



Semantic Web Service Tutorial

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PART I: ***Introduction to Semantic Web Services***

Michael Stollberg

Content

- The vision of the Semantic Web
- Ontologies as the basic building block
- Current Web Service Technologies
- Vision and Challenges for Semantic Web Services



The Vision

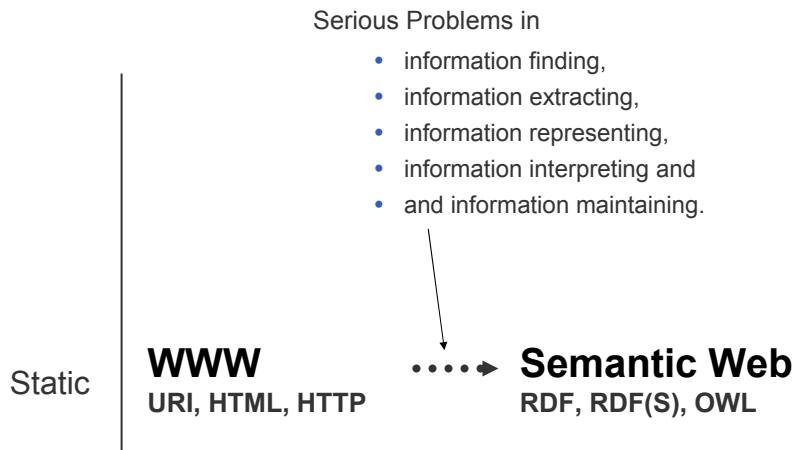
Static

WWW
URI, HTML, HTTP

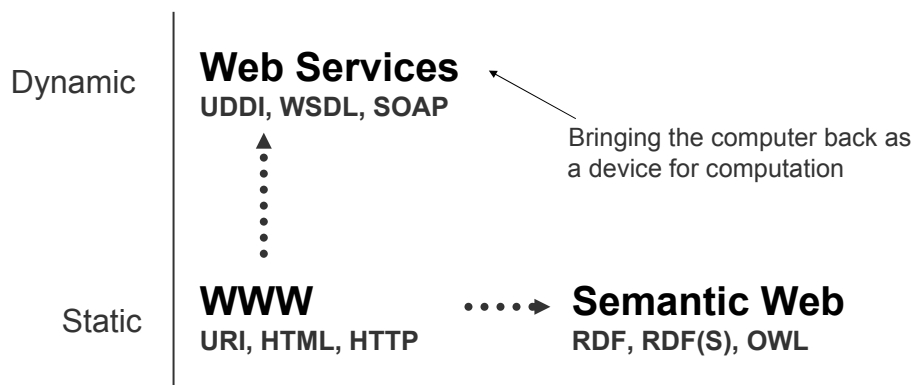
- ◆ 500 million users
- ◆ more than 3 billion pages



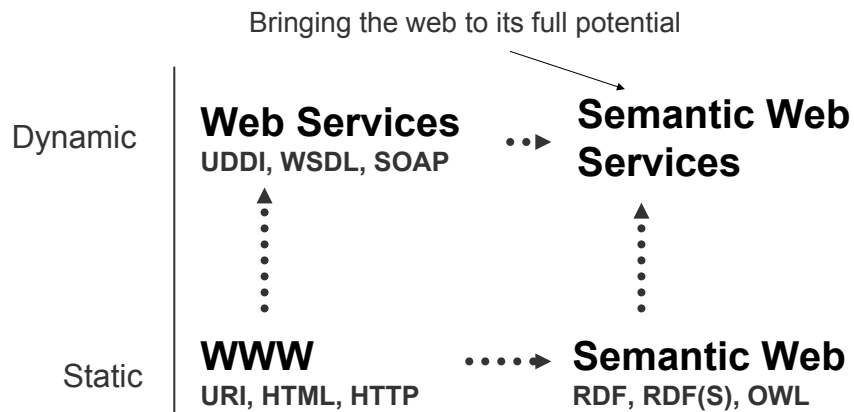
The Vision



The Vision



The Vision



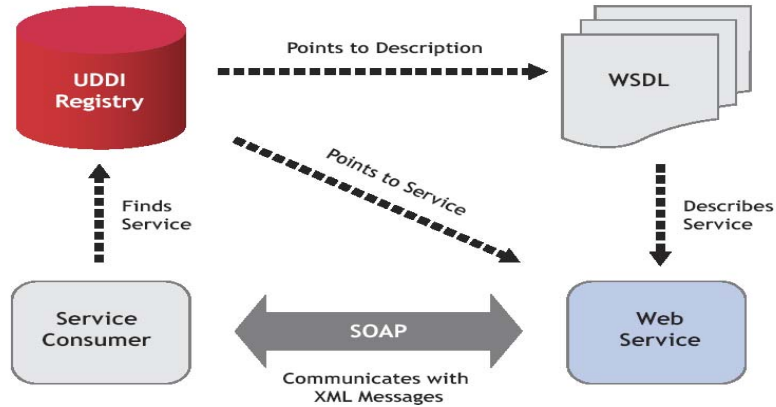
Web Services

- loosely coupled, reusable components
- encapsulate discrete functionality
- distributed
- programmatically accessible over standard internet protocols
- add new level of functionality on top of the current web



The Promise of Web Services

Web-based SOA as new system design paradigm

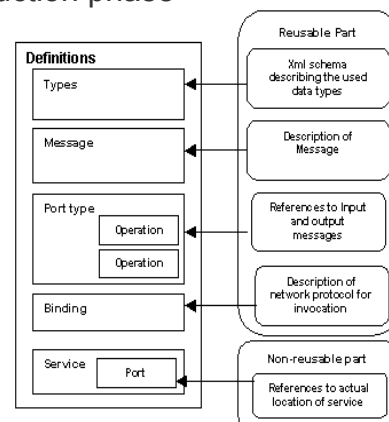


WSDL

- Web Service Description Language
- W3C effort, WSDL 2 final construction phase

describes interface for consuming a Web Service:

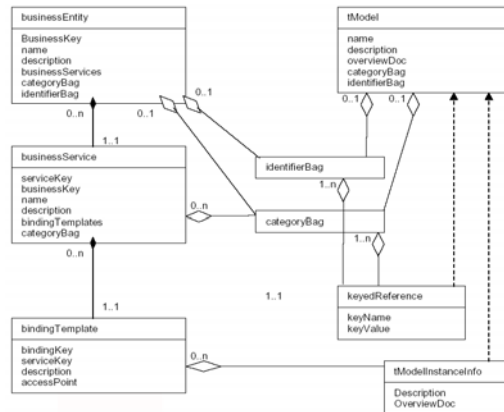
- Interface: operations (in- & output)
- Access (protocol binding)
- Endpoint (location of service)



UDDI

- Universal Description, Discovery, and Integration Protocol
- OASIS driven standardization effort

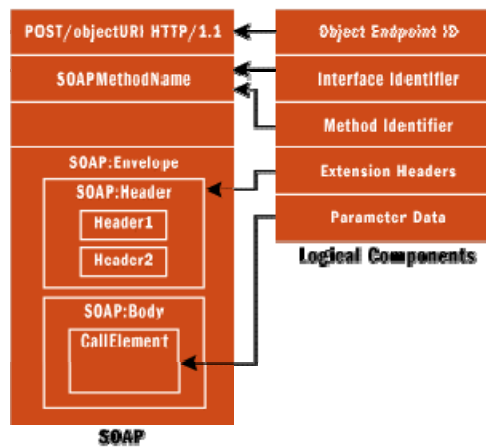
Registry for Web Services:
 - provider
 - service information
 - technical access



SOAP

- Simple Object Access Protocol
- W3C Recommendation

XML data transport:
 - sender / receiver
 - protocol binding
 - communication aspects
 - content



Lackings of WS Technology

- current technologies allow usage of Web Services
 - but:
 - ◆ only syntactical information descriptions
 - ◆ syntactic support for discovery, composition and execution
- => Web Service usability, usage, and integration needs to be inspected manually
- ◆ no semantically marked up content / services
 - ◆ no support for the Semantic Web

=> current Web Service Technology Stack failed to realize the promise of Web Services



Semantic Web Services

Semantic Web Technology

allow machine supported data interpretation
ontologies as data model

+

Web Service Technology

automated discovery, selection, composition,
and web-based execution of services

=> **Semantic Web Services as integrated solution for realizing the vision of the next generation of the Web**



Semantic Web Services

- define exhaustive description frameworks for describing Web Services and related aspects
(Web Service Description Ontologies)
- support ontologies as underlying data model to allow machine supported data interpretation
(Semantic Web aspect)
- define semantically driven technologies for automation of the Web Service usage process
(Web Service aspect)



Semantic Web Services: Usage Process

- **Deployment** create & publish Web service description
- **Discovery** determine usable services for a request
- **Composition** combine services to achieve a goal
- **Selection** choose most appropriate service among the available ones
- **Mediation** solve mismatches (data, protocol, process) that hamper interoperation
- **Execution** invoke Web services following programmatic conventions



Semantic Web Services: Execution Support

- **Monitoring** control the execution process
- **Compensation** provide transactional support and undo or mitigate unwanted effects
- **Replacement** facilitate the substitution of services by equivalent ones
- **Auditing** verify that service execution occurred in the expected way



PART II: Semantic Web Service Ontologies

*Katia Sycara
Michael Stollberg*

Content

- OWL-S
 - ◆ Upper Ontology
 - ◆ Service Profile
 - ◆ Process Model
 - ◆ Service Grounding
- WSMO
 - ◆ WSMO top level notions
 - ◆ Choreography and Orchestration
 - ◆ Mediation
- Differences and Commonalities

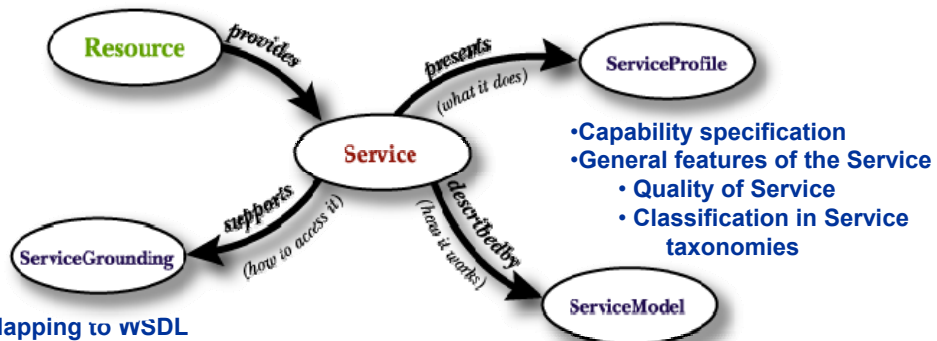


OWL-S Ontology

- OWL-S is an OWL ontology to describe Web services
 - OWL-S leverages on OWL to
 - ◆ Support capability based discovery of Web services
 - ◆ Support automatic composition of Web Services
 - ◆ Support automatic invocation of Web services
- Complete do not compete**
- ◆ OWL-S does not aim to replace the Web services standards
 - ◆ rather OWL-S attempts to provide a semantic layer
 - OWL-S relies on WSDL for Web service invocation (*see Grounding*)
 - OWL-s Expands UDDI for Web service discovery (*OWL-S/UDDI mapping*)



OWL-S Upper Ontology

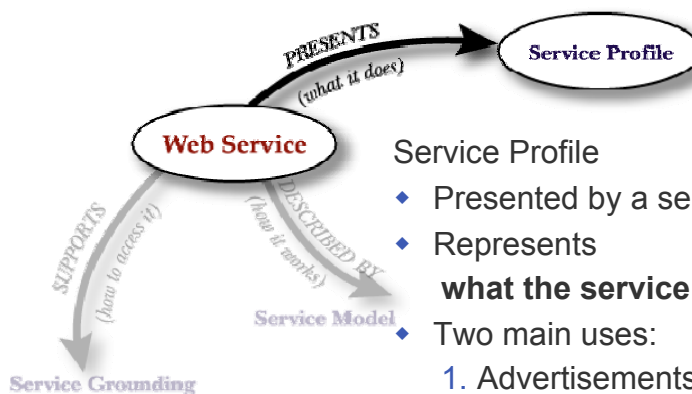


- Mapping to wSDL
 - communication protocol (RPC, HTTP, ...)
 - marshalling/serialization
 - transformation to and from XSD to OWL

- Capability specification
- General features of the Service
 - Quality of Service
 - Classification in Service taxonomies
- Control flow of the service
 - Black/Grey/Glass Box view
- Protocol Specification
- Abstract Messages



Service Profiles



Service Profile

- ◆ Presented by a service.
- ◆ Represents **what the service provides**
- ◆ Two main uses:
 1. Advertisements of Web Services capabilities
 2. Request of Web services with a given set of capabilities



OWL-S Profile in a Nutshell

- Describes Web service
 - ◆ What capabilities it provides:
 - What transformation the service computes
 - Type of service and products
 - ◆ General features such as
 - Agent providing the service
 - Security requirements
 - Quality guarantees of service
- Primary role: to assist discovery
 - ◆ Allows capability based search
 - ◆ Allows selection based on requirements of the requester
- Profile does not specify use/invocation



OWL-S Service Profile Capability Description

- **Preconditions**
 - ◆ Set of conditions that should hold prior to service invocation
- **Inputs**
 - ◆ Set of necessary inputs that the requester should provide to invoke the service
- **Outputs**
 - ◆ Results that the requester should expect after interaction with the service provider is completed
- **Effects**
 - ◆ Set of statements that should hold true if the service is invoked successfully.
- **Service type**
 - ◆ What kind of service is provided (eg selling vs distribution)
- **Product**
 - ◆ Product associated with the service (eg travel vs books vs auto parts)



OWL-S Service Profile Additional Properties

■ Security Parameters

- ◆ Specify the security capabilities of a Web service (eg support X509 Encryption)
- ◆ Specify the security requirements of a Web service (eg a client should be able to provide X509 Encryption)

■ Quality rating

- ◆ What level of service quality does the Web service provide?

