

Thomas Gschwind
Cecilia Mascolo (Eds.)

LNCS 3437

Software Engineering and Middleware

4th International Workshop, SEM 2004
Linz, Austria, September 2004
Revised Selected Papers



Springer

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Library of Congress Control Number: 2005923878

CR Subject Classification (1998): D.2, C.2.4, D.3.4

ISSN	0302-9743
ISBN-10	3-540-25328-9 Springer Berlin Heidelberg New York
ISBN-13	978-3-540-25328-0 Springer Berlin Heidelberg New York

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Printed in Germany

Typesetting: Camera-ready by author, data conversion by Scientific Publishing Services, Chennai, India
Printed on acid-free paper SPIN: 11407386 06/3142 5 4 3 2 1 0

Commenced Publication in 1973

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Preface

Middleware provides an integration framework for multiple and potentially diverse computing platforms. It allows developers to engineer distributed applications more easily, providing abstractions and primitives to handle distribution and coordination.

Middleware is constantly facing new challenges. Today's advances in computing, including development of pervasive applications, exacerbates the diversity problem, introducing variations not only in terms of performance, but also in terms of environments and device characteristics. Software engineers are therefore challenged both in the area of the development of new and scalable middleware systems, where open, heterogeneous, component-based platforms should provide richer functionality and services, and in the area of application development, where tools to simplify the use of middleware solutions are necessary.

Software Engineering and Middleware is the premier workshop for the research and practice community of software engineering working in both areas to present and discuss new ideas in this field. SEM 2004 was the fourth international workshop on software engineering and middleware of the EDO/SEM workshop series. Previous workshops of this series were successfully held in 2002, 2000 and 1999. Most of the proceedings have been published by Springer in the Lecture Notes in Computer Science series.

The program consisted of a keynote given by Prof. Gustavo Alonso and 16 technical paper presentations. The technical papers were carefully selected from a total of 44 submitted papers. Each paper was thoroughly peer reviewed by at least three members of the Program Committee and consensus on acceptance was achieved by means of an electronic PC discussion. Among the accepted papers, the Program Committee selected the paper "Formally Designing an Event-Based Application for Mobile Collaboration: A Case Study," by Pascal Fenkam and Mehdi Jazayeri, for the Best Paper Award, and the paper "Towards the Development of Ubiquitous Middleware Product Lines," by Sven Apel and Klemens Böhm, for the Best Student Paper Award.

The organizers would like to express their appreciation to a large number of people without whom this event would not have been possible: the authors of submitted papers; the Steering Committee, the Program Committee, and the external referees for their careful reviews and active participation in the paper selection process; and Michael Fischer who managed the electronic submission and reviewing service. We would also like to thank Paul Gruenbacher, in his role as General Chair of ASE, and Stefan Tai and George Spanoudakis, in their roles as ASE Workshops Chairs; they simplified our task considerably by scheduling our work and providing us with templates and instructions. Especially, we would like to thank the Steering Committee for giving us the opportunity to lead this instance of the SEM workshop, and for their invaluable advice.

Finally, we are extremely grateful to IBM for the continuous support given to the workshop: this has allowed us to offer prizes and to sponsor students' participation.

November 2004

Thomas Gschwind and Cecilia Mascolo
Program Co-chairs
SEM 2004

Organization

This year's Software Engineering and Middleware Workshop (SEM 2004) was held on September 20-21, 2004, in Linz, Austria, as a co-located event of the International Conference on Automated Software Engineering 2004. SEM 2004 was the fourth international workshop on software engineering and middleware of the EDO/SEM workshop series.

