

In conjunction with the 17<sup>th</sup> IEEE International Enterprise Computing Conference (EDOC 2013)

## The Fifth Workshop on Service oriented Enterprise Architecture for Enterprise Engineering

For engineering service-oriented enterprises in the era of cloud computing could EA notations be a lingua franca?

### SoEA4EE'2013

9 September 2013, Vancouver, Canada

<http://www.soea4ee.org/>

[http://crinfo.univ-paris1.fr/users/nurcan/SoEA4EE\\_2013/](http://crinfo.univ-paris1.fr/users/nurcan/SoEA4EE_2013/)

**Deadline for workshop paper submissions: April 22, 2013**

Several developments, such as the success of cloud-computing show that not the ownership of IT resources but their management is the foundation for sustainable competitive advantage<sup>1</sup>. According to Ross et al.<sup>2</sup>, smart companies define how they (will) do business (using an operating model) and design the processes and infrastructure critical to their current and future operations (using an enterprise architecture).

Enterprise Engineering (EE) is the application of engineering principles to the design of Enterprise Architectures. It allows deriving the Enterprise Architecture from the enterprise goals and strategy and aligning it with the enterprise resources as shown in Figure 1. Enterprise architecture aims (i) to understand the interactions and all kind of articulations between business and information technology, (ii) to define how to align business components and IT components, as well as business strategy and IT strategy, and more particularly (iii) to develop and support a common understanding and sharing of those purposes of interest. Enterprise architecture is used to map the enterprise goal and strategy to the enterprise's resources (actors, assets, IT supports) and to take into account the evolution of this mapping. It also provides documentation on the assignment of enterprise resources to the enterprise goals and strategy.

There are different paradigms for creating enterprise architecture. The most important is to encapsulate the functionalities of IT resources as services, as shown in Figure 2. By this means, it is possible to clearly describe the contributions of IT both in terms of functionality and quality and to define a service-oriented enterprise architecture (SoEA). SoEA easily integrates wide-spread technological approaches such as SOA or emerging ones as cloud computing because they also use service as structuring and governing paradigm. The enterprise goals and strategies are mapped to a SoEA, as shown in Figure 1.

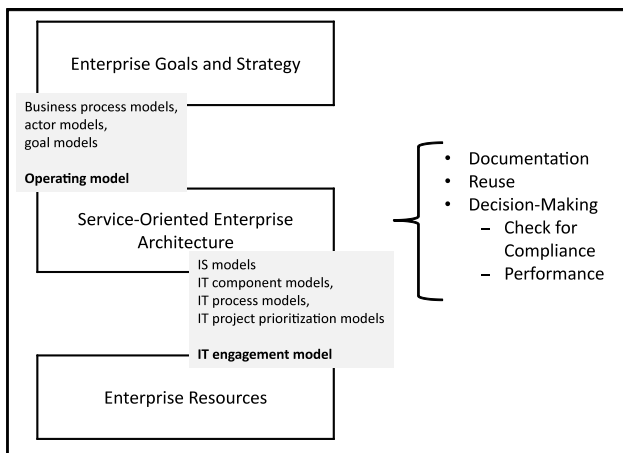


Figure 1: Service-oriented Enterprise Engineering

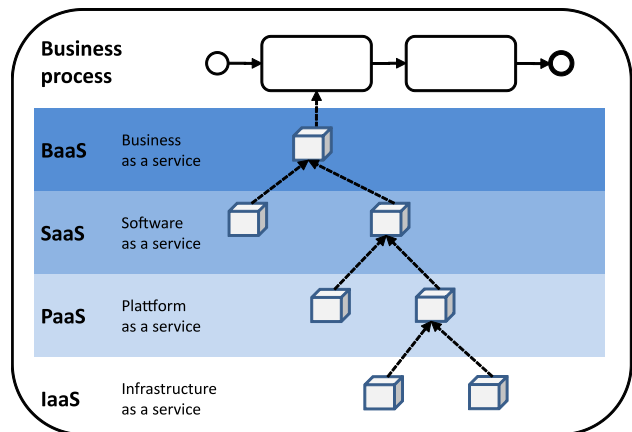


Figure 2: Service-oriented Enterprise Architecture

SoEA differentiates four layers of services, as shown in Figure 2. Thus, its scope is much broader than the scope of SOA and also includes services not accessible through software such as business and infrastructure services. Services of different layers may be interconnected in service (value) nets to provide higher level services.

<sup>1</sup> F.J. Mata, W.L. Fuerst, und J.B. Barney, "Information Technology and Sustained Competitive Advantage: A Resource-Based Analysis," *MIS Quarterly*, vol. 19, Dec. 1995, S. 487-505.

<sup>2</sup> J.W. Ross, P. Weill, und D. Robertson, *Enterprise Architecture as Strategy: Creating a Foundation for Business Execution*, Harvard Business School Press, 2006.

1. Business services are services, which directly support business processes. Business processes can also be developed dynamically (on-the-fly) using business services which are available in a repository for a given business domain. An example is call-centre services provided by an external service provider.
2. Software services exist as two types: (i) human-oriented applications, which are provided as Software as a Service, (ii) application services which are part of so-called SOA<sup>3</sup> that are a popular paradigm for creating enterprise software.
3. Platform Services provide support of the development of applications. They provide services for the execution of applications, middleware stacks, web servers etc.
4. Infrastructure services are more hardware-flavoured services, which are provided using computers. They may have a human addressee but contain many infrastructure services such as providing computing power, storage etc. They are an important topic in management and practice collections such as ITILV3<sup>4</sup> or standards such as ISO/IEC 20000 have gained a high popularity.

