



Department of Computer Science  
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## Project Plan



Management of ServiCes Across MultipLE clouds

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# Contents

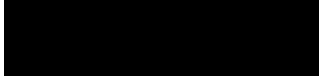
<b>1</b>	<b>Motivation</b>	<b>3</b>
1.1	Problem Description . . . . .	3
<b>2</b>	<b>Goals and Use Cases</b>	<b>5</b>
2.1	Goals . . . . .	5
2.1.1	Service Descriptor Translator (SDT) . . . . .	5
2.1.2	Service Descriptor Splitter (SDS) . . . . .	5
2.1.3	MANO Adaptor (MA) . . . . .	6
2.1.4	Integration Of Work Packages . . . . .	6
2.2	Use Cases . . . . .	7
2.2.1	Cross-MANO Framework Interaction . . . . .	7
2.2.2	Hierarchical Orchestration . . . . .	7
<b>3</b>	<b>Work Package Tasks</b>	<b>8</b>
3.1	WP1: Service Descriptor Translator . . . . .	8
3.1.1	Requirements definitions and architecture design . . . . .	8
3.1.2	Prototype implementation of SDT components . . . . .	9
3.1.3	Proof of concept demonstration . . . . .	9
3.2	WP2: Service Descriptor Splitter . . . . .	9
3.2.1	Requirements definition and architecture design . . . . .	9
3.2.2	Investigation of service graph partitioning algorithms and libraries . . . . .	9
3.2.3	Prototype implementation of SDS components . . . . .	9
3.2.4	Proof of concept demonstration . . . . .	10
3.3	WP3: MANO Adaptor . . . . .	10
3.3.1	Requirements definition and architecture design . . . . .	10
3.3.2	Prototype implementation of adaptor components . . . . .	10
3.3.3	Investigation of MANO scalability challenges . . . . .	10
3.3.4	Proof of concept demonstration . . . . .	11
3.4	Cross-WPs tasks . . . . .	11
3.4.1	Requirements definition of WPs integration . . . . .	11
3.4.2	Integration implementation of WPs . . . . .	11
3.4.3	Proof of concept demonstration . . . . .	11
<b>4</b>	<b>Non-Functional Requirements</b>	<b>12</b>

<b>5</b>	<b>Technologies</b>	<b>13</b>
5.1	MANO Frameworks . . . . .	13
5.1.1	OpenBaton . . . . .	13
5.1.2	SONATA . . . . .	13
5.1.3	TeNOR . . . . .	14
5.1.4	Cloudify . . . . .	15
5.1.5	Open Source MANO(OSM) . . . . .	15
5.2	Virtualized Infrastructure Manager (VIM) . . . . .	16
5.2.1	OpenStack . . . . .	16
5.2.2	Amazon Web Services (AWS) . . . . .	16
5.2.3	Kubernetes . . . . .	16
<b>6</b>	<b>Related Work</b>	<b>18</b>
6.1	Standards and Specifications . . . . .	18
6.2	Network Service Description and Interoperability . . . . .	18
6.3	Scalability and Hierarchical Orchestration . . . . .	19
<b>7</b>	<b>Project Time Plan</b>	<b>20</b>
<b>8</b>	<b>Conclusion</b>	<b>23</b>
	<b>Bibliography</b>	<b>24</b>

## List of Figures

2.1	This figure visualizes the structure of the software suite. . . . .	6
2.2	Use Case Diagram . . . . .	7
3.1	Reference architecture for SDT [PDHK] . . . . .	8
3.2	Reference architecture for SDS [PDHK] . . . . .	9
3.3	Reference architecture for MA [PDHK] . . . . .	10
3.4	MANO scaling scenario [PDHK] . . . . .	11
7.1	A gantt diagram visualizing the time plan. . . . .	21

# List of Tables



5.1	Open Baton NSD parameters . . . . .	13
5.2	SONATA: Network Service Descriptor Section . . . . .	14
5.3	SONATA: Network Functions Section . . . . .	14
5.4	TeNOR: Network Service Descriptor . . . . .	15
5.5	Cloudify: Node Template . . . . .	15
5.6	OSM: Network Service Descriptor . . . . .	16
7.1	List of all tasks in the time plan . . . . .	20
7.2	Details of sub-groups . . . . .	21

# Motivation

The rapid growth of mobile data services driven by mobile internet has led to substantial challenges of high availability, low latency, high bit rate and performances in networks. The recent development of Network Function Virtualization (NFV) and Software-Defined Networks (SDN) have emerged as key enablers for 5G networks. There has been a paradigm shift in networking with the recent developments in network virtualization technology. NFV involves decoupling of the hardware components from the software components of a network function. NFV requires a central management and orchestrations (MANO) framework in order to fully deliver end-to-end services of an application. There are multiple open source as well as industrial implementations of MANO framework in the market.

End-to-end network service delivery requires chaining of the Virtual Network Functions (VNFs) across different Internet Service Providers (ISPs) which in turn have their own MANO frameworks. In order to seamlessly create a network service by utilizing the VNF within each of the MANO frameworks, the need of interoperability among different MANO frameworks is of utmost importance.

