



# Semantic Web of Things (SWoT) An introduction

# Internet of Things (IoT)

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the slide, creating a modern, tech-oriented aesthetic. The text is centered on the left side of the slide.

# Internet of Things (1/3)

## ► *Physical* things connected to *Devices*

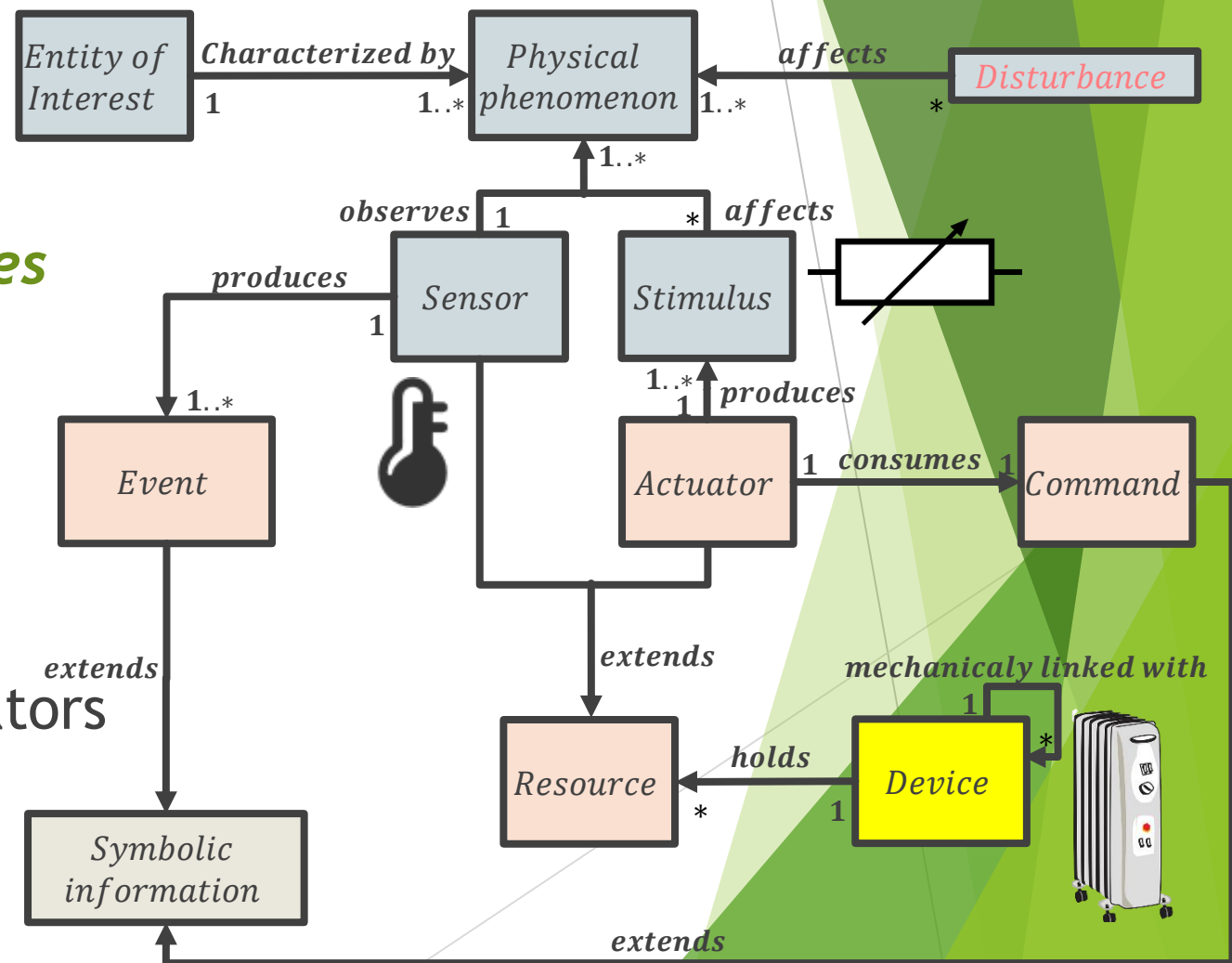


## ► A Device provides access to *resources*

- *Sensors*,
- *Actuators*.

## ► Devices can be...

- *Physically coupled* sensor & actuators
  - Heater (resistor + temp sensor).



# Internet of Things (2/3)

- ▶ An hardware layer to connect devices to the internet through *communication protocols*...

- ▶ Devices *accessibility*,
- ▶ Devices *unique identification*.



6LoWPAN



- ▶ As...

- ▶ Network of networks (gateways between heterogeneous protocols),
- ▶ Things over internet (gateways toward a common protocol).

- ▶ Devices can also be...

- ▶ *Logically coupled* sensor & actuators
  - ▶ Switch connected to a light.

ITU-T Study Group, "New ITU standards define the Internet of Things and provide the blueprints for its development," ITU, 2012.  
[Online]. Available on <http://www.itu.int/en/pages/default.aspx>

# Internet of Things (3/3)

## City/Infrastructure (41 Companies)



## Automotive (41 Companies)



## Healthcare (100 Companies)



## ▶ First Interoperability issue...

### ▶ Technological heterogeneity

- ▶ Internet is a common network and transport protocol to interconnect devices but still numerous ways to control devices and retrieve their data... that derives from the vast amounts of heterogeneous objects)
- ▶ Does not ensure interoperability between devices...

## Platform (82 Companies)



## Tags/Trackers (24 Companies)



Venture Scanner

## Agriculture (31 Companies)

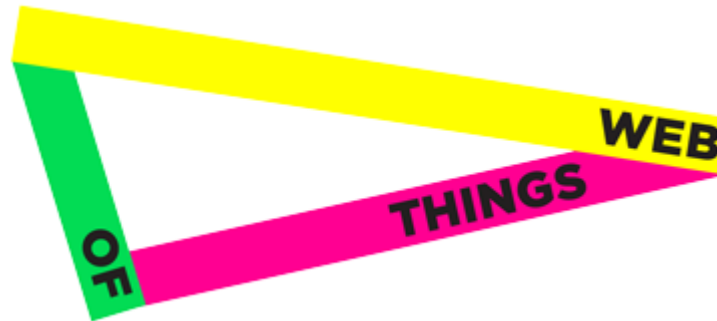


# Web of Things (WoT)

The background of the slide is white with abstract green geometric shapes on the right side. These shapes include overlapping triangles and polygons in various shades of green, ranging from light lime to dark forest green. The shapes are layered, creating a sense of depth and movement.

# Introduction

- ▶ Approaches, software architectural styles and programming patterns that **allow devices to be part of the World Wide Web...**
- ▶ Dominique Guinard -- PhD thesis (2011)
  - ▶ Four layers IoT common application architecture
    1. Accessibility,
    2. Findability,
    3. Sharing,
    4. Composition.



[A Web of Things Application Architecture - Integrating the Real-World into the Web.](#)

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

# Accessibility Layer

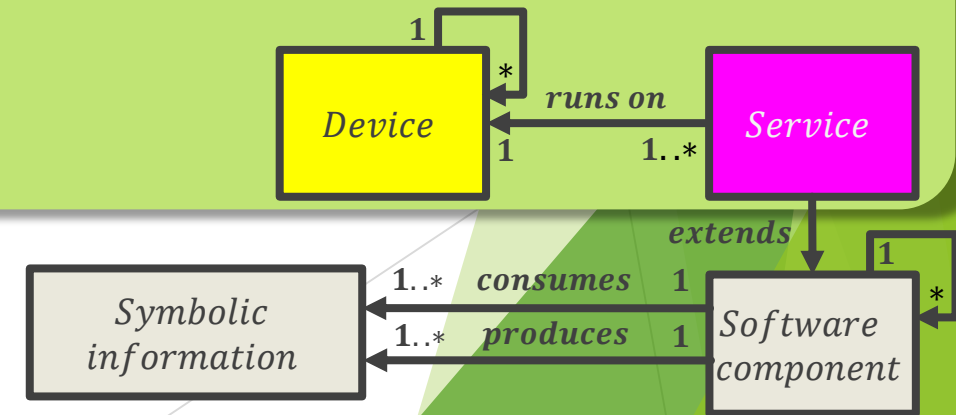
- ▶ Resource Oriented Architecture (ROA)
  - ▶ RESTful services & description (RSDL)
  - ▶ data centric: over HTTP (GET, POST, PUT, DELETE, etc.)
- ▶ Service Oriented Architecture (SOA)
  - ▶ SOAP services → WS-\* (functional control),
  - ▶ API descriptions (WSDL).



## ▶ A common & generic way to access devices data and API through gateways

- ▶ Devices technological abstraction,
- ▶ Fixing the IoT Technological Heterogeneity issue.

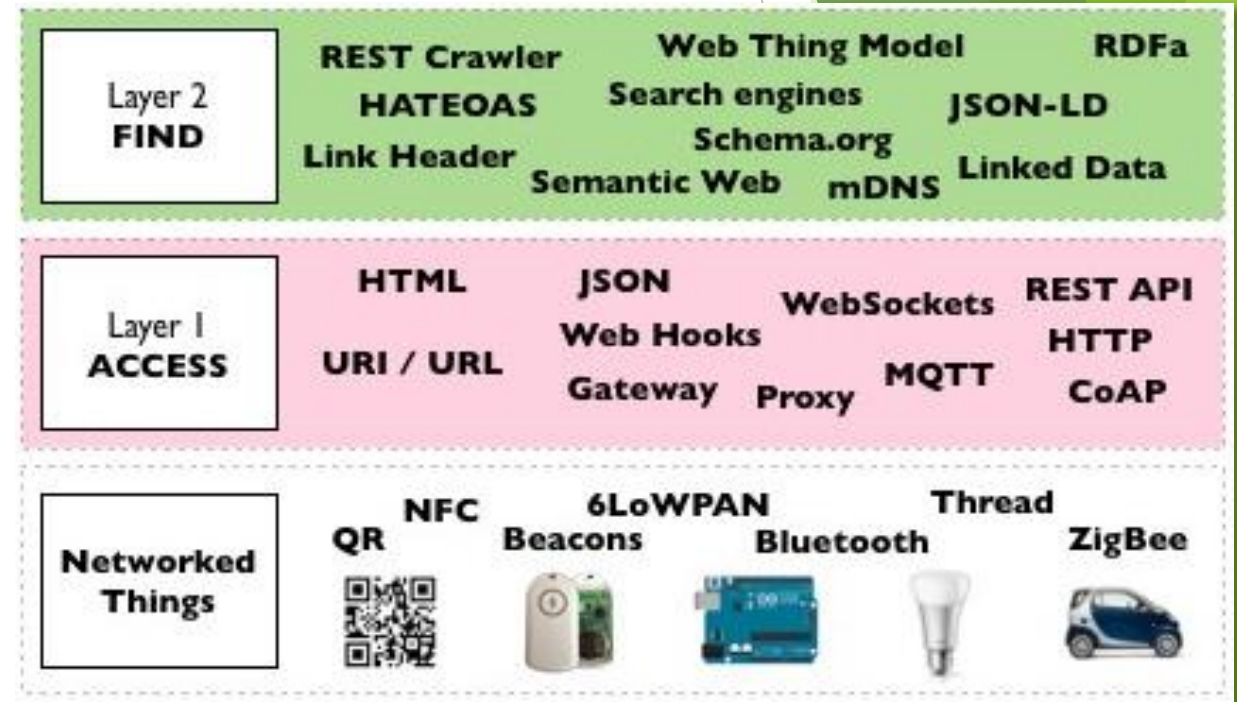
▶ Once devices are accessible to the web, web applications and tools can be used...





