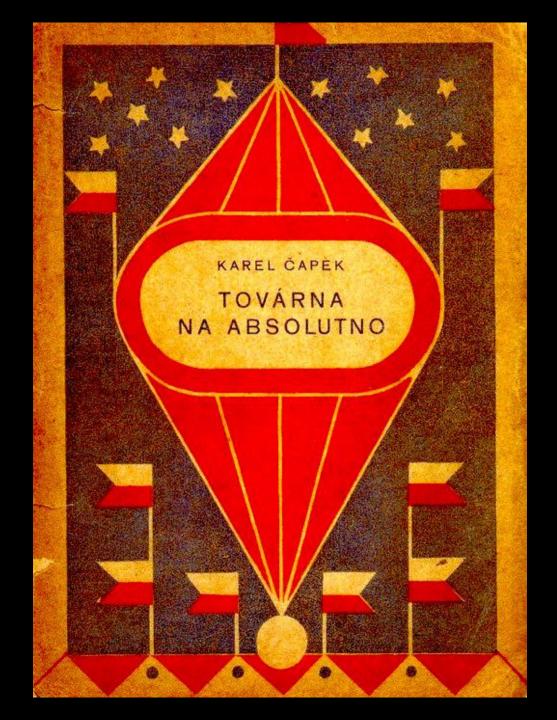
Dreams, Lies, and the Autonomous Web

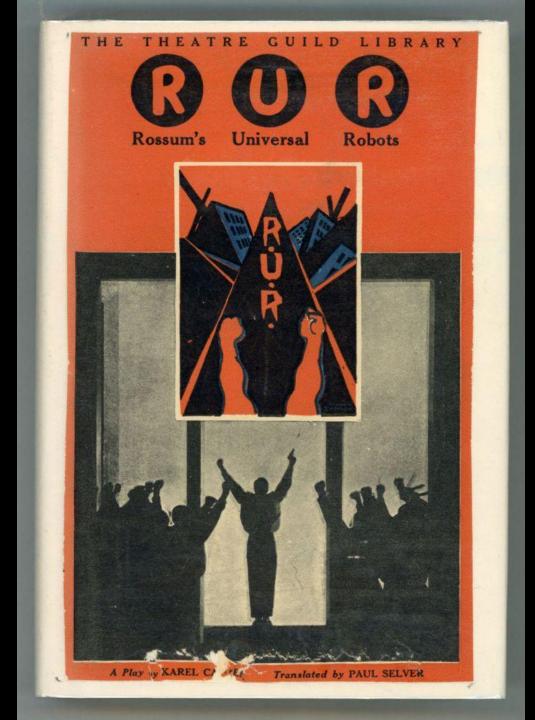
Mike Amundsen API Academy @mamund

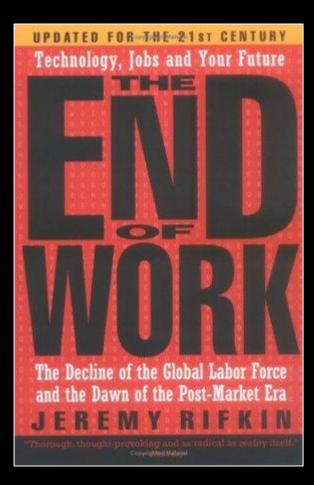
"A new world has arisen: The Rule of the Robots!"

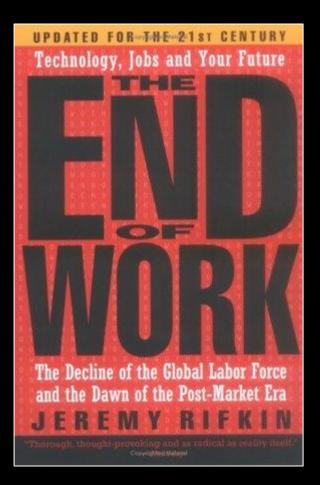


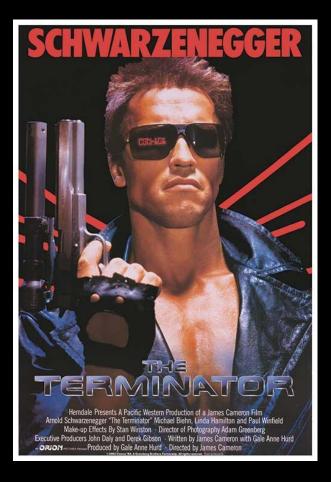
Karel Čapek -- Rossum's Universal Robots











Wait, What? The End?

Wait, What? The End?

Already?

OK, let's backup...



Mike Amundsen @mamund

4



SERVICES

EVENTS

RETURN TO HOMEPAGE

API ACADEMY SERVICES

The API Academy team consists of industry experts who have been brought together by CA Technologies to provide expert consulting services for organizations that want to take their API programs to the next level.

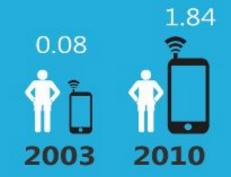
Contact us to find out more about how we can help you understand the API economy, plan a program strategy, architect effective interfaces, build a secure, manageable API infrastructure and empower your developers to create truly valuable client apps.

Email: apiacademy@ca.com

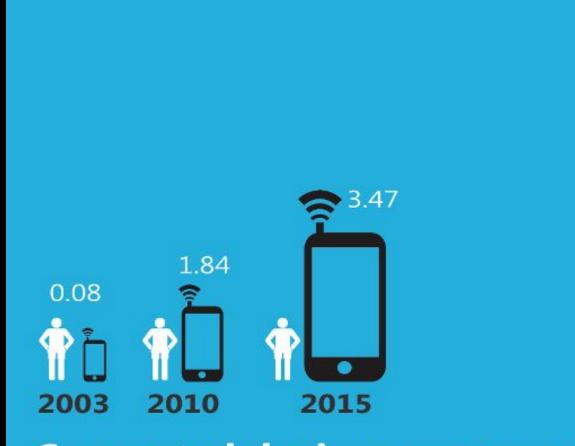
We are at a crossroads...



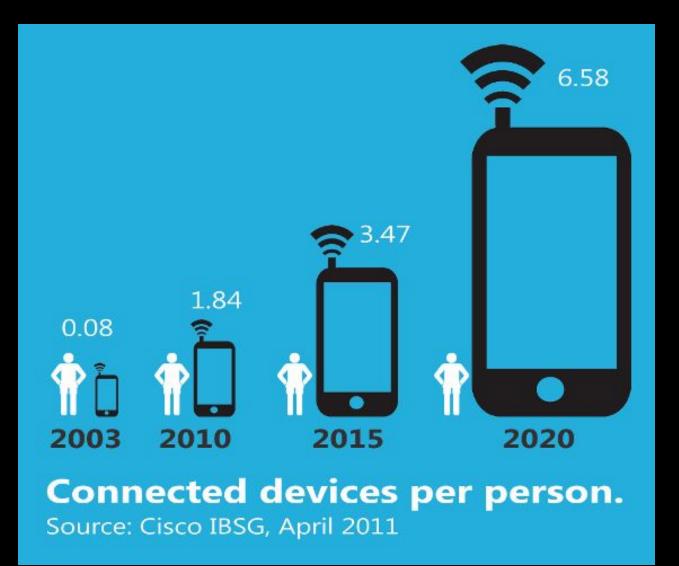
Connected devices per person. Source: Cisco IBSG, April 2011



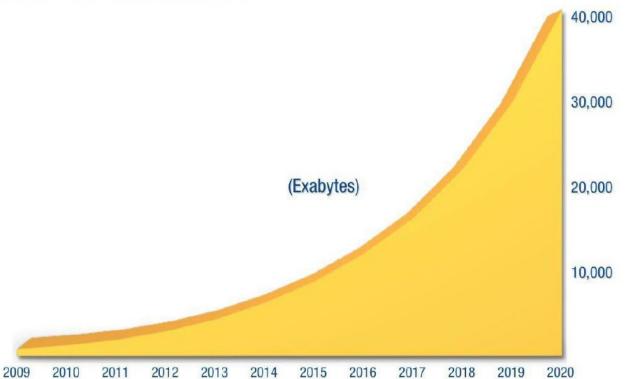
Connected devices per person. Source: Cisco IBSG, April 2011



Connected devices per person. Source: Cisco IBSG, April 2011



The Digital Universe: 50-fold Growth from the Beginning of 2010 to the End of 2020



This IDC graph predicts exponential growth of data from around 3 zettabytes in 2013 to approximately 40 zettabytes by 2020. An exabyte equals 1,000,000,000,000,000 bytes and 1,000 exabytes equals one zettabyte. Source: IDC's Digital Universe Study, December 2012, http://www.emc.com/collateral/analyst-reports/idc-the-digital-universe-in-2020.pdf.

Mother Tongues

Tracing the roots of computer languages through the ages

Just like half of the world's spoken tongues, most of the 2,300-plus computer programming languages are either endangered or extinct. As powerhouses C/C++, Visual Basic, Cobol, Java and other modern source codes dominate our systems, hundreds of older languages are running out of life.

