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# Open Ended Data

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- Data that needs to be shared with a select group of stakeholders
- Cannot be made public, so can not be shared openly
- The number or identity of stakeholders not known beforehand, so can not be closed
- Stakeholders need to establish validity
- Shared by owner/producer, but consumers need to be authenticated before granting access

# Project Framework: Many Worlds On Frame

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# Framework Component: Worlds

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- Worlds are the semantic boundaries
- Each world represents an actor
- Each world has a location (context) in the Universe of Discourse (UoD), and is linked to other worlds
- The framework is the UoD, and is linked to itself
- The other worlds follow is-in or is-a-part-of hierarchy
- Each world has a role and privilege table, showing the roles played by other worlds in this world and the privileges of those roles respectively
- Resources are published in worlds, and worlds interact with each other semantically

# Framework Component: Actors

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- These are the various entities that take part in creating and populating worlds
- Actors can be individuals, organisations, etc
- They use/produce resources, which are published in their respective worlds
- The world that represents an actor is linked to other worlds and plays a role in them
- Different roles have different capacities/privileges

# Framework Component: Resources

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- Resources are what are used and produced
- Actors use/produce resources, which are then published in their worlds
- Resources flow between worlds semantically, depending on how they are linked

For Example: An application A is a resource. A user X uses the resource, and this session is then published in his world, and made available to all the worlds this world is linked to accordingly. This is essentially how the framework works.

# openCity ER Diagram

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World
World ID
Title
Location ID
URI
Equivalent URI
Role Table
Privilege Table
Attributes (Json Object)

