



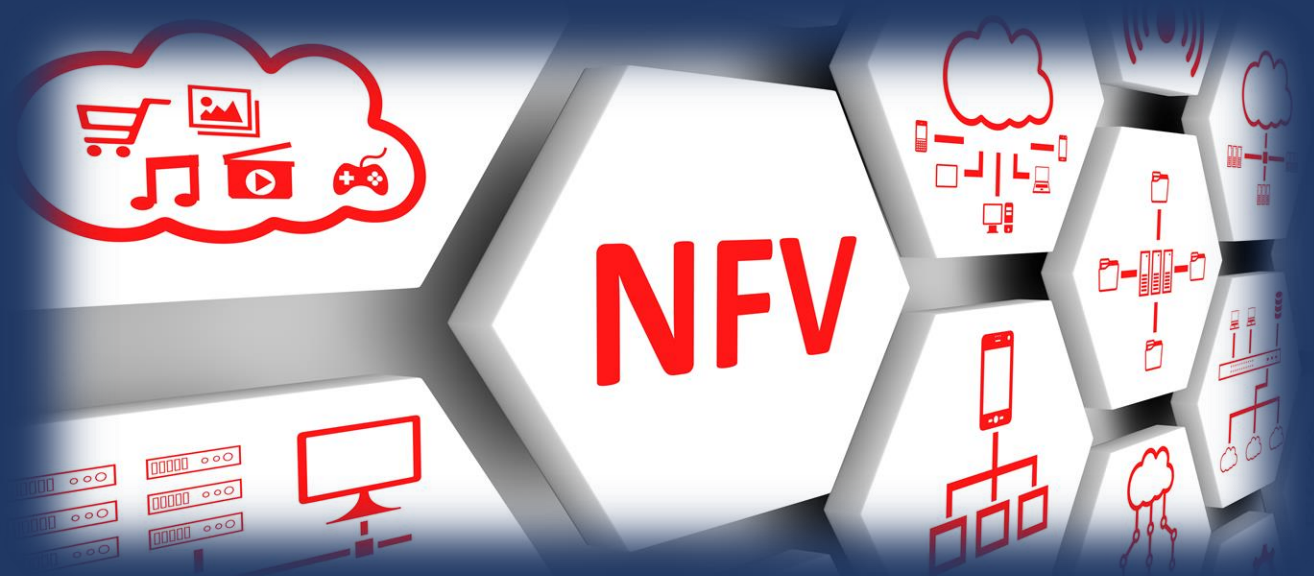
DIPARTIMENTO DI ELETTRONICA  
INFORMAZIONE E BIOINGEGNERIA

POLITECNICO  
MILANO 1863

Project-Team 5

Amirhosein Ataei

Seyedeh Mona Sabeti Razavian



# Smart Networks and Service Orchestration

OLS T-API Topology Service

OLS **Topology Service parsing** via ONF T-API over RESTCONF

Politecnico di Milano, May 30<sup>th</sup> 2020





- Objectives:
  - Parse the ONF T-API topology
  - Get T-API context, inventory, and topology
  - **Iteratively parse nodes and links and build up routing topology information**
  - Performs **DIJKSTRA** shortest path routing
- Steps:
  - 1 . Get T-API context
  - 2 . Get list of nodes
    - 2.1 . Iteratively query individual nodes





