

Unified Service Description Language (USDL) Functional Module

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Abstract. This document describes the Functional Module in the third version of the Unified Service Description Language (USDL). USDL was developed as a holistic approach to describe entities provisioned into service networks; an approach, which considers and connects business, operational (functional) and technical aspects of service description. The Functional Module allows capturing the business functions and capabilities of a service.

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1 Introduction

As outlined in the central document of this series *"USDL Overview"*, services are becoming the backbone for electronic commerce. Especially the trend to provision IT-based services outside company "firewalls" with the help of intermediaries is on the increase, as it allows organizations to take new opportunities relatively quickly. In this context services are seen as tradable entities that constitute a well-defined, encapsulated, reusable and business-aligned set of capabilities. The term business service is used for such services, in order to distinguish them from other types, e.g., those that are provided in a service-oriented IT infrastructure within an organization.

The Unified Service Description Language (USDL) defines a way to describe services from a business and operational point of view and align this with the technical perspective. While the latter is captured quite well by existing service description languages, USDL explicitly enables to express business characteristics set by an organization. Their purpose is to provide means for consumers to invoke and use business services, and for intermediaries to (re)use and repurpose services. A detailed explanation of the scope and objectives of USDL is given in *"USDL Overview"*.

USDL on a whole is made up of a set of modules, each addressing different aspects of the overall service description. Modularization was introduced to improve readability of the model, which drastically grew in size compared to its predecessor. The modules have dependencies among each other (shown in Figure 1), as they may reuse concepts from other modules. Currently, there are 9 modules in the set that constitutes USDL version 3.0.

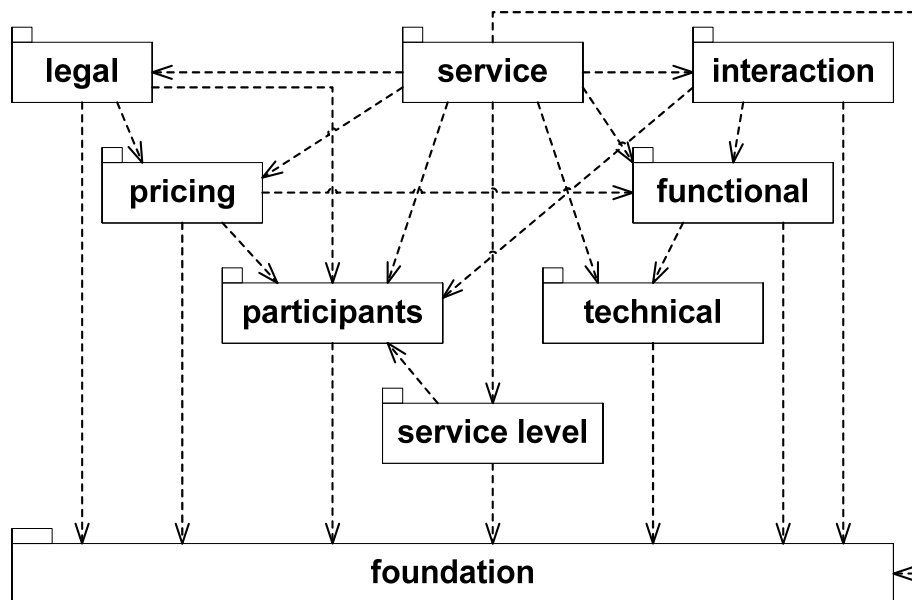


Figure 1 Packages comprising the USDL model and their dependencies (represented as arrows)

About this document

The USDL meta-model is formally defined in Ecore (the meta-modeling language of EMF), with each USDL module being captured in a separate package. This document is one in a series of USDL documents and covers the Functional Module defined in package "functional". The series also includes:

- *USDL Overview*
- *Module-specific documentation of the modules Foundation, Service, Participants, Technical, Interaction, Pricing, Service Level, and Legal*

The document only provides insights into the concepts of the Functional Module. For a complete overview of USDL it is recommended to also consider the other documents of the series.

2 Overview

2.1 Introduction to Functional Module

One of the most integral parts of every service description is to express *what* it is that a service will achieve for the beneficiaries involved (e.g. customers), i.e. its value proposition. In order to equally enable the description of human and automated services, the Functional Module captures such service functionality in a conceptual way. Conceptual in this context means independent of the ways to technically access functionality (the *how* part). It is important to distinguish between these two concepts, one being the subject of the service itself and the other being the service's interface. The reason is that a single service may be available, completely or in parts, via several interfaces. Interface in this context means a set of concrete technologies through which the service can be accessed. A simple example is an automated service that has a WSDL-based Web service interface *AND* a REST interface.

