

The *Virtual* OSGi Framework

Jan S. Rellermeyer

"Inaugural Talk"

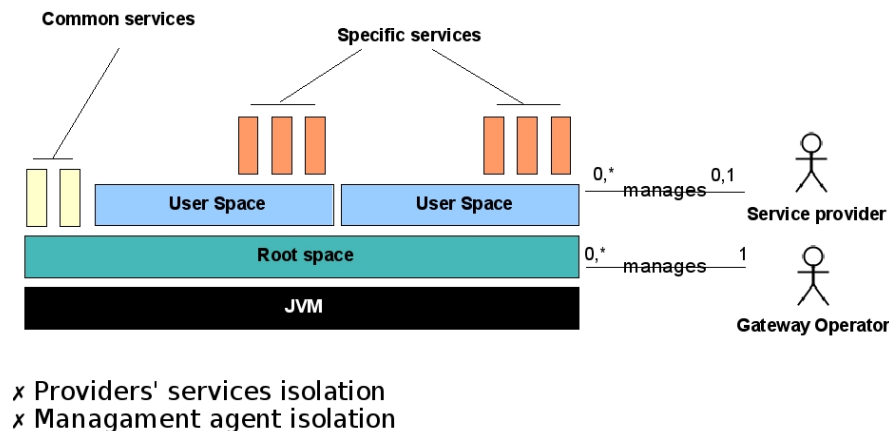
Invited Researcher of
the OSGi Alliance

Systems Group
Department of Computer Science
ETH Zurich
8092 Zurich, Switzerland



Virtual OSGi? VOSGi?

- Unintended name clash
- VOSGi is work by Stephane Frenot et. al.
- Share services among virtual gateways



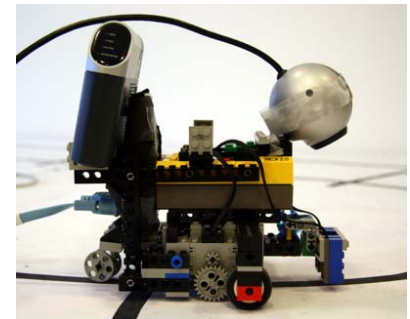
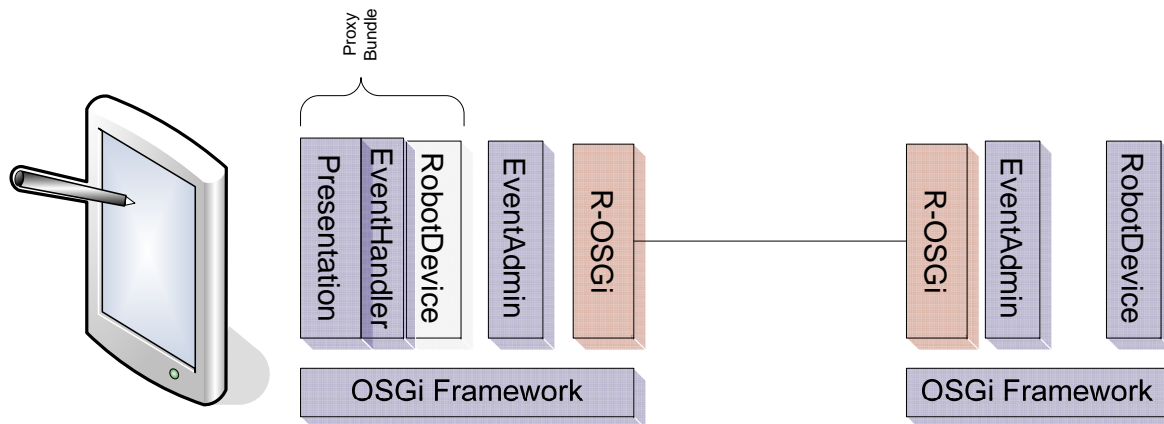
More like OS-
Virtualization

[Y. Royon, S. Frenot: *Un environnement multi-utilisateurs orienté service*. In: CFSE 2006]

Remember EclipseCon 2007...

- R-OSGi
- Originally motivated by embedded systems
- Service Discovery via SLP

Services were
described by SLP
Service URLs



[J. S. Rellermeyer, G. Alonso, and T. Roscoe: *R-OSGi: Distributed Applications Through Software Modularization*. In: *Middleware 2007*]

R-OSGi Today

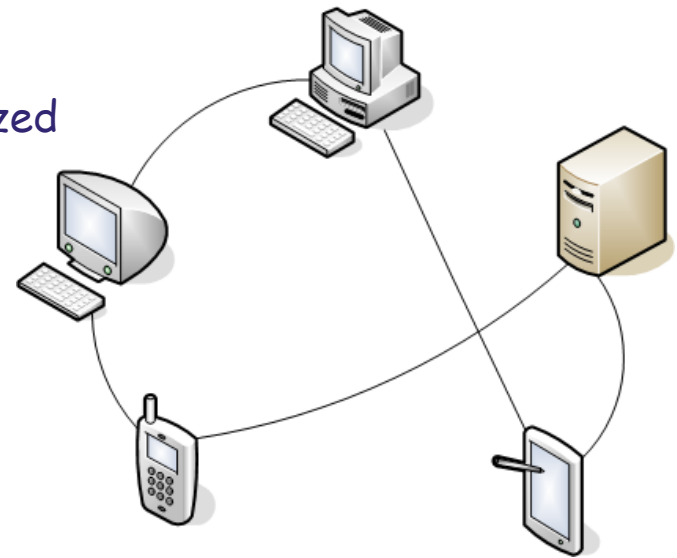
- Point to point
- Explicit connections
- Service Discovery is an optional part
- Closer to OSGi

More feasible for
remote services on the
server side.

Gives "hints" where to
connect to.

