iot.schema.org

Update to T2TRG

January 17, 2019

iot.schema.org update

- One Data Model Liaison Group
- W3C Community Group for iot.schema.org
- 2019 Roadmap

One Data Model Liaison Group

- Outgrowth of "Hive", a well-attended meeting sponsored by the Zigbee Alliance in November

- Address the device interoperability problem across SDOs, Vendors, Service Providers

- Open membership, equal participation by company

- Zigbee, OCF, OneM2M, GSMA, EnOcean

- Google, Comcast, Schneider Electric, Honeywell, Ericsson, Qualcomm, NXP, Orange, Cable Labs, Silicon Labs, Samsung, Huawei, Haier, many others

One Data Model Liaison Group

- Administratively hosted by OCF
- Skip Ashton (SiLabs, Zigbee) is Chair
- Weekly meetings; the third was January 16th 2019
- Scope and Priorities are being discussed
- Presentations are being given on existing models and approaches
  - January 4 – iot.schema.org
  - January 16 – Nest/Weave
- Exploratory phase, gathering input and opinions

W3C Community Group

- We have proposed a new W3C CG for IoT Extensions to schema.org
  - https://www.w3.org/community/blog/2019/01/17/proposed-group-schema-extensions-for-iot-community-group/
- The charter will be our current charter (see the github repository)
- Four additional supporting members are required to start the group
- https://www.w3.org/community/groups/proposed/
  - Schema Extensions for IoT

W3C Community Group

- Keep and extend the current charter
- Provide a better venue for the group to operate
- Mailing list
- Work with related groups in W3C; Automotive, Spatial Data, Sensors, WoT
- Potential transition to higher status in W3C, e.g. "Evergreen standard"
- https://www.w3.org/community/groups/proposed/
  - Schema Extensions for IoT

2019 Roadmap

- Start up the W3C Community Group
- Develop and document: patterns, practices, and tools for creating and using definitions
- Web interface to browse definitions
- Schema.org integration
- Publish initial definition sets from contributors
- Identify future enhancements
  - semantic categories and classes
  - behaviors, rules, scenes