

Redfish 2017 Release 1

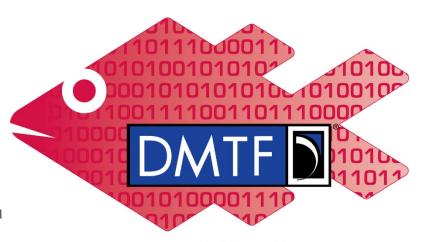
DMTF Scalable Platforms Management Forum
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Redfish 2017 Release 1

- Redfish Specification v1.2.0
 - Adds Composability support
- Redfish Schema Bundle 2017.1
 - DSP8010 2017.1.ZIP
 - Contains current versions of all Redfish schema
- NEW Schemas v1.0.0
 - Composition Service
 - Resource Blocks for system composition
- Schema minor updates
 - Updates to provide support for system composition with new links between resources
 - Additions to UpdateService to support multiple targets for updates
 - Enhanced support for allocating memory regions
 - Numerous errata and description clarifications throughout the schema
- Base Message Registry Update v1.1.0
 - Added new "ResourceInStandby" message
- New mockups
 - Composability (perhaps two examples)



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Redfish Specification v1.2.0

- Minor release of the Specification (DSP0266)
 - Adds Composability to the standard
 - Numerous clarifications and corrections, detailed in the Change Log
- Composability support
 - Standardizes how services implement the Composition Service
 - Defines the types of composition requests a service is allowed to support
 - Defines the supporting resources required for each type of composition request
 - Defines baseline expectations a client can make when using the different composition requests



New Redfish v1.0.0 Schemas

CollectionCapabilities

- Allows for a service to provide an inline annotation for what a client is allowed to provide in the POST request for a Resource Collection
- The underlying object is of the same type as the members of the collection and contains annotations for each property in terms of what's allowed in the POST request

CompositionService

- Entry point for the composition service
- Contains sets of Resource Blocks and Resource Zones to express what's available to a client to compose

ResourceBlock

- Container object to express the building blocks available for compositions
- Contains the composition status of the block in addition to the inventory of components that are within the block



Redfish Schema Minor Revisions (1 of 2)

- Most schemas were updated to add Actions and OemActions objects to allow for OEM extensions
- Chassis v1.5.0
 - <u>Links</u> entry for new <u>ResourceBlock</u> resources
- ComputerSystem v1.4.0
 - <u>Links</u> entry for new <u>ResourceBlock</u> resources
 - Added <u>TotalSystemPersistentMemoryGiB</u> to <u>MemorySummary</u>
- Drive v1.2.0, EthernetInterface v1.3.0
 - <u>Links</u> entry for <u>Chassis</u> resource
- Memory v1.2.0
 - Added properties for describing and allocating memory regions
- PhysicalContext v1.1.0
 - Added "Memory" as an enumeration value



Redfish Schema Minor Revisions (2 of 2)

- Resource v1.4.0
 - Added "PowerCycle" as an enumeration value for <u>ResetType</u>
 - Modified descriptions of <u>ResetType</u> to remove system-centric text
- ServiceRoot v1.2.0
 - Added <u>CompositionService</u> link
- Storage v1.2.0
 - Added "FCP" and "FICON" as enumeration values for <u>Protocol</u>
- UpdateService v1.2.0
 - Added <u>HttpPushUriTargets</u> and <u>HttpPushUriTargetsBusy</u> properties
 - Added <u>Targets</u> optional parameter for <u>SimpleUpdate</u> action



Errata Schema Revisions

- Corrected integer type properties in CSDL schemas to Int64 (from Int16 or Int32) for consistency in many schemas
- Added missing descriptions in Complex Type definitions in many schemas
- Corrected <u>Links</u> and <u>Members</u> properties (Collection schemas) in all schemas to be non-nullable in many schemas
- Removed unreferenced inclusions in many schema files
- Endpoint v1.0.2, PCIeFunction v1.0.2
 - Corrected validation pattern on PCI ID-related properties
- EventDestination v1.1.3, v1.0.4
 - Marked <u>Context</u> property as Required instead of RequiredOnCreate
 - Service is required to provide the <u>Context</u> (may be NULL), but clients are not required to specify a context when creating a new Event Destination

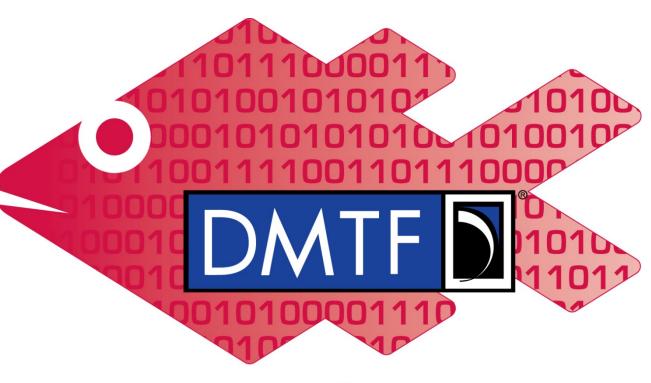


New Mockups

- New mockups to support Composability
- public-composability
 - Shows a service with various sets of disaggregated hardware as resources
 - Provides an example composed system utilizing some of the disaggregated hardware
 - Shows how Resource Zones can provide information about binding restrictions
- public-bladed-partitions
 - Shows a service with a set of ComputerSystems as their own resource blocks
 - Contains example composed systems that are created from other ComputerSystems



Q&A & Discussion



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