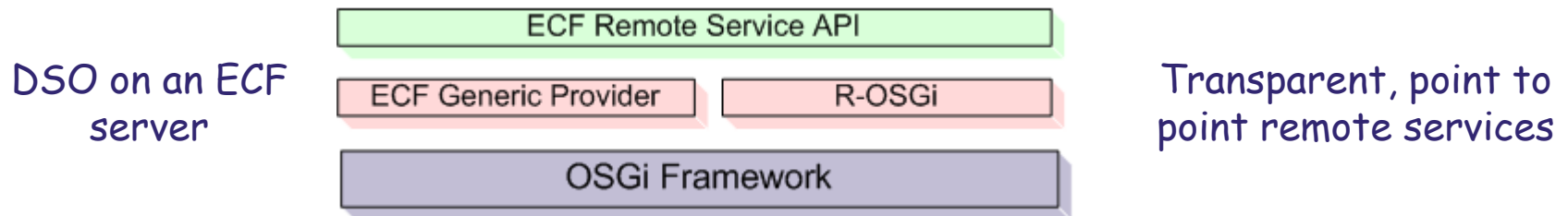
- ◆ RemoteServiceReferences known
after lease exchange *Already synchronized*
- ◆ Proxy is generated when the service
is retrieved by a client

Transparently "import"
the remote service into
the local framework



R-OSGi as an ECF Remote Service Provider

- ECF API on top of R-OSGi

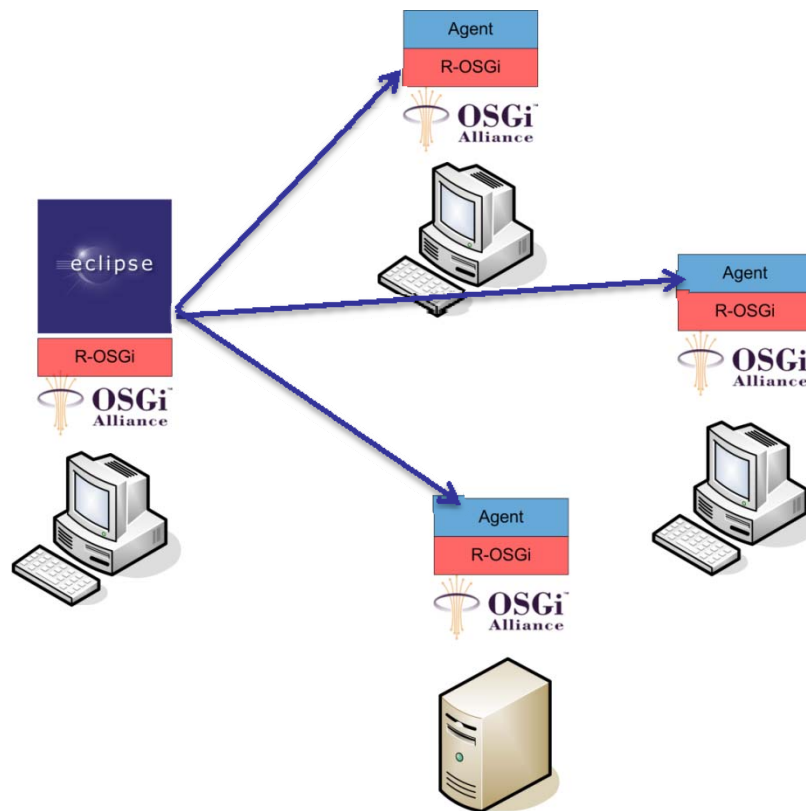


- Thereby, non-transparent access on top of a transparent service approach
- E.g., asynchronous service invocation

Motivation: Distributed Service Registry

- Original R-OSGi
 - ♦ Service Discovery
 - R-OSGi 1.0.0.RCs
 - ♦ Pair wise joined Service Registry
 - ♦ Still service registry and remote service registry
 - ECF Generic Provider
 - ♦ Server and DSOs
 - Other possibility: Unified service registry for both local and remote services
- "The network is the service registry"
- "Remote Service Registry = union of connected service registries"
- "Centralized service registry"
- The Virtual OSGi Framework**

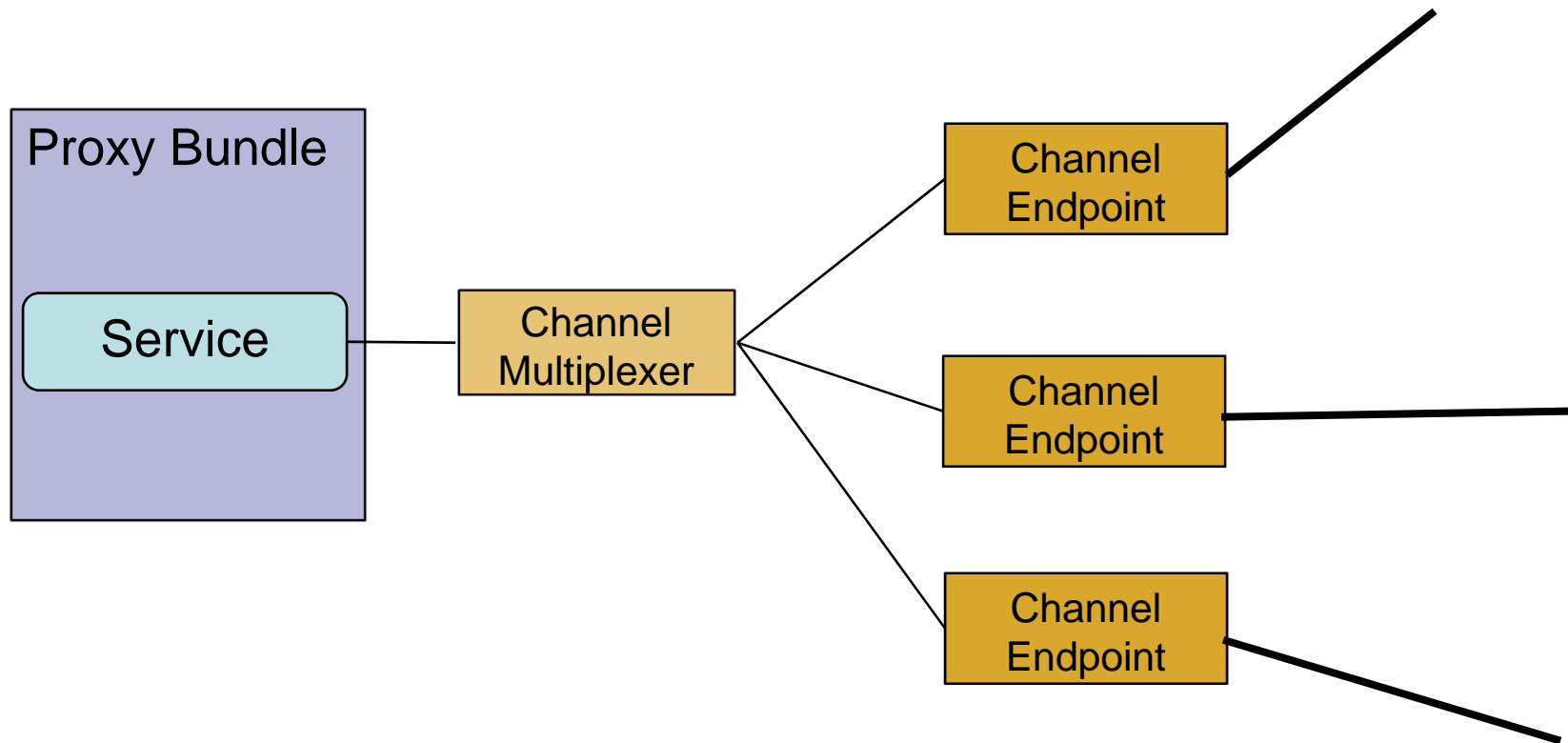
Motivation: Tool for “Orthogonal Distribution”



