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| C:\Users\grayv\Desktop\oneM2M-Logo.gif |

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| **oneM2M**  **Technical Report** | |
| Document Number | TR-0039-V-0.0.4 |
| Document Name: | Developer guide: Interworking Proxy using SDT |
| Date: | 2017-08-24 |
| Abstract: | The document describes how a developer can easily implement interworking with non-oneM2M devices using the SDT (Smart Device Template) defined in TS-0023 (Home appliances Information Model). |
| Template Version: January 2017 (Do not modify) | |

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The purpose and goal of oneM2M is to develop technical specifications which address the need for a common M2M Service Layer that can be readily embedded within various hardware and software, and relied upon to connect the myriad of devices in the field with M2M application servers worldwide.

More information about oneM2M may be found at: http//www.oneM2M.org

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# 1 Scope

The present document describes how a developer can quickly and easily implement interworking with non-oneM2M devices using the SDT (Smart Device Template) defined in TS-0023 [i.2] (Home appliances Information Model). As an example, a scenario of an application controlling and monitoring a connected lamp, already commercially available on the market, is proposed. The goal is to describe with an example the methodology for building this interworking, allowing the developers to apply it to any other non-oneM2M devices using the abstraction layer provided by SDT.

To focus on the topics described above, the security aspect is not considered in the scope of this developer guide, especially Access Control Policy issue is not discussed

# 2 References

## 2.1 Normative references

Normative references are not applicable in the present document.

## 2.2 Informative references

References are either specific (identified by date of publication and/or edition number or version number) or non‑specific. For specific references, only the cited version applies. For non-specific references, the latest version of the referenced document (including any amendments) applies.

The following referenced documents are not necessary for the application of the present document but they assist the user with regard to a particular subject area.

[i.1] oneM2M Drafting Rules.

NOTE: Available at <http://www.onem2m.org/images/files/oneM2M-Drafting-Rules.pdf>.

[i.2] oneM2M TS-0023: "Home Appliances Information Model and Mapping".

[i.3] oneM2M TS-0001: "Functional Architecture".

[i.4] oneM2M TS-0004: "Service Layer Core protocol Specification".

[i.5] oneM2M TS-0009: "HTTP Protocol Binding".

# 3 Abbreviations

For the purposes of the present document, the [following] abbreviations [given in ... and the following] apply:

ADN-AE AE which resides in the Application Dedicated Node

AE Application Entity

CSE Common Services Entity

CSE-ID Common Service Entity Identifier

IN Infrastructure Node

IN-AE Application Entity that is registered with the CSE in the Infrastructure Node

IN-CSE CSE which resides in the Infrastructure Node

MN-AE Application Entity that is registered with the CSE in Middle Node

MN-CSE CSE which resides in the Middle Node

URI Uniform Resource Identifier

# 4 Conventions

# The key words "Shall", "Shall not", "May", "Need not", "Should", "Should not" in the present document are to be interpreted as described in the oneM2M Drafting Rules [i.1].5 Use Case

## 5.0 Introduction

This clause describes a use case which helps to understand the devices abstraction layer concept of oneM2M through the combined use of the SDT-based (Smart Device Template) Information Model specified in oneM2M TS-0023 [i.2] and the Interworking Proxy Entity.

## 5.1 Abstraction description via the lightbulbs example

This guide is based on the following use case: an application on a Gateway, Cloud/Server, or Smartphone wants to monitor and control lightbulbs. Due to the abstraction layer provided by oneM2M, the monitoring and controlling processes can be performed independently from underlying connectivity technologies. This tutorial is based on the example of Philips Hue lightbulbs (these lightbulbs require dedicated bridge for connection with Gateway). Figure 5.1-1 presents the general architecture of the use case.



Figure 5.1-1: Overview of the lightbulbs use case

The main components are introduced as follows:

* The lightbulbs are deployed in a home and are attached to a home gateway via Philips Hue Bridge.
* The Gateway communicates with a Cloud/Server platform allowing the lightbulbs to be controlled remotely by the Smartphone.
* The Cloud/Server platform and Gateway supports a set of services to enable the Smartphone to more easily control and monitor the lightbulbs in the home. Some examples of services include device abstraction layer, registration, discovery, data management, group management, subscription/notification, etc.
* The Smartphone hosts an application used to remotely control and monitor the lightbulbs in the home and supports the following capabilities:
* Discovery of the lightbulbs deployed in the home.
* Sending commands to change light state i.e. switch on/off and change colour.
* Receive state of a lightbulb.

# 6 Introduction to IPE and SDT

## 6.1 Introduction to IPE

An IPE (Interworking Proxy Entity) is a specialized AE (Application Entity) that allows the oneM2M system to interact with any non-oneM2M system, in a seamless way, through the Mca interface. It has the capability to remap the specific data model to oneM2M resources (<AE>, <container>, <flexContainer>, etc.) and maintain bidirectional communication with the non-oneM2M system.

## 6.2 Introduction to SDT

### 6.2.1 SDT data model description

The SDT (Smart Device Template) is a reference template to model most home appliance functions in a unified way which is a result of consensus amongst various SDOs and industry alliances. Abstraction from the various underlying home-area network technologies and getting an unified way of controlling/commanding the appliances are among the key goals of the SDT.

The SDT approach is to define re-usable basic functions (or services) (labelled "ModuleClass" in Figure 6.2-1) which can represent the typical functions found, for example, in many home automation systems, such as "on/off", "dim a lamp", "receive events from binary sensor", "read data from sensor", etc.



