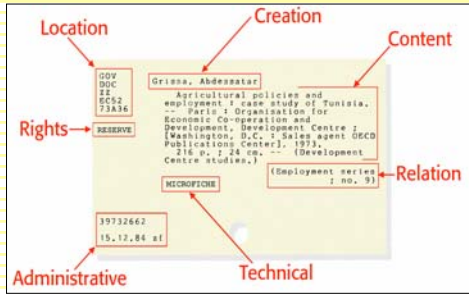




## Early Example of Metadata



## Encoding Metadata

- Language for **expressing** metadata should be:
  - Universal** - so all can understand
  - Flexible** - to incorporate different types
  - Extensible** - flexible to custom types
  - Simple** - to encourage adoption
  - Modular** - so that schemes can be mixed, extended

From: Ian Graham, An Introduction to RDF. <http://www.utoronto.ca/ian/talks/>

## Metadata

- How do we encode metadata?
- How do we encode metadata to support interoperability?

Simple example: January 31, 2001  
31 janvier 2001  
2001-01-31  
01-31-2000  
31012000

## What is the Dublin Core?

- A metadata standard for describing digital resources
- An initiative to create a digital "library card catalog" for the Web
- Dublin Core fields: (all optional)

Title	Creator	Subject
Description	Publisher	Contributor
Date	Type	Format
Identifier	Source	Language
Relation	Coverage	Rights

## What is XML?

- XML = eXtensible Markup Language
- XML is a standard for exchanging structured data
  - Provides standardization at the syntactic level
  - Does **not** provide "meaning" for the tags
- XML is a standard recommended by the W3C

## Goals of XML

- Easy to use
- Easy to extend and adapt
- Easy to write programs that use XML
- Support a wide variety of applications
- Should be human legible
- Formal and concise



## The Basic Rules

- o XML is case sensitive
- o All start tags must have end tags
- o Elements must be properly nested
- o XML declaration is the first statement
  - `<?xml version="1.0"?>`
- o Every document must contain a root element
- o Attribute values must have quotation marks
  - `<item id="33905">`
- o Certain characters are reserved for parsing
  - `&lt;` = '`<`'



## Questions about XML

- o How is XML like HTML?
- o How is HTML like XML?
- o What's the relationship between XML and structured documents?
- o How are the rules governing a structured document encoded?



## XML: Historic Perspective

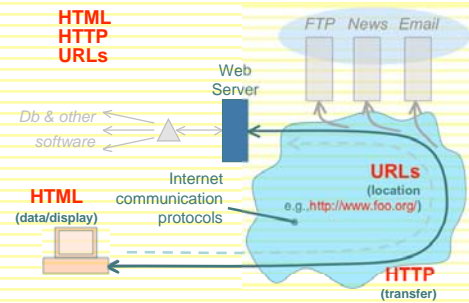
- o HTML and the birth of the Web
- o HTML is not enough
- o Development of XML

This section contains slides adapted from presentations by Ian Graham: <http://www.utoronto.ca/ian/talks/>



## In the beginning...

The foundations of the Web:



## Three Core Technologies

- o **HTTP** - HyperText Transfer Protocol
  - A protocol for transferring data between machines on the Internet
- o **URL** - Uniform Resource Locator
  - A scheme for referencing the specific location of a resource
- o **HTML** - HyperText Markup Language
  - A markup language for encoding information to be read by humans

HTTP and URLs have pretty-well stood the test of time. But by 1996, HTML was already showing signs of age ....



## HTML

- o Started with very few tags ...
- o Language evolved as more tags were added:
  - Forms
  - Tables
  - Fonts
  - Frames
  - ...

## Problems with HTML

- Desire for personalized tags
  - HTML can't be extended
- Desire to incorporate other types of data
  - Mathematics, database entries, literary text, poems, purchase orders ...
  - HTML can't accommodate other types of data
- Desire for automatic processing by software
  - HTML is too messy and inconsistent

## Back to the Basics

- HTML was defined using SGML
  - Standard Generalized Markup Language
  - A meta-language for defining languages
- Complex, sophisticated, powerful
  - ... too difficult to use
- Idea: create a simpler version of SGML
  - The birth of XML!

