

Jolie Microservices and Choreographies for the Web

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Service-Oriented Programming

3 Commandments:

- Everything is a **service**;
- A service is an application that offers **operations**;
- A service can **invoke** another service by calling one of its operations.



Service-Oriented Programming

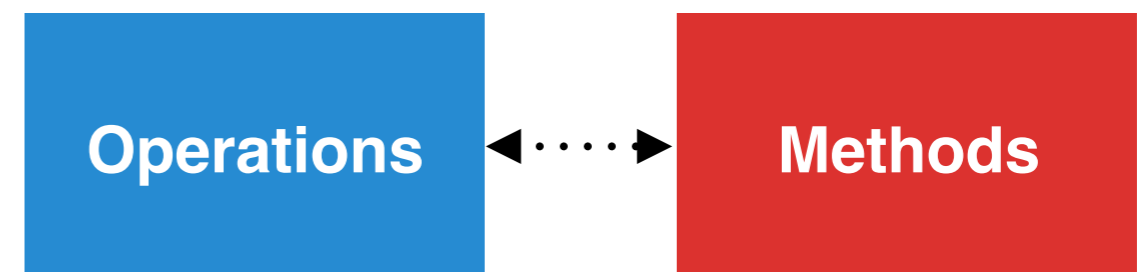
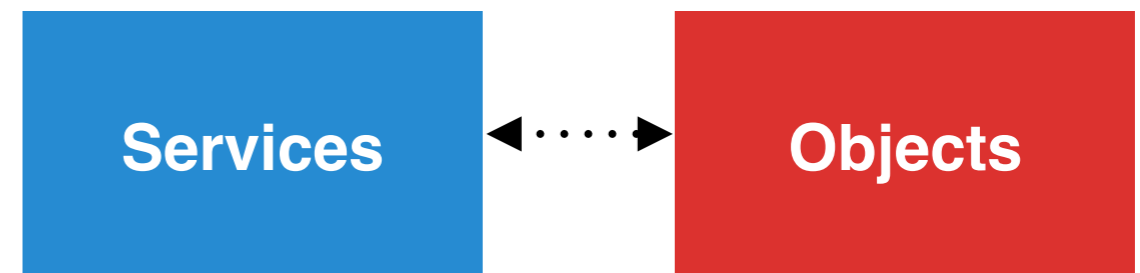
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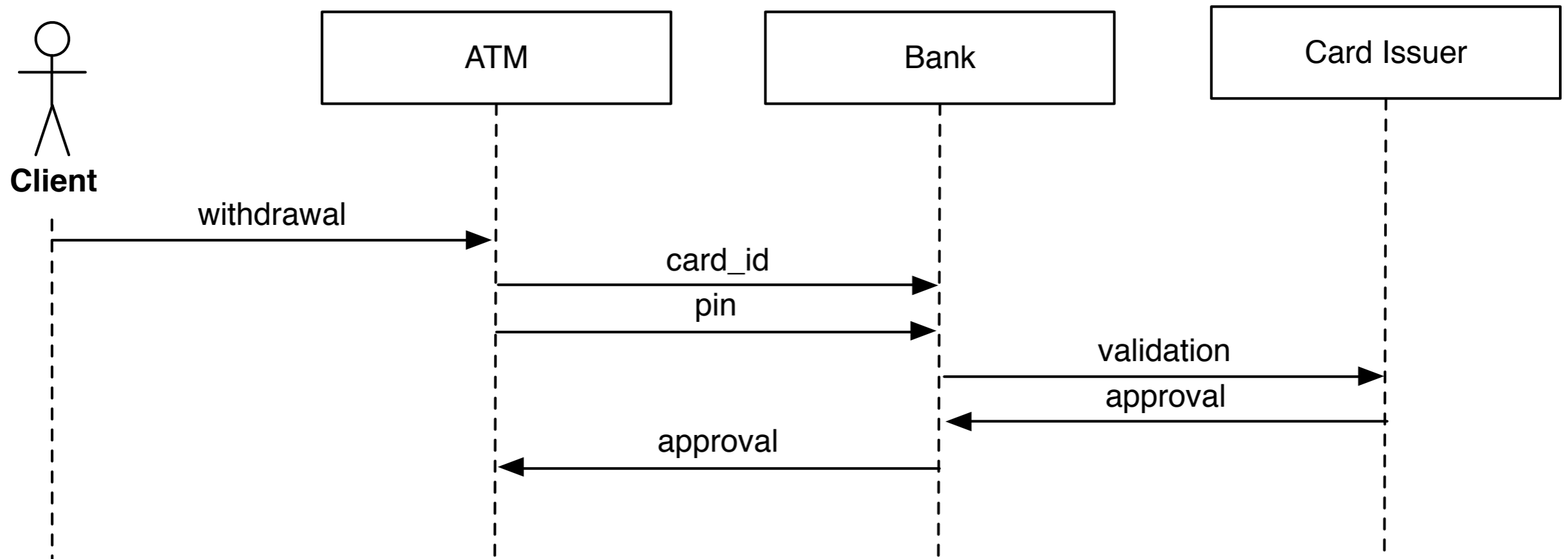
Recalling the
Object-Oriented creed

Service-Oriented

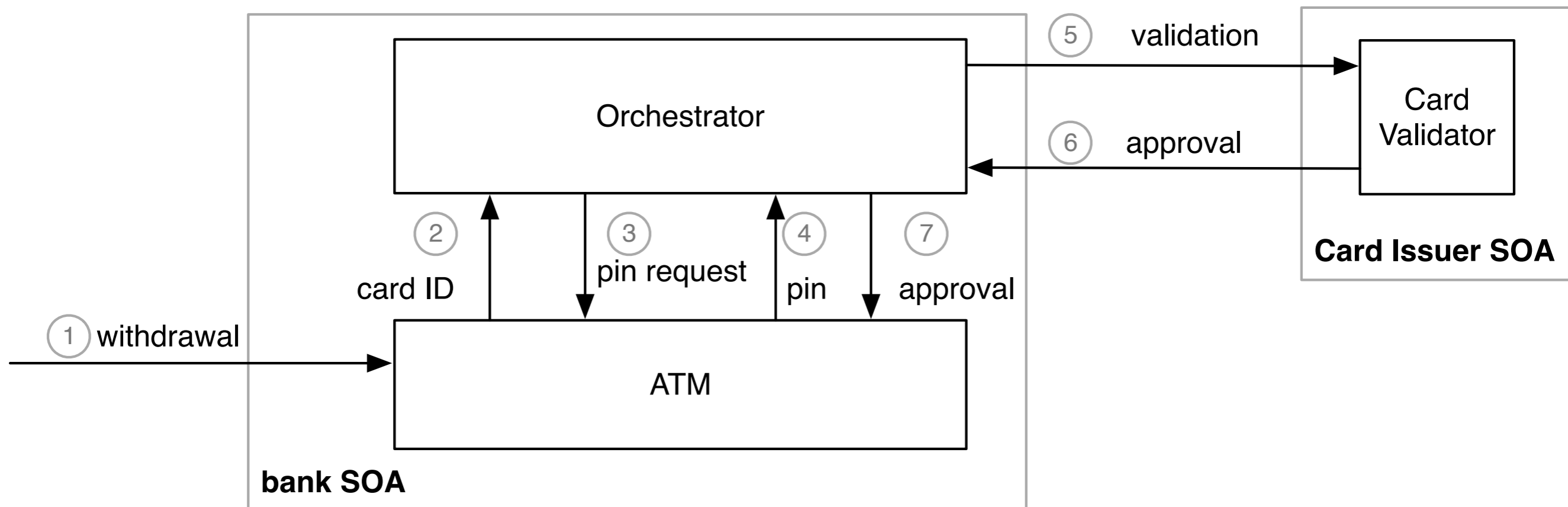
Object-Oriented



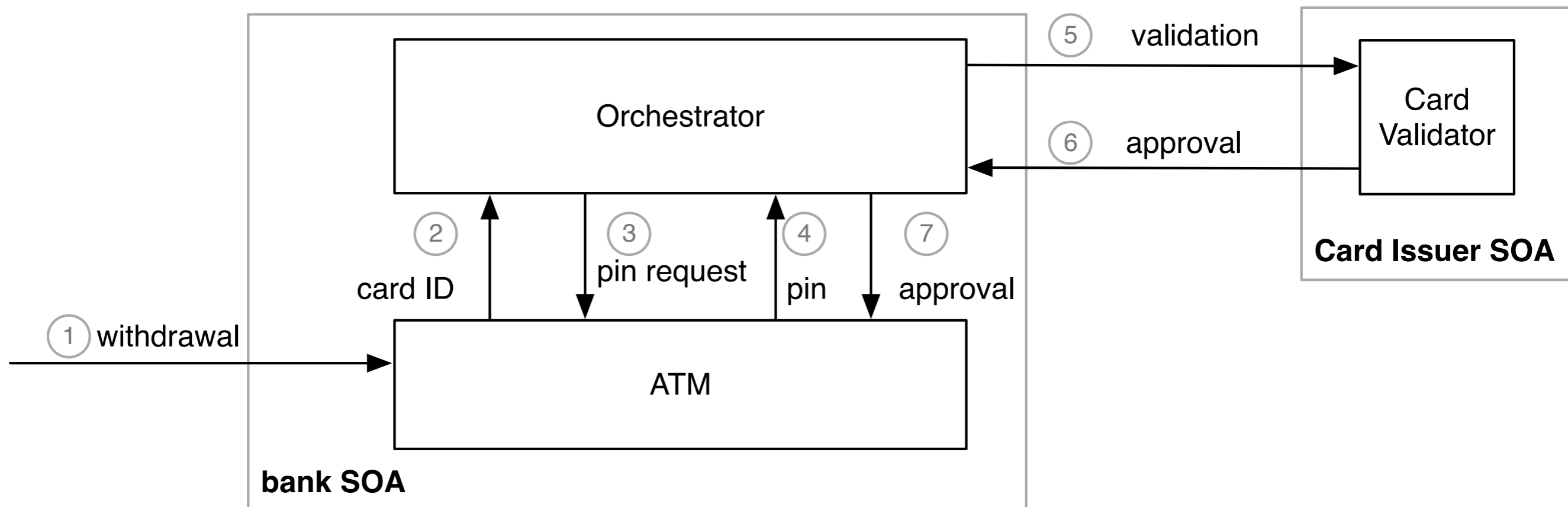
A simple distributed system



Orchestration



Orchestration



Process-Oriented

Why SOC and Jolie?

Need for languages that express complex compositions of services.

Why SOC and Jolie?

Need for languages that express complex compositions of services.

But I already know Java!
Why shall I use Jolie?



Why SOC and Jolie?

```
SocketChannel socketChannel = SocketChannel.open();
    socketChannel.connect(
new InetSocketAddress("http://someurl.com", 80));
    Buffer buffer = . . .; // byte buffer
    while( buffer.hasRemaining() ) {
        channel.write( buffer );
    }
```

Happy?



Why SOC and Jolie?

```
SocketChannel socketChannel = SocketChannel.open();
    socketChannel.connect(
new InetSocketAddress("http://someurl.com", 80));
    Buffer buffer = . . .; // byte buffer
    while( buffer.hasRemaining() ) {
        channel.write( buffer );
    }
```

Happy?

Ok, but you did not even close
the channel or handled
exceptions



Why SOC and Jolie?

```
SocketChannel socketChannel = SocketChannel.open();
try {
    socketChannel.connect(new InetSocketAddress("http://someurl.com",
80));
    Buffer buffer = . . . ; // byte buffer
    while( buffer.hasRemaining() ) {
        channel.write( buffer );
    }
} catch( UnresolvedAddressException e ) { . . . }
catch( SecurityException e ) { . . . }
/* . . . many catches later . . . */
catch( IOException e ) { . . . }
finally { channel.close(); }
```

Happier now?



Why SOC and Jolie?

```
SocketChannel socketChannel = SocketChannel.open();
try {
    socketChannel.connect(new InetSocketAddress("http://someurl.com",
80));
    Buffer buffer = . . . ; // byte buffer
    while( buffer.hasRemaining() ) {
        channel.write( buffer );
    }
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catch( SecurityException e ) { . . . }
/* . . . many catches later . . . */
catch( IOException e ) { . . . }
finally { channel.close(); }
```

Happier now?

