

Ontologies in Standards: Content and Languages

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Ontologies in Standards

- At least two applications, to define:
 - Content ("being")
 - These standards define classes of actual things, such as John's vehicle with VIN #1254 (a car), or the Queen Elizabeth (a ship).
 - Languages
 - These standards are languages for defining content, for example a product modeling language could be used to describe cars or ships in general.

Ontology for Content



- Product models are classes, can be specialized and instantiated.
- Cannot capture properties of classes (eg, author).

Ontology for Content



 Levels according to the Model-Driven Architecture from the Object Management Group.



- Cannot instantiate and specialize product models (they are not classes).
- Can capture properties of models (eg, author),

Ontology for Languages

Meta- language (M3)	Class A	
Modeling Language (M2)	Produc A	ct Model
Model (M1)	Car (Model)	Small Car (Model)

Individuals (M0)

 Another level for languages used to define languages (M3).

Ontology for Languages

- Languages defined with ontologies (at M3) might not support any of the capabilities typically expected of ontologies.
 - For example, subclassing at M1 (Small Cars are Cars).
- Analogy:
 - A dictionary might define English words using French.
 - Doesn't mean you can say everything in English that you can say in French.

Ontology for Both



- Can instantiate and specialize product models (they are classes).
- Can capture properties of models (eg, author).

Summary

- Ontologies can be applied in at least two ways in standards, to define
 - Classes of "real," actual things (individuals). This is semantics.
 - Languages (used to describe individuals). This is syntax.
- Ontology for languages can easily omit the benefits of ontology for the "speakers" of the language.
- Define subject matter languages as specializations of ontology languages.