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REDLINE VERSION

INTERNATIONAL STANDARD



Internet of things (IoT) – Vocabulary

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IEC Central Office
3, rue de Varembe
CH-1211 Geneva 20
Switzerland

Tel.: +41 22 919 02 11
info@iec.ch
www.iec.ch

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FOREWORD

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This redline version of the official IEC Standard allows the user to identify the changes made to the previous edition ISO/IEC 20924:2018. A vertical bar appears in the margin wherever a change has been made. Additions are in green text, deletions are in strikethrough red text.

International Standard ISO/IEC 20924 has been prepared by subcommittee 41: Internet of Things and related technologies, of ISO/IEC joint technical committee 1: Information technology.

This second edition cancels and replaces the first edition published in 2018. This edition constitutes a technical revision.

This edition includes the following technical changes with respect to the previous edition:

- a) addition of new terms (safety, wearable device, data acquisition functional system, transport interoperability, etc) which are used in other ISO/IEC IoT related standards;
- b) update of some definitions (data, data store, discovery service, etc.) to align with current usage in other IoT standards.

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This publication has been drafted in accordance with the ISO/IEC Directives, Part 2.

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INTERNET OF THINGS (IoT) – VOCABULARY

1 Scope

This document provides a definition of Internet of Things along with a set of terms and definitions. This document is a terminology foundation for the Internet of Things.

2 Normative references

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3 Terms and definitions

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- ISO Online browsing platform: available at <http://www.iso.org/obp>

3.1 General terms

3.1.1 address

<endpoint> value that can be used to identify an *endpoint*, which can designate the originating source or destination of *data* being transmitted

3.1.2 application

software designed to fulfil a particular purpose

[SOURCE: ISO/IEC 24713-2:2008, 4.1, modified – "program or piece of" has been removed from the beginning of the definition.]

3.1.3 architecture

<system> set of fundamental concepts or properties of a system in its environment embodied in its elements, relationships, and in the principles of its design and evolution

[SOURCE: ISO/IEC/IEEE 42010:2011, 3.2, modified – "set of" has been added to the beginning of the definition.]

3.1.4 asset

~~physical entity or digital entity that has value to an individual, an organization or a government~~

~~[SOURCE: ISO/IEC 27032:2012, 4.6, modified – "anything" has been replaced by "physical entity or digital entity" at the beginning of the definition.]~~

entity that has value and is either owned by or under the custody of an individual, an organization, a government, or other groups

3.1.5

availability

property of being accessible and usable upon demand by an authorized *entity*

Note 1 to entry: *IoT systems* can include both *human users* and service components as "authorized entities".

[SOURCE: ISO/IEC 27000:2018, 3.7]

3.1.6

characteristic

abstraction of a property of an *entity* or of a set of entities

[SOURCE: ISO 18104:2014, 3.1.4]

3.1.7

cloud computing

paradigm for enabling *network* access to a scalable and elastic pool of shareable physical or virtual resources with self-service provisioning and administration on-demand

[SOURCE: ISO/IEC 17788:2014, 3.2.5]

3.1.8

cloud service

one or more capabilities offered via *cloud computing* invoked using a defined *interface*

[SOURCE: ISO/IEC 17788:2014, 3.2.8]

3.1.9

cloud service provider

party which makes *cloud services* available

[SOURCE: ISO/IEC 17788:2014, 3.2.15]

3.1.10

compliance

~~characteristic of~~ conformance to rules, such as those defined by a law, a regulation, a standard, or a policy

3.1.11

component

modular, deployable, and replaceable part of a system ~~that encapsulates implementation and exposes a set of interfaces~~

[SOURCE: ISO 14813-5:2010, B.1.31, modified – "that encapsulates implementation and exposes a set of interfaces" has been deleted from the end of the definition.]

3.1.12

confidentiality

property that information is not made available or disclosed to unauthorized individuals, entities, or processes

[SOURCE: ISO/IEC 27000:2018, 3.10]

3.1.13

data

symbol or symbols represented in a digital and formalized manner suitable for communication, storage, interpretation or processing

3.1.14

data store

persistent repository for digital ~~information~~ data

Note 1 to entry: A *data store* can be accessed by a single entity or shared by multiple entities via a *network* or other connection.

