Akraino Regional Controller

The Akraino Regional Controller provides a standardized way to install Akraino Blueprints on disparate, network connected, hardware. It is designed to be agnostic about what is being installed, and only concerns itself with providing a standard framework for running workflows associated with Blueprints, in order to perform the lifecycle management functions of a particular Blueprint. It does this via a REST-based API.

Child Pages

- Starting the Regional Controller
- Object Model / Flow of Operation
- How to load objects into the Regional Controller
- How to write Blueprints and Workflows
- Frequently Asked Questions

Project Technical Lead: TBD

Project Committers detail:

Initial Committers for a project will be specified at project creation. Committers have the right to commit code to the source code management system for that project.

A Contributor may be promoted to a Committer by the project's Committers after demonstrating a history of contributions to that project.

Candidates for the project's Project Technical Leader will be derived from the Committers of the Project. Candidates must self nominate by marking "Y" in the Self Nominate column below by TBD. Voting will take place TBD.

Only Committers for a project are eligible to vote for a project's Project Technical Lead.

Please see Akraino Technical Community Document section 3.1.3 for more detailed information.

Committer	Committer Company	Committer Contact Info	Committer Bio	Committer Picture	Self Nominate for PTL (Y/N)
Andrew Wilkinson	Ericsson	andrew.wilkinson@ericsson.com			

Use Case Details:

Feature	Description	Companies Participating / Committers	Requested Release / Timeline	Informational
Akraino Regional Controller	The current Akraino Portal provides a user interface and a collection of workflows and services to execute the actions requested by the user. This proposal is to separate the workflows and services from the portal user interface so that actions can be performed through the portal, direct REST calls from an external orchestration tool, or a CLI that could be developed as part of a different feature project. 1. Define an API for the various actions that a user might request including user management, blueprint definition, blueprint deployment, monitoring, etc. 2. Modify existing services and workflows to be initiated though the new API. 3. Develop new services and workflows as needed to address common tasks required by blueprints. 4. Coordinate with the Portal feature project to use the new API. 5. Standardize the software definition of a "Blueprint" so that multiple software entities can interact with blueprints in a defined way. 6. Standardize the software definition of a "hardware profile" to enforce some rigor in what types of hardware individual blueprints may use.	AT&T	R1	Impacted Blueprint Family - Network Cloud and Radio Edge Cloud See attachment for additional details

Presentation:

Akraino Feature P...l Controller.pptx