Protégé Plugin Development

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Overview

Part I

- What is a Plugin?
- How Plugins Work
- Plugin Types and Capabilities

PART II

- Plugin Packaging
- Plugin Bundling
- Plugin Licensing
- Coming Changes

Out of Scope

- Standard Java Development
 - Coding
 - Packaging (jars)
 - Utilities
- Implementation mechanisms
- Development environments
- Non-plugin Protégé extensions

What is a Plugin?

- Extension to Protégé
 - Requires no source code modifications
 - Loaded and managed by system
 - Changes way Protégé works
- Implementation of a Java interface
- Packaged as jars
- Installed in subdirectory of Protégé plugins

How Plugins Work

- Protégé, at startup, loads jars directly below plugins subdirectory
- Jars contain description of contained plugins
 - meta_inf/manifest.mf
- System creates instances of plugin
- System calls plugin methods when needed "Don't call us, we'll call you."

Types of Plugins

- TabWidget
- SlotWidget
- KnowledgeBaseFactory ("Backend")
- ProjectPlugin
- ExportPlugin
- CreateProjectPlugin

Plugin: TabWidget

- What is it?
 - Large piece of screen real-estate
 - Can interact with domain KB browse, change, delete, corrupt
- What are its limitations?
 - Difficult to supplement or even interact with other tabs
- How hard is it to create?
 - Easy (1 day)

TabWidget Example

For code see:

Plugin: SlotWidget

- What is it?
 - UI Control which allows the user to display and modify a slot value
 - Follows a protocol for hiding interaction KB
- What are its limitations?
 - Works best with a single slot
- How hard is it to create?
 - Easy (1 day)

SlotWidget Example

For code see:

Plugin Type: KnowledgeBaseFactory

- What is it?
 - Replacement for standard storage mechanisms
 - Database
 - External server
 - ...
 - Allows for parsing of different file formats
- What are its limitations?
 - Difficult to manipulate UI
 - Implementations tend to be buggy
- How hard is it to create?
 - Hard (>= 1 month)
 - Consider Import/Export plugin instead

KnowledgeBaseFactory Example

For code see:

Plugin Type: ProjectPlugin

- What is it?
 - Code that executes when "things happen" to a project (create, load, display, close, etc)
 - Get access to project, view, menu bar, tool bar and can modify them as you like
- How hard is it to create?
 - Easy (1 day)

ProjectPlugin Example

For code see:

Plugin Type: ExportPlugin

- What is it?
 - Code that saves (part of) a knowledge-base in any format to somewhere else
 - files, servers, web, ...
 - No change of the current backend
 - No guarantee of "lossless round trip"
 - No "live" connection
- How hard is it to create?
 - Medium (1 week)

ExportPlugin Example

For code see:

Plugin Type: ImportPlugin

- What is it?
 - Code that creates a knowledge-base from information from somewhere else
 - files, servers, web, ...
 - No change of the current backend
 - No guarantee of "lossless round trip"
 - No "live" connection
- How hard is it to create?
 - Medium (1 week)

ImportPlugin Example

For code see:

Plugin Packaging

- Plugin can contain doc and "about box" URL's or pages to integrate into the system
- Create a directory structure like: edu.stanford.smi.protegex.myproject/

```
myproject.jar
otherlibrary.jar
myproject_doc.html
myproject_about.html
plugin.properties
```

Zip it up and give it to your friends

Plugin Bundling

- Plugins of general usefulness can be "bundled" with the full release and made available to all users
- Advantage:
 - You may get a lot of users quickly
- Disadvantage:
 - You may get a lot of users quickly
- In order to be bundled the plugin must be:
 - Well Formed
 - Well Behaved
 - Well Maintained

Plugin Bundling – Well Formed

- jar file in an appropriate, recognizable directory
 - approriate: "edu.myorg.mygroup.myproject", not "foo"
 - recognizable: last directory element: "mytab" not "foo"
- About Box and Documentation entries
- Minimal size
 - minimal documentation
 - links to more extensive documentation on web
 - no PDF, MS Word, large image files
 - no source
 - at most one small example project
 - readme.txt file if necessary
- isSuitable implemented if appropriate
 - Is it requires certain sorts of projects or additional installation (shared libraries, etc)

Plugin Bundling – Well Behaved

- Must "work" (not crash on startup) with the current release
- Minimal information (just errors) printed to the console window
 - Single startup line is ok (but certainly not required)
 - No tracing
- Must start up and shut down smoothly
 - No time consuming code executed in static initializer
 - No long start up delays or modal dialogs that block the rest of the system
 - Must free acquired resources in "dispose()"

Plugin Bundling – Well Maintained

- Developer/maintainer "responsive" to problems.
- Does not mean that you offer 24x7x365 free support.

Plugin Licensing

- Plugins are not affected by the Mozilla Public License (MPL)
- You can adopt whatever license you want for your plugin
 - Open source (GPL, MPL, BSD)
 - Proprietary
- You can (try to) sell your plugin
- See FAQ for more information on plugin and non-plugin licensing issues
 - http://protege.stanford.edu/faq.html#08.00

Coming Changes

- Major:
 - Revision of the Export plugin interface
- Minor:
 - Allow users to disable installed plugins
 - Additional optional "static interface" methods:
 - isSuitable() for other plugin types
 - buildString() for macro substitution on About Box page
 - Optional localization support for plugins
 - Documented procedures for bundling

Summary

- Plugins provide flexible and powerful mechanisms for extending Protege in many ways.
- Plugins are easy to develop.
- When you encounter places where the default UI is inadequate or clumsy for your needs (and you will!) think about developing a plugin.
- Consider contributing your plugin it back to the community.