



# nephele

A lightweight software stack and synergetic meta-orchestration framework for the next generation compute continuum

W3C WoT Meetup 28: An Open-source Software Stack for IoT  
Virtualization and Convergence with Edge Computing Technologies

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- Group: NETwork Management & Optimal Design Laboratory (NETMODE)
- School of Electrical and Computer Engineering
- NETMODE Personnel:
  - 5 Professors,
  - 9 Postdoc/Senior researchers,
  - 2 lab teaching personnel,
  - 20+ PhD candidates
- Main Research Areas:
  - 5G/6G communications/computing systems Edge, Fog and Cloud Computing
  - Optimal resource allocation and orchestration
  - Data modelling and analytics, semantics, interoperability
  - Dynamic systems modeling and optimal decision making
  - Hardware/Software Codesign
  - DSP systems implementation

Actively involved in various EU and national projects.

<https://www.netmode.ntua.gr/>

# Main Challenges for the Computing Continuum



- need for **convergence of IoT technologies** based on novel architectural approaches, able to guarantee continuous and seamless openness and interoperability of the existing and emerging solutions.
- need for the provision of an **integrated meta-orchestration environment for hyper-distributed applications**, where a **synergy** between cloud and edge computing orchestration platforms takes place



Eclipse Foundation, From DevOps to EdgeOps: A Vision for Edge Computing, White paper, 2021

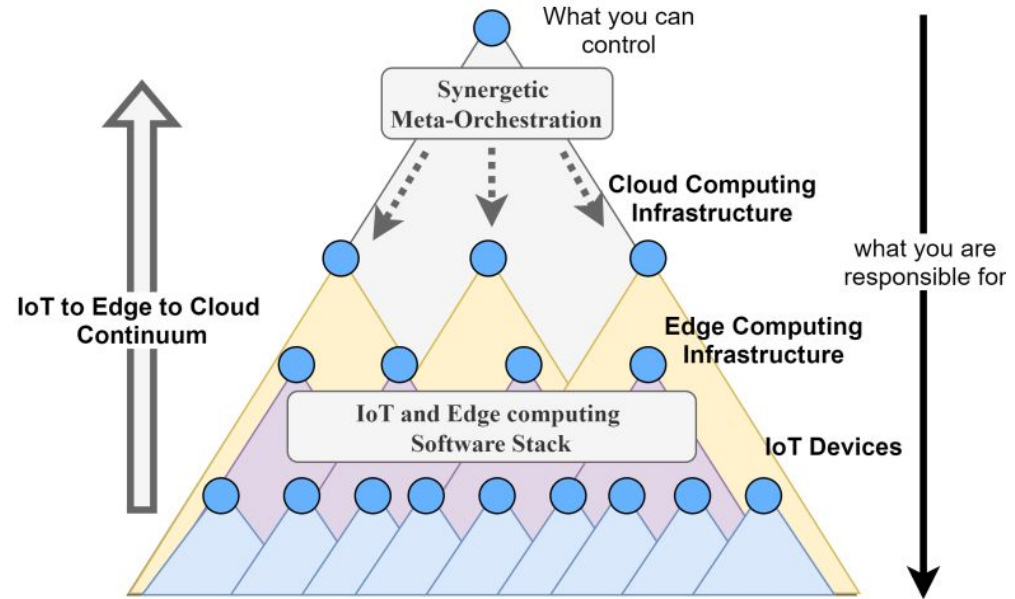
# NEPHELE Vision

## Project goals

- System of systems hierarchical approach
- IoT convergence
- Edge - Cloud convergence

