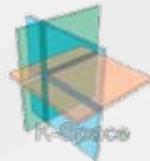




ramm.x



► new millenium, new media



Building Scalable and Smart Multimedia Applications on the Semantic Web



Graz University of Technology
Erzherzog-Johann-University



Michael Hausenblas

PhD defence talk, 26. Sep 2008, Graz, Austria

Agenda

- Motivation
- Real-world Multimedia Assets
- Data Access Layer
- Formal Representation
- Deployment Issues
- Conclusion

Motivation

<http://www.flickr.com/photos/mhausenblas/2883727293/>

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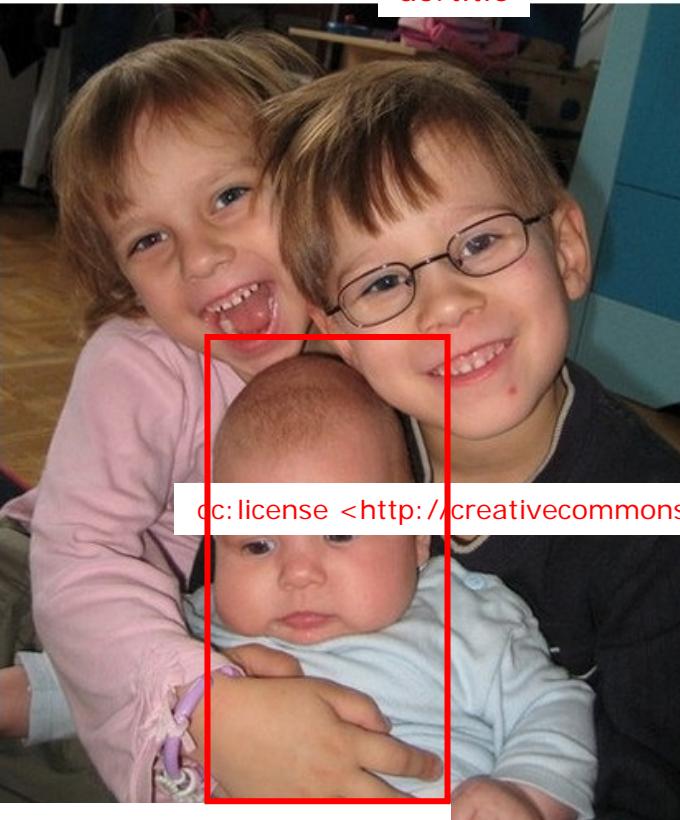
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Saphira, Ranya and Iannis

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dc:title

dc:license <<http://creativecommons.org/licenses/by/2.0/deed.en>>



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Motivation

- some global metadata is available (title, license, etc.)
 - tags
 - microformats, RDFa
 - mostly accessible via proprietary interfaces (e.g., [flickr API](#), etc.)
- fine-grained descriptions (such as 'region X depict person Y') are lacking

Motivation

- Enable the development of Web applications for **large-scale, high-quality content descriptions** and their **consumption** in order to:
 - find specific persons, objects etc.
 - perform temporal queries
 - create automated summaries (for example video skims, etc.)

Motivation

Semantic Web Multimedia Application

- a Web application (URI, HTML, HTTP)
- additionally, Web of Data compliant (RDF, vocabularies, etc.)
- fine-grained description and/or manipulation of multimedia content

Motivation



Motivation

- reusability
- trust, quality, etc.
- open world – serendipity
- semantics vs. pragmatics
(POSH – μ F – RDFa)
- **scalability vs. expressivity**

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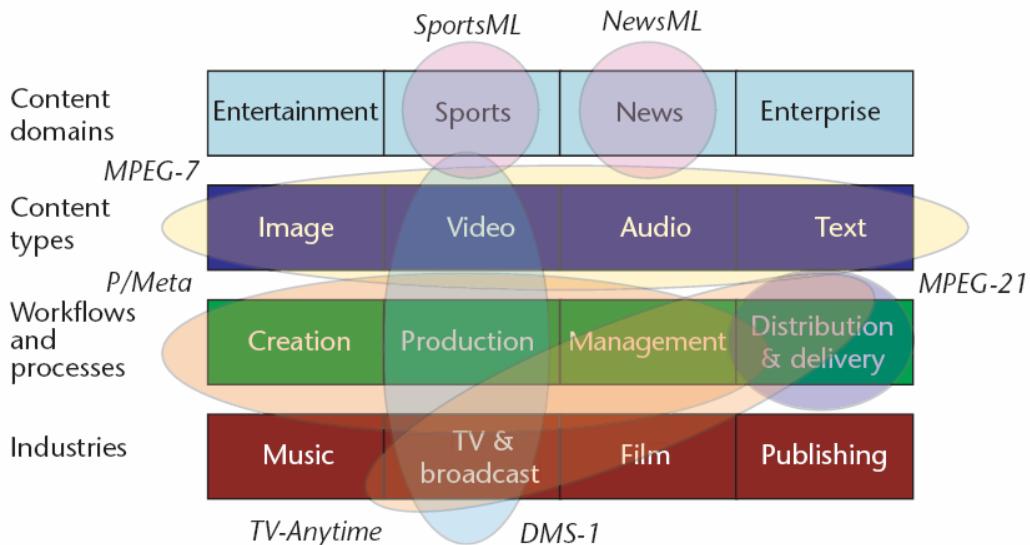
Real-world Multimedia Assets

- multimedia content and metadata
- large-scale deployment (typically Web-size)
- distributed environment, inhabited by contribuser (contributor and consumer roles)

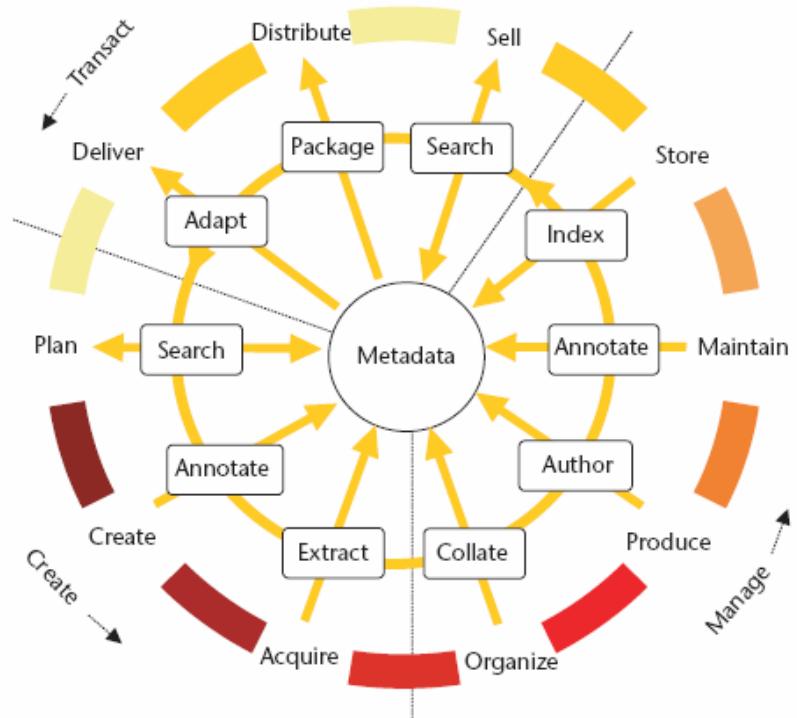
Real-world Multimedia Assets

- Multimedia content
 - modalities (audio, visual, etc.)
 - spatio-temporal aspects
- Metadata
 - type (administrative, low-level feature, domain semantics, etc.)
 - scope (global, fine-grained, etc.)