Figure 6.2.1-1: SmartHome Device Template for a generic device

The SDT supports the use of a set of templates for generic devices or appliances (e.g. for a dimmable lamp, a basic washing machine, etc., which would be specific instances of the "Device" object) which form the basis of APIs used by application developers. These templates can also be referenced by manufacturers creating XML documents to describe their specific products. For example, the SDT enables specification of a generic washing machine template, with on/off, set-wash-temperature, pause and a few other commands, which could be referenced by a manufacturer as the schema for a XML description of a basic model washing machine. The SDT allows for vendor-specific additional commands (ModuleClasses) to suit specific product types.

The SDT is available under Apache License 2 at oneM2M's GitLab: <https://git.onem2m.org/MAS/SDT>

### 6.2.2 SDT Device example: deviceLight

A light is a device that is used to control the state of an illumination device. This Device has one mandatory binarySwitch Module and the following optional Modules: faultDetection, runState, colour, colourSaturation, brightness.

**Table 6.2.2-1: Modules of deviceLight Device model (from [1])**

|  |  |  |  |
| --- | --- | --- | --- |
| Module Instance Name | Module Class Name | Optional | Description |
| faultDetection | faultDetection | true | See clause 5.3.16 |
| binarySwitch | binarySwitch | false | See clause 5.3.5 |
| runState | runState | true | See clause 5.3.28 |
| colour | colour | true | See clause 5.3.10 |
| colourSaturation | colourSaturation | true | See clause 5.3.11 |
| brightness | brightness | true | See clause 5.3.8 |

The faultDetection ModuleClass provides information about whether a fault has occurred in the actual device.

Table 6.2.2-2: DataPoints of faultDetection ModuleClass (from [1])

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Type | Readable | Writable | Optional | Documentation |
| status | xs:boolean | true | false | false | Status of fault detection. |
| code | xs:integer | true | false | true | Code of the fault. |
| description | xs:string | true | false | true | Message of the fault. |

The binarySwitch ModuleClass provides capabilities to control and monitor the state of power.

Table 6.2.2-3: Actions of binarySwitch ModuleClass (from [1])

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Return Type | Name | Argument | Optional | Documentation |
| none | toggle | none | true | Toggle the switch. |

Table 6.2.2-4: DataPoints of binarySwitch ModuleClass (from [1])

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Type | Readable | Writable | Optional | Documentation |
| powerState | xs:boolean | true | true | false | The current status of the binarySwitch. "True" indicates turned-on, and "False" indicates turned-off. |

The runState ModuleClass provides capabilities to control and monitor machine state of appliances.

Table 6.2.2-5: DataPoints of runState ModuleClass (from [1])

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Type | Readable | Writable | Optional | Documentation |
| currentMachineState | hd:machineState | true | true | false | Currently active machine state. |
| machineStates | list of hd:machineState | true | false | false | List of possible machine states the device supports (see clause 5.5.15) |
| progressPercentage | float | true | false | true | Indication of current progress in percentage |

The colour ModuleClass provides the capabilities to set the value of Red, Green, Blue for the colour device.

Table 6.2.2-6: DataPoints of colour ModuleClass (from [1])

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Type | Readable | Writable | Optional | Documentation |
| red | xs:integer | true | true | false | The R value of RGB; the range is [0,255] |
| green | xs:integer | true | true | false | The G value of RGB; the range is [0,255] |
| blue | xs:integer | true | true | false | The B value of RGB; the range is [0,255] |

The colourSaturation ModuleClass describes a colour saturation value. The value is an integer. A colourSaturation has a range of [0,100]. A colourSaturation value of 0 means producing black and white images. A colourSaturation value of 50 means producing device specific normal colour images. A colourSaturation value of 100 means producing device very colourfull images.

Table 6.2.2-7: DataPoints of colourSaturation ModuleClass (from [1])

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Type | Readable | Writable | Optional | Documentation |
| colourSaturation | xs:integer | true | true | false | The status of colour saturation level. |

The brightness ModuleClass describes the brightness of a light e.g. from a lamp. Brightness is scaled as a percentage. A lamp or a monitor can be adjusted to a level of light between very dim (0 % is the minimum brightness) and very bright (100 % is the maximum brightness).

Table 6.2.2-8: DataPoints of brightness ModuleClass (from [1])

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Type | Readable | Writable | Optional | Documentation |
| brightness | xs:integer | true | true | false | The status of brightness level in percentage. |

## 6.3 IPE and SDT in oneM2M tree

In reference to oneM2M terminology, when a new device is discovered the CSE shall register it and map its SDT-based representation to oneM2M common resources according to the rules defined in TS-0023 [i.2].

To allow current non-oneM2M devices ("NoDN", Non-oneM2M Device Node) to connect to the oneM2M system the specification provides "Interworking/Integration of non-oneM2M solutions and protocols" section (Annex F of oneM2M TS-0023 [i.2]). Figure 6.3-1 shows SDT in oneM2M architecture.



Figure 6.3-1: Translation of non-oneM2M Data Model to SDT Data Model via the IPE

# 7 Functional architecture

Clause 7 describes how the elements of this use case are represented by corresponding oneM2M architectural entities. Figure 7-1 presents the functional architecture of this use case.



Figure 7-1: oneM2M functional architecture of the bulbs use case

There are two sections in the functional architecture of this use case. On the left side of the red dashed line there is the non-oneM2M section based on Philips Hue architecture. It consists of two Hue Bulbs and Hue Bridge.

