

Connecting Plasma to Service-oriented programming with JOLIE

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Summary

- What is Service-Oriented Computing (SOC)?
- The benefits that SOC can bring to the desktop.
- What we can do with the current technologies.
- JOLIE and Plasma for a transparent service-oriented desktop.



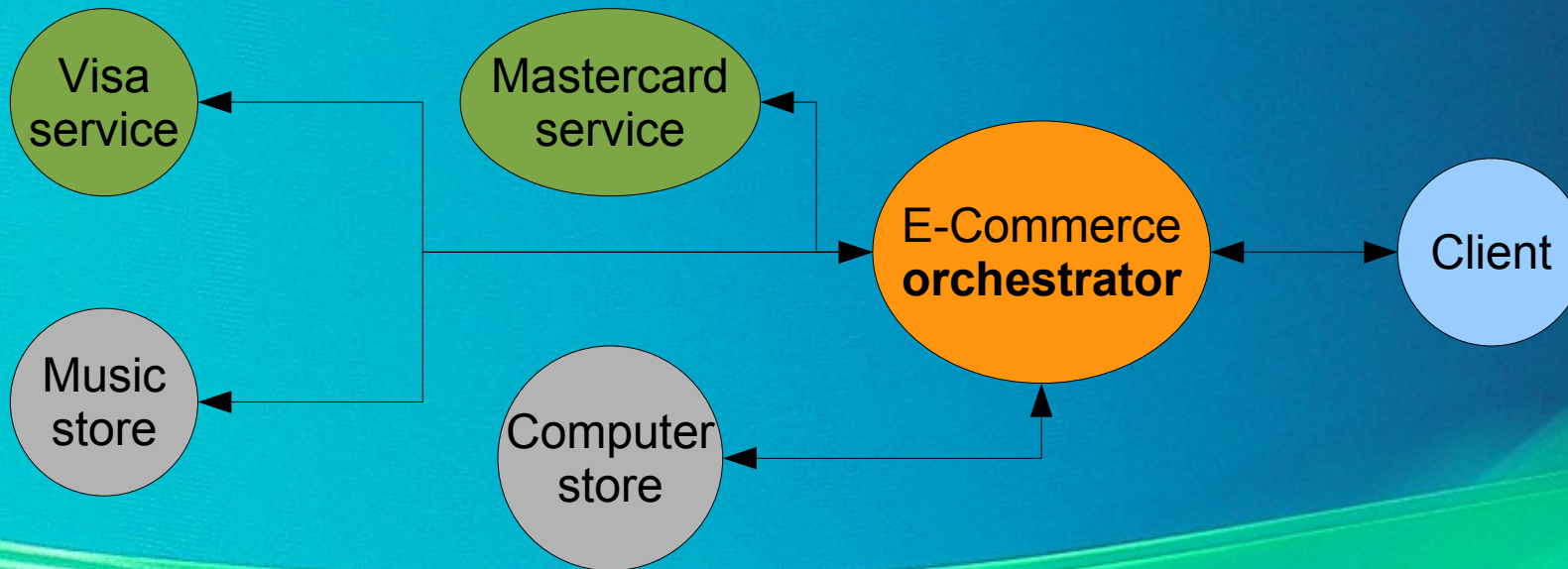
Service-oriented Computing (SOC)

- An emerging paradigm for dealing with distributed applications.
- A new kind of architecture: Service-oriented Architecture (SOA).
- The base component is a service, a software application offering its functionalities by means of an interface.
- Web Services and D-Bus are service-oriented technologies.



Service composition and orchestration

- Service composition allows a programmer to obtain a new service by exploiting existing ones.
- It can be obtained by means of **orchestration**: an application (the orchestrator) achieves new functionalities by invoking other services.



SOC and the desktop: current state

- Local desktop SOC technologies: D-Bus, DCOP, etc.
- Desktop applications implement ad-hoc mechanisms for interacting with external SOAs.
- Different SOA technologies can not talk to each other:
 - different data protocols: SOAP, D-Bus, DCOP, ...;
 - different transport mechanisms: unix sockets, TCP/IP,



Our objective: a service-oriented desktop

- The desktop should be able to:
 - offer its functionalities to other SOAs;
 - exploit the functionalities of other SOAs.
- We want to be able to reuse as many existing services as possible, regardless of their implementing technology.
- Flexible experience: users should be able to compose their desktop with service interfaces as they like/need.

Concept examples: John goes to Akademy

The organizer

John inserts “Mechelen” in a user interface and pushes a button. A service orchestrator composes bank, travel and hotel services to prepare his travel.



The tourist

John takes his internet tablet. A service orchestrator finds out that he's in “Mechelen” and downloads the “Mechelen activity”, a desktop populated with widgets connected to services available in Mechelen. John asks for “beer” and a map pointing to the nearest pub appears.



The presenter

John makes his presentation. Attendees can connect to John's presentation and follow it in their computers.



The challenges

- For the SOA inter-connection technology:
 - provide an easy programming environment to create powerful orchestrators;
 - data protocol and transport mechanism independency.
- For the desktop UI framework:
 - separate data from presentation;
 - flexibility: the UI components should be organized by the user.



