ABSTRACTING AND INTERACTING WITH VEHICLES IN THE WEB OF THINGS

SECOND W3C WORKSHOP ON THE WEB OF THINGS Benjamin Klotz, Daniel Wilms, Raphaël Troncy and Daniel Alvarez ⊠ klotz@eurecom.fr





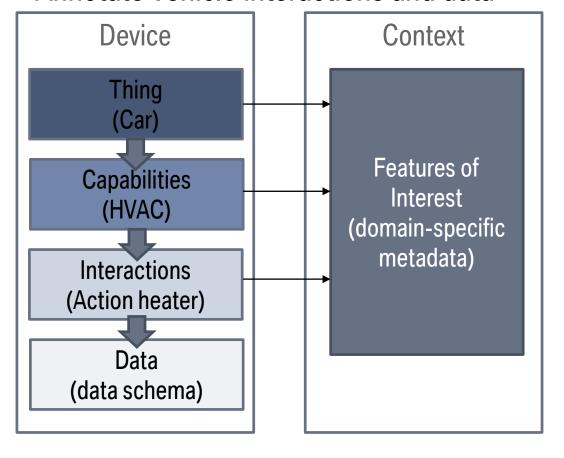






GOALS

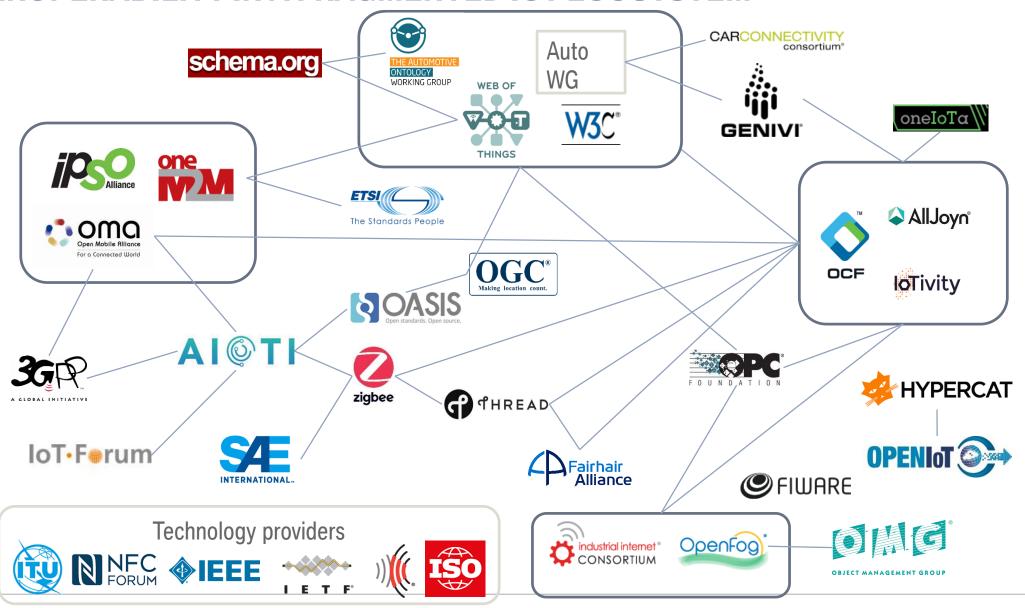
Annotate Vehicle interactions and data

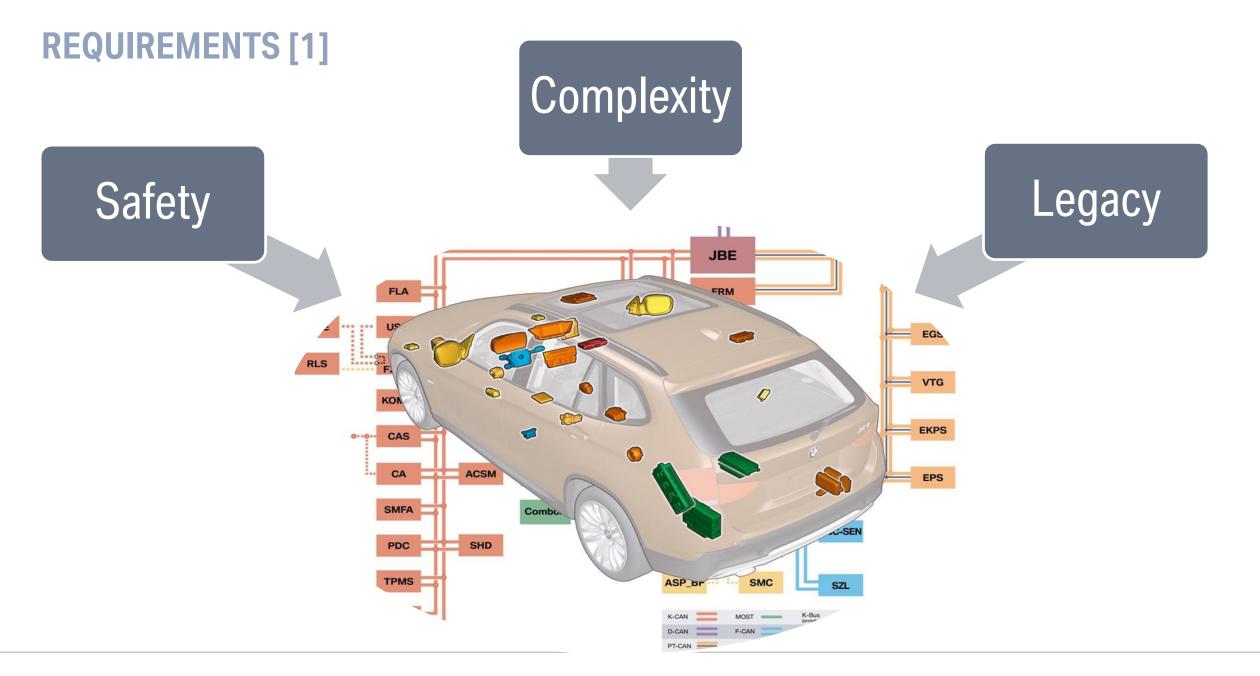


Interact with the many automotive domains



