Tool Discovery

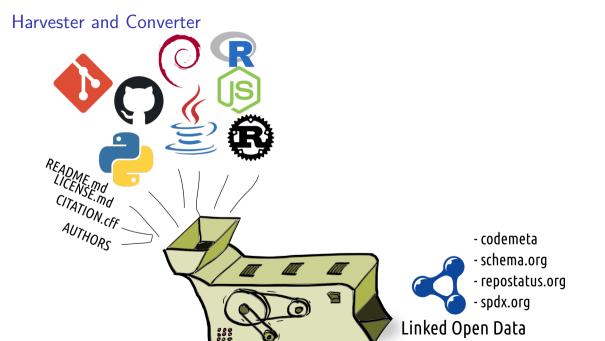
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Introduction

We want to *automatically* harvest, unify and make available **software metadata**. We develop a *data provisioning* pipeline that can be used by portals (e.g. Ineo) which end-users (researchers) interact with to find suitable tools for their needs.

Guiding Principles

- ▶ Do Not Repeat Yourself; reuse existing software metadata practices and existing standards
- Metadata at the source
 - developers themselves are best suited to describe their tool
 - keep metadata alongside the source code
 - all software derives from sort of source code
 - bottom-up, provenance
- ▶ Short automatic update cycle; ensure information is always up-to-date
- Linked Open Data; highly structured and interconnected data
- ▶ Validation; ensure information is correct and warn if it isn't
- Distinguish Software and Software as a Service



Software Components

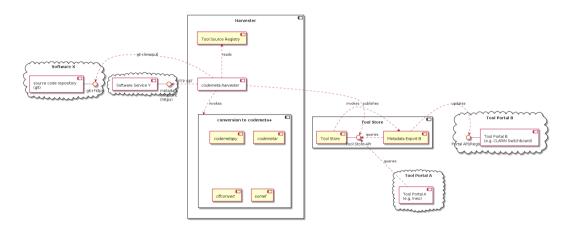


Figure 2: Tool Discovery Component Diagram

Tool Store

- ► Simple in-memory RDF triple store
- ▶ Offers JSON-LD and Turtle serialisations (RDF) for every resource
- ► SPARQL endpoint (plus YASGUI interface for interactive use)
- ▶ Simple web-interface for end-users; gain some insight into the data

Implementation

- codemeta-server Tool Store API (Python)
 - https://github.com/proycon/codemeta-server
- codemeta-harvester Harvester (POSIX shell)
 - https://github.com/proycon/codemeta-harvester
- codemetapy Converter (Python)
 - https://github.com/proycon/codemetapy

3rd party:

- cffconvert CITATION.cff to codemeta
- somef Software metadata extraction framework (optional)

Towards prescriptive metadata

Automatic harvesting is not always enough:

- Exotic software, non-standardized input
- Additional prescriptive domain-specific vocabulary demanded by the project (e.g. CLARIAH)
- ► Harvesting errors

Tool developers can use the codemeta-harvester to generate a codemeta.json for their software, then edit/amend it and add it to their source code repository.

Demo

https://tools.dev.clariah.nl