



Large Scale Choreographies for the Future Internet

ICT IP Project

Deliverable D9.2.1

**CHORReOS Flyer – 1<sup>st</sup> year**

<http://www.choreos.eu>

THALES



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## Abstract

This deliverable is the official CHOReOS flyer for the 1<sup>st</sup> year.

## Keyword list

Dissemination, Flyer

## Document History

Version	Changes	Author(s)
1.0	Final outline	Darius Silingas (NME)
2.0	Final draft	Rokas Bartkevicius (NME)
2.1	Add a QR code to the CHOReOS website	Rokas Bartkevicius (NME)
3.0	Final version	Rokas Bartkevicius (NME)

## Document Review

Review	Date	Ver.	Reviewers	Comments
<b>Outline</b>	25/01/11	1.0	DL	/
<b>Draft</b>	01/03/11	2.0	WPL + DL	/
<b>QA</b>	25/03/11	3.0	PL + SL + WPL + DL C. Thomas (OW2)	/
<b>PTC</b>	01/04/2011	A.0	PTC	/

## Challenge

The evolution of the Internet from a source of information towards an Internet of services, involving people, smart objects and services, poses new technical challenges and requires new technologies:

- Everything about the Internet of the future will be *ultra large scale* - number of users, diversity of services, size of data processing load and heterogeneity of networked systems;
- The development of service-oriented software must change from a mostly static developer-centric process to a highly dynamic user-centric process .

## Solution

The CHOReOS solution offers a new approach in the development and management of networked services based on the concept of choreography-centric service-oriented systems.

The CHOReOS project will deliver the CHOReOS Integrated Development and Runtime Environment (IDRE), a dynamic development process and associated methods, tools, and middleware.

## CHOReOS components



## Community

The technology developed by CHOReOS will be integrated and published as open source software via the OW2 consortium. The CHOReOS Integrated Development and Runtime Environment (IDRE) and its specific components will be accessible to a wide community and allow for further developments after the completion of the project.

## Partners



## Contacts

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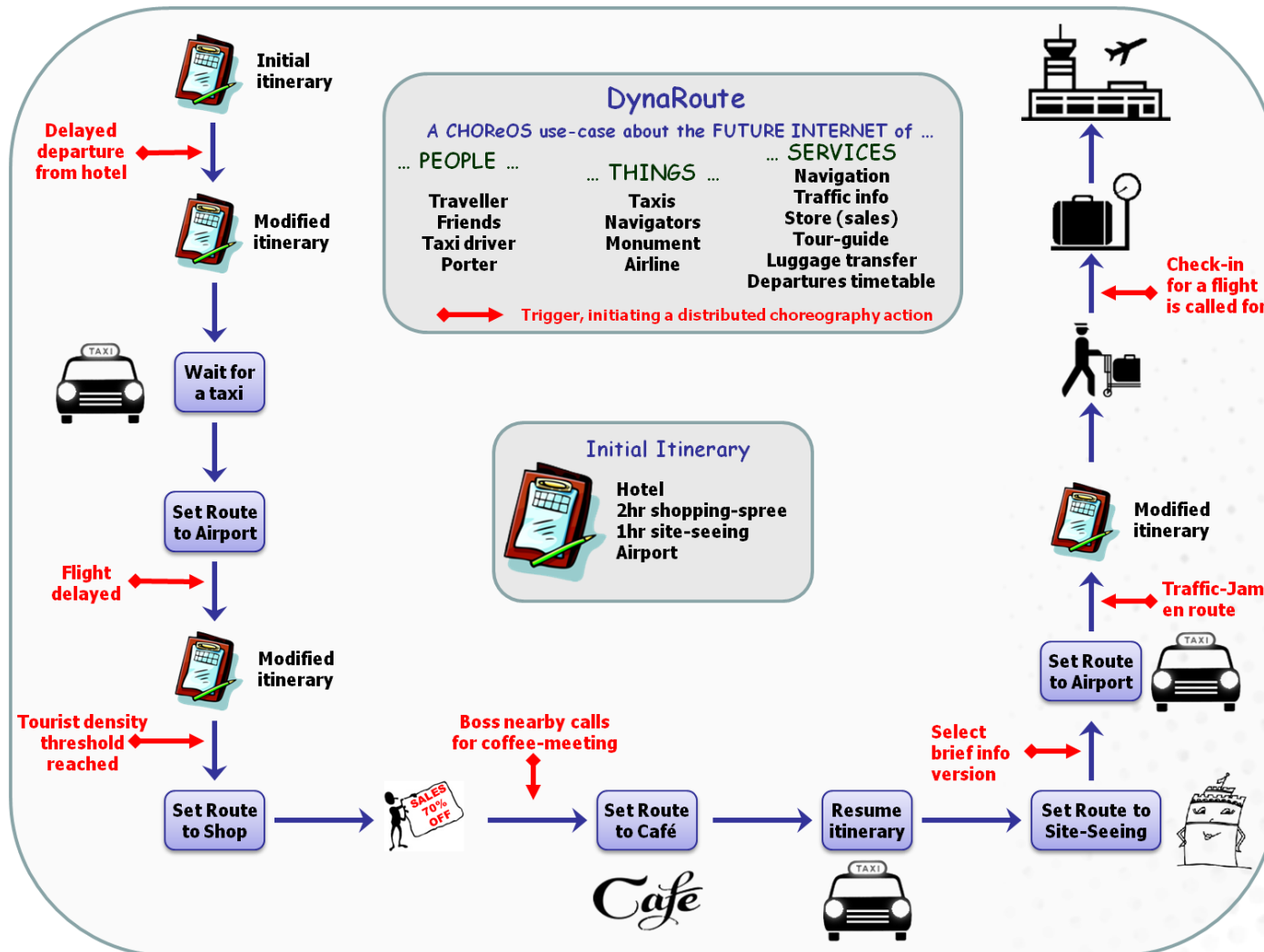


Helping develop software  
for the Internet  
of the future



### DynaRoute

DynaRoute implements dynamic coordination of people, smart objects and services, a combination typical of the Internet of the future. Somebody leaves a hotel by taxi to the airport and, on the way, goes through a scheduled sequence of events. These are controlled through distributed service choreographies which adapt to highly dynamic environments in ways that are both scalable and efficient. This example demonstrates that, in response to unexpected changes, all events adapt automatically in real time thanks to the dynamic synthesis of choreographies.



### Passenger-Friendly Airports

Choreographies will make airports more passenger-friendly, whether by improving the seamless handling of complex coordination between air traffic control authorities, airports and airline companies or by providing dynamic coordination between all airport services for passengers facing flight delays.

### Mobile-Enabled Coordination

Large-scale choreographies will allow the seamless coordination of a vast number of smartphone users sharing information through multiple services and networks. Choreographies will guarantee a high level of quality of service in a context of ultra large-scale operations.

### Community Brainstorming

Choreographies will play a key role in creating and growing reliable community-based brainstorming. Choreographies support the creative process by managing information provided by different groups of participants, dispatching it as appropriate to other groups and aggregating different information sources, etc.