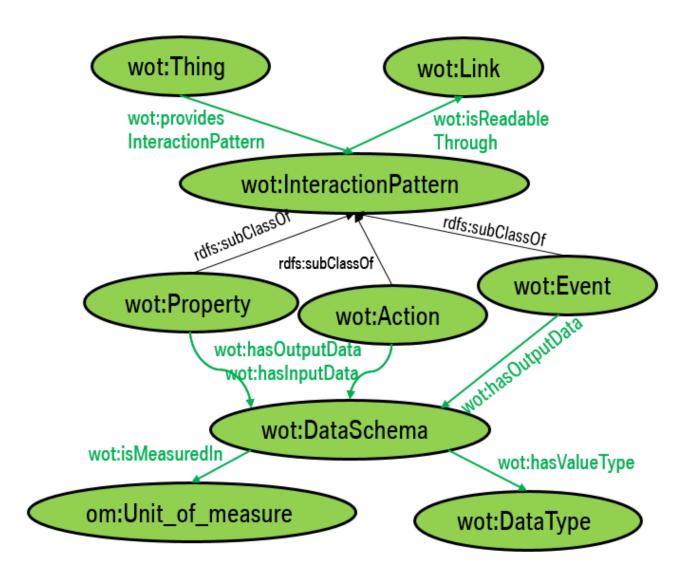
INTEROPERABILITY IN A FRAGMENTED IOT ECOSYSTEM





WOT ONTOLOGY [2]

- Define a wot: Thing
- Centered on wot:interactionPattern
 - Properties
 - Actions
 - Events
- Use dataSchema
 - Literal value
 - wot:DataType
 - om:Unit of measure



ABSTRACTING VEHICLES IN THE WEB OF THINGS





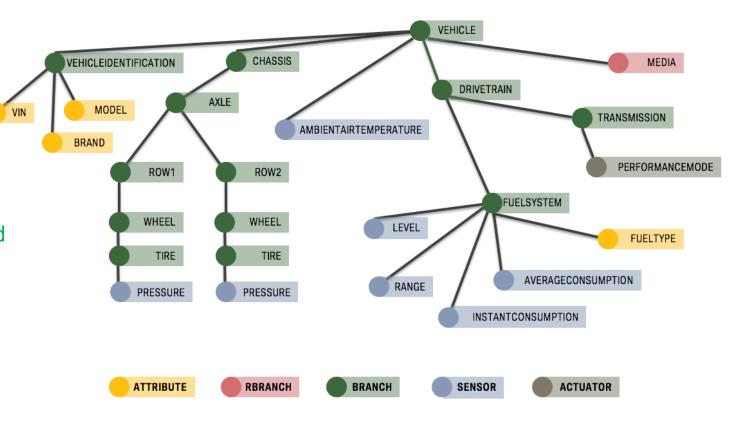
VEHICLE SIGNAL SPECIFICATION (VSS) [3]

