

# Hypergoal

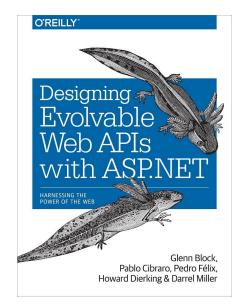
Workflow in a hypermedia world



https://www.flickr.com/photos/88933162@N00/481541343

### My love affair with hypermedia started in 2010









Identity made simple for developers

https://auth0.com

# **Traditional Workflow**

- Some work / business process needs to be performed
- The steps to complete the work are well defined as part of a workflow i.e. Order Processing, Inventory restocking, etc.
- The workflow is initiated
  - An event is sent
  - A client / component kicks of the process
- A centralized agent / orchestrator coordinates and drives execution.
- The initiator is notified of the result once the workflow completes or if it fails

The client who initiated the workflow is basically out of the picture until the workflow completes.



# Could this be reimagined as client-driven?

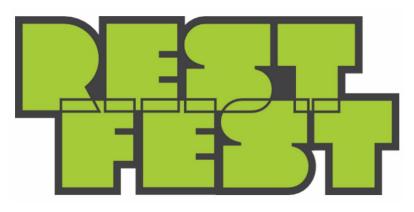


The catalyst for this journey:

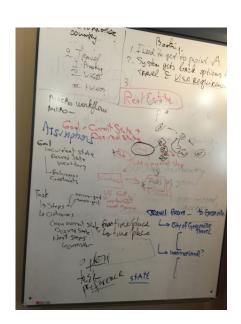
Mike Amundsen @mamund



# And then this happened....







## Goal driven Workflow

- A client needs to achieve a goal, "I want to attend an event"
- The client communicates the goal to an agent
- The agent guides the client toward achieving the goal, returning the client the possible next steps at each stage of the journey.
- The client chooses the step, executes it, and reports the result
- The agent continues helping the client progress toward the goal until it is achieved

The client is central to the execution of the workflow and handles all the decisions.



# What benefits can this approach yield?

- Empowers clients / m2m
- Reduces bottlenecks
- Open
  - Open World Assumption
  - Flexible and evolving schemas
  - Every data element in uniquely identified.
- Enables new possibilities



### Miss Grants Controller

- You are in a room
- You need to:
  - Close the door
  - Turn the light on
  - Open the drawer
  - Open the panel

https://github.com/mamund/miss-grants-controlller





# Hypergoal

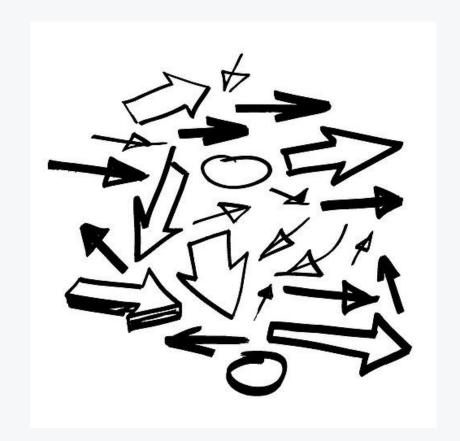
A generic approach to client driven workflows.

Open ended

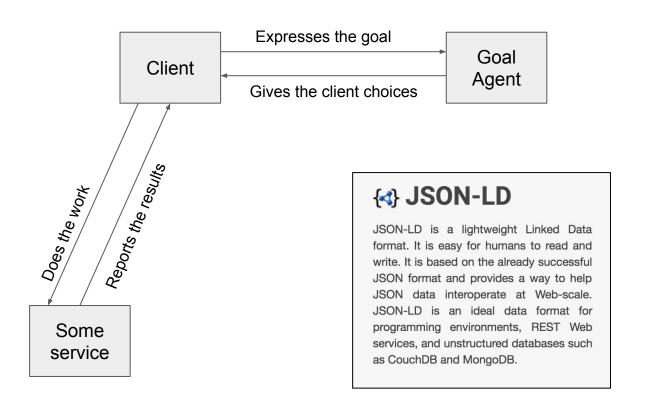
**Uses JSON-LD** 

https://github.com/hypergoal/hypergoal\_docs





# How it (might) work



# https://github.com/hypergoal/hypergoal\_docs