DEMO: SONATA NFV SDK and MANO Service Platform hands-on

The SONATA H2020 project distinguishes itself from other NFV MANO software initiatives by being one of the first environments providing a Software Development Tools (SDK) to actually help NFV developers in designing, creating, locally deploy, debugging and analysing services, as well as providing a highly modular, micro-service based MANO platform which itself is developed following a DevOps approach. The resulting implementation is publicly available as open-source software at GitHub (https://github.com/sonata-nfv).

In this hands-on session, we will introduce the audience to the SONATA software suite consisting of development tools (SDK components) and the MANO Service Platform. The audience will learn how to install this software, develop a NFV service based on existing service components on the web and in catalogues, package the service and deploy it on a local machine. Next, monitoring, debugging and profiling will enable to iterate the developed service into a new version on the MANO Service Platform, following a DevOps model.

Afterwards, attendees should be able to develop their own custom services, to deploy the MANO platform on their own hardware in combination with Virtual Infrastructure Management software such as Openstack, as well as have initial clues on how to contribute to the open source software.

The content of the demo/tutorial is:

- Installation of SONATA SDK and MANO Service Platform
- Setup of development workspace and project space
- Fetching service components of catalogues as well as the Internet
- Packaging a service
- Conversion of service components from/to other MANO platforms
- Deploying a service on the emulator
- Monitoring and debugging a service on the emulator as well as on the Service Platform
- Fine-tuning scaling behavior of a service
- Creating a feature/issue request on the SONATA code repositories