

# Middleware and Web Services

## Lecture 2: Service Architecture and Technologies

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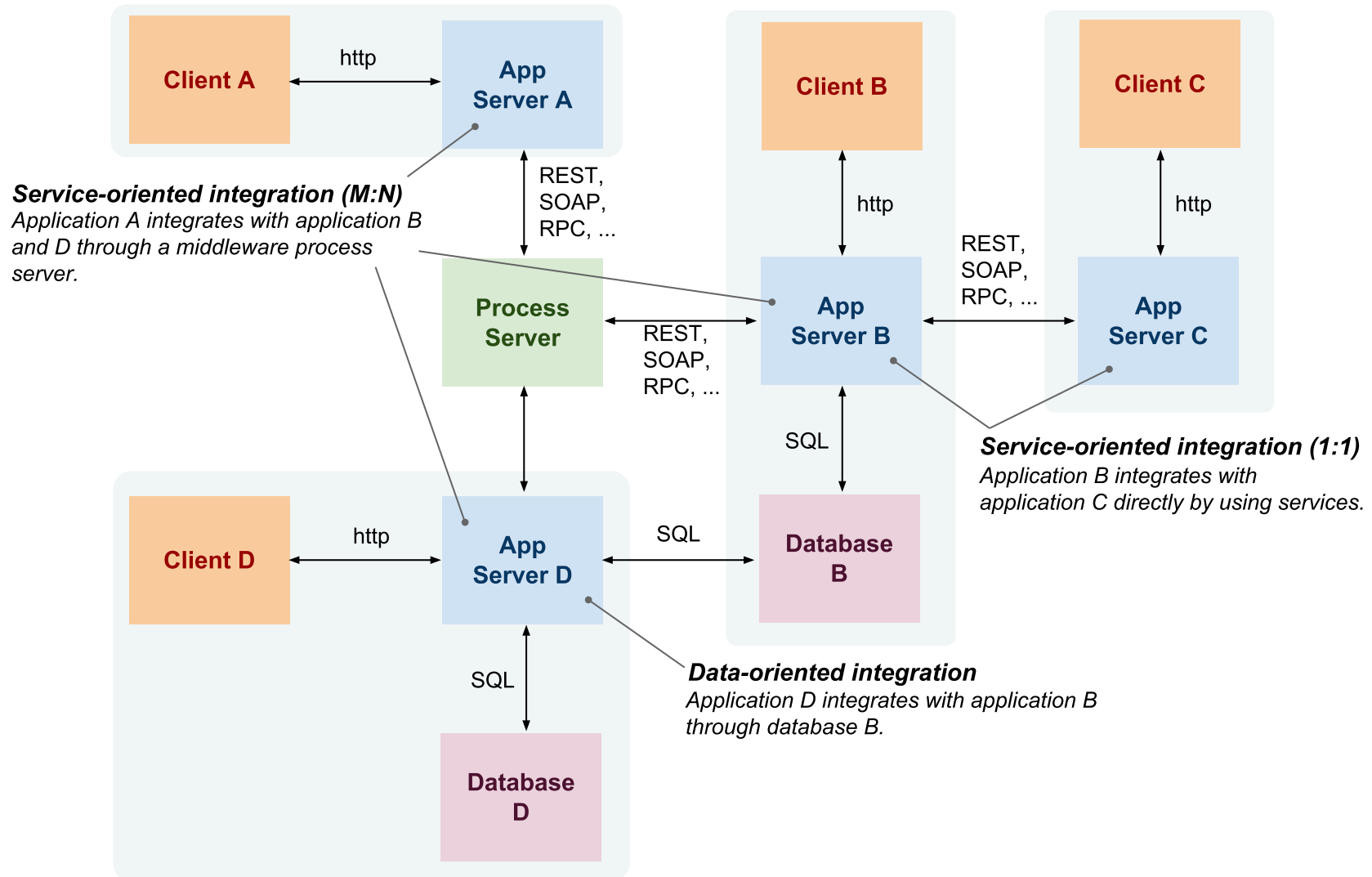
# Overview

- Integrating Applications
- Service Definition
- Service Communication
- REST

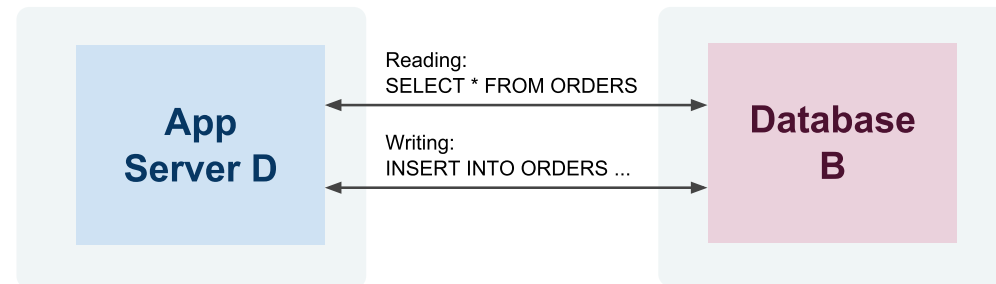
# Integration and Interoperability

- 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.*

# Integration Approaches Overview

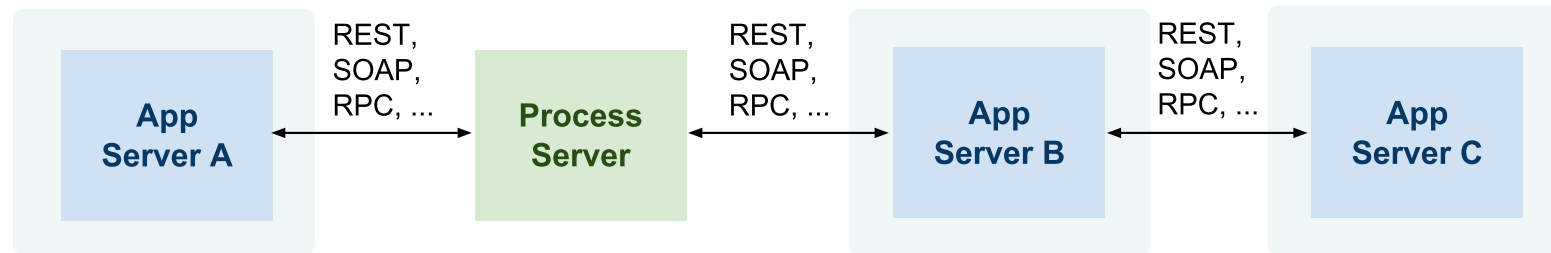


# Data-oriented Integration



- 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

- Transactional data – Web services
  - *Service-oriented integration*
  - *online, realtime communication between a client and a service*
  - *Usually small amount of data and small amount of service invocation in a process*
- Bulk data – ETL
  - *Data-oriented integration*
  - *processing of large amount of data in batches*
- **ESB provides both Web service and ETL capabilities**

# Overview

- Integrating Applications
- **Service Definition**
- Service Communication
- REST



# Web Service Architecture

- Web Service Architecture
    - Defined by W3C in Web Service Architecture Working Group Note [🔗](#)
    - Defines **views**
      - message-oriented view (WSDL and SOAP)
      - resource-oriented view (REST and HTTP)
    - Defines **architecture entities** and their **interactions**
      - Abstraction over underlying technology
      - Basis for service usage processes and description languages
  - Service Oriented Architecture
    - Collection of tools, methods and technologies
    - There is some implicit understanding of SOA in the community such as
      - SOA provides advances over Enterprise Application Integration
      - SOA is realized by using SOAP, WSDL, (and UDDI) technologies
      - SOA utilizes Enterprise Service Bus (ESB)
- ⇒ ~ a realization of Web Service Architecture message-oriented view

# 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*
  - *service usage process*  
→ *service use tasks, service types*
- Architectural definition
  - *business service (also application service)*  
→ *external, exposed functionality of an application*
  - *infrastructure service*  
→ *internal/technical, supports processing of requests*

