

# Developing Biomedical Ontologies in OWL

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with special acknowledgement to Jeremy Rogers

[www.co-ode.org](http://www.co-ode.org)

[www.clinical-science.org](http://www.clinical-science.org)

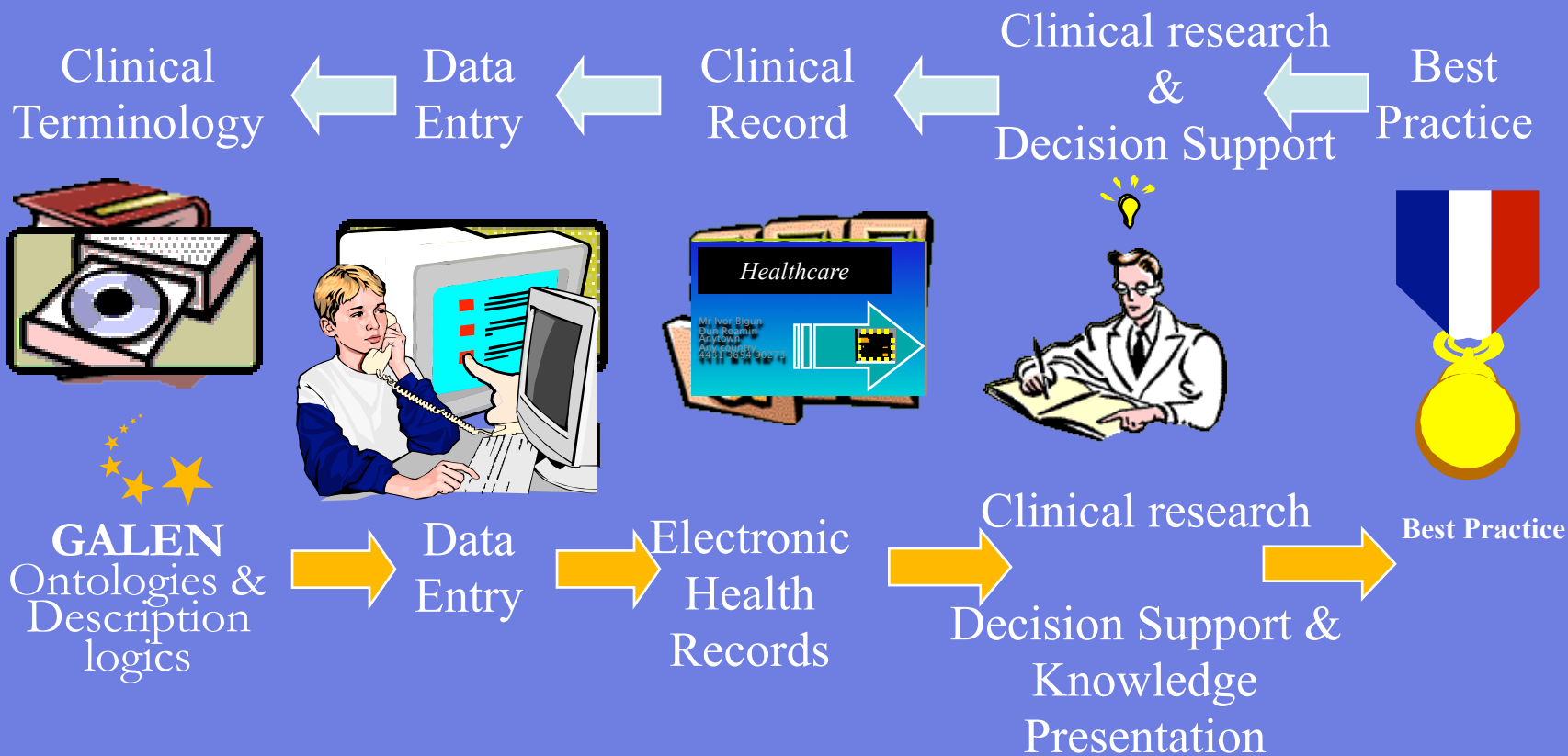
[www.opengalen.org](http://www.opengalen.org)



# Tools and downloads

- Protege4Alpha
  - [protege.stanford.edu](http://protege.stanford.edu)
  - <http://protege.stanford.edu/download/prerelease-alpha/protege-bin-4.0-alpha.zip>
- GraphViz - required for OWLViz
  - <http://www.graphviz.org/>
- Tutorial handouts and Ontologies
  - <http://www.cs.man.ac.uk/~rector/tutorials/Biomed-Tutorial-2007b-dagstuhl/>

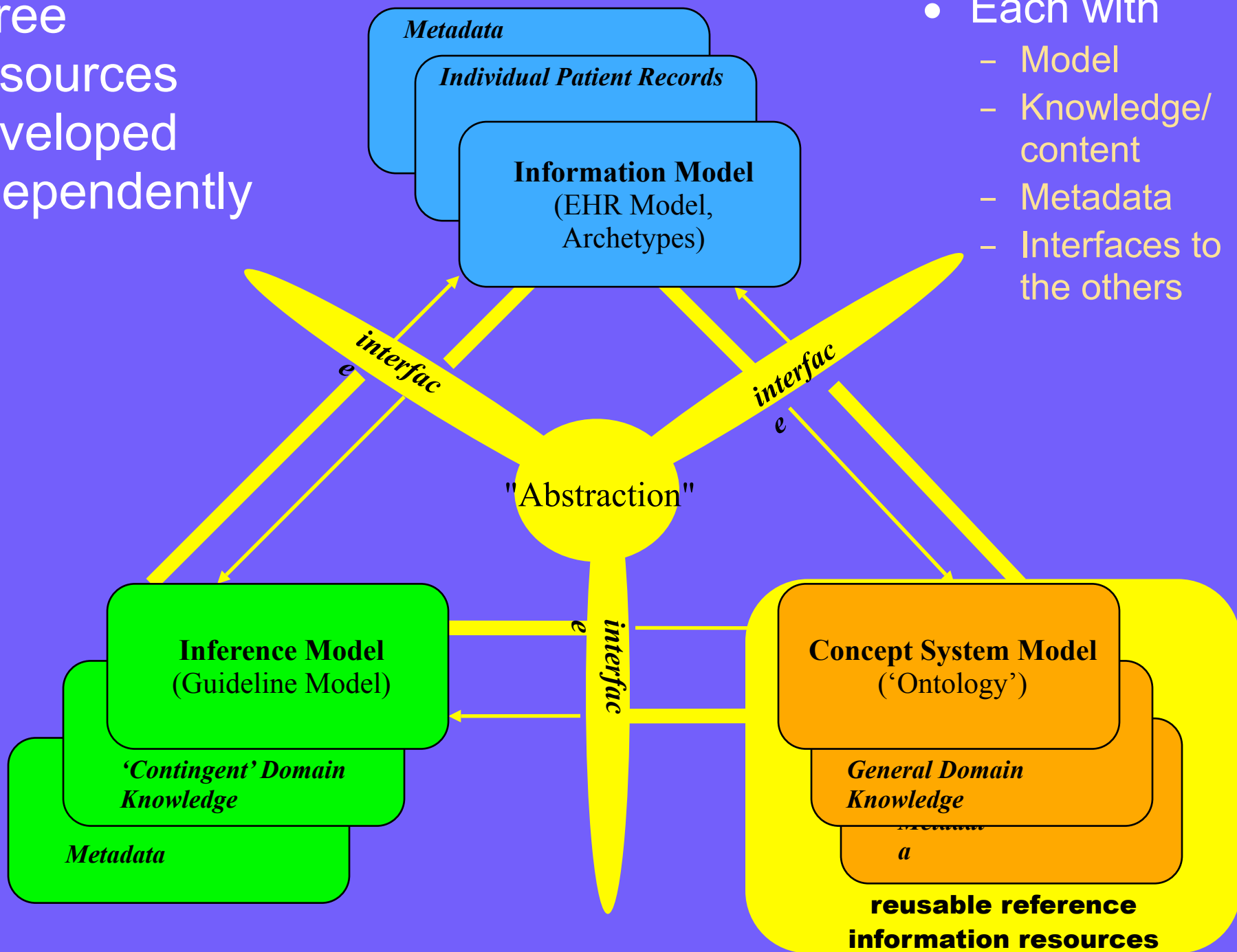
# Where I come from



# “Ontologies” in Information Systems

- What information systems can say and how - “Models of Meaning”
  - Mathematical theories - although usually weak ones
    - evolved at the same time as Entity Relation and UML style modelling
- Managing Scalability / complexity - “Knowledge driven systems”
  - Housekeeping tools for expert systems
    - Organising complex collections of rules, forms, guidelines, ...
- Interoperability
  - The common grounding information needed to achieve communication
  - Standards and terminology
- Communication with users
  - Document design decisions
- Testing and quality assurance
  - sufficient constraints to know when it breaks
  - Empower users to make changes safely
- ... but ***“They don’t make the coffee”***
  - ***just one component of the system / theory***

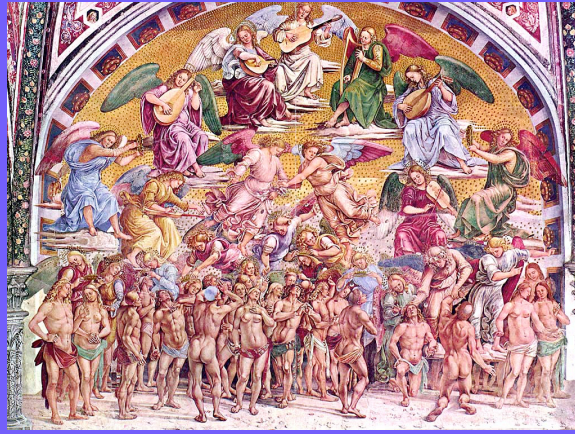
Three Resources Developed independently



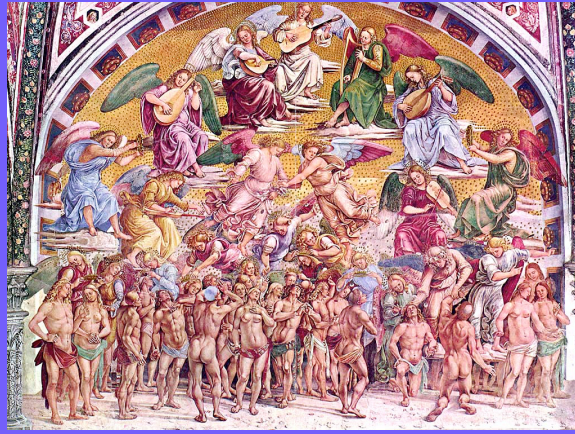
- Each with
  - Model
  - Knowledge/content
  - Metadata
  - Interfaces to the others

# By way of User Centred Design Knowledge Representation / ontologies was a solution, not a goal





- Solution space
  - Ontologies
  - Information Models
  - Logics
  - Rules
  - Frames
  - Planners
  - Logic programming
  - Bayes nets
  - Decision theory
  - Fuzzy sets
  - Open / closed world
- Problem space
  - Answer questions
  - Advising on actions
  - Hazard monitoring
  - Creating forms
  - Discovering resources
  - Constraint actions
  - Assess risk
  - ...



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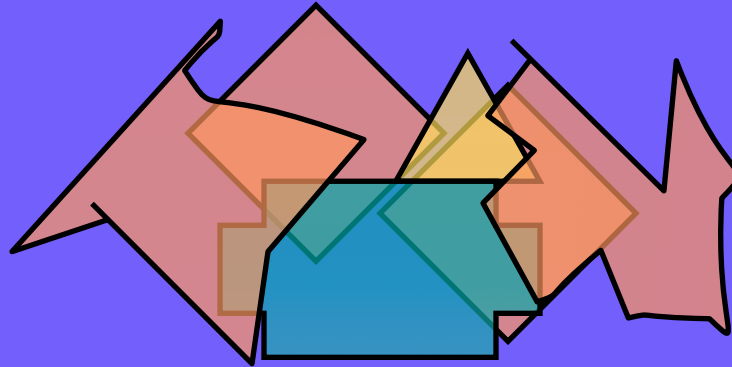


- Solution space
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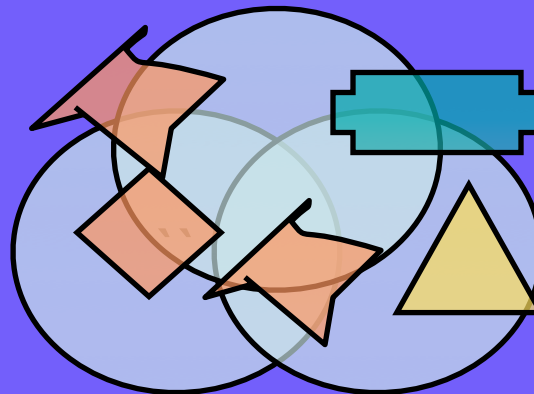
# Problem space & solution space

Problem space



Guidelines, Patterns, Tools

Solution space



# Some Recent User Experiences

- Two companies building clinical systems
  - Intelligent forms creation and constraint management
    - Mastering a combinatorial explosion of  $\geq 10^7$
  - Workshops, Training and subcontracting
- NHS National Programme for IT:
  - Additional constraints to UML and between UML and terminology/ontology
    - Different implementation of the standard don't fit
  - Managing SNOMED
    - Large  $\geq 450K$  ters DL based terminology
- Biologists research groups
  - Pathways
  - Epidemiology / Clinical Trials
  - Normalisation of Gene Ontology
  - Discovery of Phosphatases and other Protein activity
  - Animal behaviour and biological images

-

# Topics for today

- Normalisation & Why Classify?
  - Why use a computable subset of logic?
- Modularisation - doing it in layers
- Anatomy, parts and Disorders
  - Pneumonitis and pneumonias
  - A disorders of the lung
- Quantities and Units
- Normal, NonNormal & Pathological
  - Using negation

# Why use a Classifier?

- To *compose* concepts
  - *Allow conceptual lego*
- To avoid *combinatorial explosions*
  - *Keep bicycles from exploding* To manage *polyhierarchies*
  - *Adding abstractions (“axes”) as needed*
  - *Normalisation*
    - *Untangling*
      - *labelling of “kinds of is-a”*
- To manage *context*
  - *Cross species, Cross disciplines, Cross studies*
- To check *consistency* and *help users find errors*

