

# Semantics session summary

IVOA interoperability meeting Naples 2011 May 20

#### Vocabularies

- Developing vocabularies for SimDB
  - PoolParty: easy to build vocabularies
  - Export to SKOS/RDF
  - Mailing list for VOTheory & Semantics
  - Use CamelCase syntax for concepts
  - Vocabularies and ontologies : pre-coordination
  - See KDD for semantics of algorithms
- Long term access to vocabularies and versions
  - Vocab terms are not versioned, but vocab is!
  - Register vocabularies -> see IVOA doc coord.

### **Semantic annotations**

- AstroDabis project
  - Store xmatch results
  - OGSA-DAI + LOD + TAP
- Prototype to add contents to Web page
  - Using microformat-like syntax
  - Adding JS in the HTML header can :
    - retrieve & integrate remote information
    - add SAMP capabilities
- How to provide them: RDFa, microformats...
- Share existing code, try automated annotations

#### **Units**

- Update IVOA architecture for units, based on comprehensive search in all documents
  - send comments to all PR / RFC docs
- Comparison of units in main references
  - IAU style manual, section 5.1, 1989 http://www.iau.org/static/publications/stylemanual1989.pdf
  - OGIP memo OGIP/93-001, 1993 ftp://legacy.gsfc.nasa.gov/fits\_info/fits\_formats/docs/general/ogip\_93\_001/ogip\_93\_001.ps
  - Standards for Astronomical Catalogues, Version
    2.0, section 3.2, 2000 http://cdsweb.u-strasbg.fr/doc/catstd-3.2.htx
  - FITS v3.0, section 4.3, W.D. Pence et al., A&A
    524, A42, 2010

#### **Units**

- May 2011: update « Units in the VO » document to v0.4 including
  - Units in the IVOA architecture
  - Comparison table
  - Proposal for non-controversial units
- June 2011:
  - get feedback
  - compare proposal to existing implementations
  - take decision on problematic issues (open dedicated wiki page for discussion)

#### **Units**

- July 2011
  - move to PR, start Rec process

 develop new reference implementations, possibly based on existing libraries +

new BNF



## Long term URIs

Shared issue with DCP