PROVENANCE & e-Science

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Provenance Taskforce
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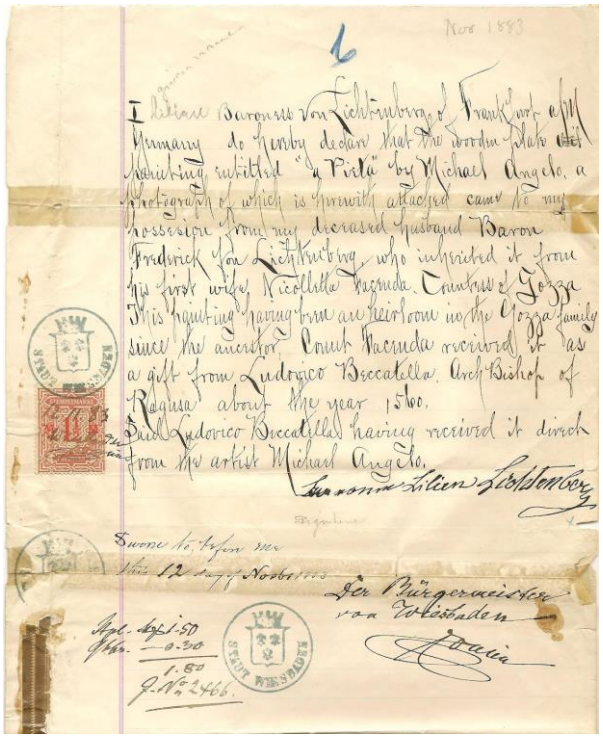
Outlines

- Background
- What is Provenance?
- Provenance for e-Science
- PROV Concepts
- A walkthrough PROV
  - Using an example
- PROV usage and Applications
- Work Progress
- Discussion

Background

Wikipedia:
Provenance, from the French provenir, "to come from", means the origin, or the source of something, or the history of the ownership or location of an object.



a note dated November 12, 1883 explaining the provenance of a painting sold to Baroness Villani, who ships it painting to the US to sell it (http://www.3pipe.net/2012/02/search-for-truth-and-clarity.html)

La Bella Principessa, a recent rediscovery said to be by Leonardo da Vinci, whose provenance is still the subject of research and controversy.

Data Provenance in e-Science

- Provenance is information about ***entities***, ***activities***, and ***people*** involved in producing a piece of data or thing, which can be used to form assessments about its quality, reliability or trustworthiness.
- Provenance plays many *roles*, it applies to many different kind of *information*, and it is intended for different *uses*

It is metadata which can be viewed differently from one application to another

Provenance for e-science

- Why do the scientists take provenance into account?
  - to **understand** how data and results were generated,
  - to establish **credibility** and **trust** in their publications,
  - to **verify** data for proves,
  - to **analyze** and **correlate** results of related experiments,
  - to **debug** , **rectify** or **improve** their methodology, ...

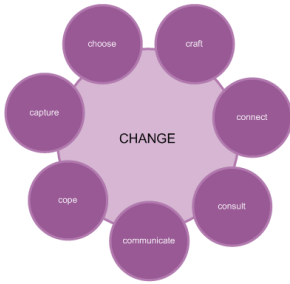
Provenance for e-science

Reliability & quality

- Trust the source or the process that lead to the object
- Trust at one point in time and during the entire (processing) life

Change & evolution

- Changes in underlying data may lead to invalid annotations



Justification & Audit

- Accurate records of the sources and methods according to those published.

Ownership & security

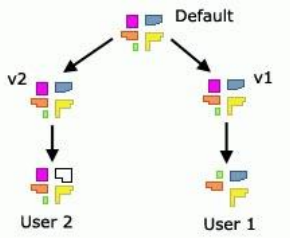
- As objects migrate, so must their provenance

Reusability & reproducibility

- Possibility for others to repeat and validate the experiment
- Only possible under similar conditions

