



D2.3 Report on modules, transformations and API's for framework



sauce

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1 EXECUTIVE SUMMARY

This document consists of 3 main parts. In the first part we provide background to the project, a description of the problem domain, the main objectives, and issues and use cases we are trying to address.

We then proceed to address these issues by firstly assessing the different asset descriptors that are commonly used in production pipelines, both for features and reusability. We discuss the advantages and disadvantages of each descriptor from two perspectives, firstly in the context of ingestion and search, and secondly from a reusability point of view. We proceed to identify the intersections and commonalities of each descriptor and discuss other considerations around the interchangeability vs 'last mile' aspects of each descriptor, along with the important data and information not included in an asset descriptor which is relevant for search purposes.

Having concluded that the descriptors formats, whilst suitable for reuse in a production pipelines, are not suitable for search, query, projection or aggregation, we then propose a generalised descriptor and canonical data format along with a core set of domain ontologies, which all the descriptors can be transformed to. We demonstrate that it is extendable and relatable across real world domains not covered by descriptors, provides a means for ingestion and search, and enables us to deliver on a number of other use cases such as provenance (keeping assets up to date), metadata, classification and copyright.

Finally, we provide an overview of the conceptual and technical solution and framework which enables us to deliver on the functional use cases as well as non-functional use cases and requirements, whilst at the same time being decoupled and discrete. We provide a detailed conceptual and technical overview of each of the core components of the framework, highlighting key API's, conventions and architectural patterns for each, along with the tooling and software development lifecycle required to deliver them.