CIDOC CRM 101 with Notre-Dame de Paris

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Pedagogical material revamped from:

CIDOC CRM as a Language for Cultural Heritage Level A1

Hands-on CIDOC CRM 101

- Starter exercise: This is a
- Lesson 2: What's there to talk about?
- Lesson 3: What's it called?
- Lesson 4: What kind of thing is that?
- Lesson 5: What happened?

CIDOC CRM Ontology and Modelling, Where to Begin?

Language of

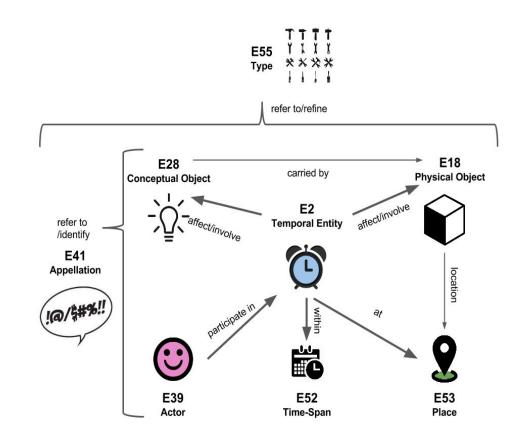
90+- Classes / Nouns & 160 +- Properties / Verbs

The Standard: Link

Friendly Representation: Link

What is CIDOC CRM?

- "The overall scope of the CIDOC CRM can be summarised in simple terms as the curated knowledge of museums..."
- A lingua franca for cultural heritage specialists to express and exchange knowledge in a machine readable format
- A collaborative effort to support:
 - a generic model of recording of "what has happened" in human scale
 - generate huge, meaningful networks of knowledge by a simple abstraction: history as meetings of people, things and information



CIDOC CRM Starter exercise: This is a ...



Lesson 1: This is a ...

The most basic thing that we can and must assert in our formal language to begin communicating about any object is what something is.

X is the thing we are talking about.

"X is a Y."

Y is the kind of thing we say it is.

Rdfs:type is the verb that lets us say X is a Y.



Lesson 1: Examples

Natural Language

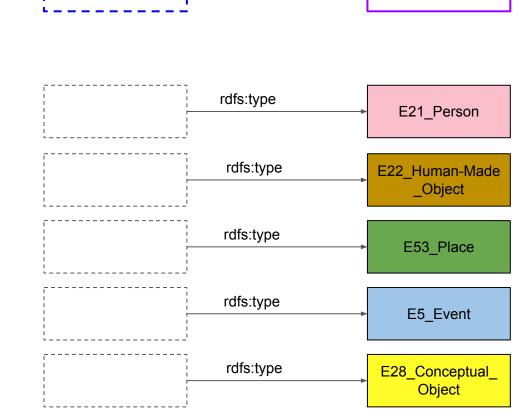
The person is a E21 Person

The Eiffel Tower is a E22 Human Made Object

The place Paris is a E53 Place

The event World War II is a E5 Event

The play Hamlet is a E28 Conceptual Object



rdfs:type

E1 CRM Entity

Anything single,

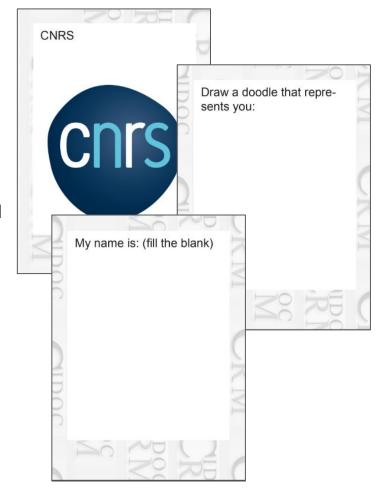
identifiable thing in

the world

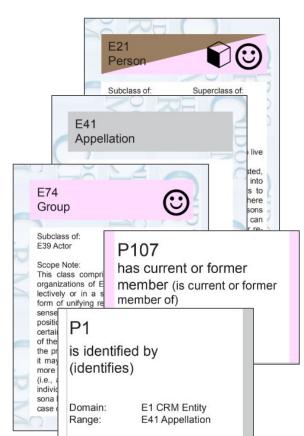
Exercise 1

- Get the instance card that represent your institution
- Get 2 blank cards and fill the information in

- Let's make 2 triples:
- Your name is ...
- I am part of ...



