OGF25 - Catania - 3rd of March 2009

NML-WG

## VXDL: Virtual eXecution Infrastructures Description Language

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# Introduction: Virtualized Infrastructures

- There are many currently projects/users seeking a private and custumized infrastructure utilization
- Virtualized Infrastructure is a concept emerging from Virtual Networks, Virtualization and Infrastructure as a Service waves





# Virtual Infrastructures concept



- Virtualization
  - Computational resources: virtual machines monitors: Xen, vServer, VMWare, UML
  - Network: Abstraction and sharing of the communication channels and network devices
- Related work
  - VINI, CABO, VGrADS, GLambda, Reservoir, Manticore, HIPCAL, CARRIOCAS,

# Background 1 ANR HIPCAL project (2007-2010)

- HIPCAL introduces and studies a new paradigm for controlling distributed resources based on **joined network** and **operating system virtualization** and cryptographic identification and network resource reservation:
  - To increase application portability, performance prediction, security
  - To provide a software framework enabling the creation and management of
  - Virtual Private Execution Infrastructures : VPXI
- Applications to biomedical and genomic applications.
- Validation at different scales on Grid5000.
- Demonstrate that applications perform efficiently with more security, predictability and transparence.

## CARRIOCAS project (2006-2009) Orchestrating dynamic network service deliveries over ultrahigh capacity optical networks



- To research, design and implement an ultra-high bit rate network, reconfigurable according to grid applications connectivity requirements
  - Transmission capacity 40Gbit/s per wavelength
  - Enhanced application-network interactions
  - Guaranteed network service deliveries in function of Application QoS requirements.



#### To develop new Services & Usages

- collaborative engineering on virtual prototypes
- Computing Intensive Simulation Applications
- Interactive visualization



To specify new business models of services integrating IT access and connectivity

# **CARRIOCAS** example

#### - Visualization pipeline



# HIPerNET software (from L3 virt.) SRV software (from L1virt.)



# Virtual Infrastructure description

- Applications have different requirements Need to use infrastructures
- Engines need to allocate and manage resources for them
- There is a need for components description and parameterization



Virtual Infrastructure Description and Specification about recursive aggregation & interconnection

# **Virtual Infrastructure** with virtual router





Routeur virtuel à 4 interfaces réseau



# Virtual Infrastructure definition



between [(A, B port 1), (I, H port 1), (J, H port 2), (C, H port 3)]

## VXDL

#### VXDL: Virtual eXecution Infrastructure Description Language



# VXDL: grammar

I) Description of computational resources

II) Description of network topologies

III) Description of an execution timeline

# **VXI : virtual infrastructure**

- A virtual infrastructure (VXI) is defined as:
  - (optional) A list of individual resources and groups;
    - For each resource an elementary function assigned ( single component or a Group attribute)
    - (optional) Applications and tools to be deployed on each component (operating systems and programming tools, for example);
    - Expression of physical constraints
      - anchor= @PHY
      - #VM/PHYM
  - (optional) Network topology and characterization of the links in terms of QoS metrics (bdw, latency...); (work in progress in NML-WG)
  - (optional) The executing timeline of the application (for coscheduling).

# VXDL: grammar

I) Description of computational resources

II) Description of network topologies



III) Description of an execution timeline

# Network topology specification in VXDL (grammar)

```
["virtual topology" <name> "{" <links> "}"]
<links> ::= (<link>)+
<link> ::= "link" "(" <name> ")"
            "{" <link-parameters> "}"
<link-parameters> ::= <link-parameter>
            (", " <link-parameter>) *
<link-parameter> ::= "bandwidth" <value> |
            "latency" <value> | "direction" <direction> |
            "between" "[" <components-links> "]"
<direction> ::= "uni" | "bi"
<components-links> ::= <pair> (", " <pair>) *
<pair> ::= "(" <component> "," <component> ")"
<component> ::= <name> | <name> "port" <number>
```

## VXDL schema



http://perso.ens-lyon.fr/guilherme.koslovski/vxdl/

# VXDL: grammar

I) Description of computational resources

II) Description of network topologies

III) Description of an execution timeline



# **VXDL:** example

- VISUPIPE:
  - Used to view images in real time. CARRIOCAS project
  - Network topology interfere directly in the performance



