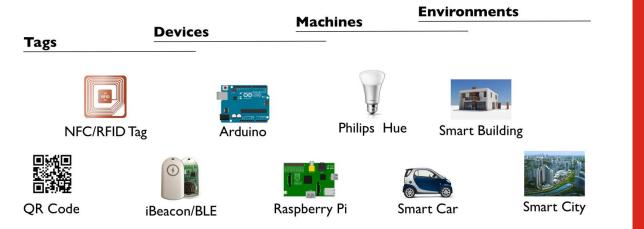




Panel: Web of Things

Dominique Guinard, EVRYTHNG & Webofthings.org Dave Raggett, W3C Federico Sismondi, F-Interop

Define IoT!





• DEFINITION:

The Internet of Things is a system of physical objects that can be discovered, monitored, controlled, or interacted with by electronic devices that communicate over various networking interfaces and eventually can be connected to the wider **Internet**.

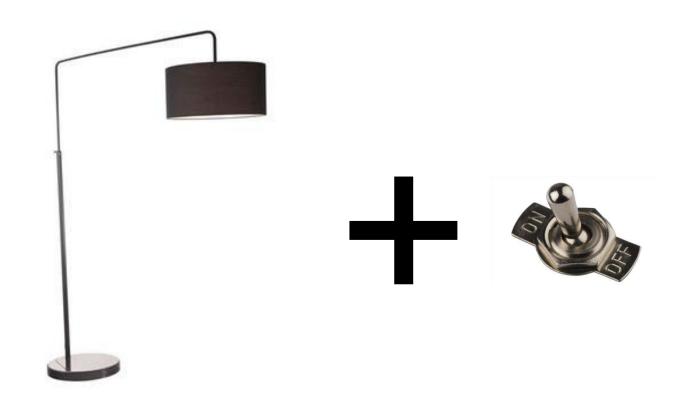
Computational power and complexity

Source: Building the Web of Things: book.webofthings.io Creative Commons Attribution 4.0 "

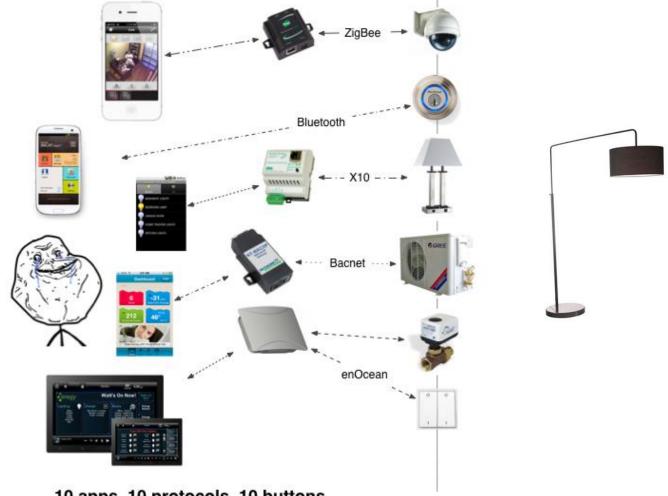
The IoT is a science primarily focusing on creating the most complex ways of turning lights on.

[@domguinard]

Pre IoT



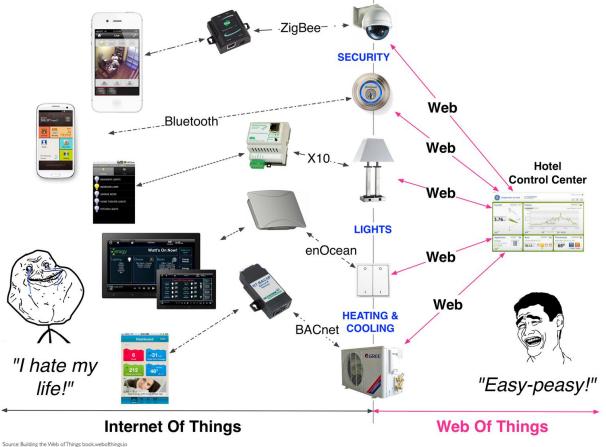
Post IoT



10 apps, 10 protocols, 10 buttons

Enters the Web of Things!





The Web of Things is a refinement of the Internet of Things by integrating smart things not only into the Internet (network), but into the Web Architecture (application)

"

Easier to program, faster to integrate data and services, simpler to prototype, deploy, and maintain large systems



HTTP, HTML, JSON, ...



Application Level (OSI layer 7)

Web of Things

HTTP, JSON, WebSockets, ...

Internet

TCP/IP, Ethernet, ...



Encoding & Transport (OSI layers 1-6)

Internet of Things

Bluetooth, ZigBee, Wi-Fi, ...

More lightweight and optimized for embedded devices (reduced battery, processing, memory and bandwidth usage), more bespoke and hard-wired solutions

Researching the Web of Things...



Diss. ETH No. 19890

Building Blocks for a Participatory Web of Things: Devices, Infrastructures, and Programming Frameworks

> A dissertation submitted to the ETH ZURICH

> > for the degree of DOCTOR OF SCIENCE

Presented by

Mihai Vlad Trifa

Dipl. Ing. EPFL

Born on 12 March 1982, in Oradea, Romania
citizen of Bex (VD), Switzerland

accepted on the recommendation of Prof. Dr. Friedemann Mattern, examiner Prof. Dr. Cesare Pautasso, co-examiner Prof. Dr. Gero Mühl, co-examiner

2011

A Web of Things Application Architecture - Integrating the Real-World into the Web

A dissertation submitted to ETH ZURICH

> for the degree of DOCTOR OF SCIENCE

Presented by

Dominique Guinard

M.Sc. in Computer Science, University of Fribourg
born February 27, 1981
citizen of Switzerland

