

# Unit 6 Service Oriented Architecture

## **Unit Outcomes.** Here you will learn

- How different WS can be coordinated to work together in systematic, standard ways.
- Why the concept of service architecture is interesting for developing large business DSs.
- How various WS standards extend the basic WS to facilitate important aspects of large business DSs such as security, resources, addressing and notification, in particular:
  - how UDDI helps in the discovery and management of services

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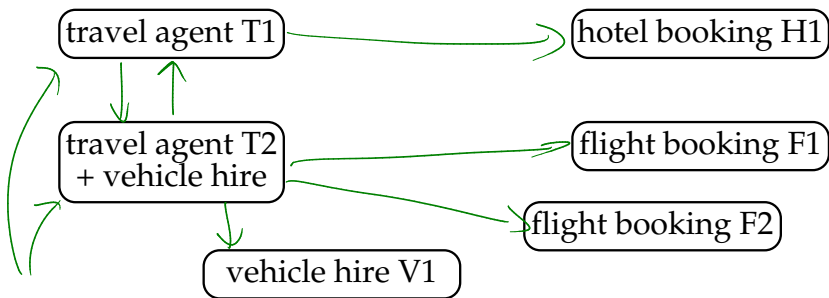
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# Introduction to SOA

## Example

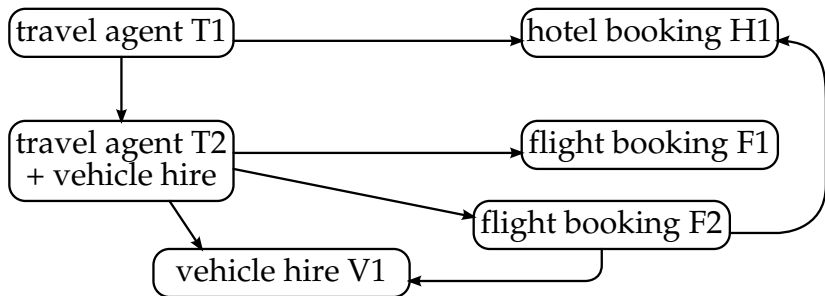
- WS intended for large DSs spanning multiple organisations



# Introduction to SOA

## Example

- WS intended for large DSs spanning multiple organisations



# Definition

- SOA = large DSs communicating solely through services
- SOA usually built using SOAP WS but not always (REST)
- SOA service:
  - long-term available (on demand)
  - *concisely* yet *fully* described in a standard way, consequently
    - easy to connect to and use for all programmers
    - having confined and predictable effects
    - using standard formats for data exchange
  - accessed in a *stateless* request-response manner

# Business benefits of SOA

- why SOA and not distributed objects or ad hoc RPC?
  - services *reusable* for multiple purposes;
  - can *integrate* new and *legacy* systems;
  - applications *adaptable* to changing business environment and available technologies;
  - cheap and flexible electronic links with other businesses (*e-business*).

# Standard service descriptions

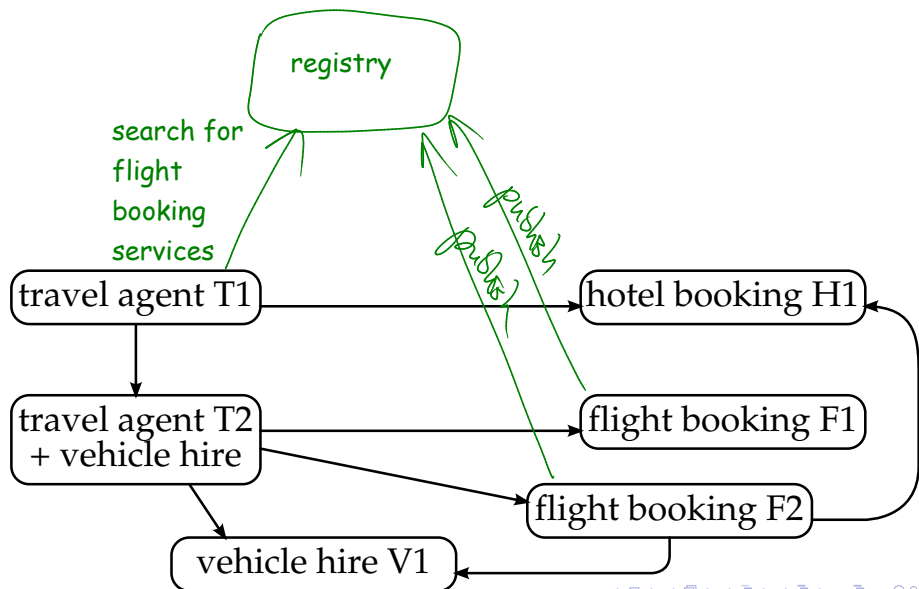
- for RESTful services:  
Web Application Description Language (WADL)
- for RPC and similar Web services:  
Web Service Description Language (WSDL)
- such descriptions can be used to:
  - auto-generate parts of code for server and client
  - recognise functionally identical services

