



EU H2020-ICT-2014



# Information modeling and semantic linking for a software workbench for interactive, time critical and self-adaptive cloud applications

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System and network engineering

University of Amsterdam



UNIVERSITEIT  
VAN AMSTERDAM

Wellness Telecom



CARDIFF  
UNIVERSITY



Univerza v Ljubljani



mog  
exceeding media challenges



# Outline



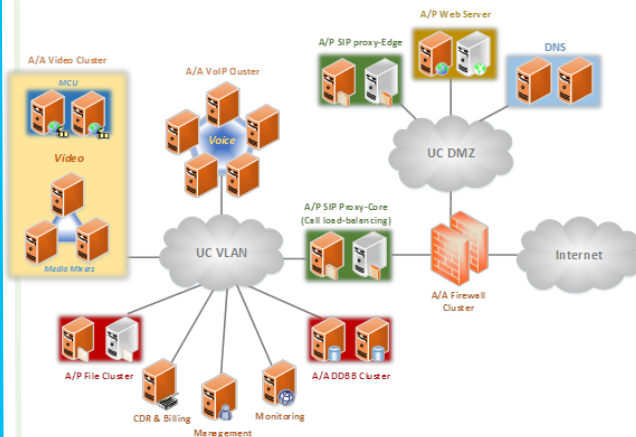
- Problem background
- The SWITCH project
- The semantic linking approach
- Summary



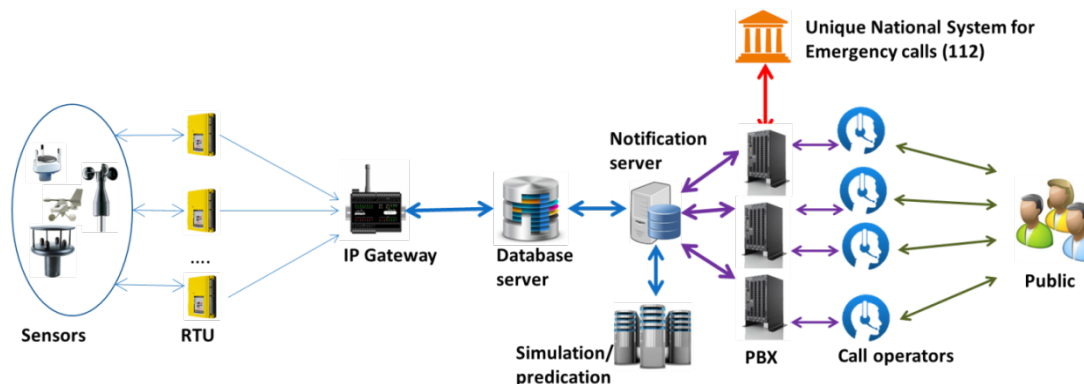
# Time critical cloud applications



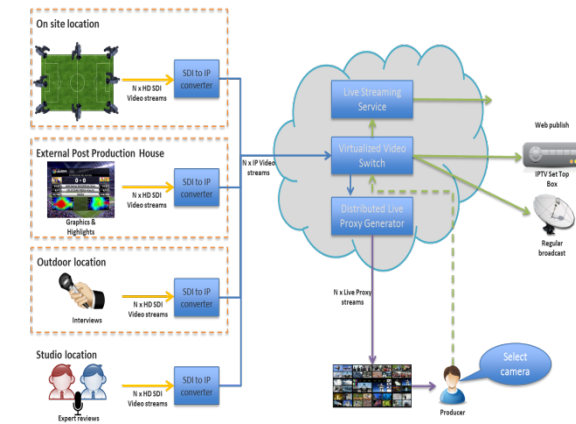
- Have **very high** business potential or social impacts, e.g.,
  - Real-time business collaboration,
  - disaster early warning, and
  - Live event broadcasting;
- Have **very critical** quality requirements for services, e.g.,
  - video quality, system interaction, or data delivery;
- But are **very expensive** in implementation and operation.



1. Real time business communication platform (Wellness telecom, Spain)

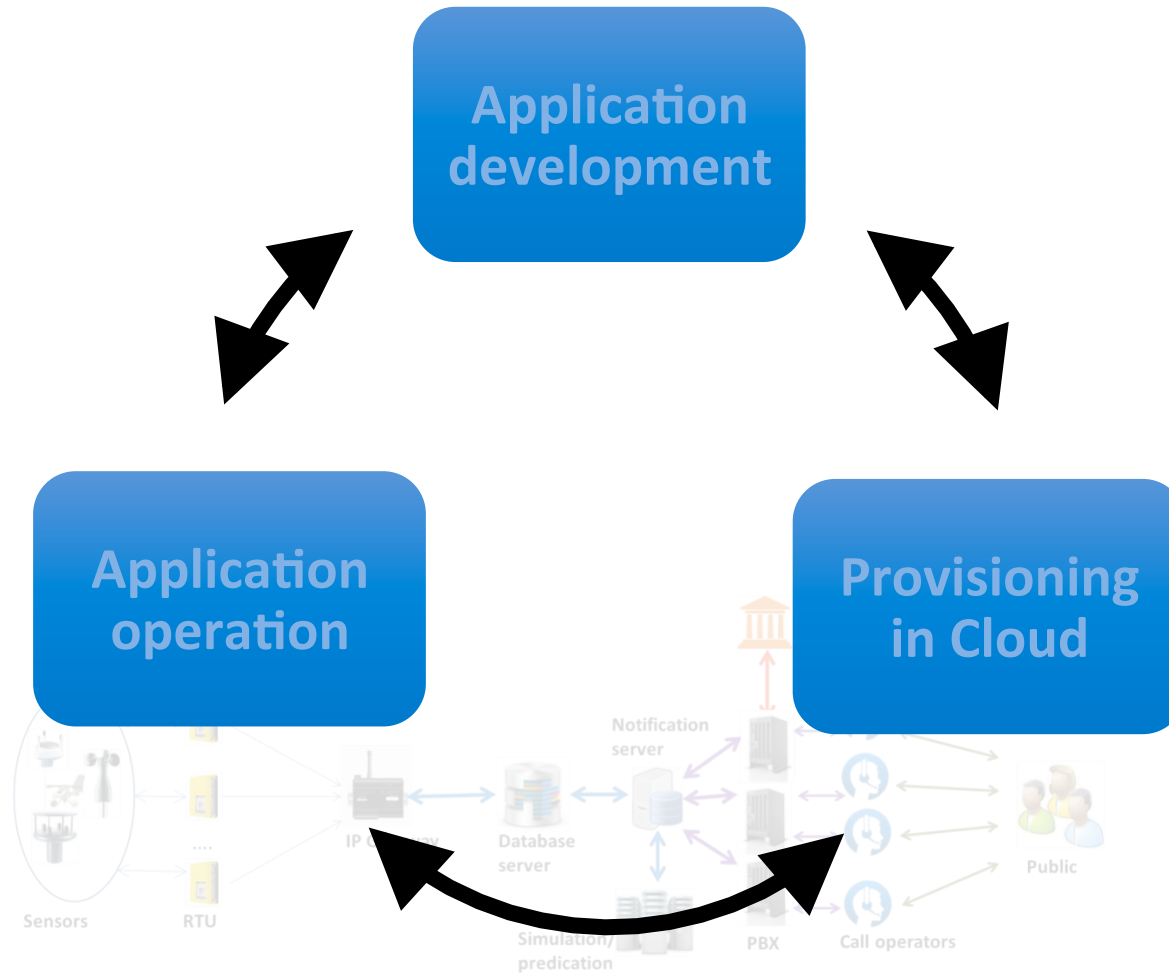


2. The Elastic Disaster Early warning system (BEIA, Romania)



3. Cloud studio for directing and broadcasting live events (MOG, Portugal)

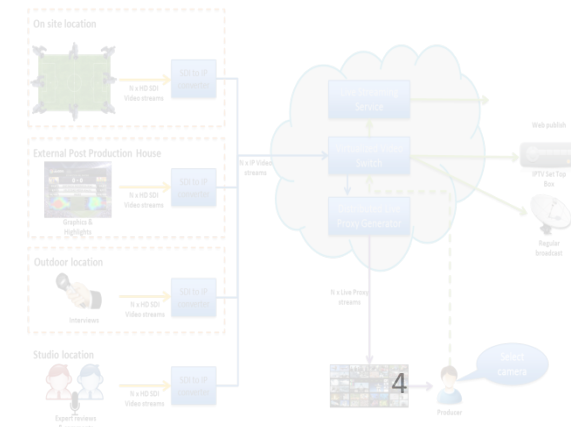
# Difficulties and challenges



1. Real time business communication platform (Wellness telecom, Spain)

2. The Elastic Disaster Earlier warning system (BEIA, Romania)

3. Cloud studio for directing and broadcasting live events (MOG, Portugal)







# Application development challenges

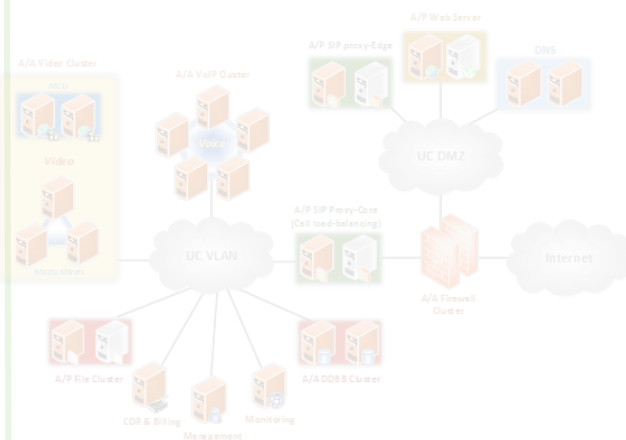


- **System integration** to meet multi-objectives of the performance constraints
- Compose application with estimation of the **system performance and adaptability**:
- Including Cloud **programmability** in the application:

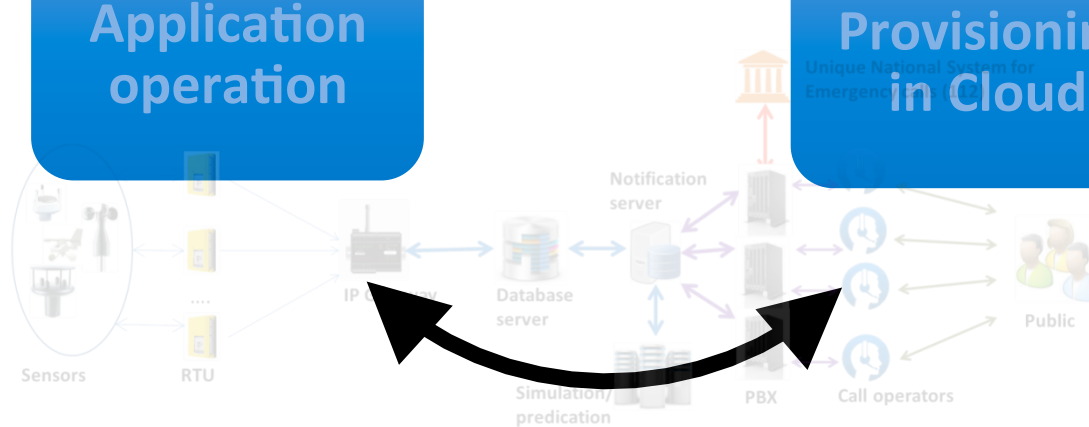
Application  
development

Application  
operation

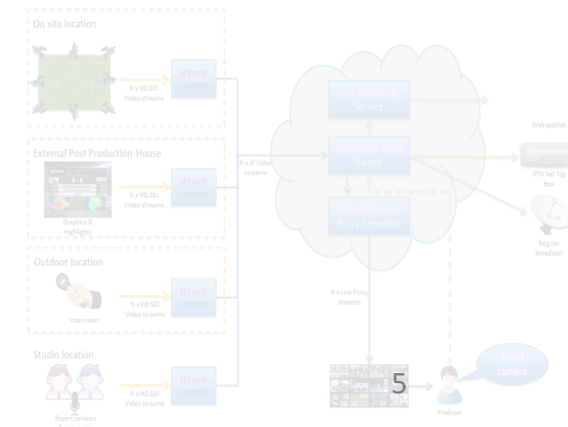
Provisioning  
in Cloud



1. Real time business communication platform (Wellness telecom, Spain)



2. The Elastic Disaster Earlier warning system (BEIA, Romania)



3. Cloud studio for directing and broadcasting live events (MOG, Portugal)



# Provision/Deployment challenges



- **System integration** to meet multi-objectives of the performance constraints
- Compose application with estimation of the **system performance and adaptability**:
- Including Cloud **programmability** in the application:

Application development

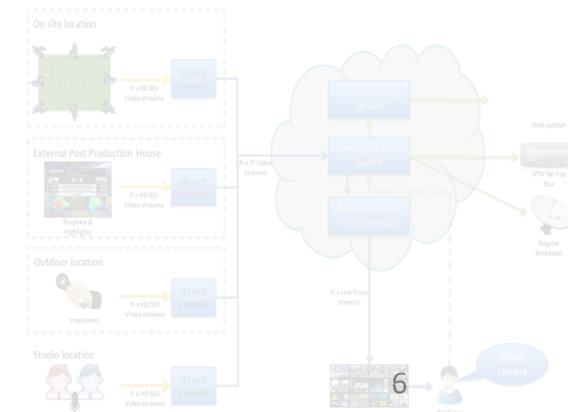
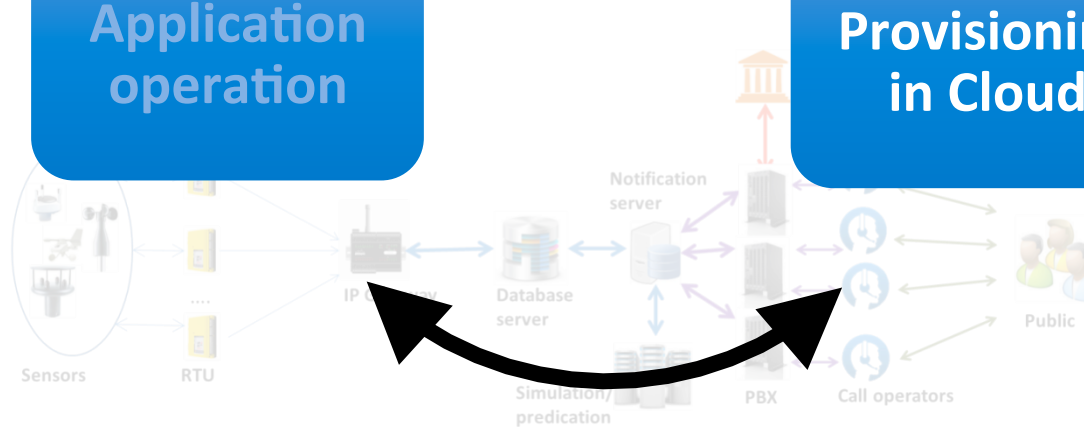
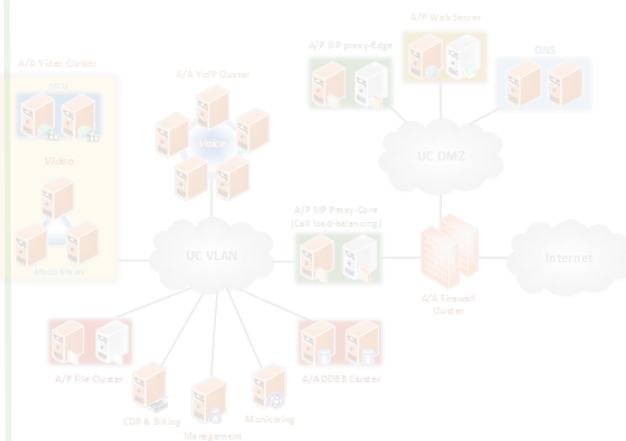
- **Customize virtual infrastructure** for an application to meet constraints for different objectives,

- **Provision runtime infrastructure** on Cloud and

- **Deploy the applications** to cloud

Application operation

Provisioning in Cloud



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# Objectives

- **Addressing the entire lifecycle** of time critical cloud applications by new software workbench (middleware and front end tools)
  - **Improve the development and execution model** of time critical applications in programmable, elastic and virtualized environment.
  - **Improve the productivity of application development** by introducing SWITCH Interactive Development Environment
  - **Improve the deployment and provisioning efficiency** by introducing Distributed Runtime Infrastructure Planner
  - **Improve the QoS/QoE control efficiency** by Autonomous Self-Adaptation Platform
  - **Promote and exploit the SWITCH methods and software** by actively combining technology development and the pilot use case providers.



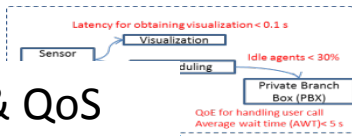
# About the SWITCH project



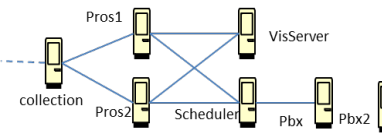
- Between Feb/ 2015 - 2018
- Total budget 2.92 M
- EU H2020 ICT-9
- 6 Partners
- Web: [www.switchproject.eu](http://www.switchproject.eu)



Application & QoS requirements



Formal verification



Abstract infrastructure

## Workbench

- Time critical cloud applications
- Interactive
- Self-adaptive



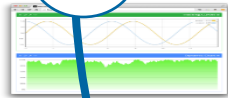
Develop  
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Run time  
control

Provisi  
oning

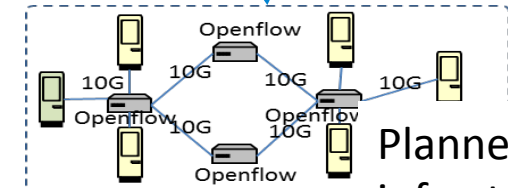


Monitoring, and  
Autonomous system  
adaptation



Vir. Runtime Env.

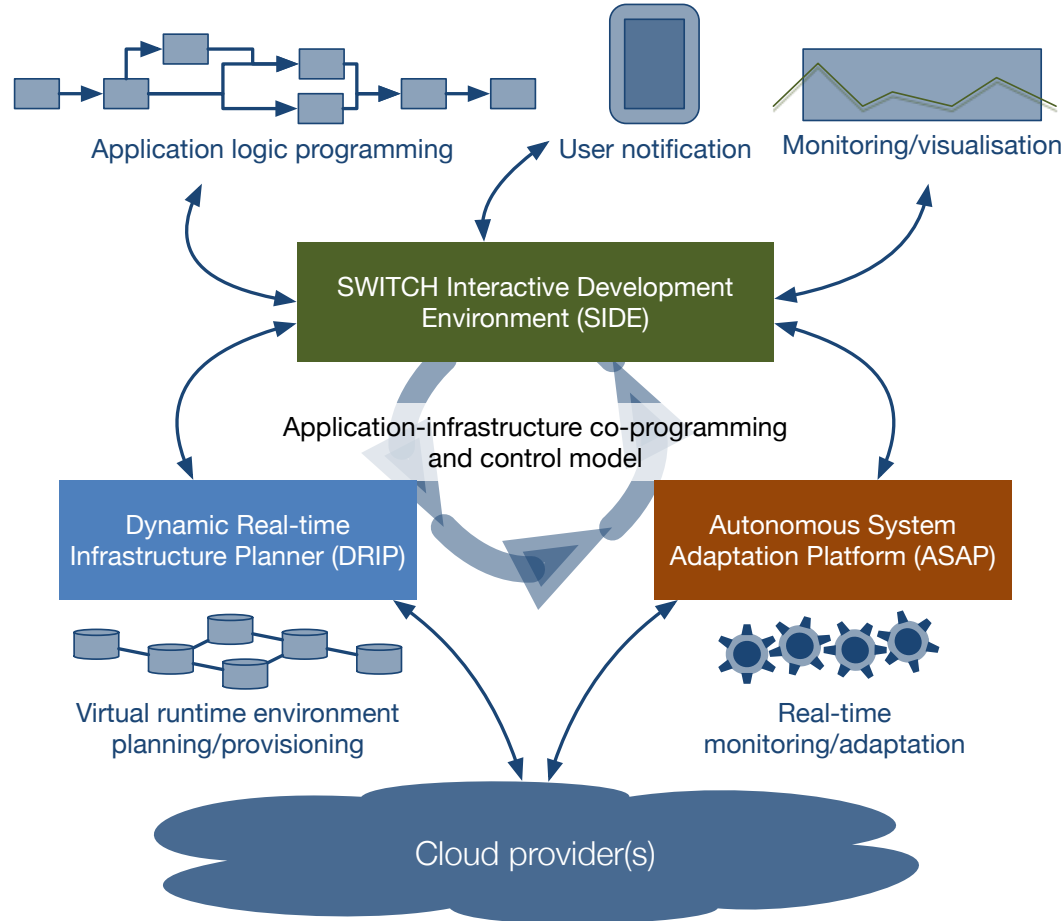
Resource providers



Planned virtual  
infrastructure

SLA

# The SWITCH approach

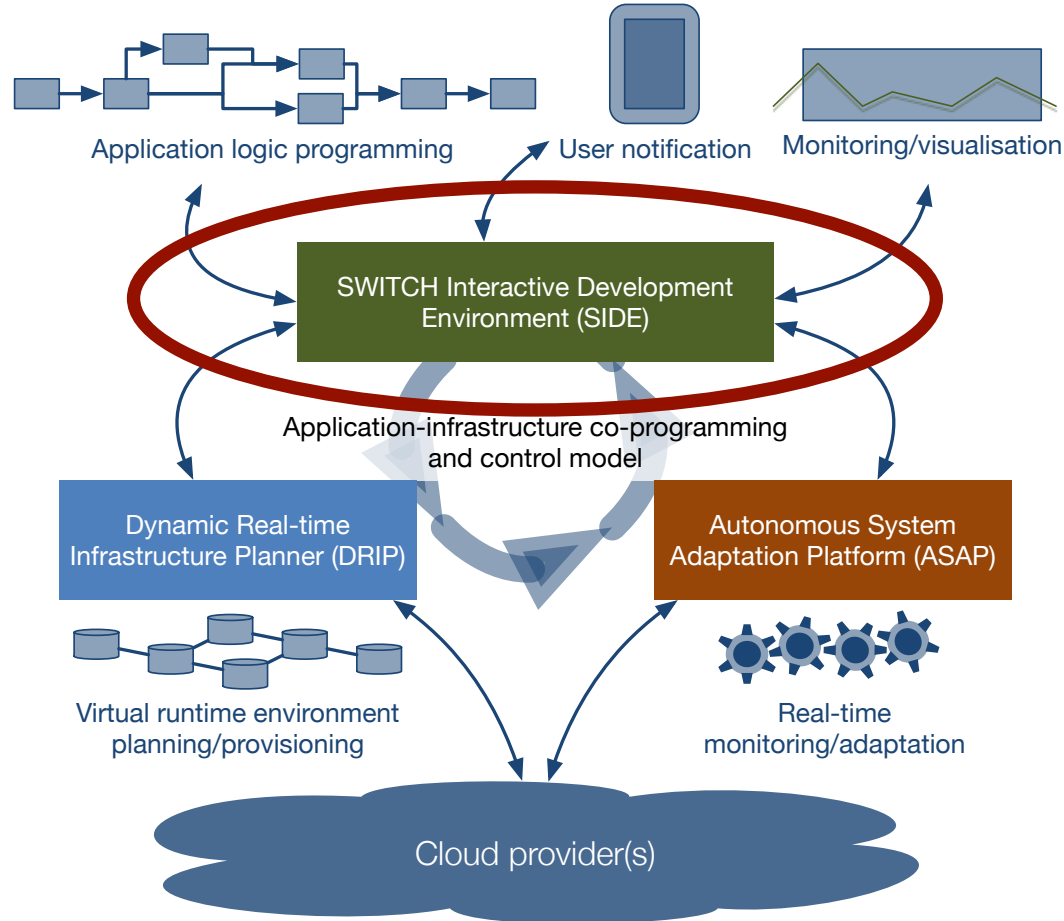


The three subsystems are coordinated according to an **application-infrastructure co-programming and control model**:

- Each stage of the application lifecycle is supported by intelligent decision support provided by the SWITCH **Knowledge Base**.
- The developer is kept in the loop at every point in the lifecycle, to intercede or approve, or simply to observe.



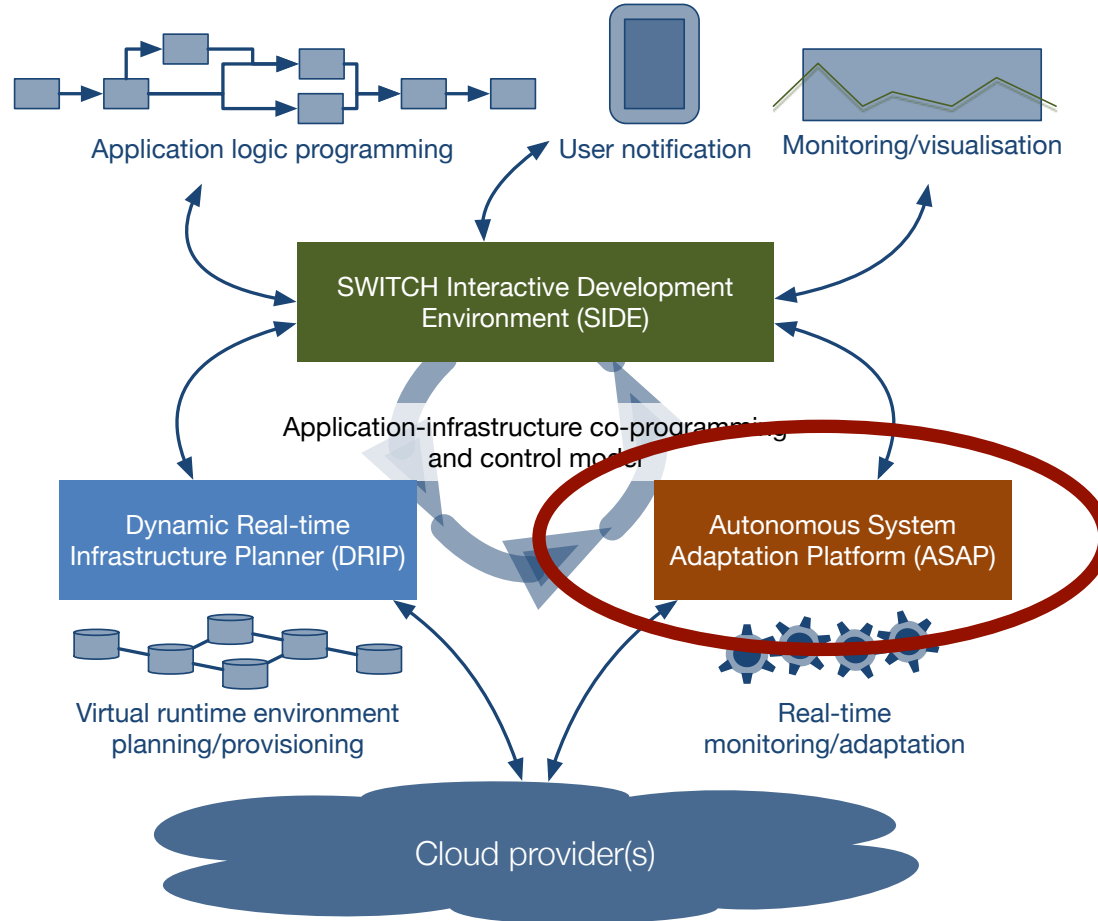
# The SWITCH approach



SWITCH has three core subsystems:

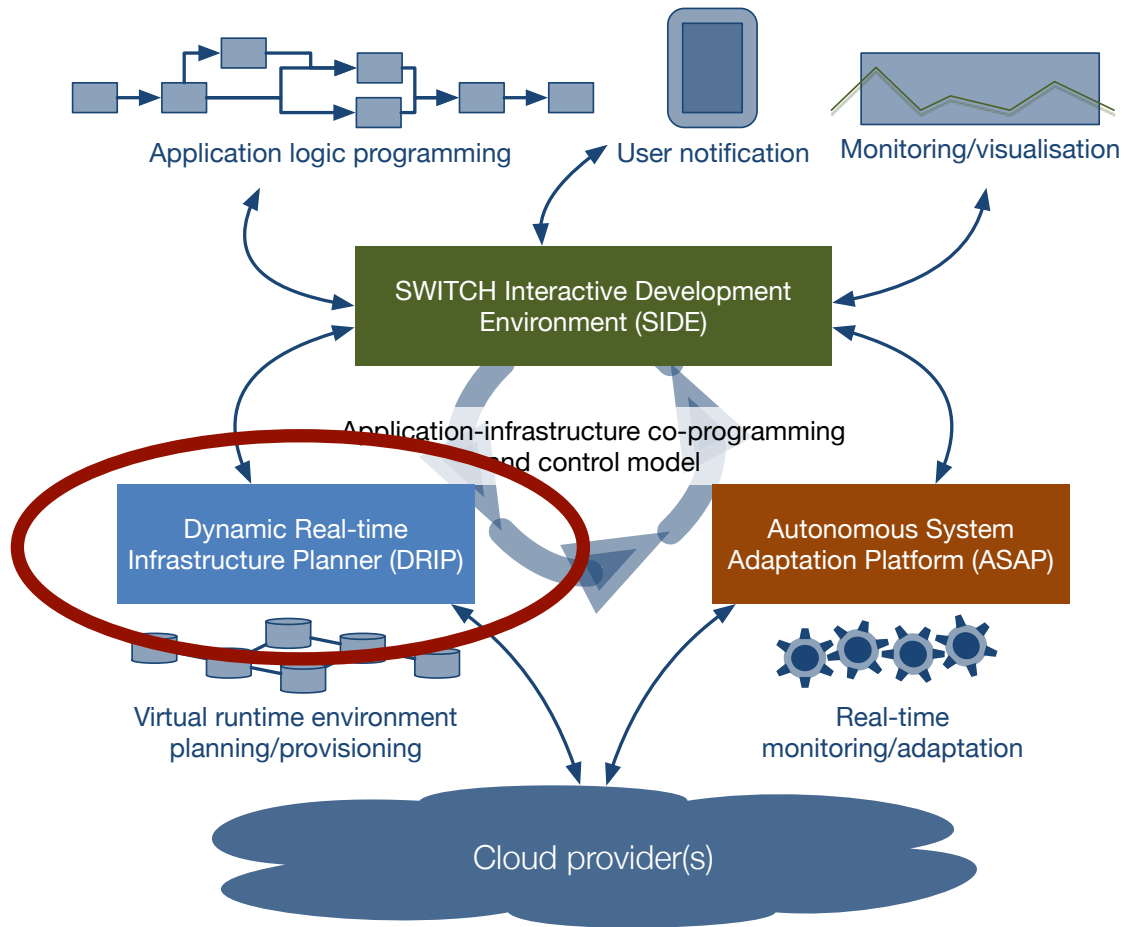
- The **SWITCH interactive development environment (SIDE)** provides the user interface for composing applications and visualising the outputs of the other subsystems.
- The **Dynamic Real-time Infrastructure Planner (DRIP)** constructs infrastructures compatible with applications using available Cloud resources.
- The **Autonomous System Adaptation Platform (ASAP)** monitors applications at runtime and adapts application or infrastructure in response to threats.

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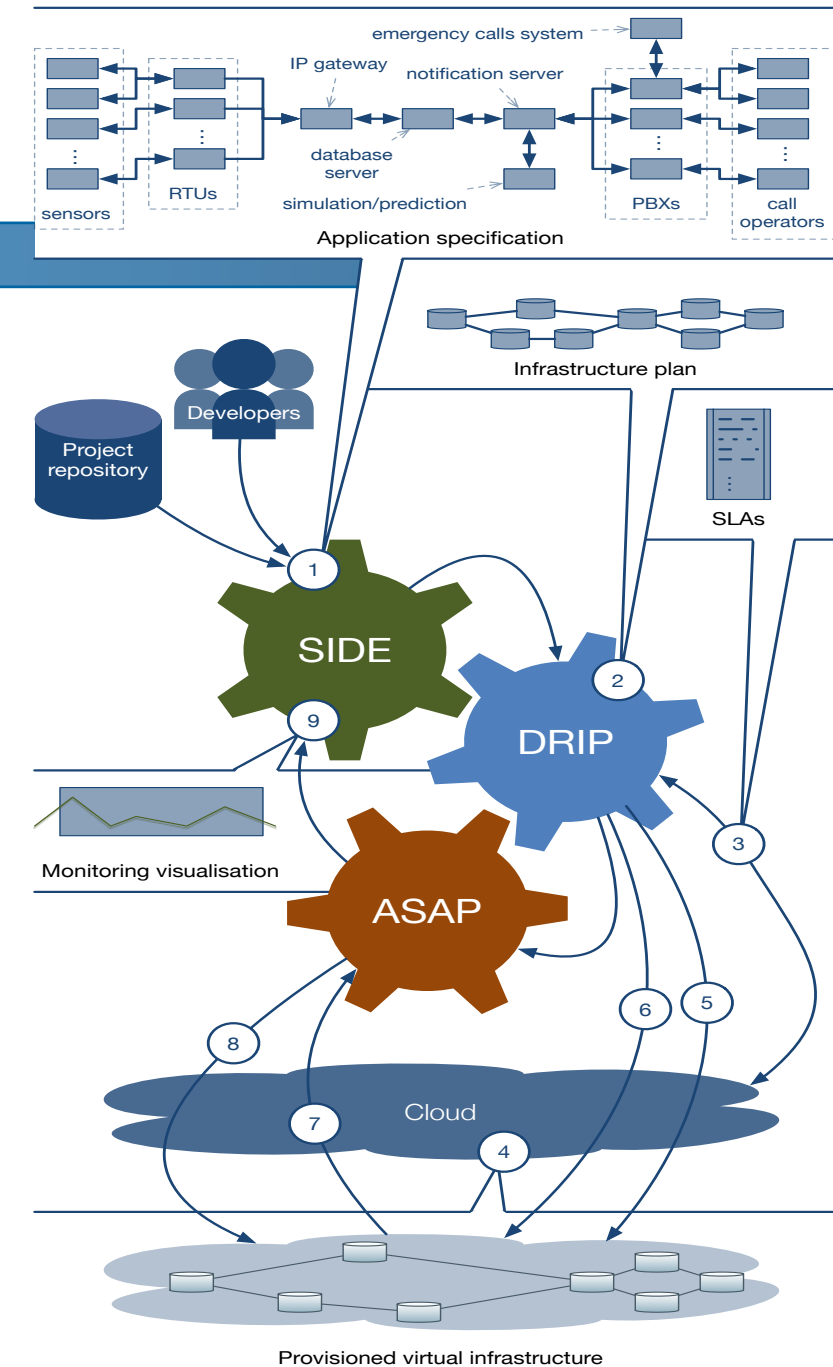
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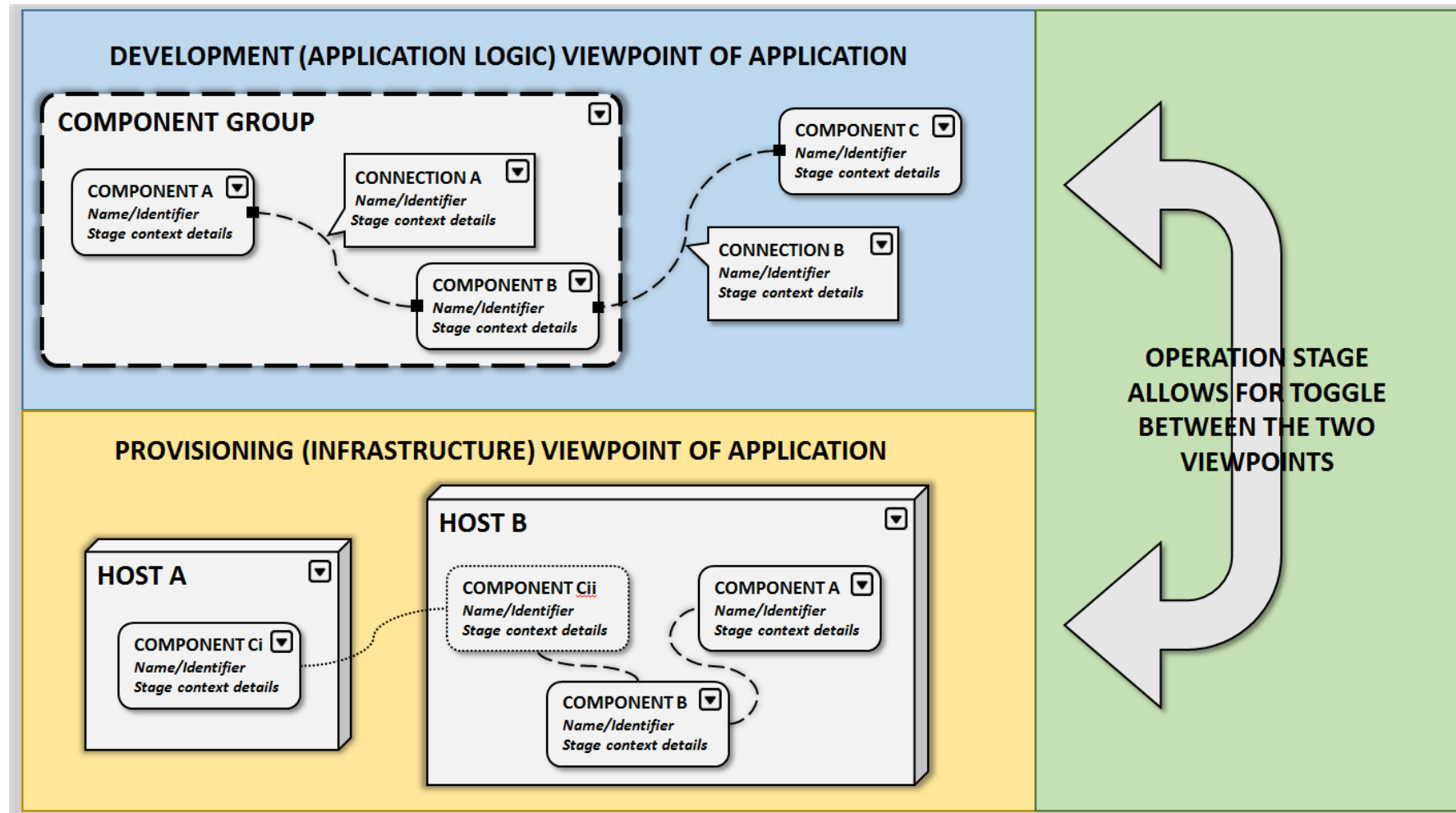
# Semantic linking tasks in SWITCH

The SWITCH application lifecycle is split into a number of interlinked phases:

1. **Application composition and verification.**
2. Resource selection and infrastructure planning.
3. SLA negotiation.
4. Infrastructure provisioning.
5. Application deployment.
6. Application execution and runtime management.
7. Runtime monitoring and diagnosis.
8. Runtime adaptation.
9. Runtime visualisation and feedback.



