

Using the **Semantic Web** in Ubiquitous and Mobile Computing

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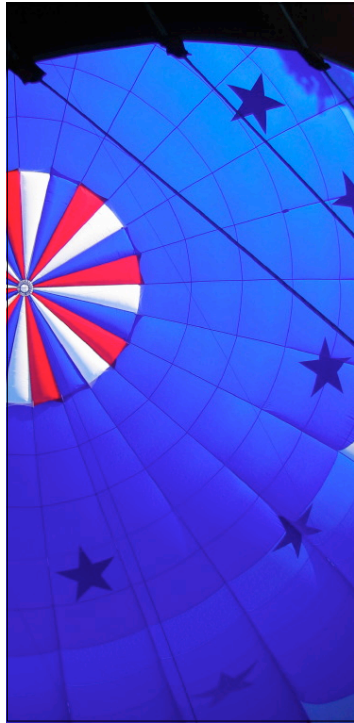
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Game Plan

1. Semantic Web (the way I see it...)
2. Issues in Mobile Computing
3. Issues in Ubiquitous Computing
4. Semantic Web to the Rescue?
5. Conclusions (if any)



WARNING! Contains Personal Opinions



Semantic Web: Why I Like It

(a personal view)

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Some Background

- Web (content) was built for humans
 - **human interpretation** is needed to accomplish tasks on the Web
 - automation is difficult (esp. automating **unforeseen** situations)
 - we need “machine-friendly” content
 - information w/ **accessible formal semantics**
 - allow machines to **reason** about information
- Motivation & Drivers
 - origins are in **metadata**
 - initial goal: Enabling automation
 - short term goal: Interoperability
 - long term goal: Make computers work **on our behalf**
 - (instead of using them like tools)
 - remove humans from the loop

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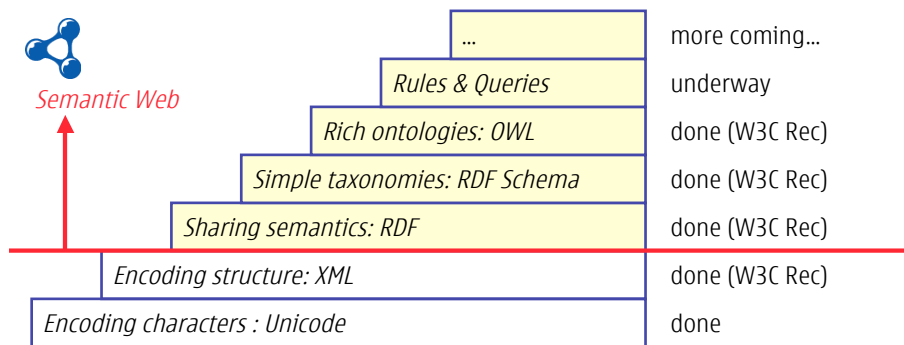
Semantics via Sharing

- Controlled vocabularies
 - better interoperability if same terms are always used to denote the same thing
 - e.g., instead of arbitrary keywords, choose from a list
- What is an “ontology”?
 1. a controlled vocabulary
 2. a concept taxonomy
 3. other relations between concepts
 - definition: “A specification of conceptualization” (Gruber)
- Library scientists are good with this
 - Dewey Decimal System is an ontology



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Stepping Towards the Semantic Web



- Semantic Web is built in a layered manner
 - not everybody needs all the layers
- Some dangers looming (e.g., “two towers”)

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What Should We Do Next?

- Now forget that we are talking about the Web...
- Modern PC applications are essentially just repositories for information (typically) in proprietary formats
 - combining or sharing information **across application boundaries** is impossible or difficult at best
 - any two applications can be engineered to enable information exchange, but we cannot anticipate all possible “pairings”
- In addition to the explicitly represented information, these systems hold a lot of **implicit** information
 - implicit information is largely **inaccessible** to current applications

