

# Transactum: 1000 Parallel Instances of Workflow on a Single CPU and the Web



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# Objectives

To draw attention on:

- One **long-expected** direction of Web evolution
- The required for it **technology**
- **Why** it has been expected for 10 years already
- The product making it **feasible**

# Client-Server Interaction



At present, Web interactions resemble that in a Pub:

- Visitors order from menus with **limited** items.
- Waiter listens and serves what's ordered.

# More Meaningful Interaction

Meaningfulness comes with:

- Functional richness
- Meaningful purpose.

Examples:

- Action-triggering in response to interaction
- Finding win-win conditions with a Peer-to-peer message interaction

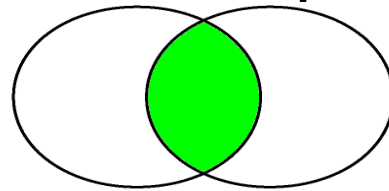


# Goal-Oriented Interaction

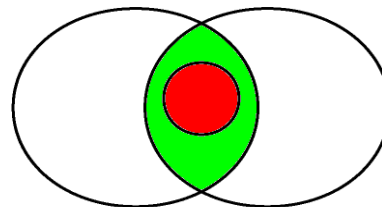
Enables finding **win-win** conditions

- User (human or application) chases a personal set of goals
- Application serves its own set of objectives, related to user goals
- Both participants try to find:

1. A **common** objective



2. A **mutually acceptable** solution



- Interaction continues until: Completed, Terminated, or Abandoned

# Goal-Oriented Interaction

## Examples

Future applications for:

- Price negotiation before purchasing
- Booking of complex travel plans



Transactum technology can build and run them.

# Goal-Oriented Interaction Transactum

Has two main functional modules:

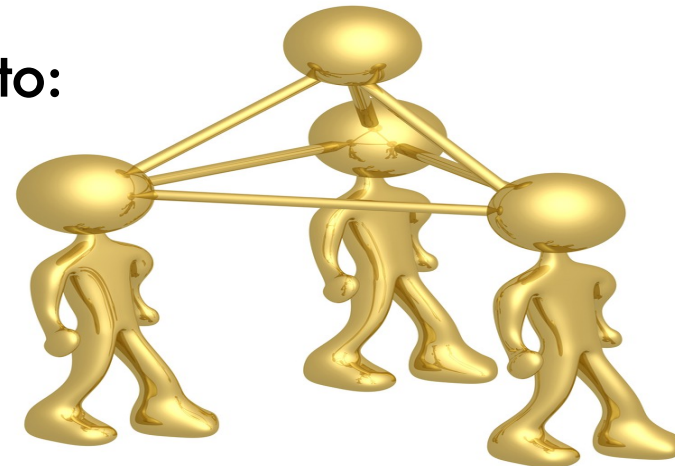
- **Interaction Handling** according to:

- Interaction protocol
- State of interactive session



- **Business Processing** according to:

- Process model
- State of execution



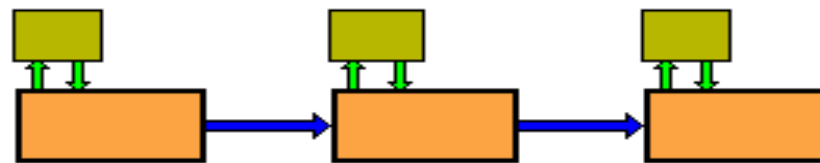
# Transactum

## Processing of a message

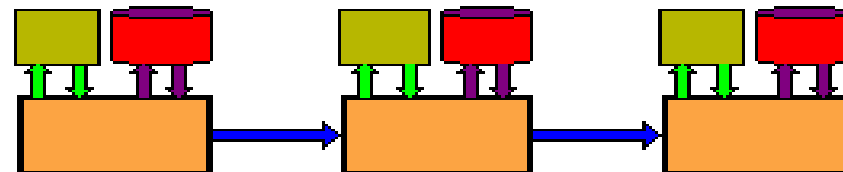
- Executes a sequence of activities



- Each activity might invoke a stateless local service



- Each activity updates a database table





# Transactum

## Web-accessibility

Provides capacity for:

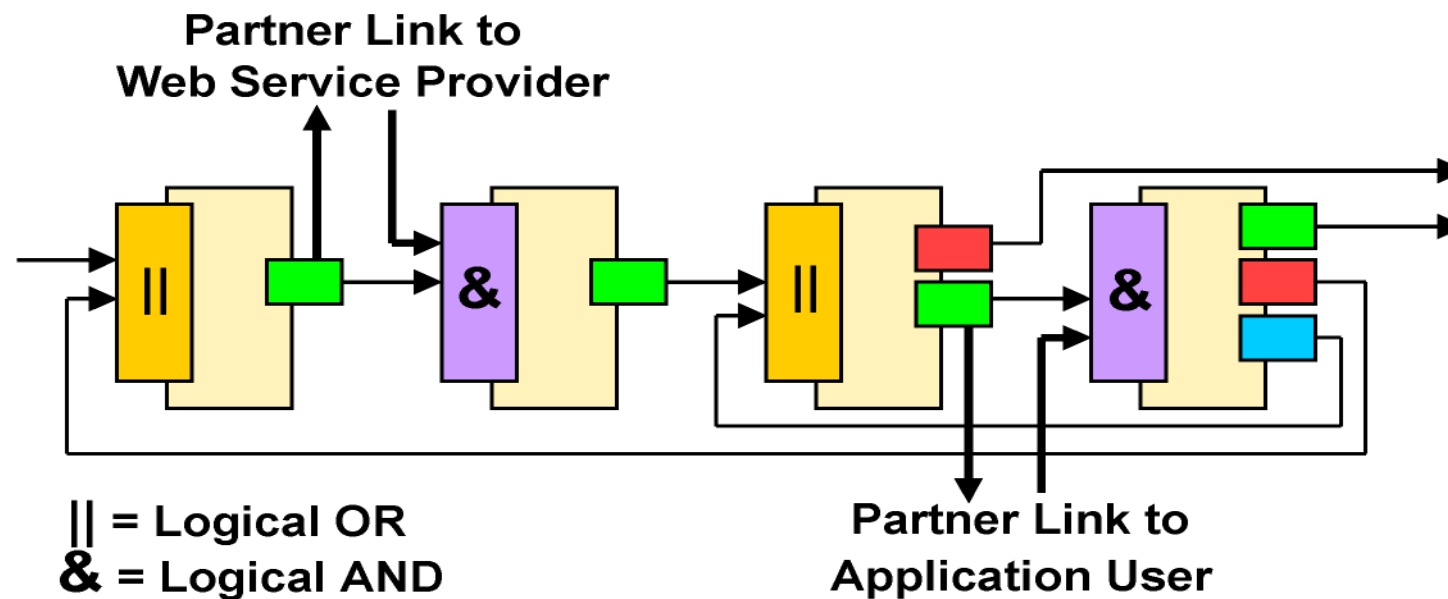
- **Scaling up**
- **Responsiveness**
- **Handling of 1,000+ concurrent users**



# Transactum

## Business process communication with partners

- Works **asynchronously**
- Involves **transactions** with database and message queuing
- Triggers **repetitive** execution of process segments

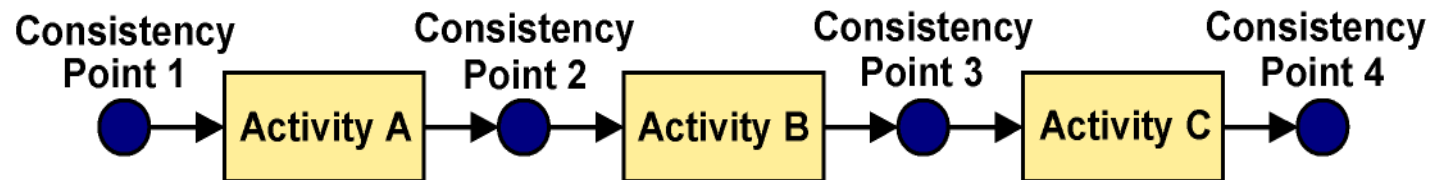


# Transactum

## Workflow architecture

Comprises:

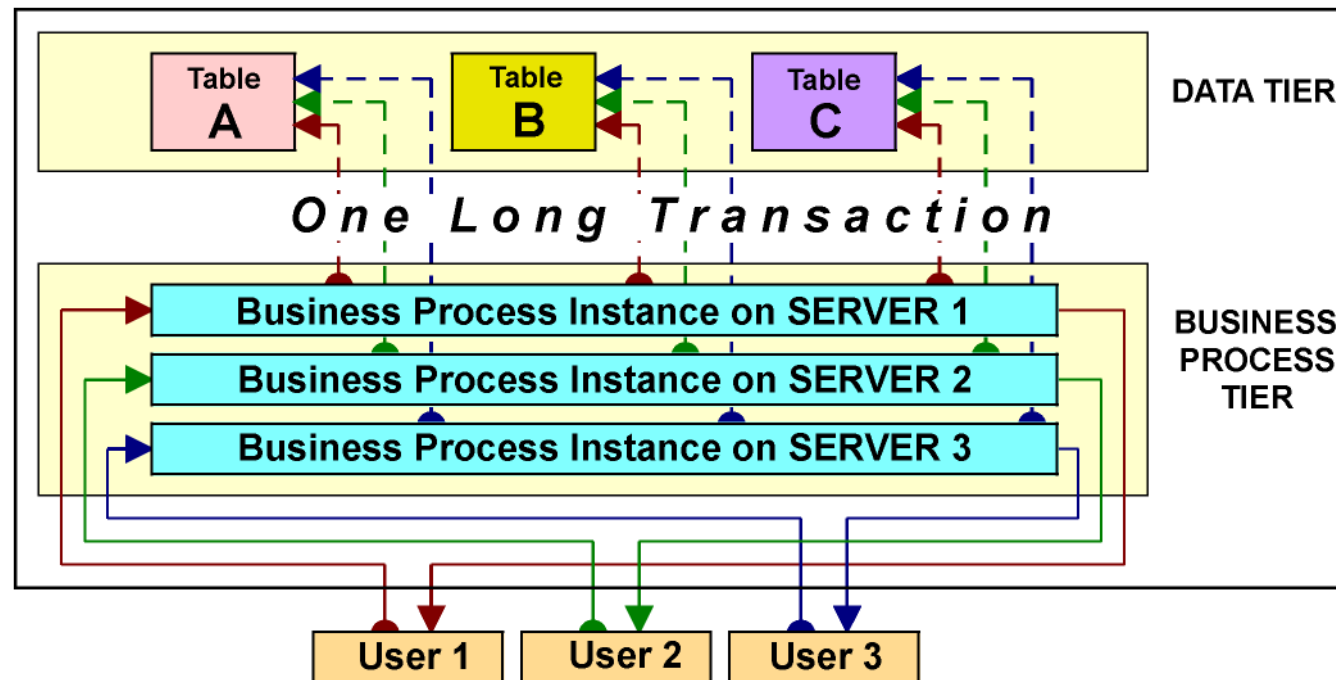
- **Decomposition** into activities with short transactions.
- Multiple **intermediate** points with a state of consistency.
- Change the state as a result of **committed** transaction.



