



## Constructing the operability

- From the need of semantic to the Mediamap Core,
- the AV annotation Ontology and the USE

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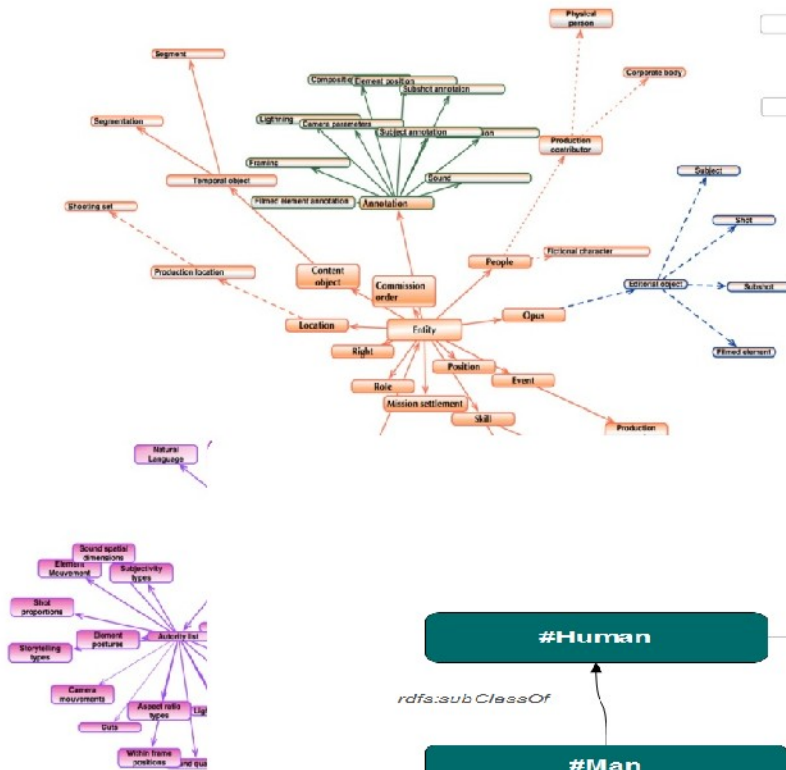
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What does  
semantic bring us ?

# What does semantic bring us ?

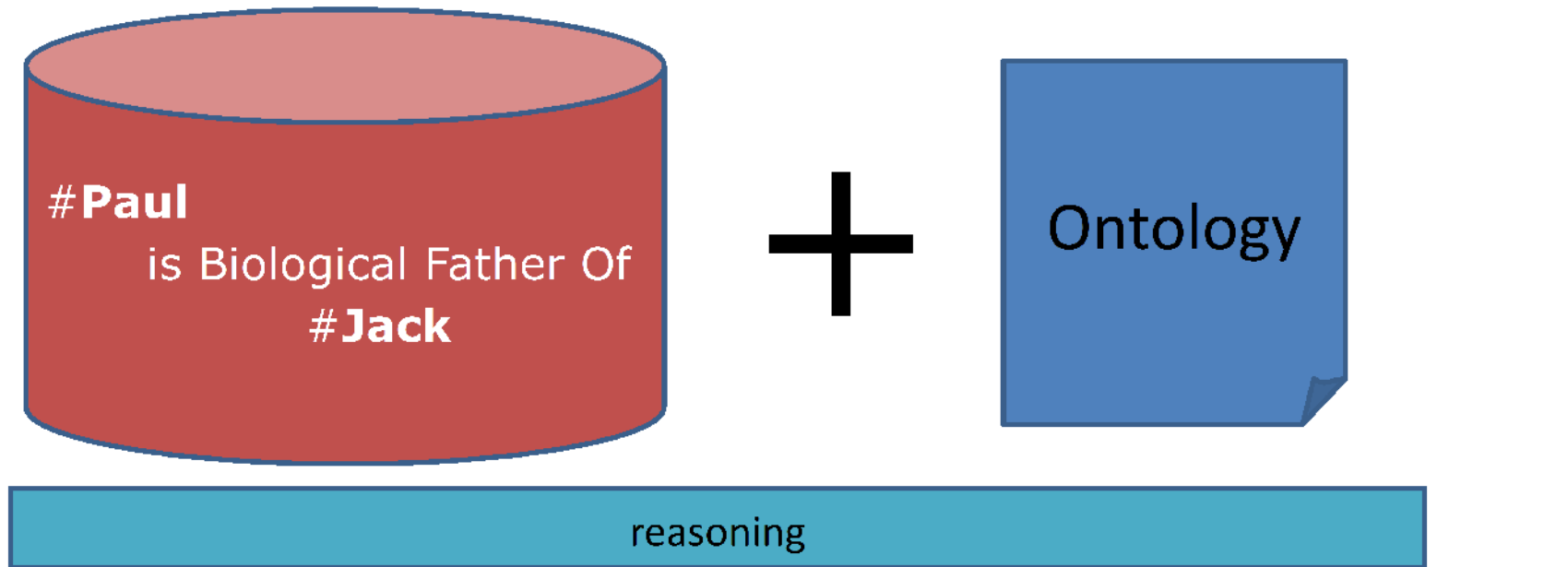
- Modeling approach : Graph



- Graph = a rich model
- A rich model is **semantic** only if it's constructed upon an **ontology**.
- Ontology** = definition types of **relations**.