## Scope

Development of a software stack to achieve interoperability across the continuum

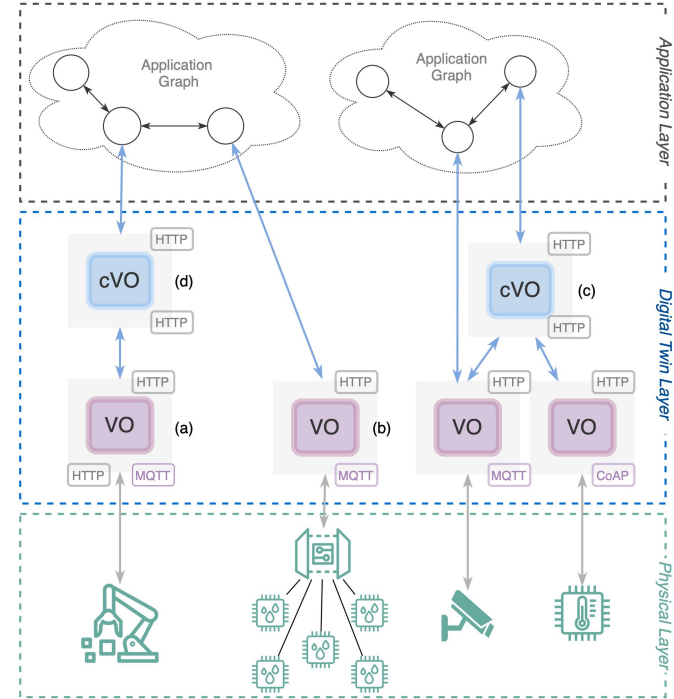


# NEPHELE contributions to IoT Convergence

- **Wot-py-2** is the updated repository of the old python implementation of W3C WoT. Updated libraries and extensions of the software.
- **VO-WoT** is a Software Stack that acts as a wrapper binding the Wot-py-2 software with additional functionalities to enable the orchestration of IoT application graphs Two implementations W3C-WoT and OMA LwM2M.

## (c)VO Definitions

- A **Virtual Object (VO)** is the virtual counterpart of a physical device on the Internet of Things domain. It provides a set of abstractions for managing any type of IoT device through a virtualized instance while augmenting the supported functionalities through the VOSTack.
- A **Composite Virtual Object (cVO)** is a software entity that is able to manage the information coming from one or multiple VOs (aggregation point) and provide advanced functionalities.



# VOStack implementation in W3C WoT Developer Resources



Standards · Participate · Membership



Groups- Activities- Developers Documentation Videos About-

## Developer Resources

There are various resources available to build Web of Things applications. These are libraries, ready-to-use software, services or SDKs, which can be used in different stages of development or for development needs and are grouped below.



TD Tooling



WoT Development Tools



Runtimes for TD Exposers



Runtimes for TD Consumers



TD Directories



WoT Software and Middleware



Other Tooling



Online Things

## WoT Software and Middleware

Ready to use software applications that can be deployed in order to provide a certain functionality in a system, such as gateway and proxying, simulation, testing services.

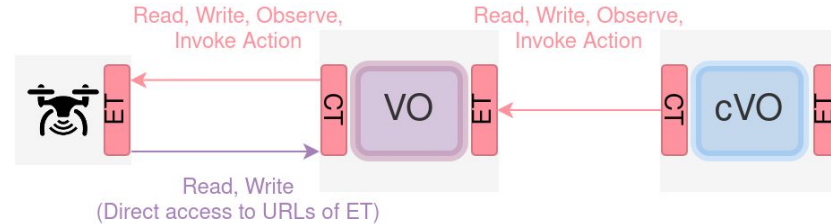
- [sayWoT!](#) - Industrial-grade implementation that allows integration of devices into Siemens software products.
- [Web of Things Test Bench](#) - CLI based tool that tests a WoT Thing by executing interactions automatically, based on its TD.
- [WebThings Gateway](#) - An open source Web of Things gateway for smart buildings, which bridges a wide range of IoT protocols to the Web of Things.
- [UA Edge Translator](#) - An industrial connectivity edge reference application translating from proprietary protocols to OPC UA leveraging the W3C Web of Things (WoT) Thing Descriptions.
- [VO-WoT](#) - A Python-based stack that allows developing WoT Things with additional functionalities, called Virtual Objects (VOs). A documentation website is available [here](#).
- [Shadow Thing](#) - CLI based tool for creating and deploying a Thing based on its TD for simulation, proxy or protocol translation purposes.

