

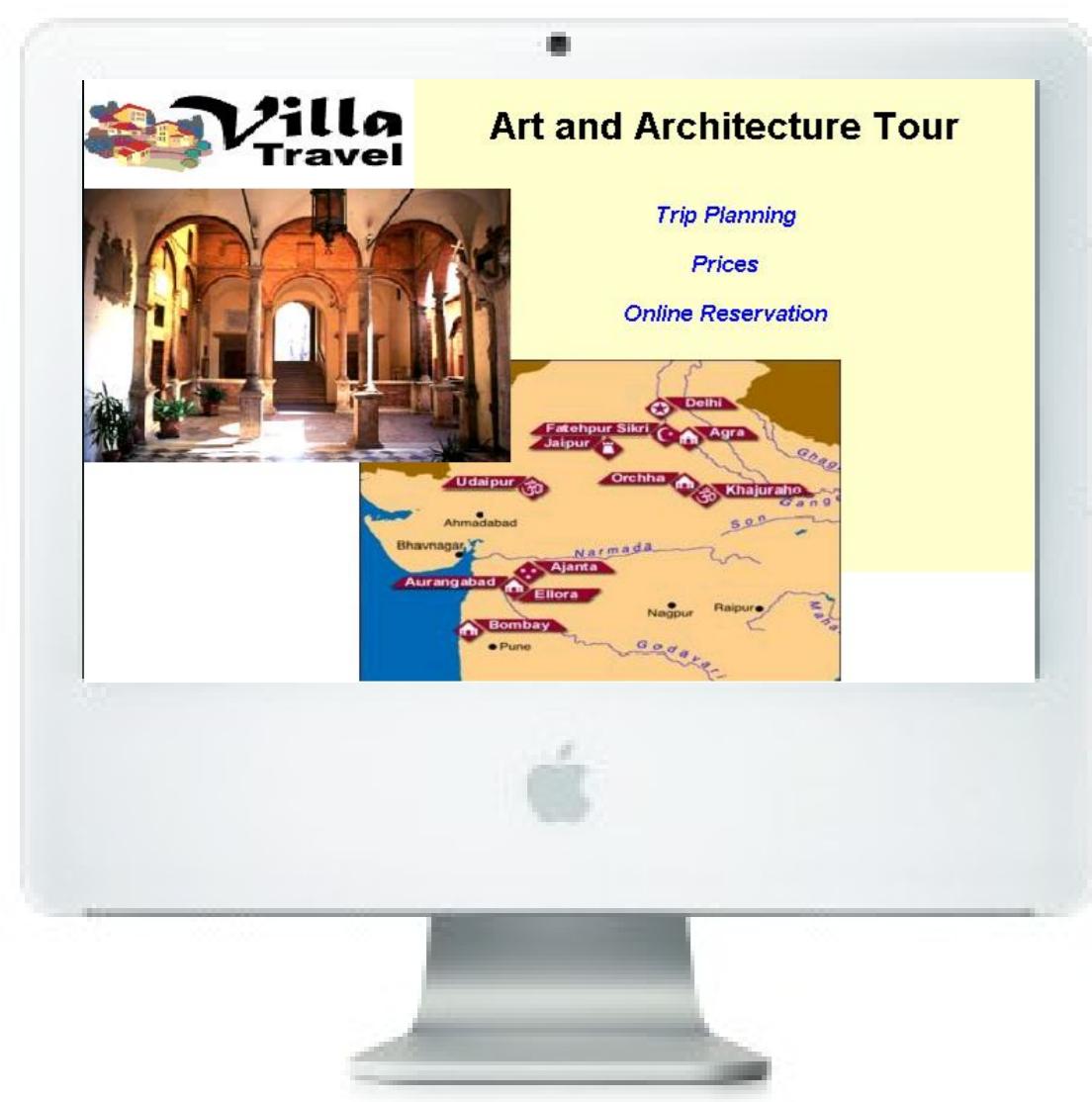
# A Spatial Algebra for Multimedia Document Adaptation

