

TPAC 2019, Sept 2019

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W3C Web of Things



Goal: Support IoT Interoperability via Open Standards

W3C WoT Interest Group (IG)

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

- Started spring 2015
- ~200 participants
- Informal work and outreach
- "PlugFest" validation with running code
- Exploration of new building blocks
- "OpenDays" with external speakers
- Liaisons and collaborations with other organizations and SDOs
- Second Workshop on Web of Things held 3-5
 June 2019 in Munich
- Charter renewal submitted Sept 2019

W3C WoT Working Group (WG)

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

- Started end of 2016 (effectively Feb 2017)
- ~100 participants
- Normative work on specific deliverables
- W3C Patent Policy for royalty-free standards
- Only W3C Members and Invited Experts
- Architecture and Thing Description were published as Candidate Recommendations on 16 May 2019
- Notes published on Protocol Bindings,
 Security, and Scripting API
- Charter renewal in progress; work items and deliverables under discussion

W3C Web of Things – Building Blocks



WoT Architecture

Overarching umbrella with architectural constraints and guidance on how to use and combine building blocks.

WoT Thing Description

WoT Thing Description (TD)

JSON-LD representation format to describe Thing *instances* with **metadata**. Uses **formal interaction model** and **domain-specific vocabularies** to uniformly describe how to use Things, which enables semantic interoperability.



Security Guidelines

HTTP

Behavior

Interaction Affordances

Data Schemas

Security Configuration

Protocol Binding(s)

CoAP

WoT Scripting API

Standardized **JavaScript** object API for an IoT runtime system **similar to the Web browser**. Provides an interface between applications and Things to simplify IoT application development and enable **portable apps** across vendors, devices, edge, and cloud.

WoT Binding Templates

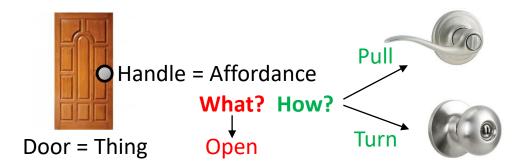
Capture how the **formal Interaction Model** is mapped to concrete protocol operations (e.g., CoAP) and platform features (e.g., OCF). These templates are re-used by concrete TDs.

Published Candidate Recommendations



WoT Architecture

- Constraints
 - Things must have TD (W3C WoT)
 - Must use hypermedia controls (general WoT)
 - URIs
 - Standard set of methods
 - Media Types
- Interaction Affordances
 - Metadata of a Thing that shows and describes the possible choices (what) to Consumers, thereby suggesting how Consumers may interact with the Thing



