

# EEBus UC Technical Specification

## Monitoring of DHW System

## Function

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## 1 Scope of the document

This document describes the Use Case "Monitoring of DHW System Function" (short-name: MDSF). Chapter 2 specifies the High-Level Use Case. Chapter 3 details the technical solution for SPINE for this Use Case. 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.

#### DHW

Abbreviation for Domestic Hot Water

#### HVAC

Abbreviation for Heat, Ventilation and Air Conditioning

#### MDSF

Monitoring of DHW System Function (short name of this Use Case)

#### Scenario

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

**121 Specialization**

122 Reusable data collection for a specific functionality.

**123 SPINE**

124 Smart Premises Interoperable Neutral-message Exchange: Technical Specification of EEBus Initiative  
125 e.V.

126

**127 1.3 Requirements****128 1.3.1 Requirements wording**

129 The following keywords are used:

- 130 - SHALL
- 131 - SHALL NOT
- 132 - SHOULD
- 133 - SHOULD NOT
- 134 - MAY

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

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

137

**138 1.3.2 Mapping of High-Level requirements**

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

140 [MDSF-xyz]

141 e.g.: [MDSF-007]

142 The abbreviation is used to mark High-Level requirements or rules of this Use Case with a unique  
143 number xyz. These requirements are referenced throughout the technical solution to show how each  
144 High-Level requirement is realized in the technical part.

145

## 2 High-Level description

### 2.1 Introduction

An HVAC system function (heating, cooling, ventilation or domestic hot water (DHW)) can be monitored or configured by an external appliance or viewing unit. The external appliance can be a Customer Energy Manager (CEM), a viewing unit (e.g. an HMI (human-machine-interface) like a smart home display/configurator) or an application on a tablet or smartphone. In this Use Case, a Monitoring Appliance monitors the system function DHW. In addition, an HVAC system may support overrun operations such as a "One-time DHW loading" function that overrides the current operation mode until it is finished or deactivated. The status of the overrun may be presented to a user as well.

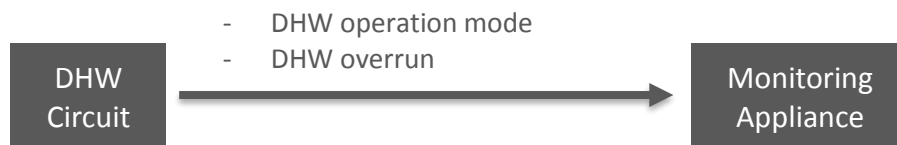


Figure 1: High-Level Use Case functionality overview

*Added value:* An HVAC system may offer comfort functions through the smart home system or smart phone. For example, the current operation mode of the system function DHW may be presented to the user's smartphone, or it may be announced that a single domestic hot water heating has been started.

### 2.2 Actors

#### 2.2.1 Monitoring Appliance

The Actor Monitoring Appliance (e.g. a CEM) monitors the HVAC system functions or overruns of HVAC appliances.

#### 2.2.2 DHW Circuit

The Actor DHW Circuit represents a circuit of domestic hot water in a house or premises.

## 2.3 Scenarios

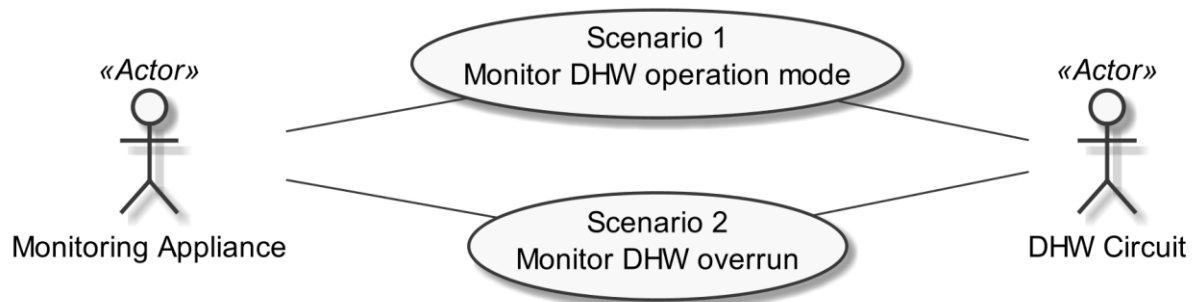


Figure 2: Scenario overview

Scenario number	Scenario name	Monitoring Appliance	DHW Circuit
1	Monitor DHW operation mode	M	M
2	Monitor DHW overrun	M	R

Table 1: Scenario implementation requirements for Actors

### 2.3.1 Scenario 1 - Monitor DHW operation mode

#### 2.3.1.1 Description

The Monitoring Appliance retrieves the operation mode of the system function DHW [MDSF-001].

#### 2.3.1.2 Conditions

##### Triggering Event:

The Actor Monitoring Appliance is interested in information on the operation modes of the system function DHW of the Actor DHW Circuit.

##### Pre-condition:

The Actor Monitoring Appliance does not have current information on the operation modes of the system function DHW of the Actor DHW Circuit.

##### Post-condition:

The Actor Monitoring Appliance has current information on the operation modes of the system function DHW of the Actor DHW Circuit.



## 2.3.2 Scenario 2 - Monitor DHW overrun

### 2.3.2.1 Description

The Monitoring Appliance retrieves the overruns of the system Function DHW (e.g. "one-time DHW") [MDSF-002].

### 2.3.2.2 Conditions

#### Triggering Event:

The Actor Monitoring Appliance is interested in the status of the overrun function of the Actor DHW Circuit.

#### Pre-condition:

The Actor Monitoring Appliance does not know the status of the overrun function of the Actor DHW Circuit.

#### Post-condition:

The Actor Monitoring Appliance knows the status of the overrun function of the Actor DHW Circuit.

## 2.4 Dependencies to other Use Cases

### 2.4.1 "Monitoring of DHW Temperature"

The Use Case "Monitoring of DHW Temperature" is linked to this Use Case. A server that provides Scenarios of both Use Cases SHALL consider the following:

The server SHALL provide the Scenarios on the same Entity for both Use Cases.

## 2.5 Assumptions and Prerequisites

None.

## 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 1.1.0 [ResourceSpecification].

For interoperable connectivity this technical solution relies on:

- SPINE Protocol Specification version 1.1.0 [ProtocolSpecification] as application protocol.
- SHIP Specification version 1.0.0 [SHIP] as transport protocol.

Further applicable documents:

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

#### 3.1.2 Use Case discovery rules

Use Case discovery SHOULD be supported by each Actor. If Use Case discovery is supported 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 "monitoringOfDhwSystemFunction". 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 "1.0.0" (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 on Elements and list items**

A cardinality indication on an Element or list item 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
...	...	...	...
2: M \W	xFeatureType. xListData. xData. (1..3)		
2: M \W	xId	<*(1..)>	PRIMARY IDENTIFIER
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>	...
...	...	...	...

Table 3: Example table for cardinality indications on Elements and list items

The field

xFeatureType. xListData. xData. (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 constraint 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 field

xSlot. (1..)

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

For the expression "<\*(1..)>" of Element "xId" please see section 3.1.3.6.

The remaining fields do not have an explicit cardinality indication.

Note: Cardinality expressions are also used within placeholder expressions as defined in section 3.1.3.6. In many cases such placeholder expressions define the number of required or permitted Elements or list items as they explicitly define how many different values for a given Identifier are required or permitted for a given Scenario.

