

CO3L Summary

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Table of Contents

1	Introduction	2
2	Predicates Summary	4
3	Facets Summary	4
	Facets applicable to all entities	4
	Facets applicable to sets	5
	Facets applicable to <i>Classifiers</i> (Classes and Associations)	5
	Hierarchies and generalizations facets	5
	Facets applicable to attributes, arguments, operators and methods	6
4	Pre-defined data types	7

1 Introduction

CO3L is a very simple relational language for representing O3F ontologies. This section presents an example of an ontology specification. The other sections summarise existing predicates, facets and types.

The following is a partial ontology for the on-line shopping domain. The example illustrates some important CO3L features including class and association definition, hierarchy definition, predicate and propositional symbol definition, data type definition and the use of facets. Classes (as associations) may have attributes and methods, as is the case of the Product class defined below.

Ontology on-line-shopping {

Version : “beta temporary version”

Owner : “O3F Group”

Initial_date : 2010/09/01

Last_modification_date : 2010/09/01

Class(Product)

Attribute(Product, price, Price)

EntityFacet(Product.price, Mandatory, True)

Attribute(Product, quantity, Non_negative_integer_type)

EntityFacet(Product.quantity, Mandatory, True)

Attribute(Product, title, String)

EntityFacet(Product.title, Mandatory, True)

EntityFacet(Product.title, Distinct, True)

ActionMethod(Product, sell)

Argument(Product.sell, client_email, String)

EntityFacet(Product.sell, Return_type, Selling_completion_status_type)

EntityFacet(Product.sell, Return_role, Selling_completion_status)

Class(Author)

Attribute(Author, name, String)

EntityFacet(Author.name, Mandatory, True)

EntityFacet(Author.name, Distinct, True)

Attribute(Author, nationality, String)

Association(ProductAuthor)

Argument(ProductAuthor, product, Product)

EntityFacet(ProductAuthor.product, Multiplicity, 1..*)

Argument(ProductAuthor, author, Author, 1..*)

EntityFacet(ProductAuthor.author, Multiplicity, 1..*)

Class(DVD)

Class(CD)

Class(Book)

Class(Movie)

Class(Education)

Class(Entertainment)

```

Hierarchy(ProductHierarchy)
Subtype(ProductHierarchy, Product, DVD)
Subtype(ProductHierarchy, Product, CD)
Subtype(ProductHierarchy, Product, Book)
Subtype(ProductHierarchy, DVD, Movie)
Subtype(ProductHierarchy, DVD, Education)
Subtype(ProductHierarchy, DVD, Entertainment)

EntityFacet(ProductHierarchy, Root, Product)
EntityFacet(ProductHierarchy!Product, Complete, True)

Predicate(Best_price)
Argument(Best_price, price, Price)

PropSymbol(Gift_wrapped)
PropSymbol(Gift_paper_depleted)
PropSymbol(Unknown_product)

Class(Price)

Attribute(Price, currency, Word)
EntityFacet(Price.currency, Default_value, Euro)

Attribute(Price, amount, Non_negative_float_type)
EntityFacet(Price.amount, Mandatory, True)

Datatype(Non_negative_integer_type, Integer)
EntityFacet(Non_negative_integer_type, Smallest_instance, 0)

Datatype(Non_negative_float_type, Integer)
EntityFacet(Non_negative_float_type, Smallest_instance, 0)

Datatype(Selling_completion_status_type, Word)
EntityFacet(Selling_completion_status_type, Instances_set, Set(successful, unsuccessful)
}

```

2 Predicates Summary

Simple type definition Datatype(Name, Type)	Hierarchies Hierarchy(Name) Subtype(Hierarchy, Type, SubType)
Classifiers: classes and associations Class(Name) Association(Name) Attribute(Classifier, Attribute, Type) RelationalMethod(Classifier, Method) FunctionalMethod(Classifier, Method, Type) ActionMethod(Classifier, Method) Argument(Association, Role, Type) Argument(Classifier.Method, Role, Type) Key(Classifier, KeyName, Attribute)	Individuals ObjectDef(Name, Definition) Instance(Object, Type)
Operators and propositional symbols PropoSymbol(Symbol) Predicate(Name) Function(Name, Type) Action(Name) Argument(Operator, Role, Type)	Dependency relations Dependency(Name) DependencyArgument(DepRel, Role, Element)
Relationships between attributes and methods, and operators AttributeFunction(Classifier, Attribute, Function) FMethodFunction(Classif, Method, Function, Self) AMethodAction(Classif, Method, Action, Self) RMethodPredicate(Classif, Method, Pred, Self)	Facets and axioms Facet(Name) ValidFacetElement(Facet, Element) ValidFacetType(Facet, Type) EntityFacet(Entity, Facet, Value) Axiom(Name, Expression)