The right technologies are already here

Desktop solution



SOC solution



? ?



JOLIE: Java Orchestration Language Interpreter Engine

- Service-oriented programming language.
- Open-source.
- Lightweight and cross-platform.
- Based on a formal calculus for service-oriented computing: SOCK.
- Started as a thesis work at the University of Bologna in the scope of European project SENSORIA.
- Website: <http://jolie.sourceforge.net/>

A formal theoretical background: SOCK

- A formal calculus for Service-oriented Computing.
- Started as a PhD thesis work at the University of Bologna in the scope of European project SENSORIA.
- JOLIE follows the semantics of SOCK, allowing for formal reasoning on JOLIE programs.
- Every mathematical property proven in SOCK is valid also in JOLIE.
- Example of useful ongoing research: pre-execution deadlock checker for distributed applications.

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A full-fledged service-oriented language

- We need to address five issues:
 - communications;
 - data handling;
 - workflow composition;
 - multi-party session handling;
 - fault and compensation handling.
- JOLIE supports all of them.
- We look at a summary of the first three.

Communications

- Communications are native statements, based on operation names.
- Four operation types:
 - one-way: receives a message;
 - request-response: receives a message, executes something and then sends a response back;
 - notification: sends a message;
 - solicit-response: sends a message, then waits for a response.



Communications (2)

```
main {  
  
// One-Way  
setName( name );  
  
// Request-Response  
sum( request )( total ) {  
    total = request.operand[0] + request.operand[1]  
};  
  
// Solicit-Response  
getTime@Clock( "UTC+1" )( time );  
  
//Notification  
log@Logger( name + " calculated " + total + " at " + time )  
  
}
```

Data handling

- Easy access and manipulation of structured data.
- Protocols ensure that the structures are translated to the appropriate representation when communicating.

Example: SOAP conversion

JOLIE code

```
person[0].gender = "Male";  
person[0].name = "John";  
person[1].gender = "Female";  
person[1].name = "Ann"
```

SOAP
protocol

Converted message

```
<person>  
<gender>Male</gender>  
<name>John</name>  
</person>  
<person>  
<gender>Female</gender>  
<name>Ann</name>  
</person>
```



Workflow composition

Sequence

```
print@Console( "Hello, " ) ; print@Console( " world!" )
```

Parallelism

```
sendMessage@A( msg1 ) | sendMessage@B( msg2 )
```

Non-deterministic choice

```
[ race( name ) ] {  
    println@Console( name + " arrived first!" )  
}  
[ timeout() ] {  
    println@Console( "Nobody arrived in time..." )  
}
```

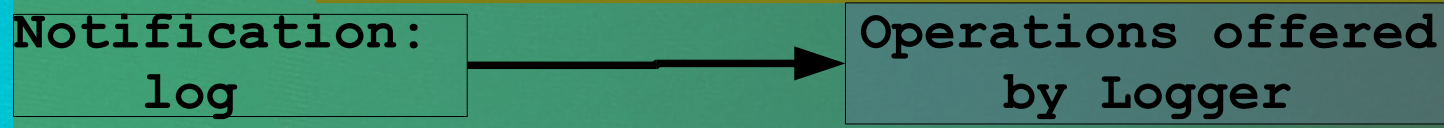
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Communication abstraction

- JOLIE separates the program logic from the underlying communication details.

```
outputPort Logger {  
  Location: "socket://www.newlogger.com:810/"  
  Protocol: sodep  
  Notification:  
    log  
}  
main {  
  log@Logger( "Log message" )  
}
```



The diagram illustrates the communication abstraction. A box labeled 'Notification: log' has an arrow pointing to a box labeled 'Operations offered by Logger'. This indicates that the 'log' notification is mapped to the operations provided by the Logger component.

Dynamic communication configuration

- Service communication configurations can be changed dynamically at runtime.

```
outputPort Logger {
SolicitResponse: log
}
outputPort Registry {
Location: "socket://www.serviceregistry.com"
Protocol: sodep
SolicitResponse: getProtocolForService, getLocationForService
}
```

```
main {
```

```
-> getLocationForService@Registry("Logger") ( Logger.location ); <-
```

```
-> getProtocolForService@Registry("Logger") ( Logger.protocol ); <-
```

```
log@Logger( "Log message" )
```

```
}
```