Implicit → Explicit

- e.g., your calendar may indicate that you have a flight reservation from Boston to Helsinki
 - **implying** that if you take the flight, you will then **be** in Helsinki
 - this information may be more useful (say, for meeting planning)
- Use of **reasoning** (= logical inference) will allow us to access the implicit information
- What do we need?
 - ubiquitous reasoning services
 - ontologies for all kinds of “common” concepts & information, e.g.
 - PIM data
 - geographical and organizational concepts (and instances)
 - classification of information (e.g., photo content)

Issues in Mobile Computing & Ubiquitous Computing



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Mobile Web Access Today

- Web access on mobile devices is available today
- Some **technical limitations** exist
 - network (bandwidth, latency)
 - display (typically small)
 - input (often no full keyboard)
- Content is designed for “standard devices”
 - (= PCs: high bandwidth, large display)
 - most (commercial) content is **rendering-oriented**

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Some Issues with Mobile Web Access

- We can overcome the **technical** limitations, but the real limitations are of **different nature**...
- Mobile devices are used in “unusual” situations
 - when laptops, etc., are not viable (e.g., in the car)
 - typically, when paying attention to something else
 - mobile users are **attention-constrained**
 - consequently, **browsing** might not be the ideal paradigm for information access
- What do we need?
 - information/content that’s not rendering-oriented
 - more automation (now, humans essentially do all the work)



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Some Things That Would Help

- Policies (prescriptive representations on how to act in a particular situation)
 - can control data access and usage (security & privacy)
 - support autonomous behavior
- Policy-awareness = ability to represent **and enforce** policies
- Context (information about “current situation”)
 - can limit search
 - can limit choices in planning
 - can guide optimization
- Determining context benefits from policy-awareness

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Ubiquitous Computing (1)

- UbiComp is the ultimate interoperability nightmare!
 - instead of occasionally connecting a handful of devices, dynamically connect/disconnect/reconnect possibly hundreds of devices
- Traditional approach to interoperability: standardization
 - anticipate everything about the future
 - and *a priori* agree on how to act
 - (or: force all interactions to a restricted set of possibilities)
- What about unanticipated situations?
 - how do you agree dynamically on how to behave in a situation that wasn't covered by a standard?
 - ⇒ not "future-proof"

Ubiquitous Computing (2)

- Connections with public and/or untrusted devices
 - cf. policy-awareness
- We may need to "borrow" functionality from other devices
 - this implies that we need to be able to represent and reason about contracts, payments, etc.
 - (alternatively: "digital communism")
- The UbiComp vision is largely contingent on
 - future-proofing
 - getting unanticipated "encounters" of devices to work

Semantic Web to the Rescue?

- Semantic Web improves interoperability
 - e.g., via the use of reasoning
- Information, in more “raw” form, with semantics, can be used in many different ways
 - not tied to specific rendering, specific device, specific browser, etc.
 - context-awareness can help
- Semantic Web techniques (and other ontological) techniques can also be used for implementing
 - contexts & context-awareness [Lassila & Khushraj 2005]
 - policy-awareness [Kagal 2004]

“Semantic Web Services” to the Rescue?

- Semantic Web technologies can be used for making content more “understandable” to automated systems
- When this idea is applied to Web Services
 - automatic discovery, composition and invocation are enabled
 - let’s not forget the “Tower of Bable” (from Genesis 11:1-9)
- If we can infer what data and services are about, many things become possible, e.g.
 - dynamic, context-dependent generation of user interfaces
 - substitution of “equivalent” services
- Services may be a good abstraction of **all** functionality
 - (including **physical** functions)



Conclusions

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What Did We Learn?

- Semantic Web (representation + reasoning)
 - helps with interoperability (of data)
 - can be used in making implicit information explicit
 - is a step towards making computers do more on our behalf
- Ubiquitous Computing
 - is an interoperability nightmare
 - will benefit from uniform representation for functionality
- Mobile Information Access
 - will benefit from information that does not presuppose presentation
 - can exploit contextual information
- We need a rich representation of policies
 - (and a framework for their enforcement)

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And Finally...

- Many problems in mobile and ubiquitous computing are (ultimately) **problems of representation**

Questions? Comments? Time to wake up!

- some additional thoughts: <http://www.lassila.org/blog/>

- thanks to my colleagues Deepali Khushraj, Mark Adler and Heli Nyholm