S-Cube

Addressing Multi-disciplinary Research Challenges for Software Services

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Agenda

The Future of Software Services Some trends

- Service-oriented Architecture
 "State of the Art" & Need for Integration of Research
- S-Cube

The Software Service and Systems Network

The S-Cube Research Framework Addressing Cross-Disciplinary Research Challenges





The Future of Software Services Some Trends

 YouTube accounts for 27 Petabytes of Internet traffic in 2006.

 This is about as much traffic as the whole Internet traffic in 2000

User generated content:

Year 2006: 160 Exabyte (= 12 book stacks from earth to sun) Year 2010: 990 Exabyte

Recorded outputs of every human language since world began: 5 Exabyte Social Networking websites (e.g., facebook or myspace.com)

- 1 Billion people registered
- 3 Billion minutes spent every day
- 8 Billion pages accessed every day

Source: Presentation by Joao Da Silva (European Commission Director Converged Networks and Services) at the NESSI General Assembly

The Future of Software Services **Some Trends**

| | Software is at the core of the |
|---|--|
| | Information Society |
| | 1 Million specialists in the EU |
| | 76 B€ software market |
| Today : | every EU industry sector depends on Software |
| Tomorrow every EU industry sector will succeed only when mastering | |
| | software and services complexity |

Source: Presentation by Joao Da Silva (European Commission Director Converged Networks and Services) at the NESSI General Assembly

The Future of Software Services Some Trends

Future Software Services and Systems

- ... will serve fixed, mobile and "nomadic" users
- ... will be ubiquitous
- ... will change their functionality and quality dynamically (& proactively) depending on the context (incl. physical usage environment)
- ... can be easily assembled by laypersons to create innovative applications ("user-generated services")
 ... will exploit high-speed networks and virtualization of the infrastructure

Source: Report on longer term research challenges in Software & Services; Mike Papazoglou Klaus Pohl (Eds.); http://cordis.europa.eu/fp7/ict/ssai/

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The Software Service and Systems Network

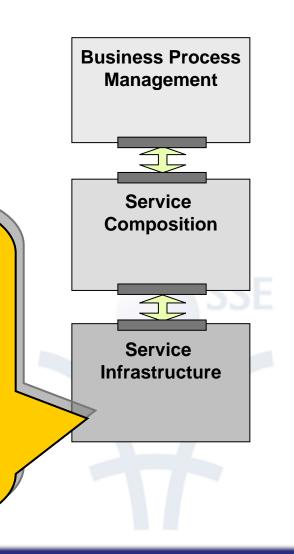
The S-Cube Research Framework Addressing Cross-Disciplinary Research Challenges



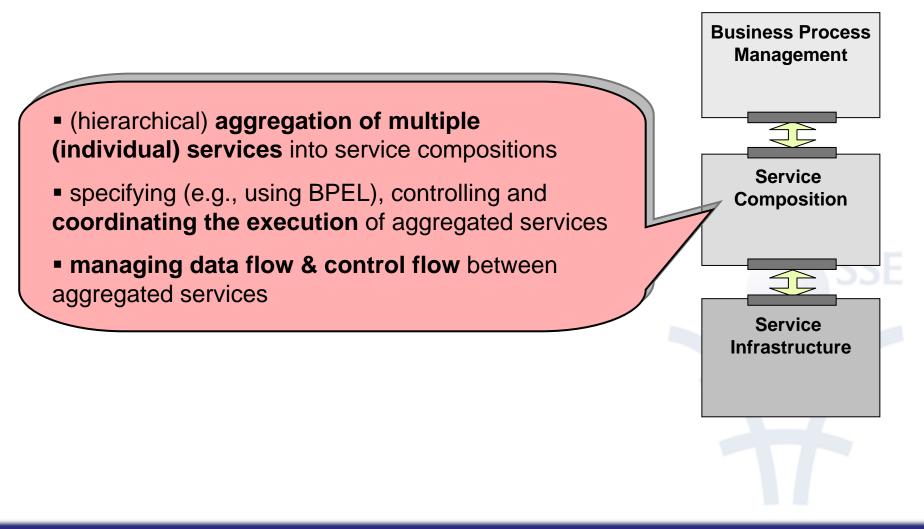
State of the Art SOA Functional Layers

describing, publishing and discovering services

- facilities for service description (e.g., WSDL)
- capabilities for service discovery (e.g., UDDI)
- run-time environment for execution of servicebased systems (computing nodes)
 - primitives for service communication (e.g., SOAP)



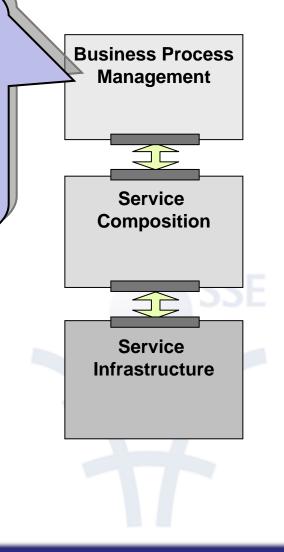
State of the Art SOA Functional Layers



State of the Art SOA Functional Layers

end-to-end visibility and control of business
 processes

- spanning multiple organizations; involving human actors
- mechanisms for expressing, understanding, representing and managing an organization in terms of a collection of business processes