## 1.1 Problem Description

European Telecommunications Standards Institute (ETSI) defines the reference architecture for a MANO framework. Each network service is composed of multiple network functions virtually linked and orchestrated by a MANO framework. The network services require a descriptor which contains the details of all the VNFs, virtual links and forwarding graph of VNFs. Each of the VNFs contains it's own Virtual Network Function Descriptor (VNFD) and the information about the number of virtual machines it requires. Different MANO frameworks have their own descriptor schemata pertaining to the standard defined by ETSI. This framework-specific Network Service Descriptor (NSD) hinders the orchestration and management of VNFs between different MANO frameworks.

Firstly, the project aims at tackling the above mentioned problem with the implementation of translator and splitter engines, which would help translate the NSD and divide the VNFs to be deployed on different MANO frameworks, thus creating a framework-independent network service chain. Secondly, the project aims at the implementation of a MANO adaptor, that allows interaction between different MANO frameworks, exposes the network service instantiation interfaces of the underlying MANO frameworks and retrieves monitoring information about the network service status. The adaptor will mainly address MANO scalability challenges and

## 1.1 PROBLEM DESCRIPTION

perform state management. Lastly, the project aims at integrating these individual modules in order to provide an end-to-end network service delivery across different MANO frameworks.

## Goals and Use Cases

In this chapter, the intended goals of the project and some use cases are being discussed.

### 2.1 Goals

The goal of the project is to develop a software suite which facilitates inter-operability between MANO frameworks, thereby enabling the management of a network service across a multi-vendor environment. To achieve this, the software suite is divided into 3 individual work packages (WPs), which are initially developed in parallel and are merged later. In the following sections, the individual goals of these work packages are explained in detail.

#### 2.1.1 Service Descriptor Translator (SDT)

In this work package, a translator engine for a NSD is implemented. The Network Function Virtualization Orchestrator (NFVO) is the main orchestration unit of a MANO framework that manages the lifecycle of a network service. One of the main functions of a NFVO is registering a network service, by on-boarding it's NSD to the network service catalog. In a scenario where a network service is to be deployed among two different MANO frameworks, having their own respective NSD schema, SDT engine would help in translating a NSD schema from one MANO framework to the other framework.

#### 2.1.2 Service Descriptor Splitter (SDS)

In the production environment, a network service is deployed over a vast geographical region spanning multiple domains. In such scenarios, there is a need to split a network service into smaller network services and deploy it over multiple domains. In this work package, a Service Descriptor Splitter (SDS) is implemented which splits the NSD of a network service. SDS takes NSD as an input that contains all the information elements which can be extracted to generate separate NSDs. In the proposed approach, the service graph is extracted from the input NSD and is split into subgraphs that result in a separate NSD which includes a set of elements such as VNFs, Virtual Links (VLs), forwarding graphs of VNFs etc, according to the specific MANO framework.



### 2.1.3 MANO Adaptor (MA)

A key component of a MANO framework is Virtualized Infrastructure Manager (VIM), which helps in assigning the hardware resources to virtual resources. The MANO framework has specific adaptors to communicate with their respective VIMs. For instance, Sonata (5.1.2) MANO framework has adaptors for OpenStack (5.2.1) and Kubernetes (5.2.3). However, when there is a spike in the service request beyond the capabilities of a single MANO instance, multiple MANO instances should be instantiated to balance the load. The goal of this work package is to build an adaptor that facilitates interaction between different instances of MANO frameworks, thereby exposing the underlying MANO framework's interfaces and enabling monitoring of the underlying service states.

Apart from the implementation of MA, the plan is to investigate MANO scalability challenges (refer 3.3.3)

### 2.1.4 Integration Of Work Packages

In this work package, the SDT, SDS, and MA are integrated. This integration will augment the functionality of the MA in terms of addressing the scalability challenges between instances of different MANO frameworks. It also extends the capabilities of both the SDS and SDT to split a NSD and then deploy a part of it on a different MANO framework. All these individual modules are planned to be implemented as microservices and are integrated keeping their individuality intact.

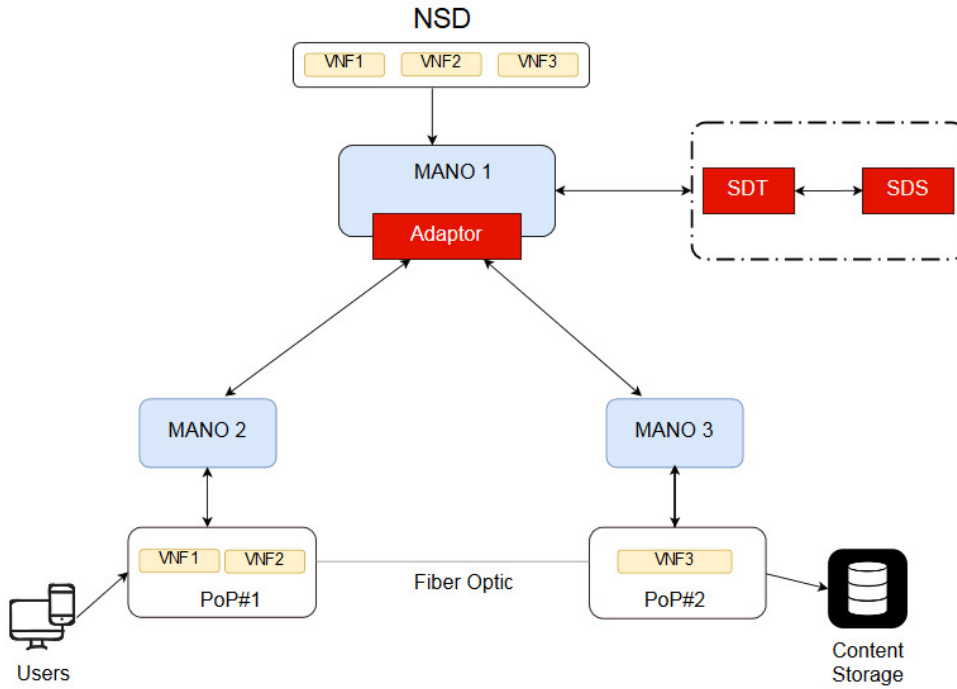


Figure 2.1: This figure visualizes the structure of the software suite.