Yes, but what about the
server?



Why SOC and Jolie?

```
Selector selector = Selector.open();
channel.configureBlocking(false);
SelectionKey key = channel.register(selector, SelectionKey.OP_READ);
while(true) {
    int readyChannels = selector.select();
    if(readyChannels == 0) continue;
    Set<SelectionKey> selectedKeys = selector.selectedKeys();
    Iterator<SelectionKey> keyIterator = selectedKeys.iterator();
    while(keyIterator.hasNext()) {
        SelectionKey key = keyIterator.next();
        if(key.isAcceptable()) {
            // a connection was accepted by a ServerSocketChannel.
        } else if (key.isConnectable()) {
            // a connection was established with a remote server.
        } else if (key.isReadable()) {
            // a channel is ready for reading
        } else if (key.isWritable()) {
            // a channel is ready for writing
        }
        keyIterator.remove();
    }
}
```

Here you are



Why SOC and Jolie?

Well, ok, but again, you are not **handling exceptions**.
And what about if **different operations** use the **same channel**?

And if we wanted to use **RMI**s instead of **Sockets**?

In what **format** are you transmitting data? And if we need to **change** the **format** after we wrote the application? Do you **check** the **type of data** you receive/send?

Why SOC and Jolie?

Well, ok, but again, you are not **handling exceptions**.
And what about if **different operations** use the **same channel**?

And if we wanted to use **RMI**s instead of **Sockets**?

In what **format** are you transmitting data? And if we need to **change** the **format** after we wrote the application? Do you **check** the **type of data** you receive/send?



Why SOC and Jolie?

Programming distributed systems is usually harder than programming non distributed ones.

Concerns of **concurrent** programming.

Plus (not exhaustive):

- handling **communications**;
- handling **heterogeneity**;
- handling **faults**;
- handling the **evolution** of systems.





A **Service-Oriented Orchestration** Programming Language

Resources | Online

- Official Website:
 - <http://www.jolie-lang.org>
- Official Docs:
 - <http://docs.jolie-lang.org>
- Official Codebase:
 - <https://github.com/jolie/jolie>

Hello World! in Jolie

“Hello World!” is enough to let you see some of the main features of Jolie and Service-Oriented Programming.

```
include "console.iol"

main
{
  println@Console( "Hello, world!" )()
}
```


Hello World! in Jolie

“Hello World!” is enough to let you see some of the main features of Jolie and Service-Oriented Programming.

```
include "console.iol"
```

Include a
service



```
main
```

```
{
```

```
  println@Console( "Hello, world!" )()
```

```
}
```

Hello World! in Jolie

“Hello World!” is enough to let you see some of the main features of Jolie and Service-Oriented Programming.

```
include "console.iol"
```

Include a
service



```
main
```

program entry point



```
{  
  println@Console( "Hello, world!" )()  
}
```

Hello World! in Jolie

“Hello World!” is enough to let you see some of the main features of Jolie and Service-Oriented Programming.

```
include "console.io1"
```

Include a
service



```
main
```

program entry point



```
{  
  println@Console( "Hello, world!" )()  
}
```

operation



Hello World! in Jolie

“Hello World!” is enough to let you see some of the main features of Jolie and Service-Oriented Programming.

```
include "console.io1"
```

