

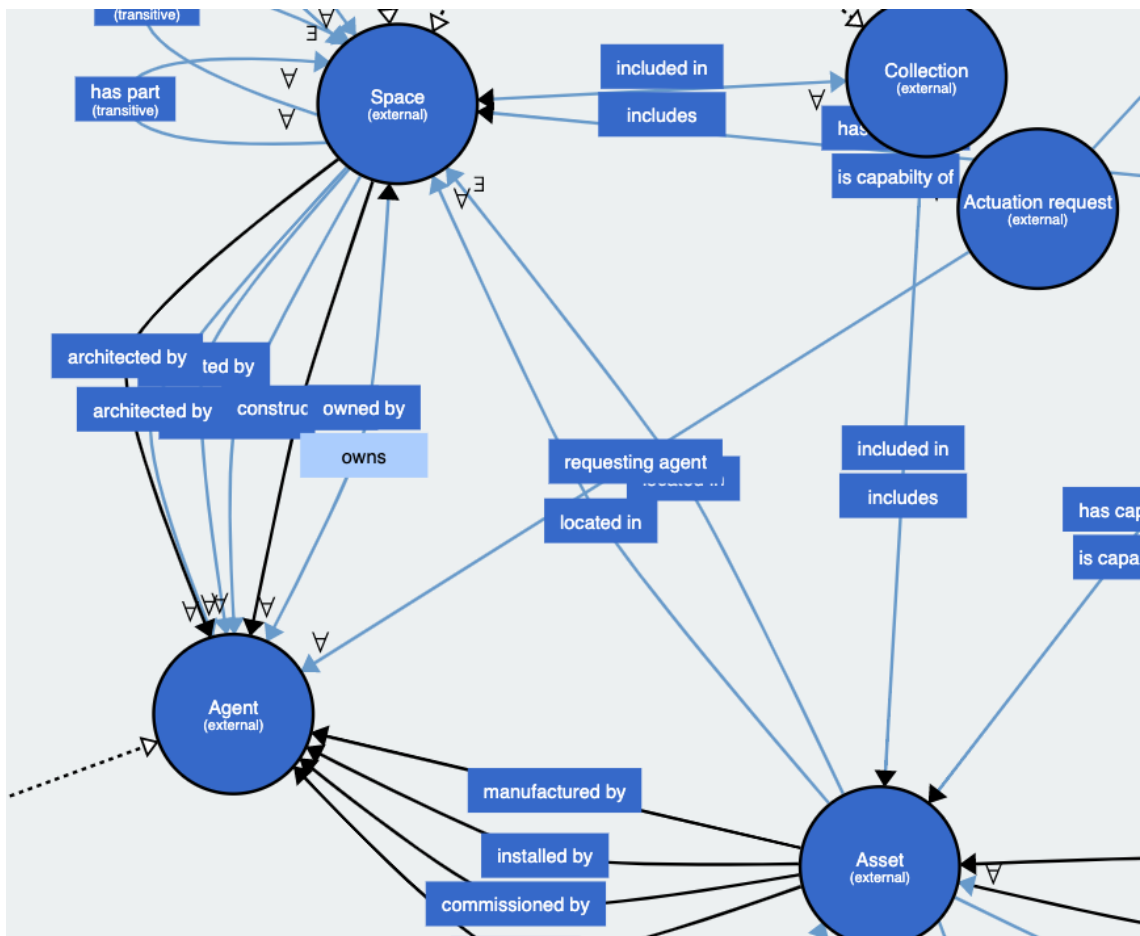
DTDL Ontology Use in Azure Digital Twins

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OVERVIEW

- The RealEstateCore Ontology Redux
- Microsoft Azure IoT Services (Digital Twins, IoT Hub, IoT Edge, etc.)
- DTDL – Digital Twin Definition Language
- OWL2DTDL
- JTH Smart Space Demonstrator