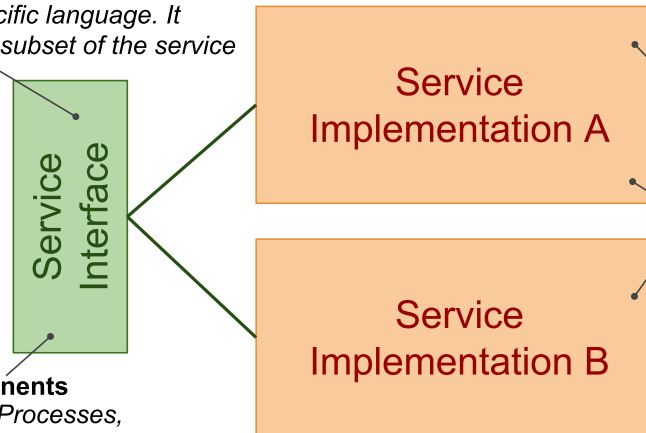
# Interface, Description and Implementation

## Service Description

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

## Interface components

Data, Functions, Processes, Technical



## 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.

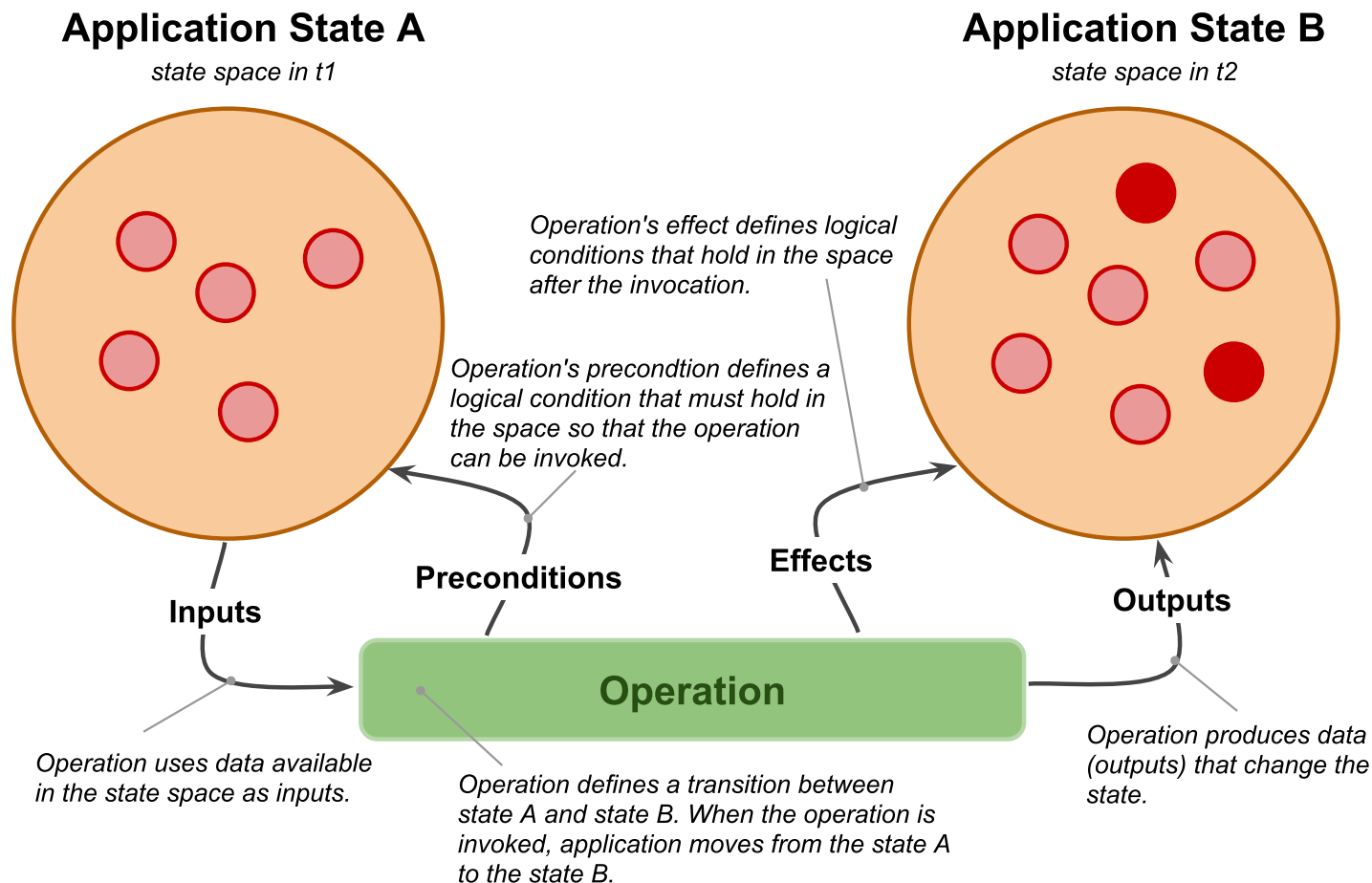
- Terminology clarification
  - *service ~ service interface + service implementation*
  - *WSDL service ~ service description in WSDL language*
  - *SOAP service ~ a service interface is possible to access through SOAP protocol; there is a WSDL description usually available too.*
  - *REST/RESTful service ~ service interface that conforms to REST architectural style and HTTP protocol*

# Service Interface

- Service interface components
  - *Data*
    - **Data model definition** used by the service
    - for example, input and output messages, representations of resources
  - *Functions*
    - **Functional definition** of the service
    - operations and input and output data used by operations
  - *Process*
    - **Behavioral definition** of the service
    - public process: how to consume the service's functionality
    - orchestration: realization of the service's functionality by its **implementation**
  - *Technical*
    - **Non-functional definition** of the service
    - 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.*



# 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.

## Reusability

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

## 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.

## Discoverability

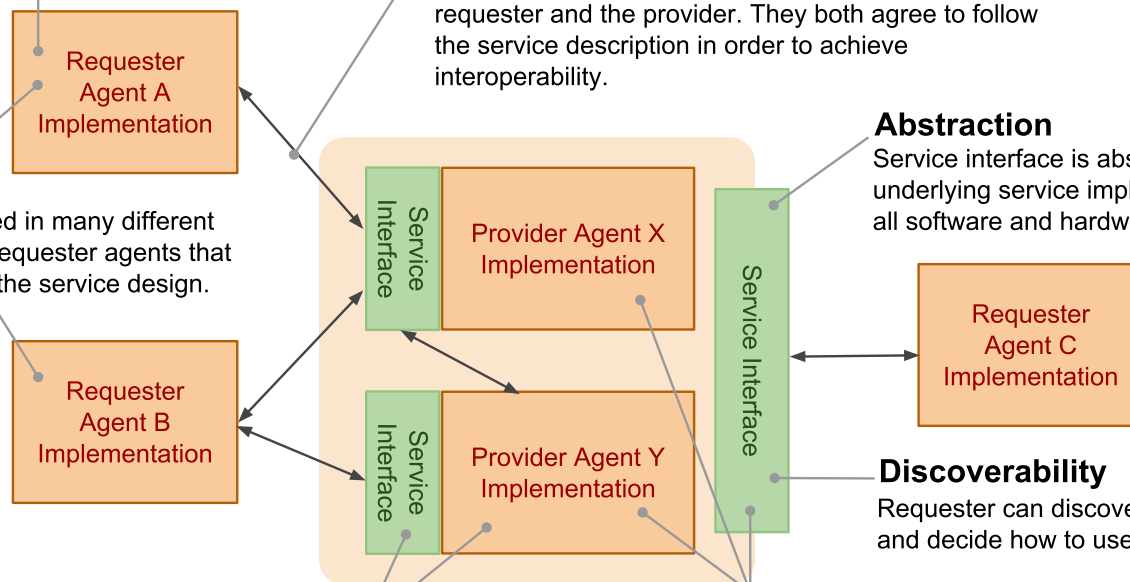
Requester can discover the service interface and decide how to use it.

