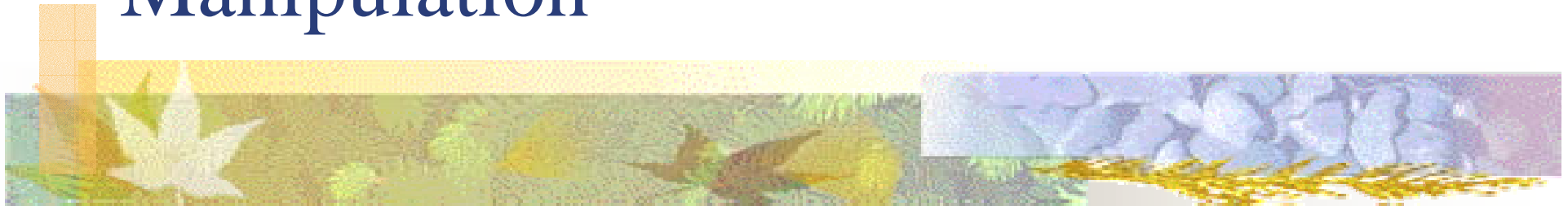




# Authoring Transformations by Direct Manipulation



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# Outline

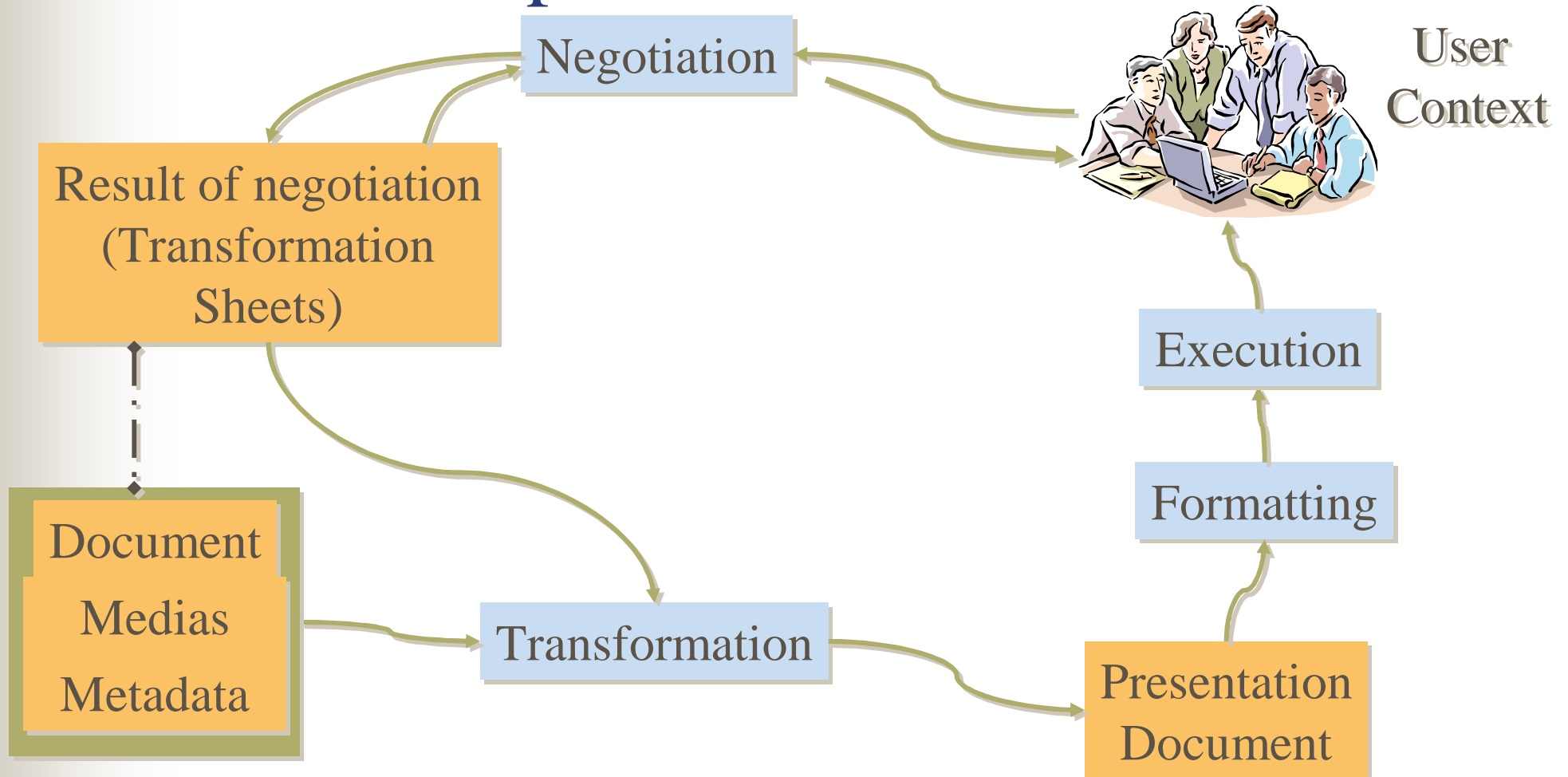
- Motivation
- Transformations authoring
- Incremental transformations
- Conclusion and perspectives



