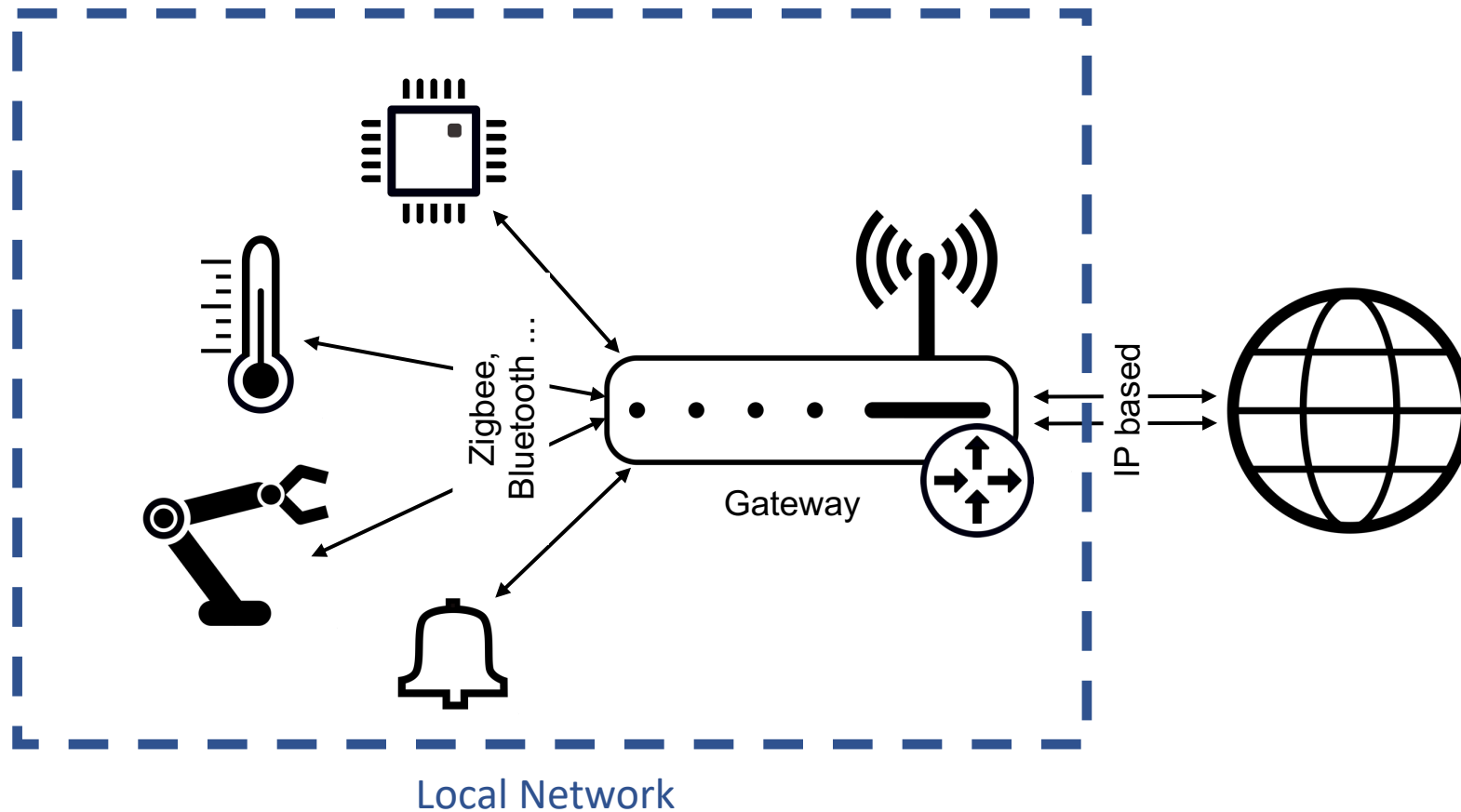


# W3C Web of Things Thing Description for API Description of IoT Devices

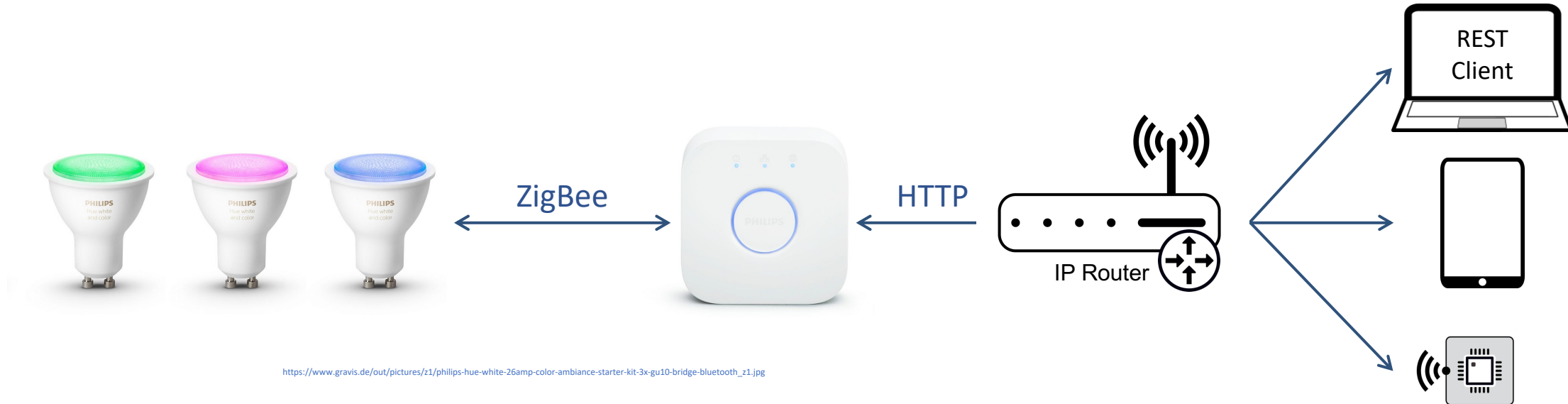
Ege Korkan - TU Munich | W3C WoT Working Group

