



Web Service APIs

The Landscape and Opportunities

Jeremy Zawodny

May 19th, 2007

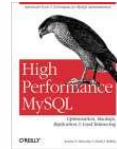
China Internet Developer Conference, Hangzhou, China



Who Am I?



- Technical Evangelist
- 7+ Year Yahoo
 - Finance
 - Search
 - MySQL
- Author of High Performance MySQL
- Blogger
 - <http://jeremy.zawodny.com/blog/>



YAHOO!



Blah, blah, blah... yay me.

Initial Thoughts

- The Internet is a direct reflection of those who contribute to it.
- The barriers keep getting lower.
- The Web has infinite space.
 - Chris Anderson explains this very well in “The Long Tail”
- We’re watching the change and growth in real-time. All of us. It’s our fault.
- APIs will fuel the growth of the next phase of the Web’s evolution



YAHOO!



A mirror that gets more clear every year.

The Early Web (and Yahoo)

- Difficult to navigate
- Few standards
- Yahoo Directory
 - Library-like hierarchy
 - Created by editors (surfers)
 - Anyone could submit
 - Moderation backlog
 - Not scalable



YAHOO!



Small centralized group with authority.

Open Source Rising

- Infrastructure for Web sites became free
 - Apache, Perl, PHP, MySQL, etc.
- Companies (including Yahoo) replace home-grown or commercial with free
- The Web powered the growth of Open Source
- Open Source powered more and more of the Web
- Users contributed

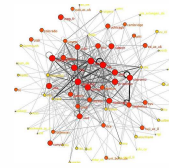
YAHOO!



On-line collaboration tools were key. Low barriers to entry too.

The Search Revolution

- Links began to matter
- An ecosystem of authority develops
- Blogging amplifies this trend
- The barrier moves from technology to writing
- Wikipedia rises in importance
- Positive feedback loop develops



WIKIPEDIA

YAHOO!



We move to *distributed* authority (vs. Yahoo! Directory)

Web 2.0: Participation

- The barrier moves from writing to clicking
 - Ratings
 - Reviews
 - Favorites
- Amazon.com, iTunes, Flickr, del.icio.us



Today's popular items → view all | fresh only

A screenshot of a web browser displaying a list of items, likely from a social bookmarking site like del.icio.us. The list has multiple columns, including item names, dates, and counts.

YAHOO!



It's all about participation, the 80/20 rule, and the 90%, 10%, 1% model.

Mashups and Widgets

- Web sites become data sources, not simply destinations
 - Flickr
 - del.icio.us
 - MyBlogLog
 - YouTube
 - Upcoming
 - Maps
- MySpace spawns an industry



YAHOO!



Destinations are often collections of widgets and/or aggregators.

Yahoo! Developer Network

The screenshot shows the Yahoo! Developer Network homepage. At the top, there is a navigation bar with "Developer Network Home" and "Help" links, a search box, and a "Find code" button. Below this is the "Yahoo! Developer Network Home - Welcome!" banner. The main content area is divided into three columns. The left column contains a "Get Started" section with links to "Home", "About Us", "Developer Network Blog", "Frequently Asked Questions", "Support Communities", and "Got Suggestions?". Below this is the "Developer Center" section with links to various programming languages: "JavaScript Developer Center", "Flash Developer Center", ".NET Developer Center", "PHP Developer Center", "Python Developer Center", and "Ruby Developer Center". The middle column features a "Featured API: Yahoo! Mail" section with a sub-header "With the Yahoo! Mail Web Service APIs, you can build applications to perform tasks such as listing messages, displaying folders, and composing and sending messages. Intrigued? Read more." and links to "Code Samples", "Documentation", and "Mail Gallery". Below this is a "Pipes + Flickr = New Flickr Feature" section with a sub-header "About a week ago, I wrote:" and a paragraph of text. The right column has a "Hack Day Blog" section with a sub-header "Reaction to Hack Day London" and a "Featured Applications" section with a sub-header "Yahoo! Application Gallery". The bottom of the page features a purple banner with the "YAHOO!" logo on the left and the "Y!" logo on the right.

We're at developer.yahoo.com (of course)

Yahoo! Developer Network

- Founded in February 2005
 - Initially focused on Search APIs
 - Free, rate-limited REST interface
 - Initial focus on developer innovation
- Became company-wide
- We help add APIs to many services
- Documentation, support, community
- Open Hack Day

YAHOO!



