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Abstract

This paper describes a set of closely related C++ software tools for manipulating XML (eXtensible Markup Language) schemas and XML instance files and translating them into OWL (Web Ontology Language) class files and OWL instance files. They include: (1) an XML schema parser, (2) an XML instance file parser generator, (3) the instance file parsers generated by the XML instance file parser generator, (4) an XML schema to OWL class generator, (5) a domain instance XML to OWL translator generator, and (6) the domain instance XML to OWL translators generated by the domain instance XML to OWL translator generator. These tools have been applied to information models for kitting environments and kitting plans. The main focus is on the last three tools, which differ significantly from existing resources. The paper also discusses differences between OWL and XML schema that make translation difficult, and how the tools overcome the difficulties. The tools were built at the National Institute of Standards and Technology in support of the Agility Performance of Robotic Systems.

Keywords: automatic, C++, information model, generator, ontology, OWL, schema, software, tool, translator, XML, XSDL
1 Introduction

The IEEE Robotics and Automation Society’s Ontologies for Robotics and Automation (ORA) Working Group is dedicated to developing a knowledge representation for robotics and automation. As part of this working group, the Industrial Robots sub-group is tasked with studying industrial applications of the knowledge representation. One of the first areas of interest for this subgroup is the area of kit building or kitting, which is a simple but non-trivial example of an assembly process. This is a process that brings parts that will be used in assembly operations together in a kit and then moves the kit to the area where the parts are used in the final assembly. It is anticipated that utilization of the knowledge representation will allow for the development of higher performing kitting systems and will lead to the development of agile automated assembly. The Agility Performance of Robotic Systems (APRS) project at the National Institute of Standards and Technology is working in collaboration with the ORA group to develop information models related to kitting, including a model of the kitting environment and a model of a kitting plan.

Early in its existence, the ORA group made a commitment to use OWL (Web Ontology Language) [10, 11, 16] for its models. As the authors used OWL, difficulties arose as described in Section 3. The models being built lent themselves to a more structured object model approach of the sort used in languages such as EXPRESS [17], C++ classes [22], and XML Schema Definition Language (XSDL) [6, 7, 8, 26]. It was decided to use XSDL as the language for initial modeling in the APRS project and to produce OWL models from the XSDL models. One author already had experience with XSDL and was building C++ software tools for manipulating XML schemas and instance files. To make the translation work easier and more reliable, additional C++ tools were built for that purpose.

Much research has been devoted to translating XML into OWL. A comparison between existing utilities can be found in [1, 3, 27]. Nevertheless, the existing software has many limitations. In some cases, the software converts only XML Schema [25] or requires an existing OWL ontology [20]. The majority of tools incorporate information from either XML schema files or XML instance files, but not both [4, 14, 15]. This precludes the creation of accurate OWL instances from XML instances that conform to an XML schema. Additionally, existing utilities do not scale well with input size or complexity, either requiring human verification and restructuring of the con-
verted file [15] or limiting the potential complexity of XML schema files by only analyzing a single schema at a time [14]. Finally, most tools are implemented using mappings encoded in XML stylesheets [24, 27, 28], which seem to scale in exponential time with the length of the converted document [4]. For all of these reasons, a different, scalable approach is needed.

Analogous research has been done in translating EXPRESS into OWL [2]. Many of the translation issues encountered in that work are the same as those found in XML to OWL translation.

The remainder of this paper focuses on the tools and how the translation tools were tailored to deal with the differences between OWL and XSDL. Section 2 describes the tools. Section 3 describes key differences between XSDL and OWL. Section 4 gives details about the software in the tools, and Section 6 presents conclusions and future work.

Reserved words from XSDL and OWL or from sample files are set in this font.

2 The Tools

Figure 1 shows the tools, the file types the tools manipulate, and the connections among them. The tools all run from a command window; they have no graphical user interfaces. This makes them independent of any operating system.

The files (domain.xsd and domain.owl) on the left side are information model files. They show how instances of information should be structured. For example, a point might be modeled in an information model as x, y, and z coordinate values. The files on the right side (domain-instance.xml and domain-instance.owl) are instance files that contain specific data instances that conform to an information model. For example, a specific point in an instance file might be (1, 2, 3), corresponding to the x, y, z model. Many instance files may correspond to a given information model.

The subject matter area of an information model is called its domain. The tools on the left and in the middle of Figure 1 are domain independent. Each tool will work with any XML schema that meets that tool’s restrictions on the usage of the XSDL. The restrictions vary among the tools. The tools on the right side of the figure are domain dependent. They take as input only XML instance files in the domain for which the tools were generated.

A typical scenario for using the tools is as follows.
Figure 1: Software Tools, Model Files, and Instance Files
• An XML schema model, domain.xsd, is built. There is no representation of building it on Figure 1.

• Optionally, the XML Schema Parser is used to check that domain.xsd is valid (Arrow A).

• The domain.xsd file is processed by the Domain Instance XML Parser Generator to generate code for parsing XML instance files that conform to domain.xsd. A Domain Instance XML Parser is compiled from the code (Arrows B and C).

• An XML instance file, domainInstance.xml, conforming to domain.xsd is built. There is no representation of building it on Figure 1.

• Optionally, the Domain Instance XML Parser is used to check that domainInstance.xml conforms to domain.xsd (Arrow D).

• The domain.xsd file is processed by the XML Schema to OWL Class Translator to produce the domain.owl file, which is the OWL model equivalent to domain.xsd (Arrows E and I).

• Optionally, an OWL tool is used to check that domain.owl is valid.

