# Dhi Qar Knowledge Base Documentation

Release

Epistematica

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The welcome page of the Knowledge-driven System

**Dhi Qar Knowledge Base** is the name of the software development project performed by Epistematica in 2007-2008, aimed to create an innovative Knowledge-driven System designed for cataloguing archaeological and epigraphic finds.

The system represented the Knowledge Base of the research project named *Dhi Qar University and Heritage Project*, performed by the *Oriental Study Department* of University of Rome Sapienza within Epistematica, at Dhi Qar University and National Archaeological Museum of Nassiriya, Iraq.

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## CHAPTER 1

### Dhi Qar Knowledge Base

### **Overview**

Epistematica has developed a prototype of a Knowledge-driven System for cataloging archaeological and epigraphical finds, that based on Semantic Web Technologies. It was the Knowledge Base of the **Dhi Qar University and Heritage Project**.

Home	General Information	
	Туре	Inscribed_Artifact
Insert New Find	Join	Add Others
Detaining Kennyladar	Shape	Truncated_Cone
Retrieve Knowledge	Material	Clay
	State of Preservation	Damaged
	Size -	Height (mm) Breadth (mm)
	Size -	Lenght (mm)
	Archaeological Date	No
	Archaeological Origin	
	Museum Information	
	Museum Inventory Nr.	
	Find Inventory Nr.	
	Collection Nr.	
	Epigraphic Information	
	Language	Sumerian 💌
		Administrative
		Historical
	Textual Typology	Literary 🔲
	Textual Typology	Mantic
		Lexical
		Legal
	Epigraphic Date	Present 💌
	Epigraphic origin	
	Presence of rulings in the text	
	Number of columns	
	Quoted dates in text	
	Archaeological Data For Inscribed Finds	
	Surface	Not_Scraped
	Sealed	
		Continue Reset

Unlike traditional systems, this cataloguing application makes possible to classify the archaeological and epigraphic finds according to the rigour of formal logic. In this way it is possible to use automated reasoning methods in order to infer hidden or implicit knowledge.

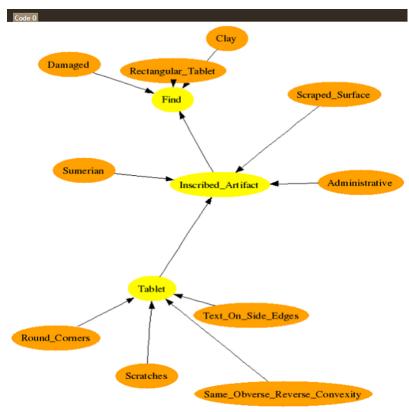
The system is based on OWL language for instancing data and metadata. The knowledge about the finds is described using Description Logics.

Thanks to this approach, Archaeological finds are catalogued according to a model that satisfies the requirements of different disciplines (history of art, epigraphy, anthropology...).

This approach also allows designing of a search system where any user can exploit the knowledge of all kinds of archaeologists and thus potentially can discover items whose existence s/he was not even aware of. As sample of a *Simplified Querying Method* is showed in ESA Project OTEG for the GMES Space Component Data Access.

### Design

The data structure reflects, and automatically shows, the different ways in which the different scientists look at and analyze an archaeological find.



The data model matches the requirements of different disciplines so that every scientist can enter the form from her/his point of view with all data s/he can read on the find with no need to respect a mediated form.

• Download the documentation

• Project's repository on GitHub