

# Dynamic User Interfaces

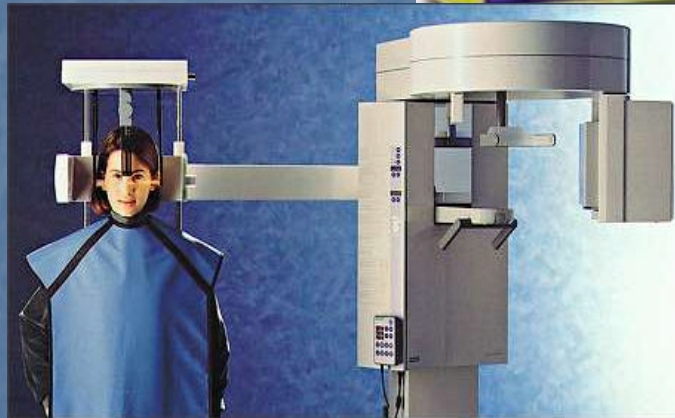
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# Outline

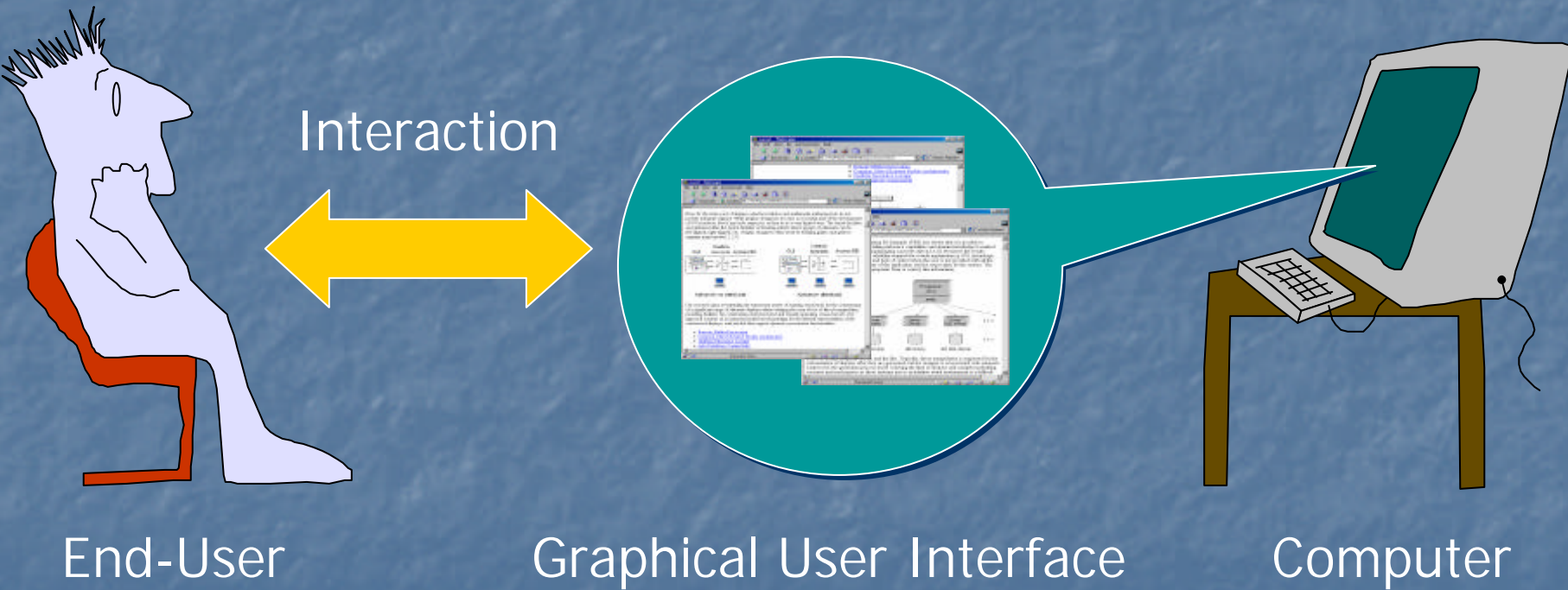
- Why Graphical User Interfaces (GUI) ?
- Human-Computer Interaction
- Modeling GUIs
- Dynamic Web-Based User Interfaces
- Dynamic Web Page Authoring
  - PEGASUS
  - PERSEUS
  - DESK
- Conclusions