An ad hoc collection of engineers-electronic lexicographers, if you will-aim to save, or at least document the lingo of classic software. They're combing the globe's 9 million developers in search of coders still fluent in these nearly forgotten lingua frangas. Among the most endangered are Ada, APL, B (the predecessor of C), Lsp, Oberon, Smalltalk, and Simula. Code-raker Grady Booch, Rational Software's chief scientist, is working with the Computer History Musuem in Silicon Valley to record and, in some cases, maintain languages by writing new compilers so our ever-changing hardware can grok the code. Why bother? "They tell us about the state of software practice, the minds of their inventors, and the technical, social, and economic forces that shaped history at the time," Booch explains. "They'll provide the raw material for software archaeologists, historians, and developers to learn what worked, what was brilliant, and what was an utter failure." Here's a peek at the strongest branches of programming's family tree. For a nearly exhaustive rundown, check out the Language List at *HTTP://www.informatik.uni-freiburg.ed.Java/misc/lang_list.html.* - Michael Mendeno



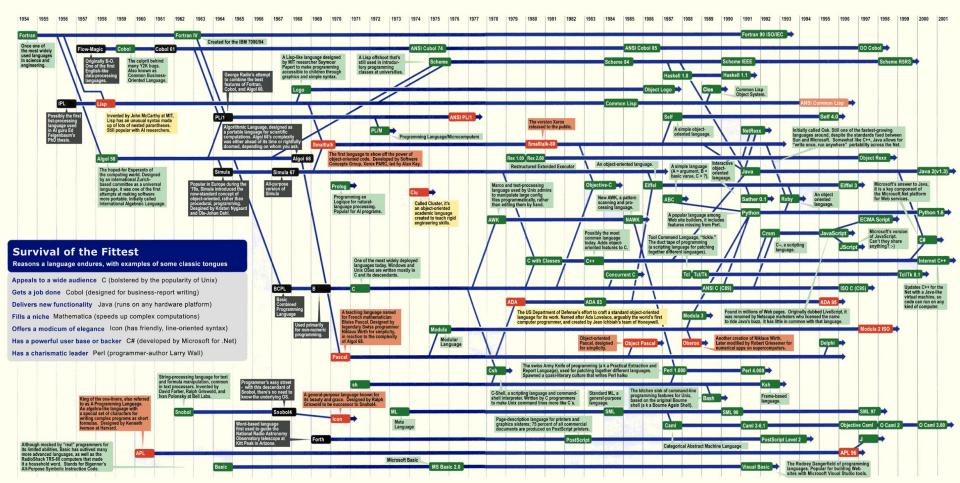
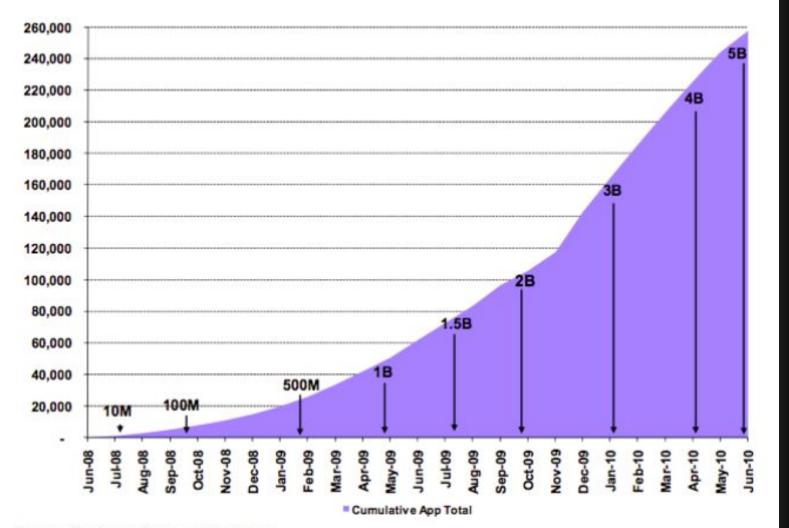


