

Middleware and Web Services

Lecture 2: Service Architecture

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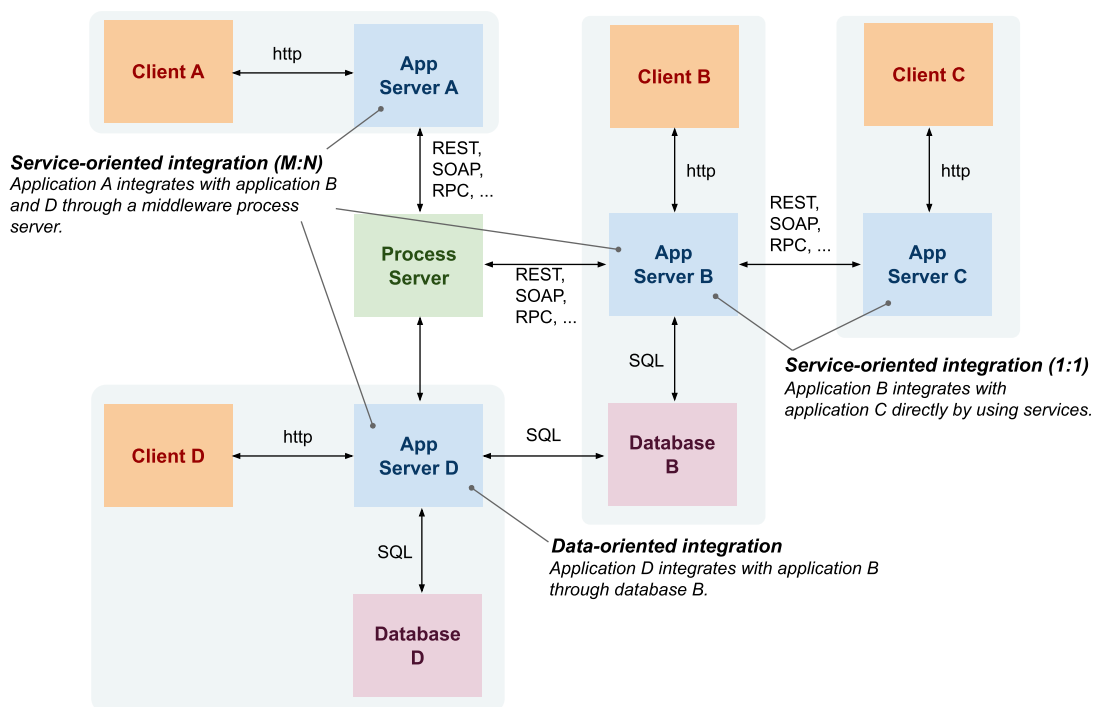
Overview

