

Selecting Skyline Services for QoS-based Web Service Composition

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ABSTRACT

Web service composition enables seamless and dynamic integration of business applications on the web. The performance of the composed application is determined by the performance of the involved web services. Therefore, non-functional, quality of service aspects are crucial for selecting the web services to take part in the composition. Identifying the best candidate web services from a set of functionally-equivalent services is a multi-criteria decision making problem. The selected services should optimize the overall QoS of the composed application, while satisfying all the constraints specified by the client on individual QoS parameters. In this paper, we propose an approach based on the notion of skyline to effectively and efficiently select services for composition, reducing the number of candidate services to be considered. We also discuss how a provider can improve its service to become more competitive and increase its potential of being included in composite applications. We evaluate our approach experimentally using both real and synthetically generated datasets.

Categories and Subject Descriptors

H.3.5 [On-line Information Services]: Web-based services; H.3.4 [Systems and Software]: Distributed systems

General Terms

Management, Performance, Measurement

Keywords

Web Services, QoS, Optimization, Service Composition

1. INTRODUCTION

Recently, there has been a growing trend for businesses to outsource parts of their processes, so as to focus more on their core activities. In addition, Web users often need to compose different services to achieve a more complex task that cannot be fulfilled by an individual service. Web services provide the means for such seamless integration of business processes across organizational boundaries. Industry standards, namely WSDL, UDDI, WS-BPEL, exist for describing, locating and composing web services.

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WWW 2010, April 26–30, 2010, Raleigh, North Carolina, USA.
ACM 978-1-60558-799-8/10/04.

Following the Service-oriented Architecture paradigm, composite applications are specified as abstract processes composed of a set of abstract services. Then, at run time, for each abstract service, a concrete web service is selected and used. This ensures loose coupling and flexibility of the design. *Quality of Service (QoS)* parameters (e.g. responsiveness, availability, throughput) play a major role in determining the success or failure of the composed application. Therefore, a *Service Level Agreement (SLA)* is often used as a contractual basis between service consumers and service providers on the expected QoS level. QoS-based service composition aims at finding the best combination of web services that satisfy a set of end-to-end QoS constraints in order to fulfill a given SLA.

Example. Figure 1 shows an example of a web application for finding the best used car offers. The users submit their requests to the system, specifying some criteria for selecting the cars (e.g. brand, type, model). The system then returns a list of the best offers along with a credit and an insurance offer for each car on the list. The composed application can be exposed to users as a web service, API or widget, programmatically accessible or directly integrated into their web applications using a Mashup tool.

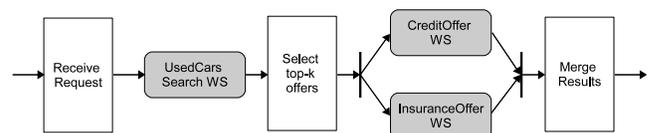


Figure 1: Example of Service Composition

In this example, some tasks, illustrated as gray boxes in Figure 1, are outsourced and integrated via web service calls. For these outsourced tasks, multiple services may be available providing the required functionality but with different QoS values. Users are typically unaware of the involved services, and they specify their QoS requirements in the SLA in terms of end-to-end QoS constraints (e.g. average end-to-end response time, minimum overall throughput, maximum total cost). The goal of QoS-based service composition is to select one service or service configuration for each outsourced task such that the aggregated QoS values satisfy all the application level QoS constraints.

This problem becomes especially important and challenging as the number of functionally-equivalent services offered on the web at different QoS levels increases. According to [1], there has been a more than 130% growth in the number of published web services in the period from October 2006 to October 2007. The statistics published by the web

services search engine Seekda¹ also indicate an exponential increase in the number of web services over the last three years. Moreover, it is expected that the pay-per-use business model promoted by the Cloud Computing paradigm will enable service providers to offer their (software) services to their customers in different configurations with respect to QoS properties [5]. Therefore, it is expected that service requesters will be soon faced with a huge number of variation of the same services offered at different QoS levels and prices, and the need for an automatic service selection method will increase.

Performing an exhaustive search to find the best combination that satisfy a certain composition level SLA (i.e. end-to-end QoS constraints) is not practical in this scenario, as the number of possible combinations can be very large, based on the number of subtasks comprising the composite process and the number of alternative services for each subtask. Already with few hundreds of candidate services (or service configurations) the required time for finding the best combination will exceed the constraints for real-time execution (e.g. with 100 alternative options for each subtask in our example, we have 100^3 possible combinations). This problem can be modeled as a combinatorial problem, which is known to be NP-hard in the strong sense [13]. Therefore, reducing the search space by focusing only on “interesting” service offers is crucial for reducing the computation cost.

Contributions. In this paper, we address this issue by considering dominance relationships between web services based on their QoS attributes. We observe that only those services that belong to the skyline [4], i.e. are not dominated by any other functionally-equivalent service, are valid candidates for the composition. However, although this provides an initial pruning of the number of candidate services, the size of the skyline may still be large, depending on the distribution of the QoS values. It is realistic to assume that specific QoS parameters are typically anti-correlated, e.g. execution time and price, which results in a large number of skyline services. To overcome this problem, we describe how to consider only a subset of the skyline services for the composition. In addition, from the service provider perspective, this provides also a clear distinction whether its service is a promising candidate or not for taking part in composite applications. In the latter case, we provide a strategy that proposes which QoS parameters of the service should be improved and how, so that it becomes more competitive, i.e. it is no longer dominated by other services. In particular, our main contributions can be summarized as follows.

1. We address the problem of QoS-driven service composition, defining QoS-based dominance relations between services to select the candidates for composition.
2. Since the number of candidate services for a composition may still be too large, we present a method for further reducing the search space by examining only subsets of the candidate services.
3. We present a method for determining which QoS levels of a service should be improved so that it is not dominated by other services.
4. We evaluate our approach experimentally on a publicly available collection of services with QoS information, as well as on synthetically generated scenarios.

The rest of the paper is organized as follows. Section 2 discusses related work, while Section 3 introduces formally the problem. Our skyline based approach is presented in Section 4. Section 5 deals with service competitiveness. The evaluation in section 6 demonstrates the benefits of our approach. Finally, Section 7 concludes the paper.

