

From Objects

to Components

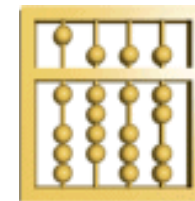
to Services

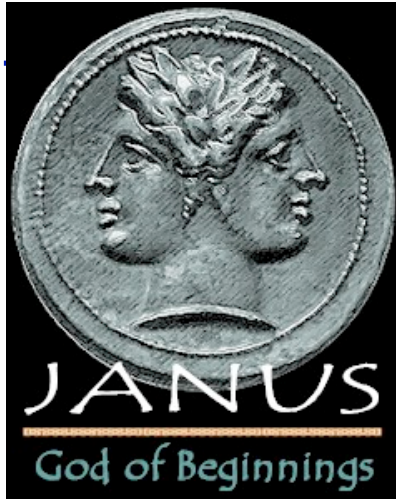
## Formal models for service-oriented interfaces and layered architectures

Manfred Broy



Technische Universität München  
Institut für Informatik  
D-80290 München, Germany





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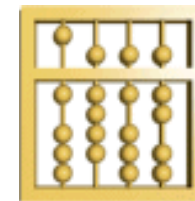
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## 2.Lecture: Components

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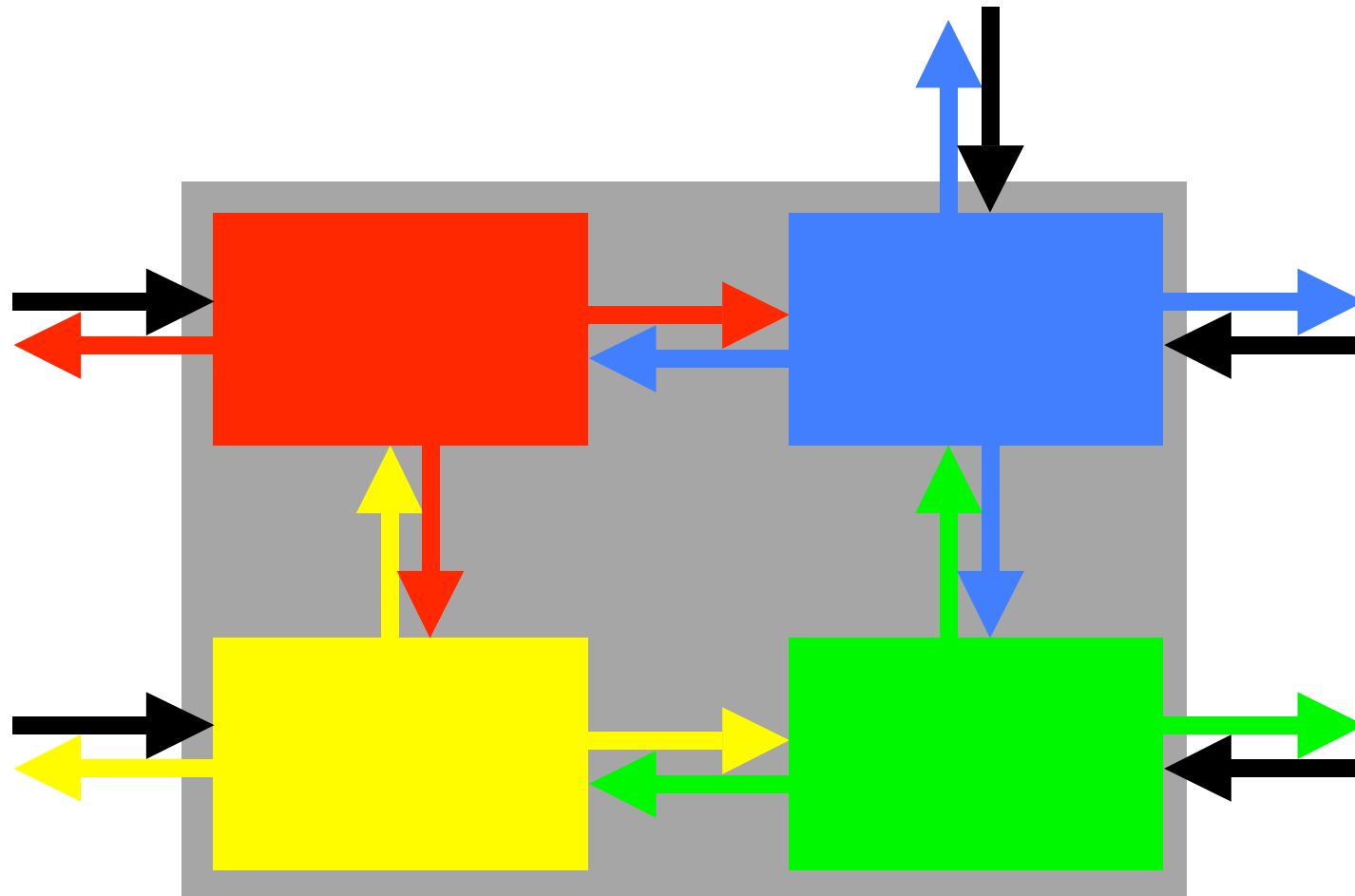


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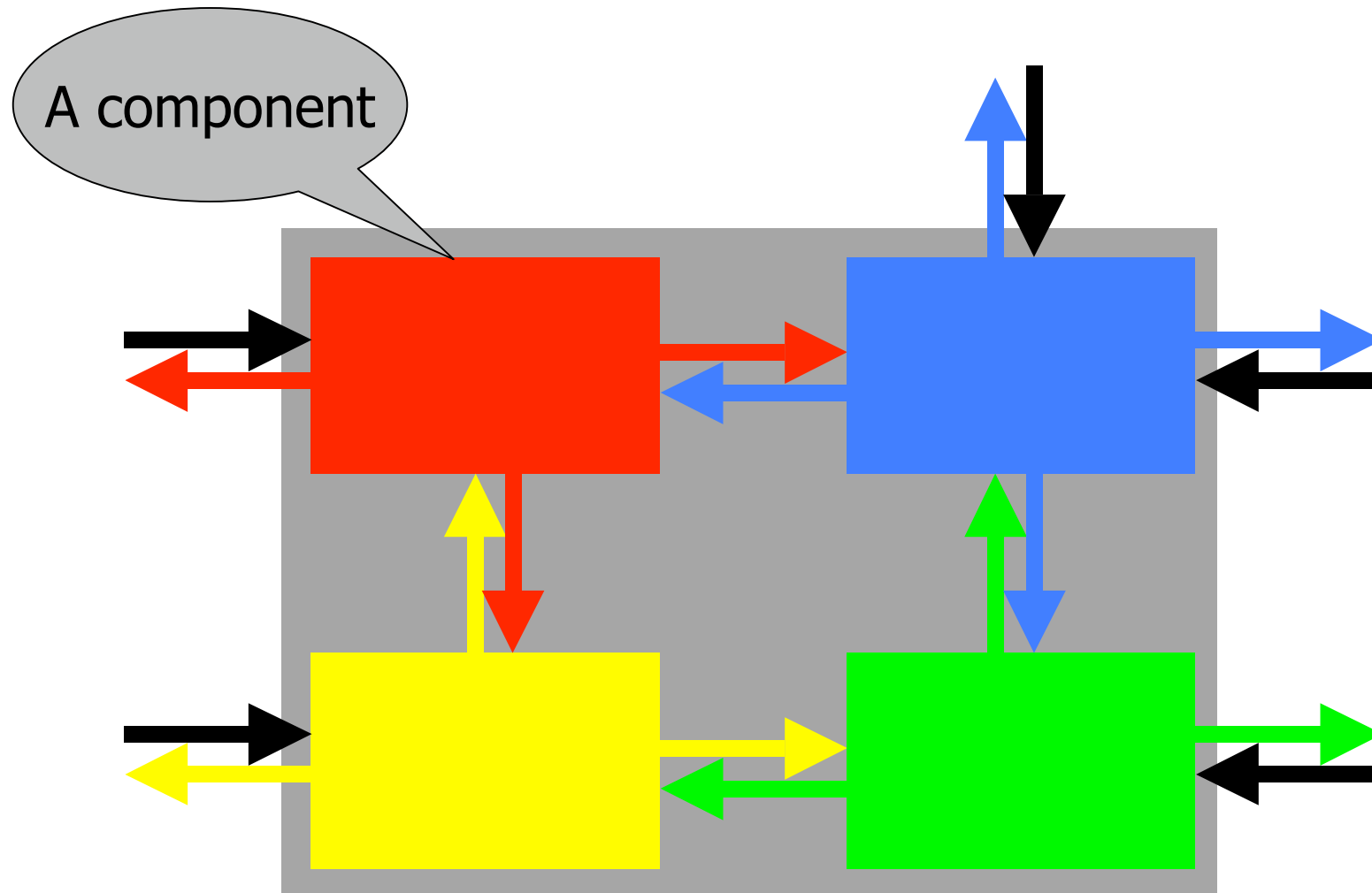
# System structures and architectures

