

# Advances in Web Technologies

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# Outline

- History
- Web 2.0
- Rich Internet Applications (RIA)
- The Semantic Web
- Other Advances in Web Technologies



# History (Origins)

**1945:** Vannevar Bush proposes the Memex (Memory Extender) in his article entitled “As We May Think.”

**1965:** Ted Nelson coins the term “hypertext” and later on “hypermedia.”

**1969:** ARPANET becomes operational.

**1991:** Tim Berners-Lee’s research leads to the birth of the World Wide Web





# History (Recent)

**1998:** Google is founded by Larry Page and Sergey Brin.

**2000:** The burst of the dot-com bubble.

**2001:** Tim Berners-Lee introduces the concept of the Semantic Web.

**2002:** Macromedia white paper introduces the term “Rich Internet Application.”

**2004:** The term “Web 2.0” becomes popular following the O'Reilly Media Web 2.0 conference.



# Web 2.0 (Introduction)

- Refers to a perceived second-generation of web-based services based on user collaboration, user content-generation and the emergence of web-based communities.
- Includes:
  - Social-networking sites
  - Wikis
  - Blogs

# Web 2.0 (Examples)



facebook



myspace.com®  
a place for friends



YouTube  
Broadcast Yourself™



flickr



digg™



Blogger™



craigslist





# Web 2.0 (Characteristics)

- User-owned data
- Social-networking aspects
- Collaboration within communities
- Network as a platform
- Data as the driving force
- *Interactive user-interface based on RIA*
- *Lightweight business models*



# Web 2.0 (Criticism)

- More a buzzword than an actual progression of the technology.
- Many of the ideas and concepts have been in use well before the emergence of the term “Web 2.0.”
- Difficult to see its applicability to “traditional” websites.
- Talks of a “Bubble 2.0.”



