ISO/IEC 30118-1:2018-11 (E)

Information technology - Open Connectivity Foundation (OCF) Specification - Part 1: Core specification

Contents

Page

1 Scope 15
2 Normative references 15
3 Terms, definitions, symbols and abbreviations 18
3.1 Terms and definitions 18
3.2 Symbols and abbreviations 21
3.3 Conventions 22
3.4 Data types 22
4 Document conventions and organization 23
5 Architecture 24
5.1 Overview 24
5.2 Principle 25
5.3 Functional block diagram 26
5.4 Framework 27
5.5 Example Scenario with roles 27
5.6 Example Scenario: Bridging to Non- OCF ecosystem 28
6 Identification and addressing 29
6.1 Introduction 29
6.2 Identification 30
6.2.1 Resource identification and addressing 30
6.3 Namespace: 31
6.4 Network addressing 31
7 Resource model 31
7.1 Introduction 31
7.2 Resource 32
7.3 Property 33
7.3.1 Introduction 33
7.3.2 Common Properties 34
7.4 Resource Type 35
7.4.1 Introduction 35
7.4.2 Resource Type Property 36
7.4.3 Resource Type definition 36
7.4.4 Multi-value "rt" Resource 38
7.5 Device Type 38
7.6 Interface 39
7.6.1 Introduction 39
7.6.2 Interface Property 39
7.6.3 Interface methods 40
7.7 Resource representation 52
7.8 Structure 52
7.8.1 Introduction 52
7.8.2 Resource Relationships 52

7.8.3 Collections 57
7.9 Third (3rd) party specified extensions 60
8 CRUDN 61
8.1 Overview 61
8.2 CREATE 62
8.2.1 CREATE request 63
8.2.2 Processing by the Server 63
8.2.3 CREATE response 63
8.3 RETRIEVE 63
8.3.1 RETRIEVE request 64
8.3.2 Processing by the Server 64
8.3.3 RETRIEVE response 64
8.4 UPDATE 64
8.4.1 UPDATE request 65
8.4.2 Processing by the Server 65
8.4.3 UPDATE response 65
8.5 DELETE 65
8.5.1 DELETE request 66
8.5.2 Processing by the Server 66
8.5.3 DELETE response 66
8.6 NOTIFY 66
9 Network and connectivity 67
9.1 Introduction 67
9.2 Architecture 67
9.3 IPv6 network layer requirements 68
9.3.1 Introduction 68
9.3.2 IPv6 node requirements 69
10 Endpoint 69
10.1 Endpoint definition 69
10.2 Endpoint information 70
10.2.1 Introduction 70
10.2.2 “ep” 70
10.2.3 “pri” 70
10.2.4 Endpoint information in "eps" Parameter 71
10.3 Endpoint discovery 71
10.3.1 Introduction 71
10.3.2 Implicit discovery 71
10.3.3 Explicit discovery with “/oic/res” response 71
10.4 CoAP based Endpoint discovery 75
11 Functional interactions 76
11.1 Introduction 76
11.2 Onboarding, Provisioning and Configuration 76
11.3 Resource discovery 78
11.3.1 Introduction 78

11.3.2 Resource based discovery: mechanisms 78
11.3.3 Resource based discovery: Information publication process 80
11.3.4 Resource based discovery: Finding information 81
11.3.5 Resource discovery using “/oic/res” 87
11.3.6 Resource directory (RD) based discovery 89
11.4 Notification 103
11.4.1 Overview 103
11.4.2 Observe 103
11.5 Device management 105
11.5.1 Overview 105
11.5.2 Diagnostics and maintenance 105
11.6 Scenes 106
11.6.1 Introduction 106
11.6.2 Scenes 106
11.6.3 Security considerations 110
11.7 Icons 110
11.7.1 Overview 110
11.7.2 Resource 111
11.8 Introspection 111
11.8.1 Overview 111
11.8.2 Usage of introspection 113
12 Messaging 114
12.1 Introduction 114
12.2 Mapping of CRUDN to CoAP 115
12.2.1 Overview 115
12.2.2 URIs 115
12.2.3 CoAP method with request and response 115
12.2.4 Content-Format negotiation 117
12.2.5 OCF-Content-Format-Version information 118
12.2.6 Content-Format policy 118
12.2.7 CRUDN to CoAP response codes 119
12.2.8 CoAP block transfer 119
12.3 CoAP serialization over TCP 120
12.4 Payload Encoding in CBOR 121
13 Security 121
Annex A (informative) Operation Examples 123
A.1 Introduction 123
A.2 When at home: From smartphone turn on a single light 123
A.3 GroupAction execution 124
A.4 When garage door opens, turn on lights in hall; also notify smartphone 124
A.5 Device management 124
Annex B (informative) OCF interaction scenarios and deployment models 126
B.1 OCF interaction scenarios 126
B.2 Deployment model 127

