# Ensuring Faultless Communication Behaviour in an E-Commerce Cloud Application

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**Abstract.** The scale and complexity of Web Services raises the challenge of controlling their interaction. The goal of this work is to ensure that processes in a Cloud are correctly interacting according to a specification of their communication behaviour. To accomplish this goal, we employ session types to analyse the global and local communication patterns. Session types represents "formal blueprints" of how communicating participants should behave and offers a concise view of the message flows.
This work confirms the feasibility of application of session types on business protocols used by an e-commerce Cloud provider and developed in Session-Java, an extension of Java implementing Session-Based programming. Furthermore, we highlight the importance of this approach for services replicated across multiple Cloud providers each of which must correctly cooperate.

## 1 Introduction

The need for distributed highly available services presents challenges for application development. It is necessary for applications to be integrated both within an enterprise, and between businesses. Service-Oriented Architectures (SOA) are widely accepted as a paradigm for integrating software applications within and across organizational boundaries. In this paradigm, independently deployed applications are exposed as Web Services which are then interconnected using a stack of standards.

It is challenging to managing service interactions that go beyond simple sequences of requests and responses or involve large numbers of participants (multi-party communication). One technique for describing collaboration between a collection of services is a choreography. Choreographies capture a global view of the interactions between participating services. However, a choreography does not specify how a global description can be executed.

The challenge of controlling interactions of participants motivated the design of Web Services Choreography Description Language (WS-CDL) [8]. The WS-CDL working group identified critical issues [2] including:

1. the need for tools to validate conformance to choreography specifications to ensure correct cooperation between Web Services;
2. design time validation and verification of choreographies to guarantee correctness of such properties like deadlock, livelock e.g. behaviour of participants conforms to the choreography interface.

The aforementioned challenges can be tackled by adopting a solid foundational model. Successful approaches based on session types [8,7] include: the Chor and Jolie programming languages of Carbone and Montesi [15,9] based on sessions and trace sets [19]; Session-Java [14], Scribble [13] and Session C [17] due to Honda and Yoshida; Sing# [3] that extends Spec# with choreogrphies; and UBF(B) [1] for Erlang.

In this paper, we demonstrate a method of controlling process interactions represented by sessions. The formal theory based on session types ensures communication safety by verifying that session implementations of each engaged participant conform to the defined protocol specification. In order to evaluate the feasibility of this theory we use Session-Java, an extension to Java language. Session Java works by specifying the intended process transaction protocol using session types and implementing the interaction using session operations.

In Section 2 we provide an overview of SJ. In Section 3, we explain several refinements of protocols used by a Cloud provider, using SJ. Finally, in Section 4, we highlight how session types can improve the design of InterCloud [5] communication protocols.

## 2 Basics of Session-Java

We briefly outline how Session-Java is employed to correctly implement protocols. Firstly, the global protocol is specified using sequence diagrams. The global specification is projected to sessions types, which specify the protocol for each participant. The session is then implemented using operations on session sockets. The correctness of the protocol can be verified using session types.

| | |
|---|---|
| $L_1, L_2$ | tag |
| $p$ | protocol name |
| $M ::= \mathit{Datatype} \mid T$ | message |
| $S ::= p\,\{T\}$ | session |

| | |
|---|---|
| $T ::= T \,.\, T$ | Sequencing |
| $\mid \texttt{begin}$ | Session initiation |
| $\mid\ !\langle M \rangle$ | Message send |
| $\mid\ ?(M)$ | Message receive |
| $\mid \{L_1 : T_1, \ldots, L_n : T_n\}$ | Session branching |
| $\mid [T]*$ | Session iteration |
| $\mid \texttt{rec}\, L\, [T]$ | Session recursion scope |
| $\mid \#L$ | Recursive jump |
| $\mid @p$ | Protocol reference |

Fig. 1: SJ protocol specification using Session Types ($T$).

### 2.1 Protocol Specification

The body of a protocol defines a *session type*, according to the grammar in Figure 1. The session type specifies the actions that the participant in a session should perform. In SJ, the behaviour of an implementation of a session is monitored by the associated protocol, as enforced by the SJ compiler. The constructs in Figure 1 can describe a diverse range of complex interactions, including message passing, branching and iteration. Each session type construct has its dual construct, because a typical requirement is that two parties implement compatible protocols such that the specification of one party is dual to another party.

