A Totally Distributed Iterative Scheme for Web Service Addressing and Discovery

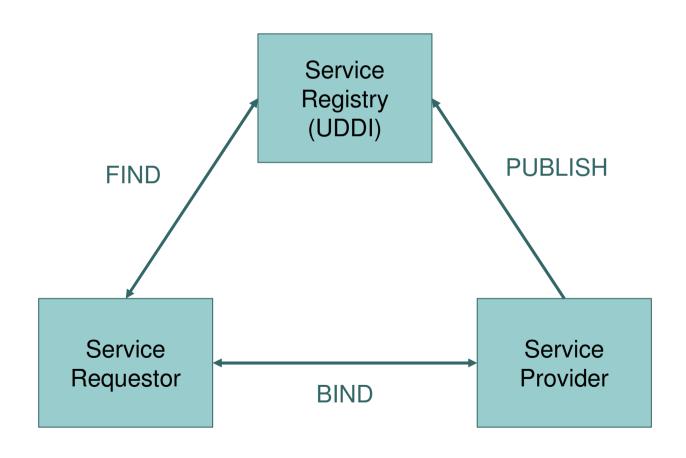


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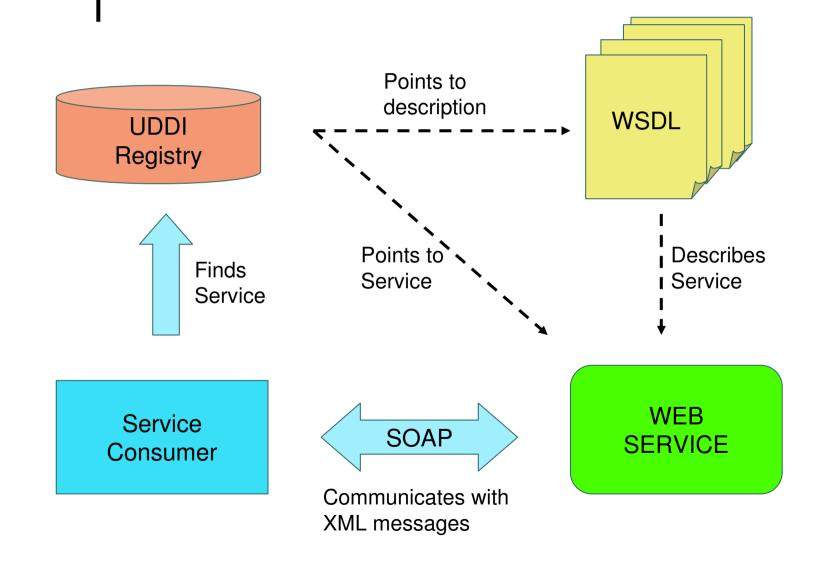
• • Problems

- Web Service Addressing & Discovery: UDDI decentralization
- Key-Based Routing on DHTs

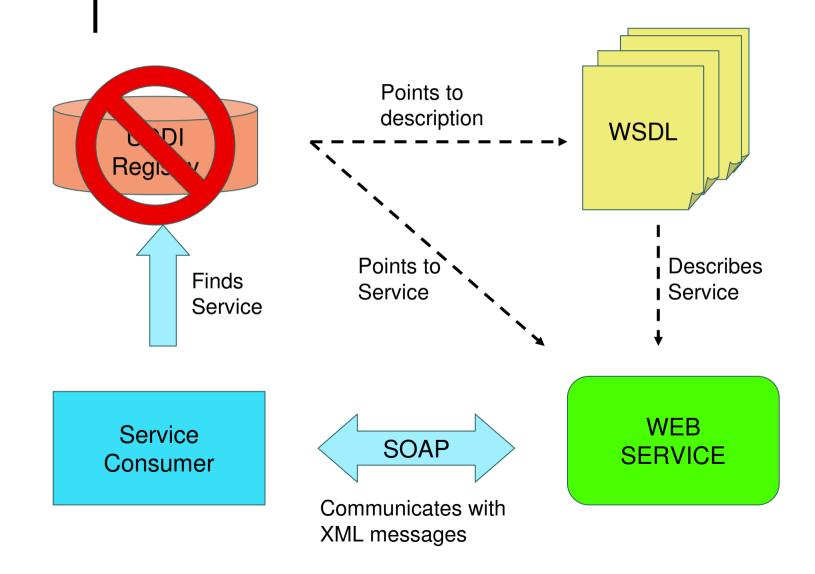
• • Web Services



• • Web Services



• • Web Services



• • Structured P2P Systems

- o DHT
- o <key-value>
- Fixed TopologyRobustness
- Replication
- Consistency

- Load Balance
- Fault-tolerance
- Scalability
- High churn rate



Chord-CAN-Kademlia-Pastry...