# Generic Approach

Business process uses no workflow architecture

Processing is sequential

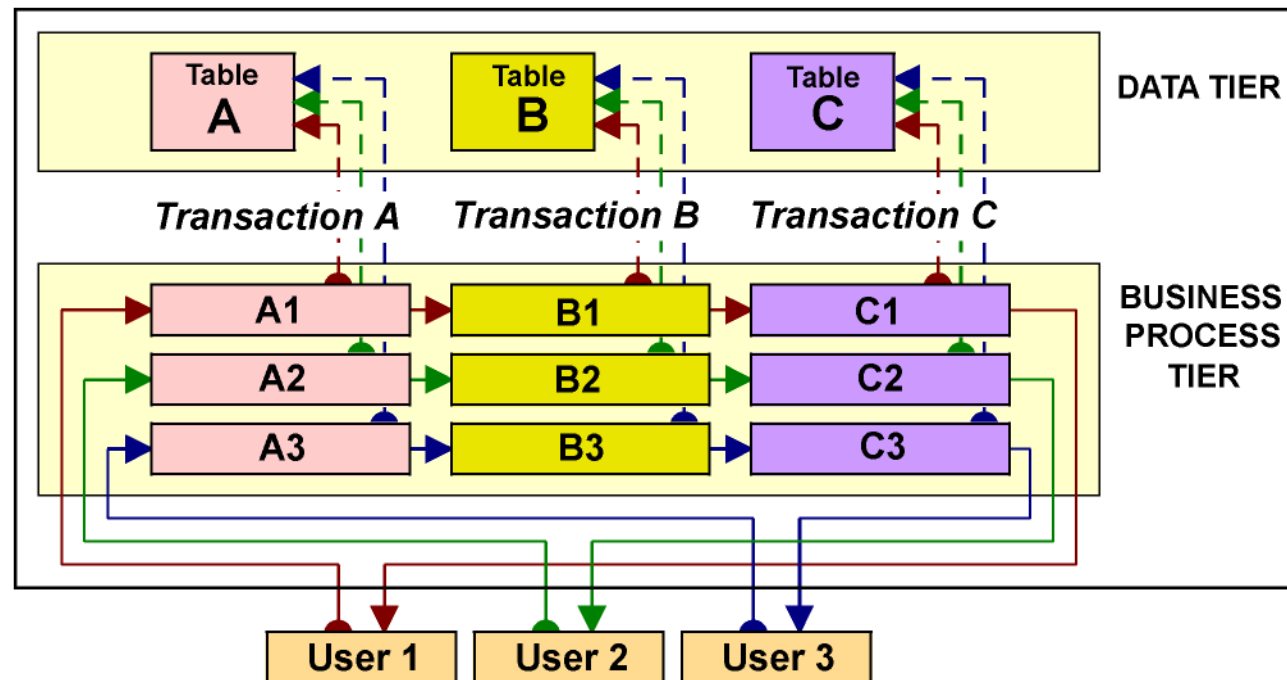


When a process instance locks tables for transaction,  
All other instances wait until transaction completes.

# Transactum

## Business process workflow architecture

Enables parallel processing



Every instance of the business process locks and updates a different table and all instances perform concurrently.

# Goal-Oriented Web Application

## Summary of the Prerequisites:

- **Parallel Processing** for Responsiveness
- **Workflow Architecture** for Parallel Processing
- **Workflow Concurrency** for Performance

