



PyXRootD PyPI distribution & new declarative file access API for XRootD client

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What is XRootD?

- High performance data access framework
- Plugin based
- Used by many frameworks e.g. :
 - Caching proxy servers
 - EOS / CTA
 - ROOT / Athena
- Client - server architecture:
 - server - responsible for storage aggregation and providing API to access data from these storages
 - client - used to connect to the server from local machine, contains python bindings (PyXRootD)

PyXRootD PyPI distribution

Problems with PyXRootD installation process



Lack of support for python virtual environments



Problem with installing specific version



Installation process different than in case of other python packages

PyPI distribution

Publishing xrootd in Python Package Index



Easy installation process:
`pip install xrootd`



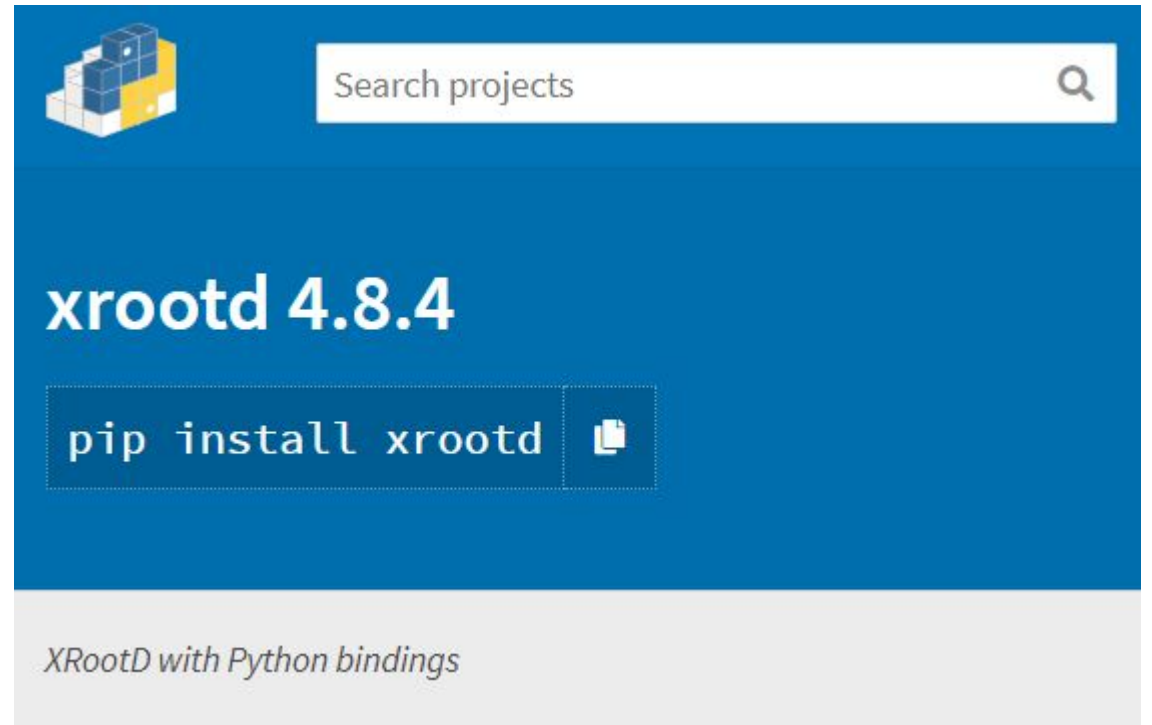
Versioning



Possibility to use requirements.txt
for installing xrootd



Publishing integrated with GitLab CI



New declarative file access API for XRootD client

Two versions of file operations

- Synchronous

```
XRootDStatus Write( uint64_t    offset,  
                    uint32_t    size,  
                    const void *buffer,  
                    uint16_t    timeout = 0 )  
                    XRD_WARN_UNUSED_RESULT;
```

- Asynchronous

```
XRootDStatus Write( uint64_t    offset,  
                    uint32_t    size,  
                    const void  *buffer,  
                    ResponseHandler *handler,  
                    uint16_t    timeout = 0 )  
                    XRD_WARN_UNUSED_RESULT;
```

