



ALMA MATER STUDIORUM
UNIVERSITÀ DI BOLOGNA

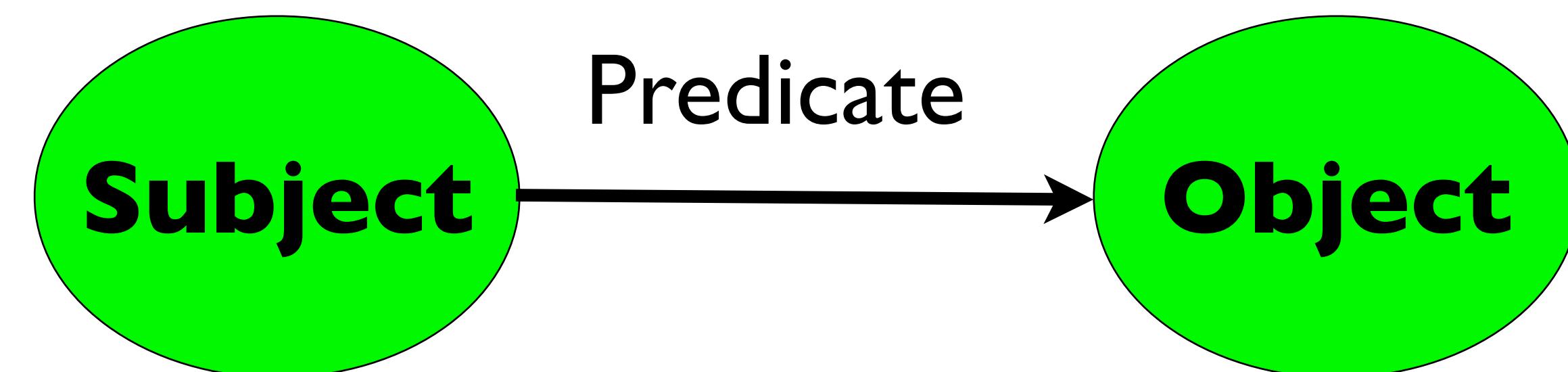
Knowledge Graphs Trivia and Examples

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The RDF model

*Abstract
data representation*

RDF is used to describe
relationships between objects,
identified by their URIs



SW and LD

- The Semantic Web is a loosely defined program to make semantics more explicit and machine-processable *on the Web*
 - W3C standards: RDF, OWL, SPARQL, RIF, JSON-LD
 - Triple languages (RDF as abstract data structure)

data:

- d:Miles_Davis do:recordLabel d:Columbia_Records .

schema:

- do:Musical_Artist r:subClassOf do:Person .

query:

- select ?x where { ?x a do:Musical_Artist } .



```
@prefix d: <http://dbpedia.org/resource/>
@prefix do: <http://dbpedia.org/ontology/>
@prefix : <http://myontology.org/this#>
```

Inferences

schema:

- do:Musical_Artist owl:equivalentClass [do:Artist [:plays owl:someValuesFrom :Music]] .

data:

- d:Miles_Davis a do:Artist ; :plays d:Jazz .
d:Jazz a :Music .

inferred data:

- → d:Miles_Davis a do:Musical_Artist .

query

- select ?x where { ?x a do:Musical_Artist} .

w/entailment:

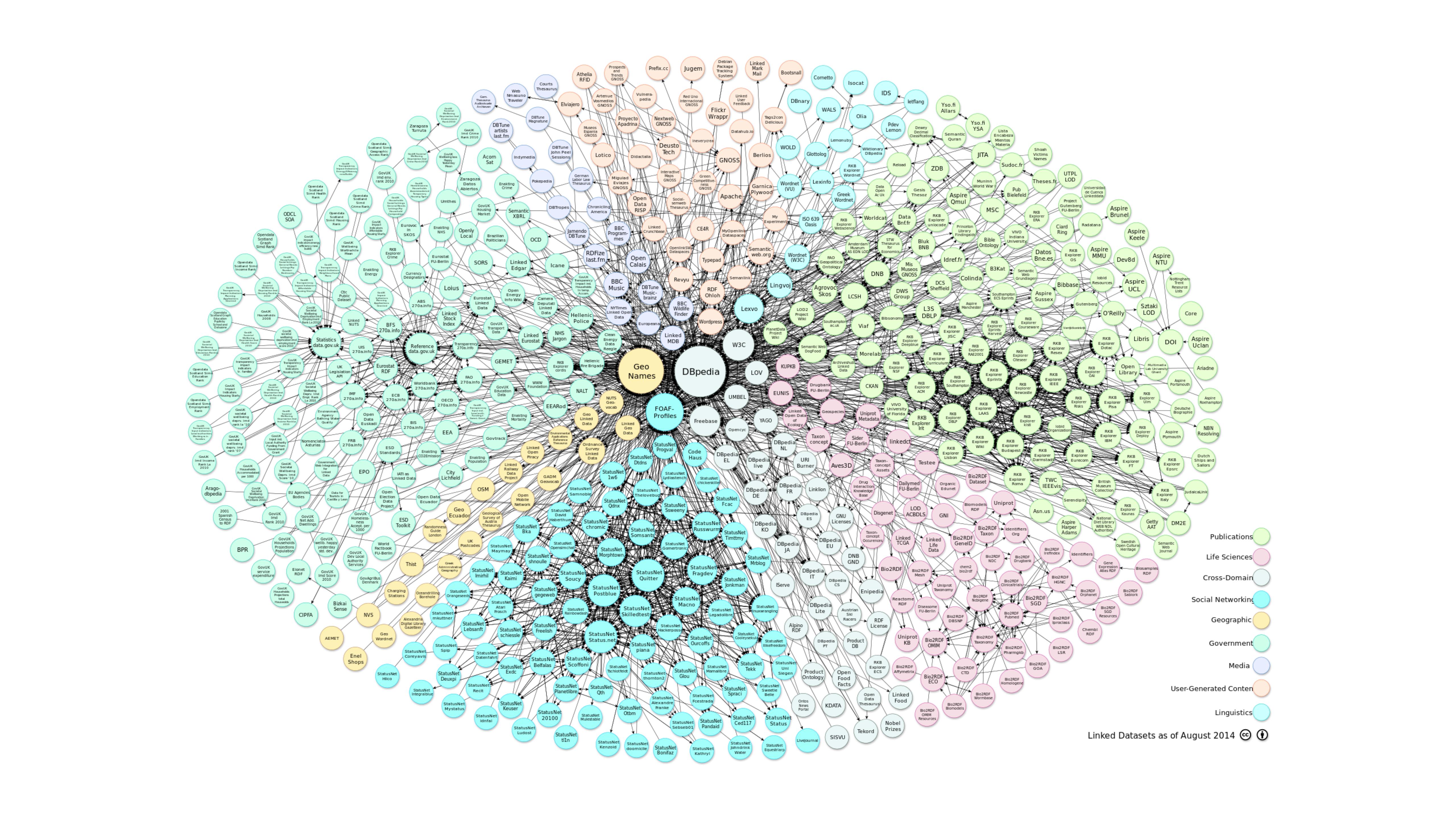
- → d:Miles_Davis

Berners-Lee's linked data principles

- Use URIs as names for things
- Use HTTP URIs so that people can look up those names
- When someone looks up a URI, provide useful information, using the standards (RDF, SPARQL)
- Include links to other URIs, so that they can discover more things

Be F.A.I.R. with Linked Data

- **Findable:** we use permanent URIs (i.e. w3id) for identifying concepts and relations in the ontology network, and terms in the controlled vocabularies
- **Accessible:** we rely on open standard protocols for accessibility on the Web (i.e. HTTP(S)) and querying (i.e. SPARQL)
- **Interoperable:** we use open standard protocol for knowledge data modelling, i.e. RDF and OWL
- **Reusable:** the ontologies and the vocabularies are released under a CC-BY-4.0 license to foster their reuse in the Web of Data



Linked Open Vocabularies (LOV)

