Middleware Architectures 1
Lecture 2: Service Oriented Architecture

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Overview

- Service Definition
- Integrating Applications
- Enterprise Service Bus
- Microservices Architecture

Basic Entities

- Agent
  - *software or hardware that sends/receives messages*
  - *concrete implementation of a service*

- Service interface
  - *abstract set of functionality and behavior*
  - *two different agents may realize the same service*

- Provider
  - *owner (person or organization) that provides an agent realizing a service*
  - *also called a service provider*

- Requester
  - *a person or organization that wishes to make use of a provider's service*
  - *uses a requester's agent to exchange messages with provider's agent*

Interaction of Entities
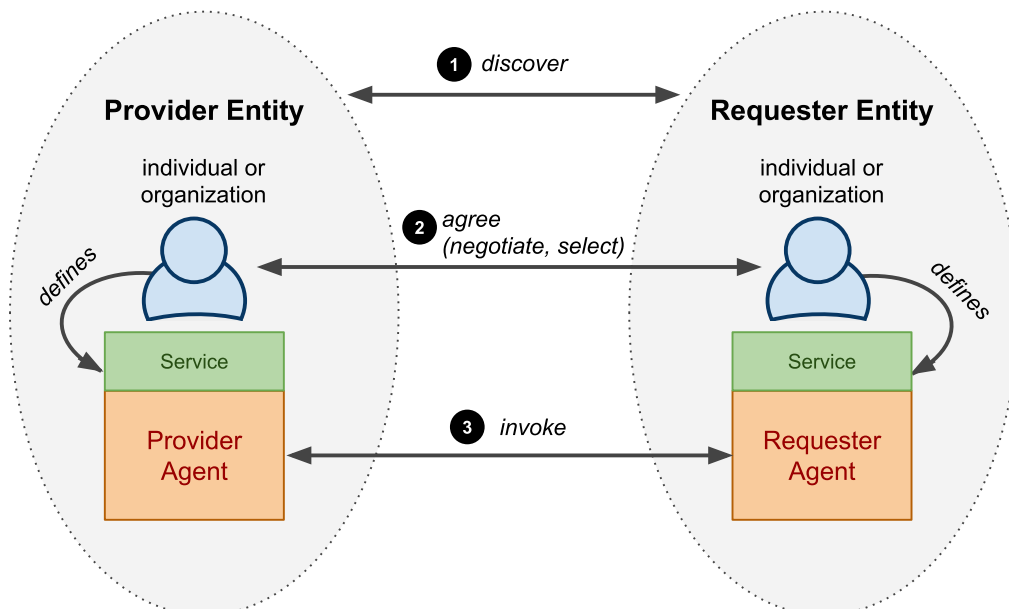
Service

- Difficult to agree on one definition
- Business definition
  - *A service realizes an effect that brings a business value to a service consumer*
    → *for example, to pay for and deliver a book*
- Conceptual definition
  - *service characteristics*
    → *encapsulation, reusability, loose coupling, contracting, abstraction, discoverability, composability*
- Logical definition
  - *service interface, description and implementation*
  - *message-oriented and resource-oriented*
- Architectural definition
  - *business service (also application service)*
    → *external, exposed functionality of an application*
  - *infrastructure service*
    → *internal/technical, supports processing of requests*

Interface, Description and Implementation

Service Description
An explicit description of the service interface in a specific language. It describes all or a subset of the service interface.

Service Interface

Service Implementation A

Service Implementation B

Implementation Technology
Service implementation implements the service interface in a specific implementation environment.

Multiple service implementations
One service interface can be realized by many different service implementations.

Interface components
Data, Functions, Processes, Technical

- Terminology clarification
  - *service ~ service interface + service implementation*
  - *WSDL service ~ service description in WSDL language*
  - *SOAP service ~ a service interface is possible to access through SOAP protocol; there is a WSDL description usually available too.*
  - *REST/RESTful service ~ service interface that conforms to REST architectural style and HTTP protocol*
  - *Microservice ~ a set of services that realize an app's capability*

Service Interface

- Service interface components
  - *Data*
    - → *Data model definition used by the service*
    - → *for example, input and output messages, representation of resources*
  - *Functions*
    - → *operations and input and output data used by operations*
  - *Process*
    - → *public process: how to consume the service's functionality*
  - *Technical*
    - → *security, usage aspects (SLA-Service Level Agreement)*
    - → *other technical details such as IP addresses, ports, protocols, etc.*

Public Process

- A state diagram
  - *operation of a service defines a **state transition** between two states.*

Application State A
state space in t1

Application State B
state space in t2

Operation's effect defines logical conditions that hold in the space after the invocation.

