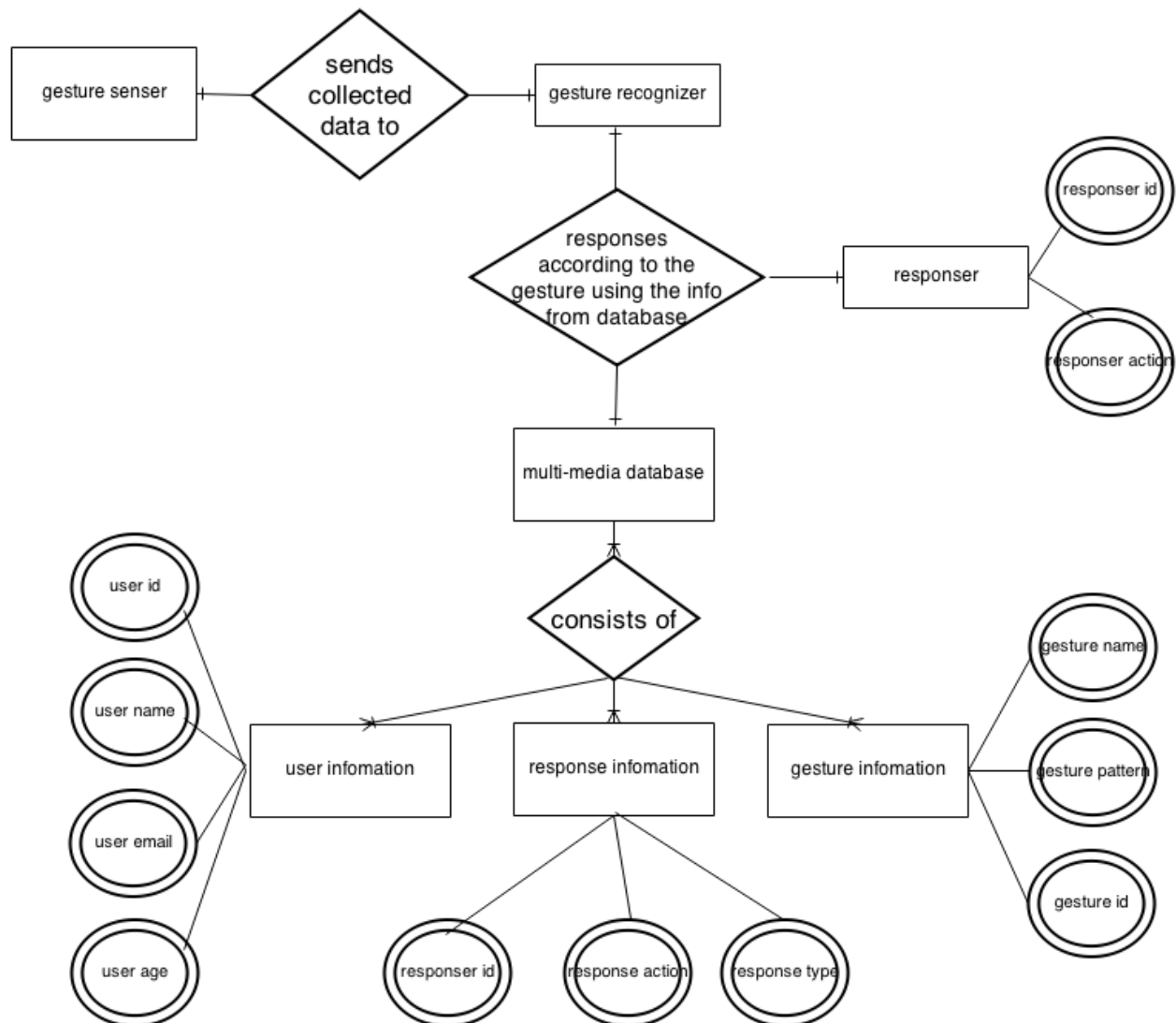


The purpose of this exercise is to apply multimedia functional dependency to multimedia applications design. Given an application (its requirements), design the multimedia database using multimedia functional dependency theory. Then specify the patterns (IC cards) associated with the multimedia database. The application is the personal health care system that allows the user (a senior citizen) to access related multimedia documents using gestures. A new classification scheme based upon the gestures associated with the multimedia documents is to be introduced. This would allow users to search for multimedia documents similar to a known audio search key (such as the voice of a certain author). Your task is to design the multimedia database and associate patterns (IC cards), which can in turn be transformed into IC index and finally an implementation. (Note: Exercise 4 is similar to previous Exercise 4, except the application was changed from distance learning to personal healthcare in 2011)

Solution:

- 1) First we design the multimedia database using ER diagram as the following:



Explanation of the above ER-diagram:

There are 6 entities in the ER-diagram: gesture sensor, gesture recognizer, multimedia database, user information database, response information database, gesture information database.