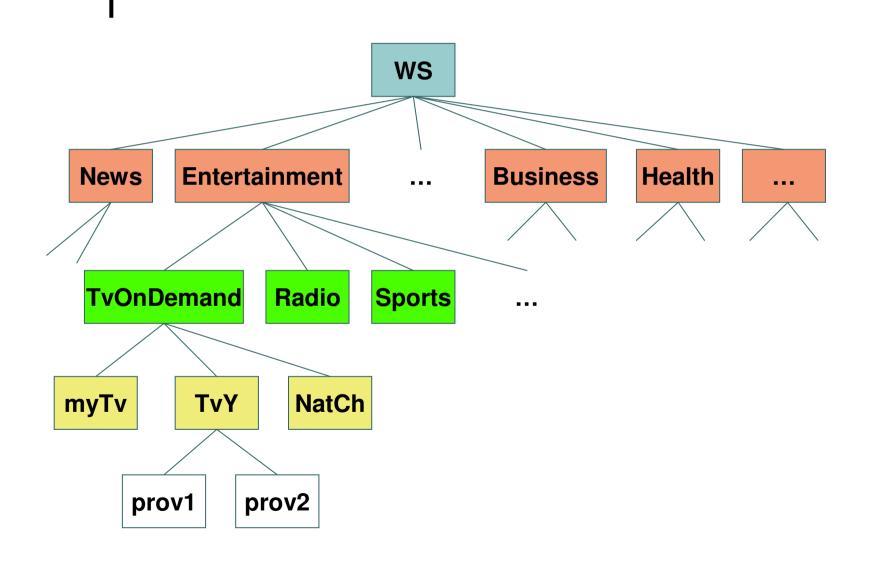
Key-Based Routing

- Hash values consistently calculated from a large id space (e.g., 128 bit).
- In order to find a resource (a node) user must know the identifier the resource is indexed with.
- This cannot be assumable at an application level.

• • I-KoD

- Iterative Key-Based Routing On DHTs
- Classification of Web Services in a semantic way.
- Class-Type-Name-Provider
- Tagging

• • Hierarchical Tagging



• • Navigation Tree

- We need several Identifiers, one for each level of the tree.
- Classes of WS (News, Entertainments...)
 - $\{C_1, C_2, ..., C_n\}$
- Types of WS (TvOnDemand, Radio, ...)
 - $\{t_1, t_2, ..., t_m\}$
- Web Services (myTV, TvY, Natural Channel, ...)
 - $\{s_1, s_2, ..., s_k\}$
- Providers of WS (prov1, prov2, ...)
 - $\{p_1, p_2, ..., p_r\}$

• • Navigation Tree

```
lookup (c)
                             { c_1 c_2 c_3 c_4 ... c_n }
           lookup (c<sub>3</sub>)
             { t_1 t_2 t_3 t_4 ... t_m }
           lookup (t<sub>2</sub>)
  \{ \mathbf{s_1} \mathbf{s_2} \mathbf{s_3} \mathbf{s_4} \dots \mathbf{s_k} \}
   lookup (s<sub>1</sub>)
{ p_1 p_2 p_3 p_4 \dots p_r }
```

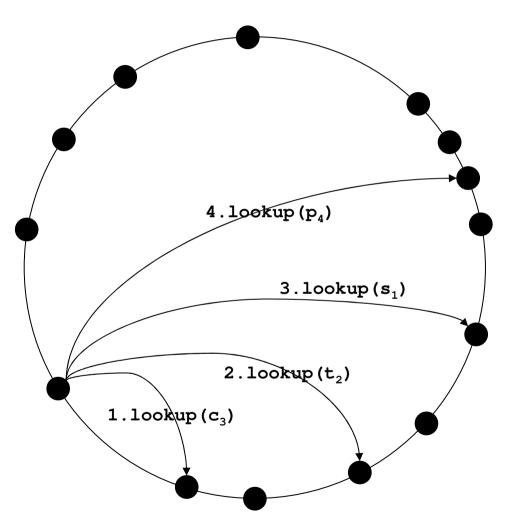
• • Navigation Tree

```
lookup (c)
                             \{ c_1 c_2 c_3 c_4 ... c_n \}
           lookup (c<sub>3</sub>)
             { t_1 \ t_2 \ t_3 \ t_4 \ ... \ t_m }
           lookup (t<sub>2</sub>)
  \{ \mathbf{s}_1 \mathbf{s}_2 \mathbf{s}_3 \mathbf{s}_4 \dots \mathbf{s}_k \}
                                                                                         c_3 t_2 s_1 p_4
   lookup (s<sub>1</sub>)
{ p_1 p_2 p_3 p_4 \dots p_r }
                                                                                            Id-Card
```

