



UI and applications in Audio-Video systems

Reinder Haakma
Philips Research - IST

Applications

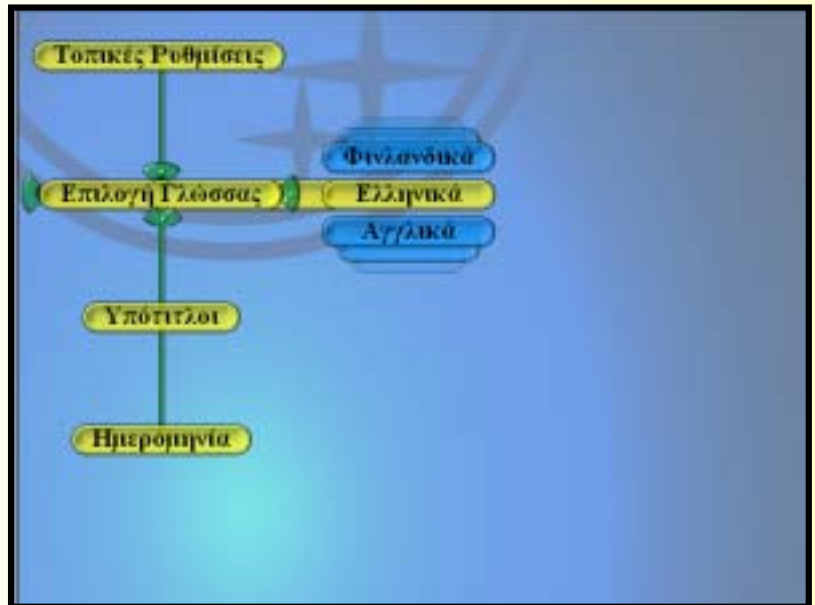
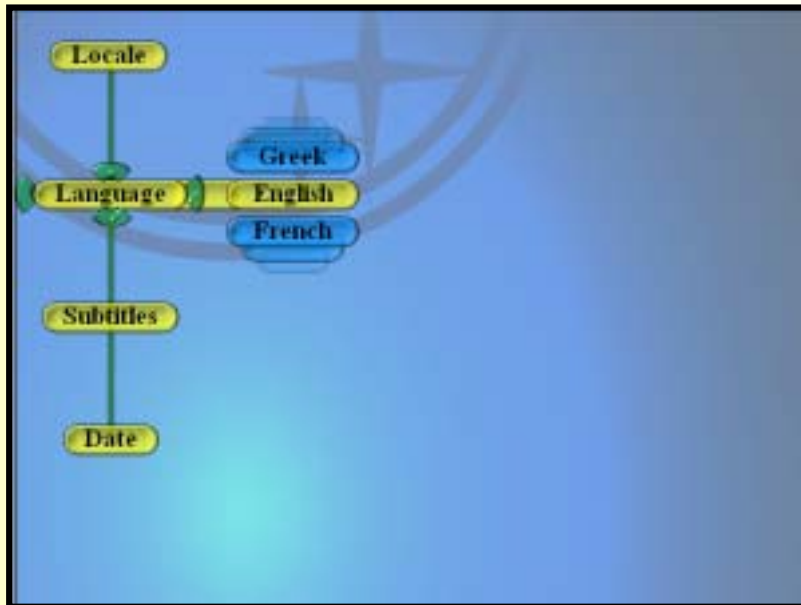
- ❖ Basic zapping
- ❖ Electronic Programming Guides
- ❖ Personal Video Recording
- ❖ Install menus
- ❖ Teletext



Diversity in UI design



Diversity in language



Diversity in screen size & aspect ratio

4:3

16:9

PAL



NTSC



Diversity in input devices

❖ Remote control



❖ Touch / pen-based



Diversity in featuring

				
	21FT1884S	21FT4475	21FT5505	25PT4475
Price level	**	**	***	**
Color	Blue Silver	Black	Warm Silver	Black
Tube shape	flat square	flat square	real flat	flat square
Size	**	***	***	***
Width	54.9	59.6	60.0	69.0
Height	46.9	48.3	45.4	54.0
Depth	40.5	48.2	48.7	46.0
Viewing experience	***	**	****	**
Screen type	blackline	blackline tc	blackline	blackline tc
Picture format	conventional	conventional	conventional	conventional
Picture processing	50 hz	50 hz	50 hz	50 hz
Extra processing	contrast plus	contrast plus	contrast plus	contrast plus
Sound experience	*	**	**	**
Speakers	1 speaker	2 speakers	2 speakers	2 speakers
Audio system	mono	stereo	incredible surround	stereo
Music power	8.0	6.0	10.0	10.0
Extras	**	**	**	**
Teletext	9 page teletext	10 page smart text	10 page smart text	10 page smart text
Easy features	no extra easy features	no extra easy features	no extra easy features	no extra easy features
Built-in features	fr	fr	fr	fr
Extra features	sleep timer	sleep timer	wake-up clock, sleep timer	sleep timer
Connectivity	**	**	**	**
Connectors	1 scart	2 scarts	2 scarts	2 scarts
Audio output	no extra audio output	no extra audio output	no extra audio output	no extra audio output
Front connections	front connections	side connections	side connections	side connections

UI Architectures

Efficient development
of
UI software
for
resource-constrained platforms

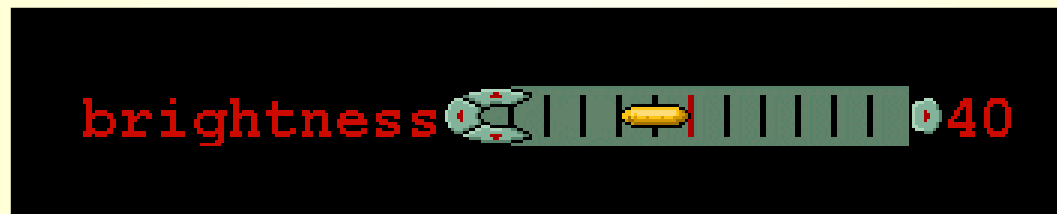
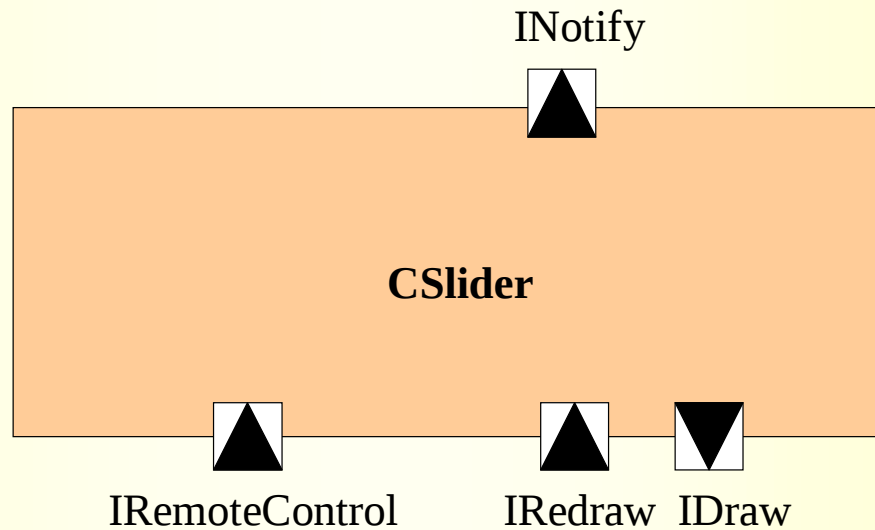


