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DOMAIN MODELLING IN SUPPORT OF THE WEB BASED COMMUNICATION

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Abstract: *As web is becoming the most important communication medium, the new requirements arise to enhance and control that communication. Standard full-text methods are not satisfactory for such difficult task, therefore new approaches are required.*
In this paper we present the Webocracy project which aims at web based supporting direct participation of citizens in democratic processes. We use domain modelling and documents annotations to improve communication between citizens and local authorities. At first we show how domain model can help in this process. Then we describe our requirements on such a domain model. In the last part Protégé 2000 ontology editor is introduced. We made some changes to it to increase the user-friendliness, such as localisation and graphical view of domain model. Finally our method of modelling relations is showed, because Protégé 2000 doesn't support them and we found them important in modelling of real world.

Keywords: *Domain model, Webocracy, ontology, Protégé 2000, web, communication.*

1. INTRODUCTION

WWW is slightly becoming the most important communication medium in a last time. There are many reasons for this, but the fact is that most people access information on Internet using web services. Usually, WWW provides one-way communication from publisher to user. In this case we meet a problem of huge amount of unstructured information when it is not easy to find relevant document. This is well known problem for which many techniques are being developing like intelligent search engines or ambitious Semantic Web initiative.
However, WWW can be also successfully used in two-way communication between two sides. Such a communication involves discussion, polling, chat, predefined reports, questionnaires, query systems etc., and of course, the classical publishing. Here the problem of too much information arises again, but new requirement appears in addition. We don't only want to be lost in available information space but also want from the system to control

our communication, make advises, select or notify the right agent (usually person) on the other side, so that the communication was efficient. The need of user friendly and intelligent communication environment is very important point if we want people to regularly visit our site or even to be able to use it.

Webocrat is a web based system supporting direct participation of citizens in democratic processes, which is being developed within Webocracy project. The project partners are University of Technology in Košice, Slovakia, University of Wolverhampton, UK, University of Essen, Germany, JUVIER s.r.o, Slovakia, CITEC Engineering Oy Ab, Finland, City Ward Tahanovce, Slovakia, City Ward Furca, Slovakia, Wolverhampton Metropolitan Borough Council, UK.

Main objectives of the project are as follows [4]:

1. To facilitate discussion between citizens and representatives of local and regional governments and thus increase citizens' input to the operation of public administration.
2. To enable a user-friendly access to information, databases and knowledge repositories for citizens and tourists, public servants and elected representatives.
3. To support public discussion on important issues of public interest. To provide citizens with opportunity to express their opinion, formulate alternative solutions to these issues, and eventually to organise public opinion polling.
4. To increase transparency and accountability of public administration. To increase transparency of compulsory competitive tenders by publishing them on Web including all documents necessary for bidders.
5. To facilitate co-operation among local governments, to support regional co-operation and facilitate EU accession of the associated countries.
6. To support organisational learning in local and regional governments by accumulating, retrieving, sharing knowledge and publishing its own knowledge as well as re-using experience of others.

In this paper we describe how some of these objectives can be achieved using domain modelling and the way we build domain model using Protégé 2000.

2. USING DOMAIN MODEL IN WEBOCRAT

2.1. Annotation

To give a system some kind of intelligence, it must know a meaning of the document - its semantics. Standard HTML pages contain almost unstructured information that is understandable only by humans, not by computer. There is no way to tell the computer that this article is about cars unless it contains word *car* explicitly or semantic analysis is applied. The solution is to *annotate* the document. This means that explicit information

about its meaning is attached to it whether manually or automatically. Thus, the system can extract relevant information from every annotated document and use it in some intelligent task like searching. Semantic Web initiative is based on this method. It gives proposals and suggestions for annotating HTML pages, using special meta-tags and XML. There is an implicit (tacit) information about document in those tags, which is not visible to end-user, it is only used by system. In knowledge engineering this information is called meta-knowledge. There are many ways how to store meta-knowledge, it doesn't need to be in meta-tags (it is not technically possible with MS Word documents), but it can be stored in special files or databases. Based on meta-knowledge one can perform intelligent retrieval, which gives more relevant results than pure full-text search.
Meta-knowledge can be of two types:

1. **List of keywords or description in natural language.** Document is enriched with some kind of thesaurus here. Full-text search is performed also with this part giving more precise results.
2. **Link to a concept** in predefined vocabulary. This method assumes that there exists some vocabulary of terms or concepts used in the area of our interest. More about this in the next section.

