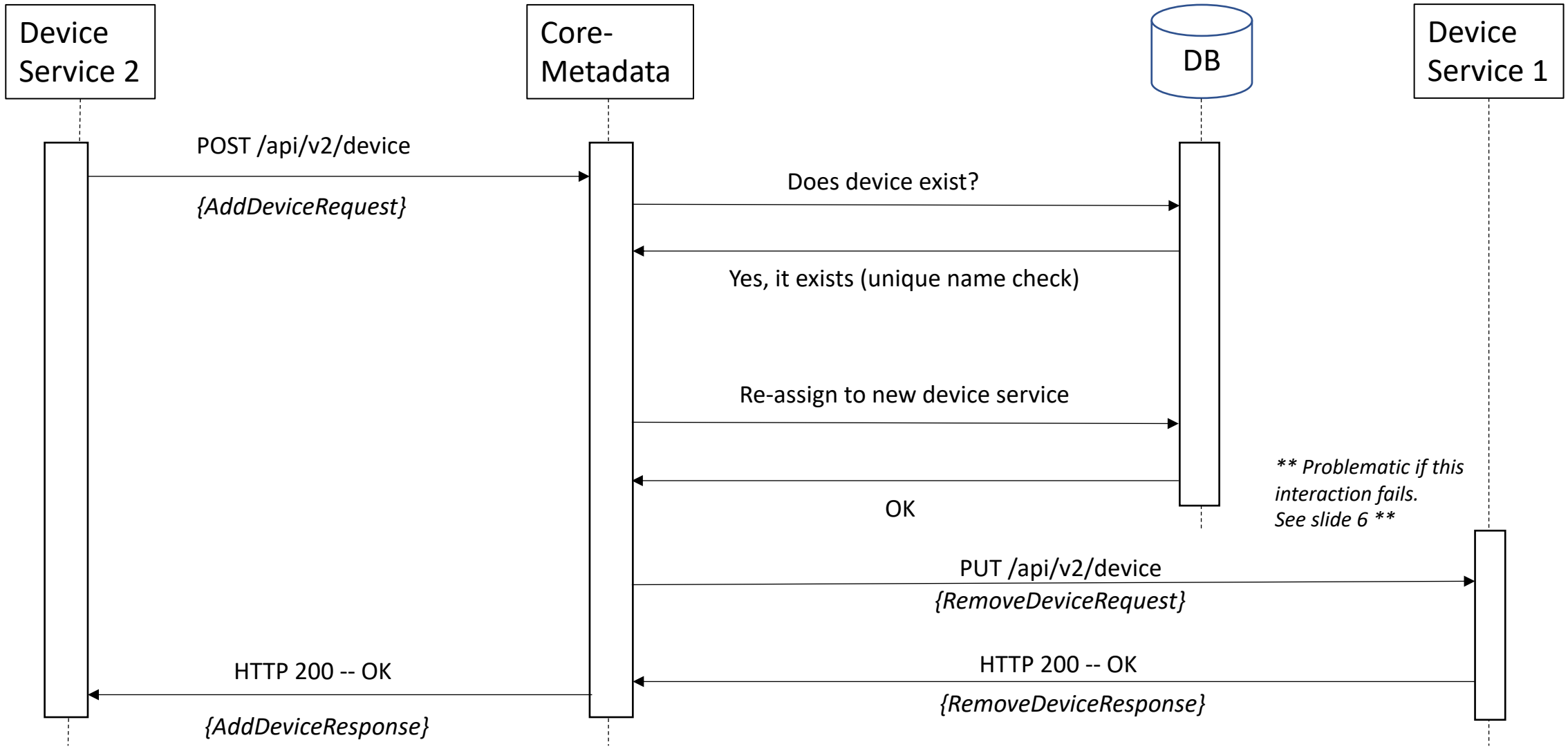
Movable Device Provisioning

EdgeX Foundry – Geneva Release

Use Case

- Device moves from Device Service 1 to Device Service 2
- Example: a wearable device on a person that moves from building to building
- How best to define an API to support this?
- Note – At the time of writing, design on Geneva's "Provision Watcher" API is not finalized
- Assumption – Transport shown in these use cases is REST API. Review with an eye toward possibility of pub/sub.

