Part 2

Description Logics
Outline of Part 2

1. Brief introduction to computational complexity
   - Basic definitions
   - Hardness and completeness
   - Most important complexity classes

2. Introduction to Description Logics
   - Ingredients of Description Logics
   - Description Logics ontologies
   - Reasoning in Description Logics
   - Relationship between DLs and other representation formalisms

3. Description Logics and UML Class Diagrams
   - UML Class Diagrams as ontology formalisms
   - Reducing reasoning in UML to reasoning in DLs
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Computational complexity (1/2)

[J.E. Hopcroft 2007; Papadimitriou 1994]

Computational complexity theory aims at understanding how difficult it is to solve specific problems.

- A **problem** is considered as an (in general infinite) set of instances of the problem, each encoded in some meaningful (i.e., compact) way.
- Standard complexity theory deals with **decision problems**: i.e., problems that admit a *yes/no* answer.
- **Algorithm** that solves a decision problem:
  - input: an instance of the problem
  - output: yes or no
- The difficulty (complexity) is measured in terms of the amount of **resources** (time, space) that the algorithm needs to solve the problem.
  $\leadsto$ complexity of the algorithm, or **upper bound**
- To measure the complexity of the problem, we consider the best possible algorithm that solves it.
  $\leadsto$ **lower bound**
Worst-case complexity analysis: the complexity is measured in terms of a (complexity) function \( f \):
- argument: the size \( n \) of an instance of the problem (i.e., the length of its encoding)
- result: the amount \( f(n) \) of time/space needed in the worst-case to solve an instance of size \( n \)

The asymptotic behaviour of the complexity function when \( n \) grows is considered.

To abstract away from contingent issues (e.g., programming language, processor speed, etc.), we refer to an abstract computing model: Turing Machines (TMs).
Complexity classes

To achieve robustness wrt encoding issues, usually one does not consider specific complexity functions $f$, but rather families $C$ of complexity functions, giving rise to complexity classes.

**Def.: A time/space complexity class $C$**

... is the set of all problems $P$ such that an instance of $P$ of size $n$ can be solved in time/space at most $C(n)$.

**Note:** Consider a (decision) problem $P$, and an encoding of the instances of $P$ into strings over some alphabet $\Sigma$. Once we fix such an encoding, the problem actually corresponds to a language $L_P$, namely the set of strings encoding those instances of the problem for which the answer is yes.

Hence, in the technical sense, a complexity class is actually a set of languages.
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To establish lower bounds on the complexity of problems, we make use of the notion of reduction:

**Def.:** A reduction from a problem $P_1$ to a problem $P_2$ is a function $R$ (the reduction) from instance of $P_1$ to instances of $P_2$ such that:

1. $R$ is efficiently computable (i.e., in logarithmic space), and
2. An instance $I$ of $P_1$ has answer yes iff $R(I)$ has answer yes.

$P_1$ reduces to $P_2$ if there is a reduction $R$ from $P_1$ to $P_2$.

**Intuition:** If $P_1$ reduces to $P_2$, then $P_2$ is at least as difficult as $P_1$, since we can solve an instance $I$ of $P_1$ by reducing it to the instance $R(I)$ of $P_2$ and then solve $R(I)$. 
Def.: A problem $P$ is **hard** for a complexity class $C$ if

... if every problem in $C$ can be reduced to $P$.

Def.: A problem $P$ is **complete** for a complexity class $C$ if

1. it is hard for $C$, and
2. it belongs to $C$

Intuitively, a problem that is complete for $C$ is among the hardest problems in $C$. 
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Tractability and intractability: **PTIME** and **NP**

**Def.: PTIME**

Set of problems solvable in polynomial time by a deterministic TM.

- These problems are considered *tractable*, i.e., solvable for large inputs.
- Is a robust class (PTIME computations compose).

**Def.: NP**

Set of problems solvable in polynomial time by a non-deterministic TM.

- These problems are believed *intractable*, i.e., unsolvable for large inputs.
- The best known algorithms actually require exponential time.
- Corresponds to a large class of practical problems, for which the following type of algorithm can be used:
  1. Non-deterministically guess a possible solution of polynomial size.
  2. Check in polynomial time that the guessed solutions is good.
Complement of problems in \( \text{NP} \): \( \text{coNP} \)

**Def.:** \( \text{coNP} \)

Set of **problems whose complement is in \( \text{NP} \)**, i.e., problems for which determining whether an instance admits a **no** answer is in \( \text{NP} \).

- For problems whose complexity is characterized in terms of a non-deterministic TM, solving the problem and solving its complement might be different.
- The reason for this is that a **yes** answer is returned if there **exists** a non-deterministic computation-path of the TM that leads to acceptance.
- Instead, a **no** answer requires that **all** non-deterministic computation-paths of the TM lead to rejection.
- Specifically, \( \text{coNP} \) is believed to be different from both \( \text{NP} \) and \( \text{PTime} \).
Complexity classes above NP

**Def.:** **PSpace**
Set of problems solvable in *polynomial space* by a deterministic TM.

- Polynomial space is “not really good”, since these problems may require exponential time.
- These problems are considered to be more difficult than NP problems.
- Practical algorithms and heuristics work less well than for NP problems.

**Def.:** **ExpTime**
Set of problems solvable in *exponential time* by a deterministic TM.

- This is the first provably intractable complexity class.
- These problems are considered to be very difficult.

**Def.:** **NExpTime**
Set of problems solvable in *exponential time* by a non-deterministic TM.
Def.: **LogSpace** and **NLogSpace**

Set of problems solvable in logarithmic space by a (non-)deterministic TM.

- Note: when measuring the space complexity, the size of the input does not count, and only the working memory (TM tape) is considered.
- Note 2: logarithmic space computations compose (this is not trivial).
- Correspond to reachability in undirected and directed graphs, respectively.

Def.: **AC^0**

Set of problems solvable in constant time using a polynomial number of processors.

- These problems are solvable efficiently even for very large inputs.
- Corresponds to the complexity of model checking a fixed FO formula when the input is the model only.
Relationship between the complexity classes

The following relationships are known:

\[ AC^0 \subsetneq \text{LogSpace} \subseteq \text{NLogSpace} \subseteq \text{PTime} \subseteq \text{NP} \subseteq \text{PSpace} \subseteq \text{ExpTime} \subseteq \text{NExpTime} \]

Moreover, we know that \text{PTime} \subsetneq \text{ExpTime}.
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What are Description Logics?

Description Logics (DLs) [Baader et al. 2003] are logics specifically designed to represent and reason on structured knowledge.

The domain of interest is composed of objects and is structured into:

- **concepts**, which correspond to classes, and denote sets of objects
- **roles**, which correspond to (binary) relationships, and denote binary relations on objects

The knowledge is asserted through so-called **assertions**, i.e., logical axioms.
Description Logics stem from early days knowledge representation formalisms (late '70s, early '80s):

- **Semantic Networks**: graph-based formalism, used to represent the meaning of sentences.
- **Frame Systems**: frames used to represent prototypical situations, antecedents of object-oriented formalisms.

Problems: **no clear semantics**, reasoning not well understood.

**Description Logics** (a.k.a. Concept Languages, Terminological Languages) developed starting in the mid '80s, with the aim of providing semantics and inference techniques to knowledge representation systems.
What are Description Logics about?

Abstractly, DLs allow one to predicate about labeled directed graphs:

- Nodes represent real world objects.
- Node labels represent types/categories of objects.
- Edges represent relations between (pairs of) objects, or between objects and values.
- Edge labels represent the types of relations between objects, or between objects and values.