## Evolution of XML

- XML can be used to define other languages
- Many XML languages, optimized for different roles
  - MathML: for mathematics
  - SMIL: for synchronized multimedia
  - RSS: for news feeds
  - XHTML: HTML by XML rules
  - RDF: for the Semantic Web
  - ...

## MathML

- An XML language for defining mathematic formulas

```
x2 + 4x + 4 = 0
<mrow>
  <mrow>
    <msup><mi>x</mi><mn>2</mn></msup>
    <mo>+</mo>
    <mrow>
      <mn>4</mn>
      <mo>&InvisibleTimes;</mo>
      <mi>x</mi>
    </mrow>
    <mo>+</mo><mn>4</mn>
  </mrow>
</mrow>
<mo>=</mo><mn>0</mn>
</mrow>
```

See <http://www.mozilla.org/projects/mathml/demo/tester.html>

## MathML

- What advantages does it offer?

## SMIL

- Synchronized Multimedia Integration Language
- Integration of multimedia with text, audio, video
- Support in RealPlayer

## SMIL Example

```
<smil>
<head>
<meta name="title" content="Online Teaching Services promo" />
<meta name="author" content="Jay Moonah, CAT" />
<layout type="text/smil-basic-layout">
<root-layout width="280" height="316" background-color="white"/>
<region id="AnimChannel1" title="AnimChannel1"
left="0" top="0" height="265" width="280" fit="hidden"/>
</layout>
</head>
<body>
<par title="Online Teaching Services promo" author="Jay Moonah, CAT" >
<audio src="final.rm" id="Soundtrack" title="Soundtrack"/>
<animation src="otscompfn.swf" id="Animation"
region="AnimChannel1" title="Animation" fill="freeze"/>
<text src="cc.rt" id="caption" region="cc" title="cc" fill="freeze"/>
</par>
</body></smil>
```

## RSS

- RSS = Really Simple Syndication or Rich Site Summary
- An XML format for distributing news headlines on the Web

See example at <http://www.nytimes.com/services/xml/rss/>

## XHTML: Beyond HTML

```
<?xml version="1.0" encoding="iso-8859-1"?>
<html xmlns="http://www.w3.org/TR/xhtml1" >
<head>
<title> Title of text XHTML Document </title>
</head>
<body>
<div class="myDiv">
<h1> Heading of Page </h1>
<p> here is a paragraph of text. I will include inside this paragraph
a bunch of wonky text so that it looks fancy. </p>
<p>Here is another paragraph with <em>inline emphasized</em>
text, and <b> absolutely no</b> sense of humor. </p>
<p>And another paragraph, this one with an  image, and a <br /> line break. </p>
</div>
</body></html>
```

## XHTML

- Just like HTML, but based on XML rules
- Will support integration of different data into a single document

## XHTML and other Data

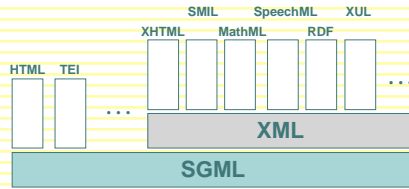
```
<?xml version="1.0" encoding="iso-8859-1"?>
<html xmlns="http://www.w3.org/TR/xhtml1" >
<head>
<title> Title of XHTML Document </title>
</head>
<body>
<div class="myDiv">
<h1> Heading of Page </h1>
<math xmlns="http://www.w3.org/1998/Math/MathML">
... MathML markup ...
</math>
<p> more html stuff goes here </p>
<smil xmlns="http://www.w3.org/TR/smil1">
... SMIL markup ...
</smil>
</div>
</body></html>
```

Demo at <http://www.umiacs.umd.edu/~jimmylin/LBSC690-2007-Fall/XML-demo/math-demo.xml>

## And Others...

- CML – chemical Markup Lang
- CellML – biological models
- BSML – bioinformatic sequences
- MAGE-ML – Microarray Gene Expression
- XSTAR – for archaeological research
- MARXML – MARC in XML
- AML – astronomy markup language
- SportsML – for sharing sports data

