

# Middleware Architectures 1

## Lecture 2: Service Oriented Architecture

**doc. Ing. Tomáš Vitvar, Ph.D.**

tomas@vitvar.com • @TomasVitvar • <http://vitvar.com>



Czech Technical University in Prague

Faculty of Information Technologies • Software and Web Engineering • <http://vitvar.com/courses/mdw>



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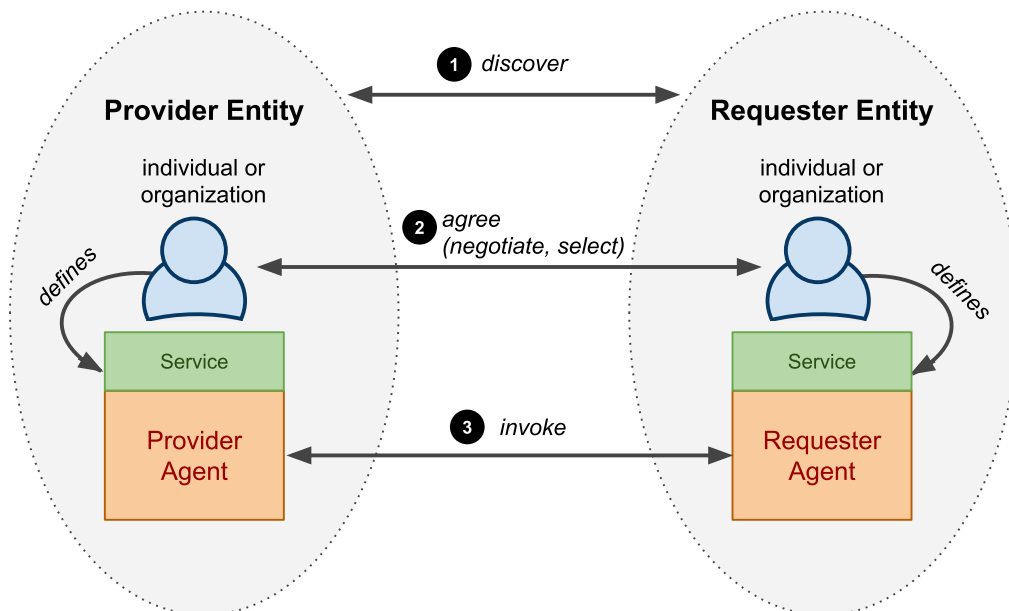
## Overview

- **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*

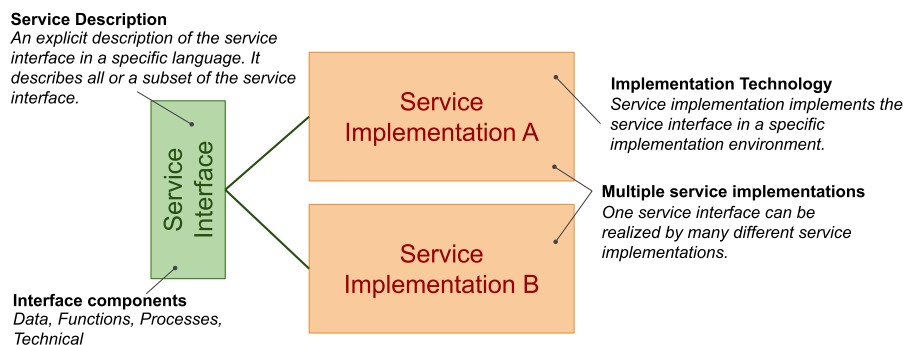
## Interaction of Entities



# 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



- 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.



# 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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## 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.*

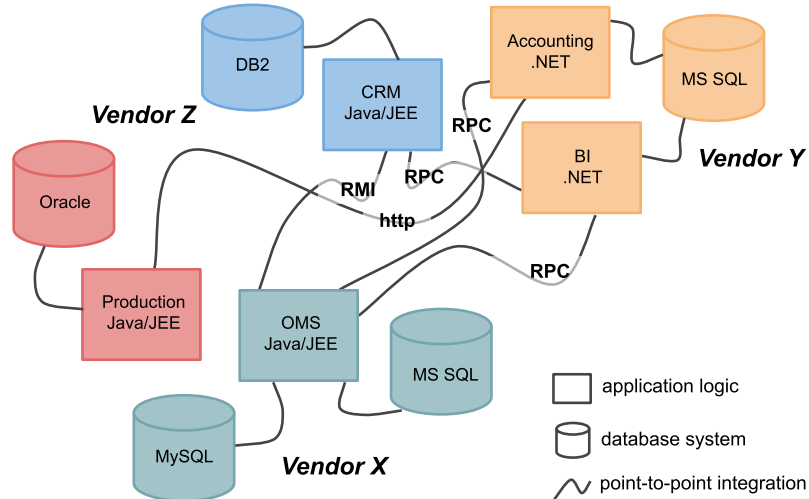
## Service Oriented Architecture



- SOA 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.