Resources
Resource ID
Content (link)
Date Published
Description



Actor
UID
World ID
Password
Name
Description

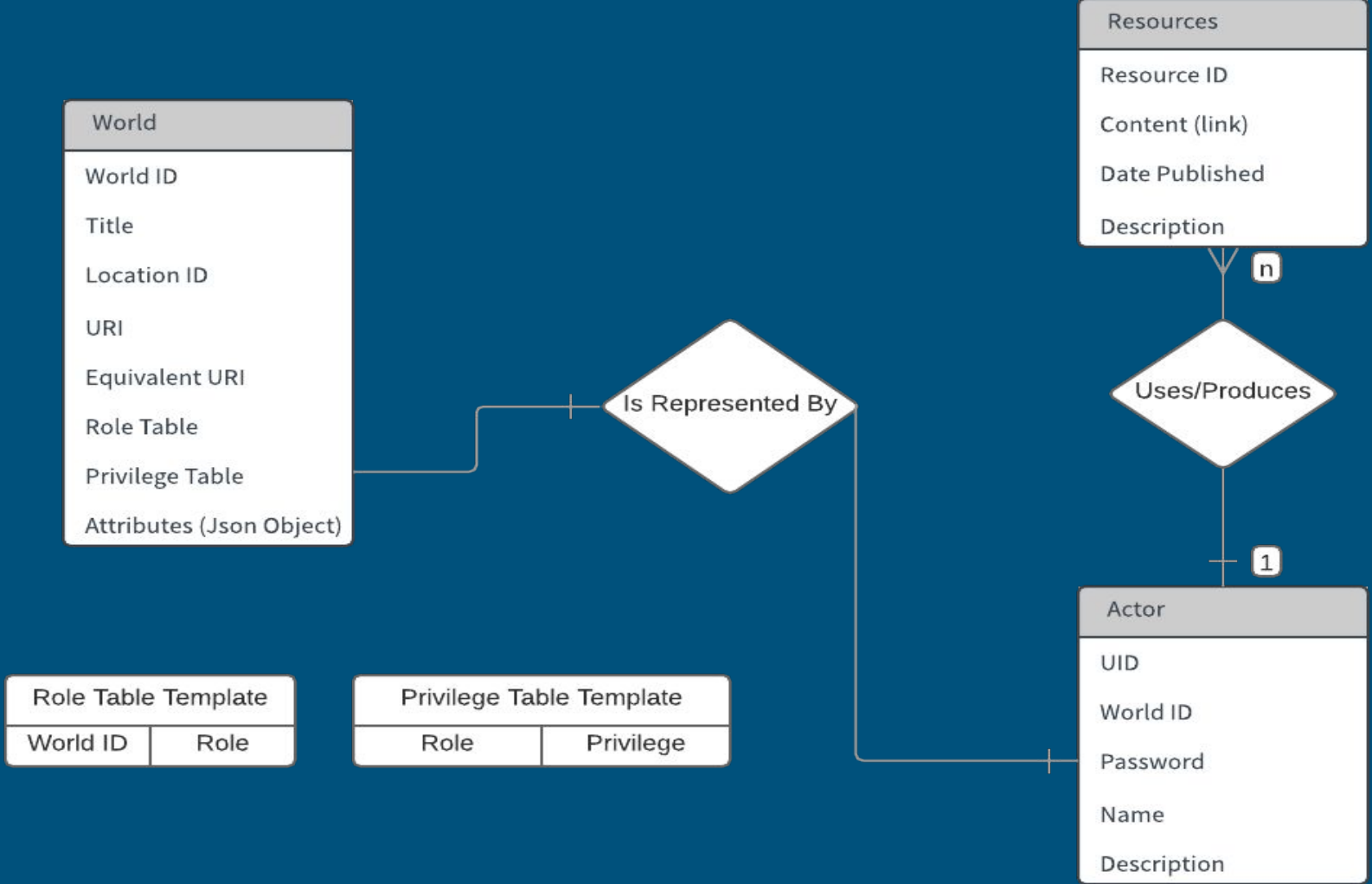
Is Represented By

Role Table Template	
World ID	Role

Privilege Table Template	
Role	Privilege

n

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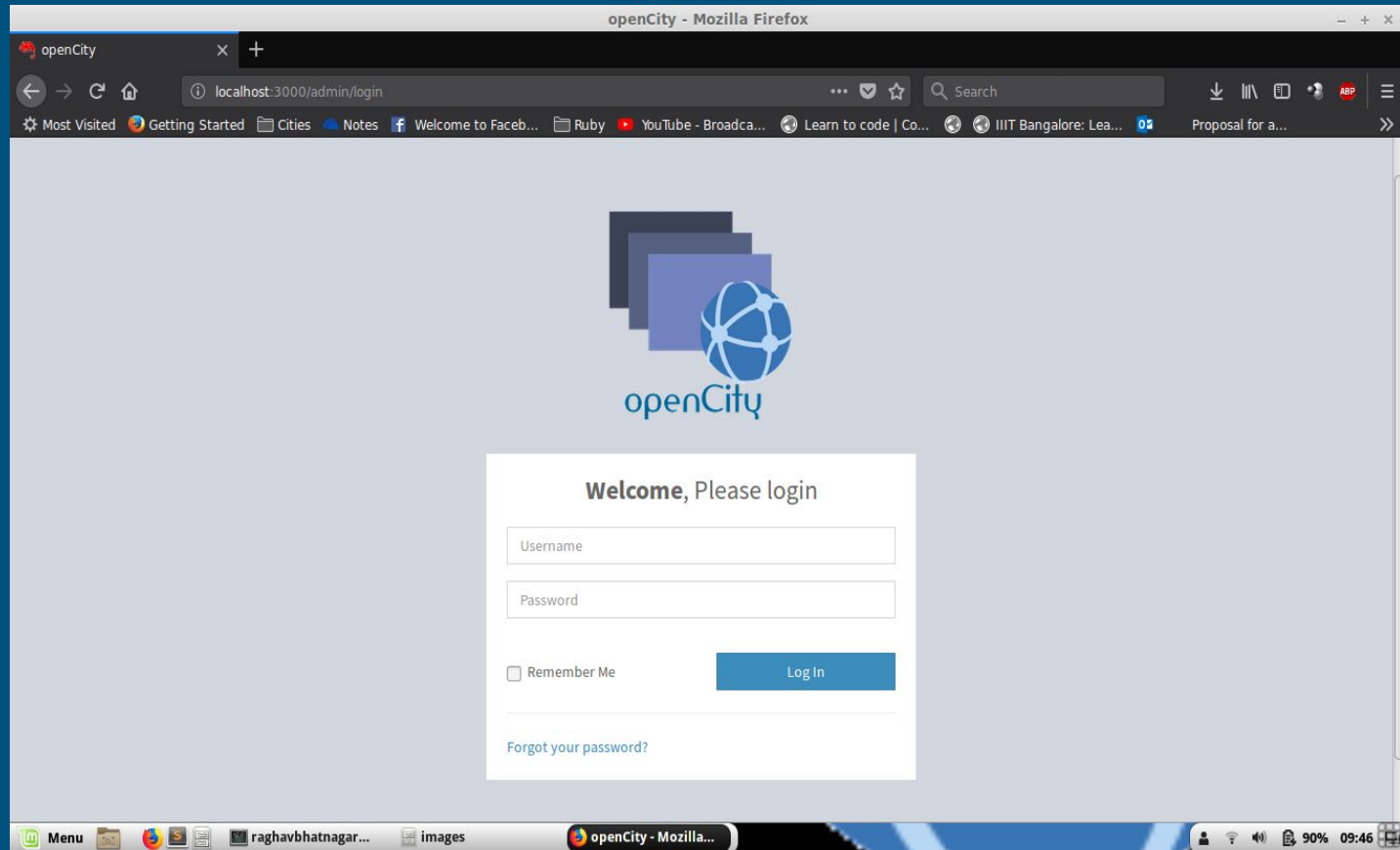
# Open Cities Project Progress

