

Terminology

Page Contents

- 1 EDG Assets
 - 1.1 Asset
 - 1.2 Asset collection
 - 1.3 Asset collection type
 - 1.4 Asset type
- 2 EDG Teamwork
 - 2.1 Comment
 - 2.2 Teamwork permission profiles: viewer, editor, manager
 - 2.3 Production copy
 - 2.4 Task
 - 2.5 Working copy
- 3 EDG General
 - 3.1 Clone
 - 3.2 Core codelist
 - 3.3 Event
 - 3.4 Event type
- 4 EDG RACI
 - 4.1 RACI Matrix
 - 4.2 Organizations
 - 4.3 Organization Members
 - 4.4 Software Systems
- 5 General
 - 5.1 Attribute (aka datatype property)
 - 5.2 Concept
 - 5.3 Concept type
 - 5.4 Ontology
 - 5.5 Property
 - 5.6 Range (of values)
 - 5.7 Relationship (aka object property)
 - 5.8 Resource
 - 5.9 Scheme
 - 5.10 Taxonomy

EDG Assets

Asset

An asset is a technical, business, or operational resource governed by an organization using TopBraid EDG. Examples of assets could include documents, vocabulary terms and relationships, data schema and profiles, reference data, requirements, and other technical or enterprise resources.

Asset collection

Assets are organized into collections, which are stored technically as named graphs. Each asset collection has at least one manager. It can also have one or more users with the edit and view privileges. Asset collections have a variety of other metadata such as description, RACI, etc. Collections can include each other by reference. When editing information in one collection, users can see and link to any information in the included collection. They cannot, however, delete or change any information stored in the included collection.

Asset collection type

Each asset collection has exactly one type (sometimes aka a *project type*). It determines what kind of assets are stored in the asset collection, what kind of metadata (attributes and relationships) is captured about an asset collection and what functionality such as imports, exports, reports, editing applications, etc., are available for it. TopBraid EDG includes many project types such as Glossary, Reference Dataset, Lineage Model, Ontology, etc. Users can create their own asset collection (project) types.

Asset type

An asset can have one or more types. Asset type is a class in an ontology (either ontologies shipped with TopBraid EDG or customized/created by the users) that formally describes attributes and relationships of an asset. TopBraid EDG includes over 100 asset types such as Glossary Term, Database, Requirement, etc. Since asset type is a class in an ontology, depending on your perspective, it may also be an asset.

EDG Teamwork

The teamwork system maintains production and working copies of asset collections, along with change history, and profile-based views and functions.

Comment

An object that can be created by a user to capture input, question or an issue with an asset, an asset collection or a task. Even if a user doesn't have edit privileges for an asset collection, they can still create comments about assets described in the collection. Comments can have statuses.

Teamwork permission profiles: *viewer, editor, manager*

Teamwork is an EDG framework that controls the access and life-cycles of its asset collections. The three Teamwork permission profiles: *viewer*, *editor*, and *manager*, provide nested levels of collection and asset functions to users (assigned as individuals or as *security roles*). For each asset collection or workflow copy, a user's access is determined by the permission profile (V/E/M) assigned to them or their security role(s). For example, users will not see any asset collection for which they lack at least a *viewer* level permission. Editors (including managers) are able to create and modify the assets in a collection. Only managers will see as collection's *Manage* view or be able to change permission profiles of other users.

Production copy

The official version of an asset collection that is currently in use (cf. *working copy*).

Task

An object that is created to capture a work item associated with an asset or an asset collection. A task has to have an assignee and a status. It may have a due date. It may also have comments.

Working copy

This is a branched copy of a production asset collection, which isolates its editing, review, and approval activities. A working copy may go through a workflow approval process, after which its changes may or may not be committed back into the official production version. There may be multiple simultaneous working-copy instances as users in various profiles make and review changes in parallel.

EDG General

Clone

A copy of a resource with all its metadata. Creating and editing clones can be a useful way to create new resources with minimal data entry.

