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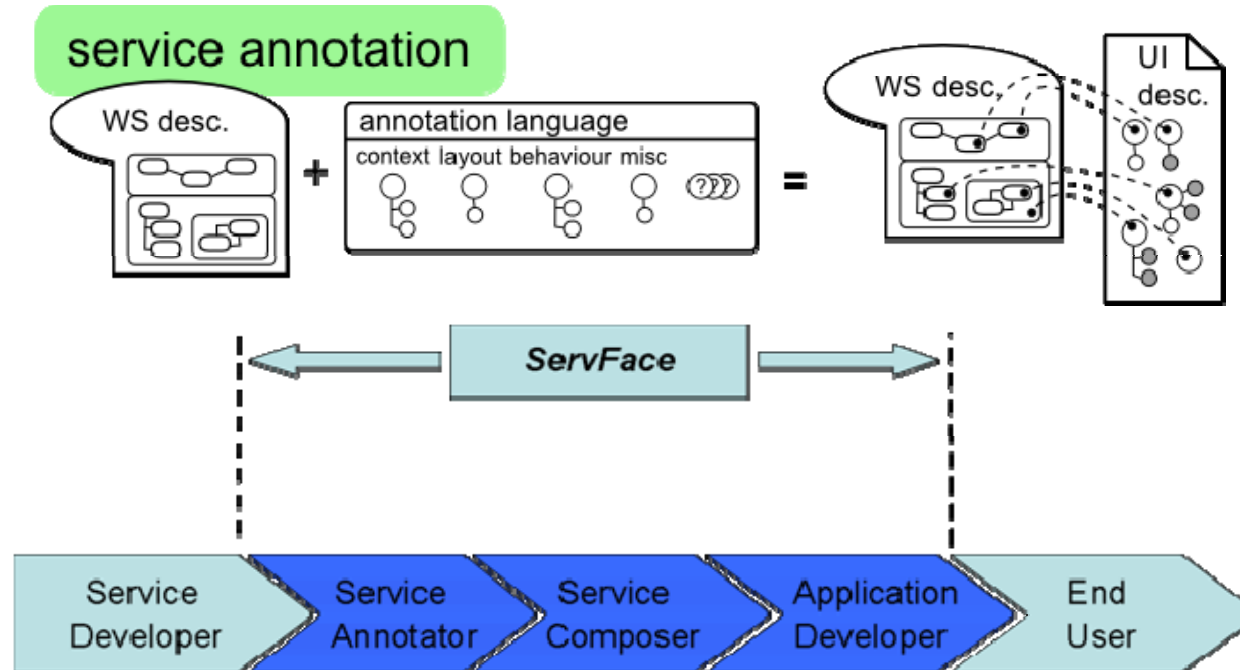
<http://giove.isti.cnr.it>

**Report on Model-based Work in the
ServFace and OPEN Project**

Active EU Projects

- **ServFace** (<http://www.servface.eu/>) aims to create a **model-driven service engineering methodology** for
 - the design of user interfaces for applications based on web services (primary goal); and
 - the composition and integration of user interfaces for applications based on web-services (secondary goal)
 - SAP (coordinator), CNR-ISTI, Lyria, Univ. Dresden, Univ. Manchester
- **OPEN** (<http://www.ict-open.eu/>) aims to deliver seamless and transparent support to users in carrying out their tasks when changing services and/or devices, even in multi-user applications
 - **Migration = Device Change + Adaptation + Continuity**
 - CNR-ISTI (coordinator), SAP, NEC, Vodafone Italy, Univ. Aalborg, Univ. Clausthal, Arcadia

