

# From components to services



Service oriented architectures as a means to ease reuse

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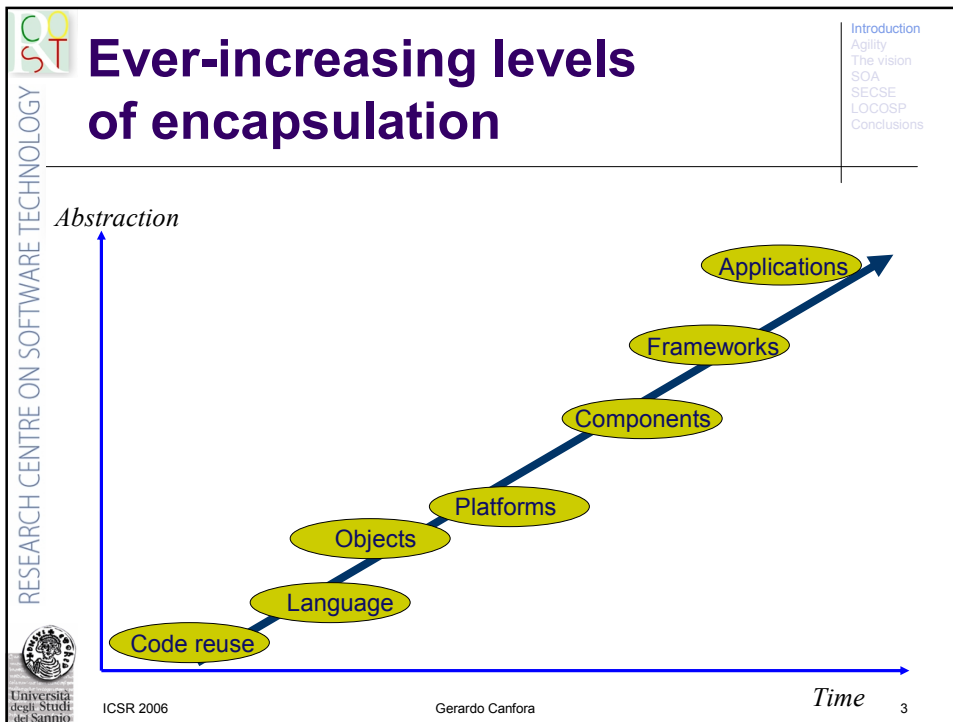


## Software reuse

- The idea of software reuse has been around for many many years
  - *“my thesis that the software industry is weakly founded, and that one aspect of this weakness is the absence of a software components sub-industry”* [McIlroy, 1968]
- Definitions abound
  - ... creating software systems from existing software assets, rather than building software systems from scratch ...

QuickTime™ e un decompressore TIFF (Non compresso) sono necessari per visualizzare quest'immagine.





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Introduction  
Agility  
The vision  
SOA  
SECSE  
LOCOSP  
Conclusions

## Software reuse viewpoints

- Compositional vs. Generative
- Developing with reuse vs. for reuse
- Intra-organization vs. Inter-organization
- As-is vs. adaptation
- ... your own viewpoint here !

Full Reuse Model

Experience Factory

CBSE

Domain Engineering

Product Lines

Asset Based SE

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## Software reuse goals

- To reduce time, cost and risks associated with software (re-)development

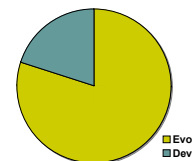


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- What SOA bring in:
  - Reuse of business relationships and functions
  - An answer to organization's strive for agility

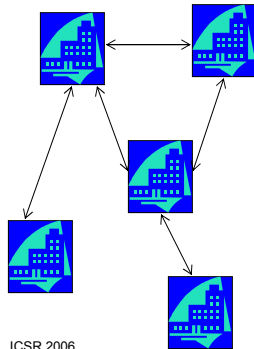
## Agility

- Agility is the ease with which an organisation can change
  - Highly agile organisations react quickly to changes in the market, thus getting ahead of the competition
- Software evolution
  - If the system cannot evolve, the business cannot react to changes
- Software evolution entails costs and risks



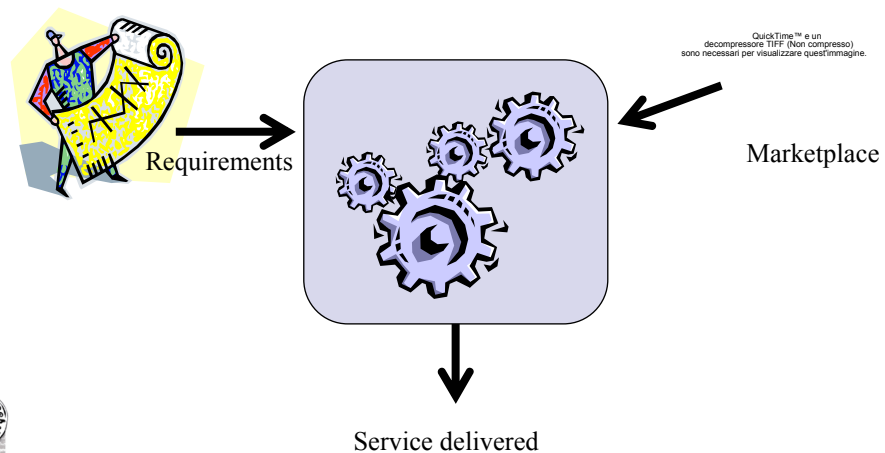
# Agility

- Unprecedented levels of change
  - often unanticipated
- Virtual organizations



- Interacting applications belong to multiple administrative domains
- Internal applications increasingly exchange functions with the external of the enterprise
- Many potential providers can be found for each required function
- Web based interactions become pervasive

# The vision



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# The vision

QuickTime™ e un decompressore TIFF (Non compresso) sono necessari per visualizzare quest'immagine.

Requirements → [Gears] ← Marketplace

↓

Service delivered

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## Isn't this component-based development ?

