

Web services

ES 2016/2017

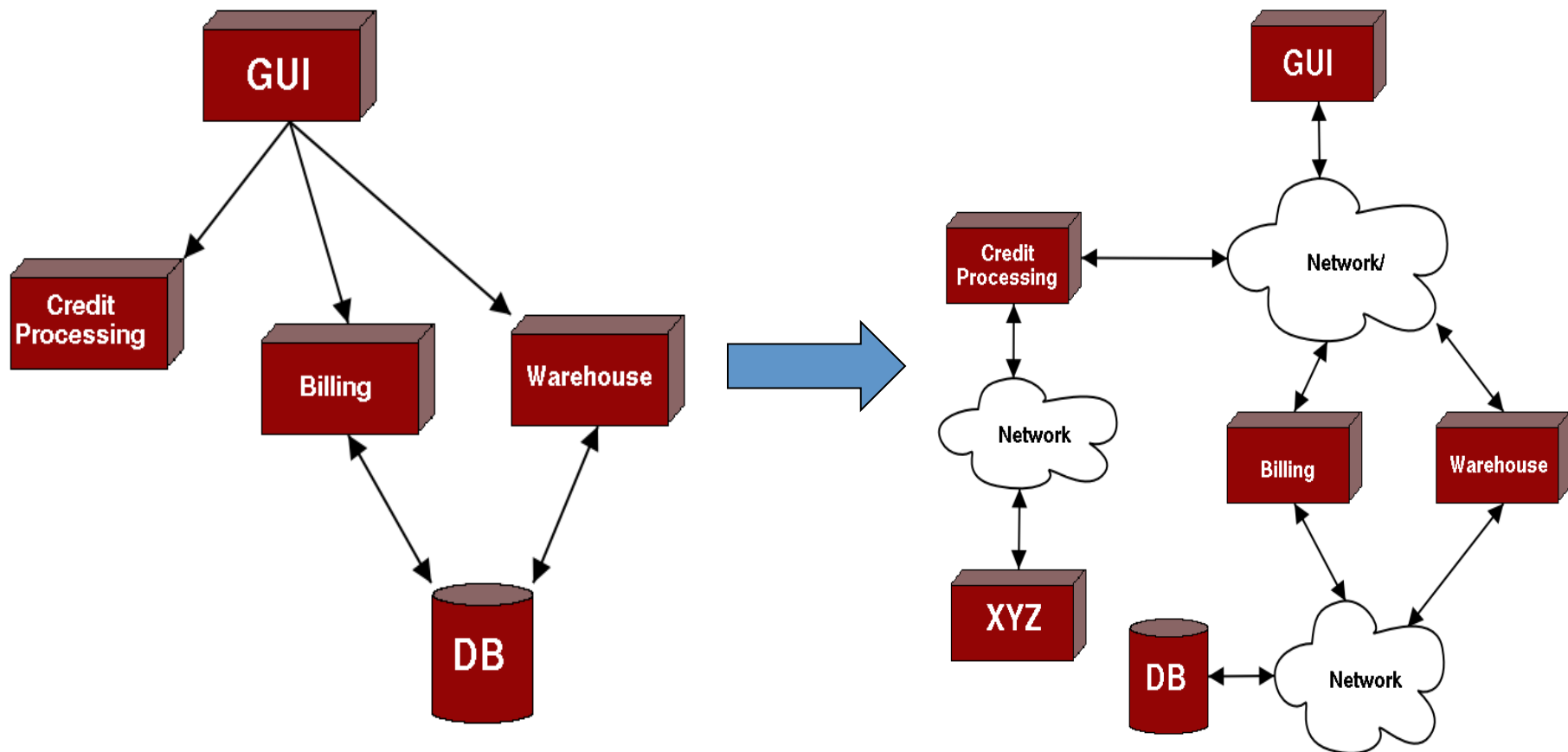
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Content

- Service Oriented Architecture
- Web services
 - SOAP Based Web services
 - Web Service Reference Framework (WSRF)
 - RESTful Web service