Demo

[Jan S. Rellermeyer, Gustavo Alonso, Timothy Roscoe: *Building, Deploying, and Monitoring Distributed Applications with Eclipse and R-OSGi*. In: Eclipse Technology eXchange (ETX) Workshop (in conjunction with OOPSLA 2007)].

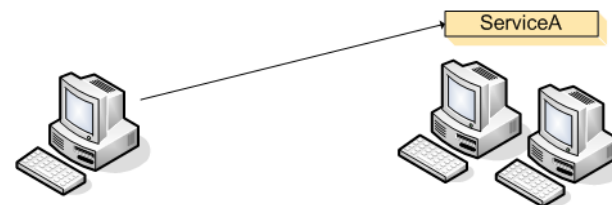
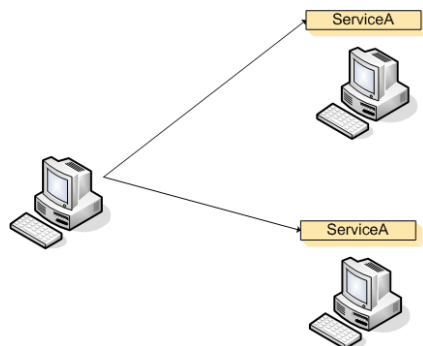
How does it work?



The Problem of State

- Failover
- Load balancing
- Real Services are not always stateless.

Think of the web



- Couldn't state be preserved?
- Service replicas instead of just copies?

Task for the
middleware

**The Virtual OSGi
Framework**

Motivation: Sensor Nodes as OSGi Services

[with Michael Duller]

- TMote Sky
 - ♦ TI MSP430F1611 microcontroller at up to 8 MHz
 - ♦ 10k SRAM, 48k Flash + 1024k serial storage
 - ♦ 250kbps 2.4 GHz Chipcon CC2420 IEEE 802.15.4 Wireless Transceiver
- Cannot even run an OS
 - ♦ Runs TinyOS
- But it can be an R-OSGi service...



Demo

[J.S. Rellermeyer, M. Duller, and G. Alonso. *Using Non-Java OSGi Services for Mobile Applications*. Demo at: MiNEMA 2008 Workshop in conjunction with EuroSys 2008].

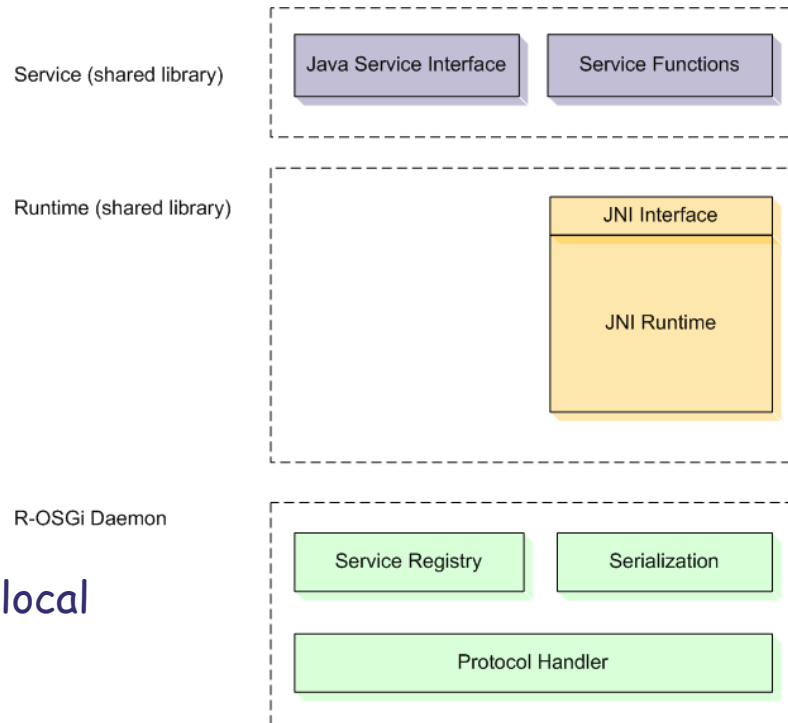
Extending the Idea of OSGi Services

Why should a remote
OSGi service have to be
written in Java?

- C/C++
- CLDC
- Over Bluetooth, ...

