

Programming The Semantic Web Toby Segaran

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Programming the Semantic Web

SemWeb2017-L09 Programming the Semantic Web *An Introduction to the Semantic Web Working with RDF in Python Comparing Semantic Web Technologies To Grakn | RDF, RDFS, OWL, SPARQL SHACL Grakn and Graql* Book Search application - Using semantic web

Rules and Semantic Web - Part 3 *RDF and OWL : the powerful duo, Tara Raafat* **Semantic Web Tutorial 14/14: Linked Data The Semantic Web - An Overview**

13/14: Web Ontology Language (OWL) [Training] Reasoning with RDF Graphs and Ontologies Connect to Web Ontology Language File using Jena API , Java (1) web programming database class, 14 dec Schema, Semantic Search \u0026amp; SEO w/ David Amerland *API Penetration Test | Exploit Sensitive Data Exposure | 03* **Semantic Web Tutorial 5/14: The Turtle Format Search Engine in PHP using Semantic Web technologies (SPARQL queries, WordNet) Data Structures in Go - Graphs (Part 2 of 2)**

Jay Kreps | Kafka Summit SF 2018 Keynote (Kafka and Event-Oriented Architecture)

How to construct a decent search string for medical databases - PubMed search strategy - **PART 11.4 Semantic Web Technology and the Web of Data** *Web 3.0, Linked Data, and the Semantic Web: What's this all about?*

A talk with Toby Segaran *Semantic Web Programming Final Project Presentation RDF Tutorial - An Introduction to the Resource Description Framework* **Semantic Web Tutorial 2/14:**

Overview of URLs, URIs and Namespaces *Building an Intuition for Composition - Sy Brand - CppCon 2020*

Rakhim Davletkaliyev - ClojureScript and React without JavaScript | Lambda Days 2019

CppCon 2017: P. McKenney, M. Michael \u0026amp; M. Wong "Is Parallel Programming still hard? **PART 1 of 2**"

Programming The Semantic Web Toby

With this book, the promise of the Semantic Web -- in which machines can find, share, and combine data on the Web -- is not just a technical possibility, but a practical reality. Programming the Semantic Web demonstrates several ways to implement semantic web applications, using current and emerging standards and technologies. You'll learn how to incorporate existing data sources into semantically aware applications and publish rich semantic data.

Evans, Toby Segaran, Jamie Taylor: Amazon.co.uk: Kindle Store

Programming the Semantic Web: Build Flexible Applications ...

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Programming the Semantic Web by Toby Segaran

Programming the Semantic Web Toby Segaran, Colin Evans, Jamie Taylor I finished reading through chapter 6 so far... my overall impression is, reasonable, but feel inadequate. There are some discussion I like: for example, the simple triple store implementation is illustrative, concept wise.

Programming the Semantic Web | Toby Segaran, Colin Evans ...

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This book will help you: Learn how the Semantic Web allows new and unexpected uses of data to emerge Understand how semantic technologies promote data portability with a simple, abstract model for knowledge representation Become familiar with semantic standards, such as the Resource Description Framework (RDF) and the Web Ontology Language (OWL) Make use of semantic programming techniques to both enrich and simplify current web applications

Programming the Semantic Web | Guide books

by Toby Segaran, Colin Evans, Jamie Taylor. Released July 2009. Publisher (s): O'Reilly Media, Inc. ISBN: 9780596153816. Explore a preview version of Programming the Semantic Web right now. O'Reilly members get unlimited access to live online training experiences, plus books, videos, and digital content from 200+ publishers. Start your free trial.

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Programming the Semantic Web (??)

Programming the Semantic Web / Toby Segaran, Colin Evans, and Jamie Taylor. Other title: Programming the Semantic Web : build flexible applications with graph data Semantic Web ISBN: 9780596153816 Author: Segaran, Toby Evans, Colin Hearne viaf Taylor, Jamie Edition: 1st ed. Publisher: Beijing ; Sebastopol (Calif.) : O'Reilly, c2009. Description:

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Programming the Semantic Web demonstrates several ways to implement semantic web applications, using current and emerging standards and technologies. You'll learn how to incorporate existing data sources into semantically aware applications and publish rich semantic data. Each chapter walks you through a single piece of semantic technology and explains how you can use it to solve real problems. Whether you're writing a simple mashup or maintaining a high-performance enterprise solution, Programming the Semantic Web provides a standard, flexible approach for integrating and future-proofing systems and data. This book will help you: Learn how the Semantic Web allows new and unexpected uses of data to emerge Understand how semantic technologies promote data portability with a simple, abstract model for knowledge representation Become familiar with semantic standards, such as the Resource Description Framework (RDF) and the Web Ontology Language (OWL) Make use of semantic programming techniques to both enrich and simplify current web applications

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The next major advance in the Web-Web 3.0-will be built on semantic Web technologies, which will allow data to be shared and reused across application, enterprise, and community boundaries. Written by a team of highly experienced Web developers, this book explains examines how this powerful new technology can unify and fully leverage the ever-growing data, information, and services that are available on the Internet. Helpful examples demonstrate how to use the semantic Web to solve practical, real-world problems while you take a look at the set of design principles, collaborative working groups, and technologies that form the semantic Web. The companion Web site features full code, as well as a reference section, a FAQ section, a discussion forum, and a semantic blog.

