

REST vs Web Services

TIE-23600 Palvelupohjaiset
järjestelmät

Tämän kalvoston lähteenä on käytetty julkaisua
Cesare Pautasso, Olaf Zimmermann, and Frank Leymann. 2008. Restful web services
vs. "big" web services: making the right architectural decision.
<http://ramb.ethz.ch/CDstore/www2008/www2008.org/papers/pdf/p805-pautassoA.pdf>

Web Services (WS-*)

- Web Services = "WS-*" = a set of XML-based standards for implementing SOA
 - SOAP as message format
 - WSDL as service contract definition language
 - Other WS-* standards for other things

REST

- Architectural style defined by six constraints
 - Client-server
 - Stateless
 - Cacheable
 - Layered system
 - Uniform interface
 - Code-on-demand (optional)
- HTTP as the uniform interface
 - URI
 - GET/POST/PUT/DELETE
 - MIME representations
 - Hyperlinks between resources

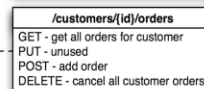
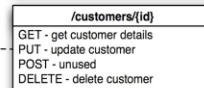
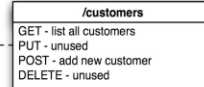
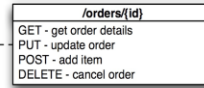
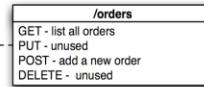
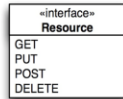
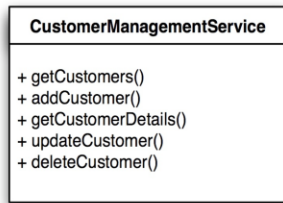
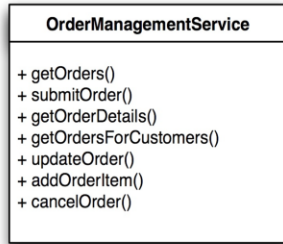
WS-*

OrderManagementService
+ getOrders() + submitOrder() + getOrderDetails() + getOrdersForCustomers() + updateOrder() + addOrderItem() + cancelOrder()

CustomerManagementService
+ getCustomers() + addCustomer() + getCustomerDetails() + updateCustomer() + deleteCustomer()

The interfaces are specific to the task.
The interfaces define the services' application protocol.

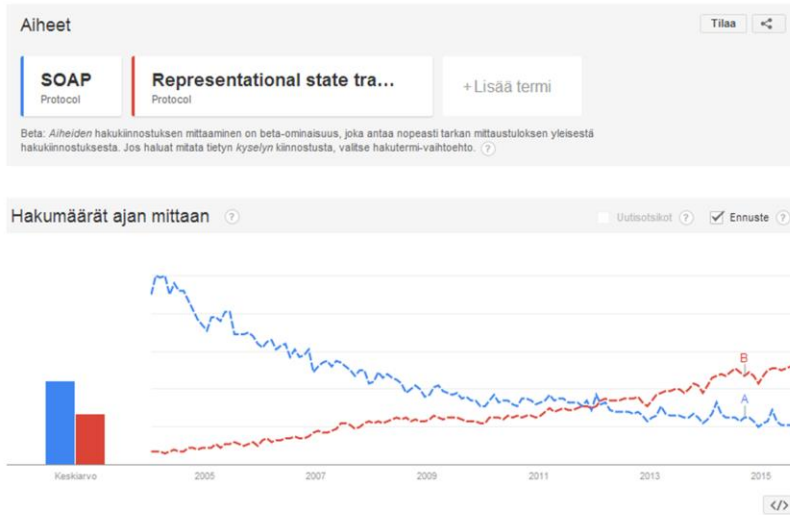
vs REST



Web service: a client needs to be coded against this particular interface

RESTful service: a client uses URI hierarchy and HTTP to access the resources

Popularity (SOAP vs REST)



WS-* strengths

- Protocol transparency and independency
 - SOAP messages can be transported over a variety of protocols, not just HTTP
- Machine-processable service contracts
 - WSDL
- Synchronous and asynchronous interaction patterns
- Tool support
 - Hide the complexity of underlying formats

WS-* weaknesses

- Verbosity
 - XML processing overhead
- Wide range of standards
 - Varying tool support
 - Mitigated by [WS-I](#) guidelines
- "Complexity"
 - Dependency on tools

REST strengths

- Leverage well-supported standards
 - HTTP, URI, MIME
- Lightweight
 - No heavy dependence on tools
- Scalability
 - Statelessness, cacheable, ...
- Multiple message formats

REST weaknesses

- Confusion about what is "RESTful"
 - Any HTTP API is not RESTful
- Reliance on HTTP
 - Methods other than GET and POST not universally supported
 - GET input data limits
 - Very long URIs don't work everywhere
 - How to encode complex data in the URI?

HTTP

In WS-*

- HTTP is one possible *transport* protocol
 - on top which SOAP messages can be transported
- Only POST
- URI identifies a messaging endpoint
 - Which may contain multiple operations

In RESTful services

- HTTP is the *application* protocol
- GET, POST, PUT, DELETE
- URI identifies a resource

WS-* design decisions

1. Data modeling
 - XML Schema data types
2. Message exchange patterns
 - Synchronous or asynchronous
3. Service operations enumeration
 - Define the set of operations exposed by the service
 - How to group the operations into services?

REST design decisions

1. Resource identification
2. URI design
3. Resource interaction semantics
 - Which of the HTTP verbs are applicable to a given resource?
4. Resource relationships
 - HATEOAS
5. Data presentation
 - JSON, XML, ...

Technology comparison

	WS-*	REST
Transport protocol	(many)	HTTP
Message format	SOAP (XML)	(many)
Service identification	URI, WS-Addressing	URI
Service description	WSDL, XML Schema	Textual documentation, WADL
Security	HTTPS, WS-Security	HTTPS
Service composition	BPEL, BPMN	(mashups)
Implementation technology	(many)	(many)