

# Semantic Web

Welcome!

Version 2021-10-13

Lecturer: Prof. Stefan Decker

Slides: Rezaul Karim, Sascha

Welten, Lars Gleim

# The Team

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Prof. Dr. Stefan Decker



Sascha Welten, M.Sc.



Md. Rezaul Karim, M.Eng.

## Lectures

## Exercises

Contact via:

[welten@dbis.rwth-aachen.de](mailto:welten@dbis.rwth-aachen.de) or [rezaul.karim@rwth-aachen.de](mailto:rezaul.karim@rwth-aachen.de)

# Information about the Exercises

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- Exercises are mandatory, you need **at least 50% points** to qualify for the final exam.
- There will be 6 exercises: to be submitted **online** and to be **auto-graded**.
- Exercises (except for exercise 1) will be based on Jupyter notebooks.
- Notebooks can be opened via RWTH Jupyter Hub: <https://jupyter.rwth-aachen.de>
- Information about the exercises can be found in the Moodle room.
- Refer to “*Introduction to Jupyter Notebooks*”, which explains:
  - interaction between notebooks & Jupyter Hub.
  - a test upload.
- **More details will be provided in the first exercise session!**



## 1. Introduction



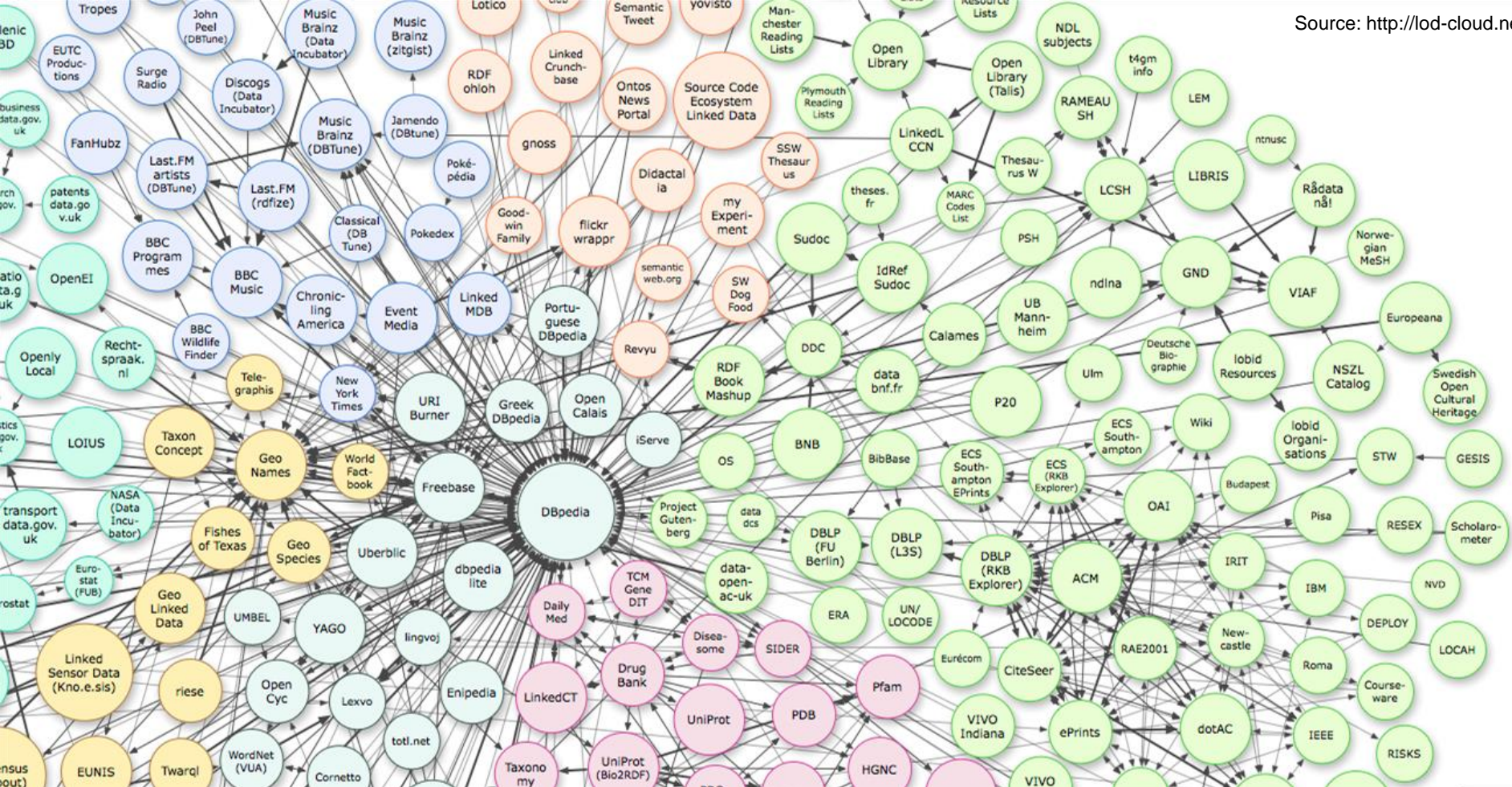
Introduction to Jupyter Notebooks

Mark as done



# Schedule (pre-final)

Date	Day	Time	Event	Person
14.10.2021	THU	12:30-14:00	1. Lecture (Upload Ex1)	Decker
15.10.2021	FRI	10:30-12:00	2. Lecture	Decker
21.10.2021	THU	12:30-14:00	1. Exercise (Upload Ex2)	Karim, Welten
22.10.2021	FRI	10:30-12:00	3. Lecture	Decker
28.10.2021	THU	12:30-14:00	4. Lecture	Decker
29.10.2021	FRI		<b>No Lecture</b>	
04.11.2021	THU	12:30-14:00	2. Exercise (Upload Ex3)	Karim, Welten
05.11.2021	FRI	10:30-12:00	5. Lecture	Decker
11.11.2021	THU	12:30-14:00	6. Lecture	Decker
12.11.2021	FRI	10:30-12:00	7. Lecture	Decker
18.11.2021	THU	12:30-14:00	3. Exercise(Upload Ex4)	Karim, Welten
19.11.2021	FRI	10:30-12:00	8. Lecture	Decker
25.11.2021	THU	12:30-14:00	9. Lecture	Decker
26.11.2021	FRI	10:30-12:00	10. Lecture	Decker
02.12.2021	THU	12:30-14:00	4. Exercise(Upload Ex5)	Karim, Welten
03.12.2021	FRI	10:30-12:00	11. Lecture	Decker
09.12.2021	THU	12:30-14:00	12. Lecture	Decker
10.12.2021	FRI		<b>No Lecture</b>	
16.12.2021	THU		<b>No Lecture</b>	
17.12.2021	FRI	10:30-12:00	5. Exercise(Upload Ex6)	Karim, Welten
23.12.2021	THU		<b>No Lecture</b>	
06.01.2022	THU	12:30-14:00	13. Lecture	Decker
07.01.2022	FRI	10:30-12:00	14. Lecture	Decker
13.01.2022	THU	12:30-14:00	6. Exercise	Karim, Welten
09.02.2022	Di.	14:00-16:00	Exam 1	Karim, Welten
10.03.2022	Do.	12:00-14:00	Exam 2	Karim, Welten



# Semantic Web Lecture

C01 Hypertext, the Internet and the Web  
How does the web work?

Version 2021-10-13

Lecturer: Prof. Stefan Decker  
Slides: Rezaul Karim, Sascha  
Welten, Lars Gleim

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- This set of slides is part of the lecture „Semantic Web Technologies“ held at RWTH Aachen University
- The slides are partially based on slides of Benedikt Köhler and Andreas Harth and were prepared by Lars Gleim
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# Agenda

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## 1. The Vision

1. Paul Otlet
2. Vannevar Bush
3. Doug Engelbart
4. Ted Nelson

## 2. The Internet

## 3. The World Wide Web

## 4. Towards a Web of Data



# Cave Drawings (30000 BC)

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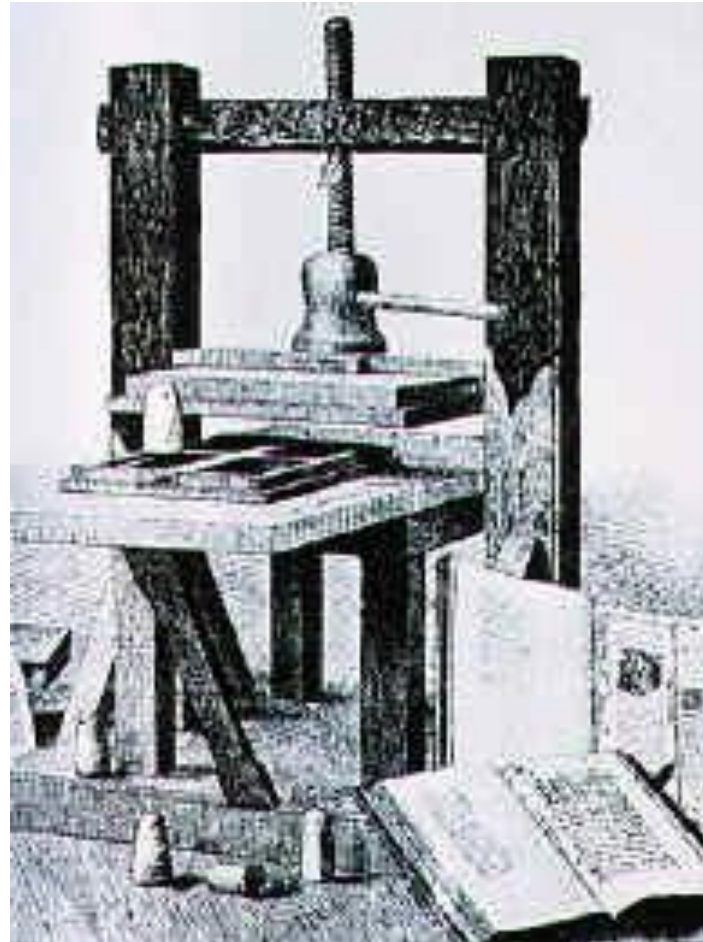
## Writing (Sumerian cuneiform 3200 BC )

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# Printing Press (Gutenberg 1450)

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# Photography (Daguerre 1839)

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# Phonograph (Edison 1877)

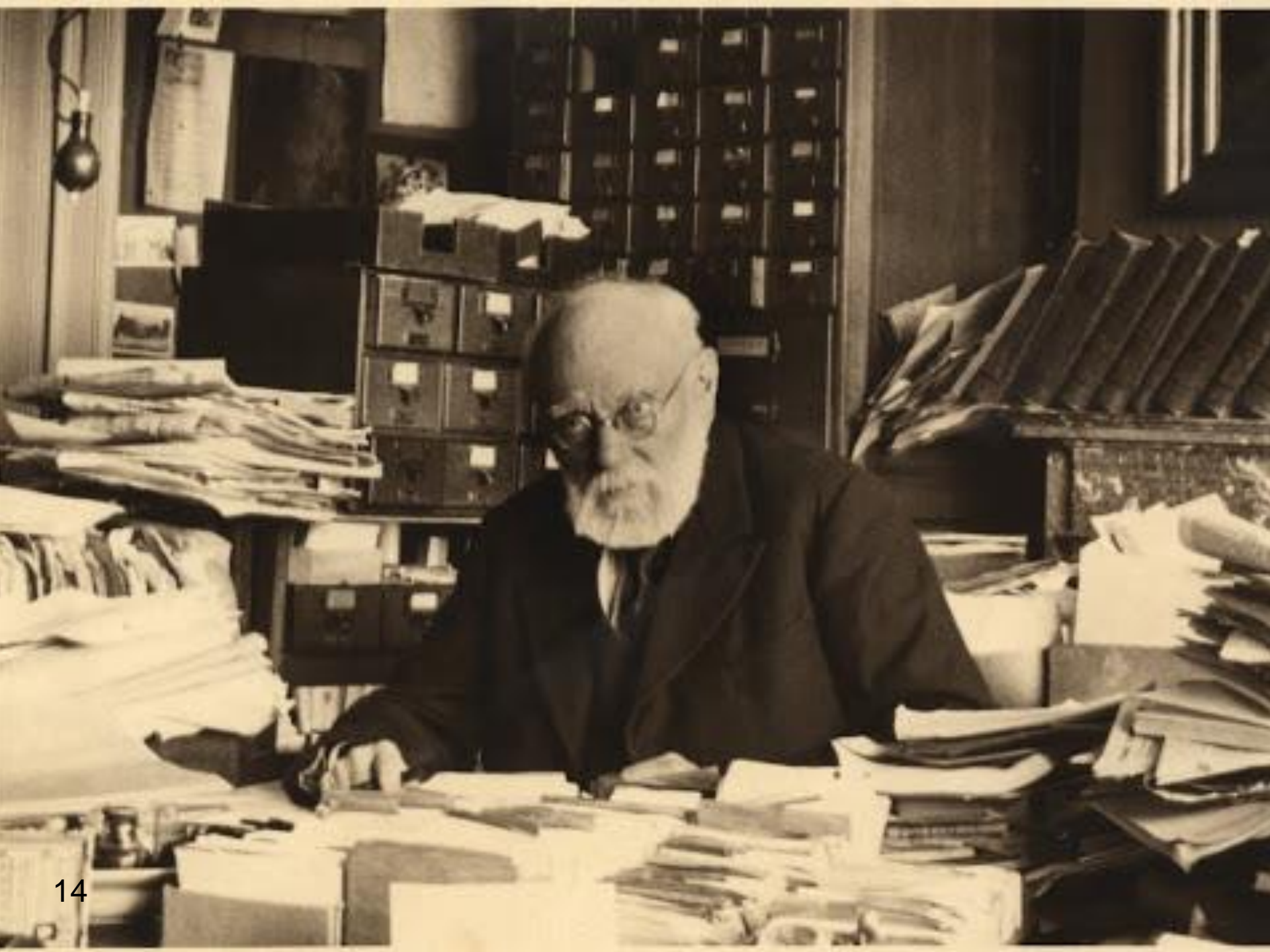
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# Movies (Lumiere 1895)