3.1.15

digital entity

computational **element** and/or data element

Note 1 to entry: A digital entity can exist ~~as~~ in several forms, including a *cloud service* or as a *service* in a data centre, or as a *network* element or as an IoT gateway.

3.1.16

discovery service

service to find ~~unknown~~ resources, entities or services based on a specification of the desired target

Note 1 to entry: A discovery service can be used by a *human user* or a digital user.

3.1.17

endpoint

component that exposes or uses one or more *network interfaces*

3.1.18

entity

thing (physical or non-physical) having a distinct existence

[SOURCE: ISO/IEC 15459-3:2014, 3.1]

3.1.19

functional component

functional building block needed to engage in an activity, backed by an implementation

Note 1 to entry: See also "*component*", which is a superset containing all functional components and other types of *component* that are deployable.

[SOURCE: ISO/IEC 17789:2014, 3.2.3, modified – Note 1 to entry has been added.]

3.1.20

human user

natural person who uses a system

3.1.21

identifier

information that unambiguously distinguishes one *entity* from other entities in a given *identity context*

3.1.22

identity context

environment where an *entity* can ~~use a set of attributes for identification~~ be sufficiently identified by a certain set of its attributes and values

3.1.23

information

data that within a certain context has a particular meaning

3.1.24 interface

shared boundary between two functional *components*, defined by various *characteristics* pertaining to the functions, physical interconnections, signal exchanges, and other *characteristics*; ~~as appropriate~~

[SOURCE: ISO/IEC 13066-1:2011, 2.15, modified – In the definition, "units" has been replaced by "*components*"; ", as appropriate" has been deleted from the end of the definition.]

3.1.25 interoperability

ability of two or more systems or *applications* to exchange information and to mutually use the information that has been exchanged

[SOURCE: ISO/IEC 17788:2014, 3.1.5]

3.1.26 network

infrastructure that connects a set of *endpoints*, enabling communication of *data* between the digital entities reachable through them

3.1.27 physical entity

~~entity that has material existence in the physical world~~

~~Note 1 to entry: In the Internet of Things reference architecture, the physical entity is the thing to be sensed and/or actuated by IoT devices or IoT systems.~~

entity in the physical world that can be the subject of sensing and/or actuating

3.1.28 reference architecture

~~architecture description that provides a proven template solution when developing or validating an architecture for a particular solution~~

architecture framework used as a template when developing or validating an architecture description for a particular solution

3.1.29 safety

state in which the risk of harm (to persons) or damage is limited to an acceptable level

[SOURCE: ISO 21101:2014, 3.34]

3.1.30 service

distinct ~~part of the~~ functionality that is provided by an *entity* through *interfaces*

[SOURCE: ISO/IEC TR 14252:1996, 2.2.2.46, modified – In the definition, "part of the functionality" has been replaced by "functionality" and "on one side of an interface to an entity on the other side of the interface" has been replaced by "through *interfaces*".]

3.1.31 service provider

~~organization or part of an organization that manages and delivers a service or services to the customer~~

~~[SOURCE: ISO/IEC TR 20000-10:2015, 2.32]~~

organization that manages and delivers a service or services to customers

[SOURCE: ISO/IEC 20000-10:2018, 3.2.24]

3.1.32

stakeholder

individual, team, organization, or classes thereof, having an interest in a system

[SOURCE: ISO/IEC/IEEE 42010:2011, 3.10]

3.1.33

tag

human- or machine-readable mark, or digital identity used to communicate information about an *entity*

Note 1 to entry: A tag can contain information that can be read by sensors to aid in identification of the *physical entity*.

3.1.34

trustworthiness

~~property of deserving trust or confidence~~

ability to meet stakeholder expectations in a demonstrable, verifiable and measurable way

Note 1 to entry: Depending on the context or sector, and also on the specific product or service, data, and technology used, different characteristics apply and need verification to ensure stakeholders' expectations are met.

Note 2 to entry: Characteristics of trustworthiness include, for instance, reliability, availability, resilience, security, privacy, safety, accountability, transparency, integrity, authenticity, quality, usability and accuracy.

