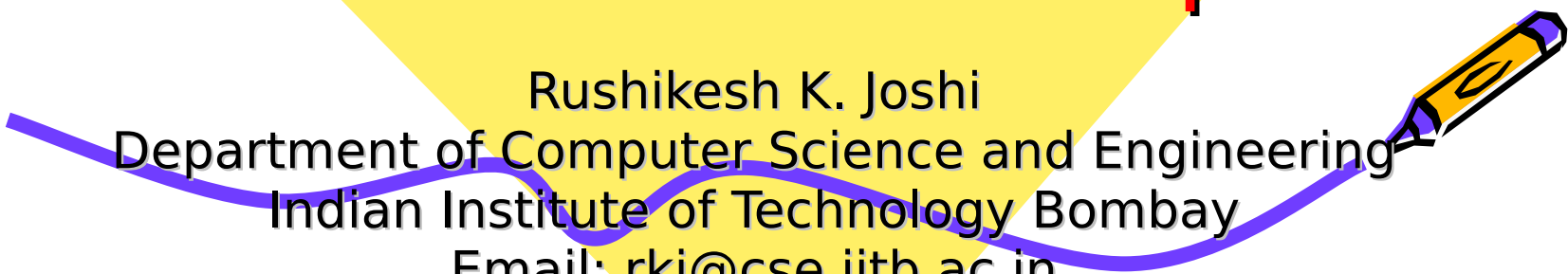




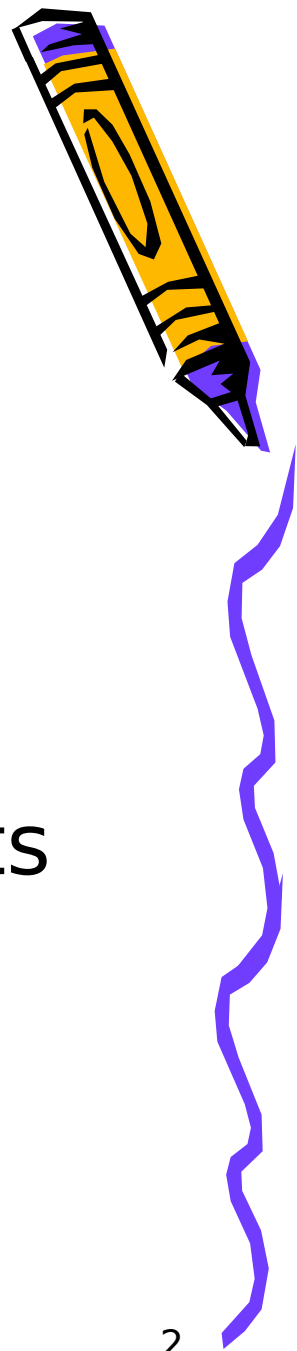
# SOA and EDA

## An Architectural Viewpoint

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Department of Computer Science and Engineering  
Indian Institute of Technology Bombay  
Email: [rkj@cse.iitb.ac.in](mailto:rkj@cse.iitb.ac.in)



# Programming On the Web

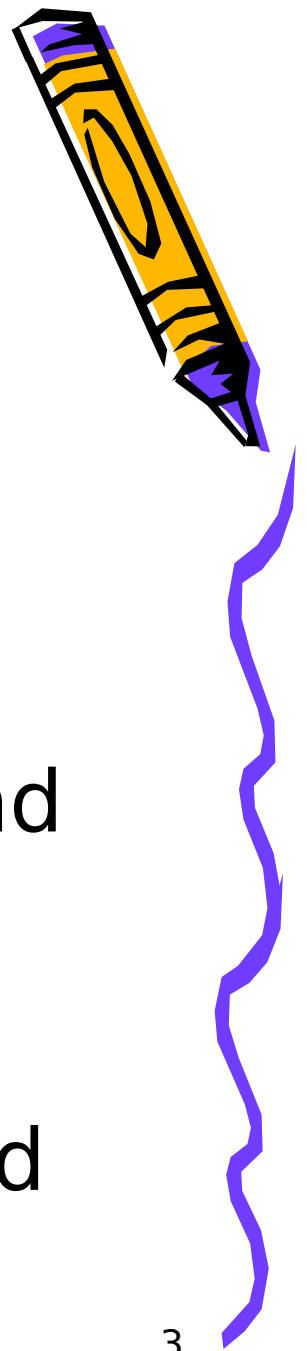


- HTTP based communication protocols
- Web servers receive external requests
- Applications pick up the requests from web servers



# Applications

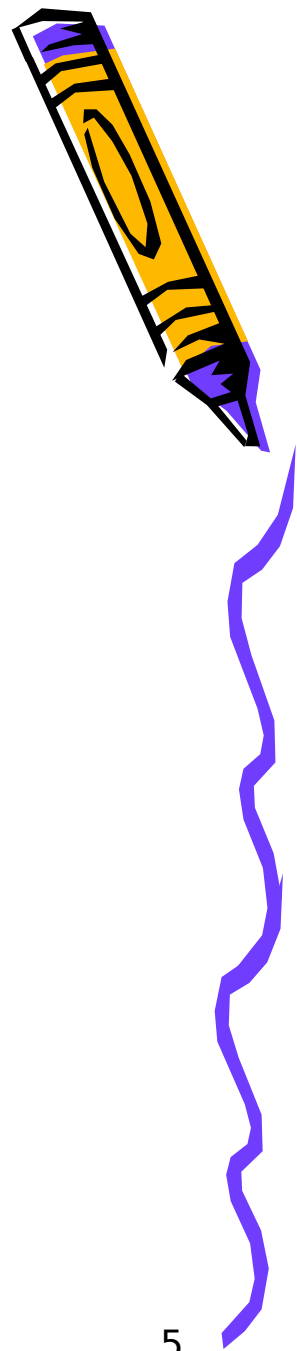
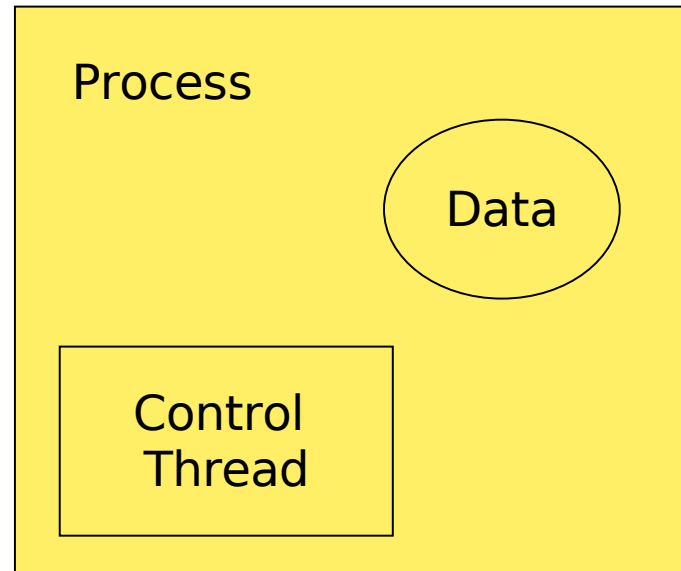
Read-only pages, Email, Chat, Search engines, news-servers, citation index, bibliographies, online courses, video conferencing, online services and transactions, conference management servers, gaming, journal review processes, books and multimedia, governance and business processes..



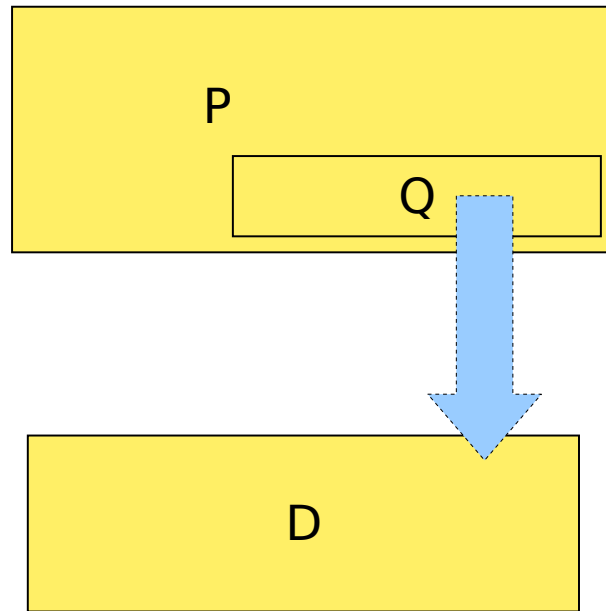
# Let's look at some architectural variations



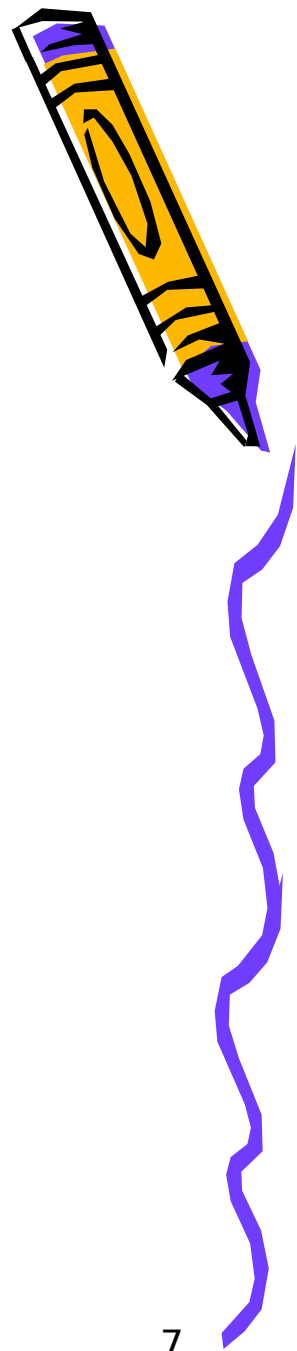
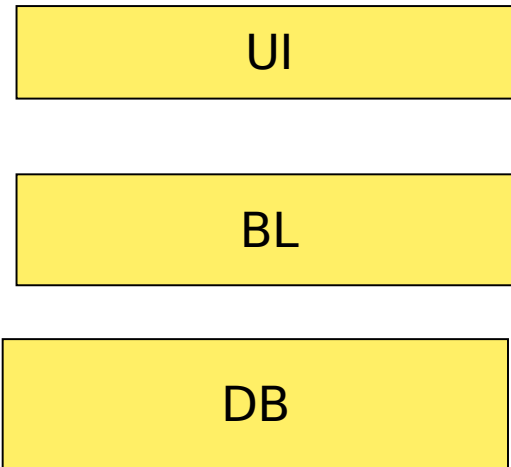
# A Single Process Simple Monolithic Application



