# CONTENTS

**Preface**

**1 Overview and Introduction**

1.1 Why Meme Media? 1
1.2 How Do Meme Media Change the Reuse of Web Contents? 3
1.3 How Do Meme Media Work? 7
1.4 Frequently Asked Questions and Limitations 8
1.5 Organization of this Book 9

**2 Knowledge Media and Meme Media**

2.1 Introduction to Knowledge Media and Meme Media 11
2.1.1 Information Life Cycle and Knowledge Media 13
2.1.2 Artificial Intelligence Versus Knowledge Media 15
2.1.3 Meme Media for All Users 17
2.1.4 Meme Media and Compound Documents 20
2.1.5 Objects and Media 21
2.1.6 Multimedia, Hypermedia, and Meme Media 26
2.1.7 Meme Media and Meme Pools 27
2.2 From Information Technologies to Media Technologies 27
2.2.1 Information Architectures and Media Architectures 28
2.2.2 Roles of Media 29
<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.1.2</td>
<td>Synthetic Media Architecture</td>
<td>69</td>
</tr>
<tr>
<td>4.1.3</td>
<td>Meme Media Architecture</td>
<td>70</td>
</tr>
<tr>
<td>4.2</td>
<td>IntelligentPad Architecture</td>
<td>70</td>
</tr>
<tr>
<td>4.2.1</td>
<td>Pad Architecture</td>
<td>71</td>
</tr>
<tr>
<td>4.2.2</td>
<td>Paste Operation and Slot Connection</td>
<td>71</td>
</tr>
<tr>
<td>4.2.3</td>
<td>IntelligentPad as a Meta-Tool</td>
<td>74</td>
</tr>
<tr>
<td>4.2.4</td>
<td>Pads as Meme Media</td>
<td>77</td>
</tr>
<tr>
<td>4.3</td>
<td>Worldwide Marketplace Architectures for Pads</td>
<td>80</td>
</tr>
<tr>
<td>4.4</td>
<td>End-User Computing and Media Toolkit System</td>
<td>81</td>
</tr>
<tr>
<td>4.5</td>
<td>Open Cross-Platform Reusability</td>
<td>85</td>
</tr>
<tr>
<td>4.6</td>
<td>Reediting and Redistribution by End-Users</td>
<td>86</td>
</tr>
<tr>
<td>4.7</td>
<td>Extension toward 3D Representation Media</td>
<td>88</td>
</tr>
<tr>
<td>4.8</td>
<td>Summary</td>
<td>89</td>
</tr>
<tr>
<td></td>
<td>References</td>
<td>90</td>
</tr>
<tr>
<td>5</td>
<td>Object Orientation and MVC</td>
<td>92</td>
</tr>
<tr>
<td>5.1</td>
<td>Object-Oriented System Architecture—A Technical Introduction</td>
<td>93</td>
</tr>
<tr>
<td>5.2</td>
<td>Class Refinement and Prototyping</td>
<td>94</td>
</tr>
<tr>
<td>5.3</td>
<td>Model, View, Controller</td>
<td>95</td>
</tr>
<tr>
<td>5.3.1</td>
<td>MVC Construct</td>
<td>95</td>
</tr>
<tr>
<td>5.3.2</td>
<td>Dependencies in MVC</td>
<td>96</td>
</tr>
<tr>
<td>5.3.3</td>
<td>Pluggable VC</td>
<td>98</td>
</tr>
<tr>
<td>5.4</td>
<td>Window Systems and Event Dispatching</td>
<td>99</td>
</tr>
<tr>
<td>5.4.1</td>
<td>Event Dispatching</td>
<td>100</td>
</tr>
<tr>
<td>5.4.2</td>
<td>Redrawing of Overlaid Windows</td>
<td>102</td>
</tr>
<tr>
<td>5.4.3</td>
<td>From Windowpanes to Visual Objects</td>
<td>103</td>
</tr>
<tr>
<td>5.5</td>
<td>Summary</td>
<td>103</td>
</tr>
<tr>
<td></td>
<td>References</td>
<td>104</td>
</tr>
<tr>
<td>6</td>
<td>Component Integration</td>
<td>106</td>
</tr>
<tr>
<td>6.1</td>
<td>Object Reusability</td>
<td>107</td>
</tr>
<tr>
<td>6.2</td>
<td>Components and Application Linkage</td>
<td>107</td>
</tr>
<tr>
<td>6.3</td>
<td>Compound Documents and Object Embedding/Linking</td>
<td>113</td>
</tr>
<tr>
<td>6.4</td>
<td>Generic Components</td>
<td>114</td>
</tr>
<tr>
<td>6.5</td>
<td>What to Reuse—Components or Sample Compositions?</td>
<td>115</td>
</tr>
<tr>
<td>6.6</td>
<td>Reuses and Maintenance</td>
<td>116</td>
</tr>
<tr>
<td>6.7</td>
<td>Integration of Legacy Software</td>
<td>118</td>
</tr>
<tr>
<td>6.8</td>
<td>Distributed Component Integration and Web Technologies</td>
<td>119</td>
</tr>
</tbody>
</table>
8.2.2 FieldPad for Sharing Events 156
8.2.3 Manipulation of Event Information Data 160
8.2.4 Controllers over FieldPads 162
8.2.5 Conflict Resolution 164
8.2.6 Nested Shared Environments 164
8.2.7 Wormholes among Different Spaces 166
8.3 StagePad for Programming User Operations 166
8.3.1 An Outline of StagePad 167
8.3.2 Scripts and Casting 168
8.3.3 The Action Mechanism of StagePad 174
8.3.4 Dramas within Dramas 176
8.3.5 Dressing Rooms 178
8.3.6 Applications for Improving Pad Operability 180
8.4 Geometrical Management of Pads 181
8.5 Proxy Pads to Assimilate External Objects 181
8.6 Legacy Software Migration 185
8.7 Special Effect Techniques 186
8.7.1 The Clipping of a Pad 186
8.7.2 Alpha Channel 186
8.7.3 Zooming, Tilting, and Panning 187
8.7.4 Dissolution 187
8.8 Expression Pad 188
8.9 Transformation Pads 188
8.10 Summary 189
References 190