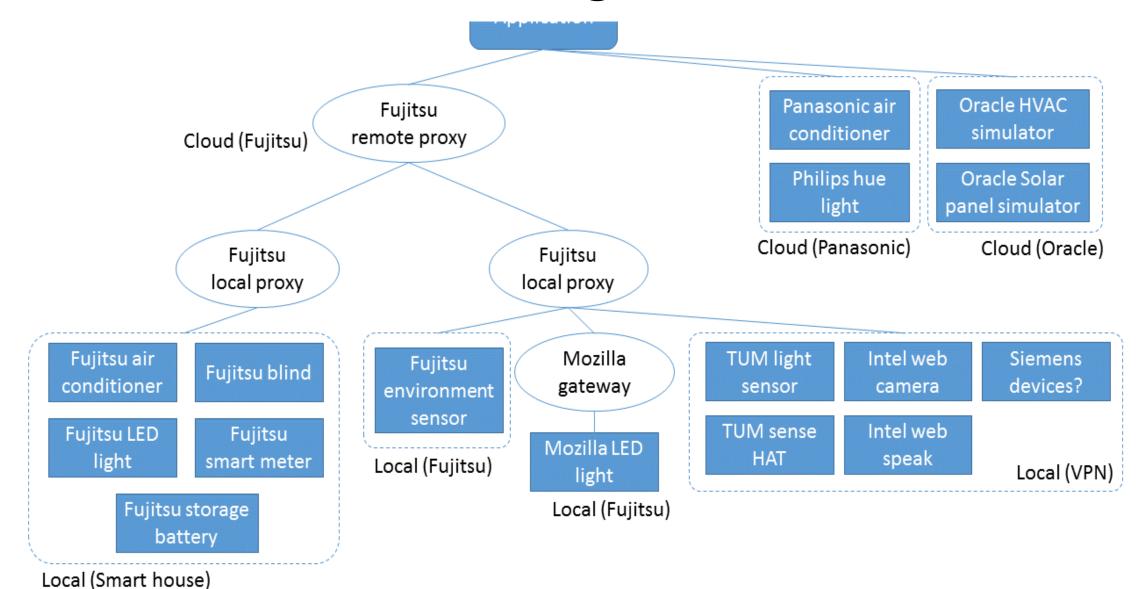
WoT Thing Description (TD)

```
"@context": |
  "https://www.w3.org/2019/wot/td/v1",
 { "iot": "http://iotschema.org/" }
"id": "urn:dev:org:32473:1234567890",
"title": "MyLEDThing",
"description": "RGB LED torchiere",
"@type": ["Thing", "iot:Light"],
"securityDefinitions": ["default": {
 "scheme": "bearer"
"security": ["default"],
"properties": {
 "brightness": {
    "@type": ["iot:Brightness"],
    "type": "integer",
    "minimum": 0,
    "maximum": 100,
    "forms": [ ... ]
 actions": {
 "fadeIn": {
```



Plugfest Devices Kanazawa Osaka Panasonic Panasonic Fujitsu Fujitsu **Smart Meter LED Light** Air Con. Cleaner Fujitsu Fujitsu Panasonic Panasonic Blind (open) Blind (close) B. Board 1 B. Board 2 Fujitsu Fujitsu Panasonic Air Conditioner Local Proxy Philips Hue Cloud Fujitsu Oracle Oracle Oracle Oracle Remote Proxy HVAC D.T. Sim. Blue-Pump D.T. Sim. Festo Plant D.T. Sim. Solar Panel D.T. Sim. Fujitsu Panasonic Panasonic Panasonic Panasonic Philips Hue (Sim.) Room Light (Sim.) **IoT Cloud Service** Remote Proxy Air Con. (Sim.) Cleaner (Sim.) Fukuoka Mozilla Fujitsu 1234 Panasonic Google Home WebThings Gateway Local Proxy B. Board 3 **Hybridcast Connect** Panasonic Panasonic Panasonic Panasonic Air Con. (Sim.) Cleaner (Sim.) Philips Hue (Sim.) Room Light (Sim.) Applications NHK Fujitsu TU Munich Intel Intel Smart mirror / Sense HAT Simple Web Camera Web Speak refrigerator disp. Fujitsu Rotary Beacon Fujitsu Fujitsu TU Munich Fujitsu Fujitsu Buzzer Env. Sensor Agri. Sensor Wearable Sensor **Light Sensor**