Would be nice to have this for local
services as well

The Virtual OSGi Framework

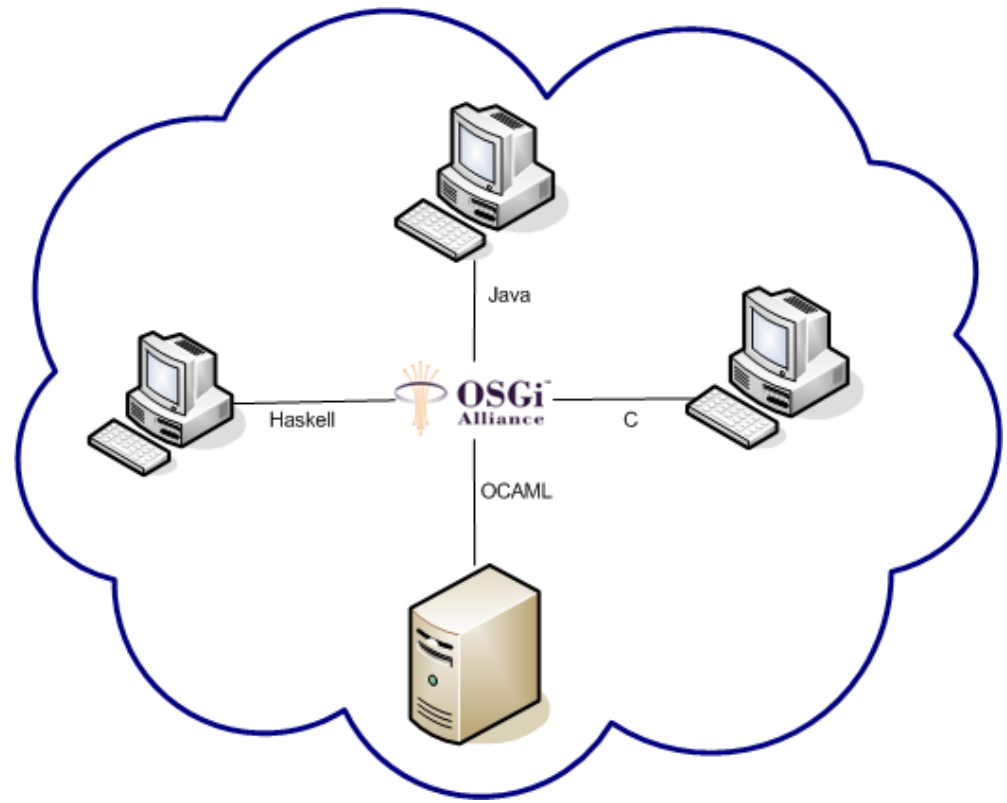


[J.S. Rellermeyer, M. Duller, K. Gilmer, D. Maragkos, D. Papageorgiou, and G. Alonso: *The Software Fabric for the Internet of Things*. In: Internet of Things 2008].

What about consuming services

- The consumer has to be an OSGi framework
- But, ...
- Couldn't it be

**The Virtual OSGi
Framework**



The Virtual OSGi Framework

- OSGi on the cloud

- ◆ Have a network full of machines running OSGi
- ◆ Don't care where they are
- ◆ Don't care where bundles are installed
- ◆ Don't care where services are provided
- ◆ Access them from anywhere

**Bundles and services
are becoming virtual**

**Access them
transparently**

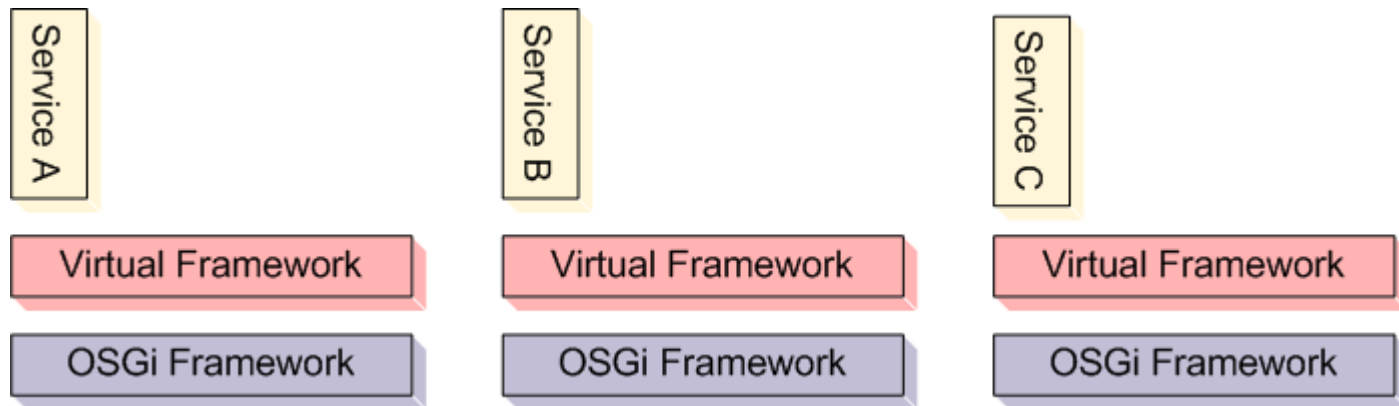
- Fluid OSGi

- ◆ Have a replica where you need it
- ◆ Read any / write any

**From a peer's
perspective, services
"flow" through the
network**

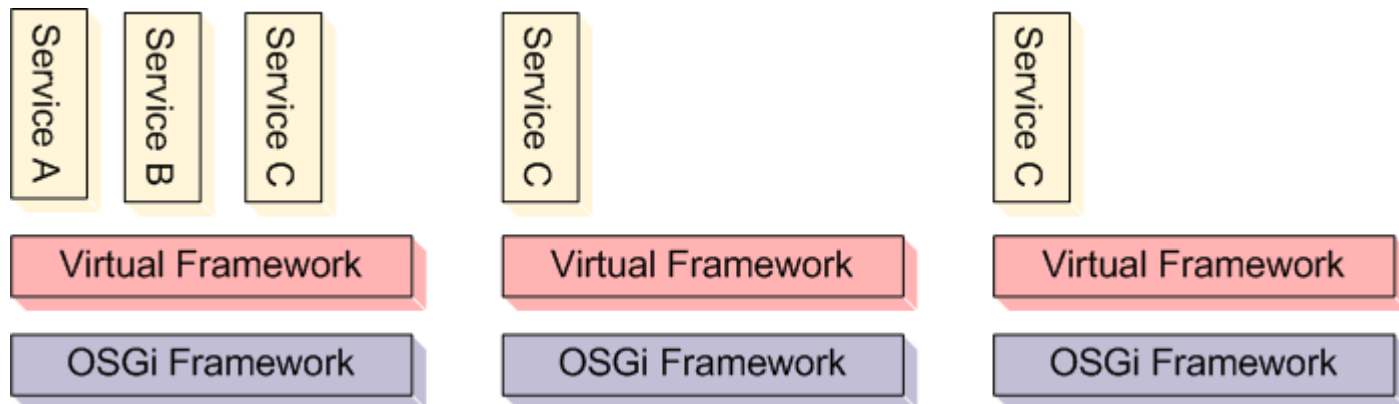
Architecture

- Unifying local and remote services
- As an extension, non-invasive against the framework



Architecture

- Unifying local and remote services
- As an extension, non-invasive against the framework



