

Data Mapping Model for User Programmable Web-based Mashup

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Abstract. In this paper, we present a modeling tool for web-based mashups. This tool allows users to design data relays between mashup methods using an intuitive interface; the result is exported as a data mapping graph. We also present a method to generate client codes wherein the data mapping graph governs the navigation/mashup behavior by dynamically generated context menus.

1 Introduction

A web-based mashup is a new type of web-based application in which a client page includes more than one service and controls their flows and data relays. Moreover, with the increasing popularity of user programmable mashups in the last few years, users often desire to program mashups by combining and reusing existing web-based resources within minutes [1,2]. There are several well-known techniques for the code generation of a client page for a given set of service methods. Further, services and data composition have also been highly researched.

There have been many researches on user interface development for service compositions. Lecue et al analyzed the types of data compositions and developed XSL adapter modules to automatic data flows [3]. Moreau et al. proposed an evaluation method to select the best data mapping from possible candidates [4]. On the other hand, Liu et al studied mashup as a special case of service compositions, and proposed hosting site architecture to provide service mashup [5]. Nestler et al proposed a model driven approach to develop user interface for service compositions [6]. Authors' previous paper presented a code generation approach for client side service navigations [7]. Recently, Pietman present CRUISe system, a client-side service integration framework[8]

In this paper, we describe a method to make it possible to allow users to design table-driven data mapping relations in order to control the navigations of the final generated codes. A user-designed graph can be used to govern a client page's behavior using dynamically generated context popup menus.

The client page is responsible for communicating with service sites, presenting views for user actions, determining available service mashups from the currently selected data, and providing user interface menus for transferring data and requesting the next method. In Figure 2, the client page navigates views and service calls for

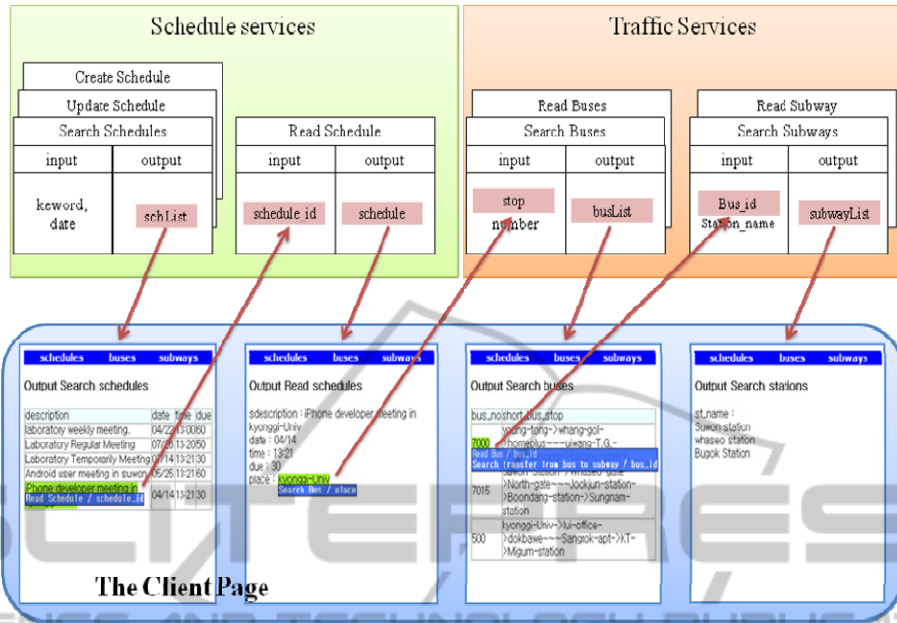


Fig. 1. Service Interfaces and Navigations of a Client mashup page.

given set of service methods. By using the context popup menus, users can navigate and connect mashup service requests.

The main contribution of this paper is the introduction of a data mapping modeler that allows users to model service compositions and data flows. Further, the proposed modeler helps users to design data mapping from output data to input parameters with intuitive interfaces; the modeler generates a table-driven data structure for code generation. Our code generation system generates response handler functions which enable to utilize the data mapping table in order to create context popup menus.

This paper is organized as follows: Section 2 describes our approach, and section 3 introduces data mapping model and the editing tool. Section 4 presents the implementation of code generation system and section 6 concludes the paper.

