

# Description Logics

## Lecture

Tuesdays and Thursdays 16:40 – 18:10  
(Rafael Peñaloza)

## Tutorial

Wednesdays 14:50 – 16:20  
(Marcel Lippmann)

<http://lat.inf.tu-dresden.de/teaching/ws2013-2014/DL/>

## Literature

Baader, Calvanese, McGuinness, Nardi, Patel-Schneider (eds.)  
*The Description Logics Handbook*  
Cambridge University Press (2003)

Baader, Lutz  
*Description Logics*  
In *Handbook of Modal Logics*. Elsevier (2006)

Baader  
*Description Logics*  
LNCS 5689. Springer (2009)

# Description Logics

subfield of **knowledge representation**  
which is a subfield of **artificial intelligence**

## Description

comes from **concept description**:  
a formal expression that determines a set of individuals

## Logics

comes from the **semantics** being defined using **logic**:  
most Description Logics are **fragments of First Order Logic**

Naming

Description Logics

name of the **research field**

Description Logics

a **family** of knowledge representation languages

Description Logic

a **member** of this family

DL(s)

## Goal [Brachman & Nardi, 2003]

*develop formalisms for providing high-level description of the world that can be effectively used to build intelligent applications*

- **formalism**: well-defined **syntax**; formal, unambiguous **semantics**
- **high-level description**: only relevant aspects represented
- **intelligent applications**: reason about the knowledge; infer implicit knowledge
- **effectively used**: practical reasoning tools and efficient implementations

# Syntax

explicit symbolic representation of the knowledge

not implicit (as e.g. in neural networks)

$Woman \equiv Person \sqcap Female$   
 $Man \equiv Person \sqcap \neg Female$   
 $Mother \equiv Woman \sqcap \exists hasChild.T$

$hasChild(stephen, marc)$   
 $hasChild(marc, anna)$   
 $hasChild(john, maria)$   
 $hasChild(anna, jason)$

$Male(john)$   
 $Male(marc)$   
 $Male(stephen)$   
 $Male(jason)$   
 $Female(jill)$   
 $Female(anna)$   
 $Female(maria)$

# Semantics

connection between the **symbolic representation** and the “real world” **entities** it represents

## Declarative semantics

- map symbols to an abstraction of the “world” (**interpretation**)
- notion of when a symbolic expression is true in the world (**model**)

**NO procedural semantics:**

should not just express how specific programs should behave

# Expressive Power

(what can be expressed) depends on syntax and semantics

## Equilibrium

- **not too low**: can all the relevant knowledge be represented?
- **not too high**: are all the elements really necessary for the application?



## Reasoning

deduce **implicit** knowledge from the **explicit** representation

$\forall x. \forall y. (male(y) \wedge \exists z. (child(x, z) \wedge child(z, y))) \rightarrow grandson(x, y)$

*child(john, mary)*

*child(mary, paul)*

*male(paul)*

**grandson(john, paul)**

## Knowledge Representation Systems

should provide inference tools to deduce implicit consequences

answers should depend on **semantics**; not on the **syntactic representation**  
(same semantics must yield the same answer)

# Reasoning Procedures

## Decision Procedure

- **sound**: all positive answers are correct
- **complete**: all negative answers are correct
- **terminating**: always provides an answer in finite time

## Efficient

ideally, **optimal** w.r.t. worst-case complexity of the problem

## Practical

easy to implement and optimize  
behave well in applications

# Examples of Formalisms

## First-order logic

satisfiability in FOL does not have a decision procedure  
is thus **not** an appropriate knowledge representation formalism

## Propositional logic

satisfiability in propositional logic has a decision procedure  
the problem is **NP-complete**

- ✓ highly optimized **SAT solvers** behave well in practice
- ✗ expressive power is often **insufficient**

# Terminological Knowledge

formalize the terminology (names) of the application domain:

- define important notions of the domain (classes, relations, objects)
- constrain the interpretations of these notions
- deduce consequences: subclass, instance relationships

## Example

university domain

- **classes** (concepts): *Person, Teacher, Course, Student, ...*
- **relations** (roles): *gives, attends, likes, ...*
- **objects** (individuals): *DL\_WS13, Marcel, Daniel, ...*
- **constraints**:
  - every course is given by a teacher,
  - every student must attend at least one course

# Ontologies

is the modern name for knowledge bases

## Applications

- **semantic web** enable a common understanding of notions for semantic labeling of Web content
- **information retrieval** support automatic extraction of information from text
- **medicine** formal definitions that can be used by doctors, patients, insurance companies, etc, to communicate with each other
- ...