### **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 "Value" placeholders

#### 3.1.3.6.1 Introduction

Specializations may use placeholders to model relations between different Elements or even list items of different Functions. The main purpose is to declare which Identifier values relate to each other. As a Use Case does not prescribe specific values to be used for a given Identifier, a placeholder like "<x1>" can be used in "Value" columns to express the intended relations.

There are two styles placeholders that can be referenced:

1. <xM>
2. <xM#S>

where

1. "x" is any alphabetical prefix like "m", "t", "ec", "cc", etc.
2. "M" is a (major) number like "1", "2", "15", etc.
3. "S" is a sub-number like "1", "7", "10", etc.

Examples for the first style are "<ec1>", "<z12>". Examples for the second style are "<p4#2>", "<m22#3>". For a given placeholder, only one of the styles can be used.

In addition, there are also styles for placeholders that do not need to be referenced:

1. <\*>
2. <\*#S>

The second style is only used with so-called cardinality expressions.

#### 3.1.3.6.2 Uniqueness of placeholders

A given placeholder <xM> or <xM#S> represents the same value throughout a given Use Case specification for a given set of its parent Identifier values. This shall be explained in a brief example:

We assume a list item with PRIMARY IDENTIFIER "pId". It also has a SUB IDENTIFIER "sId" with placeholder "<s1>". Then, each occurrence of "<s1>" represents the same value for a given value of pId. This means that "<s1>" of a list item with pId=1 can differ from "<s1>" of a list item with pId=2. But it also means that "<s1>" represents the same value in all list items with pId=1.

Note: Typically, parent Identifiers like "pId" will also be expressed with a placeholder like "<p5>", e.g. In this case, the uniqueness rule applies for "<p5>" likewise.

Note: The uniqueness also applies for placeholders used as FOREIGN IDENTIFIER.

#### 3.1.3.6.3 Placeholder expressions with cardinalities

For some Identifiers, more than one placeholder is needed. Several notations are used for this purpose, which make use of cardinality expressions. The general notation is as follows:

1. <xM#(a..b)>

420 This is equivalent to this explicit definition:

421       At least a and at maximum b placeholders of this list: <xM#1> <xM#2> ... <xM#b>

422 This means that the implementation of a given Use Case (or Scenario) requires a minimum of "a"  
423 distinct values of the respective Identifier. In total, there can be up to "b" distinct values of the  
424 respective Identifier.

425 Additionally, the following notations may occur:

426 2. <xM#(a..)>

427       This is equivalent to "<xM#(a..b)>" with "b" equal to infinity.

428 3. <xM#(..b)>

429       This is equivalent to "<xM#(a..b)>" with "a" equal to zero.

430 "<xM#(a..)>" has only a lower bound of "a" distinct values, but no upper bound. "<xM#(..b)>", on the  
431 other hand, expresses that the Identifier may not be required at all, but it is permitted to have up to  
432 "b" distinct values.

433 Similarly, the cardinality can be used for placeholders that are not referenced, i.e. <\*#(a..b)> etc.

434 Note: The cardinality does NOT express which of the sub-numbers have to be used! I.e., it does NOT  
435 mean that the Identifiers <xM#1> ... <xM#a> are always used and just those with larger sub-numbers  
436 (<xM#a+1> ... <xM#b>) are optional. If, for instance, a placeholder expression "<xM#(3..5)>" is given,  
437 it may well happen that an implementation makes use of <xM#2>, <xM#4>, and <xM#5> (i.e., it does  
438 NOT use <xM#1>, <xM#3>). Which sub-numbers are used usually depends on other parts of a  
439 Specialization and their references to required placeholders, which is explained in section 3.1.3.6.4.

440

#### 441 3.1.3.6.4 References to placeholders and relations

442 According to the styles for placeholders that can be referenced, an enumeration value "e" can refer  
443 to a particular placeholder:

444 1. e(-><xM>)

445 2. e(-><xM#S>)

446 This denotes that "e" is to be used with "<xM>" or "<xM#S>", resp.

447 Example: A Specialization contains the Elements "mId" and "phase". "mId" is an Identifier with  
448 placeholder definition <m2#(1..3)>. "phase" is a string that permits the values "a", "b", and "c" using  
449 this expression:

450       "a"(-><m2#1>)

451       "b"(-><m2#2>)

452       "c"(-><m2#3>)

453 This expresses that the enumeration value "a" is to be used with the placeholder <m2#1>, "b" is to  
454 be used with <m2#2> and "c" with <m2#3>.

455 Similarly, a placeholder "yN" can refer to a particular placeholder:



- 456 3. <yN->xM>  
 457 4. <yN->xM#S>  
 458 5. <yN#T->xM>  
 459 6. <yN#T->xM#S>

460 where "T" is a sub-number of "yN".

461 It is also feasible to associate placeholders with cardinalities:

- 462 7. <yN#(a..b)->xM#(a..b)>

463 denotes that <yN#1> is to be used with <xM#1>, <yN#2> is to be used with <xM#2>, etc.

464 Note: In this case, the placeholder expressions of yN and xM must have the same cardinality.

465 In some cases, there is a need to express that multiple list items with similar values are feasible or  
 466 required, but only particular combinations of these different data are permitted. The following  
 467 example shows that several "fData" list items with different "phase" value are required, but that  
 468 these list items may only express either the "phase" value combination { "a", "b", "c" } or the "phase"  
 469 value combination { "a", "abb", "neutral" }. The permitted combinations are defined in a note below  
 470 a table:

Scenario [...]: M/R/O [W][C]	Element	Value	[High-Level Mapping] Element and value rules
2: M	F. fListData. fData.		
2: M	zId	<z3#(3..5)>	
2: M	phase	"a"(-><z3#1>)	
		"b"(-><z3#2>)	
		"c"(-><z3#3>)	
		"abc"(-><z3#4>)	
		"neutral"(-><z3#5>)	

471 Table 4: Content of an example Specialization

472 Note: One of the following combinations SHALL be used at least: {<z3#1>, <z3#2>, <z3#3>} or  
 473 {<z3#1>, <z3#4>, <z3#5>}.  
 474

### 475 3.1.3.7 Rules for content of "Value" column

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

481 If a presence indication is set for the value (in an additional column before the value), the following  
 482 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):
  - o within the tables in the "Server data - Resources" sections:
    - the server SHALL support at least one of the listed values.
  - o 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):
  - o within the tables in the "Server data - Resources" sections:
    - the server SHALL support all listed values.
  - o 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 subsection 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>.]

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

524           DeviceConfiguration. deviceConfigurationKeyValueDescriptionListData.  
 525           deviceConfigurationKeyValueDescriptionData.

