TORUS implemented

Jakub Skoczen, Index Data jakub@indexdata.dk

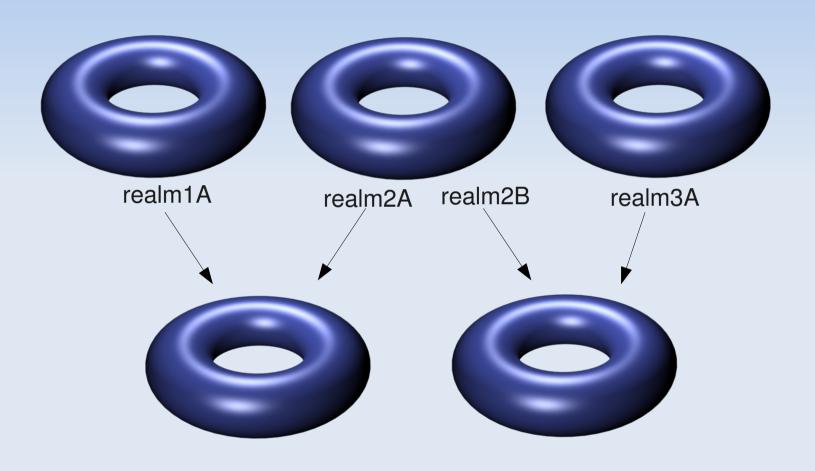
TORUS implemented

- May be viewed as a "platform/language independent, xml-based, single inheritance model"
- Represented as a file system structure:

```
torusId/
records/
|- world/
|- myrealm/
```

records ~ "overriding" symlinks

TORUSes are stackable



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- Makes it possible to represent hierarchical systems (oragnization>members>users) and alter/add data on each level of the hierarchy
- URI addressability solution to overly complicated relational schemas - relations are expressed as direct links to records (one-toone) or realms (one-to-many, many-to-many)

RESTful API

- Entities: record, layer, realm, property
- Listing records in a realm:
 GET /records/realm/?layers=original,override&query={cql}
- Creating (overriding worldId supplied) records:
 POST record.xml /records/realm/
- Updating, Removing records from a realm:
 PUT, DELETE ../records/realm/{rec_id}

Record profiles (interfaces)

 Torus records/layers are designed to be a generic data containers, there's nothing in the API that is bound to a specific record profile

 Describes a set of required/optional properties (fields) - "searchable" (IR target) profile, identity profile (user authentication)

Snippets of XML

Single record, final layer (after applying overrrides) response:

GET /records/auth-17/id27/?layers=final