Operation's precondtion defines a logical condition that must hold in the space so that the operation can be invoked.

Preconditions

Effects

Inputs

Outputs

Operation

Operation uses data available in the state space as inputs.

Operation defines a transition between state A and state B. When the operation is invoked, application moves from the state A to the state B.

Operation produces data (outputs) that change the state.

Service Characteristics

Loose Coupling
The requester agent's implementation is independent from service usage. That is, there is no "hard-wired" knowledge required to use the service.

Contracting
The service interface is a contract between the requester and the provider. They both agree to follow the service description in order to achieve interoperability.

Abstraction
Service interface is abstracted from underlying service implementation as well as all software and hardware technology.

Reusability
The service can be used in many different scenarios by different requester agents that are unforeseen during the service design.

Requester Agent A Implementation

Service Interface

Provider Agent X Implementation

Service Interface

Requester Agent C Implementation

Requester Agent B Implementation

Service Interface

Provider Agent Y Implementation

Discoverability
Requester can discover the service interface and decide how to use it.

Encapsulation
The provider agent implementation is hidden to the requester agent accessing the service. The requester agent only knows the service interface to consume its functionality.

Composability
It is possible to compose services into more complex processes. Such processes can again be accessed as services.

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Integration and Interoperability

- Integration
    - *A process of connecting applications so that they can exchange and share capabilities, that is — information and functionalities.*
    - *Includes methodological approaches as well as technologies*

- Interoperability
    - *Ability of two or more applications to understand each other*
    - *Interoperability levels*
        - → *Data – syntax/structure and semantics*
        - → *Functions/Processes – syntax and semantics*
   - → *Technical aspects – protocols, network addresses, etc.*

Service Oriented Architecture

SOA	Culture	IT organization is driven by business Service is a first-class citizen Flexible and agile application integration
	Methodology	Strategic (~top-down) vs. tactical (~bottom-up) SOA Governance SOA Reference Architecture
	Technology	Enterprise Service Bus Interoperability Security

- SOA supports two core business strategies
    - *Growing top-line revenue*
        - → *Enterprise reacts quickly to requirements from the market*
        - → *Business processes can be reconfigured rather than reimplemented*
    - *Improving bottom-line profit*
        - → *Saving development costs by resuing existing services*

- Pre-integrated solutions
    - *Out-of-the-box applications and integration solutions among them*

One-to-One Service Integration

- Direct integration of applications
  - *Multiple protocols problem, multiple vendor problem*
  - *Replication of integration functionalities such as interoperability solutions*
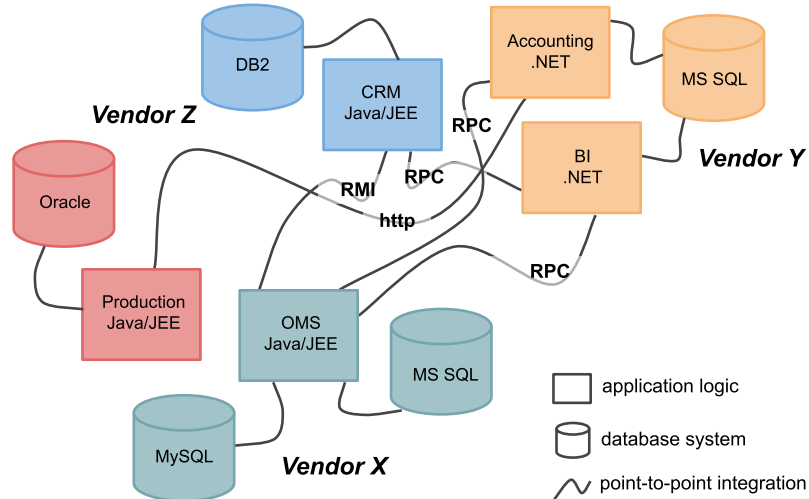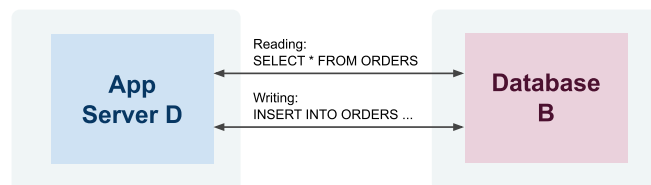
Many-to-Many Service Integration