Real-world Multimedia Assets



metadata types and workflow [1]



Real-world Multimedia Assets

- In [2] we have described requirements for real-world multimedia content descriptions:
 - formal grounding
 - extensibility & reusability
 - linking (URI-based)
 - authoring & consumption
 - performance & scalability

Real-world Multimedia Assets

- ◀ still-images
- ◀ some administrative metadata
- ◀ scales well
- ◀ no fine-grained descriptions

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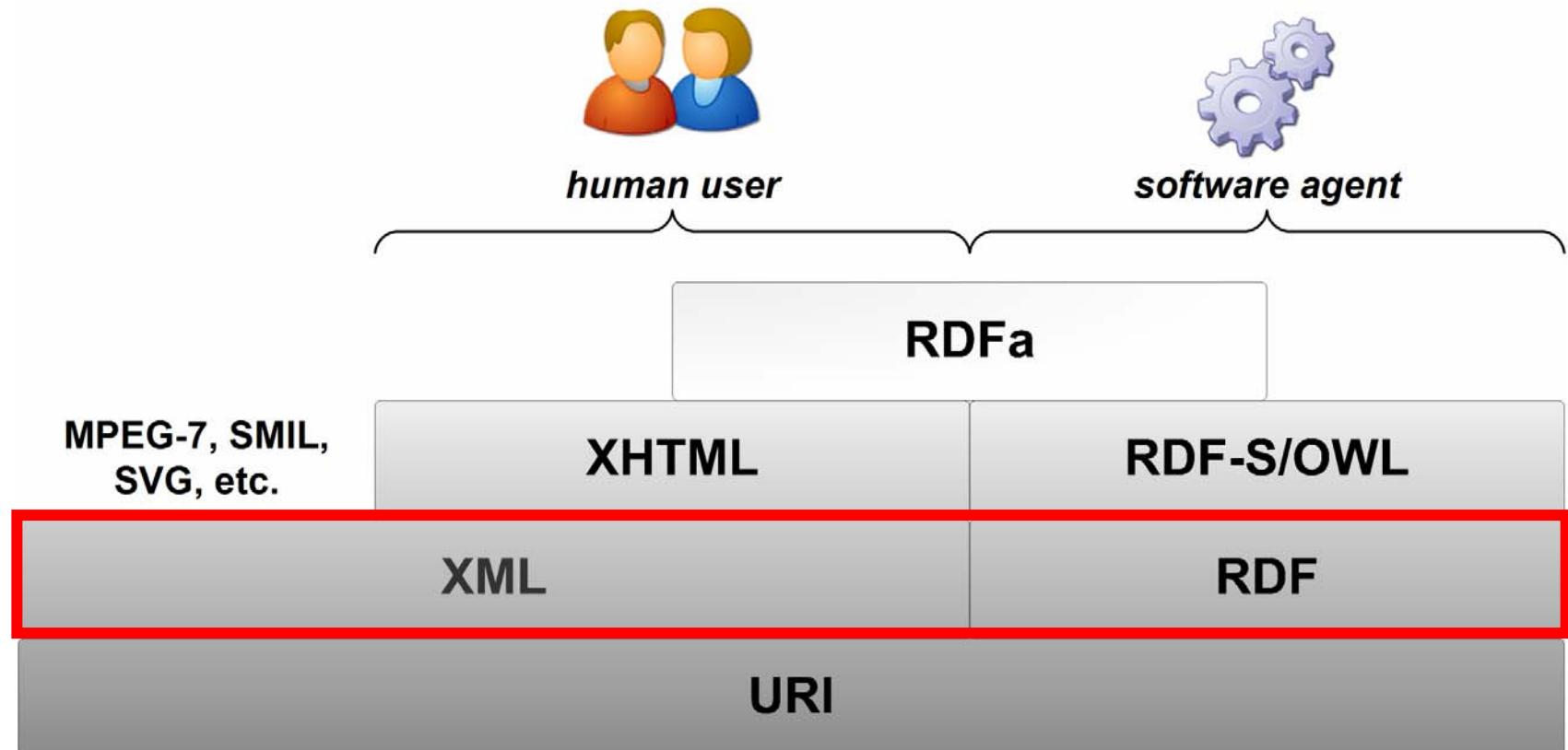
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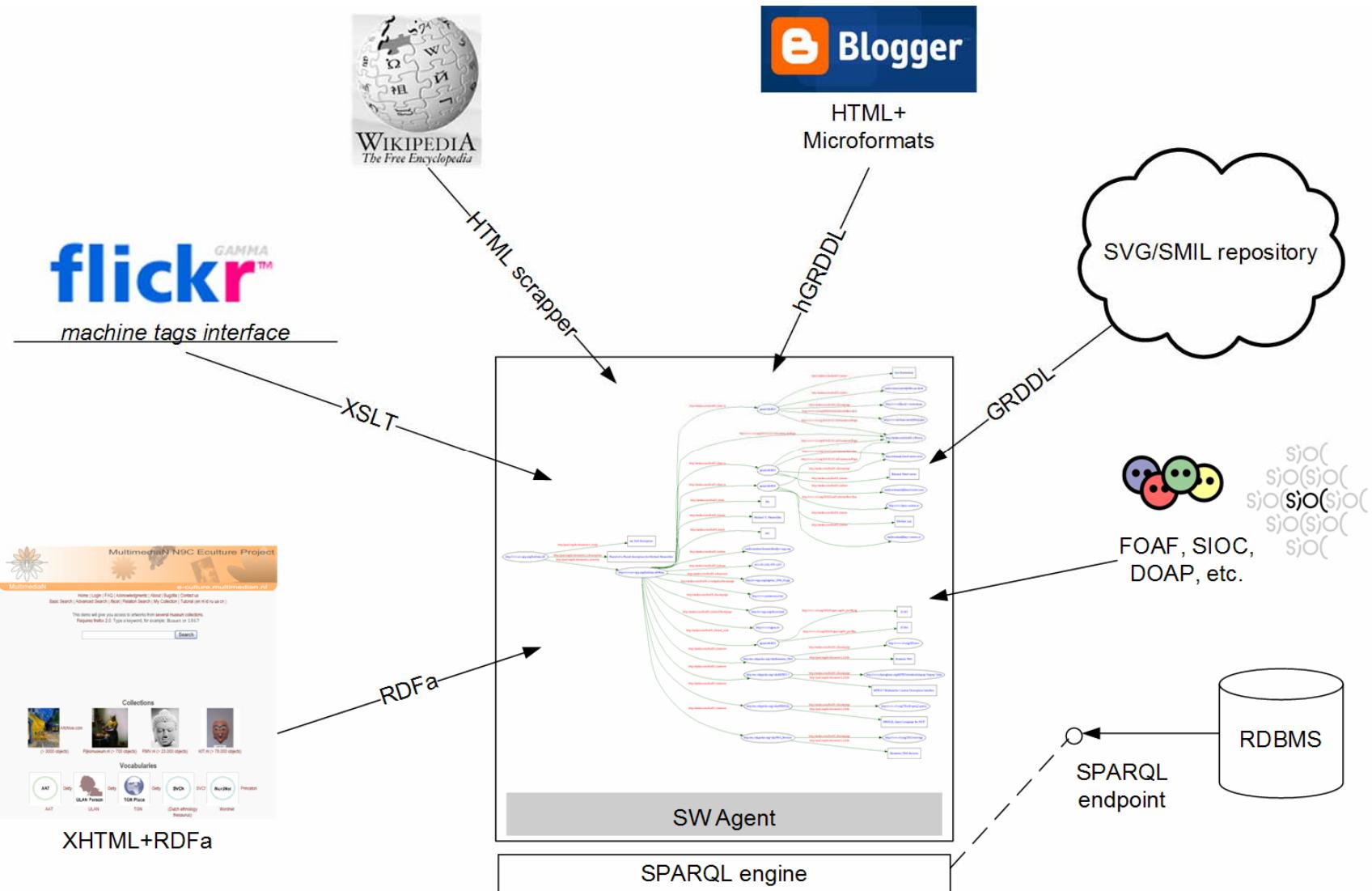
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Data Access Layer