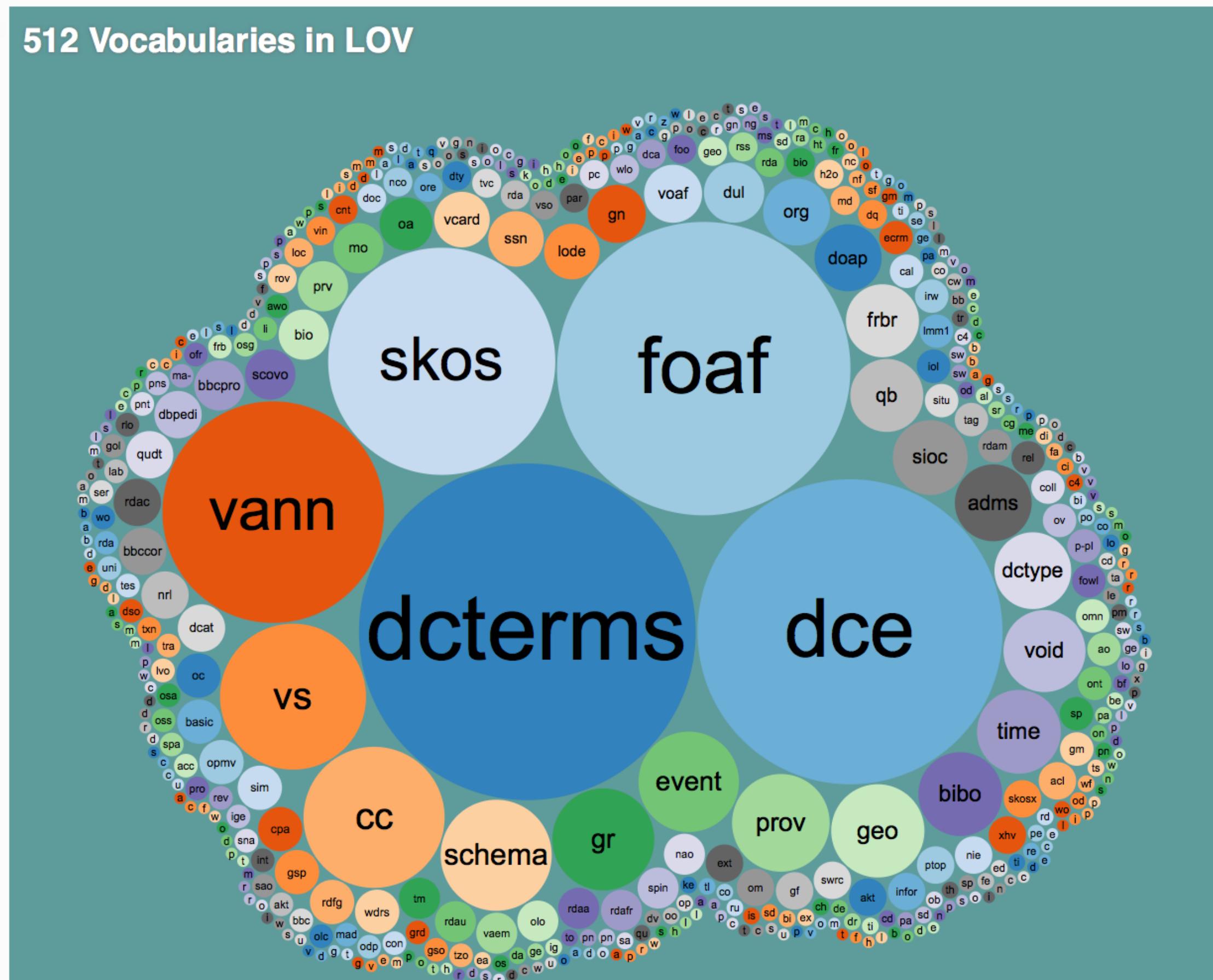
 Suggest

Documentation

g+ Follow

A magnifying glass icon with a white handle and a black frame, positioned next to a search bar.

512 Vocabularies in LOV



Category Tags

- Methods
- Catalogs
- Metadata
- Quality
- API
- Geography
- RDF
- Support
- Vocabularies
- General & Upper
- Time
- Events
- Multimedia
- SPA
- PLM
- Biology
- Geometry
- W3C Rec
- Environment
- Government
- Academy
- Press
- eBusiness
- Security

RelFinder URL: [http://](#) Status: Idle

between **examples**

(1) Decision_theory X

(2) Public_policy X

(3) John_Maynard_Keynes X

(4) Robert_Lucas,_Jr. X

add **clear** **Find Relations**

Filter by: relations: (63/63)

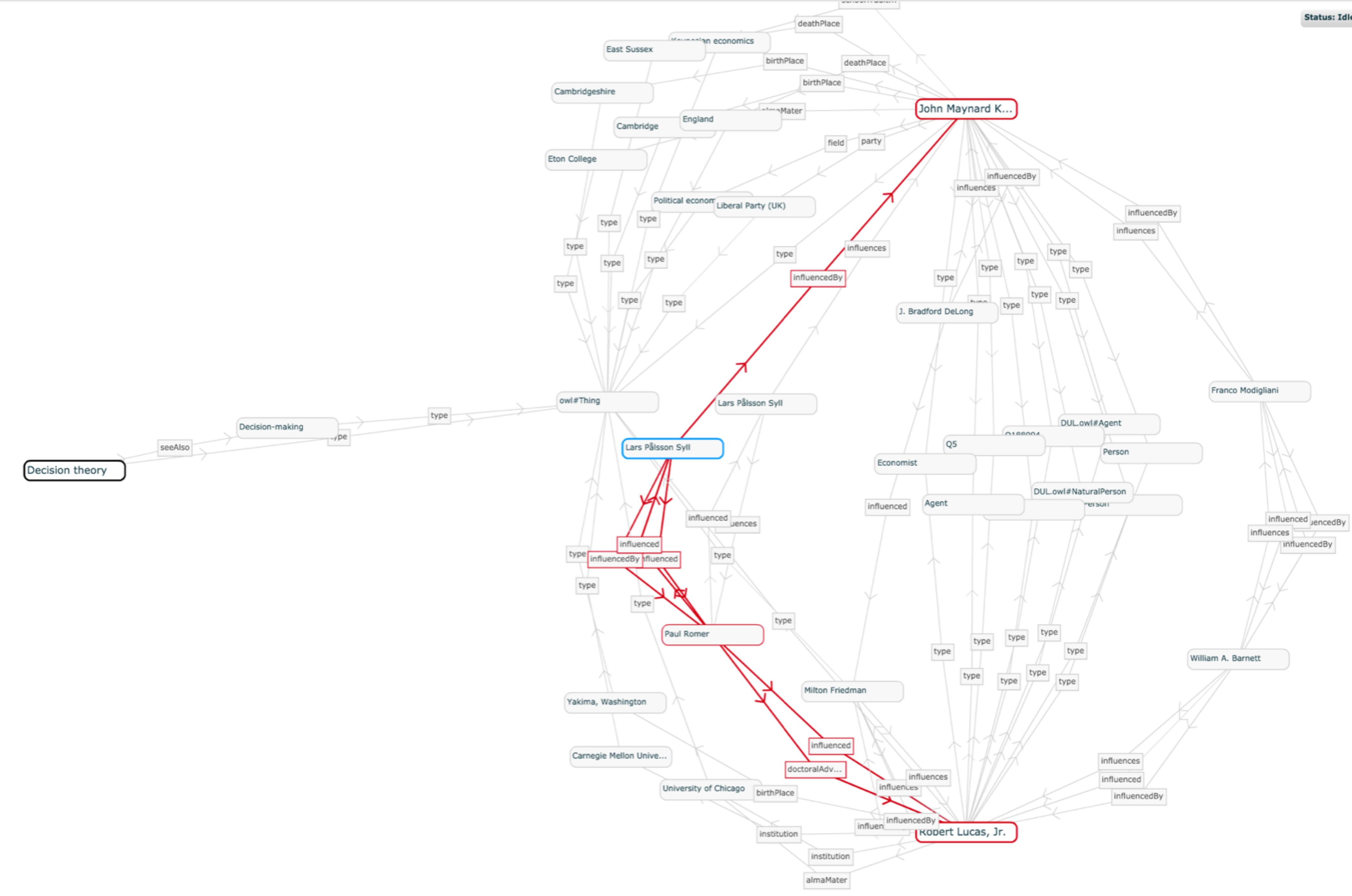
length **class** **link** **connec...**

| number of objects | num | vi |
|-------------------|-------|-------------------------------------|
| 1 | 12/12 | ● |
| 2 | 51/51 | ● |

Decision theory

Lars Pålsson Syll en ▾

More Infos: [dbpedia.org](#)



SPARQL Sample

Query language to RDF

```
prefix db:    <http://dbpedia.org/resource/>
prefix dbo:   <http://dbpedia.org/ontology/>
prefix foaf:  <http://xmlns.com/foaf/0.1/>

select distinct ?name, ?website, ?abstract where {
  ?software a           dbo:Software .
  ?software dbo:license db:GPL .
  ?software dbo:genre   db:Enterprise_Content_Management .
  ?software foaf:name   ?name .
  ?software foaf:homepage ?website .
  ?software dbo:abstract ?abstract .
  FILTER ( lang(?abstract) = "en" ) .
}
```

RDF example

- Examples of RDF(S) triples (Turtle syntax):

```
@prefix rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#>
@prefix rdfs: <http://www.w3.org/2000/01/rdf-schema#>
@prefix dbpedia: <http://dbpedia.org/resource/>
@prefix myont: <http://www.myont.org#>
```

myont:Neuromancer rdf:type myont:BedsideBook . *individual*

myont:Neuromancer myont:author dbpedia:William_Gibson . *class*

myont:Neuromancer rdfs:label "Gibson's Neuromancer"@en . *resource*

_:id1 myont:includes myont:Neuromancer . *blank node*

myont:BedsideBook rdfs:subClassOf myont:Book .

myont:scienceFictionAuthor rdfs:subPropertyOf myont:author . *datatype property*

myont:author rdfs:domain myont:Work .

myont:author rdfs:range myont:Person .

