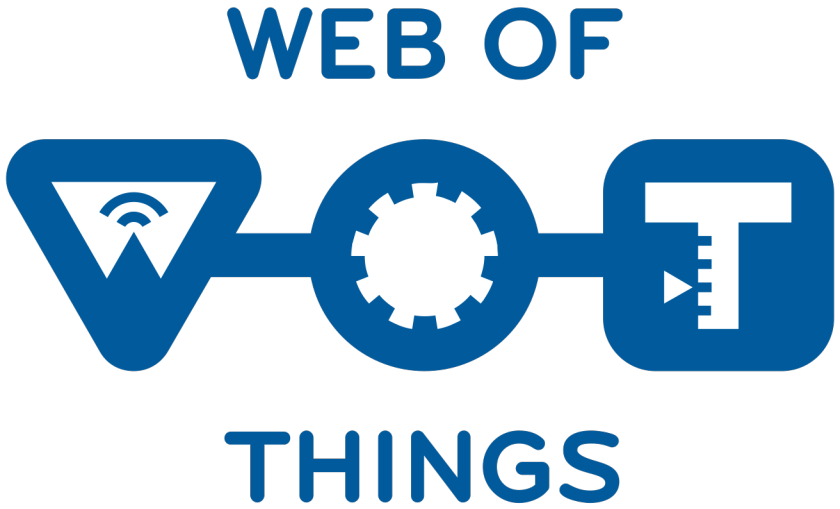
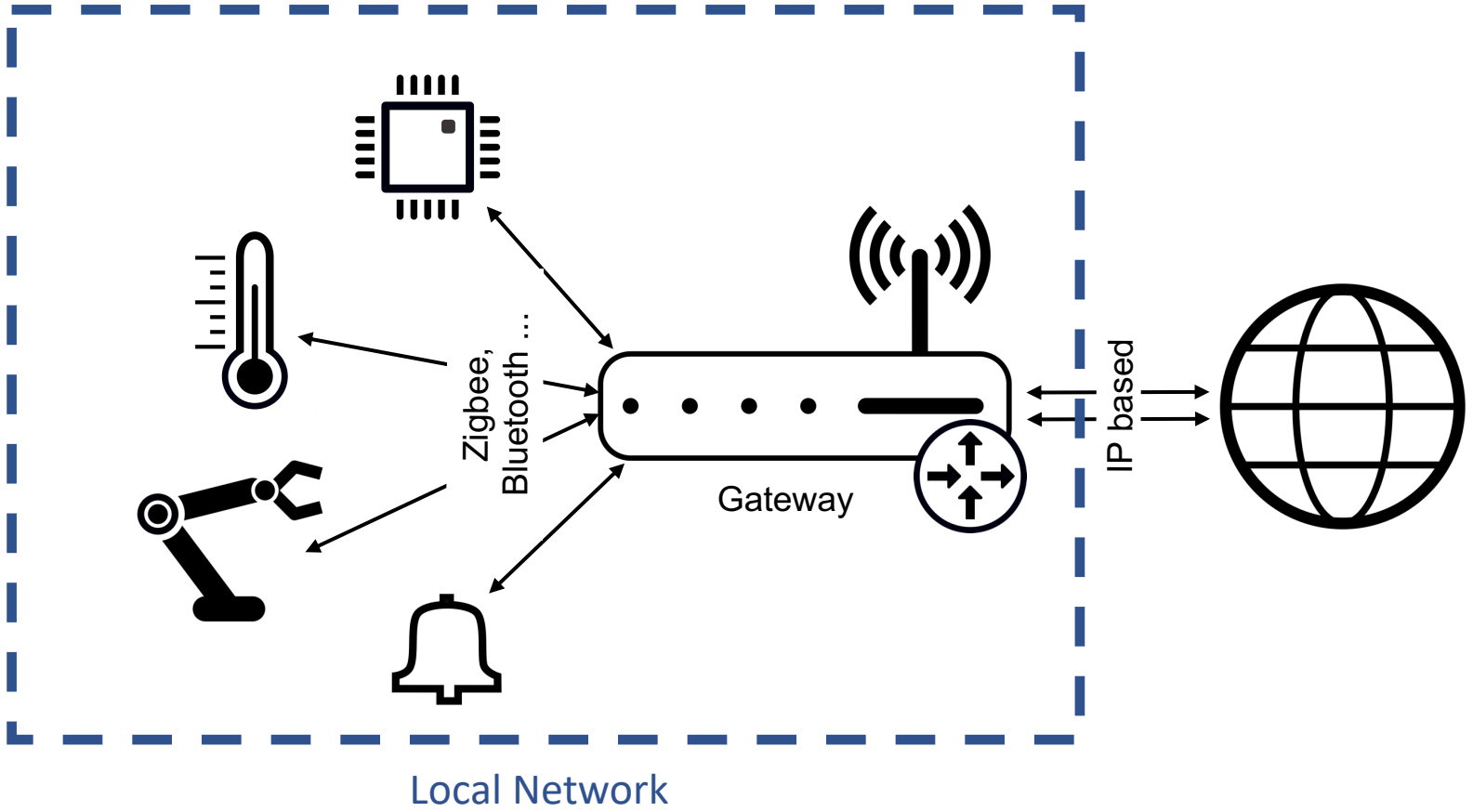



# W3C Web of Things Thing Description for API Description of IoT Devices

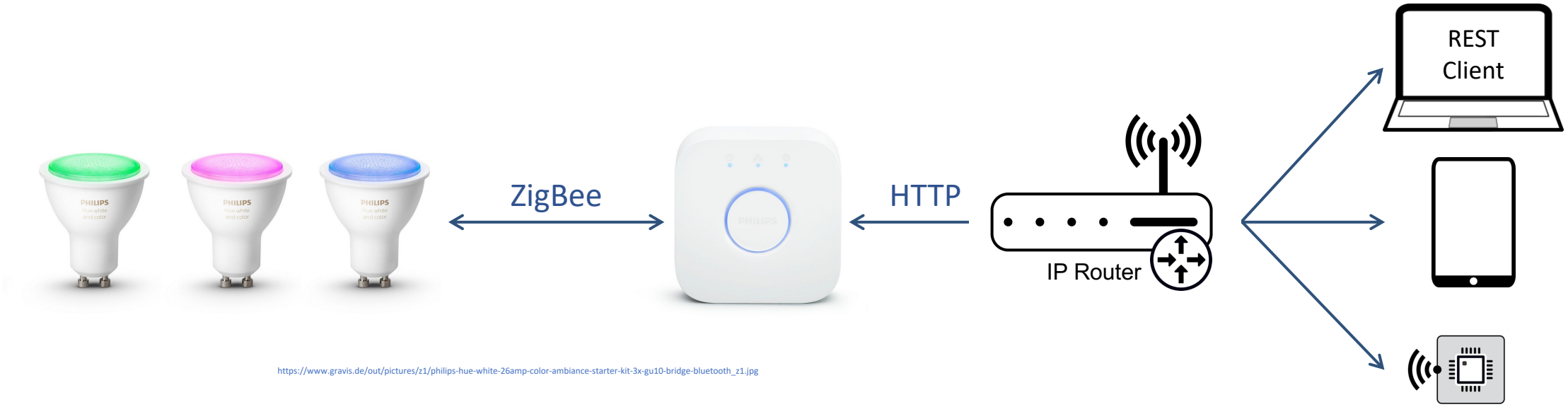
Ege Korkan - TU Munich | W3C WoT Working Group

