AN INTRODUCTION TO ONTOLOGY DEVELOPMENT

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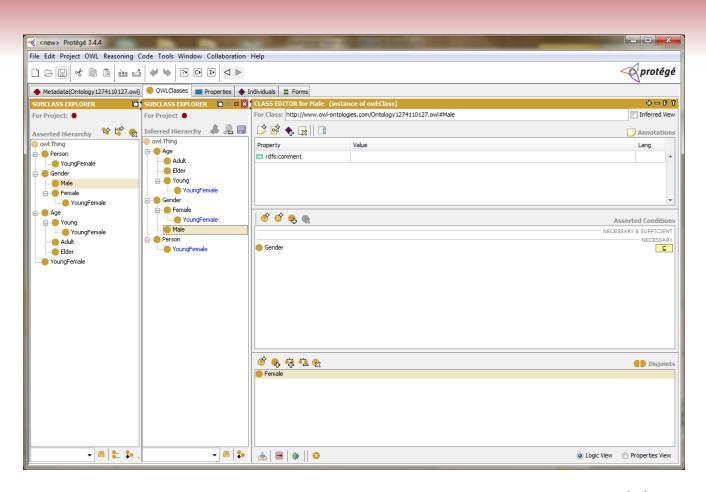
ADDITIONAL NOTES

- Developing an ontology is an iterative process: adding new concepts often leads to refactoring
- It is a good practice not to include unneeded concepts into the ontology (if it ain't broken, don't fix it)
- Some concepts are difficult to express (i.e.: time relationships, equivalence, etc.) but can be easily handled by introducing ad hoc properties and classes
 - Time relationship: *TimePeriod* with *isPrior* or *isAfter*
 - Equivalence: Person with samePerson

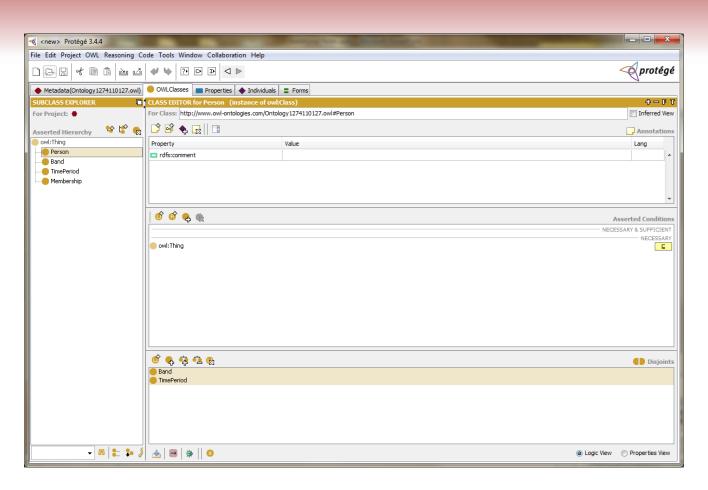
Multiple Inheritance

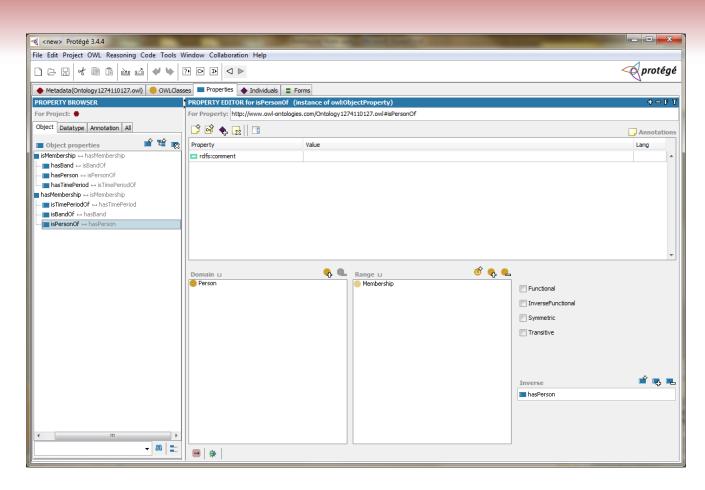
- One of the reasons ontologies are so popular is that they support multiple inheritance
 - A YoungWoman may be defined as a subclass of Person, Young and Female
 - This is as powerful as risky, since it often collides with disjointness declarations
 - Watch out for inconsistencies!

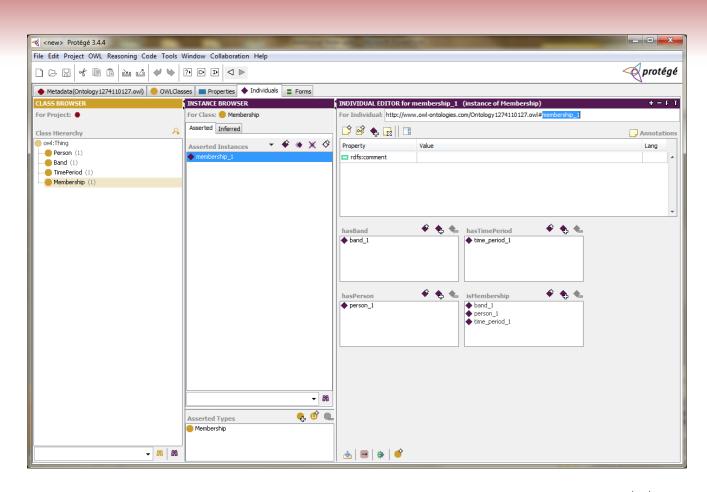
Multiple Inheritance



- Sometimes stating concepts separately is not enough since they have to be considered as a whole
 - Being member of a certain band during a certain time period is an example
- Such a case is generally named Situation and requires the definition the context, a class, and several object properties linking the context to each concept and vice versa
 - Given the classes Person, Band and TimePeriod, the situation requires the definition of the class Membership and of the object properties hasPerson, hasBand and hasTimePeriod (and their inverse properties)







If you have any questions, please send me an email or call me:

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