

Introduction to the OMII-Europe session

Sergio Andreozzi, INFN-CNAF, Bologna (Italy)

EGEE JRA1 All-Hands Meeting

21 Feb 2008, Amsterdam, The Netherlands

OMII-Europe

- OMII-Europe:
 - Open Middleware Infrastructure Institute for Europe
- EU-funded project
- Duration of 2 years
 - May 2006 -> April 2008
- Contribution of 8M €
- Involves 16 partners
 - 8 EU
 - 4 USA
 - 4 China





OMII-Europe: Vision and Mission

Vision:

 e-Science having easy access and use of Grid resources in heterogeneous e-infrastructures crossing national, pan-European and global boundaries

Mission:

 Enabling of e-infrastructure interoperability by providing standards-based middleware components leveraging existing work and activities





OMII-Europe Main Contributions To Standard Adoption

OGSA-BES

- Functional interface for executing activites
- CREAM-BES, UNICORE-BES and GLOBUS-BES

GLUE

- Common definition/representation of Grid entities
- Definition as OGF standard, reference implementations

VOMS-SAML

- Functional interface for retrieving user privilege attributes
- Enabling UNICORE to access VOMS privilege attributes

Accounting/RUS

- Functional interface for exchanging accounting information
- Exchanging accounting information across gLite, UNICORE and Globus





Today Presenting the Following Outcomes

- S. Andreozzi
 - GLUE 2.0
- Valerio Venturi
 - VOMS-SAML
- Paolo Andreeto
 - CREAM-BES







GLUE 2.0 – The Specification

Sergio Andreozzi, INFN-CNAF, Bologna (Italy) **EGEE JRA1 All-Hands Meeting** 21 Feb 2008, Amsterdam, The Netherlands

GLUE 2.0: What

- An Information Model of Grid entities
 - Abstract description to be used for
 - Resource Awareness
 - Resource Selection
 - Resource Requirements Expression
 - High-Level Monitoring
- Reference implementations for different concrete data models:
 - XML Schema, LDAP, SQL
 - more to come upon expression of interest
- An upcoming OGF proposed recommendation





GLUE 2.0: Why

- GLUE 1.x is adopted mainly by EGEE and OSG
 - Other approaches exist (see NorduGrid, TeraGrid)
- The design is based on 5 years old ideas refined through different backwards-compatile updates
 - Now we have
 - a valuable expertise
 - experience in production environment
 - Grid middleware evolved
- Need for a community standard which unifies all the relevant modeling efforts
 - OGF as the context where to define





GLUE 2.0: Where

New OGF Working Group approved at OGF 19 (Jan 2007)

Focus:

 facilitate interoperability between Grid infrastructures via common information models and reference implementation for describing Grid resources in response to use cases

Goal:

- define a use case document collecting use cases from different Grid projects/infrastructures
- define a conceptual model defining the abstract schema GLUE 2.0 satisfying the collected use cases.
- develop reference implementations
 - Starting with XML Schema, LDAP, SQL DDL
- Unify modeling approaches and experience in production systems

http://forge.ogf.org/sf/sfmain/do/viewProject/projects.glue-wg





GLUE 2.0: Who

Co-chaired by

- Sergio Andreozzi (OMII-Europe)
- Laurence Field (EGEE)
- Balazs Konya (NorduGrid)

Active Participants from

- OMII-Europe
- EGEE
- ARC
- TeraGrid
- UNICORE
- D-Grid
- AustralianGrid





GLUE 2.0: When

- Mature Draft will be released by the end of this week to be presented and discussed at OGF22
- Reference Implementation prototypes available for early evaluation
 - XML Schema, SQL, LDAP
- Plan to go public comment by in following weeks after OGF22





GLUE 2.0: Main Ideas

- Three Main Sub-Models:
 - Main Entities:
 - a model of Grid core entities from which service-specific models can be derived
 - Computing Entities:
 - a model for Computing Entities
 - "the old Computing Element"
 - Storage Entitites:
 - a model for Storage Entitites
 - "the old Storage Element"





