

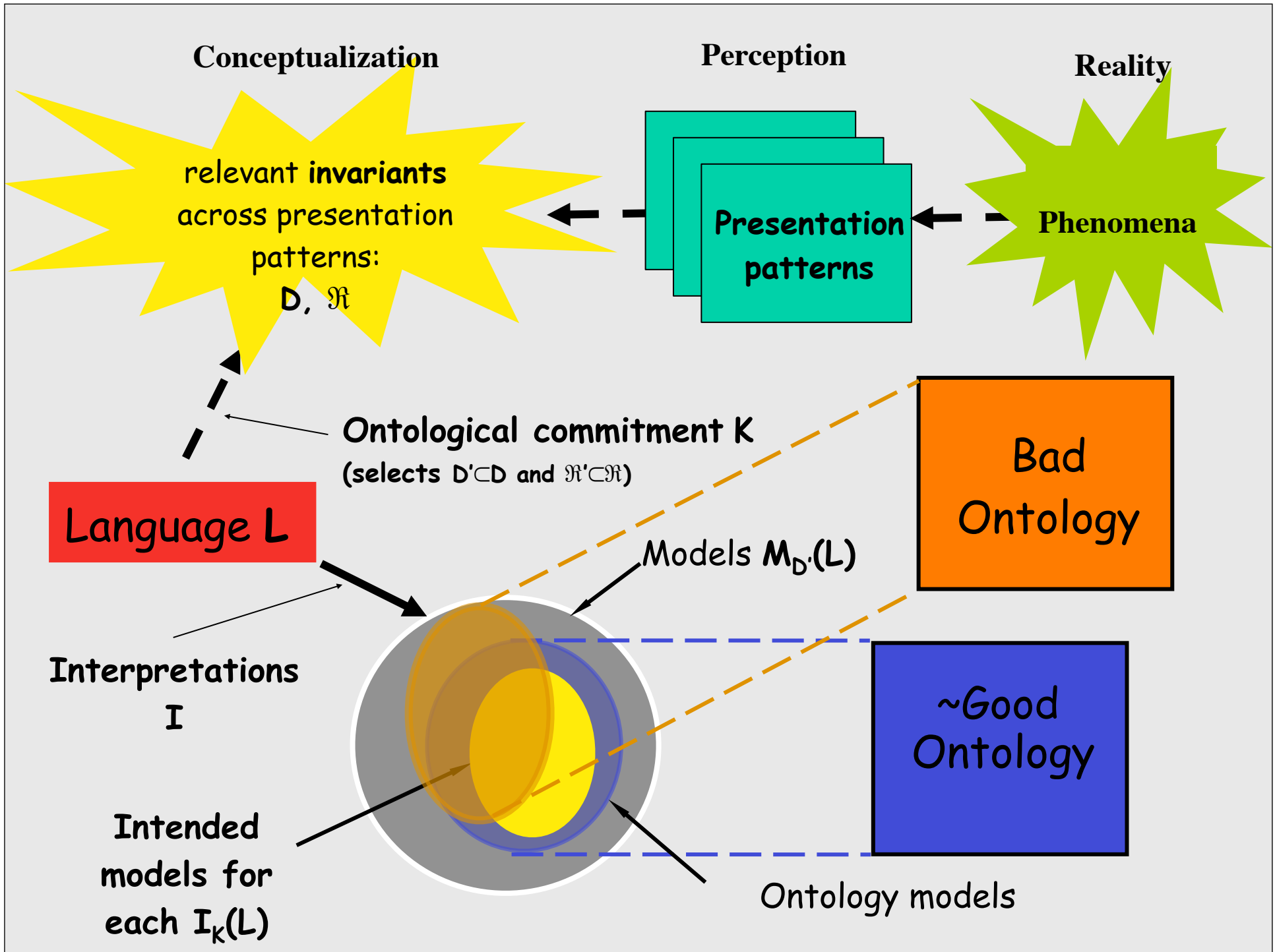


# Ontology quality, ontology design patterns, and competency questions

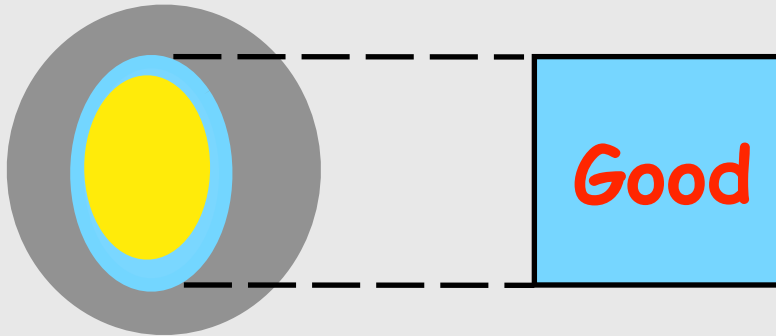
Nicola Guarino

Italian National Research Council  
Institute of Cognitive Sciences and Technology (ISTC-CNR)  
Laboratory for Applied Ontology, Trento

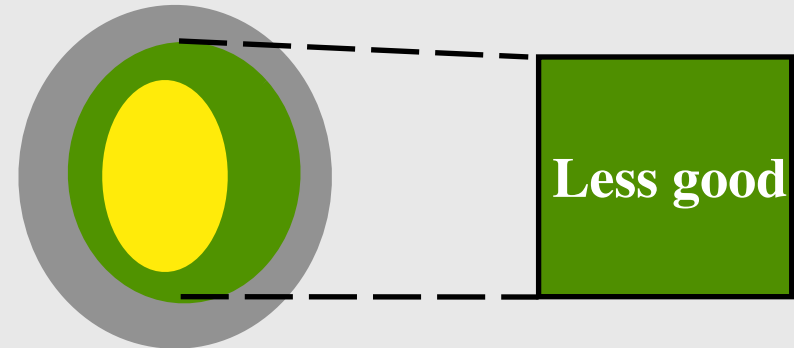
# Good ontologies and bad ontologies



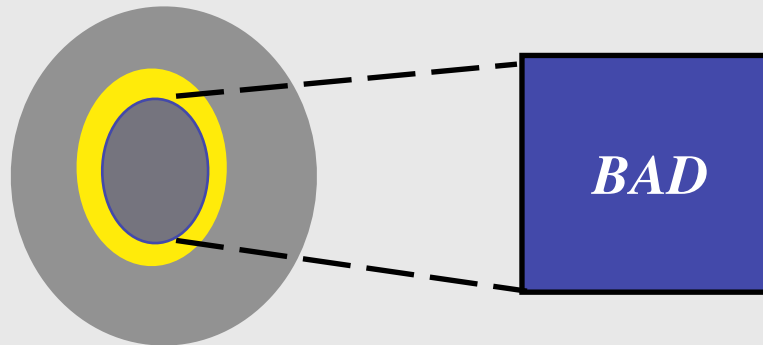
