



EEBus UC Technical Specification

EV Charging Summary

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1 Scope of the document

This document describes the Use Case "EV Charging Summary" (short-name: EVCS). Chapter 2 specifies the High-Level Use Case. Chapter 3 describes the technical solution for SPINE for this Use Case in detail. Within this document a top-down approach is used to derive the requirements for the technical solution from the High-Level description.

1.1 References

1.1.1 EEBUS documents

[UseCaseBaseSpecification] EEBus_UC_TS_UseCaseBaseSpecification.pdf

[ProtocolSpecification] EEBus_SPINE_TS_ProtocolSpecification.pdf

[ResourceSpecification] EEBus_SPINE_TS_ResourceSpecification.pdf

[SHIP] SHIP_Specification_v1.0.0.pdf

1.1.2 Normative references

[RFC2119] IETF RFC 2119: 1997, Key words for use in RFCs to indicate requirement levels
Please see section 1.3.1 for details.

1.2 Terms and definitions

Actor

An Actor models a role within a Use Case definition (e.g. an energy manager or an electric vehicle).

CEM

Abbreviation for Customer Energy Manager. The CEM is an energy manager located at the home or premises of the user or in a cloud application. The energy manager enables energy-optimized operation of the connected devices by harmonising energy demand and availability.

EV

Electric Vehicle

EVCS

EV Charging Summary (short name of this Use Case)

EVSE

Electric Vehicle Supply Equipment

Scenario

Part of the Use Case. Splitting a Use Case in Scenarios helps to understand the Use Case more quickly. Some Scenarios are mandatory for a Use Case, whereas others may be recommended or optional.

109 **Specialization**

110 Reusable data collection for a specific functionality.

111 **SPINE**

112 **Smart Premises Interoperable Neutral-message Exchange: Technical Specification of EEBus Initiative**
113 **e.V.**

114

115 **1.3 Requirements**

116 **1.3.1 Requirements wording**

117 The following keywords are used:

- 118 - SHALL
- 119 - SHALL NOT
- 120 - SHOULD
- 121 - SHOULD NOT
- 122 - MAY

123 Note: They apply only if written in capital letters.

124 For the meaning of the keywords, please refer to [RFC2119].

125

126 **1.3.2 Mapping of High-Level requirements**

127 Within the High-Level Use Case description, the following abbreviation is used:

128 [EVCS-xyz]

129 e.g.: [EVCS-007]

130 The abbreviation is used to mark High-Level requirements or rules of this Use Case with a unique
131 number xyz. Those requirements are referenced throughout the technical solution to show how each
132 High-Level requirement is realised in the technical part.

133

2 High-Level description

2.1 Introduction

This Use Case aims to summarize the energy consumption and costs of an EV charging process. The charging summary shall allow a customer to evaluate if cost and energy optimization goals are met and may also be used for other purposes, e.g. creating a charging history. However, this information should not be used for billing purposes, as it may contain estimated values.

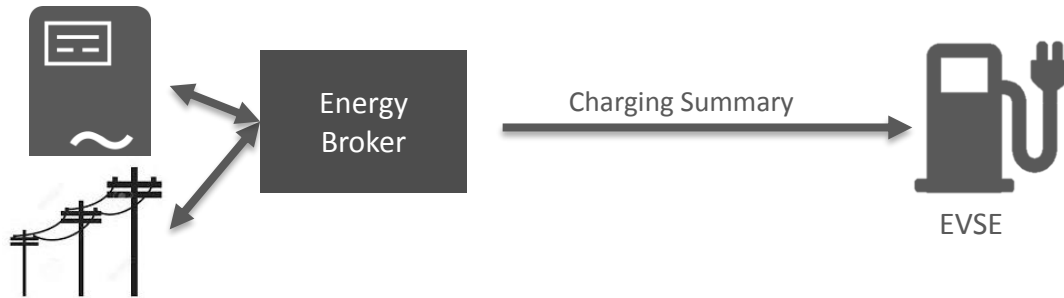


Figure 1: High-Level Use Case functionality overview

The Energy Broker continuously logs the percentage of the energy source of the charged energy as well as the energy costs of the current charging session. During or at the end of charging the EVSE can request a charging summary.

2.2 Actors

2.2.1 EVSE

EVSE is the Electric Vehicle Supply Equipment and is used to charge an EV.

Compared to a typical fuel pump where the refuelling process is manual, the typical EVSE can usually communicate directly with the EV during the charging process, e.g. via ISO 15118 or IEC 61851-1, thus minimising manual interaction during longer charging processes.

2.2.2 Energy Broker

The Actor Energy Broker delivers incentives. Multiple EVs MAY be connected to an Energy Broker. However, only one Energy Broker SHALL be connected to an EV within this Use Case.

2.3 Scenarios

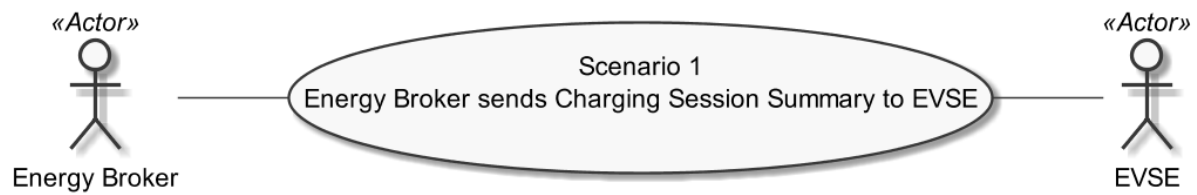


Figure 2: Scenario Overview

Scenario number	Scenario name	EVSE	Energy Broker
1	Energy Broker sends Charging Session Summary to EVSE	M	M

Table 1: Scenario implementation requirement for Actors

2.3.1 Scenario 1 - Energy Broker sends Charging Session Summary to EVSE

2.3.1.1 Description

The Energy Broker sends a charging summary to the EVSE that contains the total costs [EVCS-001] and amount of the charged energy [EVCS-002] since the EV was connected to the EVSE. The summary also contains the cost [EVCS-003] and amount [EVCS-004] of the self-produced energy as well as the cost [EVCS-005] and amount [EVCS-006] of the grid energy that was consumed during charging since the EV was connected to the EVSE.

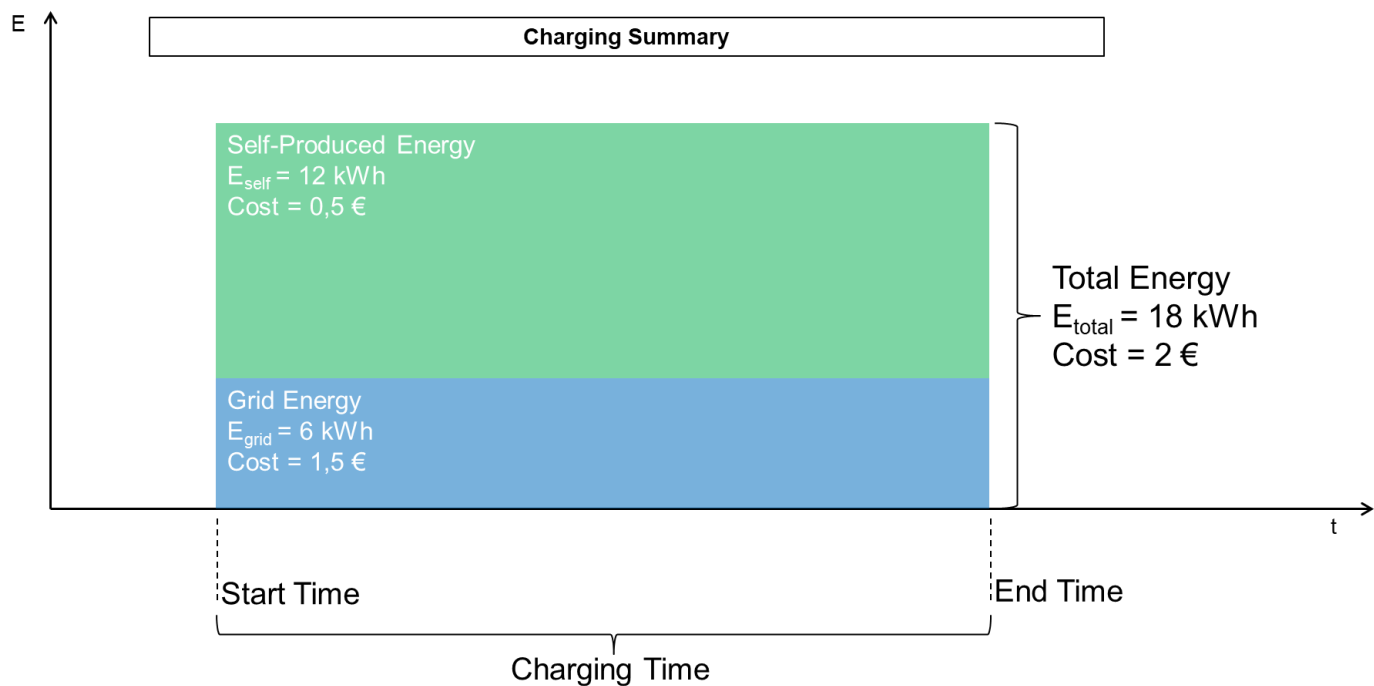


Figure 3: Charging Session Summary

The Energy Broker SHALL be able to deliver a charging summary as long as the EV is connected [EVCS-007]. Additionally, the Energy Broker SHALL be able to deliver a charging summary even one minute after the EV was disconnected and if no EV was connected meanwhile [EVCS-008].

