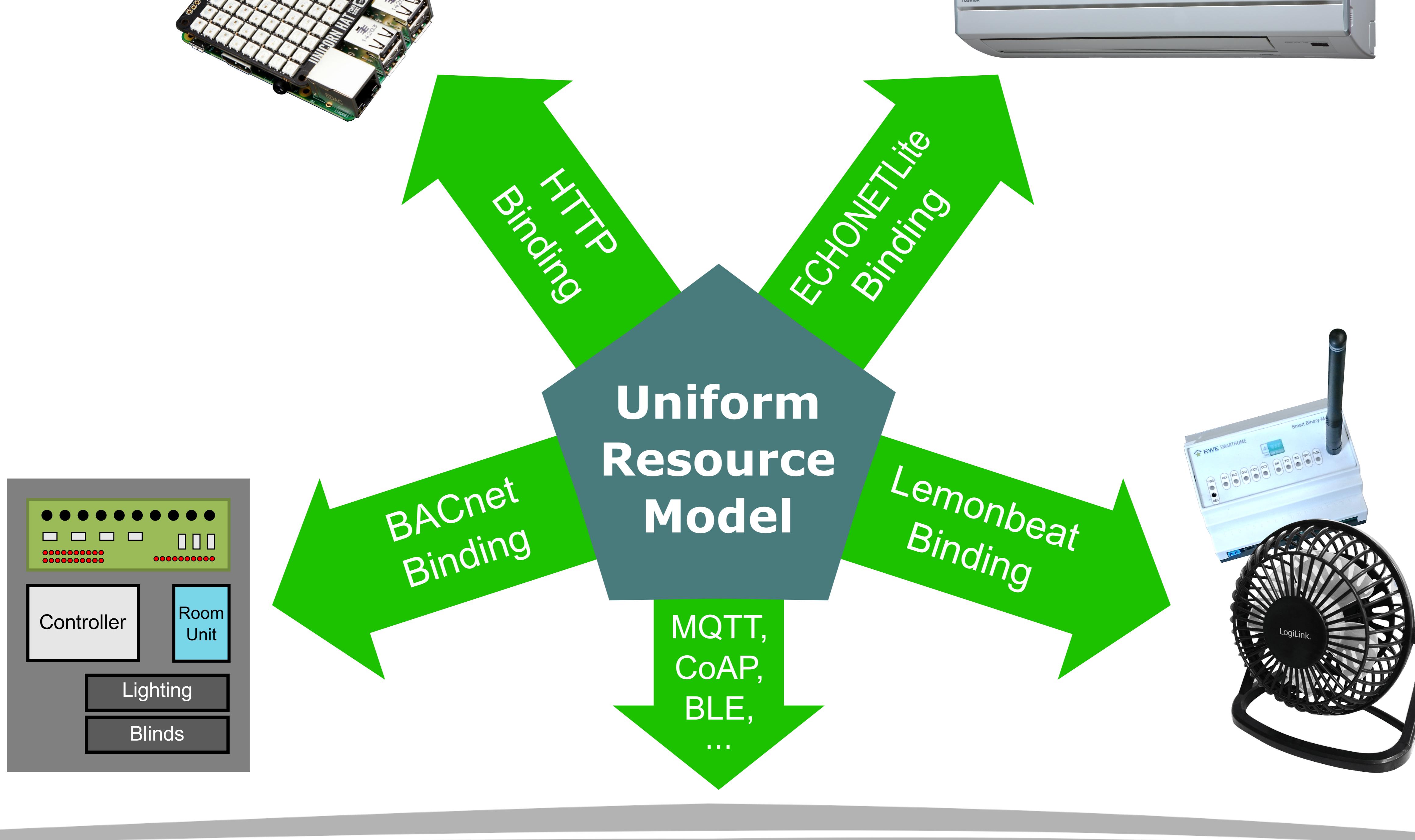


THINGS

Status Quo: Incompatible Protocols



The Web of Things Approach



Protocol Bindings

- WoT has a uniform resource model with a small set of basic interactions
- The Thing Description contains explicit information how WoT interactions map to a specific protocol or protocol dialect of individual IoT platforms
- Abstraction to a common interaction model enables multi-protocol stacks and automatic translation

Web of Things at W3C

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