



# Device Management WSP Binding

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**Open Mobile Alliance**  
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# 1. Scope

This document describes the WSP Binding for carrying DM messages based on DM representation [DMREPRO].

## 2. References

### 2.1 Normative References

- [DMDICT] “OMA Device Management Dictionary, Version 1.0”. Open Mobile Alliance™. OMA-SUP-DM\_Dictionary-v1\_0. [URL:http://www.openmobilealliance.org/](http://www.openmobilealliance.org/)
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- [RFC2119] “Key words for use in RFCs to Indicate Requirement Levels”, S. Bradner, March 1997, [URL:http://www.ietf.org/rfc/rfc2119.txt](http://www.ietf.org/rfc/rfc2119.txt)
- [SCRRULES] “SCR Rules and Procedures”, Open Mobile Alliance™, OMA-ORG-SCR\_Rules\_and\_Procedures, [URL:http://www.openmobilealliance.org/](http://www.openmobilealliance.org/)
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- [WSP] “Wireless Session Protocol specification”, Open Mobile Alliance™, WAP-230-WSP-20010705-a, [URL:http://www.openmobilealliance.org/Technical/wapindex.aspx](http://www.openmobilealliance.org/Technical/wapindex.aspx)
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### 2.2 Informative References

None.

## 3. Terminology and Conventions

### 3.1 Conventions

The key words “MUST”, “MUST NOT”, “REQUIRED”, “SHALL”, “SHALL NOT”, “SHOULD”, “SHOULD NOT”, “RECOMMENDED”, “MAY”, and “OPTIONAL” in this document are to be interpreted as described in [RFC2119].

All sections and appendixes, except “Scope” and “Introduction”, are normative, unless they are explicitly indicated to be informative.

Any reference to components of the SyncML DTD or XML snippets is specified in this typeface.

### 3.2 Definitions

Kindly consult [DMDICT] for all definitions used in this document.

### 3.3 Abbreviations

Kindly consult [DMDICT] for all abbreviations used in this document.

## 4. Introduction

This document describes how to use the DM over WSP (WAP). The document uses the primitives and methods defined in the WAP Forum WSP specification as of WAP June 2000 Conformance Release.

The document describes the use of the WSP layer.

WAP [WSP] defines both a connection oriented and a connection less services for data exchange. Furthermore, it defines a server originated data-push model.

Note that the WAP specification does not specify the Loader, i.e. the interfaces to the different layers in the protocol, only the messages being used for communication in the actual layers. How the Loader is specified is up to the client (or server) vendor. The Loader interface is illustrated in the following by the messages going back and forth between the DM Client and the Loader.

The Session layer protocol family in the WAP architecture is called the Wireless Session Protocol, WSP. WSP provides the upper-level application layer of WAP with a consistent interface for two session services. The first is a connection-mode service that operates above a transaction layer protocol WTP, and the second is a connectionless service that operates above a secure or non-secure datagram transport service. For more information on the transaction and transport services, please refer to [WTP] “*Wireless Application Protocol: Wireless Transaction Protocol Specification*” and [WDP] “*Wireless Application Protocol: Wireless Datagram Protocol Specification*”. WSP provides HTTP 1.1 functionality and incorporates new features such as long-lived sessions, a common facility for data push, capability negotiation and session suspend/resume. The protocols in the WSP family are optimised for low-bandwidth bearer networks with relatively long latency.

## 5. WSP mapping to DM

The following sections define the requirements for the binding of DM Messages to WSP.

### 5.1 Multiple messages Per Package

The WAP protocol expects to receive a response to every request sent to the WAP gateway. If there are multiple messages in a DM package to be sent, the DM Server **MUST** send a response to each message although the message is not the final one.

The next message can only be sent when the WSP layer in the WAP protocol has received a response.

Each DM Message **MUST** be transferred as a SyncML MIME media type within the body of a WSP request or response. When there are multiple DM Messages per DM package, each message is transferred in a separate WSP request or response; depending on whether it is a DM request or response.

The recipient of a DM package can determine if there are more DM messages in the package by the absence of the Final element in the body of the last received DM message. When the recipient receives a DM Message with the Final element, it is the final message within that DM package.

### 5.2 MIME header type requirement

DM Clients and DM Servers **MUST** support this header with either the "application/vnd.syncml.dm+xml" or "application/vnd.syncml.dm+wbxml" media type values.

### 5.3 Connection Oriented Session

This section describes how DM Client residing on a WAP client would initiate a DM connection oriented session, exchange DM Messages with the DM Server, suspend and resume the session, and then finally close down the established session.

#### 5.3.1 Session establishment, S-Connect

During a WAP session establishment, a WAP client connects to a WAP gateway. A part of this is the so-called capability negotiation, during which the server and client negotiate the features supported. Furthermore, attributes that are static throughout the sessions are exchanged (static headers).