# Assertion:

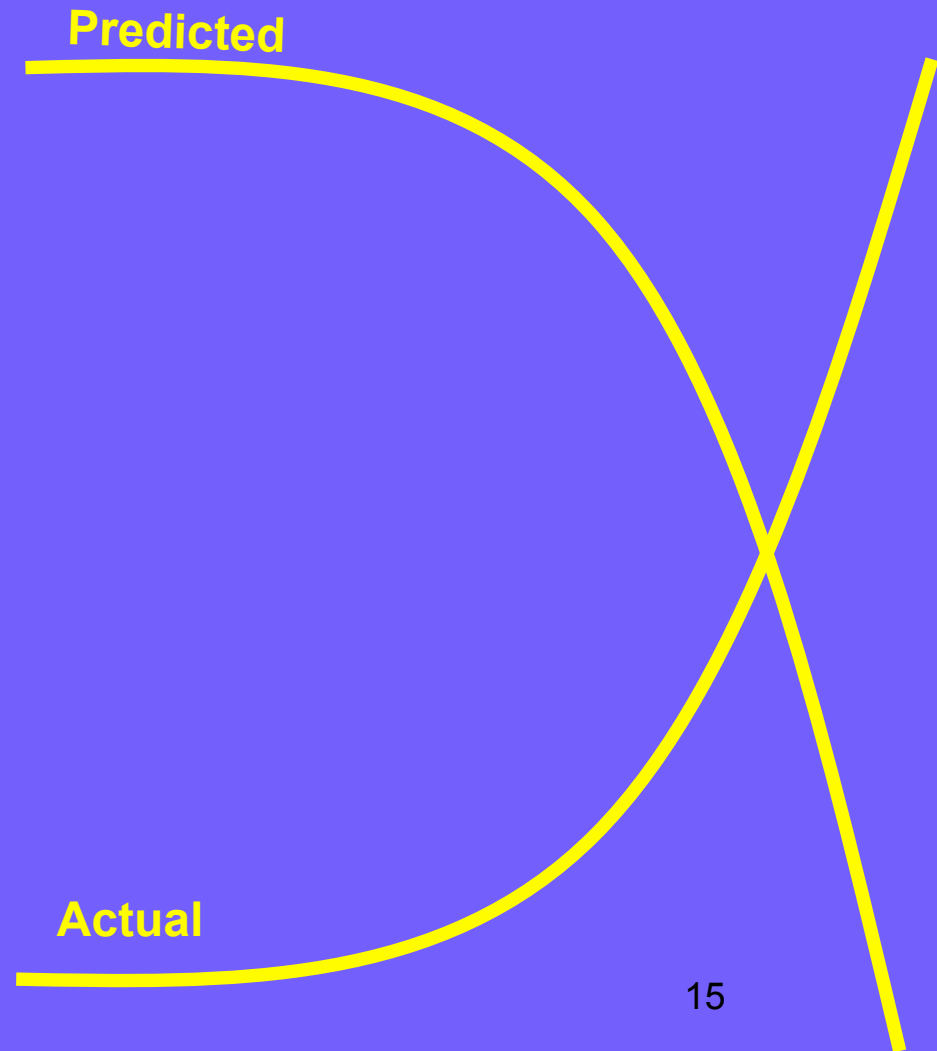
The arrival of computable logic-based ontologies/OWL gives new opportunities to make ontologies more manable and modular

- ▶ Let the ontology authors
  - ▶ create discrete modules
  - ▶ describe the links between modules
- ▶ Let the logic reasoner
  - ▶ Organise the result
- ▶ Let users see the consequences of their actions
  - ▶ Very few people can do logic well
    - ▶ And almost none quickly

Fundamental problems:  
**Enumeration doesn't scale**

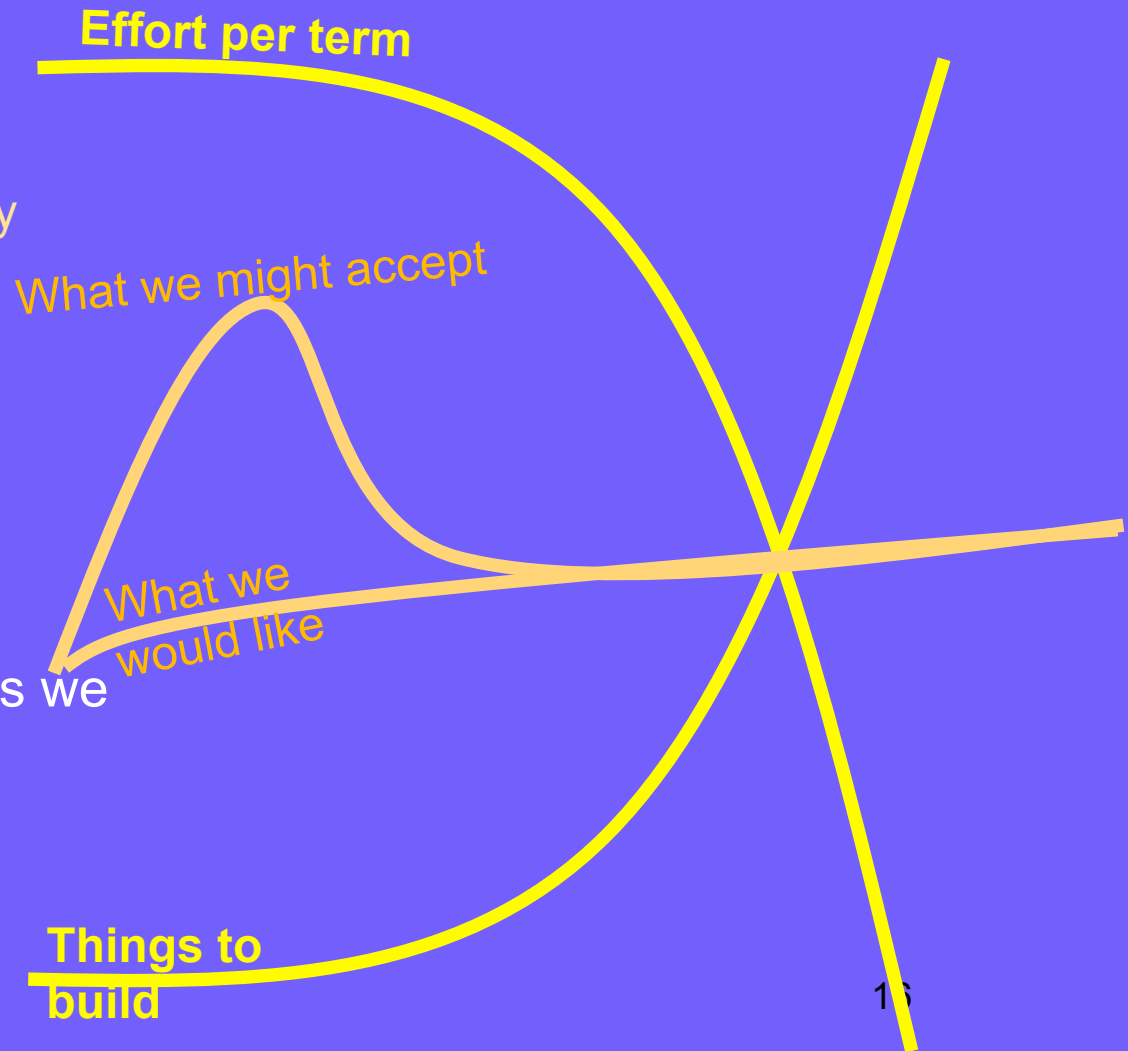
# The scaling problem: The combinatorial explosion

- It keeps happening!
  - “Simple” brute force solutions do not scale up!
- Conditions x sites x modifiers x activity x context→
  - *Huge number of terms to author*
  - *Software CHAOS*



# Combination of things to be done & time to do each thing

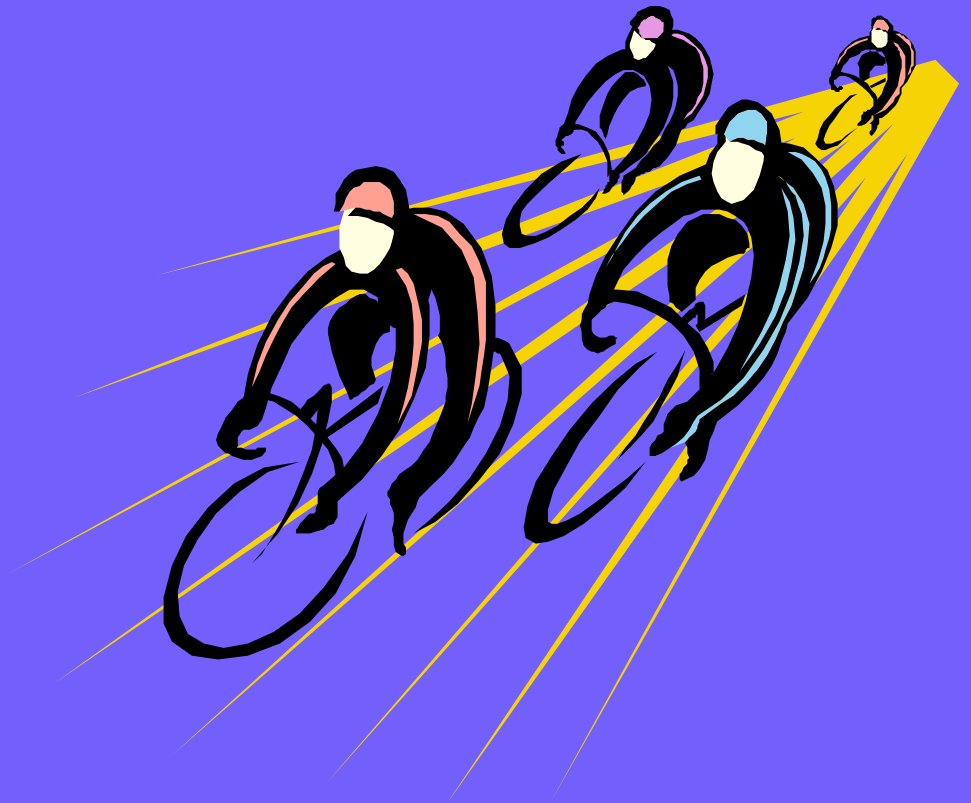
- Terms and forms needed
  - Increases exponentially
- Effort per term or form
  - Must decrease to compensate
- To give the effectiveness we want
  - Or might accept





# The exploding bicycle

- 1972 ICD-9 (E826) 8
- READ-2 (T30..) 81
- READ-3 87
- 1999 ICD-10 .....





# Defusing the exploding bicycle: 500 codes in pieces

- 10 things to hit...
  - Pedestrian / cycle / motorbike / car / HGV / train / unpowered vehicle / a tree / other
- 5 roles for the injured...
  - Driving / passenger / cyclist / getting in / other
- 5 activities when injured...
  - resting / at work / sporting / at leisure / other
- 2 contexts...
  - In traffic / not in traffic




















V12.24 Pedal cyclist injured in collision with two- or three-wheeled motor vehicle, unspecified pedal cyclist, nontraffic accident, while resting, sleeping, eating or engaging in other vital activities

# Conceptual Lego... it could be...

Structured Data Entry

File Edit Help

## Cycling Accident

|              |   |   |  |   |   |   |   |
|--------------|---|---|--|---|---|---|---|
| What you hit |    |    |    |    |  |  |  |
| Your Role    |    |    |    |    |   |   |   |
| Activity     |   |   |  |   |   |   |   |
| Location     |  |  |  |  |   |   |   |

# Intelligent Forms

Topics **Angina pectoris**

**Descriptors**

**Presence**

**Duration**

**Severity**

**Progress**

**Associated Symptoms**

**Chest pain**

**Further History**

**Examination**

**Cardiovascular**

**Diagnosis**

**Intervention**

**More on Chest pain**

**Descriptors**

**Chest pain**

**Sublocation**

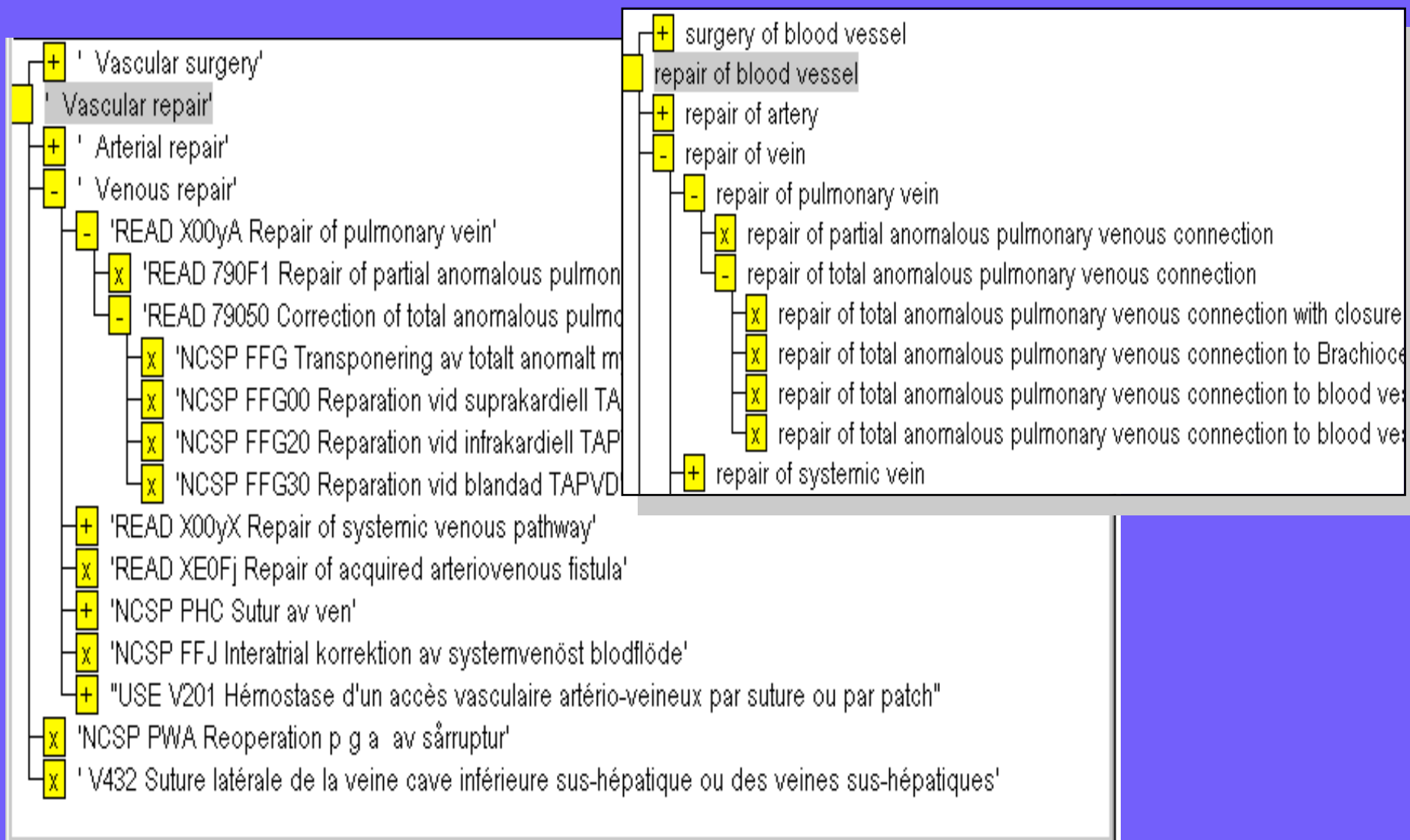
**Duration**

**Character**

**Severity**

**Onset**

# Integrating rather than Cross Mapping



# And generate it in language

## Summary

Moderately severe angina pectoris for 1 day, getting worse  
Rapid onset, moderately severe, pressing pain in left chest and sternal region present