Capability modeling usually takes a *black-box* view because it only captures the capability as something that is externally visible and does not reveal how it is realized internally. Other approaches aimed at modeling functionality, e.g. software function/component models and business process models, provide a more detailed formalization. These approaches trace their roots to structured systems analysis and design techniques, which introduced the principle of functional decomposition, and offer a *white-box* or *gray-box* view depending on the level of detail provided about the components/processes. For example, drilling down to the lowest level of atomic functions performed in an organization, including information about the roles and systems involved, can be regarded as a true *white-box* (sometimes also called *glass-box*) view. However, independent of how much is revealed about internal structures, there is always a set of high-level functions at the top which are offered to external parties as the capabilities of the organization.

It should be pointed out that capability modeling does not have to be limited to a flat, single-layer model, as well. In fact, there are approaches that propose quite diverse hierarchical models, which also capture interconnections between individual capabilities in terms of inputs, outputs and exceptions. In using the principles of decomposition, they slightly extend their scope from *black-box* to *gray-box* and thus share similarities with function or component modeling. The difference is that they describe functionality from a business point of view, which does not go beyond a certain level of detail, as opposed to an IT systems point of view that usually covers all aspects of realization/implementation.

For USDL a mix of capability modeling and function modeling has been chosen. In particular, service functionality is modeled as a set of hierarchical functions, which, at the top-most level, are externally visible as capabilities. The reason for this conceptualization is that while most service consumers might not care how functions offered as capabilities are structured internally, such information is of

interest to intermediaries aggregating, re-purposing and enriching a service. For example, a service broker that provides payment and billing facilities supports fine-grained payment models, e.g. collecting multiple apportions during service execution. In order for it to integrate such a payment model correctly, it requires detailed knowledge about the structure of a capability.

As outlined previously, functions are the building blocks of rendering a capability and have a number of inherent characteristics, some of which are similar to concepts of technical interfaces. Functions produce outcome, e.g., something is created, transformed, delivered or destroyed. Functions are performed by some actor (agent), who/which in doing so usually operates on one or more objects (resources), consuming and producing some of the objects, while others are only affected. It is furthermore common that actors use resources as tools to perform an action. In some cases it is even necessary to describe conditions that have to hold before an action can be started, as well as the effects that set in once the action is completed.

2.2 General Module Information

Parameters of the package that captures the module

- Namespace: *http://internet-of-services.com/usdl/modules/functional*
- Name: *functional*

The remainder of this section describes the classes and enumerations that are part of the package. A class diagram of the package is depicted in Figure 2. The diagram shows which associations are compositions and which ones are normal relationships. Associations not shown are assumed to be of type composition by default.

Note: Example fragments are provided for some of the classes. In order to improve readability they are presented in XML-based pseudo syntax. This is NOT the official USDL syntax, which is still under development. However, there currently exists a serialization format that is XMI-based and supported through a USDL editor developed by SAP Research.

2.3 Module Dependencies

In order to understand concepts from referenced USDL modules in detail, it is recommended to read the following documents, which cover other USDL modules:

- Foundation
- Service
- Technical

A quick overview of the concepts used in the Functional Module is given below. This will avoid extensive jumping between documents.

Name	Type	Module	Description
NetworkProvisionedEntity	Abstract EClass	Service	The central concept of the USDL model that represents all entities provisioned into a service network, e.g. service or service bundle
Service	EClass	Service	A network-provisioned entity that offers capabilities, which are exposed through a technical interface
Description	EClass	Foundation	A generic concept that provides various information elements to describe USDL objects
Resource	EClass	Foundation	A generic concept to represent classes of concrete objects of various types, e.g. an application, a system, a tool used to perform a service, or an object a service is performed on
Artifact	EClass	Foundation	A generic concept that allows to point to service metadata outside of USDL, as well as arbitrary documents, files, web pages, etc.
Option	Abstract EClass	Foundation	A concept to define subsets of service features and characteristics, in order to create variants of a service and thus only offer parts of the service
Classification	EClass	Foundation	A generic concept that can be used to classify USDL objects into defined classification systems
TypeReference	EClass	Foundation	A specific type of classification that represents a class/type in a type system, e.g. XML schema instance
VariableDeclaration	EClass	Foundation	A concept to capture declaration of generic variables
Condition	EClass	Foundation	A generic concept to capture conditions, i.e. state of objects that is associated with contextual meaning
FunctionalElementRef	Interface EClass	Foundation	The super type of all USDL classes capturing abstract functionality that can be exposed through a technical interface or parts thereof
ServiceLevelElementRef	Interface EClass	Foundation	The super type of all USDL classes that represent concepts to which a service level attribute may apply
Interface	EClass	Technical	A concept to capture relevant details about how to technically access service functionality

