

FACILITY FOR LARGE-SCALE ADAPTIVE MEDIA EXPERIMENTATION

Full stack DevOps toolchains accelerating ideas from the desktop to city testbeds

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FLAME's DevOps Pipeline

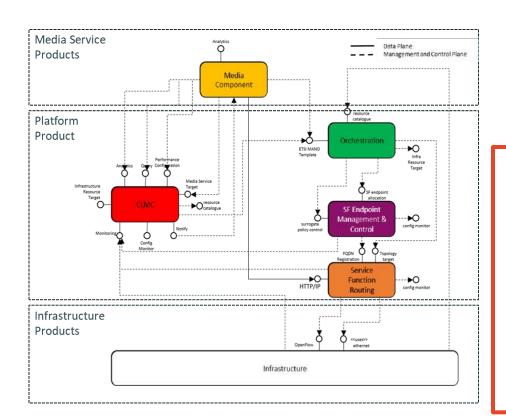


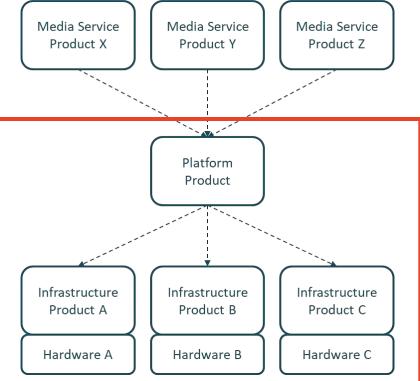
- Verification, validation and evaluation of novel full stack 5G systems with users is challenging
 - infrastructure, platform, services have complex interdependencies
 - all require significant resources to be fully operational
 - trials with users have specific non-technical requirements (logistics, GDPR)
- FLAME provides a set of connected DevOps environments that are designed to:
 - address specific test objectives related to the level of resources available
 - control costs by incrementally increasing levels of realism at each stage
 - allow developers to seamlessly (as possible) transition between environments through platform portability and consistent APIs