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Dynamic Software Adaptation: Middleware for Pervasive Computing

Gustavo Alonso

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Abstract. The many different application scenarios found in pervasive and ubiquitous computing have one aspect in common: software will be confronted with continuously changing execution environments. To guarantee seamless service, protocols, infrastructure, and applications will have to be able to adapt to changes in, e.g., networks, system configuration, available resources, varying policies, etc. In other words, adaptation will have to be a key feature of any mobile software system. In this talk I will discuss the problems encountered when designing middleware for pervasive computing and the role that software engineering could play in solving those problems. I will mostly focus on dynamic software adaptation and how it can be used to great effect to provide much more flexible software platforms. The talk will revolve around the work done on the PROSE system, a modified Java Virtual Machine that uses dynamic Aspect Oriented Programming to extend a running application with new functionality as dictated by the context where such an application runs. The extensions are code fragments that transparently adapt the underlying application. The extensions can be used to modified every aspect of the software hierarchy, e.g., they can be use both to replace a routing protocol as well as to change an application's behavior. In the talk, I will discuss the advantage of such an approach as well as the many challenges it poses in terms of software development and maintenance, security, software modularity, and even the accepted perception of what constitutes a software application.

Biography

Gustavo Alonso is professor in the Department of Computer Science at the Swiss Federal Institute of Technology in Zurich (ETHZ). Gustavo Alonso is from Madrid, Spain, where he completed in 1989 his undergraduate studies in Telecommunications Engineering at the Madrid Technical University (UPM-ETSIT). As a Fulbright student, he did his graduate studies in computer science (M.S. 1992, Ph.D. 1994) in the University of California at Santa Barbara. After graduating, he was a visiting scientist in the IBM Almaden Research Laboratory in San Jose, California, where he worked within the Exotica project in areas

such as workflow management and transaction processing. In September 1995 he joined ETH where he has since then lead several projects in databases, workflow management, replication, and advanced applications. Currently, Gustavo Alonso leads the Information and Communication Systems Research Group. The research interests of the group include Web Services, grid and cluster computing, databases, workflow management, scientific applications of database and workflow technology (for geographic, astronomical, and biochemical data), pervasive computing and dynamic aspect oriented programming. Gustavo Alonso is co-author of a recently published book on Web Services (Springer Verlag, Berlin 2004, ISBN 3-540-44008-9) and has participated in numerous conferences, panels and projects related to the topic. He also regularly works as an independent consultant in areas like enterprise application integration, Web Services, and middleware.

Here's Your LegoTM Security Kit: How to Give Developers All Protection Mechanisms They Will Ever Need

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Abstract. By presenting a protection architecture for ASP.NET Web services, this paper demonstrates the feasibility of creating middleware mechanisms in the form of composable, flexible, and extensible building blocks. Like LegoTM constructor parts, such blocks enable the reduction of the effort of constructing, extending, and adjusting the application properties and middleware services in response to requirements or environment changes.

1 Introduction

The main premise of this paper is that the developers and owners of distributed applications need and can be provided with three things: 1) LegoTM-like reusable and versatile building blocks, 2) middleware architectures and tools for composing useful customized solutions out of such blocks, and 3) the means of creating their own inexpensive and error-proof building blocks. They could then create custom distributed applications suitable to their needs and environments, while avoiding costly reinvention and reconstruction of generic and, more often than not, quite complex functionality common across applications. And we are not referring to the business logic, which could arguably be included in the list. The focus is on the nonfunctional properties and services (fault tolerance, performance, security, etc.) of distributed applications.

The above needs have been determined from the author's experience of working for end-user, consulting, and vendor organizations. Working on the end-user side showed that no vendor could ever satisfy all requirements for customizing their solutions to our needs and constraints. Vendors' customization mechanisms required too much effort and expertise from in-house developers. Experience as a consultant, product developer and architect gave convincing evidence that this problem was common to many end-user organizations.

To demonstrate that useful building blocks, architectures, and extension means can indeed be provided for customizing nonfunctional properties of distributed applications without demanding seasoned expertise in the subject matter from application developers, we present an *authentication and authorization (A &A)* architecture for ASP.NET Web services. This architecture, we believe, features all three desired characteristics. It builds on the results of several years of applied research and practical

experience, giving the hope that similar architectures can be developed for easy customization of other properties and services for distributed applications.

The paper is organized as follows: section 2 provides background and discusses related work; Section 3 explains technical motivations for the architecture and gives its overview; Section 4 highlights those design decisions that made the architecture easy to customize; discussion is in Section 5; and we conclude with Section 6.