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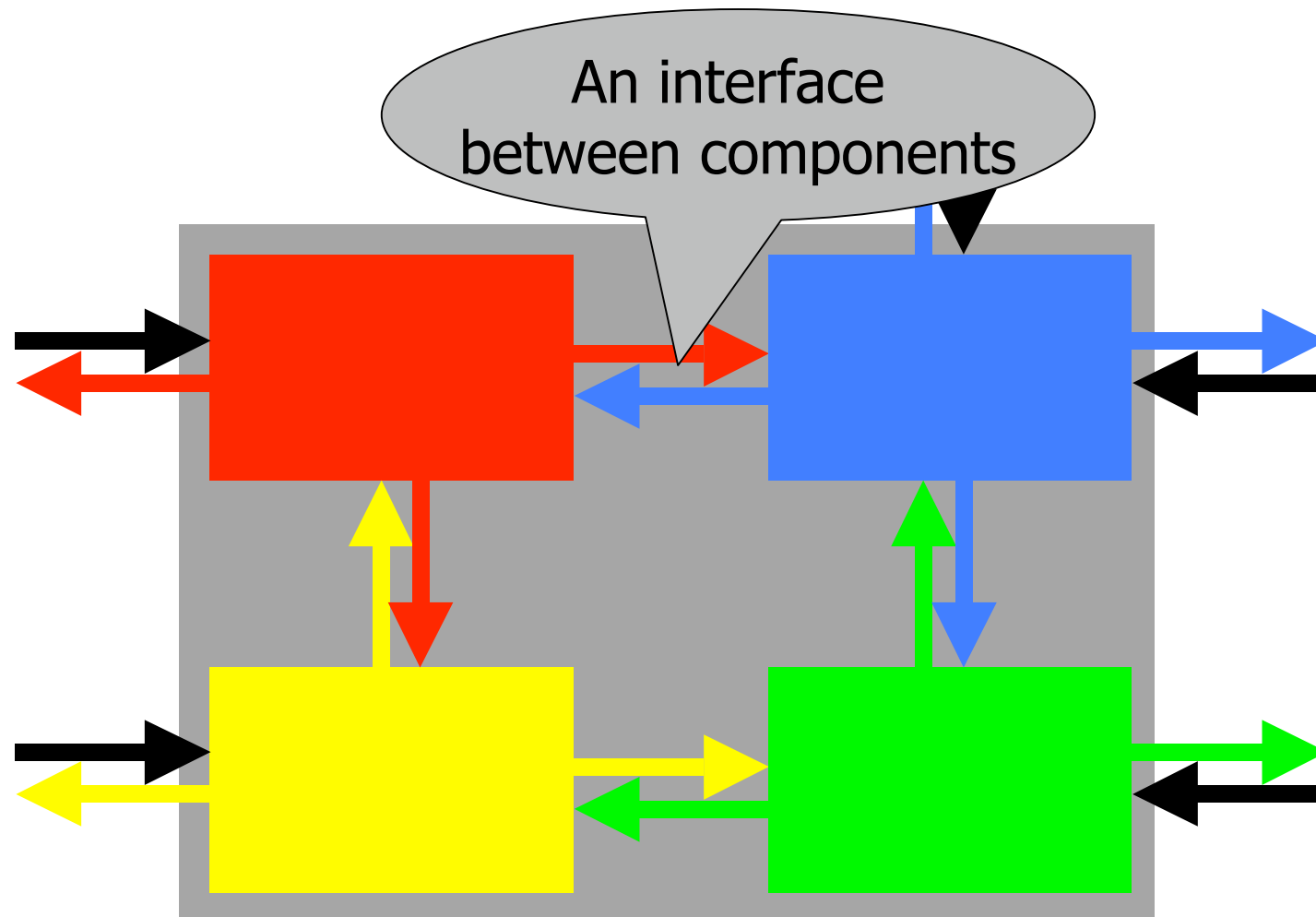
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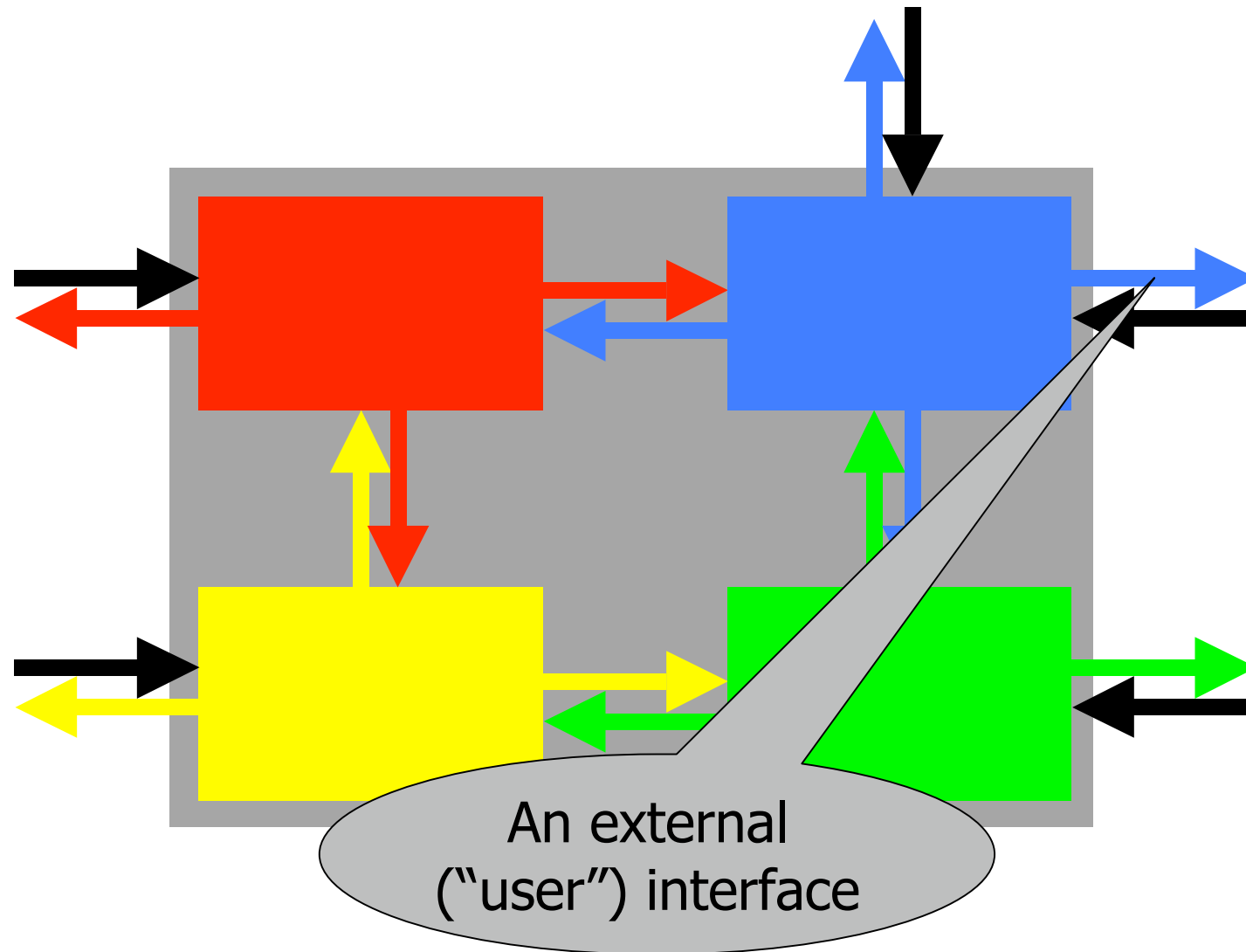
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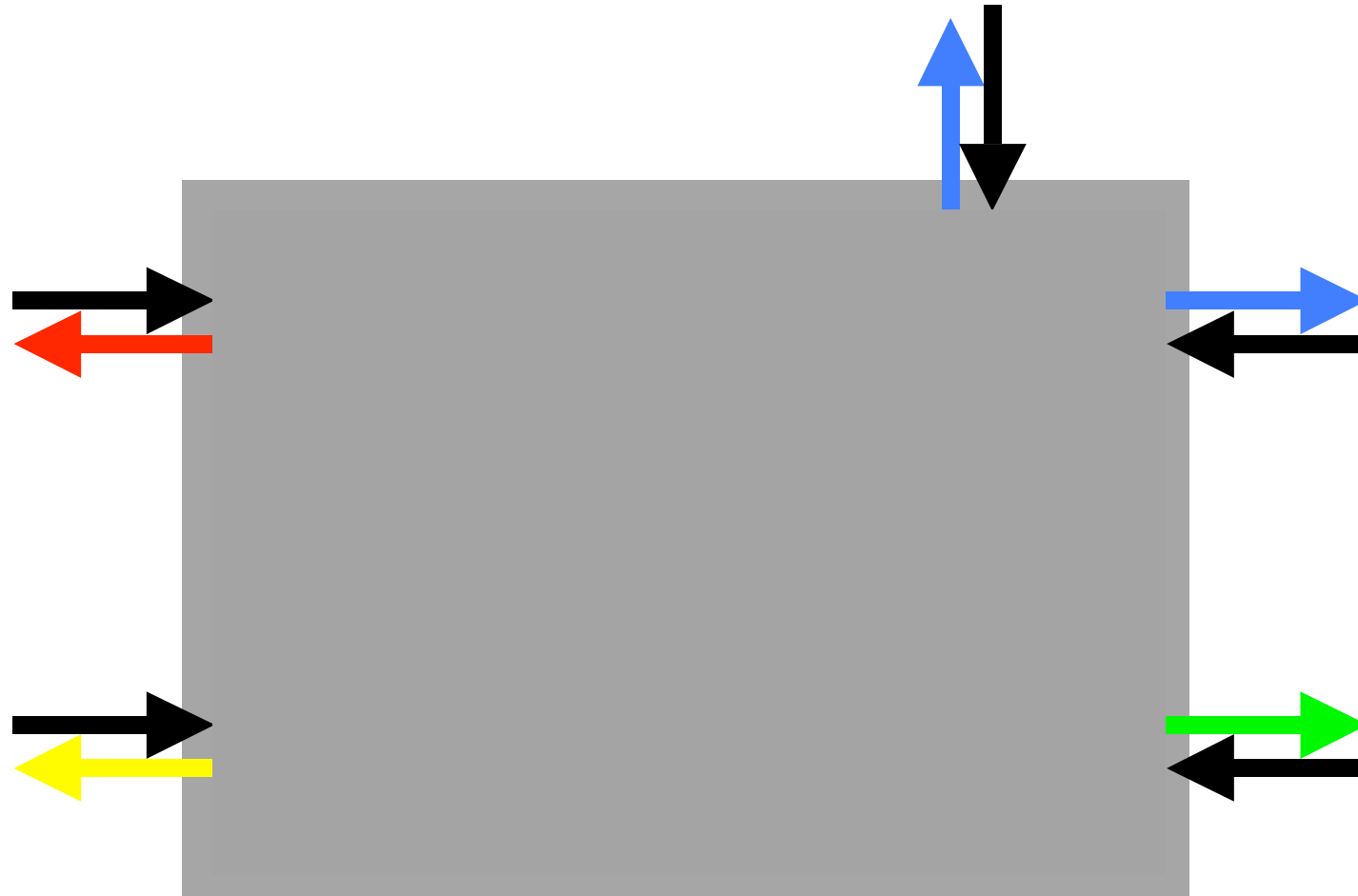
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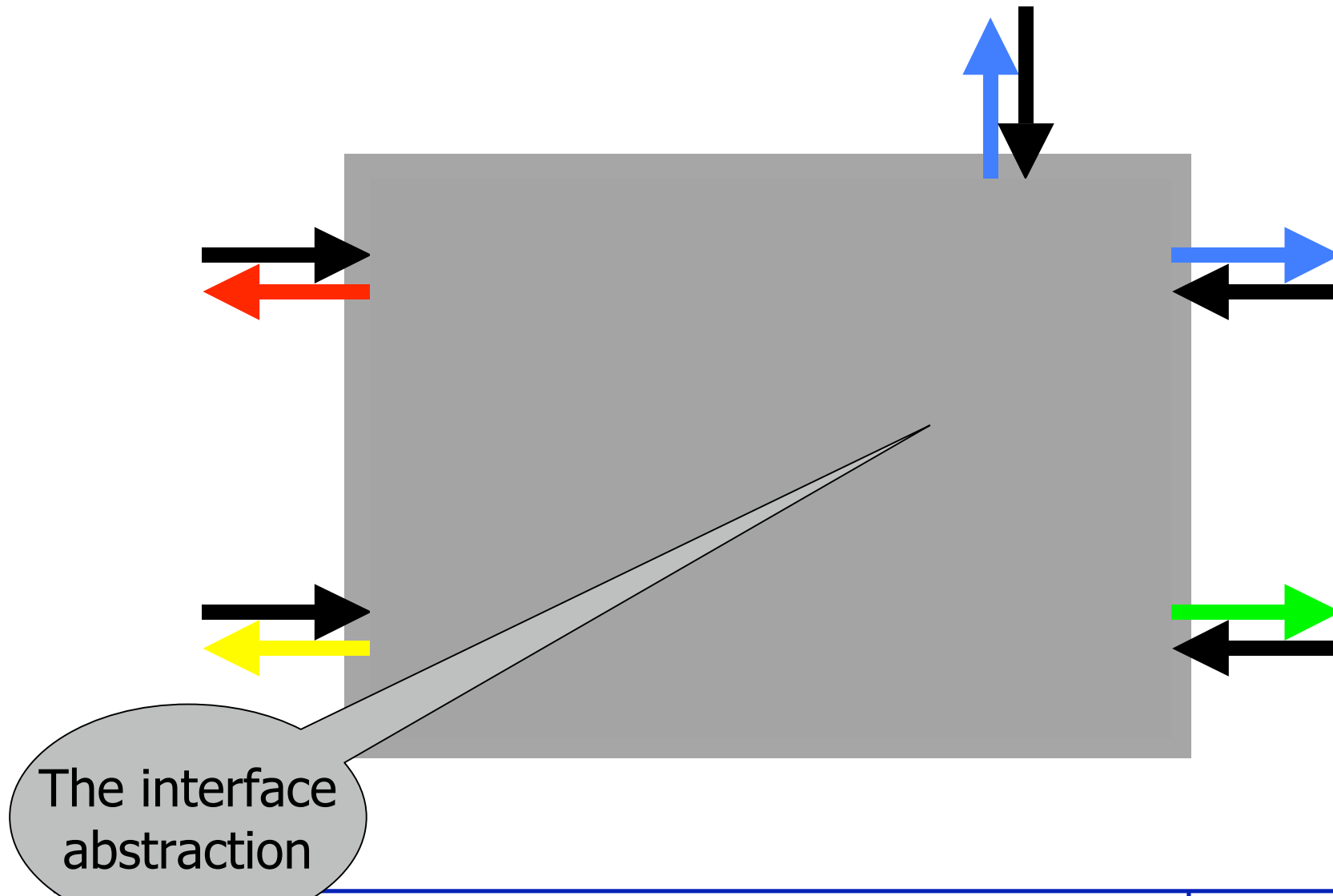