2.3.1.2 Conditions

Triggering Event:

If the charging process is finished the EVSE requests the charging session summary [EVCS-009]. The EVSE also MAY already request updates of the charging session summary during charging, e.g. to visualize the charging process.

Pre-condition:

The EVSE does not know the charging costs and the energy mix.

Post-condition:

The EVSE does know the charging costs and the energy mix.

2.4 Dependencies to other Use Cases

2.4.1 "EV Commissioning and Configuration"

The Actor EV of this Use Case acts as Actor EV within the Use Case "EV Commissioning and Configuration".

The Energy Broker of this Use Case acts as CEM within the Use Case "EV Commissioning and Configuration".

The following Scenarios of "EV Commissioning and Configuration" are relevant in this Use Case.

194 **2.4.1.1 "Scenario 1 - EV connected"**

195 If this Use Case relates to connecting the EV to the EVSE the referenced Scenario is meant. Therefore,
196 this Scenario SHALL be supported by the Actors EV, Energy Guard and Energy Broker.

197

198 **2.4.1.2 "Scenario 8 - EV disconnected"**

199 If this Use Case relates to disconnecting the EV to the EVSE this Scenario is meant. Therefore, this
200 Scenario SHALL be supported by the EV and the Energy Broker.

201

202 **2.4.2 "Measurement of Electricity During EV Charging"**

203 The EV acts as Actor EV and the Energy Broker acts as Actor CEM.

204 At least Scenario 1 OR Scenario 2 OR Scenario 3 of the High-Level Use Case "Measurement of
205 Electricity During EV Charging" SHALL be supported, otherwise the Energy Broker cannot evaluate
206 how much Energy was charged by the EV, if there are no other means to measure the charging
207 process, e.g. by a sub-meter that measures the electrical consumption of the EVSE.

208

209 **2.5 Assumptions and Prerequisites**

210 None.

211

3 Technical SPINE solution

3.1 General rules and information

3.1.1 Underlying technology documents

This technical solution relies on the SPINE Resources Specification version 1.1.1 [ResourceSpecification].

For interoperable connectivity this technical solution relies on:

- SPINE Protocol Specification version 1.1.1 [ProtocolSpecification] as application protocol.
- SHIP Specification version 1.0 [SHIP] as transport protocol.

Further applicable documents:

- EEBUS Use Case Base Specification version 1.0.0 [UseCaseBaseSpecification].

3.1.2 Use Case Discovery rules

The Use Case Discovery SHALL be supported by each Actor and the following rules SHALL apply:

- The string content for the Element "nodeManagementUseCaseData. useCaseInformation. useCaseSupport. useCaseName" within the Use Case Discovery (please refer to [ProtocolSpecification]) SHALL be "evChargingSummary". The string content SHALL only be defined by this Use Case (regardless of the Use Case version).
- The string content of the Element "nodeManagementUseCaseData. useCaseInformation. actor" within the Use Case Discovery (please refer to [ProtocolSpecification]) SHALL be set to the according value stated within the corresponding Actor's section.
- An Actor A that is implemented to support this Use Case specification SHALL set the Element "nodeManagementUseCaseData. useCaseInformation. useCaseSupport. useCaseVersion" within the Use Case discovery (please refer to [ProtocolSpecification]) to "1.0.1" (for details on the structure of the Use Case version number please refer to [UseCaseBaseSpecification]).
- If an Actor A supports multiple versions of this Use Case with the same major version number, only the highest one SHOULD be set within the Use Case discovery.
- If an Actor A finds a proper counterpart Actor B for this Use Case that supports multiple versions of this Use Case with the same major version number as supported by Actor A, the Actor A SHOULD evaluate from these versions of Actor B only the highest version number.
- If an Actor A supports multiple versions of this Use Case with different major version numbers, for each major version number only the highest version number SHOULD be set within the Use Case discovery.
- If an Actor A finds a proper counterpart Actor B for this Use Case that supports only versions with a major version number not implemented by Actor A, it still might be possible to run the Use Case or parts of the Use Case. Therefore, the Actor A should try to evaluate the Actor B as a valid partner for this Use Case.

3.1.3 Rules for "Content of Specialization..." tables and "Content of Function..." tables

3.1.3.1 General presence indication definitions

Abbreviations for the presence indication of Elements listed in the tables are defined as follows:

Abbreviation	Meaning	Link to requirement keywords
M	Mandatory	SHALL
R	Recommended	SHOULD
O	Optional	MAY

Table 2: Presence indication description

An Actor MAY support Elements that are not listed in the tables. However, another Actor MAY ignore these Elements.

The presence indications "M", "R" and "O" are always meant relative to the respective parent Element. I.e. if a parent Element is optional ("O") and a child is mandatory ("M") the child Element can only be present if the parent Element is present as well.

Note: The indications and the aforementioned rules apply for "complete messages" (so-called "full function exchange", please refer to [ProtocolSpecification]). In contrast, the so-called "restricted function exchange" is designed to permit exchange of specific excerpts of data, i.e. fewer Elements than potentially available from the data owner (partially even not all "mandatory" Elements).

3.1.3.2 Presence indications for "Content of Specialization..." tables

This section only defines rules for the client side.

Elements that are marked with "M" SHALL be supported by the client in case of readable as well as writeable data. This Element may be optional on the server side.

The following applies for readable data that is exchanged in a "read/reply" or "notify" operation:

- "R" means that the data SHOULD be supported by the client. In other words: If the server responds with the according Element, the client SHOULD be able to interpret the according Elements.
- "O" means that the data MAY be supported by the client. In other words: If the server responds with the according Element, the client MAY be able to interpret the according Elements.

The following applies for writeable data that is exchanged in a "write" operation:

- "R" means that the data SHOULD be written by the client.
- "O" means that the data MAY be written by the client.
- "F" means that the data SHALL NOT be written by the client.

The following applies for Elements that are not listed in the Actor section:

- In case of a received "reply" message: The client MAY ignore the Element.
- In case of a "write" operation to be created: The client MAY set the Element but SHALL consider that the server may ignore the Element.

- In case of a received "notify" message: The client MAY ignore the Element.

M, R or O may be combined with the suffix "(event)" to express that a supported Element or value only has to be supported during a certain event and hence does not need to be present at all times. If the event is not active the Element may be omitted or another value may be set. In most cases a High-Level requirement reference for the event is given in the rules column.

3.1.3.3 Presence indications for "Content of Function..." tables

This section only defines rules for the server side.

Elements that are marked with "M" SHALL be supported by the server in case of readable as well as writeable data. In case of writeable data (marked with "M \W") the server does not need to set the Element, because the Element is set only by the client.

The following applies for readable data that is exchanged in a "read/reply" or "notify" operation:

- "R" means that the data SHOULD be provided by the server.
- "O" means that the data MAY be provided by the server.
- "F" means that the data SHALL NOT be provided by the server.

The following applies for writeable data that is exchanged in a "write" operation:

- "R" means that the data SHOULD be supported. In other words: If the client writes the Element, the server SHOULD accept those messages and the contained Elements.
- "O" means that the data MAY be supported. In other words: If the client writes the Element, the server MAY accept those messages and the contained Elements.

The following applies for Elements that are not listed in the Actor section:

- In case of a received "read" request: The according Element MAY be set in the reply.
- In case of a received "write" operation: The server MAY ignore the Element.
- In case of a "notify" operation to be created: The server MAY set the Element.

Note: The server will only accept write operations if the result fulfils the server Function requirements (permitted values, e.g.). Write operations on Elements that are not writeable MAY result in an error message.

M, R or O may be combined with the suffix "(event)" to express that a supported Element or value only has to be supported during a certain event and hence does not need to be present at all times. If the event is not active the Element may be omitted or another value may be set. In most cases a High-Level requirement reference for the event is given in the rules column.

3.1.3.4 Cardinality indications - Permitted number of occurrences

A cardinality indication expresses constraints on the number of occurrences of a given Element or data set. In this section we use "X" as representation for such an Element or data set. Furthermore, "a" and "b" represent constraints. The following rules apply for the occurrence of "X" and its content related to a specific Scenario (see note underneath the list):

1. X
No cardinality indication.
2. X (a..b)
This means "X" SHALL occur at least "a" times and at maximum "b" times.
3. X (a..
This means "X" SHALL occur at least "a" times and MAY occur more than "a" times.
4. X (..b)
This means "X" SHALL occur at maximum "b" times and MAY occur less than "b" times (even zero occurrences are permissive).

