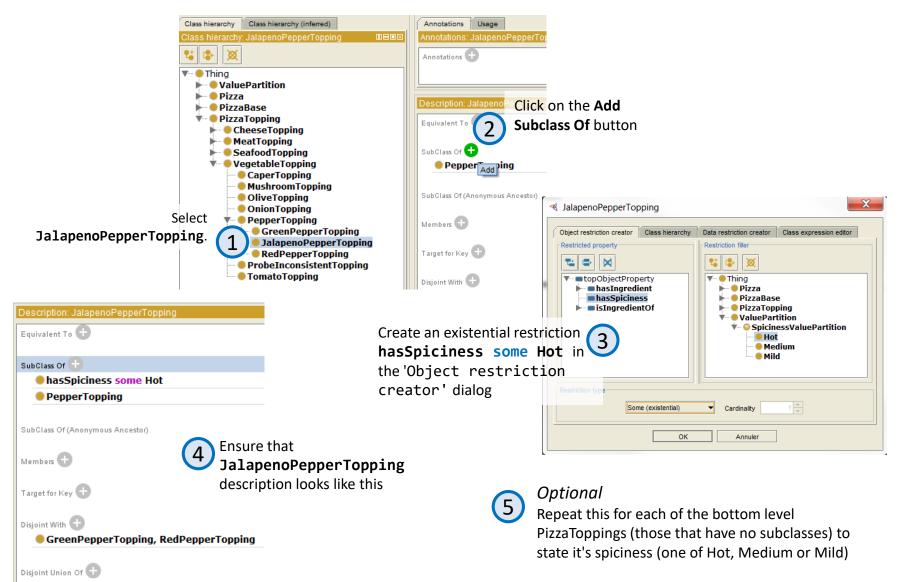
Creating SpicinessValuePartition





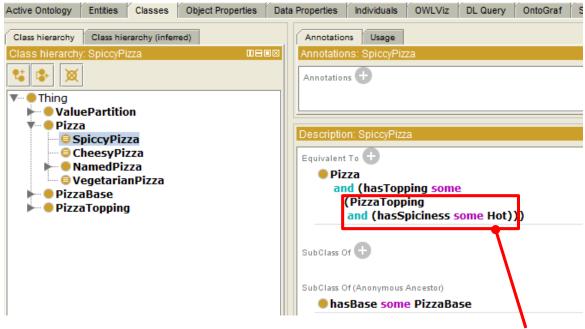


Adding Spiciness to Pizza Toppings



Creating SpicyPizza as subclass of Pizza



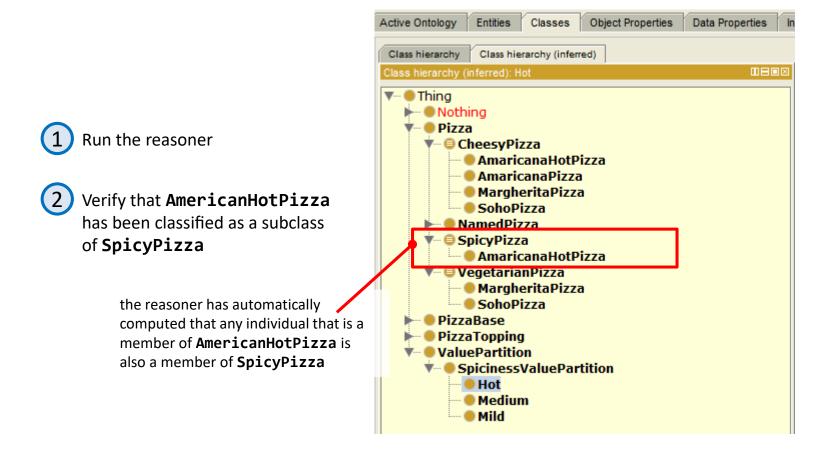


An anonymous class which contains the individuals that are members of the class **PizzaTopping** and also members of the class of individuals that are related to the members of class **Hot** via the **hasSpiciness** property the things that are **PizzaToppings** and have a spiciness that is **Hot**.