Versioning

- As objects version, so must their provenance

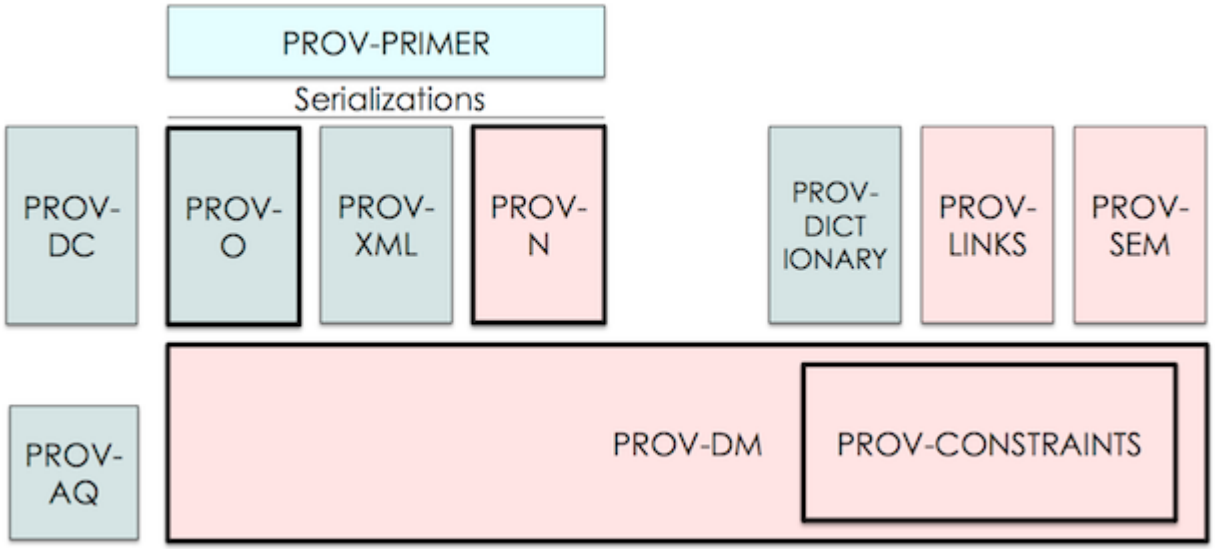


PROV

W3C Recommendation, 30 April 2013

- PROV enables to **represent** and **interchange** provenance information using widely available formats such as RDF and XML.
- The PROV defines a model, corresponding serializations, and other supporting definitions to enable the inter-operable interchange of provenance information in heterogeneous environments such as the Web
- PROV is a succession of OPM (Open Provenance Model)

