



Enabling Grids for E-sciencE

Partner report – RAL/STFC

Antony Wilson, RAL JRA1/SA3 All Hands Meeting, Nicosia 2009

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- Antony Wilson: Service Discovery (Java)
- Paul Livesey: Service Discovery (C++)
- Steve Fisher: ETICS integration and testing (10%)



Work Plan Overview

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- Complete and release the SAGA conforming SD API with LDAP plug-in
 - Service discovery is an API to select services based on various criteria (service type, site, role of user ...)
 - It will hide the underlying implementation of the data model (ldap, relational, xml etc.)
- Develop another API able to reach the other metadata not covered by existing SAGA spec.
 - To navigate within the entity relationship model of GLUE
- A GUI may be developed later
 - mainly for public relations



- Finalise Service Discovery spec within OGF
- Produce C++ SAGA Service Discovery API as defined by OGF
- Produce Python SAGA Service Discovery API as defined by OGF
- Produce BDII plug-in in C++ (Python is covered by C++) for SAGA Service Discovery
- Produce Java SAGA Service Discovery API as defined by OGF
- Produce BDII plug-in in Java for SAGA Service Discovery
- Integration and packaging of service discovery and information system APIs
 - soon



- Gather use cases and requirements on access to other service information
- Define an extended SD API which meets these requirements
 - Done but needs TMB approval
- Provide packaged implementations with tests of the API and CLI and test to production readiness
 - C++ and Java prototypes written
 - Both APIs use the same set of configuration files to map onto the GLUE 1 LDAP implementation
 - Prove functionality by modifying GFAL to use SD APIs in place of the LDAP calls
 - Dec 31 2009



- The SD API is currently being integrated, this requires the SAGA engine and dependencies!
- Meeting later this month with the authors of the SAGA C++ engine to discus possibilities for simplification to facilitate deployment
- The SAGA C++ engine is more complex than we need for gLite
 - Has a dependency Boost 1.35
 - Will be needed on UI and WN
 - Is this acceptable to other components?



- As soon as the final GLUE 2 LDIF becomes available additions will be made to the
 - SD gLite adapter
 - SD extension configuration files