## On Examination

Cardiovascular system -

Slightly raised JVP

1st and 2nd heart sounds normal

No added heart sounds

Pulse rate 104 per minute

Blood pressure 138/90 mm Hg

# Supports Loosely coupled distributed ontology development



local cycles:  
work by users

global  
cycle &  
work at  
centre

*From 80% central/global effort  
to 10% central/global effort*

*From authoring  
to meta-authoring*

*User effort cut by 75% compared with manual methods  
Mostly in reduced committee meetings & arguments*



# The means: Logic as the clips for “Conceptual Lego”

hand

extremity

body

chronic

acute

abnormal

normal

ischaemic



deletion

polymorphism

mucus

gene

protein

polysaccharide

cell

expression

Lung

infection

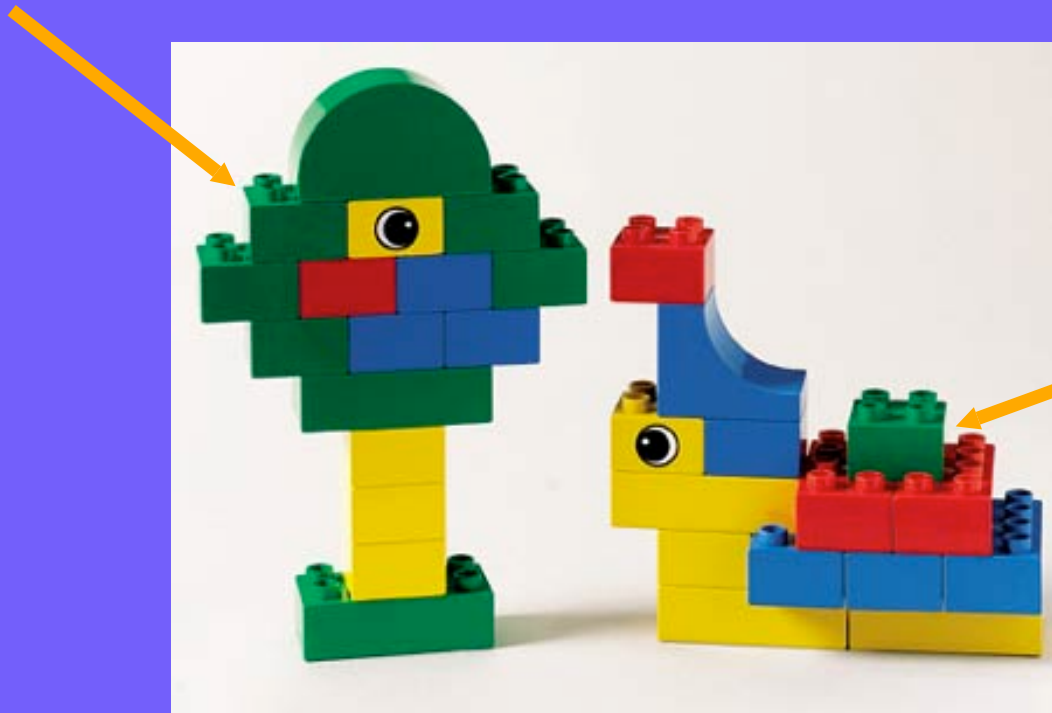
inflammation

bacterium

virus

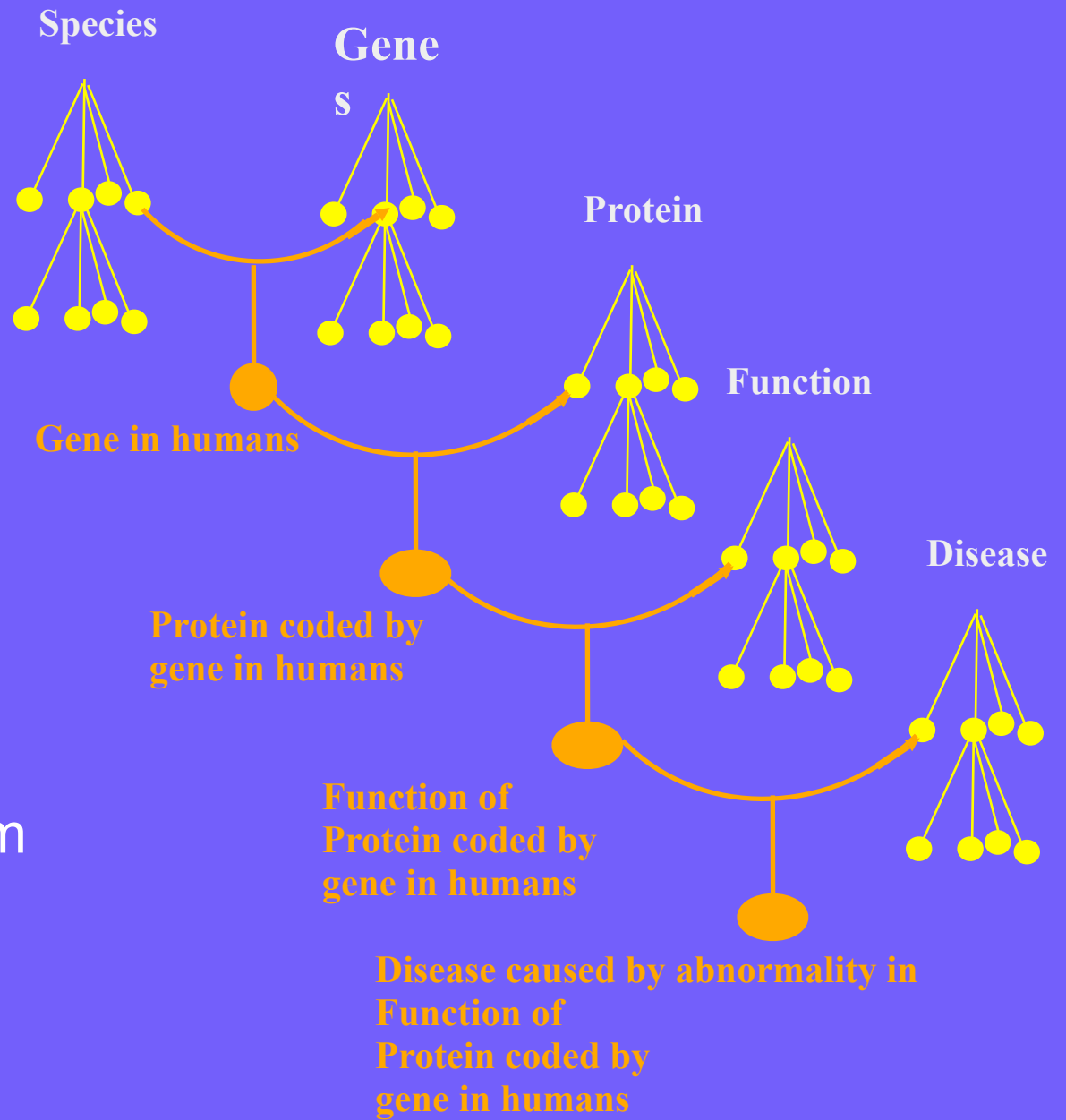
# Logic as the clips for “Conceptual Lego”

“*SNPolymorphism* of *CFTRGene* causing *Defect in MembraneTransport* of *Chloride Ion* causing *Increase* in *Viscosity* of *Mucus* in *CysticFibrosis*...”



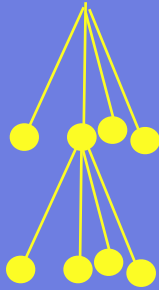
“*Hand* which is *anatomically normal*”

Build complex representations from modularised

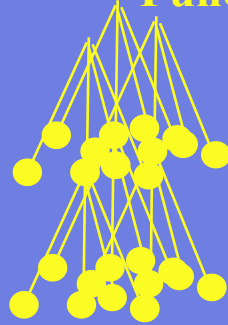


# Normalising (untangling) Ontologies

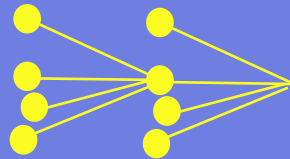
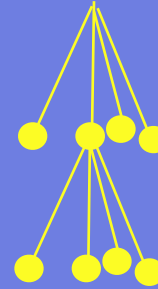
Structure



Structure  
Part-whole  
Function



Function



Part-whole

# Rationale for Normalisation

## ▶ Maintenance

- ▶ Each change in exactly one place
  - ▶ No “Side effects”

## ▶ Modularisation

- ▶ Each primitive must belong to exactly one module
  - ▶ *If a primitive belongs to two modules, they are not modular.*
  - ▶ *If a primitive belongs to two modules, it probably conflates two notions*
- ▶ Therefore concentrate on the “*primitive skeleton*” of the domain ontology

## ▶ Parsimony

- ▶ Requires fewer axioms

# Normalisation and Untangling

Let the reasoner do multiple classification

- ▶ Tree
  - ▶ Everything has just one parent
    - ▶ A 'strict hierarchy'
- ▶ Directed Acyclic Graph (DAG)
  - ▶ Things can have multiple parents
    - ▶ A 'Polyhierarchy'
- ▶ Normalisation
  - ▶ Separate primitives into disjoint trees
  - ▶ Link the trees with restrictions
    - ▶ Fill in the values

# Untangling and Enrichment

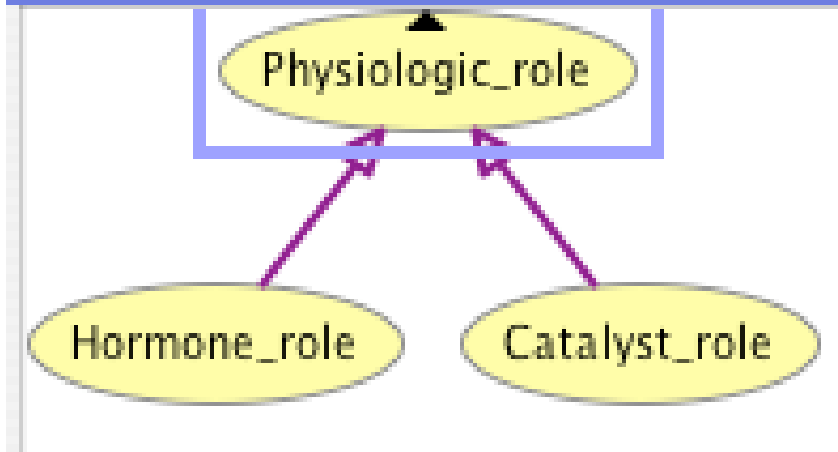
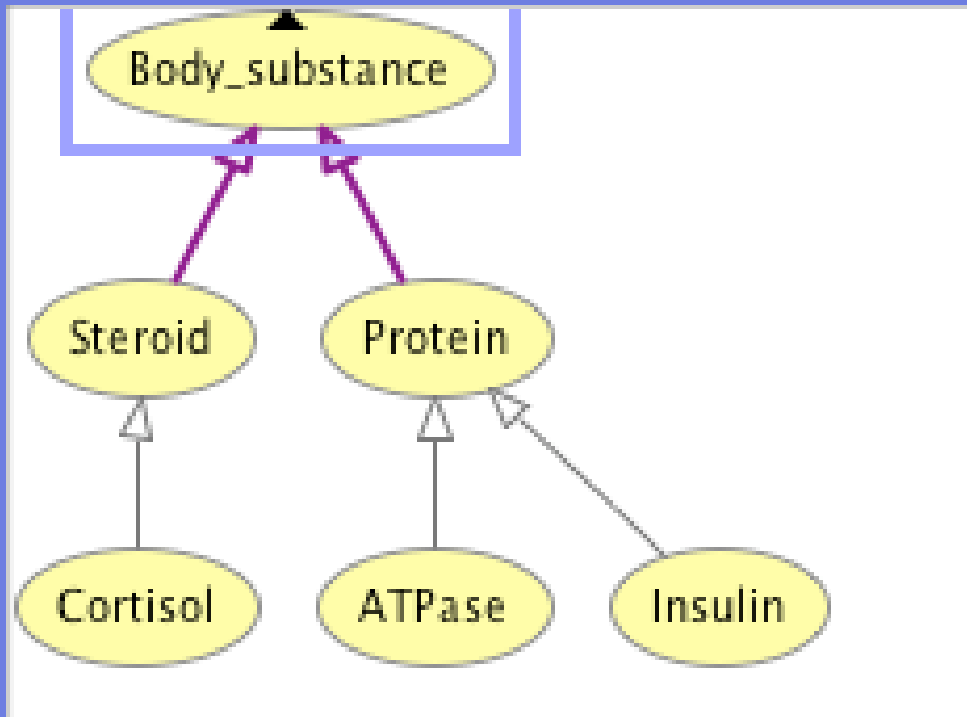
## Using a classifier to make life easier