Asynchronous operations

OpenFile → OpenHandler

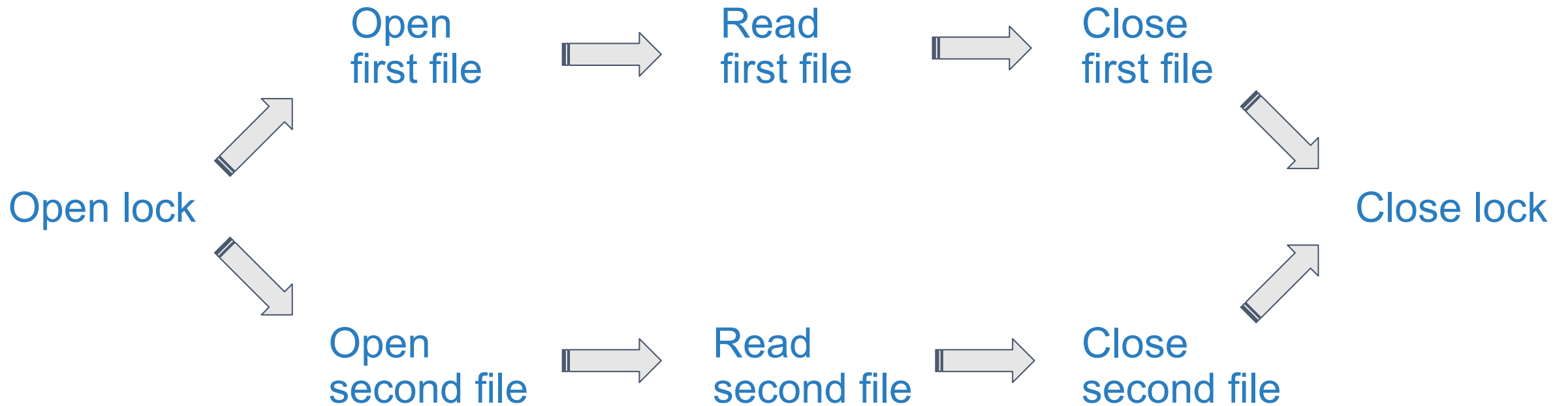


ReadFile → ReadHandler



CloseFile → CloseHandler

More complex example



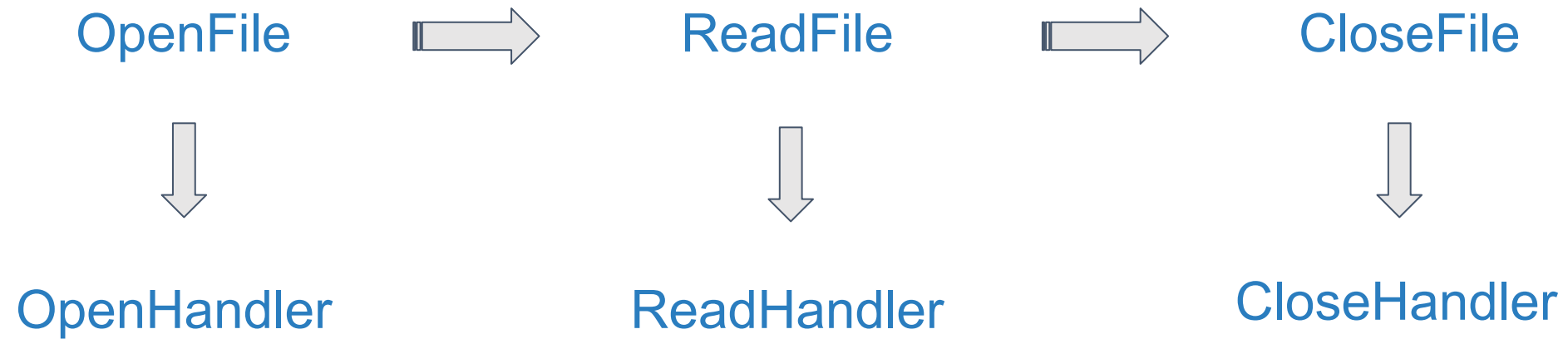
Asynchronous operations usage example

```
const string path = "/tmp/testfile.txt";
const OpenFlags::Flags flags = OpenFlags::Read;
const Access::Mode mode = Access::None;

auto openHandler = new CustomOpenHandler();

File *file = new File();
file->Open(path, flags, mode, openHandler); // Further execution in handler: Read -> Close
```

Idea: workflow mechanism



Workflow example

```
uint64_t offset = 0;
uint32_t size = 50;
char* buffer = new char[size]();
const string path = "/tmp/testfile.txt";
const OpenFlags::Flags flags = OpenFlags::Read;
const Access::Mode mode = Access::None;

File *file = new File();

auto readHandler = new ResponseHandler();

auto &pipeline = Open(file)(path, flags, mode)
    | Read(file)(offset, size, buffer) >> readHandler
    | Close(file);

Workflow workflow(pipeline);
workflow.Run().Wait();
```

Workflows - elements of implementation



Clear semantics of composed operations



Possibility to pass arguments between operations



Possibility to apply it to all file operations



Error handling



Compile time checking of workflow declaration



Tests

Future work



Applying workflow mechanism to file system operations



Adding more tests



QUESTIONS?

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