2. RELATED WORK

The problem of QoS-based web service selection and composition has received a lot of attention during the last years. In [8], the authors propose an extensible QoS computation model that supports an open and fair management of QoS data by incorporating user feedback. However, the problem of QoS-based composition is not addressed. The work of Zeng et al. [18, 19] focuses on dynamic and quality-driven selection of services. Global planning is used to find the best service components for the composition. They use (mixed) linear programming techniques to find the optimal selection of component services. Similar to this approach, Ardagna et al. [3] extend the linear programming model to include local constraints. Linear programming methods are very effective when the size of the problem is small, but suffer from poor scalability due to the exponential time complexity of the applied search algorithms [10]. In [17], heuristic algorithms are used to efficiently find a near-to-optimal solution. The authors propose two models for the QoS-based service composition problem: (a) a combinatorial model and (b) a graph model. A heuristic algorithm is introduced for each model. The time complexity of the heuristic algorithm for the combinatorial model (WS_HEU) is polynomial, whereas the complexity of the heuristic algorithm for the graph model (MCSP-K) is exponential. In [7], a method for semantic Web service composition is presented, based on Genetic Algorithms and using both semantic links between I/O parameters and QoS attributes. Despite the significant improvement of these algorithms compared to exact solutions, both algorithms do not scale with respect to the number of candidate web services, and hence are not suitable for real-time service composition. The proposed skyline based algorithm in this paper is complementary to these solutions as it can be used as a pre-processing step to prune non-interesting candidate services and hence to reduce the computation time of the applied selection algorithm.

In our previous work [2], we proposed a hybrid approach that combines global optimization with local selection in order to find a close-to-optimal selection efficiently. The main idea is to decompose end-to-end QoS constraints to local constraints on the component service level, which can then be used to perform efficient local selection for each component independently. The decomposition of end-to-end constraints is achieved by mapping each of them to a set of precomputed local QoS levels. In [2], we presented a greedy method for extracting QoS levels from the QoS information of service candidates. However, the proposed method deals with each QoS dimension independently and does not take potential dependencies and correlations among these dimensions into account. In some scenarios with very constrained QoS requirements, this leads to very restrictive decompositions of the global constraints to local constraints that cannot be satisfied by any of the service candidates, although a solution may actually exist. In this paper we propose a new method for extracting QoS levels, which always leads to a feasible decomposition of end-to-end constraints.

¹<http://webservices.seekda.com/>

In [15], we considered dominance relations between web services in order to rank available service descriptions with respect to a given service request. However, that work deals only with the selection of single services, without considering the problem of service composition.

Service competitiveness has been considered in [14]. However, that solution is simpler, addressing the case where only one service parameter is subject to change. Here we propose a more generic and flexible solution, allowing the service to improve simultaneously in more than one attributes.

3. QOS-BASED COMPOSITION MODEL

Assume a set \mathbb{S} of *service classes*, which classify the universe of available web services according to their functionality. Each service class $S_j = \{s_{j1}, \dots, s_{jn}\}$, $S_j \in \mathbb{S}$, consists of all services that deliver the same functionality (e.g. search for used cars), but potentially differ in terms of non-functional properties. Service providers might provide the same service in different quality levels, e.g. at different response times and different prices. For the sake of simplicity, we model each variation of the service as a different service. According to the SOA principles, descriptions of functional and non-functional attributes of web services are stored and managed by service registries (e.g. UDDI registries), which are maintained by service brokers. In this paper, we assume that service brokers maintain and update information about existing service classes and the services of each class in their registries, making them accessible to service requesters.

3.1 QoS Parameters

We consider a set of quantitative non-functional properties of web services Q , which describe the quality criteria of a web service. These can include generic QoS attributes, like response time, availability, price, reputation etc, as well as domain-specific QoS attributes, such as bandwidth for multimedia web services, as long as these attributes can be quantified and represented by real numbers. Some QoS attributes are positive and need to be maximized, such as throughput or availability, whereas others are negative and need to be minimized, such as price or response time. For simplicity, we consider here only negative attributes (positive attributes can be easily transformed into negative by multiplying their values by -1). We use the vector $Q_s = \{q_1(s), \dots, q_r(s)\}$ to represent the QoS values of service s , which are published by the service provider. The function $q_i(s)$ determines the published value of the i -th attribute of the service s .

3.2 QoS Computation of Composite Services

The QoS values of a composite service are determined by the corresponding QoS values of its component services and by the composition structure used (e.g. sequential, parallel, conditional and/or loops). Here, we focus on the sequential composition model. Other models may be reduced or transformed to the sequential model [6]. The QoS vector of a composite service $CS = \{s_1, \dots, s_n\}$ is defined as $Q_{CS} = \{q'_1(CS), \dots, q'_r(CS)\}$, where $q'_i(CS)$ is the estimated end-to-end value of the i -th QoS attribute and can be computed by aggregating the corresponding values of the component services. Typical QoS aggregation functions are summation, multiplication, and minimum relation. Examples are given in Table 1.

Type	Examples	Function
summation	response time, price	$q'(CS) = \sum_{j=1}^n q(s_j)$
	reputation	$q'(CS) = 1/n \sum_{j=1}^n q(s_j)$
multiplication	availability, reliability	$q'(CS) = \prod_{j=1}^n q(s_j)$
minimum	throughput	$q'(CS) = \min_{j=1}^n q(s_j)$

Table 1: Examples of QoS aggregation functions

3.3 QoS Constraints

We assume that the user has one or more requirements regarding the aggregated QoS values of the requested composite service. These are referred to as *global QoS constraints*, and are denoted by a vector $C = \{c_1, \dots, c_m\}$, $1 \leq m \leq r$, of upper (or lower) bounds for the different QoS criteria.

Definition 1. (Feasible Selection) Given an abstract process $P = \{S_1, \dots, S_n\}$ and a vector of global QoS constraints $C' = \{c'_1, \dots, c'_m\}$, $1 \leq m \leq r$, a *feasible selection* is any selection of concrete services CS that contains exactly one service from each class in P and its aggregated QoS values satisfy the global QoS constraints, i.e. $q'_k(CS) \leq c'_k, \forall k \in [1, m]$.