## Ontology Quality: Precision and Correctness



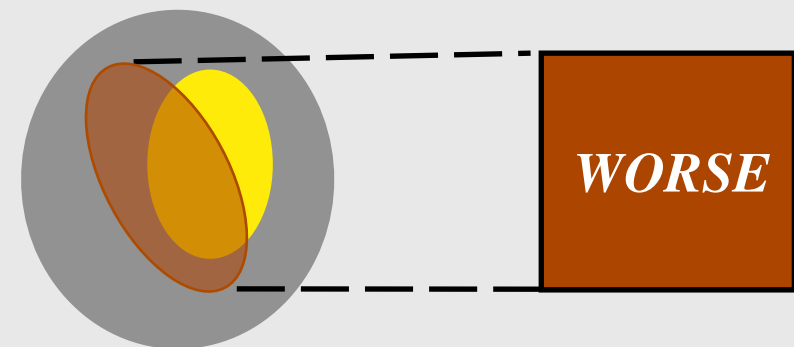
High precision, max correctness



Low precision, max correctness



Max precision, low correctness



Low precision, low correctness



## When precision is not enough

Only one binary predicate in the language: **on**

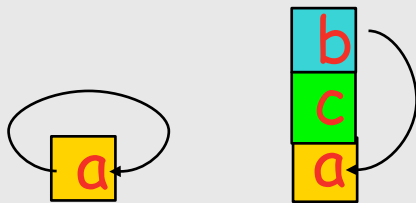
Only three blocks in the domain: **a, b, c**.

