Smart Spaces. Ch.5: M3 Applications: Architectures and Designs

Smart Spaces

Project Recommendations:

M3 Applications: Architectures and Designs

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Outline

§1. Design of M3 Application
§2. Architectural patterns
§3. Examples and case studies
§4. Student projects

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§1. Design of M3 Application

- Multi-Agent scenario (execution steps)
  - Shared knowledge (smart space)
  - Cooperation of multiple agents (KPs): indirect interaction
  - Event-based model: subscription
  - Reasoning: deducing new knowledge
- Application Layout (hardware & software)
  - Devices, services (processing), end-users (UI)
- Ontology (problem domain)
  - Knowledge structure model
  - Smart space composite model
- KP design
  - List of all KPs and their mapping to the layout
  - KP implementation template (fill for each KP)

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Application layout

Devices, services, end-users

- **Scale:** embedded, mobile, stationary, ...
- **Owner:** personal, multi-user, public, ...
- **Processing:** sensor/producer, consumer, reasoner, a combination
- **Role:** functions in the smart space
- **Interaction:** human, machine
- **Platform:** Linux, Android, Windows, ...

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Ontology

- Ontology class graph
  - Classes and properties
- Ontology instance graph
  - Individuals and properties
- Support for reasoning (query-based)
- Context awareness
- Your ontology development toolkit

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Smart Space Content: Knowledge Base

- Problem domain and environment
- Knowledge and its classes
- Relations among classes
- Providers, consumers, ...
- Derivative knowledge and reasoning
- Space compositions:
  personal space, multi-user space, application space, ...

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KP Design

- Function (in scenario)
- Devices and platforms
- Processing type (architectural role, user)
- External interfaces (e.g., UI)
- Knowledge used (shared & local) and algorithms
- CASE tools

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Simple project: steps

1. Idea (brief description)
2. Architecture: cooperation of KPs
   - smart space + KPs + devices
   - scenarios + data flows + presence detection
3. Ontology and knowledge base
   - class graph + instance graph
   - reasoning: query-based
4. KP design
   - Plan of implementation
5. Simple code and demo
   - labs

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Characteristic Properties

- Not a database or a web service
- User localization: "space concept"
  - Surrounding devices
  - External services if needed
- Smart services: when, what, to whom, how, …
- Use of shared data as a system
- Semantic linking: "hub property"

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Service Intelligence ("Smartness")

- Multitude of scenarios (non-fixed priory)
- Context-awareness
- Adaptability
- Personalization
- Dynamic join/leave of participants

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§2. Architectural patterns

- Participating KPs
  - Different roles in application
  - Different knowledge interpretation
  - Different cooperation strategies within the multi-agent system
- Challenges
  - Dynamics: joining and leaving the space
  - Smartness of services:
    - Knowledge reasoning (over the shared content)
    - Service personalization and context-awareness
    - Proactive service delivery

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Knowledge producers and consumers

- Accumulation and provision
- Similarly to a shared database with readers and writers
- No "smartness" (intelligence)

- **Do not use in your projects in its pure form**

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Knowledge interaction chains

- Pipes: linear chains
  - E.g., a simple weather application
- Tree-based
  - Each fact produces several new facts
  - One-to-many synchronization
  - Epidemic dissemination
- Network flows
  - Cycles are possible
  - Iterative processing
  - Feedback

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Knowledge mediators

- Smart space analyzers
  - Big Brother approach (for proactivity)
  - Services and their composition (see also knowledge interaction chains)
- Function delegation
  - Mobile client has low capacity
  - Ideal case: client shares small piece of personal info and consume the service

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§3. Examples

1. SuperTux game example (NRC, Helsinki)
2. Smart Conference System (SPIIRAS)
3. SmartScribo System for multi-blogging (PetrSU)
4. Smart Room (PetrSU)
5. Social Networks service (FRUCT)
6. SmartDiet: Personal Wellbeing Assistant and Diet Planner Mobile Service (TUT, Tampere)
7. Open International M3 Semantic Interoperability Workshop, http://www.fruct.org/eit-m3

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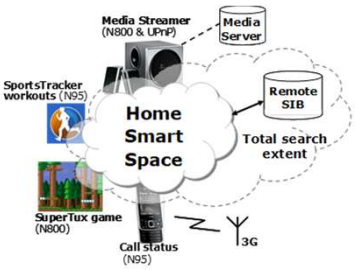
Traditional user services

- Personalization and functionality expansion of the popular user services
- SuperTux game example
- Simple service composition



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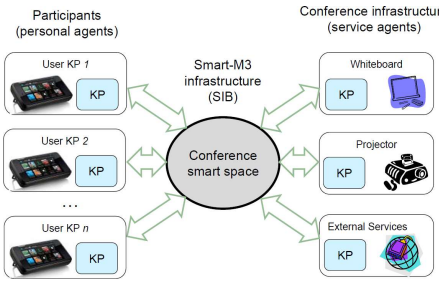
Smart Conference System



Intelligent assistance in complicated conference processes, automating the burdensome work of conference organizers

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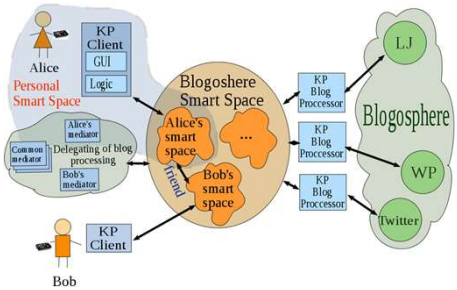
SmartScribo System



Bloggers access multiple blogs through the smart space, where relevant blog discussions are dynamically collected

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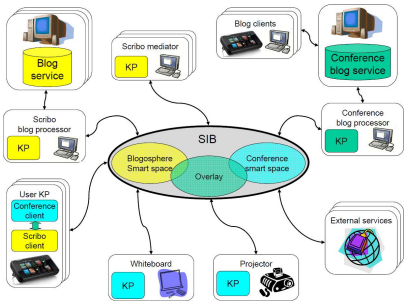
Integration example



- One application integrates a service from another application
- Unidirectional flow

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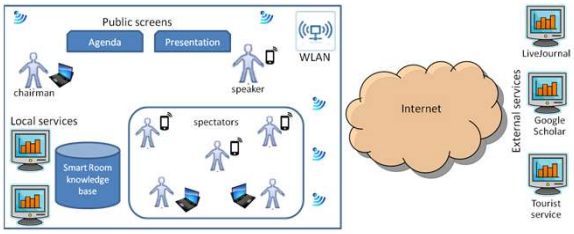
Smart Room



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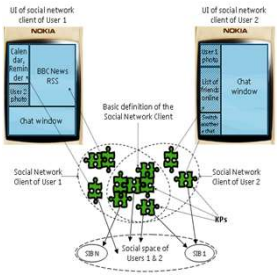
Social Networks service

- Personal life-assistant services, which continuously collecting, organizing and reasoning over the user data
  - client applications for different devices
  - user databases on top of SIBs
  - interfaces to other social networks
  - Ad-hoc telcos and other meeting services
  - Shared whiteboard and pool of ideas
  - Automated community management
- Community members can focus on deliverables and not on processes



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§4. Student Projects

- Students show their projects
- Focus is on the scenario, architecture, and design
- Making "smartness" (personalization, proactivity, etc.)

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