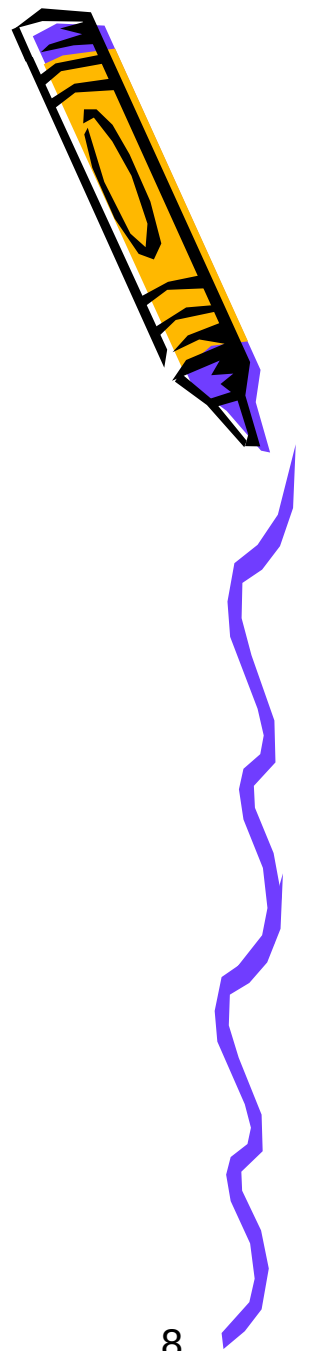
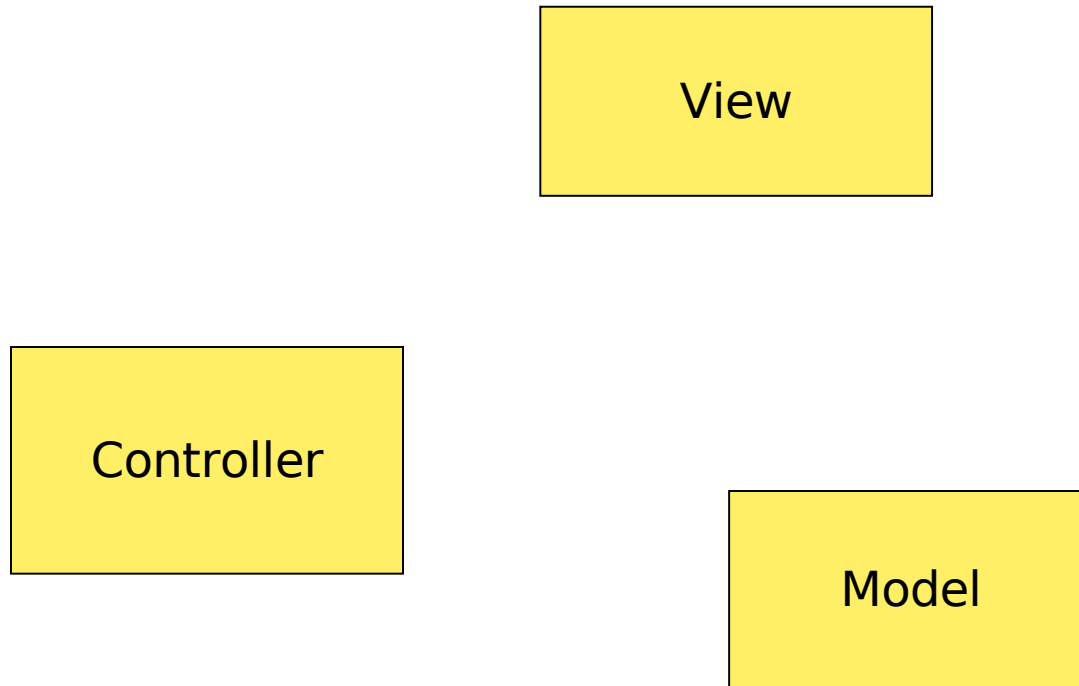
# A Data-oriented Application



# A Three Tiered Architecture

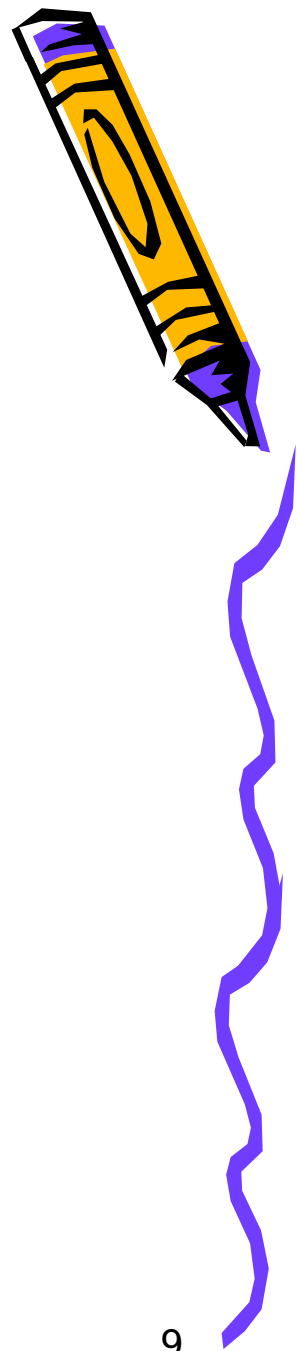
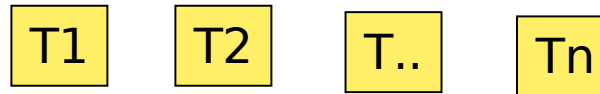
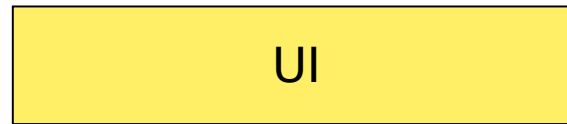


# Model View Controller

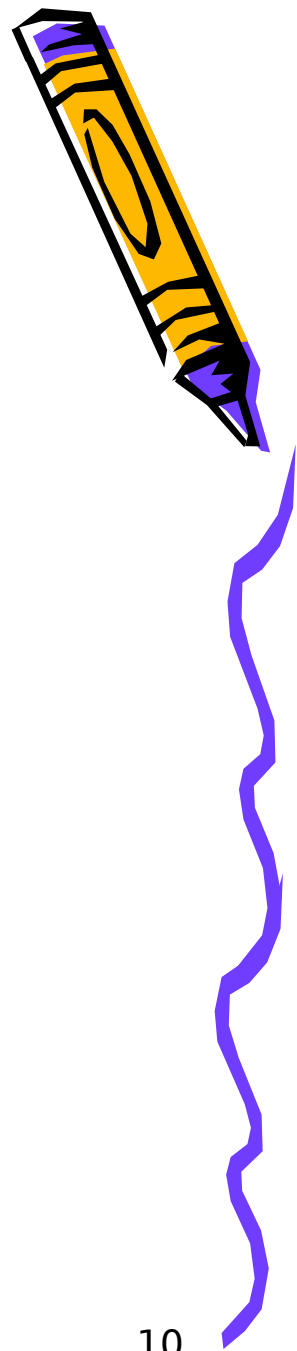
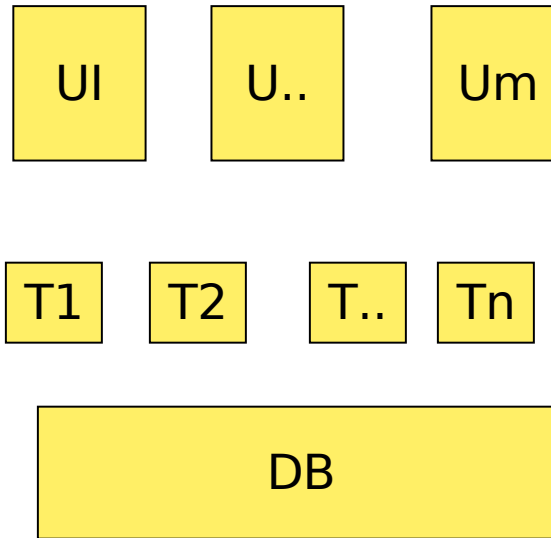




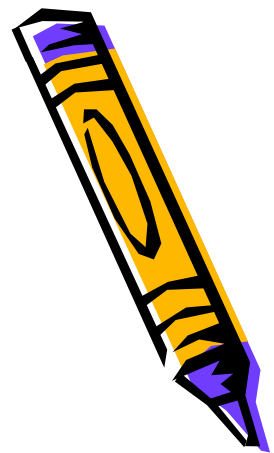
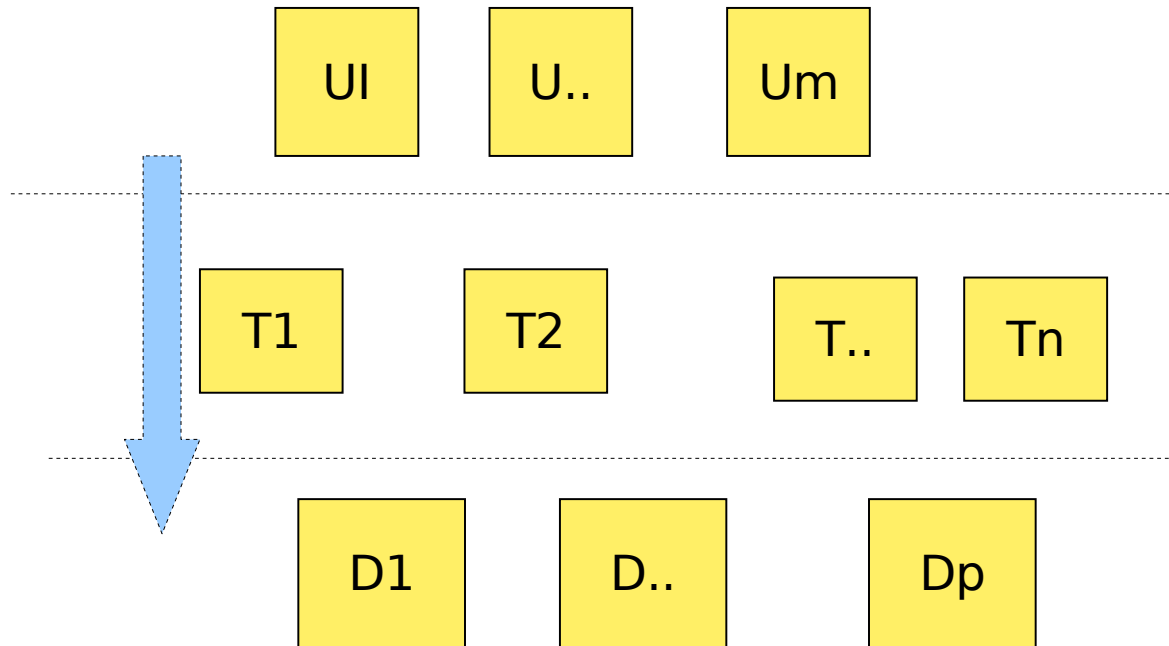
# Concurrent Tasks