The Organization of PROV



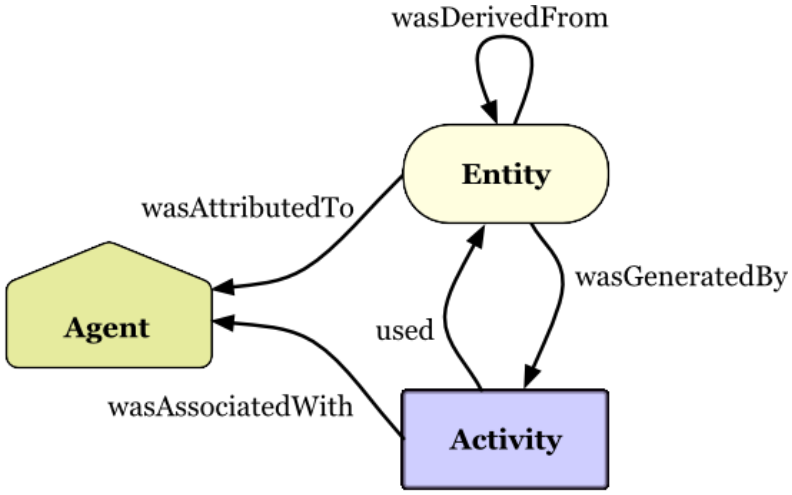
PROV Family of Documents

Note	PROV-PRIMER is the entry point to PROV offering an introduction to the provenance data model. This is where you should start and for many may be the only document needed.
Rec	PROV-O defines a light-weight OWL2 ontology for the provenance data model. This is intended for the Linked Data and Semantic Web community.
Note	PROV-XML defines an XML schema for the provenance data model. This is intended for developers who need a native XML serialization of the PROV data model.
Rec	PROV-DM defines a conceptual data model for provenance including UML diagrams. PROV-O, PROV-XML and PROV-N are serializations of this conceptual model.
Rec	PROV-N defines a human-readable notation for the provenance model. This is used to provide examples within the conceptual model as well as used in the definition of PROV-CONSTRAINTS.
Rec	PROV-CONSTRAINTS defines a set of constraints on the PROV data model that specifies a notion of valid provenance. It is specifically aimed at the implementors of validators.
Note	PROV-AQ defines how to use Web-based mechanisms to locate and retrieve provenance information.
Note	PROV-DC defines a mapping between Dublin Core and PROV-O.
Note	PROV-DICTIONARY defines constructs for expressing the provenance of dictionary style data structures.
Note	PROV-SEM defines a declarative specification in terms of first-order logic of the PROV data model.
Note	PROV-LINKS defines extensions to PROV to enable linking provenance information across bundles of provenance descriptions.

PROV Graph Layout Conventions
Coloring and shape

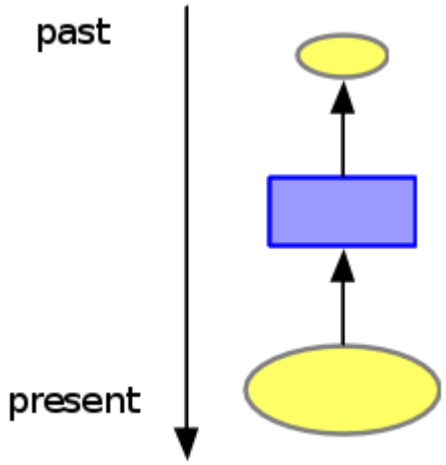
- Entities, activities and agents are represented as **nodes**, with oval, rectangular, and octagonal shapes, respectively

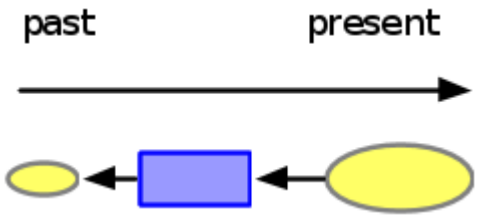
- Usage, Generation, Derivation, and Activity Association are represented as **directed edges**.



PROV Graph Layout Conventions
Arrangement

- Entities are laid out according to the ordering of their generation.
- Arrows point "back into the past"





ENTITY

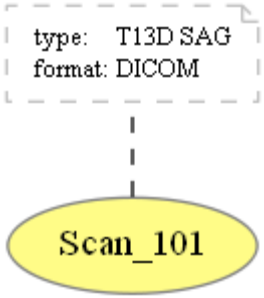
Entity: a physical, digital, conceptual, or other kind of thing with some fixed aspects; entities may be real or imaginary.

Entity(id, [attr1=val1, ...])

Entity(Scan-101, [prov:type="T13D SAG", prov:format="DICOM"])

PROV-XML:

```
<prov:document>
  <prov:entity id="Scan-101">
      <prov:type>T13D SAG</prov:type>
     <prov:format>DICOM</prov:format>
  </prov:entity>
<prov:document>
```



ACTIVITY

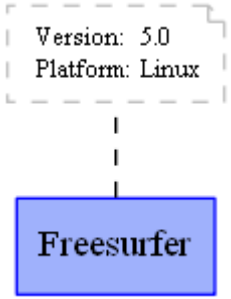
Activity : Something that occurs over a period of time and acts upon or with entities.

Activity(id, startTime, endTime, [attr1=val1, ...])

Activity(Freesurfer, [prov:version= "5.0", prov:platform= "Lunix"])

PROV-XML:

```
. . .
  <prov:activity id="Freesurfer">
    <prov:version>5.0</prov:version>
    <prov:platform>DICOM</prov:platform>
  </prov:activity>
. . .
```



AGENT

AGENT: something that bears some form of responsibility for an activity taking place, for the existence of an entity, or for another agent's activity.

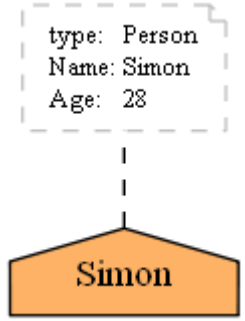
Agent(id, [attr1=val1, ...])