Car-related concepts

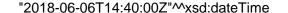
- 451 branches ("engine", "mirrors")
- 1103 leaves:
 - 43 attributes ("weight", "fuelType")
 - 1060 signals: (700 seat-related), 268 with unit

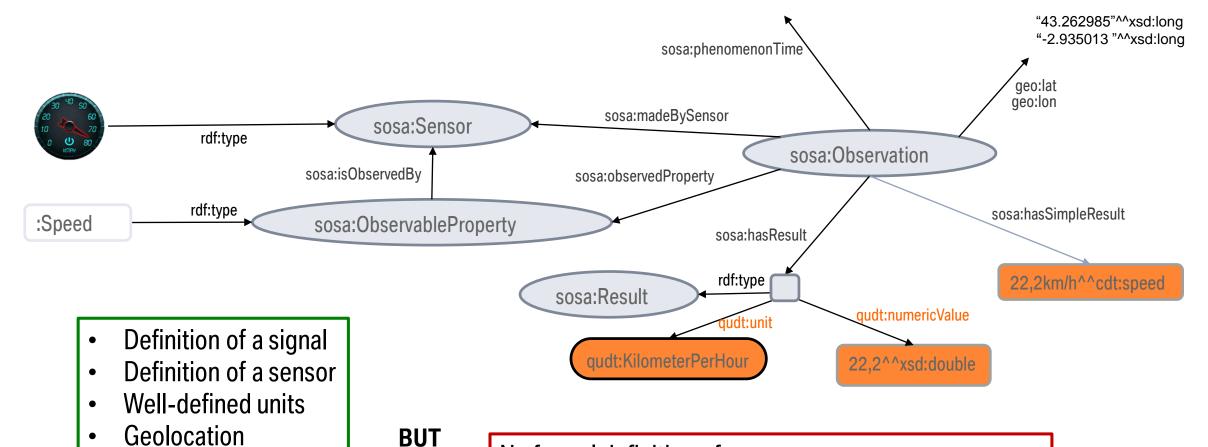
Examples:

- Gearbox-sensed speed: .Drivetrain.Transmission.Speed
- Engine speed: .Drivetrain.Engine.Speed
- GPS-sensed speed: .Cabin.Infotainment.Speed
- Left door lock: .Body.Row1.Door.Left.lsLocked
- Right mirror tilt: .Cabin.Mirror.Right.Tilt



SSN/SOSA PATTERN [4]