Axioms (for all  $x, y, z$ ):

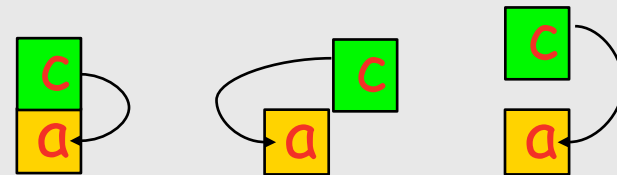
$$\text{on}(x, y) \rightarrow \neg \text{on}(y, x)$$

$$\text{on}(x, y) \rightarrow \neg \exists z (\text{on}(x, z) \wedge \text{on}(z, y))$$

All non-intended **models** (for the given domain) are excluded, but still some **counterexamples** can't be excluded



Excluded counterexamples



Indistinguishable examples

# A third dimension for ontology quality: *accuracy*

---

- In general, a single intended *model* may not discriminate between positive and negative *examples* because of a *mismatch* between:
  - Cognitive domain and domain of discourse: lack of *entities*
  - Conceptual relations and ontology relations: lack of *primitives*
- Capturing all intended models is not sufficient for a “perfect” ontology
  - Precision*: non-intended *models* are excluded
  - Accuracy*: negative *examples* are excluded



# Correctness, precision, and accuracy

---

- Correctness: no ontology constraint is wrong
- Precision: the ontology discriminates between wrong and correct *statements*
- Accuracy: the ontology discriminates between wrong and correct *examples*



# Ontology design patterns and ontology quality

“ontology design patterns play an important role in obtaining higher quality ontologies”  
*(EKAW 2010 Ontology Quality Workshop CFP)*



# A critical tradeoff: reusability vs. interoperability

- *ontology patterns* are supposed to be highly **reusable**...
- Are they **interoperable**?
- Differently from generic software, interoperability is the *raison d'être* of ontologies...

## A content pattern<sup>1</sup>: Part-of

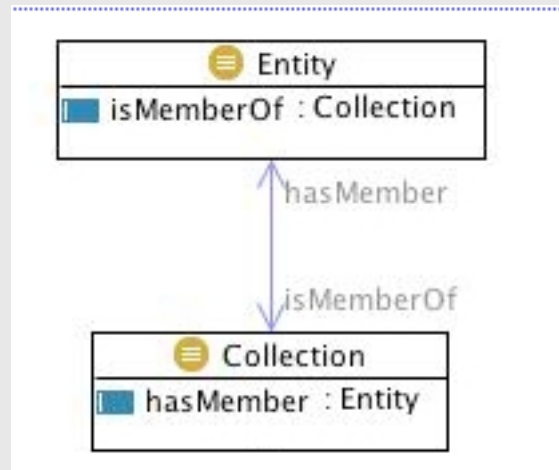


- Name: part of
- Intent: To represent entities and their parts
- Competency questions:
  - *What is this entity part of?*
  - *What are the parts of this entity?*

<sup>1</sup>from [www.ontologydesignpatterns.org](http://www.ontologydesignpatterns.org)

# Member-collection

---

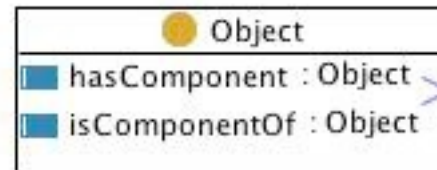


- Competency questions:
  - *What things are contained in this collection?*
  - *What collections this thing is member of?*



