

Model-Driven Engineering of Rules for Web Services

In collaboration with:

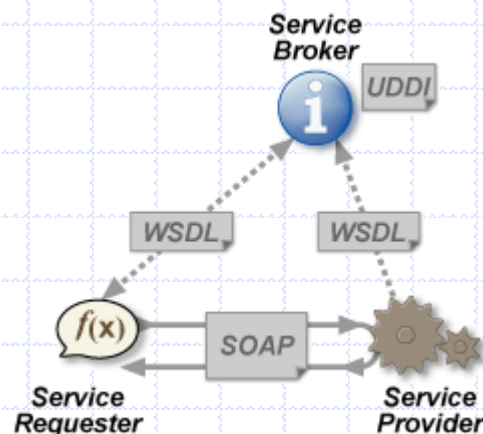
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Web Services

◆ What are Web services?

- software systems designed to support interoperable Machine to Machine interaction over a network
- frequently just Web APIs to be
 - ◆ accessed over a network, such as the Internet, and
 - ◆ executed on a remote system hosting the requested services



http://en.wikipedia.org/wiki/Web_service

Web Services

◆ Characteristics

- By the nature a simple technology, but the development is not so easy
- Developers are focus on very low-level details
 - ◆ No high-level approach (modeling)
- Shared by different parties
 - ◆ A shared understanding is needed (e.g., ontology)

Web Services

◆ Characteristics

- Many aspects to be integrate that were originally not be planned
 - ◆ Non-functional requirements (e.g., policies, security, QoS)
- Dynamic category
 - ◆ Should reflect fast business process changes
 - ◆ Evolution of Web services and applications
 - ◆ Deployed and implemented for different platforms

Developing Web Services

- ◆ Our approach
 - **MDE and rules** for Web services
- ◆ Advantages of MDE
 - Web services and rules for different platforms
 - ◆ Metamodeling of rule languages (DSML)
 - ◆ Well-known software modeling languages (UML)
 - ◆ Model management – complexity of different languages and technologies
 - ◆ Model transformations

Rules for Web Services

- ◆ Advantages of using rules
 - Business requirements
 - ◆ Captured in the form of rules in a natural language
 - ◆ Formulated by (non-technical) domain experts
 - Describe behavior of Web services by means of **reaction rules**
 - ◆ Declarative programming (dynamic BP changes)
 - Reaction rules
 - ◆ Event-Condition-Action (ECA)
 - ◆ Flexible way to specify control
 - ◆ Integrate events/actions from the real life

Rule Languages

◆ Potential technologies around (W3C)

■ Rule Interchange Format (RIF)

- ◆ Identified ten use-cases
- ◆ Examples

A buyer must provide credit card information together with delivery information (address, postal code, city, and country).

A wireless device can transmit on a 5 GHz band if no priority user is currently using that band.

Model-Driven Rule Engineering

◆ REVERSE Rule Markup Language

- <http://reverse.net/I1/>
- Current version 0.5
- Addresses RIF requirements
- Organization
 - ◆ R2ML MOF-based metamodel for rules
 - An abstract syntax
 - ◆ R2ML XML Schema
 - A concrete syntax
 - ◆ UML-based Rule Modeling Language (URML)
 - A concrete syntax
 - ◆ Transformations