# Deployment Types

The VO is deployed on Edge Servers and consumes things

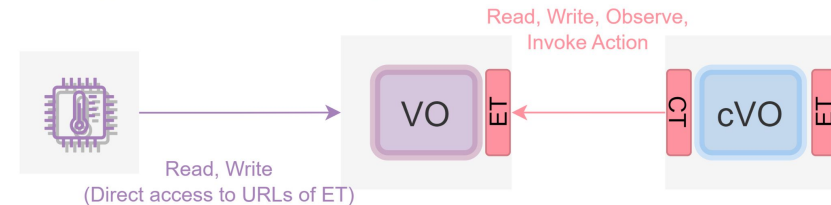
## Type A

Device with computing capabilities  
e.g., Drone, Pi



## Type B

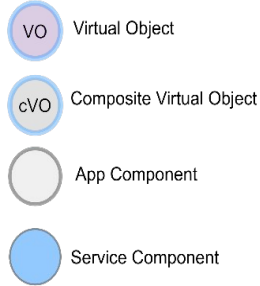
Device with no computing capabilities  
e.g., Sensor



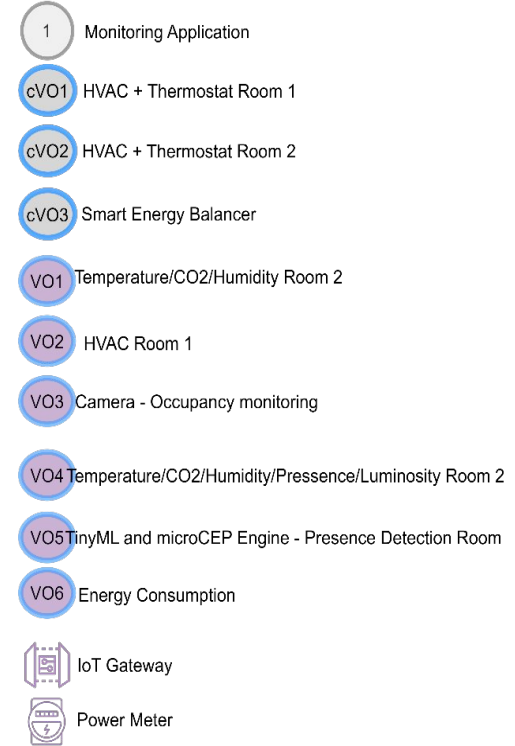
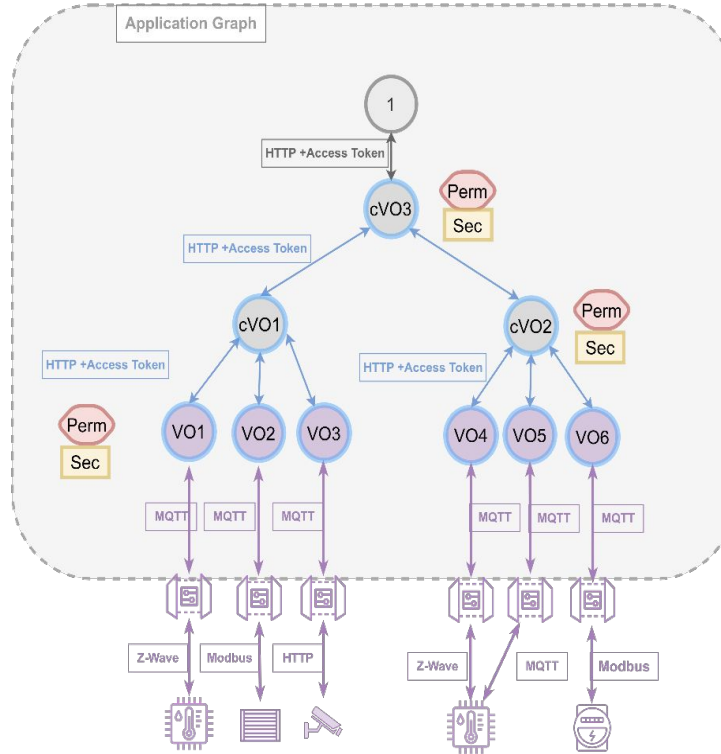
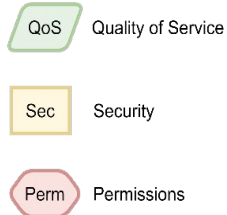