**Products**

**Components**

**Services**

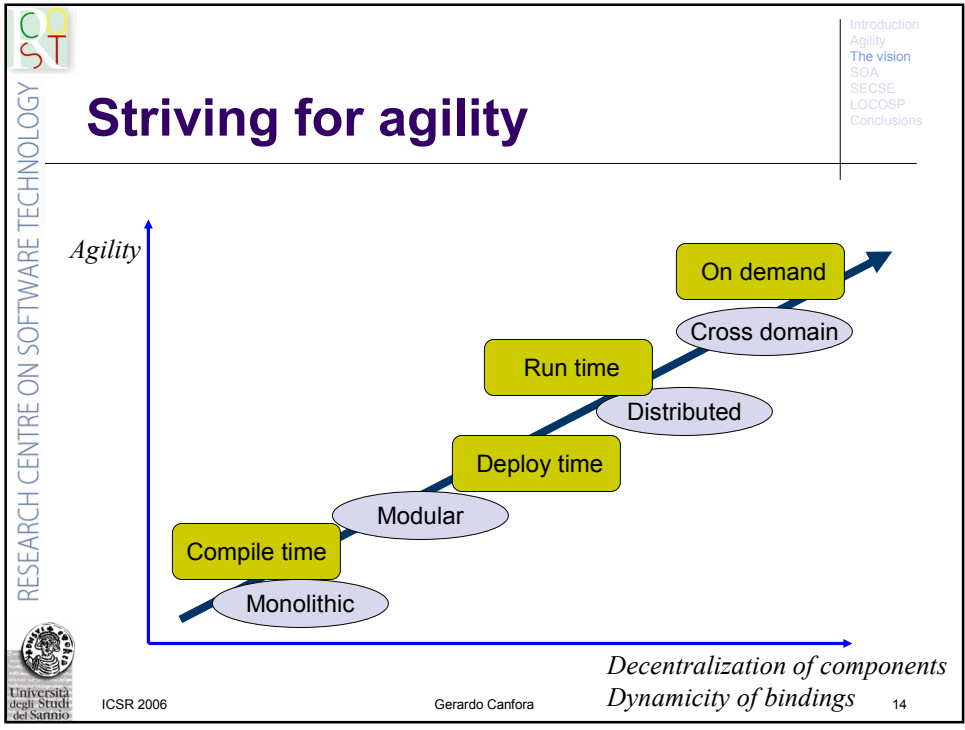
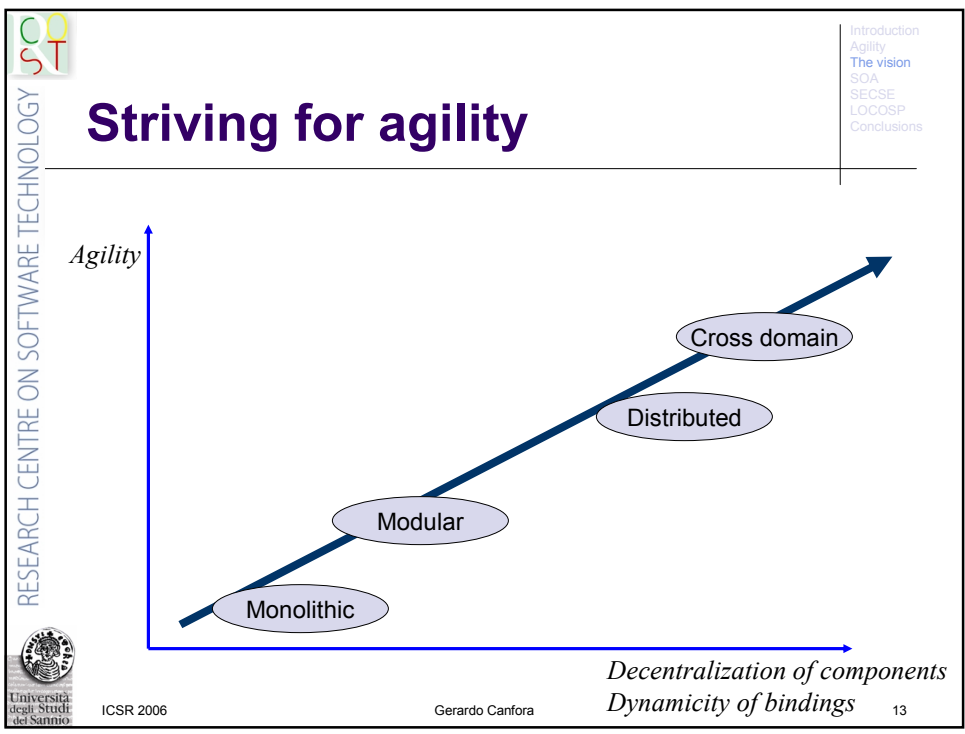
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## In this only another form of distributed systems ?

- Execution is distributed . . .
- . . . but also costs and risks are distributed
- Organization ability to evolve business
  - depends on the marketplace ability anticipate trends and needs and provide the right services at the right time
  - does not depend on ability of a software vendor to change a piece of software
- Services are realized by software
  - need for development / maintenance
  - this is a vendor concern
- Shared risks
  - SLAs

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## What SOA brings in

- Open infrastructures where “pieces of functionality” are packaged and published as services
  - come with a contract for clients specifying QoS
- Services appear dynamically
  - they must be discovered
- They run in their own domains
- New services built by composing services, which may live in external domains
  - late binding
  - execution time discovery
- A new level of separation of concerns
  - Business processes from functions

## What SOA brings in

- Not just web services
- Not all Web services fit into an SOA
  - e.g., fine-grained RPC-type services
- Not all SOAs use Web services technology
  - e.g., message-oriented middleware technology
- Services may must be
- Derived from **business requirements**
  - Typically expressed as business processes
- Sufficiently **coarse-grained** to
  - Enable workflow-oriented assembly



## Many new challenges for software engineering

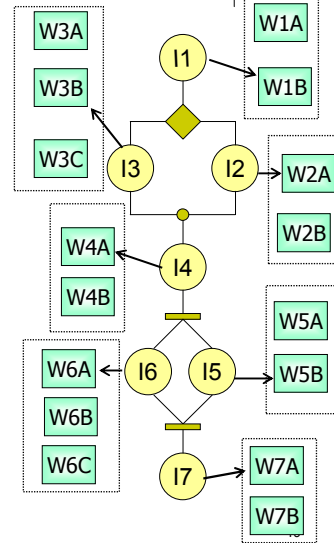
- Service engineering
  - e.g. contract based specification
- Publishing, searching and negotiation
  - e.g. syntactic vs. semantic discovery, policy-driven resource allocation
- Composition
  - e.g. balancing dynamicity and safety
- Validation
  - e.g. limitations of traditional testing
- Trust
  - e.g. the role of run-time self checking

## Two large ongoing projects

- **SECSE**
  - *Creating methods, tools and techniques for service integrators and service providers that support the cost-effective development and use of dependable services and service-centric applications*
- **LOCOSP**
  - *Creating an architecture to define and manage a supply chain for the engineering of automotive products; define and enact a workflow on the basis of a planning; modify the supply chain structure in response to specific events*

# Composition

- Issue-1  
Achieving dynamic and on-demand binding of services
- Issue-2  
Define composite services at the business level and enacting them across different technologies



