# The DeadEnds Data Model

Version 2.0, 23 November 2010 Thomas T. Wetmore IV

#### Introduction

This document describes the model used by DeadEnds, a set of genealogy software programs. The model defines a set of object classes that represent genealogical entities. DeadEnds objects are hierarchical trees built from nodes of text-based information. Each node has a *tag* to identify its type, and *content* that holds its value. The content can be a text string or it can be a list of nodes one level deeper the tree. DeadEnds records are objects with unique identifiers that allow them to be referred to by other objects. The root tag of a record indicates its type. There are xxx record types in the model, and they are defined below.

The model is not abstract. Objects are stored in databases and written to files based on the model. There are different ways to represent text-based trees. The most general method in use today is XML. The most common used by genealogy programs is Gedcom. The specifications below use a notation simpler than XML and Gedcom. The notation is used for database records and external "native" DeadEnds files. DataEnds can export data in Gedcom and XML format.

In the specifications below each node is structured by:

```
node :: tag : content
tag :: IDENTIFIER
```

These are rules. The term on the left of the double colon is defined by the expression on the right. The first rules states that a *node* is a *tag* followed by a colon followed by *content*. The second rule states that a *tag* is an IDENTIFER. The content can either be a quoted Unicode string or a list of lower level nodes, so there are two *content* rules:

```
content :: STRING ; | [ node* ]
```

The *node\** notation means any number of nodes. The semicolon and square brackets are literals. The vertical bar separates the two right side rules. A STRING is a quoted Unicode string.

An example text-based tree built from these rules is:

0 @ abcd234fed5@ INDI

```
1 NAME Thomas Trask /Wetmore/ IV
1 SEX M
```

# **Top Level Rule**

The top level rule defines a sequence of record:

```
deadEnds :: ( sourceRecord | eventRecord | personRecord | placeRecord | noteRecord | groupRecord | entityRecord | urlRecord | ... )*
```

### **Source Records**

Source records represent sources of genealogical evidence. Sources can be arranged in hierarchies.

```
sourceRecord :: source: [ id sourceContent ]
```

All records have this structure, a root node with tag specifying the type and a value consisting of an id node and the rest of the content.

```
id :: id : UUID ;
```

Every record and record reference has an id attribute whose value is a UUID, a universally unique identifier.

```
sourceContent :: sourceType sourceAttr* urlRef* note* noteRef* sourceRef?
```

Source content starts with a type attribute followed by source attributes. It may also contain URL references, notes, note references, and an optional source reference to refer to the source that contains this source.

```
sourceType :: type : ( book | register | ... | userDefSourceType ) ;
```

The source type gives the type of the source.

```
sourceAttr :: attribute
```

These are attributes of the source. Example attribute tags include **title**, **author**, **page**, and **volume**.

References to source records are found in records that refer to source records:

```
sourceRef :: sourcep : [ id sourceRefAttr* ]
sourceRefAttr :: attribute
```

These are attributes of the source referred to.

## **Event Records**

Event records represent events in the lives of persons. Events involve persons as role players. They may serve to establish or changes relationships between persons. Event records may represent events extracted directly from evidence, or they may represent hypotheses or conclusions on the part of the researcher.

```
eventRecord :: event : [ id eventContent ]
```

eventContent :: eventType date? placeRef? personRoleRef\* eventAttr\* eventRef\* urlRef\* note\* noteRef\* sourceRef?

Date and place reference are optional. Person role references refer to the event's role players. Event attributes hold other attributes of the event. Event references refer to other events this event may refer to as evidence. Using event references allows event records to be structured into trees of event records. These trees allow the full research process to be reflected in the database.

```
eventType :: type : ( birth | death | marriage | baptism | burial | residence |
    immigration | naturalization | ... | userDefEventType );
```

There is a long list of available event types; the user can invent new types.

```
personRoleRef :: rolep: [ id personRole personRoleRefAttr* ]
```

Events refer to persons by person role references. Each contains the id of a person record, the role the person plays, and any attributes needed to clarify the role.

There is a long list of available person roles; the user can invent new roles.

```
personRoleRefAttr :: attribute
eventAttr :: attribute
eventRef :: eventp : [ id eventRefAttr* ]
```

Event references refer to other events that provide the evidence behind this event. Event records can therefore be structured into event trees using these references to represent growing hypotheses and conclusions about the events in the lives of persons in the database.

eventRefAttr :: attribute

#### **Person Records**

Person records hold information about people. Records may represent information extracted directly from evidence or records may represent a researcher's hypotheses and conclusions about a real person.

