

2011 • • • Paphos, Cyprus

Formal Modeling of RESTful Systems Using Finite-State Machines

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Ivan Zuzak

- Ph.D student, University of Zagreb
 - Consumer Computing Laboratory



- Geppeto http://www.geppeto.fer.hr
 - Consumer programming methodology
 - Architectural styles, WWW infrastructure



- This Week in REST http://thisweekinrest.wordpress.com
 - Bi-weekly blog on recent news about the REST style

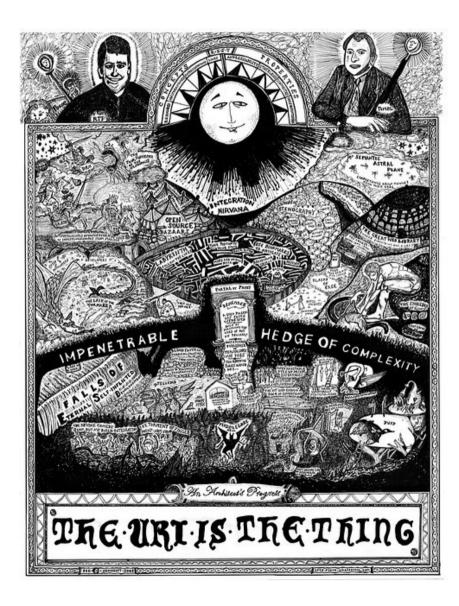
Agenda

- Introduction
 - Motivation for modeling RESTful systems
- FSM Model of REST
 - REST introduction
 - eNFA introduction
 - Mapping REST to eNFA
 - Example Web application
- Closing Remarks
 - Future Work
 - Conclusion



Representational State Transfer (REST)

- Software architectural style
 - Abstract design principles
 - Distributed hypermedia systems
 - Scalability, simplicity, reliability ...
- Foundation of (a part of) the World Wide Web architecture
 - HTTP, URI, HTML



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Formal Modeling of RESTful Systems Using Finite-State Machines

Importance of Understanding REST

- Understanding and evolving the WWW
 - The WWW has grown in scale and complexity
 - Where are we now and where should we go?
- Applying REST to other domains
 - WWW is only one instance of REST
 - Can REST be applied to other domains? How?
- Engineering
 - Understanding is the basis for doing and doing well
 - Software frameworks, tools, ... •

Web **Real-Time** Web

Semantic







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Problems with Understanding REST

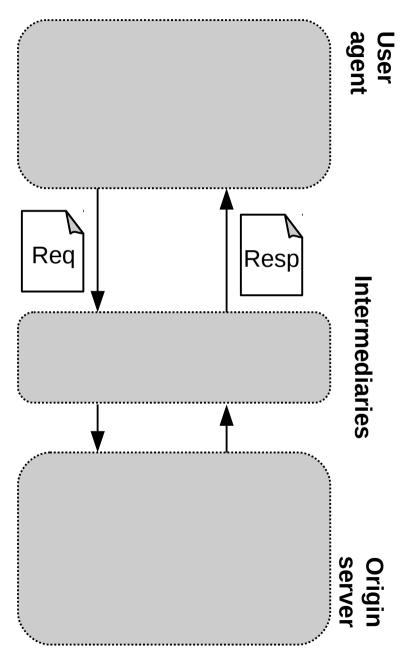
- Lack of simple and operational formal models
- Existing models
 - Semi-formal diagrams and natural language descriptions
 - Formal models of hypermedia systems (not REST)
 - Models focused on the WWW (not REST)
 - Separate client and server
 - Static, non-operational
 - Misuse of terminology



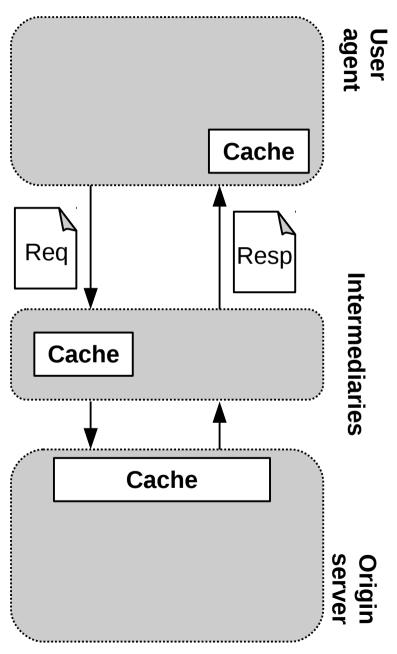
Research Goal – Formalism for Modeling RESTful Systems

- Any RESTful system
 - The WWW is a guide, not a judge
- System as a whole
 - Integrated view of both the client and server operation (the application)
- Operational
 - Both the static and dynamic view of operation
- Simple, understandable by researchers and engineers
 - "Use the least powerful language suitable for expressing information, constraints or programs on the World Wide Web.", 2006, W3C TAG
- Use established concepts and terminology
 - Dr. Fielding's thesis

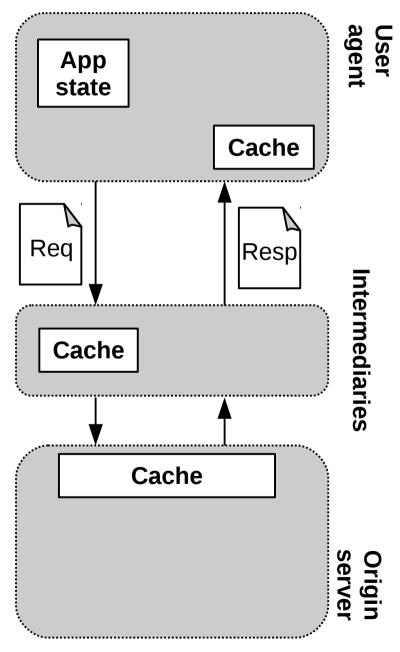
• Layered client-server



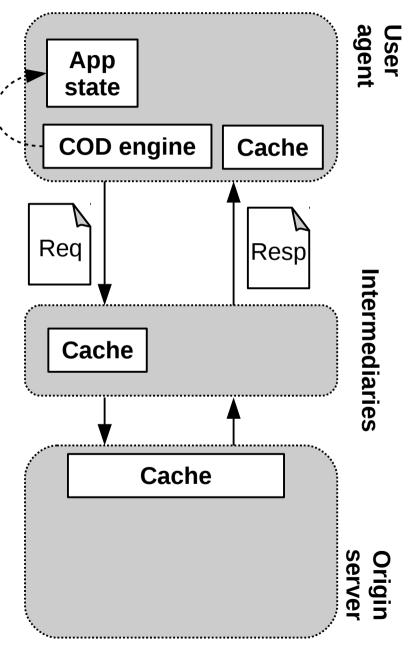
- Layered client-server
- Cacheable



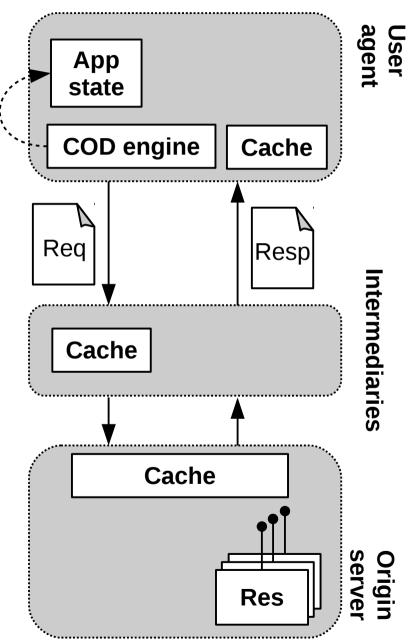
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- Stateless