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(4) *Europe (continent).*  
(49) *Petits pays de l'Europe (groupement de pays).*  
(493) *Belgique (pays).*  
(493.2) *Brabant (province).*  
(493.21) *Bruxelles (arrondissement).*  
(493.211) *Bruxelles (canton).*  
(493.211.1) *Bruxelles (ville).*

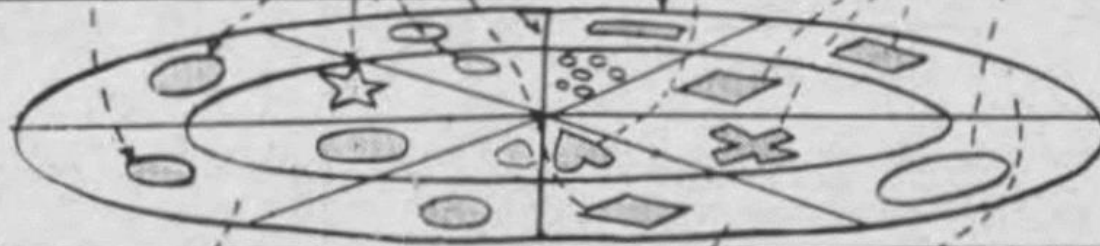
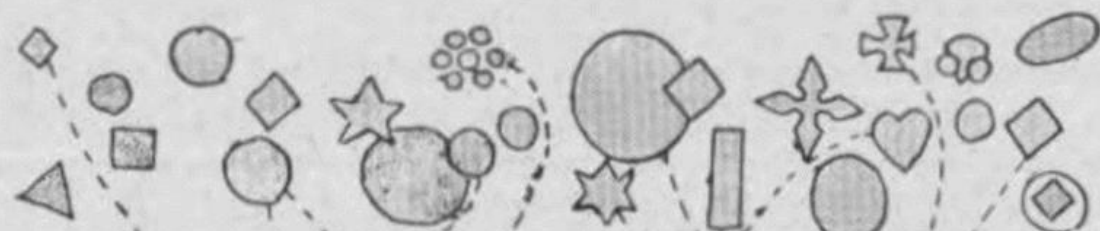
univers, l'intelligence, la science, le livre

## Les choses

univers, la Réalité, le Cosmos

## Les intelligences

perçoivent les choses fragmentairement

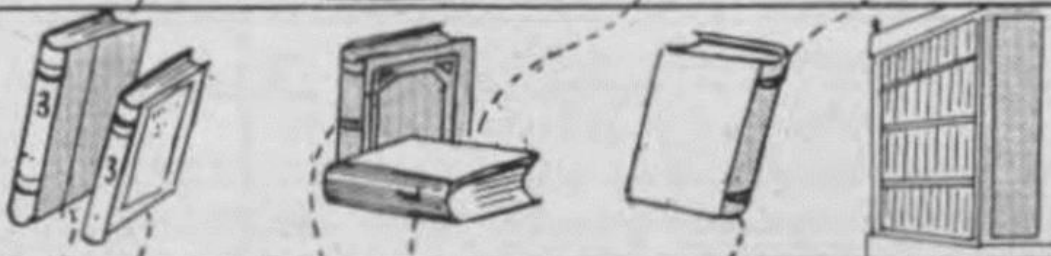


## La science

ordonne en ses cadres les pensées  
des intelligences particulières

## Les Livres

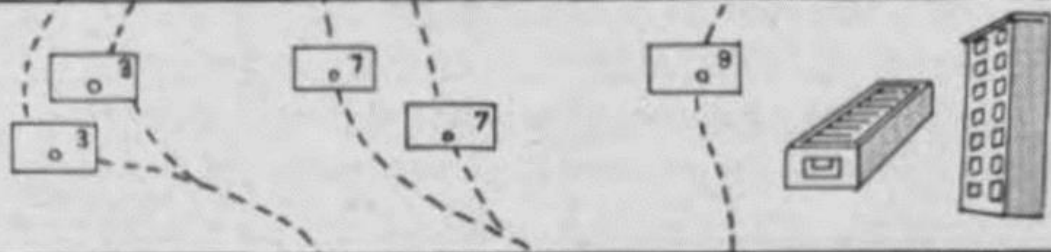
inventent et photographient la science  
ordre divisé des connaissances  
une collection de livres forment la Bibliothèque

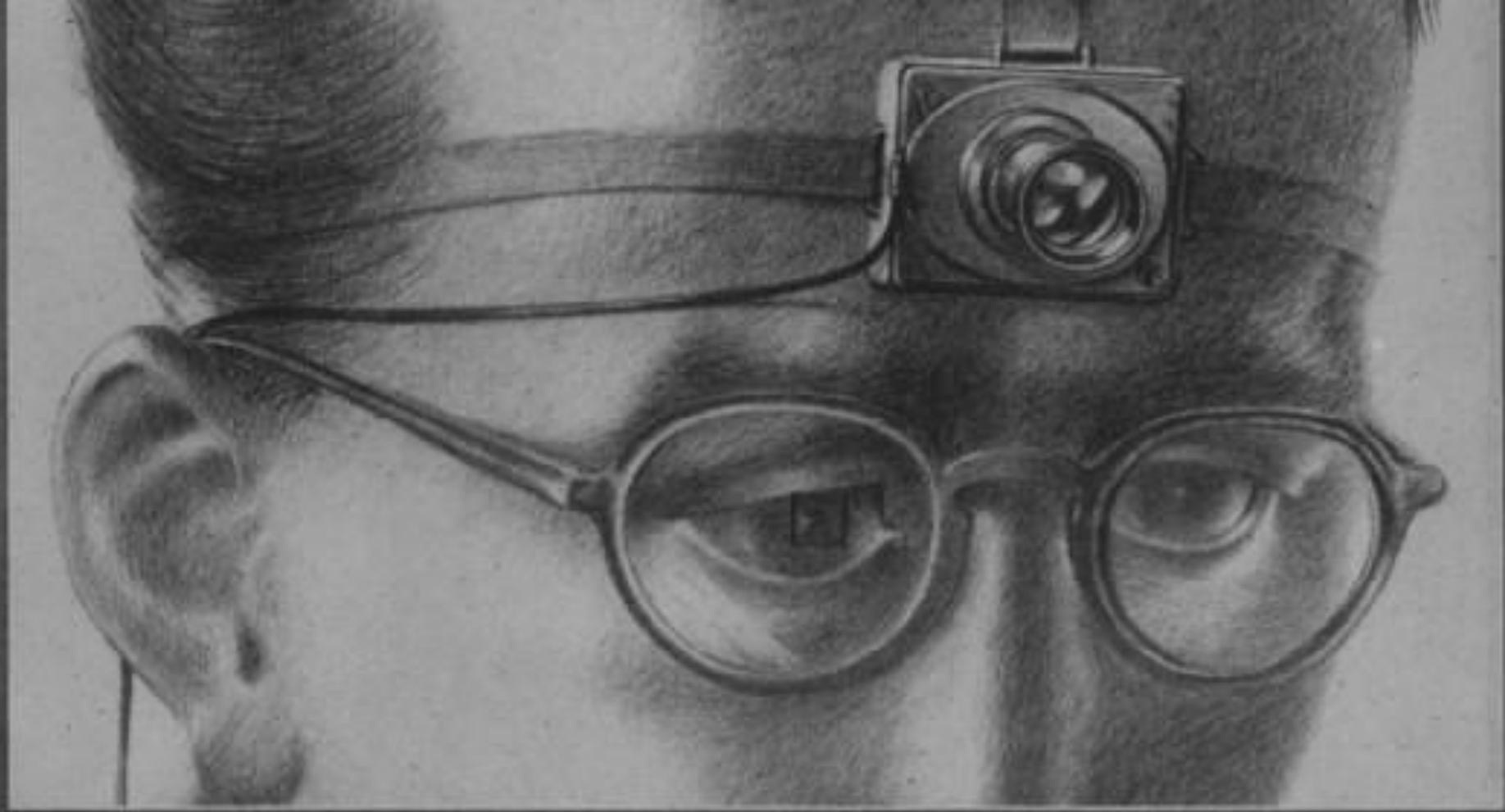


## La Bibliographie

répertorie et catalogue les livres

un ensemble de notices Bibliographiques forme  
un Répertoire Bibliographique universel





A SCIENTIST OF THE FUTURE RECORDS EXPERIMENTS WITH A TINY CAMERA FITTED WITH UNIVERSAL-FOCUS LENS. THE SMALL SQUARE IN THE EYEGGLASS AT THE LEFT SIGHTS THE OBJECT

# AS WE MAY THINK

A TOP U. S. SCIENTIST FORESEES A POSSIBLE FUTURE WORLD  
IN WHICH MAN-MADE MACHINES WILL START TO THINK

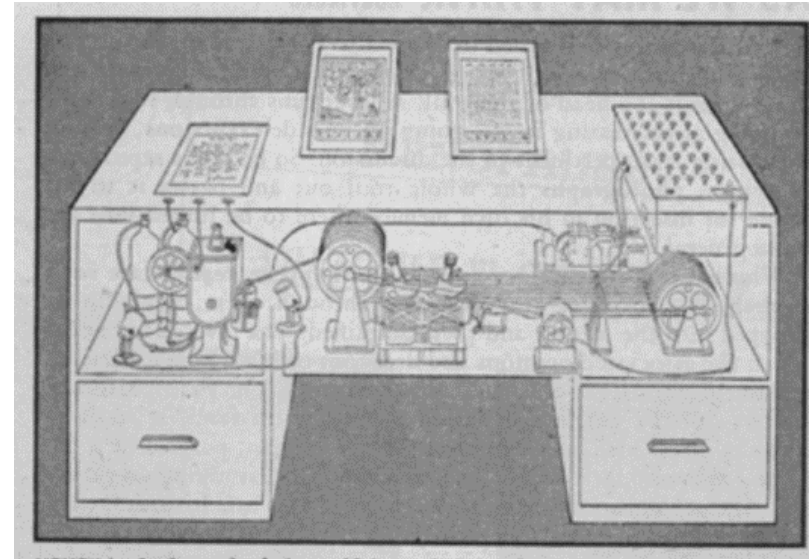


# The Memex (1945)

## Vannevar Bush in “As We May Think”

### *The Atlantic Monthly*, July 1945

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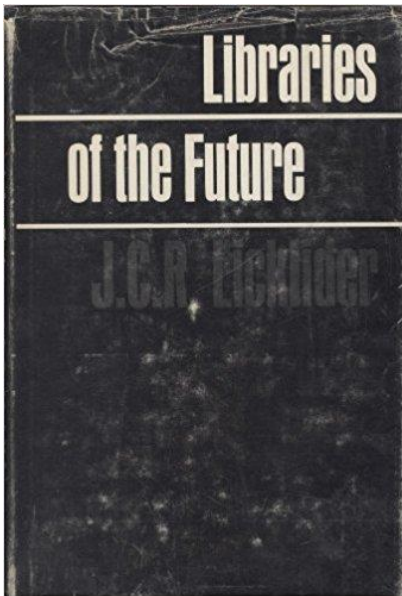


The process of tying two items together is the important thing. . . . Thereafter, at any time, when one of these items is in view, the other can be instantly recalled merely by tapping a button . . .

