INFO216: Knowledge Graphs

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Session S14: OWL DL

- •Themes:
 - description logic
 - decision problems
 - OWL DL
 - Manchester OWL-syntax



Readings

- Forum links (cursory):
 - http://www.w3.org/TR/owl2-primer/
 - show: Turtle and Manchester syntax
 - hide: other syntaxes
 - Description Logic Handbook:
 - Chapter 1: Nardi & Brachman: Introduction to Description Logics
 - Chapter 2: Baader & Nutt: Formal Description Logics (gets hard)



Description Logic (DL)



Relationship to other logics

Proposition logics are about statements (propositions):

```
"Martha is a Woman" ←
     "Martha is Human" ∧ "Martha is Female"
```

(First order) predicate logics are about predicates and objects:

```
- \forall x. (Woman(x) \Leftrightarrow Human(x) \land Female(x))
```

- Description logics are about concepts:

 - and also about roles and individuals
- There are many other logic systems:
 - modal logics: necessarily □, possibly ◊
 - temporal logics: always □, sometimes ◊, next time ○



Description logics

- Description Logic (DL)
 - a simple *fragment* of predicate logic
 - ...or, rather, a family of such fragments
 - not very expressive ("uttrykkskraftig")
 - but (can have) good decision problems, i.e.,
 - it answers decision problems (rather) quickly
- Suitable for describing concepts ("begreper")
 - formal basis for OWL DL
 - can be used to:
 - describe concepts and their roles ("Tbox")
 - describe roles and their relations ("Rbox")
 - describe individuals and their roles ("ABox")



Definition of concepts ("begreper")

```
Woman ≐ Human ⊓ Female
 Man ≐ Human □ ¬ Woman

    Parent = Mother | Father

     - concepts: Human, Female, Woman...
     - definition: ≐
     - conjunction (and): п
     - disjunction (or): ⊔
     - negation (not): 7
     - nested expressions: ( )
• Childless = ..using Human and Parent..
```



Definition of concepts ("begreper")

```
Woman ≐ Human ⊓ Female
 Man ≐ Human □ ¬ Woman

    Parent = Mother | Father

    - concepts: Human, Female, Woman...
    - definition: ≐
    - conjuction (and): □
    - disjunction (or): ⊔
    - negation (not): 7
    - nested expressions: (
```



Types of concepts ("begreper")

- Woman = Human □ Female
- Man ≐ Human □ ¬ Woman
- Parent

 i Mother

 □ Father
 - atomic (or basic, primitive) concepts:
 Human, Female, Woman...
 - only used on the r.h.s. of definitions
 - concept expressions (complex concepts):
 - ¬ Woman, Human ⊓ Female...
 - only used on the r.h.s. of definitions
 - defined (and named) concepts:
 Woman, Man...
 - defined on the l.h.s. of definitions



Atomic and defined concepts

- Atomic (or basic) concepts
 - given, always named
 - cannot appear on the l.h.s. of a = definition
 - correspond to simple OWL-NamedClasses
- Concept expressions
 - defined in terms of other concepts (and roles)
 - correspond to complex OWL-Classes
- Defined concepts can also be named
 - must appear on the l.h.s. of a

 definition
 - concept_name = concept_expression
- ...similar distinction between atomic and defined roles



An atomic (or basic) role

- Bachelor ≐ Male □ ¬∃hasSpouse.⊤
- - roles: hasChild, hasSibling...
 - universal concept ("top"): T
 - existential restriction: 3
- Grandparent = ..using Human, hasChild, Parent..
- Grandparent = ..using only Human, hasChild..
- Uncle = ...using Male, hasSibling, hasChild...



- Mother = Female □ ∃hasChild. □
 Bachelor = Male □ ¬∃hasSpouse. □
- - roles: hasChild, hasSibling...
 - universal concept ("top"): T
 - existential restriction: 3
- Grandparent = ..using only Human, hasChild..
- Uncle = ..using Male, hasSibling, hasChild..



```
Mother \doteq Female \sqcap HhasChild.\top
• Bachelor ≐ Male □ ¬∃hasSpouse.⊤
- roles: hasChild, hasSibling...
     - universal concept ("top"): T
     - existential restriction: 3
• Grandparent = Human □ EhasChild.Parent
 Grandparent ≐ Human □
                     ∃ hasChild.∃ hasChild.⊤
• Uncle = ....using Male, hasSibling, hasChild....
```



```
Mother ≐ Female □ ∃hasChild. □
• Bachelor ≐ Male □ ¬∃hasSpouse.⊤
- roles: hasChild, hasSibling...
    - universal concept ("top"): T
    - existential restriction: 3
• Grandparent = Human □ EhasChild.Parent
 Grandparent ≐ Human □
                 ∃ hasChild.∃ hasChild.⊤
```