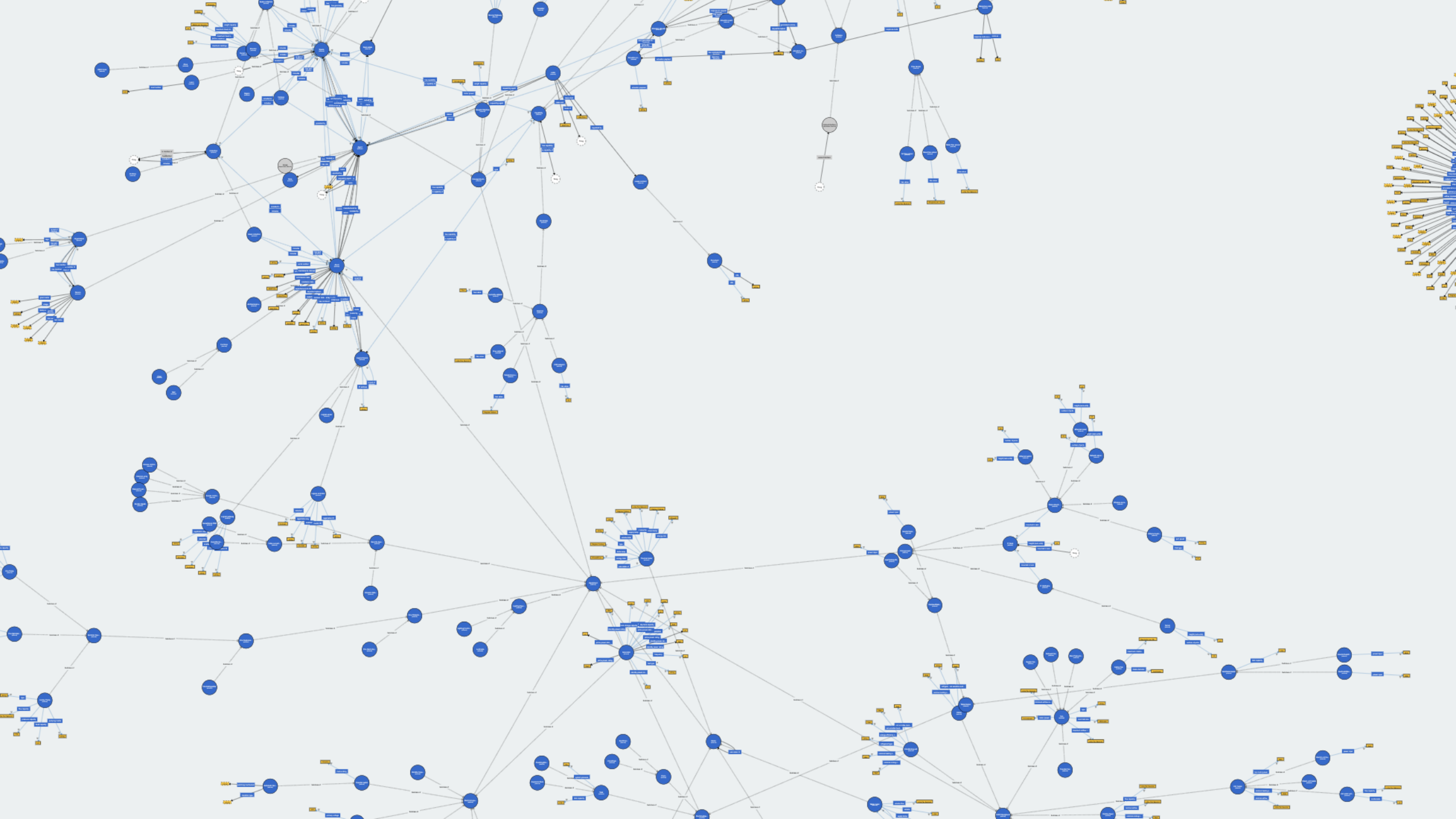


RealEstateCore

OWL ontology for the real estate domain

Describes concepts and relations in real estate:

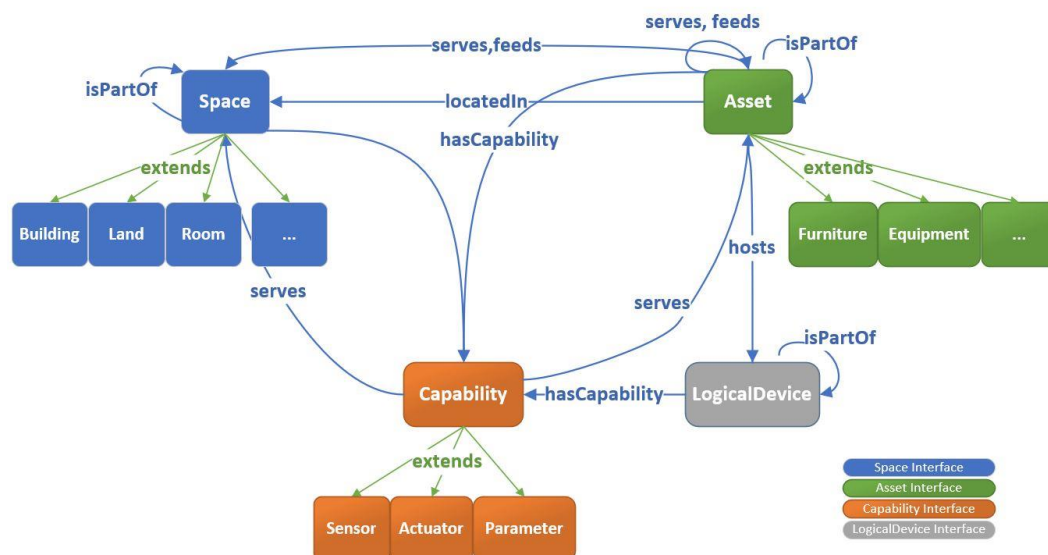
- BMS
- IoT
- BIM/CAD
- Admin/business



REC ALSO PROVIDES

- Light-weight edge message format
- OpenAPI spec for RESTful access to REC-compliant systems
- (Optional) certification process

REC REDUX (3.3?)

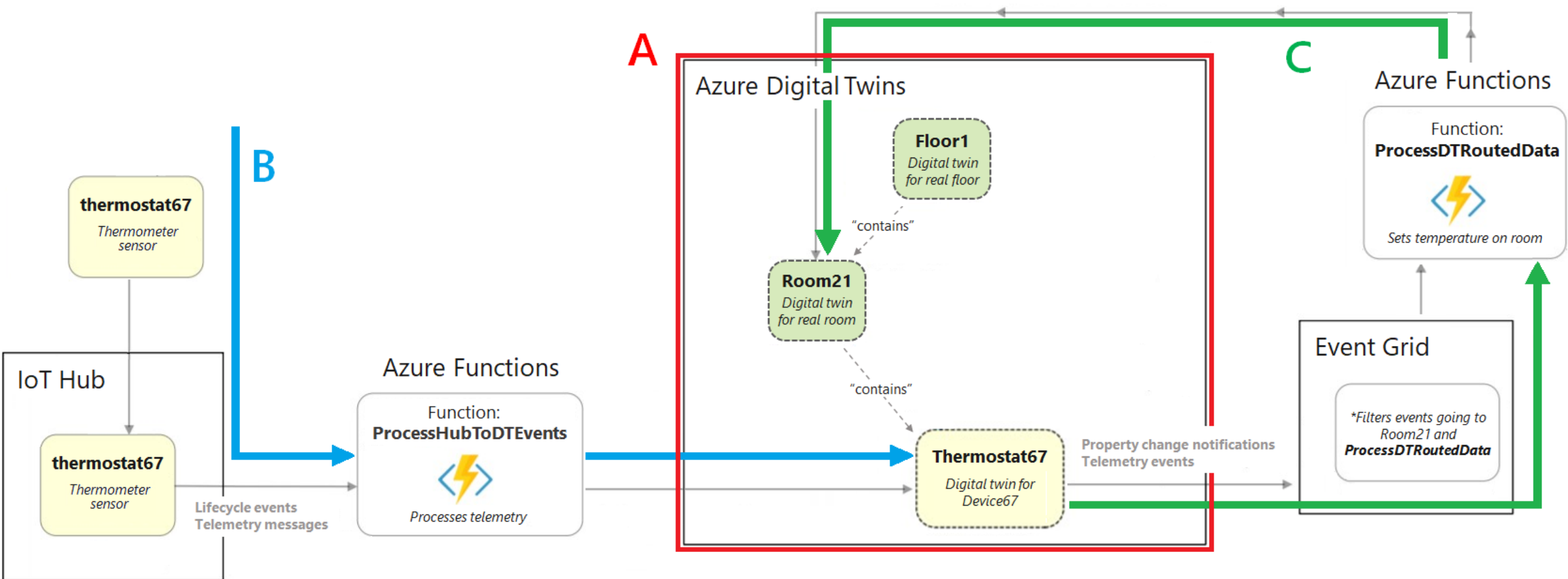


Adds:

- Asset hierarchy (influenced by Brick Schema)
- Capability hierarchy (influenced by Brick Schema)
- Improved spatial model (influenced by BOT)
- Improved Agent representation (companies and departments)