# What does semantic bring us ?

- Inferences : a « reasoning on knowledge » system

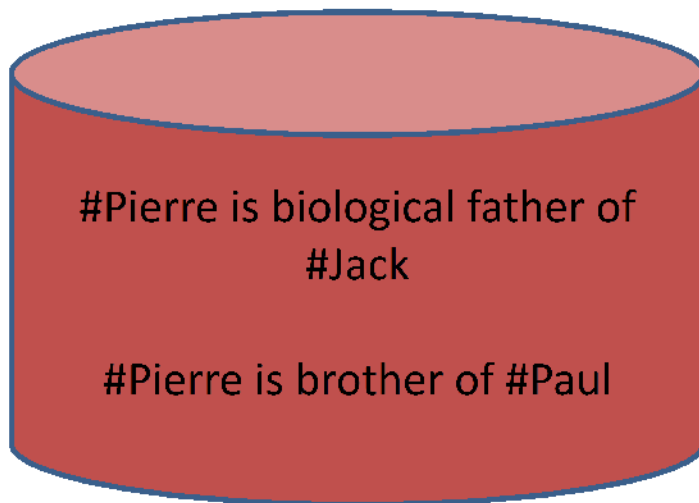


Thanks to semantics, machines and humans will be able to properly **communicate**.

#Paul is a Parent Of #Jack  
#Paul is from the Same Family of #Jack  
#Paul is not Virgin !

# What does semantic bring us ?

- Custom rules
- Ontology defines also **inference rules**, enabling to have control on the deductions.
- Example of an inference rule :
  - if you are the brother of my father, you are **my uncle**.

