

Getting **started** with

Ruby Topic Maps

<http://rtm.rubyforge.org>

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Schedule

⇒ **Ruby, Rails and RTM**

□ **Real Source Code**

□ **Scalability and Performance**



Introduction

Web 2.0 is about integration

**Ruby and Ruby on Rails are Big
Players there**

**Topic Maps nonexistent in the Ruby
world**

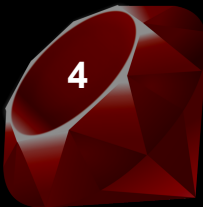


Why Ruby?

**interpreted, object-oriented
programming**

**features procedural and
functional paradigm**

**dynamically and/but strongly
typed**



Ideas behind RoR

Optimized for programmer happiness

Writing beautiful source code

Convention over Configuration



Goals of RTM

Usable out of the box

Direct access

Type less, reach more



Current Status

Quick & easy installation

**Ready for use memory and
database back-end**

XTM 2.0 import and export



Internal Structure

Back-end based on Active Record

Main implementation is a wrapper layer

**Mixed-in modules for
serialization, merging, extended
API**



API Gimmicks

Direct use of String references to Topics

Enumerable Sets provide query language

Zero overhead command shortcuts

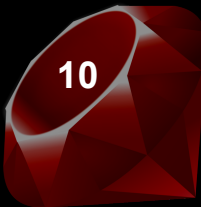


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Ruby, Rails and RTM

⇒ **Real Source Code**

Scalability and Performance



Loading

```
# loading the Ruby Topic Maps library
```

```
require 'rtm'
```

```
# Connecting to a back-end
```

```
RTM.connect # Memory
```

```
RTM.connect_mysql("database_name",  
  "user_name", "password", "host")
```



Initialisation

```
# generate database schema
```

```
RTM.generate_database
```

```
# enable SQL statement logging
```

```
RTM.log
```

```
# create a TopicMap
```

```
tm = RTM.create "http://tmra.de/tm1/"
```



Creation

```
# create a new Topic
```

```
t = tm.create_topic
```

```
# create a new Association
```

```
a = tm.create_association
```

```
# create AssociationRoles
```

```
r = a.cr "player", RTM::PSI[:type]
```

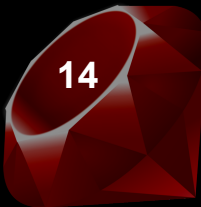


Navigation

```
# get a (random) TopicName
n = tm.get!("player").names.first

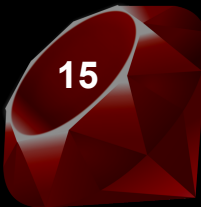
# get all scoped Variants of the
  first scoping Topic found
vs = n.scope.first.scoped_variants

# get array of Variant values
vs.map {|v| v.value}
```



Querying

```
# Get all Topics without name
nn = m.t.select {|t| t.n.size == 0 }
# Get all Association types
ti = m.a.map {|a| a.type }.uniq
# oblige Robert Barta
m.t.each {|t| t.v.each {|v|
  if v.datatype == PSI[:string]
    t.cn v.p.to_hash.merge(v.to_hash)
  else
    t.co v.p.to_hash.merge(v.to_hash).merge(
      :type => PSI[:variant_name])
  end
  v.remove
}}
```



Import and Export

```
# Import an XTM 2.0 file
```

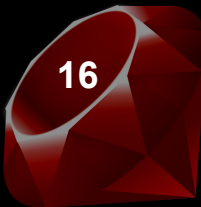
```
RTM.from_xtm2(io_stream, "base_locator")
```

```
# Export a complete topic map
```

```
xml_string = m.to_xtm2
```

```
# Export other formats
```

```
m.to_jtm; m.to_yaml; ...
```



Schedule

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☑ **Real Source Code**

⇒ **Scalability and Performance**



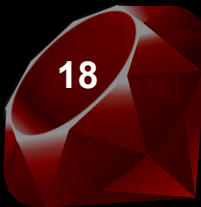
Yes, but... does it scale?

Speed?

NO! unfortunately not (yet)

Scaling manpower!

Big optimization potential.



Performance

SQLite3:

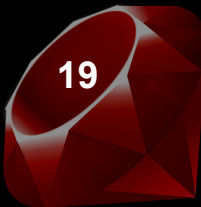
100 Topics in 13s (committing each)

Memory:

Creates 10,000 empty Topics in <30s

10,000 empty Associations in <20s

300KB XTM 2.0 takes 45s to import



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Outlook

Needs to prove itself in real life

Higher Level API in sight

Community wanted!

<http://rtm.rubyforge.org>



Thank you!

Questions?