# Findability Layer

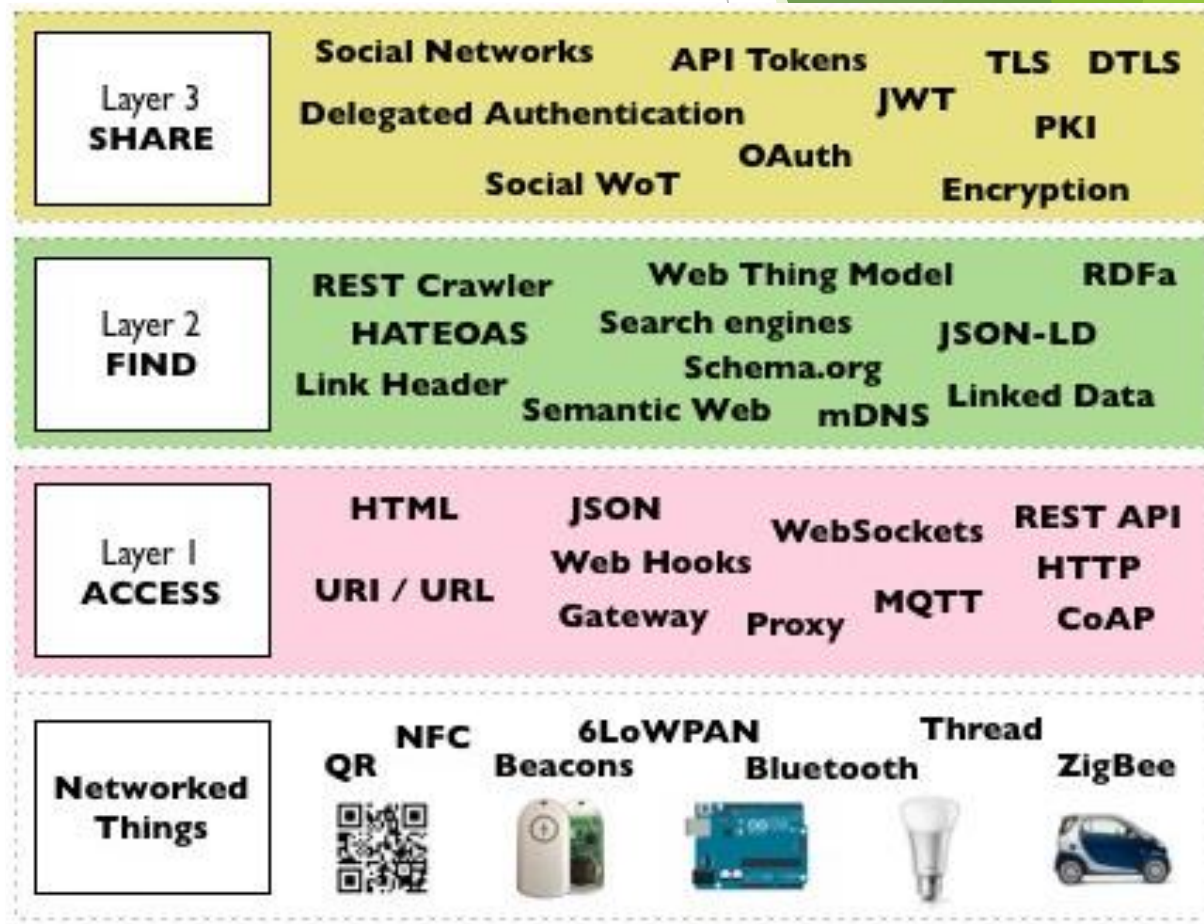
- ▶ Provides a way to **find** and **locate** relevant services (devices) on the Web
  - ▶ Search engines,
  - ▶ Crawlers,
  - ▶ Etc...
- ▶ **Metadata model** for describing smart things and their services...
  - ▶ **Integration/indexation of smart things to existing search engines,**
  - ▶ **Semantic annotations** based on microformat/RDFa to describe static properties (product, service) and dynamic properties (Location, Quality of Service).



<https://fr.wikipedia.org/wiki/Microformat>

# Sharing Layer

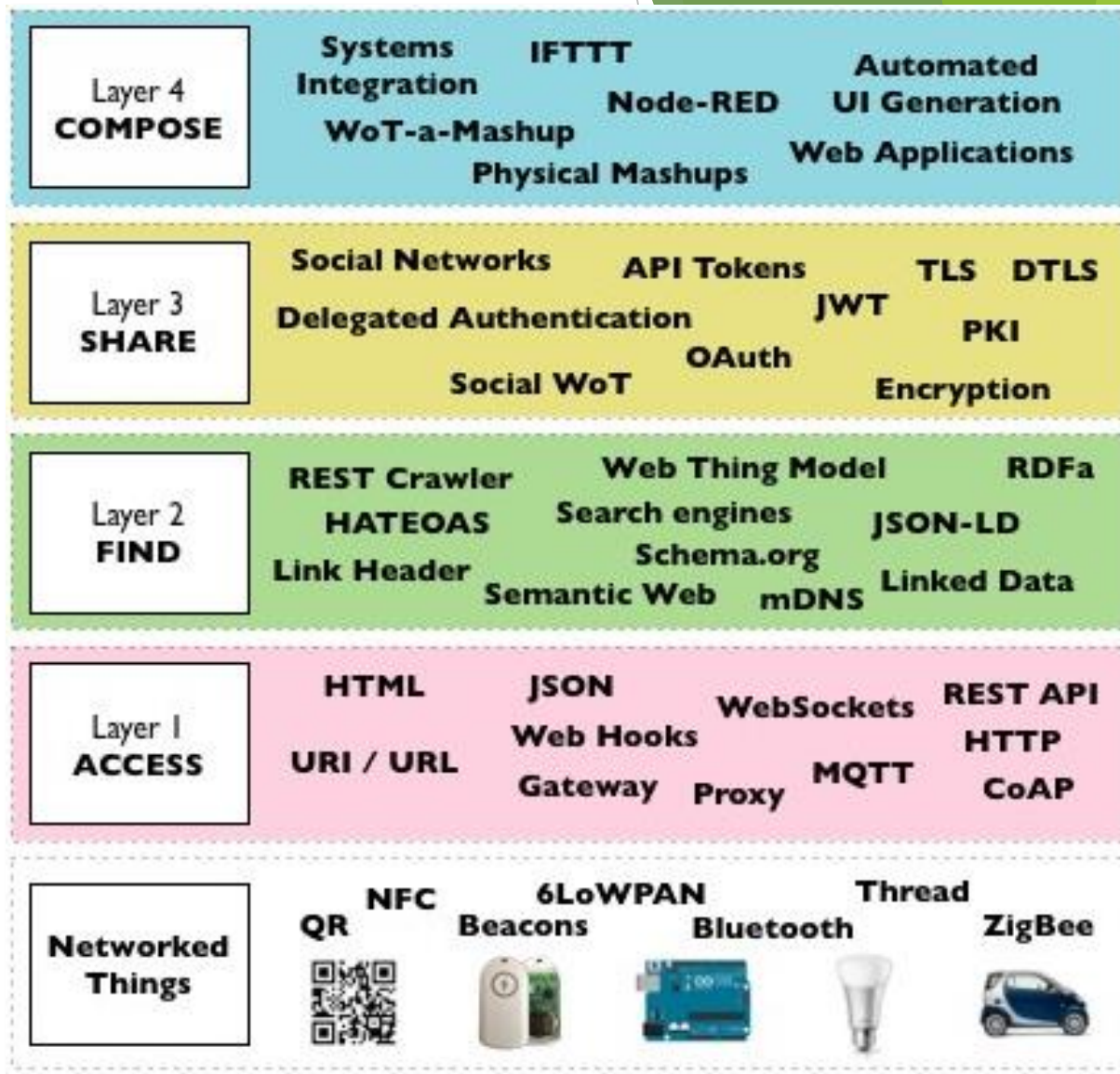
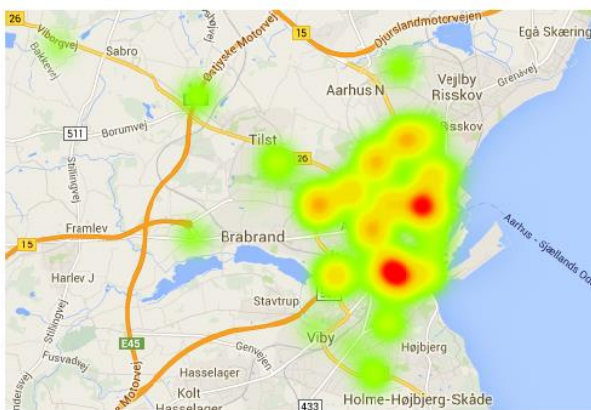
- ▶ Ensure data generated by devices are shared in an efficient and secure manner.
  - ▶ Security (encryption, authentication)
  - ▶ JWT, API tokens
  - ▶ Etc...



# Composition Layer

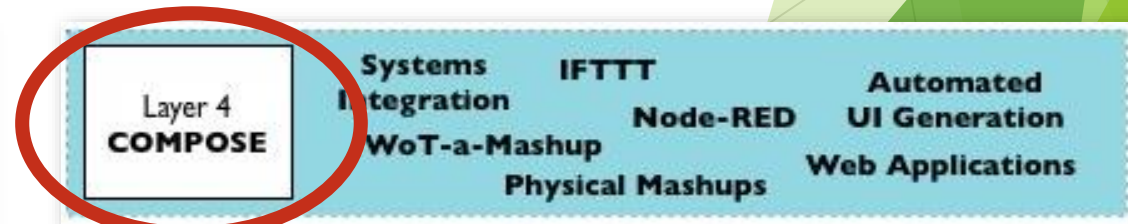
▶ Integrate the services and data offered by the devices into higher level Web tools:

- ▶ Analytics software,
- ▶ **Physical mashups, composite applications,**
- ▶ Etc...



# What's the problem?

- ▶ Second interoperability issue...
  - ▶ **Semantic heterogeneity**
    - ▶ Numerous devices, manufacturers, ways to describe Devices, services and data...
    - ▶ Numerous data sources and types...
- ▶ How to describe data to get it **machine understandable** and establish **collaboration** among devices (full interoperability) far beyond microformat, RDFa, ...?



# Problem illustration (1/2)



37.8° C

Sensor data



160.0° C

Sensor data



73.0° F

Sensor data



How machine can  
interpret data  
semantics?

# Problem illustration (2/2)



Looking for a display...



How machine can interpret devices functionality ?

WSDL, RSDL, etc... are syntactic descriptions; microformat/RDFa semantics descriptions are limited...

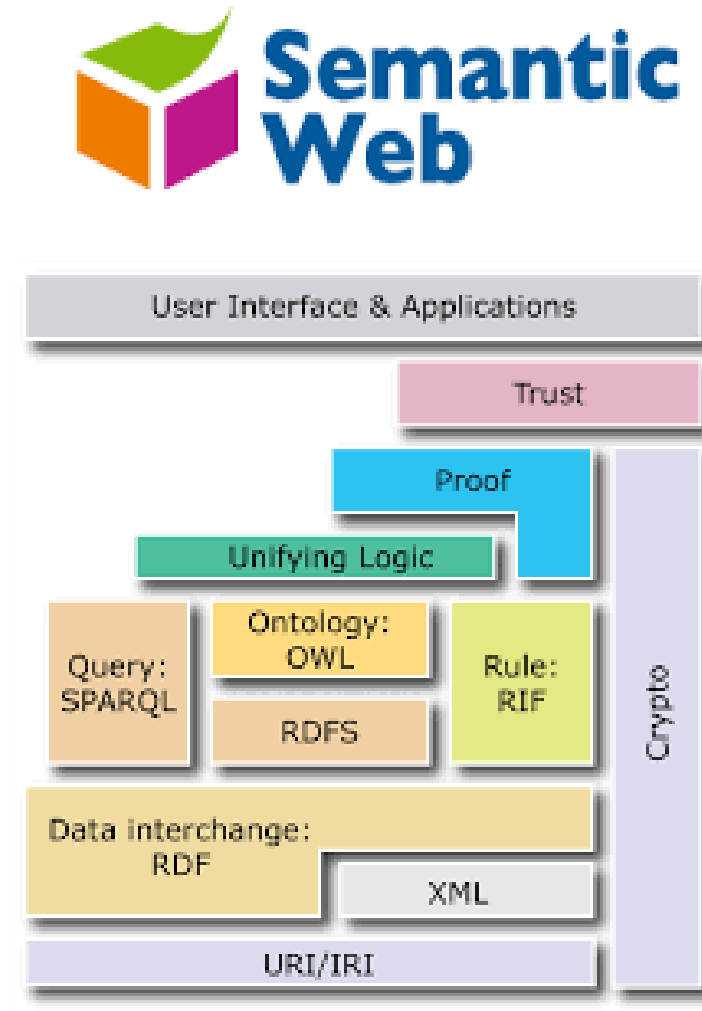
# Semantic Web of Things (SWoT)

Jara AJ, Olivieri AC, Bocchi Y, Jung M, Kastner W, Skarmeta AF (2014) **Semantic Web of things: an analysis of the application semantics for the IoT moving towards the IoT convergence.** Int J Web Grid Serv 10(2):244-272

# Introduction

- ▶ Reuse Semantic Web standards to explicitly (formally) describe things, devices, their services and the data they publish...  
**with semantically enriched annotations**
- ▶ In a nutshell:
  - ▶ Knowledge formal description (RDF, RDFS, OWL),
  - ▶ Enables Machine to Machine (M2M) communication.
  - ▶ Reasoning (Inference Rules),
  - ▶ Querying (SPARQL).