Want to tap the power behind search rankings, product recommendations, social bookmarking, and online matchmaking? This fascinating book demonstrates how you can build Web 2.0 applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book, you can write smart programs to access interesting datasets from other web sites, collect data from users of your own applications, and analyze and understand the data once you've found it. Programming Collective Intelligence takes you into the world of machine learning and statistics, and explains how to draw conclusions about user experience, marketing, personal tastes, and human behavior in general -- all from information that you and others collect every day. Each algorithm is described clearly and concisely with code that can immediately be used on your web site, blog, Wiki, or specialized application. This book explains: Collaborative filtering techniques that enable online retailers to recommend products or media Methods of clustering to detect groups of similar items in a large dataset Search engine features -- crawlers, indexers, query engines, and the PageRank algorithm Optimization algorithms that search millions of possible solutions to a problem and choose the best one Bayesian filtering, used in spam filters for classifying documents based on word types and other features Using decision trees not only to make predictions, but to model the way decisions are made Predicting numerical values rather than classifications to build price models Support vector machines to match people in online dating sites Non-negative matrix factorization to find the independent features in a dataset Evolving intelligence for problem solving -- how a computer develops its skill by improving its own code the more it plays a game Each chapter includes exercises for extending the algorithms to make them more powerful. Go beyond simple database-backed applications and put the wealth of Internet data to work for you. "Bravo! I cannot think of a better way for a developer to first learn these algorithms and methods, nor can I think of a better way for me (an old AI dog) to reinvigorate my knowledge of the details." -- Dan Russell, Google "Toby's book does a great job of breaking down the complex subject matter of machine-learning algorithms into practical, easy-to-understand examples that can be directly applied to analysis of social interaction across the Web today. If I had this book two years ago, it would have saved precious time going down some fruitless paths." -- Tim Wolters, CTO, Collective Intellect

In this insightful book, you'll learn from the best data practitioners in the field just how wide-ranging -- and beautiful -- working with data can be. Join 39 contributors as they explain how they developed simple and elegant solutions on projects ranging from the Mars lander to a Radiohead video. With Beautiful Data, you will: Explore the opportunities and challenges involved in working with the vast number of datasets made available by the Web Learn how to visualize trends in urban crime, using maps and data mashups Discover the challenges of designing a data processing system that works within the constraints of space travel Learn how crowdsourcing and transparency have combined to advance the state of drug research

Understand how new data can automatically trigger alerts when it matches or overlaps pre-existing data Learn about the massive infrastructure required to create, capture, and process DNA data That's only small sample of what you'll find in Beautiful Data. For anyone who handles data, this is a truly fascinating book. Contributors include: Nathan Yau Jonathan Follett and Matt Holm J.M. Hughes Raghu Ramakrishnan, Brian Cooper, and Utkarsh Srivastava Jeff Hammerbacher Jason Dykes and Jo Wood Jeff Jonas and Lisa Sokol Jud Valeski Alon Halevy and Jayant Madhavan Aaron Koblin with Valdean Klump Michal Migurski Jeff Heer Coco Krumme Peter Norvig Matt Wood and Ben Blackburne Jean-Claude Bradley, Rajarshi Guha, Andrew Lang, Pierre Lindenbaum, Cameron Neylon, Antony Williams, and Egon Willighagen Lukas Biewald and Brendan O'Connor Hadley Wickham, Deborah Swayne, and David Poole Andrew Gelman, Jonathan P. Kestellec, and Yair Ghitza Toby Segaran

Semantic Web for the Working Ontologist: Effective Modeling in RDFS and OWL, Second Edition, discusses the capabilities of Semantic Web modeling languages, such as RDFS (Resource Description Framework Schema) and OWL (Web Ontology Language). Organized into 16 chapters, the book provides examples to illustrate the use of Semantic Web technologies in solving common modeling problems. It uses the life and works of William Shakespeare to demonstrate some of the most basic capabilities of the Semantic Web. The book first provides an overview of the Semantic Web and aspects of the Web. It then discusses semantic modeling and how it can support the development from chaotic information gathering to one characterized by information sharing, cooperation, and collaboration. It also explains the use of RDF to implement the Semantic Web by allowing information to be distributed over the Web, along with the use of SPARQL to access RDF data. Moreover, the reader is introduced to components that make up a Semantic Web deployment and how they fit together, the concept of inferencing in the Semantic Web, and how RDFS differs from other schema languages. Finally, the book considers the use of SKOS (Simple Knowledge Organization System) to manage vocabularies by taking advantage of the inferencing structure of RDFS-Plus. This book is intended for the working ontologist who is trying to create a domain model on the Semantic Web. Updated with the latest developments and advances in Semantic Web technologies for organizing, querying, and processing information, including SPARQL, RDF and RDFS, OWL 2.0, and SKOS Detailed information on the ontologies used in today's key web applications, including ecommerce, social networking, data mining, using government data, and more Even more illustrative examples and case studies that demonstrate what semantic technologies are and how they work together to solve real-world problems

