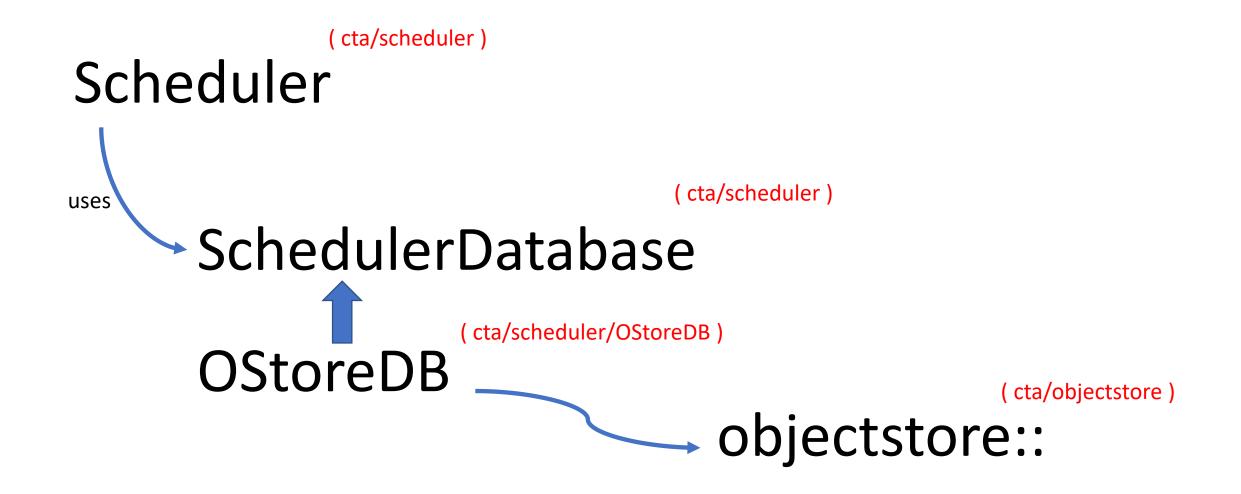
PostgresSchedDB overview and status update