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

527

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

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

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

537           Measurement. measurementDescriptionListData. measurementDescriptionData.

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

539

540 For both kinds of tables, the following applies:

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

550

### 551 3.1.4 Rules for "Feature Types and Functions..." tables

#### 552 3.1.4.1 Presence indications for "Feature Types and Functions..." tables

553 The following presence indications are used:

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

554 Table 5: Presence indication of Feature Types and Functions support

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

557

#### 558 **3.1.4.2 Rules for "Possible operations" column**

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

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

564 read (M). partial (M)

565 write (M). partial (M)

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

567 read (M). partial (R)

568 write (M). partial (R)

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

570 read (M). partial (O)

571 write (M). partial (O)

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

574

#### 575 **3.1.5 "Actor ... overview" diagram rules**

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

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

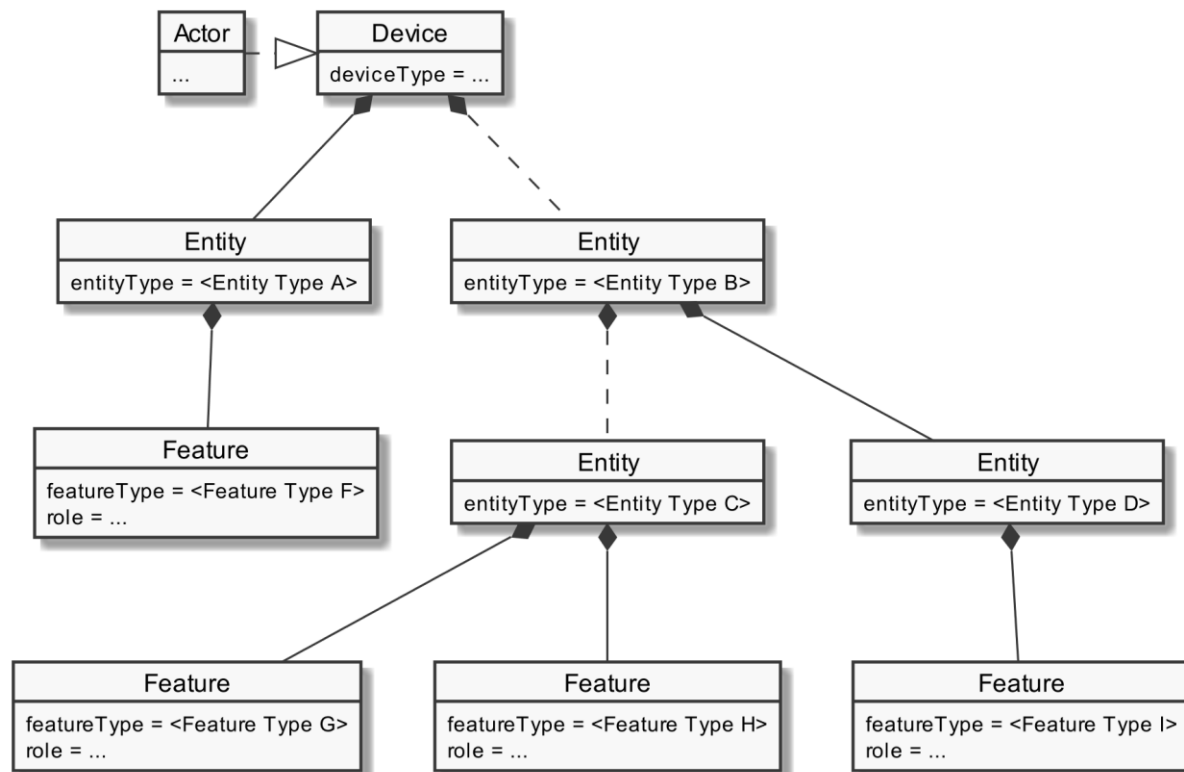


Figure 3: Actor overview example

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 C>".

### 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 Monitoring Appliance**

#### **3.2.1.1 Resource hierarchy**

If Use Case discovery is supported (see section 3.1.2) this Actor SHALL be denoted as "MonitoringAppliance" in the Element "nodeManagementUseCaseData. useCaseInformation. actor".

The following diagram provides an overview of the Actor Monitoring Appliance's resource hierarchy.

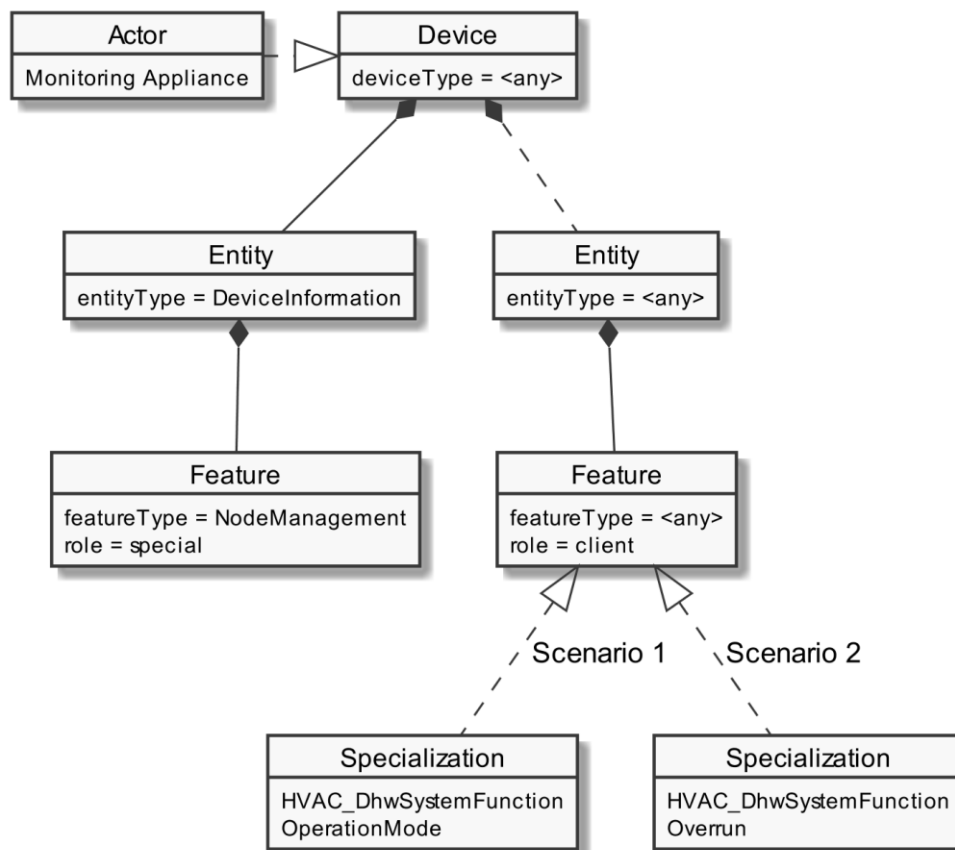


Figure 4: Actor "Monitoring Appliance" overview

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 any entityType. The Specializations represent the Scenario specific data that must be supported for each Scenario and are realized through the corresponding featureTypes.