# Why GUI?





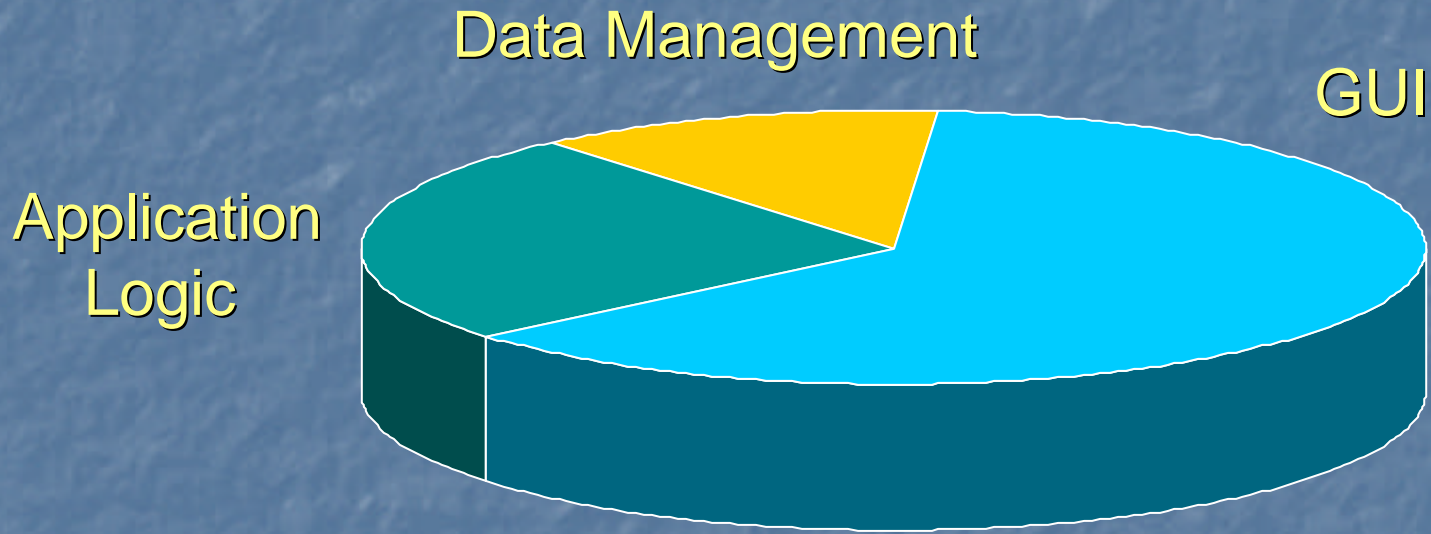
# Why GUI?



# Why GUI?

- The GUI is a chief component in mostly today's software development projects
- It determines the success or failure of any software application
- Almost 48% uptake of code lines correspond to GUI
  - [Myers, 92]

# Why GUI?



70% uptake of total software development effort  
concerns GUI design



# Human-Computer Interaction

- GUI increasing led the CS world to get more involved in GUI design as time goes by
  - New discipline appears: HCI
    - Psychology
    - Sociology
    - Design
    - Artificial Intelligence
    - Software Engineering
    - Ergonomics
    - ...
- Main Topics
  - Cognitive Aspects of Interaction
  - Usability
  - Accessibility
  - User-Centered Design
  - Devices
  - AI applied to new interaction algorithms
  - ...

# Modeling GUIs

- Creating and maintaining GUIs takes too much time
- Same problem than past software crisis about amounts of GUI code to manage
- Then appear Interface Builders and GUI programming libraries
  - These tools manage the Interface information all together
  - The GUIs are still difficult to maintain
  - GUI programming results complex, and some aspects cannot be managed very well
    - User's Tasks
    - User's Interaction Models
    - .... In general: **Interaction Behavioral information**



# Modeling GUIs

## ■ Solution

- Split up the GUI information into different conceptual levels
- Create specifications for GUIs creation, independent of the programming language
- Provide with automatic mechanisms for GUI generation and maintenance