3.4 Utility Function

A utility function is used to evaluate the overall, multi-dimensional quality of a given service, e.g. for ranking purposes, by mapping the quality vector Q_s of the service into a single real value. For this purpose, we use in this paper the *Simple Additive Weighting (SAW)* technique from [16]. The utility computation involves scaling the QoS attributes' values to allow a uniform measurement of the multi-dimensional service qualities independent of their units and ranges. The scaling process is then followed by a weighting process for representing user priorities and preferences. In the scaling process, each QoS attribute value is transformed into a value between 0 and 1, by comparing it with the minimum and maximum possible value according to the available QoS information about alternative services. For a composite service CS , the aggregated QoS values are compared with minimum and maximum possible aggregated values, which can be easily estimated by aggregating, respectively, the minimum or maximum possible value of each service class in CS . For example, the maximum execution price of a given composite service can be computed by summing up the execution price of the most expensive service in each service class in CS . Formally, the minimum and maximum aggregated values of the k -th QoS attribute for a given composite service $CS = \{s_1, \dots, s_n\}$ of an abstract process $P = \{S_1, \dots, S_n\}$ are computed as follows:

$$Qmin'(k) = F_{j=1}^n(Qmin(j, k)) \quad (1)$$

$$Qmax'(k) = F_{j=1}^n(Qmax(j, k))$$

with

$$Qmin(j, k) = \min_{s \in S_j} q_k(s) \quad (2)$$

$$Qmax(j, k) = \max_{s \in S_j} q_k(s)$$

where $Qmin(j, k)$ and $Qmax(j, k)$ are, respectively, the minimum and the maximum values that can be expected for the k -th QoS attribute of the service class S_j , according to the available information about the service candidates in this

class. The function F denotes an aggregation function as discussed above. Now the utility of a component web service $s \in S_j$ is computed as

$$U(s) = \sum_{k=1}^r \frac{Qmax(j, k) - q_k(s)}{Qmax(j, k) - Qmin(j, k)} \cdot w_k \quad (3)$$

and the overall utility of a composite service is computed as

$$U'(CS) = \sum_{k=1}^r \frac{Qmax'(k) - q'_k(CS)}{Qmax'(k) - Qmin'(k)} \cdot w_k \quad (4)$$

with $w_k \in R_0^+$ and $\sum_{k=1}^r w_k = 1$ being the weight of q'_k to represent user's priorities.

3.5 Problem Statement

QoS-based service composition is a constraint optimization problem which aims at finding the composition that maximizes the overall utility value, while satisfying all the global QoS constraints. Formally:

Definition 2. (Optimal Selection) Given an abstract process P and a vector of global QoS constraints $C' = \{c'_1, \dots, c'_m\}$, $1 \leq m \leq r$, the *optimal selection* is the feasible selection that maximizes the overall utility value U' .

A straightforward method for finding the optimal composition is enumerating and comparing all possible combinations of candidate services. For a composition request with n service classes and l candidate services per class, there exist l^n possible combinations. Hence, exhaustive search can be very expensive in terms of computation time and, therefore, inappropriate for run-time service selection in applications with many services and dynamic needs. In the following section, we address this problem by considering dominance relations between available services and selecting skyline services as candidates for the composite process.

4. SKYLINE SERVICES FOR QOS-BASED COMPOSITION

As presented in the previous section, our goal is to select a set of services, one from each service class, that maximize the overall utility, while satisfying all the specified constraints. Notice that, selecting from each class the service with the highest utility value does not provide a correct solution, since it does not guarantee that all the end-to-end constraints are satisfied. Hence, different combinations of services from each class need to be considered. Still, not all services are potential candidates for the solution. The basic idea in our approach is to perform a skyline query on the services of each class to distinguish between those services that are potential candidates for the composition, and those that can not possibly be part of the final solution. The latter can effectively be pruned to reduce the search space. First, we briefly introduce skyline queries, and then we describe how we apply them in our approach. Then, we deal with the problem that arises when the number of services in the skyline is still too large.

Given a set of points in a d -dimensional space, a skyline query [4] selects those points that are not dominated by any other point. A point P_i is said to dominate another point P_j , if P_i is better than or equal to P_j in *all* dimensions and strictly better in *at least one* dimension. Intuitively, a skyline query selects the “best” or most “interesting” points

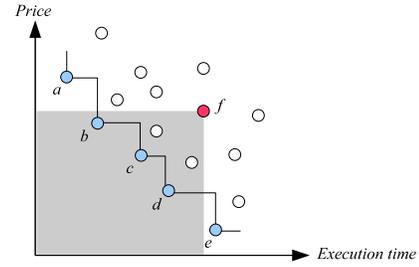


Figure 2: Example of Skyline Services

with respect to *all* dimensions. In this work, we define and exploit dominance relations between services based on their QoS attributes. This is used to identify and prune services in a service class that are dominated by other services in the same class.

Definition 3. (Dominance) Consider a service class S , and two services $x, y \in S$, characterized by a set of Q of QoS attributes. x dominates y , denoted as $x \prec y$, iff x is as good or better than y in all parameters in Q and better in at least one parameter in Q , i.e. $\forall k \in [1, |Q|] : q_k(x) \leq q_k(y)$ and $\exists k \in [1, |Q|] : q_k(x) < q_k(y)$.

Definition 4. (Skyline Services) The *skyline services* of a service class S , denoted by SL_S , comprise those services in S that are not dominated by any other service, i.e., $SL_S = \{x \in S \mid \neg \exists y \in S : y \prec x\}$.

Figure 2 shows an example of skyline services for a given service class. Each service is described by two QoS parameters, namely execution time and price. Thus, the services are represented as points in the 2-dimensional space, with the coordinates of each point corresponding to the values of the service in these two parameters. We can observe that service a belongs to the skyline, because it is not dominated by any other service, i.e. there is no other service that offers both shorter execution time and lower price than a . The same holds for services b , c , d and e , which are also on the skyline. On the other hand, service f is not contained in the skyline, because it is dominated by the services b , c and d .

Notice that the skyline services provide different trade-offs between the QoS parameters, and hence are incomparable to each other, as long as there is no pre-specified preference scheme regarding the relative importance of these parameters. For instance, for a specific user, service a may be the most suitable choice, due to its very low execution time and despite its high price, while for a different user, where execution time is not the primary concern, service e may be the most preferred one due to its low price.