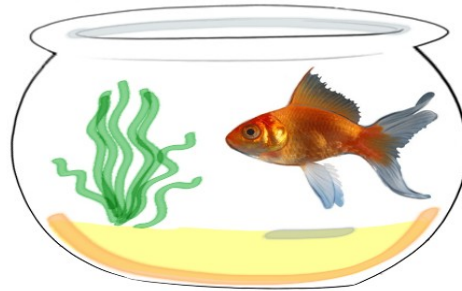


# Goal-Oriented Web Applications

## Relations with Virtual Execution Engines

**Vendors-recommended** workflow concurrency:

- 1 per Java Virtual Machine instance
- 4 per WWF execution engine instance

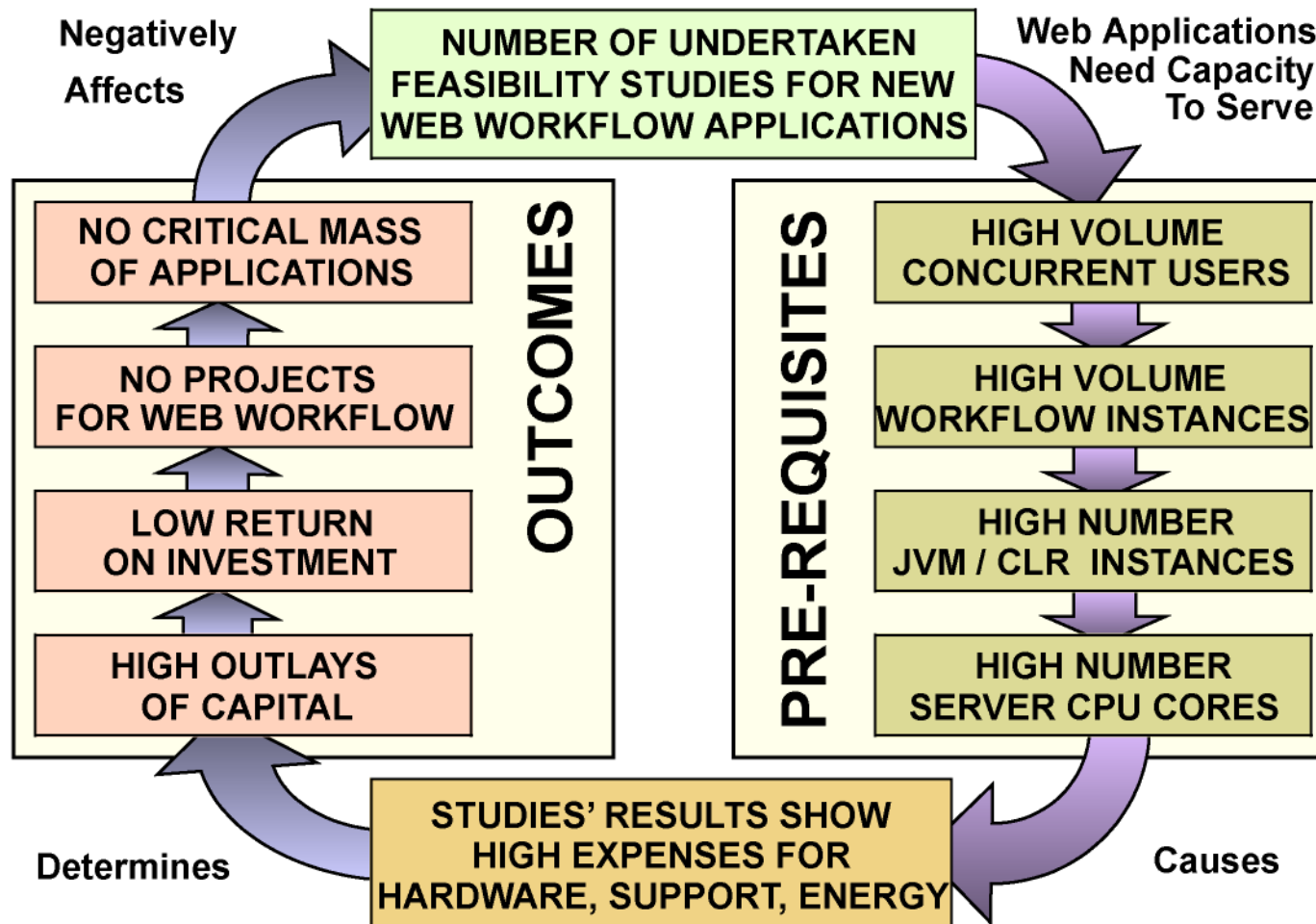


Consequently, high workflow concurrency **requires**:

- Large number of **Engine instances**
- Running on large number of **CPU cores**

and causes the Vicious Circle of Web workflow applications.

# The Vicious Circle of Web workflow applications





# Illustration of the Vicious Circle

## Unrealized Prediction of BCG

Boston Consulting Group research (published Dec 1999)

*Found*

80% of US executives completing **online orders** expect **Offline negotiation** to be **always necessary**.

*Predicted*

Online negotiated inter-company transactions in the US:

- **\$200 billion** in year 2000
- **\$1.3 trillion** in year 2004

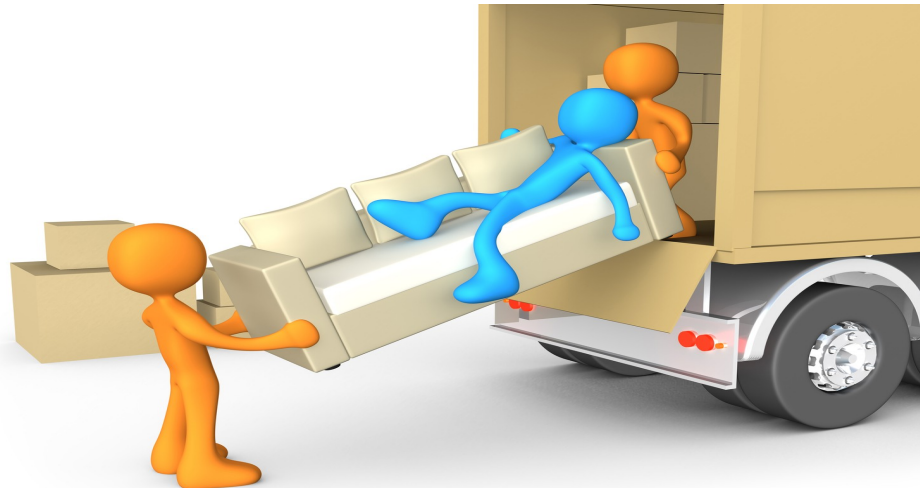
## Vicious Circle Bite

**10 years later,**

Commercial Web applications for Online Negotiation **do not exist** regardless of the readiness of end-users to accept and utilize them.

# Virtual Execution Engines As Application Server Runtime

Do not serve end-users



**Server-side** utilization of Virtual Execution Engines merits:

- Has **not enabled** creation of unique new technologies.
- Has **not delivered** any significant direct value to the end-users.

# Virtual Execution Engines As Application Server Runtime

Contribute to global warming



“God does not play  
dice with the universe.”  
Einstein  
How about humans?

Concurrency limitations of server-utilized Virtual Execution Engines:

- **Generate hunger** for more processing power.
- **Lead to higher** energy consumption.

# Break of the Vicious Circle

## Transactum Workflow Application Engine

Capacity to execute 1,000 concurrent instances of workflow on a single CPU



Other features:

- Built-In **Workflow Parallelism**
- Built-In **Scaling Up and Down**
- **Pooled Capacity** for parallel processing

# Break of the Vicious Circle

## Transactum Workflow Application Engine

Other features (continued):

- One Engine Instance can run up to **8 Applications**
- **Multiple Engine Instances** can run on one computer  
Limit is only the number of computer CPU cores

And it **is not** a Virtual Execution Engine.

# Conclusion

## Goal-oriented Web applications:

- Could be the **next step** of Web evolution
- Require **high-performance** workflow
- Become **feasible** with Transactum Engine

# Thank You



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