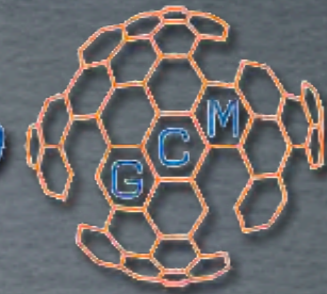


Grid programming with components:
an advanced **COMP**onent platform
for an effective invisible grid

GridCOMP
Effective Components for the Grids



WP3

UPDATE ON NON FUNCTIONAL FEATURES

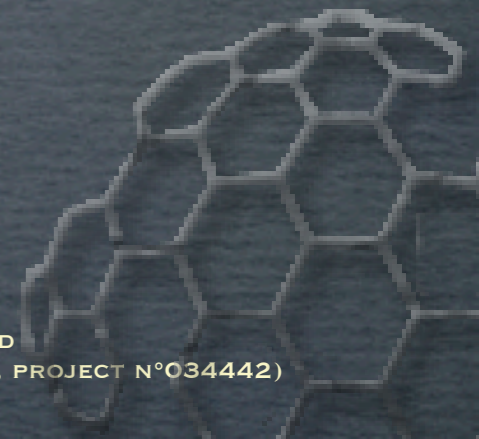
MARCO ALDINUCCI

&

M. DANELUTTO, S. CAMPA,
D. LAFORENZA, N. TONELLOTO, P. DAZZI

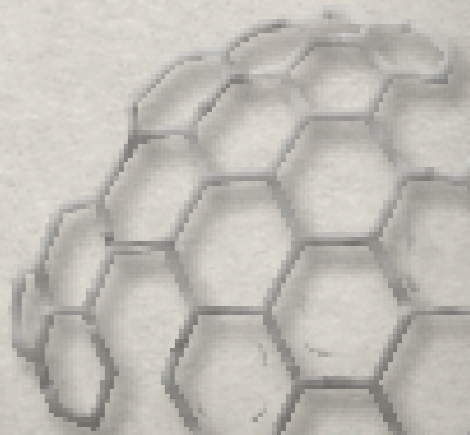
UNIPISA & ISTI-CNR

e-mail: aldinuc@di.unipi.it

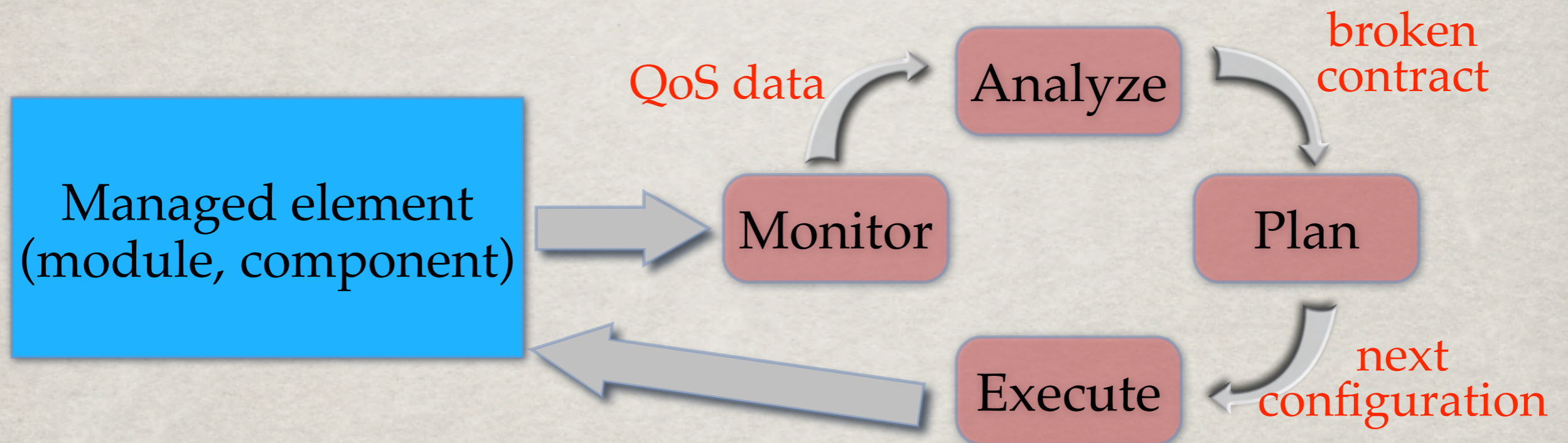


COREGRID GCM NF FEATURES

- ☼ Autonomic behavior
 - ☼ EU 7 FP, NGG3, blah blah ...
- ☼ Renewed proposal based on:
 - ☼ Fractal style level of compliance
 - ☼ Passive or active vertical interaction



