Middleware and Web Services

Lecture 4: Advanced Service Concepts and Technologies

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Overview

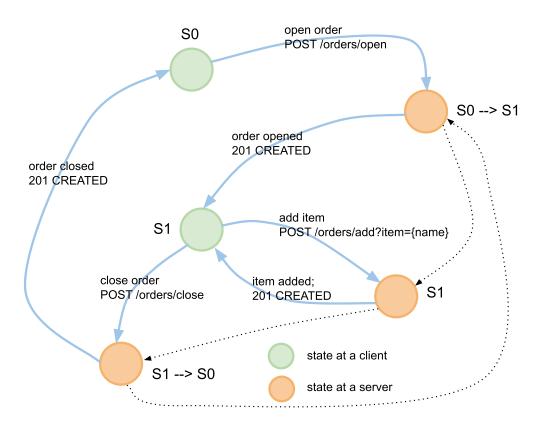
- HATEOAS
- Caching, Revalidation, Concurrency Control
- Richardson Maturiy Model
- SOAP and WSDL

HATEOAS

- HATEOAS = Hypertext as the Engine for Application State
 - The REST core principle
 - Hypertext
 - → Hypertext is a representation of a resource state with links
 - \rightarrow A link is an URI of a resource
 - → Applying an access (PUT, POST, DELETE) to a resource via its link = state transition
- Statelessness
 - A service does not use a session memory to remember a state
 - HATEOAS enables stateless implementation of services

Stateful server

- Sessions to store the application state
 - The app uses a server memory to remember the state
 - When the server restarts, the app state is lost

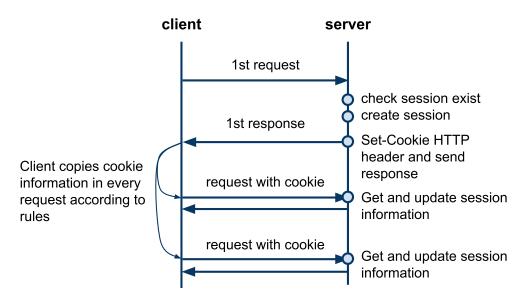


State Management

- HTTP is a stateless protocol original design
 - No information to relate multiple interactions at server-side
 - \rightarrow Except Authorization header is copied in every request
 - → IP addresses do not work, one public IP can be shared by multiple clients
- Solutions to check for a valid state at server-side
 - Cookies obvious and the most common workaround
 - → RFC 2109 HTTP State Management Mechanism 🛂
 - → Allow clients and servers to talk in a context called **sessions**
 - Hypertext original HTTP design principle
 - → App states represented by resources (hypermedia), links define transitions between states
 - → Adopted by the REST principle **statelessness**

Interaction with Cookies

- Request-response interaction with cookies
 - Session is a logical channel maintained by the server



Communication in a session; server identifies the session through the information in the cookies.

- Stateful Server
 - Server remembers the session information in a server memory
 - Server memory is a non-persistent storage, when server restarts the memory content is lost!

Set-Cookie and Cookie Headers

• Set-Cookie response header

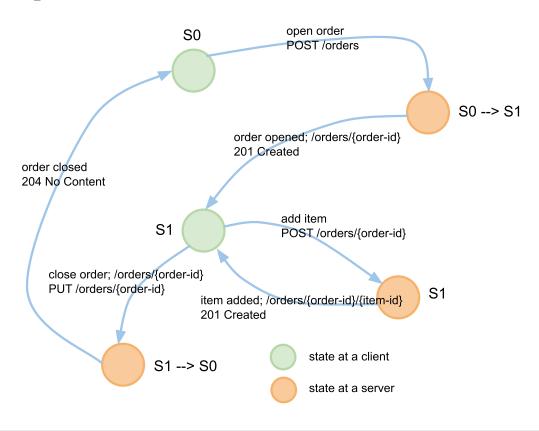
- − domain − a domain for which the cookie is applied
- Max-Age number of seconds the cookie is valid
- **− Path** − *URL path for which the cookie is applied*
- Cookie request header. A client sends the cookie in a request if:
 - domain matches the origin server's fully-qualified host name
 - path matches a prefix of the request-URI
 - Max-Age has not expired

```
cookie = "Cookie:" cookie-value (";" cookie-value)*
cookie-value = NAME "=" VALUE [";" path] [";" domain]
path = "$Path" "=" value
domain = "$Domain" "=" value
```

