

A GP Approach to QoS-Aware Web Service Composition including Conditional Constraints

Alexandre Sawczuk da Silva, Hui Ma, Mengjie Zhang

Evolutionary Computation Research Group

School of Engineering and Computer Science, Victoria University of Wellington

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Introduction

Service-Oriented Architecture (SOA): Organise processes and data in reusable modules for integration into new applications.

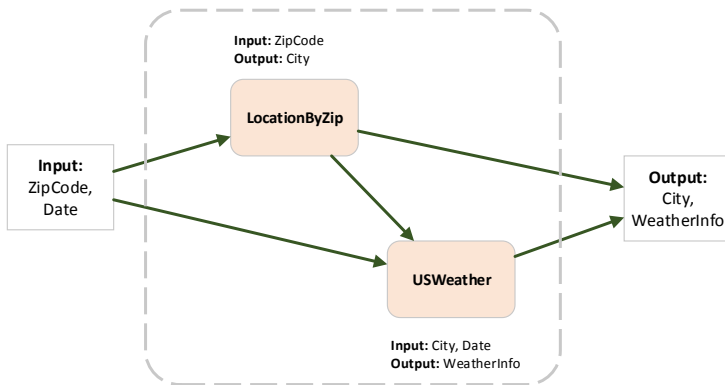


Web service

A functionality module that provides operations accessible over the network via a standard communication protocol.

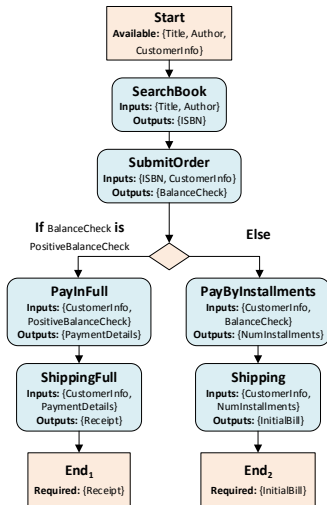
Web Service Composition

The combination of Web services to achieve a more complex task.
Fully automated scenario:



New weather by zip code service

A Composition Example with Branching



Certain compositions require alternative paths according to runtime values.

Example: Depending on balance, pay in full or pay in installments.

Composition Dimensions

- 1 Functional correctness:** Service inputs and outputs must be properly linked (e.g. *FourDigitNumber* → *ZipCode*, but not *FourDigitNumber* → *City*).
- 2 Conditional constraints:** Condition leading to multiple possible execution paths (e.g. if *City* is a *NewZealandCity*, produce *WindForecast* instead of *GeneralForecast*).
- 3 Quality of Service (QoS):** The overall quality of the composition (e.g. *lowest execution time*, *lowest cost*).

Existing Approaches

AI Planning

Build a solution service by service.

Dimensions: *Functional correctness, conditional constraints.*

Evolutionary Computation (EC)

Improve population of solutions over multiple generations.

Dimensions: *Functional correctness, QoS.*

Hybrid Approaches

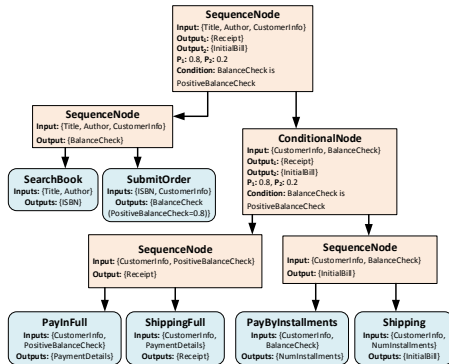
Combine AI planning and EC ideas.

Dimensions: *Functional correctness, QoS.*

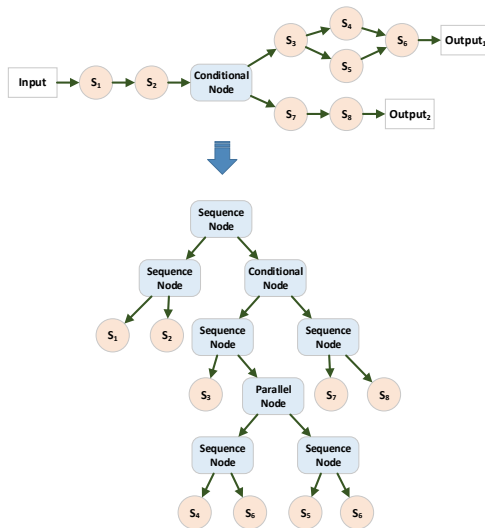
Goal

To propose a Genetic Programming (GP) composition approach that simultaneously considers all dimensions.

- 1 Trees preserve functional correctness.
- 2 Conditions encoded in trees.
- 3 Optimisation performed on QoS.



Candidate Representation



- Tree equivalent to graph composition.
- Parallel, sequential, and conditional represented as non-terminal nodes.
- Candidate services as terminal nodes.

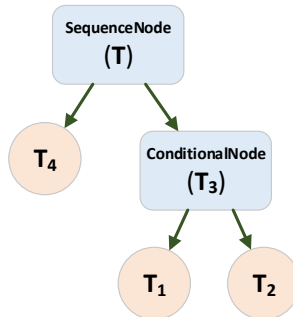
Population Initialisation

An algorithm is used to create a candidate in graph format, and then translate it into a tree representation.