# Componency

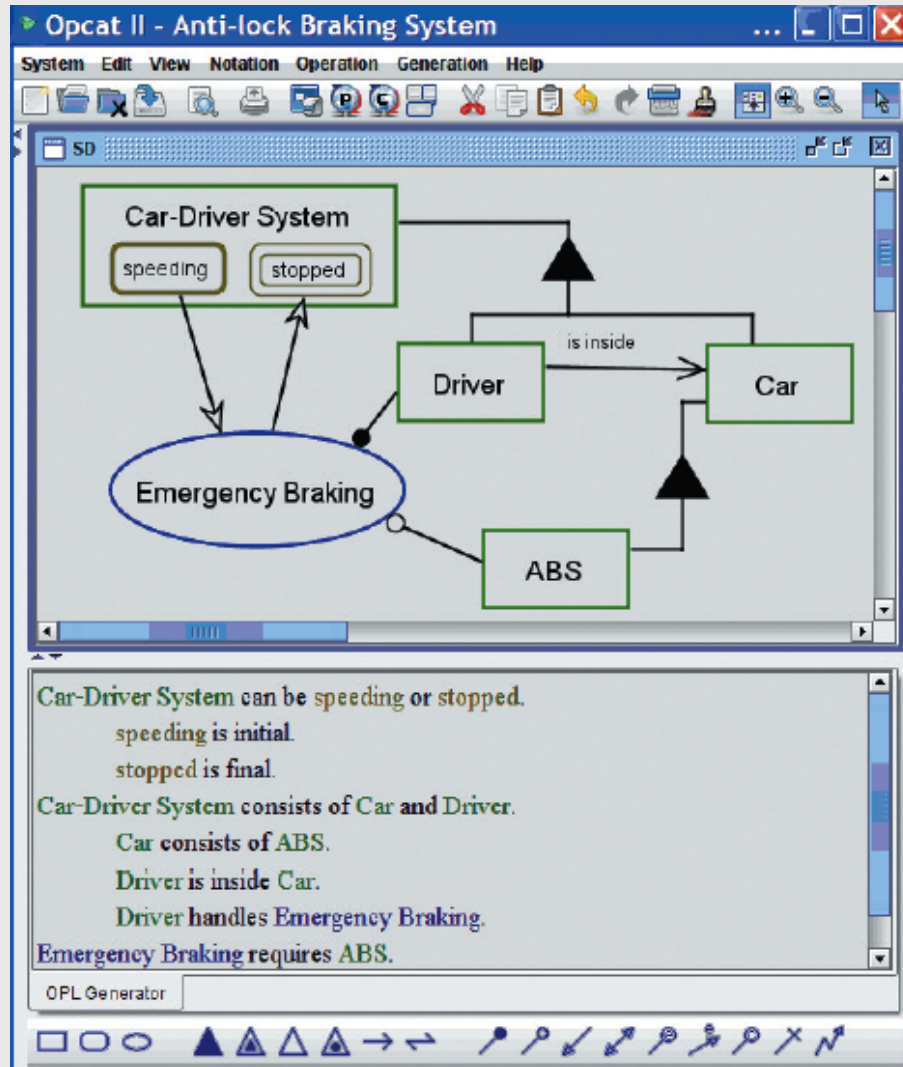
---



- Competency questions:
  - *What is this object component of?*
  - *What are the components of this object?*