— domain, and path are values from corresponding attributes of the Set-Cookie header

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

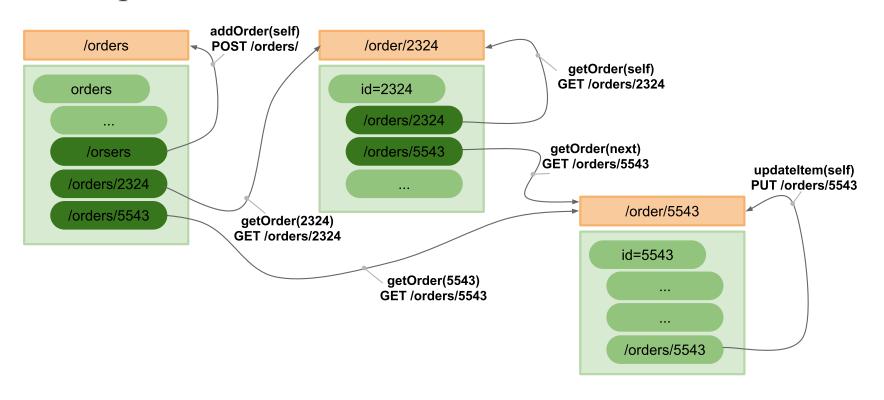
- Contains the app data
- Data is serialized into resource representation formats
- All sessions may access the data via resource IDs

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

- 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

Link Headers

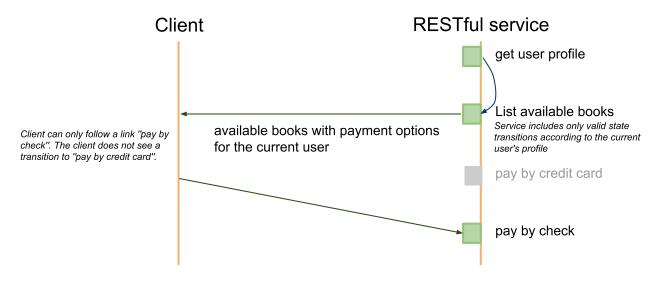
- An alternative to Atom links in resource representations
 - links defined in HTTP Link header, Web Linking IETF spec 🛂
 - They have the same semantics as Atom Links
 - Example:
 - > HEAD /orders HTTP/1.1
 - < Content-Type: application/xml
 - < Link: http://company.com/orders/?page=2&size=10>; rel="next"
 - < 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

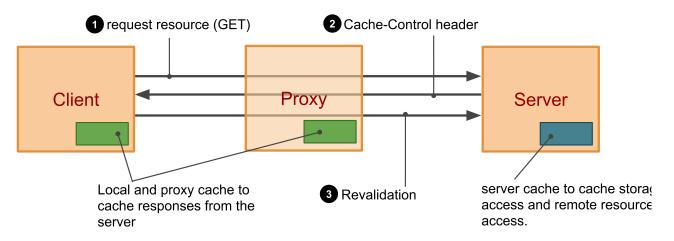
Overview

- HATEOAS
- Caching, Revalidation, Concurrency Control
- Richardson Maturiy Model
- SOAP and WSDL

Scalability

- Need for scalability
 - Huge amount of requests on the Web every day
 - Huge amount of data downloaded
- Some examples
 - Google, Facebook: 5 billion API calls/day
 - Twitter: 3 billions of API calls/day (75% of all the traffic)
 - \rightarrow 50 million tweets a day
 - eBay: 8 billion API calls/month
 - Bing: 3 billion API calls/month
 - Amazon WS: over 100 billion objects stored in S3
- Scalability in REST
 - Caching and revalidation
 - Concurrency control

Caching



• Your service should cache:

- anytime there is a static resource
- even there is a dynamic resource
 - → with chances it updates often
 - → you can force clients to always revalidate

• three steps:

- client GETs the resource representation
- server controls how it should cache through Cache-Control header
- client revalidates the content via conditional GET

