# The Coming Functionality Mashup

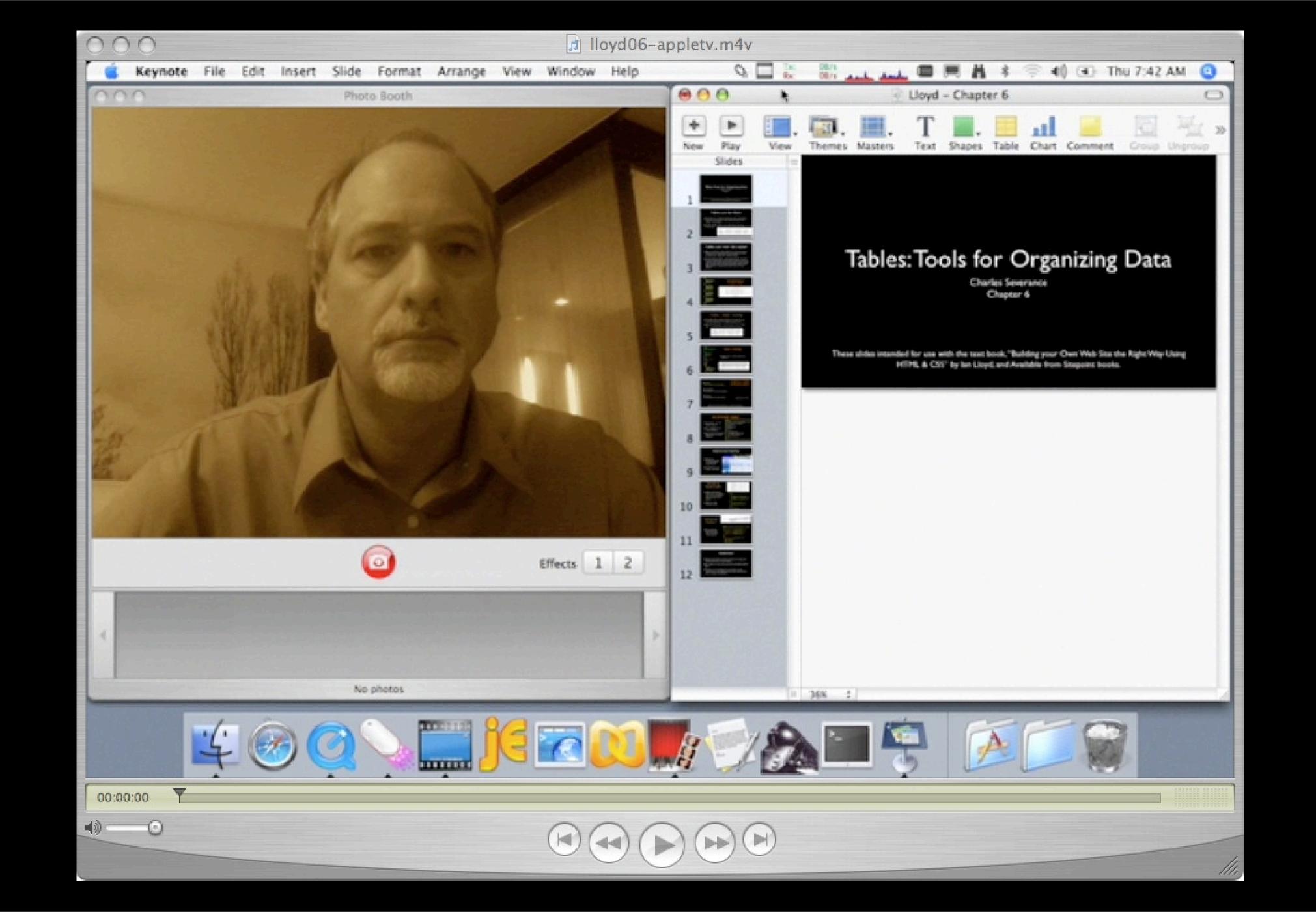
Dr. Charles Severance
University of Michigan
IMS Technical Advisory Board co-Chair



http://www.dr-chuck.com/csev@umich.edu

#### Outline

- My guest lecturer for my Ruby class got sick yesterday
- Short Sakai Update
- Content Mashup
- Functionality Mashup
- Standards and Technology for Functionality Mashup
- The Tool Interoperability Project
- Thoughts on University Campus Under Construction
- Summary

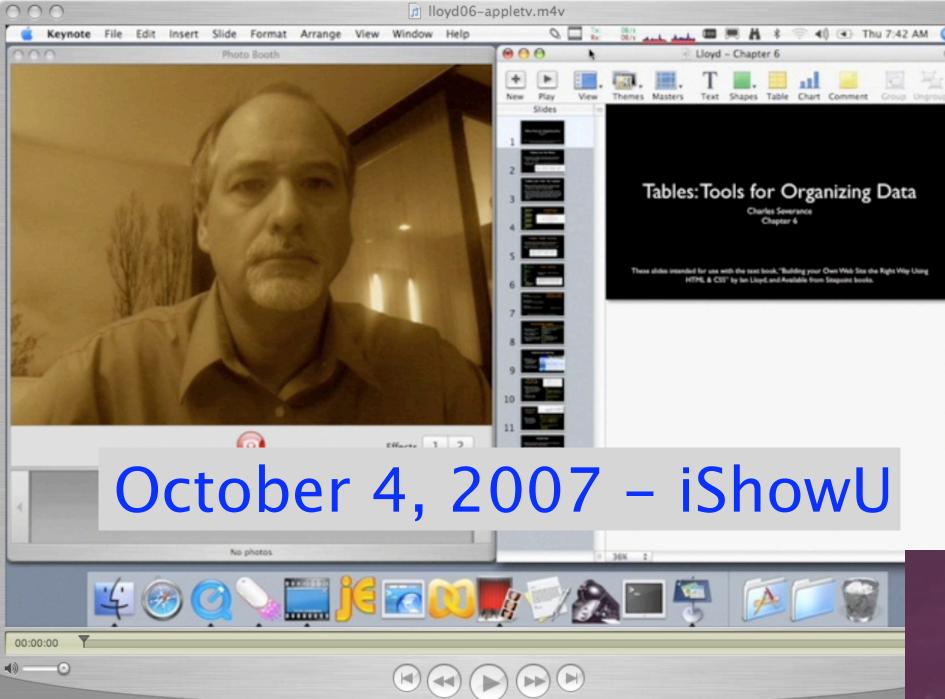




#### 1999 - ClipBoard

A Lecture About Food





#### Mac OS/X Leopard



## Sakai Update (quick)

#### Sakai Foundation Overview

Collaboration, Teaching, and Learning

FOSS - 100% free to use, modify and contribute

Sakai is 3.5 years old

100+ people developing and testing Sakai releases

Non-profit Sakai Foundation since January 2006

100+ Higher Education and 15 company members

Six paid staff members



Michael Korcuska Executive Director www.sakaiproject.org mkorcuska@sakaifoundation.org

Overview Video: http://www.dr-chuck.com/media.php?id=64

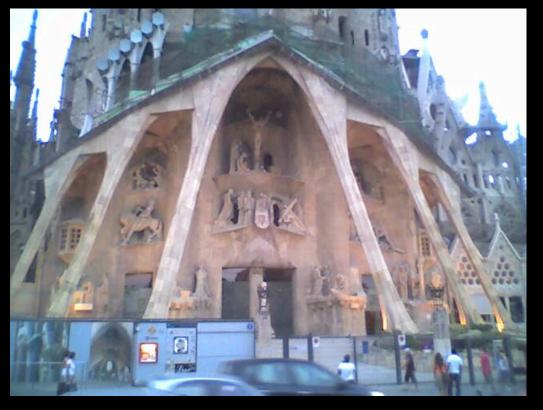
## Sakai Copyright

July 20, 2006 - Met in Barcelona with Dr. Valverde and others from OUC and lafarga.cat - discussed UOC concerns about Sakai's ECL 1.0 license

October 19–20, 2006 – Intellectual Property Summit at Indianapolis IN, USA – attended by Malcolm Bain of UOC/lafarga.cat – The meeting produces ECL 2.0 based on Apache 2.0

April 2007 – ECL 2.0 approved by the Open Source Initiative (www.opensource.org)

September 2007 – Sakai Foundation Board switches to ECL 2.0 for Sakai version 2.5





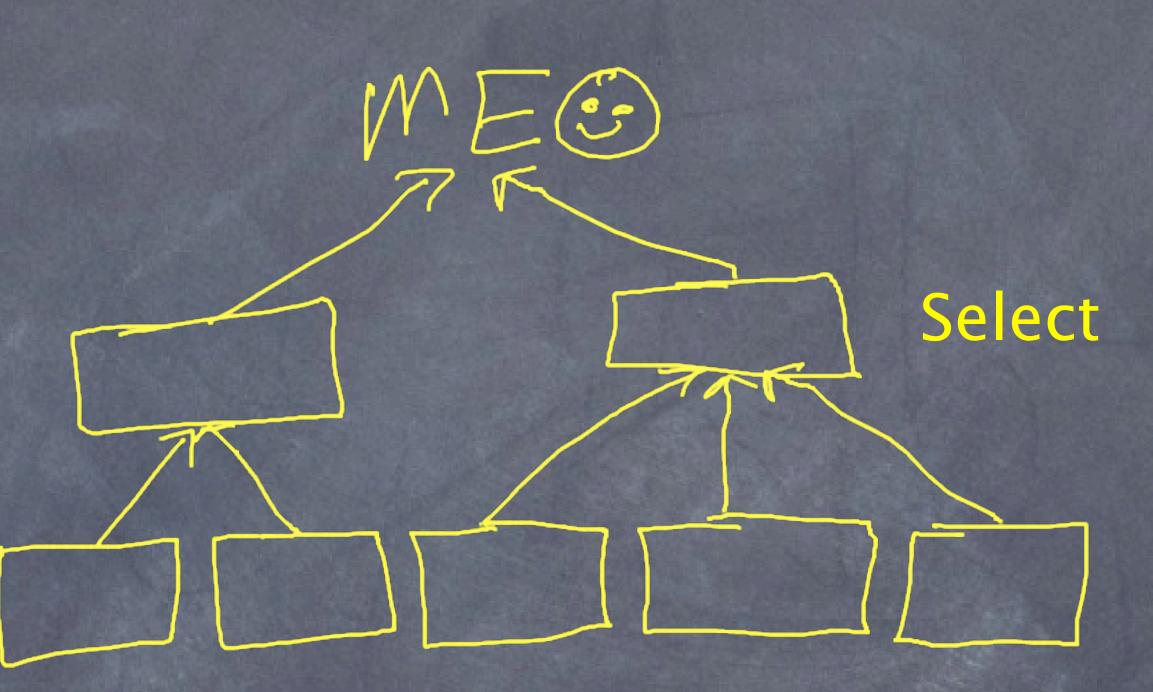


# Content Mashup

## Content Mashup

- Read only public materials
- Publish / subscribe
- Push content
- A highly personalized "newspaper replacement"

#### Consume



Publish

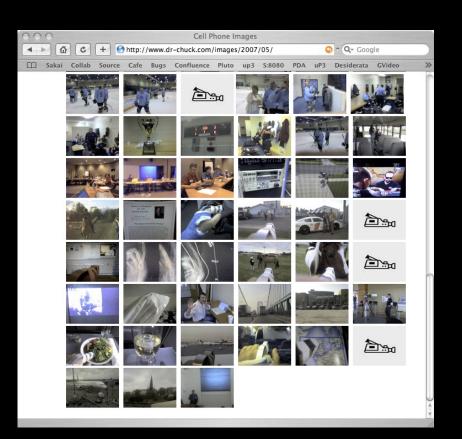


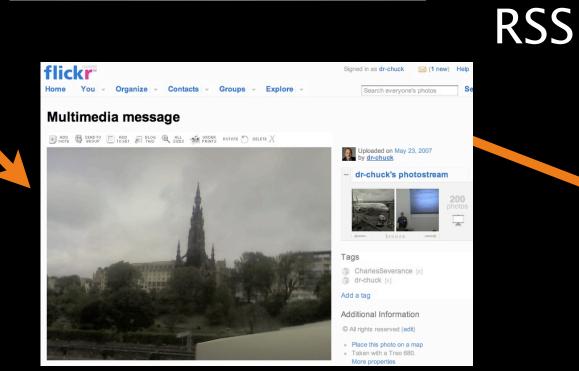


## Content Mashup

# MAY 2007 Sun Mon Tue Wed Thu Fri Sat 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 SEARCH Search His site: Search My finger was fine - it twinged a bit from time to time but it seldom really hurt. Back to the cast so it can heal for the next few months. The next key will be motorcycling - broken finger will put that on hold for 4-6 weeks - Damn! We won the game 4-2. Rich got his team's first goal which tied the score. Our team was very balanced in scoring with Ray, John, Tom, and Scott each scoring - I got an assist on the fourth goal. I had three outstanding chances to score a goal. Each time I would miss

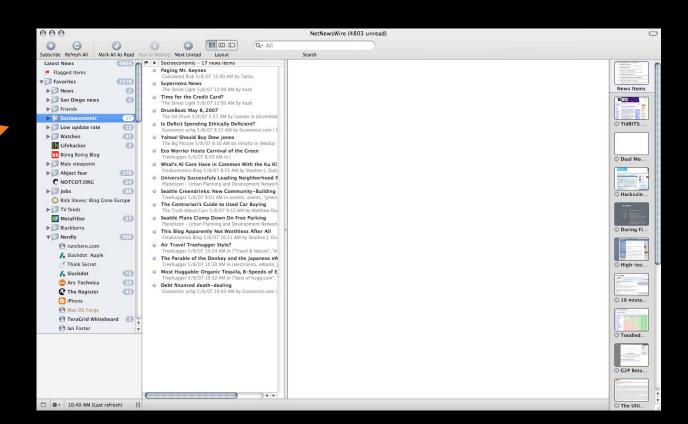
screw up often enough with a good hand - so that is not a good excuse.