- Integrating Applications
- Service Definition
- Service Communication

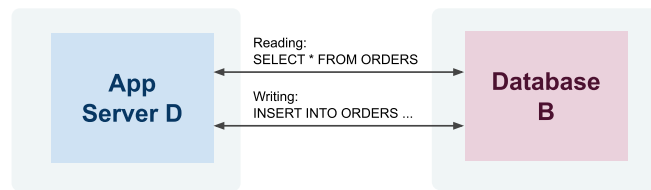
Integration and Interoperability

- **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

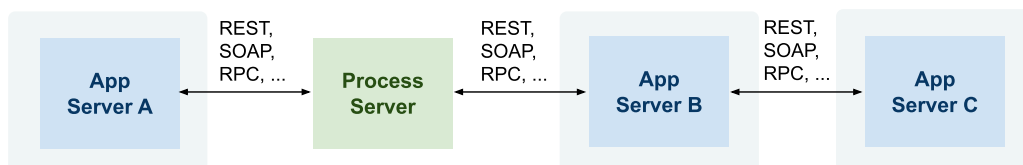


Data-oriented Integration



- 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

- 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

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

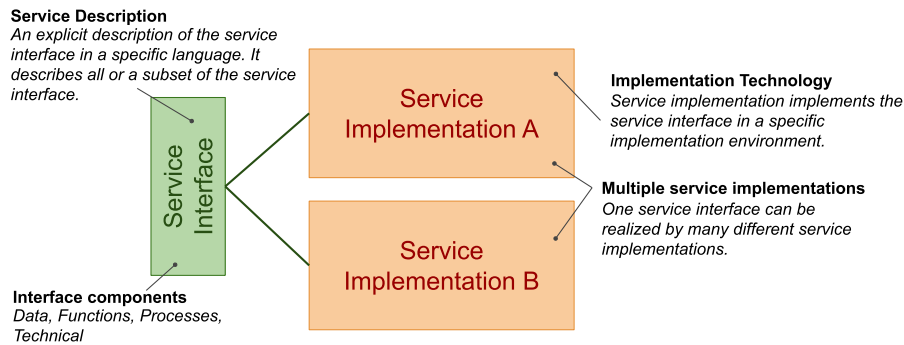
Web Service Architecture

- 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



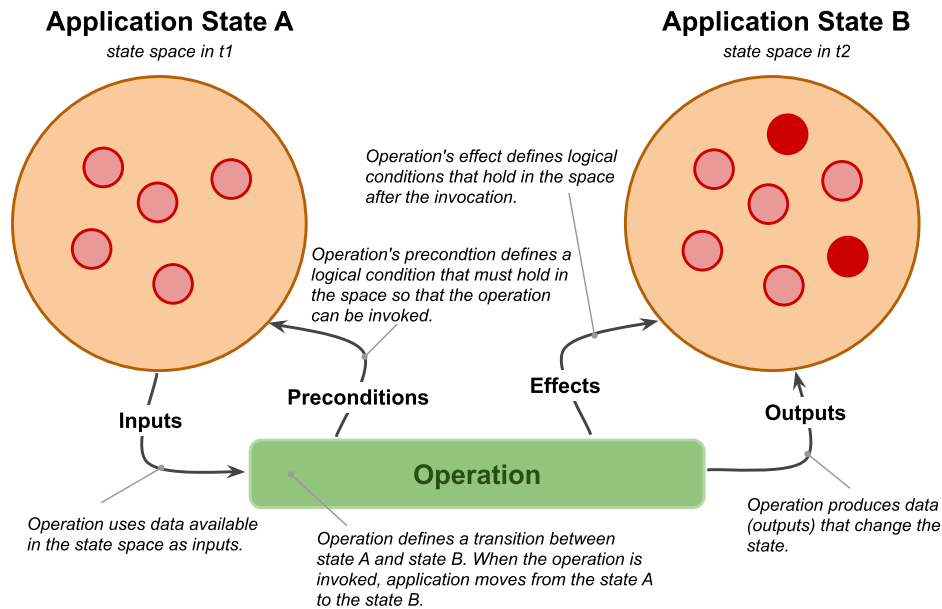
- Terminology clarification
 - *service ~ service interface + service implementation*
 - *WSDL service ~ service description in WSDL language*
 - *SOAP service ~ a service interface is possible to access through SOAP protocol; there is a WSDL description usually available too.*
 - *REST/RESTful service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