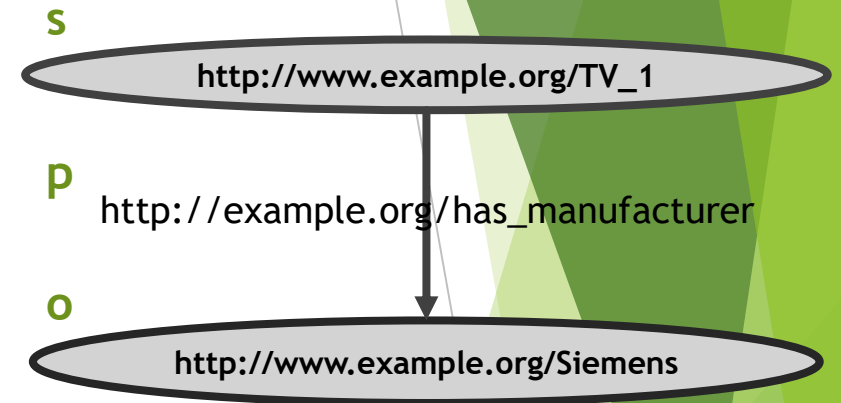
<https://www.w3.org/standards/semanticweb/>





# Semantic Web standards basics (1/4)...

- ▶ **Resource Description Framework (RDF)**
  - ▶ **RDF triple** (**s**ubject, **p**redicate, **o**bject)
    - ▶ Labelled connection between two resources,
    - ▶ **s**, **p** are URI (**unambiguous**),
    - ▶ **o** is URI or literal,
    - ▶ **p** states the relationship between **s** and **o**.
  - ▶ RDF triples are **directed labelled graph**.
- ▶ **Minimum vocabulary to describe the knowledge (taxonomy)**
- ▶ **Without restrictions / conditions...**
- ▶ RDFS & OWL family languages allows more expressivity needed to build ontologies...



# Semantic Web standards basics (2/4)...

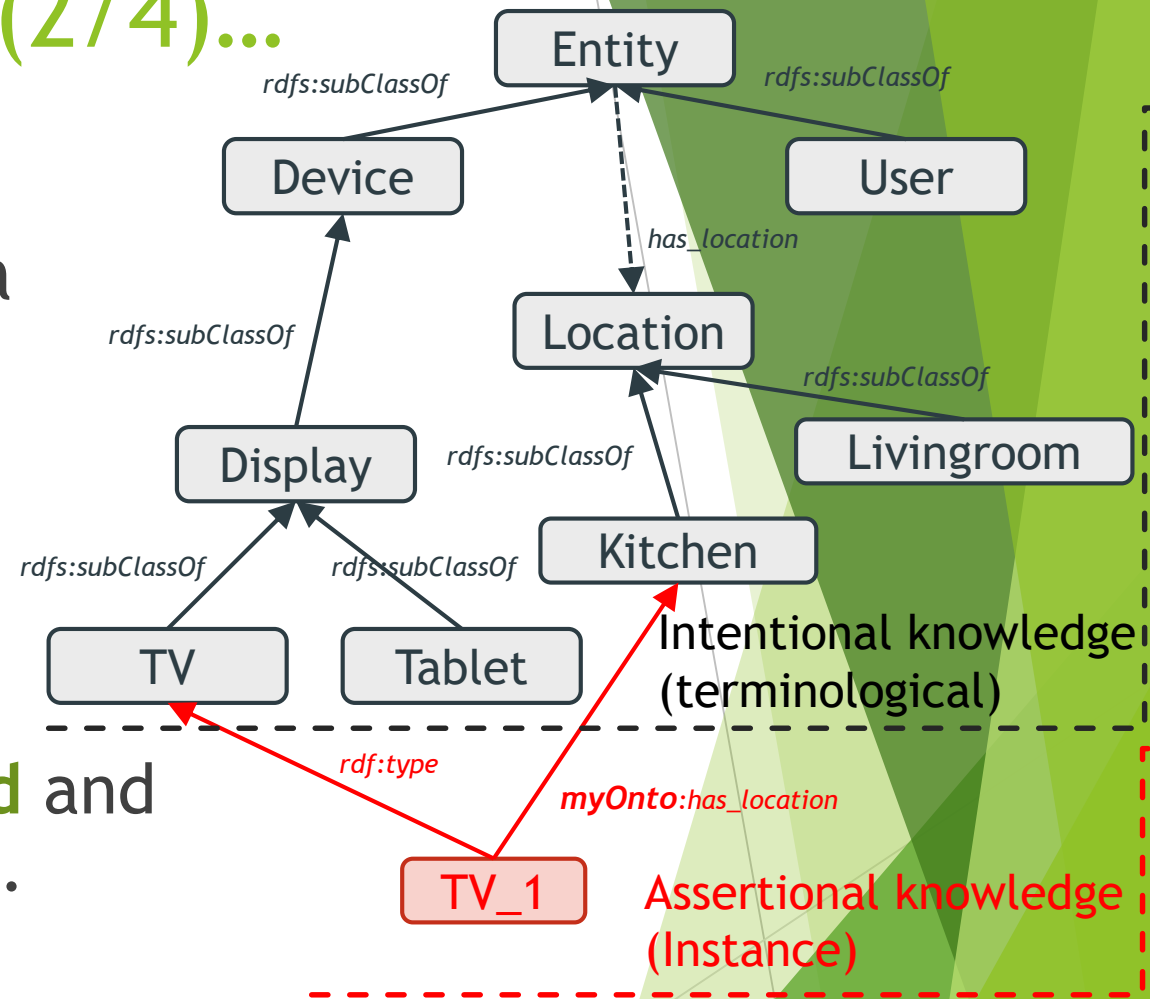
## ► Ontology (aka vocabulary)

► **Formal knowledge description** of a domain:

- Class (concept), Class hierarchy,
- Properties, instances,
- Restrictions, etc...

► A **consensual** knowledge to be **reused** and **shared** across applications and people.

► Knowledge expressivity depends on the description language used (RDFS, OWL-LITE, OWL-DL, OWL2, etc...).



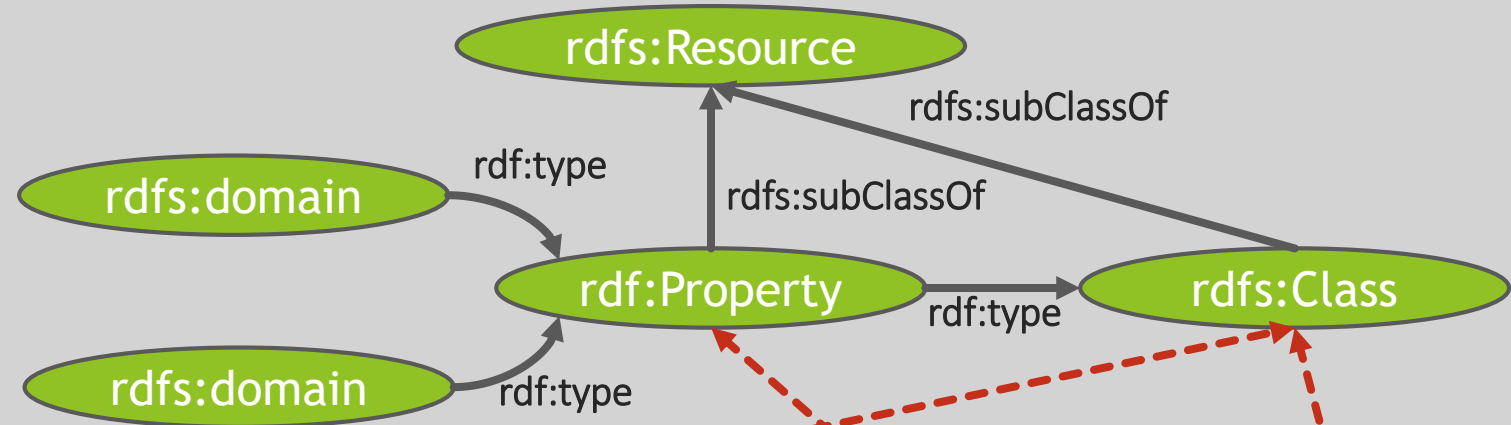
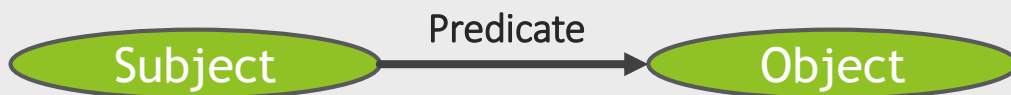


# Semantic Web standards basics (4/4)...

## ▶ Knowledge base (KB)

- ▶ **Stores** intentional (**Tbox** → **ontology**) and assertional knowledge (**Abox** → **instances**),
- ▶ An **Inference** engine that can reason about the knowledge and use rules and logic to **deduce new knowledge** or **detect inconsistencies**.
- ▶ A **query engine** (SPARQL) to retrieve, add, remove RDF data from the KB.

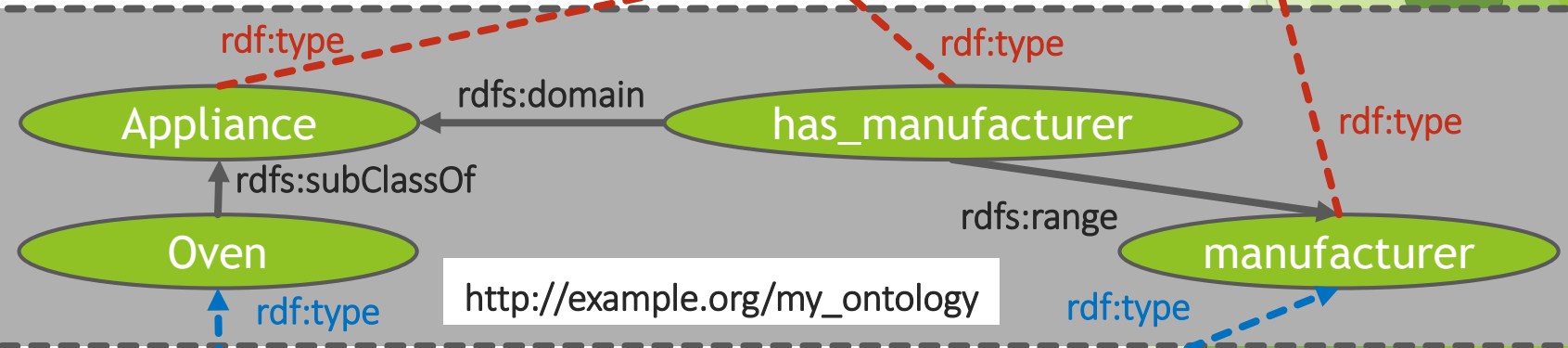
# Ontology modeling layers



Meta meta model  
(Ontology modeling languages)

Relies on

Meta model  
(Specific domain ontology,  
aka **upper ontology**)

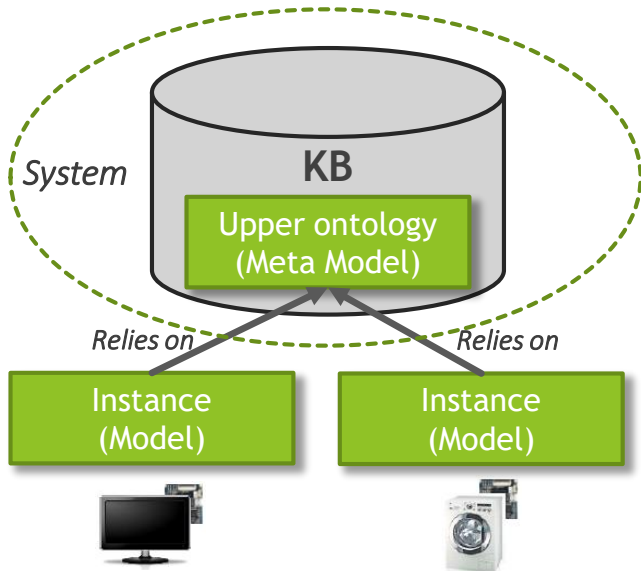


Relies on

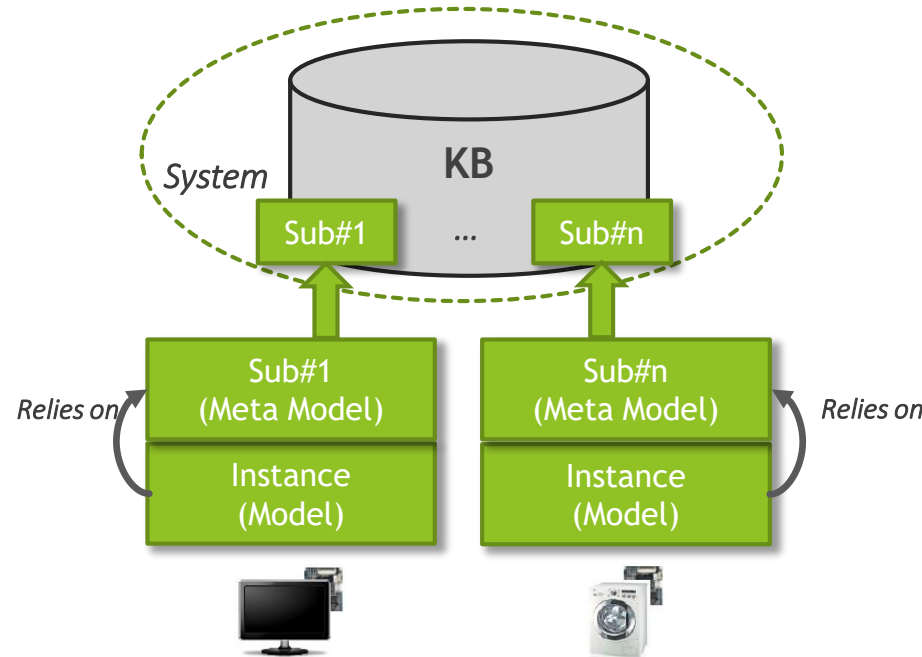
Model (Device annotation)  
(Assertions about the world)



