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1. Introduction

The framework proposed here is not a 'pure' semantic web application framework in its strict sense but is more a workaround for implementing a functional programming frontend backed with set theory reasoning for type inference and ontology alignment and merge of diverse knowledge bases.

Various datasources and distributed capabilities are also considered as there are also many 'ports' supported for knowledge base interaction (REST, OData, Solid, SOAP).

The rest of this (very early draft) document attempts to summarize features and capabilities of the desired platform.

1.1. Peers. Datasources.

A Peer is a repository of semantic data, information and knowledge. It performs loading plain RDF triples from enabled datasources and interacting with other Peers sharing knowledge. Datasources have 'drivers' which enables them via an events mechanism to keep in sync with Peer's CRUD operations. Lastly, Peers offer a set of APIs & ports to many protocols exposing internal (augmented) knowledge.

Population of Peer's internal models is done through decomposition and aggregation of input triples. Apache Jena models are kept for input sources (provenance) and for aligned models (ports).

1.2. Type inference

Given the fact the only input a Peer expects is 'plain' RDF (no RDFS, no OWL) it's necessary for a given set of input triples to assert some kind of type information for each Subject, Predicate and Object part of a statement.

The approach taken (better explained in sets section below) is to regard, for example for a given Subject occurring in a set of statements, the Predicates and Objects of those statements as describing a 'class' and a 'metaclass' for this kind of Subject, maybe shared with other Subjects of the same kind (same Predicates and Objects).

In fact, for a Subject sharing a set of Predicate properties in its Triple's occurrences we say it is of some 'class' and given the value of those properties (Objects) we say it is of some 'metaclass' being both class and metaclass the Kind of the Subject. Same applies for Predicates and Objects having corresponding classes and metaclasses aggregated through their corresponding attributes and values (see diagrams below).

Kinds aggregates classes and metaclasses for occurrences of attributes and values relative to each SPO taken into account, for example, given a Subject the attributes / values to be considered are on the intersection of the P and O sets and being the Kind corresponding for a given Subject according its Triple occurrences.

The aggregated form of a SubjectKind Resource is the quad:
(metaclassID) (classID) (attribute) (value);
Where both IDs are aggregated for same attributes / values.

A Subject Resource bearing Kind information (for a given Context) is of the form:
(Context) (SubjectURI) (classID) (metaclassID);

In different metamodels (Sets), SPO are named differently but the same logic for calculating Kinds applies: the three outer sets are the 'SPO' sets, the intersection between two of them are the 'Kinds' and the intersection of all them three are the 'Triples' (Contexts).

Kind hierarchies are given being a subclass having a superset of the attributes of its superclass and given an identification mechanism for Kinds which allows to infer the relationship (names, paths, ResourceIDs).