Note: These rules apply only under consideration of presence indications and with regards to the given Scenario or Function definition for this Use Case.

The following table is an example to explain this for two different placements.

Scenario [{...}]: M/R/O [W][C]	Element	Value	[High Level Mapping] Element and value rules
1: O
2: M \W	xFeatureType. xListData. xData. [UC-002] (1..3)		
2: M \W	xId	<g7> [<g8>] [<g9>]	PRIMARY IDENTIFIER of x
2: M \W	timePeriod		...
2: M \W	timePeriod. startTime	<xs:duration>	
2: M \W	xSlot. (1..)		
2: M \W	xSlot. xSlotId		...
2: M \W	xSlot. duration	<xs:duration>	...
2: M \W	qId	<h3>(-><g7>) [<h4>(-><g8>)] [<h5>(-><g9>)]	FOREIGN IDENTIFIER.
...

Table 3: Example table for cardinality indications

The field

xFeatureType. xListData. xData. [UC-002] (1..3)

introduces a data pattern (required Elements and values) for "xData" instances used for Scenario 2. The field itself specifies that such an "xData" instance SHALL occur at least 1 time and at maximum 3 times within "xListData" of Feature Type "xFeatureType". However, this holds only for Scenario 2 and only if such "xData" are required. In this case, they are required, as the left field

2: M \W

denotes that this data set is mandatory for Scenario 2. The "Value" definition

<g7> [<g8>] [<g9>]

of the Element "xId" specifies that this is the reason for the cardinality: There must be at least one "xData" instance and the corresponding "Value" placeholder is "<g7>" (see section 3.1.3.6 for the definition of "Value" placeholders). The second and third instance of "xData" are optional, as the corresponding placeholders "<g8>" and "<g9>" are put in brackets. Of course, the placeholders SHALL then have distinct values.

The "Value" definition of the Element "qId" contains the expression

```
<h3>(-><g7>) [<h4>(-><g8>)] [<h5>(-><g9>)]
```

This means that the placeholder "<h3>" is to be used with "<g7>". Likewise, "<h4>" is associated with "<g8>" and "<h5>" is associated with "<g9>".

Some Scenarios may require the association to two or more placeholders. As an example, we consider an expression

```
<t2>(-><v1>,<k3>)
```

In this case the placeholder "<t2>" is to be used with the pair of "<v1>" and "<k3>".

The field

```
xSlot. (1..)
```

expresses that the Element "xSlot" SHALL occur at least one time within its "xData", but MAY occur more than one time.

The remaining fields do not have an explicit cardinality indication.

3.1.3.5 Writability and changeability indication

In the same column where the presence indications are denoted, a mark is used to distinguish between writeable, changeable or readable Elements:

- Elements that are marked with "\W" are written by a client and SHALL be writeable at the server according to their presence indications. The client is not obliged to read the according data. Received notifications do not need to be evaluated.
- Elements that are marked with "\C" are changed by a client and SHALL be changeable at the server according to their presence indications. The client is not obliged to read the according data. Received notifications do not need to be evaluated.
- Elements that are marked with "\RW" are read and written by a client and SHALL be writeable and provided by the server according to their presence indications. Received notifications SHALL be evaluated according to their presence indications.
- Elements that are marked with "\RC" are read and changed by a client and SHALL be changeable and provided by the server according to their presence indications. Received notifications SHALL be evaluated according to their presence indications.
- Elements that are not marked are only read by a client and SHALL be provided by the server according to their presence indications. Received notifications SHALL be evaluated according to their presence indications.

"Writeable" means that the Element and its value may be written by a client. This includes the possibility to modify (if the Element is already present), create (if the Element is not present yet), and delete the Element. The server SHALL adjust its Function according to the received "write" operation (unless the server cannot accept the "write" operation according to section 3.1.3.3).

"Changeable" means that the Element's value may be changed by a client. If the Element is not present at the resource before, it probably **cannot** be created by the client via the "write" operation. In this case the server MAY decline such a message.

Note: "\W" includes "\C" already.

Note: Depending on the resource a client might need to request a proper binding before the server accepts a "write" operation.

3.1.3.6 Rules for "Value" placeholders

If the "Value" column contains values for identifiers they are always written as placeholder variable (i.e. placeholder for the real value of the Element) in angle brackets, e.g. <x1>. This means all Elements used within a Scenario that have <x1> (e.g.) in the "Value" column SHALL have set the same content of the Element.

A placeholder variable <xY> (e.g. <x1>) for Scenario A is, in general, independent from a placeholder variable <xY> for Scenario B. However, the server SHOULD combine datasets if possible. If there is the requirement that the same value SHALL be used for different stated Scenarios, the according Scenario numbers in column "Scenario" are put in curly brackets (" {... }") for the Element containing the variable. Several curly bracket groups may exist.

Example: An Element with variable <x1> contains in the column "Scenario" the following expression:
{2, 3}, {4, 5}

This means that Scenario 2 and 3 SHALL use the same value for the variable (e.g. 5) as well as Scenario 4 and 5 SHALL use the same value for the variable (e.g. 12). The variable values MAY differ between the two groups ({2, 3} and {4, 5}).

3.1.3.7 Rules for content of "Value" column

For a given Scenario the "Value" column may restrict the permitted content of a Function's Element to one or more particular values. This means that Elements with values deviating from the restriction (i.e. from the permitted values) do not belong to the respective Scenario and need to be considered as if the Element is not set. If more than one particular value is permitted for an Element the values are in a single line each.

If a presence indication is set for the value (in an additional column before the value) the following rules SHALL be applied:

- "M" means that the value SHALL be supported. This means the value needs to be set at a certain point in time (depending on the value rules) or for a certain Element within a list entry.
- "R" means that the value SHOULD be supported.

- "O" means that the value MAY be supported.

If all possible values of a given mandatory Element are optional or recommended and this Element is used for the purpose of the respective Scenario, one of the values SHALL be set. If all possible values of a given optional or recommended Element are optional or recommended, this Element MAY contain also other values, but then this Element SHALL NOT be considered as part of the respective Scenario.

M, R or O may be combined with the suffix "(event)" to express that a supported value only has to be supported during a certain event and hence does not need to be present at all times. If the event is not active another value may be set. In most cases a High-Level requirement reference for the event is given in the rules column.

If no presence indication is set for the value, the following rules SHALL be applied:

- In case of Elements where the server may set or change an Element on its own (see section 3.1.3.5):
 - within the tables in the "Server data - Resources" sections:
 - the server SHALL support at least one of the listed values.
 - within the tables in the "Client data - Specializations" sections:
 - the client SHALL support all listed values.
- In case of Elements that are writable or changeable (see section 3.1.3.5):
 - within the tables in the "Server data - Resources" sections:
 - the server SHALL support all listed values.
 - within the tables in the "Client data - Specializations" sections:
 - the client SHALL support at least one of the listed values.

Depending on the Element, different values may be used during runtime. If this is the case, those rules are described within the value rules.

If a value is placed in parenthesis, the corresponding value is a recommendation. The actual value MAY deviate from this, e.g. "(1024)".

3.1.3.8 General information on how to interpret the "Content of Function..." and "Content of Specialization..." tables

Within the "Client data - Specializations" sections each Specialization is described in an own sub-section with the name "Specialization "<name of the Specialization>" (e.g. "Specialization "Measurement_GridFeedInEnergy"). It contains only one table that includes all Elements needed for this Specialization. The different Functions are mentioned in a continuous row, highlighted with grey background colour. This row contains the following parts:

<Feature Type>. <Function>.[<list entry instance name>.]

The <list entry instance name> is only included if the <Function> is a list-based Function. An example could be:

DeviceConfiguration. deviceConfigurationKeyValueDescriptionListData.
deviceConfigurationKeyValueDescriptionData.

In the following rows, only the names of the Elements are stated, without the prefix described above.

Within the "Server data - Resources" sections each Feature Type is described in an own sub-section with the name "Feature Type "<name of the Feature Type>" (e.g. "Feature Type "Measurement"). It contains sub-sections for each Function named "Function "<name of the Function>" (e.g. "Function "measurementListData"). These sections contain one table with all Elements needed for this resource. The list entries are mentioned in a continuous row, highlighted with grey background colour. This row contains the following parts:

<Feature Type>. <Function>.[<list entry instance name>.]

The <list entry instance name> is only included if the <Function> is a list-based Function. An example could be:

Measurement. measurementDescriptionListData. measurementDescriptionData.

In the following rows, only the names of the Elements are stated, without the prefix described above.

For both kinds of tables, the following applies:

- Parent Elements are marked with a dot at the end of the name:
 <parent Element>.
 E.g.:
 value.
- If there are sub-Elements, they are described in own rows with the name of the parent Element as prefix, separated by a dot and a blank space:
 <parent Element>. <sub-Element>
 E.g.:
 value. number

3.1.4 Rules for "Feature Types and Functions..." tables

3.1.4.1 Presence indications for "Feature Types and Functions..." tables

The following presence indications are used:

Abbreviation	Meaning	Link to requirement keywords
M	Mandatory	SHALL
R	Recommended	SHOULD
O	Optional	MAY

Table 4: Presence indication of Feature Types and Functions support

If at least one Function of a Feature has the presence indication "M", it is mandatory to support the Feature.