API Specifications Conference 2020 - 09.09.2020

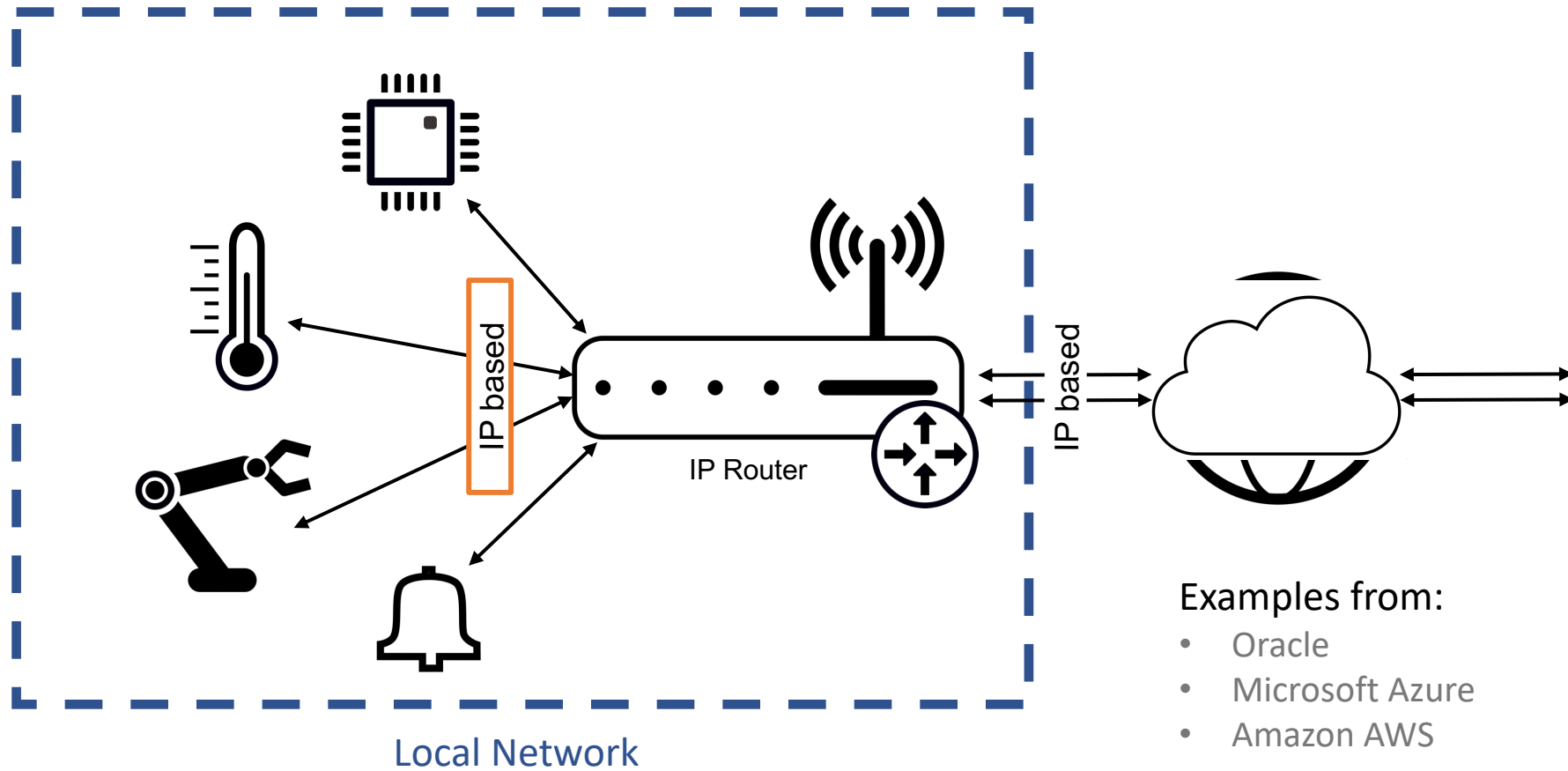
# What is IoT, in this talk?



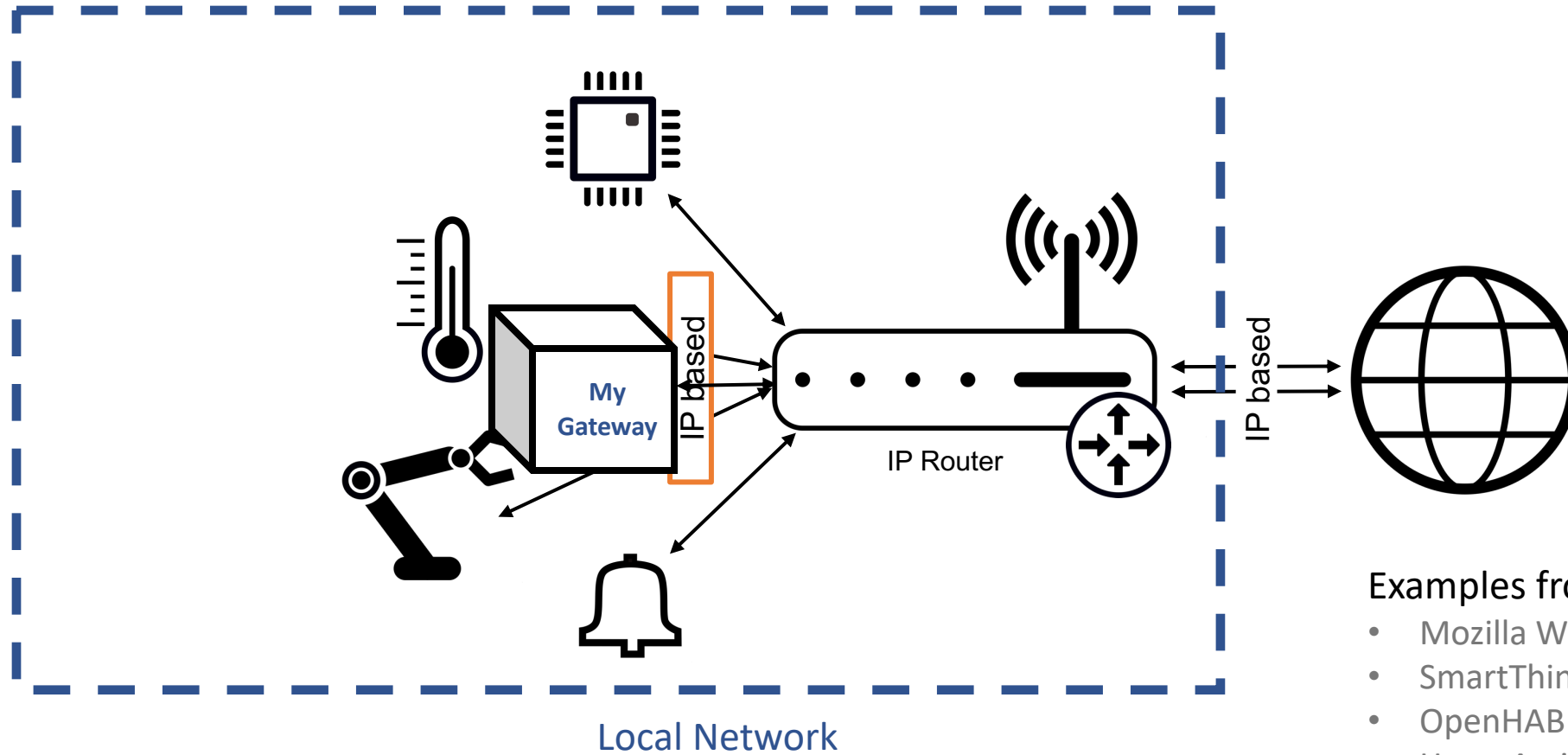
# What is IoT, in this talk? An example



# What is IoT, in this talk?



# What is IoT, in this talk?



Examples from:

- Mozilla WebThing
- SmartThings
- OpenHAB
- HomeAssistant
- Thingworx

# To summarize

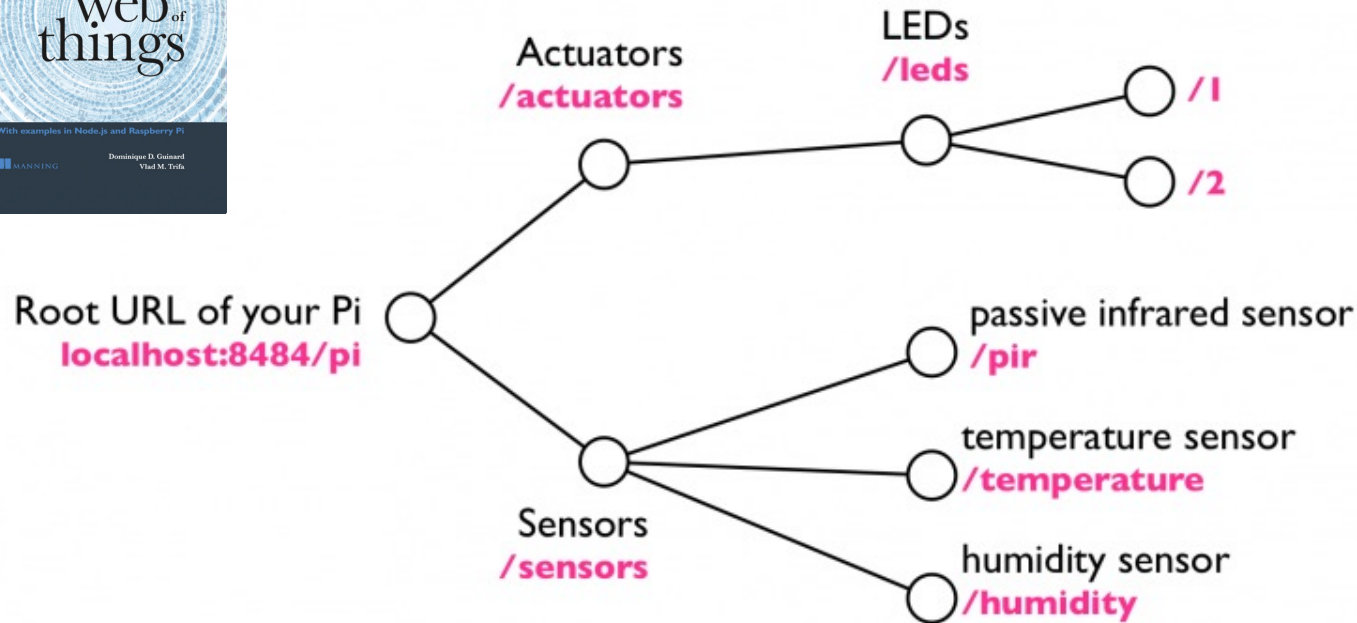
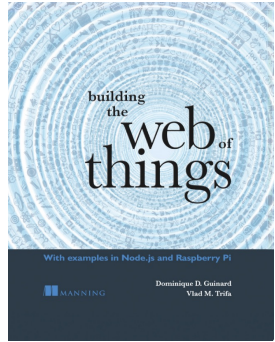
- The communication to the *public* Internet happens always via IP level protocols such as:
  - HTTP
  - MQTT
  - WebSockets, etc.
- The communication in the local network happens via many different non-IP and IP level protocols such as:
  - HTTP, MQTT, CoAP, WebSockets
  - Industrial protocols: OPC-UA, Modbus TCP, BacNet
  - Non-IP protocols: Bluetooth, Zigbee, LoRaWAN
- Additional silos due to different verticals also exist

# Our Goal: Support Mashups



but in the IoT!

# Web of Things to help! - Initial Ideas



Source: Building the Web of Things: [book.webofthings.io](http://book.webofthings.io)  
Creative Commons Attribution 4.0

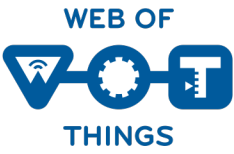
**Was** a proposal on how to build REST APIs for IoT devices



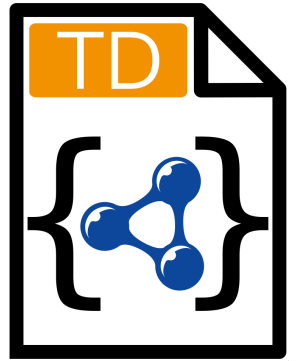
**Is** about describing *any* kind of API for IoT devices



