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10601

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Service-Oriented Computing

15th International Conference, ICSOC 2017 Malaga, Spain, November 13–16, 2017 Proceedings



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Antonio Vallecillo DETSI Informatica Universidad Malaga Malaga Spain Jianmin Wang Tsinghua University Tsinghua China

Marc Oriol Polytechnic University of Catalonia Barcelona Spain

ISSN 0302-9743 ISSN 1611-3349 (electronic) Lecture Notes in Computer Science ISBN 978-3-319-69034-6 ISBN 978-3-319-69035-3 (eBook) https://doi.org/10.1007/978-3-319-69035-3

Library of Congress Control Number: 2017956085

LNCS Sublibrary: SL2 - Programming and Software Engineering

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Printed on acid-free paper

This Springer imprint is published by Springer Nature
The registered company is Springer International Publishing AG
The registered company address is: Gewerbestrasse 11, 6330 Cham, Switzerland

Preface

Welcome to the Proceedings of ICSOC 2017, the 15th International Conference on Service-Oriented Computing. ICSOC is the premier international forum for academics, industry researchers, developers, and practitioners to report and share ground-breaking work on all topics related to services and service-oriented computing. ICSOC fosters cross-community scientific innovation and excellence by gathering experts from various disciplines, such as business process management, distributed systems, computer networks, wireless and mobile computing, cloud computing, cyber-physical systems, networking, scientific workflows, services science, data science, management science, and software engineering.

ICSOC 2017, the 15th event in this series, took place in Málaga, Spain, during November 13–16, 2017. Following on the ICSOC tradition, it featured three keynote presentations, a research and industry presentations track, as well as workshops, tool demonstrations, tutorials, and a PhD track.

Since its beginnings, services have become a core principle in software development. They provide perfect mechanisms for modularization, encapsulation, and for designing, analyzing, and deploying the architecture of large software systems, at the right level of abstraction, and in terms of loosely coupled, independent, and reusable parts with well-defined interfaces. Recently, services have gained rapid popularity across most software disciplines, showing all their benefits for building complex and critical applications in domains such as cloud computing, the Internet of Things (IoT), cyber-physical systems, mobile computing, and so on. This pervasive use of services has become industrially accepted best practice in all these application areas.

The increased success of using services in software and systems engineering has also raised new challenges, requiring collaborative research across multiple disciplines, groups, companies, and centers. As with previous editions, this year's call for papers generated substantial interest from the community. A total of 179 full research and industry submissions were received from 23 countries across six continents. Each paper submission was carefully reviewed by at least three members of the Program Committee (PC), followed by discussions moderated by a senior PC member who made a recommendation in the form of a meta-review. The PC consisted of 172 world-class experts in service-oriented computing and related areas (153 PC members and 19 senior PC members) from 28 different countries. The ICSOC 2017 program featured 33 full papers (acceptance rate of 18%) and 20 short papers. The selected papers cover a wide variety of important topics in the area of service-oriented computing, including foundational issues on service discovery and service-systems design, business process modelling and management, economics of service-systems engineering, as well as services on the cloud, social networks, IoT, and data analytics.

We would like to express our gratitude to all individuals, institutions, and sponsors that supported ICSOC 2017. This high-quality program would not have been possible without the expertise and dedication of our PC members and in particular our senior PC

VI Preface

members. We are also grateful for the guidance of the General Chair, Carlos Canal, the untiring efforts of external reviewers, and the complete ICSOC Steering Committee. All of them helped make ICSOC 2017 a great success. Finally, we would like to thank all the authors who submitted papers to the conference, and we congratulate those authors whose papers appear in these proceedings. These papers reflect the quality of the current state of the art in service oriented computing research and practice. We hope that you find these papers interesting and stimulating.

August 2017

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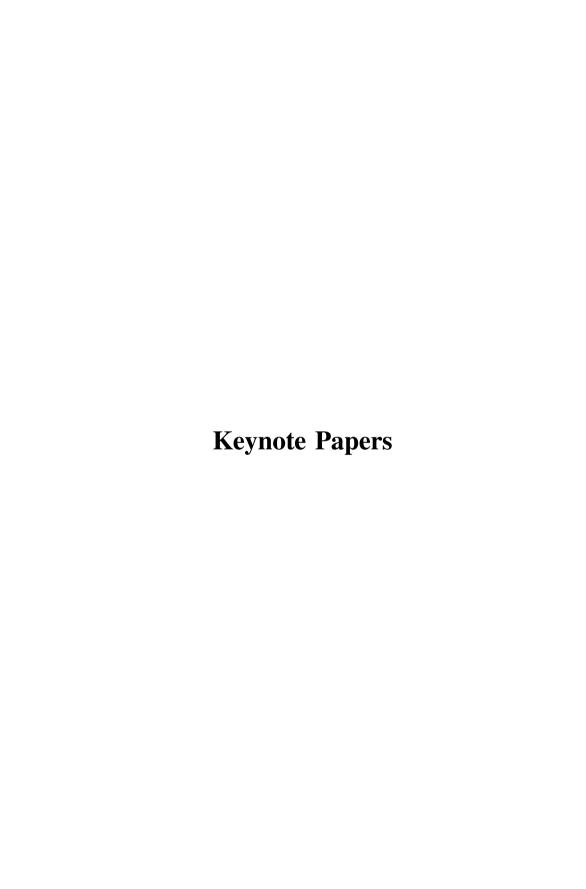
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A Research Agenda for the Programmable World: Software Challenges for IoT Era

