An Auto-deployment Mechanism for Resource-based Network Services

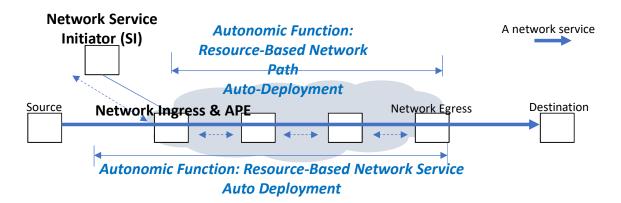
draft-ietf-anima-network-service-auto-deployment-01

Presenter: Yujing Zhou

Joanna Dang, Sheng Jiang, Zongpeng Du, Yujing Zhou ANIMA WG IETF-113 : March 2022, Online

Recall: Problem statement & Overview

• The core goal of this draft is to establish a set of automatic negotiation mechanism to achieve the negotiation and distribution of network resources in the domain network between the service client and the network.



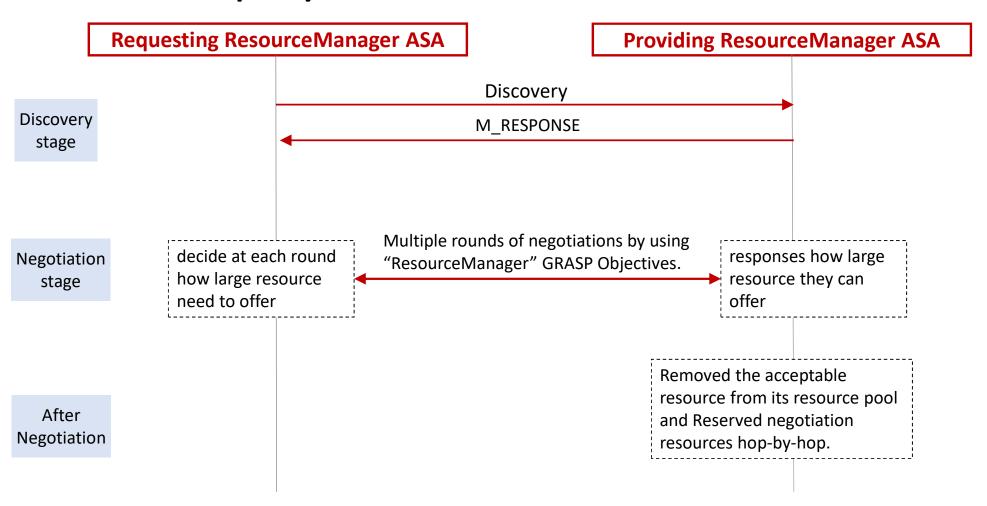
The target of the draft:

- **\$** Ensure the QoS requirements for service.
- Multiple rounds of negotiations improves the success rate of service deployment.
- The network resources can be used more efficiently.

Major Changes from IETF112 season

- We updated objectives options and added options for service description.
- The draft add an auto-deployment mechanism to release or increase resources when the SI change its need. Details in sections 6.4 and 6.5 of the draft.
- We add topology ASCII pictures to express the case more easier to understand.
- Editorial changes to make the text more organized.

Auto-deployment Process



GRASP Objective Options Update

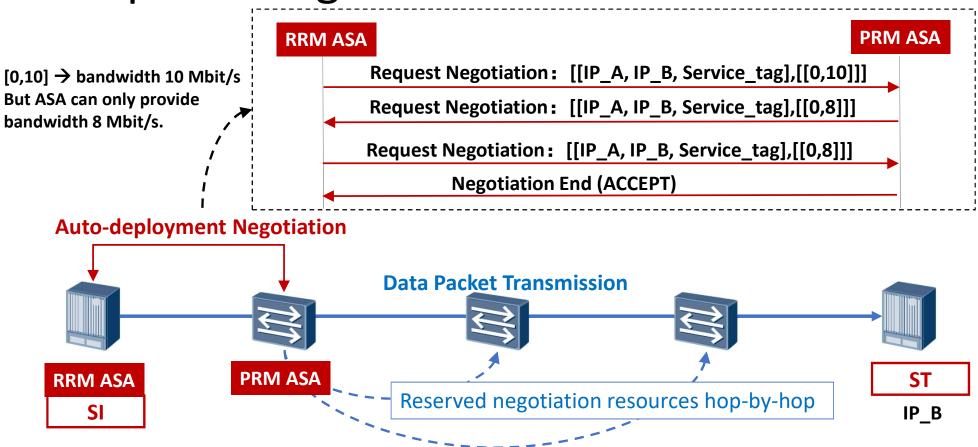
objective = ["ResourceManager", objective-flags, loop-count, [?objective-value]

- ResourceManager Objective are GRASP Objective options and it is based on CBOR.
- ❖ The objective-value include two part:
 - Service-information
 - Resource-information
- Different types can be described in an objective option.

n-s-deployment-value

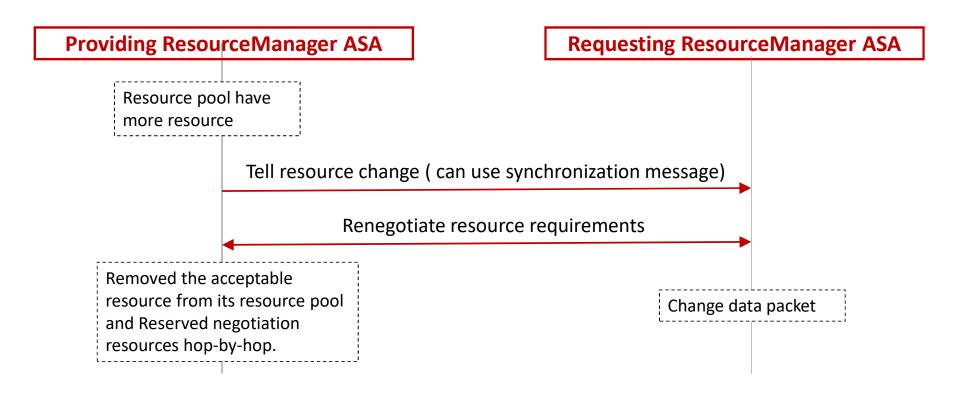
- + service-information
 - + source-ip-address
 - + destination-ip-address
 - + service-tag
- + resource-information
 - + resource-requirement-pair
 - + resource-type
 - + resource-value

Example of Negotiation Process



IP_A, Service_tag

An example of changing resource requirements



Next Step

- Further rework the draft (structure and application examples)
- Circulate outcome on the mailing list for further discussion
- Welcome to comment, contribute or co-author it!