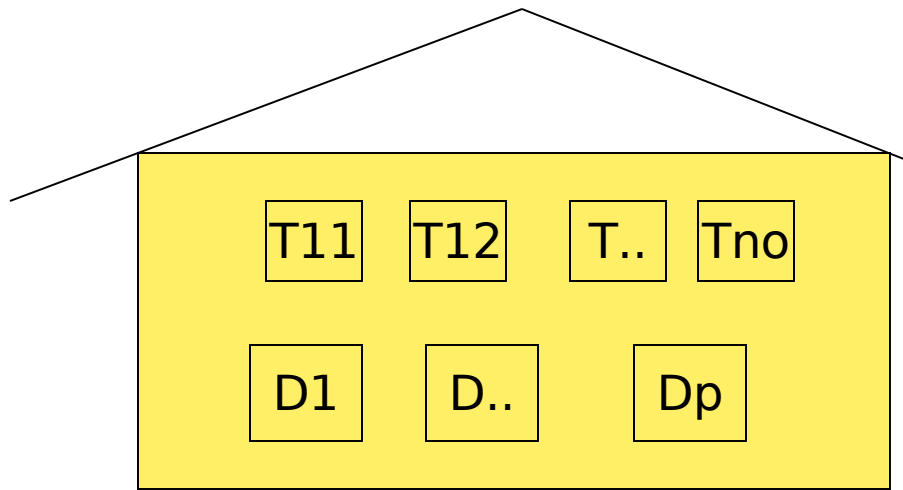
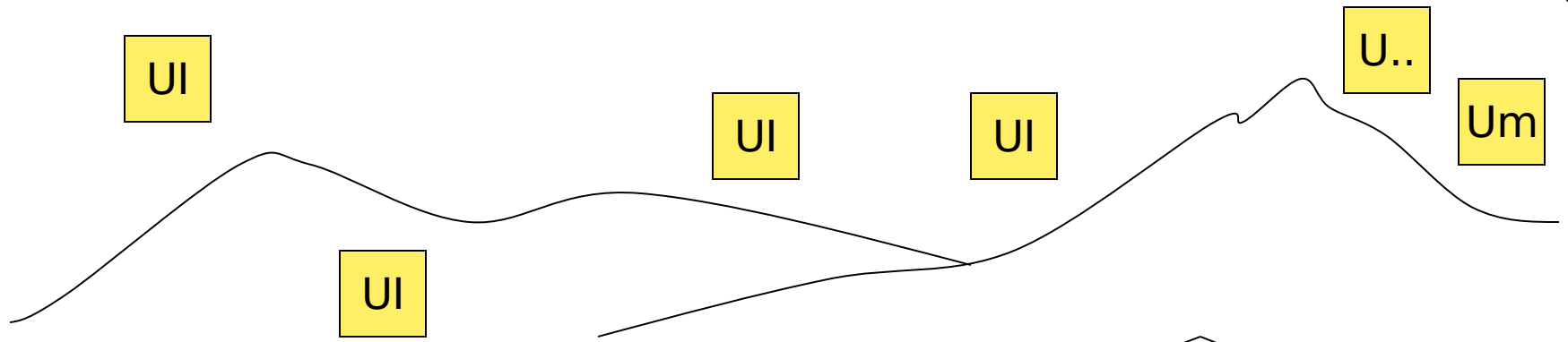
# More User Roles and hence, multiple Views