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## Problem

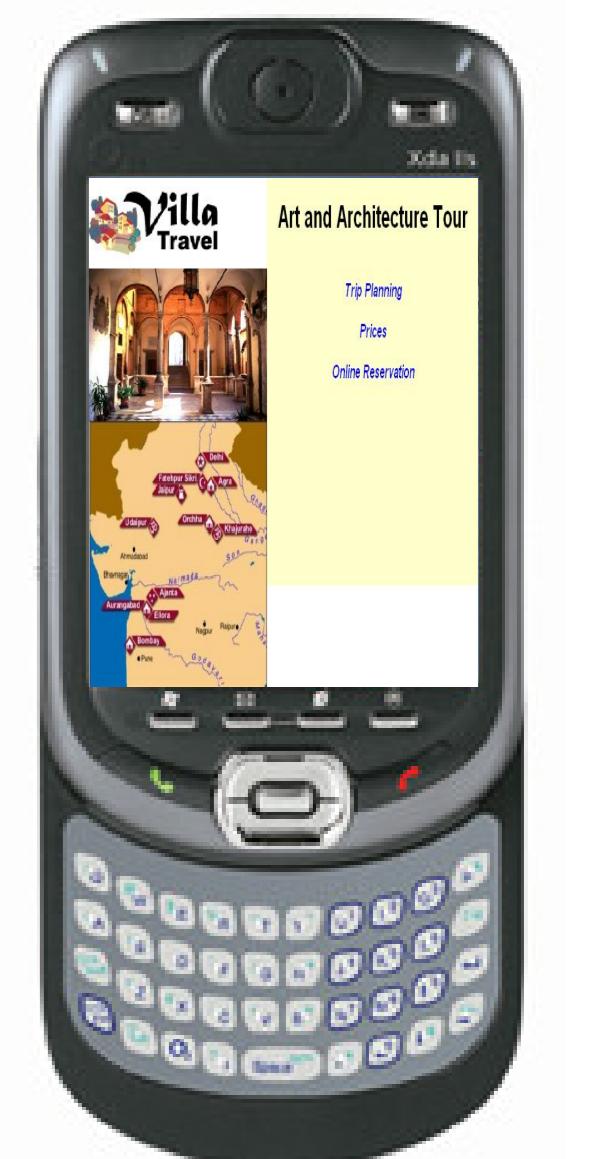


Initial SMIL document [2]

