

Capturing Experiments in the Wild

Mark Hedges, Shrija Rajbhandari, Stella
Fabiane

King's College London



A message for our funders

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Overview

Aim: to develop a research data repository for certain research groups

Context: the scientists, their data, their research

Objectives, issues and constraints

Provenance

Work so far

Context

Who are the researchers?

Randall Division of Cell and Molecular
Biophysics

Cross-disciplinary research unit in School of
Health Sciences

Research groups:

- Macromolecular crystallography (e.g. proteins)
- Nanoimaging (microscopes, 3D, time lapse)
- NMR (Nuclear Magnetic Resonance)
- Molecular Simulations and Bioinformatics
- others ...

What do they do?

Raw data captured from equipment

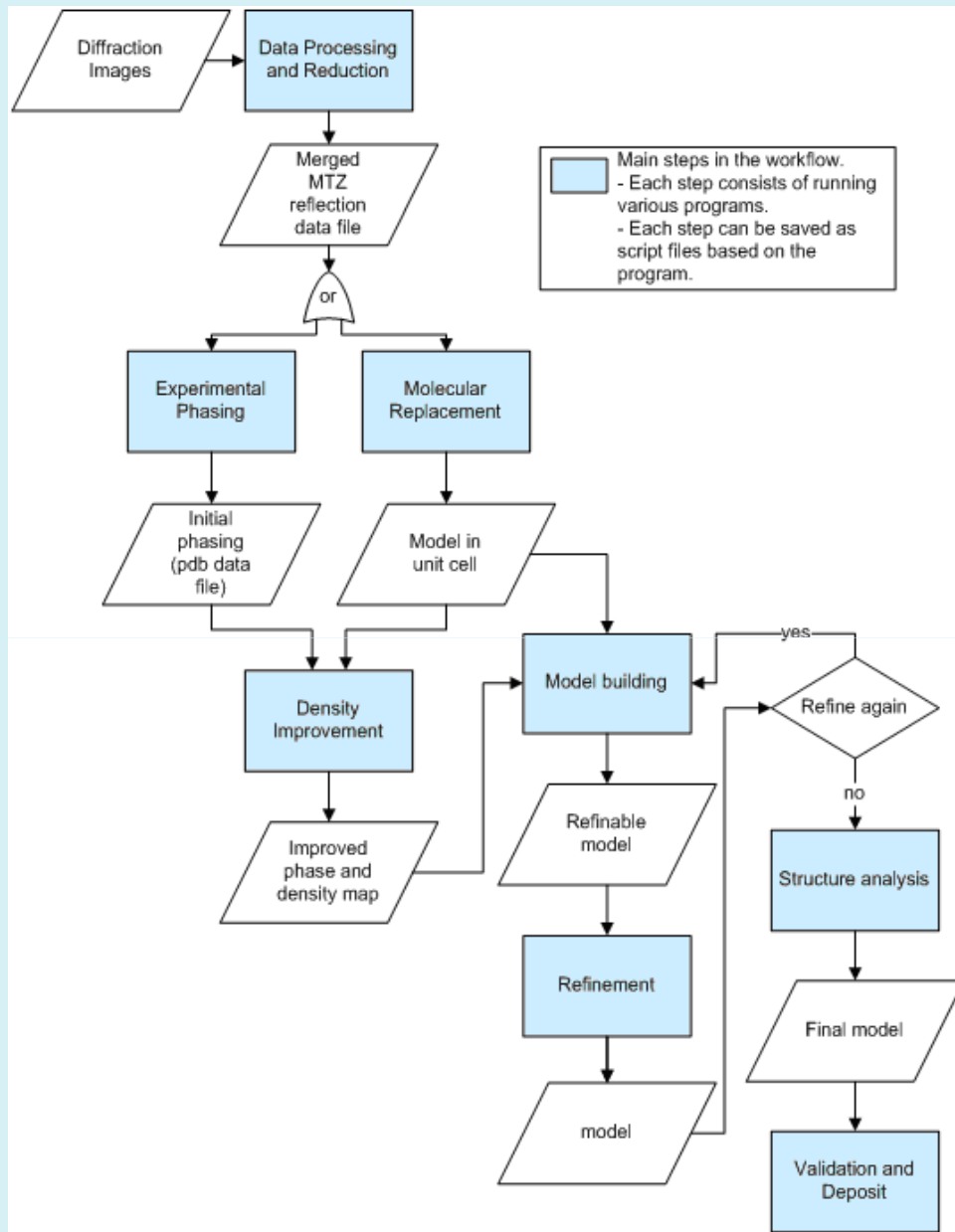
Transferred to desktop machine

Processed/analysed on desktop

At the end:

- Published output (articles, final data objects)
- Rest of data either archived to DVD in drawer or discarded.

Different specific processes, common patterns



Example – protein crystallography workflow

Input: set of diffraction images from a protein crystal

Output: protein structure object published to PDB (and articles)

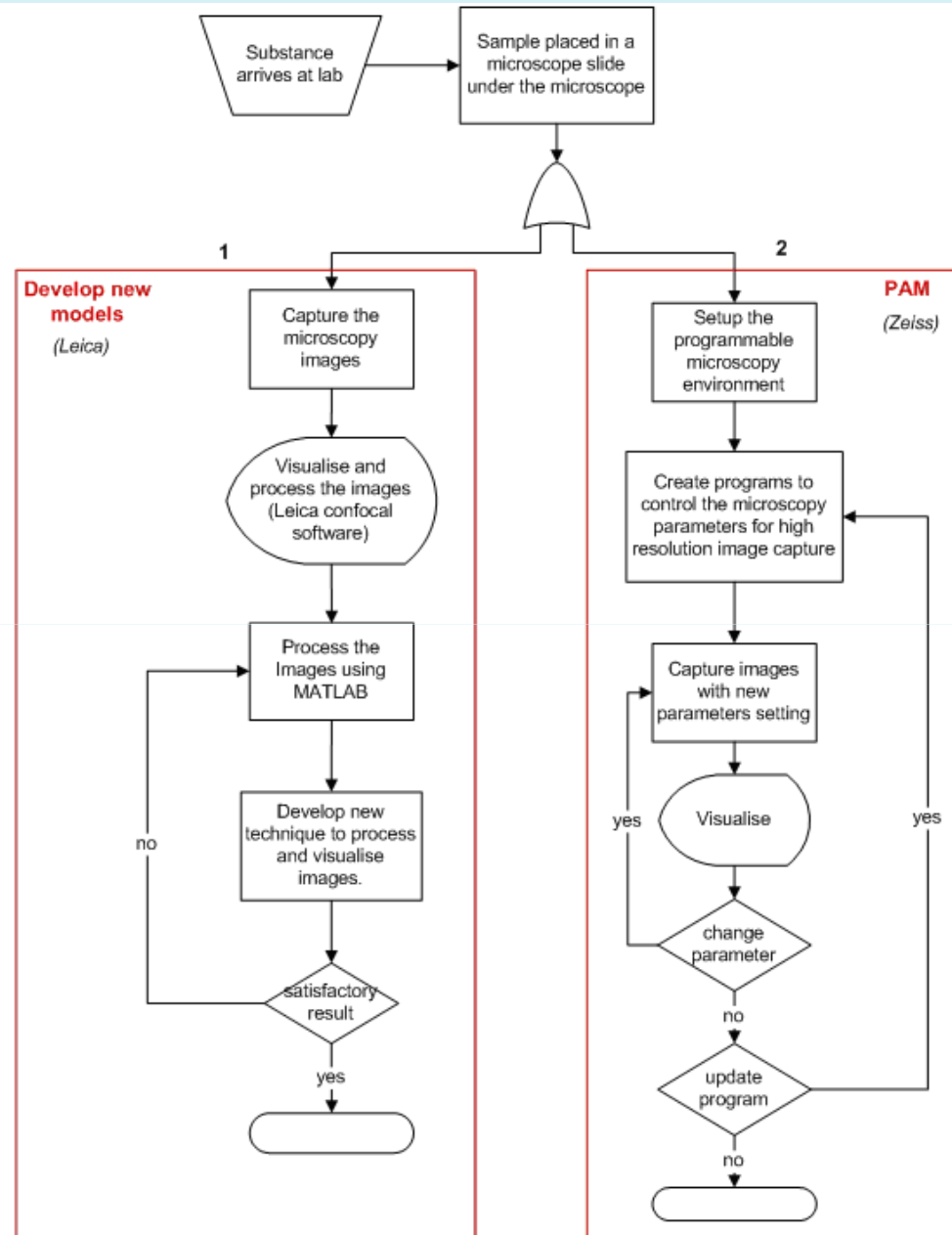
Many intermediate stages and data files, which tell the full story of the experiment