## 2.2 Use Cases

### 2.2.1 Cross-MANO Framework Interaction

The MANO frameworks used by every network service provider varies from one another. The software suite with the help of SDT and SDS enables the deployment of network services across different frameworks.

For instance: Consider two network service Operators using different MANO frameworks. One of them uses Sonata framework [DKP<sup>+</sup>17] and another operator uses OSM framework [Ers13]. These frameworks have different NSD schemata(refer 5.1.2 and 5.1.5). NSD schemata contain VNFs, virtual links, and VNF forwarding graphs and also describes the deployment of a network service. By using a translator and splitter, these NSD schemata can be translated and split into a framework-specific schema. With this, operators can deploy and manage network services across different MANO implementations.

### 2.2.2 Hierarchical Orchestration

By using MA, dynamic instantiation of multiple MANO instances and inter-operability between different MANO frameworks can be achieved. The operator will be able to handle the resources in an efficient manner, as one MANO framework can manage a limited number of service requests, operators can explore options to include additional MANO instances under the existing MANO instance to mitigate the traffic load on a single instance. The resources can be provisioned based on the number of requests. This helps the operator in extending their profitability.

**Actors :** The Network Service Providers who would use features of SCrAMbLE.

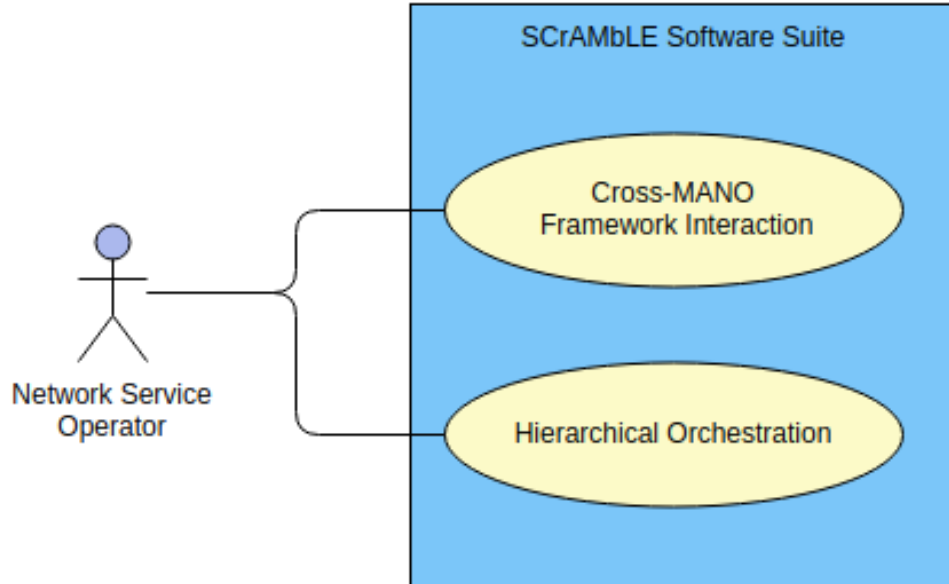


Figure 2.2: Use Case Diagram

## Work Package Tasks

In this chapter, the high level tasks in each WP is discussed briefly. A reference architecture diagram is also given for each WP, this is meant to be seen as an early proposal and it is subjected to change.

### 3.1 WP1: Service Descriptor Translator

#### 3.1.1 Requirements definitions and architecture design

The development of the SDT follows a microservice architecture. The architecture includes a message broker with a publish/subscribe model. The NSDs(yaml/JSON files) corresponding to the communicating MANO are published to the broker. The SDT subscribed to the broker, consumes the yaml/JSON files and translate one MANO NSD to the other schema and publish them back to the broker. These translated NSDs could be accessed by any other services through a REST API.