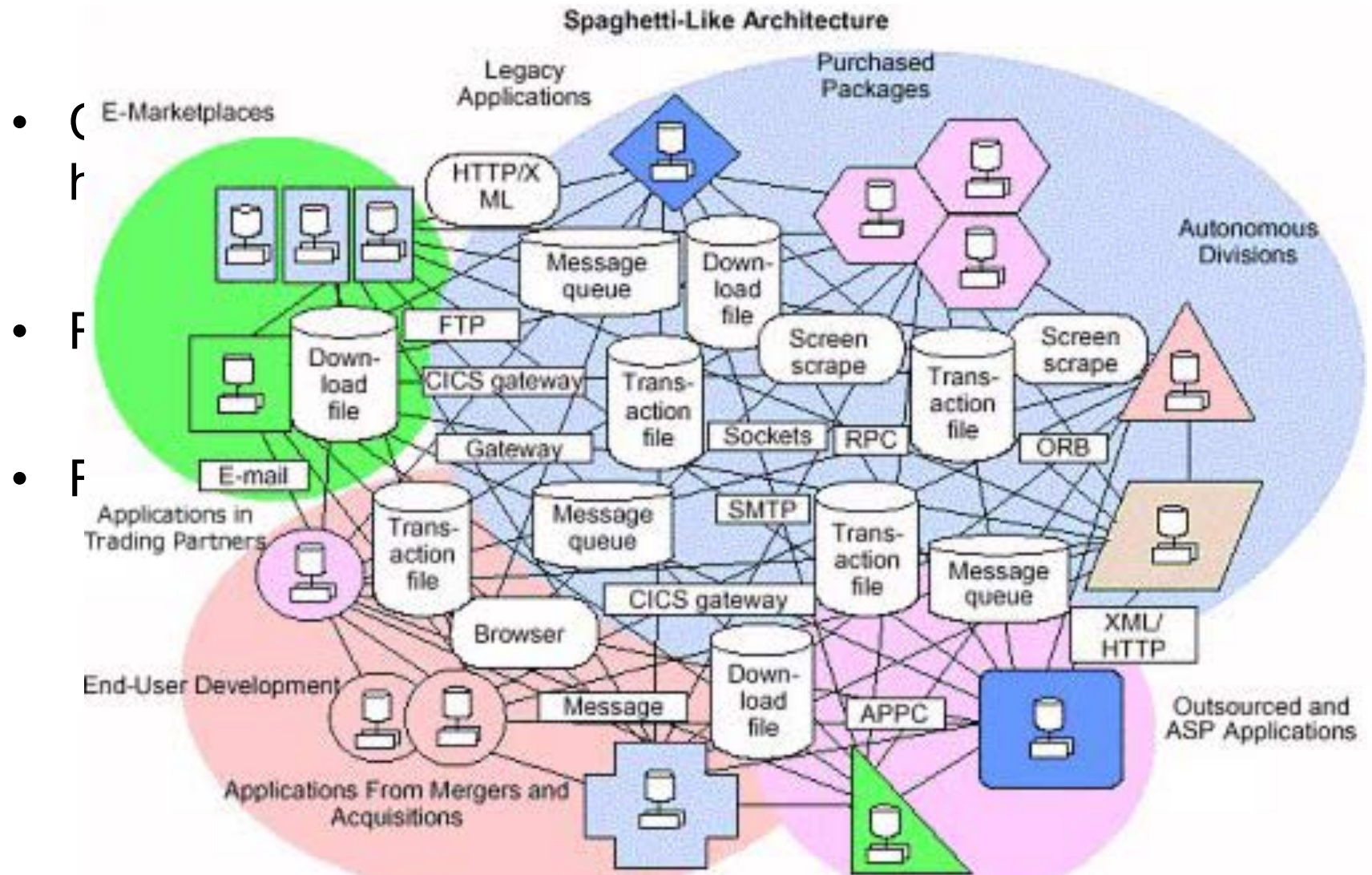




The case for developing Service Oriented Architecture

- Level of Software **complexity** continues to increase, and traditional architectures seem to be reaching the **limit** of their ability
- Need to respond **quickly** to new requirements of the Application
- Need to continually **reduce** the cost of IT for the application
- Ability to **absorb** and **integrate** new partners, new users and applications

Problems





Objectives of Service Oriented Architecture

- Leverage existing assets.
 - Existing systems can rarely be thrown away, and often contain within them great value to the enterprise/search group.
- Support all required types of **integration**.
 - User Interaction
 - Application Connectivity
 - Process Integration
 - Information Integration
 - Build to Integrate



Objectives of Service Oriented Architecture

- Allow for **incremental** implementations & **migration** of assets
 - Include a development environment that will be built
 - around a **standard component** framework,
 - promote better **reuse** of **modules** and **systems**,
 - allow legacy assets to be **migrated** to the framework,
 - allow for the **timely** implementation of new technologies.
- Allow implementation of new **computing models**;
 - specifically, new **portal-based client models**, **Grid computing**, and **on-demand computing (Cloud)**



A service-oriented architecture -- **not just** Web services

- First, it must be understood that *Web services* does not equal *service-oriented architecture*.
- Web services is a collection of technologies, including HTTP, XML, SOAP, WSDL, and UDDI,
- Service Oriented Architecture is "an **application architecture** within which **all functions** are defined as **independent services** with **well defined invocable interfaces** which can be called in defined sequences to form business processes".



A service-oriented architecture --

not just Web services

- All functions are defined as **services**.
- All services are **independent**.
- Operate as "**black boxes**";
 - external components neither know nor care how boxes are executed
 - it is irrelevant whether they are local or remote
 - what interconnect scheme or protocol is used to effect the invocation,
 - what infrastructure components are required to make the connection.



A service-oriented architecture

-- **not just** Web services

- **Interface** is the key, & the focus of the calling application.
 - It defines the **required parameters** and the **nature** of the **result**
- It is the **system's responsibility** to **effect** and **manage** the **invocation** of the service,
- This allows two critical characteristics to be realized:
 - Services are truly independent,
 - They can be managed: Security, Deployment, Logging, Dynamic rerouting, and Maintenance



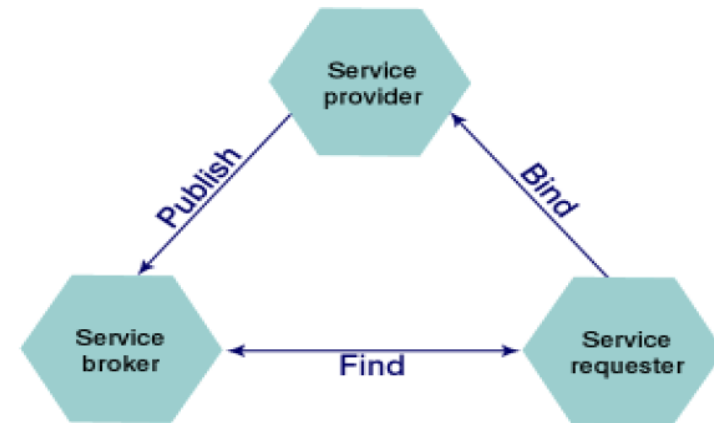
The Nature of a Service

- In a business environment
 - Service means **business functions & transactions**, and **system services**.
- In a research environment
 - Service means **application functions**, and **system services**
- The difference in the types of services.
 - Business functions are from the **application's perspective**, non-system functions.
 - Services might be **low-level** or complex **high-level** (fine-grained or course grained) functions



Service Oriented Architecture Model

- *A service provider*
 - provides a service interface for a software asset that **manages** a specific set of tasks.
- *A service requester*
 - **discovers** and **invokes** other software services to provide a business solution..
- *A service broker*



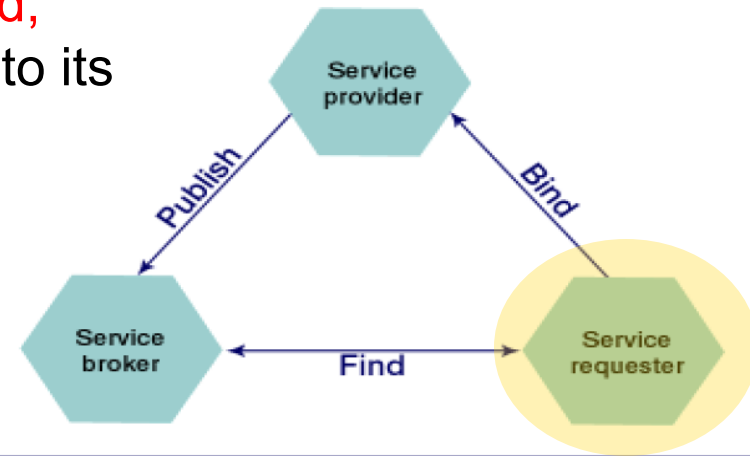
Service Requester

- *Content Aggregation*

- Activity where an entity interacts with a **variety** of **content providers** to process/reproduce such content in the desired presentation format of its customers.

