

# Controller Design Studio (CDS)

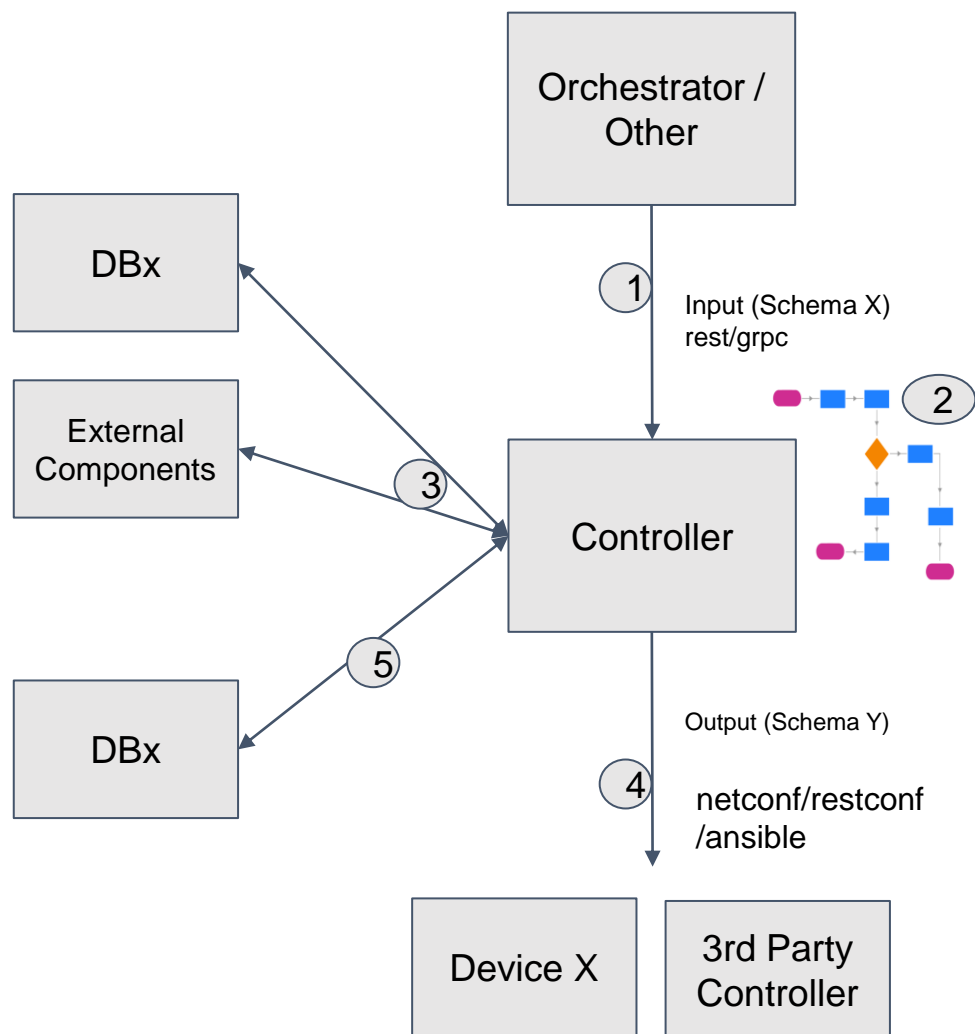
# Agenda

- CDS Overview
- Architecture
- Data Flow
- API + External Interactions
- Modeling Concepts + CBA Format
- Installation, Design & Distribution
- Use-cases Involvement
- Code Summary
- SDNC vs CDS

# CDS Overview: Model driven, self-service approach

<https://www.aarnanetworks.com/post/2017/11/02/the-magic-of-model-driven-design-in-onap>

## What Typically a Controller Does



Controller Objective: Manage device/network etc.

## Typical Controller Flow

1. Receives an Input request from orchestration/others and validates the same.
2. Start executing a workflow to process this request.
3. As part of this workflow queries DB using input parameters or calls other external components to get additional data - All this data is needed either for further workflow logic or to form the Output to be sent to Device/ 3rd party controller.
4. Configure device/3rd party controller.
5. Based on response, store it in DB, respond to orchestrator

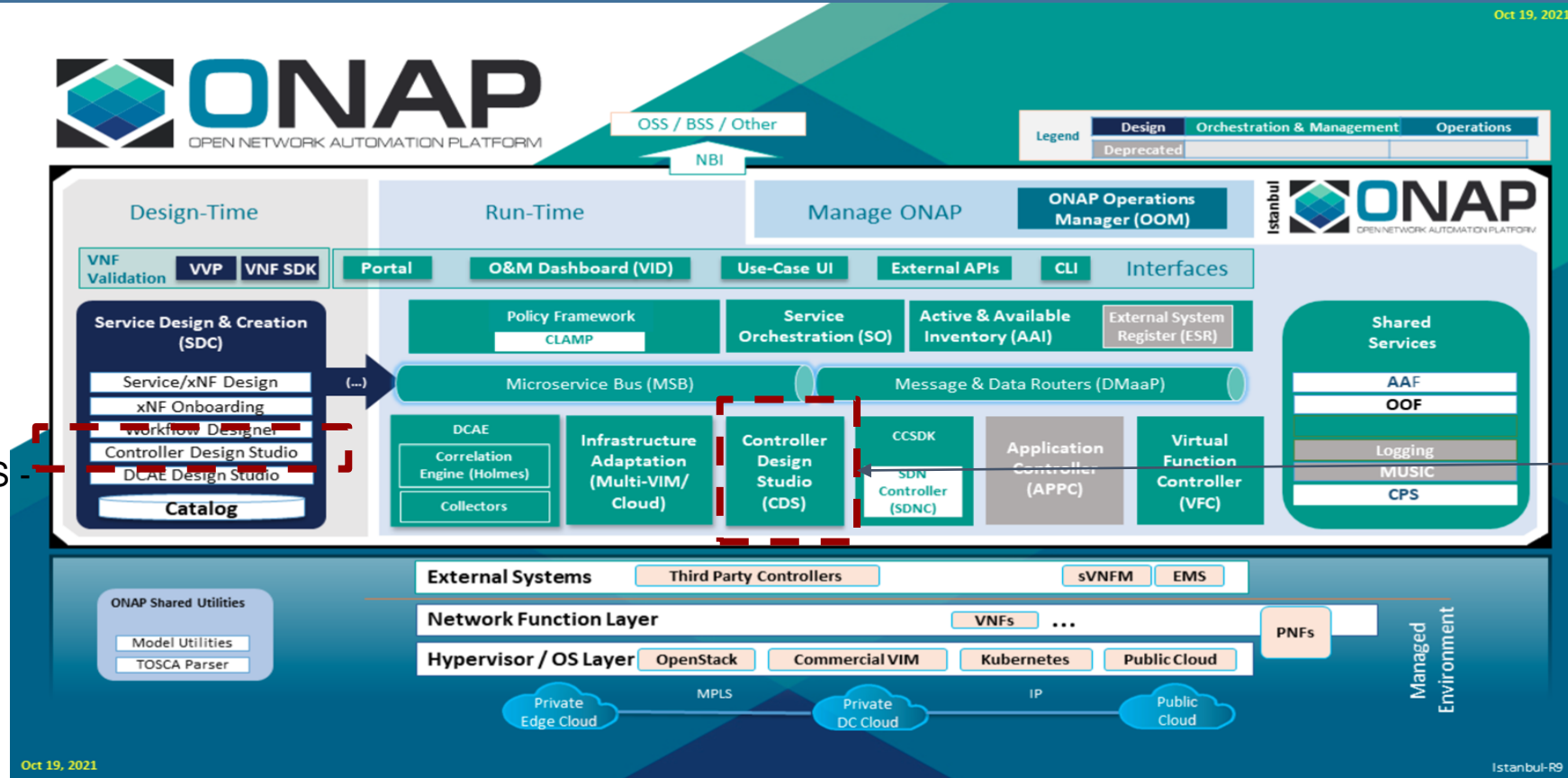
## Point to Note:

1. Orchestrator usually has abstract implementation independent of usecase/service. It is controller where usecase/service specifics are pushed. So all the controller steps are specific to a service/usecase.
2. **Above point demands controller architecture to be flexible for supporting new emerging services with ease at Runtime.**

**CDS provides model-driven self-service approach for controllers** for above mentioned requirement:

- **Self-Service: Users**, not just programmers, can **reconfigure** the **software system** as needed to meet customer/usecase requirements.
- **Model Driven:** To accomplish this goal, the system is built around **models** that **dictates how** the system operates. Users merely need to change a model to change how a service operates.
- Model is nothing but combination of multiple smaller level **re-usable LEGO blocks** (functions) along with their input and output.