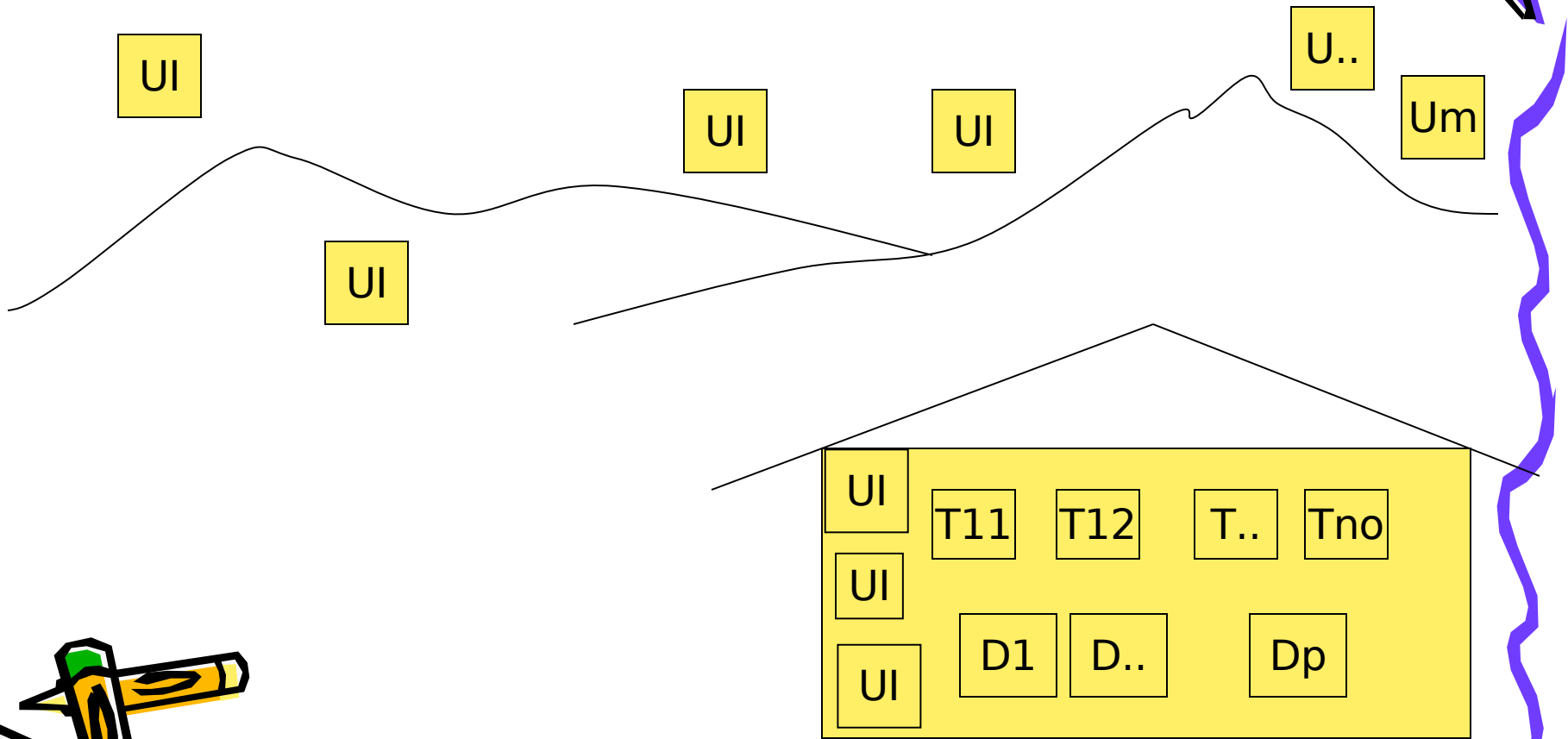
# More Data Sites



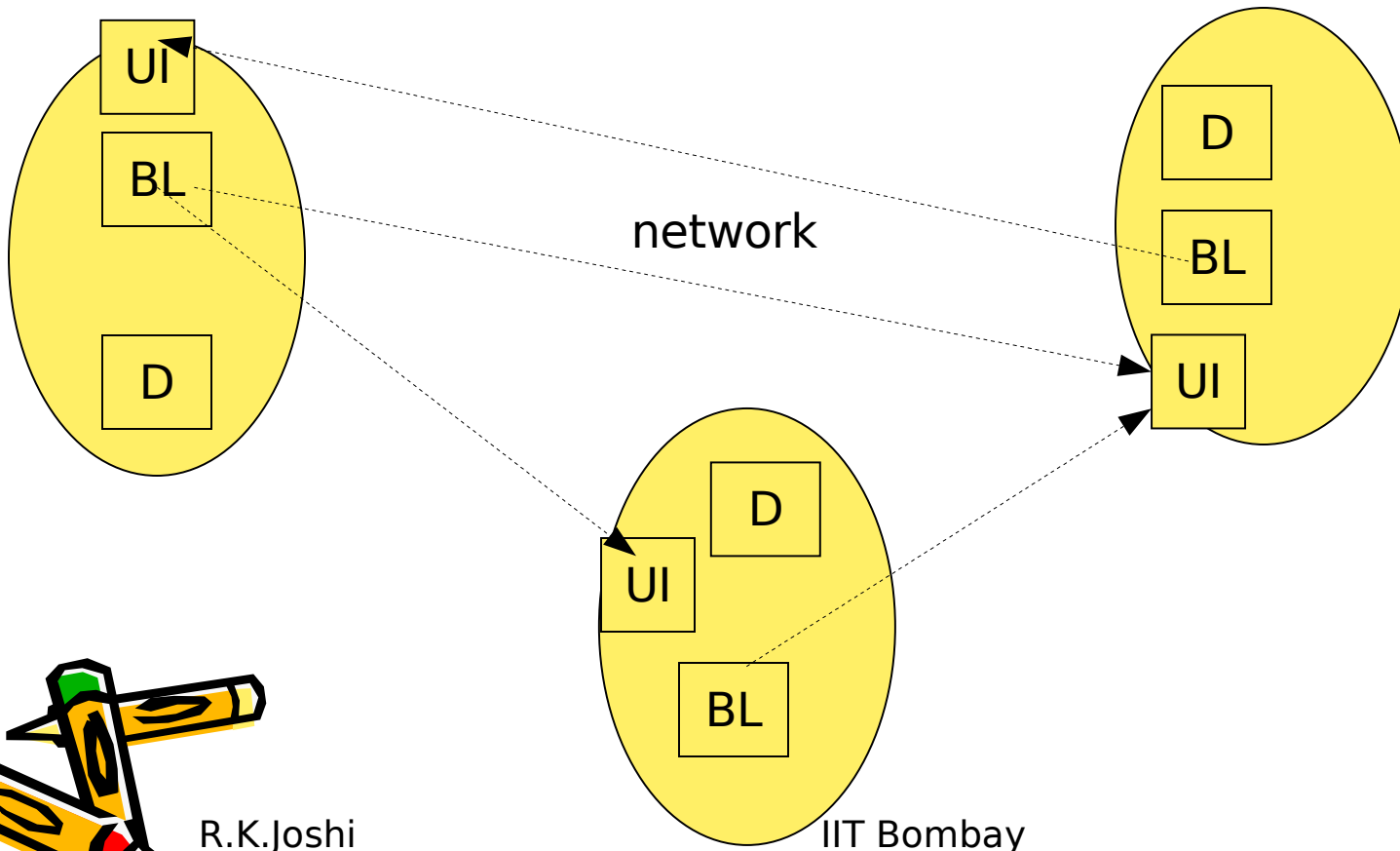
# Users are scattered over a wide area



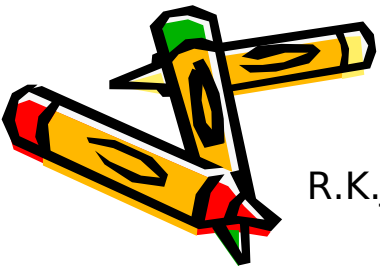
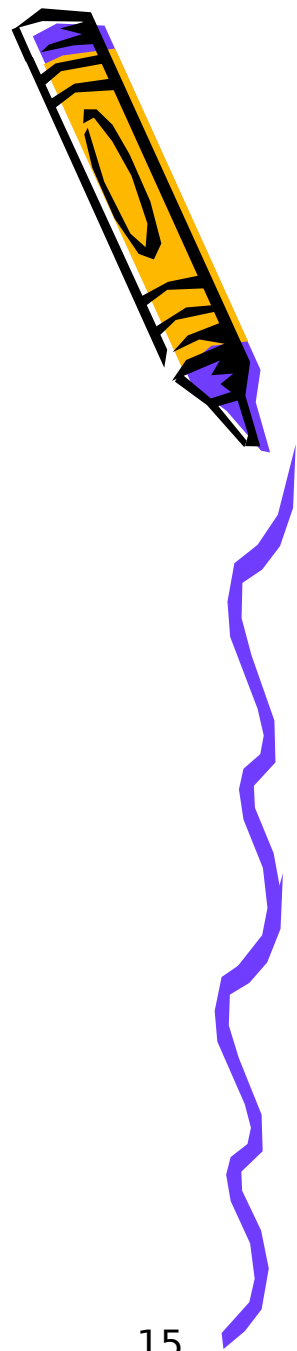
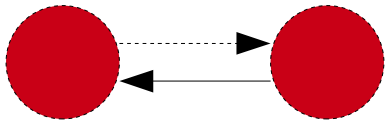
# Some users are local



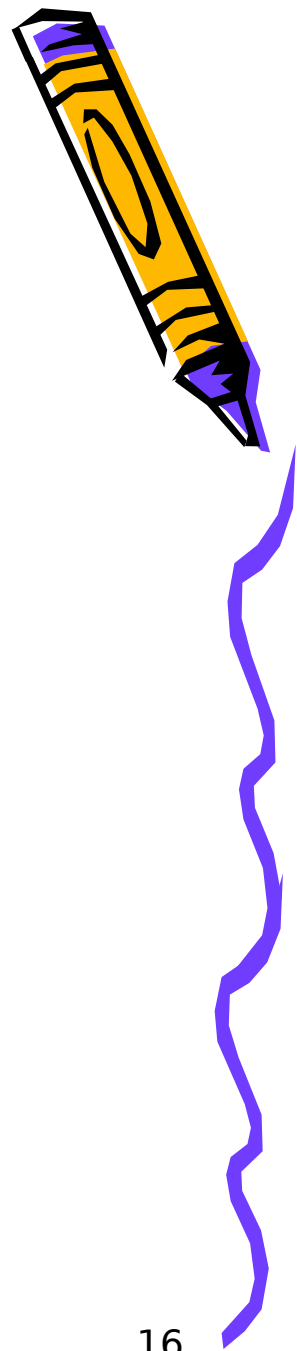
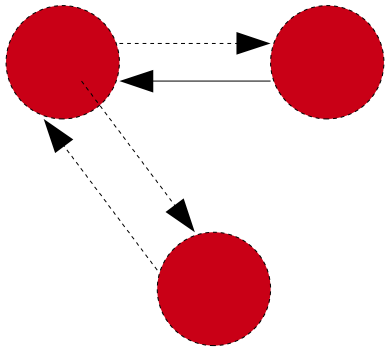
# A Peer-Peer Collaboration



# The Concerns of Interoperability

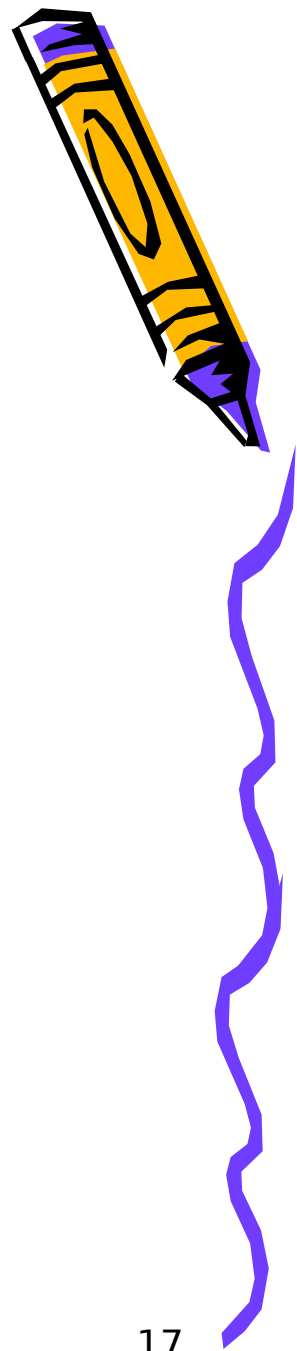
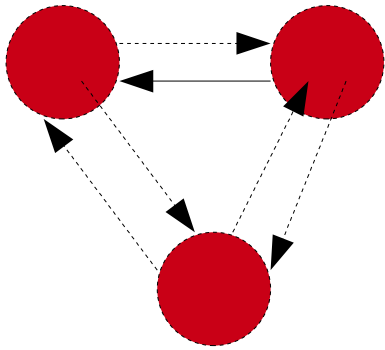