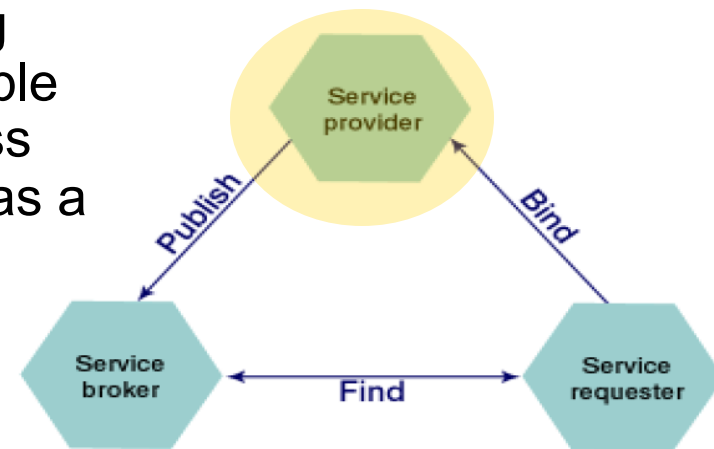
- *Service Aggregation*

- Activity where an entity interacts with a variety of **service providers** to **re-brand**, **host**, or **offer** a composite of services to its customers.



Service Provider

- Independent **software vendors** are prime examples of potential service providers.
 - They **own** and **maintain** a software asset that **performs** tasks.
 - Software assets could be made **available** as an **aggregation** of services or **broken down** into distinctly **separate** software service.
- For example, if a bank felt that its business process for loan processing was a strong enough asset to be made publicly available and was willing to support it as a business offering, then that bank could view itself as a loan processing service provider.

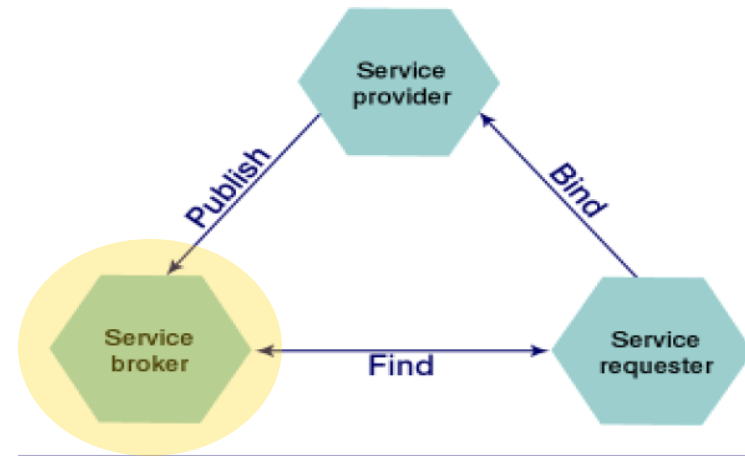




Registry

- Is an entity that **collects** and **catalogs** data about other entity and then providing that data to others (a form of SOA Broker.)
- Usually, a registry would collect data such as
 - Entity name,
 - Description, and contact information.

In UDDI terms, this Registry role is often referred to as the *White Pages*.





12 Steps to implement a Service Oriented Architecture

1. Understand the functional objectives and define success.
2. Define your problem domain.
3. Understand all **application semantics** in your domain.
4. Understand all **services available** in your domain.
5. Understand all **information sources** and sinks available in your domain.
6. Understand all **processes** in your domain.



12 Steps to implement a Service Oriented Architecture

7. Identify and catalog all **interfaces outside** of the domain you must leverage (services and simple information).
8. Define new services/information bound to the services.
9. Define new processes, services, and information bound to the processes.
10. Select your technology set.
11. Implement & Deploy SOA technology.
12. Test and evaluate



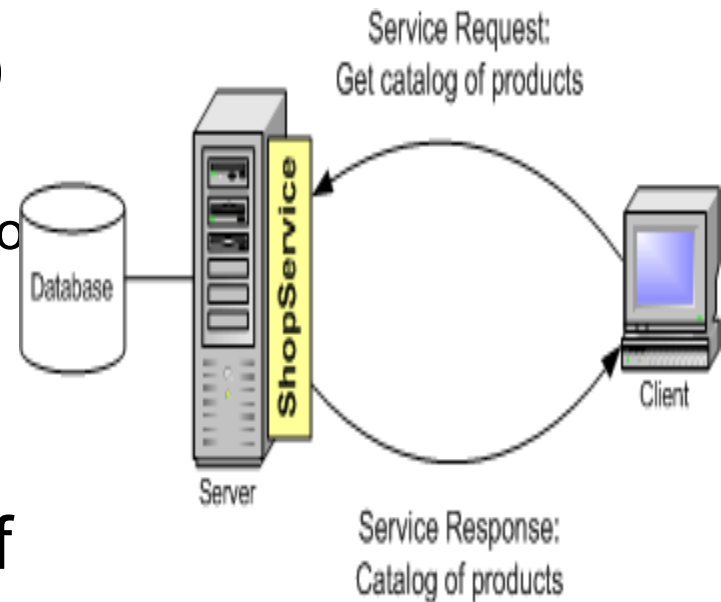
Content

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Web Service

- The *clients* (the PCs at the store)
 - contact the *Web Service* on remote *server*
 - send a *service request* asking for the catalog
 - The server returns the catalog through a *service response*.
- This is a very sketchy example of how a Web Service works.





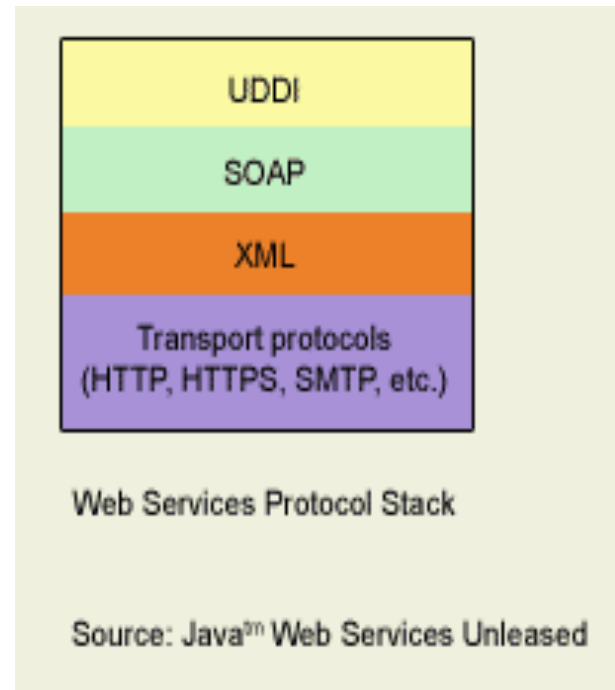
Web Services have certain advantages over other technologies

Why cannot we use RMI, CORBA, EJBs, and countless other technologies.

- So, what makes Web Services special?
- Web Services are **platform-independent** and **language-independent**
- Web Services **use HTTP** for transmitting messages (such as the service request and response).