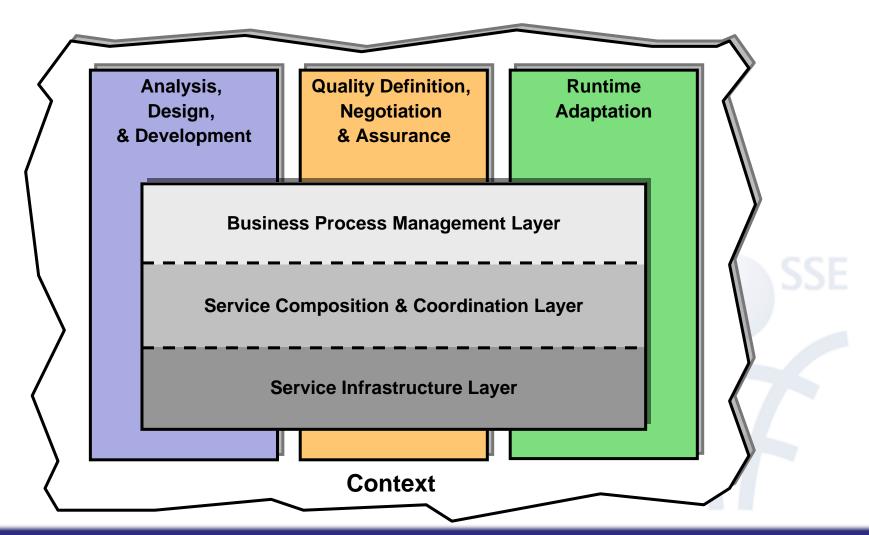


State of the Art **Observations**

 Focusing on the functional layers is not sufficient to build future software services and systems

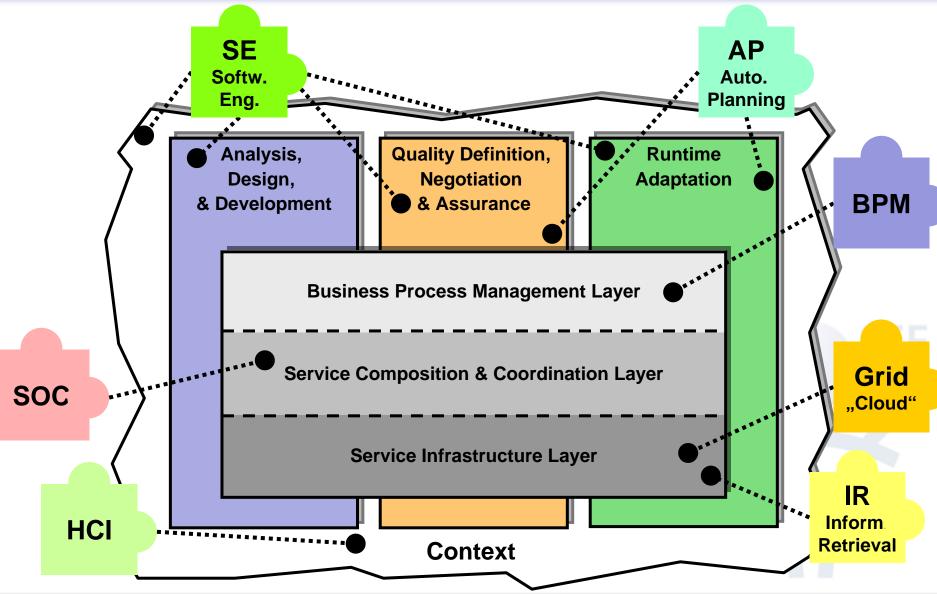
- Existing isolated / local solutions (in the individual layers) are not enough to address cross-cutting issues
 - How to handle conflicting adaptations in different layers?
 - How to manage quality of service across all layers?
- Huge body of knowledge of many communities (e.g., Software Engineering; Human Computer Interaction), which is often not exploited by other communities
 - How to realize context-aware systems (e.g., different user types)?

State of the Art Cross-cutting Issues



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State of the Art Contributions of Disciplines