# GUI presentation based on different development phases

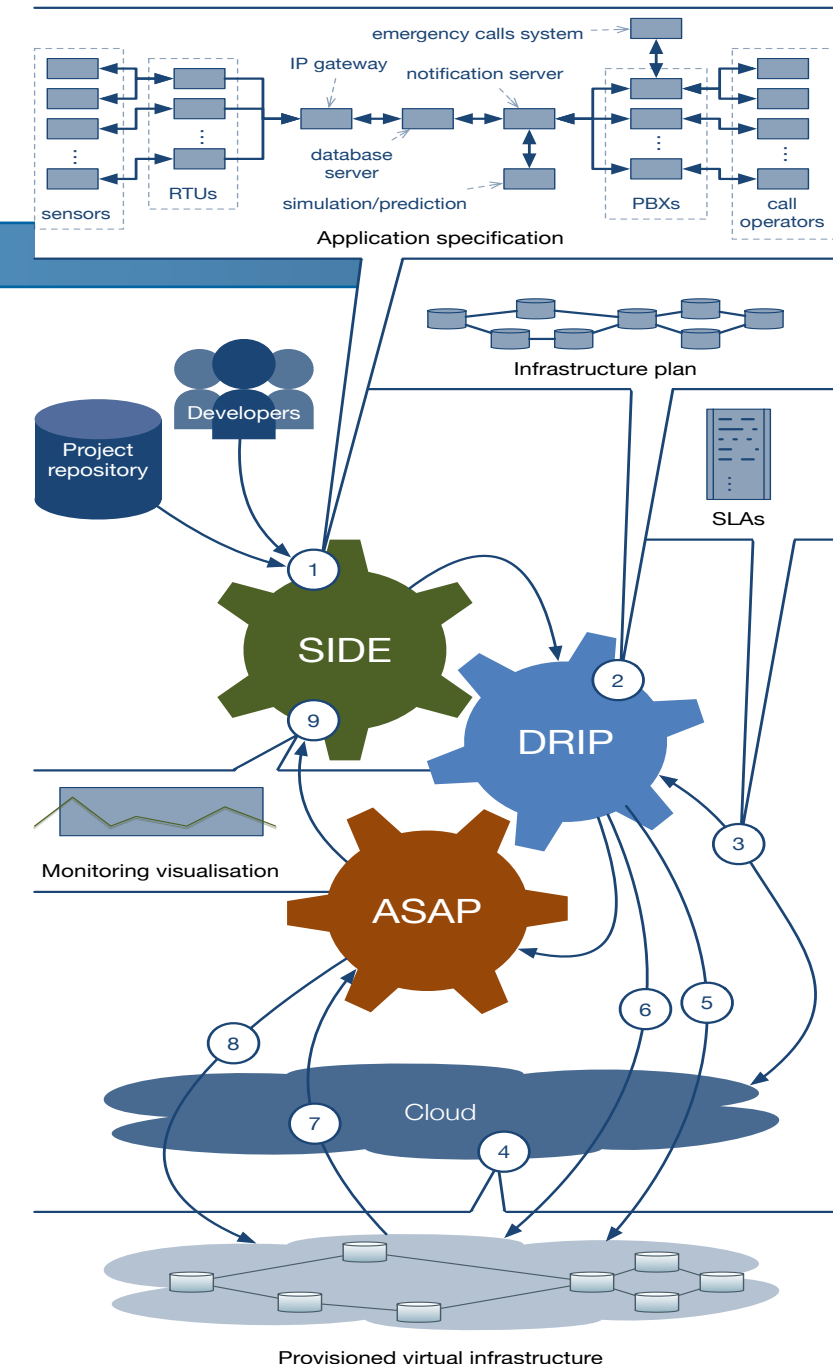




# Resource selection and infrastructure planning

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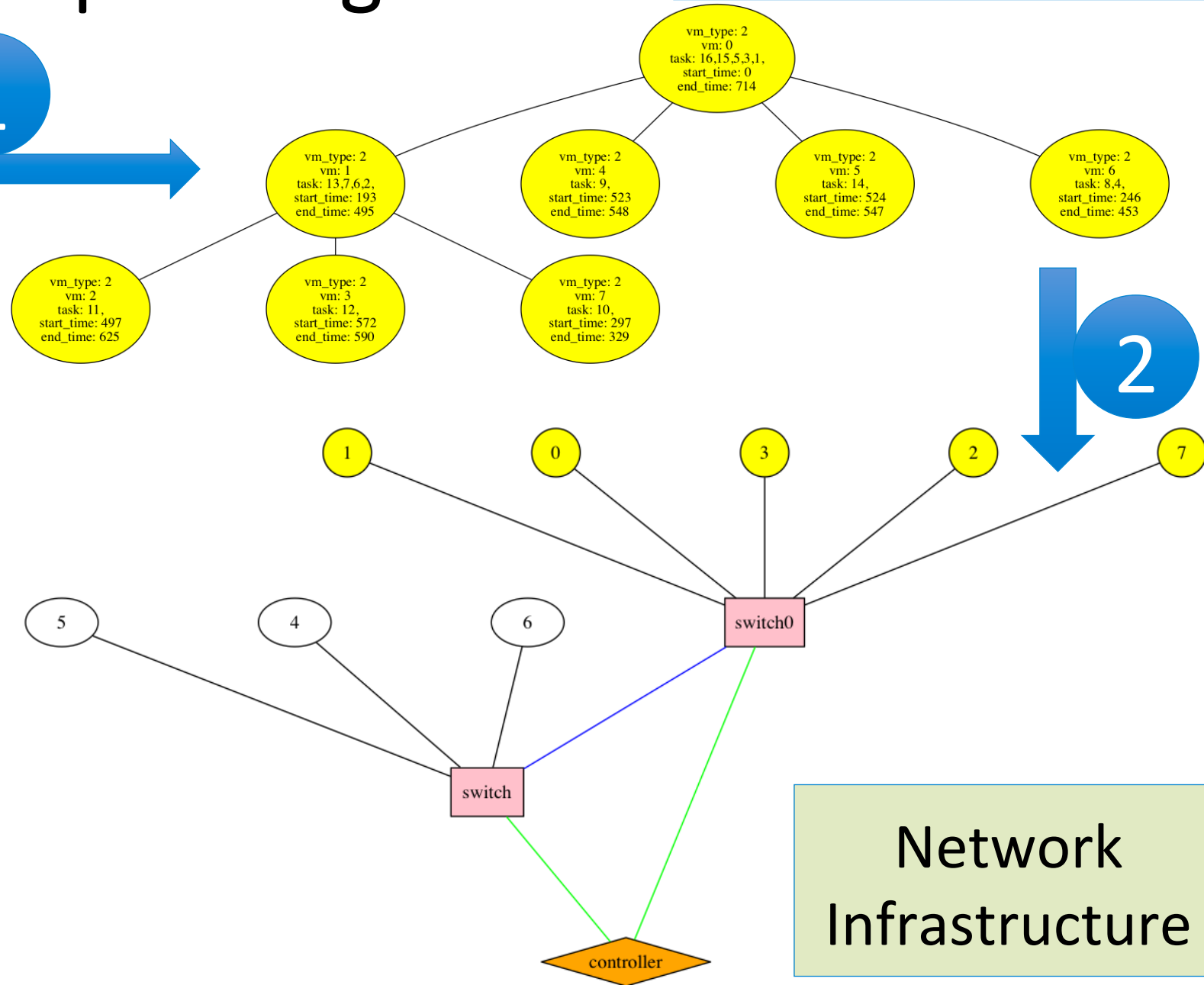
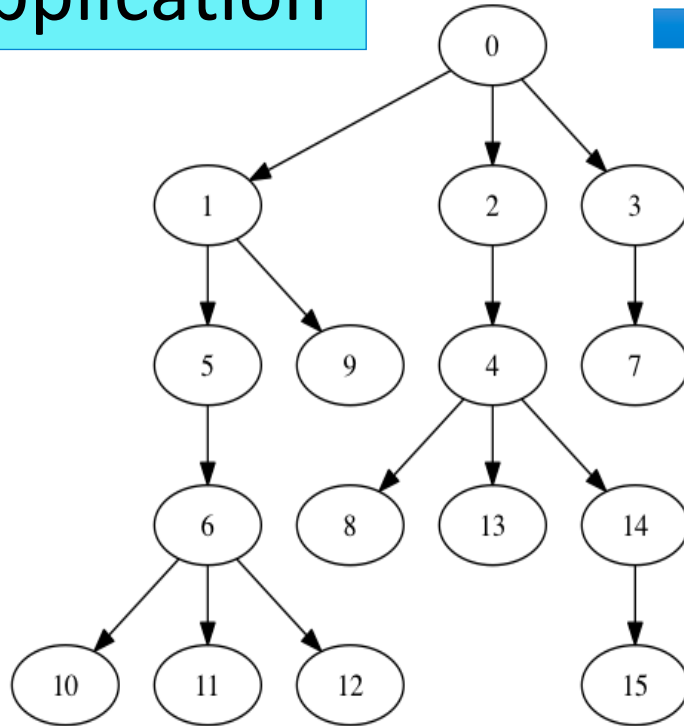