2.2. Domain model

In the previous section there was mentioned the word vocabulary. In the simplest case it is just a list of terms, where each term has its own description – thesaurus. Such a structure is not satisfactory for our purposes, because it doesn't reflect relations among the terms. What we want is the model of the real world or its part. The part of the world we are interested in is called *domain* and its model is called *domain model.* Domain model is based on *conceptualisation.* A conceptualisation is an abstract, simplified view of the world that we wish to represent for some purpose. It consists of concepts that represent the objects of our interest in a real world and relationships that hold them. To formally represent domain model we use *ontology*. Ontology is an explicit specification of a conceptualisation [1].

Domain model allows the system to perform reasoning and thus to find relevance of a document not only on lexical but also on semantic basis. An example of a part of an ontology is shown in Figure 1

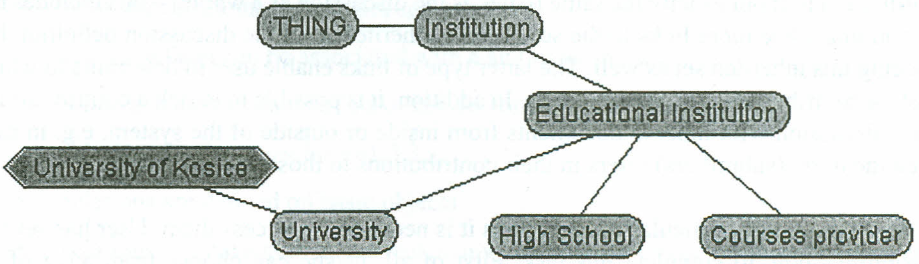


Figure 1. A part of sample ontology

3. USING DOMAIN MODEL IN WEBOCRAT

The main idea behind whole Webocrat system is to treat all WWW pages as documents of various types that are associated with a part of domain model – ontology. This way it is possible to annotate discussions, chats, reports, polling or ordinary WWW pages. By ordinary WWW pages we mean all the documents that are published by local authority, such as news, announcements, reports and other documents that could be interesting for public. When they are published, they are annotated first, whether manually or semi-automatically. After that they are prepared for intelligent retrieval. When accessing information, user can make his query consisting of words for full-text search and of terms (concepts) used in ontology. By use of concepts in the query it is ensured that also its hidden meaning will be discovered. Formulation of such query also allows the user to define his personal profile of interest in terms of ontology. Personalised reports and newsletters can be then automatically generated and sent to user.

Described scenario assumes that the ontology covers all relevant parts of real life concerning to structure of public institutions, communal matters, ecology etc. Figure 1 shows sample ontology about institutions. (This is only testing example. Real life ontologies are being developed in the time of writing this paper).

So we showed how classical web content can be annotated for aforementioned one-way communication. But knowledge about the semantics of document can play also active role during communication. Discussions are typical examples in Webocrat. We consider the discussion as a thread of documents that are all annotated. In order to enable to retrieve discussion contributions according to their content, it is necessary to create links to elements of a domain model when creating new discussion. These elements will represent topics on which the discussion will be focused. Each contribution which will be added to this discussion later will be linked to the same elements from the domain model in an automatic way (contributions inherit links from their discussion).

In order to enable organising contributions within the discussion not only according to the date and time of submissions or authors of submissions, it is possible to complete the contribution with a set of links. These links can be of two types – links to elements of a domain model and links to other contributions from within the discussion. The former type of links enables to define the content in more detail (not only in the sense that the contribution is about exactly the same issues as the discussion as a whole) – this includes not only adding some more links to the set of links inherited from the discussion definition but reducing this inherited set as well. The latter type of links enable user to determine to which existing contribution(s) he/she responds. In addition, it is possible to enrich a contribution to some discussion with links to documents from inside or outside of the system, e.g. in case when the users (submitters) refers in their contributions to those documents.