A. Metzger – CoreGRID Symposium – Las Palmas, August 2008

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S-Cube Overview

 Software Services and Systems Network

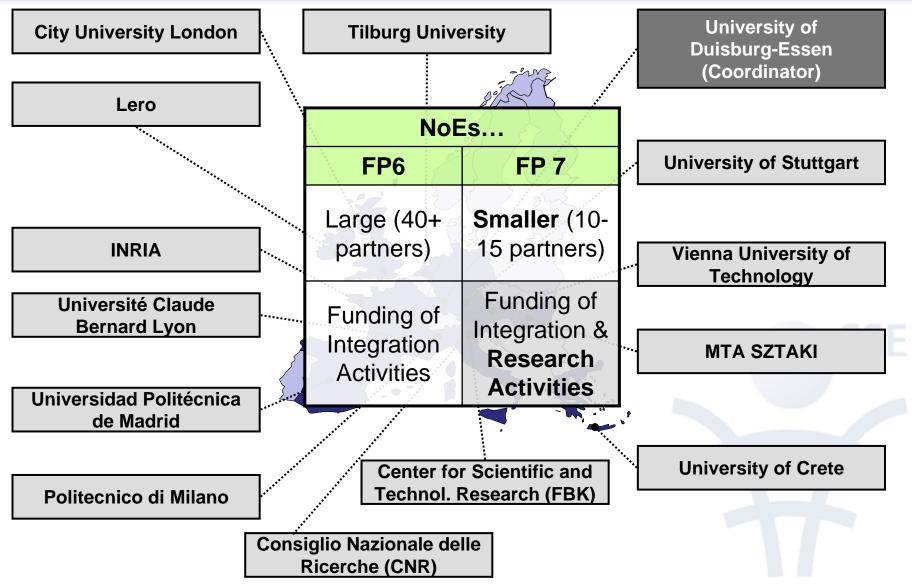


FP 7 Network of Excellence

Project coordination

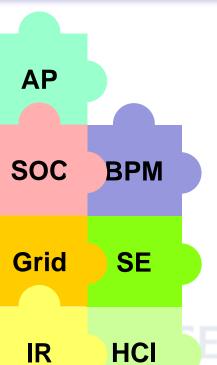
- Prof. Dr. Klaus Pohl (Project Coordinator), University of Duisburg-Essen, Germany
- Prof. Dr. Mike Papazoglou (Scientific Director), Tilburg University, The Netherlands
- **Duration:** 01.03.2008 29.02.2012
- Total cost: approx. 11 Mio. EUR
 www.s-cube-network.eu

S-Cube Partners



S-Cube Objectives

- Establish a unified, multidisciplinary, vibrant research community
- Invent the next wave of service technologies
- Establish agile & holistic service engineering & adaptation principles, techniques & methods to foster innovation



- Inaugurate a Europe-wide education and training programme for researchers and industry
- Establish a trust relationship with industry (via NESSI)

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The S-Cube Research Framework Addressing Cross-Disciplinary Research Challenges

S-Cube's Research Framework Overview

Goals:

- Handling complexity
- Making knowledge of different disciplines explicit in order to avoid overlaps (exploit synergies) and to identify gaps

Means to achieve Goal:

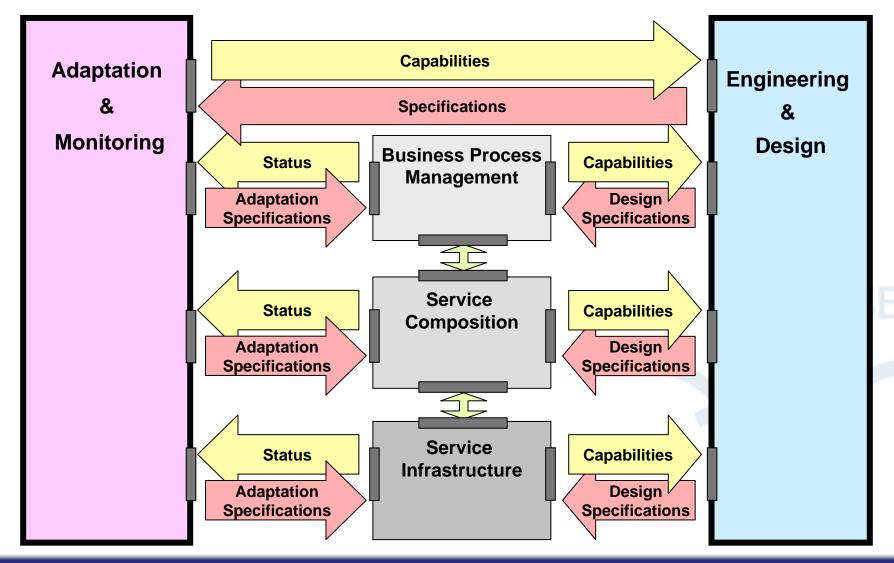
- Clear separation of concerns:
 - Local mechanisms / technologies
 - Local principles, techniques and methods

VS.

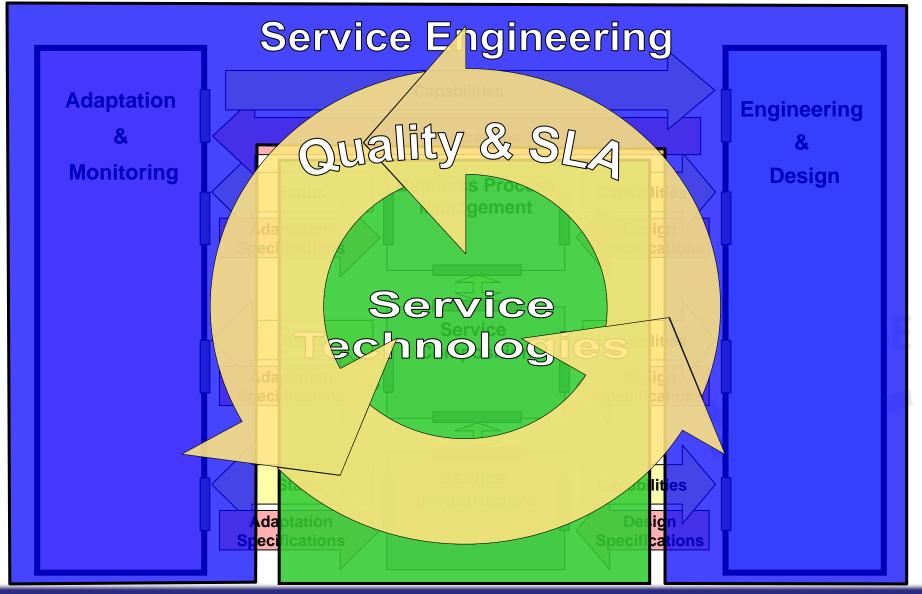
- <u>Global</u> principles, techniques and methods