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- Ruby on rails based application
- Model Creation
- Content Management System integration
- CMS authentication

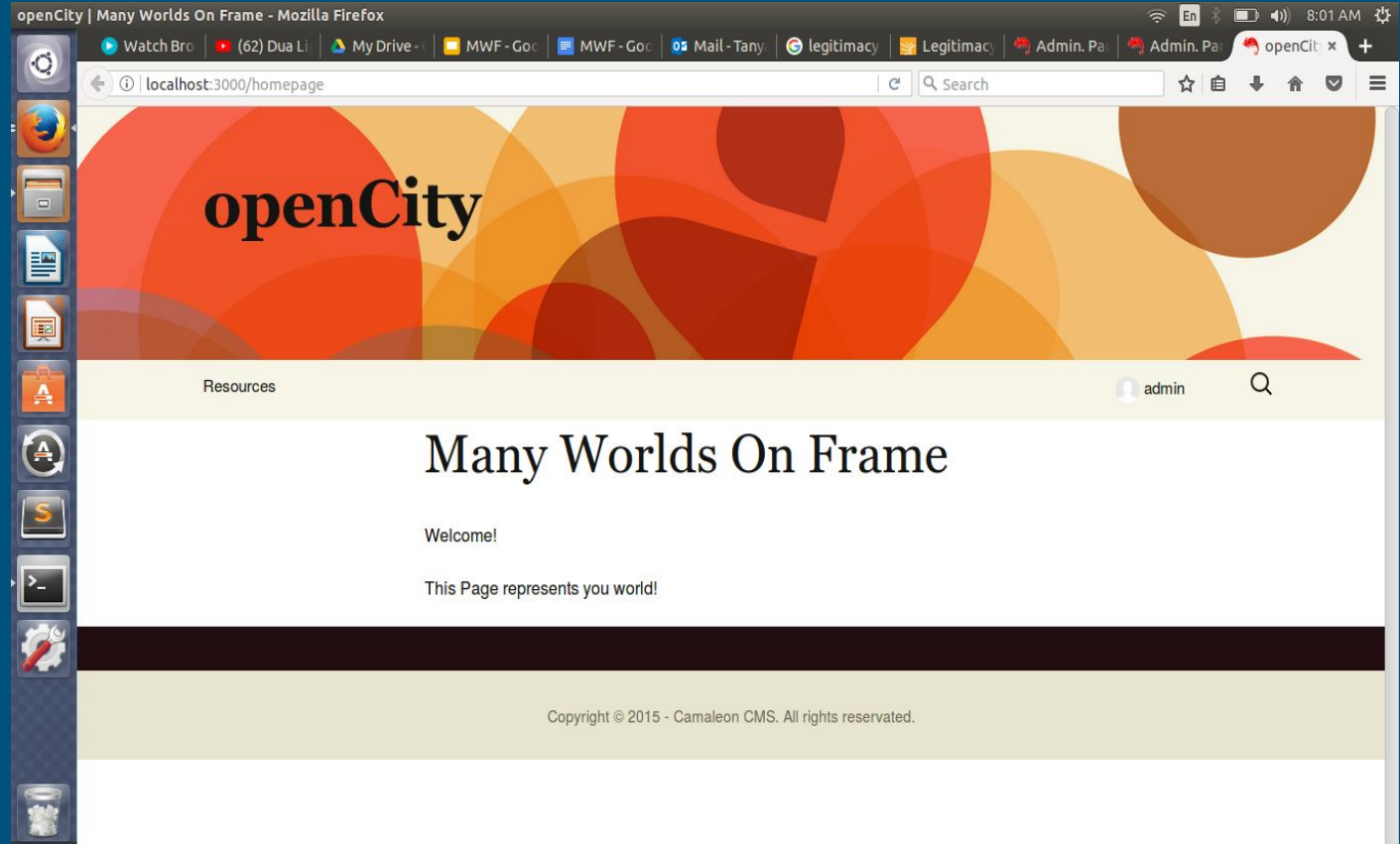
# Snapshots

## Login Page



# Snapshots

## Home Page



# Open Cities Project Next Step

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- OAuth authentication
- Open Cities initialization
- Admin panel and user dashboard design
- Role table and Privilege table template implementation
- World creation and resource management
- World interaction logic and semantic flow of data

THANK YOU