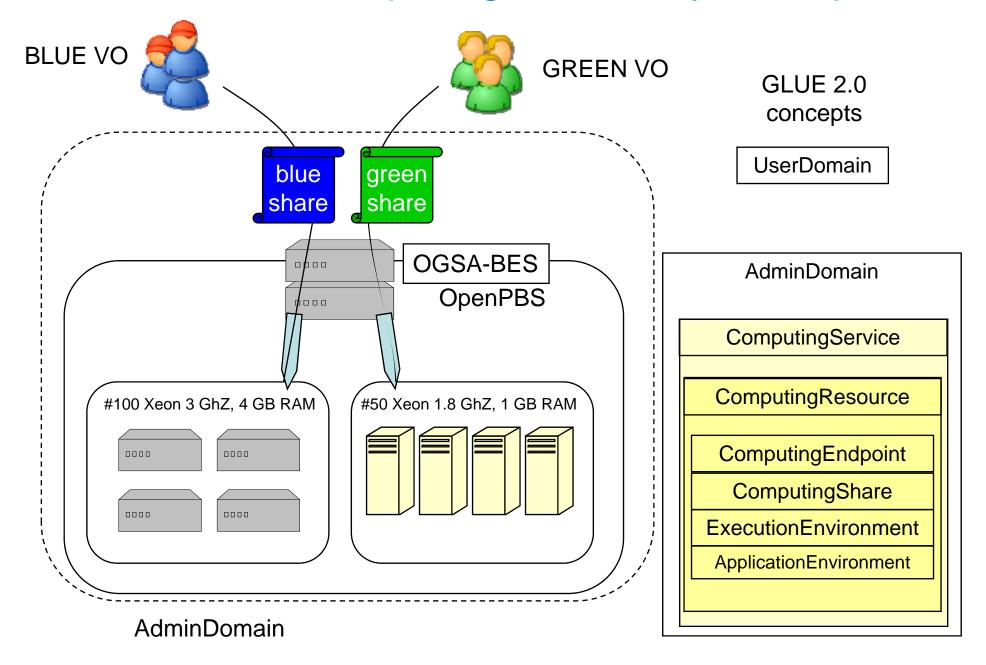
GLUE 2.0: Main Entities

- UserDomain:
 - VO or Groups
- AdminDomain:
 - People managing resources
 - how to contact, where they are
- Service: abstract Grid functionality
 - Endpoint: how to access the functionality
 - Share: utilization target
 - Resource: the underlying entity providing the functionality
- Policy:
 - Rule describing the expected behaviour of entitites
 - Type of policies so far:
 - AccessPolicy, MappingPolicy
 - Coarse-grained AuthZ related info to be used for pre-selection
 - Needed for Grid systems with no global AuthZ service
 - SharePolicy
 - Defines the utilization target