# CDS Overview

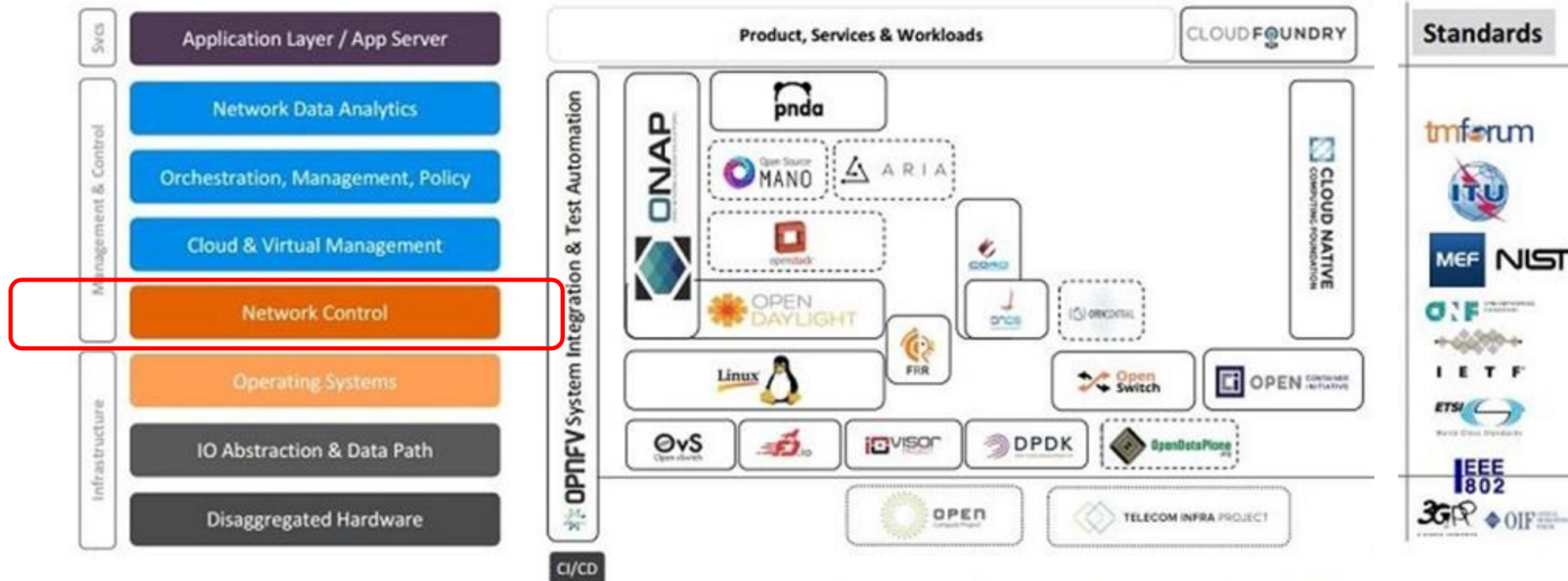


Design Time component of CDS - CDS UI

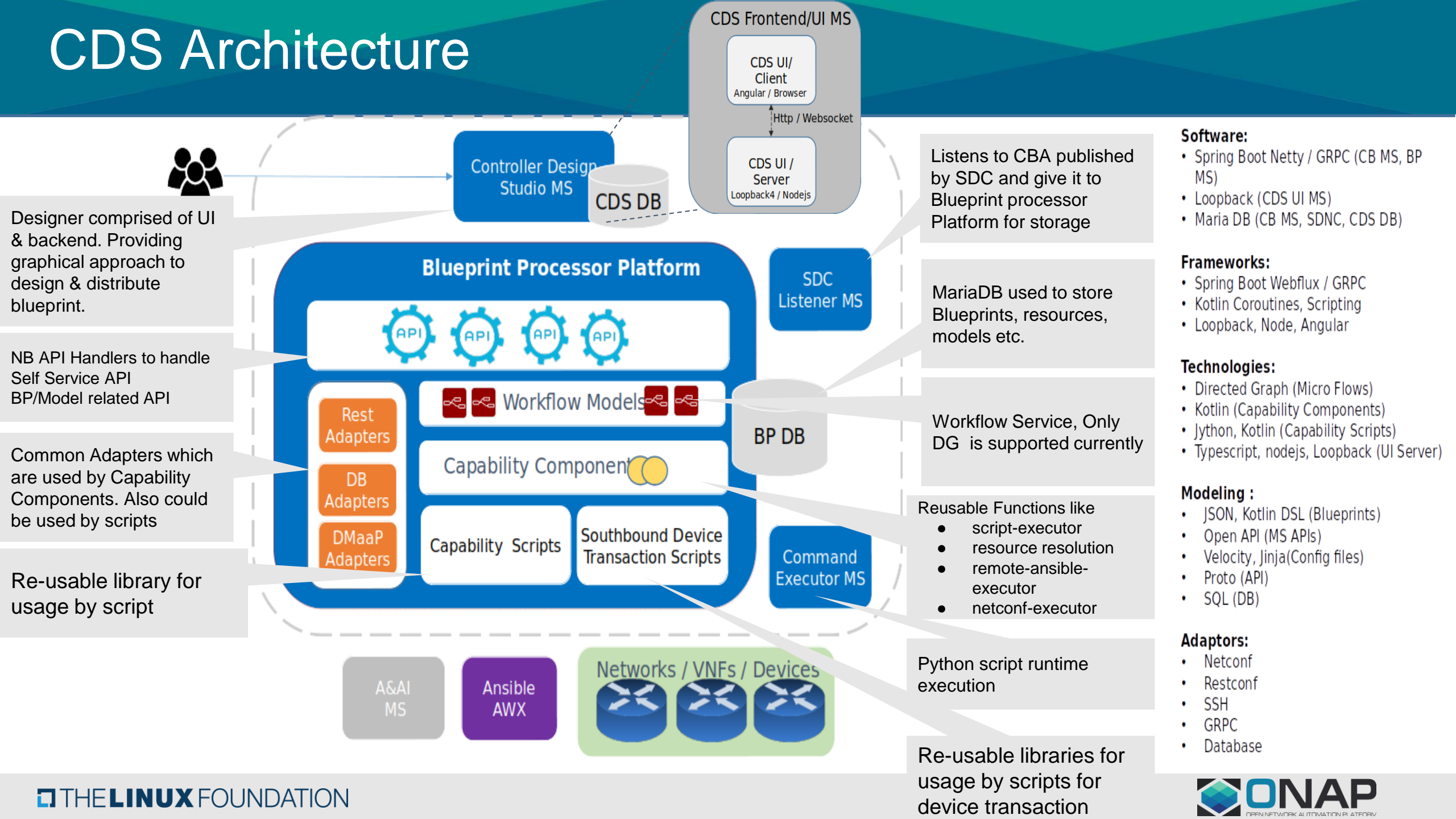
Runtime component of CDS - CDS Blueprint Processor

- ★ CDS is **one of the controller type** in ONAP. It can work independently, even it can work together with SDNC.
- ★ CDS is designed to provide **model-driven, self-serve approach**, which means that users, not just programmers, can reconfigure the software system as needed to meet customer/usecase requirements. To accomplish this goal, the system is built around models that dictates how the system operates. Users merely need to change a model to change how a service operates.
- ★ CDS has a both **design time** and **run time** activities; during design time, **Designer** can **define** what **actions** are required for a given service, along with anything comprising the action. The design produce a [CBA Package](#). Its **content** is driven from a **catalog** of **reusable data dictionary** and **component**, delivering a reusable and simplified **self service** experience.