Cache Headers

- Cache-Control response header
 - controls over local and proxy caches
 - private no proxy should cache, only clients can
 - public any intermediary can cache (proxies and clients)
 - no-cache the response should not be cached. If it is cached, the content should always be revalidated.
 - no-store − must not store persistently (this turns off caching)
 - no-transform no transformation of cached data; e.g. compressions
 - max-age, s-maxage a time in seconds how long the cache is valid; smaxage for proxies
- Last-Modified and ETag response headers
 - Content last modified date and a content entity tag
- If-Modified-Since and If-None-Match request headers
 - Content revalidation (conditional GET)

Example Date Revalidation

• Cache control example:

```
> GET /orders HTTP/1.1
> ...
< HTTP/1.1 200 OK
< Content-Type: application/xml
< Cache-Control: private, max-age=200
< Last-Modified: Sun, 7 Nov 2011, 09:40 CET
< ...data...</pre>
```

- only client can cache, the cache is valid for 200 seconds.
- Revalidation (conditional GET) example:
 - A client revalidates the cache after 200 seconds.

```
> GET /orders HTTP/1.1
> If-Modified-Since: Sun, 7 Nov 2011, 09:40 CET
< HTTP/1.1 304 Not Modified
< Cache-Control: private, max-age=200
< Last-Modified: Sun, 7 Nov 2011, 09:40 CET</pre>
```

Entity Tags

- Signature of the response body
 - A hash such as MD5
 - A sequence number that changes with any modification of the content
- Types of tag
 - Strong ETag: reflects the content bit by bit
 - Weak ETag: reflects the content "semantically"
 - \rightarrow The app defines the meaning of its weak tags
- Example content revalidation with ETag

```
< HTTP/1.1 200 OK
```

- < Cache-Control: private, max-age=200</pre>
- < Last-Modified: Sun, 7 Nov 2011, 09:40 CET
- < ETag: "4354a5f6423b43a54d"
- > GET /orders HTTP/1.1
- > If-None-Match: "4354a5f6423b43a54d"
- < HTTP/1.1 304 Not Modified
- < Cache-Control: private, max-age=200
- < Last-Modified: Sun, 7 Nov 2011, 09:40 CET
- < ETag: "4354a5f6423b43a54d"

Design Suggestions

- Composed resources use weak ETags
 - For example /orders
 - → a composed resource that contains a summary information
 - → changes to an order's items will not change semantics of /orders
 - It is usually not possible to perform updates on these resources
- Non-composed resources use strong ETags
 - For example /orders/{order-id}
 - They can be updated
- Further notes
 - Server should send both Last-Modified and ETag headers
 - If client sends both If-Modified-Since and If-None-Match, ETag validation takes preference

Weak ETag Example

• App specific, /orders resource example

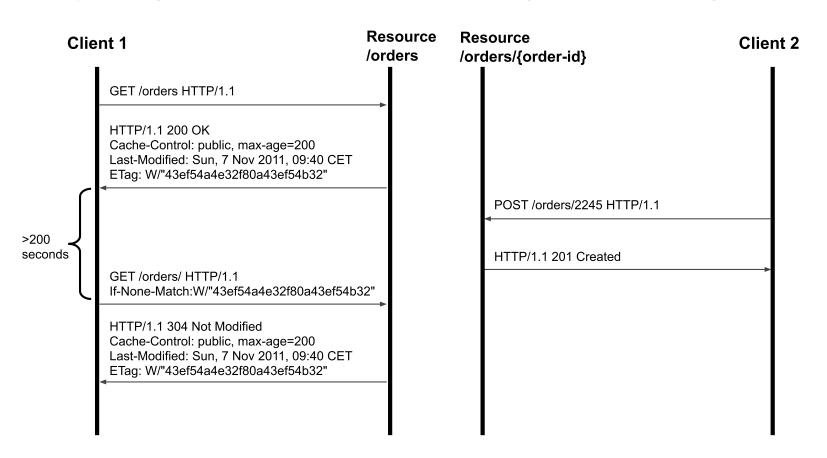
- Weak ETag compute function example
 - Any modification to an order's items is not significant for /orders:

```
var crypto = require("crypto");

function computeWeakETag(orders) {
   var content = "";
   for (var i = 0; i < orders.length; i++)
        content += orders[i].id + orders[i].customer + orders[i].descr;
   return crypto.createHash('md5').update(content).digest("hex");
}</pre>
```