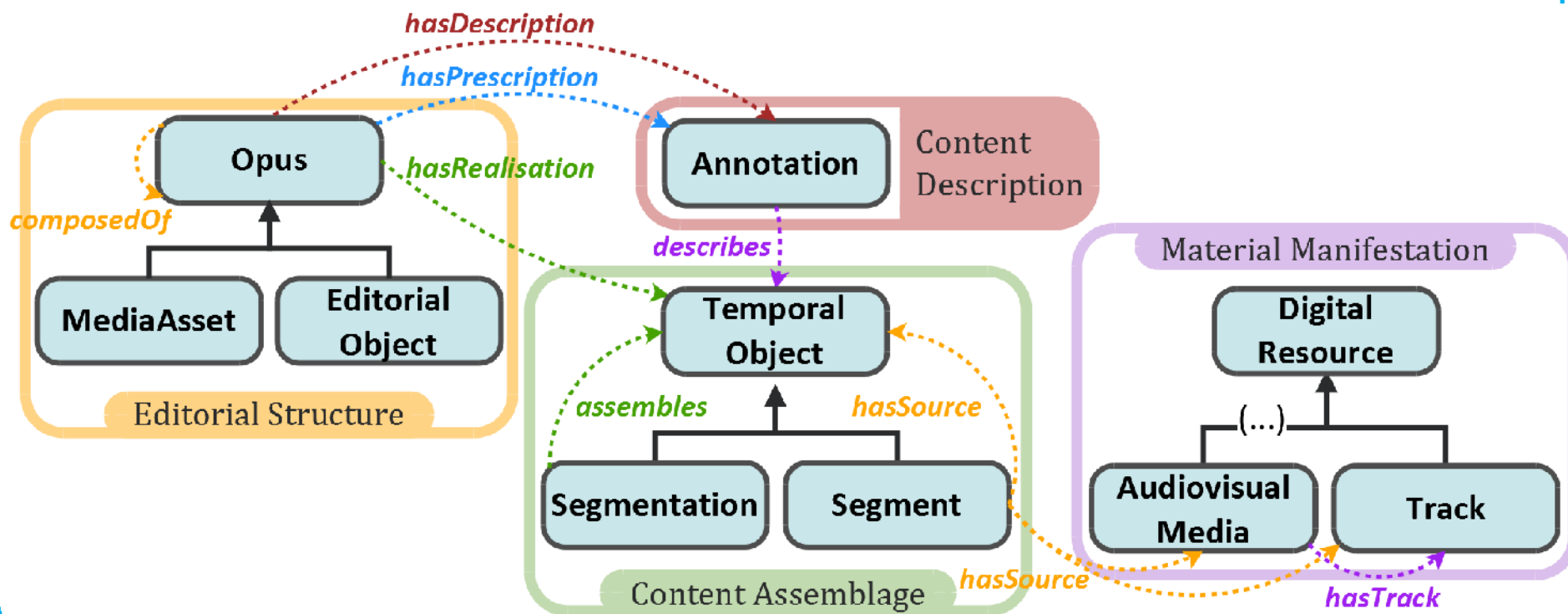


#Paul  
is an uncle of  
#Jack

# The Mediamap Core

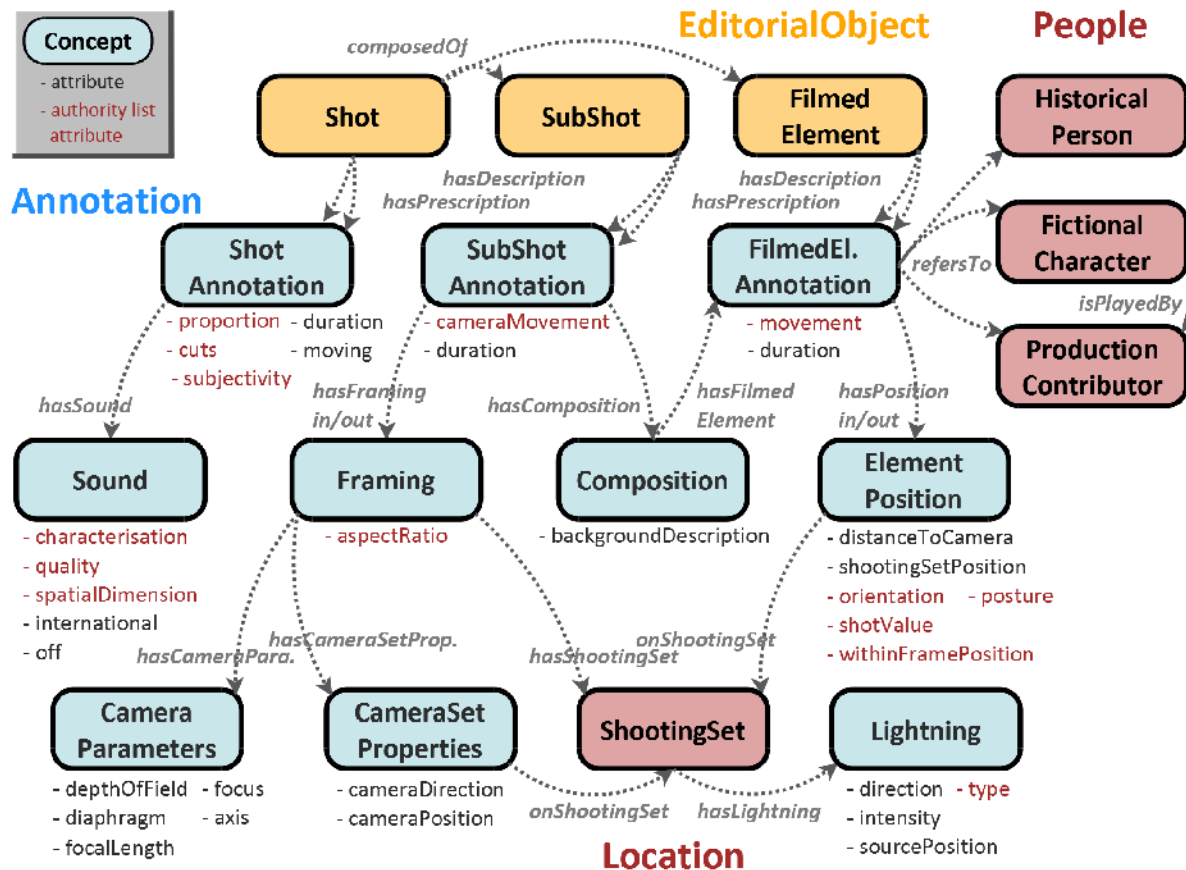
# The Mediamap Core

- Core Ontology of the Mediamap Project
- Define the key concepts and relations of an Audiovisual model



# Audiovisual scripting Ontology

- Rich description of the Audiovisual content
- An Audiovisual content is described according to an **Audiovisual Grammar** : shot values, camera movement, composition, framing...





# Audiovisual scripting Ontology

- Flat way VS Rich way

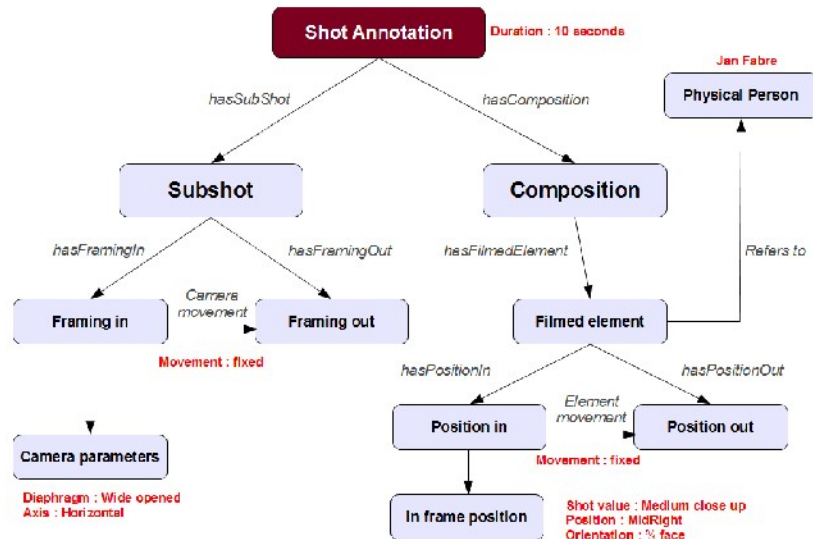
## Flat way

### Shot « Jan Fabre interview »

- Duration : 10 seconds
- Description : Jan Fabre in medium close up, in midright part of the image, ¾ face ...