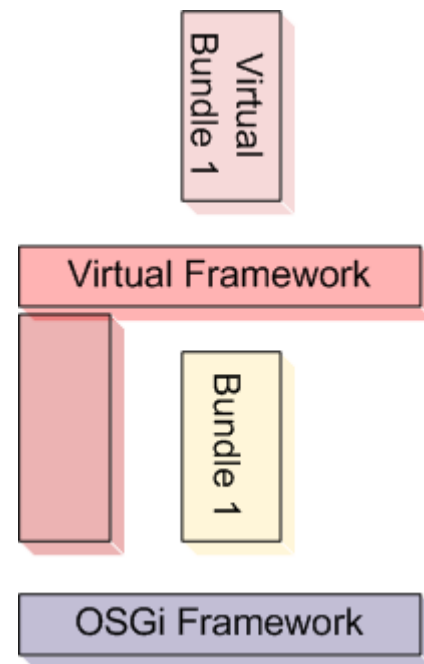
**Equivalent for a peer
on the cloud**

Virtualized Module Layer

[Dimitrios Papageorgiou]

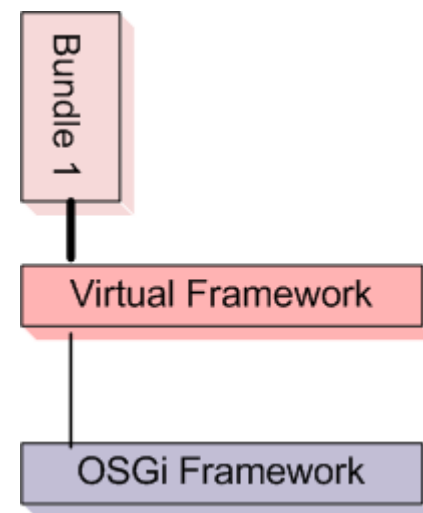
- The Virtual Framework runs as a bundle on the host framework
- Virtual Bundles are **installed** on the host framework
- Virtual Bundles are started on the virtual Framework

Host framework



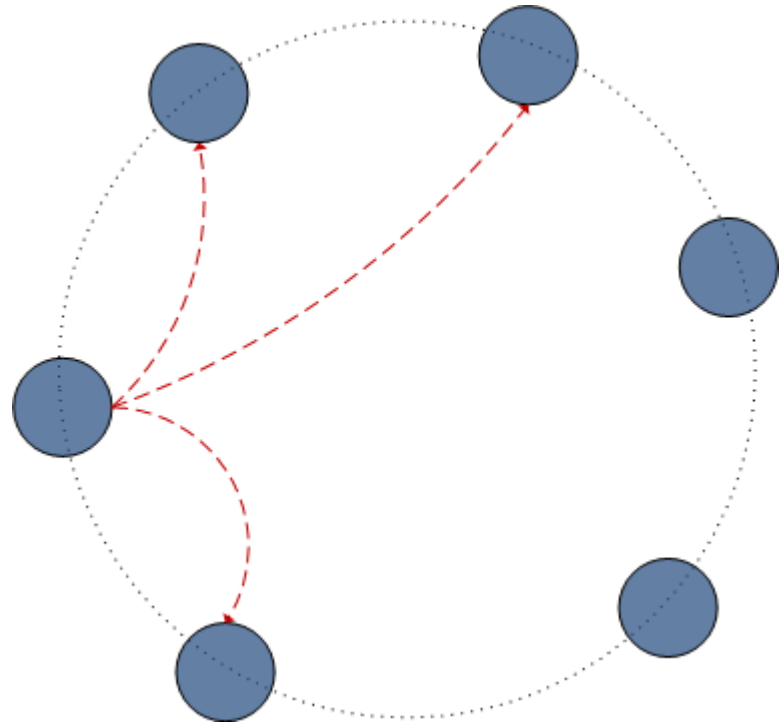
Virtual Bundles

- Installation of the bundle
 - Install on the host framework
 - Pass back a `VirtualBundle` instead of the host framework's `Bundle` implementation
- Starting the bundle
 - Called through a `VirtualBundle`
 - get the `Activator` from the host framework
 - Call it with a `VirtualBundleContext`
 - Handle the virtual state of the bundle within the virtual framework
 - Subtile: ensure `BundleID` consistency



Distributed Registries

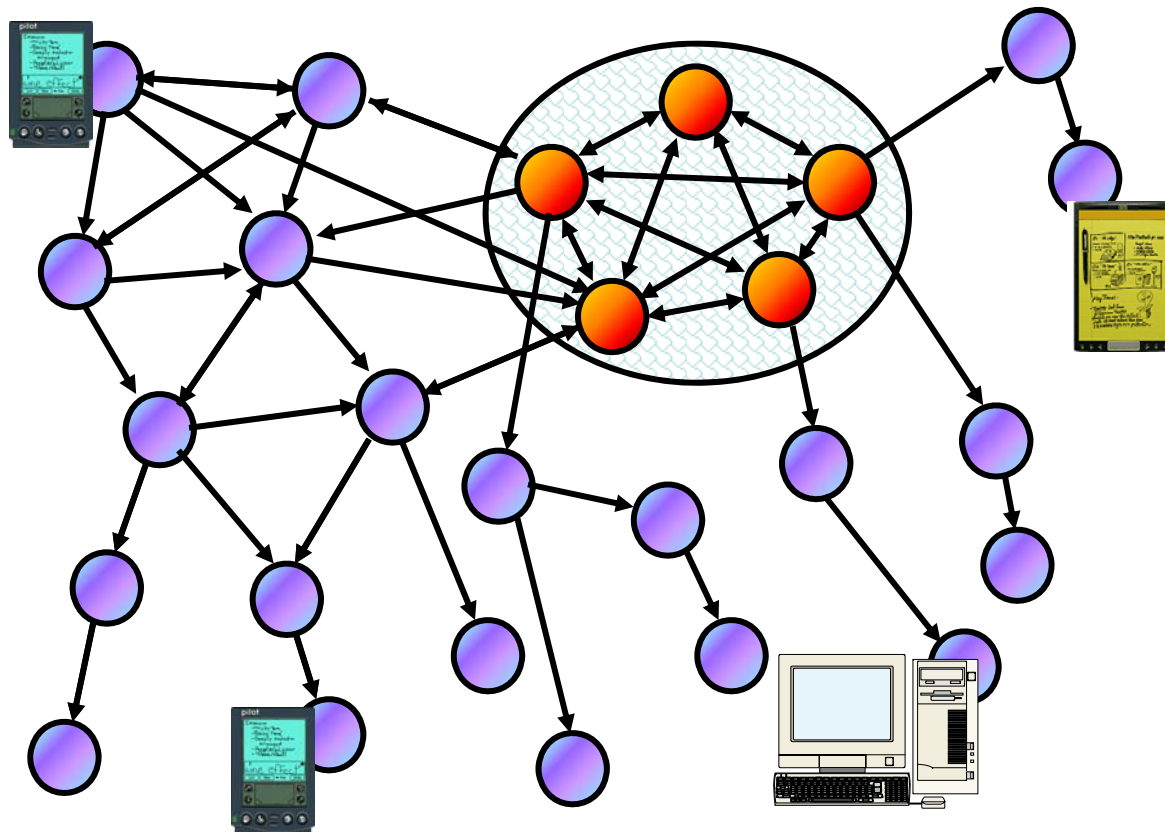
- Centralized registries are replaced by a distributed registry
- Prototype system: kind of DHT
 - ◆ Can store pointers to bundles
 - Supports constraints
 - ◆ Can store pointers to services + attributes
 - Supports filters