Include a
service

```
main
```

program entry point

```
{  
  println@Console( "Hello, world!" )()  
}
```

operation

service

A more interesting example

A

```
interface MyInterface {
  OneWay: sendNumber( int )
}
```

B

```
include "MyInterface.iol"
outputPort B {
  Location:
    "socket://localhost:8000"
  Protocol: sodep
  Interfaces: MyInterface
}

main
{
  sendNumber @ B ( 5 )
}
```

```
include "MyInterface.iol"
inputPort B {
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main
{
  sendNumber( x )
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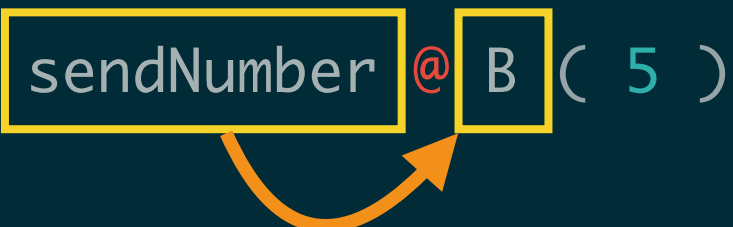
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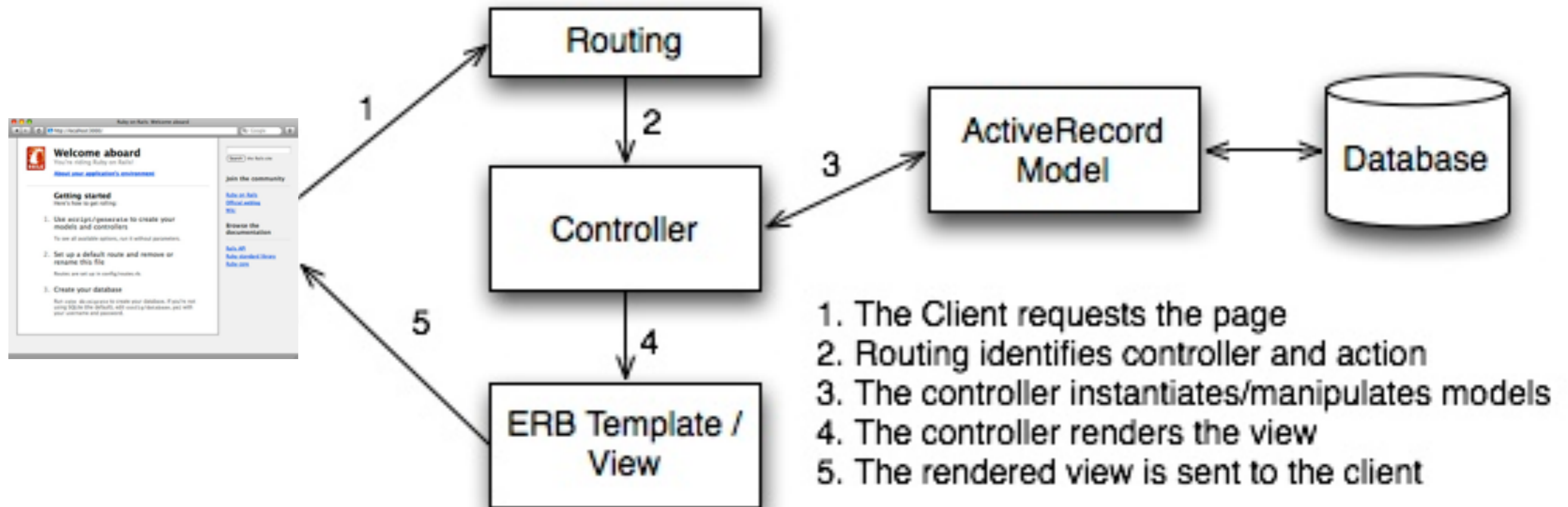
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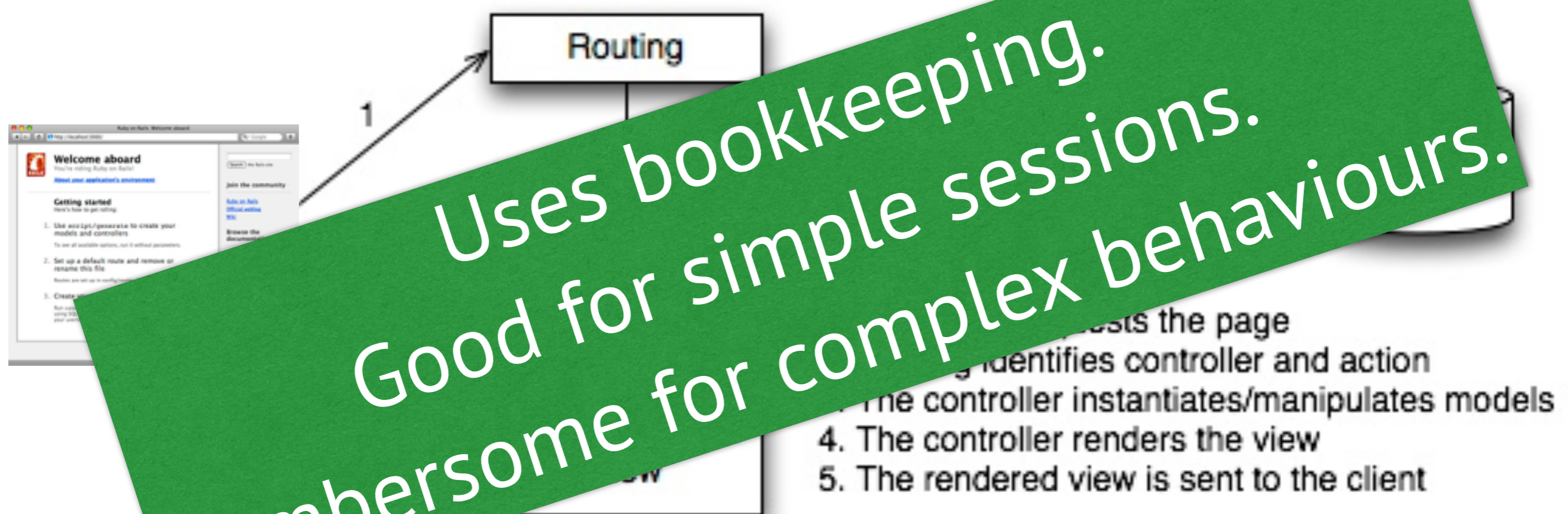
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**Can service-orientation
aid web programming?**

SOC already snuck into web programming

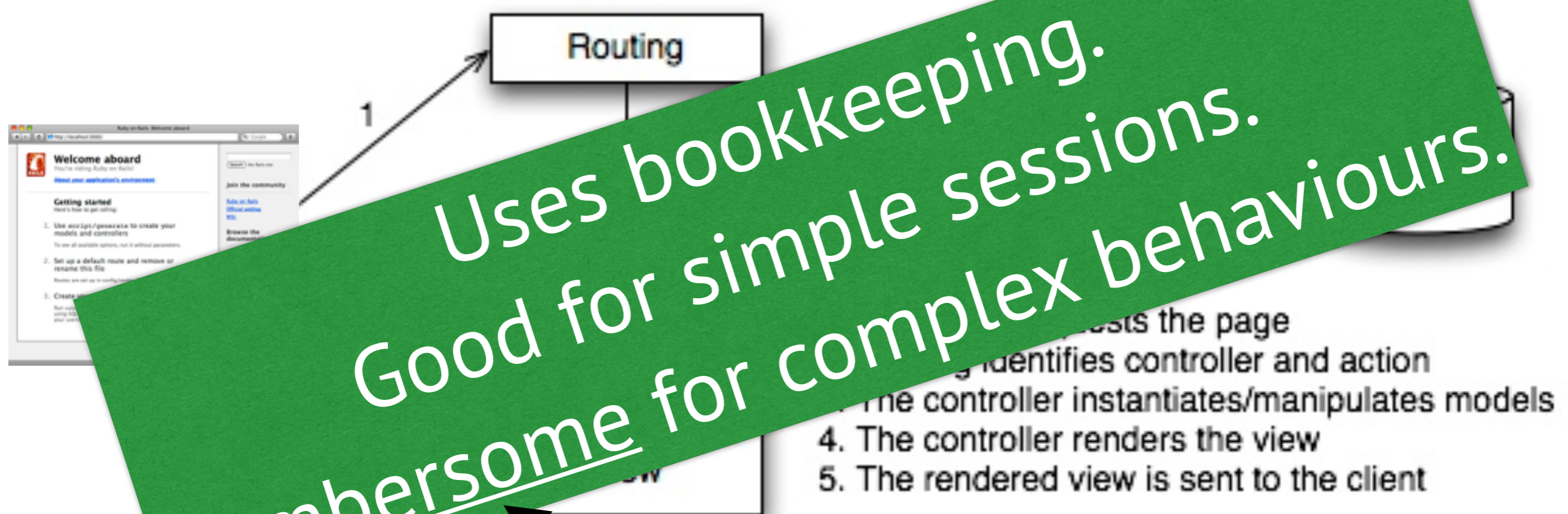


SOC already snuck into web programming



Uses bookkeeping.
Good for simple sessions.
Cumbersome for complex behaviours.

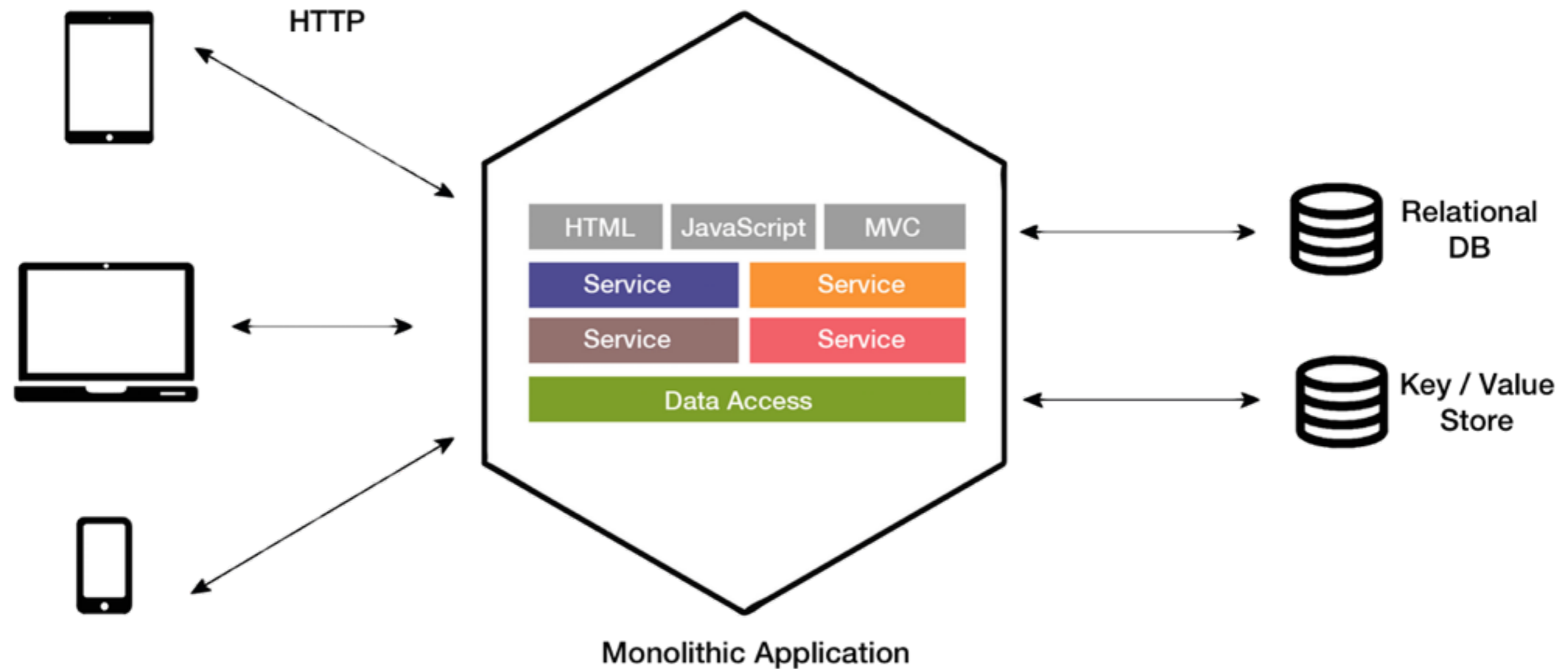
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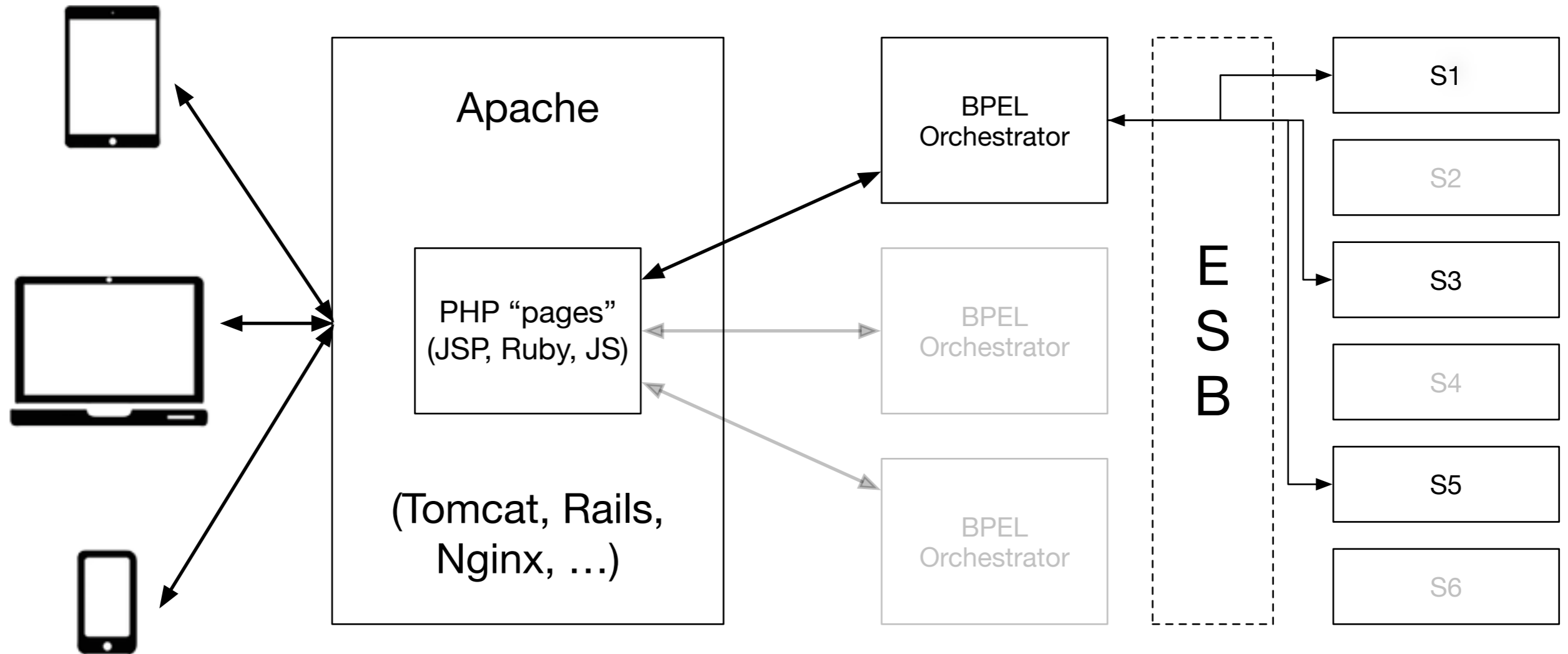
Code that is poorly readable and hard to maintain

SOC already snuck into web programming



Copyright Emiliano Mancuso | <http://bits.citrusbyte.com/microservices/>

SOC already snuck into web programming



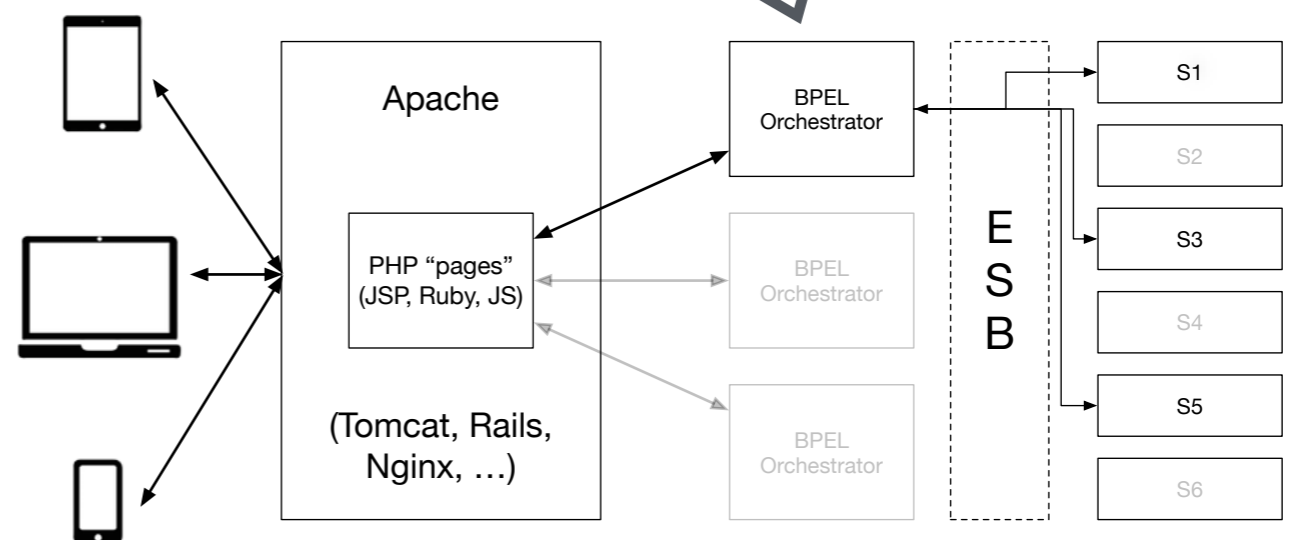
Multi-layered architecture

SOC already snuck into web programming

```

startSession( req )( sid ) { login@S1( req )( sid ) } ;
{
  userApproval( u )( ru ) { userApproval@S3( u )( ru ) }
  |
  adminApproval( a )( ra ) { adminApproval@S5( a )( ra ) }
} ;
...

```

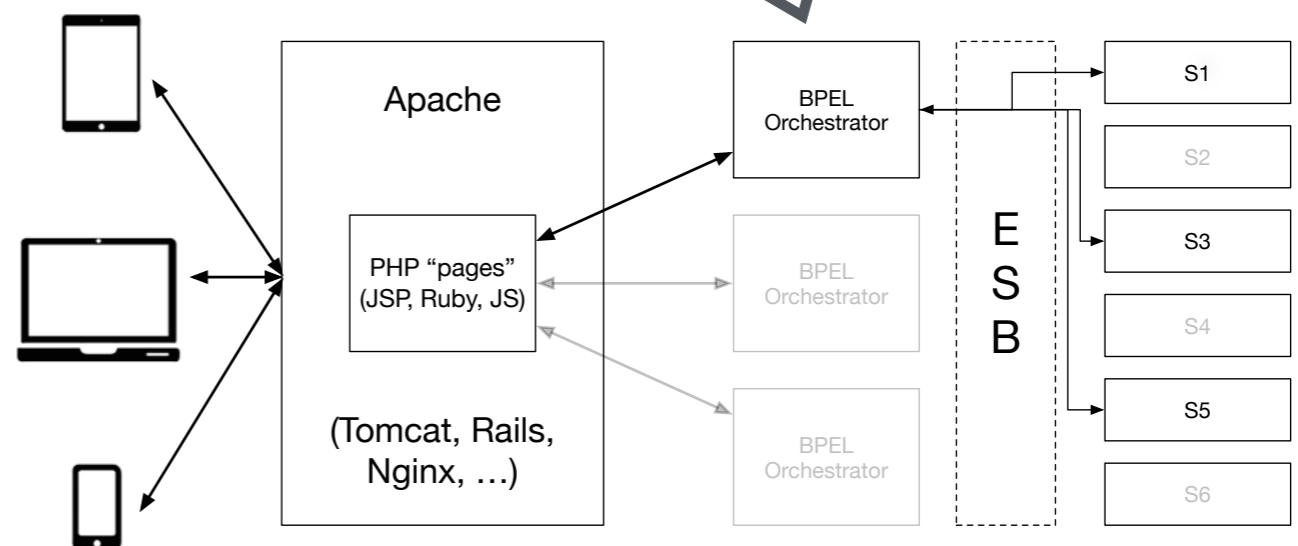


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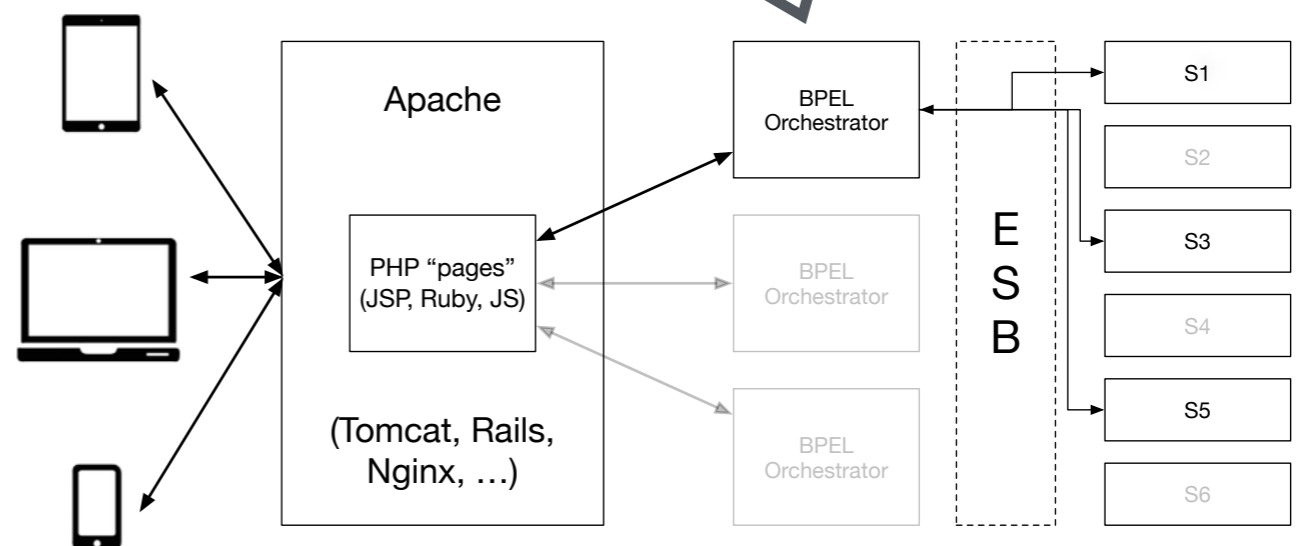


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} ;
...