4.1 Determining the Skyline Services

Determining the skyline services of a service class requires pair-wise comparisons of the QoS vectors of the candidate services. This process can be expensive in terms of computation time if the number of candidate services is large. Several efficient algorithms have been proposed for skyline computation [12]. Given that for the problem considered here the process of determining the skyline services is independent of any individual service request or usage context, it does not need to be conducted online at request time. Therefore, we make use of any of the existing methods for determining the skyline services offline in order to speed up the service selection process later at request time. For this purpose, each

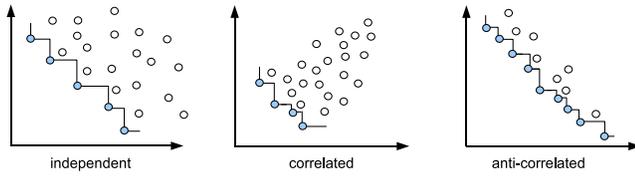


Figure 3: Skyline of Different Dataset Types

service broker maintains the list of skyline services of each service class it hosts in its registry. This list is updated each time a service joins, leaves or updates its QoS information in the registry. When a service request is received by a service broker, the skyline services of the matched service class are returned to the requester.

If matching services are distributed over a set of service brokers, the service requester receives a skyline set from each broker. Then, the retrieved *local* skylines need to be merged to build one *global* skyline. This can be done by merging the local skylines in a pairwise fashion, i.e. comparing the services in the two local skylines, and eliminating those that are dominated by another service.

4.2 Composing the Skyline Services

Once the problem of QoS-based service composition has been formulated as a constraint optimization problem, MIP techniques [11] can be employed [19, 3]. Then, any MIP solver can be applied to solve this problem. However, as the number of variables in this model depends on the number of service candidates, it may only be solved efficiently for small instances. To cope with this limitation, we first prune all non-skyline services from the MIP model in order to keep its size as small as possible. By focusing only on the skyline services of each service class, we speed up the selection process, while still being able to find the optimal selection, as formally shown below.

Lemma 1. Let $CS = \{s_1, \dots, s_n\}$ be the optimal solution for a given request, i.e. the composite service that satisfies all the specified constraints and maximizes the overall utility. Then, each constituent service of CS belongs to the skyline of the corresponding class, i.e. $\forall s_i \in CS : s_i \in SL_{S_i}$, where S_i denotes the class of s_i .

PROOF. Let s_i be a service that is part of CS and does not belong to the skyline of its class S_i . Then, according to the definitions for service skyline and service dominance, there exists another service s'_i that belongs to the skyline of S_i and dominates s_i , i.e. s'_i is better (or equal) to s_i in *all* considered QoS parameters. Let CS' be the composite service that is derived by CS by substituting s_i with s'_i . CS' also satisfies the request, in terms of the delivered functionality, since the two services s_i and s'_i belong to the same class S_i . Moreover, given that the QoS aggregation functions (see Table 1) are monotone, i.e. higher (lower) values produce a higher (lower) overall result, CS' also satisfies the constraints of the request. In addition, given that the utility function is also monotone, CS' will have a higher overall utility than CS . Hence, CS' is a better solution than CS for this request. \square

According to Lemma 1, we can improve the efficiency of the QoS-based service selection algorithms by focusing only on the skyline services of each class. However, the size of the skyline can significantly vary for each dataset, as it strongly

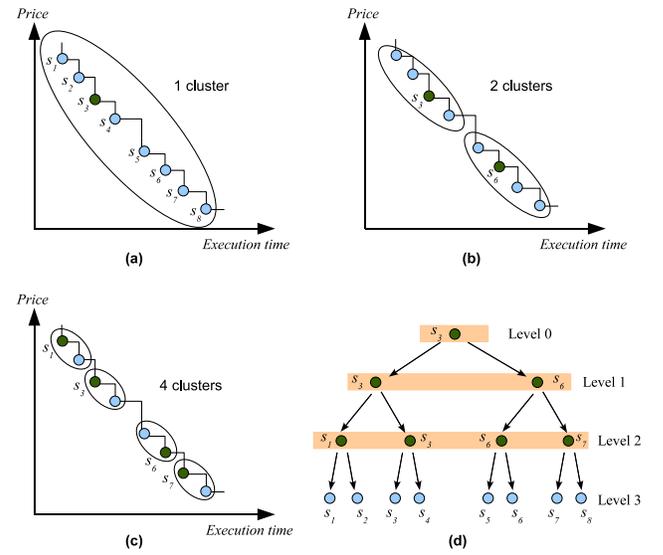


Figure 4: Determining Representatives via Hierarchical Clustering

depends on the distribution of the QoS data and correlations between the different QoS parameters. Figure 3 shows an example of 3 types of datasets in the 2-dimensional space: (a) in the independent dataset, the values of the two QoS dimensions are independent to each other; (b) in the correlated dataset, a service that is good in one dimension is also good in the other dimension; (c) in the anti-correlated dataset there is a clear trade-off between the two dimensions. The number of skyline services is relatively small in correlated datasets, large in anti-correlated and medium in independent ones.

If the skyline is too large to be practically useful, approaches have been proposed for focusing on smaller number of representative items. For example, in [15] we have investigated such an approach for web service discovery in order to cluster the matched services returned to the user. Here, our goal is to select a set of representative skyline services, with different trade-offs for the various QoS parameters, and to use this reduced set as input for the MIP model.

4.3 Representative Skyline Services

In the following, we present a method for selecting representative skyline services in order to address the situation where the number of skyline services K of a certain service class S is too large and thus cannot be handled efficiently. The main challenge that arises is how to identify a set of representative skyline services that best represent all trade-offs of the various QoS parameters, so that it is possible to find a solution that satisfies the constraints and has also a high utility score. This involves essentially a trade-off regarding the number of representatives to be selected: the number of representative services should be large enough to allow finding a solution to the composition request, but also small enough to allow for efficient computation.

