

# Digital Libraries

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Repositories

*W. Arms, Cornell*

# Repositories

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## Definitions

A *repository* is any computer system whose primary function is to store digital material for use in a library.

An *archive* is a repository that is organized to emphasize the long-term preservation of information.

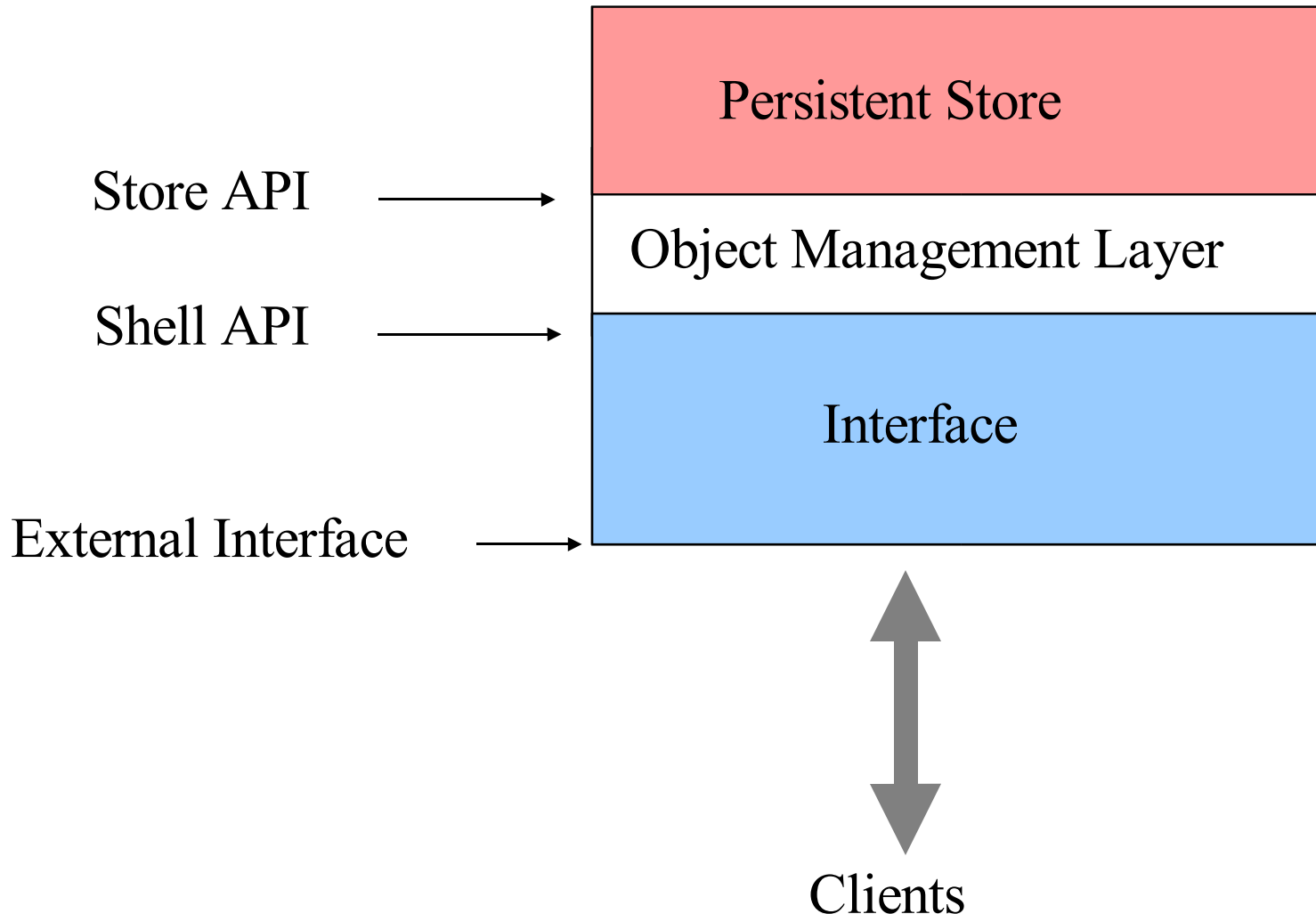
# Requirements 1

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## Information hiding

Internal organization should be hidden from client computers.

