

(TOWARDS) ONTOLOGY VIRTUALIZATION FOR SMART ENVIRONMENTS

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BIG DATA AS THE NEW NATURAL RESOURCE



<http://www.ibmbigdatahub.com/infographic/big-data-new-natural-resource>

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A suitable analogy?

- **Natural**, i.e., not man-made
- **Exhaustible**, finite quantity
- **Renewable**, replenishable
- **Consumed**, altered
- **Building block**

If we don't even **understand** what data are, how should we make **sense** out of them?

THE INTERNET OF THINGS

The Internet of Things is more than just millions of connected devices. It is about the **interaction** of **cyber-systems** with the **physical environment**, **individuals**, and **society**. At its core it is about the communication of **humans with their devices**, even though this may involve long chains of inter-device communication (e.g., in a smart city context).

Consequently,

- **Low-level sensor observations** have to be lifted to **human-scale events**
- Multiple perspectives, themes, cultural and individual differences, media formats, and so forth have to be **integrated**
- Different spatial, temporal, and thematic **resolutions** have to be supported
- Public, private, anonymized, misleading, and contradictory **data** have to be handled

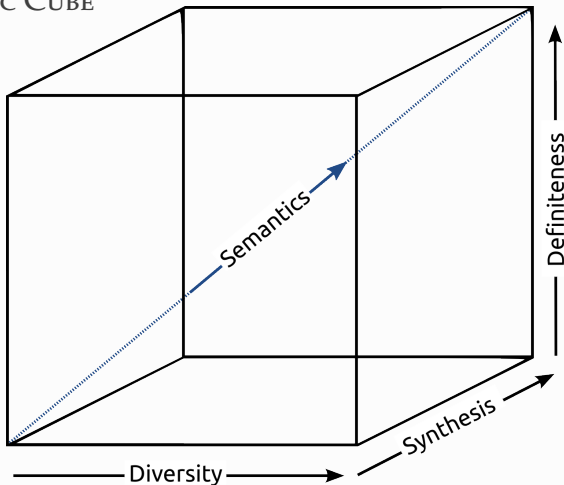
Goal: Forster interoperability without restricting heterogeneity.

THE SMART DATA ARGUMENT

*One of the key arguments underlying the Semantic Web and Linked Data paradigms is to **make data smart**, not applications. Instead of developing increasingly complex software, the so-called business logic should be moved to the (meta)data. The rationale is that smart data will make all future applications more usable, flexible, and robust, while **smarter applications fail to improve data** along the same dimensions.*

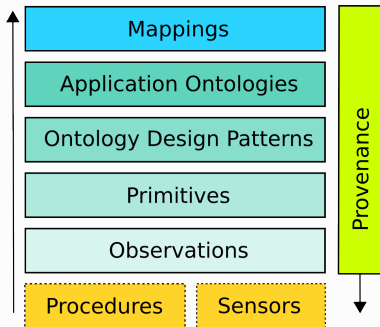
(<http://goo.gl/fBHie6>)

THE SEMANTIC CUBE



René Descartes (1637): '*[As] for logic, its syllogisms and the majority of its other precepts are of avail rather in the communication of what we already know,[...] than in the investigation of the unknown.*'

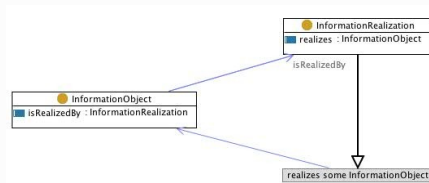
HETEROGENEITY-PRESERVING ONTOLOGY ENGINEERING



- Local and crisp **microtheories** instead of global ontologies
- Mine ontological primitives out of real **observation data**
- Assist domain experts in becoming knowledge engineers by developing reusable **patterns**
- **Defer** the introduction of classes that are heavy on ontological **commitments** (e.g., 'vulnerability')
- Be driven by publishing, **discovery**, **reuse**, and integration needs.

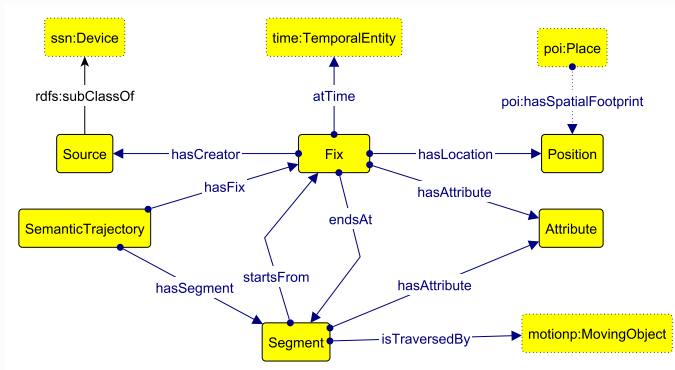
- **Monolithic** (upper-level) ontologies do not perform well in highly heterogeneous settings.

ONTOLOGY DESIGN PATTERN IN A NUTSHELL



- **Modular** but **self-contained** building blocks
- Some patterns are **strategies**
- **Reusable** and **extendible**
- Even huge ontologies can be modularized using ODP (for example **DOLCE**)
- **No need** to import **full** ontology and **all ontological commitments**
- Different **types** of patterns, e.g. **content** vs. logical
- How **many patterns** are there?

A (MORE COMPLEX) SEMANTIC TRAJECTORY PATTERN



A pattern for **discrete** trajectories of people, wildlife, vessels, and so forth.