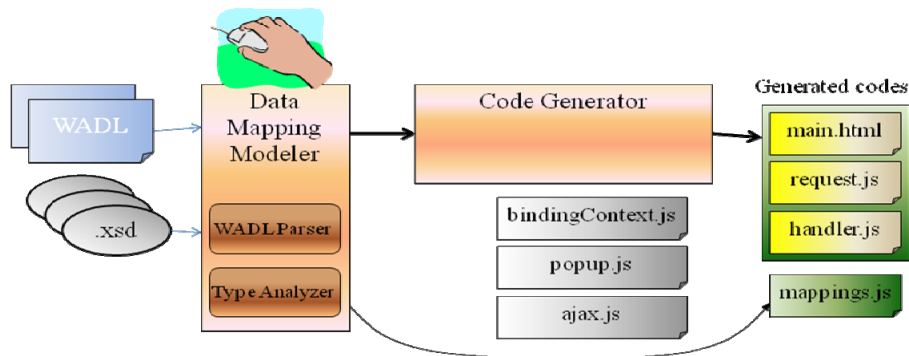


Fig. 2. System architecture of our approach.

2 Our Approach

Figure 2 shows the overall architecture of our model driven development. Data mapping modeler analyzes the method information and generates data mapping table for the selected set of methods. Then, the code generator generates views, request and response handler functions. There are several helper javascript files given in from (gray js boxes), and the generated codes (green boxes).

The goal of the data mapping modeler is to design a data mapping graph that is defined as follows:

Definition 1. Let M be a set of methods that a user wants to interface. For a given method $m \in M$, let $input(m)$ be a set of parameter names and $output(m)$ be the set of terminal node tags of m . Then,

$$\mathbf{DataMappingGraph} = (O \cup I, E)$$

Here $O = \{(m, t) \mid m \in M, t \in output(m)\}$; $I = \{(m, t) \mid m \in M, t \in input(m)\}$; and $E \subset O \times I$.

Figure 3 shows an example of a part of the data mapping graph. A data mapping implies data relay from a method response to an input parameter of another method. In other words, $\mu = (m_1, t_1, m_2, t_2) \in E$ means that m_2 is the connected request method and t_2 is the corresponding input parameter name relayed from method m_1 and the data element with tag t_1 . Such a mapping can be directly applied to user interfaces for connected mashup requests. Here, the user interface is a popup context menu. For example, the first popup menu item in Figure 1 represents a mashup request from the mapping (Search Schedules, sch_id, Read Schedule, sch_id).

In the next section, we present the modeling using data mapping modeler in detail. The designed result is serialized as a javascript table in mappings.js in Figure 2.

When a properly designed data mapping graph is given, we can generate codes for client mashups. As part of the response handler (part of handler.js in Figure 2), a presentation object is created and a context menu is attached when it exists. A javascript function can generate a context menu code dynamically from the data mapping graph.

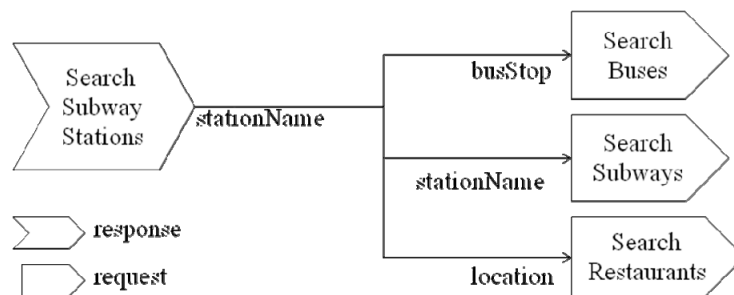


Fig. 3. A part of data mapping graph: edges from the node (Search Subway Stations, station-Name) $\in O$.

3 Data Mapping Modeler

Data mapping modeler is responsible for (1) providing user interface to select methods from WADL specifications, and (2) providing user interface to model data mapping relations between methods.

For a client page, a service environment is defined as a set of available services, which is described in a service specification. Usually, service specification includes type, url, method signature for service method. Method signature defines the output data type and a set of input parameter types. We have used web application description language (WADL) as the service specification language [9]. WADL is a standard for describing REST style services for specifying available services. In order for data mapping of service compositions, we extended a "type" attribute to input parameter tag <param>.

The modeler provides a friendly interface by using the descriptions in the service specification files to show the method and parameter names. Figure 4 (a) shows WADL service specification example and the corresponding WADL tree in (b). Users can select a set of service methods from the tree which are included in the service environment of the mashup client.

