

Universal Profiling for Content Negotiation and Adaptation

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Introduction

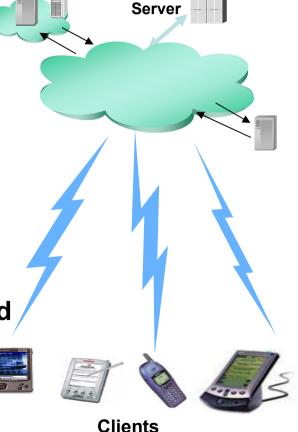
Explosive progress in computing technologies



Multimedia systems become heterogeneous more and more

In this new situation:

Adapted content must be delivered according to clients preferences and capabilities

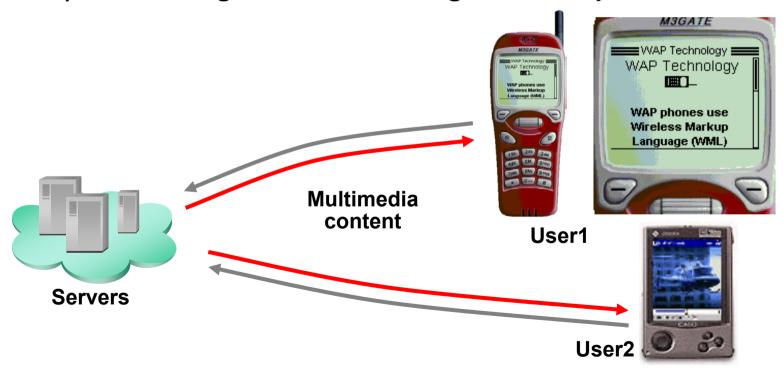


Server



Introduction

- Objective: Designing an adaptable multimedia system that allows:
 - a) server content adaptation
 - b) content negotiation according to clients profiles





The universal profiling

- An efficient approach to design a complete content <u>adaptation</u> and <u>negotiation</u> solution
- Indispensable in the design of adaptable multimedia system in heterogeneous environments

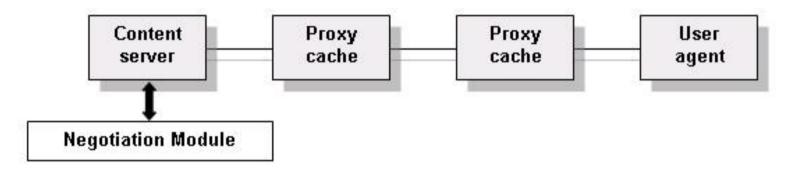
Why?

- Allows to give a precise idea about all the components of the multimedia system: clients, network, services, server capabilities, etc.
- These descriptions are necessary to achieve an advanced content negotiation strategy



Client Description in HTTP

Clients description in HTTP (HTTP 1.0 and TCN)





- Sending huge accept head requests
- Accept head doesn't give a good client description
- Clients have limited processing powers and can't performs the negotiation tasks (HTTP/1.1)
- HTTP protocol description isn't efficient



Profiling Schemas

In order to meet the content negotiation needs, we have designed a universal schema

Our schema includes

A) Client:



1/ Client Profile (platform: software & hardware, main services)

2/ Client Resource Profile (services requirements detail)

B) Server:



3/ Document Instance Profile (HTML, WML, etc.)

4/ Resource Profile (wbmp, jpg, gif, au, etc.)

5/ Adaptation Method Profile (XSLT style sheet, programs, scripts, etc.)

C) Network:



6/ Network Profile (network speed, bandwidth, sessions, etc.)



Schemas Definition

The definition is based on



CC/PP: Composite Capabilities/Preference Profiles

http://www.w3.org/2000/07/04-ccpp#



RDF: Resource Description Framework

http://www.w3.org/1999/02/22-rdf-syntax-ns#





Extension:

Proper to the Content Negotiation

http://www.inrialpes.fr/opera/people/Tayeb.Lemlouma/ NegotiationSchema/*03012002#



A Profile Example

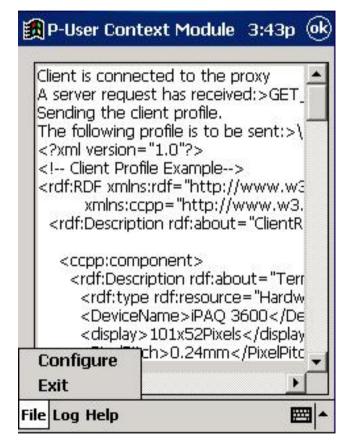
```
<?xml version="1.0"?>
<rdf:RDF
                 xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#"
                 xmlns:ccpp="http://www.w3.org/2000/07/04-ccpp#"
                xmlns:neg="http://www.inrialpes.fr/opera/people/Tayeb.
                 Lemlouma/NegotiationSchema/ClientProfileSchema03012002#">
<rdf:Description rdf:ID="ClientResourcesProfile">
   <ccpp:component>
        <rdf:Description rdf:about="TerminalHardware">
        <rdf:type rdf:resource="http://www.inrialpes.fr/...HardwarePlatform"/>
            <neg:DeviceName>Ericsson-R320</neg:DeviceName>
            <neg:screen>30x23mm</neg:screen>
            <neg:PixelStretch>1.24</neg:PixelStretch>
        </rdf:Description>
  </ccpp:component>
  <ccpp:component>
        <rdf:Description rdf:about="MultimediaServicesRequierement">
        </rdf:Description>
  </ccpp:component>
</rdf:Description>
</rdf:RDF>
```