Plasma: the next generation desktop UI

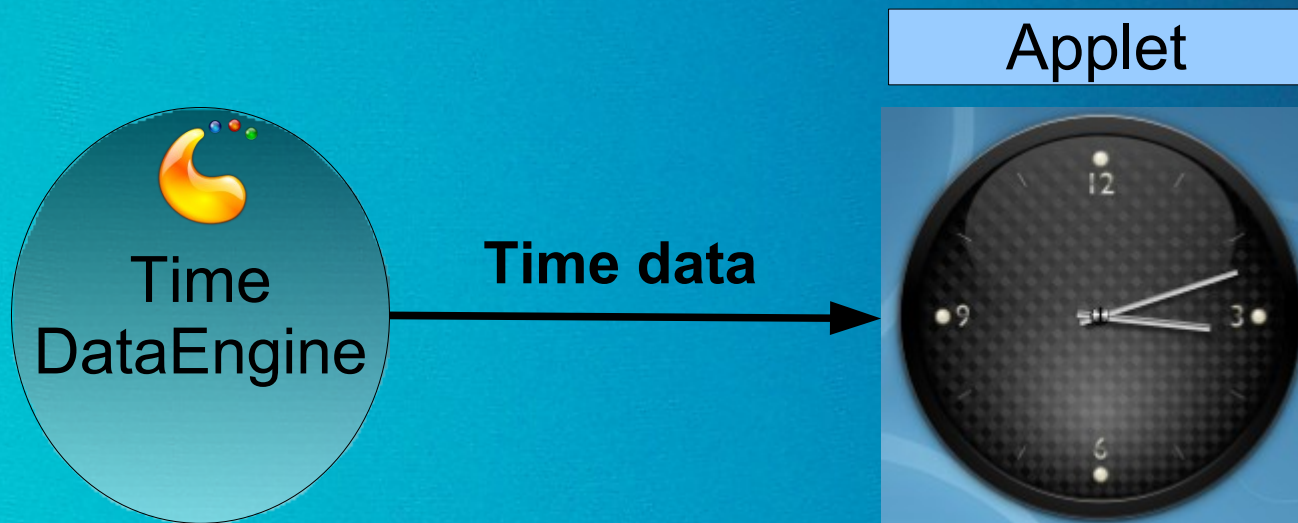
- A flexible User Interface for your desktop.
- Open-source.
- Cross-platform.
- Part of the KDE project.
- Allows users to customize their desktops in new and efficient ways.

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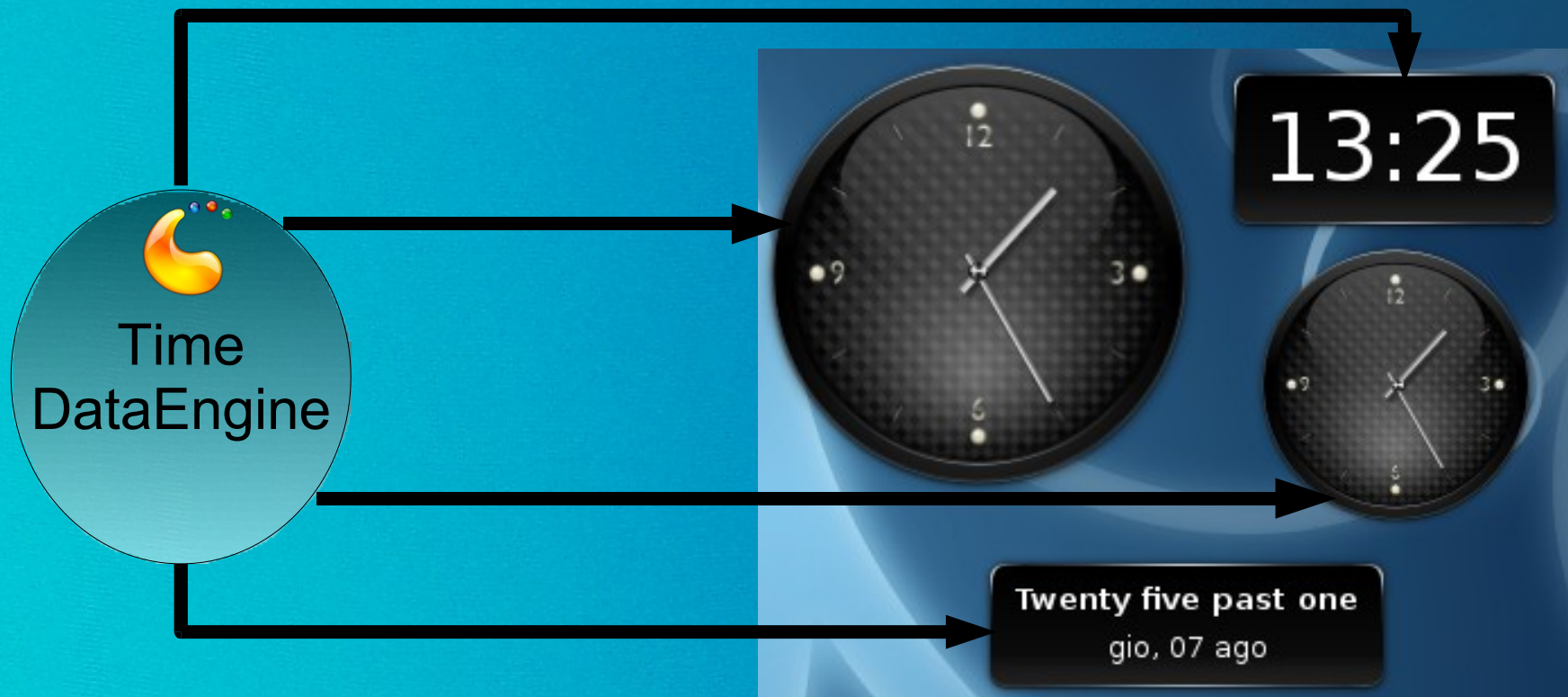
Separating data from presentation

- Plasma provides separated components for data (DataEngine) and presentation (Applet).
- A DataEngine provides Applet access to the data.
- An Applet provides the user a UI to interact with the data.