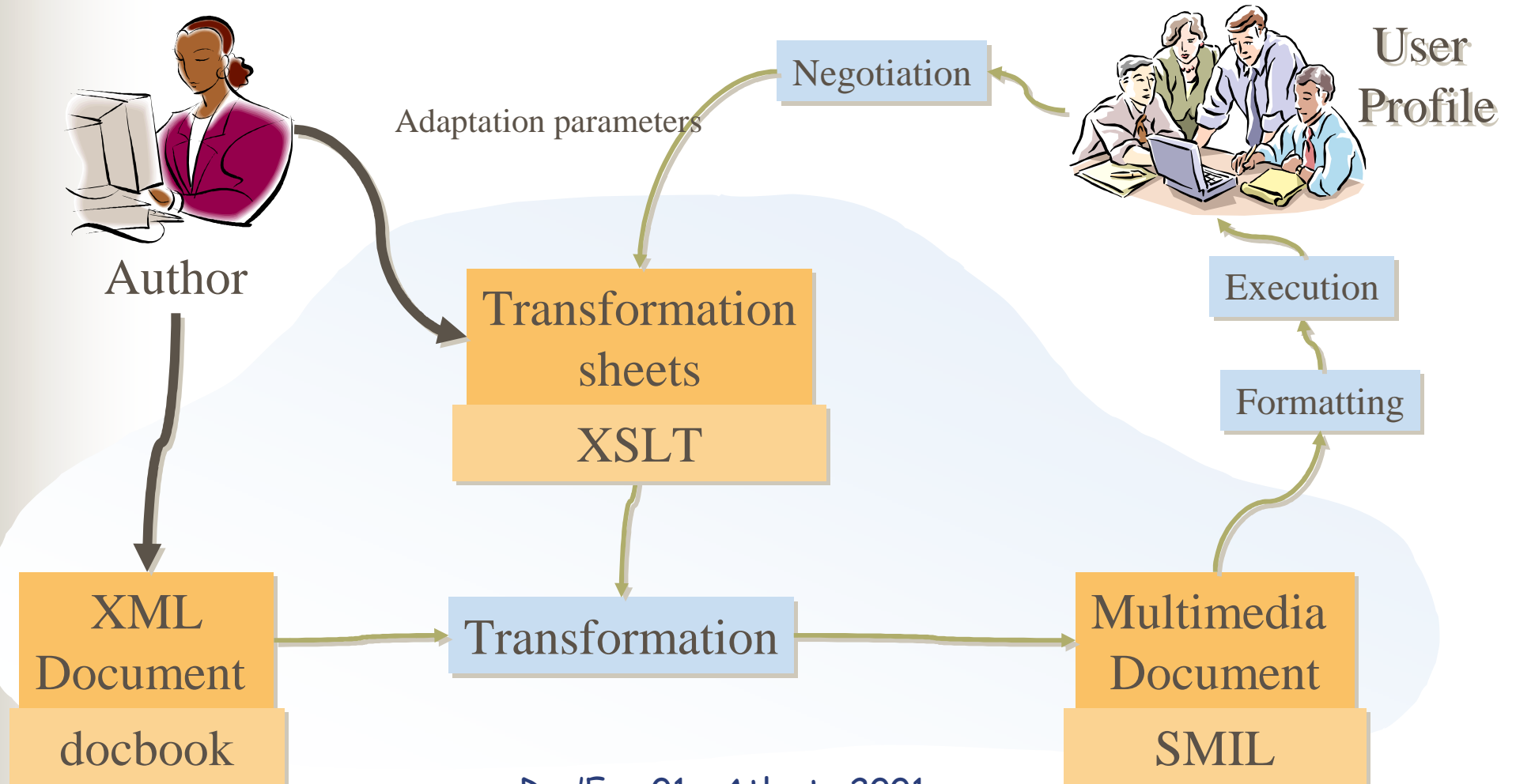
# Motivation

- Authoring multimedia presentations for classes of document
- Authoring adaptable presentations

# Multimedia presentation architecture



# Author involvement





# Author skills

- Classes of document
  - Generally for professional
  - Need heavy infrastructure (database, schema)
- Adaptable presentation
  - For any authors (novice, professional, etc.)
  - Optional schema

No transformation coding => direct manipulation



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# Transformation sheets authoring