Challenges

- Mapping the class space model to the DHT *Optimization for resolving*
- `getAllServices` becomes a very expensive operation *Is there a good Tradeoff?*
- Maintaining replicas of DHT nodes *Transactional model?*
- Scalability?
 - ♦ Can it scale to massively distributed systems?
 - ♦ Can it scale to the diameter of the internet?*Currently not our focus!*

OceanStore?

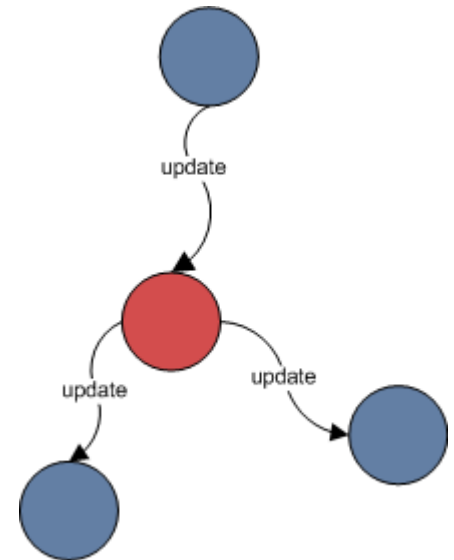


[J. Kubiawicz, D. Bindel, Y. Chen, S. Czerwinski, P. Eaton, D. Geels, R. Gummadi, S. Rhea, H. Weatherspoon, W. Weimer, C. Wells, and B. Zhao: *OceanStore: An Architecture for Global-Scale Persistent Storage*. In: ASPLOS 2000]

Service Replication

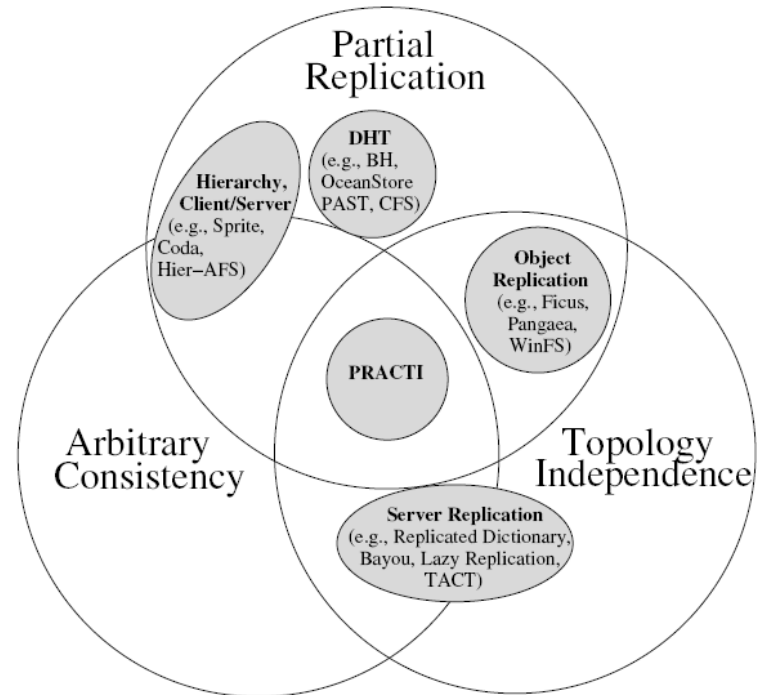
[Damianos Maragkos]

- Fluid Replication
 - ♦ Place a replica of the service where ever it is needed
- Preserve the state between service replicas
- Prototype: Communication model through the DHT
- Coordinator nodes
 - ♦ For update propagation
 - ♦ For using different consistency levels within the same virtual framework



PRACTI?

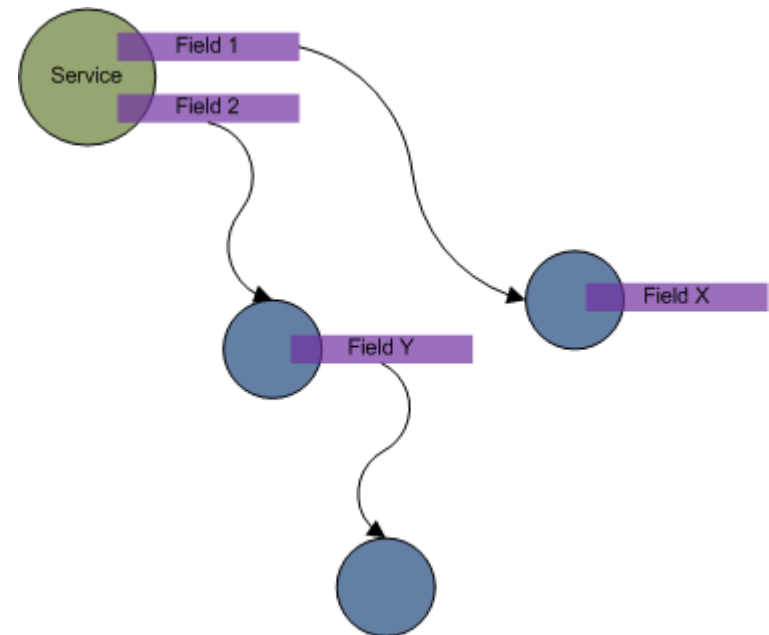
- Partial Replication
- Arbitrary Consistency
- Topology Independence



[N. Belaramani, M. Dahlin, L. Gao, A. Nayate, A. Venkataramani, P. Yalagandula, and J. Zheng: *PRACTI Replication*. In: NSDI 2006]