Figure 4: Cumulative apps and downloads



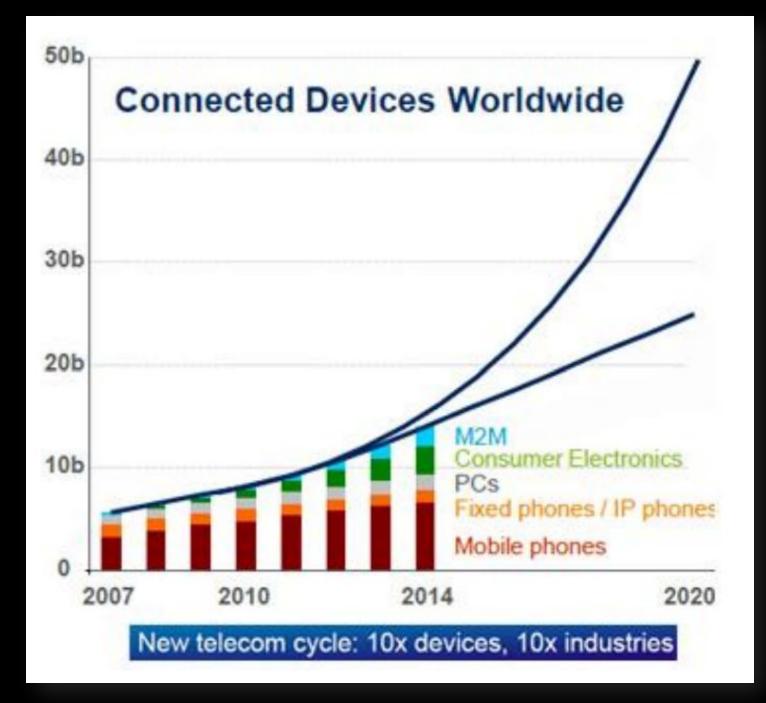
Source: Deutsche Bank and Apple data

ProgrammableWeb Growth In Web APIs Since 2005



API COUNT

MONTH









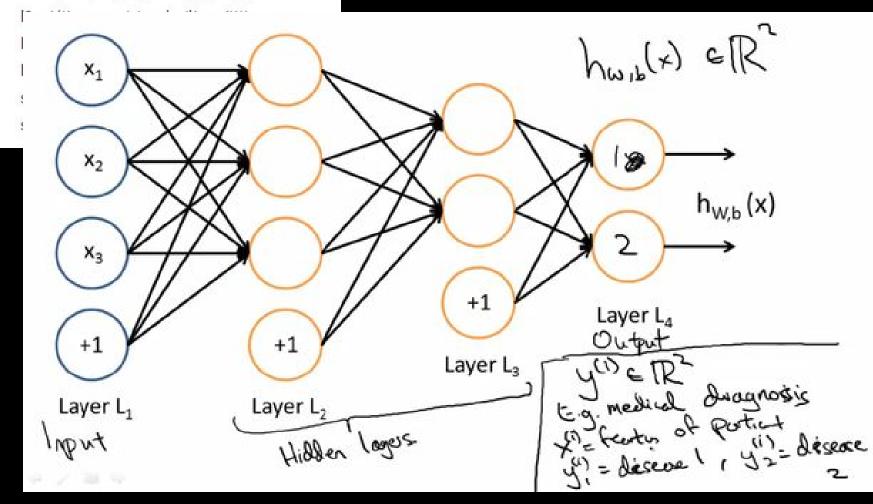


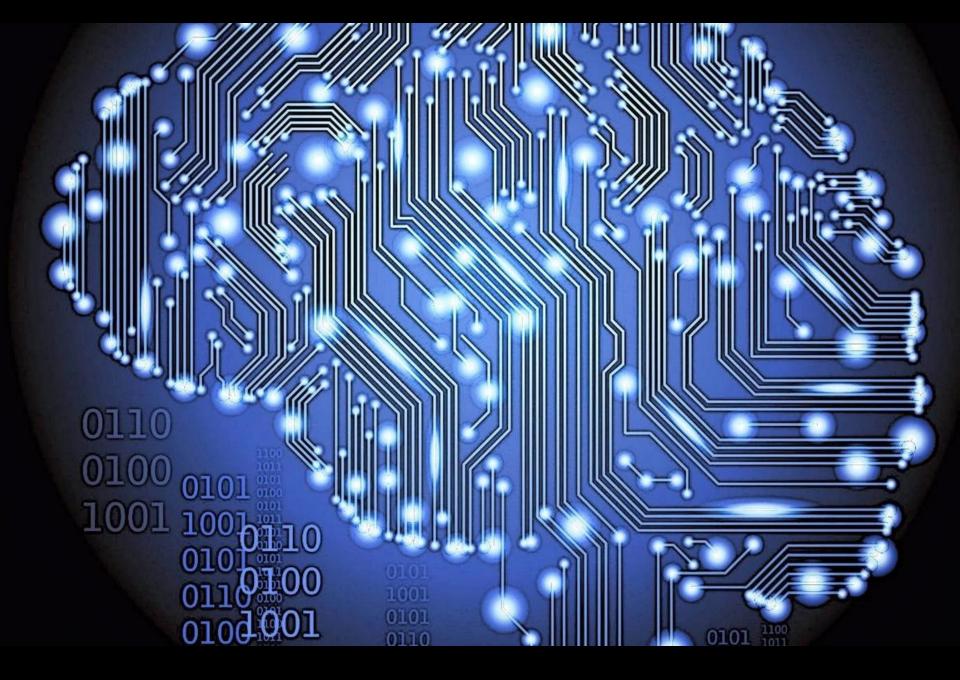




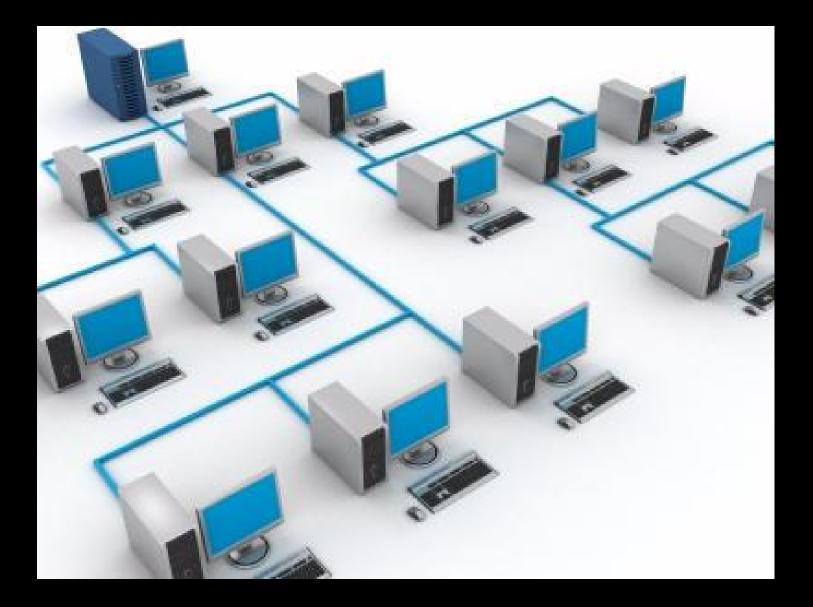
X = np.array([[0,0,1],[0,1,1],[1,0,1],[1,1,1]]) y = np.array([[0,1,1,0]]).T syn0 = 2*np.random.random((3,4)) - 1 syn1 = 2*np.random.random((4,1)) - 1 for j in xrange(60000):

I1 = 1/(1+np.exp(-(np.dot(X,syn0))))

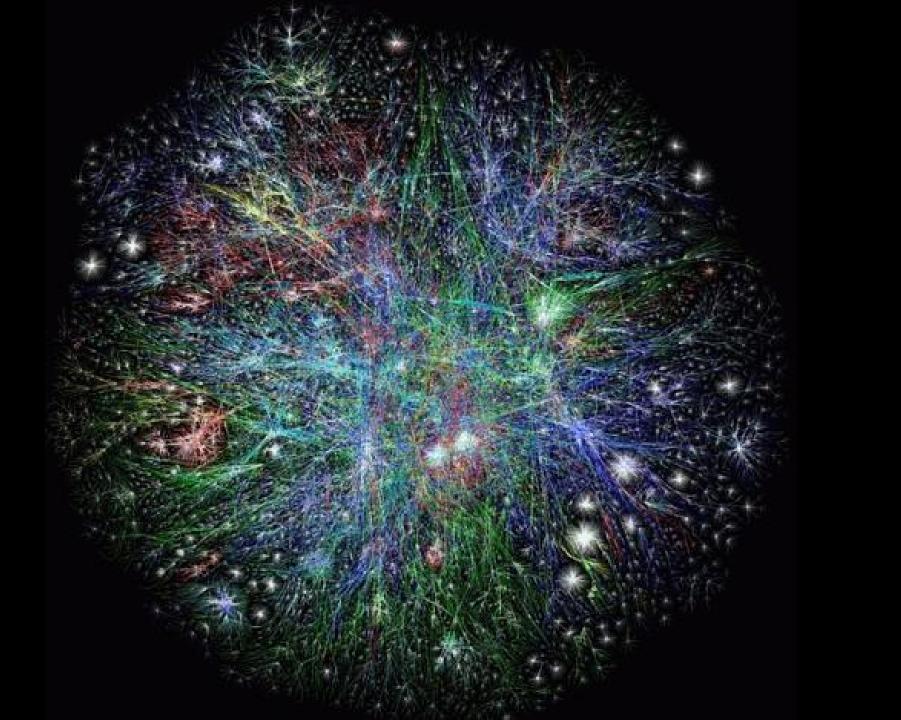




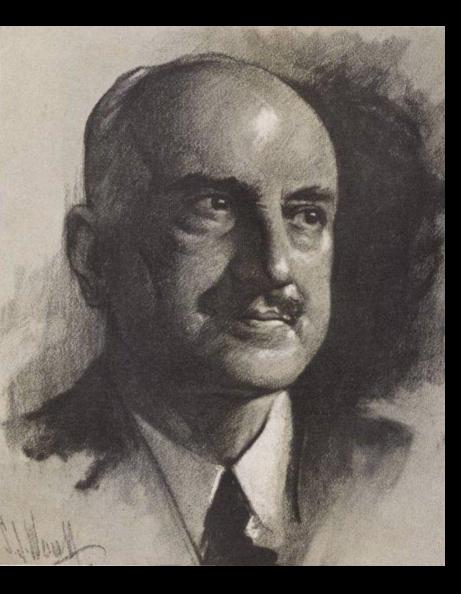








Program the Network



"Those who cannot remember the past are condemned to repeat it."

George Santayana, 1905



"Those who ignore the mistakes of the future are bound to make them."

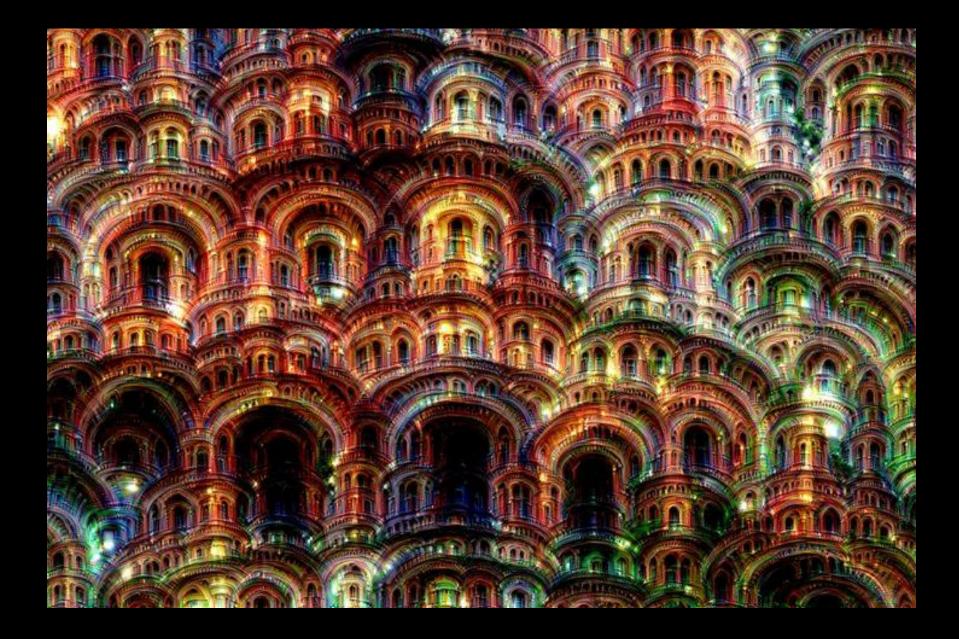
Joseph D. Miller, 2006

"One does not discover new lands without consenting to lose sight of the shore for a very long time"

- André Gide (1869-1951)



Dreams

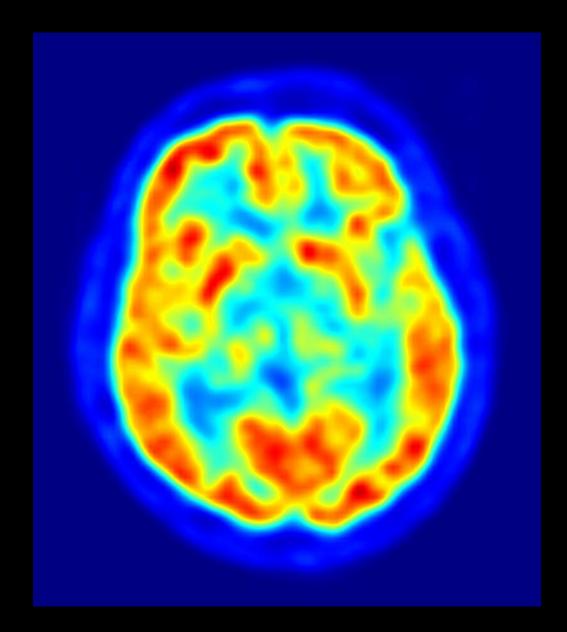




imaginations

archtypes

to learn about the brain



Dreams are the way our brains hallucinate

Dreams are the way our brains practice

Dreams are the way our brains *learn*

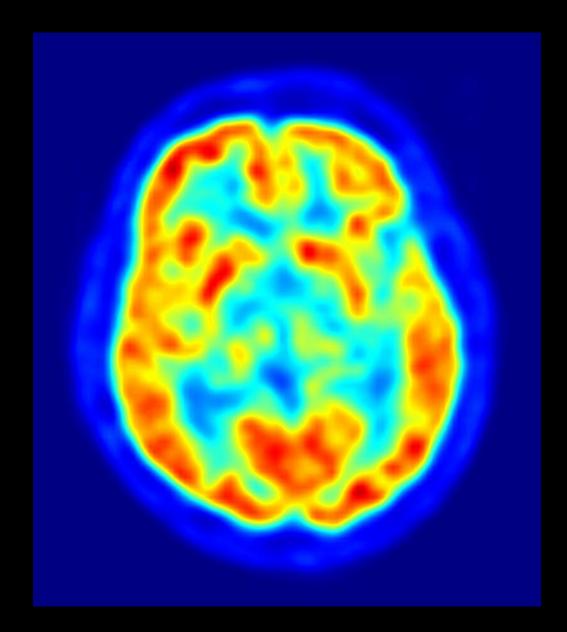
What about Big Data?