API Specifications Conference 2020 - 09.09.2020

# What is IoT, in this talk?

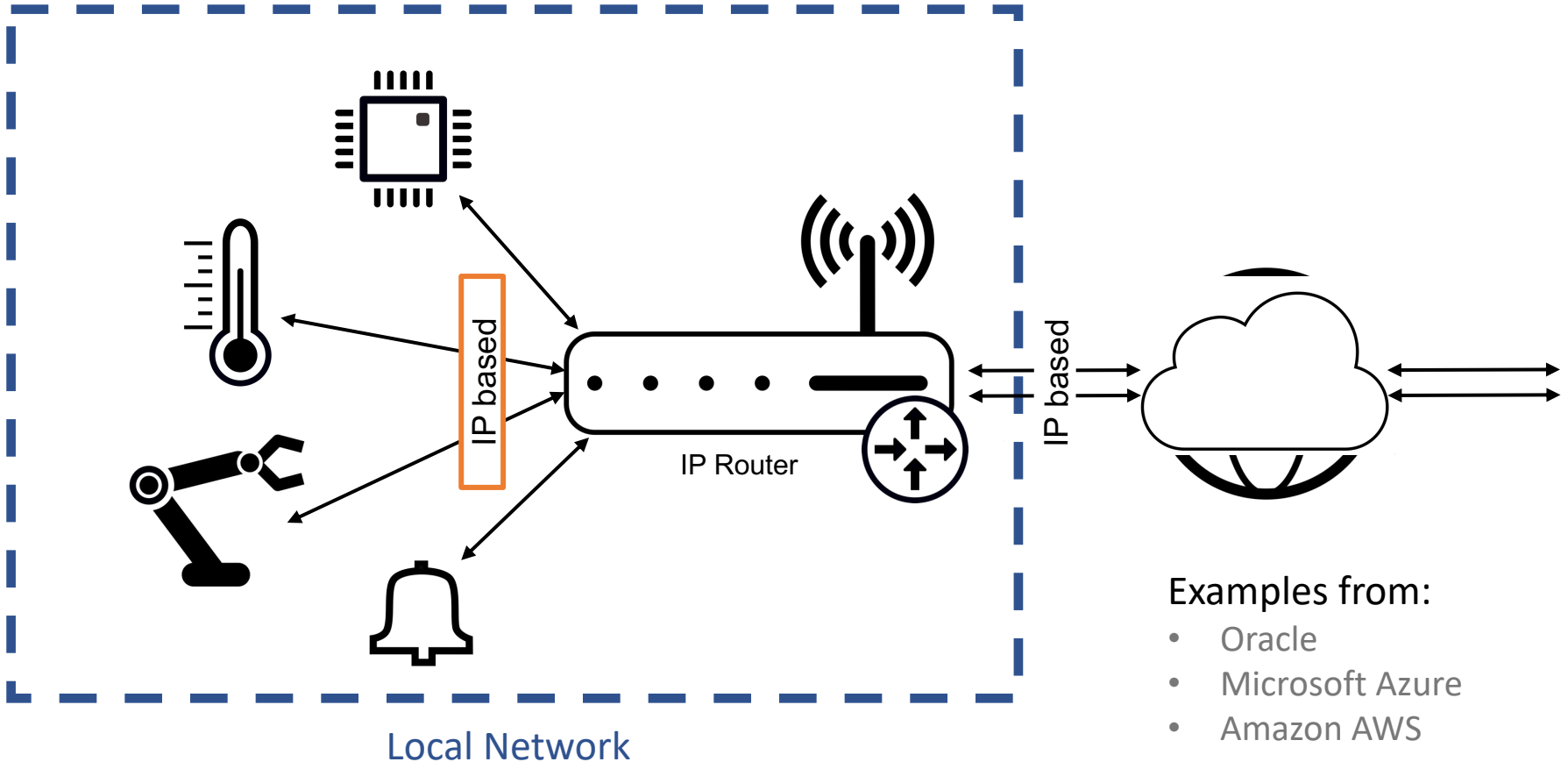


# What is IoT, in this talk? An example




https://www.gravis.de/out/pictures/z1/philips-hue-white-26amp-color-ambiance-starter-kit-3x-gu10-bridge-bluetooth_z1.jpg