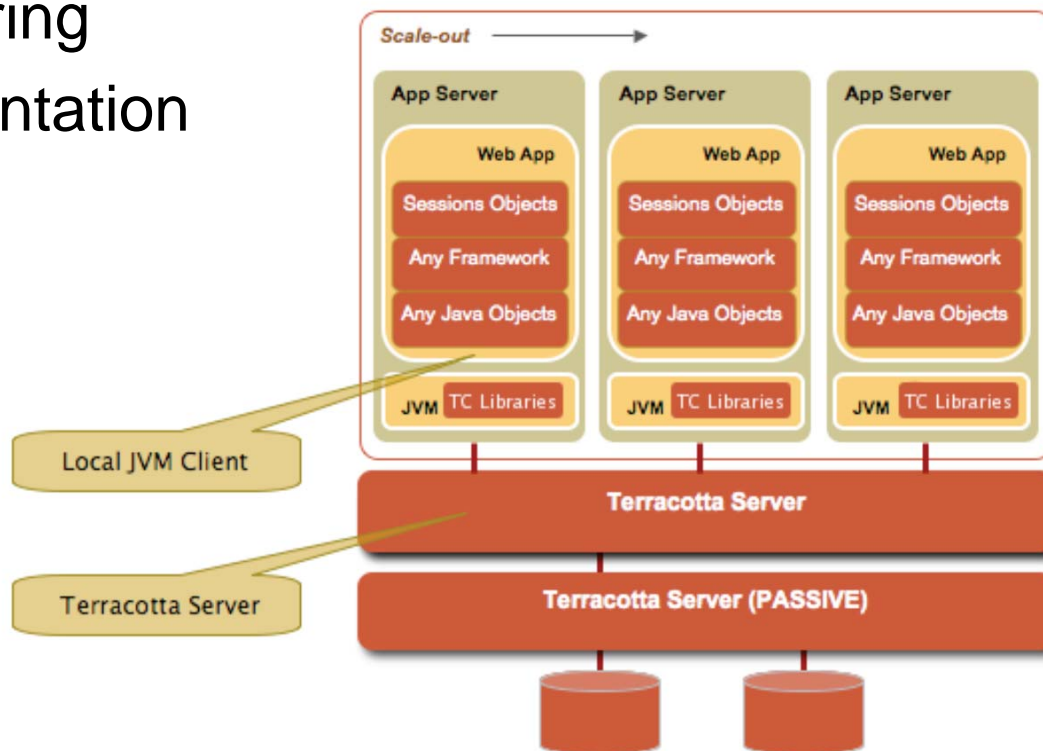
Replication of Services

- What is state?
 - ◆ Model: Only services have state
 - ◆ State is contained in fields
- Capturing state?
 - ◆ Update propagation
 - ◆ Arbitrary consistency
- Goal: Transparent replication
 - ◆ Run with every OSGi Service
 - ◆ Requires no changes



OpenTerracotta?

- Transparent clustering
- Load time instrumentation
- Distributed locking



[<http://www.terracotta.org>]

