

Web Standards for the IoT

IRTF T2TRG WISHI
Prague, Czech Republic, July 2017

W3C WoT Mission

Not to be yet another standard

SITUATION: THERE ARE 14 COMPETING STANDARDS.



500N: SITUATION: THERE ARE 15 COMPETING STANDARDS.

Be descriptive instead of prescriptive and complement existing standards



















SONY

W3C WoT Scope



Panasonic

UNIVERSITÉ DE LYON





CableLabs°



































cross-platform, cross-domain





OCF











































W3C WoT Approach

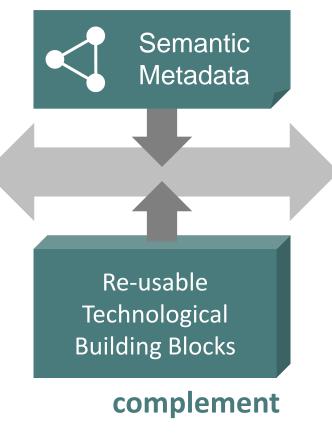




Platform API

Data Model

Protocol



Platform B

Application

Platform API

Data Model

Protocol

Describe



- Formal model around simple interactions
 - Linked Data vocabulary
 - Semantic Web ontology
- Multiple serializations
 - JSON-LD (first CR release)
 - JSON (future versions) application/wot-td+json
 - CBOR, EXI, ...
- Domain-specific extensions

*CR: W3C Candidate Recommendation



"unitabla" · touc

JSON-LD Serialization

W3C WoT TD vocabulary

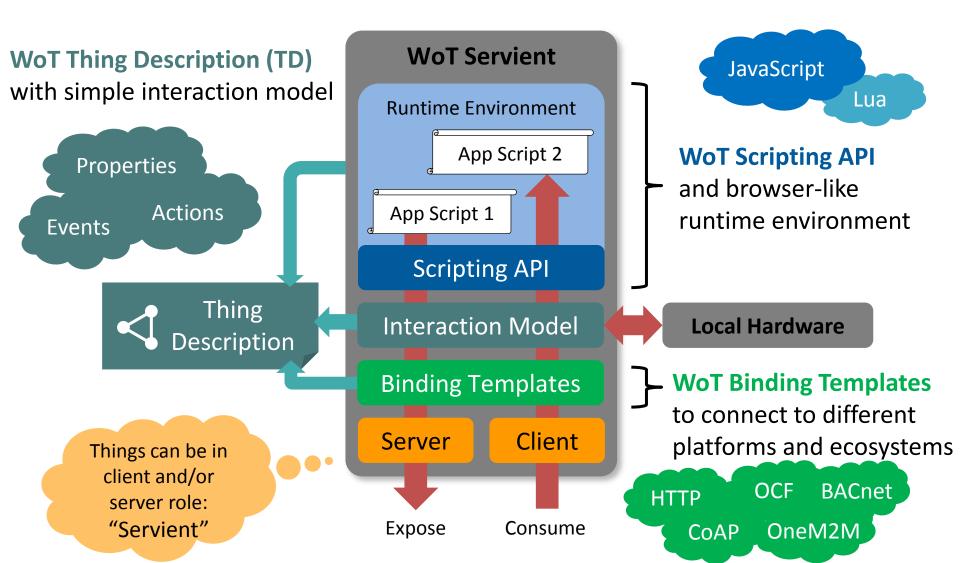
```
"@context": [
  "http://w3c.github.io/wot/w3c-wot-td-context.jsonld",
  { "domain": "http://example.org/actuator#" }
                                                      domain-specific
"@type": "Thing",
                                                        vocabulary
"name": "MyLEDThing",
"base": "coaps://myled.example.com:5683/",
"security": {
  "cat": "token:jwt",
  "alg": "HS256",
  "as": "https://authority-issuing.example.org"
},
"interaction": [
    "@type": ["Property", "domain:onOffStatus"],
    "name": "status",
    "outputData": {
                                                      JSON Schema
      "type": "boolean",
                                                     vocabulary with
      "@type": "domain:operationstate"}
                                                      annotations
    },
```