```



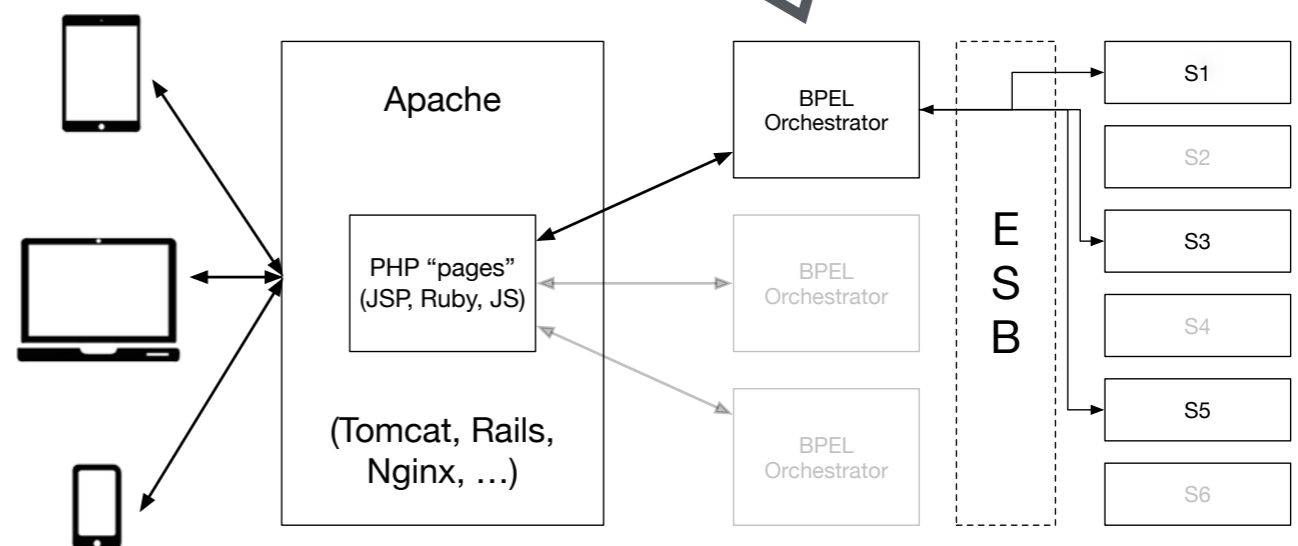
SOC already snuck into web programming

```

startSession( req )( sid ) { login@S1( req )( sid ) } ;
{
  userApproval( u )( ru ) { userApproval@S3( u )( ru ) }
  | ← Parallel
  adminApproval( a )( ra ) { adminApproval@S5( a )( ra ) }
} ;

```

...



SOC already snuck into web programming

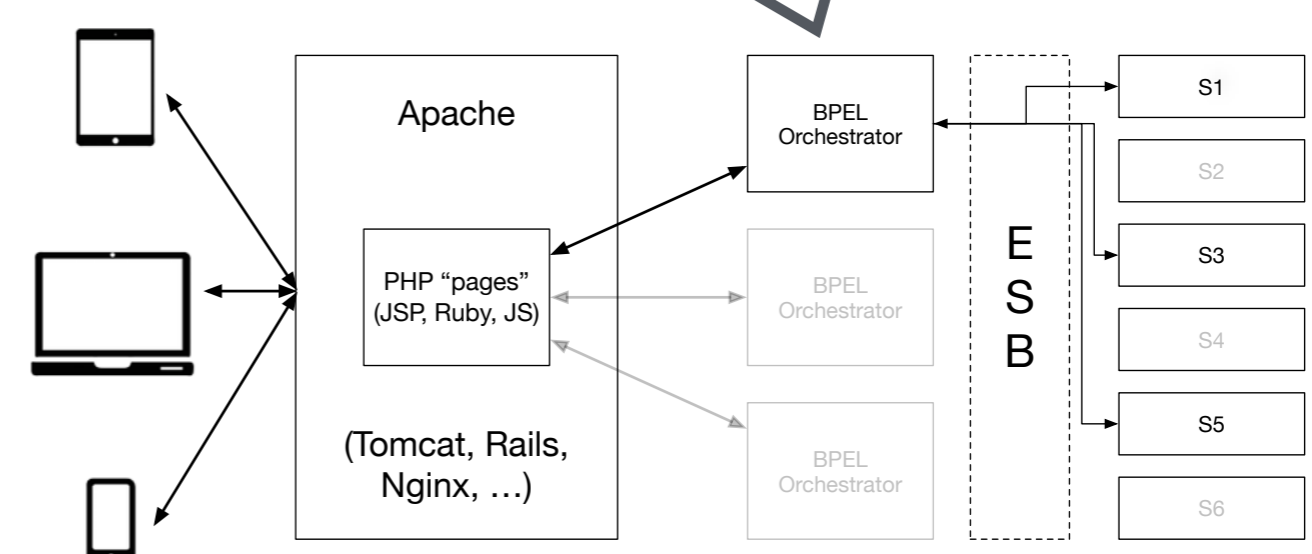
```

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  userApproval( u )( ru ) { userApproval@S3( u )( ru ) }
  | ← Parallel
  adminApproval( a )( ra ) { adminApproval@S5( a )( ra ) }
} ;
...
    
```