Enabling technologies

- XML: The Extensible Markup Language
- SOAP:
 - Simple Object Access Protocol is an XML-based lightweight protocol for the exchange of information in a decentralized,
- WSDL:
 - The Web Services Description Language is an XML vocabulary that provides a standard way of describing service IDLs.
- UDDI:
 - The Universal Description, Discovery, and Integration specification provides a common set of SOAP APIs that enable the implementation of a service broker.





Web Services also have some disadvantages

- **Overhead.** Transmitting all data in XML is not as efficient as using a proprietary binary code.
 - What you **win** in **portability**, you **lose** in **efficiency**.
 - This overhead is usually acceptable for most applications, but you will probably never find a **critical real-time application** that uses Web Services.
- **Lack of versatility.** Currently, Web Services are not very versatile, since they only allow for **some very basic forms** of service invocation.
 - CORBA offers programmers a lot of supporting services (such as persistency, notifications, lifecycle management, transactions, etc.)
 - **Grid Services** actually **make up** for this **lack of versatility**.



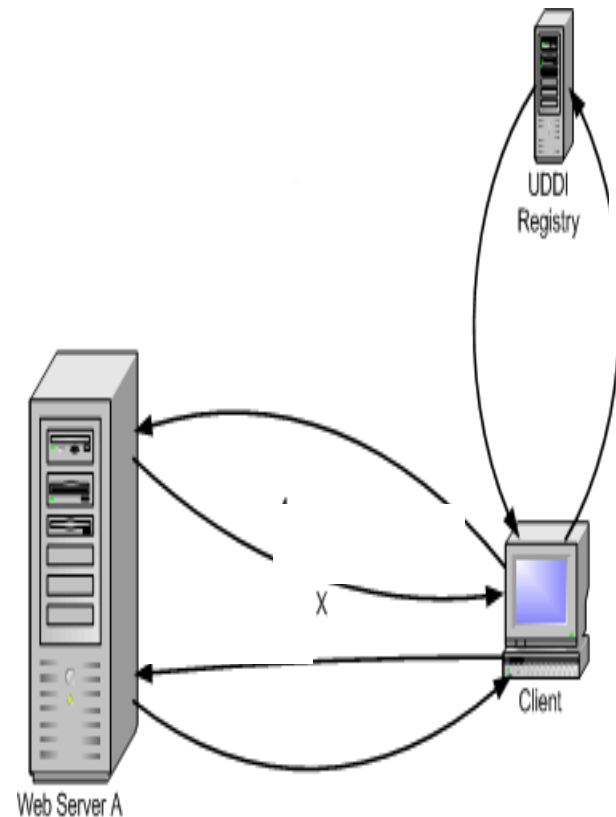
One important characteristic that distinguishes Web Services

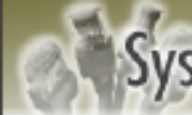
- While technologies such as CORBA and EJB are oriented toward **highly coupled distributed systems**, where the client and the server are very dependent on each other
- Web Services are oriented towards **loosely coupled systems**, where the client might have **no prior knowledge** of the Web Service until it actually invokes it.



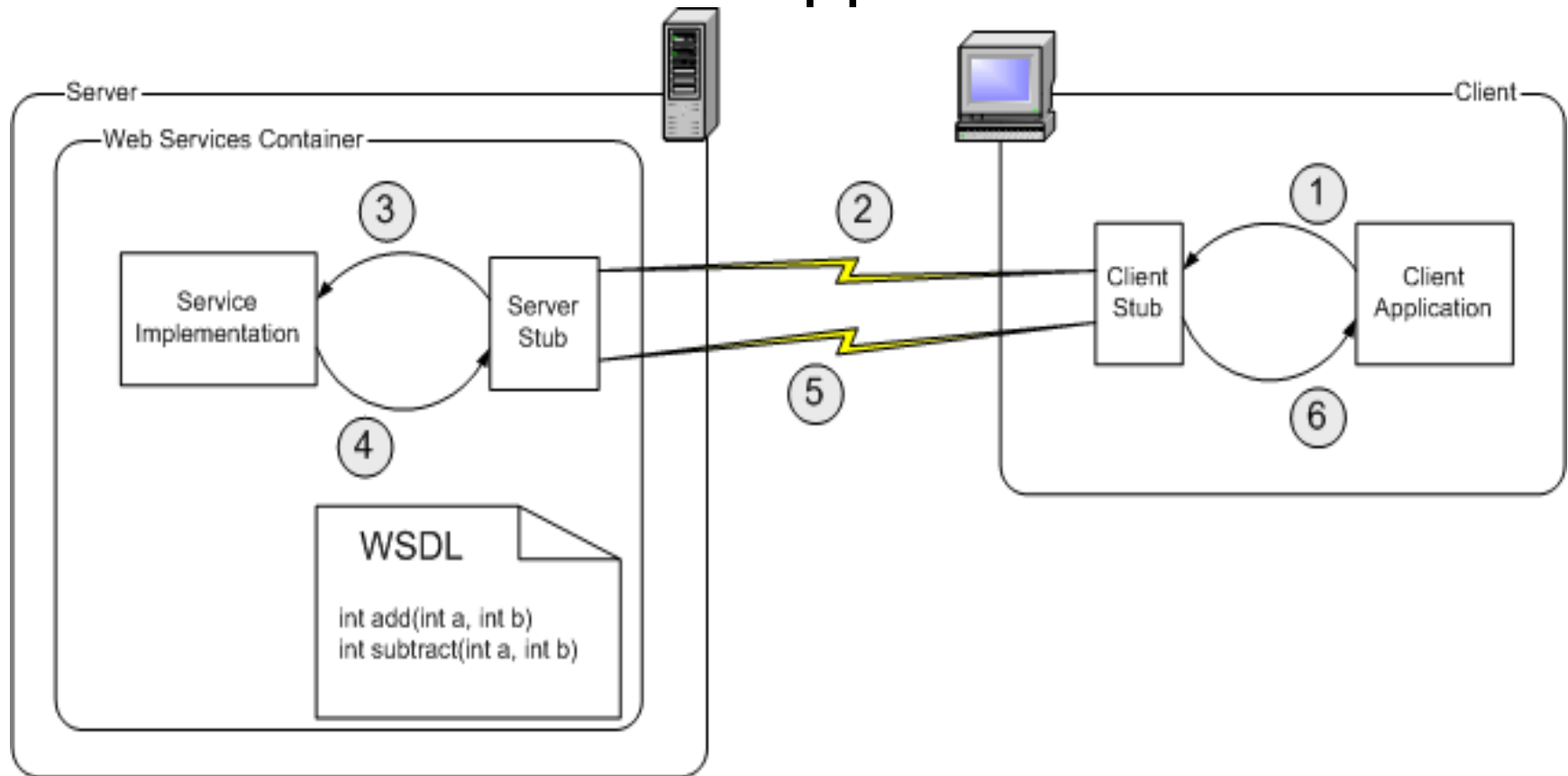
A Typical Web Service Invocation

1. First step will be to *find* a Web Service that meets our requirements: *contact a UDDI* registry.
2. The UDDI registry will reply, telling what servers can *provide the service required*.
3. the location of a Web Service is now known, but the actually invocation method is still unknown. The second step is to ask the *Web Service to describe itself*
4. The Web Service replies using *WSDL*.
5. The Web Service is located and invocation method is known. The *invocation is done using SOAP* (a *SOAP request is sent* asking for the needed information).
6. The Web Service will reply with a *SOAP response which includes the information* we asked for, or an error message if our SOAP request was incorrect