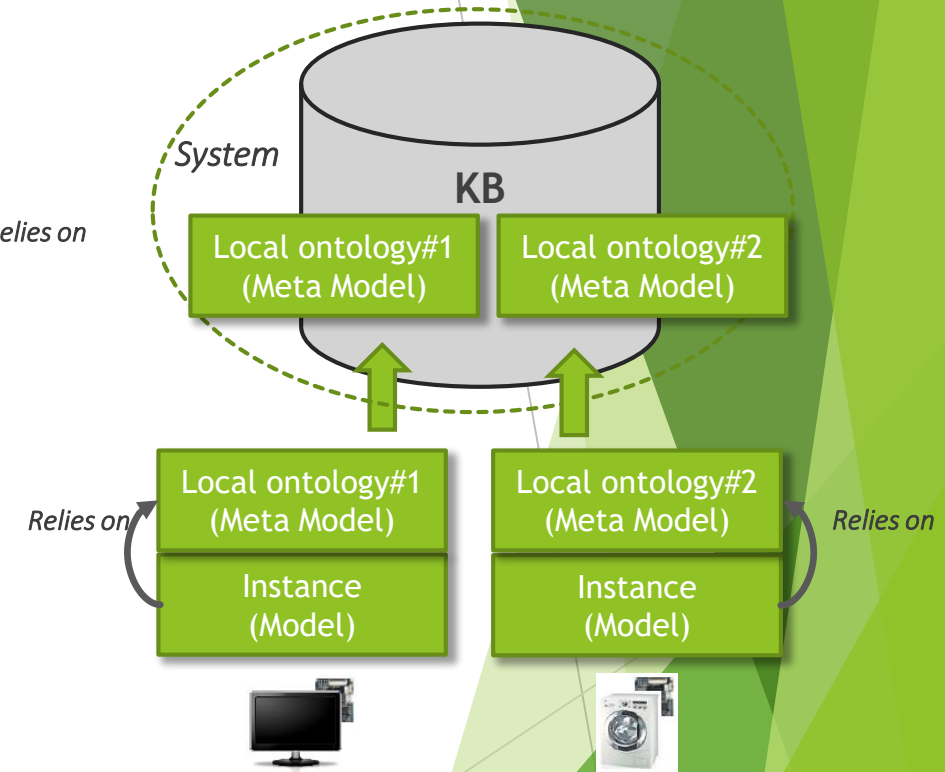
# Ontology modeling (main) approaches in SWoT



**Global approach** : each device relies on a common upper ontology to describe its instance



**Fragmented upper ontology approach** : each device relies on fragments of a common upper ontology to describe its instance. The KB is enriched over time and contains only the needed knowledge.



**Heterogeneous approach** : each device relies on its own ontology to describe its instance. The KB is enriched over time with new meta models.

# Semantic Web standards basics...

## ▶ Online resources

- ▶ <https://www.w3.org/standards/semanticweb/>
- ▶ <http://www.inria.fr/centre/sophia/actualites/mooc-web-semantic-et-web-de-donnees>
- ▶ <http://www.dcs.bbk.ac.uk/~michael/sw/sw.html>
- ▶ Etc...

# SWoT Applications

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the slide, creating a modern, layered effect. The text 'SWoT Applications' is positioned on the left side of the slide in a clean, sans-serif font.



# SWoT Application domains...

- ▶ Smart Home,
- ▶ Smart Office,
- ▶ Smart Cities,
- ▶ Building automation,
- ▶ Assisted living,
- ▶ Smart Energy,
- ▶ Farming,
- ▶ Sensor networks,
- ▶ Etc...



The Internet of Things vision: Key features, applications and open issues, Eleonora Borgia Institute of Informatics and Telematics (IIT), Italian National Research Council (CNR), via G. Moruzzi 1, 56124 Pisa, Italy Computer Communications 54 (2014) 1-31, paper

# SWoT for context awareness (1/4)

- ▶ Interconnecting devices and gather data from them allows to create **context aware** (aka situation) applications:
  - ▶ Better understanding their surrounding environment,
  - ▶ Making intelligent decisions and better **reacting** to the **dynamics** of their environment.

C. Perera, A. Zaslavsky, P. Christen and D. Georgakopoulos , "Context aware computing for the internet of things: A survey" , IEEE Commun. Surveys Tuts.