2 Background and Related Work

Research on composition and customization for middleware has been largely focused on three areas: core functionality; domain-specific properties and characteristics; and middleware services. Research in core functionality concentrates on data (un)marshaling, invocation dispatching, object life-cycle, data transport, etc. (TAO [1], Quarterware [2], COMERA [3], Spring [4]). Examples from the work in domain-specific properties and characteristics are real-time [5], load-balancing [6], QoS [7, 8], performance and consistency [9]. Our work is on composable and customizable A&A mechanisms and belongs to middleware services research, which concentrates on such services as event notification [10], transactions and concurrency [11, 12], and security.

Work on customizable security mechanisms in middleware has been conducted at least since DCE [13]. A wider known example is CORBA, which has a Security Service [14] architecture that enables customization by supporting interceptors as well as making authorization and audit decision objects, security context and some other elements replaceable. However, because the granularity of CORBA Security replaceable parts is too coarse it takes too much effort to customize the service. This drawback can also be viewed as low degree of *composability*. Besides DCE and CORBA, other examples of architectures with replaceable security logic but low degree of composability are more modern JAAS [15], Java Authorization Contract for Containers architecture [16], and Legion [17]. Our approach achieves fine granularity of the replaceable parts and therefore a higher degree of composability.

What our approach (intentionally) leaves unanswered is how to express A&A policies and map them into a composition of A&A building blocks. Andersen et al. [18] approach the problem from the other end and propose “programmable security” approach that uses Obol language to “program” middleware security protocols without addressing the issue of translating such programs into compositions of specific elements of the middleware security architecture.

Design of the authorization mechanism described in this paper is largely based on the Resource Access Decision (RAD) architecture [19, 20], which we follow more in the spirit than in detail—rather as an architectural style. Briefly reviewed in Appendix A, RAD is one of the first attempts to compose and customize authorization logic out of simpler parts.

Although, neither RAD nor this work address the issue of conflicts that could arise as a result of authorization logic composition, several solutions have been proposed elsewhere. Jajodia et al. [21] have proposed an access control model in which inconsistencies among authorizations can be resolved using rules. The framework for access control policy enforcement developed by Siewe et al. [22] allows multiple poli-

cies to be enforced through policies composition. It provides a way to specify complex policies and to reason about their properties.

3 Architecture Motivation and Overview

The ASP.NET container is a popular hosting environment for Web services built and run on Microsoft Windows and .NET platforms. However, the ASP.NET security architecture [23], as provided out-of-the-box is not sufficiently flexible and extensible to be adequate for enterprise applications. As we describe in [24], ASP.NET supports limited authentication and group/user-based authorization, both bound to Microsoft proprietary technologies. If an application needs to be protected with enterprise A&A services, the developers have two options: The first, is to develop home-grown container security extensions, which are hard for average application developers to get right. The second option is to program the security logic into the Web service business logic, but the resulting application is costly to evolve and support. In both cases, the development of security-specific parts by average application developers is commonly believed to result in high vulnerability rates due to security-related bugs that are hard to avoid and catch.

Due to its flexibility and extensibility, the protection architecture described in this paper makes ASP.NET easier to integrate with organizational security infrastructure with a reduced effort on the side of Web service developers. The architecture is flexible because it allows configuring of machine-wide authentication and authorization functions, and overriding them for a subtree of the Web services (up to an individual Web service application) in the directory-based ASP.NET hierarchy. Its extensibility is revealed through the support of wide variety of A&A logic, as long as the logic can be programmed as a .NET class and/or accessed (possibly via a proxy) through a predefined .NET API. Furthermore, one can reuse other instances of such logic by combining authorization decisions from them according to predefined or custom rules.

4 The Architecture

The architecture details are described elsewhere [25]. This section focuses mainly on those features of the architecture that enable the composition of more complex A&A functionality from basic, reusable, building blocks. There are five features:

1. the separation of A&A enforcement logic from the decision logic,
2. the employment of the RAD architecture style, which makes creation of custom authorization decision logic easier and avoids the need for a general-purpose policy evaluation engine,
3. flexible configuration-driven construction of the authorization decision information,
4. fine-grained replaceable modules that enable support for a wide range of A&A functionalities, and
5. the support for the scalability, extensibility, and reusability in the configuration part of the architecture.