

Prototyping Open Hypermedia Extention on LivingOM

lomScope and lomMirror

Tomohiro Oda

LivingOM

A hypermedia system to support collaboration in a community

- to develop a common languages (Concepts)
- to share documents and links
 - automatically insert links to concept's definition into artifacts in repository

Sounds great. What's problem?

- Collaborative works of a community
 - does not be completed just by the community,
 - but also involves activities and artifacts by other groups.

- How to make external artifacts easier to understand for US?

- How to make OUR artifacts easier to understand for outsiders?

How?

Two prototypes:

- lomScope

- proxy server with hypermedia functionality for insiders

- lomMirror

- proxy object on a community's server for both insiders and outsiders

What's difference?

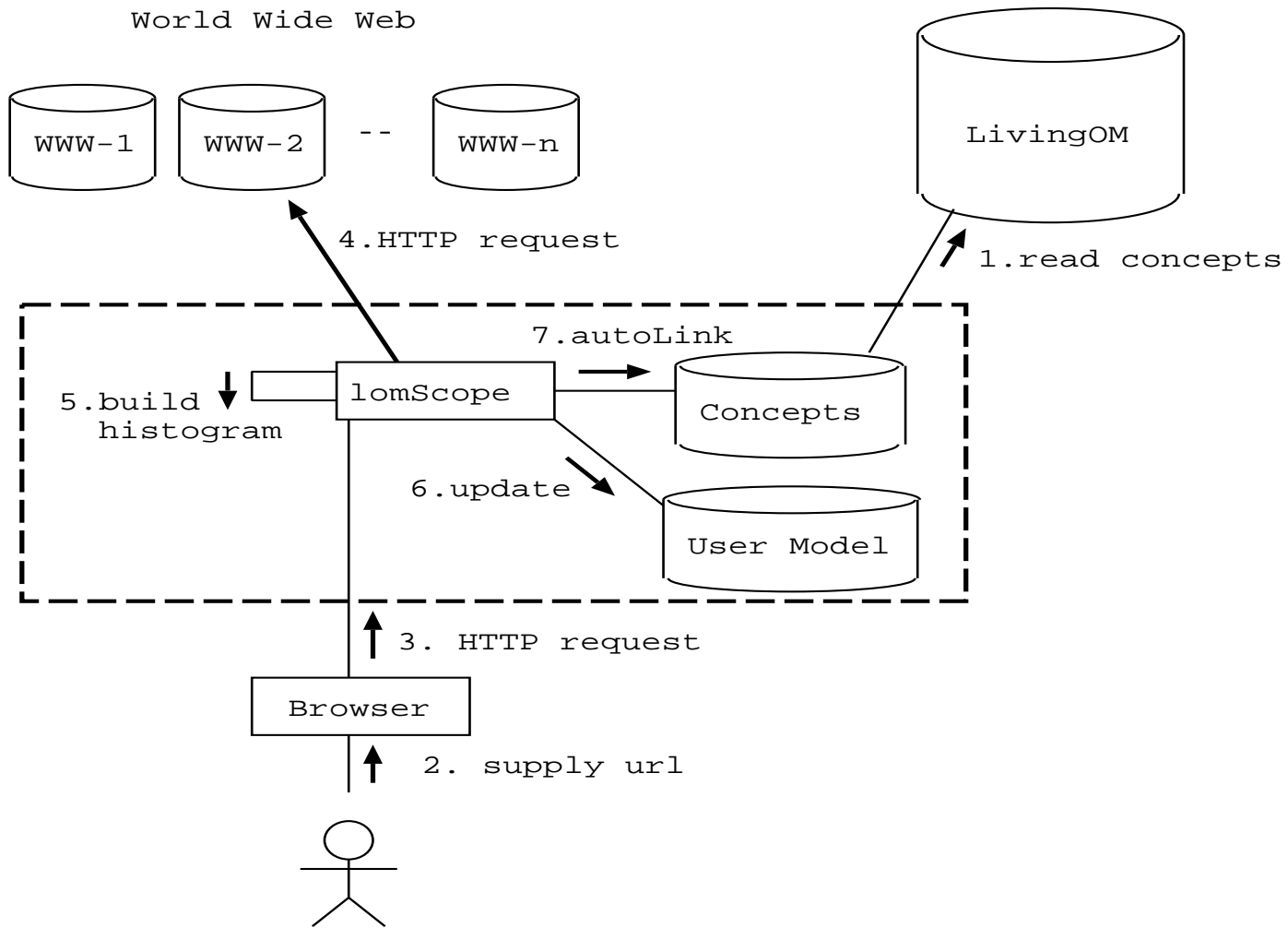
lomScope

- proxy server for single user
- adaptive to user
 - develops user model by watching words in HTML documents