- Enterprise Service Bus – central integration technology
  - *Realizes so called Service Oriented Architecture (SOA)*
  - *Contains various integration components such as process server, mediators, messaging middleware, identity management, etc.*

WTF! Spaghetti ??!

*SOA is not a magic, it is a methodology and a suite of technologies that can only help if used properly.*

Integration Approaches Overview

Service-oriented integration (M:N)
Application A integrates with application B and D through a middleware process server.

Service-oriented integration (1:1)
Application B integrates with application C directly by using services.

Data-oriented integration
Application D integrates with application B through database B.

Data-oriented Integration

- Third-party database access
  - *Application D accesses a database of application B directly by using SQL and a knowledge of database B structure and constraints*
  - *In the past: monolithic and two-tier client/server architectures*
  - *Today: ETL (Extract, Transform, Load) technologies*
- Problems
  - *App D must understand complex structures and constraints*
    - → *Data – very complex, includes structure and integrity constraints*
    - → *Functions/processes – hidden in integrity constraints*
    - → *Technical – access mechanisms can vary*

Service-oriented Integration
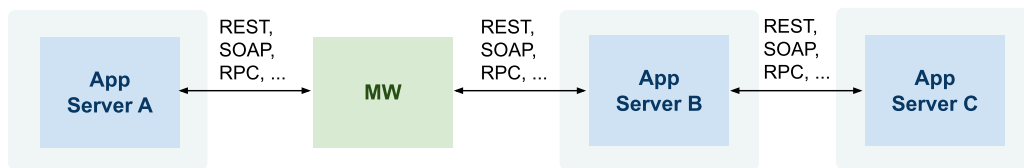
- Integration at the application layer
  - *Application exposes services that other applications consume*
  - *Services hide implementation details but only define interfaces for integration*
- Problems
  - *Can become unmanageable if not properly designed*
  - *Interoperability*
    - → *Data – limited to input and output messages only*
    - → *Functions/processes – limited to semantics of services*
    - → *Technical – access mechanisms can vary*

Integration and Types of Data

- Real-time data – Web services
  - *Service-oriented integration*
  - *online, realtime communication between a client and a service*
  - *Usually small data and small amount of service invocation in a process*
- Bulk data – ETL
  - *Data-oriented integration*
  - *processing of large amount of data in batches*
  - *Sometimes required for reconciliation across apps*
    - → *when real-time integration fails and there is poor error handling*
- **SOA provides both Web service and ETL capabilities**

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Enterprise Service Bus

- ESB is a central intermediary in SOA
  - *Types of services: shared and infrastructure*
  - *Types of processes: Technical and Business*
- ESB Application
  - *Application running on an application server*
  - *Exposes functionality via Web service interface*
  - *Allows to communicate with various messaging protocols*
- Integration Patterns
  - *Technical-level interoperability – message broker*
  - *Location transparency*
  - *Dynamic routing*
  - *Data transformations – mediator*
  - *Resequencing of messages*
  - *Session pooling*
  - *Service orchestrations – BPMN, BPEL*
  - *Message enrichment*

Service Types

- ESB services
  - *shared services – created for particular domain*
  - *infrastructure services – support integration and interoperability*

Service Consumers | App 1 | App 2 | App N

ESB

Shared Services
- Business Processes
- Business Services
- Entity Services
- Connectivity Services

Infrastructure Services
- Service Registry and Repository
- Security
- Process Engines, Rules, Events
- Monitoring

Service Providers | App X | App Y | App Z

Service and non-service enabled providers

Connectivity Services

- Purpose
  - *Adapters for various back-end technologies*
  - *Connectivity to legacy applications*
  - *No business logic, Usually stateless, ESB internal*