• The domain.xsd file is processed by the Domain Instance XML to OWL Translator Generator to generate code for a translator that translates XML instance files conforming to domain.xsd into OWL instance files conforming to domain.owl. The Domain Instance XML to OWL Translator is compiled from the code (Arrows F and H).

• The domainInstance.xml file is processed by the Domain Instance XML to OWL Translator to make the domainInstance.owl file, which conforms to domain.owl (Arrows G and J).

• Optionally, an OWL tool is used to check that domainInstance.owl is valid.

In the scenario just described, the step of running the Domain Instance XML Parser Generator may not be skipped because the parser code it produces is reused for building the Domain Instance XML to OWL Translator. The steps of the scenario that build code are taken only once, but the steps that deal with instance files (Arrows D, G, and J) may be repeated many times.
2.1 XML Schema Parser

As indicated by Arrow A on Figure 1, the XML Schema Parser (henceforth xmlSchemaParser) reads and writes XML schema files. It is able to handle almost all of XSDL. When it runs, it reads an input file, stores it in terms of a C++ class model of XML schemas, and reprints it in a file with almost the same name as the input file; “echo” is appended to the file name. The output file is formatted to be easily readable for humans who can read XSDL files directly. While it runs, the xmlSchemaParser prints what it is reading in the command window in which it is running. If there is any syntax error, the xmlSchemaParser stops reading at the point where the first error occurred, prints an error message, and exits; no output file is generated.

In comparison with commercially available tools and free tools, this xmlSchemaParser has few advantages for general use. However, since it uses a YACC-Lex parser, it is very fast. It runs in \( \mathcal{O}(N) \) time where \( N \) is the number of lines in the schema file. Also, it has one set of specialized options that were developed for another project. That is, the user has a choice of how documentation nodes are handled when the output file is generated. XSDL documentation nodes may be (1) deleted entirely, (2) formatted automatically for human readability, or (3) printed in a single string (for input to some other automatic formatting tool). In the second option, documentation nodes that have been specially formatted (as evidenced by extra indenting on one or more lines) are not reformatted. There is another option for retaining comments or removing them. That option has a simple implementation but requires that comments be located in the schema only where annotation nodes are allowed.

2.2 Domain Instance XML Parser Generator

The Domain Instance XML Parser Generator (henceforth xmlInstanceParserGenerator) reads an XML schema that models a particular domain and writes software for a parser that reads and writes XML instance files conforming to the schema. This is indicated by Arrows B and C on Figure 1. Because it generates five files in three different languages, the xmlInstanceParserGenerator

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\(^1\)Certain commercial/open source software and tools are identified in this paper in order to explain our research. Such identification does not imply recommendation or endorsement by the authors or NIST, nor does it imply that the software tools identified are necessarily the best available for the purpose.
is by far the most complex of the tools described in this paper. For a schema
up to several thousand lines long, however, it runs in a fraction of a second
on an ordinary desktop or laptop computer. If the number of complexTypes
in a schema file is \( N \), the time taken by the xmlInstanceParserGenerator is
\( O(N^2) \).

The files that are generated from the domain.xsd XML schema file (where
domain may be any name allowed by XSDL and C++) are:

- domain.lex — a Lex file for a lexical scanner used by the YACC parser.
- domain.y — a YACC file for a parser for XML files in the domain.
- domainClasses.hh — a C++ header file defining classes for the domain.
  Each class has two constructors, a destructor, and a printSelf function.
- domainClasses.cc — a C++ code file implementing the classes.
- domainParser.cc — a C++ code file with a main program.

If the XML schema file on which the xmlInstanceParserGenerator is operating
includes one or more other XML schema files, a pair of domainClasses
C++ files is generated for each additional schema file, but there is still only
one Lex file, one YACC file, and one main program file.

After the xmlInstanceParserGenerator has finished running, further process­ing builds a Domain Instance XML Parser. The flex Lex processor
[5, 19] is used to generate the C++ file domainLex.cc automatically from
domain.lex. The Bison YACC processor [5, 13] is used to generate domainY­
ACC.cc and domainYACC.hh automatically from domain.y. The four (or
more) .cc files are then compiled and linked in the usual way, i.e., by using
a Makefile in any operating system that uses standard Makefiles or by using
Visual Studio for MS Windows [12]. As described in Section 4, an additional
object file is also linked in.

In comparison with commercially available code generation tools, and
good free tools, the xmlInstanceParserGenerator has few advantages for gen­
eral use. The principal advantage to the authors is that we understand the
code and can add any functionality we need. In addition, the many months
invested in writing the code paid off in minimizing the time it took to build
the XML Schema to OWL Class Translator, and the Domain Instance XML
to OWL Translator Generator, each of which required only a week or so.
Another advantage is that all output code files are carefully formatted to be
human readable - if the reader is familiar with the language in which the file is written.

Another useful feature of the xmlInstanceParserGenerator is the ability to preserve changes made manually to the automatically generated domainClasses.hh header file if the input schema is modified and the header file is regenerated. If the arguments to the command that starts the xmlInstanceParserGenerator include -h domainClasses.hh, where domainClasses.hh is the old manually changed header file, any allowed changes in the old header file will be transcribed into the corresponding positions in the new header file that is generated. Two types of changes to header files are allowed. First, immediately after the list of #includes near the top of the file, a // style comment line may be inserted followed by more #includes. Second, immediately before the right curly brace that closes each class declaration, a // style comment line may be inserted followed by any lines that are syntactically correct in that position (for example, an attribute declaration or a constructor declaration). To accomplish the transcription of the latter type of changes, when the xmlInstanceParserGenerator starts, it reads the old header file and builds a map from class names to lists of character arrays containing the changes. When the new header is being printed, just before the printing of each class ends, the map is checked and the contents of the list of changes for that class are copied into the new header file. At the same time, “done” is put at front of the list to indicate that the changes for that class have been transcribed. After the new header file has been generated, the change map is checked to be sure all changes are marked done. If a change is not marked done, that implies that a class defined in the old header file is not present in the new one, and a warning message is printed.