## ■ Difficulties

- Programming language (XSLT)
- Multimedia: multiple dimensions

## ■ Current tools: text editing + debugger

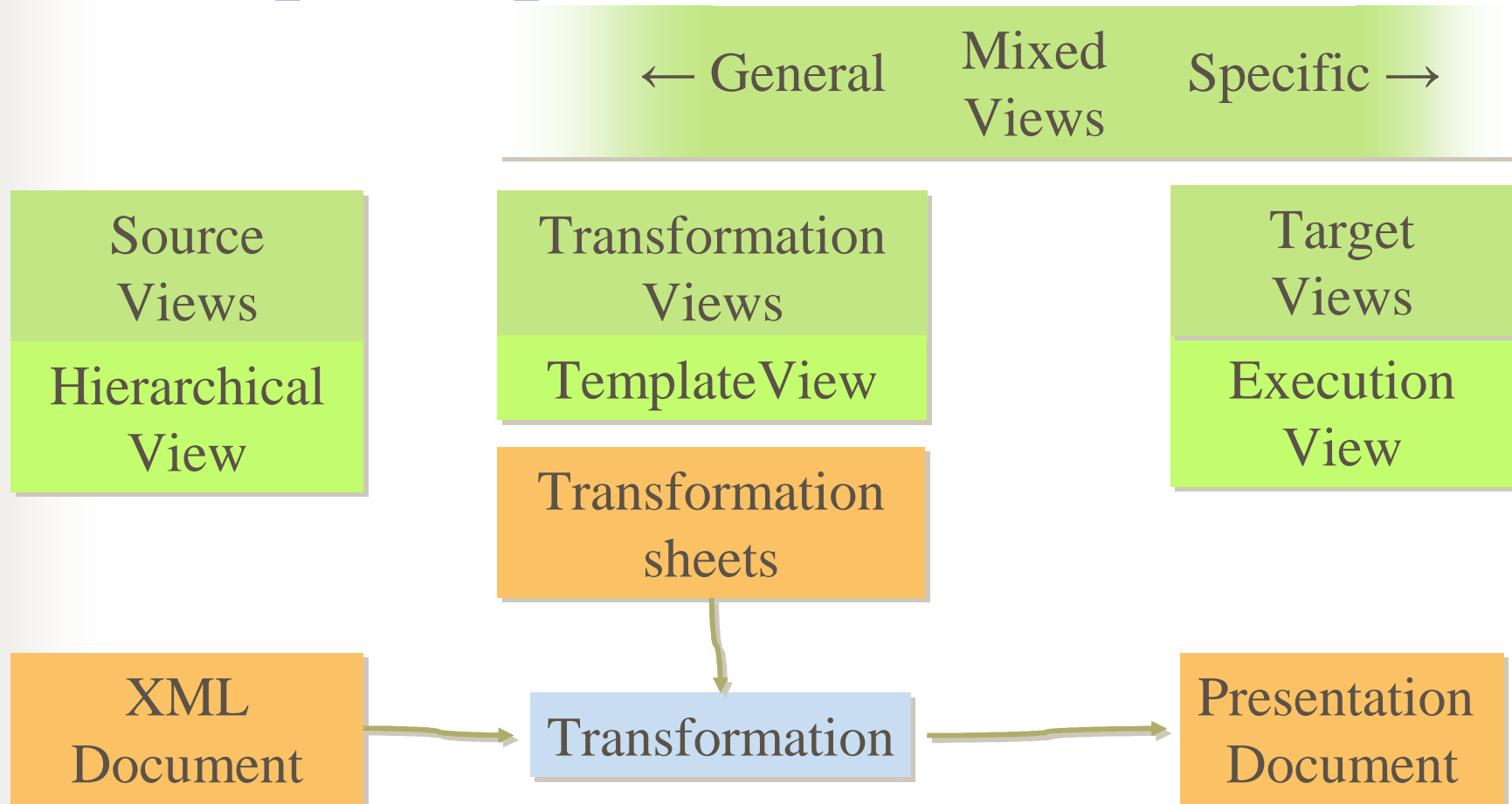


## ■ Our solutions

- For general purpose transformations: Visual language (cf. Emmanuel Pietriga)
- For multimedia: direct manipulation through several views



# Main principles





# Authoring by direct manipulation

- Build expressions (XPath) in a source view
- Drag and Drop expressions/templates in a target view
- Select and modify the presentation in a target view:  
"classic" multimedia authoring by direct manipulation
  - Move media object, add new media, set style, set temporal relation, etc.