## Inter-Project Collaboration



# CDS Architecture

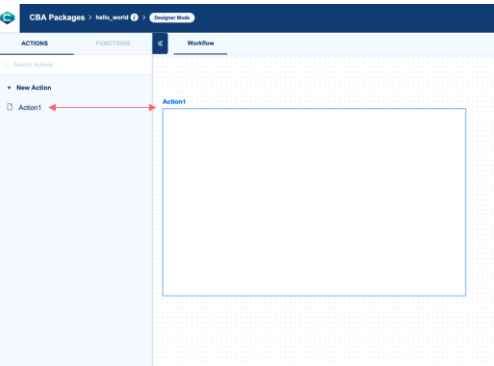




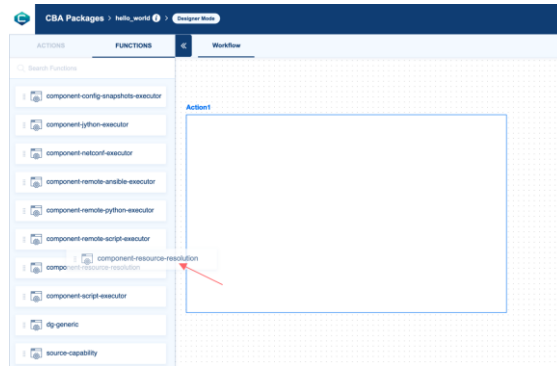
# CDS Overview - Design/Runtime

## Design Time - CDS UI

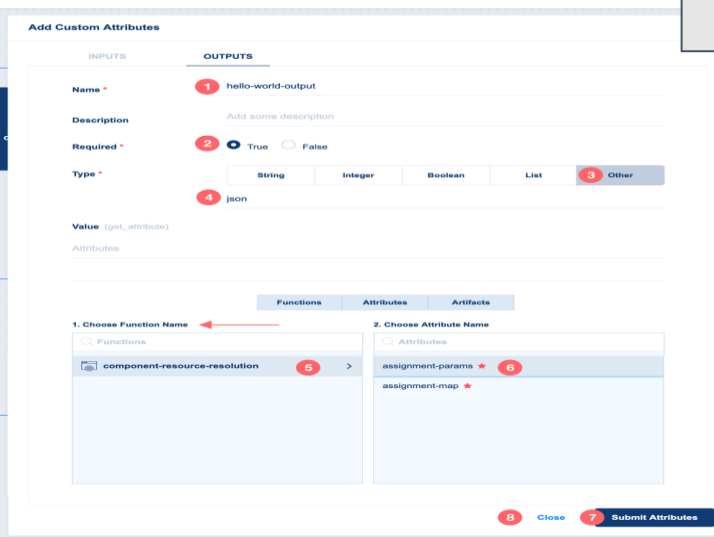
### Create Controller Workflow



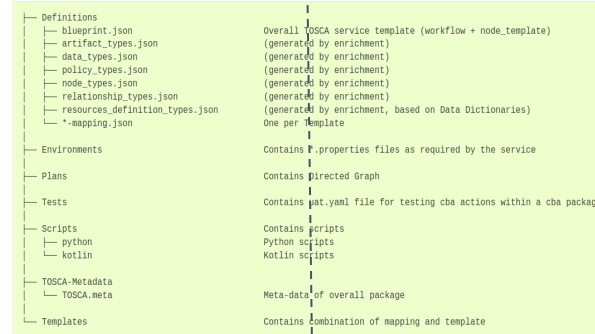
### Drag Drop Existing Functions to workflow



### Define/Model Input/Output of workflow & also of every function



## CBA Content



## Runtime - CDS Blueprint Processor

SDNC

SO

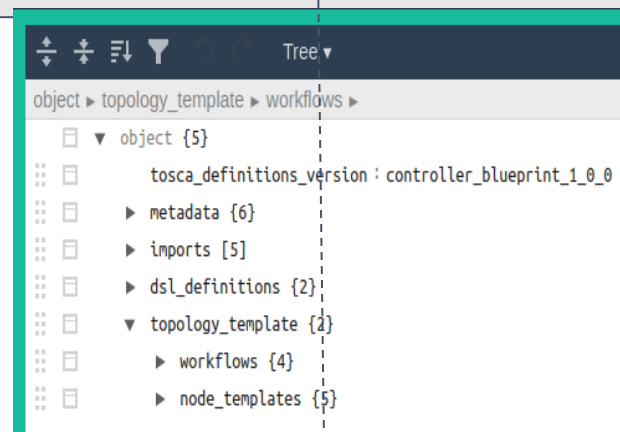
Policy

### Request



CDS UI

BP (CBA)



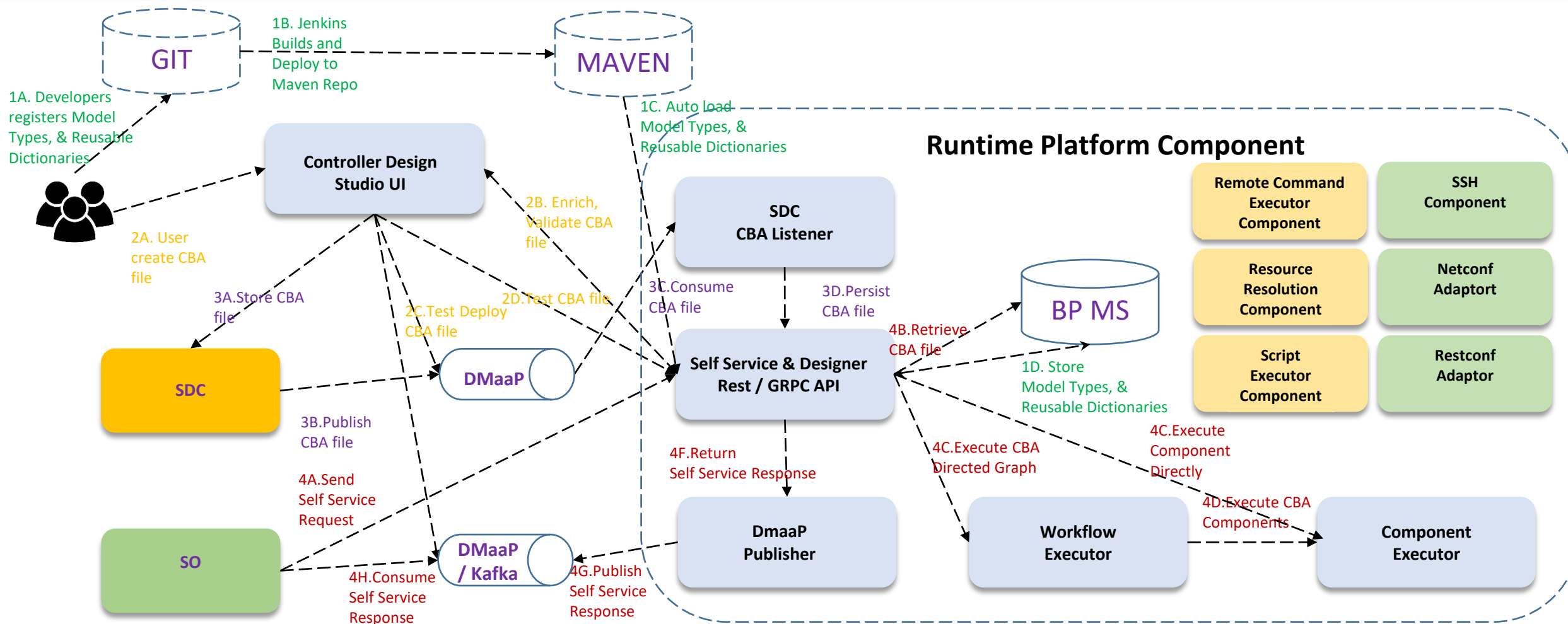
BP Processor

BP DB

Device

3rd Party Controller

# CDS Data Flow



1 Starter/Bootstrapping  
Packs are loaded to DB  
during startup

2 User design CBA,  
Enrich & validate it

3 Validated & Enriched  
CBA distribution

4 Runtime Execution of  
CBA



# CDS - SB Interfaces

## Southbound Interfaces

CDS comes with native python 3.6 support and Ansible AWX (Ansible Tower): idea is Network Ops are familiar with Python and/or Ansible, and our goal is not to dictate the SBI to use for their operations. Ansible and Python provide already many, and well adopted, SBI libraries, hence they could be utilized as needed.

CDS also provide native support for the following libraries:

- NetConf
- REST
- CLI
- SSH
- gRPC (hence gNMI / gNOI should be supported)

CDS also has extensible REST support, meaning any RESTful interface used for network interaction can be used, such as external VNFM or EMS.

# CDS API - Execution API

## Execution Service API – Process a BP

blob: 9622287ab63592871b749e50925bf5d29514ee59 (plain)

```
1 syntax = "proto3";
2 import "google/protobuf/struct.proto";
3 import "BlueprintCommon.proto";
4 option java_multiple_files = true;
5 package org.onap.ccsdk.cds.controllerblueprints.processing.api;
6
7
8 message ExecutionServiceInput {
9     org.onap.ccsdk.cds.controllerblueprints.common.api.CommonHeader commonHeader = 1;
10    org.onap.ccsdk.cds.controllerblueprints.common.api.ActionIdentifiers actionIdentifiers = 2;
11    google.protobuf.Struct payload = 3;
12 }
13
14 message ExecutionServiceOutput {
15     org.onap.ccsdk.cds.controllerblueprints.common.api.CommonHeader commonHeader = 1;
16     org.onap.ccsdk.cds.controllerblueprints.common.api.ActionIdentifiers actionIdentifiers = 2;
17     org.onap.ccsdk.cds.controllerblueprints.common.api.Status status = 3;
18     google.protobuf.Struct payload = 4;
19 }
20
21
22 service BlueprintProcessingService {
23     rpc process (stream ExecutionServiceInput) returns (stream ExecutionServiceOutput);
24 }
```

## Sample Request

```
curl --location --request POST
'10.12.7.33:30699/api/v1/execution-
service/process' --header 'Content-Type:
application/json' --header 'Authorization:
Basic
Y2NzZGthcHBzOmNjc2RrYXBwcw==' --
header 'Content-Type: text/plain' --data-
raw 'data'
```

```
{
  "actionIdentifiers": {
    "mode": "sync",
    "blueprintName": "vLB_CDS",
    "blueprintVersion": "1.0.0",
    "actionName": "resource-assignment"
  },
  "payload": {
    "resource-assignment-request": {
      "template-prefix": [
        "vnf"
      ],
      "resource-assignment-properties": {
        "image_name": "ubuntu-16-04-cloud-amd64",
        "vpg_0_int_pktgen_private_port_0_mac": "fa:16:3e:00:00:20",
        "repo_url_artifacts": "https://nexus.onap.org/content/groups/staging",
        "flavor_name": "m1.medium",
        "dcae_collector_ip": "10.12.5.214",
        "onap_private_subnet_id": "oam_network_N0qx",
        "key_name": "olc-key"
      }
    }
  },
  "commonHeader": {
    "subRequestId": "3f259ee6-cd7e-4a83-8b2b-5e6da3a05ce1",
    "requestId": "073e64ed-734e-4937-abb7-0b4c634b52e1",
    "originatorId": "SDNC_DG"
  }
}
```