Any manually written code implementing changes in the header file, such as a new constructor, should be put into a separate .cc file, not into domainClasses.cc. There is no problem with having multiple .cc files to implement a single .hh file, but it is not possible to use a second header file to modify classes defined in a first header file. Hence, making changes to the original header file is necessary to change classes, and some method of preserving the changes is desirable. Changing an underlying information model and adding attributes and functions to classes to support building an application are both frequently done, so being able to preserve manual changes to header files is valuable.

The subset of XSDL that can be handled by the xmlInstanceParserGenerator is more limited than that for the xmlSchemaParser. In particular, it
handles only schemas in which all type definitions are at the schema level, and it cannot deal with multiple namespaces. The xmlInstanceParserGenerator does not generate code to verify that an instance file satisfies key and keyref constraints in the schema.

2.3 Domain Instance XML Parsers

A Domain Instance XML Parser reads and writes XML instance files intended to conform to the domain.xsd information model. This is indicated by Arrow D on Figure 1.

The main program in domainParser.cc provides a text-based user interface, calls the YACC parser, and calls the routine that reprints the input XML instance file in the output XML instance file. As with the xmlSchemaParser, the name of the output file is almost the same as name of the input file; again, “echo” is appended to the file name. The Domain Instance XML Parsers require strict conformance of instance files to the syntax implied by the domain.xsd schema. Also like the xmlSchemaParser, while it runs, a Domain Instance XML Parser prints what it is reading in the command window in which it is running. If there is any syntax error, the parser stops reading at the point where the first error occurred, prints an error message, and exits; no output file is generated.

While a Domain Instance XML Parser does not check conformance of instance files to any key and keyref constraints that may be present in domain.xsd, it does check that all values of the XML built-in ID type in an instance file are unique and that every IDREF value is the value of an ID.

If the number of lines in an XML instance file is N, the time taken by a Domain Instance XML Parser is $O(N)$.

2.4 XML Schema to OWL Class Translator

The XML Schema to OWL Class Translator (xmlSchemaOwlClassGenerator) reads XML schema files and writes OWL files declaring OWL classes. This is indicated by Arrows E and I in Figure 1. The xmlSchemaOwlClassGenerator outputs one OWL class file for each input XML schema file. Each class file defines a syntactically complete OWL ontology. An XML schema file may be input either by being named in an argument to the xmlSchemaOwlClassGenerator or by being included in the named file or in another included file. Each OWL class file that is output contains an
information model with the same meaning as the corresponding model defined by an XML schema file. The correspondence between the content of an XML schema file and that of the corresponding OWL class file is described in Section 3. That section also describes restrictions on the subset of XSDL that may be used in a schema from which an OWL class file is to be generated.

If the number of complexTypes in a schema file is \( N \), the time taken by the xmlSchemaOwlClassGenerator is \( O(N^2) \).

### 2.5 Domain Instance XML to OWL Translator Generator

The Domain Instance XML to OWL Translator Generator (xml2owlGenerator) reads an XML schema and writes code for a Domain Instance XML to OWL Translator. This is indicated by Arrows F and H on Figure 1. The user provides a base name for the files to be generated on the command line that starts the xml2owlGenerator. If the base name is “domain”, the code files the generator writes are:

- **owlDomainClasses.hh** – a C++ header file defining classes for the domain. Each class has two constructors, a destructor, and a printOwl function.

- **owlDomainClasses.cc** – a C++ code file implementing the classes.

- **owlDomainPrinter.cc** – a C++ program with a main routine.

The constructors and destructors that are generated are identical to those produced by the xmlInstanceParserGenerator.

The xml2owlGenerator does not generate Lex and YACC files. The ones generated by the xmlInstanceParserGenerator are used instead. However, when domainYACC.cc is compiled, owlDomainClasses.hh is included rather than domainClasses.hh. The four .cc files are compiled and linked in the usual manner. As described in Section 4, two additional object files are also linked.

If the number of complexTypes in a schema file is \( N \), the time taken by the xml2owlGenerator is \( O(N^2) \).
2.6 Domain Instance XML to OWL Translators

A Domain Instance XML to OWL Translator reads an XML instance file conforming to domain.xsd and writes an OWL instance file conforming to domainClasses.owl. This is indicated by Arrows G and J on Figure 1. The two files have the same information content. The correspondence between the content of the XML instance file and that of the OWL class file is described in Section 3.

The Domain Instance XML to OWL Translators are very fast. If the number of lines in an XML instance file is $N$, the time taken by a Domain Instance XML to OWL Translator is $O(N)$. In an unexceptional test, a test file with 129,000 lines was translated in 0.45 seconds.

2.7 Limitations

The four handwritten tools shown in Figure 1 have different levels of capability in handling XML schema files. The xmlSchemaParser can handle almost any XML schema file. The xmlInstanceParserGenerator can handle only schemas in which all type definitions are at the top level and has other limitations that are not described in this paper. The translation tools (xmlSchemaOwlClassGenerator and xml2owlGenerator) have all the limitations of the xmlInstanceParserGenerator plus others that are described below.