towards
a reconfigurable UI software stack
for
all pixel-based AV platforms

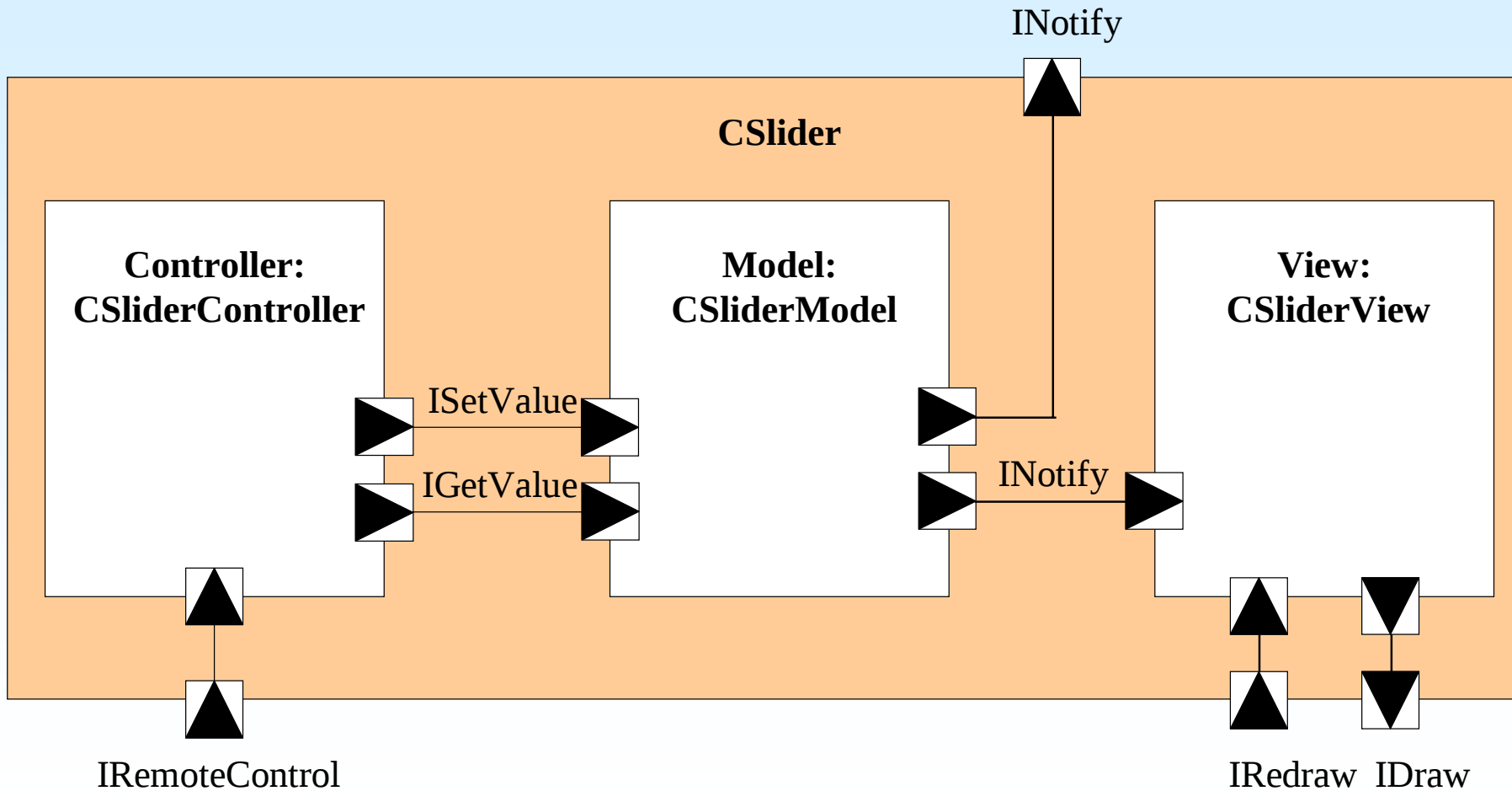


Kangaroo component model

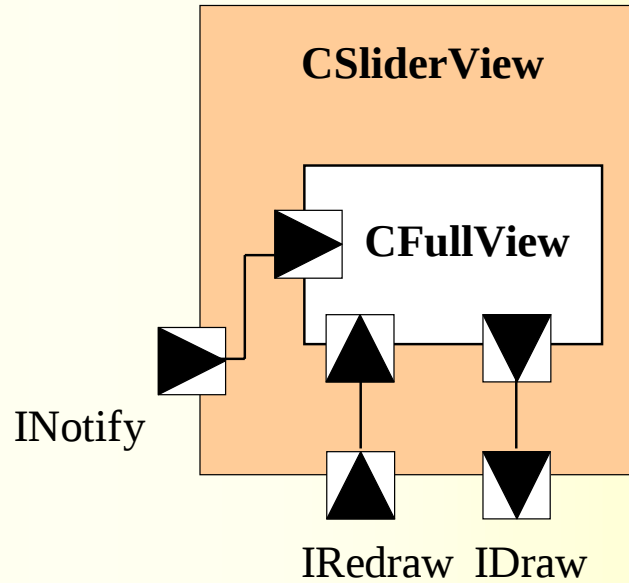
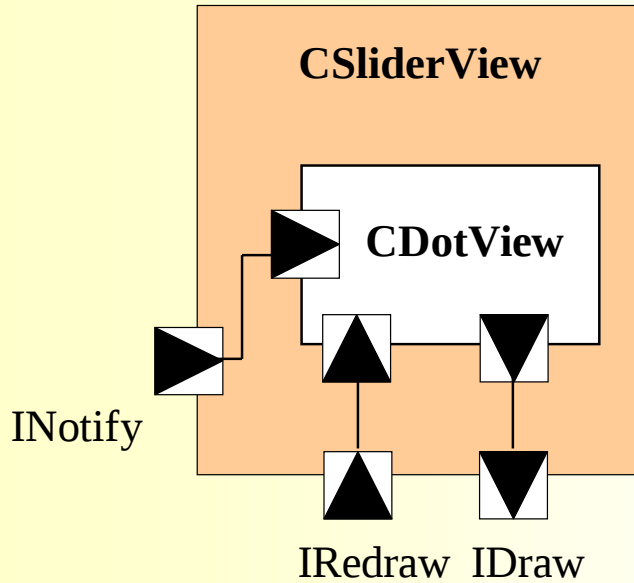
- ❖ Components
- ❖ Interfaces
 - provides
 - requires