Meaning of **SpicyPizza** description:

- all members of SpicyPizza are Pizzas and have at least one topping that has a Spiciness of Hot
- anything that is a Pizza and has at least one topping that has a spiciness of Hot is a SpicyPizza

Classifying the ontology



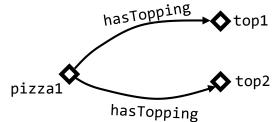
Cardinality Restrictions

Cardinality Restrictions

- describe the class of individuals that have at least, at most or exactly a specified number of relationships with other individuals or datatype values.
- For a given property P,
 - Minimum Cardinality Restriction → the minimum number of P relationships that an individual must participate in.
 - Maximum Cardinality Restriction → the maximum number of P relationships that an individual can participate in.
 - Cardinality Restriction specifies the exact number of P relationships that an individual must participate in.



Relationships are only counted as separate relationships if it can be determined that the individuals that are the *fillers* for the relationships are *different* to each other.



The individual **pizza1** satisfies a *minimum cardinality* restriction of 2 along the **hasTopping** property if the individuals **top1** and **top2** are distinct individuals

Creating and classifying a class with a cardinality restriction

- Create a subclass of Pizza called InterestingPizza.
- 2. Press the Add button on the 'SubClass Of' section of the class description view.
- 3. In the class expression editor type
 - **1.** hasTopping as a property to be restricted.
 - **2. min** to create a minimum cardinality restriction.
 - 3. 3 to specify a minimum cardinality of three
- 4. Press 'Enter' to close the dialog and create the restriction.



class description after step 4

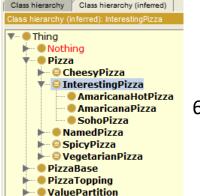
5. Select the 'Convert to defined class' option in the 'Edit' menu.

What does this mean?

InterestingPizza: the set of individuals that are members of the class Pizza and that have at least three *hasTopping* relationships with other (distinct) individuals.



class description after step 5



Run the reasoner

Qualified Cardinality Restrictions

Qualified Cardinality Restrictions

more specific than cardinality restrictions → they state the class of objects within the restriction.



define a **FourCheesePizza** class that describes the set of individuals that are members of the class **NamedPizza** and that have exactly four **hasTopping** relationships with (distinct) individuals of the **CheeseTopping** class.

- Create a subclass of NamedPizza called FourCheesePizza.
- 2. Press the Add button on the 'SubClass Of' section of the class description view.
- 3. In the class expression editor type
 - 1. hasTopping as a property to be restricted.
 - exactly to create an exact cardinality restriction.
 - **3. 4** to specify exact cardinality of four
 - **4. CheeseTopping** to specify the type of topping

to perform these steps it's also possible to use the *Object Restriction creator* tab in the dialog

- 4. Press 'Enter' to close the dialog and create the restriction.
- 5. Select the 'Convert to defined class' option in the 'Edit' menu.



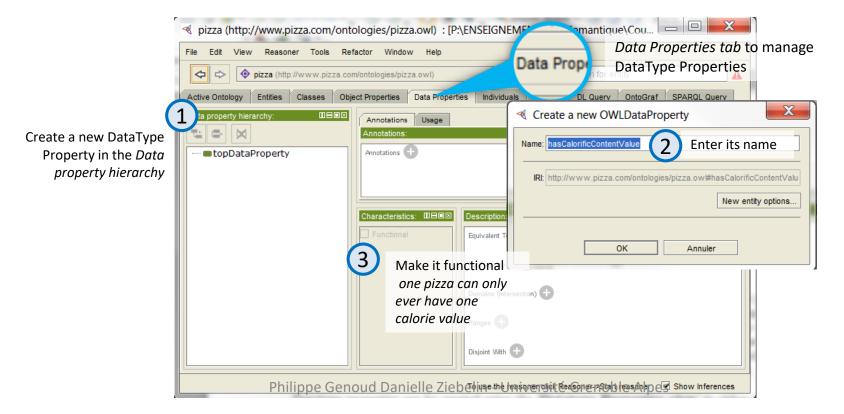
class description after step 5

DataType properties

 DataType Property: used to relate an individual to a concrete data value that may be typed (XML Schema Datatype) or untyped (rdf literal)

example: use some numeric ranges to broadly classify particular pizzas as high or low calorie.

→ a datatype property hasCalorificContentValue to state the calorie content of particular pizzas



using a DataType Property in a restriction

 A datatype property can also be used in a restriction to relate individuals to members of a given datatype.