# System structures and architectures

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# System structures and architectures





# Component and systems

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A  
system  
is  
a component  
is  
a system

# What is an observable/black box/interface behaviour

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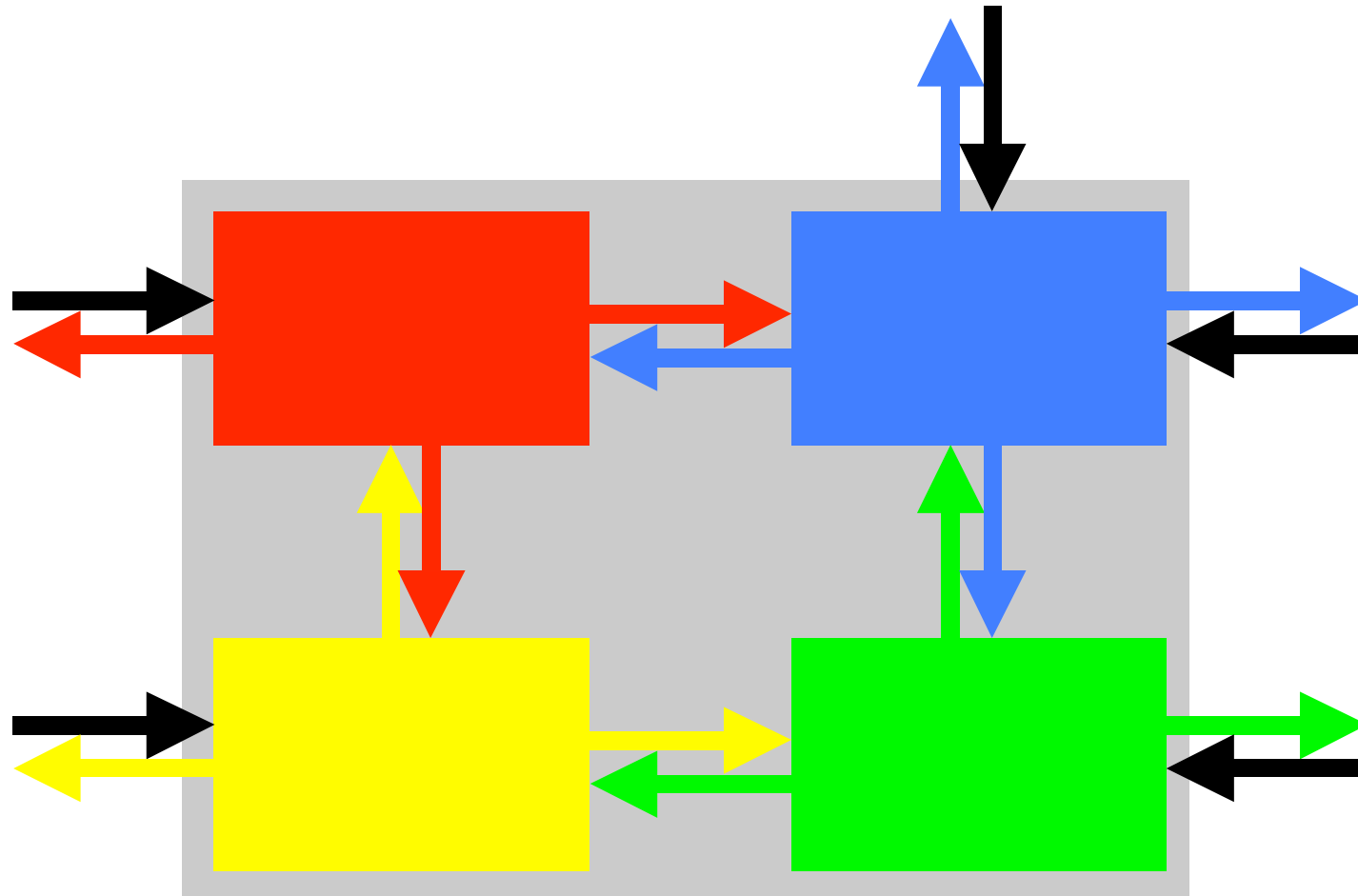
Component **C1** is observable/behavioural **compatible** (has compatible interface behaviour) to component **C2**, if we can replace **C2** in every (syntactically) correct system by **C1** without violating the correctness.

If **C1** is compatible to **C2** and vice versa we call **C1** and **C2** **observable/behavioural equivalent**(having the **same interface behaviours**).

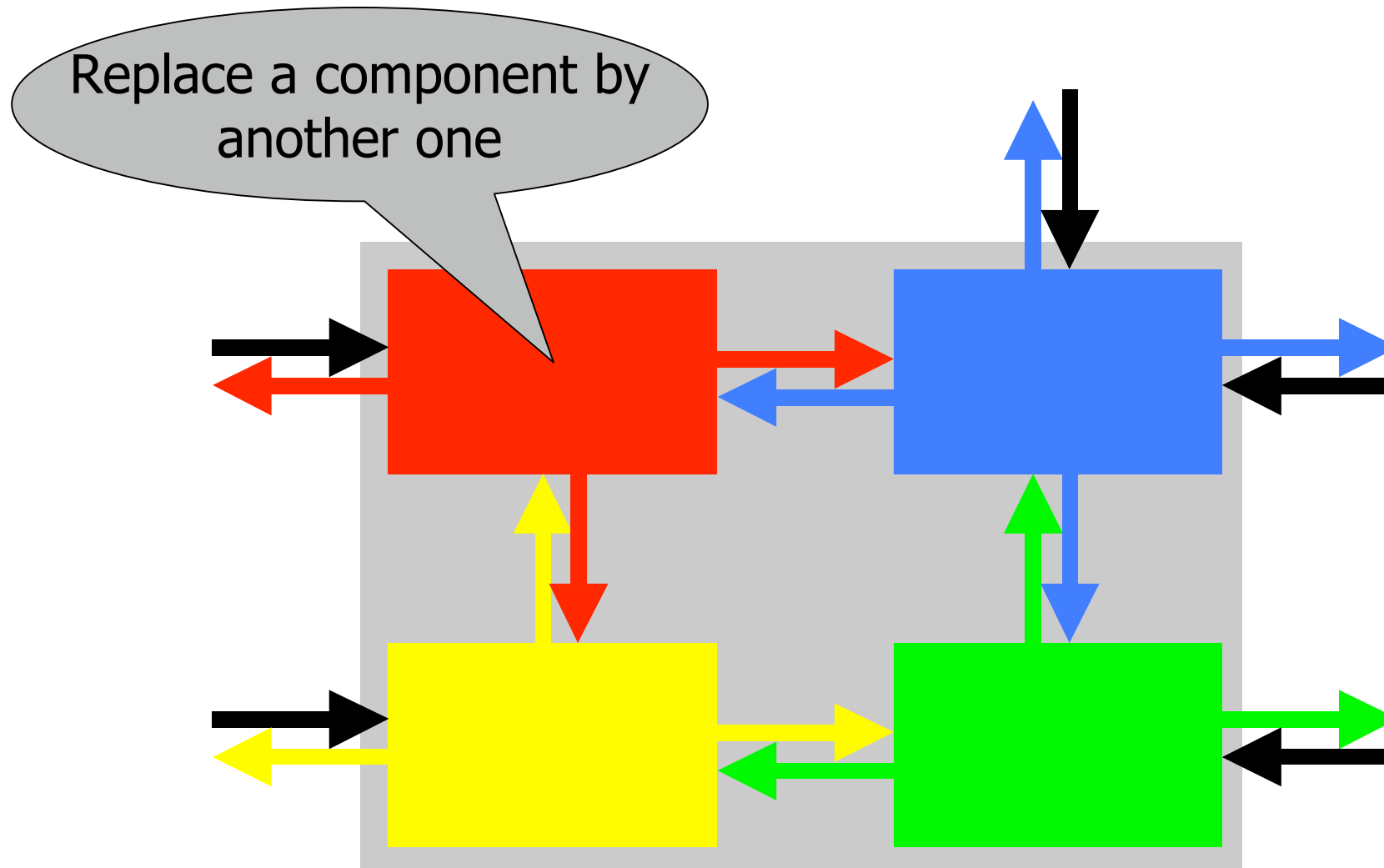
Note: Classes with quite different state spaces may nevertheless be compatible/equivalent