On the right side there is the oneM2M architecture section which consists of MN-CSE (Middle Node - Common Service Entity) and AE: IPE (Application Entity: Interworking Proxy Entity) on the Gateway, IN-CSE (Infrastructure Node CSE) on the Cloud/Server, ADN-AE-1 (Application Dedicated Node) on the Smartphone and Mcc and Mca reference points.

Mca reference point is used to interface an AE and a CSE together. Mcc reference point is used to interface CSEs. In this use case Mca is used between ADN-AE-1 on the Smartphone and IN-CSE on the Cloud/Server, while Mcc is used between MN-CSE on the Gateway and IN-CSE on the Cloud/Server.

AE: IPE makes non-oneM2M devices visible to oneM2M platform, so it allows ADN-AE-1 on the Smartphone to remotely control and monitor the bulbs. AE: IPE mechanism is described in details in clause 6.3.

# 8 Procedures and call flows

## 8.1 Introduction

The deployment of the oneM2M standard in the present use case requires procedures that are classified as follows:

* **Registration:** AE registration with CSE: IPE-AE with MN-CSE, ADN-AE with IN-CSE.
* **Resources creation:** a set of <*flexContainer*> resources creation to represent SDT Device in a resource tree.
* **Discovery of resources with filter criteria:** discovery of resources with given containerDefinition attribute filtered with filter criteria to receive associated URI.
* **Discovery of children resources:** discovery of a resource tree associated with particular SDT Device to get access to particular ModuleClass, DataPoint, Action.
* **Get resource**: get value of DataPoints through sending RETRIEVE request
* **Change resource:** changing a DataPoint value or triggering an Action throughsendingUPDATE request
* **Subscription and notification mechanism**: monitor DataPoints values changes through subscription and notification mechanism

In this developer guide there is an assumption that MN-CSE is registered with IN-CSE. More assumptions are listed in clause 9.2.

## 8.2 Call Flows from perspective of device adapter developer

### 8.2.1 IPE-AE registration with MN-CSE

The procedure to register device adapter (IPE-AE) with gateway (MN-CSE) is as follows:

* Device adapter (IPE-AE) sends registeration request to Gateway (MN-CSE)
* Gateway (MN-CSE) responds with status of the registration and Content-Location header for the registered entity



Figure 8.2.1-1: AE registration with CSE request

### 8.2.2 SDT Device resource tree creation in MN-CSE

The procedure to create resource tree for particular SDT Device (deviceLight in this use case) is as follows:

* Device adapter (IPE-AE) sends a CREATE request to gateway (MN-CSE) to create <*flexContainer*> for SDT Device.
* Gateway (MN-CSE) responds with URI of the new <*flexContainer*> for SDT Device.
* Device adapter (IPE-AE) sends a CREATE reqest to gateway (MN-CSE) to create a <*flexContainer*> for a single Module with associated customAttributes (DataPoints). Please note that there is sended one such request per each Module.
* Gateway (MN-CSE) responds with URI for created Module.
* Device adapter (IPE-AE) sends a CREATE request to gateway (MN-CSE) to create <*flexContainer*> for a single Action. The <*flexContainer*> which represents Action is set as a child of <*flexContainer*> which represents Module.
* Gateway (MN-CSE) responds with URI for created Action.



Figure 8.2.2-1: Creation of resource tree for SDT Device

## 8.3 Call flows from perspective of utility application developer

### 8.3.1 Application Entity registration in IN/MN-CSE

The procedure to register utility application (ADN-AE-1) with server (IN-CSE) is as follows:

* Utility application (ADN-AE-1) sends registration request to gateway (IN-CSE)
* Server (IN-CSE) responds with status of the registration and Content-Location header for the registered entity



Figure 8.3.1-1: AE registration with CSE request

### 8.3.2 Discovery Requests

The procedure to discover SDT Device is as follows:

* Utility application (ADN-AE-1) sends a RETRIEVE request to server (IN-CSE) including filter criteria conditions, especially it could be a *containerDefinition* attribute   
  (e.g. org.onem2m.home.moduleclass.binaryswitch)
* Server (IN-CSE) responds with list of URIs of the discovered resources, if any (especially URI for deviceLight which represents a bulb).



Figure 8.3.2-1: Discovery of SDT Device with filter criteria

### 8.3.3 Control & monitor devices

### 8.3.3.1 Getting URLs for resources

The procedure to retrieve needed URIs for Modules which are associated with particular Device is as follows:

* Utility application (ADN-AE-1) sends a request to server (IN-CSE) with URI of the Device.
* Server (IN-CSE) responds with a list of the Modules URIs.



**Figure 8.3.3.1-1: Discovery of Modules related to SDT Device**

### 8.3.3.2 DataPoint value retrieving

The procedure to get DataPoint value is as follows:

* Utility application (ADN-AE-1) sends an RETRIEVE request to server (IN-CSE) with information which DataPoint should be retrieved.
* Server (IN-CSE) responds with current value of the DataPoint.



**Figure 8.3.3.2-1: DataPoint retrievement**

### 8.3.3.3 DataPoint value changing

The procedure to change DataPoint value is as follows:

* Utility application (ADN-AE-1) sends an UPDATE request to server (IN-CSE) with <*flexContainer*> which contains the new value of the DataPoint.
* Server (IN-CSE) responds with status of DataPoint's UPDATE operation



**Figure 8.3.3.3-1: Change value of a DataPoint**

### 8.3.3.4 Action triggering

The procedure to trigger an Action is as follows:

* Utility application (ADN-AE-1) sends an UPDATE request to server (IN-CSE) with empty <*flexContainer*>.
* Server (IN-CSE) responds with status of UPDATE operation



**Figure 8.3.3.4-1: Action triggering procedure**

# 9 Implementation

## 9.1 Introduction

Clause 9 provides implementation examples from two different perspectives: developer of a device adapter (AE: Inter-working Proxy) in clause 9.3 and developer of a utility application in clause 9.4.