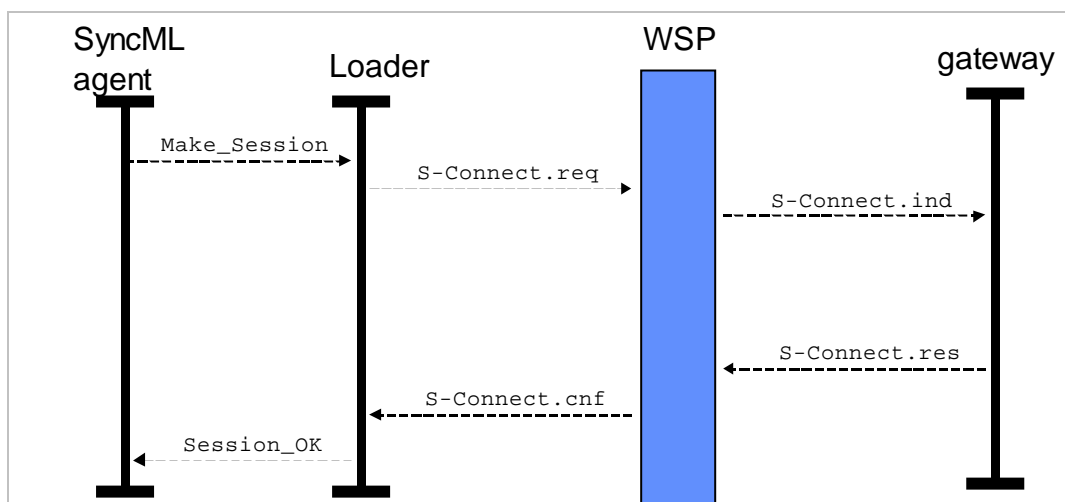


Figure 1: Session Establishment



In the example, the Loader implements an interface for the user agent to initiate a session, Make\_Session. The Loader implements the HTTP protocol.

Seen from WSP, the session establishment starts by an S-Connect request to the WSP layer. The request looks as follows:

```
S-Connect.req(Server-Address , Client-Address, Client-Headers, Requested-Capabilities)
```

In case of success, the connect confirmation returns from the WSP layer as follows:

```
S-Connect.cnf(Server-Headers , Negotiated-Capabilities)
```

### 5.3.2 Exchanging DM Messages

Once a session is established, the DM Client can start exchanging DM Messages with the DM Server using the S-MethodInvoke and S-MethodResult primitives.

WAP maps the HTTP 1.1 methods; i.e. requests will be done using standard HTTP 1.1 methods. The header and bodies of the HTTP methods are not used by the WAP stack, and they are passed transparently.

The following example shows a simple POST request from the client.

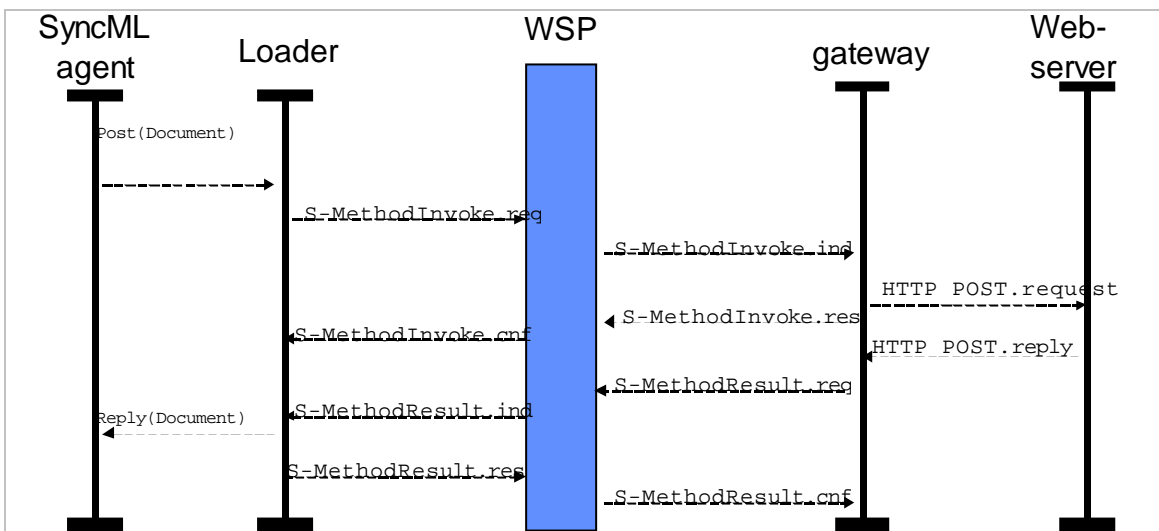


Figure 2: Method Invoke using HTTP POST

In the implementation example depicted in Figure 2, the DM Client requests a DM Message to be posted to the DM Server using the interface made available by the Loader. In a response, the DM Server returns a response DM Message back to the client.