In order to read particular contributions it is necessary to access them. User has several possibilities how to complete this task. First of all, he/she can choose from a list of all available discussions. Another alternative way is to use linking of contributions to elements of a domain model in order to create groups of contributions dealing with the same set of issues [2].

Using links to ontology, system can suggest the discussion on some topic when user reads document on that topic. Or when user contributes to some discussion, system can advise where to find more relevant information. It would be impossible without links to domain model. Even more, when user links his contribution to some concepts, overriding linkage of whole discussion, system can automatically find more relevant discussion, if existing, and suggest it. Similarly, if some contributions get more and more distant from topic of original thread, administrator can be notified to split discussion. The similarity of contributions is measured using distances of corresponding concepts in the ontology.

On this discussion example we showed how the domain model can enhance communication and how classical tools could be used more efficiently.

3.1 Domain model requirements

Using experiences from other projects and related work with ontologies, we had specified some basic attributes, which we expect our ontology will have. They was as follows:

- some constant types are defined e.g. integer, float, string, date, currency
- basic objects are classes, instances, relations
- classes can be primitive (definition represents necessary but not sufficient conditions) or non-primitive (both sufficient and necessary)
- a class can have associated with it a collection of slots
- slots with predefined semantics: documentation
- a collection of facets can be associated with a slot
- slot facets with predefined semantics (for classes only): value-type, can be constant type, constant expression (and, or, not), enumerated type, min-cardinality, max-cardinality, range, can be constant tuple or list of constant tuples, (not) same value as other slot has, subset-of-values as other slot has, documentation, default value, value
- an instance can inherit a collection of slots
- only one facet can be associated with a slot of an instance:
- value and default value of a slot can be constant or set of constants
- relations can be n-ary for n=1,2,3,...
- relations are defined on basic objects
- relations can have defined attributes: inverse-relation - which relation is an inverse to the one, disjoint, covered, equivalent, transitive, symmetric, functional
- predefined relations are: instance-of - between a class and an instance, semantics:

inheritance of slots (values, facets), type-of - an inverse relation to instance-of, subclass-of - between two classes, semantics: inheritance of slots (values, facets), superclass-of - an inverse relation to subclass-of

- slot facet values are inherited but can be overwritten (new value must be more constraining than the old one)
- multiple inheritance (from more parents) is allowed
- special classes
  - THING - represents the root of the class hierarchy
    - every defined class is a subclass of THING,
    - every instance is an instance of THING
    - has slot „documentation" with value-type STRING
  - CLASS - class of all classes
  - INSTANCES - class of all instances

In current state of the project we needed to offer for our partners tool for creating and editing ontology. Because Knowledge Module task starts in our project in future, we had specified some other requirements for knowledge editor:

- it has to be flexible, to enable later modifications in knowledge model
- platform independence
- it should enable importing ontologies from other formats

Thus we dedicated to use some kind of Open Source knowledge editor programmed in JAVA instead of programming new one and to modify it for our purposes. Tool, which best fitted into mostly all of our requirement seemed to be Protégé 2000 from Stanford University. Other knowledge editors we have tested was OntoEdit, JOT, GEF, Apollo, SiLRI.

4. USING PROTEGE 2000 FOR CREATING ONTOLOGIES

Protégé-2000 is the latest component-based and platform-independent generation of the ontology editor. Two goals have driven the design and development of Protégé-2000:

1. achieving interoperability with other knowledge-representation systems, and
2. being an easy-to-use and configurable knowledge-acquisition tool.

The first goal is achieved by compatibility of the knowledge model of Protégé-2000 with OKBC (Open Knowledge Base Connectivity). As a result, Protégé-2000 users can import ontologies from other OKBC-compatible servers and export their ontologies to other OKBC knowledge servers. Protégé-2000 uses the freedom allowed by the OKBC specification to maintain the model of structured knowledge acquisition tools and to achieve the second design goal of being a usable and extensible tool.

