Service Composition and Synthesis
The Roman Model

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Introduction

• The promise of Service Computing is to use services fundamental elements for realizing distributed applications/solutions.

• Services are processes that export their abstract specification

• When no available service satisfies a desired specification, one might check whether (parts of) available services can be composed and orchestrated in order to realize the specification.

• Working at an abstract level enable us to exploit results from automatic verification and synthesis to verify and compose services.

• The problem of automatic composition becomes especially interesting in the presence of stateful (conversational) services.

• Among the various frameworks proposed in the literature, here we concentrate on the so called `Roman Model` (name by Rick Hull).
Data Integration

Global view or domain ontology

Client's query

Client

Source\(_1\)
Source\(_2\)
...  ...
Source\(_n\)

Mapping\(_1\)
Mapping\(_2\)
Mapping\(_n\)

Key points

Client's request: query over the domain ontology

Available sources express their information in terms of a query over the domain ontology

The data integration system answers the client's query by reformulating/rewriting it in terms of the information in the available sources
Service integration/composition:

**Target service**
spec. of the desired service behavior
expressed in terms of virtual actions

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**Action ontology**
spec. of atomic processes and data

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**Available services**
spec. of the behavior of available service processes
expressed in terms of the environment

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**Actual available processes**

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**Key points**

- **No available process for the target service**
- Must realize target service by delegating actual actions to available services
- Available services are stateful, hence must realize the target using fragments of their computations
The Roman Model: basics

**Target service**
Expressed as a Transition System
spec. of the desired service behavior

**Action ontology**
- Shared Actions
- Environment expr. as a Transition Systems
  spec. of atomic processes and data

**Available services**
Each expressed as a Transition System
spec. of the behavior of available service processes

**Actual available processes**

**Key points**

- No available process for the target service
- Must realize target service by delegating actual actions to available services
- Available services are stateful, hence must realize the target using fragments of their computations
Roman Model’s main ingredients

• The Roman Model exemplifies what can be achieved by composing conversational services and uncovers relationships with automated synthesis of reactive processes in Verification and AI Planning.

• Roman Model’s main ingredients
  – Each available service is formally specified as a transition system that captures its possible conversations with a generic client.
  – Desired specification is a target service, described itself as a transition system.
  – the aim is to automatically synthesize orchestrators that realize the target service by delegating its actions to the available services, exploiting fragments of their execution.
Transition systems

• We represent services as **transition systems**:

• A TS is a tuple \(< A, S, s_0, \delta >\) where:
  
  - \(A\) is the set shared of actions
  - \(S\) is the set of states
  - \(s_0 \in S\) is the set of initial states
  - \(\delta \subseteq S \times A \times S\) is the transition relation
Service composition

Problem of composition existence

- Given:
  - available services $B_1, \ldots, B_n$
  - target service $T$

over the same environment (same set of atomic actions)

- Check whether $T$ can be realized by delegating actions to $B_1, \ldots, B_n$ so as to mimic $T$ over time (forever!)

Composition synthesis

synthesis of the orchestrator that does the delegation
Service composition as a game

There are at least two kinds of games. One could be called finite, the other infinite.

A finite game is played for the purpose of winning ...
... an infinite game for the purpose of continuing the play.

Finite and Infinite Games
J. P. Carse, philosopher
Service composition as a game:
Service composition vs Planning

**Planning**

- **Operators**: atomic actions
- **Goal**: desired state of affair
- **Game**: finite!
  - compose operators sequentially so as to reach the goal
- **Playing strategy**: plan
  (program having operators invocation as atomic instructions)

**Service composition**

- **Operators**: available transition systems
- **Goal**: target transition system
- **Game**: infinite!
  - compose available transition systems concurrently so as to play the target transition system
- **Playing strategy**: orchestrator
  (process that delegate target actions to the available service)
Simple example of service composition

Devilish nondeterminism!

For simplicity we don’t consider environment.
Simple example of service composition

target service

orchestrator

service 1

service 2
Simple example of service composition

target service

orchestrator

service 1

service 2
Simple example of service composition

target service

service 1

service 2

observe the actual state!
Simple example of service composition

Target service:

Service 1:

Service 2:

Observe the actual state!
Simple example of service composition

observes the actual state!
Simple example of service composition

**Orchestrator program** is any function $P(h,a) = i$ that takes a history $h$ and an action $a$ to execute and delegates $a$ to one of the available services $i$.

