

# FaaS: Boron: Release Notes

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## Major Features

Via Rest API, FaaS can render the following logical objects into physical network over a physical network with multiple fabrics.

- allow logical switches to be created across multiple fabrics.
- allow logical router mapped to distributed routing/VRF on multiple fabrics.
- Floating IP supported for End points to allow End Points to have public IP addresses.
- ACL over logical ports
- A GBP FaaS Render to render GBP model into FaaS logical network model.
- Two layers REST API for users to program their network.
  - logical network layer to program the abstracted topology composed of fabrics.
  - Fabric Service API layer to program the fabric

All features above are experimental for this release.

## Target Environment

### For Execution

- Requires Java 7 or Java 8 compliant runtime environment.
- Follow the OpenDaylight Boron installation and user guide documentation to install OpenDaylight Boron including FaaS features, SFC and GBP FaaS Render features.

### For Development

- Requires Java 8 compliant runtime environment, GIT, Maven version  $\geq 3.2.3$
- Follow the OpenDaylight Boron installation and user guide documentation to install OpenDaylight Boron including FaaS features.
- Also FaaS uses SFC to set up the SFC path, so SFC features are required too. follow SFC developer guide for more details

## Known Issues and Limitations

1. Only support OVS device and VXLAN Fabric for now
2. For NAT, only static IP mapping supported for now

## Changes Since Previous Releases

Multiple Fabric supports - to mapping logical network constructs across different fabrics. Fabric Service to be extended to support multiple fabrics support including route calculation and provisioning for logical router, floating IP for end points. Major functionalities added - allow logical switches to be created across multiple fabrics. - allow logical router mapped to distributed routing/VRF on multiple fabrics. - Floating IP supported for End points to allow End Points to have public IP addresses.

## Bugs Fixed in this Release

- [https://bugs.opendaylight.org/show\\_bug.cgi?id=4871](https://bugs.opendaylight.org/show_bug.cgi?id=4871)
- [https://bugs.opendaylight.org/show\\_bug.cgi?id=5361](https://bugs.opendaylight.org/show_bug.cgi?id=5361)
- [https://bugs.opendaylight.org/show\\_bug.cgi?id=5958](https://bugs.opendaylight.org/show_bug.cgi?id=5958)
- [https://bugs.opendaylight.org/show\\_bug.cgi?id=5962](https://bugs.opendaylight.org/show_bug.cgi?id=5962)
- [https://bugs.opendaylight.org/show\\_bug.cgi?id=5957](https://bugs.opendaylight.org/show_bug.cgi?id=5957)
- [https://bugs.opendaylight.org/show\\_bug.cgi?id=5959](https://bugs.opendaylight.org/show_bug.cgi?id=5959)
- [https://bugs.opendaylight.org/show\\_bug.cgi?id=5960](https://bugs.opendaylight.org/show_bug.cgi?id=5960)
- [https://bugs.opendaylight.org/show\\_bug.cgi?id=6371](https://bugs.opendaylight.org/show_bug.cgi?id=6371)

## **Migration from Previous Releases**

N/A - to be solved in future release.

## **Compatibility with Previous Releases**

It is compatible with previous release.

## **Deprecated, End of Lifed, and/or Retired Features/APIs**

No deprecated APIs.