Nanotechnology Perceptions
ISSN 1660-6795
www.nano-ntp.com

The Role Of Network Infrastructure Stability In Supporting Scalable Digital Ecosystems: Lessons From Cloud-Integrated Environments

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Digital ecosystems, comprising locally nurtured firms, clients, and a supporting network infrastructure, are recognized as enabling growth. However, providing stability and sufficient performance is difficult, especially without control of the infrastructure. In this case, the transmission technology needs to be carefully monitored. This suggests that there is a natural market for community-controlled infrastructures that provide local firms with the tools to support their operations. The architecture of such infrastructures is firm-internal, hierarchical, and in some respects similar to industrial firm networks.

Yet, the market for “external” transmission providers is more uncertain, and provider efficiency varies more than in tightly controlled firm networks, requiring more effort to provide good quality. Larger local firms’ efforts might spill over. Local embeddedness of a community network helps but is not enough: local firms need to adopt capabilities to create, protect, and sustain their own public Internet structures. In Southeast Asian countries, businesses don’t seem to use and invest in the Internet effectively. Presumably, this impedes their performance and remains competitive against richer nations.

These markets for external vertical integration structures have evolved late and incompletely. Also, this difference in Internet provision could become a matter of political economy. There, other accident-fate explanations, pertaining to local governments, socio-cultural, or geographical conditions, also play a role. Hence, whether community-scaled, self-arranged Internet provision is indeed a viable development path, is uncertain. However, approaching local firms seriously from this perspective could help them acquire not merely the necessary, but the sufficient competitive conditions to get back on track. The existence of such a productive technology is merely affording agents the option to engage in a viable and efficient activity.

Keywords: Digital ecosystem, complex systems, network robustness, integer-valued temporal networks, resilience, infrastructure networks.

1. Introduction

User interactions and the services that implement them create information networks. Social network services (SNS) are a prominent example, since they digitally store user-generated information and enable it to become visible. SNSs connect users and content producers by third-party services, which structure and display activity and content notifications. Other types of services, such as news websites or Wikipedia, display the content of user-driven information networks but do not directly connect users. The objective of many information networks is to extract more knowledge or information from content than can be inferred directly from it. It is an ad hoc strategy that would grant content visibility over a larger population without risking losing users' interest on an OSN.

Collision spans a very large space of states due to its size, but it is subjected to the forthcoming ones and currently coexisting. The former refers to OSN brands less than 20 years old, while the latter refers to the ones born before 1992. Witnessing the rise of many OSNs, switching is almost impossible, as current habits and acquaintances on OSNs can have a very large inertia. Even sources or venues invented recently preceded their OSNs. In this light, older OSNs have a strong advantage and seem technically incapable of mutual coexistence. In contrast, it is very difficult to formally demonstrate the impossibility of coexistence. It is clearer that as more networks co-exist, a newcomer might gain visibility but then saturate and stop the collaboration. After considering these arguments, it is wise to analyze the coarseness of the strategy in the first place, as it might just fail by itself.

To explain key principles underlying the behavior of technology-enabled interconnections, such as those operating on social media and markets, two powerful stabilizing tendencies emerge out of the competition: the emergence of large log normally distributed agents and networks that dominate interactions, as well as rules of behavior finely tuned through formative experience that shape agents' and networks' interactions. Large agents and networks are seldom eliminated by smaller ones, and when eliminated, they tend to be replaced by similarly large alternatives. These principles do not assume knowledge of competing agents' size but rather emerge from their competition under certain technological, economic, and communicational conditions, referred to as the environment, and are remarkably effective in a wide variety of scenarios.

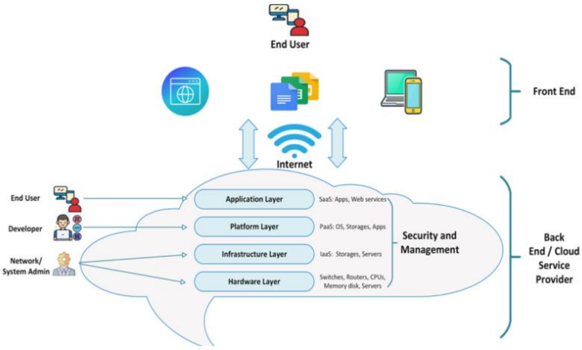


Fig 1: Network Infrastructure Stability Cloud-Integrated Environments

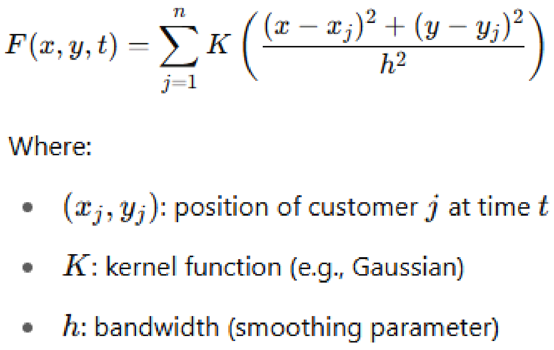
1.1. Background and Significance

Critical infrastructures form a technological skeleton of our world by providing us with water, food, electricity, gas, transportation, communication, banking, and finance. As urban population increases, the role of infrastructures becomes more vital. This paper discusses the ever growing need for fundamental interdisciplinary study of critical infrastructure networks, efficient methods for estimating their reliability, and cost-effective strategies for enhancing their resiliency. It also highlights some of the main challenges arising on this way, including cascading failures, feedback loops, and cross-sector interdependencies.

