Annotation is becoming a ubiquitous concept in computer science, referring both to end-user interactive activities on generic content and to the structured use of conventional tags to be processed by automatic tools. In the interactive field, notably when browsing Web documents, annotation is a way to enrich a document with additional, user-generated content, without corrupting the original version. In the modelling field, annotations facilitate “separation of concerns”, while assisting in tracing the origin of a specification.

In general, we view the annotation process as the construction of an additional structure, parallel to that of an original document, on top of which personalised contents can be added with reference to the original ones. Hence, annotations become first-class elements, giving rise to new documents, which can be the subject of additional annotations. In the modelling field, this amounts to the possibility of having orthogonal ways of annotating a specification, as well as of constraining the validity of an annotation to a more refined context. In the document interaction field, this allows users to establish collaborative threads of discussion, focused on the original annotated content.

We present some formal aspects of the notion of annotation in the two fields, and discuss some features of a system for annotation of Web-based content realised at the Department of Computer Science of the Sapienza, supporting threads of annotations and mechanisms for constructing and managing groups of users with common interests.