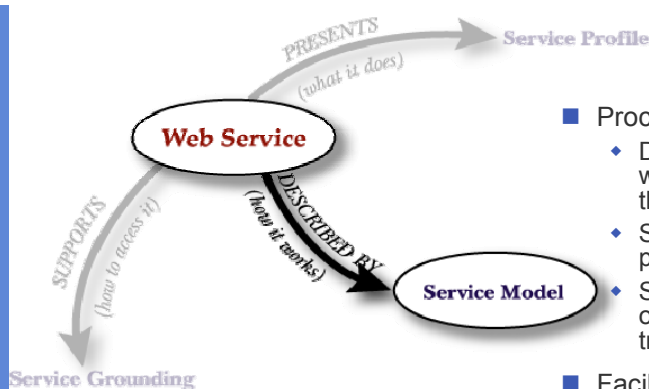
■ Description with standard business taxonomies

- ◆ How would the service be classified in standard taxonomies

This is not a closed set, new properties can be added using existing ontologies



Process Model



■ Process Model

- ◆ Describes how a service works: internal processes of the service
- ◆ Specifies service interaction protocol
- ◆ Specifies abstract messages: ontological type of information transmitted

■ Facilitates

- ◆ Web service invocation
- ◆ Composition of Web services
- ◆ Monitoring of interaction



Viewpoints of Process Model

Three viewpoints of a Web service

- ◆ **Glass Box:**
 - The Web service reveals all its internal structure
 - Which parts of the service it performs in-house, which one it subcontracts, etc
- ◆ **Black Box:**
 - The Web service model does not reveal anything about the internal working of the service
 - It just specifies what data it gathers and what data it sends back
- ◆ **Grey Box:**
 - The Web service selectively hides some parts of its Process Model, while it publicizes others



Definition of Process

- A Process represents a transformation (function). It is characterized by four parameters
 - ◆ **Inputs:** the inputs that the process requires
 - ◆ **Preconditions:** the conditions that are required for the process to run correctly
 - ◆ **Outputs:** the information that results from (and is returned from) the execution of the process
 - ◆ **Results:** a process may have different outcomes depending on some condition
 - **Condition:** under what condition the result occurs
 - **Constraints on Outputs**
 - **Effects:** real world changes resulting from the execution of the process



Motivation for the Results Parameter

- Processes may terminate in exceptional states:
 - ◆ The credit company may fail to charge the credit card
 - ◆ The book may be out of stock
 - ◆ The deliver of the goods may fail
- Results support modeling of non-deterministic outcomes of Web services
 - ◆ The condition specifies when an outcome is generated
 - ◆ Each outcome is characterized by
 - a set of constraints on outputs
 - a set of effects



Example of Process

```

<process:AtomicProcess rdf:ID="LogIn">
  <process:hasInput rdf:resource="#AcctName"/>
  <process:hasInput rdf:resource="#Password"/>
  <process:hasOutput rdf:resource="#Ack"/>
  <process:hasPrecondition isMember(AccName)/>
  <process:hasResult>
    <process:Result>
      <process:inCondition>
        <expr:SWRL-Condition>
          correctLoginInfo(AccName,Password)
        </expr:SWRL-Condition>
      </process:inCondition>
      <process:withOutput rdf:resource="#Ack">
        <valueType rdr:resource="#LoginAcceptMsg">
      </process:withOutput>
      <process:hasEffect>
        <expr:SWRL-Condition>
          loggedIn(AccName,Password)
        </expr:SWRL-Condition>
      </process:hasEffect>
    </process:Result>
  </process:hasResult>
</process:AtomicProcess>

```

Inputs / Outputs (green bracket)

Precondition (orange bracket)

Condition (pink bracket)

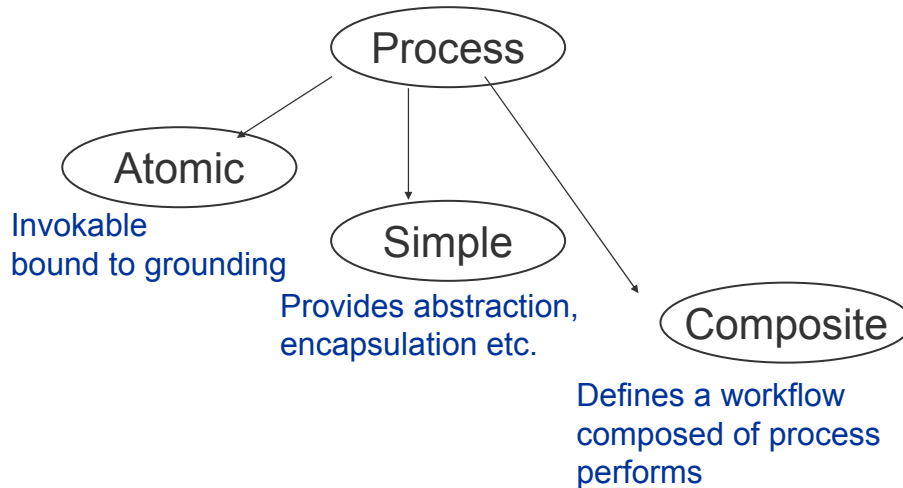
Output Constraints (green bracket)

Effect (red bracket)

Result (orange bracket)



Ontology of Processes



Process Model Organization

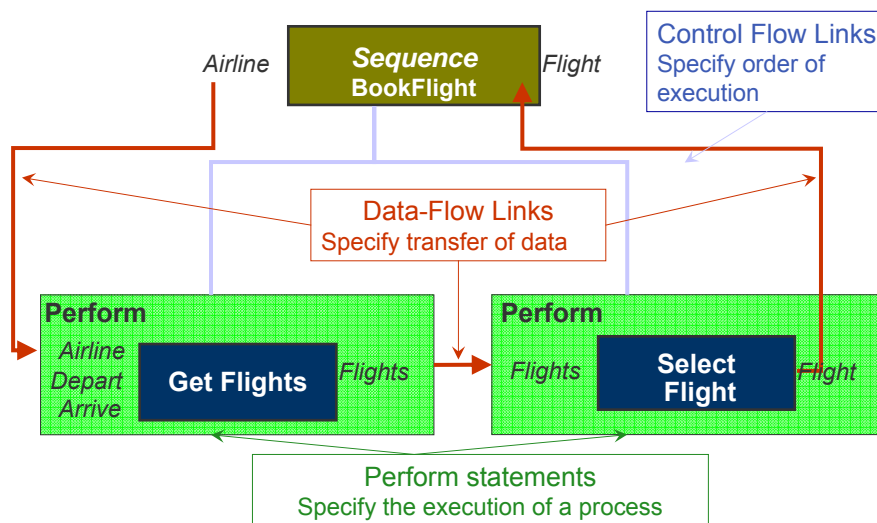
- **Process Model is described as a tree structure**
 - ◆ Composite processes are internal nodes
 - ◆ Simple and Atomic Processes are the leaves
- **Simple processes represent an abstraction**
 - ◆ Placeholders of processes that aren't specified
 - ◆ Or that may be expressed in many different ways
- **Atomic Processes correspond to the basic actions that the Web service performs**
 - ◆ Hide the details of how the process is implemented
 - ◆ Correspond to WSDL operations

Composite Processes

- Composite Processes specify how processes work together to compute a complex function
- Composite processes define
 1. **Control Flow**
Specify the temporal relations between the executions of the different sub-processes
 2. **Data Flow**
Specify how the data produced by one process is transferred to another process



Example of Composite Process



Perform Construct

- *Perform* provides invocation mechanism
 - ◆ Specify context of process execution
 - input data flow
 - hooks for output data flow
- Distinction between definition and invocation of a process
 - ◆ Definition specifies the process' I/P/R
 - ◆ *Perform* specify when the process is invoked and with what parameters



Control Flow

- Processes can be chained to form a workflow
- OWL-S supports the following control flow constructs
 - ◆ **Sequence/Any-Order**: represents a list of processes that are executed in sequence or arbitrary order
 - ◆ **Conditionals**: if-then-else statements
 - ◆ **Loops**: while and repeat-until statements
 - ◆ **Multithreading and synchronization**: split process in multiple threads, and rendezvous (joint) points
 - ◆ **Non-deterministic choices**: (arbitrarily) select one process of a set



Data Flow

Dataflow allows information to be transferred from process to process.

Output→Input:

The information produced by one process is transferred to another in the same control construct

Input →Input:

The information received by a composite process is transferred to the sub-processes

Output→Output:

The information produced by a subprocess is transferred to a super-process



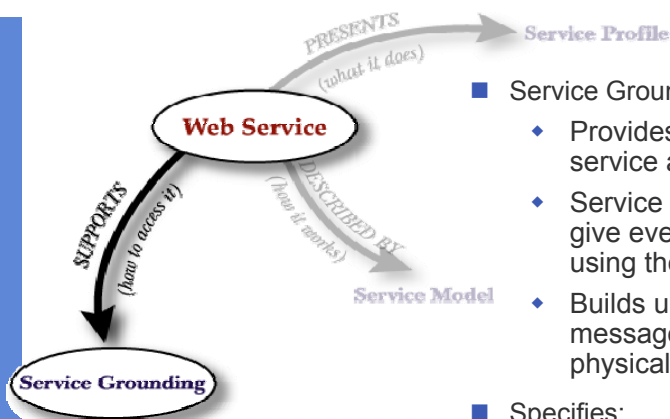
Process Model

■ Service Model describes

- ◆ Set of processes that define the operations performed by the Web service
- ◆ Control flow describing the temporal flow of processes
- ◆ Data flow describing the transfer of information between sub-processes



Service Grounding



■ Service Grounding

- ◆ Provides a specification of service access information.
- ◆ Service Model + Grounding give everything needed for using the service
- ◆ Builds upon **WSDL** to define message structure and physical binding layer

■ Specifies:

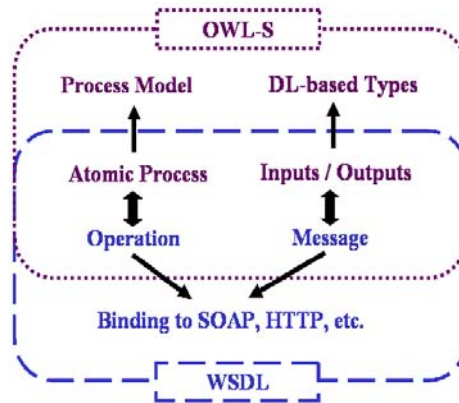
- ◆ communication protocols, transport mechanisms, communication languages, etc.

