

# Goate: An infrastructure for new Web linking

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# Overview



This presentation covers:

- Low and high level linking
- Benefits of proxying
- Goate architecture
- Link presentation

HTML linking trails XLink in three ways:

- Links are uni-directional, not bi-directional
- Links are single, not multi-headed
- Only top-of-documents and fixed points can be referenced

## Low level linking



We define a 'low level' linking language as having the following abilities:

- Move from one document to another
- Specify where in the destination to navigate to
- Create links visible in the destination document

## Low level linking



HTML meets this definition with the caveats:

- In-page destination point for the 2nd clause is pre-declared
- Writing `<a href>` links into the destination is allowed

## Low level linking



Low level linking is important as it allows us to build more advanced linking behaviours.

This is analogous to the relationship between low and high level programming languages.

Low level programming languages are capable of all the same tasks as high level languages.

## Emulating high level linking



Higher-level behaviours can be emulated in HTML:

- Multi-headed links as a collection of single-headed links
- Bi-directional links as a pair of uni-directional links
- Flexible destination specification by placing in-page anchors in the destination document

## Introducing Goate

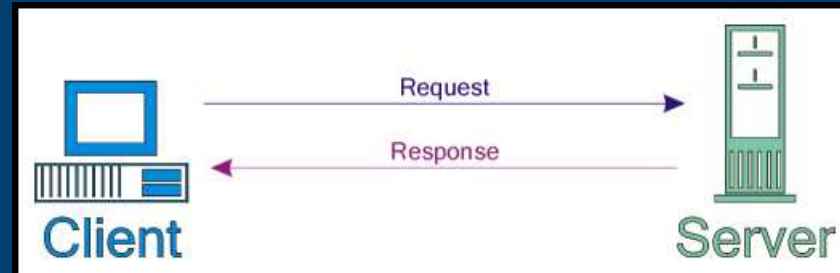


Goate is a system that acts as a translator between high-level link specifications and HTML.

Goate operates as a HTTP proxy.

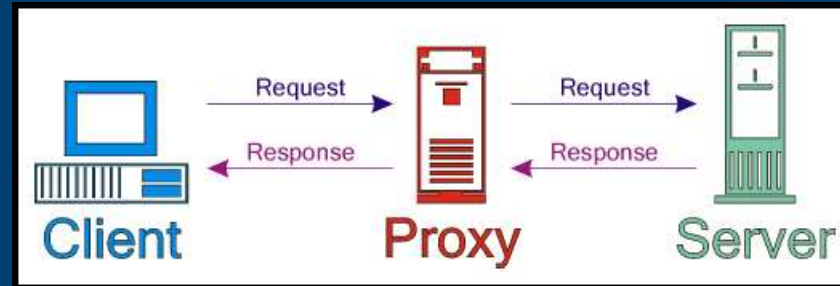


# HTTP proxying



*Without proxy*

# HTTP proxying



*With proxy*

## Why a proxy?



Working a proxy has these advantages:

- No tie to browser or server platform
- Can intercept all communication
- Solves write-access problem

## Goate architecture

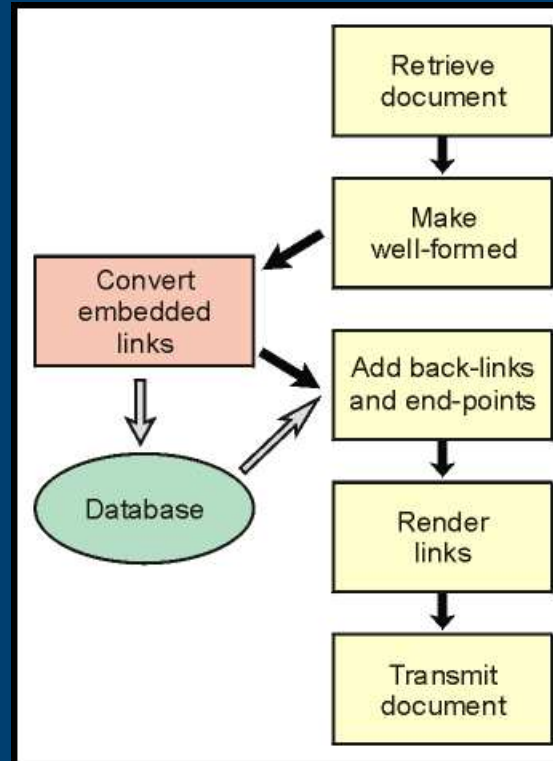


Goate is written in ANSI C and runs under UNIX.

$n$  copies are forked at startup.

Interfaces with SQL database (PostgreSQL).