1 Yottabyte of Storage



1 Yottabyte of Storage 1 trillion Terabytes

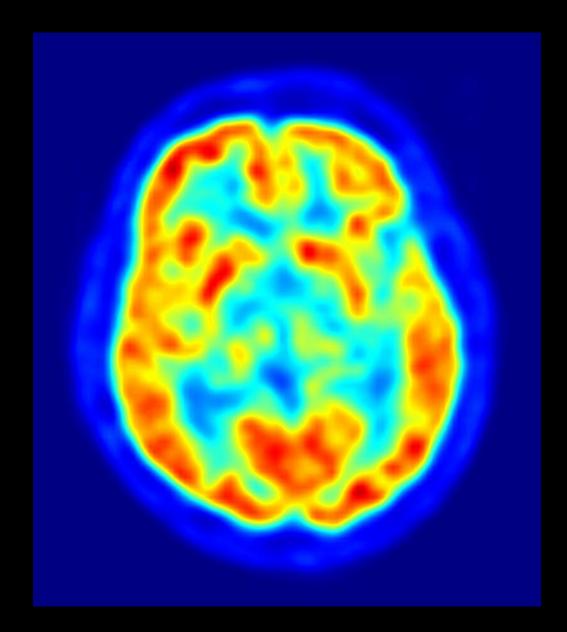




100 Terabytes

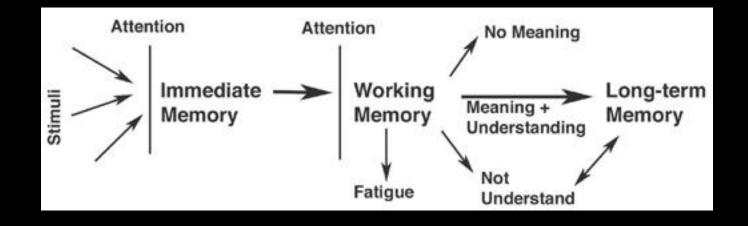
100 Terabytes 100,000 Gigabytes

100 Terabytes 100,000 Gigabytes 250+ years of storage per person

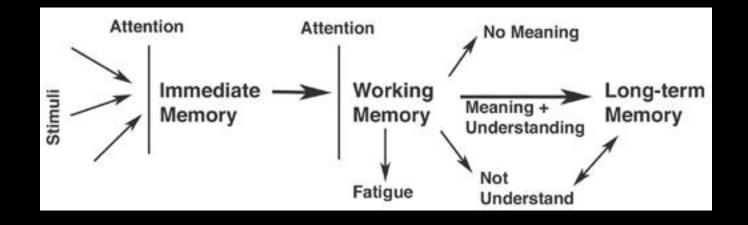


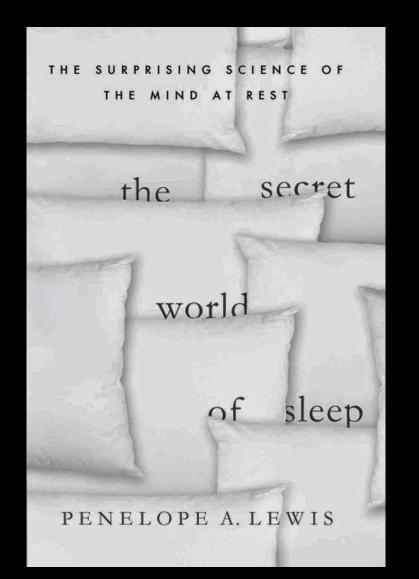
Does the brain retain all 100 Terabytes of data, experience, memory?





Pruning data into long-term memory





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"Forgetting makes our brains more efficient."

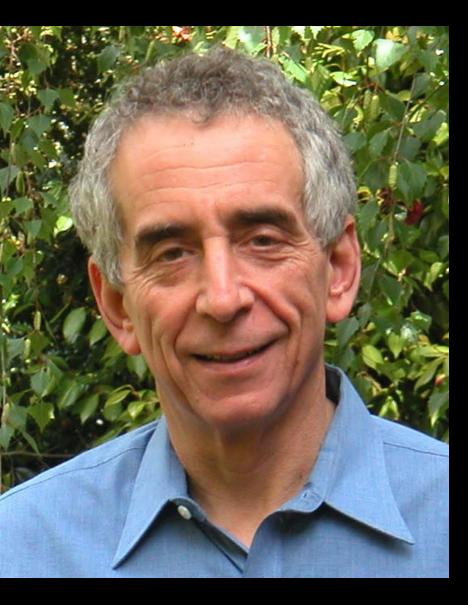
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Forgetting is important...

Forgetting is important... So is CHOOSING

Learning to choose is hard.

Learning to choose is hard. Learning to choose well is harder.



"Learning to choose well in a world of unlimited possibilities is, perhaps, too hard."

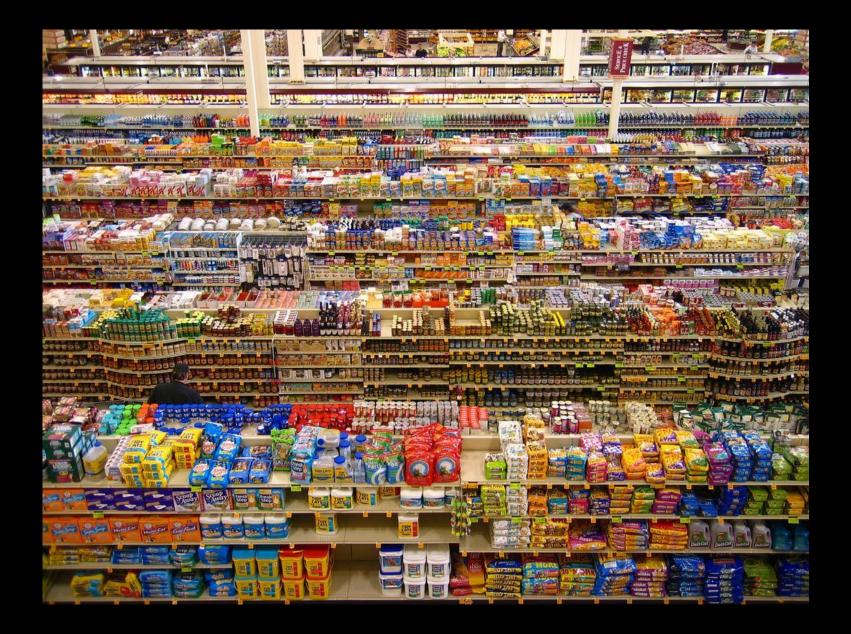
Barry Schwartz, 2004

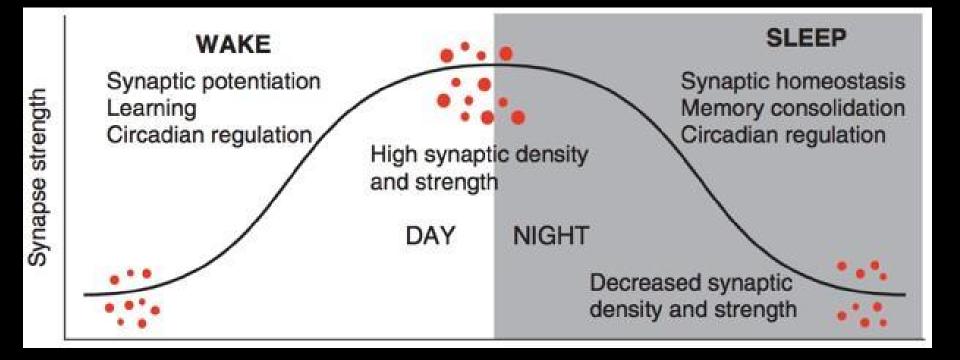
THE PARADOX OF CHOICE why more is less barry schwartz

HOW THE CULTURE OF ABUNDANCE ROBS US OF SATISFACTION



"A revolutionary and beautifully reasoned book about the promiscuous amount of choice that renders the consumer helpless. A must read." — Martin Seligman, author of Authentic Happiness





"If you torture big data long enough, it will tell you what you want to know."

- Edward Tufte



To build the Autonomous Web we'll need to teach machines to

To build the Autonomous Web we'll need to teach machines to hallucinate

To build the Autonomous Web we'll need to teach machines to hallucinate and forget







"A key is simple. A car is complicated. Driving a car in traffic is complex."