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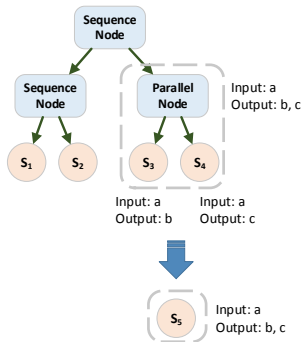
Input :  $I, O_1, O_2, C, P$ 
Output: candidate tree  $T$ 
1: if  $O_2 \neq \emptyset$  then
2:    $G_1 \leftarrow \text{createGraph}(I \cup C.\text{if}, O_1)$ ;
3:    $G_2 \leftarrow \text{createGraph}(I \cup C.\text{else}, O_2)$ ;
4:    $T_1 \leftarrow \text{toTree}(G_1.\text{input})$ ;
5:    $T_2 \leftarrow \text{toTree}(G_2.\text{input})$ ;
6:    $T_3 \leftarrow \text{new ConditionalNode}(C)$ ;
7:    $T_3.\text{leftChild} \leftarrow T_1$ ;
8:    $T_3.\text{rightChild} \leftarrow T_2$ ;
9:   if  $C \sqsubseteq I$  then
10:     $T_3.\text{prob} \leftarrow P$ ;
11:    return  $T_3$ ;
12:  else
13:     $G_4 \leftarrow \text{createGraph}(I, C.\text{else})$ ;
14:     $T_4 \leftarrow \text{toTree}(G_4.\text{input})$ ;
15:     $T_3.\text{prob} \leftarrow T_4.\text{final}.P$ ;
16:     $T \leftarrow \text{new SequenceNode}()$ ;
17:     $T.\text{leftChild} \leftarrow T_4$ ;
18:     $T.\text{rightChild} \leftarrow T_3$ ;
19:    return  $T$ ;
20:  end
21: else
22:    $G \leftarrow \text{createGraph}(I, O_1)$ ;
23:    $T \leftarrow \text{toTree}(G.\text{input})$ ;
24:   return  $T$ ;
25: end

```

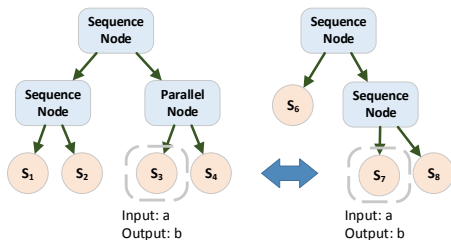


Mutation and Crossover

Mutation: Selects random node and replaces it with equivalent subtree.



Crossover: Swaps any two equivalent terminal nodes.

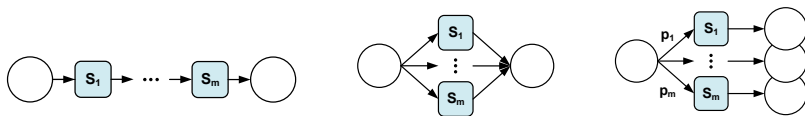


Fitness Function

Measures the overall quality of a composition candidate (minimising).

$$fitness_i = w_1(1 - A_i) + w_2(1 - R_i) + w_3 T_i + w_4 C_i$$

$$\text{where } \sum_{i=1}^4 w_i = 1$$



Experiments

- Lack of datasets supporting composition with branching.
- Lack of comparable approaches that produce solutions with multiple output possibilities.

Decision: Create datasets, execute for conditional compositions and also for each branch separately.

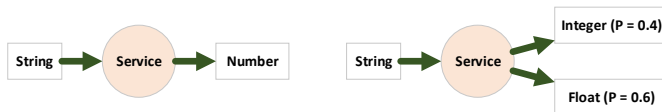
Parameters:

Independent runs	50	Elitism candidates	1
Population size	20	Tournament size	7
Crossover probability	0.9	Fitness weights	0.25 (all)
Mutation probability	0.1		

Creation of Datasets

Modified from WSC2008.

- Can be extended to contain QoS.
- Provides ontology of input and output values.



Tasks requiring branching were created.

Results

Set (size)	Conditional	
	Avg. fitness	Avg. time (s)
1 (158)	0.601 \pm 0.013	1.290 \pm 0.100
2 (558)	0.712 \pm 0.009	2.829 \pm 0.250
3 (604)	0.631 \pm 0.008	13.285 \pm 1.229
4 (1041)	0.718 \pm 0.048	6.146 \pm 0.574
5 (1090)	0.698 \pm 0.005	11.759 \pm 0.948
6 (2198)	0.662 \pm 0.017	92.392 \pm 11.353
7 (4113)	0.578 \pm 0.010	97.344 \pm 13.705
8 (8119)	0.656 \pm 0.005	326.387 \pm 37.659

Set (size)	Non-conditional			
	If branch		Else branch	
	Avg. fitness	Avg. time (s)	Avg. fitness	Avg. time (s)
1 (158)	0.508 \pm 0.000	0.563 \pm 0.144	0.588 \pm 0.037	0.718 \pm 0.079
2 (558)	0.588 \pm 0.084	1.490 \pm 0.526	0.694 \pm 0.016	1.527 \pm 0.194
3 (604)	0.365 \pm 0.000	4.387 \pm 0.768	0.788 \pm 0.000	7.099 \pm 0.906
4 (1041)	0.689 \pm 0.064	4.510 \pm 1.177	0.741 \pm 0.429	3.568 \pm 0.429
5 (1090)	0.446 \pm 0.000	5.726 \pm 0.755	0.688 \pm 0.011	6.491 \pm 0.743
6 (2198)	0.412 \pm 0.063	58.295 \pm 12.765	0.645 \pm 0.024	52.308 \pm 5.785
7 (4113)	0.363 \pm 0.000	44.838 \pm 5.926	0.688 \pm 0.032	51.725 \pm 4.260
8 (8119)	0.474 \pm 0.000	106.119 \pm 7.152	0.766 \pm 0.002	186.896 \pm 20.008

Conclusions

Novel approach addresses **three composition dimensions** simultaneously (fully functional, contain branches, quality-optimised).

- Solutions found with similar performance as non-branching technique.

Future work: More than two branches, more complex branching conditions, analysis of convergence behaviour.

Thank you!

Questions?