⇒ Which transformation rules to modify or generate ?



# Input parameters for XSLT generation

- Target context: author selection
  - Target node, position in parent
  - Template/for-each node
  - Source node
- Resulting nodes of expression
  - Arity (0, 1 or many)
  - Type (element, attribute, etc.)
- Editing mode for the presentation part: local or global



# Examples

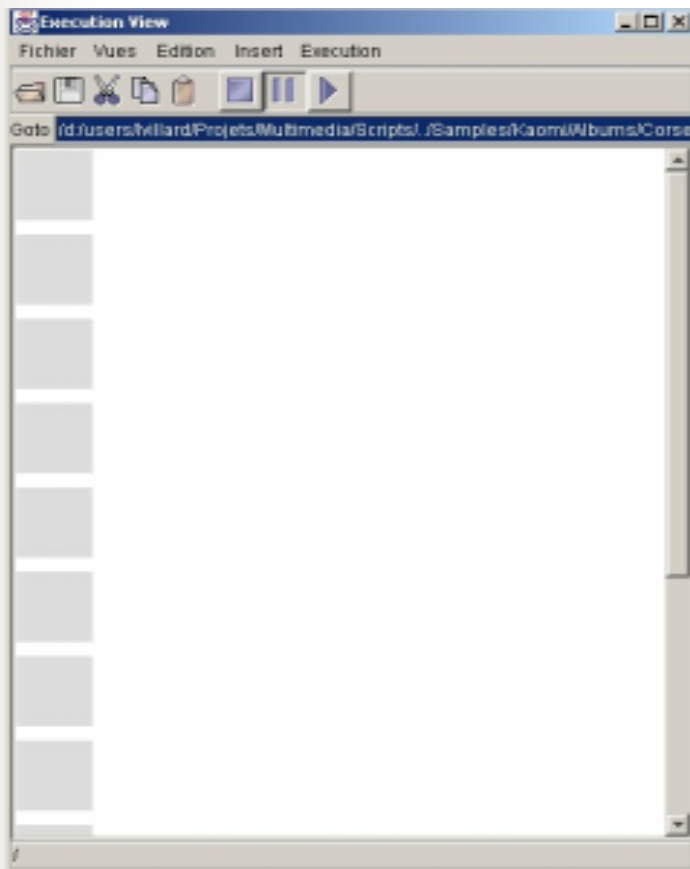
- Arity of the resulting node set
  - 1 : generates an if instruction
  - Many : generates a **for-each** instruction
- Target node type
  - Image : generates a **src** attribute
  - Text : generates text content