# Issue-1: WS-Binder

- RCOST / CEFRIEL Joint work within SECSE
- Two types of dynamic binding supported
  - Pre-execution time global binding & re-binding
    - What: determine all bindings at once
    - Why: to satisfy pre-defined global QoS preferences
    - When: performed right before process execution (i.e., as latest as possible)
    - How: by using statistics
    - Bindings may change during execution if needed
  - Run-time local binding
    - What: determine each binding when needed
    - Why: to satisfy pre-defined local preferences
    - When: performed during process execution
    - How: by using context information

# Example: global QoS preferences

## Travel Planner

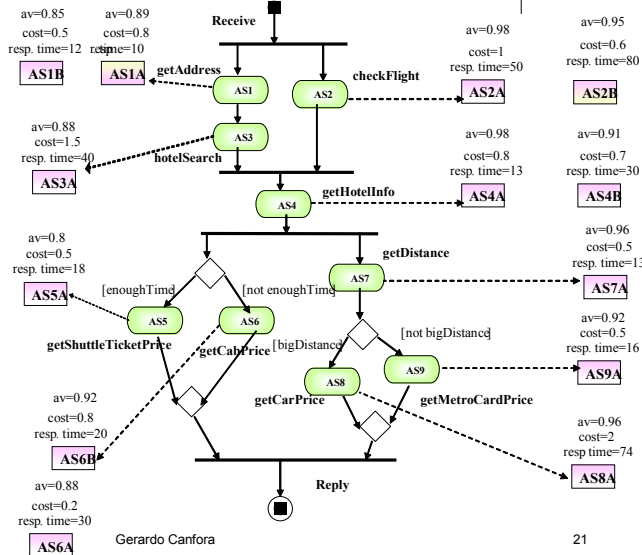
- Flight/hotel search to destination
- Local transport pricing information

## Constraints

- Cost < 5\$ AND
- Resp Time < 2 min

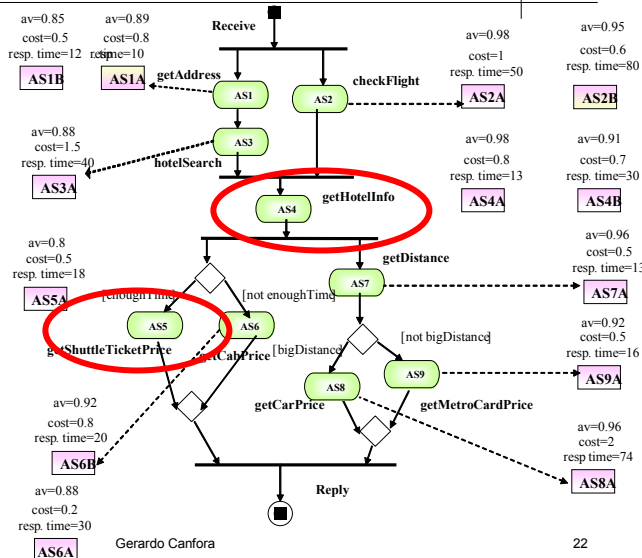
## Objective function

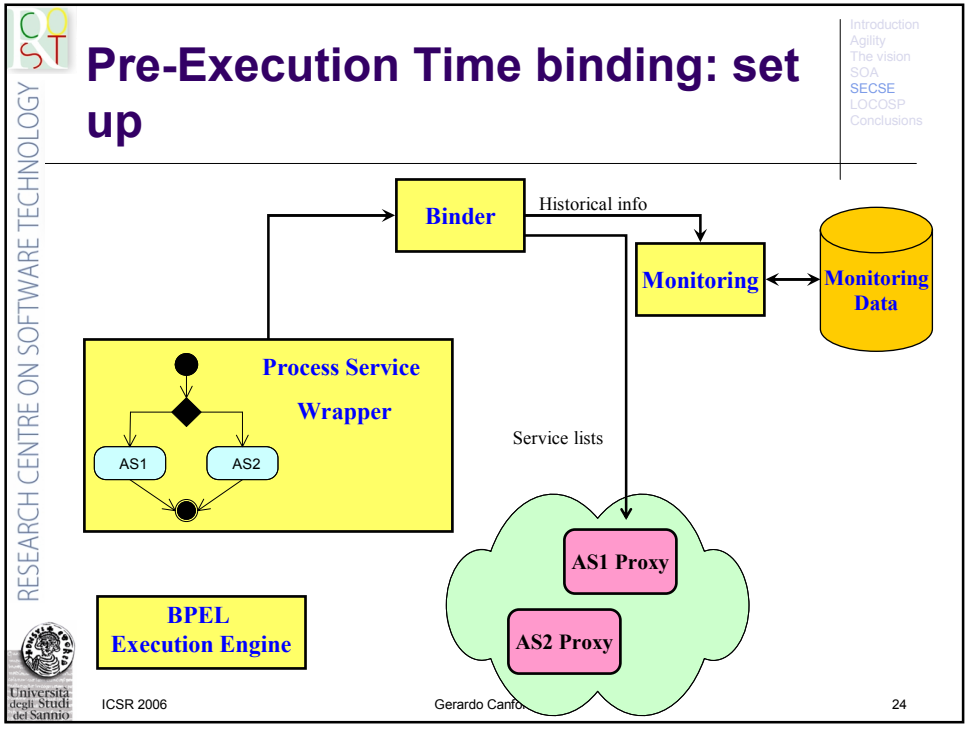
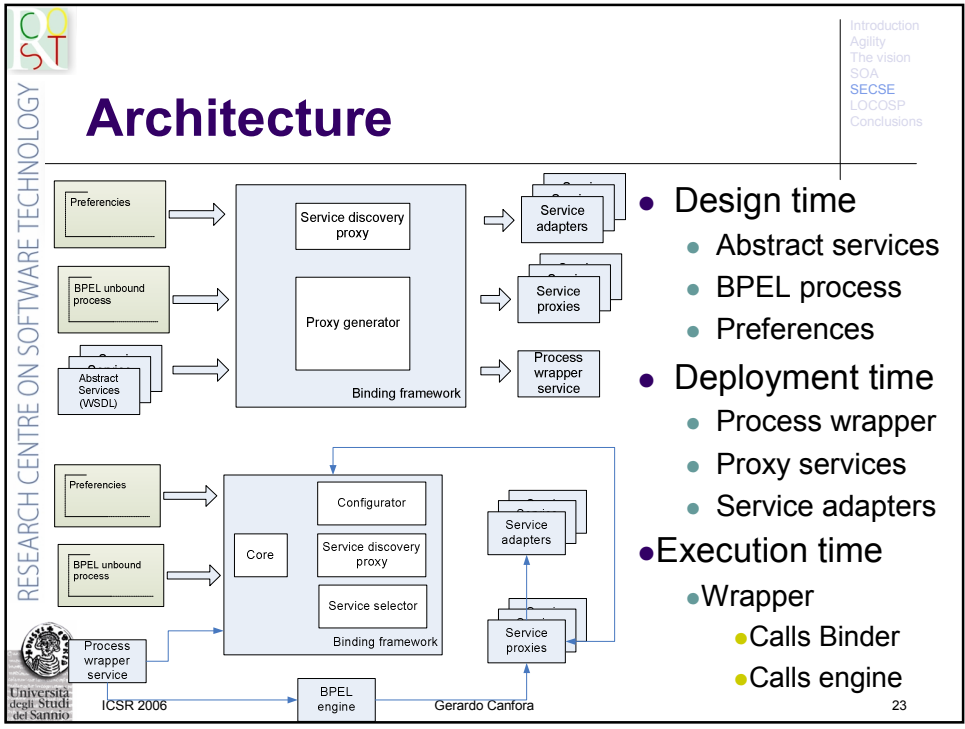
- Maximize availability

