

# Separating Semantics and Implementation

From a Single Ontologically Sound Conceptual Model  
to Multiple Physical Schema Languages

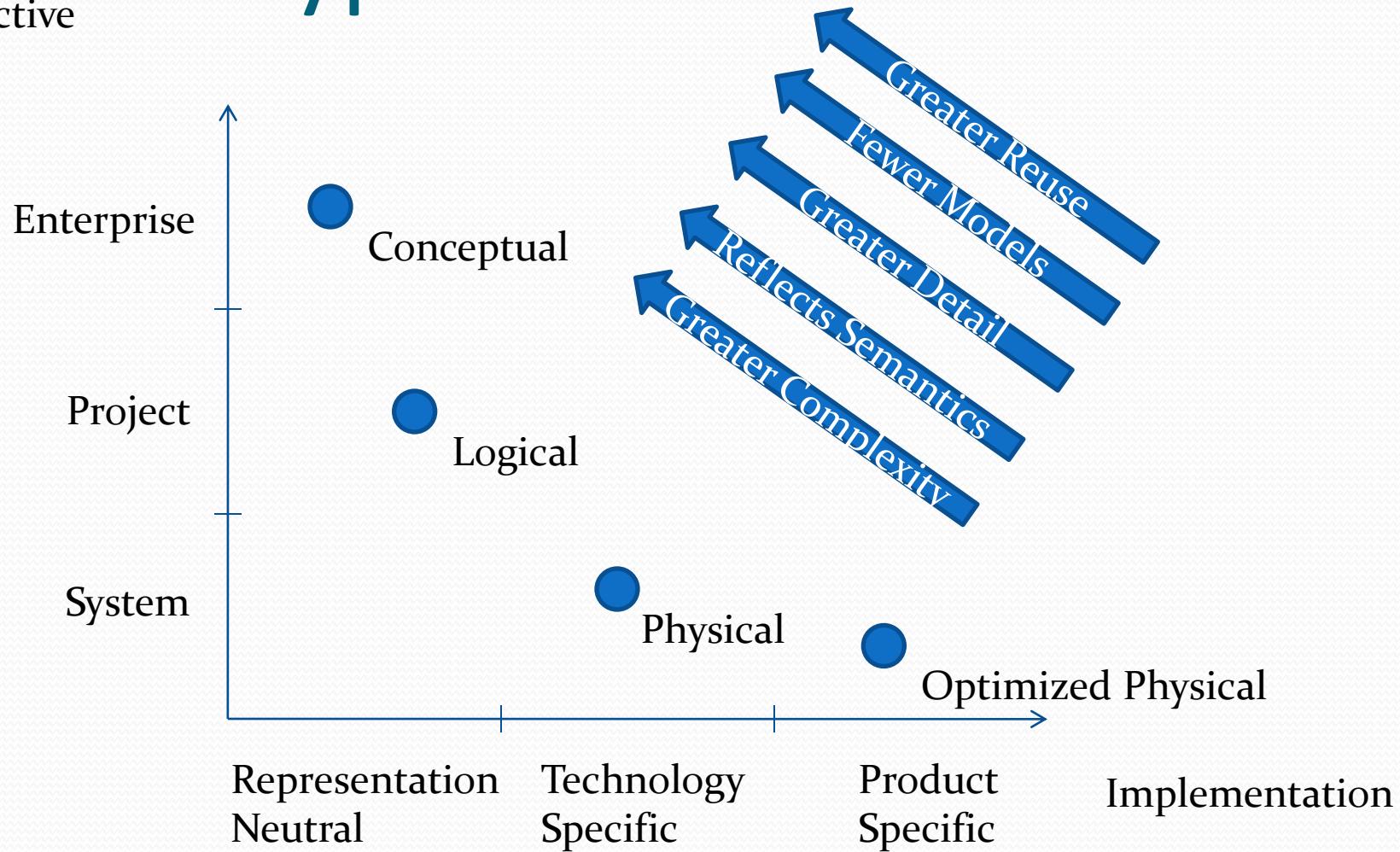
Bruce T. Bauman, U.S. DoD

# Agenda

- Motivation
- Challenge
- OntoUML
- Compiling
  - RDFS
  - XSD
  - SQL
- Summary
- Further Work
- Conclusion

