

Towards the next generation of Internet Services: loosely coupled systems

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What's the Goal?

- To create an infrastructure to enable the creation of (globally?) distributed applications based upon the composition of Services (via internet protocols)

Challenges ...

- The network:
 - bandwidth
 - latency
 - reliability
- Heterogeneity:
 - protocols
 - systems
 - data
 - ...
- Security
- Implementation Evolution
- ...

How?

- Interoperation of:
 - network transport protocols (we've got that)
 - service discovery mechanism(s) (tbd)
 - UDDI, ebXML Reg/Rep,...
 - service description/definition (tbd):
 - UML, tpaML, ...
 - domain/services protocols (tbd):
 - SOAP, ebXML TP&R, XML schemas, ...
 - data representation (tbd):
 - XML, ...
 - ...
- XML can be used (as part thereof) of the solution to the TBDs above

Why use XML?

- It's cool! (seriously)
- Can can be used to describe a staggering variety of (distinguished, composite) structured data
- it can itself be described (schemas) and verified
- it can be easily transformed (isomorphic properties)
- ...

What is Loose Coupling and Why is it important?

- Definition:
 - An abstract service or function definition; that is the syntax and semantics of the service or function as described to consumers via an some contract is completely independent of (any or all) concrete implementations thereof.
- Why is Loose Coupling important:
 - Internet Service(s) must be loosely coupled to enable service implementors to evolve their implementations without requiring their (many) consumers to also evolve theirs synchronously!
- Using XML to describe Services creates the opportunity to loosely couple Services

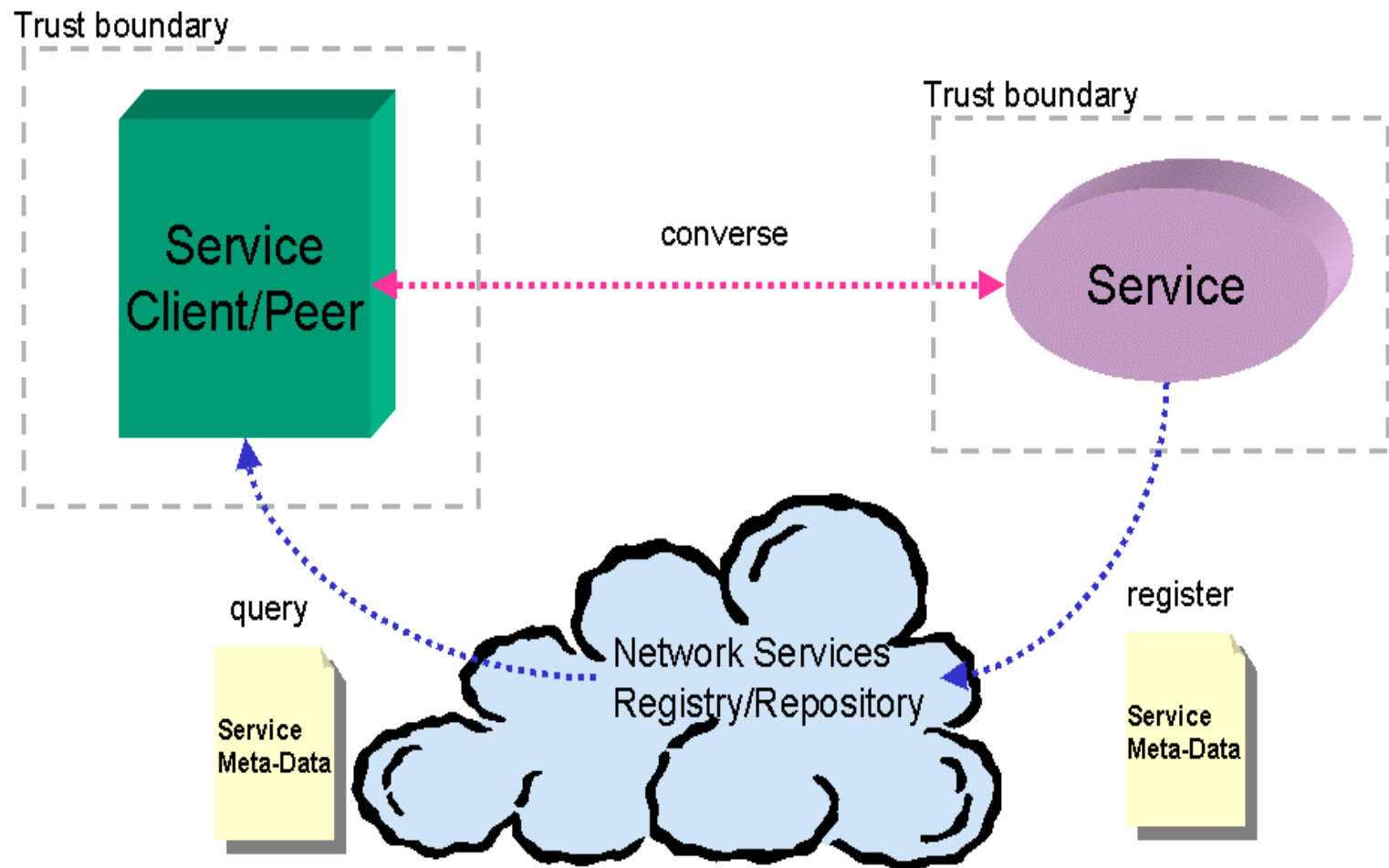
Is'nt this just Object Encapsulation?

- Basically yes But
- The devil is in the details!
 - How many OO systems actually make it hard NOT to blur the distinction between interface (abstraction) and implementation?
 - How many OO developers actually practice this?
- The evidence to support this ...
 - look at the history of client server computing?
- Will we succeed this time?
 - Beats the hell out of me?