# Infrastructure planning

VM Infrastructure

Application

1





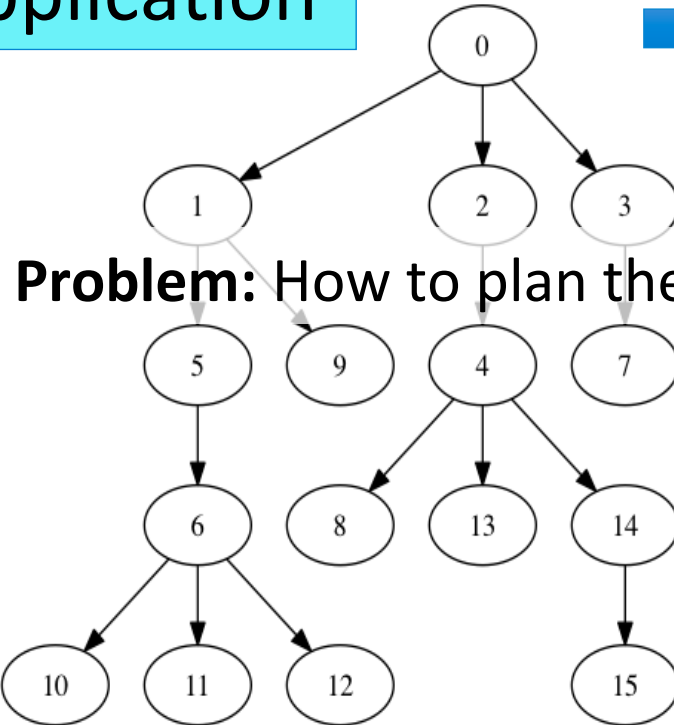


# Infrastructure planning

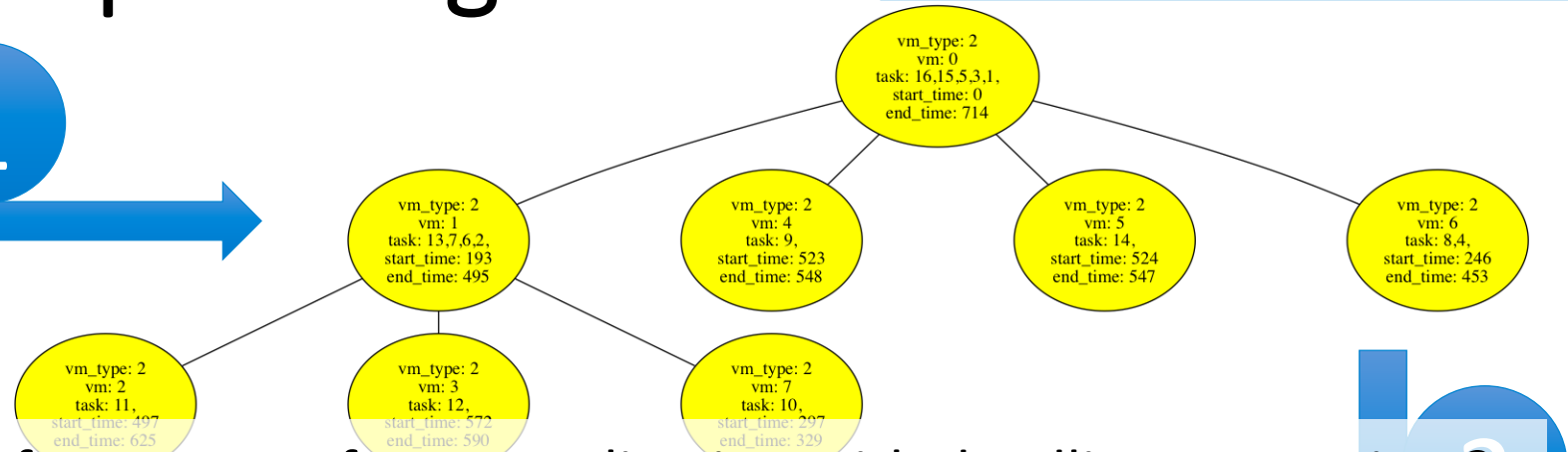
VM Infrastructure

Application

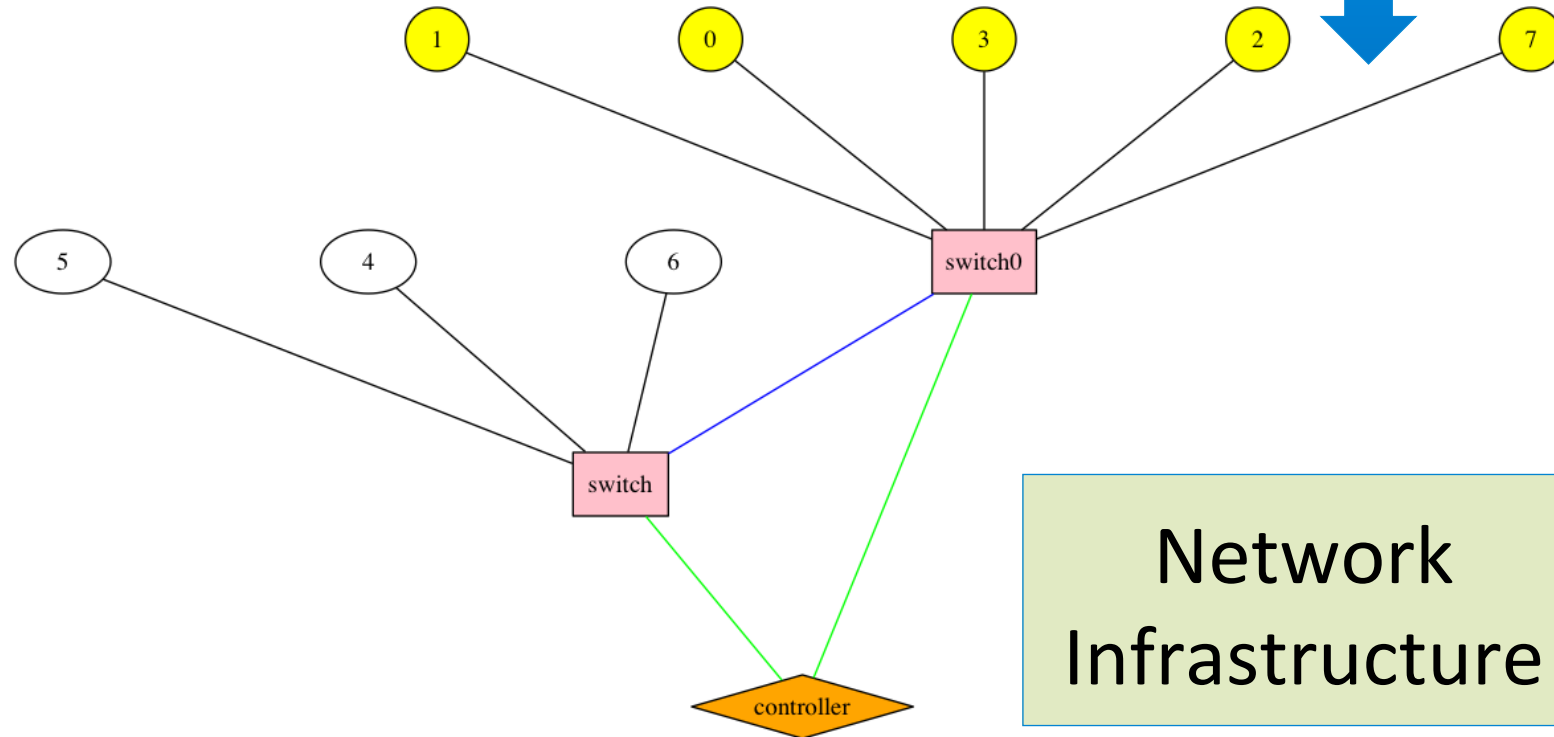
1



**Problem:** How to plan the VM infrastructure for an application with deadline constraints?



2



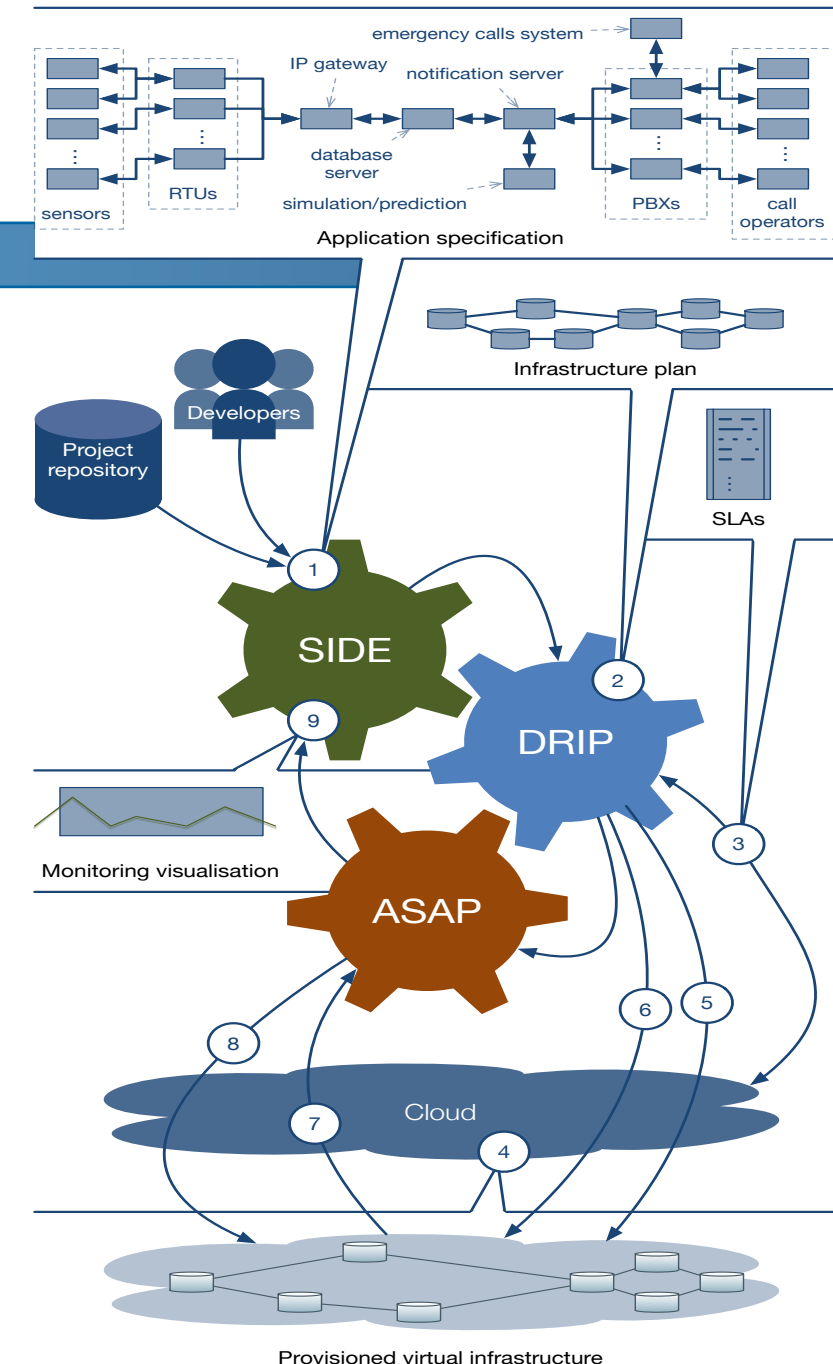
Network Infrastructure



# SLA negotiation and infrastructure provisioning

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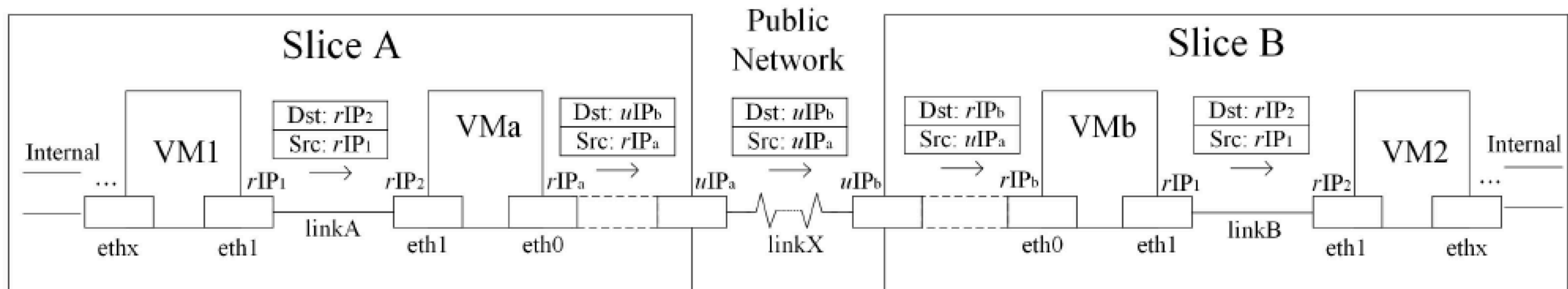
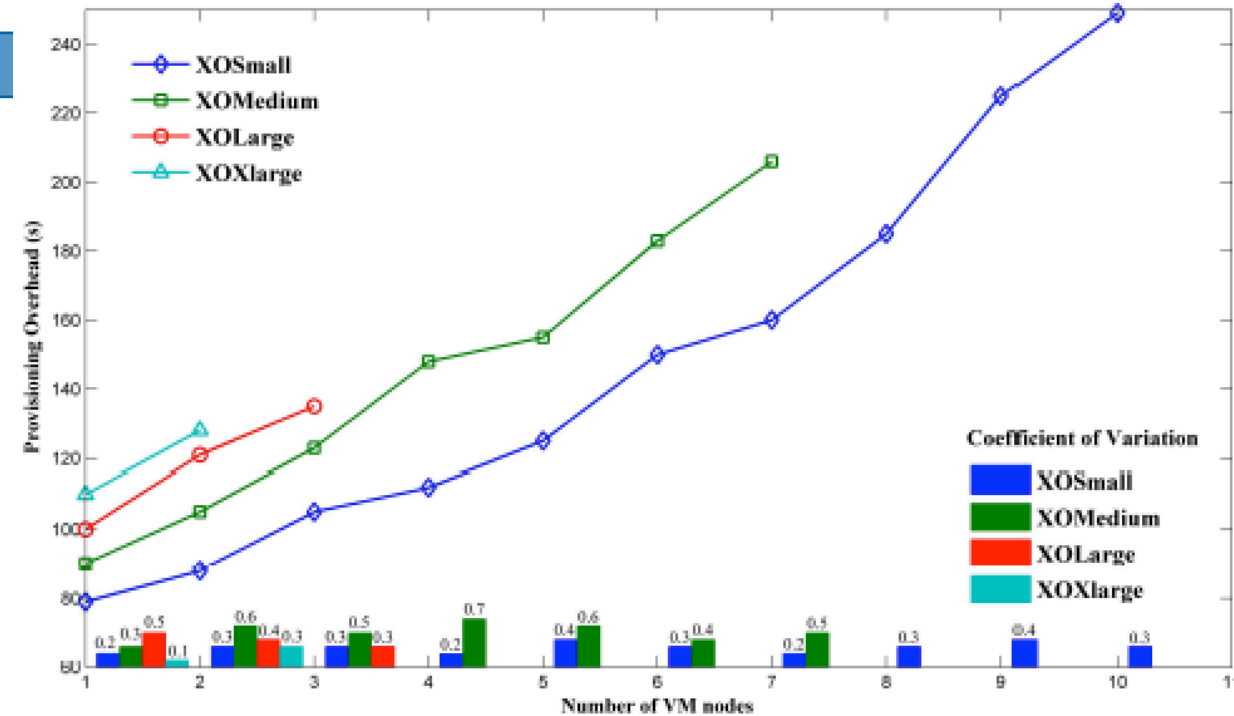




# Experiments on ExoGENI

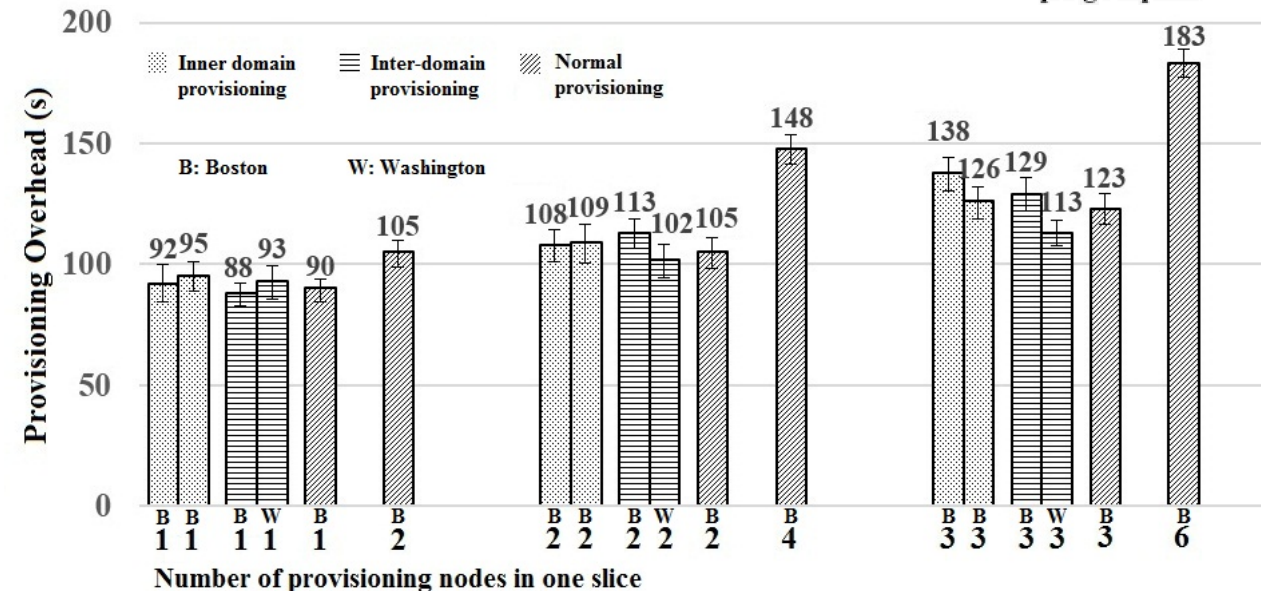
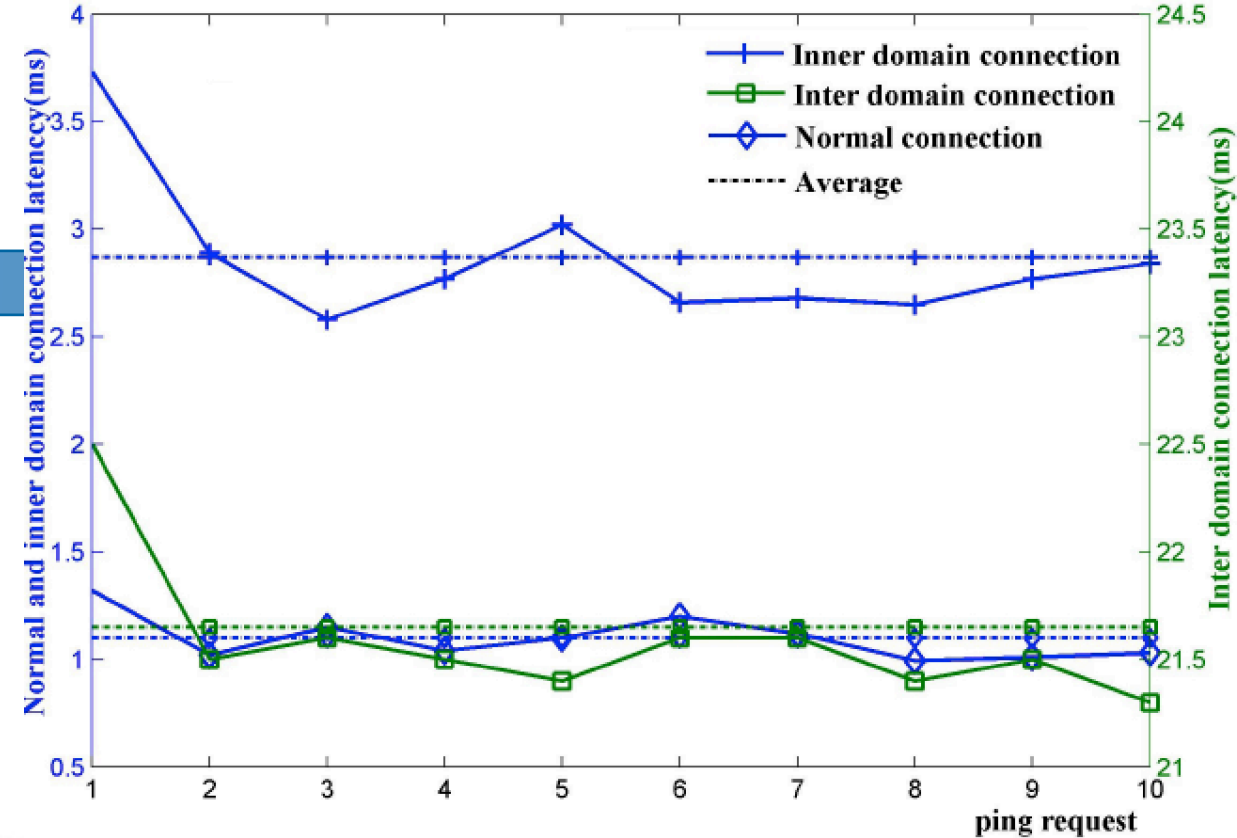
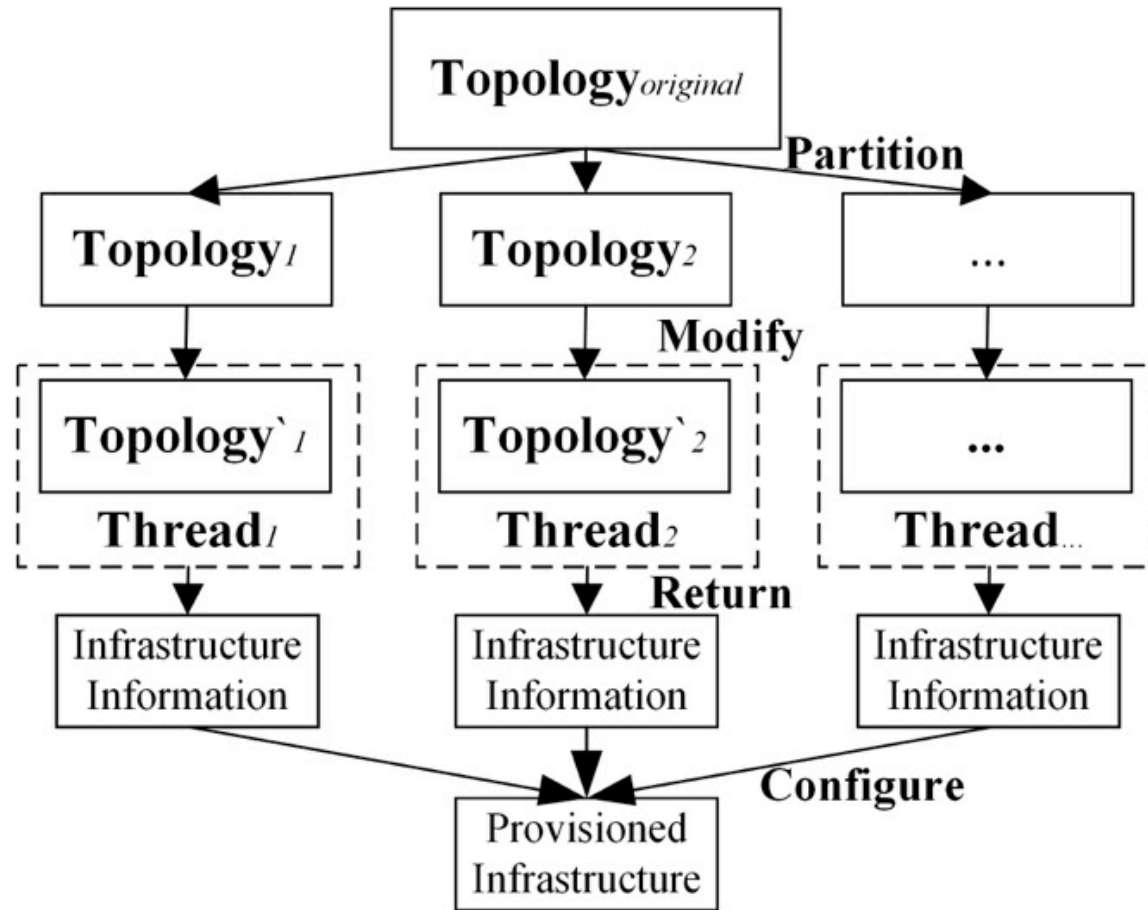