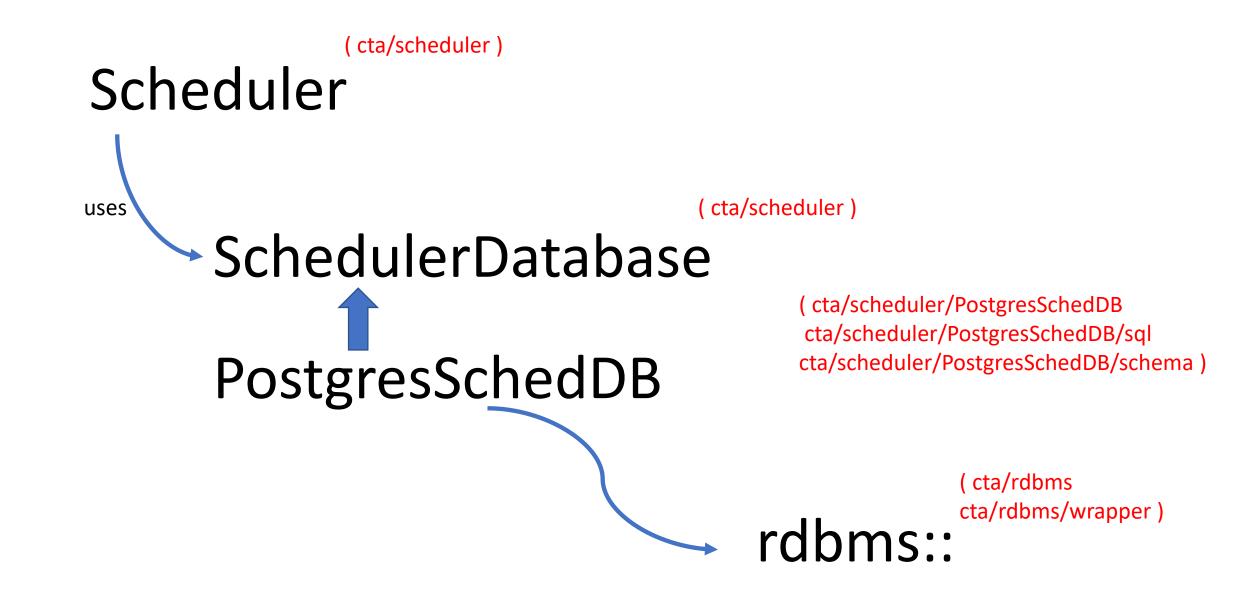
30 Mar 23 CTA developers meeting

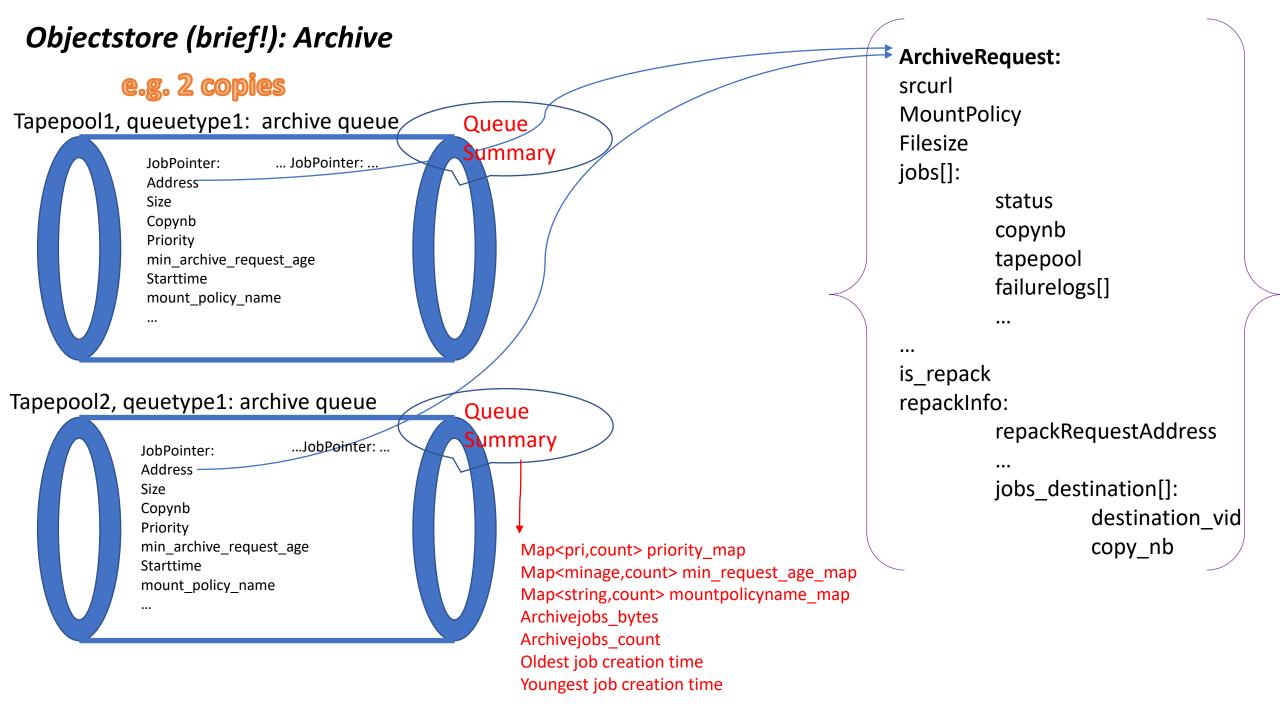
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Introduction

- Quick note on Names: Scheduler, SchedulerDatabase, OStoreDB, objectstore are C++ names (class or namespace) and also reflected in subdirectory names in the CTA source tree
- This development concerns (mostly) the storage and retrieval of the data on which the Scheduler works: data contain information about requests and their status and let the Scheduler drive the request life cycle
- Requests: Archive, Retrieve and Repack.
- Lifecycles: Enqueue (typically at frontend), allow cta-taped to perodically choose a tape to mount to fullfill a set of Archive or Retrieve (and thus Repack) requests. Once a tape is mounted, must allow cta-taped to read or write the appropreate files to tape.







Postgres table: Archive_Job_Queue

Flatten the request + job information into repeated rows, one row per job (except for "failure logs"). e.g. for a 2 job archive request as this:

srcurl	filesize	Status (1)	Copynb=1	Tapepool (1)	Min_archi ve_req_ag e	 Faillogs_P B (1)	ls_repack	destinion_VI D (1)
srcurl	filesize	Status (2)	Copynb=2	Tapepool (2)	Min_archi ve_req_ag e	Faillogs_P B (2)	ls_repack	destinion_VI D (2)

(39 columns in current schema)

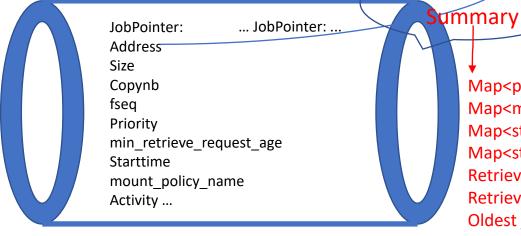
Repeated request level information rather than having a separate request & job tables. Flattern the repackInfo data into the row as well.

Have a column with ProtoBuf content: the failurelogs / reportfailurelogs which contain failure information for retired jobs.