Critical infrastructure networks ensure the functioning of our society by providing us with services critical for everyday life. The dependence of our society on critical infrastructure networks is constantly increasing, making the study of these networks and the enhancement of their resiliency one of the most challenging and important problems of modern engineering. The challenges are only exacerbated in urban areas, where critical infrastructure networks are densely and non-uniformly located, making their mutual dependencies very strong. However, these networks form complex systems that are not completely understood, and are often impacted by extreme but plausible events, which makes their analysis difficult. Tools from various fields, including graph theory, continuum mechanics, convergence theory, statistics, and machine learning, can be used to tackle these problems but are often too simplistic. In particular, systemic effects ensuing from the inter-subject character of the networks and their consequent multi-valuedness are often ignored by current mathematical techniques.

Many challenges arise in the study of critical infrastructure networks. Historical data of cross-sector dependencies is incomplete or simply unavailable due to confidentiality reasons. Therefore, networks for which large empirical datasets are available, such as transportation and utility networks, have to be studied. This is complicated by a mismatch between the geographic extent of the studied networks and the resolution of the obtained data. In addition, hidden defects, such as differential protection, are not observed at the macroscopic level of networks. Where applicable, however, networks are well structured entities whose analyses provide up to essential insights into their workings.

Equ 1: Customer Heatmap-Based Optimization



$$F(x,y,t)=\sum_{j=1}^{n} K\left(\frac{(x-x_j)^2+(y-y_j)^2}{h^2}\right)$$

Where:

- (x_j, y_j): position of customer j at time t
- K: kernel function (e.g., Gaussian)
- h: bandwidth (smoothing parameter)

2. Understanding Digital Ecosystems

The Digital Ecosystem vision suggests a Global Infrastructure that allows seamless networking and interoperability and defines a rich framework for knowledge and innovation sharing. Digital Ecosystems is an emergent phenomenon with a variety of forms supporting several functions. Their key and distinctive characteristics are being organically formed, open and decentralised, in the ongoing course of a structured evolution under effective coordination. The envisioned Global Digital Ecosystem aims at the emergence of a Digital Globus from the currently fragmented but largely connected Global Digitopolis - the vast digital space containing the pitfalls and challenges of systematic influence and control by dominant players - the entrenched, highly profitable, wholesale communications market giants and associated intermediaries. It is desired that the estimated three quarters of the globe unconnected to and outside of organized digital life be catered for in a way that promotes their social-economic development.

The establishment of a Global Digital Ecosystem - as much in the private economy as in the public, social and political spheres - is expected to create value driven social goodwill and effective safety nets to foster local development, allowing for newly emergent mechanisms of protective intervention and conflict resolution. Equally importantly, this Global Ecosystem, freed from logical, physical or even deliberately constructed constraints, is imagined to be also the hotbed for sustainable evolution of diverse, colourful and creative digital life on Earth. Although the Digital Ecosystem worldview is futuristic and hopeful, it is necessary to firstly analyse and understand its constituent elements and factors, their means, methods, purposes and yields, both in isolation and in interaction. The research is about a new understanding of Digital Ecosystems - in return it is to outline a new instrument for the effective design of such ecosystems, through the globally developing internet.

Fig 2: Digital Ecosystem

2.1. Definition and Characteristics

The term 'Digital Ecosystem' is coined as a variant of the previously known term 'Ecological System' or 'Ecosystem', abundant in biology, social science, and observed in many industrial systems. The applicability of the term to this area of Telecommunications and Computing is however still somewhat obscure. A Digital Ecosystem is a complex adaptive system featuring agent-based mechanisms of self-organization that can evolve both in structure and functional purpose over time, which ultimately can maintain overall stability in their performances despite moderately disruptive perturbations. Simulations and explored systems of Digital Ecosystems, which can manifest elements from higher levels need to be thoroughly investigated and tested towards their design, analysis and robustness. A population mechanism can achieve a more diversified searching behavior, thereby having a better chance of self-organizing an evolving system. Aiming to gain an understanding about the stability in populations, amongst other the robustness of this original Digital Ecosystem model is worth exploring. Knowledge ecosystems are complex, adaptive systems that evolve over time as knowledge elements are created, shared, reused and lost. Development and management of these ecosystems is a challenge due to their emergent nature. Self-organization can arise from diverse interrelated agent actions, resulting in patterns that can adapt themselves to fulfill new kinds of requests versus structural changes. Modelling approaches can help to investigate modes of interaction and design properties in order to foster the evolution of knowledge ecosystems with desirable sustainability features. A population mechanism can achieve a more diversified searching behavior, thereby having a better chance of self-organizing an evolving system. Although recently some understanding has been gained about the stability of Digital Ecosystems with a population mechanism absent, these systems typically have the same upper limit of population size determined by the maximum capacity of the resource. Such an upper limit may be unrealistic, given that in these systems inputs and outputs dynamically regulate each other, and only a proportion of inputs is converted into outputs. This indicates that for self-organizing evolving systems of this type, investigating the robustness of the upper population limit and more realistically whether a candidate Digital Ecosystem with a population mechanism can remain stable when the capacity is enhanced, would be worth exploring.