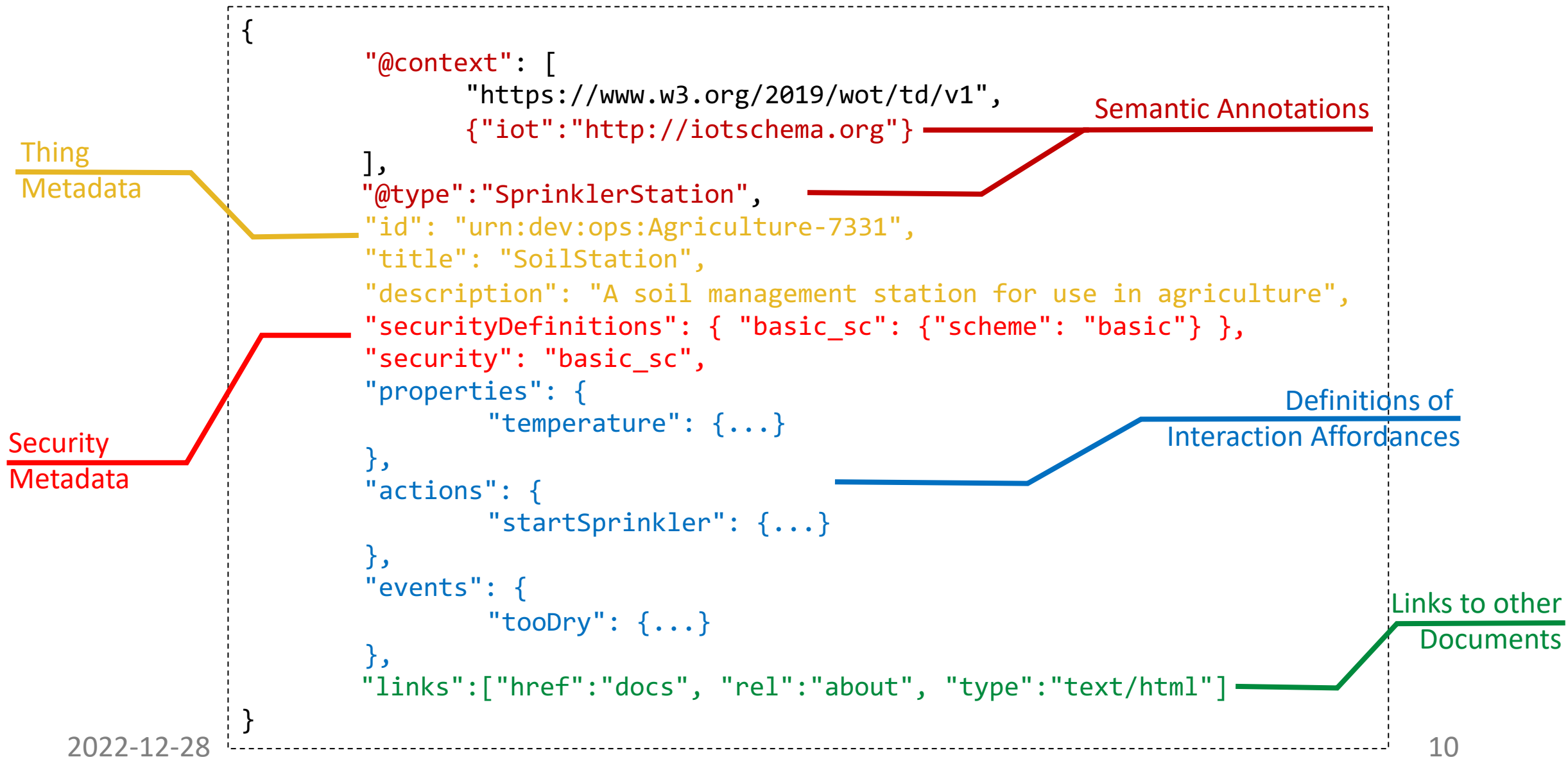
# Standardization via Thing Descriptions! 😊



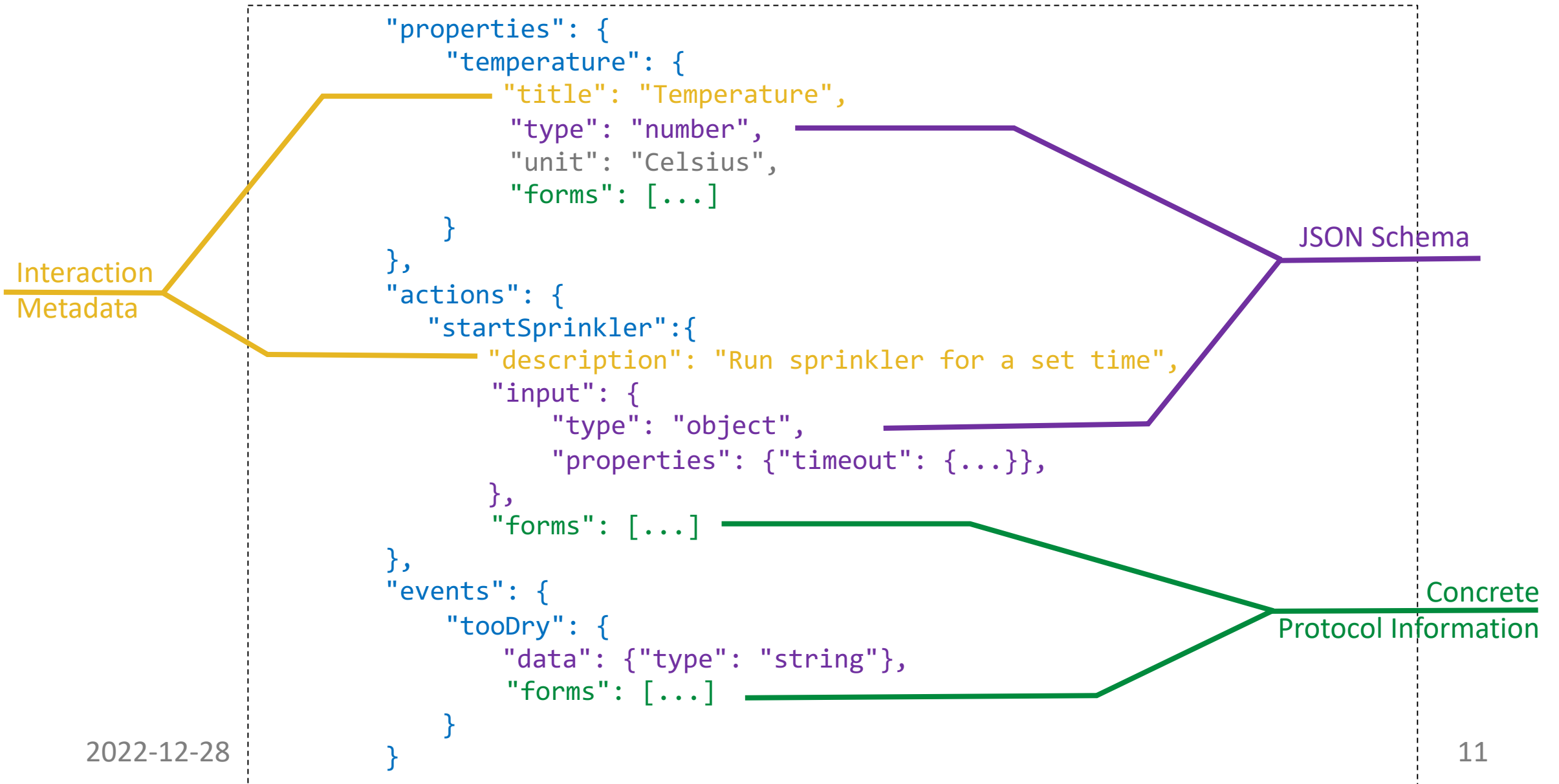
1. Abstract description of network APIs of IoT devices
  - Property
  - Action
  - Event
2. Semantic annotation of capabilities by other vocabularies over the Web: schema.org, SSN, ...
3. Concrete protocol description of individual devices