Annex C (informative) Other Resource Models and OCF Mapping 129
C.1 Multiple resource models 129
C.2 OCF approach for support of multiple resource models 129
C.3 Resource model indication 130
C.4 An Example Profile (IPSO profile) 130
C.4.1 Conceptual equivalence 130
Annex D (normative) Resource Type definitions 133
D.1 List of Resource Type definitions 133
D.2 OCF Collection 134
D.2.1 Introduction 134
D.2.2 Example URI 134
D.2.3 Resource Type 134
D.2.4 RAML Definition 134
D.2.5 Property Definition 139
D.2.6 CRUDN behavior 140
D.2.7 Referenced JSON schemas 140
D.2.8 oic.oic-link-schema.json 140
D.3 Device Configuration 142
D.3.1 Introduction 142
D.3.2 Example URI 142
D.3.3 Resource Type 142
D.3.4 RAML Definition 142
D.3.5 Property Definition 147
D.3.6 CRUDN behavior 147
D.4 Platform Configuration 147
D.4.1 Introduction 147
D.4.2 Example URI 147
D.4.3 Resource Type 147
D.4.4 RAML Definition 147
D.4.5 Property Definition 150
D.4.6 CRUDN behavior 150
D.5 Device 150
D.5.1 Introduction 150
D.5.2 Wellknown URI 150
D.5.3 Resource Type 150
D.5.4 RAML Definition 151
D.5.5 Property Definition 153
D.5.6 CRUDN behavior 153
D.6 Maintenance 154
D.6.1 Introduction 154
D.6.2 Wellknown URI 154
D.6.3 Resource Type 154
D.6.4 RAML Definition 154
D.6.5 Property Definition 156

D.6.6 CRUDN behavior 156
D.7 Platform 157
D.7.1 Introduction 157
D.7.2 Wellknown URI 157
D.7.3 Resource Type 157
D.7.4 RAML Definition 157
D.7.5 Property Definition 159
D.7.6 CRUDN behavior 160
D.8 Ping 160
D.8.1 Introduction 160
D.8.2 Wellknown URI 160
D.8.3 Resource Type 160
D.8.4 RAML Definition 160
D.8.5 Property Definition 162
D.8.6 CRUDN behavior 162
D.9 Discoverable Resources Baseline Interface 162
D.9.1 Introduction 162
D.9.2 Wellknown URI 162
D.9.3 Resource Type 162
D.9.4 RAML Definition 162
D.9.5 Property Definition 164
D.9.6 CRUDN behavior 165
D.10 Discoverable Resources Link List interface 165
D.10.1 Introduction 165
D.10.2 Wellknown URI 165
D.10.3 Resource Type 165
D.10.4 RAML Definition 165
D.10.5 Property Definition 166
D.10.6 CRUDN behavior 167
D.10.7 Referenced JSON schemas 168
D.10.8 oic.oic-link-schema.json 168
D.11 Scenes (Top level) 170
D.11.1 Introduction 170
D.11.2 Example URI 170
D.11.3 Resource Type 170
D.11.4 RAML Definition 170
D.11.5 Property Definition 172
D.11.6 CRUDN behavior 172
D.12 Scene Collections 172
D.12.1 Introduction 172
D.12.2 Example URI 173
D.12.3 Resource Type 173
D.12.4 RAML Definition 173
D.12.5 Property Definition 176