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# Libraries of the Future...1965

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*"It should be possible, for example, to transfer an entire system of chemical formulas directly from the general fund of knowledge to a chemical process-control system, and to do so under human monitorship but not through human reading and key pressing."*

J. C. R. Licklider. Libraries of the Future.  
The MIT Press. 1965.





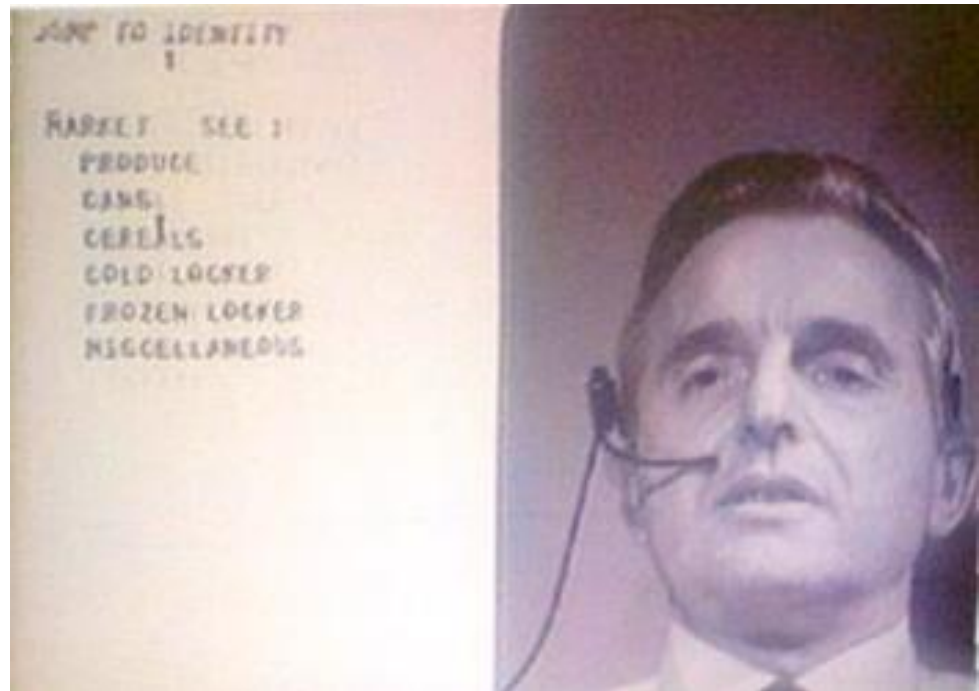
# oNLine System- NLS (Doug Engelbart, SRI, 1968)

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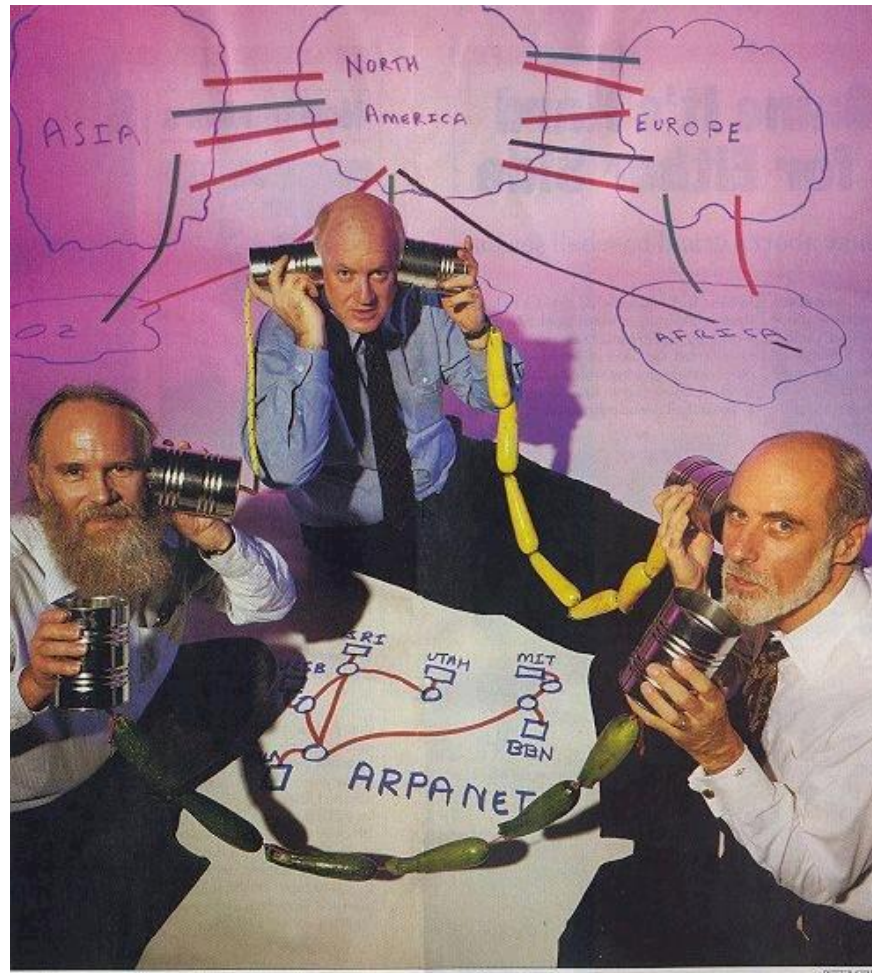
“By ‘augmenting human intellect’ we mean increasing the capability of a man to approach a complex problem situation, to gain comprehension to suit his particular needs, and to derive solutions to problems.” AUGMENTING HUMAN INTELLECT:

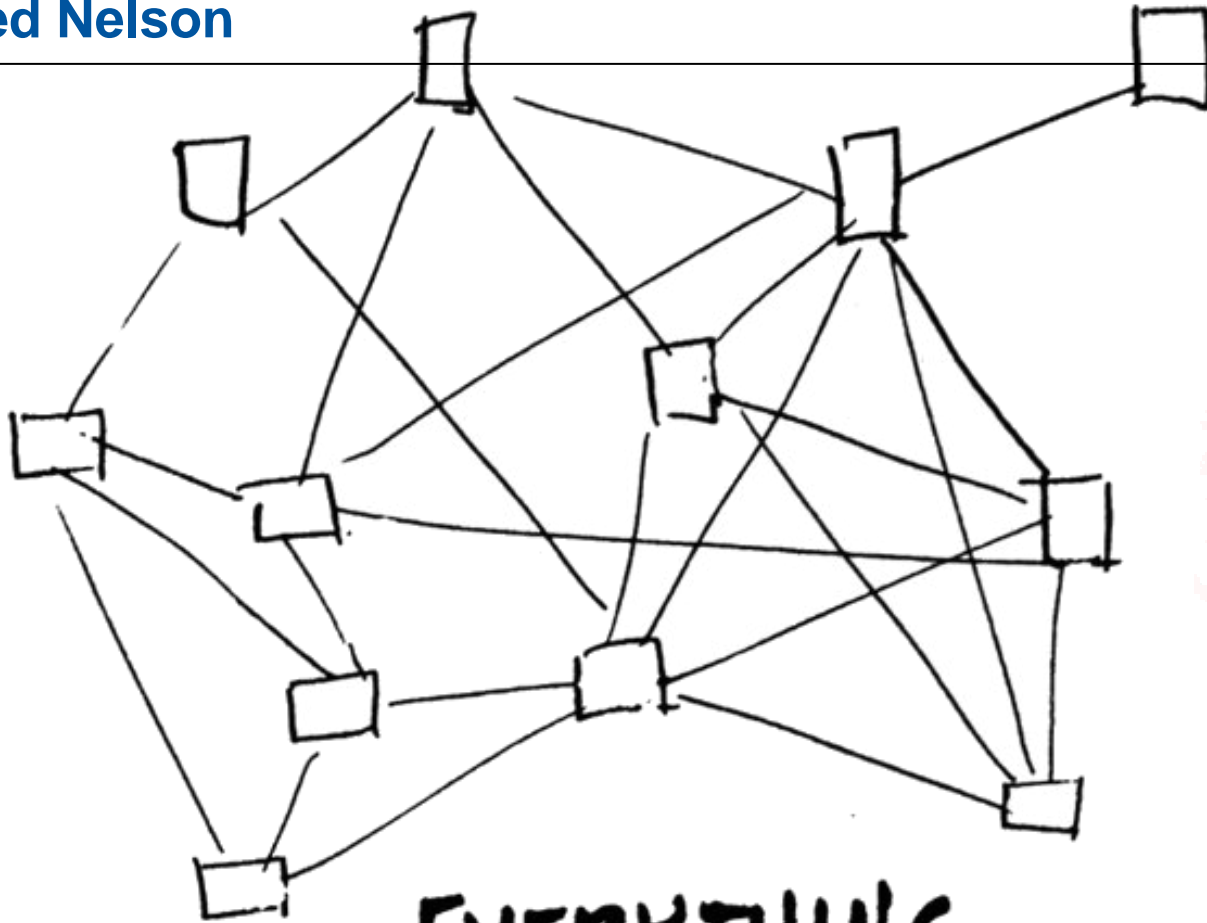
A CONCEPTUAL FRAMEWORK, Douglas C. Engelbart, October 1962

- The Mouse;
- Word Processing;
- Data Sharing;
- Hypertext;



# ARPANET (John Postel, David Crocker, Vint Cerf, 1969)





EVERYTHING  
IS DEEPLY INTERTWINGLED.

## Xanadu (Ted Nelson ~1960-???)

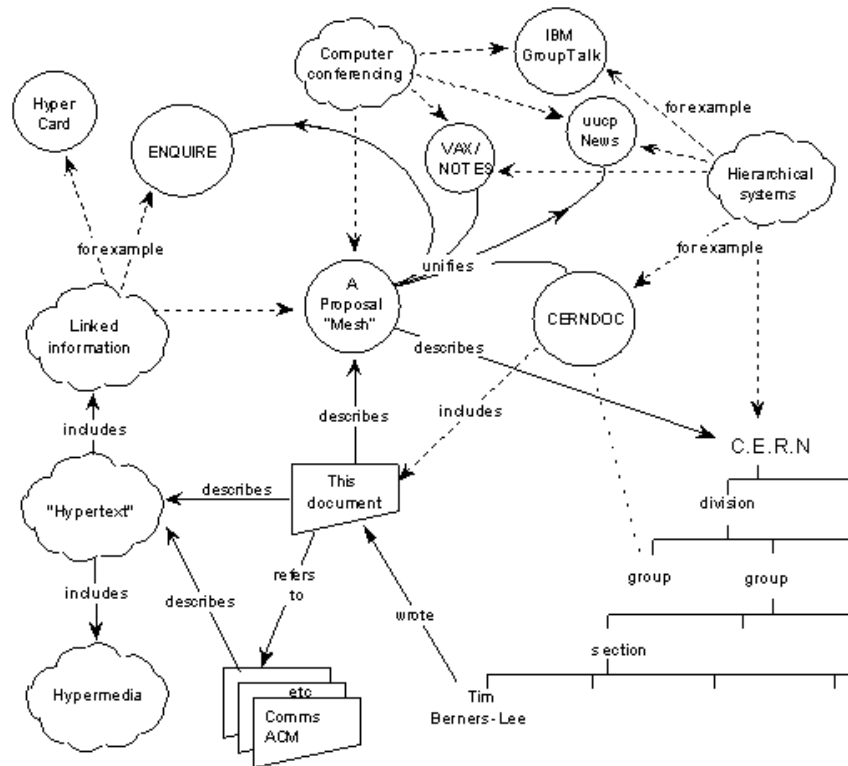
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# World Wide Web (Tim Berners-Lee 1989)



“There was a second part of the dream [...] we could then use computers to help us analyse it, make sense of what we re doing, where we individually fit in, and how we can better work together.”