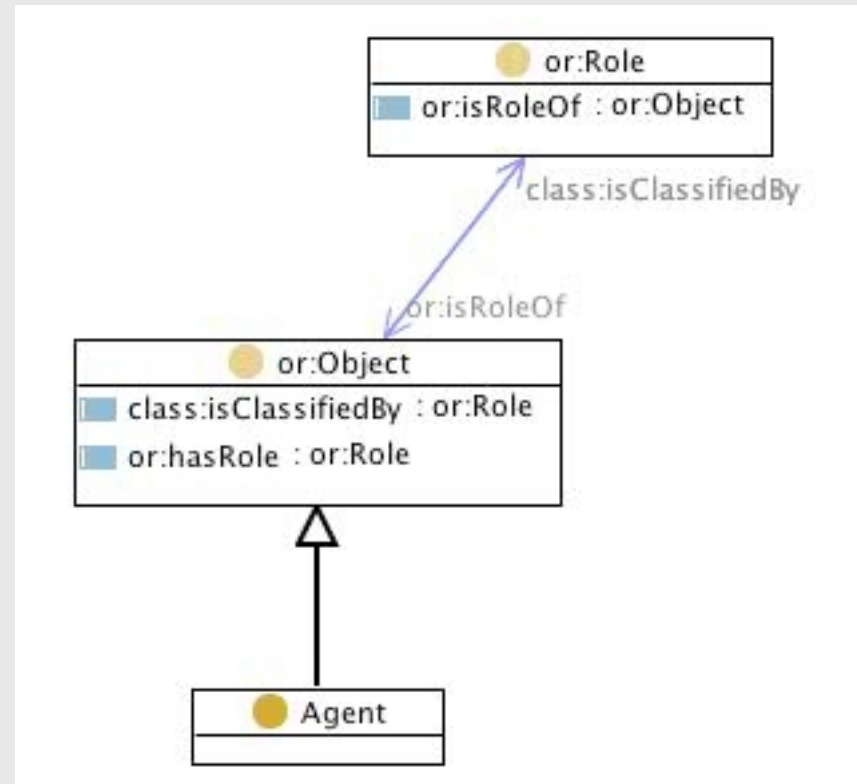
# An interpretation of “part-of”... or “component-of”?



Dov Dory, Words from pictures for dual-channel processing, *Communications of the ACM* 51, 2008