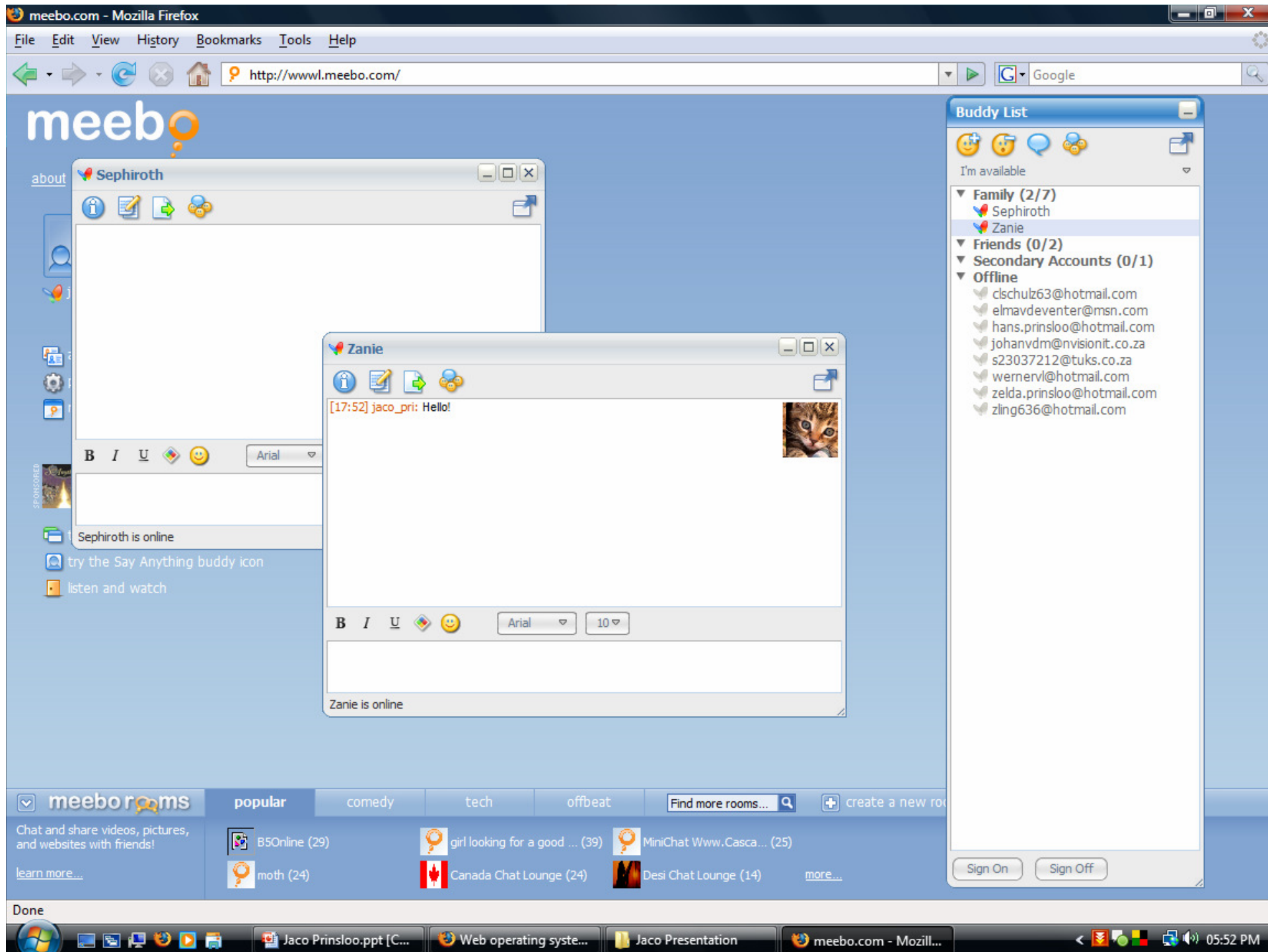


# Rich Internet Applications (Introduction)

- Web Applications that seek to replicate the features and functionality of traditional Desktop Applications.
- Became popular with the rise of AJAX (**A**synchronous **J**avascript **A**nd **X**ML).
- Other RIA technologies:
  - Adobe Flash & Flex
  - Microsoft Silverlight
  - JavaFX

# Rich Internet Applications (Comparison)

<b>Rich Internet Applications</b>	<b>Standard Web Applications</b>
Dynamic	Static
Asynchronous	Synchronous
UI Processed at Client	UI Processed at Server
Regular communication	Infrequent communication







# The Semantic Web (Introduction)

- The information contained on the web is intended for human use and as such cannot be analyzed and processed in a meaningful way by computers.
- This in turn makes searching for and retrieval of information difficult for humans.
- The Semantic Web seeks to alleviate this problem by tagging data with metadata which the computer is able to understand and reason about.



# The Semantic Web (Components)

World Wide Web Consortium (W3C) recommendations:

- Resource Description Framework (RDF)
- Defines “vocabularies” through a collection of triplets consisting of two concepts that are connected through a relationship.
- Documents based on XML and make use of URIs for resource identification
- Simple Protocol and RDF Query Language (SPARQL)
- Programming language-independent query language used to retrieve data from RDFs