# Editing mode: local

- The author expects to have a local modification  
=> Produce code to identify the selected node
- Example: insertion of an image in the transformation sheet

# Example: image insertion







# XSLT modification

```
<xsl:template match="album" mode="sp">  
  <s:region id="title"/>  
  <apply-templates select="photo" mode="sp"/>  
</xsl:template>
```

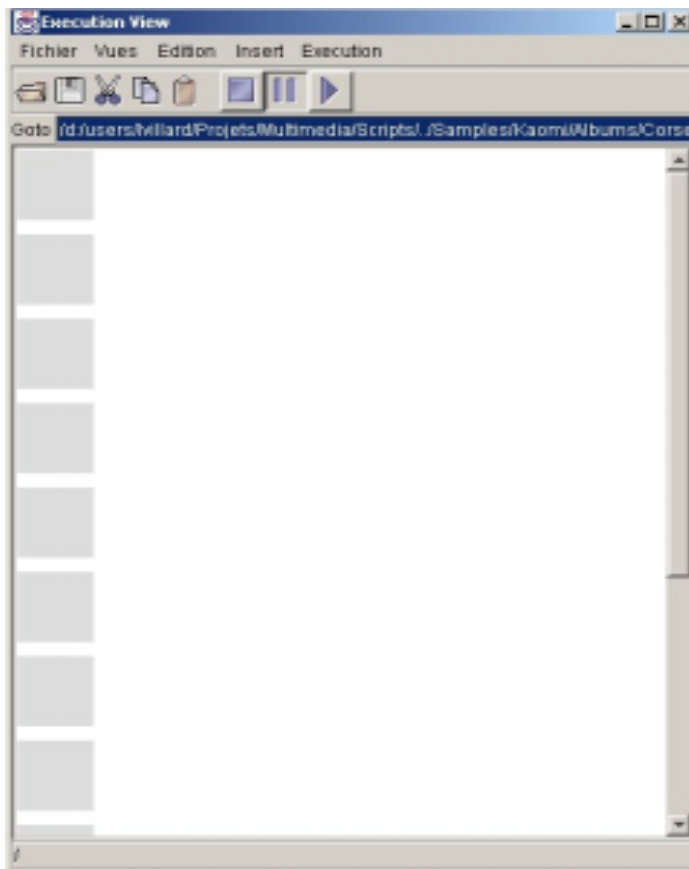
```
<xsl:template select="photo"  
  mode="sp">  
  <s:region>  
    <xsl:if test="position()=3">  
      <s:region id="rPhoto-3"/>  
    </xsl:if>  
  </s:region>  
</xsl:template>
```



# Editing mode: global

- XSLT production for the nodes selected by an expression
- Must deal with all multimedia dimensions

# Example



# XSLT modification

```
<xsl:template select="photo" mode="te">  
  <s:image region="rPhoto{generate-id()}" />  
</xsl:template>
```

```
<xsl:template select="photo" mode="sp">  
  <s:region>  
    <s:region id="rPhoto{generate-id()}" />  
  </region>  
</xsl:template>
```



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# Incremental transformation

Two step process

- Preprocessing: transformation sheets analysis
  - Build templates and variables dependency graphs
  - Build re-evaluation rules  
(Editing operation, Instructions to be re-evaluated)
- Incremental processing
  - Execute the instructions computed during the first step





# Conclusion

- First experiments

- for-each/apply-templates instructions
- Target view: execution view

- Implementation

- In an existing multimedia authoring tool : Kaomi
- Incremental processor implemented inside Xalan (Apache Software Foundation)



# Perspectives

- At the implementation level
  - Consider more editing operations (remove, modification, etc.)
  - Consider other views (Timeline, etc.)
- At the theoretical level
  - Generation of relative expressions
  - Generation with Schema awareness
  - Take into account transformation rules that modify processor context (param, variable)