Every fragment of the world that can be abstractly represented in terms of a labeled directed graph is a good candidate for being represented by DLs.
Exercise

Represent Metro lines in Milan in a labelled directed graph.
Exercise

Represent some aspects of Facebook as a labelled directed graph.
What are Description Logics about? – Example 3

Exercise

Represent some aspects of human anatomy as a labelled directed graph.
What are Description Logics about? – Example 4

Exercise

Represent some aspects of document classification as a labelled directed graph.
Ingredients of a Description Logic

A **DL** is characterized by:

1. A **description language**: how to form concepts and roles
   
   \[
   Human \sqcap \text{Male} \sqcap \exists \text{hasChild} \sqcap \forall \text{hasChild}.(\text{Doctor} \sqcup \text{Lawyer})
   \]

2. A mechanism to **specify knowledge** about concepts and roles (i.e., a TBox)
   
   \[
   \mathcal{T} = \{ \text{Father} \equiv Human \sqcap \text{Male} \sqcap \exists \text{hasChild}, \text{HappyFather} \subseteq \text{Father} \sqcap \forall \text{hasChild}.(\text{Doctor} \sqcup \text{Lawyer}) \}
   \]

3. A mechanism to specify **properties of objects** (i.e., an ABox)
   
   \[
   \mathcal{A} = \{ \text{HappyFather}(\text{john}), \text{hasChild}(\text{john}, \text{mary}) \}
   \]

4. A set of **inference services**: how to reason on a given KB
   
   \[
   \mathcal{T} \models \text{HappyFather} \subseteq \exists \text{hasChild}.(\text{Doctor} \sqcup \text{Lawyer})
   \]
   
   \[
   \mathcal{T} \cup \mathcal{A} \models (\text{Doctor} \sqcup \text{Lawyer})(\text{mary})
   \]

---

Diego Calvanese (unibz)
Many description logics

- **OWL 2** \( \approx \text{SROIQ} \) - \( 2\text{NExpTime} \)
- **OWL 1** \( \approx \text{SHOIQ} \) - \( \text{NExpTime} \)
- **SHIQ** - \( \text{ExpTime} \)
- **ALC** - \( \text{ExpTime} \)
- **EL** - \( \text{PTime} \)
- **DL-Lite** - \( \text{NLogSpace} \)
The Architecture of a Description Logic system involves the following components:

- **Knowledge Base**
  - **Terminological knowledge (TBox)**
    - Father ≡ Human ⊓ Male ⊓ (∃child)
    - HappyFather ⊑ Father ⊓ ∀child.(Doctor ⊔ Lawyer)
  - **Knowledge about objects (ABox)**
    - HappyFather(john)
    - child(john, mary)

The system is expressed in a Description Logic and consists of:

- **Inference Engine**
- **Applications**

**Experiments in a Description Logic**
Description language

A description language provides the means for defining:

- **concepts**, corresponding to classes: interpreted as sets of objects;
- **roles**, corresponding to relationships: interpreted as binary relations on objects.

To define concepts and roles:

- We start from a (countably infinite) alphabet of concept names and role names, forming so called **atomic concepts and roles**.
- Then, by applying specific **constructors**, we can build **complex concepts** and **roles**, starting from the atomic ones.

A **description language** is characterized by the set of constructs that are available for that.
The **formal semantics** of DLs is given in terms of interpretations.

**Def.:** An **interpretation** $\mathcal{I} = (\Delta^\mathcal{I}, \cdot^\mathcal{I})$ consists of:

- a nonempty set $\Delta^\mathcal{I}$, called the **interpretation domain** (of $\mathcal{I}$)
- an **interpretation function** $\cdot^\mathcal{I}$, which maps
  - each atomic concept $A$ to a subset $A^\mathcal{I}$ of $\Delta^\mathcal{I}$
  - each atomic role $P$ to a subset $P^\mathcal{I}$ of $\Delta^\mathcal{I} \times \Delta^\mathcal{I}$

The interpretation function is extended to complex concepts and roles according to their syntactic structure.
### Concept constructors

<table>
<thead>
<tr>
<th>Construct</th>
<th>Syntax</th>
<th>Example</th>
<th>Semantics</th>
</tr>
</thead>
<tbody>
<tr>
<td>atomic concept</td>
<td>$A$</td>
<td>Doctor</td>
<td>$I^A \subseteq \Delta^I$</td>
</tr>
<tr>
<td>atomic role</td>
<td>$P$</td>
<td>hasChild</td>
<td>$I^P \subseteq \Delta^I \times \Delta^I$</td>
</tr>
<tr>
<td>atomic negation</td>
<td>$\neg A$</td>
<td>$\neg$Doctor</td>
<td>$\Delta^I \setminus A^I$</td>
</tr>
<tr>
<td>conjunction</td>
<td>$C \sqcap D$</td>
<td>Hum $\sqcap$ Male</td>
<td>$I^C \cap I^D$</td>
</tr>
<tr>
<td>(unqual.) exist. res.</td>
<td>$\exists R$</td>
<td>$\exists$ hasChild</td>
<td>${ o \mid \exists o'. (o, o') \in R^I }$</td>
</tr>
<tr>
<td>value restriction</td>
<td>$\forall R.C$</td>
<td>$\forall$ hasChild.Male</td>
<td>${ o \mid \forall o'. (o, o') \in R^I \rightarrow o' \in C^I }$</td>
</tr>
<tr>
<td>bottom</td>
<td>$\bot$</td>
<td>$\forall$ hasChild.Male</td>
<td>$\emptyset$</td>
</tr>
</tbody>
</table>

($C$, $D$ denote arbitrary concepts and $R$ an arbitrary role)

The above constructs form the basic language $\mathcal{AL}$ of the family of $\mathcal{AL}$ languages.
### Additional concept and role constructors

<table>
<thead>
<tr>
<th>Construct</th>
<th>$\mathcal{AL}$</th>
<th>Syntax</th>
<th>Semantics</th>
</tr>
</thead>
<tbody>
<tr>
<td>disjunction</td>
<td>$U$</td>
<td>$C \sqcup D$</td>
<td>$C^I \cup D^I$</td>
</tr>
<tr>
<td>top</td>
<td>$\top$</td>
<td></td>
<td>$\Delta^I$</td>
</tr>
<tr>
<td>qual. exist. res.</td>
<td>$E$</td>
<td>$\exists R.C$</td>
<td>${ o \mid \exists o'. (o, o') \in R^I \land o' \in C^I }$</td>
</tr>
<tr>
<td>(full) negation</td>
<td>$C$</td>
<td>$\neg C$</td>
<td>$\Delta^I \setminus C^I$</td>
</tr>
<tr>
<td>number</td>
<td>$N$</td>
<td>$(\geq kR)$</td>
<td>${ o \mid #{o' \mid (o, o') \in R^I} \geq k }$</td>
</tr>
<tr>
<td>restrictions</td>
<td></td>
<td>$(\leq kR)$</td>
<td>${ o \mid #{o' \mid (o, o') \in R^I} \leq k }$</td>
</tr>
<tr>
<td>qual. number</td>
<td>$Q$</td>
<td>$(\geq kR.C)$</td>
<td>${ o \mid #{o' \mid (o, o') \in R^I \land o' \in C^I } \geq k }$</td>
</tr>
<tr>
<td>restrictions</td>
<td></td>
<td>$(\leq kR.C)$</td>
<td>${ o \mid #{o' \mid (o, o') \in R^I \land o' \in C^I } \leq k }$</td>
</tr>
<tr>
<td>inverse role</td>
<td>$I$</td>
<td>$R^-$</td>
<td>${ (o, o') \mid (o', o) \in R^I }$</td>
</tr>
<tr>
<td>role closure</td>
<td>$\mathit{reg}$</td>
<td>$R^*$</td>
<td>$(R^I)^*$</td>
</tr>
</tbody>
</table>

Many different DL constructs and their combinations have been investigated.
Further examples of DL constructs

- Disjunction:  $\forall hasChild.(Doctor \sqcup Lawyer)$

- Qualified existential restriction:  $\exists hasChild.Doctor$

- Full negation:  $\neg(Doctor \sqcup Lawyer)$

- Number restrictions:  $(\geq 2 \ hasChild) \sqcap (\leq 1 \ sibling)$

- Qualified number restrictions:  $(\geq 2 \ hasChild. \ Doctor)$

- Inverse role:  $\forall hasChild^- .Doctor$

- Reflexive-transitive role closure:  $\exists hasChild^* .Doctor$
Reasoning over concept expressions

An interpretation $I$ is a **model** of a concept $C$ if $C^I \neq \emptyset$.