# Overview of WS standards

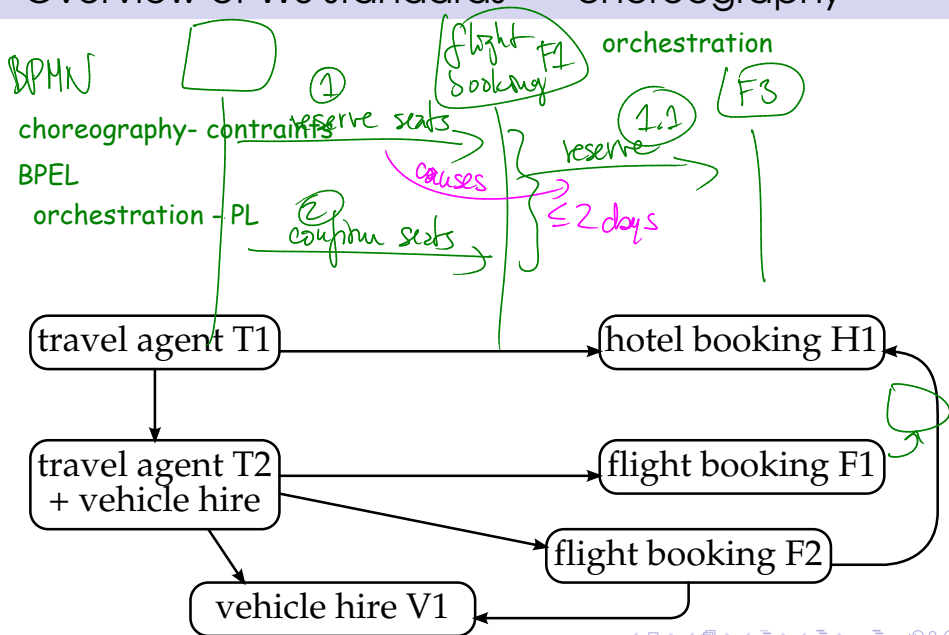
- standardise common WS patterns (WSDL, SOAP not enough)
  - service *publishing* and *discovery*
  - service *choreography*, ie describing sequences of service invocations
  - management of shared stateful *resources*
  - *transactions*, ie coordinated update of multiple resources
  - *notifications* of changes in stateful resources
  - service *life-cycle* management (eg deploying, upgrading, decommissioning) and *monitoring*
  - *reliability* of messaging beyond TCP/IP
  - *security* (eg authentication, encryption, permissions management)
  - service *usage contracts* (eg payment, performance, booking, penalties for failures)