488 3.1.4.2 Rules for "Possible operations" column

489 Within the "Feature Types and Functions..." tables the column "Possible operations" state whether
490 the Function is read- or writeable (as defined in the detailed discovery mechanism, see
491 [ProtocolSpecification]).

492 If the "partial" concept (also called "restricted function exchange") SHALL be supported, the
493 following notation is used (separated for read and write access):

494 read (M). partial (M)
495 write (M). partial (M)

496 If the "partial" concept SHOULD be supported, the following notation is used:

497 read (M). partial (R)
498 write (M). partial (R)

499 If the "partial" concept MAY be supported, the following notation is used:

500 read (M). partial (O)
501 write (M). partial (O)

502 The server can decide whether a notification is submitted complete or partial (as described in
503 [ProtocolSpecification]) if not defined differently within this Use Case Specification.

504

505 3.1.5 "Actor ... overview" diagram rules

506 Within the "Actor [...] overview" diagrams in the "Actors" sub-sections the complete functionality of
507 this Use Case is provided, including optional Scenarios. Which Scenarios are optional can be found in
508 Table 1. The Actor MAY have more functionality implemented than needed for this Use Case.

509 For the following Actor overview example, a brief description of the graphical symbols will be
510 described.

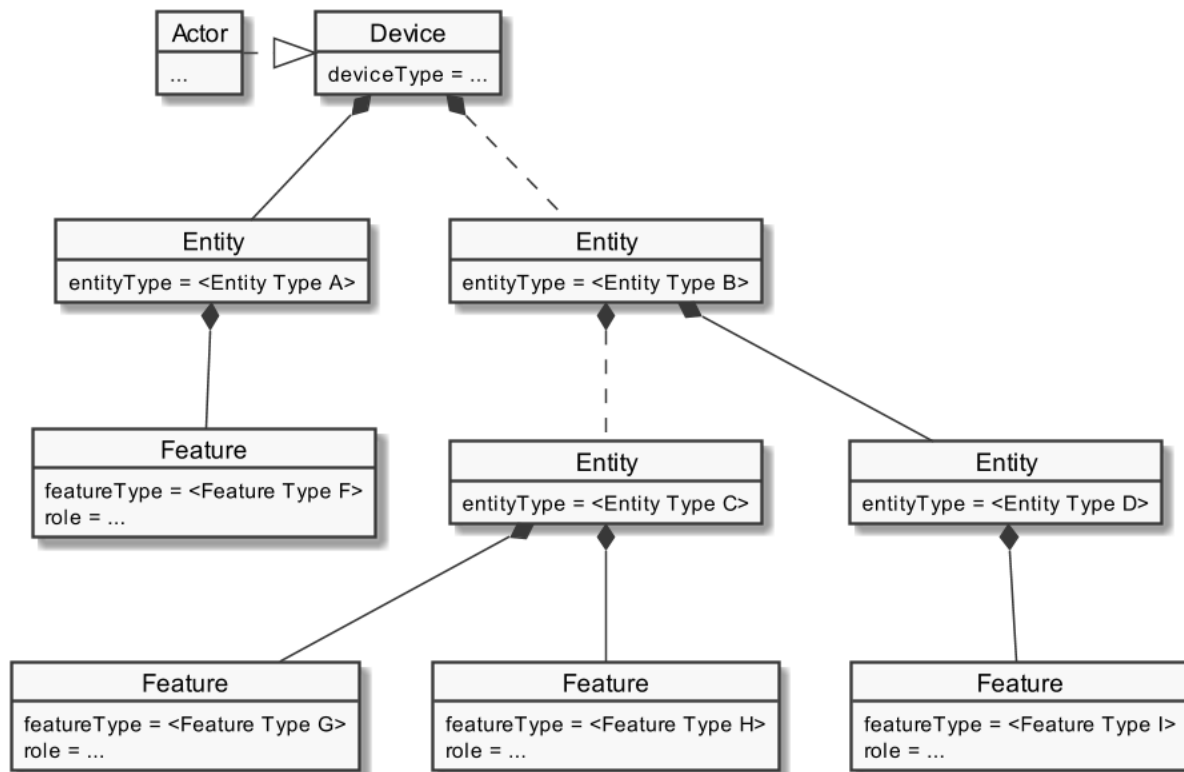


Figure 4: Actor overview example

The solid lines in the figure represent an immediate parent-childhood relation: The Entity with "<Entity Type A>" is a direct child of "Device". The Entity with "<Entity Type D>" is a direct child of the Entity with "<Entity Type B>". All Features are immediate child of the respective Entity.

The dashed lines in the figure express that there MAY be additional Entities between the shown Entities: A vendor's implementation MAY have one or more Entities between "Device" and the Entity with "<Entity Type B>". Likewise, a vendor's implementation MAY have one or more Entities between the Entity with "<Entity Type B>" and the Entity with "<Entity Type D>".

3.1.6 Specializations

Within the "Actors" sub-sections Specializations are referenced. A Specialization describes a dataset necessary to fulfil the specific requirements of a High-Level Use Case and its Scenarios. Often data from multiple different Features and Functions are needed to fulfil the requirements. Therefore, a Specialization defines a dataset that may encompass multiple related Functions from one or more different Features.

As different Use Cases sometimes share similar requirements, Specializations are also important from a re-usability perspective. This approach is used to improve consistency across Use Cases and avoid multiple variances of basically the same dataset. This is especially important in the case when an implementation supports multiple Use Cases. E.g. if a power measurement is necessary in two different Use Cases, both Use Cases could define slightly different datasets. In this case the server as well as the client functionality would have to implement both variances if both Use Cases are supported. This means, depending on the number of Use Cases, two or more datasets need to be

generated, transmitted and stored instead of one. Therefore, already existing Specializations specified within [UseCaseBaseSpecification] are used in this Use Case to avoid such problems.

If a Feature server can provide the data of a Specialization, the data does not necessarily always need to be available at the Feature server. There might be situations where the user deactivates a Use Case. There may also be other reasons why Use Case data cannot be provided currently. Therefore, a client always needs to be subscribed (as described in section 3.3.4) on the corresponding dataset to stay updated.

The SPINE resource description given in the "SPINE resources of the Actor" sections are derived from the Specializations given in the Actor's overview diagram. Please refer to [UseCaseBaseSpecification] for a detailed description of all Specializations.

3.1.7 Order of messages within the sequence diagrams

There are several sequence diagrams in this document describing message flows. The order of the messages SHOULD be kept by the communications partners, but there might be cases where a different order makes sense. The communications partners SHALL be able to handle the Scenario functionalities even if the messages are transmitted in a different order by the other Actor(s). The sequence diagrams can be seen as examples.

3.1.8 Further information and rules

None.

3.2 Actors

3.2.1 EVSE

3.2.1.1 Resource hierarchy

Within the Use Case discovery this Actor SHALL be denoted as "EVSE" in the Element "nodeManagementUseCaseData. useCaseInformation. actor".

The following diagram provides an overview of the Actor EVSE resource hierarchy.

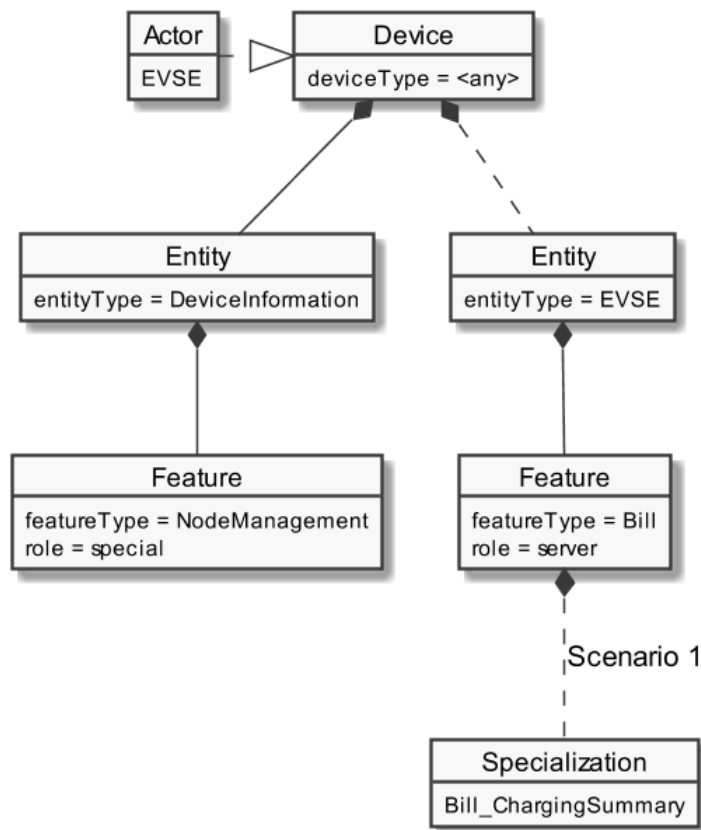


Figure 5: Actor "EVSE" overview

The "Actor ... overview" diagram rules" section describes how to interpret the diagram above. See the "Specializations" section for more information regarding the Specializations given in the diagram above.