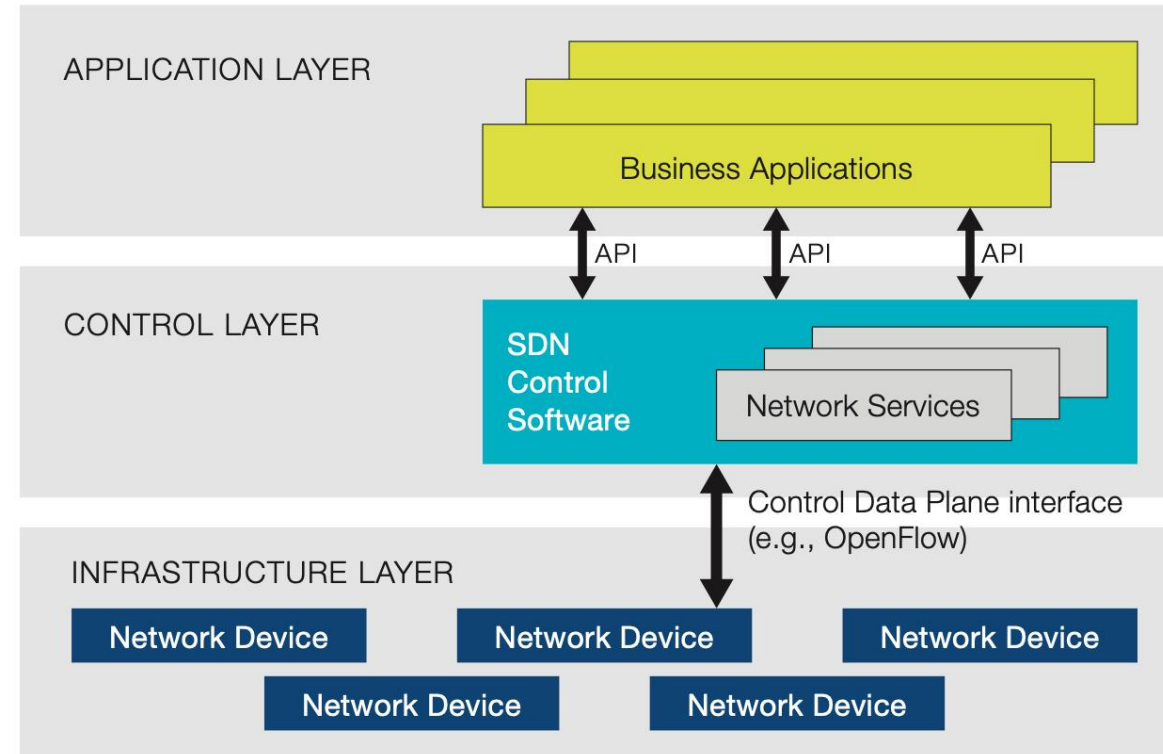
- **Now we consider some concepts that is so important for continue**

## architectural components:

- SDN Application
- SDN Controller
- SDN Datapath

SDN Control to Data-Plane Interface (CDPI)

SDN Northbound Interfaces (NBI)



- [https://www.youtube.com/channel/UCenU1k\\_-u08B25eXWbuvVrA](https://www.youtube.com/channel/UCenU1k_-u08B25eXWbuvVrA)

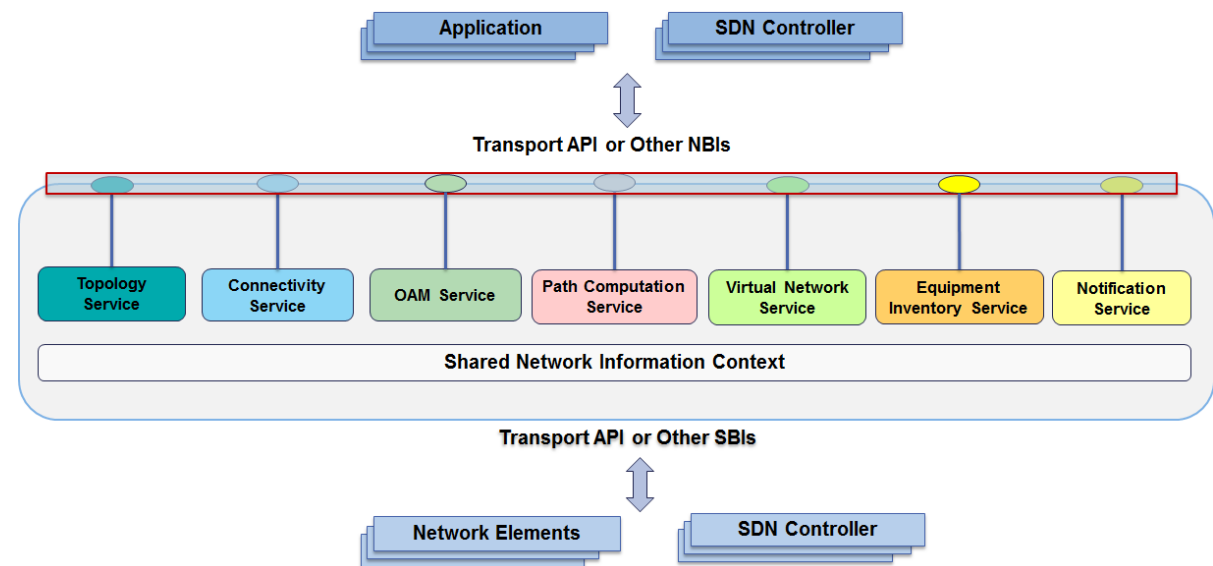
# T-API ?