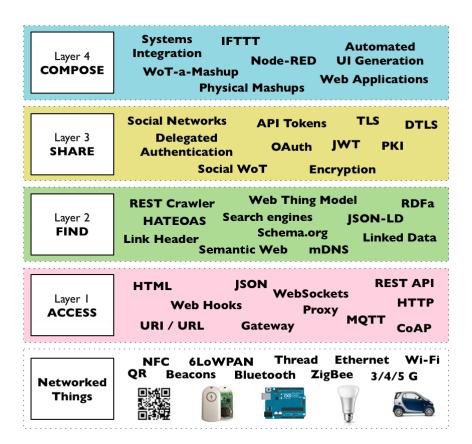
accepted on the recommendation of Prof. Dr. Friedemann Mattern, examiner, ETH Zurich Prof. Dr. Gustavo Alonso, co-examiner, ETH Zurich Prof. Dr. Sanjay Sarma, co-examiner, MIT Boston

2011

Dominique Guinard

<u>A Web of Things Application Architecture – Integrating the Real-World into the Web.</u>

PhD thesis No. 19891, ETH Zurich, Zurich, Switzerland, August 2011



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39% off "Building the Web of Things" with code "39guinard" on http://manning.com

Web Thing Model & Semantic Web

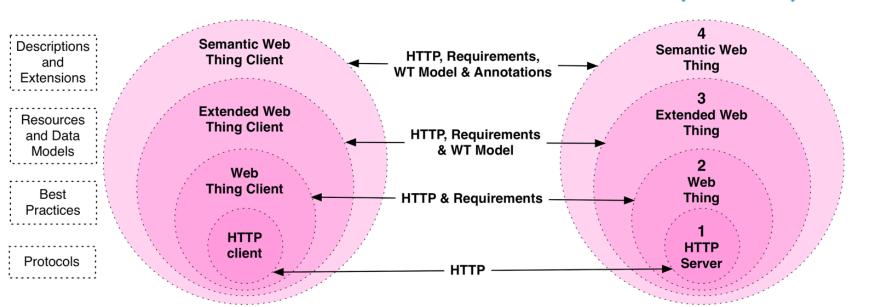




http://model.webofthings.iohttp://gateway.webofthings.io

Web Thing Model

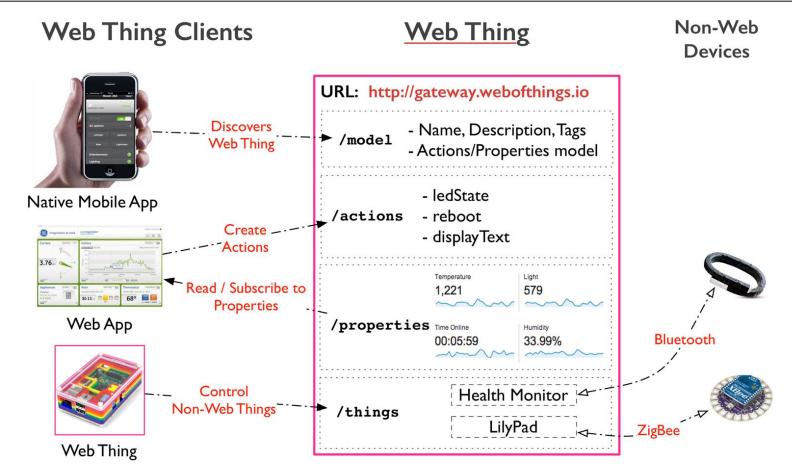
W3C Member Submission 24 August 2015



Source: Building the Web of Things: book.webofthings.io Creative Commons Attribution 4.0

Web Thing Model Resources

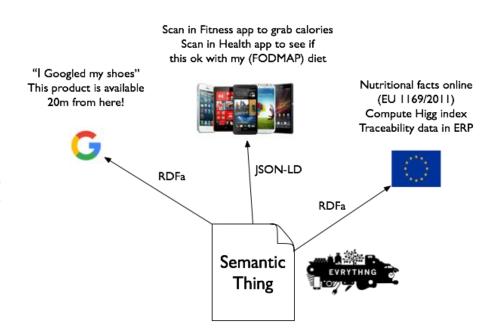




Say Hi to the Semantic Web (of Things!)



- Semantic extensions [via JSON-LD]
 - Enhance semantics: What is that Thing really?
 - Schema.org
- More details:
 - https://www.w3.org/Submission/2015/
 SUBM-wot-model-20150824/#web-things-model



In use @EVRYTHNG on billions of products!











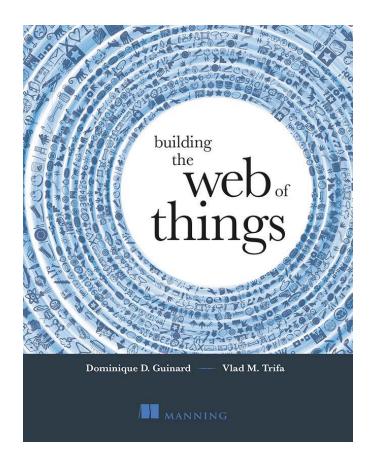




Some questions



- What do you think the Web can bring to the IoT?
- Do you think we will see convergence in IoT protocols?
- Why does interoperability matter?
- What future evolutions of the Web itself could benefit the IoT?
- What are the requirements for the interaction model exposed to applications?
- How to enable end to end trust and security across different IoT platforms?
- How to enable semantic interoperability (after explaining what that means) ?
- How to deal with variations across vendors and IoT standards in respect to capabilities?



Building the Web of Things
Hands on technical workshop

Today:

4:15 - 6:00 PM Room 13

See also: TagItSmart booth @Exhibition Area