Yahoo! APIs (and more)

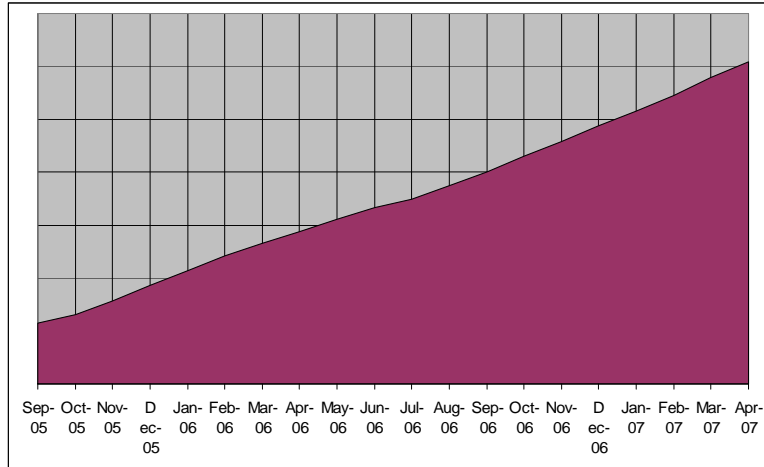
- Answers
- Finance
- HotJobs
- Local
- Mail (\$\$\$)
- Maps
- Search / Advertising
- Shopping
- Travel
- Utilities
- Del.icio.us
- Upcoming
- Flickr
- Messenger
- Widgets
- RSS
- JSON
- Serialized PHP
- XML

YAHOO!



And advertising too!

Yahoo! Developer Adoption



YAHOO!



Chart of issues AppIds based on month.

Example: Pipes & Flickr

The screenshot displays the Yahoo! Pipes web interface. The main workspace contains a workflow with the following components:

- My flickr photostream is:** A 'Fetch Data' block with Name: 'user_id', Prompt: 'My flickr photostream', Position: 1, and Default: 'text'. Its Debug field is set to 'dwardu'.
- String Concatenation:** A 'String' block with value '6bbfca0ee116f66b'.
- flickr urls lookupUser [open]:** A 'Fetch Data' block with Prompt: 'Access the flickr API using the key [text [wired]]' and 'The user's photostream is located at http://www.flickr.com/photos/[text [wired]]'.
- Rename:** A 'Rename' block with Mappings: 'item username' and 'Copy As' set to 'mode'.
- Split:** A 'Split' block that branches the data flow into two paths.
- In feed, show 1 item for []:** An 'In feed, show 1 item for []' block with Name: 'item_mode' and Prompt: 'In feed, show 1 item f'.
- Regex:** A 'Regex' block with Name: 'item_mode' and a prompt to use regular expression patterns.

The interface includes a left sidebar with a 'Sources' list (Fetch Feed, Fetch Data, Flickr, Google Base, Yahoo! Local, Yahoo! Search) and a bottom status bar showing 'Time taken: 2.541659s' and a 'Refresh' button.

Don't forget to describe Pipes first!

Example: Pipes & Flickr

- Product Development 2.0 (?)
- Any developer can build a new feature and test it out
 - We don't need to know (or care!)
 - Rapid feedback from peers
 - Good ideas become visible quickly
- The best ideas can be incorporated back into the product(s)
- But you have to be open and supportive

YAHOO!



Example: MOO & Flickr

The screenshot shows the MOO + Flickr website interface. At the top left is the MOO logo with the tagline "WE LOVE TO PRINT". At the top right is the Flickr logo and a "Sign in to MOO | Need help?" link. Below the navigation is a header "MOO + Flickr: what do you want to make?" with a "GLOBAL SHIPPING" badge. Two main product options are displayed: "NoteCards 16 for \$24.99 / €19.99 / £12.99" and "MiniCards 100 for \$19.99 / €14.99 / £9.99". Each option includes an image of the product and a "MAKE" button. Below these are two columns of text: "MAKE NOTE CARDS" with a "NEW!" announcement and "MAKE MINICARDS" with instructions on using Flickr images. A central section titled "It takes 4 easy steps to make your MOO products" shows a four-step process: 1. Choose (selecting photos), 2. Crop (cropping and positioning photos), 3. Personalise (adding fonts, colors, and logos), and 4. Purchase (selecting payment methods like Visa, PayPal, or promo codes). To the right of this section is a "Not got Flickr?" link and a small image of kittens with a text block explaining that the MOO gallery was created for users without Flickr accounts. At the bottom of the screenshot are the "Make MiniCards" and "Make NoteCards" links. The entire screenshot is framed by a purple border with the "YAHOO!" logo on the left and a "Y!" logo on the right.

Describe MOO too.

Example: MOO & Flickr

- Business Development 2.0 (?)
- Traditional methods don't scale
- Companies can develop, test, and then contact
- Users benefit from faster testing and innovations
- Contact and contracts are still needed
 - Commercial terms aren't always clear
 - Lawyers like to get it in writing
 - But simple things remain simple

YAHOO!