Example: Nanoimaging

Input: microscopy images (e.g. from cell sample, including 3D, time lapse, ...)

Output: processed images, algorithms (e.g. software, MATLAB scripts, ...)

Many intermediate stages and data files, which tell the full story of the experiment



Objectives

What do they/we want to do?

Basic requirement – repository for data

Integrate with researchers' processes (tools, equipment) – avoid “deposit”

Capture experimental structure (provenance)

Trace processing to validate published results

[Model for use with other researchers]

[Interface to institutional preservation infrastructure]

Issues / Constraints

Not an entirely integrated environment

Specialised tools (mostly) running on desktops

Tools (mostly) interact only with the file system

Some proprietary; some open source,
developed by scientists and shared

Researchers' workflows not very predictable

An experiment can generate lots of files (1000+)

As little as possible change to how researchers
work (avoid additional burden)

On the bright side

A given researcher works through an experiment at the same desktop machine (simplifies our initial work)

Much information about files and process can be captured from (e.g.) file headers, log files

Much work already done in these disciplines on metadata, vocabularies

Prototype implementations

First prototypes – focus on data capture and organisation

Limit scope to two research groups

Approach taken:

- “scavenge” at desktop – automatic capture of as much data/metadata as possible
- ingest workflow that interprets captured information and creates objects for repository
- researcher supplements this information

Data capture



researcher
at desktop



daemon



repository

upload
file



send
msg



identify
object



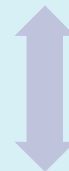
extract
metadata



find
relationships



build object

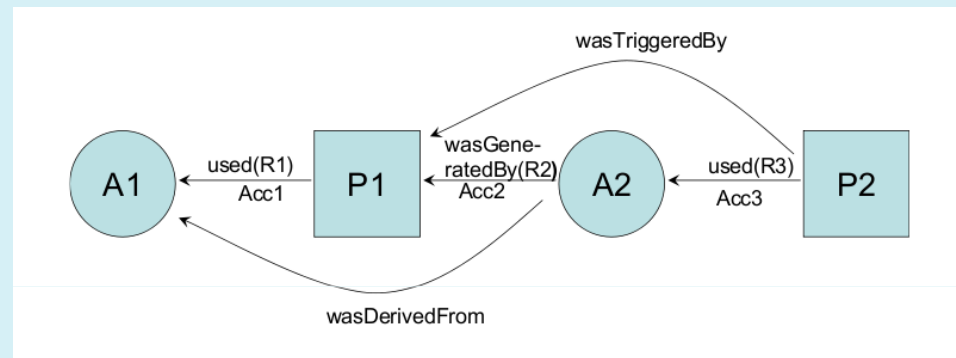


ingest

staging area

Provenance

Open Provenance Model



3 node types: artifact, process, agent

5 edge types: used, generated, triggered, derived, controlled

Can be extended by adding annotations to nodes/arcs

Choice of granularity/focus (e.g., artefact or process-centric)

[This and following 2 slides derived from OPM presentations]

