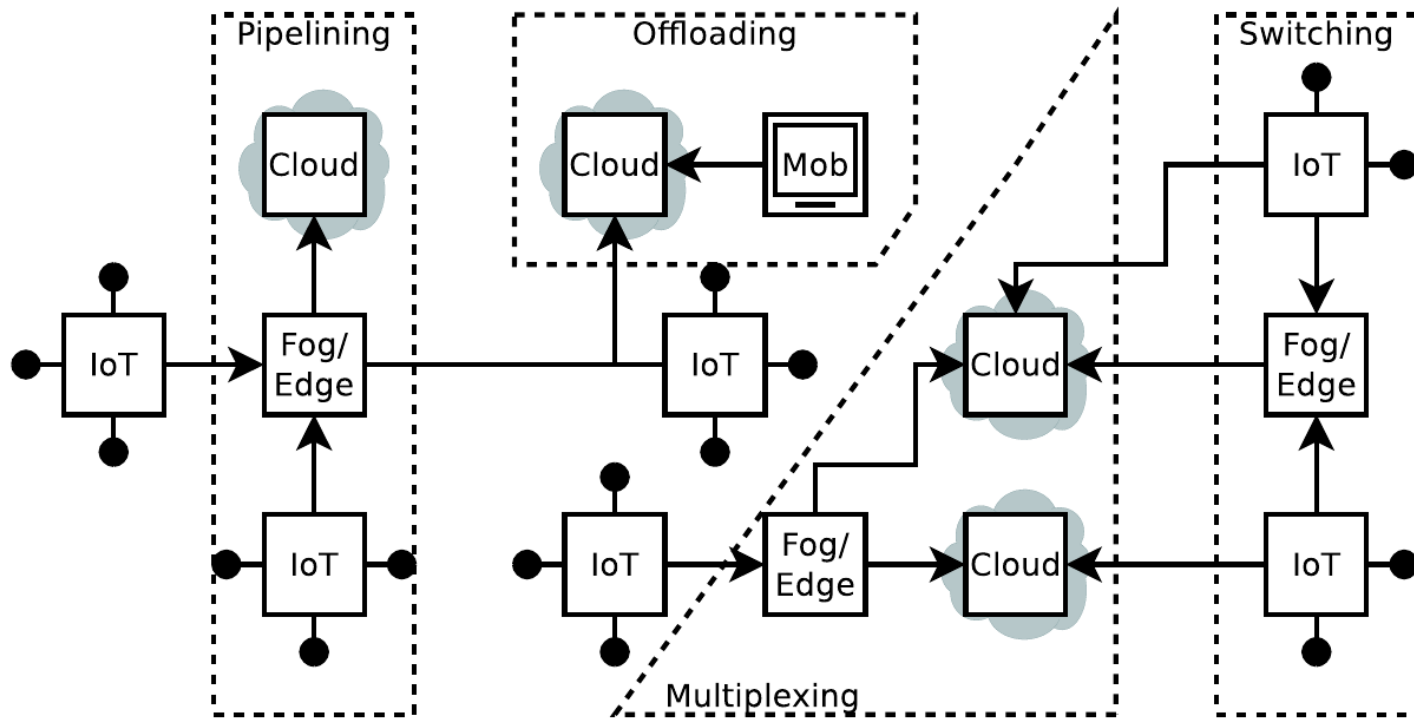


Rule-Based Resource Matchmaking for Composite Application Deployments across IoT-Fog-Cloud Continuums

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Context: Evolving Continuums...