# Integration Approaches Overview



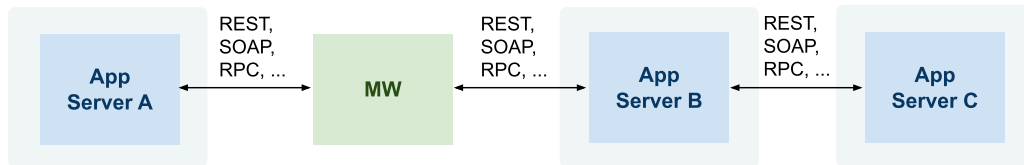
## Data-oriented Integration



- 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

- 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**

## Overview

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

## 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*
  - *Session pooling*
  - *Message enrichment*

## Service Types

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



## 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>
```
  - Operations: 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*
- Example
  - *Order processing*
    - *Get customer information from the CRM system*
    - *Add line items to OMS*
    - *Close order*

## Overview

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  - *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
  - Message enrichment

## Message Broker

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



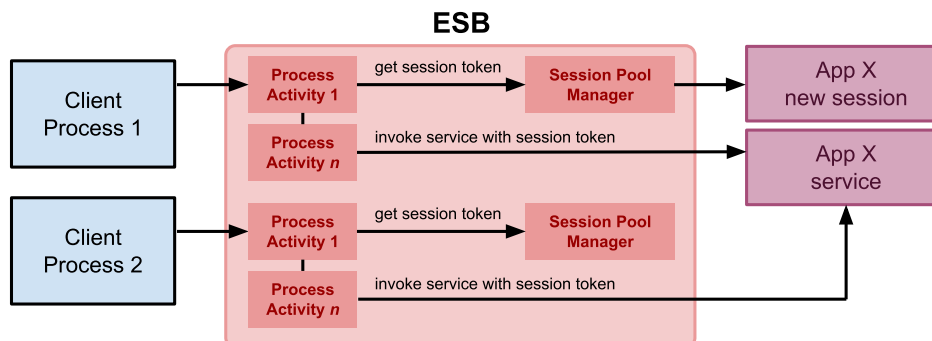
## Location Transparency

- 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



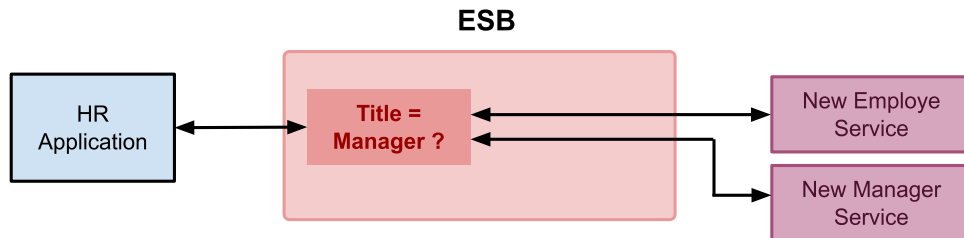
## Session Pooling

- 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



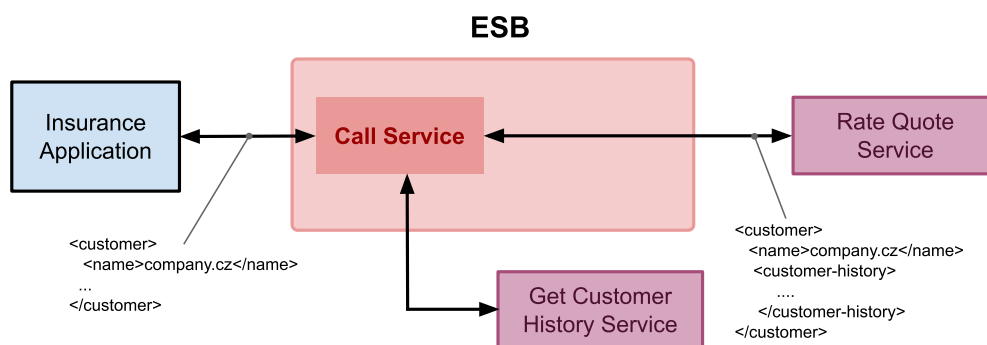
## Dynamic Routing

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



## Message Enrichment

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





## 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 an 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 mapping 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

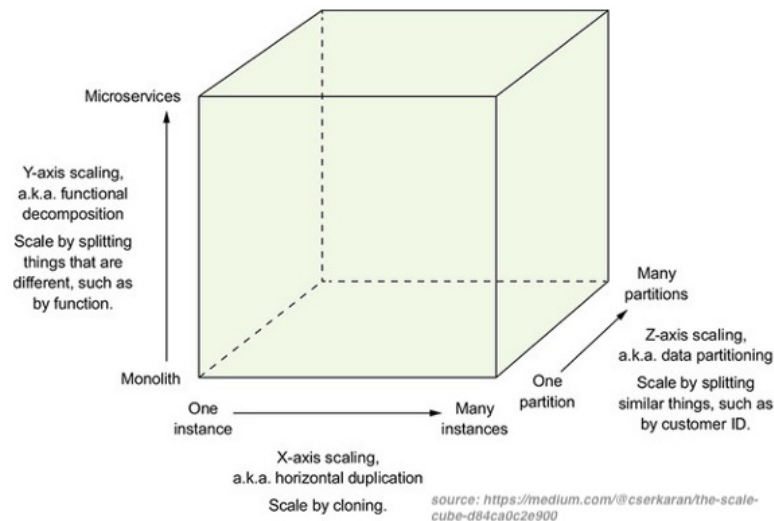


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# The Scale Cube

- 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*



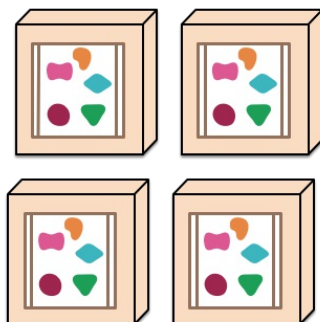
## Overview

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

A monolithic application puts all its functionality into a single process...



... and scales by replicating the monolith on multiple servers



A microservices architecture puts each element of functionality into a separate service...



... and scales by distributing these services across servers, replicating as needed.



## 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.*
- Implemented using different technologies
  - *polyglot – programming languages, databases*
- Owned by a small team