What a Web Service Application Looks Like



What a Web Service Application Looks Like

1. Client application **invoke** the Web Service, by calling the client stub.
 - The client stub will **turn** this 'local invocation' **into a proper SOAP request**.
2. The SOAP request is sent over a network **using the HTTP protocol**.
 - WS container **receives the SOAP requests** & hands it to the server stub.
 - The server stub converts the **SOAP request** into something the service implementation can understand
3. The service implementation **receives the request** from the service stub, and carries out the work it has been asked to do.
4. The result of the requested operation is handed to the server stub, which **turns** it into a **SOAP response**.
5. The SOAP response is sent over a network **using the HTTP protocol**.
 - The client stub receives **the SOAP response** and **turns** it into something the client application can understand.
6. The application receives the result of the Web Service invocation



Web Services Addressing

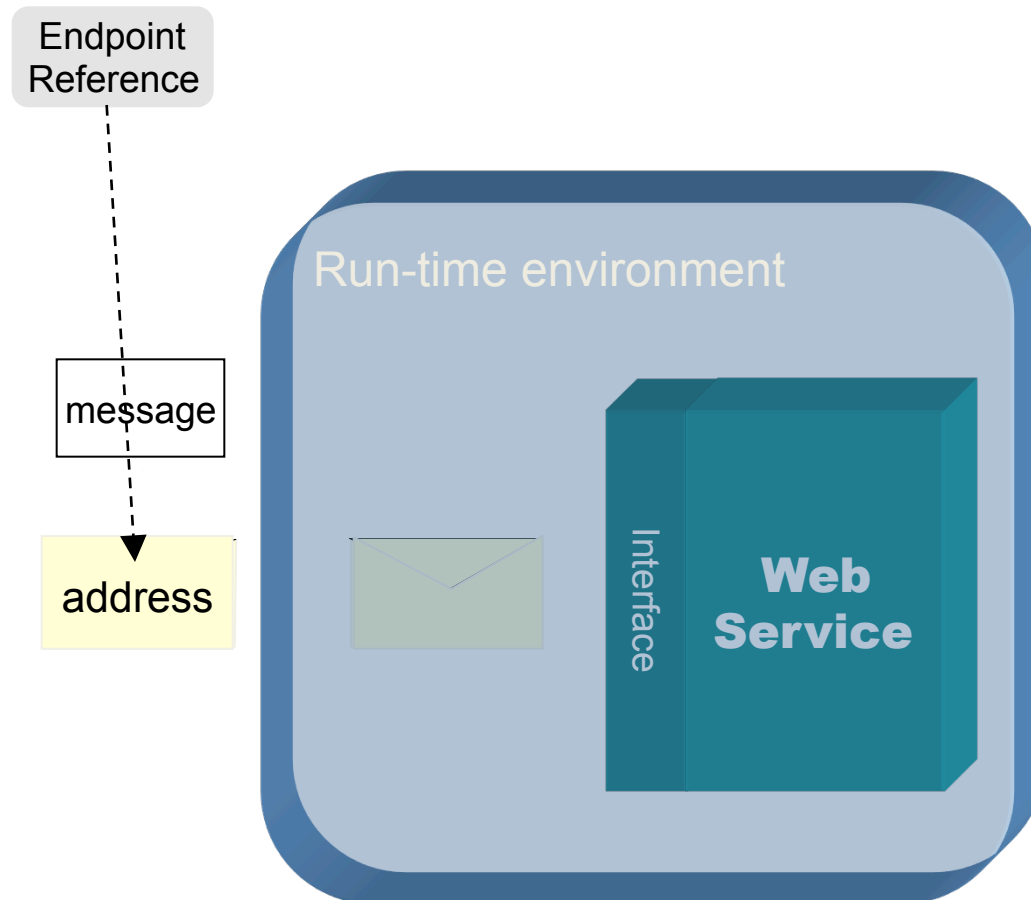
- the UDDI registry tells the client **where** the Web Service is located. But, how exactly are Web Services addressed?
 - The answer is very simple: just like web pages. We use plain and simple URIs (Uniform Resource Identifiers):

<http://webservices.mysite.com/weather/us/WeatherService>
- This could easily be the address of a web page.
 - However, remember that **Web Services are always used by software** (never directly by humans).
 - When you have a Web Service URI, you will usually need to **give that URI to a program**.



WS-Addressing

Invoking a Web Service





What do we need to create a Web service?

- Web Services programmers **usually never write a single line** of SOAP.
 - Once we've **reached a point where the client application** needs to invoke a Web Service, we *delegate* that task on a piece of software called a **stub**.
 - There are plenty of tools available that will generate **stubs** automatically, based on the WSDL description of the Web Service.
- A Web Services client doesn't usually do all those steps in **a single invocation**. A more correct sequence of events would be the following:
 1. We **locate** a Web Service that meets our requirements through UDDI.
 2. We obtain that **Web Service's WSDL description**.
 3. We **generate the stubs once**, and **include** them in our application.
 4. The application uses the stubs each time it needs to invoke the Web Service.

Programming the server

1. Implement all the functionality of the Web Service
2. Generate a *server stub* server from a WSDL description or from other interface definition languages (IDL).
 - interprets requests and *forward* them to the service implementation
 - generate the appropriate SOAP response

Note: Both the *service implementation* and the *server stubs* are managed by a piece of software called the *Web Service container*, which will *make sure that incoming HTTP requests* intended for a Web Service are directed to the server stub.



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Web Service and State

- Web service **provide** a user with the **ability** to **access** and **manipulate** **state**
 - Message exchanges that Web services implement are frequently intended to enable access to stateful resources.
- However, the notion of stateful resources acted upon by the Web service **implementation** is not **explicit** in the **interface definition**.