Nodes

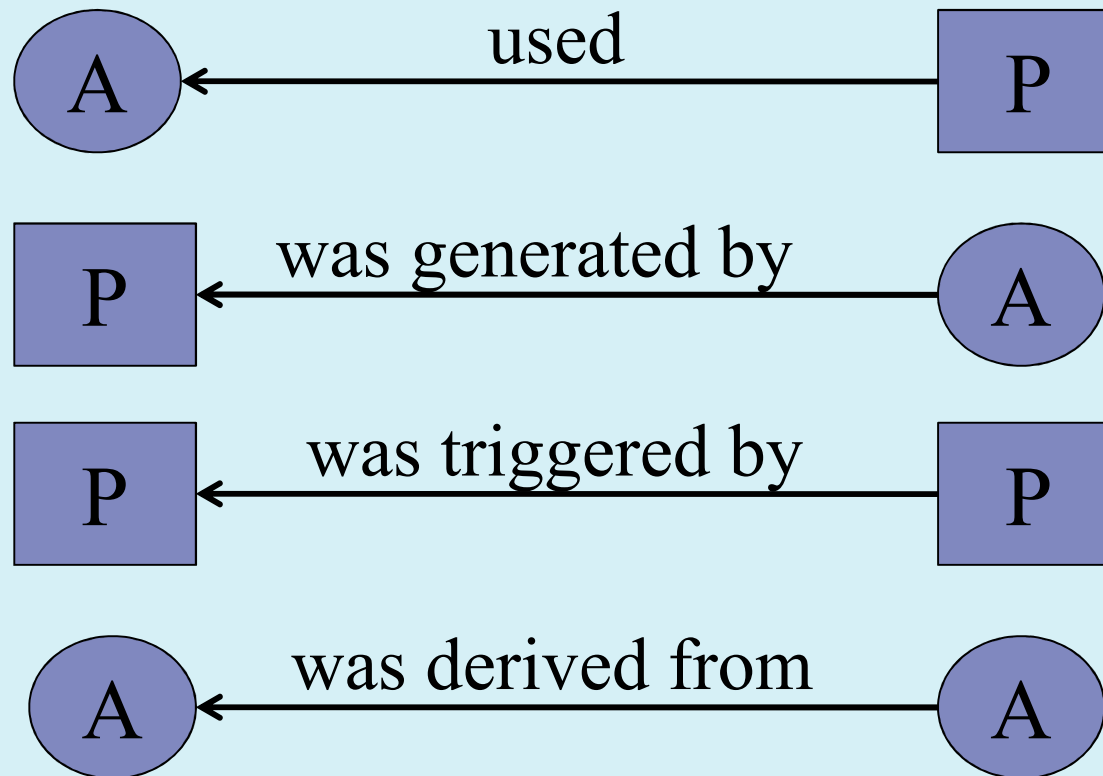
Artifact: Immutable piece of state, which may have a physical embodiment in an physical object, or a digital representation in a computer system.

Process: Action or series of actions performed on or caused by artifacts, and resulting in new artifacts.

Agent: Contextual entity acting as a catalyst of a process, enabling, facilitating, controlling, affecting its execution.

