Challenge 1.2
Service and Software Architectures, Infrastructures and Engineering

Current activities and priorities in FP7

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Challenge 1
‘Pervasive & Trusted Network & Service Infrastructures’

To define and develop the network and service infrastructure of the future

- Technological evolution of the networks
- Availability of dynamic service platforms
- Converged and interoperable network environments

....towards the next generation service infrastructure
1.2. Service and Software Architectures, Infrastructures and Engineering

Scope of Objective 1.2

• Exploiting future infrastructure
• Fostering advanced applications

Expected benefits

STANDARDISED ARCHITECTURES

APPLICATIONS

VIRTUALISATION, GRAIDS NETWORK-CENTRIC OPERATING SYSTEM

SERVICES ARCHITECTURES AND PLATFORMS

SOFTWARE AND SERVICE ENGINEERING

MANAGABILITY FEASIBILITY

ICT INFRASTRUCTURE

PRODUCTIVITY OPENNESS

DEPENDABLE SERVICES
Software and Services
Projects resulting from Call 1

Service front-ends
Persist, ServFace, m:Ciudad, FAST, OPEN

Service Architectures
SLA@SOI, SOA4ALL, Romulus, ADMIRE, SHAPE

Virtualised Infrastructures
RESERVOIR, IRMOS, SmartLM, STREAM, OMP

Reference service architecture
NEXOF-RA

Engineering
(complexity, dependability)

DEPLOY, S-CUBE,
Protest, Q-Impress,
ALIVE, COMPAS,
MANCOOSI,
MOST, DIVA

Support actions
NESSI 2010, Service Web 3.0, Flossinclude
ICT: The Innovation Motor No. 1
Software is everywhere

Software provides the added value, intelligence and innovation underlying competitive success in today’s innovative markets

- The most innovative features of any product today are implemented by Software
  - 5 M lines of code in a 3G mobile phone, 100 M in an average car in 2010

- Siemens has more software engineers than Microsoft

- Nokia, the biggest seller of operating systems

- VoIP: Software is the key innovative enabling-element of the real-time telephony
  - Skype: a software company

- Television over the Internet (IPTV), relies on innovative software services to combine content, networks and devices
What will the Future Internet look like?

Internet of Services

3D Internet

Trust

Security

Networks of the Future

Internet of Things

Sources: 3GPP, 3GPP2, Qualcomm, WiMAX Forum
http://www.itu.int/osg/spu/publications/internetofthings/
Second Life
Consultation for WP 2009-10

Objective 1.2 Software & Services – FP7 call 1 Project portfolio

Users & service front-ends
Period, SanfEx, InCagd, FAST, OPEN

Engineering (complexity, deployability)
DEPLOY, SCUBE, Protocol, InCagd, ELVIE, COMPASS, MINERCA, MOST, CIA

Support actions
NIESI 2010, Service Web 3.0, Friendate

Next WP published in November 2008
Cross cutting topics for the Future Internet Assembly

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Collaboration Working Groups

Will contribute to
- cross cutting issues
- Nexof-RA (www.nexof-ra.eu)
- Improved sharing and understanding

Next concertation meeting:
22-23 sept

Service Architectures (Nexof-RA)
- Virtualisation
- Service Front Ends
- QoS and SLA
- Collecting use-cases
- Coordination of contribution to Standards
- Dissemination

Semantics
Service Engineering
Formal Methods for SOA and FI
Software and Services
Topics for future research

Services for the Future Internet
- Service Front Ends
- Architectures & components
- Virtualisation

Highly Innovative
- Service Engineering
- Verification
- Open Source Software

The context
Future Internet
- Future Networks
- Internet of things
- Internet of Services
- Media & 3D Internet
- Security & Trust
For More Information ...

FP7
http://cordis.europa.eu/fp7/
http://cordis.europa.eu/fp7/ict/

Software & Service Architectures and Infrastructures
http://cordis.europa.eu/software-services

Future Internet
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