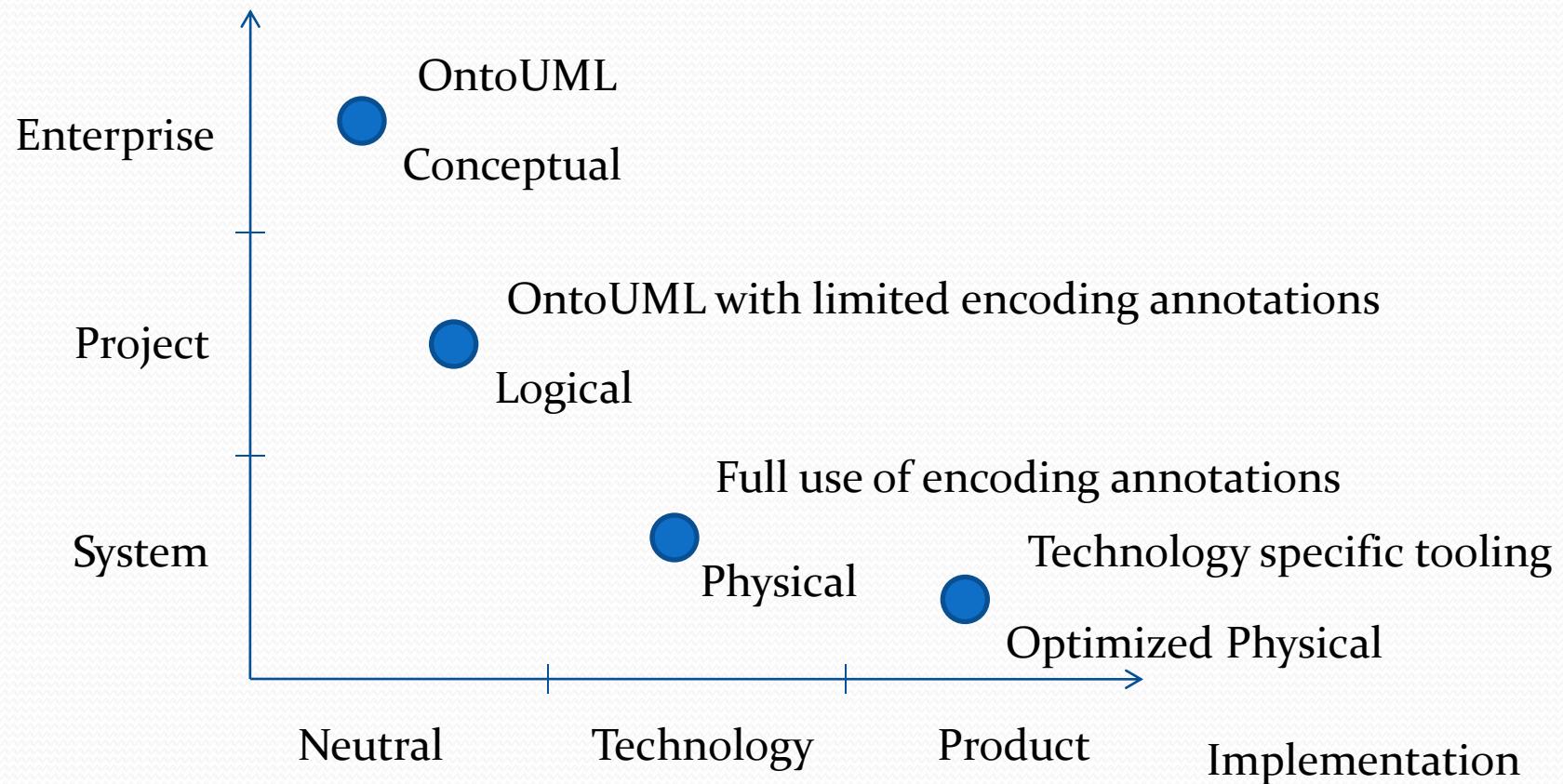
# Model Types

Perspective



# Model Types - Languages

Perspective



# Why existing languages don't cut it

- Languages pitched at analysis and design (e.g., UML, ERD)
  - Optimized for design targeting specific technologies
  - Don't have a well defined semantic mapping
- Implementation languages (e.g., XML Schema, DDL, OWL, RDFS)
  - Clearly they have made implementation trades.
- Natural Language
  - Not precise enough.