Starter deck



Starter deck

Superclass of:

E42 Identifier

ns, either mea-

ements of signs

x, that are used

o and identify a

class or category

E35 Title

Exercise 1a

 Get the instance card that represent your institution

 Get 2 blank cards and fill the information in

Let's make 2 triples:

Your name is ...

I am part of ...

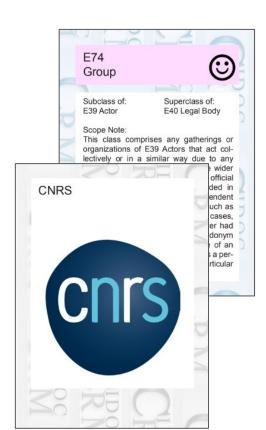


Starter deck

Exercise 1b

- Get the instance card that represent your institution
- Get 2 blank cards and fill the information in

- Let's make 2 triples:
- Your name is ...
- I am part of ...



P107

has current or former member (is current or former member of)

Domain: E74 Group Range: E39 Actor Subclass of:
E20 Biological Object
E39 Actor

Scope Note:
This class comprises real persons who live or are assumed to have lived.

Legendary figures that may have existed,

ers to

where

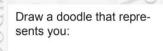
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Lesson 1: Learning Outcomes / Review

| Natural Language Sentence Types | |
|---------------------------------|-----------|
| | This is a |

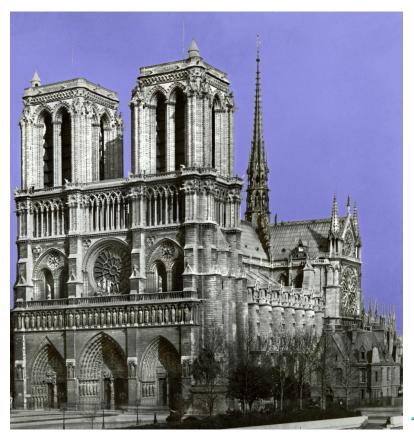
| Class | Subclass of |
|---------------|-------------|
| E1 CRM Entity | rdfs:Class |

| Basic Formal Language Skill |
|---------------------------------|
| Indicate an instance of a class |

| Property | Domain | Range |
|-----------|---------------|------------|
| rdfs:type | rdfs:Resource | rdfs:Class |

Case study of Notre-Dame de Paris

Semantics works best with examples



Ontology and semantics allow us to create fact based networks of knowledge about real world things. "Stories", but non-fictional ones.

Here is a textual version of Notre-Dame de Paris:

https://en.wikipedia.org/wiki/Notre-Dame de Paris

We will use playing cards to begin to learn how to tell the story of Notre-Dame de Paris using CIDOC CRM: https://docs.google.com/spreadsheets/d/1Q3sn7kzz_JvmytlKDijYM0CtVzrn4KTumlZxjSSrv8s/edit?usp=sharing

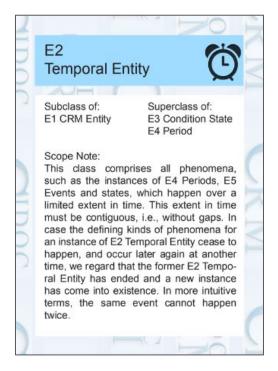
For the rest of this course, the example of Notre-Dame de Paris will provide a frame for exploring how to 'speak' with CIDOC CRM.

Lesson 2: What's there to talk about?

LESSON 2

Lesson 2: What's there to talk about?

As large and confusing as our world is, the kinds of things that we talk about break down into a very small set of kinds of things. CIDOC CRM allows for describing five basic kinds of things. Learn these and you have the foundation of thinking in this language.