Sequence →

← **Parallel**

Same instance (session) subsequent requests

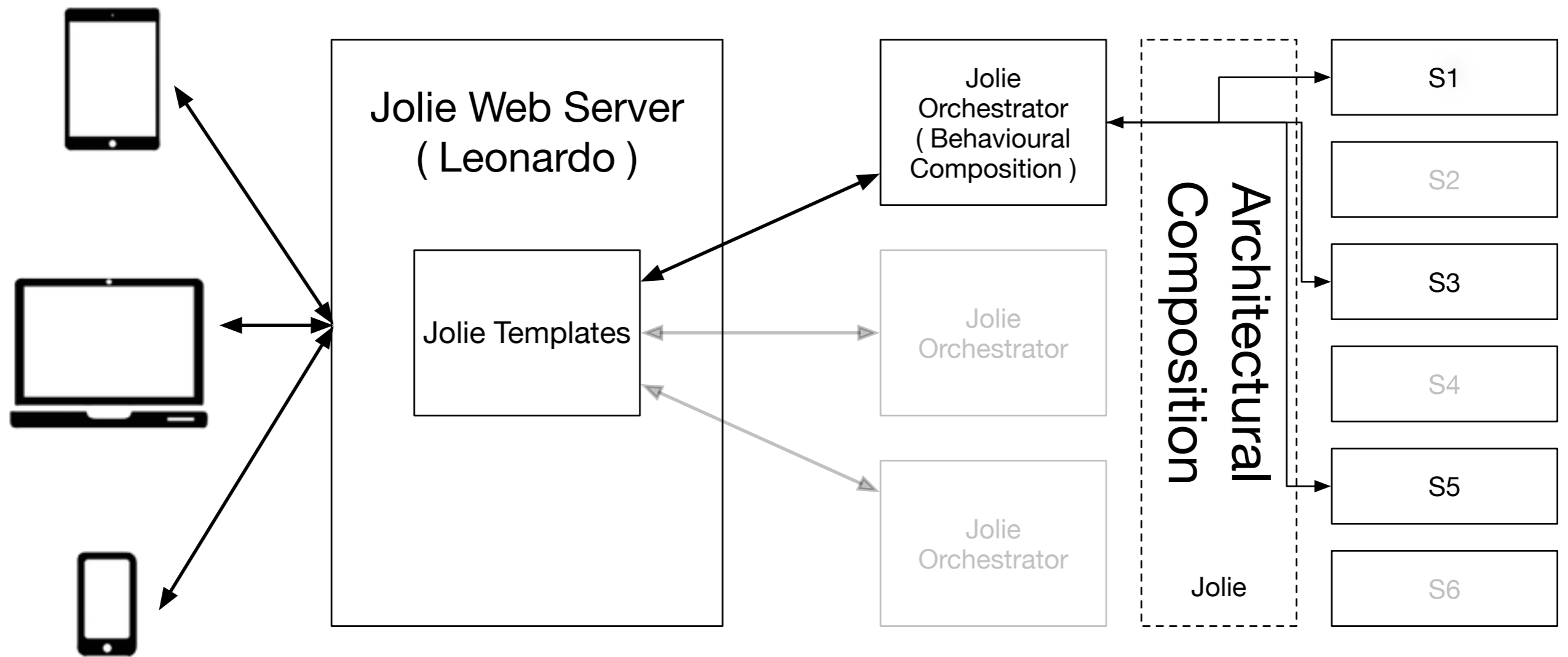


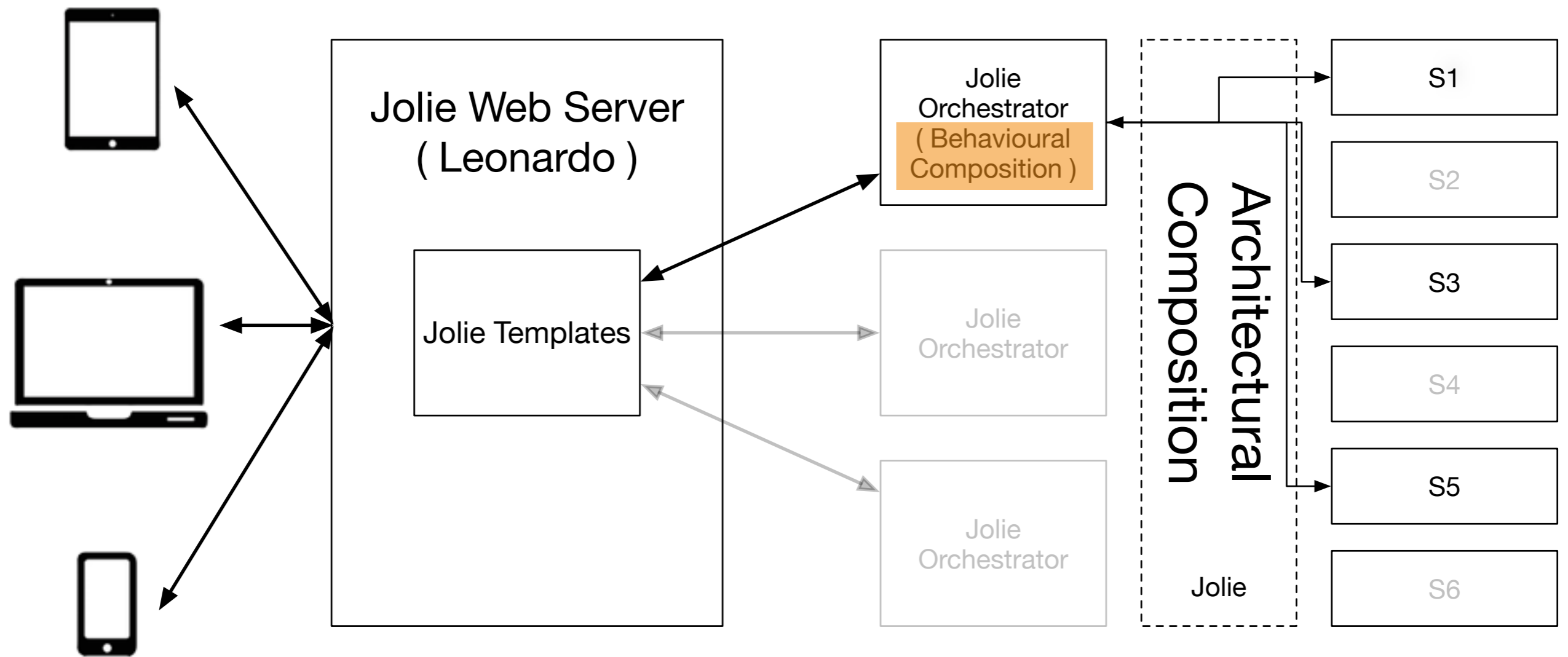
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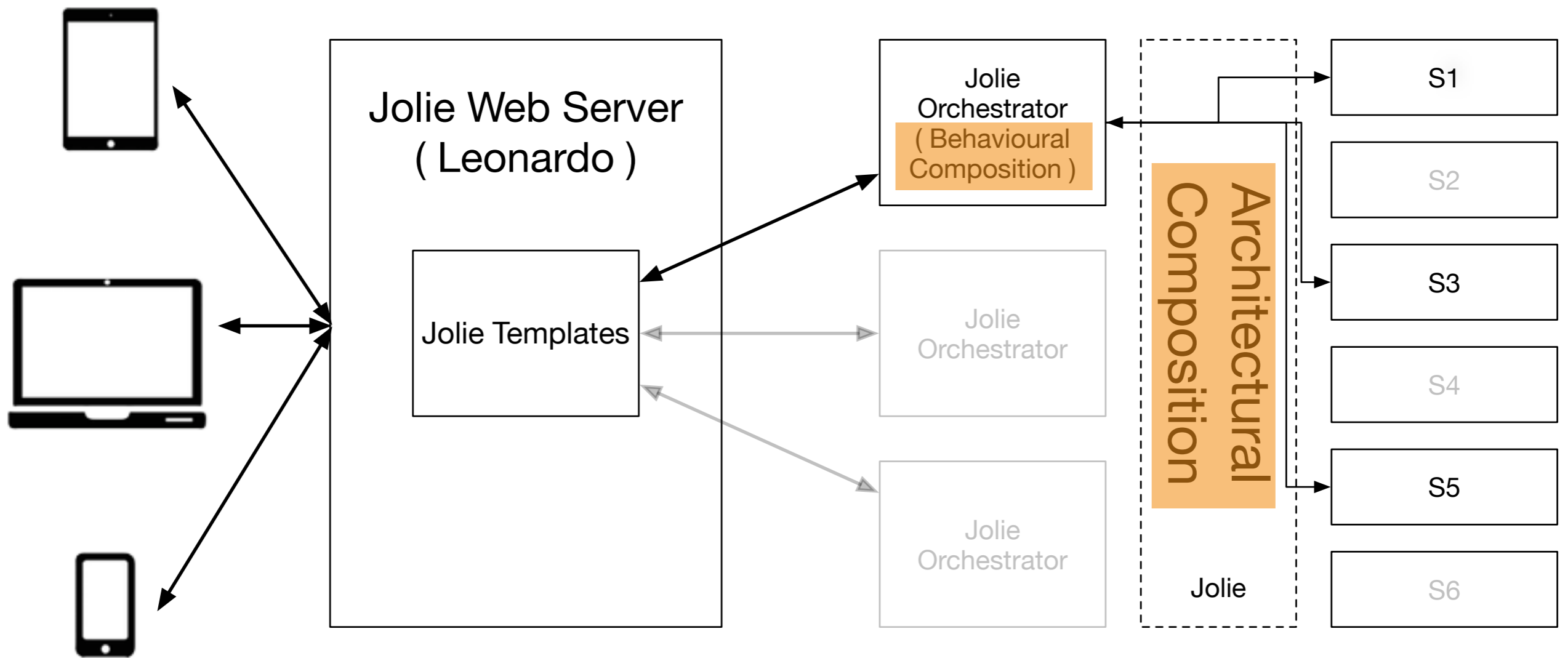
However:

- many “moving parts”;
- heterogeneous (specific know-how);
- hard to maintain;
- prone to breakage with modifications (upgrades, patches, etc).

Can Jolie aid web programming?







Behavioural Composition

B	$::=$	η	$(input)$
		$\bar{\eta}$	$(output)$
		$[\eta_1] \{ B_1 \} \dots [\eta_n] \{ B_n \}$	$(input\ choice)$
		if (e) B_1 else B_2	$(cond)$
		while (e) B	$(while)$
		$B ; B'$	(seq)
		$B \mid B'$	(par)
		throw (f)	$(throw)$
		$x = e$	$(assign)$
		$x \rightarrow y$	$(alias)$
		nullProcess	$(inact)$
<hr/>			
η	$::=$	$\circ(x)$	$(one-way)$
		$\circ(x)(e)\{B\}$	$(request-response)$
$\bar{\eta}$	$::=$	$\circ@OP(e)$	$(notification)$
		$\circ@OP(e)(y)$	$(solicit-response)$

Architectural Composition (Deployment)

$IP ::= \mathbf{inputPort} \textit{Port}$ $OP ::= \mathbf{outputPort} \textit{Port}$

$\textit{Port} ::= \textit{id} \{$
 Location: \textit{Loc}
 Protocol: \textit{Proto}
 Interfaces: $\textit{iface}_1, \dots, \textit{iface}_n$
 $\}$

+ **Aggregation**

+ **Redirection**

Jolie HTTP Protocol

Jolie can support web applications
with the **http** protocol.

Jolie HTTP Protocol

```
interface SumIface { RequestResponse: sum(SumT) (int) }

inputPort SumInput {
Location: "socket://localhost:8000"
Protocol: soap
Interfaces: SumIface
}

main
{
  sum( req ) ( resp ) {
    resp = req.x + req.y
  }
}
```

Example taken from Fabrizio Montesi. [Process-aware Web Programming with Jolie](#). Submitted for publication, 2015

Jolie HTTP Protocol

```
interface SumIface { RequestResponse: sum(SumT) (int) }
```

```
inputPort SumInput {
```

```
Location: "socket://localhost:8000"
```

```
Protocol: soap
```

```
Interfaces: SumIface
```

```
}
```

← just change
"soap" to "http"

```
main
```

```
{
```

```
  sum( req ) ( resp ) {
```

```
    resp = req.x + req.y
```

```
  }
```

```
}
```

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Jolie HTTP Protocol

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interface SumIface { RequestResponse: sum (SumT) (int) }
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```
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just change
"soap" to "http"

```
main
```

```
{
```

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```

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```

```
  }
```

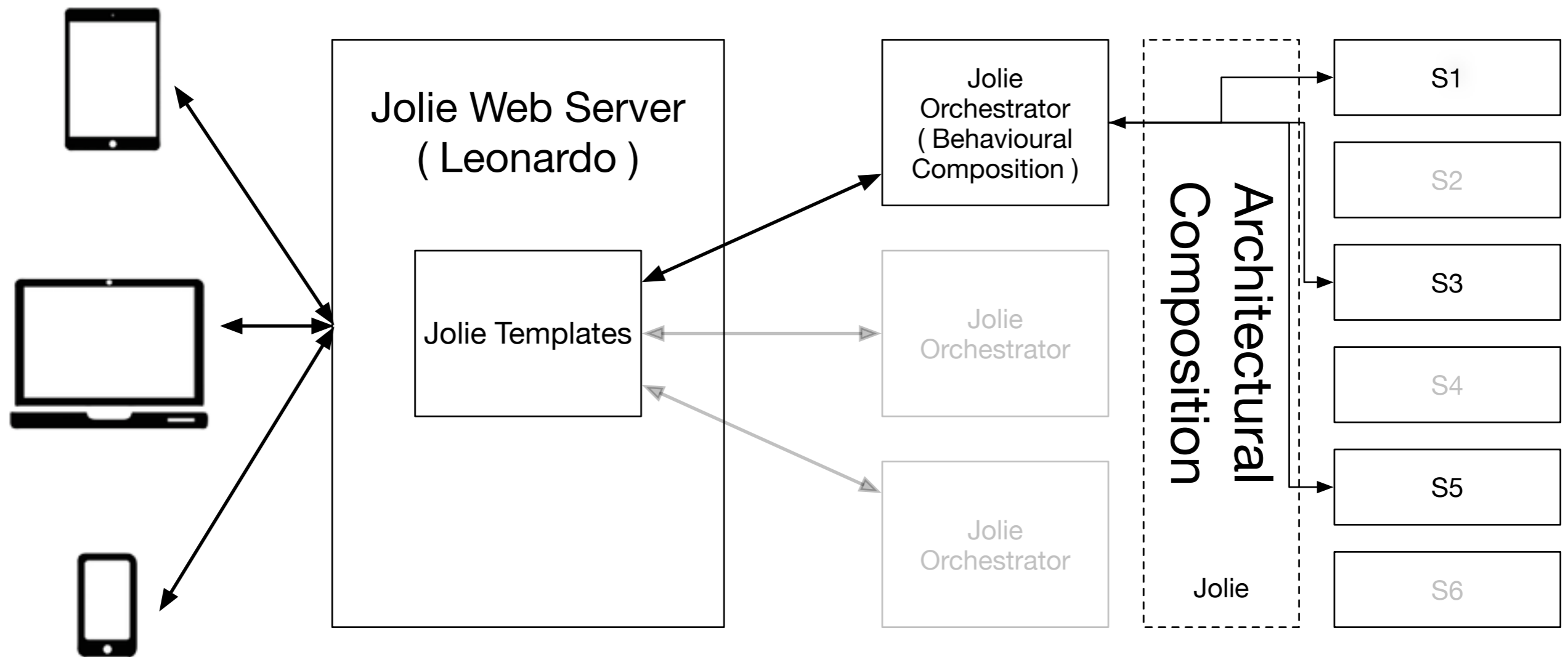
```
}
```

types are
automatically
casted
(otherwise
TypeMismatch with 403)