Software Artefacts

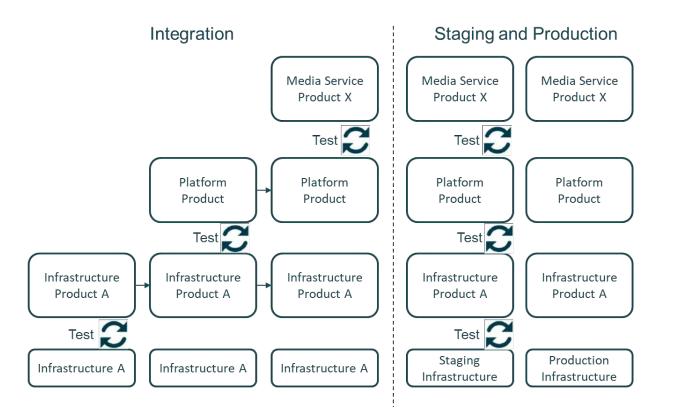






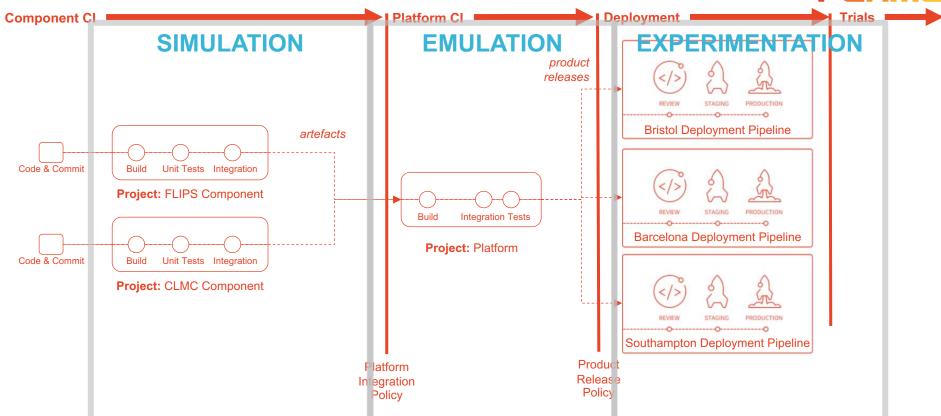
Integration and Release





Platform Integration Pipeline





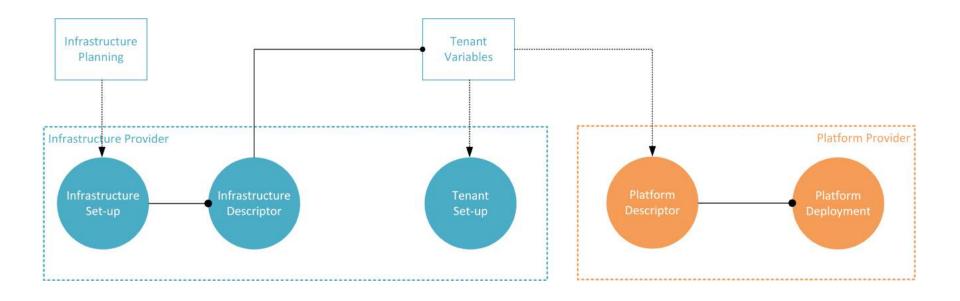
ARDENT: Objectives & Challenges



- Automated platfoRm DEploymeNt Toolchain (ARDENT)
- Automate platform deployment into infrastructure slice
 - Focus on OpenStack
 - Sanity checks (networks, subnets, port security, security groups)
 - Resource quota calculation and configuration
 - Creating NVF resources preparing for platform deployment
 - Deployment of platform using platform descriptor (HEAT)
- Preserve/respect tenancy relationship with infra provider

ARDENT

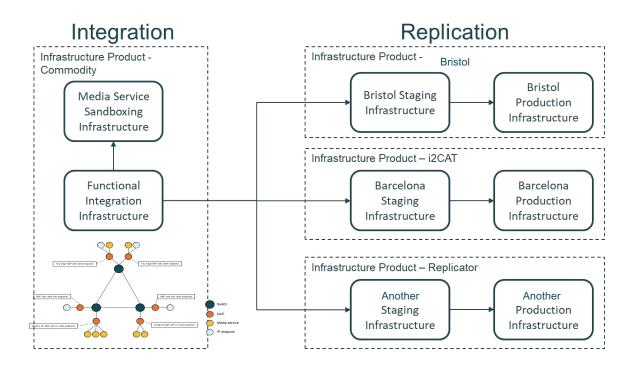




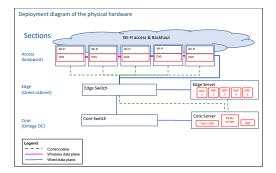
WWW.ICT-FLAME.EU 8

Infrastructures











DevOps Pipeline



Increasing complexity, realism and cost



FLAME-in-a-Box



Replica

Replica with people











Development

Integration

Integration & Experimentation

Testing & Experimentation

1-2 people

Trials

Small trials:

10 people

Tasks

SF development HTTP services Telegraf integration Unit testing SF testing Components:

Tasks:

SF packaging TOSCA validation SFC testing (1 cluster) Components:

FLIPS CLMC

FMS

Tasks:

Tutorial
SFC testing (4 clusters)
Data exploration

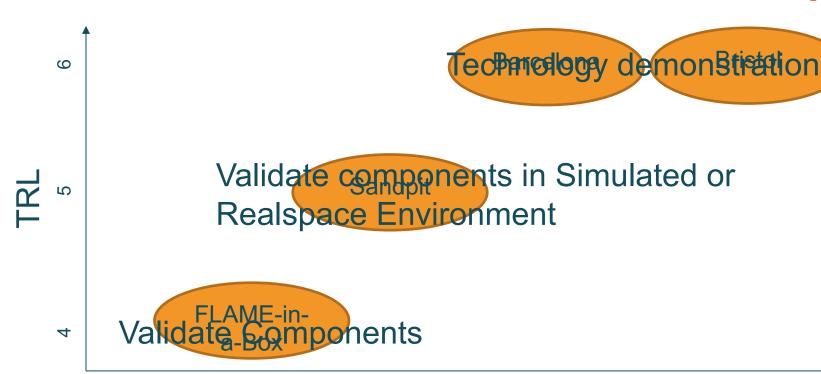
Data exploration Adaptation Remote testing On-site testing:

1-5 hours Large trials: 20 people

1-2 days

Experimentation Workflow

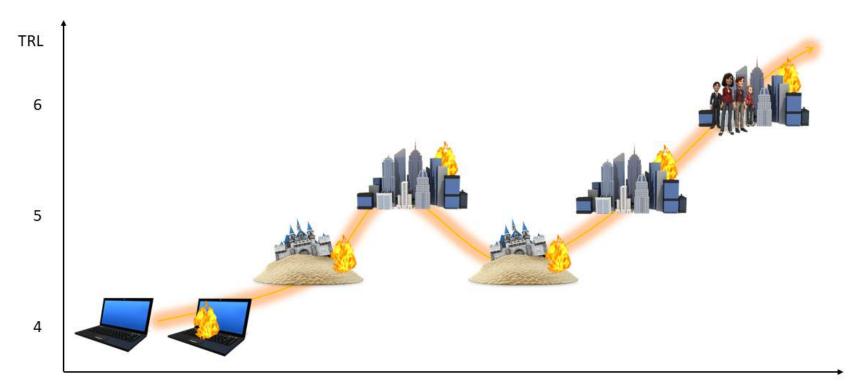




Time

Iteration / Non-linear





Time

DevOps Pipeline



Increasing complexity, realism and cost

Developer machine



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FLAME-in-a-Box



Integration

Components:

FLIPS

Tasks:

SF packaging **TOSCA** validation SFC testing (1 cluster) Sandpit



Integration &

Experimentation

Components:

FLIPS

CLMC **FMS**

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SFC testing (4 clusters) Data exploration Adaptation

Replica



Replica with people



Testing & Experimentation

Remote testing On-site testing: 1-2 people

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FLAME-In-A-Box

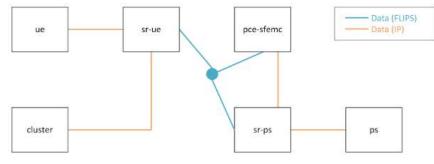


- FLAME-in-a-Box is a virtual appliance that fits on an ordinary modern office laptop
- FLAME-in-a-Box is a VirtualBox-base mini-FLAME platform which allows for testing of:
 - SFC orchestration templates
 - SF provisioning
 - Basic communication tests of deployed SFEs
- All instances that come as a single OVA and can run on a normal laptop 4 cores and 8GB of RAM.

FLAME-In-A-Box – Topology



- a UE (user equipment node) for the test or client software;
- a "cluster" where packaged service functions are deployed;
- the "sr-ue" which is a service router connecting the ue, cluster and pce-sfemc;
- the "pce-sfemc" node (path computation element and service function endpoint management and control services) which also includes the FLAME orchestrator;
- another service router ("sr-ps"); and
- a "ps" instance for platform services such as DHCP, IP gateway and DNS.



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FLAME Sandpit

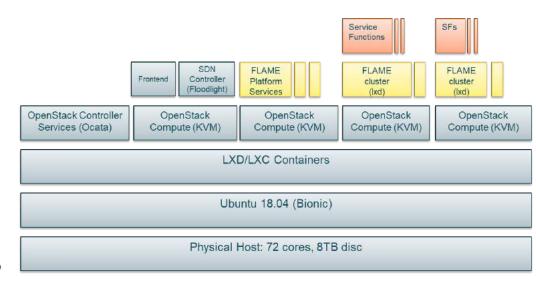


- The Sandpit supports integration testing, functional testing and experimentation of control scenarios
- Uses a combination of containers and virtual machines to emulate a deployment of the FLAME platform in a physical infrastructure
- In contrast to FLAME-in-a-Box
 - provides FLAME's cross-layer management and control (CLMC)
 - provides sufficient resources for service functions to execute and tested
- Includes "emulated UE" nodes which allow experimenters to install their test clients on the user-equipment (UE) nodes

FLAME Sandpit Architecture



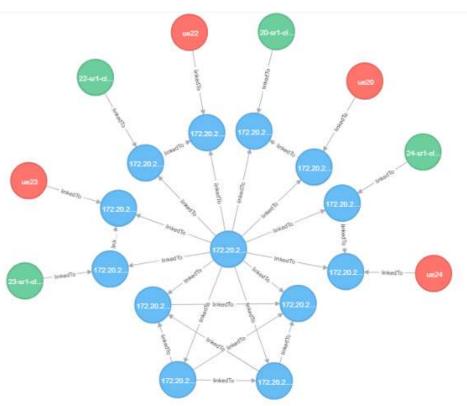
- The physical infrastructure is a single machine with 72 cores and 8TB of disk.
- OpenStack and Floodlight provide management of virtual compute and the SDN fabric
- OpenStack is deployed within LXD/LXC containers
 - the topology of the compute infrastructure and the capacity constraints of each compute to be flexibly configure
- No physical SDN fabric beyond OVS switches deployed as part of the FLAME platform itself