Core codelist

For user convenience, TopBraid EDG ships with some pre-built resources to be used as ranges of certain relationships. These are organized into core codelists. For example, assets and asset collections can have statuses and TopBraid EDG offers a list of possible status values for them. Users can extend these or replace them with their own preferred values.

Event

A change in data stored in TopBraid EDG that EDG is watching for and is prepared to act upon.

Event type

Each event has exactly one Event Type. Event Type formally describes what data change indicates that event has occurred and what action TopBraid EDG should take when it happens e.g., send a notification e-mail. TopBraid EDG pre-defines several event types. For example, a change in a working copy status. Users can create additional event types.

EDG RACI

RACI Matrix

The RACI Matrix identifies governance roles and responsibilities for assets. RACI is an acronym for *responsible, accountable, consulted, and informed*. These roles can be assigned at the asset collection level or at an individual asset level. There can be only one responsible per resource and multiple accountable, consulted and informed roles. RACI role for a resource can be given to a user of TopBraid EDG. It can also be given to an organization and/or organization member that are not users of the system.

Organizations

This captures social units of people that participate in the governance process. Organizations can have sub organizations. This structure often corresponds to functional divisions in an enterprise.

Organization Members

Either a person or a functional role (e.g., Director of Customer Support) that is member of some organization and is expected to participate in the governance process.

Software Systems

This is an asset collection type for simplified management of software assets that make use of other asset collections managed by TopBraid EDG. Users that have the Advanced Metadata Management package of TopBraid EDG should use Technical Assets Collections to capture information about software systems. Technical Asset Collections let them fully describe how different technical assets support business processes and participate in the data lineage models. Users that do not have the Advanced Metadata Management package may use the Software Systems asset collection type. There can be only one asset collection of this type. It comes predefined with TopBraid EDG.

General

Attribute (aka datatype property)

An attribute is a specific piece of information that you capture for a resource, such as a name or a short textual description. Each attribute has a range of values of some literal type (e.g., text, numbers, etc.) (cf. *property, relationship*).

Concept

The basic unit of a vocabulary. A concept is usually known by its preferred label, and can have various kinds of metadata assigned to it.

Concept type

A subset of a vocabulary's concepts grouped together for easier management. The concepts within a given type may themselves be grouped into subtypes of that type. Different concept types can have different custom attribute and relationship properties. Also known as a class.

Ontology

A description of concepts in a business area. Ontologies can be combined using EDG's include and import features. An ontology is an information model.

Property

An attribute or relationship associated with a given class or concept, such as its preferred label, broader and narrower concepts, and annotations such as scope notes (cf. *attribute, relationship*).

Range (of values)

A range defines what values are possible for a specific attribute or a specific relationship. Ranges for attributes are mainly standard XML datatypes such as string, integer and date. HTML datatype is also supported for storing rich text. Ranges for relationships are classes. For example, in case of the "column of" relationship between a Database Column and a Database Table, the range of relationship is the class Database Table.

Relationship (aka object property)

This is a directional link between exactly two resources. It captures how they are related to each other. Each relationship has a range of values (cf. *property, attribute*).

Resource

This is anything you want to capture information about using TopBraid EDG. Asset is a resource. Asset collection is a resource. Properties (attributes and relationships) are resources, etc. Each resource has a globally unique URI. Formally speaking, a resource is any object that is uniquely identifiable by a URI, a *uniform resource identifier*. It is used by the web infrastructure you are familiar with. URLs are URIs, as are e-mail addresses.

Scheme

This is a set of concepts grouped together into a list or hierarchy. It might represent a taxonomy, a thesaurus, a code list, or any other controlled vocabulary. A vocabulary may be a single scheme, but because of EVN's ability to group several vocabularies together, some may appear as multiple schemes. For example, you might have a taxonomy of apparel products and another of colors in which the clothing was available both displayed at the same time.

Taxonomy

A set of business concepts described using [SKOS](#). These are typically used for taxonomies, vocabularies, or reference data that is hierarchical in nature.