- T-API (Transport API) is a standard API developed by the Open Networking Foundation (ONF) that allows a T-API client (e.g. carrier's orchestration platform or a customer's application) to retrieve information from and control a domain of transport network equipment controlled by a T-API server (e.g. Transport SDN Controller).



- <https://wiki.opennetworking.org/display/OTCC/TAPI>

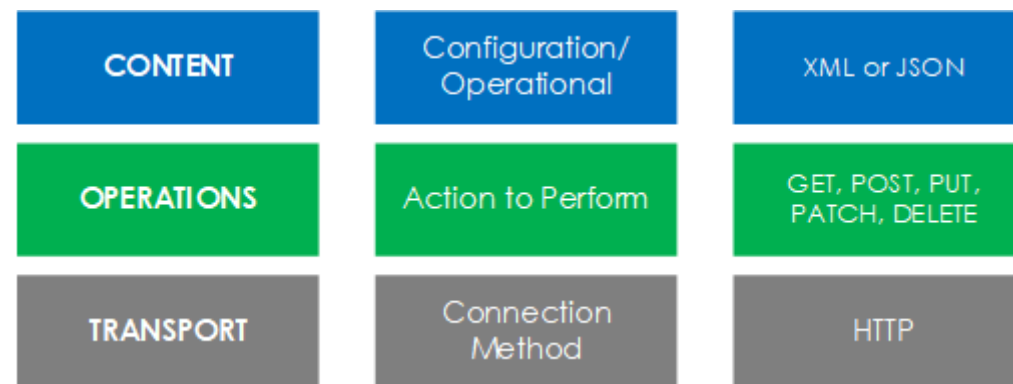


# RESTCONF ?



**First let's look at the protocol stack and step through the layers,**

- Content - Unlike NETCONF where we much use XML. RESTCONF allows for either JSON or XML to be used.
- Operations - Each of the operations are aligned to the various HTTP methods, providing the required suite of CRUD based operations (Create, Replace, Update and Delete).
- Transport - The transport protocol is HTTP, allowing us to use HTTPS. Providing the security benefits that TLS has to offer.



# JSON ?



- **JSON** (JavaScript Object Notation) is a lightweight data-interchange format. It is easy for humans to read and write. It is easy for machines to parse and generate. JSON is a text format that is completely language independent but uses conventions that are familiar to programmers of the C-family of languages, including C, C++, C#, Java, JavaScript, Perl, Python, and many others. These properties make JSON an ideal data-interchange language.
- **JSON is built on two structures:**
  - A collection of name/value pairs. In various languages, this is realized as an *object*, record, struct, dictionary, hash table, keyed list, or associative array.
  - An ordered list of values. In most languages, this is realized as an *array*, vector, list, or sequence.

```
{
  "firstName": "John",
  "lastName": "Smith",
  "isAlive": true,
  "age": 27,
  "address": {
    "streetAddress": "21 2nd Street",
    "city": "New York",
    "state": "NY",
    "postalCode": "10021-3100"
  },
  "phoneNumbers": [
    {
      "type": "home",
      "number": "212 555-1234"
    },
    {
      "type": "office",
      "number": "646 555-4567"
    }
  ],
  "children": [],
  "spouse": null
}
```



- JMESPath is a query language for JSON. You can extract and transform elements from a JSON document.

The screenshot shows a web interface for JMESPath. On the left, there is a search bar with the query `a.b.c[0].d[1][0]`. Below the search bar is a text area containing a JSON document:

```
{
  "a": {
    "b": {
      "c": [
        {
          "d": [0, [1, 2]]
        },
        {
          "d": [3, 4]
        }
      ]
    }
  }
}
```

On the right, under the heading "Result", there is a grey box containing the value `1`.