Complement

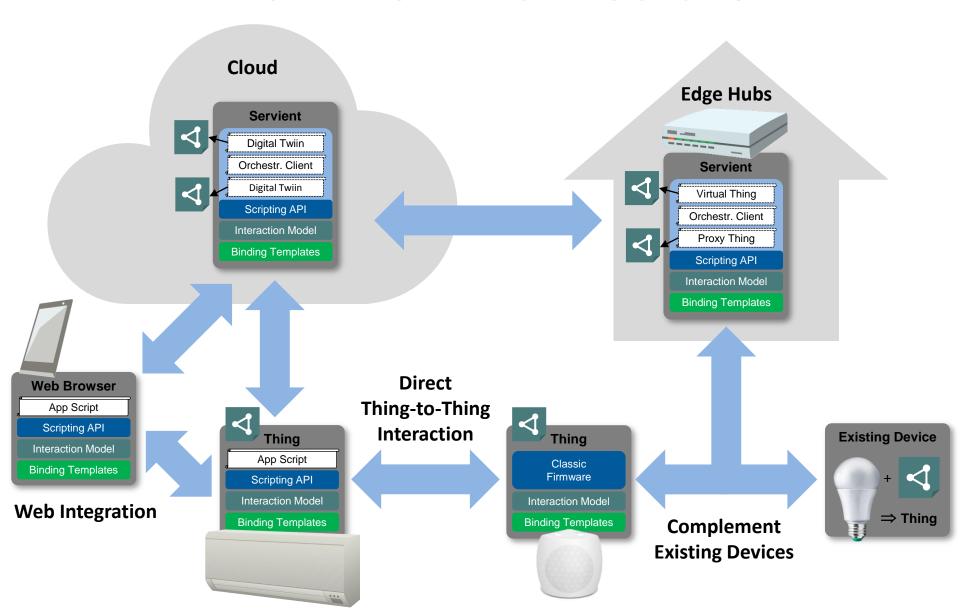
- WoT Thing Description
 - See "Describe" slide
- WoT Binding Templates
 - Descriptions for specific protocols and platforms
 - Binding implementations as (open-source) drivers
- WoT Scripting API
 - Optional for portable application logic

Re-usable Technological Building Blocks

W3C WoT Building Blocks



W3C WoT Architecture



W3C WoT Process

Interest Group (IG)

https://www.w3.org/2016/07/wot-ig-charter.html

- Started spring 2015
- 220 participants
- Informal work, outreach
- Validation, explorative work
- PlugFests with running code
- Liaisons and collaborations with other organizations and SDOs (+ "OpenDays")

Working Group (WG)

https://www.w3.org/2016/12/wot-wg-2016.html

- Started December 2016
- 92 participants
- Normative standardization
- Work on deliverables
- W3C Patent Policy for royalty-free standards
- Member organizations and Invited Experts

W3C WoT Process



- IG: https://github.com/w3c/wot/
- WG:
 - https://github.com/w3c/wot-architecture
 - https://github.com/w3c/wot-thing-description
 - https://github.com/w3c/wot-scripting-api/
 - https://github.com/w3c/wot-binding-templates

W3C WoT Progress

- IG identified initial building blocks
- WG chartered until end of 2018
 - Editor Draft's avilable
 - First Public Working Drafts expected soon
 - Candidate Recommendations end 2018 / start 2019

Opportunities for Reuse/Integration

- Royalty-free Web standards
- Technological building blocks
 - Open source reference implementation https://github.com/thingweb/node-wot
- Extension points
 - Semantic vocabulary → iot.schema.org, oneM2M
 - Binding Templates → OCF, oneM2M, other liaisons
 - Libraries on top of Scripting API → "jQuery for IoT"

Opportunities for Collaboration

- 1. OpenDay at W3C WoT Face-to-Face
 - Everyone with interesting topic can get a slot
- 2. W3C WoT Call invites
 - Opportunity for more detailed discussion
- 3. Liaisons
 - Details depend on liaison organization
 - Ask co-chairs or W3C team contacts
- 4. W3C WoT Group Member
 - Organization needs to be W3C Member
 - Invited Expert status
 - W3C Patent Policy for WG contributions (https://www.w3.org/Consortium/Patent-Policy-20040205/)

Opportunities for Research

- Formal interaction models
 - Hypermedia controls
 - Machine-readable forms
 - Recovery from errors
- Semantic Web beyond knowledge management
 - Dynamic graphs
 - Privacy preservation
 - Reasoning in constrained environments

W3C WoT Online Resources

- W3C WoT Interest Group
 - https://www.w3.org/WoT/IG/ (blog)
 - https://www.w3.org/2016/07/wot-ig-charter.html (charter)
 - https://lists.w3.org/Archives/Public/public-wot-ig/ (subscribe to mailing list)
- W3C WoT Working Group
 - https://www.w3.org/WoT/WG/ (dashboard)
 - https://www.w3.org/2016/12/wot-wg-2016.html (charter)
- W3C WoT Wiki (IG+WG organizational information)
 - https://www.w3.org/WoT/IG/wiki/Main Page
- W3C WoT GitHub (IG technical proposals)
 - https://github.com/w3c/wot
- W3C WoT WG Documents
 - https://w3c.github.io/wot-architecture/
 - https://w3c.github.io/wot-thing-description/
 - https://w3c.github.io/wot-scripting-api/
 - https://w3c.github.io/wot-binding-templates/