ONTOLOGY DESIGN PATTERNS CAN BE SPECIALIZED

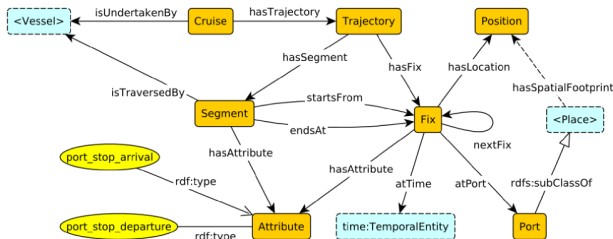
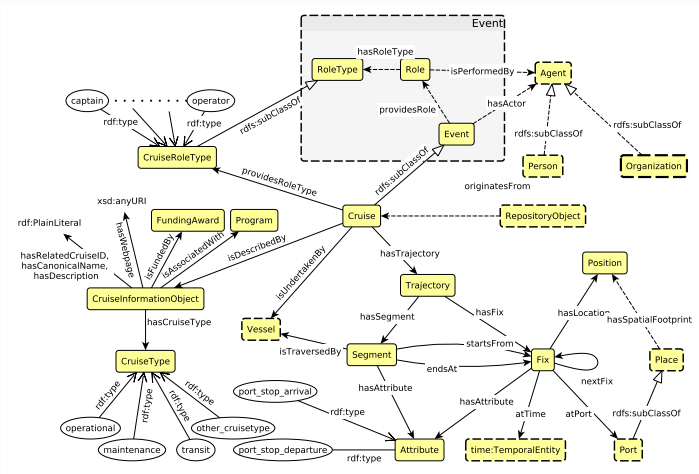


Figure 13.2: <Trajectory> pattern specialised for cruises

$$\text{Fix} \sqsubseteq \exists \text{hasLocation}.\text{Position} \sqcap \exists \text{atTime}.\text{time:TemporalEntity} \sqcap (=1 \text{ hasFix}^-. \text{Trajectory}) \\ \sqcap (\leq 1 \text{ nextFix}.\text{Fix}) \sqcap \neg \exists \text{nextFix}.\text{Self}$$

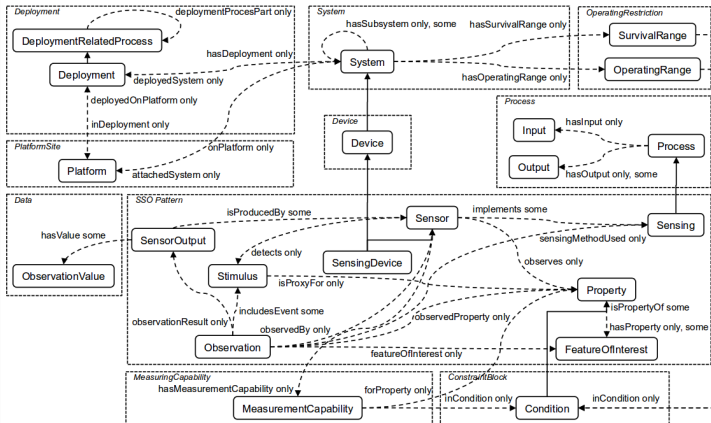
$$\text{Segment} \sqsubseteq (=1 \text{ startsFrom}.\text{Fix}) \sqcap (=1 \text{ endsAt}.\text{Fix}) \sqcap (=1 \text{ hasSegment}^-. \text{Trajectory}) \\ \exists \text{nextFix}.\text{Fix} \sqsubseteq (=1 \text{ startsFrom}^-. \text{Segment}) \\ \exists \text{nextFix}^-. \text{Fix} \sqsubseteq (=1 \text{ endsAt}^-. \text{Segment}) \\ \text{startsFrom} \circ \text{nextFix} \sqsubseteq \text{endsAt} \\ \text{hasFix} \circ \text{startsFrom}^- \sqsubseteq \text{hasSegment}$$

Trajectories that model the research **cruises** of scientific vessels



Combining the InformationObject, Event, Vessel, and Trajectory patterns

W3C SEMANTIC SENSOR NETWORK XG ONTOLOGY



THE ONTOLOGY STANDARTIZATION ARGUMENT

*Given the early success of **data format standardization**, we assume that **standardizing meaning** (via ontologies) is less difficult and more persistent than aligning and translating local (micro-) ontologies. What if standardization is the more difficult task?*

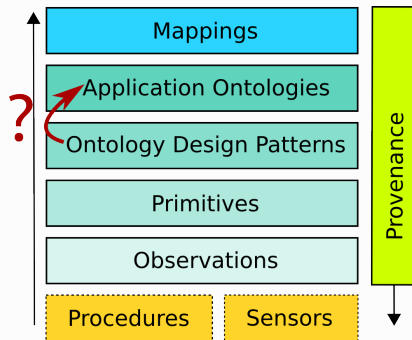
(<http://goo.gl/2e751>)

TOWARDS ONTOLOGY VIRTUALIZATION

In analogy to hardware virtualization: given a set of ontology design patterns and their combination into micro-ontologies, we can abstract from the underlying axiomatization by:

- Dynamically reconfiguring patterns in a **plug&play** style
- **Bridging** between different patterns an micro-theories
- Providing ontological **views** and **semantic shortcuts** that suit particular provider, user, and use case needs by highlighting or hiding certain aspects of the underlying ontological model
- Map between major **modeling styles**, e.g., the use of instances versus classes

THE MISSING PIECES: VIEWS



- A **view** is simply a DL axiom or rule whose sole purpose is to ease the user task of expressing certain important queries. Although it is expressed as axioms, It does not constraint the meaning of a pattern, i.e., it makes **no ontological commitment**. In a sense, a view is simply a shortcut for queries analogous to the notion of view in relational databases.

(<http://goo.gl/S8Ws0M>)