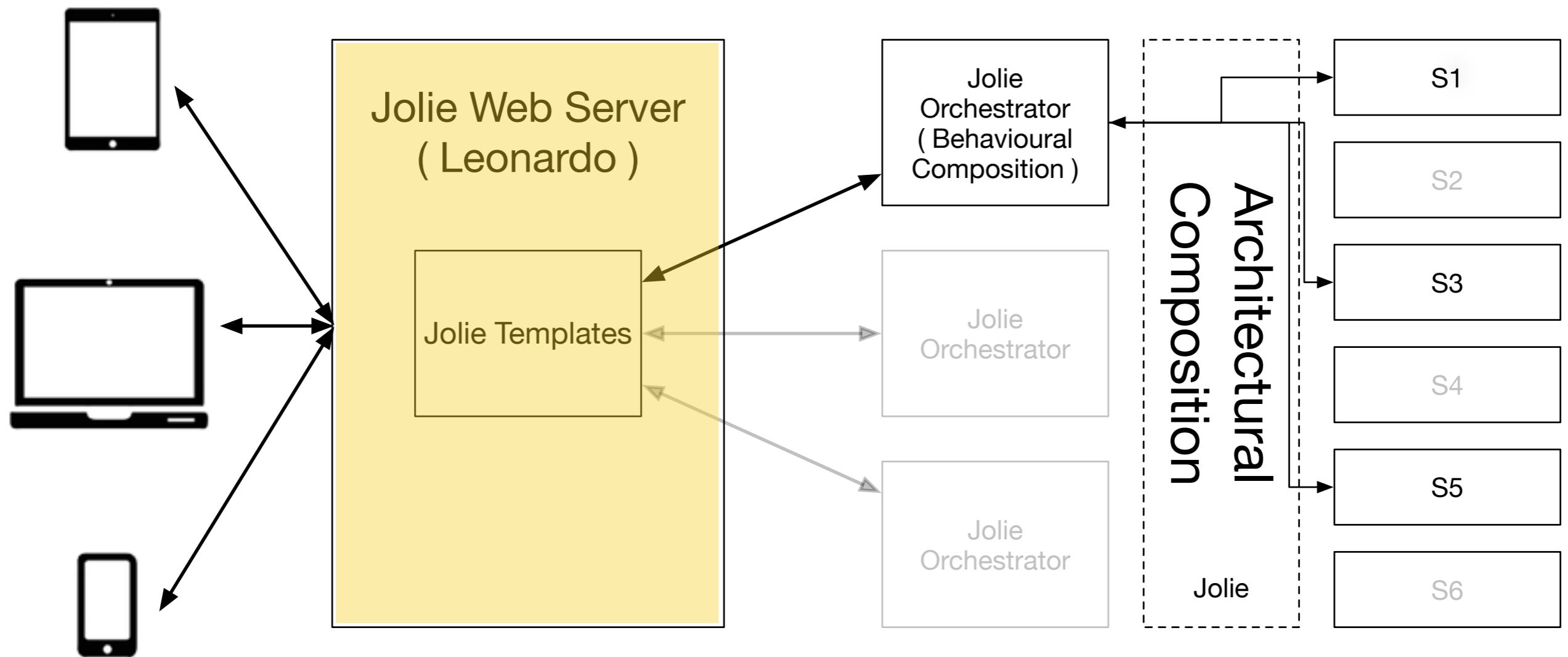
Jolie HTTP Protocol

<http://localhost:8000/sum?x=2&y=3>

Jolie HTTP Protocol



Jolie HTTP Protocol



Jolie HTTP Protocol

```

type FetchBib:void { .dblpKey:string }

interface DBLPInterface {
RequestResponse: fetchBib( FetchBib ) ( string )
}

outputPort DBLP {
Location: "socket://dblp.uni-trier.de:80/"
Protocol: http {
    .osc.fetchBib.alias = "rec/bib2/%!{dblpKey}.bib";
    .format = "html" }
Interfaces: DBLPInterface
}

main
{
    r.dblpKey = args[0];
    fetchBib@DBLP( r ) ( bibtex );
    println@Console( bibtex )()
}

```

Example taken from Fabrizio Montesi. [Process-aware Web Programming with Jolie](#). Submitted for publication, 2015

Jolie HTTP Protocol

Fine-grained
configuration
parameters

```

type FetchBib:void { .dblpKey:string }

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Jolie HTTP Protocol

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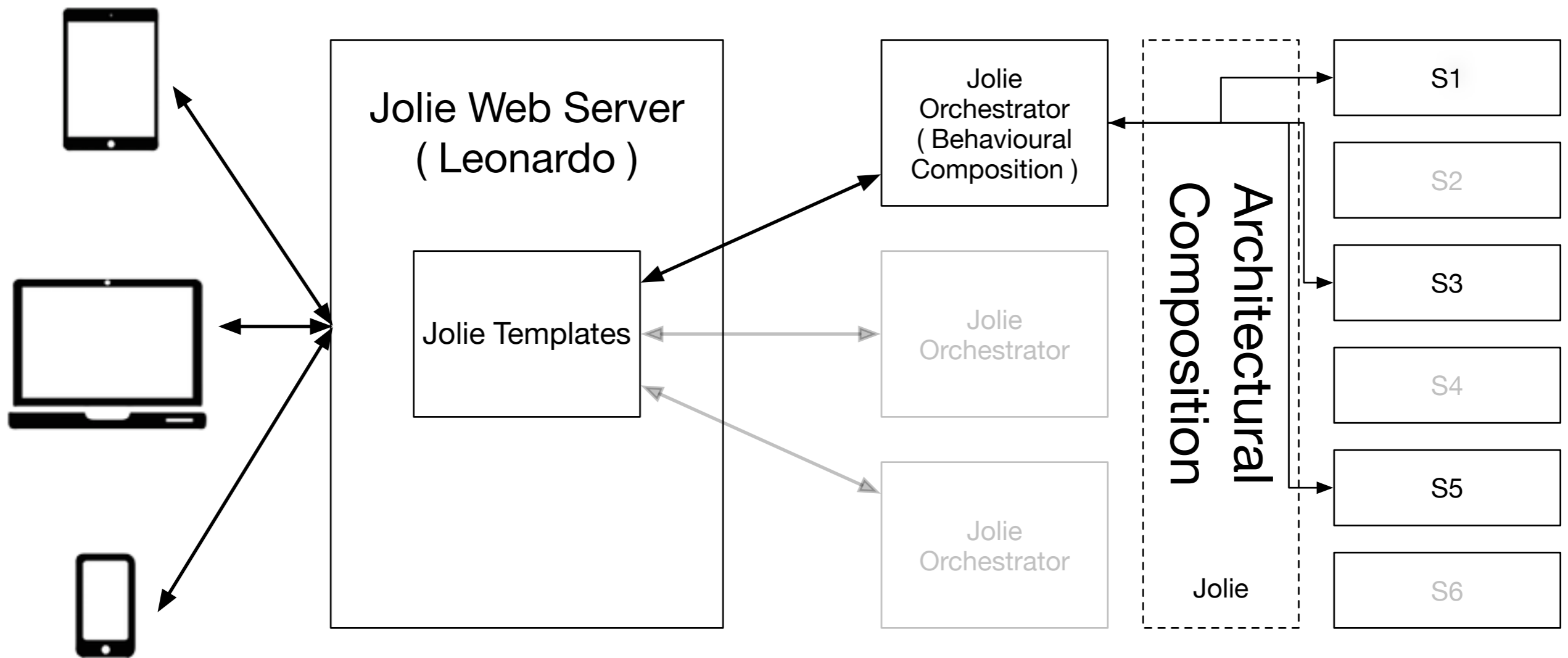
```

Major Novelty:

Operation-Specific Configurations (osc)
bridge the gap between RESTful
and Service-Oriented Architectures

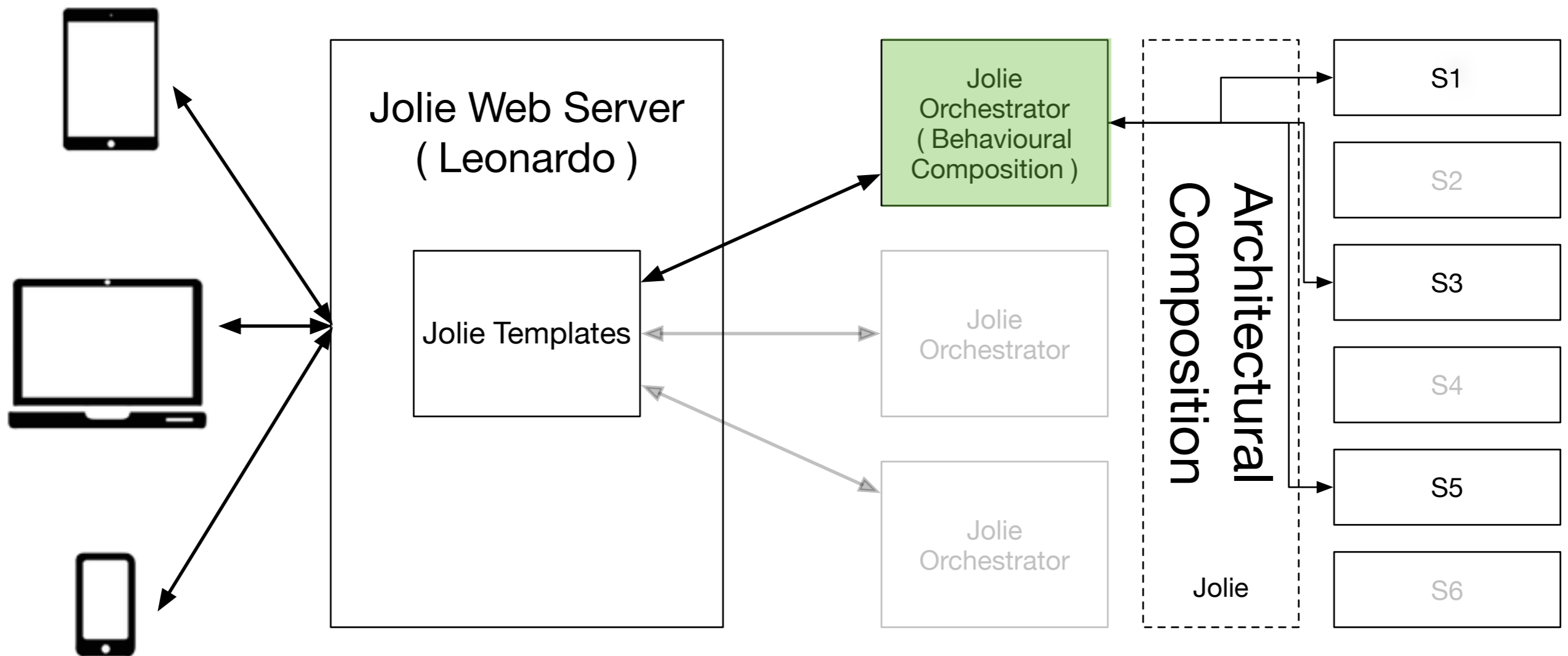
Example taken from Fabrizio Montesi. Process-aware Web Programming with Jolie. Submitted for publication, 2015

Jolie HTTP Protocol



Jolie HTTP Protocol

Same instance (session) subsequent requests



Jolie HTTP Protocol

```

inputPort RISInput {
  /* ... */
Protocol: http { .cookies.userKeyCookie = "userKey" }
}

```

```

outputPort Logger { /* ... */ }
outputPort Moderator { /* ... */ }

```

```

cset { userKey: addPub.userKey }
cset { modKey: approve.modKey reject.modKey }

```

```

define checkCredentials { /* ... */ }
define updateDB { /* ... */ }

```

```

main
{
  login( cred )( r ) {
    checkCredentials;
    r.userKey = csets.userKey = new
  };
  addPub( pub );
  noti.bibtex = pub.bibtex;
  noti.modKey = csets.modKey = new;
  { log@Logger( pub.bibtex )
    | notify@Moderator( noti ) };

  [ approve() ] {
    log@Logger( "Accepted " + pub.bibtex );
    updateDB
  }
  [ reject() ] {
    log@Logger( "Rejected " + pub.bibtex )
  }
}

```

Example taken from Fabrizio Montesi. [Process-aware Web Programming with Jolie](#). Submitted for publication, 2015

Jolie HTTP Protocol

```

inputPort RISInput {
  /* ... */
Protocol: http { .cookies.userKeyCookie = "userKey" }
}

```

integration with
cookies

```

outputPort Logger { /* ... */ }
outputPort Moderator { /* ... */ }

cset { userKey: addPub.userKey }
cset { modKey: approve.modKey reject.modKey }

define checkCredentials { /* ... */ }
define updateDB { /* ... */ }

```

```

main
{
  login( cred )( r ) {
    checkCredentials;
    r.userKey = csets.userKey = new
  };
  addPub( pub );
  noti.bibtex = pub.bibtex;
  noti.modKey = csets.modKey = new;
  { log@Logger( pub.bibtex )
    | notify@Moderator( noti ) };

  [ approve() ] {
    log@Logger( "Accepted " + pub.bibtex );
    updateDB
  }
  [ reject() ] {
    log@Logger( "Rejected " + pub.bibtex )
  }
}

```

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Jolie HTTP Protocol

```
inputPort RISInput {
  /* ... */
  Protocol: http { .cookies.userKeyCookie = "userKey" }
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integration with
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outputPort Logger { /* ... */ }
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cset { userKey: addPub.userKey }
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```

```
define checkCredentials { /* ... */ }
define updateDB { /* ... */ }
```

Multiparty Session

```
main
{
  login( cred )( r ) {
    checkCredentials;
    r.userKey = csets.userKey = new
  };
  addPub( pub );
  noti.bibtex = pub.bibtex;
  noti.modKey = csets.modKey = new;
  { log@Logger( pub.bibtex )
    | notify@Moderator( noti ) };

