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# 7th DIRAC User Workshop



# DIRAC Resource Status System (RSS)

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## DIRAC.ResourceStatusSystem

[docs!](#)

- 1) For storing resource status in DIRAC
  - status information
- 2) An advanced monitoring tool
  - Aggregating dispersed information
- 3) An “autonomic computing” tool (a small AI - no learning nor training)
  - The core is a generic policy system
  - Used for monitoring and management
  - Auto ban/un-ban, triggering tests, etc..

as of today, RSS is not capable of handling multi-VO resources status

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# Which “resources”?

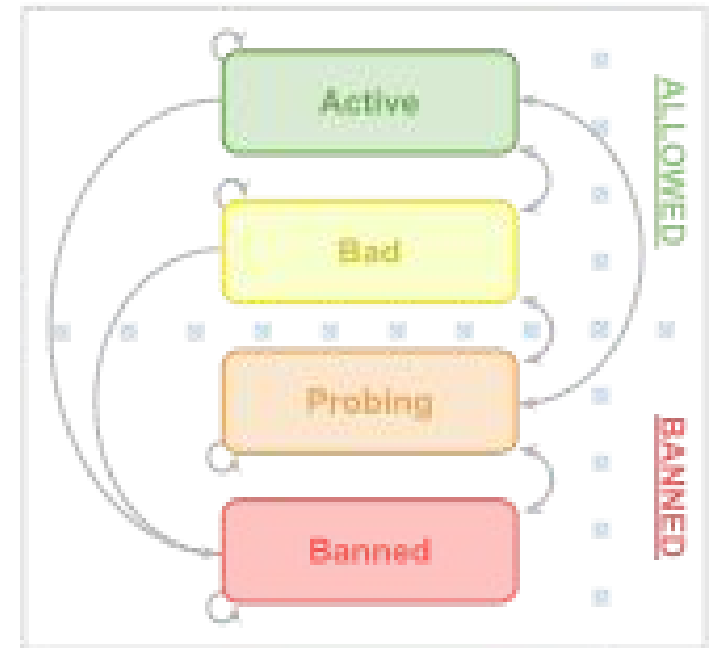
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- Everything under /Resources in CS
  - ...with caveats :)
- So the distributed computing resources:
  - Computing Elements
    - which (may) expose queues
  - Storage Elements
    - in DIRAC sense
  - FTS servers
  - Catalogs
  - Sites
    - which in fact “own” the resources above



# And what's a "status"?

- A status is either
  - assigned (by an admin)
  - determined (by RSS)
- Each resource can have 4 states
  - Active: all OK
  - Bad: it's not all OK but we can keep use (~Warning)
  - Banned: not OK, use is suppressed
  - Probing: Test state (normal use is suppressed)



# OK, but what can RSS do in practice?

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## Stuff like:

