

Intelligence & Reasoning for the Web of Objects



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Need Logical Reasoning Models ?

Inference Rules

- Triggered by new assertions in the KB
- Assert new relations in the KB
- Action rules
 - Reactive (to events) or Triggered (by assertions in the KB)
 - Assert new relations in the KB
 - Determine and send commands for actions
- Rule Scheme (Production Rules)
 - IF Observation, Condition, Events
 - If Event, Fluent then Trigger
 - Then Trigger Event, Change Fluent State, Do Some Action or Create New Information

**Human Machine
Interactions
Reasoning**

**Reactive Reasoning
For monitoring**

**Events Reasoning For
Services
Orchestration**

Data Fusion Algorithms

Classification Algorithms

Optimization Algorithms

Agents

Web of Objects

Agents

**Web of Object
Stack**

Discovery

Selection

GET

DO

PUB/SUB

Log

**Negotiation
Registration**

JMS

XMPP

DPWS

REST

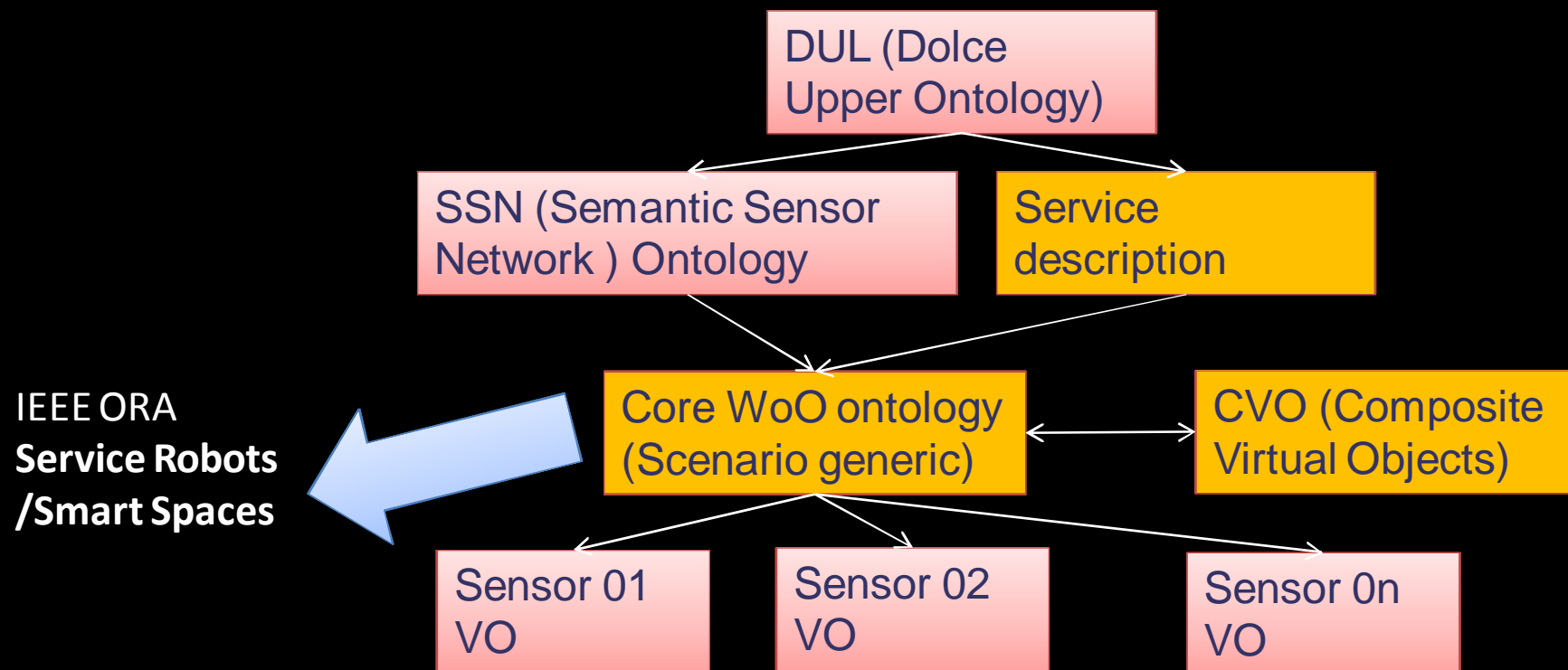
ROS

Encoders



The first of these is the fact that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The second is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The third is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The fourth is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The fifth is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The sixth is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The seventh is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The eighth is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The ninth is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable. The tenth is that the system is not a simple one. It is a complex system, and the behavior of the system is not predictable.