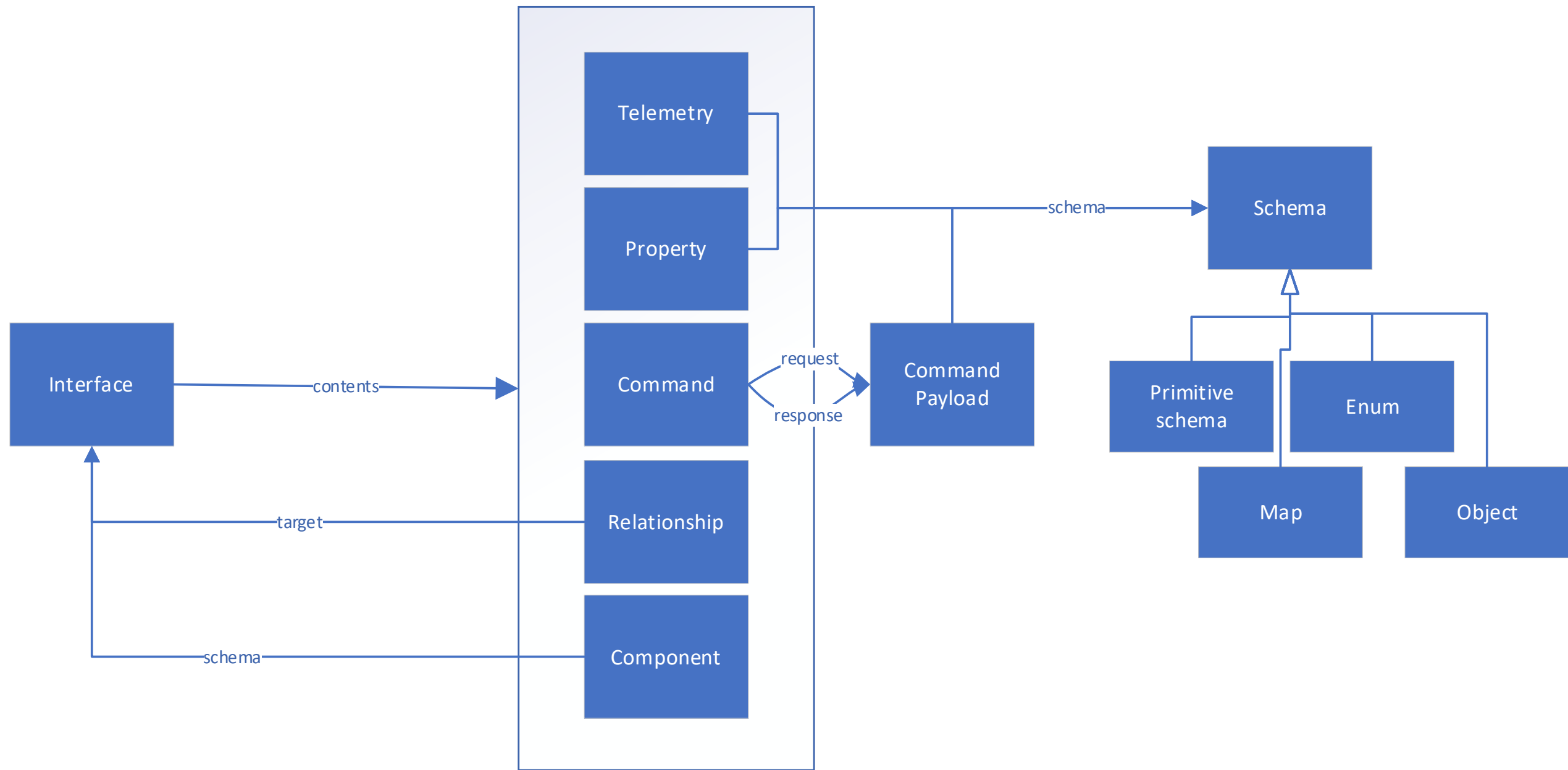
MICROSOFT AZURE IOT SERVICES

- IoT Edge
 - Runtime for deploying containerized components on edge devices.
 - Libraries for interop on-device, D2C, and C2D.
 - Runs on PCs, Raspberry Pis, in virtual machines, etc.
 - Certified IoT Edge hardware available
- IoT Hub
 - Cloud counterpart to IoT Edge
 - Handles:
 - Component deployment
 - Message routing
 - Software updates
- Digital Twins
 - Graph database holding digital twin representations
 - Represents current state of a space and its smart device portfolio
 - Can forward/trigger events when twins are updated or telemetry ingested
 - Uses DTDL modelling language as schema
- Time Series Insights
 - Analysis and visualization of time-indexed telemetry
- IoT Central
 - Drag'n'drop point-and-click, batteries included solution.