Modeling
Stateful
Resources with
Web Services



Stateless Implementations, Stateful Interfaces

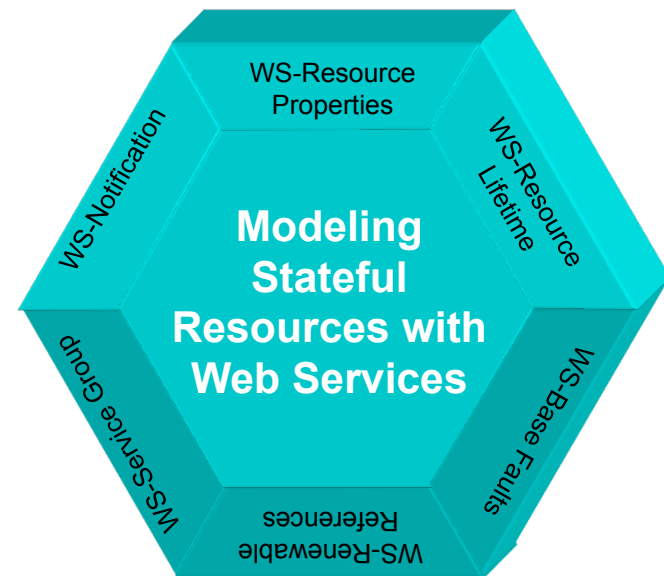
- A Service that acts upon stateful resources may be described “stateless”
 - if it delegates responsibility for the management of the state to another component.
- The service is responsible for the state of the resource between message exchanges



Web Service and State

- It is desirable to define Web service **conventions** to enable:
 - the **discovery** of, **introspection** on, and **interaction** with stateful resources in **standard** and **interoperable** ways.

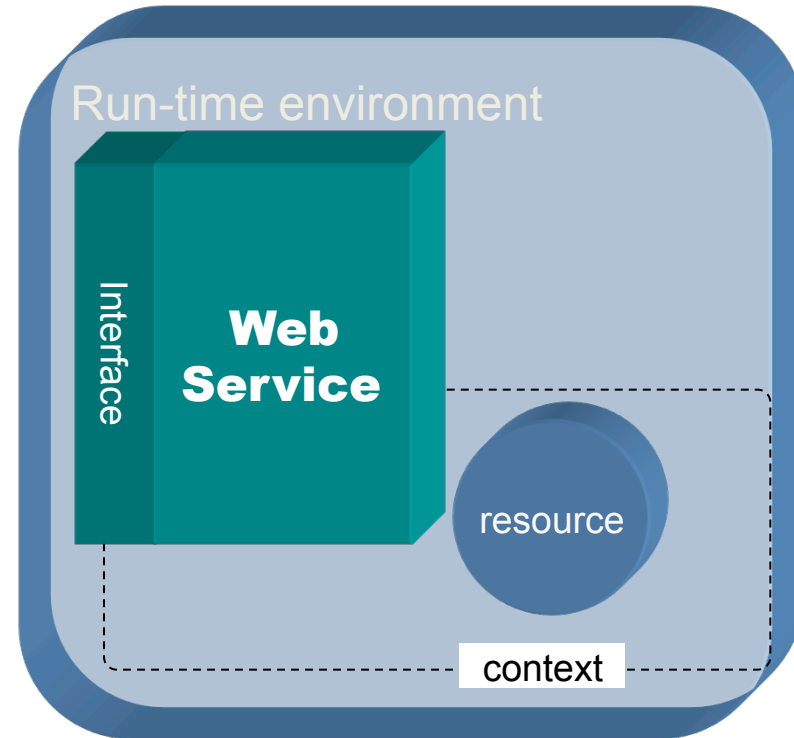
WS-Resource is an approach to modeling state in a Web services context





Web Service and State

- A WS-Resource is defined as the **composition** of a **Web service** and a **S-Resource**
 - Expressed as an association of an **XML** document with **defined type** with a Web services portType
 - Addressed and accessed according to the conventional use of **WS-Addressing endpoint references**



S-Resource **identifier** is **encapsulated** in an **endpoint reference** to identify the S-Resource to be used in the execution of a Web service message exchange.



The five specification composing the WSRF

Name	Describes
WS-ResourceLifetime	Mechanisms for WS-Resource destruction, including message exchanges that allow a requestor to destroy a WS-Resource, either immediately or by using a time-based scheduled resource termination mechanism.
WS-ResourceProperties	Definition of a WS-Resource, and mechanisms for retrieving, changing, and deleting WS-Resource properties.
WS-RenewableReferences	A conventional decoration of a WS-Addressing endpoint reference with policy information needed to retrieve an updated version of an endpoint reference when it becomes invalid.
WS-ServiceGroup	An interface to heterogeneous by-reference collections of Web services.
WS-BaseFaults	A base fault XML type for use when returning faults in a Web services message exchange.



Implementations

- **WebSphere Application Server v 6.1.**
- **Muse 2.0** Apache project is a Java-based implementation.
- **WSRF:Lite** is a perl-based implementation
- **WSRF.NET** is a .NET from the University of Virginia.
- **UNICORE v6.** is built on a Java implementation of the WSRF 1.2.
- **Globus Toolkit v4** contains Java and C implementations



Content

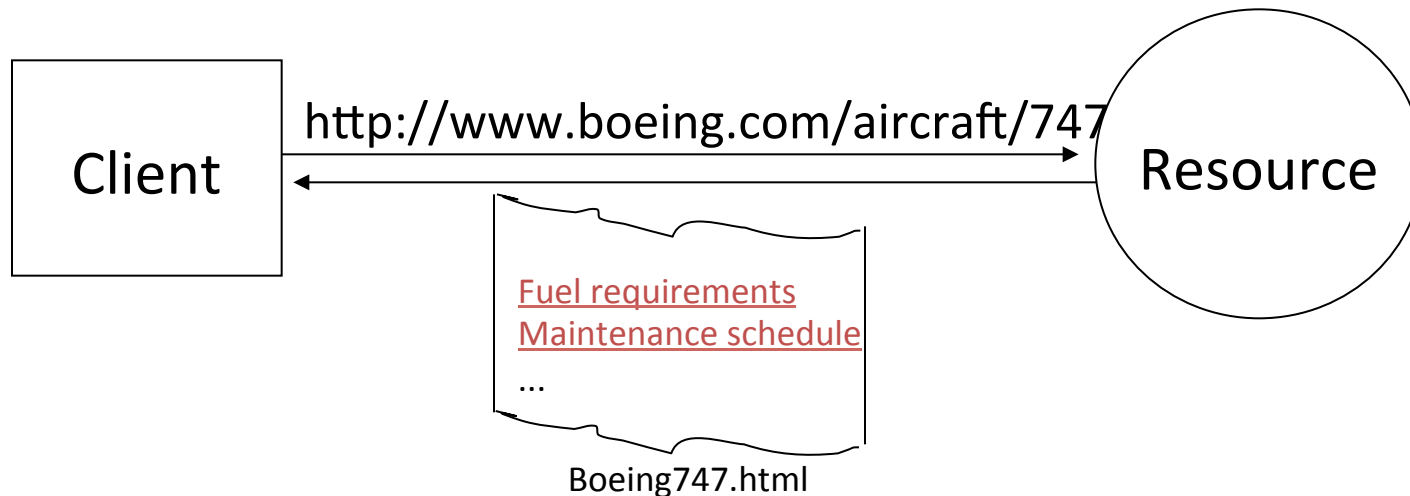
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What is REST

