Feature Based Design of Web Service Transaction Compensations

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SOAPL 2008 @ SPLC 2008, September 2008, Limerick, Ireland
Outline

IWIS group and background
General problem
Business transactions
Middleware for advanced compensations
Service provider and client feature modelling
Matchmaking and restriction model
Further Challenges
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Intelligent Web and Information Systems
http://iwis.cs.aau.dk

Adaptation Techniques and Algorithms

Different Application Areas

Adaptive Infrastructures/Middleware

Engineering Adaptation
Adaptation/Customization

- Customization by humans (designers)
- Dynamic adaptation by a system itself
- Adaptation is about decision on which information resource or function variant to provide or recommend access to,
- We need a knowledge to decide about appropriate information or service configuration in a certain processing step (user or other):
  - Resource and information access environment
  - Application domain
  - User/Context
  - And their configuration – variants and their meaningful combinations for certain purposes
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Open Web Service Environment

Service Providers
- A number of autonomous service providers exist
- They can provide similar functionality
- They can dis-/appear any time
- Each wants to maximize its profit for executing provided services by external consumers

Service Consumers
- Number of consumers with similar requirements exist
- They want to achieve high value for their expense
- To maximize their service
- By composing matched available services from different providers
Software Product Lines

Software Providers

• Number of reusable software assets exist
• They may vary in its functionality
• They want to maximize its profit by providing the assets in an application in a family mostly from one company

Software Consumers

• Number of consumers with similar requirements
• They want to achieve high value for their expense
• To maximize their service
• By composing a final application from the reusable assets
Difference

Client is composing in web service world
Client is composing from different providers in web service world
Services used in the composition may be exchanged
Question:

• What can be achieved by current state of the art software product lines techniques?
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Payroll Scenario

Company

Print and send payslip
Transfer salary
Transfer tax

Print and mail payslip

Bank

Transfer tax

Employee

Wait for payment
Transfer monthly instalment for the new car

Transfer car instalment
Service Oriented Payroll Scenario

To reach mutually-agreed outcome (commit/cancel)
In environment with concurrent access
Transactions

Control the execution of the required operations on the external services.
Consist of a set of operations (e.g. database operations) that are performed by multiple participants.
Control the collective outcome of the operations.

* Distributed transactions * control the execution of operations on multiple providers.
  * Participant
  * Coordinator
Error Compensation
Different transaction specifications exist for different purposes

**Backward recovery**
Normally, predefined *rollback operations* are executed in order to restore the state before the transaction.
- Time and money is lost
- *Dependent transactions* also have to roll back (*domino effect*)

**Forward recovery**
Aims at changing pro-actively the state of the participant or transaction to enable a successful execution after a failure.
- Complex
- Can normally only be performed semi-automatically
Traditional WS-Transaction Coordin. Structure

1. Create new transaction
2. Return coordination context
3. Invoke service, send coordination context
4. Register with coordination context
5. Confirm registration
6. Process request
   → Failure
7. Send request result
8. Abort transaction
9. Send failure notification
10. Process request (Failure)
WS – Tx / Business Activity Coordination Type

abstract state diagram
Payroll Processing

- Company
  - Calculate salary
  - Perform payment

- Employee
  - Pay bills

- Web Service 1
  - Transfer salary

- Web Service 2
  - Transfer tax

- Web Service 3
  - Print and send payslip

- Accounts
  - Company
  - Employee
  - Tax
  - Car Dealer

1. Transfer of the salary to the employee's account
2. Transfer of the tax to the tax authority's account
3. Specify the salary details, print and send the payslip
Motivating Scenario – Problem

A service fails due to an internal error. The error can only be compensated by aborting the complete transaction. Why should the transaction be aborted, if a different service exists that can perform the same operations?
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Extended Transaction Coordination Structure

1. Create new transaction
2. Return coordination context
3. Invoke abstract service, send coordination context
4. Request adapter context
5. Register with coordination context
6. Confirm registration
7. Return adapter context
8. Invoke concrete service, send adapter context
9. Register with adapter context
10. Confirm registration
11. Process request
12. Send request result
13. Send request result

Company: Business Process

Abstract Service

Adapter

Transaction Coordinator

Web Service 1

Transfer salary

SOAPL 2008: Feature Based Design of Web Service Transaction Compensations
New Components - Abstract Service

Does not directly implement functionalities.
Manages a list of concrete services.
Is a mediator between the client and the concrete service.
Manages and performs compensation actions.