UI Annotations for Web Services



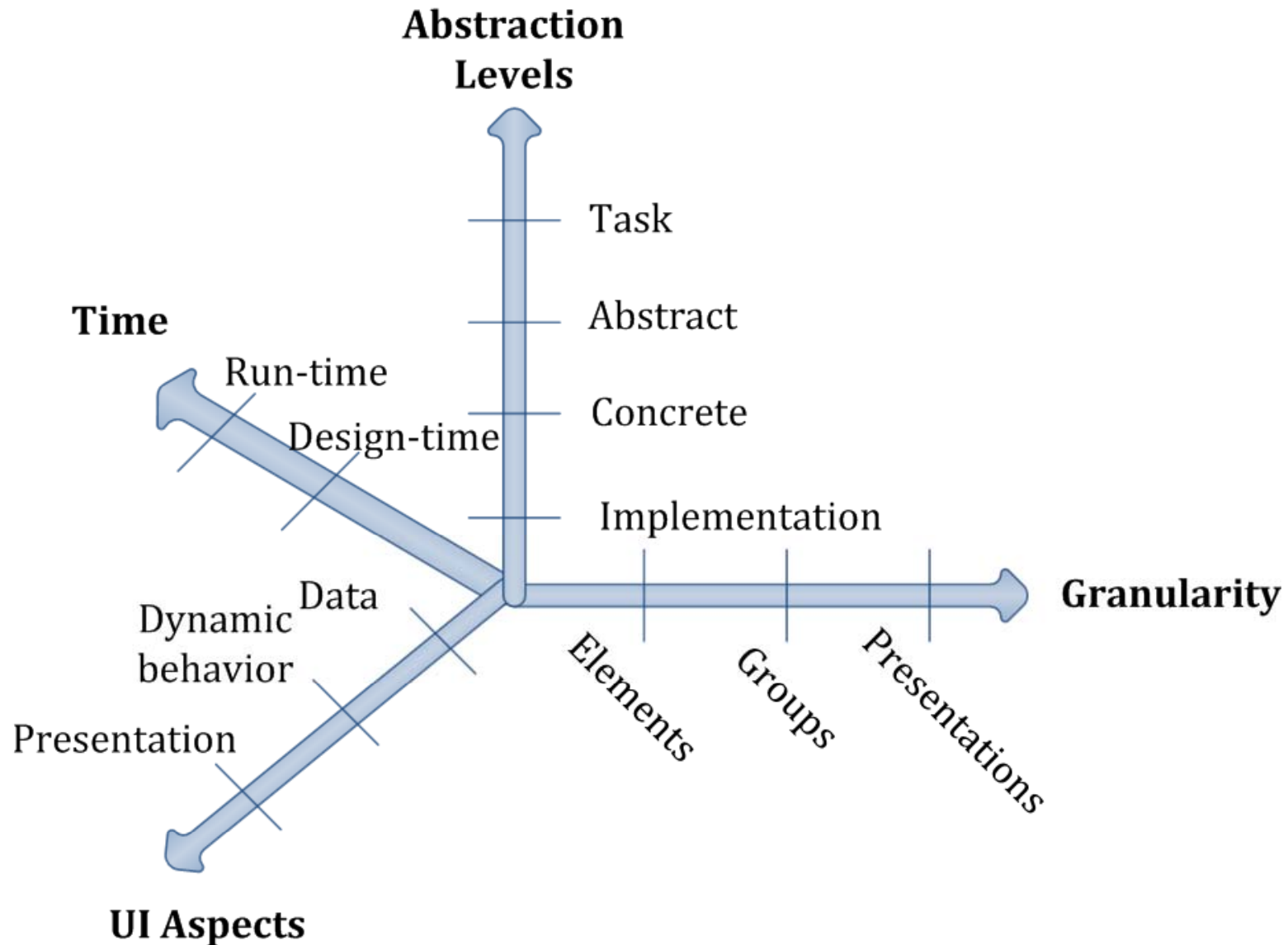
UI Annotations are hints for obtaining better user interfaces



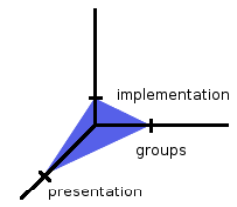
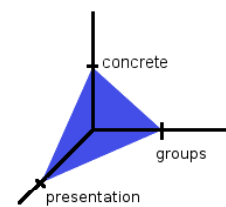
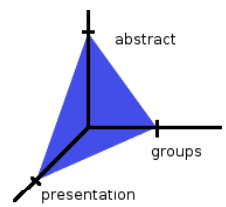
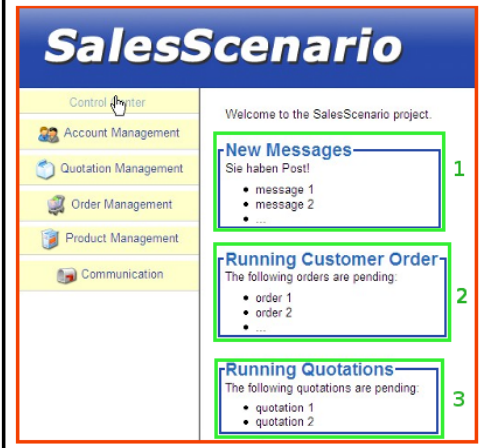
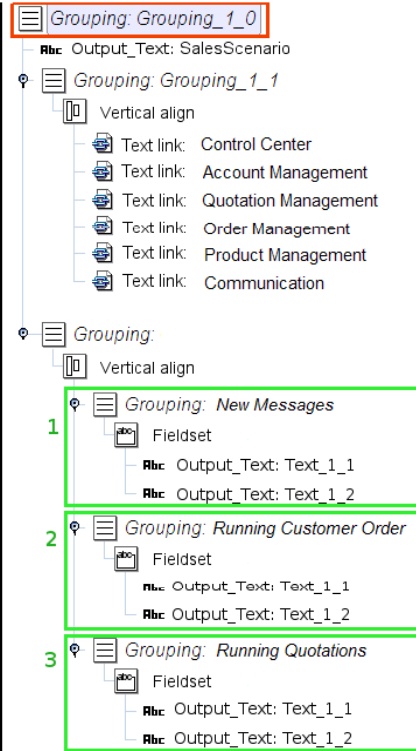
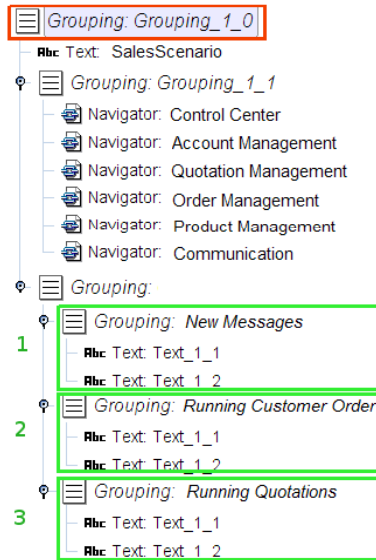
Composing What?