Rationale of Service Grounding

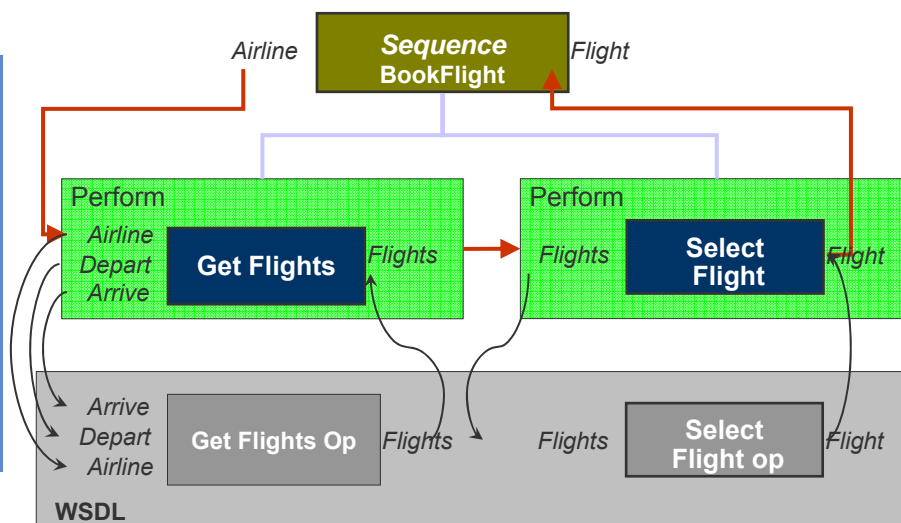
- Provides a specification of service access information.
- Service Model + Grounding give everything needed for using the service
 - ◆ Service description is for reasoning about the service
 - Decide what information to send and what to expect
 - ◆ Service Grounding is for message passing
 - Generate outgoing messages, and get incoming messages
 - Mapping XML Schemata to OWL concepts
- Builds upon **WSDL** to define message structure and physical binding layer

Mapping OWL-S / WSDL 1.1

- **Operations** correspond to Atomic Processes
- **Input/Output** messages correspond to Inputs/Outputs of processes



Example of Grounding



Result of using the Grounding

- **Invocation mechanism for OWL-S**
 - ◆ Invocation based on WSDL
 - ◆ Different types of invocation supported by WSDL can be used with OWL-S
- **Clear separation between service description and invocation/implementation**
 - ◆ Service description is needed to reason about the service
 - Decide how to use it
 - Decide how what information to send and what to expect
 - ◆ Service implementation may be based on SOAP and XSD types
 - ◆ The crucial point is that the information that travels on the wires and the information used in the ontologies is the same
- **Allows any web service to be represented using OWL-S**
 - ◆ For example: Amazon.com

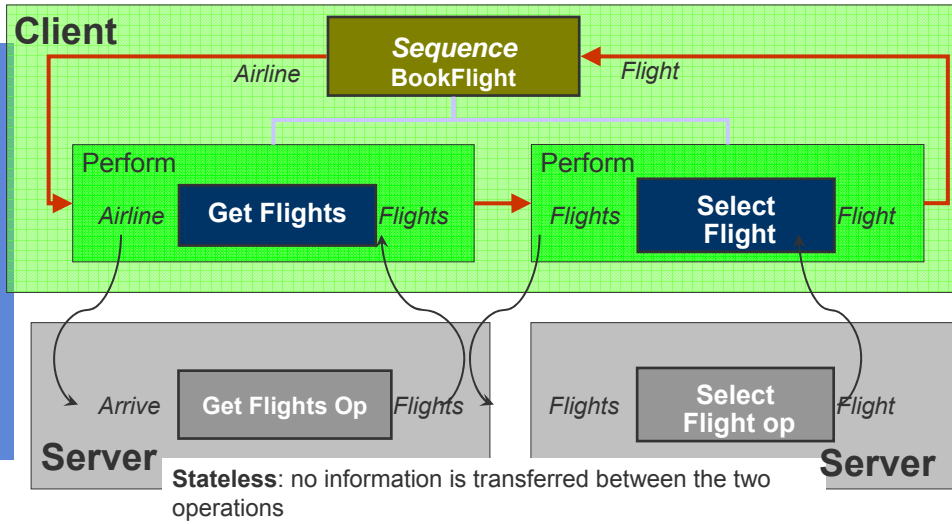


Handling stateful vs stateless Web services

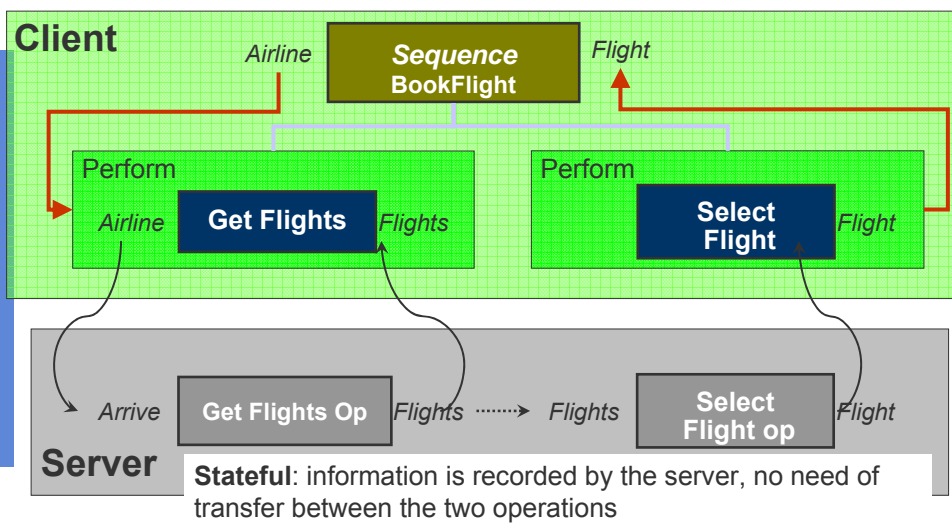
1. Stateless Web services
 - ◆ The server does not maintain the state of the computation
 - ◆ Dataflow links specify how the client communicate the state to the service
2. Stateful Web services
 - ◆ The service does maintain the state
 - ◆ No need of dataflow links since transfer of information is opaque to the client



Representing Stateful Web services



Representing Stateless Web services



Conclusion OWL-S

OWL-S provides a language for the description of Web services

- ◆ Service Profile provides description of capabilities of Web Service
 - **Allows capability-based discovery**
- ◆ Process Model provides the description of how to use a Web service
 - **Allows automatic invocation of Web service**
- ◆ Service Grounding maps Atomic Processes into WSDL operations
 - **Allows separation between description and implementation**
 - **Supports description of arbitrary Web services**



Web Service Modeling Ontology WSMO

Michael Stollberg

Outline

Outline

- WSMO Working Groups
- Top Level Notions
 - ◆ Ontologies
 - ◆ Web Services
 - ◆ Goals
 - ◆ Mediators

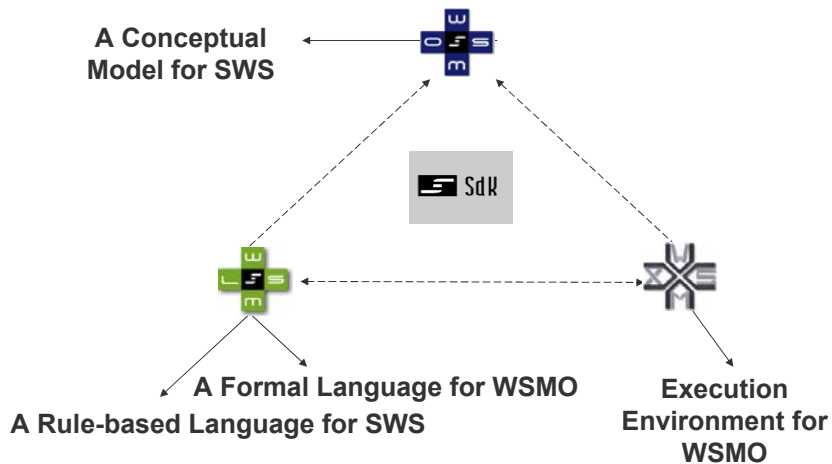


WSMO is ..

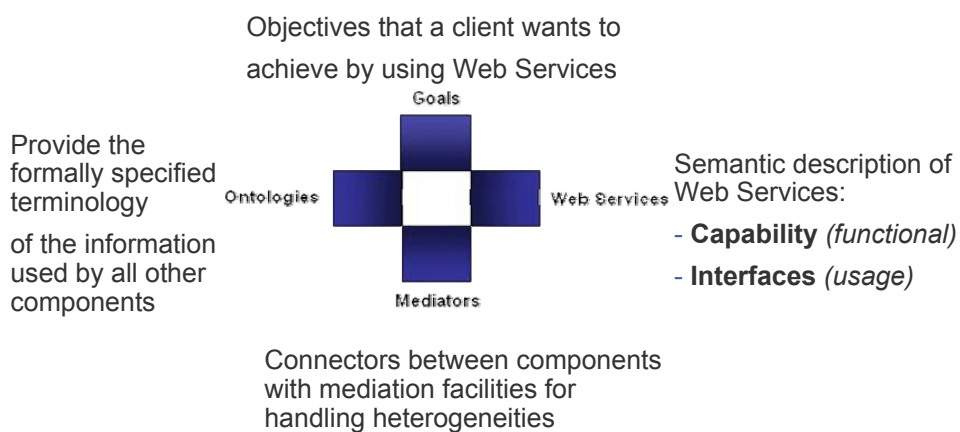
- a conceptual model for Semantic Web Services:
 - ◆ ontology of core elements for Semantic Web Services
 - ◆ a formal description language (WSML)
 - ◆ execution environment (WSMX)
- derived from and based on the Web Service Modeling Framework WSMF
- a SDK-Cluster Working Group
 - ◆ (joint European research and development initiative)



WSMO Working Groups



WSMO Top Level Notions



WSMO D2, version 1.2, 13 April 2005 (W3C submission)

Non-Functional Properties

Every WSMO element is described by properties that contain relevant, non-functional aspects

- Dublin Core Metadata Set:
 - ◆ complete item description
 - ◆ used for resource management
- Versioning Information
 - ◆ evolution support
- Quality of Service Information
 - ◆ availability, stability
- Other
 - ◆ Owner, financial



Non-Functional Properties List

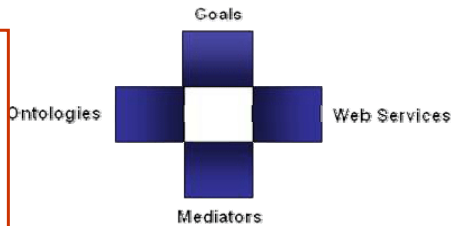
- | | |
|----------------------|--------------------|
| Dublin Core Metadata | Quality of Service |
| Contributor | Accuracy |
| Coverage | NetworkRelatedQoS |
| Creator | Performance |
| Description | Reliability |
| Format | Robustness |
| Identifier | Scalability |
| Language | Security |
| Publisher | Transactional |
| Relation | Trust |
| Rights | |
| Source | Other |
| Subject | Financial |
| Title | Owner |
| Type | TypeOfMatch |
| | Version |



WSMO Ontologies

Objectives that a client wants to achieve by using Web Services

Provide the formally specified terminology of the information used by all other components



Semantic description of Web Services:

- **Capability** (*functional*)
- **Interfaces** (*usage*)

Connectors between components with mediation facilities for handling heterogeneities



Ontology Usage & Principles

- **Ontologies are the 'data model' throughout WSMO**
 - ◆ all WSMO element descriptions rely on ontologies
 - ◆ all data interchanged in Web Service usage are ontologies
 - ◆ Semantic information processing & ontology reasoning
- **WSMO Ontology Language WSML**
 - ◆ conceptual syntax for describing WSMO elements
 - ◆ logical language for axiomatic expressions (WSML Layering)
- **WSMO Ontology Design**
 - ◆ Modularization: import / re-using ontologies, modular approach for ontology design
 - ◆ De-Coupling: heterogeneity handled by **OO Mediators**



Ontology Specification

- **Non functional properties** (see before)
- **Imported Ontologies** importing existing ontologies where no heterogeneities arise
- **Used mediators** OO Mediators (ontology import with terminology mismatch handling)

Ontology Elements:

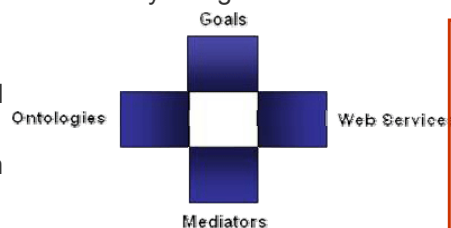
- Concepts** set of concepts that belong to the ontology, incl.
- Attributes** set of attributes that belong to a concept
- Relations** define interrelations between several concepts
- Functions** special type of relation (unary range = return value)
- Instances** set of instances that belong to the represented ontology
- Axioms** axiomatic expressions in ontology (logical statement)



WSMO Ontologies

Objectives that a client wants to achieve by using Web Services

Provide the formally specified terminology of the information used by all other components