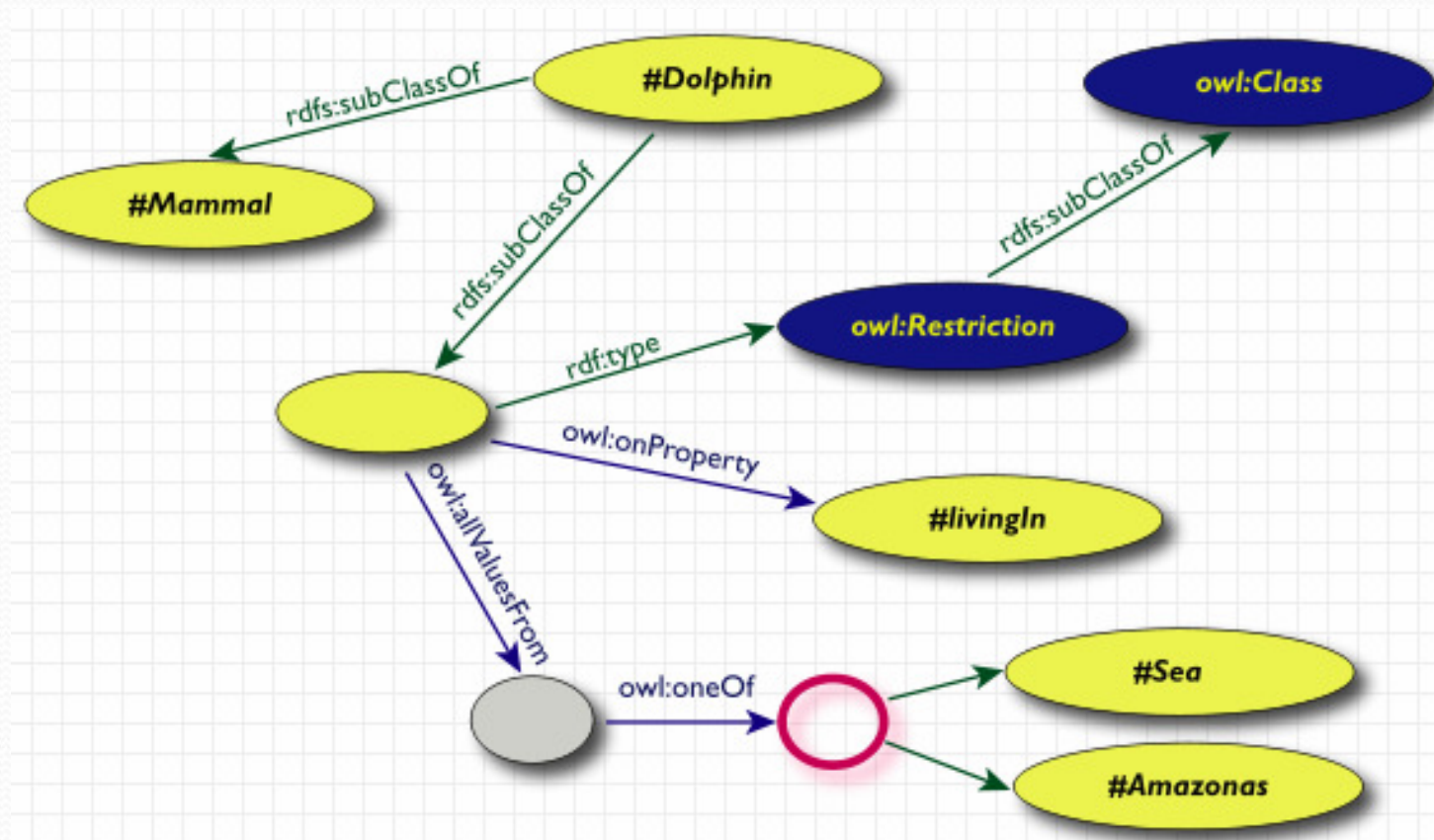
# The Semantic Web (Components)

- Web Ontology Language (OWL)
  - RDFs are inadequate for complex applications.
  - OWL allows for the specification and instantiation of web ontologies.
  - Allows for computers to reason about the domain: add additional meaning and properties to concepts not present in RDFs.



# The Semantic Web (Example)

- A dolphin is a mammal living in the sea or in the Amazonas





# The Semantic Web (Problems)

- Original article published in 2001, yet today the idea of the Semantic Web remains largely unrealized.
- Reasons might include:
  - RDF and OWL are very complicated
  - Converting from Natural Language to RDF/OWL is difficult
  - Large amount of existing information
  - The need for standardization
  - The business challenge



## Other Advances in Web Technologies

- Integrating web applications with the desktop (Pyro Desktop)
- 3D Virtual worlds (Second Life)
- The internet of things (Appliances form part of the web)