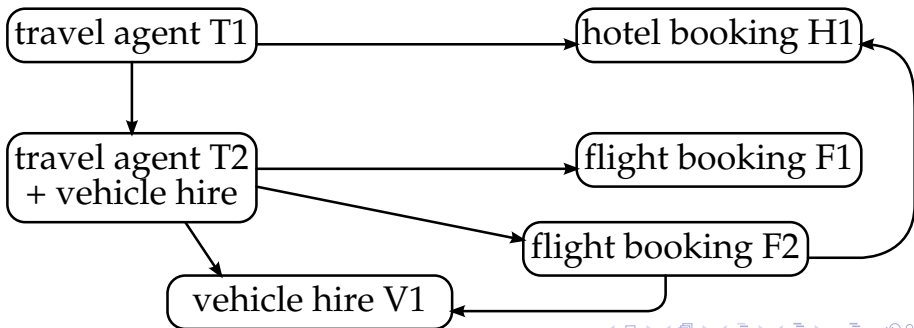
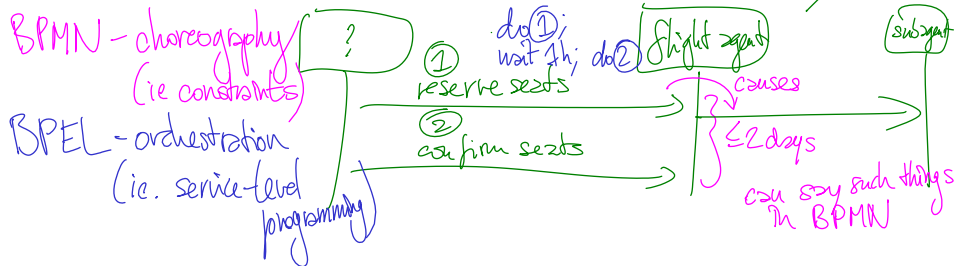
# Overview of WS standards — discovery



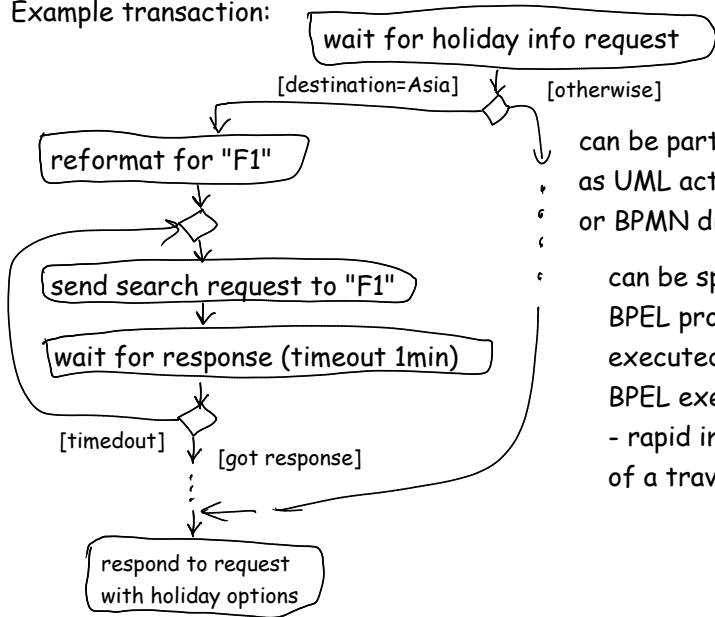
# Overview of WS standards — choreography



# Overview of WS standards — choreography / orchestration



Example transaction:



can be partially specified  
as UML activity diagram  
or BPMN diagram

can be specified as  
BPEL program and  
executed using a  
BPEL execution engine  
- rapid implementation  
of a travel agent WS