Execution API will  
execute a specific  
BP's Action/Workflow

### request

```
{
  "commonHeader": {
    "originatorId": "",
    "requestId": "",
    "subRequestId": ""
  },
  "actionIdentifiers": {
    "blueprintName": "",
    "blueprintVersion": "",
    "actionName": "",
    "mode": ""
  },
  "payload": {
    "$actionName-request": {
      "$actionName-properties": {
      }
    }
  }
}
```

### response

```
{
  "commonHeader": {
    "originatorId": "",
    "requestId": "",
    "subRequestId": ""
  },
  "actionIdentifiers": {
    "blueprintName": "",
    "blueprintVersion": "",
    "actionName": "",
    "mode": ""
  },
  "payload": {
    "$actionName-response": {
    }
  }
}
```

1. The actionName, under the actionIdentifiers refers to the name of a Workflow (see Workflow).
2. The content of the payload is what is fully dynamic / model driven.
3. The first top level element will always be either \$actionName-request for a request or \$actionName-response for a response.
4. Then the content within this element is fully based on the workflow inputs and outputs

**Note:** During the Enrichment CDS will aggregate all the resources defined to be resolved as input

# CDS - Other API

APIs for Blueprint, model, resource, template, data dictionary etc. management

## CDS Blueprint Processor API Reference <sup>v1</sup>

[ Base URL: localhost:8080 ]

Shows all resources and endpoints which CDS BP processor currently provides with sample requests/responses, parameter description and other information.

[Terms of service](#)

[ONAP Community - Website](#)

[Send email to ONAP Community](#)

[Apache 2.0](#)

Schemes

HTTP

Authorize



**Blueprint Model Catalog** Manages all blueprint models which are available in CDS



**Model Type Catalog** Manages data types in CDS



**Resource configuration** Interaction with stored configurations



**Resource dictionary** Interaction with stored dictionaries



**Resource template** Interaction with resolved templates



**Resources** Interaction with resolved resources



# Modelling Concepts

# Controller Blueprints Archive(CBA) Format

Controller Blueprints definitions file, Resource Definition, Others  
**Formats : .json**

**Definition**

Blueprint environment properties or application properties file.  
**Formats: .json**

**Environments**

Flow Definitions files, such as directed graph, dataflow dsl, etc.  
**Formats: .json, .xml**

**Plans**

Executions scripts used during flows.  
**Formats: .py, .js, .kotlin**

**Scripts**

Templates used during processing.  
**Format: .vtl**

**Templates**

Meta-data of overall package  
**Format: .meta**

**TOSCA-Metadata**



**.cba**

```
├── Definitions
│   ├── blueprint.json
│   ├── artifact_types.json
│   ├── data_types.json
│   ├── policy_types.json
│   ├── node_types.json
│   ├── relationship_types.json
│   ├── resources_definition_types.json
│   └── *-mapping.json
├── Environments
├── Plans
├── Tests
├── Scripts
│   ├── python
│   └── kotlin
├── TOSCA-Metadata
│   └── TOSCA.meta
└── Templates
```

Overall TOSCA service template (workflow + node\_template) (generated by enrichment)  
(generated by enrichment)  
(generated by enrichment)  
(generated by enrichment)  
(generated by enrichment)  
(generated by enrichment)  
(generated by enrichment, based on Data Dictionaries)  
One per Template

Contains \*.properties files as required by the service

Contains Directed Graph

Contains uat.yaml file for testing cba actions within a cba package

Contains scripts  
Python scripts  
Kotlin scripts

Meta-data of overall package

Contains combination of mapping and template

Note: CDS BP modelling is mainly based on [TOSCA standard](#), using JSON as representation format.

# Example BP: Golden Blueprint

<https://github.com/onap/ccsdk-cds/tree/master/components/model-catalog/blueprint-model/test-blueprint/golden>

```
golden-blueprint.json
1 {
2   "tosca_definitions_version" : "controller_blueprint_1_0_0"
3   "metadata" : {
4     "template_author" : "Alexis de Talhouët",
5     "author-email" : "adetalhouet89@gmail.com",
6     "user-groups" : "ADMIN, OPERATION",
7     "template_name" : "golden",
8     "template_version" : "1.0.0",
9     "template_tags" : "test"
10  },
11  "imports" : [ {
12    "file" : "Definitions/data_types.json"
13  }, {
14    "file" : "Definitions/relationship_types.json"
15  }, {
16    "file" : "Definitions/artifact_types.json"
17  }, {
18    "file" : "Definitions/node_types.json"
19  }, {
20    "file" : "Definitions/policy_types.json"
21  } ],
22  "dsl_definitions" : {
23    "ipam-1" : {
24      "type" : "token-auth",
25      "url" : "http://netbox-nginx:8080",
26      "token" : "Token 0123456789abcdef0123456789abcdef01234567"
27    },
28    "config-deploy-properties" : {
29      "resolution-key" : {
30        "get_input" : "resolution-key"
31      }
32    }
33  },
34  "topology_template" : { ... }
35 }
296 }
```

Type	Description
<a href="#">string</a>	Defines the version of the Controller Blueprints(CB) Simple Profile specification the template (grammar) complies with.
<a href="#">map</a> of <a href="#">string</a>	Defines a section used to declare additional metadata information. Domain-specific TOSCA profile specifications may define keynames that are required for their implementations.
list of <a href="#">Import Definitions</a>	Declares import statements external CB Definitions documents, may be file location or URIs relative to the service template file within the same CBA file.
<a href="#">dsl definition</a>	Interaction with external systems is made dynamic and plug-able removing development cycle to support new endpoint. In order to share the external system information, TOSCA provides a way to create macros using dsl_definitions
<a href="#">Topology Template</a> definition	Defines the topology template of an application or service, consisting of node templates that represent the application's or service's components, as well as relationship templates representing relations between the components.



# Example BP: Golden Blueprint

<https://github.com/onap/ccsdk-cds/tree/master/components/model-catalog/blueprint-model/test-blueprint/golden>

```
"topology_template" : {
  "workflows" : {...},
  "node_templates" : {...}
}
```

Note: Workflow executes node either of type component or DG. Refer Workflow section for details

Type	Description
list of <a href="#">parameter definitions</a>	An optional list of input parameters (i.e., as parameter definitions) for the Topology Template.
list of imperative workflow definitions	An optional map of imperative workflow definition for the Topology Template.
list of <a href="#">node templates</a>	An optional list of node template definitions for the Topology Template.

workflow example

```
{
  "workflow": {
    "resource-assignment": {
      "inputs": {
        "vnf-id": {
          "required": true,
          "type": "string"
        },
        "resource-assignment-properties": {
          "required": true,
          "type": "dt-resource-assignment-properties"
        }
      },
      "steps": {
        "call-resource-assignment": {
          "description": "Resource Assignment Workflow",
          "target": "resource-assignment-process"
        }
      },
      "outputs": {
        "template-properties": {
          "type": "json",
          "value": {
            "get_attribute": [
              "resource-assignment",
              "assignment-params"
            ]
          }
        }
      }
    }
  }
}
```

Type	Description
list of <a href="#">property definitions</a>	The optional list of input parameter definitions.
list of <a href="#">step definitions</a>	An optional list of valid Node Templates or Groups the Policy can be applied to.
list of <a href="#">property definitions</a>	The optional list of input parameter definitions along with values or expressions.

# Example BP: Golden Blueprint

<https://github.com/onap/ccsdk-cds/tree/master/components/model-catalog/blueprint-model/test-blueprint/golden>

```
"rollback" : {
  "type" : "component-netconf-executor",
  "requirements" : {
    "netconf-connection" : {
      "capability" : "netconf",
      "node" : "netconf-device",
      "relationship" : "tosca.relationships.ConnectsTo"
    }
  },
  "interfaces" : {
    "ComponentNetconfExecutor" : {
      "operations" : {
        "process" : {
          "inputs" : {
            "script-type" : "jython",
            "script-class-reference" : "Scripts/python/Rollback.py",
            "instance-dependencies" : [ ]
          }
        }
      }
    }
  },
  "artifacts" : {
    "junos-rollback-RPC-template" : {
      "type" : "artifact-template-velocity",
      "file" : "Templates/junos-rollback-RPC-template.vtl"
    },
    "junos-rollback-RPC-mapping" : {
      "type" : "artifact-mapping-resource",
      "file" : "Templates/junos-rollback-RPC-mapping.json"
    }
  }
}
```

Node Template Keys	Required	Type	Description
type	yes	<a href="#">string</a>	The required name of the Node Type the Node Template is based upon.
description	no	<a href="#">description</a>	An optional description for the Node Template.
properties	no	list of <a href="#">property assignments</a>	An optional list of property value assignments for the Node Template.
attributes	no	list of <a href="#">attribute assignments</a>	An optional list of attribute value assignments for the Node Template.
requirements	no	list of <a href="#">requirement assignments</a>	An optional list of requirement assignments for the Node Template.
capabilities	no	list of <a href="#">capability assignments</a>	An optional list of capability assignments for the Node Template.
interfaces	no	list of <a href="#">interface definitions</a>	An optional list of named interface definitions for the Node Template.
artifacts	no	list of <a href="#">artifact definitions</a>	An optional list of named artifact definitions for the Node Template.

