

# Detecting Contradictory Beliefs About Complex Systems Using Ontologies

project model driven engineering

By  
Olivier Bellemans

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# 1. Introduction

# Train Control System (1)

## European Train Control System (ETCS)

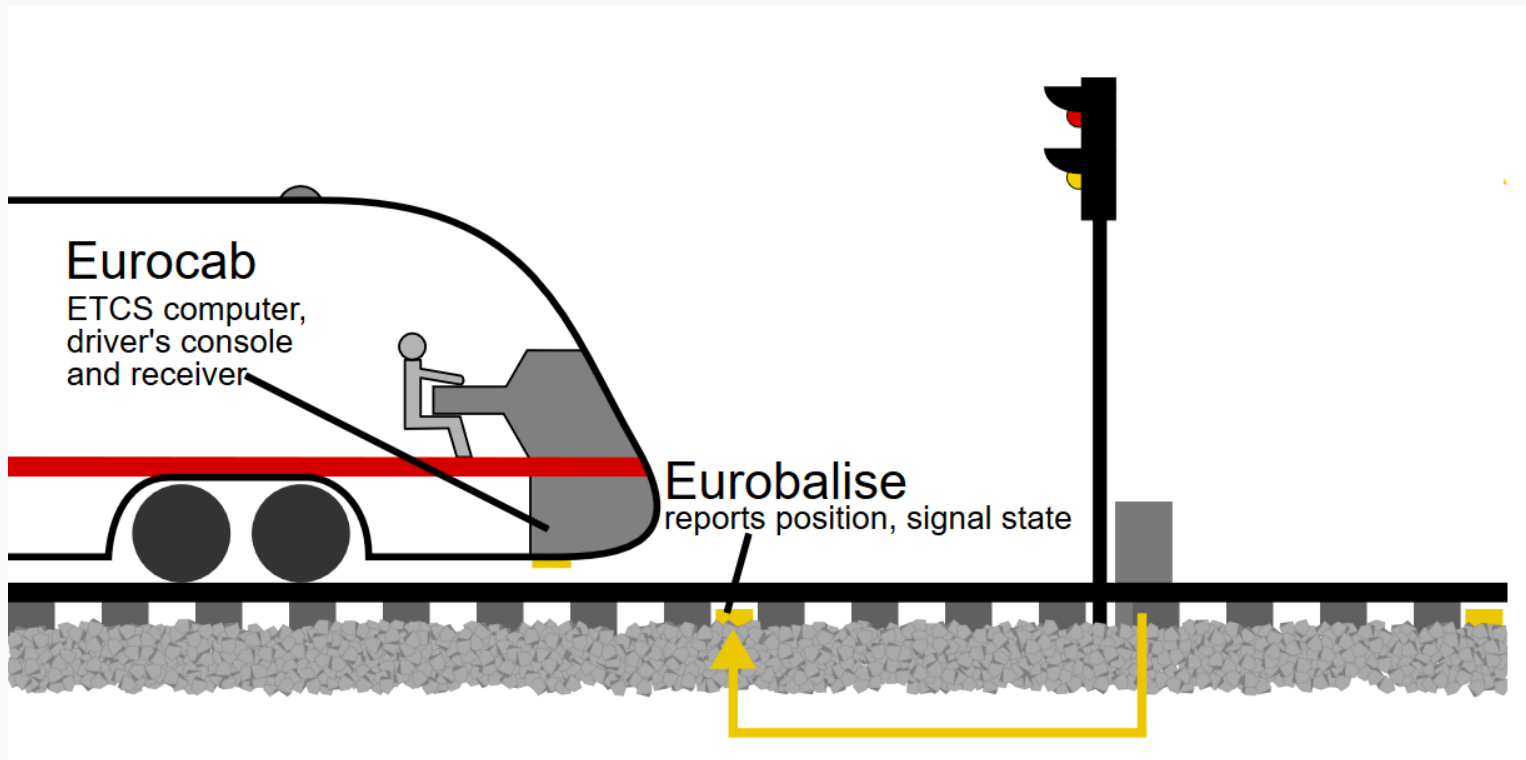


image adapted from [https://en.wikipedia.org/wiki/European\\_Train\\_Control\\_System](https://en.wikipedia.org/wiki/European_Train_Control_System)