myont:Neuromancer mont:pagesize "258"^^xsd:int . *literal*

OWL Formal interpretation (extensional) of knowledge

Set-theoretic Semantics

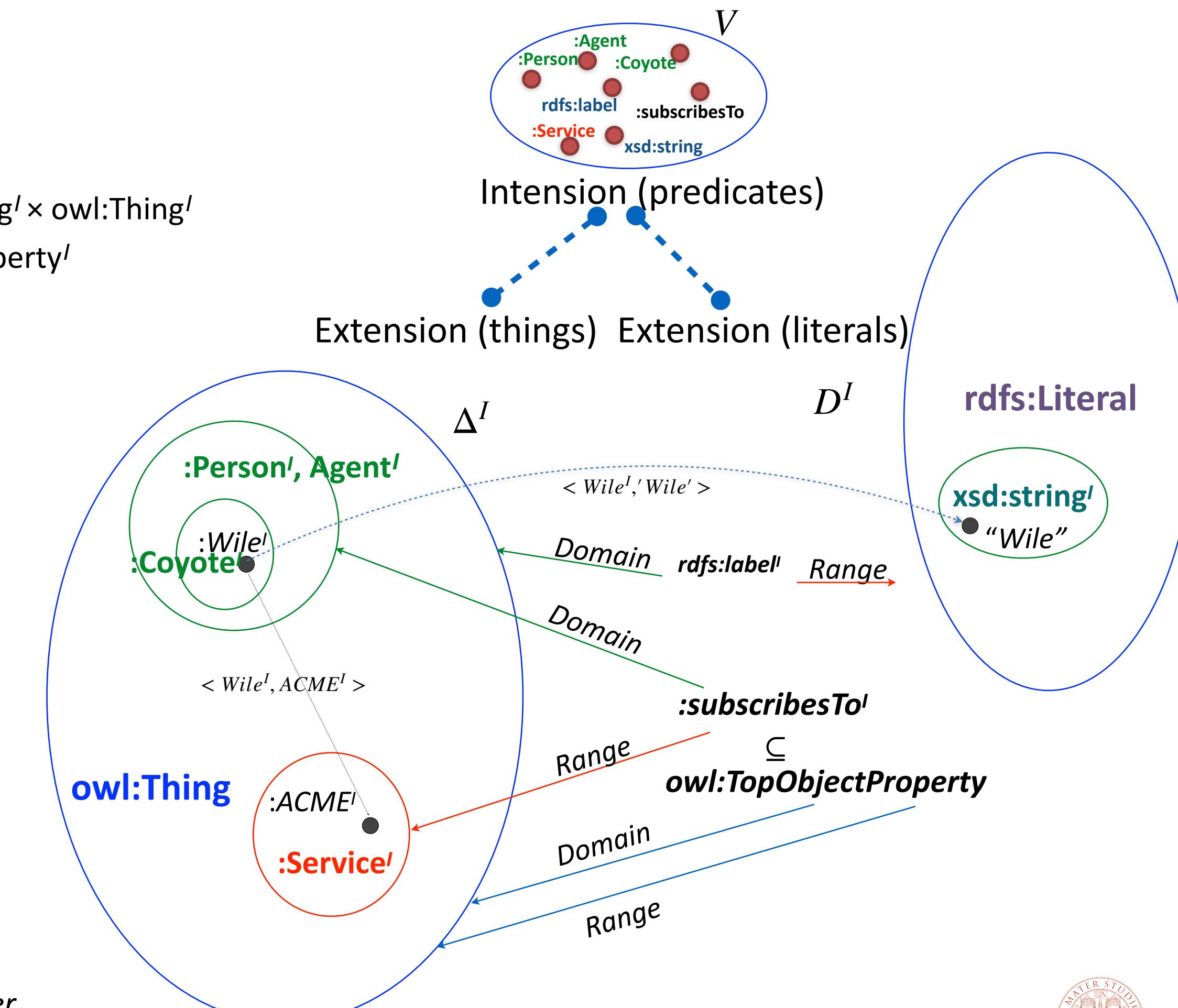
owl:TopObjectProperty' \subseteq owl:Thing' \times owl:Thing'
:subscribesTo' \subseteq owl:TopObjectProperty'
:subscribesTo' \subseteq Person' \times Service'
:Person' \subseteq owl:Thing'
:Person' \equiv Agent'
:Coyote' \subseteq :Person'
:Service' \subseteq owl:Thing'
:Person' \cap :Service' = \emptyset
:Wile' \in :Coyote'
:ACME' \in :Service'
(:Wile,:ACME)' \in :subscribesTo'



Plus ..

$inv(subscribedTo,subscribesTo)$
 $Person \sqsubseteq \forall subscribesTo.Service$
 $Subscriber \equiv \exists subscribesTo.Service$
 $Person \equiv Subscriber \sqcup NonSubscriber$
 $NonSubscriber \setminus Subscriber$

•





Pat Hayes' naïve physics manifesto (1988)

7 Clusters

Concepts will not be evenly spread throughout a theory. Some groups of concept-tokens will have many tight axiomatic connections within the group, relatively few outside. Think of a graph with tokens as nodes, linked by an arc if there is an axiom containing both of them: call it the axiom-concept (a-c) graph. Then this graph, while connected, will have some areas more densely connected than others. Call such a collection a cluster. Our job as theory-builders is made easier if we can identify clusters: these are as close as one can get to isolated subtheories.

Identifying clusters is both one of the most important and one of the most difficult methodological tasks in developing a naive physics. I think that several

7.7 Individuation

Establishing criteria for individuation must be done not only for objects but also for spaces, times, histories, quantities and any other kind of individual in our conceptual universe. When do we ascribe the status of being an individual thing to a piece of the world, since even the purely physical world can be carved up into pieces in arbitrarily many ways? I do not think there is a single neat answer, and there need not be: every kind of thing can have its own kind of reason for being a thing. But

7.8 A Sense of Scale

We seem to be remarkably good at imagining big and small things. One can imagine oneself inside a dolls house, or cupping the galaxy in ones hands. It is as though all our spatial intuitions have a free size parameter, which, while having a normal everyday default setting, can be adjusted so as to bring other things into their range.

7.4 Change, Time and Histories

The now classical approach to describing time and change, invented first by J. McCarthy (1957), uses the idea of a state or situation (or: world-state, time instant, temporally possible world, . . .). This is a snapshot of the whole universe at a given moment. Actions and events are then functions from state to state. This framework

7.5 Energy, Effort and Motion

There seems to be a significant distinction between events which can "just" happen, and those which require some effort or expenditure of energy to keep them going. The difference between falling and being thrown lies almost exactly in this.

7.1 Places and Positions

Consider the following collection of words: inside, outside, door, portal, window, gate, way in, way out, wall, boundary, container, obstacle, barrier, way past, way through, at, in.

I think these words hint at a cluster of related concepts which are of fundamental importance to naive physics. This cluster concerns the dividing up of three-dimensional space in pieces which have physical boundaries, and the ways in which these pieces of space can be connected to one another, and how objects, people, events, and liquids can get from one such place to another.

7.2 Spaces and Objects

Places and positions are concerned with space in the large, space to be in. But there is also a collection of concepts to do with local small-scale space, the space between and around solid objects. The two interact, if only in that suitable solid arrangements can define places, by being a boundary. But there seem to be some concepts

7.6 Composites and Pieces of Stuff

Physical objects have many properties and relationships, many of them concerned with external attributes of the object such as shape or position. One category, however, concerns how objects are composed, what they are made of. As far as I can judge, all naive-physical objects are either a single piece of homogenous stuff, or are made up as a composite out of parts which are themselves objects. The essence of a composite is that its component parts are themselves objects, and that it can (conceptually if not in practice) be taken apart and reassembled, being then the same object. Examples of composites include a car, a cup of coffee, a house, four bricks making a platform. Examples of homogenous objects are a bronze statue, a plank of wood, the Mississippi, a brick. Homogenous objects have no parts, and

7.3 Qualities, Quantities and Measurements

Many everyday things have some properties which are more intrinsic than others, and might be called the possession of certain qualities. Objects have sizes, weights, colors; spaces have volumes; some objects have heights, others lengths. All of these qualities seem to exist independently of the entities which possess them. We can discuss heights, colors or smells as things in their own right: they form quality spaces. The set of possible heights is a quality space, as is the set of possible flavors.

Inclusion Lattice of Ontologies

Below is the lattice of ontologies in this library. Each ontology defines a set of formal terms. Ontologies include (import from) other ontologies. Terms in an included ontology are in the namespace of the ontologies that include it. In the lattice below, an ontology includes those ontologies that it is indented under.

```
Kif-Sets
  Kif-Extensions
    Frame-Ontology
      Basic-Matrix-Algebra
        Tensor-Quantities
          3d-Tensor-Quantities
            Simple-Geometry
          Abstract-Algebra
            Physical-Quantities
              Standard-Dimensions
                Unary-Scalar-Functions
                Standard-Units
                Simple-Geometry
                Scalar-Quantities
                  Unary-Scalar-Functions
                  Tensor-Quantities ...
                Quantity-Spaces
                  Simple-Geometry
                Slot-Constraint-Sugar
  Kif-Meta
  Kif-Relations
    Frame-Ontology ...
    Kif-Extensions ...
  Kif-Numbers
    Kif-Extensions ...
    Kif-Lists
      Kif-Extensions ...
    Kif-Meta
    Kif-Relations ...
User-Theory
```

This file was generated by [Ontolingua](#)



T. R. Gruber. A Translation Approach to Portable Ontology Specifications. *Knowledge Acquisition*, 5(2):199-220, 1993.

25042 citations!!!