Model-Based User Interface Approach

# Modeling GUIs

Dialog  
Model

Task  
Model

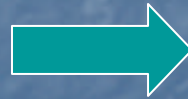
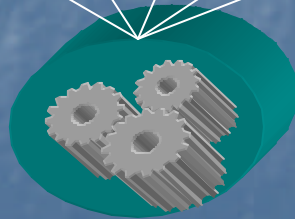
Presentation  
Model

Domain  
Model

User and Platform  
Models

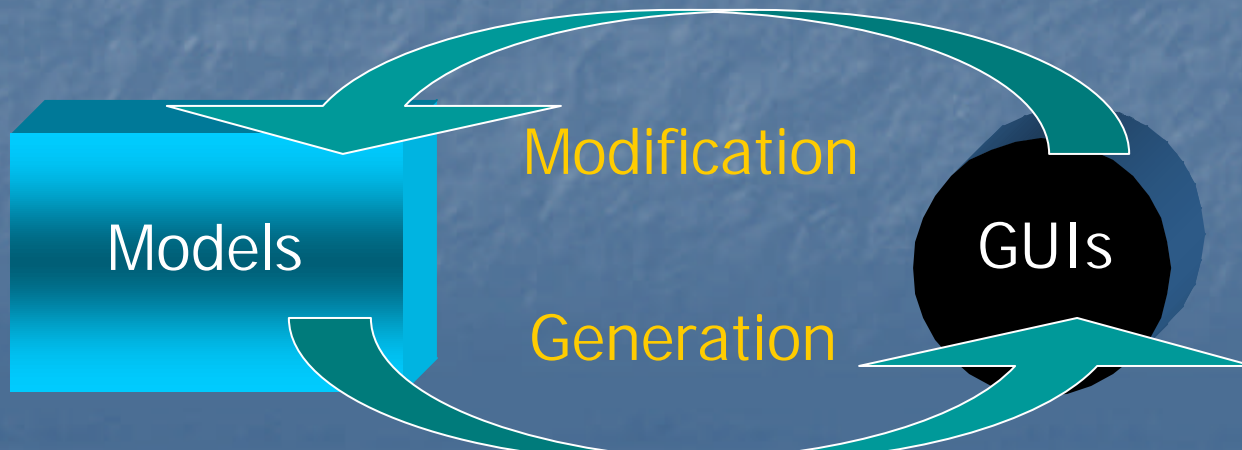
Runtime  
System

Graphical  
User  
Interface



# Modeling GUIs

- MBUI Approach
  - Allows for defining, separately
    - Interface knowledge
    - Interface presentation
  - Is more efficient regarding the production cycle
  - Allows for reserve engineering processes





# Dynamic Web-Based User Interfaces

- Dynamic User Interfaces concern all kind of automatically generated user interfaces
  - Dynamic Web Pages
- The Web
  - Navigation-oriented Universal GUI
  - More used even than desktop GUIs
  - Easy to use for most of end-users
  - Easy to deal with for most of programmers
    - Available collections of widgets and programming languages