# Train Control System (2)

A balise or **contact** transmits position and signal information

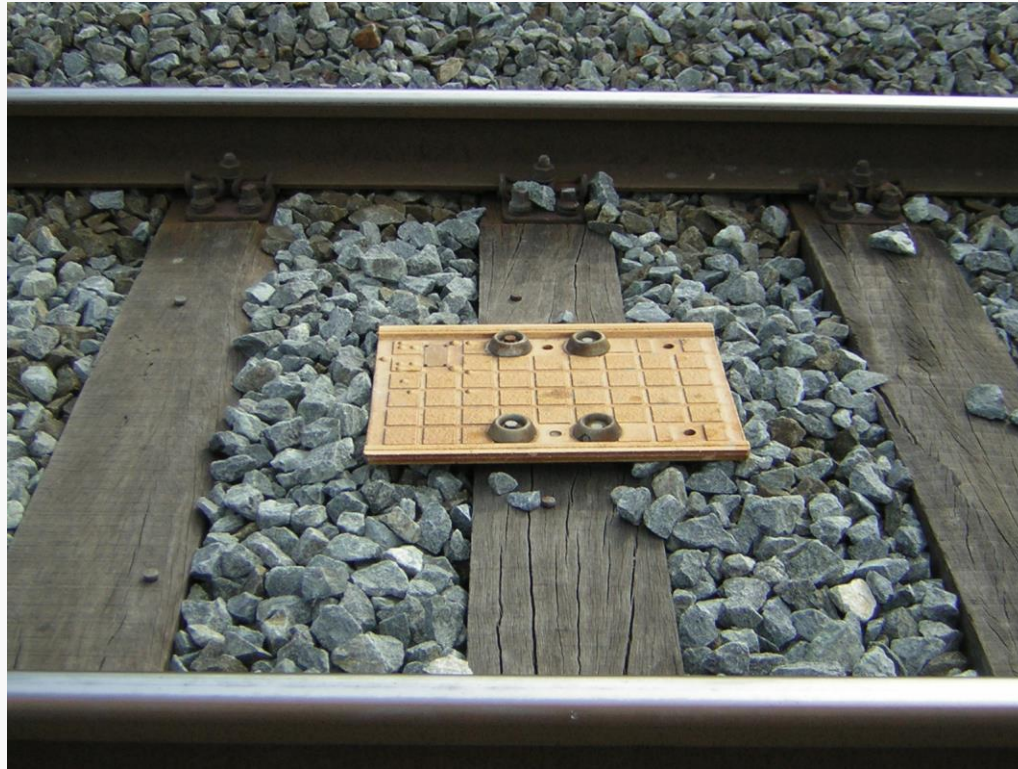


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# Train Control System (3)

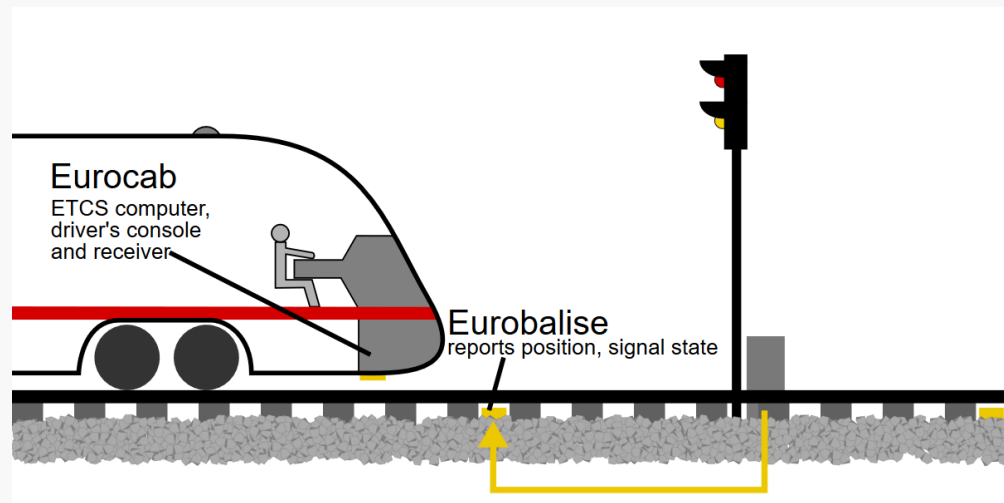
The **Crocodile**, still used in Belgium



image from [https://en.wikipedia.org/wiki/Crocodile\\_\(train\\_protection\\_system\)](https://en.wikipedia.org/wiki/Crocodile_(train_protection_system))

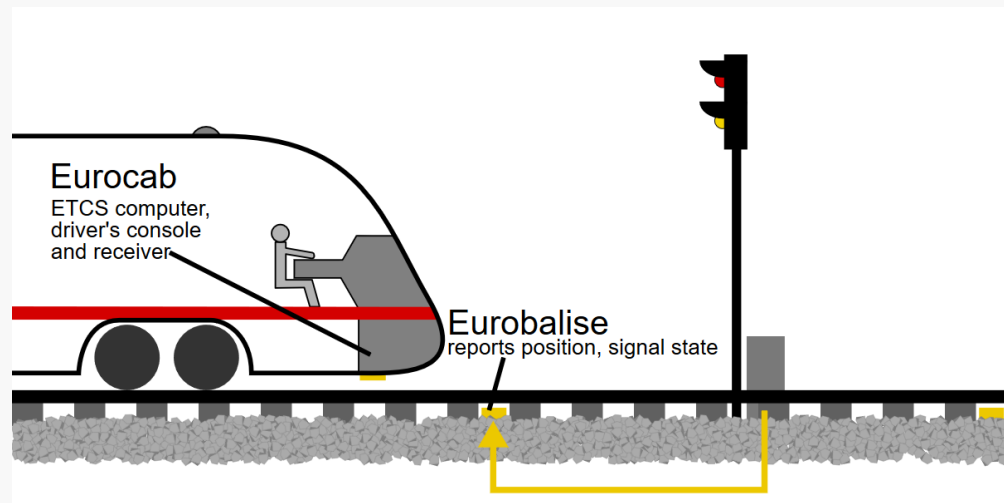
# Some Requirements

- When a balise is passed, position and signal information is transmitted to the train.