- Business Processes
 - BPMN/ WS-BPEL [Oasis, 2007]
 - BPEL4people [Agrawal et al., 2007 A],
 - WS-Human Task [Agrawal et al., 2007 B]
- User Interfaces
 - the dynamic behaviour, which means the possible sequencing of user actions and system feedback,
 - the presentation aspects (e.g.in graphical user interface we have to indicate the spatial relationships)
 - the content manipulated by the user interface.
- Annotations
 - Partial user interface specifications

Composing User Interfaces



Example



Example

Create Quotation

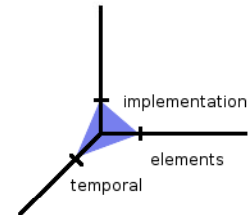
Step 1

Please fill in the header data for the new quotation.

Title	<input type="text"/>
Period (days):	<input type="text"/>
Customers	Zabelt Siemens SAP AG Mustermann Lochmann
Pricing Strategy	Normal Pricing

[] > >

Name	Zabelt, Manuel
E-Mail Address	manuel.zabelt@sap.com
Homepage	
Phone	
Preferred Pricing Strategy	



Create Quotation

Please fill in the header data for the new quotation.

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=
selection



MARIA XML

Requirements

- Support for Abstract Data Types
 - Also useful for specifying the format of input values
- Able to support user interfaces including complex Javascripts and Ajax scripts
 - Continuously updating of fields
- Event model at abstract/concrete levels
 - Property change events / Activation events
- Extended Dialogue Model
- Dynamic set of user interface elements
 - Conditional connections between presentations
 - Possibility to change only a part of a UI

MARIA Example

The image shows two screenshots of a 'Device List' form. The top screenshot shows the 'Device name' field with the text 'lig' and a dropdown menu open. The dropdown menu lists three options: 'Dimmer light bulb' (with 'Living Room' in green text to its right), 'Bathroom light' (with 'Bathroom' in green text to its right), and 'Kitchen light' (with 'Kitchen' in green text to its right). A 'Select' button is visible to the left of the dropdown. The bottom screenshot shows the 'Device name' field with the text 'Dimmer light bulb' and the dropdown menu closed. Below the field are two buttons: 'Select' and 'Monitor'.

- When value changed event of the text_edit interactor
- A function is called using an abstract script, which retrieves relevant values
- The *hidden* property of the single choice interactor is changed to false
- When the selected element changes, it enables two activators
- The input text of the text_edit is completed with the selected value and the choice hides itself.

MARIA Example

Device List:

Device name:

Select

Dimmer light bulb	Living Room
Bathroom light	Bathroom
Kitchen light	Kitchen

Device List:

Device name:

Select Monitor

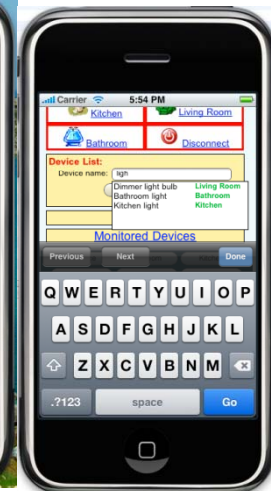
Interactive Home

Entrance Bedroom Kitchen
LivingRoom Bathroom Disconnect

Monitored Devices

Thermostat • 20 degrees • Comfort mode <small>Success</small>	Media player • Playing • File: Sultans of swing.mp3 <small>Success</small>	Dimmer light bulb • On • brightness 50% <small>Success</small>
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Entrance Bedroom Kitchen LivingRoom Bathroom Disconnect



The Proposed Design Approach

- A traditional top-down approach going through the various abstraction layers does not seem particularly effective.
 - Create interactive applications accessing application functionalities developed by others.
- First a bottom-up step in order to analyse the Web services providing functionalities useful for the new application to develop.
 - Analysis of the operations and the data types associated with input and output parameters is carried out in order to associate them with suitable abstract interaction objects
- Task model expressed in ConcurTaskTrees (CTT) for describing the interactive application and how it assumes that tasks are performed.
 - Design based on user requirements
 - Indicate how to compose functionalities implemented in different Web services.
 - Web services are application functionalities, thus they are associated with system tasks.
- Level of granularity to reach in the task decomposition.
 - Associating the system basic tasks to the web services
 - Associate each system basic task with the operations of the web services. Thus, if a Web Service supports three operations, then there would be three basic system tasks.