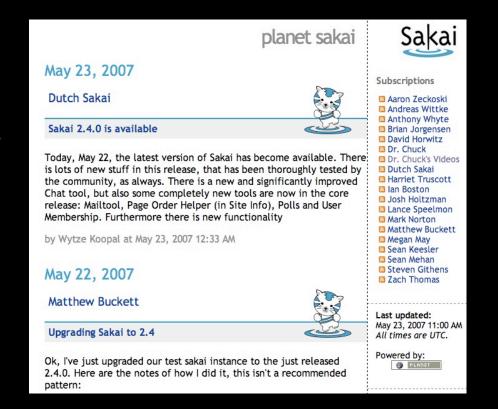




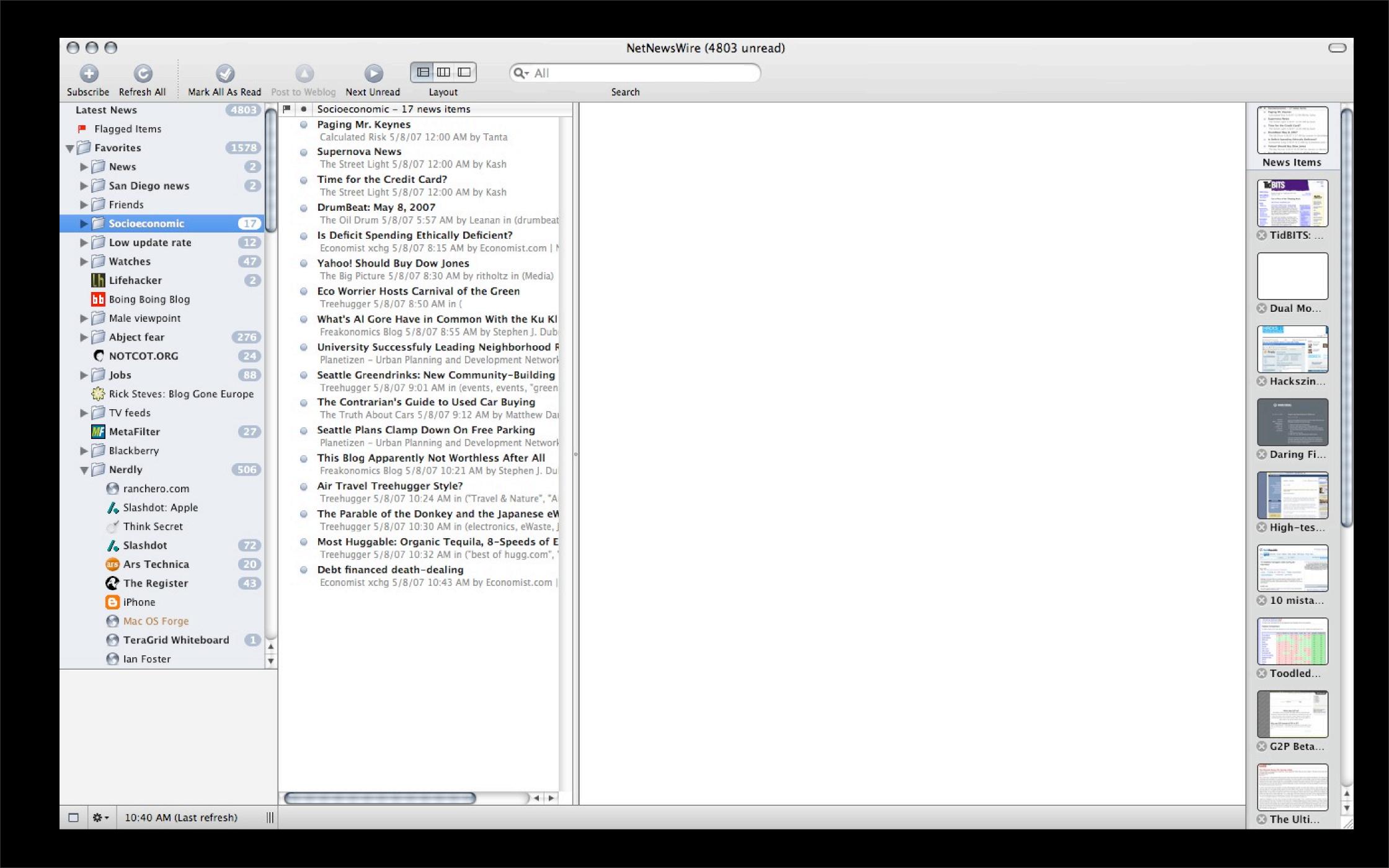
RSS

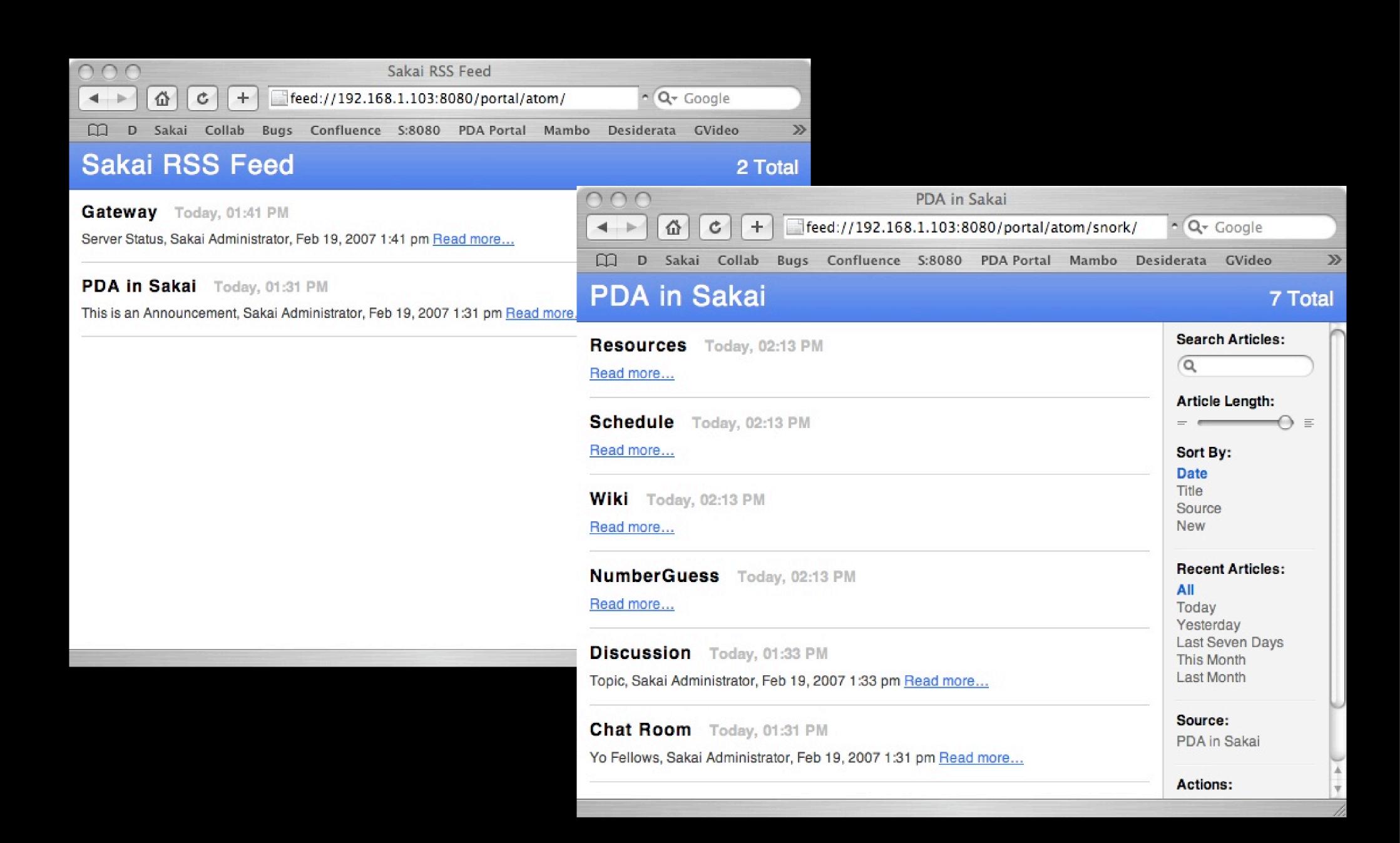
RSS





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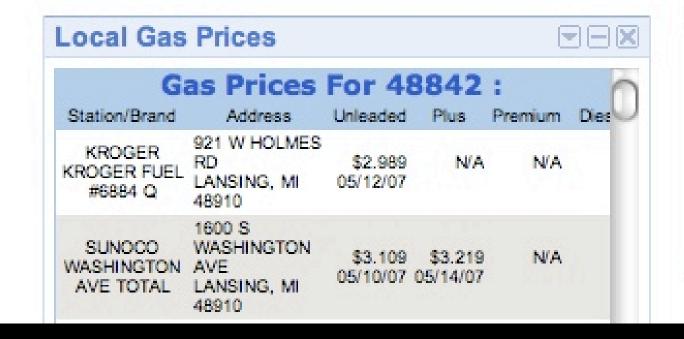
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- Jibek Joly Journal: Central Asians Chase Jobs, and Endure Exploitation
- Inspectors Cite Big Gain by Iran on Nuclear Fuel



#### 

- + Hundreds questioned over missing GIs in Iraq
- → Details of Iraq benchmarks yet to be decided
- Youth gangs contribute to rising crime rates

#### Weather

Holt, MI

THX

72°F Clear

Wind: SW at 10 mph

Humidity: 43%



y

Wed

THE

PEX

Thu

78° | 45° 58° | 41° 60° |

#### Yahoo! Finance: GOOG News

- Craigslist's Ongoing Success Story (at BusinessWeek Online)
- Microsoft Wants to 'Kill' Open Source (at BusinessWeek Online)
- Understated Options Expense at Google: Either Sell it or Short It (SeekingAlpha)

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 Symbol Price
 Value
 Earned

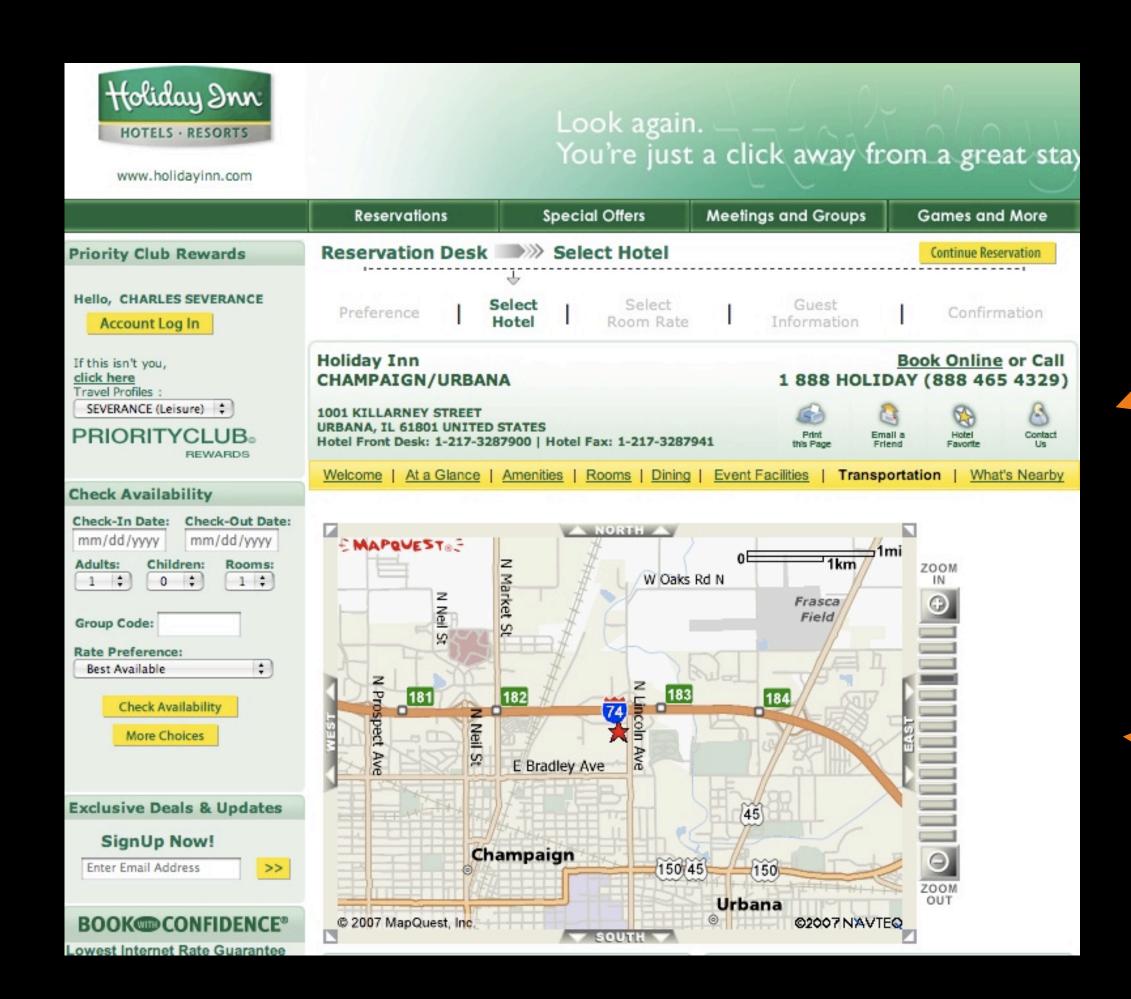
 GOOG
 \$461.78
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 \$12
 [?]

## Functionality Mashup

Functionality is interactive, functionality usually needs identity, functionality is live software. How do we mash this up?



### Map Mashup



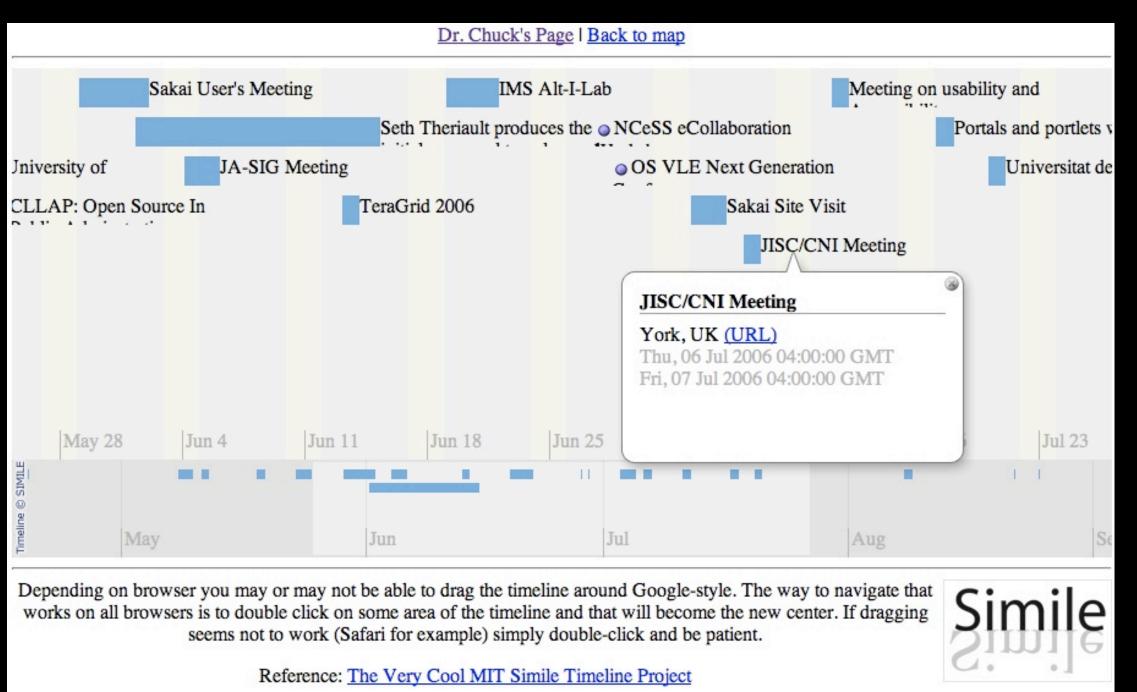
iChoice

hotels

Proprietary Glue

Mapquest

### MIT Simile: Timeline Mashup



dr-chuck.com

Proprietary Glue



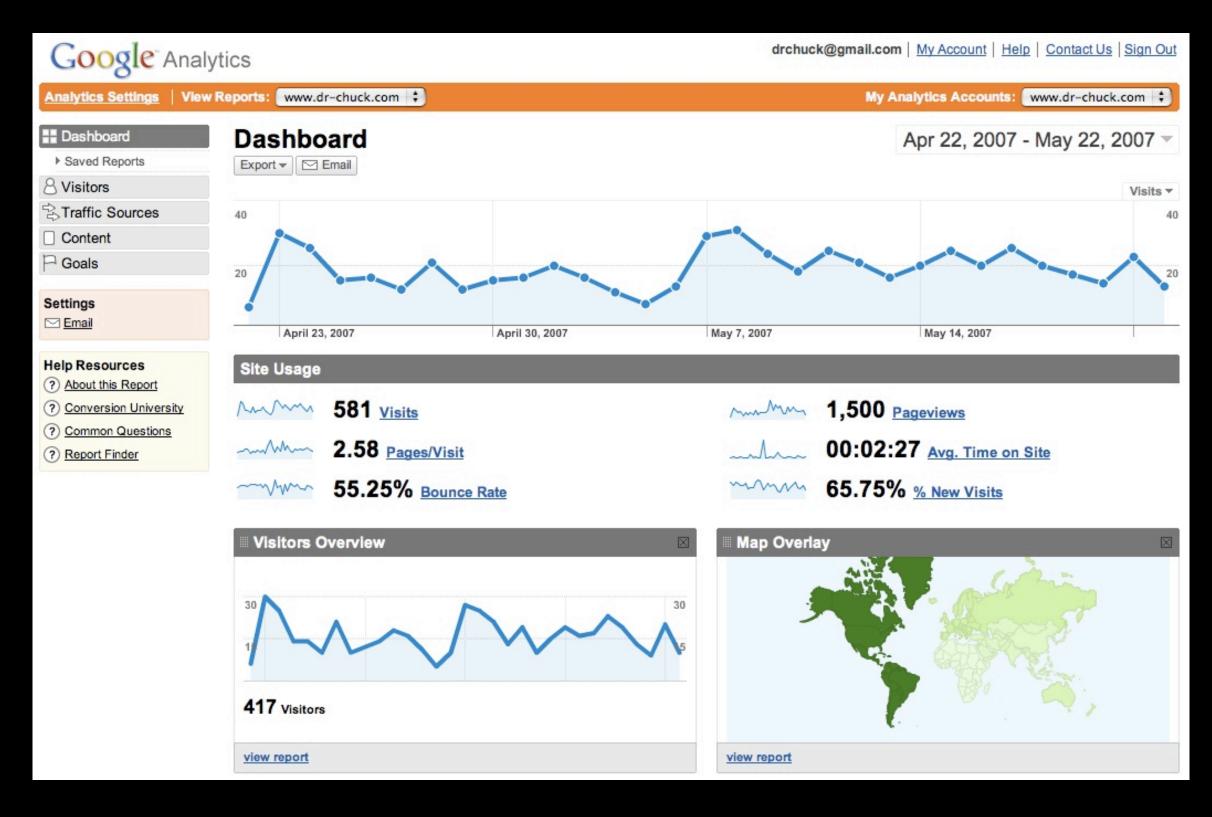
Simile Project

### Simile Timeline Mashup Code

```
<script src=
 "http://simile.mit.edu/timeline/api/timeline-api.js"
  type="text/javascript">
  </script>
  <script>
    var tl;
    function onLoad() {
var eventSource = new Timeline.DefaultEventSource();
var bandInfos = [
  Timeline.createBandInfo({
    eventSource: eventSource,
                "Jun 28 2006 00:00:00 GMT",
    date:
    width:
                 "80%",
    intervalUnit: Timeline.DateTime.WEEK,
    intervalPixels: 100
  }),
  Timeline.createBandInfo({
    eventSource: eventSource,
showEventText: false,
trackHeight: 0.5,
    trackGap:
                 0.2,
                "Jun 28 2006 00:00:00 GMT",
    date:
```