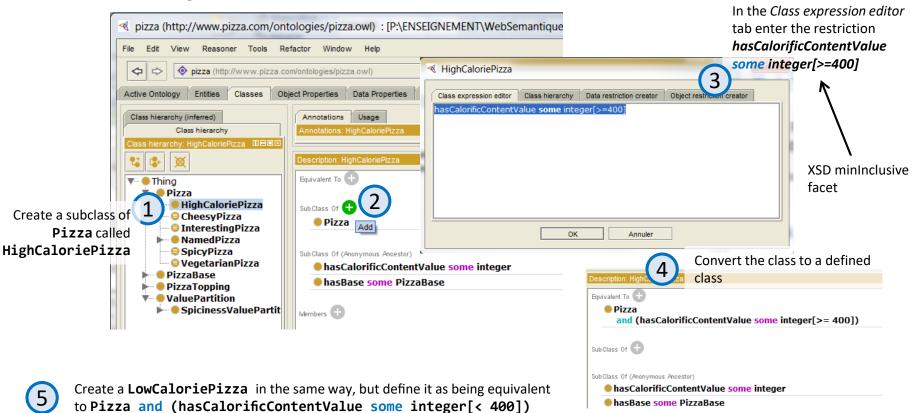
Create a datatype restriction to state that all **Pizzas** have a calorific value In the Data restriction creator tab enter the restriction hasCalorificContent some integer Pizza Edit View Reasoner Tools Refactor Window Help 3 opizza (http://www.pizza.com/ontologies/pizza.owl Data Properties Class hierarchy (inferred) decimal double ▼... ■ topDataProperty float add a SubClass of hasCalorificContentValue hexBinary description int Pizza integer Sub Class Of PizzaBase language hasBase some PizzaBase PizzaTopping Select Pizza in Literal 🔻 🌑 ValuePartition the class SpicinessValuePart Iona Sub Class Of (Anonymous Ancestor) Name hierarchy Members Equivalent To Target for Key Some (existential) Cardinality Sub Class Of Disjoint With hasBase some PizzaBase Built in datatypes, PizzaTopping, PizzaBas OK Annuler hasCalorificContentValue some integer specified in the Disjoint Union Of ensure the Pizza description XML schema Sub Class Of (Anonymous Ancestor) vocabulary and is correct include integers, Members floats, strings, Target for Key booleans etc. Disjoint With

Philippe Genoud Danie La Zighte linza la la liversité Grenoble Alpes

using a DataType Property in a restriction

• In addition to using the predefined set of datatypes it is possible to specialise the use of a datatype by specifying restrictions on the possible values..

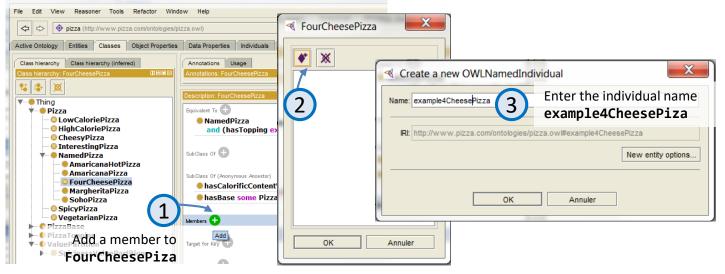
Create a HighCaloriePizza that has a calorific value higher than or equal to 400

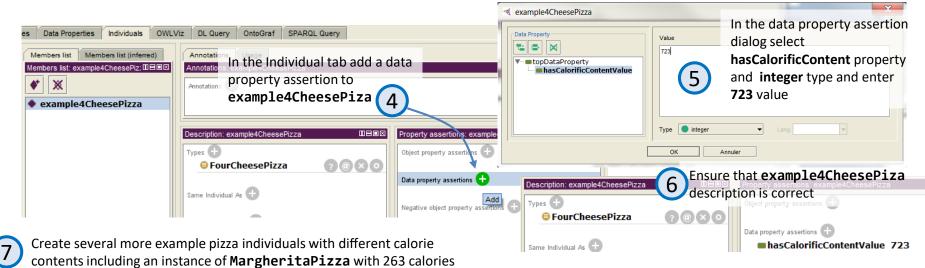


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Creating individuals with DataType properties