**Basic reasoning tasks:**

1. **Concept satisfiability**: does $C$ admit a model?
2. **Concept subsumption** $C \sqsubseteq D$: is $C^I \subseteq D^I$ for every interpretation $I$?

Subsumption is used to build the concept hierarchy:

```
Human
  / \      / \      / \\
Male    Female
   / \    / \    / \\
Human ∩ Male ∩ ∃hasChild  Human ∩ Female
      /         / \\
    Happy ∩ Human ∩ Male ∩ ∃hasChild
```

**Exercise**

Show that if a DL is propositionally closed then (1) and (2) are mutually reducible.
Complexity of reasoning over concept expressions

Complexity of concept satisfiability: [Donini et al. 1997]

<table>
<thead>
<tr>
<th></th>
<th>Complexity</th>
</tr>
</thead>
<tbody>
<tr>
<td>$\mathcal{AL}$, $\mathcal{ALN}$</td>
<td>$\text{PTime}$</td>
</tr>
<tr>
<td>$\mathcal{ALU}$, $\mathcal{ALUN}$</td>
<td>$\text{NP-complete}$</td>
</tr>
<tr>
<td>$\mathcal{ALE}$</td>
<td>$\text{coNP-complete}$</td>
</tr>
<tr>
<td>$\mathcal{ALC}$, $\mathcal{ALCN}$, $\mathcal{ALCI}$, $\mathcal{ALCQI}$</td>
<td>$\text{PSpace-complete}$</td>
</tr>
</tbody>
</table>

Observations:

- Two sources of complexity:
  - union ($\cup$) of type $\text{NP}$,
  - qualified existential quantification ($\exists$) of type $\text{coNP}$.
- When they are combined, the complexity jumps to $\text{PSpace}$.
- Number restrictions ($\mathcal{N}$) do not add to the complexity.
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Structural properties vs. asserted properties

We have seen how to build complex concept and roles expressions, which allow one to denote classes with a complex structure.

However, in order to represent real world domains, one needs the ability to assert properties of classes and relationships between them (e.g., as done in UML class diagrams).

The assertion of properties is done in DLs by means of an ontology (or knowledge base).
Description Logics ontology (or knowledge base)

Is a pair $\mathcal{O} = \langle \mathcal{T}, \mathcal{A}\rangle$, where $\mathcal{T}$ is a TBox and $\mathcal{A}$ is an ABox:

**Def.: Description Logics TBox**

Consists of a set of **assertions** on concepts and roles:

- Inclusion assertions on concepts: $C_1 \sqsubseteq C_2$
- Inclusion assertions on roles: $R_1 \sqsubseteq R_2$
- Property assertions on (atomic) roles:
  - (transitive $P$) (symmetric $P$) (domain $P C$)
  - (functional $P$) (reflexive $P$) (range $P C$) \ldots

**Def.: Description Logics ABox**

Consists of a set of **assertions** on individuals: (we use $c_i$ to denote individuals)

- Membership assertions for concepts: $A(c)$
- Membership assertions for roles: $P(c_1, c_2)$
- Equality and distinctness assertions: $c_1 \approx c_2$, $c_1 \not\approx c_2$
Description Logics ontology – Example

**Note:** We use $C_1 \equiv C_2$ as an abbreviation for $C_1 \sqsubseteq C_2$, $C_2 \sqsubseteq C_1$.

**TBox assertions:**

- **Inclusion assertions on concepts:**
  
  - $\text{Father} \equiv \text{Human} \sqcap \text{Male} \sqcap \exists \text{hasChild}$
  
  - $\text{HappyFather} \sqsubseteq \text{Father} \sqcap \forall \text{hasChild}. (\text{Doctor} \sqcup \text{Lawyer} \sqcup \text{HappyPerson})$
  
  - $\text{HappyAnc} \sqsubseteq \forall \text{descendant}. \text{HappyFather}$
  
  - $\text{Teacher} \sqsubseteq \neg \text{Doctor} \sqcap \neg \text{Lawyer}$

- **Inclusion assertions on roles:**
  
  - $\text{hasChild} \sqsubseteq \text{descendant}$
  
  - $\text{hasFather} \sqsubseteq \text{hasChild}^\neg$

- **Property assertions on roles:**
  
  - (transitive descendant), (reflexive descendant), (functional hasFather)

**ABox membership assertions:**

- $\text{Teacher}(\text{mary})$, $\text{hasFather}(\text{mary}, \text{john})$, $\text{HappyAnc}(\text{john})$
Semantics of a Description Logics ontology

The semantics is given by specifying when an interpretation $\mathcal{I}$ satisfies an assertion $\alpha$, denoted $\mathcal{I} \models \alpha$.

**TBox Assertions:**

- $\mathcal{I} \models C_1 \sqsubseteq C_2$ if $C^\mathcal{I}_1 \subseteq C^\mathcal{I}_2$.
- $\mathcal{I} \models R_1 \sqsubseteq R_2$ if $R^\mathcal{I}_1 \subseteq R^\mathcal{I}_2$.
- $\mathcal{I} \models (\text{prop } P)$ if $P^\mathcal{I}$ is a relation that has the property $\text{prop}$.
  (Note: domain and range assertions can be expressed by means of concept inclusion assertions.)

**ABox Assertions:**

We need first to extend the interpretation function $\cdot^\mathcal{I}$, so that it maps each individual $c$ to an element $c^\mathcal{I}$ of $\Delta^\mathcal{I}$.

- $\mathcal{I} \models A(c)$ if $c^\mathcal{I} \in A^\mathcal{I}$.
- $\mathcal{I} \models P(c_1, c_2)$ if $(c^\mathcal{I}_1, c^\mathcal{I}_2) \in P^\mathcal{I}$.
- $\mathcal{I} \models c_1 \approx c_2$ if $c^\mathcal{I}_1 = c^\mathcal{I}_2$.
- $\mathcal{I} \models c_1 \not\approx c_2$ if $c^\mathcal{I}_1 \neq c^\mathcal{I}_2$. 
Model of a Description Logics ontology

**Def.: Model**

An interpretation $\mathcal{I}$ is a **model** of:

- an assertion $\alpha$, if it satisfies $\alpha$.
- a TBox $\mathcal{T}$, if it satisfies all assertions in $\mathcal{T}$.
- an ABox $\mathcal{A}$, if it satisfies all assertions in $\mathcal{A}$.
- an ontology $\mathcal{O} = \langle \mathcal{T}, \mathcal{A} \rangle$, if it is a model of both $\mathcal{T}$ and $\mathcal{A}$.

**Note:** We use $\mathcal{I} \models \beta$ to denote that interpretation $\mathcal{I}$ is a **model** of $\beta$ (where $\beta$ stands for an assertion, TBox, ABox, or ontology).
Interpretation of individuals

We may make some assumptions on how individuals are interpreted.

**Unique name assumption (UNA)**

When $c_1$ and $c_2$ are two individuals such that $c_1 \neq c_2$, then $c_1^\mathcal{I} \neq c_2^\mathcal{I}$.

*Note:* When the UNA holds, equality and distinctness assertions are meaningless.

**Standard name assumption (SNA)**

The UNA holds, and moreover individuals are interpreted in the same way in all interpretations.

Hence, we may assume that $\Delta^\mathcal{I}$ contains the set of individuals, and that for each interpretation $\mathcal{I}$, we have that $c^\mathcal{I} = c$ (then, $c$ is called a *standard name*).
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The fundamental reasoning service from which all other ones can be easily derived is . . .