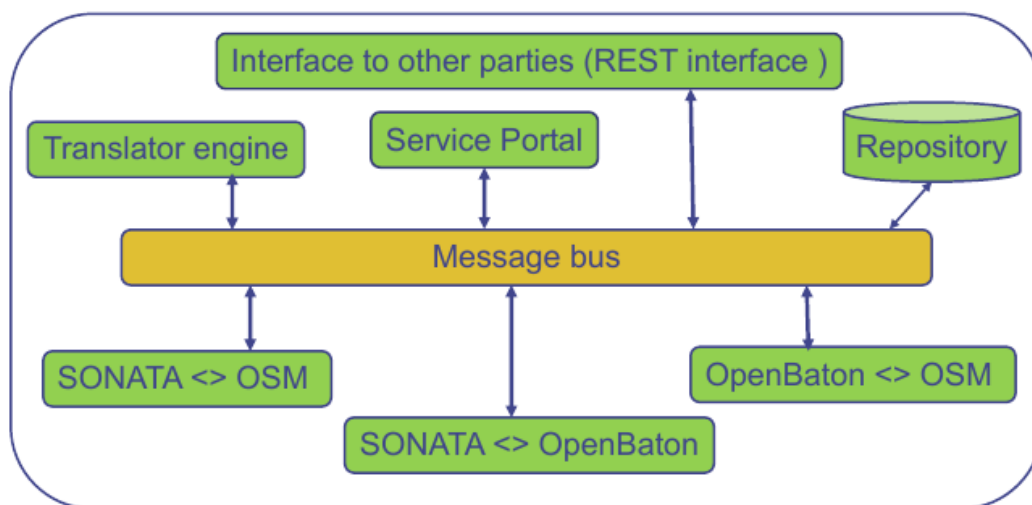


Figure 3.1: Reference architecture for SDT [PDHK]

### 3.1.2 Prototype implementation of SDT components

After the concrete architecture is planned, a working prototype of the SDT including all the requisite components are modeled. This prototype is built as a standalone microservice.

### 3.1.3 Proof of concept demonstration

The functionality of the SDT will be demonstrated on virtual machines containing atleast two different MANO frameworks installed and deployed.

## 3.2 WP2: Service Descriptor Splitter

### 3.2.1 Requirements definition and architecture design

A publish/subscribe message broker model will be once again followed for the SDS implementation. The NSD(yaml/JSON file) is published to the message broker. A service graph splitter and a NSD splitter consumes the NSD from the broker and splits the NSD. The seperated NSDs are published back to the broker from where other services can consume those through REST API.

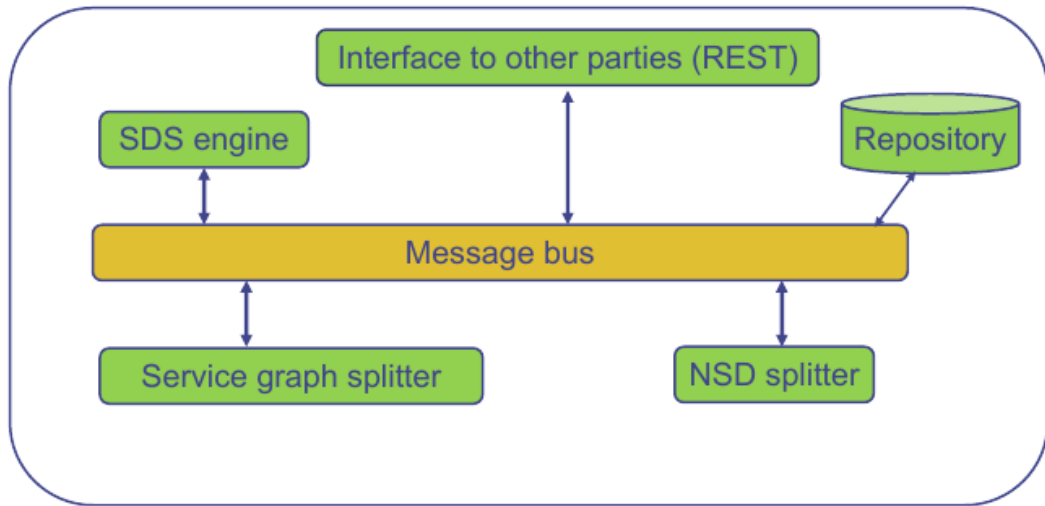


Figure 3.2: Reference architecture for SDS [PDHK]

### 3.2.2 Investigation of service graph partitioning algorithms and libraries

The service graph needs to be split optimally based on the loads and resource allocation on each VNF. To accomplish this a graph partitioning algorithm such as *Mixed Integer Program for Partitioning Graphs* [RJ18] will be used. However the exact choice of algorithm suitable for the project will be decided going forward.

### 3.2.3 Prototype implementation of SDS components

After the concrete architecture is planned, a working prototype of the SDS including all the requisite internal components is coded and modeled. This prototype is also built as a standalone microservice.

### 3.2.4 Proof of concept demonstration

The functionality of the SDS will be demonstrated on virtual machines containing atleast two different MANO frameworks installed and deployed.

## 3.3 WP3: MANO Adaptor

### 3.3.1 Requirements definition and architecture design

In similarity to the above work packages, the adaptor also follows the microservice architecture. The main component in the proposed adaptor structure is the Adaptor engine, it communicates via message bus with the wrappers of different MANO frameworks. Wrappers help in communicating with the underlying MANO framework's interfaces, thus enabling hierarchical orchestration. Functionalities of the adaptor can be accessed by other components through REST APIs.