- REST stands for **Re**presentational **S**tate **T**ransfer.
- REST was coined by Roy Fielding in 2000 in his Ph.D. dissertation to describe a design pattern for implementing networked systems.
- In many ways, the World Wide Web itself, based on HTTP, can be viewed as a REST-based architecture

[1] <http://www.ics.uci.edu/~fielding/pubs/dissertation/top.htm>

Why is it called "Representational State Transfer? "



- The Client references a Web resource using a URL.
 - A **representation** of the resource is returned (in this case as an HTML).
 - The representation (*e.g.*, Boeing747.html) places the client in a new **state**.
- When the client selects a hyperlink in Boeing747.html, it accesses another resource. The new representation places the client application into yet another state. Thus, the client application **transfers** state with each resource representation.

Representational State Transfer

"Representational State Transfer is intended to evoke an image of **how a well-designed Web application behaves**:

a network of web pages (a virtual state-machine), where the user progresses through an application by selecting links (state transitions), resulting in the next page (representing the next state of the application) being transferred to the user and rendered for their use."

- Roy Fielding



REST - Not a Standard

- REST is not a standard
 - You will not see the W3C putting out a REST specification.
 - You will not see IBM or Microsoft or Sun selling a REST developer's toolkit.
- REST is just a **design pattern**
 - You can't bottle up a pattern.
 - You can only understand it and design your Web services to it.
- REST does prescribe the **use of standards**:
 - HTTP
 - URL
 - XML/HTML/GIF/JPEG/*etc.* (**Resource Representations**)
 - text/xml, text/html, image/gif, image/jpeg, *etc.*

(Resource Types, MIME Types)



REST Fundamentals

1. Create a resource for every service.
2. Identify each resource using a URL.
3. The data that a Web service returns should link to other data.
 - Thus, design your data as a network of information.

The REST Design Pattern (cont.)

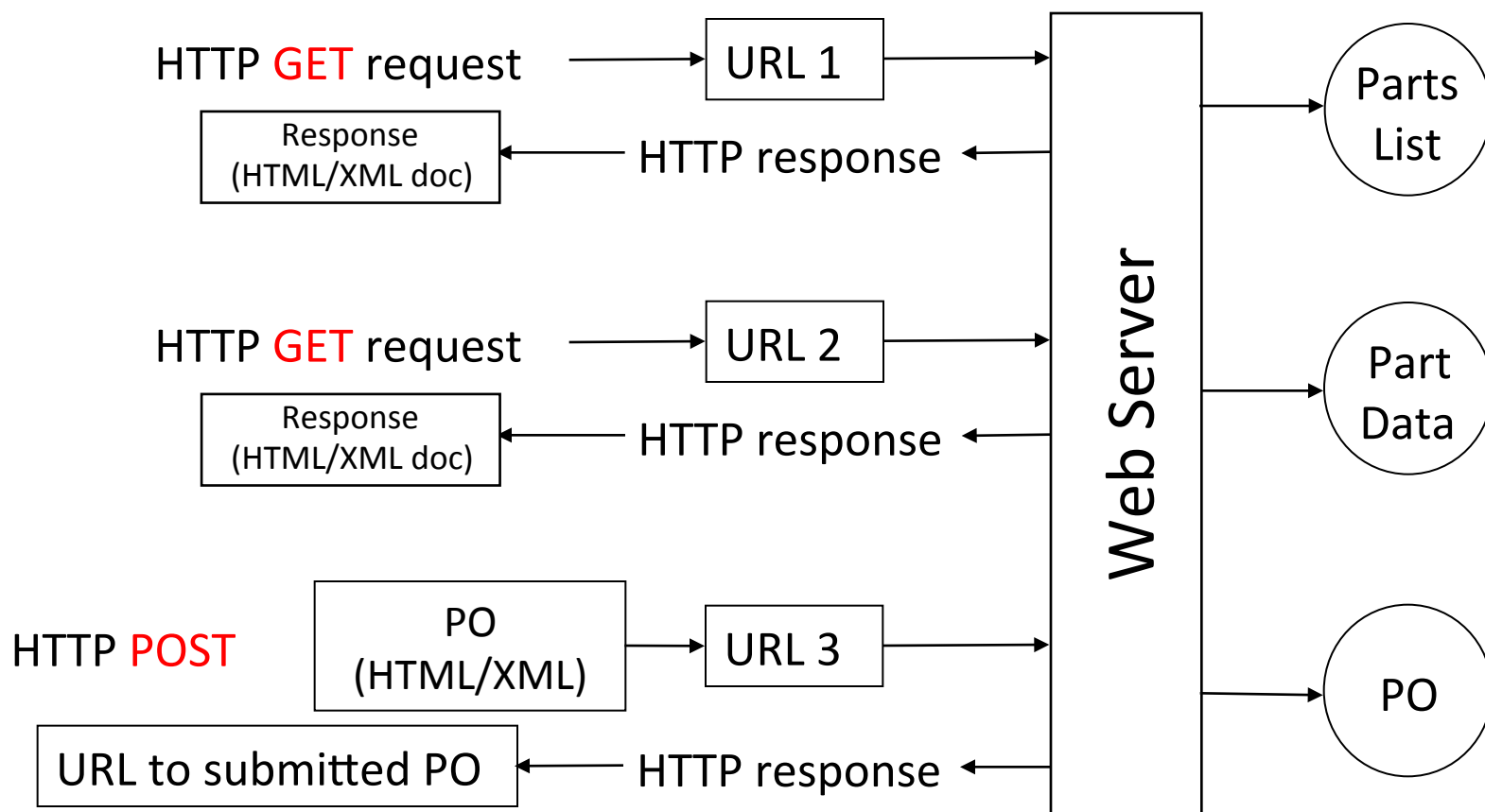
- All **interactions** between a client and a web service are done with simple operations. Most web interactions are done using HTTP and just four operations:
 - retrieve information (HTTP GET)
 - create information (HTTP PUT)
 - update information (HTTP POST)
 - delete information (HTTP DELETE)



Parts Depot Web Services

- Parts Depot, Inc has deployed some web services to enable its customers to:
 - get a list of parts
 - get detailed information about a particular part
 - submit a Purchase Order (PO)

The REST way of Designing the Web Services





Web Service for Clients to Retrieve a List of Parts

Service: Get a list of parts

- The web service makes available a URL to a parts list **resource**. A client uses this URL to get the parts list:

- <http://www.parts-depot.com/parts>

Note: **how** the web service generates the parts list is completely transparent to the client.