## 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.

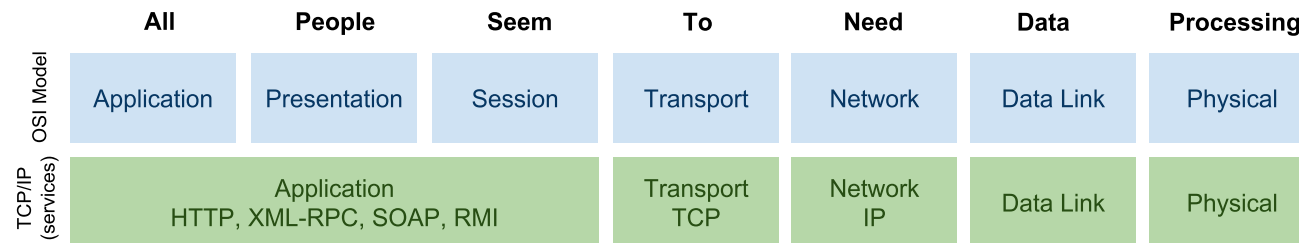


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- Service Definition
- **Service Communication**
- REST

# Application Protocols

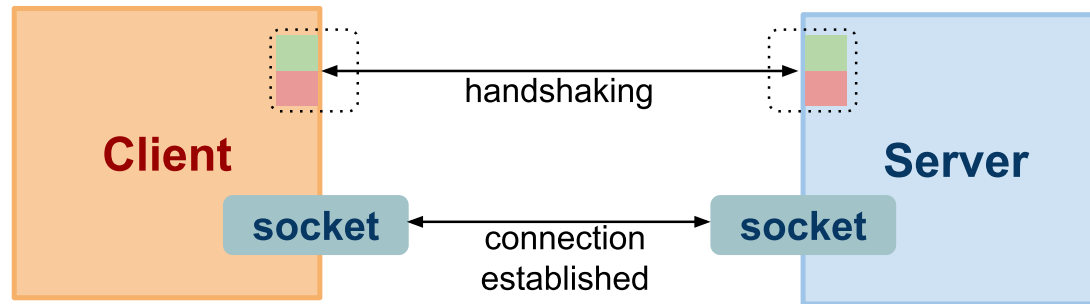
- Remember this



- App protocols mostly on top of the TCP Layer
  - *use TCP socket for communication*
- Major protocols
  - *HTTP – most of the app protocols layered on HTTP*
    - *wide spread, but: implementors often break HTTP semantics*
  - *RMI – Remote Method Invocation*
    - *Java-specific, rather interface*
    - *may use HTTP underneath (among other things)*
  - *XML-RPC – Remote Procedure Call and SOAP*
    - *Again, HTTP underneath*
  - *WebSocket – new protocol part of HTML5*

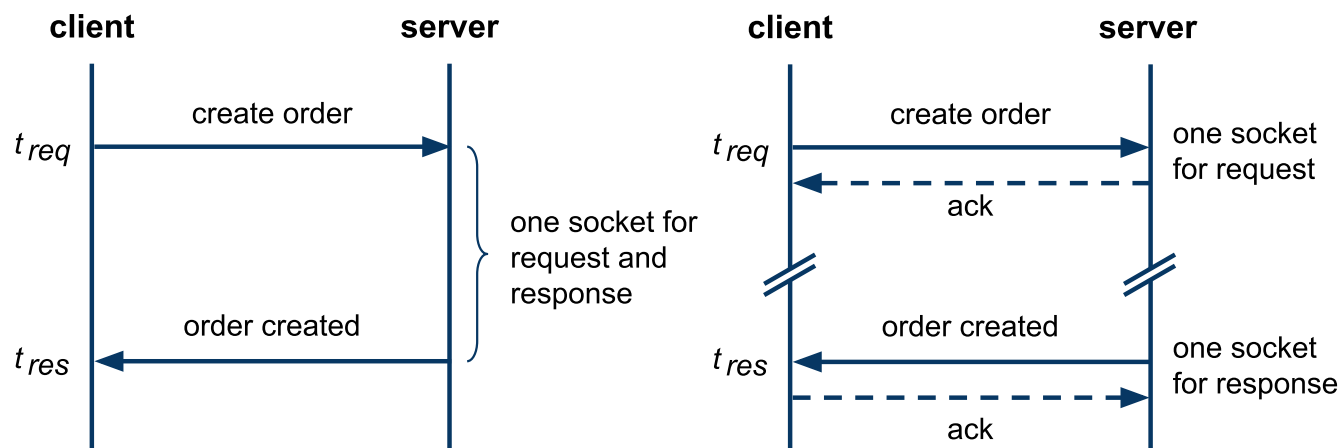


# Socket



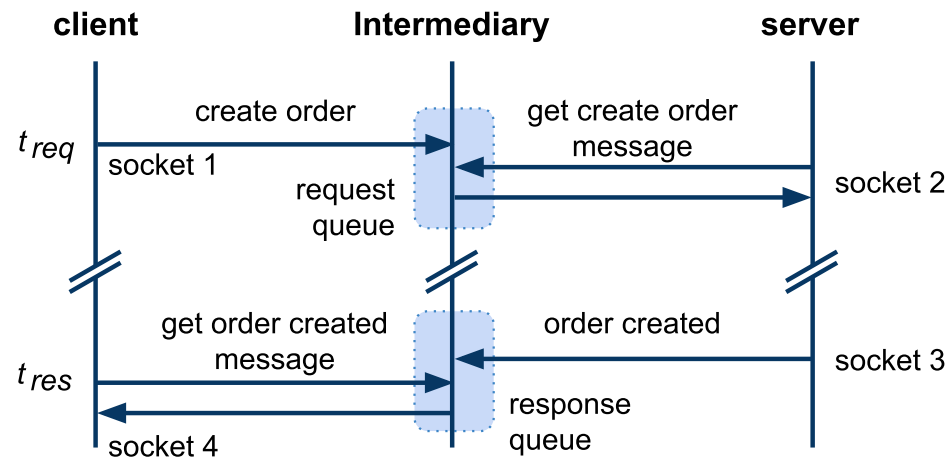
- Handshaking (connection establishment)
  - The server listens at `[dst_ip,dsp_port]`
  - Three-way handshake:
    - the client at `[src_ip,src_port]` sends a connection request
    - the server responds
    - the client acknowledges the response, can send data along
  - Result is a socket (virtual communication channel) with unique identification:  
`socket=[src_ip,src_port;dst_ip,dst_port]`
- Data transfer (resource usage)
  - Client/server writes/reads data to/from the socket
  - TCP features: reliable delivery, correct order of packets, flow control
- Connection close

# Synchronous and Asynchronous Communication



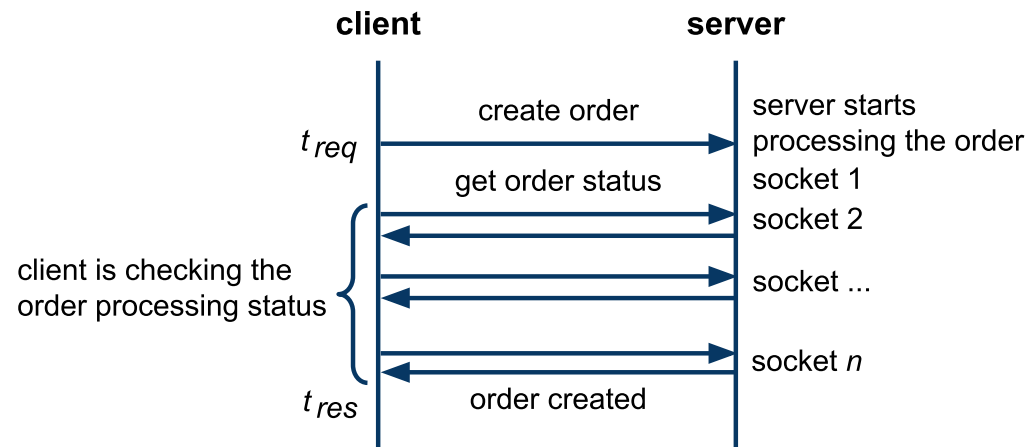
- Synchronous
  - one socket,  $|t_{req} - t_{res}|$  is small
  - easy to implement and deploy, only standard firewall config
  - only the server defines endpoint
- Asynchronous
  - request, response each has socket, client and server define endpoints
  - $|t_{req} - t_{res}|$  can be large (hours, even days)
  - harder to do across network elements (private/public networks issue)

