

ORCA 2.0 Release



- New Substrate API
 - ▣ Simplify integration of new substrates
- New drivers and handlers: NLR, Eucalyptus
- Simplified actor configuration file format
 - ▣ Define an actor with a few lines of XML
- Lease cancellation (vacate) support
 - ▣ Brokers can allocate resources more efficiently
- New controllers: inter-domain, xmlrpc (protogeni)

New Substrate API



- New simplified **ConcreteSet** implementation
 - **UnitSet** represents a collection of **Unit-s**
 - **Unit** designed to represent any resource unit
 - VM, VLAN, Testbed, etc.
- New **ShirakoPlugin** extension: **Substrate**
 - Implemented as **Substrate** and **AuthoritySubstrate**
 - Defines clearly the extension points for a new substrate
 - transferIn, modify, transferOut

New Substrate API (2)



- New authority Resource Control classes
 - **UnitsControl**
 - **SimpleVMControl**
 - **VMControl**
 - **VLANControl**
- First steps to simplify and generalize the web portal
 - New project: **webapp2**
 - Basic functionality in place
 - Some minor bugs still to be addressed

New Substrate API (3)



- COD is still supported but deprecated
 - ▣ Use **webapp** with COD
- COD and the new API cannot be mixed
 - ▣ Choose one or the other
 - ▣ Trivial to update COD-based code to the new API
- COD will not be included in the next release
 - ▣ Too much stale and dead code
 - ▣ Large source of confusion
 - ▣ Not worth supporting

New Drivers and Handlers



- Added two new drivers & handlers
 - ▣ Do not require a node agent for execution
- NLR
 - ▣ Provisions dynamically a path over NLR
- Eucalyptus
 - ▣ Provisions dynamically a VM from an Eucalyptus cluster
 - Can also provision from Amazon EC2 (same API)
 - ▣ Supports assigning VLANs to VMs
 - Requires a patch to Eucalyptus 1.5

Simplified Actor Configuration

- Extended the configuration format
 - ▣ Simplified descriptions
 - ▣ Sane defaults
 - ▣ Backwards compatible
- Define an actor with a few lines

```
<actor>  
  <type>broker</type>  
  <name>mybroker</name>  
</actor>
```

Simplified Actor Configuration (2)

- Simplified resource pool configuration (authority)
- To configure BEN:

```
<pool>
  <type>ben.vlan</type>
  <label>BEN VLAN</label>
  <description>A VLAN over BEN</description>
  <units>100</units>
  <start>2010-01-30T00:00:00</start>
  <end>2011-01-30T00:00:00</end>
  <handler path="controllers/ben/gec7/ben.xml" />
  <properties>
    <property name="substrate.file" value="orca/network/ben-6509.rdf" />
  </properties>
</pool>
```

Vacating Leases



If ticket /lease closed before expiration

- Before 2.0:

- broker unaware, cannot reuse resources

- In 2.0:

- Orca informs the broker

- Brokers can use freed resources immediately

- No need to wait to lease expiration

- Handled transparently by Orca

What's Next?



- No major new features in the next release
- Primary focus:
 - ▣ Harden and productize existing codebase
 - ▣ Simplify installation and setup
 - ▣ Documentation
- If time permits:
 - ▣ SOAP management API
 - Integrate Orca in command-line tools and other portals
 - ▣ Distributed Orca without Tomcat

Orca 2 .0 Availability



- Available immediately BUT:
 - Some critical bugs discovered after the release
 - Fixed in trunk not yet pushed to release branch
 - Documentation is being updated
- All issues will be addressed by end of month

How to Integrate a Substrate?



- Determine allocation & assignment policies:
 - Allocation: broker issuing a ticket
 - Assignment: substrate provisioning the resources
- Most likely policies you need already exist
 - If not, can easily extend and subclass
 - Extend unit test framework and verify policies work
- Decide how to provision a unit of resource
 - What API does your substrate expose?
 - CLI, SOAP, XMLRPC,...

How to Integrate a Substrate? (2)



- Write a handler/driver to provision a unit
 - ▣ Decide if you need a Node Agent-based driver
 - ▣ Write the driver/library and unit test
 - ▣ Write the handler
 - ▣ Test your handler in isolation
 - We provide tools to help
- Test end-to-end requests in emulation
- Test end-to-end requests in real mode