# System structures and architectures

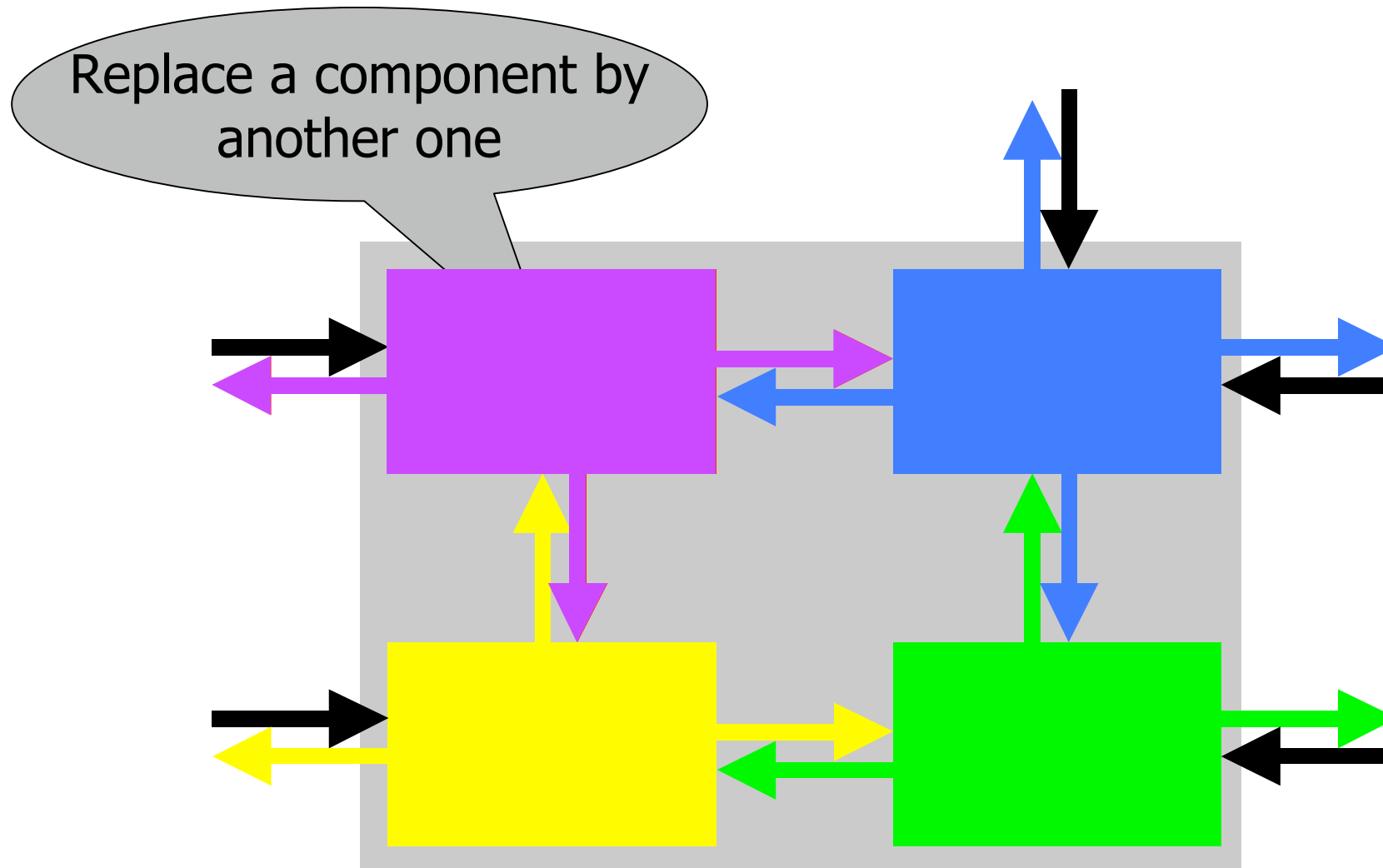
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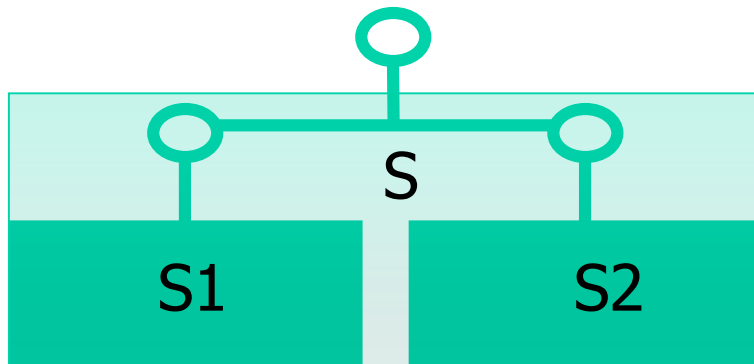


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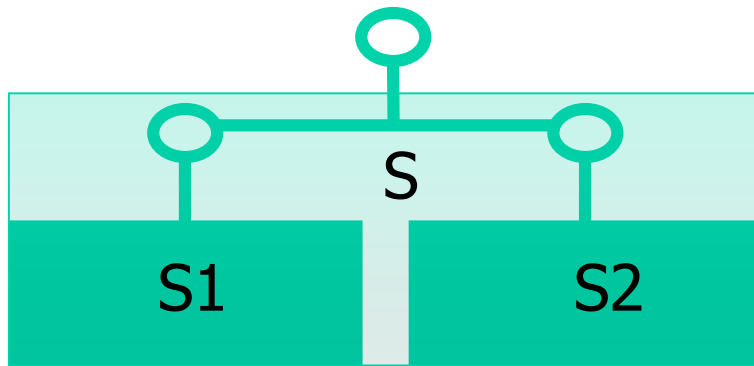
# Composition / Decomposition of Systems

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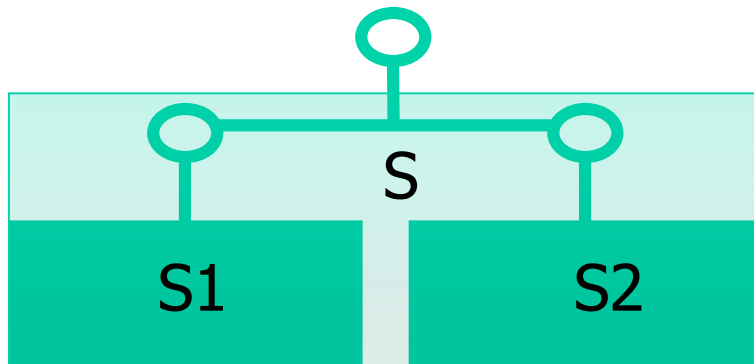


Composition

$\otimes$ : System  $\times$  System  $\rightarrow$  System *"syntactic" construction*

# Composition / Decomposition of Systems

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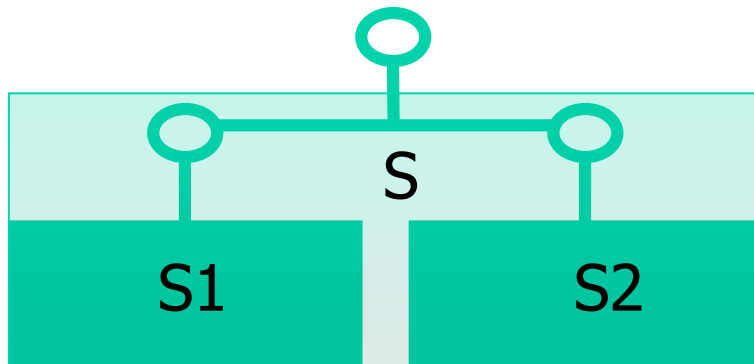
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$$S = S1 \otimes S2$$



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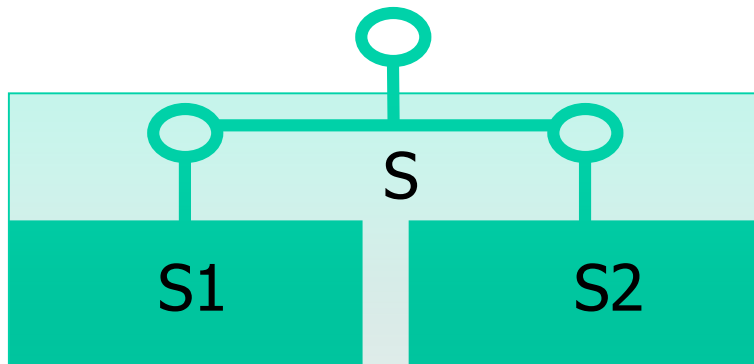
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Observation:

$\beta$  : System  $\rightarrow$  Observation *provides abstraction*

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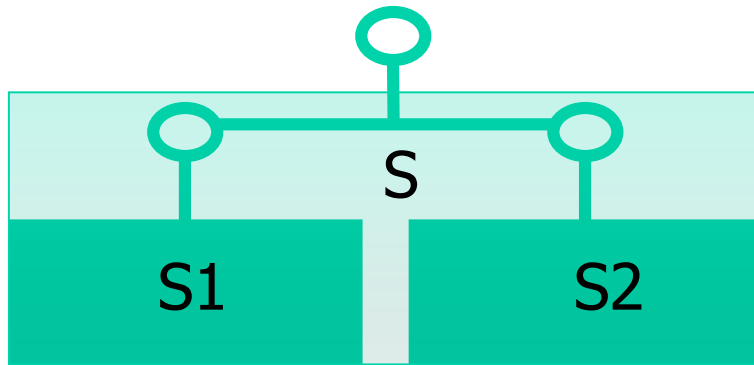
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Behaviour model

$\alpha$  : System  $\rightarrow$  Behaviour

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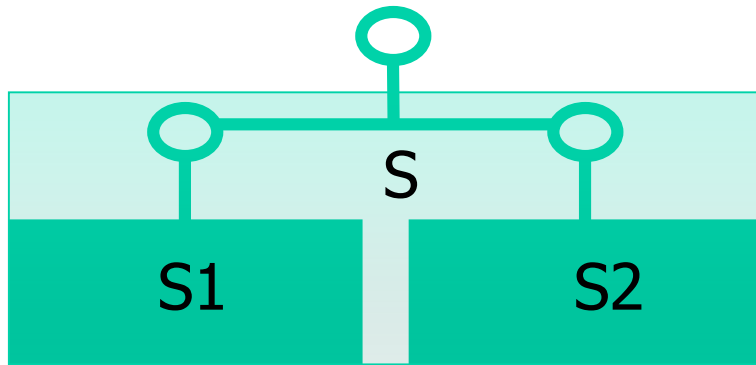
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Compositionality:

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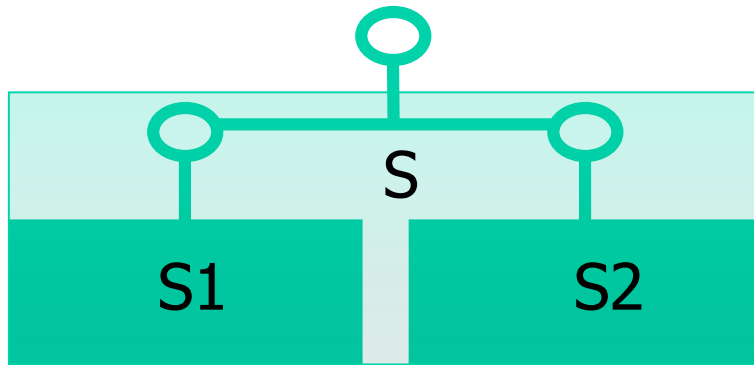
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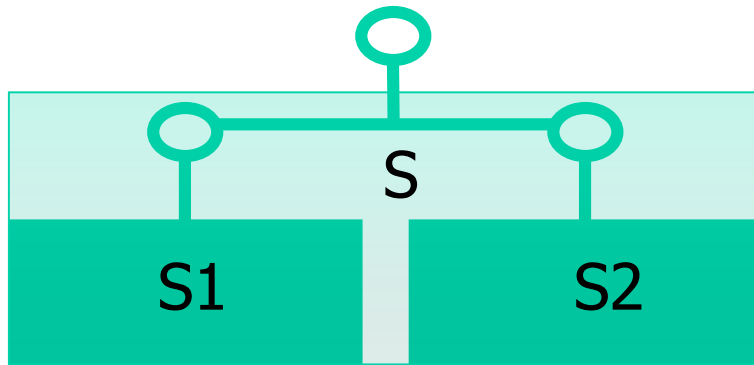
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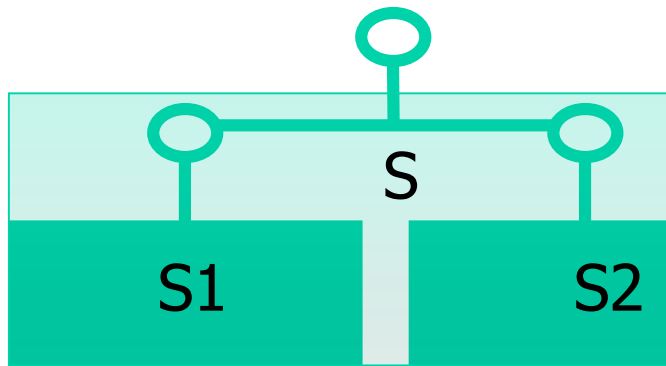
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Expressivity:

$\gamma$  : Behaviour  $\rightarrow$  Observation

$$\gamma(\alpha(S)) = \beta(s)$$

# Composition / Decomposition of Systems



In general, there does not exist an operator  $\otimes''$ : Observation  $\times$  Observation  $\rightarrow$  Observation such that

$$\beta(S) = \beta(S1) \otimes'' \beta(S2)$$

Composition

$\otimes$ : System  $\times$  System  $\rightarrow$  System *"syntactic" construction*

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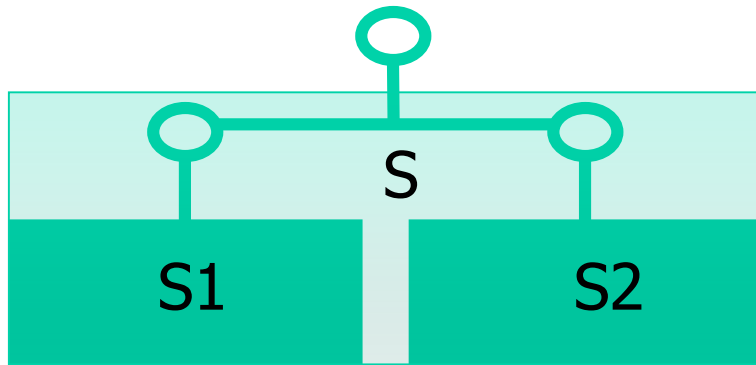
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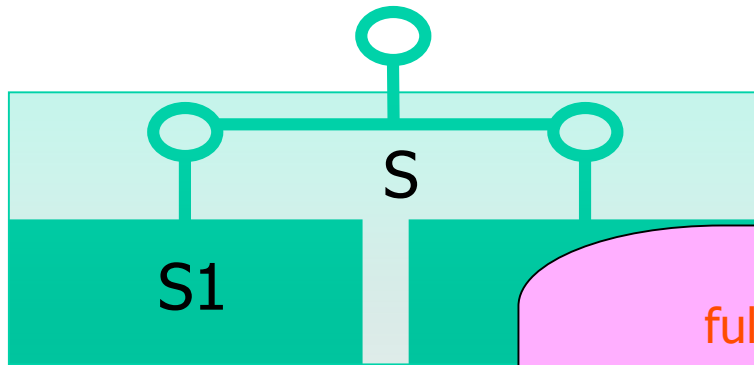
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# Composition / Decomposition of Systems



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$\otimes$ : System

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Observation:

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Behaviour model

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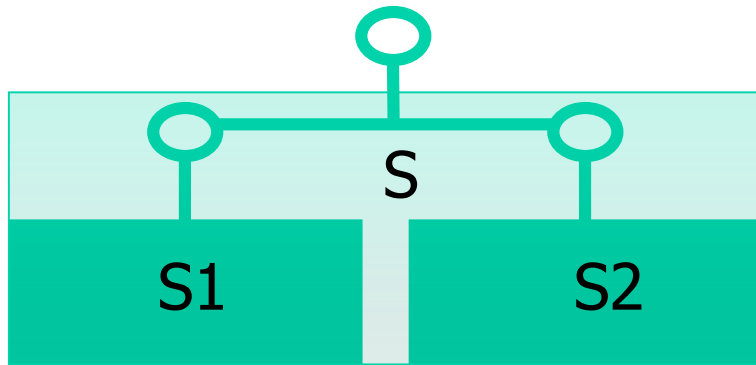
$\gamma$ : Behaviour  $\rightarrow$  Observation

$\gamma(\alpha(S)) = \beta(s)$

$\alpha$  is called  
**fully abstract (w.r.t. the observation  $\beta$ )**,  
 if there does not exist  
 a behaviour Behaviour' and an abstraction function  
 $\alpha' : \text{Behaviour} \rightarrow \text{Behaviour}'$   
 where for  $\alpha \circ \alpha'$  compositionality and expressivity holds

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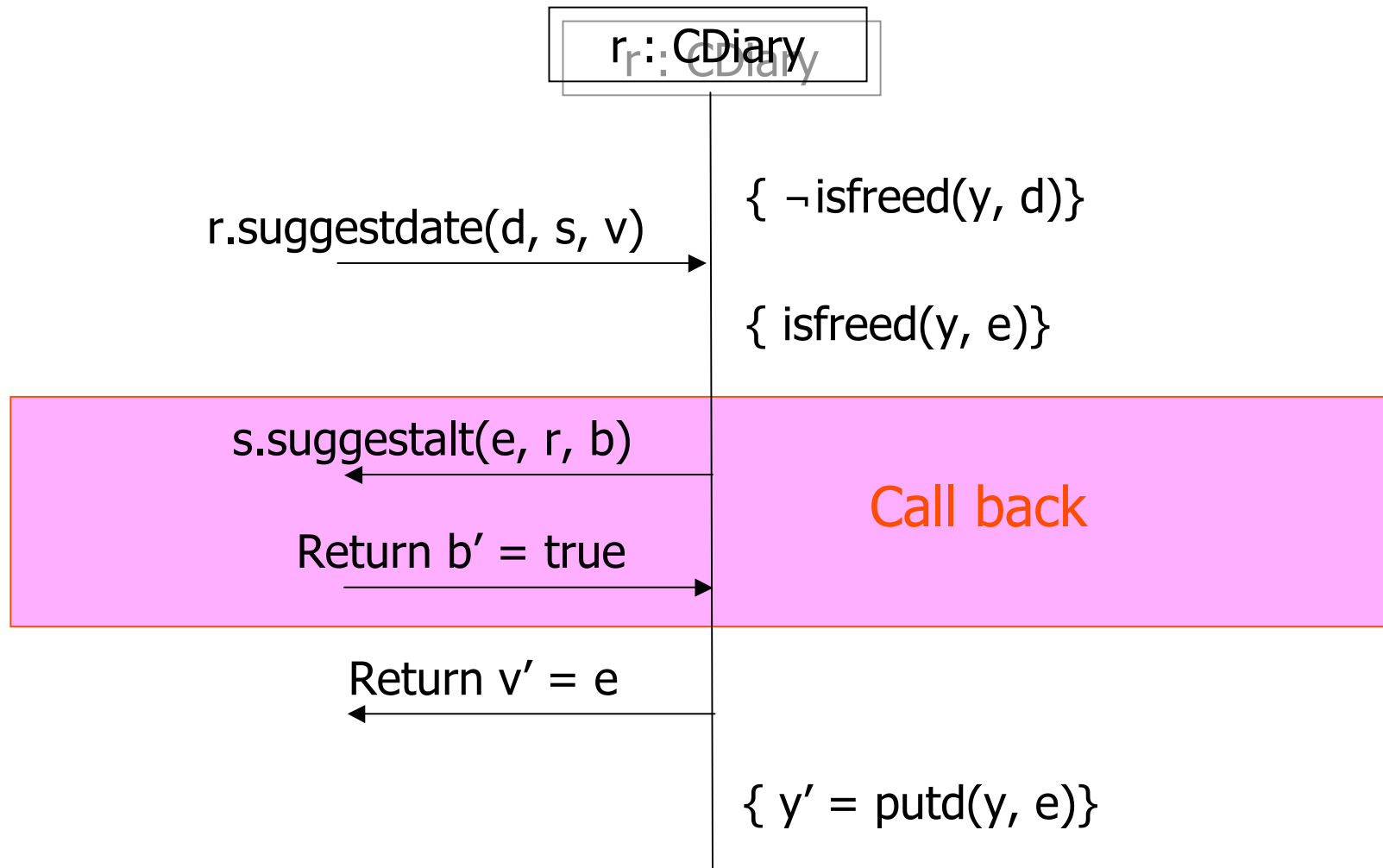
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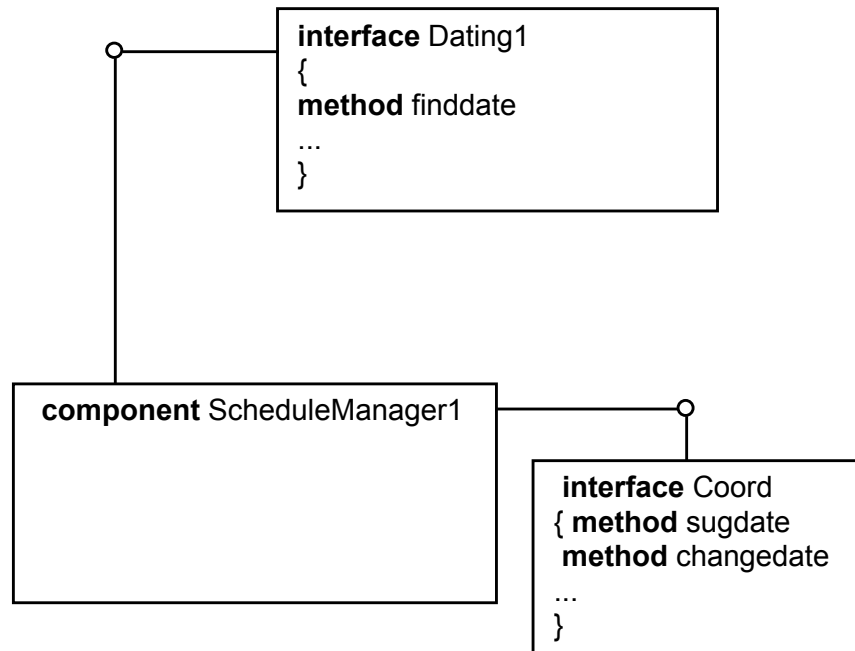
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# Complications in OO: call backs/forwarded calls



