

Smart Building Solutions

built on WebThings®

Ben Francis

Founder

Businesses are wasting money on underutilised and inefficient buildings

59%

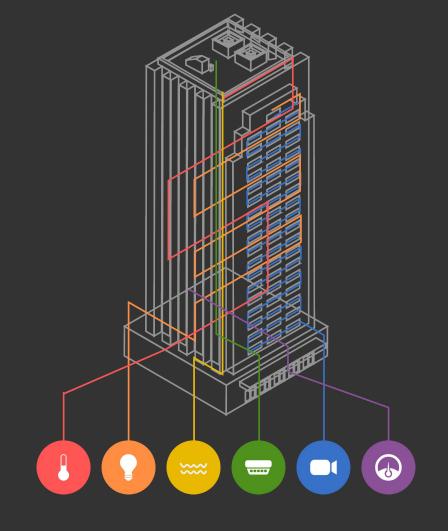
292%

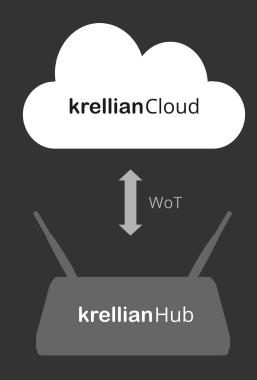
£6bn

Reduced office space requirements

Increase in energy prices

Potential energy efficiency savings

















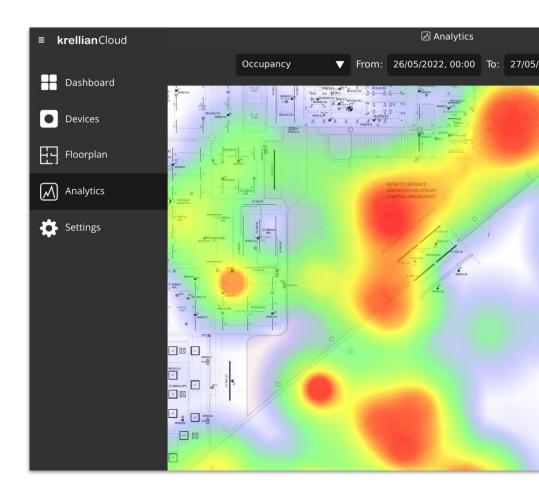
Helps **facilities managers** meet their **net zero** targets whilst **saving money**



Space Utilisation



Energy Consumption



Innovate UK Funded Project



Krellian Smart Buildings -Helping Facilities Managers meet their Net Zero Targets

Objectives

- Implement an MVP of Krellian Cloud to provide real-time data analytics for smart buildings
- **2.** Make WebThings Gateway conformant with the latest W3C WoT standards

* WebThings



An open platform for monitoring and controlling devices over the web.



WebThings Gateway

A software distribution for smart home hubs focused on privacy, security and interoperability



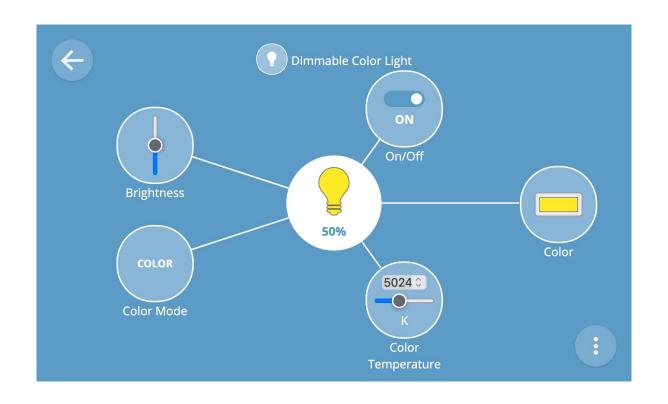
WebThings Framework

A collection of reusable software components to help developers build their own web things