An Implementation Example: NAC



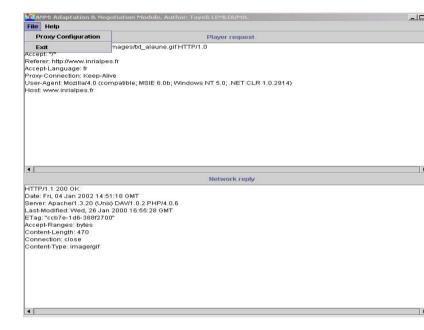
- 1 ANM Module
- 2 UCM Module
- 3 Adaptation methods:
 - Text to speech
 - Adaptation to SMS messages
 - Images conversion (java, etc.)
 - XHTML to WML (XSLT, etc.)

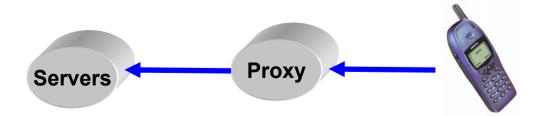




1- The ANM in Proxy

- The Adaptation & Negotiation
 Module allows:
- Handling directly client requests
- Client and server profiles processing
- Services deliverance
- Support of adaptation enrichment
- Cooperation with the UCM module.

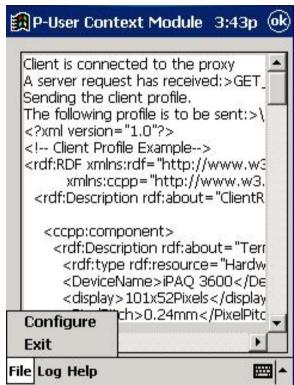






2- The UCM Module

- Developed for small devices
- Allows:
 - Selecting the intermediate proxy or a negotiation-enable server
 - Selecting the user profile
 - Client profile sending to the proxy
 - Replying to proxy request if the User client profile changes.







Content Deliverance examples

```
03012002#HardwarePlatform" />
     <neq:DeviceType>Mobile phone</neq:DeviceType>
     <neg:DeviceName>Nokia-3310</neg:DeviceName>
     <neq:PhoneNumber>0610987326</neq:PhoneNumber>
     <neq:screen>30X23mm</neq:screen>
     <neq: display>101X52Pixels</neq: display>
     <neq: PixelStretch>1.24</neq: PixelStretch>
     <!-- composed elements are not supported until now -->
   </rdf: Description>
 </copp:component>
- <ccpp:component>
 - <rdf: Description ID="SoftwarePlatform">
     <rdf:type rdf:resource="http://www.inrialpes.fr/opera/people/Tayeb.Lemlouma/NegotiationSchema/schema-
       03012002#SoftwarePlatform" />
     <rdf:type rdf:resource="SoftwarePlatform" />
     <neg:PlatformName>the platform name</neg:PlatformName>
     <neg:PlatformVersion>the platform version</neg:PlatformVersion>
   </rdf: Description>
 </ccpp:component>
- <ccpp:component>
 - <rdf: Description ID="BrowserUA">
     <rdf:type rdf:resource="http://www.inrialpes.fr/opera/people/Tayeb.Lemlouma/NegotiationSchema/schema-
       03012002#BrowserUA" />
     <neq:PlayerName>PlayerName</neq:PlayerName>
     <neq:PlayerVersion>PlayerVersion/neq:PlayerVersion>
   - <neq: OnlySupportedResources>
     - <rdf:Bag>
      - <rdf:li rdf:parseType="Resource">
          <neq:ResourceType>SMS</neq:ResourceType>
          <neq:ResourceFormat>sms</neq:ResourceFormat>
          <neg: CommunicationProvider>SFR</neg: CommunicationProvider>
          znag mayCizos 1900 utos z /nag mayCizos
```



Universal Profiling within the services delivery

- The universal profiling allows to the content negotiation strategy to deliver adapted services.
- An advanced content negotiation strategy matches inputted profiles and delivers a content according to parameters included in profiles.
- Profiles acquisition can be done by:
 - Storing them (ex. documents profiles, servers methods)
 - Receiving them (ex. sent by devices)
 - Calculating them (ex. network profiles)
- After profiles matching, one of the following content can be delivered:
 - ° The original service
 - ° The original service after filtering
 - ° An existing version
 - ° The service after adapting it by a server method
 - ° A negative reply (to avoid client blocking)



Implications for Further Work on Delivery Context

- We propose to define and adopt a complete <u>universal</u> profiling schema for the content negotiation.
- The universal profiling must target different parameters of the heterogeneous environment:

Client: device description, user preferences

Services: documents and other services

Server capabilities: adaptation methods

Network: characteristics, etc.

- The schema must be extensible and not limited to a particular kind of devices or architecture.
- Schemas must cover a wide range of description elements to allow developers to define their applications-related profiles

Conclusions

- A content negotiation strategy allows -with making a best effort- a universal access
- Universal profiling definition represents an indispensable base for such strategy.
- Content authors must take into account providing services profiles to make their content accessible by different clients.
- The definition of extensible and opened schemas has a big benefit for developers in heterogeneous environments.



Thank you

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More information:

www.inrialpes.fr/opera/people/Tayeb.Lemlouma/index.html