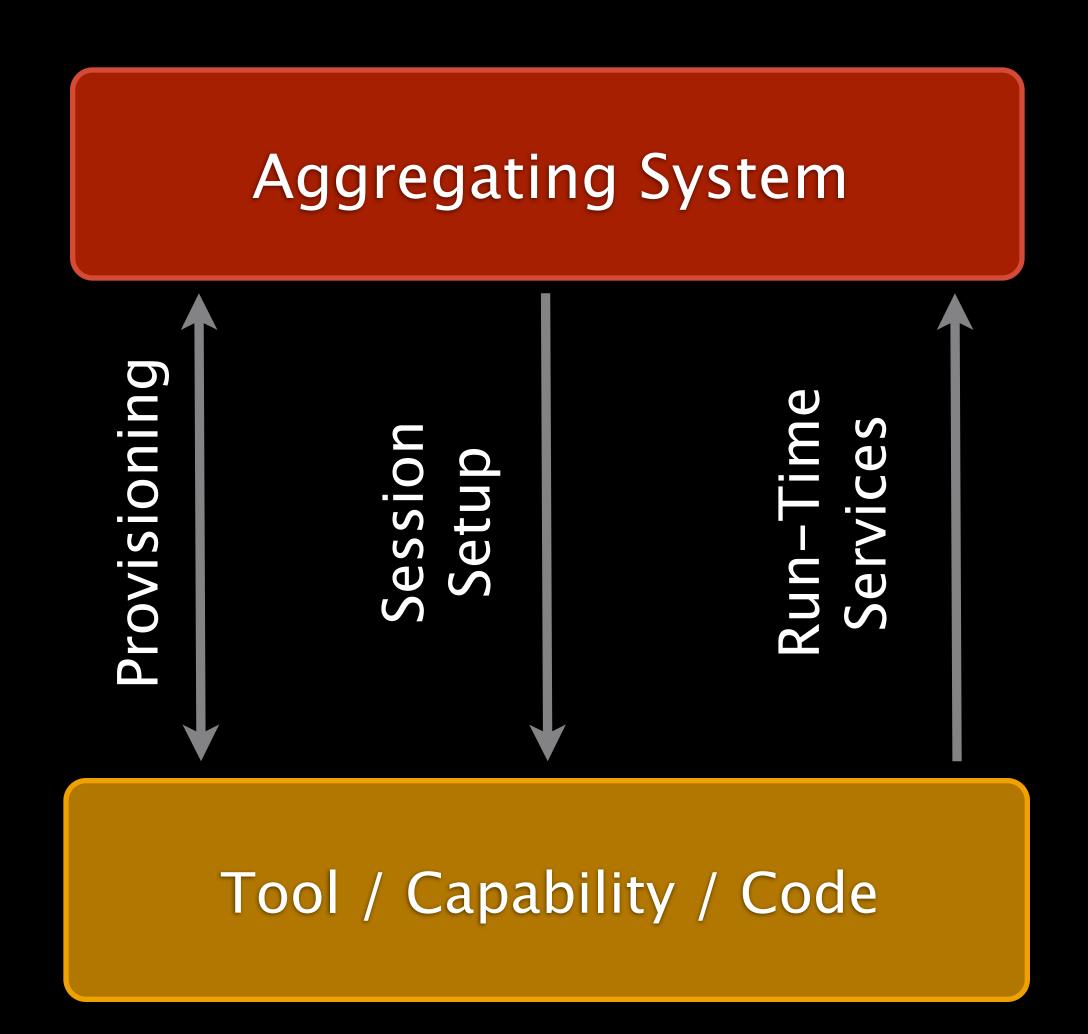
```
width:
                  "20%",
     intervalUnit: Timeline.DateTime.MONTH,
     intervalPixels: 200
bandInfos[1].syncWith = 0;
 bandInfos[1].highlight = true;
 tl = Timeline.create(document.getElementById("my-
timeline"), bandInfos);
 Timeline.loadXML("events.php", function(xml, url)
{ eventSource.loadXML(xml, url); });
     var resizeTimerID = null;
     function onResize() {
        if (resizeTimerID == null) {
          resizeTimerID = window.setTimeout(function
() {
             resizeTimerID = null;
             tl.layout();
          }, 500);
   </script>
```

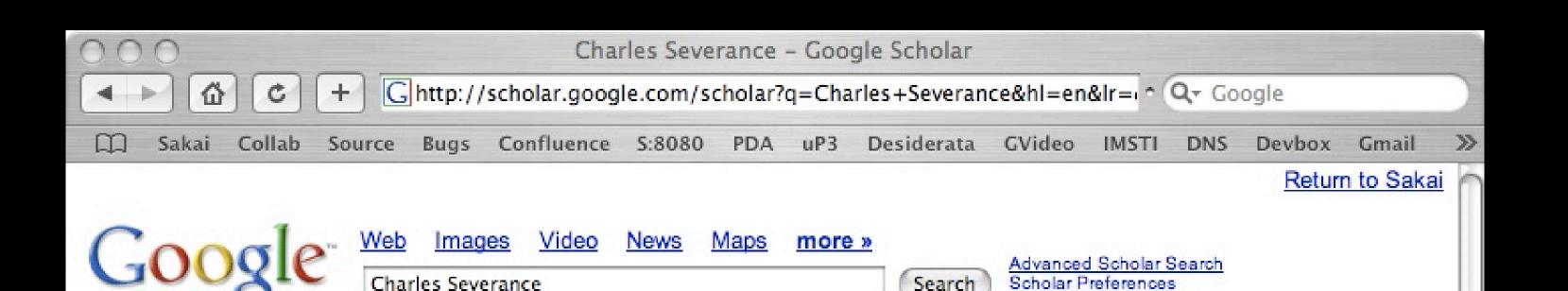
## MashUp: Google Analytics



## Beyond Anonymous Functionality Mashup

- Think "portal", "Eclipse", even "Windows"
- There are no rich standards in this area so everyone invents their own
- Sakai is an example of a one off functionality mashup with identity and authorization used to select and assemble tools together flexibly to produce an application





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K Dowd

M Loukides

L Pearlman

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[воок] High Performance Computing - group —

K Dowd, C Severance, M Loukides - 1998 - O'keilly & Association, Inc. Sebastopol, CA, USA
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1 USC Information Sciences Institute, University of Southern California, Los Angeles, CA 2 Department of Civil and Environmental Engineering, UIUC, ... Cited by 26 - Related Articles - Web Search - Import into Sakai

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C Severance, S Pramanik, P Wolberg - Proceedings of the sixteenth international conference on acm.org

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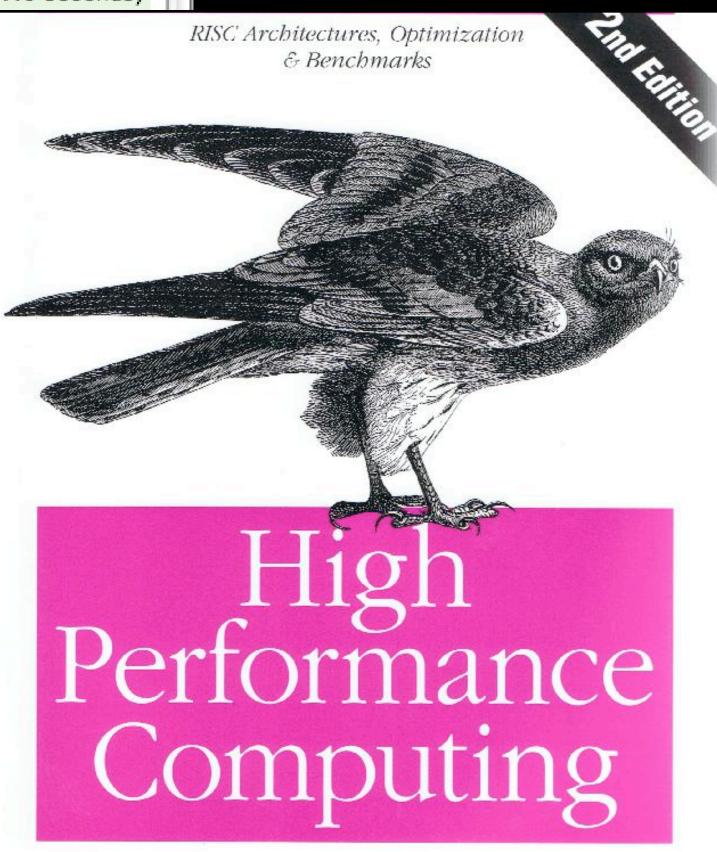
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... B Plale, G von Laszewski, C Severance, J Hardin, J ... - Global Grid Forum, 2003

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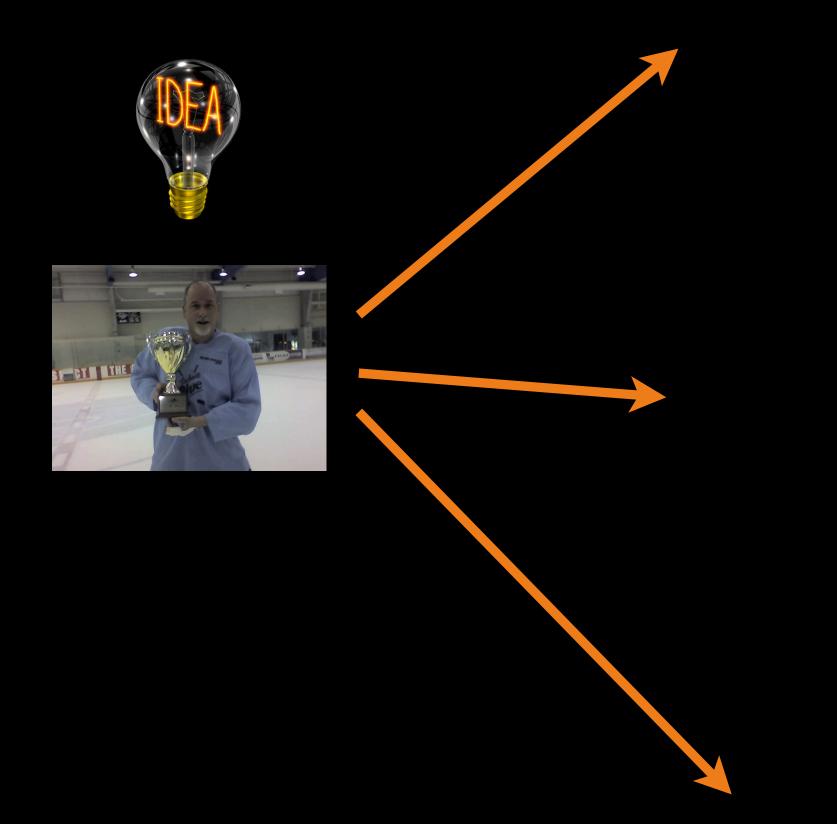
O'REILLY"

# Approaching Functionality Mashup Standards and Technologies

Standards are critical to making functionality mashup something we can commonly use to assemble applications.







## Functionality Mashup

What is the standards equivalent of "RSS" for functionality mashup?

### Background in Standards

- Open Software Foundation (OSF) (1989–90)
- UNIX International (1990)
- IEEE POSIX
  - IEEE P1003.0 / ISO BS ISO/IEC TR 14252 (1990–1997) Guide to an Open System Environment Reference Model
  - Vice Chair POSIX (1992–1996)
- IEEE Standards Advisory Board
- IEEE Computer Magazine Column Editor 1994–1998
- IEEE LTSC (2001 2002)
- IMS
  - Technical Board coChair 2005–2007
  - IMS Tool Interoperability WG 2005 2007
  - IMS Common Cartridge WG 2006
- JSR-286 (Portlet V2.0) (2006-2007)





#### **Conflict** and **Consensus:** The Role of **Standards**

Charles Severance, Michigan State University

ometime in the future we will all look back at January 1998 and laugh about the current conflicts in the technology industry. A hindsight perspective inevitably generates a few chuckles, but it also allows us to recognize that conflict is essential to innovation. Conflict energizes the entire process. If there were no conflict (over market shares. protocols, pricing structures, formats, programming languages, platforms, or standards) innovation would almost certainly stagnate.

While conflict ensures that technology will continue to change and grow stronger, it also ensures a certain forced honesty. As one organization "invades" the turf of another-especially when it comes to standards activities-we get to see the cards held in the hands of the players. It usually takes a few years, however, before we're able to smile at all the poker faces.

#### THE PAST

While we certainly need to practice laughing about these conflicts, we must

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As one organization "invades" the turf of another, we get to see the cards held in the hands of the players.

try to remember how serious these conflicts seemed during their time. One of the most serious technology wars began with IBM mainframes reigning supreme over all challengers. In the mid-to-late 80s, Unix systems powered by fast RISC processors began to invade the IBM glass houses. Innovative risk-taking organizations tentatively deployed Unix.

Like all great conflicts, there were a great many fans cheering or booing as each skirmish was played out. And within the Unix field itself there were many battles. Versions of AT&T Unix and BSD Unix waged war for shares of the marketplace. Instead of continuing the battles head to head—a course of action that could have crippled all par- | and NT.

ties involved-the vendors eventually decided to work together, forming the Open Software Foundation (OSF), While nearly all of the Unix vendors joined OSF, not everyone wanted to join. Those abstaining from OSF formed Unix

Instead of reducing the intensity of the battles, however, formalizing the conflicts served to increase it. Instead of small wars between individual companies, there were now two Unix superpowers. The fight for the control of the operating system of the future was on. The major battle of the Unix wars-I call it Unix War I-was the Motif versus Open Look conflict, a multiyear conflict about the shape of some buttons and whether or not the outlines of windows should have a 3D look.

Don't laugh. This was really serious business and kept many software developers on the sidelines for several years, waiting for one or the other of the technologies to win.