- Michael Lewis

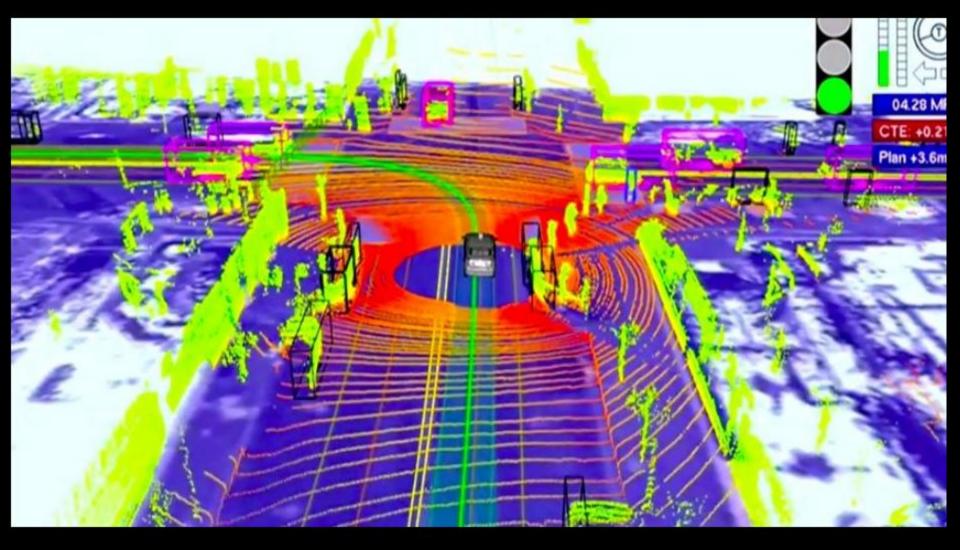
"At the heart of the technology is a Googlemade topographical map that gives the car a sense of what it should expect. The cars depend on this prebuilt map, which is why their urban excursions are limited to Mountain View for now..."

- Seth Rosenblatt (@sethr) of cnet.com



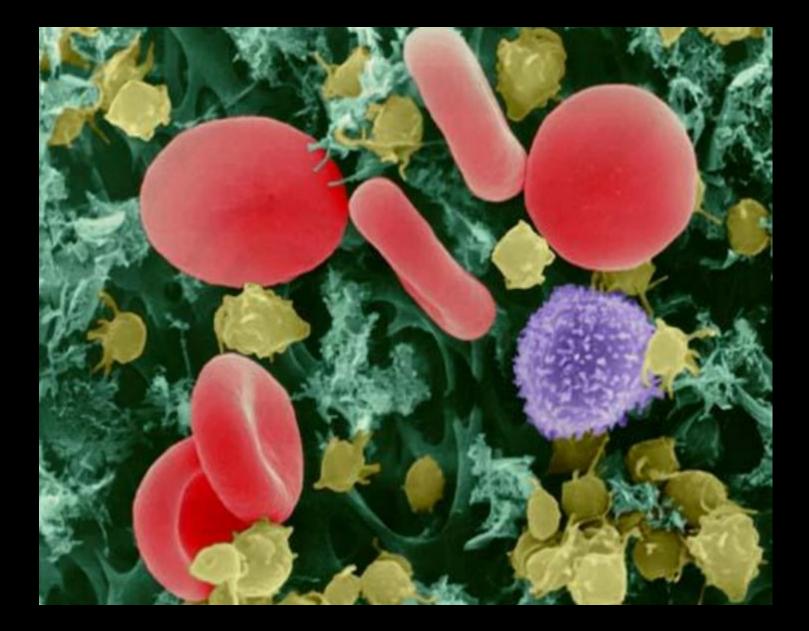




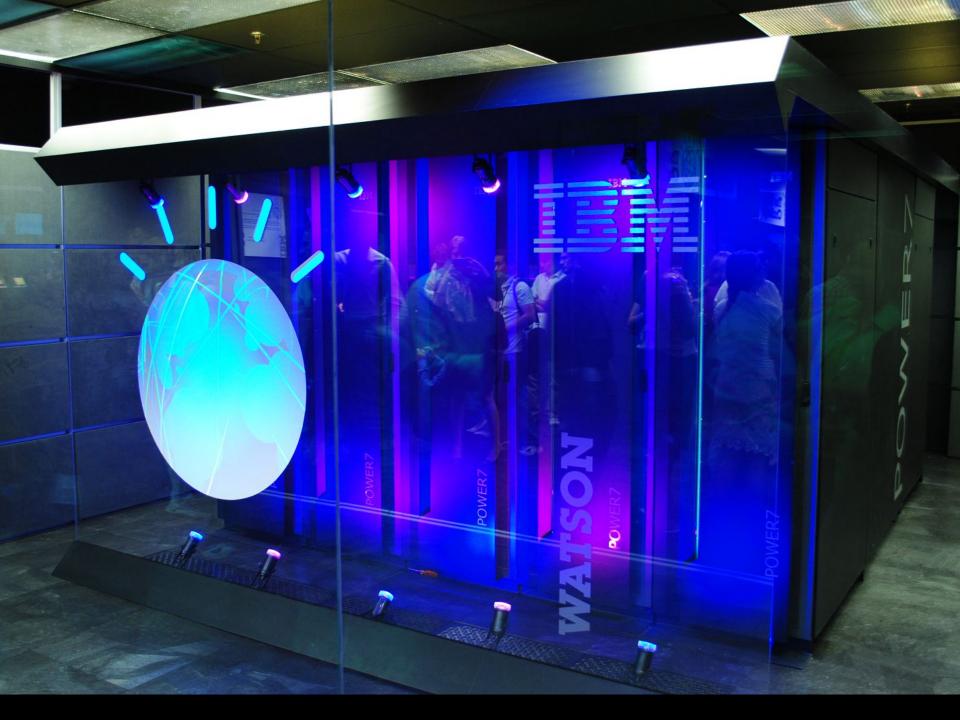








Complexity is not statistical.



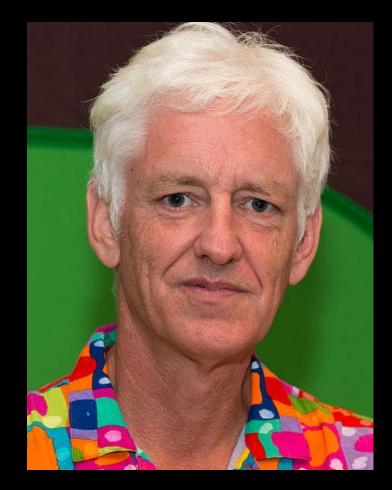
"Watson Analytics offers you the benefits of advanced analytics without the complexity."

-- IBM's Watson Analytics Website

"Watson Analytics offers you the benefits of advanced analytics without the complexity."

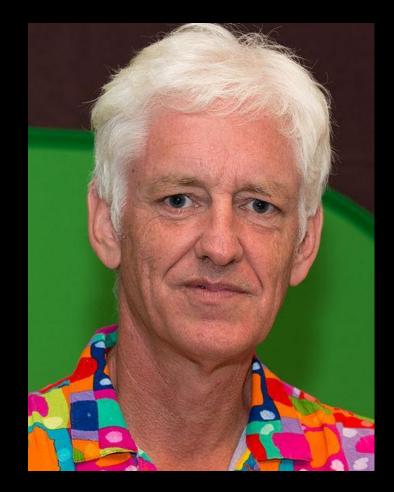
-- IBM's Watson Analytics Website





"As we gain more data, how much better does our system get? It's still improving —but we are getting to the point where we get less benefit than we did in the past."

> - Peter Norvig Dir of Research Google Nov 2013



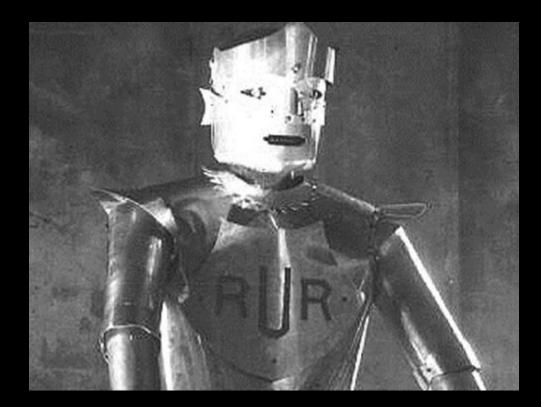
"As we gain more data, how much better does our system get? It's still improving —but we are getting to the point where we get less benefit than we did in the past."

> - Peter Norvig Dir of Research Google Nov 2013

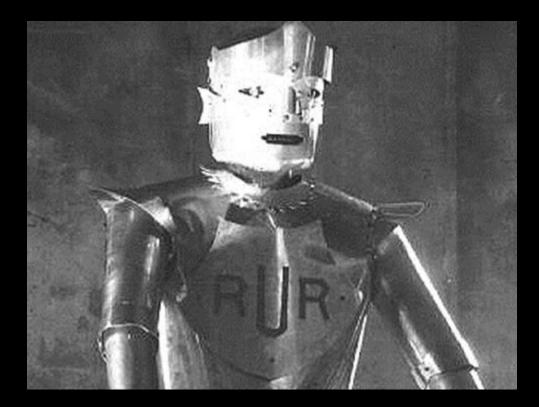
Learning is complex

Statistics are not learning

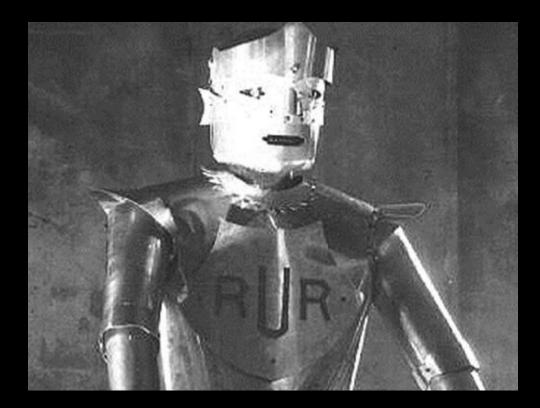
Bias



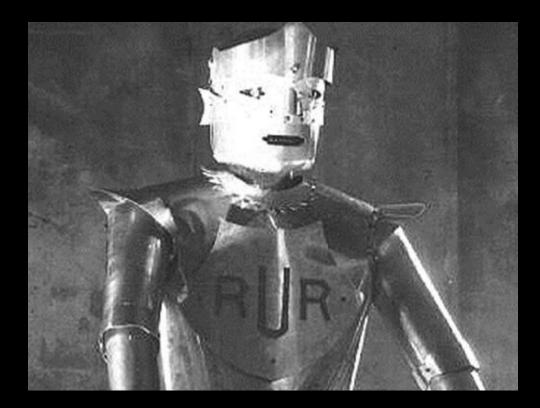
They bring bias and assumption.