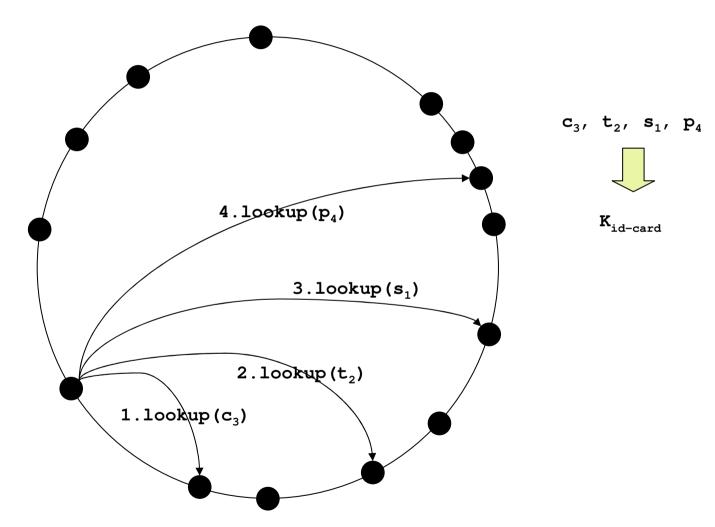
• • Id-Card

```
<Resource>
  <Header>
     <Class>c3</Class>
                                                         Identifier of the Id-Card:
     <Type>t<sub>2</sub></Type>
                                                        XML resource inserted on
                                                        the storage layer of the
     <\pis>s_1</\pis>
                                                         DHT
     <Provider>p<sub>4</sub></Provider>
  </Header>
  <Body>
     <WSDL>130.196.45.2:4567</WSDL>
                                                            lookup (K_{id-card})
  </Body>
  <Signature> ... </Signature>
</Resource>
```

