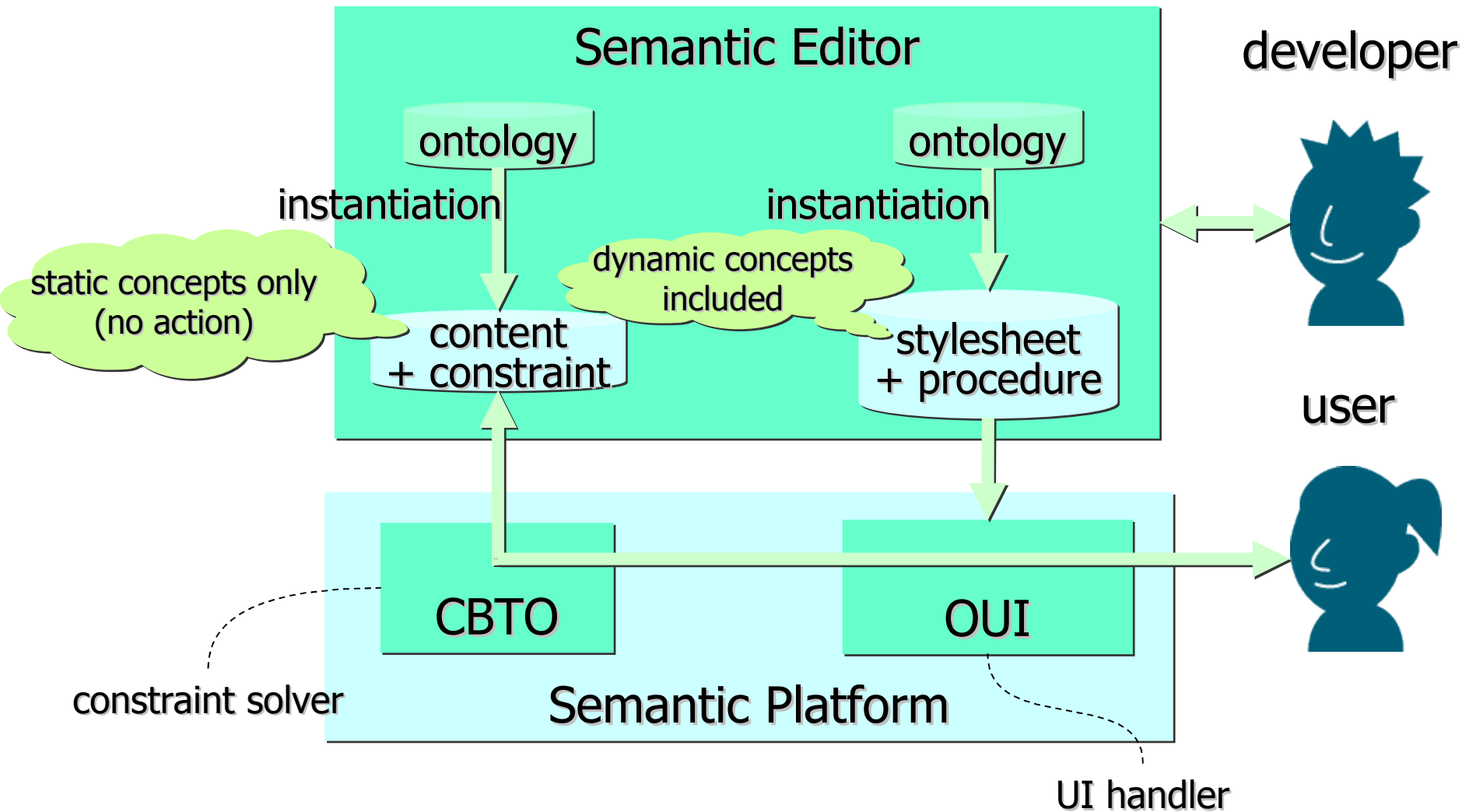


# **CBTO: Compositional Business-Task Organization**

**20070605**

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# Semantic Application Development



# CBTO

- **Compositional Business Task Organization**
  - execution of business task  
= composition of proof tree
  - service = provision of proof-tree parts
- **Horn-clause constraint**
  - interactive instantiation of clauses
  - subset of WRL, RuleML, etc.  
... no need for OWL-S, WSMO, etc.