Theories included by Frame-Ontology:

```
Kif-Extensions
Kif-Relations
```

Theories that include Frame-Ontology:

```
Abstract-Algebra
Slot-Constraint-Sugar
```

18 classes defined:

```
Antisymmetric-Relation
Asymmetric-Relation
Partial-Order-Relation
Total-Order-Relation
Class
Class-Partition
Irreflexive-Relation
Asymmetric-Relation ...
Many-To-Many-Relation
Many-To-One-Relation
One-To-Many-Relation
One-To-One-Relation
Reflexive-Relation
Equivalence-Relation
Partial-Order-Relation ...
Symmetric-Relation
Equivalence-Relation
Thing
Individual-Thing
Transitive-Relation
Equivalence-Relation
Partial-Order-Relation ...
Weak-Transitive-Relation
```

30 relations defined:

```
Alias
Composition-Of
Direct-Instance-Of
Direct-Subclass-Of
Documentation
Domain
Domain-Of
Exhaustive-Subclass-Partition
Has-Value
Inherited-Slot-Value
Instance-Of
Maximum-Slot-Cardinality
Maximum-Value-Cardinality
Minimum-Slot-Cardinality
Minimum-Value-Cardinality
Nth-Domain
Onto
Range
Range-Of
Related-Axioms
Same-Slot-Values
Same-Values
Single-Valued-Slot
Slot-Value-Type
Subclass-Of
Subclass-Partition
Subrelation-Of
Superclass-Of
Total-On
Value-Type
```

12 functions defined:

```
All-Inherited-Slot-Values
All-Instances
```

;; -*- Mode:Lisp; Syntax: Common-Lisp; Package:ONTOLINGUA-USER; Base:10 -*-

;; 3D-Tensor Quantities
;; (c) 1993,1994 Gregory R. Olsen and Thomas R. Gruber

(in-package "ONTOLINGUA-USER")

(define-theory 3D-TENSOR-QUANTITIES (tensor-quantities))

"This theory specializes the [Tensor-Quantities](#) for tensors of [spatial.dimension](#) 3. :issues ("(c) 1993, 1994 Gregory R. Olsen and Thomas R. Gruber" (:see-also "The EngMath paper on line")))

;;;;;;;;
;; 3-Dimensional [Tensor-Quantity](#) Algebra
;;;;;;;

(in-theory '3D-tensor-quantities)

(define-class 3D-DYAD (?x))

"Second order tensors of 3-dimensions."

:def (and (dyad ?x)
(spatial.dimension ?x 3)))

(define-class 3D-VECTOR-QUANTITY (?x))

"Vectors of 3-dimensions. (These vectors have important properties and are of particular interest to engineering analysis)."

:def (and (vector-quantity ?x)
(spatial.dimension ?x 3)))

(define-function CROSS (?v1 ?v2) :-> ?v)

"Vector or [cross](#) product of two three dimensional vectors. If we know the components of two vectors with respect to a common basis, we can determine the components of the [cross](#) product in that basis."

:iff-def (and

Function CROSS

Vector or cross product of two three dimensional vectors. If we know the components of two vectors with respect to a common basis, we can determine the components of the cross product in that basis.

Arity: 3

Axioms:

```
(Nth-Domain Cross 3 3d-Vector-Quantity)
(Nth-Domain Cross 2 3d-Vector-Quantity)
(Nth-Domain Cross 1 3d-Vector-Quantity)

(<=> (Cross ?V1 ?V2 ?V)
(And (3d-Vector-Quantity ?V1)
(3d-Vector-Quantity ?V2)
(3d-Vector-Quantity ?V)
(= (Quantity.Dimension ?V)
(* (Quantity.Dimension ?V1) (Quantity.Dimension ?V2)))
(= (Dot ?V1 ?V)
(The-Zero-Scalar-For-Dimension (* (Quantity.Dimension ?V1)
(Quantity.Dimension ?V)))))

(= (Dot ?V2 ?V)
(The-Zero-Scalar-For-Dimension (* (Quantity.Dimension ?V2)
(Quantity.Dimension ?V)))))

(= (Vector-Component ?V 1 ?B)
(= (* (Vector-Component ?V1 2 ?B)
(Vector-Component ?V2 3 ?B))
(* (Vector-Component ?V2 2 ?B)
(Vector-Component ?V1 3 ?B)))))

(= (Vector-Component ?V 2 ?B)
(= (* (Vector-Component ?V2 1 ?B)
(Vector-Component ?V1 3 ?B))
(* (Vector-Component ?V1 1 ?B)
(Vector-Component ?V2 3 ?B)))))

(= (Vector-Component ?V 3 ?B)
(= (* (Vector-Component ?V1 1 ?B)
(Vector-Component ?V2 2 ?B))
(* (Vector-Component ?V2 1 ?B)
(Vector-Component ?V1 2 ?B))))))
```

• Defined in theory: [3D-tensor-quantities](#)

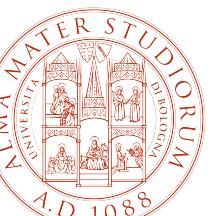
• Source code: [3D-tensor-quantities.lisp](#)

Spatio-temporal perspective

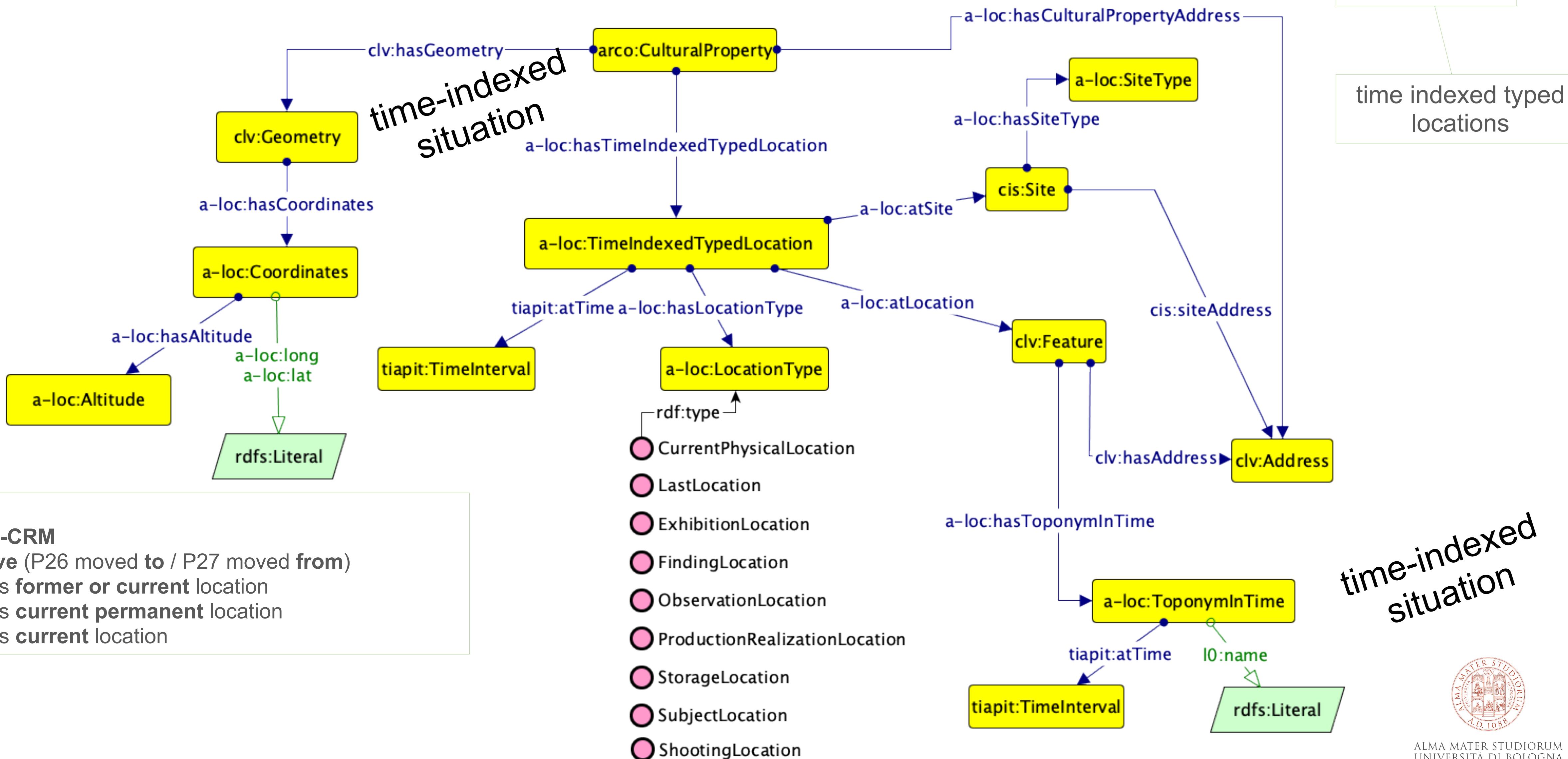


Woman Portrait
by
Caspar Netscher
17th century

currently located
temporarily stored in 1942
involved in an exhibition in 1773



A knowledge pattern for ST perspectives



Reporting perspective



Syracusan coin
4th century B.C.

catalogue record

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“conservation status
of the coin:
good”