Things



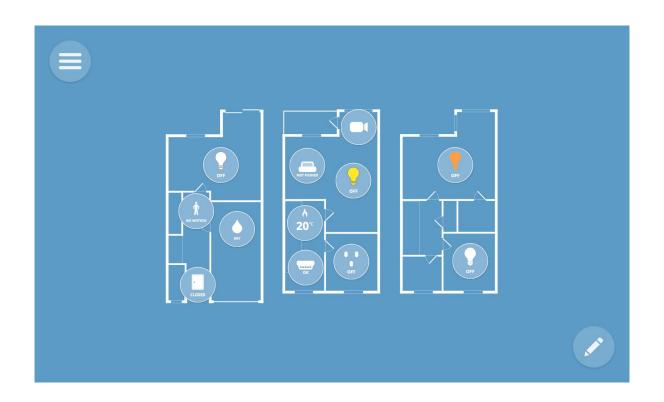
Thing



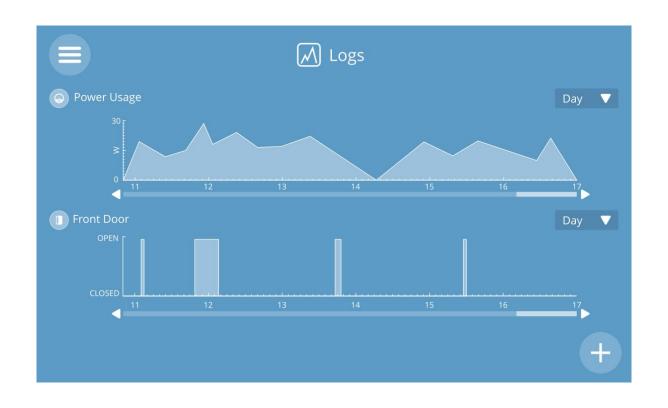
Rules



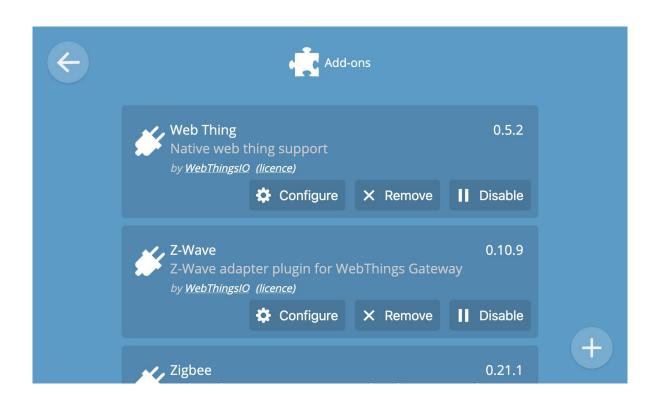
Floorplan



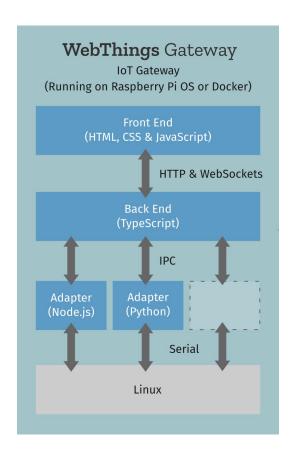
Logging



Add-ons



Architecture



W3C Standards Compliance



- ✔ WoT Thing Description 1.1 Producer
- ✔ WoT Profiles 1.0 Producer
 - ✔ HTTP Basic Profile
 - ✔ HTTP SSE Profile

krellianCloud

krellianCloud

Real-time data analytics for buildings to model how they're being used and identify potential optimisations.