# The Concerns of Interoperability

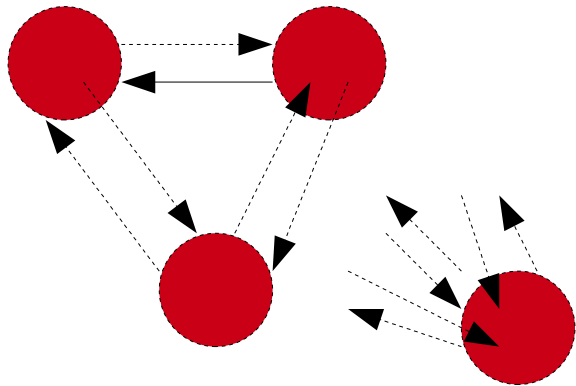




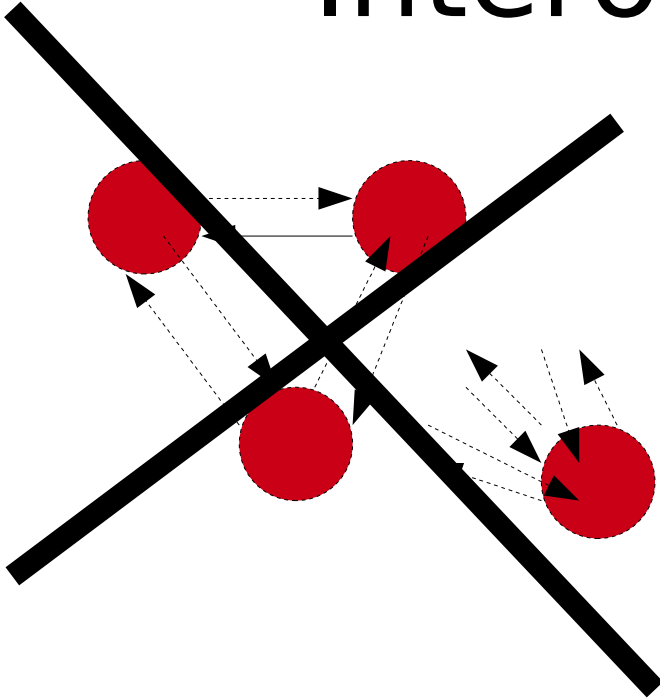
# The Concerns of Interoperability



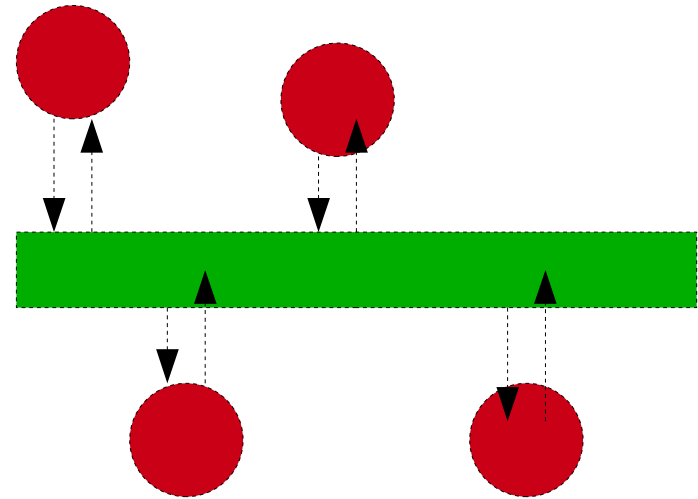
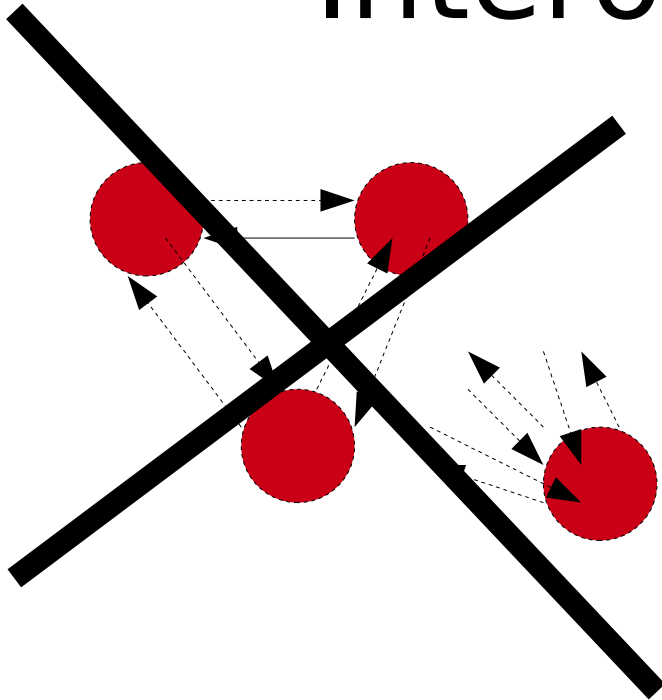
# The Concerns of Interoperability



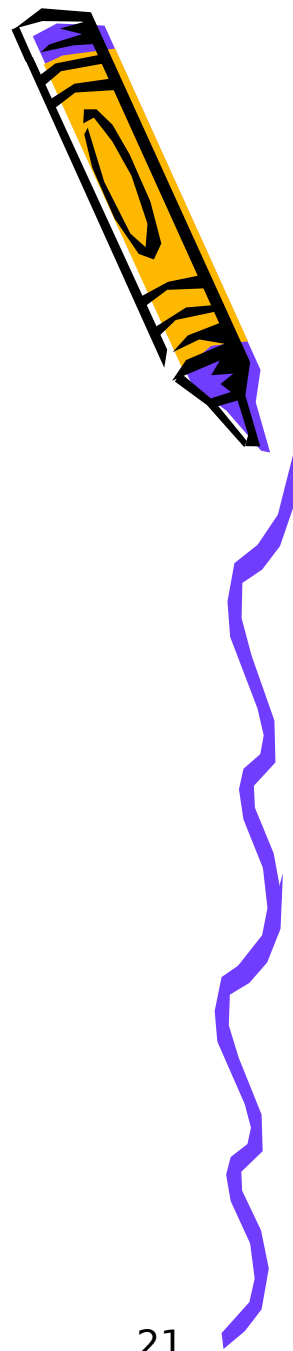
# The Concerns of Interoperability



# The Concerns of Interoperability



# Some Architectural Concerns



- Business Logic
- Data Design
- Interfaces, Descriptions and Discovery
- Performance and QoS
- Replication and High Availability
- Scalability and Load balancing
- Security, Access Policies, Accounting
- Reusable and Adaptable Applications
- Interoperability and Legacy Integration



# Service Orientation



# Evolution of Service Orientation

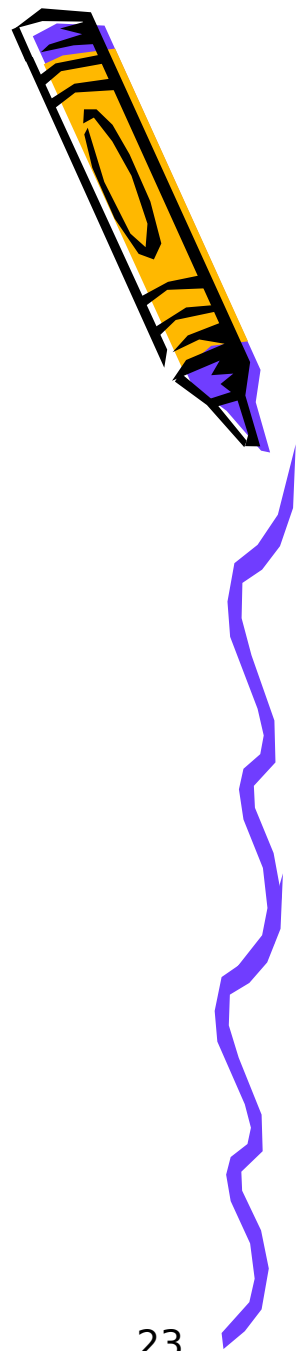
Functions

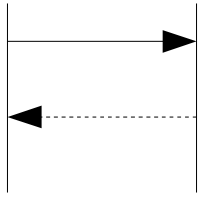
Remote Procedure Calls

Remote Method Invocations

Interoperable Middleware

Web Services





# What's a Service?

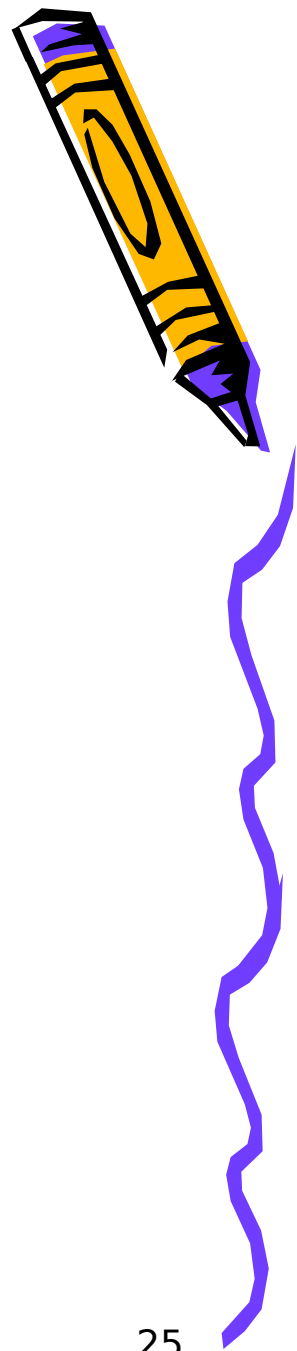
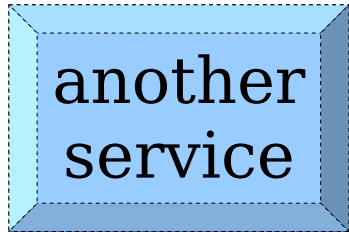
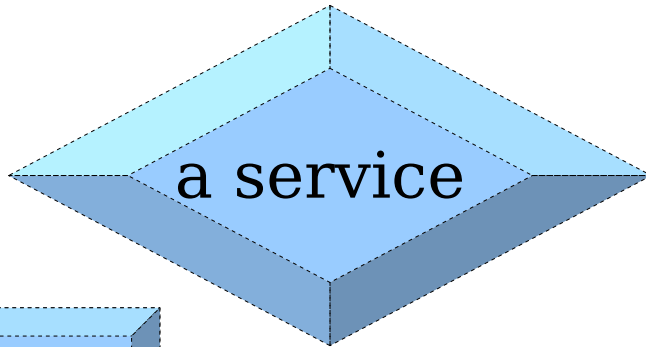


- A program called service user
- A program called service provider
- A protocol through which they communicate
- Service provider guarantees postconditions
- Service user fulfils preconditions