Adaptation of the spatial layout



Impossible



Adapted

Device constraints:  
images are not  
allowed to overlap

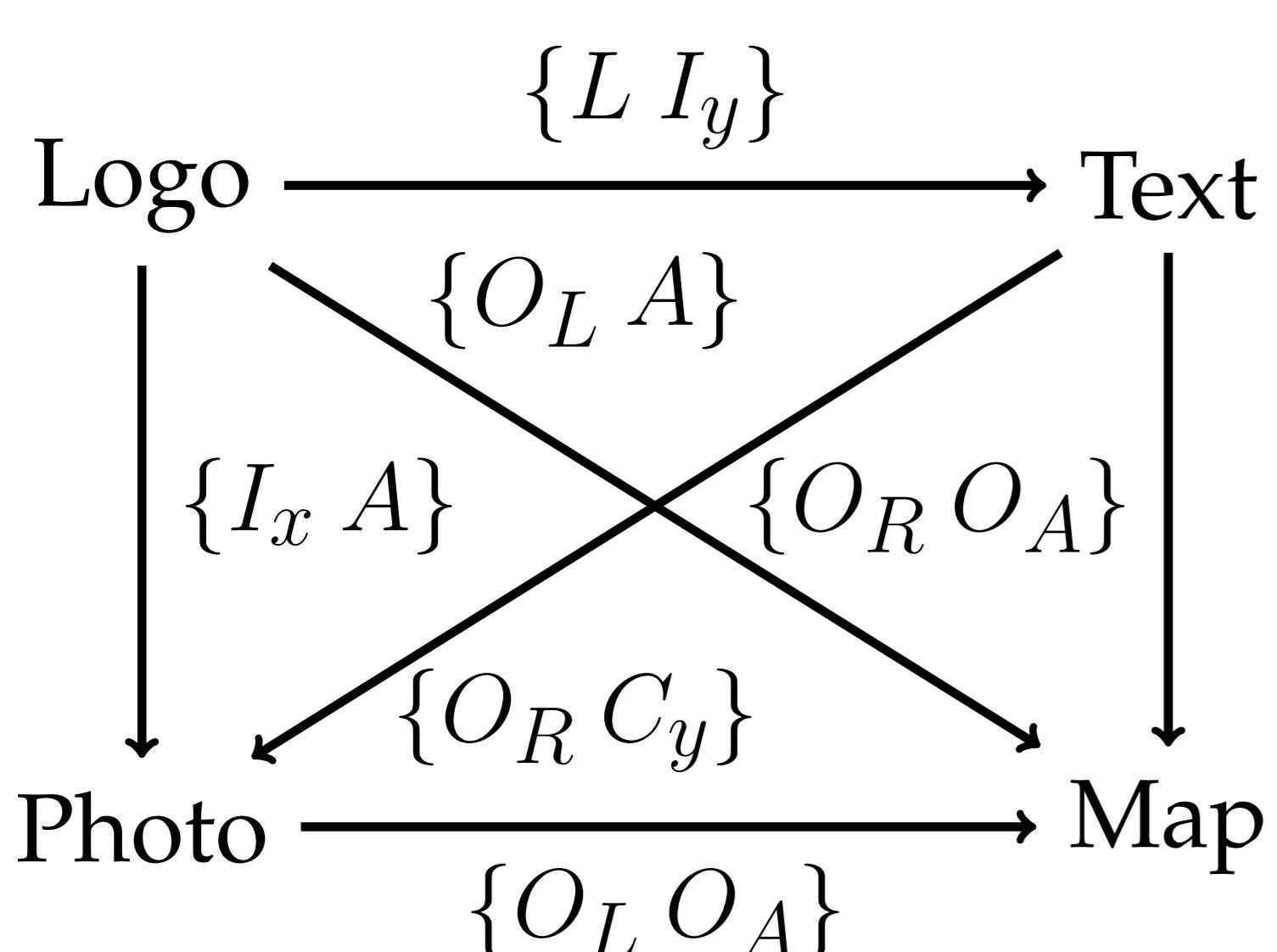
## Document representation

A new spatial representation (ABLR) with 36 spatial relations ensures a compromise between expressiveness and computation speed.