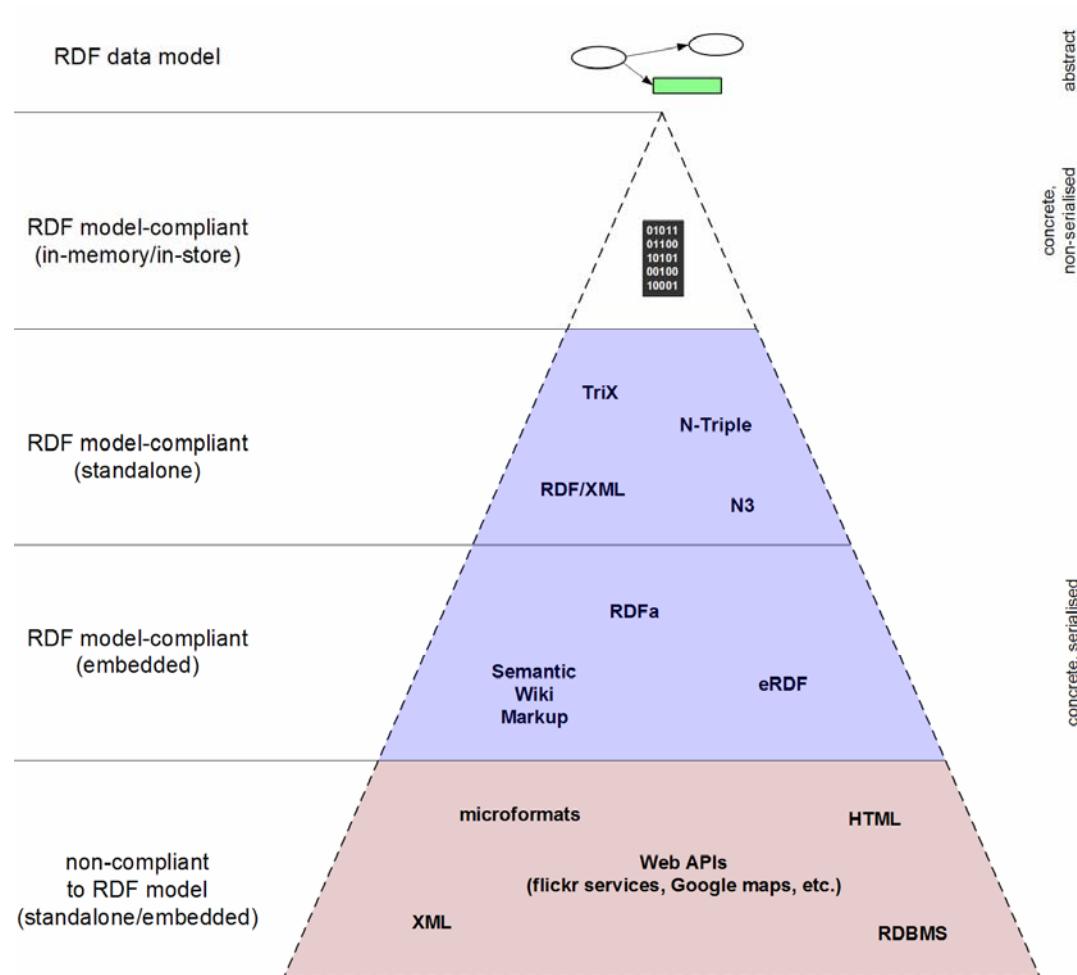
Data Access Layer



Data Access Layer

Virtual RDF Graphs [3]

- types of sources (cf. pyramid)
- characteristics of sources (dynamic, etc.)



Data Access Layer

- ➔ proprietary APIs optimised
- ➔ virtual RDF graphs expensive
- ➔ trade-off: embedded vs. referenced metadata

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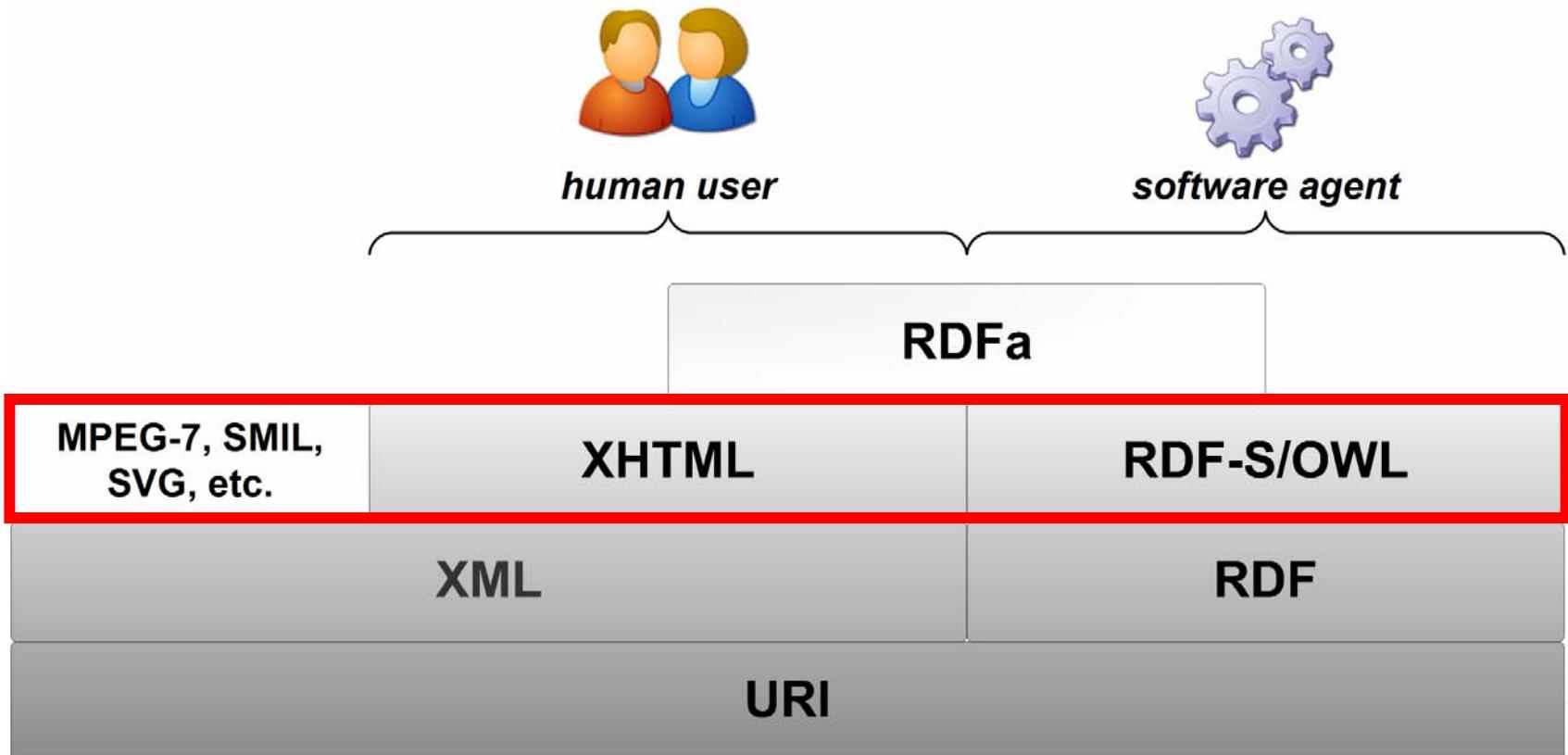
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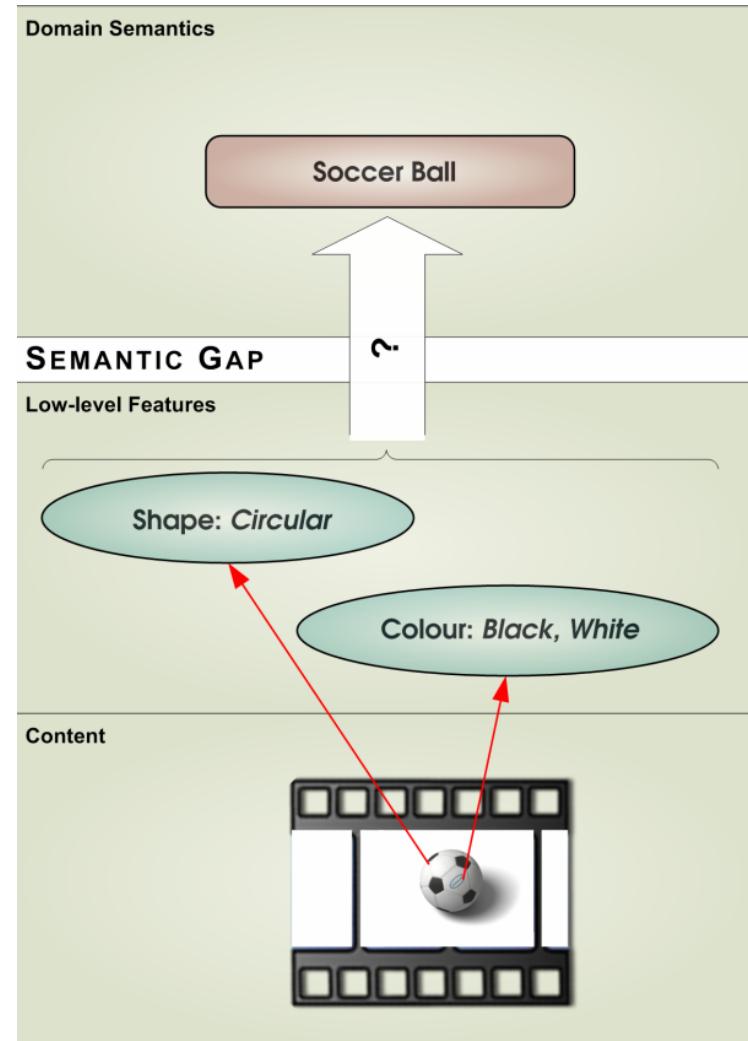
Formal Representation