# Some Requirements

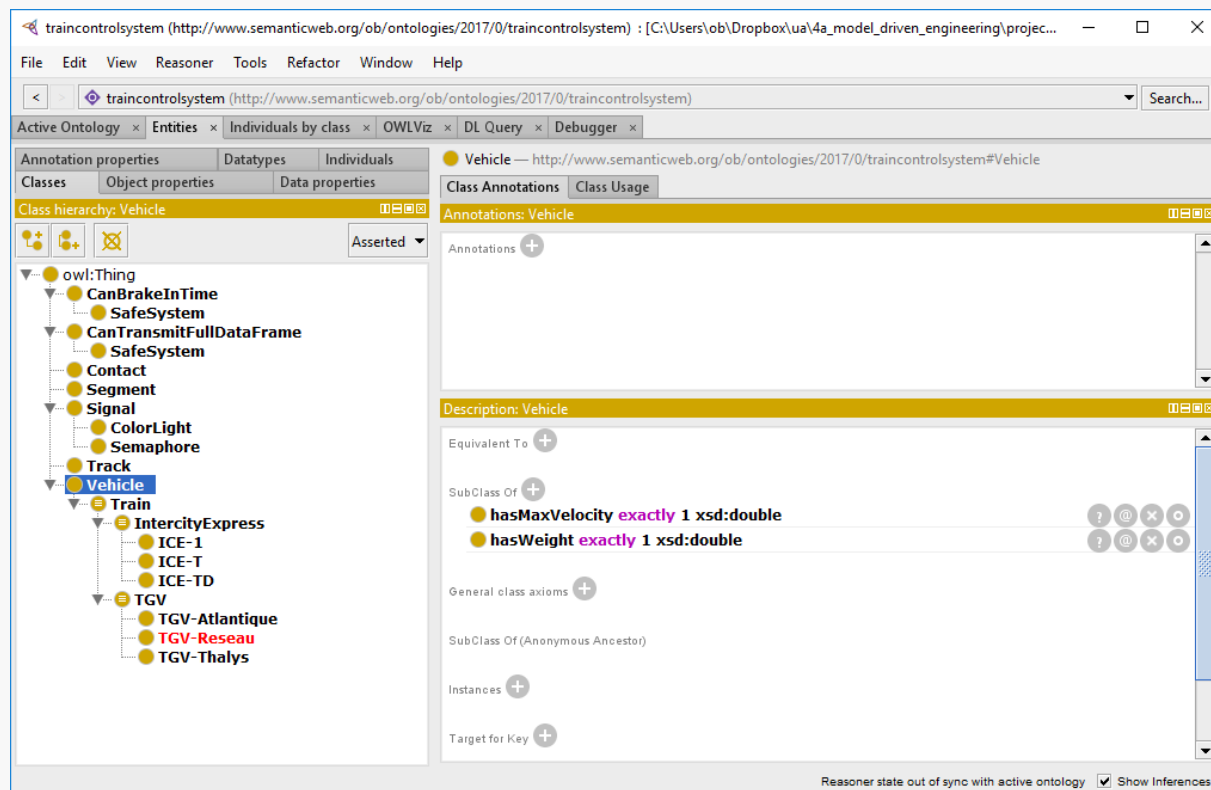
- When a balise is passed, position and signal information is transmitted to the train.
- Passing a yellow light triggers a warning. Driver must acknowledge warning, or train is stopped.





# Tool Used

## Open-source ontology editor **protégé**



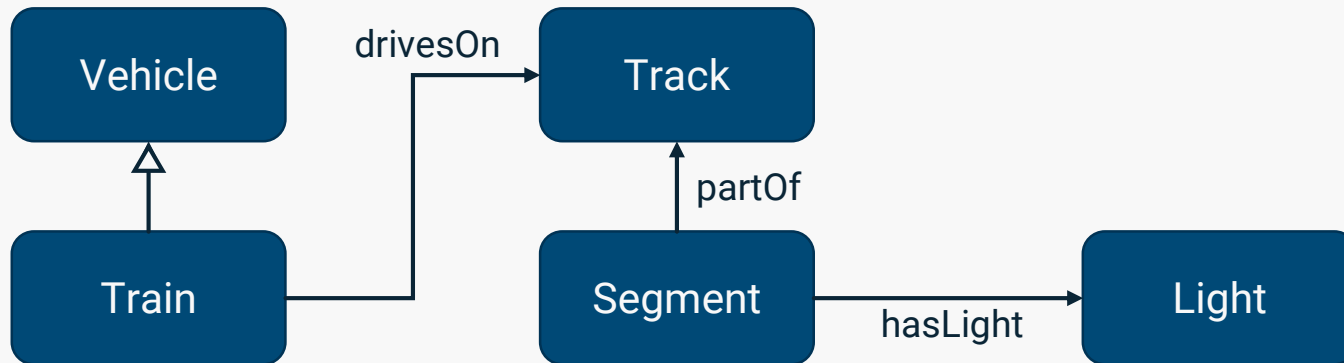
<http://protege.stanford.edu/>

## 2. Ontology Recap

# Definition

- An ontology is a model of a particular domain
  - Concepts/Classes
  - Relations
- Serves a purpose
  - Shared understanding
  - **Automated reasoning**
  - Interoperability

# Example



# Ontology Languages (1)

“A train is a vehicle”

- Predicate Logic

$$\forall x[Train(x) \rightarrow Vehicle(x)]$$

- Description Logic

$$Train \sqsubseteq Vehicle$$

- OWL Web Ontology Language

XML-based, Description Logic semantics

# Ontology Languages (2)

- Concept constructors:  $\sqcup, \sqcap, \neg, \forall r.C, \exists r.C, \geq_n r.C$   
(common ones)
- Concept axioms:  $\sqsubseteq, \equiv$