At the time, the two combatants were so engrossed in launching press releases at each other that they failed to notice that Microsoft was developing a graphical interface and application suite that ran on the lowly Intel processors. Instead of focusing on the deployment of a lowcost PC-based desktop with good applications, the Unix vendors waged war over the \$40,000 workstation market that was about to become much less significant. By the time they stopped fighting and began to work together, the battle for the desktop operating system was over without a single shot being

Interestingly, though, by the end of the warfare both sides adopted the best features from each other. Standards organizations like IEEE Posix and X/Open continuously produced standards that broadened the "least common denominator" between different Unix versions.

Because of cross-pollination—due to competition and intense standards development-Unix emerged as the most completely specified multivendor computing environment ever produced. The Unix-based standards have had some impact on all remaining viable operating systems, including MVS, VMS, Unix,



#### **IEEE 754: An** Interview with **William Kahan**

f you were a programmer using floating-point computations in the 1960s and 1970s, you had to cope with a wide variety of configurations, with each computer supporting a different range and accuracy for floating-point numbers. While most of these differences were merely annoying, some were very serious. One computer, for example, might have values that behaved as nonzero for additions but behaved as zero for division. Sometimes a programmer had to multiply all values by 1.0 or execute a statement such as X = (X + X) - Xto make a program work reliably. These factors made it extremely difficult to write portable and reliable numerical computations.

In 1976, Intel began to plan for a floating-point coprocessor for the Intel i8086/8 and i432 microprocessors. John Palmer convinced Intel that they needed to develop a thorough standard to specify the arithmetic operations for their coprocessor so that all Intel processors would produce the same results. Because William Kahan had extensive experience with the IBM, Cray, and Control Data Corp. (CDC) floating point, he was one of the few who understood the challenges of writing accurate numerical code. In 1976, Kahan's influence on floatingpoint processing escalated when Intel

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I think that it is nice to have at least one example—and the floating-point standard is one-where sleaze did not triumph.

hired him as a consultant to help design the arithmetic for the 8087 processor. As a result, he had a hand in the birth of the IEEE 754 specification for floating-point computations.

—Charles Severance

#### THE BEGINNING

Charles Severance: When Intel hired you as a consultant in 1976, what did they want you to do?

William Kahan: The folks at Intel decided that they wanted really good arithmetic. The DEC VAX was really not that bad, so my reasoning went: Why not copy the VAX? Intel wanted the best arithmetic, so Palmer and I got together to think about what the best arithmetic should be. One of the things Palmer told me was that Intel anticipated selling these coprocessors in very large numbers. The best arithmetic was what was best for a large market, which subsequently started

rumors that Intel was building floating point on a single chip, the i8087. And when they heard rumors of what was going to be on that chip, they were

CS: Out of this thinking grew IEEE

WK: People have said from time to time (as a joke) that the other Silicon Valley companies got worried and joined the IEEE 754 working group. I realized at this first meeting that the members of the committee were very serious. CDC didn't bother to attend that meeting in November 1977 because it was a microprocessor committee-they had no idea that microprocessors would mean anything at all. Cray felt the same way, IBM was only there in an observer capacitythey knew microprocessors were coming but they couldn't say much.

CS: What were the meetings like?

WK: One of my friends said that attending one of these meetings was like a visit to the Grand Canyon: just awesome. In the usual standards meeting everybody wants to grandfather in his own product. I think that it is nice to have at least one example-and the floating-point standard is one-where sleaze did not triumph. Cray, CDC, and IBM could have weighed in, if they wanted to, and destroyed the whole thing. But CDC and Cray must have thought, "Microprocessors. Why worry?"

CS: What happened next?

WK: After the first meeting, I went back to Intel and asked to participate in the standards effort. Then Gerome Kunan, Harold Stone, and I prepared a draft document of the Intel specification in the format of an IEEE standard and brought it back to an IEEE 754 meeting.

CS: Were there any complications?

WK: I got Palmer's verbal permission to disclose the specifications for the nontranscendental functions on the chip, but not the specifications for the architecture. I could describe the precision, exponent ranges, special values, and storage formats. I could also disclose some of the reasoning behind the decisions. We didn't say a word about the i8087's transcendental functions-I had to bite my tongue. [Commonly used transcendental to frighten Silicon Valley because of i functions include sine, cosine, loga-

Computer Computer



# Grab the Chance to Work on the Leading Edge

Charles Severance, Michigan State University

ach year I make a point to impress on my students the importance of standards to their career. I really want to cultivate in these young engineers a strong desire to participate in standards, because I myself have benefited so much from the experience.

Through my standards work, I have had a chance to travel and meet some of the sharpest engineers in the world. So I tell my students that by far the most important reason for an engineer to participate in standards is personal growth. The opportunities for networking and learning are endless.

The classic reason to attend standards meetings is to represent your organization when its technology is directly involved. But standards-setting is not simply about winning battles; it is about building consensus. To thrive in this environment, an engineer must be able to argue for a position on the basis of technical merit alone.

Even if your organization is not involved in the standards at hand, attending and participating in standards meetings is an excellent way to track emerging technologies. When I attended Posix meetings, I would spend a great deal of time outside the meetings talking about technology and future trends.

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The possibilities for career growth through involvement in standards are endless.

With the information I learned at each meeting, I was able to come back to my job with new perspectives on the technical problems I was facing. At times, my staff thought I had a crystal ball on the future, though I always told them I was just a lucky guesser.

Another benefit of participation in standards is achieving a more global perspective. Engineers from all over the world participate in standards-setting. Joining others in the work of forging an international consensus is an excellent way to develop a global awareness. And there may even be a chance to travel internationally.

To be frank, the cost of standards attendance is significant. Michigan State University spent about \$8,000 a year so that I could attend Posix. But the value to my career at MSU has been immeasurable. Without ever having to change jobs, I've been able to maintain career growth.

#### TO FIND OUT MORE

To find out more about how to get involved, start at the IEEE Web site, http:// www.standards.ieee.org. Or explore the American National Standards Institute (http://www.ansi.org), the Internet Engineering Task Force (http://www.ietf.org), and the International Standards Organization (http://www.iso.org) sites.

Note that Web pages devoted to a working group are designed for use by the working group, not necessarily for the casual surfer. Poke around for the meeting announcements. If you have a question, don't hesitate to send an e-mail to the chair. Chairs are always glad to have new people attending the meetings. Some larger groups—IEEE 802 and IETF, for example—even offer orientation sessions.

#### TIPS FOR SUCCESS

Standards meeting are not like conferences. Unless you get involved, you won't learn and you won't meet or interact with anyone. Unless you have some role and some work to do, the meetings will become extremely boring. Here are a few tips to build your interest.

First, volunteer to take notes or minutes. The secretary role is my favorite. You don't have to fully understand what's going on, and taking minutes forces you to learn at least some of the material.

Volunteer to review material, such as draft documents. Even if you are starting out, your input is valuable to these groups. These draft documents are supposed to be written so that an engineer in the field can understand them. If you can't understand them, there is a good chance the material is not written well.

Finally, acquire some understanding in the topic area before you go to the meeting. Don't expect to be offered a tutorial. Conversations at standards meetings are narrowly defined and very deep.

selves working close to the edge of known technology. To arrive there, you need to have a strong focus. If the first group you attend is not working on something that interests you, move on.

But if you are willing to get involved, the networking, learning, and mentoring opportunities are endless. And the travel is not had either



# OSI Retrospect and Prospect

Jerry Foley, Epcom Corporation Charles Severance, Michigan State University

At a recent IEEE meeting, I struck up a conversation about OSI networking with Jerry Foley. As we talked, it occurred to me that enough time may have bassed to talk openly about the myths and reality regarding the ISO OSI networking efforts and how they relate to TCP/IP networking as the two technologies evolved over the late 1970s and 1980s. In late 1976, working within the ANSI Information Systems infrastructure, Foley was authorized to write a study on "standards for distributed information systems." From this study ANSI's Open Systems Interconnect standards committee evolved, and for the next 16 years Foley served on the committee, about 12 of them as chair, Foley was a US delegate to ISO OSI committees and he represented the US State Department to the CCITT work on ISO. He also served as liaison to the Manufacturing Automation Task Force, which implemented OSI, and managed MAP implementations in General Motors plants.

-Charles Severance

How much effort went into developing OSI?

The US OSI committee involved more than 140 people. We met at least six times a year, one to two weeks at a time,

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Enough time passed to talk openly about the myths and reality regarding the ISO OSI networking efforts and how they relate to TCP/IP.

and we continued the work in our home offices and labs. The first ISO OSI meeting brought about 40 people to Washington, D.C.; we all fit in one room. Later, meetings were held concurrently in Vienna, Paris, and London to accommodate all the delegates. Representatives of 17 countries eventually made up ISO OSI. Delegates came from industry, government agencies, universities, and consultants under contract to governments. One or more ISO OSI technical groups would be meeting somewhere in the world on more than 40 out of the 52 weeks of the year, frequently with overlapping meetings.

Were OSI committee members aware of ARPANet, SNA, DECNet, and others?

Yes, many US OSI people were also developers of these systems, users, or had continuing liaisons with the respective organizations. They ensured the OSI groups' awareness of these other network technologies.

How did the OSI folks view TCP/IP at the beginning?

We saw a fundamental difference in scope. To us, OSI was an international system of standards to provide complete support for cooperating, interconnected computer systems. TCP/IP was viewed as a data-communications networking system. OSI was predicated on attaining error-free performance using an international mix of underlying transmission services-including some of very low quality. TCP/IP was perceived to be based on the higher quality US transmission capabilities. Most important, TCP/IP was viewed as a US Defense Department system that would therefore not be acceptable in international work.

Why did OSI gain such strong support? The then-new information systems networking technology was being developed

as proprietary systems and so was not interoperable. Coincidentally, there was a demand for standards to facilitate cooperating processes independent of platforms. Large users and computer manufacturers supported the demand with resources. Initially, it was the US, the UK, and European countries that supplied enough highly qualified technical people to give OSI momentum. Participation then snowballed because no company or country that wanted a major role in information processing could stay away.

What were the barriers to acceptance?

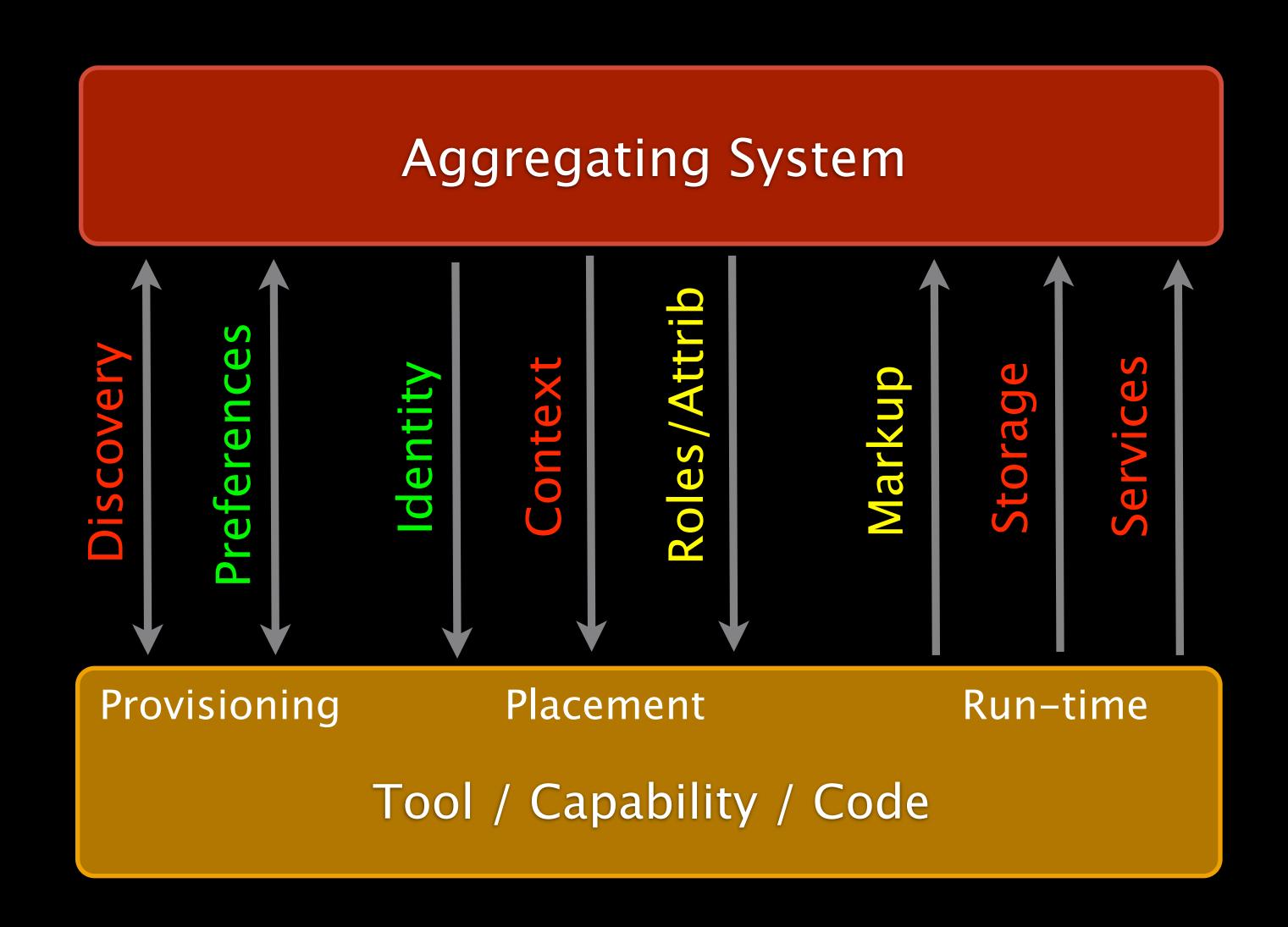
OSI penetrated too deeply in too many vendors' proprietary interests. This kept the vendors from giving their full support to OSI in the area of delivering OSI to customers on their systems.

While many people think that OSI was too late, this is overemphasized as a barrier. In 1984, full OSI implementations were networked in a demonstration by the multivendor MAP consortium. At that time, the Internet had not yet become the de facto worldwide network.