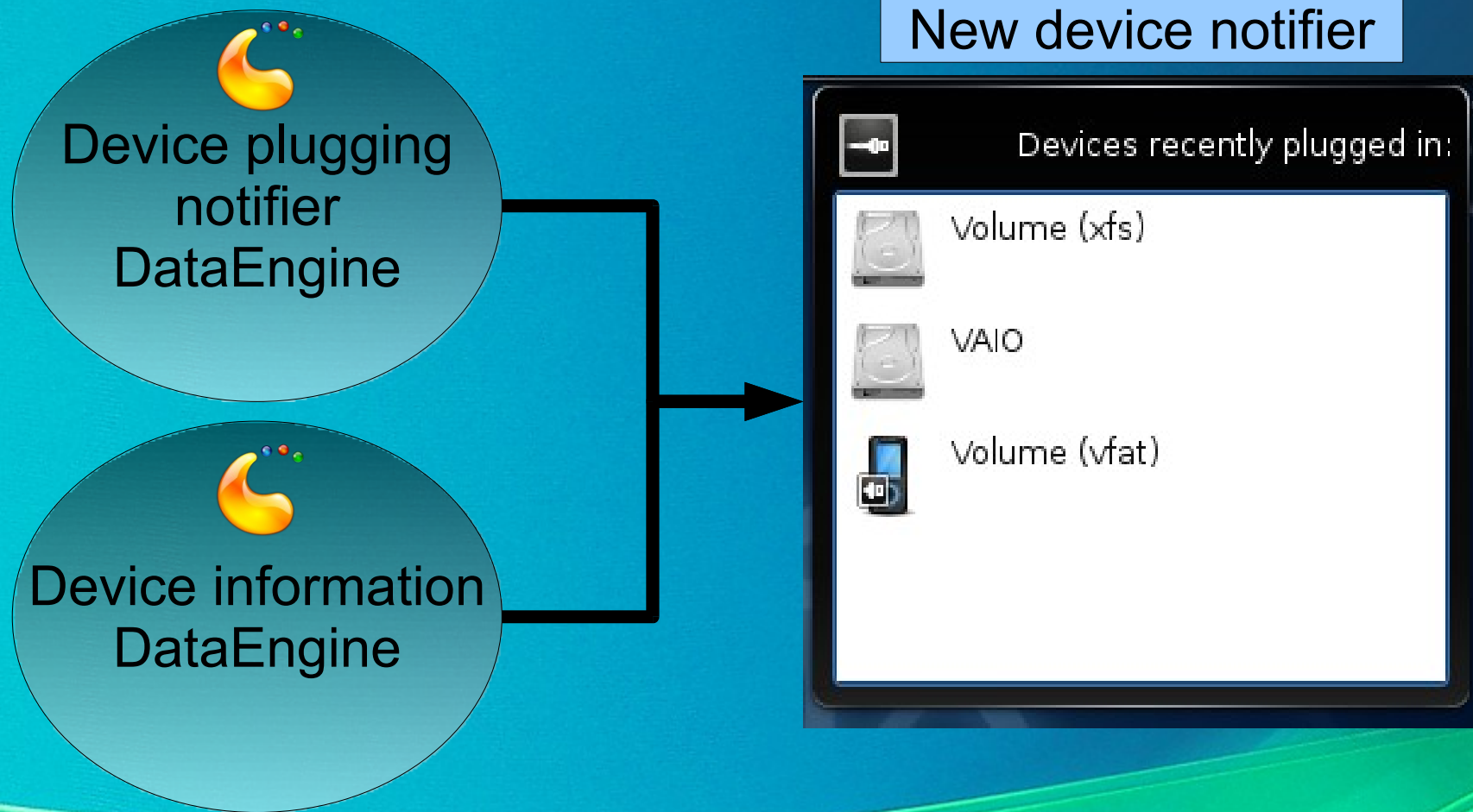
DataEngine sharing

- DataEngines can be used by multiple applets.
- Minimizes resource consumption.



Using multiple DataEngines

- An applet can use multiple DataEngines.



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Presentation flexibility

- Plasma allows the user to:
 - place any number of applets wherever he wants;
 - scale applets;
 - rotate applets;
 - group applets in different “activities”;
 - zoom semantically over his desktop, making easy to orientate even in a lot of UI components and component groups.

Placing, scaling and rotating



Activities and semantic zooming



The current state

- Two examples of what we can do today.
- We orchestrate D-Bus and DCOP SOAs with JOLIE, forming larger SOAs.



Echoes: managing remote media players

- Echoes offers a web interface for controlling a media player (in this example, we use Amarok).
- The web interface is synchronized with the current state of the media player.
- The state is shared among the clients.