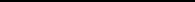
Compound components



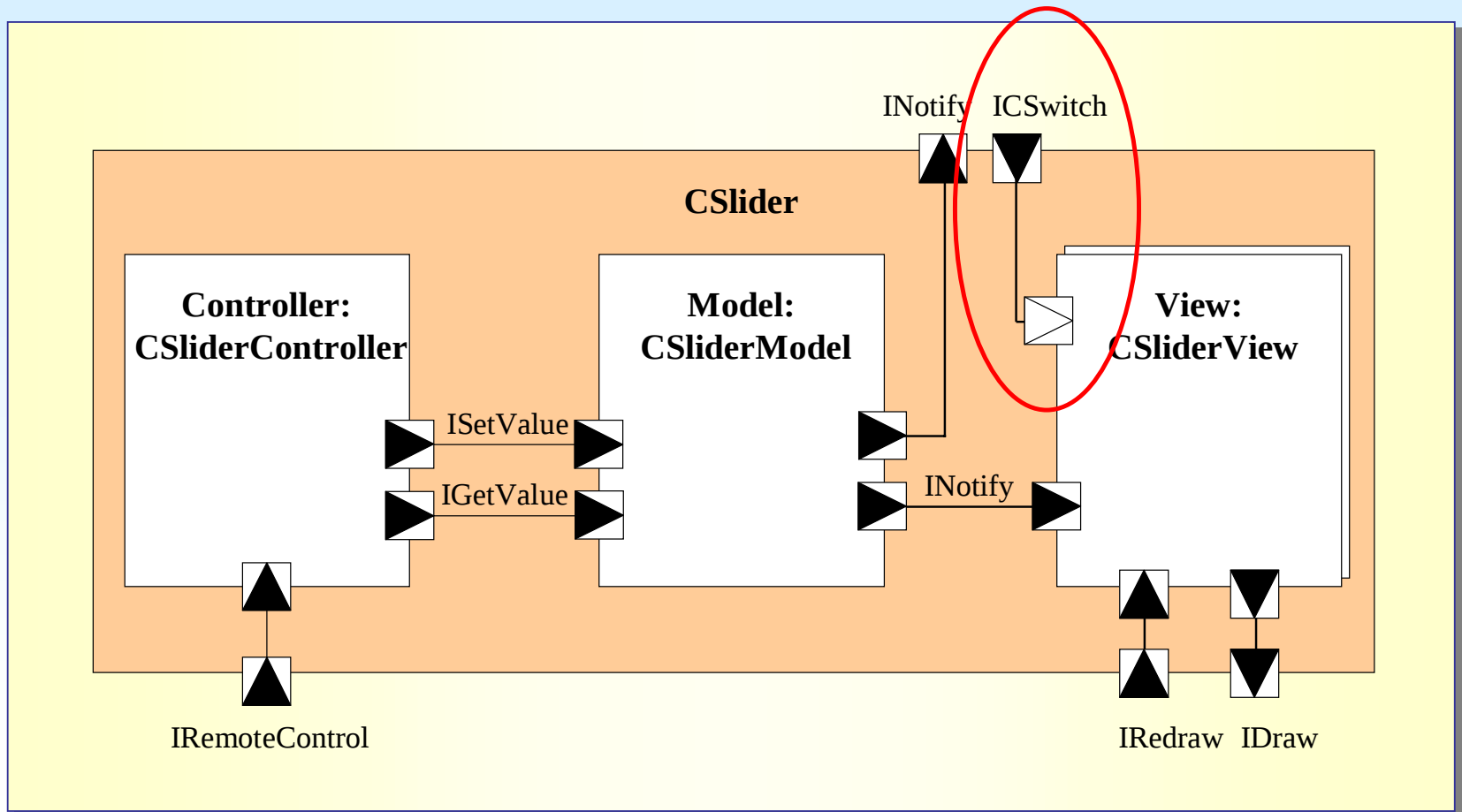
Variants of components



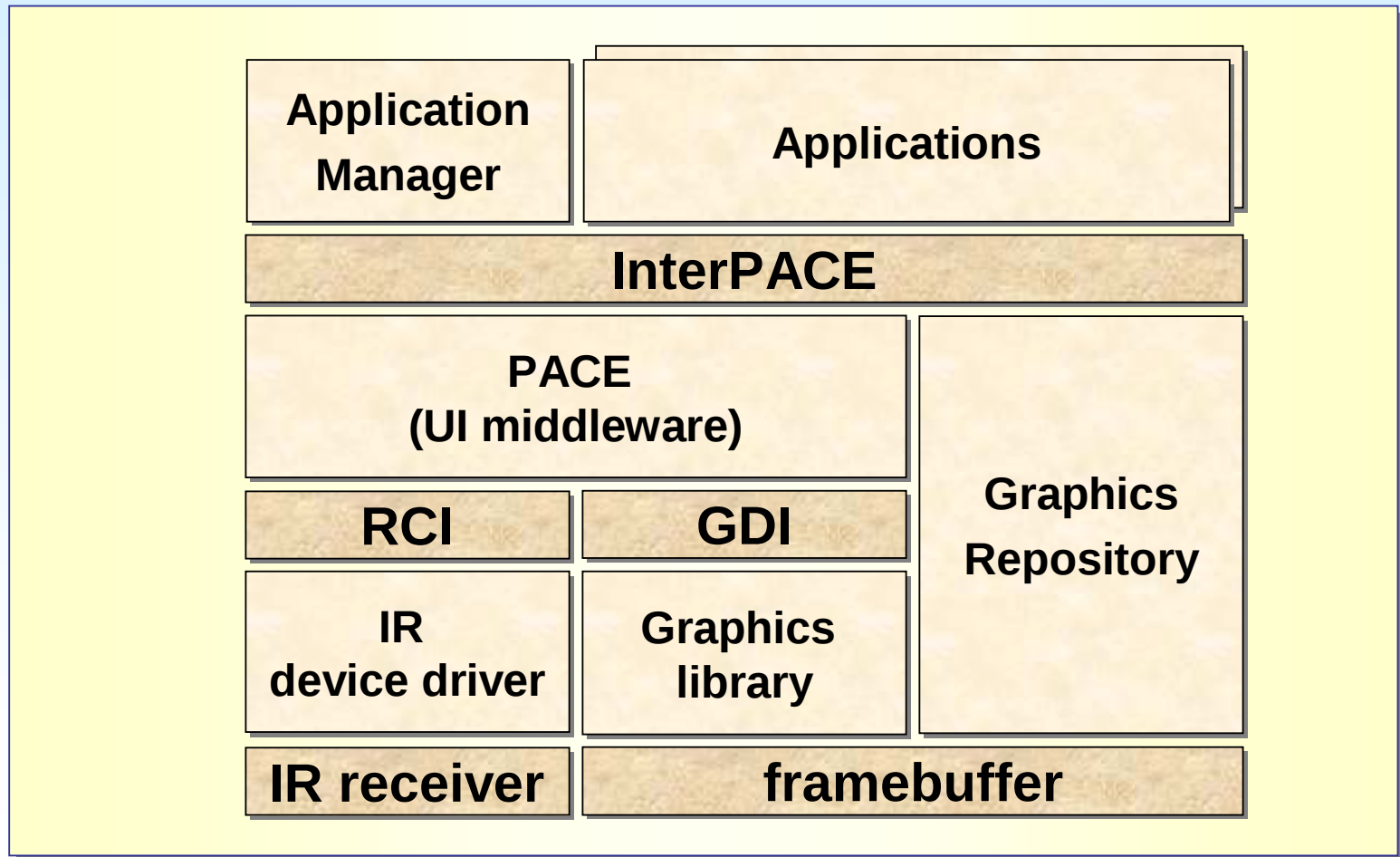
brightness

brightness  40

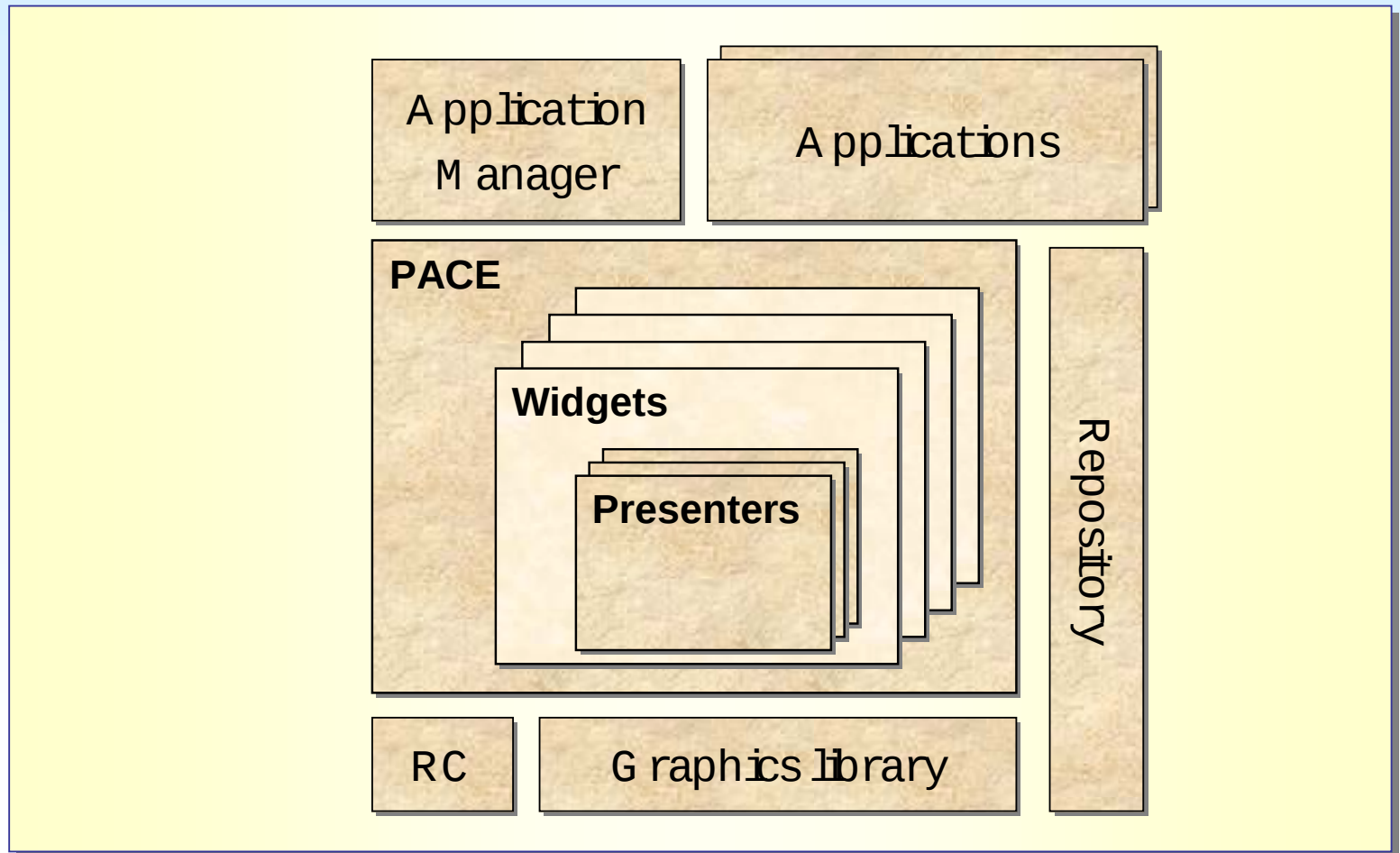
Switching between variants



Global Architecture (1)



Global architecture (2)

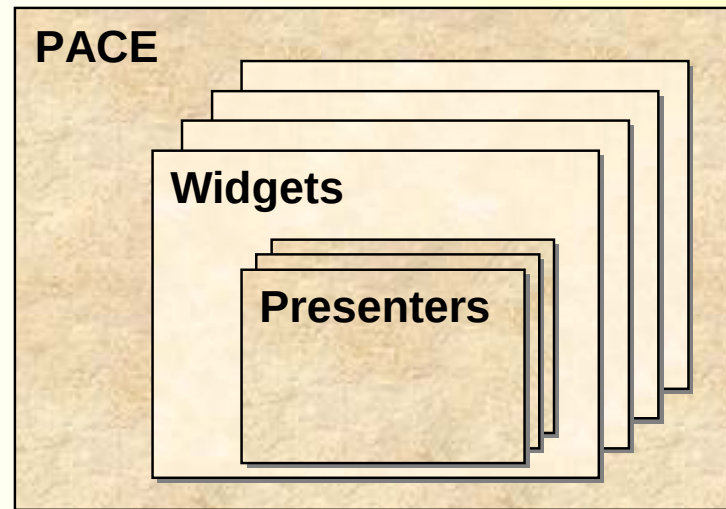


PACE

❖ Add and remove

- elementary widgets
 - slider, list, text, ...
- organizational widgets
 - menu, group, matrix, ...
- widget presenters
 - UI Puck, Classic, Technic

❖ without changing anything else!



The Philips look and feel: One OSD

- ❖ Basic elements
 - on-screen button
 - bar
 - **value list**
 - toggle
 - check-box list
 - alphanumeric input
- ❖ Organizational elements
 - **menus**

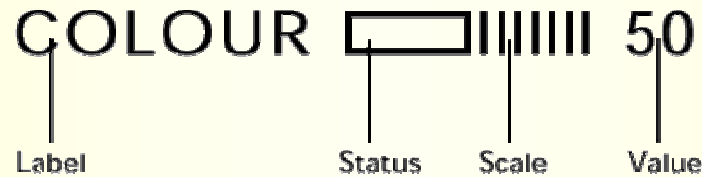


Example: the feel of a Bar/Slider

BAR			
Pre	User action	System reaction	Post
Selected bar COLOUR  50	 Navigate	The bar transforms to the unselected version. Move to the item above.	Unselected bar COLOUR 
	 Control	Increase the current bar-value unless maximum value is reached. Adjust system settings.	Bar is increased COLOUR  80
	 Navigate	The bar transforms to the unselected version. Move to the item below.	Unselected bar COLOUR 
	 Control	Decrease the current bar-value unless minimum value is reached. Adjust system settings.	Bar is decreased COLOUR  20
	OK	No system reaction.	

