



D13.7 v0.1 Process Mediation in WSMX

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1. Introduction

The goal of the Web Service Execution Environment (WSMX) is to create an execution environment for the dynamic discovery, selection, invocation and inter-operation of Semantic Web Services. In any of these processes, mediation may be required at both data and process levels.

This deliverable tackles the process mediation problem, starting with a description of what we understand by a process and process compatibility in the context of Semantic Web Services, outlining the current state of the art in process representation and process mediation, and continuing with our approach to process representation and mediation. At the end of this document, we present our final conclusions and suggestions for future steps in the development of a robust and reliable mediation system. There are also two annexes with this deliverable; the first one presents an example of how the process mediation should work, considering the choreographies of a requestor of a service and of the Semantic Web Service that offers it; the second annex contains a small glossary.

2. Problem Definition

Processes mediation is concerned with determining how two public processes can be matched in order to provide certain functionality. In other words, how two business partners can communicate, considering their public processes.

Process mediation is a complex task, and this document does not address all the problems and all the mediation scenarios that may appear in a business context, but only a small subset of them; this subset will be extended as our work progresses.

In the first subsection of this chapter we describe what we understand by a business process and provide a rationale for addressing only the public process heterogeneity. The following subsection describes what process compatibility means in the context of Semantic Web Services, providing a list of heterogeneity mismatches that our Process Mediation Prototype should be able to automatically overcome, and also a list of mismatches that no mediation prototype, no matter how advance, can address.

2.1. Process

A process is a collection of activities designed to produce a specific output for a particular customer, based on a specific input; an activity is a function, or a task that occurs over time and has recognizable results [BTP, 2003].

Depending on the level of granularity, each process can be seen as being

composed of different, multiple processes. The smallest process possible consists of only one activity. [Figure 1](#) presents a graphical representation of a process obtained by combining multiple processes. The output of one or more processes is considered to be the input of another, or many other processes.

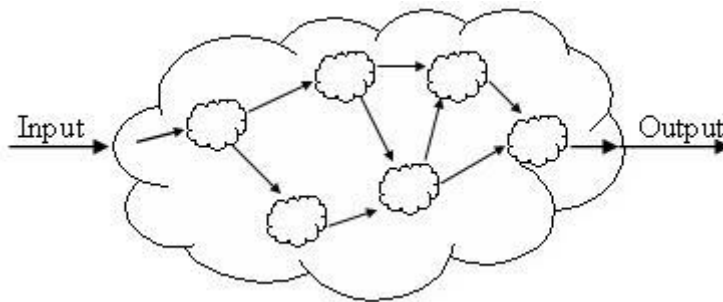


Figure 1. Process consisting of multiple processes

One can distinguish between two types of processes: *private processes*, which are carried out internally by an organization, and usually are not visible to any other entity, and *public processes*, which define the behaviour of the organization in collaboration with other entities [[Fensel and Bussler, 2002](#)].

2.1.1. Public processes

Public processes (called abstract processes or business protocol in Business Process Execution Language for Web Services [[BPEL4WS, 2003](#)]) define the behaviour of a business entity (endpoint) in collaboration with another endpoint, which is expressed by the exchange of messages. To establish communication, each endpoint has to understand the behaviour of the other and more importantly, their behaviors have to match. The matching means that the two endpoints have to have symmetric behaviour, for example when one of them is sending a message, the other one has to know that it is going to receive it.

Consider the following example: a Virtual Travel Agency (VTA) service offers the possibility of on-line ticket booking for certain routes, and a requestor of such a service attempts to invoke it. In their internal ontology, both of them have the following concepts:

Listing 1. station and route definitions¹

```

concept station
  nonFunctionalProperties
    dc2:description hasValue "concept of station, containing the
      code of the station, and two attributes showing if this
      station is the starting or the ending point of a trip"
  endNonFunctionalProperties
  code ofType xsd3:String
  startPoint ofType xsd:Boolean
  endPoint ofType xsd:Boolean

concept route
  nonFunctionalProperties
    dc:description hasValue "concept of route, having two
      attributes of type station which show the starting
      and the ending point of the route"
  endNonFunctionalProperties
  sourceLocation ofType station
  
```

destinationLocation ofType station

The assumption that both the requestor and the provider of the service understand the same concepts was made only for the sake of simplicity. If they use different conceptualizations of the same domain, an external Data Mediator [Mocan, 2005] should be invoked to solve the data heterogeneity problem.

A public process for the requestor could be that after sending two instances of `station`, it expects to receive an instance of `route`. The equivalent public process from the requestor side could be that it expects two instances of `station` in order to generate an instance of `route`. The relations between the two instances of `station` and the instance of `route` are not specified in the public interface of either of the two endpoints.

Figure 2 is a graphical representation of the requestor's public processes.

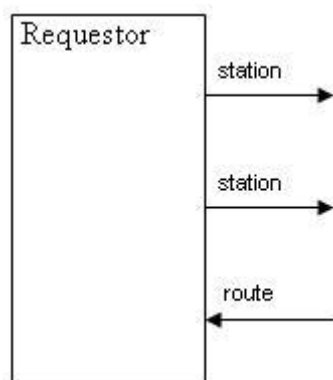


Figure 2. Example of a public process

2.1.2. Private processes

Private processes (called executable business processes in BPEL4WS [BPEL4WS, 2003]) model the actual behaviour of an endpoint involved in an interaction, that is, the internal processing of events.

For example, in the previously described scenario, the computations performed by the VTA in order to generate the instance of `route` are not visible to the outside world. The private process of generating this instance could check, for example, whether the two instances of `station` exist in the particular software package's own ontology (otherwise it is impossible for it to have a route between them) and whether the requestor specified which station is the start and which the end point of the trip.

2.2. Process Compatibility

In this context, we understand process compatibility to mean full matching of the communication patterns between the source and the target of the communication; that is, when one of them is sending a message, the other one is able to receive it. We are not addressing the private process compatibility because the private processes are not visible to the outsiders, and there is no usability of mediating between them.

Since a business communication usually consists of more than one exchange message, finding equivalences in the message exchange patterns of the two (or more) parties is not at all a trivial task. Intuitively, the easiest way of doing this is to first determine the mismatches, and then search for a way to eliminate them. In [Fensel and Bussler, 2002], the three possible cases of mismatches which may appear during message exchange are identified:

Precise match: The two partners have exactly the same pattern in realizing the business process, which means that each of them sends the messages in exactly the order that the other one requests them. In this ideal case the communication can take place without using a Process Mediator. However, this does not mean that the services of a Data Mediator may not be required.

Resolvable message mismatch: Here, the two partners use different exchange patterns, and several transformations have to be performed in order to resolve the mismatches (for example when one partner sends more than one concept in a single message, but the other one expects them separately. In this case the mediator can “break” the initial message, and send the concepts one by one).

Unresolvable message mismatch: One of the partners expects a message that the other one does not intend to send (considering the example from [Section 2.1.1.](#), if the provider of the service expects to receive an intermediary station, and the requestor does not intend to send it). Unless the mediator can provide this message, the communication reaches a dead-end.

In order to communicate, two endpoints have to define compatible processes, or use an external mediation system as part of the communication process. The role of the mediator system will be to transform the client’s messages and/or the Web service’s messages, in order to obtain a sequence of equivalent processes.

In the following subsections we describe the resolvable message mismatches that our Process Mediator is intended to address, and the unresolvable message mismatches that a Process Mediator cannot address. The ideal case of precise match does not raise any problems from the communication pattern point of view, so we ignore it in our discussion.

