

WoT Scripting API

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Consume options - reduce TD size & complexity

Problem: TDs can easily become huge with various protocols, security schemes and multiple IP addresses

Consumer could:

- Ask for given binding and/or security only
- Provide options initially

Proposed API change

- From `Promise<ConsumedThing> consume(ThingDescription td);`
- To `Promise<ConsumedThing> consume(ThingDescription td,
optional ConsumeOptions options);`
- At the moment each interaction can specify *formIndex*
- Consume options may include hints for desired binding, security scheme, ...

Action state and control

- Missing API for cancelling and/or query an action. 2 approaches:
 - WoT Profile Action Model (separate *op's*, i.e. cancelaction, queryaction)
 - cancelaction ... (more complex: stopping by other consumers possible?)
 - queryaction
 - Model by Cristiano (control object)
- Proposed change in API (control object)
 - From:

```
Promise<InteractionOutput> invokeAction(DOMString actionName,  
optional InteractionInput params = null,  
optional InteractionOptions options = null);
```


To:

```
Promise<ActionControl> invokeAction(DOMString actionName,...);
```
 - *ActionControl* is an object that includes action state, query/cancel methods and a resolver for *InteractionOutput*
 - Multiple clients can invoke an Action and will get back an *ActionControl* object with updated state.
- Open points
 - action queues (implementation detail?)
 - one action at a time vs multiple actions at the same time
 - who is allowed to stop a launched action, security (Management layer)

Discovery

- Discovery spec not yet fully ready
- Scripting discovery API scope maps to 2nd stage discovery
 - 1st stage is related to introduction/provisioning and Scripting API may not be available yet in that run-level (e.g. in OCF)
 - OCF has different run-levels for 1st and 2nd stage discovery (certification!)
 - Could we have separate API entry points for 1st and 2nd stage discovery?
 - different security requirements
 - 1st (provisioning) phase is protocol and certification dependent
- What's next
 - Other ways of discovery? (currently: *directory*, *direct*)
 - *multicast* - Things in the visible network
 - *realm* - Things in the visible network that are part of the same security realm
 - *nearby* - Things around me (Bluetooth, NFC, etc.)
 - *query* (e.g. SPARQL)
 - <https://github.com/w3c/wot-scripting-api/issues/321>
 - Security-privacy concerns
 - Issues: <https://github.com/w3c/wot-scripting-api/labels/discovery>

Consequences of *recent* changes

ExposedThing no longer extends ConsumedThing

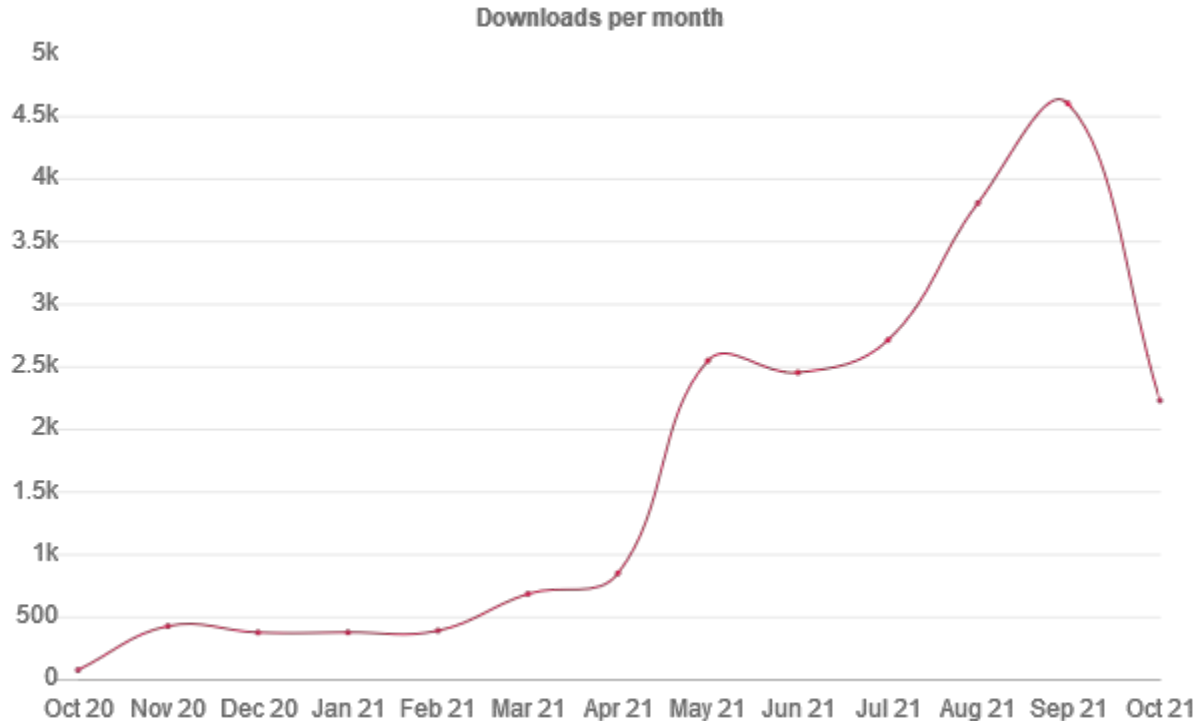
- How to use ConsumedThing as ExposedThing (e.g., properly unit-test)
 - a. Consume ExposedThing
 - b. Own Constructor
 - c. Discover using discovery function

Eclipse node-wot - Status/Update

- Readable Stream support
- New release v0.8.0 planned for the next weeks
- There are pending PRs to align missing parts
 - Strategy: First implement and then update spec? Time-consuming.
- Where node-wot is used (feedback is welcome):
 - Siemens
 - Netzo
 - UNIBO
 - WebOfThings WoT Adapter
 - ECHONET
 - NHK web demo
 - ...

Eclipse node-wot - Statistics

<https://npmstats.org/@node-wot:td-tools>



Scripting API - Charter Thoughts

What do be done in this charter?

- Support ***all*** TD features?
 - TD Canonicalization
e.g., `getThingDescription()` reporting canonical TD ?
- Discovery features support
- Binding Templates
- WoT Profile?
 - Within Scripting API scope?

What to do in upcoming Charter?

- Keep up with ****new**** features
- TD signing ?
- Security Management, Scripting Management, ...