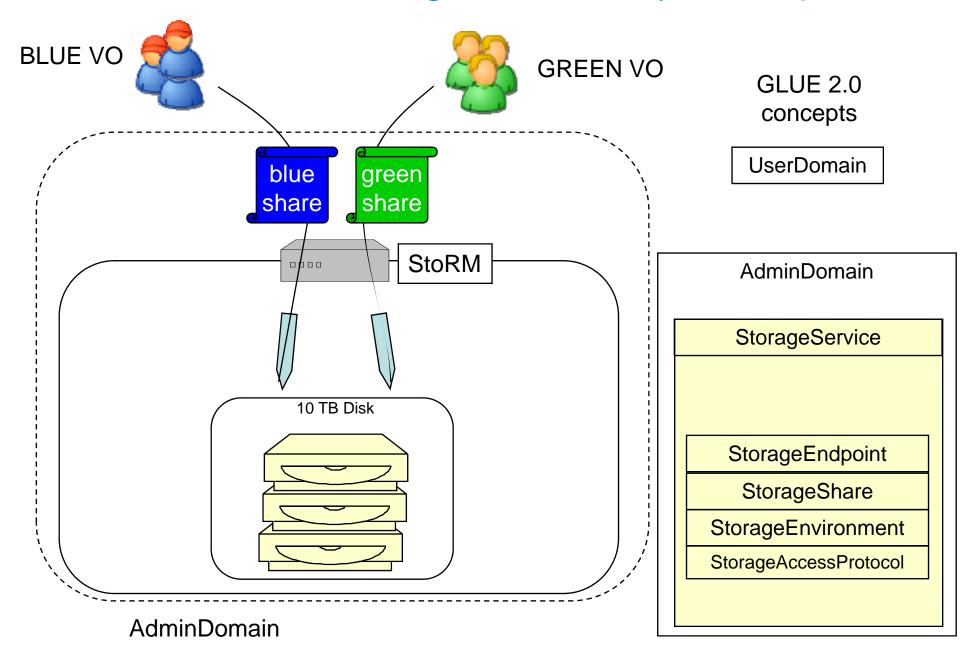




GLUE 2.0: Computing Entities by Example



GLUE 2.0: Storage Entities by Example





GLUEMan: A WBEM-based Implementation of GLUE 2.0

<u>Sergio Andreozzi</u>, Michele Carpenè, Marco Canaparo, INFN-CNAF, Bologna (Italy)

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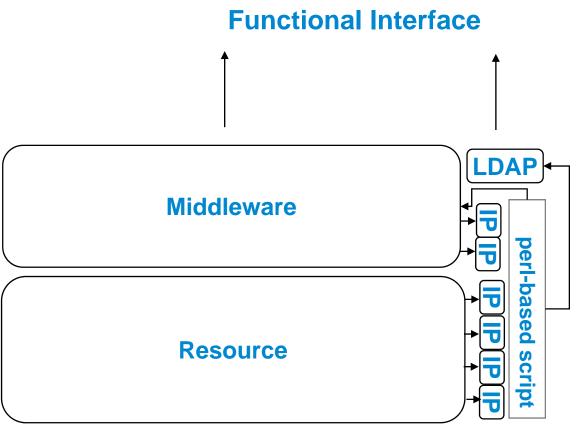
What is The Problem

- We have the GLUE 2.0 Specification and the reference implementations
- Grid components MUST be instrumented to
 - expose GLUE 2.0-based description which is
 - Conformant with the spec
 - Conformant with the renderings
- We want to reduce the impact on developers
 - Reduce concepts and technologies to learn
 - Improve quality of data





How Does it Work Today in gLite



- Pre-WS and WS Interfaces
- "out-of-band" information
 - Information about services and resources is provided by an external publisher (based on OpenLDAP)
- Situation:
 - GLUE Schema 1.3
 - IP: Info Provider which output LDIF





GLUEMan: What

- A framework to manage information providers for GLUE 2.0
- Leverage WBEM technologies:
 - a suite of standards for the managing distributed IT resources defined by the DMTF
- Based on Open Pegasus
 - open-source implementation of the DMTF CIM and WBEM standards in C++
 - Industry-supported
 - light-weight





Identified Requirements

General

- Isolate provider developers from WBEM-specific details
- Read-only providers
- Support any programming languages
- Reduce intrusiveness

Provider

- Enforce strong data conformance checking
- Help in detecting errors about the produced information
- Easy the writing of configuration-based information

Client

- Support multiple output renderings
 - at least XML, LDAP, SQL
- Easy the addition of new renderings





What a Developer Should Do

For each GLUE 2.0 class

- 1. Develop a provider in a language of your choice that writes on stdout instances of that class using the INI format
- 2. Edit the class-related configuration file to associate the provider to the related class

