

# CLUSTERING SOFT-DEVICES IN THE SEMANTIC GRID

By Hai Zhuge

**S**OFT-DEVICES ARE PROMISING NEXT-GENERATION WEB RESOURCES. THEY ARE SOFTWARE MECHANISMS THAT PROVIDE SERVICES TO EACH OTHER AND TO OTHER VIRTUAL ROLES ACCORDING TO THE CONTENT OF THEIR RESOURCES AND RELATED

configuration information. They can contain various kinds of resources such as text, images, and other services. Configuring a resource in a soft-device is similar to installing software in a computer: both processes contain multi-step human-computer interactions.

Soft-devices combine the advantages of the active and intelligent features of intelligent agents, the semantics-based features of the Semantic Web, the configurable feature of hard devices, the benefits of abstraction, and the notion of the Grid ([www.gridforum.org](http://www.gridforum.org)). The current software technologies guarantee the feasibility of implementing soft-devices.

## A soft-device "world"

A soft-device "world" is a high-level virtual community consisting of three roles: producer, consumer, and soft-device. Producers add content to and configure soft-devices. Consumers can post their requirements, select the services they need using a browser (a soft-device), and subscribe to long-term services offered by soft-devices. Soft-devices can play both the producer and the consumer roles. They can accept content definition from multiple providers and actively provide services for multiple consumers by seeking re-

quirements under a certain cost evaluation. People can play the role of either producer or consumer.

The soft-device world works on our proposed Semantic Grid model, an Internet application platform that will be able to normally organize, effectively share, intelligently and dynamically cluster, and manage globally distributed resources in a uniform way.<sup>1</sup> Its major characteristics are semantic connectivity, dynamic clustering, and normal organization. *Normal organization* requires orthogonal semantic normal forms that can classify versatile resources appropriately.<sup>2</sup> The Semantic Grid will be a new computing and communication platform combining the advantages of client-server and peer-to-peer networking. Soft-devices can dynamically cluster resources by way of a single semantic image—that is, unifying various resources at the semantic level.

The soft-device world has no central controls; it is entirely peer-to-peer. It also includes no hardware: it regards any Internet-accessible hardware as a soft-device providing the same service. The operation of a hardware device is implemented by a corresponding soft-device.

## Architecture

A soft-device consists of six major components:

- A container stores the content in a machine-understandable way, perhaps according to the markup languages and ontology mechanisms proposed by the Semantic Web community ([www.semanticweb.org](http://www.semanticweb.org)).<sup>3</sup>
- A *detector* is responsible for detecting the requirements in the requirement list published on the Semantic Grid.
- An *explainer* explains the resources' content.
- *Multiple built-in workflows* enable the soft-device to work according to different requirements. The workflow should be time sensitive<sup>4</sup> and adaptive.
- A *knowledge base* supports the explainer, the detector, and adaptive workflows.
- An *interface* supports the producer in defining resources' content. A browser is a special soft-device that conveys the output of the explainer to the consumer.

## Sharing Web pages versus sharing soft-devices

Figure 1 compares Web-based information sharing and soft-device sharing. In the former, when Web pages are produced and browsed, semantic loss and distortion occur for two reasons:

- Current techniques do not let developers add machine-understandable semantic information to Web pages.
- Web browsers and search engines cannot understand the semantics of HTML-based pages.

Also, multipurpose resources would have to be transformed into Web pages

for them to become available via browsers, but this doesn't work. Moreover, sharing Web pages means that users and browsers must know the pages' locations.

Sharing soft-devices, on the other hand, has five major advantages:

- Producers can add semantic information to soft-devices using definition tools.
- The contents of a soft-device are organized in normal forms that guarantee the correctness of content-based operations.<sup>5</sup>
- Soft-devices are interconnected at the semantic level, so their semantics are not isolated and operations can be carried out only according to the semantics, regardless of the resources' form and location. That is, the soft-devices world is a single semantic image.
- Browsers are also soft-devices; they can manage resources under the privilege limitation in the single semantic image.
- Soft-devices can automatically cluster on demand in the best way possible and can then intelligently push the clustered services to consumers.