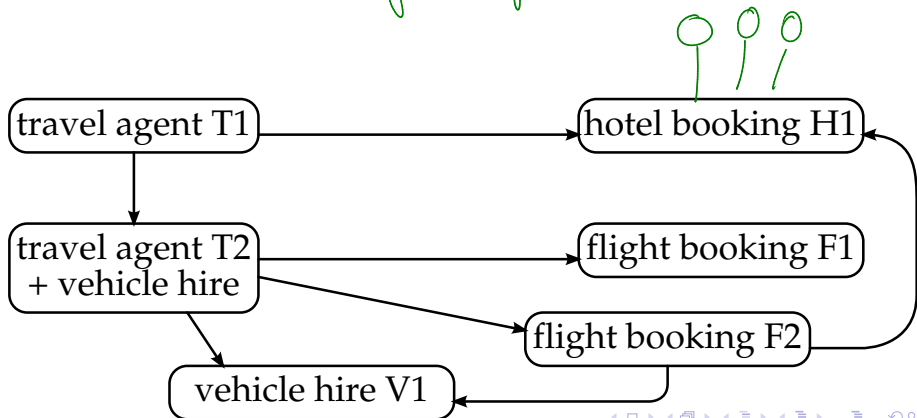
# Overview of WS standards

— resources, transactions, notification ✓

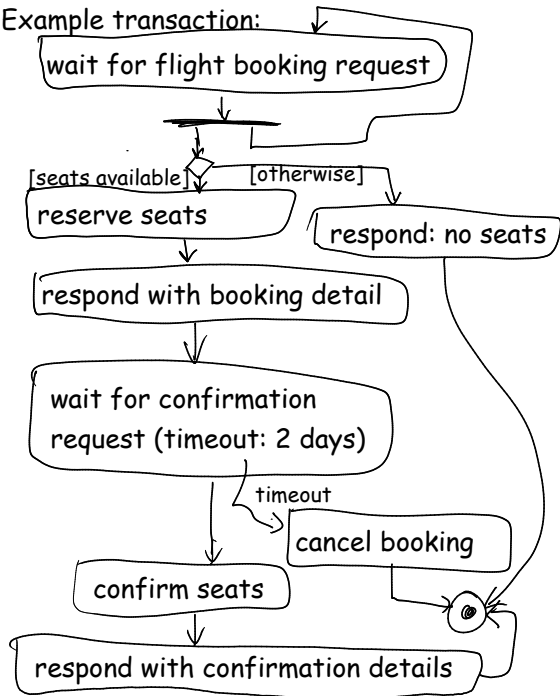
WS RF

recovery  
from conflicts

eg cancellation of booking



Example transaction:



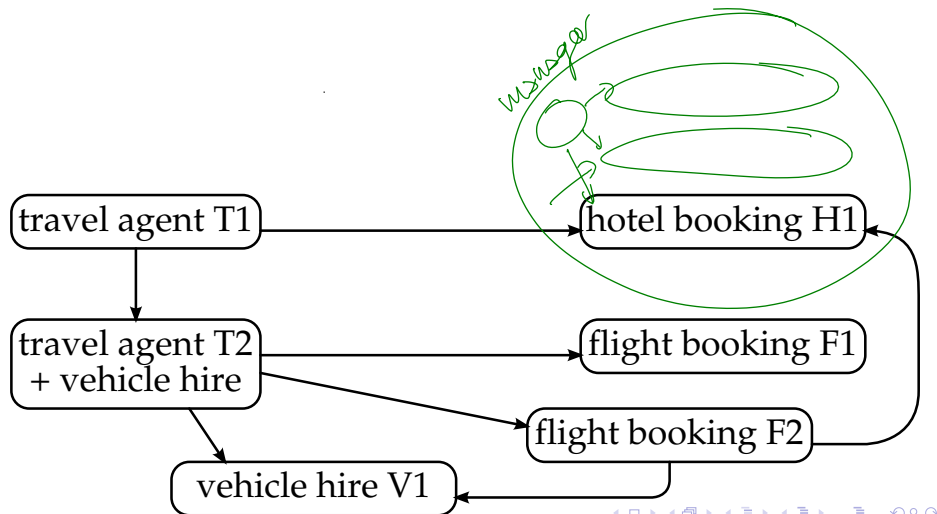
can use WSRF to  
keep one booking resource  
for each booking request

can use WS-Notification  
to arrange client notified  
if booking cancelled later

can use WS-Transaction  
to implement rollback  
on unrecoverable errors  
halfway through