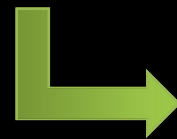
WoO Ontology Modeling



Intrusion



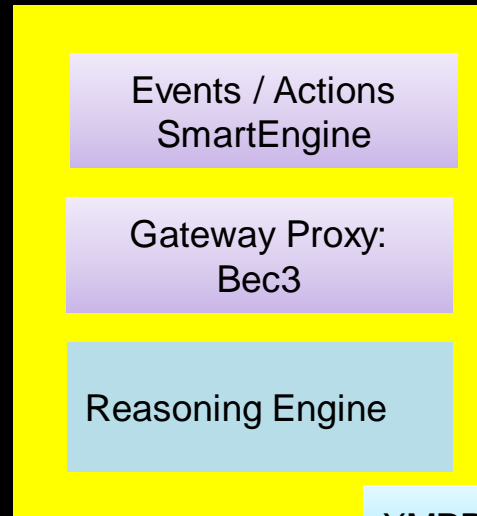
EE Damage



Fire



Agent App
(Notify and
Acknowledge)



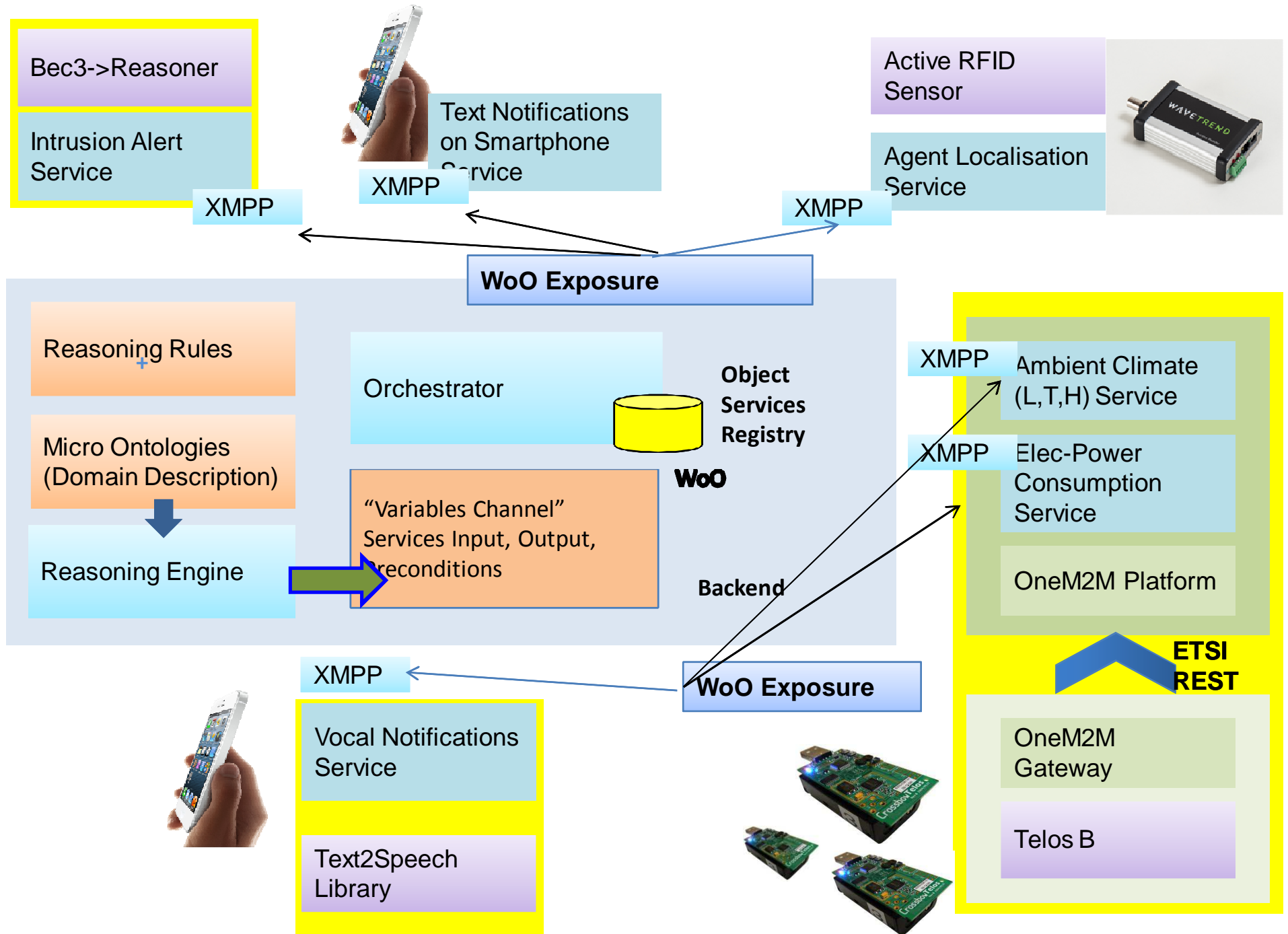
XMPP/REST



Evacuation

Wrong way alerts

Fire extinguish



Semantic Monitoring