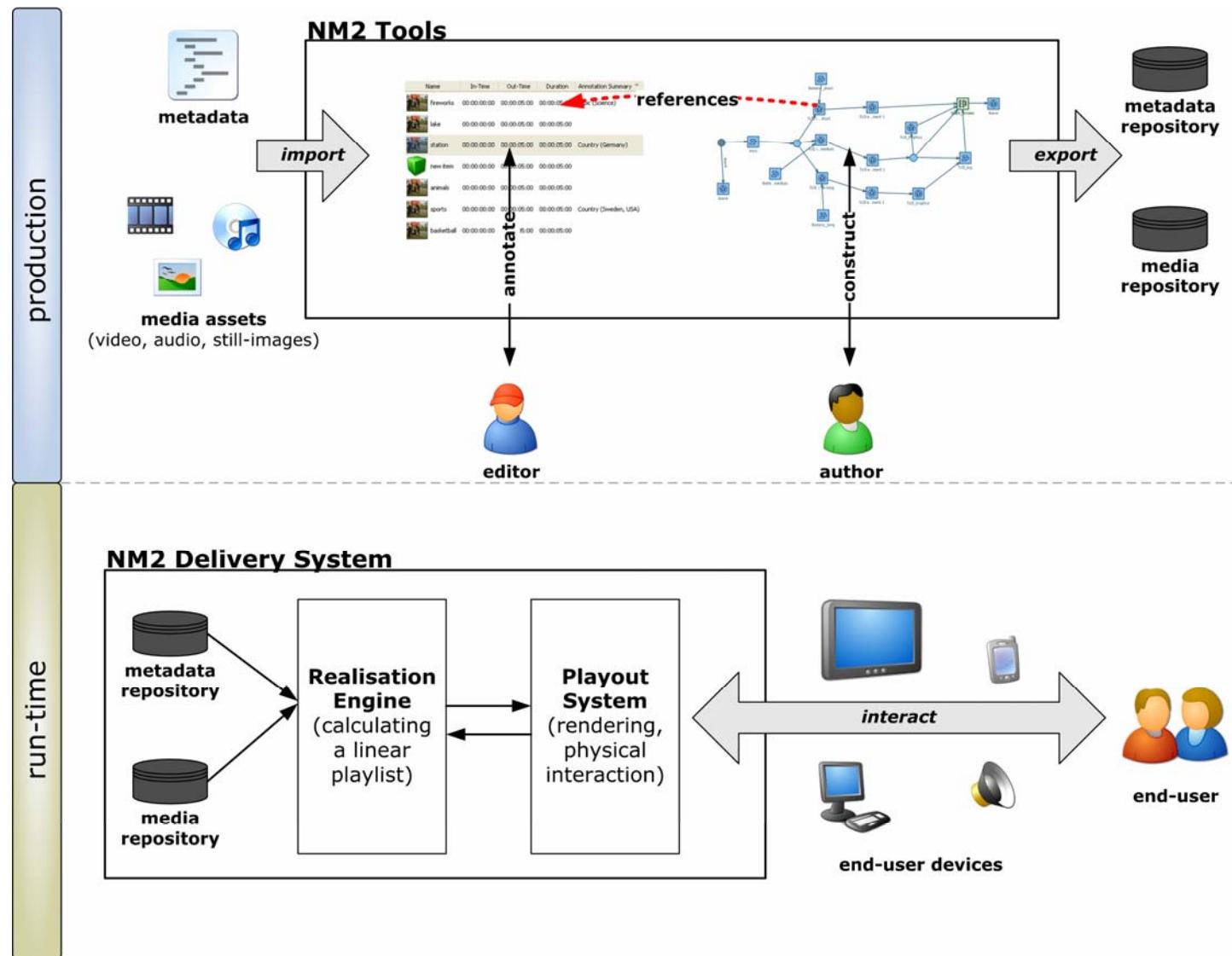
Formal Representation

Semantic Gap:

"The semantic gap is the lack of coincidence between the information that one can extract from the visual data and the interpretation that the same data have for a user in a given situation."