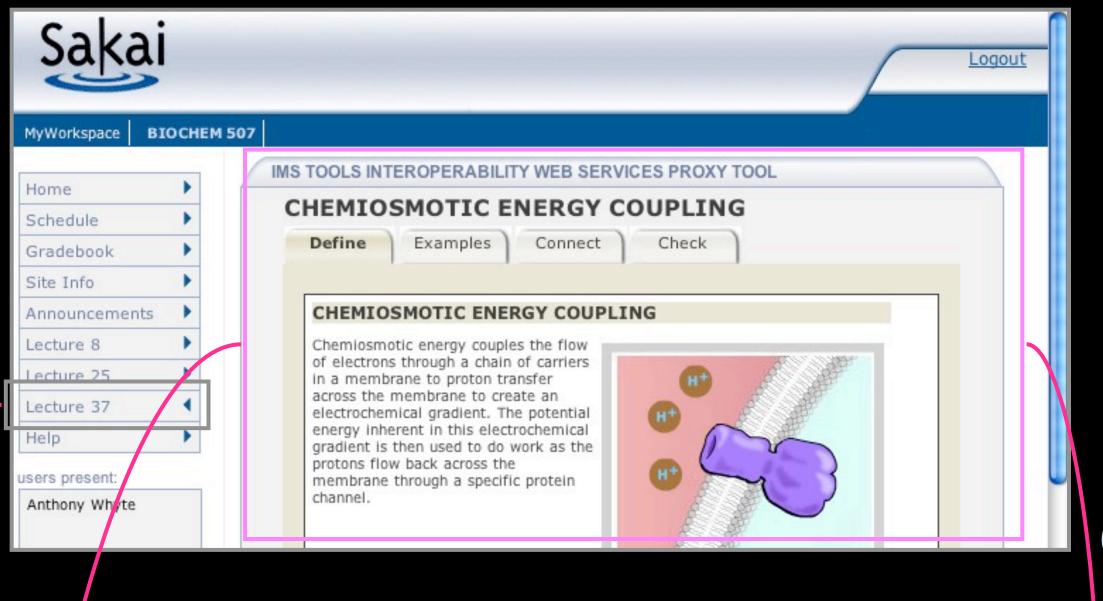
However, this does not mean that the ANSI and ISO administrative structures were particularly quick, either. These groups were organized to produce blueribbon standards. Their operating procedures required multiple approval cycles, and most committee communications and balloting had to be done by reg-

May 1998 98 September 1997

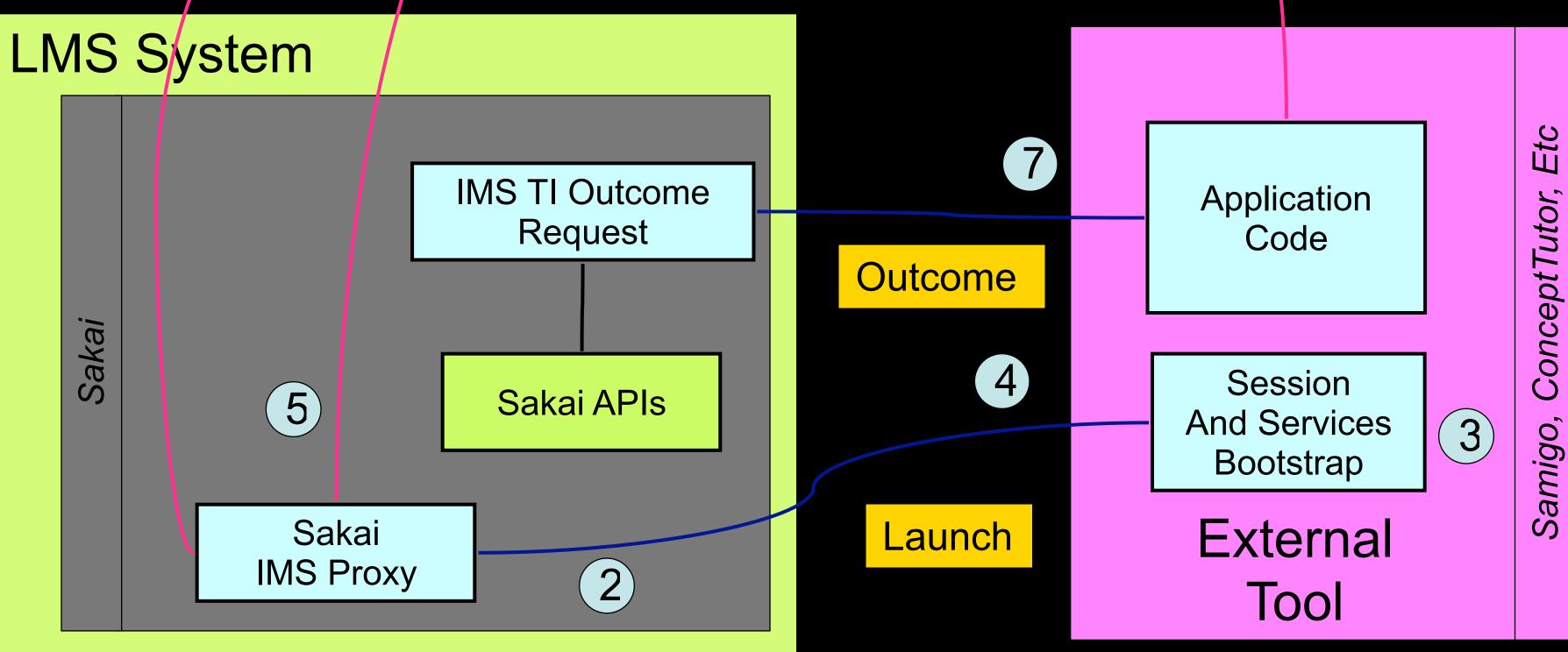
## Functionality Mashup Technical Needs



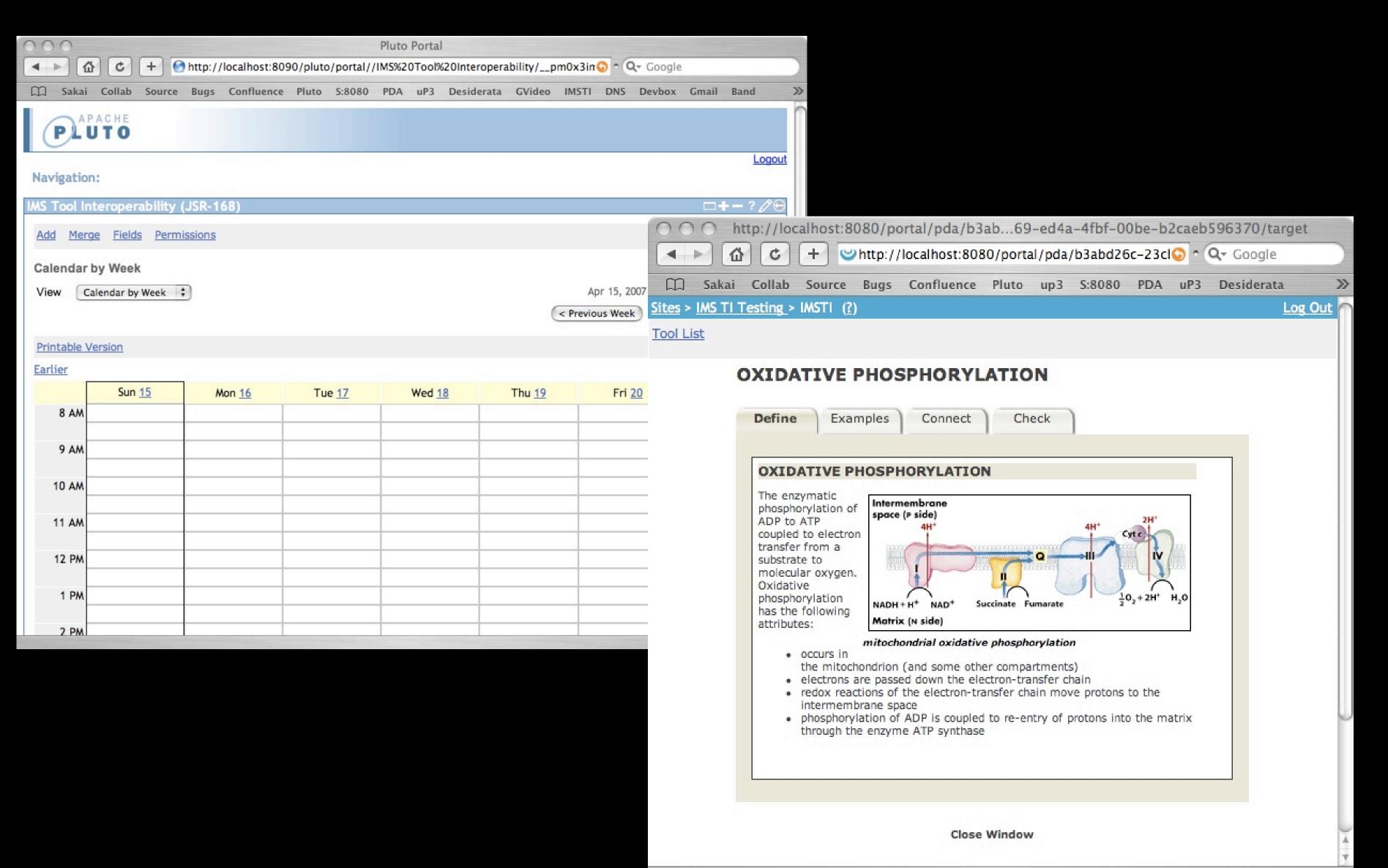
How IMS Tool Interoperability 1.0 Works



Sakai
Blackboard
WebCT
Angel

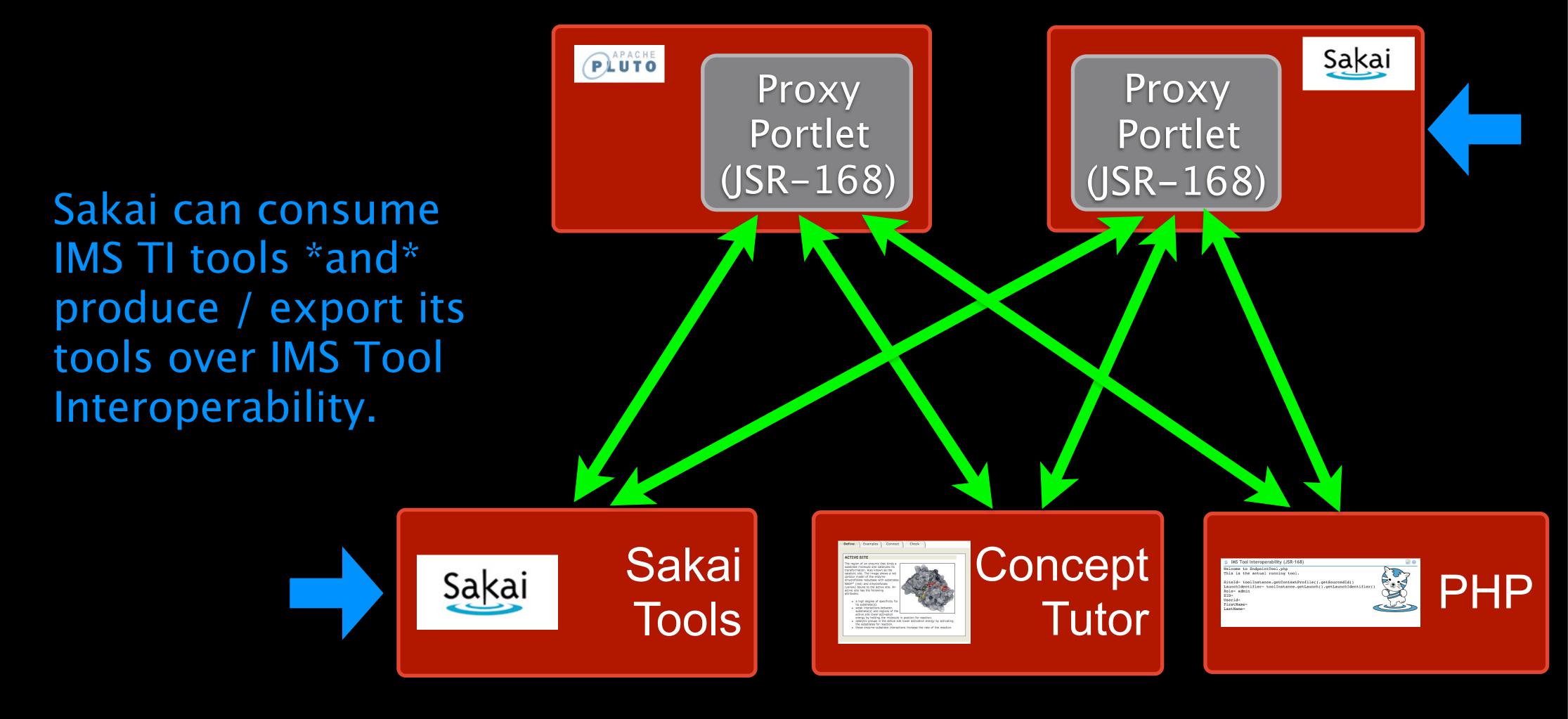


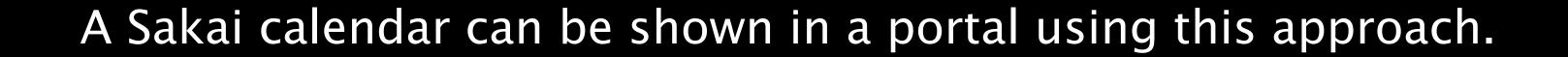






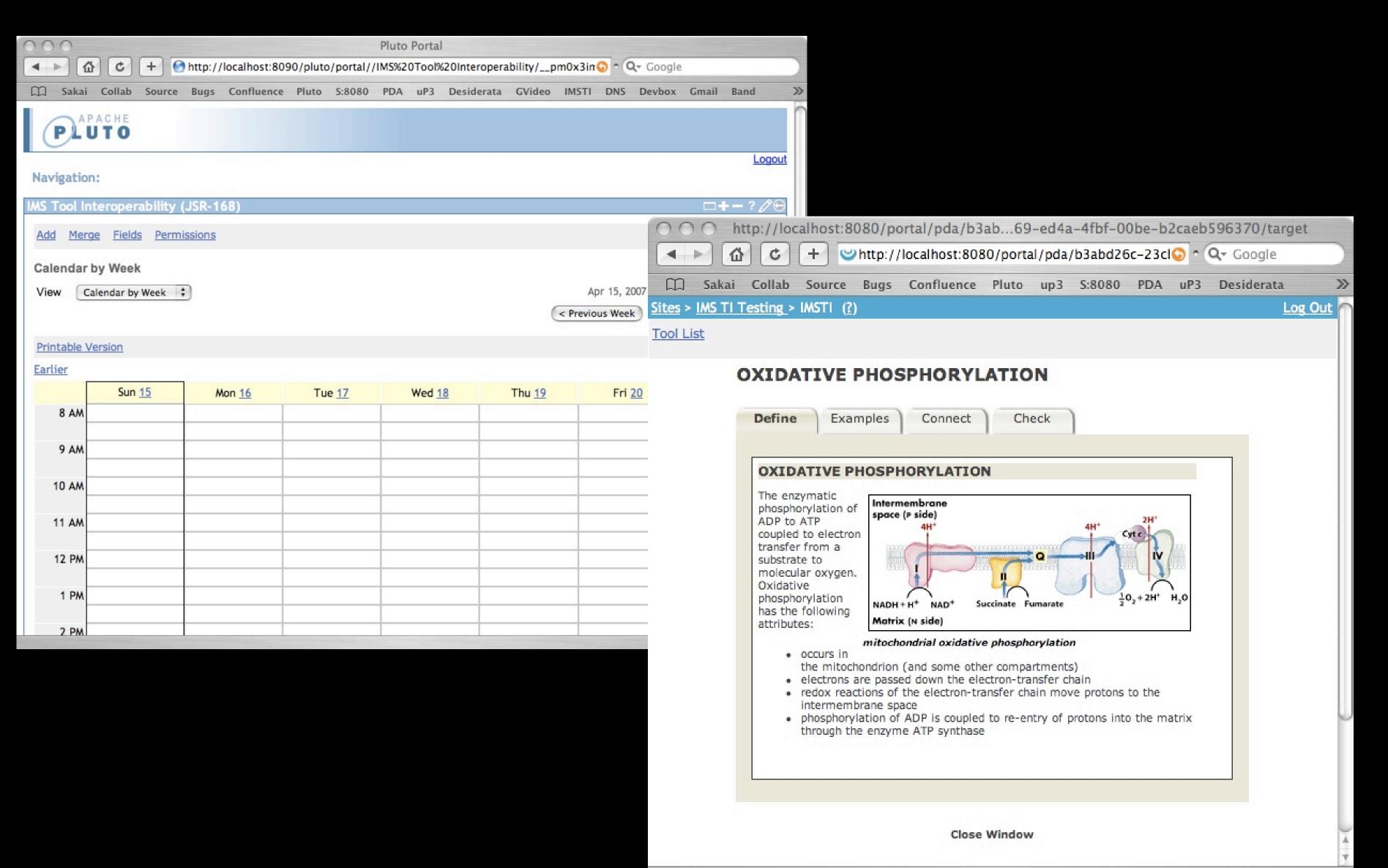
















## Looking Forward IMS Tool Interoperability

- IMS Tool Interoperability 1.0 Extensions based on use
  - REST and SOAP-Lite Bindings
  - Security Function and Configuration Extensions
  - Outcome Request schema IMS TI 1.1
- IMS Learning Tool Interoperability 2.0
  - Builds on IMS TI 1.0
  - Improves the integration into LMS systems
  - Defines extension points within LMS systems such as "Add New Resource"
  - Modeled on Blackboard Building Blocks
  - Led by: Bruno van Haetsdale of Wimba and Chris Moffat of Microsoft



## Tool Interoperability Research

One of the primary goals of the Sakai project was to define a "Tool Portability Profile" which made it possible to build truly portable tools that could be moved between Learning Management Systems.







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While the Sakai project is very successful and achieved many goals, there is work yet to be done to complete this goal..