Precise interfaces between the separate concerns

S-Cube's Research Framework Overview



S-Cube's Research Framework Overview



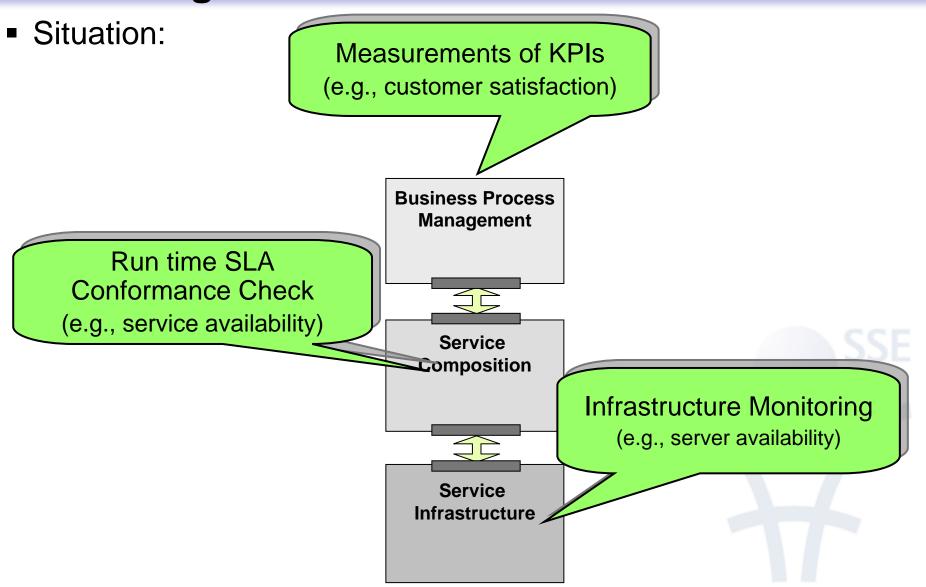
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Challenge:

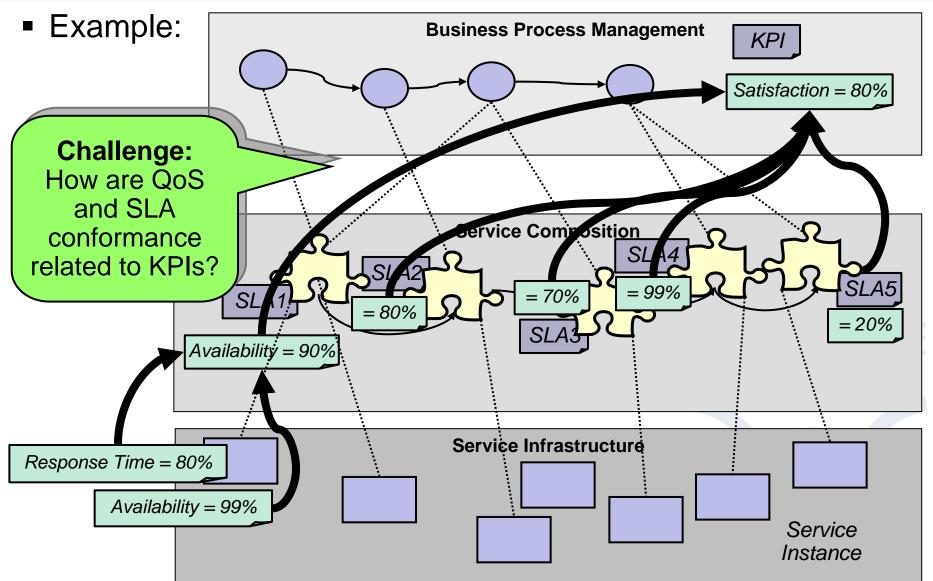
Cross-Layer Monitoring

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Challenges for Monitoring

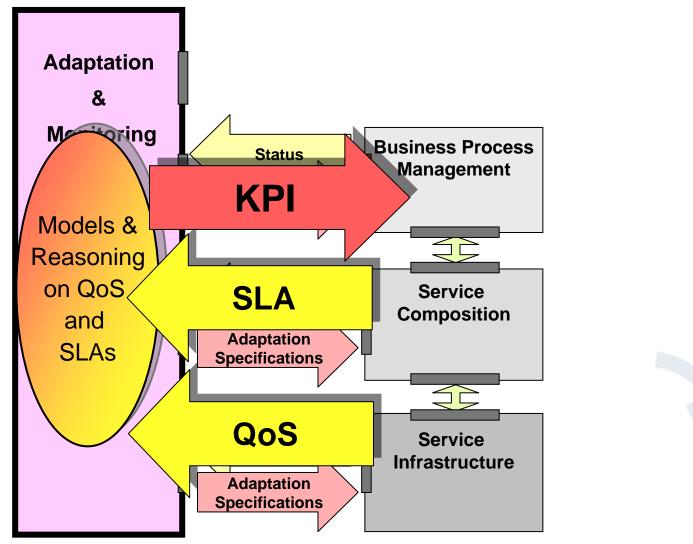


Challenges for **Monitoring**



Challenges for **Monitoring**

• "Solution":