3 Functional Module: Model

3.1 Function

Function is used to capture an informal description of what the service does, i.e., its core functionality. A Function is an entity of activity that is performed by an actor (agent). Functions that are available to external parties, e.g. partners in a business network, are understood as capabilities. In this context a Function expresses the ability to perform a course of action, which ultimately constitutes the service rendered to the consumer. Hence, a Service has to have at least one capability; otherwise it cannot be considered a service.

Apart from this mandatory requirement, USDL offers much flexibility in describing the conceptual side of a service. Functions can be decomposed explicitly into lower-level function blocks (sub-functions), with the possibility to include descriptions of input/output parameters, faults and conditions on each layer. If such a *grey-box* view is not desired, a traditional *black-box* approach can be taken (only describing top-level functions, i.e. capabilities). Alternatively, USDL also offers a way to provide a *white-box* view using the artifact concept to include a link to an external, possibly complete, specification of the function's implementation.

Furthermore, functions may be associated with resource descriptions in order to capture information about the resource objects upon which actors operate during service execution (rendering of capabilities), e.g., which they transform or manipulate in terms of appearance, state, etc. This might also involve other resources, which are utilized during operation, e.g. as tools.

Example 1: Project Management

As part of project management the capability "create project time plan" is rendered. In a series of several steps (individual sub-functions) the detailed time plan of the project is produced (output), taking into account (input) parameters like project goals, activities / work items, available resources (workforce, budget, ...), and project duration.

Example 2: Banking

A bank offers the capability "open term deposit account" which allows service consumers to open such an account for 3, 6, or 12 months. The capability can be decomposed into several sub-functions such as "collect personal details" or the actual opening of the account. Regarding the first function, a required input is "personal details", for instance.

Note: Entities that reference function objects contain these objects, respectively complete function hierarchies. This ensures that top-level functions are known and interpreted correctly, i.e. as capabilities.

- Ecore Type: EClass
- Interfaces: FunctionalElementRef, ServiceLevelElementRef
- Superclass: N/A

Function			
Relations			
Name	Type	Cardinality	Description
names	Description	1..*	The set of names of the function; <i>constraint: type</i> of description has to be set to <i>name</i>
subfunctions	Function	0..*	The set of functional building blocks of the function
inputs	Parameter	0..*	The set of input parameters required for performing the function
outputs	Parameter	0..*	The set of output parameters produced by performing the function

preconditions	Condition	0..*	The set of conditions that have to be satisfied before the function can be performed
postconditions	Condition	0..*	The set of conditions that hold after the function is completed successfully
faults	Fault	0..*	The set of faults that may occur during performing the function
affectedContextVariables	Variable Declaration	0..*	The set of context variables that potentially change as part of performing the function
affectedResources	Resource	0..*	The set of resources transformed/manipulated as part of performing the function
utilizedResources	Resource	0..*	The set of resources that are utilized as part of performing the function
implementation Specifications	Artifact	0..*	Link to a set of formal specifications that define how the function is implemented
externalInterfaces	Interface	0..*	Reference to a set of separate (technical) interfaces that allow access to a function; <i>constraint</i> : function is a top-level function (capability)
descriptions	Description	0..*	Set of (additional) descriptive information about the function, possibly in multiple natural languages

Examples (in pseudo concrete syntax)

```

<identifiableElement xsi:type="service:Service">
...
<contextVariables>
  <variableDeclaration xsi:id="accountID">
    <name>
      <value> accountID </value>
      <type> name </type>
    </name>
  </variableDeclaration>
  ...
</contextVariables>

<capabilities>
  <function xsi:id="func345">

    <names>
      <description>
        <value> Open Term Deposit Account </value>
        <type> name </type>
        <language> en </language>
      </description>
    </names>

    <externalInterfaces> intf8642 </externalInterfaces>

    <descriptions>
      <description>
        <value> Consumers are able to open a term deposit account for 3, 6, or 12 months. </value>
        <type> freetextLong </type>
        <language> en </language>
      </description>
    </descriptions>

    <affectedContextVariables> accountID, ... </affectedContextVariables>
  </function>
</capabilities>