  [ approve() ] {
    log@Logger( "Accepted " + pub.bibtex );
    updateDB
  }
  [ reject() ] {
    log@Logger( "Rejected " + pub.bibtex )
  }
}
```

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Jolie HTTP Protocol

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inputPort RISInput {
  /* ... */
  Protocol: http { .cookies.userKeyCookie = "userKey" }
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outputPort Logger { /* ... */ }
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  noti.bibtex = pub.bibtex;
  noti.modKey = csets.modKey = new;
  { log@Logger( pub.bibtex )
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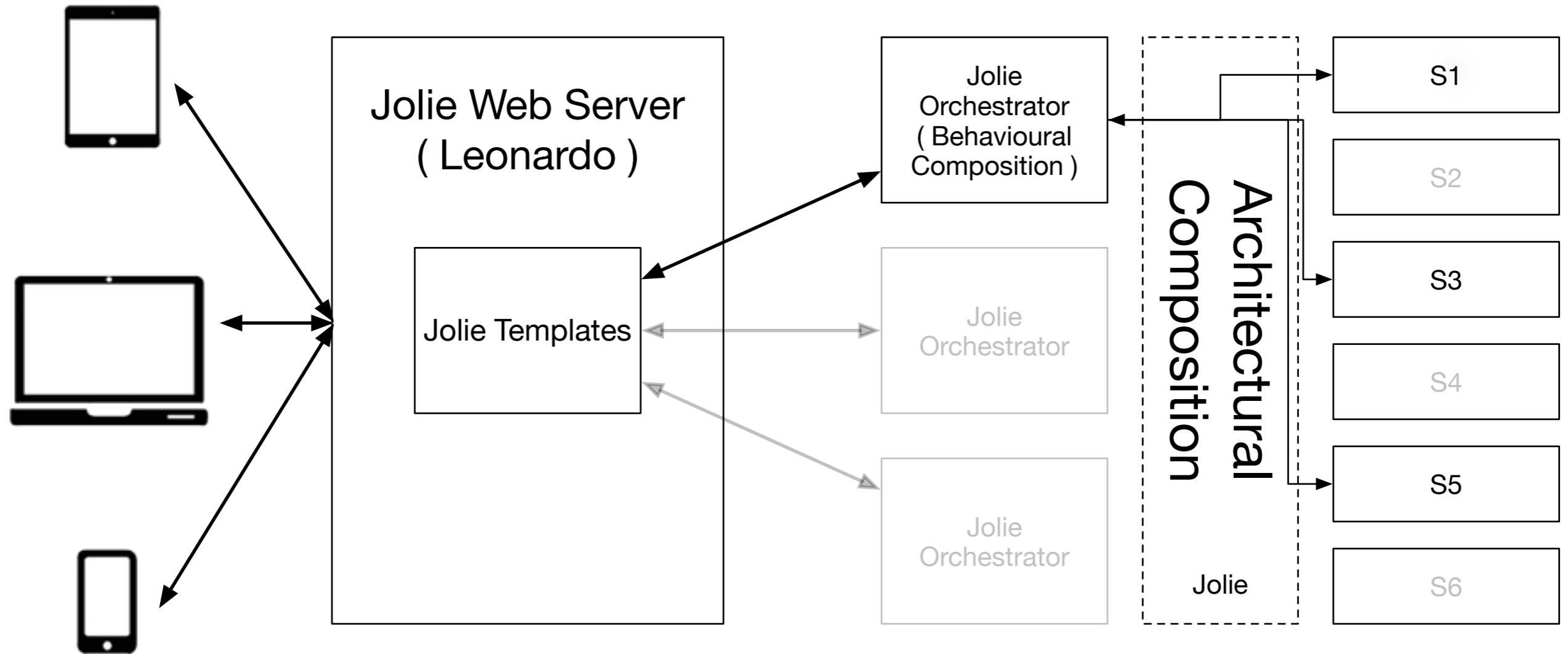
  [ approve() ] {
    log@Logger( "Accepted " + pub.bibtex );
    updateDB
  }
  [ reject() ] {
    log@Logger( "Rejected " + pub.bibtex )
  }
}
```

Multiparty Session

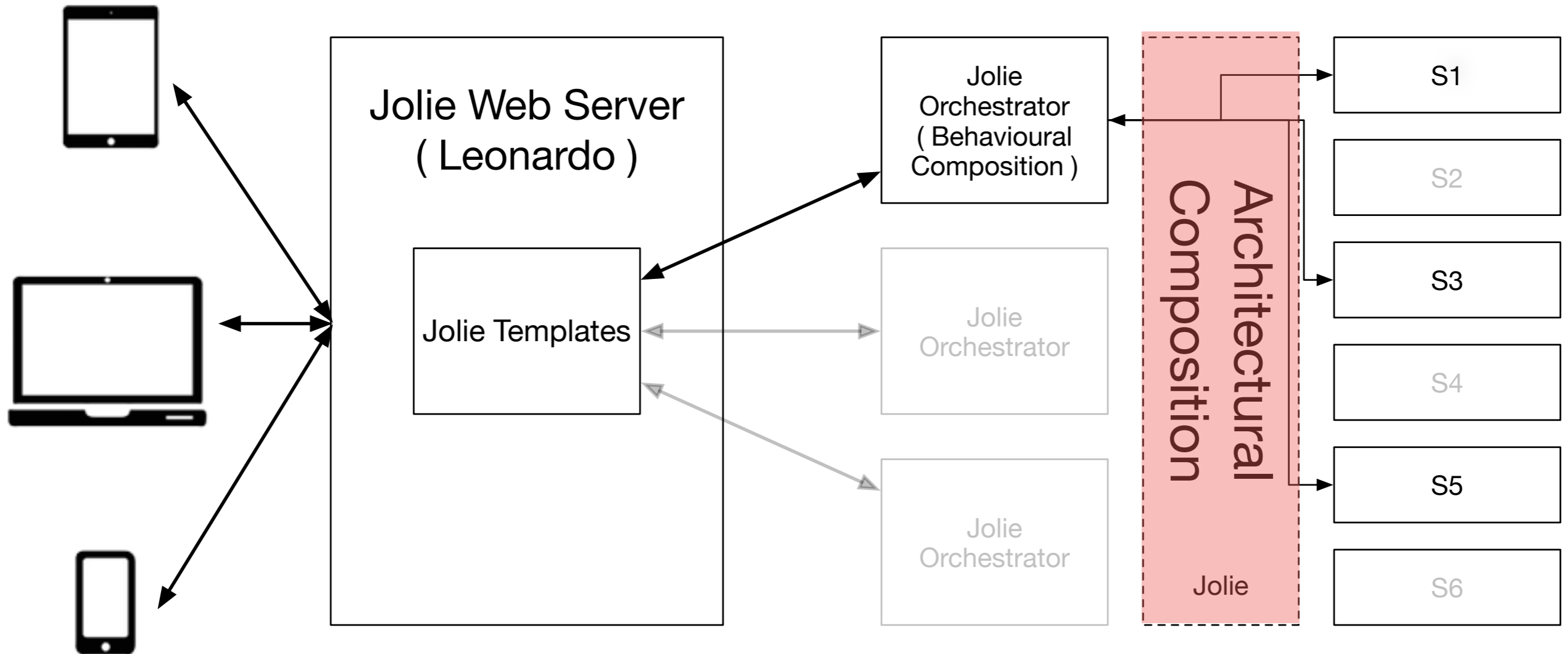
Correlation Sets defined
on types (of operations).

Example taken from Fabrizio Montesi. Process-aware Web Programming with Jolie. Submitted for publication, 2015

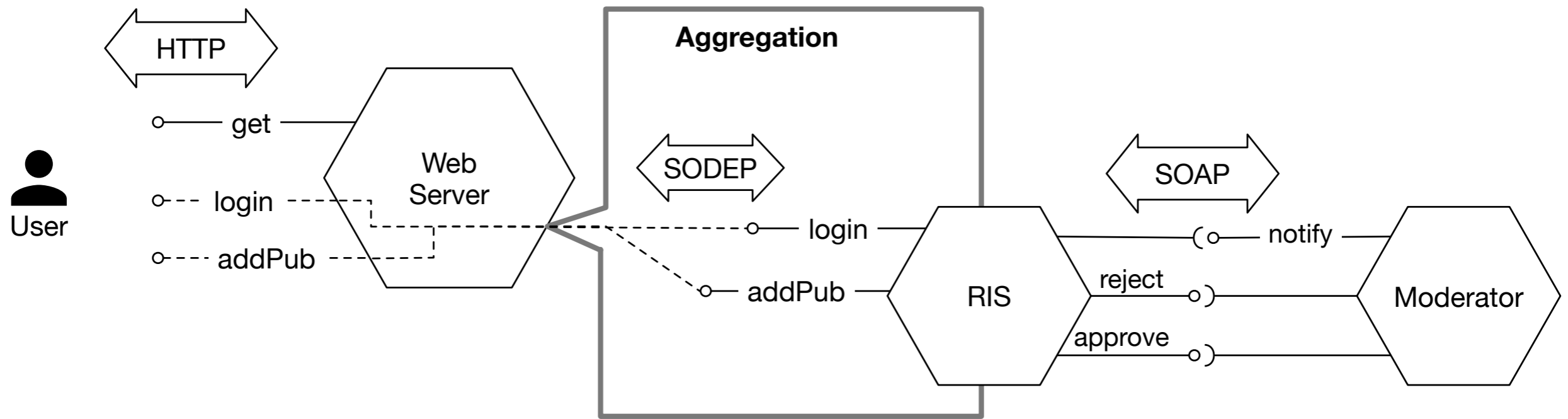
Jolie HTTP Protocol



Jolie HTTP Protocol



Jolie HTTP Protocol



```

outputPort RIS {
Location: "socket://www.ris-example.com:8090/"
Protocol: sodep
Interfaces: RISIface
}

```

```

inputPort WebServerInput {
Location: "socket://www.webserver-example.com:80/"
Protocol: http {
  .default.get = "get";
  .cookies.userKeyCookie = "userKey"
  /* ... */
}
Interfaces: GetIface
Aggregates: RIS
}

```

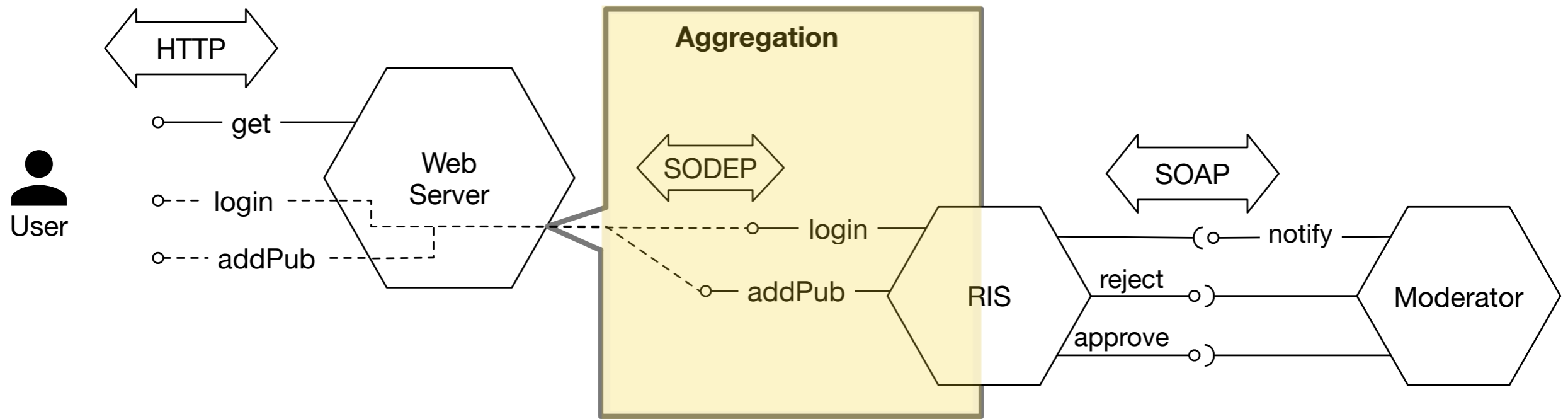
```

main {
  get( req )( resp ) {
    /* ... */
    readFile@File( req.requestUri )( resp )
  }
}