D.12.6 CRUDN behavior 177
D.13 Scene Member 177
D.13.1 Introduction 177
D.13.2 Example URI 177
D.13.3 Resource Type 177
D.13.4 RAML Definition 177
D.13.5 Property Definition 179
D.13.6 CRUDN behavior 179
D.14 Resource directory resource 179
D.14.1 Introduction 179
D.14.2 Wellknown URI 180
D.14.3 Resource Type 180
D.14.4 RAML Definition 180
D.14.5 Property Definition 185
D.14.6 CRUDN behavior 186
D.15 Icon 186
D.15.1 Introduction 186
D.15.2 Example URI 186
D.15.3 Resource Type 186
D.15.4 RAML Definition 186
D.15.5 Property Definition 187
D.15.6 CRUDN behavior 187
D.16 Introspection Resource 188
D.16.1 Introduction 188
D.16.2 Example URI 188
D.16.3 Resource Type 188
D.16.4 RAML Definition 188
D.16.5 Property Definition 189
D.16.6 CRUDN behavior 190
Annex E (informative) Swagger2.0 definitions 191
E.1 Icon 191
E.1.1 Introduction 191
E.1.2 Example URI 191
E.1.3 Resource Type 191
E.1.4 Swagger2.0 Definition 191
E.1.5 Property Definition 193
E.1.6 CRUDN behavior 193
E.2 Introspection Resource 194
E.2.1 Introduction 194
E.2.2 Example URI 194
E.2.3 Resource Type 194
E.2.4 Swagger2.0 Definition 194
E.2.5 Property Definition 196
E.2.6 CRUDN behavior 197

E.3 OCF Collection 197
E.3.1 Introduction 197
E.3.2 Example URI 197
E.3.3 Resource Type 197
E.3.4 Swagger2.0 Definition 197
E.3.5 Property Definition 210
E.3.6 CRUDN behavior 213
E.4 Platform Configuration 213
E.4.1 Introduction 213
E.4.2 Example URI 213
E.4.3 Resource Type 213
E.4.4 Swagger2.0 Definition 213
E.4.5 Property Definition 217
E.4.6 CRUDN behavior 217
E.5 Device Configuration 217
E.5.1 Introduction 217
E.5.2 Example URI 217
E.5.3 Resource Type 217
E.5.4 Swagger2.0 Definition 217
E.5.5 Property Definition 223
E.5.6 CRUDN behavior 224
E.6 Device 224
E.6.1 Introduction 224
E.6.2 Wellknown URI 224
E.6.3 Resource Type 224
E.6.4 Swagger2.0 Definition 224
E.6.5 Property Definition 227
E.6.6 CRUDN behavior 228
E.7 Maintenance 228
E.7.1 Introduction 228
E.7.2 Wellknown URI 228
E.7.3 Resource Type 229
E.7.4 Swagger2.0 Definition 229
E.7.5 Property Definition 231
E.7.6 CRUDN behavior 231
E.8 Platform 231
E.8.1 Introduction 231
E.8.2 Wellknown URI 231
E.8.3 Resource Type 231
E.8.4 Swagger2.0 Definition 232
E.8.5 Property Definition 235
E.8.6 CRUDN behavior 236
E.9 Ping 236
E.9.1 Introduction 236

E.9.2 Wellknown URI 236
E.9.3 Resource Type 236
E.9.4 Swagger2.0 Definition 236
E.9.5 Property Definition 238
E.9.6 CRUDN behavior 239
E.10 Resource directory resource 239
E.10.1 Introduction 239
E.10.2 Wellknown URI 239
E.10.3 Resource Type 239
E.10.4 Swagger2.0 Definition 239
E.10.5 Property Definition 248
E.10.6 CRUDN behavior 249
E.11 Discoverable Resources 249
E.11.1 Introduction 249
E.11.2 Wellknown URI 249
E.11.3 Resource Type 249
E.11.4 Swagger2.0 Definition 249
E.11.5 Property Definition 256
E.11.6 CRUDN behavior 258
E.12 Scenes 258
E.12.1 Introduction 258
E.12.2 Example URI 258
E.12.3 Resource Type 258
E.12.4 Swagger2.0 Definition 258
E.12.5 Property Definition 272
E.12.6 CRUDN behavior 275