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

### 3.2.1.2 Server data - Resources

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

652

653 **3.2.1.3 Client data - Specializations**654 **3.2.1.3.1 Topic "HVAC"**655 **3.2.1.3.1.1 Specialization "HVAC\_DhwSystemFunctionOperationMode"**

Scenario {...}: M/R/O [W]/[C]	Element	Value	[High-Level Mapping] Element and value rules
1: M	HVAC. hvacSystemFunctionDescriptionListData. hvacSystemFunctionDescriptionData.		
1: M	systemFunctionId	<sf1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
1: M	systemFunctionType	"dhw"	SHALL be set.
1: M	HVAC. hvacOperationModeDescriptionListData. hvacOperationModeDescriptionData.		
1: M	operationModelId	<om1#(2..4)>	SHALL be set as PRIMARY IDENTIFIER.
1: M	operationModeType	"auto" (-><om1#1>)	
		"on" (-><om1#2>)	
		"off" (-><om1#3>)	
		"eco" (-><om1#4>)	
1: M	HVAC. hvacSystemFunctionOperationModeRelationListData. hvacSystemFunctionOperationModeRelationData.		
1: M	systemFunctionId	<sf1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
1: M	operationModelId (2..4)	<om1#(2..4)>	SHALL be set as FOREIGN IDENTIFIER (at least two) to the according operationModelId of the referenced operation mode.
1: M	HVAC. hvacSystemFunctionListData. hvacSystemFunctionData.		
1: M	systemFunctionId	<sf1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
1: M	currentOperationModelId	<om1#1>   <om1#2>   <om1#3>   <om1#4>	[MDSF-001] SHALL be set as FOREIGN IDENTIFIER to the according operationModelId of the currently selected operation mode. If the function hvacSystemFunctionOperationModeRelationListData is used, only an operationModelId value related there to the according systemFunctionId SHALL be used here.
1: O	isOperationModelIdChangeable	"true"   "false"	

656 Table 6: Content of Specialization "HVAC\_DhwSystemFunctionOperationMode" at Actor Monitoring Appliance



## 3.2.1.3.1.2 Specialization "HVAC\_DhwSystemFunctionOverrun"

Scenario [{...}]: M/R/O [W][C]	Element	Value	[High-Level Mapping] Element and value rules
2: M	HVAC. hvacSystemFunctionDescriptionListData. hvacSystemFunctionDescriptionData.		
2: M	systemFunctionId	<sf1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
2: M	systemFunctionType	"dhw"	SHALL be set.
2: M	HVAC. hvacSystemFunctionListData. hvacSystemFunctionData.		
2: M	systemFunctionId	<sf1>	SHALL be set as PRIMARY IDENTIFIER.
2: M	isOverrunActive	"true"	If an overrun is active that affects this system function, this element SHOULD be set to "true".
		"false"	If no overrun is active that affects this system function, this element SHOULD be set to "false".
2: M	HVAC. hvacOverrunDescriptionListData. hvacOverrunDescriptionData.		
2: M	overrunId	<o1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
2: M	overrunType	"oneTimeDhw" *	SHALL be set.
2: M	affectedSystemFunctionId	<sf1#1>	If any system functions are affected by this overrun, their according systemFunctionId SHOULD be stated here.
2: M	HVAC. hvacOverrunListData. hvacOverrunData.		
2: M	overrunId	<o1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
2: M	overrunStatus	2: M	"active"
		2: M	"running"
		2: M	"finished"
		2: M	"inactive"
			[MDSF-002] MAY only be used as notification directly after HVAC overrun was finished. "overrunStatus" SHALL be changed to "inactive" after that. SHOULD NOT be used as part of a reply message.
			[MDSF-002] MAY be used as reply or as notification. The latter only if HVAC overrun was not finished in the usual way (e.g., deactivated by the user).

Table 7: Content of Specialization "HVAC\_DhwSystemFunctionOverrun" at Actor Monitoring Appliance

\*: This enumeration list may be extended in future versions of this Use Case.

### 3.2.2 DHW Circuit

#### 3.2.2.1 Resource hierarchy

If Use Case discovery is supported (see section 3.1.2) this Actor SHALL be denoted as "DHW Circuit" in the Element "nodeManagementUseCaseData. useCaseInformation. actor".

The following diagram provides an overview of the Actor DHW Circuit's resource hierarchy.

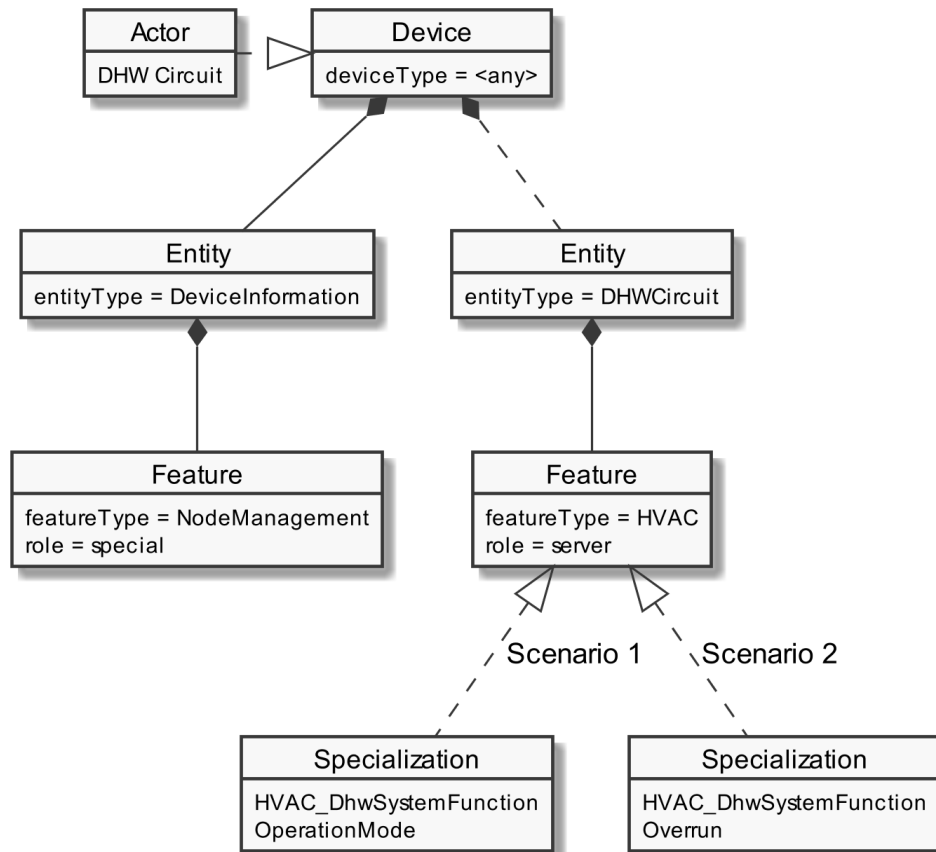


Figure 5: Actor "DHW Circuit" overview

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 "DHW Circuit". The Specializations represent the Scenario specific data that must be supported for each Scenario and are realized through the corresponding featureTypes.

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

### 3.2.2.2 Server data - Resources

#### 3.2.2.2.1 Overview

Behind the entityType "DHW\_Circuit", the Actor DHW Circuit SHALL offer the Feature Types and Functions given in the table below.

Feature Type	Scenario: M/R/O	Function	Possible operations
HVAC	1: M 2: M	hvacSystemFunctionDescriptionListData	read (M). partial (R)
	1: M	hvacOperationModeDescriptionListData	read (M). partial (R)
	1: M	hvacSystemFunctionOperationModeRelationListData	read (M). partial (R)
	1: M 2: M	hvacSystemFunctionListData	read (M). partial (R)
	2: M	hvacOverrunDescriptionListData	read (M). partial (R)
	2: M	hvacOverrunListData	read (M). partial (R)

Table 8: Feature Types and Functions used within this Use Case by the Actor DHW Circuit

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 DHW Circuit acts as a 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 need only be supported if the Scenario is supported, too.