Null concept

```
Male \sqcap Female \sqsubseteq \bot
      - null concept ("bottom"): ⊥
      - subsumption (sub concept): ⊑
• \pm is used for definitions (or just \equiv)
  • = is used for equivalence axioms
• \sqsubseteq is used for subsumption axioms

    or: containment / specialisation axioms

    Note the use of . . . □ ⊥ ("subsumption of bottom")

    to say that something is not the case
```



Null concept

- Male \sqcap Female \sqsubseteq \bot
 - null concept ("bottom"): ⊥
 - subsumption (sub concept): ⊑
- \sqsubseteq is used for subsumption axioms
 - or: containment / specialisation axioms
- is used for *definitions* (or just ≡)
 - = is also used for equivalence axioms
- This was our first proper axiom!
 - so far we have just defined concepts
 - we have not used them in proper axioms



Axioms

- is used for *definitions*
- \equiv is used for equivalence axioms
 - and sometimes for definitions too...
- Axioms are equivalences or subsumptions:
 - subsumption axioms (□):
 - composite concept (role) expressions on both sides
 - equivalence axioms (≡):
 - composite concept (role) expressions on both sides
 - corresponds to: $C \subseteq D$, $D \subseteq C$
- expression
 □
 ↓ ("subsumption of bottom") is used to say that something is not the case



More role definitions

```
• HappyFather = Father □
                     ♥ hasChild.HappyPerson
     - universal restriction: \(\mathbf{Y}\)
• MotherOfOne = Mother □ =1 hasChild. □
- number restrictions: =, ≥, ≤

    Narsissist = ThasLoveFor.Self

     - self references: Self
• MassMurderer = ...using hasKilled, Human...
```



More uses of roles

MassMurderer = ≥4 hasKilled.Human



Inverse and transitive roles

- hasParent = hasChild
- hasSibling = hasSibling
- BlueBlood = \(\forall \) hasParent*.BlueBlood
 - -inverse role: hasChild-
 - symmetric role: hasSibling-
 - -transitive role: hasParent*
- Niece = ..Woman, hasChild, hasSibling..



Inverse and transitive roles

- hasParent = hasChild
- hasSibling = hasSibling
- BlueBlood = \(\forall \) hasParent*. BlueBlood
 - -inverse role: hasChild-
 - symmetric role: hasSibling-
 - -transitive role: hasParent*
- We just started to define roles!
 - until now, we have only defined concepts



Composite roles

- Similar to composite concepts, e.g.:
 - hasUncle = hasParent o hasBrother
 - hasLovedChild ≐ hasChild □ hasLoveFor
 - hasBrother = (hasSibling | Male)
- Not always supported by reasoning engines
 - they can have "bad decision problems"
 - i.e., they compute slowly or intractably
 - ...with some exceptions
- hasDaughter = ..using hasChild, Female..



Composite roles

- Similar to composite concepts, e.g.:
 - hasUncle = hasParent o hasBrother
 - hasLovedChild

 hasChild

 hasLoveFor
 - hasBrother = (hasSibling | Male)
- Not always supported by reasoning engines
 - they can have "bad decision problems"
 - i.e., they compute slowly or intractably
 - ...with some exceptions
- hasDaughter = (hasChild | Female)



TBox

- Terminology box (TBox):
 - a collection of definitions
 - definition axioms (≐):
 - concept_name = concept_expression
 - defined and named concept on the l.h.s.
 - complex concept expression on the r.h.s
 - defined names
 - atomic (basic, primitive) names



Acyclic, definitional TBox

```
Woman ≡ Person □ Female
                         Man \equiv Person \sqcap \neg Woman
                      Mother \equiv Woman \sqcap \existshasChild.Person
                       Father \equiv Man \sqcap \exists has Child. Person
                       Parent \equiv Father \sqcup Mother
               Grandmother \equiv Mother \sqcap \exists has Child. Parent
MotherWithManyChildren \equiv Mother \square \geqslant 3 hasChild
 MotherWithoutDaughter \equiv Mother \sqcap \forall hasChild.\negWoman
                         Wife \equiv Woman \square \existshasHusband.Man
```