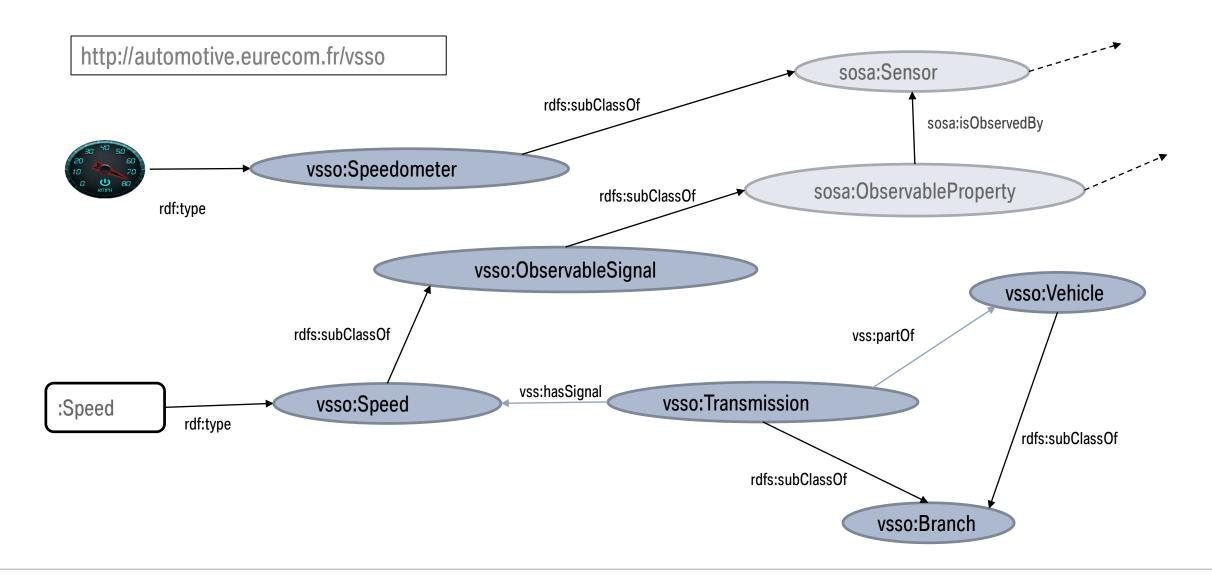


No formal definition of:

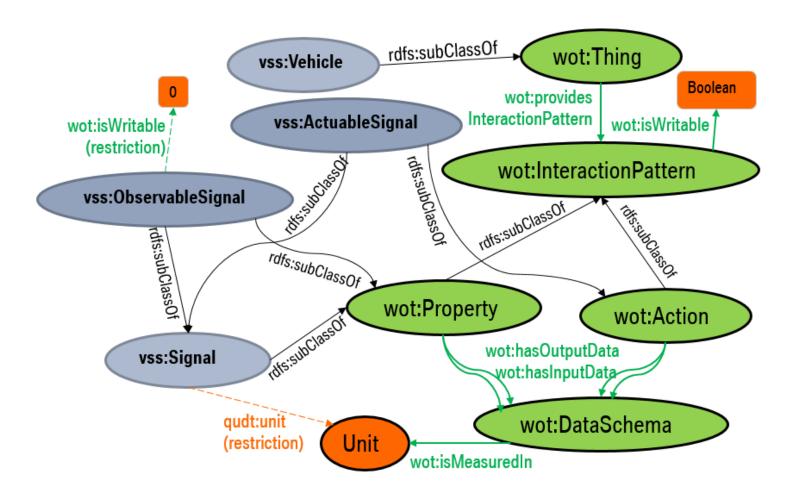
- "speed" or other observable properties
- "speedometer" or other car sensors/actuators
- "Car" or vehicle parts

BUT

DOMAIN ONTOLOGY (VSSO)



MAIN ALIGNMENT PATTERN (1) [5]

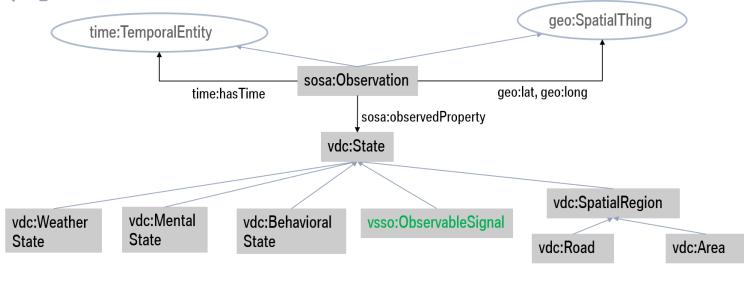


Modeling pattern:

- i. Vehicles are Things
- ii. Signals are properties Read-write depending on the signal type
- iii. Actuatable signals can be action
- iv. DataSchema use the domain Units

MAIN ALIGNMENT PATTERN (2) [6,7]





Event modeling pattern:

Class

rdfs:subClassOf

- i. Mapped to the Event Ontology[1]
- ii. Wot:Event≡event:Event
- iii. The FOI (Vehicle) is an Agent