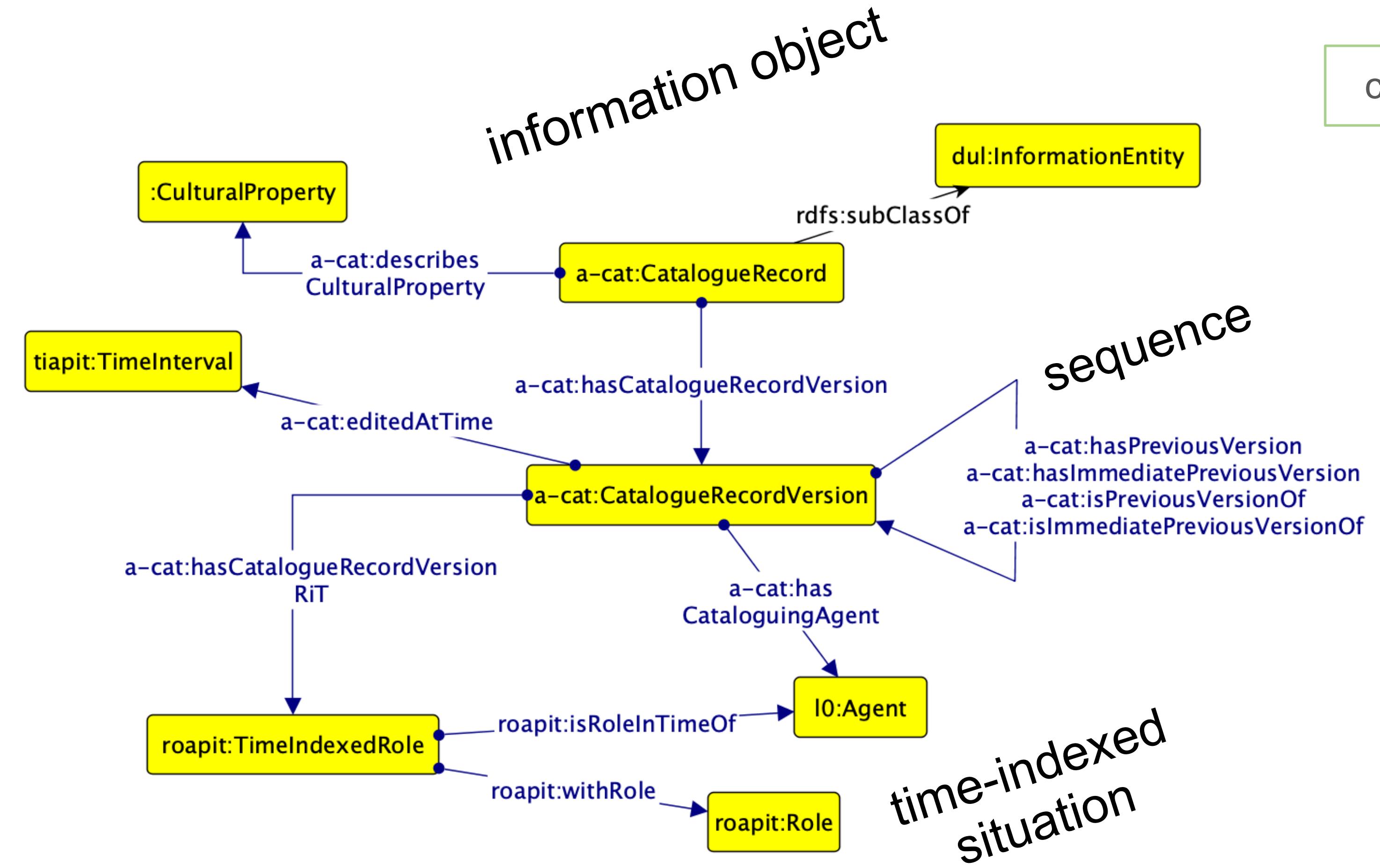
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“conservation status
of the coin:
bad”

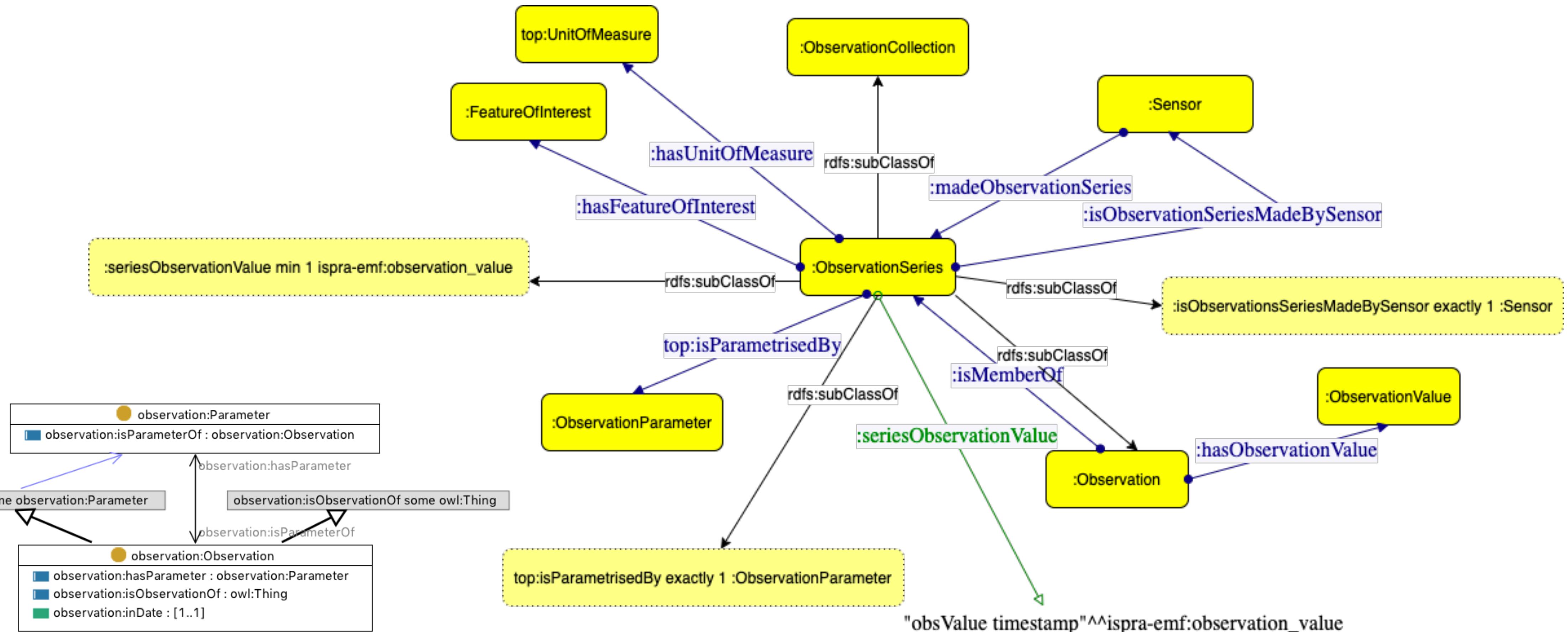
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<scheda>
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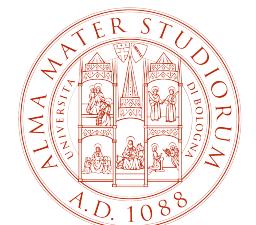
A knowledge pattern for reporting versions



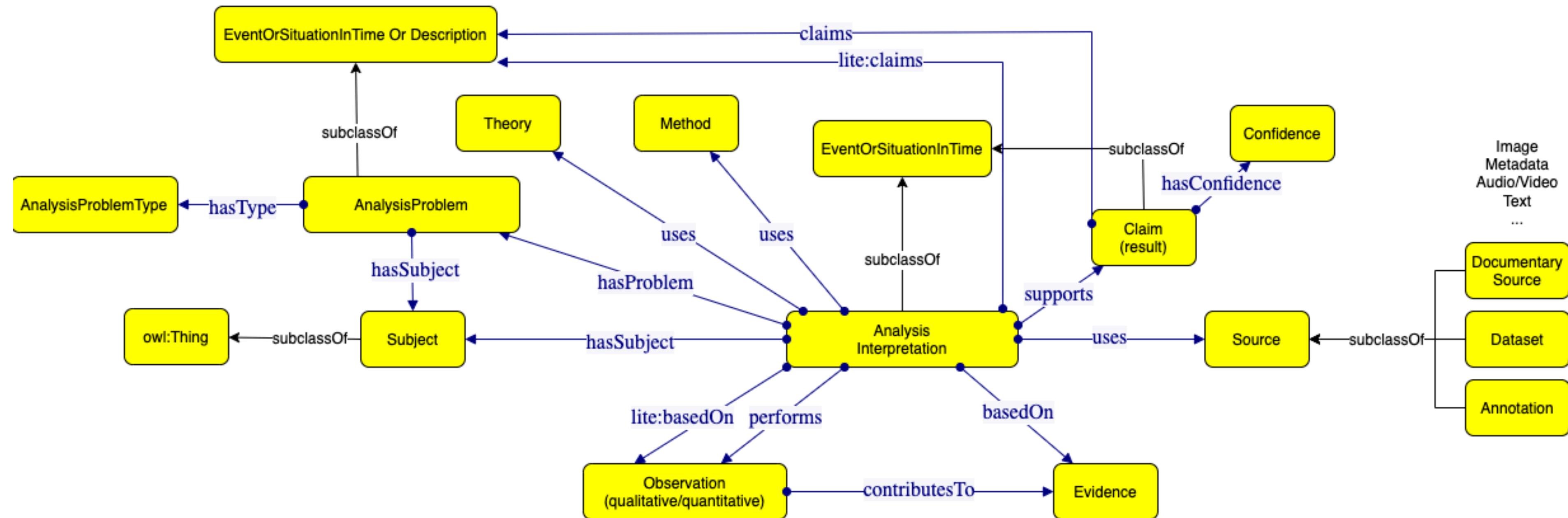
Observation series in the WHOW ontology network



<https://github.com/whow-project>



A knowledge pattern for art interpretations



SPICE Ontology Network

Curatorial Knowledge Area

- Scripting module

Interaction Knowledge Area

- Fruition context module
- Affordance module

Narrative Knowledge Area

- Narrative module

User and Community Modelling Knowledge Area

- Community schema
- User profiling schema
- Schwartz' values module
- Haidt's values module

