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Subject: POM versus DOM
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I read in one of the DOM specifications or books that DOM can be partitioned into three sections

- = Structure
- = Style
- = Behaviour

I am wondering what would be the analogous partitioning for POM. "Style" is certainly not applicable for POM. By "style", we mean CSS stylesheets that are used for physical representation.

Here is my thought at this point. Please let me know what you think.

- = Structure - still relevant. We need to specify how things are relating to each other and the space.
Space is the base framework for the structuring process.
- = Control/capability - the 'structure' captures the situations that are in the physical world. what device is in which space. It is important to note that space is not absolute always. It could be relative. For example, in the case of the "airport queue" example, the space is created by the placement of poles. Space is where the poles are. Similarly, in the SpaceOS paper we defined the space using the resolver.

Control/capability refers to the restrictions we will be placing on the activities of the devices in the given space.
- = Behaviour - this is how the devices are behaving. We have learning programs/agents/observers associated with
the space that are going to learn about the local patterns.

Please let me know what you think about the above partitioning. Did I miss something important?
Should there be less? Something else?

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