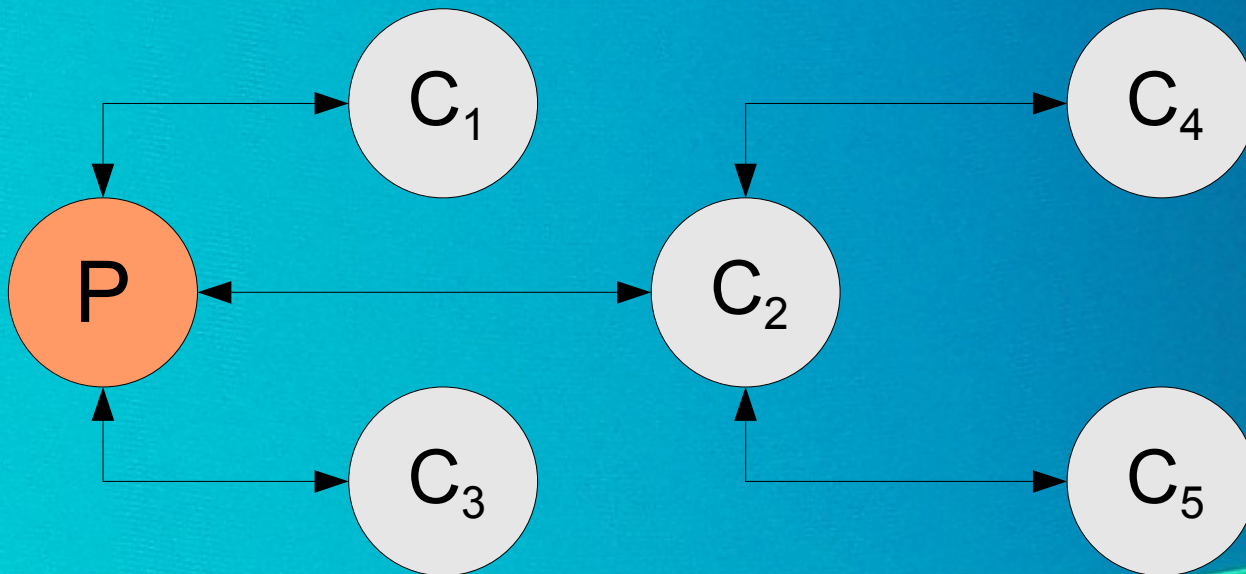
JOLIE web server technology testing in collaboration with:



DEMO

Vision: a SOA for distributed presentations

- A presenter (P), gives a presentation.
- Some clients (C_1, C_2, C_3, \dots) want to follow that presentation in their local viewer.
- The resulting network is a P2P one.