2.2. Importance of Scalability

Proper infrastructure makes it possible to conduct and sustain many transactions between interconnected Internet entities, such as organizations. Accountability needs to be technically ensured if the participating entities require verifiability, trustworthiness, or commitments on data integrity or transaction correctness. This infrastructure and its components together are referred to as a digital ecosystem. Such ecosystem components would be databases, web servers, application servers, and transaction processing gateways. Minimal stability of interrelated components of the infrastructure plays a vital role in making large networks usable. Use and usage scale, across both time and space, make systems large and unwieldy.

As connectivity grows and transactions multiply, otherwise permanent systems become more fragile. The infrastructure that has served well in the early stages of an ecosystem becomes a bottleneck and provoking means of failure. Decentralization, modularity, horizontal scalability, and lighter infrastructures can effectively help with the scaling issues. However, not all procedural and content-side changes are easily possible, and infrastructure is left to deal with growing issues. Timely upgrade tents, omissions of encoding and parsing of extra digits in off-peak times, and resource allocation mainly determined on daily or weekly rates become difficult to schedule.

Information and resources needed for the upgrades are often not controllable or predictable and maintained in the excessive spaces. Transaction requests multiply, and even the best allocation acts only as a numbing plaster on real-out issues. The key question would be asked where and when to get what component ready. Online high-frequency data room rental systems can generate millions of requests, and newly generated or on-hand resources last meters on onscreen or in-vehicle storage space, while databases to join these facts can hardly be obtained at once. For test systems, it is essential not to still ask for what data are needed, when is the best time to get there, and where and from who such data would be? Understanding infrastructure stability has become increasingly important with the oddity and urgency of global crises. While interrelated buildings and technologies are topics of interest in most scientific domains, norms and incentives of stability measures remain unaddressed.

3. Network Infrastructure Fundamentals

Networks underpin our modern society by continuously providing crucial services that allow it to function. But these networks are highly interdependent and must work together, so the design of one will inevitably impact other networks. In turn, disruptions to one network can cascade into failures in other networks. Such events can cause loss of life, economic ruin, and political turmoil, damage cities and companies, and destroy networks. The reliability of networks is notoriously difficult to estimate because, first, it is difficult to model their different elements, topologies, and edge correlations in a realistic way, and second, because they often have a global structure that cannot be assessed using classical Monte Carlo methods.

Such cascading failures in networks can be forecasted, and the ensuing failures in interdependent networks and the economic impacts on individual companies can be assessed if one network and its relational interconnections to other networks are defined. In addition, by collecting survey data from companies and modeling them as a competitive multi-agent system, elements and desirable properties of robust network design can be discovered. Minimizing the chance of cascading failures in a population of firms or cities becomes more effective when the degree distribution of their network connections is known. Reliability assessment of critical infrastructure networks is a complex multi-discipline problem. While some early attempts at reliability estimation methods for critical infrastructure networks are considered, the focus lies on continuation of the problem and discussion of some types of research that remain unaddressed and some that remain only on the prototyping level.

The core structure of the world is critical infrastructures, which are the networks providing society with water, food, energy, communication, etc. Events such as 9/11, Hurricane Katrina, and the recent earthquake disaster in Japan have shed new light on their importance, as well as on the problems society faces with them. Today interdependencies and cross-sector impacts are being studied, which address a largely neglected aspect of the problem, i.e. how the networks of power stations, gas lines, and highways, for example, may all collapse if one element is damaged.

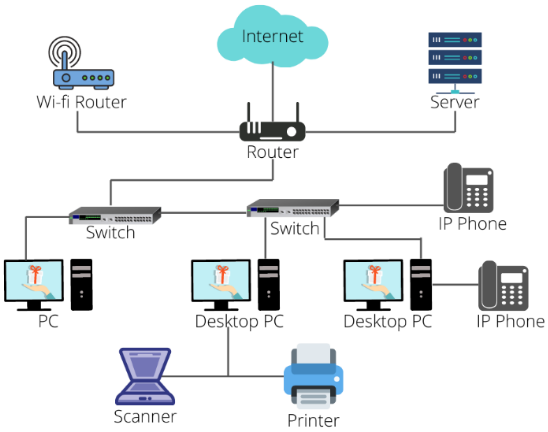
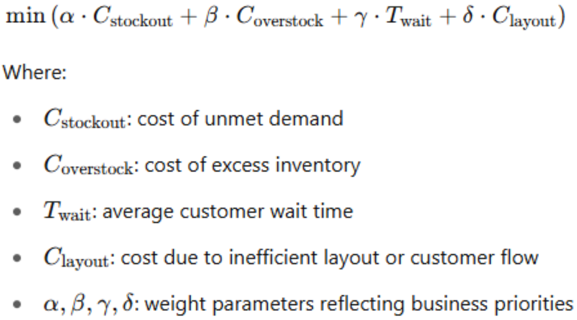