The Proposed Design Approach

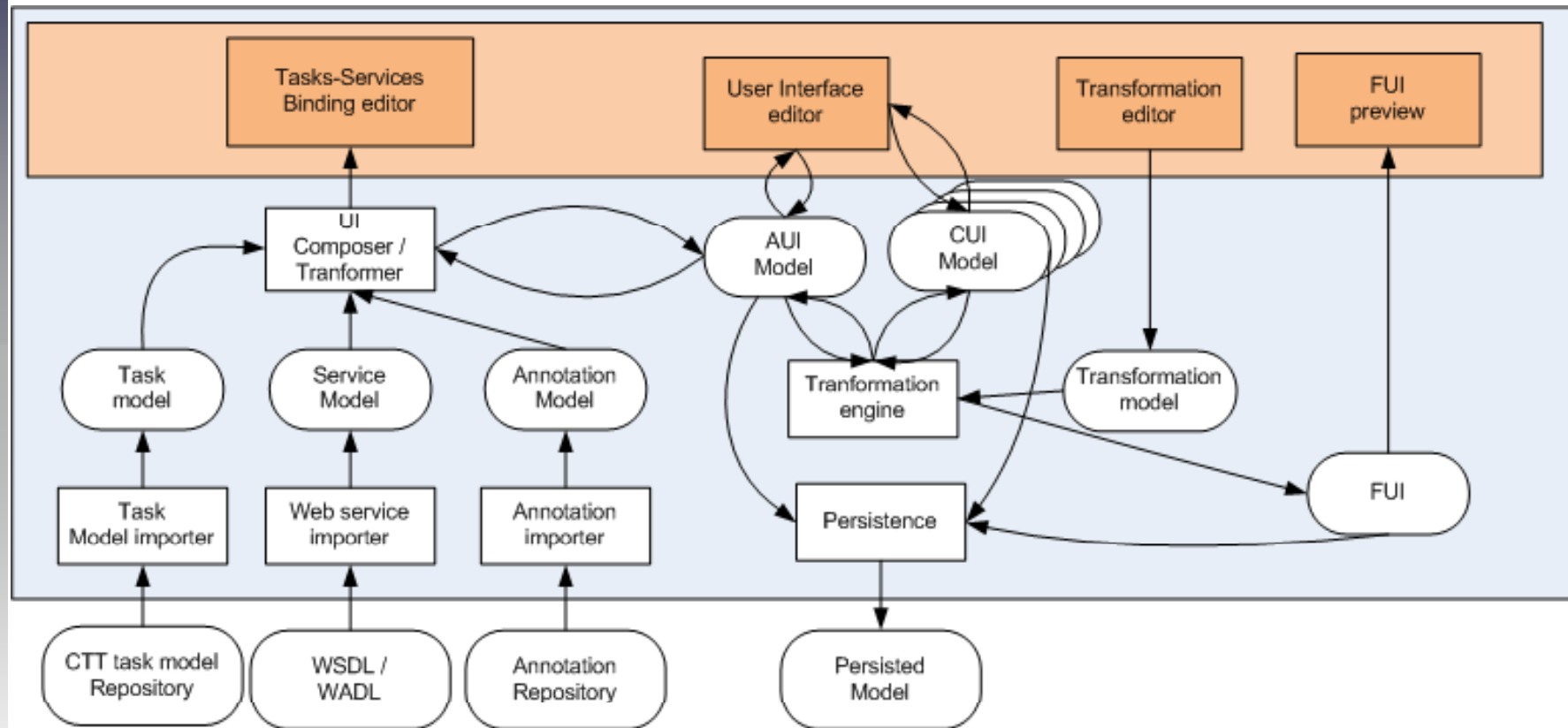
- Transformation of Task Model into Abstract and Concrete Descriptions
 - Temporal operators indicate requirements for UI dialogue model
 - Task hierarchy provides information regarding grouping of tasks
 - Type of task indicates type of interactor
- Inclusion of annotations in resulting Abstract/Concrete Specification
- Editing Abstract/Concrete Specification
- User Interface Generation
- Inclusion of Usability Guidelines in Authoring and UI Generation



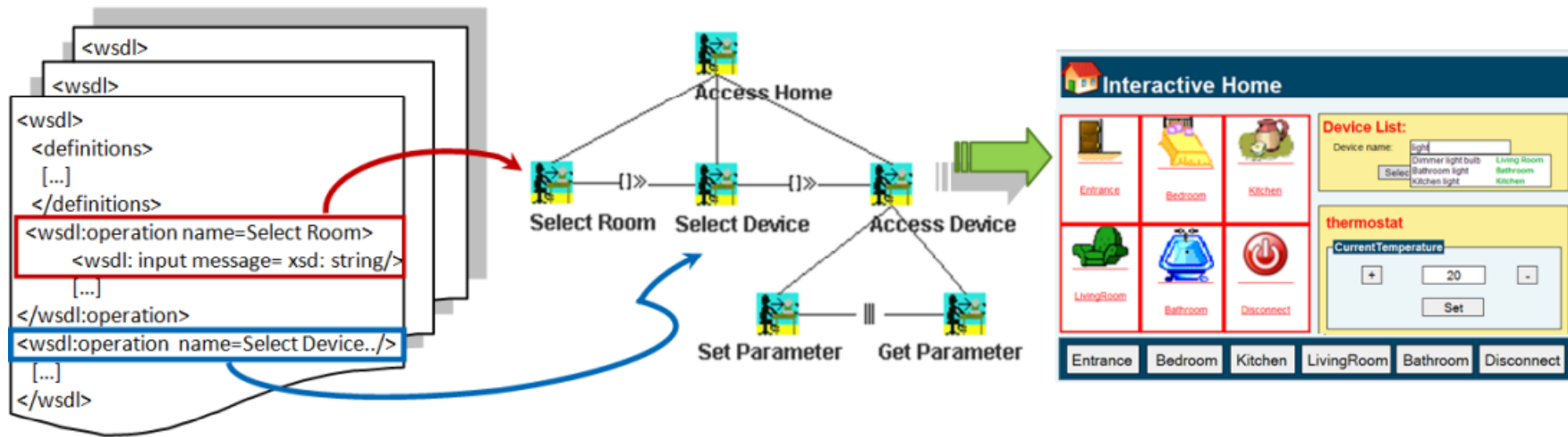
MARIA Tool Requirements

- New Authoring Environment
 - Integrated Support for Web Services
 - Mappings WSDL/LUI
 - Generation/Refinement
 - Not only traditional top-down approaches
 - Transformations not hard-coded but defined externally and performed with XSLT
 - Integration of BPMN/BPEL with Model-based UIs through task models.