2.2.1. Resolvable Message Mismatches

Some of the communication mismatches can be addressed by means of a mediation system. In this section we provide a list of resolvable mismatches that our mediator is intended to address.

a) Stopping an unexpected message ([Figure 3. a\)](#)) – If one of the partners sends a message that the other one does not want to receive, the mediator should just retain and store it. This message can be sent later, if needed, or it can just be deleted after the communication ends.

b) Inverting the order of messages ([Figure 3. b\)](#)) – If one of the partners sends the messages in a different order than the other partner expects, the messages that are not yet expected will be stored and sent when needed.

c) Splitting a message ([Figure 3. c\)](#)) – If one of the partners sends in a single message multiple information that the other one expects to receive in different

messages, the information can be split and sent in a sequence of separate messages.

d) Combining messages (Figure 3. d)) – If one of the partners expects a single message, containing information sent by the other one in multiple messages, the information can be combined into a single message.

e) Sending a dummy acknowledgement (Figure 3. e)) – If one of the partners expects an acknowledgement for a certain message, and the other partner does not intend to send it, even if it receives the message, an acknowledgment can be automatically generated and sent to the partner which requires it.

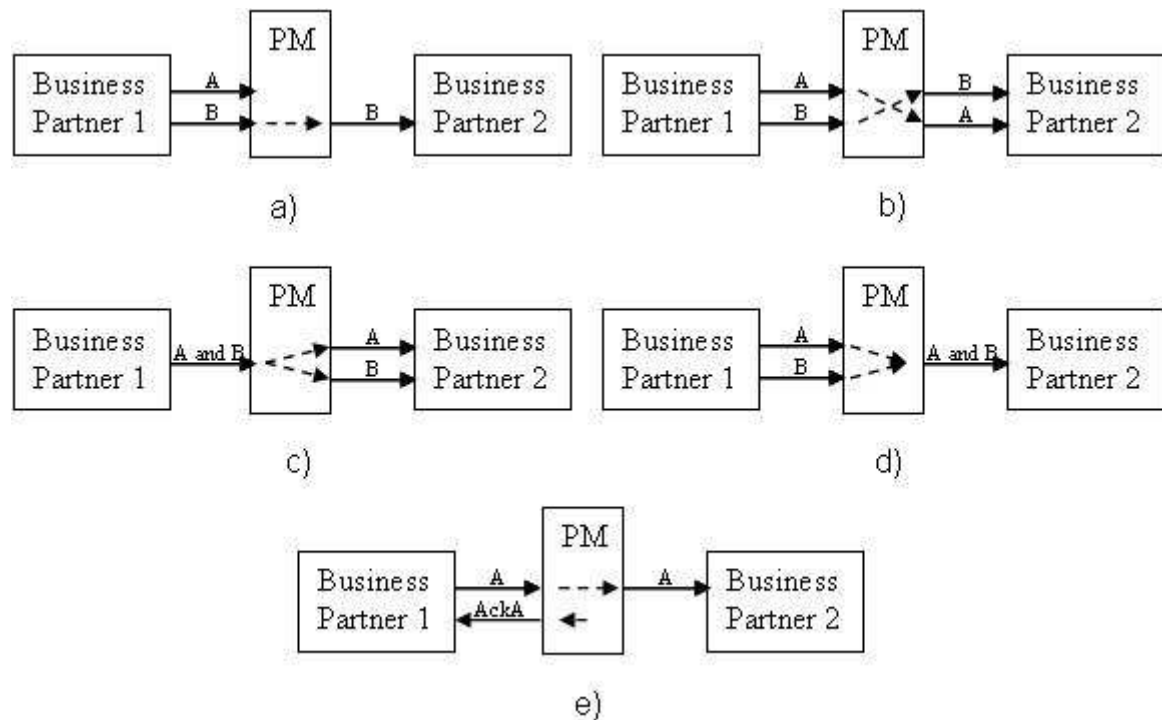


Figure 3. Resolvable message mismatches

This list of resolvable message mismatches contains only the initial set of mismatches that our Process Mediator is intended to address. In future work, the Process Mediator will be further extended, in order to address more possible resolvable mismatches.

2.2.2. Unresolvable Message Mismatches

There are several communication mismatches that can not be addressed by a Process Mediator.

a) Generating a message (Figure 4. a)) – If one of the partners expects a message containing information that the other partner did not previously send, the Process Mediator is not able to generate this missing information, because, it does not have the required information.

b) Sending a dummy acknowledgement (Figure 4. b)) – If one of the partners expects an acknowledgement for a certain message, but the other partner does not want to receive the message, the process Mediator cannot send a dummy

acknowledgement. Although this may seem similar with case e) from the previous section, the difference is that in this case the Business Partner 2 does not receive the message; by sending the acknowledgement the Process Mediator could alter the entire communication between the two parties.

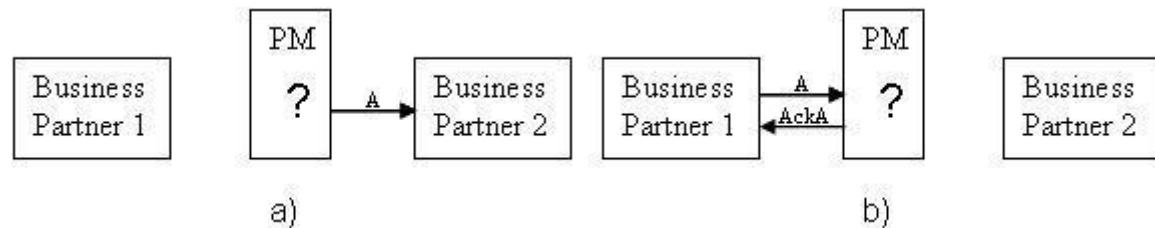


Figure 4. Unresolvable message mismatches

3. State of the Art

This chapter presents the current state of the art in process representation ([Section 3.1](#)) and in process mediation ([Section 3.2](#)). Since there are many approaches for both process representation and process mediation, we do not claim to present all the existing approaches in these two fields, but to provide a short introduction of what has already been done.

3.1. Process Representation

In order to address the process mediation problem, we have to have a clear understanding of what a process means, and of the existing technologies in representing the processes.

An adequate process representation technology must support the modeling of the processes, respect the correctness of their execution, and also allow the automation of business processes within organizations. Since a description of the current existing technologies in representing the processes is out of the scope of this chapter, and there are already a number of surveys of this field available (like [\[Solanki and Abela, 2003\]](#) or [\[Peltz, 2003\]](#)), we will briefly present only aspects of BPEL4WS [\[BPEL4WS, 2003\]](#).

The reason for focusing on this particular notation is that BPEL4WS allows the processes to export and import functionality by using Web Services interfaces exclusively.

BPEL4WS distinguishes two ways of describing the business processes: executable business processes and abstract business processes, also known as business protocols. The first ones model the internal behavior of a participant in an interaction, while the second ones describe the message exchange behavior of the involved parties. The key distinction between the two classes of processes is that the executable business processes model data in a private way, that need not be described in the public protocols.

From the mediation point of view, we are only concerned with the second category, which is addressed by the WSMO choreography, the internal behavior of the participants not being relevant for communication. In the rest of this chapter, both terms, business process and business protocol, will be used with the same meaning:

the message exchange behavior.

Conforming to the BPEL4WS Specifications, the definition of a business protocol involves the specification of all the visible messages exchanged between the involved parties, without any reference to their internal behavior.

The BPEL4WS definitions for both the internal processes and the communication protocols consist of four major components: variables, partnerLinks, faultHandlers, and description of the normal behavior. The variables define the data variables used by the process, in terms of WSDL message types, XML Schema simple types or XML Schema elements; the partnerLinks specify the different parties that are involved in the process; the faultHandlers contain fault handlers that define the responses in case of a failure.