### The ABLR algebra

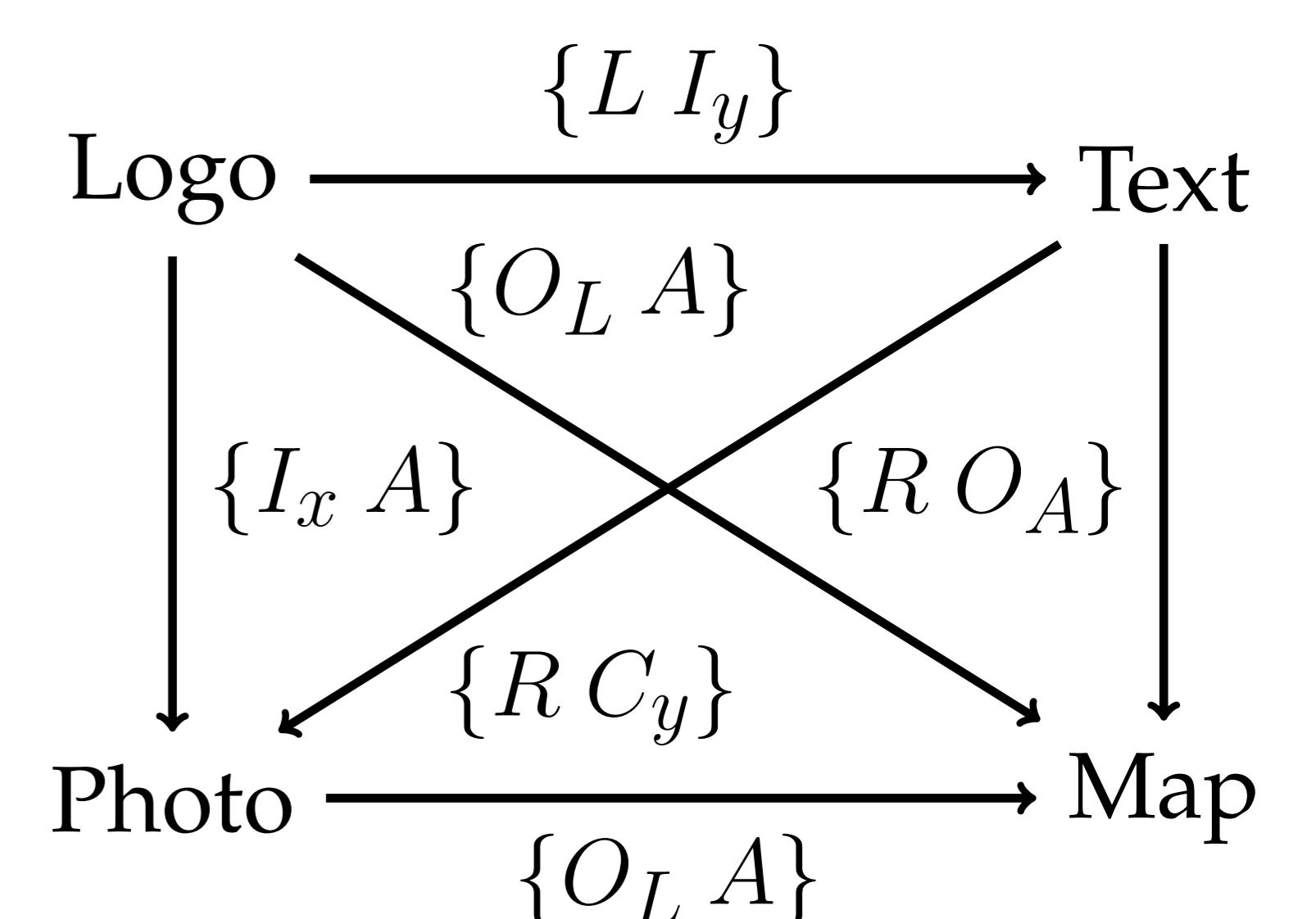
| generalization | $\underline{X} \underline{Y}$ | $\underline{X} \underline{\overline{Y}}$ | $\underline{\overline{X}}$        | $\underline{\overline{X}} \underline{\overline{Y}}$ | $\underline{\overline{Y}} \underline{X}$ | instantiation    |
|----------------|-------------------------------|------------------------------------------|-----------------------------------|-----------------------------------------------------|------------------------------------------|------------------|
|                | $\underline{X} \underline{Y}$ | $\underline{X} \underline{\overline{Y}}$ | $\underline{\overline{X}}$        | $\underline{\overline{X}} \underline{\overline{Y}}$ | $\underline{\overline{Y}} \underline{X}$ |                  |
|                | X left Y<br>(L)               | X overlaps-left Y<br>(O <sub>L</sub> )   | X contains Y<br>(C <sub>x</sub> ) | X inside Y<br>(I <sub>x</sub> )                     | X overlaps-right Y<br>(O <sub>R</sub> )  | X right Y<br>(R) |
|                | X above Y<br>(A)              | X overlaps-above Y<br>(O <sub>A</sub> )  | X contains Y<br>(C <sub>y</sub> ) | X inside Y<br>(I <sub>y</sub> )                     | X overlaps-below Y<br>(O <sub>B</sub> )  | X below Y<br>(B) |