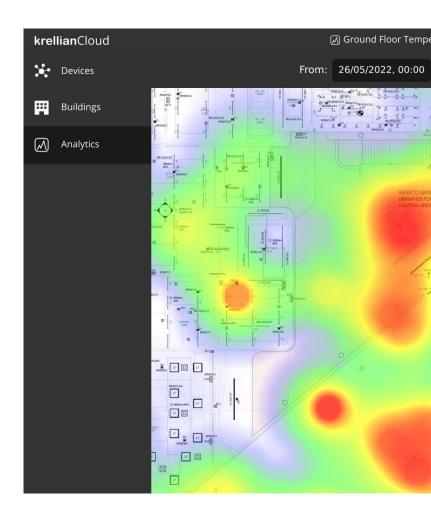




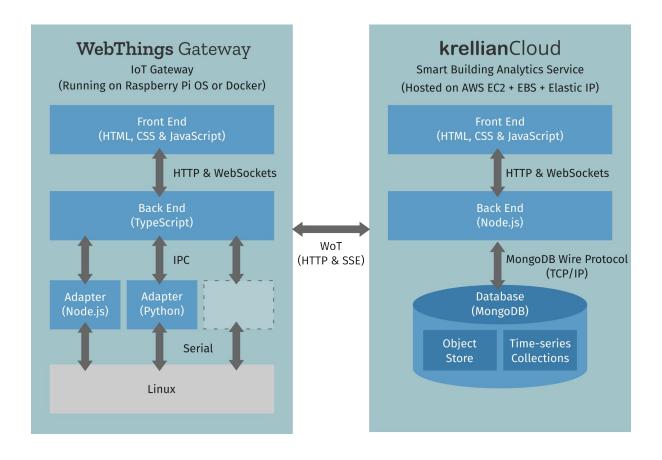


Energy Safety

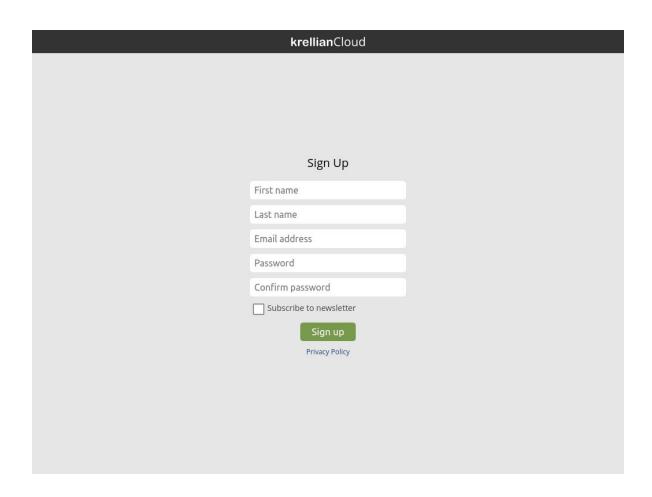
krellian.com/cloud



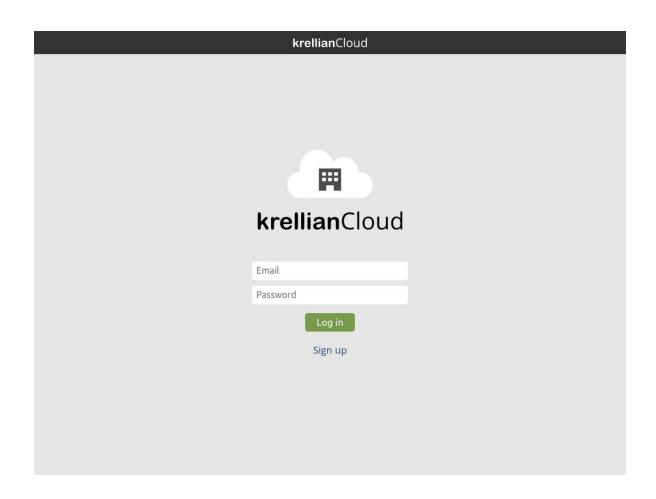
WebThings Gateway + krellianCloud



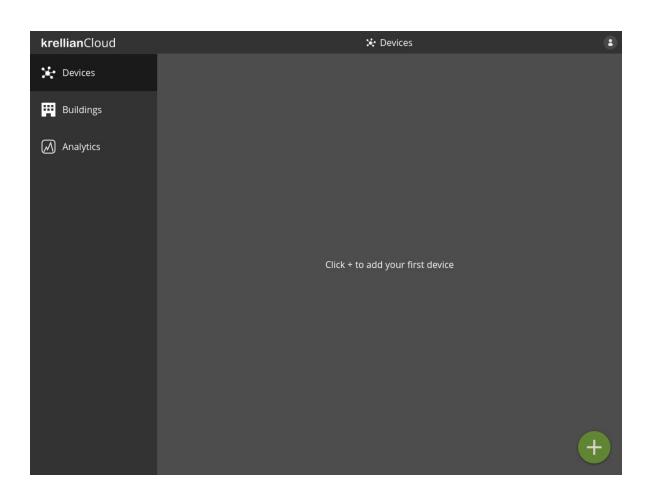
Sign Up



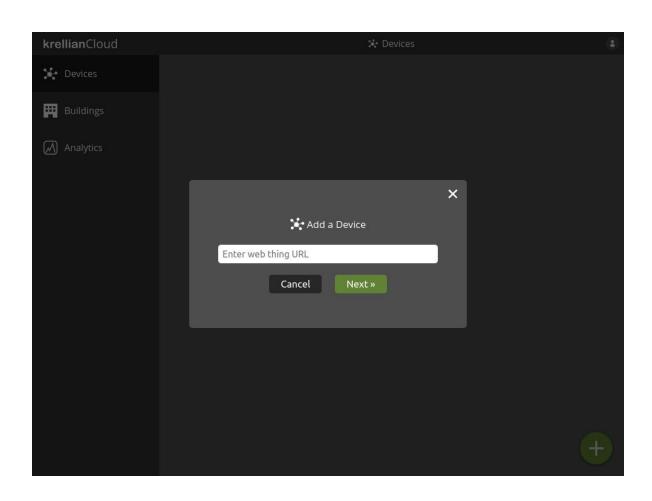
Log In



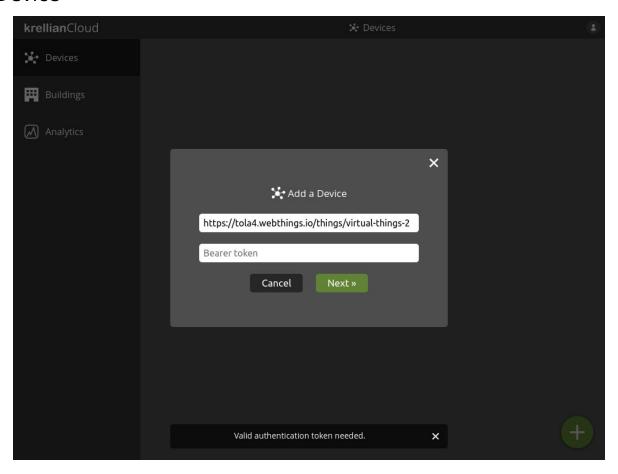
Devices



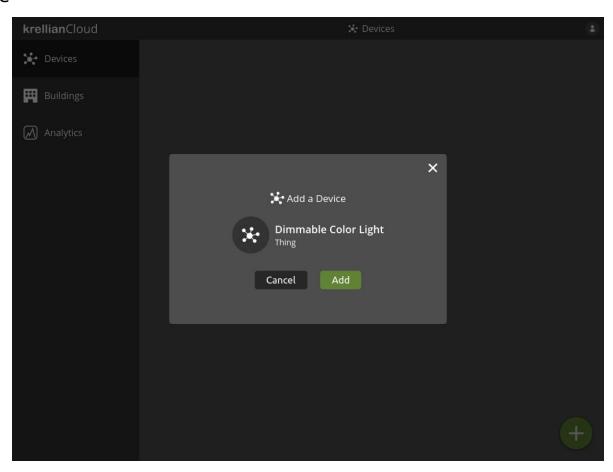
Add Device



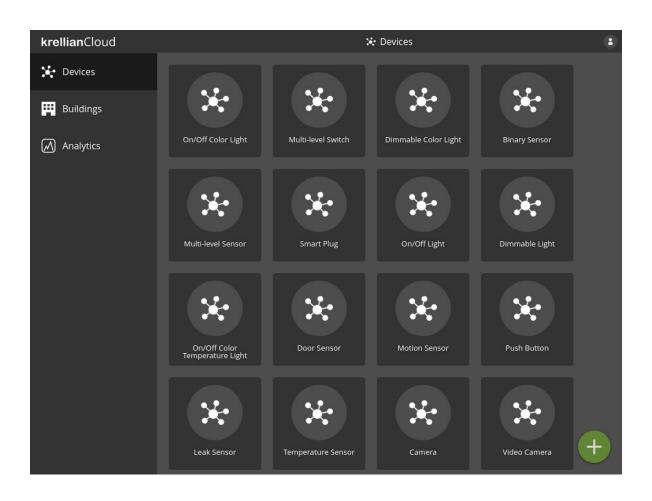
Authenticate Device



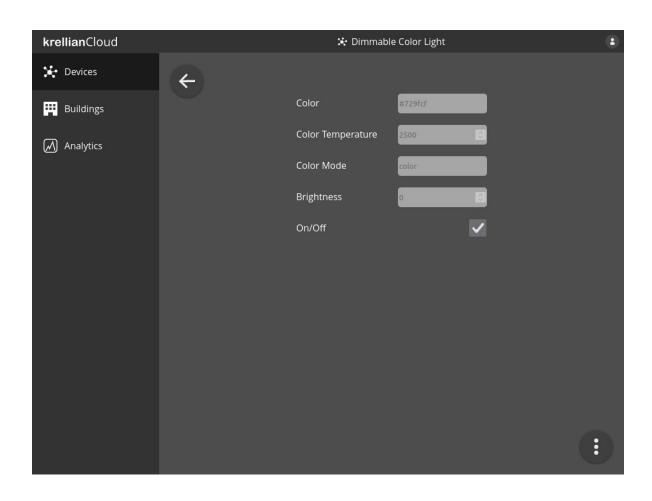
Preview Device



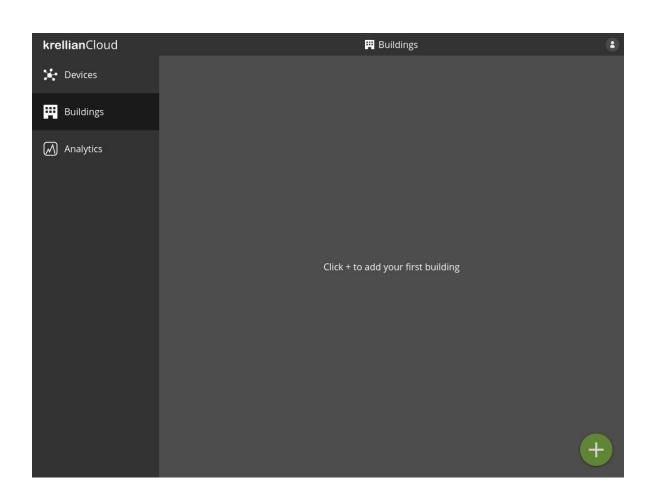
List Devices



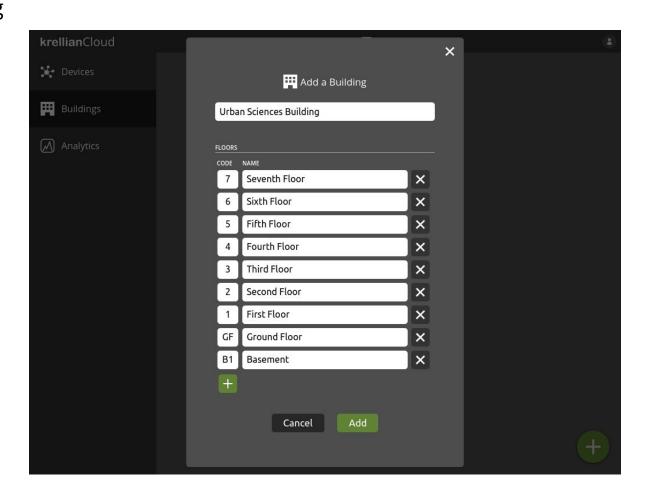
View Device



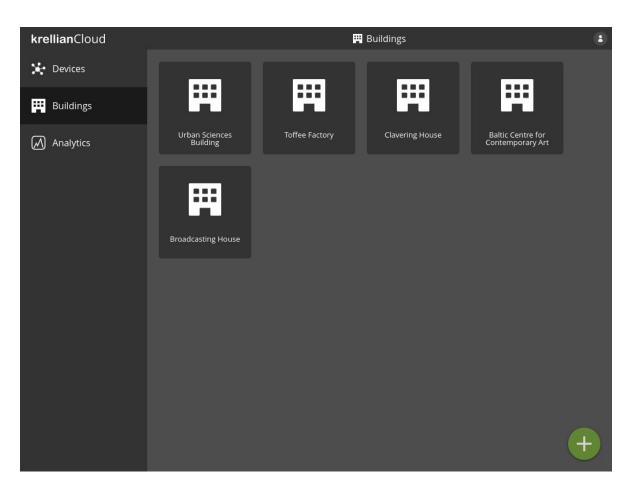
Buildings



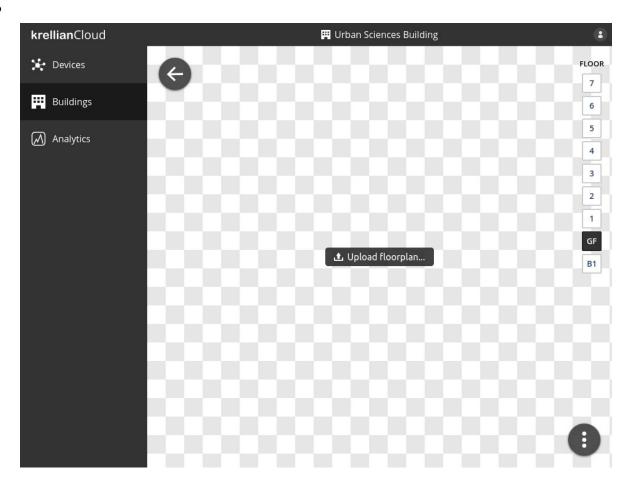
Add Building



