

The Abstract Syntax as Ontology

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- 1 Introduction
- 2 Types, Dependent Types and Reasoning
- 3 Semantic Web
- 4 Ratatui's Ontology
- 5 Conclusion

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What is ontology?

*Ontology is the philosophical study of the nature of being, existence or reality in general, as well as of the basic **categories** of being and their **relations**.*

*Traditionally listed as a part of the major branch of philosophy known as metaphysics, ontology deals with questions concerning what **entities** exist or can be said to exist, and how such entities can be grouped, related within a **hierarchy**, and subdivided according to similarities and differences.*

Wikipedia

Ontologies in C++

The Object Oriented Modeling is building an Ontologies for some concrete domain.

C++

```
class Shape { ... }  
class Triangle : Shape { ... }  
class Rectangle : Shape { ... }  
class Square : Rectangle { ... }
```

The inheritance graph is also called Taxonomy

Ontological Relations

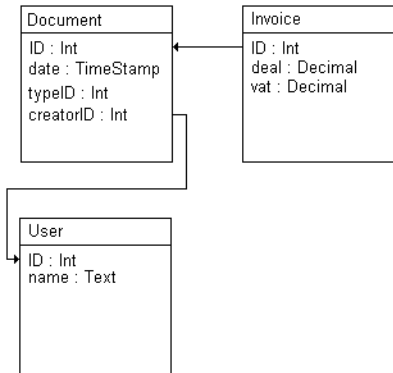
Classes have properties, members, fields they define relations between entities in the ontology.

C++

```
class Rectangle : Shape { Point topleft, bottomright; }  
class Point { int x,y; }
```

Ontologies in Relational Databases

The database schema is an ontology defined using relational algebra.



Ontologies in Semantic Web

Object models could be defined in a family of languages RDF, RDFS, OWL Lite, OWL Full

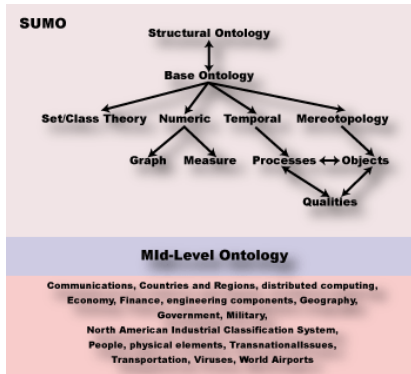
```
<shapes:Rectangle rdf:about="#R123" >
  <shapes:topleft>
    <shapes:Point>
      <shapes:x>10 </shapes:x>
      <shapes:y>10 </shapes:y>
    </shapes:Point>
  </shapes:topleft>
  <shapes:bottomright>
    <shapes:Point>
      <shapes:x>100 </shapes:x>
      <shapes:y>100 </shapes:y>
    </shapes:Point>
  </shapes:bottomright>
</shapes:Rectangle>
```

OWL allows light inference also: inverse properties, transitivity etc.

Ontologies in First-Order Logic

Suggested Upper Merged Ontology (SUMO)

- The biggest open source ontology - 20000 concepts and 70000 axioms
- Mapping to WordNet
- Language generation templates for Hindi, Chinese, Italian, German, Czech and English
- Partial export to OWL



Ontologies in Type Theory

Dependently Types Languages - GF, Agda, Epigram, Coq ...

cat *Shape*;

Triangle;

Rectangle;

Point;

fun *triangle* : *Point* \rightarrow *Point* \rightarrow *Point* \rightarrow *Triangle*;

rectangle : *Point* \rightarrow *Point* \rightarrow *Rectangle*;

shapeTri : *Triangle* \rightarrow *Shape*;

shapeRect : *Rectangle* \rightarrow *Shape*;

Why Ontology Matters in Linguistics?

- WordNet
 - every synset is a semantic concept
 - hierarchy of hypernyms and hyponyms
 - other relations - meronym/holonym
- VerbNet
 - primary valency dictionary
 - ... but also sortal restrictions
- FrameNet
 - knowledge about situations

Ontology vs Knowledge Base

Ontology vs Knowledge Base

- The ontology is the schema - definition of classes and properties
- The knowledge base is a set of instances, related by properties

In Grammatical Framework:

- Abstract Syntax \equiv Ontology
- Expressions \equiv Knowledge Base

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Simple Types

The simple types are well known from every programming language

Types in Syntax

cat *NP, VP, S*;

fun *everyone_NP : NP*;
someone_NP : NP;

Types in Semantics

cat *Human, Company*;

fun *john_H : Human*;
google_H : Company;

Note: In GF there is not firm separation between syntax and semantics

Dependent Types

The dependent types are types indexed by some value. The dependency could be used to enforce semantic conditions.