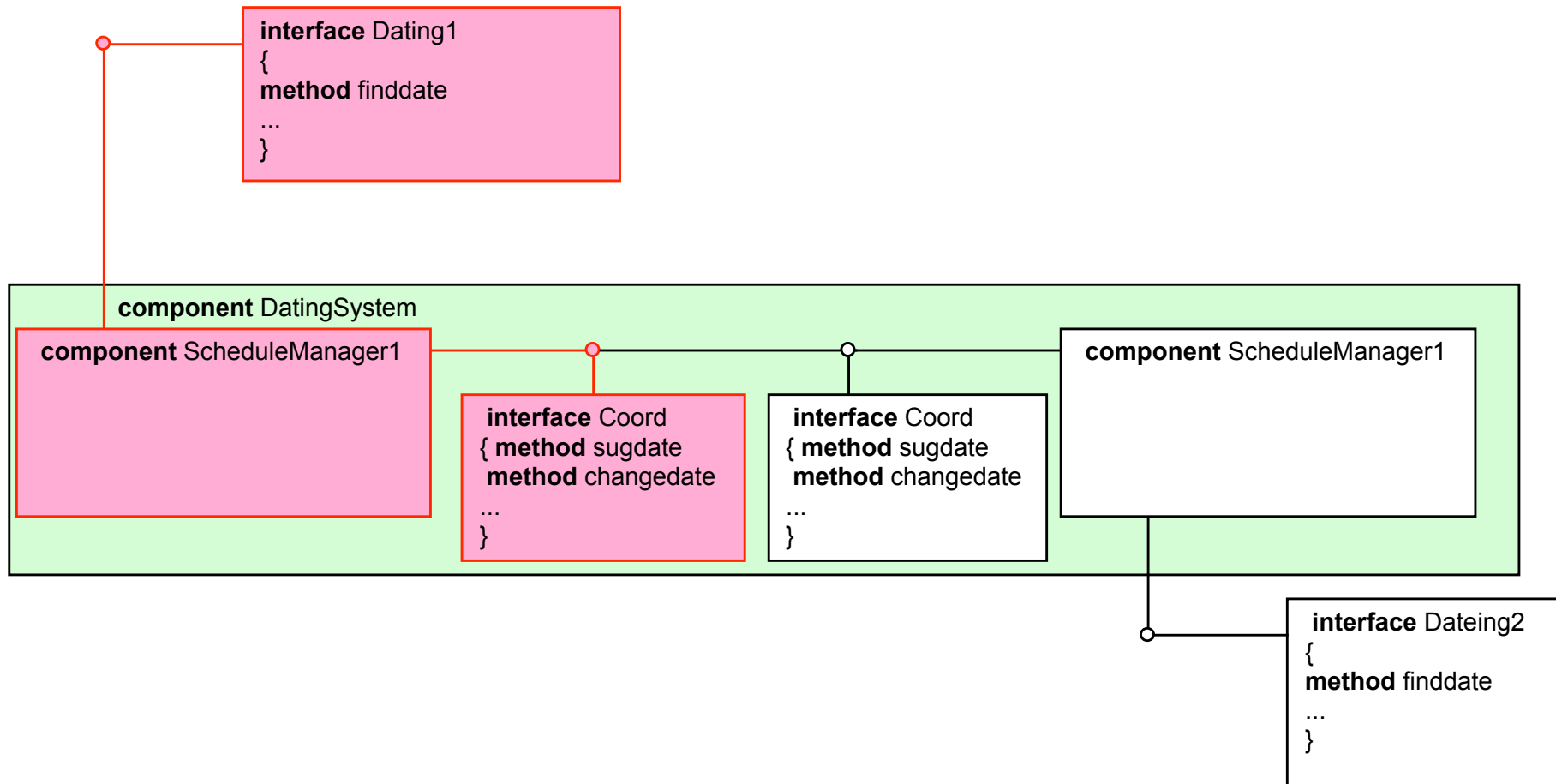
# Forming architectures in OO: Interface specifications



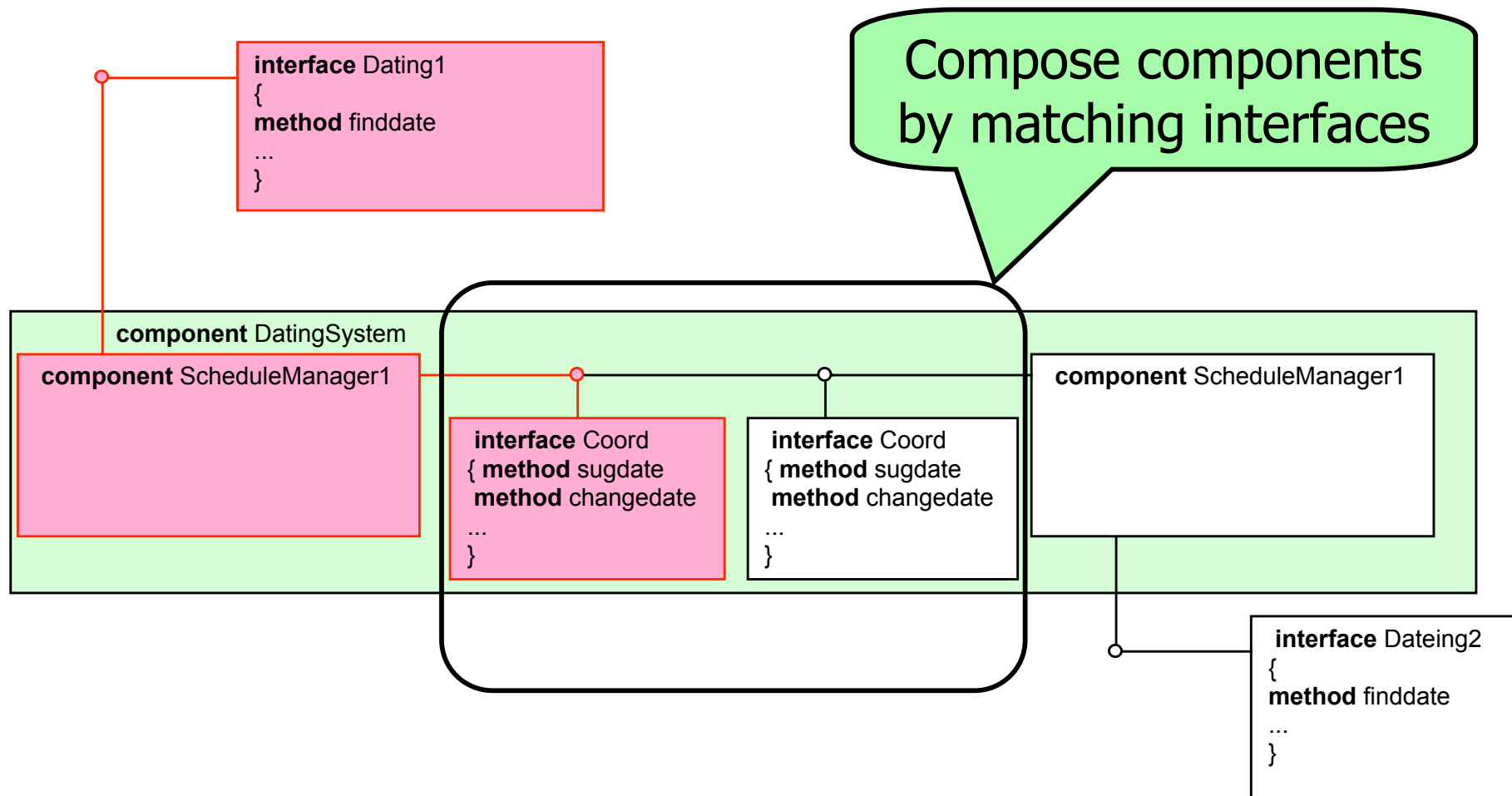
What is a component in OO?

- A class?
- A unit with several sub-interfaces all with export and import methods?

# Forming architectures: Composition



# Forming architectures: Composition



# OO: why classes/objects are not enough

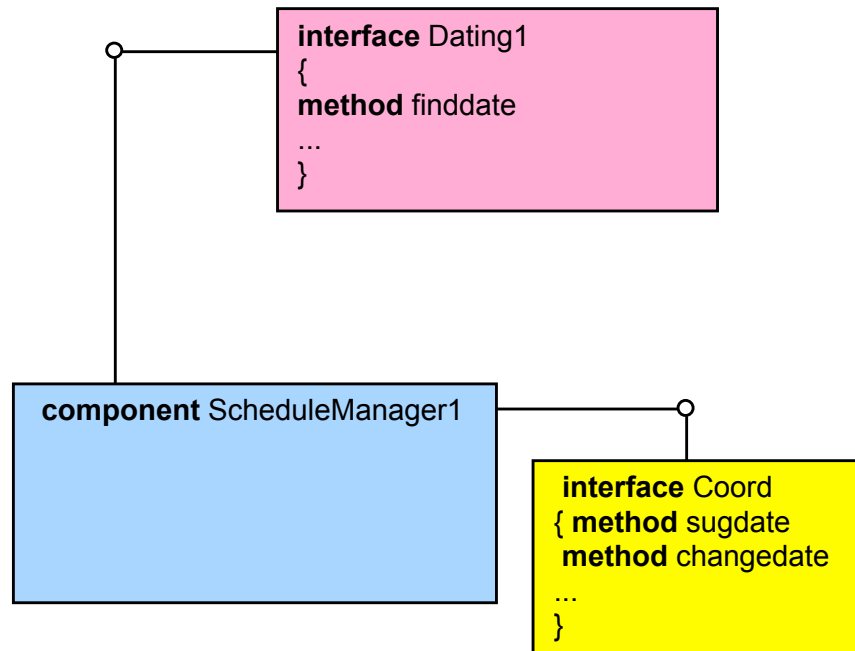
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Conventional OO has the following deficiencies:

- Synchronous method invocation inadequate concept
  - ◇ for system with varying availability and QoS
  - ◇ inherently sequential
- Interface specifications in OO insufficient
  - ◇ Design by contract breaks principle of encapsulation
  - ◇ In the presence of forwarded calls atomicity of method invocation does not work - **design by contract fails**
  - ◇ Export/import specs needed
- Appropriate notion of component missing
- Concept of composition missing/unclear/too complicated
- No support of hierarchical composition/decomposition
- No build-in concept of real time/concurrency