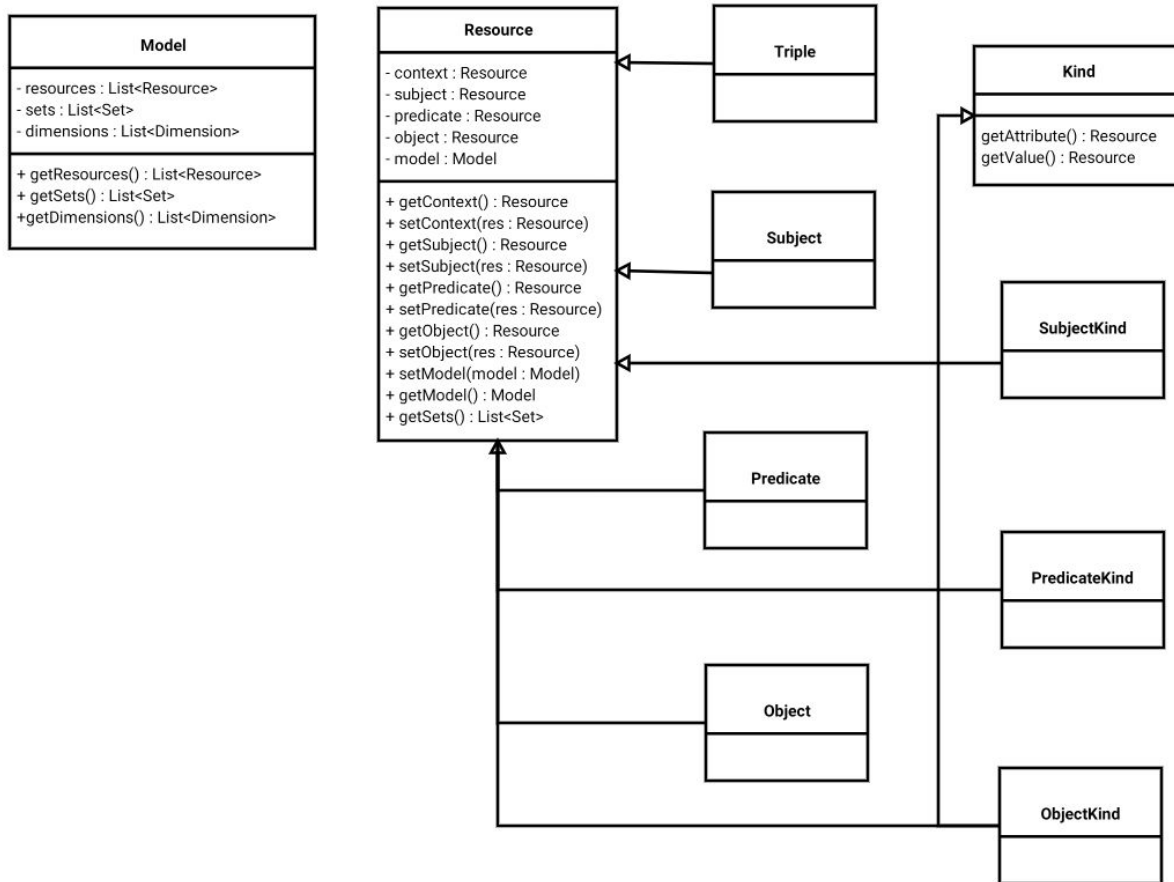
One example of a Subject Kind would be, given the Triple:
(2001) (John Doe) (worksAt) (XYZ Corp);
Kind class: Employee.
Kind metaclass: XYZ Corp Employee.

One issue would be how to gather the names (strings, URIs) in a human readable format (like 'Employee' in the example) given there is no knowledge available for such inference. TBD.

1.3. Resources, Sets, Services

1.3.1. Resources

Resources extracted from input triples are Subjects, Predicates, Objects, SubjectKinds, PredicateKinds, ObjectKinds and Triples. All resources are reified so, for example a Subject in the source graph is represented as a resource which have this Subject as its subject part and which identifies that Subject across occurrences and contexts with a unique name (for example for align & merge purposes)



Resource ‘definitions’: Relative names (this, that, brother) evaluate functionally via semiotic sets metamodel pointers. Resolution of grammars till primitives. ResourceIDs. TBD.

Metamodel Dimensions:

Dashboard, cube axes browsing & functional services: SPOs, Kinds, Triples aggregated through Semiotic metamodel Kinds (Extraction, functional, ResourceIDs). Browse aggregated SPO Kinds, Concept Kinds, Object Kinds (dimensions). Selected Topic expands into Behavior metamodel faceted view. ResourceIDs functional extraction / mask composites.

1.3.2. Sets

Sets representations of Resource (meta) models provide the means for functional query, extraction and traversal of entities. Sets population, due Set definition predicates, provides for Resource class hierarchy instantiation and Services layer population. Sync and callbacks between models.