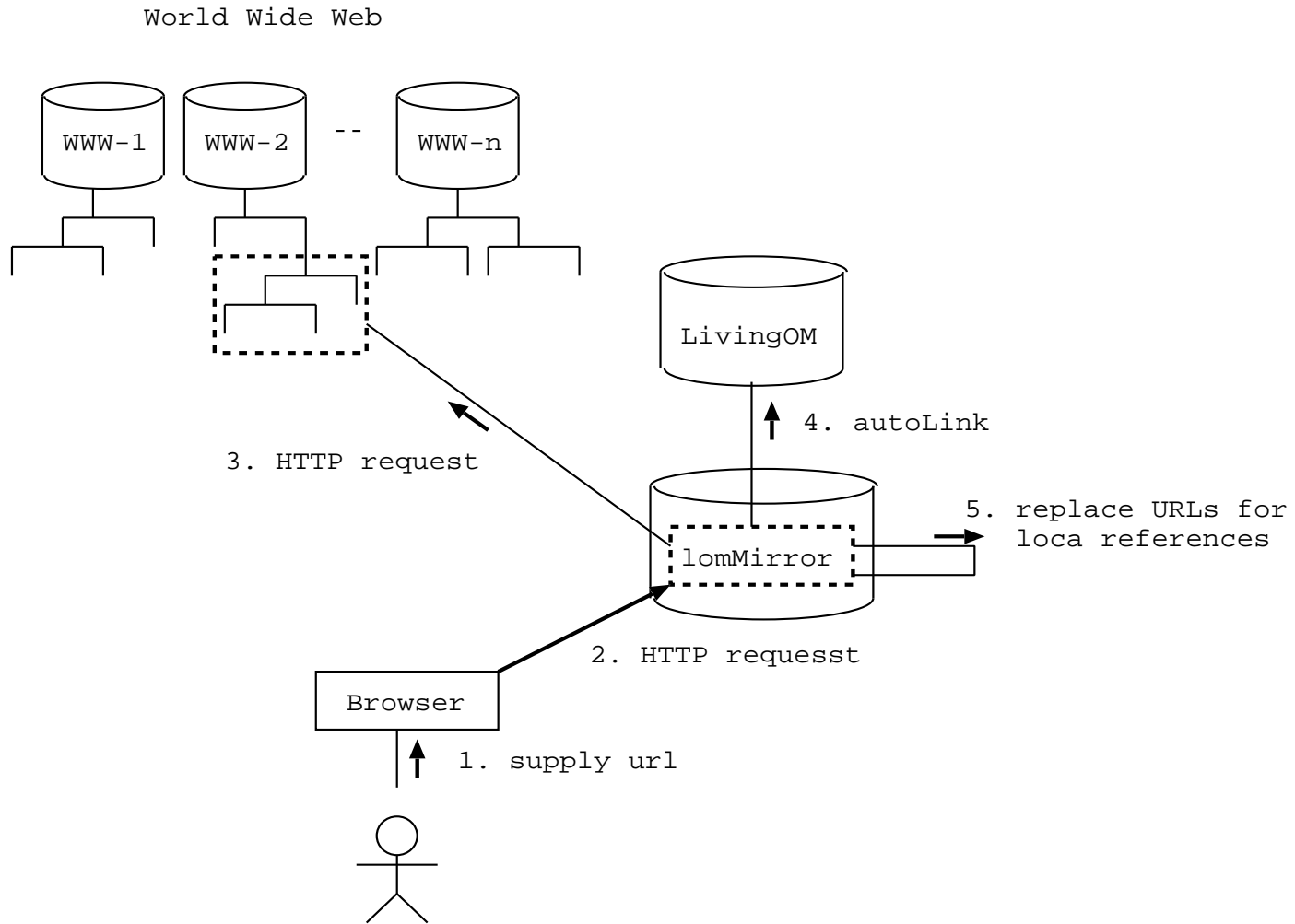
lomMirror

- proxies a subtree under remote webserver
- shared by a community
- proxies OUR website
 - to make our artifacts easier to understand for outsiders
- proxies THEIR website
 - to make relationship to our interests easier to find out

lomScope



lomMirror



Problems

Technical Difficulties

- Processing HTTP is complicated because...
 - different server can react differently to a same request.
 - different clients can make different request.

- Processing HTML is complicated because...
 - Many documents is not conformative to the strict standard.
 - Different versions of standards are used.
 - Each HTML standards is big, especially newer ones.

- Network connection is often unstable
 - sometimes stucks
 - servers and clients can disconnect connections

Future Words

- More use of user model
- Community model
- More collaboration with LivingOM