Protégé fitted almost all of our requirements for the knowledge editor. The only one noticeable difference was in form, how relations are represented in Protégé. Because of freedom of the ontology specification in Protége knowledge model, relations are not defined as an basic objects [3]. We discuss later in this article, how to solve this lack. Other modifications we did to Protégé was:

1. **Localisation** of Protégé into more languages (at this time it is localised into Slovak version)

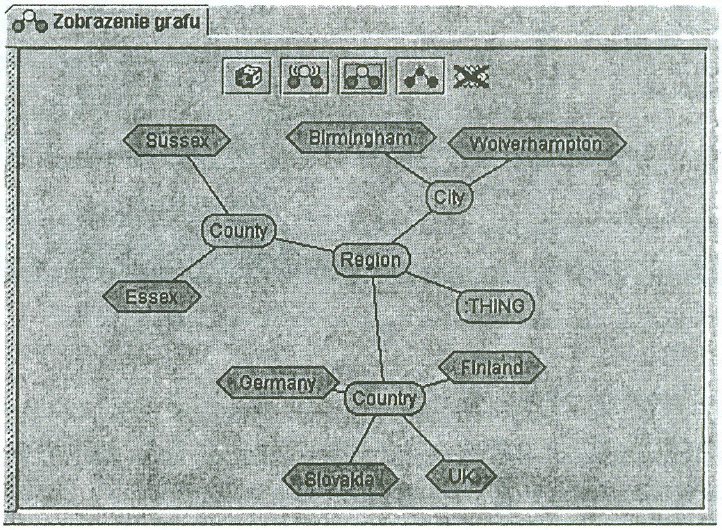
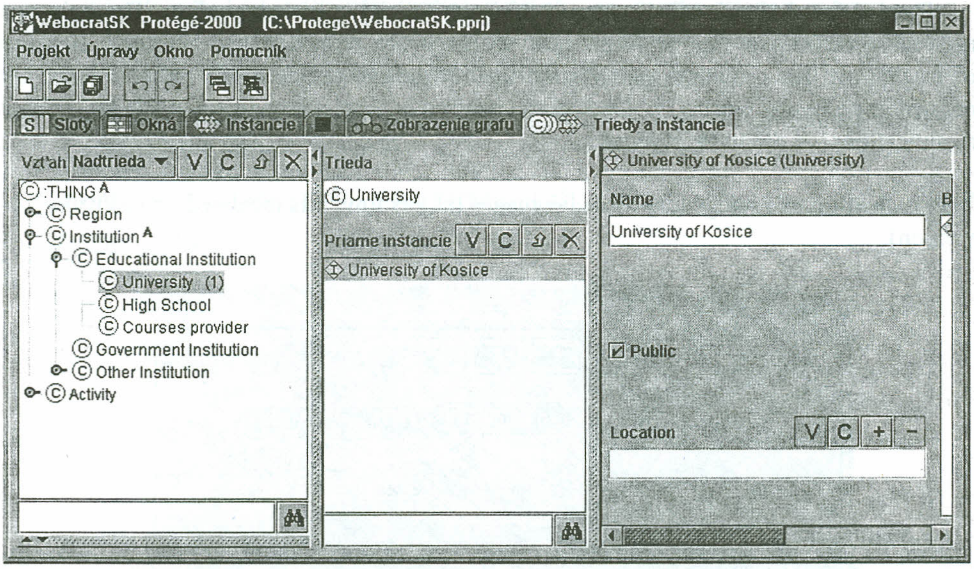


Figure 2 Graphview tab for Protégé 2000

2. **Adding ability to graphically view classes structure** (Figure 1). It will help the user easily browse ontology in a graphical view. The graph layout is computed automatically or can be changed by user.



Name: University of Kosice

Figure 3. Snapshot of the Protege users interface (localised version)

4.1 Representing relations in Protégé

Because relations are not basic Protégé objects, we have to model them. In the discussion within Protégé community four possible solutions were proposed:

Option 1

We can use own slots. This is probably the easiest way to go, but it is also the most restrictive one. Here the relations are own slots on all subclasses of the class that first specified those slots. The values of the slots are classes that they are related to in one way or another.

Advantage:

- Very easy to model
- We already have all the interface and underlying structures in Protégé for this.