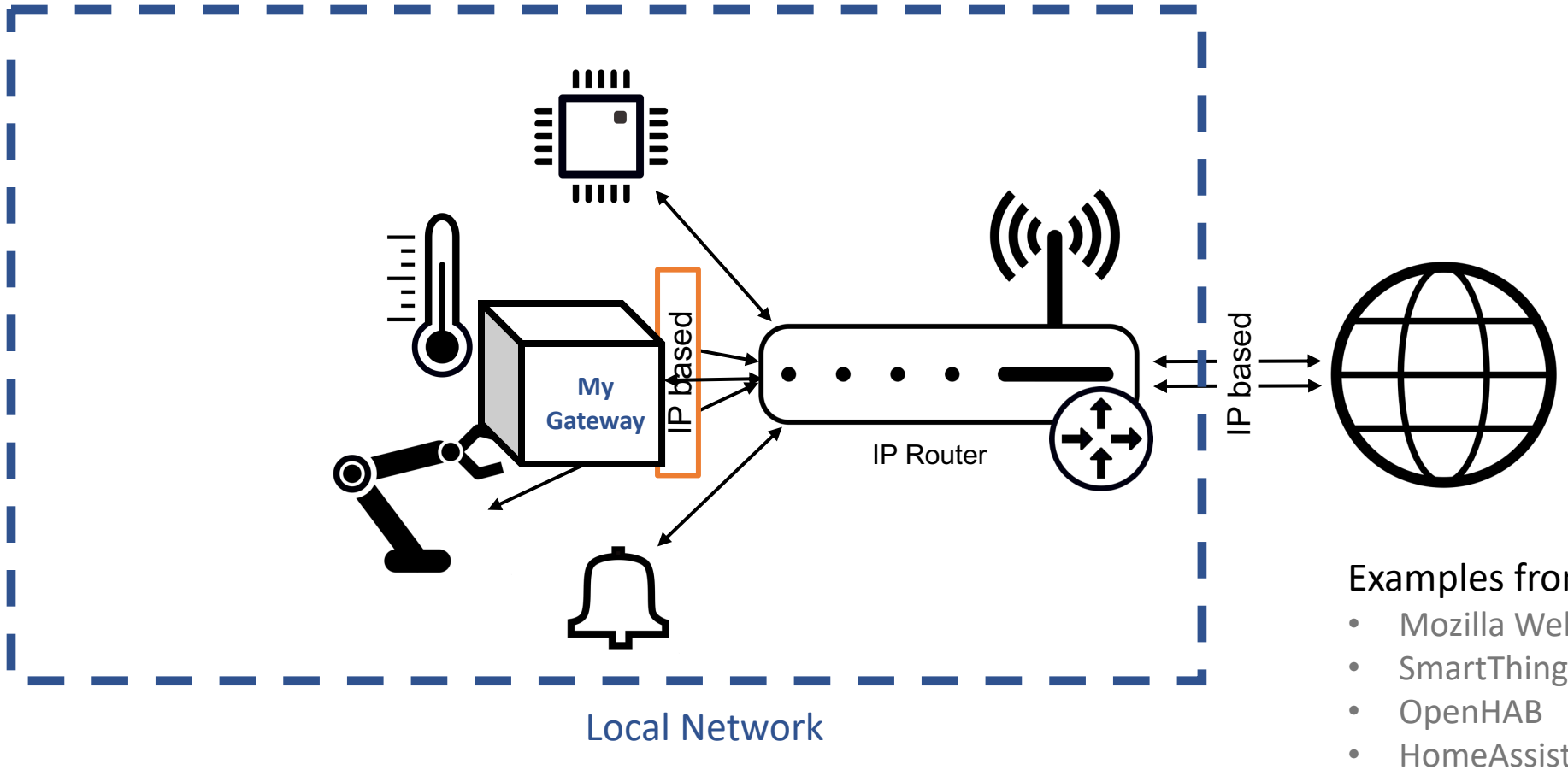
# What is IoT, in this talk?




Examples from:

- Oracle
- Microsoft Azure
- Amazon AWS

# 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





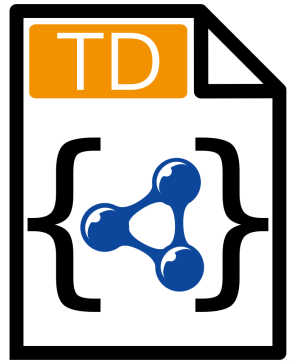
Source: Building the Web of Things: book.webofthings.io
Creative Commons Attribution 4.0

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

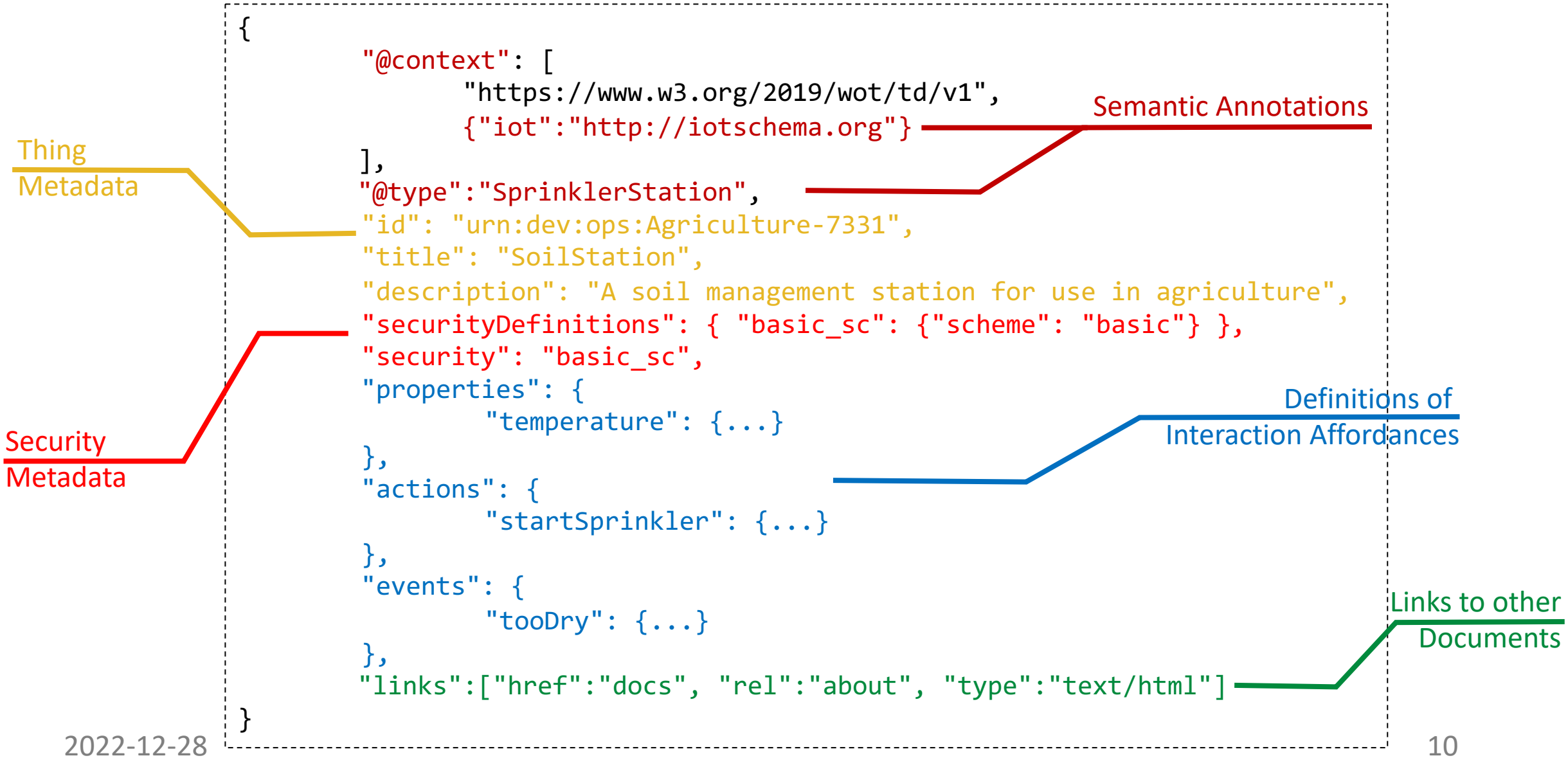
**Is** about describing *any* kind of API for IoT devices