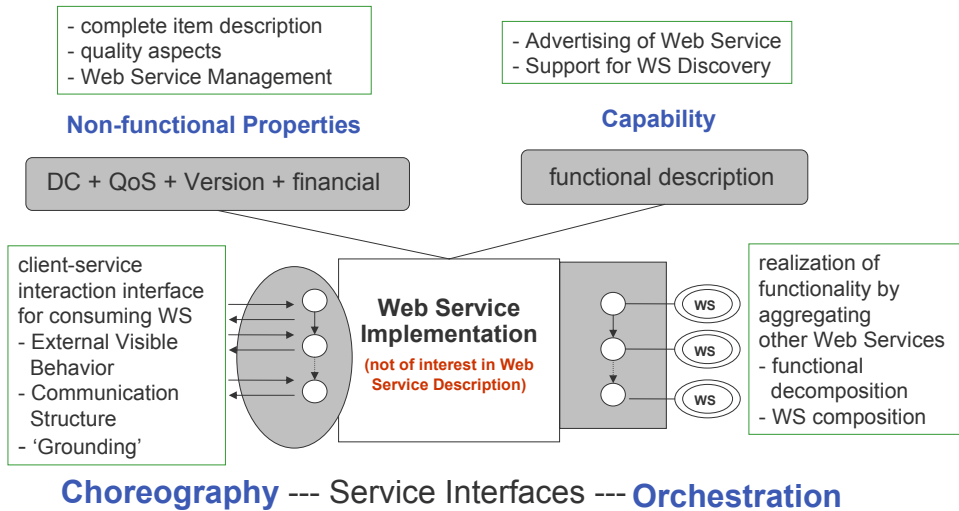
Semantic description of Web Services:

- **Capability** (*functional*)
- **Interfaces** (*usage*)

Connectors between components with mediation facilities for handling heterogeneities



WSMO Web Service Description

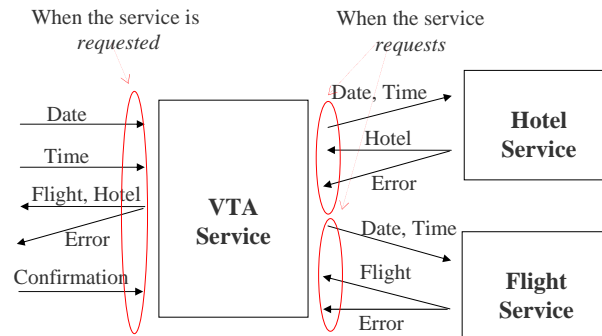


Capability Specification

- **Non functional properties**
- **Imported Ontologies**
- **Used mediators**
 - ◆ *OO Mediator*: importing ontologies with mismatch resolution
 - ◆ *WG Mediator*: link to a Goal wherefore service is not usable a priori
- **Pre-conditions**
What a web service expects in order to be able to provide its service. They define conditions over the input.
- **Assumptions**
Conditions on the state of the world that has to hold before the Web Service can be executed
- **Post-conditions**
describes the result of the Web Service in relation to the input, and conditions on it
- **Effects**
Conditions on the state of the world that hold after execution of the Web Service (i.e. changes in the state of the world)

Choreography & Orchestration

■ VTA example:



- **Choreography** = how to interact with the service to consume its functionality
- **Orchestration** = how service functionality is achieved by aggregating other Web Services



Choreography Interfaces

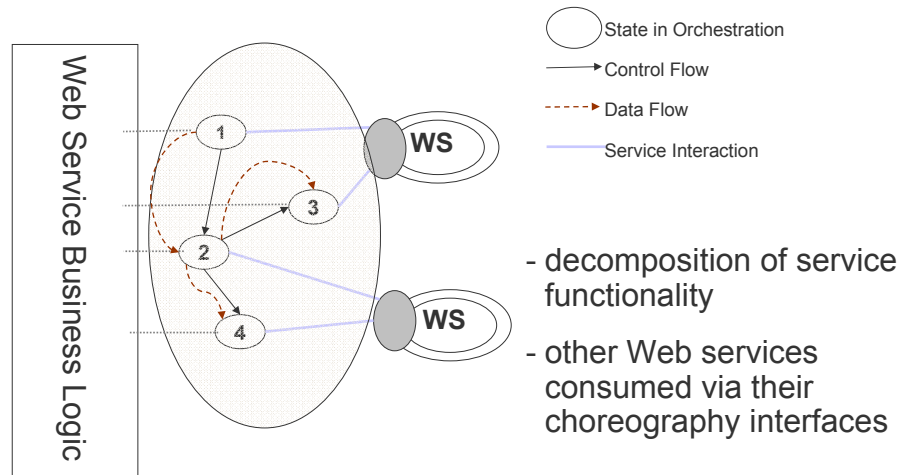
Interface for consuming Web Service

- **External Visible Behavior**
 - ◆ those aspects of the workflow of a Web Service where Interaction is required
 - ◆ described by workflow constructs: sequence, split, loop, parallel
- **Communication Structure**
 - ◆ messages sent and received
 - ◆ their order (communicative behavior for service consumption)
- **Grounding**
 - ◆ executable communication technology for interaction
 - ◆ choreography related errors (e.g. input wrong, message timeout, etc.)
- **Formal Model**
 - ◆ reasoning on Web Service interfaces (service interoperability)
 - ◆ semantically enabled mediation on Web Service interfaces



Orchestration Aspects

Behavior for Interaction with aggregated Web Services



WSMO Web Service Interfaces

- behavior interfaces of Web services and clients for “peer-2-peer” interaction
- Choreography and Orchestration as sub-concepts of Service Interface with common description language
- service interface description aspects:
 1. represent the **dynamics** of information interchange during service consumption and interaction
 2. support **ontologies** as the underlying data model
 3. appropriate **communication technology** for information interchange
 4. sound **formal model / semantics** of service interface specifications in order to allow advanced reasoning on them

Service interface = evolving ontology

Service Interface Description Approach

Abstract State Machines (ASM) as formal framework:

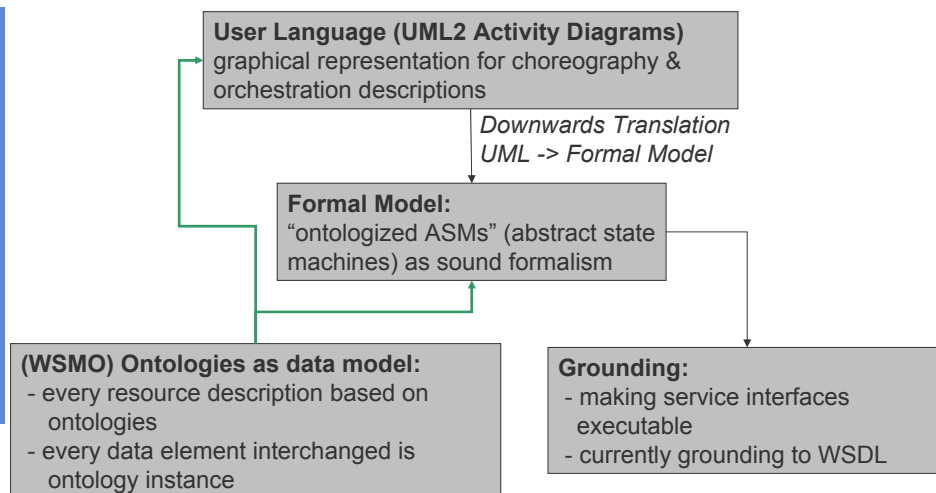
- ◆ dynamics representation: high expressiveness & low ontological commitment
- ◆ core principles: state-based, state definition by formal algebra, guarded transitions for state changes
- ◆ overcome the “Frame Problem”

further characteristics:

- ◆ not specific communication technology



Service Interface Description



Ontologized Abstract State Machines

- Vocabulary Ω :
 - ◆ ontology schema(s) used in service interface description
 - ◆ usage for information interchange: in, out, shared, controlled
- States $\omega(\Omega)$:
 - ◆ a stable status in the information space
 - ◆ defined by attribute values of ontology instances
- Guarded Transition $GT(\omega)$:
 - ◆ state transition
 - ◆ general structure: **if** (condition) **then** (update)
 - condition on current state, update = changes in state transition
 - all $GT(\omega)$ whose condition is fulfilled fire in parallel



Service Interface Example

Communication Behavior of a Web Service

```

 $\Omega_{in}$  hasValues {
  concept A [
    att1 ofType X
    att2 ofType Y]
  ...}
    
```

```

 $\Omega_{out}$  hasValues {
  concept B [
    att1 ofType W
    att2 ofType Z]
  ...}
    
```

Vocabulary:
 - Concept A in Ω_{in}
 - Concept B in Ω_{out}

State ω_1

```

a memberOf A [
  att1 hasValue x
  att2 hasValue y]
    
```

received ontology
instance **a**

Guarded Transition $GT(\omega_1)$

```

IF (a memberOf A [
  att1 hasValue x ])
THEN
(b memberOf B [
  att2 hasValue m ])
    
```

State ω_2

```

a memberOf A [
  att1 hasValue x,
  att2 hasValue y]

b memberOf B [
  att2 hasValue m]
    
```

sent ontology
instance **b**



WSMO Goals



Goals

Client Objective Specification along with all information needed for automated resolution

■ Goal-driven Approach, derived from AI rational agent approach

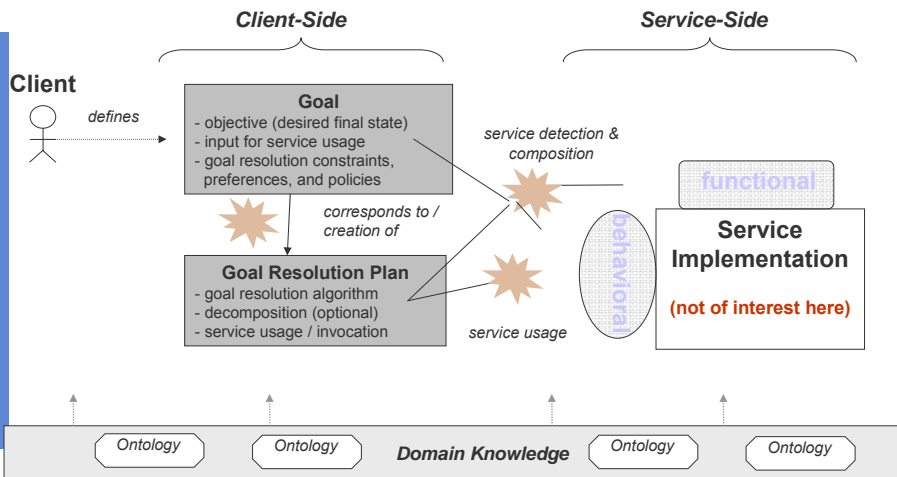
- ontological De-coupling of Requester and Provider
- 'intelligent' mechanisms detect suitable services for solving the Goal
- service re-use & knowledge-level client side support

■ Usage of Goals within Semantic Web Services

- ♦ A Requester (human or machine) defines a Goal to be resolved independently and on the knowledge level
- ♦ SWS techniques / systems automatically determine Web Services to be used for resolving the Goal (discovery, composition, execution, etc.)
- ♦ Ontological relationships & mediators used to link goals to web services
- ♦ Goal Resolution Management is realized in implementations



Goal-driven Architecture



Goal Specification

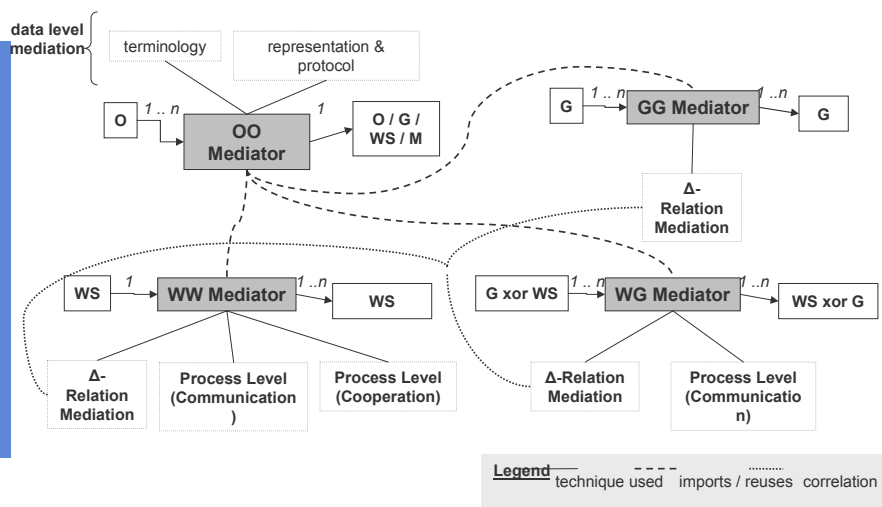
- Non functional properties
- Imported Ontologies
- Used mediators
 - ◆ OO Mediators: importing ontologies with heterogeneity resolution
 - ◆ GG Mediator:
 - Goal definition by reusing an already existing goal
 - allows definition of Goal Ontologies
- Requested Capability
 - ◆ describes service functionality expected to resolve the objective
 - ◆ defined as capability description from the requester perspective
- Requested Interface
 - ◆ describes communication behaviour supported by the requester for consuming a Web Service (Choreography)
 - ◆ Restrictions / preferences on orchestrations of acceptable Web Services