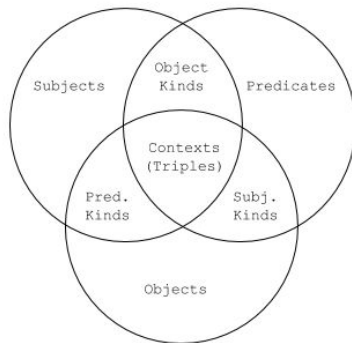
Models are instances of other (meta) models, initially SPO triples. Given a metamodel, all its SPOs are taken as the Subjects of the next model, the Kinds are taken as the Predicates and the Triples as the Objects conforming new (Set) triples from which to infer new Kinds.

In the Sets models diagrams attributes / values refer to the corresponding ones for each SPO Kinds aggregation sources.

SPO (Initial) Metamodel:

This model holds initial input data coming from (RDF) Datasources. It basically represents statements and the type relationships between their components.

SPO Model (Facts)



Occurrence	Attribute	Value
Subject	Predicate	Object
Predicate	Subject	Object
Object	Predicate	Subject

Triples:

```
Occurrences (Subject ex.):
[context / time] [SubjectURI] [classID] [metaClassID]

Kinds:
[metaClassID] [classID] [attribute] [value]

Contexts:
[context / time] [Subject] [Predicate] [Object]
```

Example Context (Triple):

(2001) (aPerson) (worksAt) (aCompany);

Kinds: Employee, Employment, Employer.

Functional Extraction (properties):

Triple(Employee) : aPerson.
aPerson(Employee) : aCompany.
aCompany(Employee) : [aPerson].

Properties (functional) are of the form:

A of B is C in Context. Inferred from each model components relationships, given a Context, traversal triples matching kinds.

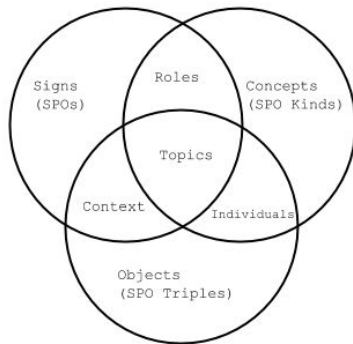
SCO (Sign, Concept, Object) Metamodel:

This model aggregates semiotically the SPO Metamodel. It regards previous (SPO) metamodel as its data source being all elements from SPO's sets its 'Signs' set, all elements from SPO Kinds its 'Concepts' set and all elements from SPO Triples its 'Objects' set. This level Kinds are aggregated the same way than in SPO but the sets have different names.

Population of sets starts with this level triples ('Topics') which comes from meaningful aggregation of the SPO elements.

This model is 'semiotic' because it aggregates and adds 'meaning' to the three types of 'signs' of the previous model via its own Kinds.

Semiotic Model (SCO, Contexts)



Occurrence	Attribute	Value
Sign	Concept	Object
Concept	Object	Sign
Object	Concept	Sign

Triples:

```
Occurrences (Object ex.):
[context / Topic] [ObjectURI] [classID] [metaClassID]

Kinds:
[metaClassID] [classID] [attribute] [value]

Contexts:
[Topic] [Object] [Concept] [Sign]
```

Example Topic (Topic, Triple, Kind, SPO):
(Work) (aWorkPosition) (Skill) (developer);

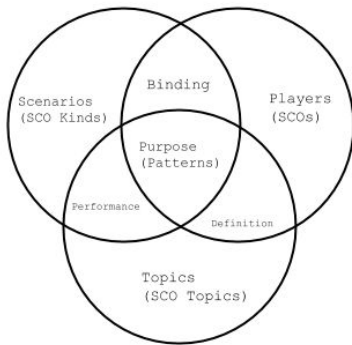
Kinds: WorkPosition, PositionRequirement, PositionSkill.

Functional Extraction (properties):
aWorkPosition(PositionSkill) : developer.

Behavior Model:

This model attempts to aggregate previous model concepts in a DCI design pattern with behavior Data, Context and Interactions form. Inputs coming from 'semiotic' models should be triples arranged in such a way 'Purposes' (this level triples) renders this level Topics (Interactions) of Players (Data) into Scenarios (Contexts).