# NEPHELE Smart Building Use Case

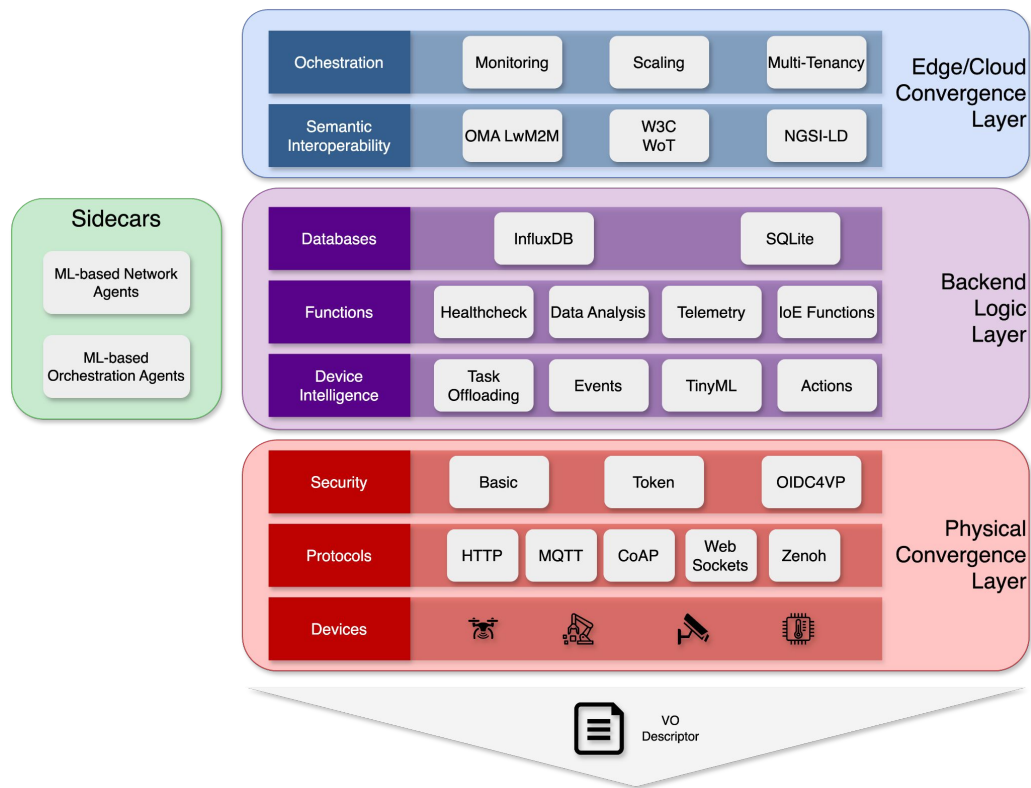
Application Graph Nodes



Application Graph Constraints

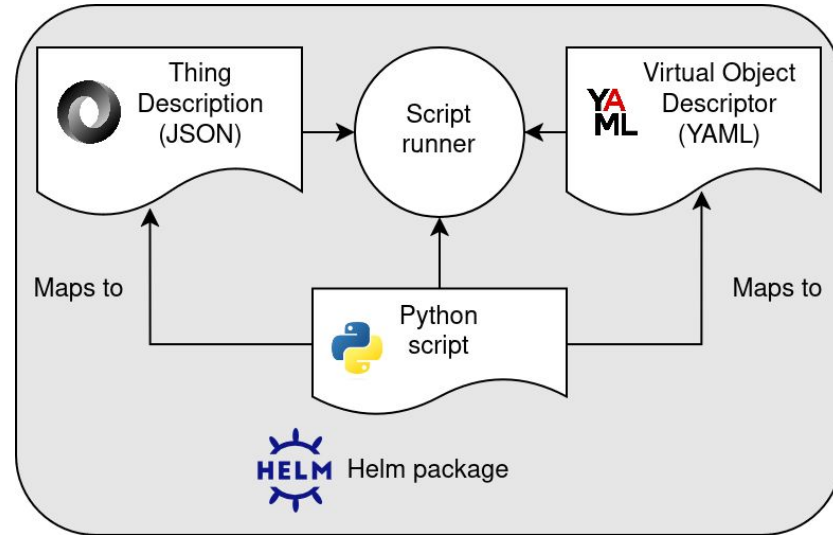


# VOStack Architecture



# VO Automatic Deployment

- **Thing Description:** Web of Things W3C Thing Description JSON that contains Properties, Actions and Events
- **Virtual Object Descriptor:** YAML descriptor that contains configuration options for the VO
- **Python script:** application code that defines code execution and can be mapped to declarations made in the other two files



## Python Package on PyPi

- **vo-wot**
- Executable that takes the 3 files as input

# Wot-py-2 extensions

- Extension of Protocol Bindings
- Security Mechanisms
- Periodic Functions - Repeat Functions in irregular intervals
- InfluxDB

# Supported Protocol Bindings

## wot-py-2

- HTTP(S)
- CoAP
- WebSockets
- MQTT
- Zenoh
  - Pub-Sub protocol
  - Based on Zenoh Routers



# Authentication mechanisms

- Basic username-password authentication