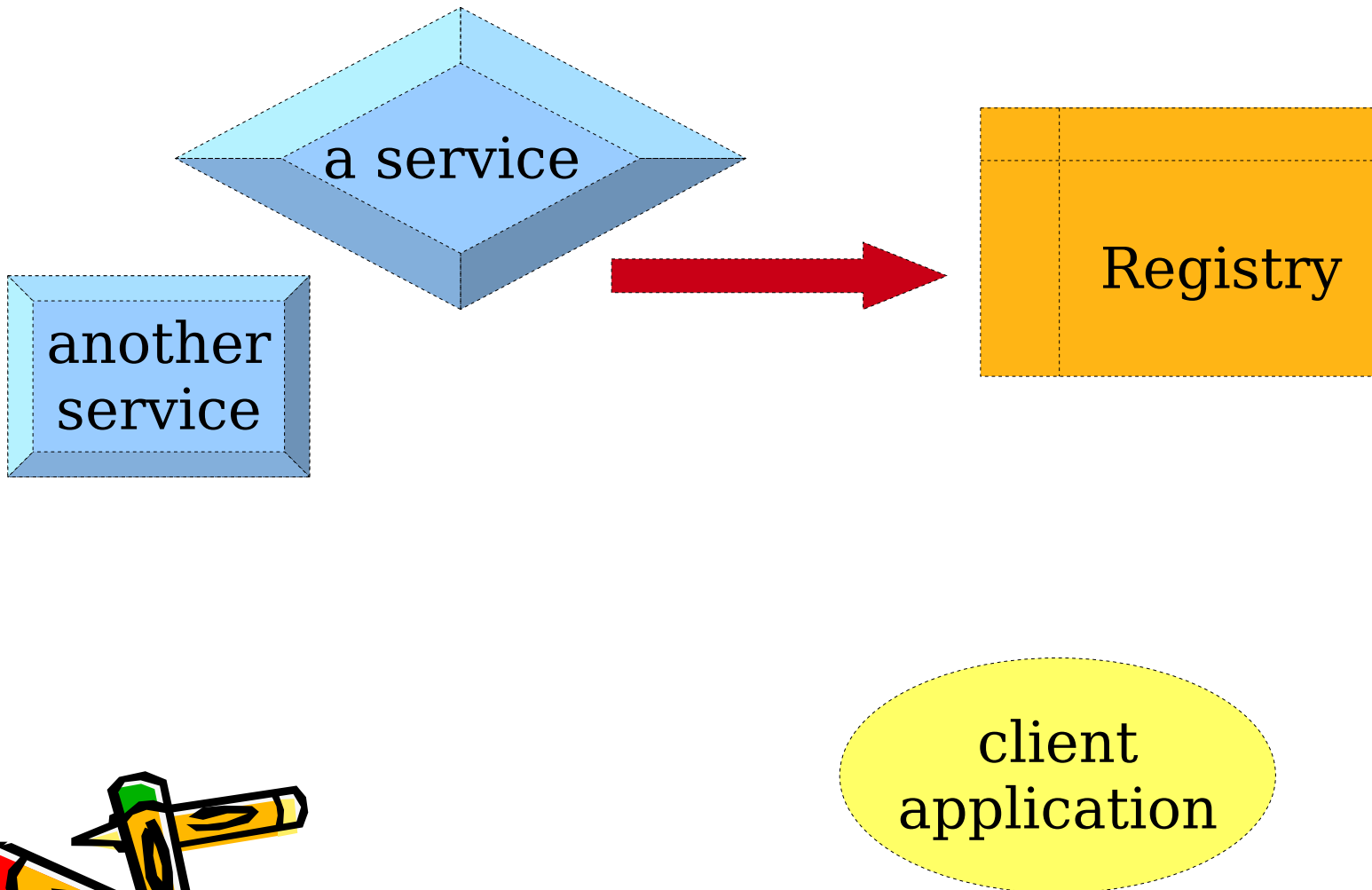




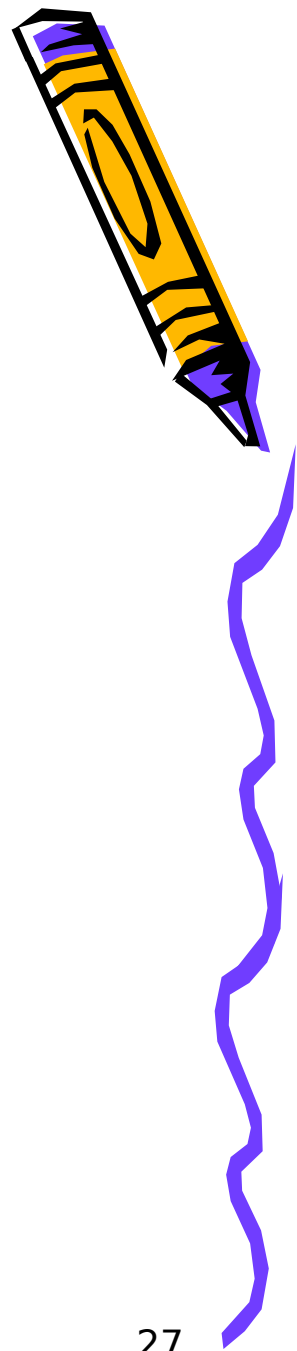
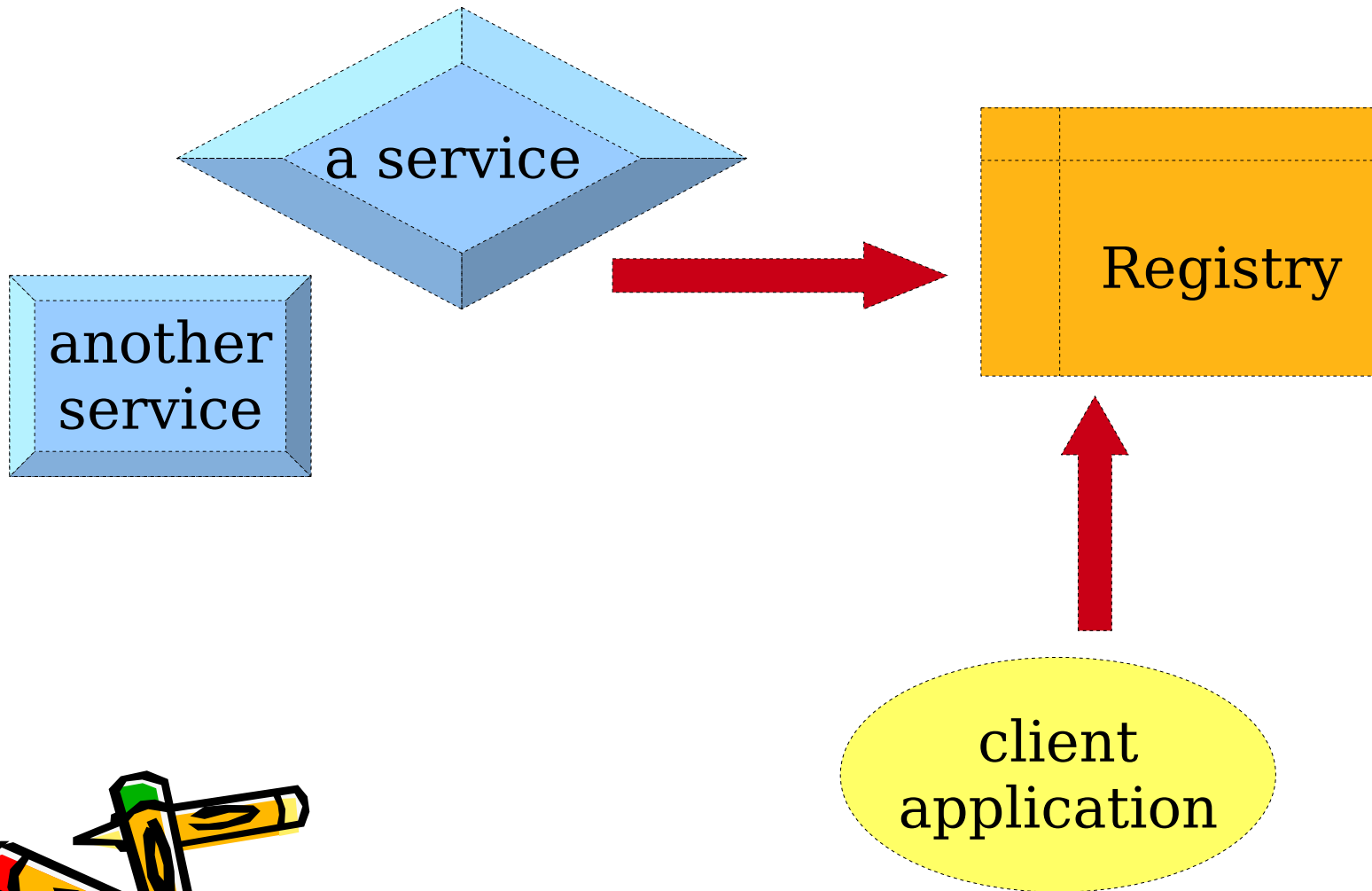
# Publish-Find-Bind/Use



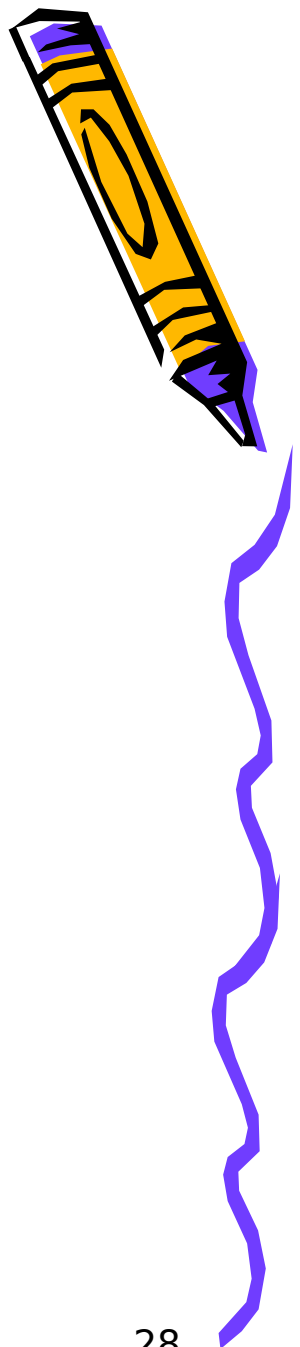
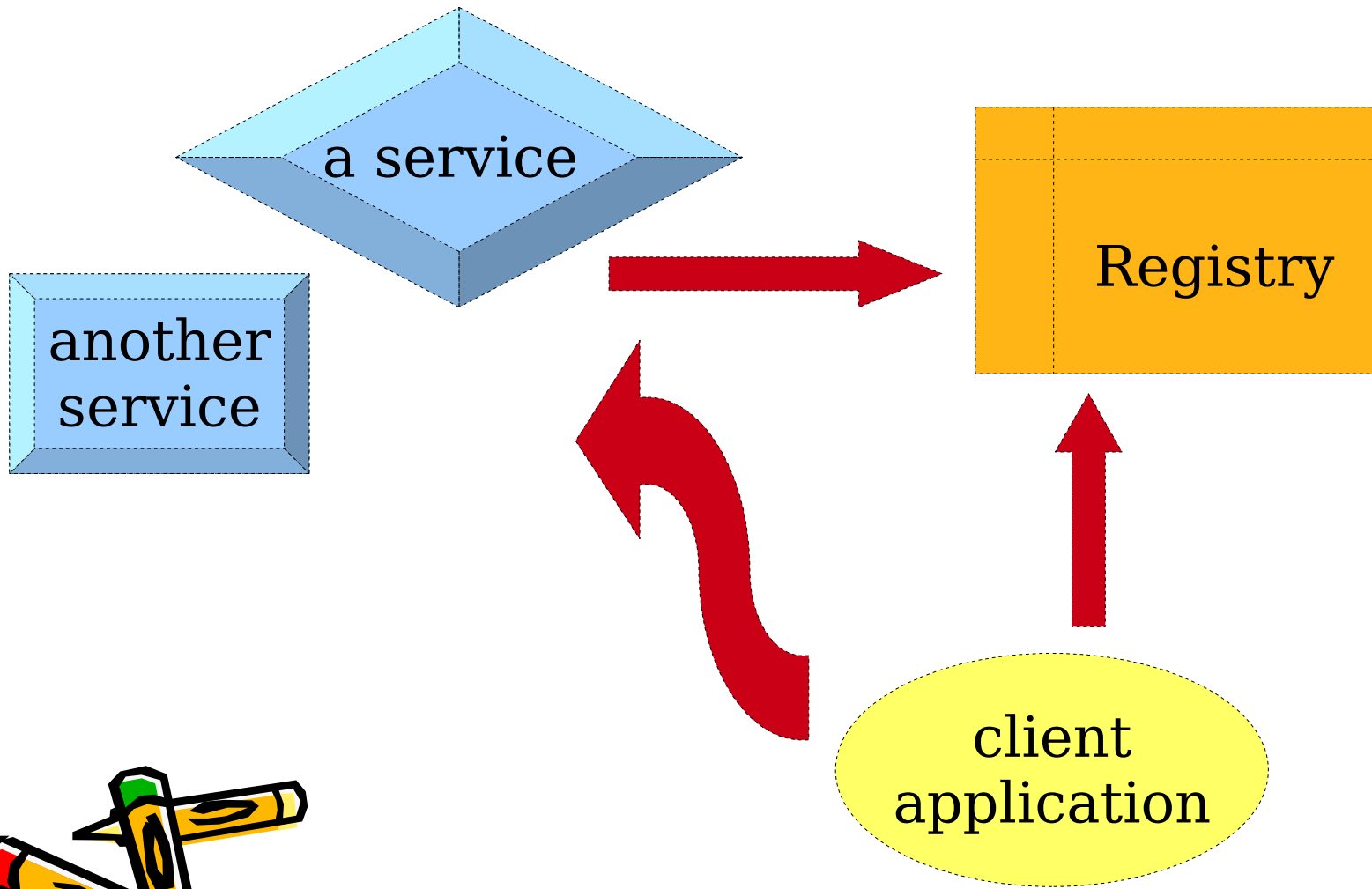
# Publish-Find-Bind/Use