- Substance
- - Protein
- - - Insulin
- - - ATPase
- Steroid
- - Cortisol

- PhysiologicRole
- - HormoneRole
- - CatalystRole

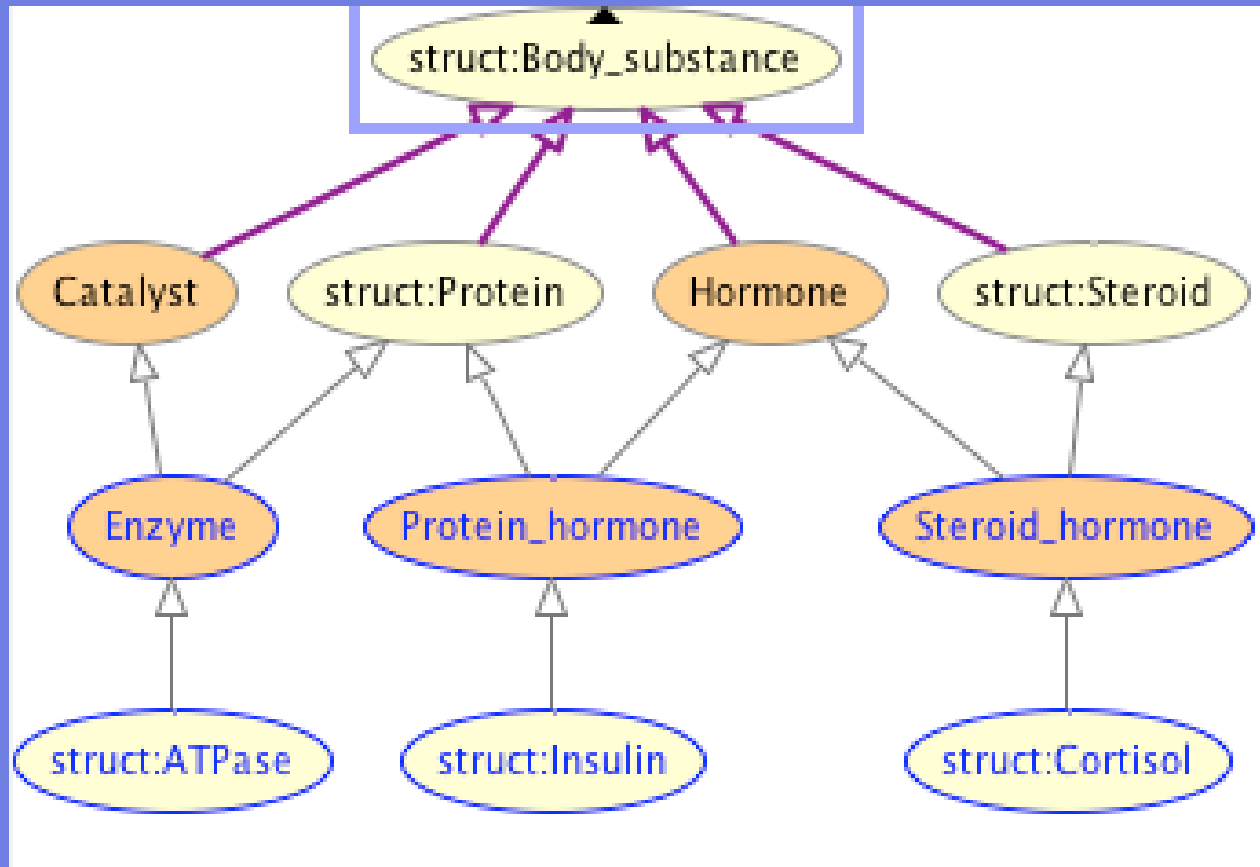
- Substance
- Protein
- - ProteinHormone
- - - Insulin
- - Enzyme
- - - ATPase
- Steroid
- - SteroidHormone^
- - - Cortisol
- Hormone
- - ProteinHormone^
- - - Insulin^
- - SteroidHormone^
- - - Cortisol^
- Catalyst
- - Enzyme^
- - - ATPase^

# Modularised into structure and function ontologies



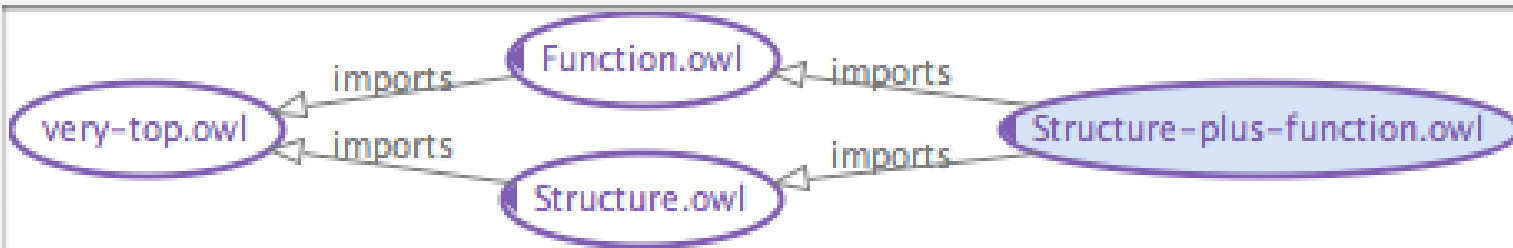


# Unified ontology after classification



# Module Structure

OWLViz Imports Graph:



# Normalisation: Criterion 1

## The skeleton should consist of disjoint trees

- ▶ *Every primitive concept should have exactly one primitive parent*
  - ▶ All multiple hierarchies the result of inference by reasoner

# Normalisation Criterion 2: *No hidden changes of*

- ▶ *Each branch should be homogeneous and logical*  
(“Aristotelian”)
  - ▶ Hierarchical principle should be subsumption
    - ▶ Otherwise we are “lying to the logic”
  - ▶ The criteria for differentiation should follow consistent principles in each branch  
eg. structure *XOR* function *XOR* cause

# Normalisation Criterion 3

## *Distinguish “Self-standing” and “Refining” Concepts*

### *“Qualities” vs Everything else*

- ▶ Self-standing concepts
  - ▶ Roughly Welty & Guarino’s “sortals”
    - ▶ *person, idea, plant, committee, belief,...*
- ▶ Refining concepts – depend on self-standing concepts
  - ▶ *mild|moderate|severe, hot|cold, left|right,...*
  - ▶ Roughly Welty & Guarino’s non-sortals
  - ▶ Closely related to Smith’s “fiat partitions”
  - ▶ Usefully thought of as Value Types by engineers
- ▶ For us an engineering distinction...

# Normalisation Criterion 3a

*Self-standing primitives should be globally disjoint & open*

- ▶ Primitives are atomic
  - ▶ If primitives overlap, the overlap conceals implicit information
- ▶ A list of self-standing primitives can never be guaranteed complete
  - ▶ How many kinds of person? of plant? of committee? of belief?
  - ▶ Can't infer:  $\text{Parent} \ \& \ \neg\text{sub}_1 \ \& \dots \ \& \ \neg\text{sub}_{n-1} \ \rightarrow \ \text{sub}_n$
- ▶ Heuristic:
  - ▶ Diagnosis by exclusion about self-standing concepts should *NOT* be part of 'standard' ontological reasoning

# Normalisation Criterion 3b

*Refining primitives should be locally disjoint & closed*

- ▶ individual values must be disjoint
  - ▶ but can be hierarchical
    - ▶ e.g. “very hot”, “moderately severe”
- ▶ Each list can be guaranteed to be complete
  - ▶ Can infer  $\text{Parent} \ \& \ \neg\text{sub}_1 \ \& \dots \ \& \ \neg\text{sub}_{n-1} \ \rightarrow \ \text{sub}_n$
- ▶ Value types themselves need not be disjoint
  - ▶ “being hot” is not disjoint from “being severe”
    - ▶ Allowing Valuetypes to overlap is a useful trick, e.g.
      - ▶ restriction has\_state someValuesFrom (severe and hot)

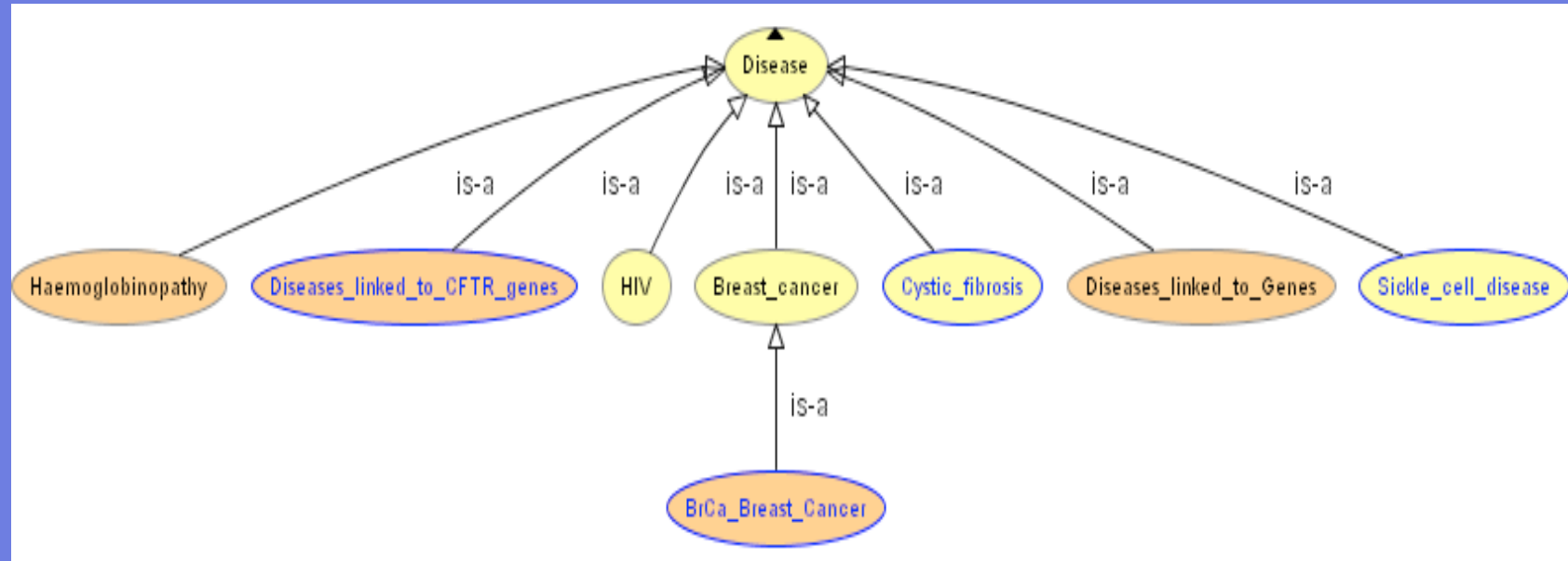
# Normalisation Criterion 4

## Axioms

- ▶ *No axiom should denormalise the ontology*  
*No axiom should imply that a primitive is part of more than one branch of primitive skeleton*
  - ▶ *If all primitives are disjoint, any such axioms will make that primitive unsatisfiable*
    - ▶ *A partial test for normalisation:*
      - ▶ *Create random conjunctions of primitives which do not subsume each other.*
      - ▶ *If any are satisfiable, the ontology is not normalised*