# Goate architecture



## Language modules

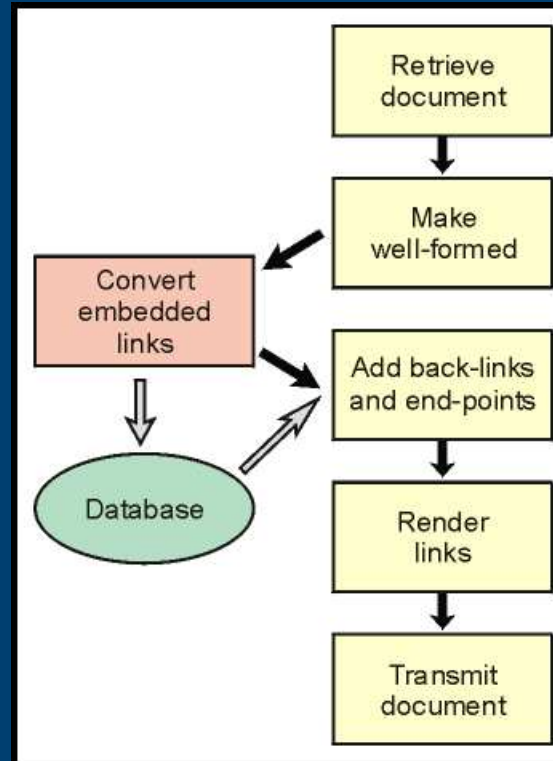


The interpretation/semantic understanding of linking languages is done by language modules.

Modules linked into the system at run-time.

In the case of bi-directional links, and/or links with an in-page destination the module stores the end-point details in the database.

# Goate architecture



## Add end-points and back links



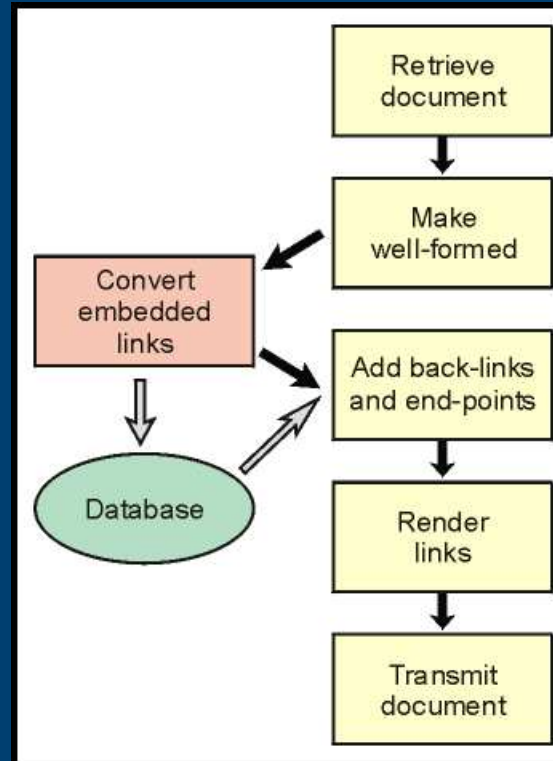
The document we're processing may be the destination for other pages.

We need to add the in-page locators and the backwards part of bi-directional links.

A query is done on the link database looking for occurrences where 'destination page' is the current page.



# Goate architecture



## Link rendering



Links in the document are converted into HTML.

Sections with overlapping links are rendered as multi-headed.

Precise code tailored to browser in use.

## Link presentation



Links are rendered with background shading.

Different colours differentiate between:

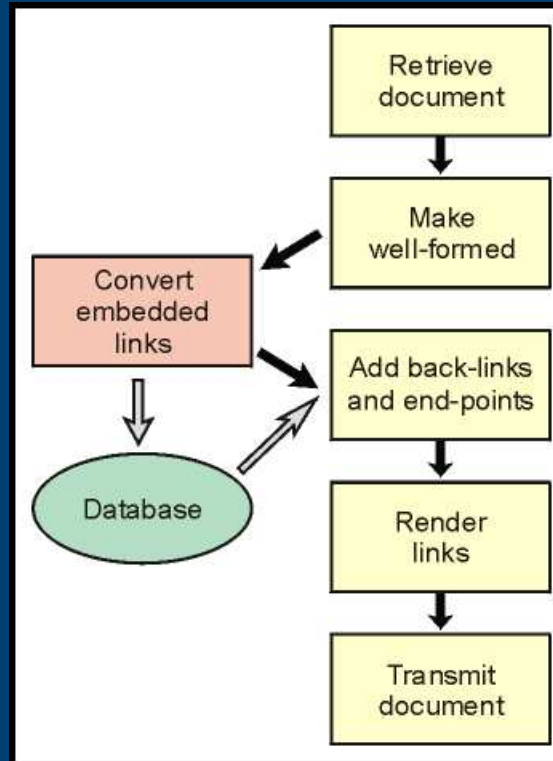
- Forwards and backwards links
- Single-headed and multi-headed links.

# Link presentation



*Mozilla screenshot*

# Goate architecture



## Future work



Future work includes:

- Finish coding 'feature complete' version
- Publish a stable API for language modules, with full documentation
- Write interesting language modules



**Any questions?**

[www.goate.org](http://www.goate.org)