

DIRAC Resource Status System (RSS)

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- ❖ What's the RSS
 - And why would you need it
- ❖ Who use it already
- ❖ Ontology and architecture
- ❖ How to use it



DIRAC.ResourceStatusSystem

- ❖ For storing resource status in DIRAC
 - status information
- ❖ An advanced monitoring tool
 - Aggregating dispersed information
- ❖ An “autonomic computing” tool
 - The core is a generic policy system
 - Used for monitoring and management
 - Auto ban/un-ban, triggering tests, etc..

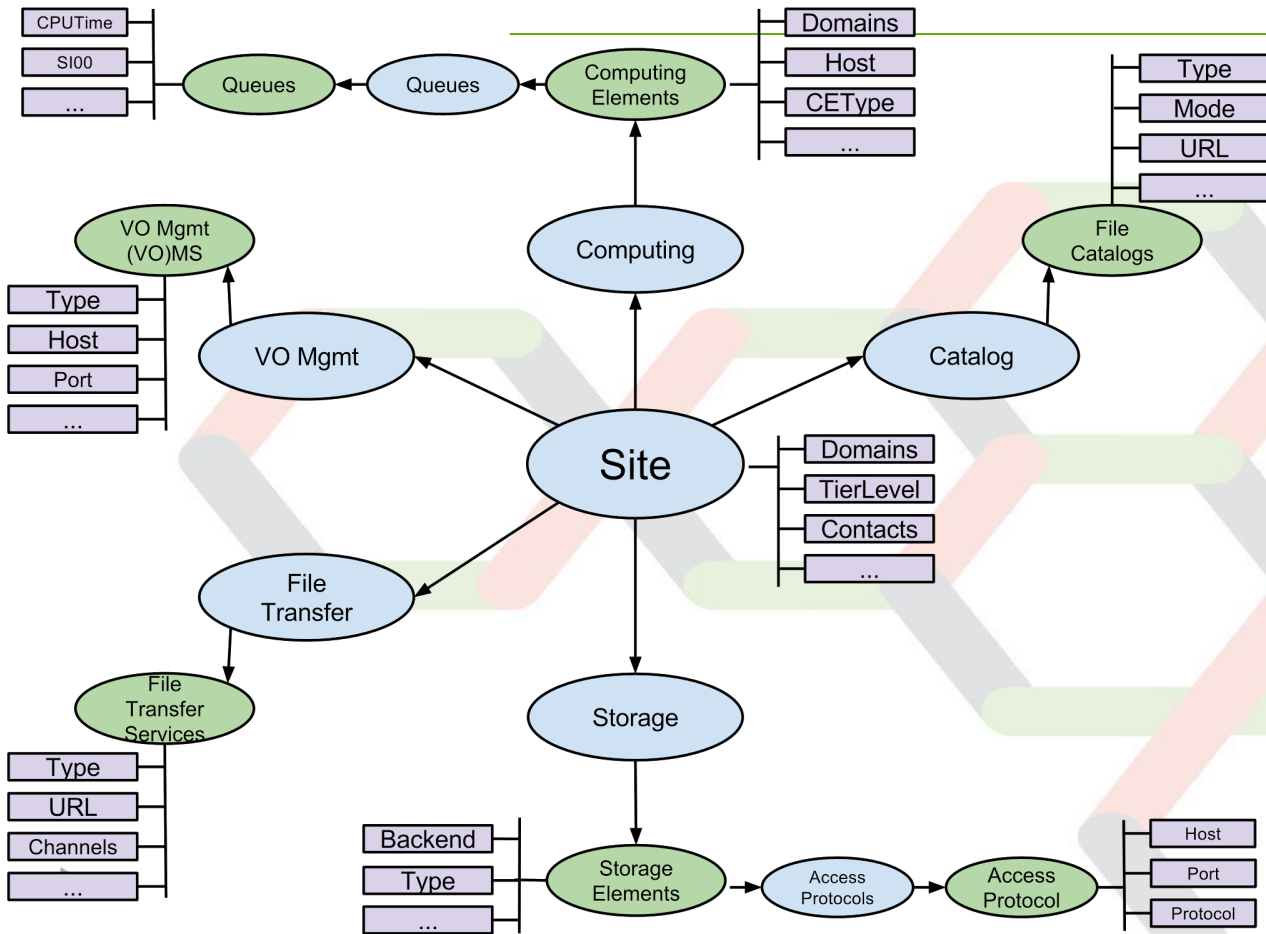


- ❖ This RFC defines how the /Resources section of CS should be, and the resources ontology at the base of RSS
- ❖ Key concepts:
 - Community (VO)
 - Site (access point → locality!)
 - Domain (WLCG, Gisela, EGI...)
 - Resource Type (Computing, Storage, Catalog, FileTransfer, Database, CommunityManagement)

