Model-Driven Development of Reliable Services

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Today, in view of distributed systems based on global networks, embedded systems and dedicated human machine interfaces, interaction is a first class concept in the development of information processing systems. This requires adequate development paradigms for their specification, design, and implementation taking specifically the concept of interaction into account. Systems are nowadays distributed, running highly concurrently and interacting. A particular interesting approach are service oriented system models and architectures, where services are connected in flexible ways to provide composed services. Such an approach needs adequate structuring techniques for services including their composition and their decomposition into service architectures and their structuring of services into hierarchy of sub-services.

A key issue therefore is service specification based on a concept of service interface.

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