# Unified Foundational Ontology (UFO)

- Created by Giancarlo Guizzardi
- For Conceptual / Analysis modeling
- Ontologically Based
- UML class diagram notation

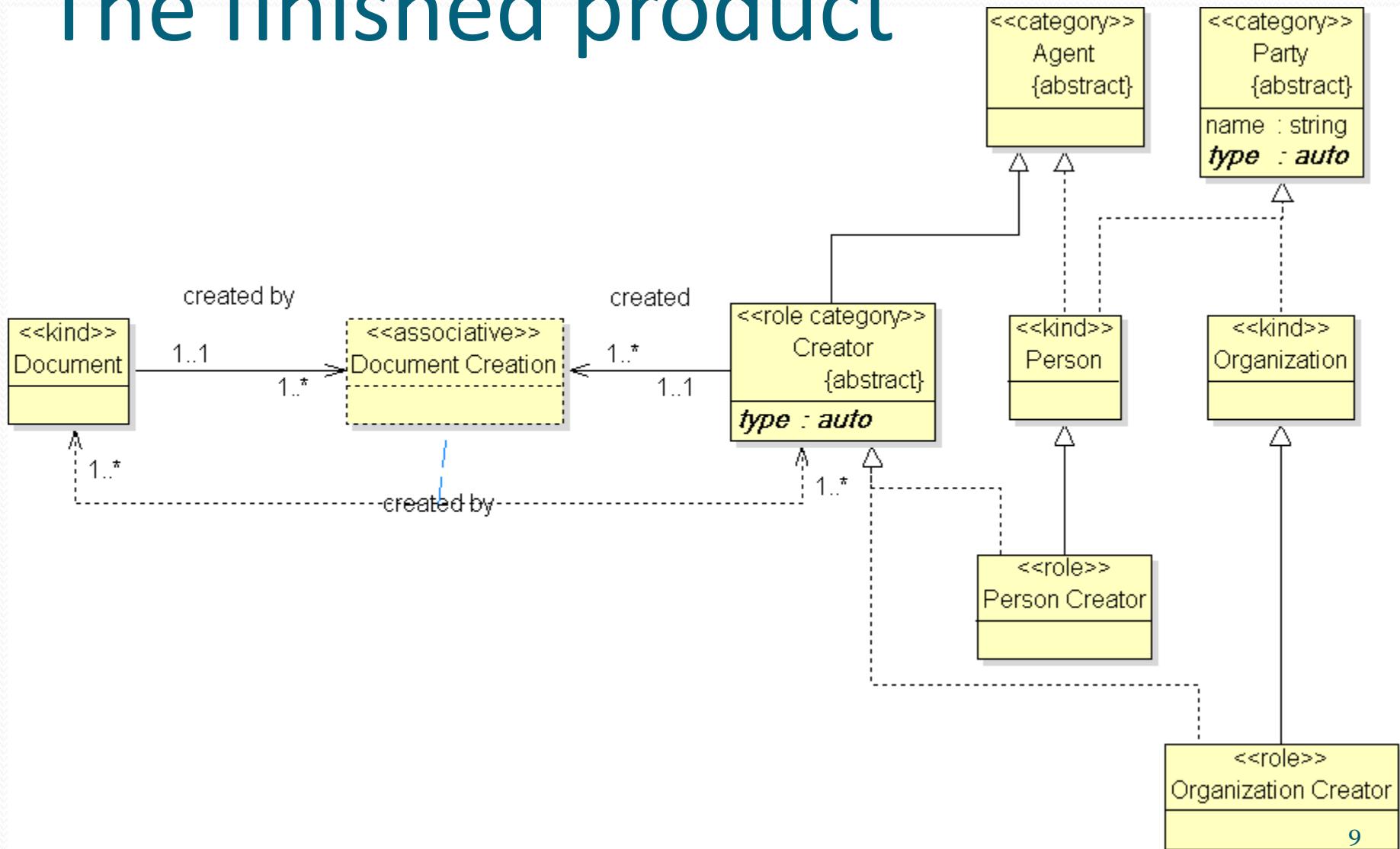
# Our subset of OntoUML

- Classes
  - <<kind>> <<category>>
  - <<role>> <<roleCategory>>
  - <<dependent>> <<associative>>
  - <<event>>
- Associations
  - <<non-dependency>> <<dependency>>
  - <<composition>> <<aggregation>> (merelogical relations)
- Attributes
- Datatypes
  - <<primitive>> <<domain>>3 <<enumeration>>
  - <<structure>> <<union>>3