Fig 3: Network Infrastructure

3.1. Components of Network Infrastructure

A digital ecosystem can be understood as a socio-technical system, in which organizations (or individuals), resources, data, and services continuously co-create and leverage value. To facilitate interaction and value creation among multiple stakeholders, various participants deploy a set of network infrastructure. For example, to enable the deployment of the Cyber-Physical System (CPS), a mix of physical infrastructures and cyber or virtual network infrastructures is typically required [9]. In this case, the physical infrastructure provides the prerequisite for the establishment of the ICT infrastructure. Hence, the physical infrastructures can be regarded as the prerequisite to implement the cyber infrastructures. However, different types of networks do not only interact reversely, but also influence each other in a complex way. The cyber network can also affect the performance of the physical network (e.g., the security of the traffic monitoring system for ensuring safety in transport networks). Consequently, modelling and simulating the interdependencies in the whole system have become a pivotal task for agents managing the networks. Digital twins (DTs) allow us to build a formalized representation of the structures and operations of a real world and dynamic complex system. They allow agents to observe the system in a digital or simulated way, then the agents can conduct analysis/optimization, enhance decision-making, and manage operation properly. From both the view of the development process of a digital ecosystem and the view of the maintenance process of a digital ecosystem, the requirements of modeling and simulating complex interdependent networks, especially when they interact in a multi-layered way, must be addressed.

Equ 2: Optimization Objective



$$\min\left(\alpha \cdot C_{\text{stockout}} + \beta \cdot C_{\text{overstock}} + \gamma \cdot T_{\text{wait}} + \delta \cdot C_{\text{layout}}\right)$$

Where:

- C_{stockout}: cost of unmet demand
- $C_{\text{overstock}}$: cost of excess inventory
- T_{wait}: average customer wait time
- C_{layout}: cost due to inefficient layout or customer flow
- $\alpha, \beta, \gamma, \delta$: weight parameters reflecting business priorities

3.2. Types of Network Architectures

Digital ecosystems are complex and multifaceted, consisting of multiple interdependent services and a wide variety of user devices. As a user accesses a service in any digital ecosystem, the user device sends a request to that service in the service plane. The request traverses the network plane, routed by the network infrastructure and its components, until it reaches the entry point where the service is hosted. The service processes the request and returns the results, which traverse the network infrastructure from the service layer to the user device.

In current access networks, typically a Central Office (CO) serves as a hub for a Passive Optical Network (PON) or a Digital Subscriber Line Access Multiplexer (DSLAM) network, which routes traffic to the Internet backbone through a router or cross-connect. Data centers located around the world connect to the Internet backbone. Service providers with network infrastructure operate multiple data centers and a wide footprint with users attaching to a service close to them. The interconnections established between network operators lighten the traffic load on the network through a series of exchanges.

In the core of the network, a series of lower-speed fiber cables interconnect COs using Optical Transport Network (OTN) switches. Depending on the number of wavelengths they possess at each point, OTN switches route data streams with guaranteed bandwidth over long distances. More generally, the majority of long-haul networks and metropolitan area networks are operated by several operators, while performance criteria such as latency and resilience are enhanced. These long-haul and metropolitan area networks are termed the “backbone”. In it, a portion of the traffic destined for a given network, referred to as “peering”, is switched at a Network-to-Network Interface (NNI) point, usually found in carrier hotels or Internet exchanges.

4. Stability in Network Infrastructure

The resilience of networked systems-of-systems (SoS) infrastructures can be viewed from a structural or a dynamic perspective. The structural perspective focuses on linking the ideas of modeling and analysis to specific methodologies related to graph theory. Statistical and computational tools for identifying critical components in infrastructural networks are discussed. The second perspective focuses on modeling the dynamics and analysis of the possible emergent behavior of these systems. The concept of resilience generalizes the concept of stability around a state of dynamic equilibrium. Resilience is defined with respect to a disturbance: a disturbance is any event that triggers a succession of events, which may or may not influence the state of the SoS. The first part presents a methodology to analyze the resilience of networked SoS. The SoS is viewed as an acyclic graph, whose nodes correspond to systems and edges represent interdependencies. Modeling the components of the network is required for its analysis, including the dynamics of the state variables of the systems and the functioning rules of the interdependencies. Infrastructural networks and modern networked applications are generally regarded as complex systems, composed of a large number of heterogeneous interacting components whose emergent behavior cannot be understood by examining the components in isolation. As systems evolve their interconnections, exchange of information, and dependencies can create networks of interconnections with impressive complexity and scale. These networks characterize many phenomena in nature and social sciences. The integration of networked systems in networks of networks enters the realm of future infrastructures that are known as systems-of-systems (SoS). The SoS march into a tomorrow when people and things will be always interconnected through the Internet. Most of the infrastructures become smart, assuring their provision of services on time and with quality. It is thus paramount that the SoS devoted to the provision of these infrastructures are robust enough to withstand an increasing risk of incidental or intentional disturbances. The notion of resilience is preferred over robustness as it stresses prevention, resistance, and recovery from disturbances. Resilience is a fashionable notion. It has traveled from engineering to social and economic sciences where it has been the flavour of the season. Confusion abounds. There are several ways to assess resilience: each type of engineered system has specific properties and capabilities that must be addressed. Resilience is multifold. It is a problem of hierarchy: critical infrastructures and functionalities are layers above common infrastructure and functionalities like energy and communications. An example illustrates a possible emergent behavior of a networked SoS. Power disclosing information routed through an Internet node causes an avalanche of cascading failures.