FLAME Sandpit Topology



- The data plane topology of the sandpit with clusters (green), emulated UE (red) and SDN switches (blue)
- Design supports a hierarchical topology of edge and metro data centres with different capacity constraints
- Configuration offers a practical baseline for testing scenarios
 - switches allows different SF routes to be explored including cases of routing loops.
 - The heterogeneity in DC and Edge resources allows SF endpoint management policies to be explored under different resourcing constraints
 - The distribution of UEs allows for demand to be generated from different parts of the network





DevOps Pipeline



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Bristol Replicator Infrastructure



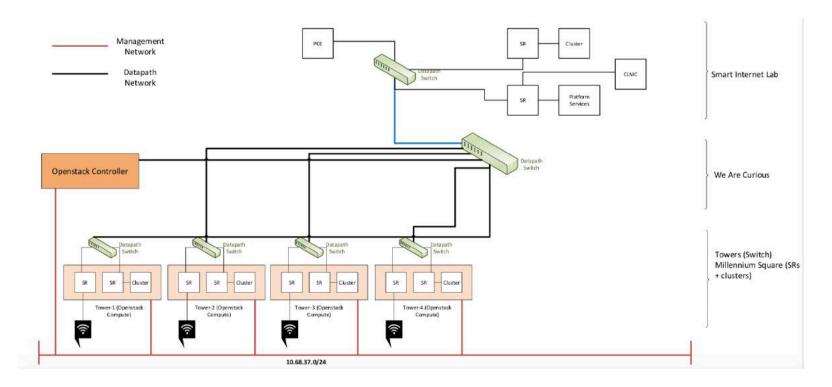
- The purpose of the replicator infrastructures is to support experiments and user trials to explore the acceptance, viability and performance
- Deployed at UoB 5GUK Test
 Network Infrastructure

 Locations of MEC in the four towers, WiFi technology, and actual physical deployment location of the Millennium Square in Bristol



Bristol Replicator – Logical Topology





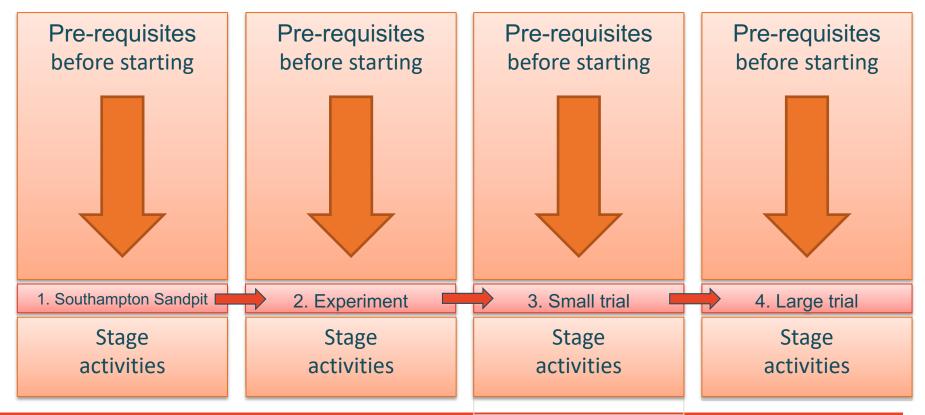
Bristol Replicator Capacity



Resource	Capacity	Availability Constraints
Compute	4 x OpenStack Compute Node with 15 core	These resources are dedicated to
	available.	FLAME.
Storage	4 storage nodes with 900GB	These resources are dedicated to
		FLAME.
Networking	4x EdgeCore SDN switches	These resources are shared across
	4 x Ruckus WiFi access points	projects.

Workflow Stage Checklist





Workflow Stage Checklist



Develop SF (Unit) test SF Integrate with CLMC monitoring Integrate with WHOAMI Test integration

Package SF

Write TOSCA spec Validate TOSCA spec Define triggers

Define objectives
Define test scenario
Define metrics of interest

Agree schedule Agree support

1. Southampton Sandpit

Execute integration tests
Explore monitoring and alerts
Examine data in Chronograf

Urban Hacking



Adjust TOSCA spec Define triggers

Define objectives
Define test scenario
Define metrics of interest

Agree schedule Agree support

2. Experiment

Validate service Validate usability Collect data for reuse Disseminate

Obtain ethical approval (local / EIB)