*Higher Order Communication.* SJ allows message types to themselves be session types. This is called higher-order communication and is supported by using subtyping [21]. Consider the dual constructs $!\langle ?(\text{int})\rangle$ and $?(?(\text{int}))$. These types specify sessions that expects to respectively send and receive a session of type $?(\text{int})$. Higher order communication is often referred to a session delegation. Figure 2 shows a basic delegation scenario.

In Figure 2, the left diagram represents the session configuration before the delegation is performed: the user is engaged in a session $s$ of type $!\langle\text{int}\rangle$ with the Cloud, while the Cloud is also involved in a session $s'$ with SaaS of type $!\langle ?(\text{int})\rangle$. So, instead of accepting the integer from the user, Cloud delegates his role in $s$ to SaaS. The diagram on the right of Figure 2 represents the session configuration after the delegation has been performed: the user now directly interact with SaaS for the session $s$. The delegation action corresponds to a higher-order send type for the session $s'$ between Cloud and SaaS.

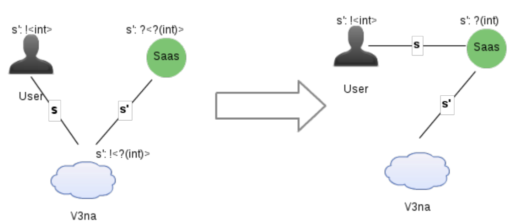


Fig. 2: Session delegation

*Protocol Implementation using Session-Java.* Session sockets represent the participants of a session connection. Each sockets implement the session code according to the specified session type. In SJ session sockets extend the abstract *SJSocket* class. The session is implemented within a session-try scope using specific session operations.

To delegate a session, the session socket variable must be passed to a send operation on the target session. For example, assuming that $s2$ is an active session of type $T$, then the type of $s1.send(s2)$ is $!\langle T\rangle$. The corresponding receive operation, *SJSocket* $s2 = s1.receive()$ receives delegated sessions.

## 3 Case Study: Protocols for a Cloud

Our case study is an e-commerce Web portal called V3na that sells SaaS applications for business needs V3na[1] was developed in the Django framework — a high-level Web framework for Python. The persistence layer is based on MongoDB and Memcached. A major challenge was to automate the process of SaaS integration. In particular, V3na implements the following problems that can be addresses using sessions types:

- A SaaS user can connect to SaaS for trial period by simply clicking on the button;
- V3na provides one entry point to all of the user's applications.
- A subscription may be extended or frozen;
- The payment for use of a service can be confirmed confirmation;

In this section, we illustrate two refinement of the first scenario above.

### 3.1 A Simple Scenario with Branching

To begin, we specify a simple business protocol for SaaS connection. The protocol is informally specified as follows:

1. User begins a request session ($s$) with Cloud service (V3na) and sends the request "Connect SaaS" as JSON-encoded message.
2. V3na sends either:
   (a) FAIL, if user has no active session (not signed in on V3na).
   (b) OK, if user has logged in and request data has passed validation steps.
3. If OK is sent, the Cloud initiates a new session (s') with SaaS and requests it for new user connection with message details in a JSON message.
4. Finally, the SaaS responds to the Cloud with connection status OK or FAIL and V3na sends this status to the user. Both sessions are then terminated.

*Protocol 1: User*

```
protocol p_uv {
  begin.
  !<JSONMsg>.
  ?{
    OK: ?(JSONMsg).?(int
          ),
    FAIL:
  }
}
```

*Protocol 2: Cloud*

```
p_vu {
  begin.?(JSONMsg).!{
    OK: !<JSONMsg>.!<int>,
    FAIL:
  }
protocol http_req_rep {
  !<JSONMsg>.
  ? (JSONMsg)
}
protocol p_vs {
  begin.@http_req_rep
}
```

*Protocol 3: SaaS*

```
protocol p_sv {
  begin.
  ?(JSONMsg).!<JSONMsg>
}
```

Fig. 3: Protocol specifications for Scenario 1

[1] http://v3na.com. Cloud platform for optimizing your business performance. Source code available at https://github.com/Rustem/Master-thesis.

In Figure 3 we depict the protocol specifications for each participant (Cloud, SaaS or User). The protocols between User and Cloud and Cloud and SaaS are dual, i.e. the specification of interaction from one perspective is opposite from another.

The global description of the protocol is presented as a sequence diagram in Figure 4. To represent choice, the OK case is represented by the main picture and the FAIL case is a sub-diagram. We implement this diagram in Session-Java, where the branching is implemented employing the `outbranch` and `inbranch` operations.