INSULATED AC ELEMENT CYCLE



- ❖ **Monitor:** collect execution stats: machine load, service time, input/output queues lengths, ...
- ❖ **Analyze:** instantiate performance models with monitored data, detect broken contract, in and in the case try to individuate the problem
- ❖ **Plan:** select a (predefined or user defined) strategy to re-convey the contract to valid status. The strategy is actually a list of mechanism to apply.
- ❖ **Execute:** leverage on mechanism to apply the plan

FRACTAL CONFORMANCE LEVELS

Minor (κ)		1		1		1		1	2	3
Major (Θ)	0	0	1	1	2	2	3	3	3	3
Component			✓	✓	✓	✓	✓	✓	✓	✓
Interface					✓	✓	✓	✓	✓	✓
Component Type							✓	✓	✓	✓
Interface Type								✓	✓	✓
Attribute, Content, Binding LifeCycle Controller		✓		✓		✓		✓	✓	✓
Factory									✓	✓
Template										✓

Conformance level $\Theta.\kappa$

FRACTAL CONFORMANCE LEVELS REPHRASED AND GCM

☀ Major (Θ) $\geq 1 \Leftrightarrow$ “it is a component”

☀ Minor (κ) $\geq 1 \Leftrightarrow$ “it exhibits AC, CC, BC, LC”

☀ Minor (κ) =2&3 have a bit uneven meaning (F, T)

☀ Add another counter describing NF behavior
 $\Theta.\kappa.\alpha$ (as partial function)

☀ $\alpha=0 \perp$, only if ($\Theta < 1$ or $\kappa < 1$) (observationally undecidable)

☀ $\alpha=1$ No autonomicity

☀ $\alpha=2$ Passive autonomicity (low-level, server only NF intf)

☀ $\alpha=3$ Active autonomicity (high-level, client/server NF intf)

SEVERAL ASPECT STILL NOT CLEAR

☼ Relation between Fractal and GCM

- ☼ Conformance levels, Sharing, Client NF ports

☼ Introspection & Intercession

- ☼ Intercession is mentioned just in the intro of Fractal specification, not sure the concept has been correctly interpreted in GCM
- ☼ Life cycle too restrictive
 - ☼ Why require to stop all components to change bindings?

☼ Membrane, what is?

- ☼ Is group communication sem implemented by controllers?
- ☼ Are controllers components? *(No, if possible)*
- ☼ How controllers interoperate and how are programmed?
- ☼ Has it a distributed implementation? *(Yes, if possible)*

PARTIAL CONCLUSIONS (GCM)

☼ On going refinement

- ☼ Avoid choices that make implementation too complex, or inefficient
- ☼ Personally, not really liking Fractal approach on “everything is optional and can be under-specified”
 - ☼ What is a cat? A thing, at level 0, an animal at level 1, a feline at level 2

☼ Early experimentation in GridCOMP is important

- ☼ Usability feedback
- ☼ Performance feedback

OUR FRACTAL/PROACTIVE EXPERIENCE (FIRST 6 MONTHS)