Interfaces:
- Service
- Event (internal compensation handling)
- Compensation (external compensation handling)
- Contract exchange
## Compensation Activities and Types

<table>
<thead>
<tr>
<th>Nr.</th>
<th>Compensation Type</th>
<th>ServiceReplacement</th>
<th>LastRequestRepetition</th>
<th>PartialRequestRepetition</th>
<th>AllRequestRepetition</th>
<th>CompensationForwarding</th>
<th>AdditionalServiceLocation</th>
<th>AdditionalRequestGeneration</th>
<th>ServiceAbortInitiation</th>
<th>RequestSequenceChange</th>
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<td>X</td>
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</table>

- **X** Included compensation activity
- **(X)** Possibly included compensation activity
Example: Internal Compensation Rule

```xml
<cmp:InternalCompensationRule identifier="internalFailureLastRequestResending">
  <cmp:CompensationCondition>
    <cmp:ParticipantState stateType='http://schemas.xmlsoap.org/ws/2004/10/wsba/Faulting' />
    <cmp:ReplacementService exists="true" isDirectReplacement="true" />
    <cmp:RequestSequence>
      <cmp:Request identifier="transferSalaryMethod" />
    </cmp:RequestSequence>
  </cmp:CompensationCondition>
  <cmp:CompensationPlan>
    <cmp:Compensation>
      <cmp:ServiceReplacement/>
    </cmp:Compensation>
    <cmp:Compensation>
      <cmp:RequestResending lastN="1" />
    </cmp:Compensation>
  </cmp:CompensationPlan>
</cmp:InternalCompensationRule>
```

Condition 1: The event must have been a failure of the concrete service
Condition 2: The state in which the concrete service has to
Condition 3: A direct replacement concrete service has to exist
Condition 4: The last request must have called this method

The execution plan of the compensation rule
Step 1: Replace the current concrete service
Step 2: Resend the last request
New Components - Adapter

Encapsulates coordinator-specific functionality. Functions as a coordinator for the concrete service. Manages messaging:

- Forwards normal messages between the real coordinator and the concrete service.
- Intercepts failure messages and informs the abstract service.
- Creates additional notifications as part of a compensation process.
Internal Compensation Handling – No Action

Internal Compensation Handling – Replacement

Concrete service fails.
Abstract service checks its compensation rules and contract.
Concrete service is replaced.
Coordinator was not notified!

11. Process request
20. Send request result
12. Register with adapter context
13. Report event
14. Forget participant
16. Resend request
18. Confirm failure
19. Process request
21. Send request result

Company: Business Process

Abstract Service

Adapter

Transaction Coordinator

Web Service 4

Transfer salary

Internal Compensation Handling – Replacement

Concrete service fails. Abstract service checks its compensation rules and contract. Concrete service is replaced. Coordinator was not notified!

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Evaluation

Multiple scenarios for internal and external compensation handling have been implemented and tested. An evaluation model has been created, which calculates net values for the standard environment and the abstract service environment.

- Allows an assessment whether the utilization of the new design is economical and beneficial.

Experiment performed on a simulated environment
More in ACM TWEB paper
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Compensation Types

<< Concept >>
Compensation

<< Concept >>
CompensationPlan

<< Concept >>
CompensationAction

<< Concept >>
NoCompensation

<< Concept >>
Repetition

<< Concept >>
Replacement

<< Concept >>
Forwarding

<< Concept >>
AdditionalService

<< Concept >>
AdditionalRequest

<< Concept >>
SessionRestart
Compensation Features

<< Concept >>
Compensation

<< OptionalFeature >>
ExternalCompensation Handling

- << OptionalFeature >> SessionRestart
- << VariationPoint >> {Kind = AND}
  - << MandatoryFeature >> ServiceAbort
  - << OptionalFeature >> AdditionalService
- << VariationPoint >> {Kind = OR}
  - << OptionalFeature >> AdditionalRequest
- << VariationPoint >> {Kind = OR}
  - << OptionalFeature >> PartialRequest Repetition
  - << OptionalFeature >> LastRequest Repetition
  - << OptionalFeature >> AllRequest Repetition

<< MandatoryFeature >> InternalCompensation Handling

- << OptionalFeature >> Forwarding
- << OptionalFeature >> AdditionalActions
- << MandatoryFeature >> NoCompensation

<< OptionalFeature >>
InternalCompensation Handling

- << OptionalFeature >> AdditionalRequest
- << OptionalFeature >> AdditionalActions
- << OptionalFeature >> ResultResending
Capability Feature Model