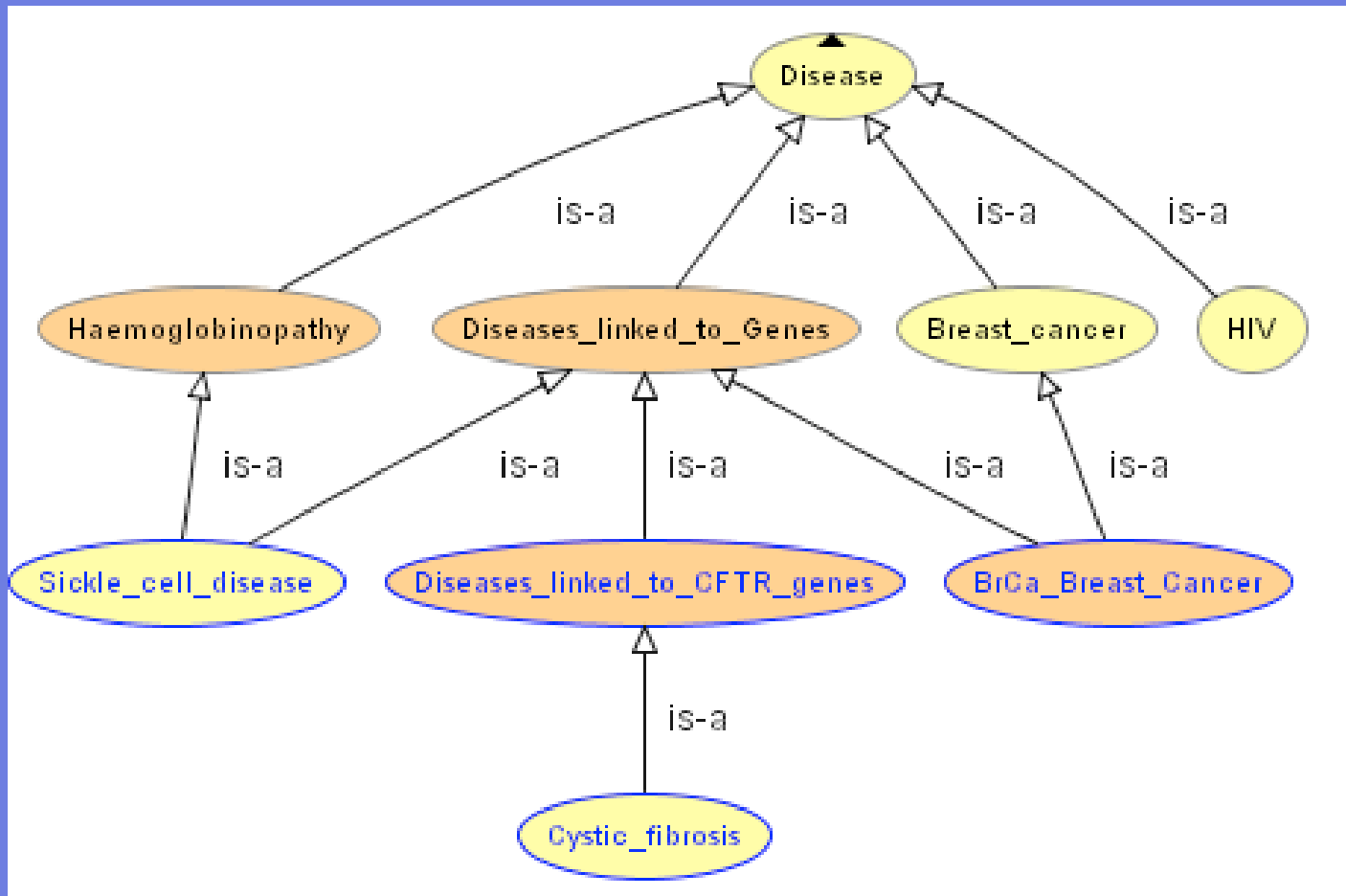


# A real example: Build a simple tree

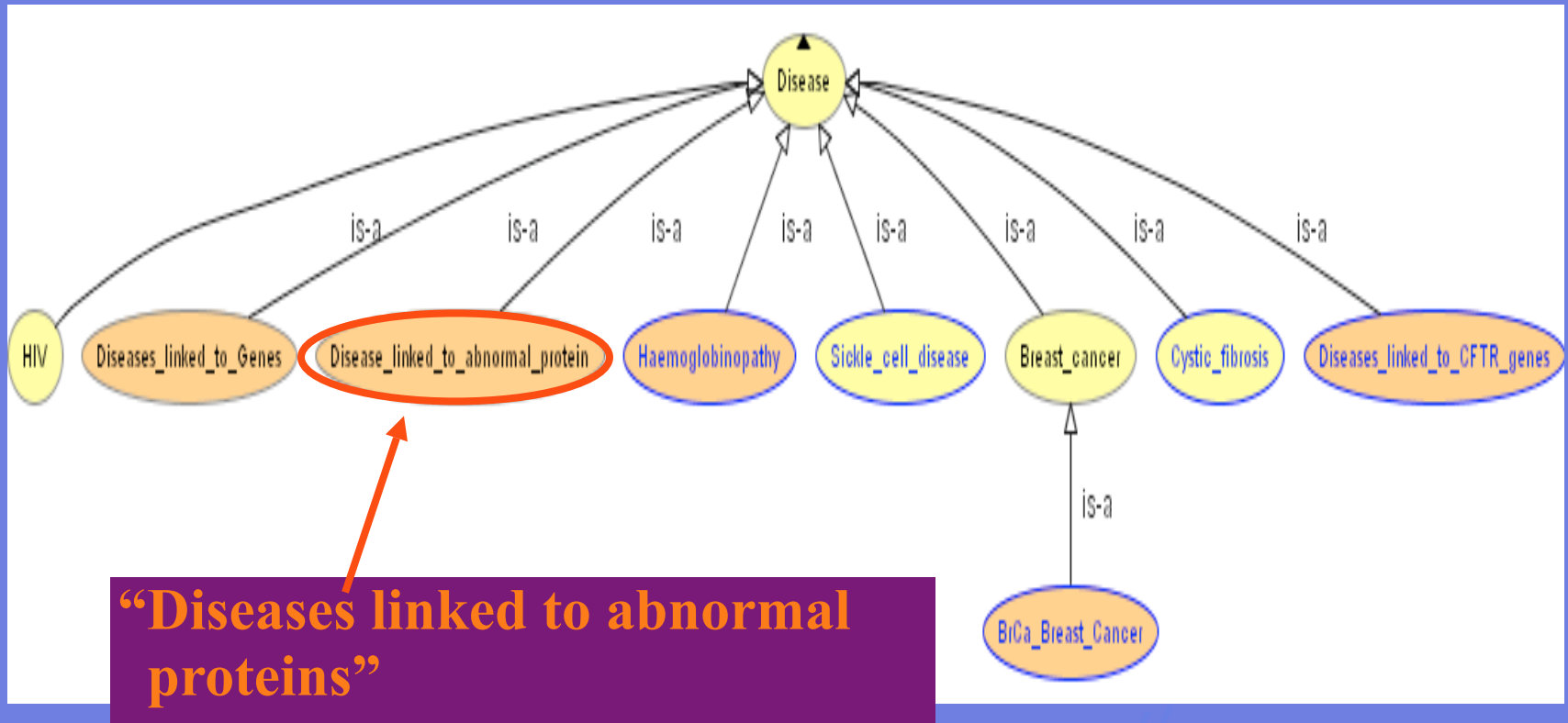


easy to maintain

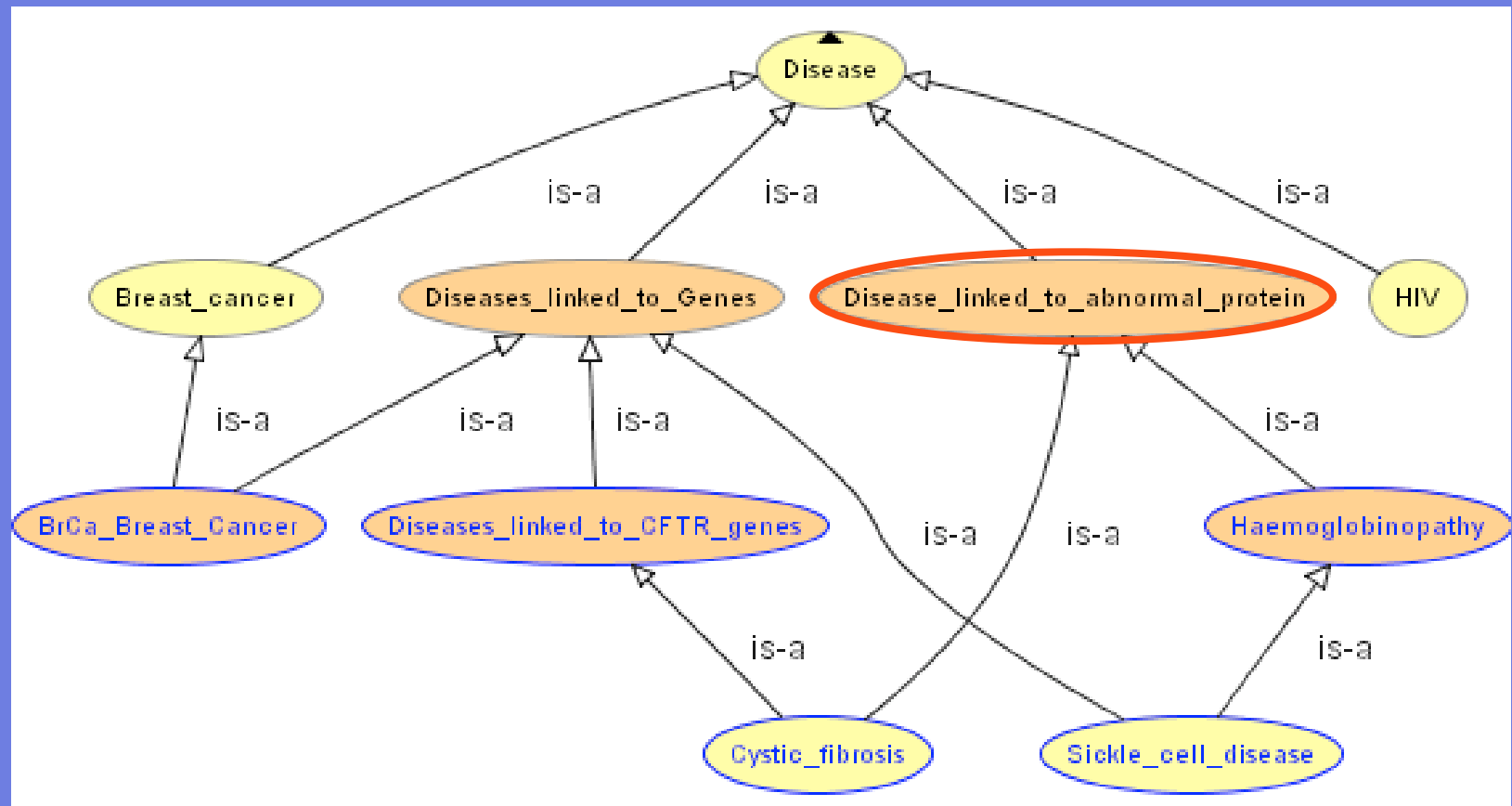
# Let the classifier organise it



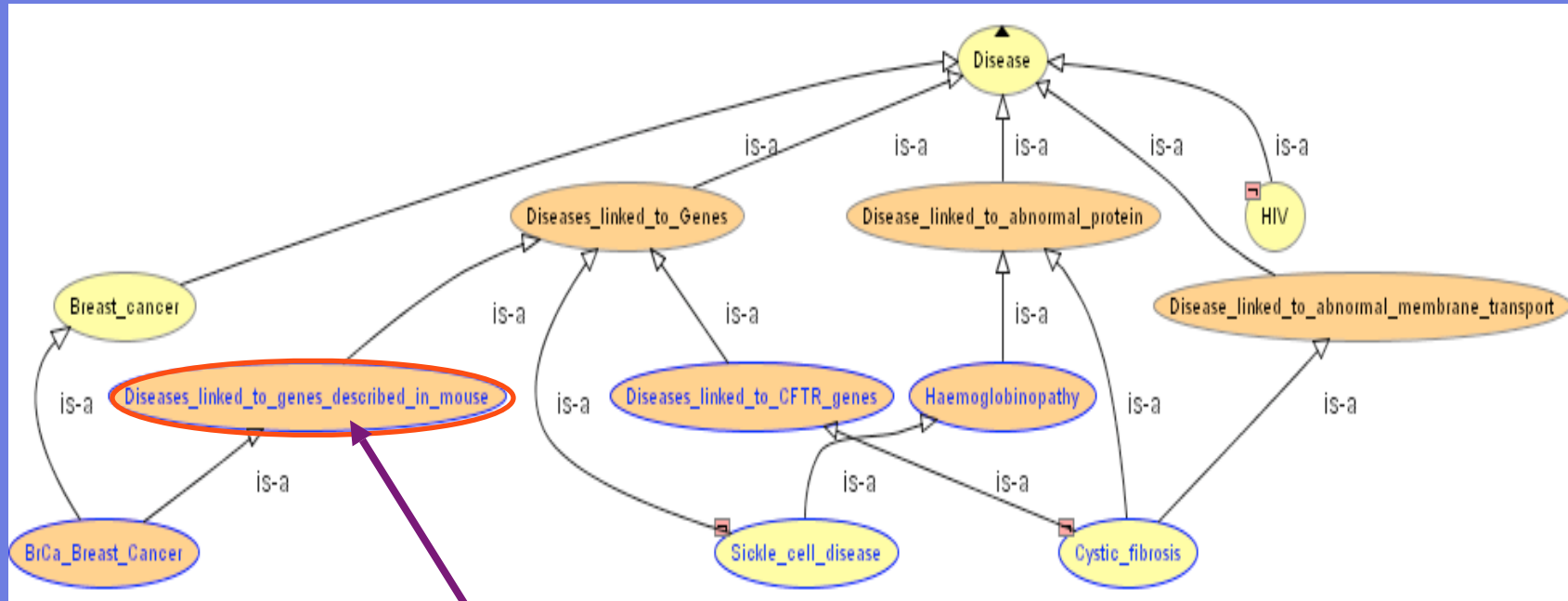
# If you want more abstractions,



# And let the classifier work again



# And again – even for a quite different category



**“Diseases linked genes described in the mouse”**

# Summary: Why Normalise? Why use a Classifier?

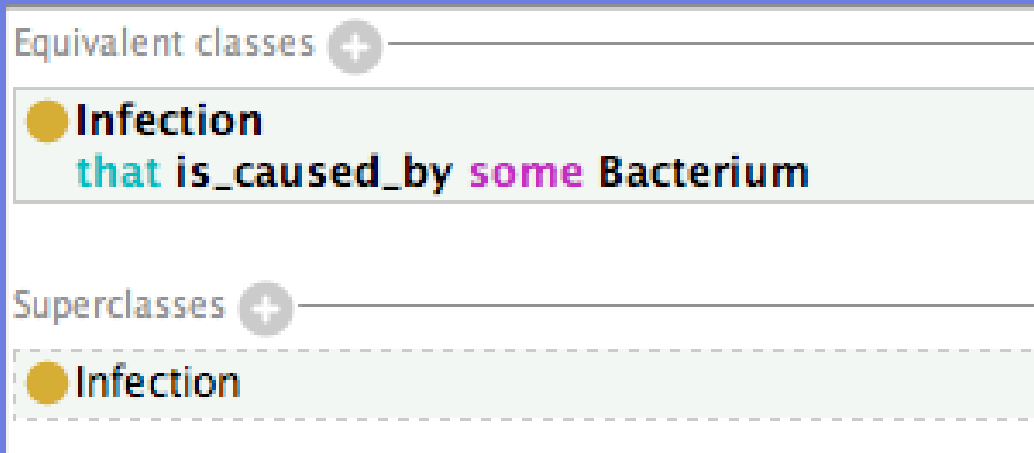
- ▶ To *compose* concepts
  - ▶ *Allow conceptual lego*
- ▶ To manage *polyhierarchies*
  - ▶ Adding abstractions (“axes”) as needed
  - ▶ *Normalisation*
    - ▶ Untangling
      - ▶ *labelling of “kinds of is-a”*
- ▶ To avoid *combinatorial explosions*
  - ▶ *Keep bicycles from exploding*
- ▶ To manage *context*
  - ▶ *Cross species, Cross disciplines, Cross studies*
- ▶ To check *consistency* and *help users find errors*

# Now: How to do it in OWL - *A quick review*

- ▶ Existential qualifiers (SOME)
- ▶ Universal qualifiers (ONLY)
- ▶ Open World Assumption
  - ▶ Negation as inconsistency ("unsatisfiability")
    - ▶ What is neither provable nor provably false is unspecified ("unknown")
- ▶ Load infections-only.owl
  - ▶ Trivially simple model for illustration only
  - ▶ Define a bacterial infection
  - ▶ Define a viral infection
  - ▶ Define a mixed (bacterial-viral) infection

# Bacterial infection

- ▶ *Any* infection caused by *some* bacterium




- ▶ Note that it is a defined (equivalent) class.



# Viral infection

**Class Description: Viral\_infection**

Equivalent classes 

- **Infection**  
that is\_caused\_by some Virus

# Mixed infection

Class Description: Mixed\_infection

Equivalent classes +

- Infection  
that is\_caused\_by some Virus  
and is\_caused\_by some Bacterium

- ▶ How will bacterial infection, viral infection, and mixed infection classify?
  - ▶ Run the classifier and see

# After classification

- ▼ ● Domain\_entity
  - ▶ ● Continuant
  - ▼ ● Occurrent
    - ▼ ● Infection
      - ▼ ≡ Bacterial\_infection
        - ≡ Mixed\_infection
      - ▼ ≡ Viral\_infection
        - ≡ Mixed\_infection

Why?