The Resource Description Framework (RDF) is a structure for describing and interchanging metadata on the Web--anything from library catalogs and worldwide directories to bioinformatics, Mozilla internal data structures, and knowledge bases for artificial intelligence projects. RDF provides a consistent framework and syntax for describing and querying data, making it possible to share website descriptions more easily. RDF's capabilities, however, have long been shrouded by its reputation for complexity and a difficult family of specifications. Practical RDF breaks through this reputation with immediate and solvable problems to help you understand, master, and implement RDF solutions. Practical RDF explains RDF from the ground up, providing real-world examples and descriptions of how the technology is being used in applications like Mozilla, FOAF, and Chandler, as well as infrastructure you can use to build your own applications. This book cuts to the heart of the W3C's often obscure specifications, giving you tools to apply RDF successfully in your own projects. The first part of the book focuses on the RDF specifications. After an introduction to RDF, the book covers the RDF specification documents themselves, including RDF Semantics and Concepts and Abstract Model specifications, RDF constructs, and the RDF Schema. The second section

focuses on programming language support, and the tools and utilities that allow developers to review, edit, parse, store, and manipulate RDF/XML. Subsequent sections focus on RDF's data roots, programming and framework support, and practical implementation and use of RDF and RDF/XML. If you want to know how to apply RDF to information processing, *Practical RDF* is for you. Whether your interests lie in large-scale information aggregation and analysis or in smaller-scale projects like weblog syndication, this book will provide you with a solid foundation for working with RDF.

This book provides a comprehensive and accessible introduction to knowledge graphs, which have recently garnered notable attention from both industry and academia. Knowledge graphs are founded on the principle of applying a graph-based abstraction to data, and are now broadly deployed in scenarios that require integrating and extracting value from multiple, diverse sources of data at large scale. The book defines knowledge graphs and provides a high-level overview of how they are used. It presents and contrasts popular graph models that are commonly used to represent data as graphs, and the languages by which they can be queried before describing how the resulting data graph can be enhanced with notions of schema, identity, and context. The book discusses how ontologies and rules can be used to encode knowledge as well as how inductive techniques—based on statistics, graph analytics, machine learning, etc.—can be used to encode and extract knowledge. It covers techniques for the creation, enrichment, assessment, and refinement of knowledge graphs and surveys recent open and enterprise knowledge graphs and the industries or applications within which they have been most widely adopted. The book closes by discussing the current limitations and future directions along which knowledge graphs are likely to evolve. This book is aimed at students, researchers, and practitioners who wish to learn more about knowledge graphs and how they facilitate extracting value from diverse data at large scale. To make the book accessible for newcomers, running examples and graphical notation are used throughout. Formal definitions and extensive references are also provided for those who opt to delve more deeply into specific topics.

Cultural Heritage (CH) data is syntactically and semantically heterogeneous, multilingual, semantically rich, and highly interlinked. It is produced in a distributed, open fashion by museums, libraries, archives, and media organizations, as well as individual persons. Managing publication of such richness and variety of content on the Web, and at the same time supporting distributed, interoperable content creation processes, poses challenges where traditional publication approaches need to be re-thought. Application of the principles and technologies of Linked Data and the Semantic Web is a new, promising approach to address these problems. This development is leading to the creation of large national and international CH portals, such as Europeana, to large open data repositories, such as the Linked Open Data Cloud, and massive publications of linked library data in the U.S., Europe, and Asia. Cultural Heritage has become one of the most successful application domains of Linked Data and Semantic Web technologies. This book gives an overview on why, when, and how Linked (Open) Data and Semantic Web technologies can be employed in practice in publishing CH collections and other content on the Web. The text first motivates and presents a general semantic portal model and publishing framework as a solution approach to distributed semantic content creation, based on an ontology infrastructure. On the Semantic Web, such an infrastructure includes shared metadata models, ontologies, and logical reasoning, and is supported by shared ontology and other Web services alleviating the use of the new technology and linked data in legacy cataloging systems. The goal of all this is to provide layman users and researchers with new, more intelligent and usable Web applications that can be utilized by other Web applications, too, via well-defined Application Programming Interfaces

(API). At the same time, it is possible to provide publishing organizations with more cost-efficient solutions for content creation and publication. This book is targeted to computer scientists, museum curators, librarians, archivists, and other CH professionals interested in Linked Data and CH applications on the Semantic Web. The text is focused on practice and applications, making it suitable to students, researchers, and practitioners developing Web services and applications of CH, as well as to CH managers willing to understand the technical issues and challenges involved in linked data publication. Table of Contents: Cultural Heritage on the Semantic Web / Portal Model for Collaborative CH Publishing / Requirements for Publishing Linked Data / Metadata Schemas / Domain Vocabularies and Ontologies / Logic Rules for Cultural Heritage / Cultural Content Creation / Semantic Services for Human and Machine Users / Conclusions

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