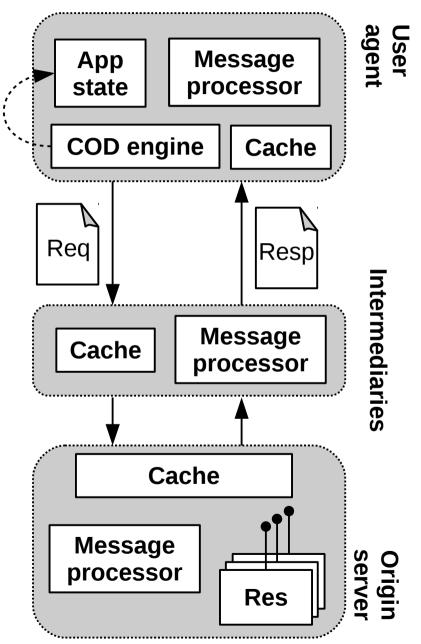
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- Stateless
- Code-on-demand



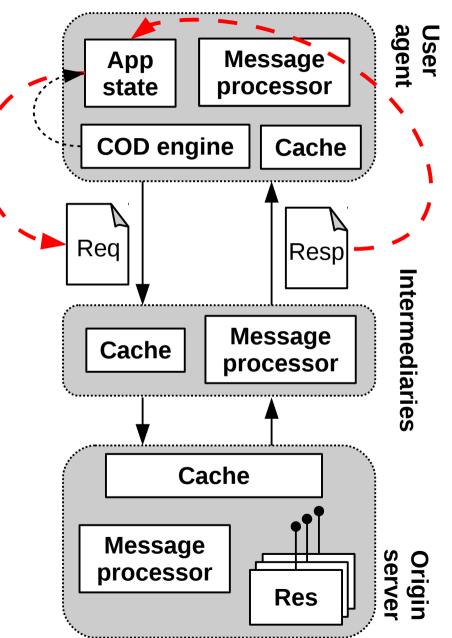
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 - Operations, media types, metadata ...

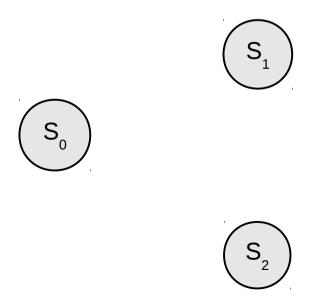


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 - Operations, media types, metadata ...
 - Hypermedia as the engine of application state
 - Links

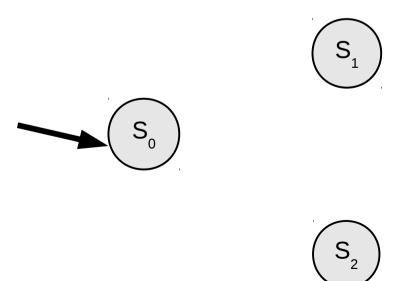


• ε-NFA formalism

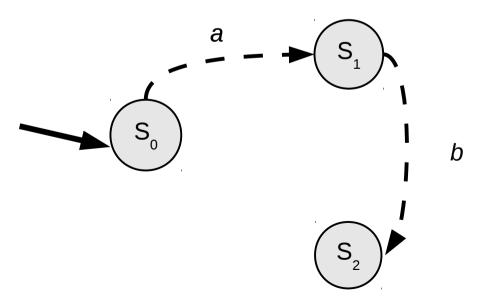
- ε-NFA formalism
 - Finite state machine



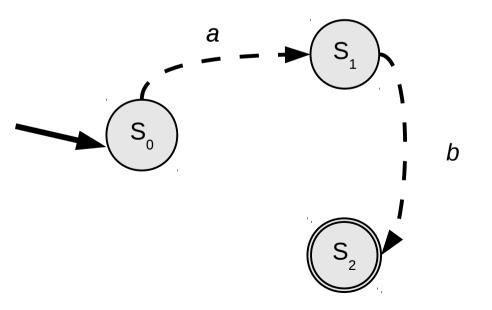
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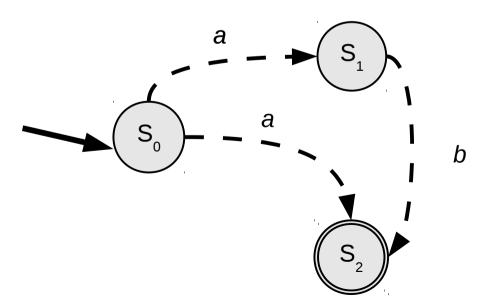
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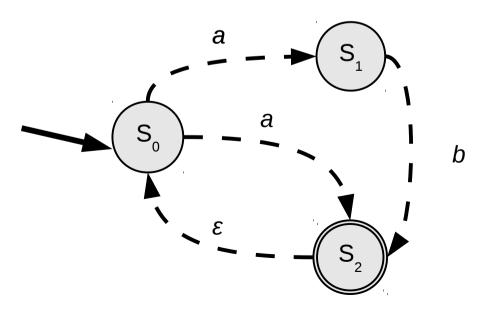
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 - Nondeterministic



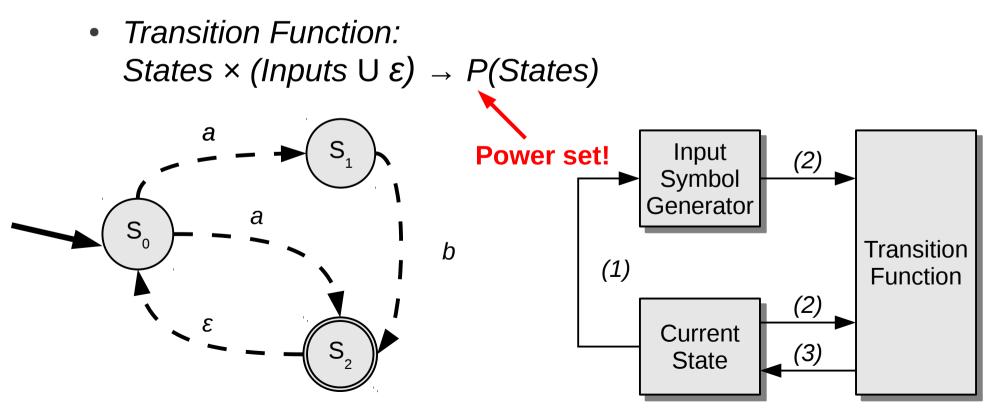
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• System level view



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 - Requests \subseteq (Operations×ResourceIDs×Representations)

Importance of Link Types

Different state transition semantics

GET /photo.jpg HTTP/1.1

HTTP/1.1 200 OK



 Navigation to image (<a>) or embedding in a Web page ()?