/Resources/Sites/[SiteName]/[ResourceType]/[Name Of Service]/[TypeOfAccessPoint]/[NameOf
AccessPoint]

/Resources/Domains/[Domain Name]



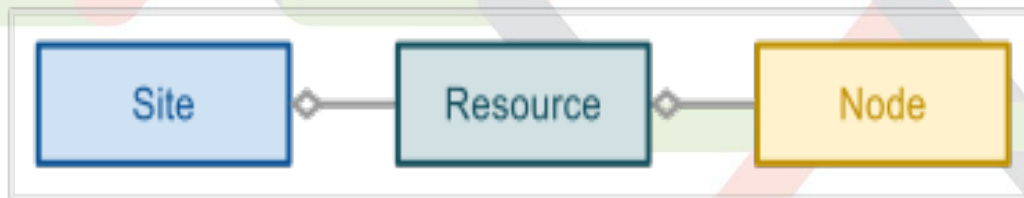


The CS structure is mapped in a 3 level hierarchy, each entry with a status:

→ Sites

→ Resource

→ Nodes



- ❖ DB:
 - ResourceStatusDB: tables for: Status, Log, History
 - Status: 3 families of identical tables: Site, Resource, Node
 - Log: mostly for debugging purposes
 - History: keeps historical changes of status
- ❖ Service
 - ResourceStatusHandler (expose ResourceStatusDB)
- ❖ Client
 - ResourceStatusClient: for interacting with the ResourceStatusDB
 - ResourceStatus: object that keeps the connectivity with the DB/Service – refreshing DictCache of Storage Element status
- ❖ Web: Status Summary page (all “resources” combined)



- ❖ DB:
 - ResourceManagementDB

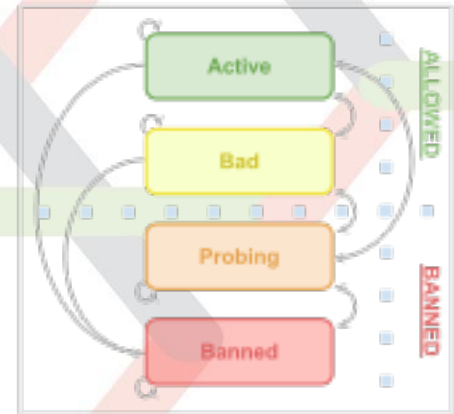
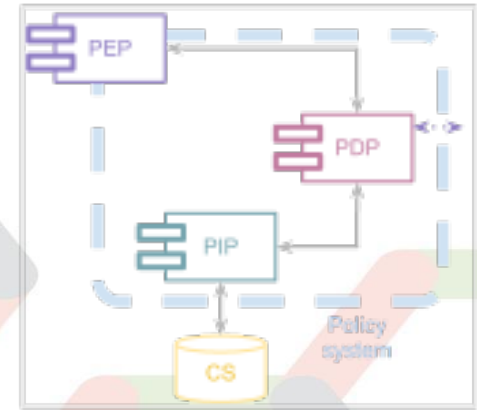
- ❖ Service
 - ResourceManagementHandler (mostly exposes the cached monitoring information)

- ❖ Agents:
 - CacheFeederAgent: populates a cache of (useful, configurable, VO-specific) monitoring information
 - e.g.: downtimes, failure rates, external monitoring results ...
 - Use “commands”
 - Commands (implementation of the Command pattern) → not yet clients!
 - Downtimes, accounting, jobs, transfers, space token occupancy...