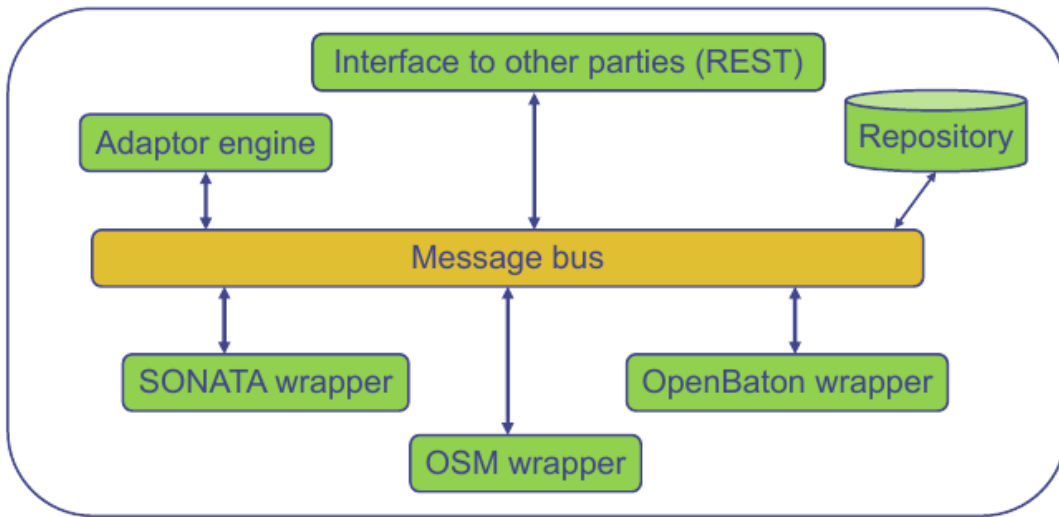


Figure 3.3: Reference architecture for MA [PDHK]

### 3.3.2 Prototype implementation of adaptor components

As a starting point of the prototype, the plan is to choose one of the MANO frameworks listed in the section 5.1 and implement the wrapper for the interfaces provided by it, with focus on modularity and portability. Thereby, making it easy to add support for interfaces provided by other MANO frameworks.

### 3.3.3 Investigation of MANO scalability challenges

The plan is to investigate MANO scalability challenges by answering research questions such as the ones listed below but not limited to. (Figure 3.4)

- What is the optimal number of MANO instances in a system?
- What is the optimal hierarchical level in a system?

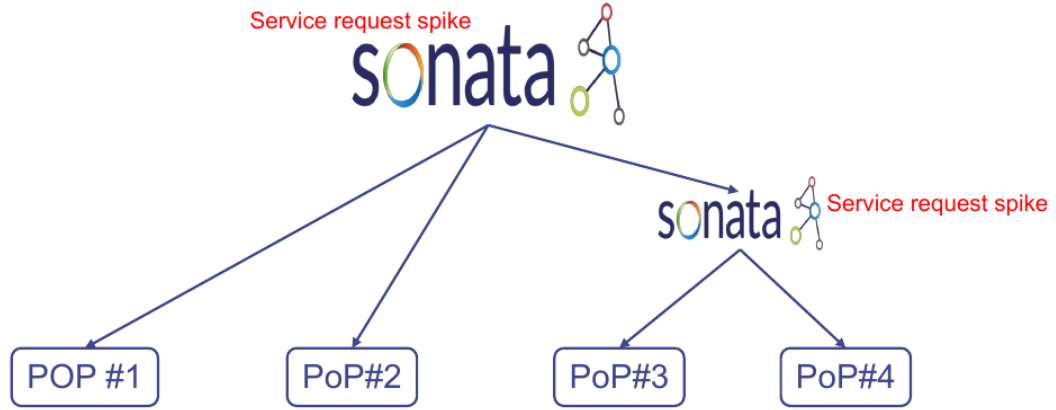


Figure 3.4: MANO scaling scenario [PDHK]

### 3.3.4 Proof of concept demonstration

MA is demonstrated by having two/three virtual machines with MANO frameworks installed, a scenario where a huge number of service requests on one of the MANOs is created. In order to balance the load, the MANO experiencing the service request spike splits the load with another MANO instance. The capability of the MANO to communicate between other MANO instances with the help of MA is thus demonstrated.

## 3.4 Cross-WPs tasks

### 3.4.1 Requirements definition of WPs integration

The requirements for this task is to include the functionalities of SDT, SDS and MA to extend the capabilities of a MANO framework.

### 3.4.2 Integration implementation of WPs

The REST interfaces required for the cross-WP communication are implemented. The exact idea is unclear at this point in time.

### 3.4.3 Proof of concept demonstration

The end-to-end workflow of the software suite is demonstrated.

## Non-Functional Requirements

The important non-functional requirements for the work packages are defined here. Below is the overview of some requirements and description of their relevance in this project.

1. **Scalability:** One of the main requirements of any cloud-based networking, is its ability to adapt its throughput to varying load. Here, the load of particular network functions, load on the translator and splitter is also considered as an add-on to the overall load of the system. One of the main work packages mentioned in this project is the scalability support for the MANO framework. The adapter plays a major role in scaling up the defined system.
2. **Reliability:** The requirement of reliability aims at the ability of the system to provide continuous correct service. It is the continuation of the service in compliance with the service specification. It is one of the weak requirements that have to be met in any case. In this project, this can also be viewed as providing service for the required duration and then terminating.
3. **Flexibility:** Flexibility abstracts the ability to change the system according to changing requirements. Here in this project, the software suite should support new MANO frameworks with minimal changes.
4. **Performance:** This term summarizes many possible aspects like response time and Quality of Service (QoS). In this project, the software suite and its individual components have to be efficient without adding significant overhead to the MANO framework.

## Technologies

### 5.1 MANO Frameworks

In this section, a few MANO frameworks and their NSD schemata are listed (list of a few parameters and their description). Among several frameworks, the plan is to select a few and set them up locally, deploy network services and support them in the project. This list is subjected to future additions or removals.