DEMONSTRATION





VEHICLE THING DESCRIPTION

Thing

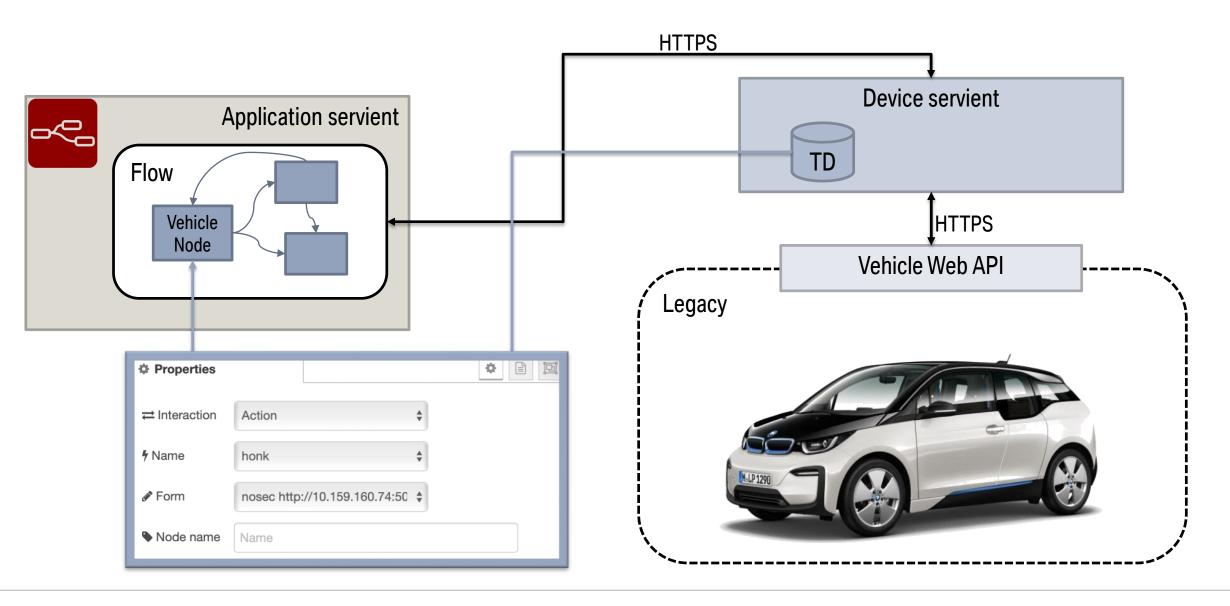
Actions

Properties

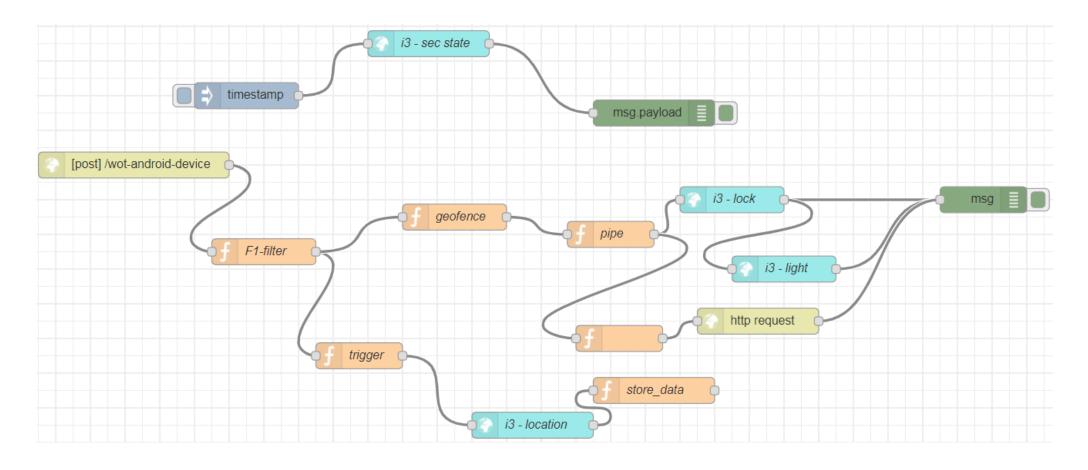
```
"actions": {
   "write-message": {
     "@type" : ["Action", "iot: Change Property Action"],
     "description": "Send message to the vehicle HMI",
     "safe": false,
     "idempotent": false,
     "input": {
       "type": "object",
        "properties": {
          "subject": {
            "type": "string"
          "message": {
            "type": "string"
        "required": ["subject", "message"]
     "forms": [{
       "href": "action/message",
        "contentType": "application/json",
       "op":"invokeaction"
    },
```

Semantics | Communication | Access

DEMO ARCHITECTURE



FLOW EXAMPLE (OPEN DAY)