# Example TD: Thing Level



# Example TD: Interaction Level



# Example TD: Protocol Bindings



# Specification



W3C Recommendation	TABLE OF CONTENTS
1.	<b>Introduction</b>
2.	<b>Conformance</b>
3.	<b>Terminology</b>
4.	<b>Namespaces</b>
5.	<b>TD Information Model</b>
5.1	Overview
5.2	Preliminaries
5.3	Class Definitions
5.3.1	Core Vocabulary Definitions
5.3.1.1	<a href="#">Thing</a>
5.3.1.2	<a href="#">InteractionAffordance</a>
5.3.1.3	<a href="#">PropertyAffordance</a>
5.3.1.4	<a href="#">ActionAffordance</a>
5.3.1.5	<a href="#">EventAffordance</a>
5.3.1.6	<a href="#">VersionInfo</a>
5.3.1.7	<a href="#">MultiLanguage</a>
5.3.2	Data Schema Vocabulary Definitions
5.3.2.1	<a href="#">DataSchema</a>
5.3.2.2	<a href="#">ArraySchema</a>
5.3.2.3	<a href="#">BooleanSchema</a>

## Web of Things (WoT) Thing Description

W3C Recommendation 9 April 2020

### This version:

<https://www.w3.org/TR/2020/REC-wot-thing-description-20200409/>

### Latest published version:

<https://www.w3.org/TR/wot-thing-description/>

### Latest editor's draft:

<https://w3c.github.io/wot-thing-description/>

### Implementation report:

<https://w3c.github.io/wot-thing-description/testing/report.html>

### Previous version:

<https://www.w3.org/TR/2020/PR-wot-thing-description-20200130/>

### Editors:

Sebastian Kaebisch ([Siemens AG](#))

Takuki Kamiya ([Fujitsu Laboratories of America](#))

Michael McCool ([Intel](#))


Victor Charpenay ([Siemens AG](#))

Matthias Kovatsch ([Huawei](#))

### Participate:

[GitHub w3c/wot-thing-description](#)

# TD Playground



## Thing Description Playground

Validate and play with TDs

[Create Issue](#)
[Script Validation](#)

```

1 {
2   "id": "urn:simple",
3   "@context": "https://www.w3.org/2019/wot/td/v1",
4   "title": "MyLampThing",
5   "description": "Valid TD copied from the spec's first example",
6   "securityDefinitions": {
7     "basic_sc": {
8       "scheme": "basic",
9       "in": "header"
10    }
11  },
12  "security": [
13    "basic_sc"
14  ],
15  "properties": {
16    "status": {
17      "type": "string",
18      "forms": [
19        {
20          "href": "https://mylamp.example.com/status"
21        }
22      ]
23    }
24  },
25  "actions": {
26    "toggle": {

```

- JSON validation
- JSON Schema validation
- (With Defaults) JSON Schema validation
- JSON-LD validation
- Additional Checks

Editor Theme: White

☐ Auto Validate
 ☒ Validate JSON-LD
 ☒ Reset Logging

[Validate](#)
[Clear Log](#)

[Assertion Test](#)

Examples: SimpleTD

```

----- New Validation Started -----
Optional validation failed:
> data.properties['status'].forms[0] should have required property 'op'
json validation... OK
schema validation... OK
defaults optional validation... KO
jsonld validation... OK
additional validation... OK
Details of the "additional" checks:
  enumConst passed (Checking whether a data schema has enum and const at the same time.)
  propItems passed (Checking whether a data schema has an object but not properties or array but no items.)

```

<http://plugfest.thingweb.io/playground/>

# Related to

## Web of Things (WoT) Binding Templates

W3C Working Group Note 30 January 2020

### This version:

<https://www.w3.org/TR/2020/NOTE-wot-binding-templates-20200130/>

### Latest published version:

<https://www.w3.org/TR/wot-binding-templates/>

### Latest editor's draft:

<https://w3c.github.io/wot-binding-templates/>

### Previous version:

<https://www.w3.org/TR/2018/NOTE-wot-binding-templates-20180405/>

### Editors:

Michael Koster ([SmartThings](#))  
Ege Korkan ([Siemens AG](#))

### Contributors:

[In the GitHub repository](#)

### Repository:

[We are on GitHub](#)  
[File a bug](#)

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## Web of Things (WoT) Scripting API

W3C Working Draft 28 October 2019



### This version:

<https://www.w3.org/TR/2019/WD-wot-scripting-api-20191028/>

### Latest published version:

<https://www.w3.org/TR/wot-scripting-api/>

### Latest editor's draft:

<https://w3c.github.io/wot-scripting-api/>

### Previous version:

<https://www.w3.org/TR/2018/WD-wot-scripting-api-20181129/>

### Editors:

Zoltan Kis ([Intel](#))  
Daniel Peintner ([Siemens AG](#))  
Johannes Hund (Former Editor, when at Siemens AG)  
Kazuaki Nimura (Former Editor, at Fujitsu Ltd.)

### Repository:

[On GitHub](#)  
[File a bug](#)

### Contributors:

[Contributors on GitHub](#)

Copyright © 2017-2019 W3C® ([MIT](#), [ERCIM](#), [Keio](#), [Beihang](#)). W3C [liability](#), [trademark](#) and [permissive document license](#) rules apply.

# What can you do with TDs: Scripting

Interact with Things without thinking about the protocol !

```
setInterval(async() => {
  let curTemp = await temperatureThing.readProperty("temperature");

  console.log("Room's Current Temperature is ", curTemp);

  if (curTemp < 20) {
    await temperatureThing.invokeAction("increment", 4)
  }
}, 1000);
```

Possible via WoT Scripting API and its implementation node-wot

<https://github.com/eclipse/thingweb.node-wot>

A tutorial: <https://www.youtube.com/watch?v=wDX45dsD4GM>



# What can you do with TDs: UI Generation

## Browsified node-wot

[http://129.187.45.174:8080/Virtual-Coffee-Machine\\_1\\_1](http://129.187.45.174:8080/Virtual-Coffee-Machine_1_1)

Consume

### Properties

state

waterStatus

coffeeStatus

binStatus

### Actions

brew

abort

shutdown

### Events

maintenance



error



Simple demo hosted at <http://plugfest.thingweb.io/webui/>

# What can you do with TDs: UI Generation

W-ADE

Add Element

pan tilt

TestThing

test

BluePump

TUM-CoAP16

TUM-HTTP1

Test123

CoAP-test

Editor

15:23:44> CONSUMED: TD has been successfully consumed. Interactions have been invoked.