Consists of:
- functionality feature model
- compensation feature model

The compensation feature model can contain custom features.
Service Capabilities

<< Concept >>
SalaryTransferService

<< OptionalFeature >>
ExternalCompensationHandling

<< OptionalFeature >>
SessionRestart

<< VariationPoint >>
{Kind = AND}

<< MandatoryFeature >>
ServiceAbort

<< MandatoryFeature >>
RequestSequenceChange

<< OptionalFeature >>
Forwarding

<< VariationPoint >>
{Kind = OR}

<< OptionalFeature >>
AdditionalActions

<< OptionalFeature >>
AdditionalRequest

<< MandatoryFeature >>
TransferSalary

<< MandatoryFeature >>
GetAccountBalance

<< MandatoryFeature >>
InternalCompensationHandling

<< OptionalFeature >>
NoCompensation

<< OptionalFeature >>
PartialRequestRepetition

<< OptionalFeature >>
AllRequestRepetition

<< OptionalFeature >>
Repetition

<< OptionalFeature >>
Replacement

<< OptionalFeature >>
ResultResending

SOAPL 2008: Feature Based Design of Web Service Transaction Compensations
Consumer Requirements

<< Concept >> SalaryTransferService

<< MandatoryFeature >> ExternalCompensation Handling

<< OptionalFeature >> Forwarding

<< OptionalFeature >> AdditionalActions

<< VariationPoint >> {Kind = AND}

<< MandatoryFeature >> ServiceAbort

<< OptionalFeature >> AdditionalService

<< OptionalFeature >> AdditionalRequest

<< OptionalFeature >> PartialRequest Repetition

<< MandatoryFeature >> LastRequest Repetition

<< OptionalFeature >> AllRequest Repetition

<< MandatoryFeature >> RequestSequence Change

<< MandatoryFeature >> ResultResending

<< MandatoryFeature >> InternalCompensation Handling

<< MandatoryFeature >> TransferSalary

<< MandatoryFeature >> GetAccountBalance

<< MandatoryFeature >> Repetition

<< MandatoryFeature >> Replacement

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Matchmaking between service and consumer feature models

Compatibility score calculation
Iteratively compares feature models
Features must appear at the same place in the graph
Mandatory features must all match but do not contribute to the compatibility score
If a mismatch is found in a mandatory feature, algorithm stops and a negative score is returned
Optional features add to the compatibility score when a match is found (in our case +1)
Additional features may contribute with different scores
Restriction Feature Model

- Compensation
  - InternalCompensation
  - NoCompensation

- Handling
  - ResultResending
  - LastRequest
  - PartialRequest
  - AllRequest

- Replacement
  - Repetition

- Feature Models
  - Concept
  - Feature
Example: Internal Compensation Rule

```xml
<cmp:InternalCompensationRule identifier="internalFailureLastRequestResending">
  <cmp:CompensationCondition>
    <cmp:ParticipantState stateType='http://schemas.xmlsoap.org/ws/2004/10/wsba/Faulting' />
    <cmp:ReplacementService exists="true" isDirectReplacement="true" />
    <cmp:RequestSequence>
      <cmp:Request identifier="transferSalaryMethod" />
    </cmp:RequestSequence>
  </cmp:CompensationCondition>
  <cmp:CompensationPlan>
    <cmp:Compensation>
      <cmp:ServiceReplacement/>
    </cmp:Compensation>
    <cmp:Compensation>
      <cmp:RequestResending lastN="1" />
    </cmp:Compensation>
  </cmp:CompensationPlan>
</cmp:InternalCompensationRule>
```
Feature Model

<feature name="Compensation" type="NONE" id="compensation">
  <feature name="InternalCompensationHandling" type="NONE" id="internalCompensationHandling">
    ...
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      <feature name="ResultResending" type="NONE" id="reference3IXIreferenceIXIresultResending">
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    </feature>
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      </feature>
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### Layers of Abstraction

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<tr>
<th>Physical Services and Workflow Variants</th>
<th>Capability and Compensation Concepts</th>
<th>Capability and Compensation Features and Configurations</th>
<th>Restriction Profiles</th>
<th>Navigation and Interaction</th>
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</table>

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Workflows vs. Middleware

Compensations and adaptations can be specified at the design level in workflows.
Compensations and adaptations can be encoded in an intelligent middleware.
How to combine them.
How to compose them.
How to ensure consistency.
...

SOAPL 2008: Feature Based Design of Web Service Transaction Compensations
FP7 ICT EU idSpace: Tooling of and training for collaborative, distributed product
References

Thanks!!! Questions?

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http://www.cs.aau.dk/~dolog
http://iwis.cs.aau.dk