Check these 5 CIDOC CRM cards

E2_Temporal_Entity

E53 Place

E18_Physical_Thing

E28_Conceptual _Object

E39_Actor

Lesson 2: Definitions

E2_Temporal_ Entity

E53_Place

E22_Human-Made _Object

E28_Conceptual_ Object

E21_Person

Objects which are temporal in nature, something that takes place over time, and about which you want to make assertions regarding their duration, location, involved entities etc.

Objects which are geometric in nature, about which one wants to assert spatial properties like absolute and relative location

Objects which are material and substantial in nature and exists as unique singular individuals in the world. About these objects one may make direction assertions of dimension, composition, part hole relations, its function as bezrer or holder of information

Objects which are ideas and exist in form of coherent identifiable concepts that can be identified through time. About these objects one may make direct assertions of composition, part whole relations, their content representational functions.

Objects which are agents in nature, having the capability to act as causes in events. Of which one wishes to make assertions of agency and membership.



E53

Place

Subclass of:

E1 CRM Entity

e sur-

p prots of
umsation.
e potential
f kinds for
ponsible.
prots of
umsation.
may
chnipters.

pro-

Superclass of:

E18

Conceptual Object

Physical Thing

Scope Note:
This class comprises extents in space, in particular on the surface of the earth, in the pure sense of physics: independent from temporal phenomena and matter.

E39

Actor

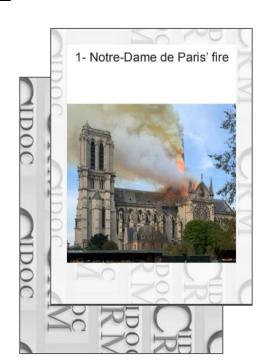
The instances of E53 Place are usually determined by reference to the position of "immobile" objects such as buildings, cities, mountains, rivers, or dedicated geodetic marks. A Place can be determined by combining a frame of reference and a location with respect to this frame. It may be identified by one or more instances of E44 Place Apoellation.

Exercise 2

Look at the cards for the lesson 2

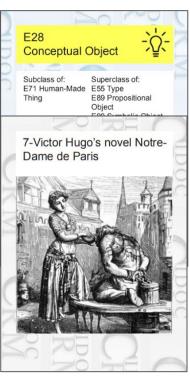
Separate the Instance cards and CIDOC CRM Entity cards

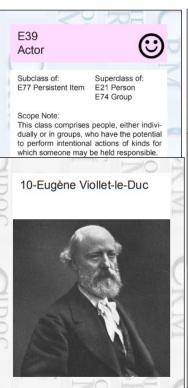
Match instance cards with the CRM cards

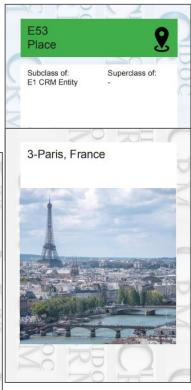


Exercise 2









Lesson 2: Learning Outcomes / Review

| Natural Language | Sentence | Types |
|------------------|----------|-------|
|------------------|----------|-------|

X is a temporal happening

X is a geographic place

X is a physical object

X is an idea

X is an agent

Basic Formal Language Skill

Distinguish between the main kinds of entities that you can talk about in CIDOC CRM

| Class | Subclass of |
|-----------------------|-------------------------|
| E2 Temporal Entity | E1 CRM Entity |
| E53 Place | E1 CRM Entity |
| E18 Physical Thing | E70 Thing |
| E28 Conceptual Object | E71 Human-Made Thing |
| E39 Actor | E77 Persistent Item |

Lesson 3: What's it called?

P1

is identified by (identifies)

Domain: E1 Range: E4

E1 CRM Entity E41 Appellation E41
Appellation

Subclass of: Superclass of: E90 Symbolic E35 Title
Object E42 Identifier

Scope Note: This class comprises signs, either meaningful or not, or arrangements of signs following a specific syntax, that are used or can be used to refer to and identify a specific instance of some class or category within a certain context.

13-the City of Light "The City of Light"

Lesson 3: What's it called?

A basic task in any language is to talk about the names that things have. This is also a basic feature of CIDOC CRM.