☼ Understanding

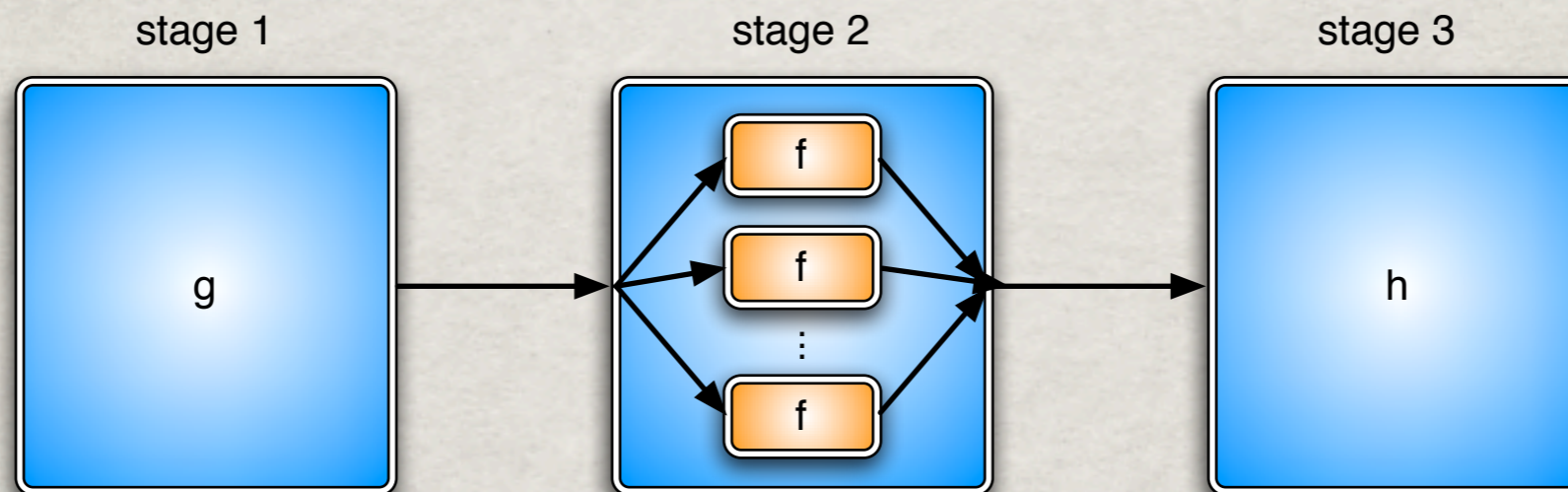
- ☼ Install, learn, understand Fractal & ProActive
- ☼ Understand Fractal/Proactive architecture
 - ☼ Documentation; not layered architecture
- ☼ Fractal interoperability
 - ☼ Proactive vs Julia implementations
 - ☼ AOP with Fractlet

☼ Case study

- ☼ Self-optimizing only (performance)
- ☼ pipe(S1, Farm(S2), S3)
- ☼ Fractal/ProActive features to support NF control



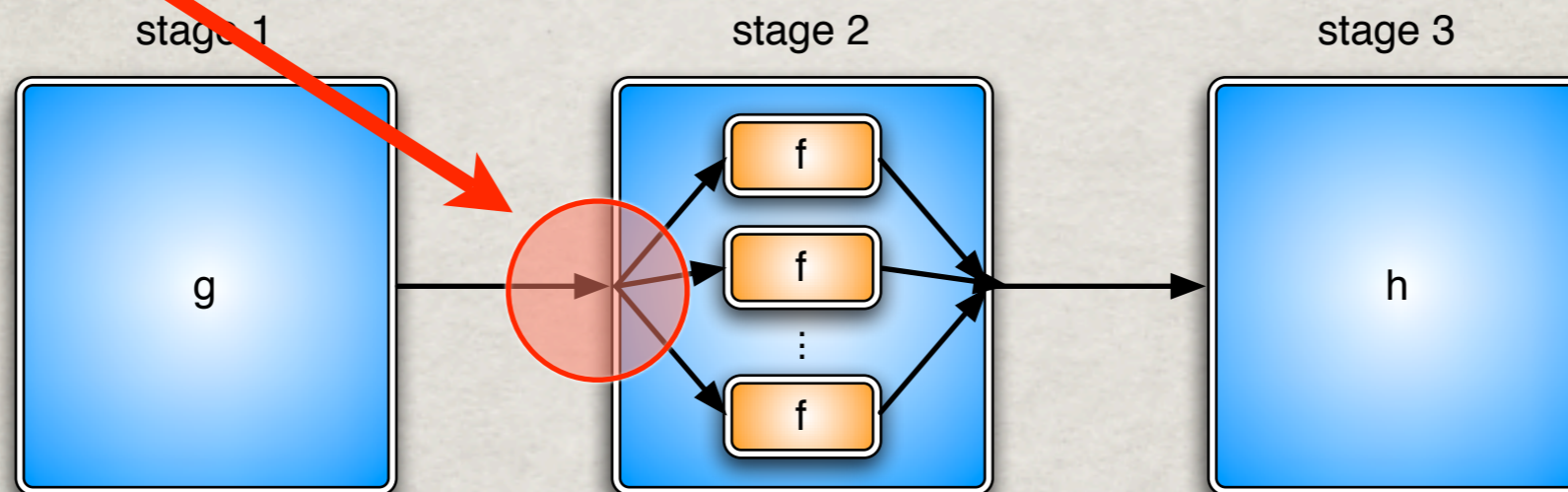
SELF-OPTIMIZING PIPE(G,FARM(F),H)