Instrumentation

- Symbolic Execution

Find out where state is
accessed/changed

- Instrumentation to capture fields

P2P update propagation
through group
communication

- Also does distributed locking, distributed thread
coordination

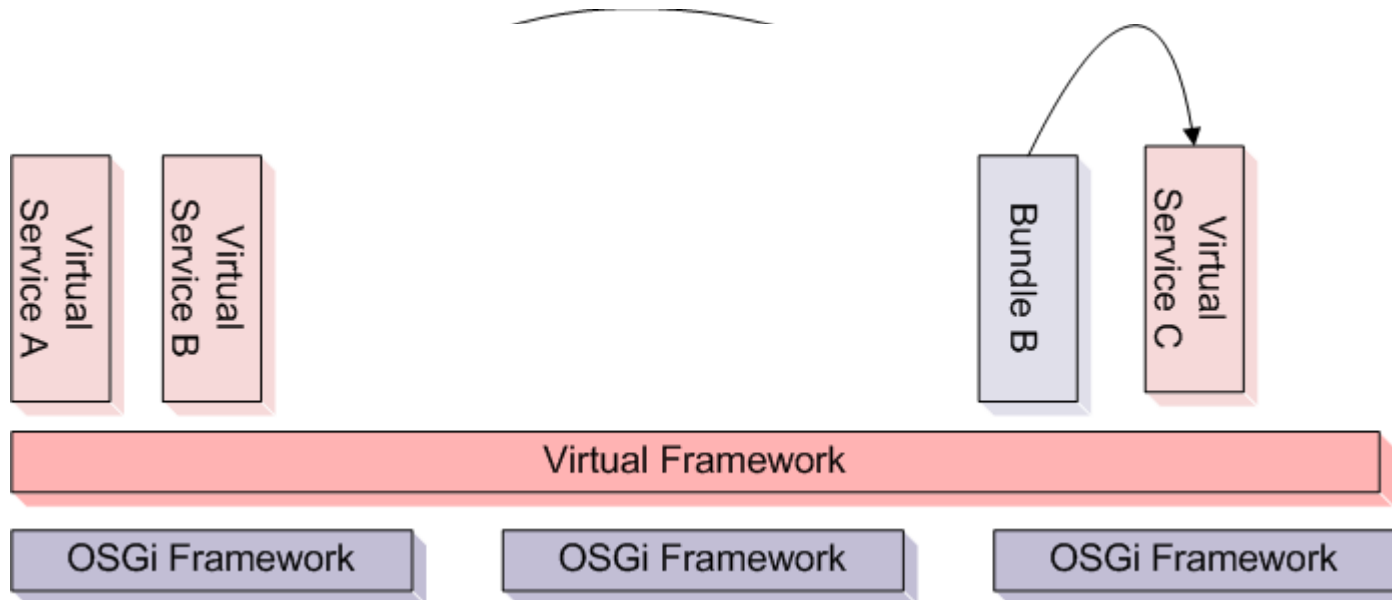
Seamless parallelization

- Also used for service migration

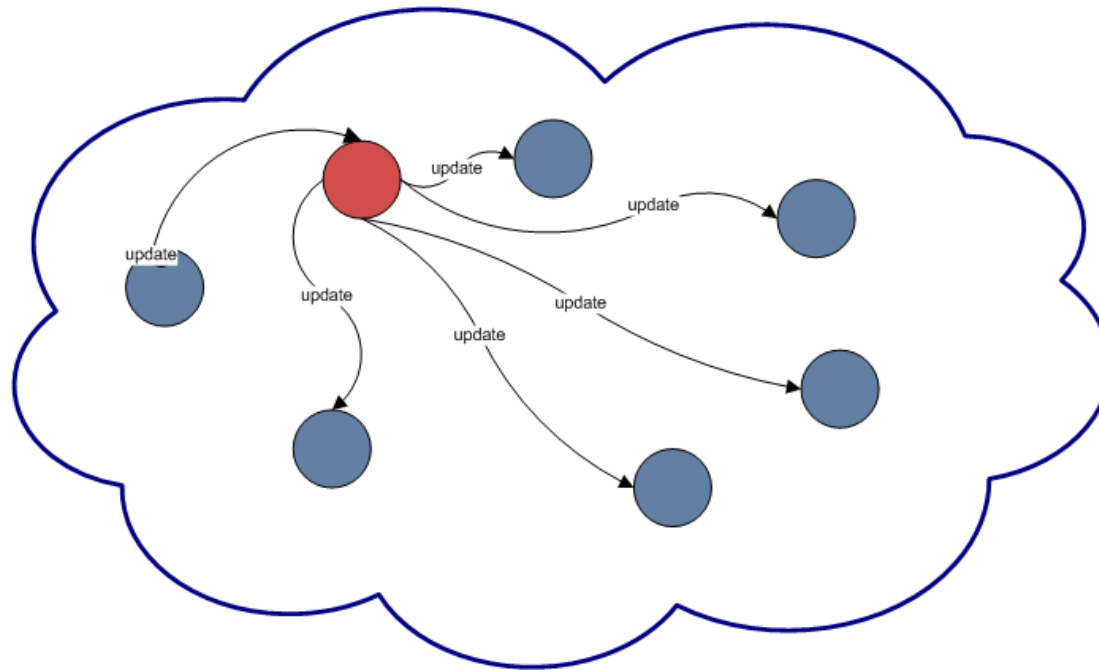
Can be considered as a
temporal replication

But we also handle
thread migration.

What we have now...



Coordination overhead

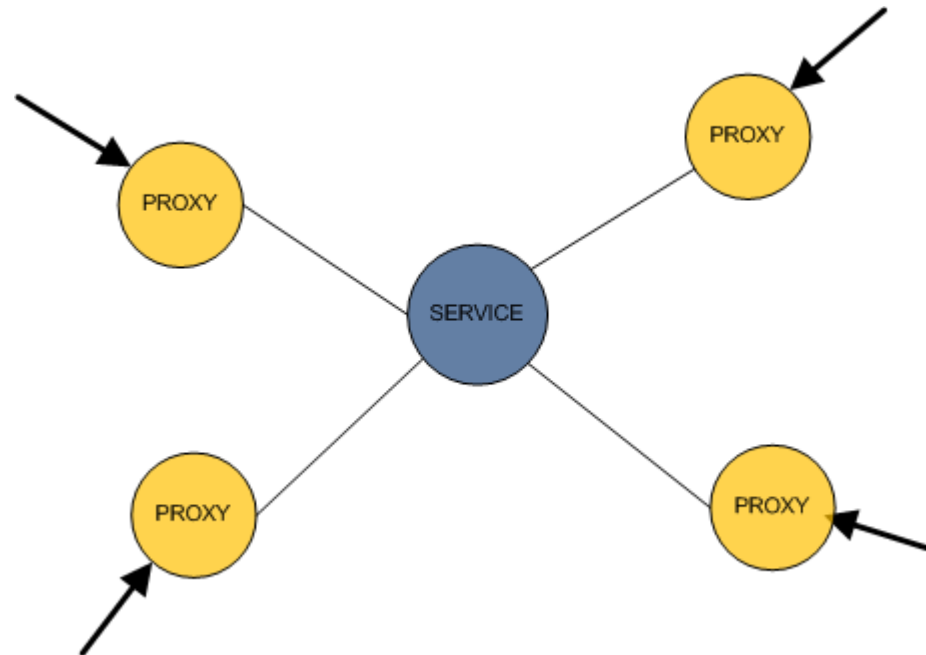


Duality between
Service Replicas and
Remote Services

- Coordinating all the replicas
- Affects scalability

Outlook: Autonomous Controller

[Ramon Küpfer, Dario Simone; starting soon]

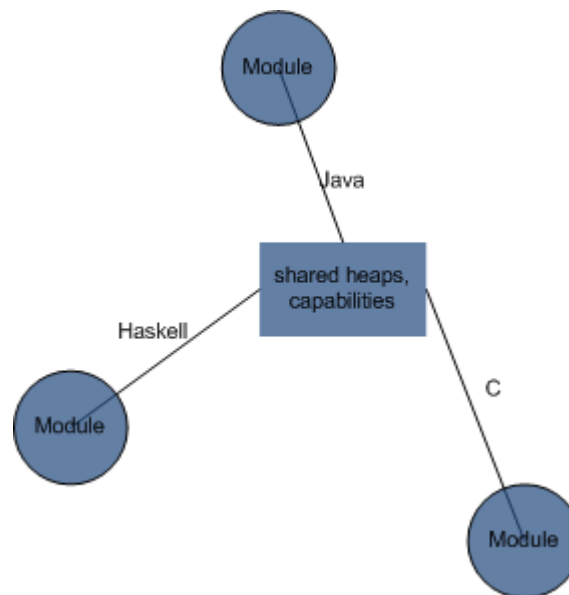


Outlook: Language-independent OSGi

- Soon a prototype for Barrelfish (new operating system at ETH)

[with Simon Peter, Adrian Schüpbach,
Andrew Baumann, Timothy Roscoe]

- ◆ Use the kernel-provided IPC model
- ◆ Provide an application model (derived from OSGi)
- ◆ Optimize for interactions within the same language
- ◆ Provide generic type mappings for heterogeneous apps



Conclusions

- The Virtual OSGi Framework
 - ◆ Unifies local and remote services
 - ◆ Makes a (dynamic) group of machines appear as a single OSGi framework
 - ◆ Allows replication of services for load balancing or to increase failure resilience
 - ◆ Runs as a bundle on top of every framework
 - ◆ Uses the host framework for module layer operations
 - ◆ Intercepts/extends certain operations on the virtualization layer
 - ◆ Can relocate bundles/services
 - ◆ OSGi on the cluster/cloud

Welcome to the virtual world!

- Questions?