Option 1: Implicit Re-assignment



Option 1: Pros / Cons

- Pros

Less effort for clients to integrate. In fact this can be done with minor changes to the current API

Reconciliation of device to service association centralized in core-metadata

- Cons

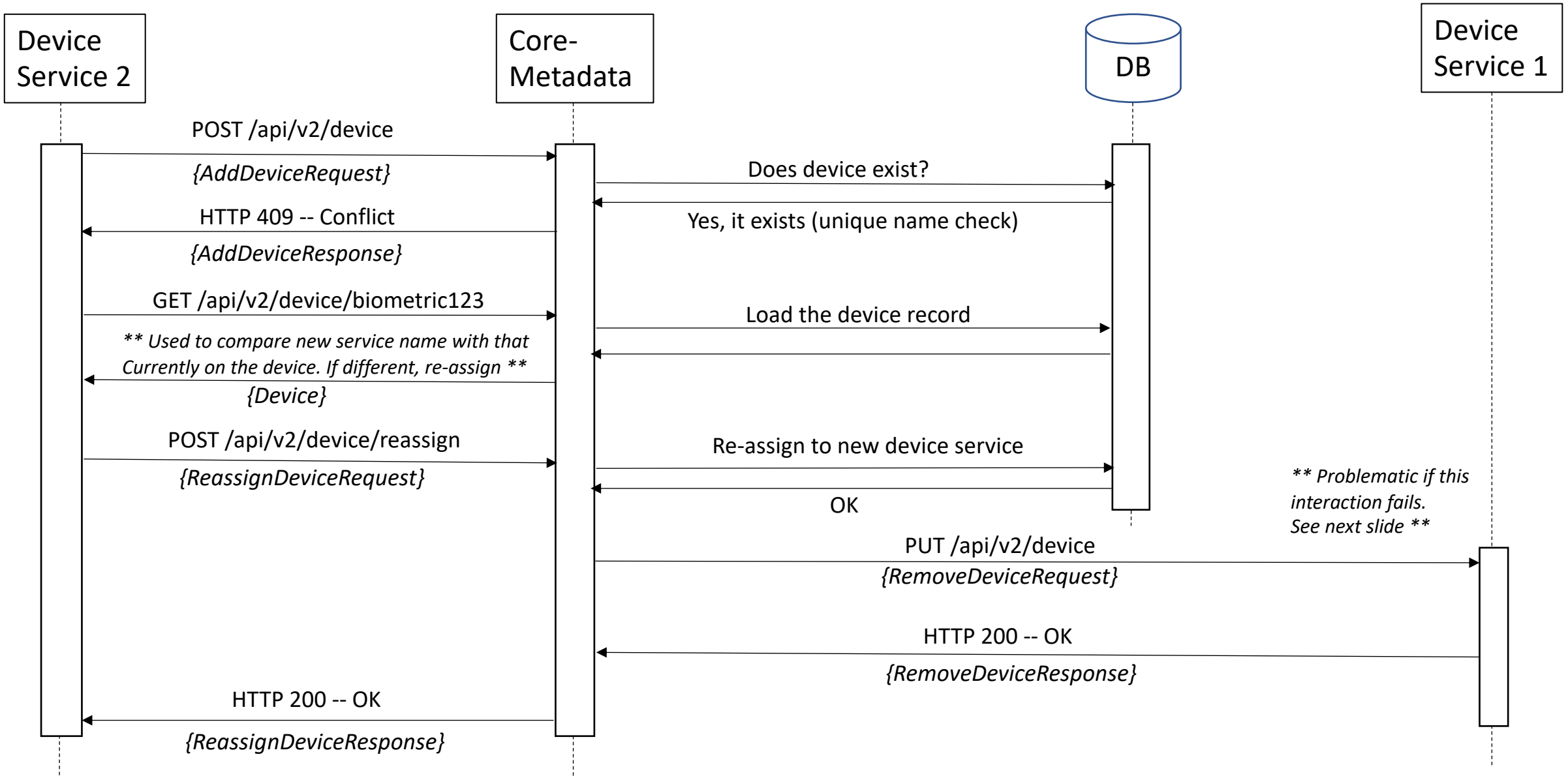
Re-assignment of device to new service is implicit via dual-purpose endpoint

Less granular observability

Notification to Device Service 1 could fail, orphaning device (possible issue today)

Knowledge of how to interpret a 409 conflict on the Device Service's behalf is in Core-Metadata. Doesn't seem like the right responsibility.