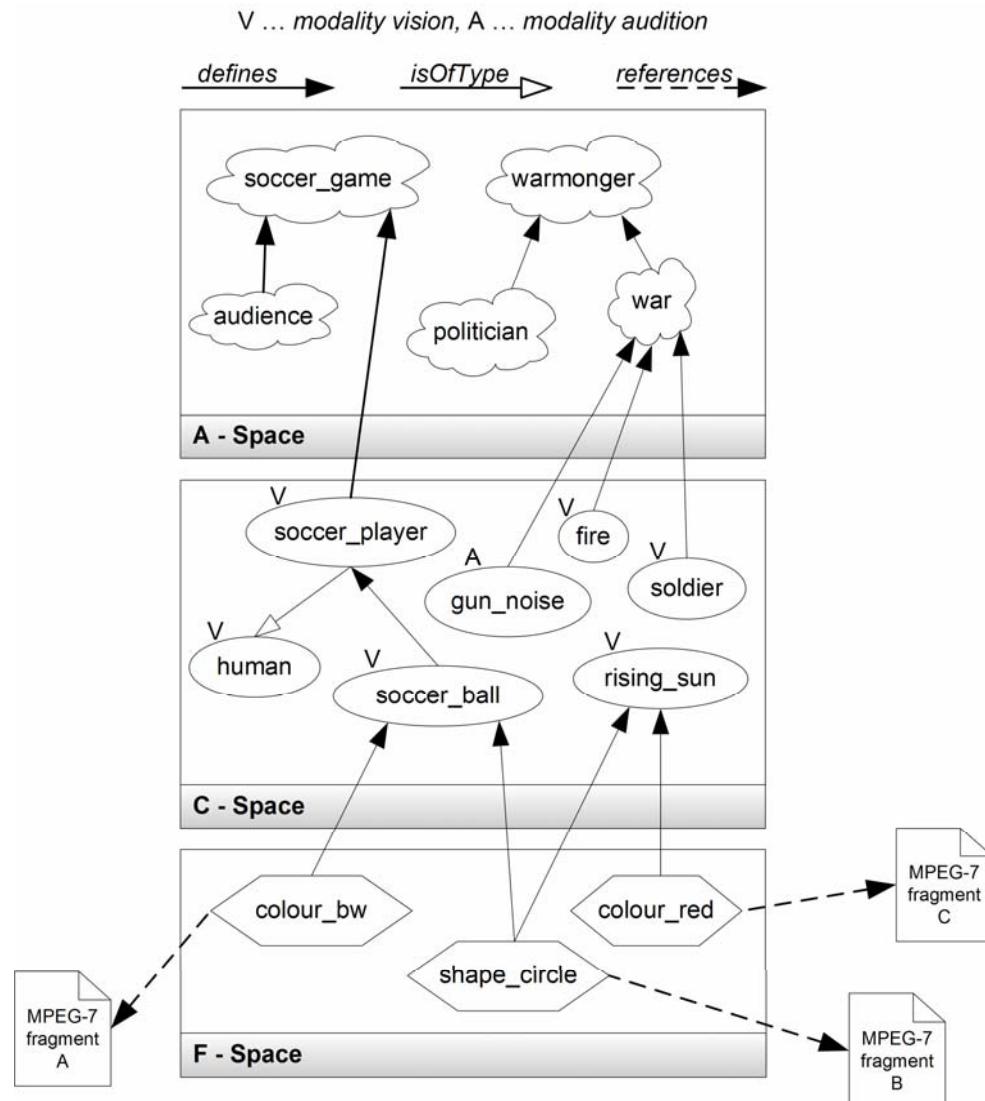
Formal Representation



NM2 (see [4], [5])

Formal Representation

- spaces
- subsidiary principle
- mapping
 - built-in rules
 - user-defined rules



Formal Representation

- 👎 only global descriptions
- 👎 rudimentary formal grounding

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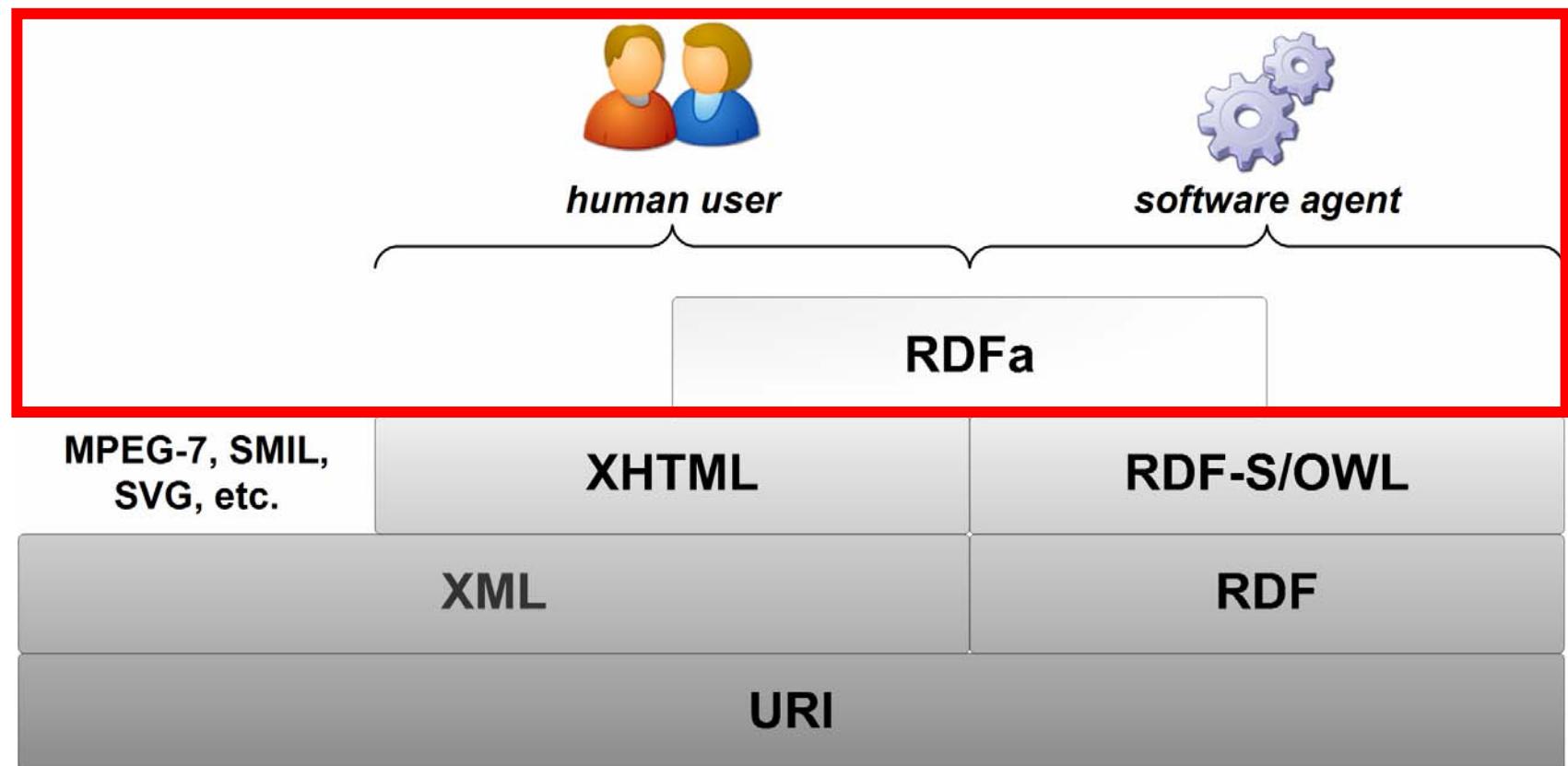
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Agenda