- Example
  - *Database adapters*
    - → *SQL statement:*

```
1   SELECT ID, NAME FROM CUSTOMERS C
2   WHERE  C.REVENUE > :revenue
```

Revenue *– input parameter*

ID, NAME *– structure of output message*

→ *Expose the SQL statement as a connectivity service*
  - *Example implementation: JCA adapters*

Entity Services

- Purpose
  - *Expose services on top of one or more entities in a database*
  - *Do not add any specific logic to entities' operations*
    - → *Provide CRUD operations only*
  - *May be used to facilitate a Common Data Model*
    - → *Business entities – entities of CDM*
    - → *Business objects – instances of business entities*
    - → *Business Entity Service – manipulations for business entities*
  - *No business logic, usually stateless, ESB internal*

- Example
  - *Two entities in a database:* CUSTOMERS, ADDRESS *(1:N)*
  - *Business entity* CUSTOMER

```
1  <customer>
2    <name>Company.cz</name>
3    <invoice-address>
4      …
5    </invoice-address>
6    <main-address>
7      …
8    </main-address>
9  </customer>
```

  - *Operarions: read, write*

Business Services

- Purpose
  - *Business/integration logic, can be stateful or stateless*
  - *Atomic business activities*
    - → *direct mapping to back-end application services*
  - *Can be "imported" in ESB to be used in a business process*
  - *Can be exposed by ESB and add values in terms of business/integration logic or technical processing*

- Example
  - *Data transformation*
    - → *Back-end application service exposed in CDM language*
  - *Message enrichment*
    - → *Adds information to content from other sources*
  - *Monitoring*
    - → *Every invocation of the service logged*
    - → *Monitoring of business metrics*
      - → *Number of orders, total revenue per customer*

Business Processes

- Purpose
  - *Business/integration logic, usually stateful*
  - *Complex processes involving invocations of multiple business services at various back-end applications*
  - *Handles transformations from various data formats of back-end applications*
  - *Handles **key-mapping***
    - → *Business entities exist in multiple systems*
    - → *Each back-end application maintains its own ID for corresponding business objects*
  - *Usually implemented in a process language such as BPMN or BPEL*
  - *OSB uses its own orchestration language which translates to XQuery*

- Example
  - *Order processing*
    - → *Get customer information from the CRM system*
    - → *Add line items to OMS*
    - → *Close order*

Overview

- Service Definition
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- Enterprise Service Bus
  - *Integration Patterns*
- Microservices Architecture

Integration Patterns

- Applied in implementation of business services and processes
  - *Usually a combination of more patterns*
- Technical patterns
  - *Deals with technical aspects of service communication*
  - *Message broker – technical-level interoperability*
  - *Location transparency*
  - *Session pooling*
- Business patterns
  - *Deals with business aspects (message content) of service communication*
  - *Dynamic routing*
  - *Data transformations – mediator*
  - *Service orchestrations – BPMN, BPEL*
  - *Message enrichment*
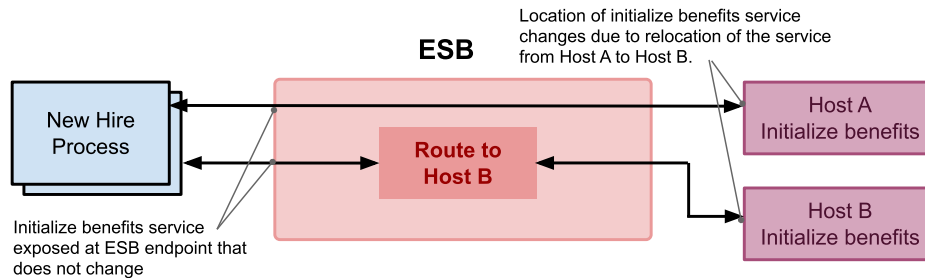 - *Resequencing of messages*