#### 5.1.1 OpenBaton

Open Baton is an open source implementation of ETSI MANO specification. It's main objective is to develop an extensible and customizable framework capable of orchestrating network services from different domains [Ove]. Following table lists the important parameters of NSD [Docb].

Parameter	Description
Name	The name of the network service
Vendor	The vendor or provider of the network service
Version	The version of the network service (can be any string)
vnfd	The list of VNFs composing the network service (see Virtual Network Function Descriptor for more details)
Vld	The list of Virtual Links that are referenced by the VNF Descriptors in order to define network connectivity
Vnf_dependency	The list of dependencies between VNFs

Table 5.1: Open Baton NSD parameters

#### 5.1.2 SONATA

SONATA is one of the NSO research projects which targets two crucial technological challenges in the foreseeable future of 5G networks as follows [SON].

- Flexible programmability
- Deployment optimization of software networks for complex services / applications.

SONATA complies with the ETSI NFV-MANO reference architecture. Following tables lists the important parameters of NSD [Docd].



### Network Service Descriptor Section

Parameter	Description
Vendor	Identifies the network service uniquely across all network service vendors.
Name	Name of the network service without its version.
Version	Names the version of the NSD.
Author	It's an optional parameter. It describes the author of NSD
Description	It's an optional parameter, provides an arbitrary description of the network service.

Table 5.2: SONATA: Network Service Descriptor Section

### Network Functions Section

Parameter	Description
network_functions	Contains all the VNFs that are handled by the network service.
Vnf_id	Represents a unique identifier within the scope of the NSD
Vnf_vendor	As part of the primary key, the vendor parameter identifies the VNF Descriptor
Vnf_name	As part of the primary key, the name parameter identifies the VNF Descriptor
Vnf_version	As part of the primary key, the version parameter identifies the VNF Descriptor
Vnf_description	It's an optional parameter, a human-readable description of the VNF

Table 5.3: SONATA: Network Functions Section

#### 5.1.3 TeNOR

Developed by T-NOVA project, it's the NFV Orchestrator platform which is not only responsible for the entire lifecycle service management of NFV but also optimizing the networking and IT resources usage. Network service and VNF descriptors follow the TeNORs data model specifications that are a derived and an extended version of the ETSI NSD and VNF Descriptor data model [dSPR<sup>+</sup>18]. Following table lists some of the parameters of the descriptors [Doce].

Parameter	Description
Id	Unique ID of the network service
Name	Name of the network service
Vendor	Identifies the network service uniquely across all network service vendors
Version	Names the version of the NSD
Manifest_file_md5	Exposes MD5 check-sums of the meta-data that the manifest file contains
vnfds	Array of VNF Descriptors

Table 5.4: TeNOR: Network Service Descriptor

#### 5.1.4 Cloudify

Cloudify is an open source cloud orchestration framework mainly focused on optimization of NFV Orchestration and management. It provides a TOSCA based blueprint which facilitates end-to-end lifecycle of NFV Orchestration. Cloudify follows MANO reference architecture but not entirely compliant to it[dSPR<sup>+</sup>18]. Following are some high-level sections of the blueprint which describes the network services that are installed and configured [Doca].

Parameter	Description
type	The node-type of this node template
properties	The properties of the node template, matching its node type properties schema
instances	Instances configuration(deprecated replaced with capabilities and scalable)
interfaces	Used for mapping plugins to interface operation, or for specifying inputs for already-mapped node type operations
relationships	Used for specifying the relationships that this node template has with other node templates
capabilities	Used for specifying the node template capabilities. (Supported since: cloudify_dsl_1_3) Only the scalable capability is supported

Table 5.5: Cloudify: Node Template

#### 5.1.5 Open Source MANO(OSM)

OSM is an open source management and orchestration stack in compliant with ETSI NFV information models. OSM architecture splits between resource orchestrators and service orchestrators [dSPR<sup>+</sup>18]. Table 5.6 lists the parameters of NSD schema. [Docc]

Parameter	Description
id	Identifier for the NSD
name	NSD name
Short-name	Short name which appears on the UI
vendor	Vendor of the NSD
logo	File path for the vendor specific logo. For example, icons/mylogo.png. The logo should be a part of the network service.
description	Description of the NSD
version	Version of the NSD

Table 5.6: OSM: Network Service Descriptor

## 5.2 Virtualized Infrastructure Manager (VIM)

VIM is one of the three functional blocks specified in the Network Functions Virtualization Management and Orchestration (NFV-MANO) architecture. VIM is responsible for controlling and managing the NFV Infrastructure (NFVI), by provisioning and optimizing the allocation of physical resources to the virtual resources in the NFVI. Performance and error monitoring is also a key role of the VIM. Popular VIMs are discussed in the following sections.

### 5.2.1 OpenStack

OpenStack<sup>1</sup> is a community-driven open source cloud resource management platform. Compute, storage, and networking resources in a data center can be provisioned using Application Program Interfaces (APIs) or web dashboard provided by OpenStack component, for instance, NOVA is a component which can provide access to compute resources, such as virtual machines and containers. Network management is enabled by NEUTRON component which handles the creation and management of a virtual networking infrastructure like switches and routers. SWIFT component provides a storage system. By making use of many such components, OpenStack can deliver complex services by utilizing an underlying pool of resources.