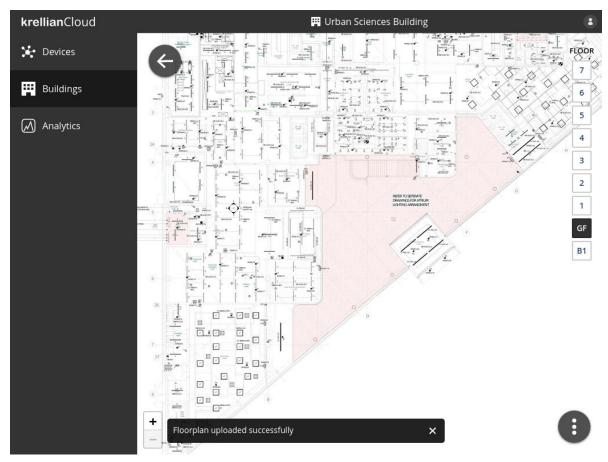
List Buildings



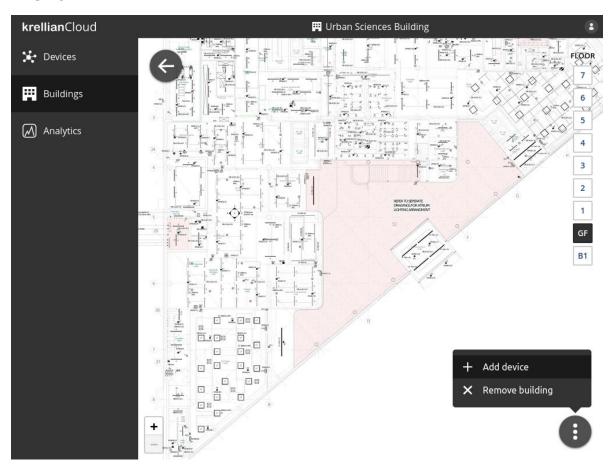
View Building



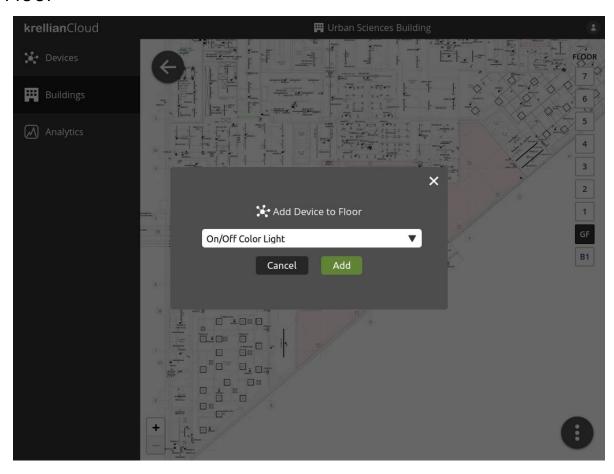
Upload Floorplan



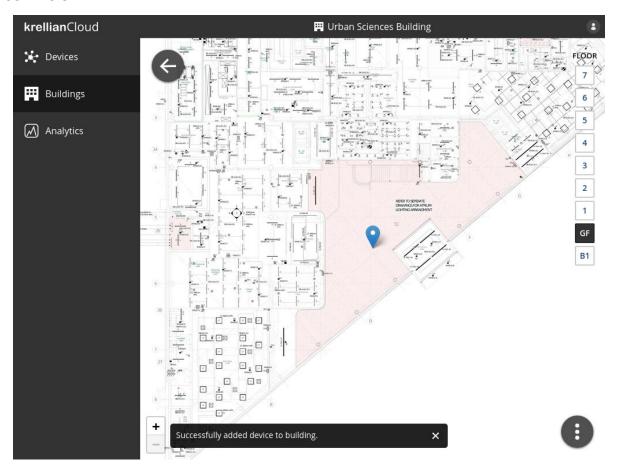
Floor Overflow Menu



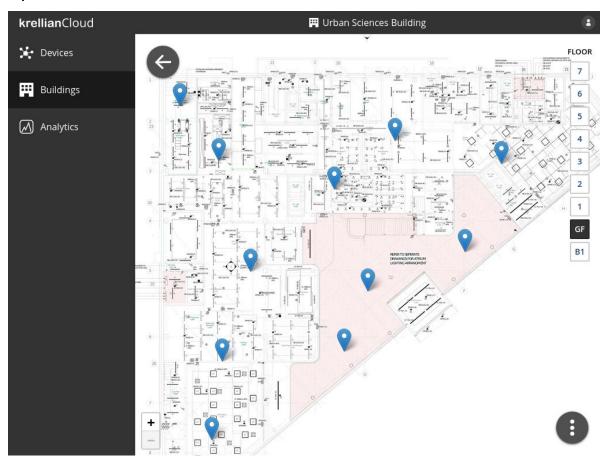
Add Device to Floor



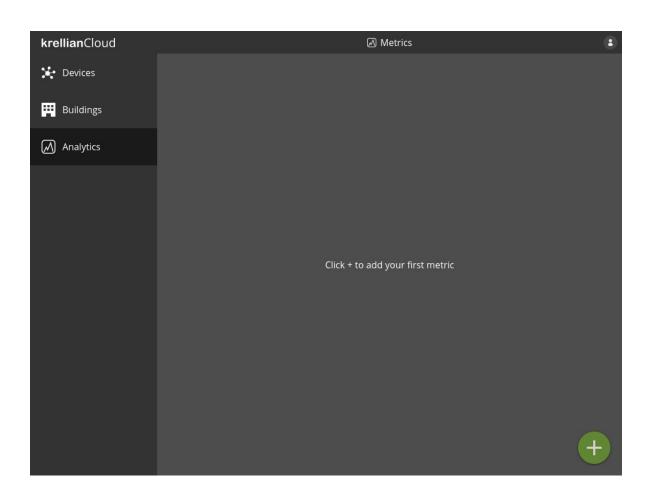
Device Added to Floor



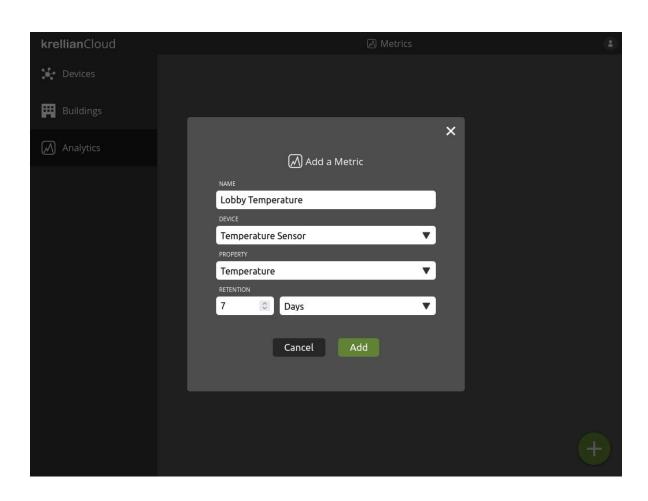
Devices on Floorplan



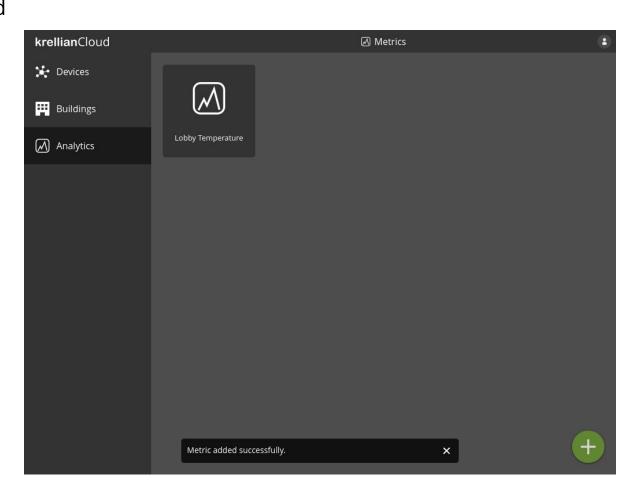
Analytics



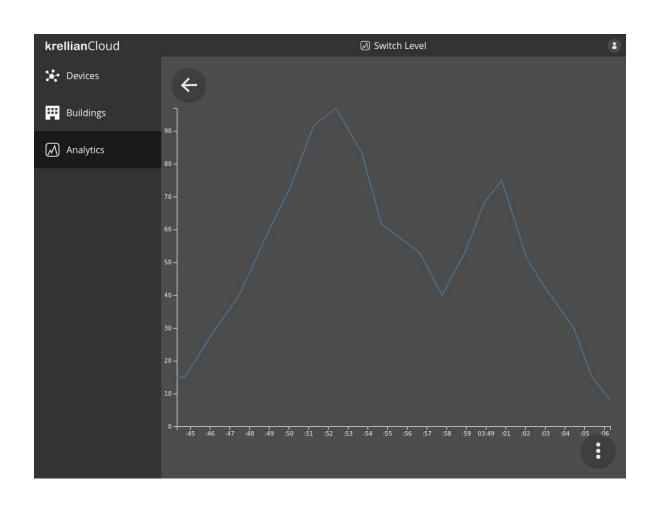
Add Metric



Metric Added



View Metric



W3C Standards Compliance



- ✓ WoT Thing Description 1.1 Consumer
- ✓ WoT Discovery 1.0 Thing Description Directory
- ✓ WoT Profiles 1.0 Consumer
 - ✔ HTTP Basic Profile
 - ✔ HTTP SSE Profile

& Next Steps

Lessons Learnt