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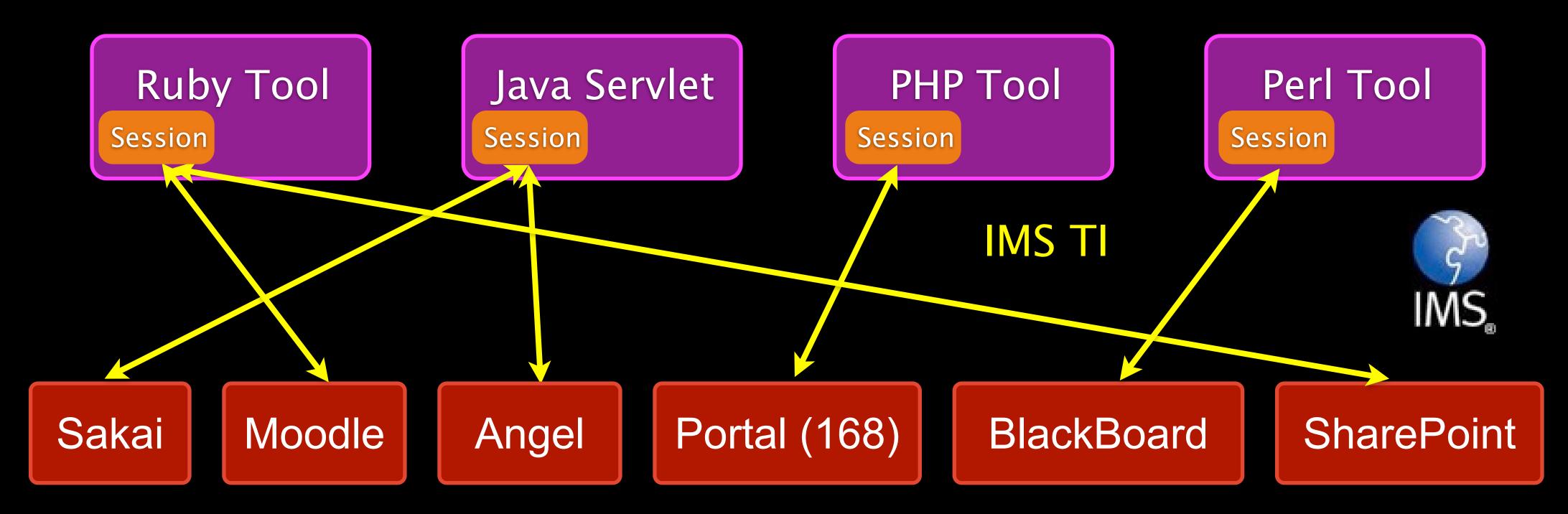
While the Sakai project is very successful and achieved many goals, there is work yet to be done to complete this goal..

This is not just about Sakai – it is about enabling the general purpose mash up of learning functionality.



My tool interoperability research intends to deliver portable and interoperable tools. For me IMS Tool Interoperability was the missing standard to build tools to enable language independence and cross-platform interoperability.

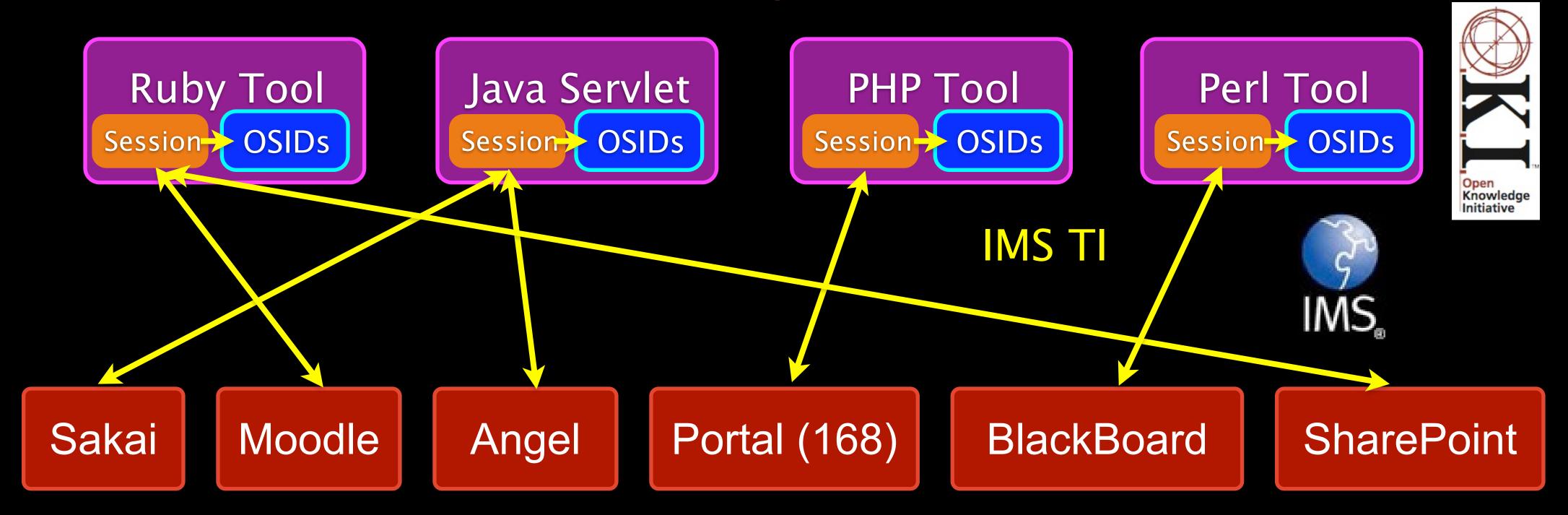
Tool Producers – Tool Functionality



Tool Consumers (LMS Systems)

OKI OSIDs are a set of interoperable APIs that can provide run-time services for these tools. We can use the IMS TI ability to establish a session remotely to partially populate an OSID Context for each user.

Tool Producers - Tool Functionality



Tool Consumers (LMS Systems)

#### My Spare Time Goals

- Encourage the adoption and use of IMS Tool Interoperability and OKI OSIDs
- Enable learning tools to be built in any programming language or web application framework
- Participate in the IMS and OKI standards activities to evolve and enhance these standards
- Build and distribute reference implementations of the IMS TI producer and consumer modules in many languages



#### IMS TI Progress To Date

- IMS TI Consumers
  - Sakai Tool
  - JSR-168 Portlet (Pluto, uPortal, Oracle Portal, etc)
- IMS TI Sample Producers
  - Java
  - Ruby
  - PHP
- IMS TI 1.0 Extensions
  - SOAP-Lite and REST Bindings Makes non-Java producers practical
  - Configuration and Permission functionality



#### Using OKI OSIDs in Portable Tools

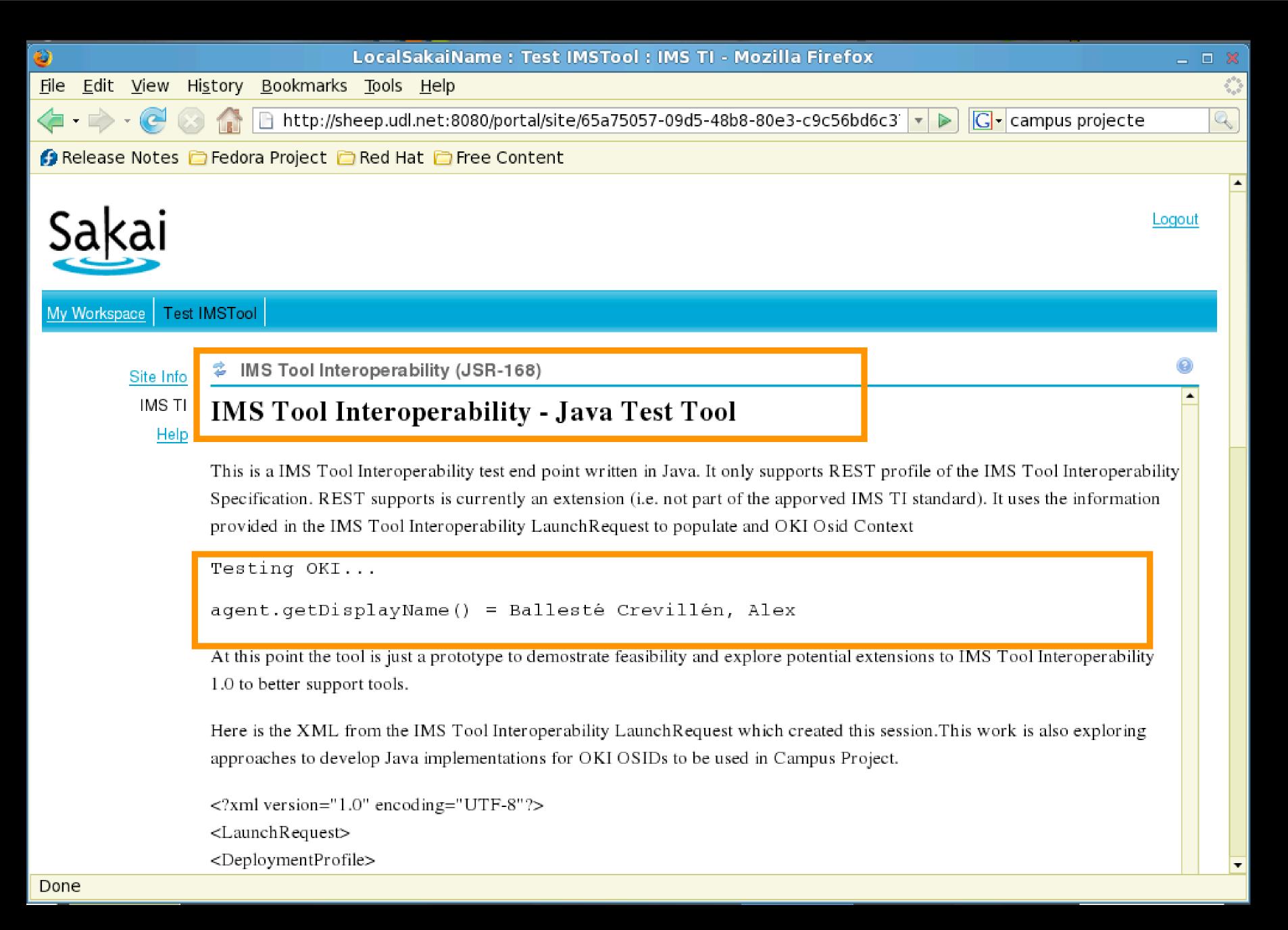
- One of the great challenges in using OKI OSIDs is one of "bootstrapping"
- The OSID Context contains the information that makes the rest of the OSIDs function – it gives them "context"
- But "Where does the OSID Context come from?"
- A Chicken and Egg Problem which came first?
- IMS Tool Interoperability provides a mechanism to populate the OSID Context as part of the Launch Request/Response and session setup



#### OKI Progress to Date

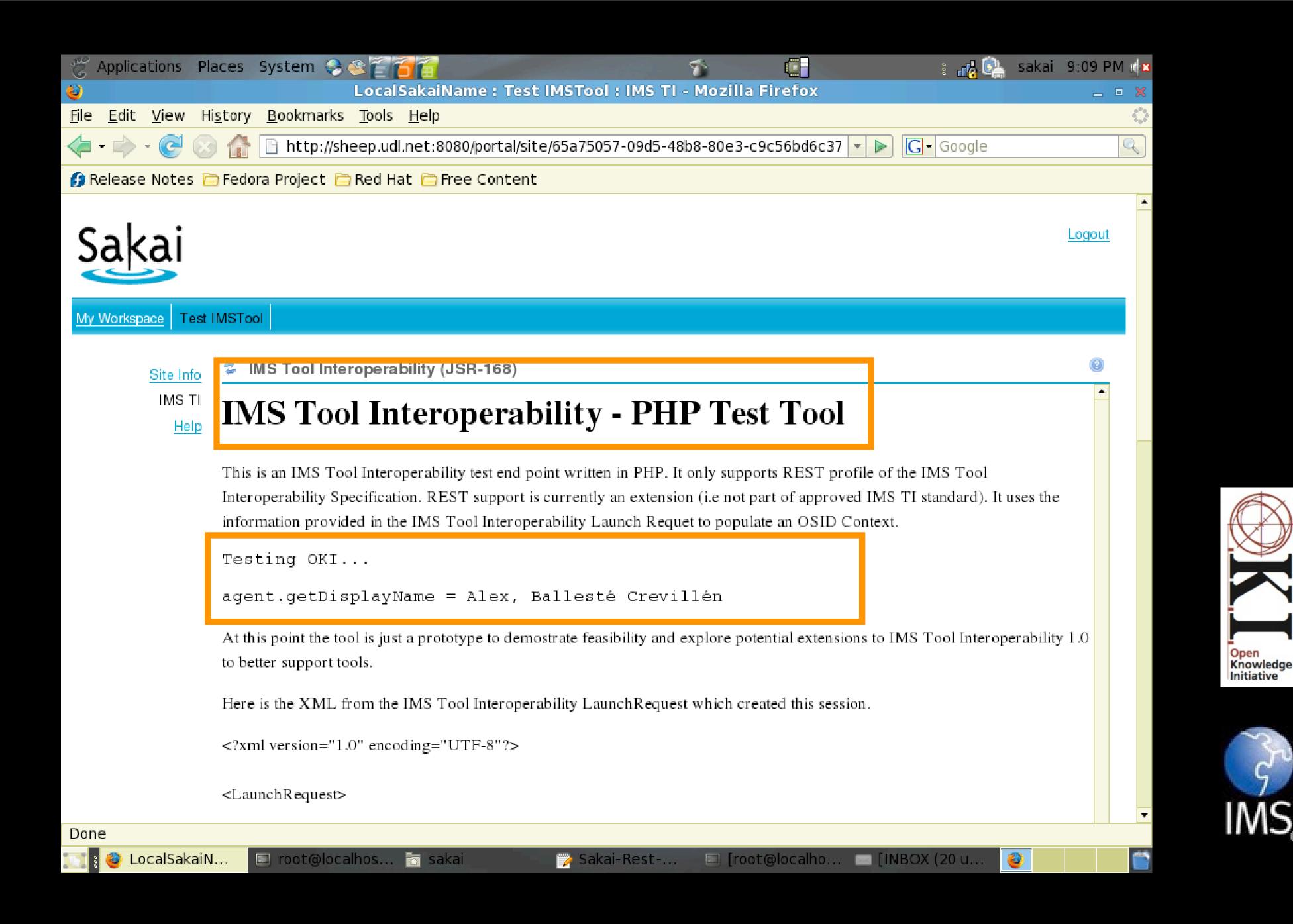
- Proof of concept of IMS TI populating OSID Context
- Started discussions regarding a Ruby Binding for OKI OSIDs