# Agenda

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1. The Vision
2. **The Internet**
  1. Vint Cerf and Bob Kahn
  2. Internet Architecture
  3. Internet Standardisation
  4. The Network Effect
3. The World Wide Web
4. Towards a Web of Data

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# Internet Architecture and Standards

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Even though development and progress on the internet is achieved in a decentralised way, there is a need for governance and standardisation



# Internet Engineering Task Force

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- The Internet Engineering Task Force (IETF) is hosted at an organisation called the Internet Society.
- The IETF provides a forum for interested parties to work on specifications for internet technology specifications
- These specifications are called Request for Comments (RFCs) and describe a toolbox of protocols, methods and concepts that are essential for operating systems on the internet
- The IETF also published RFCs that serve as foundation of the World Wide Web: Uniform Resource Identifiers (URIs) and Hypertext Transfer Protocol (HTTP)



<sup>1</sup> <http://ietf.org/>

# Development Through RFCs

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- RFCs are an example of how to manage standardization in fast developing surroundings
- Proposed specifications have certain status categories<sup>1</sup> (e.g., Informational, Best Current Practice, Standards Track)
- Standards Track is divided into Draft Standard, Proposed Standard, and Internet Standards
- Internet Standards are specifications for which significant implementation and successful operational experience has been obtained<sup>2</sup>

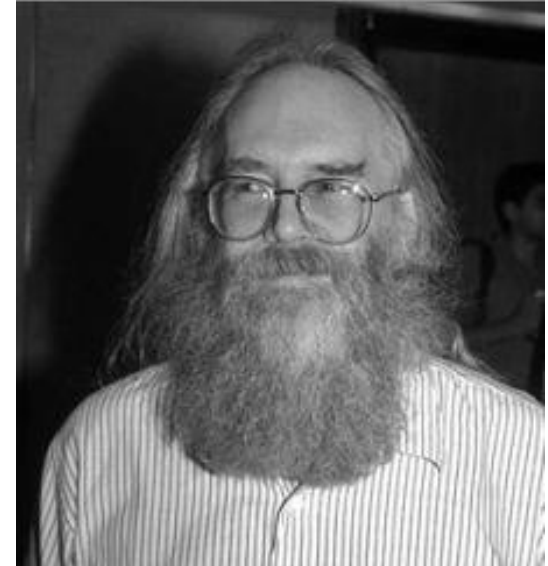
<sup>1</sup> <http://tools.ietf.org/html/bcp9#section-4>

<sup>2</sup> <http://tools.ietf.org/html/bcp9#section-4.1.3>

# Postel's Robustness Principle

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- Jon Postel (1943-1998): former RFC editor<sup>2</sup> and Internet Hall of Fame Pioneer
- „Robustness Principle“ (RFC 793)
  - “...be conservative in what you do, be liberal in what you accept from others.”<sup>3</sup>
- Meaning: Internet systems should be strict in what they emit, but liberal in what they accept



1

<sup>1</sup> <http://www.internethalloffame.org/inductees/jon-postel>

<sup>2</sup> Posthumously, he was honored with his own RFC where he is described as leader, icon, giant and „Internet Assigned Numbers Authority“ (<https://tools.ietf.org/html/rfc2468>)

<sup>3</sup> <https://tools.ietf.org/html/rfc793#section-2.10>

# Internet Corporation for Assigned Names and Numbers

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- The Internet Corporation for Assigned Names and Numbers (ICANN) is the main organisation that governs the internet
- ICANN is:<sup>2</sup>
  - An internationally organised, non-profit corporation with responsibility for
    - Internet Protocol address space allocation,
    - protocol identifier assignment,
    - generic and country code top-level Domain Name System management,
    - and root server system management functions.



<sup>1</sup> <https://archive.icann.org/images/icannlogo.jpg>

<sup>2</sup> <https://www.icann.org/en/system/files/files/participating-08nov13-en.pdf>

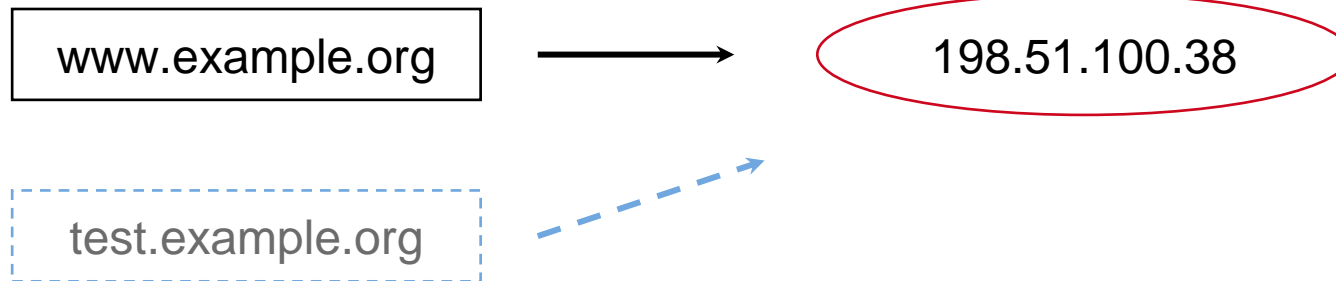


# Internet Assigned Numbers Authority

- The Internet Assigned Numbers Authority (IANA) is a department of ICANN that
  - coordinates the allocation of IP addresses and
  - administers the Domain Name System (DNS)
- The DNS is hierarchically organised and provides means to map from hostnames to IP addresses



1



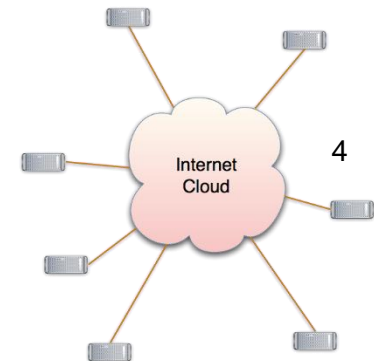
Multiple hostnames can map to the same IP!

<sup>1</sup> <http://iana.org/>

# Examples of IETF Internet Standards

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- Internet Protocol (IP) – RFC 7911 (Sept 1981)  
Responsible for sending packets to devices in a network
- Transmission Control Protocol (TCP) – RFC 7932 (Sept 1981)  
Responsible for breaking data into packets to fit IP
- Domain Names – Concepts and Facilities – RFC 10343 (Nov 1987)  
Introduction to the Domain Name System (DNS)



<sup>1</sup> <http://tools.ietf.org/html/rfc791>

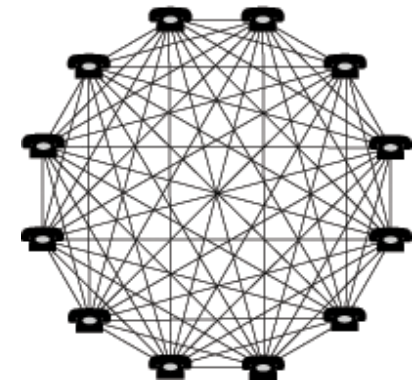
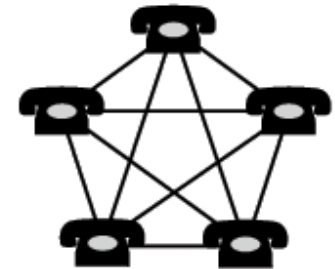
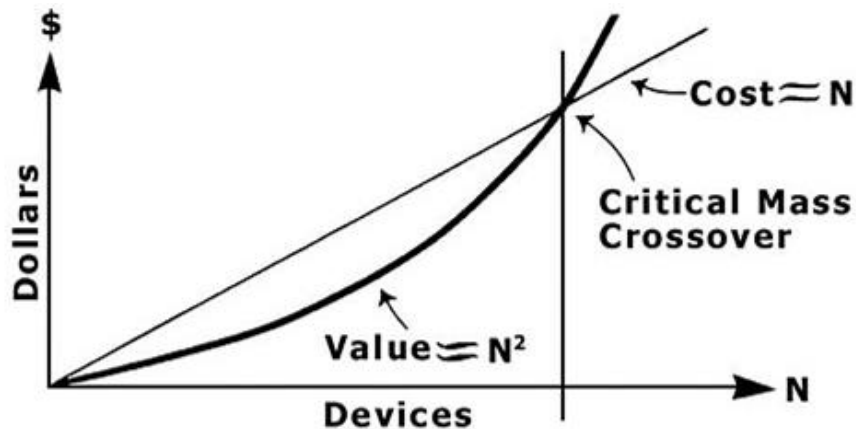
<sup>2</sup> <http://tools.ietf.org/html/rfc793>

<sup>3</sup> <http://tools.ietf.org/html/rfc1034>

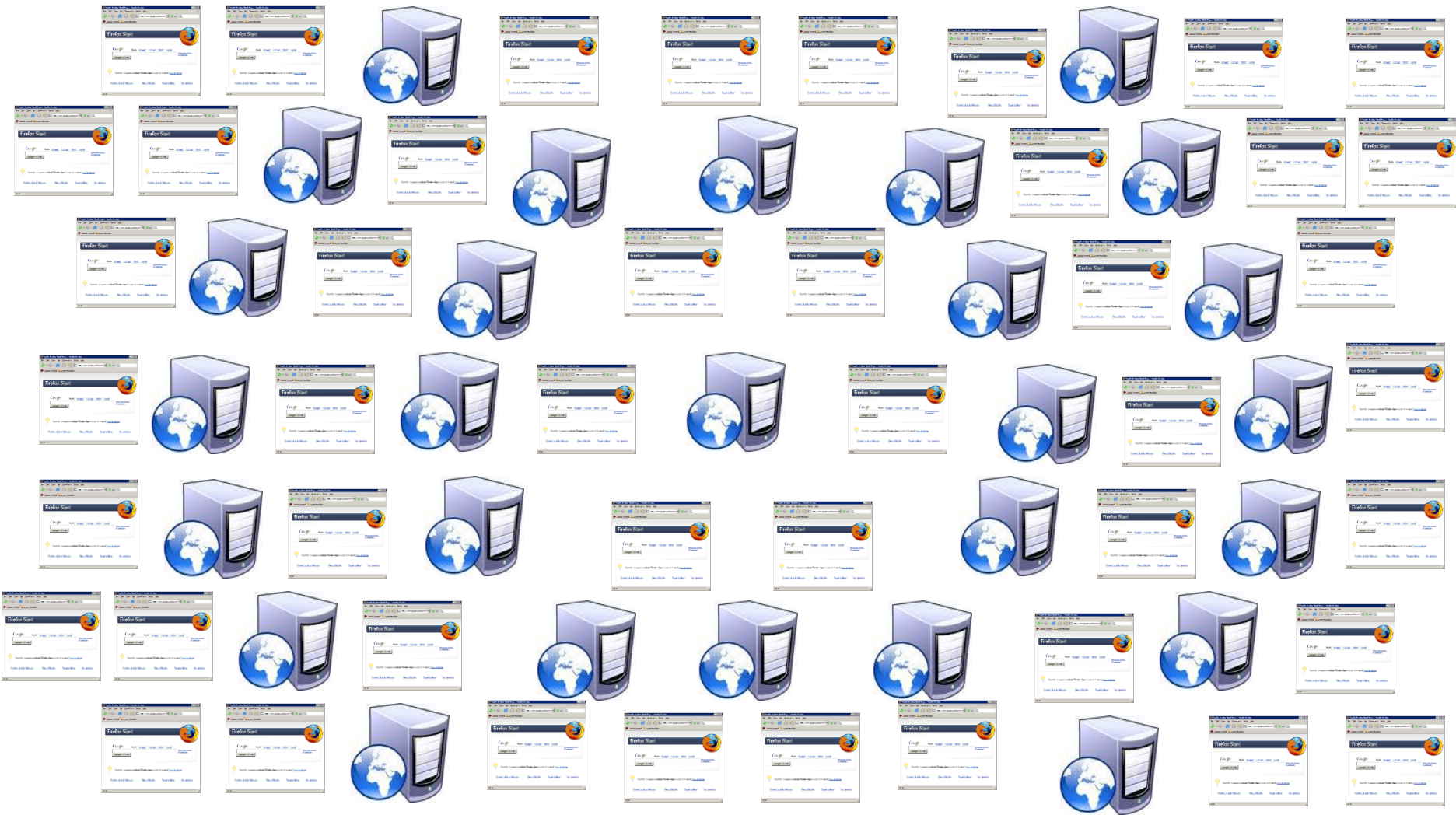
<sup>4</sup> <http://www.w3.org/DesignIssues/Abstractions.html>

# The Network Effect aka Metcalfe's Law

“According to Metcalfe, the rationale behind the sale of networking cards was that (1) the cost of the network was directly proportional to the number of cards installed, but (2) **the value of the network was proportional to the square of the number of users.** This was expressed algebraically as having a cost of  $N$ , and a value of  $N^2$  .”