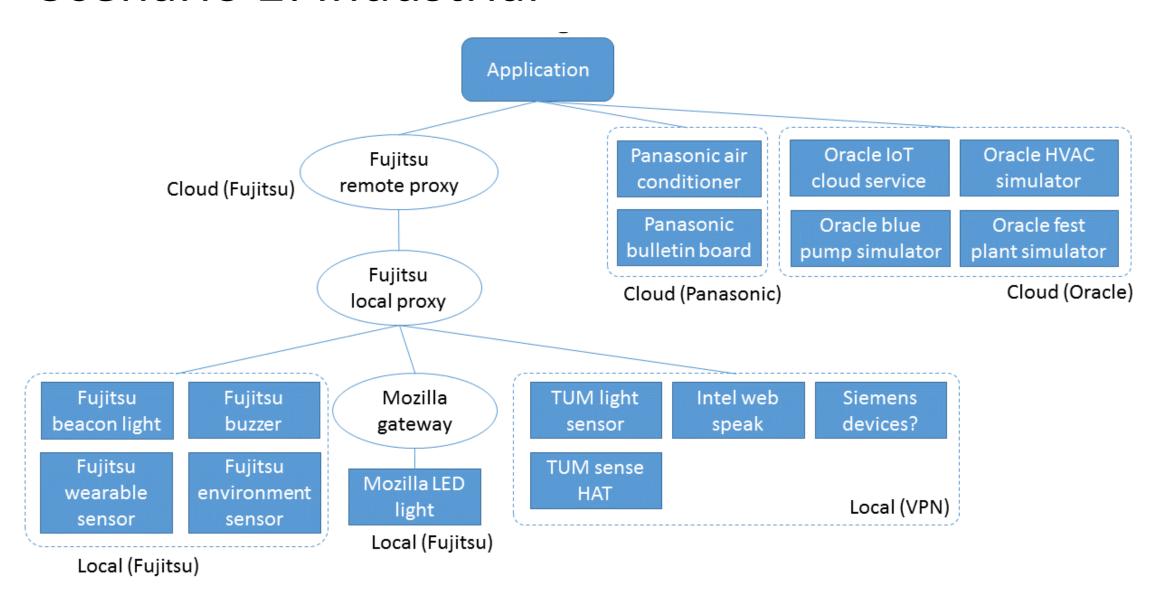
Scenario 1: Home/Building

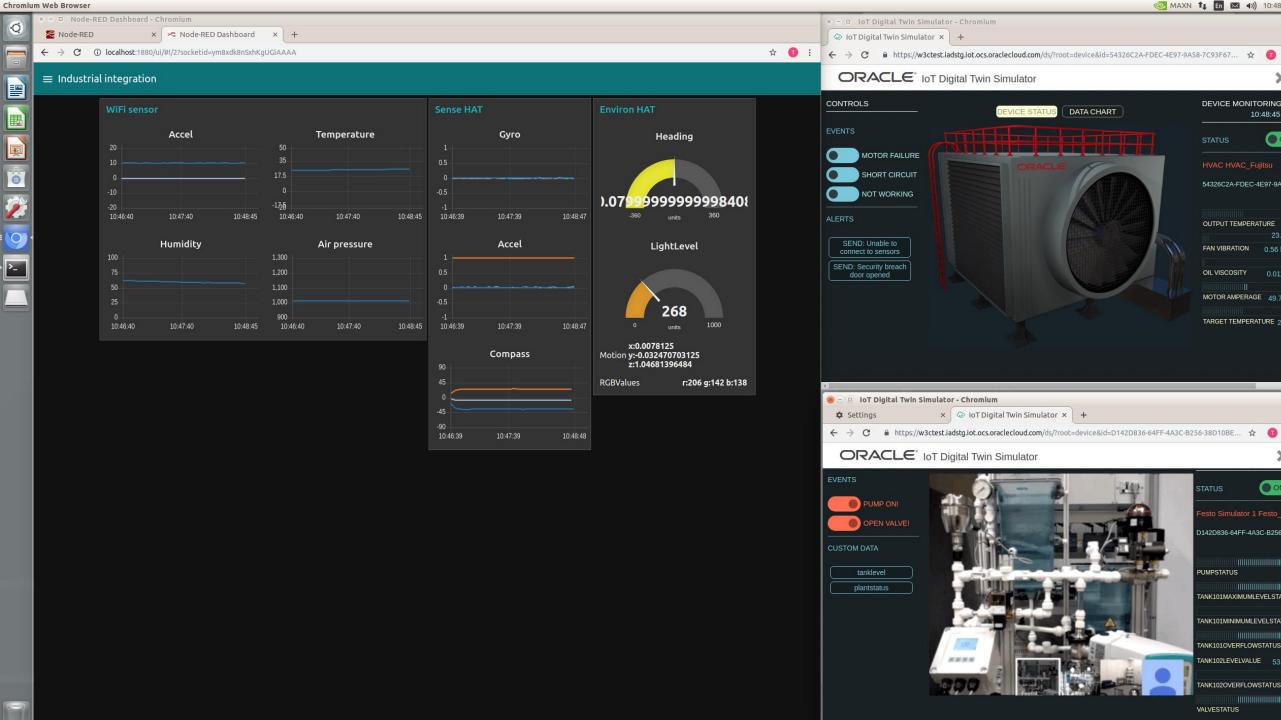






Scenario 2: Industrial

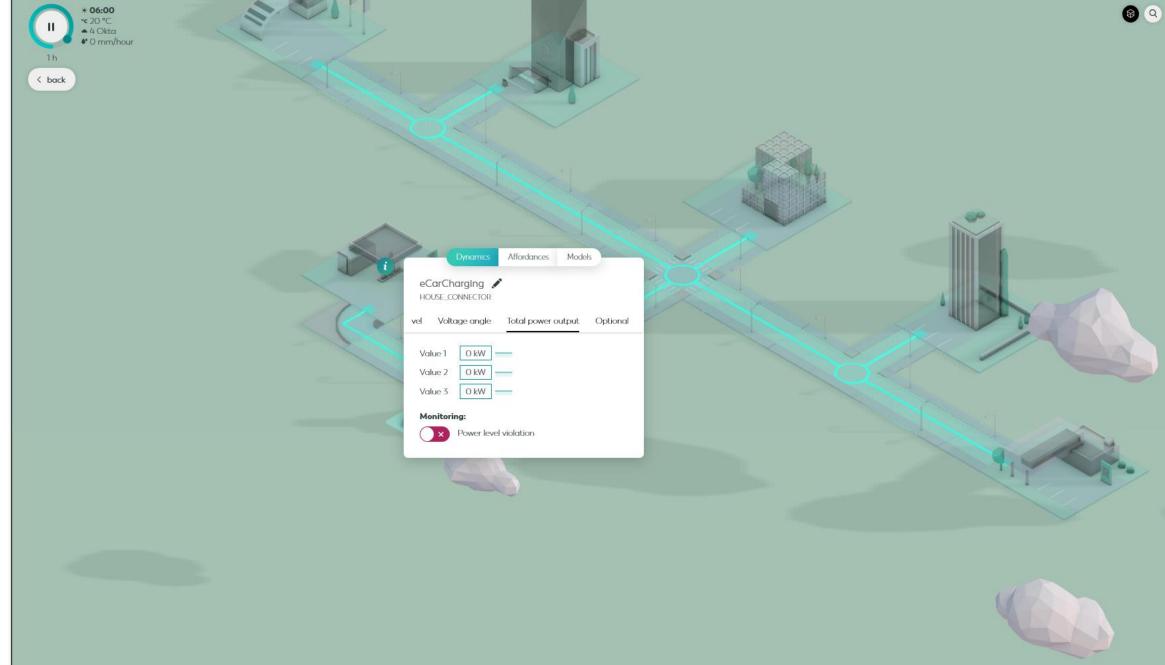






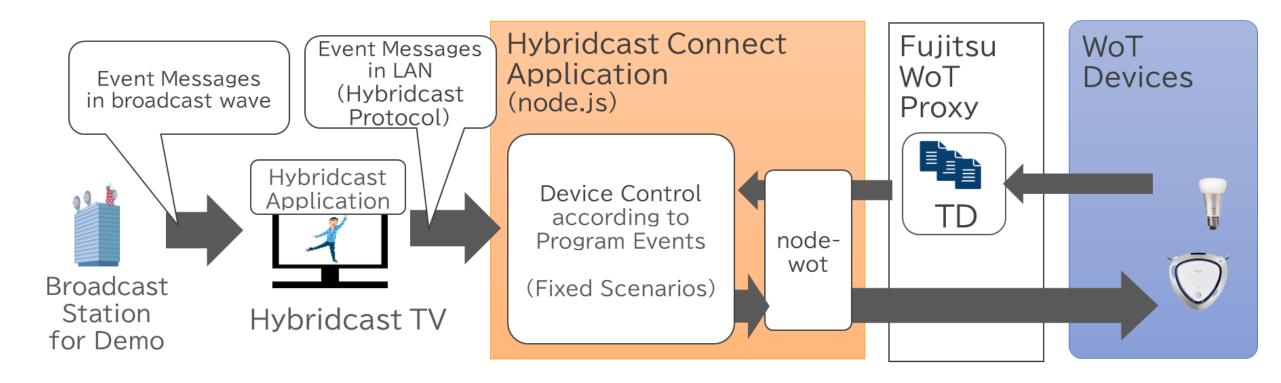
0 kW15 kW50 kW

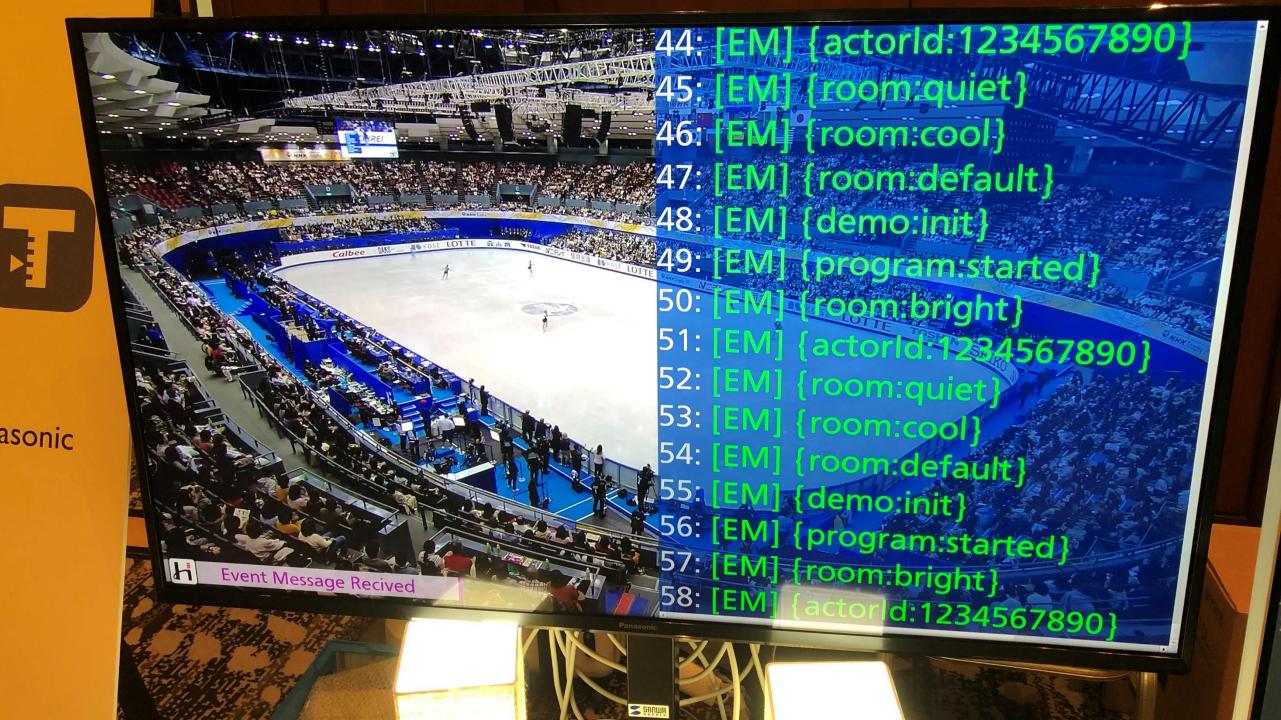






NHK Hybridcast Integration





Orchestration

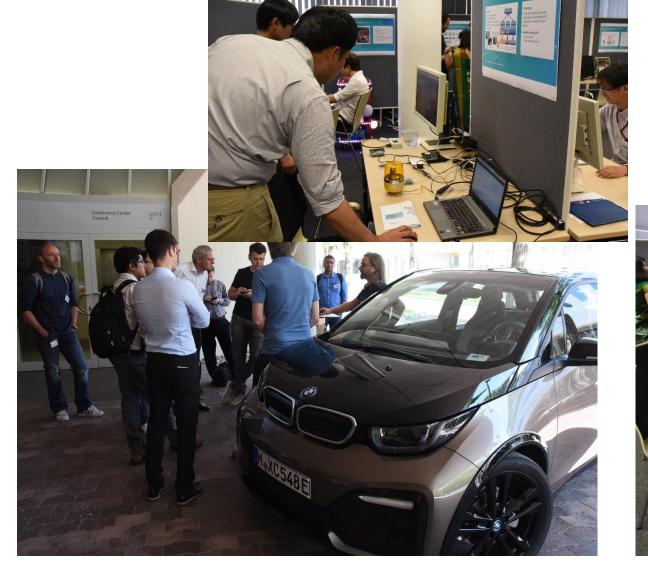
Node-RED

catch: all Scenario control Run / Suspend Update flow.operationStatus Monitor PIR msg.payload Initial trigger 1 delay 1s IsLocalDevicesEnabled CheckHttpResponse CheckHumanDetection GenMessage set msg.payload Human detection Monitor Intensity Initial trigger 1 **OperationControl** IsTUMEnabled delay 1s GetIntensity CheckHttpResponse EnviroPHat-lightLevel

node-wot

```