**Def.: Logical implication**

An ontology $\mathcal{O}$ **logically implies** an assertion $\alpha$, written $\mathcal{O} \models \alpha$, if $\alpha$ is satisfied by all models of $\mathcal{O}$.

We can provide an analogous definition for a TBox $\mathcal{T}$ instead of an ontology $\mathcal{O}$. 
TBox reasoning

- **TBox Satisfiability:** $\mathcal{T}$ is satisfiable, if it admits at least one model.

- **Concept Satisfiability:** $C$ is satisfiable wrt $\mathcal{T}$, if there is a model $\mathcal{I}$ of $\mathcal{T}$ such that $C^\mathcal{I}$ is not empty, i.e., $\mathcal{T} \not\models C \equiv \bot$.

- **Subsumption:** $C_1$ is subsumed by $C_2$ wrt $\mathcal{T}$, if for every model $\mathcal{I}$ of $\mathcal{T}$ we have $C_1^\mathcal{I} \subseteq C_2^\mathcal{I}$, i.e., $\mathcal{T} \models C_1 \sqsubseteq C_2$.

- **Equivalence:** $C_1$ and $C_2$ are equivalent wrt $\mathcal{T}$ if for every model $\mathcal{I}$ of $\mathcal{T}$ we have $C_1^\mathcal{I} = C_2^\mathcal{I}$, i.e., $\mathcal{T} \models C_1 \equiv C_2$.

- **Disjointness:** $C_1$ and $C_2$ are disjoint wrt $\mathcal{T}$ if for every model $\mathcal{I}$ of $\mathcal{T}$ we have $C_1^\mathcal{I} \cap C_2^\mathcal{I} = \emptyset$, i.e., $\mathcal{T} \models C_1 \sqcap C_2 \equiv \bot$.

- **Functionality implication:** A functionality assertion ($\text{funct } R$) is logically implied by $\mathcal{T}$ if for every model $\mathcal{I}$ of $\mathcal{T}$, we have that $(o, o_1) \in R^\mathcal{I}$ and $(o, o_2) \in R^\mathcal{I}$ implies $o_1 = o_2$, i.e., $\mathcal{T} \models (\text{funct } R)$.

Analogous definitions hold for role satisfiability, subsumption, equivalence, and disjointness.
Reasoning over an ontology

- **Ontology Satisfiability**: Verify whether an ontology $\mathcal{O}$ is satisfiable, i.e., whether $\mathcal{O}$ admits at least one model.

- **Concept Instance Checking**: Verify whether an individual $c$ is an instance of a concept $C$ in every model of $\mathcal{O}$, i.e., whether $\mathcal{O} \models C(c)$.

- **Role Instance Checking**: Verify whether a pair $(c_1, c_2)$ of individuals is an instance of a role $R$ in every model of $\mathcal{O}$, i.e., whether $\mathcal{O} \models R(c_1, c_2)$.

- **Query Answering**: see later . . .
Reasoning in Description Logics – Example

TBox:

- Inclusion assertions on concepts:
  \[ Father \equiv \text{Human} \sqcap \text{Male} \sqcap \exists \text{hasChild} \]
  \[ HappyFather \sqsubseteq Father \sqcap \forall \text{hasChild}.(\text{Doctor} \sqcup \text{Lawyer} \sqcup \text{HappyPerson}) \]
  \[ HappyAnc \sqsubseteq \forall \text{descendant}.HappyFather \]
  \[ Teacher \sqsubseteq \neg \text{Doctor} \sqcap \neg \text{Lawyer} \]

- Inclusion assertions on roles:
  \[ \text{hasChild} \sqsubseteq \text{descendant} \]
  \[ \text{hasFather} \sqsubseteq \neg \text{hasChild} \]

- Property assertions on roles:
  \(\text{(transitive descendant)}\), \(\text{(reflexive descendant)}\), \(\text{(functional hasFather)}\)

The above TBox logically implies: \(HappyAncestor \sqsubseteq Father\).

- Membership assertions:
  \(Teacher(mary)\), \(hasFather(mary, john)\), \(HappyAnc(john)\)

The above TBox and ABox logically imply: \(HappyPerson(mary)\)
Relationship among TBox reasoning tasks

The TBox reasoning tasks are mutually reducible to each other, provided the description language is propositionally closed:

**TBox satisfiability to concept satisfiability to concept non-subsumption**

\[ \mathcal{T} \text{ satisfiable } \iff \mathcal{T} \not\models \top \equiv \bot \iff \not \mathcal{T} \models \top \subseteq \bot \]

(i.e., \( \top \) satisfiable w.r.t. \( \mathcal{T} \))

**Concept subsumption to concept unsatisfiability**

\[ \mathcal{T} \models C_1 \subseteq C_2 \iff \mathcal{T} \models C_1 \cap \neg C_2 \equiv \bot \]

(i.e., \( C_1 \cap \neg C_2 \) unsatisfiable w.r.t. \( \mathcal{T} \))

**Concept satisfiability to TBox satisfiability**

\[ \mathcal{T} \not\models C \equiv \bot \iff \mathcal{T} \cup \{ \top \subseteq \exists P_{\text{new}} \cap \forall P_{\text{new}} \cdot C \} \text{ satisfiable} \]

(where \( P_{\text{new}} \) is a new atomic role)
Relationship among reasoning tasks

TBox reasoning can be reduced to reasoning over an ontology:

**Concept satisfiability to ontology satisfiability**

\[ C \text{ satisfiable wrt } T \iff \langle T \cup \{ A_{new} \sqsubseteq C \}, \{ A_{new}(c_{new}) \} \rangle \text{ is satisfiable} \]

(where \( A_{new} \) is a new atomic concept and \( c_{new} \) is a new individual)

**Exercise**

Show mutual reductions between the remaining (TBox and ontology) reasoning tasks.

**Internalization** of the TBox:

- In some (very expressive) DLs, it is possible to reduce reasoning wrt a TBox to reasoning over concept expressions only, i.e., the whole TBox can be internalized into a single concept.
- Whether this is possible depends on the available role and concept constructors, and the details differ for each DL.
We will see later that reasoning over DL ontologies is much more complex than reasoning over concept expressions:

**Bad news:**
- Without restrictions on the form of TBox assertions, reasoning over DL ontologies is already $\text{ExpTime}$-hard, even for very simple DLs (see, e.g., [Donini 2003]).

**Good news:**
- We can add a lot of expressivity (i.e., essentially all DL constructs seen so far), while still staying within the $\text{ExpTime}$ upper bound.
- There are DL reasoners that perform reasonably well in practice for such DLs (e.g, Racer, Pellet, Fact++, ... ) [Möller and Haarslev 2003].
Outline of Part 2

1. Brief introduction to computational complexity

2. Introduction to Description Logics
   - Ingredients of Description Logics
   - Description Logics ontologies
   - Reasoning in Description Logics
   - Relationship between DLs and other representation formalisms

3. Description Logics and UML Class Diagrams

4. References
Relationship with First Order Logic

Most DLs are well-behaved fragments of First Order Logic.