# Repository layers and interfaces



# Requirements 2

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## Object models

- Support for a flexible range of object models.
- Few restrictions on data, metadata, external links, and internal relationships.
- New categories of information do not require fundamental changes to other aspects of the digital library.

# Multiple disseminations

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**Client can access a choice of forms of digital object:**

- Format -- PDF or HTML
- Performance -- 8 bit/pixel or 24 bit/pixel color
- Content -- thumbnail, medium-resolution, high-resolution

**Repository might store alternative disseminations or derive them when requested.**

# Dynamic content

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**Dissemination is produced by executing code at time client makes request**

- Real-time sensor, e.g., traffic camera, satellite picture
- User characteristics, e.g., location, user profile
- Dissemination is intrinsically dynamic, e.g.,
  - simulation
  - virtual reality
  - computer program
  - Java applet

# Metadata

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## Metadata can be linked to digital object:

- external catalog or index
- embedded in the digital object
- generated at run time

## Granularity of metadata

- collection of digital objects
- digital object
- element of digital object



# Requirements 3

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## Open protocols and formats

- Clients use well-defined protocols, data types, and formats.
- Architecture must allow incremental changes of protocols.

## Access management

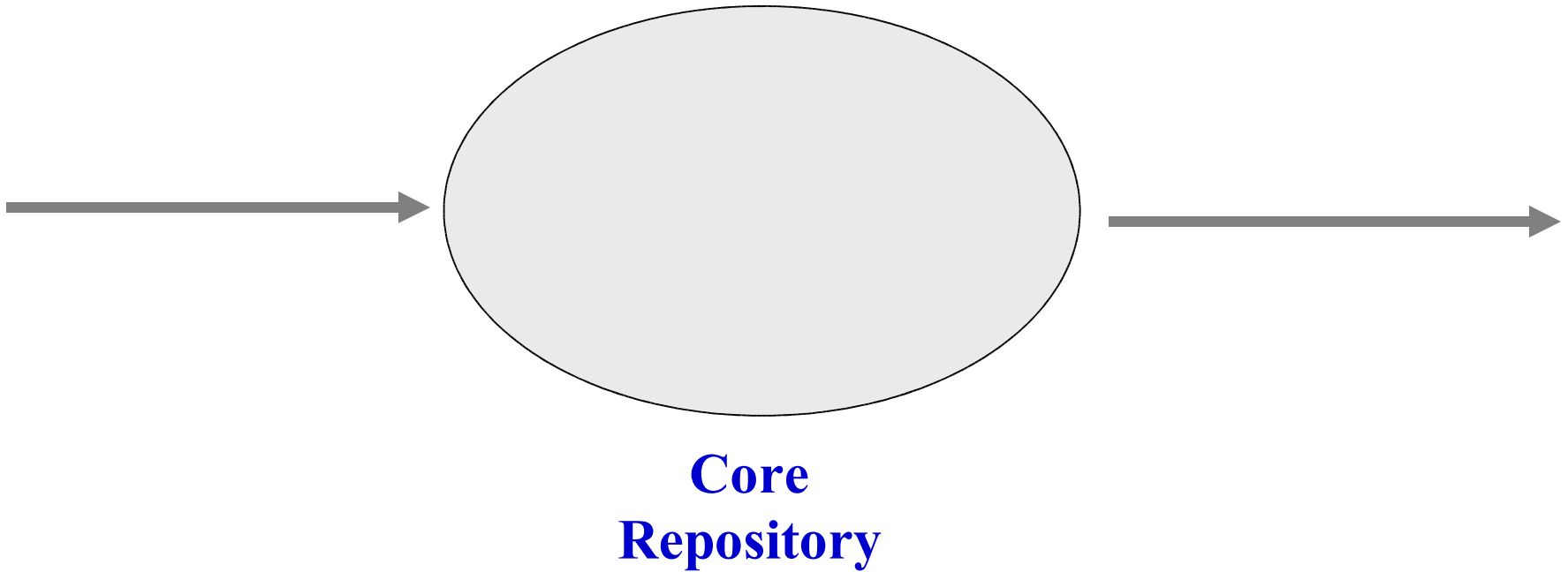
- Allow a broad set of policies
- All levels of granularity
- Prepared for future developments.