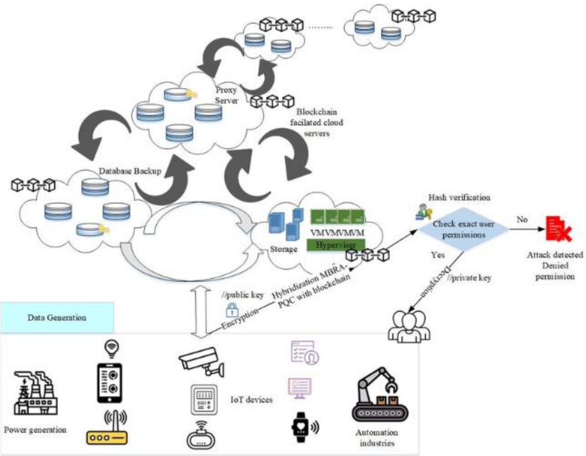


Fig 4: Stability in Network Infrastructure

4.1. Factors Influencing Stability

This section looks into how factors influencing Digital Ecosystem stability may also influence Network Infrastructure stability. The apparent similarity of many factors influencing both Digital Ecosystem stability and Network Infrastructure stability is not a coincidence and is shaped by the nature of hierarchical networks.

Stability is one of the most desirable and sought-after features of any engineered system. Given that Digital Ecosystems are engineered, it can be expected that stability is also a desirable feature of Digital Ecosystems. Stability can be defined, on a very general level, as the quality of a (natural or engineered) system to become stable and continue its designated operation during expected operation conditions and after sudden first-order disturbances. If a complex system is in a state of equilibrium and everything that influences it is changing slowly, the states of the system will also change slowly. During a transition to a set of new stable operating conditions, the states of the system may manifest large internal fluctuations and behaviour. After a disturbance has affected the system, it is stable if it will return to its stable equilibrium state. Resilience, on the other hand, generalizes stability as a system and its equilibrium state, to provide a unified theory for stability in and out of equilibrium and for classes of systems in which observation and knowledge about the equilibrium state of the systems are incomplete.

A digital ecosystem is a system of agents that offer and exploit services, with a large number of participants and decentralised control by agents. Agents act as autonomous entities trying to maximise their own objectives. As agents search for reciprocating partners to transact with, the network interconnecting agents evolves. As agents, products, and services enter and leave the marketplace, as they form alliances and set up business relationships with each other, as they change behaviour and adapt to the dynamics of the network, the network changes. The question posed is “What are the factors influencing the stability of a digital ecosystem?”

4.2. Measuring Network Stability

Network infrastructure is the most common form of digital ecosystems. Although social network platforms, content sharing platforms, service platforms, knowledge sharing platforms, crowdsourcing platforms, and other forms of digital ecosystems are also flourishing on the Internet, none of them can be realized without the support of the network infrastructure. The metrics to measure the stability of the network infrastructure are proposed. It is assumed that the routing protocol of the network infrastructure is Border Gateway Protocol. Many strategies are proposed to mitigate the instabilities of the network infrastructure.

In this paper, the factors inducing the instabilities of routing systems are studied and an improvement strategy is proposed to check whether its application will make the routing system stable or not. BGP is the core routing protocol on the Internet. The stability of the routing system has received widespread attention. However, damages of its policies like misconfiguration or malicious actions make the routing table oscillate, which means the routing system is unstable. Peering relationships decide the topological structure of the routing system, and thus it is assumed to have been formed. Given the topological structure of the BGP routing system, the user needs to understand the traffic of the routing policies and the routing tables, and know which event entry and which actions would make routing stable or unstable. In this context, a scalable network measurement infrastructure is a suitable platform to provide the requirement. Existing systems will either be limited or not meet the requirements of newly developed applications, if the test nodes are insufficiently scalable to be distributed ever wider in the network, if the breadth of measurements or the support of new protocols is insufficient, or if the integrity of measurement control is lacking. However, it‘s just at this point that the scalable measurement infrastructure is critical, as a heavyweight platform enabling related developments.