## Rich way



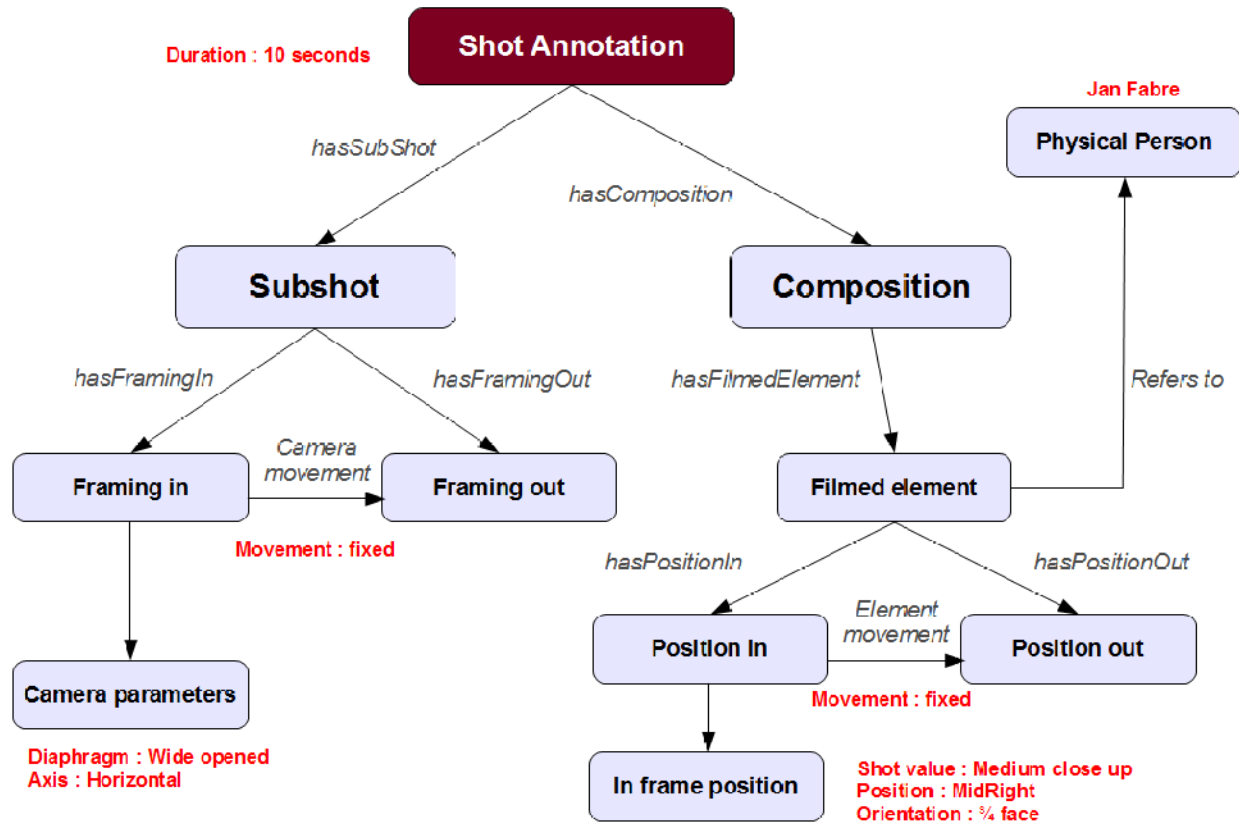
*Tag by using meaningful entities*

*Re-use the defined knowledge*

*Open the way to semantic inference*

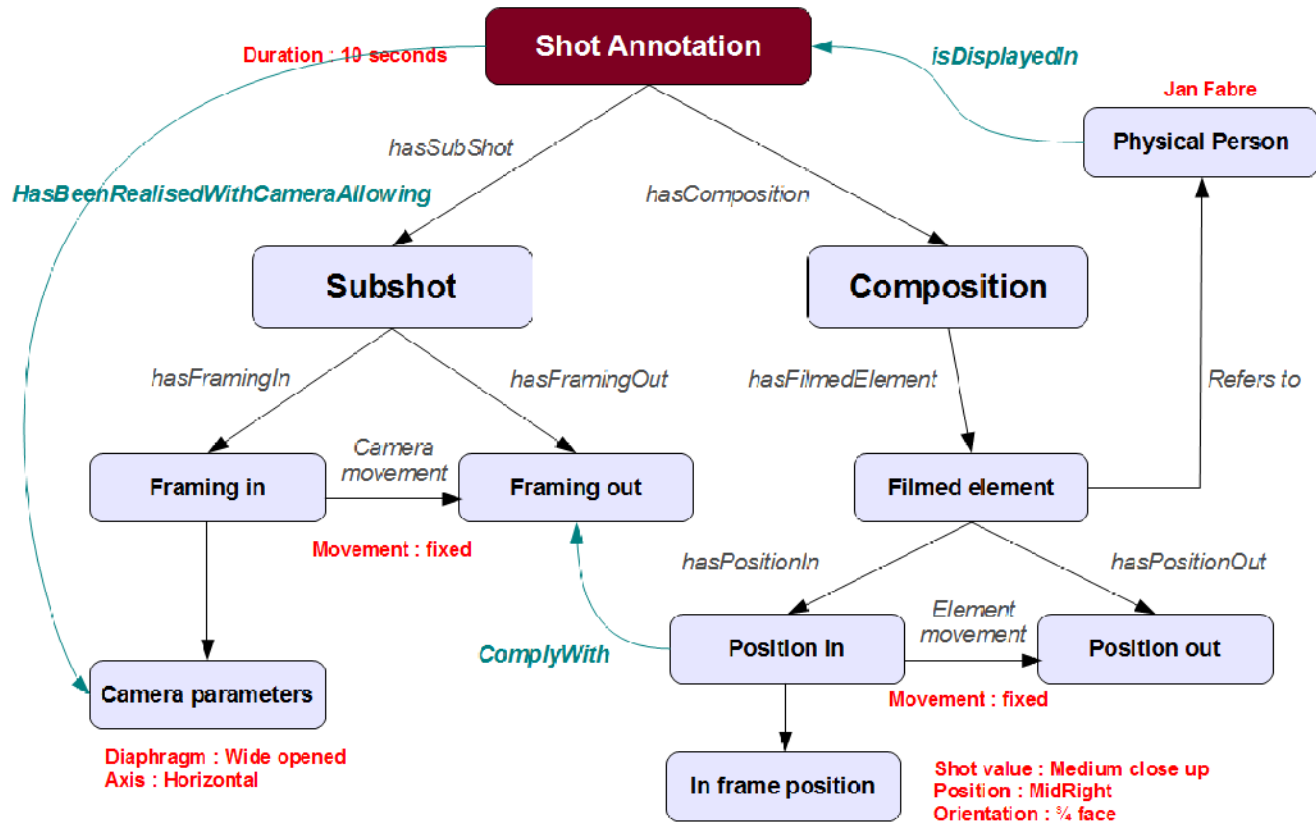
# Audiovisual scripting Ontology

- Inferences



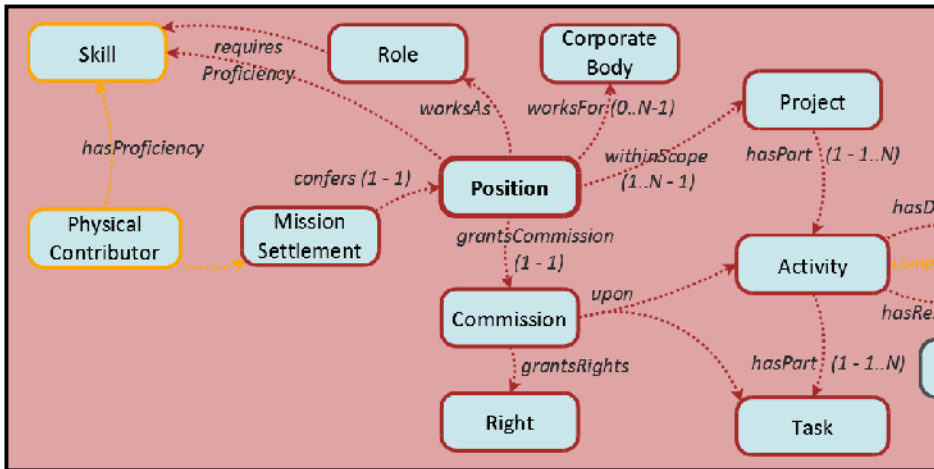
# Audiovisual scripting Ontology

- Inferences