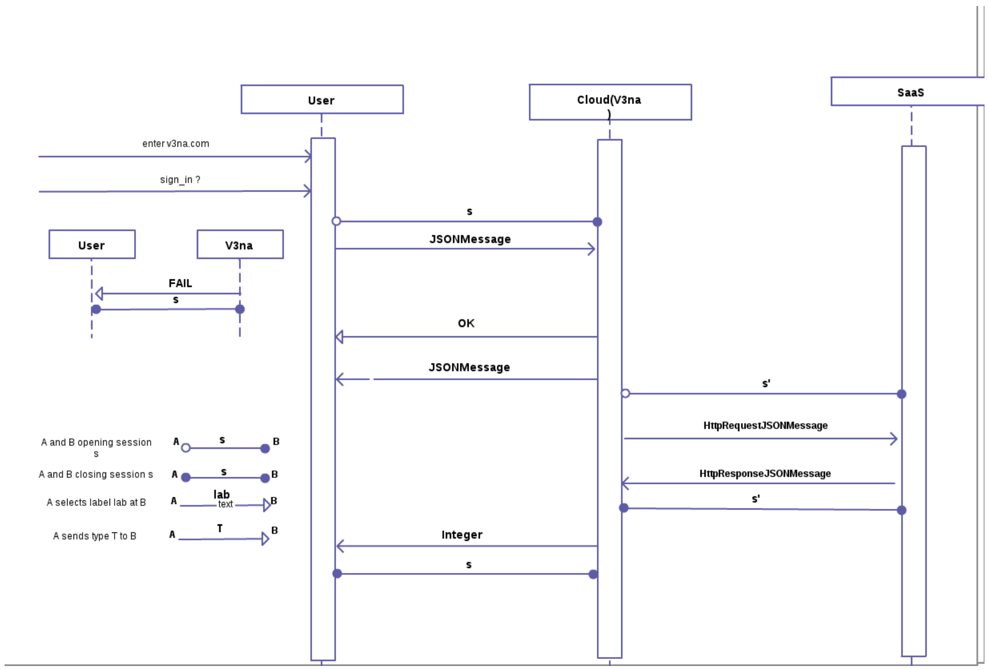


Fig. 4: Overview of global interactions for Scenario #1.

### 3.2 The Scenario extended with Iteration

We now introduce the iteration construct and demonstrate *session delegation*. The informal description of the scenario is as follows:

1. User begins a request session ($s$) with cloud service (V3na)
2. V3na asks User to login, so User provides V3na with login and password.
3. V3na receives User credentials and verifies them: If User is not authenticated and still has triesgo back to step 2, otherwise continue.
4. If User is not allowed to access V3na, the interaction between User and V3na continues on the DENY-branch, otherwise on the ACCESS-branch.

5. If next branch is ACCESS, User sends his connection request with details to V3na. V3na creates new session with SaaS (s') and delegates the remaining session s with User on the latter and sends last user request details. Session s' is terminated.
6. SaaS continues interaction with User according to session *s*. By steps of validation-verification, SaaS either responds User to proceed interaction by branch OK or FAIL. In both cases User receives from SaaS directly the reason and status of his request. Eventually, session *s* is terminated.

*Protocol 1: User*

```
protocol p_uv {
  begin.?[!<String>.!<String> ]*.
  ?{
   ACCESS: !<JSONMsg>.
   ?{
     OK: ?(JSONMsg), FAIL: ?(JSONMsg)
   },
  DENY: ?(String)
  }
}
```

*Protocol 2: Cloud*

```
private protocol p_vu {
  begin.
   ![ ?(String).?(String) // login
        password
     ]*.
  !{
    ACCESS: ?(JSONMsg).
    !{
      OK: !<JSONMsg>, FAIL: !<JSONMsg>
     },
      DENY: !<String>
   }
}
```

Fig. 5: User-Cloud interaction protocol specifications for Scenario 2

The protocol is specified in Figures 5 and 6. The protocol uses iterations specified using $![\ldots]*$ and $?[\ldots]*$ and higher order operations.

*Protocol 1: Cloud*

```
protocol p_vs {
  begin.
  !< !{
    OK: !<JSONMsg>,
    FAIL: !<JSONMsg>
  } >.!<JSONMsg>
}
```

*Protocol 2: Cloud*

```
protocol p_msg {
  !{
    OK: !<JSONMsg>,
    FAIL: !<JSONMsg>
  }
}

protocol p_sv {
  begin.?(@p_msg).?(JSONMsg)
}
```

Fig. 6: Cloud-SaaS interaction protocol specifications for Scenario 2

For session type $!\langle !\{\mathtt{OK}: !\langle \mathit{JSONMessage}\rangle, \mathtt{FAIL}: !\langle \mathit{JSONMessage}\rangle\}\rangle$, The first ! means that the Cloud is passing the high order message which describes the protocol that Saas should perform with the User. In the Saas-Cloud protocol, the protocol contains higher order messages by first defining them, then including them in the protocol. One protocol can be referenced from another using @ operator.