When the user is far from the unlocked vehicle, the vehicle lock is activated

LESSONS LEARNED

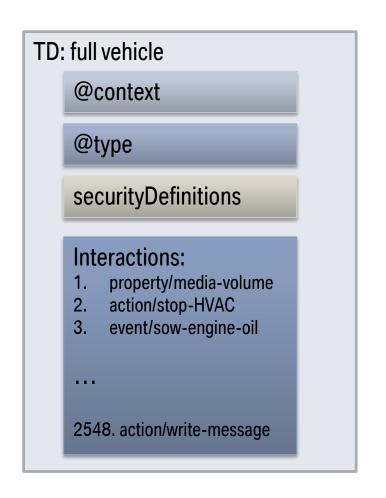
- 1. SAFETY SECURITY PRIVACY REQUIREMENTS ADAPTED TO THE (VEHICLE) WOT CAPABILITIES
- 2. DIVIDING COMPLEX THINGS
- 3. (INFRASTRUCTURE)

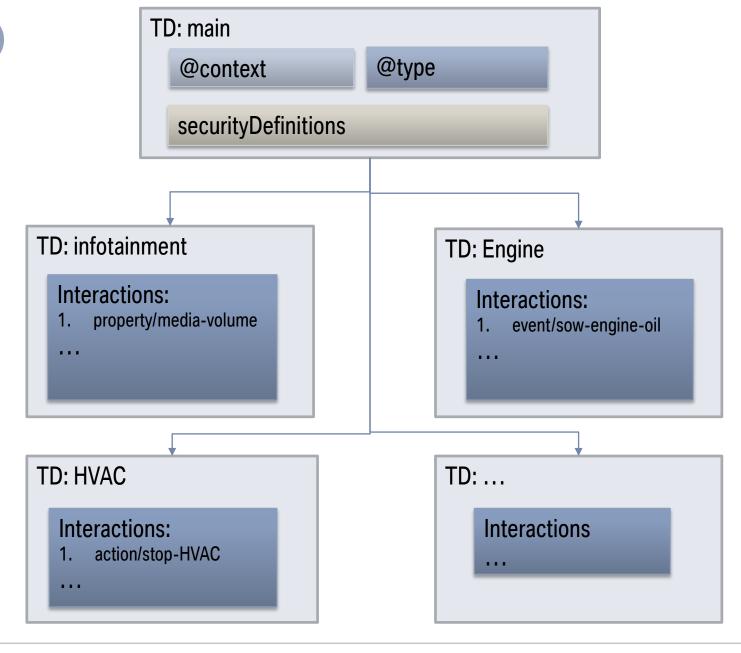




COMPLEX THINGS IN THE WOT (1)

Is a vehicle a Thing? A network of things?

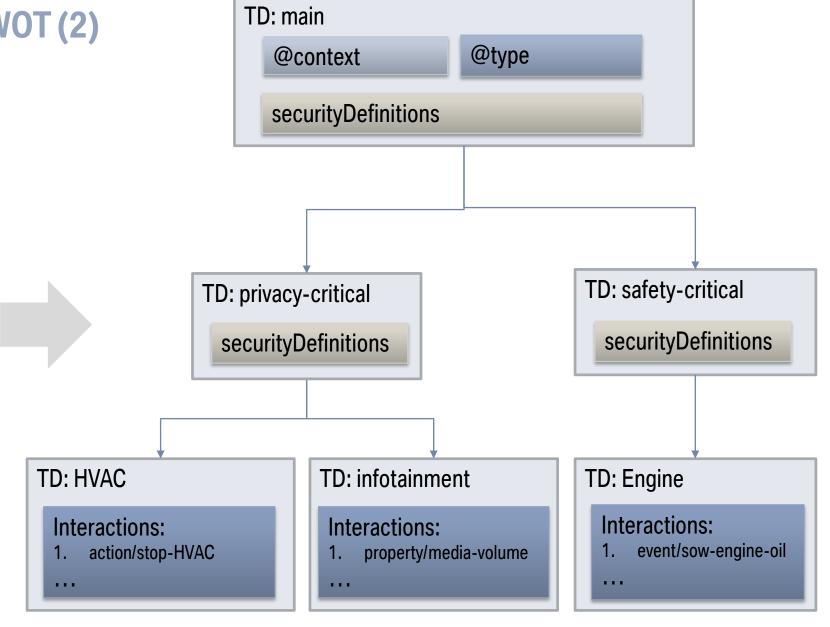




COMPLEX THINGS IN THE WOT (2)

Differing Safety, Security and Privacy?





QUESTIONS?

THANK YOU FOR YOUR ATTENTION

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