Thing Description TUM-HTTP1

Load Example TD

```

1  {
2    "@context": [
3      "https://www.w3.org/2019/wot/td/v1",
4      {
5        "@language": "en"
6      }
7    ],
8    "@type": "Thing",
9    "id": "de:tum:esi:fp:coffee:1-1",
10   "title": "Virtual-Coffee-Machine_1_1",
11   "description": "A virtual coffee machine to learn the",
12   "security": "nosec_sc",
13   "securityDefinitions": {
14     "nosec_sc": {
15       "scheme": "nosec"
16     }
17   },
18   "properties": {
19     "state": {
20       "type": "string",
21       "readOnly": true,
22       "enum": [
23         "Ready",
24         "Brewing",
25         "Error"
26       ]

```

Config

Performance

Virtual Thing

Interaction Selection

Properties

state

Selected

✓

waterStatus

Select

○

coffeeStatus

Select

○

Actions

brew

espresso

✓

abort

Select

○

shutdown

Select

○

Events

maintenance

Selected

✓

error

Select

○

Reset selections

Invoke Interactions

Results

Result Properties

state (r)

Error

Time: 0 sec 32.25347 ms, Size: 10 bytes

Actions

brew (i)

Success

Time: 0 sec 9.260808 ms, Size: Input 16 bytes

Events

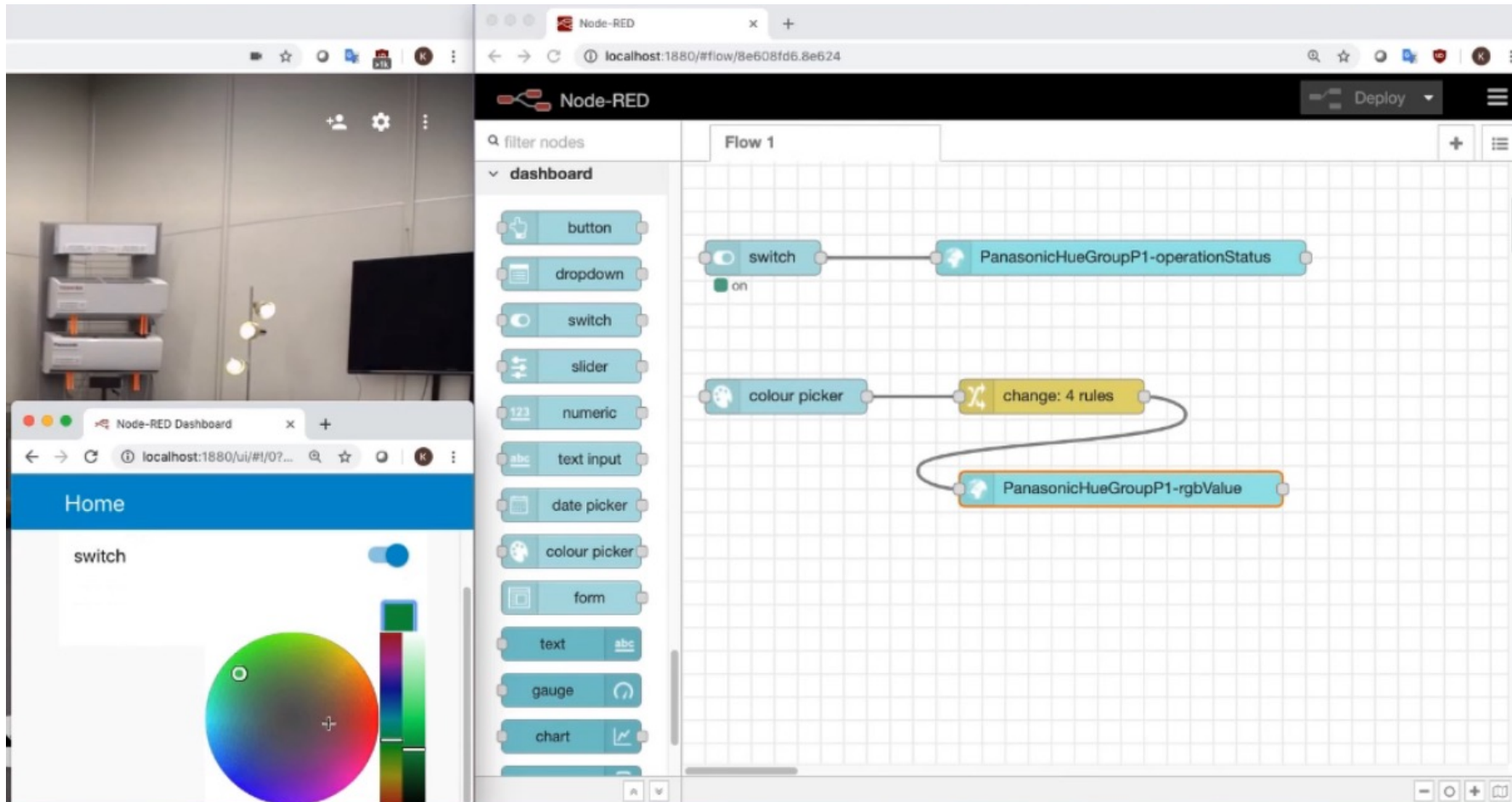
maintenance (s)

Unsubscribe

Time: , Size:

Available at <https://github.com/tum-esi/wade>

# What can you do with TDs: Orchestration



## Node-RED Node generator:

- Flow based programming and orchestration tool
- Generate nodes from OpenAPI or TD documents
- Officially supported by OpenJS Foundation