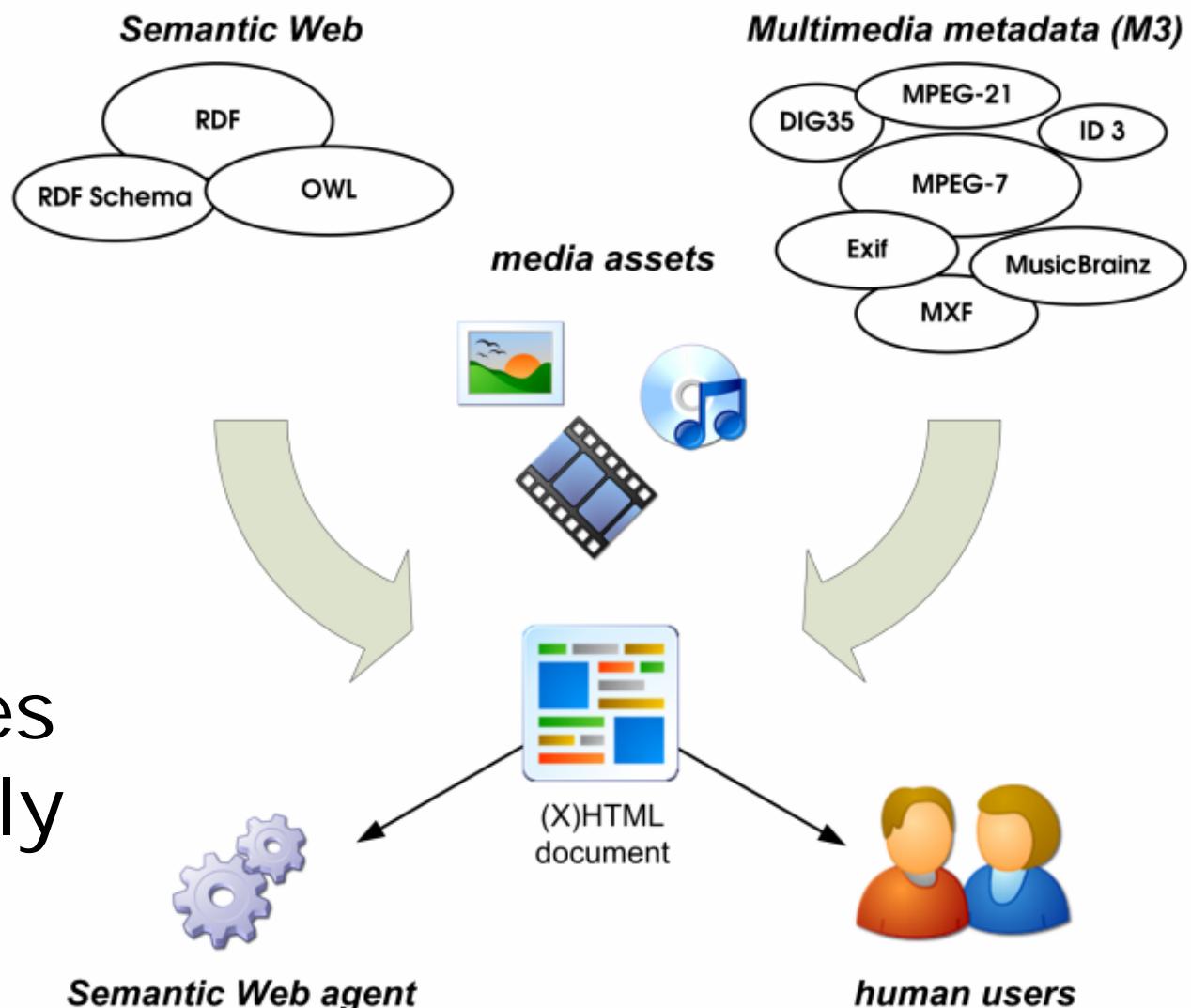
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Deployment Issues