Additionally, the protocol definition must include conditional and time-out constructs, exceptional conditions and recovery sequences and cross partner coordination of the outcome. The conditional and time-out constructs are used for modeling data dependent behavior; the exceptional conditions and recovery sequences are as important as the ability to define the behavior of a business protocol assuming that everything is working well; the cross partner coordination of the outcome is needed for different units of work and at different levels of granularity, the reason for this being that long-running interactions may include multiple nested units of work.

3.2. Process Mediation

Process mediation is still a little explored research field, in the context of Semantic Web Services. The existing work represents only visions of mediator systems able to resolve in a (semi-)automatic manner the process heterogeneity problems, without presenting sufficient detail about their architectural elements. Still, these visions represent a starting point and are valuable references for future concrete implementations.

Two integration tools, Contivo [[Contivo](#)] and CrossWorlds [[CrossWorlds](#)] seem to be the most advanced examples in this field.

Contivo is an integration framework which uses metadata representing messages organized by semantically defined relationships. One of its functionalities is that it is able to generate transform code based on the semantic of the relationships between data elements, and to use this code for transforming the exchange messages. However, Contivo is limited by the use of a purpose-built vocabulary and of pre-configured data models and formats.

CrossWorlds is an IBM integration tool, meant to facilitate B2B collaboration through business processes integration. It may be used to implement various e-business models, including enhanced intranets (improving operational efficiency within a business enterprise), extranets (for facilitating electronic trading between a business and its suppliers) and virtual enterprises (allowing enterprises to link to outsourced parts of an organization). The disadvantage of this tool is that different applications need to implement different collaboration and connection modules, in order to interact. As a consequence, the integration of a new application can be achieved only with additional effort.

Through our approach we aim to provide dynamic mediation between various

parties using WSMO for describing goals and Web Services. As described in this paper this is possible without introducing any hard-coded transformations.

4. WSMX Process Representation

As in WSMO Choreography and Orchestration [Roman et al., 2005] the representation of a WSMX business process is based on the Abstract State Machine [Gurevich, 1995] methodology. ASMs have been chosen as the underlying model of choreography and orchestration for the following three reasons:

1. **Minimality:** ASMs provide a minimal set of modeling primitives, i.e., they enforce minimal ontological commitments. Therefore, they do not introduce any ad hoc elements that it would be questionable to include in a standard proposal.
2. **Maximality:** ASMs are expressive enough to model any aspect around computation.
3. **Formality:** ASMs provide a rigid mathematical framework to express dynamics.

For a detailed explanation on ASMs we refer the reader to [Börger, 1998].

In order for this deliverable to be self-contained, we describe in the next paragraphs the main features of WSMX processes, i.e. the main features of WSMO choreography, as described in [Roman et al., 2005].

Taking the ASMs methodology as a starting point, a WSMX process is state-based and consists of two elements: states and guarded transitions.

Listing 2. WSMX process definition

```

Class wsmxProcess
  hasState type ontology
  hasGuardedTransitions type guardedTransition

```

All the wsmxProcess elements are defined in WSMO Choreography Orchestration, but for consistency reasons we will provide them here as well.

State

A state is described by an ontology as defined in [Roman et. al., 2004] Section 4.

Guarded transitions

Transition rules that express changes of states by changing the set of instances.

4.1. State

A `state` is described by a set of explicitly defined instances and values of their attributes or through a link to an instance store.

In extension to a standard WSMO ontology, an ontology that is used to describe states in a WSMX process introduces a new non-functional property. When a

concept, relation or function in a process is defined, the attribute `mode` can be defined as a new non functional property. It can take one of the following values:

- `static` - meaning that the extension of the concept, relation, or function cannot be changed. If not explicitly defined, the attribute `mode` takes this value by default.
- `controlled` - meaning that the extension of the concept, relation, or function can only be changed by its owner.
- `in` - meaning that the extension of the concept, relation, or function can only be changed by the environment. A grounding mechanism for this item must be provided that implements `write` access for the environment.
- `shared` - meaning that the extension of the concept, relation, or function can be changed by its owner and by the environment. A grounding mechanism for this item must be provided that implements `read/write` access for the environment.
- `out` - meaning that the extension of the concept, relation, or function can only be changed by its owner. A grounding mechanism for this item must be provided that implements `read` access for the environment.

For more details on WSMO Grounding we refer the reader to [Kopecky and Roman, 2005].

The signature of the states is defined by WSMO identifiers, concepts, relations, functions, and axioms. This signature is the same for all states. The elements that can change and that are used to express different states of a choreography, are the instances (and their attribute values) of concepts, functions, and relations that are not defined as being static. In conclusion, a specific state is described by a set of explicitly defined instances and values of their attributes or through a link to an instance store.

Considering the previous example described in [Section 2.1.1.](#), the requestor of the service has the attribute `mode` set to `out` for the concept `station`, and set to `in` for the concept `route`:

Listing 3. Concepts in the requestor's choreography

```

concept stationInChoreography subConceptOf station
nonFunctionalProperties
  mode hasValue out
endNonFunctionalProperties
concept routeInChoreography subConceptOf route
nonFunctionalProperties
  mode hasValue in
endNonFunctionalProperties

```

4.2. Guarded Transitions

`Guarded Transitions` are used to express changes of states by means of rules, expressible in the following form:

if *Cond* **then** *Updates*.

Cond is an arbitrary WSMML axiom, formulated in the given signature of the state.

The *Updates* consists of arbitrary WSMO Ontology instance (see [Section 4.7 of WSMO 1.1](#)) statements.

In the previously described example, the guarded transition that states that the requestor first sends two instances of `station` and then expects to receive an instance of `route` is the following:

Listing 4. Transition Rule for the requestor⁴

```
?x memberOf routeInChoreography[
  sourceLocation hasValue ?startLocation_,
  destinationLocation hasValue ?endLocation_] <-
  ?sourceLocation_ memberOf stationInChoreography and
  ?destinationLocation_ memberOf stationInChoreography.
```

Please note that there is no assumption made in this rule about the relation between the two instances of `stationInChoreography`; as much as this rule states, there can even be only one instance. The additional conditions imposed on the two instances of `stationInChoreography`, and on their relation with the instance of `routeInChoreography` can be modelled in the internal ontology of the requestor. How much information is made public using choreography, and how much remains private in the internal ontology is strictly a modelling choice. The ideal case is for the choreography to make public exactly the amount of information needed to allow external users to interact without errors, but every participant may choose to publish more or less than is actually needed.

5. Process Mediation in WSMX

This chapter is structured in two sub-sections: Section 5.1 describes the Process Mediation interactions with other WSMX components, together with the interfaces that the process Mediator should implement, while Section 5.2 presents the process mediation algorithm.

5.1 Process Mediator – Component of the WSMX Architecture

When the WSMX receives a message [Zaremba, 2005], either from the requestor of the service or from a Web Service, it has to check if it is the first message in a conversation. If it is the first, the system creates copies (instances) of both the sender and the targeted business partner choreographies, and stores these instances in a repository. If it is not the first message of a conversation, the WSMX has to determine the two choreography instances corresponding to the conversation (their IDs), and the id of the conversation. These computations performed on the message are done by other two components, Receiver and Choreography Engine (described in [Zaremba, 2005]). After the IDs of the two choreography instances are obtained, the Process Mediator (PM) receives them, together with the message, consisting of instances of concepts from the sender's ontology. Based on the IDs, the PM loads the two choreography instances from the Repository (where they were previously stored by the Choreography Engine), by invoking the Resource Manager. All the transformations performed by the PM will be done on these instances. If different ontologies have been used for modeling the two choreographies, the PM has to invoke an external Data Mediator [Mocan, 2005] to transform the message into the terms of the target ontology (Figure 5).

