

I E T F

COMS Architectural Design Enablers & Artefacts -I

COMS Technology Independent Information Model

draft-qiang-coms-netslicing-information-model-02

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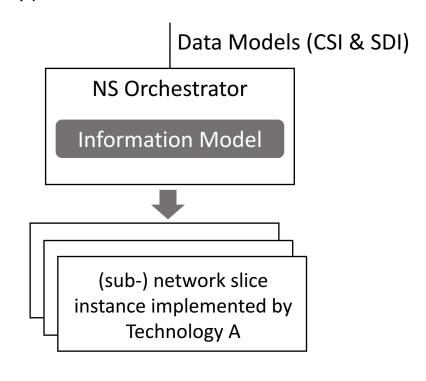
COMS Information Model describes what network slice looks like, independent of NS implementation technology

- used to enable the design of data models;
- used in the mapping to different implementation technologies at data-plane (top-down)
- used in providing a complete slice view in single or multiple domains (bottom-up)

Information	Model	(Apartmen	it)

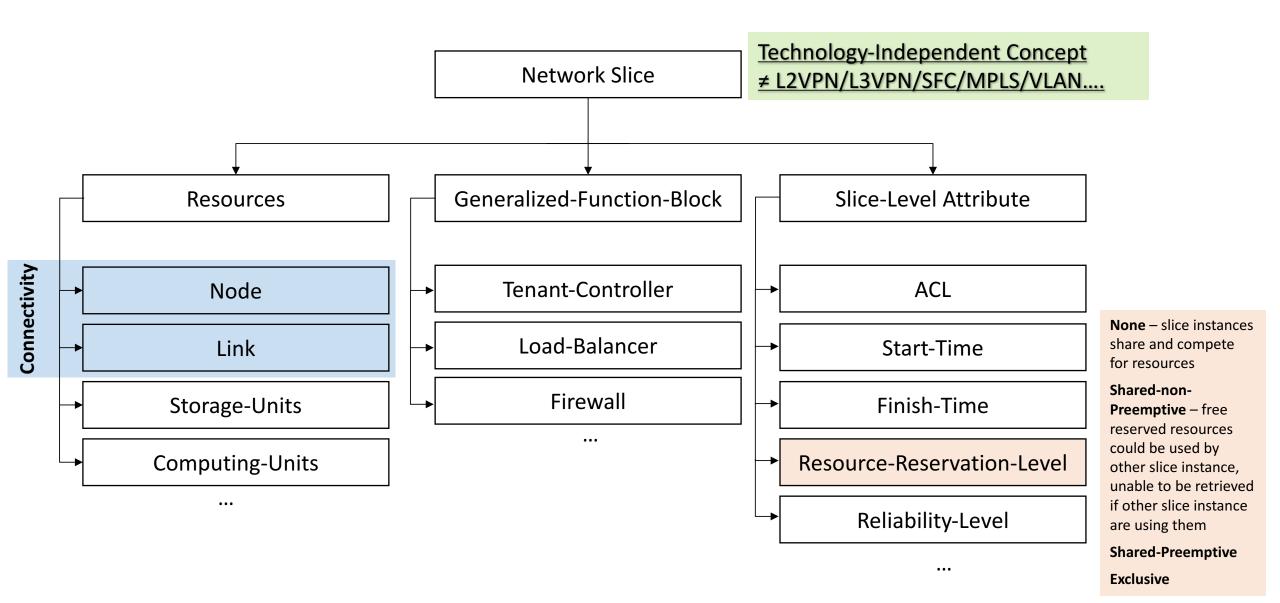
Attribute Entity	Material	Color	Price
Desk	Int 8 (1-wood, 2-metal,)	(Float R, Float G, Float B)	Float
Light	String 32	String 32	Enum (1-0~100, 2-100~200,)
Sofa	String 64	Int 8 (1-white, 2-black,)	String 64

Data Model

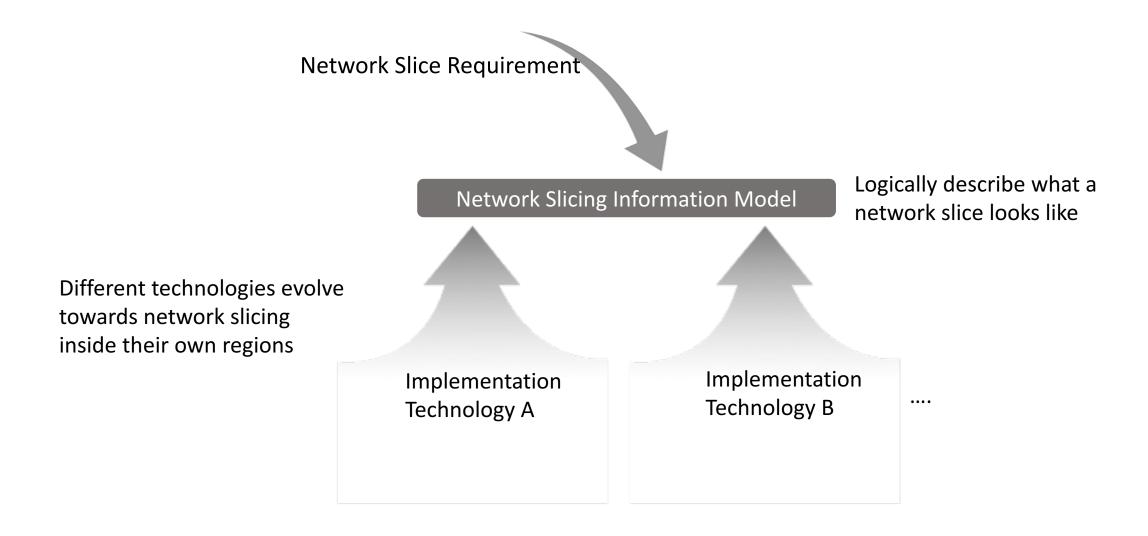


Information Model will be followed by data models (Customer Service Interface & Service Delivery Interface) as a next step

Various methodes to describe the information model – UML, Yang, Pseudocode, Plain Text, etc.



NS Top-down and Bottom-up approaches converge at Information Model



Thank You

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|Network Slice Service Profile
*Top Level Network Orchestrator based on COMS
   |Common Information Model
               T(A->B) <= 10ms; B(A->B) >= 10M
          ~----~ B ~ S(B)=1G.
               T(A->C) <= 20ms; B(A->C) >= 10M
          +----- C ~ S(C)=2G.
   |Split Service Profile into Domains
        Domain 1
                                 . .Domain 2
                   T(A\rightarrow D) \le 2ms . . T(D\rightarrow B) \le 8ms S(B)=1G
           ~~~~~ B(A->D)>=10M ~~~~~ B(D->B)>=10M ~~~~~~
                  T(A\rightarrow E) \le 2ms . . T(E\rightarrow C) \le 18ms S(C) = 2G
                   B(A->E)>=10M \sim B(E->C)>=10M \sim C\sim C\sim C
   |Select Specific Implementation Technologies
               Flex-E
                                             VPN+NFV
  |Map to Selected Technologies
   *******
   * Flex-E Controller *
                           *******<sub>\</sub>*****************
   *******
   * Physical/Logical *
                                      Physical/Logical
   * Resources inside *
                                      Resources inside
     Domain 1
                                      Domain 2
```