Note: The example uses **≡** instead of **≐** for definitions

Acyclic, definitional TBox

Person ☐ Female Atomic concepts Defined Woman concepts Person □ ¬Woman \equiv Woman $\sqcap \exists$ hasChild.Person Mother Man □ ∃hasChild.Person Father \equiv Father \sqcup Mother Parent Grandmother \equiv Mother $\sqcap \exists$ hasChild.Parent MotherWithManyChildren Mother $\square \geqslant 3$ has Child \equiv Mother $\sqcap \forall hasChild. \neg Woman$ MotherWithoutDaughter | Woman □ ∃hasHusband Man Wife

Note: The example uses **≡** instead of **≐** for definitions

Acyclic and unequivocal!

TBox

- Acyclicity: no cyclic definitions in the TBox
- Unequivocality: each named defined term is only used on the l.h.s. of a single definition
- Concept expansion:
 - every concept can be written as an expression of only atomic concepts
 - algorithm:
 - start with the expression that defines the concept
 - recursively replace all the defined concepts used in the expression with their definitions
 - halt when only atomic concepts remain



Expanded definitional TBox

instead of \doteq for definitions

```
Only basic concepts
                                                                                                on the right hand sides!
                           Woman \equiv Person \sqcap Female
                                \mathsf{Man} \equiv \mathsf{Person} \sqcap \neg (\mathsf{Person} \sqcap \mathsf{Female})
                                                (Person \sqcap Female) \sqcap \existshasChild.Person
                                                (Person \sqcap \neg (Person \sqcap Female)) \sqcap \exists hasChild.Person
                             Parent \equiv ((Person \sqcap \neg(Person \sqcap \neg Female)) \sqcap \existshasChild.Person)
                                                 \square ((Person \sqcap Female) \sqcap \existshasChild.Person)
                   Grandmother \equiv ((Person \sqcap Female) \sqcap \exists has Child. Person)
                                                 \sqcap \exists \mathsf{hasChild.}(((\mathsf{Person} \sqcap \neg (\mathsf{Person} \sqcap \mathsf{Female})))))
                                                                        \sqcap \exists hasChild.Person)
                                                                       \sqcup ((Person \sqcap Female)
                                                                            \sqcap \exists hasChild.Person)
                                                ((Person \sqcap Female) \sqcap \exists hasChild.Person) \sqcap \geqslant 3 hasChild
MotherWithManyChildren \equiv
                                                ((Person \sqcap Female) \sqcap \exists hasChild.Person)
 MotherWithoutDaughter \equiv
                                                 \sqcap \forall \mathsf{hasChild.}(\neg(\mathsf{Person} \sqcap \mathsf{Female}))
                                Wife \equiv (Person \sqcap Female)
                                                 \sqcap \exists \mathsf{hasHusband}.(\mathsf{Person} \sqcap \neg (\mathsf{Person} \sqcap \mathsf{Female}))
Note: The example uses ≡
```

RBox

- Role box (RBox):
 - a collection of definitions of roles
 - otherwise similar to TBoxes:
 - atomic (basic, primitive) roles
 - role expressions
 - named defined roles
 - role expansion
 - not always necessary (i.e., only atomic roles)



ABox

- So far definitions of concepts and roles (TBox, RBox)
- Also two types of axioms about individuals (ABox):
 - class assertion (using a concept):

```
Märtha : Female □ Royal
```

- role assertion (using a role):

```
<Märtha, EmmaTallulah> : hasChild
```

<Märtha, HaakonMagnus> : hasBrother

- Together, a TBox, an ABox and possibly an RBox constitute a knowledge base (KB)
 - concepts, roles in the TBox (aka "the tags")
 - roles in the RBox (also "tags")
 - individuals, roles in the *ABox* ("the tagged data")



Syntaxes differ a bit...

- So far definitions of concepts and roles (TBox, RBox)
- Also two types of axioms about individuals (ABox):
 - class assertion (using a concept):
 Female (Märtha), (Female □ Royal) (Märtha)
 - role assertion (using a role):
 hasChild(Märtha, EmmaTallulah)
 hasBrother(Märtha, HaakonMagnus)
- Together, a TBox, an ABox and possibly an RBox constitute a knowledge base (X)
 - concepts, roles in the TBox (aka "the tags")
 - roles in the RBox (also "tags")
 - individuals, roles in the ABox ("the tagged data")



Summary of axioms

Terminology axioms (TBox):

- subsumptions: $C \subseteq D$

- equivalences: $C \equiv D$

corresponds to: $C \subseteq D$, $D \subseteq C$

- Role axioms (RBox)
- Individual assertion axioms (in the ABox):

- class assertions: a:C

- role assertions: <a,b>:R

a and b are *individuals*. R is a *role*!