To translate an ALC ontology to FOL:

1. Introduce: a unary predicate $A(x)$ for each atomic concept $A$
   a binary predicate $P(x, y)$ for each atomic role $P$

2. Translate complex concepts as follows, using translation functions $tx$, one for each variable $x$:

\[
\begin{align*}
    tx(A) &= A(x) \\
    tx(\neg C) &= \neg tx(C) \\
    tx(\exists P.C) &= \exists y. P(x, y) \land ty(C) \\
    tx(\forall P.C) &= \forall y. P(x, y) \rightarrow ty(C)
\end{align*}
\]

\[
\begin{align*}
    tx(C \sqcap D) &= tx(C) \land tx(D) \\
    tx(C \sqcup D) &= \neg tx(C) \lor tx(D)
\end{align*}
\]

(with $y$ a new variable)

3. Translate a TBox $T = \bigcup_i \{ C_i \sqsubseteq D_i \}$ as the FOL theory:

\[
\Gamma_T = \bigcup_i \{ \forall x. tx(C_i) \rightarrow tx(D_i) \}
\]

4. Translate an ABox $A = \bigcup_i \{ A_i(c_i) \} \cup \bigcup_j \{ P_j(c_j', c_j'') \}$ as the FOL th.:

\[
\Gamma_A = \bigcup_i \{ A_i(c_i) \} \cup \bigcup_j \{ P_j(c_j', c_j'') \}
\]
Relationship with First Order Logic – Exercise

Translate the following $\mathcal{ALC}$ concepts and assertions into FOL formulas:

1. $Father \sqcap \forall child. (Doctor \sqcup Manager)$
2. $\exists manages. (Company \sqcap \exists employs. Doctor)$
3. $Father \sqcap \forall child. (Doctor \sqcup \exists manages. (Company \sqcap \exists employs. Doctor))$
4. $Person \sqcap \forall child. Happy \sqsubseteq \exists child. \forall child. Happy$

Solution:

1. $Father(x) \land \forall y. (child(x, y) \rightarrow (Doctor(y) \lor Manager(y)))$
2. $\exists y. (manages(x, y) \land (Company(y) \land \exists w. (employs(y, w) \land Doctor(w))))$
3. $Father(x) \land \forall y. (child(x, y) \rightarrow (Doctor(y) \lor$
   $\exists w. (manages(y, w) \land (Company(w) \land \exists z. (employs(w, z) \land Doctor(z))))))$
4. $\forall x. (Person(x) \land \forall y. child(x, y) \rightarrow Happy(y)) \rightarrow$
   $(\exists y. child(x, y) \land \forall z. child(y, z) \rightarrow Happy(z))$
There is a direct correspondence between DL reasoning services and FOL reasoning services:

- \( C \) is satisfiable iff its translation \( t_x(C) \) is satisfiable
- \( C \subseteq D \) iff \( t_x(C) \rightarrow t_x(D) \) is valid
- \( C \) is satisfiable w.r.t. \( \mathcal{T} \) iff \( \mathcal{T} \cup \{ \exists x. t_x(C) \} \) is satisfiable
- \( \mathcal{T} \models C \subseteq D \) iff \( \mathcal{T} \models \forall x. (t_x(C) \rightarrow t_x(D)) \)
DLs as fragments of First Order Logic

The previous translation shows us that DLs are a fragment of First Order Logic.

In particular, we can translate complex concepts using just two translation functions $t_x$ and $t_y$ (thus reusing the same variables):

\[
\begin{align*}
t_x(A) &= A(x) \\
t_x(\neg C) &= \neg C(x) \\
t_x(C \sqcap D) &= t_x(C) \land t_x(D) \\
t_x(C \sqcup D) &= t_x(C) \lor t_x(D) \\
t_x(\exists P.C) &= \exists y. P(x, y) \land t_y(C) \\
t_x(\forall P.C) &= \forall y. P(x, y) \rightarrow t_y(C)
\end{align*}
\]

\[
\begin{align*}
t_y(A) &= A(y) \\
t_y(\neg C) &= \neg C(y) \\
t_y(C \sqcap D) &= t_y(C) \land t_y(D) \\
t_y(C \sqcup D) &= t_y(C) \lor t_y(D) \\
t_y(\exists P.C) &= \exists x. P(y, x) \land t_x(C) \\
t_y(\forall P.C) &= \forall x. P(y, x) \rightarrow t_x(C)
\end{align*}
\]

$\sim ALC$ is a fragment of $L_2$, i.e., FOL with 2 variables, known to be decidable ($\text{NExpTime}$-complete).

\textbf{Note:} FOL with 2 variables is more expressive than $ALC$ (tradeoff expressive power vs. complexity of reasoning).
DLs as fragments of First Order Logic – Exercise

Translate the following $\mathcal{ALC}$ concepts and assertions into L2 formulas (i.e., into FOL formulas that use only variables $x$ and $y$):

1. $\text{Father} \sqcap \forall \text{child.}(\text{Doctor} \sqcup \text{Manager})$
2. $\exists \text{manages.}(\text{Company} \sqcap \exists \text{employs.}\text{Doctor})$
3. $\text{Father} \sqcap \forall \text{child.}(\text{Doctor} \sqcup \exists \text{manages.}(\text{Company} \sqcap \exists \text{employs.}\text{Doctor}))$
4. $\text{Person} \sqcap \forall \text{child.}\text{Happy} \subseteq \exists \text{child.}\forall \text{child.}\text{Happy}$

Solution:

1. $\text{Father}(x) \land \forall y. (\text{child}(x, y) \rightarrow (\text{Doctor}(y) \lor \text{Manager}(y)))$
2. $\exists y. (\text{manages}(x, y) \land (\text{Company}(y) \land \exists x. (\text{employs}(y, x) \land \text{Doctor}(x))))$
3. $\text{Father}(x) \land \forall y. (\text{child}(x, y) \rightarrow (\text{Doctor}(y) \lor \exists x. (\text{manages}(y, x) \land (\text{Company}(x) \land \exists y. (\text{employs}(x, y) \land \text{Doctor}(y))))))$
4. $\forall x. (\text{Person}(x) \land \forall y. \text{child}(x, y) \rightarrow \text{Happy}(y)) \rightarrow (\exists y. \text{child}(x, y) \land \forall x. \text{child}(y, x) \rightarrow \text{Happy}(x))$
The previous translations can be extended to other constructs:

- **For inverse roles**, swap the variables in the role predicate, i.e.,
  
  \[ t_x(\exists P^-.C) = \exists y. P(y, x) \land t_y(C) \quad \text{with } y \text{ a new variable} \]
  
  \[ t_x(\forall P^-.C) = \forall y. P(y, x) \rightarrow t_y(C) \quad \text{with } y \text{ a new variable} \]

  \[ \leadsto \textcolor{red}{ALCI} \text{ is still a fragment of } \textcolor{red}{L2} \]

- **For number restrictions**, two variables do not suffice; but, \textcolor{red}{ALCQLI} is a fragment of \textcolor{red}{C2} (i.e, \textcolor{red}{L2+counting quantifiers})
Relationship with Modal Logics

\( \mathcal{ALC} \) is a syntactic variant of \( K_m \) (i.e., multi-modal \( K \)):

\[
\begin{align*}
C \sqcap D & \iff C \land D \\
C \sqcup D & \iff C \lor D \\
\neg C & \iff \neg C
\end{align*}
\]

\[
\begin{align*}
\exists P.C & \iff \lozenge_P C \\
\forall P.C & \iff \square_P C
\end{align*}
\]

- no correspondence for inverse roles
- no correspondence for number restrictions

\( \leadsto \) Concept consistency, subsumption in \( \mathcal{ALC} \) \( \iff \) Satisfiability, validity in \( K_m \)

To encode inclusion assertions, axioms are used

\( \leadsto \) Logical implication in DLs corresponds to “global logical implication” in Modal Logics
Relationship between DLs and ontology formalisms

- DLs are nowadays advocated to provide the foundations for ontology languages.
- Different versions of the W3C standard **Web Ontology Language (OWL)** have been defined as syntactic variants of certain DLs.
- DLs are also ideally suited to capture the fundamental features of conceptual modeling formalism used in information systems design:
  - **Entity-Relationship diagrams**, used in database conceptual modeling
  - **UML Class Diagrams**, used in the design phase of software applications
- We briefly overview the correspondence with OWL, highlighting essential DL constructs.
- We will come back a bit later to the correspondence between UML Class Diagrams and DLs.
The Web Ontology Language (OWL) comes in different variants:

- **OWL1 Lite** is a variant of the DL $SHIF(D)$, where:
  - $S$ stands for $ALC$ extended with transitive roles,
  - $H$ stands for role hierarchies (i.e., role inclusion assertions),
  - $I$ stands for inverse roles,
  - $F$ stands for functionality of roles,
  - $(D)$ stand for data types, which are necessary in any practical knowledge representation language.