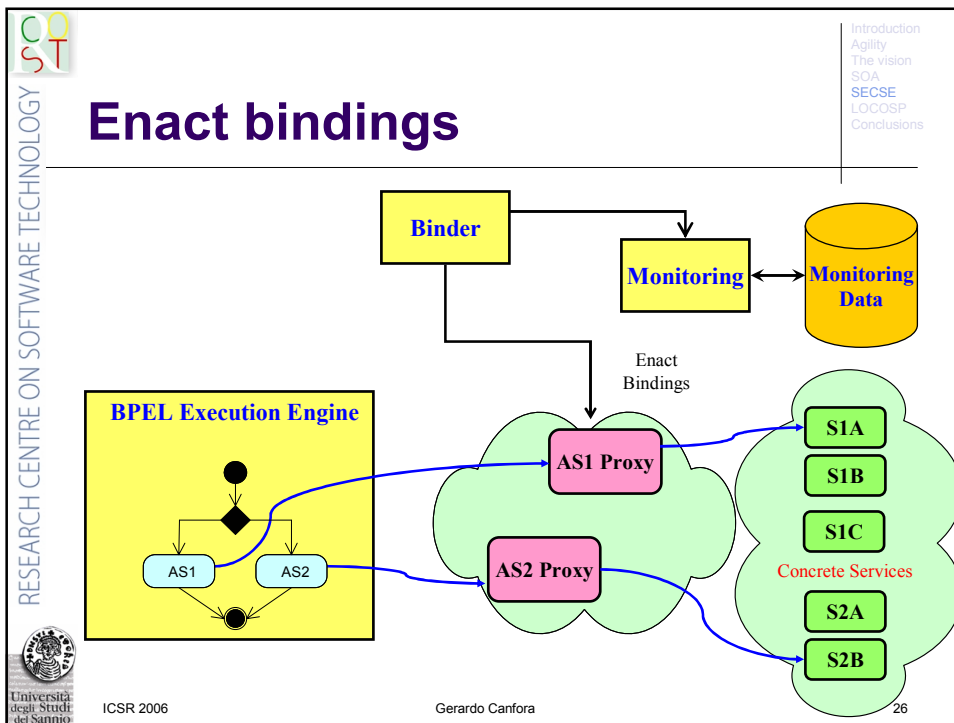
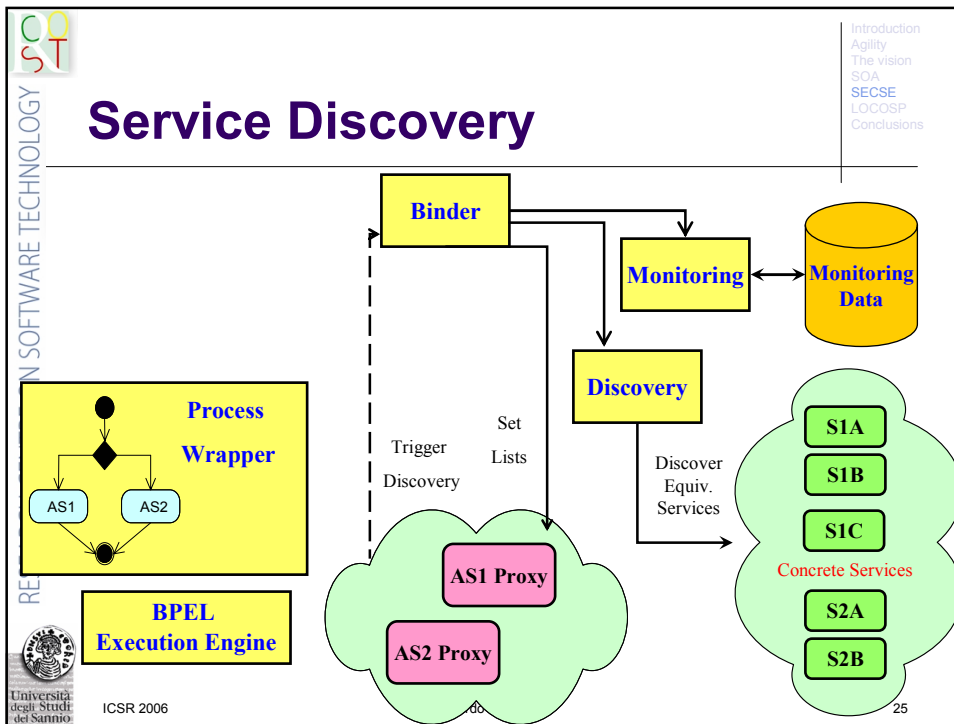