3 XSDL and OWL

This section briefly describes XSDL models in Subsection 3.1, XML instance files in Subsection 3.2, OWL models in Subsection 3.3, and OWL instance files in Subsection 3.4. The descriptions of languages and file formats are sufficient only to support the explanation of translations. Full descriptions may be found for XSDL in [6, 7, 8, 26], for XML in [9], and for OWL in [10, 11, 16]. XSDL and OWL versions of the same small complete model are shown in Subsections 3.1 and 3.3. XML and OWL versions of the same small instance file conforming to the model are shown in Subsections 3.2 and 3.4.

Finally, Subsection 3.5 provides additional discussion of problems with using OWL that are circumvented by using the translation tools.
3.1 XML Schemas

XSDL is an object-oriented information modeling language. A model written in XSDL is called an XML schema. Data members may be represented in the model as elements. The contents of a schema normally include a root element and a number of type definitions. Objects are modeled as instances of complexTypes that may have elements. XSDL also includes built-in data types such as ID, integer, and string and supports specializations of built-in data types in simpleTypes. The following line.xsd schema file illustrates how a two dimensional Line might be modeled in XSDL using PointType and VectorType. The line numbers in this figure and subsequent figures are for the reader of this paper and are not included in the actual text of the files.

```xml
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema xmlns:xs="http://www/w3.org/2001/XMLSchema"
  elementFormDefault="qualified"
  attributeFormDefault="unqualified">

  <xs:element name="Line"
  type="LineType">
    <xs:annotation>
      <xs:documentation>
        Root element
      </xs:documentation>
      <xs:documentation>
        owlPrefix=ax
      </xs:documentation>
    </xs:annotation>
  </xs:element>

  <xs:complexType name="BaseType"
  abstract="true">
    <xs:sequence>
      <xs:element name="Name"
      type="xs:ID"/>
    </xs:sequence>
  </xs:complexType>
```

<xs:complexType name="LineType">
  <xs:complexContent>
    <xs:extension base="BaseType">
      <xs:sequence>
        <xs:element name="Point" type="PointType"/>
        <xs:element name="Vector" type="VectorType"/>
      </xs:sequence>
    </xs:extension>
  </xs:complexContent>
</xs:complexType>

<xs:complexType name="PointType">
  <xs:complexContent>
    <xs:extension base="BaseType">
      <xs:sequence>
        <xs:element name="X" type="xs:decimal"/>
        <xs:element name="Y" type="xs:decimal"/>
      </xs:sequence>
    </xs:extension>
  </xs:complexContent>
</xs:complexType>

<xs:complexType name="VectorType">
  <xs:complexContent>
    <xs:extension base="BaseType">
      <xs:sequence>
        <xs:element name="X" type="xs:decimal"/>
        <xs:element name="Y" type="xs:decimal"/>
      </xs:sequence>
    </xs:extension>
  </xs:complexContent>
</xs:complexType>
A graphical view of the line.xsd XML schema is given in Figure 3. In the figure, elements are shown as white rectangles. Three of the four complexTypes (LineType, PointType, and VectorType) are depicted as large shaded rectangles surrounded by dashed lines. The BaseType is not shown because it is never used as the value of an element. The irregular octagons are connectors joining a parent element to the elements in its type. Each type in the figure has two connectors because each of them is an extension of the BaseType and inherits the Name element from it.

In general, the translation tools require that input schemas have a completely uniform style of using XSDL. For example, XSDL does not require that type definitions in a schema have names and be at the top level of the schema, but in XML to OWL translation, we allow only schemas that meet those conditions. Requiring a uniform style does not limit what may be
modeled in any way.

In order that element names may be very similar to type names, we have adopted the conventions that all type names (and only type names) must end in Type, and that wherever it is reasonable to do so, the name of an element will be the name of its type with the Type suffix removed. For example, PointType is the type of the Point element of LineType.

Another requirement on complexTypes that we have imposed in order to support translation to OWL is that every complexType must have a Name element of ID type. The ID type is used to ensure that every Name for a named object in an instance file is unique throughout the file.

One complexType (child) may be derived from another (parent) by extending or restricting the parent. Restrictions of complexTypes are awkward and verbose in XSDL and are not allowed in schemas used with the translation tools. Extensions usually add elements. The child has all the elements of its parent plus any that are added by the extension. XSDL does not provide any method for a child type to have two parent types. In modeling terms, that means multiple inheritance is not possible. In the schema file above, the BaseType, which provides the Name element, is the parent of the other three types.

The scope of element names in XSDL is local to the type in which the element appears. In the example above, for instance, both Point and Vector have X and Y elements.

Several restrictions on the use of XSDL in schemas that are to be used as input to the translation tools have already been mentioned. Others follow.

Attributes not allowed: XSDL attributes are not allowed. It is always straightforward to replace an XSDL attribute with an element having exactly the same semantic content. Thus, disallowing attributes limits input syntax but not input semantics.

Namespace not allowed: XSDL and OWL both provide for using prefixes to implement separate namespaces. However, they do this at different levels of granularity. XSDL allows multiple schema files in a single namespace (or no namespace) while OWL puts each ontology file in its own namespace. No schema file that is to be processed by the translation tools may have a namespace or use a prefix.

OWL prefix specification required: In OWL, each namespace (i.e., file) must have a different prefix. One of these may be the empty prefix which is a
Handling Specialized Global way. would be assign that XML's XML in file. tree, it must be used. The instances are required. A colon will be added to the end of the prefix when it is used. In Figure 2, owlPrefix=ax is on line 15.

Handling of Key Limited: The handling of XSDL key is limited. This is because XSDL keys are element-based and apply only to specified instances of a type, while OWL hasKey statements are type-based and apply to all instances of a type.

Global Element Only for Root: An element may be declared at the top (global) level of a schema only if it is the root element. In this case it should appear before any type definitions.