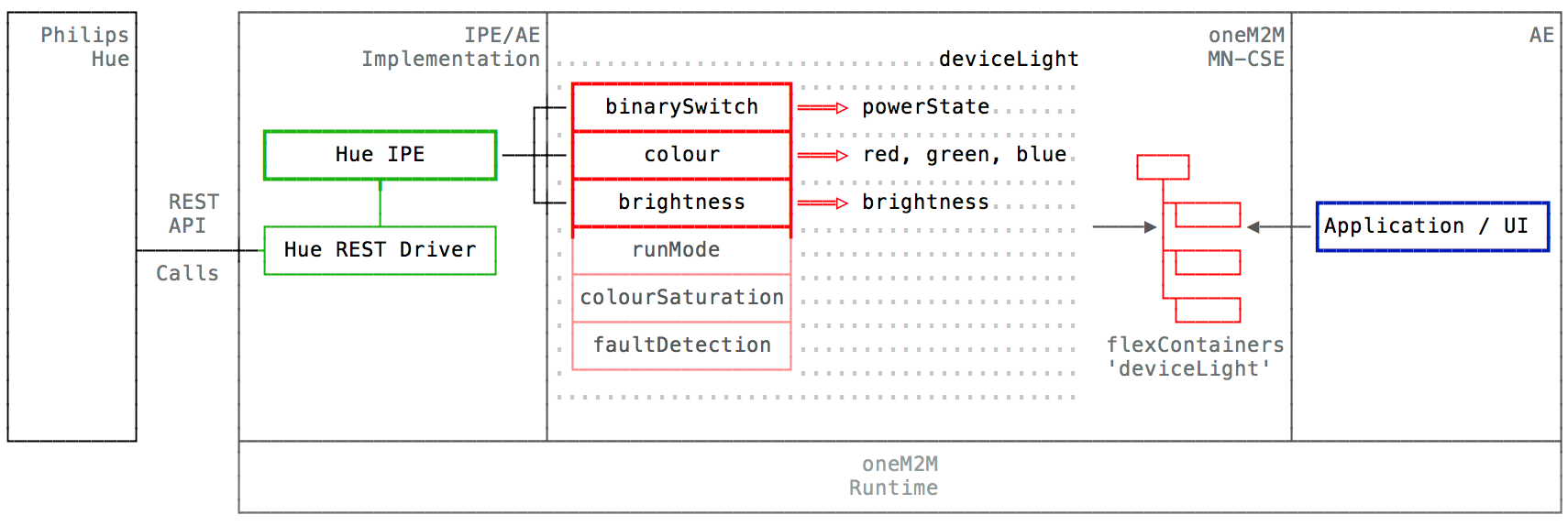


Figure 9.1-1: Implementation of TS-0023 [i.2] Module Classes for the Hue bulb use case

## 9.2 Assumptions

### 9.2.0 Introduction

* MN-CSE is registered with IN-CSE
* Philips Hue Bridge and MN-CSE are on the same LAN
* Philips Hue Bulbs are paired with the Philips Hue Bridge
* Philips Hue Bridge is not directly represented in oneM2M resource tree, but through its associated IPE
* Access Control Policy issue isn’t discussed here because it's a security aspect which isn’t considered in the scope of this developer guide

### 9.2.1 Addressing for Entities

Each oneM2M entity including AE and CSE are addressable with correct host address that can be IP addresses or FQDN addresses resolved to IP addresses by DNS network services according to addressing rules specified in oneM2M standards.

The IN-CSE and MN-CSE entities presented in this use case are addressable with the following identifiers.

* IN-CSE:
  + CSE-ID: /**in-cse**
  + resourceName of IN-CSE’s CSEBase resource: **server**
  + IN-CSE FQDN**: incse.provider.com**
  + IN-CSE HTTP port: **8080**
* MN-CSE:
  + CSE-ID: /**mn-cse**
  + resourceName of MN-CSE’s CSEBase resource: **home\_gateway**
  + MN-CSE FQDN: **mncse.provider.com**
  + MN-CSE HTTP port: **8080**

The host of Utility Application (ADN-AE-1) has following IP address: 192.168.10.1.

## 9.3 Developer of the device adapter (IPE-AE)

### 9.3.0 Introduction

This clause describes implementation process from the IPE-AE developer point of view.

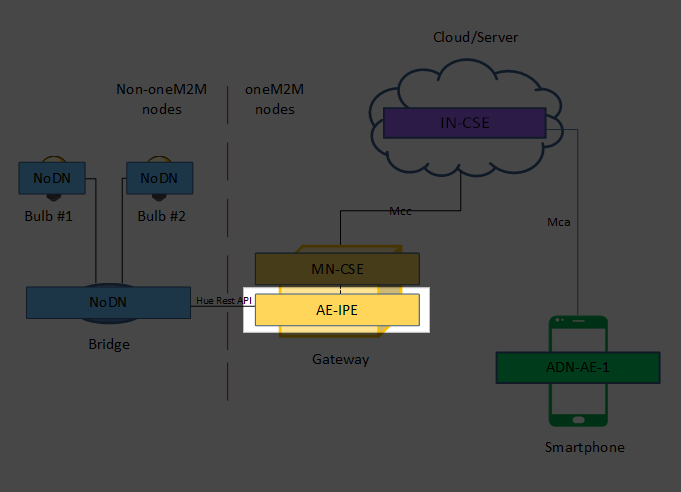


Figure 9.3.0-1 Scope of 9.3 Developer of the device adapter section

### 9.3.1 IPE-AE registration with MN-CSE

The IPE-AE with MN-CSE registration is shown in the following procedure.