# Ontology Languages (2)

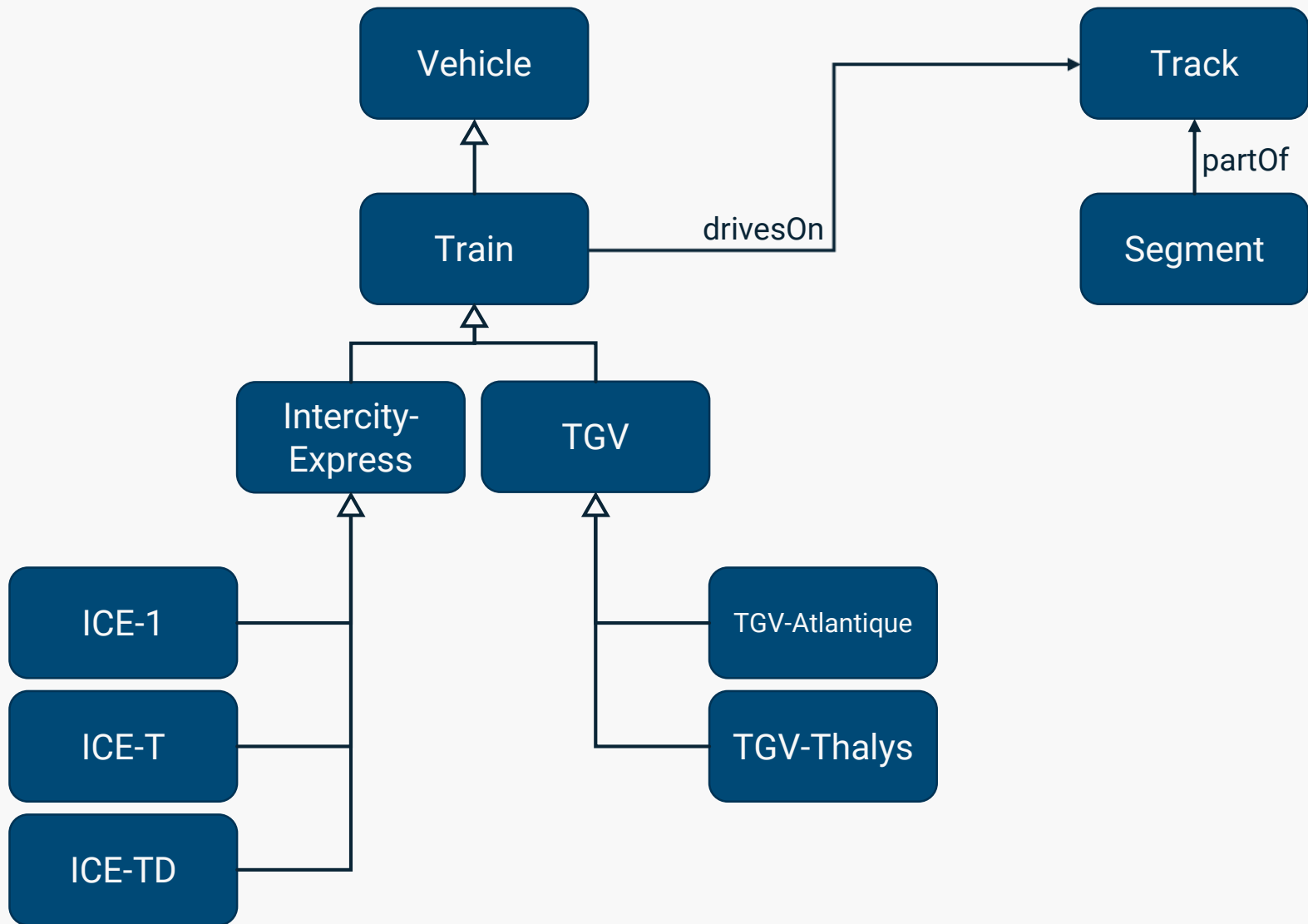
- Concept constructors:  $\sqcup, \sqcap, \neg, \forall r.C, \exists r.C, \geq_n r.C$   
(common ones)
- Concept axioms:  $\sqsubseteq, \equiv$
- Example:

*Vehicle  $\sqcap \leq_2 \text{hasPart.Wheel}$*

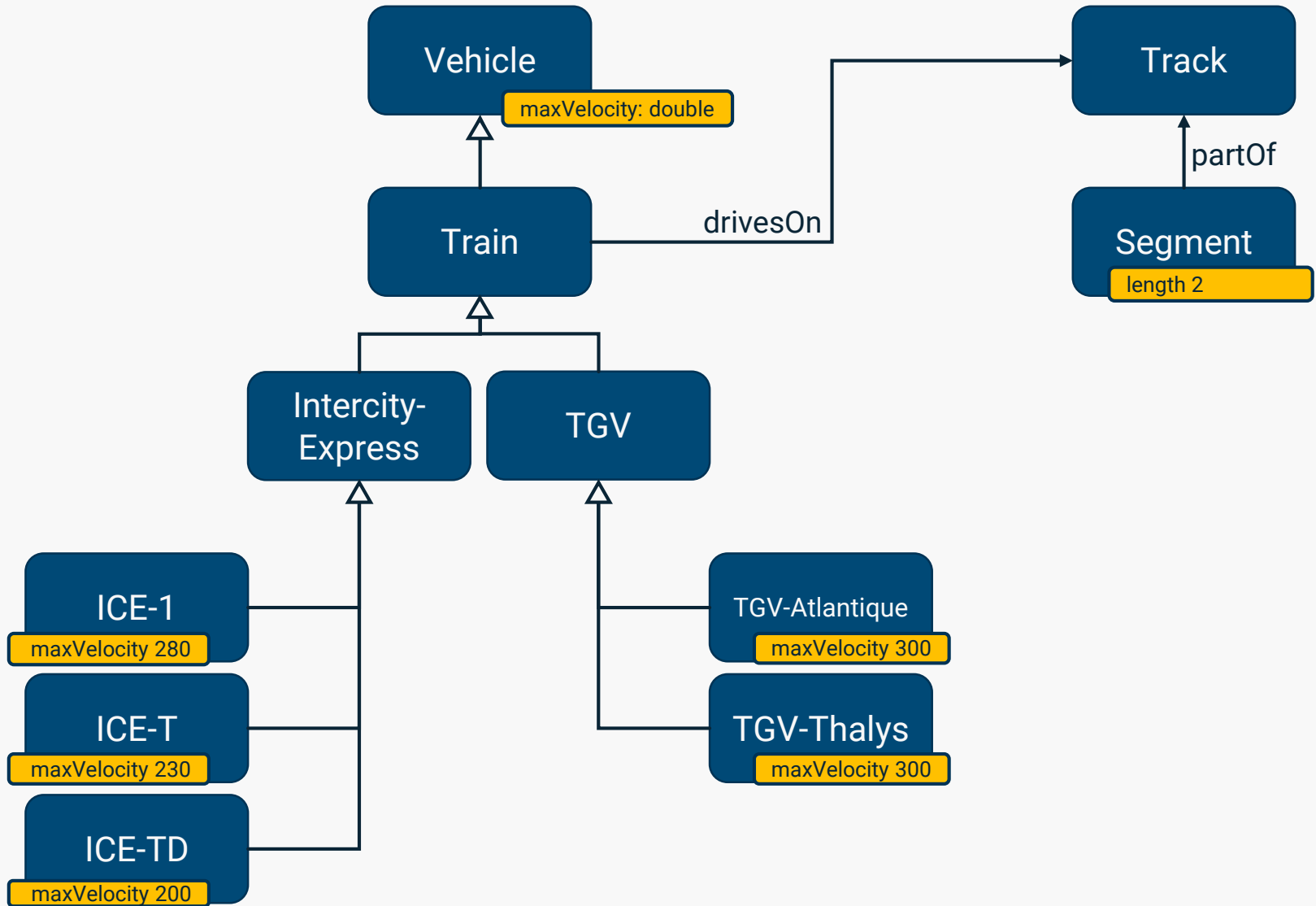
# **3. Train Control System Ontology**



# System Ontology



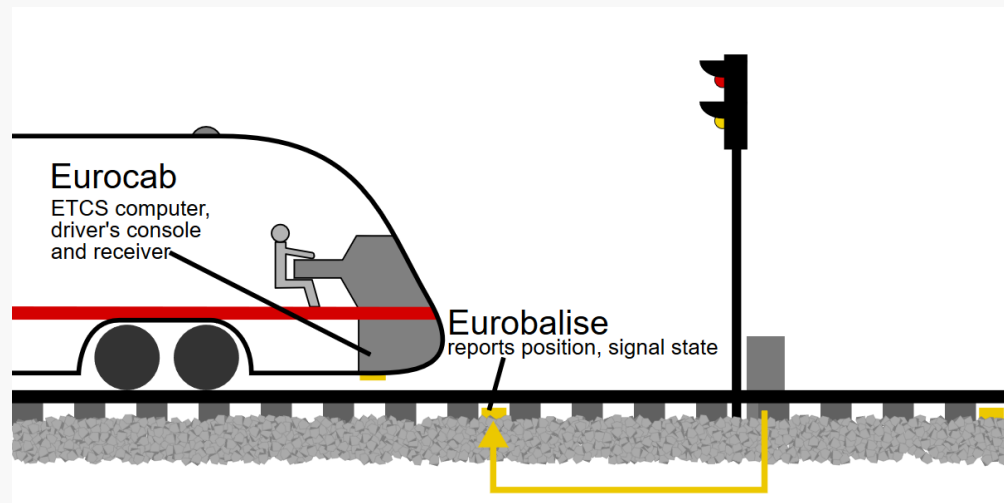
# System Ontology



# 4. Detecting Inconsistencies

# Requirement

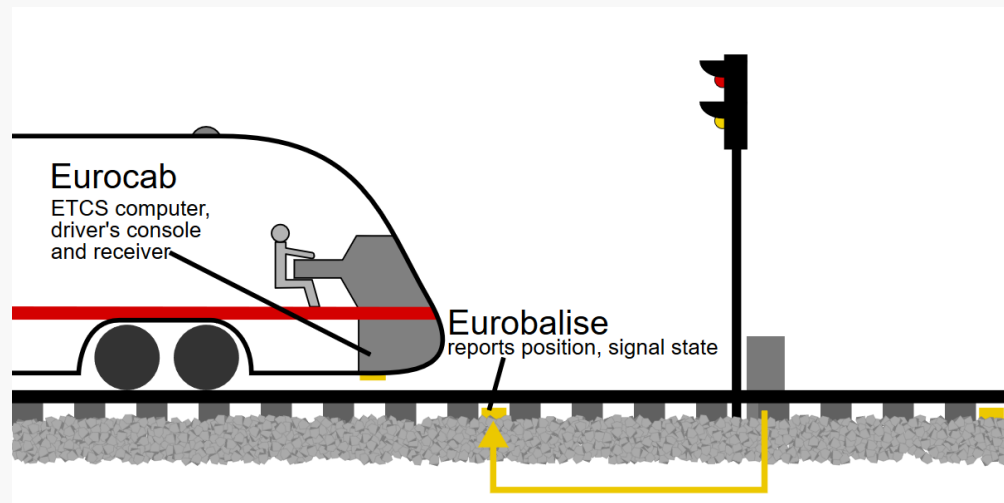
**Requirement.** Passing a yellow light triggers a warning. Driver must acknowledge warning, or train is stopped.