Example:

Simply Typed

```
cat Array;  
fun plus : Array → Array → Array
```

Dependently Typed

```
cat Array Int;  
fun plus : (k : Int) → Array k → Array k → Array k
```

Knowledge about the world could be encoded in the abstract syntax

Travels Map

```
cat City;  
      Route City City;  
  
fun gothenburg_C : City  
      stockholm_C : City  
      london_C : City  
  
fun got2stk_R : Route gothenburg_C stockholm_C  
      stk2lon_R : Route stockholm_C london_C
```


We need one more function to make transfers

Travels Map

```
fun join : (c1, c2, c3 : City)  
  → Route c1 c2  
  → Route c2 c3  
  → Route c1 c3
```

Travels Map

```
join gothenburg_C stockholm_C london_C got2stk_R stk2lon_R  
  : Route gothenburg_C london_C
```

Every route has a distance which could be computed

Distance

```
fun dist : (c1, c2 : City) → Route c1 c2 → Int;  
def dist c1 c2 got2stk_R = 110;  
    dist c1 c2 stk2lon_R = 420;  
    dist c1 c2 (join c1 c3 c2 r13 r32) = dist c1 c3 r13 + dist c3 c2 r32;
```

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RDF/RDFS in five sentences

- RDF/RDFS describes **resources**
- Every resource belongs to some **class**
- The descriptions are composed of **statements** which are the atomic units
- Every statement is a tripple of subject (resource), predicate (**property**) and object (**value**).
- Every class, statement, and property is also a resource.

RDF/RDFS in four sentences

```
cat Resource (c : Class);  
    Class;  
    Statement;  
    Property (domain, range : Class);
```

```
fun class : Class → Resource class_C;  
    statement : Statement → Resource statement_C;  
    property : (d, r : Class) → Property d r → Resource property_C;
```

Example Resources

Abstract Syntax

```
fun organization_C, sector_C : Class  
    digitalgrammars_R : Resource organization_C;  
    grammars_sector_R : Resource sector_C;  
    activeInSector_P : Property organization_C sector_C
```

Concrete Syntax

```
lincat Resource, Class = Str;  
lin organization_C = "http://.../protont#Organization";  
    sector_C = "http://.../protonu#IndustrySector";  
    digitalgrammars_R = "http://www.digitalgrammars.com";  
    ...
```

RDF/RDFS in four sentences

The statements are also known as assertions in logic:

```
fun assert : (d, r : Class) →  
           Resource d → Property d r → Value r → Statement;
```

here the value category is needed because the object could be a literal also:

```
cat Value (c : Class);  
fun res : (c : Class) → Resource c → Value c;  
    lit : Literal → Value literal_C;
```

Example Statement

English

Digital Grammars is active in sector grammars.

RDF Abstract Syntax

```
assert organization_C sector_C digitalgrammars_R activeInSector_P grammars_sector_R
```

RDF Concrete Syntax

```
<http://www.digitalgrammars.com>  
<http://.../protonu#activeInSector>  
<http://www.digitalgrammars.com/grammars>
```


Inheritance and Type Casting

```
cat SubClass Class Class;  
      Inheritance Class Class;
```

```
fun trans : (c1, c2, c3 : Class)  
      → SubClass c1 c2  
      → Inheritance c2 c3  
      → Inheritance c1 c3
```

```
fun upcast : (c1, c2 : Class)  
      → Inheritance c1 c2  
      → Resource c1  
      → Resource c2
```

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The Recipe

- INGREDIENTS

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- DIRECTIONS

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

The Recipe

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The Ontology

```
cat Quantity;  
fun whole : Int → Quantity;           - - 1  
    fraction : Int → Int → Quantity;   - - 1/2  
    whole_plus : Int → Int → Int → Quantity; - - 1 1/2
```

```
cat Unit;  
fun cup, tablespoon, teaspoon, can : Unit;
```

```
cat Measure;  
fun measure : Quantity → Unit → Measure;
```

The Recipe

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- 1/4 cup finely chopped onion
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- 1 cup milk

- DIRECTIONS

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

cat *Product*;

fun *onion, butter, margarine,*

basil, paprika, milk, powder, soup : *Product*;

The Recipe

- INGREDIENTS

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- DIRECTIONS

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

cat *Product*;

fun *onion, butter, margarine,*

basil, paprika, milk, garlic, tomato : Product;

fun *powder, soup : Product* \rightarrow *Product*;

The Recipe

- **INGREDIENTS**

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

fun *alternative, composite* : *Product* \rightarrow *Product* \rightarrow *Product*;