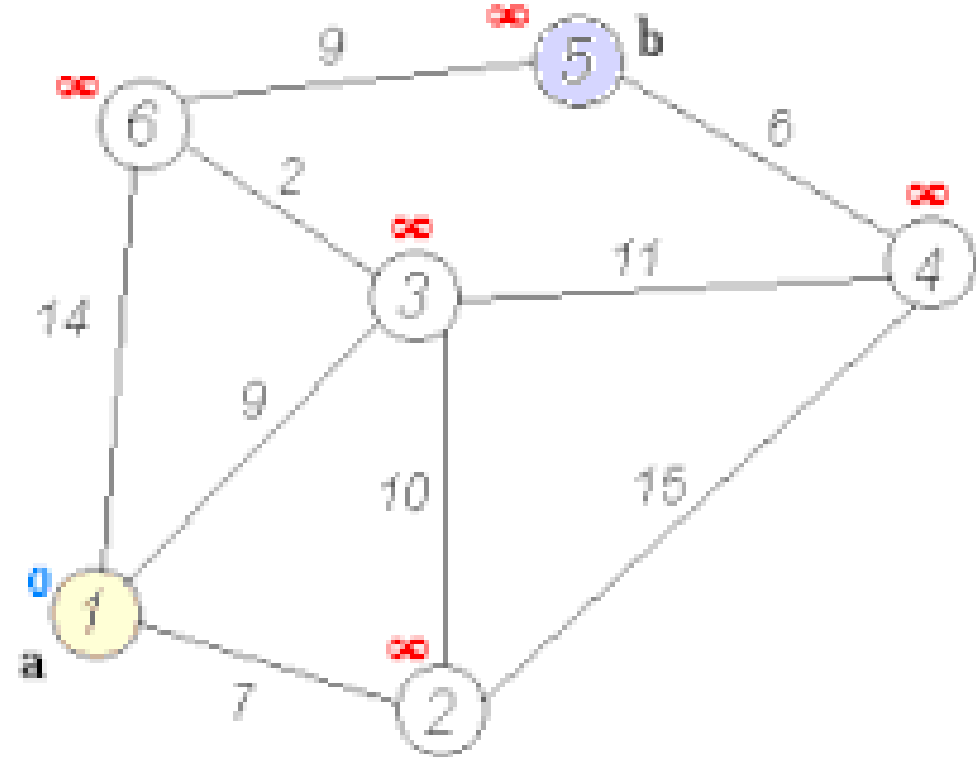
- <https://jmespath.org/tutorial.html>



# DIJKSTRA ?



- Dijkstra's algorithm to find the shortest path between *a* and *b*. It picks the unvisited vertex with the lowest distance, calculates the distance through it to each unvisited neighbor, and updates the neighbor's distance if smaller. Mark visited (set to red) when done with neighbors.





- **Now we go to code section to implement our concept into reality**

(connect to polimi vpn and go on)

# Get T-API context



- Step 1:
- GET <https://10.11.12.16:7474/restconf/data/tapi-common:context>



► TAPI GET CONTEXT

GET <https://10.11.12.16:7474/restconf/data/tapi-common:context> Send Save

Params **Authorization** Headers (6) Body Pre-request Script Tests Settings Cookies Code

TYPE  
Basic Auth

The authorization header will be automatically generated when you send the request. [Learn more about authorization](#)

Username: admin  
Password: ChgMeNOW ☒ Show Password

Body Cookies Headers (3) Test Results Status: 200 OK Time: 2.39 s Size: 225.9 KB Save Response

Pretty Raw Preview Visualize JSON

```
1 {
2   "tapi-common:context": {
3     "tapi-connectivity:connectivity-context": {
4       "connection": [
5         {
6           "connection-end-point": [
7             {
8               "connection-end-point-uuid": "30010050-0000-0000-0000-000000043011",
9               "node-edge-point-uuid": "30010040-0000-0000-0000-000000043011",
10              "node-uuid": "00000030-0000-0000-0000-000000042901",
11              "topology-uuid": "00000020-0000-0000-0000-000000000003"
12            }
          ]
        }
      ]
    }
  }
}
```