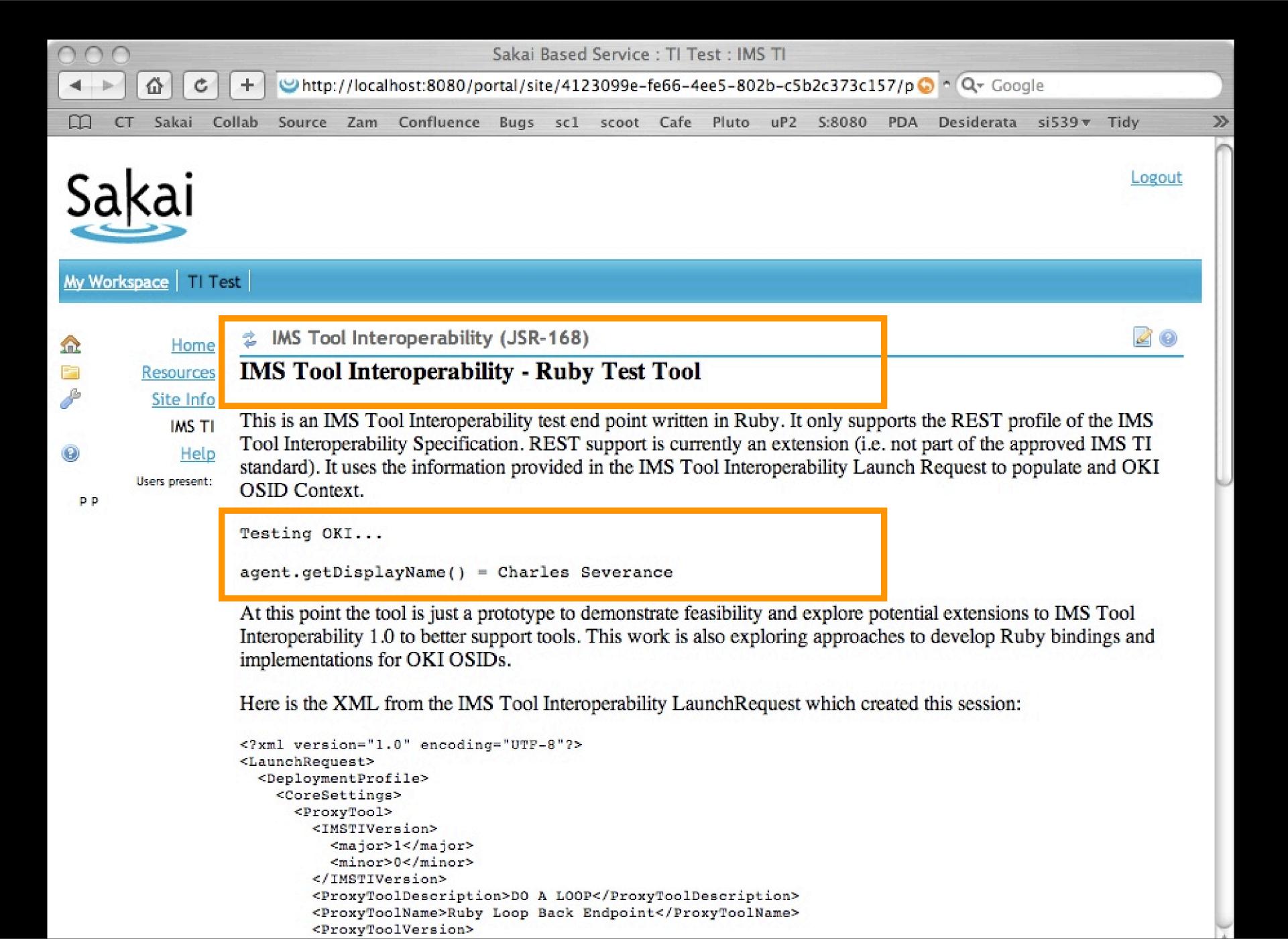












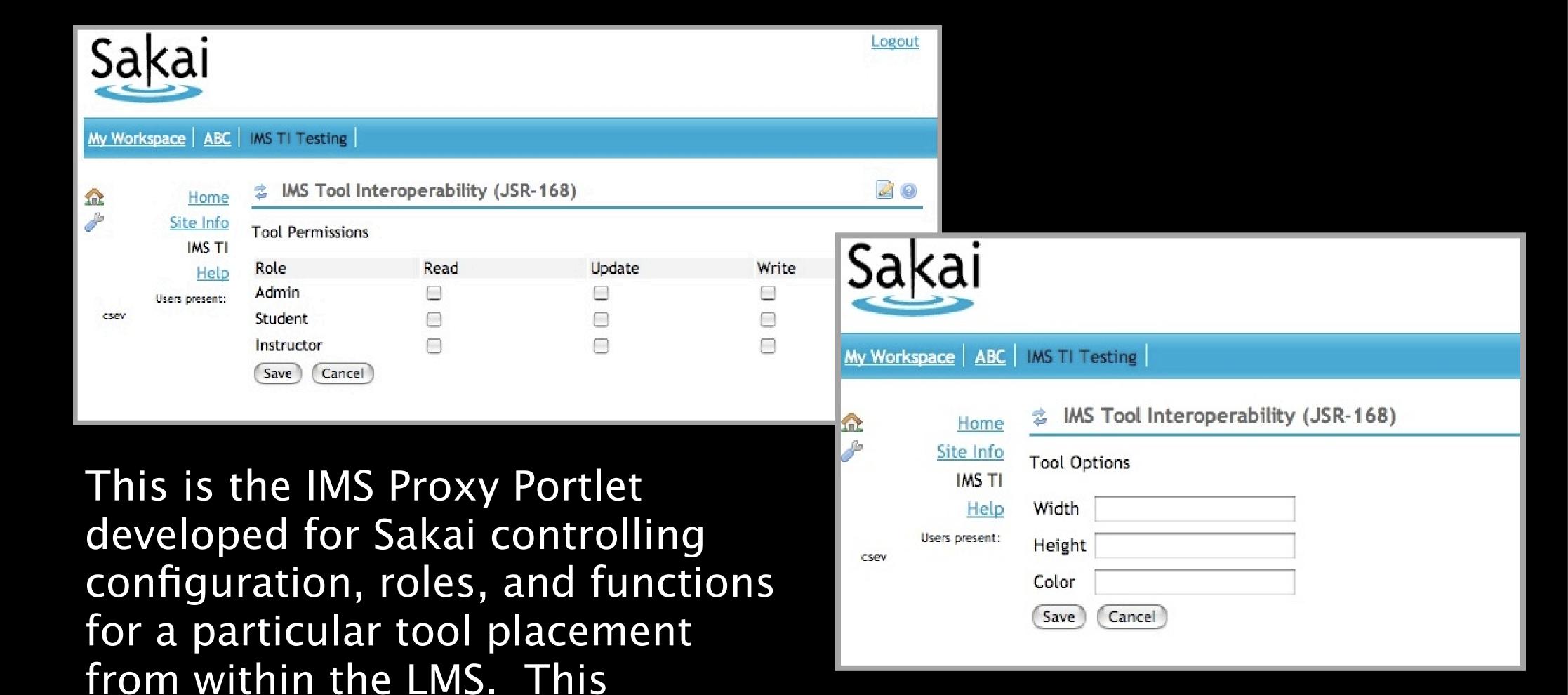




#### IMS TI 1.0 Function and Security Extensions

```
<TIR>
  <LaunchService/> <!-- Not allowed for this placement -->
  <RestLaunchService>
    <ServiceName>PHP Test End Point/ServiceName>
      <ServiceLocation>
        http://www.dr-chuck.com/imsti-test/launch.php
     </ServiceLocation>
      <Options>
            <option>Width
            <option>Height
            <option>Color
      </Options>
      <Permissions>
            <permission>Read</permission>
            <permission>Update/permission>
            <permission>Write</permission>
      </Permissions>
  </RestLaunchService>
</TIR>
```





information will be passed to the

remote tool in the Launch Request.

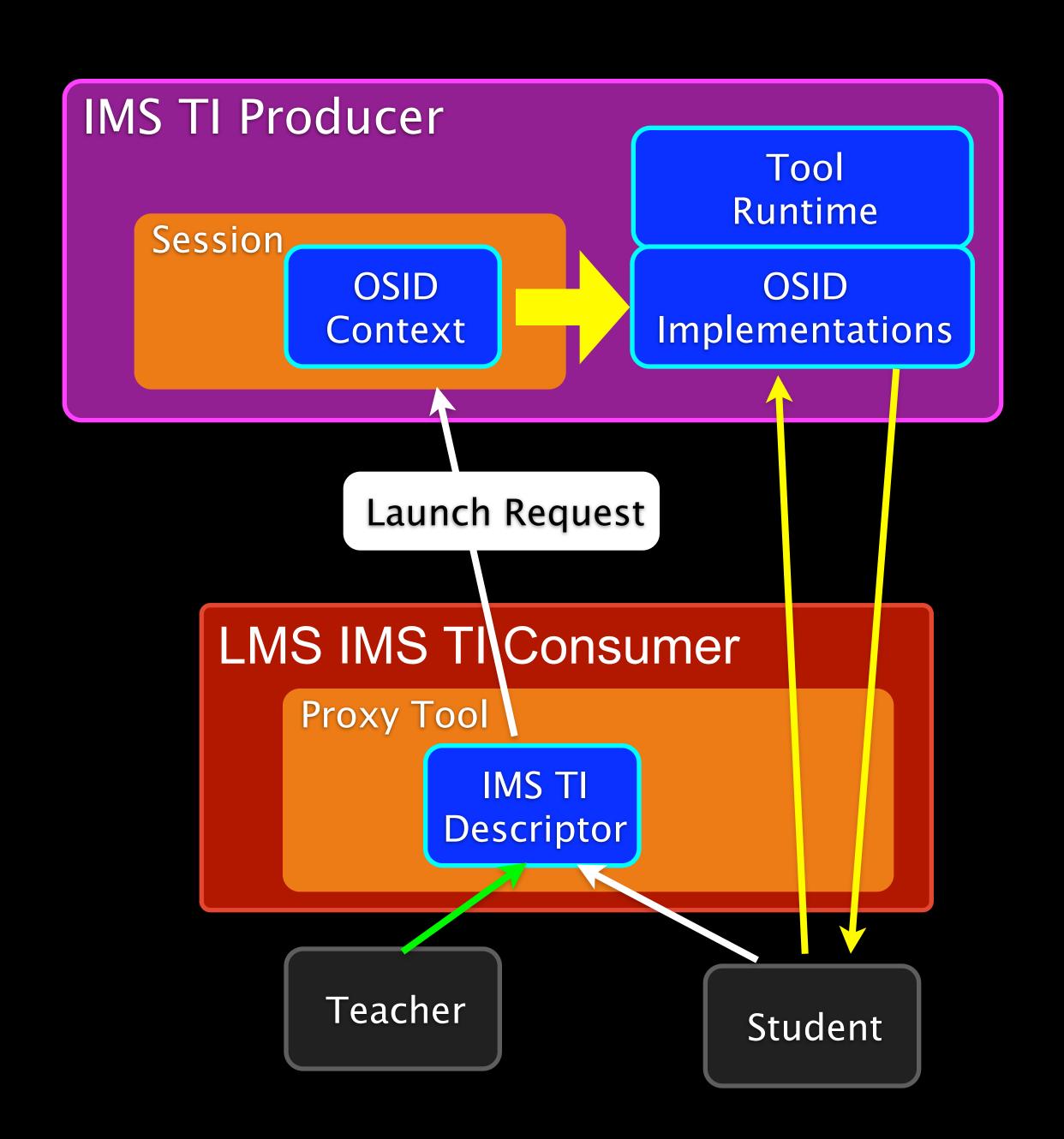


#### Process Flow

Teacher sets up and configures LMS Placement using IMS TI Descriptor.

Student selects tool and a Launch Request is sent to the consumer. This contains information to build an OSID Context associated with the user session in the producer.

When the student requests markup in the context of their session, the OSID implementations pull the OSID Context from the session.



#### Roadmap Forward (in my spare time)

- Develop New Consumers for IMS TI 1.0 (with extensions)
  - Moodle
  - Angel
  - BlackBoard Building Block
  - Microsoft SharePoint
- New IMS TI Producer Reference Implementations
  - Perl



#### More Spare Time Roadmap

- Work on Ruby/Rails Binding for OKI OSIDs
- Work with targeted application providers to support adoption of IMS TI 1.0
- Eliminate iFrames
  - WSRP Web Services for Remote Portals
  - Proxy / Bridge Portlet / Web Clipping in the IMS TI Consumer
  - Create REST Binding for WSRP



#### Resources Available

- So far this is just me and members of the Sakai Community
  - Universitat de Lleida
- Interested in others with resources to help
- Participating in the OKI and IMS formal processes
- There is no rush this needs to be done right



# Thoughts on University Campus Under Construction







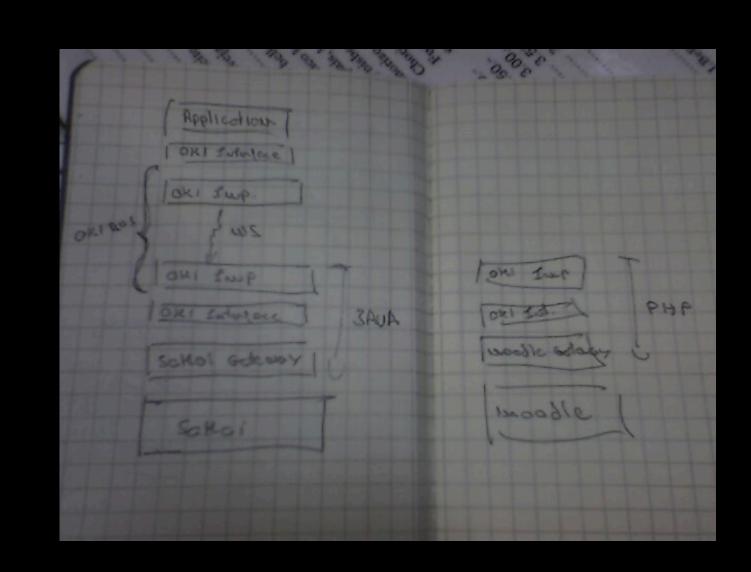






#### Campus Project – In a Bodega

- Service Oriented Architecture
- Tool Pattern allows deployment in Sakai \*or\* Moodle
- OKI as Middleware
- Includes cross-deployment and configurations
- Proxy Tool Pattern
- Strong funding by Catalan Government
- www.campusproject.org



#### My Thoughts

- University Campus A Bold Choice and Challenge
  - University Campus project chose to support both Moodle and Sakai
  - Developing a new pattern for tools that work in either Sakai or Moodle
  - Interoperability based on OKI OSIDs and an OKI Bus
- Some Ideas \*
  - Broaden the impact of the UC work
  - Use and extend IMS Tool Interoperability





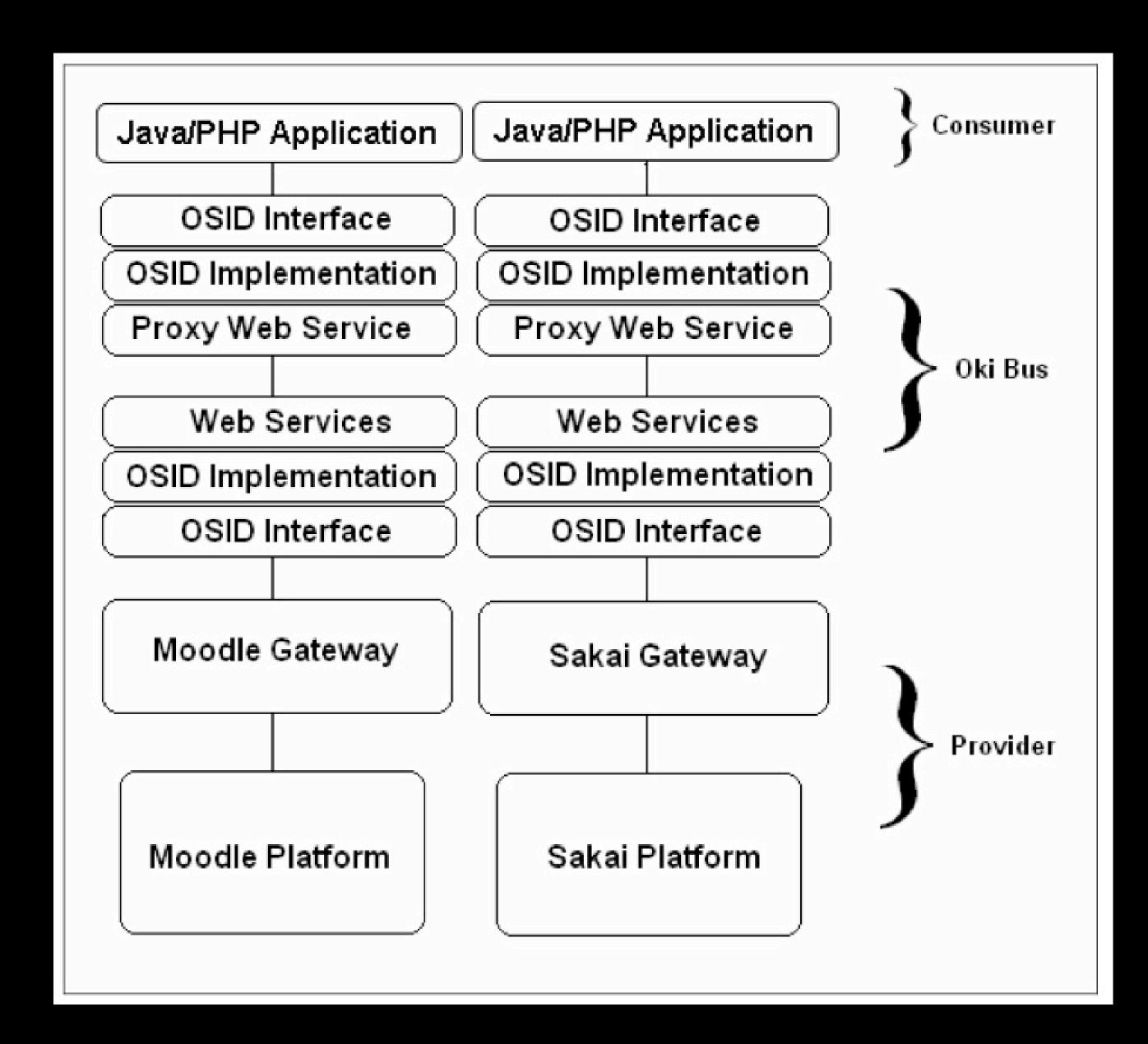


#### Initial Campus OKI OSIDs

- Authentication
- Authorization
- Configuration
- Locale
- Logging
- Identifier
- Messaging

This set is a good choice because it keeps the project scope feasible. And these OSIDs are used by nearly every learning application ever built.