- Get knowledge from the knowledge !



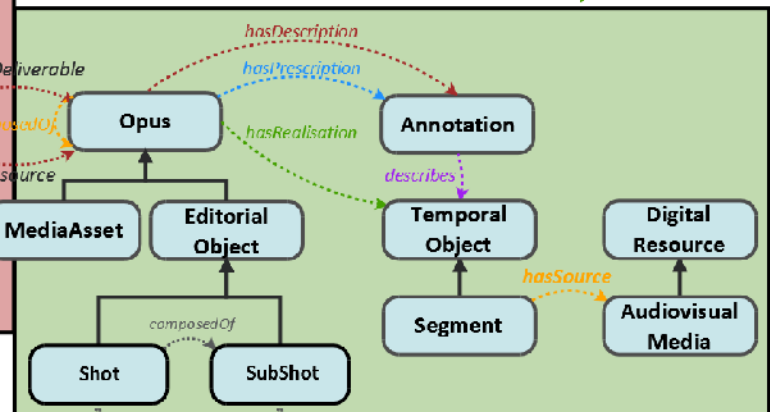
# Mediamap Core

- Complete model

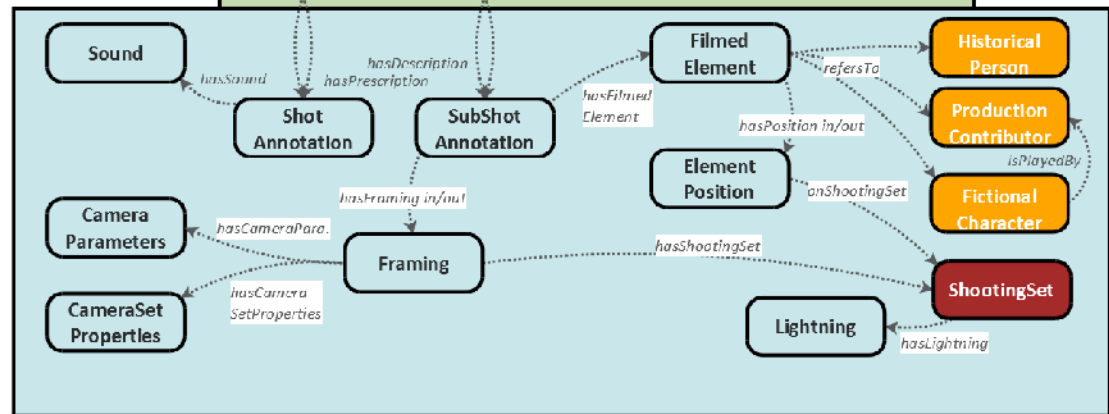


## Process & Contributors

## Products & AV Object



## Semantic Script



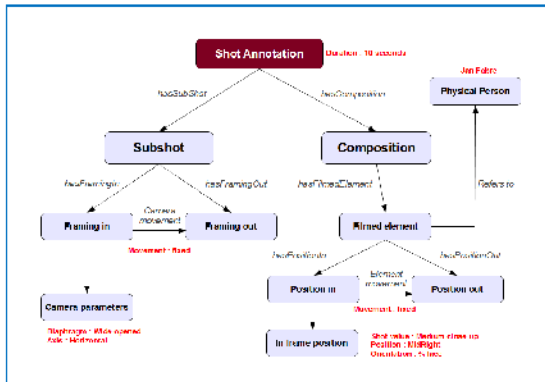
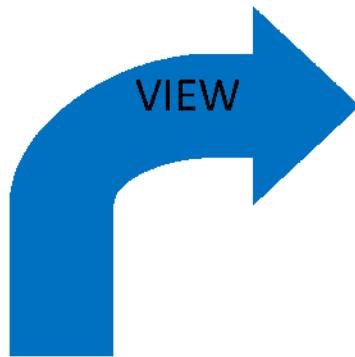
# The VIEW key concept