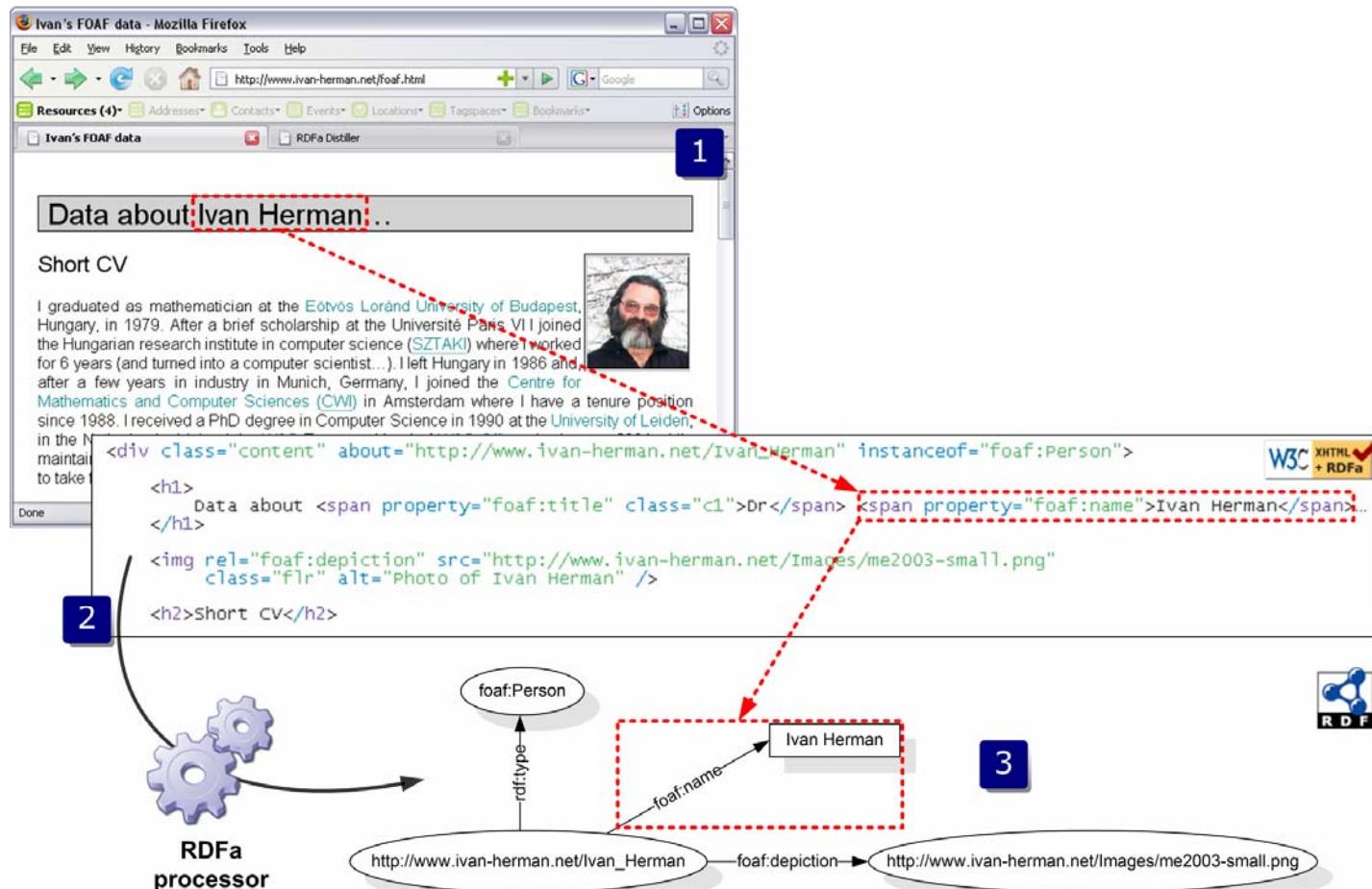


Deployment Issues

- reuse exiting formats
- serve humans *and* machines efficiently



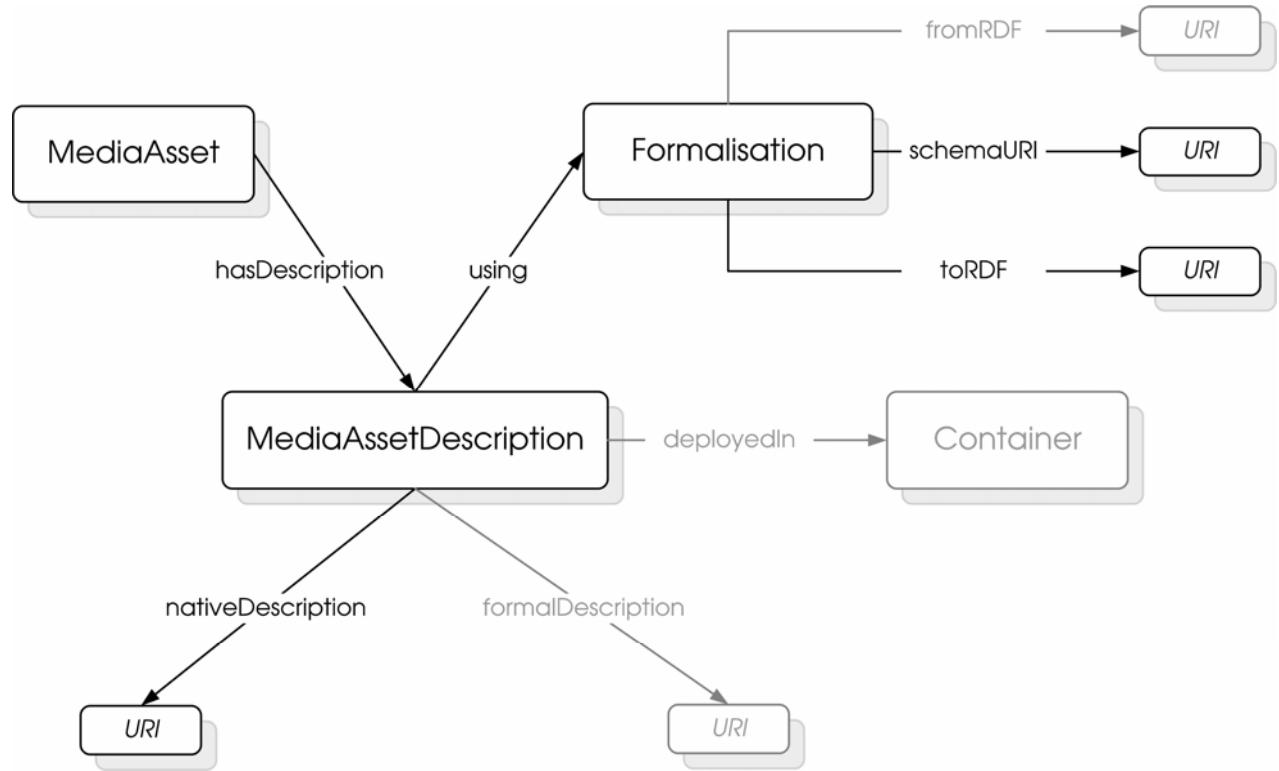
Deployment Issues



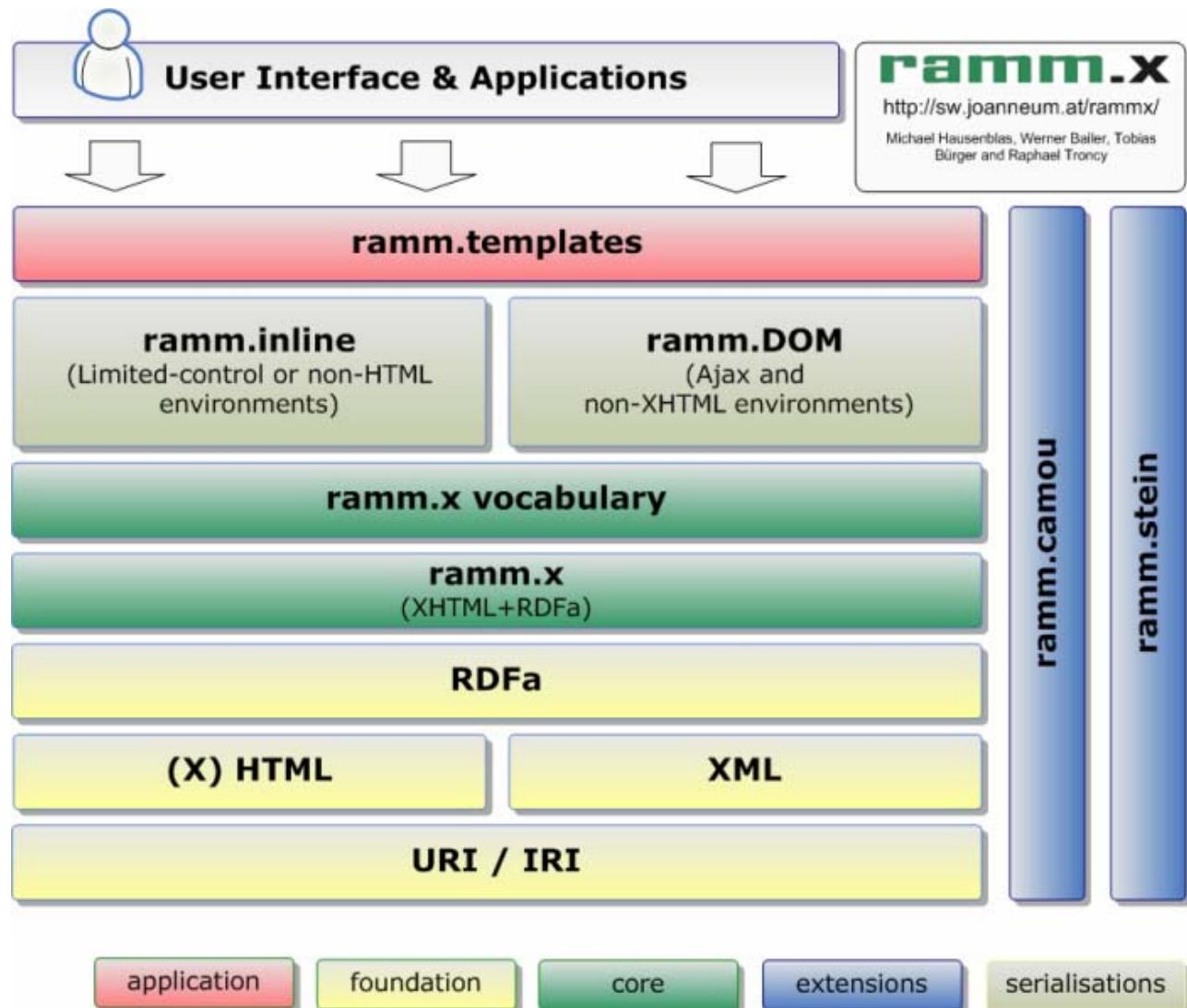
RDFa – a W3C standard for embedding RDF in (X)HTML using attributes.
[<http://www.w3.org/TR/xhtml-rdfa-primer/>]

Deployment Issues

- We have described a solution based on RDFa (ramm.x) in [6] and [7] for a number of use cases



Deployment Issues



ramm.stack

Deployment Issues

- 👎 mixed-style deployment of metadata
- 👉 ramm.x can be used (further research required)