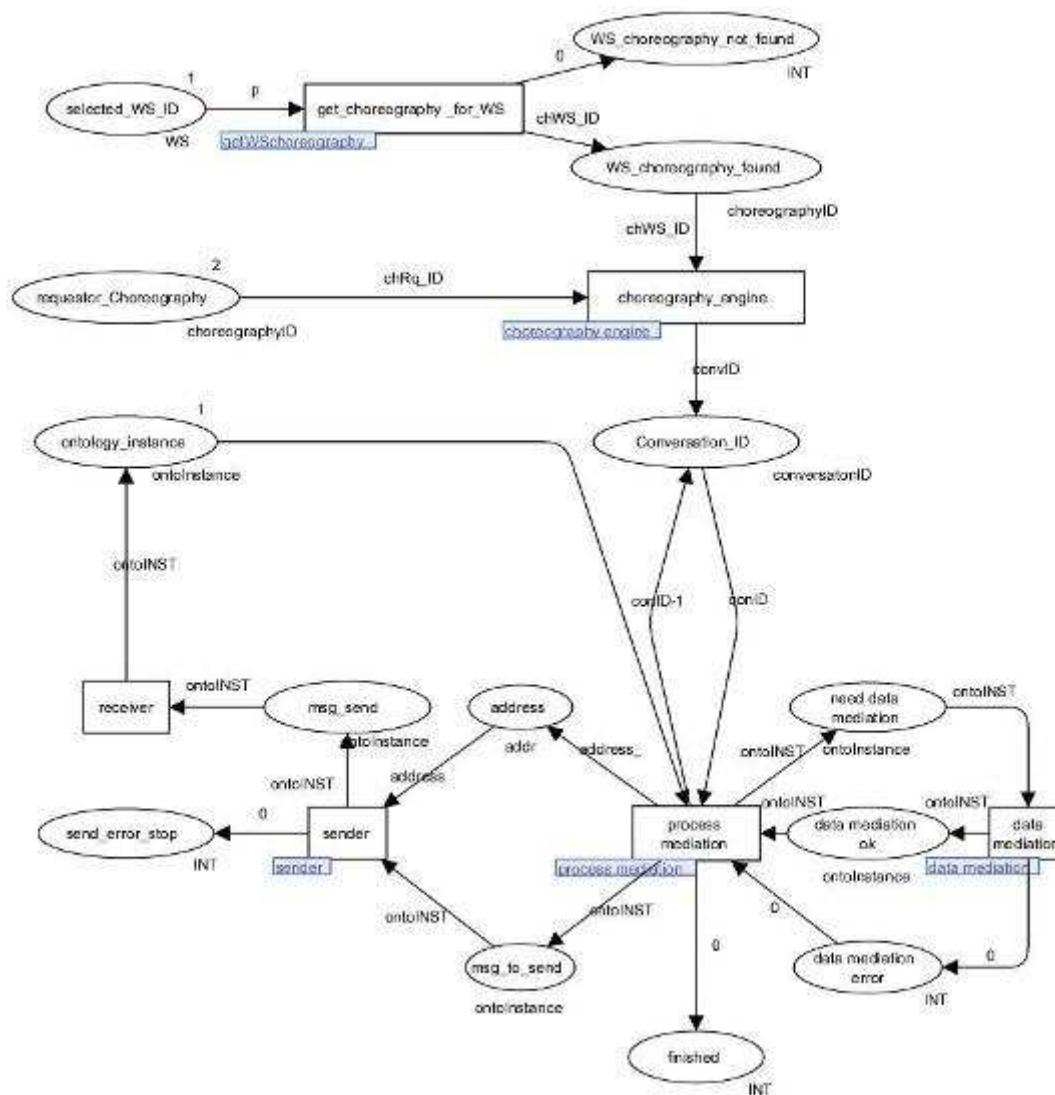


Figure 5: Overview of Web Service execution⁵

After various internal computations described in the following section, the PM determines whether, based on the incoming message, it can generate any message expected by either one of the partners. The generation of any message determines a transformation in the choreography instance of the party that receives that message. After sending the message, the process mediator re-evaluates all the rules, until no further updates are possible.

The interactions between the Process Mediator and other components are represented in Figure 6.

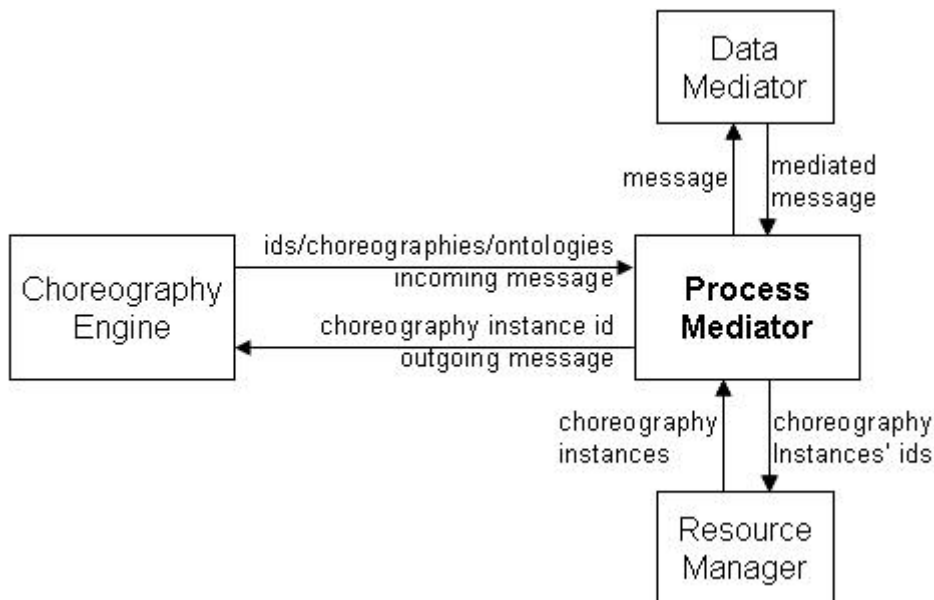


Figure 6: The Process Mediator's interactions

The Process Mediator should implement the following interface:

Listing 5. Process Mediator Interface⁶

```

public interface ProcessMediator {
    public Map<Identifier, List<Identifiable>> generate(
        Identifier source,
        Identifier target,
        Set<Identifiable> data)
        throws ComponentException, UnsupportedOperationException;

    public Map<Identifier, List<Identifiable>> generate(
        Ontology source,
        Ontology target,
        Set<Identifiable> data)
        throws ComponentException, UnsupportedOperationException;

    public Map<Identifier, List<Identifiable>> generate(
        Choreography source,
        Choreography target,
        Set<Identifiable> data)
        throws ComponentException, UnsupportedOperationException;
}
  
```

When the Process Mediator is invoked, it should receive information about which the two participants in the conversation are, in terms of what ontologies or choreographies they use, and also the actual data sent by one of the partners. The information about the two participants in the conversation can be transmitted as `Identifier` objects of an ontology or of a choreography (the first method), as `Ontology` objects (the second method) or as a `Choreography` objects (the last method). The data sent by one of the partners is already parsed [Zaremba, 2005] and decomposed in ontology elements; all the process mediator needs to receive is a set of `Identifiable` objects, each `Identifiable` (as the name says) uniquely identifying an element from an ontology.