*Interactions.* Figure 7 depicts the protocols provided above using a sequence diagram. The language of the artifacts has already presented in the first scenario.

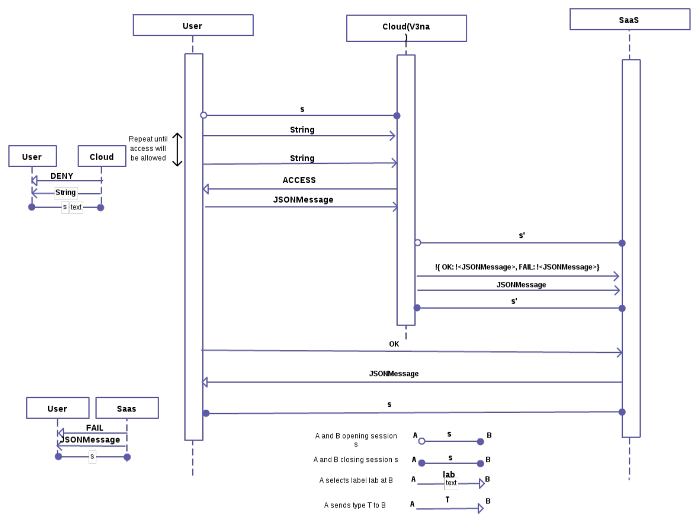


Fig. 7: Sequence diagram of interactions for Scenario # 2

*Implementation.* Delegating the protocol is straightforward and only consists of passing the socket to service using *s_vs.send*(*user_vu*).

To receive a high order message type casting must take place in the case of a protocol, the type of protocol must be explicitly defined, using *v3na_user_socket* = (@*p_msg*) *v3na_sv.receive*(), where *p_msg* is a defined protocol. Thus we explicitly define the protocol to be delegated and then include it in the final protocol.

## 4 Future Work: InterCloud and Session Types

Cloud computing is moving to the concept where Cloud operated by one enterprise interoperating with a Cloud of another is powerful idea [6]. So far that is limited to use cases where code running on one cloud explicitly references a service on another cloud. There is no implicit and transparent interoperability. Different visions has already proposed in papers [20,11,10]. The most full picture of cloud inter-networking is depicted by [20]. They emphasized the main components of general inter-networking architecture: (**a**) *Cloud Coordinator*, for bringing out Cloud services; (**b**) *Cloud Brocker*, "for mediating between service consumers and Cloud coordinators"; (**c**) *Cloud Exchange* (e.g. Cloud Integrator), for collecting consumers' demands and locating Cloud providers with them with offers.

Our approach is to employ multiparty session types [17] for type-safe conversation between Cloud providers and Cloud Integrators (many-to-many conversation). It starts by specifying the intended interactions as an inter Cloud protocol in the, contract checker, UBF. Then processes for each role (either Cloud provider or Cloud Exchange) are implemented in Erlang or Python (they are best for working with high load applications). Since all the roles should be aware of each other in global network in order to dialog with each other, we are going to use SockJS[2] protocol for presence and AMQP messaging (it's thin, flexible). Moreover, there is an idea, to extend SockJS protocol during communication initiation to check at runtime that each interaction is correct and as a result the whole communication is safe. As a starting point for dynamic verification observers, we referred to [16] work.

## 5 Conclusion

Session-based programming has already proved itself in various fields, including parallel algorithms [18], event-driven programming [4] and multi-party conversations [12]. In this paper, our case study demonstrates the ability of session types to control interaction patterns between communicating processes in a Cloud. Participants are static type-checked at compile time and dynamical type-checking at run-time to ensure that protocol are compatibile. The higher level of abstraction of session types, implemented in SJ language, enabled effortless translation of business scenarios into protocols. Support of high-level communication (session delegation), allowed us to refine from Scenario 1 to Scenario 2. Further to scenarios presented here our case study also covered a scenario involving payment and wallet recharging transactions, where we discovered the benefits of combining session delegation and threading provided in SJ. The session-programming approach is suited to correctly implementing InterCloud communication protocols, which we intend to test as future work.

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