The Recipe

- **INGREDIENTS**

- 1/4 cup finely **chopped** onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon **dried** basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can **condensed** tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

cat *Preparation*;

fun *chopped, dried, condensed* : *Preparation*;

fun *preparation* : *Preparation* \rightarrow *Product* \rightarrow *Product*;

The Recipe

- **INGREDIENTS**

- 1/4 cup **finely** chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

cat *PreparationMod*;

fun *finely* : *PreparationMod*;

fun *preparation_mod* : *PreparationMod* \rightarrow *Preparation* \rightarrow *Preparation*;

The Recipe

- **INGREDIENTS**

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

cat *Ingredient*;

fun *ingredient* : *Measure* → *Product* → *Ingredient*;

<i>ingredient</i> (<i>measure</i> (<i>fraction</i> 1 4) <i>teaspoon</i>) (<i>preparation</i> <i>dried basil</i>)		1/4 teaspoon dried basil
<i>ingredient</i> (<i>measure</i> (<i>fraction</i> 1 4) <i>teaspoon</i>) <i>paprika</i>		1/4 teaspoon paprika
<i>ingredient</i> (<i>measure</i> (<i>fraction</i> 1 8) <i>teaspoon</i>) (<i>powder</i> <i>garlic</i>)		1/8 teaspoon garlic powder
<i>ingredient</i> (<i>measure</i> (<i>whole</i> 1) <i>cup</i>) <i>milk</i>		1 cup milk

The Recipe

- **INGREDIENTS**

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

Directions:

cat *Direction*;

fun *action* : *Action* \rightarrow *Direction*;

operation : *Operation* \rightarrow *Duration* \rightarrow *Direction*;

Actions:

```
cat Action;
```

```
fun add : Product → Action;
```

The Ontology

Operations:

```
cat Operation;  
fun soute : Product → Product → Operation;  
    stir_in : Product → Operation;  
    cook : Temperature → Operation;  
  
cat Temperature;  
fun celsius : Int → Temperature;  
  
fun medium_heat : Temperature;  
def medium_heat = celsius 80;
```

The Recipe

- **INGREDIENTS**

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter **until tender**. Add basil, paprika and garlic powder. Stir in soup and milk **until well blended**. Cook over medium heat **for 6 minutes** or **until heated through**.

```
cat Duration;  
fun until : Condition → Duration;  
    for_time : Int → TimeUnit → Duration;  
  
cat Condition;  
fun tender, blended, heated : Condition;  
  
cat TimeUnit;  
fun second, minute, hour : TimeUnit;
```

The Recipe

- **INGREDIENTS**

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes **or** until heated through.

fun *either* : *Duration* \rightarrow *Duration* \rightarrow *Duration*;

The Recipe

- **INGREDIENTS**

- 1/4 cup finely chopped onion
- 1 tablespoon butter or margarine
- 1/4 teaspoon dried basil
- 1/4 teaspoon paprika
- 1/8 teaspoon garlic powder
- 1 can condensed tomato soup
- 1 cup milk

- **DIRECTIONS**

Saute onion in butter until tender. Add basil, paprika and garlic powder. Stir in soup and milk until well blended. Cook over medium heat for 6 minutes or until heated through.

cat *Receipe*;

fun *receipe* : [*Ingredient*] → [*Direction*] → *Receipe*;

Defects in Ratatui

The ontology permits some expressions which are syntactically correct but not semantically consistent.

<i>soute onion garlic</i>		soute onion in garlic
<i>stir_in paprika</i>		stir in paprika

Solution: Use **Dependent Types**

Ratatui with Dependent Types

cat *Kind*;

fun *liquid, oil, firm : Kind*;

cat *Product Kind*;

fun *alternative,*

composite : (k : Kind) → Product k → Product k → Product k;

fun *add : (k : Kind) → Product k → Direction*;

fun *soute : Product firm → Product oil → Operation*;

stir_in : Product liquid → Operation;

Things that are not covered

- Some product could be mentioned in the description only if it is also declared in the ingredients
- The total quantity of every product in the description should be equal to the quantity in the ingredients

RDF Concrete Syntax

gf2rdf : Resource *measure_C* → Measure → [Statement]

gf2rdf id (whole v) =

[*assert ? ? id hasValue (lit (int v))*
]

gf2rdf id (fraction m n) =

[*assert ? ? id hasNomValue (lit (int m))*
, *assert ? ? id hasDenomValue (lit (int n))*
]

gf2rdf id (whole_plus v m n) =

[*assert ? ? id hasValue (lit (int n))*
, *assert ? ? id hasNomValue (lit (int m))*
, *assert ? ? id hasDenomValue (lit (int n))*
]

Thank You and Have Fun !!!