# SWoT for context awareness (2/4)

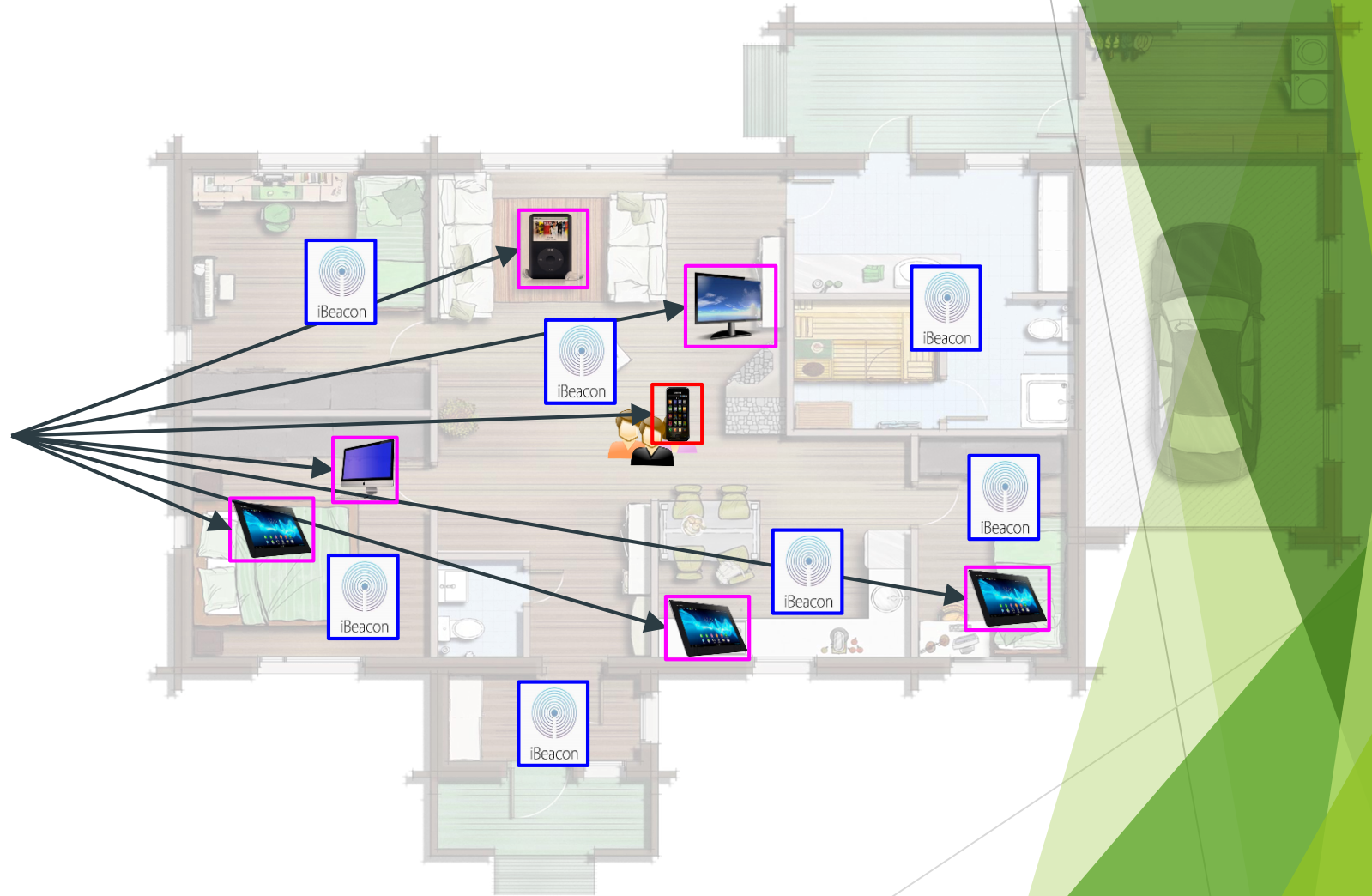
## Application objectives

Display movie in the livingroom

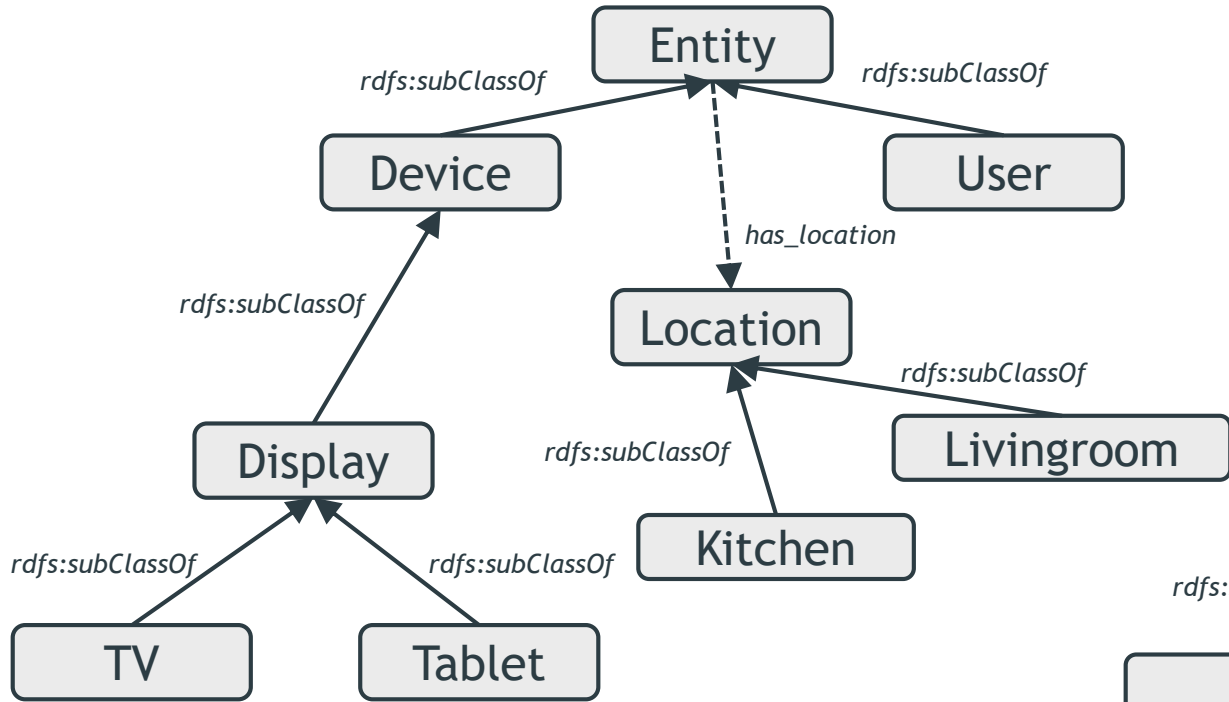
Display movie for Bob



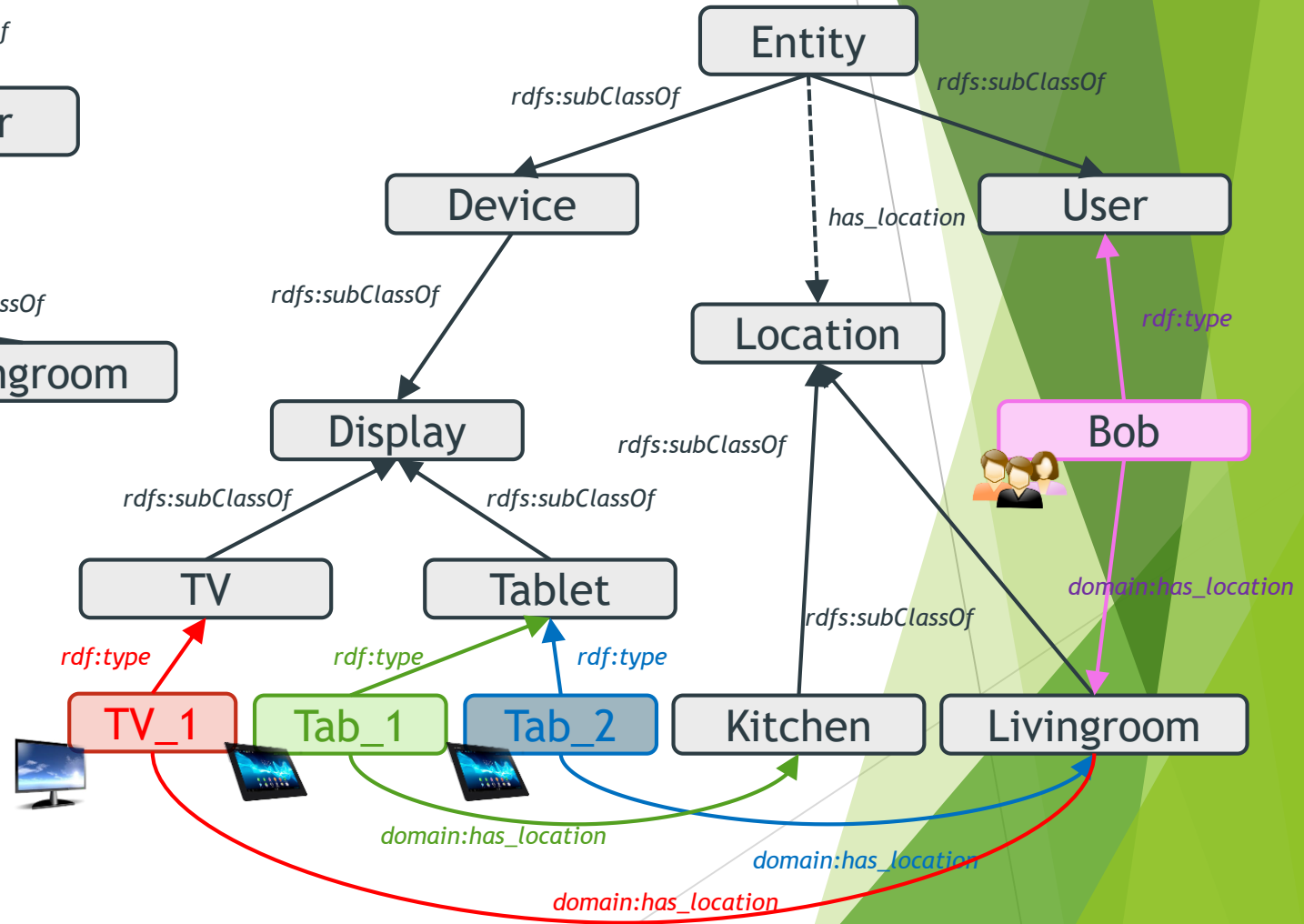
System



# SWoT for context awareness (3/4)



Upper ontology



# SWoT for context awareness (4/4)

Disappearance...

- Application objectives
- Display movie in the livingroom
  - Display video for Bob

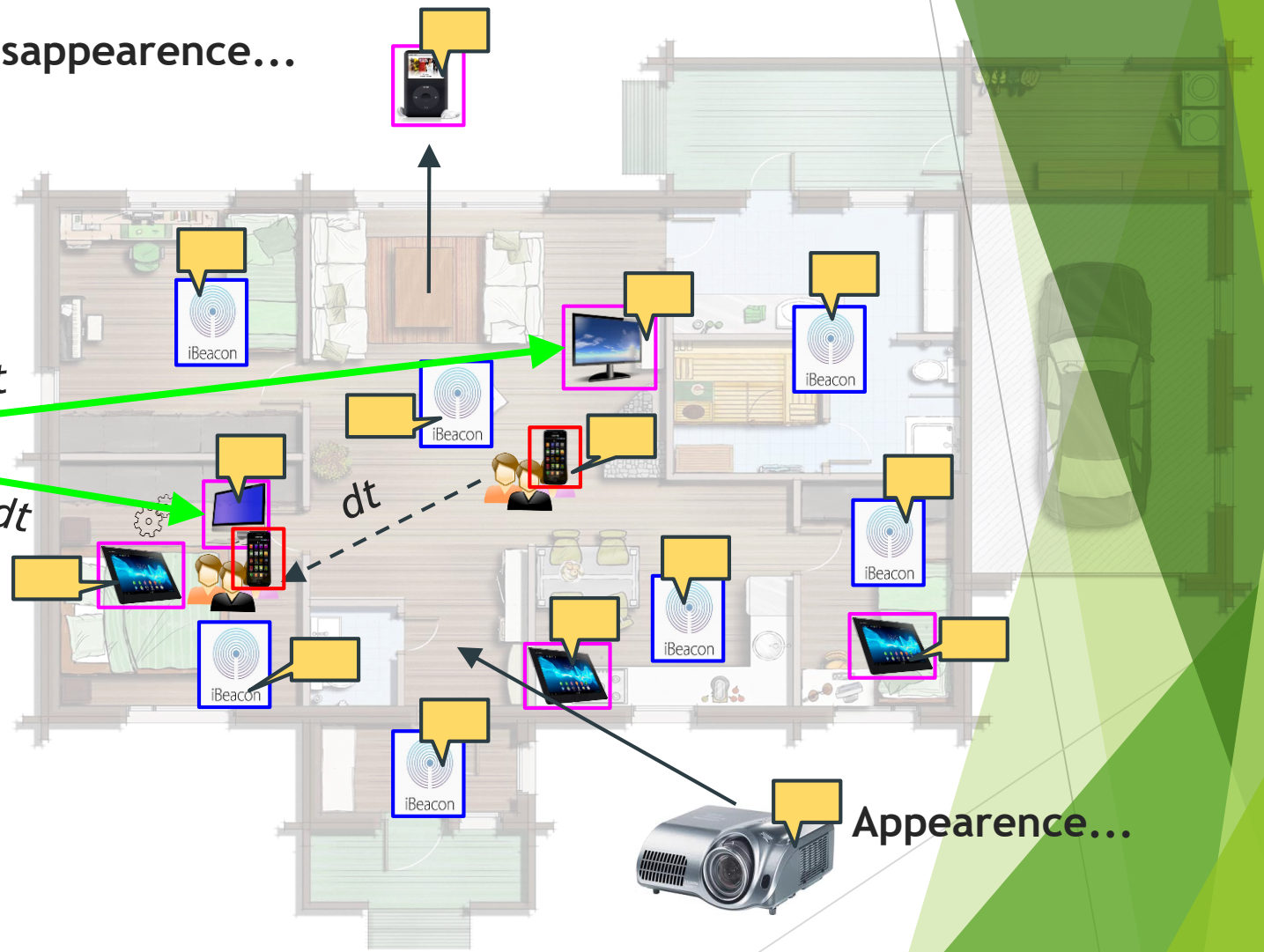
System

instant  $t$   
instant  $t + dt$

$dt$

Appearance...

 Semantic annotation



# SWoT for services composition

- ▶ Services functionalities & context understanding enables applications to be composed using **relevant** services.
  - ▶ **Self-adaptive systems,**
  - ▶ **Continuity of service.**
- ▶ Solutions have been developed, allowing to **semantically describe web services** and ease their **discovery, composition** and **invocation**:
  - ▶ **OWL-S** (Semantic Markup for Web Services)  
<http://www.daml.org/services/owl-s/1.0/owl-s.html>
  - ▶ **SAWSDL** (Semantic Annotations for WSDL)  
<https://www.w3.org/TR/sawSDL/>
  - ▶ **WSDL-S, WSMO, and more...**

Lemos, A. L., Daniel, F., & Benatallah, B. (2015). **Web Service Composition: A Survey of Techniques and Tools**. ACM Computing Surveys (CSUR), 48(3), 33.

# OWL-S Upper ontology (Three main parts)

▶ **Standard vocabulary** to semantically describe services

## ▶ **Service profile**

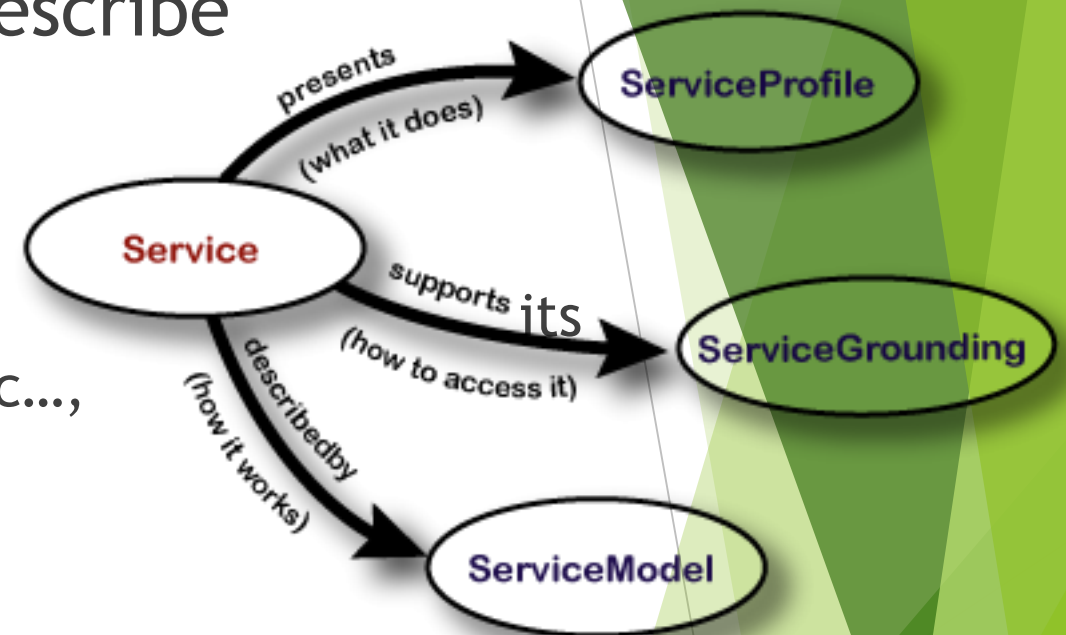
- ▶ Describes what the service does, its name, description, the quality of service (QoS), etc...,
- ▶ Primary meant for human reading...

## ▶ **Process Model**

- ▶ Describes how a client can interact with the service.
- ▶ Input, Output, Pre-conditions, Effects/Results (IOPE/IOPR).

## ▶ **Service Grounding**

- ▶ Information needed to interact with and instantiate the service,
- ▶ Communication protocol, Message format, Port number, Etc.



# SAWSDL

- ▶ OWL-S ontology leaves out domain specific objects, and also Groundings for other service technologies like UPnP...
- ▶ **SAWSDL...**
  - ▶ Semantic annotations for WSDL components (Web Service Description Language),
  - ▶ **Allows references to domain specific ontologies.**



# Semantic services composition approaches

## ▶ Planning techniques

- ▶ Problem of finding and aggregating a series of services with compatible **IOPR/Es** allowing to reach the desired goal.
- ▶ Multi-objective Quality of Service (QoS)

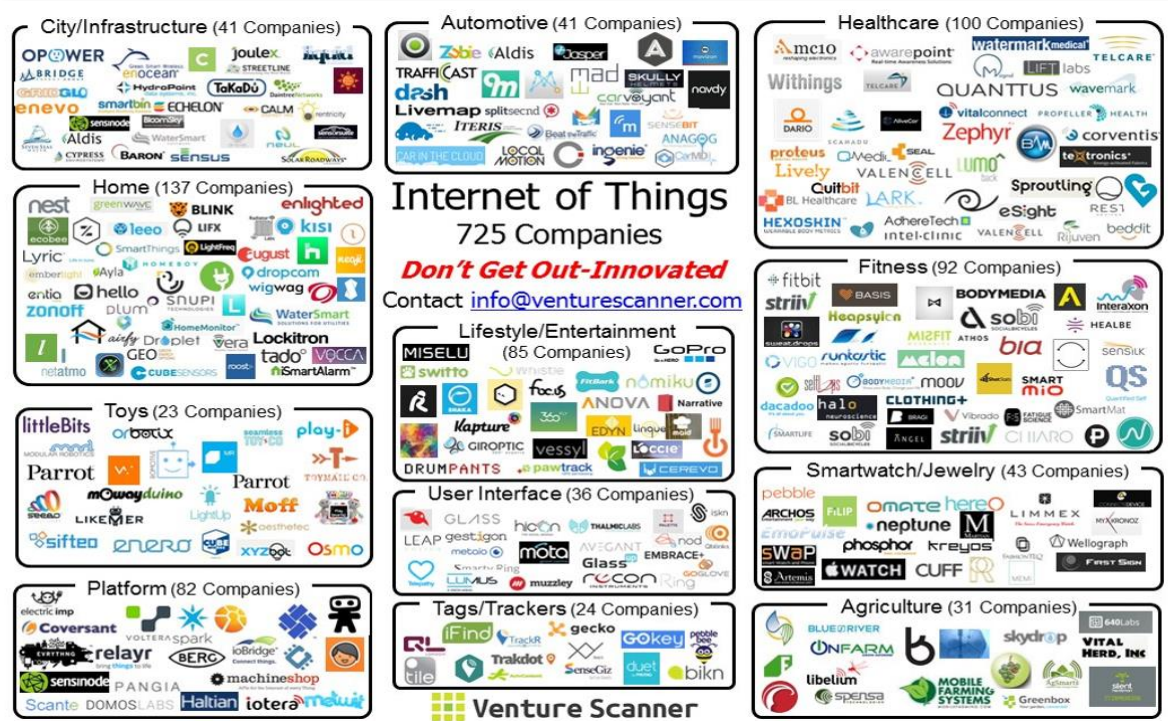
## ▶ Model-driven

- ▶ Defining a high level abstraction (model of the target application),
- ▶ **Matching/service selection** approach to iteratively check each service, trying to match with the required functionality.