POST /home\_gateway HTTP/1.1  
Host: mncse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml;ty=2

X-M2M-RI: home\_gateway-16346

<?xml version="1.0" encoding="UTF-8"?>

<m2m:ae xmlns:m2m="<http://www.onem2m.org/xml/protocols>" rn="ipe\_ae">

<api>ipe.lightControl</api>

<rr>true</rr>

</m2m:ae>

HTTP Response:

201 Created

X-M2M-RSC: 2001

X-M2M-RI: home\_gateway-16346

Content-Location: /mn-cse/ae-CAE340304178

In response there's Content-Location header which indicates registrated AE address which is necessary to create device resource tree.

AE registration process is comprehensively described in 10.2.2.1 TS-0001 clause.

### 9.3.2 SDT Device resource tree creation in MN-CSE (Resources registration)

This cluase describes creation of device resource tree which consists of Device, ModuleClasses and Actions. First of all you have to create Device resource Device is mapped to flexContainer resource, so you have to create flexContainer resource.

The following request creates flexContainer resource for deviceLight. In response there's Content-Location header which indicates the new Device address which is used later in ModuleClass creation.

POST /~/mn-cse/ae-CAE340304178 HTTP/1.1  
Host: mncse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml;ty=28

X-M2M-RI: home\_gateway-12

<?xml version="1.0" encoding="UTF-8"?>

<m2m:fcnt xmlns:m2m="<http://www.onem2m.org/xml/protocols>" rn="deviceLight">

<cnd>org.onem2m.home.device.deviceLight</cnd>

</m2m:fcnt>

HTTP Response:

201 Created

X-M2M-RSC: 2001

X-M2M-RI: home\_gateway-12

Content-Location: /mn-cse/DL3404345178

Flex Container creation procedure is comprehensively described in 10.2.4.16 TS-0001.

To create ModuleClass on Device you have to send the creation request to Device address which was taken from Device creation request response. In SDT ModuleClasses are mapped to flexContainer and DataPoints are mapped to customAttribute. To create binarySwitch ModuleClass you have to send following request.

POST /~/mn-cse/DL3404345178 HTTP/1.1  
Host: mncse.provider.com:8080

X-M2M-Origin: Soriginator

Content-Type: application/xml;ty=28

X-M2M-RI: home\_gateway-43

<?xml version="1.0" encoding="UTF-8"?>

<m2m:fcnt xmlns:m2m="<http://www.onem2m.org/xml/protocols>" rn="binarySwitch">

<cnd>org.onem2m.home.moduleclass.binaryswitch</cnd>

<powSe type="xs:boolean">false</powSe>

</m2m:fcnt>

HTTP Response:

201 Created

X-M2M-RSC: 2001

X-M2M-RI: home\_gateway-43

Content-Location: \_/mn-cse/MC43546456

In response there's Content-Location header which indicates created ModuleClass address which is used later to create Toggle Action and to modificate state of particular DataPoint.

In SDT, Actions are also mapped to FlexContainer. To add new Action to ModuleClass you have to send the following request to the ModuleClass address.

POST /~/mn-cse/MC43546456 HTTP/1.1  
Host: mncse.provider.com:8080

X-M2M-Origin: Soriginator

Content-Type: application/xml;ty=28

X-M2M-RI: home\_gateway-44

<?xml version="1.0" encoding="UTF-8"?>

<m2m:fcnt xmlns:m2m="<http://www.onem2m.org/xml/protocols>" rn="toggle">

<cnd>org.onem2m.home.moduleclass.binaryswitch.toggle</cnd>

</m2m:fcnt>

HTTP Response:

201 Created

X-M2M-RSC: 2001

X-M2M-RI: home\_gateway-44

Content-Location: /mn-cse/AC-54783722

In response there's Content-Location header which indicates new Action address which is used later to trigger Action (described in clause 9.4.3).

### 9.3.3 Implementation of abstract SDT Device example: deviceLight

This clause presents a “pseudo code” implementation of abstract SDT Device based on deviceLight example. Please note that this pseudo-code is similar to Java but should be considering just an example, it isn’t attend to be compilable.

DeviceLight class is an implementation of deviceLight model, it inherits from Device class and has 8 fields relevant for 8 ModuleClasses of deviceLight model. DeviceLight has a contructor which creates objects for ModuleClasses and defines Name and Domain.

/\*\*

\*

\* Stores information about name and domain of the device

\*

\*/

class Device{

string name;

string domain;

public Device(string name, string domain){

name = name;

domain = domain;

}

}

/\*\*  
\* DeviceLight class is an implementation of deviceLight model, it inherits from Device \* class, and has 8 fields relevant for 8 ModuleClasses of deviceLight model.  
\* DeviceLight has a contructor which creates objects for ModuleClasses and defines   
\* Name and Domain.  
\*/

class DeviceLight extends Device{

FaultDetection faultDetection;

BinarySwitch binarySwitch;

RunMode runMode;

Colour colour;

ColourSaturation colourSaturation;

Brightness brightness;

public DeviceLight(string name, string domain){

super(name, domain);

}

}

/\*\*

\* Module consists of 3 fields which are relevant to DataPoints parameters in SDT.