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

## 3.2.2.2.2 Feature Type "HVAC"

## 3.2.2.2.2.1 Function "hvacSystemFunctionDescriptionListData"

Scenario [...]: M/R/O [\W][\C]	Element	Value	[High-Level Mapping] Element and value rules
1: M 2: M	HVAC. hvacSystemFunctionDescriptionListData. hvacSystemFunctionDescriptionData.		
1: M 2: M	systemFunctionId	<sf1#{1..1}>	SHALL be set as PRIMARY IDENTIFIER.
1: M 2: M	systemFunctionType	"dhw"	SHALL be set.

Table 9: Content of Function "hvacSystemFunctionDescriptionListData" at Actor DHW Circuit

## 3.2.2.2.2.2 Function "hvacOperationModeDescriptionListData"

Scenario [...]: M/R/O [\W][\C]	Element	Value	[High-Level Mapping] Element and value rules
1: M	HVAC. hvacOperationModeDescriptionListData. hvacOperationModeDescriptionData.		
1: M	operationModeId	<om1#{2..4}>	SHALL be set as PRIMARY IDENTIFIER.
1: M	operationModeType	"auto" (-><om1#1>)	
		"on" (-><om1#2>)	
		"off" (-><om1#3>)	
		"eco" (-><om1#4>)	

Table 10: Content of Function "hvacOperationModeDescriptionListData" at Actor DHW Circuit

## 3.2.2.2.2.3 Function "hvacSystemFunctionOperationModeRelationListData"

Scenario [...]: M/R/O [\W][\C]	Element	Value	[High-Level Mapping] Element and value rules
1: M	HVAC. hvacSystemFunctionOperationModeRelationListData. hvacSystemFunctionOperationModeRelationData.		
1: M	systemFunctionId	<sf1#{1..1}>	SHALL be set as PRIMARY IDENTIFIER.

1: M	operationModelId	<om1#(2..4)>	SHALL be set as FOREIGN IDENTIFIER (at least two) to the according operationModelId of the referenced operation mode.
------	------------------	--------------	---

Table 11: Content of Function "hvacSystemFunctionOperationModeRelationListData" at Actor DHW Circuit

## 3.2.2.2.2.4 Function "hvacSystemFunctionListData"

Scenario [...]: M/R/O [W][C]	Element	Value	[High-Level Mapping] Element and value rules
1: M 2: M	HVAC. hvacSystemFunctionListData. hvacSystemFunctionData.		
1: M 2: M	systemFunctionId	<sf1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
1: M 2: M	currentOperationModelId	<om1#1>   <om1#2>   <om1#3>   <om1#4>	[MDSF-001] SHALL be set as FOREIGN IDENTIFIER to the according operationModelId of the currently selected operation mode. If the function hvacSystemFunctionOperationModeRelationListData is used, only an operationModelId value related there to the according systemFunctionId SHALL be used here.
1: O	isOperationModelIdChangeable	"true"   "false"	
2: M	isOverrunActive	"true"   "false"	If an overrun is active that has an effect on this system function, this element SHOULD be set to "true".

Table 12: Content of Function "hvacSystemFunctionListData" at Actor DHW Circuit

## 3.2.2.2.2.5 Function "hvacOverrunDescriptionListData"

Scenario [...]: M/R/O [W][C]	Element	Value	[High-Level Mapping] Element and value rules
2: M	HVAC. hvacOverrunDescriptionListData. hvacOverrunDescriptionData.		
2: M	overrunId	<o1#(1..1)>	SHALL be set as PRIMARY IDENTIFIER.
2: M	overrunType	"oneTimeDhw" *	SHALL be set.
2: M	affectedSystemFunctionId	<sf1#1>	If any system functions are affected by this overrun, their according systemFunctionId SHOULD be stated here.

Table 13: Content of Function "hvacOverrunDescriptionListData" at Actor DHW Circuit

\*: This enumeration list may be extended in future versions of this Use Case.

### 3.2.2.2.6 Function "hvacOverrunListData"

Scenario [{...}]: M/R/O [\W][\C]	Element	Value		[High-Level Mapping] Element and value rules
2: M	HVAC. hvacOverrunListData. hvacOverrunData.			
2: M	overrunId	<o1#(1..1)>		SHALL be set as PRIMARY IDENTIFIER.
2: M	overrunStatus	2: M	"active"	[MDSF-002]
		2: M	"running"	[MDSF-002]
		2: M	"finished"	[MDSF-002] MAY only be used as notification directly after HVAC overrun was finished. "overrunStatus" SHALL be changed to "inactive" after that. SHOULD NOT be used as part of a reply message.
		2: M	"inactive"	[MDSF-002] MAY be used as reply or as notification. The latter only if HVAC overrun was not finished in the usual way (e.g., deactivated by the user).