Tommi Mikkonen

University of Helsinki, Gustav Hällströmin katu 2b, Helsinki, Finland tommi.mikkonen@helsinki.fi

Abstract. The Internet of Things (IoT) represents the next significant step in the evolution of the connectivity and programmability. While the majority of research work in the IoT area today is about data acquisition, real-time and offline analytics, machine learning, data visualization and other fashionable big data topics, in this keynote we argue that there is in fact even more profound change that we are facing - the programmability aspect that is intimately associated with all IoT systems. Advances in computing hardware development are making it feasible to introduce full-fledged operating systems in even smallest devices; advances in radio and battery technologies are enabling constant connectivity in the Global scale. This new world that is populated by programs of various degree of complexity requires programming skills in various fields that we now typically consider distinct, including in particular web and mobile development on the surface, and embedded and distributed software development at the core. Combining the characteristics of these fields will also force us to reconsider some of the fundamentals of software engineering in the process.

Keywords: Internet of Things \cdot Programmable world \cdot Software engineering \cdot Embedded software \cdot Web programming

Semantic Search

Ricardo Baeza-Yates

NTENT, USA & Spain ricardo.baeza@upf.edu

Abstract. Semantic search lies in the cross roads of information retrieval and natural language processing and is the current frontier of search technology. The first part consist in building a semantically annotated index with the help of a knowledge base. For this we first need to predict the language of each document and parse it accordingly to that language. Second, we need to extract all entities and concepts mentioned in the document with the help of the knowledge base. All the knowledge base infrastructure needs to be independent of the language and we instantiate each language in the lexicon of the knowledge base.

The second part is predicting the intention behind the query, which implies doing semantic query understanding. This process implies the same semantic processing as document. After, based on all this information, we have to predict one or more possible intentions with a certain probability, which is particularly important for ambiguous queries. These scores will be one of the inputs for the final semantic ranking. For example, given the query "bond", possible results for query understanding are a financial instrument, the movie character, a chemical reaction, or a term for endearment.

Semantic ranking refers to ranking search results using semantic information. In a standard search engine, a rank is computed by using signals or features coming from the search query, from the documents in the collection being searched and from the search context, such as the language and device being used. In our case we add semantic relations between the entities and concepts found in the query was the same objects in the documents, that will come from different data sources. For this we use machine learning in several stages. The first stage selects the data sources that we should use to answer the query. In the second stage, each data source generates a set of answers using "earning to rank." The third and final stage ranks these data sources, selecting and ordering the intentions as well as the answers inside each intention (e.g., news) that will appear in the final composite answer. All these stages are language independent, but may use language dependent features.

We will cover the process above having in mind a services-based approach, including the data science needed to use as relevance feedback the usage log stream of the semantic search engine.

"Uber Scale". Stories and Lessons from the History of Scaling Uber SOA

Chritopher Adams

UBER cadams@uber.com

Abstract. In this talk, Chris will discuss how Uber scaled several key components of its SOA infrastructure, and extrapolate some lessons and useful strategies that other companies can apply as they scale.

Contents

A	nr	li	ca	ti	on	S
7 ₽	PН	,,,	·ч	L		

Similarity Computation Exploiting the Semantic and Syntactic Inherent Structure Among Job Titles	3
Sarthak Ahuja, Joydeep Mondal, Sudhanshu Shekhar Singh, and David Glenn George	
RISE: Resolution of Identity Through Similarity Establishment on Unstructured Job Descriptions	19
Social-Sensor Cloud Service for Scene Reconstruction	37
Quark: A Methodology to Transform People-Driven Processes O Chatbot Services	53
Coundations	
Cloud Certification Process Validation Using Formal Methods	65
Validation of Service Blueprint Models by Means of Formal bimulation Techniques	80
Deadlock-Freeness Verification of Business Process Configuration Using SOG	96
Formally Modeling, Executing, and Testing Service-Oriented Systems with UML and OCL	13