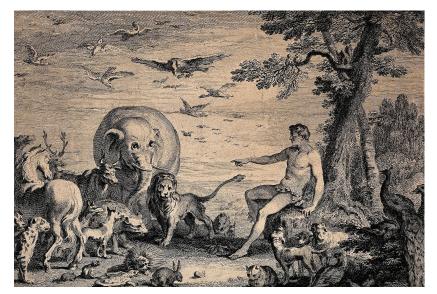
Natural language sentences of this type are of the form

X is called Y.

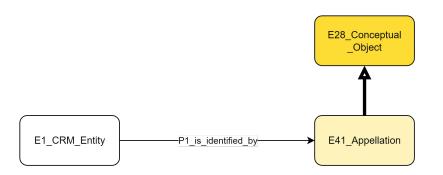
X is the thing we want to give the name of.

Y is the name we want to relate to it.

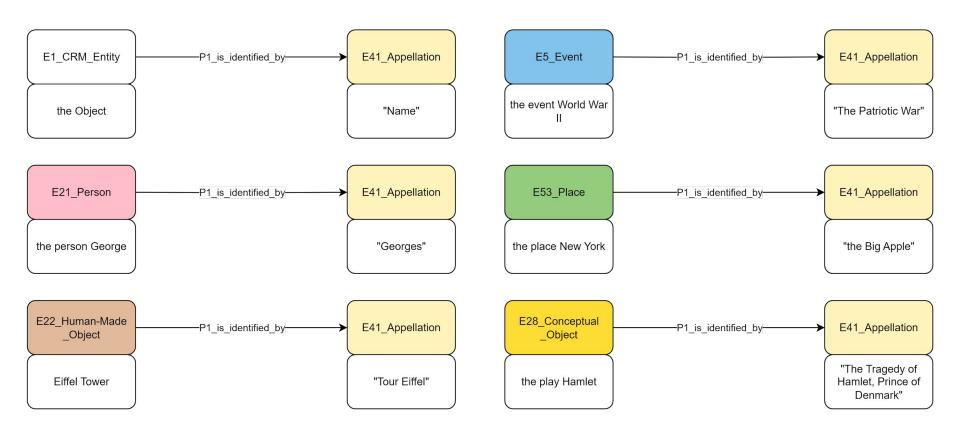
crm:P1_is_identified_by allows us to make this statement.



Title: Adam naming the Animals
Creator:G. Scotin and J. Cole after H. Gravelot and J.B. Chatelain
Source: https://bit.ly/3OPYK0S



Lesson 3: Examples

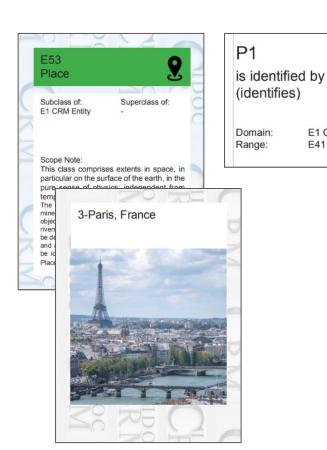




Exercise 3

Try to find at least one appellation that correctly names an instance of:

- E2 Temporal Entity
- E18 Physical Thing
- E53 Place
- E39 Actor
- E28 Conceptual Object



E1 CRM Entity

E41 Appellation

E41 Appellation Superclass of: E90 Symbolic E35 Title Object E42 Identifier 13-the City of Light "The City of Light"

Lesson 3: Learning Outcomes / Review

Natural Language Sentence Types

X is called Y

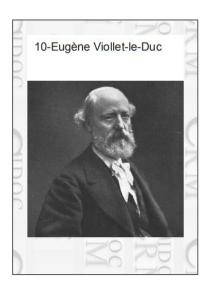
Basic Formal Language Skill

Connect a documented entity to a name that it has.

| Class | Subclass of |
|-----------------|-------------|
| E41 Appellation | rdfs:Class |

| Property | Domain | Range |
|----------------------|---------------|--------------------|
| P1_is_identifie d_by | E1 CRM Entity | E41 Appellation |

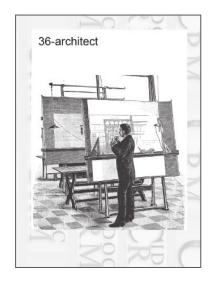
Lesson 4: What kind of thing is that?