\*/

class Module{

boolean optional;

string name;

string domain;

public Module(string name, string domain, boolean optional){

this.name = name;

this.optional = optional;

this.domain = domain;

}

}

/\*\*

\* BinarySwitch class is considered as an example of ModuleClass implementation,

\* it inherits from Module. It has fields relevant for DataPoints and Actions

\* which are defined in SDT data model. Constructor of BinarySwitch creates powerState

\* DataPoint. BinarySwitch class has also setToggle function which allows to set toogle

\* action which is not mandatory.

\*/

class BinarySwitch extends Module {

BooleanDataPoint powerState;

Toggle toggle;

public BinarySwitch(string moduleName, string moduleDomain, BooleanDataPoint powerStateArgument){

super(moduleName, moduleDomain, false);

powerState = powerStateArgument;

powerState.optional = false;

powerState.readable = true;

powerState.writeable = true;

powerState.documentation = "The current status of the binarySwitch. "True"

indicates turned-on, and "False" indicates turned-off";

}

void setToggle(Toggle toggleArgument){

toggle = toggleArgument;

toggle.optional = true;

}

}

/\*\*

\* Colour extends Module and has 3 fields relevant to Colour ModuleClass DataPoints.

\* In the constructor of Colour class there are DataPoints assingments with their

\* parameters. There's also abstract setColour method which allows to set

\* all colours (R,G,B) at once.

\*/

class Colour extends Module {

IntegerDataPoint red;

IntegerDataPoint green;

IntegerDataPoint blue;

public Colour(string moduleName, string moduleDomain, IntegerDataPoint redArgument, IntegerDataPoint greenArgument, IntegerDataPoint blueArgument){

super(moduleName, moduleDomain, true);

red = redArgument;

green = greenArgument;

blude = blueArgument;

red.optional = false;

red.readable = true;

red.writeable = true;

red.documentation = "";

green.optional = false;

green.readable = true;

green.writeable = true;

green.documentation = "";

blue.optional = false;

blue.readable = true;

blue.writeable = true;

blue.documentation = "";

}

/\*\*

\* This method allows to set all colours (R,G,B) in a single call.

\* Since it is an abstract method it has to be implemented by developer according to

\* specific technology which the device uses.

\*/

public abstract setColour(int R, int G, int B);

}

/\*\*

\* Toggle class consists of 3 fields which are relevant to SDT Action parameters and

\* toggle() method which determines Toggle Action.

\*/

class Toggle {

boolean optional = true;

string documentation;

string name;

public abstract void toggle(){}

public Toggle(boolean optional, string documentation, string name){

this.optional = optional;

this.documentation = documentation;

this.name = name;

}

}

/\*\*

\* DataPoint class constis of 6 fields relevant to DataPoint SDT parameters.

\* In the constructor there's name and type assingments. The rest of paremeters are

\* assingments in classes which inherits from DataPoint class.

\*/

class DataPoint{

string name;

string type;

boolean optional;

bool readable;

bool writeable;

string documentation;

public DataPoint(string nameArgument, string typeArgument){

name = nameArgument;

type = typeArgument;

}

}

/\*\*

\* IntegerDataPoint class consists of two abstract methods getValue() and setValue()

\* which are implemented in HueLight class in 9.3.4 clause.

\* Notice there is DataPoint constructor called in IntegerDataPoint constructor.

\*/

public abstract class IntegerDataPoint extends DataPoint{

public IntegerDataPoint(string name){

super(name, "Integer");

}

abstract int getValue(){};

abstract void setValue(int value){};

}

/\*\*

\* BooleanDataPoint class consists of two abstract methods getValue() and setValue()

\* which are implemented in HueLight class in 9.3.4 clause.

\* Notice there is DataPoint constructor called in BooleanDataPoint constructor.

\*/

public abstract class BooleanDataPoint extends DataPoint{

public BooleanDataPoint(string name){

super(name, "Boolean");

}

abstract boolean getValue();

abstract void setValue(boolean value);

}

### 9.3.4 Instance of SDT Device example: Hue Light

This section presents a “pseudo code” implementation of IPE for particular device: Hue Light. Please note that this pseudo-code is similar to Java but should be considering just an example, it isn’t attend to be compilable.

/\*\*

\* HueLight class inherits from DeviceLight class. In the contructor of this class

\* DataPoints are created with all needed abstract methods implementation

\* specific for technology (Hue Light in this use case) the device uses. It means that

\* each DataPoint (e.g. powerState in BinarySwitch) has implementation of each abstract \* method which consists of Hue API calls to control Hue Light.

\*/

class HueLight extends DeviceLight{

public HueLight(string name, string domain){

super(name, domain);

}

BinarySwitch = new BinarySwitch("binarySwitch", domain,   
new BooleanDataPoint("powerState"){

boolean getValue(){

HttpRequest httpRequest;

httpRequest.setURL("http://<bridge\_ip\_address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setMethod("GET");

bool state = parseOnOff(httpRequest.sendHTTPRequest());

return state;

}

void setValue(boolean value){

HTTPRequest httpRequest;

httpRequest.setURL("http://<bridge\_ip\_address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setBody("{\"on\":" + value + "}");

httpRequest.setMethod(“PUT”);

httpRequest.sendHTTPRequest();

}

});

Colour = new Colour("colour", domain, new IntegerDataPoint("red"){

int getValue(){

HttpRequest httpRequest;

httpRequest.setURL(http://<bridge ip address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setMethod("GET");

int red = parseRed(parseColor(httpRequest.sendHTTPRequest()));

return red;

}

void setValue(int value){

HSVColour hsv = new HSVColour();

hsv.convertFromRGB(value, 0, 0);