- ✱ A simple three stages application, working on a data stream (e.g. video frames)
 - ✱ pipe performance $\max(T_g, T_{\text{farm}}(f), T_h)$
 - ✱ farm performance $T_f/\#n$, n variable along run
- ✱ Self-optimizing w.r.t. nodes power along time

User programmable
unicast

SELF-OPTIMIZING PIPE($G, \text{FARM}(F), H$)

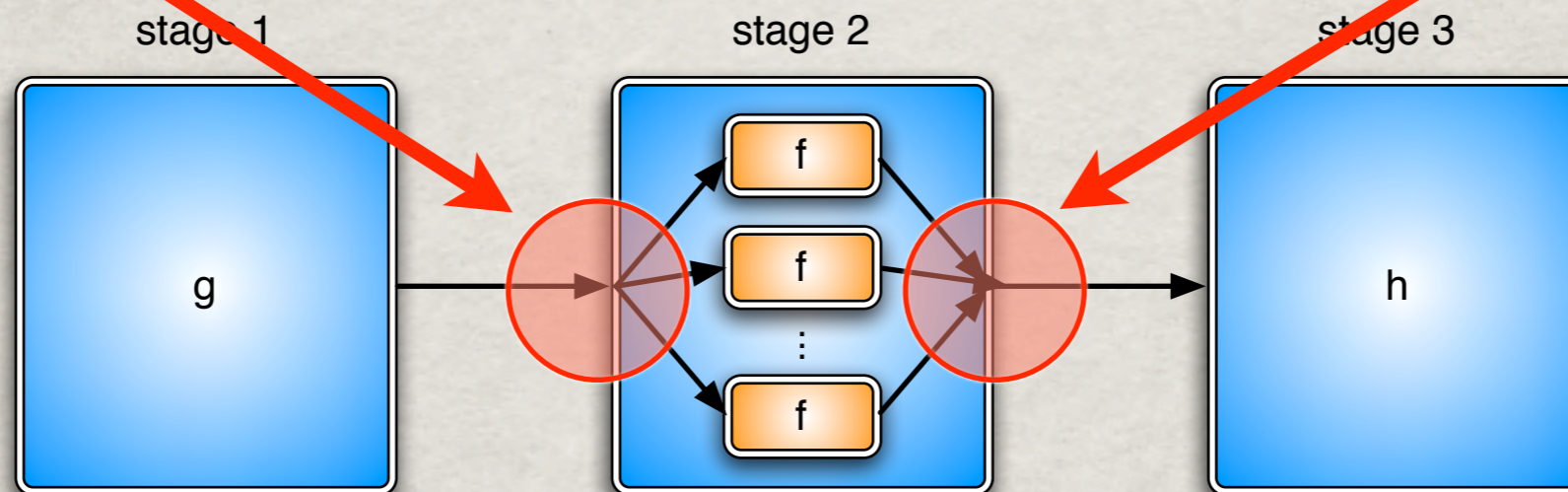


- ✱ A simple three stages application, working on a data stream (e.g. video frames)
 - ✱ pipe performance $\max(T_g, T_{\text{farm}(f)}, T_h)$
 - ✱ farm performance $T_f/\#n$, n variable along run
- ✱ Self-optimizing w.r.t. nodes power along time

User programmable
unicast

SELF-OPTIMIZING PIPE($G, \text{FARM}(F), H$)

Collects from any



- ✱ A simple three stages application, working on a data stream (e.g. video frames)
 - ✱ pipe performance $\max(T_g, T_{\text{farm}(f)}, T_h)$
 - ✱ farm performance $T_f/\#n$, n variable along run
- ✱ Self-optimizing w.r.t. nodes power along time

FARM

- ☼ A clean implementation needs:

- ☼ Unicast “programmable” communications

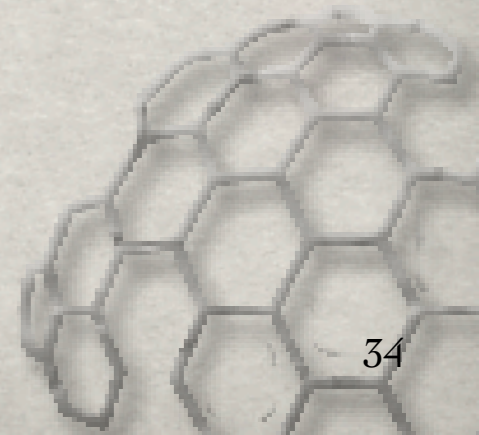
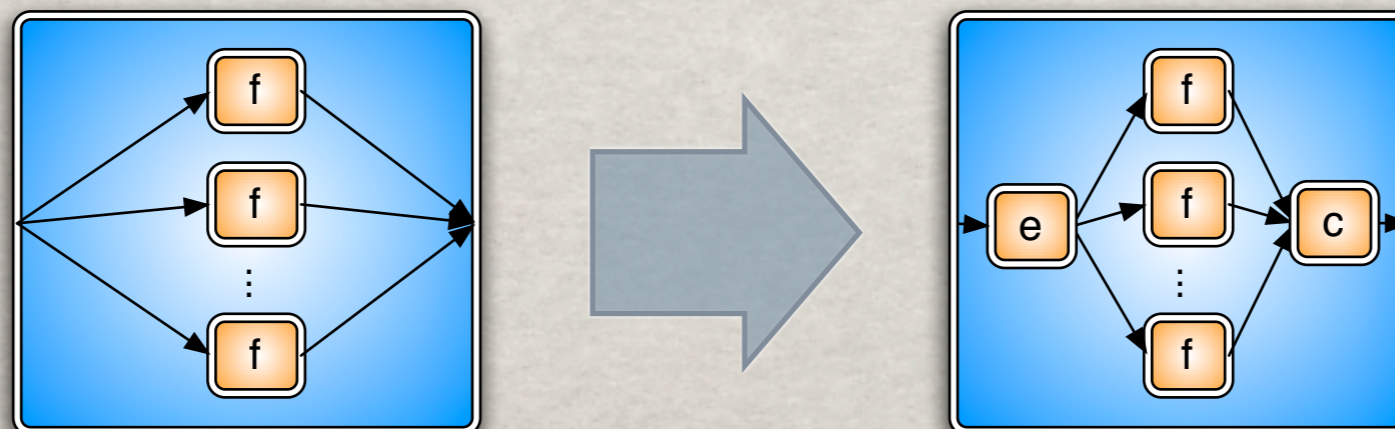
- ☼ send to a single ID in a set, collect from any (not all)

- ☼ probably not excluded by GCM specification, not clear our to implement in the current version

- ☼ Distributed implementation of the membrane

- ☼ is it a single Active Objects?

- ☼ Currently two inner components act as distributor and collector



PIPE

☼ Two versions

☼ Passive inner components

- ☼ Each component exposes server NF interface (GetBandwidth)
- ☼ They are periodically polled from a controller in the membrane, which then expose a GetBandwidth server port for the pipe component
- ☼ Implementation pretty tricky, polling is programmed at hand within the controller