- **OWL1 DL** is a variant of $SHOIN(D)$, where:
  - $O$ stands for nominals, which means the possibility of using individuals in the TBox (i.e., the intensional part of the ontology),
  - $N$ stands for (unqualified) number restrictions.
DLs vs. OWL2

The latest version standardized by the W3C is **OWL2**: W3C Recommendation of 11/12/2012

- **OWL2 DL** is a variant of $SROIQ(D)$, which adds to OWL1 DL several constructs, while still preserving decidability of reasoning.
  - $Q$ stands for qualified number restrictions.
  - $R$ stands for regular role hierarchies, where role chaining might be used in the left-hand side of role inclusion assertions, with suitable acyclicity conditions.

- OWL2 defines also three profiles: OWL2 QL, OWL2 EL, OWL2 RL.
  - Each profile corresponds to a syntactic fragment (i.e., a sub-language) of OWL2 DL that is targeted towards a specific use.
  - The restrictions in each profile guarantee better computational properties than those of OWL2 DL.
  - The **OWL2 QL** profile is derived from the DLs of the *DL-Lite* family (see later).
# DL constructs vs. OWL constructs

<table>
<thead>
<tr>
<th>OWL constructor</th>
<th>DL constructor</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectIntersectionOf</td>
<td>$C_1 \sqcap \cdots \sqcap C_n$</td>
<td>Human $\sqcap$ Male</td>
</tr>
<tr>
<td>ObjectUnionOf</td>
<td>$C_1 \sqcup \cdots \sqcup C_n$</td>
<td>Doctor $\sqcup$ Lawyer</td>
</tr>
<tr>
<td>ObjectComplementOf</td>
<td>$\neg C$</td>
<td>$\neg$ Male</td>
</tr>
<tr>
<td>ObjectOneOf</td>
<td>${a_1} \sqcup \cdots \sqcup {a_n}$</td>
<td>${john} \sqcup {mary}$</td>
</tr>
<tr>
<td>ObjectAllValuesFrom</td>
<td>$\forall P.C$</td>
<td>$\forall$ hasChild.Doctor</td>
</tr>
<tr>
<td>ObjectSomeValuesFrom</td>
<td>$\exists P.C$</td>
<td>$\exists$ hasChild.Lawyer</td>
</tr>
<tr>
<td>ObjectMaxCardinality</td>
<td>$(\leq n P)$</td>
<td>$(\leq 1$ hasChild$)$</td>
</tr>
<tr>
<td>ObjectMinCardinality</td>
<td>$(\geq n P)$</td>
<td>$(\geq 2$ hasChild$)$</td>
</tr>
</tbody>
</table>

... 

*Note:* all constructs come also in the Data... instead of Object... variant.
## DL axioms vs. OWL axioms

<table>
<thead>
<tr>
<th>OWL axiom</th>
<th>DL syntax</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>SubClassOf</td>
<td>$C_1 \sqsubseteq C_2$</td>
<td>$Human \sqsubseteq Animal \sqcap Biped$</td>
</tr>
<tr>
<td>EquivalentClasses</td>
<td>$C_1 \equiv C_2$</td>
<td>$Man \equiv Human \sqcap Male$</td>
</tr>
<tr>
<td>DisjointClasses</td>
<td>$C_1 \sqsubseteq \neg C_2$</td>
<td>$Man \sqsubseteq \neg Female$</td>
</tr>
<tr>
<td>SameIndividual</td>
<td>${a_1} \equiv {a_2}$</td>
<td>${presBush} \equiv {G.W.Bush}$</td>
</tr>
<tr>
<td>DifferentIndividuals</td>
<td>${a_1} \sqsubseteq \neg {a_2}$</td>
<td>${john} \sqsubseteq \neg {peter}$</td>
</tr>
<tr>
<td>SubObjectPropertyOf</td>
<td>$P_1 \sqsubseteq P_2$</td>
<td>$hasDaughter \sqsubseteq hasChild$</td>
</tr>
<tr>
<td>EquivalentObjectProperties</td>
<td>$P_1 \equiv P_2$</td>
<td>$hasCost \equiv hasPrice$</td>
</tr>
<tr>
<td>InverseObjectProperties</td>
<td>$P_1 \equiv P_2^-$</td>
<td>$hasChild \equiv hasParent^-$</td>
</tr>
<tr>
<td>TransitiveObjectProperty</td>
<td>$P^+ \sqsubseteq P$</td>
<td>$ancestor^+ \sqsubseteq ancestor$</td>
</tr>
<tr>
<td>FunctionalObjectProperty</td>
<td>$\top \sqsubseteq (\leq 1 P)$</td>
<td>$\top \sqsubseteq (\leq 1 hasFather)$</td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Outline of Part 2

1. Brief introduction to computational complexity

2. Introduction to Description Logics

3. Description Logics and UML Class Diagrams
   - UML Class Diagrams as ontology formalisms
   - Reducing reasoning in UML to reasoning in DLs
   - Reducing reasoning in DLs to reasoning in UML
   - Reasoning on UML Class Diagrams

4. References

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4 References
Reasoning on UML Class Diagrams

We have seen that UML class diagrams are in tight correspondence with ontology languages (in fact, they can be viewed as an ontology language). Let’s consider again the two questions we asked before:

1. Can we develop sound, complete, and terminating procedures for reasoning on UML Class Diagrams?
   - We can exploit the formalization of UML Class Diagrams in **Description Logics**.
   - We will see that reasoning on UML Class Diagrams can be done in **ExpTime** in general (and actually, it can be carried out by current DLs-based systems such as FACT++, PELLET, or RACER-PRO).

2. How hard is it to reason on UML Class Diagrams in general?
   - We will see that it is **ExpTime**-hard in general.
   - However, we can single out **interesting fragments** on which to reason efficiently.
DLs vs. UML Class Diagrams

There is a tight correspondence between variants of DLs and UML Class Diagrams [Berardi, Calvanese, and De Giacomo 2005; Artale et al. 2007].

- We can devise two transformations:
  - one that associates to each UML Class Diagram $\mathcal{D}$ a DL TBox $\mathcal{T}_\mathcal{D}$.
  - one that associates to each DL TBox $\mathcal{T}$ a UML Class Diagram $\mathcal{D}_\mathcal{T}$.

- The transformations are not model-preserving, but are based on a correspondence between instantiations of the Class Diagram and models of the associated TBox.