Weak ETag Revalidation

- Updating /orders resource
 - POST /orders/{order-id} inserts a new item to an order
 - Any changes to orders' items will not change the Weak ETag



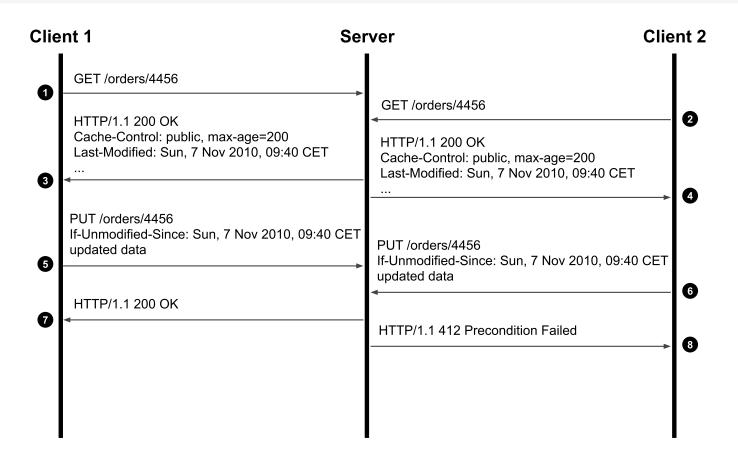
Concurrency

- Two clients may update the same resource
 - 1) a client GETs a resource GET /orders/5545
 - 2) the client modifies the resource
 - 3) the client updates the resource via PUT /orders/5545 HTTP/1.1

What happens if another client updates the resource between 1) and 3)?

- Concurrency control
 - Conditional PUT
 - → Update the resource only if it has not changed since a specified date or a specified ETag matches the resource content
 - If-Unmodified-Since and If-Match headers
 - Response to conditional PUT:
 - ightarrow 200 OK if the PUT was successful
 - \rightarrow 412 Precondition Failed if the resource was updated in the meantime.

Concurrency Control Protocol

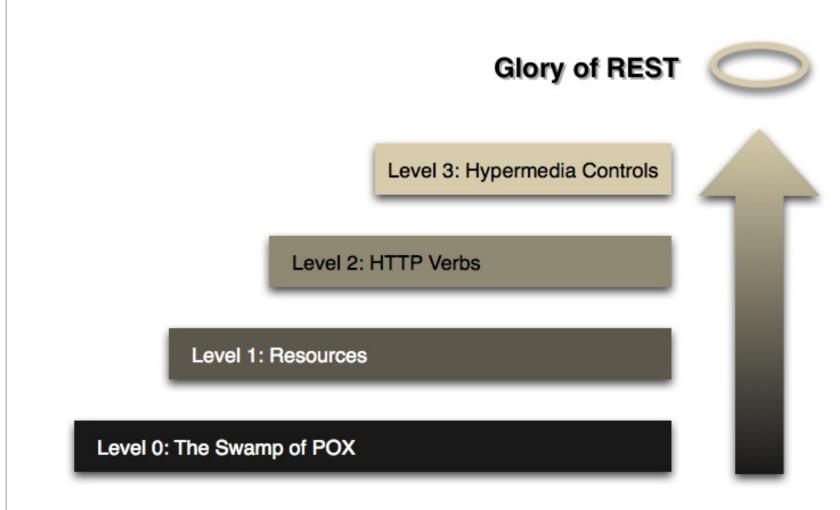


- Conditional PUT and ETags
 - Conditional PUT must always use strong entity tags or date validation

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Steps towards REST



See Richardson Maturiy Model

details.

Levels

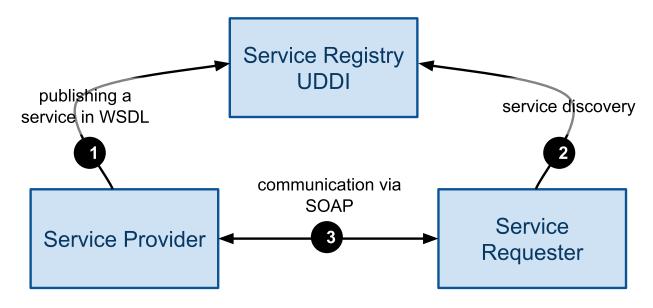
- LEVEL 0 POX (Plain Old XML)
 - HTTP as a tunneling mechanism
 - URL defines a service endpoint
 - No Web principles
- LEVEL 1 Resources
 - Take advantages of resources and URIs
- LEVEL 2 HTTP Verbs
 - Use HTTP methods and respect their semantics
- LEVEL 3 Hypermedia Controls
 - HATEOAS

