

# WoT Architecture 1.1

New Content and Owners

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# Document Structure (arch 1.0)

- 1. Introduction
- 2. Conformance
- 3. Terminology
- 4. Use Cases
  - 4.1. Application Domains
  - 4.2. Common Patterns
  - 4.3. Summary
- 5. Requirements
  - 5.1. Functional Requirements
  - 5.2. Technical Requirements

# Document Structure (arch 1.0)

## 6. WoT Architecture

### 6.1. Overview

### 6.2. Affordances

### 6.3. Web Thing

### 6.4. Interaction Model

### 6.5. Hypermedia Controls

### 6.6. Protocol Bindings

### 6.7. WoT System Components and their Interconnectivity

# Document Structure (arch 1.0)

## 7. WoT Building Blocks

### 7.1. WoT Thing Description

### 7.2. WoT Binding Templates

### 7.3. WoT Scripting API

### 7.4. WoT Security and Privacy Guidelines

## 8. Abstract Servient Architecture

## 9. Example WoT Deployments

## 10. Security and Privacy Considerations

# Proposed Architecture 1.1

## Document Structure

# Proposed Document Structure (arch 1.1)

1. Introduction

2. Conformance

3. Terminology (+ delta for discovery, thing templates, profiles, lifecycle)

~~4. Use Cases~~

4.1. Application Domains -> Level 1 chapter (Verticals)

4.2. Common Patterns -> Level 1 chapter: (Horizontal) System Topologies

- new section on edge computing

4.3. placeholder chapter (e.g. System Designs / System Integration) for things that don't fit into 4.1. and 4.2

~~4.3. Summary~~

5. Requirements

5.1. Functional Requirements (+ delta from new requirements)

5.2. Technical Requirements (+ delta from new requirements)

# Proposed Document Structure (arch 1.1)

6. WoT Architecture -> Abstract System Architecture -> see next slide

6.1. Overview – split into subchapters for each system component, extend with discovery, digital twin, see next slide

6.2. Affordances

6.3. Web Thing

6.4. Interaction Model

6.5. Hypermedia Controls

+ Semantic annotations

+ Thing Model Concept - Templates

6.6. Protocol Bindings

6.7. WoT System Components and their Interconnectivity

# Abstract System Architecture

Rework existing chapter 6 and improve the structure.

Level two chapter: System Components

Separate subchapter that describes existing system components from arch 1.0:

- Thing
- Intermediate
- Consumer

New sections:

- Digital Twin <MichaelL>
- Discovery <MichaelM>
- Directory <MichaelM>



# Lifecycle

- New Subchapter under „Abstract System Architecture“
- Introduction (Zoltan and MichaelL)
- System Lifecycle <MichaelL>
- Thing Lifecycle <Zoltan>
- Information Lifecycle <MichaelM>

# Proposed Document Structure (arch 1.1)

## 7. WoT Building Blocks

### 7.1. WoT Thing Description

Thing Model

Discovery

### 7.2. WoT Binding Templates

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Bug fixes,  
Corrigenda items