# A “Pure bacterial infection”

Class Description: Pure\_bacterial\_infection

Equivalent classes +

- **Infection**  
that is\_caused\_by **some** Bacterium  
and is\_caused\_by **only** Bacterium

## ▶ A pneumococcal infection

Class Description: Pneumococcal\_and\_haemophyllus\_infection

Equivalent classes +

- **Infection**  
that is\_caused\_by **some** Haemophyllus  
and is\_caused\_by **some** Pneumococcus

Superclasses +

- ▶ How will these classify
  - ▶ Is a pneumococcal and haemophyllus infection a kind of pure bacterial infection? - Both are

# Why not?

- ▼  Bacterial\_infection
  - Mixed\_infection
  - Pneumococcal\_and\_haemophylus\_infection
  - Pure\_bacterial\_infection
- ▶  Viral\_infection

# Closure Axioms

Equivalent classes +

## ● Infection

that is\_caused\_by some Haemophyllus  
and is\_caused\_by some Pneumococcus  
and is\_caused\_by only (Haemophyllus  
or Pneumococcus)

# Trivial satisfiability

## Two common errors

### Class Description: Probe\_Only\_bacterial\_infection

Equivalent classes 

- Infection  
that is\_caused\_by only Infection

### Class Description: Probe\_Mixed\_infection\_wrong

Equivalent classes 

- Infection  
that is\_caused\_by only (Bacterium  
and Virus)

▶ How will these classify? Why?

# After classification (Explain it)

Class Description: Probe\_Only\_bacterial\_infection

Equivalent classes +

- Infection  
that is\_caused\_by only Infection

Class Description: Probe\_Mixed\_infection\_wrong

Equivalent classes +

- Infection  
that is\_caused\_by only (Bacterium  
and Virus)

- ▼ ● Infection
  - ▶ ≡ Bacterial\_infection
  - ▼ ≡ Probe\_Only\_bacterial\_infection
    - ≡ Probe\_Mixed\_infection\_wrong
    - ≡ Pure\_bacterial\_infection
  - ▶ ≡ Viral\_infection



# Trivial satisfaction

- ▶ Bacterium and Virus are disjoint
  - ▶ Nothing is both a bacterium and a virus
    - ▶ owl:Nothing = (Bacterium AND Bottom)
- ▶ ONLY NOTHING  $\leftrightarrow$  NOT SOME THING
  - ▶ Infection THAT is\_caused\_by ONLY Nothing = Infection THAT NOT (is\_caused\_by SOME Thing)
- ▶ ONLY does not mean SOME
  - ▶ Infection THAT is\_caused\_by ONLY Bacterium = Infection THAT NOT (is\_caused\_by SOME NOT Bacterium)
    - ▶ *No cause given. There may be a cause, as long as it is a*
- ▶ Therefore:

An infection not caused by anything is a kind of infection not caused by anything except bacteria.

  - ▶ Check definition for “Pure bacterial infection”

**Modularisation:  
*towards assembling  
ontologies from reusable  
fragments***

# Why use modules

- ▶ Re-use
  - ▶ e.g. annotations, quantities, upper ontologies
- ▶ Coherent extensions
  - ▶ Localisation & Views
    - ▶ Local normal ranges, value sets, etc. under generic headings
  - ▶ Experimentation and add ins
    - ▶ e.g. add in tutorial examples without corrupting basic structure
- ▶ Logical separation
  - ▶ e.g. avoid confusing medicine and medical records
- ▶ ...but managing modularised ontologies is more work
  - ▶ More things to remember.
  - ▶ More things to get wrong

# Modules and imports

## ▶ Key notions:

### ▶ “Base URI” - the identifier for the ontology

▶ In the form of a URI but really just an ID

▶ *Used by the import mechanism to identify the module*

### ▶ Physical location

▶ Where the module is actually stored.

▶ *usually your local directory for this version of the ontology*

## ▶ Our conventions:

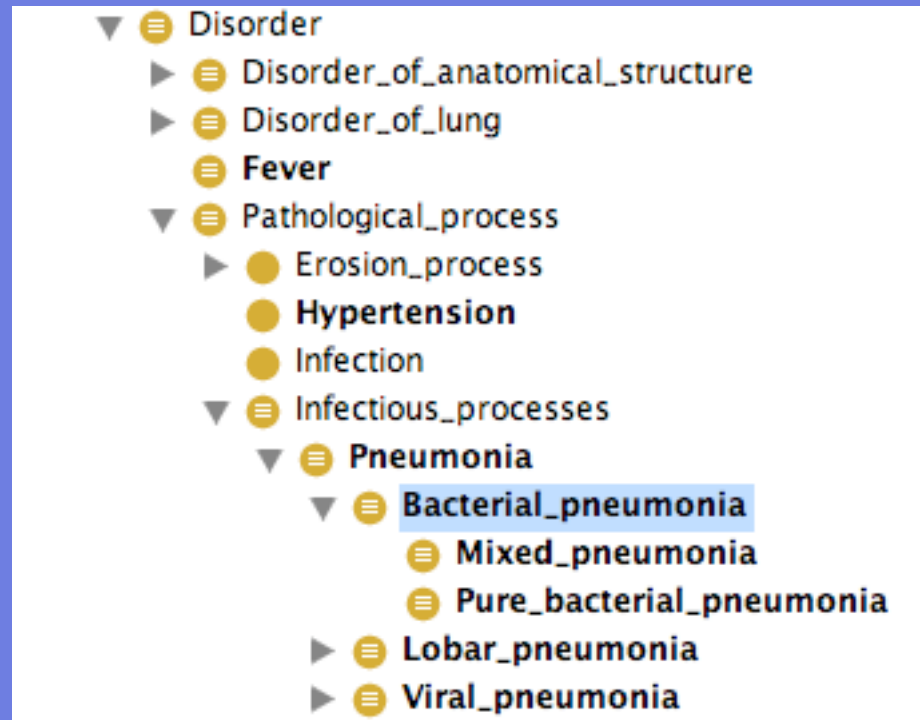
▶ Ontologies stored as sets of modules in a single directory

▶ “Start-Here.owl” tells you what to load and load everything else.

▶ The “Active ontology” is the one you are editing

▶ Active ontology items are shown in bold

# Items from active ontology are in bold



# Protege-OWL import mechanism

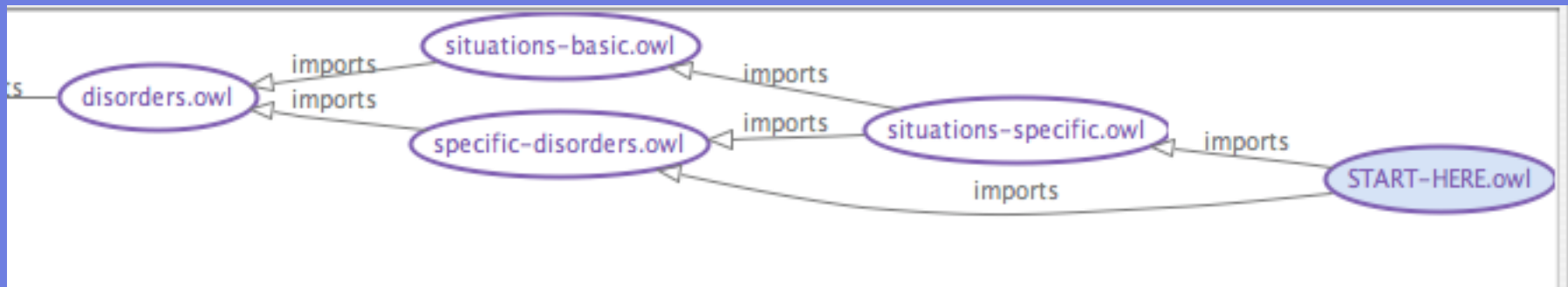
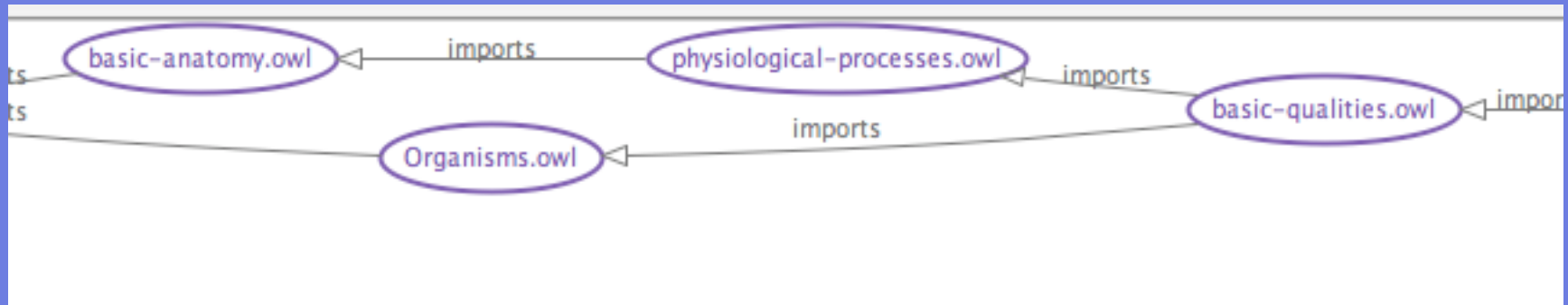
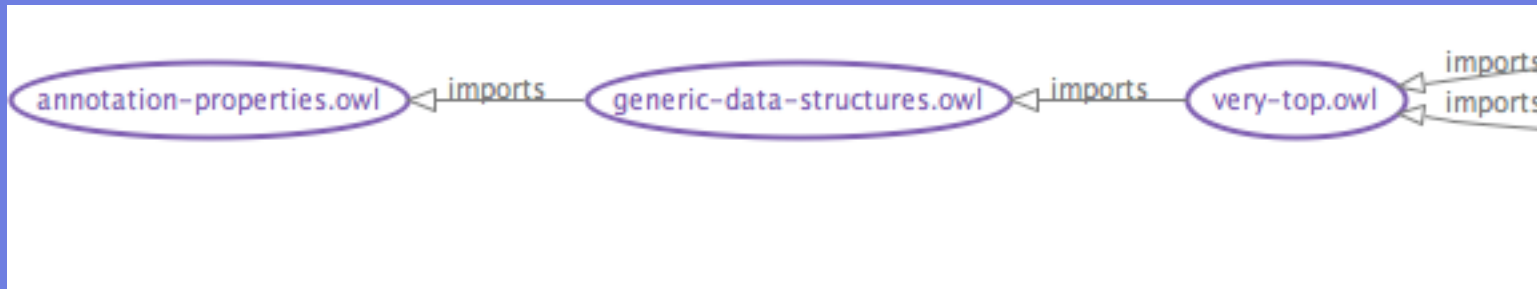
- ▶ Importer looks for a file with the correct identifying “Base URI”
  - ▶ Written into the header of the XML
  - ▶ NOT the physical location
- ▶ Order of search
  - ▶ (Specified file)
  - ▶ The local directory
  - ▶ Local libraries
  - ▶ Global libraries
  - ▶ The internet at the site indicated by the Base URI

# If you can, load the tutorial ontology nowontology/

- ▶ Open  
.../biomedical-tutorial-2007/Start-Here.owl

# Typical pattern

Views → Ontology views → OwlViz Imports





# Module list

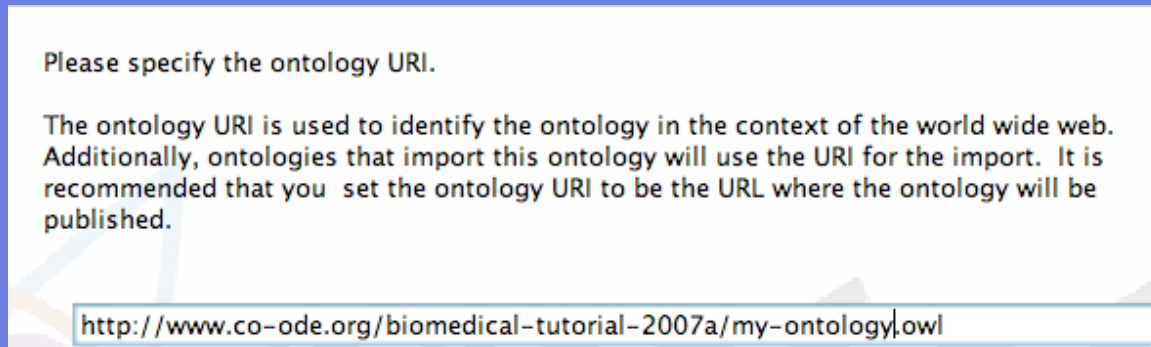
- ▶ Annotation - the annotation properties needed
- ▶ generic-data-structures -
  - ▶ quantities & numbers
- ▶ very-top - the upper ontology
  - ▶ in this case adapted for biomedicine
- ▶ Anatomy, Physiology, Biochemistry, Organism
  - ▶ The main topics
- ▶ Qualities
  - ▶ The basic qualities of those topics
- ▶ Disorders
  - ▶ General patterns for disorders
- ▶ Specific disorders
  - ▶ Examples for this tutorial
- ▶ Situations
  - ▶ Disorders in context of patients and observations

# Anatomy and Disorders

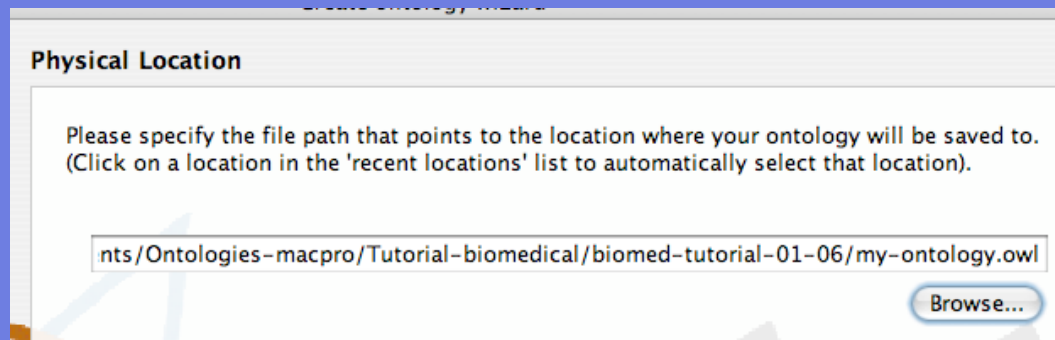
- ▶ Disorders have a locus in an anatomical structure of physiological process
  - ▶ Disorder has\_locus SOME Anatomical\_structure
- ▶ Disorders are anything which is described as pathological
  - ▶ has\_normality\_quality SOME Pathological
    - ▶ To be explained in detail late
- ▶ Parts and wholes
  - ▶ A whole field “mereology”
  - ▶ Multiple views - functional / clinician’s view different from structural / anatomist’s view.