# Dynamic Web-Based User Interfaces



## ■ The World Wide Web

### ■ 1st Generation

### ■ 2nd Generation

### ■ 3rd Generation

**Web Structure**

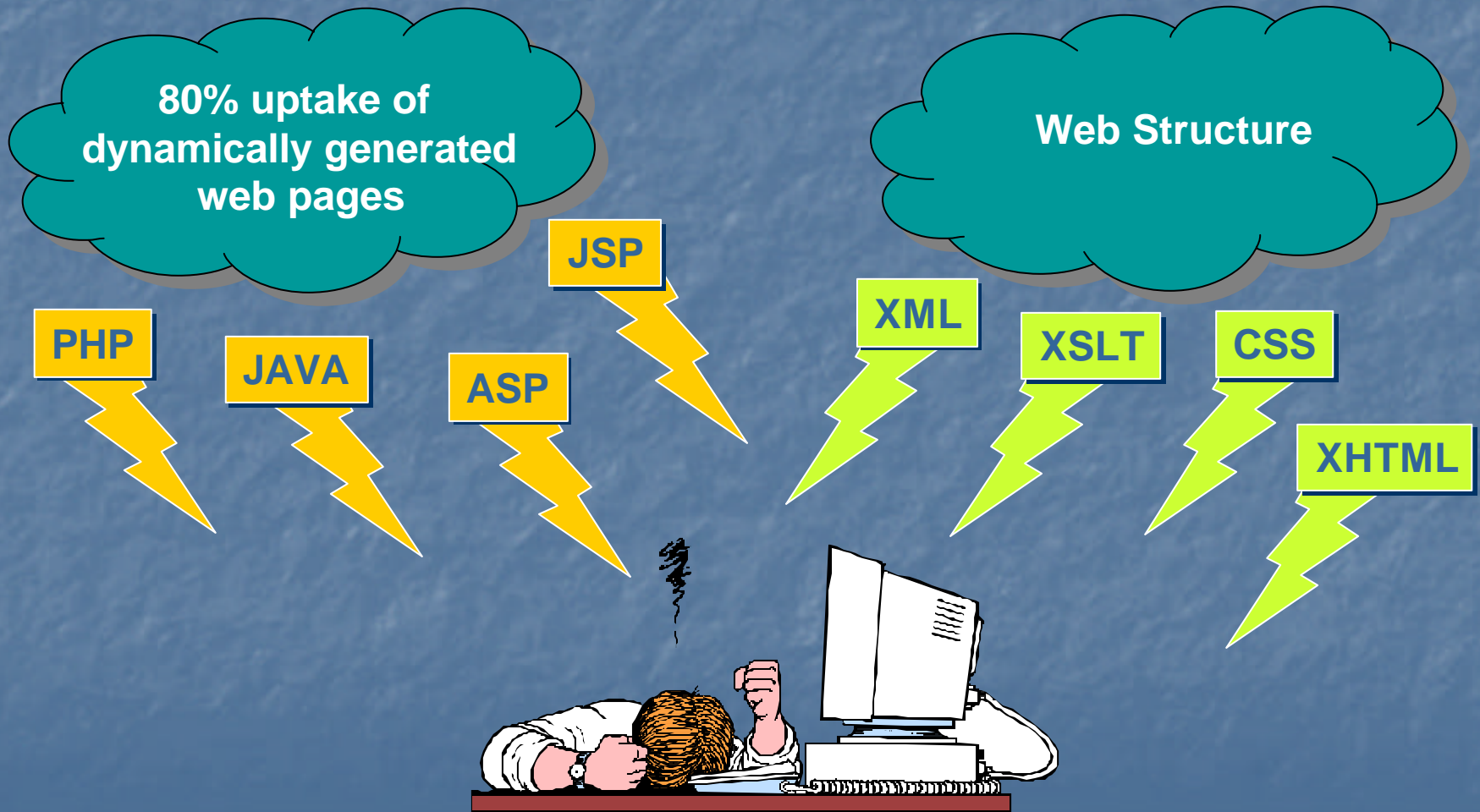
**80% uptake of  
dynamically generated  
web pages**

# Dynamic Web-Based User Interfaces

- Increasing necessity, by non-expert-in-CS users, in creating and modifying their own web pages
  - Designers, creative jobs
  - Administrative staff working on DB-based web pages
  - Occasional programmers creating their own small web pages for different purposes
  - ... and, in general terms, people who need to go beyond usual web page navigation

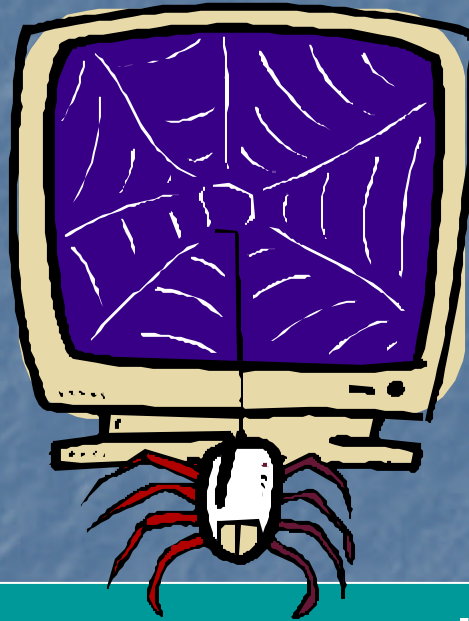


# Dynamic Web-Based User Interfaces



Non-expert-in-programming web author

# Dynamic Web-Based User Interfaces



How one can easily author  
dynamic Web-based pages?