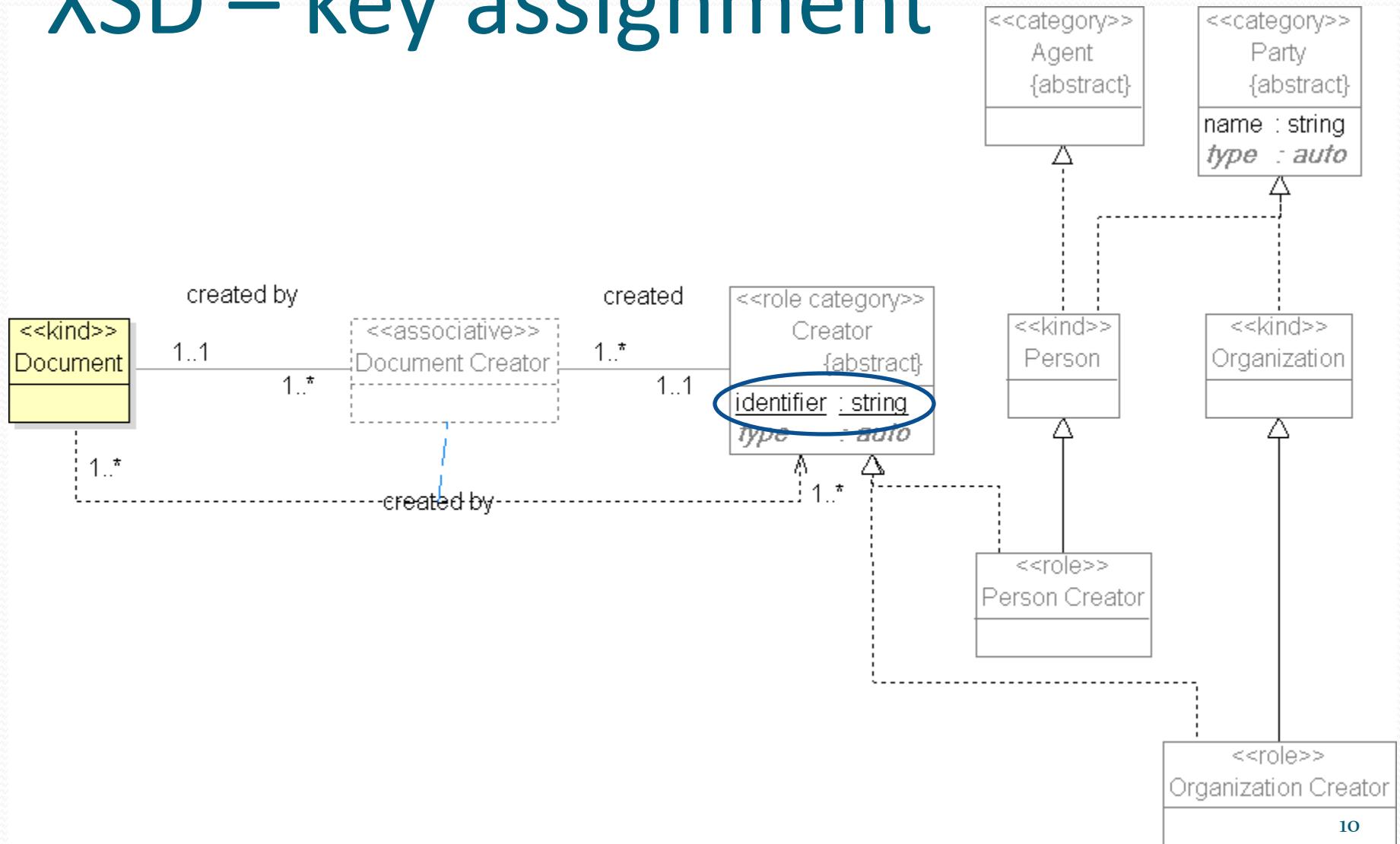
# Classes

Concept	Rigidity	Identity	Existential Dependence	Example
<<kind>>	Rigid	Unified	Independent	Person
<<role>>	Anti-Rigid	Unified	Independent	Spouse
<<dependent>>	Rigid	Unified	Dependent	Mental State
<<associative>>	Rigid	Unified	Dependent	Marriage
<<category>>	Rigid	Dispersive	Independent	Party
<<roleCategory>>	Anti-Rigid	Dispersive	Independent	Customer

# The finished product



# XSD – key assignment



# Association Encoding - embed



Include Association: true  false  Global