# Example BP: Golden Blueprint

Activation Blueprint

```
"activate-jython" : {  
  "type" : "component-jython-executor",  
  "interfaces" : {  
    "ComponentJythonExecutor" : {  
      "operations" : {  
        "process" : {  
          "implementation" : {  
            "primary" : "component-script"  
          },  
          "inputs" : {  
            "instance-dependencies" : [ ]  
          },  
          "outputs" : {  
            "response-data" : "",  
            "status" : ""  
          }  
        }  
      }  
    }  
  }  
}
```

Operation Definition Keys	Required	Type	Description
inputs	no	list of <a href="#">property definitions</a>	The optional list of input property definitions available to all defined operations for interface definitions that are within Node or Relationship Type definitions.
	no	list of <a href="#">property assignments</a>	The optional list of input property assignments (i.e., parameters assignments) for interface definitions that are within Node or Relationship Template definitions.
outputs	no	list of <a href="#">property definitions</a>	The optional list of output property definitions available to all defined operations for interface definitions that are within Node or Relationship Type definitions
	no	list of <a href="#">property assignments</a>	The optional list of output property assignments (i.e., parameters assignments) for interface definitions that are within Node or Relationship Template definitions.
implemen tation	no	Operation <a href="#">implementation definition</a>	The optional definition for operation implementations.
policies	no	String[]	An optional list of Policy definition name for the Operation Definition.

A workflow defines an overall action to be taken on the service, hence is an entry-point for the run-time execution of the [CBA Package](#). A workflow also defines **inputs** and **outputs** that will defined the **payload contract** of the **request** and **response**. A workflow can be **composed** of one or multiple **sub-actions** to execute. A CBA package can have as **many workflows** as needed.

**Single action: Directly a component node type will be executed as part of step. DG is not required for this**

```
. . .
"topology_template": {
  "workflows": {
    "resource-assignment": {
      "steps": {
        "resource-assignment": {
          "description": "Resource Assign Workflow",
          "target": "resource-assignment"
        }
      }
    },
    "inputs": {
      "resource-assignment-properties": {
        "description": "Dynamic PropertyDefinition for",
        "required": true,
        "type": "dt-resource-assignment-properties"
      }
    },
    "outputs": {
      "meshed-template": {
        "type": "json",
        "value": {
          "get_attribute": [
            "resource-assignment",
            "assignment-params"
          ]
        }
      }
    }
  }
},
}
```

```
"node_templates": {
  "resource-assignment": {
    "type": "component-resource-resolution",
    "interfaces": {
      "ResourceResolutionComponent": {
        "operations": {
          "process": {
            "inputs": {
              "artifact-prefix-names": [
                "vf-module-1"
              ]
            }
          }
        }
      }
    },
    "artifacts": {
      "vf-module-1-template": {
        "type": "artifact-template-velocity",
        "file": "Templates/vf-module-1-template.vtl"
      },
      "vf-module-1-mapping": {
        "type": "artifact-mapping-resource",
        "file": "Templates/vf-module-1-mapping.json"
      }
    }
  }
},
}
```

# Workflow cont..

**Multiple sub-actions:** When multiple functions has to be executed for a given workflow. As part of step a DG node is executed. DG then execute series of nodes. A DG used as workflow for CDS is composed of multiple execute nodes; each individual execute node refers to an model Component.

```
activation-blueprint.json
{
  "imports": [...],
  "dsl_definitions": {...},
  "topology_template": {
    "inputs": {...},
    "node_templates": {...},
    "relationship_templates": {...},
    "workflows": {
      "resource-assignment": {...},
      "activate": {...},
      "activate-restconf": {...},
      "activate-cli": {...},
      "assign-activate": {
        "inputs": {
          "assign-activate-properties": {
            "required": true,
            "type": "dt-assign-activate-properties"
          }
        },
        "steps": {
          "activate-process": {
            "description": "Resource Assign and Netconf Activation Workflow",
            "target": "assign-activate-process",
            "activities": [
              {
                "call_operation": "CONFIG.AssignActivateProcess"
              }
            ]
          }
        }
      }
    },
    "imperative-test-wf": {...}
  }
}
```

## Note different types

assign-active-process - dg-generic  
resource-assignment - component-resource assign  
activate-jython - component-jython-executor

```
topology_template: {
  inputs: {...},
  node_templates: {
    "resource-assignment-process": {"type": "dg-generic"...},
    "activate-process": {"type": "dg-generic"...},
    "assign-activate-process": {"type": "dg-generic"...},
    "resource-assignment": {"type": "component-resource-resolution"...},
    "resource-assignment-py": {"type": "component-resource-resolution"...},
    "activate-jython": {"type": "component-jython-executor"...},
    "activate-netconf": {"type": "component-netconf-executor"...},
    "activate-restconf": {"type": "component-script-executor"...},
    "activate-cli": {"type": "component-script-executor"...},
    "sample-netconf-device": {"type": "vnf-netconf-device"...}
  }
}
```

## node template usage example

```
topology_template: {
  inputs: {...},
  node_templates: {
    "resource-assignment-process": {"type": "dg-generic"...},
    "activate-process": {"type": "dg-generic"...},
    "assign-activate-process": {
      "type": "dg-generic",
      "properties": {
        "content": {
          "get_artifact": [
            "SELF",
            "dg-assign-activate-process"
          ]
        },
        "dependency-node-templates": [
          "resource-assignment",
          "activate-jython"
        ]
      }
    },
    "artifacts": {
      "dg-assign-activate-process": {
        "type": "artifact-directed-graph",
        "file": "Plans/CONFIG_AssignActivateNetconf_1.0.0.xml"
      }
    }
  }
}
```

## Plans/CONFIG\_ConfigDeploy.xml

```
CONFIG_AssignActivateNetconf_1.0.0.xml
<service-logic
  xmlns='http://www.onap.org/sdnc/svclogic'
  xmlns:xsi='http://www.w3.org/2001/XMLSchema-instance' xsi:schemaLocation='http://www.w3.org/2001/XMLSchema http://www.w3.org/2001/XMLSchema.xsd'>
  <method rpc='ResourceAssignAndActivate' mode='sync'>
    <block atomic='true'>
      <execute plugin='resource-assignment' method='process'>
        <outcome value='failure'>
          <return status='failure'>
            </return>
          </outcome>
        <outcome value='success'>
          <execute plugin='activate-jython' method='process'>
            <outcome value='failure'>
              <return status='failure'>
                </return>
              </outcome>
            <outcome value='success'>
              <return status='success'>
                </return>
            </outcome>
          </execute>
        </outcome>
      </execute>
    </block>
  </method>
</service-logic>
```



# Node Type

/Definitions/node\_types.json

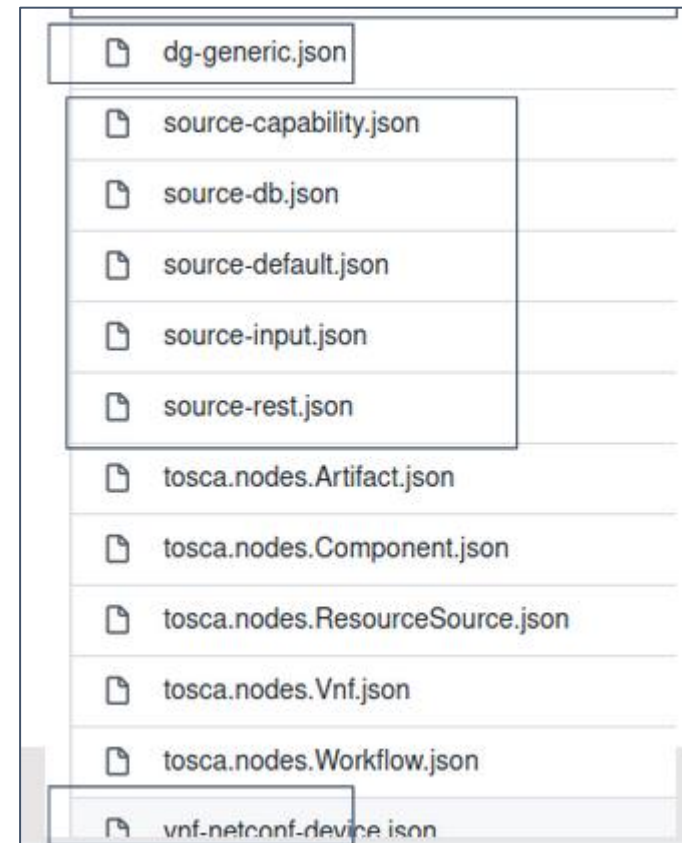
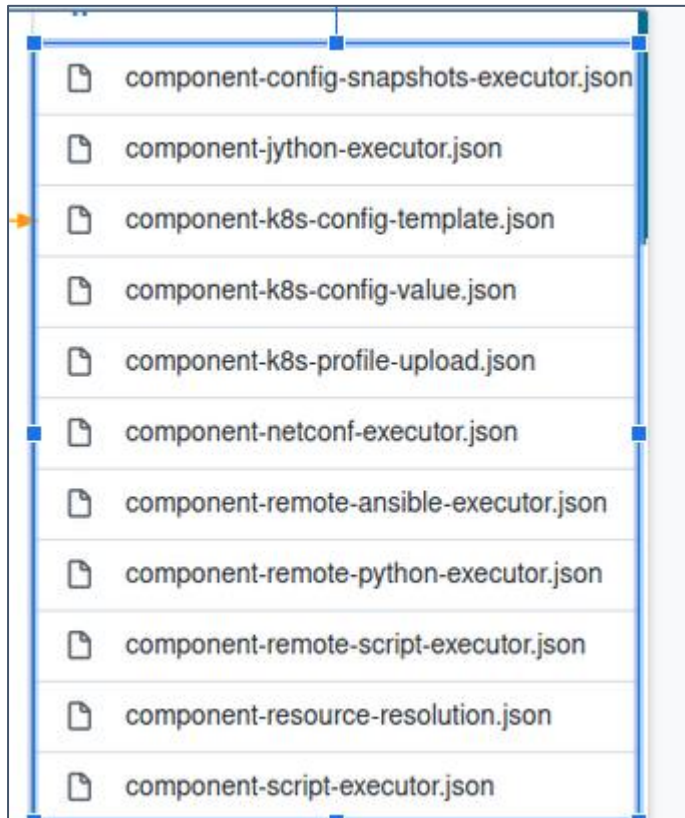
<https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/modelingconcepts/node-type.html#>  
[https://github.com/onap/ccsdk-cds/tree/master/components/model-catalog/definition-type/starter-type/node\\_type](https://github.com/onap/ccsdk-cds/tree/master/components/model-catalog/definition-type/starter-type/node_type)