```

```

<subfunctions>

  <!-- sub-function #1 -->

  <function xsi:id="func433">
    <names>
      <description>
        <value> Collect Personal Details </value>
      </description>
      <type> name </type>
      <language> en </language>
    </names>
    <descriptions>
      <description>
        <value> The first step of application is to collect personal details from the customer. </value>
      </description>
      <type> freetextLong </type>
      <language> en </language>
    </descriptions>
    <outputs>
      <parameter> ... </parameter>
    </outputs>
  </function>
  ...

  <!-- sub-function #3 -->

  <function xsi:id="func435">
    <names>
      <description>
        <value> Open Account </value>
      </description>
      <type> name </type>
      <language> en </language>
    </names>
    <descriptions>
      <description>
        <value> With all details collected, the account can be created and provisioned. </value>
      </description>
      <type> freetextLong </type>
      <language> en </language>
    </descriptions>
    <inputs>
      <parameter> ... </parameter>
      <parameter> ... </parameter>
    </inputs>
    <outputs>
      <parameter> ... </parameter>
    </outputs>
  </function>

</subfunctions>
...
</function>
</capabilities>
...
</identifiableElement>

```

3.2 Parameter

Parameter is used to capture conceptual input to and output of functions. Parameters, on the one hand, may be something very vague, like an idea. On the other hand, they can be something specific, such as the architecture blueprint of a building.

- Ecore Type: EClass
- Interfaces: FunctionalElementRef, ServiceLevelElementRef, CopyrightProtectedElement
- Superclass: N/A

Parameter			
Attributes			
Name	Type	Cardinality	Description
optional	EBoolean	1	This flag indicates whether the parameter has to be present when the function is invoked or whether it can be omitted
sampleValues	EString	0..*	List of sample values given in an informal description
Relations			
Name	Type	Cardinality	Description
names	Description	1..*	The set of names of the parameter; <i>constraint: type</i> of description has to be set to <i>name</i>
typeReference	Type Reference	0..1	A pointer to a an entity in a type schema that formally specifies the structure of the parameter
descriptions	Description	0..*	Set of (additional) descriptive information about the parameter, possibly in multiple natural languages
Examples (in pseudo concrete syntax)			
<pre> ... <function> ... <inputs> <parameter xsi:id="param876"> <names> <description> <value> Personal Details </value> <type> name </type> <language> en </language> </description> </names> <typeReference> <classificationSystemID> http://www.moonbank.com/banking/businessObjects </classificationSystemID> <classID> Customer </classID> </typeReference> <descriptions> <description> <value> Personal details of a person </value> <type> freetextShort </type> <language> en </language> </pre>			

```

    </description>
  </descriptions>
</parameter>
...
</inputs>
...
</function>

```

3.3 Fault

Fault is used to capture information about conceptual faults/exceptions that may occur when a function is performed.

- Ecore Type: EClass
- Interfaces: FunctionalElementRef, ServiceLevelElementRef
- Superclass: N/A

Fault			
Relations			
Name	Type	Cardinality	Description
names	Description	1..*	The set of names of the fault; <i>constraint</i> : type of description has to be set to <i>name</i>
typeReference	Type Reference	0..1	A pointer to a an entity in a type schema that formally specifies the structure of the fault
descriptions	Description	0..*	Set of (additional) descriptive information about the fault, possibly in multiple natural languages
Examples (in pseudo concrete syntax)			

3.4 FunctionalOption

FunctionalOption is a concrete service option that defines a subset from the overall functionality offered by a service, i.e. a subset of the service's capabilities.

Please refer to the USDL Foundation for further details about the concepts of service options.

- Ecore Type: EClass
- Interfaces: N/A
- Superclass: Option

FunctionalOption			
Relations			
Name	Type	Cardinality	Description
capabilities	Function	1..*	The subset of the service's capabilities (i.e. partial functionality), which are defined as an option; <i>constraint</i> : only top-level functions to be referenced
Examples (in pseudo concrete syntax)			