Fourteenth International Conference on Grey Literature

An Environment Supporting the Production of Live Research Objects

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Understanding Scientific Research





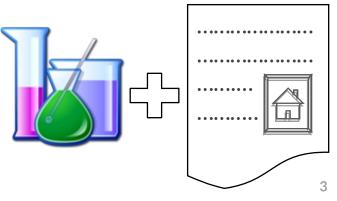
"Publishing data in a reusable form to support findings must be mandatory" [Science as an Open Enterprise, The Royal Society]

- all the elements exploited (primarily grey elements)are not available or not linked to the scientific result;
- It makes difficult to completely understand the results;
- It makes difficult to validate the results.





- An abstraction for communicating, sharing and reusing research results:
 - aggregate all the "pieces" that contribute to a research result.

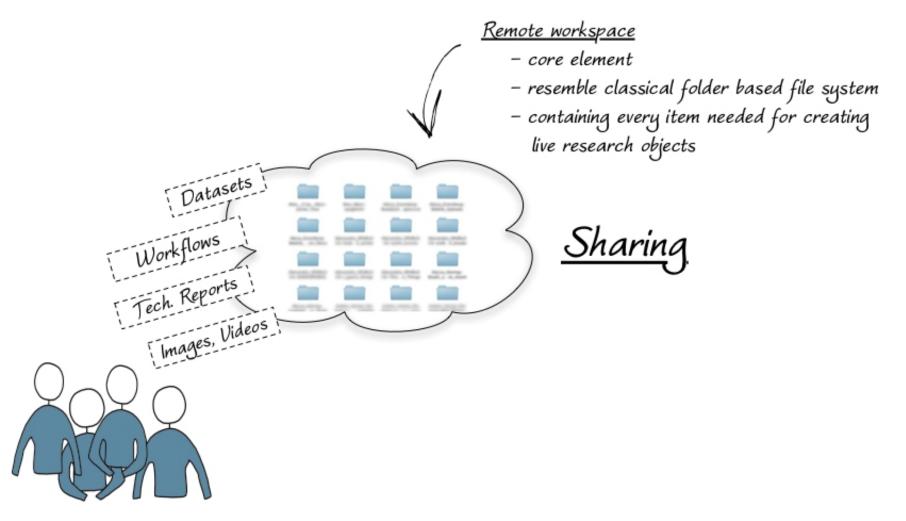


How can all these pieces stand together?

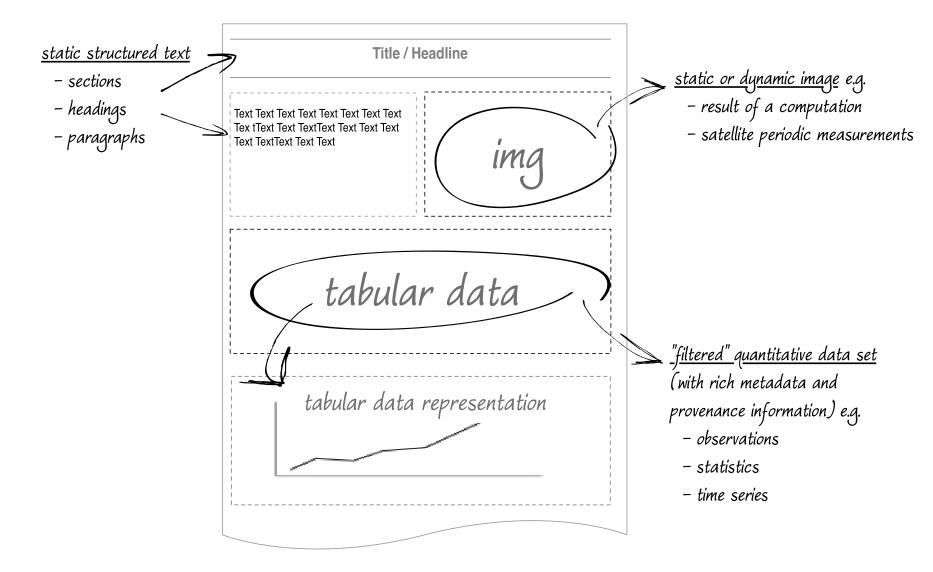
How can you produce live research objects?