In CDS, we have mainly two distinct types: components and source. We have some other type as well, listed in the other section.

Component

Source

Other



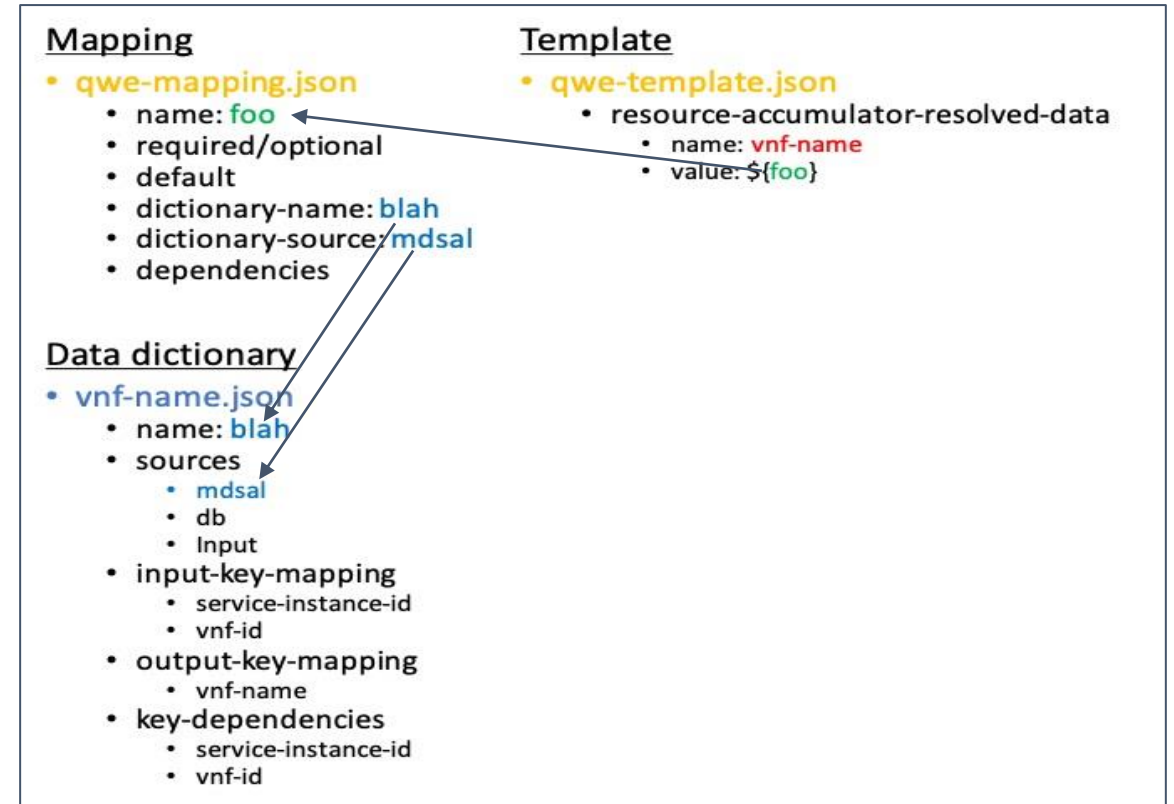


# Node Type - Component - Resource Resolution

Payload while invoking 3rd party API, which has many parameters which needs to be resolved - Resource resolution component is meant for this

```
{
  "ietf-restconf:yang-patch": {
    "patch-id": "patch-1",
    "edit": [
      {
        "edit-id": "edit1",
        "operation": "merge",
        "target": "/",
        "value": {
          "software-upgrade": {
            "upgrade-package": [
              {
                "id": "${target-software-version}",
                "current-status": "INITIALIZED",
                "action": "%actionName%",
                "user-label": "trial software update",
                "uri": "sftp://127.0.0.1/test_software_2.img",
                "software-version": "${target-software-version}",
                "user": "test_user",
                "password": "test_password"
              }
            ]
          }
        }
      }
    ]
  }
}
```

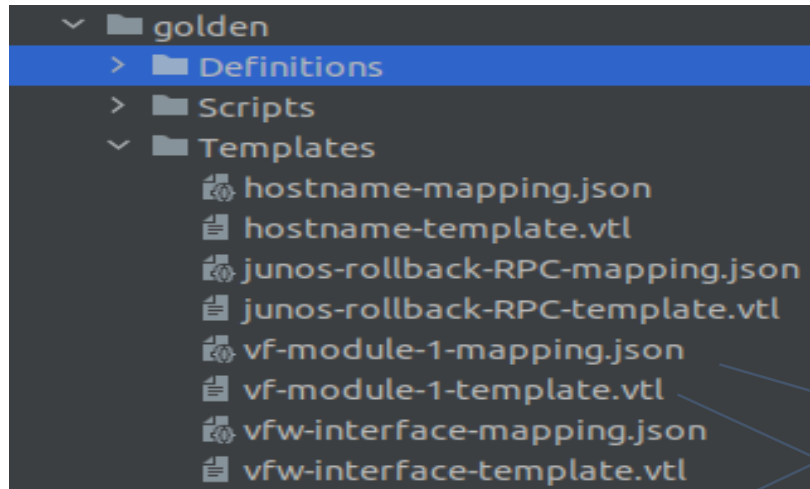
Example showing link between all Artifacts used for resource resolution



# Node Type - Component - Resource Resolution

## Resource Resolution Component Usage Example

Node template referring to Template & Mapping for resource resolution



Only required for resource resolution

```
"node_templates" : {
  "resource-assignment" : {
    "type" : "component-resource-resolution",
    "interfaces" : {
      "ResourceResolutionComponent" : {
        "operations" : {
          "process" : {
            "inputs" : {
              "artifact-prefix-names" : [ "vf-module-1" ]
            }
          }
        }
      }
    },
    "artifacts" : {
      "vf-module-1-template" : {
        "type" : "artifact-template-velocity",
        "file" : "Templates/vf-module-1-templat
      },
      "vf-module-1-mapping" : {
        "type" : "artifact-mapping-resource",
        "file" : "Templates/vf-module-1-mapping.json"
      }
    }
  }
}
```

# Resource Resolution: Data Dictionary

/Definitions/resources\_definition\_types.json

<https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/modelingconcepts/data-dictionary.html>  
<https://wiki.onap.org/display/DW/User+Guide#DD-10035809>  
Example: [https://gerrit.onap.org/r/gitweb?p=ccsdk/cds.git;a=blob;f=components/model-catalog/blueprint-model/test-blueprint/golden/Definitions/resources\\_definition\\_types.json;h=475d8641a87b781ffa65bca7e45191cc83455908;hb=refs/heads/istanbul](https://gerrit.onap.org/r/gitweb?p=ccsdk/cds.git;a=blob;f=components/model-catalog/blueprint-model/test-blueprint/golden/Definitions/resources_definition_types.json;h=475d8641a87b781ffa65bca7e45191cc83455908;hb=refs/heads/istanbul)

**What:** A data dictionary models how a specific resource can be resolved. It is used for resource resolution by resource resolution component

**Why:** The main goal of data dictionary is to define **re-usable entity** that could be shared.

**Note:**

1. After Enrichment required Data Dictionary added to definitions/ resources\_definition\_types.json
2. Creation of data dictionaries is a standalone activity, separated from the blueprint design. Some starter pack of dictionary comes with CDS. Also CDS provide API to add/delete new/existing.