- **Operational efficiency & predictive maintenance in factories**
- **Control systems for optimal heating (NMPC)**
- **Intelligent transport systems (traffic counters & classifiers)**
- **Hospital automation**
- **many other use cases & osmotic scenarios...**

Assignment Problem

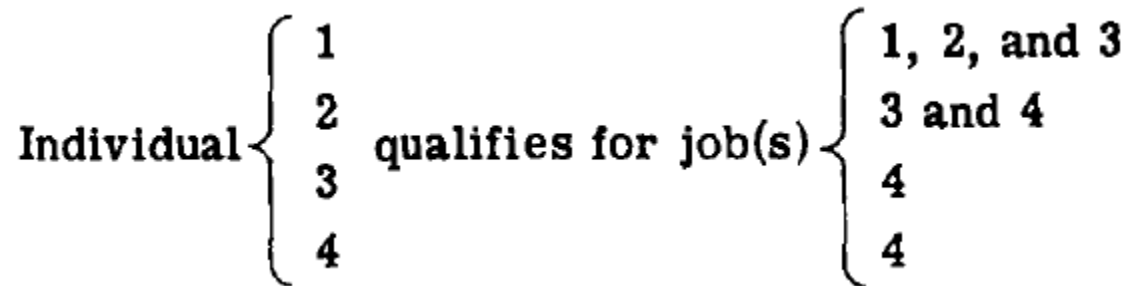
**Assign applications/services (A) to resources (R)...
... depending on constraints & preferences**

Scope	Name	Values (examples)
A, R	memory	128 MiB, 2 GiB
A, R	runtime	python:3, java
A, R	latency	5 ms
A, R	duration	900 s
A, R	zone	intranet, dmz, internet