GL14 - M. Assante et al. An Environment Supporting the Production of Live Research Objects - 29/30 November, Rome

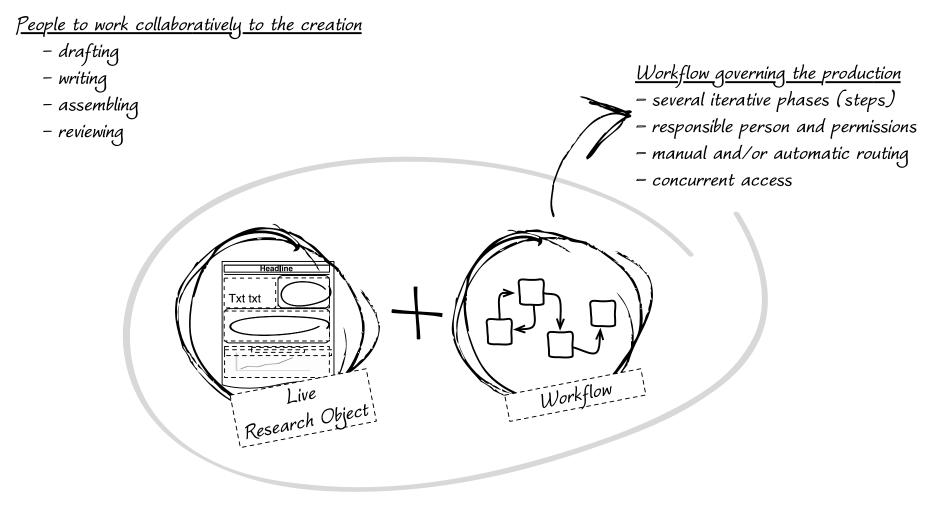
The idea: producing live research object/ Virtual workspace



Producing live research object/ Editing phase

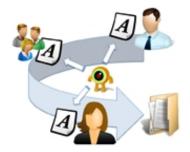


Producing live research object/ **collaborative work**





- Virtual Workspace
 - from binary files to compound information objects
- Editing framework
 - define the structure of a live research object
 - entering content and compile them
- Workflow Engine
 - define the workflow governing their production
 - specifying the phases and users



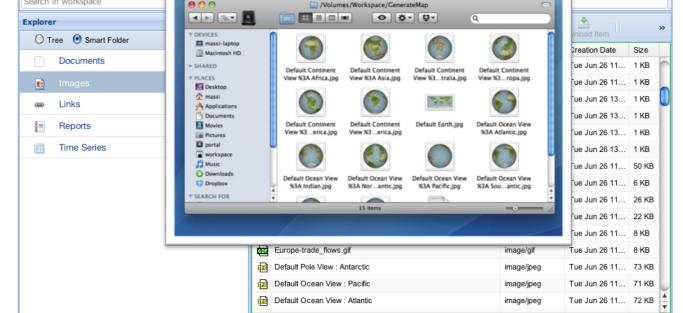
15 items

Workspace Search in workspace 00 < > ET -Explorer

Users can organise and share very different items 7

Virtual Workspace

- tabular data, species distribution maps, time series 7
- 7 Sharing
- 7 Smart Folders
- 7 **Desktop Access**