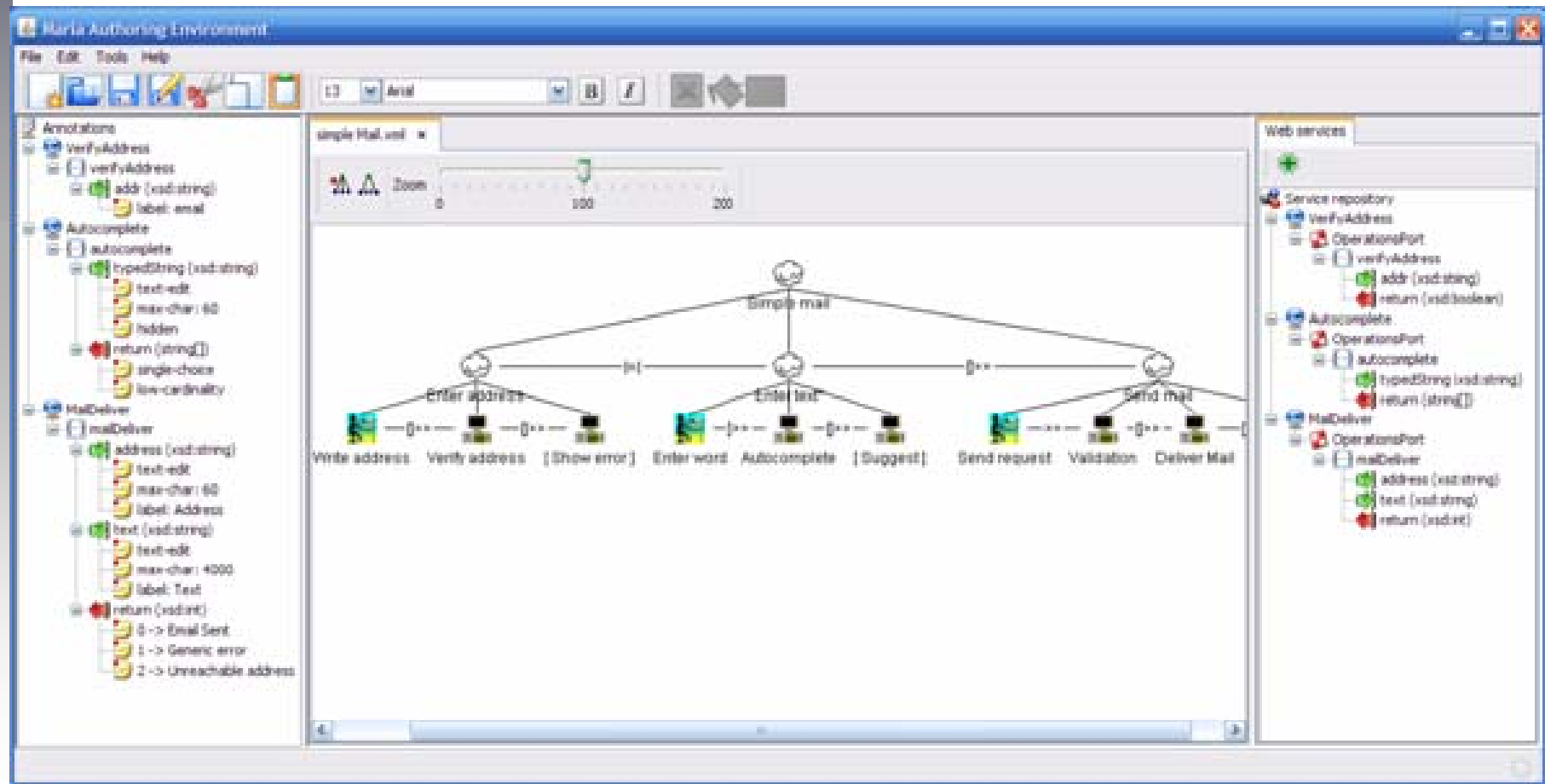
The Environment Architecture



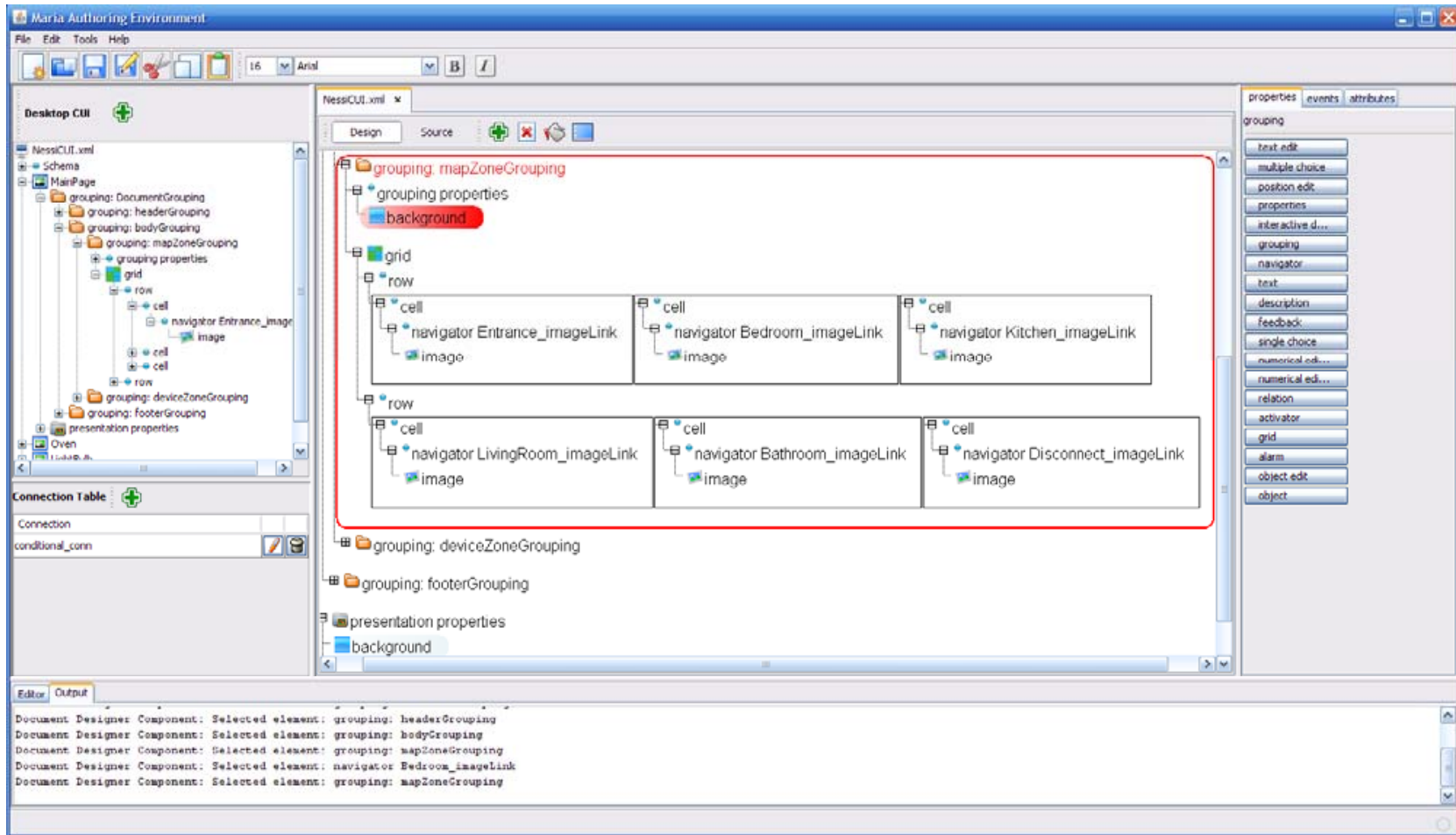
Two Main Phases



The Task-Service Binding Editor



MARIA Editor

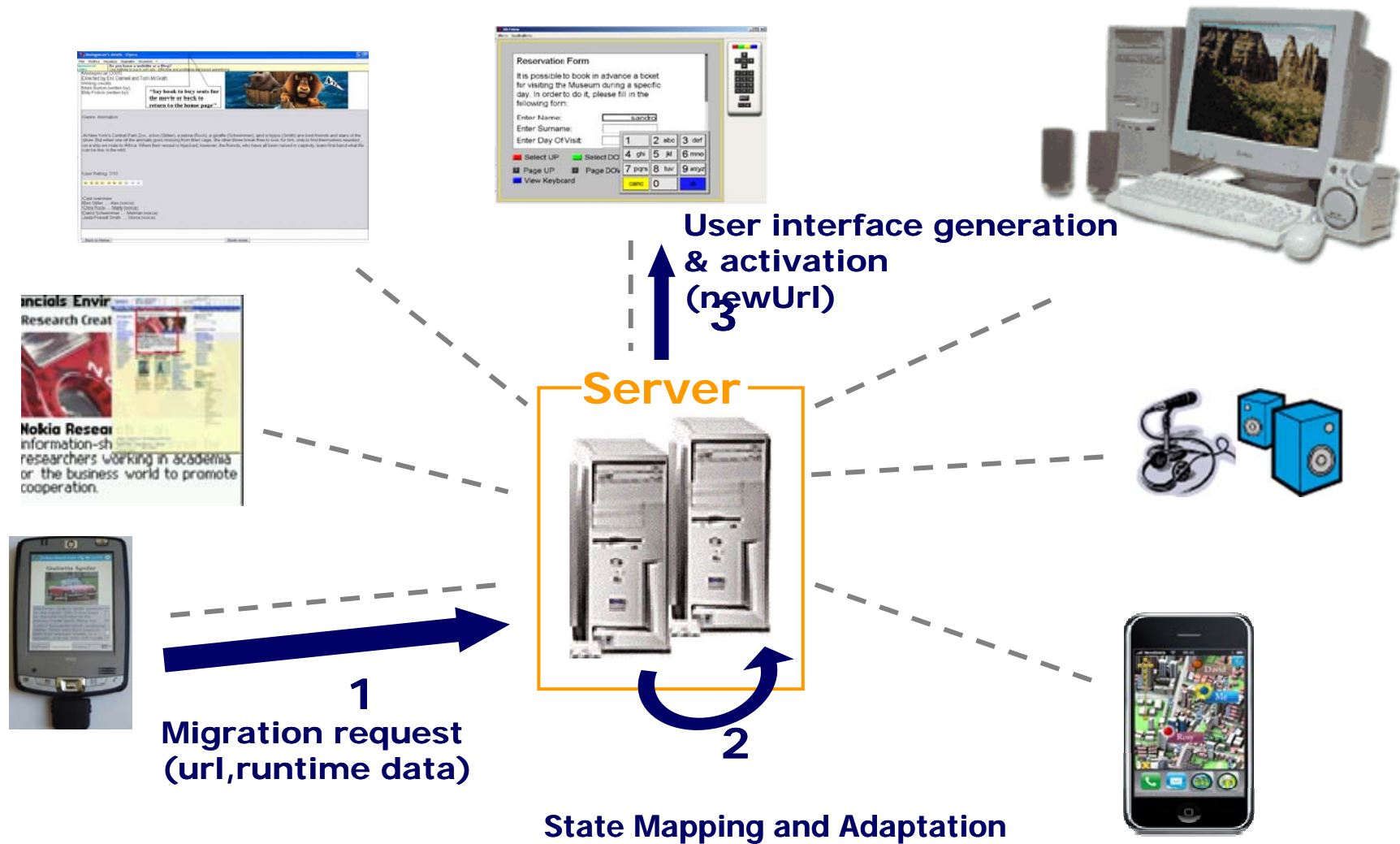




Why Migratory Interfaces

- Our life is becoming a multi-device experience
- One of the main source of frustration is that we need to restart for each device change
- Need for continuous access to interactive services across various devices
- Migratory user interfaces can transfer among different devices (from 'source' devices to 'target' devices), so as to allow the users to continue their tasks
- Application domains such as shopping, bids for auction on line, games, making reservations