```

Example taken from Fabrizio Montesi. [Process-aware Web Programming with Jolie](#). Submitted for publication, 2015

Jolie HTTP Protocol



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Aggregates: RIS
}

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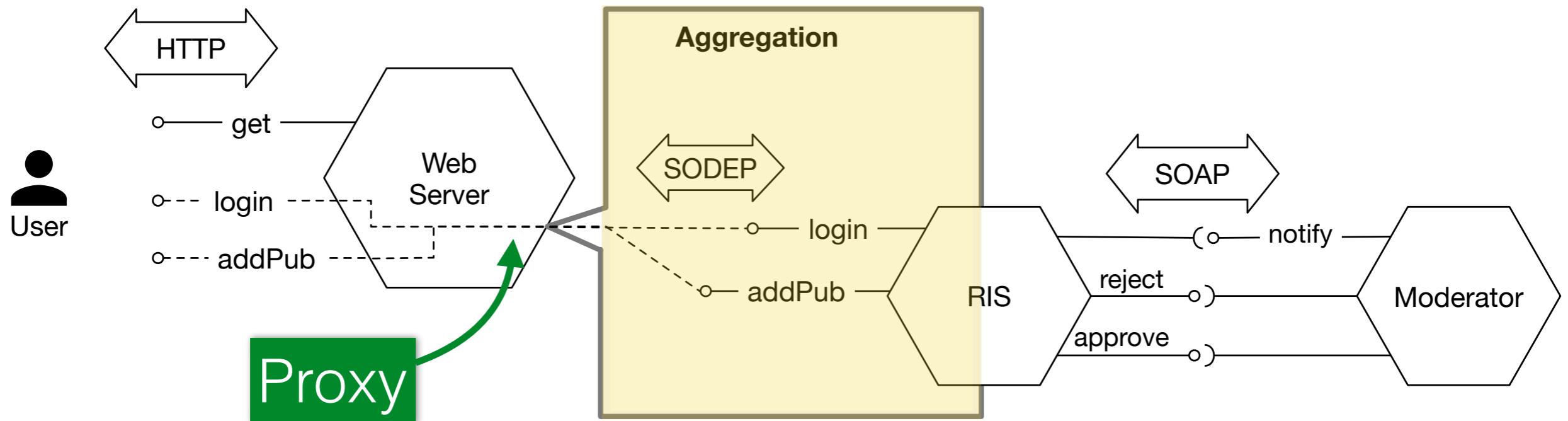
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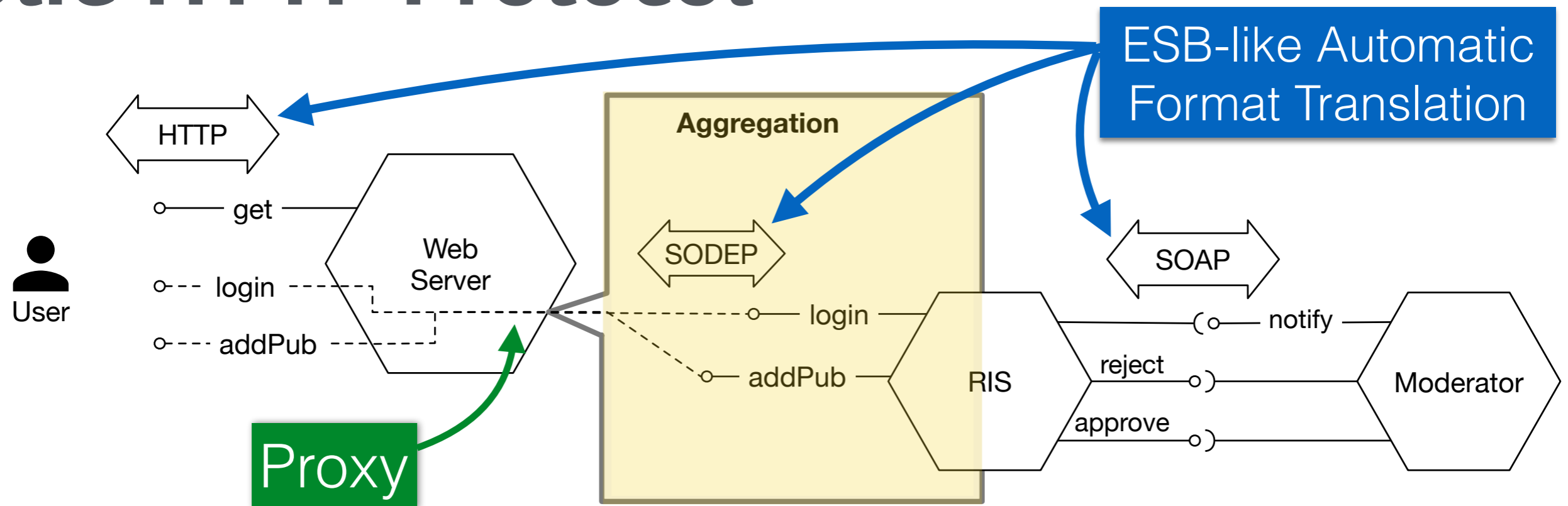
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  get( req )( resp ) {
    /* ... */
    readFile@File( req.requestUri )( resp )
  }
}

```

Example taken from Fabrizio Montesi. [Process-aware Web Programming with Jolie](#). Submitted for publication, 2015

Jolie HTTP Protocol



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Protocol: sodep
Interfaces: RISIface
}

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Protocol: http {
  .default.get = "get";
  .cookies.userKeyCookie = "userKey"
  /* ... */
}
Interfaces: GetIface
Aggregates: RIS
}

```

```

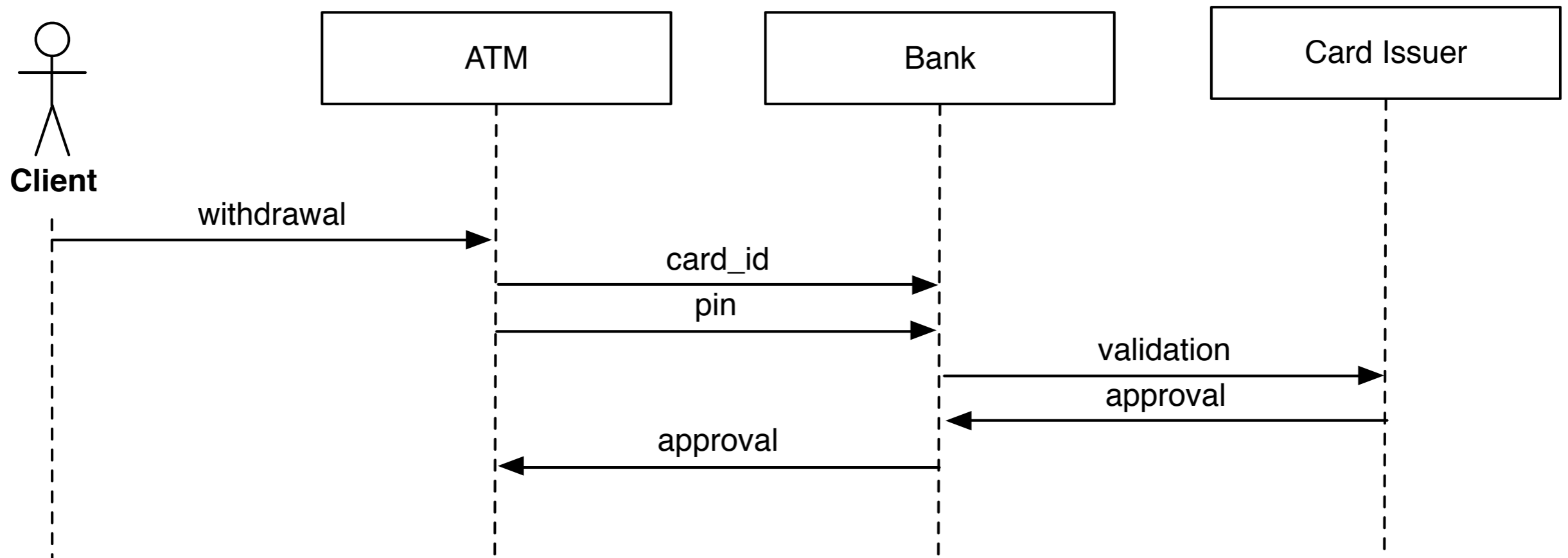
main {
  get( req )( resp ) {
    /* ... */
    readFile@File( req.requestUri )( resp )
  }
}

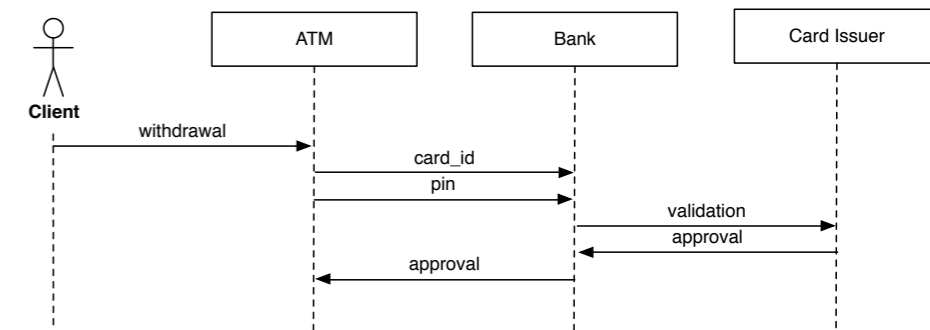
```

Example taken from Fabrizio Montesi. [Process-aware Web Programming with Jolie](#). Submitted for publication, 2015

Introduction to **Choreographies**

Introduction to Choreographies



Introduction to **Choreographies**

Introduction to Choreographies

```
Client → ATM.withdraw( {
    .card_id : String,
    .pin : String
} );
ATM → Bank.card_id(String);
ATM → Bank.pin(String);
Bank → ATM{
    .approve(nil);
    .reject(nil);
}
```

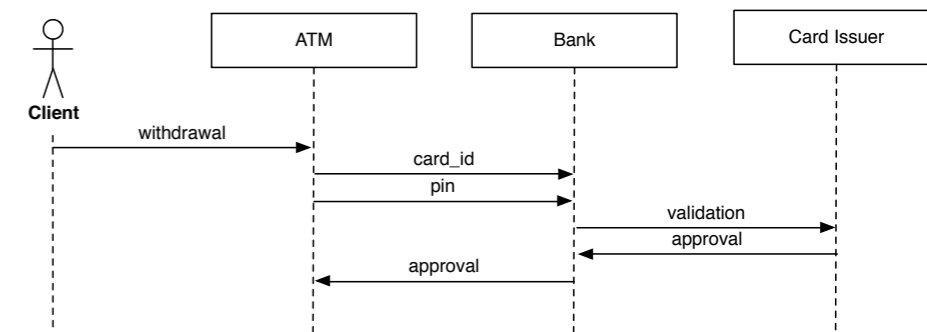
```
Bank → Card Issuer.validation( {
    .card : String,
    .pswd : String
} );
Card Issuer → Bank{
    .approve(nil);
    .reject(nil);
}
```

Global Types Choreographies

```
req k : c[Client] ⇔ lA.ATM, lB.Bank;
k : c[Client].data → ATM.withdraw(data)
```

```
acc k : lA.p[ATM], lB.q[Bank];
k : Client → p[ATM].withdraw(data);
k : p[ATM].data.card_id → q[Bank].card_id(validate.card);
k : p[ATM].data.pin → q[Bank].pin(validate.pswd);
req k' : q[Bank] ⇔ lC.Card Issuer;
k' : q[Bank].validate → Card Issuer.validation;
k' : Card Issuer → q[Bank]{
    .approve();
    k : q[Bank] → p[ATM].approve();
    .reject();
    k : q[Bank] → p[ATM].reject();
}
```

```
acc k : lC.r[Card Issuer];
k : Bank → Card Issuer.validation(data);
if r.match(data){
    k : r[Card Issuer] → Bank.approve();
} else {
    k : r[Card Issuer] → Bank.reject();
}
```



Introduction to **Choreographies**

Main features:

- Global View;
- Modular, models asynchrony;
- Projects to correct processes;
- Deadlock- and Race-free by construction.

Choreographies for the Web?



Open for discussion!