# Metcalfe's Law





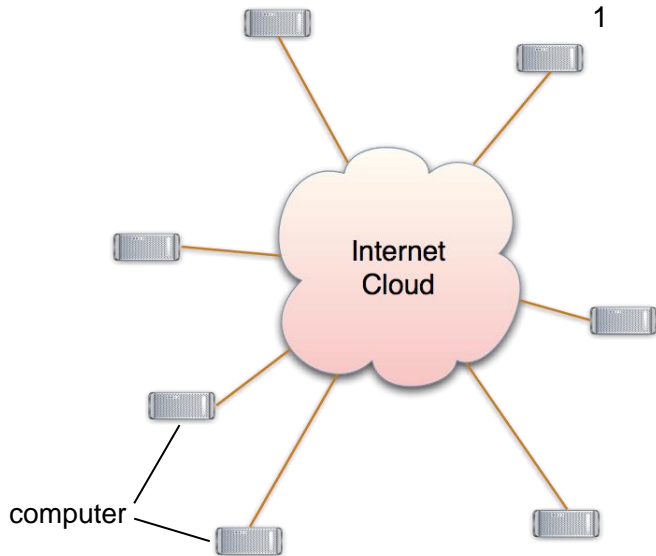
# Agenda

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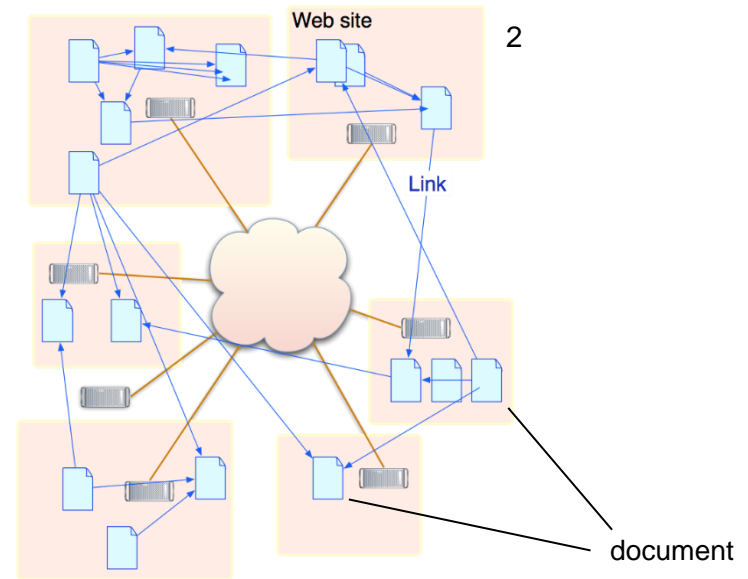
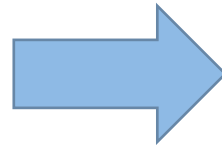
1. The Vision
2. The Internet
- 3. The World Wide Web**
  1. Web Architecture
  2. Resources and Uniform Resource Identifiers (URIs)
  3. The Hypertext Transfer Protocol (HTTP)
  4. The Hypertext Markup Language (HTML)
  5. User Agents and Servers
  6. The World Wide Web Consortium
4. Towards a Web of Data

# Web Architecture and Standards

- The so far presented Internet Architecture is the foundation of the World Wide Web
- Let's have a quick look on the organisation and technologies of the web!



**Internet Model**



**WWW Model**

<sup>1,2</sup> <http://www.w3.org/DesignIssues/Abstractions.html> (great wrap-up of the developing understanding of the internet & web)

# Architecture of the World Wide Web

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- The Web Architecture Group at W3C is concerned with the principles of web architecture and published the document „ Architecture of the World Wide Web, Volume One”<sup>1</sup> in 2004
- The document covers, amongst other topics, the correct use of URIs and HTTP in context of the web
- The theoretical foundation for web architecture principles is described as Representational State Transfer (REST)<sup>2</sup>

<sup>1</sup> <http://www.w3.org/TR/webarch/>

<sup>2</sup> Chapter 5 of "Architectural Styles and the Design of Network-based Software Architectures", Doctoral Thesis of R. T. Fielding, 2000. [http://www.ics.uci.edu/~fielding/pubs/dissertation/rest\\_arch\\_style.htm](http://www.ics.uci.edu/~fielding/pubs/dissertation/rest_arch_style.htm)

**Definition 1 (Resource)** *A resource is an abstract notion for things of discourse, be they abstract or concrete, physical or virtual.*

The following are resources:

- electronic documents
- images
- collections of other resources
- chemical elements
- numeric values
- rooms

} “files”: Information Resources

} “directories”: Collection Resources

} But also abstract concepts!  
“Non-information Resources”



# Uniform Resource Identifiers

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**Definition 2 (Uniform Resource Identifier)** *A Uniform Resource Identifier (URI) is a character sequence that identifies a resource.*

- I. e. URIs are names for resources
- URIs are defined in RFC 3986<sup>1</sup> (Jan 2005; Internet Standard)

Room sign at WU Vienna with HTTP URI. A lookup on the room's URI redirects to a web page which allows users to view the room schedule and book the room.



<sup>1</sup> <http://tools.ietf.org/html/rfc3986>

# Examples of Valid URIs<sup>1</sup>

---

- ftp://ftp.is.co.za/rfc/rfc1808.txt
- http://www.ietf.org/rfc/rfc2396.txt
- ldap://[2001:db8::7]/c=GB?objectClass?one
- mailto:John.Doe@example.com
- news:comp.infosystems.www.servers.unix
- tel:+1-816-555-1212
- telnet://192.0.2.16:80/
- urn:oasis:names:specification:docbook:dtd:xml:4.1.2

<sup>1</sup> <http://www.rfc-editor.org/rfc/rfc3986.txt>

# Structure of URIs

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- The generic URI syntax consists of the scheme, authority, path, query, and fragment
- URI syntax specification in RFC 3986:

```
URI = scheme ":" hierarchical part [ "?" query ] [ "#"
fragment ]
```

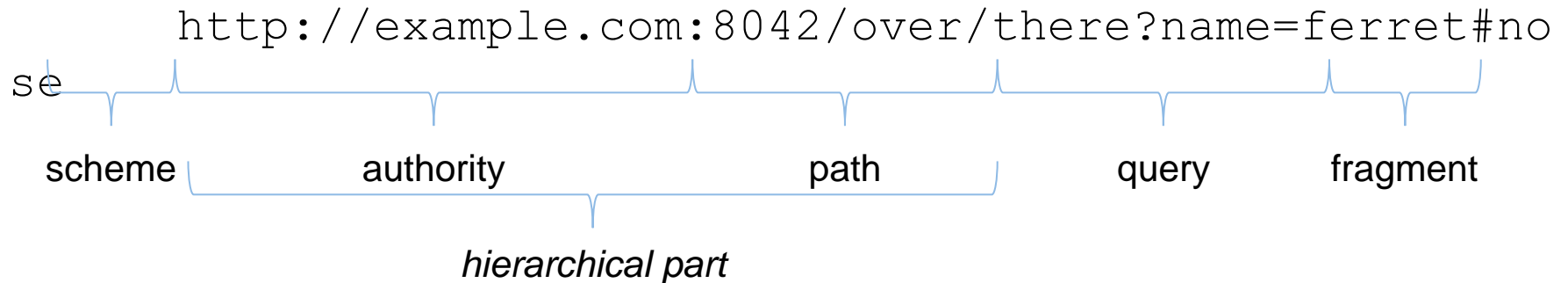
- Within [ ]: optional parts
- `hierarchical part`<sup>1</sup>: contains the authority, headed by “//” and followed by an optional path (tracking the hierarchical server structure leading to the resource)

<sup>1</sup> This is only the most common setup of the hierarchical part, used majorly on the internet and sufficient for our purposes. Some less frequently used URIs follow another syntax. For an complete definition of the URI syntax, see RFC 3986 p.15 et seq.

# Structure of URIs

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- An example of a HTTP URI looks like the following:



- **scheme**: specifies type of URI (and the associated protocol<sup>1</sup>)
- **authority**: hostname and optional port number
- **path**: reference to content on the host server; can be interpreted in a hierarchical fashion (similar to a directory tree on a file system)
- **query**: contains data that does not match tree structure (variables)
- **fragment**: addresses local part of a document

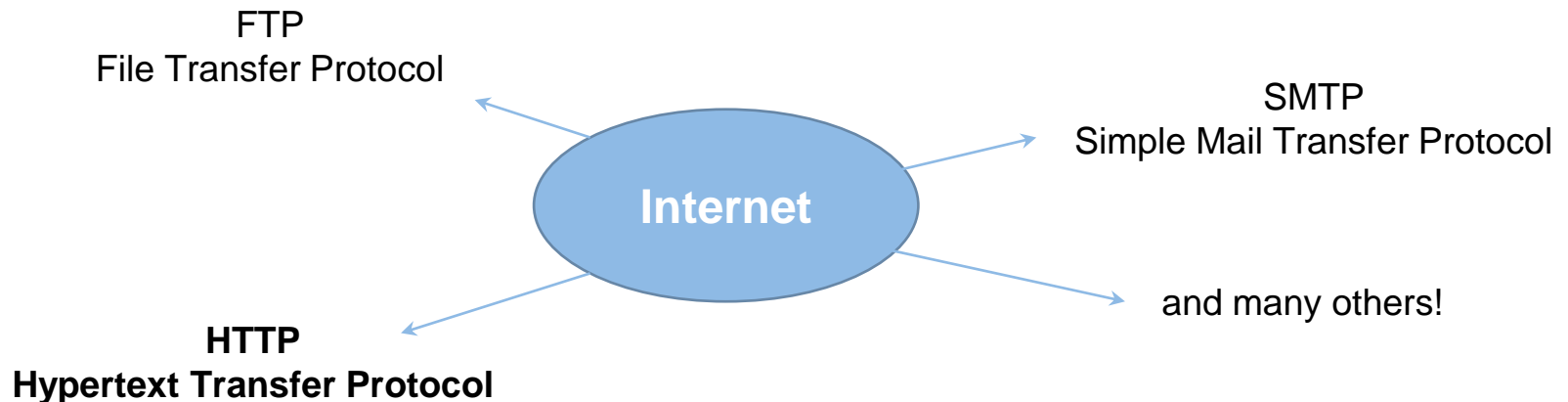
<sup>1</sup> View IANAs registered schemes: <http://www.iana.org/assignments/uri-schemes/uri-schemes.xhtml>



# Protocols

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- The internet is the networking infrastructure for global data exchange
- Information is accessible on the internet via different protocols
- HTTP (Hypertext Transfer Protocol, foundation of the World Wide Web) is one of them



# Hypertext Transfer Protocol

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- On the web, the communication between a user agent and a server is carried out via the Hypertext Transfer Protocol (HTTP)

HTTP 1.1 is defined in a set of RFCs (all „Proposed Standard“<sup>1</sup>)

<b>RFC 7230</b>	<b>Message Syntax and Routing:</b> Basic structure of request and response, including basic header fields
<b>RFC 7231</b>	<b>Semantics and Content:</b> Request methods, status codes and additional header fields
<b>RFC 7232</b>	<b>Conditional Requests</b>
<b>RFC 7233</b>	<b>Range Requests</b>
<b>RFC 7234</b>	<b>Caching</b>
<b>RFC 7235</b>	<b>Authentication</b>

- The ones of interest to us are RFC 7230 and RFC 7231

<sup>1</sup> <http://www.rfc-editor.org/categories/rfc-proposed.html>

# Hypertext Transfer Protocol - Definition

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- RFC 7230<sup>1</sup> (Standard) states:

*The Hypertext Transfer Protocol (HTTP) is a stateless application-level protocol for distributed, collaborative, hypertext information systems.*

- A user agent poses a request to a server, and a server issues a response to the user agent
- User agents can be: web browsers, but also household appliances, cars, internet radio devices or command line programs
- Servers can be: traditional large-scale web servers of commercial companies, but also devices that offer access to data or functionality, (household appliances, cars,...)