- ❖ Web (cached info are displayed)

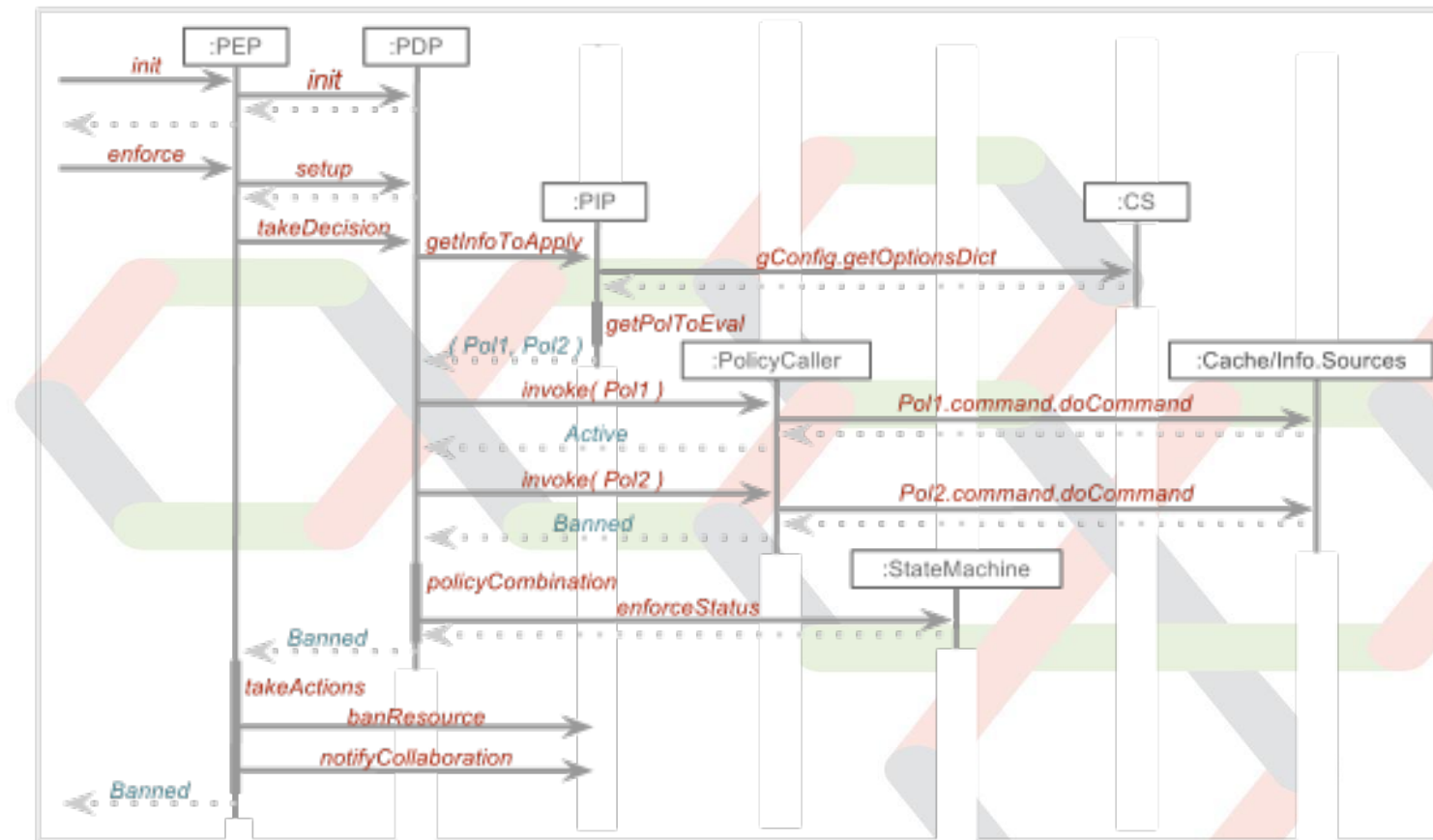


- ❖ A policy system runs the policies:
PolicyEnforcement/Decision/Information Points
- ❖ A policy is an implementation of a logic rule
- ❖ A policy uses an (aggregated) monitoring information to assess the status of a resource (based on the state machine)



- ❖ Agents
 - ElementInspectorAgent
 - TokenAgent
- ❖ And you need the policies:
 - Most of them will be VO-dependent
 - Configurable via CS





Complete ontology

