jboye09 Nov 4 – 6, 2009

Web Standards Do we need more of them?

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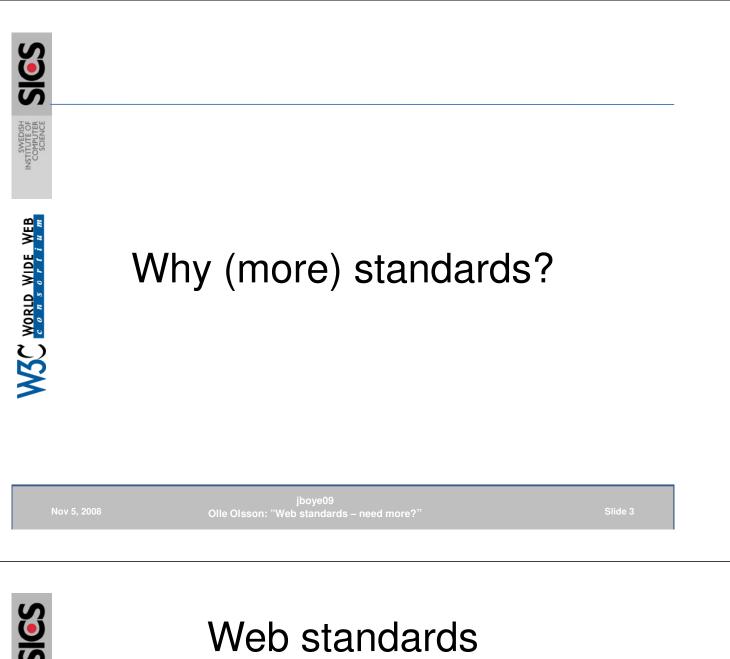


• Why more standards?

SICS

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- Standardise what / where?
- Needed standards emerging?
- Questions about specification approach?



KC world wide web

Web standards

Examples: HTML, XML, CSS, SKOS, ...

- Made for the web
- Used on the web
- Used outside the web
 - Well-designed format, all-purpose use
 - Example: XML
 - Software implementations
 - Example:Open Source
 - Devices have web browsers

Web works! Why more standards?



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Used in new ways!

- Broadband: heavy content (audio, video, ...)
- Wireless: mobile in geography (location, ...)
- Devices: wide range (cell phones, ... desktops, ... in cars, ... kiosks, ...)
- Users: global languages, cultures, ...
- Content: rich
- Services: critical (security, ...), with state
- Applications: rich (office tools, games, ...)

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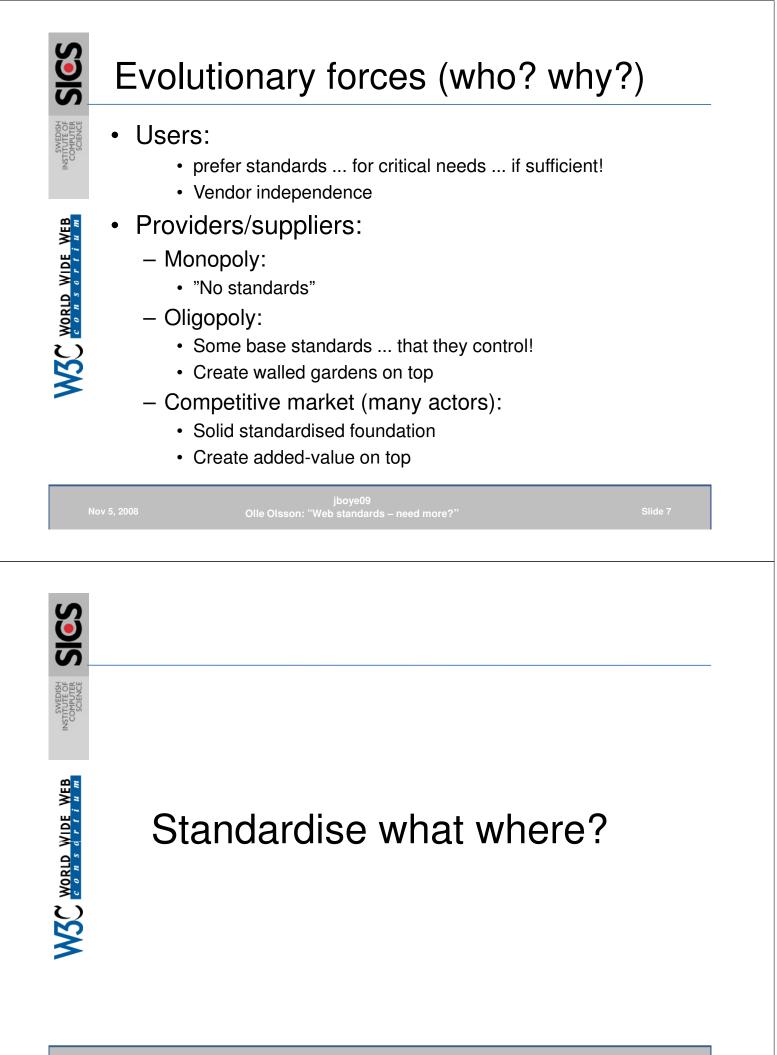
More standards or not?