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• TransitionFunction : AppStates × ((Requests × LinkTypes) U ε) \rightarrow P(AppStates)

- Translation of input symbols into server requests
- Processing of requests into responses (nondeterministic!)
- Integration of response representations into the next application state
- Code-on-demand transitions on the client

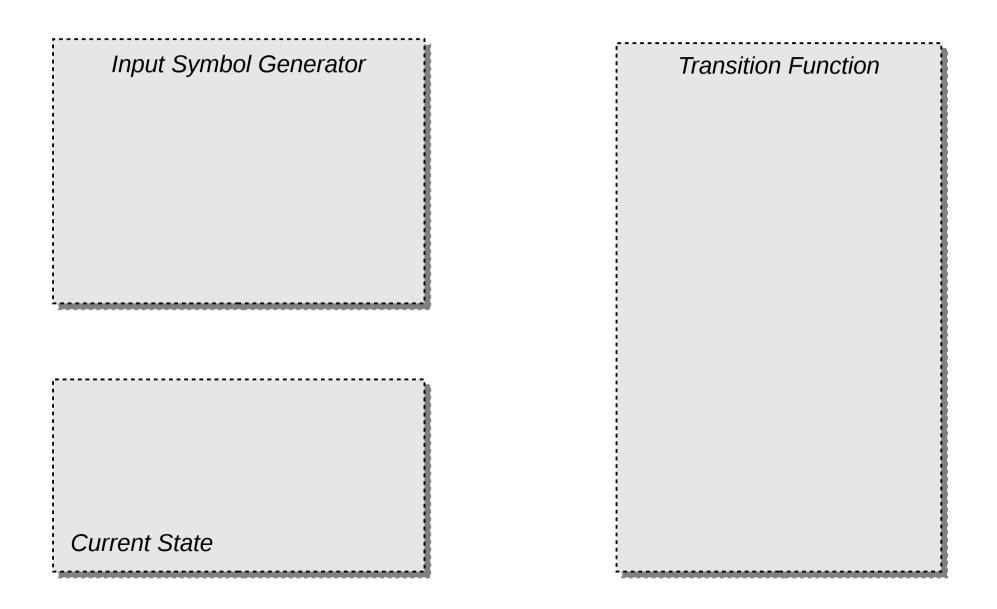
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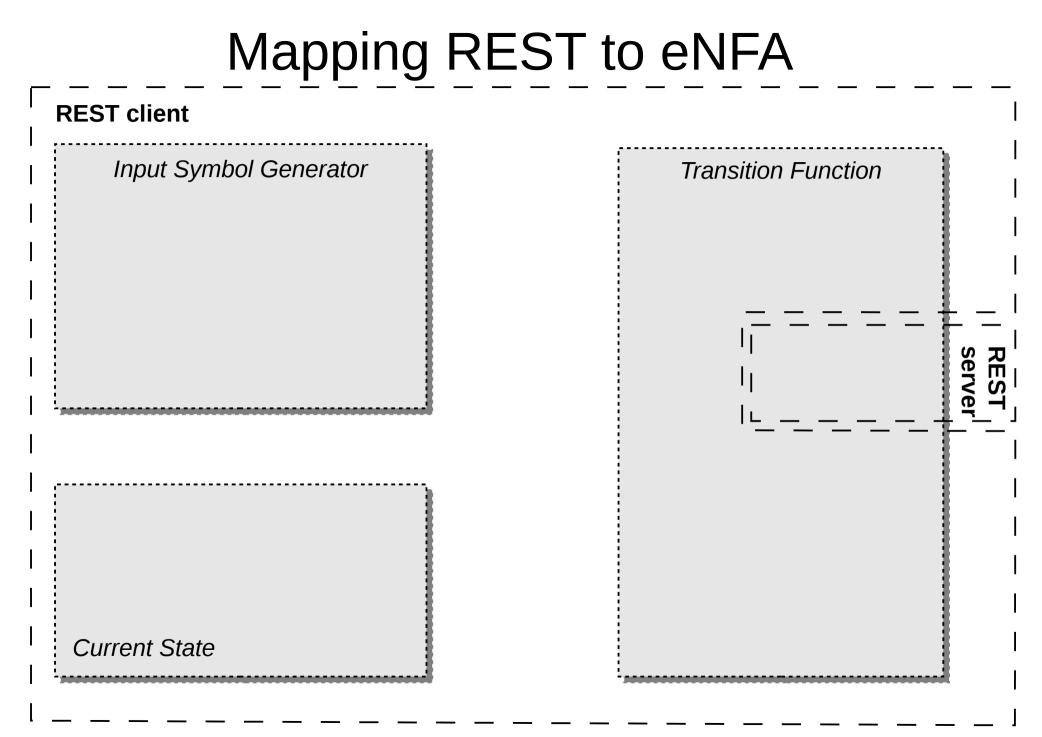
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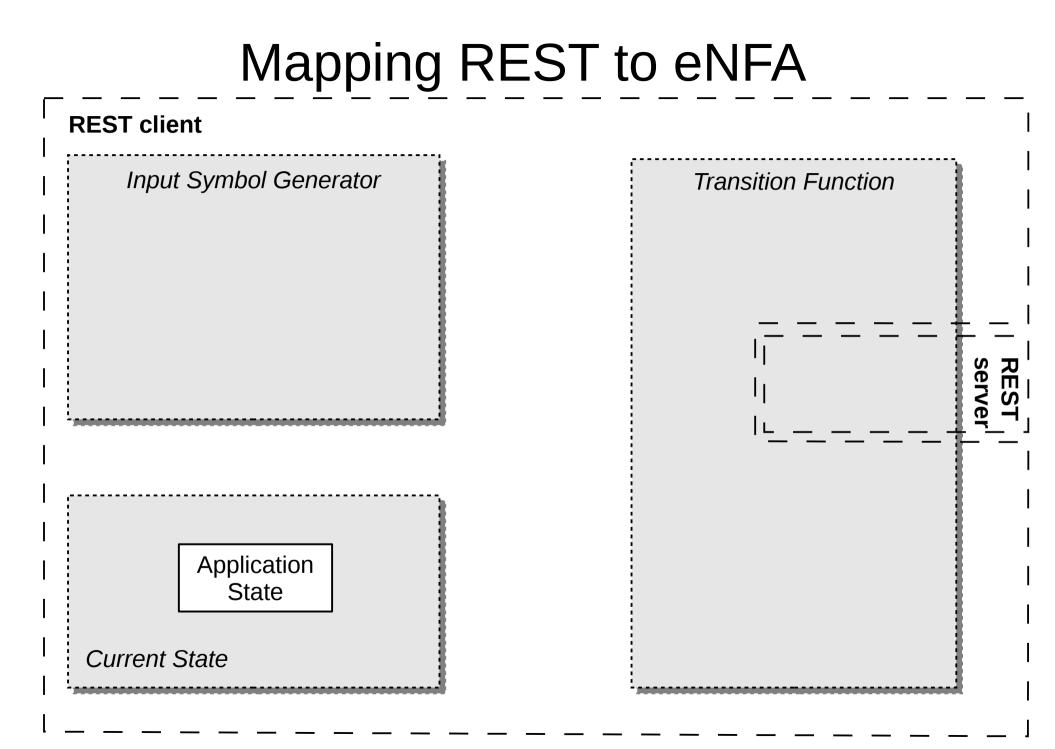
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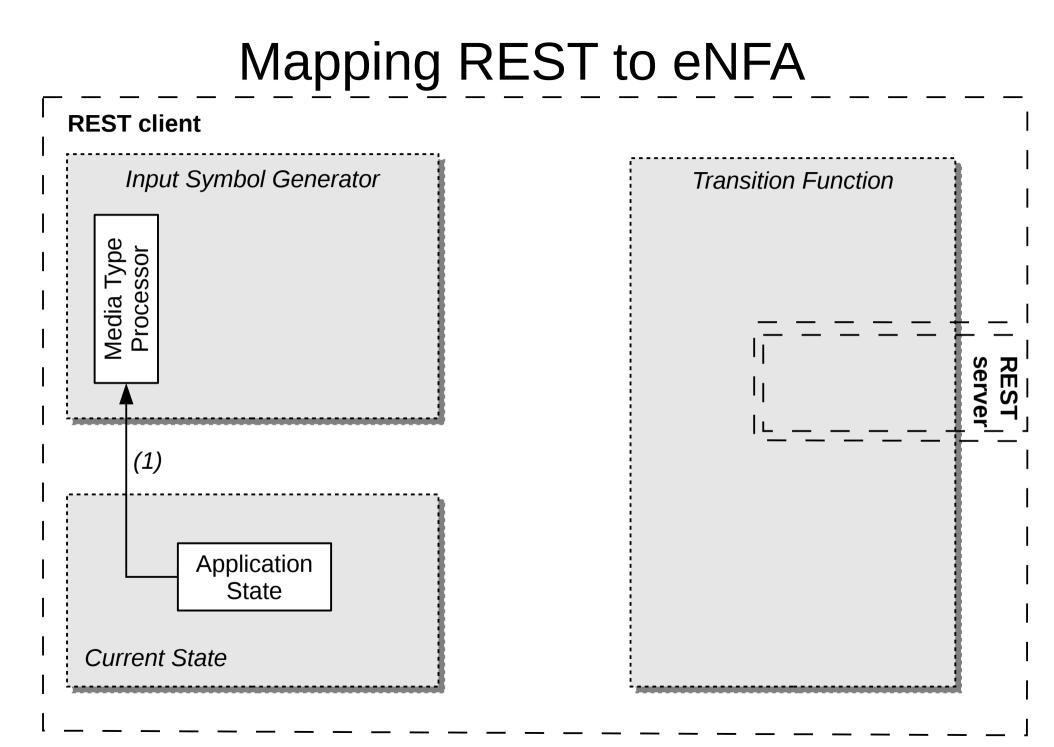
Accepting = SteadyStates, SteadyStates ⊆ AppStates