The relationship among these entities are:

The gesture sensor collects the sensed data and send those data to the gesture recognizer. And the recognizer receives the collected data and begins matching the pattern of the data according to information in the gesture database. After analysis of the gesture with the information from the user and gesture database, the recognizer will invoke the responder using the information in the response database. The user, response and gesture database all belong to the multimedia database. In a nutshell, the multimedia database consists of the gesture, user and response and the gesture recognizer handles the interactions among multimedia database, gesture sensor and the responder

2) Multimedia Functional Dependencies:

MFD1: {Gestures ID, Gestures Pattern, Gesture Name}g1(t1) -> {Response ID, Response Type, Response Action}g2(t2)







MFD2:{Gestures ID, Gestures Pattern, Gesture Name}g1(t1) -> {User ID, User Name, User Age, User Email}g3(t3)

3) Associated IC card

IC Card		IC Name: <u>gesture sensor</u>			
Description: <u>sense a gesture and sent the igesture to the recognizer</u>					
Interaction Pattern:					
<input type="radio"/> Quiet State	<input type="radio"/> By Myself no Interaction	<input checked="" type="radio"/> By Myself with Interaction	<input type="radio"/> By Others no Interaction	<input type="radio"/> By Others with Interaction	<input type="radio"/> Mixed
My Task: <u>send the collected data to the recognizer</u>					
Time Critical Condition: <u>None</u>					
Name of Other IC: <u>gesture recognizer</u>					
Message to Other IC: <u>sensed data</u>					
Other IC's Task: <u>receive the collected data</u>					
Card <u>1</u> of <u>1</u> (If necessary please use several IC cards to describe an IC)					







IC CardIC Name: gesture recognizerDescription: recognize a gesture using the multimedia database

Interaction Pattern:

					
<input type="radio"/> Quiet State	<input type="radio"/> By Myself no Interaction	<input checked="" type="radio"/> By Myself with Interaction	<input type="radio"/> By Others no Interaction	<input type="radio"/> By Others with Interaction	<input type="radio"/> Mixed

My Task: send query to the multimedia database to analyze the dataTime Critical Condition: NoneName of Other IC: multimedia databaseMessage to Other IC: queries containing the formatted sensed dataOther IC's Task: fetch the matched multimedia data and send them backCard 1 of 1 (If necessary please use several IC cards to describe an IC)**IC Card**IC Name: multimedia databaseDescription: User database

Interaction Pattern:

					
<input type="radio"/> Quiet State	<input type="radio"/> By Myself no Interaction	<input checked="" type="radio"/> By Myself with Interaction	<input type="radio"/> By Others no Interaction	<input type="radio"/> By Others with Interaction	<input type="radio"/> Mixed

My Task: receive query from the gesture recognizer to analyze the dataTime Critical Condition: NoneName of Other IC: gesture recognizerMessage to Other IC: messages containing the corresponding user infoOther IC's Task: combine the user info with the gesture info to responseCard 1 of 3 (If necessary please use several IC cards to describe an IC)

IC CardIC Name: multimedia databaseDescription: gesture database

Interaction Pattern:







☐ Quiet State☐ By Myself no Interaction☒ By Myself with Interaction☐ By Others no Interaction☐ By Others with Interaction☐ MixedMy Task: receive query from the gesture recognizer to analyze the dataTime Critical Condition: NoneName of Other IC: gesture recognizerMessage to Other IC: messages containing the corresponding gesture infoOther IC's Task: combine the user info with the gesture info to responseCard 2 of 3 (If necessary please use several IC cards to describe an IC)**IC Card**IC Name: multimedia databaseDescription: response database

Interaction Pattern:

☐ Quiet State☐ By Myself no Interaction☒ By Myself with Interaction☐ By Others no Interaction☐ By Others with Interaction☐ MixedMy Task: receive query from the gesture recognizer to analyze the dataTime Critical Condition: NoneName of Other IC: gesture recognizerMessage to Other IC: messages containing the corresponding reaction infoOther IC's Task: use the reaction info and send it to the responderCard 3 of 3 (If necessary please use several IC cards to describe an IC)

IC CardIC Name: responserDescription: react according to the info given by the gesture recognizer

Interaction Pattern:

					
<input type="radio"/>	<input checked="" type="radio"/> By	<input type="radio"/> By	<input type="radio"/> By	<input type="radio"/> By	<input type="radio"/>
Quiet State	Myself no Interaction	Myself with Interaction	Others no Interaction	Others with Interaction	Mixed

My Task: do the required reactionTime Critical Condition: NoneName of Other IC: gesture recognizerMessage to Other IC: noneOther IC's Task: noneCard 1 of 1 (If necessary please use several IC cards to describe an IC)