- Sequential provisioning results in high time cost
- Difficult to automatically provision multi RACK slide (virtual infrastructure)
- Network configuration between RACKs difficult





# Experiments on ExoGENI

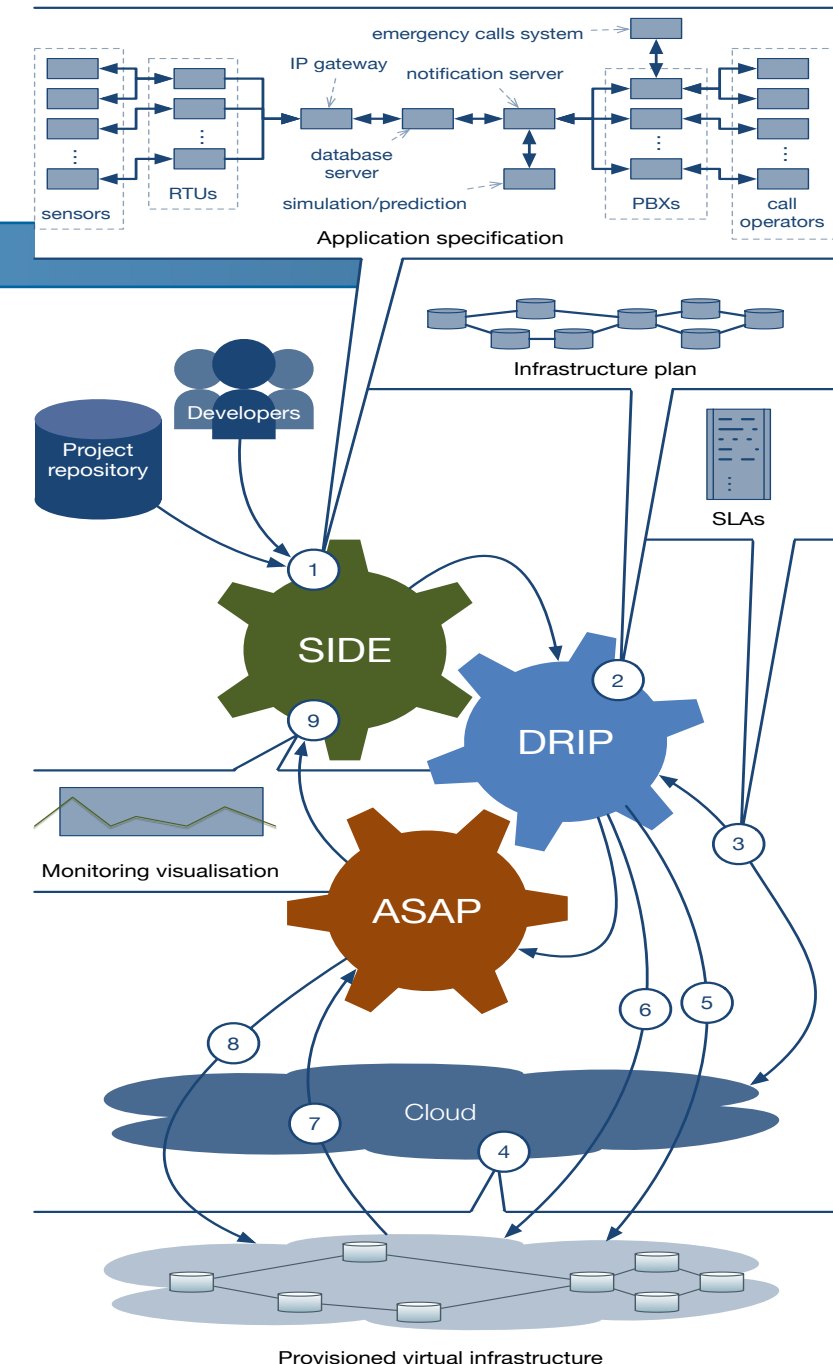




# Deployment

The SWITCH application lifecycle is split into a number of interlinked phases:

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5. **Application deployment.**
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# Control interface at different level



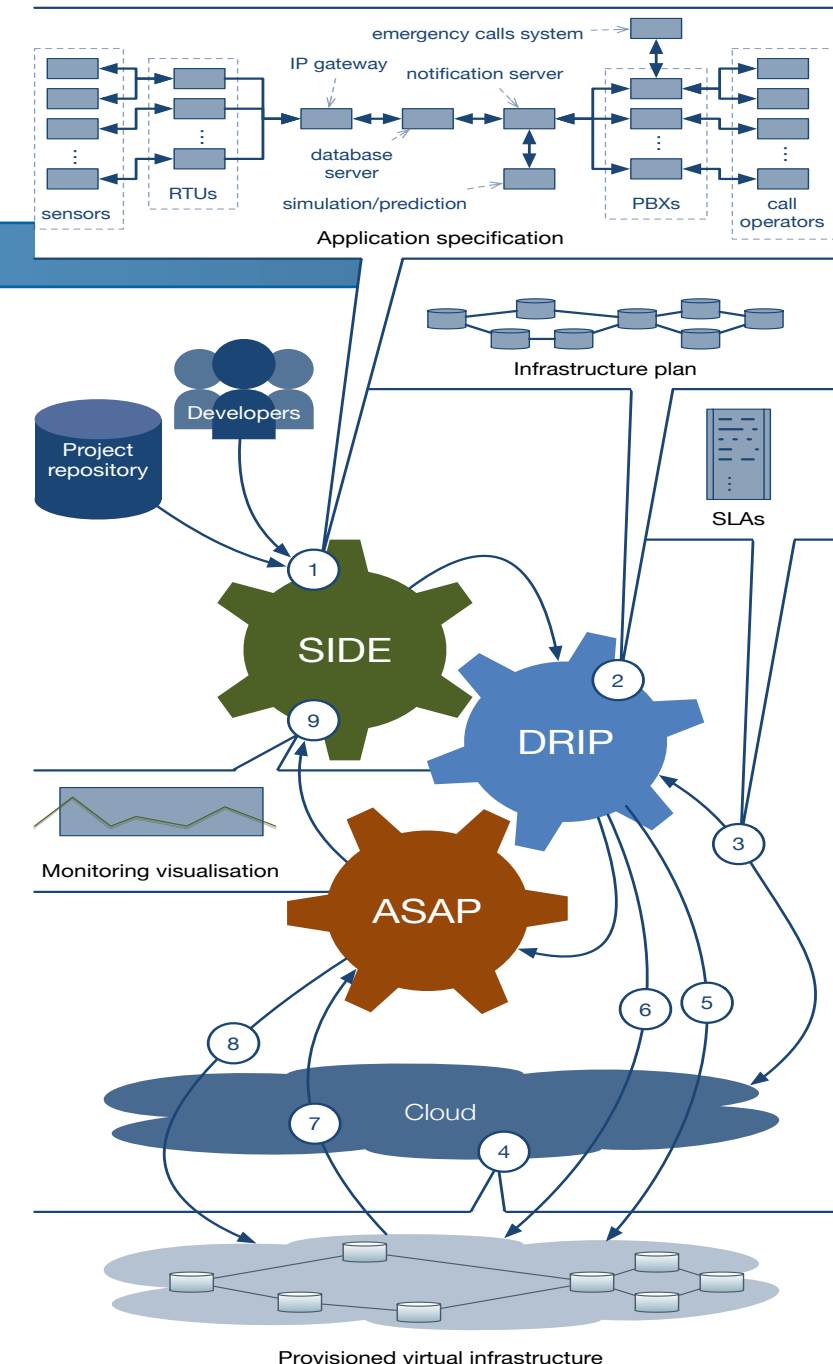
- Problem
  - How to provide a common and reusable interface for controlling the computing resources of the infrastructure?
- Approach
  - Investigate the suitability of a lightweight tool for orchestrating the deployment and linking of containers on the infrastructure that can be easily extended.



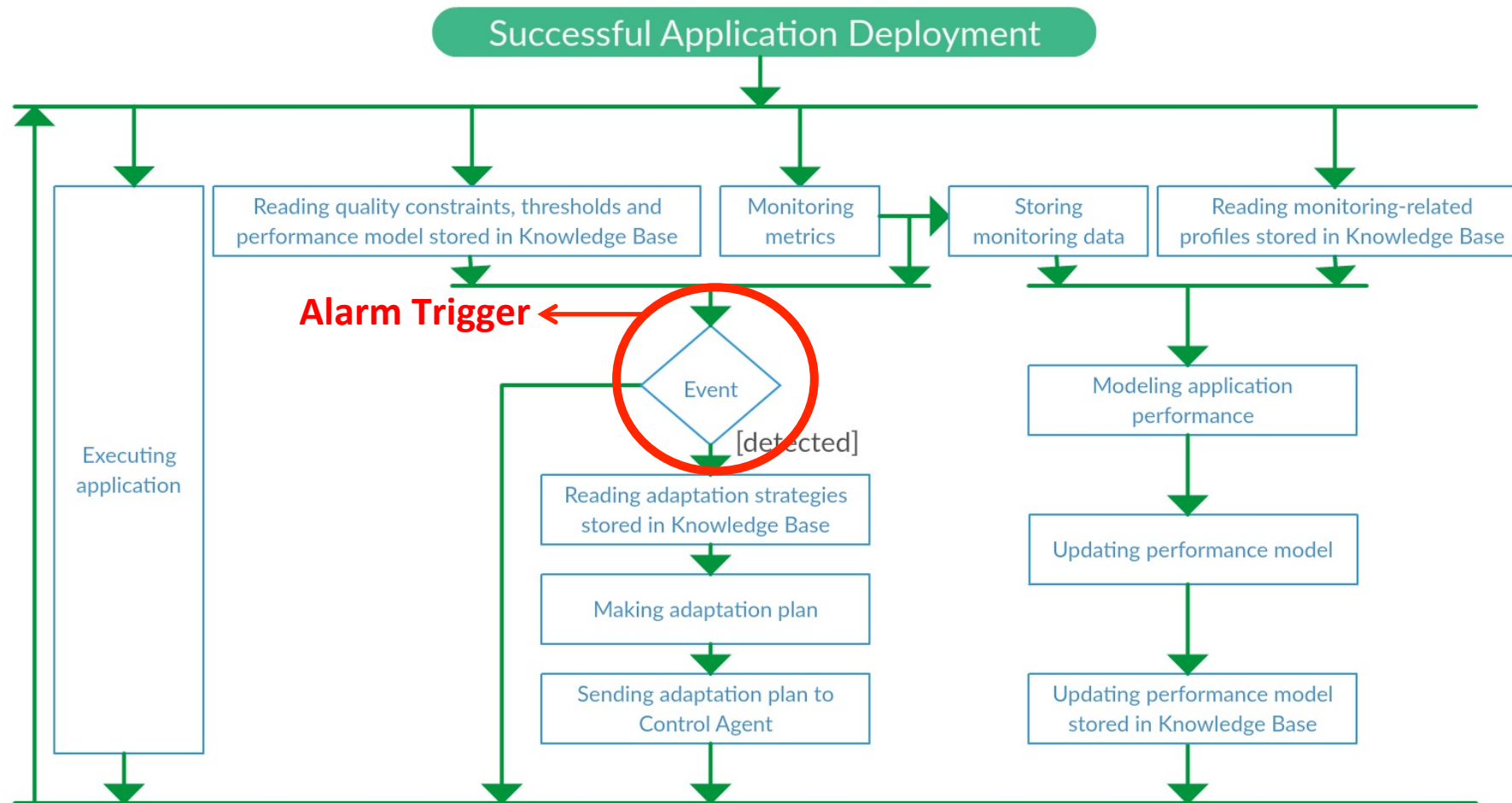
# Runtime monitoring and adaptation

The SWITCH application lifecycle is split into a number of interlinked phases:

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5. Application deployment.
6. Application execution and runtime management.
7. **Runtime monitoring and diagnosis.**
8. **Runtime adaptation.**
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- Problem
  - What is a suitable ontological framework for describing system components and their interfaces?
  - How best to map semantic information across different layers and link with existing standards (e.g. TOSCA, NML, INDL)?
  - Can we validate our own system design using formal descriptions?
- Approach
  - Develop an upper ontology for SWITCH.
  - Reuse existing models and link them within the SWITCH framework.
  - Apply a multi-viewpoint approach for distributed system design.