DTDL – DIGITAL TWIN DEFINITION LANGUAGE

- <https://aka.ms/dtdl>
- JSON-LD-based
- Class concept: Interface
- Interfaces have contents:
 - Telemetry
 - Property
 - Command
 - Relationship
 - Component
- Interfaces extend one another
- Telemetry and Property objects have schemas
- Commands have request and response objects – which have schemas
- Relationship objects can have target interfaces and multiplicity constraints
- Semantic types for Telemetry and Property based on QUDT
- URNs are used, not IRIs, as identifiers



```
[{
  "@id": "dtmi:com:example:Room;1",
  "@type": "Interface",
  "contents": [
    {
      "@type": "Property",
      "name": "occupied",
      "schema": "boolean"
    }
  ],
  "@context": "dtmi:dtdl:context;2"
},
{
  "@id": "dtmi:com:example:ConferenceRoom;1",
  "@type": "Interface",
  "extends": "dtmi:com:example:Room;1",
  "contents": [
    {
      "@type": "Property",
      "name": "capacity",
      "schema": "integer"
    }
  ],
  "@context": "dtmi:dtdl:context;2"
}]
```

Classes	owl:Class	Interface	@type:Interface
	rdfs:label		@id, displayName
	rdfs:comment		description
Subclasses	owl:Class	Interface	@type:Interface
	rdfs:label		@id, displayName
	rdfs:comment		description
	rdfs:subClassOf		extends
Datatype Properties	owl:DatatypeProperty	Interface Properties	@type:Property
	rdfs:label		displayName
	rdfs:range		schema
Object Properties	owl:ObjectProperty	Relationship	@type:Relationship
	rdfs:range		target or omitted if no rdfs:range
	rdfs:comment		description
	rdfs:label		displayName
Object Properties	rdfs:subClassOf +	Relationship	@type:Relationship
	owl:Restriction		
	owl:onProperty		name, description

TRANSLATING OWL TO DTDL

- XSD datatypes translate into DTDL primitives (bool, float, int, etc) with string as fallback.
- RDF label/comment translate into DTDL displayName and description fields (preserving language tags)
- DTDL Properties on Relationships <-> OWL Annotation properties on Object properties
- DTDL Components <-> OWL Classes

THE OWL2DTDL TOOL

```
./OWL2DTDL -u https://w3id.org/rec/full/3.3/ -i ./RecIgnoredNames.csv -o  
/Users/karl/Desktop/DTDL/
```

Options

- `-n, --no-imports` Sets program to not follow owl:imports declarations.
- `-f, --file-path` Required. The path to the on-disk root ontology file to translate.
- `-u, --uri-path` Required. The URI of the root ontology file to translate.
- `-o, --outputPath` Required. The directory in which to create DTDL models.
- `-m, --merged-output` Sets program to output one merged JSON-LD file for batch import into ADT.
- `-i, --ignorefile` Path to a CSV file, the first column of which lists (whole or partial) IRI:s that should be ignored by this tool and not translated into DTDL output.
- `-s, --ontologySource` An identifier for the ontology source; will be used to generate DTMI:s per the following design, where `interfaceName` is the local name of a translated OWL class, and `ontologyName` is the last segment of the translated class's namespace:
`<dtmi:digitaltwins:{ontologySource}:{ontologyName}:{interfaceName};1>.`