- In steady states, representations of all embedded resources are present in the application state

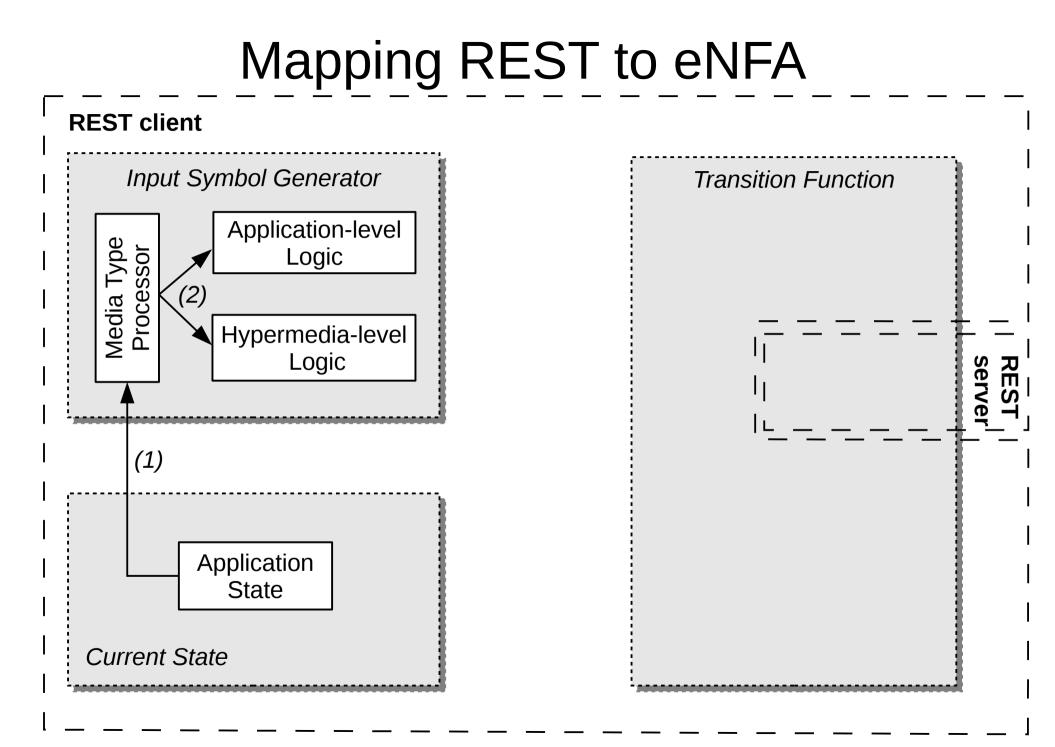


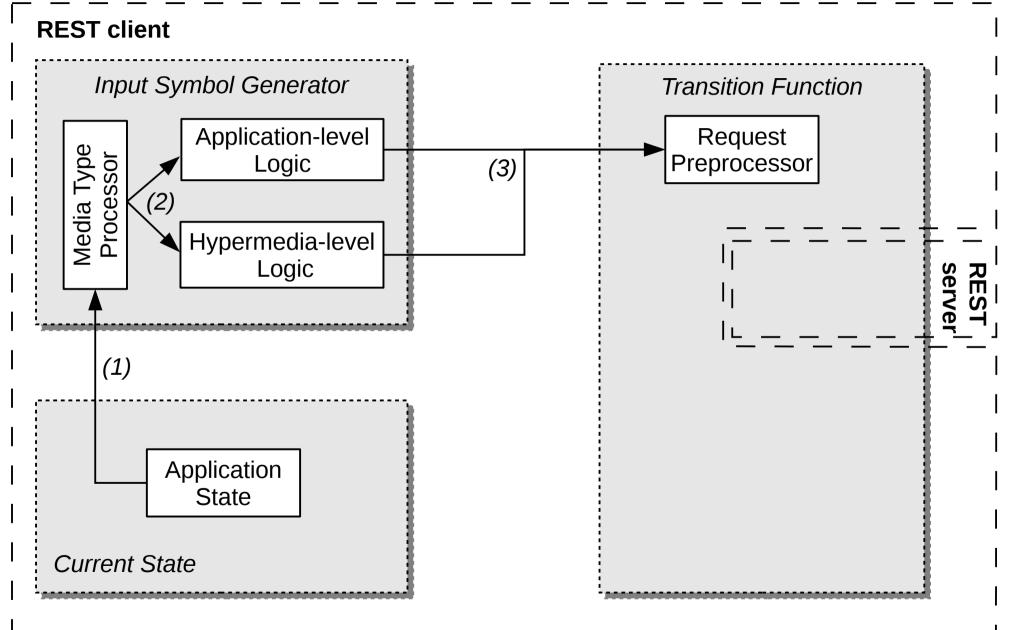


