Big difference between Web and Things

There is very big difference between "Web world assumption"
and "Things world assumption"

	Web World	Things world
Synchronization	Asynchronous model based	Basically synchronous model based
Time constraint	No one takes care time constraint	Both Get and Put should sometimes take care time constraint
Resource	Application access copied infinite resources	Resource is finite (usually very small)
Session independency	Infinite clients can access the same contents through each independent session	Resource is finite and hardware's physical coping according to request is impossible, so resource management and request serialization is substantially required
State transition in the server	Server should not have status of each object. Server should be used as just "functionality provider".	Hardware has state-transition. Even the same operations lead to different results according to the start status of hardware.

How can we create bridge between Web world and Things world
in order to introduce RESTful (or new term "WoT-RESTful"?) APIs ?

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