### 5.2.2 Amazon Web Services (AWS)

AWS<sup>2</sup> is a cloud computing platform, It offers (1) Infrastructure as a Service (IaaS) – provides resources that can be utilized for custom applications (2) Platform as a Service (PaaS) – provides services such as database and email which can be used as individual components for building complex applications (3) Software as a Service (SaaS) – provides user applications with customization and administrative capabilities that are ready to use. AWS is specially preferred by small companies for the flexibility and ease of use of it's cloud infrastructure.

### 5.2.3 Kubernetes

Kubernetes<sup>3</sup> (K8s) is an open-source platform for automation and management of containerized services, it manages computing, networking, and storage infrastructure. Kubernetes was initially developed by Google and now under Cloud Native Computing Foundation. Kubernetes Architecture consists of (1) Master server components – it is the control plane of the cluster and act

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<sup>1</sup><https://www.openstack.org/>

<sup>2</sup><https://aws.amazon.com/>

<sup>3</sup><https://kubernetes.io/>

## CHAPTER 5. TECHNOLOGIES

as the gateway for administrators (2) Node Server Components – servers which are performing work by using containers that are called nodes, they communicate with the master component for instructions to run the workload assigned to them. Kubernetes provides comprehensive APIs which are used to communicate between the components and with the external user.

## Related Work

In this chapter, the relevant research efforts that can be used to achieve the goals are discussed. Firstly, the standards and specifications for orchestration and management of NFV in the section are discussed 6.1. The fundamental aspect of a service deployment is the NSD, in the section 6.2 the trends and options of NSDs and research papers that try to mitigate the interoperability challenges between different MANO frameworks are discussed. Section 6.3 will be a brief account of the MANO scalability problem.

As this is the initial project proposal, the state-of-the-art could change progressively and the approach will be updated accordingly.

### 6.1 Standards and Specifications

SDN decouples network control from forwarding with programmable ability. With the decoupling and programmability, SDN brings many benefits such as efficient configuration, improved performance, higher flexibility [XWF<sup>+</sup>15]. ETSI NFV [NFV2] architecture virtualizes network functions and enables dynamic and flexible selection of service functions. In ETSI NFV architecture, Network Function Forwarding Graph (VNF-FG), which consists of multiple network functions, is defined to describe network service. Internet Engineering Task Force (IETF) Service Function Chaining (SFC) working group also proposes the SFC architecture in RFC 7665 [HP15]. An SFC defines an ordered set of network Service Functions (SFs) for delivery of end-to-end services. Reference [QE16] designs a protocol named Network Service Header (NSH) to decouple the service from topology. An intelligent control plane is proposed to construct service function chains but does not consider the multi-domain situation [B<sup>+</sup>16].

ETSI NFV designs a basic frame for NFV-MANO. It defines VIM, VNF Manager (VNFM) and NFV Orchestrator (NFVO) for management and orchestration of Network Functions Virtualization Infrastructure (NFVI), VNF and network services [ETS14].

### 6.2 Network Service Description and Interoperability

The description of the network service plays an important role in integration and interoperability of different MANO frameworks. According to ETSI, network service is the “composition of network functions and defined by its functional and behavioral specification.” Following this

approach, a network service can be defined as a set of VNFs and/or Physical Network Functions (PNFs), with virtual links (VLs) interconnecting them and one or more virtualized network function forwarding graphs(VNFFGs) describing the topology of the network service.

Garay et al. [GMUJ] emphasize on NSD, required to allow the different components to inter-operate by comparing the NSD templates by OpenStack (HOT<sup>1</sup>) and OASIS (TOSCA<sup>2</sup>). A strawman model is proposed in the paper to address the upcoming interoperating challenges. The aim is to build a mechanism to translate the NSDs in order to facilitate the interoperability between different MANO frameworks.

### 6.3 Scalability and Hierarchical Orchestration

MANO framework faces significant scalability challenges in large-scale deployments. The amount of infrastructure a single instance of MANO framework can manage is limited. Network service scaling with NFV is discussed in paper [AHOLA<sup>+</sup>18]. It also shows different procedures that the Network Function Virtualization Orchestrator (NFVO) may trigger to scale a network service according to ETSI specifications and how NFVO might automate them. Abu-Lebdeh et al. [ALNGT] explores the effects of placement of MANO on the system performance, scalability and conclude by suggesting hierarchical orchestration architecture to optimize them. They formally define the scalability problem as an integer linear programming and propose a two-step placement algorithm. A horizontal-based multi-domain orchestration framework for Md-SFC(Multi-domain Service Function Chain) in SDN/NFV-enabled satellite and terrestrial networks is proposed in [LZF<sup>+</sup>]. The authors here address the hierarchical challenges with a distributed approach to calculate the shortest end-to-end inter-domain path.

The main intention is to answer the MANO scalability challenges, by exploring the optimal number of MANO deployments in a system and optimal hierarchical level. Also, how to manage the state of such a system dynamically.

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<sup>1</sup>Heat orchestration template (HOT) specification:  
[http://docs.openstack.org/heat/rocky/template\\_guide/hot\\_spec.html](http://docs.openstack.org/heat/rocky/template_guide/hot_spec.html)

<sup>2</sup>Topology and Orchestration Specification for Cloud Applications (2013):  
<http://docs.oasis-open.org/tosca/TOSCA/v1.0/os/TOSCA-v1.0-os.html>

## Project Time Plan

In this section, the time plan for the project is discussed. This provides an overview of different tasks and what the team achieves for the course of one year. The intention of this timeline is to provide a rough idea regarding the tasks and their duration. The actual plan will be decided and defined as the project proceeds further. For better understanding, the main tasks of the project are divided as shown in the table below.

