



EDGELESS: A Serverless Platform Connecting Edge and Cloud

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Consortium

Disclaimer: most of figures were stolen from our partner's presentation.





Key Requirements - Programming Model

- Provide stateful execution (as opposed to stateless)
- Support various QoS
- Integrate external resources - sources of data and data sinks
- Use workflows as main deployment unit and asynchronous invocation pattern



Key Requirements - Runtime

- Reacting fast to changes in the network, node load, infrastructure, ...
- Use resource constrained devices for computation at the edge
- Supports various specialised HW (GPU, TEE, Sensors, TMU, ...)
- Optimise system based on real-time analytics of resources and activities



Key Requirements - Security

- Enable secure execution of functions (RUST & WASM)
- Support system-wide anomaly detection
- Support trust via authentication of edge nodes in the infrastructure



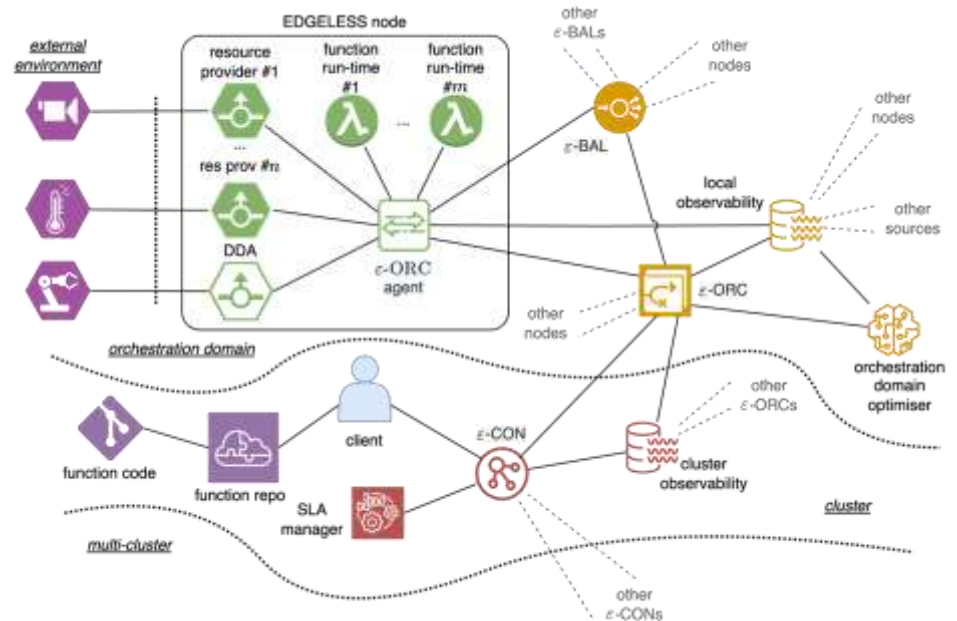
Main Concepts

- **Functions:** Basic unit of execution in the EDGELESS system
- **Workflows:** Can represent an execution of one or multiple functions in a sequence
- **Annotations:** Metadata that can be attached to functions and workflows to provide additional information about their behavior
- **Resources:** Allows workflows to interact with external environments

EDGELESS Architecture

EDGELESS cluster is managed by an ϵ -CON (controller) - accepts and deploys workflows into an orchestration domain

EDGELESS orchestrator ϵ -ORC manages the lifecycle of physical function/resource instances on EDGELESS nodes.





