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| Project | **Standard on Orchestration of Digital Synchronization between Cyber and Physical World**<<https://sagroups.ieee.org/2888/> **>** |
| Title | **Proposal for Behavior of the Digital Entity Associated with Physical Entity** |
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| Abstract |  |
| Purpose | To discuss and define the behavior of digital entity associated with physical entity |
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# Introduction

A digital twin is expressed in the digital world by abstracting the information representing the properties and behaviors of the entity in order to replicate the physical entity in the digital world. The properties of an entity represent various types of information such as identifier and relationships, and the behaviors of an entity means functions, actions, and works. In particular, the behaviors of an entity can be defined as several fragmentary behaviors without overlapping, and it is also possible to create new behaviors that can perform complex missions by combining these behaviors.



**Fig. 1 The concept of the behavior of a digital entity associated with a physical entity.**

Each of the behaviors defined in the digital entity should be mapped one-to-one with the functions, actions, and works included in the physical entity, and the behaviors of the digital entity can be accessed from application. By doing so, it should be possible to control the behavior of physical entities. a digital entity sends commands to the physical entity that can execute a specific behavior of the physical entity. The physical entity that receives the command executes the execution command, and then notify the execution result to the application through a digital entity. If the property of the physical entity is changed according to a specific command while the physical entity executes the execution command, the property of the digital entity may also be automatically changed through the synchronization mechanism.

# Behavior of digital entity

## Overview

By expressing the unique functions, actions, and works of a physical entity as behaviors on the digital entity, it is possible to control or manage the physical entity through the digital entity outside the digital entity.

# Conclusion

In this proposal, we propose the concept of how to express behavioral elements such as functions, actions, and works of physical entity in the digital world. However, it does not deal with the interface contents for the execution and synchronization between digital entity and physical entity related to this.