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 - Introduction to SOAP
 - WSDL
 - WS-Addressing

Web Service Architecture

• WSDL, SOAP and UDDI



- Realization of SOA
- Message-Oriented view
 - → SOAP messaging (header, body)
 - → types of messages input, output, fault

SOAP Protocol

• SOAP defines a messaging framework

SOAP Protocol Stack

SOAP HTTP/S SMTP FTP JMS ... TCP/IP envelope Header Body

SOAP Message

app-specific information,

on the message path

data such as operation,

input data values, etc.

targeted for various nodes

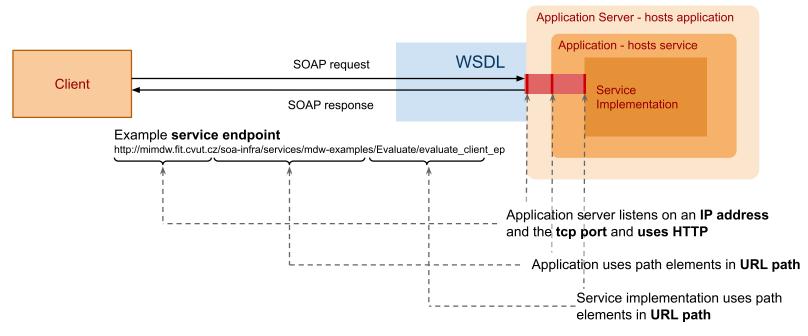
- XML-based protocol
- a layer over transport protocols
 - → binding to HTTP, SMTP, JMS, ...
- involves multiple nodes (message path)
 - → sender, receiver, intermediary

SOAP Message

- Envelope
 - A container of a message
- Header
 - Metadata describe a message, organized in header blocks
 - → routing information
 - → security measures implemented in the message
 - → reliability rules related to delivery of the message
 - → context and transaction management
 - → correlation information (request and response message relation)
 - WS extensions (WS-*) utilize the message header
- Body (payload)
 - Actual contents of the message, XML formatted
 - Contains also faults for exception handling
- Attachment
 - Data that cannot be serialized into XML such as binary data

Endpoint

• SOAP service endpoint definition



- − Endpoint − a network address used for communication
- Communication request-response, SOAP messages over a communication (application) protocol
- Synchronous communication only service defines endpoint
- Asynchronous communication service and client define endpoints

Service Invocation Example (1)

- Example service implementation
 - A service that evaluates an expression
 - Uses SOAP over HTTP
 - → We can use standard HTTP tools to invoke the service
- SOAP request message

```
evaluate-input.xml
```

• Invoking the service using curl

```
curl -s -X POST --header "Content-Type: text/xml;charset=UTF-8" \
--header "SOAPAction: \"evaluate\"" --data @evaluate-input.xml \
http://mimdw.fit.cvut.cz/soa-infra/services/mdw-examples/Evaluate/evaluate_client_
```

Service Invocation Example (2)

• Invocation result

```
* About to connect() to mimdw.fit.cvut.cz port 80 (#0)
         Trying 147.32.233.55... connected
     * Connected to sb.vitvar.com (147.32.233.55) port 80 (#0)
     > POST /soa-infra/services/mdw-examples/Evaluate/evaluate client ep HTTP/1.1
     > User-Agent: curl/7.19.7 (x86 64-redhat-linux-gnu) libcurl/7.19.7 NSS/3.14.0.0 zl
     > Host: mimdw.fit.cvut.cz
     > Accept: */*
     > Content-Type: text/xml;charset=UTF-8
     > SOAPAction: "evaluate"
     > Content-Length: 302
10
11
     >
12
     } [data not shown]
13
     < HTTP/1.1 200 OK
14
     < Date: Sun, 17 Nov 2013 11:24:59 GMT
15
     < Server: Oracle-Application-Server-11g</pre>
     < Content-Length: 569
16
17
     < X-ORACLE-DMS-ECID: 004upqiWhdD0zkWVLybQ8A0005uX0004Y^</p>
     < SOAPAction: ""
18
     < X-Powered-By: Servlet/2.5 JSP/2.1
19
20
     < Content-Type: text/xml; charset=UTF-8</pre>
     < Content-Language: en
```