Specialized Use of ID and IDREF: An XML instance file is a hierarchy that is structurally a tree. It is often a case in model building that we want the value of an element in one part of a tree to be in some part of the tree other than being directly below the element. In a model of a family tree, for example, the value of a cousin element will normally be that way. To deal with elements of this sort in XSDL, the usual method is to assign an identifier unique among all objects to each object that might be the value of some distant element. Then the value of the element would be the identifier. Any system processing the tree would be aware that when an identifier is the value of an element, the intent is really that the value of the element is the object identified by the identifier. The Name element of ID type discussed earlier, which is possessed by every instance of every complexType, serves as an identifier. References in an XML schema to Name identifiers must be of type IDREF (which is XML's built-in type for references to IDs). To enable translation, in the XML to OWL tools, it is also required that each element of type IDREF
have an annotation node with an appinfo node inside it that gives the name of the type of thing the IDREF is referencing. A file snippet with an example of that is given in Figure 4. The value of the DesignName element will be the name of an instance of KitDesignType, presumably to be found in a list of designs given elsewhere in the model.

1. <xs:complexType name="KitType">
2.   ...
3.   <xs:element name="DesignName"
4.     type="xs:IDREF">
5.     <xs:annotation>
6.       <xs:appinfo>KitDesignType</xs:appinfo>
7.     </xs:annotation>
8.   </xs:element>
9.   ...
10. </xs:complexType>

Figure 4: schema file snippet with IDREF

Other items not handled The following XSDL constructs are not usefully handled by the translation tools: choice, fixed, keyref, maxLength, maxOccurs of a sequence, minOccurs of a sequence, mixed, pattern, ref, list, substitutionGroup, unique. For some of these, if the construct appears in a schema, the XML to OWL tool will print an error message and exit. For others, the tool will print a warning message and ignore the construct.

3.2 XML Instance Files Conforming to XML Schemas

Under the XML standards, an XML instance file conforming to an XML schema must be in a different format than the schema and must contain different sorts of statements. An XML statement naming the XML schema file to which an instance file corresponds is normally given near the beginning of the instance file. Many different instance files may correspond to the same schema.

The form of an instance file is a tree in which instances of the elements of each type are textually inside the instance of the type.

The following line1.xml XML instance file conforms to the line.xsd XML schema. Names of elements in the schema become XML tags in the instance
file (e.g., `<Point>`). The line1.xml file models a line that passes through the origin and lies on the Y axis.

```xml
1. <?xml version="1.0" encoding="UTF-8"?>
2. <Line
3. xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
4. xsi:noNamespaceSchemaLocation="../xmlSchemas/line.xsd">
5.  <Name>Line_1</Name>
6.  <Point>
7.    <Name>Point_1</Name>
8.    <X>0</X>
9.    <Y>0</Y>
10.  </Point>
11.  <Vector>
12.    <Name>Vector_1</Name>
13.    <X>0</X>
14.    <Y>1</Y>
15.  </Vector>
16. </Line>
```

Figure 5: XML instance file line1.xml conforming to line.xsd

In XSDL, there is a rule that a valid instance of a complexType must have valid instances of the required elements of the type in the order given in the schema, and elements are required unless explicitly made optional in the schema. Thus, for example, the Line_1 instance of LineType shown above is valid since it has a valid Name element followed by a valid Point element followed by a valid Vector element. If it did not have those valid elements in that order, it would not be valid.

### 3.3 OWL Class Model

OWL is designed to support automated reasoning and is set theoretic. It is much more atomistic than XSDL, in that several OWL statements not required to be in any particular order are typical necessary to represent the equivalent of one XSDL complexType definition. OWL has several different but equvalent syntaxes. The OWL functional-style syntax has been used in the translation tools.

Here is the OWL lineClasses.owl ontology file equivalent to the line.xsd schema file in Subsection 3.1. The lineClasses.owl file was produced by
the xmlSchemaOwlClassGenerator. The first section of lineClasses.owl is a header. The other four sections (starting with a class declaration) each correspond to one of the four complexType definitions in line.xsd. The first five lines of the header are boilerplate used in all OWL files. The sixth line declares that the prefix ax should be used with this ontology. That prefix is specified in a documentation node of the root node of line.xsd. The beginning of the ontology name http://example/line/lineClasses.owl is provided by the user as an argument to the xmlSchemaOwlClassGenerator. The generator adds ...Classes.owl to the end – where ... is line in this case.