They bring **bias** and assumption.



They bring **bias** and **assumption**.





News Front Page



Africa

Americas

Asia-Pacific

Europe

Middle East

South Asia

UK

Business

Health

Science & Environment

Technology

Page last updated at 10:35 GMT, Thursday, 24 December 2009

E-mail this to a friend

Printable version

HP camera 'can't see' black faces

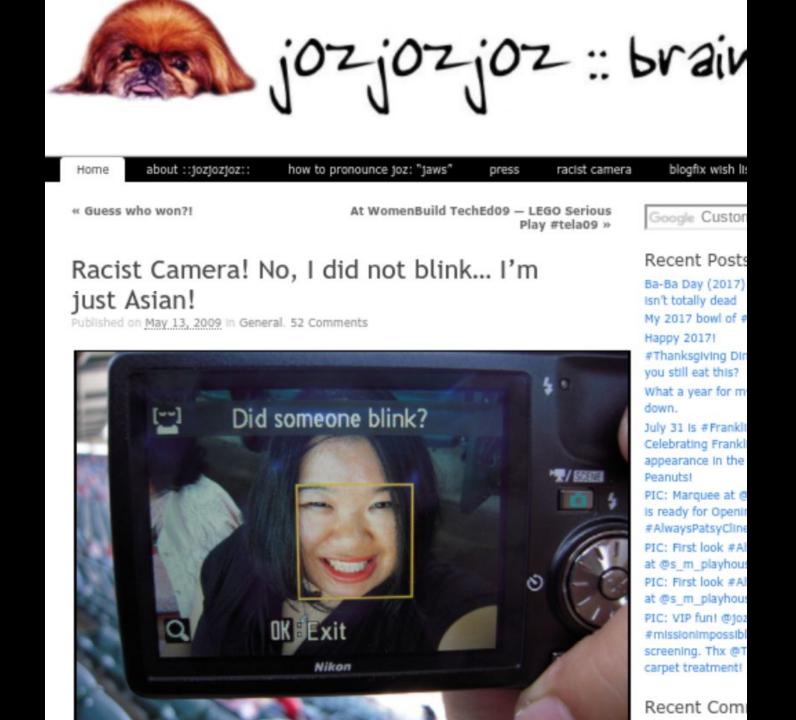
A YouTube video suggesting that face recognition cameras installed in HP laptops cannot detect black faces has had over one million views.

The short movie, uploaded earlier this month, features "Black Desi" and his colleague "White Wanda".

When Wanda, a white woman, is in front of the screen, the camera



"Black Desi" in the YouTube video





The soap dispenser works fine with light skin (Picture: Teej Meister/ YouTube)

These automatic bathroom soap dispensers don't really work for black people.

How LinkedIn's search engine may reflect a gender bias

Originally published August 31, 2016 at 11:47 am | Updated September 8, 2016 at 2:09 pm



social networking site LinkedIn bring up a prompt asking if users meant to look for similarlooking male names. Science News

from research organizations

Voice Recognition Systems Seem To Make More Errors WIth Women's Dictation

Date: May 6, 2007

Source: American Roentgen Ray Society

Summary: There is a significantly higher rate of transcription error in women compared to men when using commercial voice recognition applications, according to a recent study.

Share: 🛉 🍠 G+ 🖗 in 🔤

RELATED TOPICS

FULL STORY

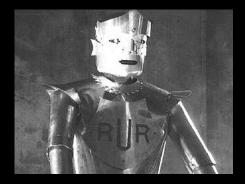
Mind & Brain

- > Perception
- > Gender Difference
- > Language Assumption

There is a significantly higher rate of transcription error in women compared to men when using commercial voice recognition applications, according to a recent study. "Our residency

Built-in Bias

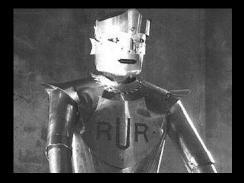
When the diversity of the group creating the product



Built-in Bias

When the diversity of the group creating the product

Does not reflect the group using the product

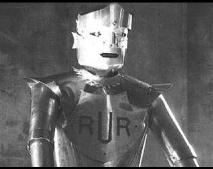


Built-in Bias

When the diversity of the group creating the product

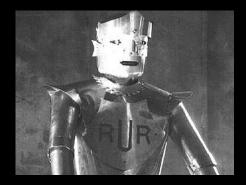
Does not reflect the group using the product

We notice the inherent bias.



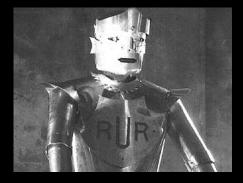
Built-in Bias

This has always been true.



Built-in Bias

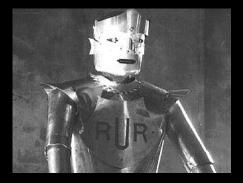
We have another name for these instances of discovered bias and assumption...



Built-in Bias

We have another name for these instances of discovered bias and assumption...

Bugs in the code.





My software never has bugs. It just develops random features.

Autonomous Web

Background

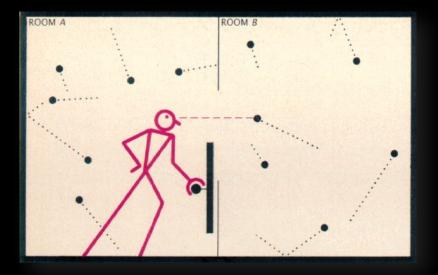
Information Theory, Complex Systems, and Hypermedia

Maxwell's Demon

James Clerk Maxwell (1831 - 1879)

"... if we conceive of a being whose faculties are so sharpened that he can follow every molecule in its course..."

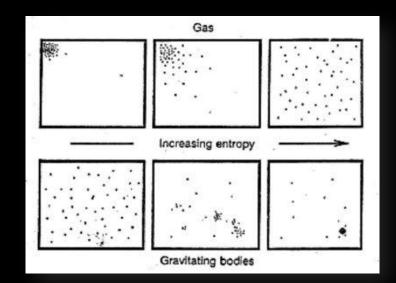
Second Law of Thermodynamics *"has only a statistical certainty"*



Boltzmann

Ludwig Boltzmann (1844 - 1906) "Boltzman entropy" Macro- & micro-states Each possibility is a microstate

The probability of a macrostate is the function of all the microstates.



Shannon & Information

Claude Shannon (1916 – 2001)



"The number of bits needed to represent the result of an uncertain event is given by its entropy."

Surprisal: the "surprise" of seeing the outcome - a highly improbable outcome is very surprising. (Tribus, 1961)

Turing, Tapes, & Halting Alan Turing (1912 – 1954)

A **Turing machine** is a hypothetical device that manipulates symbols on a strip of tape according to a table of rules.

"Turing's paper ... contains, in essence, the invention of the modern computer." (Minsky, 1967) "... decide whether the program finishes running or continues to run forever"

Gödel and Incompleteness

Kurt Gödel (1906 – 1978)

"This statement is unprovable."

Treats the string as both data and program

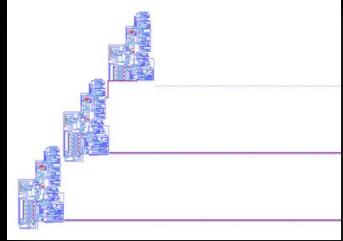


Von Neumann computing

John von Neumann (1903 – 1957)

Described a computer architecture in which the **data** and the **program** are both stored in the computer's memory in the same address space."

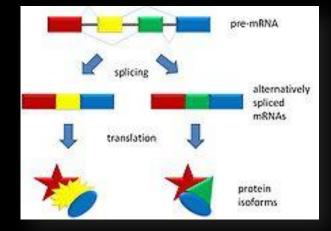
Theory of Self Reproducing Automata (1966)



Genes

DNA/RNA store both the data and program.

mRNA uses "alternative splicing" where it greatly increases biodiversity.



Fielding architecture Roy Fielding (1965 -)

"Architectural Styles and the Design of Network-based Software Architectures" (2001)

"each component cannot "see" beyond the immediate layer with which they are replicated eparated RR LS VM interacting." on-dermand stateless mobile

"...the information becomes the affordance...

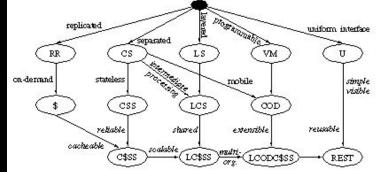


Figure 5-9. REST Derivation by Style Constraints

Complex Systems

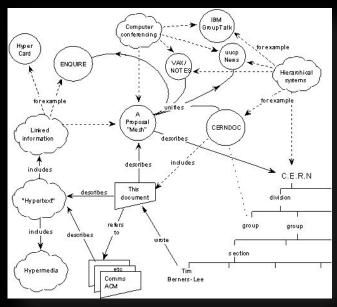
"Large networks of components with no central control and simple rules of operation give rise to collective behavior, sophisticated information processing, and adaptation via learning or evolution." (Mitchell, 2001)

"Exhibits non-trivial emergent and self-organizing behavior."