# Description Logics

a class of **logic-based** knowledge representation formalisms for representing **terminological knowledge**

## Prehistory

**early approaches** for representing terminological knowledge

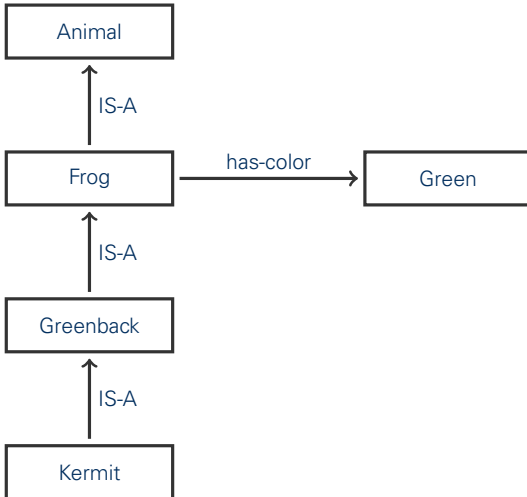
- semantic networks (Quillian, 1968)
- frames (Minsky, 1975)

problems with **missing semantics** led to

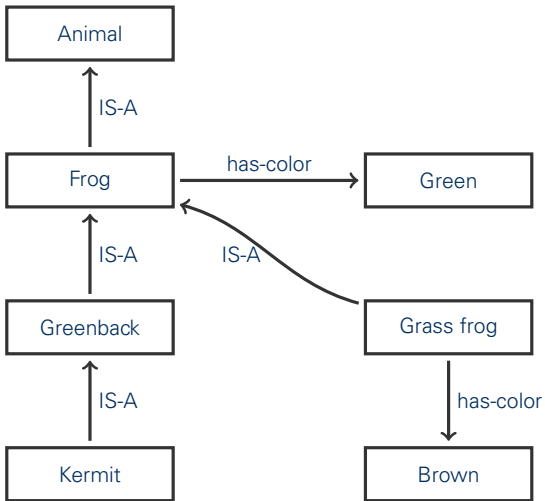
- structured inheritance networks
- the first DL system KL-ONE

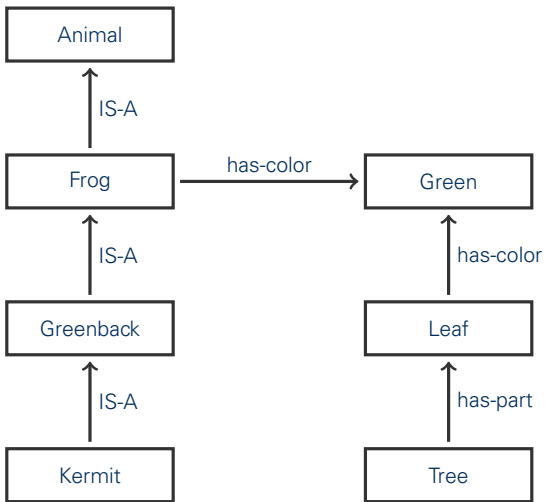
# Chapter 1

## **Examples of Early Knowledge Representation Formalisms**









## Generic Restaurant Frame

Specialization-of: Business-Establishment

### Types:

range: (Cafeteria, Fast-Food, Seat-Yourself,  
Wait-to-be-seated)

default: Wait-to-be-seated

if-needed: IF plastic-orange-counter THEN Fast-Food,  
IF stack-of-trays THEN Cafeteria,  
IF wait-for-waitress-sign THEN Wait-to-be-seated,  
OTHERWISE Seat-yourself.

### Location:

range: an ADDRESS

if-needed: (Look at the Menue)

### Name:

if-needed: (Look at the Menue)

### Food-Style:

range: (Burgers, Chinese, American, Seafood)

default: American