

Business Process Digitalization and Cloud Computing

10. Composing Services

Andrea Morichetta, Phd

October 25, 2016

Computer Science Division

- 1. Service composition
- 2. SCA
- 3. Business Rules vs Business Process

Service composition

- Return of investment?
 - Provide business value and solve real-world problems.
 - Services are **reusable components** and are meant to be combined to meet business needs for enterprise applications.
- In this part we focus on:
 - service layer interaction, choreography, orchestration
 - Business process execution language (BPEL)
 - Strategies in service composition

Services are able to **interact** by means of **collaboration dependencies** defined in conversation **rules**.

• loosely coupled services involves loosely coupled interaction processes between services.

Service Interaction

- Orchestration: The point of reference for orchestration is a single controller
 - how service interact
 - business logic
 - order of interactions
 - BPEL is an orchestrator script, can be executed by an orchestrator based on **rules** and **sequence**.

• Choreography:

- describe the **sequence of messages** between services (public exchange of messages and conversational state)
- focused on exchange of messages from the perspective of a third party observer
- WS-CDL describe the peer-to-peer collaborations.
 - is used when an appropriate path of a composition cannot be determined without an additional input from a service consumer.

Orchestration versus choreography



- Orchestration is based on an executable business process from the perspective of one controller
- Choreography is based on the **messaging interactions**, from the perspective of a third party (multi-party collaboration)
- Orchestration takes place with a **central engine** controlling an execution flow
- Choreography allows for **multiple parties**, permitting a more peer-to-peer approach.

- Business process and rules for combining them should be implemented separately
- **Decoupled composition** can change configuration as the business process change.
- Hard-coded rules and business process logic into the logic of services that aggregate other services, require code changes if requirements are modified.

Hierarchical and conversational composition

- Hierarchical composition: the implementation of the composition is completely hidden from its consumer (black box).
 - is optimum for implementing solutions that do not require human or any other interaction from the solution invoker.
- Conversational composition: the implementation of the composition is hidden from the service consumer, but selected intermediate execution results are exposed (gray box).
 - is used for executing composition that that cannot be determined without an additional input from a service consumer, based on intermediate execution results

Architectural model in service compositions



Conductor-based and Peer-to-peer composition

- Conductor-based: consists in a specialized service (mediator) that interacts with a consumer and controls the execution of other component services participating to the orchestration.
 - The mediator implements a sequence of service invocations to reach the final goal.
 - The transitions undertaken are based on the **input received** by the coordinator.
- Peer-to-peer: each participant is responsible for partial orchestration, based on its **individual rules** without a **central coordinator**.
 - The final behavior is specified as a family of permitted message exchange sequence
 - Typically this implementation lead to hierarchical solutions

Simplest way to implement a service composition is to use **general-purpose programming language.**

• The logic for combining services is **statically written** and compiled in the programming language.

Main drawbacks:

- 1. Hard-coding of composition logic, which makes it harder to modify and maintain
- 2. Implementation requires some form of **transactional support** to ensure correct behavior in case of failures.
- Potential introduction of a significant amount of infrastructure code required to manage synchronous and asynchronous interactions (DB).

SCA

Service Component Architecture (SCA)

- Language-neutral, technology-neutral set of specifications aimed at simplifying the composition of services by hiding many of the infrastructure elements of the service invocation.
- SCA specifies how to **create** components, **combine** them, and **expose** the component assembly as a service
- SCA-defined programming models, components can be built with Java or another programming language
- Communication itself is actually technology-neutral (SCA, JMS, REST)



Connecting SCA components



- Components are connected to each other using wires.
- Wire is an abstract representation of the relationship between a reference and some service that meets the needs of that reference.
- Used for bottom-up composition: selecting a set of deployed components (services), configuring them, connecting them, and deploying the resulting composite service.

Event-base composition

- Service consumers **publish events** to a publish/subscribe intermediary, which delivers them to the actual service providers.
- Event-based composition **decouples layers** between service consumers and the service provider.
- Extremely flexible implementation of composite solutions.
- The sequence of events effectively creates a composite solution
- By changing a set of services subscribed o a particular topic, it is possible to completely change an implementation.
- Drawbacks:
 - Not provide the notion of service composite solution **instance**, which makes very difficult to coordinate events
 - It is very difficult to **ensure corrective behaviour** if the service fail

Event-base composition



Orchestration-based Composition

- Use an **orchestration engine** to control the execution flow of a process (WS-BPEL).
- Orchestration uses centralized process implementation and execution, this lead to a simpler process maintainability.
- The executable process specifies the details and rules of the business process, abstracting the details from the services involved.
- Orchestration provide **recursive aggregation**: composite service can be created to compose new processes involving interactions with services

Orchestration-base composition



Orchestration engine

Features:

- Asynchronous service invocation and the use of correlation tokens for matching between messages
- Management of **concurrent execution** of process instances.
- Management of the **execution context** containing the information that determines the state of the business process
- Management of the **data flow**, including data flowing into services
- Support for manual activities
- Collection and processing of **business events** and key performance indicators
- Support scalability and availability.

- Orchestration languages directly support the majority of orchestration concepts
- Equipped of a visual editor
- WS-BPEL, are **portable** from any programming language platform, and they can be run on an orchestration server regardless of whether it is J2EE-based,

Centralization and decentralization of Orchestrations

The main advantages of a centralized approach are:

- Business decision are **hard-coded at design time** or at compiling time.
- Simple to manage
- Event auditing
- Easy to store the business process in one place

The main disadvantages are:

- Processing **bottleneck**
- Performance and availability
- Single point failure

Scalability on centralized coordination



Engineers can decide how to split up services giving them

Business Rules vs Business Process

- Business rules: describe the sequence of invocations of a particular service participating to a business process.
 - Help the organization to better achieve goals, manage the communication between organization, operate more efficiently, automate operations.
- Busienss Process: Describe how to achieve a specific goal.

Rules vs business process

- Synchronicity:
 - Rule engine evaluate rules in a synchronous way.
 - Process engine are asynchronous and invocation are based on request/response
- Statefulness:
 - Rules are stateless, once fired take in input parameters and send back the output
 - Business engine holds the states of each business process
- Determinism
 - Rules are fired simultaneously, however the order is not deterministic
 - Business process are deterministic except with parallel activity
- Granularity:
 - Rules provide a smaller granularity and offer a higher level of flexibility
 - Processes are more stable but less incline to changes

- Human activities are composed by activities that are too expensive (not-cost effective) or too complex to automate.
- Main Issues:
 - The **interaction** is based on interface that are different from the ones of software systems
 - The interactions are exclusively asynchronous
 - Slow response time
 - Low throughput
 - Poor availability

A typical approach to support human activity is to use the **human activity manager** in collaboration with the orchestration engine.



Questions?