- Bearer token authentication

# InfluxDB Integration



- Time-series Database
- Automatic saving of **Property** values on read/write operations
- Logging of **Action** invocations and **Event** emission
- InfluxDB sidecar (for VOs)

# VOStack Functionalities and Sidecars

- Orchestration/Virtualization
- OpenID for Verifiable Credentials (Security Mechanism)
- RTSP server for video streams
- Network Optimization Sidecars (TSN/SDN)
- Proxy Mode for cVOs/VOs



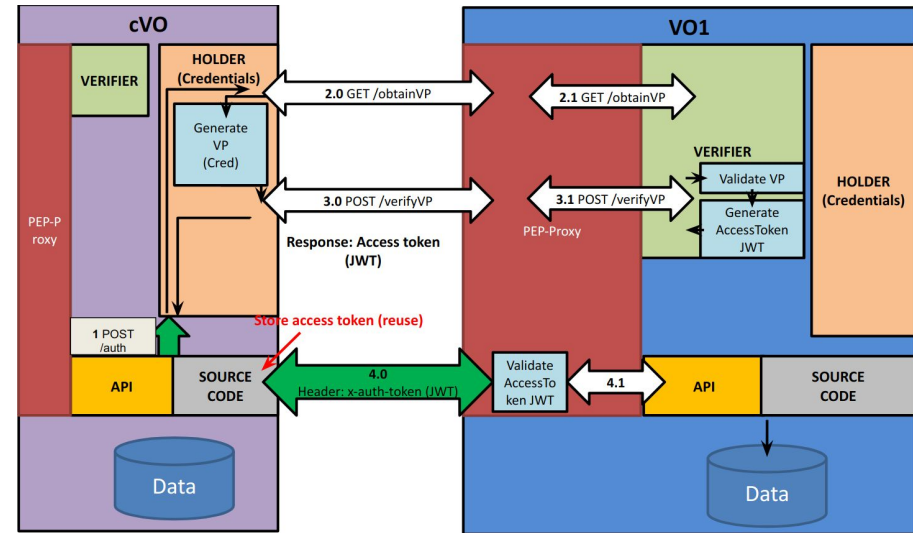
# VO Orchestration

## **Kubernetes** deployment:

- VO Docker image
- Helm package
- Overridable defaults with developer declared values
- Integration of the VO in a microservice-based architecture/graph

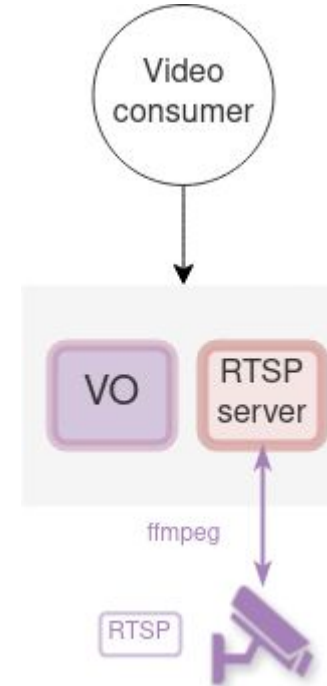
# OpenID for Verifiable Credentials

- Centralized **Issuer** component issues credentials
- VO uses **Holder** sidecar to store credentials
- Access passes through **proxy** that validates credentials