5. Cloud-Integrated Environments

The evaluation of the viability of utilizing cloud services with the existing infrastructure for cloud management and control of new functionalities is presented. Initially, within a cloud-enabled SC, functions that could be migrated to the cloud are explored. Two design scenarios for the infrastructure employed to create a cloud-enabled SC are highlighted and evaluated in detail. Additionally, illustrative simulation results of the functionality of a cloud-enabled SC focusing on workloads and performance are presented. IT and network resource management in a cloud computing environment is one of the most crucial tasks that service providers face. Due to the rapid progress of network technology, the explosion of data traffic, and the variety of service types, service providers face the situation of growing demand for high service performance, reliable service provisioning, and higher efficiency in resource utilization. However, high service performance and reliability often costs high service provision, requiring service cost optimization. Sustainable efficiency can only be achieved through robust resilience and over-provisioning, entailing tradeoffs of these conflicting objectives. To enable such confidence in decision-making and balance these numerous constraints, a robust optimization approach for traffic and resource management in cloud data center networks is explored.

The current trend in data centers' development is higher interconnection speeds. Such high speeds result in lower network device cycles per transported bit and may expose some bottlenecks on the traffic planning stage. This concept is explored further only with the assumption that on the planning stage the user indicates upper and lower limits on traffic volume between any two switches and that specified all the indexes were employed. Despite the above-stated assumptions in this example, the traffic and resource management system can be easily explored using a theoretical model with strict modeling.

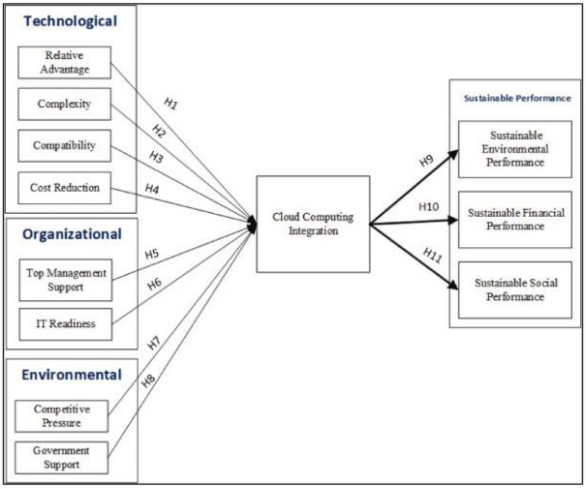


Fig 5: Cloud-Integrated Environments

5.1. Overview of Cloud Integration

As the adoption of cloud services has matured, reliance on multiple clouds as a service platform has allowed businesses to take advantage of the wider selection of services, lower costs, and competitive pricing. This flexibility comes at a cost of loss of control over the infrastructure and the potential lack of quality of its services. Redundant services also give rise to interoperability challenges which arise from data exchange between distinct cloud services. Hence, with the increased number of providers and hops between services, each step carries with it a loss of performance. New ways of evaluating these new Intercloud topologies are therefore needed. A general overview of the suitability and quality of service parameters is provided, spanning from resource allocation and interconnection bandwidth variety between clouds to availability metrics of distinct nodes in the network are needed to ensure proper usage of services.

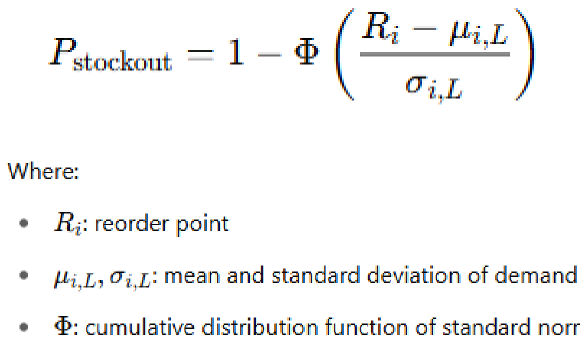
At a basic level, cloud services are connected to networks and provide multiple points of entry to their platforms. These entry points are rate limited doors to the cloud resources and offer some quality of service guarantees such as latency and packet loss. Within the cloud services, resources are allocated to handle the user’s requests. Each cloud provider implements its own governing rules and service level agreements (SLAs) for resource allocation. This tiered structure leads to hidden metric variables as the details of the management of resources inside cloud providers towards users is unknown. Cloud providers use their own proprietary APIs to control these resources.

5.2. Benefits of Cloud Integration

Cloud integration provides a rich set of benefits and potential savings. There are many technical architecture and project management levels challenges associated with a transition, but the merits address a wide set of industries and use cases. In particular, by shifting to a cloud-enabled approach a company can enjoy the following key benefits: Significant initial and long-term cost reduction – turning capital expenditures for hardware and software into a low monthly operating expense; Economy of scale discounts on other IT costs, such as bandwidth, data, backups, storage, and so on; Software release version upgrades, maintenance and monitoring are pushed to the vendor end; Enhancement of the IT department capabilities by having more resources on-demand; Support for a global presence.