Mediation

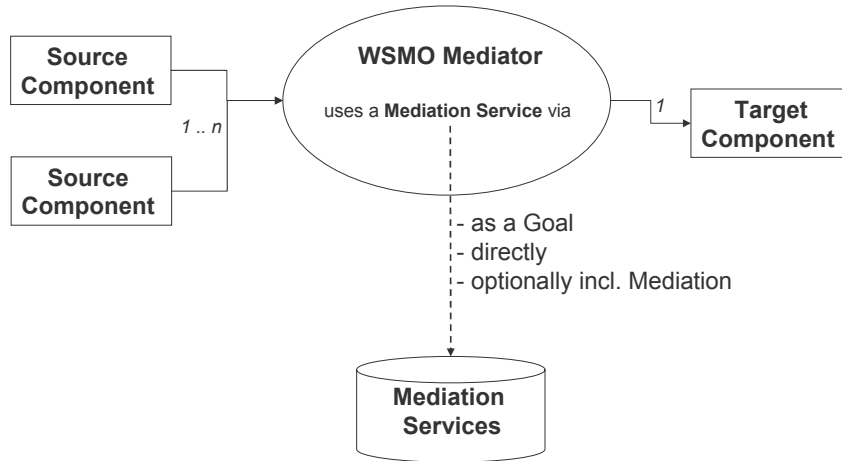
- **Heterogeneity ...**
 - ◆ Mismatches on structural / semantic / conceptual / level
 - ◆ Occur between different components that shall interoperate
 - ◆ Especially in distributed & open environments like the Internet
- **Concept of Mediation** (Wiederhold, 94):
 - ◆ **Mediators** as components that resolve mismatches
 - ◆ Declarative Approach:
 - Semantic description of resources
 - 'Intelligent' mechanisms that resolve mismatches independent of content
 - ◆ Mediation cannot be fully automated (integration decision)
- **Levels of Mediation within Semantic Web Services (WSMF):**
 - (1) **Data Level:** mediate heterogeneous Data Sources
 - (2) **Protocol Level:** mediate heterogeneous Communication Patterns
 - (3) **Process Level:** mediate heterogeneous Business Processes



WSMO Mediators Overview

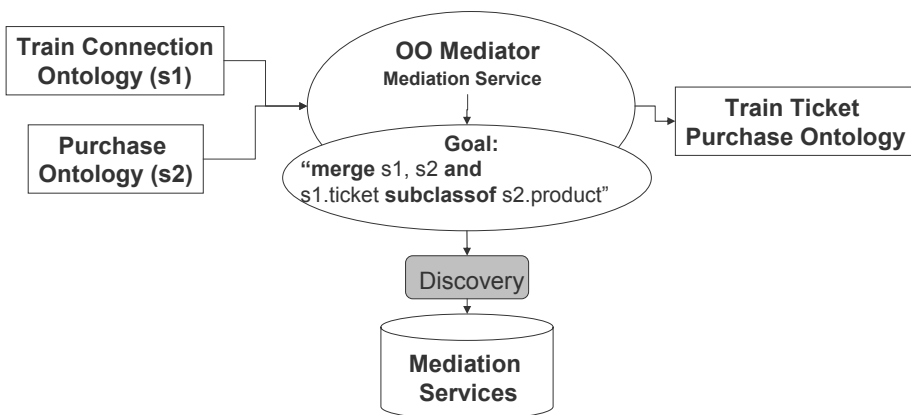


Mediator Structure



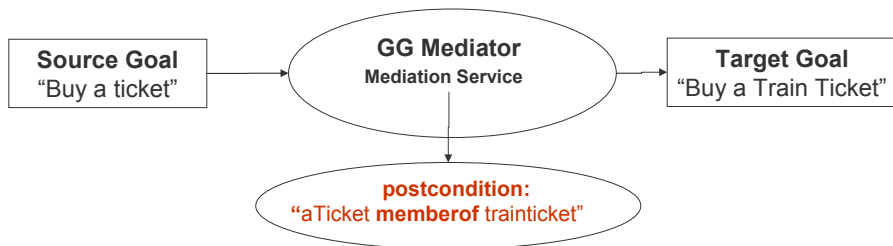
OO Mediator - Example

Merging 2 ontologies



GG Mediators

- Aim:
 - ◆ Support specification of Goals by re-using existing Goals
 - ◆ Allow definition of Goal Ontologies (collection of pre-defined Goals)
 - ◆ Terminology mismatches handled by OO Mediators
- Example: Goal Refinement



WG & WW Mediators

- **WG Mediators:**
 - ◆ link a Web Service to a Goal and resolve occurring mismatches
 - ◆ match Web Service and Goals that do not match a priori
 - ◆ handle terminology mismatches between Web Services and Goals
 - ⇒ broader range of Goals solvable by a Web Service
- **WW Mediators:**
 - ◆ enable interoperability of heterogeneous Web Services
 - ⇒ support automated collaboration between Web Services
- ◆ **OO Mediators** for terminology import with data level mediation
- ◆ Protocol Mediation for establishing valid multi-party collaborations
- ◆ Process Mediation for making Business Processes interoperable

OWL-S and WSMO

Commonalities and Differences



OWL-S and WSMO

- **OWL-S** = ontology and language to describe Web services
- **WSMO** = ontology and language for core elements of Semantic Web Service systems

Main Description Elements Correlation:

OWL-S profile	≈ WSMO capability + goal + non-functional properties
OWL-S Process Model	≈ WSMO Service Interfaces
OWL-S Grounding	≈ current WSMO Grounding



Perspective

- OWL-S is an ontology and a language to describe Web services
 - ◆ Strong relation to Web Services standards
 - rather than proposing another WS standard, OWL-S aims at enriching existing standards
 - OWL-S is grounded in WSDL and it has been mapped into UDDI
 - ◆ Based on the Semantic Web
 - Ontologies provide conceptual framework to describe the domain of Web services and an inference engine to reason about the domain
 - Ontologies are essential elements of interoperation between Web services
- WSMO is a conceptual model for the core elements of Semantic Web Services
 - ◆ core elements: Ontologies, Web Services, Goals, Mediators
 - language for semantic element description (WSML)
 - reference implementation (WSMX)
 - ◆ Mediation as a key element
 - ◆ Ontologies as data model
 - every resource description is based on ontologies
 - every data element interchanged is an ontology instance



OWL-S and WSMO

OWL-S profile \approx WSMO capability +
goal +
non-functional properties

- OWL-S uses Profiles to express existing capabilities (advertisements) and desired capabilities (requests)
- WSMO separates provider (capabilities) and requester points of view (goals)



OWL-S and WSMO

OWL-S Process Model \approx WSMO Service Interfaces

- Perspective:
 - ◆ OWL-S Process Model describes operations performed by Web Service, including consumption as well as aggregation
 - ◆ WSMO separates Choreography and Orchestration
- Formal Model:
 - ◆ OWL-S formal semantics has been developed in very different frameworks such as Situation Calculus, Petri Nets, Pi-calculus
 - ◆ WSMO service interface description model with ASM-based formal semantics
 - ◆ OWL-S Process Model is extended by SWRL / FLOWS

both approaches are not finalized yet



OWL-S and WSMO

OWL-S Grounding \approx current WSMO Grounding

- OWL-S provides default mapping to WSDL
 - ◆ clear separation between WS description and interface implementation
 - ◆ other mappings could be used
- WSMO also defines a mapping to WSDL, but aims at an ontology-based grounding
 - ◆ avoid loss of ontological descriptions throughout service usage process
 - ◆ 'Triple-Spaced Computing' as innovative communication technology



Mediation in OWL-S and WSMO

- OWL-S does not have an explicit notion of mediator
 - ◆ Mediation is a by-product of the orchestration process
 - E.g. protocol mismatches are resolved by constructing a plan that coordinates the activity of the Web services
 - ◆ ...or it results from translation axioms that are available to the Web services
 - It is not the mission of OWL-S to generate these axioms
- WSMO regards mediators as key conceptual elements
 - ◆ Different kinds of mediators:
 - OO Mediators for ensuring semantic interoperability
 - GG, WG mediators to link Goals and Web Services
 - WW Mediators to establish service interoperability
 - ◆ Reusable mediators
 - ◆ Mediation techniques under development

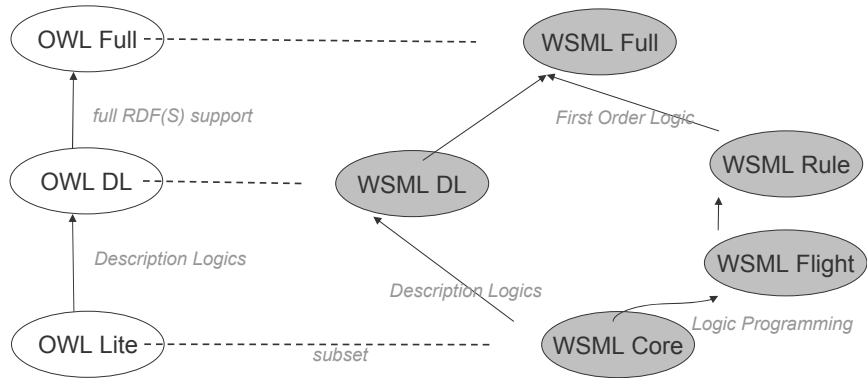


Semantic Representation

- OWL-S and WSMO adopt a similar view on the need of ontologies and explicit semantics
 - but they rely on different logics
 - ◆ OWL-S is based on OWL/SWRL
 - OWL represent taxonomical knowledge
 - SWRL provides inference rules
 - FLOWS as formal model for process model
 - ◆ WSMO is based on
 - WSML a family of languages with a common basis for compatibility and extensions in the direction of Description Logics and Logic Programming
 - Ontologizes Abstract State Machines and formal model for Service Interface Descriptions



OWL vs WSML



Summary

	OWL-S	WSMO	current Web Service technologies
Discovery <i>detection of suitable WS</i>	Profile	Goals and Web Services (capability)	UDDI API
Consumption & Interaction <i>How to consume & aggregate</i>	Process Model	Service Interfaces (Choreography + Orchestration)	BPEL4WS / WS-CDL
Invocation <i>How to invoke</i>	Grounding+WSDL/SOAP	Grounding (WSDL / SOAP, ontology-based)	WSDL / SOAP
Mediation <i>Heterogeneity handling</i>	-	Mediators	-

PART III: Semantic Web Service Techniques and Systems

Michael Stollberg

Contents

- The “Virtual Travel Agency Example”
 - ◆ Goal and Web service description
 - ◆ discovery
 - ◆ mediation
- SWS tools and systems
 - ◆ Web Service Execution Environment WSMX
 - ◆ OWL-S Integrated Development Environment
 - ◆ IRS

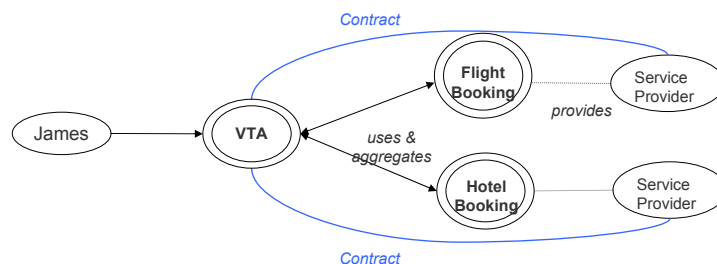
Challenges

- Web services as loosely coupled components that shall interoperate dynamically and automatically
- Techniques required for:
 - ◆ **Discovery**
 - How are Web services found and selected?
 - ◆ **Composition**
 - How to aggregate Web Services into a complex functionality?
 - ◆ **Conversation**
 - How to ensure automated interaction of Web Services?
 - ◆ **Invocation**
 - How to access and invoke Semantic Web Services?
 - ◆ **Mediation and Interoperability**
 - How are data and protocol mismatches resolved?
- Integrated systems for automated Web service usage :
 - ◆ **Editing and Management**
 - ◆ **Execution Control of Functional Components**
 - ◆ **APIs and web-based**