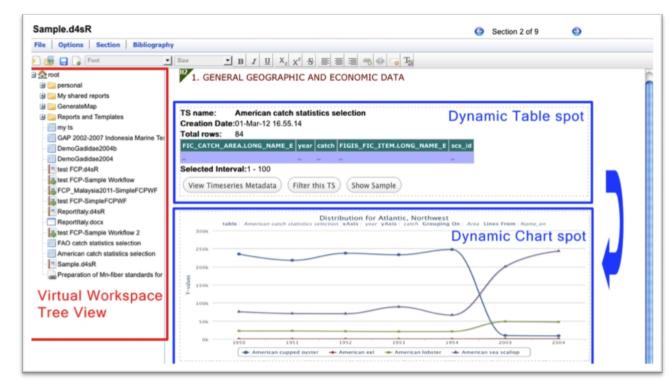


- Defining the structure
 - define the structure of a live research object
 - component oriented approach (static & dynamic)

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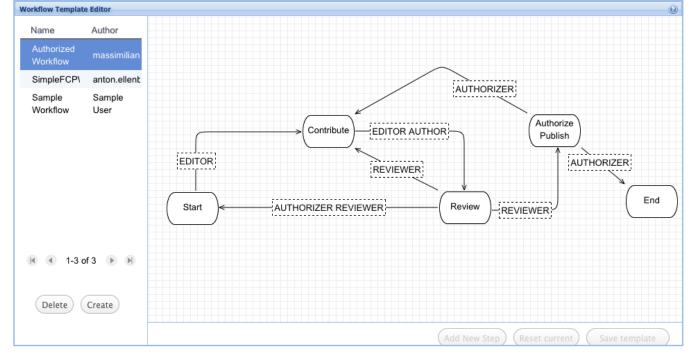
- Compiling a Live research object
 - compliant with one of the defined templates
 - complete or instantiate the dynamic components



Workflow Engine – defining a workflow

- Work collaboratively to the creation of a live research object
- Define the workflow governing the production of a live research object
- Reuse

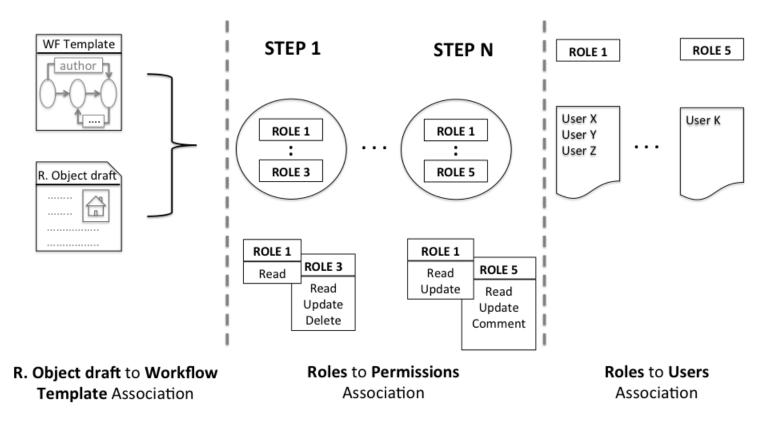




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Workflow Engine – associating Research Objects

- Specify the steps and the relative responsible actor(s)
 - 3 phases



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Production of live research objects: behind the

scenes

exploits the capabilities offered by an underlying Data Infrastructure* (DI).

[*digital infrastructure for data sharing and consumption]

- The *gCube* software system, whose technological development has been coordinated by ISTI-CNR and funded by E.C implements the **DI** approach.
 - operates a large federation of computational and storage resources;
 - equipped with software frameworks for data management;
 - supported data types cover a wide spectrum ranging from tabular data to research products.



Shedooo





- Production of Live Research Objects aimed at estimating the probability of marine species distribution in a global scale:
 - **some descriptive text**
 - data on the species gathered from authoritative data sources
 - environmental data reporting on ecological elements
 - algorithms aimed at estimating the probability of the occurrence of a species in a given area
 - images of maps resulting from the algorithm(s)

Conclusion



- A comprehensive framework supporting the entire lifecycle of Live Research Objects production and management
- It has been designed and implemented in the context of two successive EU projects:
 - D4Science-II (<u>www.d4science.eu</u>)
 - iMarine (<u>www.i-marine.eu</u>)
- Available as a WebApp in the D4Science e-Infrastructure http://www.d4science.org/