<sup>1</sup> <http://tools.ietf.org/html/rfc7230>

# Successful Request/Response Interaction

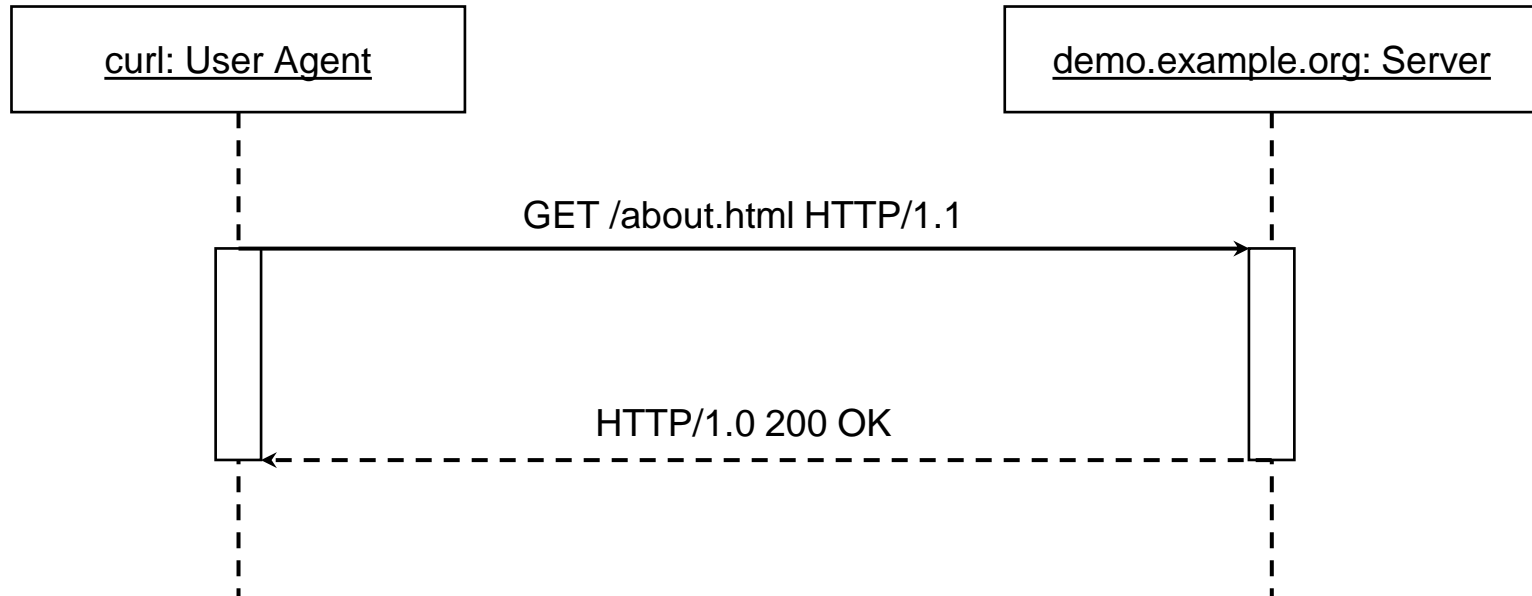
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- A simple successful request/response interaction between user agent and server works as follows:
  - The user agent establishes a TCP connection with the server.
  - The user agent transmits a HTTP request. Trailing newline to indicate end of message.
  - The server replies with a HTTP response. Trailing newline to indicate end of message.
  - The connection is terminated.



# UML Sequence Diagram

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# HTTP – Stateless Protocol

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- HTTP is a stateless protocol and every transaction is treated independently by the server<sup>1</sup>
- Even if on the same connection, the server must not assume that two different requests are issued by the same user agent
- In many cases on the web, there is a need for permanent authentications: staying logged-in, shopping baskets, ...
- This can be achieved through different means of session management:
  - HTTP authentication
  - Session-IDs
  - Cookies

<sup>1</sup> <http://tools.ietf.org/html/rfc7230#page-11>

# HTTP Request/Response - Structure

- Both HTTP request and response messages follow the same structure:

HTTP request:

```
1 GET /about.html HTTP/1.1
2 Host: demo.example.org
  User Agent: curl/7.2.10
  Accept */*
3
```

1 Start line:  
The request line for HTTP requests, status line for HTTP responses. The start line is mandatory.

2 Header fields:  
Additional information about the message in key/value format. Header fields are optional.

3 Message body:  
The transferred content (a list of bytes). Message body is optional.

HTTP response:

```
1 HTTP/1.0 200 OK
2 Server: Apache
  Content-Type: text/html
3 <html><body><h1>Demo
  </h1></body></html>
```

# HTTP Methods

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- The HTTP method is part of the request line
- Via the HTTP methods, the user agent informs the server about the purpose of the request
- There are several registered HTTP methods<sup>1</sup>, we only focus on the GET method (see RFC 7231<sup>2</sup>)

<sup>1</sup> <http://www.iana.org/assignments/http-methods/http-methods.xhtml>

<sup>2</sup> <https://tools.ietf.org/html/rfc7231#section-4.1>

# HTTP Status Codes (RFC 7231)

- By status codes, the server interacts with the user agent, reporting success, failure, etc.
- The status code is returned in the start line of the response message
- You know the 404 Not Found status code

```
HTTP/1.0 200 OK
Server: Apache
Content-Type: text/html
```

```
<html><body><h1>Demo
</h1></body></html>
```

Status code classification		
1xx	Informational	provisional response
2xx	Successful	request successfully received, understood, and accepted
3xx	Redirection	further action needs to be taken by user agent to fulfil the request
4xx	Client Error	client erred
5xx	Server Error	server encountered an unexpected condition



# Selected HTTP Status Codes

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Status code	Description
200 OK	The request to the target resource succeeded.
300 Multiple Choices	Indicates multiple content options for the user agent to choose from.
301 Moved Permanently	All requests should be directed to another URI.
303 See Other	The response to the request can be found under the given URI.
401 Unauthorized	Authentication is required and has not yet been given.
404 Not Found	The requested resource cannot be found.
410 Gone	The resource has been deleted.
500 Internal Server Error	Generic error messages indicating problems on the server.

## Selected HTTP Header Fields

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Header field	Used by*	Description
<b>Host</b>	U	The TCP connection is to an IP address. One server might host multiple web sites with different hostnames. With Host, the user agent specifies the hostname. Host is required in HTTP/1.1.
<b>User-Agent</b>	U	Name of user agent
<b>Server</b>	S	Name of the server
<b>Accept</b>	U	The agent can specify acceptable media types
<b>Content-Type</b>	U, S	The media type of the message body
<b>Location</b>	S	The location of the requested URI, for example in case of redirects (status codes 3xx)
<b>Content-Location</b>	S	The content of the message body is really available at the specified location, not the requested URI

\* U = user agent header, used in the request; S = server header, used in response.

# HTTP Message Body

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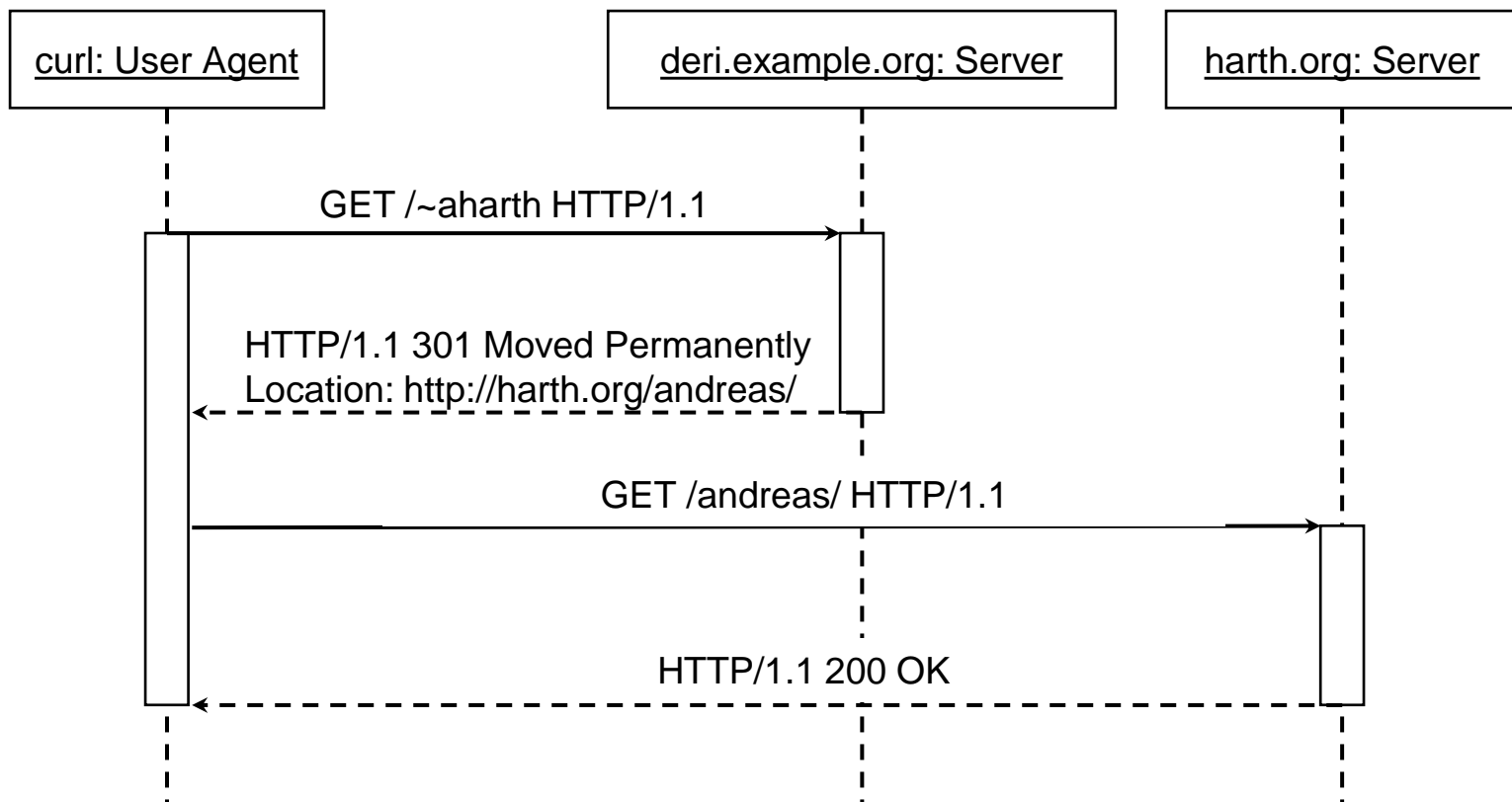
- The message body contains a byte stream of content (e.g., HTML document, PNG picture)
- In principle, only the server response contains a message body (the requested content)
- However, there are cases where the request includes a message body, for example when uploading a file from the browser
- To know how parse the bytes contained in the message body, the recipient needs information about the type of content
- The process of figuring out the media type of messages is called content negotiation

**Definition 4 (HTTP Message, HTTP Request, HTTP Response)** *A HTTP message is a tuple  $\langle S, H, B \rangle$ , where  $S$  is the mandatory start line,  $H$  is an optional list of header name/value pairs, and  $B$  is the message body, also optional. A HTTP request is a HTTP message, in which the start line  $S$  consists of a tuple  $\langle M, u, V \rangle$ , where  $M$  is the HTTP method,  $u \in \mathcal{U}$  is the request URI and  $V$  is the HTTP version. A HTTP response is a HTTP message, in which the start line  $S$  consists of a tuple  $\langle SC, V \rangle$ , where  $SC$  is the HTTP status code and  $V$  is the HTTP version.*

**Definition 5 (HTTP Interaction)** *The function `http` models the execution of a HTTP request that leads to a HTTP response. Let `req` be a HTTP request and `resp` be a HTTP response. We can write  $\text{resp} = \text{http}(\text{req})$ .*

# HTTP Redirects with Location Header

- Example of HTTP interaction with a 301 Moved Permanently redirect from <http://deri.example.org/~aharth/> to <http://harth.org/andreas/>.
- Redirect also occur as part of content negotiation





# Content Negotiation<sup>1</sup>

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- Typically, the user-agent has a preference about the content-type of the requested data (format, language, encodings,...)
- This preference is indicated in the accept header of the HTTP request
- The server replies with the specified location of the requested file via the Content-Location header. The user runs another HTTP request, now aiming directly at the specified location.