Register with DPA Sign data sharing agreement

Prepare participant info sheet Prepare consent form

Engage participants

Obtain consent Write data management plan

Prepare mobile devices Adjust TOSCA spec Define triggers

Define objectives
Define test scenario
Define metrics of interest

Agree schedule Agree support

3. Small trial

Execute trial
Observe and record
Debrief in person
Examine data
Disseminate

Publicity
Engage more participants
Obtain consent

Anticipate issues with longer schedule

Prepare for BYOD

Define triggers

Define objectives
Define test scenario
Define metrics of interest

Agree schedule Agree support

4. Large trial

Execute trial
Observe and record
Debrief online
Examine data
Disseminate

Dev-Ops Pipeline



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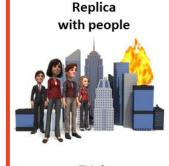




Sandpit



Replica



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Experimentation Scale and Cost



3	Phase 1	Phase 2	Phase 3
scaling	10-50 users	50+ users	1000+ users
outcomes		quantitative evidence to support value propositions. Ecosystem replication proven.	usage and impact.
	First assessment of value & impact for stakeholders; rich-picture evidence of use in the small scale.	Revised scenarios and impact assessment; complete technology set deployed; more focussed,	Full scale urban deployment using replication; large data sets with evidence for demand, acceptance,
maturity levels	Technology selection sub-set; some experimental; lower levels of automation.	Proven technology set, mostly automated and managed at a medium scale.	Full technology set, full automation, at urban scale.
evaluation approach	Qualitative & experimental	Quantita	_{iive} & analytical trial data

GDPR



- Unifies data protection regulations across the EU
 - and in Switzerland
 - and in post-Brexit UK
 - and in countries dealing with EU data
- Comes into effect 25 May 2018
- Fines of up to 4% of annual worldwide turnover or €20m, whichever is greater, may be levied on both controllers and processors who are in breach of GDPR

Rights & Responsibilities Summary (1)

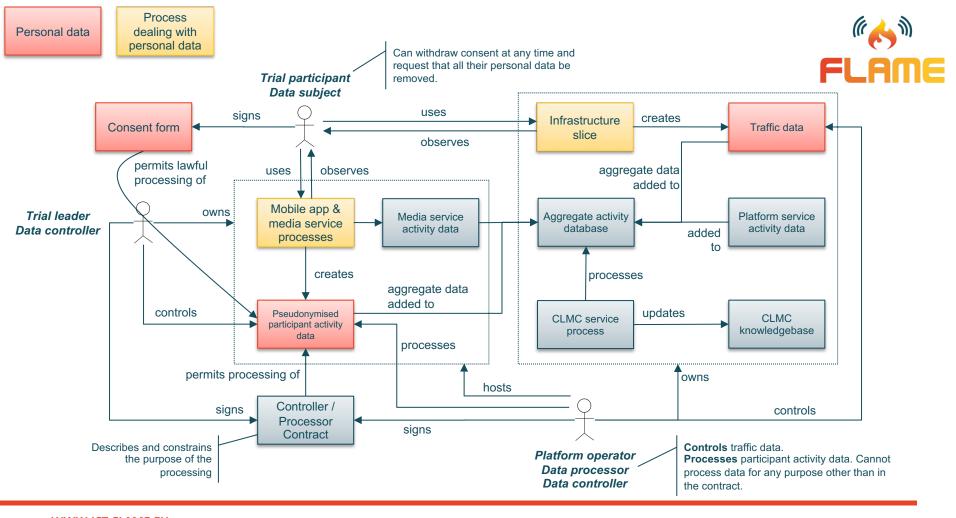


- FLAME will collect personal data from which sensitive data may sometimes be inferred
- Personal data:
 - will only be collected and processed when justified
 - will be pseudonymised as soon as possible
- Each trial will:
 - complete a data protection impact assessment
 - provide a participant information sheet
 - ask for explicit, informed consent for data collection

Rights & Responsibilities Summary (2)



- The platform and media services are:
 - being architected to enable Data Subject's rights
 - such as the right to have data deleted
 - using data protection by design and default principles
- Data Controllers and Processors will:
 - sign a standard contract to govern the data processing
 - keep detailed documentation on data control and processing activities
 - will each appoint a Data Protection Officer and will inform them of the project



Conclusions



- Verification, validation and evaluation of novel full stack 5G systems with users is complex
- FLAME provides a set of connected DevOps environments that are designed to:
 - address specific test objectives related to the level of resources available
 - control costs by incrementally increasing levels of realism at each stage
 - allow developers to seamlessly (as possible) transition between environments
- During the hackathon you'll experience the sandpit and replicator





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THANKS!