Example: the look of a Bar/Slider

Selected:



Unselected:



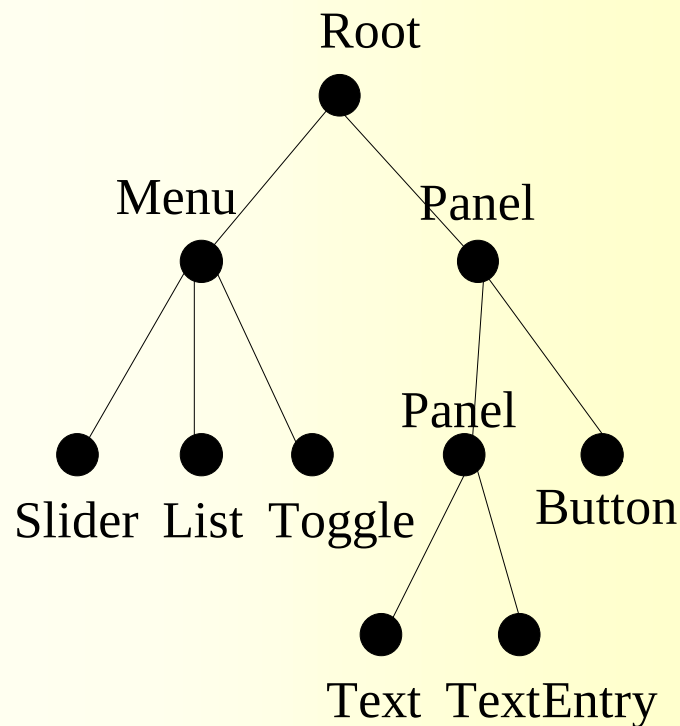
Widget tree

❖ Basic widgets

- list
- slider
- button

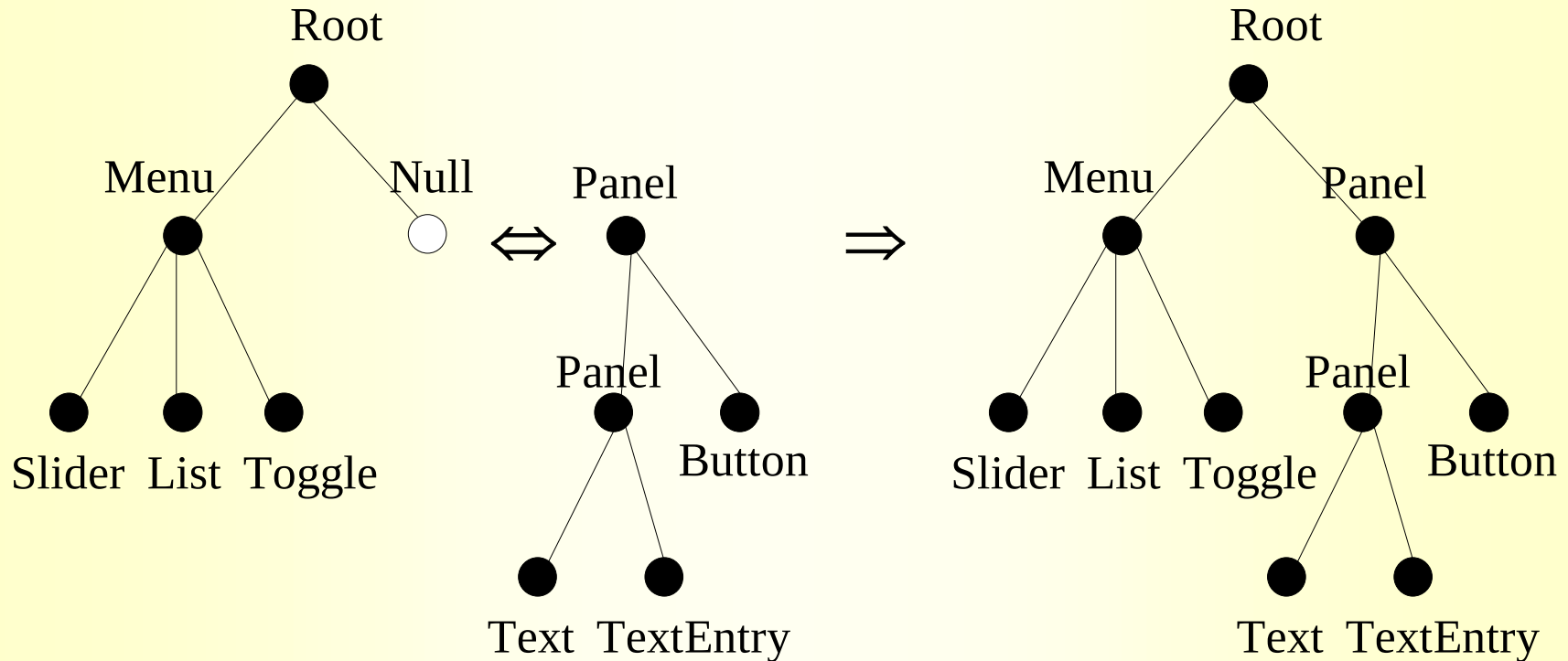
❖ Organisational widgets

- panel
- menu



InterPACE

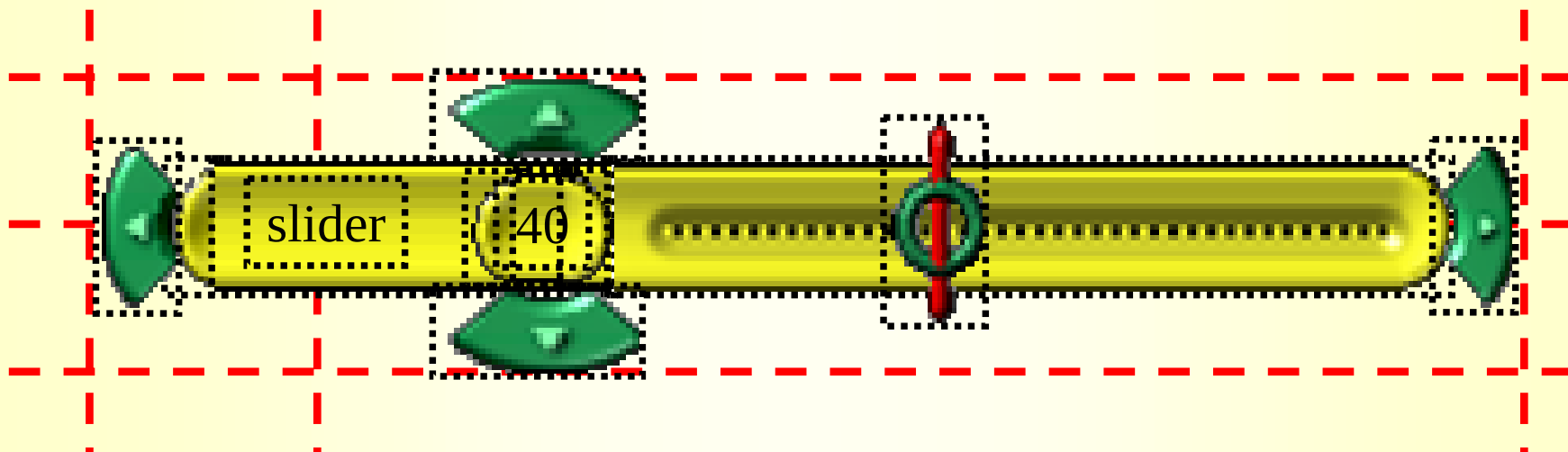
- ❖ `replaceWidget( WidgetID, WidgetTree)`
- ❖ `replaceAttribute( WidgetID, AttributeID, NewValue)`