can use WS-Security  
to impose high-level  
security constraints

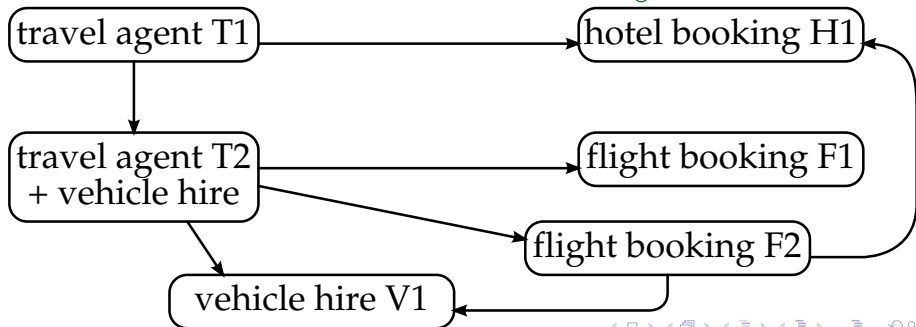
# Overview of WS standards — management and monitoring



# Overview of WS standards

— reliability, security, contract

WS-Reliability → long-term failure recovery (TCP only short-term)  
-Security → HTTPS: basic authentication & channel protection  
-Policy → adds fine-grained access right management  
→ negotiation of   
    bandwidth  
    level of service  
    liability





# WS registry services — UDDI

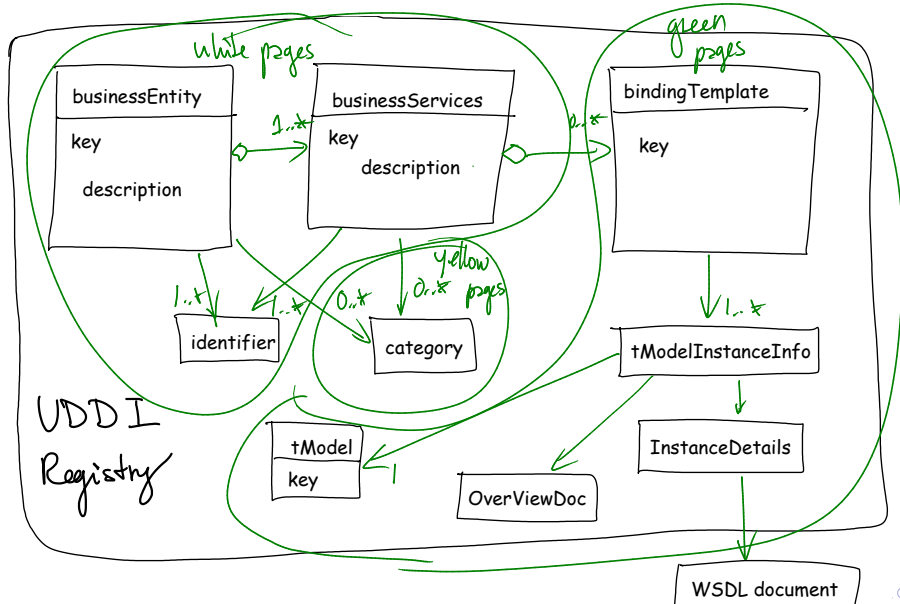
## Uses

- UDDI = Universal Description Discovery and Integration
- service providers
  - advertise services
  - relate their services to industry standards and taxonomies
- service users:
  - locate suitable services: manually or automatically
    - indexed by unique identifiers: “white pages”
    - indexed by standard categories: “yellow pages”
  - get links to technical specification of services (“green pages”)

# Data model description

- *business entity* descriptions
  - mainly for human reading and keyword searching
  - indexed by unique identifiers and categories
  - contains:
- *business service* descriptions
  - human-friendly description of a family of similar services
  - contains:
- *binding templates*
  - description of concrete ports for service
  - contains:
    - human-friendly descriptions
    - URLs to technical descriptions (usually XML documents)
      - instance of technical model (eg WADL, WSDL)

# Data model class diagram



## **Learning Outcomes.** You should now be able to

- Using examples, describe the importance of various WS standards for security, resources, orchestration, addressing and notification in developing open, widely applicable services.
- Describe the UDDI mechanism for automated publishing and discovering of Web Services and argue its strengths and weaknesses.