P2 has type (is type of)

Domain: E1 CRM Entity Range: E55 Type

E55 Type Subclass of: Superclass of: E28 Conceptual E56 Language E57 Material Object E58 Measurement Unit Scope Note: This class comprises concepts denoted by terms from thesauri and controlled vocabularies used to characterize and classify instances of CRM classes. Instances of E55 Type represent concepts in contrast to instances of E41 Appellation which are used to name instances of CRM classes. E55 Type is the CRM's interface to domain specific ontologies and thesauri. These can be represented in the CRM as subclasses of E55 Type, forming hierarchies of terms, i.e. instances of E55 Type linked via P127 has broader term (has narrower term). Such hierarchies may be extended with additional properties.





Lesson 4: What kind of thing is that?

A basic task in any language is to classify the things you are talking about, to indicate what kind of thing it is.

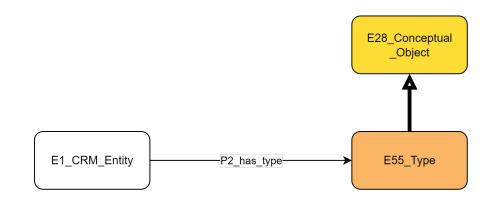
Natural language sentences of this type are of the form

X is classified as Y.

X is the thing we want to give the type to.

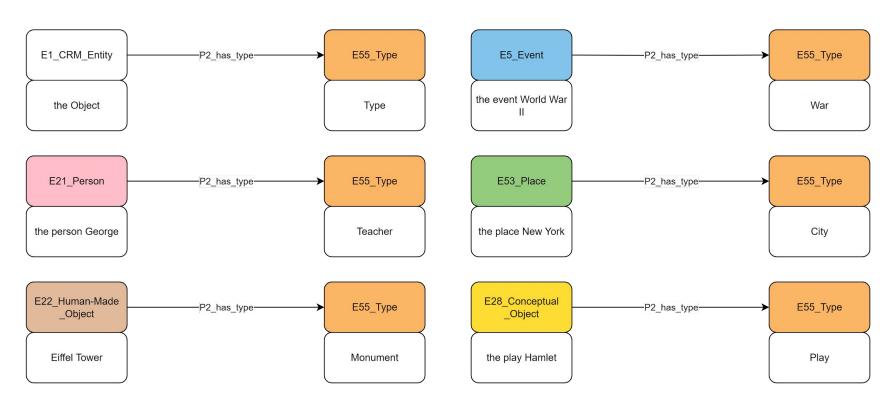
Y is the type we want to relate to it.

crm:P2_has_type allows us to make this statement.





Lesson 4: Examples

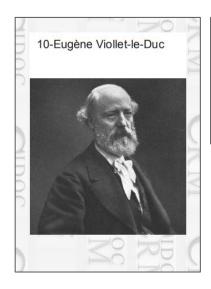




Exercise 4

Try to find at least one type that correctly classifies an instance of:

- E2 Temporal Entity
- E18 Physical Thing
- E53 Place
- E39 Actor
- E28 Conceptual Object



P2
has type
(is type of)

Domain: E1 CRM Entity
Range: E55 Type





Lesson 4: Learning Outcomes / Review

Natural Language Sentence Types

X is classified as Y

X is of type Y

X is of the kind Y

| Basic Formal | Language Skill |
|--------------|----------------|
|--------------|----------------|

Connect a documented entity to a type that categorizes it

| Class | Subclass of | |
|----------|-----------------------|--|
| E55 Type | E28 Conceptual Object | |

| Property | Domain | Range |
|-------------|---------------|----------|
| P2_has_type | E1 CRM Entity | E55 Type |

Lesson 5: What happened?



Lesson 5: What happened?

Talking about the past, there are typical sets of facts we want to be able to talk about that answer basic questions. When did that happen? Where did it happen? Who was involved? What was involved? All these questions relate to events in the past and this is how CIDOC CRM allows you to express them, as statements about events.

