

Goal:

- To model structured data in terms of changes to its content as an effect of updates

Approach:

- assume a very general data structure
 - set of key-value pairs (map, associative arrays, dictionaries...)
 - where values can be collections (nesting)
 - these subsume more complex structures
 - ordered nested lists, relational tables, etc.
- Introduce data types to identify collection entities:
 - prov:Collection, prov:EmptyCollection
- Introduce relations to capture the effect of create, insert, remove operations

Relations for collection updates

Insertion relation:

`CollectionAfterInsertion(c2, c1, k, v)`

states that c2 is the state of the collection following the insertion of pair (k,v) into collection c1;

Removal relation:

`CollectionAfterRemoval(c2,c1, k)`

states that c2 is the state of the collection following the removal of the pair corresponding to key k from c1.

```
entity(c, [prov:type="EmptyCollection"])  
  entity(v1)  
  entity(v2)  
  entity(c1, [prov:type="Collection"])  
  entity(c2, [prov:type="Collection"])  
  
CollectionAfterInsertion(c1, c, "k1", v1) // c1 = {"k1",v1}  
CollectionAfterInsertion(c2, c1, "k2", v2)  
  // c2 = {"k1",v1}, {"k2", v2}  
CollectionAfterRemoval(c3, c2, k1)      // c3 = { ("k2",v2) }
```

- Collections are abstract
 - No assumptions are made regarding the underlying data structure used to store and manage collections
 - In particular, no assumptions are needed regarding the mutability of a data structure that is subject to updates.
- The state of a collection (i.e., the set of key-value pairs it contains) at a given point in a sequence of operations is never stated explicitly.
 - Rather, it can be obtained by querying the chain of derivations involving insertions and removals.
 - Entity type `emptyCollection` can be used in this context as it marks the start of a sequence of collection operations.
- ...further considerations and constraints omitted for simplicity
 - please ask!

Further cases and examples

- It is possible to have multiple derivations from a single root collection

```
entity(c, [prov:type="prov:EmptyCollection"%%xsd:QName])
```

```
entity(k1)
```

```
entity(v1)
```

```
entity(k2)
```

```
entity(v2)
```

```
entity(k3)
```

```
entity(v3)
```

```
entity(c1, [prov:type="prov:Collection"])
```

```
entity(c2, [prov:type="prov:Collection"])
```

```
entity(c3, [prov:type="prov:Collection"])
```

```
CollectionAfterInsertion(c1, c, k1, v1) // c1 = { (k1,v1) }
```

```
CollectionAfterInsertion(c2, c, k2, v2) // c2 = { (k2 v2) }
```

```
CollectionAfterInsertion(c3, c1, k3,v3) // c3 = { (k1,v1), (k3,v3) }
```

One can have multiple assertions regarding the state of a collection following a set of insertions, for example:

`CollectionAfterInsertion(c2,c1, k1, v1)`

`CollectionAfterInsertion(c2,c1, k2, v2)`

...

This is interpreted as " c2 is the state that results from inserting (k1, v1), (k2, v2) etc. into c1

Keys are unique.

The following set of insertions:

`CollectionAfterInsertion(c1, c, k, v1)`

`CollectionAfterInsertion(c1, c, k, v2)`

entails $v1 == v2$.