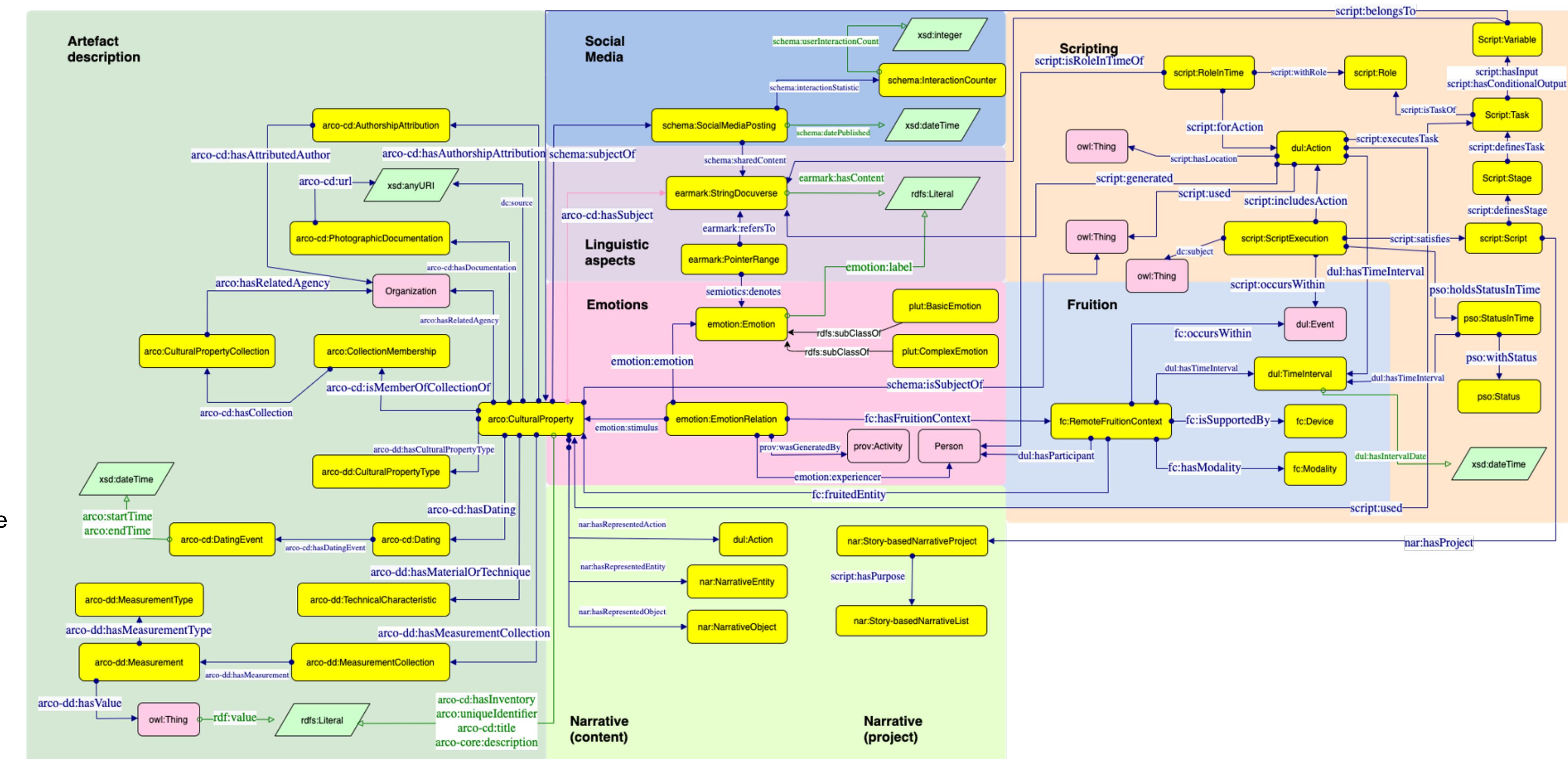
Emotion Knowledge Area

- Emotion module
- Emotion in Cultural context module
- Ekman emotions module
- Plutchik emotion module
- Ortony-Clore-Collins emotion module
- Shaver module

State of the art ontologies reused:

- ArCo
- Getty vocabularies
- Earmark
- Semiotics
- Framester
- Building Topology Ontology (BOT)

SPICE ontologies provide a uniform interconnected view over the data of the domain at hand



E.g., S de Giorgis, A Gangemi, R Damiano. *Basic Human Values and Moral Foundations Theory in ValueNet Ontology*. Conference on Knowledge Engineering and Knowledge Management, 2022

HyperReal

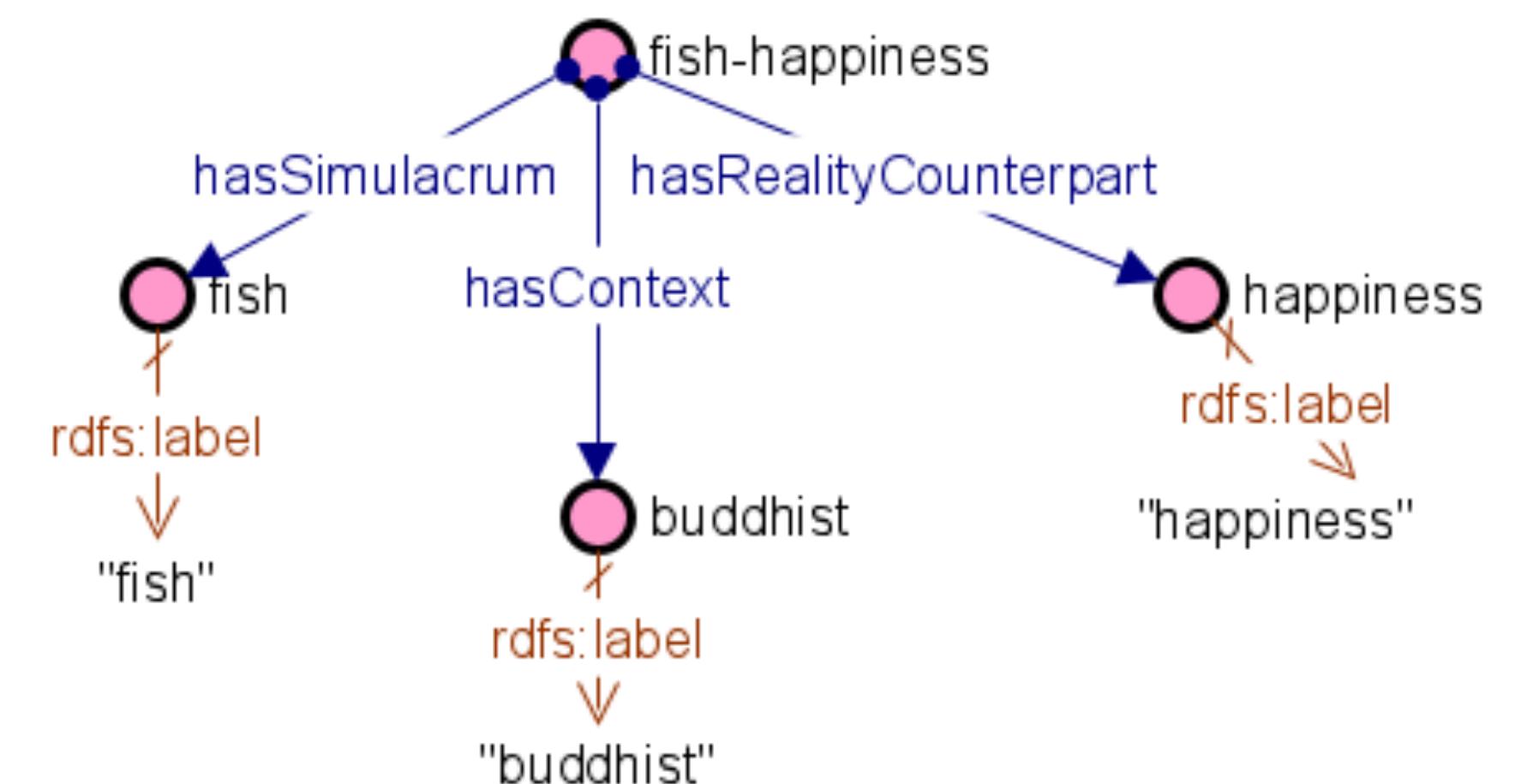
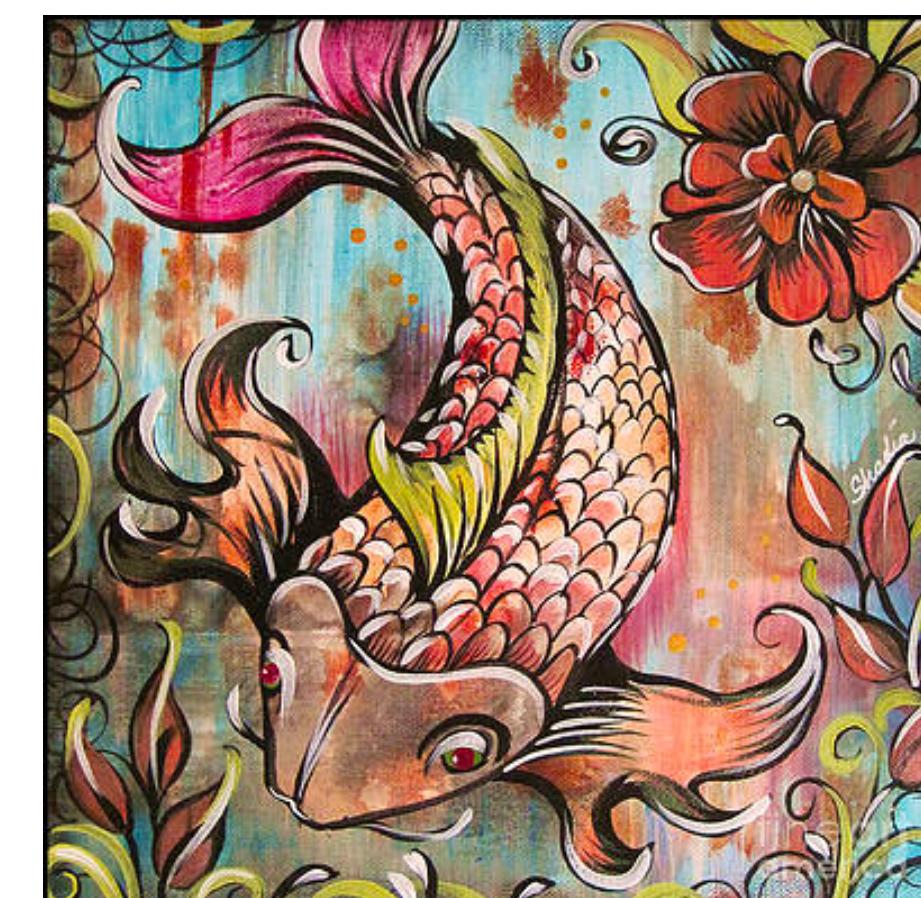
<https://w3id.org/simulation>