Problems:

- We can not add additional information, such as orientation, in particular, when the value of a slot is a list of classes and not a single class

Option 2 (extension of Option 1)

Use facets on own slots (own slots on own slots) to specify orientation and other additional properties

Problem:

- Too complicated: it is hard even to explain exactly how things are going to work.

Option 3

Use template slots. Since slots are first-class objects in Protégé (they are themselves frames) , it is easy to express attributes of relations such as reflexivity, transitivity, etc, as well as a hierarchy of relations (the same is true for Option 1).

Advantage:

- Can use advantages of inheritance more extensively.
- Own slots on classes are harder to explain and understand template slots are easier.

Problems:

- It is harder to express additional constraints on relations, such as orientation.

Option 4

Relations are themselves classes. We can go one step further and reify relations as classes themselves. Relations between particular classes are instances of these Relation classes

Advantages:

- Can easily encode meta-information on relations: Reflexive, Transitive, Inverse. All of these properties are own slots on a Relation class
- Relations can have additional slots, such as orientation, that get instantiated when we define relations between classes.

The first advantage also carries over to most of the earlier options with the exception that the additional information (relation attributes, hierarchy) would be on slots and not classes, which is often harder to understand and manipulate.

Problem:

- Specialized browsing that "jumps over" a level to view hierarchies of entities based on each relation will be needed (for example, view the part-of hierarchy).

All of these four options can be combined. Price for this is then loose of the uniform approach to describing properties of relations such as transitivity, inverses and so on.
Option 4 looks like the most suitable one, but it would be uncomfortable for user to define special class for any possible type of relation. Since real applications are not developed yet, we cannot predicate the number of relations needed.

We decided for option 3. The EXTENDED_SLOT class has been defined with new facets TRANSITIVE and DISJOINT. Other attributes can be easily added at any time. This EXTENDED_SLOT class is set to be default, so that every new slot that is created on

any class is a subclass of EXTENDED_SLOT and thus it automatically contains required attributes TRANSITIVE and DISJOINT. Relation between two objects is modelled as a slot, where one class of relation contains that slot and second class is a value of that slot.
Protégé 2000 does not treat DISJOINT or TRANSITIVE facets in some special way. They are only used by reasoning mechanism which will be developed later and will not be a part of Protégé itself.

5. CONCLUSIONS

In our research we try to find methods that can help to improve searching of information on the web and communication between two sides as well. The meaning of document which is not explicitly expressed seems to be very important factor to achieve this goal. For that reason we build domain model describing relevant parts of the real world and link documents to it. We focus on the fact, how that information could be used to play active role, so that suggestions and advises to user can be done.

In the second part of this paper we describe Protégé 2000 system and how we use it in domain model development. The structure of ontology is presented with the focus on maximum user-friendliness. However, since the test applications were not developed yet, it is possible that ontology format and its building must be changed to meet the user requirements that will arise in the future.

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MODELIRANJE DOMENA ZA POTPORU WEBOM PODRŽANOJ KOMUNIKACIJI

Sažetak

Kako Web postaje najvažniji komunikacijski medij, javljaju se novi zahtjevi za unapređenjem te komunikacije i upravljanje njome. Standardne metode pretraživanja teksta više ne udovoljavaju tako teškim zadaćama, te se stoga traže novi pristupi. U ovom članku predstavljamo projekt Webocracy, čija svrha je podržati izravnu participaciju građana u demokratskim procesima, koristeći Web kao medij. Za potrebe poboljšanja komunikacije između građana i lokalnih vlasti koristimo modeliranje (problemske) domene i sustav anotacije dokumenata. Najprije pokazujemo kako modeliranje problemske domene može pomoći tome procesu. Zatim opisujemo naše zahtjeve prema takvom modelu. U posljednjem dijelu članka uvodimo i opisujemo uređivač ontologija Protégé 2000. U njemu smo načinili određene izmjene kako bismo ga učinili prijateljskijim prema korisniku. Među njima su lokalizacija i grafički pogled na model. Na kraju izlažemo našu metodu modeliranja relacija, zato što je Protégé 2000 ne podržava i zato što je smatramo važnom za modeliranje stvarnog svijeta.

Ključne riječi: model (problemske) domene, Webocracy, ontologija, Protégé 2000, web, komunikacija