



## On Supporting the Design of Human-provided Services in SOA

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[https://www.vitalab.tuwien.ac.at/autocompwiki/index.php/Human-provided\\_Services](https://www.vitalab.tuwien.ac.at/autocompwiki/index.php/Human-provided_Services)



## Overview

- Motivation
  - Human-to-human interactions
  - Interactions in (BPEL-like) workflows
- Human-provided Services
  - Approach
  - Middleware overview
- How to design Human-provided Services
- Conclusion

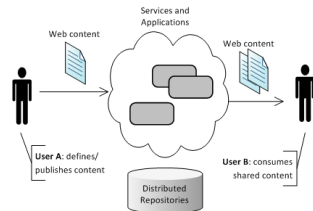


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## Motivation: Web-scale collaborations

- Web 2.0 paradigm
- User-driven contributions
- Humans and software services engaged in collaborations



- How to manage complex interactions?
- How to find the right person?

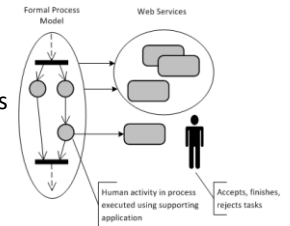


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## Motivation: Process/human interactions

- Process interacts with human
- Interleaved interactions humans and software services
- Find human who can solve a problem which software (services) cannot
  - How does process find the right person?
  - How can users specify services independent of any process?



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## Related Work: Approaches and Platforms

- BPEL4People/WS-HumanTask
  - Human interaction model designed for BPEL
  - *User driven* versus *modeled tasks* in workflow
- Amazon Mechanical Turk
  - Task based platform („crowdsourcing“)
  - No collaboration (link) between humans (e.g., long running interactions)
  - Human cannot define specific „interfaces“ for interactions
- Human computation
  - An example: Games with a purpose (image labeling)
  - Cannot model complex interactions

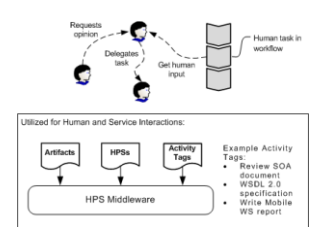


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## Approach

- Human-provided Services (HPS)
  - *User defined* services
- Middleware managing:
  - XML artifacts (e.g., WSDL, forms)
  - Activities
    - BPEL Activity (= *activity in workflow*)
    - Activity in HPS (= *human specified*, e.g., reviewer for conference)
  - Tagging of services
    - Search and reuse existing HPS



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## ! TU WIEN Designing HPSs

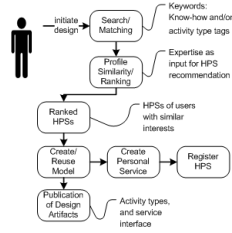
- **Novelty of HPS:**  
Users can specify activities as (Web) services
  - E.g., consulting service

### Find existing HPSs

- **Reusability**
  - Search and reuse existing HPSs
  - Similarity ranking based on user profile information

### Create New HPS

- User tools hiding underlying complexities („Mashup“ like HPS design)
- Personal Services = User profile + activities + artifacts (WSDL)



## ! TU WIEN Example

- (1) User specifies activity: „Document review“
- (2) Existing service?
  - Reuse or create new definition („Human-provided review service“)
- (3) Framework supports
  - Automatic translation into low interfaces (WSDL, XForms)
- (4) Runtime interactions
  - Through HPS access layer (= message dispatcher/router)
- XML Example:
  - <wsdl:message name="GetReview">;  
Definition of **what** a user (HPS) expects to **perform activity**
  - <wsdl:portType name="HPSReviewPortType">;  
Definition of **how** the activity is mapped onto an **action**
  - <wsdl:binding name="HALSOAPBinding" type="HPSReviewPortType">;  
Technical binding of HPS to middleware access layer

## ! TU WIEN HPS Discovery

- (1) Query string specified by service requester
- (2) Matching of HPS capabilities
  - Return interfaces for interactions (e.g., depending on requester WSDL or forms based representation)
  - XML Example:
 

```
<entry>
<title>News Reporters</title>
<link rel="alternate" type="application/atom+xml"
href="/atom/newsreporter.xml"/>
<summary>News-reporter services.</summary>
</entry>
```
  - Atom Feed referencing resources associated with HPS
- (3) Ranking „best available“ HPS
  - Criteria such as expertise
  - Context dependent (e.g., location)
- (4) Interactions (runtime) enabled by middleware

## ! TU WIEN Conclusion

- *Human interactions in SOA important issue!*
- Human-provided Services supporting versatile collaborations
  - Integration with BPEL4People
  - Ad-hoc collaborations
- Mashup-like tools to support the design of HPSs
  - Model driven approach based on XML standards (WSDL, XForms, etc.)
- Future work
  - How to compose complex interactions between humans and services
  - Generate HPSs based on user profiles



# Thanks!

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