

Archeology for Ontology Patterns

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Abstract

Ontology Patterns for the semantic web are closest in spirit to software patterns, e.g. [1]. They are, or should be, motivated by design experience, not philosophical tradition. The software pattern community was launched into prominence as the result of an effort in "software archeology": digging through existing software, observing and cataloging different solution methods, generalizing and classifying them in a sensible framework, and publishing the result. In this talk I will argue for an archeological and less theoretical approach to ontology patterns, with examples.

References

1. Gamma, Helm, Johnson, and Vlissides (1995) Design Patterns. Addison-Wesley, 1995.

Further Information

For further information, please visit:

<http://ontologydesignpatterns.org/wiki/WOP:2010/KeynoteTalk>