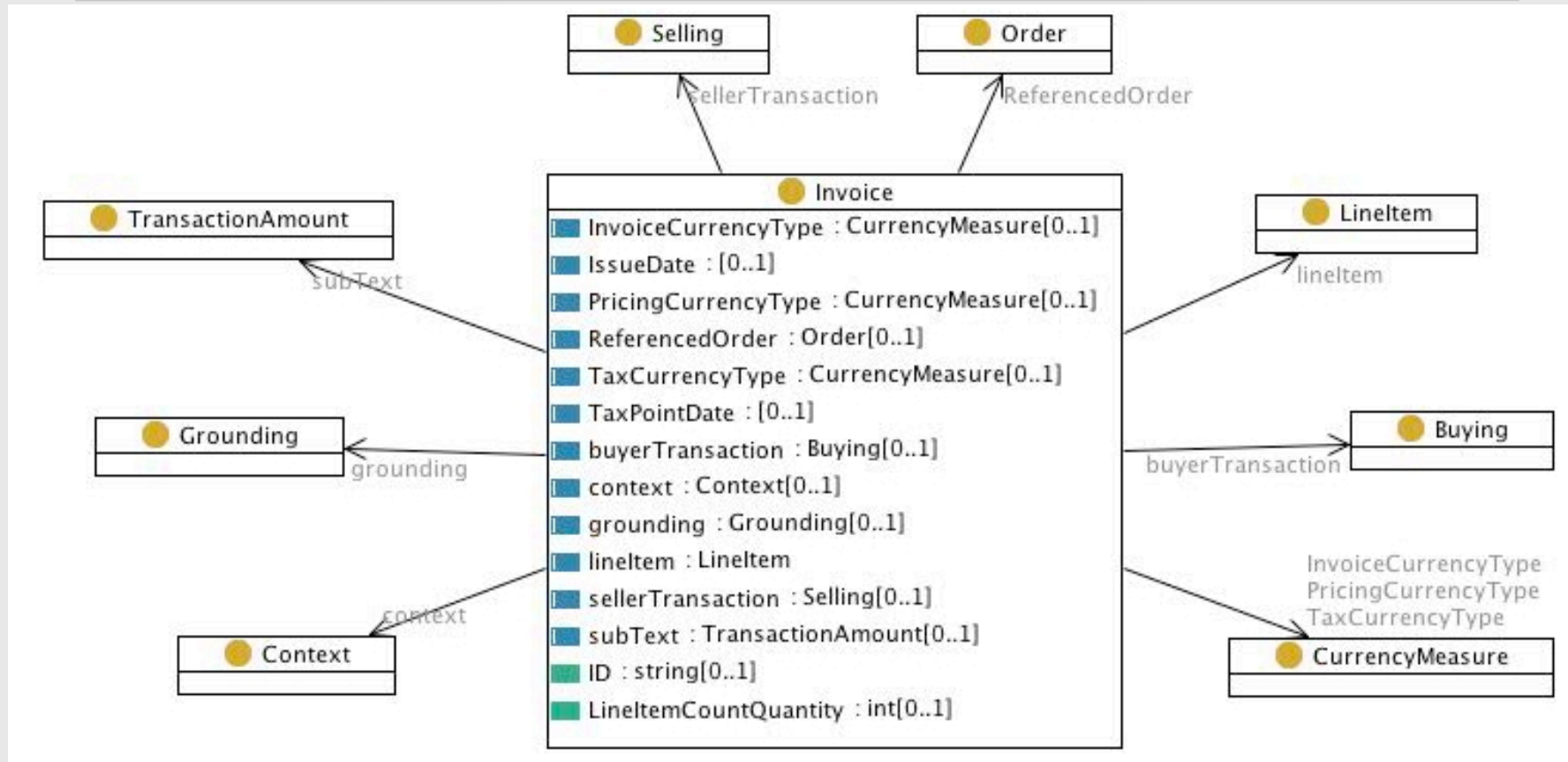
# Agent-Role



- which agent does play this role?
- what is the role that played by that agent?



# Invoice



- What are the transactions involved in this invoice?
- What is the order this invoice is referring to?
- What is the line item for this invoice?
- What is the amount of the transactions involved in this invoice?
- What currency is applied to this invoice?



## Some competency questions for the GoodRelations ontology

---

- CQ1: Which retrievable Web Resources describe an offer?
- CQ2: For which time frame is the offer valid?
- CQ3: Which types of customers are eligible?
- CQ4: Which are the eligible customer regions?
- CQ5: Which shipping / delivery methods are available?
- CQ6: Which methods of payment are accepted?
- CQ10: What is the mail address and which are the contact details of the offering business entity?