1. Prefix(xsd:=http://www.w3.org/2001/XMLSchema#)
2. Prefix(owl:=http://www.w3.org/2002/07/owl#)
4. Prefix(rdf:=http://www.w3.org/1999/02/22-rdf-syntax-ns#)
5. Prefix(rdfs:=http://www.w3.org/2000/01/rdf-schema#)
6. Prefix(ax:=http://example/line/lineClasses.owl#)
7. Ontology(http://example/line/lineClasses.owl)
8.
9. Declaration(Class(ax:Base))
10.
11. SubClassOf(ax:Line ax:Base)
12. SubClassOf(ax:Point ax:Base)
13. SubClassOf(ax:Vector ax:Base)
14. DisjointUnion(ax:Base
15.     ax:Line
16.     ax:Point
17.     ax:Vector)
18.
19. Declaration(Class(ax:Line))
20.
21. Declaration(ObjectProperty(ax:hasLine_Point))
22. ObjectPropertyDomain(ax:hasLine_Point ax:Line)
23. ObjectPropertyRange(ax:hasLine_Point ax:Point)
24. InverseFunctionalObjectProperty(ax:hasLine_Point)
25. FunctionalObjectProperty(ax:hasLine_Point)
26. EquivalentClasses(ax:Line ObjectIntersectionOf(
27.     ObjectSomeValuesFrom(ax:hasLine_Point ax:Point)
28.     ObjectAllValuesFrom (ax:hasLine_Point ax:Point))
29.
30.
30. Declaration(ObjectProperty(ax:hadByPoint_Line))
31. InverseObjectProperties(ax:hasLine_Point
32.   ax:hadByPoint_Line)
33. ObjectPropertyDomain(ax:hadByPoint_Line ax:Point)
34. ObjectPropertyRange(ax:hadByPoint_Line ax:Line)
35.
36. Declaration(ObjectProperty(ax:hasLine_Vector))
37. ObjectPropertyDomain(ax:hasLine_Vector ax:Line)
38. ObjectPropertyRange(ax:hasLine_Vector ax:Vector)
39. InverseFunctionalObjectProperty(ax:hasLine_Vector)
40. FunctionalObjectProperty(ax:hasLine_Vector)
41. EquivalentClasses(ax:Line ObjectIntersectionOf(
42.   ObjectSomeValuesFrom(ax:hasLine_Vector ax:Vector)
43.   ObjectAllValuesFrom (ax:hasLine_Vector ax:Vector)))
44.
45. Declaration(ObjectProperty(ax:hadByVector_Line))
46. InverseObjectProperties(ax:hasLine_Vector
47.   ax:hadByVector_Line)
48. ObjectPropertyDomain(ax:hadByVector_Line ax:Vector)
49. ObjectPropertyRange(ax:hadByVector_Line ax:Line)
50.
51. Declaration(Class(ax:Point))
52.
53. Declaration(DataProperty(ax:hasPoint_X))
54. DataPropertyDomain(ax:hasPoint_X ax:Point)
55. DataPropertyRange(ax:hasPoint_X xsd:decimal)
56. FunctionalDataProperty(ax:hasPoint_X)
57. EquivalentClasses(ax:Point ObjectIntersectionOf(
58.   DataSomeValuesFrom(ax:hasPoint_X xsd:decimal)
59.   DataAllValuesFrom (ax:hasPoint_X xsd:decimal))))
60.
61. Declaration(DataProperty(ax:hasPoint_Y))
62. DataPropertyDomain(ax:hasPoint_Y ax:Point)
63. DataPropertyRange(ax:hasPoint_Y xsd:decimal)
64. FunctionalDataProperty(ax:hasPoint_Y)
65. EquivalentClasses(ax:Point ObjectIntersectionOf(
66.   DataSomeValuesFrom(ax:hasPoint_Y xsd:decimal)
67.   DataAllValuesFrom (ax:hasPoint_Y xsd:decimal))))
68.
69. Declaration(Class(ax:Vector))
For each XSDL type defined in the XML schema, an equivalent OWL type is declared in the OWL ontology that is generated by the Class Translator. Also, for each element (other than Name) of each XSDL complexType, an OWL property is declared. If an XSDL type is a simpleType, the OWL equivalent is a DatatypeDefinition, and when it is used as the type of an element, the equivalent OWL property is a DataProperty. If the XSDL element type is a complexType, the OWL equivalent is a class, and when it is used as the type of an element, the equivalent OWL property is an ObjectProperty. The suffix Type is removed from the XSDL type name in order to make the OWL class name or DatatypeDefinition name. XSDL has built-in data types, such as xs:decimal. OWL uses many of the XSDL built-in data types directly. For these, translation is straightforward. For example, xs:decimal becomes xsd:decimal. The translation of line.xsd to lineClasses.owl provides examples of conversions of complexType and built-in type, but not simpleType.

The Name element required in every XSDL complexType has no counterpart in the OWL class equivalent to the complexType. In an OWL instance file, objects are usually named by a NamedIndividual declaration, so they do not have to be modeled in OWL classes. If there were a counterpart
to the XSDL Name in the equivalent OWL class, each object of the class would have two names: the explicitly modeled one and the one assigned by the NamedIndividual declaration. The purpose of requiring the XSDL Name is so that XML instances of complexTypes will have names that can be used as the OWL instance names.

In the OWL class file above, almost all statements about a given property or class are clustered together. This is not a requirement of OWL; it is a feature of the xmlSchemaOwlClassGenerator. After the header, the order of statements in an OWL ontology file is irrelevant.

As shown in Figure 6, the DataTypes and ObjectPropertyTypes are all declared globally in the ontology, not locally in a class. Hence, a method is required for making property names (such as x and y) that were local in XSDL be global in OWL. This has been done by constructing the property name by concatenating has with the XSDL type name (which is global), an underscore, and the XSDL element name. Thus, for example, we have the property names hasPoint_x, hasPoint_y, hasVector_x, and hasVector_y. Since the XSDL type names are unique within a schema file, and the element names are unique within a type, the OWL property names are unique within the ontology file.

In OWL, the domains and ranges of properties are specified using explicit DataPropertyDomain, DataPropertyRange, ObjectPropertyDomain, and ObjectPropertyRange statements.

If an XSDL element can occur at most once in a complexType, then a FunctionalDataProperty or FunctionalObjectProperty statement for the OWL property equivalent to the element is made.

If an XSDL complexType has one or more elements that are not optional, for each such element, an OWL EquivalentClasses statement is made saying that all members of the OWL class equivalent to the XSDL complexType and only members of that class have the OWL property equivalent to the element.

If an XSDL element of complexType can occur at most once, an OWL InverseFunctionalObjectProperty statement is made.