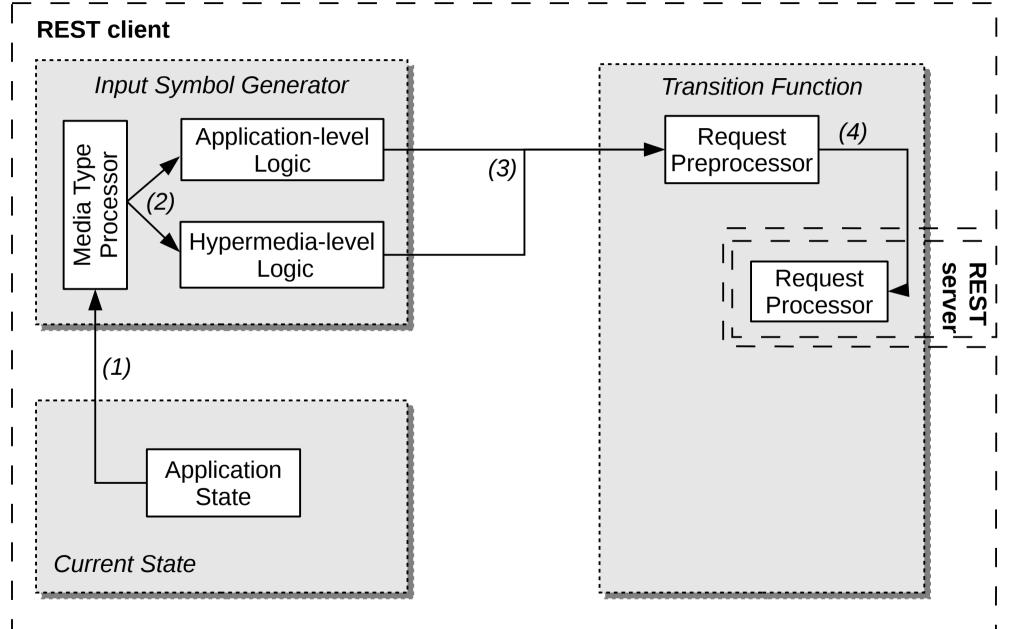


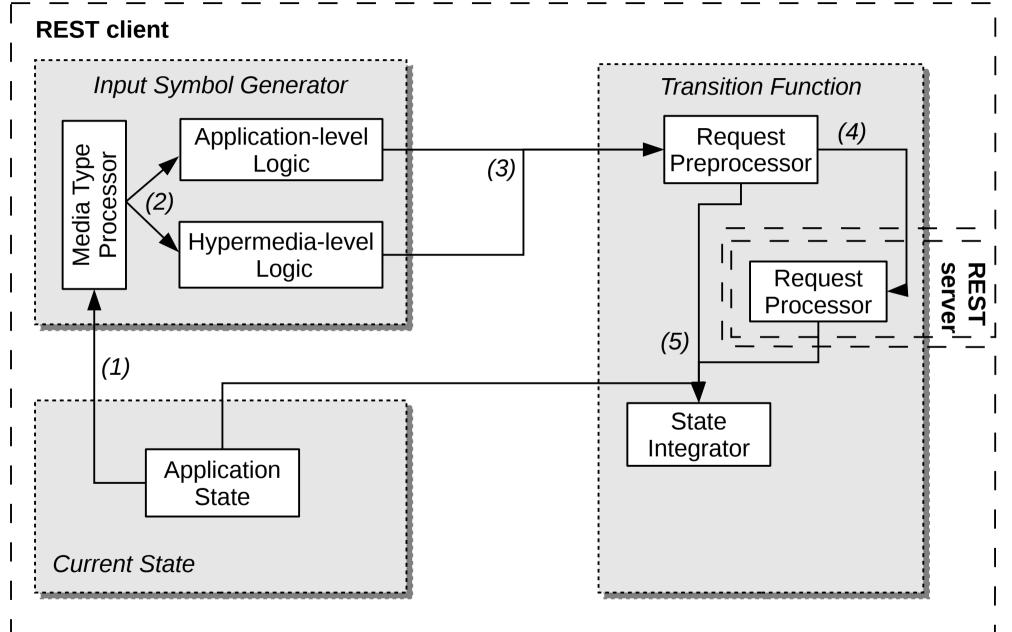


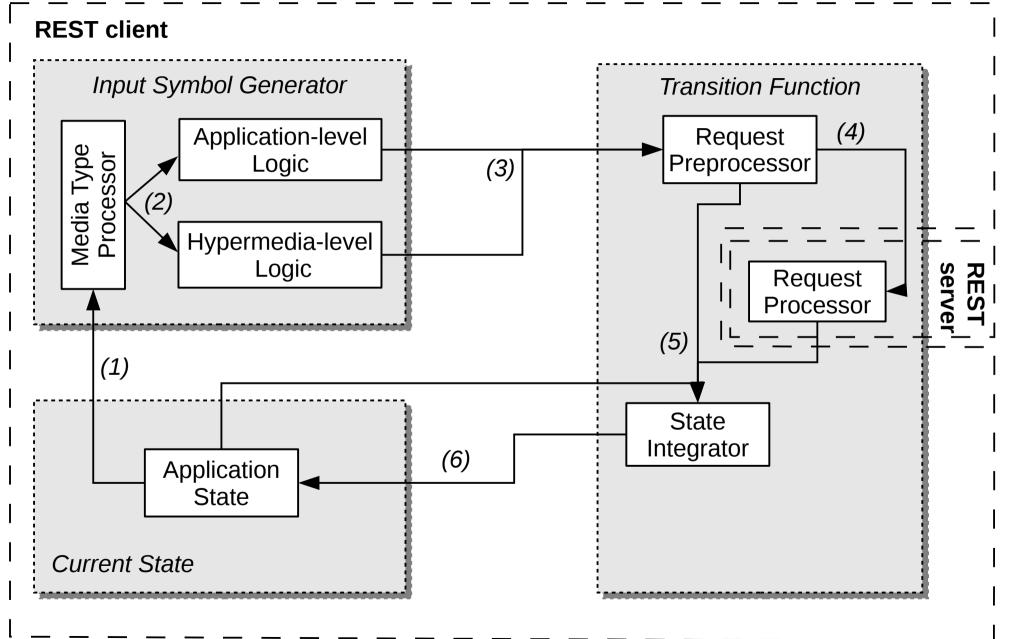
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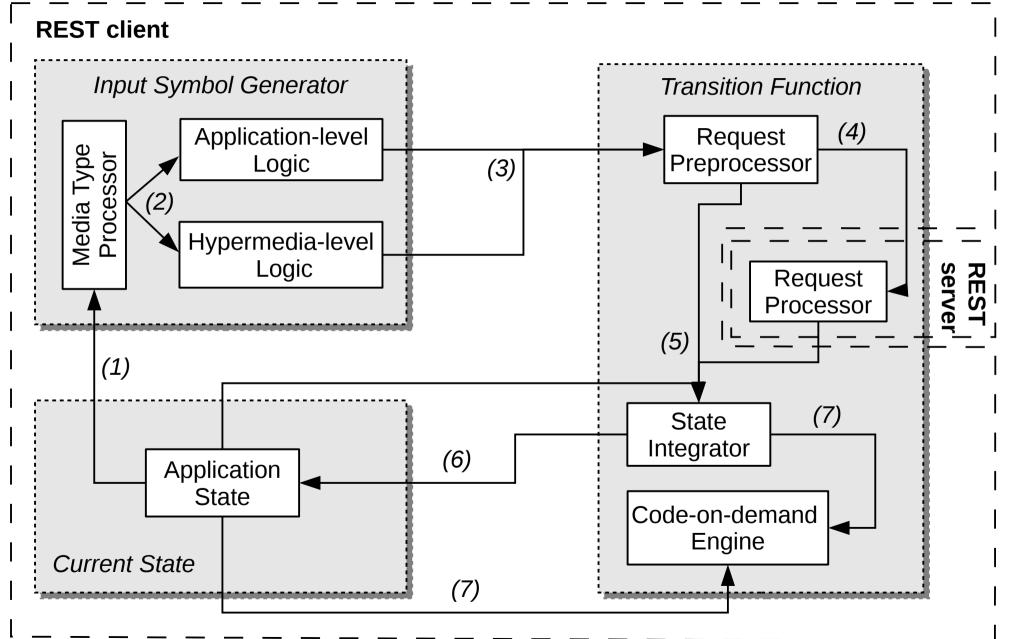