HTTPRequest httpRequest;

httpRequest.setURL("http://<bridge ip address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setBody("{\"on\":true, \"sat\":" + hsv.getSat() + ", \"bri\":" + hsv.getBri() + ",\"hue\":" + hsv.getHue() +"}"});

httpRequest.setMethod(“PUT”)

httpRequest.sendHTTPRequest();

}

}, new IntegerDataPoint("green"){

int getValue(){

HttpRequest httpRequest;

httpRequest.setURL(http://<bridge ip address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setMethod("GET");

int green = parseGreen(parseColor(httpRequest.sendHTTPRequest()));

return green;

}

void setValue(int value){

HSVColour hsv = new HSVColour();

hsv.convertFromRGB(0, value, 0);

HTTPRequest httpRequest;

httpRequest.setURL("http://<bridge ip address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setBody("{\"on\":true, \"sat\":" + hsv.getSat() + ", \"bri\":" + hsv.getBri() + ",\"hue\":" + hsv.getHue() +"}"});

httpRequest.setMethod(“PUT”)

httpRequest.sendHTTPRequest();

}

}, new IntegerDataPoint("blue"){

int getValue(){

HttpRequest httpRequest;

httpRequest.setURL(http://<bridge ip address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setMethod("GET");

int blue = parseBlue(parseColor(httpRequest.sendHTTPRequest()));

return blue;

}

void setValue(int value){

HSVColour hsv = new HSVColour();

hsv.convertFromRGB(0, 0, value);

HTTPRequest httpRequest;

httpRequest.setURL("http://<bridge ip address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setBody("{\"on\":true, \"sat\":" + hsv.getSat() + ", \"bri\":" + hsv.getBri() + ",\"hue\":" + hsv.getHue() +"}"});

httpRequest.setMethod(“PUT”)

httpRequest.sendHTTPRequest();

}

}){

void setColour(int R, int G, int B){

HSVColour hsv = new HSVColour();

hsv.convertFromRGB(R, G, B);

HTTPRequest httpRequest;

httpRequest.setURL("http://<bridge ip address>/api/1028d66426293e821ecfd9ef1a0731df/lights/1/state");

httpRequest.setBody("{\"on\":true, \"sat\":" + hsv.getSat() + ", \"bri\":" + hsv.getBri() + ",\"hue\":" + hsv.getHue() +"}"});

httpRequest.setMethod(“PUT”)

httpRequest.sendHTTPRequest();

}

};

}

/\*\*

\* SDT Colour model uses RGB colour values and Hue Light device uses HSV model.

\* HSVColour class allows to convert RGB to HSV with its convertFromRGB methods.

\* This class and method isn’t a part of SDT data model.

\*/

class HSVColour{

int hue;

int sat;

int value;

void convertFromRGB(int R, int G, int B){

//Algorithm that converts RGB values to HSV values should be implemented here

}

}

## 9.4 Developer of the utility application

### 9.4.0 Introduction

Clause 9.4 describes registration of AE for utility application, discovery process and controlling and monitoring devices.



Figure 9.4.0-1 Scope of 9.4 Developer of the utility application section

### 9.4.1 Application Entity registration in IN/MN-CSE

The ADN-AE with IN-CSE registration is shown in the following procedure.

POST /server?rcn=0 HTTP/1.1  
Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml;ty=2

X-M2M-RI: server-1234

<?xml version="1.0" encoding="UTF-8"?>

<m2m:ae xmlns:m2m="<http://www.onem2m.org/xml/protocols>" rn="smartphone\_ae">

<api>incse.lightControlApp</api>

<rr>true</rr>

</m2m:ae>

HTTP Response:

201 Created

X-M2M-RSC: 2001

X-M2M-RI: server-1234

Content-Location: /in-cse/ae-CAE345

In response Content-Location header there's an address of registered Application Entity.

AE registration process is comprehensively described in 10.2.2.1 TS-0001 clause.

### 9.4.2 Discovery proccess

Clause 9.4.2 describes discovery proccess which uses filter criteria to limit the scope of returned information.

Folowing response searches for resources with cnd(Container Definition) set to org.onem2m.home.device.deviceLight so it gives in response list of urils of light devices. Uril is neccessary to control particular device. Fu (filter usage) parameter value set to '1' indicates this is normal resource discovery request so only the addresses of the child resources are returned.

GET /server?fu=1&cnd=org.onem2m.home.device.deviceLight HTTP/1.1

Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml

X-M2M-RI: server-1234

HTTP Response:

200 OK

X-M2M-RSC: 2000

X-M2M-RI: server-1234

Content-Type: application/xml

<m2m:uril xmlns:m2m="http://www.onem2m.org/xml/protocols">

mn-cse/DL3404345178

</m2m:uril>

Discovery process is comrehensively described in TS-0001 6.2.5 and 10.2.6 clause.

### 9.4.3 Control & monitor devices

### 9.4.3.0 Introduction

Clause 9.4.3 describes how to control and monitor SDT devices registered in oneM2M network.

### 9.4.3.1 Getting URLs for resources

First there is a need to get a url of ModuleClass resource. ModuleClass is a child of deviceLight, so there is a need to send a request to device address which returns a list of it's children in response. In this particular case there're two: binarySwitch and toggle. Each of them shall be controlled by requests sent on given addresses.

Following request gives a list of deviceLight children (ModuleClassess or Actions) in response with their urils.