# Asynchronous via Intermediary



- Intermediary
  - *A component that decouples a client-server communication*
  - *It increases reliability and performance*
    - *The server may not be available when a client sends a request*
    - *There can be multiple servers that can handle the request*
- Further Concepts
  - *Message Queues (MQ) – queue-based communication*
  - *Publish/Subscribe (P/S) – event-driven communication*

# Asynchronous via Polling

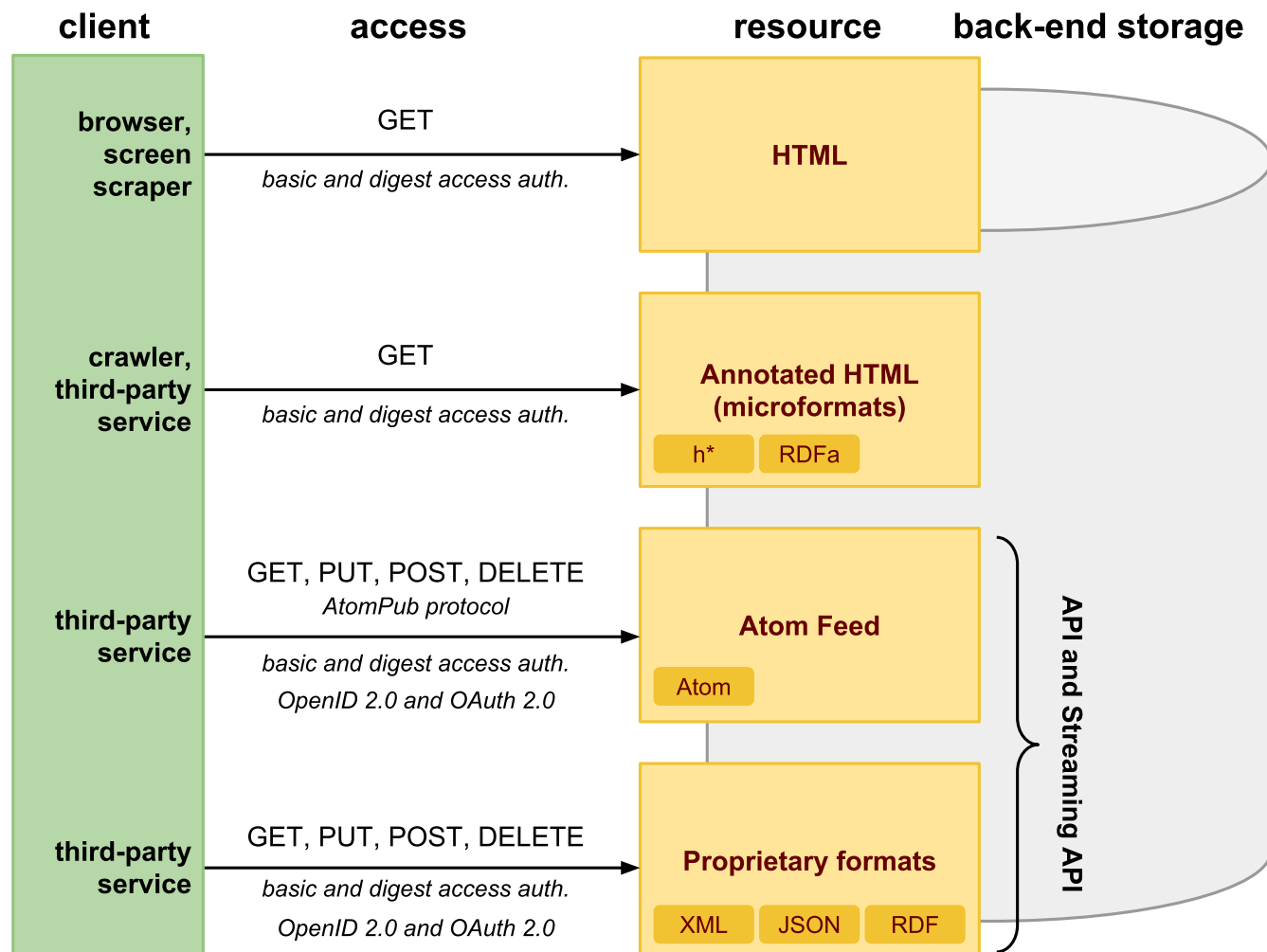


- Polling – only clients open sockets
  - *A client performs multiple request-response interactions*
    - *The first interaction initiates a process on the server*
    - *Subsequent interactions check for the processing status*
    - *The last interaction retrieves the processing result*
- Properties of environments
  - *A server cannot open a socket with the client (network restrictions)*
  - *Typically on the Web (a client runs in a browser)*

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  - *Introduction to REST*
  - *Uniform Resource Identifier*
  - *Resource Representation*
  - *HATEOAS*

# Data on the Web



# REST

- REST
  - *Representational State Transfer*
- Architecture Style
  - Roy Fielding – co-author of HTTP
  - He coined REST in his PhD thesis [🔗](#).
    - The thesis abstracts from HTTP technical details
    - HTTP is one of the REST implementation → **RESTful**
    - REST is a leading programming model for Web APIs
- REST (RESTful) proper design
  - people break principles often
  - See REST Anti-Patterns [🔗](#) for some details.
- REST and Web Service Architecture
  - REST is a realization of WSA resource-oriented model

# REST and Web Architecture

- Tim-Berners Lee
  - *"creator", father of the Web*
- Key Principles
  - *Separation of Concerns*
    - *enables independent innovation*
  - *Standards-based*
    - *common agreement, big spread and adoption*
  - *Royalty-free technology*
    - *a lot of open source, no fees*
- Architectural Basis
  - **Identification:** *universal linking of resources using URI*
  - **Interaction:** *protocols to retrieve resources – HTTP*
  - **Formats:** *resource representation (data and metadata)*



# HTTP Advantages

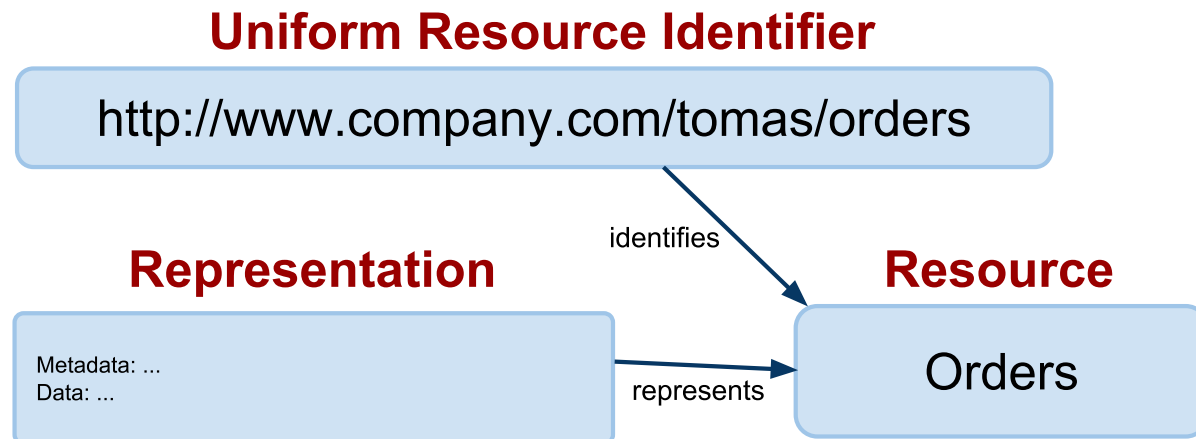
- Familiarity
  - *HTTP protocol is well-known and widely used*
- Interoperability
  - *All environments have HTTP client libraries*
    - *technical interoperability is thus no problem*
    - *no need to deal with vendor-specific interoperability issues*
  - *You can focus on the core of the integration problem*
    - *application (domain, content) interoperability*
- Scalability
  - *you can use highly scalable Web infrastructure*
    - *caching servers, proxy servers, etc.*
  - *HTTP features such as HTTP GET idempotence and safe allow you to use caching*