**Also can be added via CDS UI**

## Supported Data Dictionary Sources

Bellow are examples of data dictionary

[input](#) [default](#) [rest](#) [db](#) [capability](#) [complex type](#)

## Available/Starter Data Dictionary

master	ccsdk-cds / components / model-catalog / resource-dictionary / starter-dictionary
Grzegorz Wielgosinski Add missing k8s-rb-instance-release-name.json	
..	
active-streams.json	add group notation to resource dictionary
address.json	add group notation to resource dictionary
aic-cloud-region.json	Update Data Definitions
aic_cli.json	add group notation to resource dictionary

## API to manage Data Dictionary

**Resource dictionary** Interaction with stored dictionaries

**POST** /api/v1/dictionary Save a resource dictionary

**POST** /api/v1/dictionary/by-names Search for a resource dictionary

**POST** /api/v1/dictionary/definition Save a resource dictionary

**GET** /api/v1/dictionary/resource\_dictionary\_group Retrieve a resource dictionary

## Usage Example

vf-module-label data dictionary

```
{
  "name": "vf-module-label",
  "tags": "vf-module-label",
  "updated-by": "adetalhouet",
  "property": {
    "description": "vf-module-label",
    "type": "string"
  },
  "sources": {
    "primary-db": {
      "type": "source-primary-db",
      "properties": {
        "type": "SQL",
        "query": "select sdncctl.VF_MODULE_MODEL.vf_module_label as vf_module_label from sdncctl.VF_MODULE_MODEL where sdncctl.VF_MODULE_MODEL.customization_uuid=:customizationid",
        "input-key-mapping": {
          "customizationid": "vf-module-model-customization-uuid"
        },
        "output-key-mapping": {
          "vf-module-label": "vf_module_label"
        },
        "key-dependencies": [ "vf-module-model-customization-uuid" ]
      }
    }
  }
}
```

Data Dictionary to resolve **vf-module-label** by obtaining value from DB

Input-key-mapping to **rename** input variable  
Also input variable obtained by resource resolution defined in dictionary for Vf-module-model-customization-uuid

Output-key-mapping to **rename** output variable

one data dictionary resource dependent on other, would result in dependent resolution first.

# Node Type - Component - Script Executor

## component-script-executor:

Used to **execute** a script to perform **NETCONF**, **RESTCONF**, **SSH commands** etc. from within the runtime container of CDS

Two type of scripts are supported:

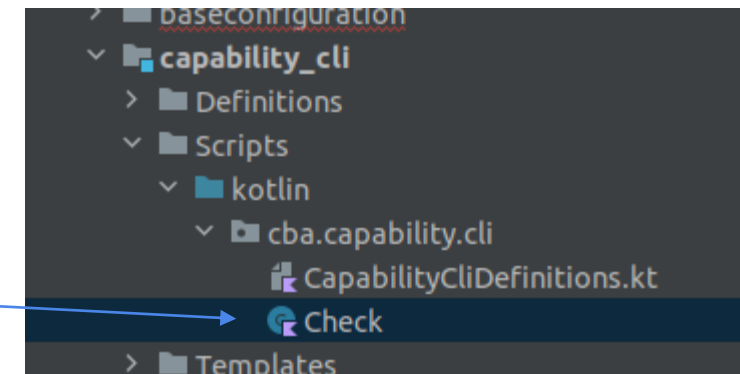
- **Kotlin**: offer a way more integrated scripting framework.
- **Python**: uses Jython for python script execution

The script-class-reference field need to reference

- for kotlin: the package name up to the class. e.g. com.example.Bob
- for python: it has to be the path from the Scripts folder, e.g. Scripts/python/Bob.py

```
capability-cli-blueprint.json
27 }
28 ],
29 "topology_template": {
30   "workflows": {
31     "check": {
32       "steps": {
33         "activate-process": {
34           "description": "Check CLI",
35           "target": "check",
36           "activities": [
37             {
38               "call_operation": "ComponentScriptExecutor.process"
39             }
40           ]
41         }
42       },
43       "inputs": {...}
44     }
45   }
46 }
```

```
"node_templates": {
  "check": {
    "type": "component-script-executor",
    "interfaces": {
      "ComponentScriptExecutor": {
        "operations": {
          "process": {
            "implementation": {
              "primary": "component-script",
              "timeout": 180,
              "operation_host": "SELF"
            },
            "inputs": {
              "script-type": "kotlin",
              "script-class-reference": "cba.capability.cli.Check"
            },
            "outputs": {
              "response-data": "",
              "status": "success"
            }
          }
        }
      }
    },
    "artifacts": {
      "command-template": {
        "type": "artifact-template-velocity",
        "file": "Templates/check-command-template.vtl"
      }
    }
  }
}
```



# Script Executor - Script

```
open class HelloWorld : AbstractScriptComponentFunction() {
    private val log = LoggerFactory.getLogger(HelloWorld::class.java)!!

    override fun getName(): String {
        return "HelloWorld"
    }

    override suspend fun processNB(executionRequest: ExecutionServiceInput) {
        log.info("executing hello world script ")
        val url = getDynamicProperties("url").asText()
        log.info("url : $url")
        val RestInfo: String = "{\n" +
            "  \"type\" : \"basic-auth\",\n" +
            "  \"url\" : \"$url\",\n" +
            "  \"username\" : \"username\",\n" +
            "  \"password\" : \"password\"\n" +
            "}"
        val mapper = ObjectMapper()
        val jsonRestInfo: JsonNode = mapper.readTree(RestInfo)
        val web_client_service = BlueprintDependencyService.restClientService(jsonRestInfo)
        val headers = mutableMapOf<String, String>()
        headers["Content-Type"] = "application/json"
        val mountPayload = storedContentFromResolvedArtifactNB("testkey", "Test")
        log.info("mountPayload : $mountPayload")
        val response = web_client_service.exchangeResource("POST", "/test", mountPayload, headers)
        setAttribute("response-data", "Success".asJsonPrimitive())
    }

    override suspend fun recoverNB(runtimeException: RuntimeException, executionRequest: ExecutionServiceInput) {
        log.info("Executing Recovery")
        addError("${runtimeException.message}")
    }
}
```

## Script needs to

1. Extend `AbstractScriptComponentFunction`
2. Implement `processNB` & `recoverNB`
3. Use CDS provided libraries to get input, do connections, resolve resource, get resolved resources, error handling etc.

Steps: Installation, Blueprint Design to Distribution



# Prerequisite: Installation - Local setup

<https://wiki.onap.org/display/DW/Running+Blueprints+Processor+Microservice+Locally>

1. Checkout the code from gerrit : <https://gerrit.onap.org/r/#/admin/projects/ccsdk/cds>
2. Build the checked out cds repository by running cmd: `mvn clean install -Pq`  
Requirement: <https://wiki.onap.org/display/DW/Setting+Up+Your+Development+Environment>

## Start Backend

1. To Build docker images of backend:
  - a. From the CDS home directory (where the code was checked out), navigate to the module: `cd ms/blueprintsprocessor/application/`
  - b. Build docker image using the Maven profile called Docker:  
`“mvn clean install -Pdocker -Ddocker.skip.push=true”`
1. To Start backend docker containers using docker compose
  - a. Navigate to the docker compose file in the application module:  
`“cd ~/cds/ms/blueprintsprocessor/application/src/main/dc/”`
  - a. Edit docker-compose file(comment command-executor and py-executor-default services) and start containers using `“docker-compose up -d”` command

# Prerequisite: Installation - Local setup

## Front end:

### UI

1. Navigate to cds-ui folder: `cd ~/cds/cds-ui/designer-client`
2. download all the dependencies using cmd: `npm install`
3. Run cds-ui using cmd: `npm start`
4. If you encounter an error regarding node-sass module not found, then download sass module using cmd: `npm install sass` and run UI again.

### Server:

1. Navigate to cds-ui folder: `cd ~/cds/cds-ui/server`.
2. download all the dependencies using cmd: `npm install`
3. Run using cmd: `npm start`

**Note:** For local installation, if you encounter connection refused between UI-Server and Blueprint Processor, you would need to find and change port from 8080 to 8000 in:  
`/server/src/config/app-config.ts` & `/server/dist/src/config/app-config.js`

# Prerequisite: Installation - Other Options

Start Backend with IDE : <https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/userguides/developer-guide/running-bp-processor-in-ide.html>

CDS UI via docker-compose

<https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/userguides/developer-guide/running-cds-ui-locally.html>

Directory to be corrected  
and should match docker-  
compose

OOM based Installation

<https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/userguides/installation.html>

```
mkdir -p -m 755 /opt/app/onap/blueprints/archive
mkdir -p -m 755 /opt/app/onap/blueprints/deploy
mkdir -p -m 755 /opt/app/onap/scripts
sudo chown -R $(id -u):$(id -g) /opt/app/onap/
```

Command Executor Running Locally

<https://wiki.onap.org/display/DW/Running+Command+Executor+Locally>

## Troubelshooting

Swagger: <https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/downloads/444e8f98bca7be17408b03b51550cba9/cds-bp-processor-api-swagger.json>