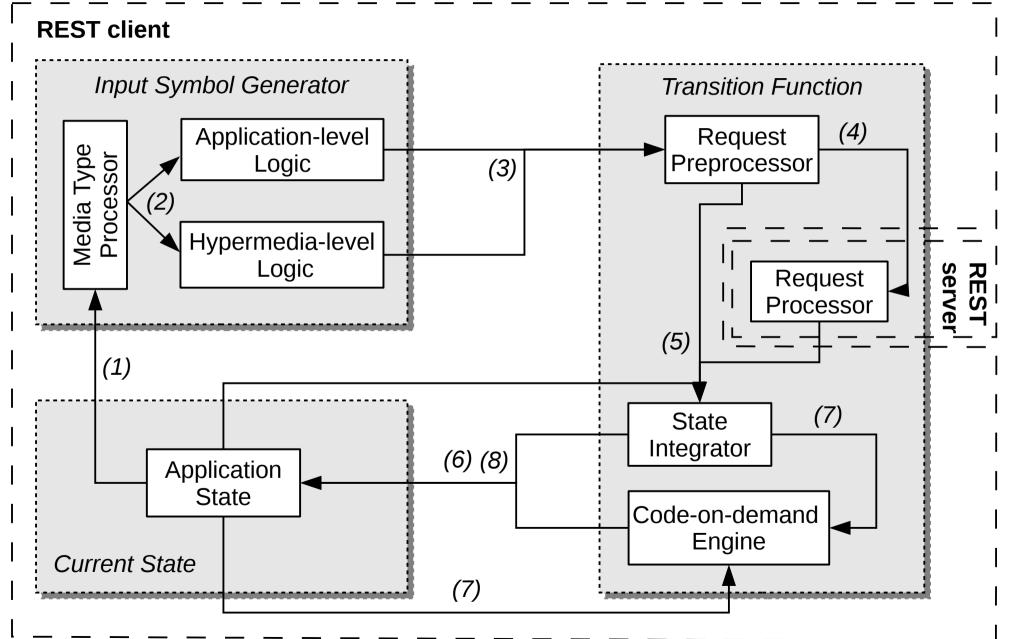


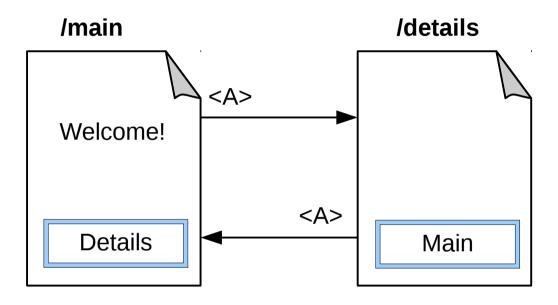


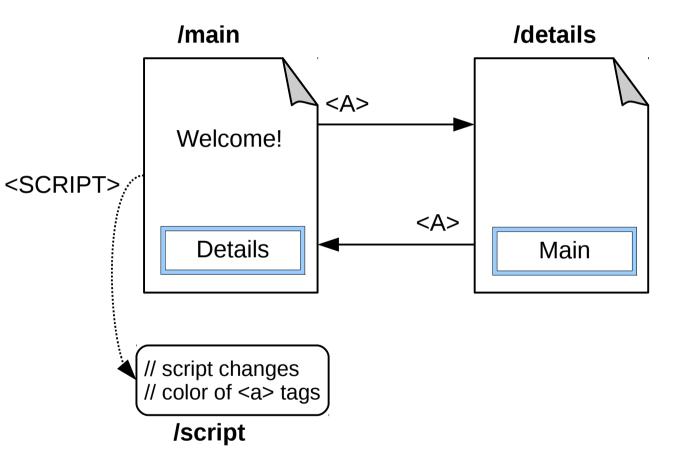


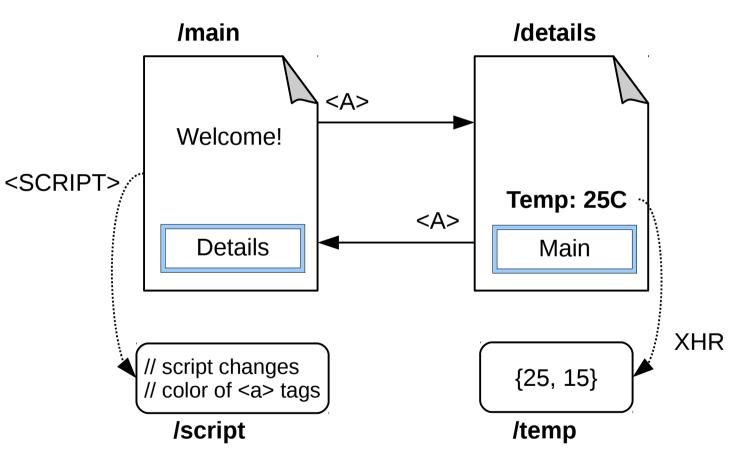


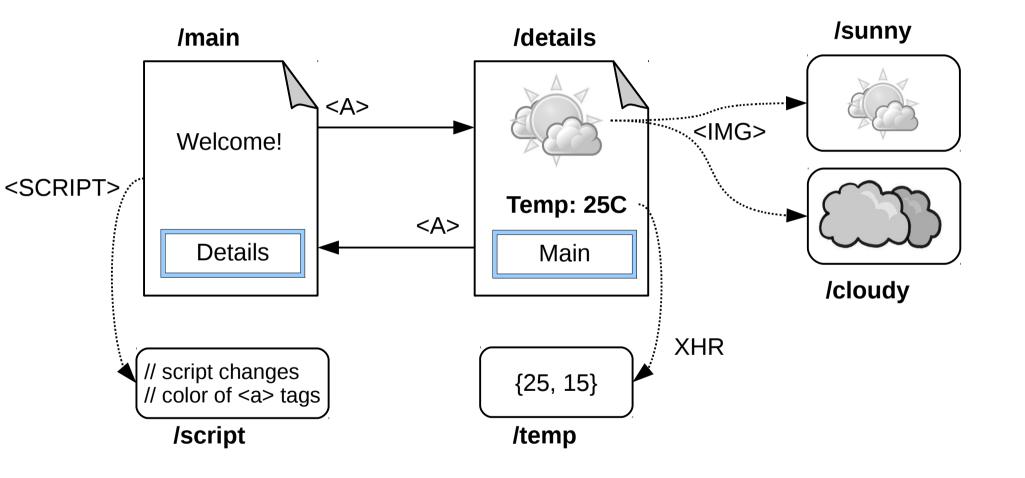




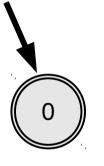






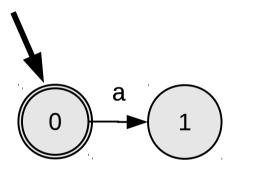


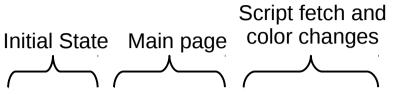
Initial State

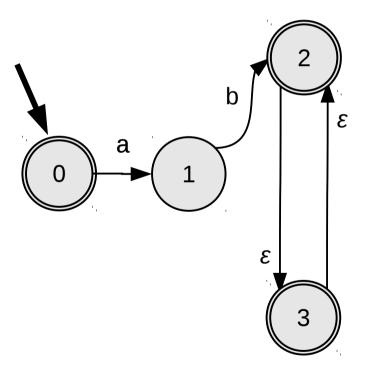


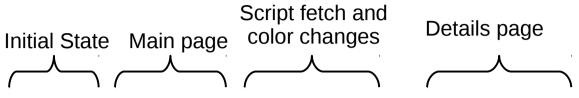
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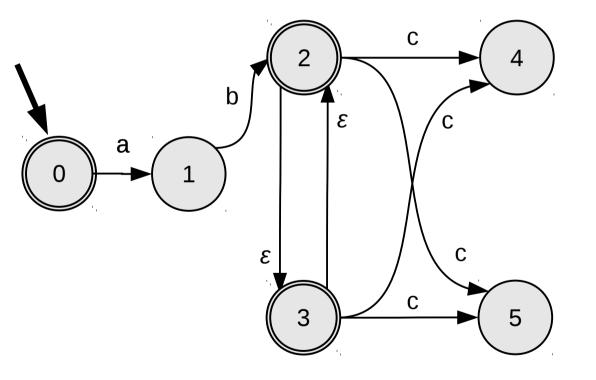
Initial State Main page