## Document adaptation

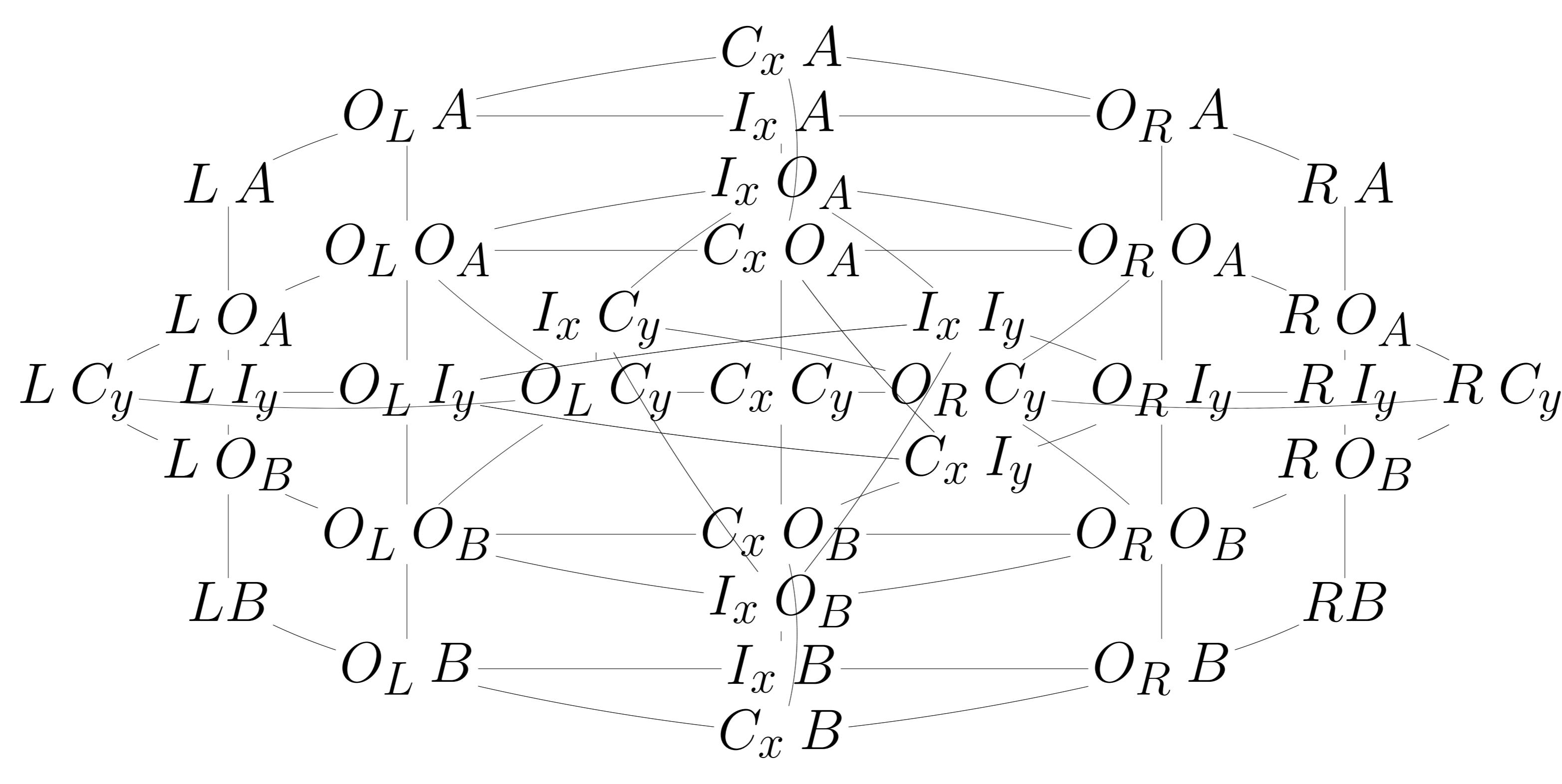


Initial qualitative representation

Adaptation [1]  
Non-overlapping constraint  
maximal proximity



Adapted qualitative representation



Proximity between ABLR relations

## References

- [1] Jérôme Euzenat, Nabil Layaïda, and Victor Dias. A semantic framework for multimedia document adaptation. In *Proc. of IJCAI'03*, pages 31–36. Morgan Kauffman, 2003.
- [2] W3C. *Synchronized Multimedia Integration Language (SMIL 2.0) Specification*, 2001.