3 Facets Summary

Facets applicable to all entities

Facet	Possible values
Visibility	Private/Protected/Ontology/Public. Public is the default value
Access	Read_only, Final, Read_write....
Dependence	Derived / Derived_union / Dependent /Independent. Independent is the default value
Owner	Type specification

Facets applicable to sets

Facet	Possible values
Largest_instance	It depends on the type to which it is applied
Smallest_instance	
Instance_maximum_size	Non negative integer
Instance_minimum_size	
Default_instance	It depends on the type to which it is applied
Instances_set	Set of possible values (e.g., Set(on, off)).
Instances_sequence	Sequence of possible values and its order relation, Sequence(low, medium, high)

Facets applicable to *Classifiers* (Classes and Associations)

Faceta	Possible values
Materialization	Abstract/Concrete/Interface. Concrete is the default vaue
Realization	Word. Name of the realized interface
Process_control	Passive / Active. Passive is the default value
Association_type	Association, Aggregation, Composition. Association is the default value
Whole	Name / role of one of an association arguments
Part	

Hierarchies and generalizations facets

Faceta	Possible values
Root	<i>Type Specification.</i> Name of the hierarchy root node. By default, hierarchy nodes are not root nodes
Leaf	<i>Type Specification.</i> Name of one of the hierarchy leaf nodes. By default, hierarchy nodes are not leafs
Complete	Boolean. False is the default value.

Facets applicable to attributes, arguments, operators and methods

Faceta	Possible values
Maximum_value	It depends on the type to which it is applied
Minimum_value	
Maximum_size	Non negative integer
Minimum_size	
Default_value	It depends on the type to which it is applied
Values_set	Set of possible values (e.g., Set(on, off))
Values_sequence	Sequence of possible values and its respective implicit order relation (e.g., Sequence(low, medium, high))
Mandatory	Boolean. False is the default value for attributes. True is the default value for arguments
Distinct	Boolean. False is the default value
Scope	Classifier / Instance. Instance is the default value.
Navigability	Navigable / Non_navigable / Non_specified
Return_type	<i>Type Specification</i> . There is no default value
Return_role	Word. There is no default value
Arg_direction	In /Out / Inout. Inout is the default value. Arg_direction is not applicable to functions or functional methods
Arg_number	Natural (First argument is argument number 1)
Multiplicity	The same as in UML Class Diagram. Examples: 1, *, 3..*

4 Pre-defined data types

Type	Description
Thing	Any term. This is the root of the O3F type hierarchy.
Scalar	Any simple existing or to be declared datatype, such as Number, Word, Date and Set_of(Char)
Classifier	Any class or association
Number	Any number, including integers and floats
Integer	Integers, including naturals
Natural	Positive integers
Float	Floating point numbers
String	Character strings delimited by double quotes
Word	Character strings with only one word. It may contain any letter, number, the hyphen, and the underline. A Word cannot start with a number
Char	A single character delimited by quotes (e.g., 'a').
Boolean	<i>True / False</i>
CalendarDate	Represents a date in a given calendar. Format: <i>Calendar : Signal YYYY/MM/DD</i> <i>Calendar:</i> There are several calendars, including the Christian or Gregorian calendar (gc), the Islamic calendar (ic), and the Chinese calendar, which does not have a starting point (cc). Calendars are identified by their names, which are Words. <i>Signal:</i> Positive (+) is used for more recent dates than the calendar initial date (e.g., AC dates in the Christian or Gregorian calendar); Negative (-) is used for older dates than the calendar initial date (e.g., BC dates in the Christian calendar)
Date	Represents a positive date in the Christian (Gregorian) calendar: YYYY/MM/DD. YYYY/MM/DD is the abbreviated form of gc:+YYYY/MM/DD
Time	Time instant: HH:MM:SS:mmm
CalendarDate_and_time	Calendar:YYYYY/MM/DD-HH:MM:SS:mmm
Date_and_time	YYYY/MM/DD-HH:MM:SS:mmm
URL	URL, e.g., http://iscte.pt/ontologies
eMailAddress	eMail address, e.g., luís.botelho@iscte.pt

Type	Description
Collection	Any kind of collection. The elements of a collection may have all the same type or different types. Possible collections are bags (<i>Bag</i>), sets (<i>Set</i>) and sequences (<i>Sequence</i>).
Collection_of	The same as Collection but for collections of single type elements
Bag	Collection of possibly repeated elements in which the order is not important
Bag_of	The same as Bag, but for bags of single type elements. Example: <i>Bag_of Char</i>
Ordered_set	Collection of elements without repetition. The order is important
Ordered_set_of	Collection of elements of the same type, without repetition. The order is important
Set	Collection of different elements in which the order is not important.
Set_of	The same as <i>Set</i> but for sets of single type elements. Example <i>Set_of Person</i>
Sequence	Ordered collection of possibly repeated elements
Sequence_of	The same as Sequence but for a single type sequence of elements. Example <i>Sequence_of identity_number</i>