Service Interface

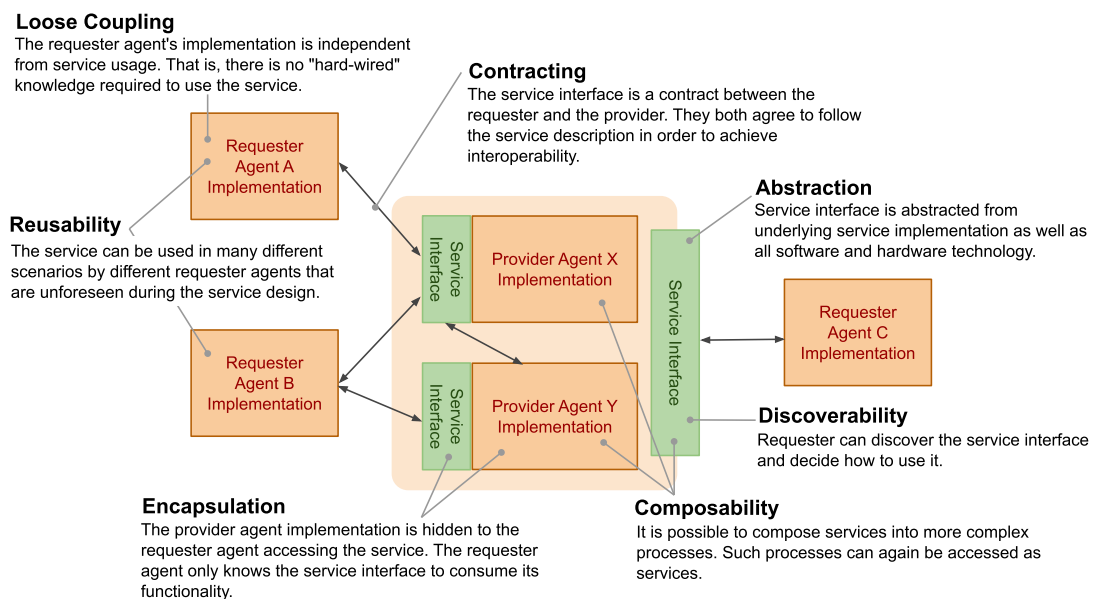
- Service interface components
 - *Data*
 - *Data model definition used by the service*
 - *for example, input and output messages, representation of resources*
 - *Functions*
 - *operations and input and output data used by operations*
 - *Process*
 - *public process: how to consume the service's functionality*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

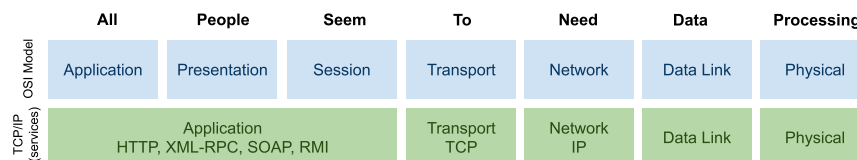


Overview

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

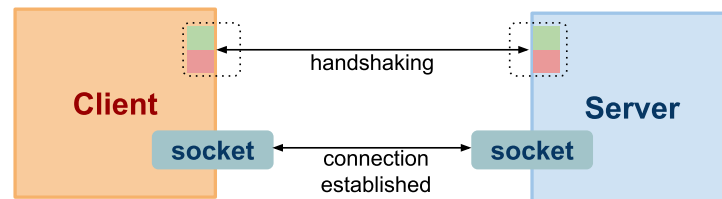
Application Protocols

- Remember this



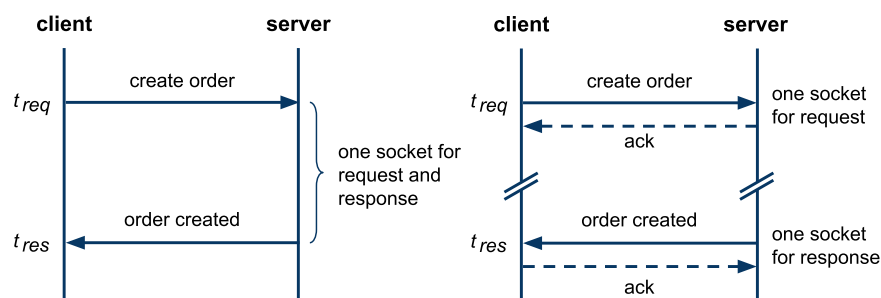
- App protocols mostly on top of the TCP Layer
 - use *TCP socket* for communication
- Major protocols
 - *HTTP* – most of the app protocols layered on *HTTP*
 - wide spread, but: implementors often break *HTTP* semantics
 - *RMI* – Remote Method Invocation
 - Java-specific, rather interface
 - may use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