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- Rationale
- A complex graph will never be **meaningfull** for all human users.
- The **View** brings semantics to the "way to display things"
  - => Views have closed relations to **Role & Skills of a User**
  - => Introduction of "Display Concepts and Relations", enabling to display only the important Entities... for the User.
- **Display knowledge from the knowledge !**

# The VIEW key concept

- Example



Mission Manager Logged Out My information My employee Ingest Logout

### Annotation edition

Label:  
Jan Fabre interview shot

General description:  
Unique shot of Jan Fabre, in back

Duration, in seconds :  
120

→ Camera movement indication :  
Interview subshot

→ Framing label :  
Interview framing

→ Focal length :  
Shot

Diaphragm :  
Wide opened

Focus :  
On the interviewee

Camera axis :  
Horizontal

→ Composition label :  
Interview composition

→ Filmed element label :  
Interview filmed element

Description:  
Any interview composition

→ Posture :  
Sitting

Orientation :  
3/4 Face

Shot value :  
MediumCloseUp

Within frame position :  
MidRight

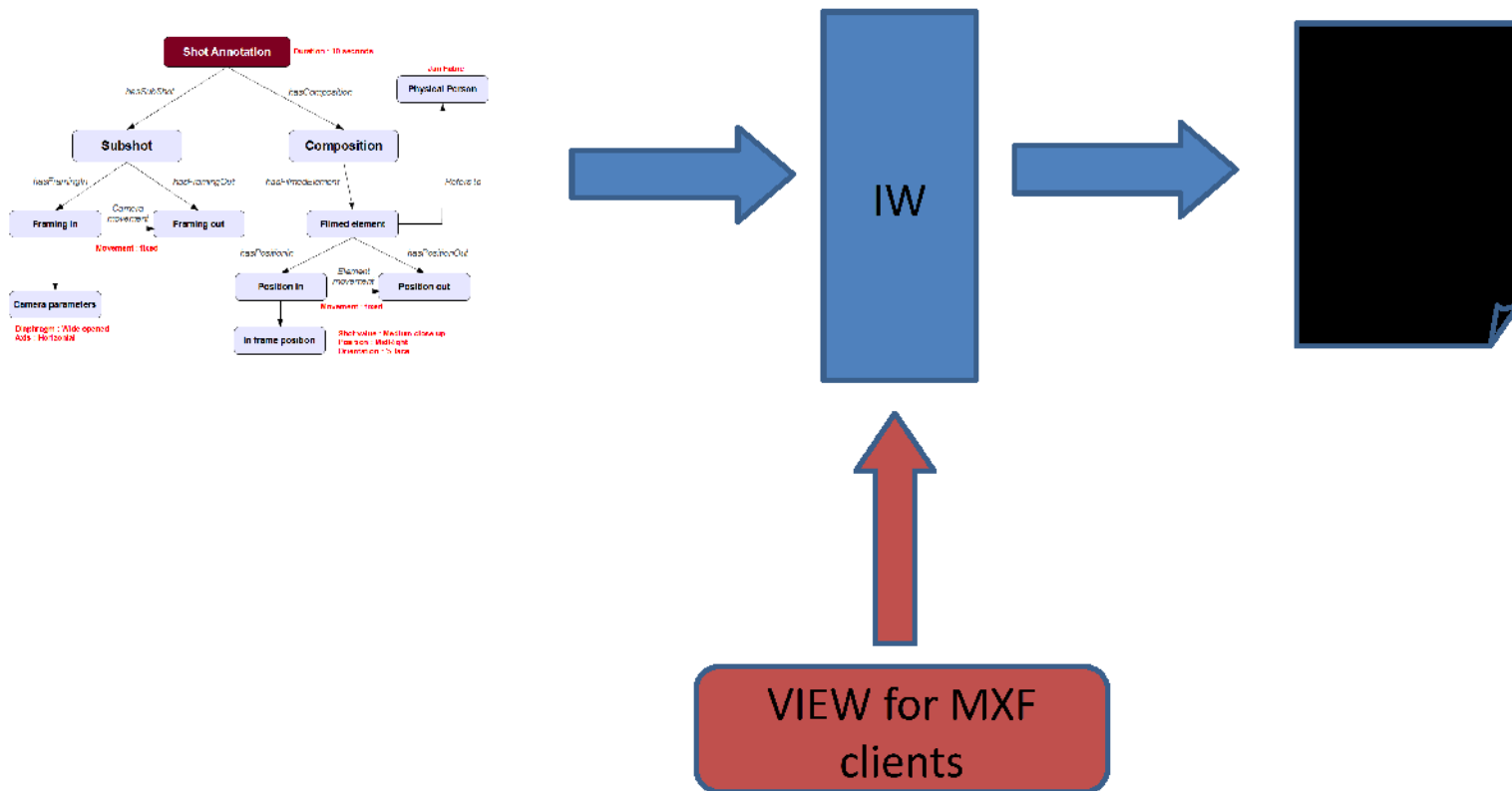
The graph edition is **adapted** to the user.

Thanks to the **VIEW** key entity.

The eventual complexity can always appear **simpler**.

# The VIEW key concept

- Interoperability wickets
- Interoperability wickets are a **machine VIEW processor**.