For each objectProperty, an inverse property is declared along with its domain and range. In the sample OWL instance file of Figure 6, hadByPoint_Line is the inverse of hasLine_Point. An explicit InverseObjectProperties statement is made to formalize the relationship of the two properties. Similarly, hadByVector_Line is the inverse of hasLine_Vector. In XSDL, under the line.xsd schema, an instance of a VectorType cannot be a PointType or
a LineType. In OWL, absent a statement to the contrary, a Vector could be a Point or a Line. To prevent that from being possible, the last statement in the Base class section of the OWL class file states that the Line, Point, and Vector classes form a DisjointUnion of the Base class. That means both (1) that no instance of Line, Point, or Vector can also be an instance of one of the others and (2) that any instance of the Base class must be an instance of one of its subtypes. The use in OWL of a disjointUnion (which implies both 1 and 2) rather than a disjointClasses (which would imply only 1) occurs because the BaseType was declared to be abstract in line.xsd.

The line.xsd and lineClasses.owl files do not use all XSDL and OWL constructs. The xmlSchemaOwlClassGenerator generates additional types of OWL statement corresponding to other XSDL constructs, as follows.

- An XSDL include statement is translated into an OWL import statement.
- XSDL simpleTypes are translated to OWL DatatypeDefinitions.
- XSDL comments are not translated.
- An XSDL documentation node in a type definition or immediately after the file header is translated into an OWL AnnotationAssertion. The text of the documentation is modified to reflect the facts (1) that type names do not end in Type in OWL, (2) that the Name element is not used in OWL, and (3) that the term element is not used in OWL.

- An XSDL documentation node in an element definition is not translated.

- An appinfo in an element of type IDREF is translated by making the type of the range of the OWL objectProperty equivalent to the element be the type identified by the appinfo. For example, the OWL range statement for the OWL property corresponding to the DesignName element on the third line of Figure 4 would be: ObjectPropertyRange(kt:hasKit_DesignName kt:KitDesign).
3.4 OWL Instance Files

OWL has no built-in distinction between an instance file and a model file. Instance definitions and class definitions can be mixed in the same file. A ClassAssertion about an instance may even implicitly declare a new class (if the name of an existing class is misspelled, for example). The authors, however, have adopted the convention that statements about instances must be put into separate files from statements about classes that do not deal with instances. OWL files with statements about instances are being called instance files. We have also adopted the convention that an OWL instance file must have an OWL Import statement that names the class file to which the instance file corresponds. As in XML, many different instance files may correspond to the same model (i.e., class) file. The translation tools write instance translators that read one XML instance file and write one OWL instance file each time the translator is used.

Here is line1.owl, the OWL equivalent of the line1.xml. The line1.owl file conforms to the lineClasses.owl OWL class file. The line1.owl file was produced by owlLinePrinter, an instance translator produced automatically from line.xsd by the xml2owlGenerator. The line1.xml file was used as input to the owlLinePrinter.

```xml
1. Prefix(xsd:=<http://www.w3.org/2001/XMLSchema#>)
2. Prefix(owl:=<http://www.w3.org/2002/07/owl#>)
4. Prefix(rdf:=<http://www.w3.org/1999/02/22-rdf-syntax-ns#>)
5. Prefix(rdfs:=<http://www.w3.org/2000/01/rdf-schema#>)
6. Prefix(:=<http://example/line/line1.owl#>)
7. Prefix(ax:=<http://example/line/lineClasses.owl#>)
8. Ontology(<http://example/line/line1.owl>)
9. Import(<file:lineClasses.owl>)

10. //*****************************************
11. // 1 start ax:Line Line_1
12. Declaration(NamedIndividual(:Line_1))
13. ClassAssertion(ax:Line :Line_1)
14. ObjectPropertyAssertion(ax:hasLine_Point
15. :Line_1 :Point_1)
16.
17. //*****************************************
18. // 2 start ax:Point Point_1
```

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Figure 7: OWL instance file line1.owl conforming to lineClasses.owl

The first five lines of line1.owl are the same boilerplate used for lineClasses.owl. As indicated by the eighth line of the file, the instances constitute an ontology.

As seen in the file, Line_1 is not defined using a hierarchy. Rather, the definition is given by a set of Declarations of NamedIndividuals, ClassAssertions, ObjectPropertyAssertions, and DataPropertyAssertions, all of which occur at the top level of the file. The owlLinePrinter, however, has used comments to divide subsets of the statements hierarchically into groups and used integers to indicate the hierarchical level of each group. This hierarchy matches the hierarchy of the Line root element of line1.xml.

Notice that the ax prefix is used in front of all the class and property names occurring in the OWL class file, but no prefix is used for the items
introduced in the instance file. The OWL spec provides that if one ontology imports one or more other ontologies (as on the ninth line of line1.owl), a prefix must be assigned to all but one of the ontologies (as on the sixth and seventh lines). The sixth line explicitly assigns the empty prefix to the items introduced in the instance file. We decided that instance files should use the empty prefix. Hence, every class file must have a prefix that is not the empty prefix.

The values of the Name elements in the XML instance files are used as the names of the objects in the OWL instance file.

If more than one NamedIndividual is created of any given instantiable class, under OWL’s open world assumption, unless a statement is made to the contrary, the individuals may be the same individual with two different names. Since, as in XML instance files (where it is implicit), the intent is that all NamedIndividuals be distinct, if there are two or more individuals in an instantiable class, at the end of the OWL instance file a DifferentIndividuals statement that lists all the individuals is made for the class. The sample file above has only one individual in each instantiable class, so it contains no such statement. Since all the instantiable classes or their ancestors are explicitly made disjoint in either a disjointClasses statement or a disjointUnion statement, NamedIndividuals of different classes cannot be the same individual.