## The XML Family Tree



## Mixing XML Dialects

- o XML is designed to support the integration of multiple standards
- o Allows users to mix elements from different standards
  - Snapping together XML dialects like Lego pieces
  - Based on the notion of "namespaces"

## Example

```
<?xml version="1.0"?>
<rdf:RDF
  xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#"
  xmlns:rss="http://purl.org/rss/1.0/"
  xmlns:dc="http://purl.org/dc/elements/1.1/">
  <rss:channel rdf:about="http://www.xml.com/xml/news.rss">
    <rss:title>XML.com</rss:title>
    <rss:link>http://xml.com/pub</rss:link>
    <dc:description>
      XML.com features a rich mix of
      information and services for the XML community.
    </dc:description>
    <dc:subject>XML, RDF, metadata, information
      syndication services</dc:subject>
    <dc:identifier>http://www.xml.com</dc:identifier>
    <dc:publisher>O'Reilly & Associates, Inc.</dc:publisher>
    <dc:rights>Copyright 2000, O'Reilly &
      Associates, Inc.</dc:rights>
  </rss:channel>
</rdf:RDF>
```

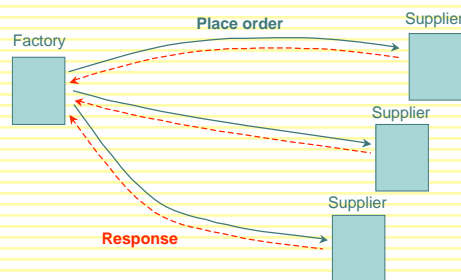
Example from <http://www.xml.com/pub/2000/10/25/dublincore/>

## Interoperability

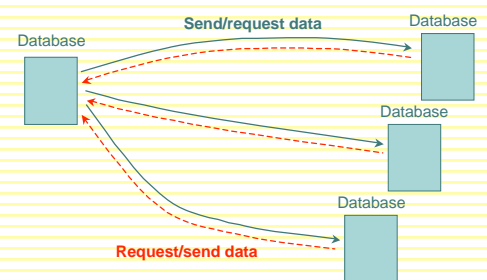
- o What does it mean and what's the role of XML?
- o XML as a universal format for data interchange
  - Software exchange data as XML-format messages
- o Advantages?
  - Eliminates proprietary data formats
  - Promotes interoperability
  - Encourages cooperation
  - Leverages lots of existing XML processing software

Interoperability slides adapted from presentations by Ian Graham: <http://www.utoronto.ca/ian/talks/>

## XML Messaging



## XML Messaging



## Example Message

```
<partorders xmlns="http://myco.org/Spec/partorders.desc">
<order ref="x23-2112-2342" date="25aug1999-12:34:23h">
  <desc> Gold sprockel grommets, with matching hamster</desc>
  <part number="23-23221-a12" />
  <quantity units="gross"> 12 </quantity>
  <delivery-date date="27aug1999-12:00h">
</order>
<order ref="x23-2112-2342" date="25aug1999-12:34:23h">
  .... Order something else .....
</order>
</partorders>
```

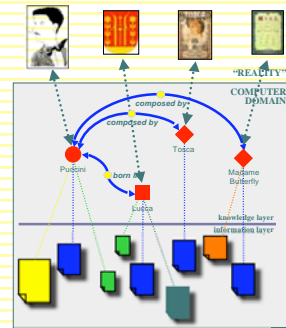
## The next best thing since...

- What's the big deal about XML?
- What does XML not do?
- How do XML tags acquire meaning?
- How do standards arise?

## What's wrong with the Web?

- It was meant for humans, not machines
- The current Web contains only data, not knowledge
  - From Web of data to Web of knowledge
- Difficult to
  - Aggregate/compare data across sites
  - Delegate complex tasks to "agents"
  - Formulate complex queries involving multiple constraints
  - ...

## The Semantic Web



Slide from <http://www.ontopia.net/>

## Web 2.0

- Tagging ("folksonomy")
- Blogging
- The "Long Tail"
- Web services
- Wikipedia

## Back to the elephant...

- Concepts covered:
  - Metadata
  - XML
  - Semantic Web
- Questions?
- Confused?