# Examples

- ▶ Backup your ontology directory
- ▶ Make “disorders.owl” the active ontology
- ▶ Create a new ontology in the same frame named “my-disorders”
  - ▶ File new
  - ▶ When pop-up asks about a new frame say NO
  - ▶ When asked for a name edit the end of the URI to “my-ontology.owl”



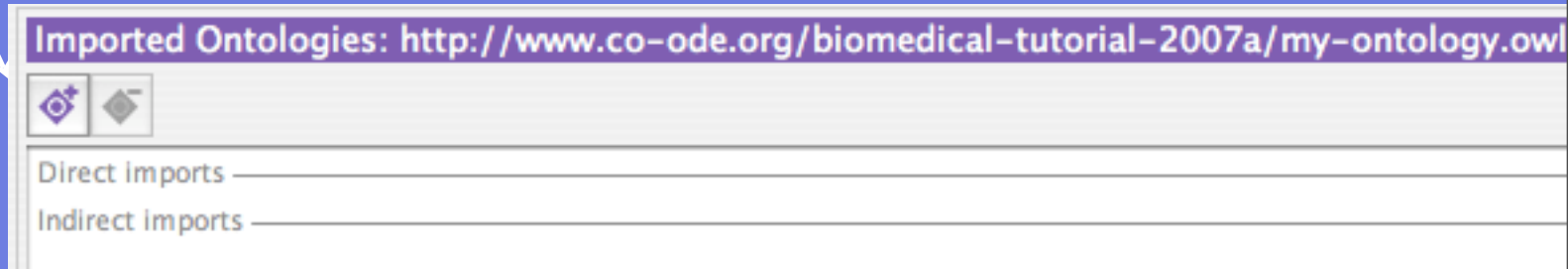
- ▶ When asked where to store it, browse to your current directory



- ▶ Press finish
- ▶ NB This does NOT save your ontology!

# Import disorders.owl

- ▶ Go to the Active Ontology Tab
- ▶ Click the plus icon for imported ontologies



- ▶ Select import an ontology that has already been loaded

- Import an ontology that is contained in one of the ontology libraries.
- Import an ontology that has already been loaded/created.
- Import an ontology contained in a document located on the web.
- Import an ontology contained in a specific file.

- ▶ Select disorders.owl and press finish

# Task: Make Pneumonitis and Pneumonias in various variations

## ▶ Question 1: What is “Pneumonia” and what is “Pneumonitis”

### ▶ Look it up

▶ e.g. Google define: pneumonitis

#### Definitions of **pneumonitis** on the Web:

- inflammation of the lungs; caused by a virus or an allergic reaction  
[wordnet.princeton.edu/perl/webwn](http://wordnet.princeton.edu/perl/webwn)

## ▶ Write your own paraphrases:

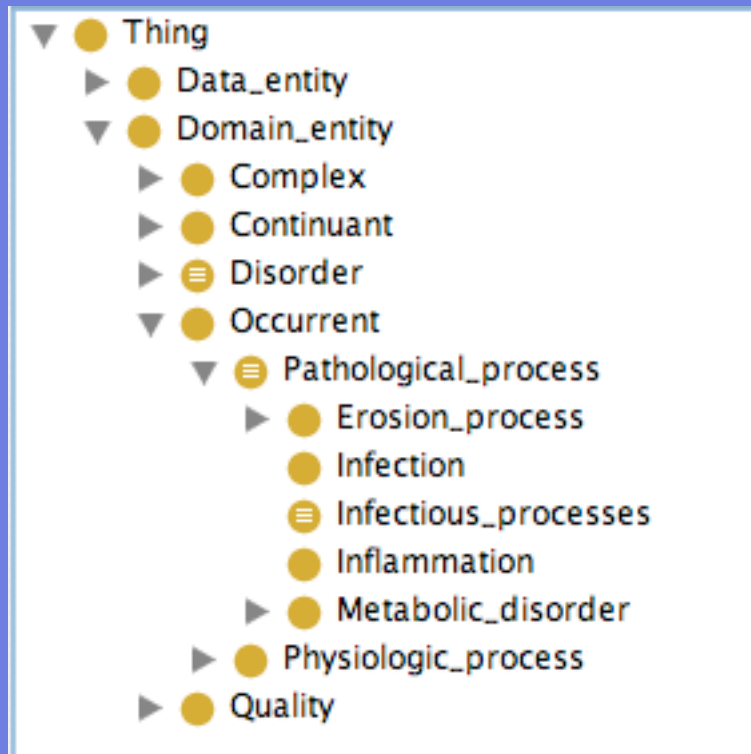
▶ “Pneumonitis” is an “Inflammation of the lungs”

▶ “Pneumonia” is an “inflammation of the lungs caused by an infection”

▶ Many definitions on the web, but this summarises them for our purposes.

# First definition of pneumonitis

- ▶ “Inflammation of the lung”
  - ▶ Find Inflammation
    - ▶ CTRL or CMND F in class hierarchy




# Create “Pneumonitis”

- ▶ Create a new subclass of Inflammation
  - ▶ In the comment box type something like “Pneumonitis” = “Inflammation of lung”
    - ▶ ALWAYS add a free text paraphrase of what you are modelling
  - ▶ Add the restriction
    - ▶ has\_locus SOME Lung
  - ▶ Make it a defined class
    - ▶ CTRL/CMD-D.

| Property | Value                                       |
|----------|---|
| comment  | Pneumonitis is an inflammation of the Lungs |

**Class Description: Pneumonitis**



Equivalent Class (Necessary & Sufficient Criteria) \_\_\_\_\_

**Inflammation**  
**has\_locus some Lung**

Subclass Of (Necessary Criteria) \_\_\_\_\_



Inferred/Inherited anonymous descriptions (Necessary criteria) \_\_\_\_\_

# Create pneumonia

- ▶ “Pneumonia” is a pneumonitis is the outcome of an infection
  - ▶ In this ontology we use “is\_outcome\_of” for “cause”

| Property | Value   |
|----------|---|
| comment  | Pneumonia is a Pneumonitis that is the outcome of an infection. |

| Class Description: Pneumonia   |       |
|--|-------|
|                       |       |
| Equivalent Class (Necessary & Sufficient Criteria)   | _____ |
|  <b>Pneumonitis</b> |       |
| <b>is_outcome_of some Infection</b>  |       |
| Subclass Of (Necessary Criteria)   | _____ |
| Inferred/Inherited anonymous descriptions (Necessary criteria)   | _____ |



# Bacterial pneumonia

- ▶ First attempt
  - ▶ “Pneumonia caused by a bacteria”
- ▶ But need to rephrase to fit the ontology
  - ▶ “Pneumonia that is the outcome of an infection by bacteria”
    - ▶ In this ontology “by” translates to the property “has\_actor”
    - ▶ *Processes have actors and objects*

The screenshot displays the ontology editor interface for the class **Bacterial\_pneumonia**. It is divided into two main sections: **Class Annotations** and **Class Description**.

**Class Annotations: Bacterial\_pneumonia**

| Property | Value  | Lang |
|----------|--|------|
| comment  | "Bacterial pneumonia is a Pneumonia that is the outcome of an infection by bacteria" |      |

**Class Description: Bacterial\_pneumonia**

Equivalent Class (Necessary & Sufficient Criteria) —

Subclass Of (Necessary Criteria) —

- ▶ **Pneumonia**
- ▶ **is\_outcome\_of some (Infection that (has\_actor some Bacterium))**

Inferred/Inherited anonymous descriptions (Necessary criteria) —

# By analogy make viral pneumonia and mixed pneumonia

- ▶ Mixed pneumonia is a pneumonia that is caused by both virus and pneumonia
  - ▶ How to say this



The screenshot shows a software interface with two main sections for the class 'Mixed\_pneumonia':

- Class Annotations: Mixed\_pneumonia**: A table with two columns: 'Property' and 'Value'. The 'comment' property has the value: "Mixed pneumonia" is a pneumonia caused by both virus and bacteria.
- Class Description: Mixed\_pneumonia**: A section with several icons and a list of criteria. Under 'Equivalent Class (Necessary & Sufficient Criteria)', it lists:
  - Pneumonia**
  - is\_outcome\_of some (Infection that (has\_actor some Bacterium))**
  - is\_outcome\_of some (Infection that (has\_actor some Virus))**

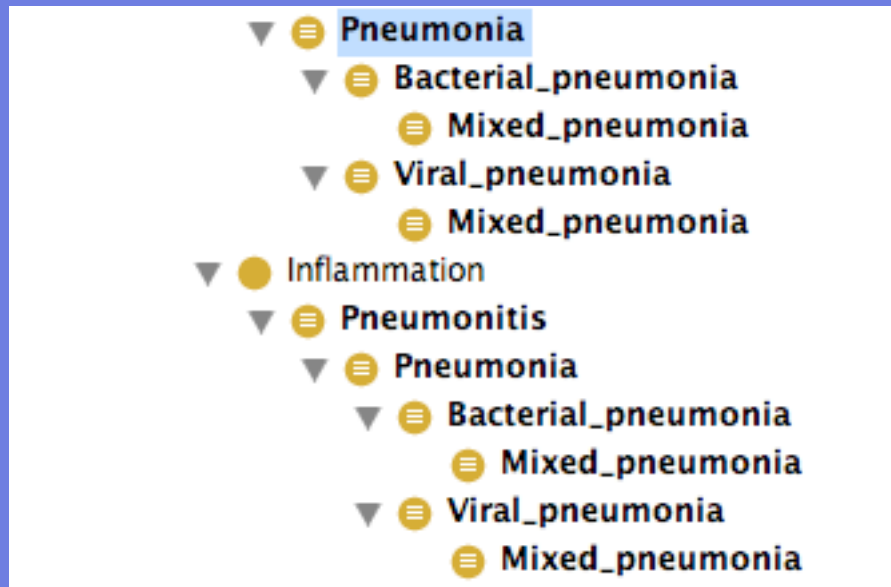
- ▶ **WARNING**

- ▶ wrong: has\_actor SOME (Virus AND Bacterium)
    - ▶ *Nothing is both a virus and a bacteria*

# Classify and check

- ▶ Be sure that all classes are defined
  - ▶  defined
  - ▶  primitive
- ▶ To convert from primitive to defined, cmnd-d or ctrl-d (Mac or PC)

# Should get



# What about “left lower lobe pneumonia”?

- ▶ First define lobar pneumonia as
  - ▶ Pneumonia that has locus in a lobe of a lung
    - ▶ “Lobe THAT is\_subdivision\_of SOME Lung”
- ▶ But what then is a disorder of the lung
  - ▶ Disorder THAT has\_locus SOME Lung
- ▶ But what if I define an inflammation of a lobe of the lung
  - ▶ Inflammation THAT has\_locus SOME (Lobe THAT is\_subdivision\_of SOME Lung)
  - ▶ The classifier ought to organise it for us
    - ▶ ... but it doesn't.

```
▼ ⓘ Disorder_of_anatomical_structure
  ▶ ⓘ Disorder_of_lung
    ▼ ⓘ Inflammation_of_lobe_of_lung
      ⓘ Lobar_pneumonia
```

# OWL means what it says

- ▶ Lobes are not lungs!
  - ▶ Our definition of lung disorder is too narrow
    - ▶ Almost always  
*Disorders of parts are disorders of the whole*
- ▶ A broader definition of “Disorder\_of\_lung”
  - ▶ Disorder THAT has\_locus SOME (Lung OR is\_clinical\_part\_of SOME Lung)

Equivalent Class (Necessary & Sufficient Criteria) —

**Disorder**  
**has\_locus some (Lung or (is\_clinical\_part\_of some Lung))**

Subclass Of (Necessary Criteria) —

Inferred/Inherited anonymous descriptions (Necessary criteria) —

▼ **Disorder\_of\_lung**

- ▼ **Inflammation\_of\_lobe\_of\_lung**
  - **Lobar\_pneumonia**
- ▼ **Pneumonitis**
  - ▶ ● **Pneumonia**

- ▶ Almost OK, but still Inflammation of lobe of lung is not a pneumonitis

# Make the pattern consistent

- ▶ Redefine Pneumonitis  
“An inflammation of the lung or any clinical part of the lung of the lung”

▶

### Class Annotations: Pneumonitis

| Property | Value  |
|----------|--|
| comment  | Pneumonitis is an inflammation of the Lungs or any part of the lungs |

### Class Description: Pneumonitis

Equivalent Class (Necessary & Sufficient Criteria) —

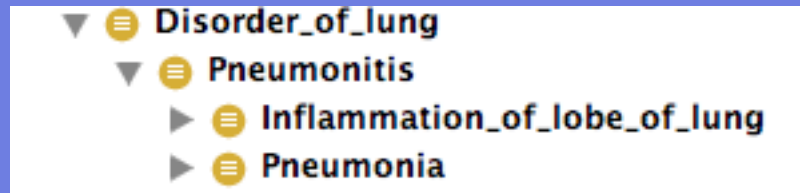
**Inflammation**

**has\_locus some (Lung or (is\_clinical\_part\_of some Lung))**

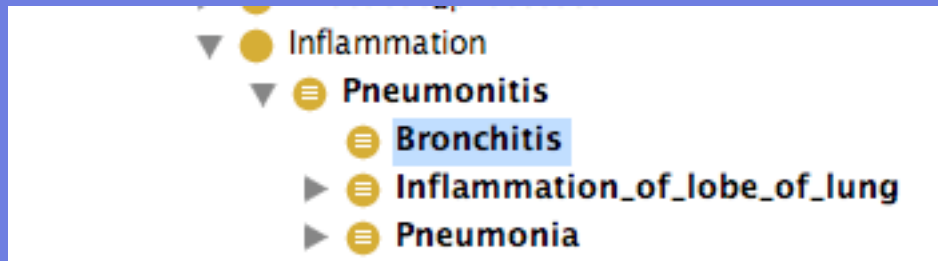
Subclass Of (Necessary Criteria) —

Inferred/Inherited anonymous descriptions (Necessary criteria) —

# Almost correct, but...



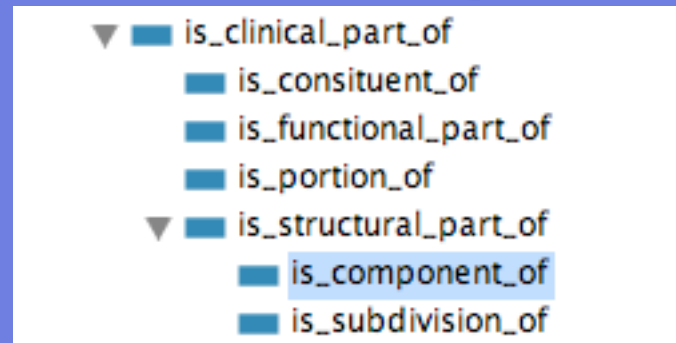
- ▶ What about “Bronchitis” ?
  - ▶ An inflammation of the bronchi (or any of their parts)
    - ▶ Try it and see.