# REST Core Principles

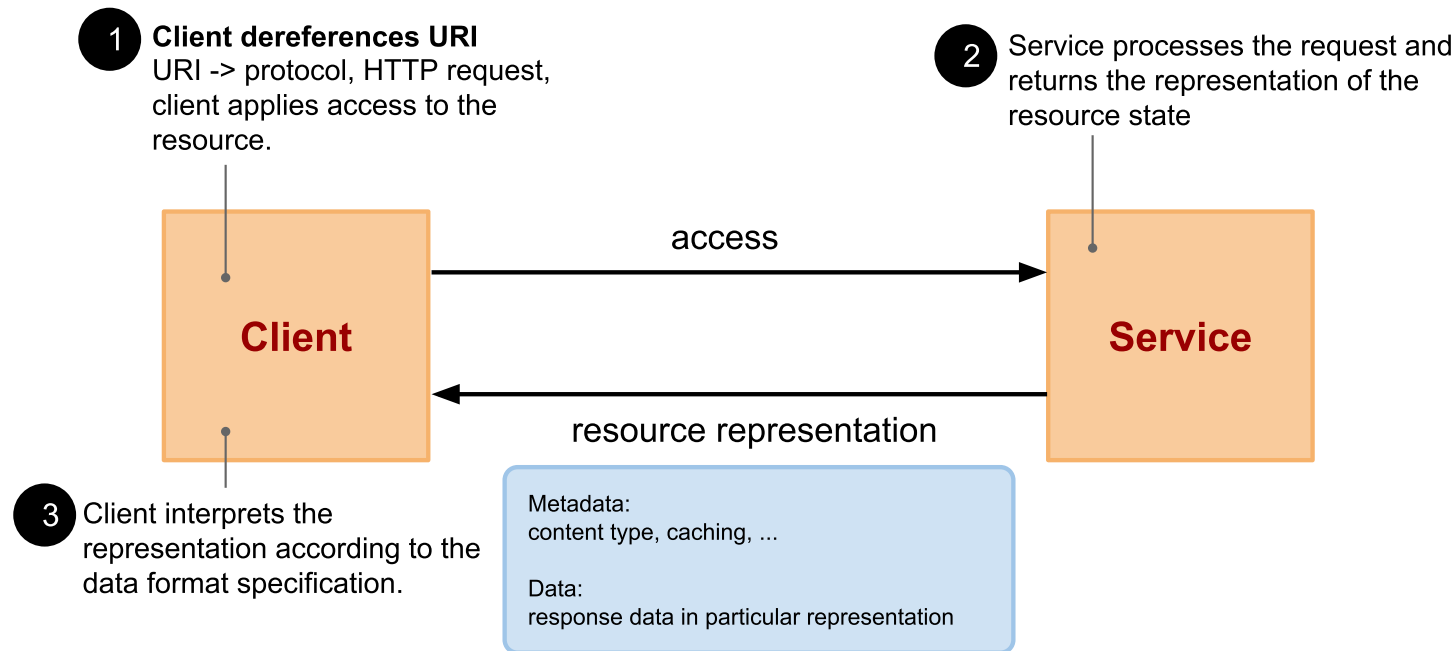
- REST architectural style defines constraints
  - *if you follow them, they help you to achieve a good design, interoperability and scalability.*
- Constraints
  - *Client/Server*
  - *Statelessness*
  - *Cacheability*
  - *Layered system*
  - *Uniform interface*
- Guiding principles
  - *Identification of resources*
  - *Representations of resources and self-descriptive messages*
  - *Hypermedia as the engine of application state (HATEOAS)*

# Resource

- A resource can be anything such as
  - *A real object: car, dog, Web page, printed document*
  - *An abstract thing such as address, name, etc. → RDF*
- A resource in REST
  - *A resource corresponds to one or more entities of a data model*
  - *A representation of a resource can be conveyed in a message electronically (information resource)*
  - *A resource has an identifier and a representation and a client can apply an access to it*



# Access to a Resource



- Terminology
  - *Client = User Agent*
  - **Dereferencing URI** – a process of obtaining a protocol from the URI and creating a request.
  - **Access** – a process of sending a request and obtaining a response as a result; access usually realized through HTTP.

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# URI, URL, URN

- URI – Uniform Resource Identifier
  - *URI only identifies a resource*
    - *it does not imply the resource physically exists*
  - *URI could be URL (locator) or URN (name)*
- URL – Uniform Resource Locator
  - *in addition allows to locate the resource*
    - *that is — its network location*
  - *every URL is URI but an URI does not need to be URL*
- URN – Uniform Resource Name
  - *refers to URI under "urn" scheme (RFC 2141 [🔗](#))*
  - *require to be globally unique and persistent*
    - *even if the resource cease to exist/becomes unavailable*

# URI

- Definition

URI = scheme ":" [ "//" authority ] [ "/" path ] [ "?" query ] [ "#" frag ]

- Hierarchal sequence of components

- scheme

- *refers to a spec that assigns IDs within that scheme*

- *examples: http, ftp, mailto, urn*

- *scheme != protocol*

- authority

- *registered name (domain name) or server address*

- *optional port and user*

- path and query

- *identify resource within the scheme and authority scope*

- *path – hierarchal form*

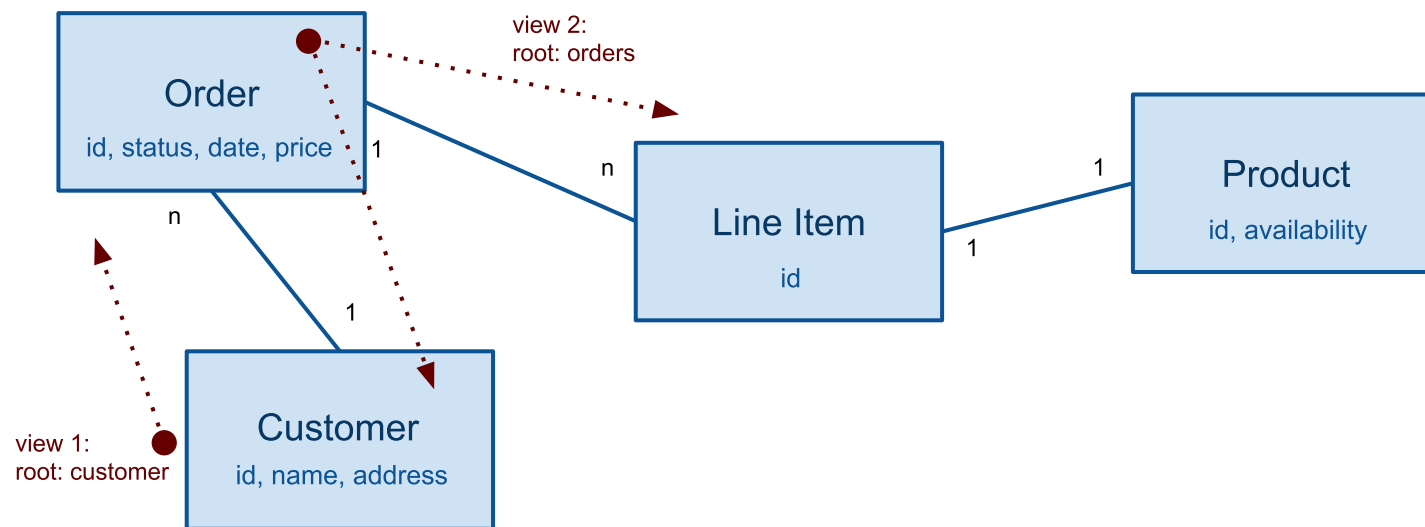
- *query – non-hierarchal form (parameters key=value)*

