



Request Management System

Ph.Charpentier CERN, LHCb

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The initial Request Management System (RMS)

- Was designed mostly for dealing with failover for transfers and registration
 - * replicateAndRegister, register, removeReplica
- Evolved with time:
 - ★ More types of subrequests
 - * removeFile, forwardDISET, ...
 - Used by DM transformations
 - * Bulk transfers, removals
 - * Many requests, problems of scaling and internal design
- The new RMS (as of v6r10)
 - Complete redesign of requests schema
 - More modular, full state machine
 - Hopefully more scalable, all requests handled by a single type of agent
 - ☆ Can have multiple instances





Requests structure

o Requests

- They are a set of Operations
- It has a Status, generated from the Status of Operations
 - Status set artificially Assigned while being owned by an Agent
- o Operations
 - They have a Type, a Status, possibly additional parameters
 - They may act on Files
- o Files
 - In case an Operation acts on a list of files.
 - They have a Status





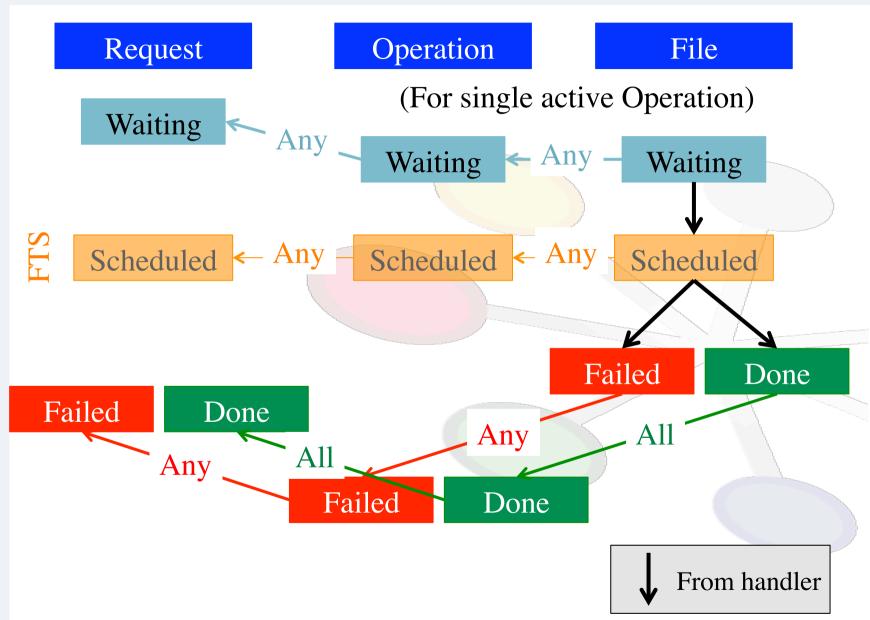
Request execution

- A single Agent type is in charge of executing requests:
 - □ RequestExecutingAgent
- Operations are executed serially
 - When an Operation is Done, the next one (if any) is executed
 - ★ If no next, the Request is Done
- Execution is delegated to Operation Handlers
 - Mapping between Operation Type and Handler can be defined in the CS
 - Called by an execution engine (RequestTask)
 - Easily extendable (new type, new handler)





State machine







Current operation handlers

- ReplicateAndRegister
 - Uses FTS unless otherwise setup (using group owner)
 - In LHCb: Ihcb_user doesn't use FTS but directly Replica/ DataManager
- o RegisterFile / RegisterReplica
 - Only register in file catalog(s)
- o RemoveFile / RemoveReplica
 - Self understanding
- PhysicalRemoval / PutAndRegister / ReTransfer
 - Implemented, not used by LHCb
- ForwardDISET
 - Make any DISET call (arguments passed as a blob)
 - No "Files"
- o Extensions for LHCb
 - LogUpload





- Only recoverable errors are retried
 - By default 256 retries before Failed
- FTS transfers (Chris' talk)
 - Handled by a separate Agent FTSAgent
 - Uses the "Scheduled" status for passing requests
- Job callback
 - If a job is associated to a Request, its status can be modified when the Request is in a final status
 - * For the time being only Completed to Done/Failed
- More interaction scripts
 - Show, create, fix requests
 - No web portal interface yet (to be defined what is needed)
- o Still to do:
 - Last update timestamp update for all items
 - Should only be the one that changed
 - Error string overwritten by "Max attempts reached"
 - Request optimisation (grouping files into Operations)





- Moving the staging to RMS
 - Staging uses a similar logic, but was developed independently
 - Plan to move staging to RMS
 - Opens option to use FTS3 for staging (see Chris' talk)
 - Can use the job feedback for moving from Staging to Waiting (or Failed)
- Other extensions
 - Very simple to add any new type of operations







SIM

- The old legacy RequestManagementSystem was replaced by a better designed system
 - □ As of v6r10
 - In full use by LHCb for several months
 - Tested in production environment with a lot of use cases...
 and of failure cases!
- The new RMS is more flexible, extendible, reliable than the former one
- Scaling can be achieved easily by using multiple RequestExecutingAgent instances
- o FTS handled by a separate agent