To address this challenge, we propose a method based on hierarchical clustering. The main idea is to cluster the skyline services into k clusters with $k = 2, 4, 8, 16, \dots, K$ and select one representative service from each cluster. In our case, we select as representative the service with the best

Algorithm 1 BuildRepresentativesTree(SL)

Input: : a set of skyline services SL
Output: : a tree of representatives with service s as a root

- 1: $s \leftarrow \text{maxUtilityService}(SL)$
- 2: $CLS \leftarrow \text{KMeansCluster}(SL, 2)$
- 3: **for** $i = 1$ **to** 2 **do**
- 4: **if** ($CLS[i].\text{size} > 2$) **then**
- 5: $C \leftarrow \text{BuildRepresentativesTree}(CLS[i])$
- 6: **else**
- 7: $C \leftarrow CLS[i]$
- 8: **end if**
- 9: $s.\text{addChild}(C)$
- 10: **end for**
- 11: **return** s

utility value. In particular, we build a tree structure of representatives, as shown in the example of Figure 4. Each leaf node of this tree corresponds to one of the skyline services in SL , whereas the root and intermediate nodes correspond to the selected representatives of the created clusters.

At run-time, when a service composition request is processed, we start the search from the root node of the tree, i.e. we first consider only the top representative service of each class (e.g. service s_3 for class S in the example). These selected representatives are inserted into the MIP and the optimization problem is solved. If no solution is found using the given representatives, we proceed to the next level, taking two representatives from each class (s_3 and s_6 for class S in the example). This process is repeated until a solution is found or until the lowest level of the tree, which comprises all skyline services, is reached. In the latter case, it is guaranteed that a solution will be found (if one exists), and that it is the optimal solution according to Lemma 1. If a solution is found earlier, we proceed by examining those services that are descendants of the selected representatives for further optimization. The search space is thus expanded until no further optimization in terms of utility value is achieved, or until the skyline level is reached.

We use the well-known k -means clustering algorithm [9] for building the representatives tree, as described in Algorithm 1. The algorithm takes as input the skyline set SL of class S and returns a binary tree structure of representative services. It starts by determining the root s , which is the service with maximum utility value in SL . Then, it clusters SL into two sub-clusters $CLS[0]$ and $CLS[1]$ and it adds the representatives of these two sub-clusters to the children list of s . The process is repeated for each sub-cluster until no further clustering is possible (i.e. until the size of the newly created clusters is lower than 2).

4.4 Local QoS Levels

So far, we have described how the efficiency of the standard MIP-based global optimization approach for QoS-based web service composition can be improved by focusing on the representative skyline services of each service class. In [2], we proposed a hybrid approach for the composition problem, using MIP to decompose the end-to-end QoS constraints into local constraints, which are then used to efficiently select the best service from each class. The variables in the MIP model of the hybrid approach represent the local QoS levels of each service class rather than the actual service candidates, making it more scalable to the number of service candidates than the global optimization approach. However, the proposed

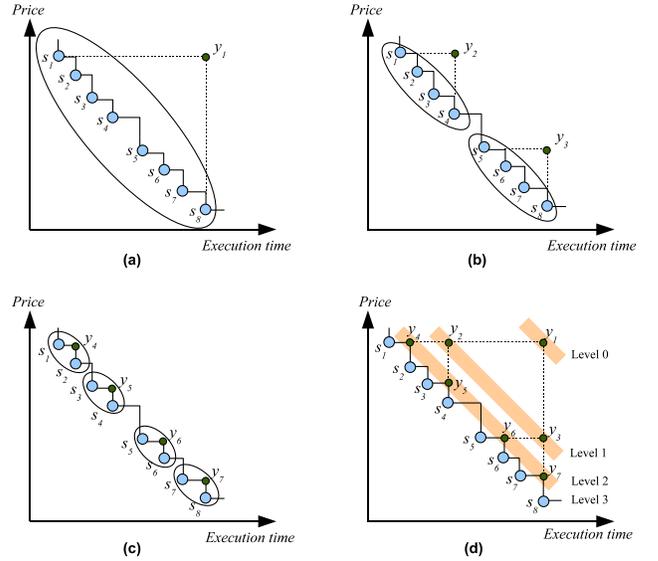


Figure 5: Determining Local Quality Levels

Algorithm 2 SelectQoSLevels(SL)

Input: : a set of skyline services SL
Output: : a tree of QoS levels with y as a root

- 1: $y \leftarrow \text{newQoSLevel}$
- 2: **for all** $q_i \in Q$ **do**
- 3: $q_i(y) \leftarrow \max q_i(s), \forall s \in SL$
- 4: **end for**
- 5: $y.\text{utility} \leftarrow \text{maxUtilityValue}(SL)$
- 6: $CLS \leftarrow \text{KMeansCluster}(SL, 2)$
- 7: **for** $i = 1$ **to** 2 **do**
- 8: **if** ($CLS[i].\text{size} > 2$) **then**
- 9: $C \leftarrow \text{SelectQoSLevels}(CLS[i])$
- 10: **else**
- 11: $C \leftarrow CLS[i]$
- 12: **end if**
- 13: $y.\text{addChild}(C)$
- 14: **end for**
- 15: **return** y

solution in [2] relies on a greedy method for extracting the local QoS levels from the QoS information of service candidates, which deals with QoS parameters independently and does not take into account potential correlations and dependencies among them. In scenarios with relatively strict constraints, this often leads to a very restrictive decomposition of the constraints that cannot be satisfied by any of the service candidates even though a solution to the problem does exist.

To overcome the limitation of that method, we present in the following a new method for extracting QoS levels, which always leads to a feasible decomposition of end-to-end constraints based on skyline services (see Algorithm 2). The main idea is similar to the representatives selection method described earlier. First, we determine the skyline services of each service class, and we recursively cluster them using the k -means clustering algorithm. However, instead of selecting one representative service from each sub-cluster, we create a virtual point in the QoS multidimensional space, whose coordinates are calculated as the maximum (i.e. worst) QoS values in the sub-cluster, as illustrated in the example of Figure 5. The virtual point y_1 in Figure 5-a has the maximum

execution time and maximum price of all skyline services, i.e. the execution time of service s_8 and the price of s_1 .