# Requirement

**Requirement.** Passing a yellow light triggers a warning. Driver must acknowledge warning, or train is stopped.

**Question.** Can the train stop in time to prevent a collision?



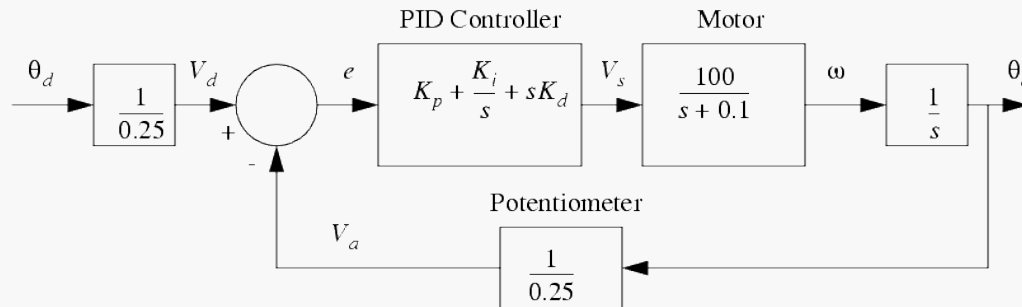
# Verifying Properties

- Assumptions
  - Train's *velocity* is at most 300km/h
  - Track *segments* are at least 2km in *length*

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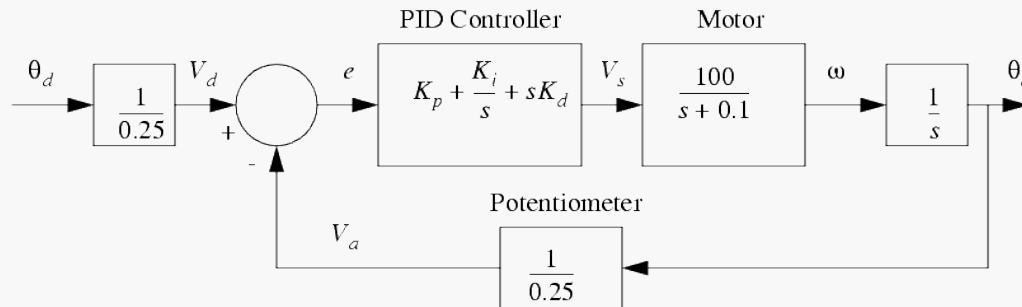
- Model



# Verifying Properties

- Assumptions
  - Train's velocity is at most 300km/h
  - Track segments are at least 2km in length

- Model



- Conclusions
  - Braking distance is 1.92km. The train can brake in time to prevent collisions.



# Constraining Entities (1)

all possible trains

control engineer: "maxVelocity <= 300"

mechanical engineer: "maxVelocity > 100"

ICE-1

maxVelocity 280

TGV-Thalys

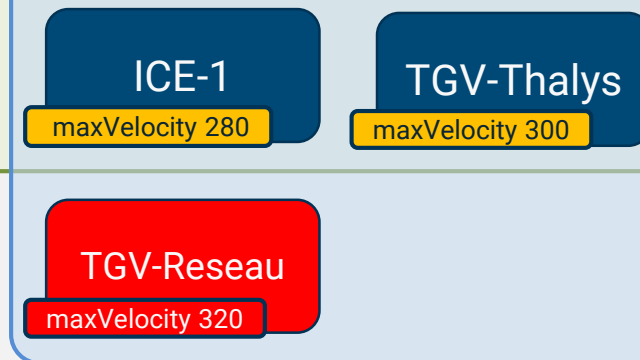
maxVelocity 300

# Constraining Entities (1)

all possible trains

control engineer: "maxVelocity <= 300"

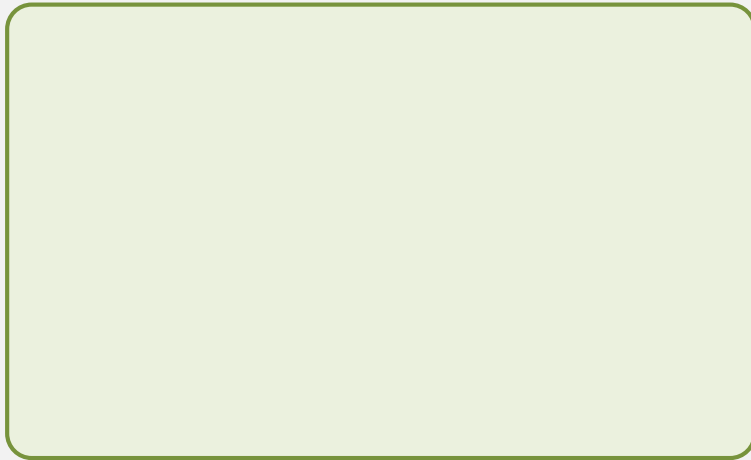
mechanical engineer: "maxVelocity > 100"