- Keeping/exposing a status of all your resources
    - trivial...
    - but that status will be used for deciding if to use that resource!
      - e.g. uploading file to a certain SE or not?
      - submitting pilots to a CE or not?
  - Site\_X / SRM\_endpoint\_Y is declared in downtime in GOC DB
    - then RSS can ban all the DIRAC SEs behind SRM\_endpoint\_Y
  - Many pilots are failing to be submitted at CE\_Z
    - Then I'll change its status
  - ...
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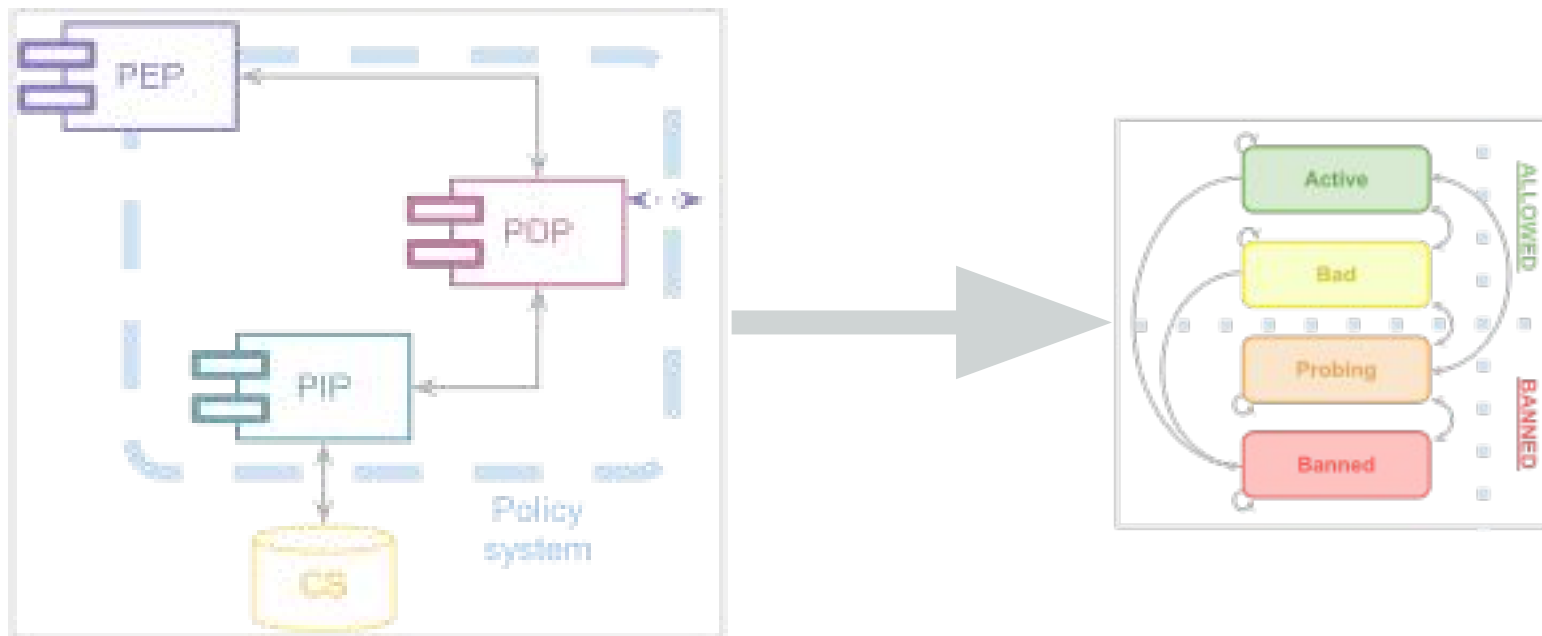
- By default, RSS is “InActive”
    - [how to activate](#) (CS flag)
  - You can activate only PARTIALLY the RSS
    - ... so only 1), or 1) and 2) of slide 2...
    - If you want RSS to keep at least the status of the resources (point 1) you just need “State = Active”
    - For all the rest, there’s a lot of configuration that can be applied
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- **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 SEs/CEs status