Migration Architecture



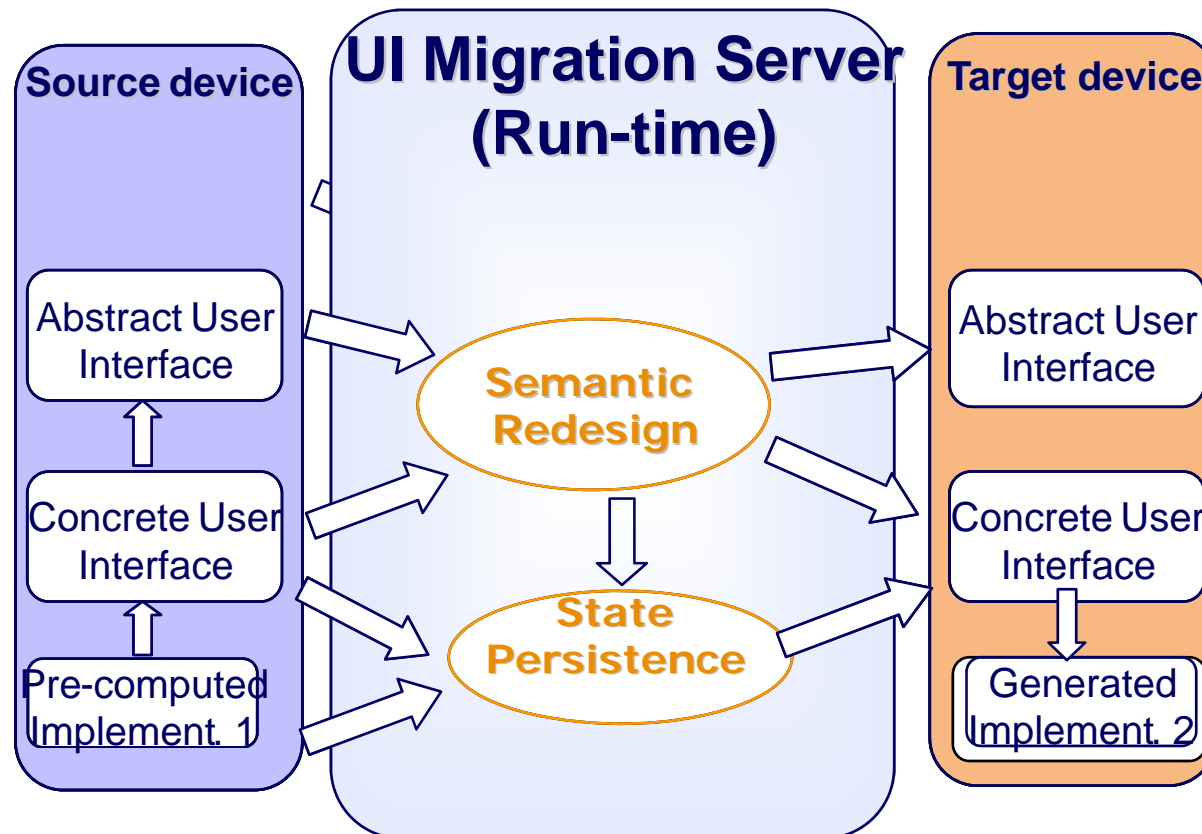


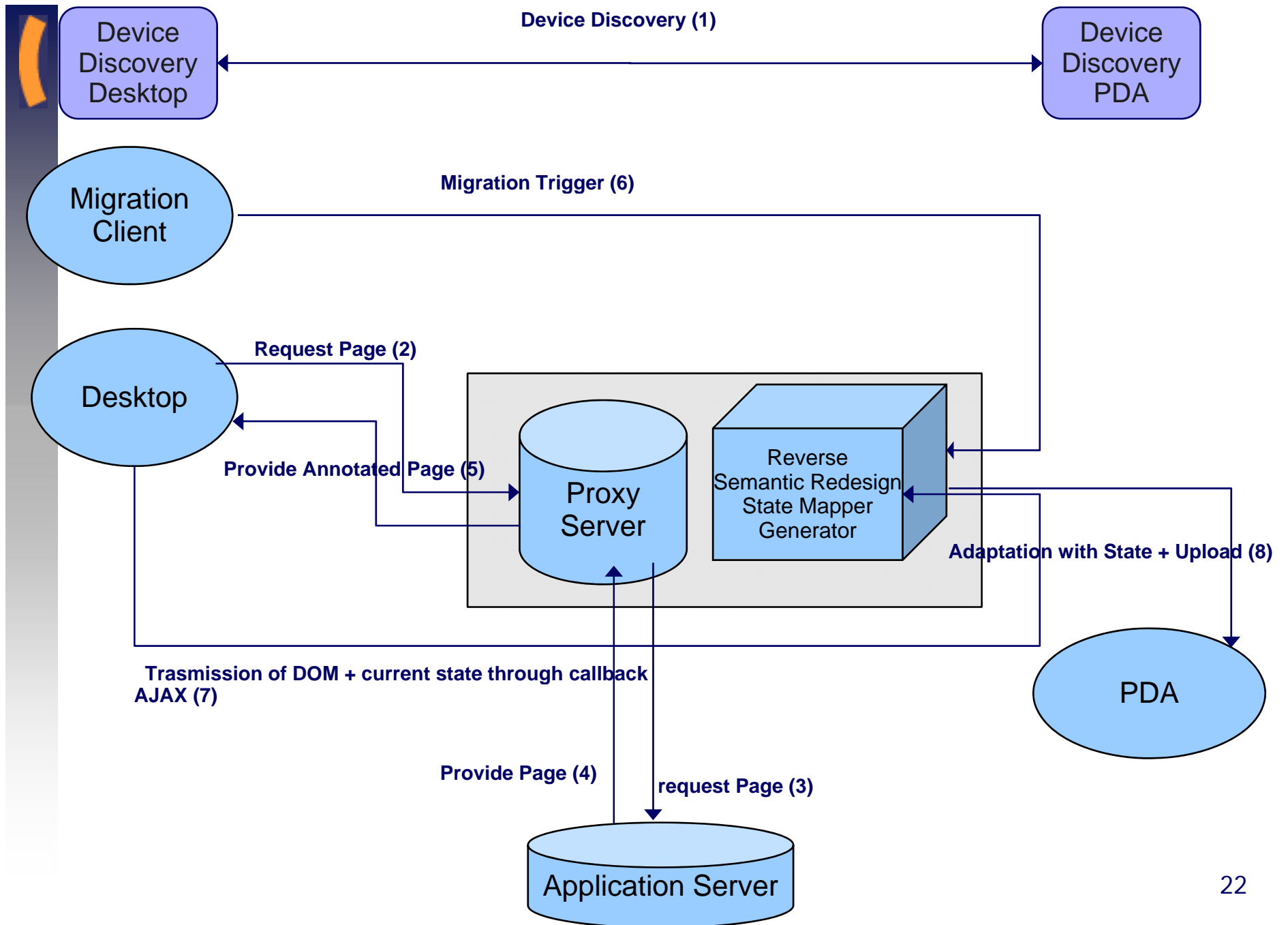
The Migration Process

- **Device Discovery:** Devices notify their presence
- **When to Migrate:** Migration Trigger (User or System or Mixed initiative)
- **Where to Migrate:** Identification of Target and its resources
- **What to Migrate:** User interface and/or Application logic
- **How to Migrate:** Adaptation (depending on the type of target)