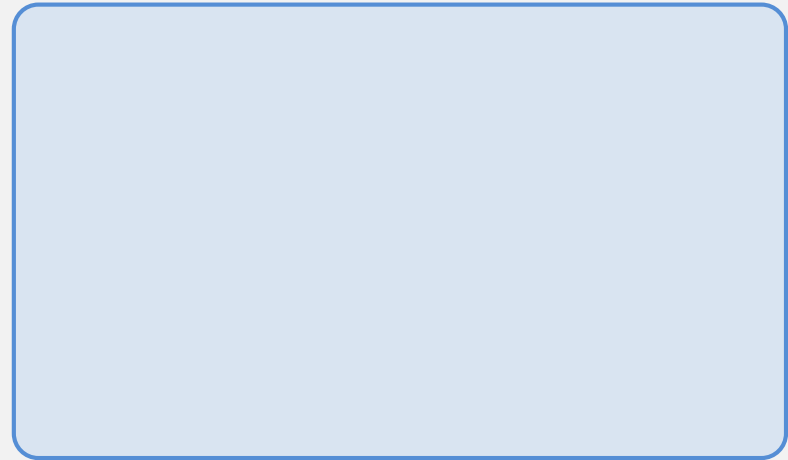
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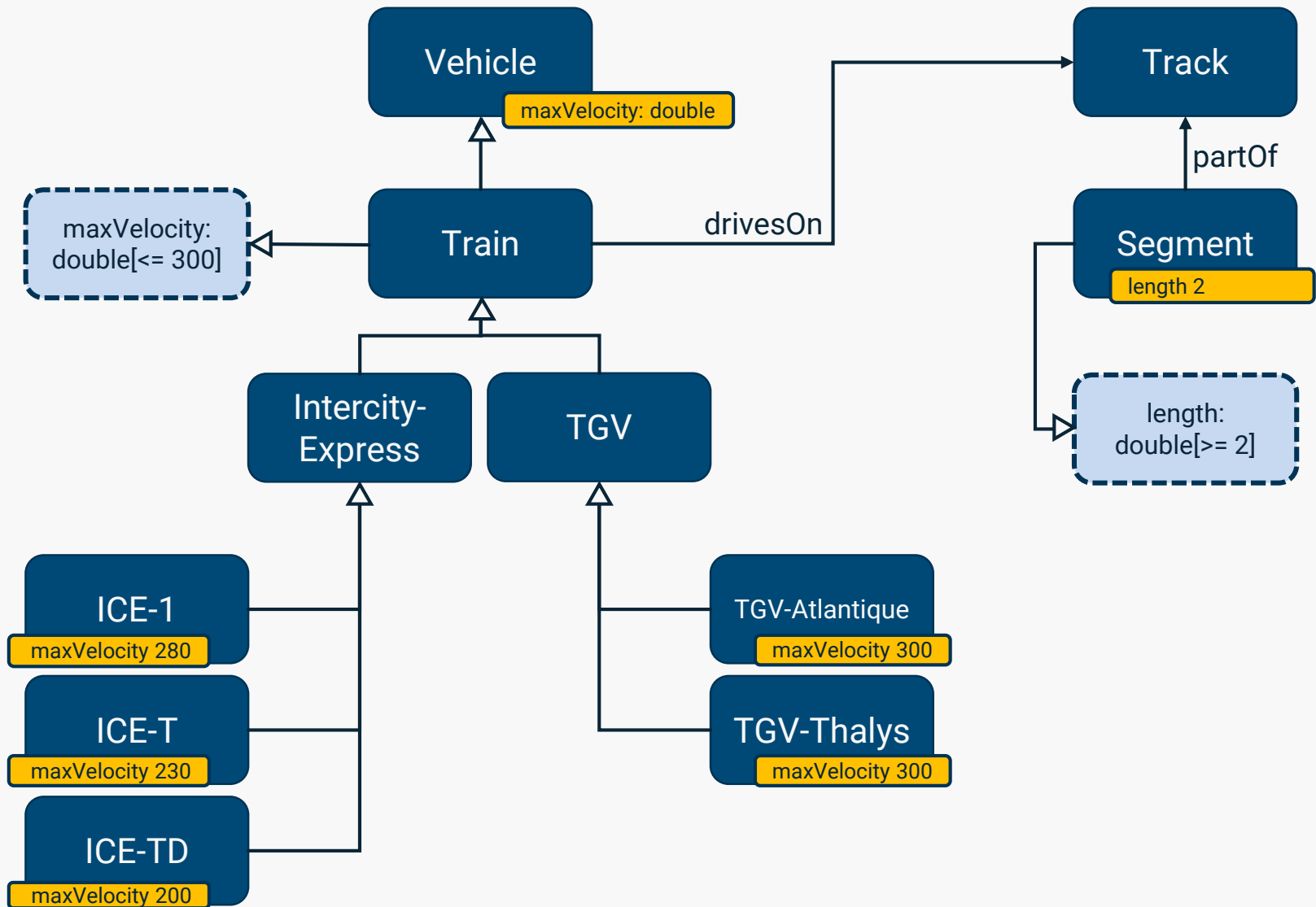
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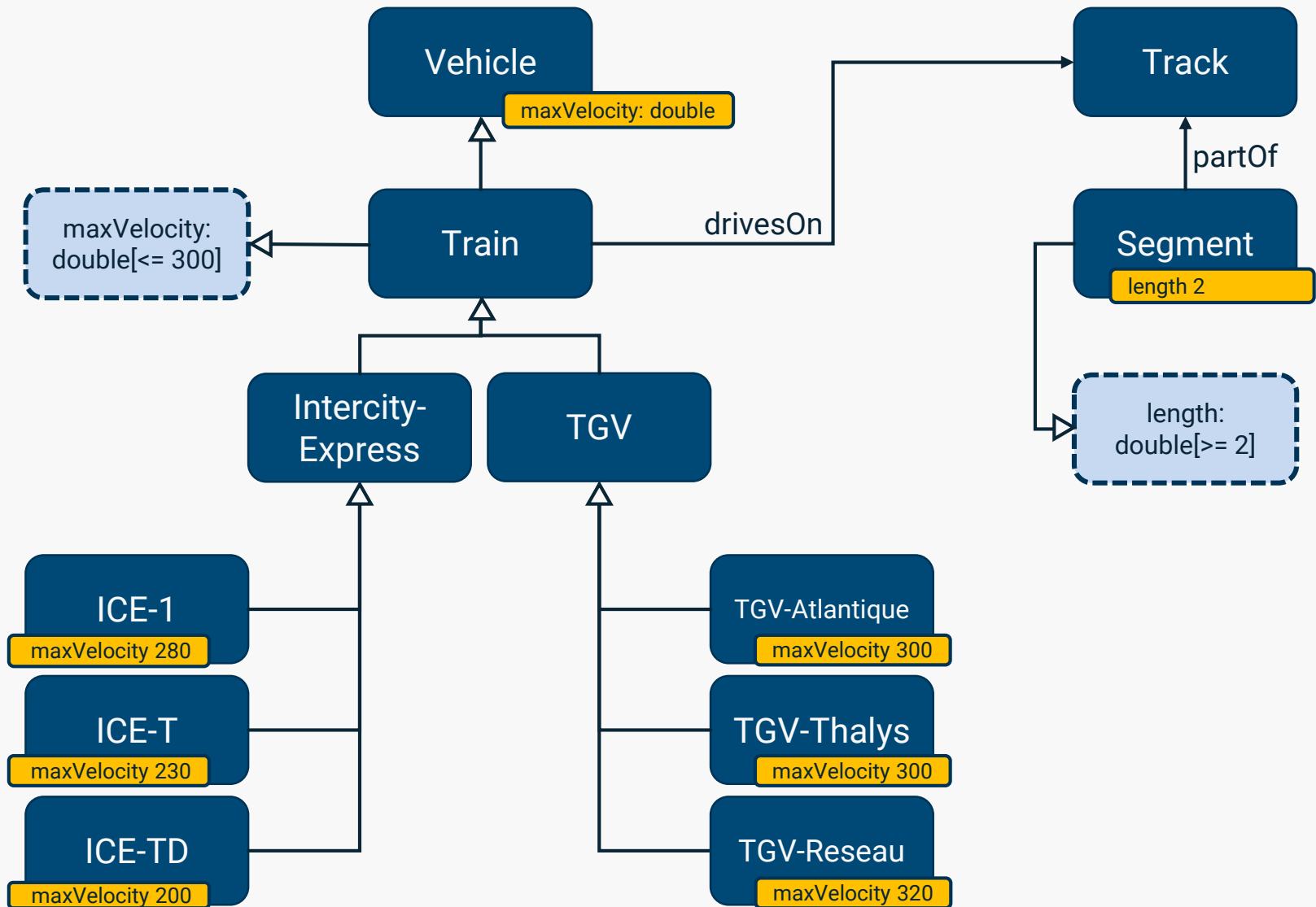
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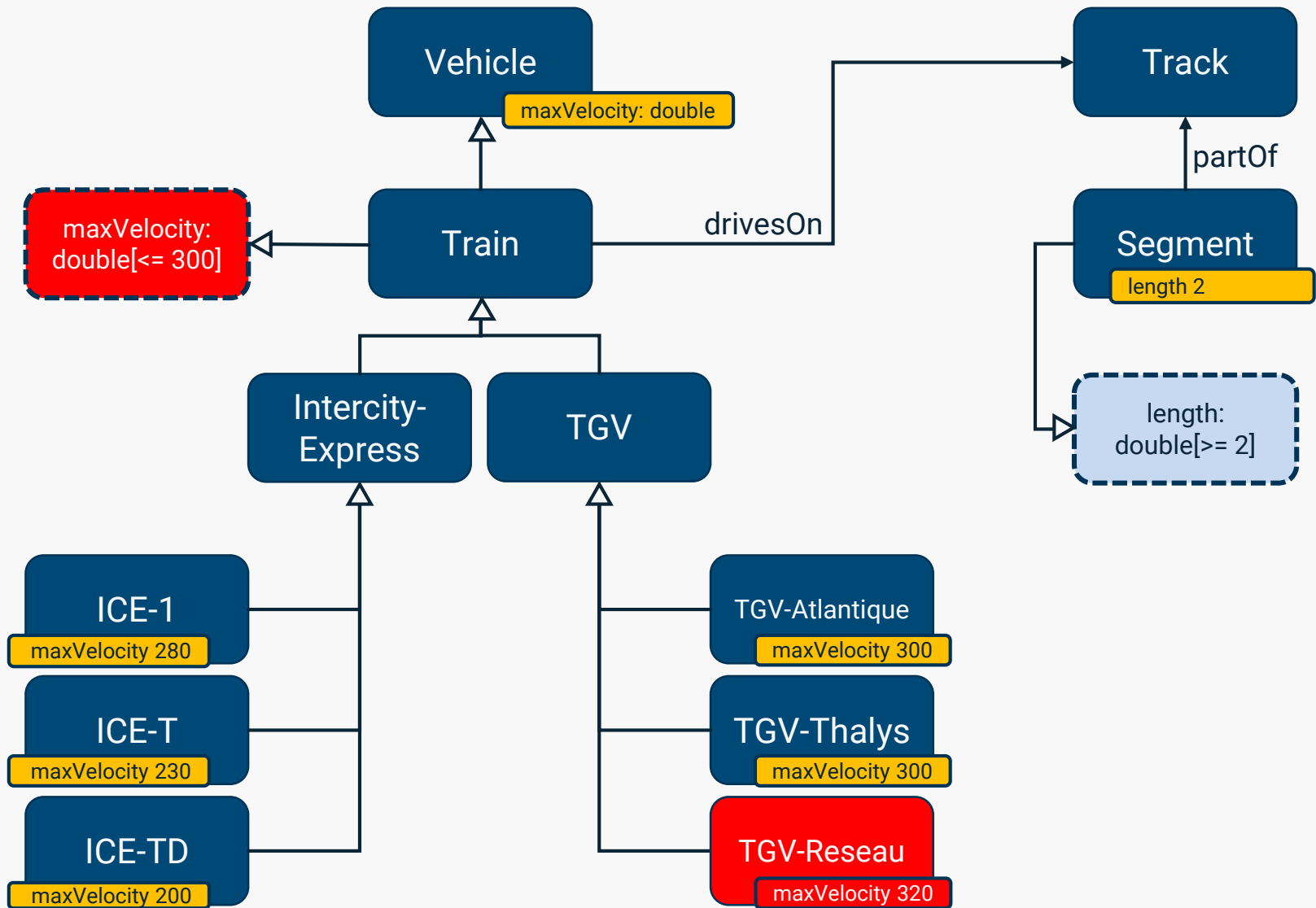
# Introducing an Inconsistency



# Introducing an Inconsistency



# Introducing an Inconsistency



# Pitfalls

Some OWL peculiarities

- Open world assumption
- No unique name assumption

# Questions



# References

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