WADL resource / method tree

WADL File list

- traffic.wadl
 - http://203.249.21.227:3000(base URL)
 - buses
 - M Search Bus
 - P number(bus_no)<r>
 - P stop1(bus_stop)
 - R busList
 - M Read Bus
 - P busId(bus_id)<r>
 - R bus
 - subways
 - stations
 - M Search transfer from bus to sut
 - P busId(bus_id)<r>
 - R stationList
 - subways

M :method
 P :parameter
 R :represent

```

<?xml version="1.0" encoding="UTF-8" ?>
<application xmlns:xsi="http://www.w3.org/2001/XMLSchema"
  xmlns:tra="http://203.249.21.224:8080/traffic.xsd">
  <doc title="schedule Server">miclab Traffic WebService</doc>
  <resources base="http://203.249.21.227:3000">
    <resource path="buses">
      <method name="GET" id="b0">
        <doc>Search Bus</doc>
        <request>
          <param name="number" style="query" type="tra:bus_"
            <param name="stop1" style="query" type="tra:bus_st"
          </request>
        <response>
          <representation mediaType="application/xml" element
            <doc xml:lang="kr">Bus list</doc>
          </representation>
        </response>
      </method>
      <resource path="{busId}">
        <method name="GET" id="b1">
          <doc>Read Bus</doc>
          <request>
            <param name="busId" style="template" type="tra:b"
          </request>
        <response>
          <representation mediaType="application/xml" eleme
            <doc xml:lang="kr">Detail bus infomation</doc>
        </response>
      </method>
    </resource>
  </resources>
</application>
  
```

Fig. 4. A part of WADL specification and the WADL tree view in the data mapping modeler.

Figure 5 shows a screenshot of the data mapping modeler that helps users to design connected requests and data relays between methods. After the user selects a set of service methods in the page, the tool shows the service output data elements in the left top pane (1) and the input parameters in the right top pane (2). Further, the tool analyzes the relationship between data elements to determine the mapping candidates of the same type (3), which the users can select. On the other hand, users can add any

two data elements, which are listed in pane (4), by connecting them in the modeler interface.

The mapping is from the output terminal data elements to the input parameters. The tool includes an automatic mapping to M (in pane (3)) if a terminal element of the result data has the same name (same namespace tag) as the input parameter. The modeler shows the connected method requests with a quick view, as shown in Figure 5, which allows intuitive design of mashups.

The mashup design results are exported as an associative array for use by the code generator. The key of the associative array is the (method, tag) pair, and the value is the corresponding list of connected requests. The design results are as follows:

$$MT = \{(m_i, t_i) : [(m_{i1}, p_{i1}), (m_{i2}, p_{i2}), \dots, (m_{ik}, p_{ik})] \mid 0 \leq i \leq n, n \text{ is the number of mapped output nodes}\}.$$

Therefore, $(m_2, t_2) \in MT(m_1, t_1)$ means the relation where a data of type t_1 of output tree m_1 can be transferred to method m_2 for an input parameter of type t_2 . Since The modeler can analyze the type information of method signature, we can serialize the type mapping relations into a hashmap of javascript code at static time.

Auto Mapping		User Mapping	
Output Method	Input Method	Output Method	Input Method
Search Subway Stations / stationName	Search Subways / stationName	Search Subway Stations / stationName	Search Buses / busStop
		Search Subway Stations / stationName	Search Restaurant / location

Fig. 5. Screenshot of data mapping modeler.

4 Implementation Result

In this section, we present the code generation approach from the model introduced so far. We implemented the data mapping model into the code generation system developed by authors[7].

List 1 shows the overall algorithm of code generation using the modeler's output MT . When a service response arrives from the server, the algorithm generates an output view code for the response tree T . For each terminal node n , a presentation element $\langle \text{span} \rangle$ is created along with the associated context popup menu. The function `prepareContextMenu()` uses MT to determine the connected requests and generate the mouse event handler for mashup calls.

List 1. Algorithm of mashup code generation using the data mapping model.**[Algorithm 1] Mashup code generation algorithm**Input: m : responding method just responded, T : output tree of m , MT : data mapping table, modeler's output.

Output: The generated code for the output view.

including mashup context menu handler.

1) For each terminal node $node$ of T ,1-1) $tag = node.tag, value = node.text$.1-2) create $\langle span \rangle$ element e for $value$.1-3) if $MT(m, tag) \neq \emptyset$,1-3-1) add onmouseover event handler to e ,1-3-2) call $prepareContextMenu(e, m, tag, value)$,1-3-3) $menuDiv.show()$.function $prepareContextMenu(e, m, t_1, v)$ Reset $menuDiv$. $\forall (m_2, t_2) \in MT(m, t_1)$,Add menu item "request m_2 with t_2 ".Add a mouse handler; Call m_2 using v .