# Standardization via Thing Descriptions! 😌

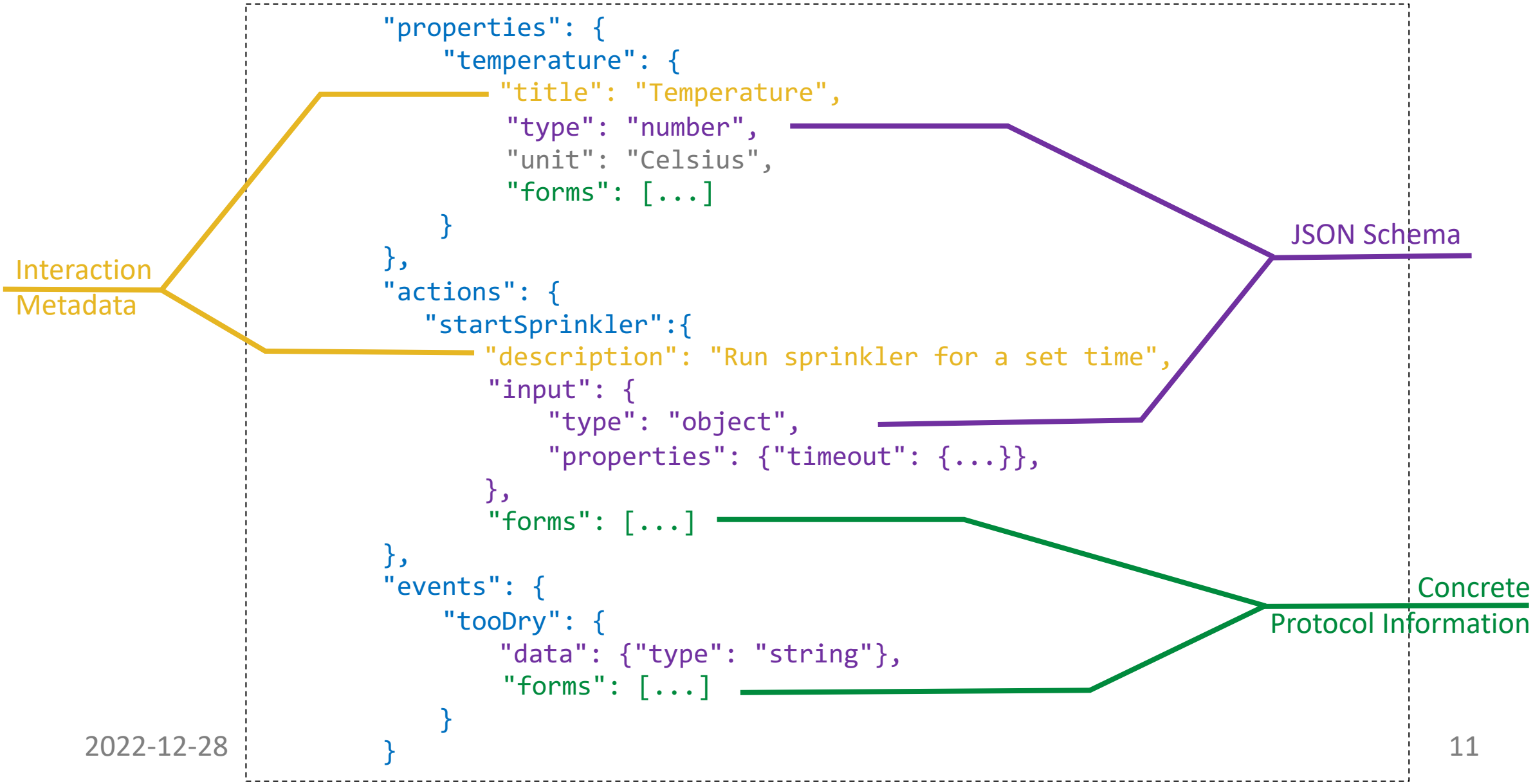
1. Abstract description of network APIs of IoT devices
   - Property
   - Action
   - Event
2. Semantic annotation of capabilities by other vocabularies over the Web: schema.org, SSN, ...
3. Concrete protocol description of individual devices



# Example TD: Thing Level



# Example TD: Interaction Level



# Example TD: Protocol Bindings

# Specification

W3C Recommendation

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## 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/