Note: The entityType "DeviceInformation" with the featureType "NodeManagement" is required by the SPINE protocol and therefore SHALL be supported. Both types are added in the figure for completeness but are not directly linked to the Use Case.

The Use Case specific data follows behind the entityType "EVSE". The Specializations represent the Scenario specific data that has to be supported for each Scenario and are realized with the according featureTypes.

If a Specialization is connected to a Feature with the role "client", the Actor has a client role for this data. This means the Actor accesses the data set described by the Specialization at a corresponding server Feature. Further details are described in the sub-section "Client data - Specializations".

If a Specialization is connected to a Feature with the role "server", the Actor has the server role for this data. This means the Actor must provide the corresponding data set of the Specialization on its Features. Further details are described in the sub-section "Server data - Resources".

3.2.1.2 Server data - Resources

3.2.1.2.1 Overview

Behind the entityType "EVSE" the Actor EVSE SHALL offer the Feature Types and Functions given in the table below.

Feature Type	Scenario: M/R/O	Function	Possible operations
Bill	1: M	billDescriptionListData	read (M). partial (O)
	1: R	billConstraintsListData	read (M). partial (O)
	1: M	billListData	read (M). partial (R) write (M). partial (M)

Table 5: Feature Types and Functions used within this Use Case by the EVSE Actor

For each of these Feature Types the following rule applies: There SHALL be at maximum one Feature with the Feature Type in the Entity.

Note: As a consequence of the previous rule, an implementation may need to have Feature data from different Scenarios/Specializations or even Use Cases in a given Feature.

The Scenario number shows in which Scenarios the EVSE acts as server and which Feature Types and Functions are relevant in each Scenario.

A detailed definition of the Elements and values that shall be supported in each Function is given in the following sub-sections.

Note: If in the table above "partial" read is not mentioned or is only optional, it still might be mandatory to support partial notifications. The details of "partial" support are described within the Scenario sections.

Note: The presence indications stated above are meant relative to the ones of the according Scenario stated in Table 1. I.e. if a Scenario is optional ("O") and a Feature Type is mandatory ("M") the Feature Type must only be supported if the Scenario is supported, too.

Note: Further Features MAY be implemented on the same Entities, as well as further Functions MAY be implemented in the used Entities.

3.2.1.2.2 Feature Type "Bill"

3.2.1.2.2.1 Function "billDescriptionListData"

Scenario {...]: M/R/O [W][\C]	Element	Value	[High Level Mapping] Element and value rules
1: M	Bill. billDescriptionListData. billDescriptionData		

1: M	billId	<x1>	PRIMARY IDENTIFIER.
1: M	billWriteable	true	If set to false or omitted, the corresponding billData SHALL NOT be writeable.
1: M	updateRequired		<p>[EVCS-009]</p> <p>With updateRequired the server can request an update of writeable or changeable data related to the same PRIMARY IDENTIFIER from a client. The server SHALL ensure that only one responsible client is permitted to update the related data. To request an update the server SHALL set updateRequired to "true". Note: In this case, the server expects the responsible client to update the writeable or changeable data related to the same PRIMARY IDENTIFIER. However, also if updateRequired is set to "false" a server SHOULD in general allow updates of the data from the responsible client. The server SHALL set the updateRequired back to "false", as soon as "billDescriptionData" was updated successfully (if writeable or changeable) OR the update of the other writeable or changeable data related to the same PRIMARY IDENTIFIER was successful. The server MAY choose to withdraw the update request at any time by setting updateRequired back to "false". Note: The client does not need to stop an ongoing update process (e.g. if multiple functions are written), when updateRequired is set back to "false".</p>
1: M	supportedBillType	"chargingSummary"	This summary SHOULD NOT be used for actual billing as it may also contain approximated values.

Table 6: Content of Function "billDescriptionListData" at Actor EVSE

3.2.1.2.2.2 Function "billConstraintsListData"

Scenario [...]: M/R/O [W][C]	Element	Value	[High Level Mapping] Element and value rules
1: R	Bill. billConstraintsListData. billConstraintsData		
1: M	billId	<x1>	PRIMARY IDENTIFIER.
1: O	positionCountMin	0	If a related billData exists, it SHALL NOT contain less positions.
1: R	positionCountMax	≥2	If set, the corresponding billData SHALL NOT have more positions.

Table 7: Content of Function "billConstraintsListData" at Actor EVSE

3.2.1.2.2.3 Function "billListData"

Scenario [...]: M/R/O [W][C]	Element	Value	[High Level Mapping] Element and value rules
1: M \W	Bill. billListData. billData		
1: M \W	billId	<x1>	PRIMARY IDENTIFIER.
1: M \W	billType	"chargingSummary"	This summary SHOULD NOT be used for actual billing as it may also contain approximated values.
1: M \W	total.		Total information of the bill (for individual positions, see below).
1: M \W	total. timePeriod.		Allows to define a time, or time period for a bill.
1: M \W	total. timePeriod. startTime	<xs:duration>	
1: M \W	total. timePeriod. endTime	<xs:duration>	
1: M \W	total. value.		
1: M \W	total. value. unit	"Wh"	
1: M \W	total. value. value		[EVCS-002] The sub-elements "number" and "scale" represent a value according to the following formula: number * 10 ^{scale}
1: M \W	total. value. value. number	≥0	
1: M \W	total. value. value. scale		If absent, a default value of "0" applies.

1: M \W	total. cost.		
1: M \W	total. cost. costType	"absolutePrice"	"absolutePrice" SHALL be used to model an absolute price.
1: M \W	total. cost. currency		
1: M \W	total. cost. cost		[EVCS-001] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	total. cost. cost. number	≥ 0	
1: M \W	total. cost. cost. scale		If absent, a default value of "0" applies.
1: M \W	position.		
1: M \W	position. positionId	<y1>	This Element SHALL be interpreted as SUB IDENTIFIER. If there is only one "position" entry the "positionId" MAY be omitted. Otherwise it SHALL be stated. If omitted, "positionId" SHALL equal "1".
1: M \W	position. positionType	"gridElectricEnergy"	
1: M \W	position. value.		
1: M \W	position. value. valuePercentage		[EVCS-006] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	position. value. valuePercentage. number	≥ 0	
1: M \W	position. value. valuePercentage. scale		If absent, a default value of "0" applies.
1: M \W	position. cost.		The cost of this position.
1: M \W	position. cost. costPercentage		[EVCS-005] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	position. cost. costPercentage. number	≥ 0	
1: M \W	position. cost. costPercentage. scale		If absent, a default value of "0" applies.
1: M \W	position.		
1: M \W	position. positionId	<y2>	This Element SHALL be interpreted as SUB IDENTIFIER. If there is only

			one "position" entry the "positionId" MAY be omitted. Otherwise it SHALL be stated. If omitted, "positionId" SHALL equal "1".
1: M \W	position. positionType	"selfProducedElectricEnergy"	
1: M \W	position. value.		
1: M \W	position. value. valuePercentage		[EVCS-004] The sub-elements "number" and "scale" represent a value according to the following formula: number * 10 ^{scale}
1: M \W	position. value. valuePercentage. number	≥0	
1: M \W	position. value. valuePercentage. scale		If absent, a default value of "0" applies.
1: M \W	position. cost.		The cost of this position.
1: M \W	position. cost. costPercentage		[EVCS-003] The sub-elements "number" and "scale" represent a value according to the following formula: number * 10 ^{scale}
1: M \W	position. cost. costPercentage. number	≥0	
1: M \W	position. cost. costPercentage. scale		If absent, a default value of "0" applies.

Table 8: Content of Function "billListData" at Actor EVSE

3.2.1.3 Client data - Specializations

As this Actor has only server functionality, no Specializations are described within this section.

3.2.2 Energy Broker**3.2.2.1 Resource hierarchy**

Definition of the element "nodeManagementUseCaseData. useCaseInformation. actor" within the Use Case Discovery (if supported; please refer to [ProtocolSpecification]):

- "CEM" (without the surrounding quotes) SHALL be used if Energy Guard and Energy Broker are represented by the same CEM entity.
- "EnergyBroker" (without the surrounding quotes) SHALL be used if Energy Guard and Energy Broker are represented by different CEM entities.

The following diagram provides an overview of the Energy Broker Actor resource hierarchy.

