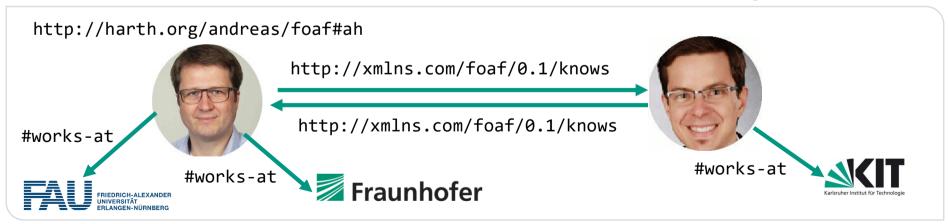






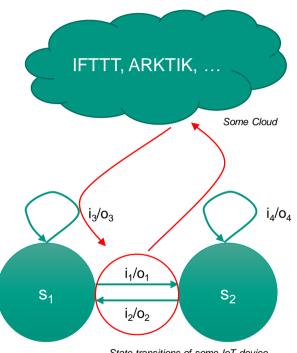
Tutorial on Distributed Knowledge Graphs for the Web of Things, Part VI: IoT Platforms

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IFTTT [1] and ARKTIK [2] (&Co.)

- IFTTT "if-this-then-that"
 - Automate tasks on the web.
 - Eg. "If I tweet, post that also on Facebook"
- Samsung ARKTIK rules
 - Automate on the Internet of Things
 - Eg. "If the temperature of the room is **more** than 72°F, then turn on my bedroom's light and set the color to red" (sic!)
- ...Centralised Platforms
- Event-Action rules
- Events = Notifications from devices/APIs



State transitions of some IoT device

^[1] https://ifttt.com/maker webhooks

^[2] https://developer.artik.cloud/documentation/data-management/develop-rules-for-devices.html

Turn on the Light using IFTTT Maker Channel



- Create an account, register key
- Register event type, eg. light_state_change
- Whenever there is a change:
 - POST to
 https://maker.ifttt.com/trigger/light_state
 _change/with/key/{secret_key}
 - HTTP body (must be JSON, keys have to be named exactly like that):

```
{ "value1" : "test",
   "value2" : 0.5 ,
   "value3" : True }
```

{ "@id" : "#r",

"http://example.org/isOn" : tru

Complete Action Fields step 6 of 7 Make a web request M URL http://t2-ambient-relay.lan/relay/1 Surround any text with "<<<" and ">>>" to escape the content M Method PUT application/ld+ison M Body { "@id" : "#r", "http://example.org/isOn" : true }

Adapted from http://www.makeuseof.com/tag/ifttt-connect-anything-maker-channel/

Turn on the Light using ARKTIK

```
{
  "if": {
    "and": [ {
        "sdid": "sensor123" ,
        "field": "value",
        "operator": "<",
        "operand": 0.5
    } ]
},</pre>
```

```
"then": [ {
  "action": "httpRequest",
  "parameters": {
  "method": { "value": "PUT" },
   "url": {
   "value":
 "http://t2-ambient-relay.lan/relay/1"
   },
   "body":
"@id" : "#r",
                 "http://example.org/isOn" : true
                         SAMSUNG
```