GET /~/mn-cse/DL3404345178?rcn=6

HTTP/1.1  
Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml

X-M2M-RI: server-12345

HTTP Response:

200 OK

X-M2M-RSC: 2000

X-M2M-RI: server-12345

Content-Location: /in-cse/ae-CAE345

<?xml version="1.0" encoding="UTF-8"?>

<m2m:fcnt xmlns:m2m="http://www.onem2m.org/xml/protocols">

<ch rn="binarySwitch" ty="28">/mn-cse/MC43546456 </ch>

<ch rn="toggle" ty="28">/mn-cse/AC-54783722 </ch>

</m2m:fcnt>

Here is data from previous request answer which is needed:

<ch rn="binarySwitch" ty="28">/mn-cse/MC43546456 </ch>

<ch rn="toggle" ty="28">/mn-cse/AC-54783722 </ch>

### 9.4.3.2 DataPoint value retrieving

To monitor powerState value you have to send a RETRIEVE request to binarySwitch resource (/mn-cse/MC43546456)as following. In response there is current binarySwitch value.

GET /~/mn-cse/MC43546456?rcn=1 HTTP/1.1  
Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml

X-M2M-RI: server-12346

HTTP Response:

200 OK

X-M2M-RSC: 2000

X-M2M-RI: server-12346

<?xml version="1.0" encoding="UTF-8"?>

<m2m:fcnt xmlns:m2m="<http://www.onem2m.org/xml/protocols>">

<powSe type="xs:boolean">true</powSe>

</m2m:fcnt>

### 9.4.3.3 DataPoint value changing

To change powerState value you have to send a request to binarySwitch resource (/mn-cse/MC43546456 )with xml (or json) representation of new powerState value. PUT request is used because whole resource is updated.

Following requests changes power State Data Point to 'true'.

PUT /~/mn-cse/MC43546456 HTTP/1.1  
Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml

X-M2M-RI: server-12346

<?xml version="1.0" encoding="UTF-8"?>

<m2m:fcnt xmlns:m2m="<http://www.onem2m.org/xml/protocols>" rn="smartphone\_ae">

<powSe type="xs:boolean">true</powSe>

</m2m:fcnt>

HTTP Response:

204 Updated

X-M2M-RSC: 2004

X-M2M-RI: server-12346

### 9.4.3.4 Action triggering

To trigger Toggle action you have to send null content parameter to toggle resource address. (see TS-0023, 6.2.4 Clause, Rule 3-4).

Following requests sends null content and triggers Toggle action.

PUT /~/mn-cse/AC-54783722 HTTP/1.1  
Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml

X-M2M-RI: server-12346

<?xml version="1.0" encoding="UTF-8"?>

<m2m:fcnt xmlns:m2m="<http://www.onem2m.org/xml/protocols>" rn="smartphone\_ae">

</m2m:fcnt>

HTTP Response:

204 Updated

X-M2M-RSC: 2004

X-M2M-RI: server-12346

### 9.4.3.5 Subscription mechanism

Following request creates subscription on binarySwitch resource (mn-cse/MC43546456) which allows to send notifications after its state change. There are two mandatory parameters.

NotificationURI parameter is represented by <nu> xml tag and indicates the address of the device which is supposed to be notificated about ouccured changes. In our case smartphone IP address shall be used.

Remark: In our use case smartphone IP address is used as a receiver of notifications but in other usage there can be used notification server with static IP address assigned. In such use case this server would be responsible to send notification directly on smartphone address.

NotificationContentType is represented by <nct> xml tag and indicates the type of notification. Its value must be one of the following:

- 1: all atributes

- 2: modified attributes,

- 3: resourceID

In our example <nct> is set to 2.

In response there is a whole set of subsription resource parameters.

POST /~/mn-cse/MC43546456 HTTP/1.1  
Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Content-Type: application/xml

X-M2M-RI: server-12346

<m2m:sub xmlns:m2m="http://www.onem2m.org/xml/protocols" rn="sub\_45346345">

<nu>192.168.10.1</nu>

<nct>2</nct>

</m2m:sub>

Response

<rn>sub\_45346345</rn>

<ty>23</ty>

<ri>/~/mn-cse/MC43546456/sub-45346345</ri>

<pi>/~/mn-cse/MC43546456/fcnt-45352623</pi>

<ct>20170802T143815</ct>

<lt>20170802T143815</lt>

<nu>192.168.10.1</nu>

<nct>2</nct>

Here is the example of notification which is supposed to be sent after powerState value change. Notification is sent to address which was set in subsription creation request and contains representation of changed DataPoints of binarySwitch resource.

POST 192.168.10.1 / HTTP/1.1

Host: 192.168.10.1

X-M2M-Origin: /mn-cse

X-M2M-RI: notif-12345

Content-Type: application/vnd.onem2m-ntfy+xml

<?xml version="1.0" encoding="UTF-8"?>

<m2m:sgn xmlns:m2m="http://www.onem2m.org/xml/protocols">

<nev>

<rep>

<powSe type="xs:boolean">true</powSe>

</rep>

<rss>1</rss>

</nev>

<sur> mn-cse/MC43546456/sub-45346345</sur>

</m2m:sgn>

Following request deletes subscription on binarySwitch.

DELETE /~/mn-cse/MC43546456/sub-45346345 HTTP/1.1

Host: incse.provider.com:8080  
X-M2M-Origin: Soriginator

Accept: application/xml

# 10 Conclusion

A remote light control and monitor use case is proposed to describe IPE and SDT aspects of oneM2M standard. The developer guide described these ascpects from two different perspectives: developer of a device adapter (AE: Inter-working Proxy) and developer of an utility application. The current use case is done by following the high level procedures such as registration of AE with CSE, <flexContainer> resources creation, <flexContainer> retrieveal, <flexContainer> update, subscription and notifications.

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# History

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