Another kind of web!

New requirements/needs.

- Ad-hoc solutions
 - Lock-in, monopoly, fragmentation, ...
- Standardised solutions
 - Vendor-independent, competitive ecosystem
 - Composable, interoperability



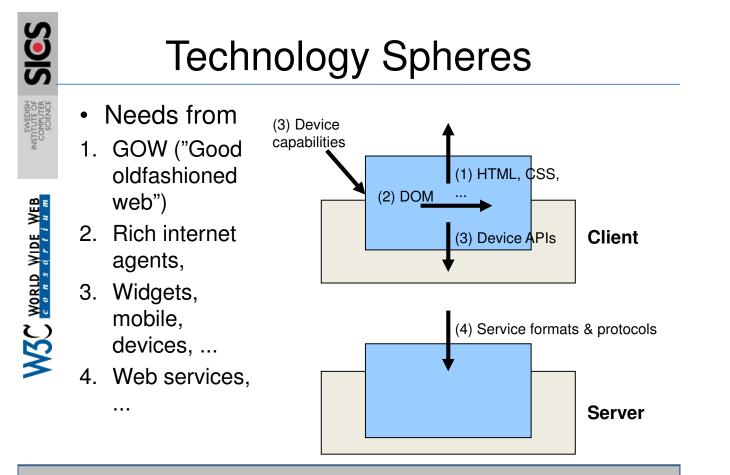


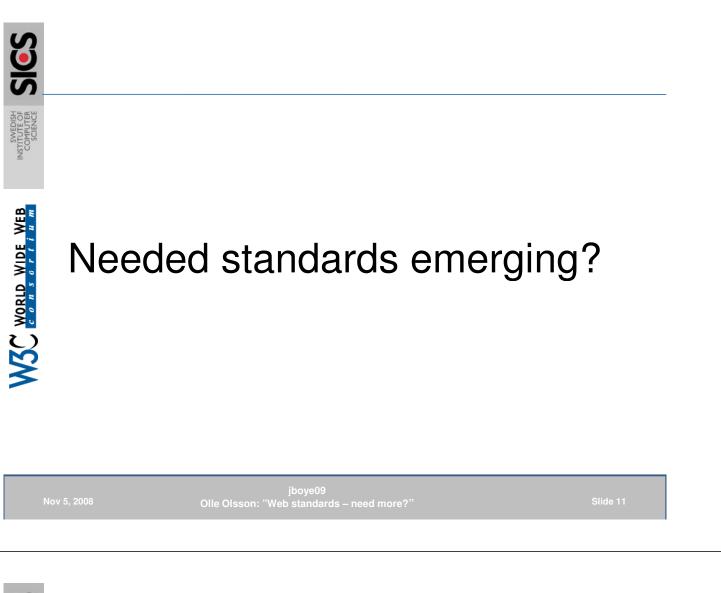
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Web Standards Setting Orgs

- World Wide Web Consortium (W3C)
 - Core standards (e.g., HTML, CSS, XML, DOM, "AJAX", ...)
- WHAT-WG (Web Hypertext Application Technology Working Group)
 - "new HTML" → W3C
- OASIS
 - Specific application standards (e.g., ebXml)
- ECMA
 - ECMAScript (JavaScript)
- · Other topics, such as
 - Web Services Interoperability (WS-I)
 - Cloud Computing (NIST, ...)
 - OpenSocial (Google, ...)

