

4. Virtual Entity - VE Service
 - VE Service Resolution
 - VE & IOT Service

5. Iot Service :- Iot Broker Backend Device Manager - Iot Service
 - Iot Service Resolution

* Communication :-

1. Protocol Adapter - Hop to HOP Communication
2. Gateway Data Handling - Network Comm
3. End to End communication

⇒ The view components used for Iot functional view

- (1) Unified Requirement
- (2) The Iot Functional model

once all functional components are defined the default function set, system use cases sequence charts and interface definition made

Assignment - 3

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(1) write a short note on functional view

→ Functional view Describe the system Runtime functional components, their Responsibility, Default function, Primary Interaction.

→ It will need to be extended with all identified new profile specific functional component including their interfaces and list of sequence.

⇒ Applications :-

1. Management - Configuration
 Fault
 Reporting
 State
2. Service organization - Service composition
 orchestration
3. Iot Process Mgt - process modeling
 process execution

- Iot System is Typically deployed to monitor and control physical entities Iot services and virtual entity
- Virtual Entity is key concept of any Iot system as it models the physical entity or thing that is Real element of interest.
- Information in the system is handled by Iot services. Iot services are registered to the Iot system using description.

* general flow concept -

→ four message exchange Patterns considered for information exchange

- (1) Push Pattern
- (2) Request / Response Pattern
- (3) Subscribe / Notify
- (4) Publish / Subscribe

Q-2 Information view

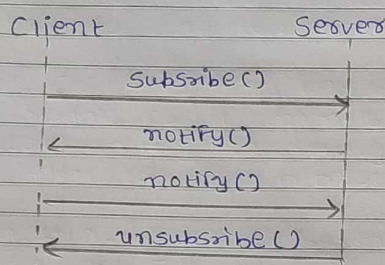
- Information view provides overview on how static information and dynamic information is represented.
- Information view also describe the components that handle the information, flow of information through system and life cycle of system.

* life cycle -

→ In Iot system use two Paths :-

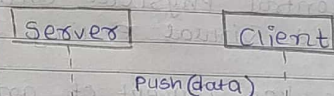
- (1) From Devices that produce information such as sensors and tags, info follows a context process until it reaches consumer application.
- (2) Application or part of larger system information it follows context (Reduction) process until it reaches consumer type of device.

(4) Publish :-

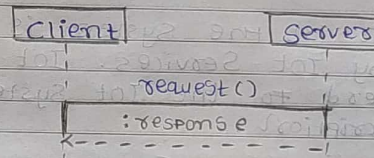


- The push Pattern :- It is one way communication betⁿ two device
- Request / Response Pattern is synchronous way of communication between two Parties
- Subscribe / Notify Pattern :- allows asynchronous way of commⁿ betⁿ two Parties without Client waiting for Server Response.
- Publish Pattern :- when client declare their interest in certain informⁿ on broker the Component will make sure information flow between Service & client will establish.

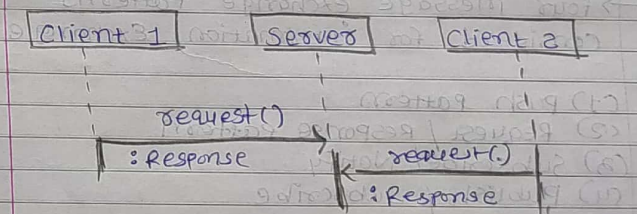
(4) Push Pattern



(2) Request Pattern



(3) Subscribe Pattern



(4) Publish