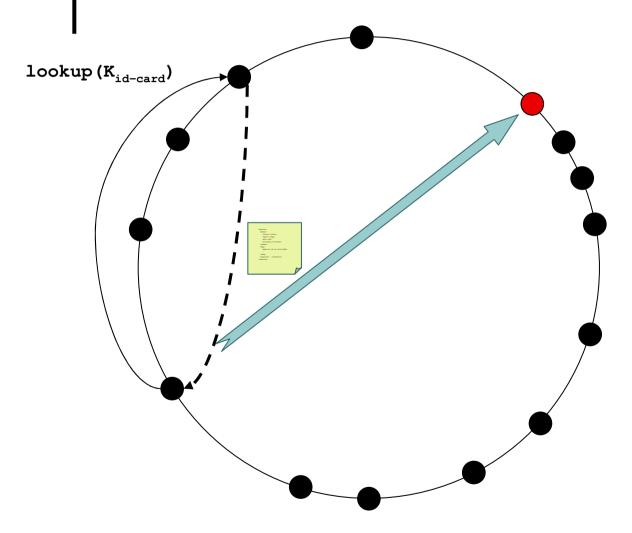
• • Iterative Key-Based Routing



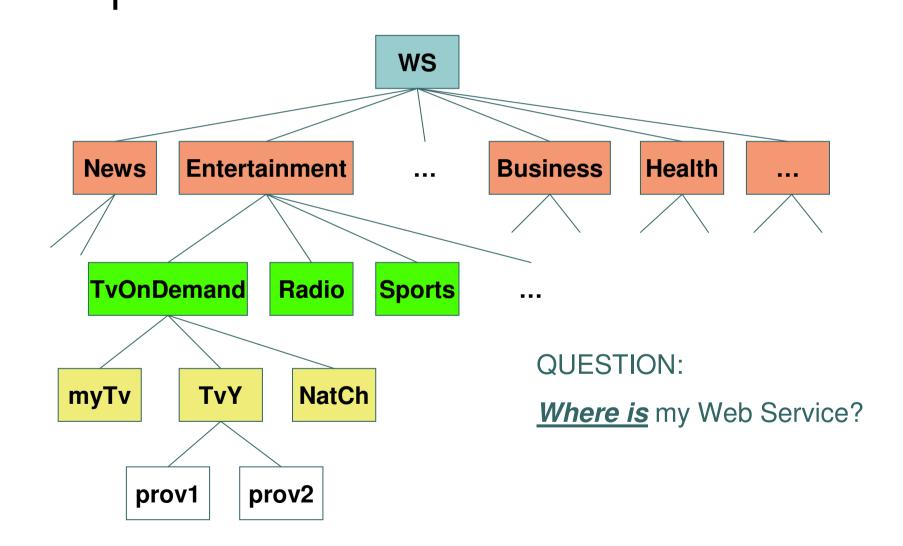
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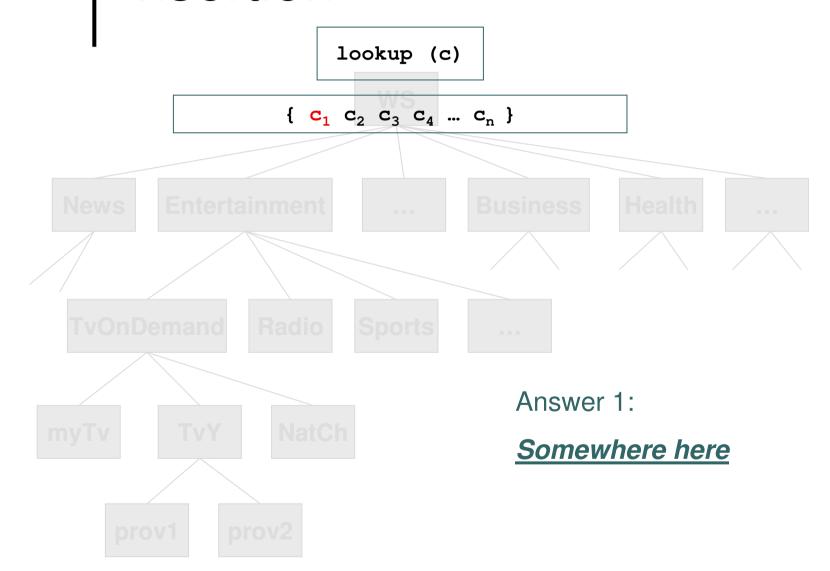