#### VXDL description of VISUPIPE application

<?xml version="1.0"?> <vxdl:description xmlns:vxdl="http://perso.ens-lyon.fr/ guilherme.koslovski/vxdl#"> <vxdl:virtualInfrastructure> <vxdl:name>VISUPIPE example</vxdl:name> <vxdl:startDate>2009-02-01 10:00:00</vxdl:startDate> <vxdl:totalTime>10</vxdl:totalTime> <vxdl:totalTimeUnit>hrs</vxdl:totalTimeUnit> <vxdl:group> <vxdl:name>Cluster Data Source</vxdl:name> <vxdl:size> <vxdl:min>10</vxdl:min> <vxdl:max>20</vxdl:max> </vxdl:size> <vxdl:resource> <vxdl:name>Nodes Cluster Data Source</vxdl:name> <vxdl:function> <vxdl:name>storage</vxdl:name> </vxdl:function> <vxdl:hdSize> <vxdl:min>30</vxdl:min> <vxdl:minUnit>GB</vxdl:minUnit> </vxdl:hdSize> </vxdl:resource> </vxdl:group> <vxdl:group> <vxdl:name>Cluster Filtering</vxdl:name> <vxdl:size> <vxdl:min>20</vxdl:min> <vxdl:max>30</vxdl:max> </vxdl:size> <vxdl:resource> <vxdl:name>Nodes Cluster Filtering</vxdl:name> <vxdl:function> <vxdl:name>computing</vxdl:name> </vxdl:function> <vxdl:cpuFrequency> <vxdl:min>2</vxdl:min> <vxdl:minUnit>GHz</vxdl:minUnit> </vxdl:cpuFrequency> <vxdl:software> <vxdl:name>debian</vxdl:name> </vxdl:software> </vxdl:resource>

</vxdl:group> <vxdl:group> <vxdl:name>Cluster Data Transformation</vxdl:name> <vxdl:size> <vxdl:min>20</vxdl:min> <vxdl:max>40</vxdl:max> </vxdl:size> <vxdl:resource> <vxdl:resource> <vxdl:name>Nodes Cluster Data Transformation</ vxdl:name> </vxdl:name> <vxdl:name> <vxdl:name> </vxdl:name> <vxdl:name>Cluster Display</vxdl:name> <vxdl:size> <vxdl:min>20</vxdl:min> <vxdl:max>40</vxdl:max> </vxdl:resource> <vxdl:resource> <vxdl:function> <vxdl:function> </vxdl:function> </vxdl:function>

<vxdl:group> <vxdl:name>Cluster Data Source</vxdl:name> <vxdl:size> <vxdl:min>10</vxdl:min> <vxdl:max>20</vxdl:max> </vxdl:size> <vxdl:resource> <vxdl:name>Nodes Cluster Data Source</vxdl:name> <vxdl:function> <vxdl:name>storage</vxdl:name> </vxdl:function> <vxdl:hdSize> <vxdl:min>30</vxdl:min> <vxdl:minUnit>GB</vxdl:minUnit> </vxdl:hdSize> </vxdl:resource> </vxdl:group>

#### VXDL description of VISUPIPE application

#### <vxdl:link>

<vxdl:name>Raw Data</vxdl:name> <vxdl:bandwidth> <vxdl:min>38</vxdl:min> <vxdl:minUnit>Gbps</vxdl:minUnit> </vxdl:bandwidth> <vxdl:direction>uni</vxdl:direction> <vxdl:pair> <vxdl:source>Cluster Data Source</vxdl:source> <vxdl:destination>Cluster Filtering</vxdl:destination> </vxdl:pair> </vxdl:hik>

#### tion</

</vxdl:source>

destination>

<vxdl:dataTransfer>500</vxdl:dataTransfer> <vxdl:dataTransferUnit>GB</vxdl:dataTransferUnit> <vxdl:pair> <vxdl:source>Cluster Data Source</vxdl:source> <vxdl:destination>Cluster Filtering</vxdl:destination> </vxdl:pair> </vxdl:until> </vxdl:timeline> <vxdl:timeline> <vxdl:name>Time 3</vxdl:name> <vxdl:after>Time 2</vxdl:after> <vxdl:start>Filtered data</vxdl:start> <vxdl:start>Transformed data</vxdl:start> <vxdl:until> <vxdl:type>computation</vxdl:type> <vxdl:totalTime>2</vxdl:totalTime> <vxdl:totalTimeUnit>hrs</vxdl:totalTimeUnit> </vxdl:until> </vxdl:timeline> <vxdl:timeline> <vxdl:name>Time 4</vxdl:name> <vxdl:after>Time 3</vxdl:after>