DTMI MINTING

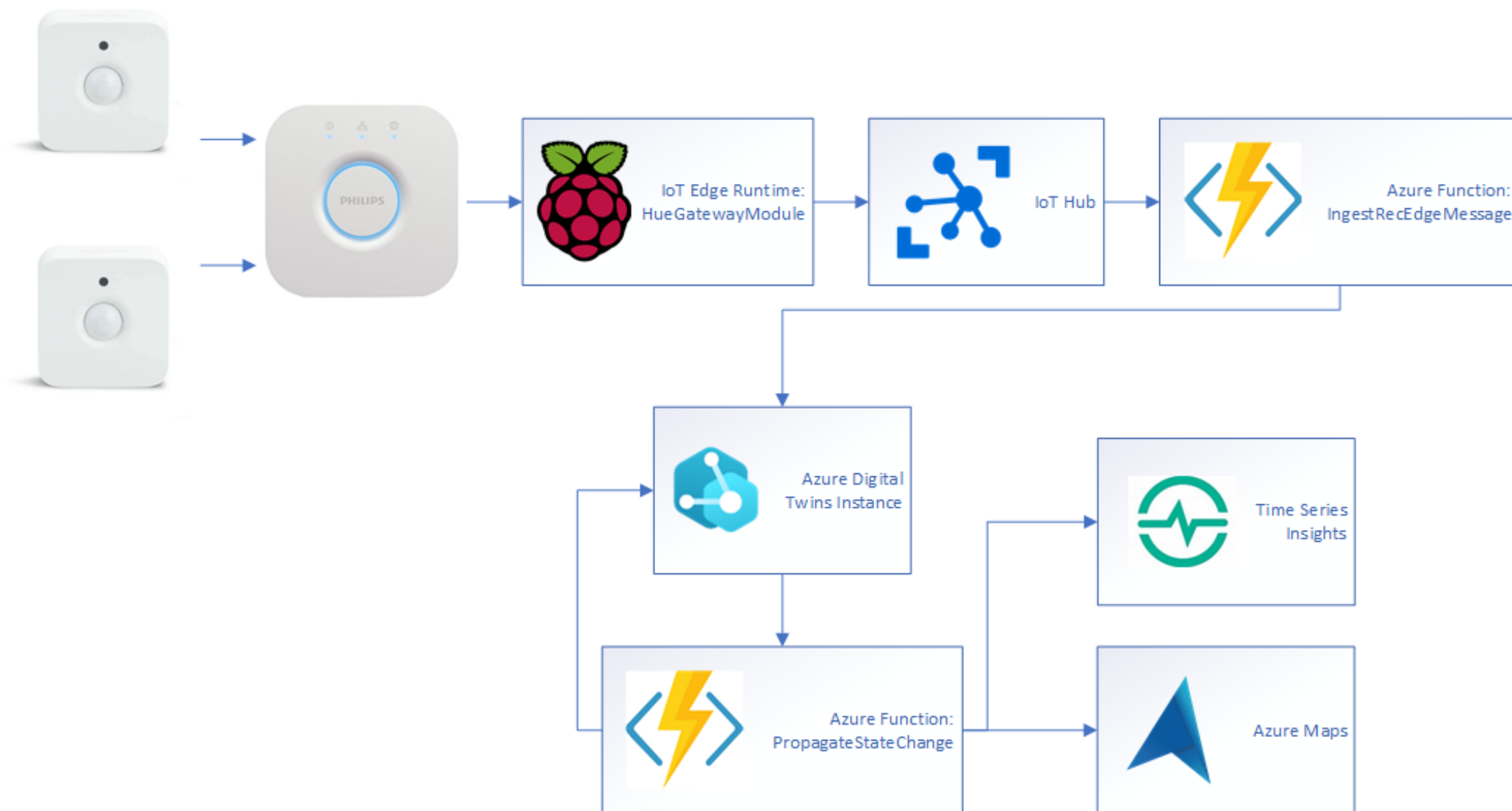
- DTMI:s for named classes are minted based on the classes' URIs by concatenating five components:
 - The "dtmi:digitaltwins:" prefix
 - The ontology source, either given by a CLI option (-s), or generated by reverting the hostname and concatenating with the path segments excluding those that go into the ontology name or local name, see below
 - The ontology name: the last fragment of the URI before the local name
 - The local name of the class
 - The DTMI version identifier; for now hardcoded as ";1"
- E.g., `https://w3id.org/rec/device/Actuator` becomes `dtmi:digitaltwins:org:w3id:rec:device:Actuator;1`. If the CLI option `-s rec_3_3` is given it becomes `dtmi:digitaltwins:rec_3_3:device:Actuator;1`

REC-DTDL ONTOLOGY

- <https://github.com/Azure/opendigitaltwins-building>
- <https://www.youtube.com/watch?v=mN0pAvC2pAo>

JTH SMART SPACE DEMONSTRATOR

- 2 sites, 12-15 rooms
- Telemetry gathered:
 - Temperature
 - Illuminance
 - Motion
 - Door opening/closing
 - Person detection
- Visualization: Time series and indoor maps
- Spatial anchors for Mixed Reality overlay
- Next steps: analysis for suggested operations/utilization?



DEMONSTRATION

WHAT'S THE POINT?

- Putting these standard pieces together took a couple of days
- Majority of time was on understanding C# Hue interface and building the HueGatewayModule
- Only edge connectors need to be created and configured for specific hardware; once messages are in REC Edge message format, they'll be ingested and processed
- The entire system could be replicated in a matter of hours
- Moving outside of our (OWL) comfort zone has forced us to make some tough tradeoffs (see WOP paper)
 - But definitely worth it for increased visibility and usability