Socket



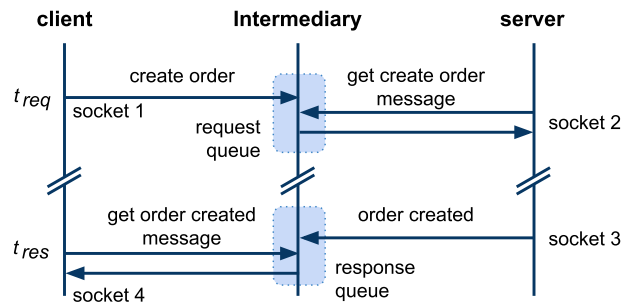
- Handshaking (connection establishment)
 - The server listens at `[dst_ip, dsp_port]`
 - Three-way handshake:
 - the client at `[src_ip, src_port]` sends a connection request
 - the server responds
 - the client acknowledges the response, can send data along
 - Result is a socket (virtual communication 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



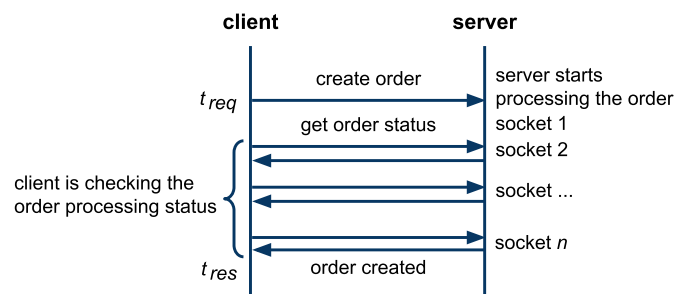
- Synchronous
 - one socket, $|t_{req} - t_{res}|$ is small
 - easy to implement and deploy, only standard firewall config
 - only the server defines endpoint
- Asynchronous
 - request, response each has socket, client and server define endpoints
 - $|t_{req} - t_{res}|$ can be large (hours, even days)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

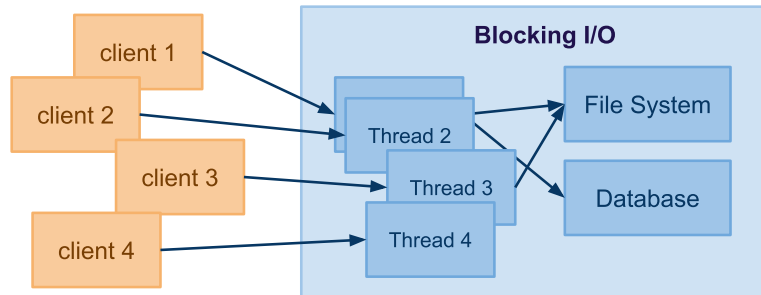
Asynchronous via Polling



- **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)

Blocking I/O Model

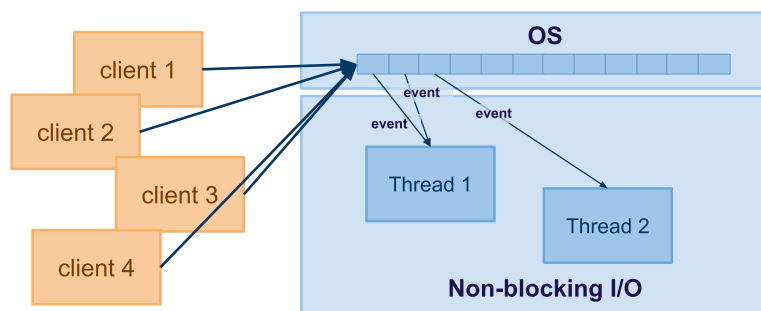
- The server creates a thread for every connection
 - For example, 1K connections = 1K threads, big overhead



- Characteristics
 - the thread is reserved for the connection
 - When processing of the request requires other interactions with DB/FS or network communication is slow
 - scales very bad as the thread's execution is "blocked"

Non-Blocking I/O Model

- Connections maintained by the OS, not the Web app
 - The Web app registers events, OS triggers events when occur



- Characteristics
 - Event examples: new connection, read, write, closed
 - The app may create working threads and controls their number
 - less number of working threads as opposed to blocking I/O
 - On the outbound calls, there can still be blocking I/O
 - this depends on the implementation framework