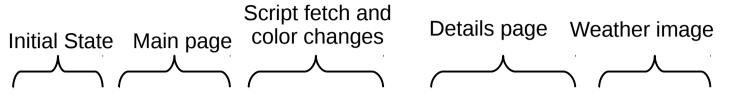


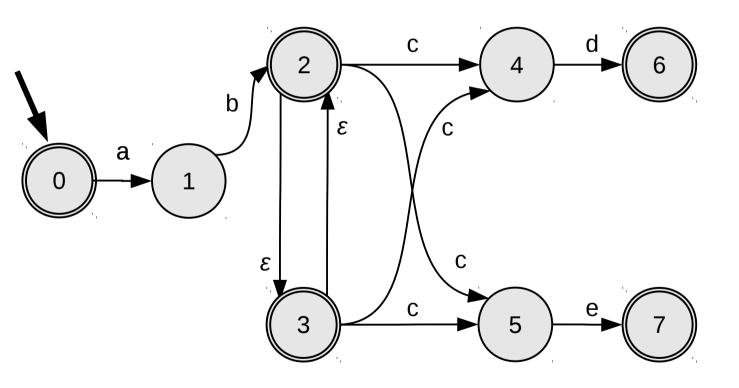






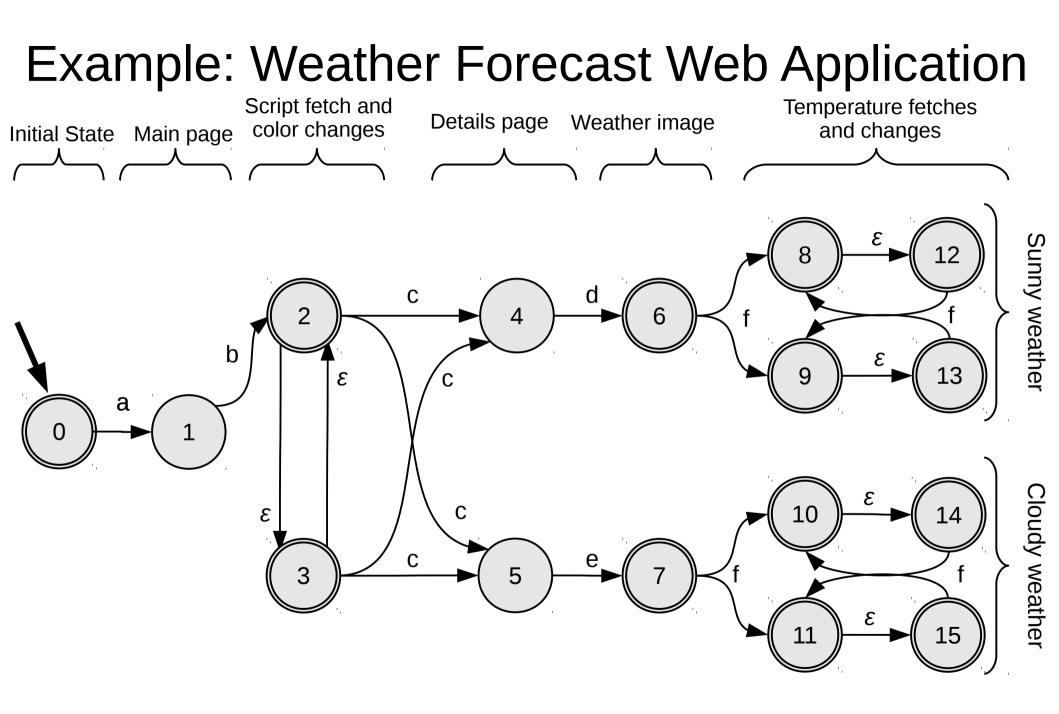
Sunny weathe Cloudy weather





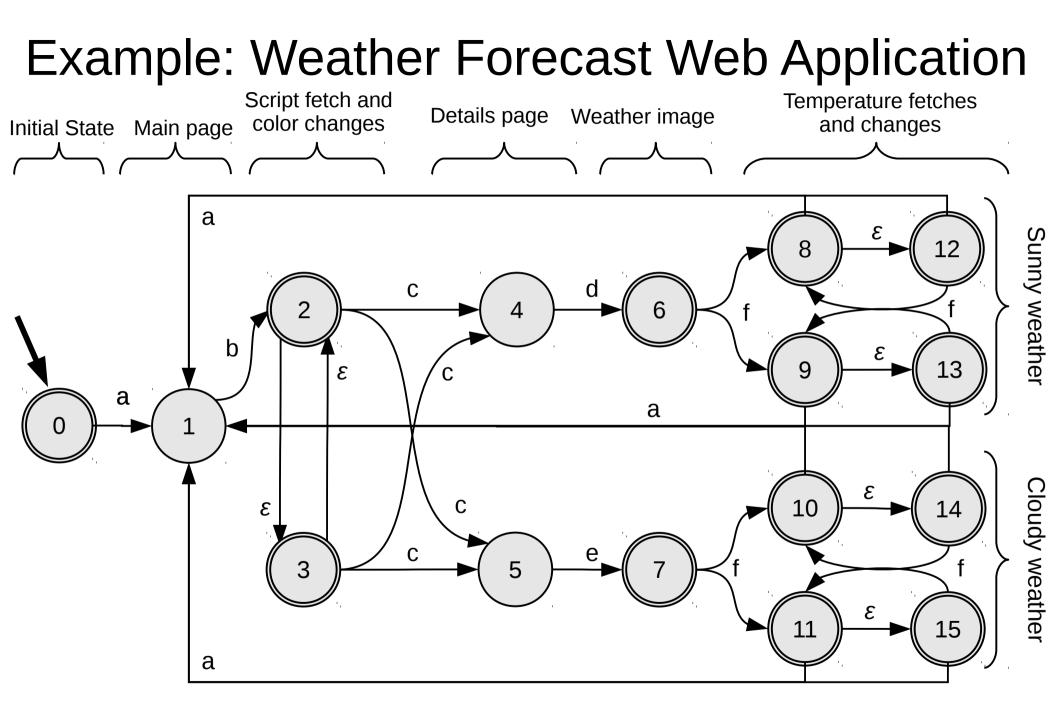


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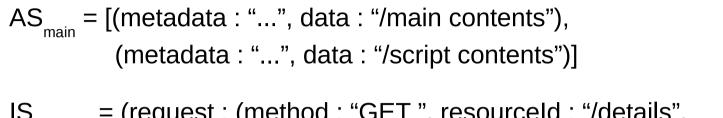


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AS_{main} = [(metadata : "…", data : "/main contents"), (metadata : "…", data : "/script contents")] Fully loaded /main page



IS_{toDetails} = (request : (method : "GET ", resourceId : "/details", representation : ""), linkType : "<a>")

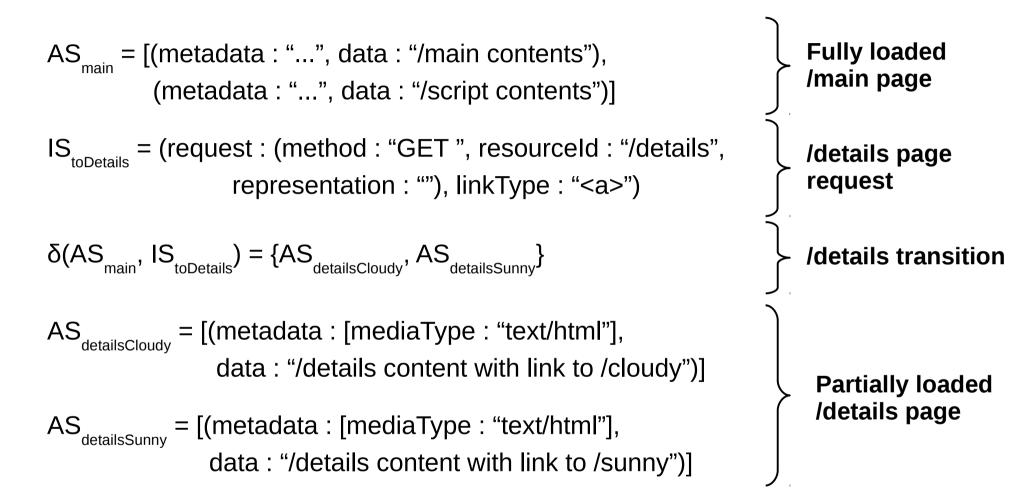
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$$\delta(AS_{main}, IS_{toDetails}) = \{AS_{detailsCloudy}, AS_{detailsSunny}\}$$

$$Jetails transition$$



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- Unaddressed priciples of RESTful systems
 - Layered and cacheable constraints
- Software framework for development of RESTful systems

Conclusion

- Understanding REST is important
 - Formal models, systematization, terminology
- eNFA formalism
 - Captures "~98%" of REST's principles
 - Simple, generic, operational, system-wide
- Exciting directions for future research!
 - Annonymous reviewer: "A model by itself has little value unless it is used for some purpose."



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Thank you!

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