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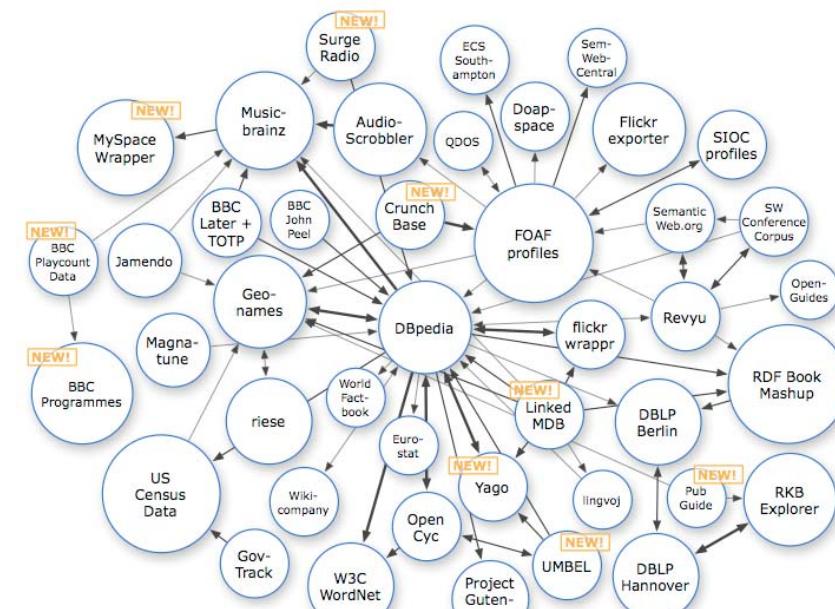
Conclusion

- from end-user's point-of-view multimedia content is easy to produce and share
- from professional user's point-of-view multimedia content requires lot of manual work (editing, distribution, etc.)
- metadata widely neglected
- some tasks (such as summarisation, surveillance, etc.) are hard if not impossible without metadata

Conclusion

Proposed direction: linked data

1. Use **URIs as names** for "things" (information resources & non-information resources)
2. Use **HTTP URIs** (globally unique, distributed ownership, allows people to look up those names)
3. Provide **useful information in RDF** (when someone looks up a URI)
4. Include **RDF links to other URIs** (to enable discovery of related information)



The linked data cloud in Sep 2008:
over 3 billion RDF triples and 3 million
links in over 40 datasets.



by courtesy of Chris Bizer

Conclusion

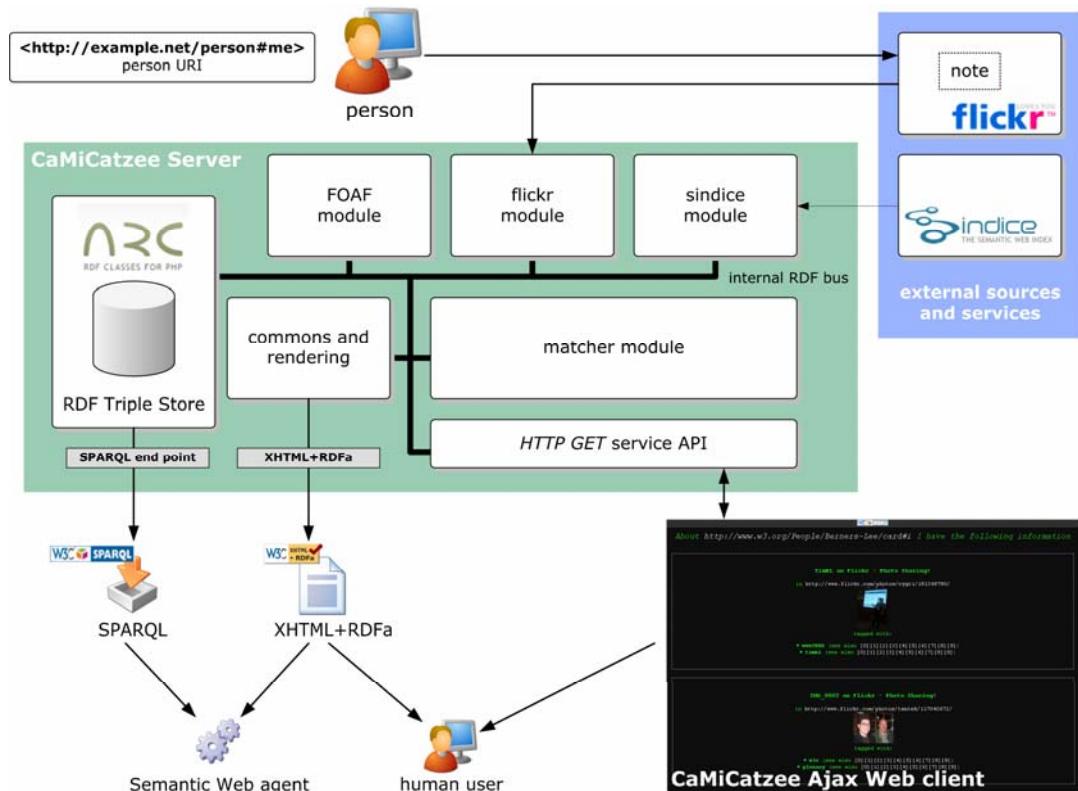
Interlinking Multimedia

- linked data principles
- common multimedia vocabularies, such as Exif, ID3, etc. along with [ramm.x](#)
- set of interlinking methods, such as User Contributed Interlinking [UCI](#)



Conclusion

CaMiCatzee,
an interlinking
multimedia
concept
demonstrator



Conclusion

Allows
FOAF-based
search for
person
depictions
on flickr photos

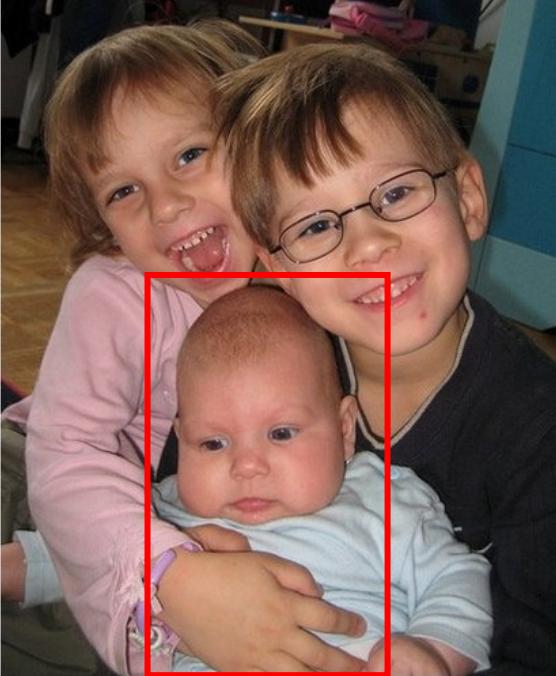
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Conclusion

- future research
 - discovery and usage of datasets ([voiD](#))
 - interlinking quality (user-contributed interlinking)
- related issues
 - provenance, trust & privacy
 - interaction (e.g. ubiquity [commands](#))



References

- [1] J. R. Smith and P. Schirling. Metadata Standards Roundup. *IEEE MultiMedia*, 13(2), 2006.
- [2] T. Bürger and M. Hausenblas. Why Real-World Multimedia Assets Fail to Enter the Semantic Web. *International Workshop on Semantic Authoring, Annotation and Knowledge Markup*, 2007.
- [3] M. Hausenblas, W. Slany, and D. Ayers. A Performance and Scalability Metric for Virtual RDF Graphs. *3rd Workshop on Scripting for the Semantic Web, collocated with ESWC07*, 2007.
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- [5] M. Hausenblas. Non-linear Interactive Media Productions. *Special Issue of ACM Multimedia Systems Journal on Canonical Processes of Media Production*, 2008.
- [6] M. Hausenblas, W. Bailer, and H. Mayer. Deploying Multimedia Metadata in Cultural Heritage on the Semantic Web. *International Workshop on Cultural Heritage on the Semantic Web, collocated with ISWC07*, 2007.
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