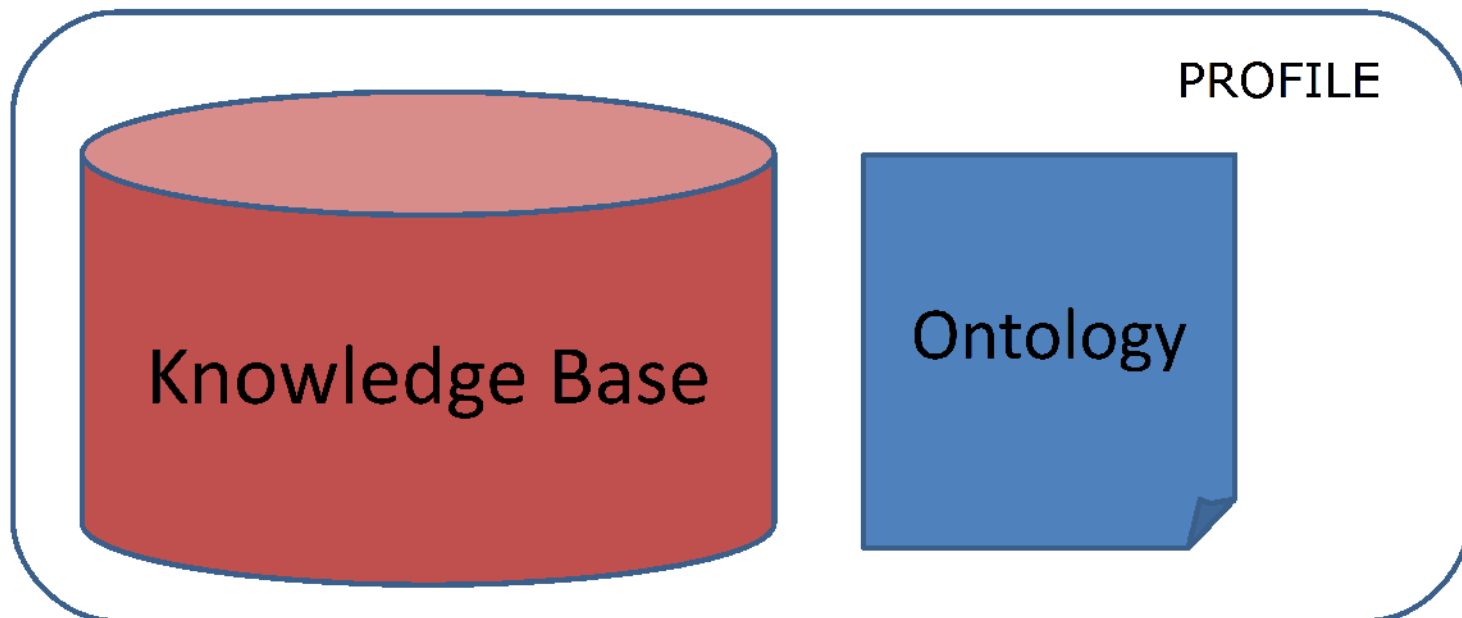




# The Profiles

# The Profiles

- Knowledge bases
- To use it in an industrial project, ontology is not enough : we need to identify **Knowledge bases**.
- Definition of a Knowledge base : group of Semantic content, identified to be **used by everyone** in a project. For instance, the known shot values.