Agent(Simon, [prov:type= "Person", foaf:Name= "Simon", foaf:Age= "28"])

Agent(KEBB, [prov:type= “Organization", foaf:Name= “AMC, Kebb"])

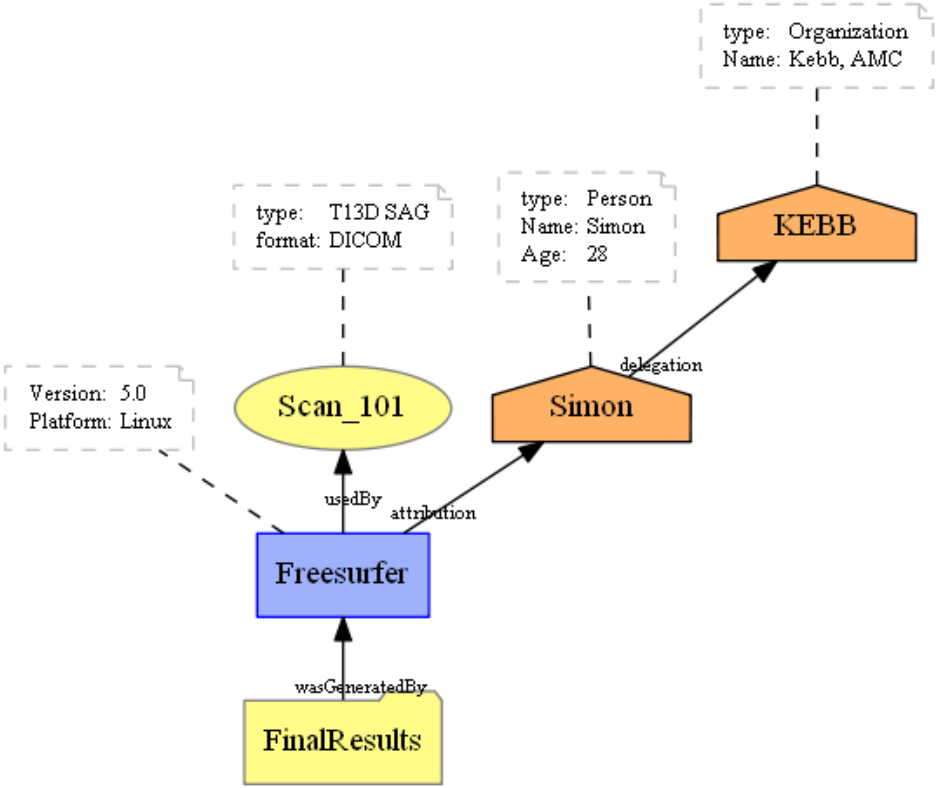
PROV-O:

```
. . .
  Simon   a   prov:Agent ;
              a  prov:Person ;
              foaf:Name    "Simon"^^xsd:string ;
              foaf:Age       "28"^^xsd:int .
. . .
```



PROV Relations

PROV is meant to describe how things were created or delivered, therefore, relations are named so they can be used in assertions about the past