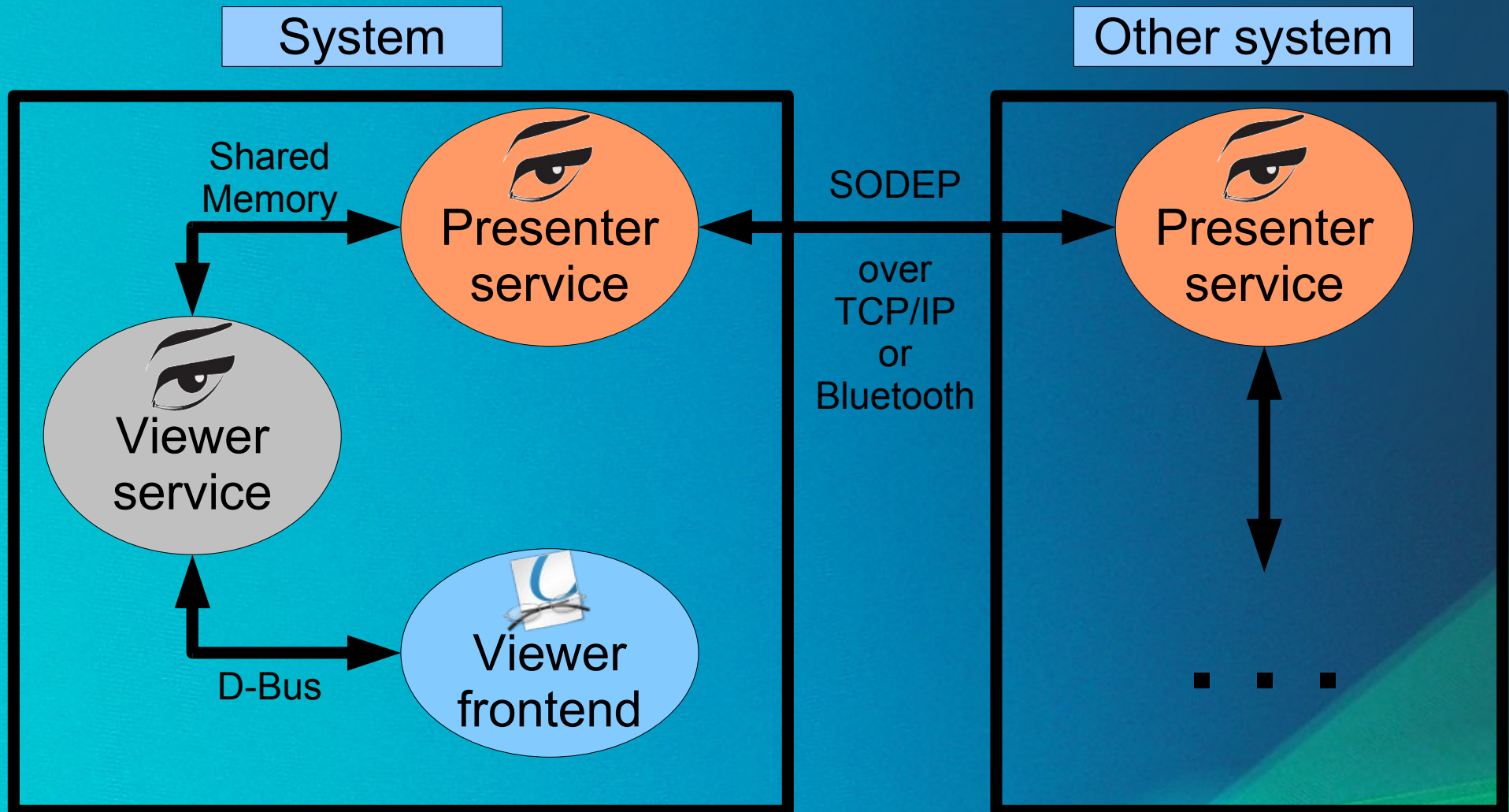


 Vision

DEMO



Vision: the architecture

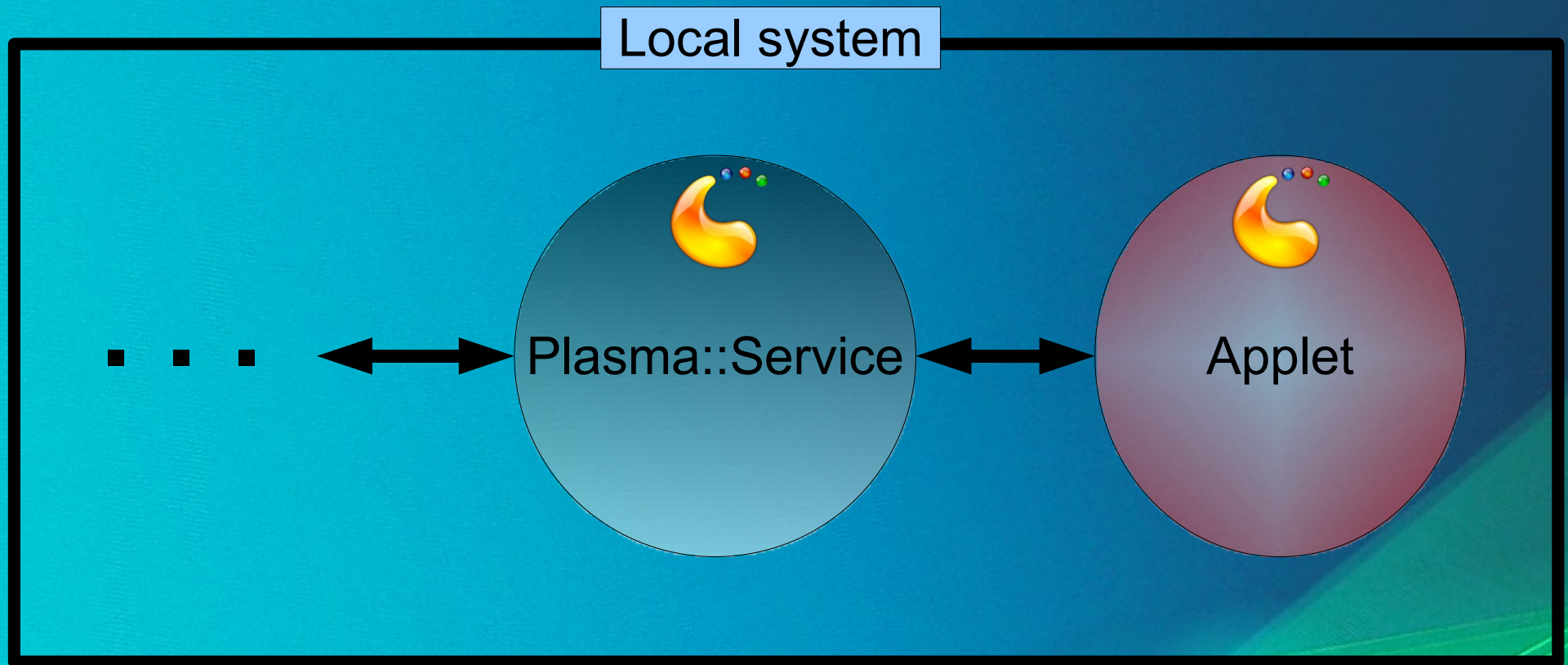


Connecting the two solutions

- JOLIE solves the SOC related problems.
- Plasma solves the UI related problems.
- Let's make them talk to each other!