Mining and Analytics

in Mobile App Stores	125
Predicting the Evolution of Service Value Features from User Reviews for Continuous Service Improvement	142
Confidence-Aware Reputation Bootstrapping in Composite Service Environments	158
Compound Trace Clustering to Generate Accurate and Simple Sub-Process Models	175
An Approach to Modeling and Discovering Event Correlation for Service Collaboration	191
Energy Efficient Scheduling of Application Components via Brownout and Approximate Markov Decision Process	206
Predicting the Available Bandwidth on Intra Cloud Network Links for Deadline Constrained Workflow Scheduling in Public Clouds	221
Inferring Calling Relationship Based on External Observation for Microservice Architecture	229
Quality of Service	
A QoS-Aware Resource Allocation Controller for Function as a Service (FaaS) Platform	241
Probabilistic Qualitative Preference Matching in Long-Term IaaS Composition	256
Sayes 12.5. J, 12.5. Mar Dong, Trait Dong, and House all the	

Contents	
An Embedding Based Factorization Machine Approach for Web Service QoS Prediction	
A Deep Learning Approach for Long Term QoS-Compliant Service Composition	
Run-time Service Operation and Management	
An Artifact-Driven Approach to Monitor Business Processes Through Real-World Objects	
BenchFoundry: A Benchmarking Framework for Cloud Storage Services David Bermbach, Jörn Kuhlenkamp, Akon Dey, Arunmoezhi Ramachandran, Alan Fekete, and Stefan Tai	••
Automated Analysis of Cloud Offerings for Optimal Service Provisioning . José María García, Octavio Martín-Díaz, Pablo Fernandez, Antonio Ruiz-Cortés, and Miguel Toro	
Middleware for Dynamic Upgrade Activation and Compensations in Multi-tenant SaaS	
Service Adaptation	
Risk-Based Proactive Process Adaptation	
A Debt-Aware Learning Approach for Resource Adaptations in Cloud Elasticity Management	
Large-Scale and Adaptive Service Composition Using Deep Reinforcement Learning	
Service Engineering	
ECHO: An Adaptive Orchestration Platform for Hybrid Dataflows across Cloud and Edge	

XXIV Contents

Ensuring and Assessing Architecture Conformance to Microservice Decomposition Patterns	411
Polly: A Language-Based Approach for Custom Change Detection of Web Service Data	430
Design and Evaluation of a Self-Service Delivery Framework	445
Automated Generation of REST API Specification from Plain HTML Documentation	453
Efficient Keyword Search for Building Service-Based Systems Based on Dynamic Programming	462
Supporting the Decision of Migrating to Microservices Through Multi-layer Fuzzy Cognitive Maps	471
A Tree-Based Reliability Analysis for Fault-Tolerant Web Services Composition	481
Modernization of Information Systems at Red.es: An Approach Based on Gap Analysis and ADM	490
Improving Web Services Design Quality Using Dimensionality Reduction Techniques	499
Service Recommendation	
ARA-Assessor: Application-Aware Runtime Risk Assessment for Cloud-Based Business Continuity	511

	Contents	XXV
Personalized Quality Centric Service Recommendation Yiwen Zhang, Xiaofei Ai, Qiang He, Xuyun Zhang, Wanchur Feifei Chen, Liang Chen, and Yun Yang		528
Cataloger: Catalog Recommendation Service for IT Change Re Anup K. Kalia, Jin Xiao, Muhammed F. Bulut, Maja Vukovi and Nikos Anerousis		545
ATLAS: A World-Wide Travel Assistant Exploiting Service-Badaptive Technologies		561
Services in Organizations, Business and Society		
A Variability Model for Store-Oriented Software Ecosystems: An Enterprise Perspective		573
An Analysis of RESTful APIs Offerings in the Industry Antonio Gamez-Diaz, Pablo Fernandez, and Antonio Ruiz-C		589
Efficient Influential Individuals Discovery on Service-Oriented Social Networks: A Community-Based Approach Fanghua Ye, Jiahao Liu, Chuan Chen, Guohui Ling, Zibin I and Yuren Zhou		605
Empirical Study on REST APIs Usage in Android Mobile App Mohamed A. Oumaziz, Abdelkarim Belkhir, Tristan Vacher, Eric Beaudry, Xavier Blanc, Jean-Rémy Falleri, and Naouel		614
Services in the Cloud		
Revenue-Driven Service Provisioning for Resource Sharing in Mobile Cloud Computing		625
Continuous Learning as a Service for Conversational Virtual A Shivali Agarwal, Shubham Atreja, and Gargi Dasgupta	gents	641
Costradamus: A Cost-Tracing System for Cloud-Based Softwar Jörn Kuhlenkamp and Markus Klems	re Services	657
An Automatic Approach for Transforming IoT Applications to RESTful Services on the Cloud		673

XXVI Contents

RobOps: Robust Control for Cloud-Based Services	690
Serverless Execution of Scientific Workflows	706
A Market-Based Approach for Detecting Malware in the Cloud via Introspection	722
Trustless Intermediation in Blockchain-Based Decentralized Service Marketplaces	731
Author Index	741