## Goal and Objectives

The goal of the workshop is to develop concepts and methods to assist the engineering and the management of service-oriented enterprise architectures and the software systems supporting them. Especially four themes of research shall be pursued:

1. Alignment of the enterprise goals and strategies with the service-oriented enterprise architecture
2. Design of the service-oriented enterprise architecture
3. Mapping of service-oriented enterprise architecture to enterprise resources
4. SoEA and Cloud-Computing; influence of cloud, social and big data

## Topics for Discussion

During the workshop we will discuss the following topics:

1. Alignment of the enterprise goals and strategy with the SoEA
  - Which interdependencies exist between services and business strategy?
  - Which concepts and methods are necessary to align services with the business strategy?
  - Which new potentials to reengineer business processes are created by services?
  - How are non-functional requirements derived from enterprise goals and strategy?
  - How are services aligned with non-functional requirements?
  - How are services aligned with compliance requirements?
  - Are the compliance and governance requirements enforced using SoEA?
2. Design of SoEA
  - How are business, software, platform and infrastructure services defined?
  - How are business services assigned to business processes?
  - How do meta-services differentiate for business, software, platform and infrastructure services?
  - How are appropriate meta-services designed?
  - Which phases do the lifecycle of business, software, platform and infrastructure services contain?
  - How can the fulfilment of non-functional requirements be monitored?
  - Which benchmarks and key performance indicators should be applied to services?
  - Which approaches exist for the continual improvement of services?
3. Mapping of SoEA to enterprise resources
  - Which resources are relevant for SoEA?
  - How are services mapped to enterprise resources?
  - Which approaches exist to map services to resources?
  - Which information system architectures are adequate for services?
  - How can non-functional requirements be mapped to capacity planning of resources?
4. SoEA and Cloud-Computing; influence of cloud, social and big data
  - How does SoEA interrelate with cloud computing?
  - How are Enterprise Architectures designed using cloud-services?
  - How differ cloud-services from other kinds of services?
  - How are Enterprise Architectures designed using cloud-environments?
  - Which meta-services are necessary for cloud-environments?
  - How are service (value) nets -consisting of business, software, platform and infrastructure services- created?
  - How does social production influence SoEA?
  - How can the creation of weak ties be supported in SoEA?
  - How to support collective decision processes in SoEA?
  - What are the information flows of Big Data integrated into Enterprise Architecture?
  - How does SoEA have to change in order to comply with the new possibilities of Big Data (=volume, variety, velocity)?

<sup>3</sup> M.P. Papazoglou und W. Heuvel, "Service oriented architectures: approaches, technologies and research issues," The VLDB Journal, vol. 16, 2007, 389-415.

<sup>4</sup> Ogc, ITIL Lifecycle Publication Suite, Version 3: Continual Service Improvement, Service Operation, Service Strategy, Service Transition, Service Design: Service ... Operation AND Continual Service Improvement, Stationery Office Books, 2007.

## Submission

Full papers describing mature results are sought. In addition, short papers may be submitted to initiate discussion around ideas or preliminary research results and ongoing projects. The page limit for full papers is 10 pages (minimum 8); short/position papers can be as long as 5 pages. The paper selection will be based upon the relevance of a paper to the main topics, as well as upon its quality and potential to generate relevant discussion. All contributions will be peer reviewed based on the complete version, being full or short. The review process for the two types of papers will be different because of their distinct purposes.

All papers published in the EDOC 2013 workshop proceedings should be made in PDF format and comply with the [IEEE Computer Society Conference Proceedings Format Guidelines] (<http://www.computer.org/portal/web/cscps/formatting>). It is strongly recommended that all papers are already in this format when they are first submitted to workshops. This gives precise picture of the paper length and avoids rework if the paper is accepted. The proceedings will be published by the IEEE Computer Society Press and be made accessible through IEEE Xplore and the IEEE Computer Society Digital Library.

**Please submit your paper to EasyChair** at <https://www.easychair.org/conferences/?conf=soea4ee2013>.

At least one author of each accepted workshop paper will have to register for the whole EDOC 2013 conference and attend the workshop to present the paper. Analogously to previous years, there will be no workshop-only registration at EDOC 2013. If a paper is not presented in the workshop, it will be removed from the workshop proceedings published in the IEEE Xplore digital library.

The SoEA4EE workshop has been a full day workshop in conjunction with EDOC'09 in New Zealand, EDOC'10 in Brasil, EDOC'11 in Finland and EDOC'12 in China.

## Expected results

All papers will be published in the workshop wiki ([www.soea4ee.org](http://www.soea4ee.org)) before the workshop, so that everybody can learn about the problems that are important for other participants. The workshop will consist of long and short paper presentations, brainstorming sessions and discussions. A workshop report will be created collaboratively using the workshop wiki.

### Important dates

Workshop paper submission due: **April 22, 2013**

Workshop paper notification: **May 31, 2013**

Workshop paper camera-ready paper due: **June 21, 2013**

## Organisers

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## Workshop Program Committee

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For information about the venue and other organisation aspects, please visit :

<http://planet-sl.org/edoc2013/>