A	vulnerability	backdoor, CVE-477
A	consistency	true, false
A	complexity	high, medium, low
A	port	9233
R	country	gb, cn
R	trust	high, low
R	billing	monthly, pay-per-use, free
R	gpu	true, false

Assignment Problem Solutions

«Kuhn's Hungarian Method»

- **Combinatorial optimisation based on cost functions**
- **Background: assignment of military staff, 1955**



Qualification matrix
→ row minimisation

$$Q = \begin{bmatrix} 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

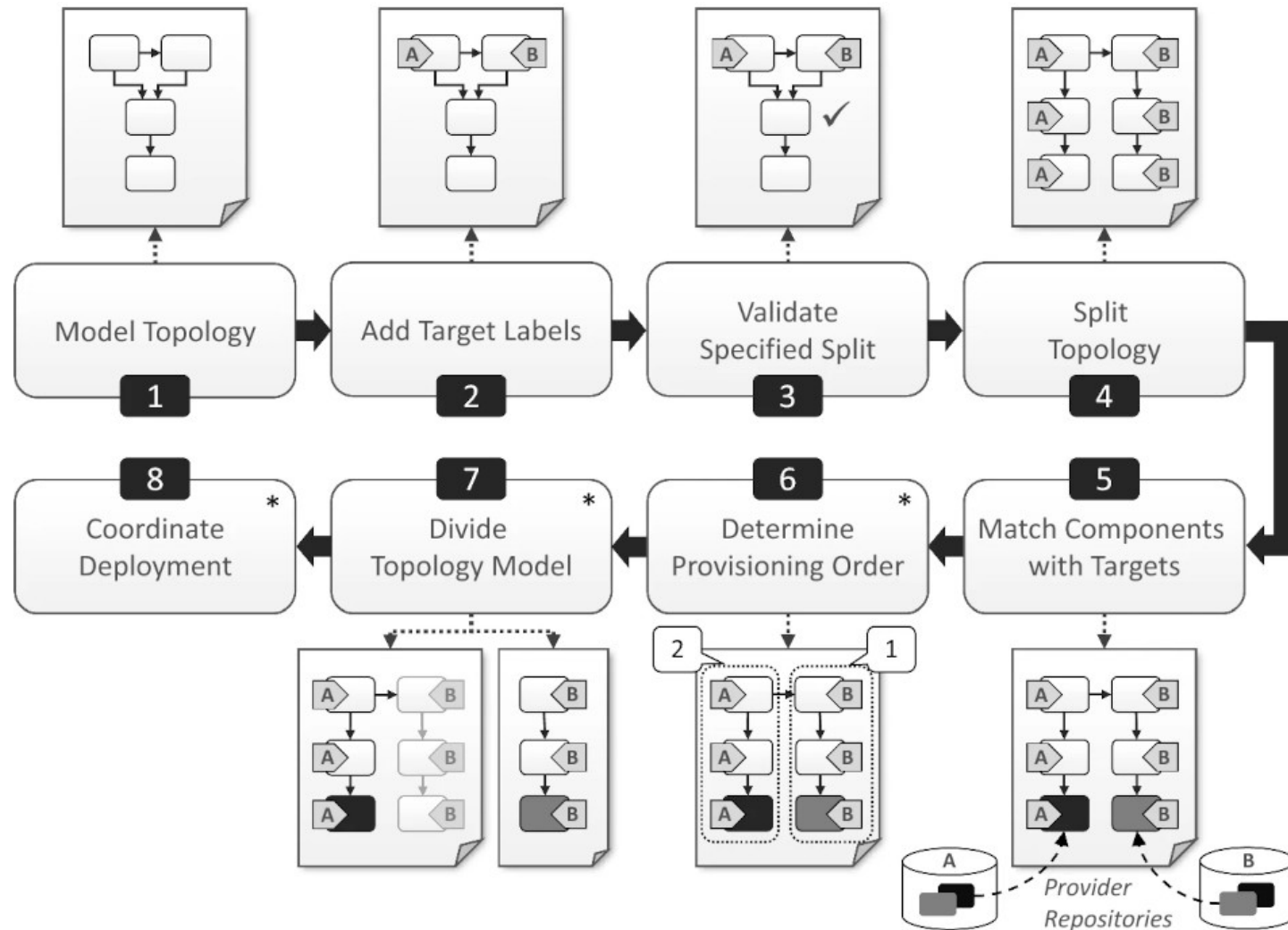
Algorithms with $O(n^3)$.. $O(n^4)$ complexity