- fragment

- *reference to a secondary resource within the primary resource*

# Resources over Entities

- Application's data model
  - *Entities and properties that the app uses for its data*



- URI identifies a resource within the app's data model
  - **path** – a "view" on the data model
    - data model is a graph
    - URI identifies a resource using a path in a tree with some root



# Examples of Views

- View 1
    - *all customers*: `/customers`
    - *a particular customer*: `/customers/{customer-id}`
    - *All orders of a customer*: `/customers/{customer-id}/orders`
    - *A particular order*: `/customers/{customer-id}/orders/{order-id}`
  - View 2
    - *all orders*: `/orders`
    - *All orders of a customer*: `/orders/{customer-id}`
    - *A particular order*: `/orders/{customer-id}/{order-id}`
- ⇒ Design issues
- Good design practices
    - *No need for 1:1 relationship between resources and data entities*
      - *A resource may aggregate data from two or more entities*
      - *Thus only expose resources if it makes sense for the service*
    - *Try to limit URI aliases, make it simple and clear*

# Path vs. Query

- Path
  - *Hierarchical component, a view on the data*
  - *The main identification of the resource*
- Query
  - *Can define selection, projection or other processing instructions*
  - *Selection*
    - *filters entries of a resource by values of properties*  
`/customers/?status=valid`
  - *Projection*
    - *filters properties of resource entries*  
`/customers/?properties=id,name`
  - *Processing instructions examples*
    - *data format of the resource* → *cf. URI opacity*  
`/customers/?format=JSON`
    - *Access keys such as API keys*  
`/customers/?key=3ae56-56ef76-34540aeb`

# Fragment

- Primary resource
  - *Defined by URI path and query*
  - *could be complex, composed resources*
- Sub-resource/secondary resource
  - *Can be defined by a fragment*
  - *No explicit relationship between primary and sub-resource*
    - *For example, we cannot infer that the two resources are in **part-of**, or **sub-class-of** relationships.*
  - *Fragment semantics defined by a data format*
- Usage of fragment
  - *identification of elements in HTML*
  - *URI references in RDF*
  - *State of an application in a browser*

# Fragment Semantics

- Fragment semantics for HTML

- *assume that `orders.html` are in HTML format.*

1 | `http://company.com/tomas/orders.html#3456`

*⇒ there is a HTML element with `id=3456`*

- But:

- *Consider `orders` resource in `application/xml`*

```
1 | <orders>
2 |     <order id="3456">...</order>
3 |     ...
4 | </orders>
```

- *Can't say that `http://company.com/tomas/orders.xml#3456` identifies an order element within the `orders` resource.*
- *`application/xml` content type does not define fragment semantics*

# Resource ID vs. Resource URI

- Resource ID
  - *Local ID, part of an entity in a data model*
  - *Unique within an application where the resource belongs*
  - *Usually generated on a server (cf. **PUT** to update and insert)*
  - *Exposed to the resource URI as a path element*  
**/orders/{order-id}**
- Resource URI
  - *Global identifier, valid on the whole Web*
  - *Corresponds to the view on the data model of the app*
  - *Include multiple higher-level resources' IDs*
  - *Example:*  
**/customers/{customer-id}/orders/{order-id}/**
  - *There can be more URIs identifying the same resource*

# Major characteristics

- Capability URL
  - *Short lived URL generated for a specific purpose*
  - *For example, an user e-mail verification*
- URI Alias
  - *Two URIs identifying the same resource*
- URI Collision
  - *Two URIs identifying the same resource (misuse of an URI authority)*
- URI Opacity
  - *Content type encoded as part of an URI*
  - `http://www.example.org/customers.xml`
- Resource versions encoded in an URI
  - *Two URIs identifying the same resource of different versions*
  - `http://www.example.org/v1/customers.xml`
- Persistent URL
  - *URL is valid even when the resource is obsolete*
  - *For example, a redirection should be in place*

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# Representation and Data Format

- Representation
  - *Various languages, one resource can have multiple representations*
    - *XML, HTML, JSON, YAML, RDF, ...*
    - *should conform to Internet Media Types*
- Data format
  - *Format of resource data*
  - *Binary format*
    - *specific data structures*
    - *pointers, numeric values, compressed, etc.*
  - *Textual format*
    - *in a defined encoding as a sequence of characters*
    - *HTML, XML-based formats are textual*



# Metadata

- Metadata ~ self-description
  - *Data about the resource*
  - *e.g., data format, representation, date the resource was created, ...*
    1. *Defined by HTTP response headers*
    2. *Can be part of the data format*
      - *Atom Syndication Format such as author, updated, ...*
      - *HTML http-equiv meta tags*
- Resource anatomy



# Content-Type Metadata

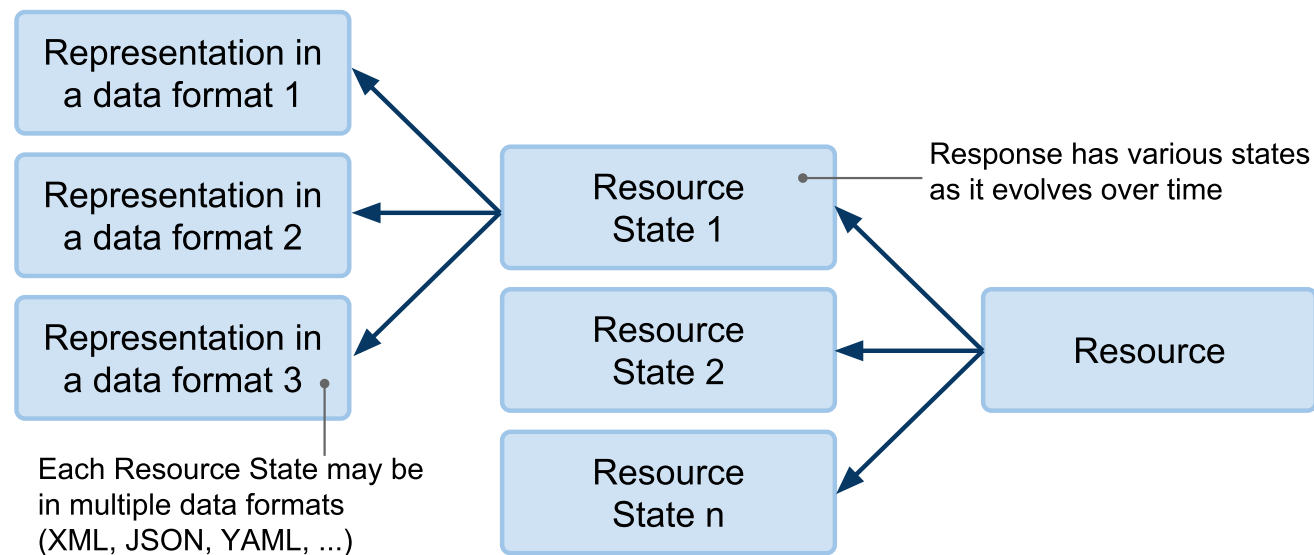
- Access
  - *to be retrieved (GET)*
  - *to be inserted or updated (PUT, POST)*
  - *to be deleted (DELETE)*
- Request
  - HTTP header **Accept**, part of content negotiation protocol
- Response
  - HTTP header **Content-Type: type/subtype; parameters**
  - Specifies an Internet Media Type [☞](#) of the resource representation.
    - IANA (Internet Assigned Numbers Authority) manages a registry of media types [☞](#) and character encodings
    - subtypes of **text** type have an optional charset parameter  
**text/html; charset=iso-8859-1**
  - A resource may provide more than one representations
    - promotes services' loose coupling