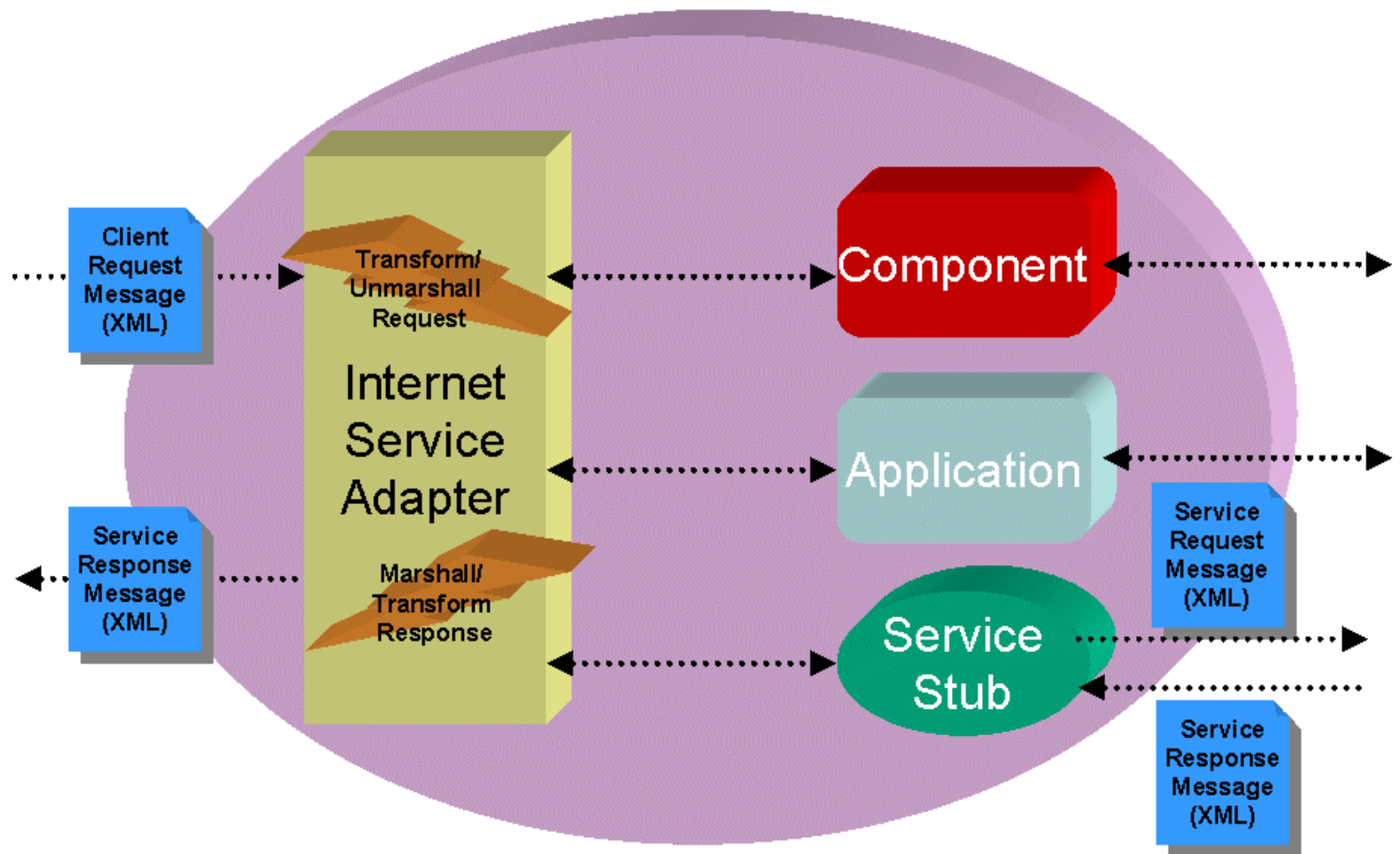
What is ebXML?

- A consortium led by UN/CEFACT & OASIS
- a layered set of specifications describing a framework and methodology for enabling e-commerce via communications between Internet Services:
 - Registry/Repository
 - Business/Process (meta) model
 - Business Core Components (schema fragments)
 - Trading Partner Agreements
 - Transport, Packaging & Routing

Internet Services Model



Internet Services Implementation Model



ebXML Service is described by:

- The following registered in the Repository:
 - A meta model of the “process”
 - A Trading Partner Agreement (service) describing:
 - overall properties/description
 - network transport(s)
 - network and service security characteristics
 - participant roles
 - service actions
 - service errors
 - service message sequencing/workflow
 - ...
 - message schemata

SOAP Vs ebXML TP&R “at a glance”

- SOAP:
 - formats:
 - XML envelope
 - XML headers
 - XML payload
 - has (optional) RPC semantics and binding to HTTP
 - has defined payload serialization format/type system
 - headers have no identity/routing/security info defined (yet)
 - ...
- ebXML: TP&R:
 - formats:
 - MIME envelope
 - XML headers
 - arbitrary payload
 - has no protocol binding(s) specified (so far)
 - has/assumes no defined payload serialization format
 - headers have defined identity/routing/security information
 - ...

Don't Worry!

- There are plenty of organizations working in this space:
 - W3C
 - OASIS
 - ebXML
 - RosettaNet
 - OBI
 - Biztalk
 - UN/CEFACT
 - ASC X12
 - Ariba, CommerceOne, ...
 - IETF
 - ...

Conclusions

- Enabling (globally accessible) Internet Services is “the next big thing”:
 - we have to do this ...
- Interoperability is key (read stds)
- Loose coupling is fundamental
- Both SOAP, UDDI, and ebXML have roles to play ...
- The similarities between the technologies are subtle, but maybe significant
- There is no clear winner (yet)