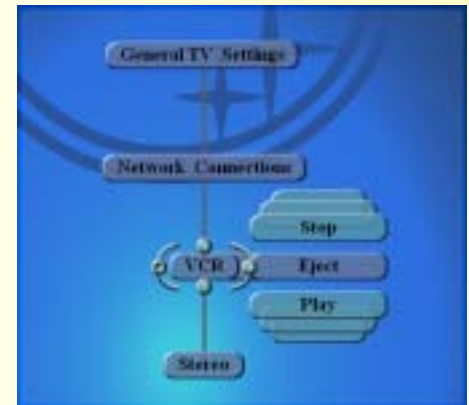
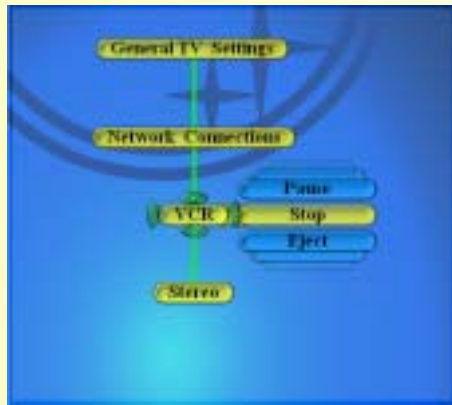
GDI - Graphical Devices Interface

❖ Basic operations

- drawBitmap(BitmapID, Position)
- drawString(StringID, Position)



Layout management



Layout management

❖ Display states

▫ null



▫ dot



▫ dot+label

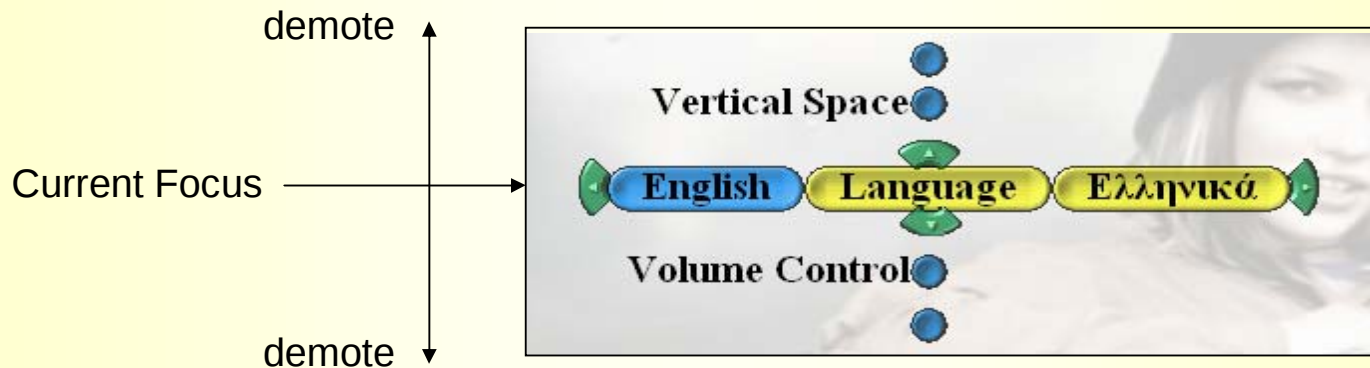


▫ in focus



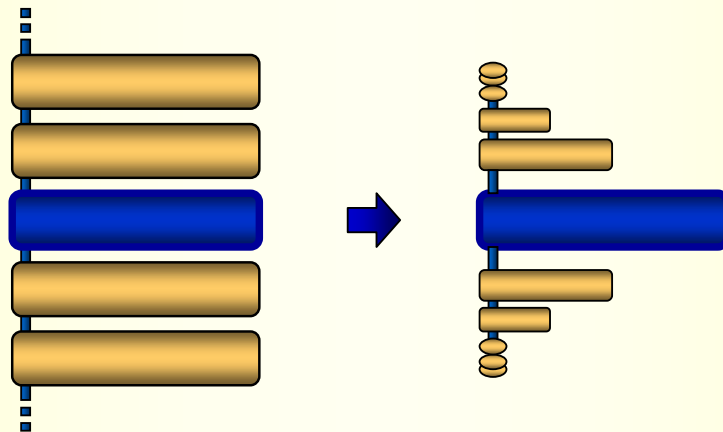
Approach

- ❖ ‘Discrete Fish-Eye’ algorithms for PACE
 - Promote / Demote discrete display-states of widgets based on their “distance” from the current focus and available space.



Layout management

- ❖ organisational widgets select display state for their children
- ❖ based on
 - sizes widget in various display states
 - available screen estate
 - 'distance' to focus



Widget interfaces

❖ Run-time widget (tree)

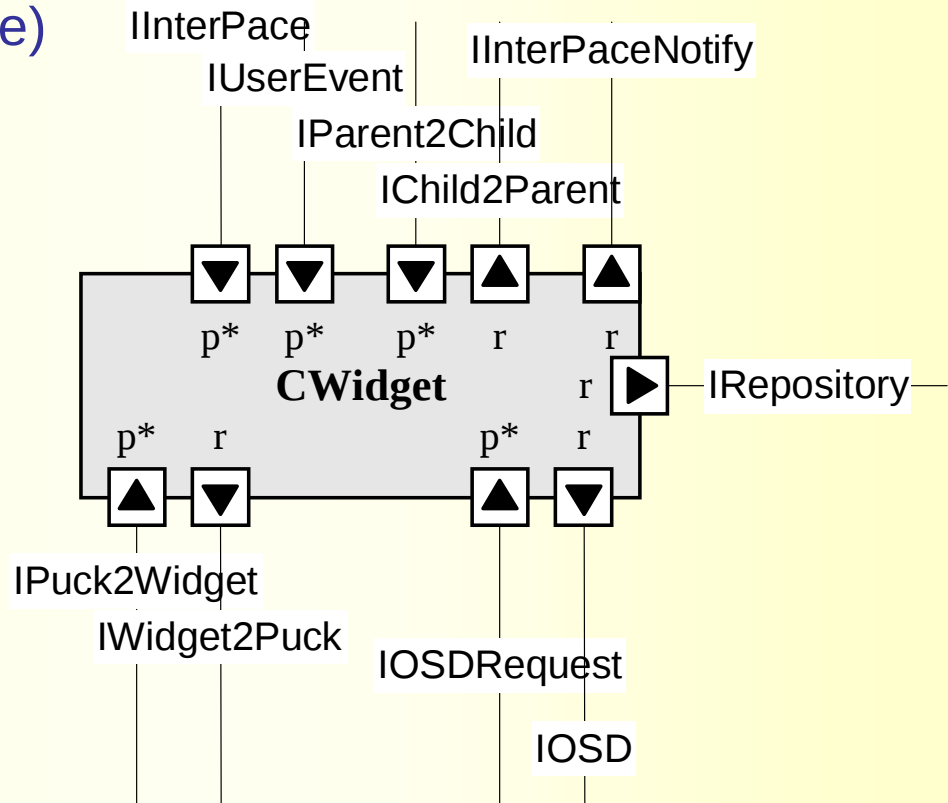
- instantiation
- modification
- destruction