Note 3 to entry: Trustworthiness is an attribute that can be applied to services, products, technology, data and information as well as, in the context of governance, to organizations.

3.1.35

virtual entity

digital entity that represents a *physical entity*

3.1.36

wearable device

electronic device intended to be located near to, on or in a body

Note 1 to entry: Wearable devices often have a variety of sensing abilities, but limited power capacity constraining communication and data processing abilities. As critical devices of the IoT, it is considered that the communication between wearable devices and a network might not require any human intervention. Wearable devices include electronic devices usable by humans, animals, and other organisms.

3.2 Internet of Things specific terms

3.2.1

actuator

<Internet of Things> IoT device that changes one or more properties of a physical entity in response to ~~a valid~~ an input

Note 1 to entry: The change can be nonmechanical in nature.

3.2.2

data acquisition functional system

<Internet of Things> system for gathering required *data* from a group of sensors, and assembling them into messages for delivery to a *component*

3.2.3

digital user

digital entity that uses an IoT system

Note 1 to entry: Digital user includes automation services that act on behalf of human users.

3.2.4

Internet of Things

IoT

infrastructure of interconnected entities, people, systems and information resources together with *services* which processes and reacts to information from the physical world and virtual world

3.2.5

IoT conceptual model

common structure and definitions for describing the concepts, relationships, and behaviour within an *IoT system*

3.2.6

IoT device

entity of an *IoT system* that interacts and communicates with the physical world through sensing or actuating

~~Note 1 to entry: An IoT device can be a sensor or an actuator.~~

3.2.7

IoT domain

major functional group of an *IoT system*

Note 1 to entry: Every *entity* in an *IoT system* participates in one or more IoT domains and is said to be included or contained by that domain.

~~Note 2 to entry: The IoT domain consists of six domains: user domain, operation & management domain, application & service domain, resource access & interchange domain, sensing & controlling domain, physical entity domain.~~

3.2.8

IoT gateway

entity of an *IoT system* that connects one or more proximity *networks* and the *IoT devices* on those *networks* to each other and to one or more access *networks*

3.2.9

IoT system

system providing functionalities of ~~Internet of Things~~ IoT

Note 1 to entry: An IoT system ~~is inclusive of IoT~~ can include, but not be limited to, *IoT devices*, *IoT gateways*, sensors, and actuators.

3.2.10

IoT trustworthiness

~~property of deserving trust or confidence within the entire lifecycle of an Internet of Things implementation to ensure security, privacy, safety, reliability and resiliency~~

trustworthiness of an IoT system with characteristics including security, privacy, safety, reliability, and resilience

3.2.11

IoT user

user of an *IoT system*

~~Note 1 to entry: An IoT user can be a human user or a digital user.~~

3.2.12

sensor

<Internet of Things> *IoT* device that measures one or more properties of one or more physical entities and outputs ~~digital~~ data that can be transmitted over a *network*

3.2.13

transport interoperability

interoperability where information exchange uses an established communication infrastructure between the participating systems

Note 1 to entry: The term "transport" does not refer to the transport layer of the OSI standard model.

[SOURCE: ISO/IEC 19941:2017, 3.1.3, modified – Note 1 to entry has been added.]

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¹ Withdrawn.

² Withdrawn. Revised by ISO 14813-5:2020.

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[SOURCE: ISO/IEC 27000:2018, 3.7]

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abstraction of a property of an *entity* or of a set of entities

[SOURCE: ISO 18104:2014, 3.1.4]

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paradigm for enabling *network* access to a scalable and elastic pool of shareable physical or virtual resources with self-service provisioning and administration on-demand

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3.1.9**cloud service provider**

party which makes *cloud services* available

[SOURCE: ISO/IEC 17788:2014, 3.2.15]

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conformance to rules, such as those defined by a law, a regulation, a standard, or a policy

3.1.11**component**

modular, deployable, and replaceable part of a system

[SOURCE: ISO 14813-5:2010, B.1.31, modified – "that encapsulates implementation and exposes a set of interfaces" has been deleted from the end of the definition.]

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[SOURCE: ISO/IEC 15459-3:2014, 3.1]

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