Option 2: Explicit Re-assignment



Option 2: Pros/Cons

- Pros

Explicit differentiation between “AddDevice” and “ReassignDevice”
b/c of need to handle 409

Following from above, more granular observability

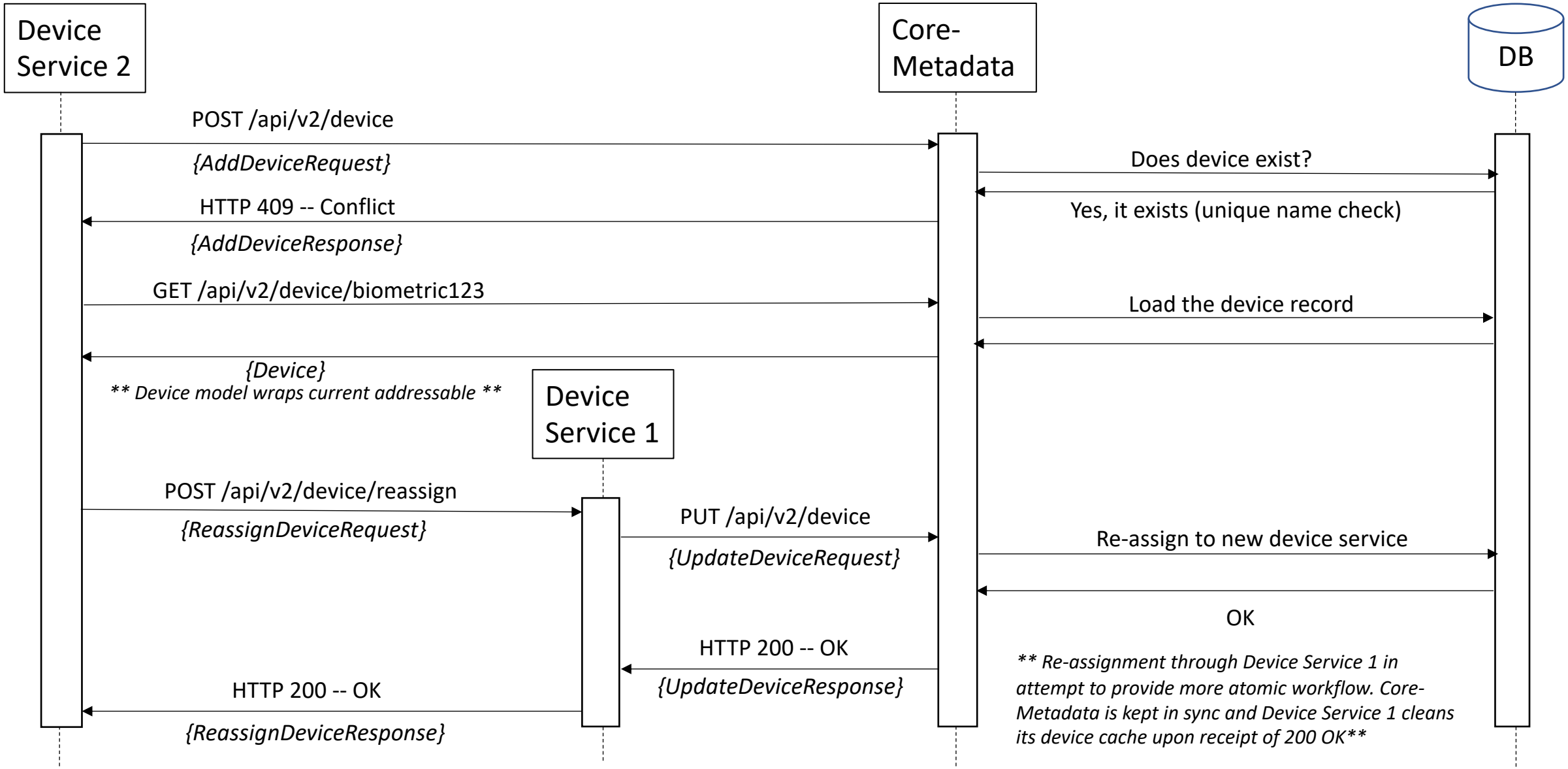
Separation of concerns – from core-metadata’s perspective, does a conflict always result in a device reassignment? Device Service can make this decision.

- Cons

Interaction between DeviceService and Core-Metadata is a bit more complex due to explicit contract

Doesn’t resolve possibility for orphaned device due to failed notification to DS1

Option 2a: Explicit Re-assignment



Option 2a: Pros/Cons

- Pros

See Option 2 “pros” previous slide

Mitigation of orphaned devices by ensuring reassigned device is cleared from original device service before being re-assigned

Further delegation of how to interpret a conflict (409) status to the Device Service

- Cons

Interaction between DeviceService and Core-Metadata is a bit more complex due to explicit contract

Development overhead to introduce DS to DS communication, expands requisite testing