## Reliability and performance

- Very large volumes of data
- Absolutely reliable in retention of data
- Good performance

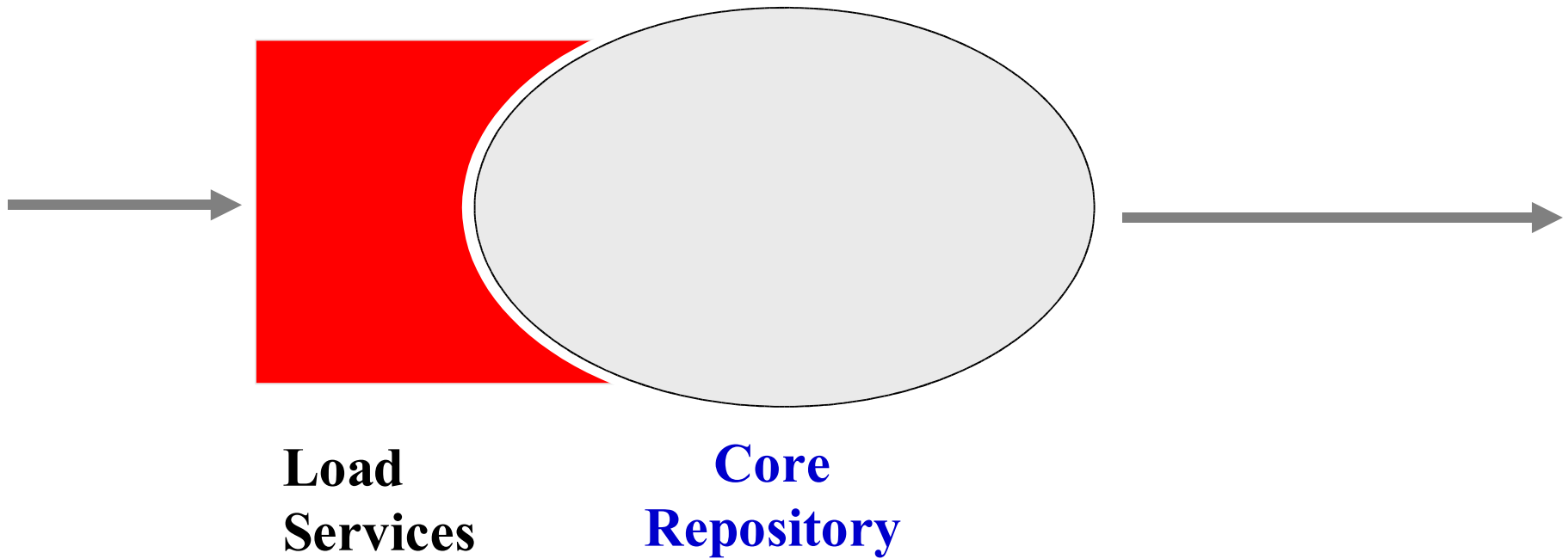
# Repository systems

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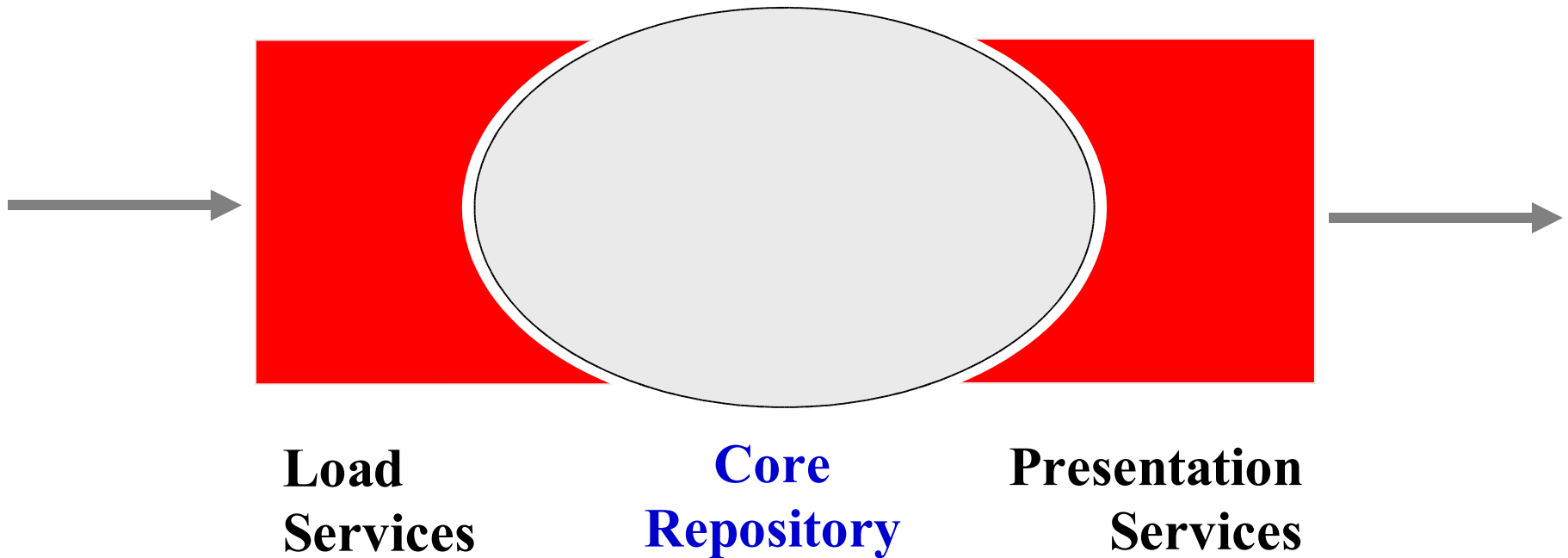
# Repository systems

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# Repository systems

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# Common repository systems

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## Web server

- File-based object model plus hyperlinks
- Good tools for access
- Weak on long-term preservation

## Relational database

- Table-based object model -- schema and data dictionary
- Good tools for data management
- Used for long-term preservation in data processing

# Dumb and smart objects

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## Smart repositories objects

- behaviors provided by the repository
- e.g., relational database

## Smart clients

- behaviors provided by the client
- e.g., web server

## Smart objects

- repository is very simple
- digital objects provide their own behaviors
- compare with object-oriented programming (data + code)

# Example: CNRI repository

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## Dumb repository for access to digital objects

- All information stored as **typed data** in **digital objects**.
- A single digital object has both **data** and **metadata**.
- Identification of digital objects is by location independent, persistent **URNs**.
- **Access** controls built into methods for accessing digital object.