- **A history** is a sequence that alternates states of the available services with actions performed:
  
  $$(s_1^0,s_2^0,...,s_n^0) \ a_1 (s_1^1,s_2^1,...,s_n^1) \ ... \ a_k (s_k^1,s_2^k,...,s_n^k)$$

- Observe that to take a decision $P$ has **full access to the past**, but no access to the future.
Synthesizing compositions

• Techniques for computing compositions:
  • Reduction to PDL SAT
  • Simulation-based
  • LTL synthesis as model checking of game structure

(all techniques are for finite state services)
Simulation-based technique

Directly based on

... controlling the concurrent execution of available services $B_1, ..., B_n$ so as to mimic the target service $T$

**Thm:** Composition exists iff the asynchronous (Cartesian) product $C$ of $B_1, ..., B_n$ can *(ND-)*simulate $T$
Example of composition by simulation

Given from available and target service ...
Computing composition via simulation

Let $B_1,\ldots,B_n$ be the TSs of the available behaviors.

The **Available behaviors TS** $C = < A, S_C, s_C^0, \delta_C, F_C >$ is the **asynchronous product** of $B_1,\ldots,B_n$ where:

- $A$ is the set of actions
- $S_C = S_1 \times \ldots \times S_n$
- $s_C^0 = (s_1^0,\ldots,s_m^0)$
- $\delta_C \subseteq S_C \times A \times S_C$ is defined as follows:
- $(s_1 \times \ldots \times s_n) \rightarrow_a (s'_1 \times \ldots \times s'_n)$ iff
  $$\exists i. \ s_i \rightarrow_a s'_i \in \delta_i \ \text{and} \ \forall j \neq i. \ s'_j = s_j$$
Example of composition by simulation

... consider the **asynchronous product** of the available services ...
Simulation relation

Given a target service $T$ and (the asynchronous product of) available services $C$, a (ND-)simulation is a relation $R$ between the states $t \in T$ and $(s_1,..,s_n)$ of $C$ such that:

\[(t, s_1,..,s_n) \in R \text{ implies that} \]

for all $t \rightarrow_a t'$ in $T$, exists a $B_i \in C$ s.t.

- $\exists s_i \rightarrow_a s_i'$ in $B_i \land$
- $\forall s_i \rightarrow_a s_i'$ in $B_i \Rightarrow (t', s_1,..s_i',..s_n) \in R$

- If exists a simulation relation $R$ (such that $(t^0, s_1^0,..,s_n^0) \in R$), then we say that or $T$ is simulated by $C$ (or $C$ simulates $T$).

- **Simulated-by** is
  - (i) a simulation;
  - (ii) the largest simulation.

Simulated-by is a coinductive definition
**Simulation relation (cont.)**

**Algorithm** Compute (ND-)simulation  
**Input:** target behavior $T$ and (async. prod. of) available behaviors $C$  
**Output:** the **simulated-by** relation (the largest simulation)

**Body**

$$R = \emptyset$$  
$$R' = S_T \times S_1 \times \ldots \times S_n$$  
while ($R \neq R'$) {

$$R := R'$$  
$$R' := R' \setminus \{ (t, s_1, \ldots, s_n) | \exists t \rightarrow t' \text{ in } T \land$$

$$\neg (\exists s_i \rightarrow a s_i \text{ in } B_i \land \forall s_i \rightarrow a s_i \text{ in } B_i \Rightarrow (t', s_1, \ldots, s'_i, \ldots, s_n) \in R') \}$$

}  

return $R'$

**End**
Example of composition by simulation
Using simulation for composition

- Given the largest simulation $R$ of $T$ by $C$, we can build every composition through the orchestrator generator (OG).

- $\textbf{OG} = <A, [1,...,n], S_r, s_r^0, \delta_r, \omega_r, >$ with
  - $A$: the actions shared by the behaviors
  - $[1,...,n]$: the identifiers of the available services in the community
  - $S_r = S_T \times S_1 \times ... \times S_n$: the states of the orchestrator generator
  - $s_r^0 = (t^0, s_{01}, ..., s_{0n})$: the initial state of the orchestrator generator
  - $\omega: S_r \times A_r \rightarrow 2^{[1,...,n]}$: the output function, defined as follows:
    
    $$\omega(t, s_1, ..., s_n, a) = \{ i | \exists t \rightarrow_a, t' \in T \land \exists s_i \rightarrow_a, s'_i \in B_i \land (t', s_1, s_1', ..., s_n) \in R \}$$

- $\delta \subseteq S_r \times A \times [1,...,n] \rightarrow S_r$: the state transition function, defined as follows
  
  $$(t, s_1, ..., s_i, ..., s_n) \rightarrow_{a,i} (t', s_1, ..., s'_i, ..., s_n) \text{ iff } i \in \omega(t, s_1, .., s_i, .., s_n, a)$$
Example of composition by simulation

... compute the orchestrator generator
Results

- **Thm:** choosing at each point any value in returned by the orchestrator generator gives us a composition.