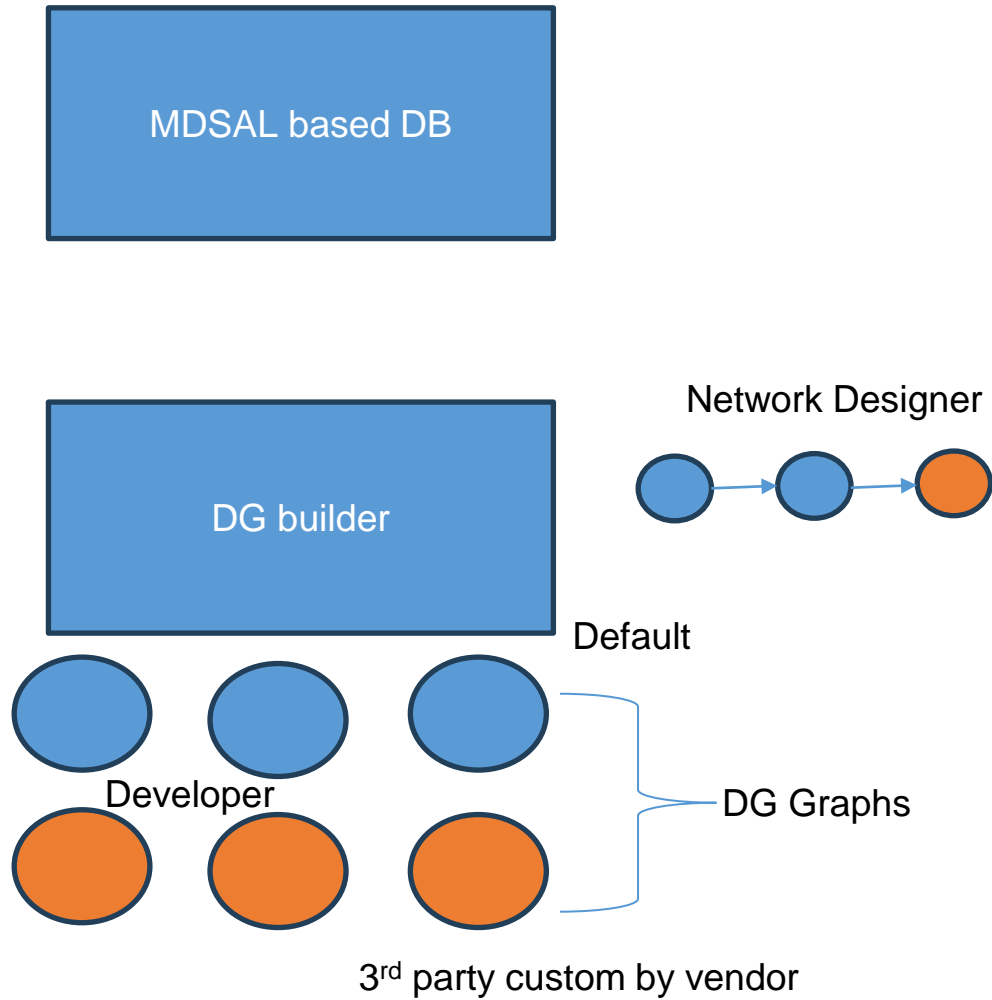
Postman: [https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/downloads/2566f0533cf2df155d7a513590db4d5/bp-processor.postman\\_collection.json](https://docs.onap.org/projects/onap-ccsdk-cds/en/latest/downloads/2566f0533cf2df155d7a513590db4d5/bp-processor.postman_collection.json)

Check CDS Blueprint Processor Logs:

```
kubectl -n onap get pods | grep blueprints-processor | grep Running | cut -f1 -d" " | xargs -i kubectl -n onap logs
```

```
kubectl -n onap get pods | grep blueprints-processor | grep Running | cut -f1 -d" " | xargs -i kubectl -n onap logs {} -f
```

## SDNC



# SDNC vs CDS

Comparison Point	SDNC	CDS
Controller Implementation	via DGs (written using Graphical tool: DGBuilder) <b>Codeless Development Approach</b>	via Models (created using CDS UI (except scripts)) <b>Model Driven Self Service Approach</b>
Implementation includes	<ol style="list-style-type: none"> <li>1. DG</li> <li>2. Template</li> </ol>	<ol style="list-style-type: none"> <li>1. DG</li> <li>2. Template</li> <li>3. Script</li> <li>4. Data Dictionary</li> </ol>
Purpose of DG	complete controller/service logic	For controller workflow orchestration
Resource Resolution	as part of DG	via <b>re-usable</b> Data Dictionary
Service specific Custom Logic (command execution, Restconf/Netconf based configuration, Ansible configuration etc.)	to be written in DGs	to be written in script (python/kotlin)
Input/Output Modelling	Input: Flexible key:value pair which are not modelled Output: Velocity/Jinja Templates	Input: Modelled Input, Not limited to key(string):value(string)
Re-Usable building blocks for usecases	<ol style="list-style-type: none"> <li>1. Re-usable Plugins &amp; adapters for DG</li> </ol>	<ol style="list-style-type: none"> <li>1. Re-usable Data dictionary</li> <li>2. Re-usable capability components/functions</li> <li>3. Re-usable libraries for scripts</li> </ol>

# SDNC vs CDS

Comparison Point	SDNC	CDS
<b>Controller Programmability</b> New Service addition at runtime	Possible by adding/modifying DGs (Limitation: Provided resources defined in generic-resource-api is sufficient for new use case)	Possible by creating Blueprint (Even new resource type will have no impact)
Dependency on ODL	SDNC is based on ODL. it is required to upgrade the ODL version for every release.	CDS is not dependent on ODL
<b>Complex logic implementation</b>	Difficult in DG as DG functionalities are limited (Example: Multi Threading)	In Scripts it's possible
<b>Initial learning curve</b>	Medium (only understanding of DG is needed)	High 1. User needs to learn usage of all re-usable entities. (CDS system is little complex and involved much more logic, though CDS UI tries to hide many technical details from users.)
<b>Debugging and maintenance</b>	Only log based troubleshooting is possible, DGs can be run in debug mode Once size of DG grows, its difficult to maintain	Scripts can be debugged and maintained.

**Note:** For simple logics it's easier to use DG, but if use case demands for complex logics CDS seems to be a better choice. Also the skill set of user is important to decide which controller to use, usually OAM engineers are much aware and comfortable with scripting, compared to DG.

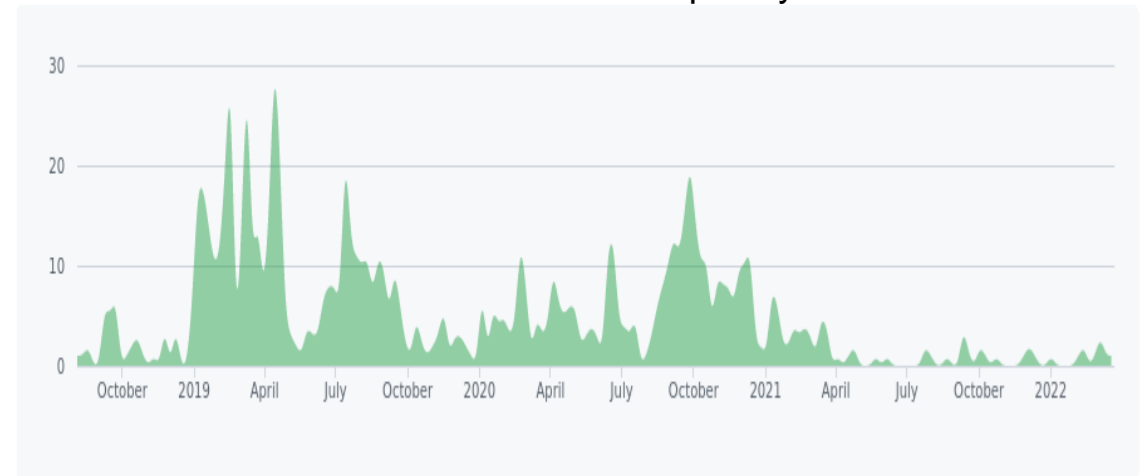


# Code/Contribution Overview

<https://github.com/onap/ccsdk-cds>

Language	files	blank	comment	code
JSON	415	103	0	81011
Kotlin	656	10656	13969	56641
TypeScript	363	3098	5568	15536
CSS	22	197	446	5530
Maven	69	403	1235	4871
HTML	75	288	1355	4704
Python	69	948	1191	4154
SVG	59	0	55	1805
XML	73	124	617	1753
YAML	40	38	118	1627
reStructuredText	38	1574	3640	1569
Sass	30	139	22	1399
Java	28	390	612	1332
Markdown	22	209	0	699
Protocol Buffers	4	29	25	185
SQL	2	13	34	159
INI	6	6	0	117
JavaScript	7	17	57	116
Bourne Shell	4	26	35	101
Dockerfile	6	52	34	100
Groovy	1	4	22	15
SUM:	1989	18314	29035	183424

Code Contribution Frequency



CDS backend is written in KOTLIN & UI is in Angular

## Contributing Organization

CDS was started by AT&T, Bell Canada, Ericsson, IBM had an active participation.

Currently T-Mobile ([Marek Szwałkiewicz](#)) is holding meetings, contributions are limited to maintenance.

# Thank You