# Compositional Organization of Query and Proof

- **service composition & coordination**



# Purpose of CBTO

- **end-user-semantics-oriented (Web-) service coordination**
- **interactive, constraint-satisfaction services**
  - **difficult with OWL-S, WSMO, etc.**
- **semantic transcoding adapting to user contexts (devices, interests, etc.)**
  - **due to OUI (Ontological User Interface)**
  - **CBTO cares about semantics only.**

# Constraints in CBTO

- **ontology**
  - constraints on types of nodes and links
  - as simple as RDFS or OWL-Lite
- **Horn clause**
  - creation & deletion of content
  - including finite-domain constraint
- **more general rule**

e.g.: A transportation event is necessary between two events occurring in different places.

e.g.: resource constraints

  - unexchangeable resources (time, people, etc.)
    - One can participate in at most one event at a time.
  - exchangeable resources (money, etc.)
    - Sum of all expenses is no more than the budget.
- **built-in predicate**
  - often directed (procedural)

# Horn Clause

- possibly directed (procedural) literals

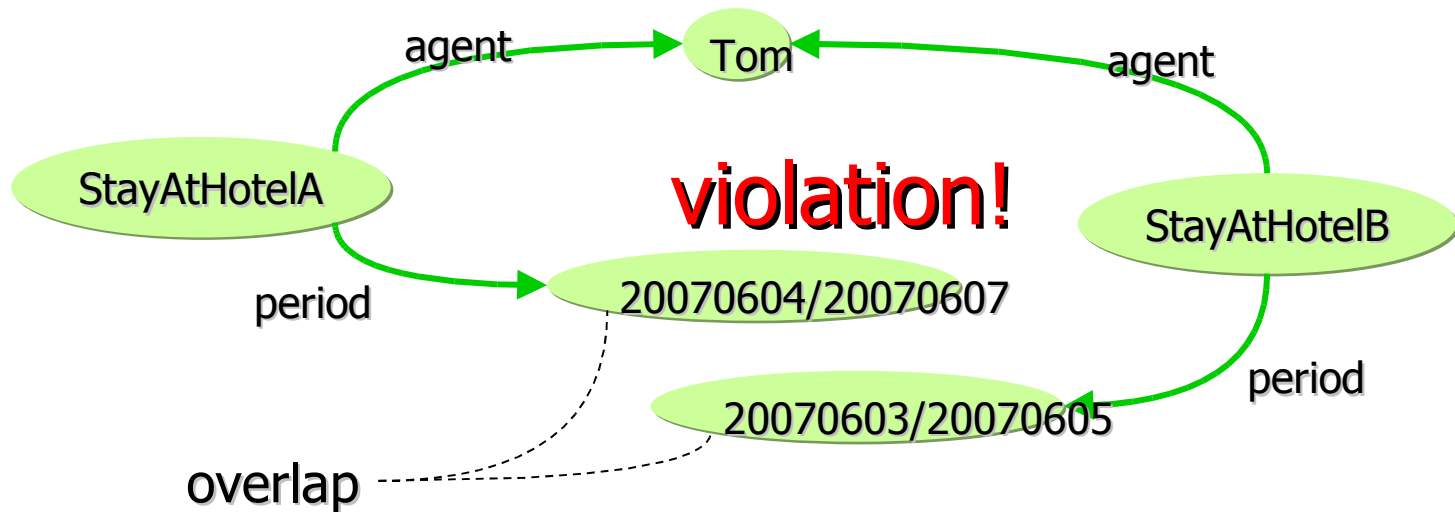
$p(X, Z) \leftarrow q(X, Y) \ \& \ r(Y, Z) .$