Sr.No.	Tasks	Start	End
1	Project organization	11.10.2018	10.11.2018
2	Preparation and Presentation of mini seminar	11.10.2018	19.11.2018
3	Developing Project Plan	20.11.2018	06.12.2018
4	Reviewing Technologies	20.11.2018	20.12.2018
5	Designing Architecture	06.12.2018	31.01.2019
6	Implementation and Deployment	07.02.2019	30.08.2019
7	Presentation	01.09.2019	20.09.2019

Table 7.1: List of all tasks in the time plan

The following list further defines the goals of each task:

1. **Project organization:** Establish communication between team members and understand each other, in terms of their skill-set and expertise. Also, decide upon tools for project management, task management, version control and a platform for all further communications. As an outcome, Github is used for issue tracking, task management and version control, Textstudio for documentation and Slack for internal communication.
2. **Preparation and Presentation of mini-seminar:** To get an overview of various technologies and subjects that are required for the project. Select one of the subjects, research the subject in depth and present the concepts that are relevant to the project, to the team.
3. **Developing project plan:** Consolidate all the seminar topics presented by each team member and make a basic sketch of what to achieve, how to achieve and by when to achieve. For the project group, the document is a valuable reference to get an overview of the problem, related technologies, and required sub-tasks.
4. **Reviewing technologies:** To list all the technologies that are relevant to the project,

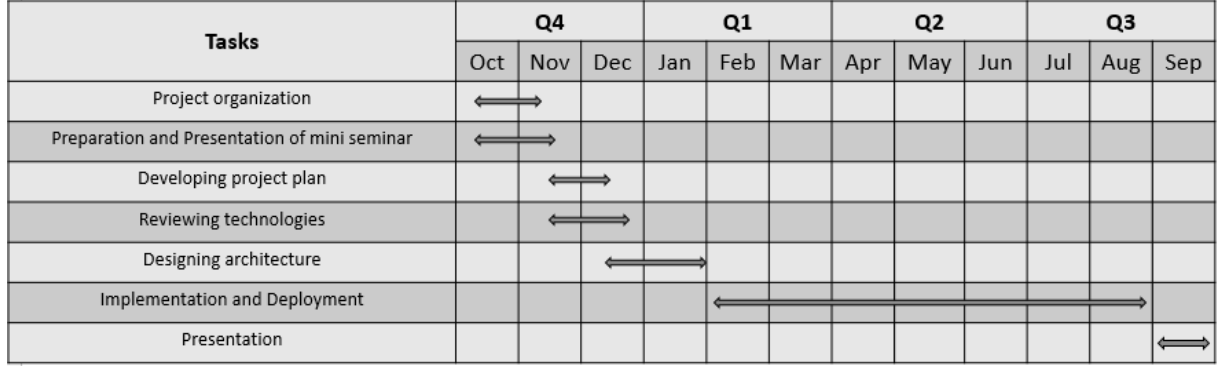


Figure 7.1: A gantt diagram visualizing the time plan.

review the pros and cons of each technology and to decide upon technologies to be used in the project.

5. **Designing architecture:** The aim is to discuss, design and document the base for implementation. The project group has been divided into sub-groups and the sub-groups will decide on technologies and methods/approaches for implementation. The sub-groups are as follows.

WP1	WP2	WP3
Arkajit	Sanket	Ashwin
Vivek	Harshitha	Bhargavi
Suheel		Deeksha

Table 7.2: Details of sub-groups

This phase is one of the most crucial phases in the project group, as it is a core foundation to the project.

6. **Implementation and Deployment:** Each sub-group works independently on the respective work packages and shares the updates with the team on weekly basis. Integration and testing the end product by benchmarking and defining various test cases to be able to deliver a stable product by the end of the implementation phase. This requires maximum efforts and time, as various versions/prototypes will be developed until a satisfying and stable end product is obtained. Implementation can be done in the following stages.

- **Initial Development:** Sub-groups working independently on respective work packages.
- **Unit Test:** Conduct testing on each of the packages developed.
- **Integration:** Integrate the work of all the sub-groups.
- **Final Testing:** Use bench-marking and test the final product.

7. **Presentation:** After implementing the software suite, it is presented to the supervisors. This is achieved by presenting the results obtained in the form of a report or pictorial representation. Also, the team presents the challenges, insights, and benefits inferred from the end product that is built.

The sequence of tasks is visualized in the above diagram. Though the timeline mentioned is fixed and can change during the course of various phases of the project, this is to constantly



remind the team about the deadlines and to foresee further responsibilities and milestones to be achieved.

## Conclusion

As mentioned previously, there are many implementational and research challenges to be addressed and milestones to be achieved. In the end, the goal is to build an end product incorporating a MANO adaptor, NSD Splitter, and NSD translator. The next step is to use this document as a base and start reviewing all the technologies and decide upon which ones to work with. Design and documentation of the architecture, which is the foundation to implement the project will begin as per the timeplan. The sub-groups will start their work independently on the assigned modules. Every week the progress of each sub-group is reviewed to share knowledge and findings with the rest of the team. Ultimately, we collaborate the results of the sub-groups to create a stable end product.

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