COMPLEXITY AGUIDED TOUR MELANIE MITCHELL

The Web

"The Web [has] many large scale properties which lead to "adaptive" behavior for the system as a whole." (Mitchell 2001)



So much for the background!

Current State

Media Types, HTTP, and Kelvin-ism

Media Types

More registered hypermedia-style designs in the last two years than in the last ten. HAL (XML, JSON) Collection+JSON Siren (JSON) Hydra (JSON-LD) **JSON-API** iana **UBER** etc.

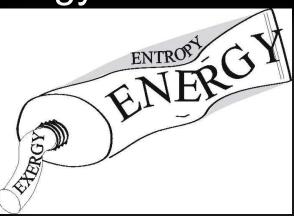
Internet Assigned Numbers Authority

Designs vary in their level of "surprise"

```
"surprisal" == "entropy"
```

Lower the entropy, the less value the information

Higher the entropy, the more energy needed to process the information.



text/uri-list

Low entropy/surprisal

Low energy needs

urn:isbn:0-201-08372-8
http://www.huh.org/books/foo.html
http://www.huh.org/books/foo.pdf
ftp://ftp.foo.org/books/foo.txt

text/plain

High entropy/surprisal

High energy needs

The ASCII compatible UTF-8 encoding used in this plain-text fi is defined in Unicode, ISO 10646-1, and RFC 2279. Using Unicode/UTF-8, you can write in emails and source code t Mathematics and sciences: $\oint E \cdot da = Q$, $n \to \infty$, $\sum f(i) = \prod g(i)$, 000, 000 a²+b³ 000 $\forall \mathbf{x} \in \mathbb{R}: \ [\mathbf{x}] = -[-\mathbf{x}], \ \alpha \land \neg \beta = \neg (\neg \alpha \lor \beta),$ - 000 0000 C8 $N \subseteq N_0 \subset \mathbb{Z} \subset \mathbb{Q} \subset \mathbb{R} \subset \mathbb{C}$, 000 $\bot \langle a \neq b \equiv c \leq d \ll T \Rightarrow (\Box A \Box \Leftrightarrow \Box B \Box),$ 000 0a-b000 $2H_2 + O_2 \Rightarrow 2H_2O$, R = 4.7 k Ω , Ø 200 mm 000i=1 000 Linguistics and dictionaries: ði inte næfenel fe nstik esousi eifn

Markus Kuhn ['ma*kus ku:n] <http://www.cl.cam.ac.uk/~mgk25/> -

text/html

Moderate entropy/surprisal

Moderate energy needs

```
<!DOCTYPE html>
<html>
<body>
<form action="..." class="add-user">
First name: <input type="text" name="fi
Last name: <input type="text" name="las
</form>
<a href="..." rel="users">Users</a>
</body>
</html>
```

From the "machine point of view"...

What is the balance between entropy and energy?

Energy = computing power (coding time, source code, memory, etc.)



Most applications on the Web are "one-off" affairs - custom-coded for each solution.

This is "high-energy computing!"



HTTP

Hypertext Transfer Protocol Ver 0.9 (1991) – Ver 1.1 (1999) <*10 years* HTTPbis (2013?) ~*15 years since 1.1* HTTP 2.0 (20??) >*20 years since 1.1*?

No protocol-level changes, but several transport-level changes.



HTTP

The Web is currently *highly dependent* on a single protocol.

Most new "protocols" build upon HTTP SPARQL 1.1 Graph Store HTTP Protocol. Most new media types assume HTTP

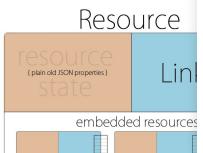
JSON-LD

HAL

The HAL Model

HAL has two main components: Resources and Links. * Resources can have their have a link relation (rel) that signals how to interpret the target resource.

Below is an image that roughly illustrates how a HAL representation is structured:



On Using JSON-LD to Create Evolvable RESTful Services

² Scho

Curtin

christia

being solved, issue

geneous datasets

important. Reusing

REST [1], has prov

of data into an inte

tectural constraints

concrete system arc

ponent interaction

deployment of co

reduce interaction

legacy systems" [1]

uniform interface

resources through r

rarely implemented

be RESTful or not

descriptive message

While some of RE

Markus Lanthaler 1, 2

¹ Institute for Information Systems and Computer Media Graz University of Technology Graz, Austria

mail@markus-lanthaler.com

ABSTRACT

As the amount of data and devices on the Web experiences exponential growth issues on how to integrate such hugely heterogeneous components into a scalable system become increasingly important. REST has proven to be a viable solution for such large-scale information systems. It provides a set of architectural constraints that, when applied as a whole, result in benefits in terms of loose coupling, maintainability, evolvability, and scalability. Unfortunately, some of REST's constraints such as the ones that demand self-descriptive messages or require the use of hypermedia as the engine of application state are rarely implemented correctly. This results in tightly coupled and thus brittle systems. To solve these and other issues, we present JSON-LD, a community effort to standardize a media type targeted to machine-to-machine communication with inherent hypermedia support and rich semantics. Since JSON-LD is 100% compatible with traditional JSON, developers can continue to use their existing tools and libraries. As we show in the paper, JSON-LD

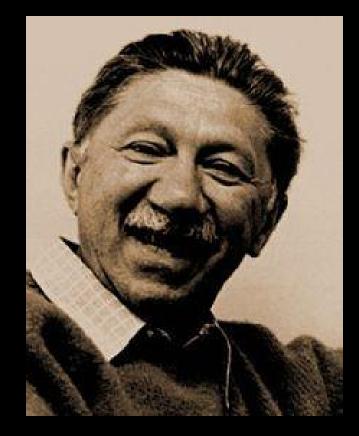


Abstract

The Irony of HTML and HTTP is...

"When all you have is a hammer, everything looks like a nail."

-- Abraham Maslow



Questions for you...

How long will HTTP last?

When will HTML no longer be dominant?

How will this affect your own thinking?

How will this affect the Web?

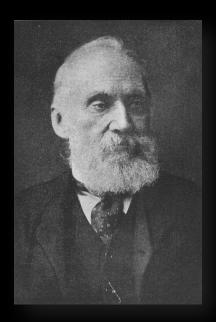


Kelvin-ism

Lord Kelvin computed the age of the earth based on "heat decay" and concluded:

"...it was more than 20 and less than 40 million year old, and probably much nearer 20 than 40". (Kelvin, 1897)

To his dying day, Kelvin refused to accept the validity of other points of view.



Near Term

Lowering entropy, decoupling protocols, focusing on networks

Near Term – Lowering entropy

We need more media type designs

We need to design for low-entropy and high information

We need to design for machines, not humans



Near Term – Lowering entropy

Three semantic levels in network messages Structure (XML, JSON, YAML, etc.) Protocol (H-Factors) Semantics (Domain concepts)

We commonly see: Structure = low surprise Protocol = high surprise Semantics = high surprise



The higher the surprise in the message, the higher the dependence on custom code on the client/server.

Near Term – Lowering entropy

Hypermedia Factors can lower Protocol Surprise

Many designs are still unexplored.

		CL		
	CR	CU	CM	
LE	LO	LT	LN	LI

		CL		
	CR	CU	CM	
LE	LO	LT	LN	LI

		CL		
	CR	CU	CM	
LE	LO	LT	LN	LI

Near Term – Lowering entropy

Profiles can lower Semantic Surprisehttp://alps.io

```
<alps version="1.0">
   <doc format="text">
      A list of contacts
  </doc>
                                   "collection" : {
                                       "version" : "1.0",
                                       "href" : "http://example.org/contacts/",
   <!-- a hypermedia control f
   <descriptor id="collection"
       type="safe"
                                       "links" : [
       rt="contact">
       <doc>
                                               "rel" : "profile",
           simple link/form fo
                                               "href" : "http://alps.io/profiles/contacts"
       </doc>
                                         <html>
       <descriptor id="nameSea
                                             <head>
           type="semantic"
                                                 k rel="profile" href="http://alsp.io/profiles/contact" />
           <doc>
                                                 <link rel="type" href="http://alps.io/profiles/contact#contact"
               input for searc
                                             </head>
           </doc>
                                             <bodv>
       </descriptor>
                                                 <form class="collection"
   </descriptor>
                                       "0
                                                     method="get"
                                                     action="http://example.org/contacts/">
        a contact: one or more of these
   <!--
                                                     <label>Name:</label>
   <descriptor id="contact"
                                                     <input name="nameSearch" value="" />
                                                     <input type="submit" value="Search" />
                                                 </form>
```

Near Term – Lowering entropy

We need more machine-oriented media types. Text can add entropy for machines.