Hence, we use the created points (y_1 to y_7 in the example) to represent the various QoS levels of the service class. We also assign each of the QoS levels a utility value, which is the best utility value that can be obtained by any of the services of the corresponding sub-cluster. We then use MIP to map each of the end-to-end constraints into one of the local QoS levels of each class in the composition problem. A binary decision variable x_{ij} is used for each local QoS level y_{ij} such that $x_{ij} = 1$ if y_{ij} is selected as a local constraint for the service class S_j , and $x_{ij} = 0$ otherwise. Thus, we reformulate the MIP model presented in [2] as follows:

$$\text{maximize} \quad \sum_{j=1}^n \sum_{i=1}^l U(y_{ij}) \cdot x_{ij} \quad (5)$$

subject to the global QoS constraints

$$\sum_{j=1}^n \sum_{i=1}^l q_k(y_{ij}) \cdot x_{ij} \leq c'_k, 1 \leq k \leq m \quad (6)$$

while satisfying the allocation constraints on the decision variables as

$$\sum_{i=1}^l x_{ij} = 1, 1 \leq j \leq n. \quad (7)$$

where the number of variables l equals the number of QoS level in each service class. We solve this MIP model for $l = 1, 2, 4, \dots, K$, where K is the total number of skyline services. In the given example, this corresponds to the levels from 0 to 3 of the QoS levels tree in Figure 5-d. The process stops when a solution is found, i.e. a mapping of all end-to-end constraints to local QoS levels is found. In the worst case, the process will continue until the lowest level is reached. In this case, each skyline service represents a local QoS level, and the problem becomes similar to the original global optimization problem we discussed earlier. According to Lemma 1, if a solution to the original problem exists, a decomposition of the end-to-end constraints will be found.

5. SERVICE COMPETITIVENESS

As described previously, when a composition request is processed, only the skyline services from each participating class are examined as possible candidates. Non-skyline services are filtered out early and cannot be in the result set of any request, regardless of the given QoS requirements or preferences. Therefore, it is important for service providers to know whether their services are in the skyline, given their current QoS levels. Even more importantly, if this is not the case, providers should be guided in determining which QoS levels of their services should be improved and how, in order to become skyline services. Such information is valuable for service providers to analyze the position of their services in the market compared to other competing services.

To address this issue, we present an algorithm that proposes how to improve the competitiveness of non-skyline services. Clearly, there are various modifications that can lead a non-skyline service to the skyline. Our goal is to identify the minimum improvement in each QoS dimension that is required in order to bring a non-skyline service into a position where it is not dominated by any other service, thus becoming part of the skyline.

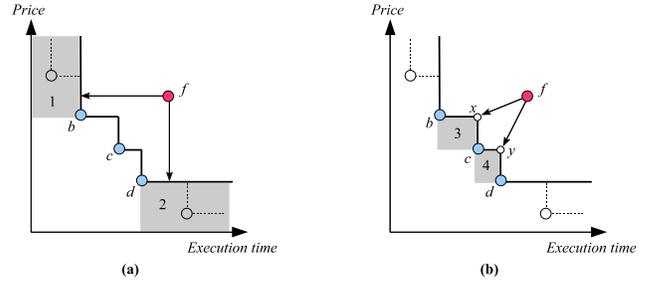


Figure 6: Measuring the Distance to the Skyline

Consider the example in Figure 6, where service f is dominated by the skyline services b , c and d . According to Definition (3), this means that each of these services are better or equal to f in all QoS dimensions and strictly better than f in at least one QoS dimension. In order to improve the competitiveness of f , the provider must ensure that it is not dominated by any other service. To achieve this, it is sufficient to make f better than each of its dominating services in (at least) one QoS dimension. By analyzing the skyline structure in Figure 6, we can identify four partitions of the 2-dimensional space, in which f can fulfill this requirement. The first two partitions are shown in Figure 6-a, and can be reached by improving only one of the QoS-dimensions, while the other two are shown in Figure 6-b, and can be reached by improving both QoS dimensions at the same time. We call each of these partitions a *no-dominance* partition for this service. A service in any of these partitions is incomparable with all the skyline services, as it is not dominated by any of them nor is dominating any of them.

Improving the QoS of provided services to a certain level, typically incurs some cost. For example, reducing the execution time of the service might require using faster servers or more CPU computation power, if the service is running on the cloud. Thus, service providers would be interested in determining the best (set of) QoS dimension(s) to optimize, while minimizing the required cost. We assume that the cost of improving any QoS dimension increases monotonically in the sense that more improvement always implies more cost. We use the *weighted euclidean distance* for estimating the cost of moving a service s in the QoS multi-dimension space from its current position to a new position s' :

$$d(s, s') = \sqrt{\sum_{i=1}^{|Q|} w_i (q_i(s) - q_i(s'))^2} \quad (8)$$

The weight w is specified by the service provider to express his preferences over the QoS dimensions. Higher weight implies higher cost for improving the corresponding dimension.

In order to minimize the cost of improving the service position in the QoS multi-dimensional space, we first need to identify the no-dominance partitions. Then, we measure the distance from the service to be improved to each of these partitions using Equation 8, and we select the one with the minimum distance.

Algorithm 3 locates the no-dominance partitions that can be reached by improving only one QoS dimension. It takes as input a non-skyline service s and the list of skyline services SL of the corresponding class, and it returns a list $I = \{p_1, \dots, p_{|Q|}\}$, where each entry p_i denotes the improvement required in the i -th QoS dimension for the service to become

Algorithm 3 OneDimImprovements(s, SL)

Input: : a service s , the skyline services of that class SL
Output: : a list I containing the required improvement for each single dimension

```

1:  $DS \leftarrow \{r \in SL : r \succ s\}$ 
2: for all  $q_i \in Q$  do
3:    $I[i] \leftarrow \max_{r \in DS} |r^{q_i} - s^{q_i}|$ 
4: end for
5: return  $I$ 

```

Algorithm 4 MultiDimImprovements(s, SL)

Input: : a service s , the skyline services of that class SL
Output: : a new position s' in a no-dominance partition, which has the minimum improvement cost

```

1:  $DS \leftarrow \{r \in SL : r \succ s\}$ 
2:  $M \leftarrow \{\}$ 
3: for all  $q_i \in Q$  do
4:    $DS_i \leftarrow DS.sortBy(q_i)$ 
5:   for  $j = 1$  to  $DS.size - 1$  do
6:      $s_j \leftarrow DS_i[j]$ 
7:      $s_{j+1} \leftarrow DS_i[j + 1]$ 
8:      $m \leftarrow newQoSVector$ 
9:     for all  $q_k \in Q$  do
10:       $q_k(m) \leftarrow \max(q_k(s_j), q_k(s_{j+1}))$ 
11:    end for
12:     $M \leftarrow M \cup m$ 
13:  end for
14: end for
15: return  $agr \min_{m \in M} d(s, m)$ 

```

part of the skyline (keeping all the other dimensions fixed).