Message Broker

- Message broker
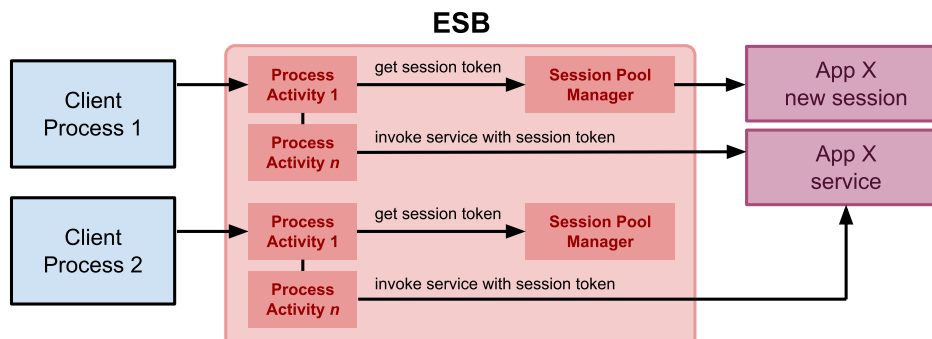 - *ESB can mix and match transports both standard and proprietary*

Location Transparency

- Location transparency
  - *ESB can hide changes in location of services*
  - *Such changes will not affect clients*
  - *Can also be used for load balancing for multiple service instances*

Location of initialize benefits service changes due to relocation of the service from Host A to Host B.

ESB

New Hire Process

Route to Host B

Host A Initialize benefits

Host B Initialize benefits

Initialize benefits service exposed at ESB endpoint that does not change

Session Pooling

- Session Pooling
  - *ESB can maintain a pool of connections (session tokens) to a back-end app when creating a new connection is expensive*
  - *A single session token can be reused by multiple instances of business processes*
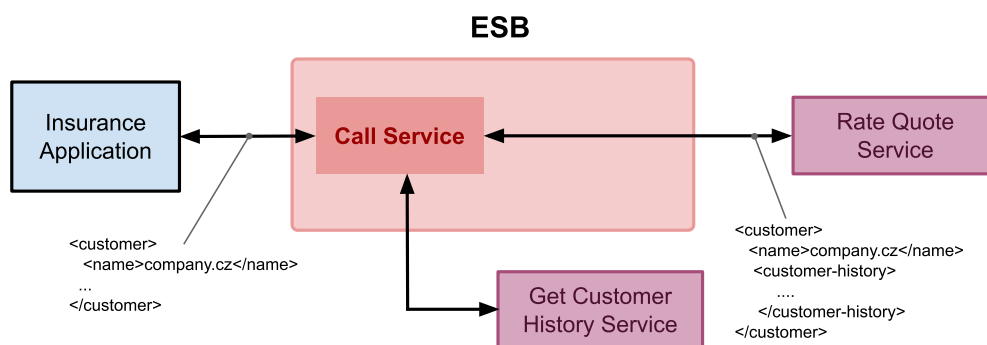
ESB

Client Process 1

Process Activity 1 — get session token → **Session Pool Manager** → App X new session

Process Activity n — invoke service with session token → App X service

Client Process 2

Process Activity 1 — get session token → **Session Pool Manager**

Process Activity n — invoke service with session token

Dynamic Routing

- Dynamic routing
  - *ESB exposes a service that routes to various back-end services based on message contents.*

ESB

| HR Application | **Title = Manager ?** | New Employe Service |
| | | New Manager Service |
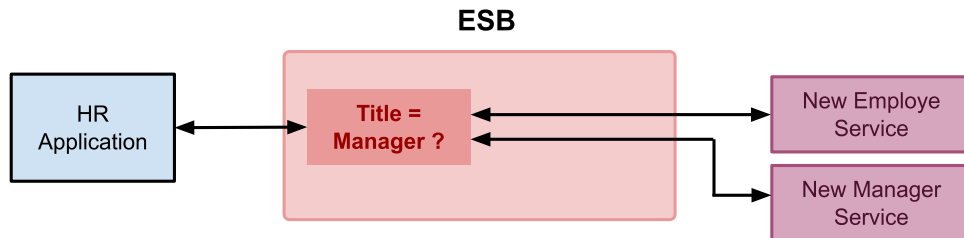
Message Enrichment

- Message enrichmenet
  - *Enriches a message before invoking back-end application service.*

ESB

Insurance Application — **Call Service** — Rate Quote Service

Get Customer History Service

```
<customer>
  <name>company.cz</name>
  ...
</customer>
```

```
<customer>
  <name>company.cz</name>
  <customer-history>
    ....
  </customer-history>
</customer>
```