Service Invocation Example (3)

• SOAP response message

```
<?xml version="1.0"?>
     <env:Envelope xmlns:env="http://schemas.xmlsoap.org/soap/envelope/"</pre>
         xmlns:wsa="http://www.w3.org/2005/08/addressing">
       <env:Header>
4
         <wsa:MessageID>urn:E42018C04F7A11E3BFD5D1953058407C/wsa:MessageID>
       </env:Header>
       <env:Body>
         <evaluateResponse
             xmlns="http://xmlns.oracle.com/mdw examples/Evaluate/evaluate">
9
           <result>30</result>
10
         </evaluateResponse>
11
12
       </env:Body>
     </env:Envelope>
13
```

Client Implementation

- WSDL Web Service Description Language
 - definitions for the client to know how to communicate with the service
 - → which operations it can use
 - → data formats for input (request), output (response) and fault messages
 - → how to serialize the data as payloads of a communication protocol (binding)
 - → where the service is physically present on the network
- Clients' environments
 - Clients implemented in a language such as Java
 - → Tools to generate service API for the client, e.g. WSDL2Java
 - → Can be written manually too, e.g. our example in bash
 - Clients reside on the middleware, e.g. on an Enterprise Service Bus
 - → They provide added values in end-to-end communication, proxy services, SOAP intermediaries

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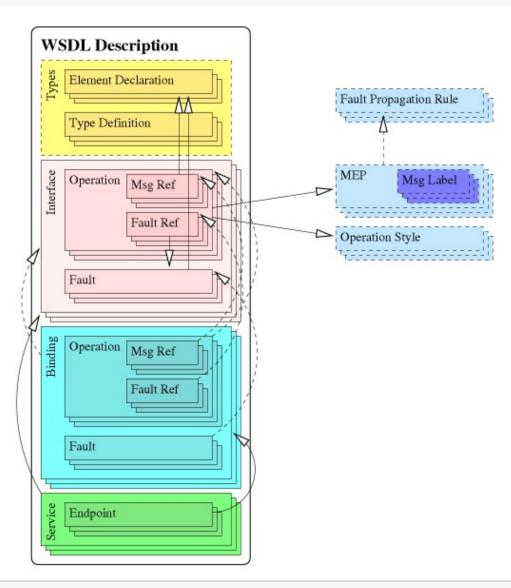
Specifications

- WSDL = Web Service Description Language
 - A standard that allows to describe Web services explicitly (main aspects)
 - A contract between a requester and a provider
- Specifications
 - − WSDL 1.1 − still widely used
 - → Web Service Description Language 1.1 🗗
 - WSDL 2.0 An attempt to address several issues with WSDL 1.1
 - \rightarrow SOAP vs. REST, naming, exrpessivity
 - \rightarrow WSDL 2.0 Primer (part 0) \triangleleft
 - → WSDL 2.0 Core Language (part 1) &

WSDL Overview and WSDL 1.1 Syntax

- Components of WSDL
 - Information model (types)
 - → Element types, message declarations (XML Schema)
 - Set of operations (portType)
 - \rightarrow A set of operations is "interface" in the WSDL terminology
 - → operation name, input, output, fault
 - Binding (binding)
 - → How messages are transfered over the network using a concrete transport protocol
 - \rightarrow Transport protocols: HTTP, SMTP, FTP, JMS, ...
 - Endpoint (service)
 - → Where the service is physically present on the network
- Types of WSDL documents
 - Abstract WSDL only information model and a set of operations
 - Concrete WSDL everything, a concrete service available in the environment