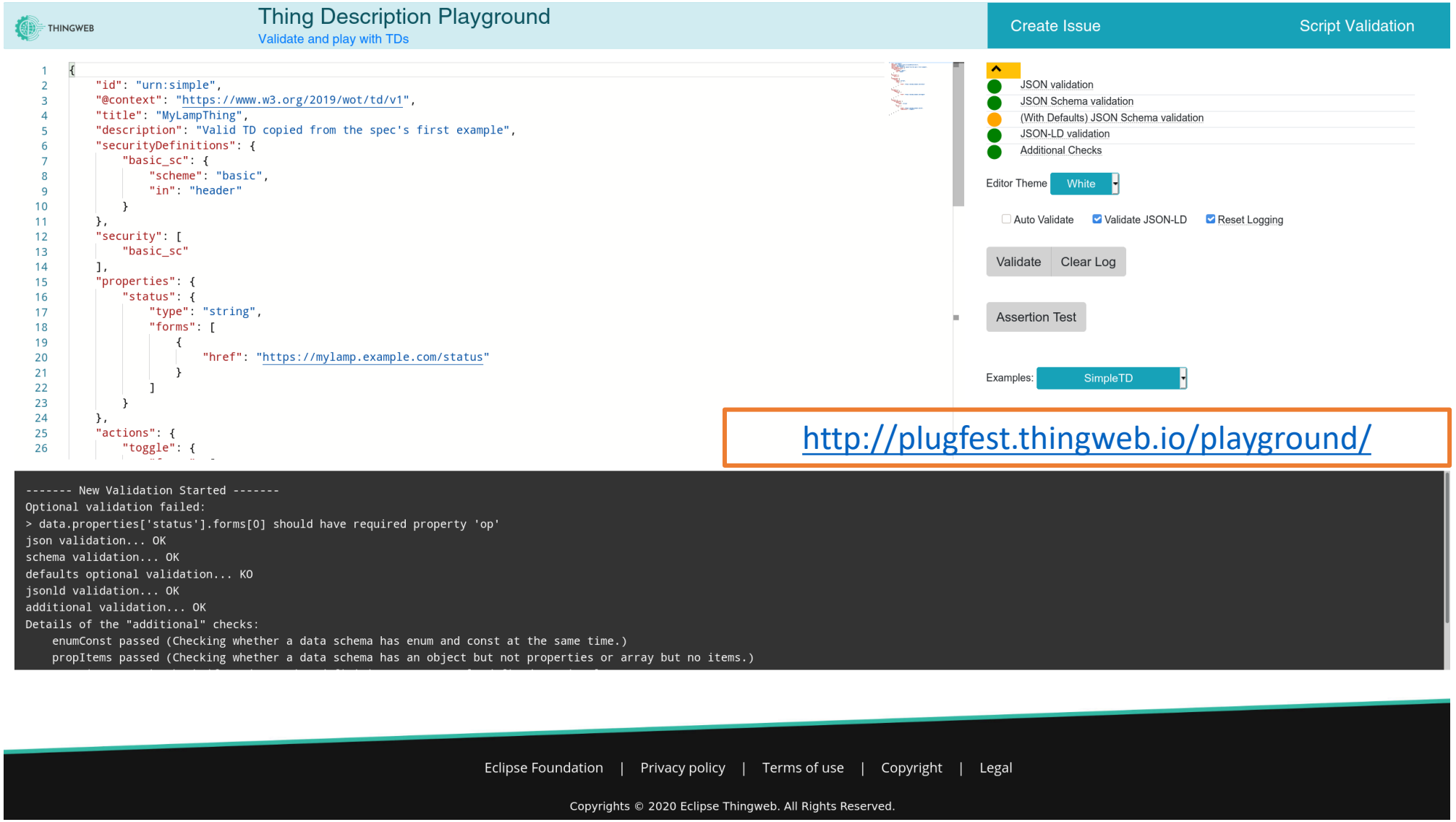
**Implementation report:**
https://w3c.github.io/wot-thing-description/testing/report.html

**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



# 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



## 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/

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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

# What can you do with TDs: Scripting

Interact with Things without thinking about the protocol !