Virtual Travel Agency Use Case

- Michael is employed in DERI Austria and wants to book a flight and a hotel for the HICSS-39 conference
- the start-up company VTA provides tourism and business travel services based on Semantic Web Service technology

=> *how does the interplay of Michael, VTA, and other Web Services look like?*



Domain Ontologies

- All terminology used in resource descriptions are based on ontologies and all information interchanged should be ontology instances
- Domain Ontologies needed for this Use Case:
 - ◆ Trip Reservation Ontology,
 - ◆ Location Ontology,
 - ◆ Date and Time Ontology,
 - ◆ Purchase Ontology,
 - ... possibly more



Trip Reservation Ontology

- defines the terminology for trips (traveling, accomodation, holiday / business travel facilities) and reservations
- provided by community of interest (e.g. Austrian Tourism Association)
- main concepts:
 - ◆ TRIP
 - describes a trip (a journey between locations)
 - passenger, origin & destination, means of travel, etc.
 - ◆ RESERVATION
 - describes reservations for tickets, accomodation, or complete trips
 - customer, trip, price, payment
 - ◆ RESERVATION REQUEST
 - ◆ RESERVATION OFFER
 - ◆ RESERVATION CONFIRMATION
- uses other ontologies:
 - ◆ Location Ontology for origin & destination specification
 - ◆ Date and Time Ontology for departure, arrival, duration information
 - ◆ Purchase Ontology for payment related aspects



Trip Reservation Ontology

```

namespace {_"http://www.wsmo.org/ontologies/tripReservationOntology",
dc      _"http://purl.org/dc/elements/1.1#",
xsd     _"http://www.w3.org/2001/XMLSchema#",
loc     _"http://www.daml.org/2003/09/factbook/factbook-ont#",
dt      _"http://www.wsmo.org/ontologies/dateandtime.wsml#",
po      _"http://www.wsmo.org/ontologies/purchase.wsml#"}

ontology _"http://www.wsmo.org/ontologies/tripReservationOntology#"

nonFunctionalProperties
dc#title hasValue "Trip Reservation Ontology"
dc#creator hasValue _"http://www.deri.org"
dc#description hasValue "domain ontology for travel and accomodation reservation"
dc#publisher hasValue "Austrian Toursim Association"
version hasValue "$Revision 1.17 $"
endNonFunctionalProperties

importsOntology {_"http://www.wsmo.org/ontologies/dateandtime.wsml",
                _"http://www.wsmo.org/ontologies/purchase.wsml"}

usesMediator {_"http://www.wsmo.org/mediators/owl2wsml.wsml"}

```



Trip Reservation Ontology

```

concept trip
passenger impliesType po#person
origin impliesType loc#location
destination impliesType loc#location
departureDate ofType dt#dateandtime
returnDate ofType dt#dateandtime
meansOfTransport impliesType meansOfTransport
accomodation impliesType accomodation

concept reservation
nonFunctionalProperties
dc#description hasValue "reservations for tickets, accomodation, or complete trips"
dc#relation hasValue reservationItemDef
endNonFunctionalProperties
customer impliesType po#customer
reservationItem impliesType wsml#true
price impliesType po#price
payment impliesType po#payment
axiom reservationItemDef
definedBy
forall{?x, ?y} (?x memberOf reservation[reservationItem hasValue ?y] impliedBy
(?y memberOf ticket) or (?y memberOf accomodation) or (?y memberOf trip) ).

```



Goal Description

- “book flight and hotel for the HICSS-39 for Michael”
- goal capability postcondition: get a trip reservation for this

```
goal _"http://www.wsmo.org/examples/goals/hicss39"
importsOntology {_"http://www.wsmo.org/ontologies/tripReservationOntology", ...}
capability
postcondition
definedBy
?tripReservation memberOf tr#reservation[
  customer hasValue fof#michael,
  reservationItem hasValue ?tripHICSS] and
?tripHICSS memberOf tr#trip[
  passenger hasValue fof#michael,
  origin hasValue loc#innsbruck,
  destination hasValue loc#kauai,
  meansOfTransport hasValue ?flight,
  accomodation hasValue ?hotel] and
?flight[airline hasValue tr#staralliance] memberOf tr#flight and
?hotel[name hasValue "Grand Hyatt Kauai Resort"] memberOf tr#hotel .
```

VTA Service Description

- book tickets, hotels, amenities, etc.
- capability description (pre-state)

```
capability VTAcapability
sharedVariables {?creditCard, ?initialBalance, ?item, ?passenger}
precondition
definedBy
?reservationRequest[
  reservationItem hasValue ?item,
  passenger hasValue ?passenger,
  payment hasValue ?creditcard,
] memberOf tr#reservationRequest and
((?item memberOf tr#trip) or (?item memberOf tr#ticket)) and
?creditCard[balance hasValue ?initialBalance] memberOf po#creditCard .

assumption
definedBy
po#validCreditCard(?creditCard) and
(?creditCard[type hasValue po#visa] or ?creditCard[type hasValue po#mastercard]).
```

VTA Service Description

- capability description (post-state)

postcondition

definedBy

```
?reservation[
  reservationItem hasValue ?item,
  customer hasValue ?passenger,
  payment hasValue ?creditcard
] memberOf tr#reservation .
```

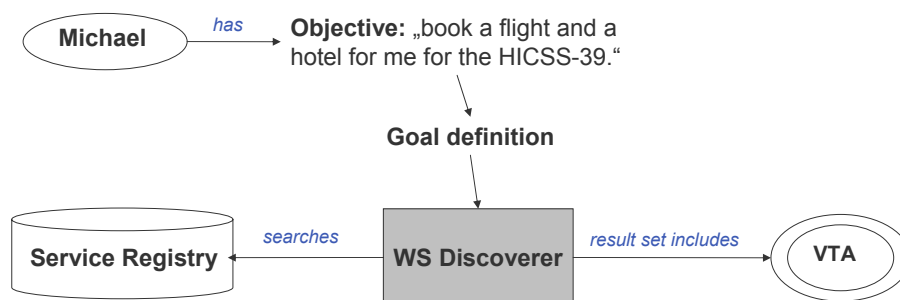
assumption

definedBy

```
reservationPrice(?reservation, ?tripPrice) and
?finalBalance= (?initialBalance - ?ticketPrice) and
?creditCard[po#balance hasValue ?finalBalance] .
```



Web Service Discovery



Semantic Web Service Discovery

Find appropriate Web Service for automatically resolving a goal as the objective of a requester

■ Aims:

- ◆ high precision discovery
- ◆ maximal automation
- ◆ effective discoverer architectures

■ Requirements:

- ◆ infrastructure that allows storage and retrieval of information about Web services
- ◆ description of Web services functionality
- ◆ description of requests or goals
- ◆ algorithms for matching requesters for capabilities with the corresponding providers



Discovery Techniques

- different techniques available
 - ◆ trade-off: ease-of-provision <-> accuracy
 - ◆ resource descriptions & matchmaking algorithms

Key Word Matching

match natural language key words in resource descriptions

Controlled Vocabulary

ontology-based key word matching

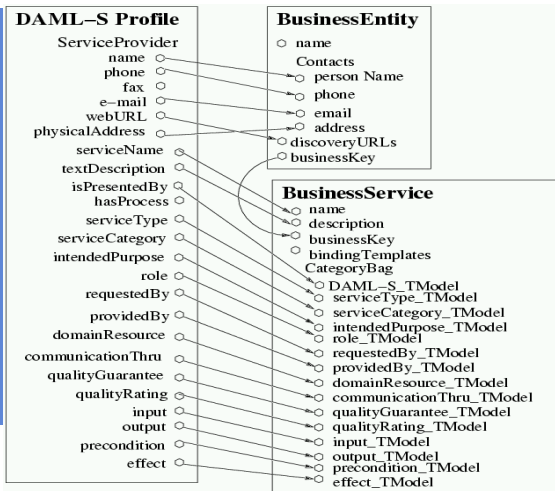
Semantic Matchmaking

... what Semantic Web Services aim at

Ease of provision
Possible Accuracy



Semantic Web Services in UDDI



- Mapping semantic resource descriptions into UDDI

- OWL-S Service Profile mapping to UDDI

- WSMO elements to UDDI mapping (for all top level elements)

⇒ *mapping semantic descriptions to syntactic repository*

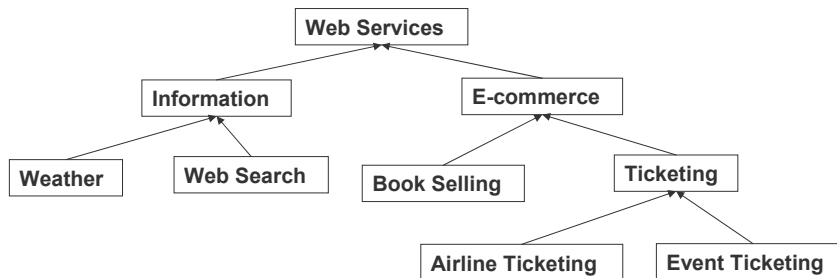
⇒ *allows retrieval of structural information*

Controlled Vocabulary WSMO non-functional properties

- Ontology keywords in non-functional properties
 - ◆ dc#subject contains main ontology concepts related to Web Service
 - ◆ allows pre-filtering similar to OWL-S Profile Hierarchy, but on basis on ontologies ("controlled vocabulary")
- Example
 - ◆ a Web Service for selling train tickets in Austria
`dc#subject hasValue _{tc#trainticket, po#purchase, loc#austria}`
 - ◆ does not precisely describe Web Service functionality
=> accuracy of discovery result meager

Controlled Vocabulary OWL-S Profile Hierarchies

- Hierarchy of Web Services
 - ◆ functional similarities (domain, in- / outputs)
 - ◆ allows pre-filtering of services on basis of categorization



<http://www.daml.org/services/owl-s/1.0/ProfileHierarchy.owl>



Matchmaking Notions & Intentions

Exact Match:

$$G, WS, O, M \models \forall x. (G(x) \Leftrightarrow WS(x))$$

PlugIn Match:

$$G, WS, O, M \models \forall x. (G(x) \Rightarrow WS(x))$$

Subsumption Match:

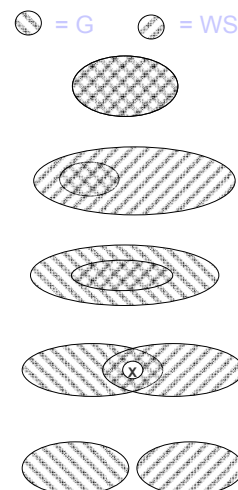
$$G, WS, O, M \models \forall x. (G(x) \leq WS(x))$$

Intersection Match:

$$G, WS, O, M \models \exists x. (G(x) \wedge WS(x))$$

Non Match:

$$G, WS, O, M \models \neg \exists x. (G(x) \wedge WS(x))$$

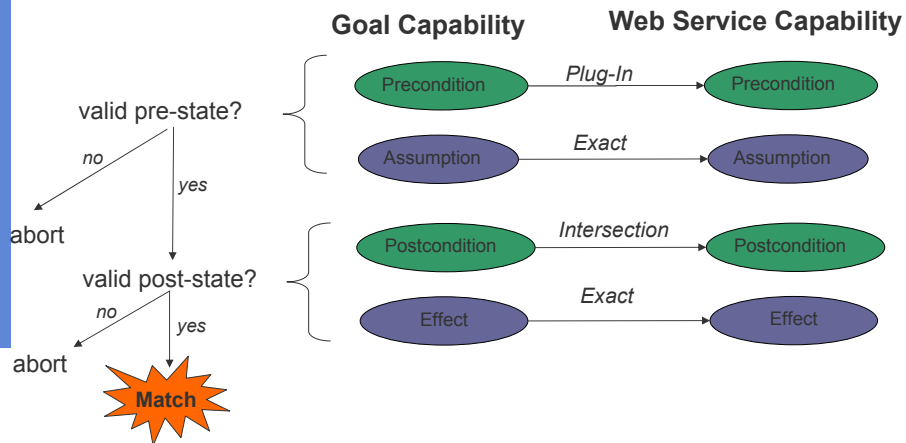


Keller, U.; Lara, R.; Polleres, A. (Eds): *WSMO Web Service Discovery*. WSML Working Draft D5.1, 12 Nov 2004.