$p(X, Z) \leftarrow q(X, Y, U) \ \& \ r(Y, U, Z) .$

cycle in body = deadlock

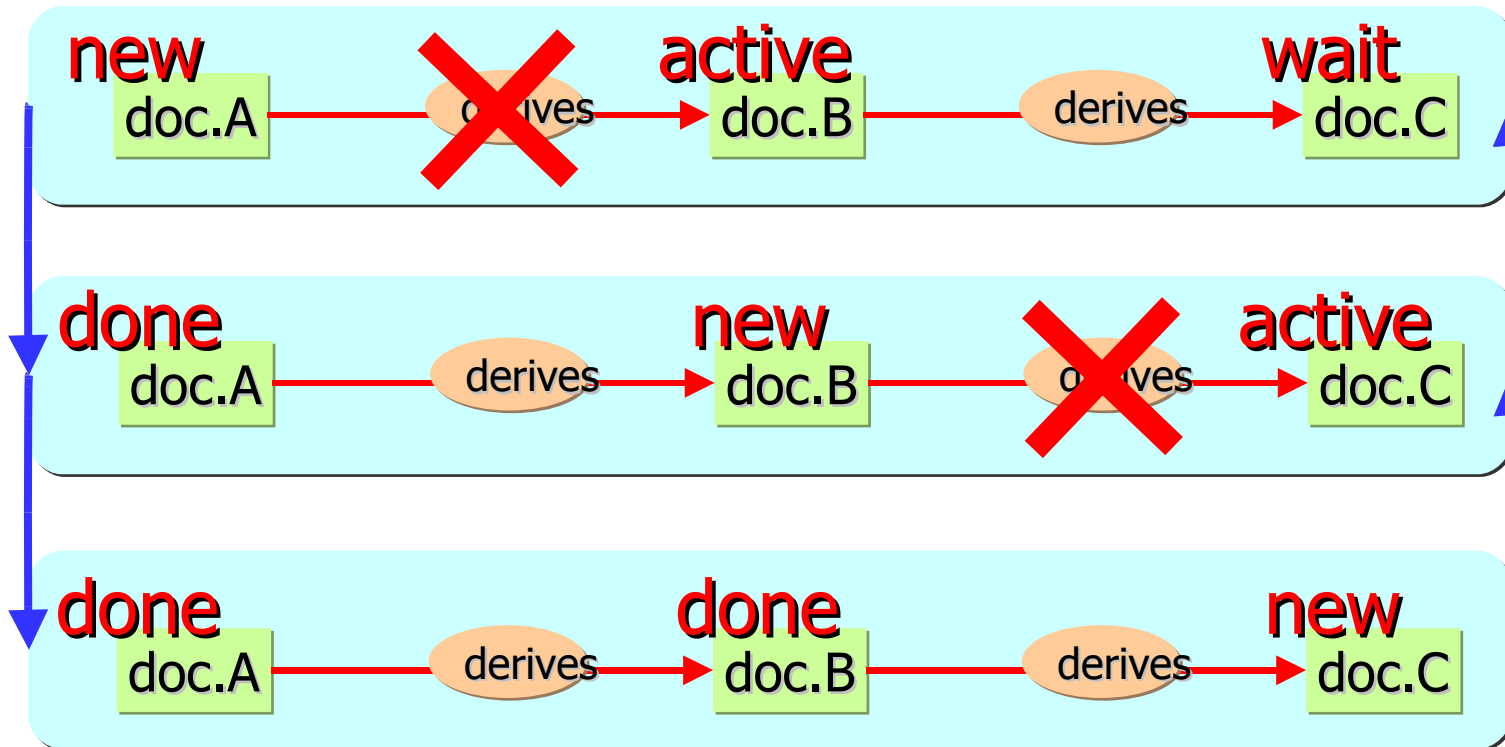
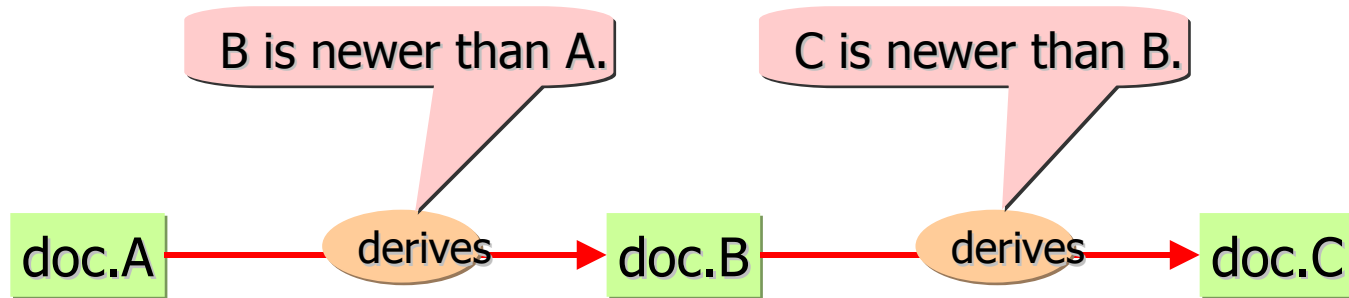
# Resource-Availability Constraint