The person's name is optional and has its own substructure. Event role references refer to events the person plays roles in. Vital substructures hold information about events the person is the primary role player in. Relation references refer to persons the person is related to. Person references refer to other persons this person refers to as evidence.

```
personName :: name : [ nameContent ]
```

Name content defines the substructure of person names.

```
sex :: sex : ( M | F | U ) ;
personAttr :: attribute
```

```
eventRoleRef :: rolep : [ id eventRole eventRoleRefAttr* ]
```

Persons refer to events by event role references. Each contains the id of an event record, the role the person plays in the event, and any attributes needed to clarify the role. Evidence persons refer to evidence events (and *vice versa*).

```
eventRole :: role : eventRoleType ;
eventRoleType :: ( birth | death | burial | ... | userDefEventRole )
vital :: vital : [ type : vitalType ; vitalContent ]
```

A vital structure is event information placed in a person record rather than in a separate event record. This is useful in cases where the event has a primary role player, and the evidence only provides information about that person. The vital structure is placed in that person's record.

```
vitalType :: ( birth | death | baptism | burial | ... | userDefVitalType )
vitalContent :: date? placeRef? eventAttr* urlRef* note* noteRef*
```

Vital content is simpler than event content. It does not contain person role references or its own source reference since its source is the same as the containing person.

```
relationRef :: relationp: [ id relationRole ; relationRefAttr* ]
```

A relation reference refers directly to another person. Its role indicates the relationship this person has with respect to the other person. The other person may have a reciprocal relation back to this person. The reference establishes a relationship between the persons. The approach is useful if evidence establishes the relationship but gives no further information.

```
relationRole :: personRole
relationRefAttr:: attribute
personRef :: personp : [ id personRefAttr* ]
```

Person references refer to other persons that provide the evidence behind this person. Person records can therefore be structured into person trees using these references to represent growing hypotheses and conclusions about the person in the database.

personRefAttr :: attribute

#### **Place Records**

Place records represent locations where events have happened. Place records may be constructed into hierarchies. For example city place records may refer to the county they are in, which may refer to the state or province they are in and so forth.

Place references refer to the record of the place that contains this place. This allows place records to be constructed into large trees that represent sets of hierarchical places. The place model does not have provision for historical changes in locations. Third parties could provide sets of related place records.

placeRefAttr :: attribute

### **Note Records and Note Structures**

General notes can be placed in separate records if many other records will refer to it. Otherwise notes can be included as node sub-trees within the records they apply to.

```
noteRecord :: note : [ id noteContent ]
noteContent :: note : STRING ;
The model will be enhanced to allow styled text for notes.
```

noteRef :: notep : [ id noteRefAttr\* ]

There are both note records and note structures that can be components of other records. Records are better if numerous records will refer to the same not. Internal components are available for notes that pertain to only one record.

```
note :: note : [ noteAttr* ]
```

# **Group Records**

Group records represent an association of persons. The main use of this record is to form family records.

# **Entity Records**

Entity records represent institutions and other entities of interest in genealogical research. Examples of such entities include courts, cemeteries, hospitals, churches, colleges, banks, institutes, corporations and so on.

#### **URL Records**

URL records refer to information external to databases, often files on the local file system. Other records can refer to these URL records.

```
urlRecord :: url : [ id urlContent ]
urlContent :: urlName urlType urlAttr* sourceRef?
urlName :: name : STRING ;
urlType :: type : ( file | ... | userDefUrlType ) ;
urlAttr :: attribute
URL references are used in records to refer to URL records that point to information about the record.
urlRef :: urlp : [ id urlRefAttr* ]
urlRefAttr :: attribute
```

#### **Attributes**

Attributes are used throughout the rules. Most rules in fact are special purpose attributes. In addition the user is free to add attributes. The rules indicate where these attributes can appear. For example in the <code>personContent</code> rule the <code>personAttr\*</code> component indicates where person attributes can appear. The <code>personAttr</code> rule is:

```
personAttr :: attribute
```

The variety of specific attribute rules are used to indicate that there are pre-established lists of attributes that are appropriate in each context, though the user may add attributes with other tags. The attribute rule itself was not defined above, though the general discussion of nodes hinted at what it would be. Here is the rule defining attributes:

```
attribute :: tag : content
tag :: IDENTIFIER
content :: ( STRING ; | [ attribute* ] )
```

An IDENTIFER is a sequence of Unicode characters making up a conventional identifier, and a STRING is a quoted string of Unicode characters.

### **Person Names and Dates**

Person names and dates are both represented by node trees with specific structuring rules. Neither are defined in this document yet.