9 Multimedia Application Framework 191
9.1 Component Pads for Multimedia Application Frameworks 191
9.1.1 Text Processing Pads 192
9.1.2 Tables and Figures 192
9.1.3 Multimedia Pads 194
9.2 Articulation of Objects 195
9.2.1 Articulation of Multimedia Objects 195
9.2.2 Operations and Relations over Multimedia Objects 198
9.2.3 Application Linkage 198
9.3 Hypermedia Framework 199
9.4 Summary 204
References 204
10 IntelligentPad and Databases

10.1 Relational Databases, Object-Oriented Databases, and Instance Bases 205
10.2 Form Bases 208
  10.2.1 Database Proxy Pads 208
  10.2.2 Form Bases with a Single Form 209
  10.2.3 Form Bases with Multiple Forms 210
  10.2.4 Form Interface to Databases 211
  10.2.5 QBE on Form Interface 214
10.3 Pads as Attribute Values 215
10.4 Multimedia Database 219
  10.4.1 Articulation of Objects by Pads 219
  10.4.2 Movie Databases 220
  10.4.3 Articulated Objects in Media Objects 224
10.5 Hypermedia Database 224
  10.5.1 Management of a Large Hypermedia Network 224
  10.5.2 Hyperlinks as Queries 226
10.6 Geographical Information Databases 228
10.7 Content-Based Search and Context-Based Search 232
10.8 Management and Retrieval of Pads 234
  10.8.1 Search for Pads with Partially Specified Composition Structure 234
  10.8.2 The Encoding of View Composition Structures 238
10.9 Summary 239
References 240