Cloud-enabled e-commerce provides the next big upswing in scalability. There are options for increasing the caps of varying aspects of e-commerce applications, but cloud integration presents the most detailed and complete approach. A new cloud-enabled e-commerce architecture can push almost all apparently constraining dimensions up into ranges large enough to accommodate almost any realistic growth scenario. Even with careful capacity engineering, issues that were not originally constraints may require anticipating when coupled with a general cloud integration effort. The architecture must be aware of and preemptively avoid these potential issues. In the context of the cloud-based web e-commerce world, they widely advocate for e-commerce actors to embrace cloud technology. The general cloud-based e-commerce architecture they present answers different industry actors' needs essential. The architecture can be seen as a toolkit comprising a set of specific technologies and associated best implementation practices.

Equ 3: Stockout Probability Minimization



$$P_{\text{stockout}} = 1 - \Phi\left(\frac{R_i - \mu_{i,L}}{\sigma_{i,L}}\right)$$

Where:

- R_i: reorder point
- $\mu_{i,L}, \sigma_{i,L}$: mean and standard deviation of demand
- Φ: cumulative distribution function of standard norr

6. The Interplay Between Stability and Scalability

Stability and scalability are not polar opposites, but rather complementary elements of dynamic, adaptive markets. Too much stability promotes stagnation, as system dynamics slow down to near-zero rates at the limit of rigid rigidity. In such systems, even market-generated shocks have no significant effect on these markets. Too much negativity promotes scaling, as market dynamics in chaotic, turbulent systems mostly turns into random walk processes. In such markets, even large shocks have little utility as noise predominates in market processes. In between, a condition of equilibrium is sought, where stability and scalability are in balance. Scaling and stability interact through a double transition cascade. Just as equilibrium-positive feedback noise amplifies price movements, equilibrium-negative feedback enhances systemic oscillation. Initially, oscillation amplifies the scale of system structures and behaviors. Oscillation eventually speeds up the self-destructively chaotic explosion of system structures and wide-band noise activities.

The dynamics behavior of complex ecosystems can be understood in terms of instability, noted that increasing interaction strength and chaotic behavior lead to the scaling and oscillation at all levels in social-ecological-hydrological systems. Stability and stability are analyzed for the interaction strength at two discrete values (low and large) for various topological parameter landscapes. It found that almost all possible network topologies give a nil tendency. The specific random regular topology still retains a small self-destructive chaotic affection. The multilayer identity paradigm efficiently captures the dynamic structure behind the stability and scaling. In the coexistence state of the complex service network, multidisciplinary complexity is formed by multiple interlevel connections combining access service and platform service. Tri Criticality of the multilayer identity permits multiple explanations of the severe performance score of the service network . These perspectives have to do with the expansion forms of complex service networking, scaling equivalently with the digitization of the information and service world.

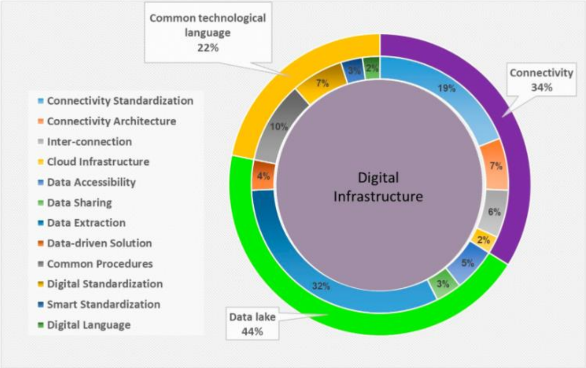


Fig : Digital Infrastructure

6.1. Impact of Stability on Scalability

Stability and scalability are two important markers for large-scale networks that arise in a number of application areas ranging from communication networks of the internet to overlay networks for P2P file-sharing systems and distributed hash tables (DHTs) for P2P data-sharing systems. Stability answers, in a probabilistic sense, the question of whether or not unbounded congestion/divergence occurs in the system from an arbitrary initial condition, and scalability provides a guarantee that the network can retain stability for a wide range of scalings of the input intensity of arrivals to the system. Existence of this scalability is critical to the growth of larger networks, because the naive number of nodes increase the rate of message arrival while the current rates are set based on the present size of the network, which could result in instability. Typically in these systems the message capacity per edge is much smaller than edge capacity, and therefore the examination of stability and scalability is of interest primarily under a very low congestion regime across the network using asymptotic analysis. Stability and scalability of two network flow models, dubbed the random greedy routing (RGR) model and the double-random-routing (DRR) model are to be examined. RGR model is a store-and-forward network model, where the arrival of messages to a node builds a queue, and the messages are routed along random edges of the graph till they reach their destination nodes. The DRR model is an analogous model in the “onion-routing” domain as it applies to anonymity networks. It is proven that given a Erdős-Rényi random graph $G(n,p)$ meeting the edge condition $p > c1n$, then both the RGR and DRR models are stable against any input that has an intensity no larger than $\lambda 0 = (1 - xp)(1 - \beta b)$, where $x0 > 0$, and a number of other important asymptotic characteristics regarding the message congestion in the network are derived. The expected queue sizes are established with respect to the Erdős-Rényi random graph model.