# Competency questions, according to their inventors (1)

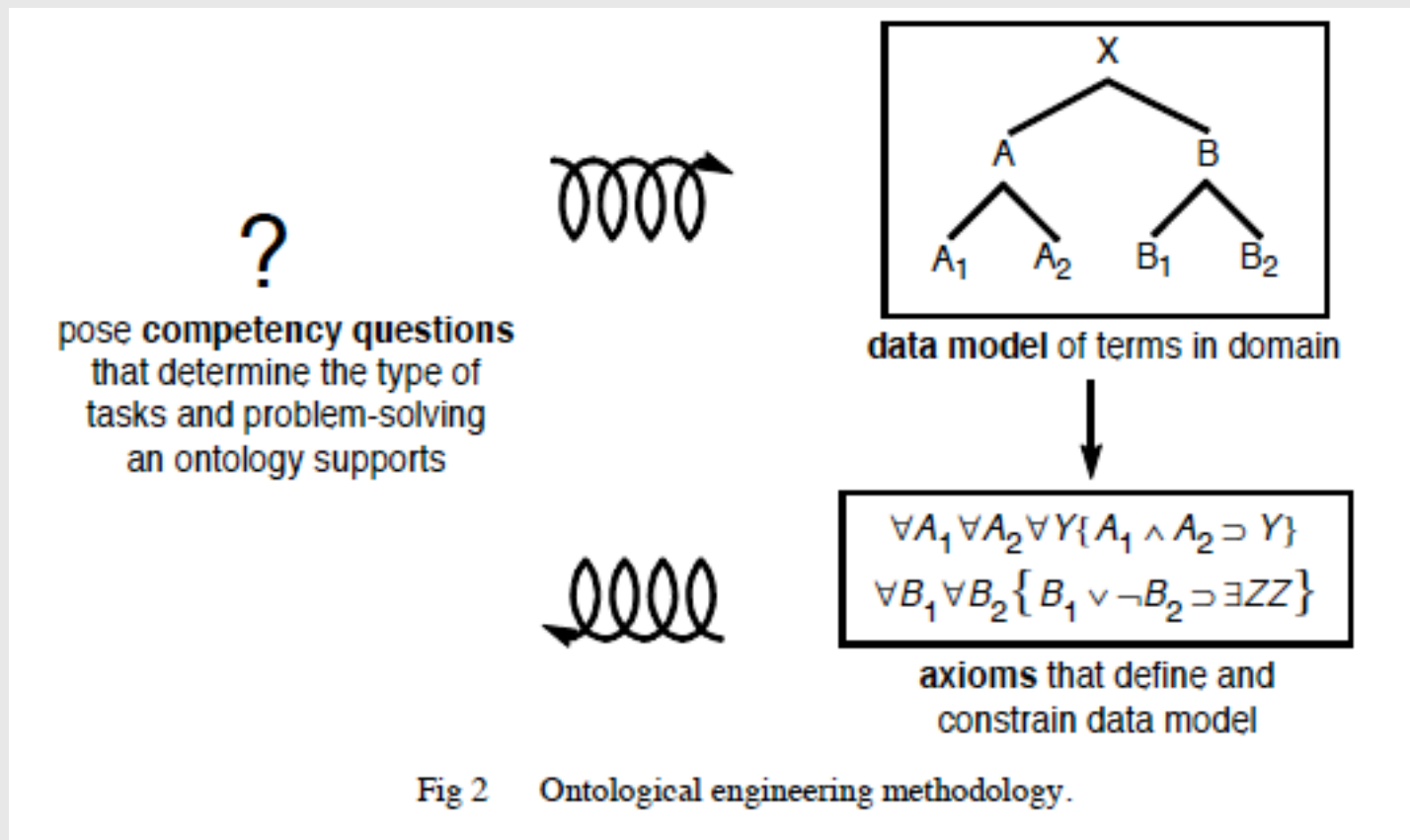
---

It is not a well-designed ontology if all competency questions have the form of simple lookup queries

Uschold & Gruninger 96



# Competency questions, according to their inventors (2)



Kim, Fox & Gruninger 99



# Original Gruninger's competency questions

---

- Planning and scheduling -- what sequence of activities must be completed to achieve some goal? At what times must these activities be initiated and terminated?
- Temporal projection -- Given a set of actions that occur at different points in the future, what are the properties of resources and activities at arbitrary points in time?
- Execution monitoring and external events -- What are the effects on the enterprise model of the occurrence of external and unexpected events (such as machine breakdown or the unavailability of resources)?
- Hypothetical reasoning -- what will happen if we move one task ahead of schedule and another task behind schedule? What are the effects on orders if we buy another machine?



# Competency questions revisited

---

- Epistemological:
  - what is this entity part of?
  - what are the parts of this entity?
- Ontological:
  - what does it mean to be a part of something?
  - can something be part of itself?
  - can something have only one (proper) part?
  - are two entities the same if they have the same parts?
  - does parthood imply contact?
  - what's the difference between parthood and spatial inclusion?
  - what's the difference between parts and components?
  - how are they related?



# A simple methodology towards ontology quality

---

1. Isolate a *target community*
2. For each term to be used in the ontology, check its possible ambiguities within the target community (collecting *examples* and *counterexamples*)
3. Leveraging on axioms, and on the proper choice of domain and primitives
  1. Account for the differences among different senses
  2. Account for the relationships among different senses
4. **Stop** when all the terms used are unambiguous *for the target community*



# Conclusions: the risks of (current) ODPs in the light of ontology quality

---

- **Underspecification**: simplicity encourages reusability but risks to decrease interoperability
- **Isolation**: focusing on an isolated pattern risks to overlook important **structural connections**