Behavior Model (TSP)



Occurrence	Attribute	Value
Scenario	Topic	Player
Player	Scenario	Topic
Topic	Scenario	Player

Triples:

```

Occurrences (Topic ex.)
[context / Purpose] [TopicURI] [classID] [metaClassID]

Kinds:
[metaClassID] [classID] [attribute] [value]

Contexts:
[Purpose] [Topic] [Scenario] [Player]
    
```

Example Purpose (Triple):

(orderRelTag) (Work) (SomeCompany) (aDeveloper)

TBD.

1.3.3. Services

Services layer provides a functional abstraction over Resources and Sets layers. Basically provides mappings between the main three kinds of entities the framework provides: URIs: SPOs (Names), Kinds ('Content' Types) and Triples (Representations). These entities are 'uniform' resources with dereferenceable URIs. It also provides 'grammars' for those mappings being a grammar the representation for a Content Type (Kind). Mappings and grammars are encoded as Triples / Quads. A 'runtime' or environment may be enforced by the use of OWL and an upper ontology in which to align resources given their abstract (grammar) structure.

Besides Services, functional properties extraction (discussed above) and functional query of entities are means to provide access to query and traversal of models. Kinds can be functionally built using a Template constructor with a Parent and two Kind arguments, maybe as a predicate for filtering or for 'assisted' knowledge modeling (ResourceIDs).

An application specific OWL ontology is to be provided as a type of declarative runtime modelling given an upper ontology to which adheres 'inferred' OWL application description. This will allow for an ontology 'model by example' application design and tailor, for example, Peer's events, reasoning, ontology alignment and goals.

Similarity search (Resources equivalent grammars). TBD.

Services alignment to Behavior metamodel sets:

D: Players - Naming

C: Scenarios - Index

I: Topics - Registry

1.3.3.1. Index

DCI Pattern Interactions.

Holds grammars and definitions for 'types' (here Kinds, Content-Type).

Index mapping func.: $\text{idx}(\text{name: ctx, representation}) : \text{type}$ (ctx optional).

Index quads:

(Ctx) (Name) (Representation) (Kind)

Index grammar:

(Kind : parent) (Kind : name) (Kind : representation) (Kind : type)

1.3.3.2. Naming

DCI Pattern Data.

Holds grammars and definitions for 'names' (here URIs, SPOs).

Naming mapping: $\text{nam}(\text{representation : ctx, type}) : \text{name}$ (ctx optional).

Naming quads:

(Ctx) (Representation) (Kind) (URI)

Naming grammar:

(Kind : parent) (Kind : rep) (Kind : type) (Kind : name)

1.3.3.3. Registry

DCI Pattern Contexts.

Holds grammars and definitions for 'representations' (here Triples).

Registry mapping: $\text{reg}(\text{type : ctx, name}) : \text{representation}$ (ctx optional).

Registry quads:

(Ctx) (Kind) (Name) (Representation)

Registry grammar:

(Kind : parent) (Kind : type) (Kind : name) (Kind : representation)

2. Features

2.1. Links type / instance inference

Relationship (links) inference example: X coworker Y (same employer). Develop discover algorithms. Infer link types (grammars). Use Kinds, classes, metaclasses (Kinds) relations.

Infer attributes / rels from class (emp, sal, dept, manager) from links. Mgr. is emp's dept. leader.

Infer type by contents: Occurrence having other Kinds in other contexts. Grammar (abstract) occurrences of subject, context merge. Sort Kinds: Grammar hiers (parent). Adult - CanDrive. Employee must be Person & Student. ResourceIDs. Phone number has area code. Infer keys.

2.2. Type grammar inference

Discover primitives (metamodels). Aggregate Kinds and Kinds of class / metaclass. ResourceIDs. Keys. TBD.

2.3. Align & merge of ontologies

Similarity from grammar equivalence (equivalent grammar graphs). Infer 'keys' for types (PK like). Resource 'definitions' & semiotic primitives.