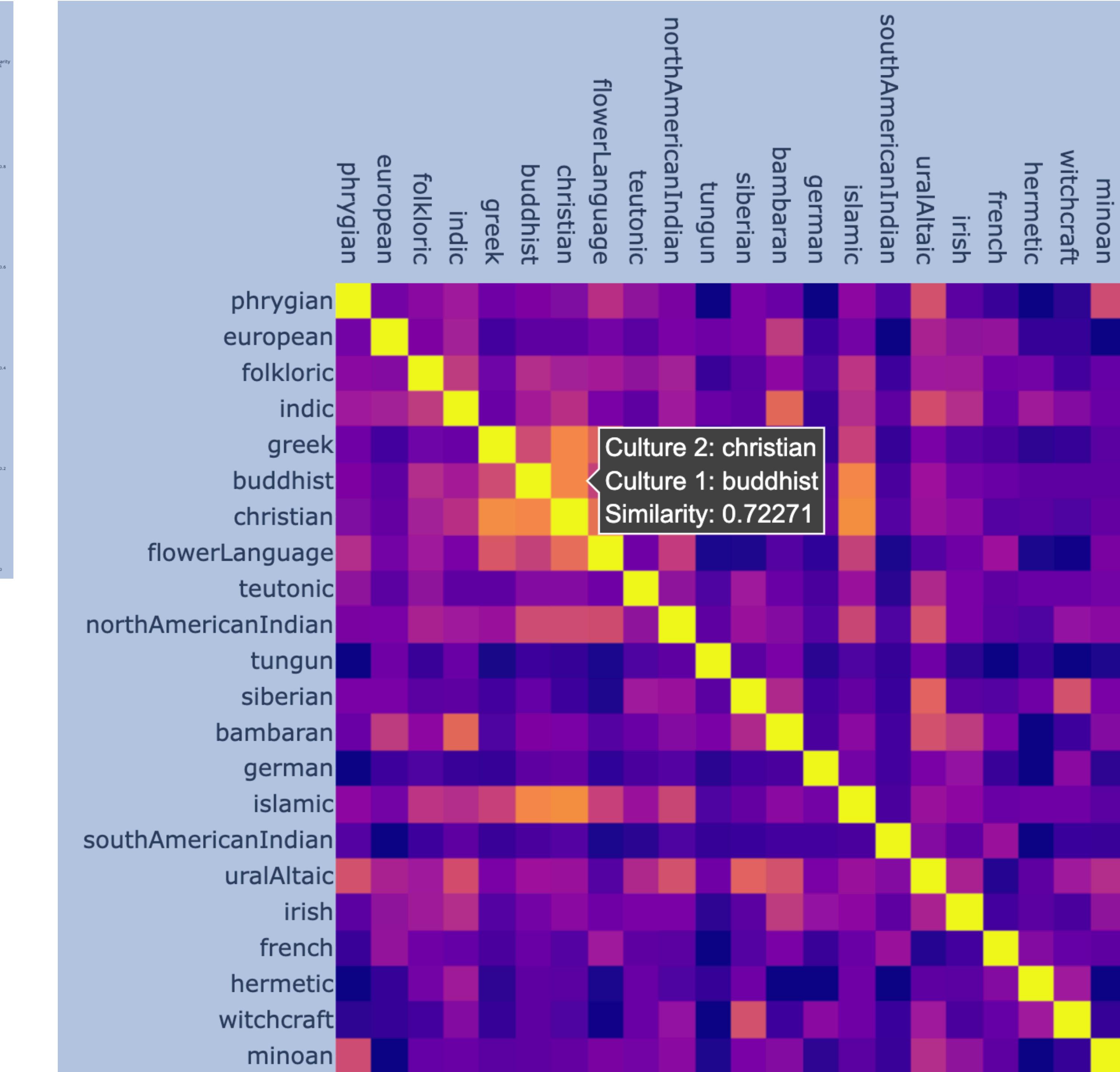
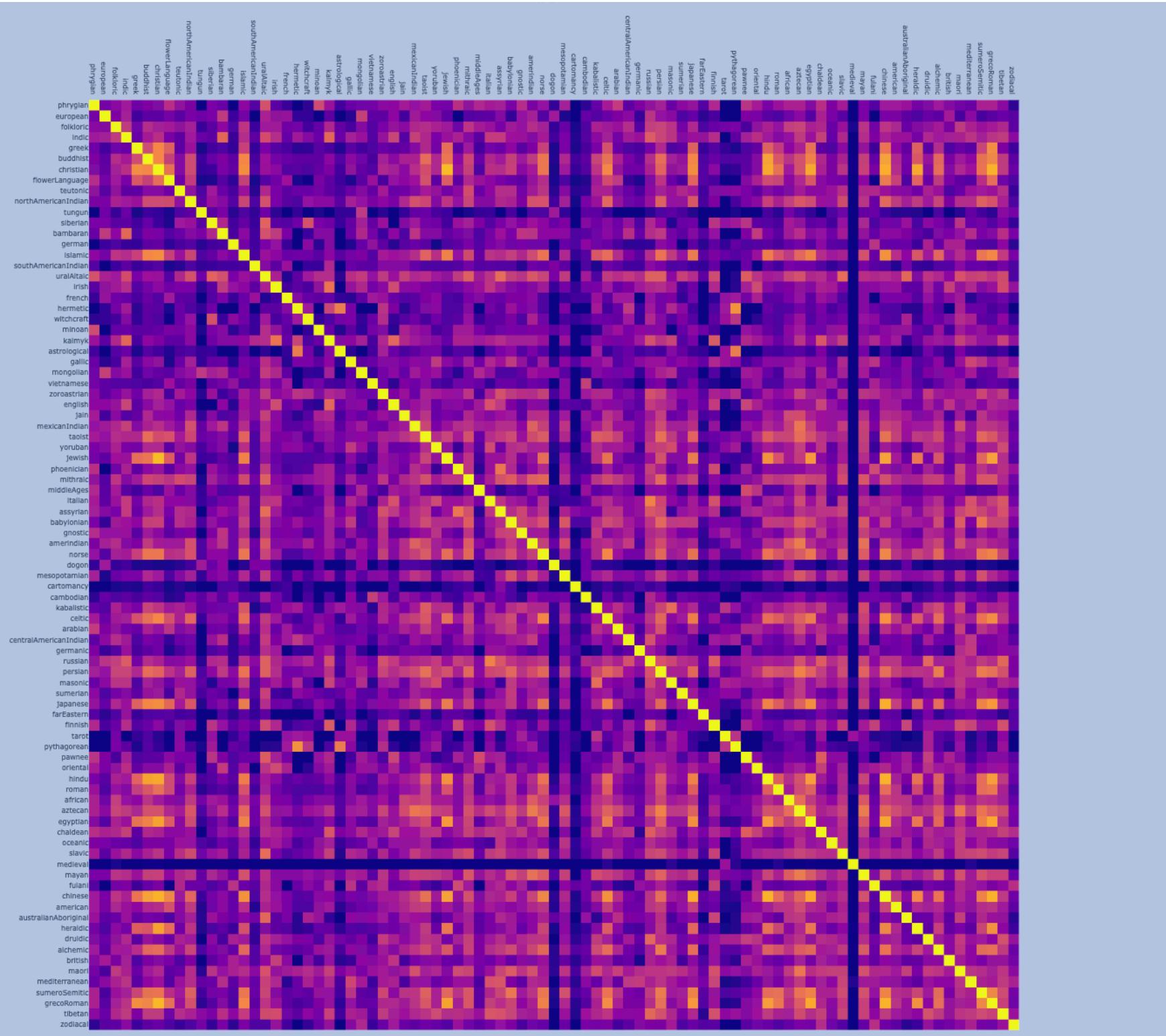
Knowledge graph that contains more than 40,000 instances of symbolism, called *simulations*, based on the Simulation ontology

All entities of HyperReal are aligned to WordNet and BabelNet, AAT

By reconciling depicted entities of artworks (for example from Wikidata) to HyperReal, we are able to infer automatic context dependent interpretations of artworks