Algorithm 4 locates the coordinates of the maximum corner (i.e. top-right) of each no-dominance partition (e.g. the points x and y in Figure 6-b). Modifying the QoS values of the service to values that are slightly better than the values of one of these points, ensures that it is not dominated by the skyline services. The algorithm takes as input a non-skyline service s and the list of skyline services SL of the corresponding class, and suggests a new position s' that can be reached with minimum cost, in order to make s not dominated by any other services. First, the algorithm computes the list DS of services dominating s . Then, DS is sorted for each QoS dimension separately. The coordinates of the maximum corners are determined by taking the maximum QoS values of each two subsequent services in each sorted list. For example, the coordinates of the maximum corners x and y in Figure 6-b, are determined by sorting the dominating services b , c and d by execution time and then taking the maximum price and execution time of the services b and c . This process is repeated for each other dimension and only new discovered points are added to the list M . Finally, Equation 8 is used to estimate the cost of moving s to any of the positions listed in M and the position with minimum cost is returned.

6. EXPERIMENTAL EVALUATION

In this section, we present an experimental evaluation of our approach, measuring (a) efficiency, in terms of the execution time required to find a solution, and (b) success rate, in terms of whether a solution is found (if one exists) and how close its utility score is to that of the optimal solution.

6.1 Experimental Setup

We have conducted our experiments using two types of datasets. The first is the publicly available dataset QWS², which comprises measurements of 9 QoS attributes for 2500 real-world web services. These services were collected from public sources on the Web, including UDDI registries, search engines and service portals, and their QoS values were measured using commercial benchmark tools. More details about this dataset can be found in [1]. We also experimented with three synthetically generated datasets in order to test our approach with larger number of services and different distributions. For this purpose, we used a publicly available synthetic generator³ to obtain three different datasets: (a) a correlated dataset, in which the values of the QoS parameters are positively correlated, (b) an anti-correlated dataset, in which the values of the QoS parameters are negatively correlated, and (c) an independent dataset, in which the QoS values are randomly set. Each dataset comprises 10K QoS vectors, and each vector represents the 9 QoS attributes of one web service.

For the purpose of our evaluation, we considered a scenario, where a composite application comprises services from 10 different service classes. Thus, we randomly partitioned each of the aforementioned datasets into 10 service classes. We then created several QoS vectors of up to 9 random values to represent the users' end-to-end QoS constraints. Each QoS vector corresponds to one QoS-based composition request, for which one concrete service needs to be selected from each class, such that the overall utility value is maximized, while all end-to-end constraints are satisfied.

We implemented the algorithms described in Section 4 in Java. For solving the generated Mixed Integer Programming models we used the open source system *lpsolve* version 5.5⁴. The experiments were conducted on an HP ProLiant DL380 G3 machine with 2 Intel Xeon 2.80GHz processors and 6 GB RAM, running Linux (CentOS release 5).

We compare the efficiency of the following QoS-based composition methods:

- *Exact*: this is the standard global optimization method with all service candidates represented in the MIP model.
- *ExactSkyline*: this method is similar to the Exact method, except that only skyline services are considered.
- *SkylineRep*: this method uses representative skyline services as described in Section 4.3.
- *Hybrid*: this is the method we proposed in our previous work [2], which maps end-to-end constraints into local QoS levels.
- *HybridSkyline*: this is the modified version of the Hybrid method, which uses a skyline-based method for determining local QoS levels as described in Section 4.4.

6.2 Performance vs Number of Services

We measured the average execution time required by each of the aforementioned methods for solving each composition problem, varying the number of service candidates from 100 to 1000 services per class. The results of this experiment are presented in Figure 7.