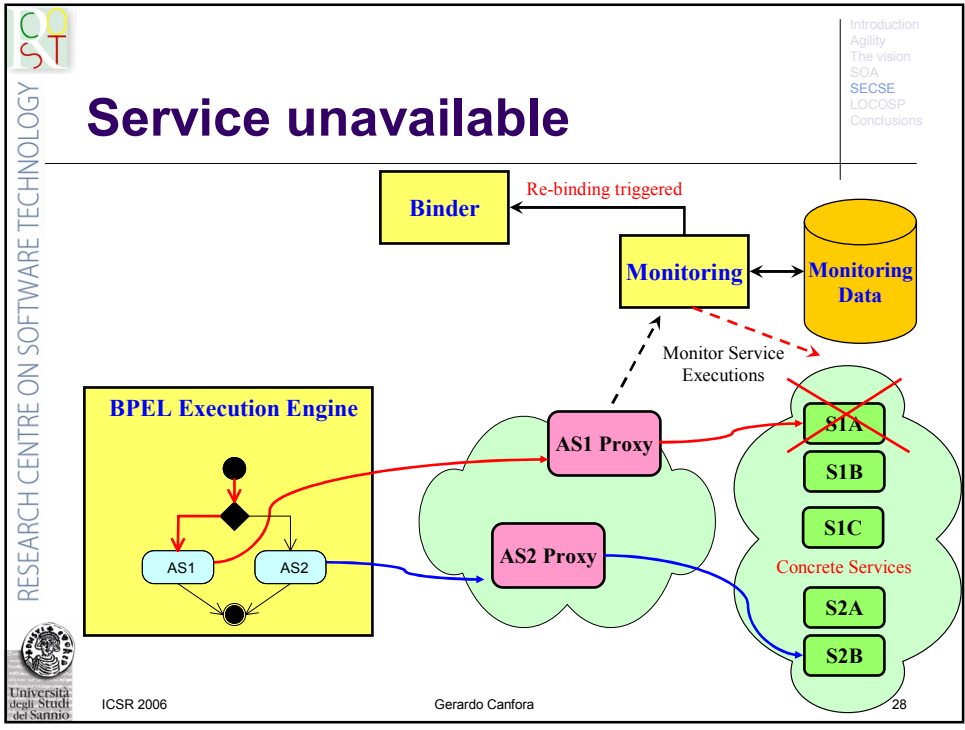
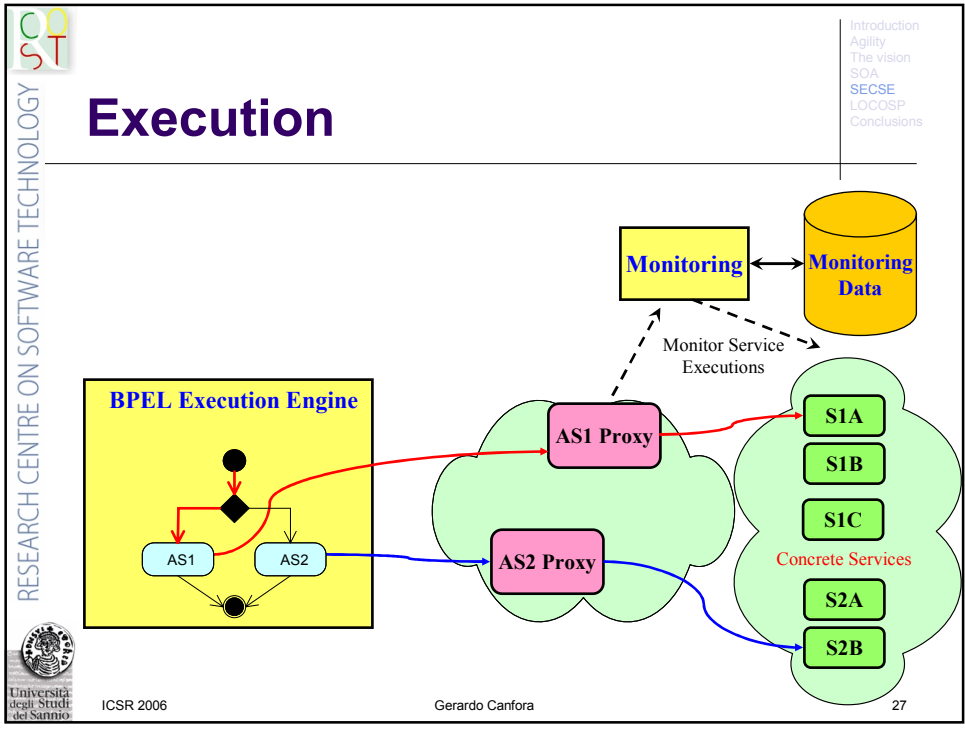
# Example: context-based local binding

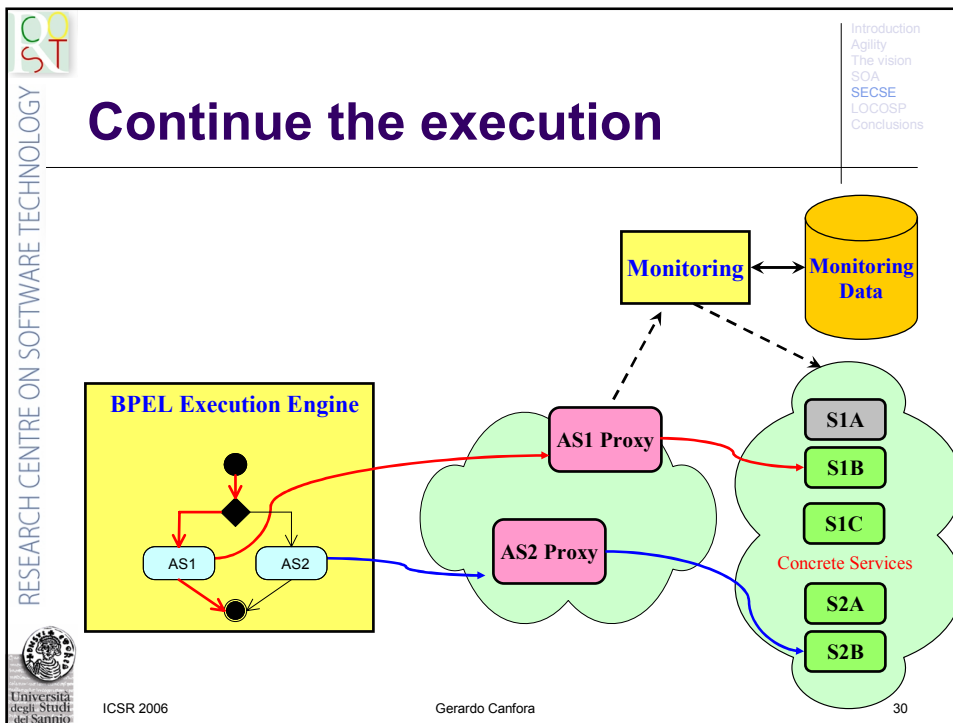
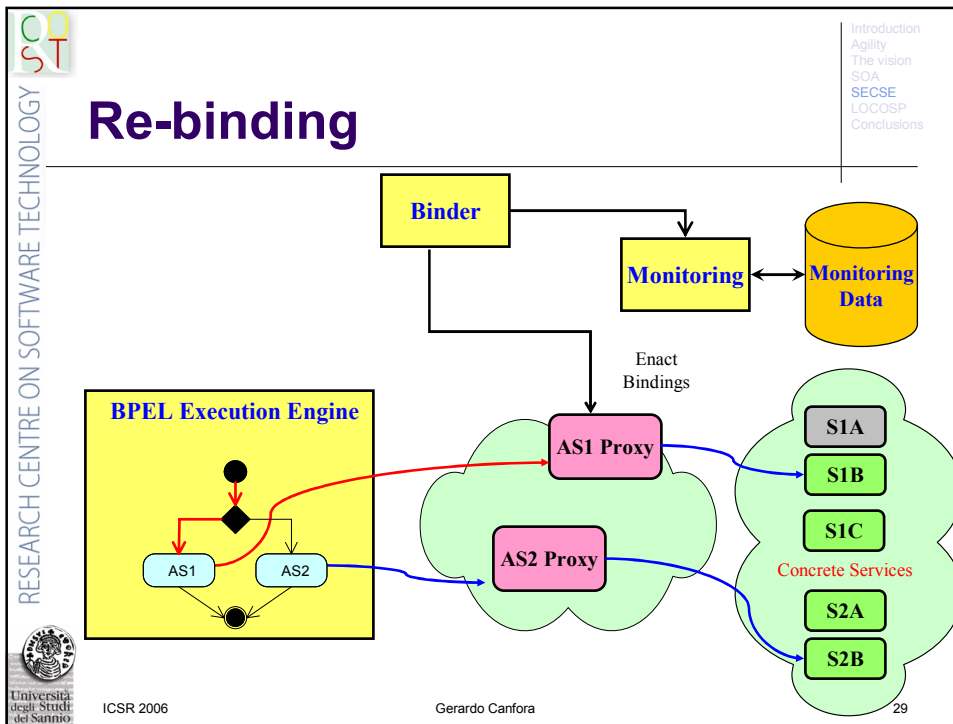
Shuttle provider service selected based on the hotel