The returned `Map` object, for all three methods, contains two pairs. The first element of a pair is the identifier of the targeted partner (the result of receiving a message

from one participant can be sending a message to its partner or to the initial sender – for example in the case of sending an acknowledgement); the second element is a list containing the actual information to be sent.

5.2. Process Mediation Approach

The Process Mediator is triggered when it receives a message, and the two choreography instances IDs. The message contains instances of concepts, in terms of the sender's ontology.

After being invoked, the PM performs the following steps:

1. Loads the two choreography instances from the repository.
2. Mediates the incoming instances in terms of the targeted partner ontology, and checks whether the targeted partner is expecting them, at any phase of the communication process. This is done by checking the value of the `mode` attribute, for the mediated instances' owners. If the attribute `mode` for a certain concept is set to `in` or `shared`, then this concept's instances may be needed at some point in time. The instances that are expected by the target partner are stored in an internal repository.
3. For all the instances from the repository, the PM has to check whether they are expected at this phase of the communication, which is done by evaluating the transition rules. The evaluation of a rule will return the first condition that cannot be fulfilled, that is, the next expected instance for that rule. This means that an instance is expected if it can trigger an action (not necessarily to change a state, but to eliminate one condition for changing a state). The possibility that various instances from this repository can be combined in order to obtain a single instance expected by the target business partner, is also considered.
4. Each time the PM determines that one instance is expected, it sends it, deletes it from the repository, updates the targeted partner choreography instance, and restarts the evaluation process (step 4). When a transition rule can be executed, it is marked as such and not re-evaluated at further iterations. The PM only checks whether a transition rule can be executed, and does not execute it, since it cannot update any of the two choreography instances without receiving input from one of the communication partners. By evaluating a rule, the PM determines that one of the business partners can execute it, without expecting any other inputs. This process stops when, after performing these checks for all the instances from the repository, no new message is generated.
5. For each instance forwarded to the targeted partner, the PM has to check whether the sender is expecting an acknowledgement. If the sender expects an acknowledgement, but the targeted partner does not intend to send it, the PM generates a dummy acknowledgement and sends it.
6. The PM checks all the sender's rules and marks the ones that can be executed.
7. The PM checks the requestor's rules, to see if all of them are marked. If all are marked, the communication is over and PM deletes all the instances created during this conversation (together with the choreography instances), from both its internal repository and the system's repository. This simple condition may not hold when more complicated scenarios are considered (for example loops or conditional branches). When such cases will appear, this condition will be replaced with a more complex one, or more than one condition will be

evaluated in order to terminate the conversation. However, even if the process mediator will not determine if a conversation is over, this will not affect the conversation in itself, but only our internal repositories.

The only thing that should be kept in an internal storage is the actions the Process Mediator needs to take when receiving a message. This could be useful if the same two partners are later involved in a second conversation.

This algorithm is implemented by the PM in order to solve the communication heterogeneity problem.

5.2.1. Interaction Diagram for the Process Mediation Components

The following figure presents the steps performed during the process mediation, as well as the involved components. The ovals are used for representing actions, while rectangles are used for representing components. The components from the bottom part of the figure are external components, not part of the Process Mediator.

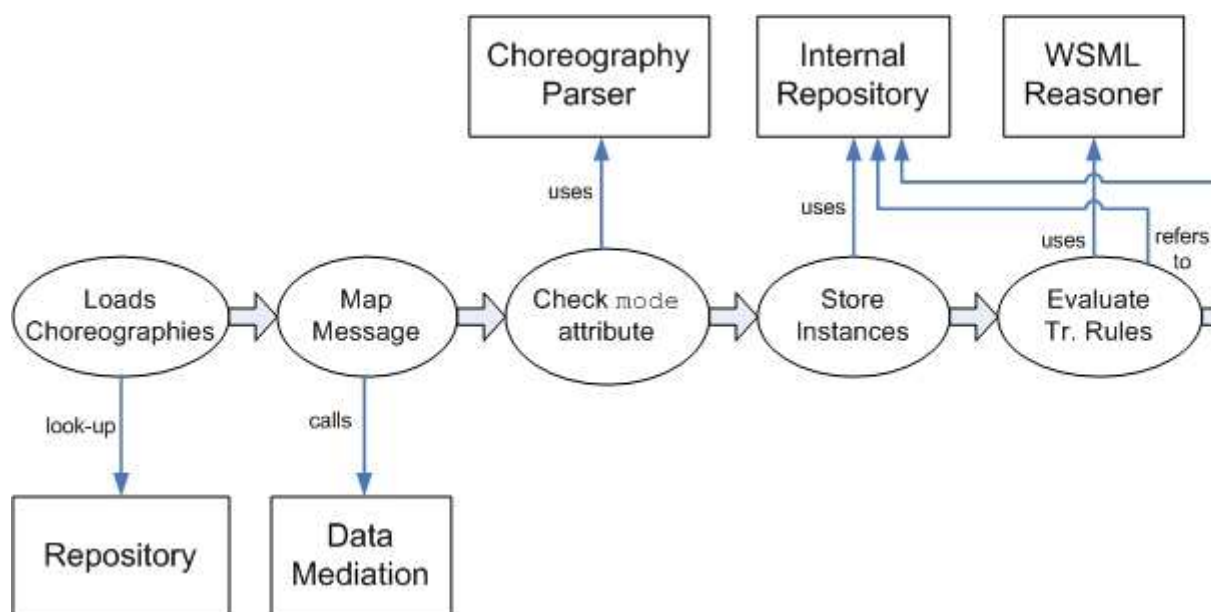


Figure 7: Interaction Diagram for the Process Mediator's Components

The links with the Choreography Engine are not represented in the above figure. The Choreography Engine is the one that triggers the entire process, by calling the Generate method.

The Process mediator consists of three components: *Choreography Parser*, *WSML Reasoner*, and an internal *Repository*.

Choreography Parser

The Choreography Parser has the role of determining if any instance obtained after the data mediation process is expected by the targeted partner. That is, the choreography parser will have to perform the following operations:

1. determine the owner of a certain instance;
2. determine the value of the mode attribute for the owner; if the value is set to in

or shared, the instance will be stored in the internal repository for further usage.

The interface implemented by this component is depicted in the following listing:

Listing 6. Choreography Parser Interface

```
public interface ChoreographyParser {  
    public boolean required(Identifiable data);  
}
```

As stated in the interface, the Choreography Parser does not have to return the value of the `mode` attribute, but only a boolean value: `true` if the data is required by the targeted partner at some point in time (the `mode` is set to `in` or `shared`) or `false` otherwise.

Internal Repository

The Internal Repository is used for storing information that will be sent to one of the partners at some point in time. It offers the methods `store`, `retrieve`, `delete` and `update`.

WSML Reasoner

The WSML Reasoner is the most complex component of the Process Mediator. It's task it to extract one by one the instances from the repository, and to check if by sending that instance at least one condition of one transition rule can be fulfilled.

The interface of the WSML Reasoner component is as follows:

Listing 7. WSML Reasoner Interface

```
public interface WSMLReasoner {  
    public Set<Identifiable> expected(Identifiable target);  
}
```

The `expected` method has only one parameter, the `Identifiable` object corresponding to the targeted partner, and returns the set of elements expected at that particular point in the communication (there may be cases when two or more of the instances previously stored in the repository are expected at the same time).

6. Conclusions and Further Development

This deliverable tackles the behavioural heterogeneity of two business partners and proposes a solution for solving this heterogeneity. Taking in consideration only the public processes of an entity, the mediation of their behaviour may be needed when a requester attempts to invoke and execute a Web Service of a provider, and the communication patterns of the service requestor and the service provider do not match.