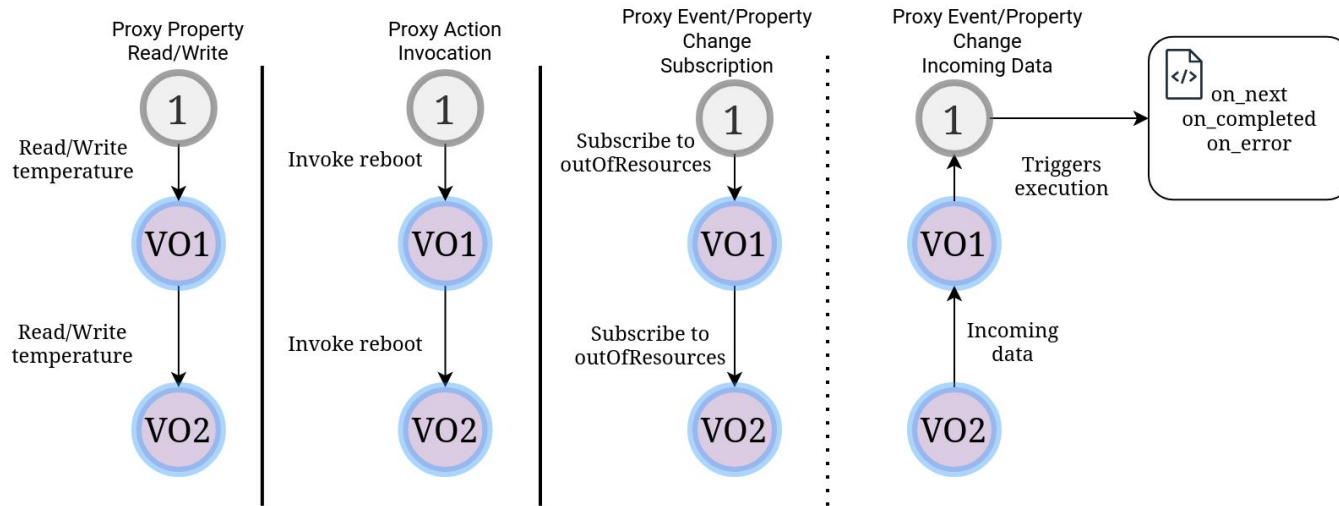
# RTSP Video proxy

- RTSP server sidecar
- **ffmpeg** redirects video stream to sidecar
- Video property exposes video stream URL