Looks good! What's wrong???

# Internet of Things numerous actors...








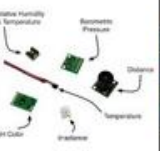





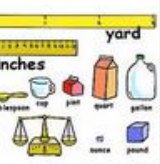

- ▶ That (will) most likely **develop their own ontologies** to describe their devices...



- ▶ The development of a comprehensive ontology **describing the world is unlikely to happen...**

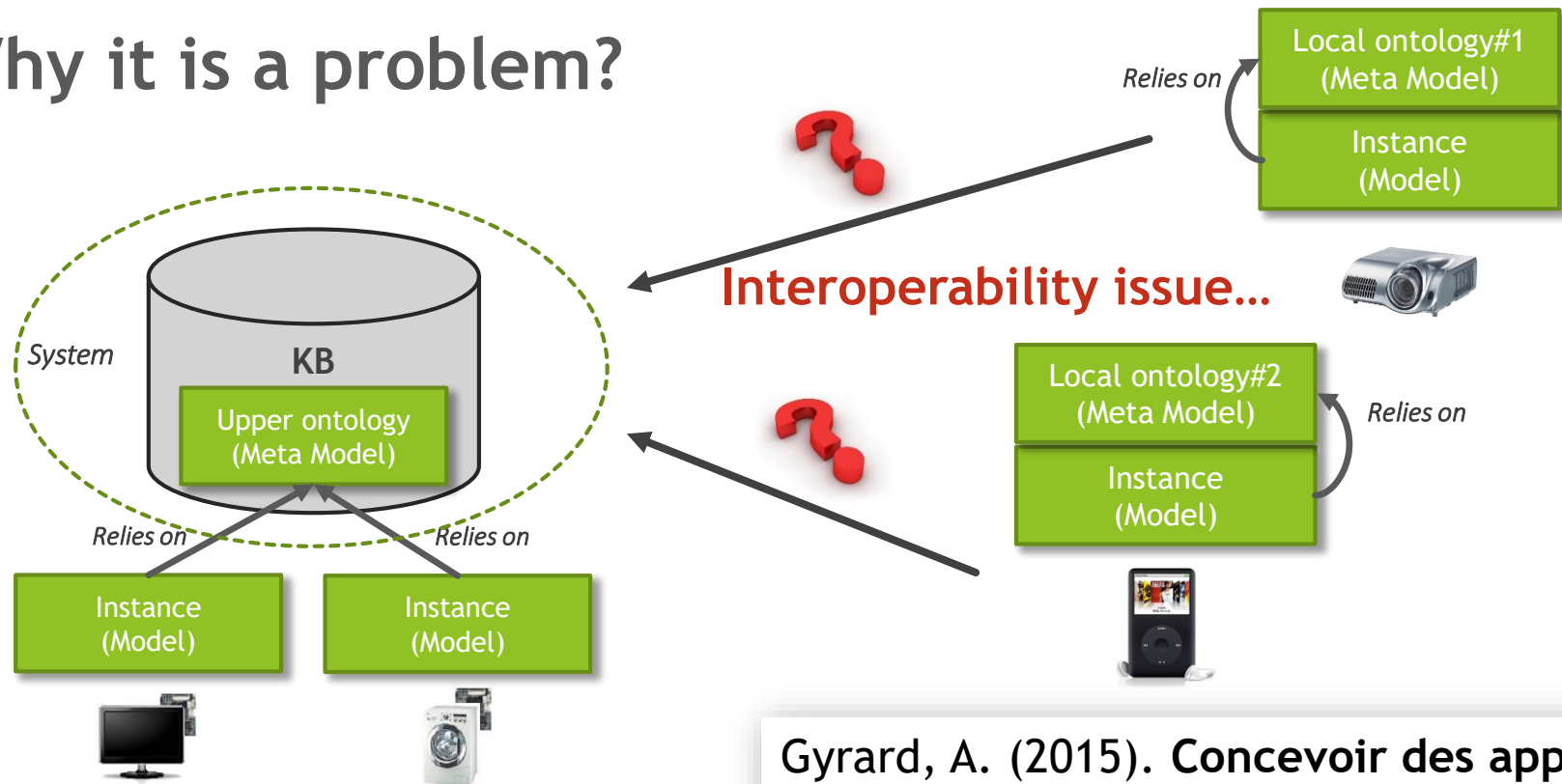
# Internet of Things ontologies...

- ▶ Numerous ontologies available, **targeting different domains...**
- ▶ <http://www.sensormeasurement.appspot.com/?p=ontologies> references up to 296 different ontologies...

|  |  |  |  |   |  |  |  |  |   |
|--|--|--|--|---|--|--|--|--|---|
|   |   |   |   |   |   |   |   |   |  |
| Nb onto: <b>46</b>   | Nb onto: <b>8</b>  | Nb onto: <b>10</b>   | Nb onto: <b>30</b>   | Nb onto: <b>32</b>  | Nb onto: <b>17</b>   | Nb onto: <b>16</b>   | Nb onto: <b>6</b>  | Nb onto: <b>21</b>   | Nb onto: <b>17</b>  |
|  |  |  |  |  |  |  |  |  |   |
| Nb onto: <b>55</b>   | Nb onto: <b>30</b>   | Nb onto: <b>6</b>  | Nb onto: <b>6</b>  | Nb onto: <b>9</b>   | Nb onto: <b>7</b>  | Nb onto: <b>29</b>   | Nb onto: <b>5</b>  |  |   |

# Full interoperability not yet a reality...

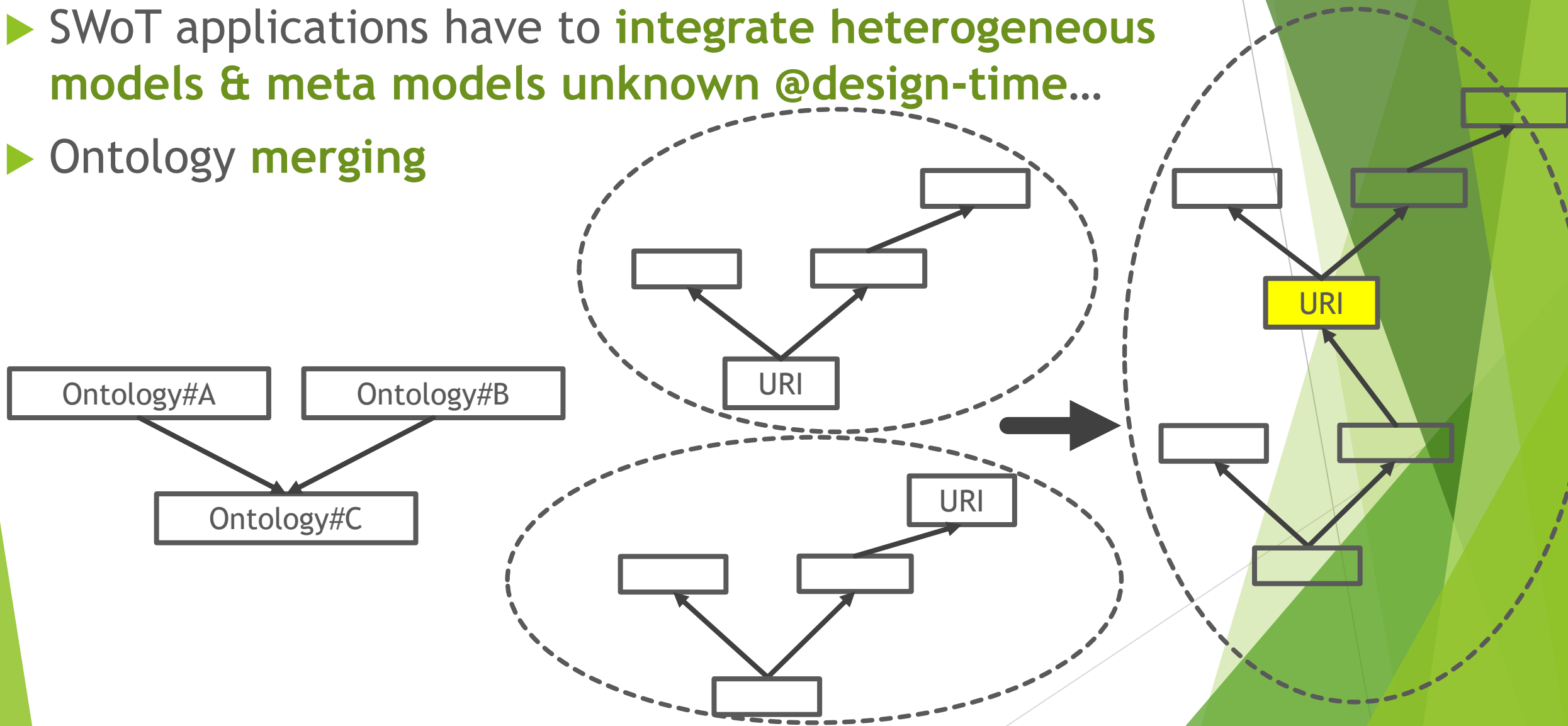
- ▶ Actually, most of the current SWoT applications rely on *ad-hoc* ontologies that cannot be reused → It works but is application/domain specific.
- ▶ Why it is a problem?



Gyrard, A. (2015). *Concevoir des applications internet des objets sémantiques* (Doctoral dissertation, Paris, ENST).

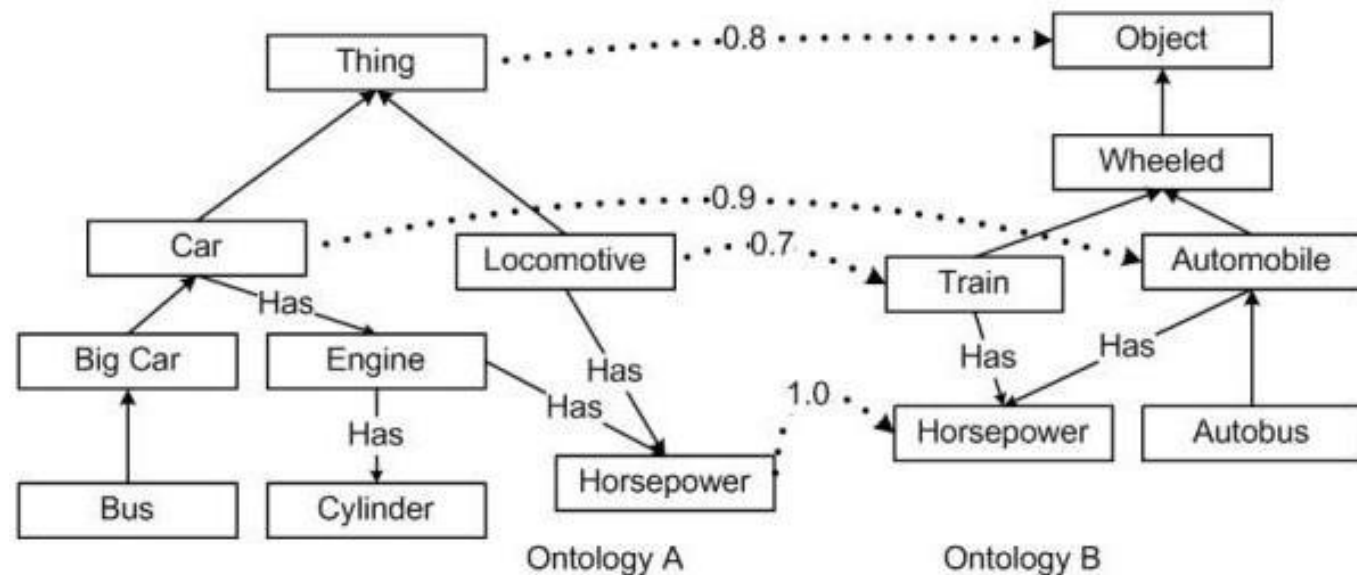
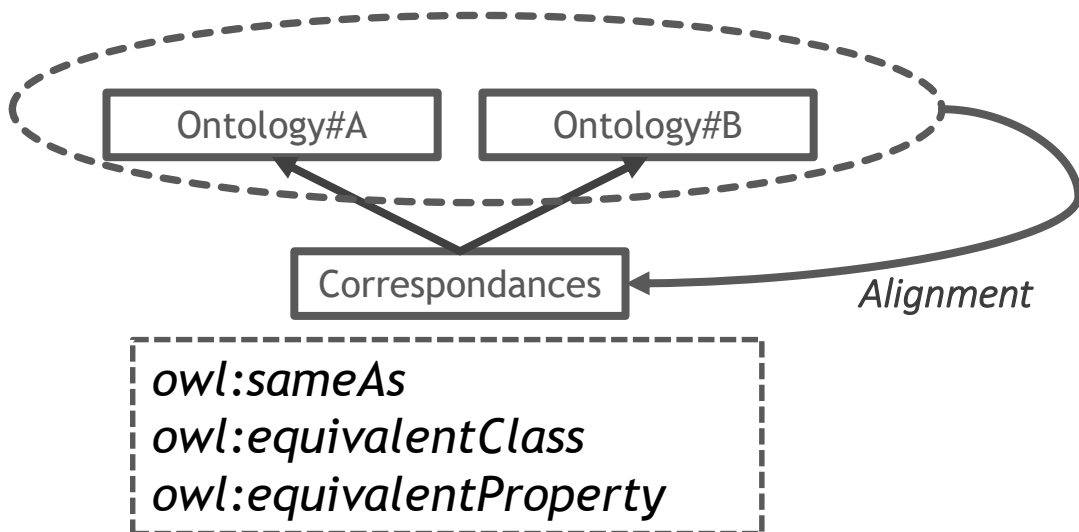
# Knowledge base enrichment over time (1/4)