Each time a message is sent by one of the two parties involved in the conversation, the process mediator has to determine if the message is expected by the other party. The mediator also has to consider situations when only part of a message or a

combination of this message with a previously received one is expected..

The document presented an overview of the addressed mismatches, and the way the process mediation is able to automatically solve these problems. The interface that our Process Mediator should implement, as well as the interfaces and the interactions of different subcomponents are also presented.

Based on this deliverable, the next step in our work will be the development of a Process Mediation Prototype. Also we plan to extend the addressed mismatches, with new and more complex cases raised by the use-cases.

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ANNEX1: Example

Virtual Travel Agency Service

In this subsection, we define the Virtual Travel Agency (VTA) service's ontology, its choreography ontology and the corresponding transition rules.

Listing 7 presents the VTA service ontology, defining the concepts needed for performing on-line ticket reservation:

Listing 8. Virtual Travel Agency service ontology

```

namespace
<<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTAServiceOntology/>>
  dc: <<http://purl.org/dc/elements/1.1#>>
  xsd: <<http://www.w3.org/2001/XMLSchema#>>

ontology<<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTAServiceOntology>>

nonFunctionalProperties
  dc:title hasValue "Virtual Travel Agency Service Ontology"
  dc:creator hasValue "Emilia"
  dc:description hasValue "an ontology for describing trip
    reservation service related knowledge"
  dc:publisher hasValue "DERI International"
  dc:contributor hasValues "Adrian, ..."
  dc:date hasValue "03.03.2004"

```

```

dc:type hasValue <<http://www.wsmo.org/2004/d2/#ontology>>
dc:format hasValue "text/html"
dc:language hasValue "en-us"
dc:rights hasValue <<http://deri.at/privacy.html>>
version hasValue "$Revision 0.1 $"
endNonFunctionalProperties

concept station
  nonFunctionalProperties
    dc:description hasValue "concept of station, containing the
      code of the station, and two attributes showing whether
      this station is the start or the end point of a trip"
  endNonFunctionalProperties
  code ofType xsd:string
  startpoint ofType xsd:boolean
  endpoint ofType xsd:boolean

concept route
  nonFunctionalProperties
    dc:description hasValue "concept of route, having two attributes
      of type station which show the start and the end
      point of the route"
  endNonFunctionalProperties
  sourceLocation ofType station
  destinationLocation ofType station

concept routeOnDate
  nonFunctionalProperties
    dc:description hasValue "concept of route on a certain date,
      containing the route, the date, the departure time
      and the price of a ticket"
  endNonFunctionalProperties
  forRoute ofType route
  onDate ofType date
  onTime ofType time
  forPrice ofType price

concept time subConceptOf xsd:time
  nonFunctionalProperties
    dc:description hasValue "concept of time"
  endNonFunctionalProperties

concept date subConceptOf xsd:date
  nonFunctionalProperties
    dc:description hasValue "concept of date"
  endNonFunctionalProperties

concept price subConceptOf xsd:integer
  nonFunctionalProperties
    dc:description hasValue "concept of price"
  endNonFunctionalProperties

concept person
  nonFunctionalProperties
    dc:description hasValue "concept of person, containing only
      the name of the person"
  endNonFunctionalProperties
  name ofType xsd:string

concept creditCard
  nonFunctionalProperties
    dc:description hasValue "concept of credit card, containing

```

```

        its number, owner and expiration date"
    endNonFunctionalProperties
    number ofType xsd:integer
    owner ofType person
    expirationDate ofType date

concept reservation
    nonFunctionalProperties
        dc:description hasValue "concept of reservation, containing its
        number, owner, and the route for which this reservation
        was made"
    endNonFunctionalProperties
    reservationNumber ofType xsd:integer
    reservedRoute ofType routeOnDate
    reservationHolder ofType personn

```

Listing 8 presents the VTA service choreography's ontology (any business partner express its public processes as WSMO choreography).

Listing 9. Virtual Travel Agency service choreography ontology

```

namespace<<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTAServiceChorograph
vtas: <<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTAServiceOntology>>
dc: <<http://purl.org/dc/elements/1.1#>>

ontology <<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTAServiceChorograph
    nonFunctionalProperties
        dc:title hasValue "Virtual Travel Agency Service Choreography"
        dc:creator hasValue "Emilia"
        dc:description hasValue "an ontology for describing trip
        reservation service chorography related knowledge"
        dc:publisher hasValue "DERI International"
        dc:contributor hasValues "Adrian, ...."
        dc:date hasValue "03.03.2004"
        dc:type hasValue <<http://www.wsmo.org/2004/d2/#ontology>>
        dc:format hasValue "text/html"
        dc:language hasValue "en-us"
        dc:rights hasValue <<http://deri.at/privacy.html>>
        version hasValue "$Revision 0.1 $"
    endNonFunctionalProperties

importedOntologies
<<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTAServiceOntology>>

concept station subConceptOf vtas:station
    nonFunctionalProperties
        mode hasValue in
    endNonFunctionalProperties

concept route subConceptOf vtas:route
    nonFunctionalProperties
        mode hasValue out
    endNonFunctionalProperties

concept routeOnDate subConceptOf vtas:routeOnDate
    nonFunctionalProperties
        mode hasValue out
    endNonFunctionalProperties

concept time subConceptOf vtas:time

```

```

concept date subConceptOf vtas:date
  nonFunctionalProperties
    mode hasValue out
  endNonFunctionalProperties

concept price subConceptOf vtas:price

concept person subConceptOf vtas:person
  nonFunctionalProperties
    mode hasValue in
  endNonFunctionalProperties

concept creditCard subConceptOf vtas:creditCard
  nonFunctionalProperties
    mode hasValue in
  endNonFunctionalProperties

concept reservation subConceptOf vtas:reservation
  nonFunctionalProperties
    mode hasValue out
  endNonFunctionalProperties

```

Listing 9 presents the guarded transitions that lead the execution of the process.

Listing 10. Virtual Travel Agency service transition rules

```

choreographyVTAServiceChoreography

statevtasc
<"http://www.wsmo.org/TR/d13/d13.7/ontologies/VTAServiceChorography">

guardedTransitionsreservationServiceTransitionRules

/*an instance of route can be created only after two instances of station exist;since the concept
station has the mode set to in, these instances need to be providedby the environment; the instance of
route will be sent to the requestor of the service*/
?x memberOf vtas#route[
  startLocation hasValue?startLocation_,
  endLocation hasValue ?endLocation_] <-
  ?startLocation_ memberOf vtas#station and
  ?endLocation_ memberOfvtasc#station.

/*an instance of routeOnDate is created, assuming that instances of route, date,time and price
already exist; since only date has the mode set to in, only an instance of date is expected from the
environment*/
?x memberOf vtas#routeOnDate[
  forRoute hasValue ?forRoute_,
  onDate hasValue ?onDate_,
  onTime hasValue ?onTime_
  forPrice hasValue ?forPrice_] <-
  ?forRoute_ memberOf vtas#route and
  ?onDate_ memberOf vtas#date and
  ?onTime_ memberOf vtas#time and
  ?forPricememberOfvtasc#integer.

/*an instance of the reservation concept is created, assuming that instances ofrouteOnDate,
creditCard and person already exist. The instances of creditCardand person have to be obtained
from the environment*/
?x memberOf vtas#reservation[
  reservationNumber hasValue ?reservationNumber_,

```

```

reservationRoute hasValue ?reservationRoute_,
reservationHolder hasValue ?reservationHolder_] <-
  ?reservationRoute_ memberOf vtasc#routeOnDate and
  ?creditCard_ memberOf vtasc#creditCard and
  ?reservationHolder_ memberOf vtasc#person.