#### 5.3.2.1 HTTP header requirement

The HTTP header information is passed transparently over the WAP protocol. But In order to enable the Web server to decode the posted information the same header information requirements apply for sending DM Messages over WSP as for sending DM Messages over HTTP as described in [DMHTTPBIND].

### 5.3.3 S-MethodInvoke

The syntax of the MethodInvoke is as follows:

```
S-MethodInvoke.req(ClientTransActionID, Method, RequestURI, RequestHeaders,
RequestBody)
```

The HTTP methods supported by WSP are GET, OPTIONS, HEAD, DELETE, TRACE, POST and PUT. Of all the HTTP methods supported by WSP, the DM functionality only requires the POST method. Once the gateway has processed the request (i.e. forwarded it to the web-server), a confirmation is sent back to the client through the WSP layer. The syntax of the S-MethodInvoke-confirmation is:

```
S-MethodInvoke.cnf(ClientTransactionID)
```

#### 5.3.3.1 S-MethodResult

When the gateway receives the resource requested with the S-MethodInvoke primitive, it send a S-MethodResult request to the WSP layer of the client, which forwards the request to the user agent as a S-MethodResult-indication of the following format:

```
S-MethodResult.ind(ClientTransactionID, Status, ResponseHeaders, ResponseBody)
```

Once the indication is received, the client SHOULD reply to the WSP with a S-MethodResult response:

```
S-MethodResult.res(ClientTransactionID, Acknowledgement Headers)
```

### 5.3.4 Temporarily suspending the session, S-Suspend and S-Resume

WSP allows for the application layer to suspend a session. Suspending a session means that the sessions can no longer be used to communicate through until the session is resumed.

```
S-Suspend.req()
```

The indication coming back from WSP is of the following format:

```
S-Suspend.req(Reason)
```

### 5.3.5 Session close-down, S-Disconnect

The Disconnect primitive is used for terminating the active session.

## 5.4 Connectionless service

The connectionless service offered by WSP offers a connectionless, and potentially unreliable, data exchange service. Following example shows a POST request using the connectionless service.

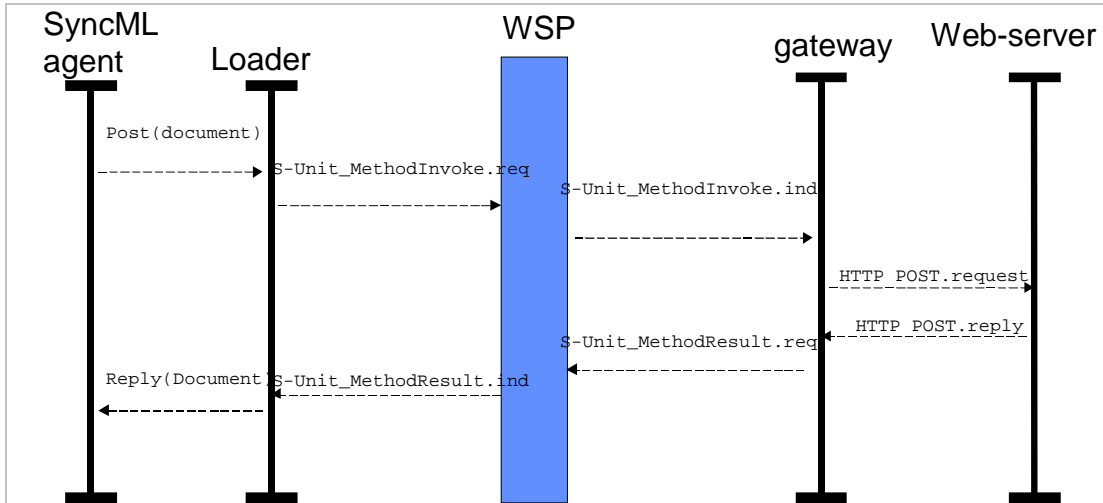


Figure 3: Connectionless Unit\_MethodInvoke using HTTP POST

Only two primitives are supported by the connectionless service, MethodInvocation and Push. They both work as with the Session Oriented Service, but without the confirmation. Refer to the Session Oriented Service for details.

## 5.5 Pushing data from the server to the client

See the Push Binding [DMPUSH] for information on how to push a DM Message to the DM Client.

## Appendix A. Change History

(Informative)

### A.1 Approved Version History

Reference	Date	Description
OMA-TS-DM_WSPBinding-V1_3-20160524-A	24 May 2016	Status changed to Approved by TP TP Ref # OMA-TP-2016-0041R01-INP_DM_V1_3_ERP_for_final_Approval

## Appendix B. Static Conformance Requirements (Normative)

The notation used in this appendix is specified in [SCRRULES].

### B.1 SCR for DM Client

Item	Function	Reference	Requirement
DMWSP-C-001-M	Support for POST method	Section 5.3	

### B.2 SCR for DM Server Features

Item	Function	Reference	Requirement
DMWSP-S-001-M	Support for POST method	Section 5.3	