	· Openoucial (Outgie,)	
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Examples of active standardisation

- SWEDISH INSTITUTE OF COMPUTER SCIENCE
- Devices

HTML

- Widgets
- Data

HTML



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- HTML 5 !
 - Builds upon HTML 4, XHTML1, DOM2
 - Initial work in WHAT-WG
- Support for video, canvas, ...
- Questions addressed:
 - Modularization?
 - Decentralised extensibility?
 - Annotations? ("microformat", RDFa, ...)
- Current main market: the web!

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Devices

- Device characteristics/functionality
- New types of devices
 - Cell phones, handheld, in cars, on bikes, in TV, in radio, ...
- Additional functionality on device
 - Camera, microphone, speakers, address book, geoposition, sensors, ...
- Standards for:
 - API for access to functionality/features
 - Security policies
- Current main market: content for mobile phones!



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Widgets

- Small dedicated applications
 - Games, clocks, stock market ticker tape, weather,
- Simplify use
 - Deliver over the web, one-click installation
 - Constructed using web technologies (HTML, CSS, EcmaScript, ...)
- Standardised packaging, download, installation
- Current main market: web innovation

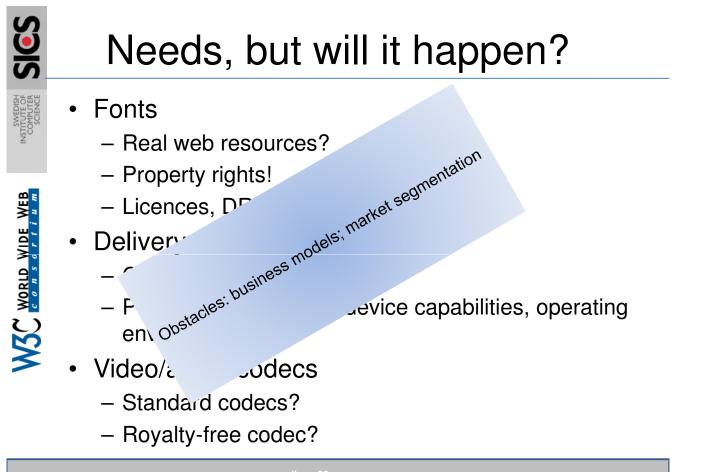
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SIeS	Data	
WORLD WIDE WEB INSTITUTE OF COMPUTER CO	 Increased use of data on the web "The web of data" Rich data models Semantic web technologies Interoperability with traditional data repositories 	

- Services mapping relational DB to SemWeb
- Current main market: public sector



- Fonts
 - Real web resources?
 - Property rights!
 - Licences, DRM, ...
- Delivery context
 - Context dependent content
 - Personal preferences, device capabilities, operating environment, ...
- Video/audio codecs
 - Standard codecs?
 - Royalty-free codec?

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Questions about specification approach?

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Tensions

- Standardise or not? Examples: codecs, fonts, ...
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- Declarative standards or script hacks? Example: XForm
- Modularize or not? Example: HTML5
- Extensibility or not? Example: HTML5
- Rebuild or update/extend? Example: HTML5 vs XHTML)
- Profiles or not? What profiles? Example: mobile profiles for CSS.



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Conclusions

- The web is still growing up
 More things need to be standardised
- Are important things being standardised?
 - Current power/forces decide
- Are emerging standards good?
 - Current power/forces decide
 - The market will decide
- Do we care enough about standards?
 - In general: should be more concerned!
- Roundtable this afternoon:
 - "what do you want from standards?"

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