11 Meme Pool Architectures

11.1 Pad Publication Repository and the WWW 242
11.2 Pad Publication and Pad Migration 244
11.3 Web Pages as Pad Catalog 245
11.4 URL-Anchor Pads 248
11.5 HTMLViewerPad with Embedded Arbitrary Composite Pads 250
11.6 New Publication Media 253
  11.6.1 An Application to Scientific Publication 253
  11.6.2 Publication and Reuse of Documents, Tools, Services, and Agents 257
11.7 Annotation on Web Pages 258
11.8 Piazza as a Meme Pool 260
11.9 Reediting and Redistributing Web Content as Meme Media Objects 263
  11.9.1 Web Content as Memes 264
  11.9.2 Application of Meme Media Technologies to Web Content 265
  11.9.3 Related Research 266
  11.9.4 XML and Pads 267
  11.9.5 Extraction of an Arbitrary Web Content as Two-Dimensional Meme Media Objects 269
  11.9.6 Direct Editing of HTML Views 272
  11.9.7 Automatic Generation of Default Slots 275
  11.9.8 Visual Definition of Slots for Extracted Web Content 279
  11.9.9 Example Applications 280
  11.9.10 Composition with More than One Wrapped Web Application 282
11.10 Redistribution and Publication of Meme Media Objects as Web Content 285
11.11 Summary 288
  References 289

12 Electronic Commerce for Pads 291
  12.1 Electronic Commerce 291
  12.2 From Pay-per-Copy to Pay-per-Use 293
  12.3 Digital Accounting, Billing, and Payment 294
  12.4 Ecology of Pads in the Market 295
  12.5 Superdistribution of Pads 297
  12.6 Pad Integration and Package Business 301
  12.7 Summary 303
  References 304

13 Spatiotemporal Editing of Pads 305
  13.1 Geometrical Arrangement of Pads 305
    13.1.1 Tree Arrangement 305
    13.1.2 Pad Cabinet Arrangement and Picture Index Arrangement 310
  13.2 Time-Based Arrangement of Pads 311
  13.3 Spatiotemporal Editing of Pads 315
    13.3.1 Temporal Control of Geometrical Arrangement 316
16.4 Patterns and Frameworks in IntelligentPad 363
16.4.1 Architectural Patterns, Design Patterns, Idioms, and Frameworks 363
16.4.2 Sample Composite Pads as Architectural Patterns 363
16.4.3 Pad Packages with Sample Compositions as Application Frameworks 365
16.4.4 Slot List as a Pattern 366
16.5 From Specifications to a Composite Pad 366
16.5.1 Use-Case Modeling 367
16.5.2 System Decomposition 368
16.5.3 From an Action Diagram to a Composite Pad 370
16.6 Pattern Specifications and the Reuse of Pads 373
16.6.1 Application Specification and Pattern Description for Primitive Pads 373
16.6.2 Pattern Description of Composite Pads 374
16.6.3 Composition and Decomposition of Patterns 377
16.6.4 Pattern Descriptions and the Reuse of Pads 379
16.6.5 An Example Development Process 381
16.7 IntelligentPad as a Software Development Framework 384
16.8 Summary 384
References 385

17 Other Applications of IntelligentPad 386
17.1 Capabilities Brought by the Implementation in IntelligentPad 387
17.2 Tool Integration Environments and Personal Information Management 387
17.3 Educational Applications 389
17.3.1 Teaching Japanese to Foreign Students 390
17.3.2 CAI in Physics and Mathematics 392
17.3.3 CAI in Control Theory 398
17.4 Web Page Authoring 400
17.5 Other Applications 401
17.5.1 CAD/CAM Applications 401
17.5.2 Financial Applications 403
17.5.3 Information Kiosk Systems 403
17.5.4 Electronic Libraries and Museums 403
17.5.5 Information Design Tools 405
17.6 Summary 406