



Proposal for Clarification of Service Use

Group Name: <targeted audience>

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Agenda Item: TBD

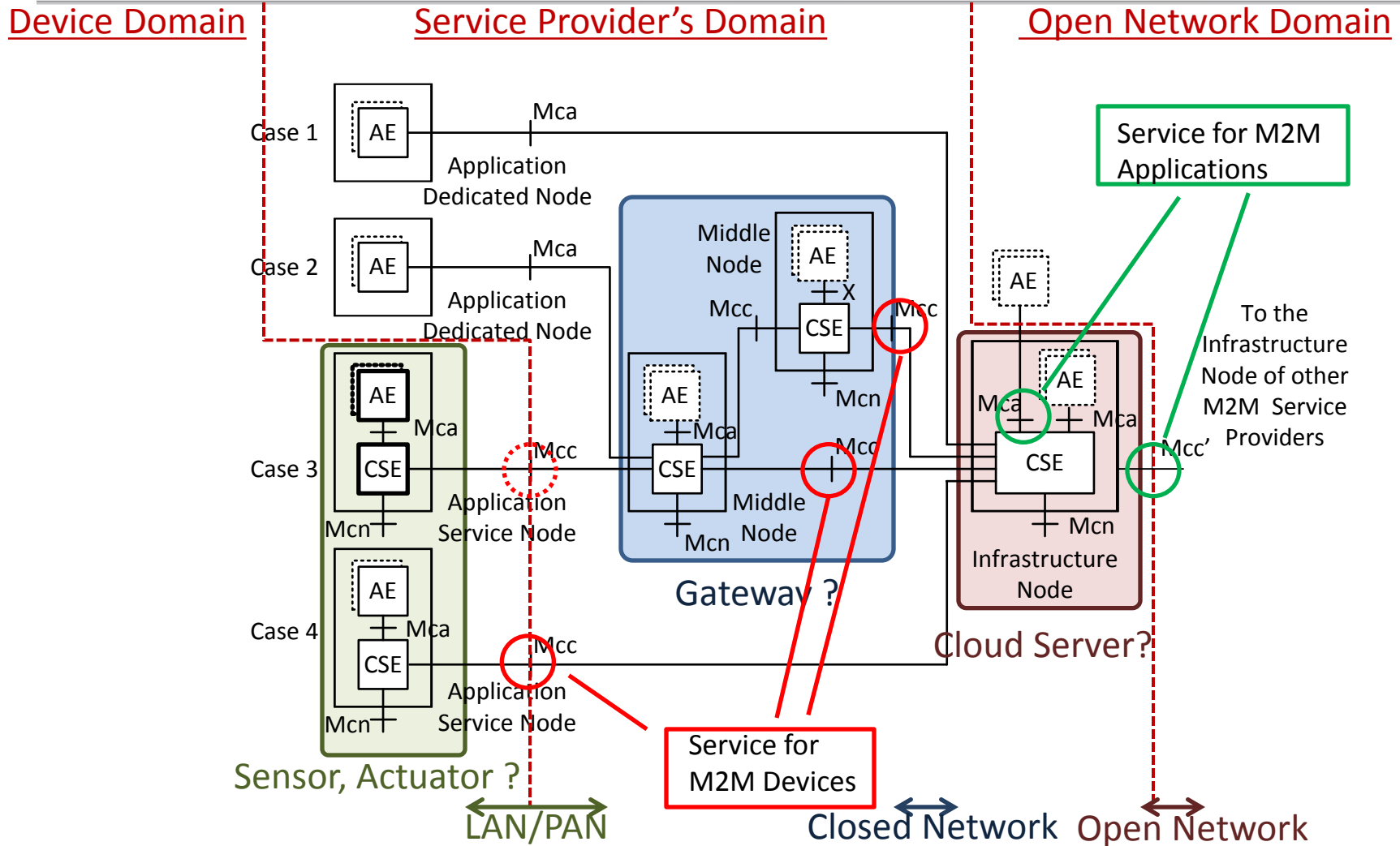
Observation of past discussions

- Consensus
 - Deep inspection of Resource definition using “Top down from Service” approach is valuable
 - This activity is improving consideration of Resource usage (not adding more specifications).
- Potential Issues
 - Overlapping work with Resource Definition
 - Concept of ‘Service’ is ambiguous
- Goal
 - Ensure specified behavior of Resource is workable
 - Feedback are given to Resource definitions

What we have ?

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 - List of (proposed) 'Resources' (in Section 9.2)
 - List of functional requirements (in Annex X)
 - What we DO NOT have ?
 - Common understanding of M2M 'Service'
 - Comprehensive set of 'Service Slogans'
 - Template for developing 'Service Slogans' with collaboration work
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Analysis of oneM2M architecture



Proposal 1: 2 type of Service

- Service for M2M Device
 - Subscription(Sign-up or contract) is always required to be part of M2M System
 - Bi-directional interaction (ex. event triggered)
- Service for M2M Application (or Interwork)
 - May not require Subscription (with authorization of Subscriber)
 - one-directional interaction (except Notifications and Callbacks)

Proposal 2: Service Slogans

- Identify 'Service Slogan' as typical scenario which performs single 'Service'
- 'Service' may contain multiple interactions with 'Resources'
- Interactions are noted as CRUD operation with target (ex. Create instance of <Container>)