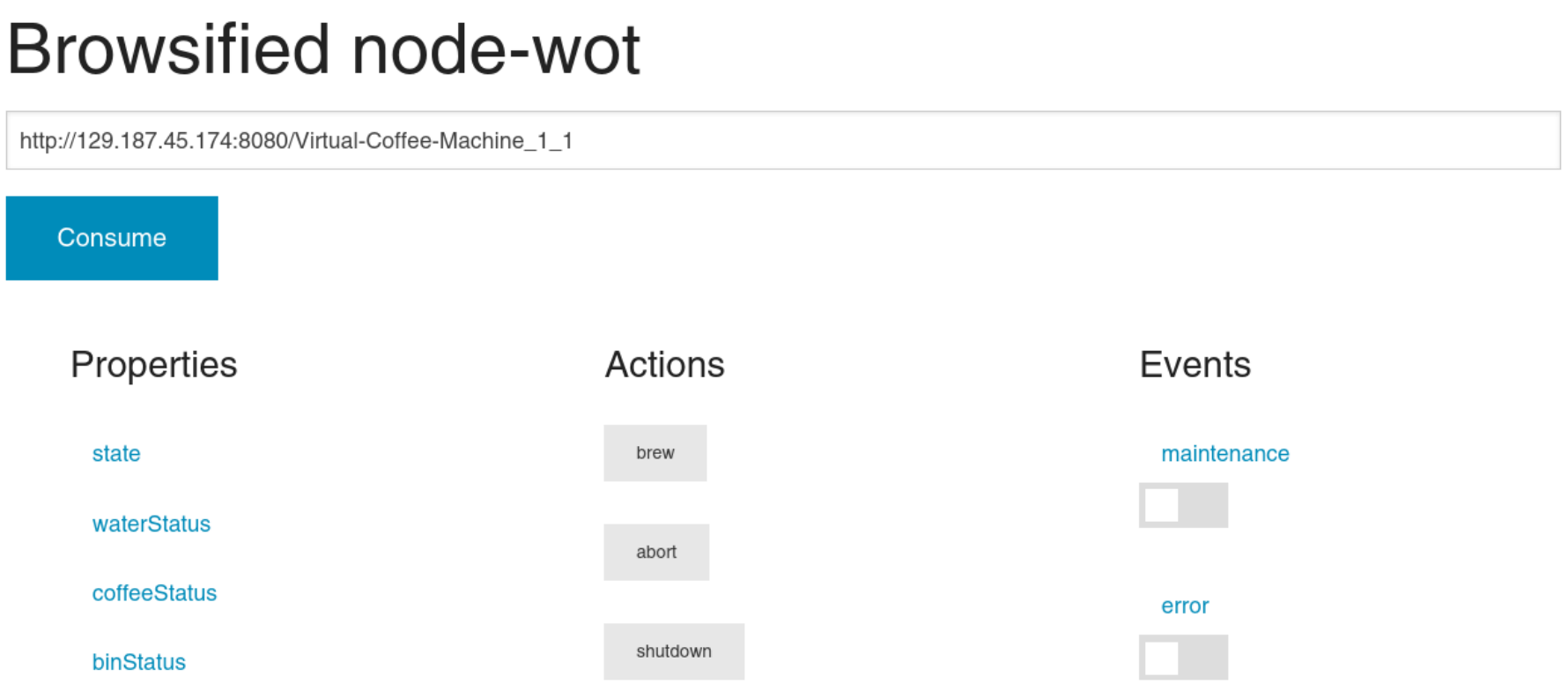
```
setInterval(async() => {
    let curTemp = await temperatureThing.readProperty("temperature");

    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

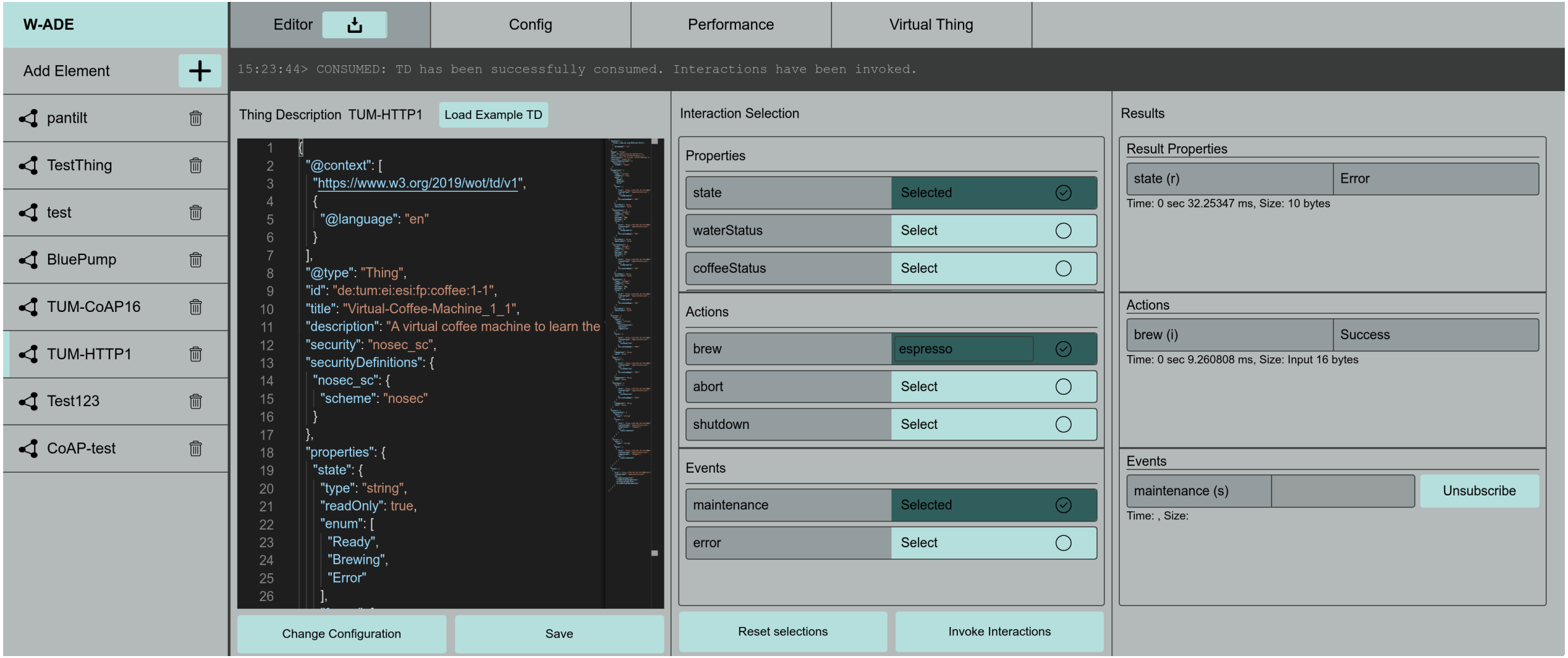
A tutorial: https://www.youtube.com/watch?v=wDX45dsD4GM

# What can you do with TDs: UI Generation



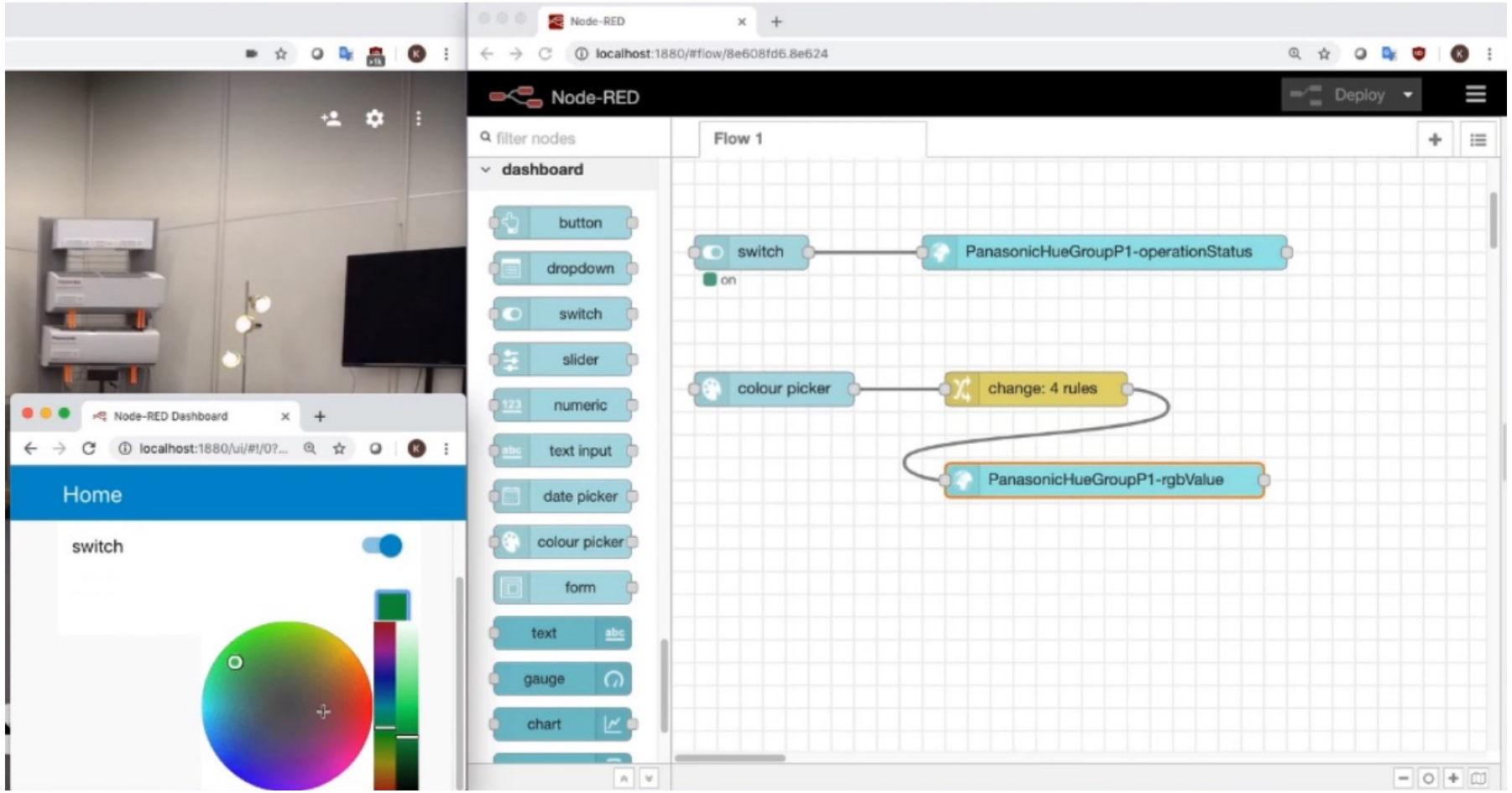

Simple demo hosted at http://plugfest.thingweb.io/webui/

# What can you do with TDs: UI Generation




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

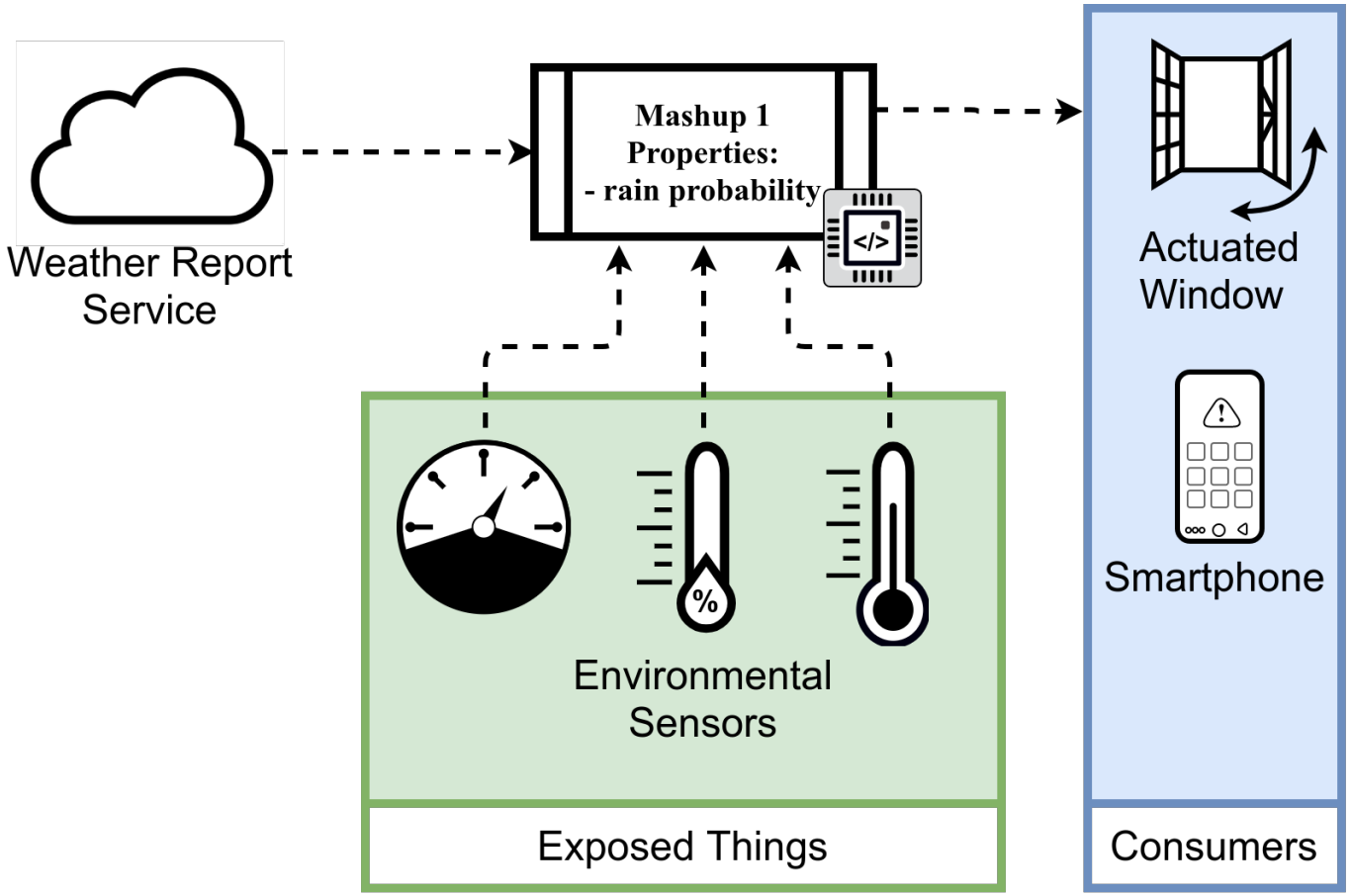
Full video at: https://w3c.github.io/wot-marketing/developers/wot_nodegen.mp4