Assignment Problem Solutions

- **Fast iterative combinatorial algorithm** ⊗
 $O(n \times \frac{n}{2})$ for $|A| = |R| = n$
 - **greedy - may get stuck**
- **Recursive tree search algorithm** ⊗
 $O(n \times \frac{(n-1)^2}{2})$
 - **backtracking to avoid dead-ends**
- **Simple greedy algorithm**
 - **single optimisation target (e.g. CPU | memory) over sorted list**
- **SAT solver**
 - **minimise/maximise multiple targets (e.g. CPU & memory)**
 - **known property: finds solution if exists**

Assignment Problem in TOSCA

Split-and-match algorithm



Knowledge Problem

A Knowledge

MAO - Microservice Artefact Observatory

- **static & dynamic assessment**
- **various artefact types (Docker images, Helm charts, Lambda functions/SAMs, ...)**
- **tracking of evolution over time**
- **consensus-based ground truth in federation**

[P. Gkikopoulos, J. Spillner, C. Mateos, A. Teyseyre: Given 2n Eyeballs, All Quality Flaws Are Shallow. Middleware 2020 / <https://www.youtube.com/watch?v=nc9zLIA7Kj8>]

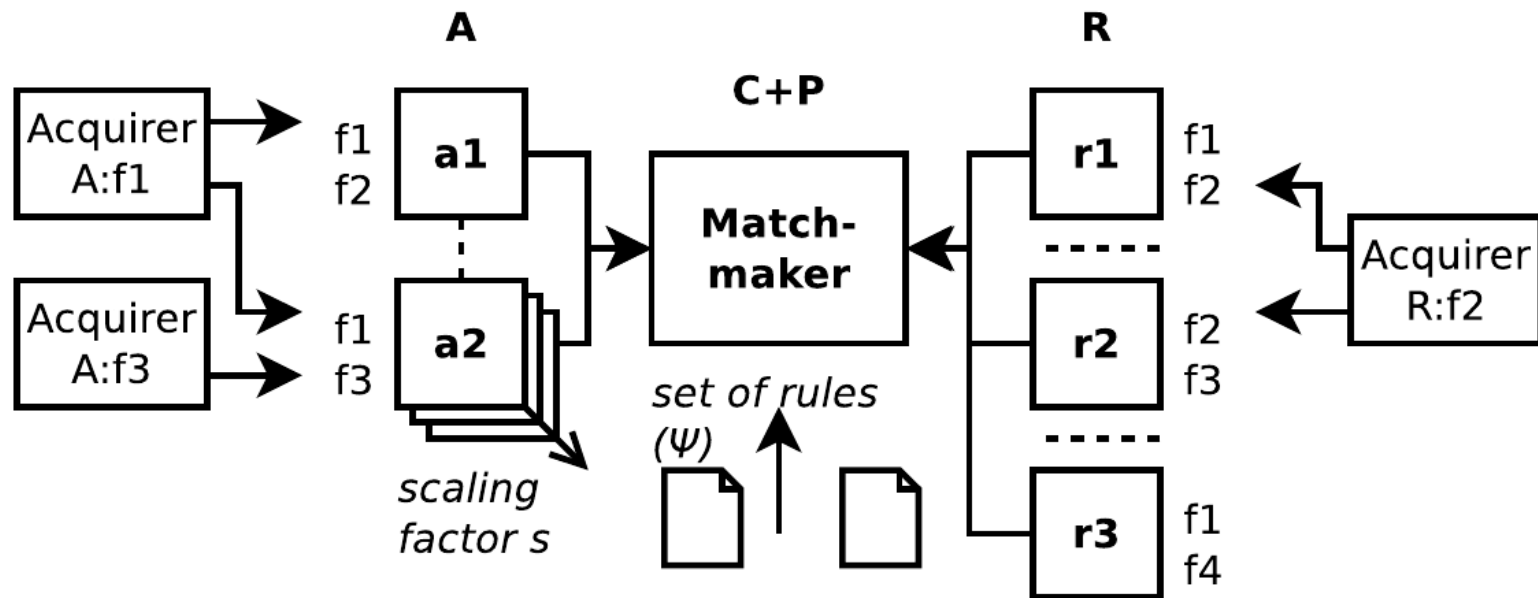
R Knowledge

**CloudPick
Scraping
(e.g. García-Galán)
FaaS
CMPs (esp. multi-cloud)
CIM/MIB/SNMP/...**

[<https://github.com/serviceprototypinglab/faascc>]

RBMM Approach

A: Artefacts, R: Resources, C+P: Constraints and Preferences
F: Decision Factors



→ **Deployment:** $A \mapsto_{C+P} R_{used} \subseteq R$

RBMM Rules (Ψ)

Propagation rules ($\Psi\pi$)

- complement missing factors, change existing factors
- A factors derived from single artefacts
- replication, subsumption, bounding (latency), tainting (security), ...

Skipping rules ($\Psi\sigma$)

- temporarily hide factors
- context (e.g. leave CPU/memory to later stage)
- feasibility (e.g. pre-check based on trust, country/geolocation)

Aggregation rules ($\Psi\alpha$)

- adjust post-deployment resource characteristics
- reduction of limited resources: memory, port numbers, GPU, ...

RBMM Implementations

Matchmaker:

RBMM - Python library

- ~3.3s for $|A|=|R|=10000$ combinatorial, ~80.1s for $|A|=|R|=200$ recursive
- extensible for other algorithms

[<https://github.com/serviceprototypinglab/rbmm>]

Emulator integration:

- **OsmoticToolkit**
- **based on MaestroNG, Docker**
- **decision factors specified in YAML**

```
ship_provider : dynamic # static
name : pl
# ships :
#   # ship1 :
#     # ip : x.x.x.x
services :
  foo :
    image : ubuntu
    security_opt : [zone==intranet,
                  vulnerability==backdoor, consistency
                  == true]
    requires: [test]
    labels :
      constraint :
        runtime : python3
        complexity : high
        latency : 5ms
        duration : 900s
    limits :
      memory : 50m
      cpu : 1
    instances :
      foo-1 :
        # ship : ship1
```