Figures

Figure 1: Architecture - concepts 25
Figure 2: Functional block diagram 26
Figure 3: Communication layering model 27
Figure 4: Example illustrating the Roles 28
Figure 5: Framework - Architecture Detail 28
Figure 6: Server bridging to Non- OCF device 29
Figure 7: Example of a Resource 33
Figure 8: Example - "Heater" Resource (for illustration only) 50
Figure 9: Example - Actuator Interface 50
Figure 10: Example of a Link 52
Figure 11: Example of distinct Links 52
Figure 12: Example of use of anchor in Link 53
Figure 13: Example of “eps Parameter 56
Figure 14: List of Links in a Resource 57
Figure 15: Example showing Collection and Links 59
Figure 16. CREATE operation 63
Figure 17. RETRIEVE operation 64
Figure 18. UPDATE operation 65
Figure 19. DELETE operation 66
Figure 20. High Level Network & Connectivity Architecture 68
Figure 21: Example of "ep" 70
Figure 22: Example of Link with "eps" Parameter 71
Figure 23: Example of “/oic/res” with Endpoint information 75
Figure 24. Resource based discovery: Information publication process 81
Figure 25. Resource based discovery: Finding information 81
Figure 26. Indirect discovery of resource by resource directory 90
Figure 27. RD discovery and RD supported query of resources support 92
Figure 28. Resource Direction Deployment Scenarios 93
Figure 29. Example of POST request payload 97
Figure 30. Example of POST response payload 98
Figure 31. Example of DELETE request with "di" or "ins" query 99
Figure 32. Observe Mechanism 104
Figure 33 Generic scene resource structure 107
Figure 34 Interactions to check Scene support and setup of specific scenes 108
Figure 35 Client interactions on a specific scene 109
Figure 36 Interaction overview due to a Scene change 110

Figure 37 Interactions to check Introspection support and download the Introspection Device Data. 114
Figure 38 Content-Format Policy..... 119
Figure 39. When at home: from smartphone turn on a single light..... 124
Figure 40. Device management (maintenance)..... 125
Figure 41. Direct interaction between Server and Client 126
Figure 42. Interaction between Client and Server using another Server 126
Figure 43. Interaction between Client and Server using Intermediary..... 126
Figure 44. Interaction between Client and Server using support from multiple Servers and Intermediary..... 127
Figure 45. Example of Devices 127

Tables

Table 1. Additional OCF Types 22
Table 2. Name Property Definition 35
Table 3. Resource Identity Property Definition 35
Table 4. Resource Type Common Property definition 36
Table 5. Example foobar Resource Type 37
Table 6. Example foobar properties 37
Table 7. Resource Interface Property definition 39
Table 8. OCF standard Interfaces 40
Table 9. Common Properties for Collections (in addition to Common Properties defined in section 7.3.2) 60
Table 10. 3rd party defined Resource elements 61
Table 11. Parameters of CRUDN messages 62
Table 12. “ep” value for Transport Protocol Suite 70
Table 13. List of Core Resources 76
Table 14. Configuration Resource 76
Table 15. “oic.wk.con” Resource Type definition 77
Table 16. “oic.wk.con.p” Resource Type definition 78
Table 17. Mandatory discovery Core Resources 82
Table 18. “oic.wk.res” Resource Type definition 83
Table 19. Protocol scheme registry 83
Table 20. “oic.wk.d” Resource Type definition 84
Table 21. “oic.wk.p” Resource Type definition 86
Table 22. “oic.wk.rd” Resource Type definition 90
Table 23. “oic.wk.rd” Properties 91
Table 24: Selection parameters 94
Table 25. Optional diagnostics and maintenance device management Core Resources 105
Table 26. “oic.wk.mnt” Resource Type definition 106
Table 27 list of Resource Types for Scenes 110
Table 28. Optional Icon Core Resource 111
Table 29. “oic.r.icon” Resource Type definition 111
Table 30. Introspection Resource 113
Table 31. “oic.wk.introspection” Resource Type definition 113
Table 32. CoAP request and response 115
Table 33. OCF Content-Formats 117
Table 34. OCF-Content-Format-Version and OCF-Accept-Content-Format-Version Option Numbers 118
Table 35. OCF-Accept-Content-Format-Version and the OCF-Content-Format-Version Representation 118

Table 36. Examples of OCF-Content-Format-Version and OCF-Accept-Content-Format-Version Representation 118
Table 37. Ping resource 120
Table 38. “oic.wk.ping” Resource Type definition 121
Table 39. oic.example.light Resource Type definition 123
Table 40. oic.example.garagedoor Resource Type definition 123
Table 41. Light control Resource Type definition 131
Table 42. Light control Resource Type definition 131
Table 43. Alphabetized list of core resources 133