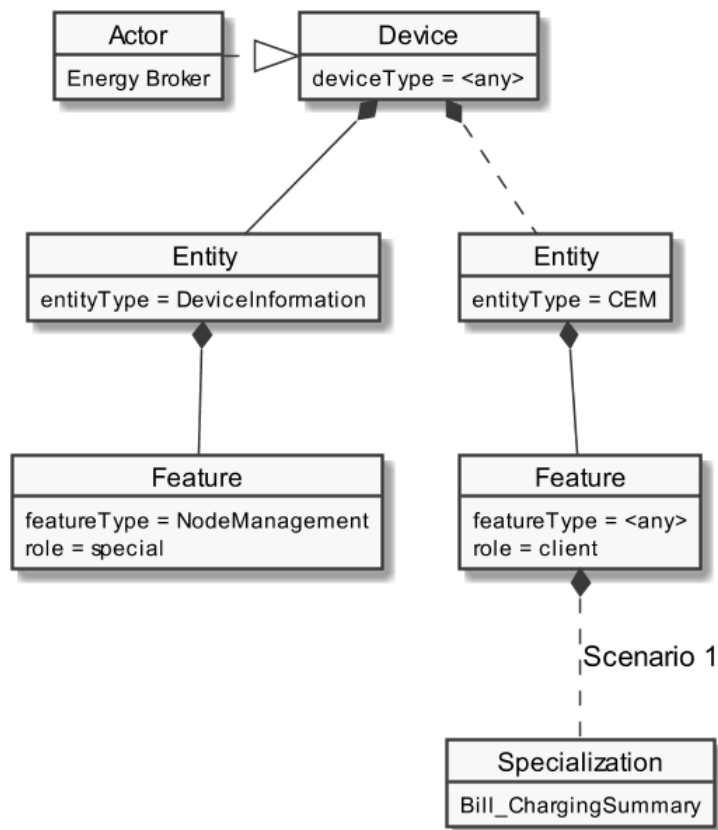


Figure 6: Actor "Energy Broker" overview

The "Actor ... overview" diagram rules" section describes how to interpret the diagram above. See the "Specializations" section for more information regarding the Specializations given in the diagram above.

Note: The entityType "DeviceInformation" with the featureType "NodeManagement" is required by the SPINE protocol and therefore SHALL be supported. Both types are added in the figure for completeness but are not directly linked to the Use Case.

The Use Case specific data follows behind the entityType "CEM". The Specializations represent the Scenario specific data that has to be supported for each Scenario and are realized with the according featureTypes.

If a Specialization is connected to a Feature with the role "client", the Actor has a client role for this data. This means the Actor accesses the data set described by the Specialization at a corresponding server Feature. Further details are described in the sub-section "Client data - Specializations".

If a Specialization is connected to a Feature with the role "server", the Actor has the server role for this data. This means the Actor must provide the corresponding data set of the Specialization on its Features. Further details are described in the sub-section "Server data - Resources".

3.2.2.2 Server data - Resources

As this Actor has only client functionality, no resources are described within this section.

645 **3.2.2.3 Client data - Specializations**

646 3.2.2.3.1 Topic "Bill"

647 3.2.2.3.1.1 Specialization "Bill_ChargingSummary"

Scenario {...}: M/R/O [W][C]	Element	Value	[High Level Mapping] Element and value rules
1: M	Bill. billDescriptionListData. billDescriptionData		
1: M	billId	<x1>	PRIMARY IDENTIFIER.
1: M	billWriteable	true	If set to false or omitted, the corresponding billData SHALL NOT be writeable.
1: M	updateRequired		<p>[EVCS-009]</p> <p>With updateRequired the server can request an update of writeable or changeable data related to the same PRIMARY IDENTIFIER from a client. The server SHALL ensure that only one responsible client is permitted to update the related data. To request an update the server SHALL set updateRequired to "true". Note: In this case, the server expects the responsible client to update the writeable or changeable data related to the same PRIMARY IDENTIFIER. However, also if updateRequired is set to "false" a server SHOULD in general allow updates of the data from the responsible client. The server SHALL set the updateRequired back to "false", as soon as "billDescriptionData" was updated successfully (if writeable or changeable) OR the update of the other writeable or changeable data related to the same PRIMARY IDENTIFIER was successful. The server MAY choose to withdraw the update request at any time by setting updateRequired back to "false". Note: The client does not need to stop an ongoing update process (e.g. if multiple functions are</p>

			written), when updateRequired is set back to "false".
1: M	supportedBillType	"chargingSummary"	This summary SHOULD NOT be used for actual billing as it may also contain approximated values.
1: M	Bill. billConstraintsListData. billConstraintsData		
1: M	billId	<x1>	PRIMARY IDENTIFIER.
1: M	positionCountMax	≥2	If set, the corresponding billData SHALL NOT have more positions.
1: M \W	Bill. billListData. billData		
1: M \W	billId	<x1>	PRIMARY IDENTIFIER.
1: M \W	billType	"chargingSummary"	This summary SHOULD NOT be used for actual billing as it may also contain approximated values.
1: M \W	total.		Total information of the bill (for individual positions, see below).
1: O \W	total. timePeriod.		Allows to define a time, or time period for a bill.
1: M \W	total. timePeriod. startTime	<xs:duration>	
1: M \W	total. timePeriod. endTime	<xs:duration>	
1: M \W	total. value.		
1: M \W	total. value. unit	"Wh"	
1: M \W	total. value. value		[EVCS-002] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	total. value. value. number	≥0	
1: O \W	total. value. value. scale		If absent, a default value of "0" applies.
1: M \W	total. cost.		
1: M \W	total. cost. costType	"absolutePrice"	"absolutePrice" SHALL be used to model an absolute price.
1: M \W	total. cost. currency		
1: M \W	total. cost. cost		[EVCS-001] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	total. cost. cost. number	≥0	
1: O \W	total. cost. cost. scale		If absent, a default value of "0" applies.
1: O \W	position.		
1: M \W	position. positionId	<y1>	This Element SHALL be interpreted as SUB IDENTIFIER.
1: M \W	position. positionType	"gridElectricEnergy"	

1: M \W	position. value.		
1: M \W	position. value. valuePercentage		[EVCS-006] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	position. value. valuePercentage. number	≥ 0	
1: O \W	position. value. valuePercentage. scale		If absent, a default value of "0" applies.
1: M \W	position. cost.		The cost of this position.
1: M \W	position. cost. costPercentage		[EVCS-005] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	position. cost. costPercentage. number	≥ 0	
1: O \W	position. cost. costPercentage. scale		If absent, a default value of "0" applies.
1: O \W	position.		
1: M \W	position. positionId	<y2>	This Element SHALL be interpreted as SUB IDENTIFIER.
1: M \W	position. positionType	"selfProducedElectricEnergy"	
1: M \W	position. value.		
1: M \W	position. value. valuePercentage		[EVCS-004] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	position. value. valuePercentage. number	≥ 0	
1: O \W	position. value. valuePercentage. scale		If absent, a default value of "0" applies.
1: M \W	position. cost.		The cost of this position.
1: M \W	position. cost. costPercentage		[EVCS-003] The sub-elements "number" and "scale" represent a value according to the following formula: $\text{number} * 10^{\text{scale}}$
1: M \W	position. cost. costPercentage. number	≥ 0	

1: O \W	position. cost. costPercentage. scale		If absent, a default value of "0" applies.
---------	---	--	--

Table 9: Content of Specialization "Bill_ChargingSummary" at Actor Energy Broker

3.3 Pre-Scenario communication

3.3.1 General information

The Pre-Scenario communication is needed if a client does not know the corresponding addresses on the server or if the required subscriptions or bindings are not active. In this case certain general communication mechanisms SHALL be used within SPINE:

- a) Detailed discovery: allows to discover resource addresses.
- b) Binding: allows to bind to resource address, which is frequently necessary to obtain write privileges.
- c) Subscription: allows to subscribe to resource addresses, which is necessary to receive unsolicited notifications if a resource changes during runtime.

It is possible to combine those steps for multiple Scenarios or also multiple Use Cases:

- E.g. if multiple Scenarios in multiple Use Cases use the same Feature, only one subscription needs to occur.
- E.g. a complete detailed discovery or a subscription to the NodeManagement Feature needs to occur only once for all Use Cases.

Depending on which Entity, Feature and Functions are used within a Scenario the payload of the corresponding messages may slightly differ, but the basic principles and messages used stay the same.

The subsequent messages SHALL be exchanged for those parts that have not already been performed since the current connection is established or if those parts are outdated for another reason (e.g. if the detailed discovery is needed, but the bindings and subscriptions are still active from a previous connection only the detailed discovery messages need to be exchanged). If all Pre-Scenario communication parts are up-to-date, this section MAY be skipped, and the implementation can proceed as described in the corresponding "Scenario communication" sections.

After the connection is re-established (e.g. due to a power loss or a firmware update) the Pre-Scenario communication SHALL be performed as well. There may be circumstances where messages from the Pre-Scenario communication may be exchanged again.