Similarity statements (equiv Kinds). Similarity Kinds (cls, meta Kinds). Similarity resources (equiv occurs / grammars).

ResourceIDs and graph similarity. Infer keys. Infer type by value (same 'grammar' string in different occurrences).

TBD.

2.4. Ordering of triples & events

Triple context (Quad context) holds temporal relationships in metamodels. Query for specific time range, specified interval (bounds) may fire 'events'. Events may be materialized into model triples. Mappings grammar could specify 'listeners' and templates for goals / purposes.

At first metamodel level (SPO) the time context should be 'absolute' (timestamp). Along the metamodel chain the time context could be more general / abstract allowing for time relationship calculations not only by time ordering but also for logical ordering of events / triples.

TBD.

3. APIs

3.1. Services REST API

Service layer provides functionality for seamless implementation of a REST HATEOAS API directly over the model. Roughly, protocol would be like clients requesting, previously potentially sending a state set of triples, and retrieving an 'index' triple(s) Services representation. Then client chooses a triple and a name in that triple to submit. Then it obtains a type (Kind) for that

name in that context and given this Kind it can query for further properties and retrieve them again in the form of new triples.

Client(triples) - Server(Triples)
Client(name) - Server(type rep.)
Client(type name) - Server(triples)

Protocol CRUD: Performs Align & merge. Store all requests (only POST, sends, receive only triples): possible individuals. worksAt example. TBD.

3.2. Functional (Dimensional) API

Functional (jQuery like) interface for uniform Resource operations. Query, filter, traversal, predicates, assertions. TBD.

Metamodel Dimensions:

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3.3. Ports

3.3.1. RDF(S) / OWL

3.3.2. SPARQL

3.3.3. OData

3.3.4. SOAP

3.3.5. Solid

3.4.6. Activation Bundles (DOM Model)

ORM + Services like bindings for specific platforms. Export bundles (JAR files? JS?) with concrete APIs. DOM model. TBD.

4. Lab

4.1. Encoding & addressing

Beside URIs Resources have a ResourceID identifying diverse occurrences of the same Resource regardless of different URIs representing the same concept for example when aligning different ontologies.

ResourceID is a set of the form:

ResourceID : ([TripleID, ResourceID pattern | TripleID mask]*);

Where TripleID is a sequence of uploaded / inferred / derived object triples sequences of the form:

[CtxID] [SubjectID] [PredicateID] [ObjectID]

Where each ID is a URI sequence and ResourceIDs are a mask over TripleIDs:

The left part of the expression is a (variable) input and the TripleID is the context in which to evaluate the output of the expression.

For Triples: Mask filtering all triple contents.

For Kinds: Mask filtering Kind's attributes and values for the occurrence in the corresponding Triple.

For SPOs: Filters corresponding SPOs occurrences in the given Triple.

Filters may be chained / nested to form more complex queries.

ResourceID expressions: A resource can match to one or more resource expressions of the form:

(ResultAggregate, SourceAggregate) (LHSJoinMask, RHSJoinMask) (Mask, InputMask)

where each of the expression parts are ResourceIDs having their input on its right and their outputs on their left sides.

4.2. Octal order rel. encoding

4.3. Node, containers

5. Application

5.1. Dashboard example

Services Dashboard matrix

X Axis: Names (SPO URIs) : DCI Data

Y Axis: Representations (Triples) : DCI Context

Points: Content Types (Kinds) : DCI Interaction

Metamodel Dimensions:

Dashboard, cube axes browsing & functional services: SPOs, Kinds, Triples aggregated through Semiotic metamodel Kinds (Extraction, functional, ResourceIDs). Browse aggregated SPO Kinds, Concept Kinds, Object Kinds (dimensions). Selected Topic expands into Behavior metamodel faceted view. ResourceIDs functional extraction / mask composites.

Tool for analysis, discovery & mining. Develop views through the use of facets for Activation Bundles. TBD.

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