# Repository Access Protocol (RAP)

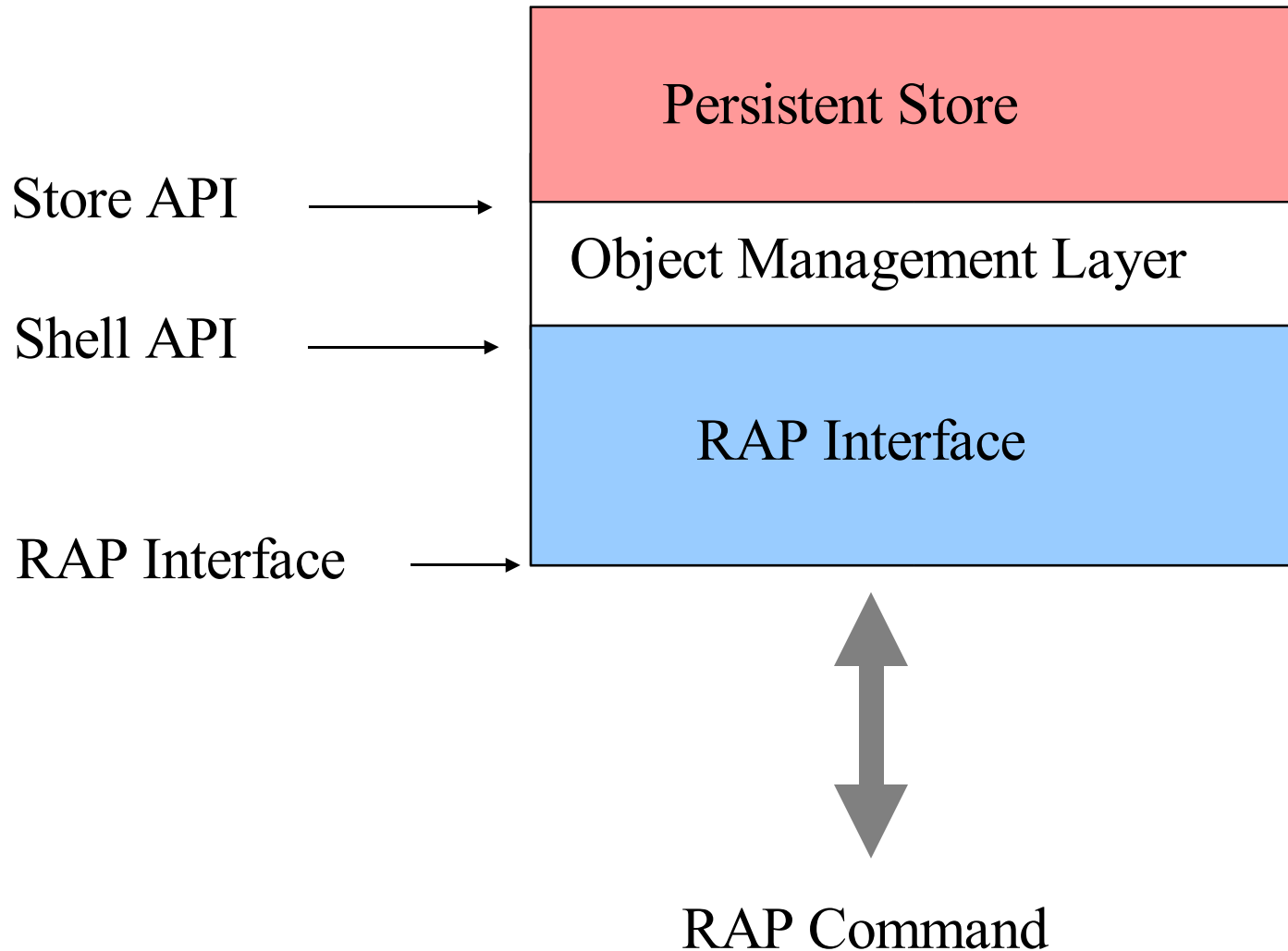
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**RAP is a simple protocol with two main groups of commands:**