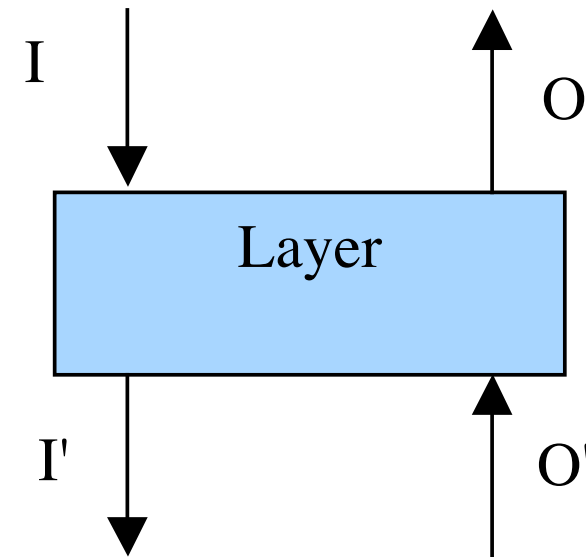
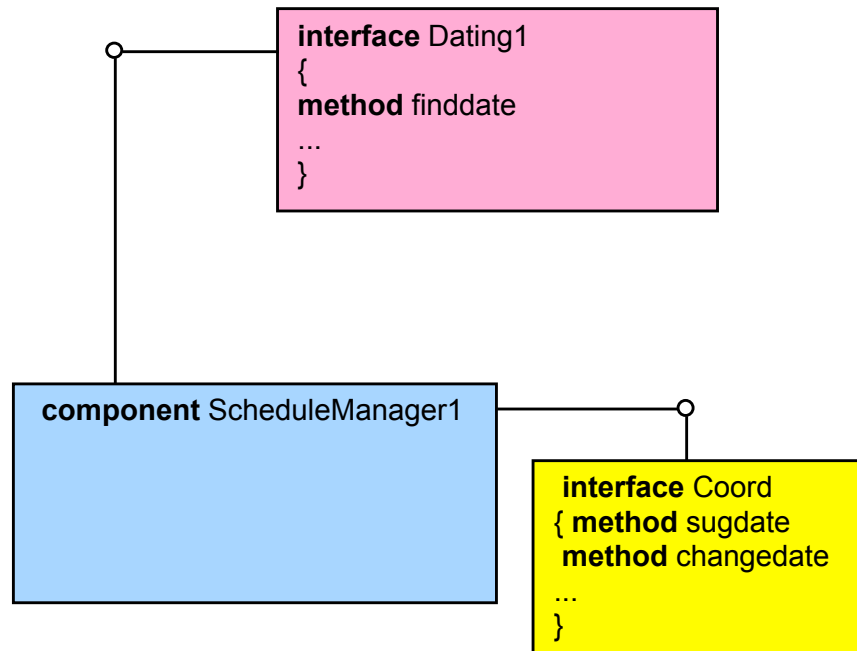
# Forming architectures: Decomposition into layers

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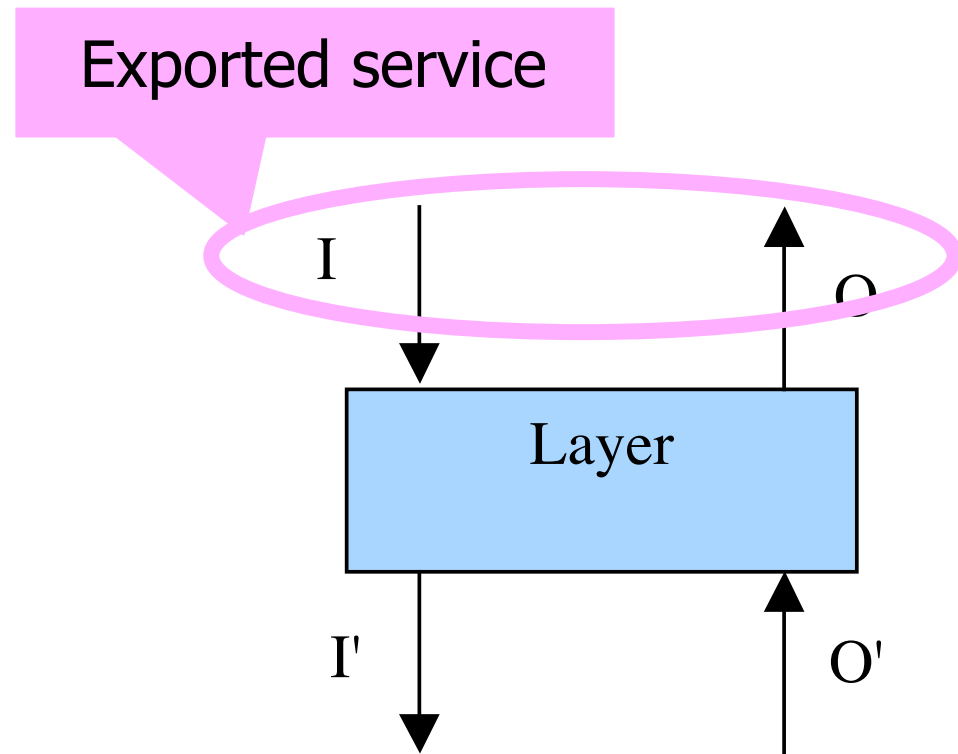
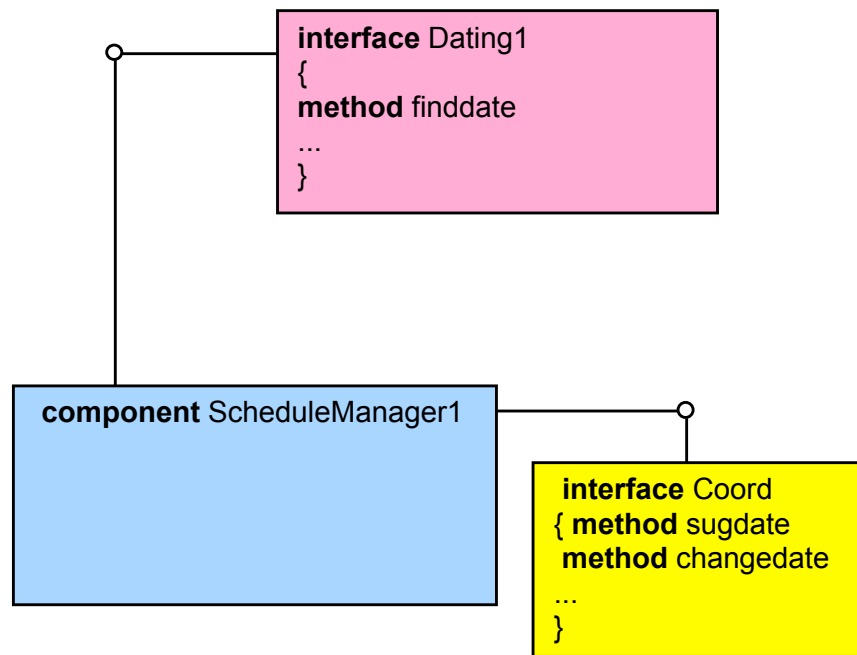




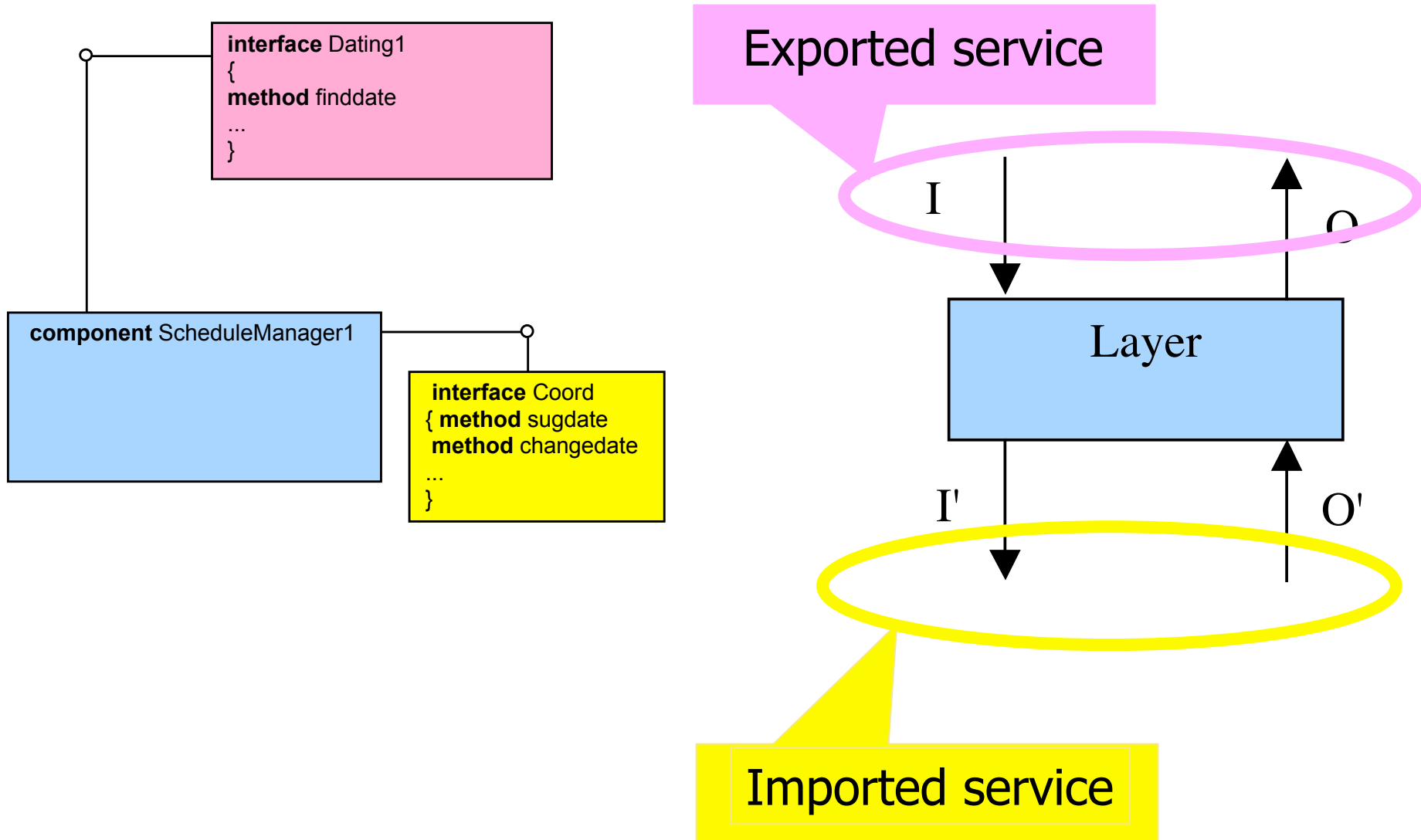
# Forming architectures: Decomposition into layers



# Forming architectures: Decomposition into layers



# Forming architectures: Decomposition into layers



# What is a service?

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The term service is use extensively in IT!  
Often without a precisely defined meaning!