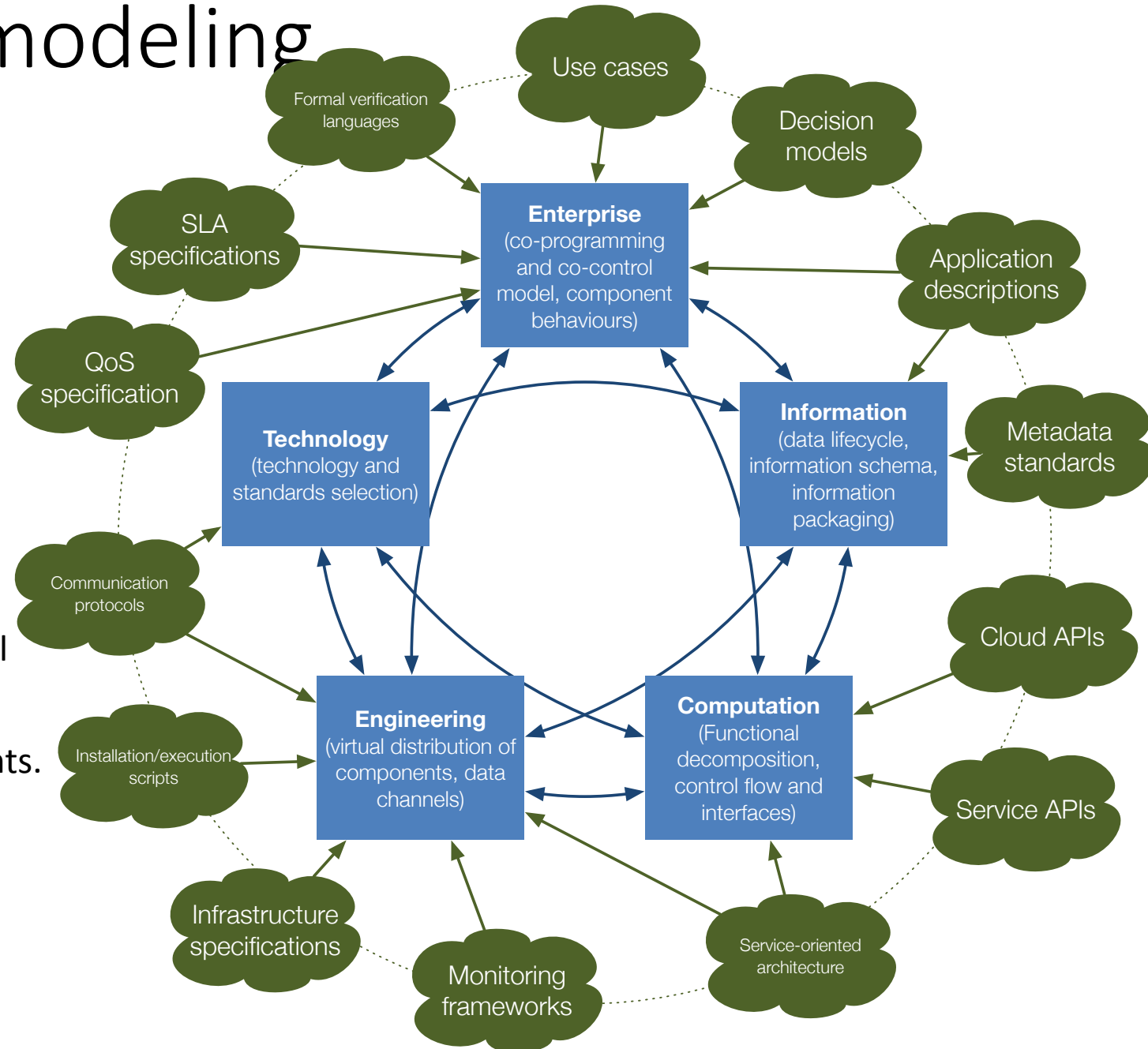
# Information modeling

The application lifecycle requires a number of different **information objects**:

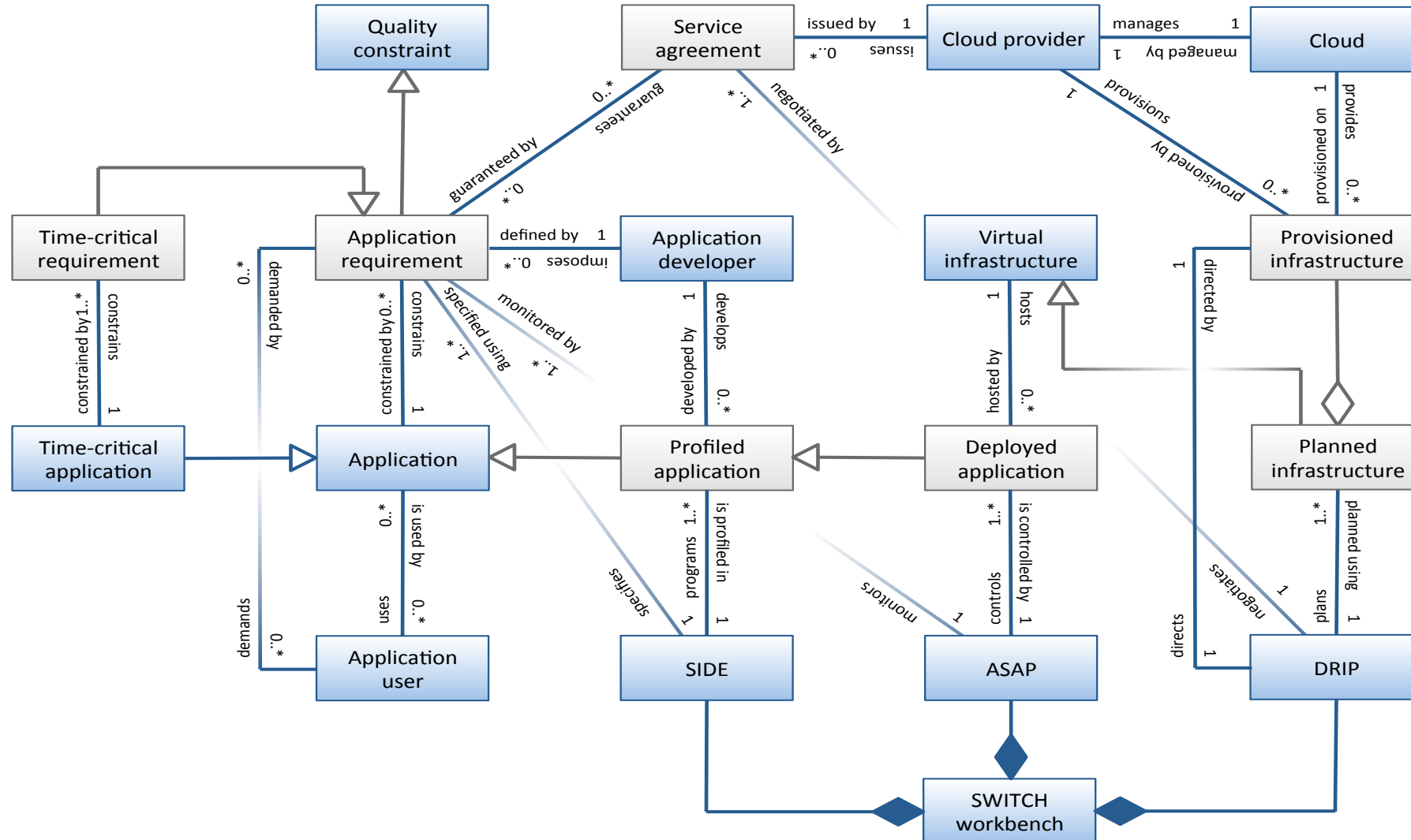
- Application profiles, infrastructure profiles, monitoring profiles, control profiles, adaptation profiles, etc.
- Most objects can be realised using **existing standards** such as BPEL, TOSCA, INDL and OCCl.

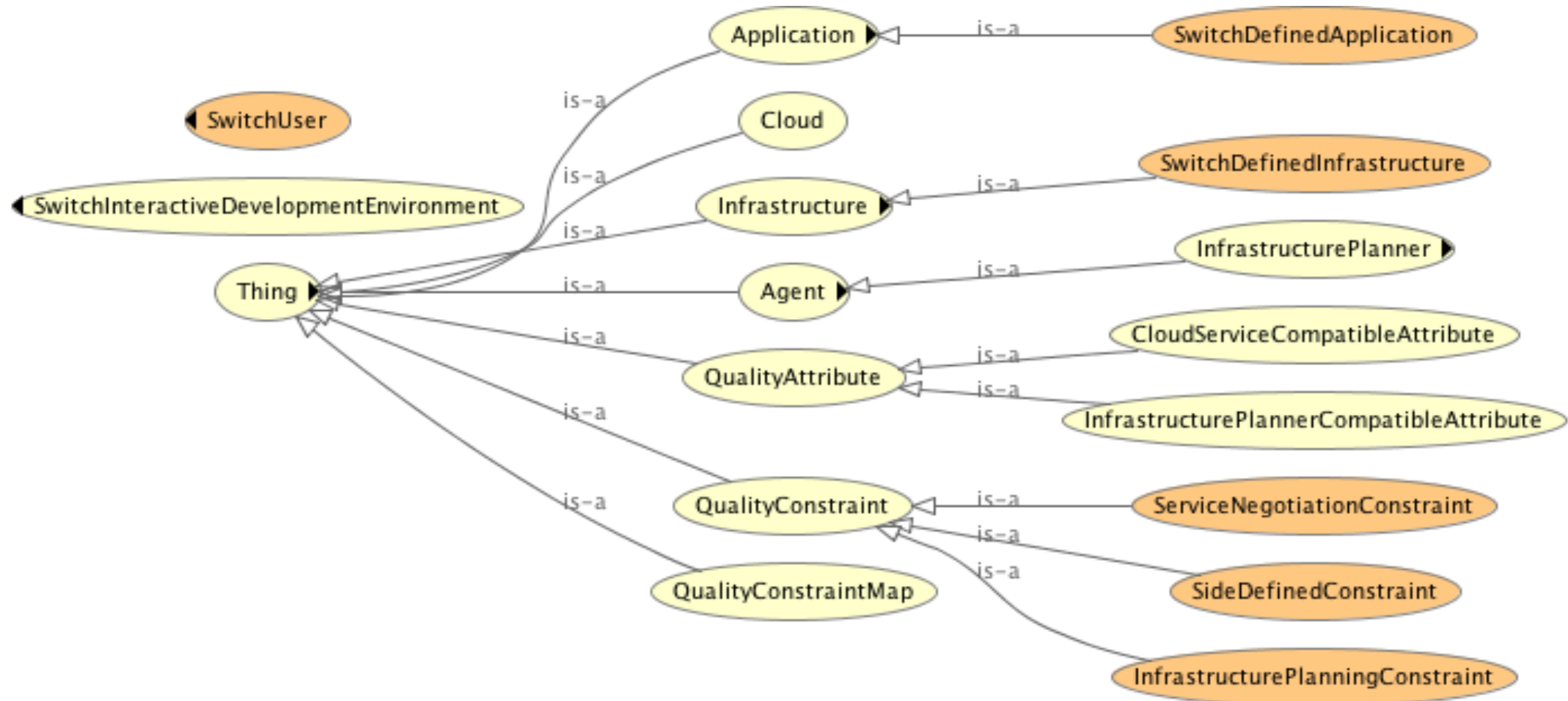
However, SWITCH needs to be **technology agnostic** where possible.

- To support this, need a standard reference model for SWITCH.
- Based on ODP—distributed system, five viewpoints.