Often the necessary messages of different Scenarios can be combined, so that only one single message is needed instead of multiple messages for the different Scenarios. This also is the case for the Pre-Scenario communication. In most cases only one "read" operation on the detailed discovery is necessary, as well as only one subscription request or binding request is needed for each Feature. Often multiple Scenarios within a Use Case access the same Feature, so only one subscription or binding is necessary.

3.3.2 Detailed discovery

For the functionality where a client already has current detailed discovery information (i.e. independent of this Use Case or any Scenario of it) the remainder of this section SHOULD be skipped.

Otherwise, the following procedure SHALL be performed in the given order:

1. If a client is not subscribed to the primary NodeManagement instance, the client SHALL acquire a subscription according to the figure provided within this sub-section.
2. A client SHALL read the detailed discovery information according to the figure provided within this sub-section. It SHALL keep the received information as far as it concerns mandatory and supported optional Entity Types, Feature Types and Functions of this Use Case that are needed by the client. This means that a client may choose how to store the necessary information. E.g. a client Actor can store the information how to address the necessary Features of the implemented Scenarios but may discard the Entity information.
3. If and as long as a client has a subscription to the detailed discovery information of an Actor and receives proper notifications, it SHALL consider (i.e. integrate into the kept detailed discovery information) the received information as far as it concerns mandatory and supported optional Entity Types, Feature Types and Functions of this Use Case.

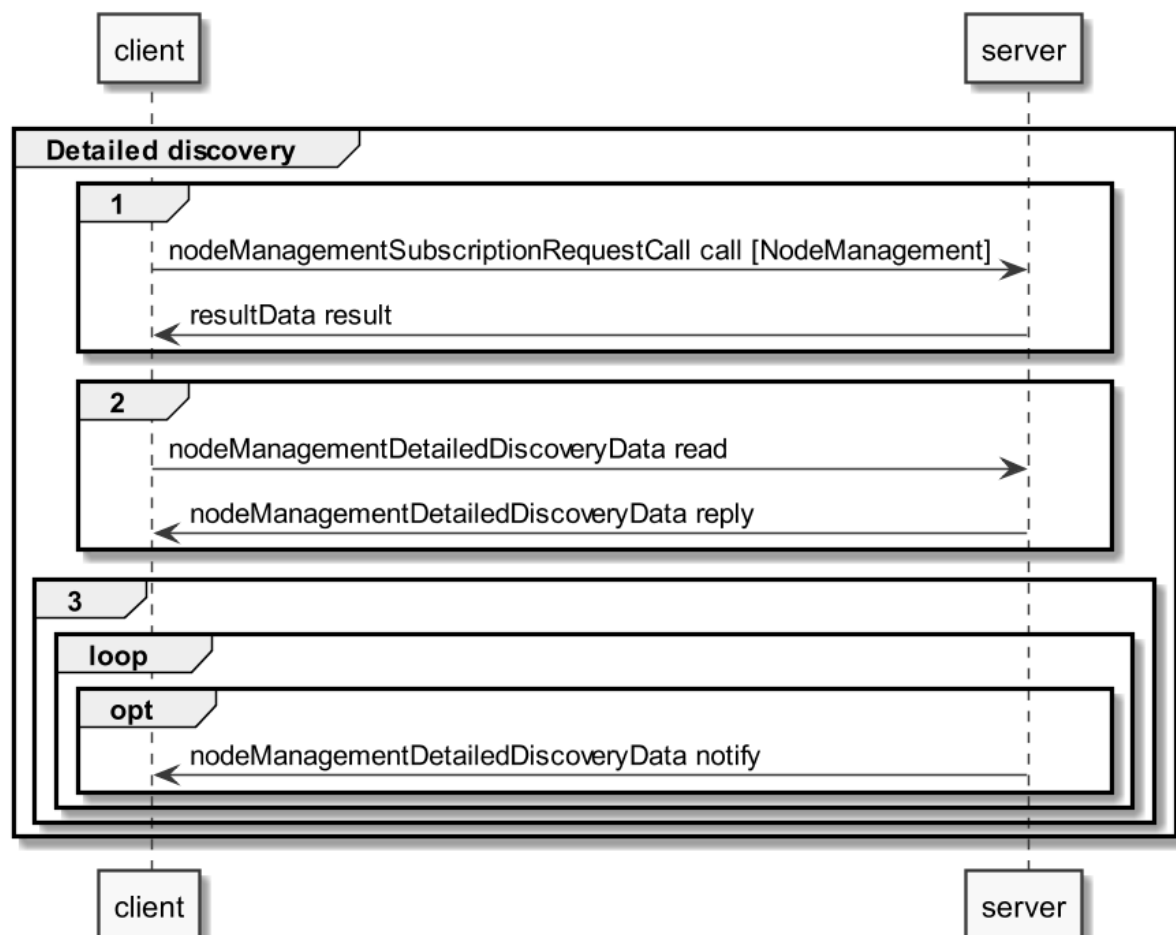


Figure 7: Pre-Scenario communication - Detailed discovery sequence diagram

If the "nodeManagementDetailedDiscoveryData read" fails, the client SHOULD retry to read the detailed discovery information until the "nodeManagementDetailedDiscoveryData reply" message was received successfully.

If all functionality is present at all times: The "nodeManagementDetailedDiscoveryData reply" message contains at least the mandatory Entities and Features given in the "Actor [...] overview" diagrams as well as the used Functions and their "possible operations" described in section 3.2 and its sub-sections.

If functionality is added or removed dynamically: The "nodeManagementDetailedDiscoveryData reply" message does not need to contain all mandatory Entities and Features given in the "Actor [...] overview" diagrams as well as all needed Functions and their "possible operations" described in section 3.2 and its sub-sections. However, as soon as the functionality is available it will be announced via a "nodeManagementDetailedDiscoveryData notify" message.

For the nodeManagementDetailedDiscoveryData read Function it is recommended to use a partial read with separated Selectors that may use one of the following Elements:

- entityType
- featureType

Note: Even with the usage of Selectors Features and Entities that are not relevant for this Use Case may be discovered. However, only Features and Entities that fulfil the hierarchical order as described within the Actors' sections shall be considered for this Use Case.

A "partial" notify SHALL be supported without using Selectors and Elements. Partial "delete" notify SHOULD also be supported with separated Selectors that may use one of the following Elements:

- entityAddress
- featureAddress

3.3.3 Binding

A server SHALL support binding for all Features that contain writeable or changeable data. Before a write on a Function of a Feature occurs, the client SHALL create a binding to the corresponding Feature. For this the nodeManagementBindingRequestCall Function is used as shown in the following sequence diagram:

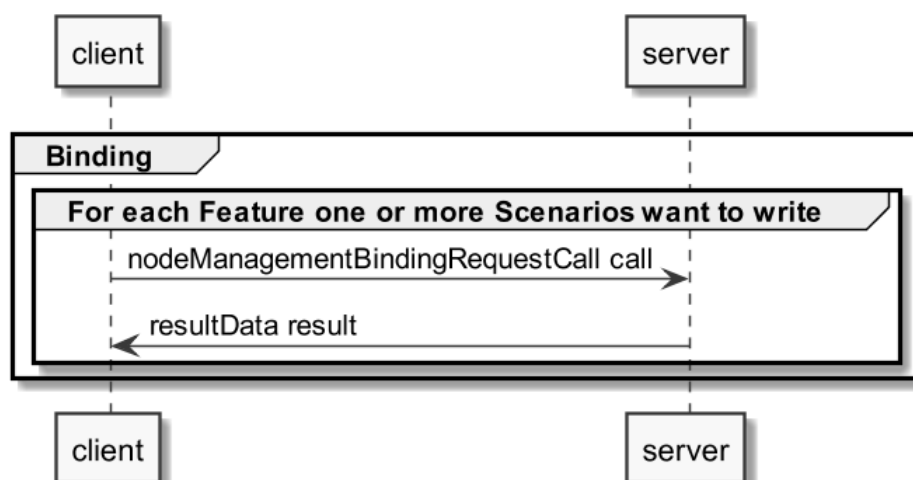


Figure 8: Pre-Scenario communication - Binding sequence diagram

If functionality is added or removed dynamically, binding may not be possible at all times on the required Functions. A client SHALL retry to create a binding again when receiving according updated detailed discovery information.

3.3.4 Subscription

A server SHALL support subscription for all Features that contain readable data that may change during runtime. The client SHALL create a subscription for all Features that the client wants to read. For this the nodeManagementSubscriptionRequestCall Function is used as shown in the following sequence diagram:

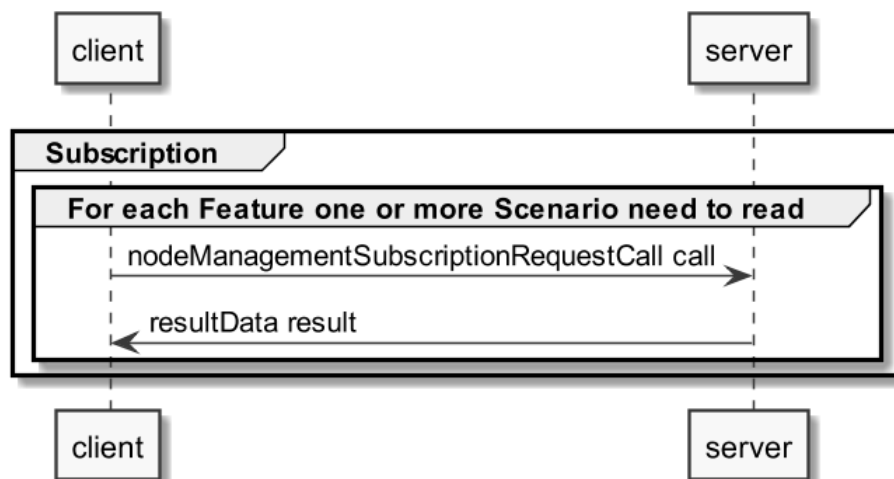


Figure 9: Pre-Scenario communication - Subscription sequence diagram

If the subscription request fails (e.g. because it is not supported by the server or the maximum number of possible subscriptions is reached), the client SHOULD read the data periodically (so-called "polling").

If functionality is added or removed dynamically, subscription may not be possible at all times on the required Functions. A client SHALL retry its subscription procedure again when receiving according updated detailed discovery information.

3.3.5 Dynamic behaviour

In case Entities or Features are removed, a nodeManagementDetailedDiscoveryData "notify" is transmitted that informs about the deleted Entities and Features. All existing binding or subscription entries on the deleted Features SHALL be deleted by each device.

In case Entities or Features are added the Pre-Scenario communication starts with transmitting a nodeManagementDetailedDiscoveryData "notify" that contains the added Entities and Features.

3.4 Scenarios

3.4.1 Scenario 1 - Energy Broker sends Charging Session Summary to EVSE

3.4.1.1 Pre-Scenario communication

1. **Detailed Discovery:** Actors that act as client within this Scenario, need to know the addresses of the server Features used in the Initial Scenario communication. If an address of a particular server Feature is not known, the detailed discovery has to be used, as described in section 3.3.2.
2. **Binding:** Actors that write parts of a Feature within this Scenario, need to create a binding, as described in section 3.3.3. Only one binding partner is allowed to write the data specified in this Scenario, according to the "updateRequired" Element rule.
3. **Subscription:** Actors SHALL create a subscription for each server Feature that is relevant for the corresponding Actor within this Scenario, as described in section 3.3.4.

The Initial Scenario communication SHALL start at the latest when the required resources on an Actor are known and the necessary binding and subscription procedures have been finished. However, as soon as an address of a required resource is known, the Initial Scenario communication for this resource MAY start already, even if addresses of other required resources are not known yet.

If required resources are removed and added again, they are re-discovered, and the Initial Scenario communication is triggered again for those resources.

3.4.1.2 Initial Scenario communication

Each time a (re-)connection is established, even if the Pre-Scenario communication phase is skipped, the messages as shown in the following sequence diagram SHALL be exchanged, as the corresponding resources may have changed in the meantime:

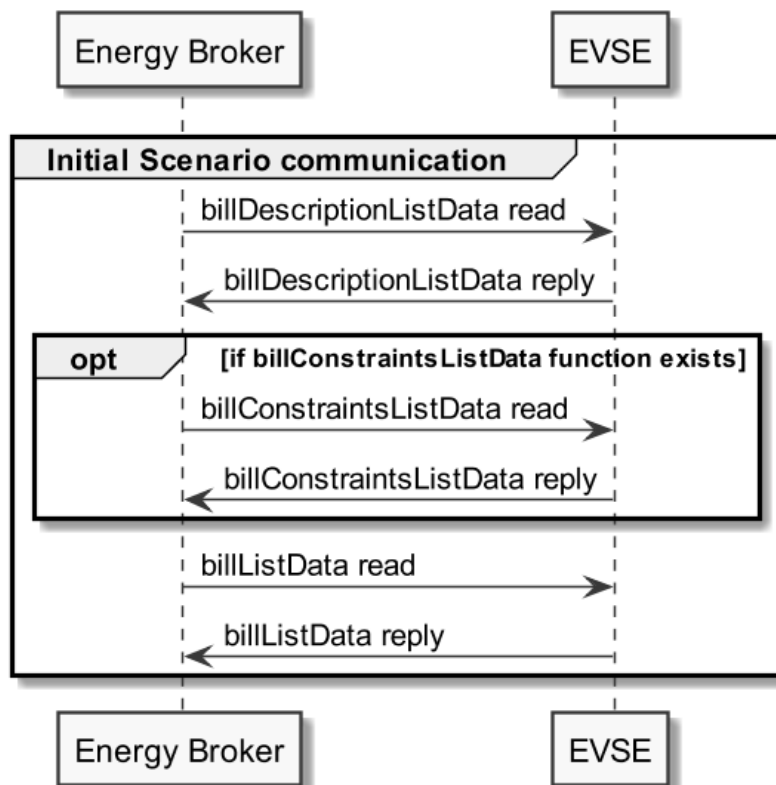


Figure 10: Scenario 1 - Initial Scenario communication sequence diagram

For billConstraintsListData and billListData partial read with the following Selectors SHOULD be supported:

- billId (derived from the billDescriptionListData full reply)

Note: If partial read is not supported a full read SHALL be performed.

The following table shows where the necessary content of the messages from the sequence diagram is described:

Message name from sequence diagram	Content description in table	Scenario number in table
billDescriptionListData reply	Table 6	1
billConstraintsListData reply	Table 7	1
billListData reply	Table 8	1

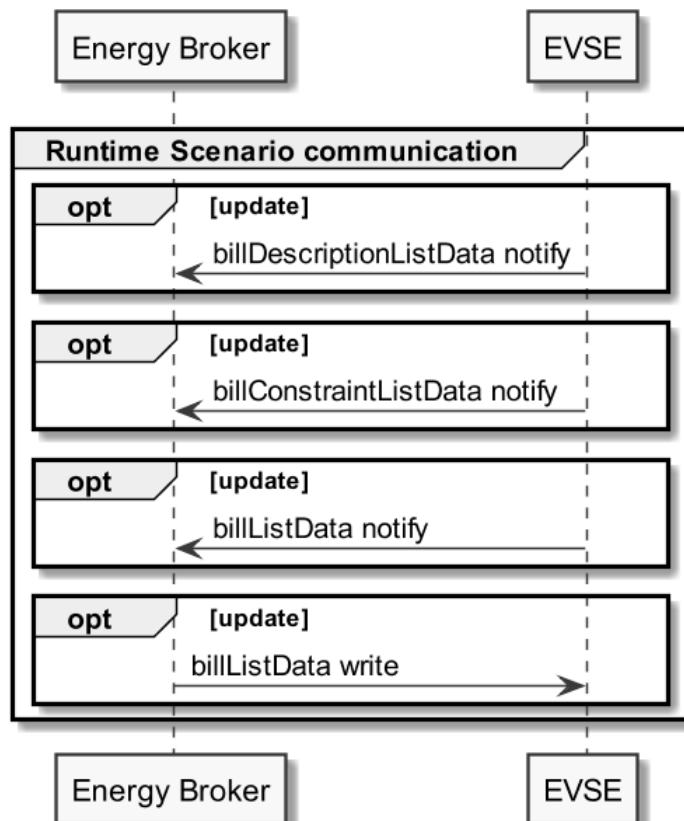
Table 10: Initial Scenario communication content references for Scenario 1

Note: Within the Initial Scenario communication the content required by this Scenario MAY not be provided completely but later on during Runtime Scenario communication.

3.4.1.3 Runtime Scenario communication

Based on the Initial Scenario communication the Runtime Scenario communication provides updates during runtime.

797 If one of the referenced server Functions' data change, the server SHALL submit the change as shown
 798 in the following figure:



799

800 *Figure 11: Scenario 1 - Runtime Scenario communication sequence diagram*

801 Partial notifications without Selectors or Elements SHALL be supported for all Functions used in this
 802 Scenario.

803 Partial delete notification SHOULD be supported with the Selector:

804 - billId

805 Partial write without Selectors or Elements SHALL be supported for the billListData function.

806 Partial delete write SHALL be supported for the billListData Function with the Selector:

807 - billId

808 However, in general the client SHOULD NOT perform a partial delete write in this Scenario.

809 Note: To interpret partial notification messages correctly the information obtained during the Initial
 810 Scenario communication phase is necessary.

811 Note: A read operation ("polling") on all Functions is possible at any time, e.g. if a notification could
 812 not be evaluated.

813

814 The following table shows where the necessary content of the messages of the sequence diagram is
815 described:

Message name from sequence diagram	Content description in table	Scenario number in table
billDescriptionListData notify	Table 6	1
billConstraintsListData notify	Table 7	1
billListData notify	Table 8	1
billListData write	Table 8	1

816 *Table 11: Runtime Scenario communication content references for Scenario 1*

817

818 **3.4.1.4 Additional information**

819 None.

820