Objectstore (brief!): Retrieve

e.g. for file with 2 tape copies

VID, queuetype: retrieve queue



Map<pri,count> priority_map Map<minage,count> min_request_age_map Map<string,count> mountpolicyname_map Map<string,count> activity_map Retrievejobs_bytes Retrievejobs_count Oldest job creation time Youngest job creation time

Job queued once, although there may be multiple tape copies. Queue of JobPointers kept in fSeq order.

Queue

Tape copies to be considered are provided by the Scheduler to SchedulerDatabase; this may be a subset of those in the Catalogue.

The queue, and hence VID (tape) is determined within the SchedulerDatabase (or lower) layer any time the job needs to be (re)-queued; i.e. using the *objectstore::Helpers* methods.

RetrieveRequest: Scheduler request dstURL ... MountPolicy: name min retrieve_req_age retrieve priority ... activity ArchiveFile: archivefileId TapeFile tf[]: copyNb vid fseq • • • Active copy nb RetrieveJob jobs[]: copyNb maxTotalRetries **TotalRetries** failurelogs[] isFailed isVerifyOnly isFailed isRepack RetrieveRegRepackInfo:

Postgres table: Retrieve_Job_Queue

Decided to only queue one row for a Retrieve job, but need to have enough information to (re)-try at any VID. Flattern as much as possible, with some columns reflecting the current "active" copy.

Status	Vid	Min_retri	Active_Co			RetrieveJ	RepackInf
(active_co	(active_co	eve_req_	pyNb			ob_PB	o_PB
pynb)	pynb)	age					

Combine TapeFiles and Jobs arrays into a single repeated protobuf, since there is always a TapeFile <-> Job relationship.

RepackIfno is used in the repack workflow, to buid an ArchiveRequest once the RetrieveRequest is done.

The RepackInfo contains repated elements, e.g. archive_routes and copy_nbs_to_rearchive that depend on number of new Archives to be created. The RetrieveJob contains entries corresponging to the number of possible soruce tape copies; so RetrieveJobs and RepackInfo were kept separate.

Postgres views: Archive_Job_Summary & Retrieve_Job_Summary

To provide the equivalent of the per Queue summary information a Query View is created. The query groups by tapepool or VID, status, mountpolicy_name, returning count, and min/max(start_time), sum(bytes).

QueueTypes

Not imagined to specifically preserve concept of queuetype in the postgresDB; this is implied by state or state + isRepack. Planned to add FAILED_ tables (x 3 for archive/retreieve/repack) for requests in terminal state.

Objectstore (brief!): Repack

Queuetype (pending/toexpand): repack queue

JobPointer: Address	JobPointer:	

Postgres table: Repack_Job_Queue

Request already quite flat: Indicded two protobuf columns for subrequests[] and destination_infos[].

RepackRequest: Vid Buffer url Status Add copies mode Move move Totoal_files_to_retrieve • • • Failed_to_archive_bytes lastExpandedFseq ... Is_expand_finished Is_expand_started Mount policy • • • Subrequests[] Destination_infos[]

Ownership

- Ownership
 - Plan to maintain an ownership concept: one column for owner in archive/retrieve/repack. PostgresDB peridically update an owner-table with a heartbeat. => still a garbage collection collection;
 - select for update from owner-table where "heartbeat too old";
 - Remove ownership/adjust matching archive/retrieve/repack reqs.
 - Drop old owner row
- Would be nice to not have this but this is what I'm working towards..
 - Considered keeping row locks while jobs active, but long lived db transactions likely to be problematic
- Request IDs
 - With objectstore, IDs ("addresses") are computed before creation. Natural approach for DB is to have a primary key for a table as a sequence, which thus is discovered after insertion.

Status

- Much to do, but several steps done
 - Schema more or less complete; but surely subject to some change
 - All written code compiling, but not functional
 - Request/job objects written, with insert of new requests and retreieve from database and serialisation/deserialisation of the protobuf columns.
 - Initial creation/queuing functions added (in the PostgresSchedDB class).
 - fetchMountInfo fetching possible Archives. (Missing retrieve at moment!)
 - createMount for Retrieve & Archive present.
 - Postgresscheddb::Helpers equivalent added to select best VID for Retrieve.
 - Initial part of expansion for Repack (creation of RetrieveRequests) added.

Expected next steps (of development)

- Add (untested) code for obvious missing functions
 - fetchMountInfo for Retrieve, and creation of archive requests for the repack workflow (what is called the Transfation in the objectstore).
 - Ensure appropreate use passing of connection pool vs transaction
 - Adopt ID (vs address) style indxexing of the rows (it's currently a bit mixed).
 - Reporting (maybe success first)
 - Then move to a stage of running small workflows with intense debugging of the methods step by step.
 - Also run tests (Much of SchedulerTest.cpp tests should eventually pass, have prepared a "GenericSchedulerTest" which excludes a few of the current tests which directly do actions on the objectstore).