# Key concepts in SWITCH

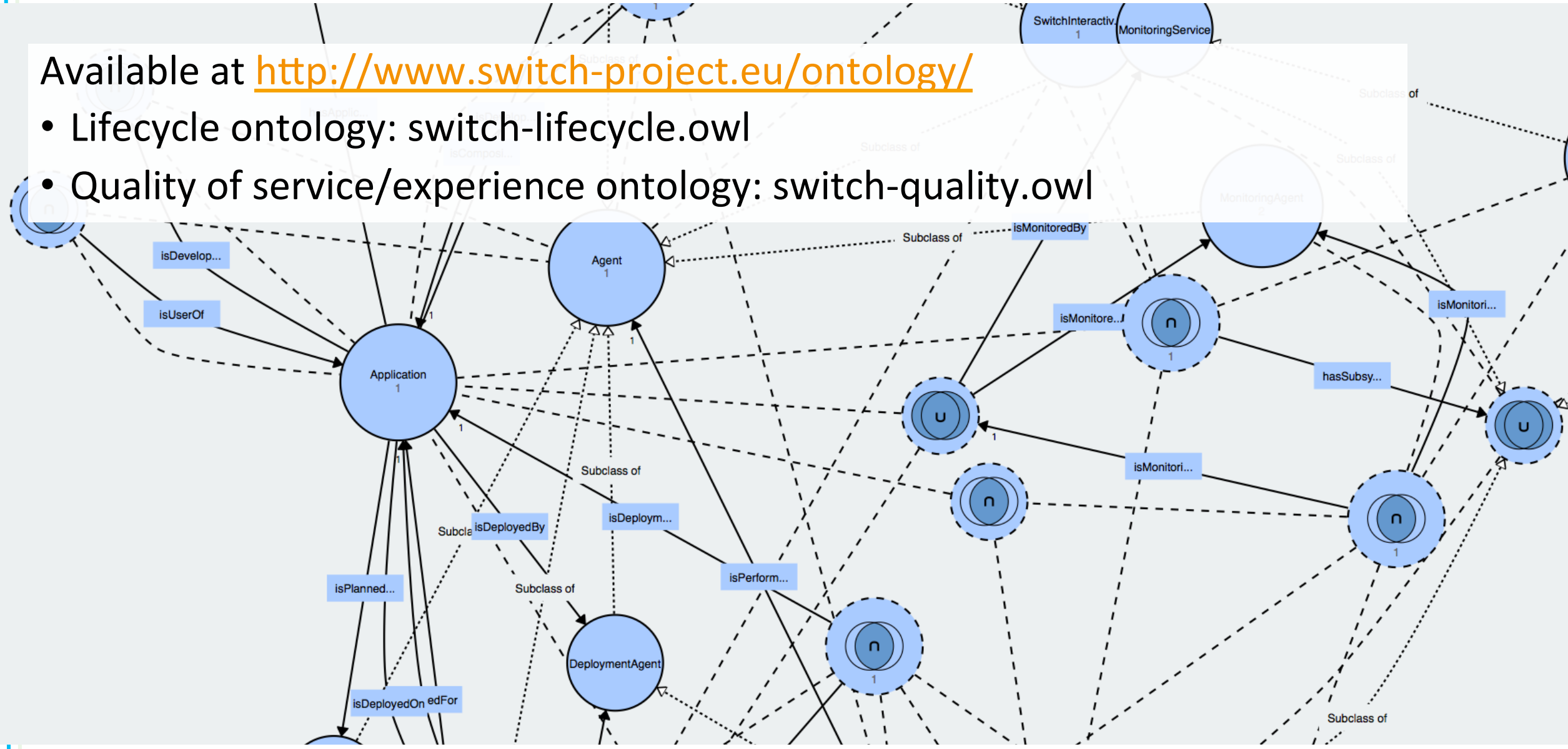




# Current ontology

Available at <http://www.switch-project.eu/ontology/>

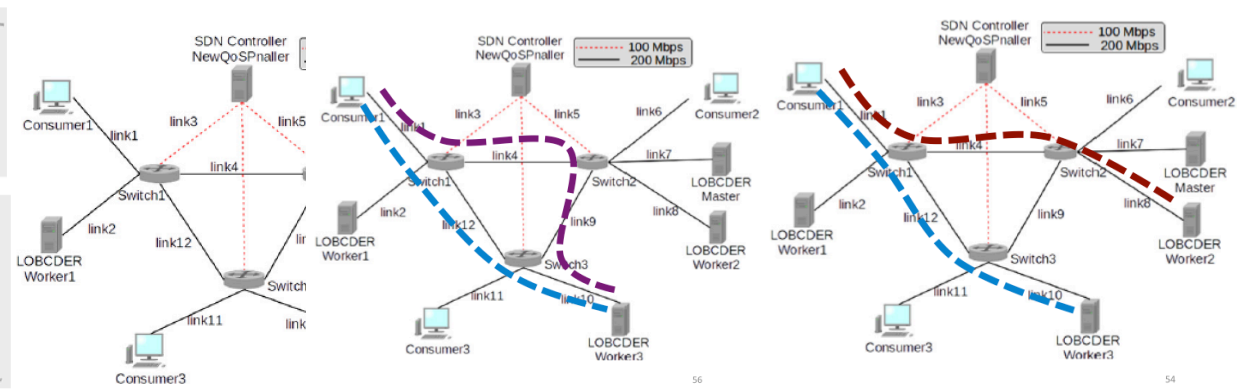
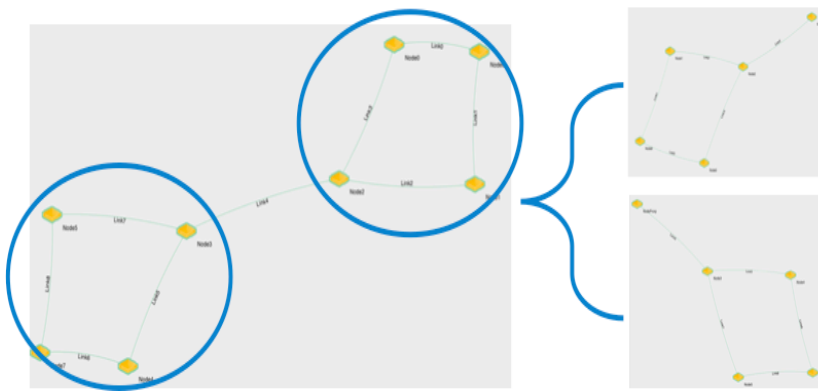
- Lifecycle ontology: switch-lifecycle.owl
- Quality of service/experience ontology: switch-quality.owl



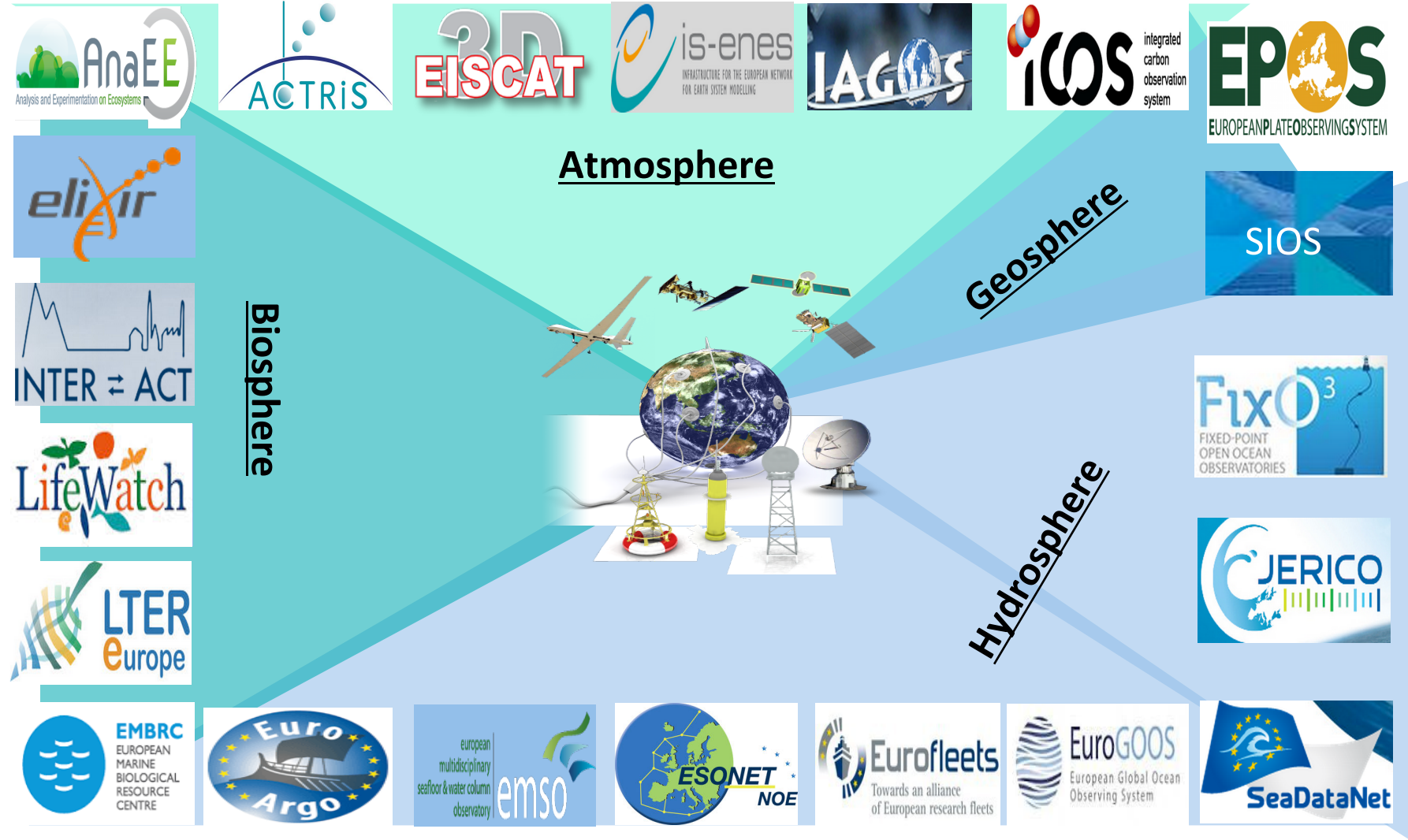


# Current results

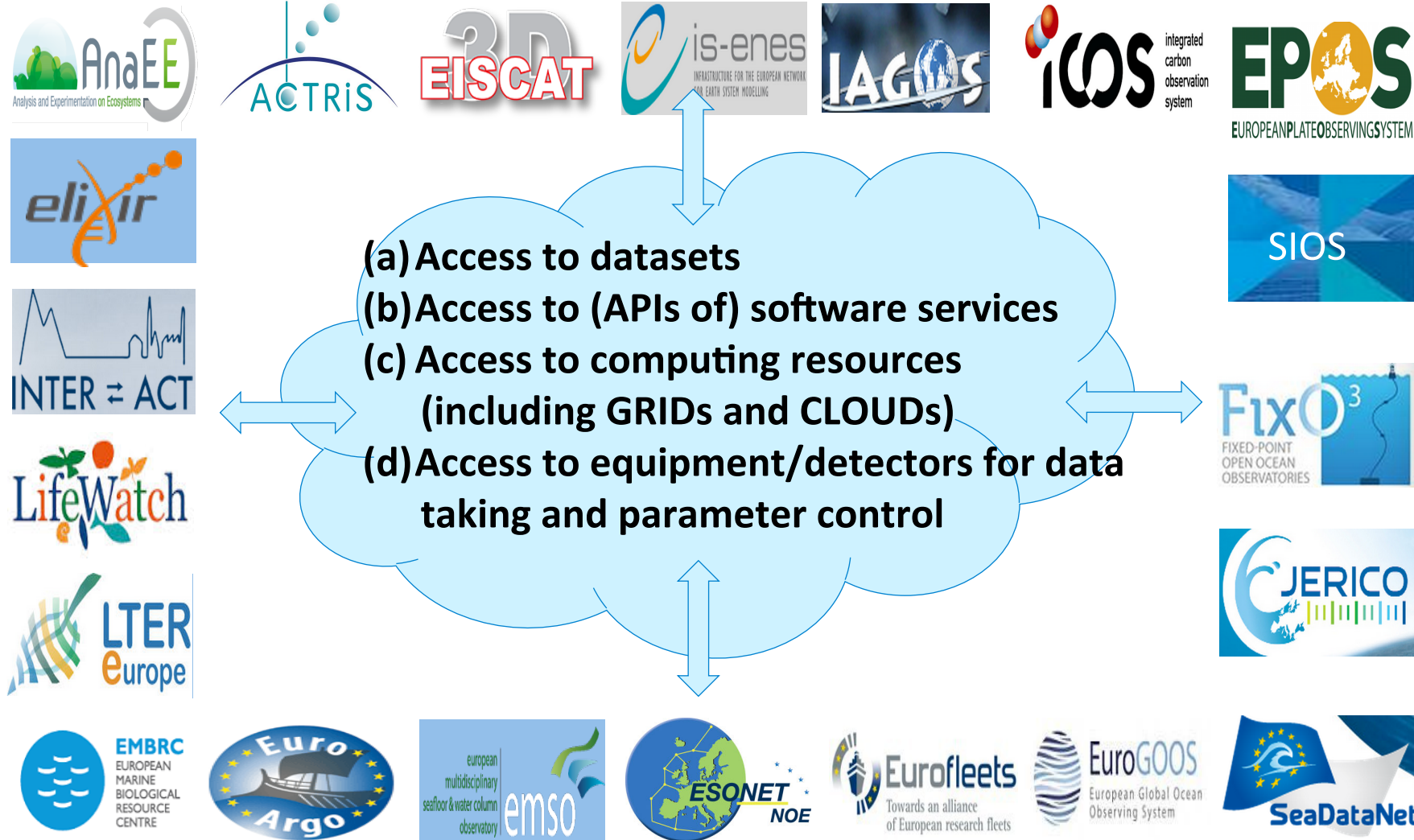
- Describe network topology, virtual resources and software services (INDL) , and workflow (DAG) to plan virtual infrastructure
- Describe the virtual infrastructure for parallel partitioning
- Describe network topology for adapting network paths using SDN







# From RI to VRE



# Summary

- Semantic linking is important for time critical cloud applications
- Identifying potential tasks help us limit the scope and focus on urgent semantic linking issues
- Open distributed processing provides an effective multi viewpoint mechanism to structure and link different semantic models



# About the SWITCH project



- Running from Feb 2015 – 2018.
- Total budget 2.92 M.
- EU H2020 ICT-9.
- Web: <http://www.switchproject.eu/>.



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- Affiliated projects/initiatives:



Environmental Research  
Infrastructures Providing Shared  
Solutions for Science and Society



COMMIT/