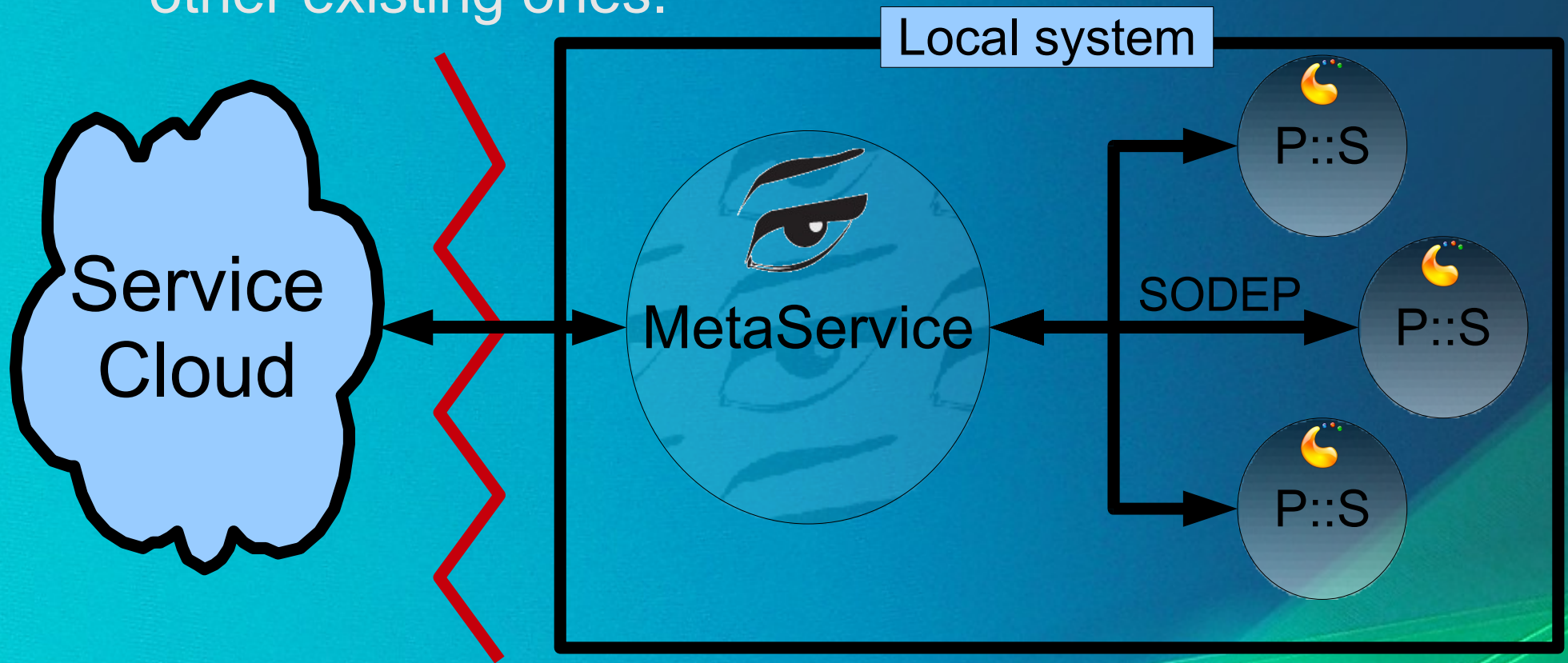
Plasma::Service

- Abstraction layer that allows Plasma applets to access and manipulate service data.



MetaService

- A single JOLIE service giving access to entire SOAs.
- Embeds other services and/or redirects requests to other existing ones.