# Publish-Find-Bind/Use



# Publish-Find-Bind/Use



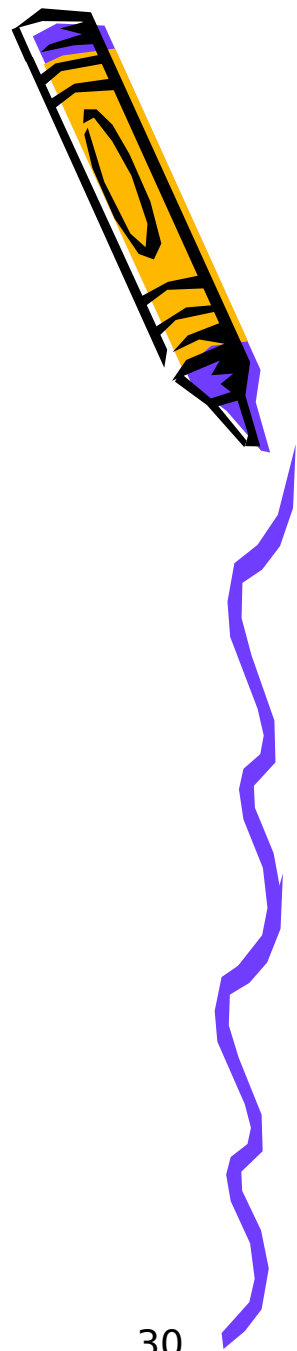
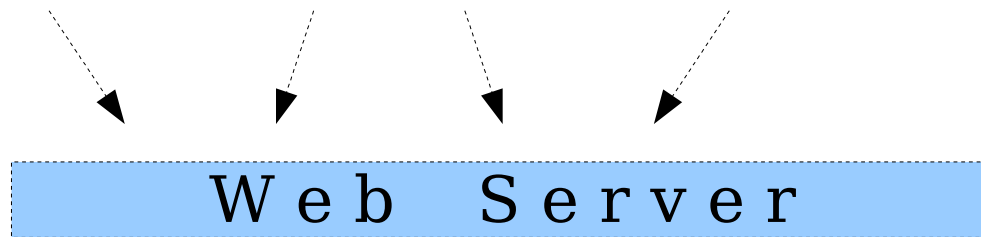
# A typical scenario



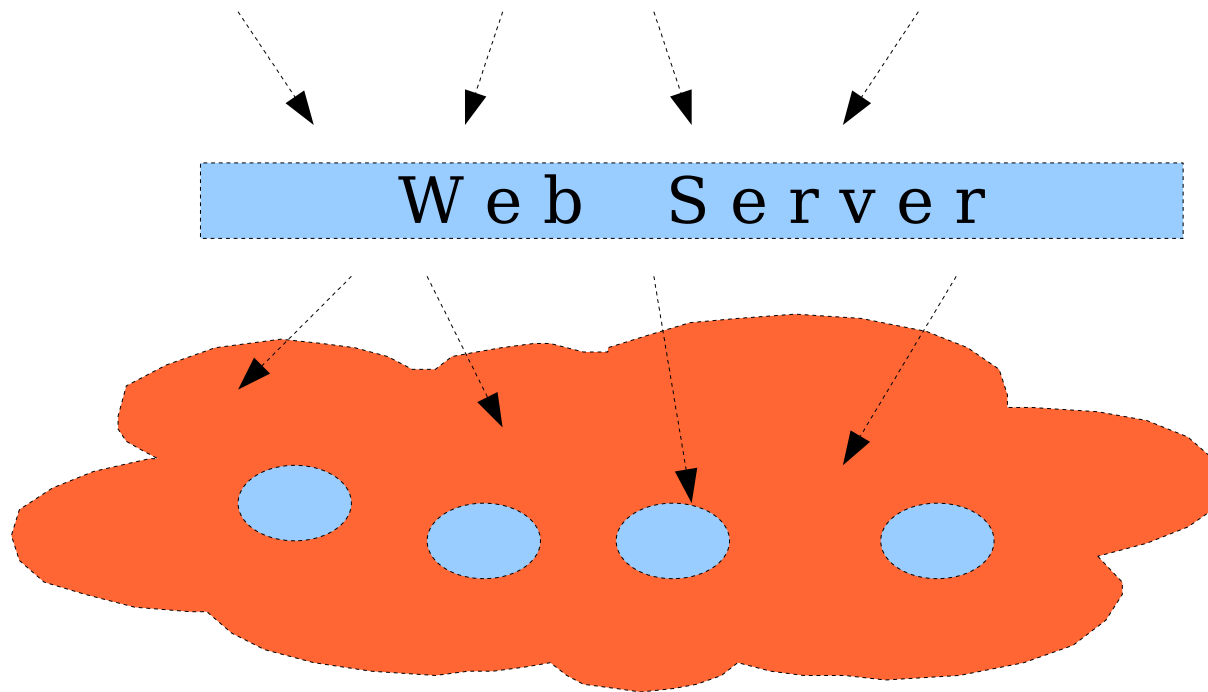
- Clients ---- download a client-side program and use it (PULL model)
- Server side --- accepts client requests and serve them through local service supports
- Communication and security protocols
- Traditional computational layering techniques at server side
  - Service dispatch, parallelism, database layer
  - Firewalls, filters, loggers
- Service descriptions and discovery



# Cluster Computing/Grid Backbone



# Cluster Computing/Grid Backbone



# Some Internet Programming Techniques



- Applets – code that gets downloaded with an html page
- XML-based standards for communication and data representation
- Forms, Scripts, Servlets..
- SOAP (simple object access protocol)
- Self Description (eg WSDL)
- Programs can discover programs (UDDI) – universal description, discovery and integration







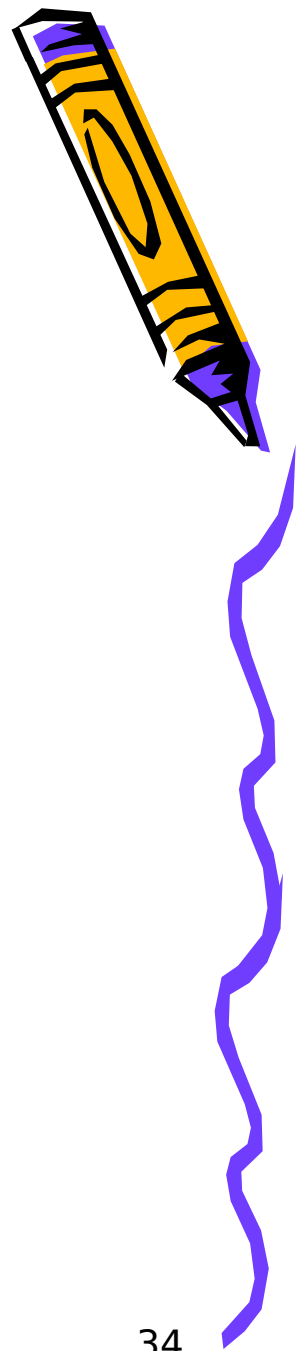
# Event-Driven Architecture

- Events are a major abstraction in the domain
- Events occur as a result of something changing within the system
- Some applications are interested in some specific events



# Parameters

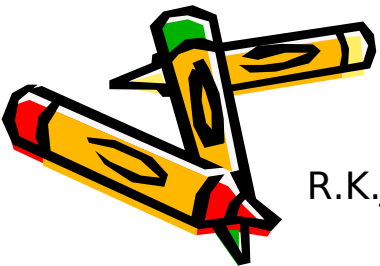
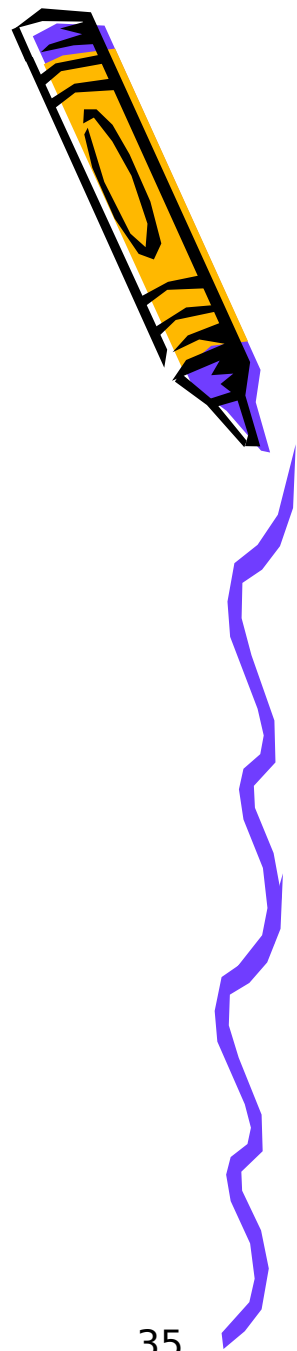
- Event sources, called publishers
- Event subscribers, or event handlers
- Event types
- Event priorities and Service guarantees
- Event Buffers, Event spaces