C and D are expressions!

• Knowledge base $\mathcal{K} = (\mathcal{T}, \mathcal{A})$ or $\mathcal{K} = (\mathcal{T}, \mathcal{R}, \mathcal{A})$

- TBox: \mathcal{T} RBox: \mathcal{R} ABox: \mathcal{A}



Decision Problems



Reasoning over knowledge bases

- What more can we do with ontologies?
- For example:
 - a security ontology that describes an organisation and its computer systems as concepts, roles and individuals
 - can answer competency questions, e.g.:
 - are all the security levels subclasses of one another?
 - what is the highest security level of a temporary?
 - what is the necessary security level of a component?
 - which employees have access to critical data?
 - for which security roles is an employee qualified?
 - which individuals are suspicious persons?
 - DL offers a clear and compact way or representing and reasoning about questions such as these!



Decision problems

- A computational problem with a yes/no answer, e.g.
 - is C *subsumed* by D: \mathcal{K} ⊨ $\mathbf{C} \sqsubseteq \mathbf{D}$?
 - are C and D consistent: $\mathcal{K} \models a: (C \sqcap D)$?
 - does a belong to C: $\mathcal{K} \models \mathbf{a}:\mathbf{C}$?
 - is a R-related to b: $\mathcal{K} \models \langle a, b \rangle : \mathbb{R}$?
- Given a knowledge base , reasoning engines are designed to give yes / no answer
 - ...but not all decision problems are decidable
 - ...or have tractable complexity
 - depends on the expressions used!

C and D are classes, a and b are individuals. R is a role!



Decision problems for concepts

- Four important decision problems for concepts:
 - consistency:

can an individual a exist so that

$$T \models a:C$$

– subsumption:

$$T \models C \sqsubseteq D$$

– equivalence:

$$T \models C \equiv D$$
, also written $C \equiv_T D$,

– disjunction:

$$\mathcal{T} \models \mathsf{C} \sqcap \mathsf{D} \sqsubseteq \mathsf{\bot}$$

• T can always be emptied, by expanding all its concepts



Decision problems for concepts

- All four can be reduced to subsumption or consistency!
 - consistency:

$$\mathcal{T} \models a:C \qquad \leftrightarrow \mathcal{T} \nvDash C \sqsubseteq \bot$$
 $\mathcal{T} \nvDash a:C \qquad \leftrightarrow \mathcal{T} \models C \sqsubseteq \bot$

- subsumption:

$$\mathcal{T} \models \mathbf{C} \sqsubseteq \mathbf{D} \leftrightarrow \mathcal{T} \models \mathbf{C} \sqcap \neg \mathbf{D} \sqsubseteq \mathbf{\bot}$$

– equivalence:

$$\mathcal{T} \models C \equiv D \leftrightarrow \mathcal{T} \models C \sqsubseteq D, D \sqsubseteq C$$

– disjunction:

$$\mathcal{T} \models C \sqcap D \sqsubseteq \bot$$

• T can always be *emptied*, by expanding all its concepts



Decision problems for individuals

- Decision problems for individuals and roles:
 - instance checking:
 - is individual a member of class/concept C?

```
-\mathcal{A} \models a:C \qquad \leftrightarrow \not \models \mathcal{A} \sqcap \neg (a:C)
```

- role checking:
 - is individual **a R**-related to individual **b**?

```
-\mathcal{A} \models \langle a,b \rangle : R \leftrightarrow \not \models \mathcal{A} \sqcap \neg (\langle a,b \rangle : R)
```

- classifications (not yes/no):
 - to which classes/concepts does a belong?
 - all individuals of class/concept C?
- Everything boils down to consistency checking for ABoxes
 - ...under certain (rather weak) conditions



Tableau algorithm

- A simple reasoning procedure
- Tests satisfiability of a concept C₀
 - C₀ is possible expanded
 - negation normal form (NNF)
- Starts with ABox $A_0 = \{ C_0(x) \}$
- Applies transformation rules that preserve consistency
- Halt when not more rules can be applied
 - ...and halt a branch that contains a contradiction
- If all possible branches contain contradictions:
 - C₀ is unsatisfiable
- C₀ is satisfiable otherwise