# Major Media Types

- Common Standard Media Types
  - `text/plain`  
→ *natural text in no formal structures*
  - `text/html`  
→ *natural text embedded in HTML format*
  - `application/xml`, `application/json`  
→ *XML-based/JSON-based, application specific format*
  - `application/wsdl+xml`  
→ *+xml suffix to indicate a specific format*
- Non-standard media types
  - *Types or subtypes that begin with `x-` are not in IANA*  
`application/x-latex`
  - *subtypes that begin with `vnd.` are vendor-specific*  
`application/vnd.ms-excel`

# Resource State

- State
  - *Resource representation is in fact a **representation of a resource state***
  - *Resource may be in different states over time*



- In REST resource states represent application states

# Resource State Example

- Time **t1**: client A retrieves a resource **/orders** (GET)

```
1 <orders>
2   <order id="54467"/>
3   <order id="65432"/>
4 </orders>
```

- Time **t2**: client B adds a new order (POST)

```
1 <order>
2   ...
3 </order>
```

- Time **t3**: client A retrieves a resource **/orders** (GET)

```
1 <orders>
2   <order id="54467"/>
3   <order id="65432"/>
4   <order id="74567"/>
5 </orders>
```

- The resource **/orders** has different states in **t1** and **t3**.

# Overview

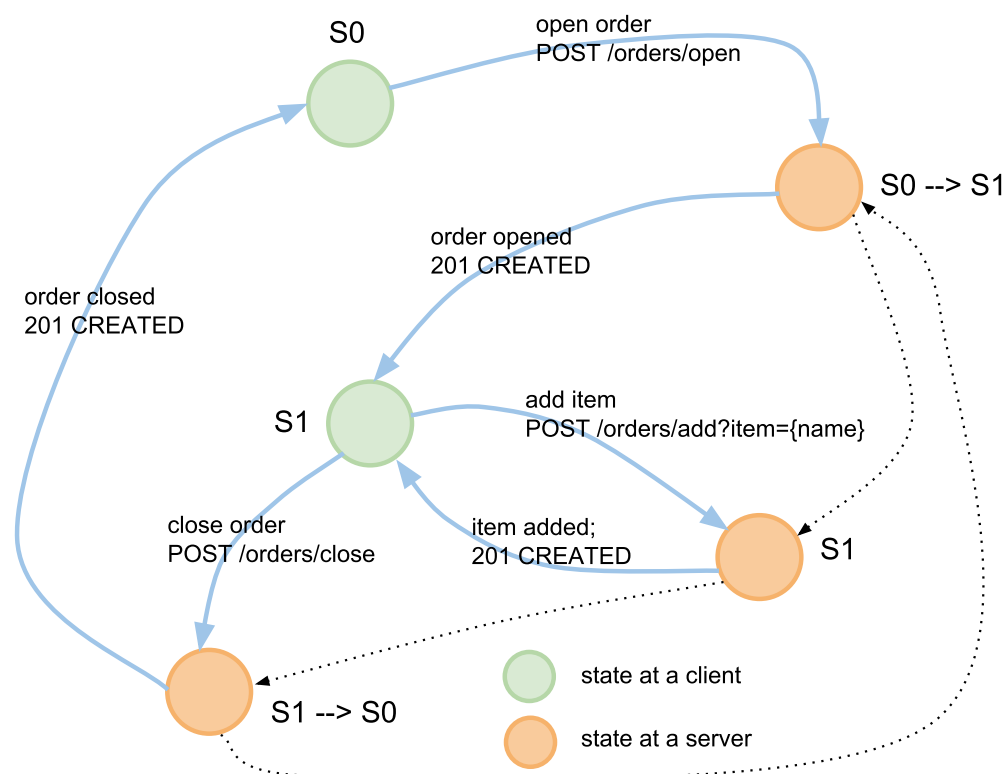
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# HATEOAS

- HATEOAS = Hypertext as the Engine for Application State
  - *The REST core principle*
  - ***Hypertext***
    - *Hypertext is a representation of a resource with **links***
    - *A link is an URI of a resource*
    - *Applying an access to a resource via its link = state transition*
- Statelessness
  - *A service does not use a memory to remember a state*
  - *HATEOAS enables stateless implementation of services*

# Stateful server

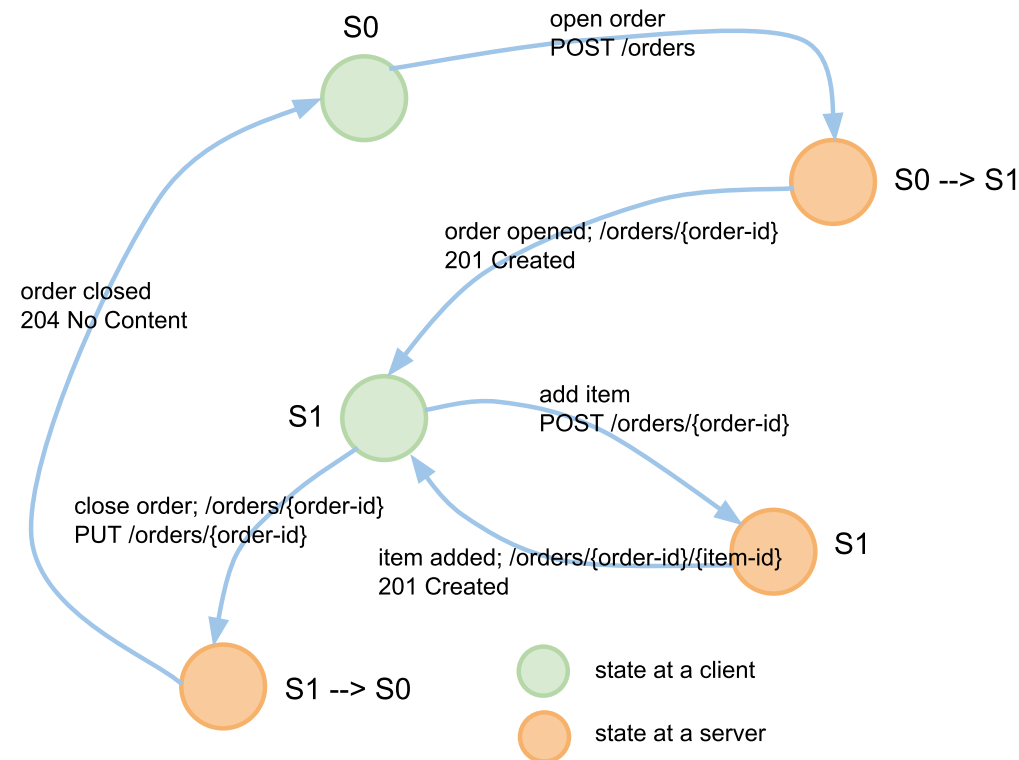
- Sessions to store the application state
  - Recall HTTP state management in MDW
  - The app uses a server memory to remember the state
  - When the server restarts, the app state is lost





# Stateless server

- HTTP and hypermedia to transfer the app state
  - *Does not use a server memory to remember the app state*
  - *State transferred between a client and a service via HTTP metadata and resources' representations*