Lessons Learnt

1. The Web of Things is a powerful tool for consolidating multi-vendor building management systems into a standardised interface that can be consumed by web services

Lessons Learnt

2. Neither SSE nor Webhooks scale well enough for this use case

Webhooks

- A design pattern rather than a standard
- Reverses client-server roles
 - Thing as HTTP client (and server)
 - Consumer as HTTP server (and client)
- New HTTP request/TCP socket for each event
- No built-in rate-limiting mechanism
- Can accidentally DDoS your own service

Conclusion: Good for listening to low frequency events from a large number of devices

Server-Sent Events

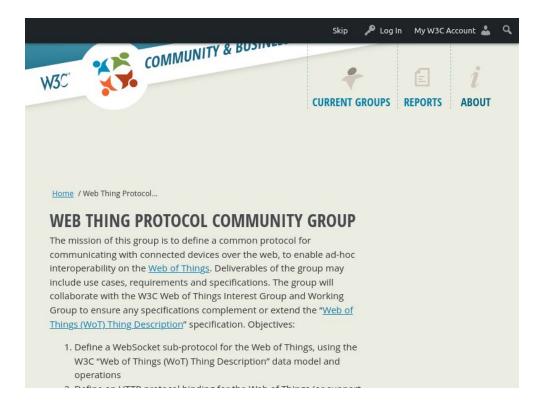
- Existing W3C/WHATWG standard
- Upgraded HTTP connection
- Uni-directional