WSDL Components and Dependencies



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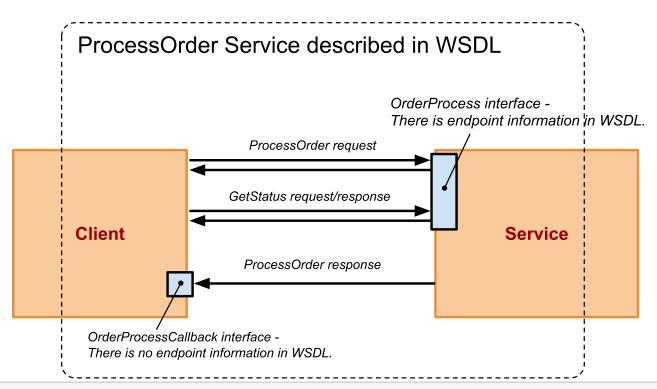
- WS-Addressing
 - W3C Recommendation, May 2006 ₺
 - A transport-independent mechanisms for web services to communicate addressing information
 - WSDL describes WS-Addressing as a policy attached to a WSDL binding

• Two main purposes

- 1. Asynchronous communication
 - Client sends an endpoint where the server should send a response asynchronously
- 2. Relating interactions to a conversation
 - Client and service communicate conversation ID

Order Processing Example

- Asynchronous communication via callback, steps:
 - Client submits an order request
 - Service starts processing of the order (CRM, OMS, back-office)
 - Client can retrieve the order status
 - Service responds asynchronously with an order response message



Interface Example (1)

- Order process complex conversation
 - 1. The client invokes process0rder.
 - 2. The service responses back synchronously with order status.
 - 3. The client gets the status of order processing by invoking synchronous getStatus operation (this can be invoked serveral times).
 - 4. The service responses back **asynchronously** by invoking processOrderResponse callback on client's interface
- Interface implemented by the order process service
 - getStatus operation must be executed in the same conversation as processOrder operation

Interface Example (2)

• Interface implemented by the client

ProcessOrder Request Message

- Client sends process order request processOrder
 - it sends addressing information where the client listens for the callback
 - it sends conversation ID (message ID) to start the conversation on the server

```
> POST /soa-infra/services/mdw-examples/ProcessOrder/orderprocess client ep HTTP/1.1
    > Host: mimdw.fit.cvut.cz
    > Content-Type: text/xml;charset=UTF-8
    > SOAPAction: "processOrder"
    > Content-Length: 810
    <soap:Envelope xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/"</pre>
         xmlns:ord="http://mimdw.fit.cvut.cz/mdw-examples/cdm/order">
          <soap:Header xmlns:wsa='http://www.w3.org/2005/08/addressing'>
             <wsa:ReplyTo>
11
                 <wsa:Address>http://192.168.94.110:2233/path/to/service</wsa:Address>
12
             </wsa:ReplyTo>
13
             <wsa:MessageID>urn:AXYYBA00531111E3BFACA780A7E5AF64/wsa:MessageID>
          </soap:Header>
14
15
          <soap:Body>
             <ord:Order>
16
                 <ord:CustomerId>1</ord:CustomerId>
17
18
                 <ord:LineItems>
                     <ord:item>
19
20
                         <ord:label>Apple MacBook Pro</ord:label>
                         <ord:action>ADD</ord:action>
21
22
                     </ord:item>
                 </ord:LineItems>
23
             </ord:Order>
24
25
         </soap:Body>
26
    </soap:Envelope>
```

GetStatus Request Message

- Client sends get status request getStatus
 - after it invokes process0rder with conversation ID (message ID)
 - it uses the same conversation ID for get status request too
 - → the request will be processessed by the running service instance

```
> POST /soa-infra/services/mdw-examples/ProcessOrder/orderprocess client ep HTTP/1.1
    > Host: mimdw.fit.cvut.cz
    > Content-Type: text/xml;charset=UTF-8
    > SOAPAction: "getStatus"
    > Content-Length: 472
    <soap:Envelope xmlns:soap="http://schemas.xmlsoap.org/soap/envelope/">
        <soap:Header xmlns:wsa="http://www.w3.org/2005/08/addressing">
            <wsa:RelatesTo>urn:AXYYBA00531111E3BFACA780A7E5AF64/wsa:RelatesTo>
        </soap:Header>
10
        <soap:Body>
11
            <ns1:StatusRequest
12
                xmlns:ns1="http://mimdw.fit.cvut.cz/mdw_examples/ProcessOrder/OrderProcess
13
                 <ns1:process-id>18a9baec2d5ac0a2:64d155de:1425c4185f1:-7ff2/ns1:process-i
14
15
            </ns1:StatusRequest>
        </soap:Body>
16
    </soap:Envelope>
17
```