- A person can participate in at most one event at one time.





# Constraint-Based Workflow



# Facts and Hypotheses

- Content (including truth values) may change over interaction with the user and the external world.
- fact
  - part of content fixed by interaction with the external world
- hypothesis
  - indeterminate part of content
  - Temporarily false hypotheses must be preserved.

# Accommodation

```
accommodation (Day) <-  
  stayHome (Day) .
```

```
accommodation (Day) <-  
  reserve (Day, Hotel) & stay (Day, Hotel) .
```

```
accommodation (Day) <-  
  reserve (Day, Hotel) & cancel (Day, Hotel)  
  & accommodation (Day) .
```

# Use Case: Accommodation Planning

- I've reserved Alexander Hotel. As I've realized that I like Davenport Hotel better, I'd like to stay there instead if possible.
- CBTO tries to reserve Davenport Hotel before canceling Alexander Hotel, in order to hold at least one reservation, because a reservation is an external interaction and hence might fail.

# OUI: Ontological User Interface

J	何らかの障害等を有するが、日常生活はほぼ自立しており外出する	1	交通機関を利用して外出する
		2	隣近所なら外出する
A	屋内での生活は概ね自立しているが、介助なしに外出しない	1	介助により外出し、日中はほとんどベッドから離れて生活する
		2	外出の頻度が少なく、日中も寝たり起きたりの生活をしている
B	屋内での生活は概ね介助を要し、日中もベッド上で生活している	1	車椅子に移乗し、食事・排泄はベッドから離れて行う
		2	介助により車椅子に移乗する
C	一日中ベッドにおいて介助を要する	1	自力で寝返りを行う
		2	自力では寝返りもうたない

## ●動作

自立	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
要見守り	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
不可	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## ●ADL7段階評価

		歩行	食事	排泄	入浴	更衣
自立	1	すべて自力	すべて自力	すべて自力	すべて自力	すべて自力
	2	ほとんど自力 まれに介助	ほとんど自力 まれに介助	ほとんど自力 まれに介助	ほとんど自力 まれに介助	ほとんど自力 まれに介助
半介助	3	ほぼ自力 ときどき介助	ほぼ自力 ときどき介助	ほぼ自力 ときどき介助	ほぼ自力 ときどき介助	ほぼ自力 ときどき介助
	4	自力と介助が半々	自力と介助が半々	自力と介助が半々	自力と介助が半々	自力と介助が半々
	5	ときどき自力 ほぼ介助	ときどき自力 ほぼ介助	ときどき自力 ほぼ介助	ときどき自力 ほぼ介助	ときどき自力 ほぼ介助
	6	まれに自力 ほとんど介助	まれに自力 ほとんど介助	まれに自力 ほとんど介助	まれに自力 ほとんど介助	まれに自力 ほとんど介助

● GUI according to an ontology-based bidirectional stylesheet

● user's interaction with ontology-based content

● low-cost development of GUI

# Summary

- **separation**
  - **semantics (content)**
    - **constraint (ontology)**
    - **CBTO: constraint solver**
      - **workflow, planning, etc.**
  - **UI (layout & input)**
    - **bidirectional stylesheet**
    - **OUI: UI handler**