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# query-by-system-id

Service Description

#### **Abstract**

This document provides service description for the query-by-system-id service.



Version 4.4.0 Status RELEASE Page 2 (8)

### **Contents**

1	Ove	erview	3
	1.1	How This Service Is Meant to Be Used	4
	1.2	Important Delimitations	4
	1.3	Access policy	4
2	Ser	vice Interface	5
	2.1	interface HTTP/TLS/JSON	5
3	Info	rmation Model	6
	3.1	struct SystemResponse	6
	3.2	Primitives	6
4	Refe	erences	7
5	Rev	rision History	8
	5.1	Amendments	8
	5.2	Quality Assurance	8



Version 4.4.0 Status RELEASE Page 3 (8)

#### 1 Overview

This document describes the **query-by-system-id** service, which enables the systems to query for specific system details based on its record id. Examples of this interaction is a dedicated core system that needs the available information for a specific system.

The rest of this document is organized as follows. In Section 2, we describe the abstract message functions provided by the service. In Section 3, we end the document by presenting the data types used by the mentioned functions.



Version 4.4.0 Status RELEASE Page 4 (8)

#### 1.1 How This Service Is Meant to Be Used

The given core system is required to submit the system record id.

## 1.2 Important Delimitations

No delimitation.

### 1.3 Access policy

Available only for the following core systems: Orchestrator

Version 4.4.0 Status RELEASE Page 5 (8)

#### 2 Service Interface

This section describes the interfaces to the service. The **query-by-system-id** service is used to looking for a specific system. The following section is representing the necessary system input information. In particular, each subsection names an interface, an input type and an output type, in that order. The input type is named inside parentheses, while the output type is preceded by a colon. Input and output types are only denoted when accepted or returned, respectively, by the interface in question. All abstract data types named in this section are defined in Section 3.

The following interfaces are available.

#### 2.1 interface HTTP/TLS/JSON (Number): SystemResponse

Profile ype	Туре	Version
Transfer protocol	HTTP	1.1
Data encryption	TLS	1.3
Encoding	JSON	RFC 8259 [1]
Compression	N/A	-

Table 1: HTTP/TLS/JSON communication details.

Version 4.4.0 Status RELEASE Page 6 (8)

#### 3 Information Model

Here, all data objects that can be part of the **query-by-system-by-id** service provides to the hosting System are listed in alphabetic order. Note that each subsection, which describes one type of object, begins with the *struct* keyword, which is used to denote a collection of named fields, each with its own data type. As a complement to the explicitly defined types in this section, there is also a list of implicit primitive types in Section 3.2, which are used to represent things like hashes and identifiers.

#### 3.1 struct SystemResponse

Field	Туре	Description
address	String	Network address.
authenticationInfo	String	Public key of the client certificate.
createdAt	DateTime	System instance record was created at this UTC timestamp.
id	Number	Identifier of the system instance
metadata	Metadata	Metadata
port	PortNumber	Port of the system.
systemName	Name	Name of the system.
updatedAt	DateTime	System instance record was modified at this UTC timestamp.

#### 3.1.1 struct Metadata

A JSON Object which maps String key-value pairs.

#### 3.2 Primitives

Types and structures mentioned throughout this document that are assumed to be available to implementations of this service. The concrete interpretations of each of these types and structures must be provided by any IDD document claiming to implement this service.

Туре	Description
Address	A string representation of the address
DateTime	Pinpoints a specific moment in time.
Object	Set of primitives and possible further objects.
Name	A string identifier that is intended to be both human and machine-readable.
Number	Decimal number



Version 4.4.0 Status RELEASE Page 7 (8)

### 4 References

[1] T. Bray, "The JavaScript Object Notation (JSON) Data Interchange Format," RFC 8259, Dec. 2017. [Online]. Available: https://rfc-editor.org/rfc/rfc8259.txt

Version 4.4.0 Status RELEASE Page 8 (8)

# 5 Revision History

#### 5.1 Amendments

No.	Date	Version	Subject of Amendments	Author
1	YYYY-MM-DD	4.4.0		Xxx Yyy

### 5.2 Quality Assurance

No.	Date	Version	Approved by
1	YYYY-MM-DD	4.4.0	