

# WOSCx Unveiling Future Serverless technologies

# Support Architecture for Serverless computing: model considerations and potential trends

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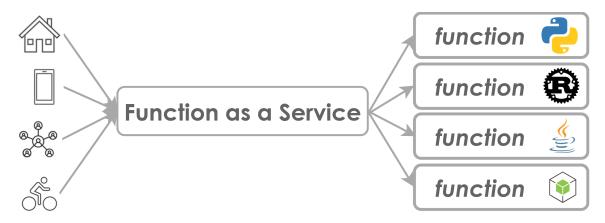
Serverless has much attractivity ...

For serverless, we can forecast the same evolution of the services in MultiCloud and cloud continuum

- SOA and QoS Synchronous paradigm, ACID
- Scalability, Replication, Efficiency
- Asynchronicity, Event, MOM, ...
- Use CAP (Consistency, Availability, Partition tolerance)
- Automate everything, anything can fail, ... →
   Eventual consistency



#### Serverless implies a support and execution model

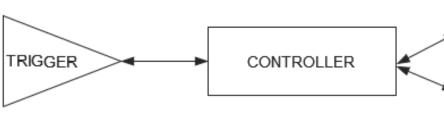


# The main point of our model is the idea of event and triggering in an asynchronous pattern

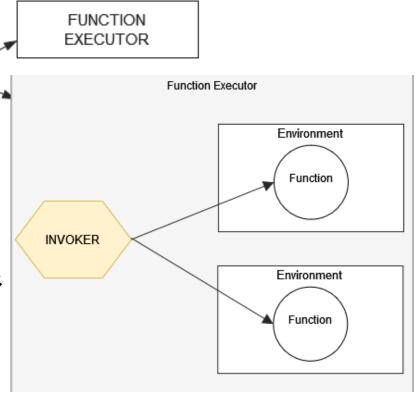




#### **Basic Components**



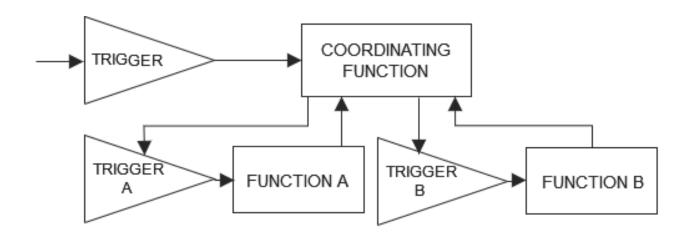
- Trigger the starting event
- Controller for scheduling & resource management
- Executor in charge of the function support environment





#### **Function composition permits**

- defining the merging of functions
- controlling the chaining on conditions
- executing a function to coordinate other function execution





#### Serverless spreading

Enlarging applications, without limit to the life cycle

- QoS: not only elastic configuration
- Dynamicity and Adaptation to long life
- The infrastructure support must widen management of applications from configuration to reconfiguration of the entire life cycle

Multiserverless as a trend



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#### **Thanks**

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### WOSCx Unveiling Future Serverless technologies

- How do you see Serverless Computing in five years?
   Increasing and enlarging in technical applications
   What are the Application areas?
- Propose a technical challenge to solve in the next years
   Serious gaming, Edge computing, Vehicle Mobility, Health,
   Agri-food and Precision architectures
   Looking for several killer applications
- What question would you want to ask another participant?
   Standardization of platforms and interconnection
   To minimize lock in



#### How can we make future WOSCx better?

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 Making specific topic venues as regular discussion forums as a continuous path with regular community checkpoints

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