

# OWL-T for a Semantic Description of IoT

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# Outline

- 1 Introduction
- 2 Related work
- 3 Contributions
- 4 Conclusion

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Ever-growing number of things



Figure: Gartner estimation (2021): 20.8 Billion things

However, same challenging concerns as Web services technologies: description, discovery, composition, cognition, vetting, and many others.

⇒ **Importance of semantically describing things in preparation for their discovery and then, composition into complex business scenarios.**

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### **Some approaches describe things for semantic interoperability**

⇒ Necessary but not sufficient for service discovery and composition.

### **Others describe things for semantic discovery and composition**

- Things as Services
- Things as Resources

⇒ Not exhaustive description of things

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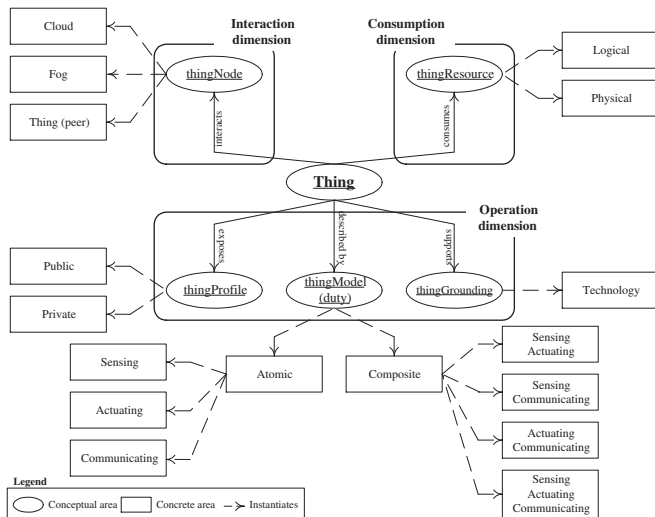
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Resort to the well-defined standard OWL-S (Ontology Web Language for Services) to develop our Ontology Web Language for Things (OWL-T).

- Semantic description of things from 3 dimensions: interaction, consumption, and operation
- Concepts to answer 5 questions related to thing discovery:
  - ① with whom does a thing interact?
  - ② what resources does a thing consume?
  - ③ what does a thing do?
  - ④ how does a thing work?
  - ⑤ how is a thing invoked?



# OWL-T's Overview



# Interaction dimension

Shed light on the stakeholders that form a thing's ecosystem and hence, will engage in interactions with the thing.

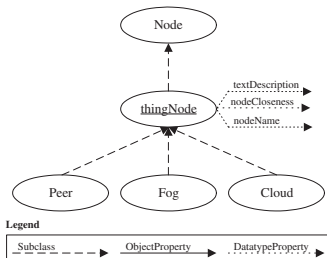


Figure: OWL-T interaction representation

Shed light on the capabilities of a thing in terms of

- *What they do* - **thingModel** (duty)
- *How they do what they do* - **thingProfile**
- *How they are deployed* - **thingGrounding**

What are a thing's duties?

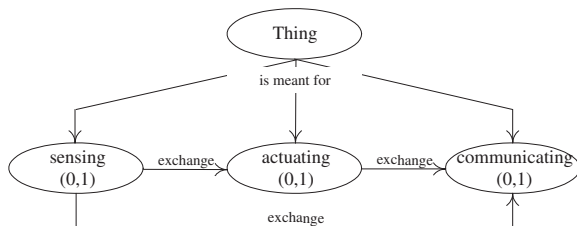


Figure: Representation of a thing's atomic duties

*What things do*

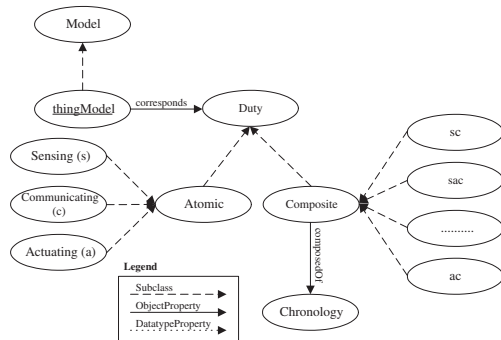


Figure: OWL-T model representation

# Operation dimension - Thing Profile

*How things do what they do*

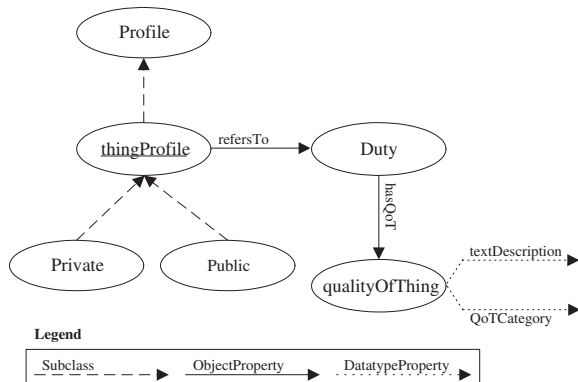


Figure: OWL-T profile representation

# Operation dimension - Thing Grounding

*How things are deployed*

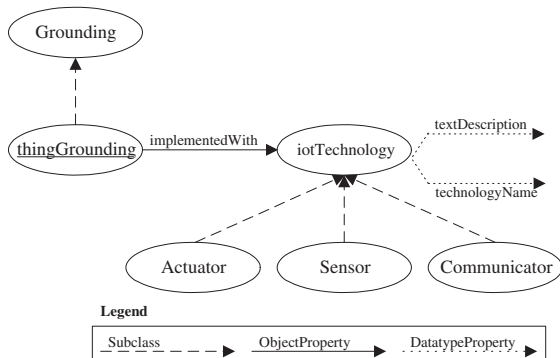


Figure: OWL-T grounding representation

# Consumption dimension

Shed light on the resources that a thing requires so that the thing functions with respect to the respective needs of the interaction and operation dimensions.

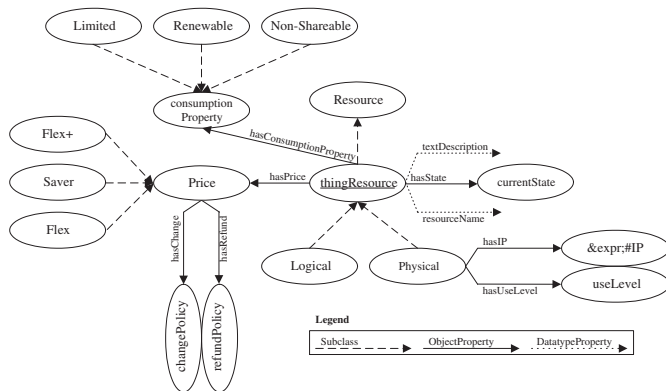


Figure: OWL-T consumption representation

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## To sum-up

- A comprehensive description of things in terms of with whom they interact, what resources they consume, what they do, how they work, and how they are invoked.
- A novel ontology OWL-T to allow injecting semantics into IoT.

## Future work

- Technically demonstrate OWL-T through a case study.
- Examine OWL-T-based thing composition in compliance with the interaction dimension.