```

Note that these rules do not reflect the actual computations done by the system in order to create certain instances, they just express the message sequencing. For example, for generating an instance of route, the system has to internally check whether the two stations are the beginning and the end of the trip, and whether it can provide a connection between these two stations. However, all these computations are private, and they are not visible to the outside world. Based on the transition rules, the order of sending/receiving messages (communication pattern) can be established.

1. Receive two instances of `station` (the order of receiving these two instances does not matter);
2. Send an instance of `route`;
3. Receive an instance of `date`;
4. Send an instance of `routeOnDate`;
5. Receive an instance of `creditCard` and an instance of `person` (the distinction between the owner of the credit card and the person that makes the reservation is made internally, and doesn't need to be published in the choreography);
6. Send an instance of `reservation`.

Virtual Travel Agency Requestor

In the previous example we described a service that provides on-line ticket booking facilities. In this chapter, we will describe the requestor of such a service. [Listing 10](#) present its ontology, [Listing 11](#) its choreography's ontology and finally, [Listing 12](#), its transition rules.

Listing 11. Virtual Travel Agency requestor ontology

```

namespace<<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTARquestorOntolog;
  dc <<http://purl.org/dc/elements/1.1#>>,
  xsd <<http://www.w3.org/2001/XMLSchema#>>

ontology <<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTARquestorOntolog;

nonFunctionalProperties
  dc:title hasValue "Virtual Travel Agency Requestor Ontology"
  dc:creator hasValue "Emilia"
  dc:description hasValue "an ontology for describing trip reservation
    requestor related knowledge"
  dc:publisher hasValue "DERI International"
  dc:contributor hasValues "Adrian, ...."
  dc:date hasValue "03.03.2004"
  dc:type hasValue <<http://www.wsmo.org/2004/d2/#ontology>>
  dc:format hasValue "text/html"
  dc:language hasValue "en-us"
  dc:rights hasValue <<http://deri.at/privacy.html>>
  version hasValue "$Revision 0.1 $"
endNonFunctionalProperties

```

```
concept station
  nonFunctionalProperties
    dc:description hasValue "concept of station, containing the
      code of the station, and two attributes showing whether
      this station is the start or the end point of a trip"
  endNonFunctionalProperties
  code ofType xsd:string
  startpoint ofType xsd:boolean
  endpoint ofType xsd:boolean

concept date subConceptOf xsd:date
  nonFunctionalProperties
    dc:description hasValue "concept of date"
  endNonFunctionalProperties

concept myRoute
  nonFunctionalProperties
    dc:description hasValue "concept of myRoute, containing the source
      and the destination locations, and the date of the trip"
  endNonFunctionalProperties
  sourceLocation ofType station
  destinationLocation ofType station
  onDate ofType date

concept person
  nonFunctionalProperties
    dc:description hasValue "concept of person, containing only the
      name of the person"
  endNonFunctionalProperties
  name ofType xsd:string

concept time subConceptOf xsd:time
  nonFunctionalProperties
    dc:description hasValue "concept of time"
  endNonFunctionalProperties

concept price subConceptOf xsd:integer
  nonFunctionalProperties
    dc:description hasValue "concept of price"
  endNonFunctionalProperties

concept creditCard
  nonFunctionalProperties
    dc:description hasValue "concept of credit card, containing its
      number, owner and expiration date"
  endNonFunctionalProperties
  number ofType xsd:integer
  owner ofType person
  expirationDate ofType date

concept creditCardAcknowledgement
  nonFunctionalProperties
    dc:description hasValue "acknowledgement for receiving the
      creditCard"
  endNonFunctionalProperties
  confirmation ofType creditCard

concept reservation
  nonFunctionalProperties
    dc:description hasValue "concept of reservation, containing
      its number, owner, and the route for which this reservation
      was made"
```

```

endNonFunctionalProperties
reservationNumber ofType xsd:integer
reservedRoute ofType routeOnDate
reservationHolder ofType person

```

Listing 12. Virtual Travel Agency requestor choreography onto

```

namespace<<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTARrequestorChorogr:
vtar <<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTARrequestorOntolog:
dc <<http://purl.org/dc/elements/1.1#>>

ontology <<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTARrequestorChorogr:

nonFunctionalProperties
dc:title hasValue "Virtual Travel Agency Requestor Choreography"
dc:creator hasValue "Emilia"
dc:description hasValue "an ontology for describing trip reservation
requestor choreography related knowledge"
dc:publisher hasValue "DERI International"
dc:contributor hasValues "Adrian, ...."
dc:date hasValue "03.03.2004"
dc:type hasValue <<http://www.wsmo.org/2004/d2/#ontology>>
dc:format hasValue "text/html"
dc:language hasValue "en-us"
dc:rights hasValue <<http://deri.at/privacy.html>>
version hasValue "$Revision 0.1 $"
endNonFunctionalProperties

importedOntologies
<<http://www.wsmo.org/TR/d13/d13.7/ontologies/VTARrequestorOntology>>

concept station subConceptOf vtar:station
nonFunctionalProperties
mode hasValue controlled
endNonFunctionalProperties

concept date subConceptOf vtar:date
nonFunctionalProperties
mode hasValue controlled
endNonFunctionalProperties

concept myRoute subConceptOf vtar:myRoute
nonFunctionalProperties
mode hasValue out
endNonFunctionalProperties

concept person subConceptOf vtar:person
nonFunctionalProperties
mode hasValue out
endNonFunctionalProperties

concept time subConceptOf vtar:time
nonFunctionalProperties
mode hasValue in
endNonFunctionalProperties

concept price subConceptOf vtar:price
nonFunctionalProperties
mode hasValue in
endNonFunctionalProperties

```

```

concept creditCard subConceptOf vtar:creditCard
  nonFunctionalProperties
    mode hasValue out
  endNonFunctionalProperties

concept creditCardAcknowledgement subConceptOf vtar:creditCardAcknowledgement
  nonFunctionalProperties
    mode hasValue in
  endNonFunctionalProperties

concept reservation subConceptOf vtar:reservation
  nonFunctionalProperties
    mode hasValue in
  endNonFunctionalProperties

```

Listing 13. Virtual Travel Agency requestor transition rules ontology

```

choreography VTARquestorChoreography

state vtarc
<"http://www.wsmo.org/TR/d13/d13.7/ontologies/VTARquestorChoreography">

guardedTransitions reservationRequestorTransitionRules

/*creates an instance of my route, assuming that two instances of station and an instance of date are already
created; since both station and date have the value of mode set to controlled, the requestor does not expect
any input in order to create the instance of myRoute*/
?x memberOf myRoute[
  sourceLocation hasValue ?sourceLocation_,
  destinationLocation hasValue ?destinationLocation_,
  onDate hasValue ?onDate_] <-
  ?sourceLocation memberOf vtarc:station and
  ?endLocation memberOf vtarc:station and
  ?onDate memberOf vtarc:date.

/*an instance of time is expected (the departure time), after the instance of myRoute was sent to the service*/
?x memberOf time<-
  ?myRoute memberOf vtarc:myRoute.

/*an instance of price is expected (the price of a ticket), after the instance of myRoute was sent to the
service*/
?x memberOf price<-
  ?myRoute memberOf vtarc:myRoute.

/*after receiving the time and price instances, the requestor creates an instance of the concept creditCard*/
?x memberOf creditCard[
  number hasValue ?number_,
  owner hasValue ?owner_,
  expirationDate hasValue ?expirationDate_] <-
  ?time_ memberOf vtarc:time and
  ?price_ memberOf vtarc:price and
  ?number_ memberOf xsd:integer and
  ?owner_ memberOf vtarc:person and
  ?expirationDate_ memberOf vtarc:date.

/*the requestor is expecting the confirmation of the credit card (internally it will check whether all the
attributes from the confirmedCreditCard's instance have the same value as the attribute of the creditcard's
instance, but these computations don't have to be public)*/
?x memberOf creditCardAcknowledgement[