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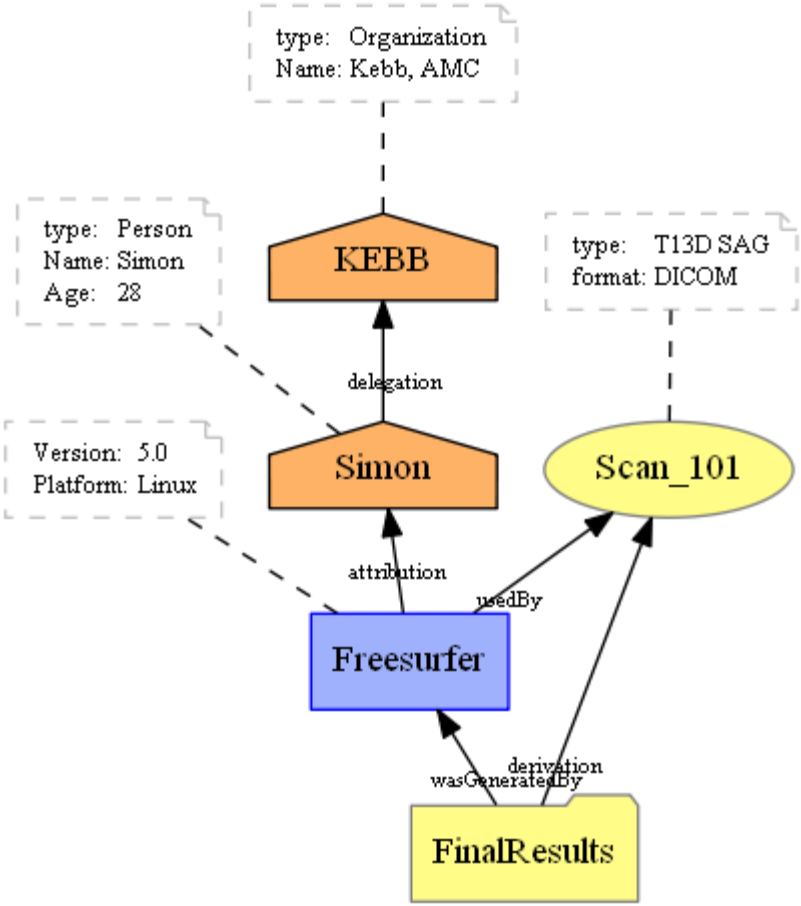


PROV Binary Relations

Relation Name	influencee	influencer
Generation - wasGeneratedBy(id; e, a, t, attrs)	entity	activity
Usage - used(id; a, e, t, attrs)	activity	entity
Communication - wasInformedBy(id; a2, a1, attrs)	informed	informant
Start - wasStartedBy(id; a2, e, a1, t, attrs)	activity	trigger
End - wasEndedBy(id; a2, e, a1, t, attrs)	activity	trigger
Invalidation - wasInvalidatedBy(id; e, a, t, attrs)	entity	activity
Derivation - wasDerivedFrom(id; e2, e1, a, g2, u1, attrs)	generatedEntity	usedEntity
Attribution - wasAttributedTo(id; e, ag, attrs)	entity	agent
Association - wasAssociatedWith(id; a, ag, pl, attrs)	activity	agent
Delegation - actedOnBehalfOf(id; ag2, ag1, a, attrs)	delegate	responsible

PROV Relations: Derivation

A *derivation:*

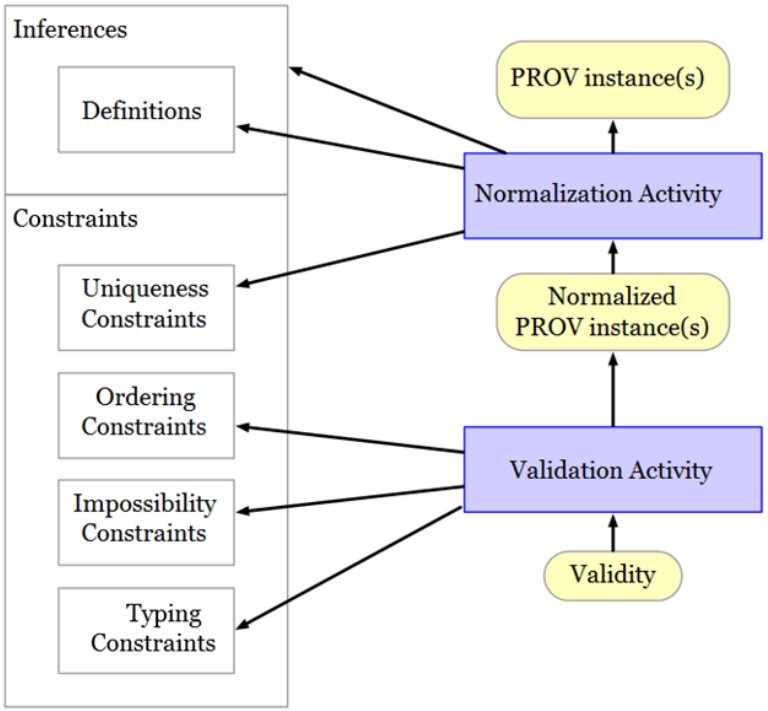
wasDerivedFrom(id; e2, e1, a, g2, u1, attrs)