List 2 shows the data mapping table generated from the data mapping modeler. It is serialized as javascript code where a key is a pair of method id and the parameter name and the value is an array of the pairs of mashup methods and transfer data type. Code generation system utilizes this information in order to reflect the modeling result which is designed at the modeler. Moreover, request function name and the doc info for methods are also generated as javascript hash maps as shown below.

List 2. Serialized table data structure for the code generation system.

```
mappingTable={'b1/bus_stop':['b0/stop1'],'s2/st_name':['s1/name'],'b0/bus_no':['b0/bus...
reqMethodInfo={'b1/busId':['requestReadbuseBybusId_b1'],'b0/number':['requestSearc...
methodInfo={'b0':['Search Buses'],'b1':['Read Bus'],'s1':['Search Stations'],'s2':['Read S...
```

Figure 6 shows implementation result. The output view has context popup menus as designed in data mapping table. Output handler function generates output data presentations using the repeat structure presentation method (refer [7] for detail). We extended the code with a line "constructReqDiv()" function call, which calls a static function in popup.js file. This function creates context popup menus dynamically depending on the data mapping table (the italicized line in Figure 5(c)).

The proposed approach is different from other tools and studies in several aspects [4,5,8]. Although current user programmable mashup tools often create server side services, our tool generates client code that is ready to use by end users. Moreover, the data mapping modeler is easy to use since it provides an intuitive tooltip of navigation menus, and the modeler output-data mapping graph governs the dynamic context menu behavior as designed by the user.

On the other hand, CRUISe system proposed in [8] aims a client side mashup execution framework in model driven development, which is in common with our approach.

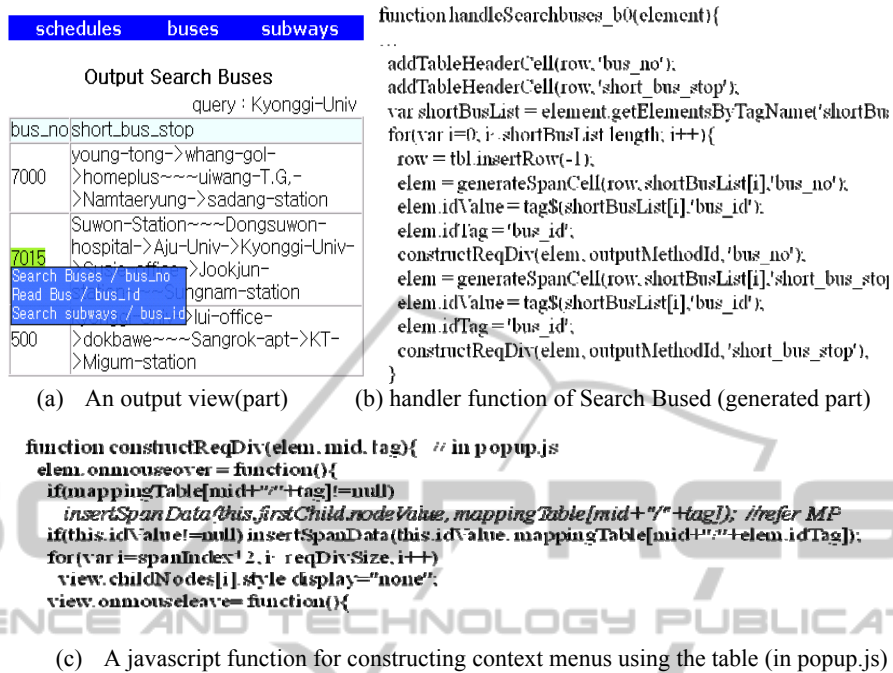


Fig. 6. The result view with context popup menus and the code generated.

However, one of their main goals is to achieve language and platform independence, contrary to our javascript specific code generation system. In our opinion, our system is more efficient and light-weighted because we fixed the target environment and platform. Moreover, our result code is ready to run, as well as easier to update by developers for the application.

5 Conclusions

In this paper, we have proposed a data mapping graph and a modeler tool that allows users to design request flows and mashups on the client webpage.

We are now working on extending the proposed modeler and code generator to include more types of data mapping and styles of mashups and generalize it further. Furthermore, we also plan to integrate the proposed system into a service framework including service discovery and context-aware service paradigms.

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