❖ Focus

❖ Layout

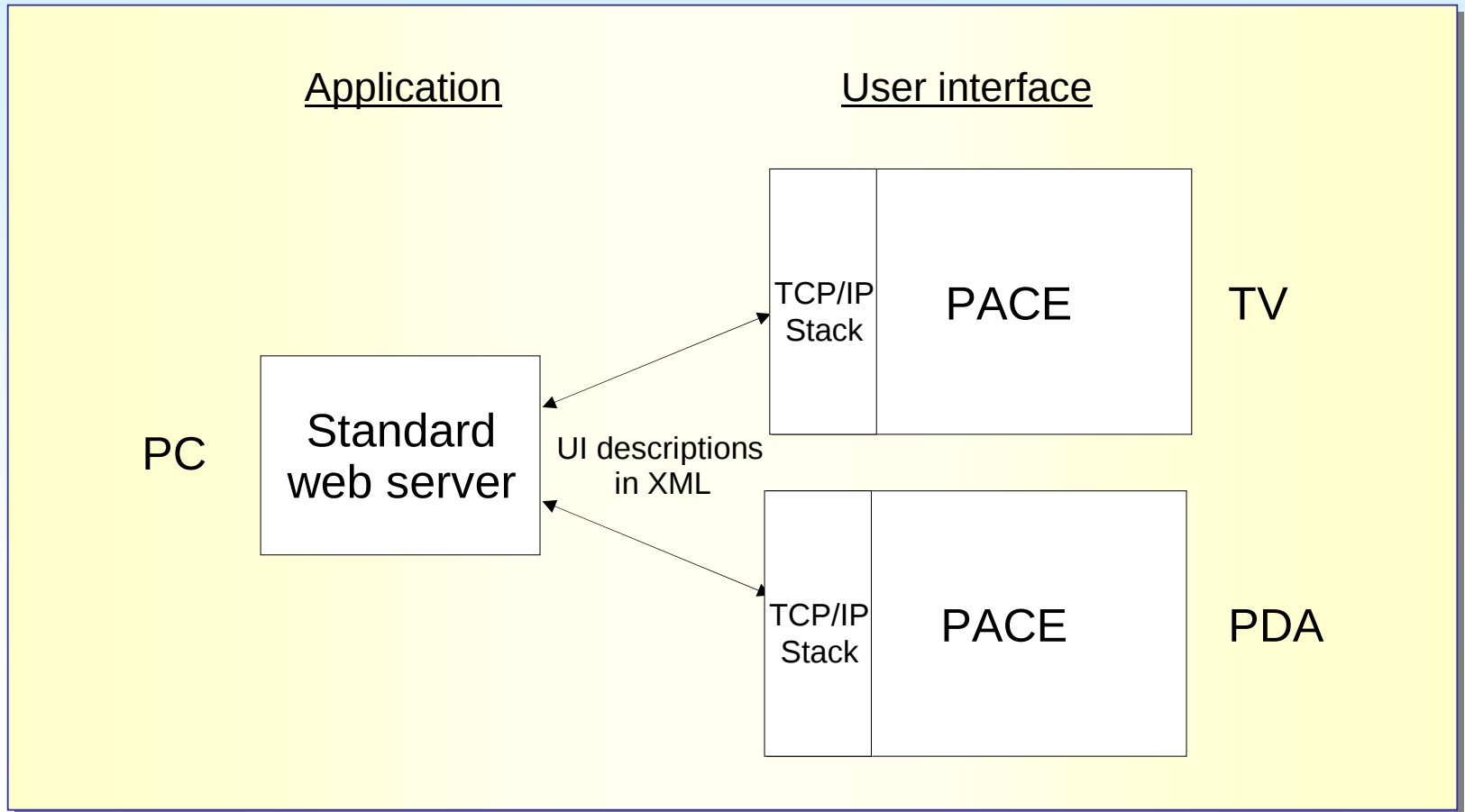
❖ Rendering

❖ Animations



Networked user interfaces

Distributed user interfaces and applications



Abstract UI descriptions

```
<?xml version="1.0"?>
<!DOCTYPE uifragment PUBLIC "-//PHILIPS//DTD AVML FRAGMENTS 0.5//EN"
    "http://www.philips.com/avml_fragments-0.5.dtd">
<?xml-stylesheet href="stylesheet.uisl"?>
<uifragment>
  <panel id="play" label="Play window">
    <text id="artist"> artist: Celine Dion </text>
    <text id="song">  title:  Regarde-Moi </text>
    <range id="volume" label="Volume" valueset="80"/>
    <button id="play" label="Play"/>
    <button id="prev" label="Prev"/>
    <button id="next" label="Next"/>
    <button id="stop" label="Stop"/>
  </panel>
</uifragment>
```