- rel="users"
- VS.
- <a ... >Users

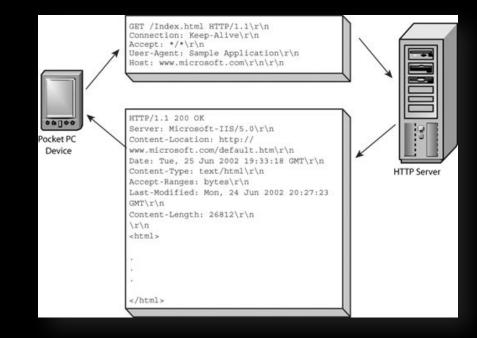
Imagine a hypermedia type that humans could not understand, but machines could.



The higher the dependence on machine-readable messages, the lower the entropy.

Near Term – Decoupling protocols

Most media type designs today assume a dependence on a single protocol – HTTP.



Near Term – Decoupling protocols

Message designs should be protocol-agnostic.

Use "Protocol Mapping" to associate media-type keywords with a selected protocol (HTTP, FTP, WS, CoAP, etc.)

http://g.mamund.com/class-sked

Protocol Mapping

This media type is designed to work with multiple Internet protocols. To accompish this goal, and <u>[link]</u> elements to define the client-server interactions. These elements each have ar the type of interaction to execute. It is these values which can be used as a guide when selec successfully execute the intended interaction.

HTTP

Below is the list of <u>[action]</u> values defined in this specification along with information on h and <u>[link]</u> elements of compose a valid Class Scheduling request for HTTP.

add	use the [[data]] child elements to compose a POST request to the [[href]] urlencoded] media type.
update	use the [[data]] child elements to compose a PUT request to the [[href]] unlencoded] media type.
remove	use the [[href]] to execute a DELETE request.
read	use the [href] to execute a GET request.

Near Term – Focusing on networks

Most implementations are stand-alone, one-off models.

We treat the Web as a sea filled with islands, each one only barely aware of the others.



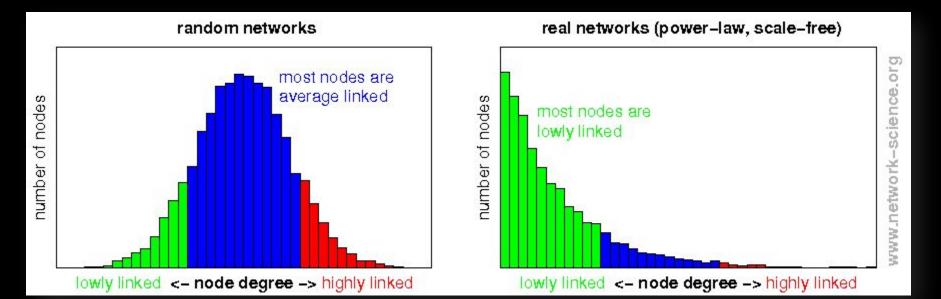
"The WWW is fundamentally a distributed hypermedia application."

Richard Taylor (2010)



Near Term – Focusing on networks

The Web, biology, & social communities exhibit properties of a "scale-free" network *Barabási-Albert model for "preferential attachment"* (1999)



Near Term

Lower entropy in messages

Reduce protocol dependence

Treat the network as the application

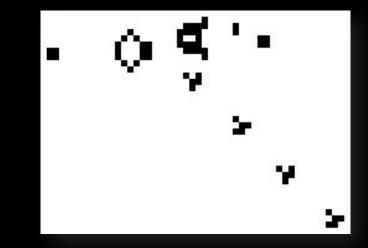
And there are some hard things, too.

Futures

No more central control, adaptation through variation, competing for resources

If the WWW is the application, where is the CPU? The storage? The program?

Cellular Automata (Ulam & Von Neumann, 1940s) Conway's Game of Life (1970s)



Cellular automata are discrete, abstract computational systems

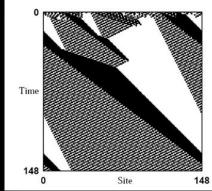
In cellular automata information appears as statistical probabilities.

See Wolfram's Atlas http://atlas.wolfram.com/01/01/

Elementary Cellular Automata									e 📃 G	•	
Highlighted rules:											
		/		Г		1	/	<u> </u>			
0	1	2	3	4	7	12	14	15	18		
A		*		liter,	1						
22	30	32	41	45	48	50	51	54	56		
	44			e de la companya de				्रत्य			
57	60	62	73	85	86	90	94	102	103		
	É.			A	3 ³		BA.	A			
105	107	108	109	110	121	123	124	126	127		
•	Å.		•	<u>A</u>	/		1	A A	/		
128	129	132	136	137	144	146	148	150	152		
*	/	1	/		/	1	IIIm.	•			
160	170	172	176	182	184	188	190	192	193		
		AS				/					
204	218	225	232	236	238	240	250	254	255		

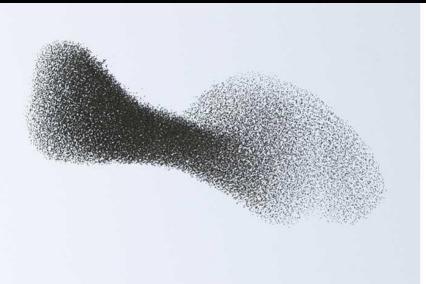
Basic principles for automata

- Information takes the form of statistics and patterns across the system
- Information is communicated via sampling
- There exists some level of random behavior
- Rely on fine-grained architecture, large numbers of simple elements.



In "Future Web" we will create discrete, abstract programs and they will interact across the network.

"What gets done on the 'net stays on the 'net."



Harmonious Flight

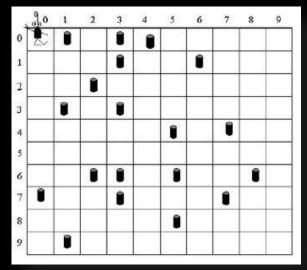
The ability of animal groups—such as this flock of starlings—to shift shape as one, even when they have no leader, reflects the genius of collective behavior—something scientists are now tapping to solve human problems.

Futures – Adaptation via variation

Machines will need to adapt to conditions, learn and pass on traits.

Learning happens via many passes and survival of the 'most fit' for the task.

"Robby" and the soda cans Start w/ 1xxx random attempts Score highest 2, splice Add random mutation Repeat



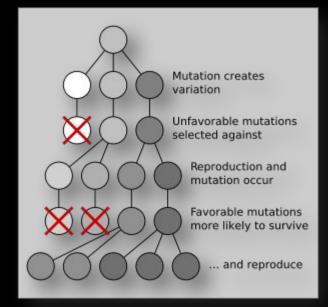
How can we model adaptation on the Web?

Futures – Competing for resources

With Robby – there is a "score-keeper" for the entire system.

On the Web there is no score-keeper.

In living systems, 'scoring' is done through competing for limited resources.

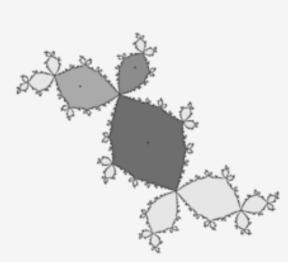


Futures – Competing for resources

In "Future Web" programs may compete for scarce resources such as memory, storage, cycles.

RBNs (Random Boolean Networks) offer a way to "keep score" without central control. (Kauffman, 1969).

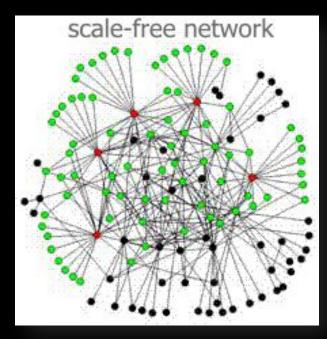
Uses attractors Fixed Oscillating Random



How can we model competition on the Web?

Time to head back toward shore...

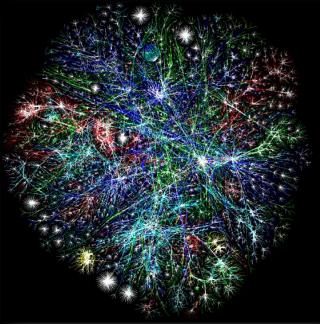
Information theory, complex biological systems, hypermedia and the Web all share some similar properties



However, our current efforts ignore these features and contain a high degree of entropy, coupling, and lack interdependence.



We can start today by creating low-entropy machine-oriented messages, decouple from network protocols, and treat the network as a single application space.

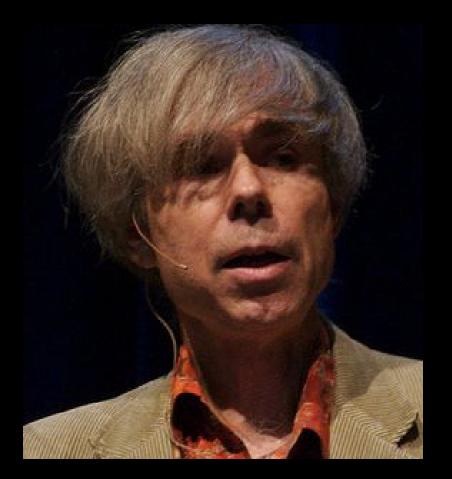


In the future we'll need to give up central control, we'll build discrete automata, and we'll create a network where variation and competition are possible.



However....

How long before we realize this Autonomous Web?



Hofstader's Law

"Things take longer than you think, even if you take Hofstader's Law into account."

- Douglas Hofstader

Just remember...



"Those who ignore the mistakes of the future are bound to make them."

Joseph D. Miller, 2006



We must be willing to lose sight of the shore.

Dreams, Lies, and the Autonomous Web

Mike Amundsen API Academy @mamund

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