# Dynamic Web Page Authoring

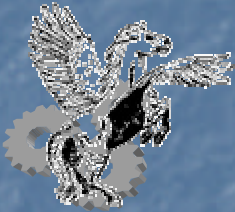
- Most of existing Authoring tools provide partial solutions
  - Mostly focused on static authoring
  - It is not easy to split up knowledge and procedural information regarding generation
    - Procedural behavior is hard to be depicted visually
- The provided solution should be end-user-based
  - Gentle Slope of Complexity
    - Tradeoff between expressivity and ease-of-use
    - Avoid the user from facing up to programming and specification languages
      - WYSIWYG Environments
      - Non-intrusive user assistance during interaction
  - Compatibility, reuse and integration



# Dynamic Web Page Authoring

- 1) Dynamic generation mechanisms
  - Splitting up contexts and presentation
    - MBUI approach
  - Defining complex relationships between components and knowledge units
    - High level domain and presentation knowledge
- 2) Authoring dynamic web documents
  - Direct manipulation environment
  - Artificial Intelligence techniques to infer the user's intents
  - Automatic changes and modifications to underlying models

# Dynamic Web Page Authoring



**PEGASUS** - Presentation modelling Environment  
for Generic Adaptive hypermedia Support Systems



**DESK** - Dynamic web documents by Example  
using Semantic Knowledge



**PERSEUS** - Presentation ontology buildER for  
cuStom lEarning sUpport Systems



**HADES** – Hypermedia Adaptive Educational  
Server

# An example of dynamic web page generation by PEGASUS



Domain Model



Presentation Model

```
<HigherCategory id="Internet">
  <subCategories>
    <HigherCategory ref="Connectivity"/>
    <HigherCategory ref="Communications"/>
    <HigherCategory ref="E-Mail"/>
    ...
  </subCategories>
</HigherCategory>

<HigherCategory id="E-Mail">
  <subCategories>
    <LowerCategory ref="E-Mail Clients"/>
    <LowerCategory ref="E-Mail Parsers"/>
    ...
  </subCategories>
</HigherCategory>
```

```
<% if (availableSpace > 5) { %>
  <widget type="Table" columns="3"
    dataflow="wrap">
    <list> <%= subcategories %> </list>
  </widget>
<% } else { %>
  <table>
    <tr><td> <%= id %> </td></tr>
    <tr><td> <%= subcategories %> </td></tr>
  </table>
<% } %>
```

...

PEGASUS Underlying Models



DESK Back-End



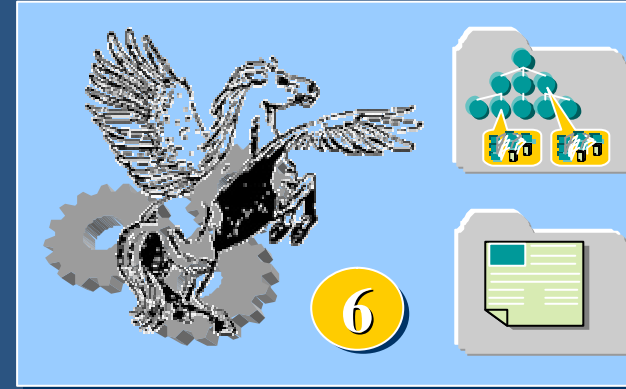
Remote Authoring Tool  
Inference Mechanisms

