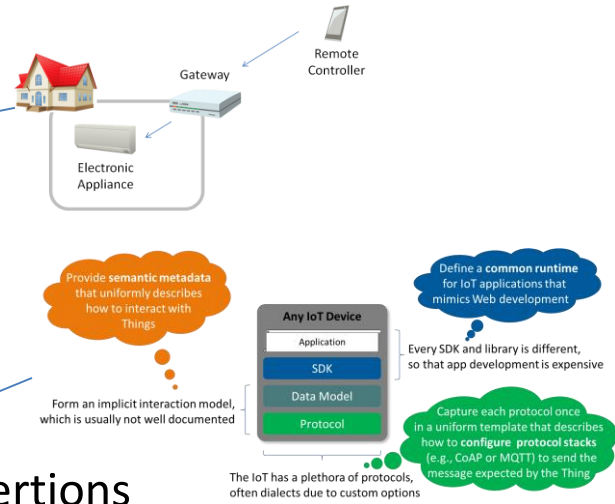# WoT Architecture

Princeton, NJ, USA, January 2019

# Lyon Restructured Outline

1. Introduction
2. Terminology

Toru-san, Lagally

3. Use Cases
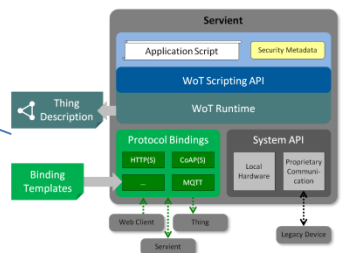4. Functional Requirements

Matthias
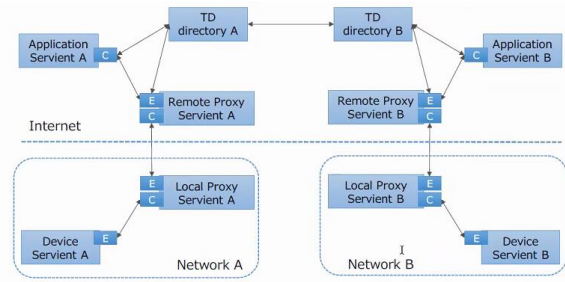
5. WoT Architecture
   1. Abstract IoT Architecture
   2. WoT concepts and Normative Assertions
   3. Interaction Patterns and Message Flows
6. WoT Building Blocks (Documents)
7. WoT Servients (Implementation) Lifecycle

Matsukura-san

8. WoT Deployments
   1. Device Servients
   2. Proxy Servients
   3. Application Servients
   4. Directories
   5. Integrations

McCool, Elena

9. Security and Privacy Considerations

**Working Branch Outline**

1. Introduction

2. Terminology

3. Terminology (Toru-san)

4. Use Cases

5. Functional Requirements

6. Functional Requirements (Toru-san)

7. Technical Requirements (Matsukura-san)

8. WoT Servient Architecture (Matsukura-san)

9. WoT Building Blocks

10. WoT Servient Architecture

11. Deployments Scenario (Matsukura-san)

12. WoT Deployment Scenarios and Guidelines

13. Security and Privacy Considerations

14. Summary

# Clean-up Proposal (MK)

1. Introduction
2. Terminology
3. Terminology (Toru-san)
4. Use Cases
5. Functional Requirements
6. Functional Requirements (Toru-san)
7. Technical Requirements (Matsukura-san)
8. WoT Servient Architecture (Matsukura-san)
9. WoT Building Blocks
10. WoT Servient Architecture
11. Deployments Scenario (Matsukura-san)
12. WoT Deployment Scenarios and Guidelines
13. Security and Privacy Considerations
14. Summary

Replace 2 (generate from .md)

Replace 5

Introduces Devices, Applications, Proxies, Directories.
→ Too early, should be in 11

Update with all documents (and remove Thing)

Should be „WoT Architecture" and have normative assertions for MUST use URIs etc. and define interaction patterns

„WoT Servient Implementation"

Move content into 10 and remove

**Result**

1. Introduction
2. Terminology (Toru-san)
3. Use Cases (Lagally)
4. Functional Requirements (Toru-san)
5. WoT Architecture (Matthias)
   1. Abstract IoT Architecture (Generic stack: Application / SDK / Data Model / Protocols)
   2. Architecture Constraints (URIs, fixed set of methods, Links, Forms = Uniform Interface and Hypermedia)
   3. Interaction Model (Properties, Actions, Events)
6. WoT Building Blocks
   1. WoT Thing Description
   2. WoT Binding Templates
   3. WoT Scripting API
   4. (WoT Linked Data) (where is the JSON-LD TD Note?)
7. WoT Servient Implementation (Matthias)
   1. Servient Overview
   2. WoT Runtime (Scripting API vs Native)
   3. Protocol Bindings
   4. System API (System Things Abstraction)
8. Deployments Scenario (Matsukura-san)
   1. Device Servients
   2. Proxy Servients
   3. Application Servients
   4. Directories
   5. Integrations
9. Security and Privacy Considerations (McCool)
10. Summary

# Contact

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