Long Tail reference

Example: Yahoo! Mail

The screenshot displays the Yahoo! Mail Developer Network page. At the top, there is a navigation bar with 'Developer Network Home' and 'Help' links, a search box, and the 'YAHOO! DEVELOPER NETWORK' logo. Below the logo is a search bar with the text 'Find code'. The main content area is titled 'Yahoo! Mail Web Service Code Samples'. It features a left sidebar with a 'Get Started' section containing links like 'Home', 'About Us', and 'Developer Network Blog'. The main content area includes an introduction to the Yahoo! Mail Web Service, a 'Technology Test Results' table, and a 'Code Samples' section with a bulleted list of links to code examples for various languages like C#, Java, Perl, PHP, and Python.

Yahoo! Mail Web Service : Yahoo! Mail Web Service Code Samples

The Yahoo! Mail Web Service offers two different ways to communicate: SOAP and JSON-RPC. The best choice depends on the programming language you intend to use to develop your application. Not all languages that support SOAP are compatible with the Yahoo! Mail Web Service, but all languages that support JSON-RPC are compatible with the Yahoo! Mail Web Service.

A list of languages you can use with JSON-RPC is available at [JSON.org](#). Please also read our instructions on [Using JSON with Yahoo! Web Services](#).

Technology Test Results:

Language	SOAP	JSON-RPC
.NET	Yes, tested successfully	Yes
Java	Yes, Axis2 tested successfully	Yes
Perl	No, SOAP Lite tested with incompatibilities	Yes
PHP 4	No, Nusoap and Pear SOAP tested with incompatibilities	Yes
PHP 5	Yes, built-in SOAP extension tested successfully	Yes
Python	No, ZSI and SOAPpy tested with incompatibilities	Yes

Code Samples

- [C#](#)
Requires the [Yahoo! Mail WSDL](#).
- [Java](#)
Requires the [Axis2 SOAP library](#) and the Yahoo! Mail WSDL listed above.
- [Perl](#)
Perl class with test cases for Y! Mail and Y! Photos.
- [PHP](#)
PHP4 and PHP5 classes with test cases for Y! Mail and Y! Photos.
- [Python](#)
Python class with test cases for Y! Mail and Y! Photos.

One of the most popular web mail services in the world. The whole world.
Hundreds of millions of users.

Example: Yahoo! Mail

- From Application Provider to Service Provider
 - The telephone companies in the USA followed a similar transition
- Someone can earn a living on top of Yahoo!
- We improve the infrastructure and everyone benefits
- Smaller developers can serve the needs of user groups too smaller for us to focus on
- Yahoo! Mail may evolve and improve faster as a result of new demands

YAHOO!



Long Tail reference

You can buy a phone from anyone know. The RJ-11 jack is the API.

Lessons for Technology Providers

- Open up
- Let users experiment (and encourage them)
 - They may develop features
 - They may build businesses
- Design with APIs / Web Services in mind
- Realize that you can't support everything natively
 - The community may fill the gaps
- Re-think your role in the ecosystem

YAHOO!



Retrofit is HARD work: tech, biz, product all need help.

What Works and Doesn't

- Good
 - Low Barriers to Entry (Simplicity)
 - Cut-n-Paste Examples
 - REST (and RSS, JSON, etc...)
 - Documentation
 - On-line support forums/ mailing lists
 - Ability to earn money
- Bad
 - Complicated Sign-up
 - Unless there's money involved
 - SOAP or complex toolkits

YAHOO!



FREE is good.

Commodities

- Storage
 - Photos (Flickr, Photobucket, etc.)
 - Video (YouTube, Yahoo, Google, etc.)
 - Amazon S3
- Infrastructure
 - Hardware / Hosting
 - Operating System
 - Development Tools
 - Amazon EC2
- Blogging / Publishing / CMS / Community Tools



YAHOO!



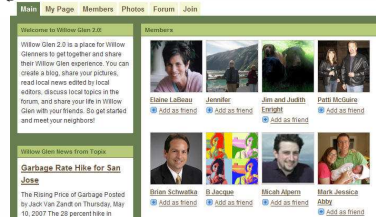
Opportunities

- Special Interest Communities / Networks

- Local
- School
- Clubs
- Hobbies
- Political



- New Advertising Models
- Federated Identity & Authentication
- Trust and Reputation
- Recommendations and Filtering
- Affiliate Marketing



Also: mobilizing services...

Challenges and Risks

- Business Relationships
- Commercial Use vs. Mashups
- API Support and long-term viability
- Billing and Usage metering
- Scaling
- Responsiveness in Widgets
- Data Ownership (Maps, Weather, etc.)
- Marketing and Distribution

YAHOO!



Microsoft is making headway on clarifying what's commercial.

Rate limiting / billing / usage matter because you might suddenly become popular.

Amazon EC2 and S3 help with scaling to some degree for some apps.

Viral marketing often doesn't work.

Questions?

Contact:

jzawodn@yahoo-inc.com

Jeremy@Zawodny.com

<http://developer.yahoo.com/>

<http://jeremy.zawodny.com/blog/>

YAHOO!