3.5 OWL problems obviated by using the translation tools

A number of features of OWL [10, 11] and Protégé [16], a tool available for building OWL ontologies, make it impractical to build OWL models and instance files directly. The primary reason for this is that user errors in spelling the names of NamedIndividuals, properties, and classes are not recognized as errors.

OWL’s open world assumption allows that anything might be true that is not explicitly ruled out (1) by OWL statements directly, or (2) by reasoning from statements that have been made. The Open World assumption is appropriate in some contexts, however the kitting domain may be readily handled under a closed world assumption. Using an open world assumption introduces difficulty without providing any advantages.

Also, if the name of a class, property, or individual is used without being
explicitly declared as such in the file (as happens when a name is misspelled), that class, property, or individual is implicitly declared. Protégé does provide some help with spelling by having an auto complete window to use when expressions are being constructed. A misspelled term will appear as one of the choices while the user types, if the first few letters are correct.

Another problem is that, while constructing an OWL file, it is easy to omit OWL statements one intends to make. Omitting any one statement or any set of statements after the header in either lineClasses.owl or line1.owl will not be an OWL error and will not cause Protégé to flag any error or give any warning. The same would be true of many other OWL files.

Finally, Protégé does not check completely whether an OWL file conforms to the OWL spec. For example, if an OWL instance file imports an OWL class file and the prefix declared for both files is the empty prefix, no error will be signaled, even though the OWL spec says explicitly that this is not allowed.

Some of these issues can be detected, and research aimed at developing better OWL consistency checkers is ongoing [18, 23]. One utility, Pellet, offers some support for advanced reasoning and debugging [21]. In our tests, the Pellet command line linter was able to detect spelling errors within OWL, but Pellet was unable to detect a missing statement. Further, Pellet seems to support OWL XML syntax, but was unable to parse functional style syntax. Limitations still remain.

The use of an undefined type in an XML schema file is an error, and readily available XML tools will detect and flag it. Similarly, a missing element in an instance file will be detected and flagged. If an IDREF is made to an ID that has not been used, that will be detected and flagged. If a portion of an XML schema file is omitted, in many cases, that will be detected when the file is read, and in most cases an error will be signaled if an instance file is read that conforms to the complete intended schema file. Thus, almost all spelling errors that will pass in OWL will fail in XML, and most errors of omission that will pass in OWL will fail in XML.

The translation tools do not make spelling errors or errors of omission. Hence, by using them on tested XML schemas and instance files, correct OWL files may be produced. In addition, it is easier to work with XML files since (1) they are structured while OWL files are not, and (2) XML files are about half as long as the equivalent OWL files.

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4 Software Details

As mentioned previously, the source code for the four hand-written XML to OWL tools (all of which take an XML schema file as input) is primarily in C++. All of them use xmlSchemaClasses.cc (classes for representing XSDL structures), xmlSchema.y (the YACC parser for schema files), and xmlSchema.lex (the lexer used by the YACC parser). In order to deal with XSDL pattern constraints, the xmlSchemaParser and the xmlInstanceParserGenerator also use a second YACC-Lex parser built from pattern.y and pattern.lex. Each of the four tools has a C++ file dedicated to its particular job in addition to the other files. The largest of those is xmlInstanceParserGenerator.cc at over 11,000 lines.

The source code for three of the four tools defines a generator class containing all the functions needed for the tool as well as a set of variables for data about the XML schema being processed. The xmlSchemaParser does not need a generator class since it does not process included files and is not generating anything new. The YACC parser in the xmlSchemaParser builds a model of the input schema. The rest of the xmlSchemaParser just needs to print out the model. In the xmlSchemaOwlClassGenerator and the xmlInstanceParserGenerator, if include commands are used in the schema, so that more than one schema file is to be processed, a separate instance of the generator class is created for each included file. In those tools there is one or more additional output files for each additional input file. The xml2owlGenerator outputs the same number of files regardless of the number of included schema files, so it requires only one instance of its generator class.

The source code for the automatically generated domain instance XML parsers and domain instance XML to OWL translators was partially described in Subsections 2.2 and 2.5 of Section 2. To help with writing XML instance data, these tools also link in an object file compiled from the hand-written domain-independent xmlSchemaInstance.cc file. The OWL instance file writer needs help from that file because primitive OWL data is XML data. The domain instance XML to OWL translators also link in the object file compiled from the hand-written domain-independent owlInstancePrinter.cc file, which contains a set of functions that know how to print specific types of OWL constructs.
5 Conclusions and Future Work

This paper has described a suite of domain-independent software tools that enable the completely automatic generation of OWL model files and instance files from XSDL model files and XML instance files. To create OWL model files and OWL instance files, the user needs only to create XSDL model files and XML instance files. The tools do the rest.

We are using these tools in connection with our work in robotic kitting. The tools should be useful in other projects using OWL if the domain of the project is controllable and XSDL is adequately expressive to build a model. The software tools presented differ from existing utilities. By incorporating both the XML schema and instance files, we are able to produce OWL instances conforming strictly to the corresponding XML schema. Input schema files can be complex and may include other schema files. The produced OWL instances do not require human refactoring or manipulation. Finally, the Domain Instance XML to OWL Translators, which are the only tools needing to be run more than once for a given model, scale in linear time with the number of lines in an instance file.

Future work on the XML to OWL tools might be directed towards (1) expanding the range of XSDL syntax that the three generators can handle, and (2) making the generators run in $O(N \log N)$ time rather than $O(N^2)$ time. The first target for expanding the range of syntax is handling attributes as well as elements. The speed might be improved as indicated by using more efficient search mechanisms with lists of pointers to classes.

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References


