Modelling the Web

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Motivations

Motivations:

 To facilitate operations in Digital Libraries (DLs), especially the discovery and re-use of objects.

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- To create a yardstick, against which to "measure" DLs.
- To highlight the mathematical structure underlying a DL.

In a way that is:

- As simple as possible, but not simpler.
- Compliant with the Web (the largest DL ever).

Goal

We need a level of abstraction over the overwhelming amount of details involved in the management of a DL, *i.e.*, a *data model*.

Operations provided by the model:

- describe an object of interest according to the vocabulary of the community;
- discover objects of interest based on content and/or description;
- *view* the content of a discovered object;
- *identify* an object of interest, in the sense of assigning to it an identity;

■ *re-use* objects in a different context.

We want to define these operations and give algorithms for their implementation.

Mathematical preliminaries

We use one modelling tool: set-valued functions, which sometimes we view as graphs or binary relations.

A={1,2,3,4,5,6,7,8}



A: any non-empty set

 $\mathcal{P}(A)$: the powerset of A

A set-valued function f on A is a partial function assigning to each element a in its domain of definition, a possibly empty subset of A:

$$f: A \to \mathcal{P}(A)$$

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f(a): the *image* of a under f

def(f): the domain of definition of f

 $range(f) = \bigcup \{f(a) \mid a \in def(f)\}$

f partitions A into two subsets:

the active objects, act(f), the objects that appear in f (either in the domain or the range of f):

$$act(f) = def(f) \cup range(f)$$

• the *inactive* objects, inact(f), the objects that do not appear in f

$$inact(f) = A \setminus act(f)$$

| а | f(a) |
|---|---------|
| 1 | {2,3,4} |
| 2 | {4} |
| 3 | {4} |
| 4 | {} |
| 5 | {5,6} |
| 6 | {6} |

$$A = \{1, 2, 3, 4, 5, 6, 7, 8\}$$
$$def(f) = \{1, 2, 3, 4, 5, 6\}$$
$$range(f) = \{2, 3, 4, 5, 6\}$$
$$act(f) = \{1, 2, 3, 4, 5, 6\}$$
$$inact(f) = \{7, 8\}$$

An active object *a* is:

■ *initial* if it is not in the image of any other object:

$$a \in def(f)$$
 and $[(\forall x \in def(f)) \ a \in f(x) \rightarrow x = a]$

terminal if either it is not an identifier, or it is an identifier and belongs to its own image:

$$a \in range(f)$$
 and $[a \in def(f) \rightarrow a \in f(a)]$

■ *intermediate* if it is neither initial nor final.



initial: $\{1,5\}$

terminal: $\{4, 6\}$

intermediate: $\{2,3\}$

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Digital Objects

A DL includes a set of digital objects.

A DL is very different from a traditional information system, which contains *representations*.

Intuitively, we think of a digital object as a piece of information in digital form such as a PDF document, a JPEG image, a URI and so on.

As such, a digital object can be processed by a computer, for instance it can be stored in memory and displayed on a screen.

O : a collection of digital objects.

We assume O to be non-empty and countable.

Objects in O have a view, a content and a description.

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View

We assume that each digital object can be *viewed* using an appropriate mechanism.

```
view(o) : the view of o
```

view is a total function having the set O as domain. The range of view is outside the scope of our model.



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Content

We define *content* over O to be a set-valued function cont on O :

```
cont : 0 \rightarrow \mathcal{P}(0)
```

such that for each object $o \in def(cont)$, cont(o) is a *finite, possibly empty* set of objects.

cont(o) : the content of o

def(cont) : the identifiers

document: a rendering of some content on a specific device

- we do not exclude the case in which $o \in \text{cont}(o)$
- content is dynamic (in time and space).

Special objects

Given a content function:

• the inactive objects are those not used currently, but available. They may enter the content function either as identifiers or as elements of content at any later point in time.

- the initial objects: identifiers of *collections*.
 - A special category: objects with empty content

• the terminal objects: "pure" content objects, contributing to the content by their view.

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An image identified by a URI

```
myimg: a digital object (a URI)
view(myimg)=http://www.isti.cnr.it/people/meghini/photo.jpeg
```

```
carlo: a digital object (an image) view(carlo)=a photograph
```

```
cont(myimg) = \{carlo\}
```



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An Web page

```
mypg: a digital object (a URI)
view(mypg)=http://www.isti.cnr.it/people/meghini/index.html
```

mybio: a digital object (a text) view(mybio)="Born 1956, married with children, ..."

```
brck: a digital object (a URI)
view(brck)=http://www.bricksfactory.org
```

cont(mypg)={mybio,myimg,brck}



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Versions

The user is working on a text, of which he wants to maintain versions:

- folder o- file o_1 - text t_1 (view(t_1) : the initial text) - file o_2 - text t_2 (view(t_2) : the modified text)

We view o as the identifier of our text and o_1 and o_2 as two versions of it.

Which version represents *o* at any point in time? any of the two, depending on context.

The versions of o are alternatives for o, not necessarily its evolution in time.

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Modelling the Web Digital Objects Versions

The *versions* over O :

vers :
$$0 \rightarrow \mathcal{P}(0)$$

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such that for each object $o \in def(vers)$, vers(o) is a finite, possibly empty set of objects not containing o.

vers(o): the *versions* of o.

Relationship with the Web architecture

The web architecture is based on three fundamental notions: *resource*, *representation* and *identifier*.

- A resource "can be anything that has identity".
 - An *information resource* is a resource all of whose "essential characteristics can be conveyed in a message".
- A representation is "data that encodes information about resource state".
- An identifier is "an object that can act as a reference to something that has identity". The Web uses a single global identification system: the Uniform Resource Identifiers (URI).

A resource is obtained by *de-referencing* its URI, which for HTTP URIs implies *rendering* one of its representations.











• *h* associates each representation to the set of objects it contains

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■ *h* associates each representation to the set of objects it contains

■ *k* associates each URI to an identifier, 1:1



h associates each representation to the set of objects it contains

■ *k* associates each URI to an identifier, 1:1

Given h and k, there is a unique g which satisfies the constraints.

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Descriptions support the interpretation, the discovery, and the management of content.

Descriptions are statements about the DL objects and related entities.

A description: a set of (subject label object) triples.

Notice: any object in O can be used in a triple.

The descriptions in a DL are a finite set of triples $T \subseteq O \times O \times O$

A *description forming* function over O :

dform : $O \rightarrow \mathcal{P}(T)$

such that for each object $o \in def(dform)$, dform(o), is a finite, non-empty set of triples.

def(dform) : the description identifiers.

Intermediate objects allow to make statements about descriptions, *i.e.*, metadata about metadata.

In RDF, triple reification is defined to obtain the same affect.

(o, dform(o)) : a named graph.

Next, we link objects and their descriptions.

description over O :

$$\mathsf{desc}: \mathsf{O} \to \mathcal{P}(\mathsf{O})$$

such that for each object $o \in def(desc)$, desc(o), is a finite, possibly empty set of description identifiers, *i.e.*, we require

 $range(desc) \subseteq def(dform).$

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desc(o): the *descriptions* of o.

Conclusions and future work

We have the initial elements of a DL model, compliant with the web architecture (as well as with OAI-ORE).

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Next steps:

- To move towards RDF Schema?
- query language
- data manipulation language
- implementation



Thank you!

Any question?