A

N/A

B

Navigable

Include Endpoint

true  false

Encoding : **embed**

<Source>

<Id>Value</Id>

<Attrib>Value</Attrib>

<Target>

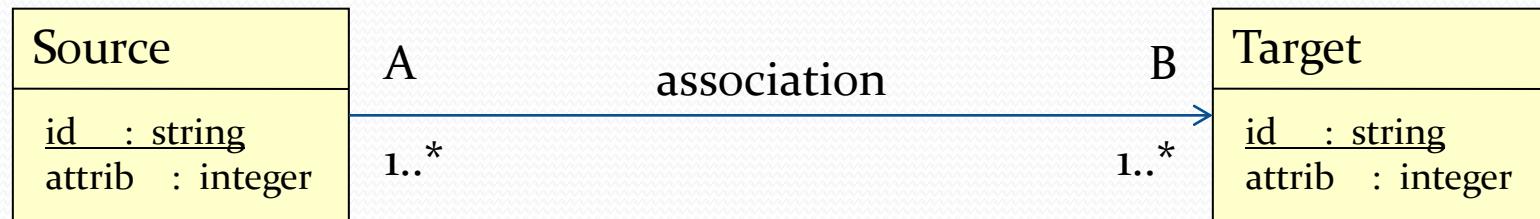
<Id>Value</Id>

<Attrib>Value</Attrib>

</Target>

</Source>

# Association Encoding - reference



Include Association: true  false  Global

A

N/A

B

Navigable

Include Endpoint

true  false

Encoding : **reference**

```
<Source>
  <Target>
    <Id>FK Value</Id>
  </Target>
</Source>
```

