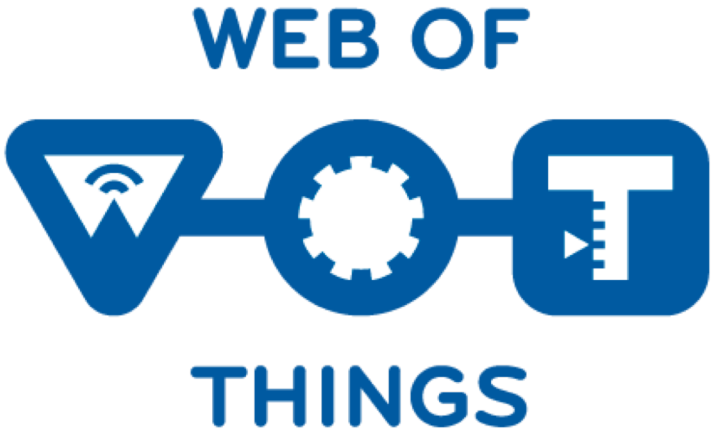

WoT Lifecycle

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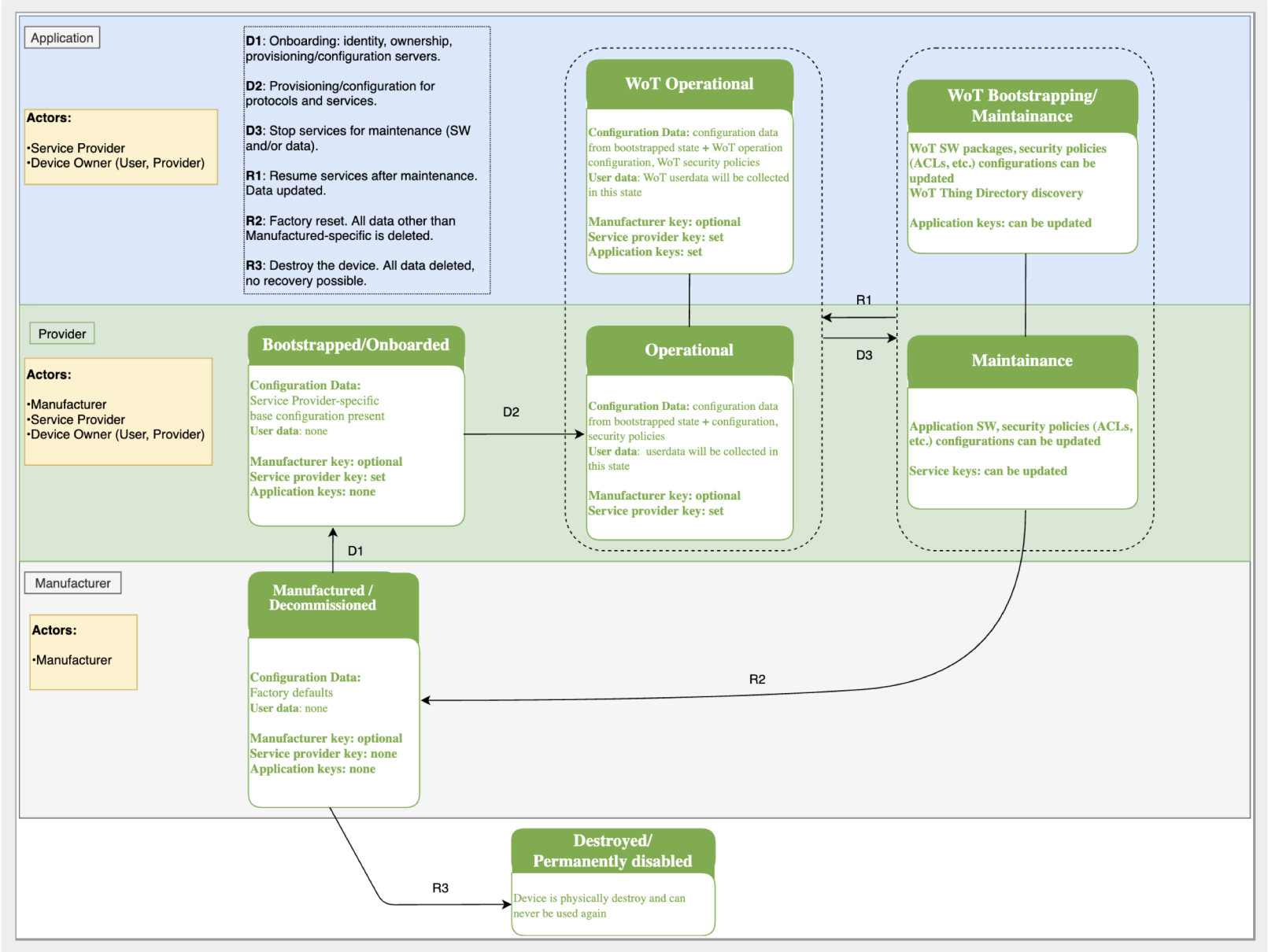
Goals

- Describe the operational lifecycle model across different standards
  - Describe security model
  - Describe state transitions
  - Track security data ownership
  - Track data ownership
- Align terminology
- Identify impact and requirements on:
  - Architecture
  - Security
  - Thing Description
  - Binding Templates and other WoT deliverables