#### Campus Architecture













### Campus Architecture



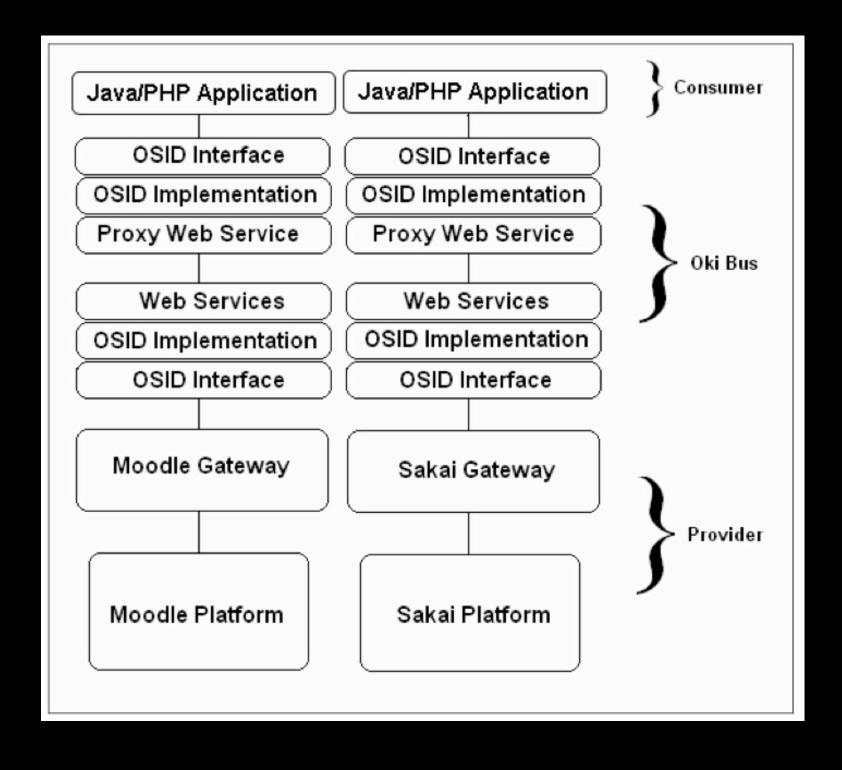


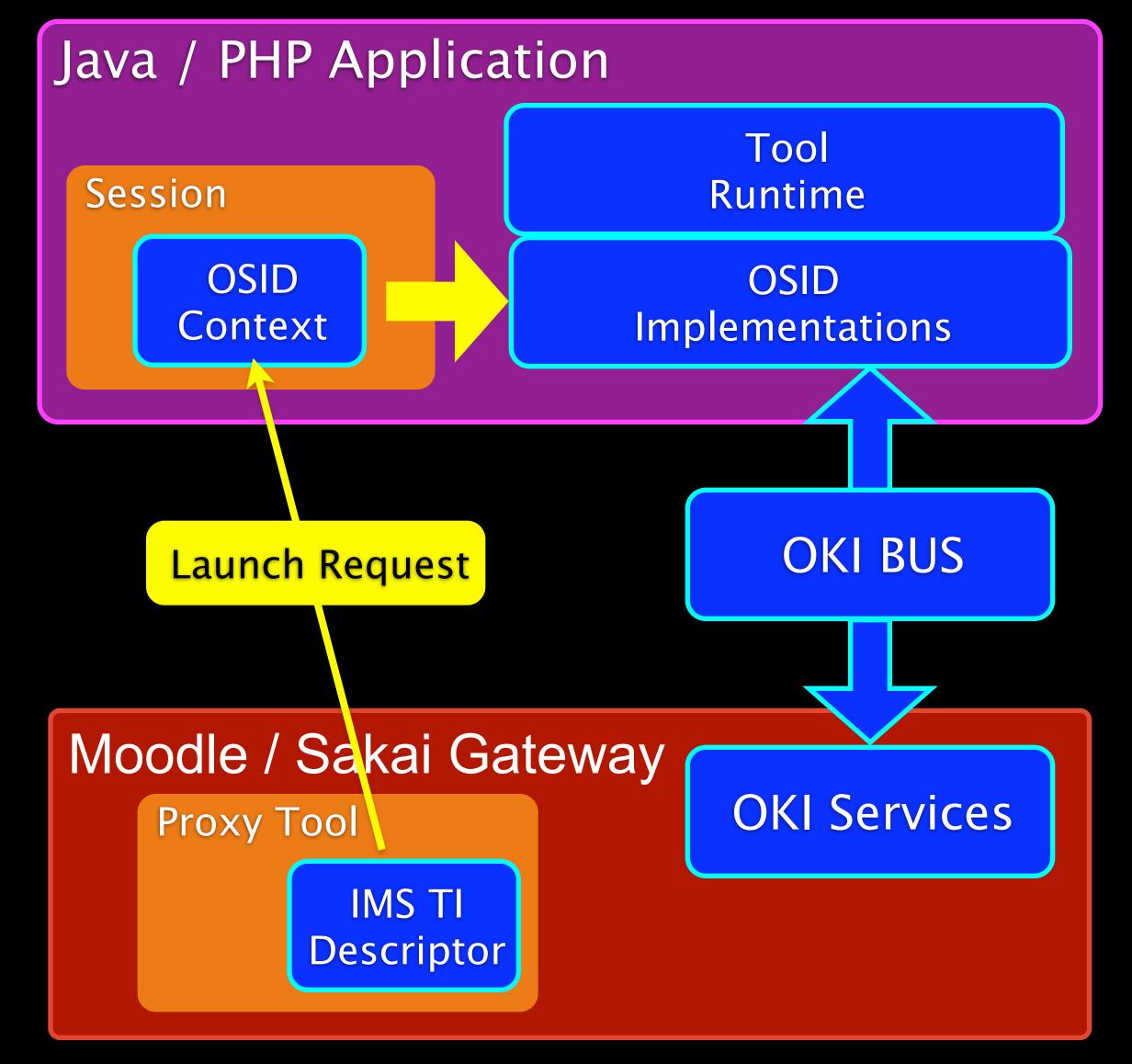






# Adding IMS Tool Interoperability to Campus



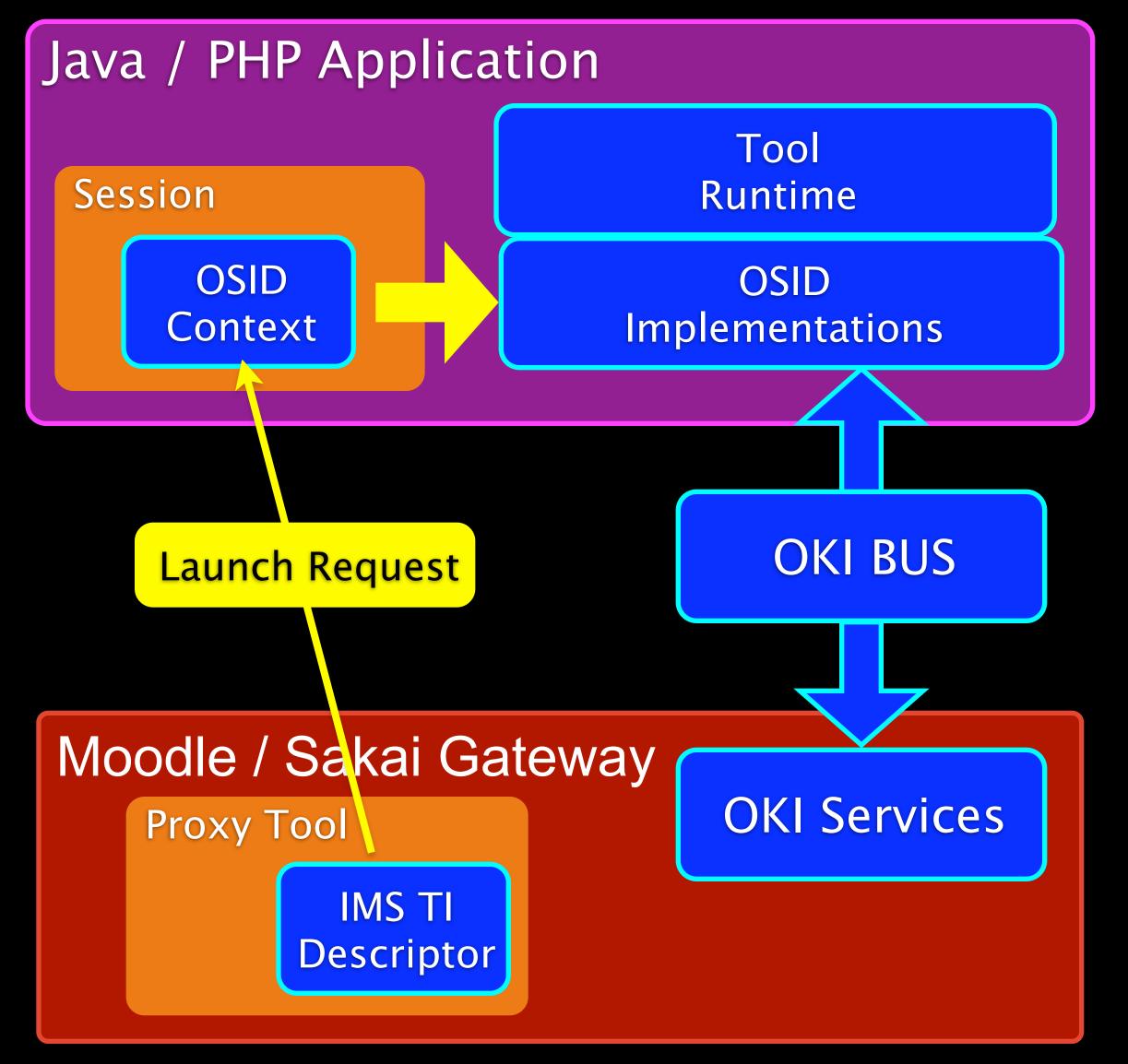




# Adding IMS Tool Interoperability to Campus

The primary value in using IMS Tool Interoperability as part of the Campus Architecture is to provide a standards-based protocol to exchange configuration information between the LMS and the Tool and establish the OSID Context.

For Campus, this OSID context can also contain information which properly configures the OKI bus so that applications can access other OKI services in the LMS.

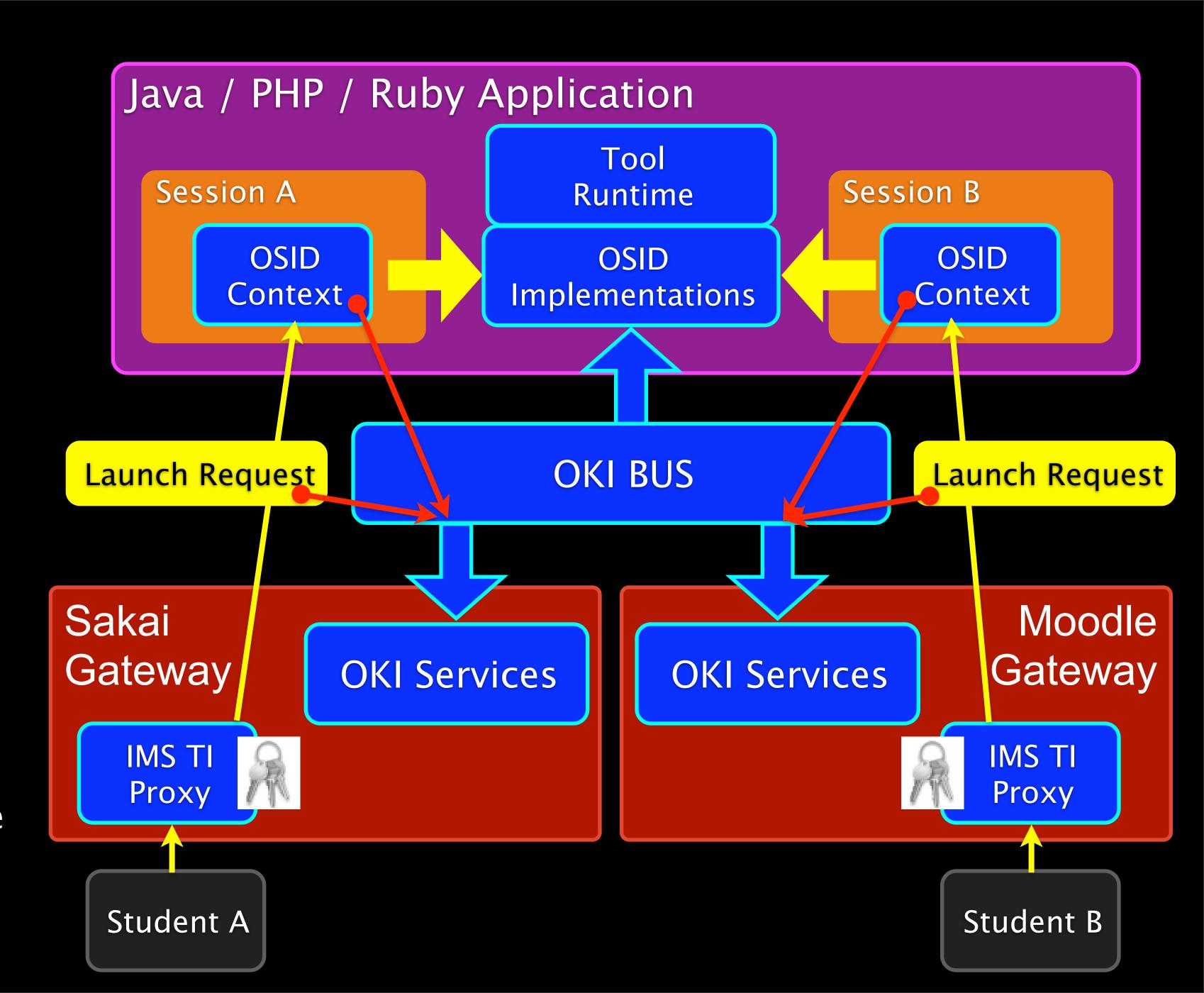




### Sharing Tool Context

We can support multiple LMS systems and tools that federate identity by including an appropriate bus end point in each launch request.

Trust is granted when two LMS placements share the IMS TI Descriptor.





### Campus Architecture











#### Summary

Standards are emerging to enable functionality mashup – particularly IMS standards for learning functionality mashup.

Much more work is required. With several strong open source LMS systems in the market place, we can begin to tackle the hard technical issues in real Tool Interoperability.

This will require an iterative process of building reference implementations, extending standards, and then improving standards.

### Thank you for your time...

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- http://www.dr-chuck.com/