# Association Encoding - link



Include Association: true  false  Global

A

N/A

B

Navigable

Include Endpoint

true  false

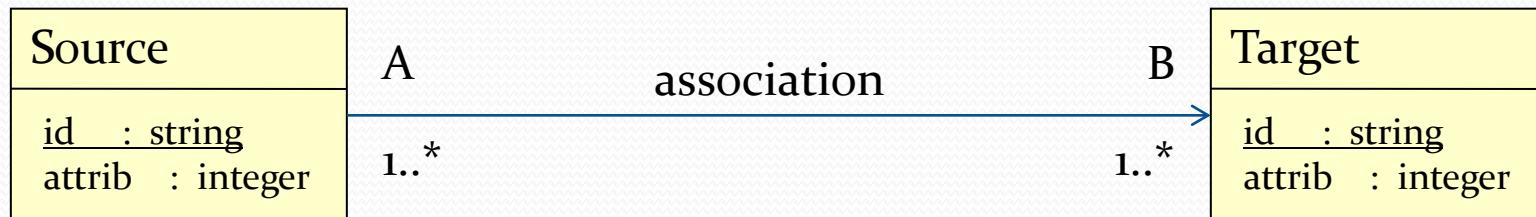
Encoding : **link**

<Source>

<Target href="" />

</Source>

# Association Encoding - parts



Include Association: true  false  Global

A

N/A

B

Navigable

Include Endpoint

true  false

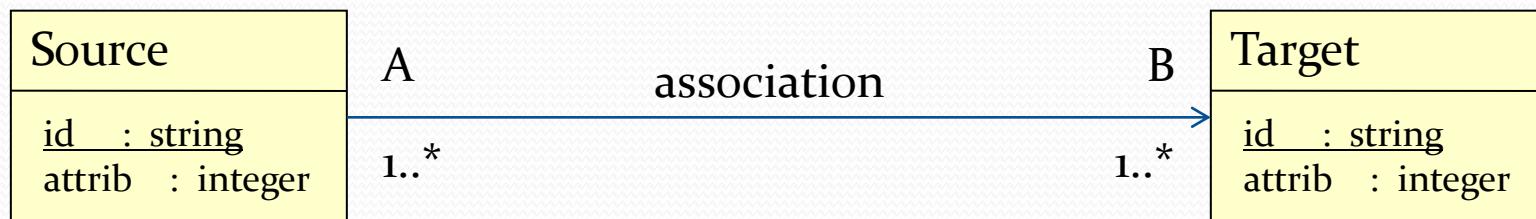
Encoding : reference

<Source>

<Target>FK Value</Target>

</Source>

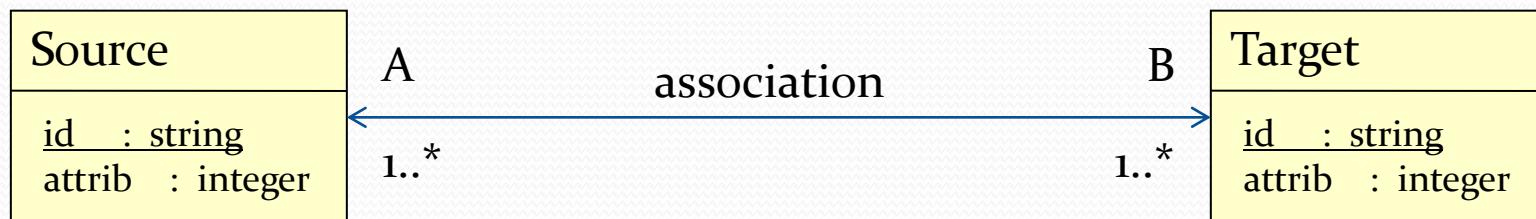
# Association Encoding - parts



Include Association: true <input checked="" type="checkbox"/> false <input type="checkbox"/> Global <input type="checkbox"/>	
A N/A	B Navigable <input checked="" type="checkbox"/> Include Endpoint true <input checked="" type="checkbox"/> false <input type="checkbox"/> Encoding : reference

```
<Source>
<Association>
  <Target>
    <Id>FK Value</Id>
  </Target>
</Association>
</Source>
```

# Association Encoding - parts



Include Association: true <input checked="" type="checkbox"/> false <input type="checkbox"/> Global <input checked="" type="checkbox"/>	
A N/A	B Navigable <input checked="" type="checkbox"/> Include Endpoint true <input type="checkbox"/> false <input checked="" type="checkbox"/> Encoding : reference

<Association>  
<Source>FK Value</Source>  
<Target>FK Value</Target>  
</Association>

# Successes / Observations

- It actually does work
- Used on many projects
- Model reuse is occurring
- Encoding rules are sufficient however new encoding patterns are still being discovered
- Projects select very different encodings

# Challenges

- Hard but not too hard
  - Physical Model Duality (encoding can seem like magic)
  - Tools
- Really Hard
  - Talent
  - Culture
- Things to consider
  - Return on Investment

# Future Work

- Better visualization
- Change management
- Continue to improve documentation
- Prototype other implementations
- Explore semi-automatic translation

# Questions

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