### Dynamic clustering

Figure 2 shows an approach to the dynamic clustering of soft-devices. Workflows between soft-devices are predefined according to consumers' business process requirements. Consumers can post their requirements (activities in the workflows) on the published requirements list. Soft-devices actively and intelligently search the list and inform the broker (another soft-device) if they find requirements that match their capabilities. The broker selects the best soft-devices among several candidates, clusters particular soft-devices to provide an integrated service,

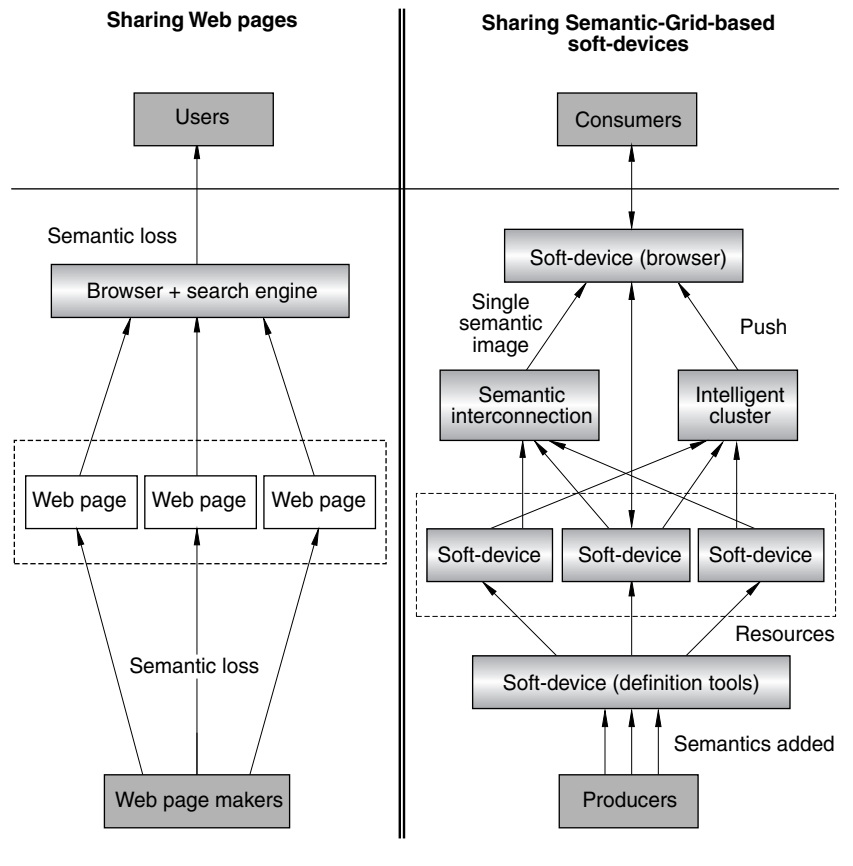


Figure 1. Web page sharing versus soft-device sharing.

or adapts existing clusters to respond to changes in consumers' requirements. The knowledge in soft-devices should also support the adaptation of their services to best suit the work of the cluster. Knowledge flows can be formed in a soft-device cluster to realize effective knowledge sharing and management.<sup>6,7</sup>

Figure 2 also shows the differences among Web-based searching, soft-device

clustering, and the normal-organization approach. Web-based searching uses search engines to explore the Web's still-expanding resource space (1-to- $m$ ), so it cannot be considered efficient or effective in terms of accuracy. There are also no mechanisms to remove useless and out-of-date Web pages. In contrast, soft-device clustering ( $m$ -to- $m$ ) is, in a way, the reverse of Web searching—that is, resources find people rather than people find resources. By removing the matched and out-of-date requirements in the list, this approach can limit the search space, thus satisfying search efficiency and efficacy. People, represented by the person in Figure 2 lying on the globe, can enjoy the services provided by soft-devices. Finally, the normal-organization approach guarantees the correctness and accuracy of content operations by means of normal forms,<sup>2,5,8</sup> just as the normal forms of relational databases guarantee the