Create an instance of FourCheesePizza with 723 calories

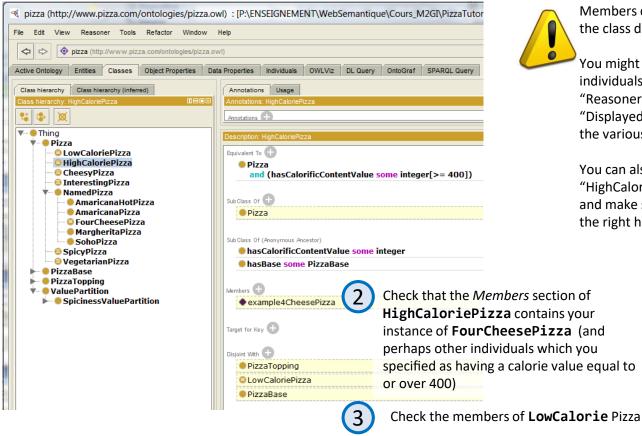




Performing instance classification

Classify pizza individuals based on their hasCalorificContentValue

1 Run a reasoner



There is a bug in Protégé 4.3., inferred Members do not appear immediately on the class description view.

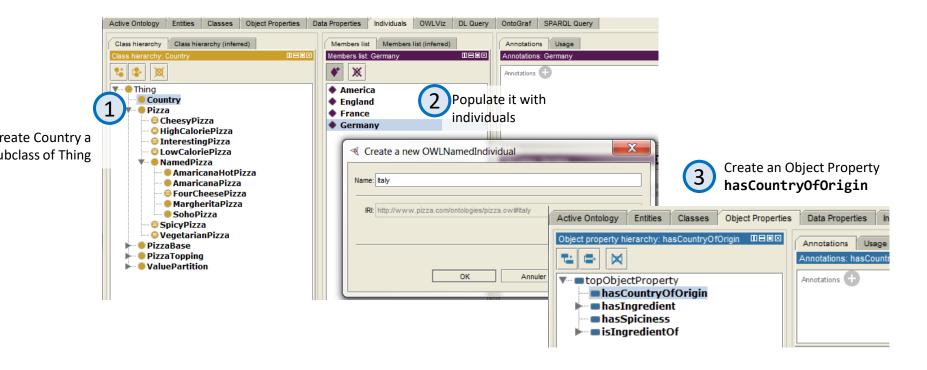
You might need to turn on inferences for individuals. In the preferences select the "Reasoner" tab. Look at the section "Displayed Individual Inferences" and check the various boxes an necessary.

You can also use the DL query tab. Type "HighCaloriePizza" into the query editor and make sure "Instances" is selected on the right hand side.

has Value Restrictions

hasValue Restriction

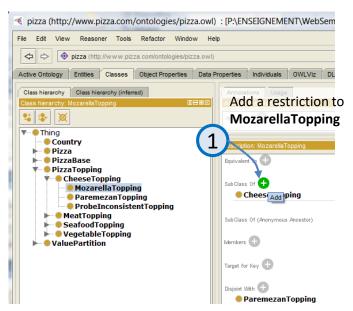
- describes the set of individuals that have at least one relationship along a specified property to a specific individual.
- example : to describe the country of origin of various pizza toppings

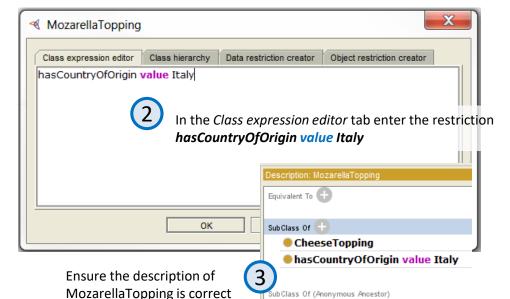


has Value Restrictions

example: to describe the country of origin of various pizza toppings (continued)

Create a **hasValue** restriction to specify that **MozzarellaTopping** has Italy as its country of origin.





Members 🛑

Target for Key

Disjoint With

Disjoint Union Of

ParemezanTopping



With current reasoners the classification is not complete for individuals. Use individuals in class descriptions with care — unexpected results may be caused by the reasoner.

individuals that are members of the class

MozzarellaTopping are also members of the class

CheeseTopping and are related to the individual *Italy*via the hasCountryOfOrigin property

Enumerated Classes

Enumerated class

- a class defined by precisely listing the individuals that are the members of it.
- Enumerated classes described in this way are anonymous classes
 - they are the class of the individuals (and only the individuals) listed in the enumeration.
- we can attach these individuals to a named class by creating the enumeration as an equivalent class.
- example
 - Create an enumerated class four countries { America, England, France, Germany, Italy }