- **State Persistence:** Source state extraction and association to target version
- **Activation in the target device:** at the point in which the user left off on the source device

User Interface Migration

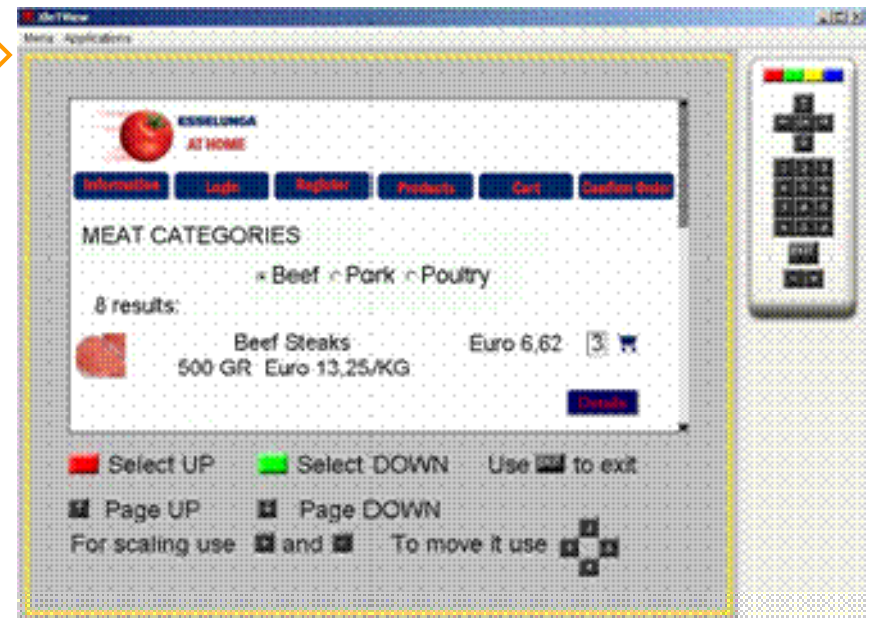
- Avoid ad-hoc solution
- Existing Web desktop Applications
- Possibility of targeting a variety of interaction platforms
- Use of Logical Description Languages





Migrating between mobile and Digital Tv

Migration



Migrating between desktop and mobile device