The \rightarrow_{\sqcap} -rule

Condition: \mathcal{A} contains $(C_1 \sqcap C_2)(x)$, but it does not contain both $C_1(x)$ and $C_2(x)$. **Action:** $\mathcal{A}' = \mathcal{A} \cup \{C_1(x), C_2(x)\}.$

The \rightarrow_{\sqcup} -rule

Condition: A contains $(C_1 \sqcup C_2)(x)$, but neither $C_1(x)$ nor $C_2(x)$.

Action: $\mathcal{A}' = \mathcal{A} \cup \{C_1(x)\}, \ \mathcal{A}'' = \mathcal{A} \cup \{C_2(x)\}.$

The $\rightarrow \exists$ -rule

Condition: \mathcal{A} contains $(\exists R.C)(x)$, but there is no individual name z such that C(z) and R(x,z) are in \mathcal{A} .

Action: $A' = A \cup \{C(y), R(x, y)\}$ where y is an individual name not occurring in A.

The \rightarrow_{\forall} -rule

Condition: \mathcal{A} contains $(\forall R.C)(x)$ and R(x,y), but it does not contain C(y). **Action:** $\mathcal{A}' = \mathcal{A} \cup \{C(y)\}.$

The \rightarrow >-rule

Condition: \mathcal{A} contains $(\geqslant n R)(x)$, and there are no individual names z_1, \ldots, z_n such that $R(x, z_i)$ $(1 \le i \le n)$ and $z_i \ne z_j$ $(1 \le i < j \le n)$ are contained in \mathcal{A} .

Action: $A' = A \cup \{R(x, y_i) \mid 1 \le i \le n\} \cup \{y_i \ne y_j \mid 1 \le i < j \le n\}$, where y_1, \ldots, y_n are distinct individual names not occurring in A.

The \rightarrow <-rule

Condition: \mathcal{A} contains distinct individual names y_1, \ldots, y_{n+1} such that $(\leq n R)(x)$ and $R(x, y_1), \ldots, R(x, y_{n+1})$ are in \mathcal{A} , and $y_i \neq y_j$ is not in \mathcal{A} for some $i \neq j$. **Action:** For each pair y_i, y_j such that i > j and $y_i \neq y_j$ is not in \mathcal{A} , the ABox $\mathcal{A}_{i,j} = [y_i/y_j]\mathcal{A}$ is obtained from \mathcal{A} by replacing each occurrence of y_i by y_j .

Complexity

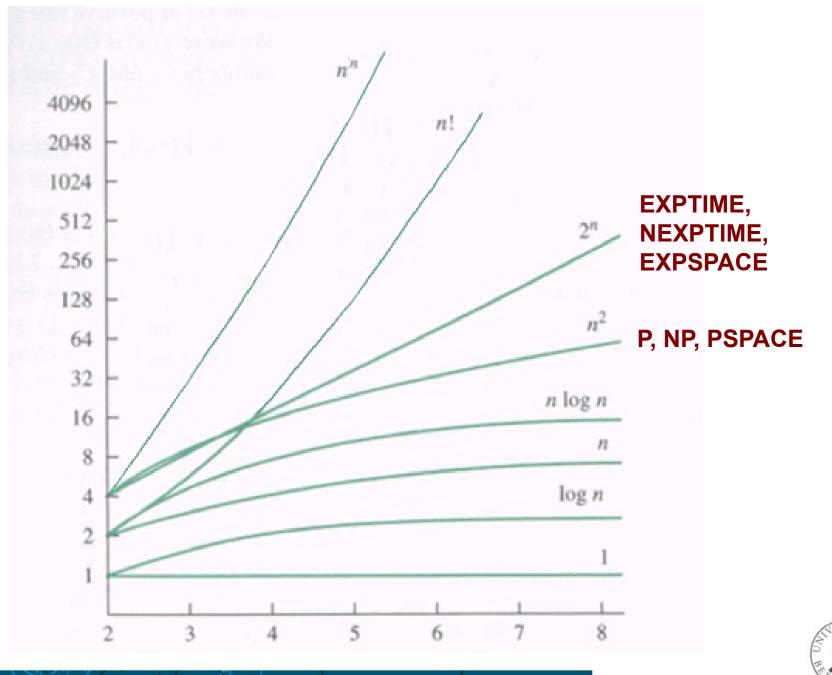
- Decidability ("bestembarhet"):
 - we can always calculate the yes/no answer in finite time
- Semi-decidability ("semibestembarhet"):
 - we can always calculate a yes-answer in finite time,
 ...but not always a no-answer
- Undecidability ("ubestembarhet"):
 - we cannot always calculate the answer in finite time