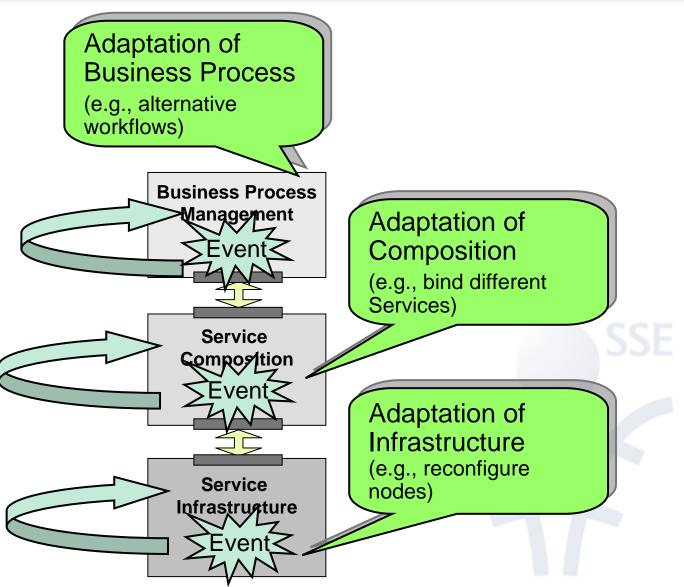


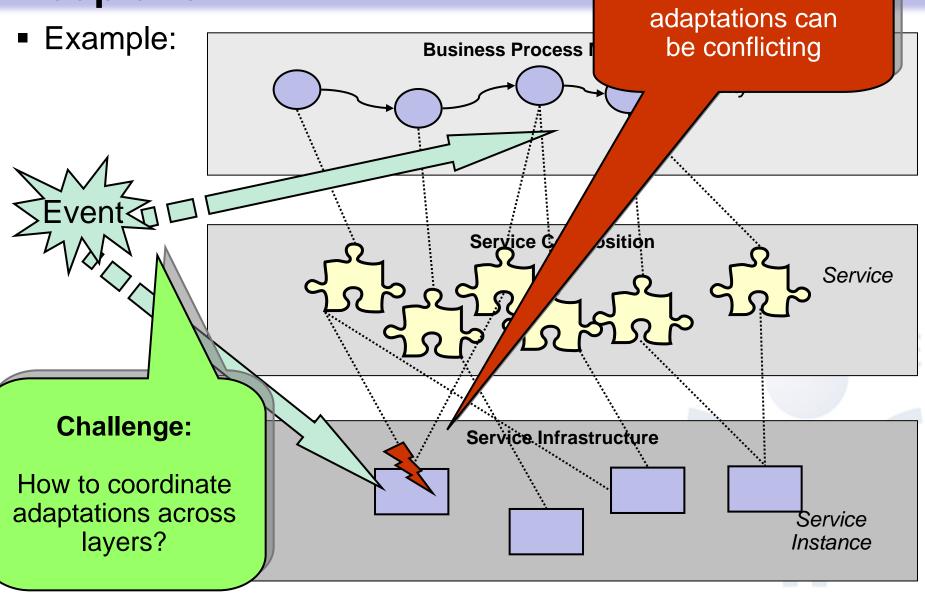
Challenge:

Cross-Layer Adaptation

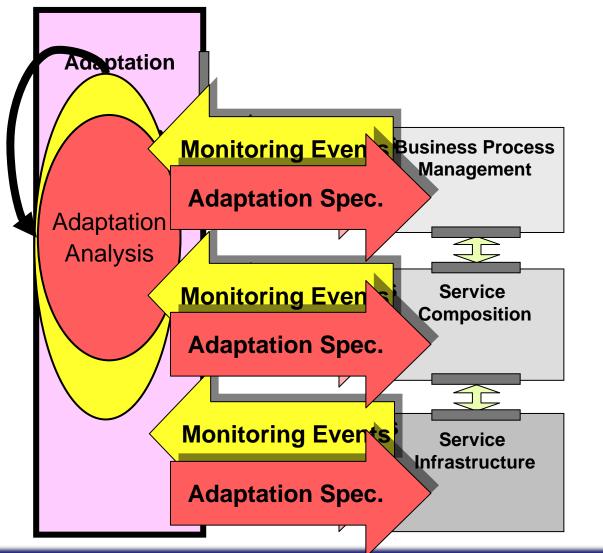
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Situation:





Solution":