- Requires keeping a separate TCP socket open for each affordance
- Limitations on the number of simultaneous connections that can be kept open

Conclusion: Good for listening to high frequency events from a small number of devices

WebSockets

- Existing W3C/WHATWG standard
- Bi-directional (can be used for all operation types, not just observing/subscribing)
- Can share a single TCP connection between multiple affordances and multiple Things
- Requires defining a sub-protocol
- Refinements needed to Thing Description specification?
 - Use a single endpoint for all operations
 - Re-use an open connection across interactions

Web Thing Protocol Community Group



https://www.w3.org/community/web-thing-protocol/

Web Thing Protocol WebSocket Sub-protocol

Strawman Proposal

Web Thing Protocol WebSocket Sub-protocol Strawman Proposal 16 November 2023 This version: https://docs.google.com/document/d/1KWv-aQfMgsqBFg0v4rVqzcVvzzisC7y4X4CM UYGc8rE Editor: Ben Francis (Krellian) Feedback: GitHub w3c/web-thing-protocol (pull requests, new issue, open issues) public-web-thing-protocol@w3.org with subject line [web-thing-protocol-requirements] ... message topic ... (archives) Copyright © 2023 the Contributors to the Web Thing Protocol Specification, published by the Web Thing Protocol Community Group under the W3C Community Final Specification Agreement (FSA), A human-readable summary is available. Abstract Status of This Document Introduction Conformance Terminology WebSocket Connection Protocol Handshake WebSocket Re-use Reverse WebSocket Connection WebSocket Messages Properties readProperty writeProperty