- The transformations are **satisfiability-preserving**, i.e., a class $\mathcal{C}$ is consistent in $\mathcal{D}$ iff the corresponding concept is satisfiable in $\mathcal{T}$.
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4. References
The ideas behind the encoding of a UML Class Diagram $\mathcal{D}$ in terms of a DL TBox $\mathcal{T}_\mathcal{D}$ are quite natural:

- Each class and each datatype is represented by an atomic concept.
- Each attribute is represented by a role.
- Each binary association without association class is represented by a role.
- Each other association is reified, i.e., represented as a concept connected to its components by roles.
- Each part of the diagram is encoded by suitable assertions.
Encoding of classes and attributes

- A **UML class** $C$ is represented by an **atomic concept** $C$.
- A **UML datatype** $T$ is represented by an **atomic concept** $T$.
- Each **attribute** $a$ of type $T$ for $C$ is represented by an **atomic role** $a_C$.
  - To encode the **typing** of $a$:
    \[ \exists a_C \sqsubseteq C \quad \exists a_C \sqsubseteq T \]
  - To encode the **multiplicity** $[m..n]$ of $a$:
    \[ C \sqsubseteq (\geq m a_C) \cap (\leq n a_C) \]
    - When $m$ is 0, we omit the first conjunct.
    - When $n$ is $\ast$, we omit the second conjunct.
    - When the multiplicity is $[0..\ast]$ we omit the whole assertion.
    - When the multiplicity is missing (i.e., $[1..1]$), the assertion becomes:
      \[ C \sqsubseteq \exists a_C \cap (\leq 1 a_C) \]

*Note: We include the name $C$ of the class in the name $a_C$ of the role corresponding to attribute $a$ to take into account that different classes may share attributes.*

- The encoding can be extended also to operations of classes.
Encoding of classes and attributes – Example

<table>
<thead>
<tr>
<th>Phone</th>
<th>class name</th>
<th>attributes</th>
<th>operations</th>
</tr>
</thead>
<tbody>
<tr>
<td>number[1..*]: String</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>brand: String</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>lastDailed(): String</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>callLength(String): Integer</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- To encode the class *Phone*, we introduce a concept *Phone*.
- Encoding of the attributes *number* and *brand*:
  
  \[
  \exists number_{\text{Phone}} \sqsubseteq \text{Phone} \\
  \exists brand_{\text{Phone}} \sqsubseteq \text{Phone} \\
  \exists number_{\text{Phone}}^\neg \sqsubseteq \text{String} \\
  \exists brand_{\text{Phone}}^\neg \sqsubseteq \text{String}
  \]

- Encoding of the multiplicities of the attributes *number* and *brand*:
  
  \[
  \text{Phone} \sqsubseteq \exists number_{\text{Phone}} \\
  \text{Phone} \sqsubseteq \exists brand_{\text{Phone}} \sqcap (\leq 1 \text{brand}_{\text{Phone}})
  \]

- We do not consider the encoding of the operations: *lastDailed()* and *callLength(String)*.
Encoding of associations

The encoding of associations depends on:

- the presence/absence of an association class;
- the arity of the association.

<table>
<thead>
<tr>
<th>Arity</th>
<th>Without association class</th>
<th>With association class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Binary</td>
<td>via a DL role</td>
<td>via reification</td>
</tr>
<tr>
<td>Non-binary</td>
<td>via reification</td>
<td>via reification</td>
</tr>
</tbody>
</table>

Note: an **aggregation** is just a particular kind of binary association without association class and is encoded via a DL role.
Encoding of binary associations without association class

- An association $A$ between $C_1$ and $C_2$ is represented by a DL role $A$, with:

  \[ \exists A \sqsubseteq C_1 \quad \text{and} \quad \exists A^- \sqsubseteq C_2 \]

- To encode the multiplicities of $A$:
  - each instance of class $C_1$ is connected through association $A$ to at least $\min_1$ and at most $\max_1$ instances of $C_2$:
    \[ C_1 \sqsubseteq (\geq \min_1 A) \cap (\leq \max_1 A) \]
  - each instance of class $C_2$ is connected through association $A^-$ to at least $\min_2$ and at most $\max_2$ instances of $C_1$:
    \[ C_2 \sqsubseteq (\geq \min_2 A^-) \cap (\leq \max_2 A^-) \]
Binary associations without association class – Example

Note: an aggregation is just a particular kind of binary association without association class.
We use a concept $\top_n$ that represents all $n$-ary associations.
Each instance $a$ of $\top_n$ represents an instance $(o_1, \ldots, o_n)$ of an association.
$n$ (binary) roles $r^n_1, \ldots, r^n_n$ are used to connect the object $a$ to the objects $o_1, \ldots, o_n$ representing the components of the tuple.
To ensure that the instances of $\top_n$ correctly represent tuples:

$$\top_n \subseteq \exists r^n_1 \sqcap \cdots \sqcap \exists r^n_n \sqcap (\leq 1 r^n_1) \sqcap \cdots \sqcap (\leq 1 r^n_n)$$
$$\exists r^n_i \subseteq \top_n, \text{ for } i \in \{1, \ldots, n\}$$

An $n$-ary association $A$ is then represented by a concept $A$, with:

$$A \subseteq \top_n \sqcap \forall r^n_1 \cdot C_1 \sqcap \cdots \sqcap \forall r^n_n \cdot C_n$$
Encoding of associations via reification

We have not ruled out the existence of two instances $a_1$, $a_2$ of concept $\top_n$ representing the same instance $(o_1, \ldots, o_n)$ of an $n$-ary association:

To rule out such a situation we could add an identification assertion (see later):

$$(\text{id } \top_n r^n_1, \ldots, r^n_n)$$

Note: in a tree-model the above situation cannot occur.

$\leadsto$ By the tree-model property of DLs, when reasoning on a KB, we can restrict the attention to tree-models.

Hence we can ignore the identification assertions.
Multiplicities of binary associations with association class

We can encode the multiplicities of association \( A \) by means of qualified number restrictions on the inverses of roles \( r_1^2 \) and \( r_2^2 \):

- each instance of class \( C_1 \) is connected through association \( A \) to at least \( \min_1 \) and at most \( \max_1 \) instances of \( C_2 \):
  \[
  C_1 \sqsubseteq (\geq \min_1 r_1^2 \cdot A) \cap (\leq \max_1 r_1^2 \cdot A)
  \]

- each instance of class \( C_2 \) is connected through association \( A^- \) to at least \( \min_2 \) and at most \( \max_2 \) instances of \( C_1 \):
  \[
  C_2 \sqsubseteq (\geq \min_2 r_2^2 \cdot A^-) \cap (\leq \max_2 r_2^2 \cdot A^-)
  \]
Associations with association class – Exercise

Provide the encoding in DL of the above UML class diagram:

\[
\begin{align*}
\exists \text{place}_{\text{Origin}} & \sqsubseteq \text{Origin} \\
\text{Origin} & \sqsubseteq \exists \text{place}_{\text{Origin}} \sqcap (\leq 1 \text{place}_{\text{Origin}}) \\
T_2 & \sqsubseteq \exists r_2^1 \sqcap \exists r_2^2 \sqcap (\leq 1 r_1^2) \sqcap (\leq 1 r_2^2) \\
\exists r_1^2 & \sqsubseteq T_2 \\
\text{Origin} & \sqsubseteq T_2 \sqcap \forall r_1^2 \cdot \text{PhoneCall} \sqcap \forall r_2^2 \cdot \text{Phone} \\
\text{PhoneCall} & \sqsubseteq \exists r_1^2^- \cdot \text{Origin} \sqcap (\leq 1 r_1^2^- \cdot \text{Origin}) \\
\text{Phone} & \sqsubseteq (\geq 3 r_2^- \cdot \text{Origin}) \\
\exists \text{place}_{\text{Origin}}^- & \sqsubseteq \text{String} \\
\exists r_2^2 & \sqsubseteq T_2
\end{align*}
\]
Associations with association class and named roles

When the roles of the association are explicitly named in the class diagram, we can use such role names, in addition to $r_1^n, \ldots, r_n^n$.

\[
\begin{align*}
\text{PhoneCall} & \sqsupseteq 3..^* \sqcap r_1^2 \sqcap r_2^2 \sqcap (\leq 1 r_1^2) \sqcap (\leq 1 r_2^2) \\
\text{call} & \sqsubseteq r_1^2 \\
\exists \text{call} & \sqsubseteq \text{Origin} \\
\exists \text{call}^- & \sqsubseteq \text{PhoneCall} \\
\text{Origin} & \sqsubseteq T_2 \sqcap \exists \text{call} \sqcap \exists \text{from} \\
\text{PhoneCall} & \sqsubseteq \exists \text{call}^- \sqcap (\leq 1 \text{call}^-) \\
\text{Phone} & \sqsubseteq (\geq 3 \text{from}^-)
\end{align*}
\]
Encoding of ISA and generalization