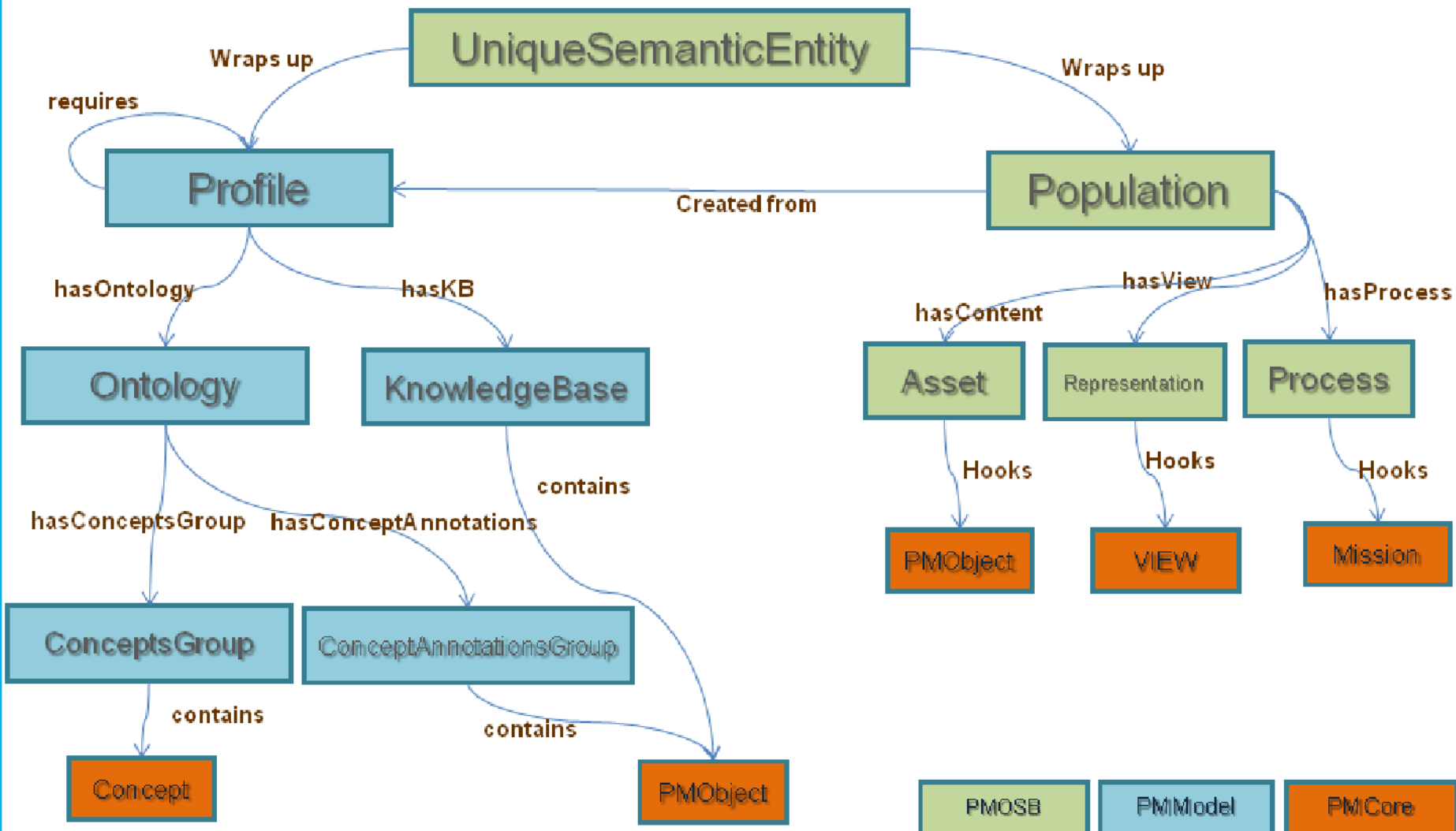
# Unique Semantic Entity

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- USE
- Group of entities, semantically described thanks to the profile, which allows to be **an autonomous set of semantic knowledge**.
- Wraps the Content and the Profile(s) used to construct it.
- Which enables to **Hook knowledge from the knowledge !**

# Unique Semantic Entity

Ontological structure

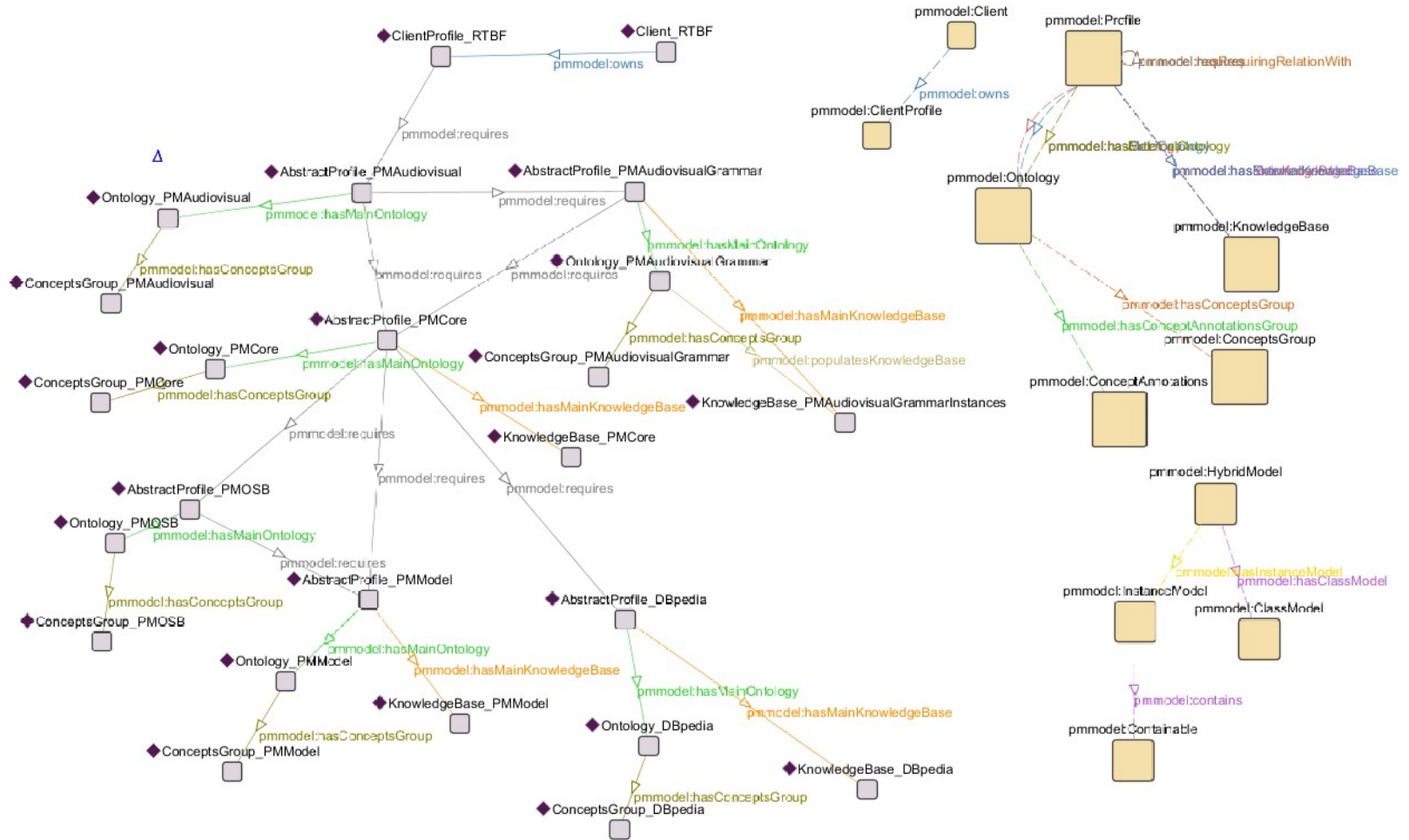


*Based on MediaMap & AXIS concepts*

Perfect Memory Work :  
make it real !

# Make it real !

- PM-Model



# Make it real !

- PM-Model
- Ontology to **manage** the profiles and their relations.
- Make the Linked Open Data **industrializable** !
- Enough **generic and powerfull** to be used for both consumers and professional.
- Pratical cases to be followed...



# SAS Perfect Memory

## Entreprise labellisée JEI

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