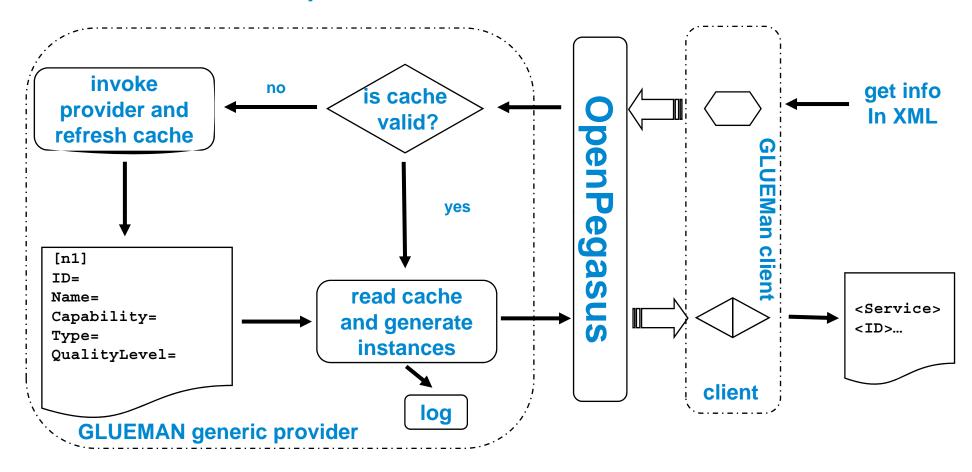
GLUEMan will take care of

- Calling the provider upon request
 - per-class caching
- Parse the INI file and create instances in OpenPegasus
- From the client side
 - Render the information in the requested format
 - XML Schema, SQL, LDAP, ...
- Log all errors to help the identification of problems

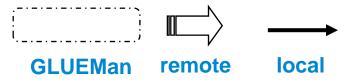




Simplified Functional View









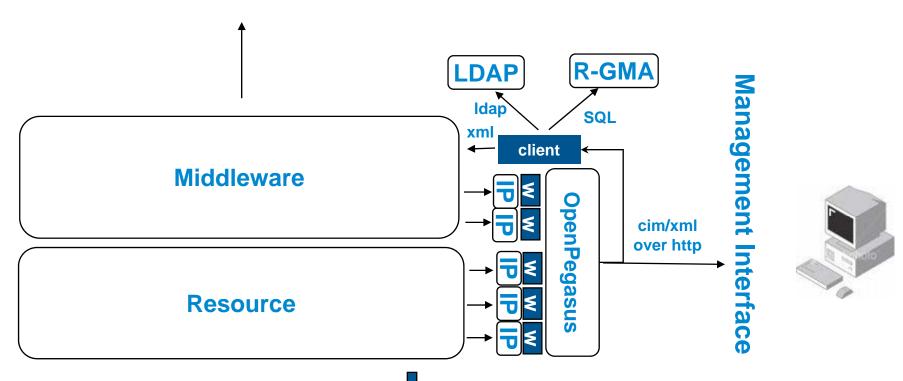
Possible Deployment Scenario in gLite

Situation:

GLUE 2.0

IP: any language, output INI

Functional Interface









GLUEMan Release Milestones

- Feb2008: Alpha Release
 - Generic provider written in C++
 - Support for caching
 - Client with XML and LDAP rendering aligned to latest GLUE 2.0 draft
- Apr2008: Beta Release
 - All foreseen functionalities implemented
 - Aligned with latest GLUE 2.0 Spec (possibly in public comment)
 - Tested integration with
 - CREAM-BES/UNICORE-BES
 - OpenLDAP
 - Basic suite of providers for PBS/LSF
 - Possibly add SQL rendering





Conclusion

- GLUE 2.0 Spec will enable standard-based information interoperability among different Grid Middleware
 - The coming weeks will be important for the final version
 - Your feedback is important to detect missing info
- GLUEMan will simplify and help the development of providers
 - In March/April, download and play with it,
 - Provide feedback for improving





References

- OMII-Europe Project
 - http://omii-europe.org
- JRA2 Activity Wiki
 - http://omii-europe.forge.cnaf.infn.it/jra2
- OGF GLUE Working Group
 - http://forge.ogf.org/sf/sfmain/do/viewProject/projects.glue-wg
- GLUE 2.0 Specification (latest draft)
 - http://forge.ogf.org/sf/go/doc14639