Complexity

- Decidability is necessary
 - but not enough
 - we also want a decision "in reasonable time"
 - different DL-variants have different complexity
 - many different complexity classes
 - polynomial (P), exponential (EXP)...
 - ...in time and space
- Tractable (or feasible) complexity
 - acceptable complexity for large knowledge bases
 - typically polynomial complexity (P)
 - complexity grows $O(n^c)$ of problem size n





DL-complexity

- We have presented many DL-notations
 - do not use all at the same time!
 - that gives high complexity
 - which is why we have different OWL Profiles
- Complexity calculator on the net:
 - Complexity of reasoning in Description Logics http://www.cs.man.ac.uk/~ezolin/dl/



OWL DL



Relation to OWL

- OWL DL and description logic are closely matched
 - everything in OWL DL has a DL-counterpart
 - most everything in DL can be expressed in OWL DL
- DL is a family of logic systems:
 - some of them correspond to particular OWL profiles
 - OWL1 DL: S 升 O I 火(力)
 - OWL2 DL: SROIQ(D)



OWL profiles revisited

- OWL "1" (2002):
 - OWL Full "anything goes"
 - OWL DL fragment of OWL Full,
 - formal semantics through description logic
 - OWL Lite simple fragment of OWL DL, not much used
- OWL 2 (2008):
 - OWL2 Full "anything goes"
 - OWL2 DL fragment of OWL2 full, extension of OWL DL
 - OWL2 EL quick reasoning, fragment of OWL2 DL
 - OWL2 RL rule language, fragment of OWL2 DL
 - OWL LD linked data, fragment of OWL2 RL
 - OWL2 QL query language, fragment of OWL2 DL



And there is more...

- A few other constructions
- Formal definitions of
 - syntax (rules for valid expressions, reasoning)
 - semantics (rules for interpreting expressions)
- Tools and techniques
- Lots of applications



Manchester OWL syntax



Manchester OWL-syntax

- A simple DL notation without special symbols
 - used by Protege-OWL to construct classes
 - similar to DL syntax
- Class: Woman
 - EquivalentTo: Human and Female
- Class: Man
 - EquivalentTo: Human and not Female
- Class: Parent
 - EquivalentTo: Mother or Father
- Can be used to serialise complete ontologies
 - ...we will look mostly at TBox expressions
- http://www.w3.org/TR/owl2-manchester-syntax/



Comparison

```
DL:

    Machester OWL:

   Class: Man
        EquivalentTo: Human and not Female
TURTLE:
   family:Man owl:equivalentClass
        owl:intersectionOf (
             family:Human
                a owl:Class;
                owl:complementOf family:Woman
```



Roles in Manchester OWL syntax

```
Class: Mother
       EquivalentTo:
       Female and hasChild some owl: Thing
Class: Bachelor
       EquivalentTo:
       Male and not has Spouse some owl: Thing
Class: Uncle
       EquivalentTo:
       Male and hasSibling some Parent
     - universal concept (top): owl:Thing
     -existential restriction: some
```



Null concept in Manchester OWL syntax



More roles in Manchester OWL syntax

```
Class: HappyFather
        EquivalentTo:
        Father and hasChild only Happy
     - value restriction: only

    Class: MotherOfOne

        EquivalentTo: Mother and
                         hasChild exactly 1
• Class: Bigamist
        EquivalentTo: hasSpouse min 2
     - number restriction: exactly, min, max

    Class: Narcissist

        EquivalentTo: loves some Self
```



Inverse, symmetric and transitive roles

```
Class: Child
     EquivalentTo:
     Human and inverse hasChild some owl: Thing

    Class: hasParent

     EquivalentTo: inverse hasChild

    ObjectProperty: hasSibling

     Characteristic: Symmetric

    ObjectProperty: hasAncestor

     Characteristic: Transitive
• inverse role: inverse
     - symmetric role:
         Characteristic: SymmetricProperty
     - transitive role:
```

Characteristic: TransitiveProperty