Status

- The TF analyzed several lifecycle models, including:
  - OCF
  - OneM2M
  - LwM2M
  - T2TRG RFC 8576
    https://github.com/w3c/wot-architecture/blob/master/proposals/lifecycle/Device-lifecycle-comparisons.pdf
- Proposals on a unified state model have been in discussion
- Several rounds of reviews and model refinements:
  - First phase: unified device lifecycle model
  - Second phase: layered device lifecycle model
- Agreement on fundamental states
- Some state names / transitions under discussion

Layered lifecycle diagram (draft)



Lifecycle Specification draft

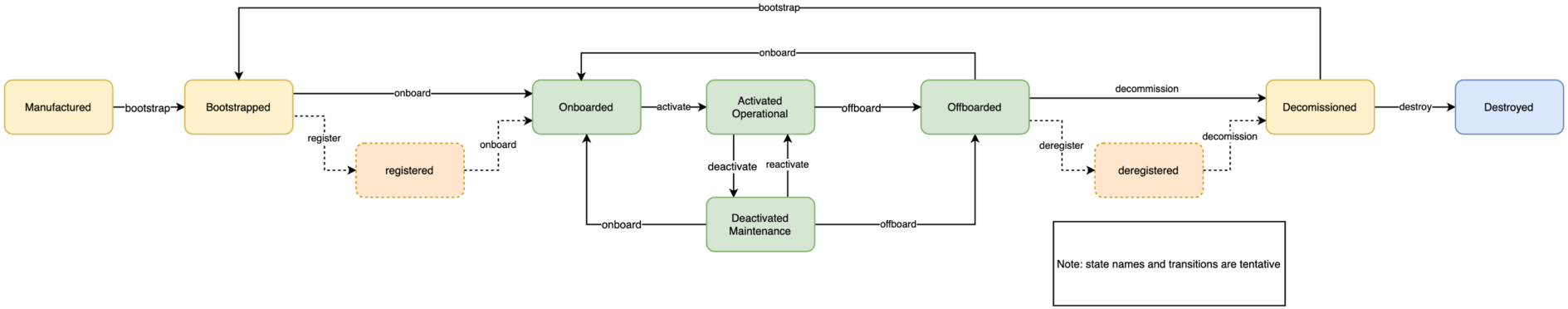
- To be done in the next round.
- Needs input from the group on what level of details to pursue
  - Individual protocol specifications on lifecycle are very complex
  - What are the main use cases for representing lifecycle in WoT
  - What should be normative, what can be informative

System lifecycle

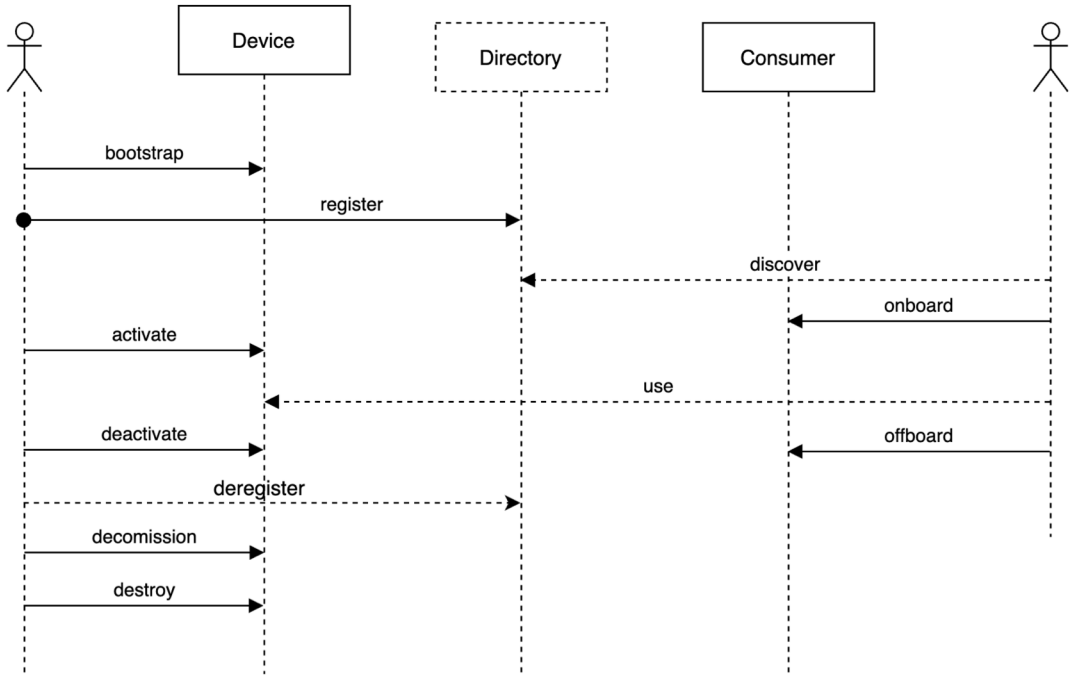
- The thing lifecycle is embedded in a wider „system“ lifecycle (WoT specific)

- System lifecycle provides a wider view on:
  - Onboarding/offboarding a device to consumer(s)
  - Registering/deregistering a device with a (optional) thing directory

System state diagram (proposal)



Example directory flows (draft)



References

- WoT Architecture
  - https://github.com/w3c/wot-architecture
- WoT Use Cases
  - https://github.com/w3c/wot-architecture/tree/master/USE-CASES
- Lifecycle Proposals
  - https://github.com/w3c/wot-architecture/tree/master/proposals/lifecycle
- Profiles
  - https://github.com/w3c/wot-profile