- ▶ SWoT applications have to **integrate heterogeneous models & meta models unknown @design-time...**
- ▶ **Ontology merging**



# Knowledge base enrichment over time (2/4)

## ► Ontology alignment & Mapping



Example from <http://www.webology.org/2006/v3n3/a28.html>

## ► Several algorithms available...

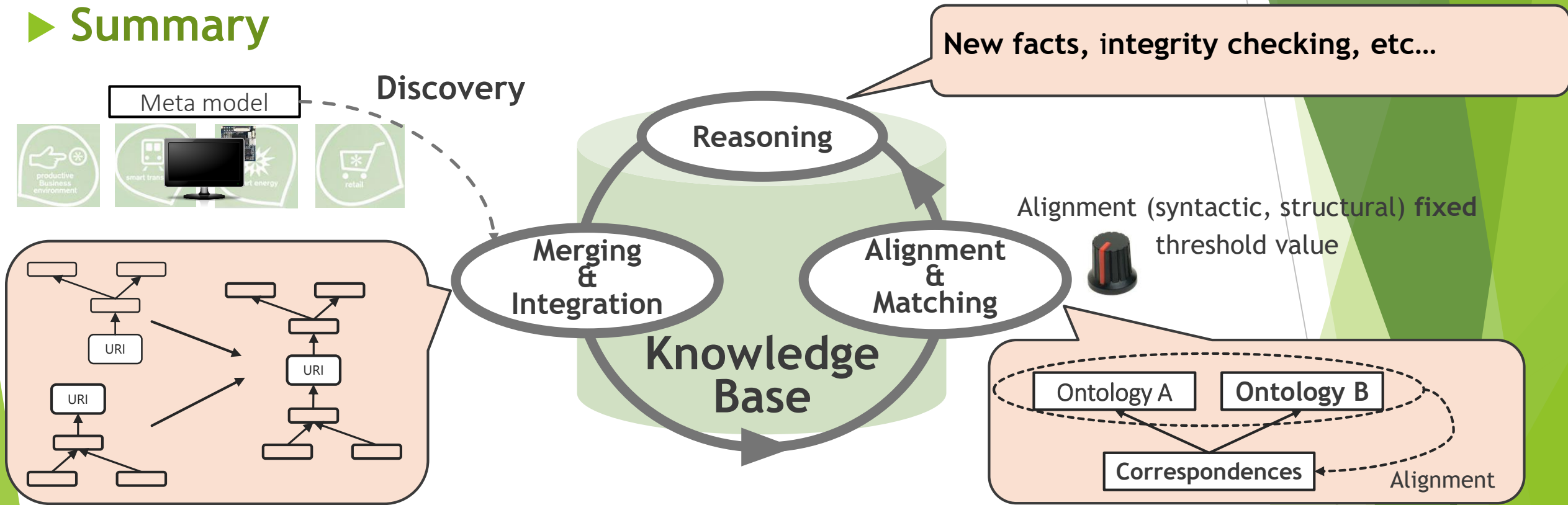
- Syntactic alignment,
- Structural alignment

## ► Alignments are not perfect and depend on a pre-defined threshold value...

<http://www.sensormeasurement.appspot.com/?p=ontoMappingTool>

# Knowledge base enrichment over time (3/4)

## ► Summary



!!! KB content management !!!

► Validity over time?

► Inconsistencies management?

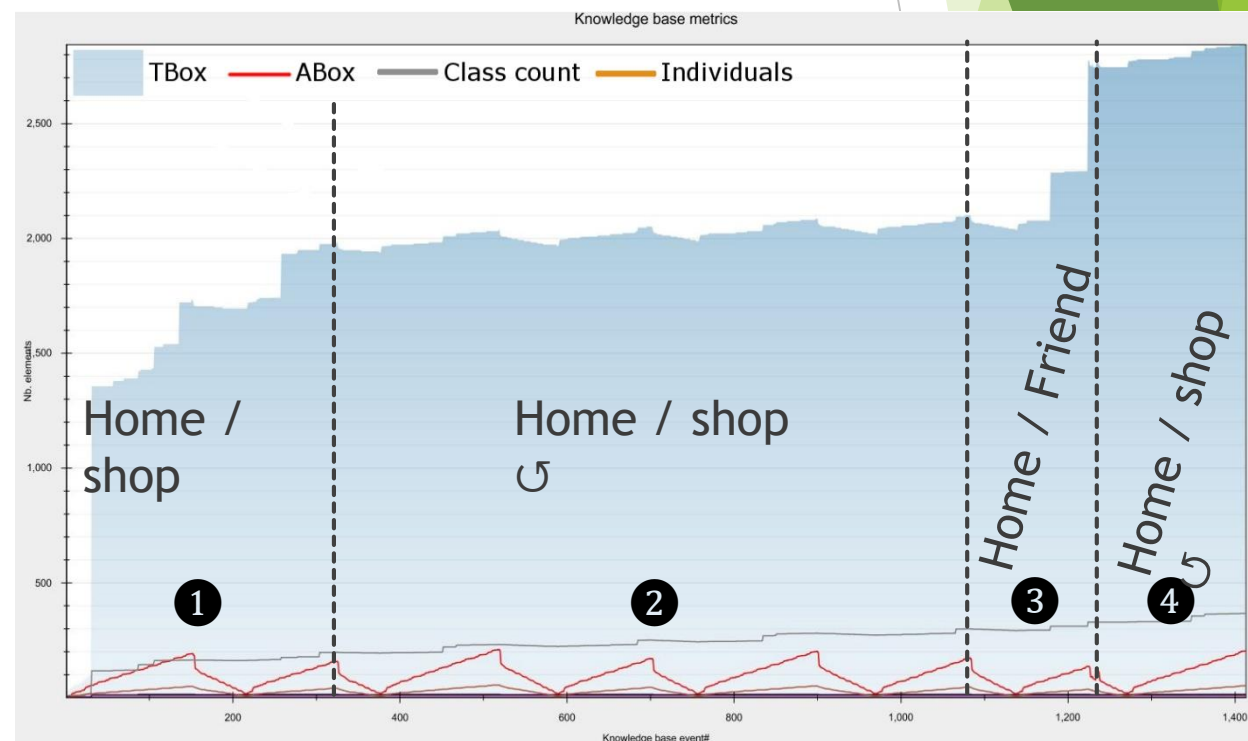
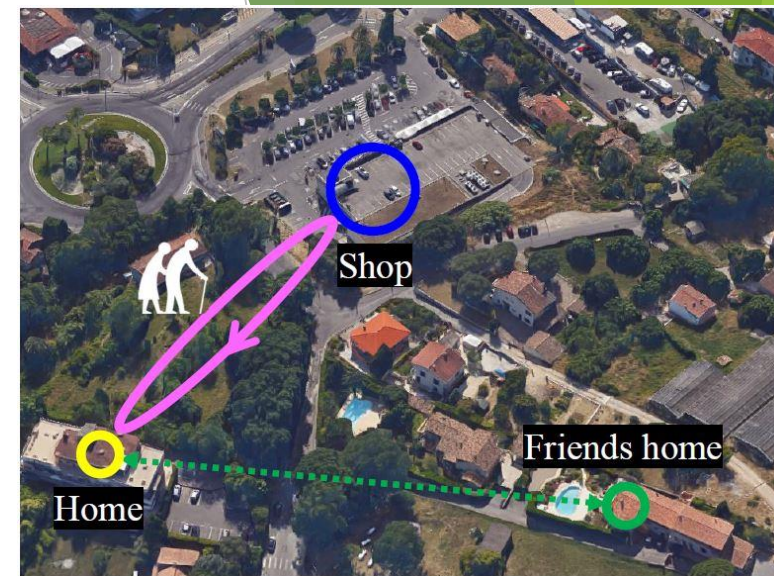
Rocher, G., Tigli, J. Y., Lavirotte, S., & Daikhi, R. (2015, October). Run-time knowledge model enrichment in SWoT: A step toward ambient services selection relevancy. In Internet of Things (IOT), 2015 5th International Conference on the (pp. 62-69). IEEE.



# Knowledge base enrichment over time (4/4)

## ► Example

| Location | Device            | Classes | Axioms | Degradation |
|----------|-------------------|---------|--------|-------------|
| Home     | Boiler            | 100     | 453    | 0%          |
| Home     | Clock             | 13      | 69     | 43.44%      |
| Home     | Computer          | 24      | 124    | 0%          |
| Home     | Cooker            | 48      | 109    | 73.28%      |
| Home     | DeepFreezer       | 48      | 105    | 76.87%      |
| Home     | DishWasher        | 38      | 110    | 75.22%      |
| Home     | Fan               | 24      | 124    | 0%          |
| Home     | Oven              | 109     | 489    | 0%          |
| Home     | Printer           | 24      | 124    | 0%          |
| Shop     | CoffeeMaker       | 24      | 124    | 0%          |
| Shop     | Computer          | 13      | 58     | 53.22%      |
| Shop     | DeepFreezer       | 100     | 454    | 0%          |
| Shop     | Entertainment     | 11      | 30     | 75.80%      |
| Shop     | Fan               | 2       | 4      | 96.77%      |
| Shop     | Fridge            | 44      | 73     | 85.45%      |
| Shop     | Printer           | 11      | 49     | 60.48%      |
| Friend   | <b>Clock</b>      | 24      | 122    | 0%          |
| Friend   | Computer          | 2       | 4      | 96.77%      |
| Friend   | <b>Cooker</b>     | 88      | 408    | 0%          |
| Friend   | <b>DishWasher</b> | 97      | 444    | 0%          |
| Friend   | Entertainment     | 24      | 124    | 0%          |
| Friend   | Fridge            | 109     | 502    | 0%          |
| Friend   | Oven              | 26      | 67     | 86.29       |
| Friend   | WashingMachine    | 110     | 490    | 0%          |



Some tools...

# Some tools (1/2)...

## ▶ Ontology engineering

- ▶ Protégé (<http://protege.stanford.edu/>)

## ▶ Java framework

### ▶ Knowledge base

- ▶ Apache Jena (<https://jena.apache.org/>)
- ▶ The OWL API (<http://owlapi.sourceforge.net/>)

### ▶ Reasoners

- ▶ Pellet (<https://github.com/Complexible/pellet>)
- ▶ HermiT (<http://www.hermit-reasoner.com/>)

### ▶ Alignment

- ▶ Alignment API (<http://alignapi.gforge.inria.fr/>)

# Some tools (2/2)...

## ▶ Ontology search engines

- ▶ Watson (<http://watson.kmi.open.ac.uk/WatsonWUI/>)
- ▶ Swoogle (<http://swoogle.umbc.edu/>)

## ▶ Ontology online validators

- ▶ W3C (<https://www.w3.org/2001/sw/wiki/SWValidators>)

- ▶ More tools are listed here :

<http://www.sensormeasurement.appspot.com/?p=semanticTool>

Is SWoT good enough?

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. The shapes are primarily triangles and polygons, creating a dynamic, layered effect. The overall composition is clean and modern, with the text centered on a white background.