Data Transformation

- Data transformation phases:
  - *Definition of mapping and execution of mappings*
- Definition of mappings (design-time)
  - *A mapping associates one data structure to another data structure and defines a conversion between them.*
  - *Mapping languages*
    - → *graphical for design that translates to XSLT, XQuery*
    - → *Sometimes implemented in 3rd gen. languages (e.g., Java)*
- Execution of mappings (runtime)
  - *application of mappings to instance data*
- CDM terminology
  - *Application Business Message – back-end app format*
  - *Enterprise Business Message – CDM format*

Key Mapping

- What is key mapping
  - *Key = identifier of en entity in a back-end application*
  - *Key Mapping = a mapping of an ID of an entity in one system to an ID of the same entity in another system.*
  - *Key mapping is realized using universal IDs (UID)*
- Example
  - *A customer MOON exists in CRM and OMS systems*
  - *In CRM system, MOON has an* `CRM-ID=AB1`
  - *In OMS system, MOON has an* `CRM-ID=45A`
  - *Key mappig allows to map the* `CRM-ID AB1` *to the* `OMS-ID 45A`
  - *Key mapping is a table*
   `CRM-ID → UID → OMS-ID`

Key Mapping Example

Receives message from a back-end system of a customer; CUS-ID is an ID that customer sends.

Get Customer information from the CRM application

Open the order for the customer

Receive message → **Get Customer CRM ID** → **Get Customer Info** → **Get Customer OMS ID** → **Open Order** → **...**

Get Customer ID in the OMS application.

Next activities: add line item, close order, ...

Get Customer ID in the CRM application

UID	CRM-ID	OMS-ID	CUS-ID
1	AB1	45A	101
2	DE3	65F	201
3	FD5	32W	301
...	...	...	

Key mapping:
Business Entity CUSTOMER

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The Scale Cube

- Three-dimensional scalability model
  - *X-Axis scaling requests across multiple instances*
  - ***Y-Axis scaling decomposes an application into micro-services***
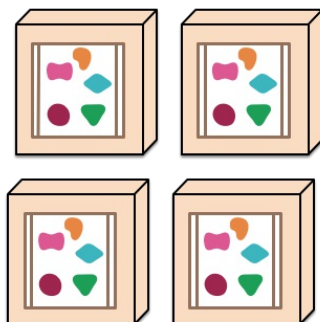 - *Z-Axis scaling requests across "data partitioned" instances*
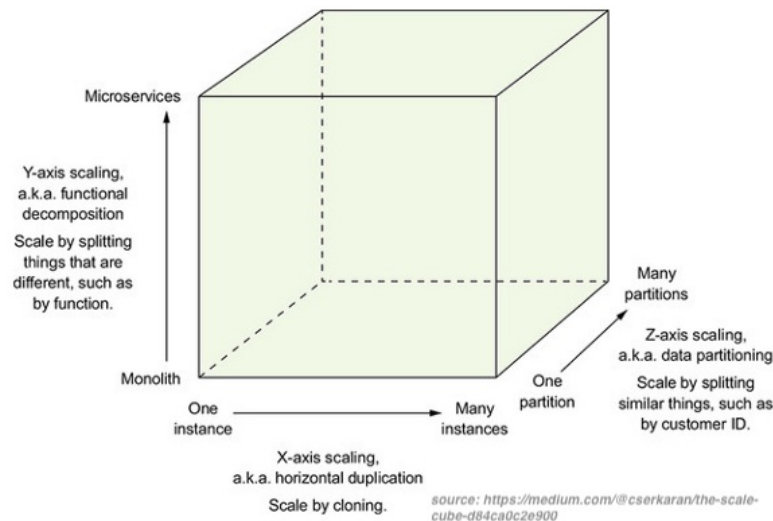
Overview

- Emerging software architecture
  - *monolithic vs. decoupled applications*
  - *applications as independenly deployable services*

Major Characteristics

- Loosely coupled
  - *Integrated using well-defined interfaces*
- Technology-agnostic protocols
  - *HTTP, they use REST architecture*
- Independently deployable and easy to replace
  - *A change in small part requires to redeploy only that part*
- Organized around capabilities
  - *such as accounting, billing, recommendation, etc.*
- Impplemented using different technologies
  - *polyglot – programming languages, databases*
- Owned by a small team