B Sartini, M van Erp, A Gangemi.
Marriage is a Peach and a Chalice: Modelling Cultural Symbolism on the Semantic Web.
Knowledge Capture Conference





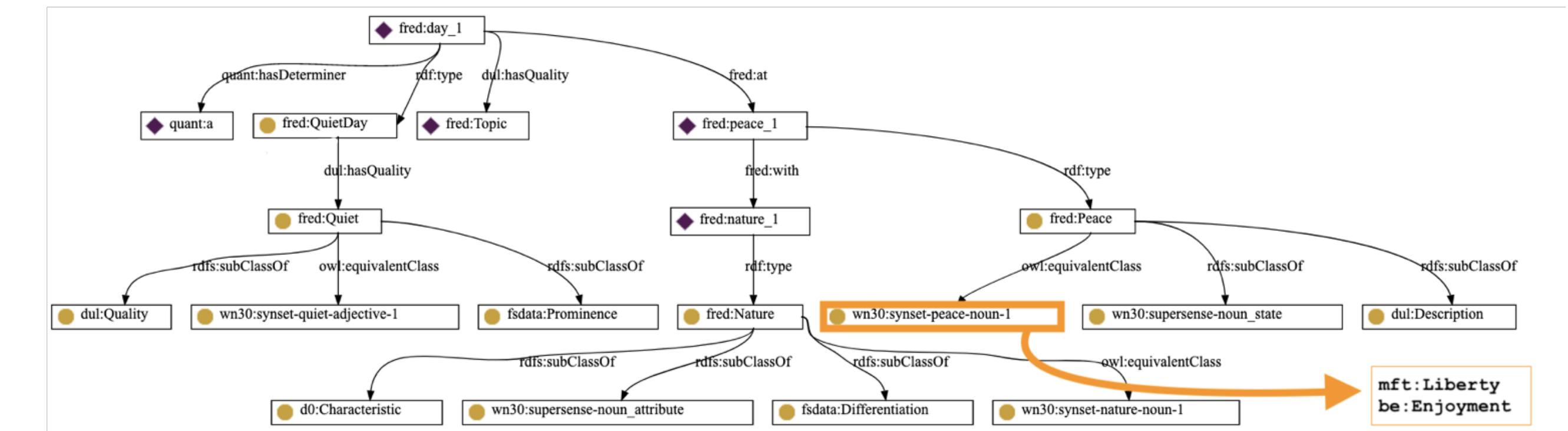
Value reasoner



Estate (l'Amaca) - Felice Carena

The Value+Emotion Reasoner takes as input a user description/comment about an artwork, it generates a graph from natural language and it detects moral-cultural values and emotions in the sentence.

- What do you feel in front of this painting?
“A quiet day at peace with nature.”



wn:synset-peace-noun-1 :triggers mft:Liberty , be:Enjoyment .

```
80 :  
  - _id : "80"  
  - StoryTitle_ENG : "The course of nature"  
  - StoryTitle_MFT_Values : ""  
  - StoryTitle_EkmanEmotions : ""  
  - ItMakesMeFeel_ENG : "It makes me feel a quiet day at peace with nature"  
  - MakesMeFeel_MFT_Values : "liberty"  
  - MakesMeFeel_EkmanEmotions : "enjoyment"  
  - ItMakesMeThinkAbout_ENG : ""  
  - MakesMeThinkAbout_MFT_Values : ""  
  - MakesMeThinkAbout_EkmanEmotions : ""  
  - ItRemindsMeOf_ENG : ""  
  - ItRemindsMeOf_MFT_Values : ""  
  - ItRemindsMeOf_EkmanEmotions : ""
```



Kinds of Tacit Knowledge

Explicit Knowledge (EK) is “encoded” in a language, but Implicit/Tacit Knowledge (TK) depends on bodily and environmental circumstances, then it is difficult to encode, ...

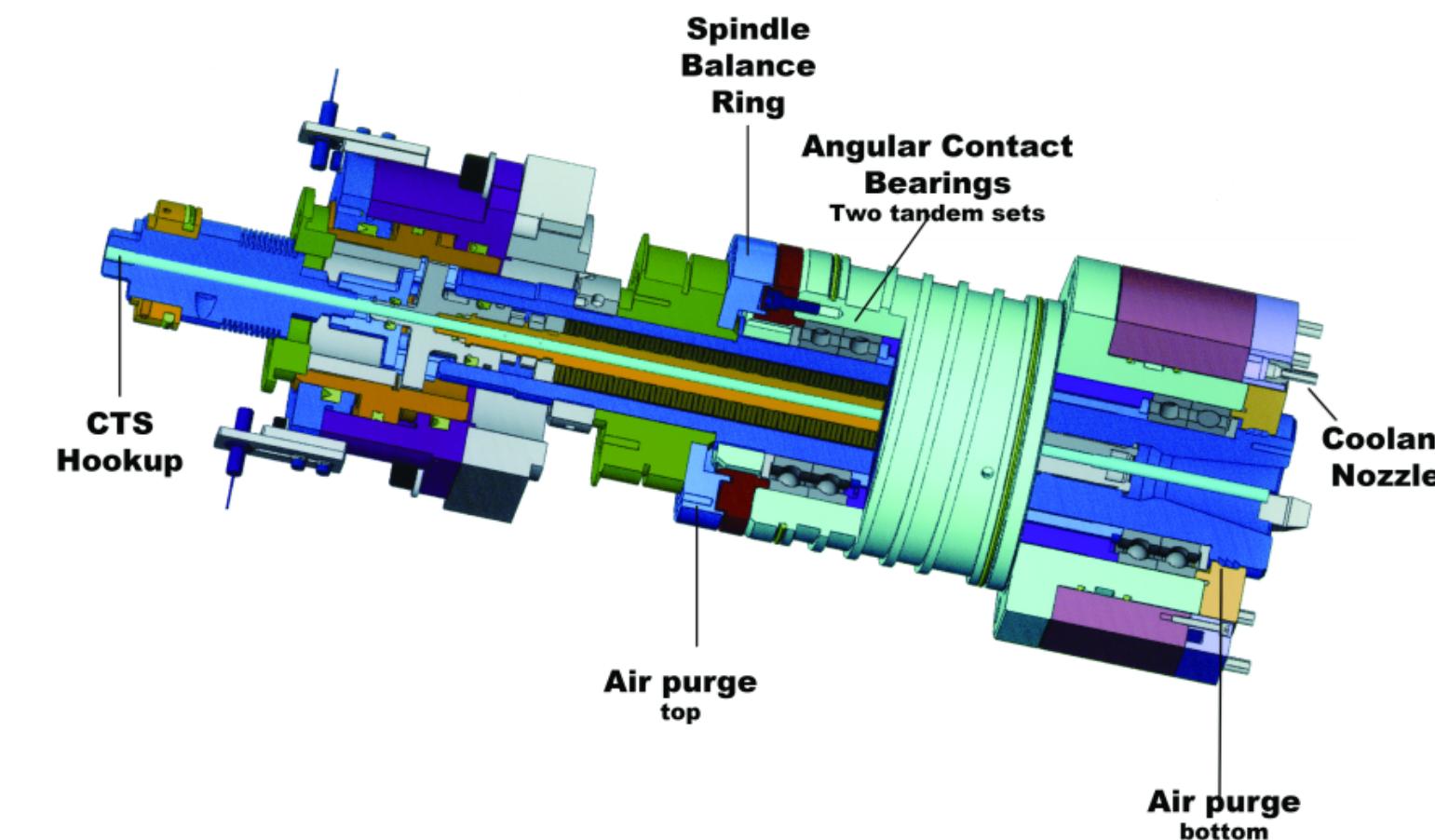
Somatic/Embodied (Michael Polanyi: “we know more than we can tell”)

Physical skills and **bodily** knowledge (muscle memory and bodily awareness)

Examples: *Riding a bicycle, swimming, maintaining balance*

Scenario: A master potter adjusting the pressure of their hands on clay based on its consistency

They can't fully verbalize the exact pressure needed, but their hands “know” through years of practice (cf. KnowledgeX project for spindle construction know how)



Kinds of Tacit Knowledge

Cognitive

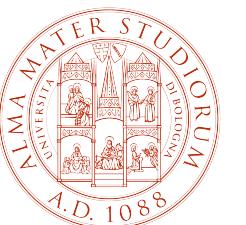
Mental models and **intuitive** understanding/problem-solving, **pattern recognition** abilities, **expert** judgment developed through **experience**

Scenario: An experienced radiologist can spot anomalies in X-rays almost *instantly*, before conscious analysis, based on rapid pattern recognition developed over years of practice

Social/Collective

Shared cultural **practices** and **norms**, organizational **routines**, **community**-specific ways of doing things, **institutional** knowledge passed through practice and spontaneous mimicry

Scenario: The unwritten rules of turn-taking and interaction in a Japanese tea ceremony, which participants learn through observation and participation rather than explicit instruction



Kinds of Tacit Knowledge

Technical

Context-specific skills in **professional** settings, know-how gained through **hands-on** experience, **craft** knowledge and professional **expertise**

Scenario: An experienced mechanic who can diagnose an engine problem by its sound and vibration, knowledge that comes from years of experience and can't be fully captured in manuals

Personal

Individual **insights** and experiences, personal **values**, **emotions**, **heuristics** and **rules of thumb**, **emotional** intelligence and **interpersonal** skills (**empathy**), **unique perspectives** shaped by personal history

Scenario: A skilled negotiator who *intuitively* knows when to push and when to back off in negotiations, based on subtle cues and personal experience that they might struggle to fully articulate