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## Issue-2: the LOCOSP context

LOCOSP ↓

Workflows

B2B

E-Services

Distributed Workflows

Global Processes

Enterprise

Inter-Enterprise

Global

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## Automotive product development

-60 Architectural Hypothesis (2d drawings)

-49.5 Architecture Style (Mathematical model)

-41.5 Concept Style (Simple physical model)

-35.5 Style model (Realistic model)

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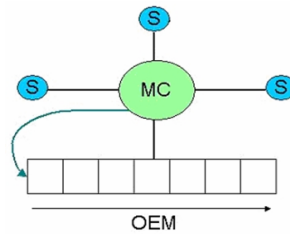
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# Product engineering

- Traditionally a hierarchical model

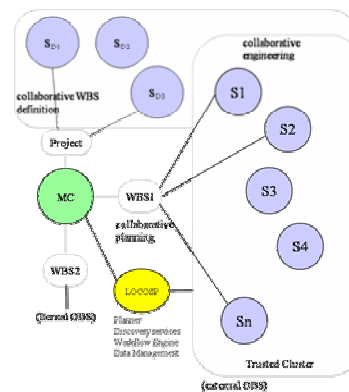


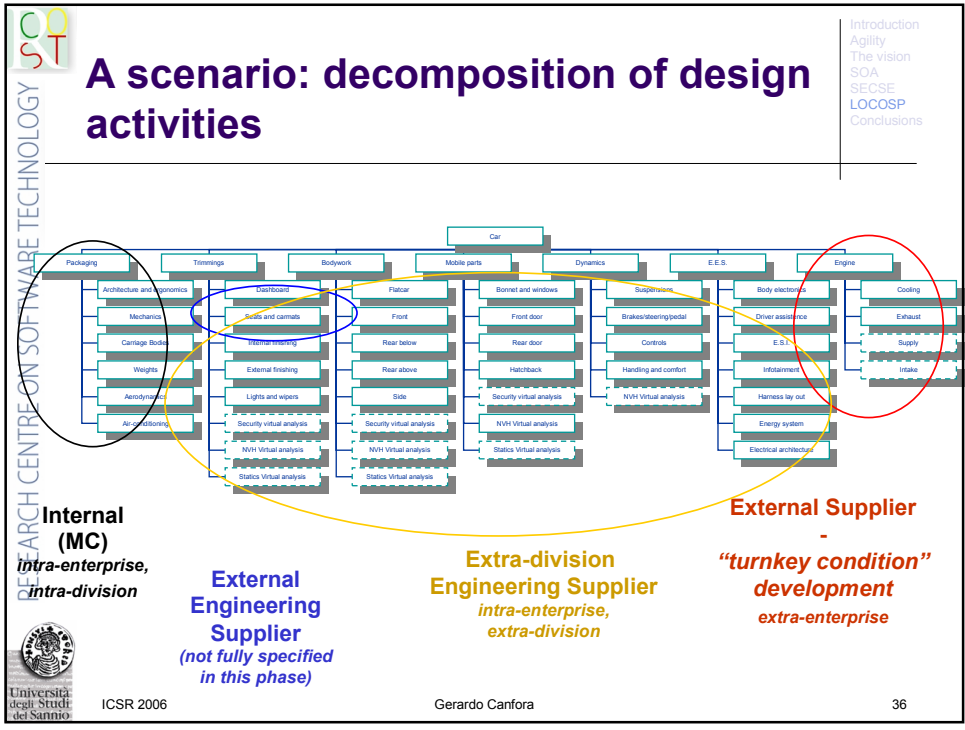
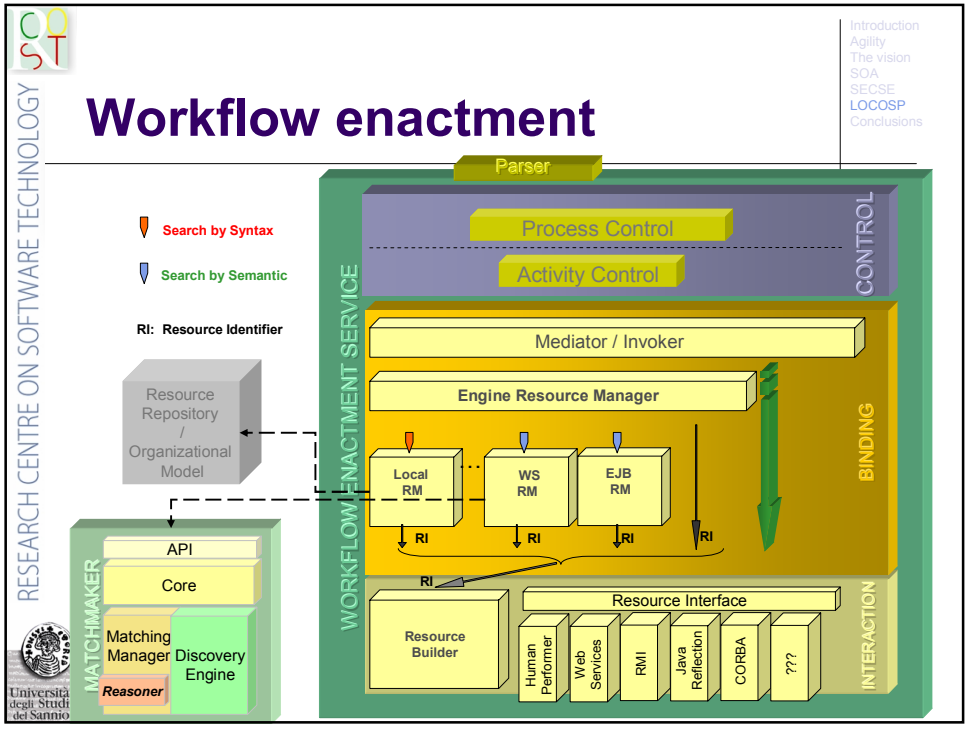
S = Supplier  
 MC = Main Contractor  
 OEM = Original Equipment Manufacturer