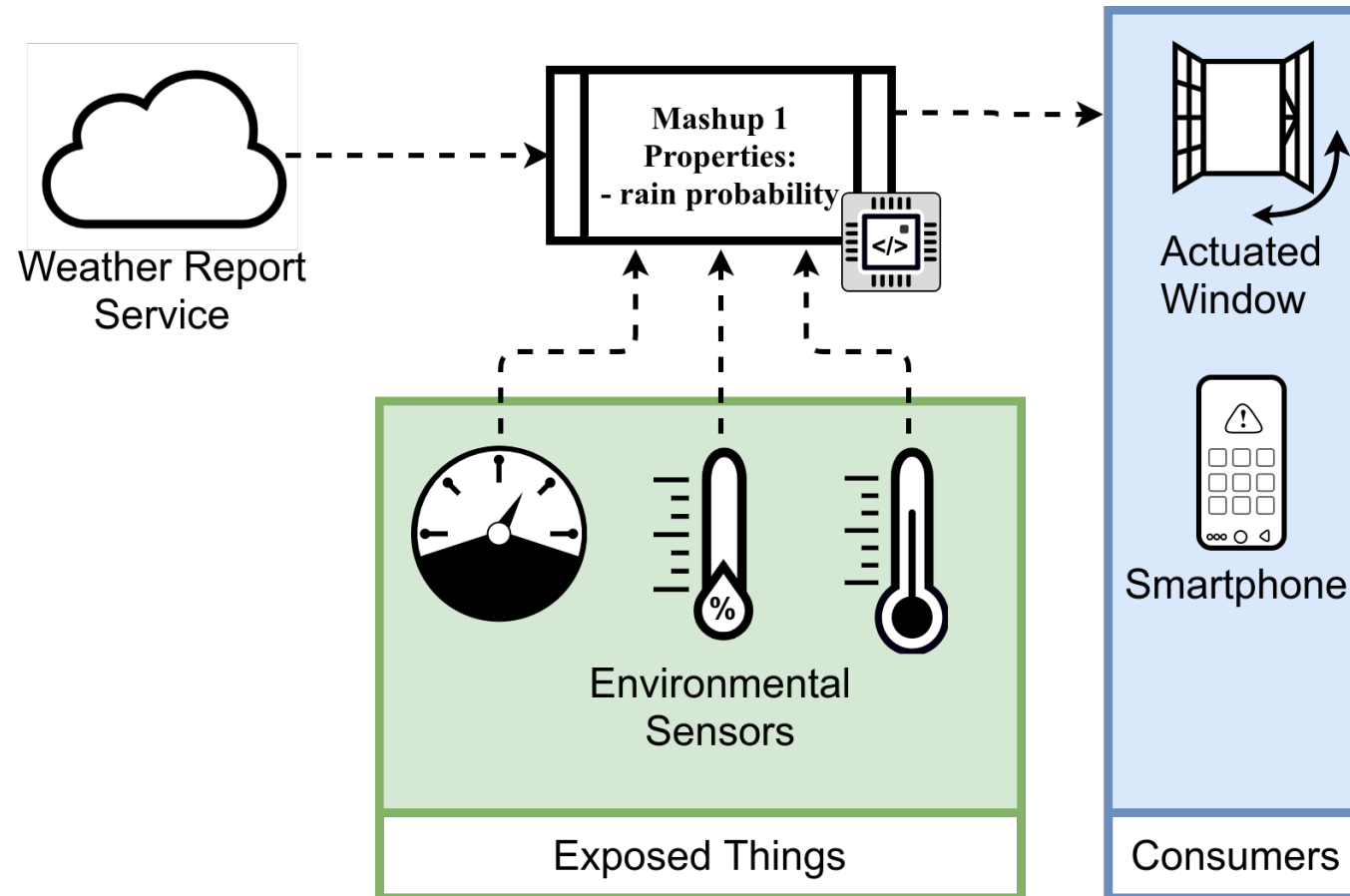
Full video at: [https://w3c.github.io/wot-marketing/developers/wot\\_nodegen.mp4](https://w3c.github.io/wot-marketing/developers/wot_nodegen.mp4)

# What can you do with TDs 🙄🙄

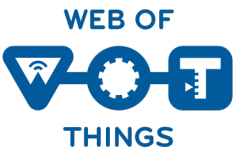
# MASHUPS!