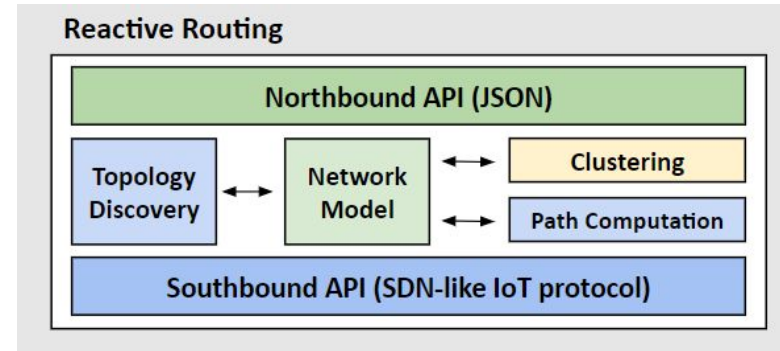
# Proxy functions

- Can turn a cVO into a proxy to other VOs



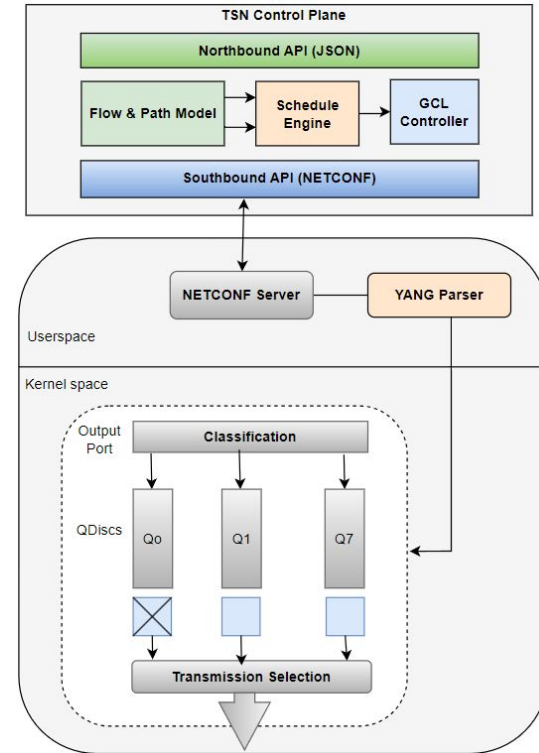
# Software-defined networking (SDN)

- Writes SDN configuration to SDN controller
- **Northbound API**
  - Reception of application and resource requirements
- **Southbound API**
  - Exchange of control messages between the Reactive Routing control plane and the IoT nodes
  - Topology control
  - Routing control
  - Data delivery control



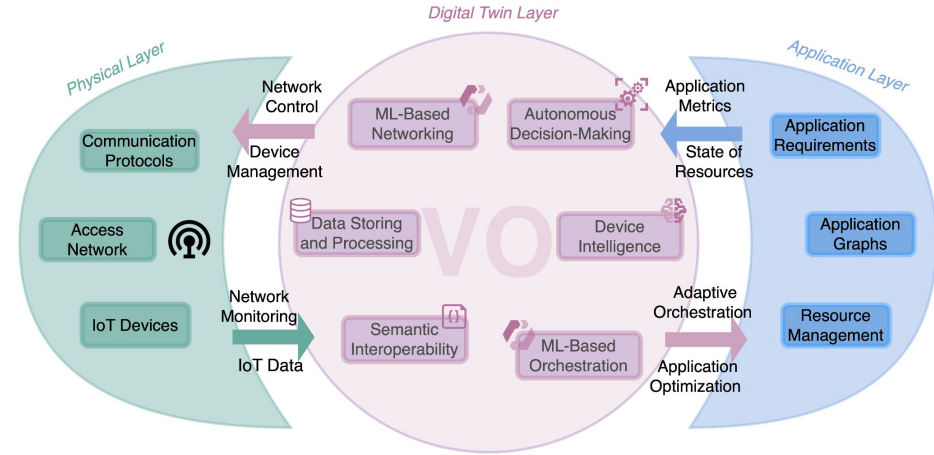
# Time Sensitive Networking (TSN)

- Injection of **flow** and **path** Properties
- Triggering of **TSN Scheduler**
- Send schedule to **NETCONF server**