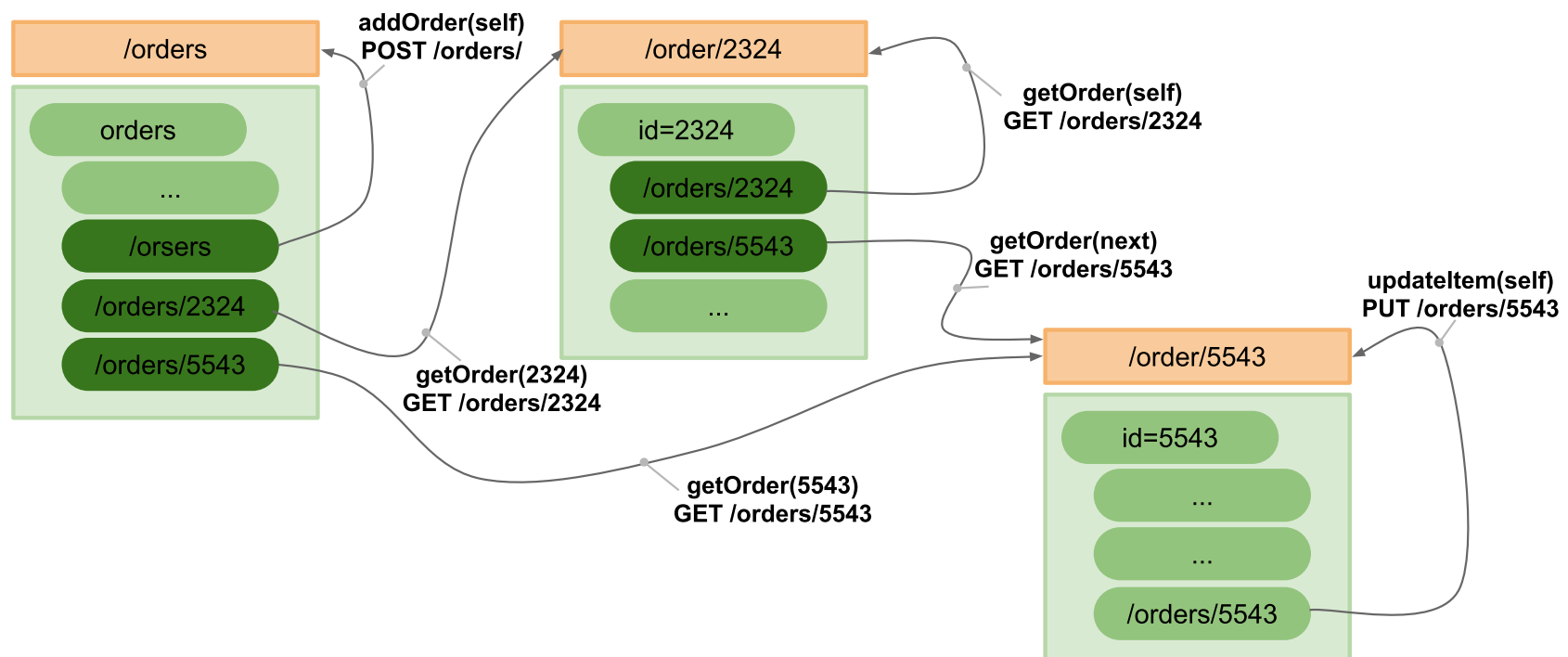


# Persistent Storage and Session Memory

- Persistent Storage
  - *Contains the app data*
  - *Data is serialized into resource representation formats*
  - *All sessions may access the data via resource IDs*
- Session Memory
  - *Server memory that contains a state of the app*
  - *A session may only access its session memory*
  - *Access through cookies*
  - *Note*
    - *A session memory may be implemented via a persistent storage (such as in Google AppEngine)*

# Link

- Service operation
  - Applying an access to a link (*GET, PUT, POST, DELETE*)
  - Link: *HTTP method + resource URI + optional link semantics*
- Example: **getOrder**, **addOrder**, and **updateItem**



# Atom Links

- Atom Syndication Format
  - *XML-based document format; Atom feeds*
  - *Atom links becoming popular for RESTful applications*

```
1 | <order a:xmlns="http://www.w3.org/2005/Atom" xmlns="...">
2 |   <a:link
3 |     rel="next"
4 |     href="http://company.com/orders/5543"
5 |     type="application/xml"/>
6 |   <customer>Tomas</customer>
7 |   <items>...</items>
8 | </order>
```

- *Link structure*
  - rel** – *name of the link*  
~ *semantics of an operation behind the link*
  - href** – *URI to the resource described by the link*
  - type** – *media type of the resource the link points to*

# Link Semantics

- Standard **rel** values
  - *Navigation: next, previous, self*
  - *Does not reflect a HTTP method you can use*
- Extension **rel** values
  - *You can use **rel** to indicate a semantics of an operation*
  - *Example: add item, delete order, update order, etc.*
  - *A client associates this semantics with an operation it may apply at a particular state*
  - *The semantics should be defined by using an URI*

```
1 <order a:xmlns="http://www.w3.org/2005/Atom" xmlns="...">
2   <id>2324</id>
3   <a:link rel="http://company.com/op/addItem"
4     href="http://company.com/orders/2324"/>
5   <a:link rel="http://company.com/op/deleteOrder"
6     href="http://company.com/orders/2324"/>
7 </order>
```

# Link Headers

- An alternative to Atom links in resource representations
  - *links defined in HTTP Link header, Web Linking IETF spec* [🔗](#)
  - *They have the same semantics as Atom Links*
  - *Example:*

```
> HEAD /orders HTTP/1.1
```

```
< Content-Type: application/xml
```

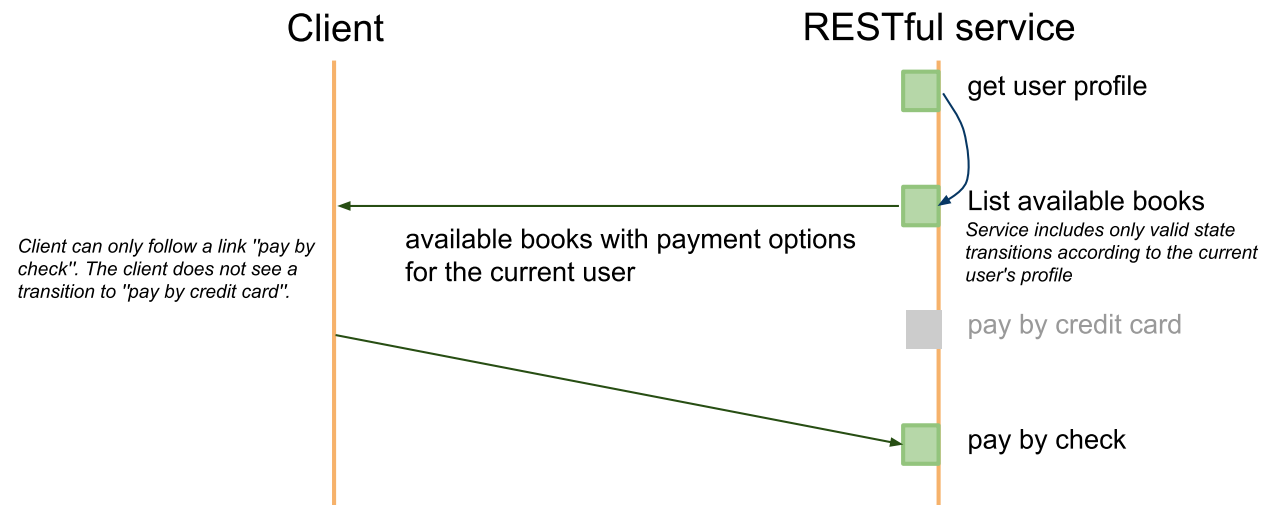
```
< Link: <http://company.com/orders/?page=2&size=10>; rel="next"
```

```
< Link: <http://company.com/orders/?page=10&size=10>; rel="last"
```

- Advantages
  - *no need to get the entire document*
  - *no need to parse the document to retrieve links*
  - *use HTTP HEAD only*

# Preconditions and HATEOAS

- Preconditions in HATEOAS
  - *Service in a current state generates only valid transitions that it includes in the representation of the resource.*
  - *Transition logic is realized at the server-side*



# Advantages

- Location transparency
  - *only "entry-level" links published to the World*
  - *other links within documents can change without changing client's logic*
  - *Hypertext represents the current user's view, i.e. rights or other context*
- Loose coupling
  - *no need for a logic to construct the links*
  - *Clients know to which states they can move via links*
- Statelessness and Cloud
  - *Better implementation of scalability*