IETF 95 Hackathon
NEMO Language and ONOS SDN Controller

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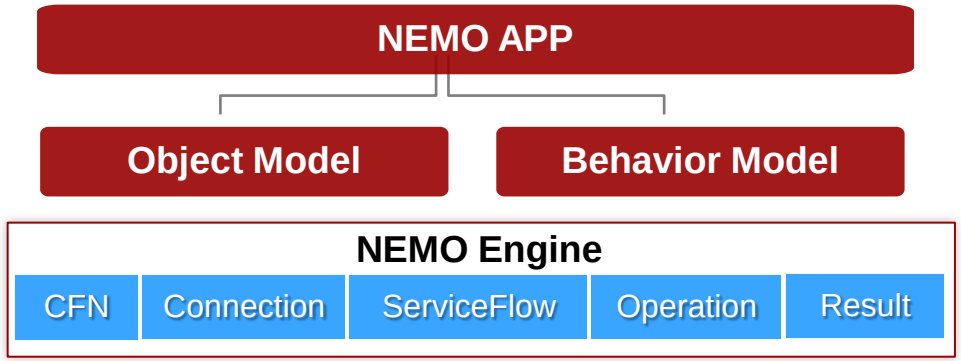
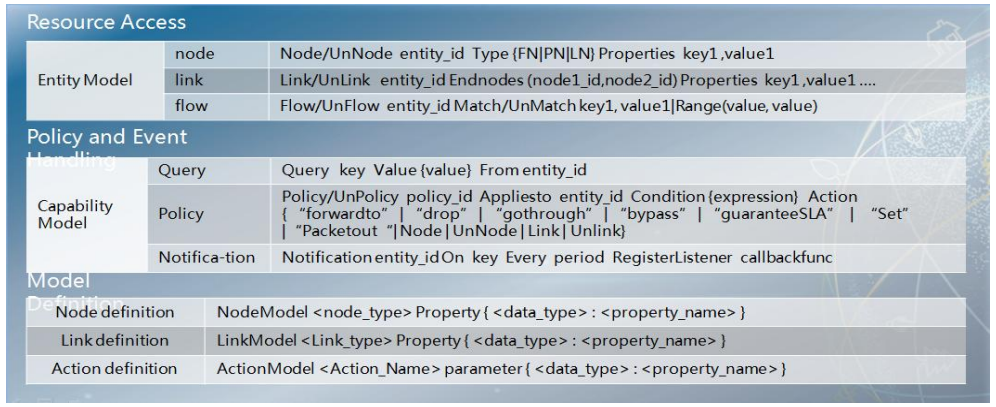
NEMO Language for Service Level Network Programming

https://wiki.opendaylight.org/view/NEMO:Main



SDN Controller/Orchestrator

15 simple statement for hundreds of complex APIs



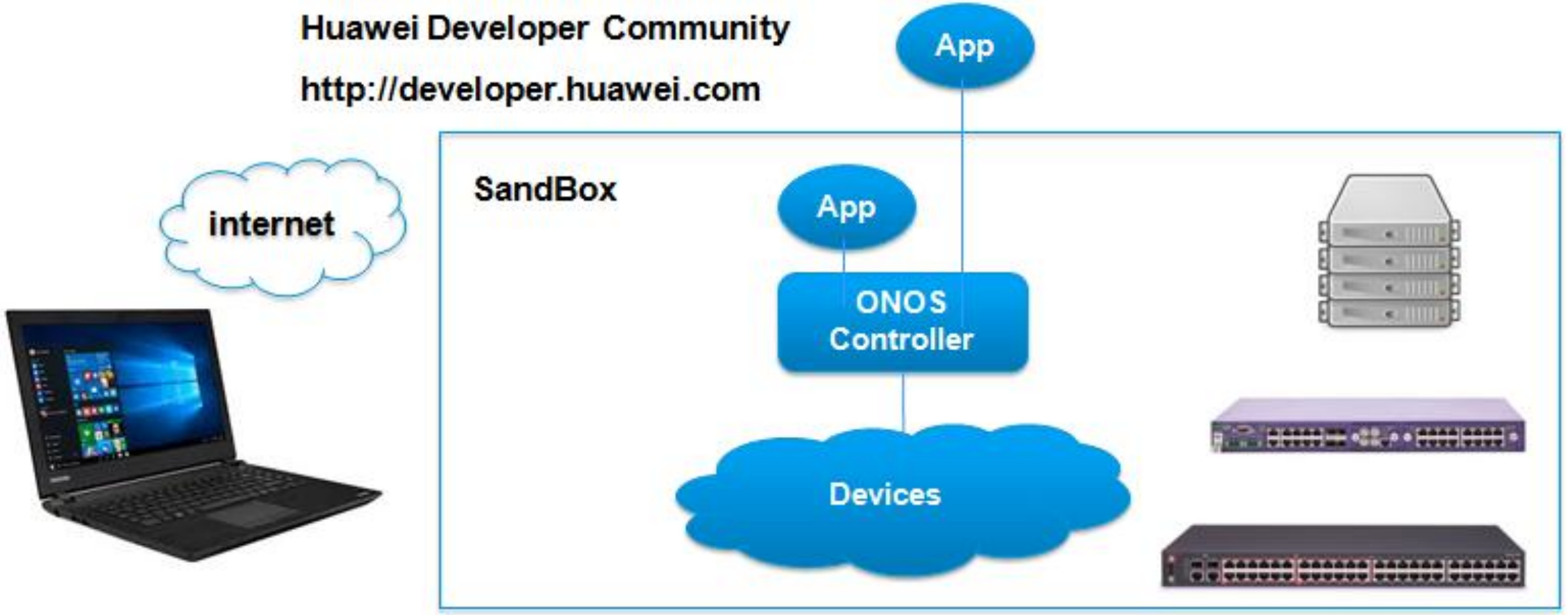
Network application/user use NEMO Language to program their network service by telling what to do rather than how.

NEMO Language is an Intent oriented network DSL (domain specific language), which is a language style network open interface. Operator/End-user or 3rd party can use it to program network resource and behavior in their service applications.

NEMO Engine is a network middleware, which translate high level service intent to real network instruction base on MDA (Model Driven Architecture).

Supporting tools, for example the Sandbox, to facilitate the testing, simulation, and deployment.

Develop, Deploy , Test and Show Your Ideas in the SandBox



Proposed Tasks

- **NEMO Language Development**
  - Features to show
    - The intent composition capability to build multiple scenarios
    - The service intent description has nothing to do with the topology
    - Automatic deployment and fail over to guarantee the high level user requirements
    - NEMO language is simpler and easier to use compared to Json/XML based REST API
  - Example use case : hybrid cloud, end to end carrier network.
- **ONOS SDN Controller Development**
  - Install the ONOS controller and the development environment
  - Develop applications on ONOS
- **Tools**
  - Produce an editor plug-in for NEMO in Eclipse

Thank You