Functions

Function handlers:

- **handle_cast:** Triggered for processing asynchronous requests
- **handle_call:** Triggered for synchronous requests
- **handle_init:** Invoked when a function instance is started
- **handle_stop:** Invoked when a function instance is terminated

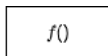
Methods:

- **cast:** send a message to a function in the workflow
- **call:** send a message synchronously to a function in the workflow
- **delayed_cast:** send a message to a function in the workflow after delay milliseconds
- **log:** produce a line of log
- **self:** retrieve the function's own InstanceId
- **sync:** write the state to disk/database

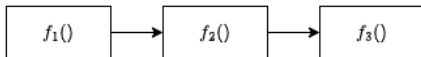


Workflows

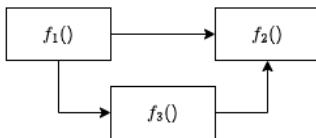
single function



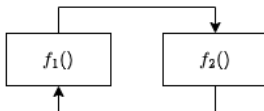
function chain



directed
acyclic graph



arbitrary
graph



```
1 {
2   "functions": [
3     {
4       "name": "stage_1_function",
5       "class_specification": {
6         "id": "http_processor",
7         "function_type": "RUST_WASM",
8         "version": "0.1",
9         "code": "./compiled_function.wasm",
10        "outputs": ["success_cb", "failure_cb"]
11      },
12      "output_mapping": {
13        "success_cb": "http_processor_stage_2"
14      },
15      "annotations": {}
16    },
17    {
18      "name": "http_processor_stage_2",
19      "class_specification": {
20        "id": "http_processor2",
21        "function_type": "RUST_WASM",
22        "version": "0.1",
23        "code": "./processing_function2/http_processor2.wasm",
24        "outputs": []
25      },
26      "output_mapping": {},
27      "annotations": {}
28    }
29  ],
30  "resources": [
31    {
32      "name": "http-ingress-1-1",
33      "class_type": "http-ingress",
34      "output_mapping": {
35        "new_request": "stage_1_function"
36      },
37      "configurations": {
38        "host": "edgeless-project.eu",
39        "methods": "POST"
40      }
41    }
42  ],
43  "annotations": {}
44 }
```



Annotations

- **QoS requirements:** deployment or run-time requirements enforced by the EDGELESS system, particularly the ϵ -CON, ϵ -ORC, ϵ -BAL, and SLA manager
- **Characteristics:** hints on the expected workflow that can be used to guide the optimisation process within EDGELESS
- **Costs:** cost-related information
- **Configurations:** operational parameters and initial settings for functions and workflows
- **Deployment Constraints:** specify the essential requirements for where and how functions and workflows are deployed



Execution Environment

- Rust / WASM (wasmtime and wasmi runner)
- Rust / Native Execution
- Rust / Container
- Python / Container

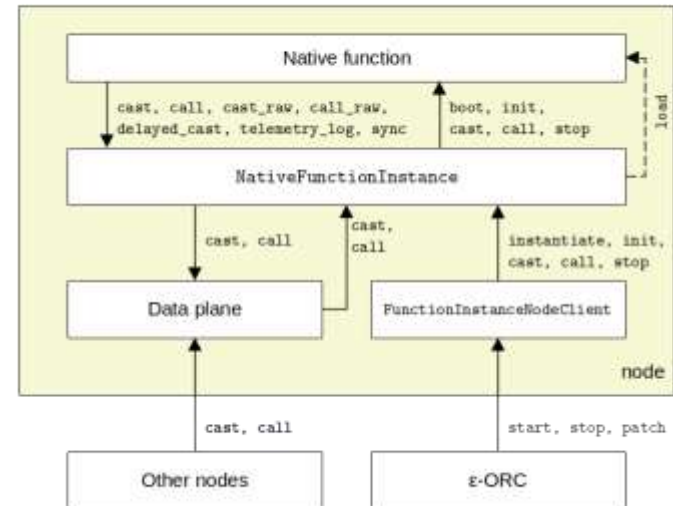


Native Code Execution

- Allow to run EDGELESS functions directly on HW of various platforms
- Reduce start-up time
- Reduce memory requirements
- Improve execution speed by running the native code
- Virtualisation via toolchain

Native Code Execution

- Native functions are loaded using libloading crate
- Internally relies on dlopen() function
- Relatively easy to communicate between EDGELESS node and EDGELESS function
- Challenging the other way round
- Solution based on exporting pointers from EDGELESS node to EDGELESS function





Project Website

<https://github.com/edgeless-project/edgeless>