- ***id***: an *OPTIONAL* identifier for a derivation;
- ***generatedEntity***: the identifier (e2) of the entity generated by the derivation;
- ***usedEntity***: the identifier (e1) of the entity used by the derivation;
- ***activity***: an *OPTIONAL* identifier (a) for the activity using and generating the above entities;
- ***generation***: an *OPTIONAL* identifier (g2) for the generation involving the generated entity (e2) and activity (a);
- ***usage***: an *OPTIONAL* identifier (u1) for the usage involving the used entity (e1) and activity (a);
- ***attributes***: an *OPTIONAL* set (attrs) of attribute-value pairs representing additional information about this derivation.

PROV Constraints: Overview

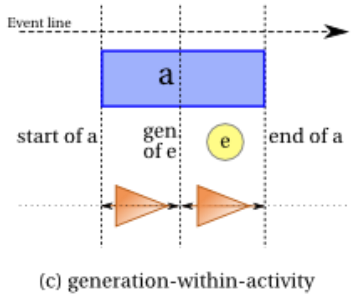
Typing Constraints

wasAssociatedWith(id; a,ag,pl,attrs)	a	'activity'
	ag	'agent'
	pl	'entity'



Constraint 29 (unique-endTime)

IF activity(a2,_t1,t2,_attrs) and wasEndedBy(_end; a2,_e,_a1,t,_attrs1), THEN t2 = t



(c) generation-within-activity

Constraint 56 (membership-empty-collection)

IF hadMember(c,e) and 'prov:EmptyCollection' ∈ typeOf(c) THEN INVALID.

Provenance@work

- Three-fold Process:
  1. Implementing the **core structures** of the provenance information (PROV-DM/PROV-CONSTRAINTS) and associated generic **interfaces**
  2. Provenance **Data Collector**
  3. Implementing provenance **Data Usage/exploitation** tools: sharing, query, retrieval, automated on-demand materialized views, etc.

PROV Core Implementation: Done

PROV-man: a set of methods and interfaces to create and manipulate provenance information, including representation into XML, Graph, RDF, etc.

Implemented using:

- **SQL database**
  - Allows for remote and distributed access
  - Enforces data integrity (PROV-Constraints)
- **Hibernate**
  - Mapping of domain object to relational database
  - DBMS independent implementation
- **Java**: Portability and platform independent

PROV: Data Collection

- **What** kind of information/data to collect?
  - **Quality**: what kind of data to collect
  - **Quantity**: to what depth we should collect?
- **How** to collect the data
  - **Manual**: hard and error prone, due to data complexity
  - **Automatic**: time efficient and cost-effective

AIM:
Implement a data collector for WSPGADE/gUse environment

PROV: Extended Usage

- Provenance plays many *roles*, it applies to many different kind of *information*, and it is intended for different *uses*
- It is metadata which can be *viewed differently* from one application to another

Extended usage:
Provenance information can be used in combination with application specific data to perform some extended usage of provenance:

- E.g. reporting, visualization, analyses, web semantics, etc.

PROV: other applications

- Safety/Security:
- Privacy : data not to be distributed
- Accountability: if something went wrong, who is accountable for?
- Sharing of data:
  - incidental finding
  - regulations
  - level of confidence of the finding
- Informing about the results of the research:
- European regulation / right to be forgotten:
- *A solution to black-box software in e-science*

Useful Links

- PROV-Primer: http://www.w3.org/TR/2013/NOTE-prov-primer-20130430/
- PROV-DM: http://www.w3.org/TR/2013/REC-prov-dm-20130430/
- PROV-O: http://www.w3.org/TR/2013/REC-prov-o-20130430/
- PROV-SEM: http://www.w3.org/TR/2013/NOTE-prov-sem-20130430/
- Semantic Web: http://www.w3.org/standards/semanticweb/
- World Wide Web Consortium (W3C): http://www.w3.org
- Linked Data: http://en.wikipedia.org/wiki/Linked_data
- Resource Description Framework (RDF): http://www.w3.org/TR/rdf-mt/
- Black-box-software problem: http://gigaom.com/2013/05/16/black-box-software-a-problem-for-science-that-extends-to-big-data-2/

Discussion / Questions