



Analysis of L&B and JP packages

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To make the gLite (or at least L&B and JP) really light :)

What

- reduce the number of module dependencies (both internal and external)
- internal cleanup

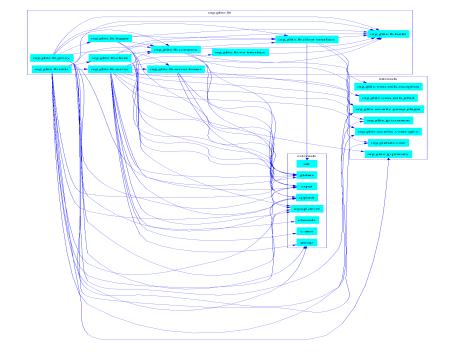
How

- direct configuration change
- split (or join) modules
- code reshuffle

When

- Stage 1 clean 3.1 branch April 2007
- Stage 2 clean HEAD June 2007

- 1. start with functional ETICS (branch) configurations, namely glite-lb_branch_1_3_3_RC31_2 and glite-jp_branch_1_3_0_RC31
- 2. start removing redundant dependencies with the following preferences:
 - in configurations
 - in Makefiles
 - in the code
- 3. check by building all modules separately as well as by building the whole subsystem, both LB and JP
- 4. clone branch configurations to tag ones (etics-tag will be functional "next week" :-)
- 5. merge to HEAD to start Stage 2





L&B structure before cleanup

Enabling Grids for E-sciencE

- There are now 70 edges (L&B only)
- Rough estimate: less than half is really needed
- Graph produced manually at the moment using graphwiz dot (text description → automatic graph generation)
- If we have the XML describing the configuration structure, we can generate the .dot file from it



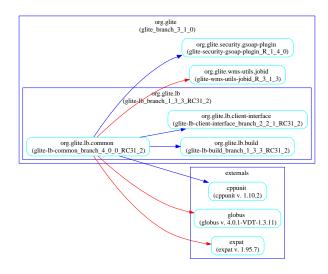
etics-show-configuration-structure

Enabling Grids for E-sciencE

Negotiation with Marc Begin, how it should work - it should output a structured XML describing a configuration structure (children and dependencies) of a given module or subsystem

```
cproject name="org.glite" config="glite_branch_3_1_0">
<module name="org.glite.lb" config="glite-lb_branch_1_3_3_RC31_2" alreadyvisited="True">
   <module name="org.glite.lb.common" config="glite-lb-common branch 4 0 0 RC31 2"</pre>
         alreadyvisited="True" />
      <dependency name="expat" config="expat v. 1.95.7"</pre>
         project="externals" dependencyType="D" type="BR" />
      <dependency name="cppunit" config="cppunit v. 1.10.2"</pre>
         project="externals" dependencyType="D" type="B" />
      <dependency name="globus" config="globus v. 4.0.1-VDT-1.3.11"</pre>
         project="externals" dependencyType="D" type="BR" />
      <dependency name="org.glite.lb.client-interface" config="glite-lb-client-interface_branch_2_2_1_</pre>
         project="org.glite" dependencyType="D" type="B" />
      <dependency name="org.glite.wms-utils.jobid" config="glite-wms-utils-jobid R 3 1 3"</pre>
         project="org.glite" dependencyType="D" type="BR" />
      <dependency name="org.glite.security.gsoap-plugin" config="glite-security-gsoap-plugin_R_1_4_0"</pre>
         project="org.glite" dependencyType="D" type="BR" />
   </module>
   <module name="org.glite.lb.client" config="glite-lb-client_branch_2_2_3_RC31_2" alreadyvisited="Fal-</pre>
      <dependency .../>
   </module>
</module>
```







Ant (gLite build) vs. ETICS

Enabling Grids for E-sciencE

Issue:

• completely remove the *ant* dependencies (was used to create Makefile.inc, copy some common files, etc.) - done

Challenging issue:

- clean the stuff needed for the "old" gLite build system, eg.
 completely remove project directory in all modules stage 2?
- Aleš removed org.glite.lb/project/dependencies.properties and in 30 minutes he got a complain that the build fails!! When do we stop using the "old" gLite build?



What have we already done:

- removed the ant dependencies
- partially removed unnecessary external dependencies (expat, mysql-devel, cppunit, c-ares)

What else needs to be done:

- clean the rest of external dependencies (gsoap, gsoap-plugin, classads, ...)
- neverending ETICS issues...



Globus issues

- now we use especially GSS and some misc. functions (globus_libc_gethostname(), proxy credentials handling, . . .)
- we want to create org.glite.security.gss module with gLite GSS (now part of org.glite.security.gsoap-plugin)
- and remove globus dependencies, the only allowed will be probably B(uild) and R(un)-time dep. for org.glite.security.gss, nowhere else
- wrappers around non GSS globus functions will be needed

Other issues

- avoid gsoap dependencies when it is not really required
- create and use org.glite.lb-utils.* modules with context, db, jobid, server-bones, trio submodules, they contain "L&B and JP common" stuff - created on HEAD