# Event Publishing

Push type publishers

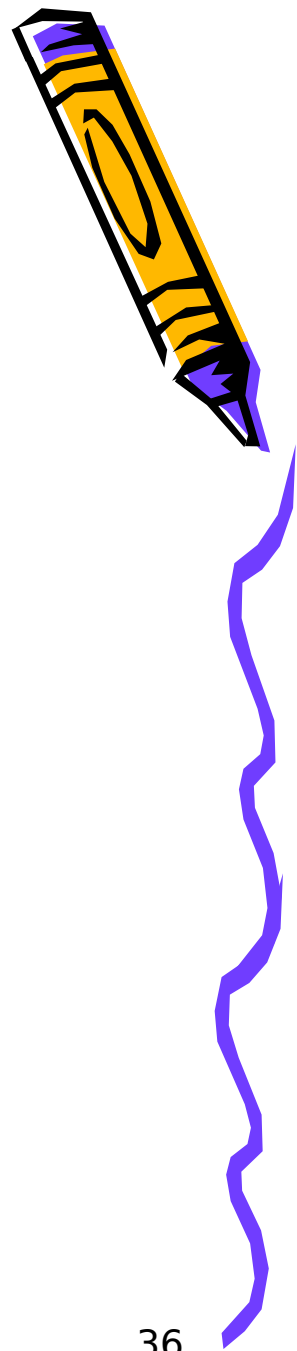
Pull type publishers



# Event Delivery

Pull type subscribers

Push type subscribers



# Event Spaces

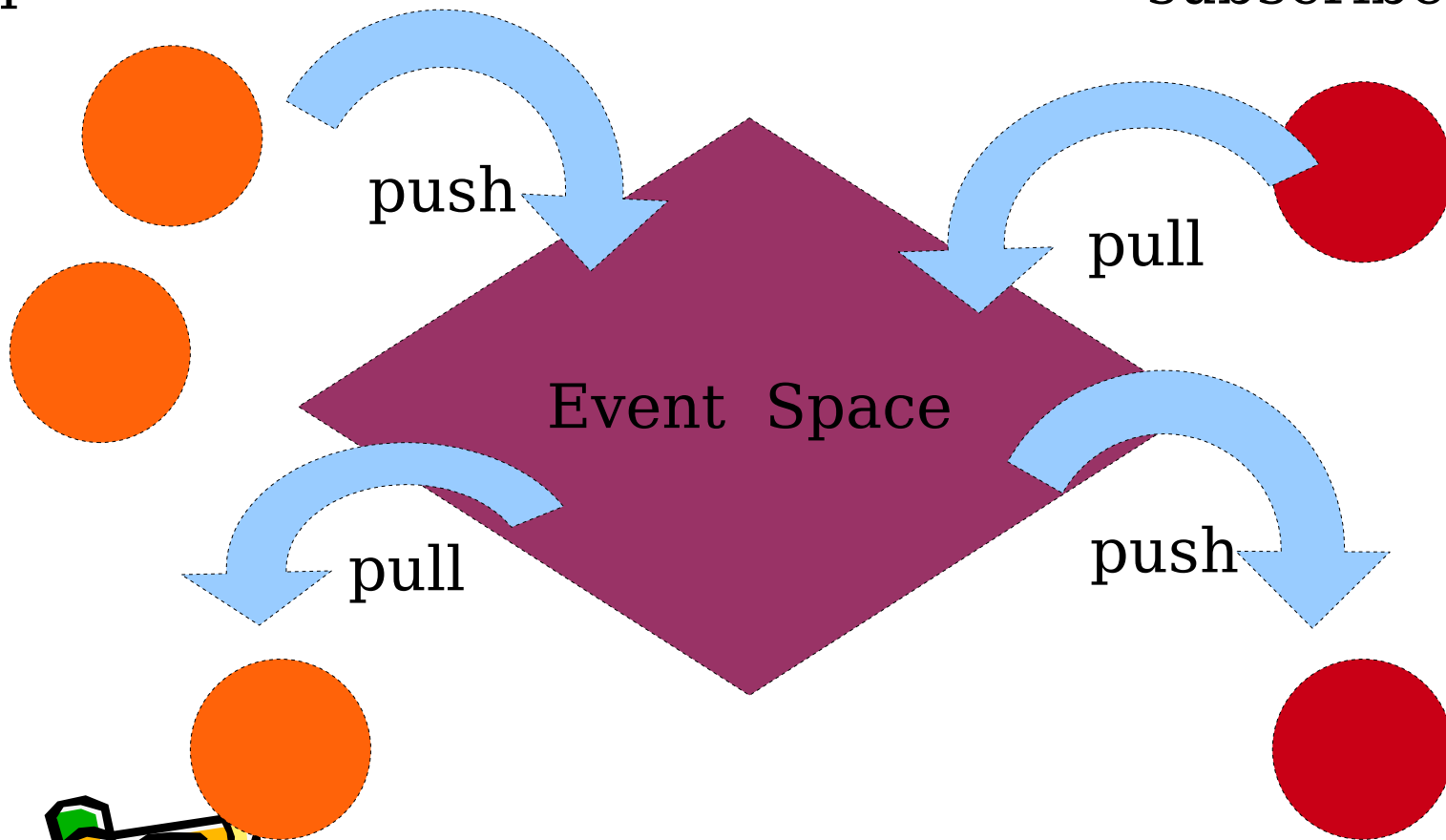
- Remember events for pull subscribers
- Pull events from pull publishers
- Push events onto push subscribers
- Receive events from push publishers



# An EDA

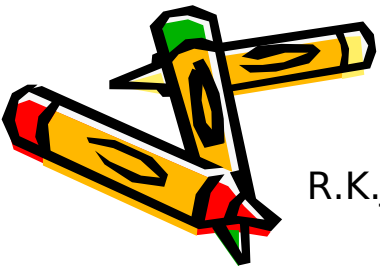
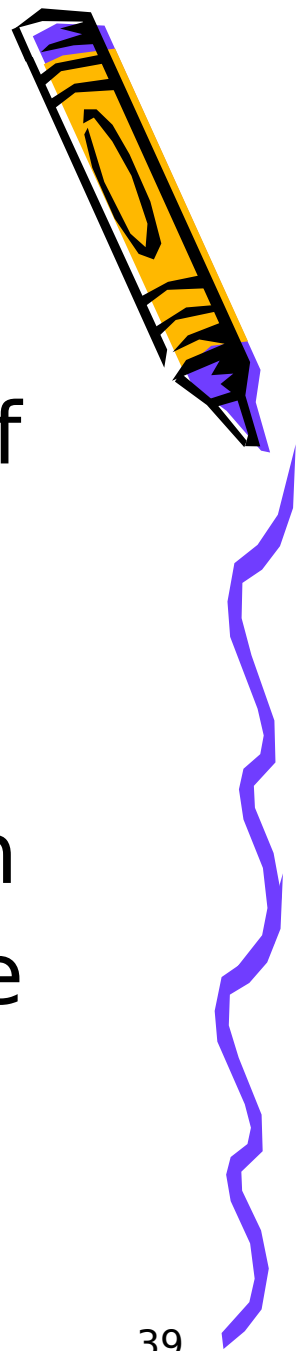
publishers

subscribers

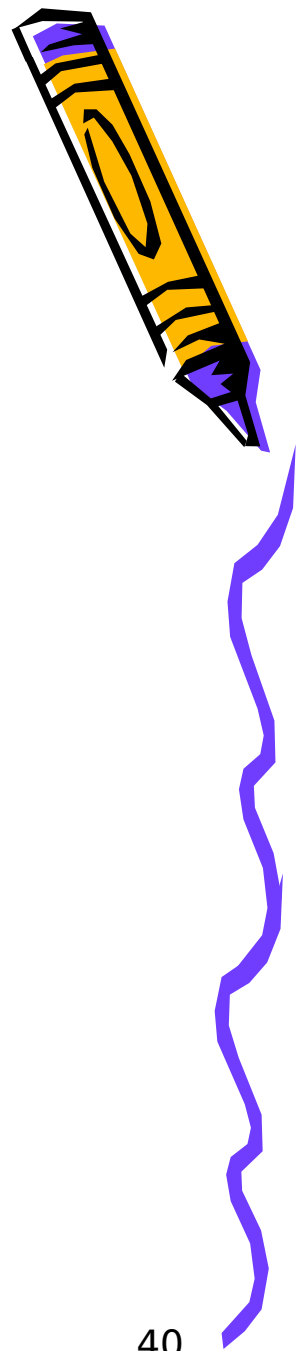


# EDA and SOA

- SOA is about thinking in terms of well-defined services, contracts, protocols and interoperability
- EDA is about having to handle events in an event-major system
- The components in EDA could be services themselves



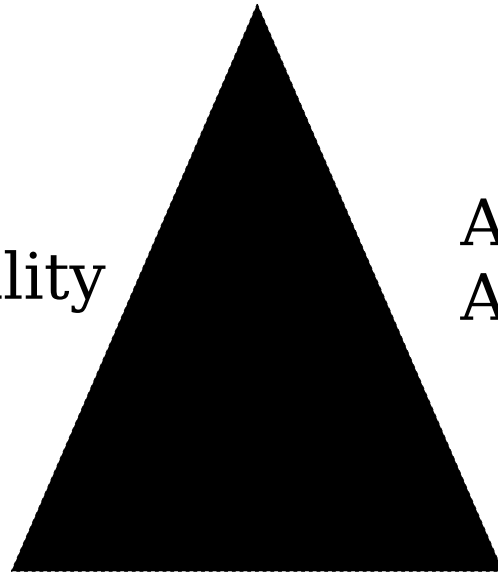
# Interoperability and Availability Issues



System already in place, and it's working

Address interoperability

Address Availability



standardization

New Applications, Extensions