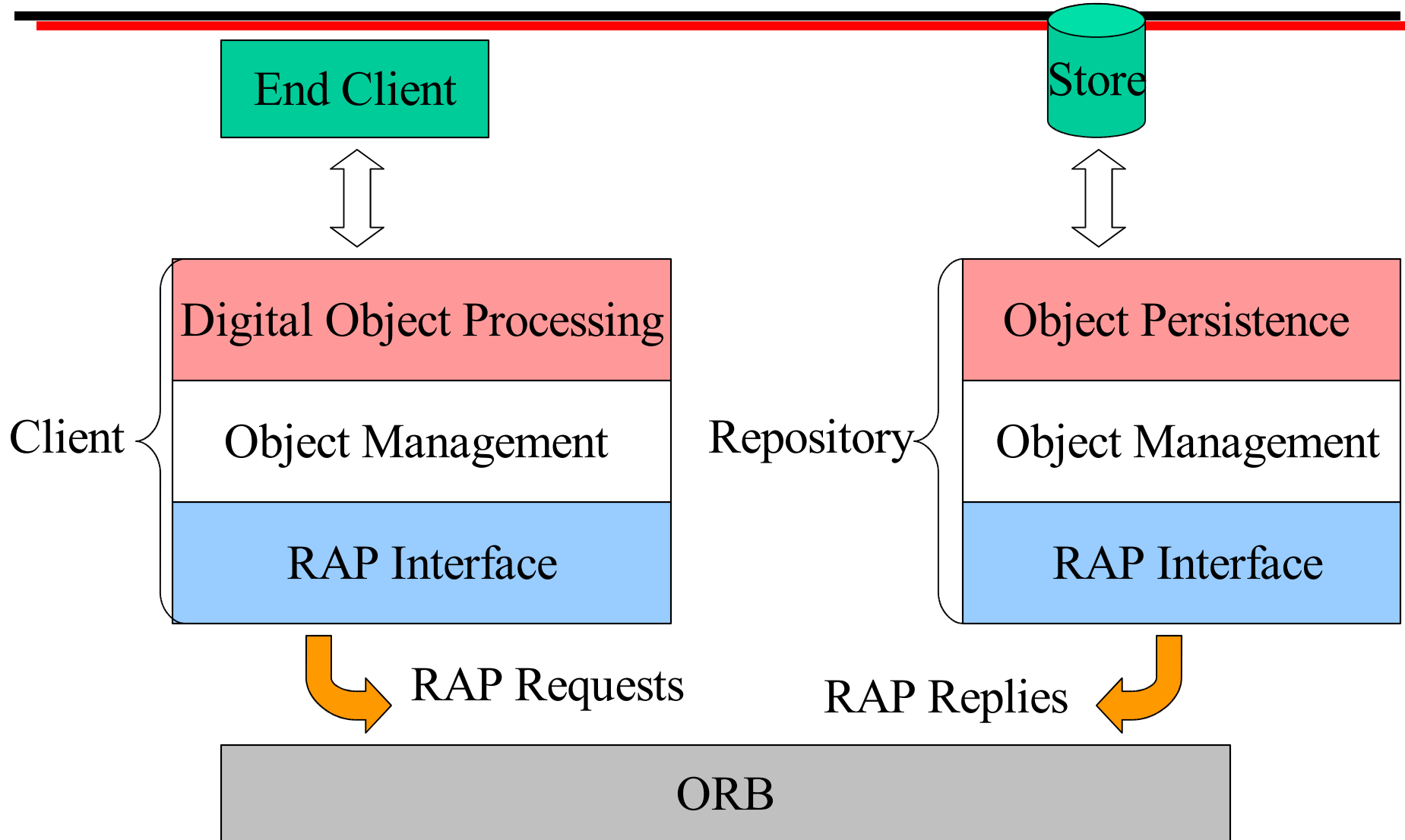
- Deposit digital object
- Verify digital object
- Delete digital object
- Edit digital object
  
- Access digital object
- Access metadata



# Repository layers and interfaces



# Client and repository architectures



# Components

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## Hardware

- Repository: Sun Sparc with Solaris or IBM RS/6000 with AIX.

## Software

- Communications: CORBA/IIOP distributed object system.
- Repository shell and object management layer: CORBA and Python.
- Persistent store: Unix file system, Oracle, Shore.
- Client: CGI scripts, Java applets.