Natural language sentences of this type are of the form

X took place at time Y

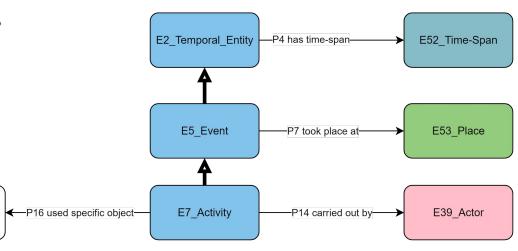
X took place at place Q

X involved person P

X involved object Z

Using the event centred representation, CIDOC CRM gives several basic properties which allow you to express these ideas.

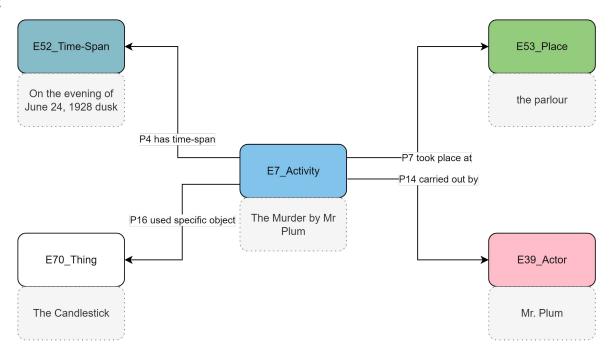
E70 Thing



Lesson 5: Examples

Consider the following fictional example and its translation to CIDOC CRM formalization.

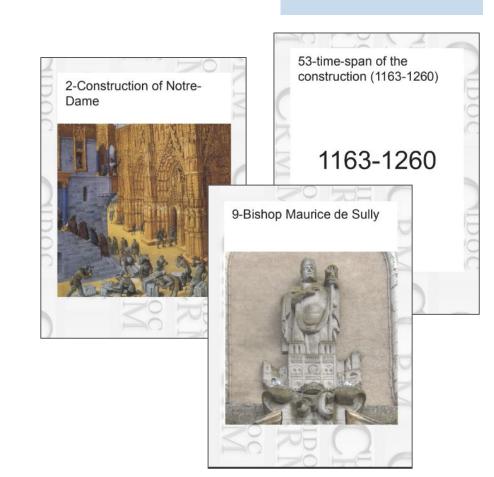
- The murder took place on the evening of June 24, 1928, at dusk.
- The murder took place in the parlour.
- The murder was carried out by Mr Plum. (Mr Plum was the murderer)
- The murder used the candlestick. (The candlestick was the murder weapon)





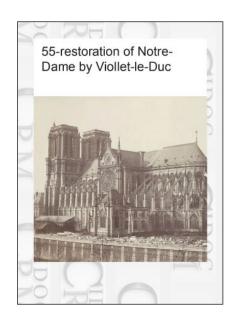
Exercise 5a

Using lesson 5-cards, document the construction of Notre-Dame using CIDOC CRM entities and properties



Exercise 5b

Using lesson 5-cards, same exercise with the restoration of Notre-Dame by Viollet-le-Duc



Lesson 5: Learning Outcomes / Review

Natural Language Sentence Types

X took place at time Y

X took place at place Q

X involved person P

X involved object Z

| Class | Subclass of |
|-------------|--------------------|
| E5 Event | E2 Temporal Entity |
| E7 Activity | E5 Event |

Basic Formal Language Skill

Choose an appropriate property to express your meaning

Choose the correct domain class in order to be able to use your property.

| Property | Domain | Range |
|---------------------------|-----------------------|---------------|
| P4_has_time-spa n | E2 Temporal Entity | E52 Time-Span |
| P7_took_place_a t | E5 Event | E53 Place |
| P14 carried out by | E7 Activity | E39 Actor |
| P16_used_specif ic_object | E7 Activity | E70 Thing |

More to come:

- Lesson 6: Telling Time
- Lesson 7: Describing the Physical
- Lesson 8: Describing the Conceptual
- Lesson 9: Talking about Endings and Beginnings
- Lesson 10: Where is / was it?