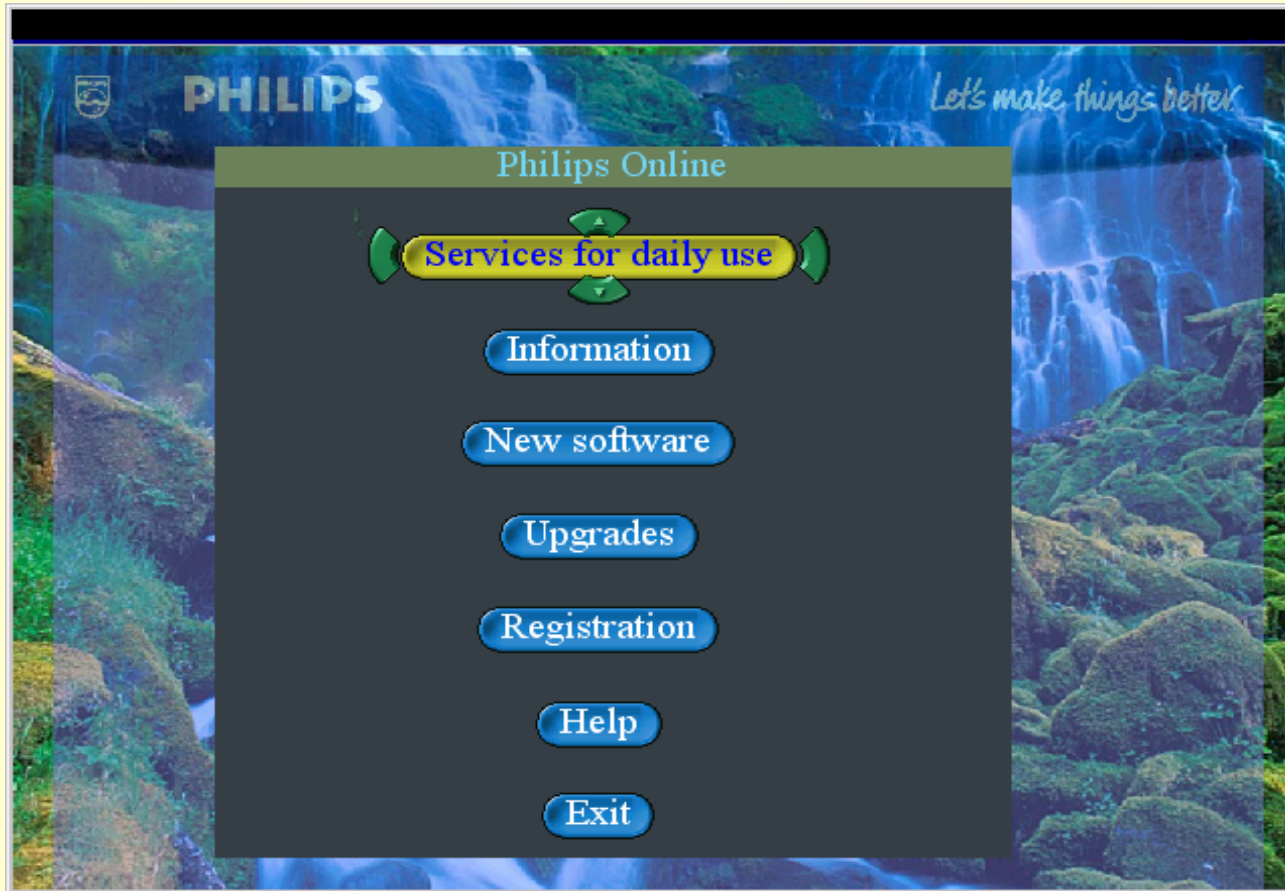


After subscription

Server returns to client:

```
<?xml version="1.0"?>
<uifragment>
  <container id="p1" label="Philips Online">
    <button id="b1" label="Services for daily use" up="b7"/>
    <button id="b2" label="Information"/>
    <button id="b3" label="New Software"/>
    <button id="b4" label="Upgrades"/>
    <button id="b5" label="Registration"/>
    <button id="b6" label="Help"/>
    <button id="b7" label="Exit"/>
  </container>
</uifragment>
```

Rendering



Click 'Information' button

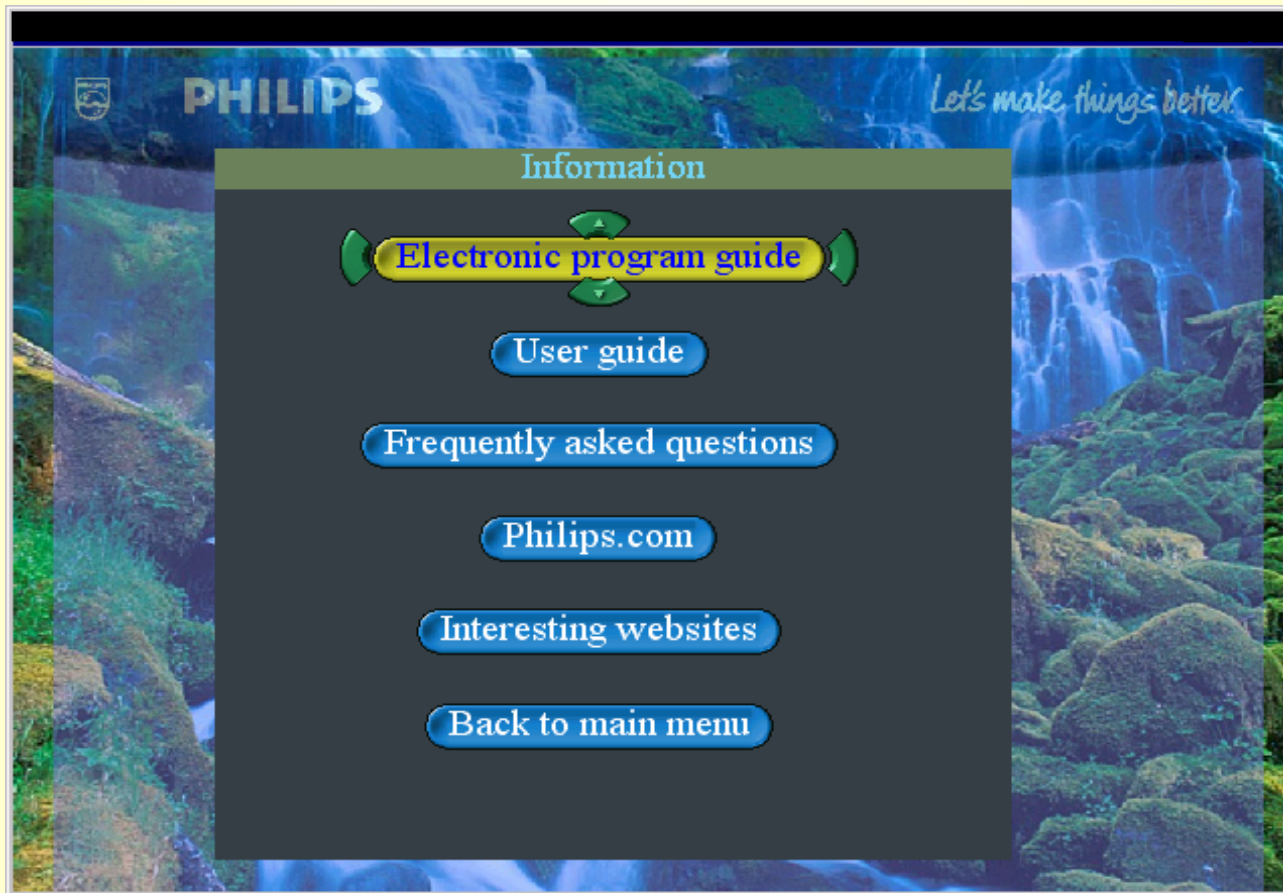
- **Client to server:**

<http://appserver.philips.com/servlets/philips-online?element=b2>

- **Server returns:**

```
<uifragment>
  <replace element="p1">
    <container id="p3" label="Information" showparent="false">
      <button id="b31" label="Electronic program guide" up="b36"/>
      <button id="b32" label="User guide"/>
      . . .
      <button id="b36" label="Back to main menu" down="b31"/>
    </container>
  </replace>
</uifragment>
```

Rendering



Networked user interface

- ❖ Re-use of PACE
 - it is already in for resident applications
- ❖ Re-use of InterPACE
 - XML based (over HTTP or SOAP)
- ❖ Issues
 - response time
 - bandwidth
 - flexibility in load balance between server and client

UI Architectures

- ❖ Efficient development
of

UI software
for

resource-constrained platforms



- ❖ UI software
for

networked applications