<vxdl:start>Raw Data</vxdl:start>

<vxdl:until>

#### <vxdl:start>Frame buffer</vxdl:start>

<vxdl:pair> <vxdl:sou

<vxdl:source>Nodes Cluster Rendering</vxdl:source> <vxdl:destination>Nodes Cluster Rendering</ vxdl:destination> </vxdl:pair> <vxdl:pair> <vxdl:source>Nodes Cluster Display</vxdl:source> <vxdl:destination>Nodes Cluster Display</vxdl:destination> </vxdl:pair> </vxdl:link> <vxdl:link> <vxdl:name>Raw Data</vxdl:name> <vxdl:bandwidth> <vxdl:min>38</vxdl:min> <vxdl:minUnit>Gbps</vxdl:minUnit> </vxdl:bandwidth> <vxdl:direction>uni</vxdl:direction> <vxdl:pair> <vxdl:source>Cluster Data Source</vxdl:source> <vxdl:destination>Cluster Filtering</vxdl:destination> </vxdl:pair> </vxdl:link> <vxdl:link> <vxdl:name>Filtered Data</vxdl:name>

#### <vxdl:bandwidth>

<vxdl:minU </vxdl:bandwi <vxdl:directior <vxdl:pair> <vxdl:source <vxdl:destin </vxdl:pair> </vxdl:link> </vxdl:virtualTopol <vxdl:virtualTimeli <vxdl:name>VIS <vxdl:timeline> <vxdl:name>Ti <vxdl:start>Ch <vxdl:start>Ch cvxdl:start>Ch <vxdl:start>Cl <vxdl:start>Ch <vxdl:start>Int </vxdl:timeline> <vxdl:timeline> <vxdl:name>T

#### <vxdl:timeline>

<vxdl:name>Time 4</vxdl:name> <vxdl:after>Time 3</vxdl:after> <vxdl:start>Frame buffer</vxdl:start> <vxdl:until>

<vxdl:dataTransfer>500</vxdl:dataTransfer> <vxdl:dataTransferUnit>GB</vxdl:dataTransferUnit> <vxdl:pair>

<vxdl:source>Cluster Rendering</vxdl:source> <vxdl:destination>Cluster Display</vxdl:destination> </vxdl:pair>

</vxdl:until>

## VXDL and NML elements

NML	VXDL
Group	Group description
Network Element	Resource description
Node	Resource description
Service / Device	Resource and/or Group parameters
Port / Interface	each Pair can identify source/destination ports
Location	anchor parameter for Resources and Groups
Adaptation	descriptive parameters?
Link	Links in a Virtual Topology
Path	a sequence of <i>Links</i>
Topology	a set of <i>Links</i> in a <i>Virtual Topology</i>
Domain	recursive Group definition

## **NML** schema



NML schema using UML notation. Extracted from https://forge.gridforum.org/sf/projects/nml-wg

### **Related work**

**NDL** - Network Description Language:

- collection of schemas (topology, layer, capability, domain and physical) used to represent a network infrastructure in different levels.
- in Resource Description Framework (**RDF**)( language for representing information)
- RDF (and NDL) explores a graph data model composed by a set of RDF triples (subject, object, predicate (property)).
- **CIM** : Common Information Model Specification: a common set of objects and relationship among them. CIM architecture is based on UML concept and provide the language **CQL** (CIM Query Language) to select sets of properties from CIM object instances. CQL is a subset of SQL-92 with some extensions specific to CIM.
- **GLUE 2.0** : The GLUE specification is an information model for Grid entities described using the natural language and UML Class Diagrams. Rendering to concrete data models such XML Schema, LDAP Schema and SQL are also provided. Concentrate on end points, but also user, owner + integrates location, security & management aspects



## **References & Links**

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This work has been funded by INRIA and the French ministry of Education and Research via the HIPCAL ANR grant and by the CARRIOCAS pôle System@tic grant. Experiments presented in this paper were carried out using the Grid'5000 experimental testbed, an initiative from the French Ministry of Research through the ACI GRID incentive action, INRIA, CNRS and RENATER and other contributing partners (see https://www.grid5000.fr)







# **Questions?**

- Do you think there is a place for VX concept in NML?
- Do we need a VXDL-WG in OGF?