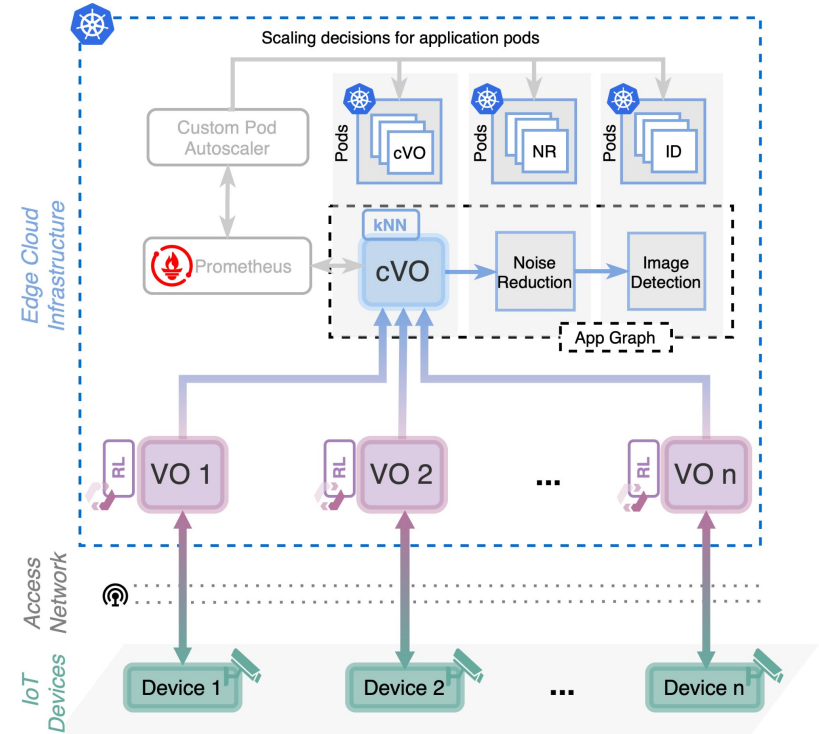
# VO-based Digital Twin

- Modular Development of Digital Twins
- Control over the Physical Layer with Actions, Events to enable dynamical orchestration of IoT
- VO as the “controller” for the orchestration of application graphs



# VOStack for Orchestration

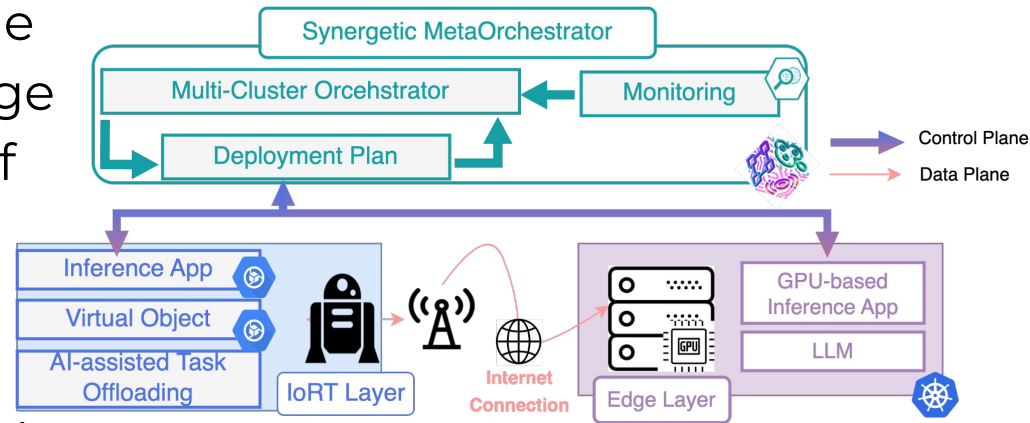
- **VO** controls the rate of offloaded images coming from devices depending on an RL agent that considers the network part
- **cVO** controls the orchestration of the application graph depending on the incoming traffic





# VOStack for Edge AI Offloading

- **VO** utilizes an AI-assisted mechanism to control the Task Offloading in an Edge AI scenario for Internet of Robotic Things
- The **VO** also emits an event towards the SMO to trigger the on-demand deployment of resources



# Roadmap

- Follow the ongoing activities of W3C WoT - especially the updates of [node.js](https://node.js) implementation
- Support and development of new features in wot-py-2
- Release of VO-Stack as an Eclipse Open-Source Project or as part of Eclipse ThingWeb
- Continuous maintenance and contributions to VOStack to bridge the gap with orchestration and control of IoT

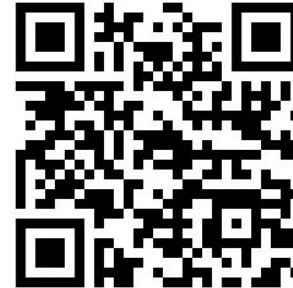
# Eclipse Research Labs GitLab Repository

<https://gitlab.eclipse.org/eclipse-research-labs/nephele-project/vo-wot/>



# Documentation

<https://netmode.gitlab.io/vo-wot/>



# Thank you for your attention!



<https://www.netmode.ntua.gr/>



<https://nephele-project.eu/>

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