- This is *loose coupling*.



Data Returned - Parts List

```
<?xml version="1.0"?>
<Parts>
  <Part id="00345" href="http://www.parts-depot.com/parts/00345"/>
  <Part id="00346" href="http://www.parts-depot.com/parts/00346"/>
  <Part id="00347" href="http://www.parts-depot.com/parts/00347"/>
  <Part id="00348" href="http://www.parts-depot.com/parts/00348"/>
</Parts>
```

Note: the parts list has links to get detailed info about each part.
This is a key feature of the REST design pattern.

- The client transfers from one state to the next by examining and choosing from among the alternative URLs in the response document.

The REST Design Pattern (cont.)

- Web components (firewalls, routers, caches) make their decisions based upon information in the HTTP Header.
- Consequently, the destination URL must be placed in the HTTP header for Web components to operate effectively.
 - Conversely, it is **anti-REST** if the HTTP header just identifies an intermediate destination and the payload identifies the final destination.

Question

What if I have a **complex** query?

For example:

Show me all parts whose unit cost is under \$0.50
and for which the quantity is less than 10

How would you do that with a **simple URL**?

Answer

For complex queries, Parts Depot will provide a service (resource) for a client to retrieve a **form** that the client then fills in.

When the client hits "Submit" the browser will gather up the client's responses and generate a URL based on the responses.

Thus, oftentimes the client doesn't generate the URL (think about using Amazon - you start by entering the URL to amazon.com; from then on you simply fill in forms, and the URLs are automatically created for you).



Real REST Examples

- Twitter has a REST API
 - <https://dev.twitter.com/docs/api>
- Flickr
 - <http://www.flickr.com/services/api/>
- Amazon.com offer several REST services, e.g., for their S3 storage solution
- Atom is a RESTful alternative to RSS.

Twitter has a REST API

Tweets

Tweets are the atomic building blocks of Twitter, 140-character status updates with additional associated metadata. People tweet for a variety of reasons about a multitude of topics.

Resource	Description
GET statuses/retweets/:id	Returns up to 100 of the first retweets of a given tweet.
GET statuses/show/:id	Returns a single Tweet, specified by the id parameter. The Tweet's author will also be embedded within the tweet. See Embeddable Timelines, Embeddable Tweets, and GET statuses/oembed for tools to render Tweets according to Display Requirements.
POST statuses/destroy/:id	Destroys the status specified by the required ID parameter. The authenticating user must be the author of the specified status. Returns the destroyed status if successful.
POST statuses/update	Updates the authenticating user's current status, also known as tweeting. To upload an image to accompany the tweet, use POST statuses/update_with_media. For each update attempt, the update text is compared with the authenticating user's recent tweets. Any attempt that would result in duplication...
POST statuses/retweet/:id	Retweets a tweet. Returns the original tweet with retweet details embedded.
POST statuses/update_with_media	Updates the authenticating user's current status and attaches media for upload. In other words, it creates a Tweet with a picture attached. Unlike POST statuses/update, this method expects raw multipart data. Your POST request's Content-Type should be set to multipart/form-data with the media[]...
GET statuses/oembed	Returns information allowing the creation of an embedded representation of a Tweet on third party sites. See the oEmbed specification for information about the response format. While this endpoint allows a bit of customization for the final appearance of the embedded Tweet, be aware that the...

Here's a simple example

- the following URL sends a REST request to Twitter's search service:

[http://search.twitter.com/search.atom?
q=elkstein&count=5](http://search.twitter.com/search.atom?q=elkstein&count=5)

This specific search request searches for:

- the string "elkstein" (defined by **q parameter**)
- and limits the response to at most 5 results (defined by **count parameter**)

Results in JSON format

- ```
{
 "completed_in": 0.1,
 "max_id": 245609708017299456,
 "max_id_str": "245609708017299456",
 "page": 1,
 "query": "elkstein",
 "refresh_url": "?since_id=245609708017299456&q=elkstein",
 "results": [
 {
 "created_at": "Tue, 11 Sep 2012 19:48:12 +0000",
 "from_user": "v4vishal",
 "from_user_id": 47336123,
 "from_user_id_str": "47336123",
 "from_user_name": "Vishal Parikh",
 "geo": null,
 "id": 245609708017299456,
 "id_str": "245609708017299456",
 "iso_language_code": "en",
 "metadata": {
 "result_type": "recent"
 },
 "profile_image_url": "http://a0.twimg.com/profile_images/634590307/Picture2_normal.JPG",
 "profile_image_url_https": "https://si0.twimg.com/profile_images/634590307/Picture2_normal.JPG",
 "source": "shareaholic",
 "text": "Learn REST: A Tutorial - http://t.co/pJjgnrie",
 "to_user": null,
 "to_user_id": 0,
 "to_user_id_str": "0",
 "to_user_name": null
 }
],
 "results_per_page": 15,
 "since_id": 0,
 "since_id_str": "0"
}
```



## Results in XML format

```
<feed xml:lang="en-US" xmlns:google="http://base.google.com/ns/1.0" xmlns:openSearch="http://a9.com/-
/spec/openserch/1.1/" xmlns="http://www.w3.org/2005/Atom" xmlns:twitter="http://api.twitter.com/"
xmlns:georss="http://www.georss.org/georss">
 <id>tag:search.twitter.com,2005:search/elkstein</id>
 <link type="text/html" href="http://search.twitter.com/search?q=elkstein" rel="alternate"/>
 <link type="application/atom+xml" href="http://search.twitter.com/search.atom?q=elkstein" rel="self"/>
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 <content type="html">Learn REST: A Tutorial - http://t.co/pJjgnrie</
a></content>
 <updated>2012-09-11T19:48:12Z</updated>
 <link type="image/png" href="http://a0.twimg.com/profile_images/634590307/Picture2_normal.JPG"
rel="image"/>
 <twitter:geo/>
 <twitter:metadata>
 <twitter:result_type>recent</twitter:result_type>
 </twitter:metadata>
 <twitter:source>shareaholic</twitter:source>
 <twitter:lang>en</twitter:lang>
 <author>
 <name>v4vishal (Vishal Parikh)</name>
 <uri>http://twitter.com/v4vishal</uri>
 </author>
 </entry>
</feed>
```