```

```

confirmation hasValue ?confirmation_] <-
  ?confirmation_ memberOf vtarc:creditCard.

/*after receiving the confirmation of the credit card, the requestor will send the name of the person who needs
the reservation*/
?x memberOf person[
  name hasValue ?name_] <-
  ?name memberOf xsd:string and
  ?creditCardAcknowledgement_ memberOf
vtarc:creditCardAcknowledgement.

/*an instance of reservation is expected, after instances of myRoute and person have been created*/
?x memberOf reservation[
  reservationNumber hasValue ?reservationNumber_,
  route hasValue ?route_,
  reservationHolder hasValue ?reservationHolder_] <-
  ?reservationNumber_ memberOf xsd:integer and
  ?route_ memberOf vtarc:myRoute and
  ?reservationHolder_ memberOf vtarc:person.

```

In this scenario, the exchange of messages is as follows:

1. Send an instance of `myRoute`
2. Receive an instance of `price` and an instance of `time` (the order of receiving these two messages is not important from the requestor point of view)
3. Send an instance of `creditCard`
4. Receive an instance of `confirmedCreditCard`
5. Send the details of the `person`
6. Receive the `reservation` instance

Mediation Between the Service and the Requestor

Considering the previously described choreographies, Figure 6 presents a graphical representation of the communication patterns of the two participants:

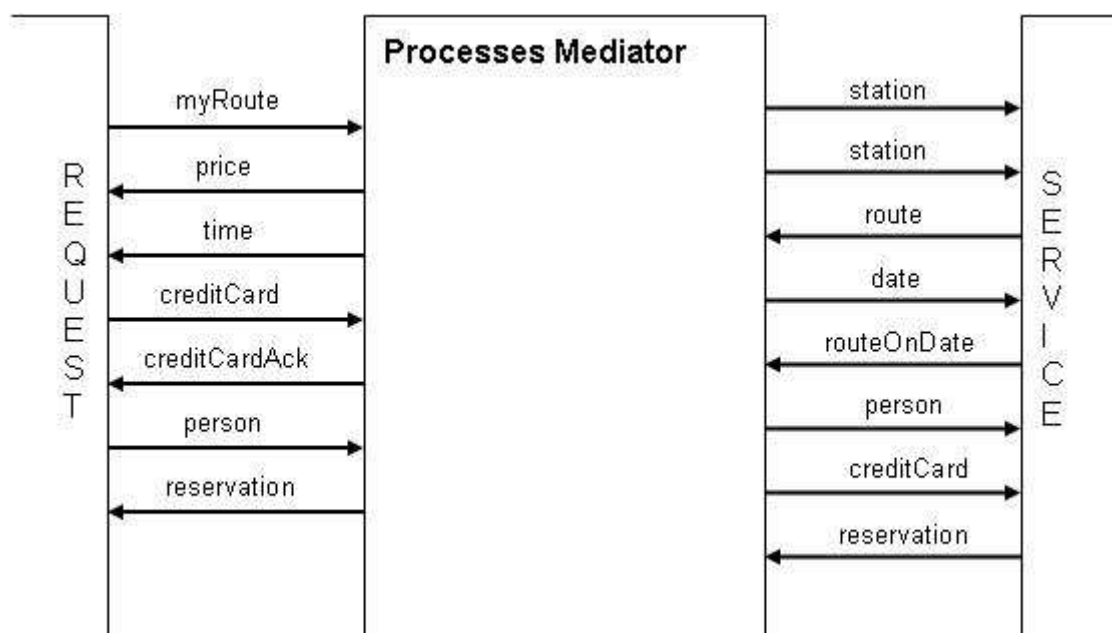


Figure 6. Communication patterns of the service requestor and service provider

The Process Mediator has to translate any incoming message in terms of the targeted partner ontology, and to decide whether, based on this message, it can generate any message, for either one of the two partners, that could trigger an action (not necessarily to change a state, but to eliminate one condition for changing a state). In what follows, we analyze step by step the flow of messages and the internal transformations that take place on the requestor and provider side.

1. PM receives an instance of `myRoute` – after translating this instance in terms of the service's ontology, the PM will obtain two instances of `station` and one of `date`. Conforming to the choreography ontology of the requestor, all these three instances are expected, but the guarded transitions show that only two of them (the instances of `station`) are expected at this phase. The instance of `date` is not yet expected since the first condition (`?forRoute_ memberOf vtask:route`) of the rule that checks whether an instance of `date` exists is not satisfied. As a consequence, the PM will send the two instances of `station` and store the instance of `date`.
2. Internally, the provider creates the instance of `route`, which will be sent to WSMX.
3. After translating the `route`'s instance in terms of the requestor's ontology, and analyzing the two choreographies, the PM discards the instance of `route` (nobody is expecting any information contained by that instance) and sends the previously stored instance of `date`, while at the same time deleting it from its internal repository.
4. The provider creates an instance of `routeOnDate` and sends it to WSMX.
5. PM translates the `routeOnDate` in terms of the requestor's ontology into two instances of `station`, an instance of `time` and one of `price`. Nobody is expecting any more instances of `station`, so these two can be deleted. The `price` and `time` instances are sent.
6. The requestor sends the details of a credit card (an instance of the `creditCard` concept) to the WSMX.
7. Based on the two choreographies, the PM sends the corresponding instance of a `creditCard` for the provider, and creates an acknowledgement (instance of `creditCardAcknowledgement`) to be sent to the requestor.
8. The instance of `person` is send by the requestor to WSMX.
9. PM sends the corresponding instance of `person`.
10. The service sends to WSMX an instance of the `reservation` concept.
11. PM send the `reservation` instance to the requestor. Since at this moment none of the two participants is expecting anything more, the PM considers the communication over.

ANNEX2: GLOSSARY

activity – function or task that occurs over time and has recognizable results;

business entity – participant in an interaction; the requestor or the provider of a service;

business process – collection of activities designed to produced specific outputs based on specific inputs;

endpoint – business entity;

process equivalence – full matching of the communication pattern of the two participants in a conversation.

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¹ All the concepts and axioms from this document are described using Web Service Modeling Language (<http://www.wsmo.org/wsml/>) version 0.1; all the tools developed so far in WSMX are using this version of WSML; the authors intend to follow the newer releases of WSML as soon as tool support will be provided for it.

² dc: The Dublin Core Element Set v1.1, available at: <http://purl.org/dc/elements/1.1#>.

³ xsd: XML schema, available at: <http://www.w3.org/2001/XMLSchema#>.

⁴ The syntax used in this listing is equivalent with the classical if-then-else syntax.

⁵ Source [Zaremba and Oren, 2005]; the tool used is CPNTools [Ratzer et al., 2003], which make it possible to model so-called high-level Petri-nets [van der Aalst et al., 1994], extending classical Petri nets with hierarchy, colour and time.

⁶ The interface is described in Java 1.5. The classes used in describing the methods are defined in WSMO4J, an API and a reference implementation for building Semantic Web Services applications compliant with the Web Service Modeling Ontology; available at: <http://wsmo4j.sourceforge.net/index.html>



webmaster