

W3C WoT

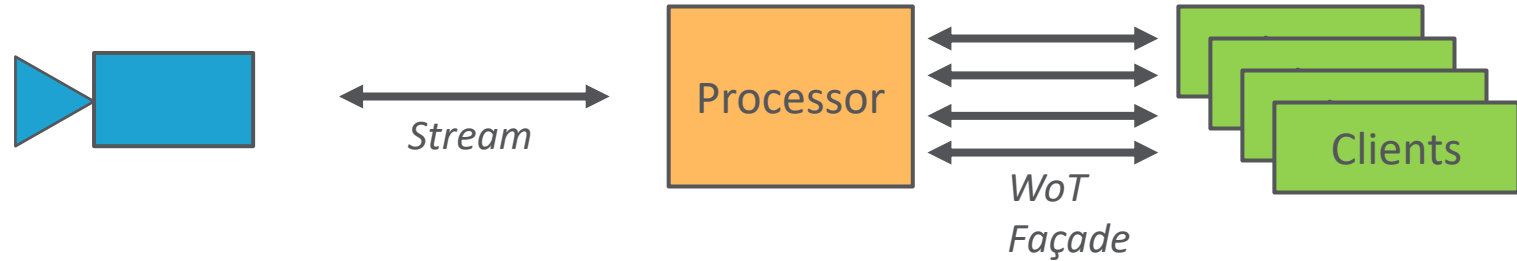
Retail Pseudo-devices

November 30, 2021

WoT and “Pseudo-devices”

- “Pseudo-devices”:
 - Are normally fed data from video or audio input streams
 - Substitute computation resources for discrete devices
 - Allow a single stream to serve many purposes
 - Allow event clients to use standard interfaces
 - Often rely on high-performance edge computing
 - May improve privacy of data streams if kept local

Simple Schematic



TD: Cooler Door

`title: CoolerVaultDoorSensorThingDescription`

`description: A cooler door interface that cooler door open situations.`

`properties:`

`sensorOnline:`

`initialSensorStateOn:`

`eventCounter:`

`observationPeriod:`

`eventCounterLimit:`

`maximumDoorOpenLimit:`

`maintenanceNeeded:`

`coolerVaultDoorSensorName:`

`batteryState:`

`actions:`

`resetSensor:`

`events:`

`outOfResource:`

`maintenanceEvent:`

`doorOpenPastLimit:`

`doorIsOpen:`

`batteryLow:`

TD: EStop

title: Smart-EStop

description: A smart Estop that signals loss of dispenser operations.

properties:

 eStopState:

 eventCounter:

 maintenanceNeeded:

 eStopName:

 initialState:

actions:

 resetEStop:

events:

 outOfResource:

 maintenanceEvent:

 stopEvent:

Pseudo-devices in action