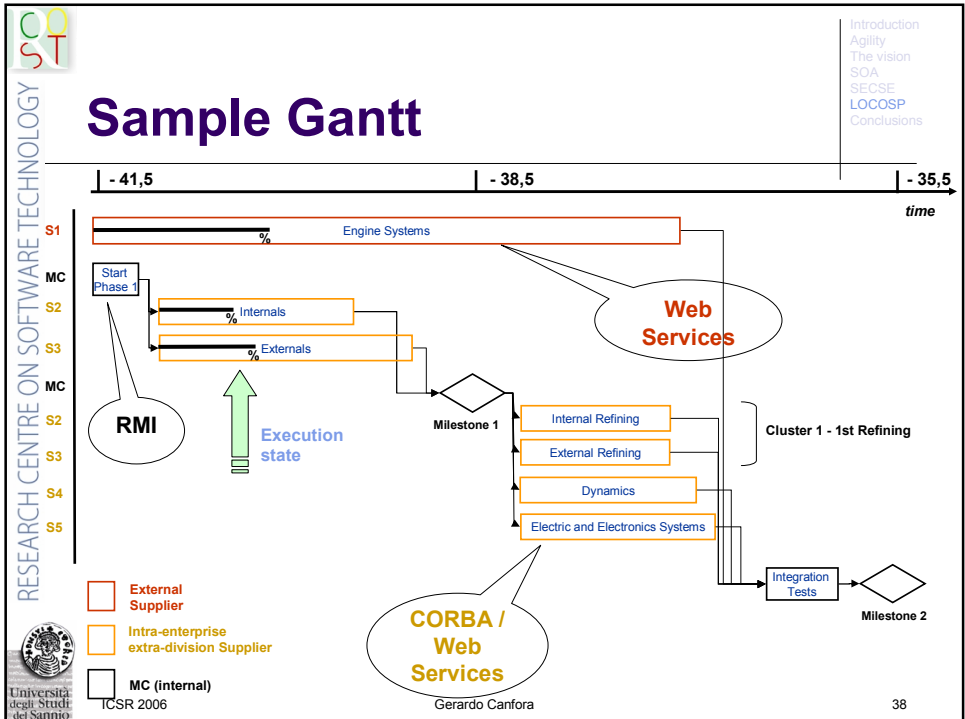
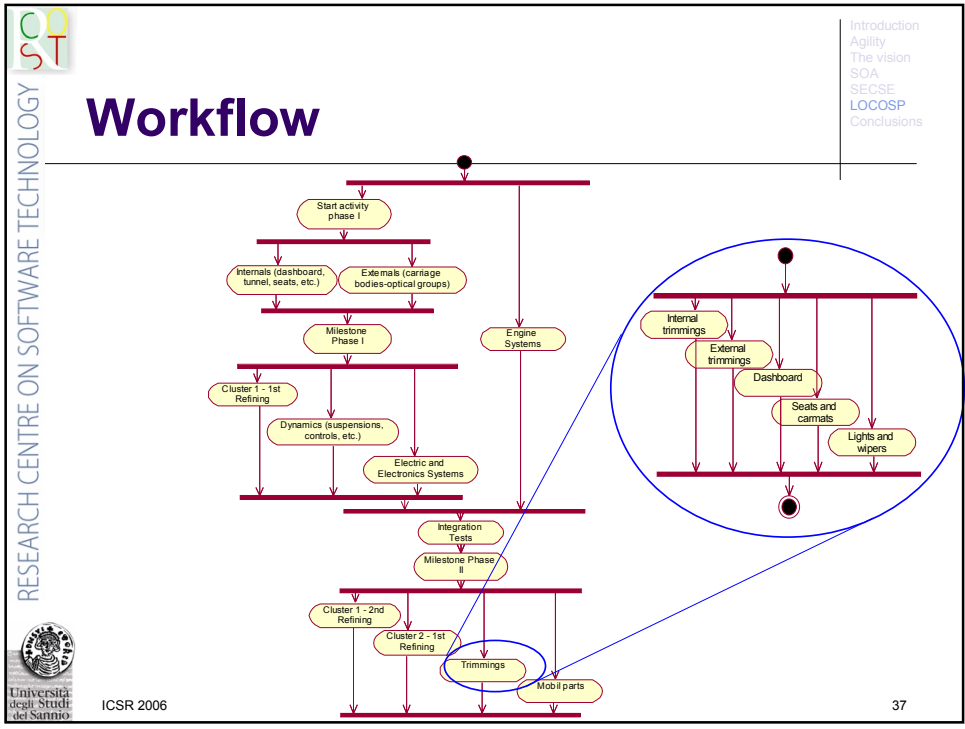
- From concurrent engineering to collaborative engineering