- ▶ Definition of “Pneumonitis” is now too broad
- ▶ Not just any part of the lung, but the “subdivisions” of the lung
- ▶ lobes, quadrants, bases, apices, etc.




# The property hierarchy allows multiple views



- ▶ The bronchus is a “component” of the lung
- ▶ The lobe is a subdivision of the lung
- ▶ Redefine pneumonitis as an inflammation of the lung or a *subdivision* of the lung

▶ **Class Description: Pneumonitis**



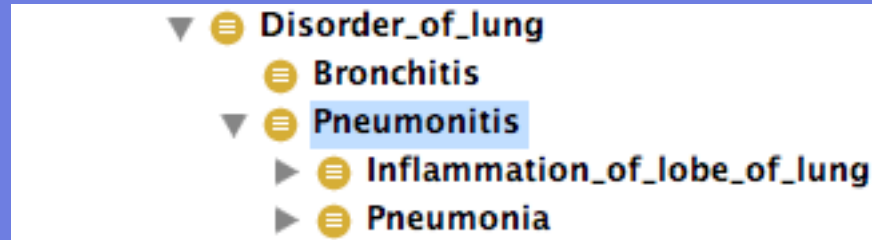
Equivalent Class (Necessary & Sufficient Criteria) \_\_\_\_\_

**Inflammation**

**has\_locus** **some** (Lung **or** (is\_subdivision\_of **some** Lung))

Subclass Of (Necessary Criteria) \_\_\_\_\_

# Now reclassify



- ▶ Bronchitis is now a disorder of the lung ( “lung disease”) but not a pneumonitis
  - ▶ As required.

# Clinical partonomy and pleuritis

- ▶ To an anatomist,
  - ▶ the pleura are different organs from the lungs
- ▶ To a clinician,
  - ▶ “Pleuritis” should be classified as a “Lung disease” or “Disorder of the lung”
    - ▶ “Pleuritis” - Inflammation of the pleura
- ▶ The Pleura
  - ▶ *function* as part of the lung
  - ▶ even though they are not *physically* part of the lung
    - ▶ The property hierarchy copes with both views.

- is\_clinical\_part\_of
  - is\_consistent\_of
  - is\_functional\_part\_of
  - is\_portion\_of
- is\_structural\_part\_of
  - is\_component\_of
  - is\_subdivision\_of

- ▶ Anything that is structurally a part of something is a clinical part of it
- ▶ Anything that is functionally a part of something is a clinical part of it
- ▶ etc.
- ▶ BUT NOT VICE VERSA.

# Also affects modularity

- ▶ We have chosen to model functional parts with physiology rather than with anatomy
  - ▶ To stick with the FMA view as far as possible in the Anatomy module.
- ▶ So we add the fact that the pleura are functionally part of the Lung in the `physiologic_processes` module rather than the anatomy module
  - ▶ Might even have a separate functional module
    - ▶ We can add information to a class in a new module

The screenshot displays two sections for the class `Pleura`:

**Class Annotations: Pleura**

| Property | Value   |
|----------|---|
| comment  | The covering of the lung.<br>(In FMA it is a separate organ rather than organ part for embryological reasons.)  |
| comment  | Treated as functionally part of the lung for pathophysiological purposes even though not structurally part of the lung for anatomical purposes.<br>See chapter on clinical anatomy in Burger et al. |

**Class Description: Pleura**

Equivalent Class (Necessary & Sufficient Criteria) \_\_\_\_\_

Subclass Of (Necessary Criteria) \_\_\_\_\_

- Organ
- has\_pairness **some** Paired
- is\_functional\_part\_of some Lung**

Inferred/Inherited anonymous descriptions (Necessary criteria) \_\_\_\_\_

Additions in *physiological\_processes.owl*

# Create pleuritis and classify

**Class Annotations: Pleuritis**

| Property | Value   | Lang |
|----------|---|------|
| comm...  | Pleuritis - Inflammation of the Pleura or any of their subdivisions |      |

**Class Description: Pleuritis**

Equivalent Class (Necessary & Sufficient Criteria) \_\_\_\_\_

**Inflammation**

**has\_locus some (Pleura or (is\_subdivision\_of some Pleura))**

Subclass Of (Necessary Criteria) \_\_\_\_\_

## ▶ Classify and check results

▶ A disorder of the lung but not a bronchitis or pneumonitis.

▶ as required

▶ *Anatomists & Clinicians can each have their own view*

- ▼ **Disorder\_of\_lung**
  - ☰ **Bronchitis**
  - ☰ **Pleuritis**
  - ▶ ☰ **Pneumonitis**

# Normality and Negation

- ▶ What does it mean to be normal or abnormal?
  - ▶ To have a disease
- ▶ We implement two notions -
  - ▶ NonNormal - anything noteworthy
    - ▶ Pathological - requiring medical intervention
      - ▶ *(including “watchful waiting” or an active decision not to intervene)*
      - ▶ *GALEN used “Intrinsically pathological” but not needed in OWL*
- ▶ Basic rules
  - ▶ Pathological → nonNormal
  - ▶ Normal = NOT nonNormal
  - ▶ nonPathological = NOT pathological

# Normality and negation

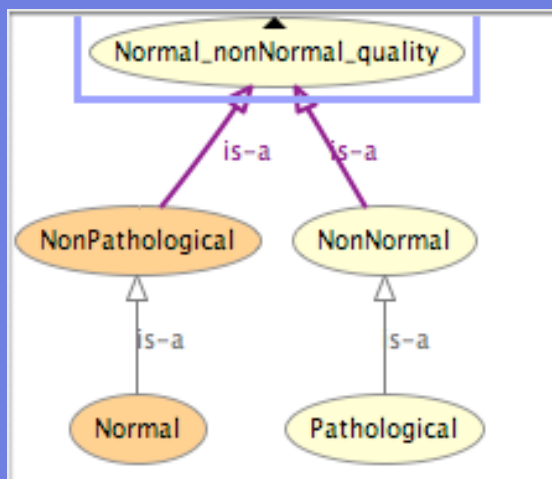
## ▶ Basic rules

- ▶ Pathological → nonNormal
- ▶ Normal = NOT nonNormal
- ▶ nonPathological = NOT pathological

## ▶ Remember

- ▶ subclassOf means “necessarily implies”
  - ▶ so Pathological is a subclass of nonNormal
- ▶ See the definitions of Normal-nonNormal\_quality in disorders.owl

## ▶ Let the classifier do the work...


























# Defining “disease” or “disorder”

- ▶ Hard, probably futile
  - ▶ The words are used in many different ways
  - ▶ Things referred to cross ontological boundaries
    - ▶ Lesions - e.g. tumours
    - ▶ Processes - e.g. infection or inflammation
    - ▶ Qualities - e.g. obstruction, malformation, elevation, ...
- ▶ Best just to say what is pathological
  - ▶ *let the classifier gather them up*
- ▶ Also classify along multiple dimensions
  - ▶ *include as many abstractions as are useful, no more and no less*



# Example from tiny tutorial ontology

- ▼  Disorder
  - ▼  Disorder\_of\_anatomical\_structure
    - ▶  Lobar\_pneumonia
    -  Ulcer\_of\_stomach
    -  Ulceration\_of\_stomach
  - ▼  Disorder\_of\_lung
    - ▶  Pneumonitis
  -  Fever
  - ▼  Pathological\_process
    - ▶  Erosion\_process
    -  Hypertension
    -  Infection
    - ▶  Infectious\_processes
    - ▶  Inflammation
    - ▶  Metabolic\_disorder
  - ▼  Pathological\_structure
    - ▼  Erosion\_lesion
      - ▶  Ulcer
    - ▼  Injury
      -  Abrasion
      -  Fracture
      -  Laceration
    -  Malignant\_tumour

# Note

- ▶ Commented version of my\_ontologies is in
  - ▶ [Specific\\_disorders.owl](#)
    - ▶ Make that the active ontology and compare

# Situations & Codes

- ▶ The package unit of information in electronic health records is a “Situation”
  - ▶ A patient as observed by a clinician at a time in a setting
- ▶ Adding a code to a event in a record is to assert that the event is a instance of that kind of situation
  - ▶ The event has at least all of the assertions comprising the individual codes
  - ▶ Allows easy expression of negation and classificaiton of results with recognition of equivalence

# Example: Head Trauma with/without intracranial bleeding with/ without Skull Fracture

## Class Description: Head\_trauma\_situation

Equivalent classes 

- Situation  
that includes some Head\_trauma

## Class Description: Head\_trauma\_with\_sk

Equivalent classes 

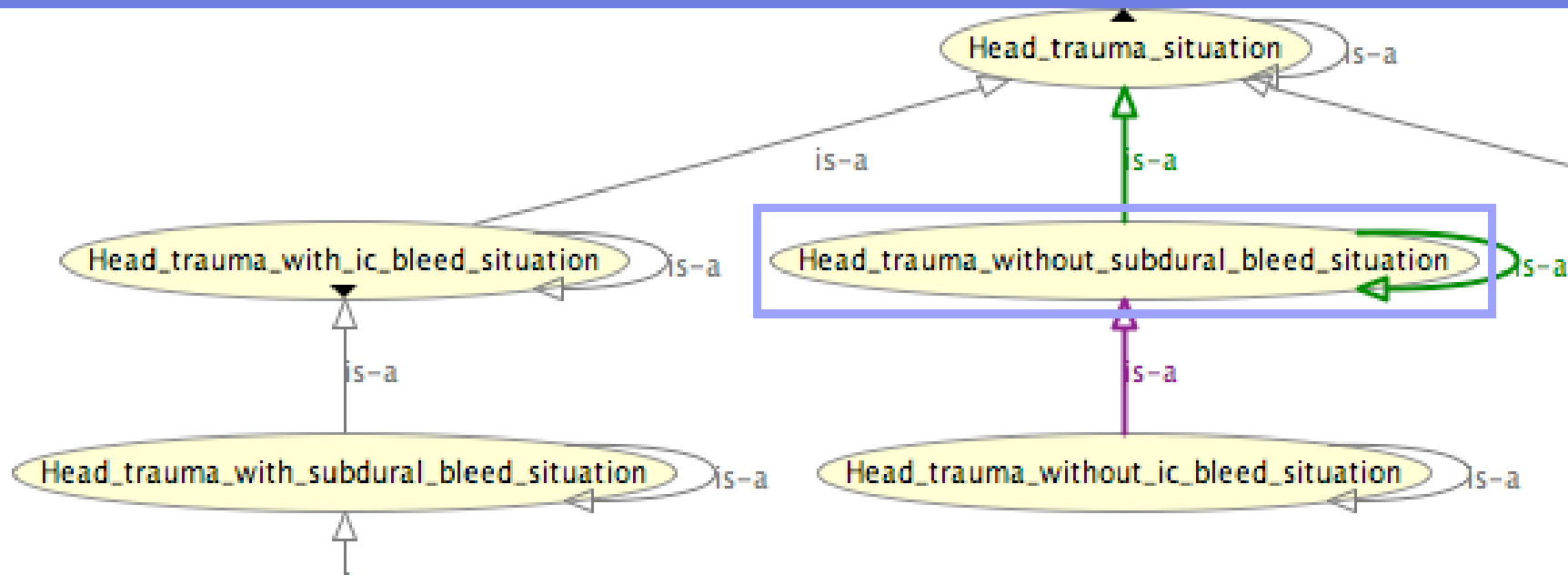
- Situation  
that includes some Head\_trauma  
and includes some Skull\_fracture

## Class Description: Head\_trauma\_without\_skull\_fracture\_with\_subdural\_bleed\_

Equivalent classes 

- Situation  
that includes some Subdural\_bleed  
and not (includes some Skull\_fracture)  
and includes some Head\_trauma

# Classification - Note automatic inversion of negatives



# Summary: Building Ontologies in OWL-DL

- Start with a taxonomy of primitive classes
  - Should form pure trees
  - Remember, to make disjointness explicit
- Use definitions and the classifier to create multiple hierarchies
  - Use existential (`someValuesFrom`) restrictions by default
  - Things will only be classified under defined classes
- Be careful with
  - Open world reasoning
    - Use closure axioms when needed
  - “some” and “only” – `someValuesFrom/allValuesFrom`
  - domain and range constraints
  - making disjoint explicit

# What OWL (DL) cannot do

- A subset of first order logic with two variables
  - “Binary relational”
    - n-ary relations require “reifying” the relation
      - i.e. re-representing the property as a class
        - » See n-ary relations note at W3C SWBP
    - n-ary predicates can always be represented as binary predicates
      - subject to other limitations of OWL
  - No representation for “same”
    - The Owner is the same as the Person responsible
      - But often can manage this by property-chains
  - No representation for “All-All” statements
    - “All licensed drivers are authorised to drive all cars”
      - Known to be tractable but no implementation available
  - Representation of “optional” properties is not standardised. Options:
    - Min cardinality 0
    - Member of the domain
    - Other.
  - No representation of uncertainty
  - No representation of defaults and exceptions

# What OWL (DL) cannot do

- Limited meta-representation
  - OWL DL is strictly first order
  - OWL-Full allows higher order representations but does not support reasoning
  - OWL 1.0 annotations, but seriously impoverished
    - (Odd interaction with RDF syntax issues)
  - OWL 1.1 has puns
  - See SWBP note: *Classes as Values*
- No higher order predicates
  - OWL-DL is strictly first order
    - “Members of endangered species”
- No closed world reasoning
  - Everything must be closed explicitly
    - Take care when transforming from databases



# Summary

- ▶ Knowledge is fractal
  - ▶ Enumeration is never ending
    - ▶ The power of logic / OWL is composition and classification
- ▶ Normalise ontologies for re-use and maintenance
  - ▶ Build DAGs (nets) out of Trees using classification
  - ▶ Use Modules to separate views and then bind them
- ▶ Diseases of the parts are diseases of the whole
  - ▶ ... but must be careful
- ▶ The property hierarchy can be used to support multiple views
- ▶ Some notions defy definition - e.g. “Disease”
  - ▶ When in doubt describe, classify and collect result bottom up
- ▶ Much more in the comments in the tutorial ontology
- ▶ and remember: ***“Ontologies are just one part of a system”***