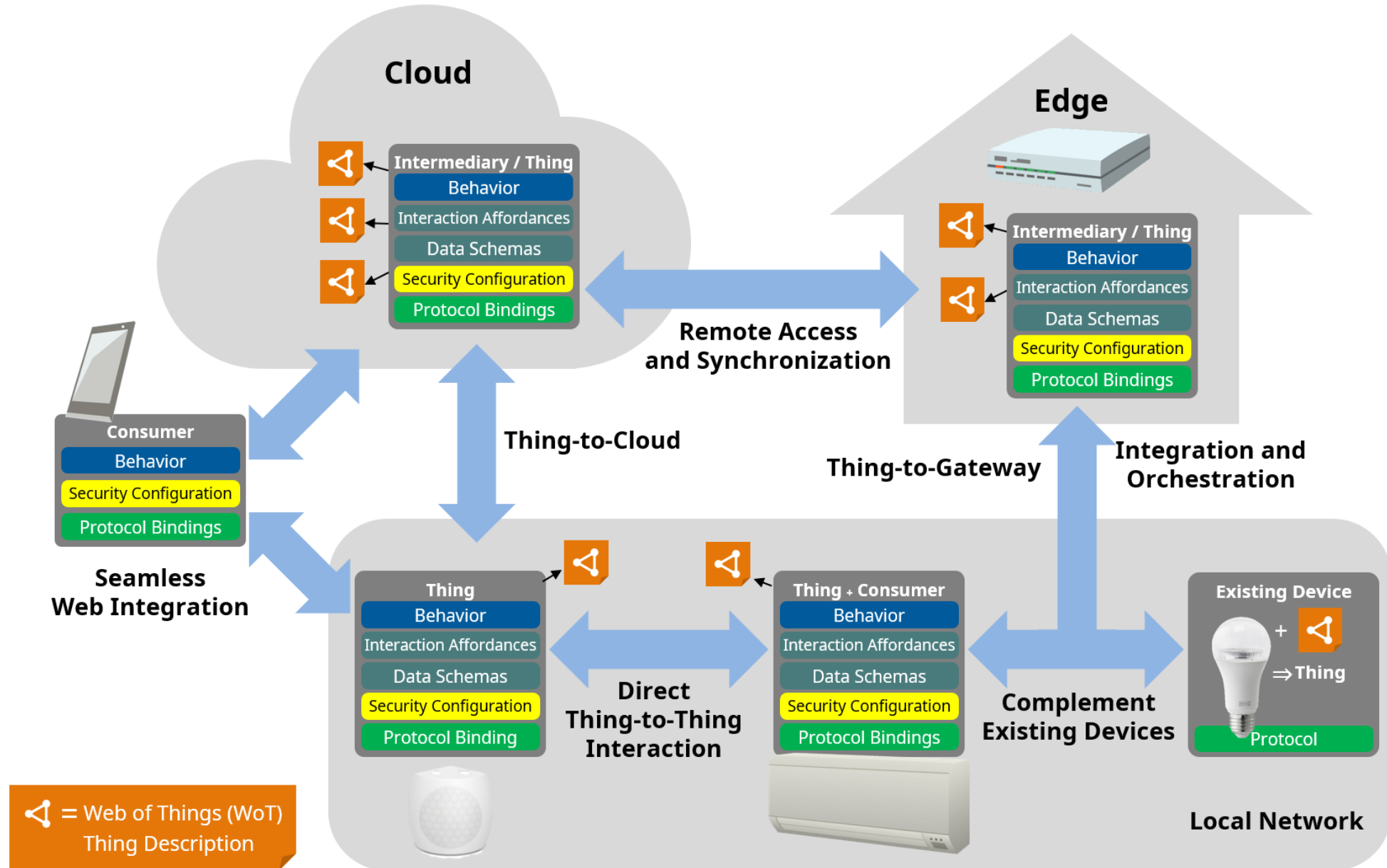
# Mashups in WoT

Bringing devices together (from different manufacturers) to perform bigger tasks



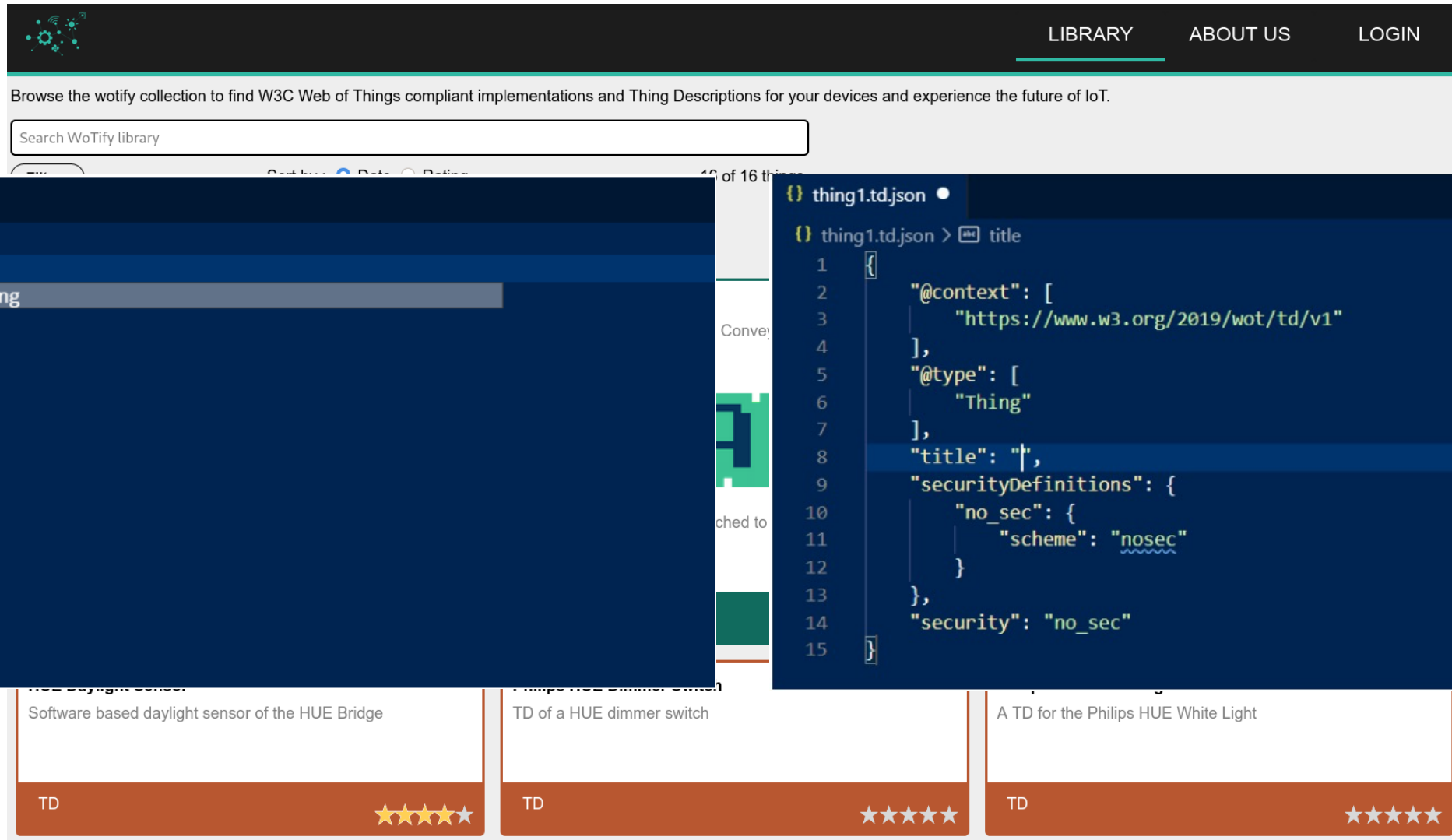








# More for WoT Developers!



The screenshot shows the WoTify library website with a search bar and navigation links (LIBRARY, ABOUT US, LOGIN). Below the search bar, there are three TD cards for Philips Hue devices. Overlaid on the website is a code editor showing the JSON structure of a Thing Description (TD) for a Philips Hue dimmer switch.

```

thing1.td.json
thing1.td.json
1
{} New Thing

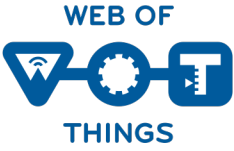
thing1.td.json > title
1 {
2   "@context": [
3     "https://www.w3.org/2019/wot/td/v1"
4   ],
5   "@type": [
6     "Thing"
7   ],
8   "title": "",
9   "securityDefinitions": {
10     "no_sec": {
11       "scheme": "nosec"
12     }
13   },
14   "security": "no_sec"
15 }
  
```

Below the code editor, three TD cards are visible:

- Software based daylight sensor of the HUE Bridge (TD, 5 stars)
- TD of a HUE dimmer switch (TD, 5 stars)
- A TD for the Philips HUE White Light (TD, 5 stars)



# Going further with the WoT Standardization



- **Discovery**
  - Registration, Management, Notification and Search API for TD databases
  - Network level service discovery
- **TD new features**
  - Templating mechanisms
  - Better OAuth2 support
  - Support more complex eventing mechanisms
- **Scripting API**
  - Stable core API
  - Work on higher level APIs

# How to join

- Weekly calls on Wednesdays for the entire Working Group and guests
- Each Task Force has their own calls, weekly or bi-weekly

W3C TPAC 2020 is on October! <https://www.w3.org/2020/10/TPAC/>

# Summary

- Goal: Overcome domain silos, increase interoperability between IoT stakeholders, and enable cross domain IoT applications
  - Similar to what the Web is for the Internet!
- About 200 members
- Normative work on technology building blocks (Thing Description, Architecture, Binding Templates, Scripting API, Security, Discovery)
- PlugFests/ Hackathons every 3-4 months
- New charter has just started, come join us!

# Contact

W3C Web of Things Working Group:

- Main Page: <https://www.w3.org/WoT/>
- W3C Contact:
  - Kaz Ashimura (ashimura@w3.org)
- Co-Chairs:
  - Michael McCool (michael.mccool@intel.com)
  - Sebastian Käbis (sebastian.kaebisch@siemens.com)

Me:

- GitHub and Twitter: @egekorkan
- Email: egekorkan@gmail.com
- Personal Website: egekorkan.com