6.2. Case Studies of Successful Implementations

One region taking the lead in developing digital ecosystems is the northwest of England. In the aftermath of a major reform of the UK’s higher education system, the uncertainty surrounding the continued existence of a significant emerging cluster of activity in this area meant an opportunity was seized to reinforce and retain it. Though the proponents of open-source were generally comfortable with the idea that there should be a public sector re-development of the nZsche platform, very few wanted to be seen as proponents of a ‘centralized solution’. The Digital Ecosystems initiative thus took on a “soft” rather than “hard” approach of developing new practices and governing protocols around the already operating platform and a consortium of partners. The ability to respond in this way was fully enabled by two key aspects of the original network architecture: the fact that the whole thing had been developed and run on open-source software; and the lack of any controlling authority, the consortium being constituted as an independent cooperative.

The DE consortium’s approach successfully drew in partners with diverse interests and motivations, most notably mainstream universities seeking to take their first steps towards a more networked and involved approach, from which the other regions could best take advantage. Along with the ecosystem design, the bottom-up development of the next version of the platform was an important motivation for other partners to be brought into the ecosystem. However, this was not without its challenges. These problems are entirely normative and procedural and thus may be less relevant to a continental networked approach, not least the challenges of installing new beliefs when there is no new common practical framework to act as scaffolding for a transition phase. Nevertheless, there is a need for congruence between actors’ beliefs, interests, and practices, whether in the social, political, or technical domains.

7. Conclusion

This study explored key dynamics between infrastructure stability and scalability of digital ecosystems. Decomposing ecosystem-to-infrastructure domains, consensus suggests essential scope parameters that characterize their performance in contexts of growth. Drawing on network research, architecture stability is articulated in ten emergent properties across five principles. Then, between and changes in these properties across ten world regions within the context of their ecosystems’ growth in size, affluence, heterogeneity, and density are re-analyzed. Within more prominent, urbanized, specialized, and connected world regions, more stable architectures are—slower-congesting, with more structurally-robust nodes, greater dynamical resilience, more extensive synaptic coupling, and stronger hierarchies.

Two phases were uncovered in stabilizing growth. Early rapid increase relenting scalability pressures and shifts in edges' topology were shared. Later differentiations included attention to degrees, congestion, performance heterogeneities, small-worldness, and hierarchy in more pronounced ecosystems. Rapid urbanization, recovering growth projections, excavating sub-communities' topology effects on a region's network stability, and opportunities for optimization against large-degness, are all promising inquiry trajectories. Local populations, velocities, locations, and ablation and reconnection patterns were examined in isolation in only a few of the regions.

Further research could also broaden scope to other domains. A nascent pair distribution function theory offers fascinating opportunities for exploration. The convergence of all networks' exponents should therefore imply similar decay rates and region-to-region variations in decay rates to be examined quantitatively. To ground these architectural metrics, infrastructures' individual networks type the degree of variability, robustness, and dynamical behavior within a unified framework and analyzing edge-to-edge roles is another path. Here, algorithms for synthesizing networks with an identical canonical structure could be key in taking network research closer to control over the edge underpinning. Finally, the ability to achieve goals by exerting edge-by-edge control in networks can be studied in this respect, considering diffusion-related metropolitan decision mechanisms for scalable city Metanetworks.

7.1. Emerging Technologies

Today's digital ecosystems are mostly constructed on remote assets and its work is managed and secured by a set of distributed devices, software and hardware through networks. Achieving stability and security towards the devices connected over the network depends on these two factors, optimal selection of devices or network infrastructure and to have stable behaviour of the devices selected. The economic growth around the globe highly depends on this aspect of having a secure digital ecosystem for a country as the investments would take place only if the digital flows remain secured and managed properly. Therefore working towards a machine learning based computational model to predict the performance metric of the devices connected over the network and take remedial actions based on the prediction to avoid the possible outage in service level performance metric is the goal outlined in the paper. Wireless Sensor Networks (WSNs) has emerged as a fundamental technology for a wide spectrum of real-life applications. Its wide area inclusion has led to the research arena for complete utilization of WSN's due to its design complexity. With continuous advancements in smart devices, there must be a better place for interaction on the cryptographic part of new wireless devices. Yet, there exists a diversity in the applications generating security issues in turn due to emergent Service Oriented Architectures (SOA). A light weight design handling smart devices which provides quick establishment of asymmetric cryptographic based on RSA in two different phases will be proposed. This smart device based on an 8-bit Microcontroller has a limited communication distance, low computation unit and memory storage leading to security issues. A two phase RSA is an algorithm to find public & private keys, which can execute in two different layers permitting them to run in resource constrained devices despite their architecture, limited resources and Nature of SOA. WSN consists of sensor nodes to sense, collect data and forward it to sink nodes producing real-time information, whereas Snap provides Scalable view of information by system architecture. Scans can use the real-time information produced by the sensor nodes but WSAN's cannot act on a large number of sensor nodes.

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