<sup>1</sup> <http://tools.ietf.org/html/rfc7231#section-3.4>

# Selected Content/Media Types<sup>1</sup>

---

Media type	Format of message body
<code>* / *</code>	Any (makes only sense in <code>Accept</code> header)
<code>text/html</code>	HTML
<code>application/xhtml+xml</code>	XHTML
<code>application/rdf+xml</code>	RDF/XML
<code>application/ld+json</code>	JSON-LD
<code>text/turtle</code>	RDF Turtle
<code>text/n3</code>	Notation3

<sup>1</sup> <https://www.iana.org/assignments/media-types/media-types.xml>

# Hypertext Markup Language HTML

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- HTML can be used to encode Hypertext documents
- In 1995, HTML 2.0 was specified as an IETF RFC 1866<sup>1</sup>
- The next version, HTML 3.2<sup>2</sup>, reached W3C recommendation status in 1997
- HTML 5 was initiated in 2004 by individuals of Apple, the Mozilla Foundation and Opera Software, who were concerned with the direction the W3C was taking with XHTML (HTML based on stricter XML syntax rules)
- Ultimately, HTML 5 was finalized within the W3C process<sup>3</sup>

<sup>1</sup> <http://tools.ietf.org/html/rfc1866>

<sup>2</sup> <http://www.w3.org/TR/REC-html32/>

<sup>3</sup> <http://www.w3.org/TR/html5/>

# Hypertext Markup Language HTML

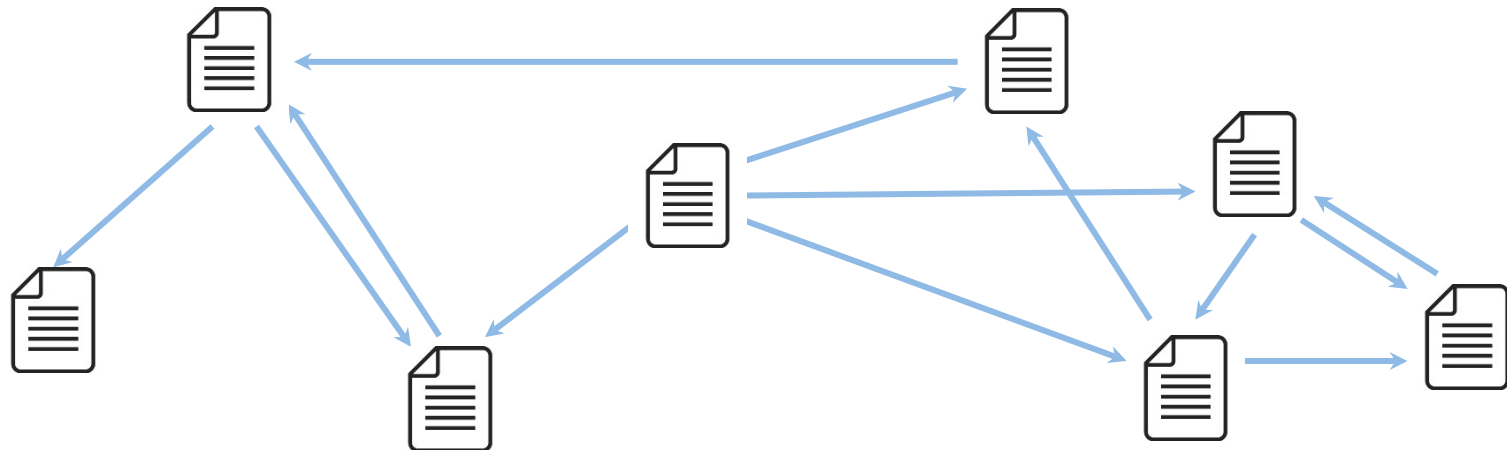
---

- HTML can be used to represent document structure, such as headings and paragraphs
- Further, documents can reference other documents (e.g., via `a href`), include media (via `img src`) or provide a form (via `form action`)
- With HTML, we could fill several lessons!

# Hypertext Markup Language HTML

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- For the purpose of our course the most important feature of HTML is the possibility to link to other documents!
- A user agent (web browser) uses links to enable users to navigate to other pages and to display additional information



# Extensible Markup Language XML

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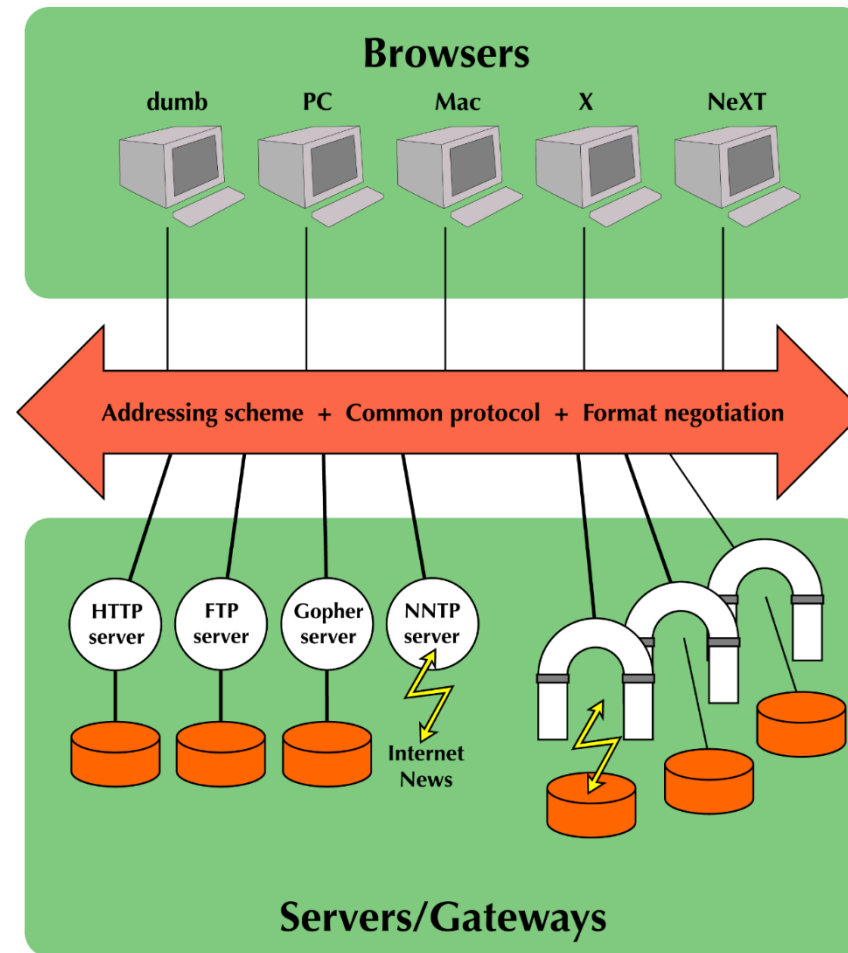
- XML is a format that is readable to both humans and machines
- Thus, XML documents must adhere to stricter syntactic rules than traditional HTML
- The stricter model facilitates for machine processing of XML documents
- Attributes in XML do use URIs for identification, however, XML does not provide the capability to reference URIs as attribute values<sup>1</sup>
- XML 1.0 became W3C recommendation in 1998<sup>2</sup>

<sup>1</sup> <http://doi.org/10.1109/4236.877487>

<sup>2</sup> <http://www.w3.org/TR/1998/REC-xml-19980210>



# User Agents and Servers



*“The World Wide Web Consortium (W3C) is an international community where Member organizations, a full-time staff, and the public work together to develop Web standards.”<sup>2</sup>*



1

- W3C aims for the worldwide availability of web access and envisions web progress in terms of interaction, data, services, and security through standardization<sup>3</sup>
- Tim Berners-Lee is the director of W3C

<sup>1</sup> <http://www.w3.org/>

<sup>2</sup> <http://www.w3.org/Consortium/>

<sup>3</sup> <http://www.w3.org/Consortium/mission>

# W3C Drafts and Recommendations

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- Comparable to IETF's standardisation through RFCs, W3C publishes reports that pass different maturity levels until they are officially recommended<sup>1</sup>:
  - Working Draft (WD)
  - Candidate Recommendation (CR)
  - Proposed Recommendation (PR)
  - W3C Recommendation (REC)
- In this lecture, we are concerned with languages specified in W3C recommendations<sup>2</sup>

<sup>1</sup> <http://www.w3.org/2005/10/Process-20051014/tr.html#maturity-levels>

<sup>2</sup> <http://www.w3.org/TR/>

# Agenda

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1. The Vision
2. The Internet
3. The World Wide Web
4. **Towards a Web of Data**

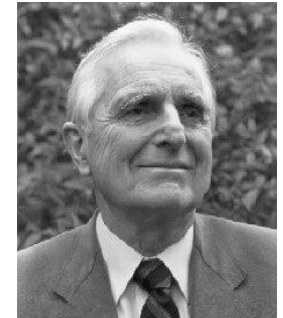
## Memex (Vannevar Bush)

A memex is “a device in which an individual stores all his books, records, and communications.”



## Augmenting Human Intellect (Doug Engelbart)

“By “augmenting human intellect” we mean increasing the capability of a man to approach a complex problem situation, to gain comprehension to suit his particular needs, and to derive solutions to problems.”



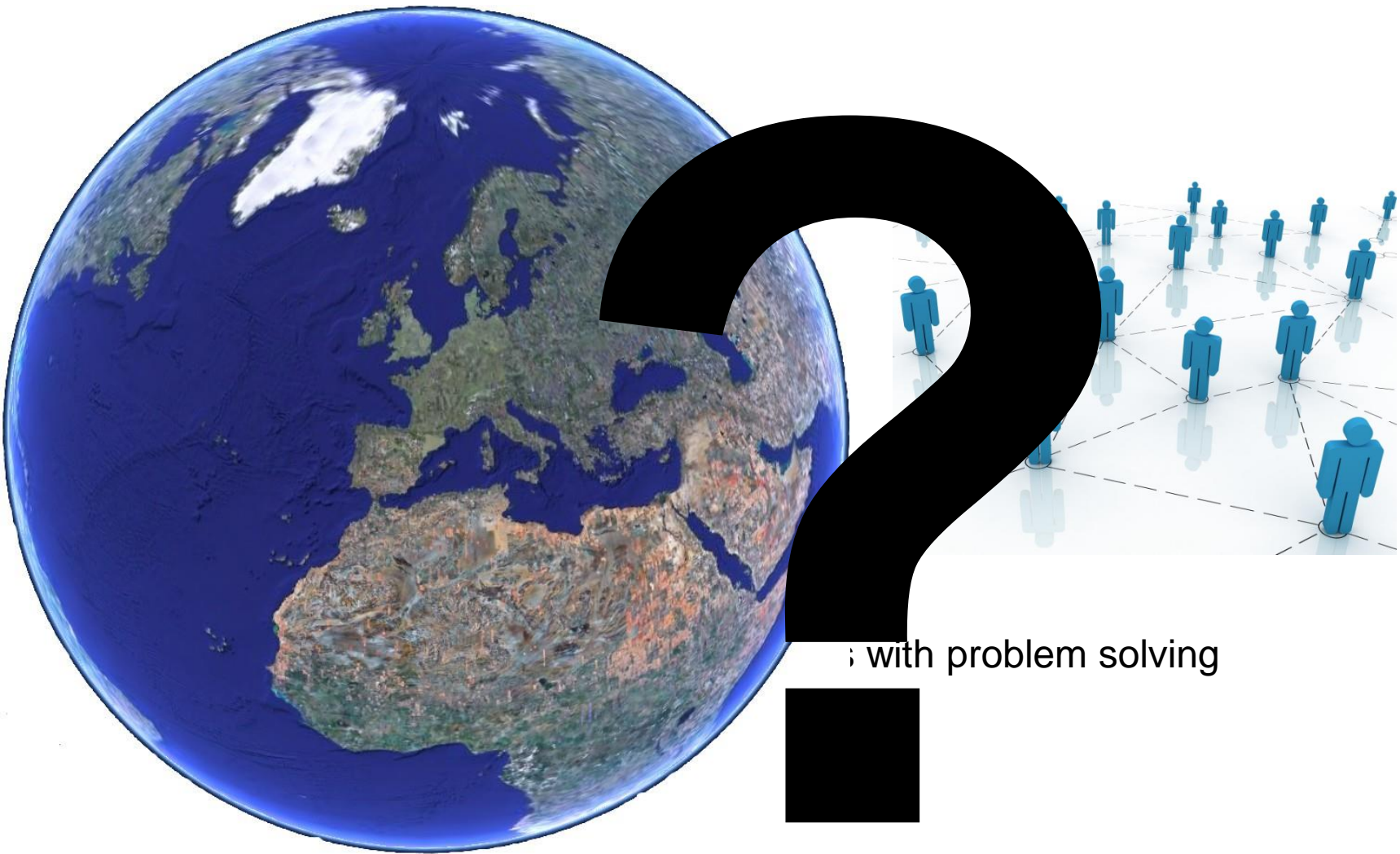
## WWW (Tim Berners-Lee)

“There was a second part of the dream [...] we could then use computers to help us analyse it, make sense of what we re doing, where we individually fit in, and how we can better work together.”