- When the generalization is **disjoint**:  
  \[ C_i \sqsubseteq \neg C_j \quad \text{for } 1 \leq i < j \leq k \]

- When the generalization is **complete**:  
  \[ C \sqsubseteq C_1 \sqcup \cdots \sqcup C_k \]
Encoding of ISA between associations

- **Without reification:**

  ![Diagram](image1)

  Role inclusion assertion: $A' \sqsubseteq A$

- **With reification:**

  ![Diagram](image2)

  Concept inclusion assertion: $A' \sqsubseteq A$

  Remember that we use the same roles $r_1^n, \ldots, r_n^n$ for reification of all $n$-ary associations.
ISA and generalization – Example

\[
\begin{align*}
\text{ETACSphone} & \sqsubseteq \text{CellPhone} & \text{ETACSphone} & \sqsubseteq \neg \text{GSMPhone} \\
\text{GSMPhone} & \sqsubseteq \text{CellPhone} & \text{ETACSphone} & \sqsubseteq \neg \text{UMTSPhone} \\
\text{UMTSPhone} & \sqsubseteq \text{CellPhone} & \text{GSMPhone} & \sqsubseteq \neg \text{UMTSPhone} \\
\text{CellPhone} & \sqsubseteq \text{ETACSphone} & \text{GSMPhone} & \sqsubseteq \text{UMTSPhone}
\end{align*}
\]
Encoding UML Class Diagrams in DLs – Example
Encoding UML Class Diagrams in DLs – Exercise

Manager ⊑ Employee
AreaManager ⊑ Manager
TopManager ⊑ Manager
AreaManager ⊑ ¬TopManager
Manager ⊑ AreaManager ⊔ TopManager

∃salary_Emp ⊑ Integer
∃salary_Emp ⊑ Employee
Employee ⊑ ∃salary_Emp ∩ (≤ 1 salary_Emp)
∃worksFor ⊑ Employee
∃worksFor ⊑ Project
Employee ⊑ ∃worksFor Project ⊑ (∇ 3 worksFor)
manages ⊑ worksFor
...

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Outline of Part 2

1. Brief introduction to computational complexity

2. Introduction to Description Logics

3. Description Logics and UML Class Diagrams
   - UML Class Diagrams as ontology formalisms
   - Reducing reasoning in UML to reasoning in DLs
   - Reducing reasoning in DLs to reasoning in UML
   - Reasoning on UML Class Diagrams

4. References
Reducing reasoning in $\mathcal{ALC}$ to reasoning in UML

We show how to reduce reasoning over $\mathcal{ALC}$ TBoxes to reasoning on UML Class Diagrams:

- We restrict the attention to so-called primitive $\mathcal{ALC}^-$ TBoxes, where the concept inclusion assertions have a simplified form:
  - there is a single atomic concept on the left-hand side;
  - there is a single concept constructor on the right-hand side.

- Given a primitive $\mathcal{ALC}^-$ TBox $\mathcal{T}$, we construct a UML Class Diagram $\mathcal{D_T}$ such that:
  
  an atomic concept $A$ in $\mathcal{T}$ is satisfiable
  
  iff
  
  the corresponding class $A$ in $\mathcal{D_T}$ is satisfiable.

*Note:* We preserve satisfiability, but do not have a direct correspondence between models of $\mathcal{T}$ and instantiations of $\mathcal{D_T}$. 
Encoding DL TBoxes in UML Class Diagrams

Given a primitive $\mathcal{ALC}^{-}$ TBox $\mathcal{T}$, we construct $\mathcal{D_T}$ as follows:

- For each atomic concept $A$ in $\mathcal{T}$, we introduce in $\mathcal{D_T}$ a class $A$.
- We introduce in $\mathcal{D_T}$ an additional class $O$ that generalizes all the classes corresponding to atomic concepts.
- For each atomic role $P$, we introduce in $\mathcal{D_T}$:
  - a class $C_P$ (that reifies $P$);
  - two functional associations $P_1, P_2$, representing the two components of $P$.
- For each inclusion assertion in $\mathcal{T}$, we introduce suitable parts of $\mathcal{D_T}$, as shown in the following.

We need to encode the following kinds of inclusion assertions:

\[
\begin{align*}
A & \sqsubseteq B \\
A & \sqsubseteq \neg B \\
A & \sqsubseteq B_1 \uplus B_2 \\
A & \sqsubseteq \exists P.B \\
A & \sqsubseteq \forall P.B
\end{align*}
\]
Encoding of inclusion and of disjointness

For each assertion $A \sqsubseteq B$ of $\mathcal{T}$, add the following to $\mathcal{D}_\mathcal{T}$:

![Diagram 1: Inclusion]

For each assertion $A \sqsubseteq \neg B$ of $\mathcal{T}$, add the following to $\mathcal{D}_\mathcal{T}$:

![Diagram 2: Disjointness]

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Encoding of union

For each assertion $A \sqsubseteq B_1 \sqcup B_2$ of $\mathcal{T}$, introduce an auxiliary class $B_{B_1 \sqcup B_2}$, and add the following to $\mathcal{D}_\mathcal{T}$:

![Diagram showing the encoding of union]

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Encoding of existential quantification

For each assertion $A \sqsubseteq \exists P \cdot B$ of $\mathcal{T}$, introduce
- the auxiliary class $C_{PAB}$, and
- the associations $P_{AB1}$ and $P_{AB2}$,
and add the following to $\mathcal{D}_T$:
Encoding of universal quantification

For each assertion \( A \subseteq \forall P.B \) of \( T \), introduce (if not already present)

- the auxiliary classes \( \bar{A}, C_{PAB}, \) and \( \overline{C}_{PAB} \), and
- the associations \( P_{AB1}, P_{\bar{A}B1}, \) and \( P_{AB2} \),

and add the following to \( D_T \):

```
\[
A \quad \bar{A} \quad C_{PAB} \quad \overline{C}_{PAB} \\
\left\{ \text{disjoint} \right\} \\
\left\{ \text{complete} \right\} \\
P_2 \quad P_{AB2} \\
P_{AB1} \quad P_{\bar{A}B1} \\
P_1 \\
\]
```
Complexity of reasoning on UML Class Diagrams

**Lemma**

An atomic concept \( A \) in a primitive \( \mathcal{ALC}^- \) TBox \( \mathcal{T} \) is satisfiable if and only if the class \( A \) is satisfiable in the UML Class Diagram \( D_{\mathcal{T}} \).

Reasoning over primitive \( \mathcal{ALC}^- \) TBoxes is \( \expTime \)-hard. From this, we obtain:

**Theorem**

Reasoning over UML Class Diagrams is \( \expTime \)-hard.
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Reasoning on UML Class Diagrams using DLs

- The two encodings show that DL TBoxes and UML Class Diagrams essentially have the same computational properties.

- Hence, reasoning over UML Class Diagrams has the same complexity as reasoning over ontologies in expressive DLs, i.e., \( \text{ExpTime} \)-complete.

- This is somewhat surprising, since UML Class Diagrams are so widely used and yet reasoning on them (and hence fully understanding the implication they may give rise to), in general is a computationally very hard task.

- The high complexity is caused by:
  1. the possibility to use disjunction (covering constraints)
  2. the interaction between role inclusions and functionality constraints (maximum 1 cardinality – see encoding of universal and existential quantification)

**Note:** Without (1) and restricting (2), reasoning becomes simpler [Artale et al. 2007]:

- \( \text{NLogSpace} \)-complete in combined complexity

- in \( \text{LogSpace} \) in data complexity (see later)
We are interested in using UML Class Diagrams to specify ontologies in the context of ontology-based data access.

Questions

- Which is the right combination of constructs to allow in UML Class Diagrams to be used for OBDA?
- Are there techniques for query answering in this case that can be derived from Description Logics?
- Can query answering be done efficiently in the size of the data?
- If yes, can we leverage relational database technology for query answering?
References I


References II