- **Thm:** every composition can be obtained by choosing, at each point a suitable value among those returned by the orchestrator generator.
  
  Note: there **infinitely many compositions but only one orchestrator generator** that captures them all.

- **Thm:** computing the orchestrator generator is EXPTIME, and in fact exponential only in the number (and not the size) of the available behaviors.

  Composition in the Roman Model was shown to be EXPTIME-hard

  [Muscholl&Walukiewicz07]
Just-in-time composition

• Once we have the orchestrator generator ...
• ... we can **avoid choosing any particular composition** a priori ...
• ... and **use directly** $\omega$ to choose the available behavior to which delegate the next action.

• We can be **lazy** and make such choice **just-in-time**, possibly adapting reactively to **runtime** feedback.

Just-in-time compositions can be used to reactively act upon failures [KR08]!
Tools for computing composition based on simulation

• Computing simulation is a well-studied problem (related to computing **bisimulation** a key notion in process algebra). Tools, like the Edinburgh Concurrency Workbench and its clones, can be adapted to compute composition via simulation.

• Also **LTL-based synthesis** tools, like TLV, can be used for (indirectly) computing composition via simulation [Patrizi PhD09]

We are currently focusing on the second approach.
Adding data to the Roman Model

Adding data is crucial in certain contexts:

- **Data** - rich description of the *static information* of interest.
- **Behaviors** - rich description of the *dynamics* of the process

But makes the approach extremely challenging:

- We get to work with *infinite transition systems*
- Simulation can still be used for capturing composition
- But it cannot be computed explicitly anymore.

We present two orthogonal approaches to deal with them.
The Roman Model: American tweak

Target service
Expressed as a Guarded TS with parameters
spec. of the desired service behavior

Action ontology
Data-aware Environment or DB/Artifact +
atomic action that affect stored data
spec. of atomic processes and data

Available services
Each expressed as a Guarded TS with parameters
spec. of the behavior of available service processes

Actual available processes

Key points

No available process for the target service

Must realize target service by delegating actual actions to available services

Available services are stateful, hence must realize the target using fragments of their computations

with Rick Hull + Jianwen Su
Data-Aware Service Composition

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Services act on an integrated view of the world ... 

- Actions may impact “real world” - modeled as FOL relations
- Also actions may be messages between services
Service behavior of as abstract finite state machines that query and act on the infinite state world ...

- Local store
- Edge conditions based on local store (and incoming message)
- Edge actions
  - Atomic Process
    - acting on the world
    - set the local store
  - Create/send message
  - Read message
The Roman Model: Australian/Canadian tweak

**Target service**
Expressed as a ConGolog Program
spec. of the desired service behavior

**Action ontology**
Expressed as a SitCalc basic action theory
spec. of atomic processes and data

**Available services**
Each expressed as a ConGolog Program
spec. of the behavior of available service processes

**Actual available processes**

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**Key points**

- No available process for the target service
- Must realize target service by delegating actual actions to available services
- Available services are stateful, hence must realize the target using fragments of their computations

with Sebastian Sardina RMIT/UOT!
Composition of ConGolog Programs

Composition of ConGolog Programs

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Mixing data and service integration: A real challenge for the whole CS

We have all the issues of data integration but in addition ...

- Behavior: description of the **dynamics** of the process!

- Behavior should be formally and **abstractly** described: conceptual modeling of dynamics (not a la OWL-S). Which?
  - Workflows community may help
  - Business process community may help
  - Services community may help
  - Process algebras community may help
  - AI & Reasoning about actions community may help
  - DB community may help
  - ... may help

- Techniques for **analysis/synthesis** of **services** in presence of **unbounded data** can come from different communities:
  - Verification [CAV] community: abstraction to finite states
  - AI [KR] community: working directly in FOL/SOL, e.g., SitCalc
The Roman Model: Italian dream

Key points

No available process for the target service

Must realize target service by delegating actual actions to available services

Available services are stateful, hence must realize the target using fragments of their computations

Very preliminary ideas in DL07

Target service

Expressed in conceptual process description language
spec. of the desired service behavior

Action ontology

Expressed as an ontology over the data + related conceptual atomic actions
spec. of atomic processes and data

Available services

Each expressed conceptual process description language
spec. of the behavior of available service processes

Actual available processes