# A Network of Data and Knowledge

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; with problem solving





# What enabled the Web?

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## **Scalability**

No growth scalability problem (e.g., no back links from HTML pages)

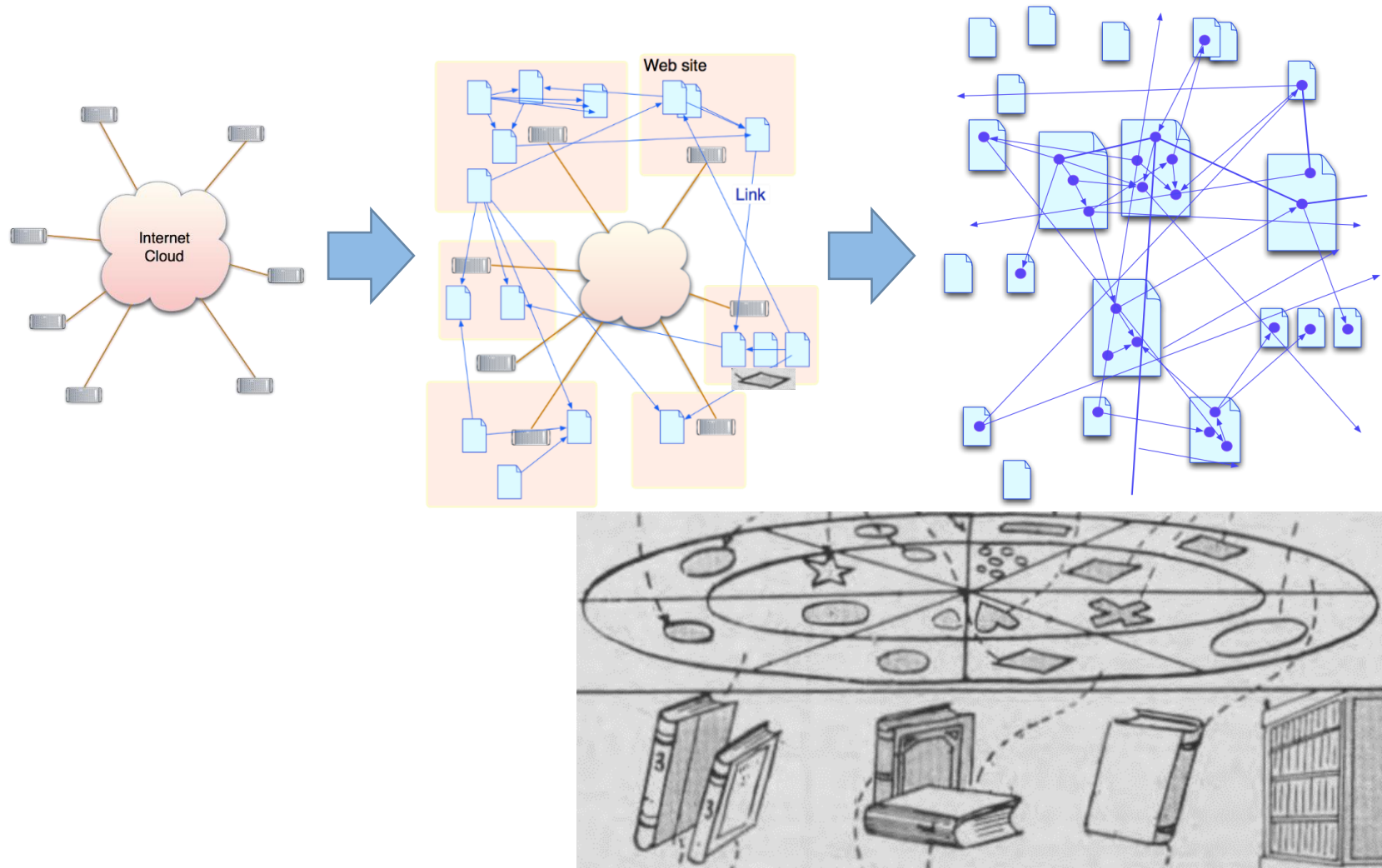
## **No censorship**

No lengthy permission or review process (“permissionless innovation”)

## **Positive feedback loop**

Value of network grows with number of participants

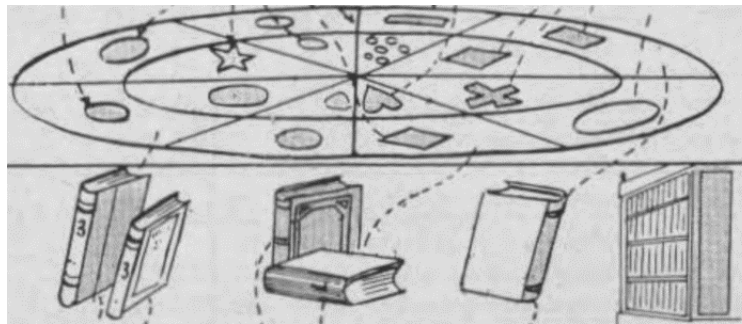
# Towards a Web of Data



# Important Distinctions

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- We need to distinguish between other resources (Otlet's „frames of thought“) and information resources (Otlet's books)



- We also need to distinguish between the name of a thing (the URI) and the thing itself (the resource)

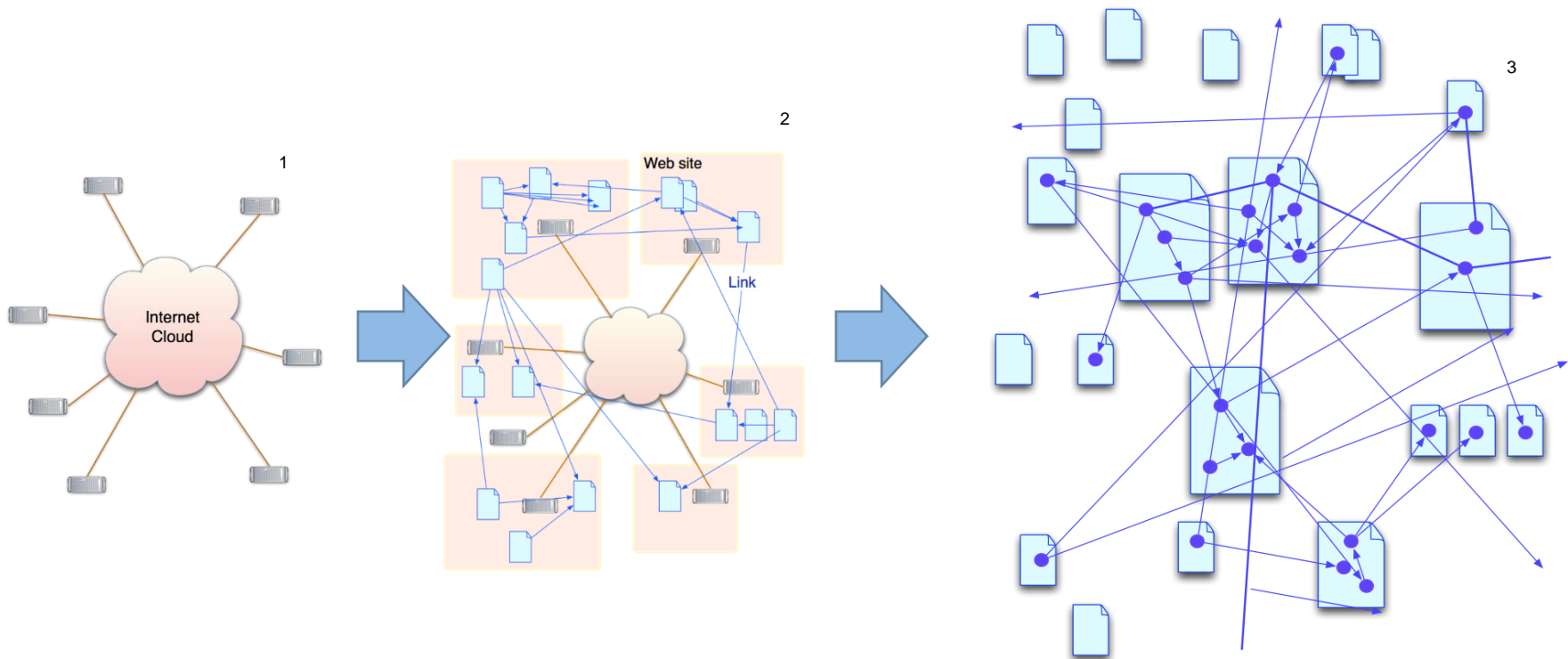
# Learning Goals

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- G 1.1 Distinguish between hierarchical structure and network structure in representing information.
- G 1.2 Outline basic internet and web technologies, and describe the relation between them.
- G 1.3 Assess the characteristics of decentralisation in information system architectures.
- G 1.4 Explain the network effect as expressed in Metcalfe's Law.
- G 1.5 Identify and name resources; tell information resources apart from other resources based on a textual description.

## Outlook – Chapter 2

- In our next step, we will get to know the Semantic Web and the ideas behind Linked Data



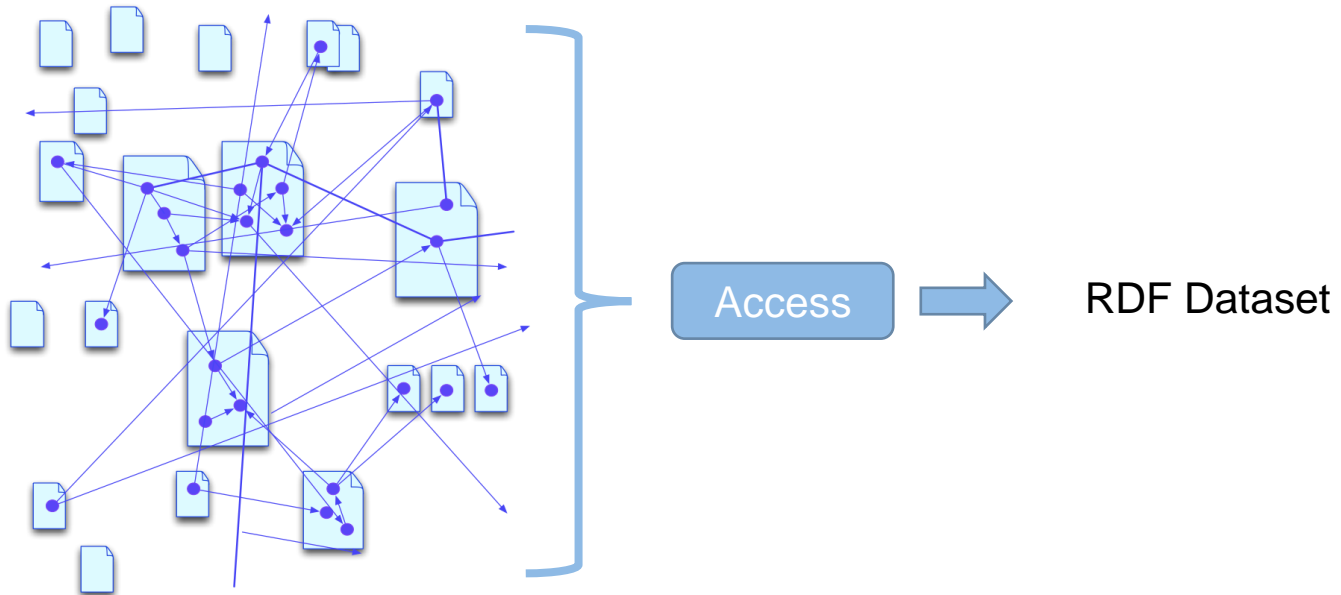
1,2,3 <http://www.w3.org/DesignIssues/Abstractions.html>



## Outlook – Chapter 2

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- We will learn how to access Linked Data and construct a local RDF dataset out of Linked Data from the web
- We will consider how to merge RDF graphs, and how to crawl Linked Data



<sup>1</sup> <http://www.w3.org/DesignIssues/Abstractions.html>

# Get the Idea?

(TOMORROW'S WEB WILL)



## PLUS:

Antibiotics'  
Dim Future

Rorschach:  
A Waste of Ink

The Oldest Stars

# Semantic Web Exercises 1

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## General Information

The exercises are not graded and only serve as preparatory material for the presence exercise and exam. A solution will be presented in the exercise lectures.

E 1.1 Go to <https://tools.ietf.org/html/> and select an RFC of your choice. Read it, and be able to summarize its content briefly during the next exercise.

E 1.2 What is the difference between IP-Addresses and Domain names? How does the DNS System work? What is an IRI? (Read RFC 3987)

E 1.3 Use a telnet client of your choice. Connect to the RWTH Main Website and request the main page from the Web Server. Does the RWTH Website set a Cookie? What kind of Cookie is it?

## E 1.4

Read the RDF 1.1 Primer (<https://www.w3.org/TR/rdf11-primer/>).

In your own words:

- What is the relation between RDF, RDF vocabularies, XSD Schema and Turtle?
- Explain the terms resource, predicate, literal and IRI.
- Which requirements need to be fulfilled in order for a RDF graph to be semantically interpretable? Do you see potential issues?