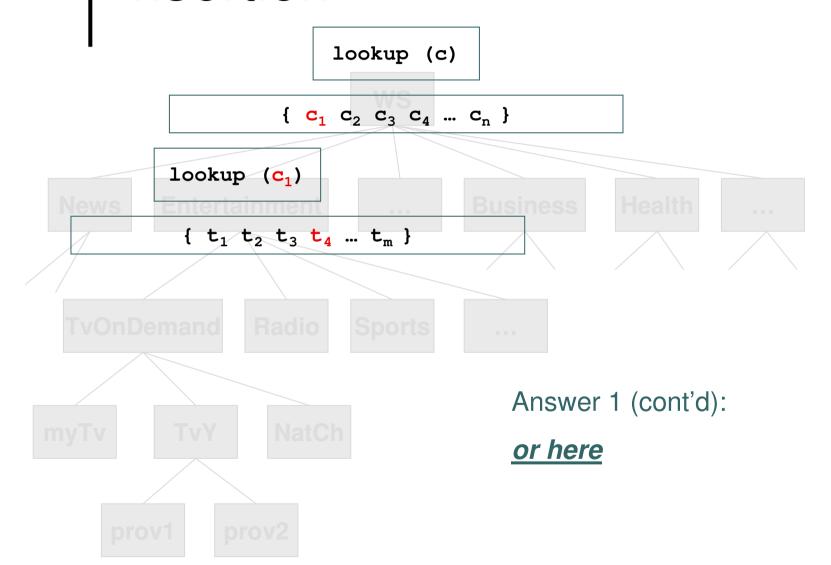
• • Iterative Key-Based Routing

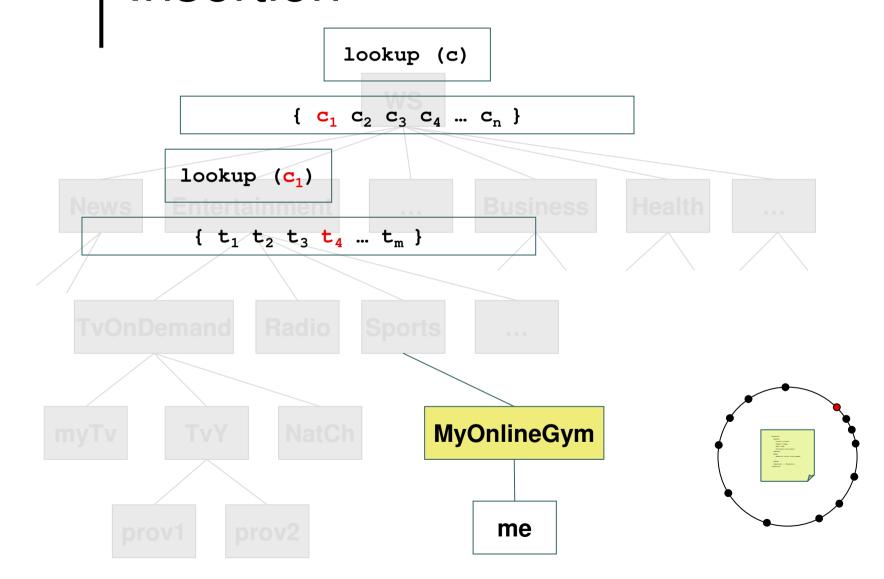


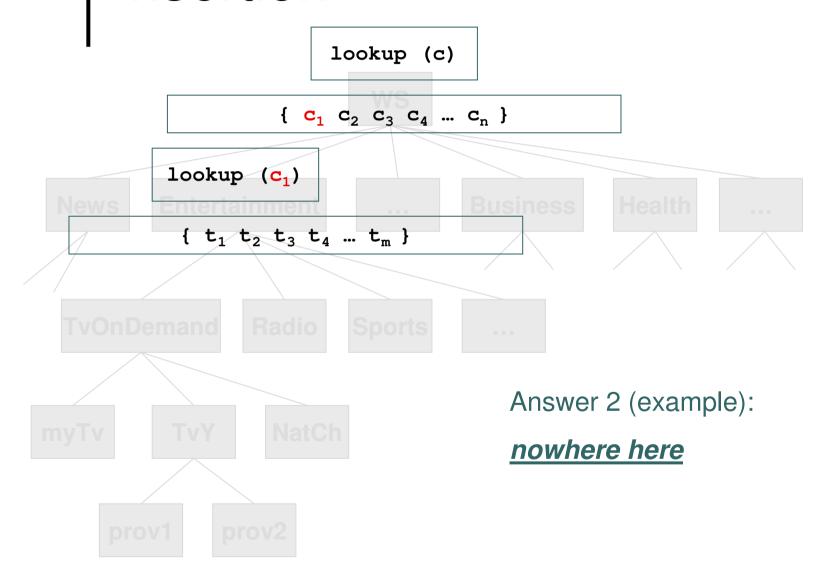
• • Insertion

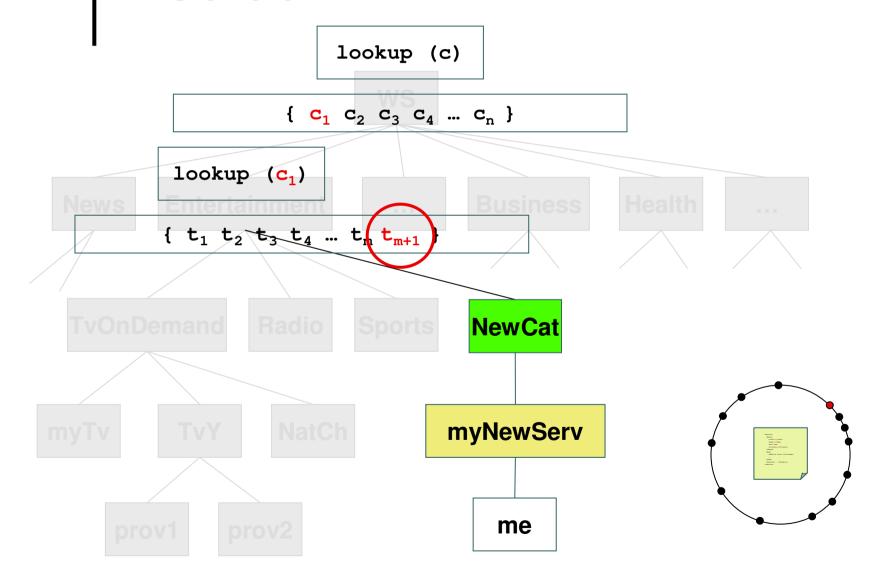












• • Features

- key-to-key mapping, instead of key-to-value.
- The **distinct paths** that can lead to a same resource will travel across **different indexes** (i.e., different keys).
- Service update, or new service insertion, will not concern higher level brokers, i.e., nodes responsible for more generic keys
- Users share their resources with their tags, generating an aggregated tag-index so-called **folksonomy**.
- Users can actively query the system, and the given classification can be **updated** and **extended** by service providers themselves, with the insertions of **new tags**.

• • • To do

Simulative evaluation

Prototype implementation

Performance analysis