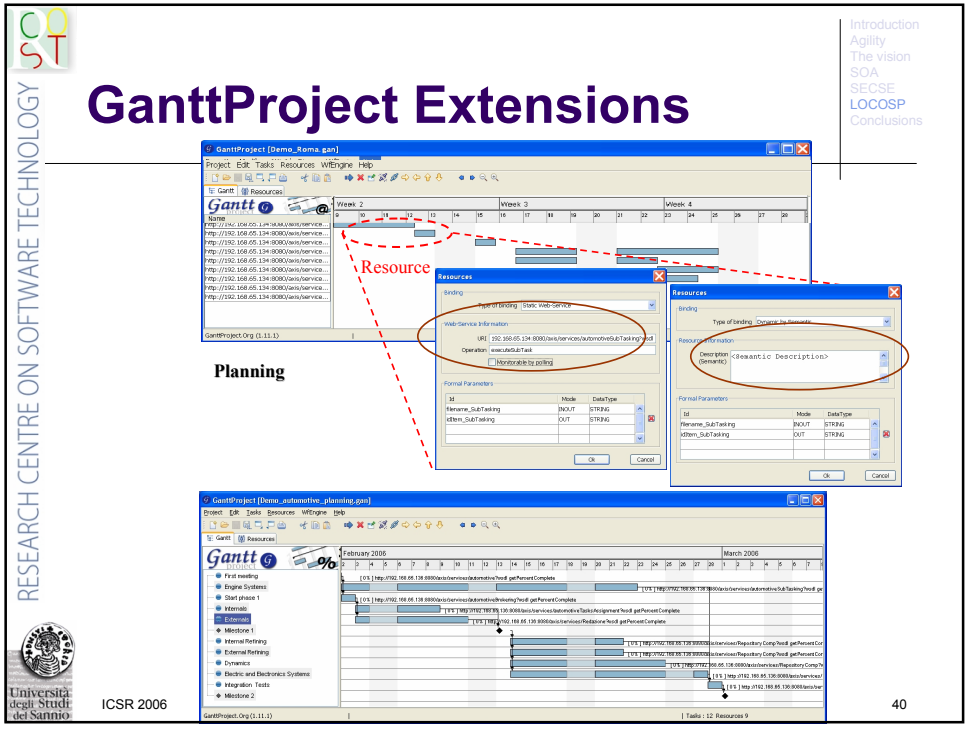
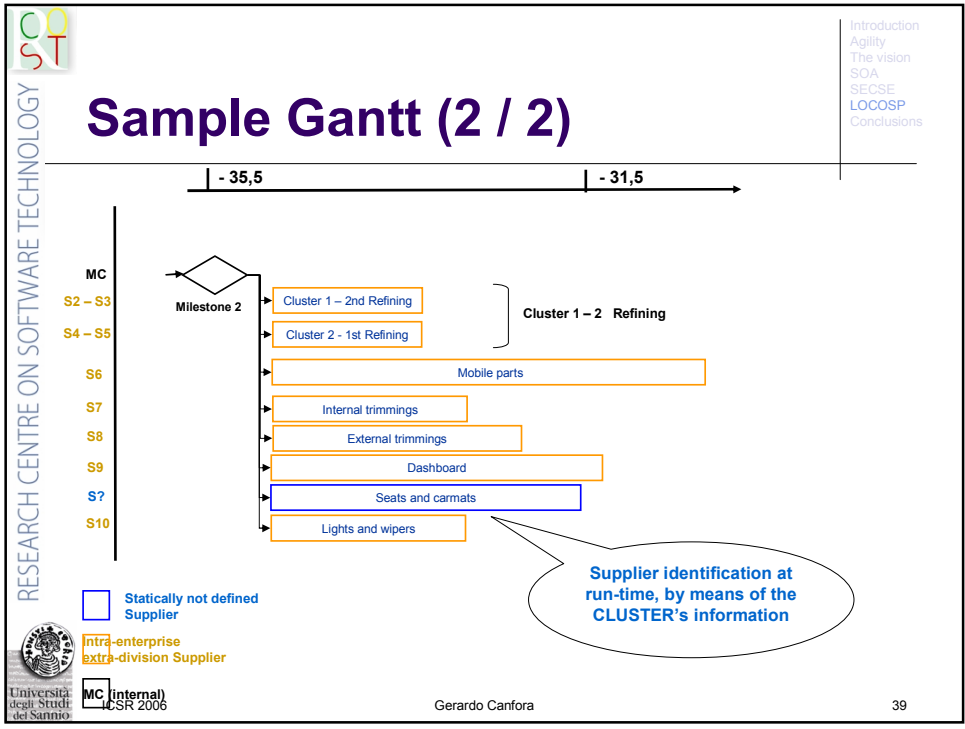
# Scope

- *Registration*
  - MC builds up a trusted cluster of companies
  - Domain-specific reference ontology
  - Companies use this ontology to declare their competencies
- *Definition*
  - MC defines project activities and workflow
- *Planning*
  - Identifies actual partners and define responsibilities
- *Execution*
  - Monitoring








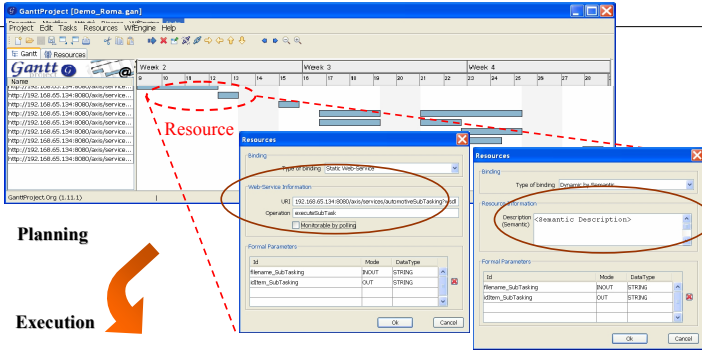


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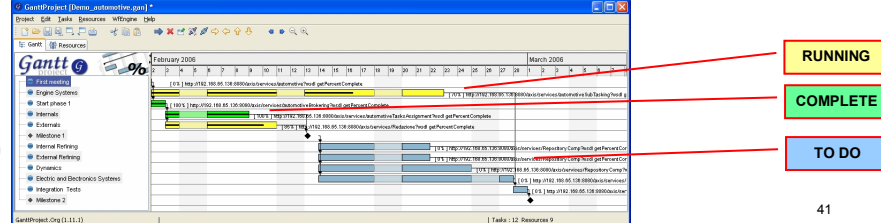
# GanttProject Extensions

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**Planning**


**Execution**



RUNNING

COMPLETE


TO DO



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# The talk in four bullets

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- Agility of business will be the main driver for reuse in the future
- This requires (once again) raising the abstraction level of the reuse artefacts
- SOA are a (possible) enabling technology
- Important results have been achieved . . .  
 . . . a lot more to come



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## A lot of work for this community

- Traditional human-oriented classification and retrieval approaches become inadequate
- Traditional pre-building validation approaches largely insufficient
- Evolution strategies change sensibly
- New economic models for ROI need to be defined