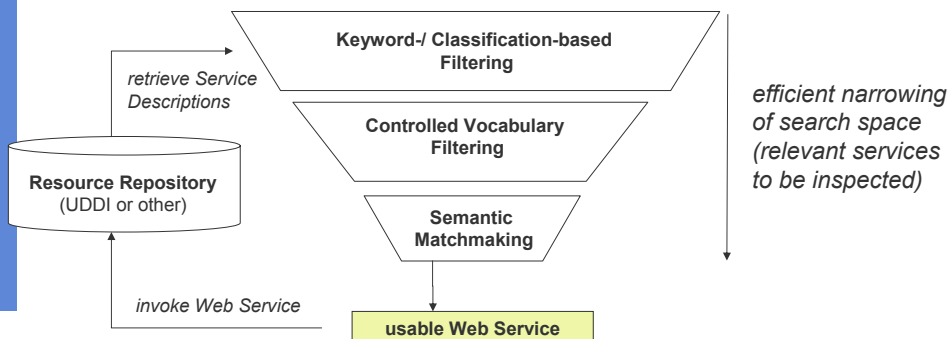
Discovery Approach

- Matchmaking Notion to be used defined for each goal capability element
- **Basic Procedure:**

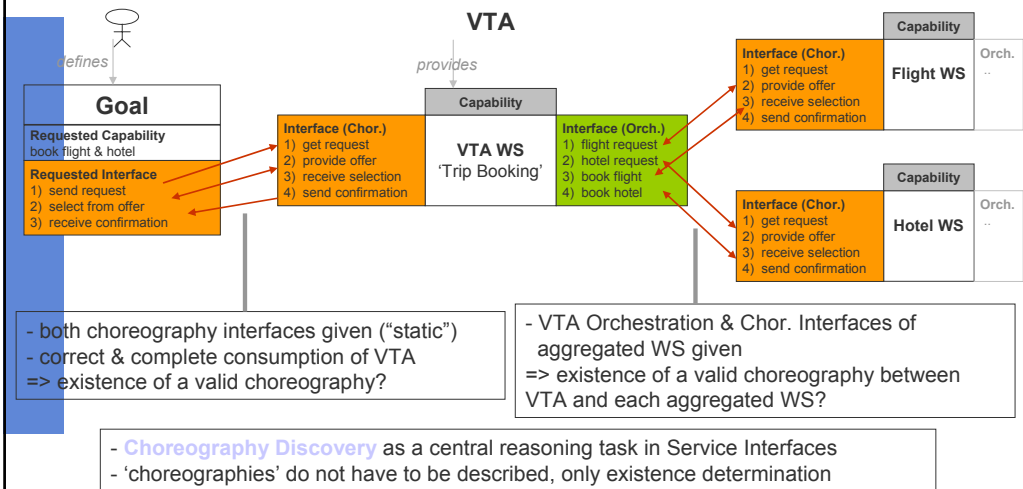


Discoverer Architecture

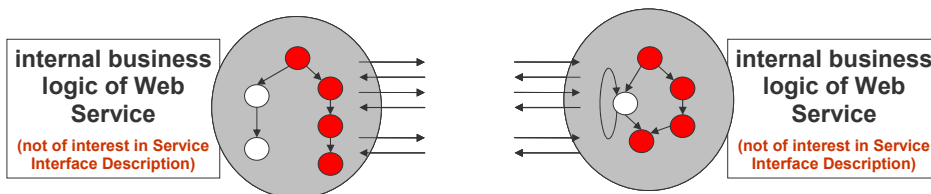
- Discovery as central Semantic Web Services technology
- Integrated Discoverer Architectures (under construction):



Choreography Discovery

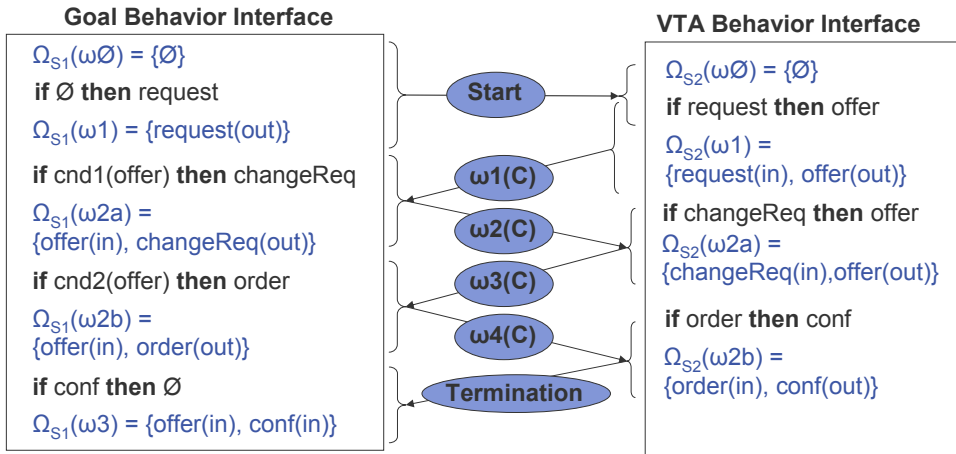


Choreography Discovery



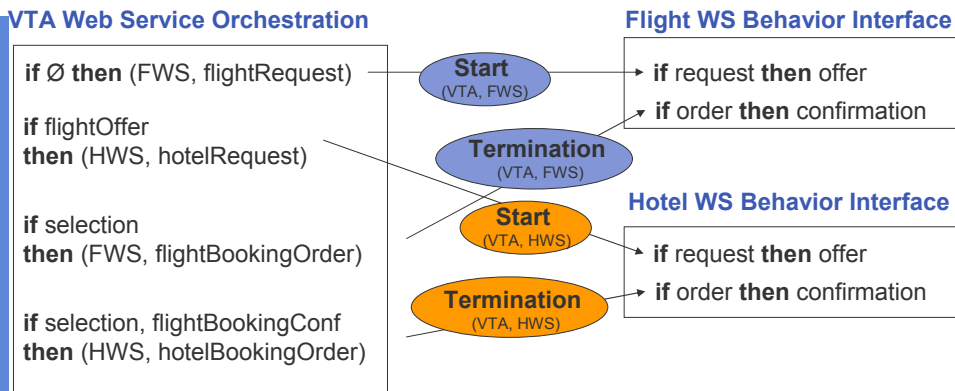
- a valid choreography exists if:
 - 1) **Information Compatibility**
 - compatible vocabulary
 - homogeneous ontologies
 - 2) **Communication Compatibility**
 - start state for interaction
 - a termination state can be reached without any additional input

Communication Compatibility Example



existence of a valid Choreography

Orchestration Validation Example



Orchestration is valid if valid choreography exists for interactions between Orchestrator and each aggregated Web Service, done by choreography discovery

Mediation

- Heterogeneity as inherent characteristic of (Semantic) Web:
 - ◆ heterogeneous terminology
 - ◆ heterogeneous languages / formalisms
 - ◆ heterogeneous communication protocols and business processes
- WSMO identifies Mediators as top level element, i.e. central aspect of Semantic Web Services
 - ◆ levels of mediation: data, protocol, processes
 - ◆ WSMO Mediator types
- Approach: declarative, generic mismatch resolution
 - ◆ classification of possible & resolvable mismatches
 - ◆ mediation definition language & mediation patterns
 - ◆ execution environment for mappings



Data Level (OO) Mediation

- Related Aspects / Techniques:
 - ◆ Ontology Integration (Mapping, Merging, Alignment)
 - ◆ Data Lifting & Lowering
 - ◆ Transformation between Languages / Formalisms
- Data Level Mismatch Classification
 - ◆ Conceptualization Mismatches
 - same domain concepts, but different conceptualization
 - different levels of abstraction
 - different ontological structure

=> *resolution only incl. human intervention*
 - ◆ Explication Mismatches
 - mismatches between:
 T (Term used) **D** (definition of concepts), **C** (real world concept)

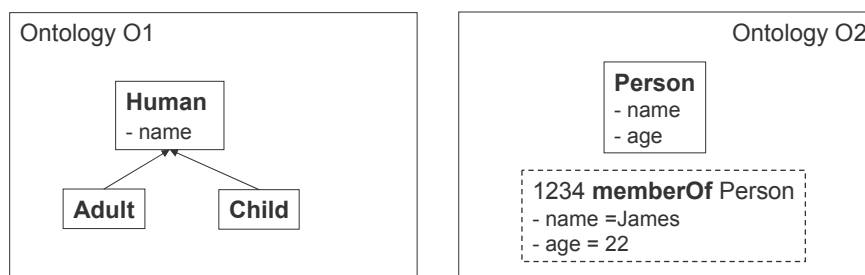
=> *automated resolution partially possible*



Ontology Mapping Language

- Language Neutral Mapping Language
 - ◆ mapping definitions on meta-layer (i.e. on generic ontological constructs)
 - ◆ independent of ontology specification language
 - ◆ “Grounding” to specific languages for execution (WSML, OWL, F-Logic)
- Main Features:
 - ◆ Mapping Document (sources, mappings, mediation service)
 - ◆ direction of mapping (uni- / bidirectional)
 - ◆ mapping between Ontology Constructs:
 - classMapping, attributeMapping, relationMapping (between similar constructs)
 - classAttributeMapping, classRelationMapping, classInstanceMapping
 - instanceMapping (explicit ontology instance transformation)
 - ◆ Conditions / logical expressions for data type mismatch handling, restriction of mapping validity, and complex mapping definitions
 - ◆ Mapping operators:
 - =, <, <=, >, >=, and, or, not
 - inverse, symmetric, transitive, reflexive
 - join, split

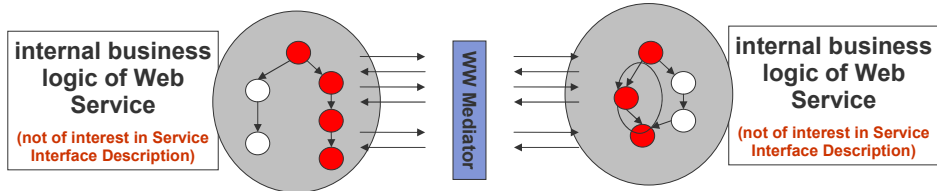
Mapping Language Example



```
classMapping(unidirectional o2:Person o1:Adult
attributeValueCondition(o2.Person.age >= 18))
```

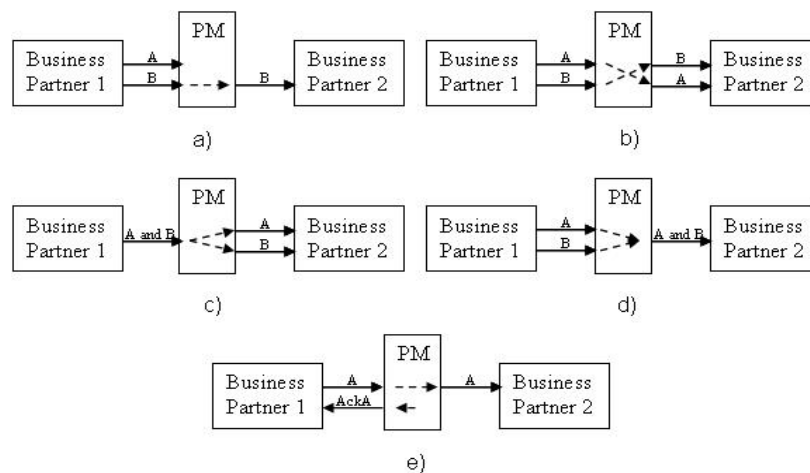
this allows to transform the instance 1234 of ontology O2 into a valid instance of 'adult' in ontology O1

Protocol & Process Level Mediation

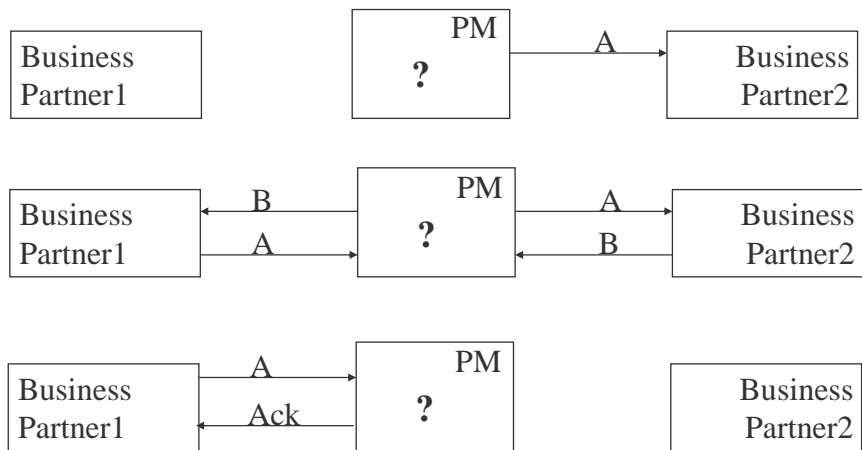


- if a choreography does not exist, then find an appropriate WW Mediator that
 - ◆ resolves possible mismatches to establish Information Compatibility (OO Mediator usage)
 - ◆ resolves process / protocol level mismatches in to establish Communication Compatibility