**Producers can add semantic information to soft-devices using definition tools.**

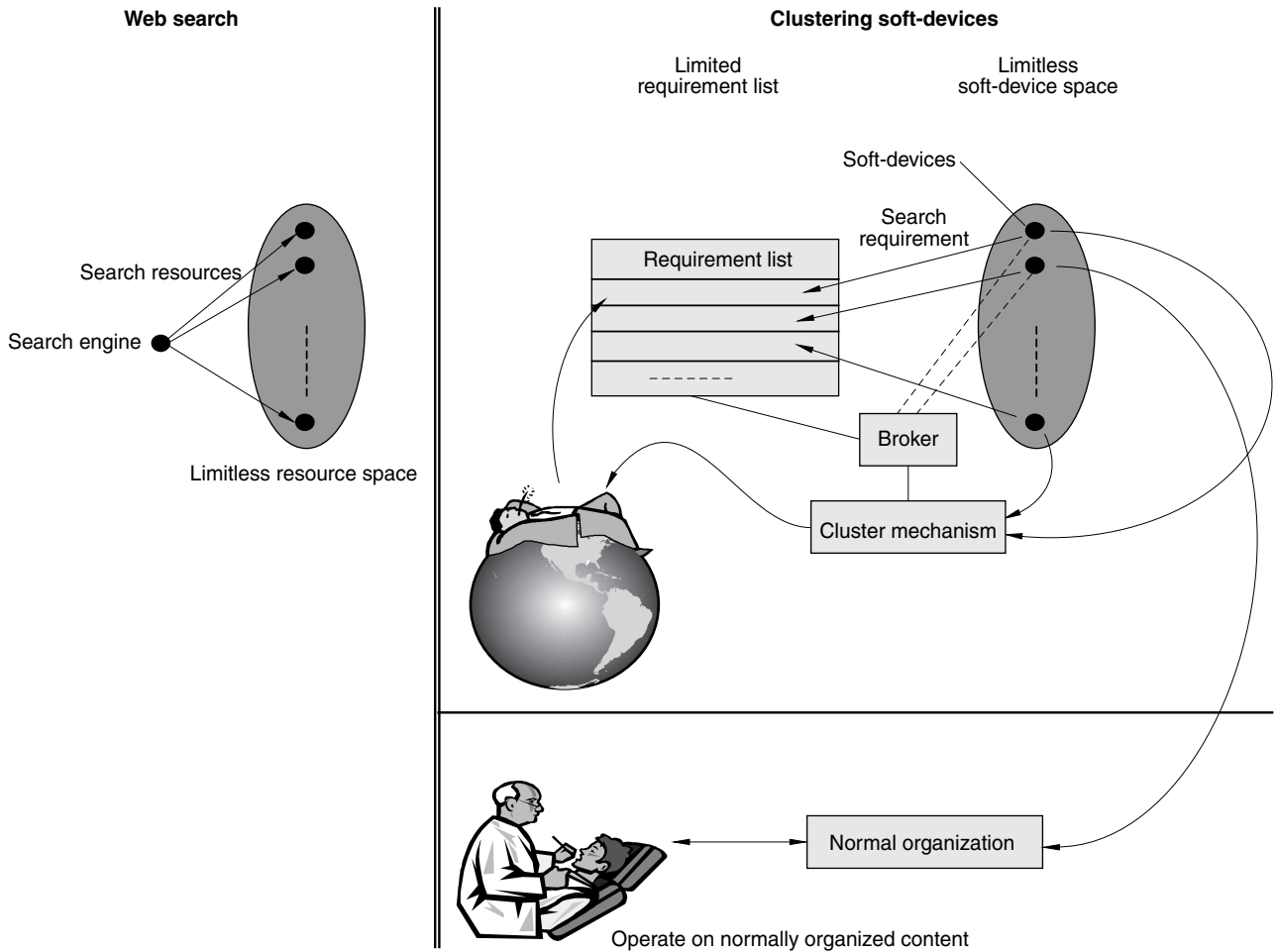



Figure 2. Web-based searching, soft-device clustering, and normal organization.

correctness of data operations. Normal organization lets consumers access and use content through soft-device-like database management—as easily as a dentist operating on the organized content (the teeth) in a patient’s mouth (see Figure 2). An intelligent Semantic Grid should adopt one or both of the latter two approaches. 

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