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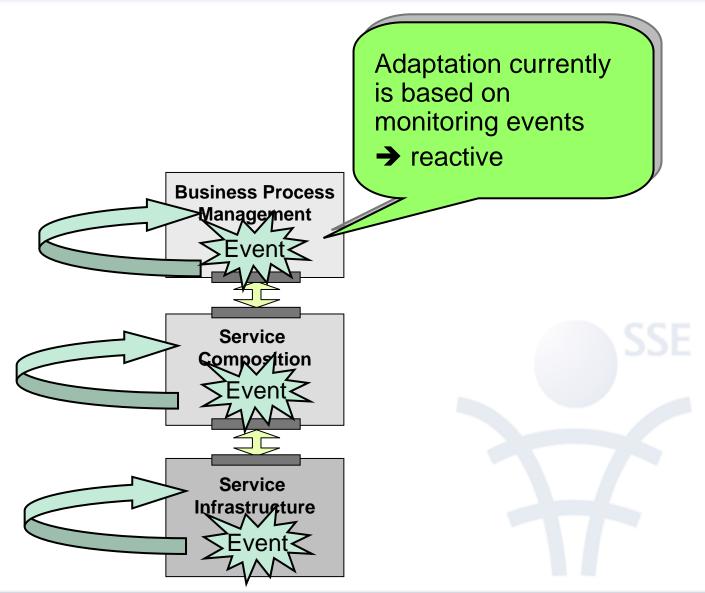


Challenge:

Proactive Adaptation

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Situation:

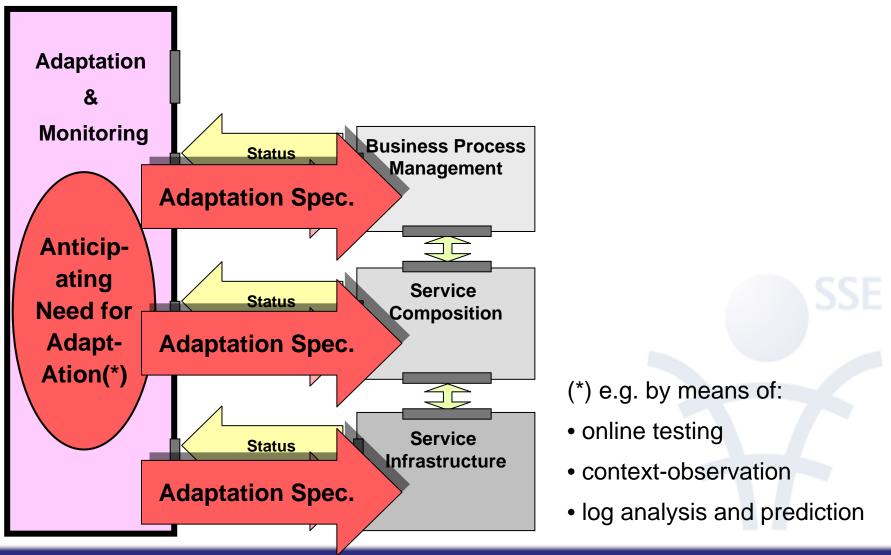


- Drawbacks of "reactive" approach:
 - Executing faulty services can lead to:
 - loss of money
 - unsatisfied users
 - Execution of adaptation activities increases execution time

 reduction of system performance
 - It might take time before problems in the system lead to monitoring events

→ monitoring events might arrive so late that adaptation of the system is not possible anymore

• "Solution":



Challenge:

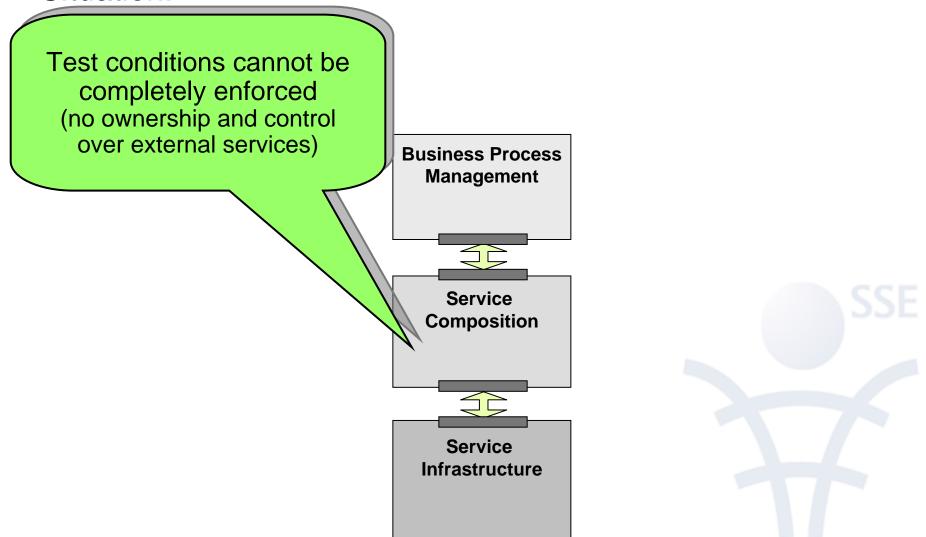
Service Testing

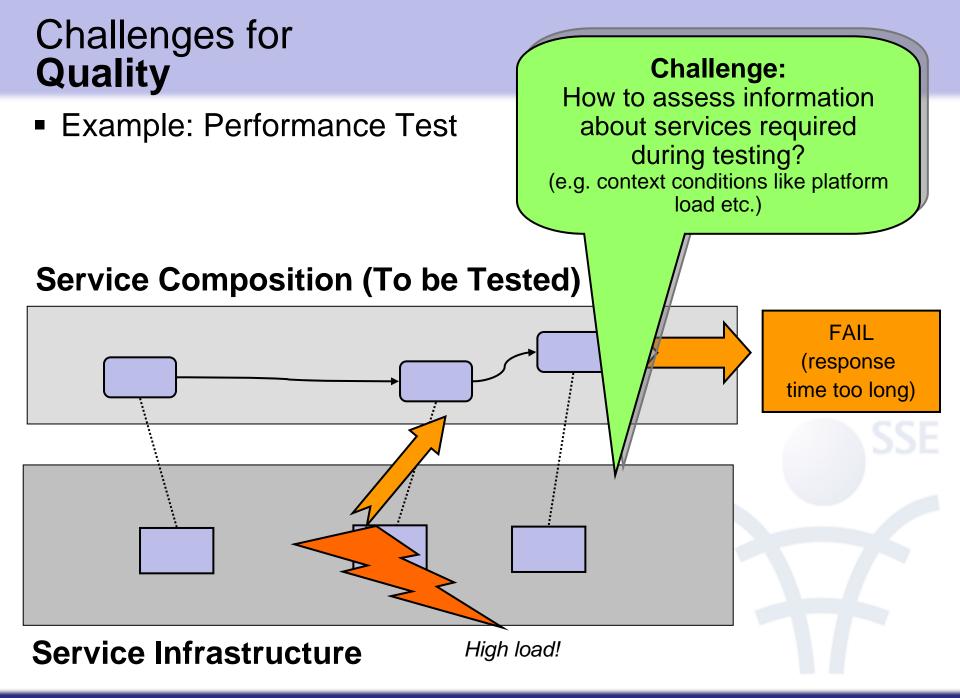


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Challenges for **Quality**

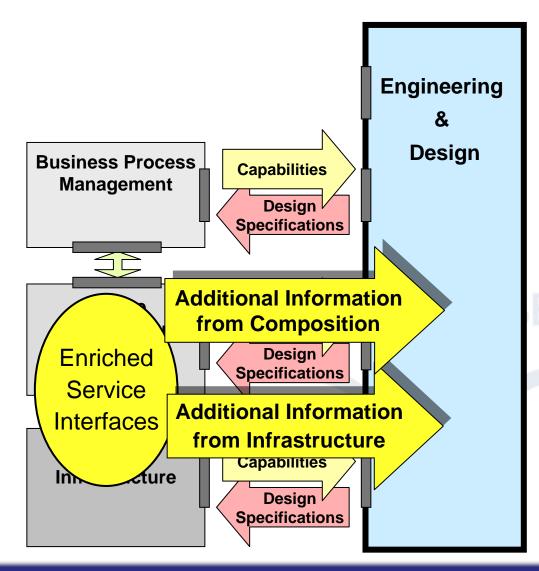
Situation:





Challenges for **Quality**

Solution":

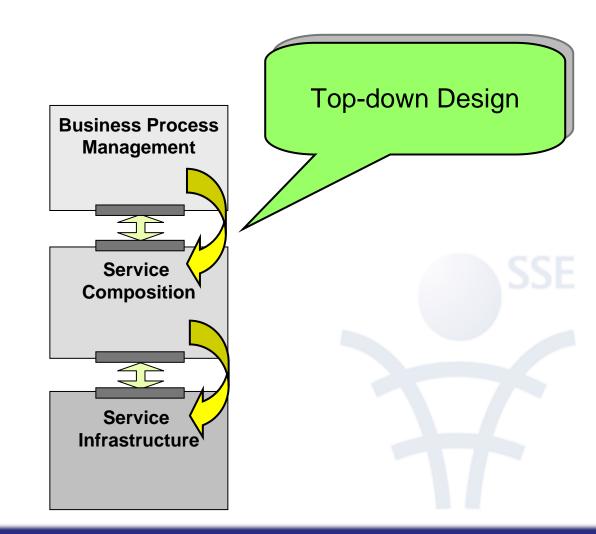


Challenge:

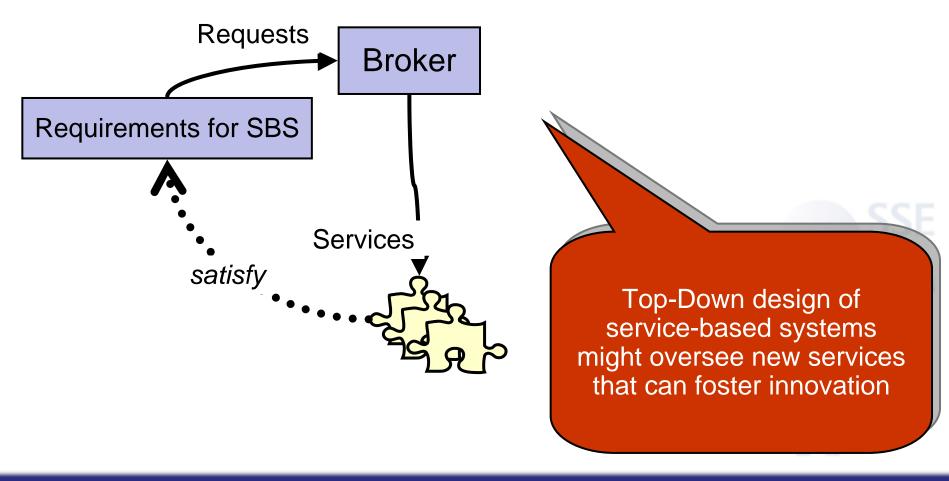
Engineering Innovative Service-Based Systems

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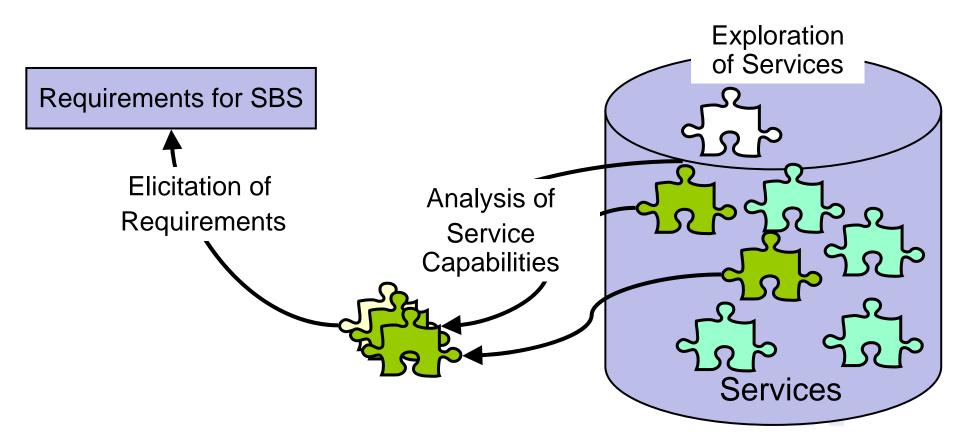
Situation:

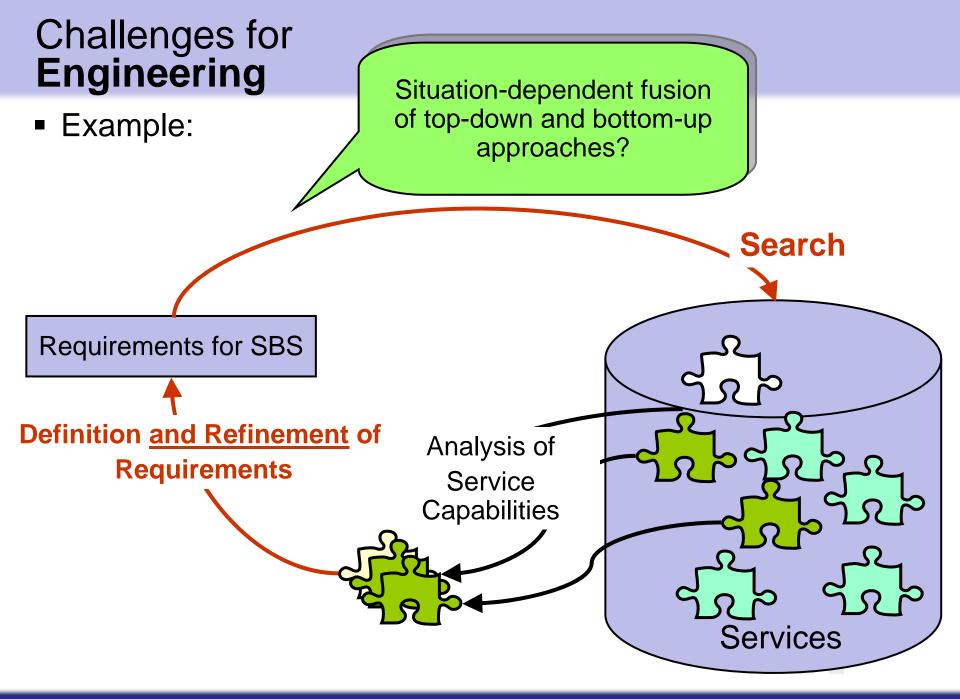


 Example: Traditional Top-Down design of service-based systems

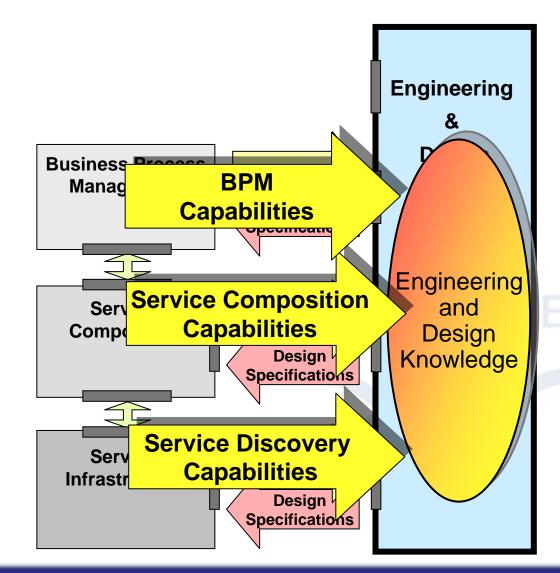


Example: Bottom-Up / Exploratory Design





Solution":



S-Cube's Research Framework Summary