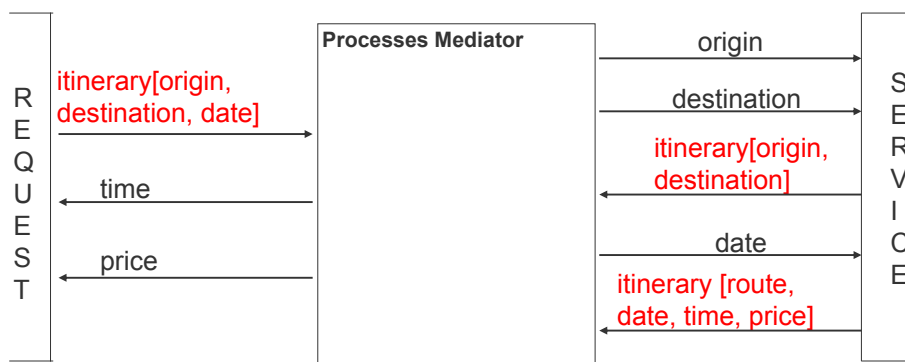
Process Mediation – Addressed Mismatches



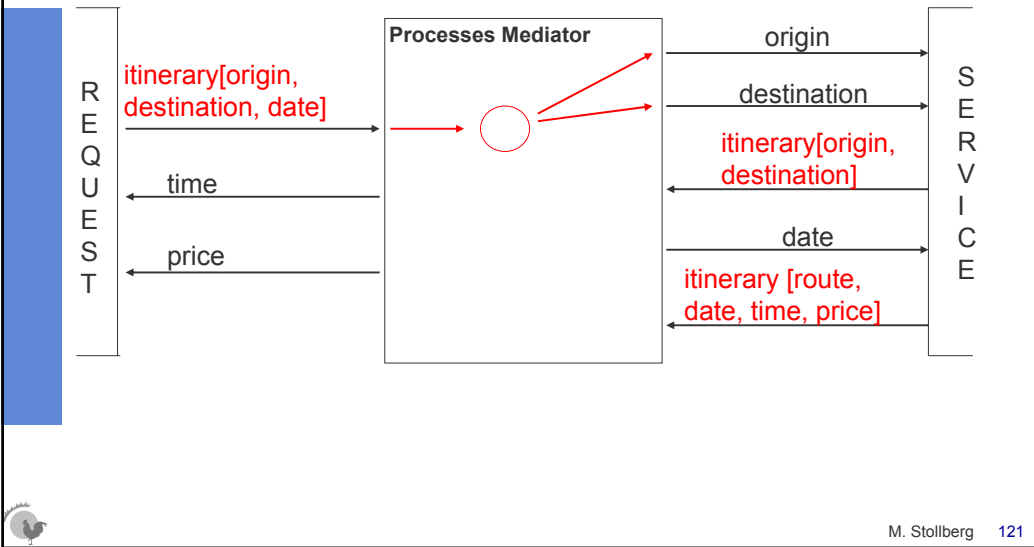
Unsolvable Mismatches



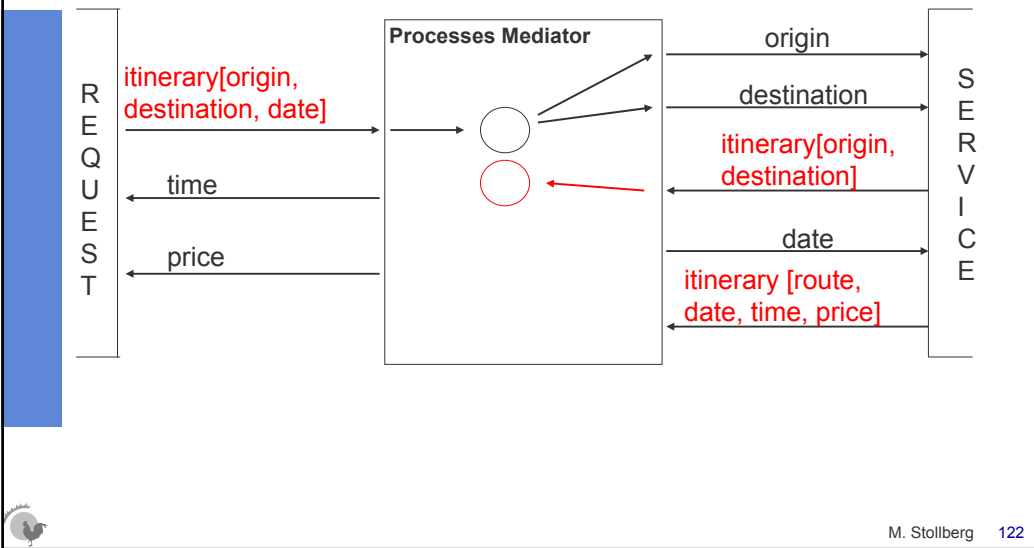
Process Mediation Example



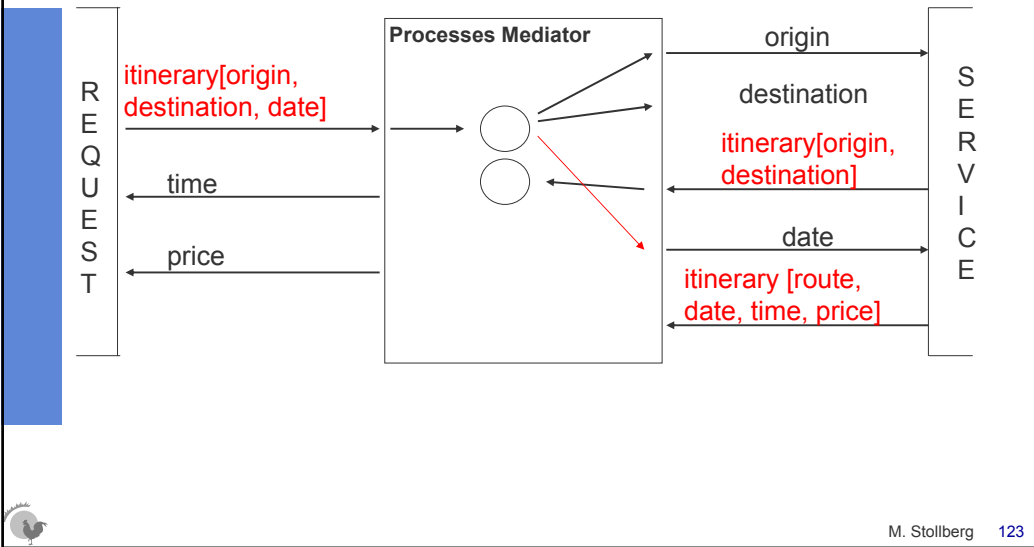
Process Mediation Example



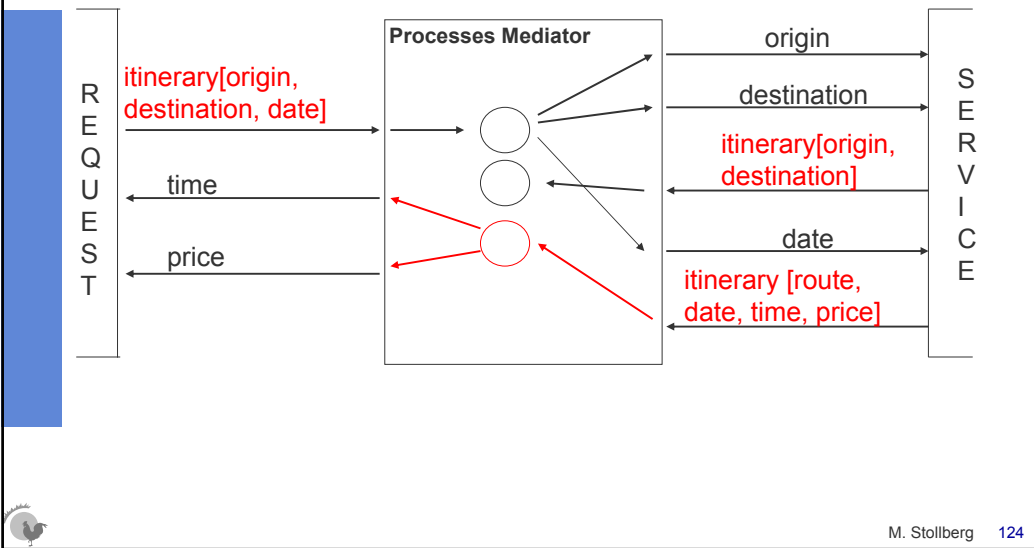
Process Mediation Example



Process Mediation Example



Process Mediation Example



Wrap-up

- The **targets** of the presented tutorial were to:
 - ◆ **understand aims & challenges** within Semantic Web Services
 - ◆ **understand OWL-S and WSMO**:
 - **design principles & paradigms**
 - **ontology elements**
 - .. an **overview of 'hot topics'** within the Semantic Web and Semantic Web Services
 - .. OWL-S and WSMO **Tools and System Presentation**
 - .. **do-it-yourself Hands-On Session**
- => you should now be able to correctly **assess emerging technologies & products** for Semantic Web Services and **utilize these for your future work**



OWL-S and WSMO

- North-American and European initiatives with converging aims
- Offer a SWS platforms to be used by B2C and B2B applications
- Provide a backbone for advanced integration and automation of industrial and business processes
- Are the most developed SWS technologies up to now available to be used in commercial and industrial applications
- Developments towards refining and interconnecting them



Future work – OWL-S

- OWL-S is close to conclusion, but a few issues still need to be addressed
 - ◆ An exception mechanism is still missing
 - ◆ There is a need of an exec instruction for loading and executing Process Models dynamically
 - ◆ A new Grounding for WSDL 2 should be developed
- Additional issues that OWL-S does not address
 - ◆ Security and Policies are not directly expressed in OWL-S yet
 - ◆ There are no facilities for Contracting and agreement
 - ◆ There are no facilities for Web service management



Future work – OWL-S (2)

- Standardization
 - ◆ The OWL-S coalition is planning to submit a W3C note to draw attention and create momentum for W3C standardization activities on Semantic Web services
 - ◆ Members of the OWL-S coalition are already active in standardization committee such as UDDI, WSDL 2 and WS Coordination
- The Future of OWL-S
 - ◆ OWL-S is nearing its completion and it will converge in the results of the SWSI working group or future standardization activities
 - ◆ The OWL-S coalition plans to remain in existence to maintain and further develop the language if needed



Future work - WSMO

- Further develop and consolidate concepts and implementation aspects of WSMO, WSML and WSMX
 - ◆ Choreography and orchestration
 - ◆ Business process execution
 - ◆ Web services composition
 - ◆ Process and protocol mediation
- Standardization ...
- WSMO & WSMX – applied in several case studies within EU funded projects
- WSMO Studio development



Beyond OWL-S and WSMO

- Although OWL-S and WSMO are the main initiatives on Semantic Web services, they are not the only activities
- Semantic Web Services Interest Group
 - ◆ Interest group founded at W3C to discuss issues related to Semantic Web Services (<http://www.w3.org/2002/ws/swsig/>)
- SWSI: International initiative to push toward a standardization of SWS (<http://www.swsi.org>)
- WSDL-S: Semantic Annotation of WSDL interfaces
- Semantic Web services are entering standardization
 - ◆ W3C working groups currently starting
 - ◆ OASIS working groups currently starting

=> eventually major influence on next generation Web technology



References OWL-S

- The main repository of papers on OWL-S is at <http://www.daml.org/services/owl-s/pub-archive.html> that contains many papers produced by the coalition as well as from the community at large
- The main source of information on OWL-S is the Web site <http://www.daml.org/services/owl-s>
- The rest of this section will report what we believe to be the most influential papers on OWL-S as well as paper referred in this tutorial



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- WSMO implementation
 - ◆ WSMX working group : <http://www.wsmx.org>
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