# What can you do with TDs 👀

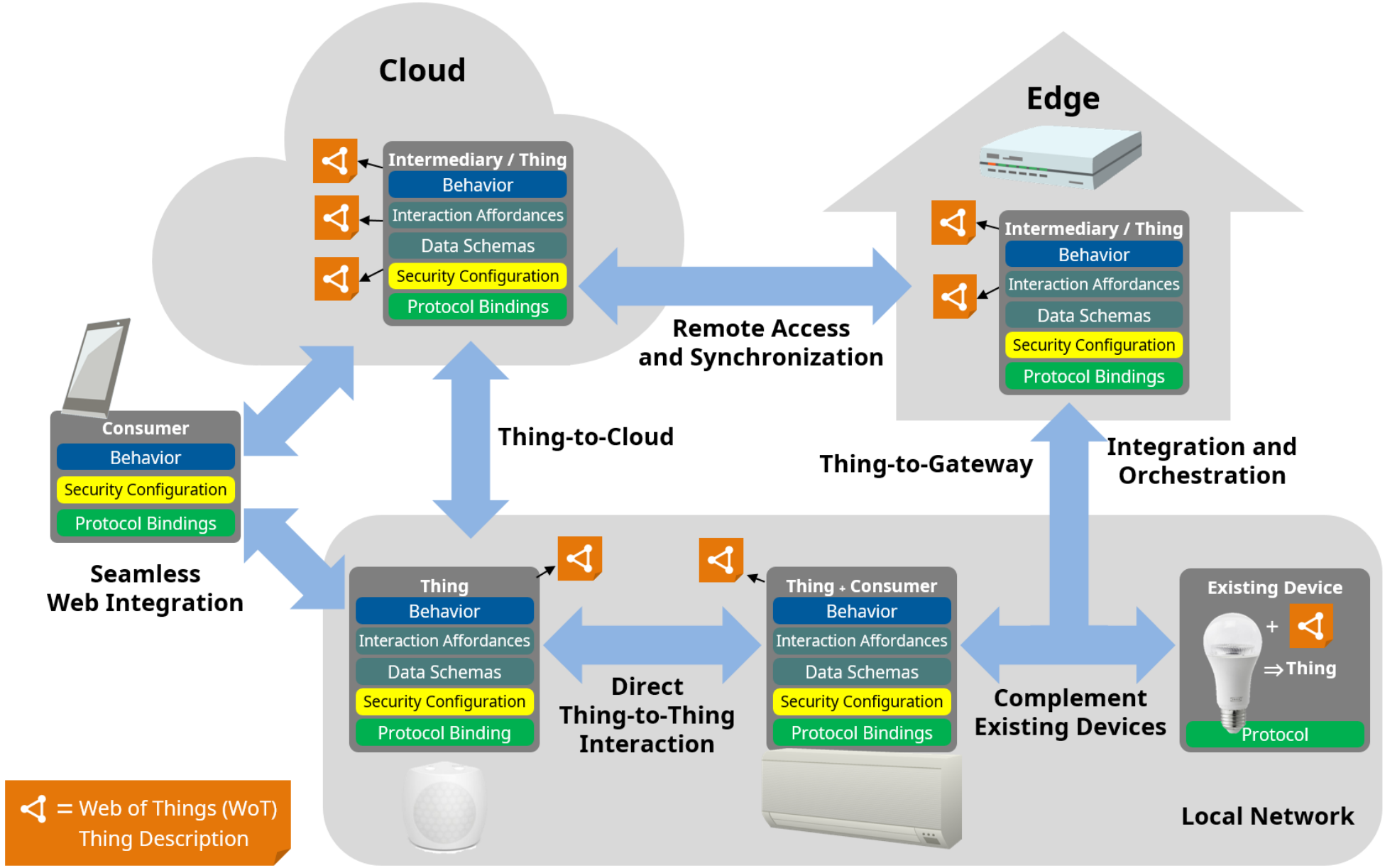
MASHUPS!

# Mashups in WoT

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



# Mashups in WoT


Cloud
Intermediary / Thing
Behavior
Interaction Affordances
Data Schemas
Security Configuration
Protocol Bindings
Edge
Intermediary / Thing
Behavior
Interaction Affordances
Data Schemas
Security Configuration
Protocol Bindings
Remote Access
and Synchronization
Consumer
Behavior
Security Configuration
Protocol Bindings
Seamless
Web Integration
Thing-to-Cloud
Thing-to-Gateway
Integration and
Orchestration
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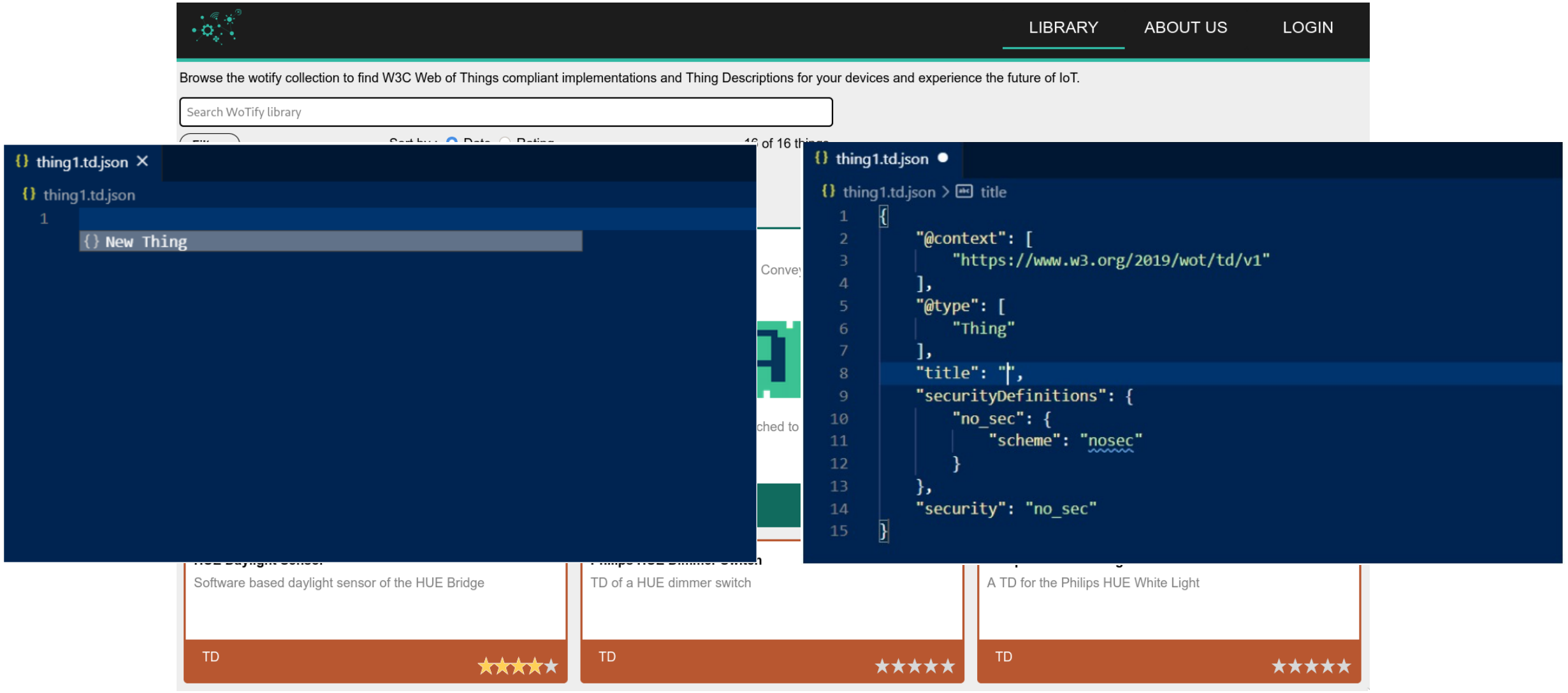
Behavior
Interaction Affordances
Data Schemas
Security Configuration
Protocol Binding
Direct
Thing-to-Thing
Interaction
Thing + Consumer
Behavior
Interaction Affordances
Data Schemas
Security Configuration
Protocol Bindings
Complement
Existing Devices
Existing Device
+
⇒Thing
Protocol
Local Network
= Web of Things (WoT)
Thing Description

# More for WoT Developers!



# 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

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  - Michael McCool (michael.mccool@intel.com)
  - Sebastian Käbisch (sebastian.kaebisch@siemens.com)

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