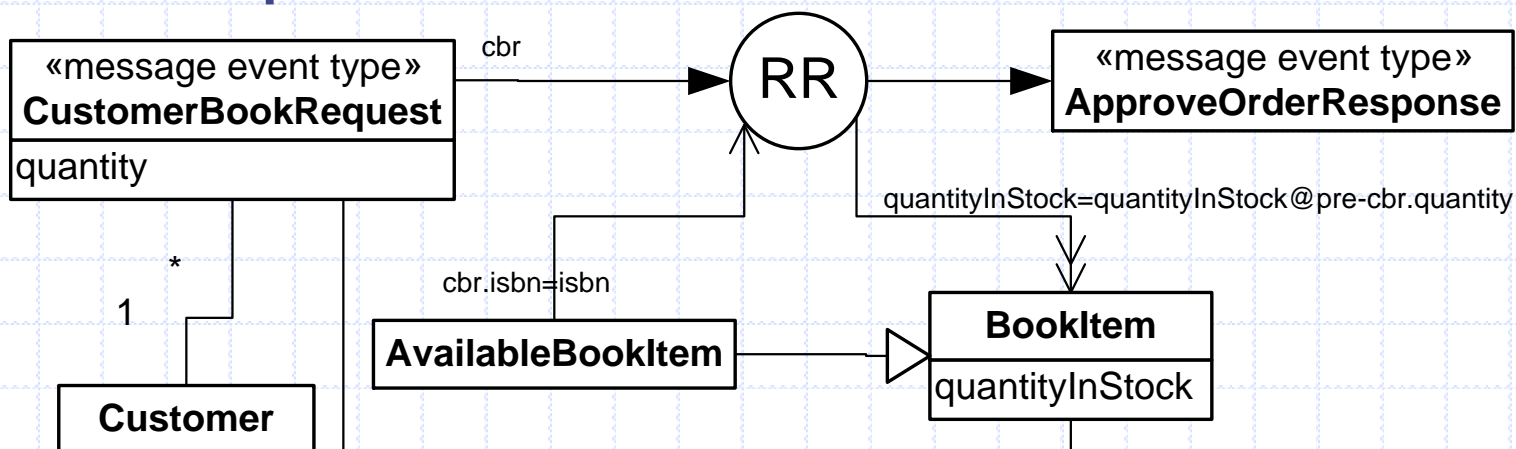


REVERSE Rule Markup Language

- ◆ R2ML reaction rules
 - Event-Condition-Action (ECA) rules
 - Statements of programming logic that
 - ◆ Specify the execution of one or more actions
 - ◆ In the case of a triggering event occurrence and
 - ◆ If rule conditions are satisfied
 - Example:
On customer book request,
if the book is available,
then approve order and
decrease amount of books in stock

URML Reaction (ECA) Rules

Example

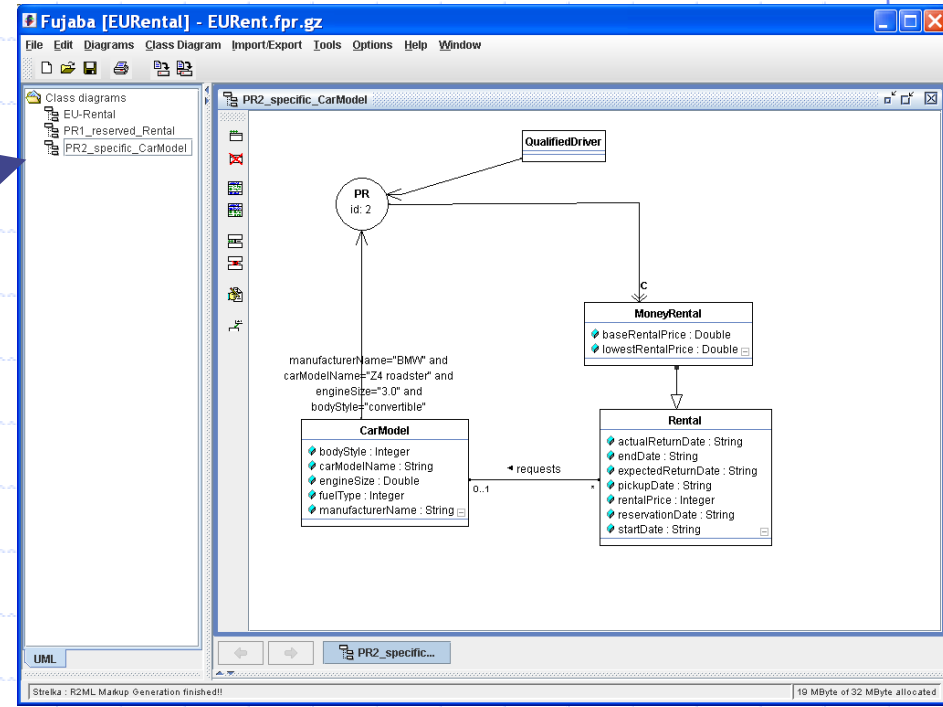
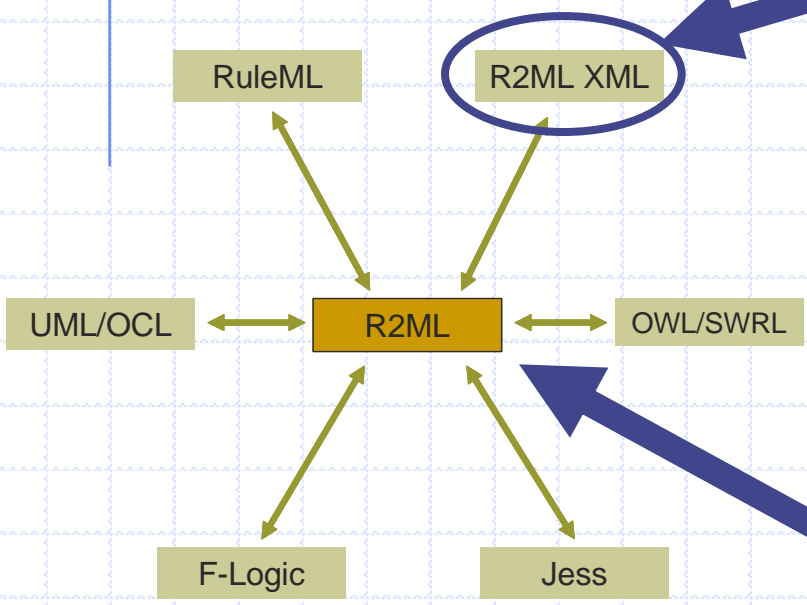


- On customer book request, if the book is available, then approve order and decrease amount of books in stock

Transformations

R2ML as a pivotal metamodel

Strelka



Conclusion

◆ Summarizing

- MDE principles to model Web services
 - ◆ Modeling services - metamodeling
 - ◆ Model transformations
 - ◆ Generating to several platforms
- Rules
 - ◆ Close to domain experts and end-users
 - ◆ Flexible way to update and integrate business processes
 - ◆ Naturally built on top of vocabulary languages

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