PEGASUS



4

Modifications to  
Underlying  
Models



6

3

Changes Made  
by user

1

Dynamic  
HTML  
Generation



XML

Summary Web Pages

5



2



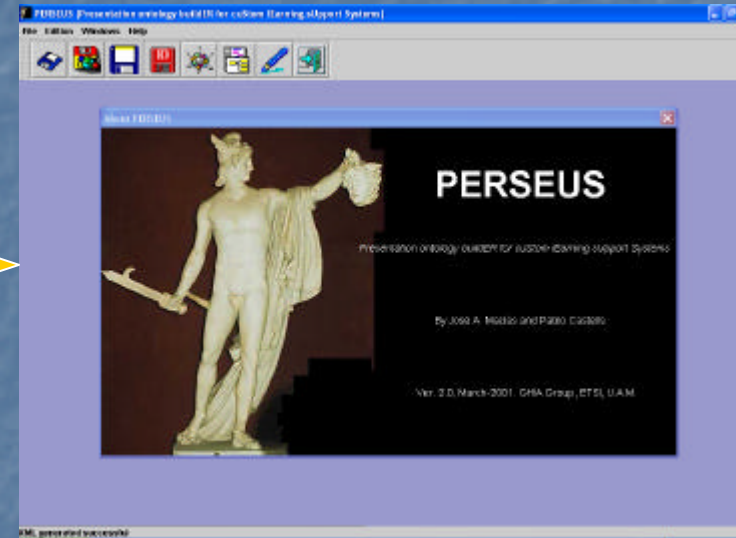
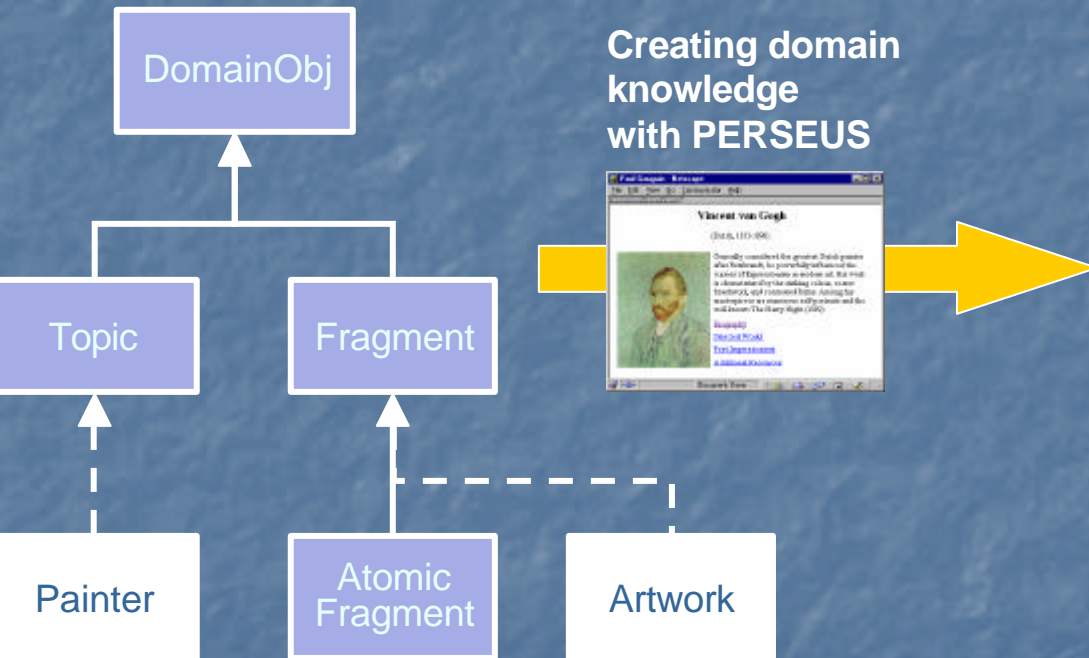
Local Authoring Tool  
Edition Mechanisms



DESK Front-End



# PERSEUS





# DESK

- WYSIWYG environment for dynamic web page design
  - Allow for changes to page appearance
  - Allow for authoring domain knowledge
- AI-based techniques
  - The end user provides an example of what s/he expects, the authoring tool infers changes in page generation procedure
  - Detection of patterns by means of a specialised assistant (agent) that tracks the user's actions
- DESK runs under PEGASUS
  - PEGASUS is the dynamic page generation system
  - DESK does the inverse path
  - Uses PEGASUS models for disambiguation



# Conclusions

- GUIs have become an important concern as time goes by
- It's necessary to provide mechanisms and tools in order to specify, create and automatically maintain GUIs
- MBUI techniques provide conceptual separation between the different aspects of a GUI
- Dynamic User Interface is a result of information adaptivity and automatic generation
- It's hard to describe procedural information visually, so authoring Dynamic Web-Based User Interfaces become a complex task
- Some authoring tool have been provided, mainly focused on static aspect
- PEGASUS and DESK tools allow for automatic dynamic web page generation, providing also with easy-to-use mechanisms for dynamic web page authoring

# Contact Information

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- Authoring Tools and Papers
  - DESK
    - <http://astreo.ii.uam.es/~atlas/desk/desk.html>
  - PERSEUS
    - <http://astreo.ii.uam.es/~atlas/perseus/perseus.html>
  - PEGASUS
    - <http://astreo.ii.uam.es/~castells/pegasus/>