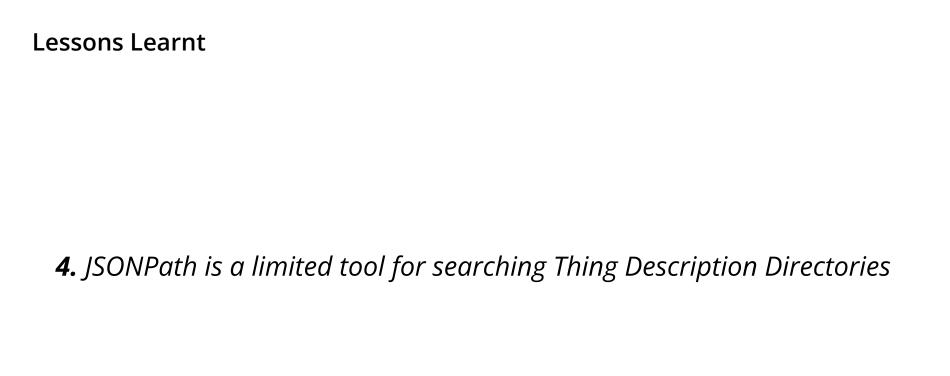
observeProperty

Lessons Learnt

3. There's no way to automatically keep a Thing Description in a Thing Description Directory in sync with its original source

Keeping TDs Updated in a Directory

- 1. When adding a Thing Description to a Directory from a URL, no record of the original URL
- 2. There are expires and ttl members of registration metadata, but it's not clear what should happen once a TD expires



JSONPath Search

Currently missing:

- 1. Standardised filter options e.g. filter by the presence of a value in an array
- **2.** JSON-LD support expanding prefixes from "compact IRIs"

Lessons Learnt

5. Profiles and Binding Templates could work better together

Profiles 2.0 - Strawman Proposal

Web of Things (WoT) HTTP Protocol Binding 2.0

Strawman Proposal 1 February 2024

```
This version:
       https://docs.google.com/document/d/1msgUZSrniTrgVieU2i V2804gavVsHrYBvTv-O
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Author:
       Ben Francis (Krellian)
Introduction
Vocabulary
Default Protocol Binding
   Properties
       readproperty
       writeproperty
       readallproperties
       writeallproperties
       readmultipleproperties
       writemultipleproperties
   Actions
       invokeaction
           ActionStatus object
          Synchronous Action Response
           Asynchronous Action Response
       gueryaction
       cancelaction
       quervallactions
   Errors
Introduction
```

This document describes how to map operations from the WoT Thing Description interaction

Web of Things (WoT) HTTP Basic Profile 2.0

Strawman Proposal 1 February 2024

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Author:

Ben Francis (Krellian)

Introduction

Identifier

Protocol Bindings

Payload Bindings

Error Format

Date Format

Security Mechanisms

Discovery Mechanisms

Link Relations

Semantic Contexts

Introduction

This profile defines a set of constraints to which developers of Web Things can choose to conform, in order to quarantee out-of-the-box interoperability with conformant Consumers.

For each extension point in the <u>WoT Thing Description</u> specification, the profile constrains the possible options to a finite set, so that interoperability can be guaranteed.

Web Things implementing this profile must use the <u>HTTP Protocol Binding 2.0</u> (with enforced defaults) and JSON Payload Binding, and at least one of a subset of security mechanisms and discovery mechanisms. They are also recommended to limit themselves to a finite set of link relation types and semantic contexts.

0

Next Steps

WebThings Gateway

- Full OAuth2 implementation
- W3C compliant Directory Service API
- W3C compliant mDNS/DNS-SD discovery
- Fix various standards compliance bugs
- Implement standardised Web Thing Protocol WebSocket sub-protocol
- Production quality distribution of WebThings Gateway built on Ubuntu Core
 - Gateway application containerised in a snap package with strict security confinement
 - A custom OS image bundling the snap with Ubuntu Core
 - Automatic transactional OTA updates for the app *and* the underlying OS

krellianCloud

- Full OAuth2 implementation
- Directory Service API Consumer
- Implement standardised Web Thing Protocol WebSocket sub-protocol
- Richer data visualisations (e.g. heat maps, date ranges)
- Richer UI for Things
- Control as well as monitor devices
- Use machine learning to automatically identify potential optimisations

krellianHub

Consolidate multi-vendor building management systems into a single standardised interface









krellian.com/hub

krellianConsulting

Web of Things Consulting

As the **UK's leading experts on the Web of Things**, Krellian can help you understand the latest W3C WoT standards, and implement them in your project, product or service.







Thing Directory



WoT Consumer

krellian.com/consulting

Questions?

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