# GET Node UUID list



- Step 2:
- GET <http://10.11.12.16:7474/restconf/data/tapi-common:context/tapi-common:service-interfacepoint?fields=uuid>



```
{
  "tapi-topology:node": [
    {
      "uuid": "00000030-0000-0000-0000-000000042901"
    },
    {
      "uuid": "00000030-0000-0000-0000-000000043211"
    },
    {
      "uuid": "00000030-0000-0000-0000-000000042665"
    }
  ]
}
```

# Iteratively query individual nodes



- Step 2.1:
- GET <https://10.11.12.16:7474/restconf/data/tapi-common:context/tapi-topology:topology-context/topology=00000020-0000-0000-0000-000000000003/node=00000030-0000-0000-0000-0000000042901>

```
{
  "tapi-topology:node": [
    {
      "administrative-state": "UNLOCKED",
      "tapi-adva:adva-node-spec": {
        "ne-type": "FSP 3000R7",
        "reachability-status": "REACHABLE",
        "serial-number": "FA71192952135",
        "sw-version": "19.1.2",
        "user-label": "Nodo 1 Rack basso"
      },
      "layer-protocol-name": [
        "PHOTONIC_MEDIA",
        "DSR",
        "ODU"
      ],
      "lifecycle-state": "INSTALLED",
      "name": [
        {
          "value": "/Nodo 1 Rack basso",
          "value-name": "USER"
        }
      ],
      "operational-state": "ENABLED",
      "owned-node-edge-point": [
        {
          "administrative-state": "UNLOCKED",
          "tapi-connectivity:cep-list": {},
          "layer-protocol-name": "PHOTONIC_MEDIA",
          "lifecycle-state": "INSTALLED",
          "link-port-direction": "BIDIRECTIONAL",
          "mapped-service-interface-point": [
            {
              "service-interface-point-uuid": "00000010-0000-0000-0000-0000000043257"
            }
          ],
          "tapi-photonic-media:media-channel-node-edge-point-spec": {
            "mc-pool": {
              "occupied-spectrum": [
                {
                  "frequency-constraint": {
                    "adjustment-granularity": "G_50GHZ",
                    "grid-type": "DWDM"
                  },
                  "lower-frequency": 195475000,
                  "upper-frequency": 195525000
                }
              ],
              "supportable-spectrum": [

```

# Implementation of Dijkstra



- python code for implementation of Dijkstra algorithm and getting node also routing with short path

```
jupyter Dijkstra.py ✓ Logout
File Edit View Language Python
19
20 def get_id(self):
21     return self.id
22
23 def get_weight(self, neighbor):
24     return self.adjacent[neighbor]
25
26 def set_distance(self, dist):
27     self.distance = dist
28
29 def get_distance(self):
30     return self.distance
31
32 def set_previous(self, prev):
33     self.previous = prev
34
35 def set_visited(self):
36     self.visited = True
37
38 def __str__(self):
39     return str(self.id) + ' adjacent: ' + str([x.id for x in self.adjacent])
40
41 class Graph:
42     def __init__(self):
43         self.vert_dict = {}
44         self.num_vertices = 0
45
46     def __iter__(self):
47         return iter(self.vert_dict.values())
48
49     def add_vertex(self, node):
50         self.num_vertices = self.num_vertices + 1
51         new_vertex = Vertex(node)
52         self.vert_dict[node] = new_vertex
53         return new_vertex
54
55     def get_vertex(self, n):
56         if n in self.vert_dict:
57             return self.vert_dict[n]
58         else:
59             return None
60
61     def add_edge(self, frm, to, cost = 0):
62         if frm not in self.vert_dict:
63             self.add_vertex(frm)
64         if to not in self.vert_dict:
```

- <https://gitlab.com/sdn-nfv-lab-course/2019-2020/sdn-project-5>



DIPARTIMENTO DI ELETTRONICA  
INFORMAZIONE E BIOINGEGNERIA

**POLITECNICO**  
MILANO 1863

# THANKS

---

Question time