



WoT Runtime, Scripting, Bindings

Zoltan Kis, Intel

WoT Runtime

Process view

- WoT RT: one process
- Bindings: separate processes
- System APIs / OS Kernel

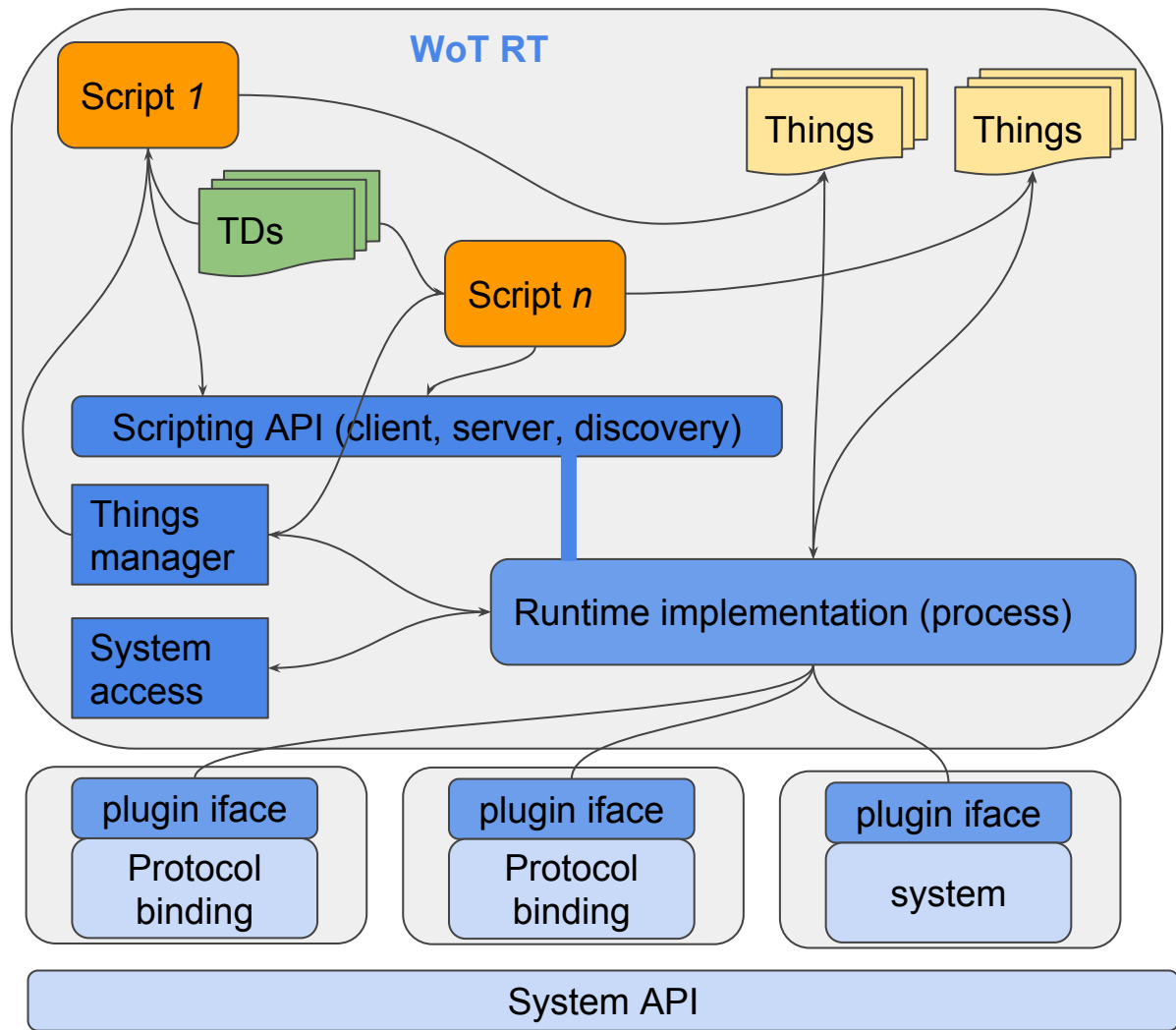
System APIs

- Socket → protocol stack (CoAP/UDP, BLE, etc)
- file system
- secure storage
- local sensors.

Scripting

Use the Scripting API to

- Interact with remote Things
- ...and services (e.g. fetch TD)
- Access System APIs, via System Thing + bindings
- Manage Things (create, delete, run, stop, ...), via ManagerThing + bindings



Request to run script

network → system/socket →

binding → runtime →

manager/action

→ *run* script → API → runtime (eval) →

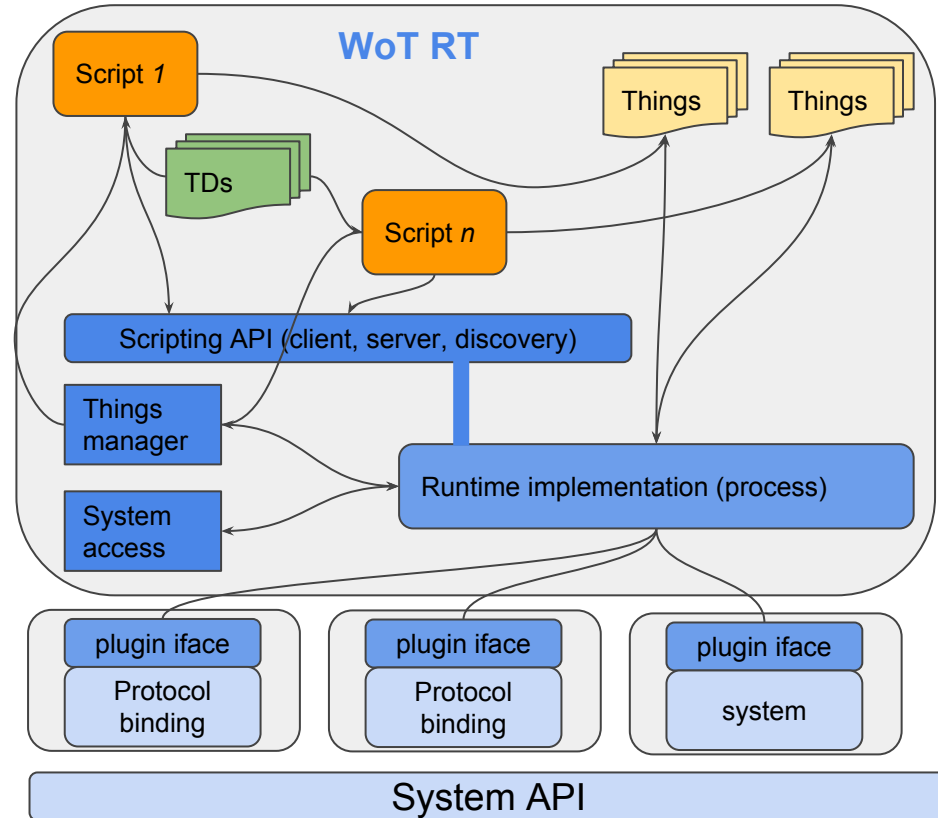
[*fetch* TD: system APIs → bindings →

socket → runtime → API → TD] →

impl (create Things+bindings) →

manager/reply

→ bindings → system/socket → network.



Request to access Thing

network → socket → binding →
runtime → Thing (process, reply) →
API → binding →
system/socket → network