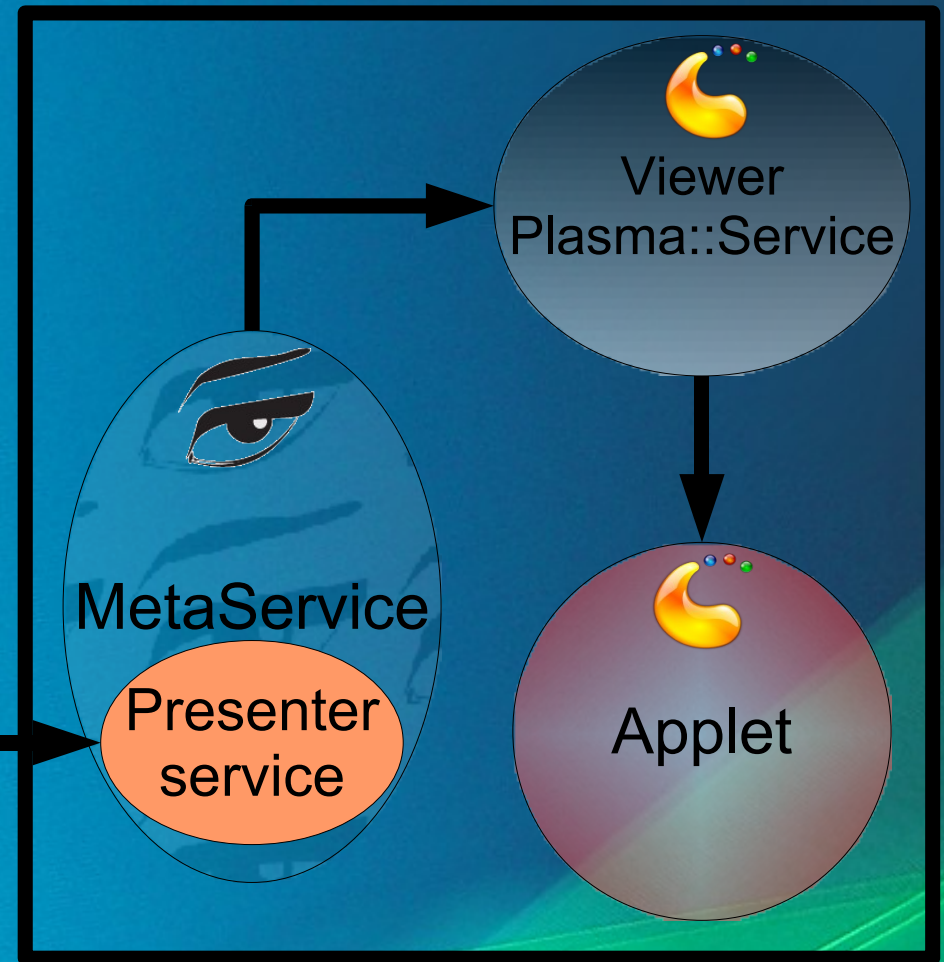
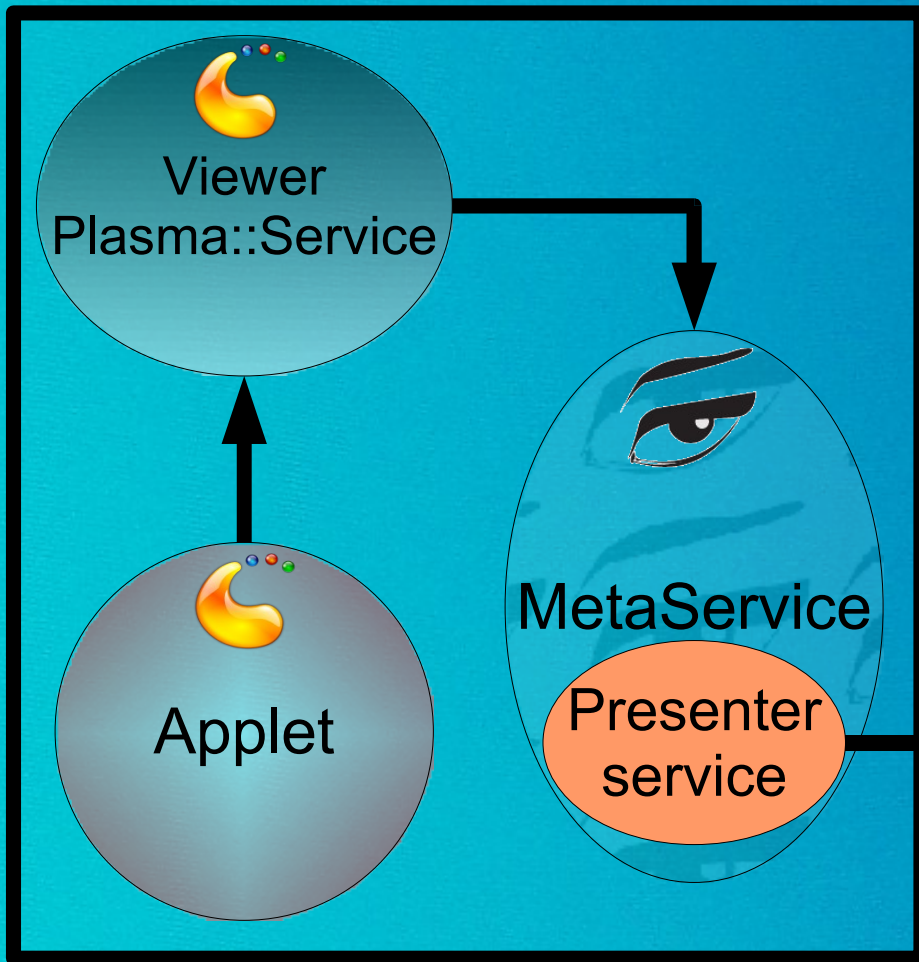
MetaService (2)

- MetaService features:
 - communicate seamlessly with existing services, local or remote;
 - deploy JOLIE services (by embedding), making them accessible by others;
 - unique communication endpoint (TCP/IP) for all of your services;
 - deploy Plasma data handlers as services (WIP).
- Plasma::Service allows plasmoids to make use of all of these features.

Example: Vision revisited

Presenter (A)

Client (B)



Conclusions

- The new architecture enables the seamless integration of UI components (applets) with services.
- Easy service access with the Plasma::Service API.
- Easy service writing with the JOLIE language and MetaService-based deployment.
- New possibilities for making applications that exploit service-oriented desktops.
- Service-oriented Computing brought to every desktop user and programmer.



Coming soon...

KDE 4.2

2009



Q&A

Do I actually have time left?



Thank you!