- Service:
  - ◇ A set of interaction patterns!
- Typical service structures:
  - ◇ Service access protocol
  - ◇ Service provision protocol
- Essential concepts:
  - ◇ Service specification
  - ◇ Service composition
- Service composition
  - ◇ Service import/export
- Service refinement

## Goals of the work

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- A formal model for services, layers and layered architectures
- A theory for relating, composing, and refining services, layers, and layered architectures
- Techniques for specifying services, layers, and layered architectures
- Techniques for verifying services, layers, and layered architectures
- A methodology for designing services, layers, and layered architectures
- Design patterns for services, layers, and layered architectures

# Streams

---

**Streams** are communication histories for sequential communication devices called **channels**.

A stream of digits:

$x = \langle 2 \quad 17 \quad 433 \quad 892 \quad 6 \quad \dots \rangle$


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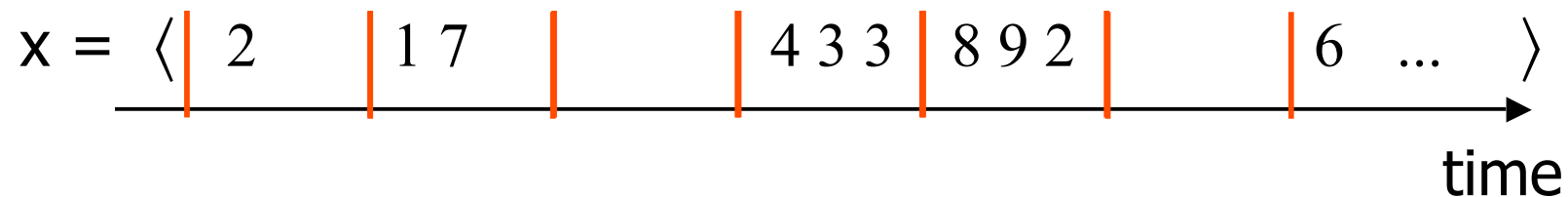
time

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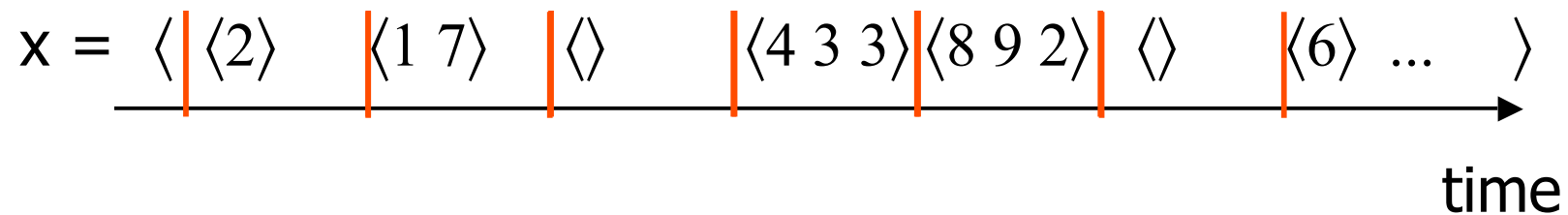




# Timed Streams

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$x = \langle \langle 2 \rangle \quad \langle 1 \ 7 \rangle \quad \langle \rangle \quad \langle 4 \ 3 \ 3 \rangle \langle 8 \ 9 \ 2 \rangle \quad \langle \rangle \quad \langle 6 \rangle \dots \rangle$



time

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$x : \mathbb{IN} \rightarrow \{0, \dots, 9\}^*$

timed stream of digits

# Basics of our System Model: Streams and Behaviours

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$M$	Universe of messages/data elements
TYPE	Set of all types
$C$	set of typed channels a channel is an identifier with a type
$\mathbb{N} \rightarrow M^*$	timed stream
$x : C \rightarrow (\mathbb{N} \rightarrow M^*)$	channel history for the channel set $x(c)$ is a timed stream with messages of the type of channel $c$
$IH(C)$ and $\vec{C}$	set of channel histories for channel set $C$
$(z \oplus z') \in IH(C \cup C')$	union of histories

# Notation

---

Let  $s, r$  be streams

$z\hat{s}$  concatenation of a sequence or stream  $z$  to a stream  $s$ ,

$s \sqsubseteq r$   $s$  is a prefix of  $r$        $s \sqsubseteq r \equiv \exists u: s\hat{u} = r$

$S\odot s$  substream of  $s$  with only the elements in the set  $S$ ,

$S\#s$  number of elements in  $s$  that are elements in the set  $S$ ,

$s.k$   $k$ -th sequence in the stream  $s$ ,

$s\downarrow k$  prefix of the first  $k$  sequences in the timed stream  $s$ ,

$s\uparrow k$  stream  $s$  without the first  $k$  sequences,

$\bar{s}$  finite or infinite (nontimed) stream that is the result of concatenating all sequences in  $s$

All these notions apply also for channel histories

# Notation

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let s =  $\langle \langle 2 \rangle \langle 1 \ 7 \rangle \langle \rangle \langle 4 \ 3 \ 3 \rangle \langle 8 \ 9 \ 2 \rangle \langle \rangle \langle 6 \rangle \dots \rangle$



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$$\text{let } s = \langle \langle 2 \rangle \langle 1 \ 7 \rangle \langle \rangle \langle 4 \ 3 \ 3 \rangle \langle 8 \ 9 \ 2 \rangle \langle \rangle \langle 6 \rangle \dots \rangle$$

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$$s.3 = \langle \rangle$$

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$$\text{let } z = \langle \langle 3 \ 5 \rangle \langle 5 \ 6 \ 7 \rangle \langle \rangle \rangle$$

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$$s \uparrow 3 = \langle \langle \rangle \langle 4 \ 3 \ 3 \rangle \langle 8 \ 9 \ 2 \rangle \langle \rangle \langle 6 \rangle \dots \rangle$$

$$\overline{s} = \langle 2 \ 1 \ 7 \ 4 \ 3 \ 3 \ 8 \ 9 \ 2 \ 6 \dots \rangle$$

$$\text{let } z = \langle \langle 3 \ 5 \rangle \langle 5 \ 6 \ 7 \rangle \langle \rangle \rangle$$

$$\{5, 7\} \# z = 3$$

# Notation

$$\text{let } s = \langle \langle 2 \rangle \langle 1 \ 7 \rangle \langle \rangle \langle 4 \ 3 \ 3 \rangle \langle 8 \ 9 \ 2 \rangle \langle \rangle \langle 6 \rangle \dots \rangle$$

$$\{2, 3\} \odot s = \langle \langle 2 \rangle \langle \rangle \langle \rangle \langle 3 \ 3 \rangle \langle 2 \rangle \langle \rangle \langle \rangle \dots \rangle$$

$$s.3 = \langle \rangle$$

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$$z \hat{s} = \langle \langle 3 \ 5 \rangle \langle 5 \ 6 \ 7 \rangle \langle \rangle \langle 2 \rangle \langle 1 \ 7 \rangle \langle \rangle \langle 4 \ 3 \ 3 \rangle \langle 8 \ 9 \ 2 \rangle \langle \rangle \langle 6 \rangle \dots \rangle$$



# Components

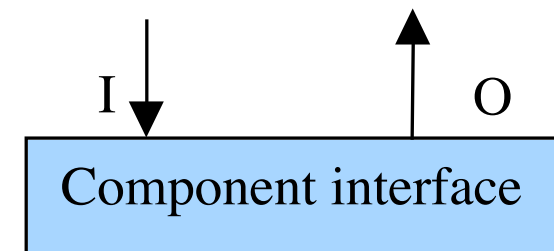
(I ► O)      *syntactic interface* with set of  
input channels I and of output channels O

$F : \vec{I} \rightarrow \wp(\vec{O})$       component interface for (I ► O)  
with *timing property*  
(let  $x, z \in \vec{I}, y \in \vec{O}, t \in \mathbb{IN}$ ):

$$x \downarrow t = z \downarrow t \Rightarrow \{y \downarrow t+1 : y \in F(x)\} = \{y \downarrow t+1 : y \in F(z)\}$$

$x \downarrow t$       prefix of x with t finite sequences

A component is a **total** behaviour



# Components

(I ► O) *syntactic interface* with set of input channels I and of output channels O

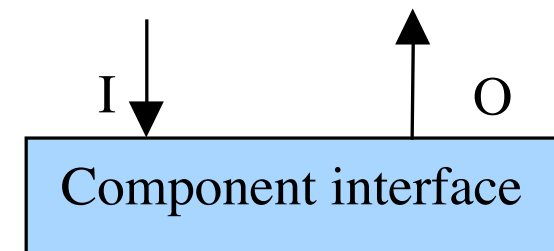
$F : \vec{I} \rightarrow \wp(\vec{O})$  component interface for (I ► O) with *timing property*  
(let  $x, z \in \vec{I}, y \in \vec{O}, t \in \mathbb{N}$ ).

Causality

$$x \downarrow t = z \downarrow t \Rightarrow \{y \downarrow t+1 : y \in F(x)\} = \{y \downarrow t+1 : y \in F(z)\}$$

$x \downarrow t$  prefix of x with t finite sequences

A component is a **total** behaviour



# Causality

---

Consider the identity function:

$$F : \vec{C} \rightarrow \wp(\vec{C})$$

where  $y \in F.x \Rightarrow \bar{x} = \bar{y}$

causality enforces

$$F.x = \{y : \bar{x} = \bar{y} \wedge \forall t \in \mathbb{N} : \overline{y \downarrow t+1} \sqsubseteq \overline{x \downarrow t}\}$$

Example:

$$x = \langle \langle 2 \rangle \quad \langle 1 \ 7 \rangle \quad \langle \rangle \quad \langle 4 \ 3 \ 3 \rangle \langle 8 \ 9 \ 2 \rangle \quad \langle \rangle \quad \langle 6 \rangle \dots \rangle$$

$$y = \langle \langle \rangle \quad \langle \rangle \quad \langle 2 \rangle \langle 1 \ 7 \rangle \quad \langle \rangle \quad \langle 4 \ 3 \ 3 \ 8 \ 9 \ 2 \rangle \langle \rangle \quad \langle 6 \rangle \dots \rangle$$

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 x = \langle \langle 2 \rangle \mid \langle 1 \ 7 \rangle \mid \langle \rangle \mid \langle 4 \ 3 \ 3 \rangle \mid \langle 8 \ 9 \ 2 \rangle \mid \langle \rangle \mid \langle 6 \rangle \mid \dots \rangle \\
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 \end{array}$$

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Consider the identity function:

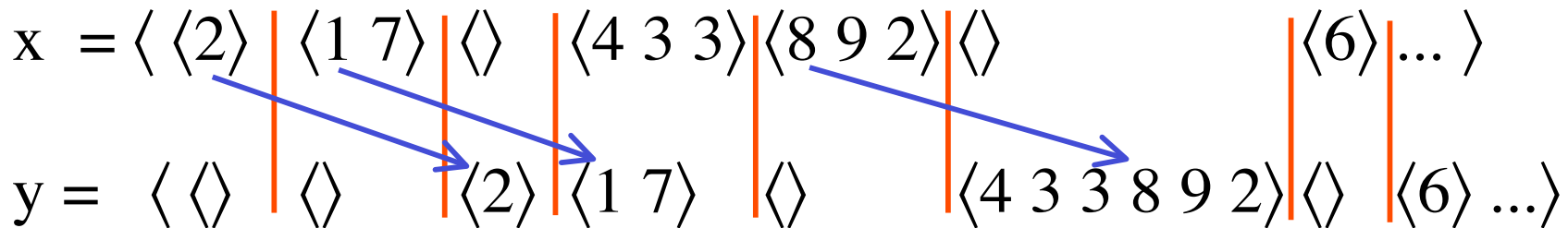
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Example:



# Causality

Consider the identity function:

$$F : \vec{C} \rightarrow \wp(\vec{C})$$

where  $y \in F.x \Rightarrow \bar{x} = \bar{y}$

causality enforces

The golden rule of communication:

An information can never occur as output before it was received as input

$$F.x = \{y : \bar{x} = \bar{y} \wedge \forall t \in \mathbb{N} : \overline{y \downarrow t+1} \subseteq \overline{x \downarrow t}\}$$

Example:

