

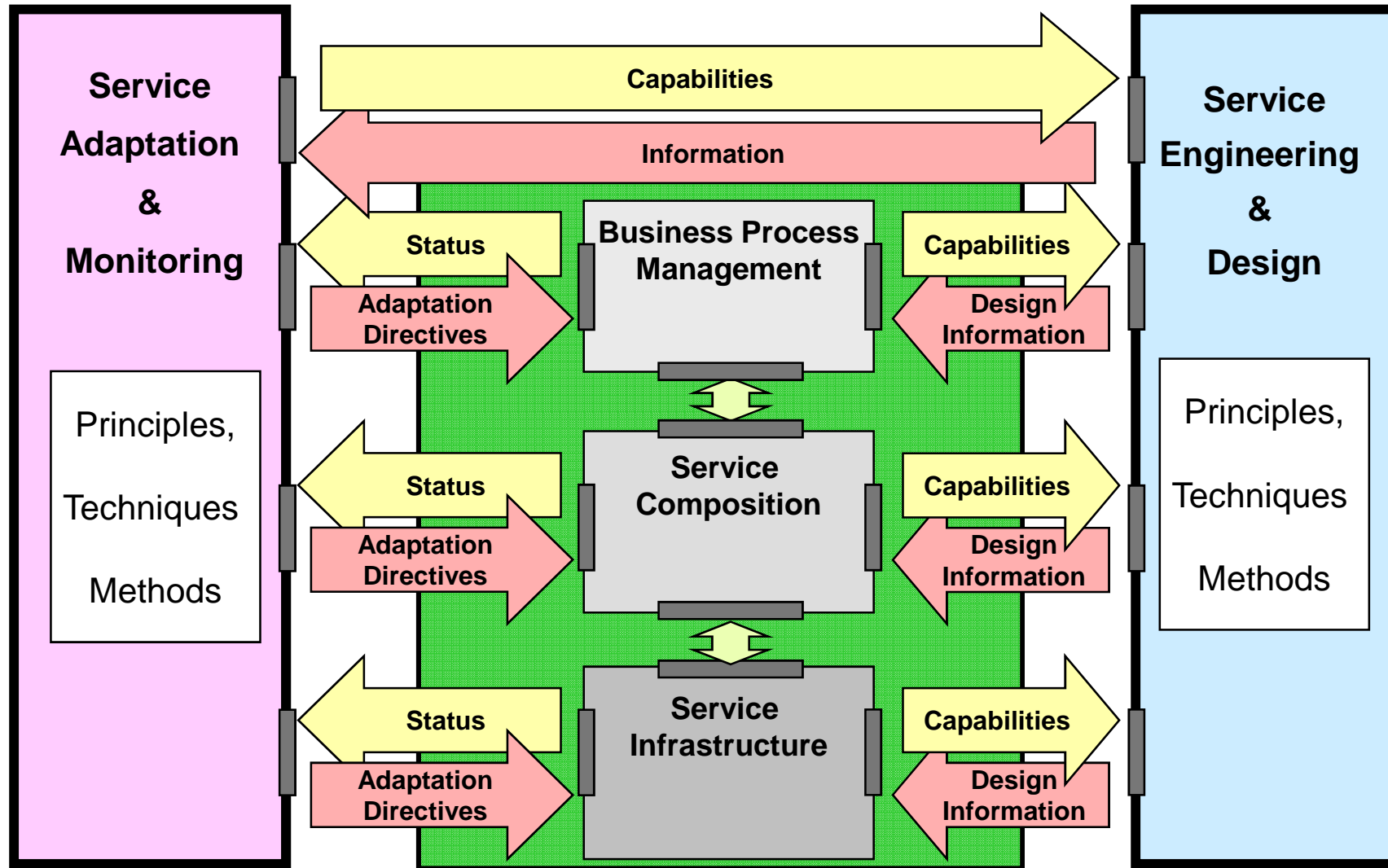
S-CUBE: SOFTWARE SERVICES AND SYSTEMS NETWORK

A View from the Service-Engineering Perspective

*Mike P. Papazoglou
S-Cube: Scientific Director
INFOLAB,
Tilburg University,
The Netherlands
email: mikep@uvt.nl*

*Klaus Pohl
S-Cube Coordinator*

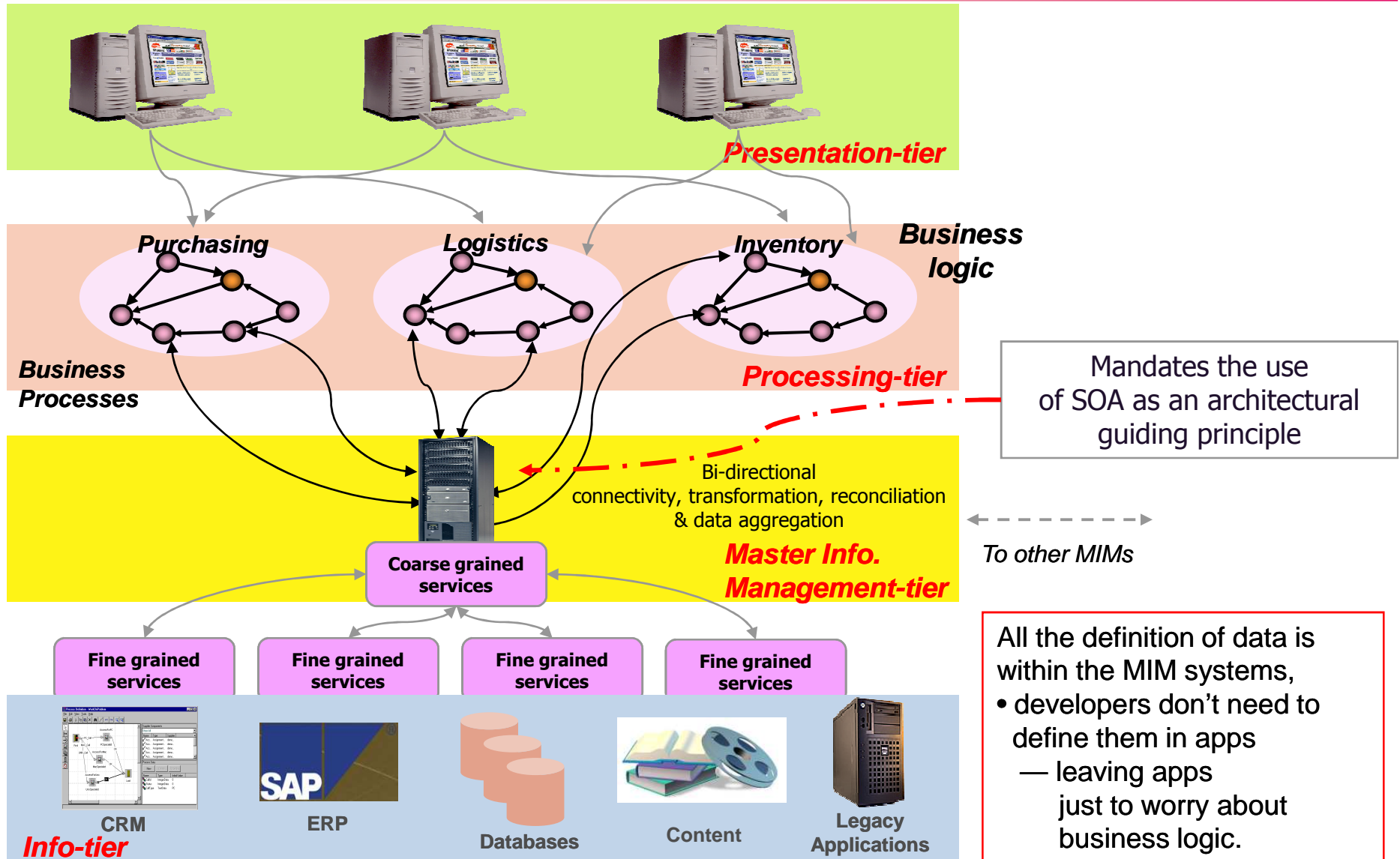
S-Cube Research Framework



Technology Stack

- End-to-end service interoperability
- Openness: service networks of global reach
 - Scalability
- Access to & integration of media/content
- Evolvability/adaptability
- Innovation
 - support for innovative business models
- User empowerment

Managing Business Processes, Info. & Content

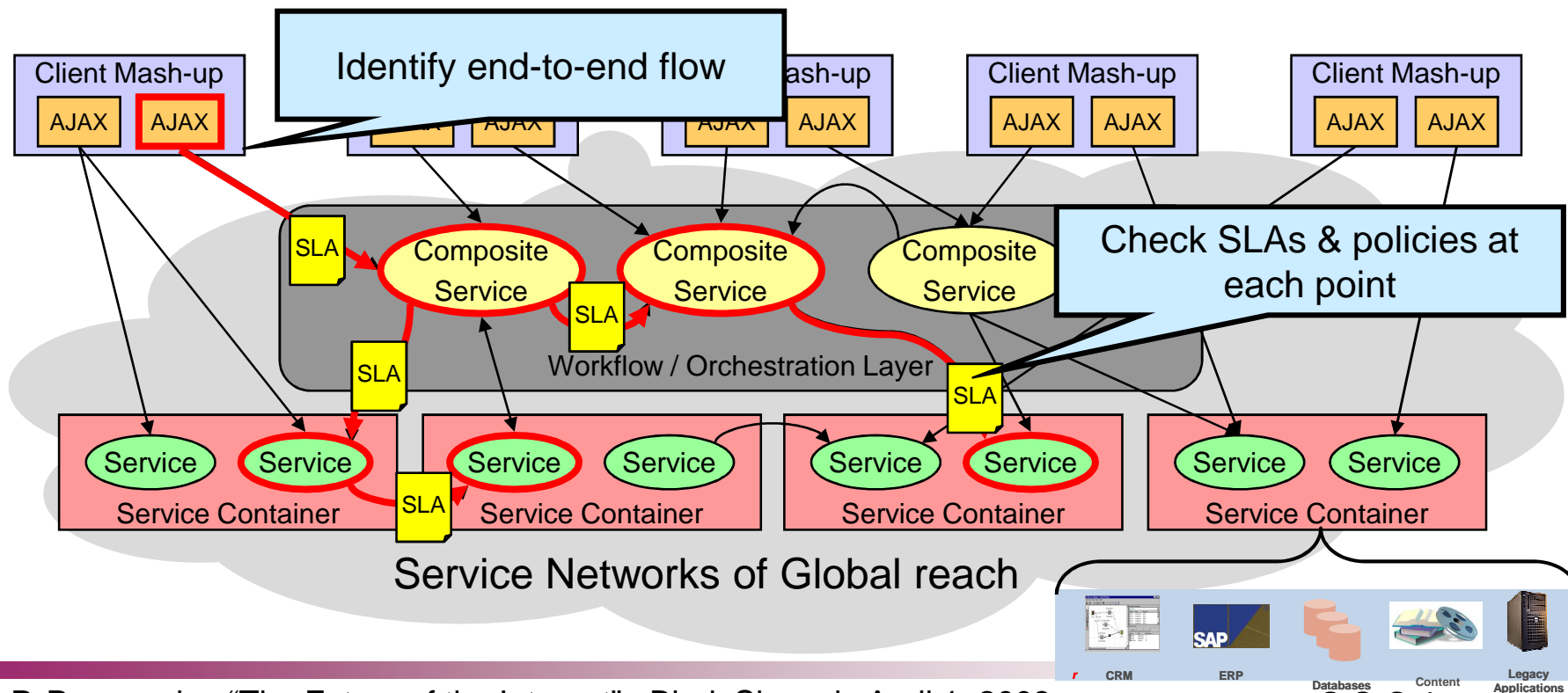


All the definition of data is within the MIM systems,
 • developers don't need to define them in apps
 — leaving apps just to worry about business logic.

Managing Openness & end-to-end Interoperability



- Create service nets dynamically.
- Configure & optimize service platform wrt app. requs & policies that specify what is desired (e.g., particular security and privacy requirements) and not how it is to be accomplished.
- Employ a *Change-oriented life cycle*.



- The Internet of Services will focus on Global Service Networks:
 - multi-party, widely distributed, of heterogeneous nature, will involve different types of resources & services (e.g., humans, organizations, devices, info. & knowledge), & will be (re)-composed & re-configured/optimized during runtime
 - need to become truly responsive – to move from reactive to predictive.
- We may discern several important driving forces behind Global Service Networks:
 - Access to & integration of media/content
 - Evolvability and Adaptability
 - Demand rather than supply driven processes
 - User empowerment
- This necessitates a change-oriented life cycle geared to accepting continuous change as the norm.