²<http://www.uoguelph.ca/~qmahmoud/qws/index.html/>

³<http://randdataset.projects.postgresql.org/>

⁴<http://lpsolve.sourceforge.net/>

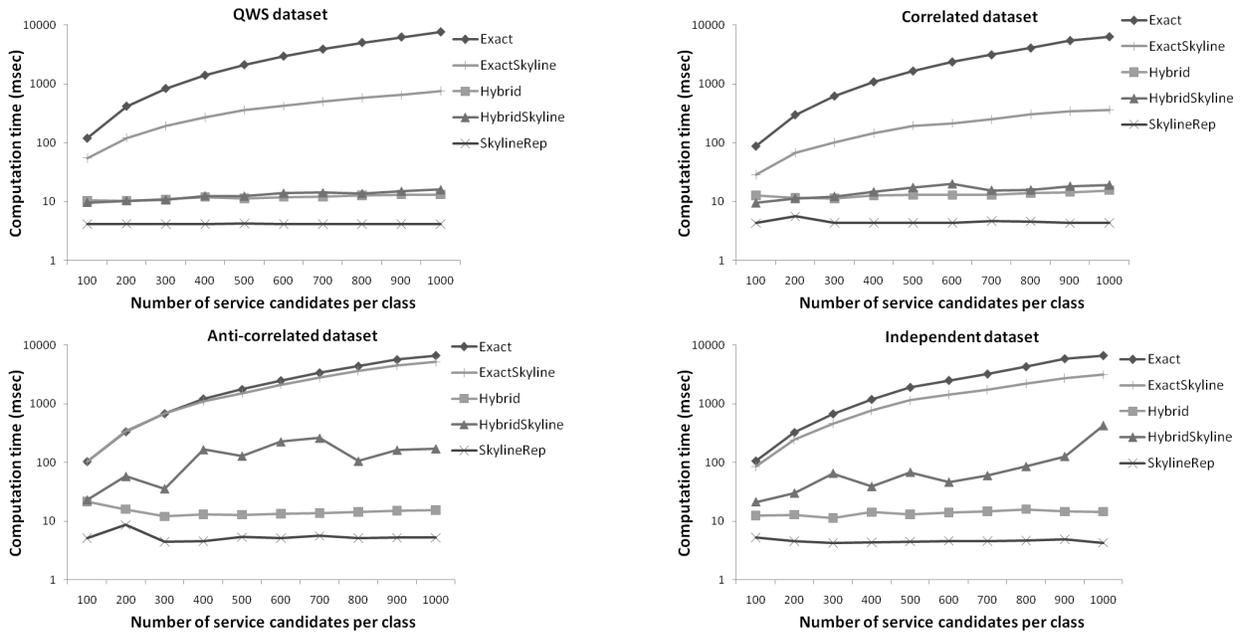


Figure 7: Performance vs. Number of Service Candidates

Comparing the performance of *Exact* and *ExactSkyline* methods, we can observe that a significant gain is achieved when non-skyline services are pruned. However, as expected, this gain in performance differs for the different datasets, based on the size of the skyline, with the lowest gain being recorded for the anti-correlated dataset. On the other hand, the *SkylineRep* method clearly outperforms all other methods, which shows that we can cope effectively with this limitation by using skyline representatives as described in Section 4.3. In general, the performance of the *HybridSkyline* method is comparable with the performance of the *Hybrid* method as long as the size of the skyline is not very large (see the performance of both methods with the QWS and correlated datasets). Although less efficient than the original *Hybrid* method with the independent and anti-correlated datasets, the *HybridSkyline* method still outperforms the *Exact* method with more than an order of magnitude gain in performance. Moreover, the *HybridSkyline* method outperforms the *Hybrid* method in terms of success rate as we will see in the next subsection.

We also computed the optimality of the returned selection by comparing the overall utility value u of the selected services with the overall utility value (u_{exact}) of the optimal selection obtained by the *Exact* approach, i.e.:

$$optimality = u/u_{exact}$$

The measured optimality of the *SkylineRep*, *Hybrid* and *HybridSkyline* methods was in all cases above 90%, which indicates the ability of these methods to achieve close-to-optimal results. However, due to space limitations, we only show in Figure 8 the results obtained for the QWS dataset.

6.3 Performance vs Number of Constraints

Clearly, the number of feasible selections for a given composition request decreases as the number of end-to-end QoS constraints increases. This can affect the performance of all methods as more computation time is required to find a

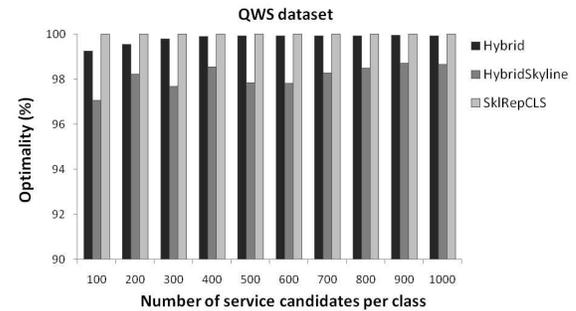


Figure 8: Optimality Comparison

solution. More specifically, with very constrained problems the probability that the iterative algorithm of *SkylineRep* and *HybridSkyline* will need to go through more iterations until a solution is found increases. In this experiment, we measured the performance of the different methods with respect to the number of end-to-end QoS constraints. For this purpose, we fixed the number of service candidates per class to 500 services, and we varied the number of QoS constraints from 1 to 9 (notice that the total number of QoS parameters in the QWS dataset is 9). Due to space limitations, in Figure 9 we only show the results of this experiment with the anti-correlated dataset, as this dataset represents the most challenging scenario, due to the large size of the skyline. Again, we observe that *SkylineRep* clearly outperforms all other approaches. The *Hybrid* and *HybridSkyline* methods have similar performance, also outperforming the *Exact* solution. In addition, we measured the success rate, i.e., the percentage of scenarios where a solution is found, if one exists. As shown in the lower part of Figure 9, *SkylineRep* and *HybridSkyline* always find a solution. This is because *SkylineRep* and *HybridSkyline* iteratively expand the search space by examining more representative services or local QoS levels, respectively, until a solution is found or un-

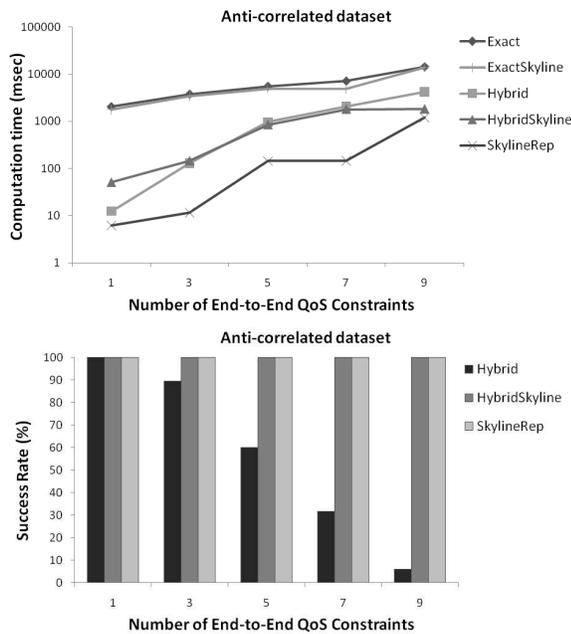


Figure 9: Performance and Success Rate vs. QoS Constraints

til the whole set of skyline services has been examined. In the latter case, a solution is guaranteed to be found (if one exists) according to Lemma 1. On the other hand, the success rate of the *Hybrid* method degrades significantly as the difficulty of the composition problem increases. The reason for this behavior is that the *Hybrid* method decomposes each of the end-to-end constraints independently, which in such difficult composition problems may result in a set of local constraints that cannot be satisfied by any candidate.

7. CONCLUSIONS

We have addressed the problem of QoS-based web service composition with end-to-end constraints. We identify the skyline services in terms of their QoS values, and we use them to improve the efficiency of the state-of-the-art solution. To deal with cases where the size of the skyline is still large compared to the initial dataset, we select and use representative skyline services for the composition. We have also presented an effective method for determining local quality levels, which improves the success rate of the hybrid solution for QoS-based service composition from our previous work [2]. Finally, we have presented a method for assisting service providers in improving the competitiveness of their services to attract potential clients. The results of the experimental evaluation indicate a significant performance gain in comparison to existing approaches, which rely on global optimization.

Our experiments have shown that the performance of our skyline-based methods is affected by the difficulty of the composition problem, in terms of the number of the specified end-to-end QoS constraints. In the future work, we plan to develop a method for estimating the difficulty of each composition problem. This will help to further optimize our method by deciding from which level of the skyline representatives tree (or the QoS levels tree) to start the search in order to avoid unnecessary iterations.

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