Table 14: Content of Function "hvacOverrunListData" at Actor DHW Circuit

### 3.2.2.3 Client data - Specializations

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

## 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:

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

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

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

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

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

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

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

764

### 765 **3.3.2 Detailed discovery**

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

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

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

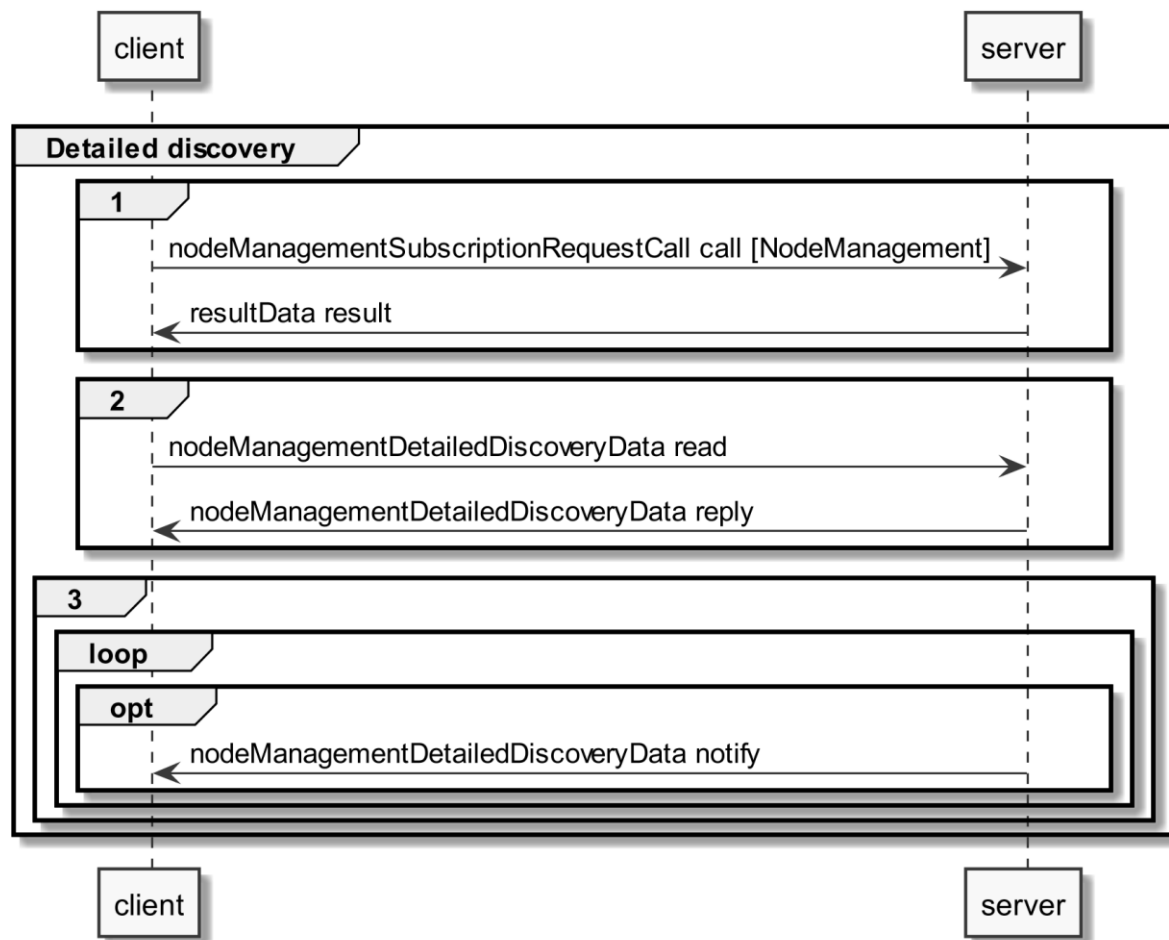


Figure 6: Pre-Scenario communication - Detailed discovery sequence diagram

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

If binding is required by a Scenario that uses Features with writeable or changeable data, the server SHALL support binding for the respective Features. 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:

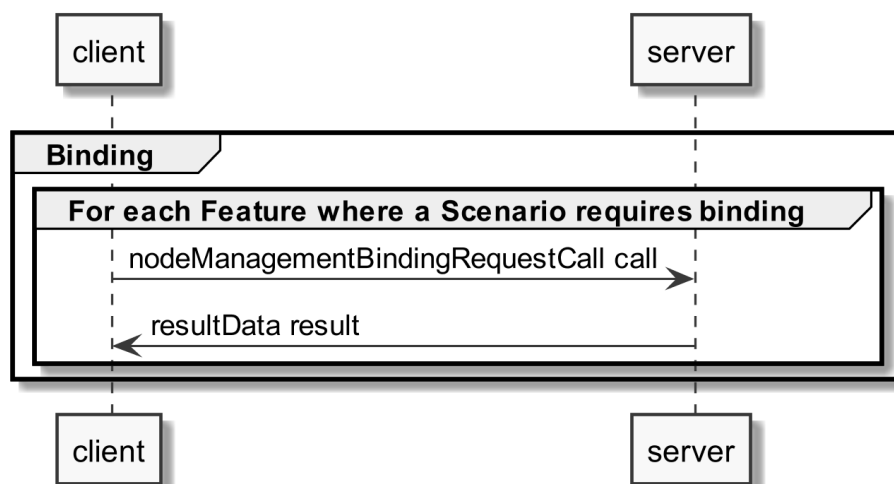


Figure 7: Pre-Scenario communication - Binding sequence diagram

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:

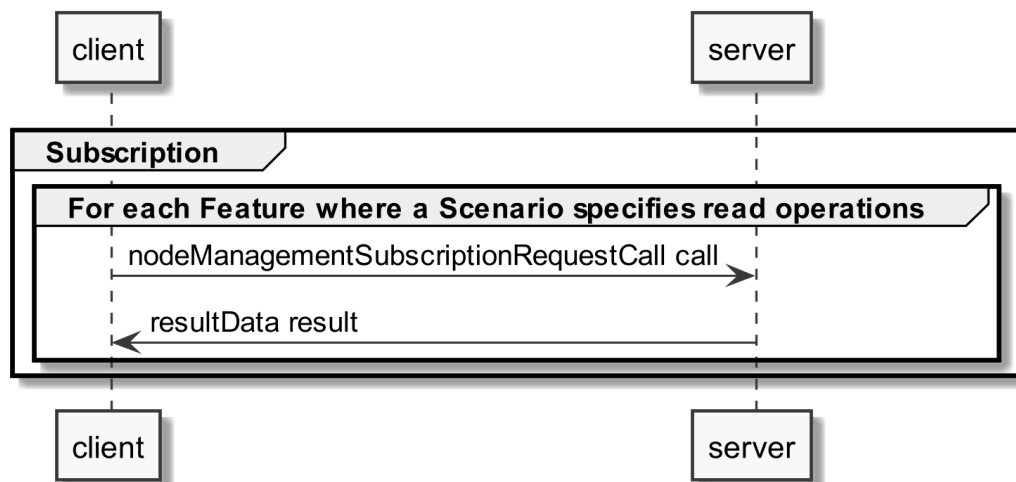


Figure 8: Pre-Scenario communication - Subscription sequence diagram

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 - Monitor DHW operation mode

#### 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 the address of a particular server Feature is not known, the detailed discovery must be used, as described in section 3.3.2.
2. **Binding:** Binding SHOULD NOT be used for this Scenario.
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 the address of a required resource is known, the Initial Scenario communication for this resource MAY start already, even if the 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 shown in the following sequence diagram SHALL be exchanged, as the corresponding resources may have changed in the meantime:

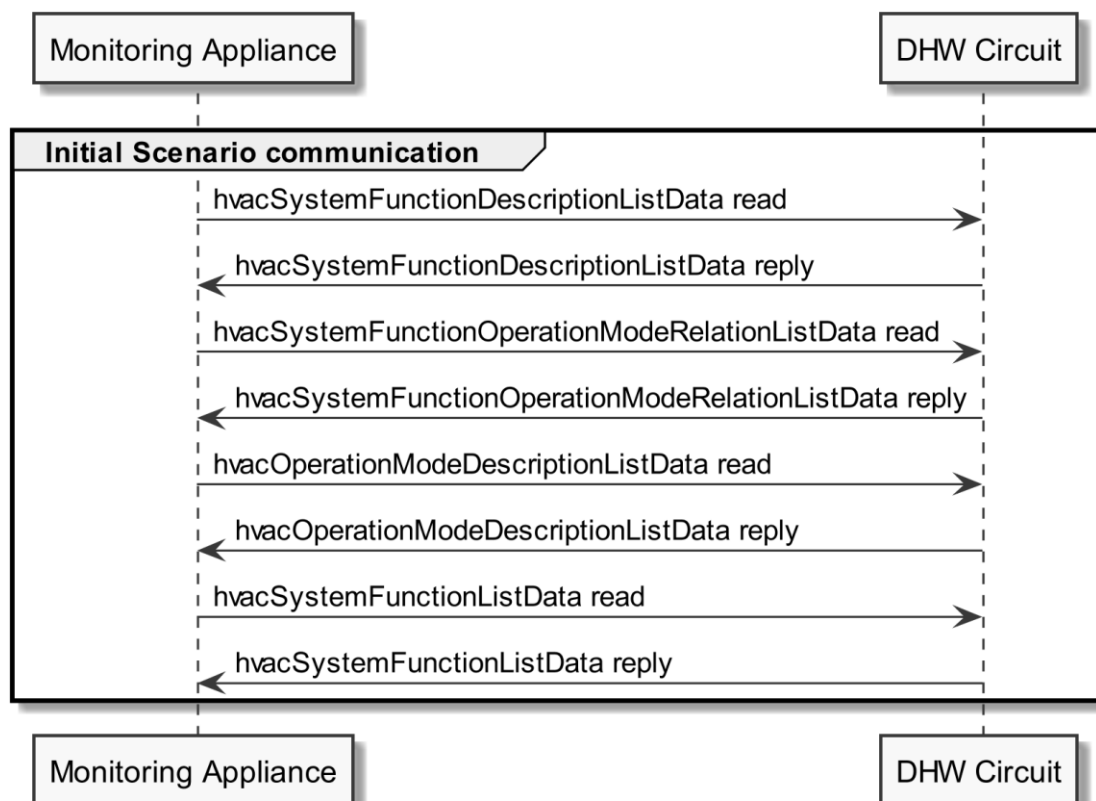


Figure 9: Scenario 1 - Initial Scenario communication sequence diagram

The hvacSystemFunctionDescriptionListData read SHOULD be a "partial" read operation with the following Selector:

- systemFunctionType = "dhw"

The hvacSystemFunctionOperationModeRelationListData read SHOULD be a "partial" read operation with the following Selector:

- systemFunctionId (derived from the hvacSystemFunctionDescriptionListData reply)

The hvacOperationModeDescriptionListData read SHOULD be a "partial" read operation with the following Selector:

870 - operationModelId (derived from the hvacSystemFunctionOperationModeRelationListData  
871 reply)

872 The hvacSystemFunctionListData read SHOULD be a "partial" read operation with the following  
873 Selector:

874 - systemFunctionId (derived from the hvacSystemFunctionDescriptionListData reply)

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

876

877 The following table shows where the required content of the messages from the sequence diagram is  
878 described:

Message name from sequence diagram	Content description in table	Scenario number in table
hvacSystemFunctionDescriptionListData reply	Table 9	1
hvacOperationModeDescriptionListData reply	Table 10	1
hvacSystemFunctionOperationModeRelationListData reply	Table 11	1
hvacSystemFunctionListData reply	Table 12	1

879 *Table 15: Initial Scenario communication content references for Scenario 1*

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

882

### 883 **3.4.1.3 Runtime Scenario communication**

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

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

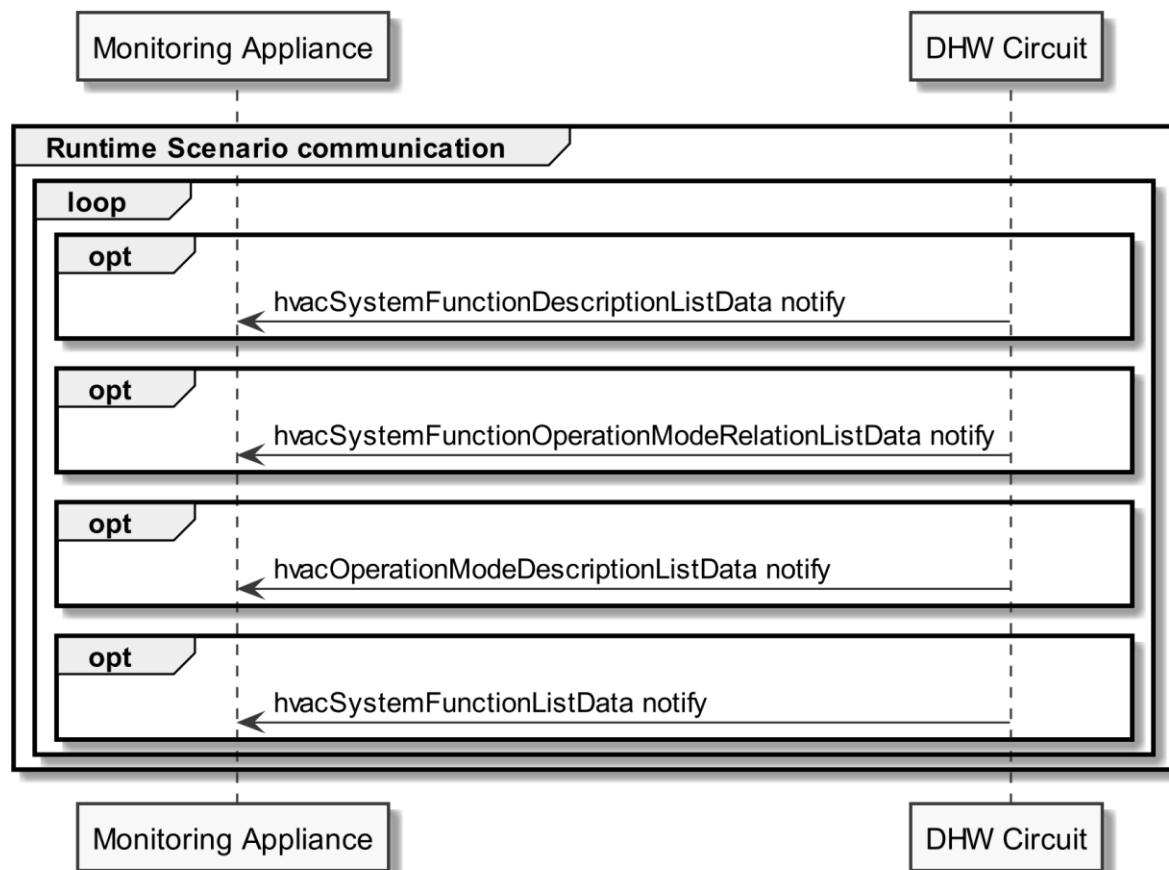


Figure 10: Scenario 1 - Runtime Scenario communication sequence diagram

Note: Normally, in this Scenario only the "hvacSystemFunctionListData" Function changes during runtime. Hence, usually no notifications of the other Functions of this Scenario are sent during runtime.

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

For hvacSystemFunctionDescriptionListData notify, hvacSystemFunctionOperationModeRelationListData notify and hvacSystemFunctionListData notify "partial" delete notifications SHOULD be supported with the Selector:

- systemFunctionId

For hvacOperationModeDescriptionListData notify "partial" delete notifications SHOULD be supported with the Selectors:

- operationModelId

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

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

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

Message name from sequence diagram	Content description in table	Scenario number in table
hvacSystemFunctionDescriptionListData notify	Table 9	1
hvacOperationModeDescriptionListData notify	Table 10	1
hvacSystemFunctionOperationModeRelationListData notify	Table 11	1
hvacSystemFunctionListData notify	Table 12	1

Table 16: Runtime Scenario communication content references for Scenario 1

#### 3.4.1.4 Additional information

None.

### 3.4.2 Scenario 2 - Monitor DHW overrun

#### 3.4.2.1 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 the address of a particular server Feature is not known, the detailed discovery must be used, as described in section 3.3.2.
2. **Binding:** Binding SHOULD NOT be used for this Scenario.
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 the address of a required resource is known, the Initial Scenario communication for this resource MAY start already, even if the 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.

#### 3.4.2.2 Initial Scenario communication

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

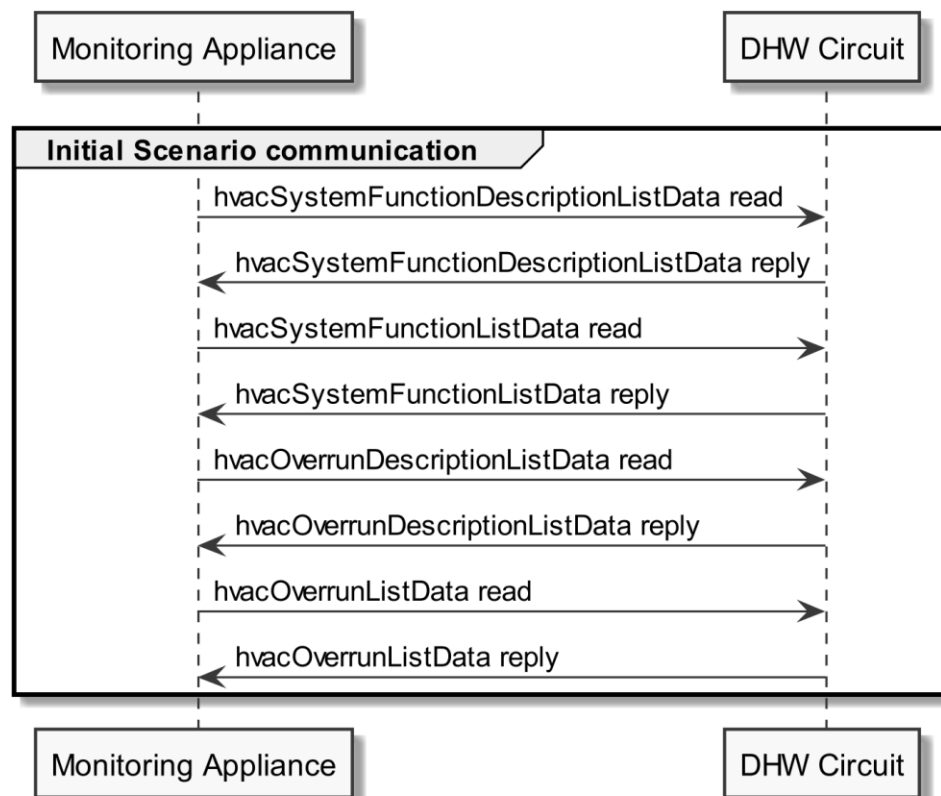


Figure 11: Scenario 2 - Initial Scenario communication sequence diagram

The `hvacSystemFunctionDescriptionListData read` SHOULD be a "partial" read operation with the following Selector:

- `systemFunctionType = "dhw"`

The `hvacSystemFunctionListData read` SHOULD be a "partial" read operation with the following Selector:

- `systemFunctionId` (derived from the `hvacSystemFunctionDescriptionListData reply`)

The `hvacOverrunDescriptionListData read` SHOULD be a "full" read operation.

The `hvacOverrunListData read` SHOULD be a "partial" read operation with the following Selectors:

- `overrunId` (derived from the `hvacOverrunDescriptionListData reply`, filtered for `overrunType = "oneTimeDhw"` and `affectedSystemFunctionId = systemFunctionId` (derived from the `hvacSystemFunctionDescriptionListData reply`))

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

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

Message name from sequence diagram	Content description in table	Scenario number in table
<code>hvacSystemFunctionDescriptionListData reply</code>	Table 9	2

hvacSystemFunctionListData reply	Table 10	2
hvacOverrunDescriptionListData reply	Table 13	2
hvacOverrunListData reply	Table 14	2

Table 17: Initial Scenario communication content references for Scenario 2

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

### 3.4.2.3 Runtime Scenario communication

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

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

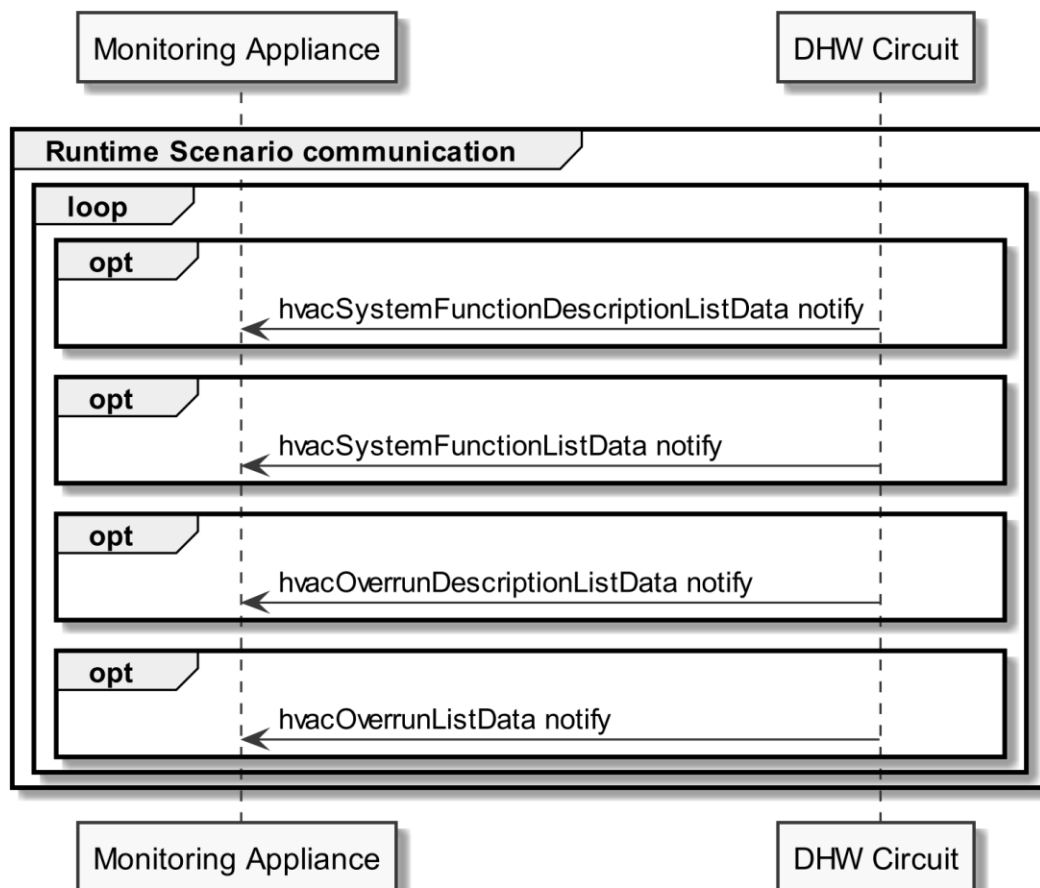


Figure 12: Scenario 2 - Runtime Scenario communication sequence diagram

Note: Normally, in this Scenario only the "hvacOverrunListData" Function and the "hvacOverrunListData" Function change during runtime. Hence, usually no notifications of the other Functions of this Scenario are sent during runtime.

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



967 For hvacSystemFunctionDescriptionListData notify and hvacSystemFunctionListData notify "partial"  
 968 delete notifications SHOULD be supported with the Selector:

969       -    systemFunctionId

970 For hvacOverrunDescriptionListData notify and hvacOverrunListData notify "partial" delete  
 971 notifications SHOULD be supported with the Selector:

972       -    overrunId

973 Note: To interpret partial notification messages correctly, the information obtained during the Initial  
 974 Scenario communication phase is necessary.

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

977

978 The following table shows where the required content of the messages of the sequence diagram is  
 979 described:

Message name from sequence diagram	Content description in table	Scenario number in table
hvacSystemFunctionDescriptionListData notify	Table 9	2
hvacSystemFunctionListData notify	Table 10	2
hvacOverrunDescriptionListData notify	Table 13	2
hvacOverrunListData notify	Table 14	2

980 *Table 18: Runtime Scenario communication content references for Scenario 2*

981

#### 982 **3.4.2.4 Additional information**

983 None.

984