

Reduce TD reduntant information

Can we describe more with less?

Problem



Thing Descriptions contains vital information to understand how to interact with a web thing.

Web things may be **complex** software agents with a variety of affordances and APIs. Example: Thing Description Directory.

Therefore, a Thing Description can easily become **hard to read and maintain** for a human being.

Machines would prefer also shorter TDs because the shorter they are the shorter is the loading time.

Reasons why Thing Descriptions get longer



- Security definitions
- Different protocol supported
- Different flavors of the same API endpoint
- Intrinsic protocol redundancy (i.e., identical protocol information is duplicated in every form)
- Complex data schemas

Security Definitions



The main complain that we received about security definition is the inability to express a security scheme inline.

Useful one the TD has just one schema and it used across all the Affordances.

- w3c/wot-thing-description#945
- has implications also in signing

```
"title": "Test",
"security": {  "scheme" : "nosec" },
```

Different protocol supported



If a webthing support different protocol this usually mean a linear increment of its forms.

If the API can be described by two forms (e.g. one for read and one for right) if the thing supports other 3 protocols it means that each affordance may contain 3*2 = 6 forms.

```
"forms":
        "href": "http://example.com/test"
        "href": "mqtt://example.com/test"
        "href": "coap://example.com/test"
   },
        "href": "modbus://example.com"
```

Different flavors of the same API endpoint



Node-wot generates a group of form for each network interface.

The affordances and their data schemas are usually hidden behind a long list of forms.

Counter example Thing Description contains **798** lines.

```
- forms:
         href: "http://172.23.112.1:8080/counter/properties/count"
         contentType: "application/json"
             "readproperty"
         htv:methodName: "GET"
         href: "http://172.23.112.1:8080/counter/properties/count/observable"
         contentType: "application/json",
             "unobserveproperty'
         subprotocol: "longpoll"
         href: "http://169.254.214.40:8080/counter/properties/count"
         contentType: "application/json",
              "readproperty"
         htv:methodName: "GET"
         contentType: "application/json"
             "observeproperty",
             "unobserveproperty"
         subprotocol: "longpoll"
         href: "http://192.168.178.110:8080/counter/properties/count",
             "readproperty"
         htv:methodName: "GET"
         href: "http://192.168.178.110:8080/counter/properties/count/observable",
         contentType: "application/json",
         subprotocol: "longpoll"
         href: "http://172.22.48.1:8080/counter/properties/count"
         contentType: "application/ison".
```

Intrinsic protocol redundancy



Some protocols requires the same configuration in each forms. Examples:

- Modbus
 - Content-type is usually always application/octect-stream (defaults may help here)
 - Endianess must be provided in the content-type, but usally is the same for all forms (e.g. application/octect-stream;byteSeq=BIG_ENDIAN)
- Websockets
 - Most websocket protocols needs only an endpoint to describe the interaction.
- MQTT
 - Broker connection parameters are shared among all the forms

wot-thing-description#878

Complex data schemas



 Consider for example to correctly describe the schema output of an action that returns another TD. (Real world example: TDDs returns a Thing Description for the retrieveTD action).

Thing description schema: 1280 lines

Data schema used in multiple places.

In the current spec we tried to mitigate this issue thanks to the introduction of: **schemaDefinitions**