Edges

Specify how nodes are related



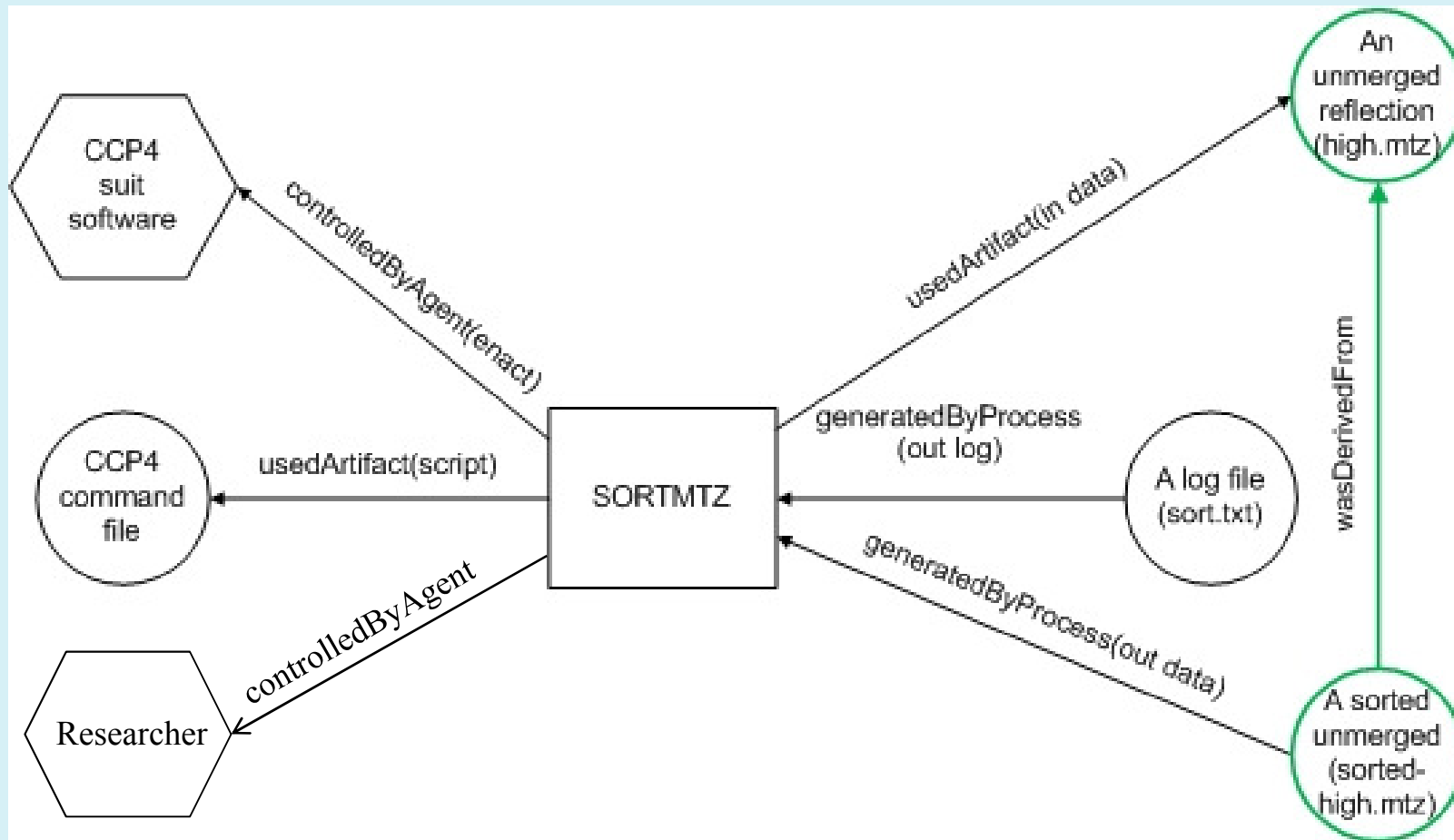
In our case

Artifact: captured file

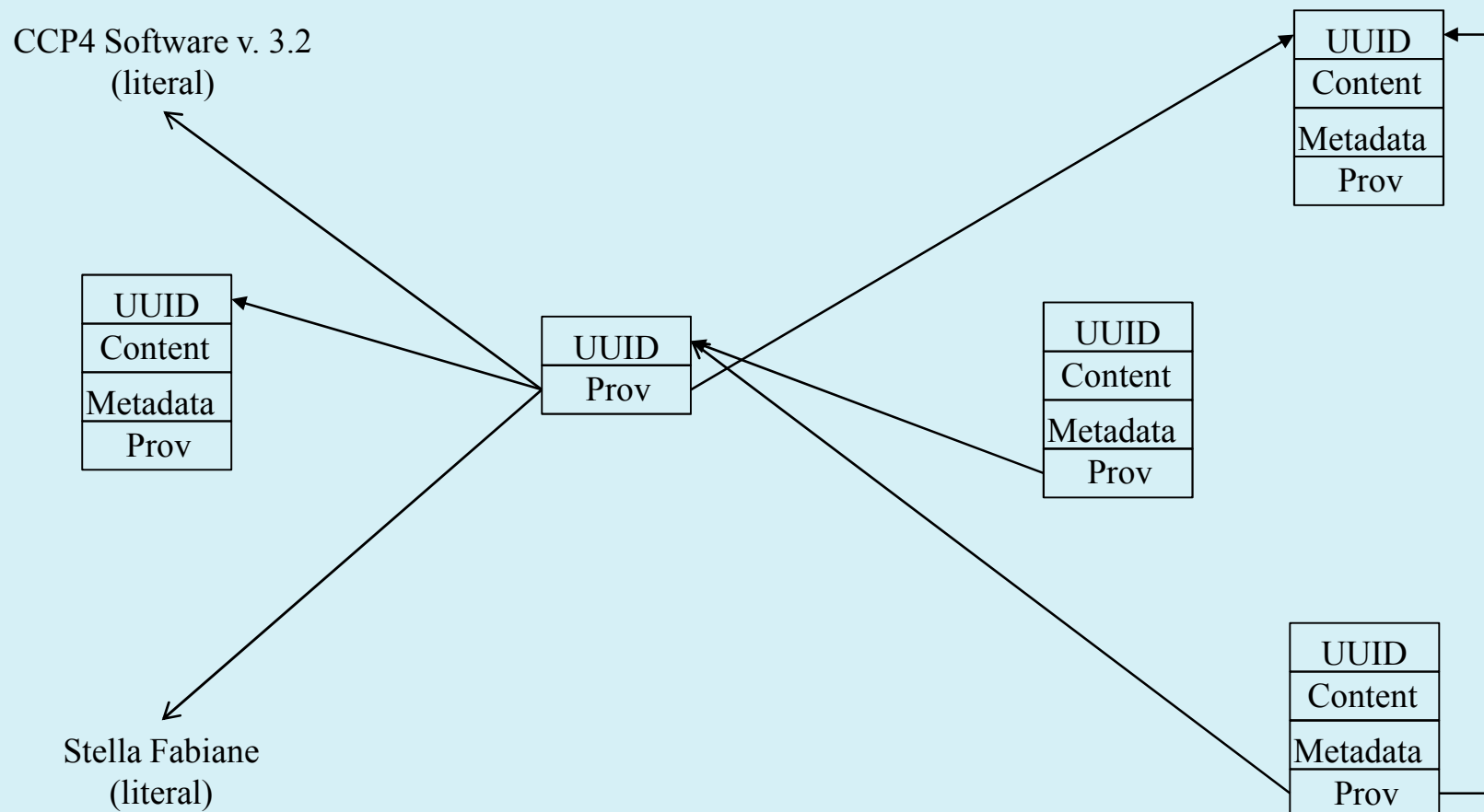
Agent: researcher, software/tool used

Process: researcher uses software to process some files, resulting in some derived files or other new files

Example



Modelling in repository



So far ...

Where are we?

Speaking to researchers, finding out what they do, what they want, what they won't accept

Describing these research processes in a form that we can use

Analysis of datasets and metadata

Small-scale prototyping

Experiences

Figuring out what a researcher does can be painful and time-consuming

Lack of comprehension on the part of (some) researchers

Complexity of interpreting files and their relationships (messy evidence)

What next?

Working prototypes for two research groups

User interface

Publication – articles, data

Use of OAI-ORE concepts

Extension to other research groups

Contacts

mark.hedges@kcl.ac.uk
shrija.rajbhandari@kcl.ac.uk
stella.fabiane@kcl.ac.uk

<http://bril.cerch.kcl.ac.uk/>