# Is SWoT enough?

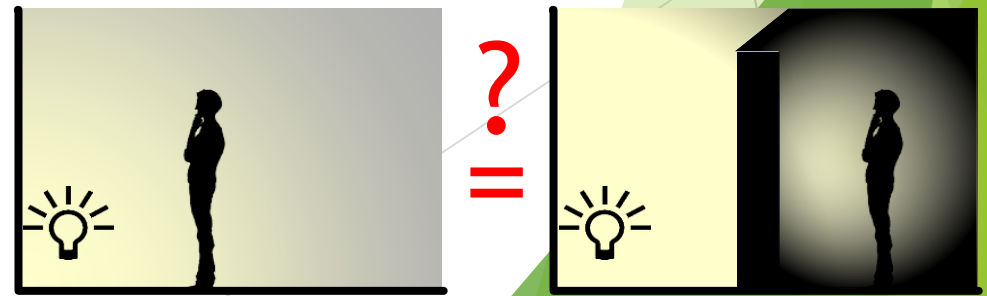
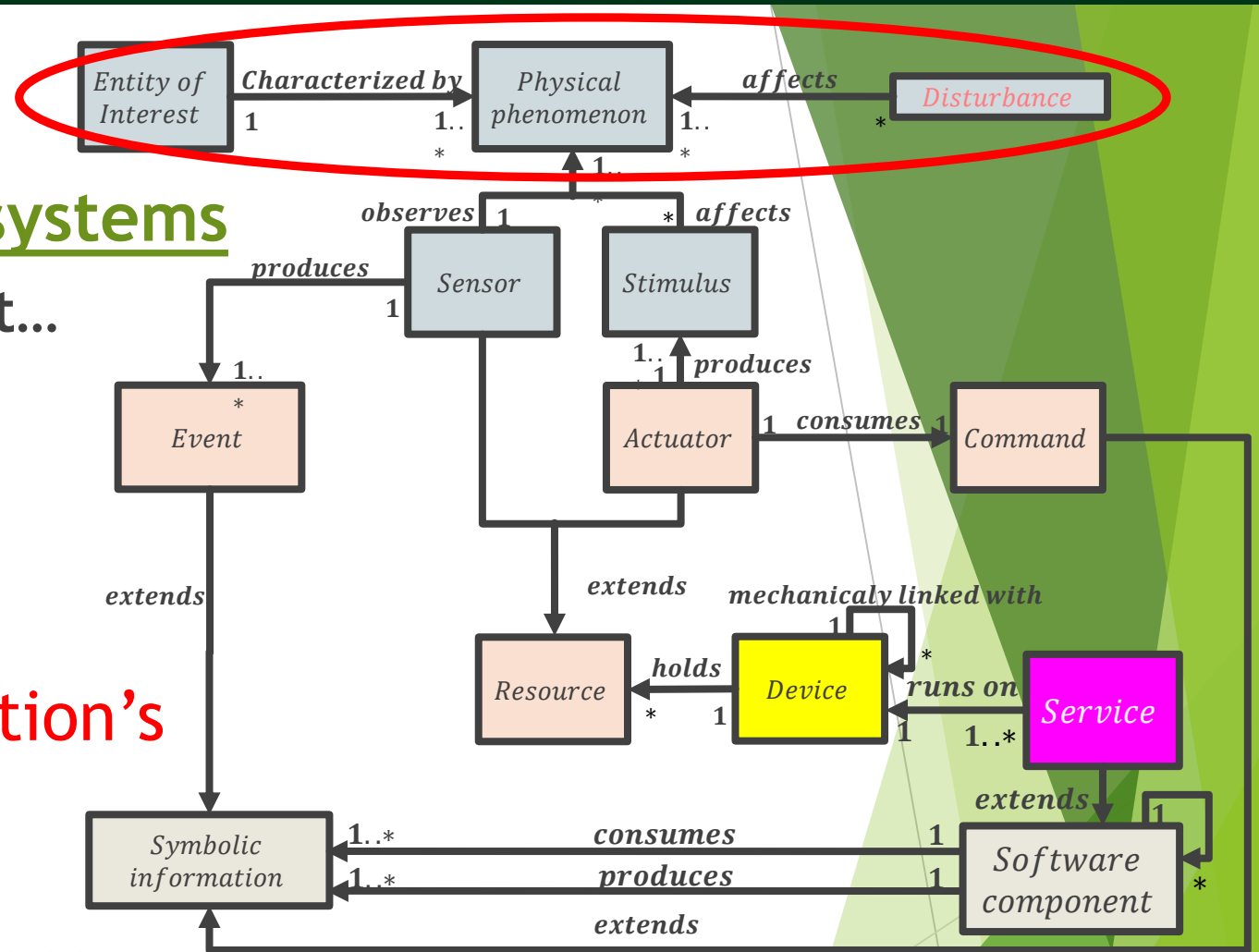
## ► SWoT seen as Cyber-Physical systems

### ► Actions in physical environment...

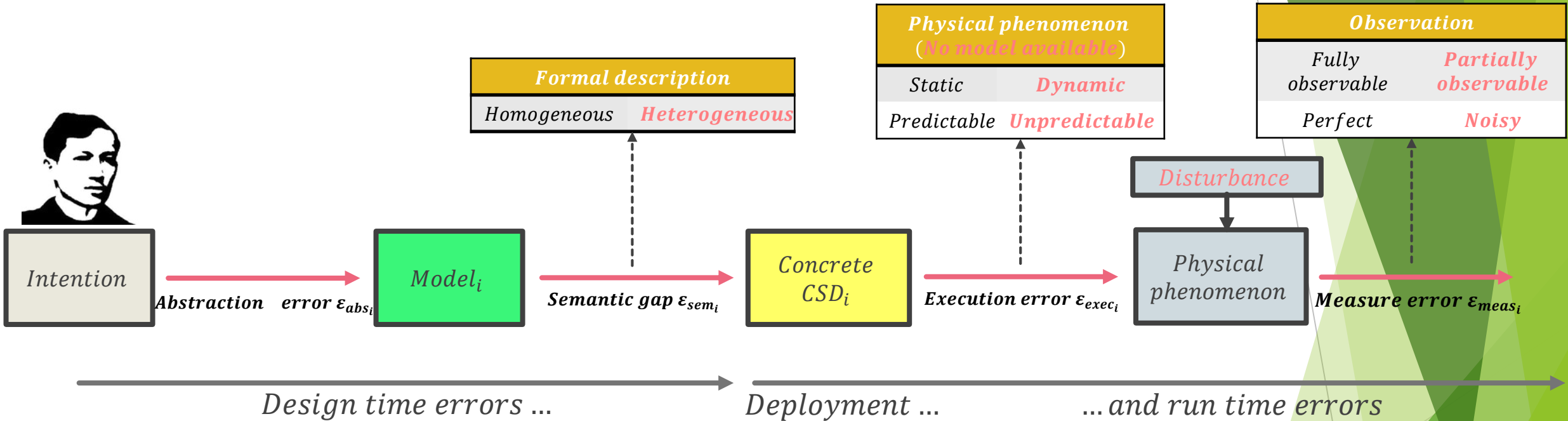
- **Non-deterministic,**
- **Dynamic,**
- **Implicit interactions,**
- **Etc...**

## ► One cannot ensure the application's functionality is satisfied and maintained over time...

## ► ...Even with semantic descriptions.

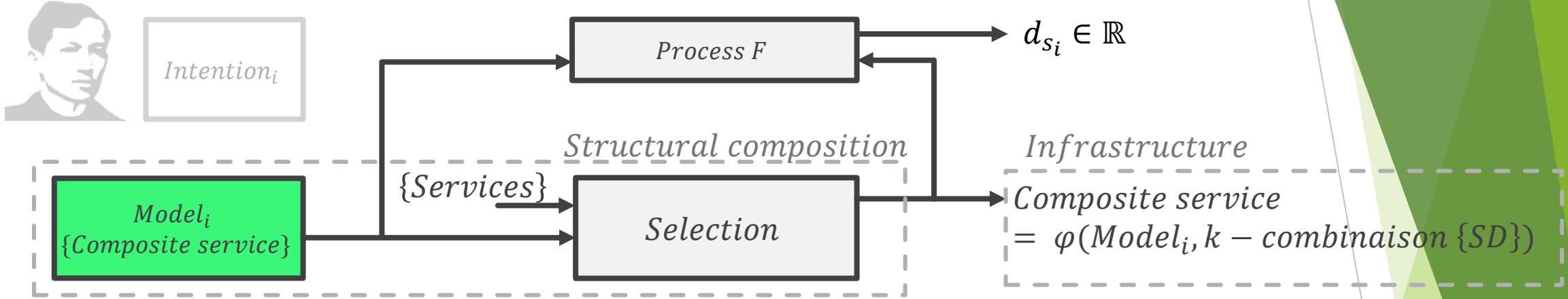


# Cyber Physical Systems : problem statement

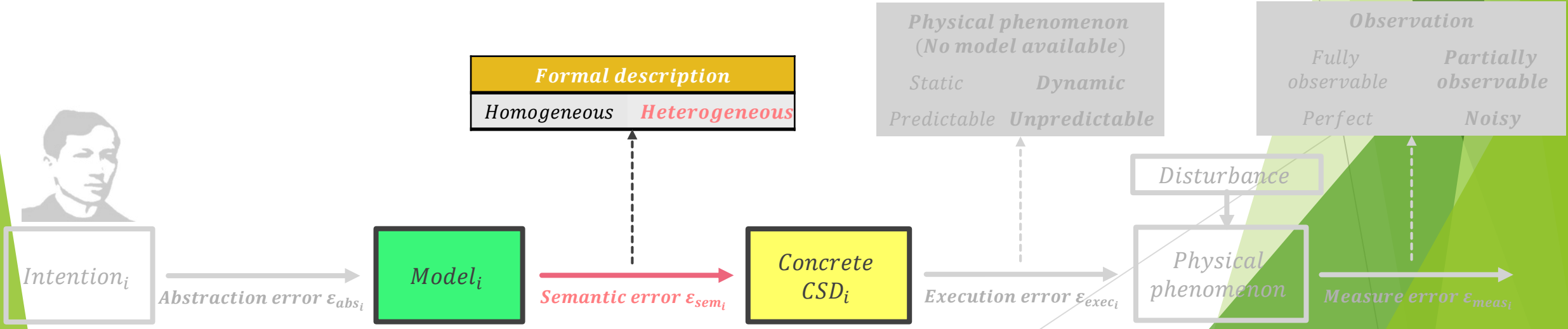


One cannot ensure the intention is satisfied and maintained over time...

# Feedforward approach

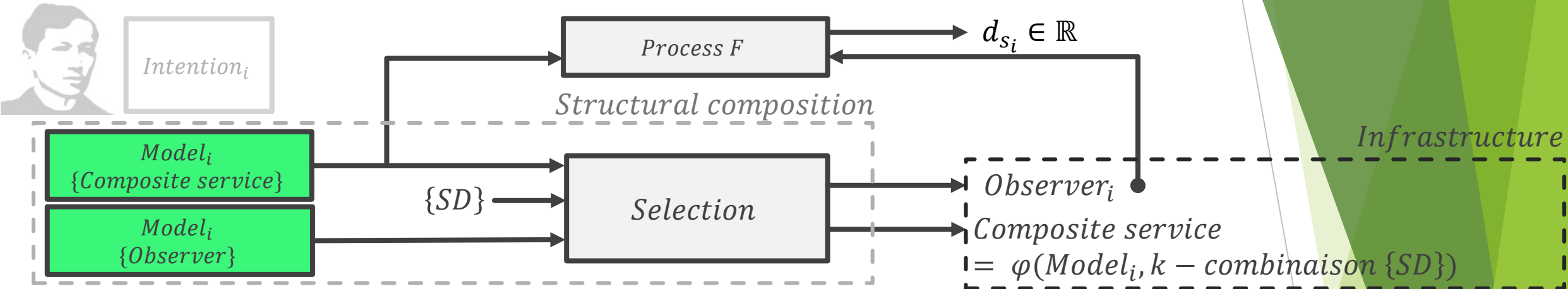


$d_{s_i}$  depends only on  $Model_i$ , gives  $\epsilon_{sem_i} \rightarrow$  Semantic gap measure

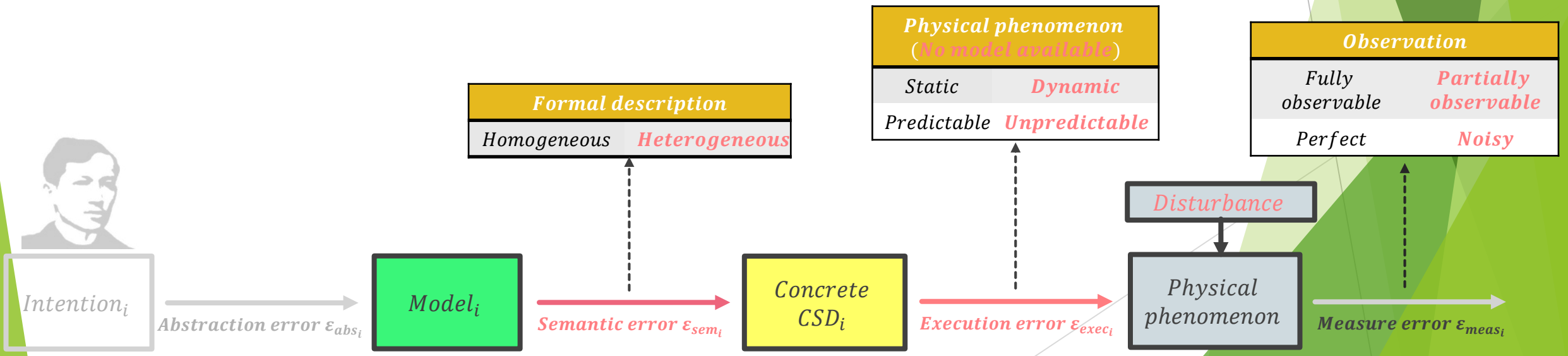




# Feedback approach : -- Cybernetics --



$d_{s_i}$  is  $Obs_i$  dependent, gives  $\epsilon_{sem_i} + \epsilon_{exec_i}$  (Takes into account physical interactions)



Thank you!

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the frame, creating a modern, layered effect against the white background.