    - SiteStatus: object that keeps the connectivity with the DB/Service – refreshing DictCache of Sites status
  - **Web: Status Summary page (all “resources” combined)**
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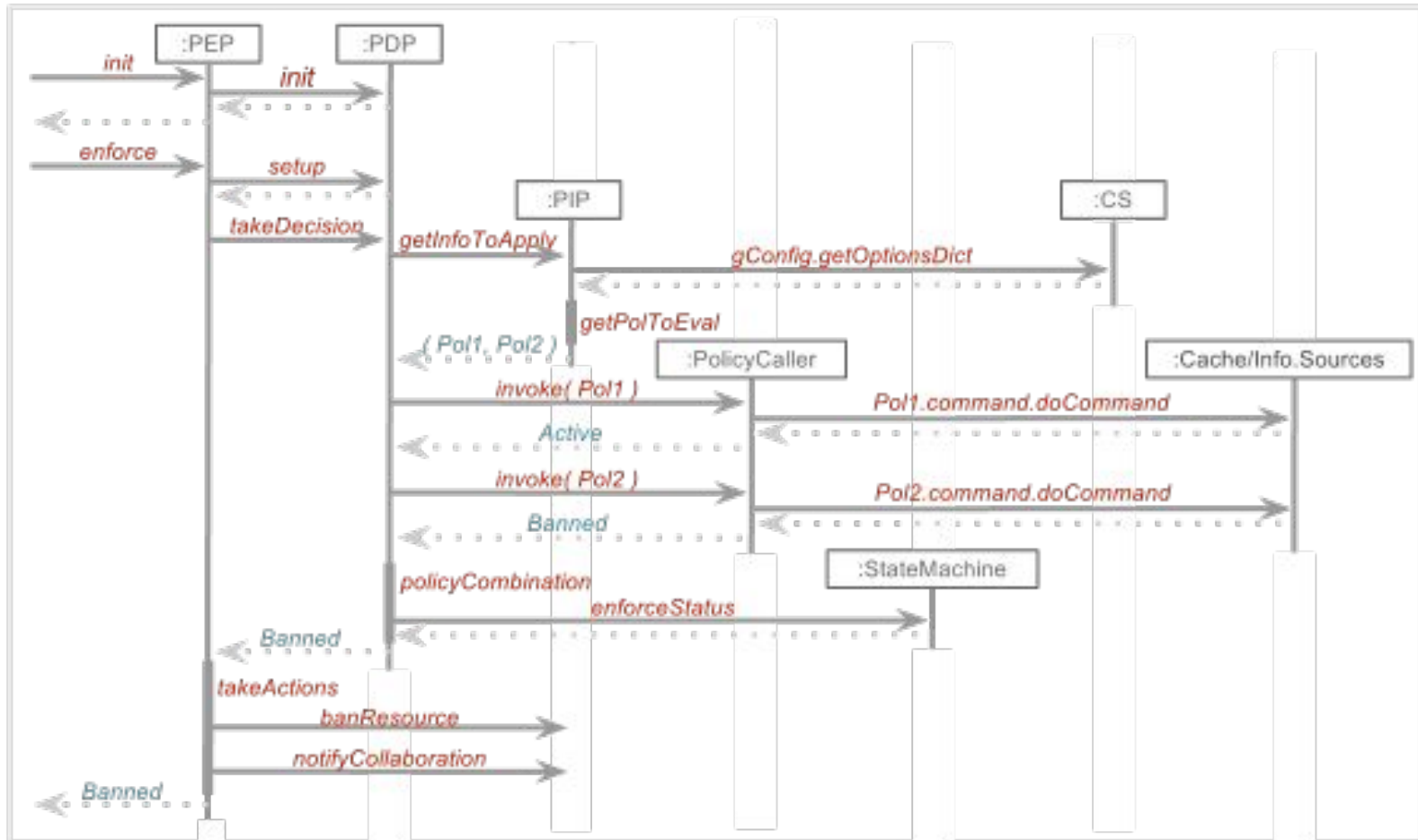
- DB: ResourceManagementDB
  - Service: ResourceManagementHandler (mostly exposes the cached monitoring information)
  - Agents: CacheFeederAgent: populates a cache of (useful, configurable, VO-specific) monitoring information
    - e.g.: downtimes, failure rates, external monitoring results ...
      - Use “commands”: implementation of the Command pattern → not yet clients!
        - Downtimes, accounting, jobs, transfers, space token occupancy...
  - Web (cached info are displayed)
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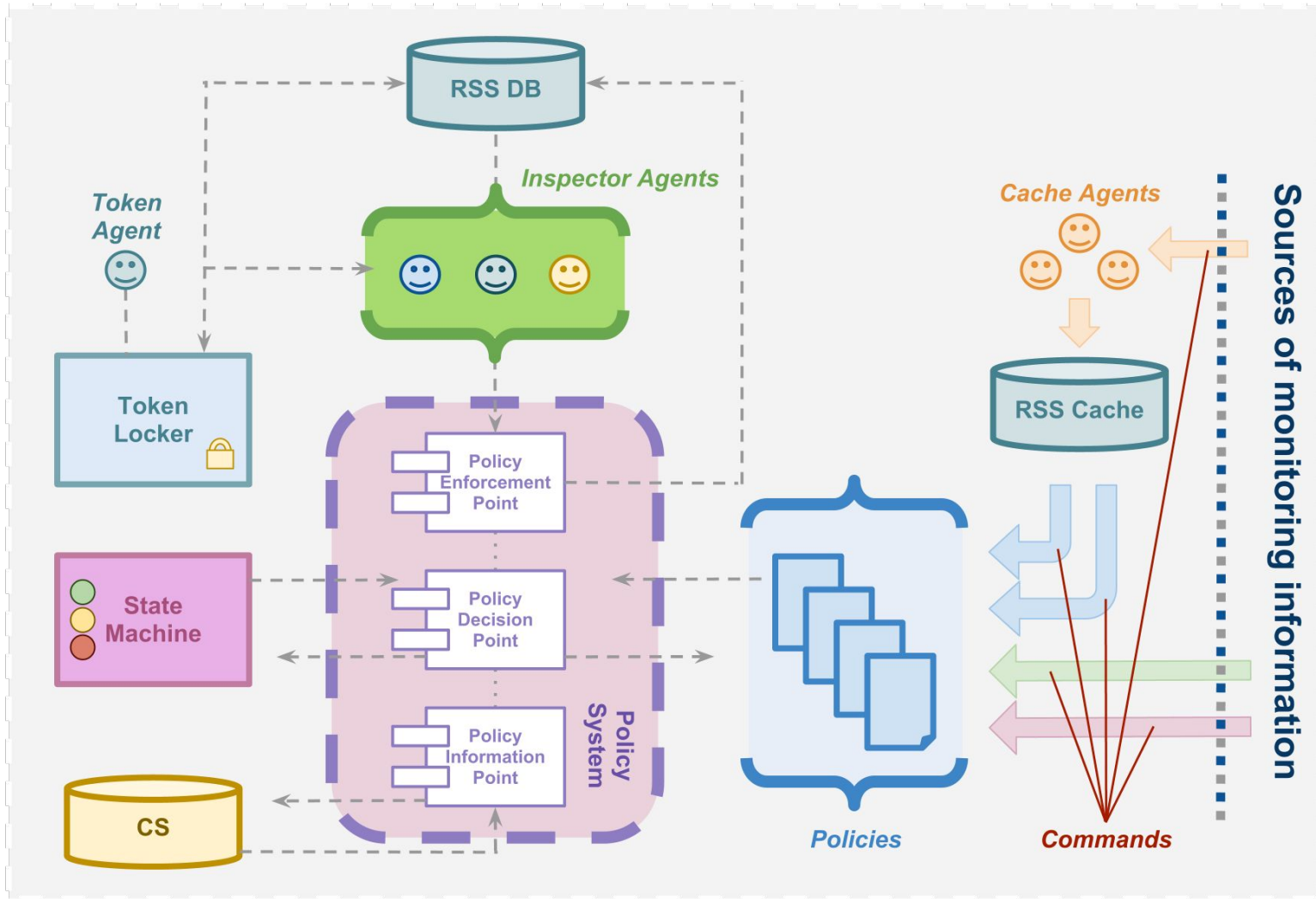


- A policy system runs the policies:  
PolicyEnforcement/Decision/Information Points
- A policy is an implementation of a logic rule
- A policy uses an (aggregated) monitoring information to assess the status of a resource (based on the state machine)



- Agents
    - ElementInspectorAgent
    - SitesInspectorAgent
    - TokenAgent
  - And you need the policies:
    - Most of them will be VO-dependent
    - Configurable via [CS](#)
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- Several RSS developments have been include in DIRAC v6r18
    - Ability to store status of Computing Elements
    - Ability to store status of FTS and Catalogs
    - Ability to store status of Sites
      - Replacing table SiteMask from JobDB
        - Again, IFF RSS is “Active”
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- Multi-VO support
    - Needs a developer :)
      - won't come from LHCb
    - And a testing/certification infrastructure
  - Support for resources hierarchy
    - Banning a Site bans also all the related Resources
    - Banning a Computing Element bans all the related Queues, etc
    - Reactivation of the Site is restoring the Resources status at the moment of banning
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- 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]

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