WoTHelpers.fetch("coap://localhost:5683/counter").then( async (td) => {
 // using await for serial execution (note 'async' in then() of fetch())
 try {
  let thing = await WoT.consume(td);
  console.info("=== TD ===");
                                                               THINGWEB
  console.info(td);
  console.info("=======");
  // read property #1
  let read1 = await thing.readProperty("count");
  console.info("count value is", read1);
  // increment property #1 (without step)
  await thing.invokeAction("increment");
  let inc1 = await thing.readProperty("count");
  console.info("count value after increment #1 is". inc1):
  // increment property #2 (with step)
  await thing.invokeAction("increment", {'step' : 3});
  let inc2 = await thing.readProperty("count");
  console.info("count value after increment #2 (with step 3) is", inc2);
  // decrement property
  await thing.invokeAction("decrement");
  let dec1 = await thing.readProperty("count");
  console.info("count value after decrement is", dec1);
 } catch(err) {
 console.error("Script error:", err);
}).catch( (err) => { console.error("Fetch error:", err); });
```

WoT Workshop: Munich 2019





W3C WoT Resources



- W3C WoT Wiki
 - https://www.w3.org/WoT/IG/wiki (IG/WG organizational information)
- W3C WoT Interest Group
 - https://www.w3.org/2016/07/wot-ig-charter.html (charter)
 - https://lists.w3.org/Archives/Public/public-wot-ig/ (mailing list)
 - https://github.com/w3c/wot (technical proposals)
- W3C WoT Working Group
 - https://www.w3.org/2016/12/wot-wg-2016.html (charter)
 - https://www.w3.org/WoT/WG/ (dashboard)

- W3C WoT Candidate Recommendations
 - https://www.w3.org/TR/wot-architecture/
 - https://www.w3.org/TR/wot-thing-description/
- W3C WoT Working Drafts / Group Notes
 - https://www.w3.org/TR/wot-binding-templates/
 - https://www.w3.org/TR/wot-scripting-api/
 - https://www.w3.org/TR/wot-security/
- W3C WoT Editors' Drafts and Issue Tracker
 - https://github.com/w3c/wot-architecture/
 - https://github.com/w3c/wot-thing-description/
 - https://github.com/w3c/wot-binding-templates/
 - https://github.com/w3c/wot-scripting-api/
 - https://github.com/w3c/wot-security/
- Reference Implementation: node-wot
 - https://github.com/eclipse/thingweb.node-wot

Contacts



https://www.w3.org/WoT/WG/

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