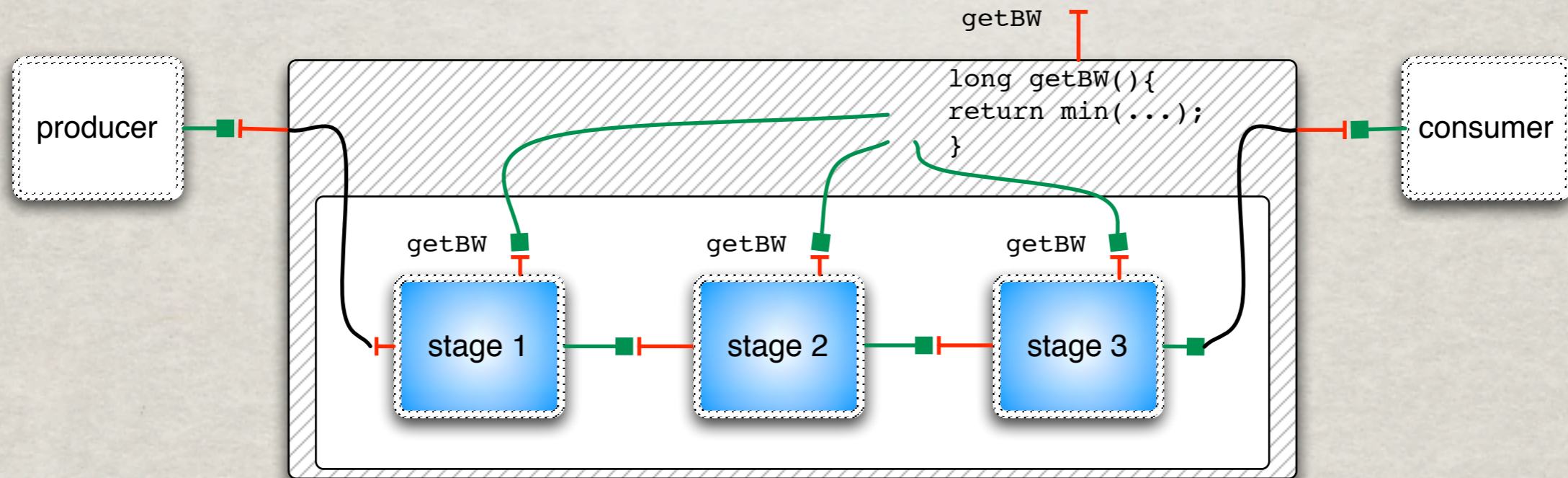
☼ Active inner components

- ☼ How to open server ports on the membrane toward the inner part (import-binding)? Is it possible?
- ☼ We simulated with a functional component

☼ Both versions expose all ports through a single JVM

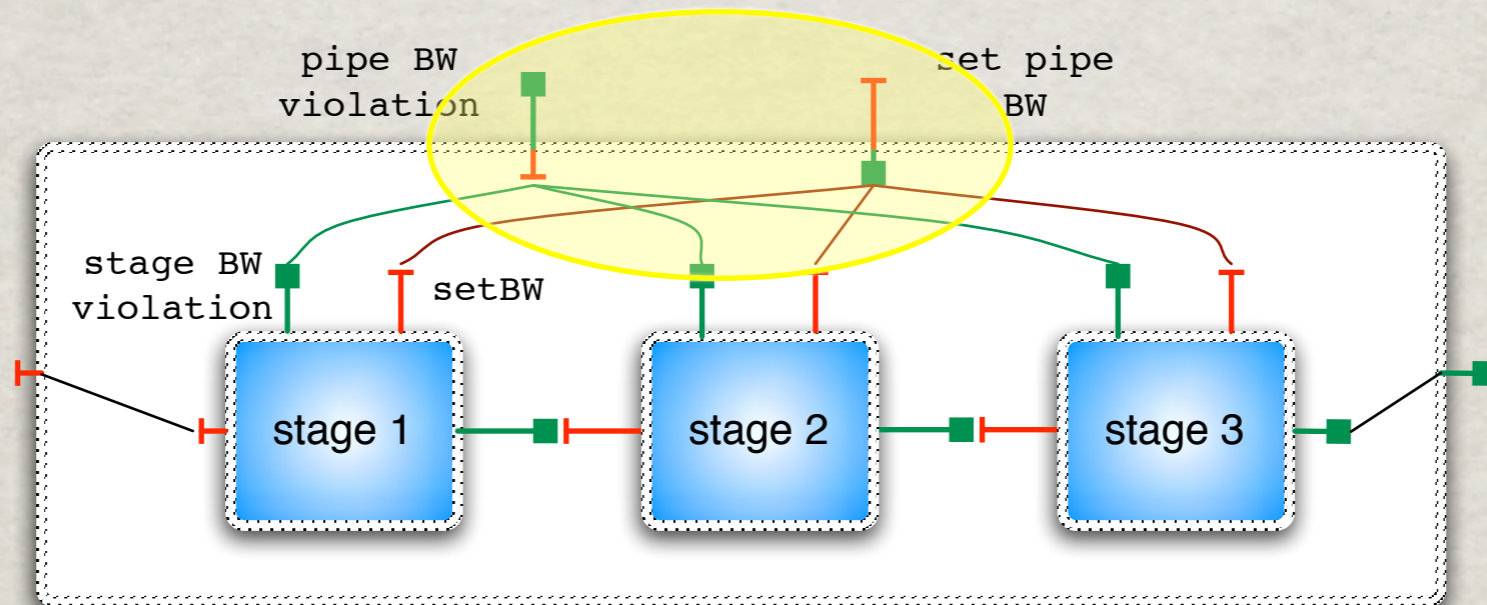
- ☼ Membrane and Active Objects

PIPE WITH PASSIVE NF STAGES



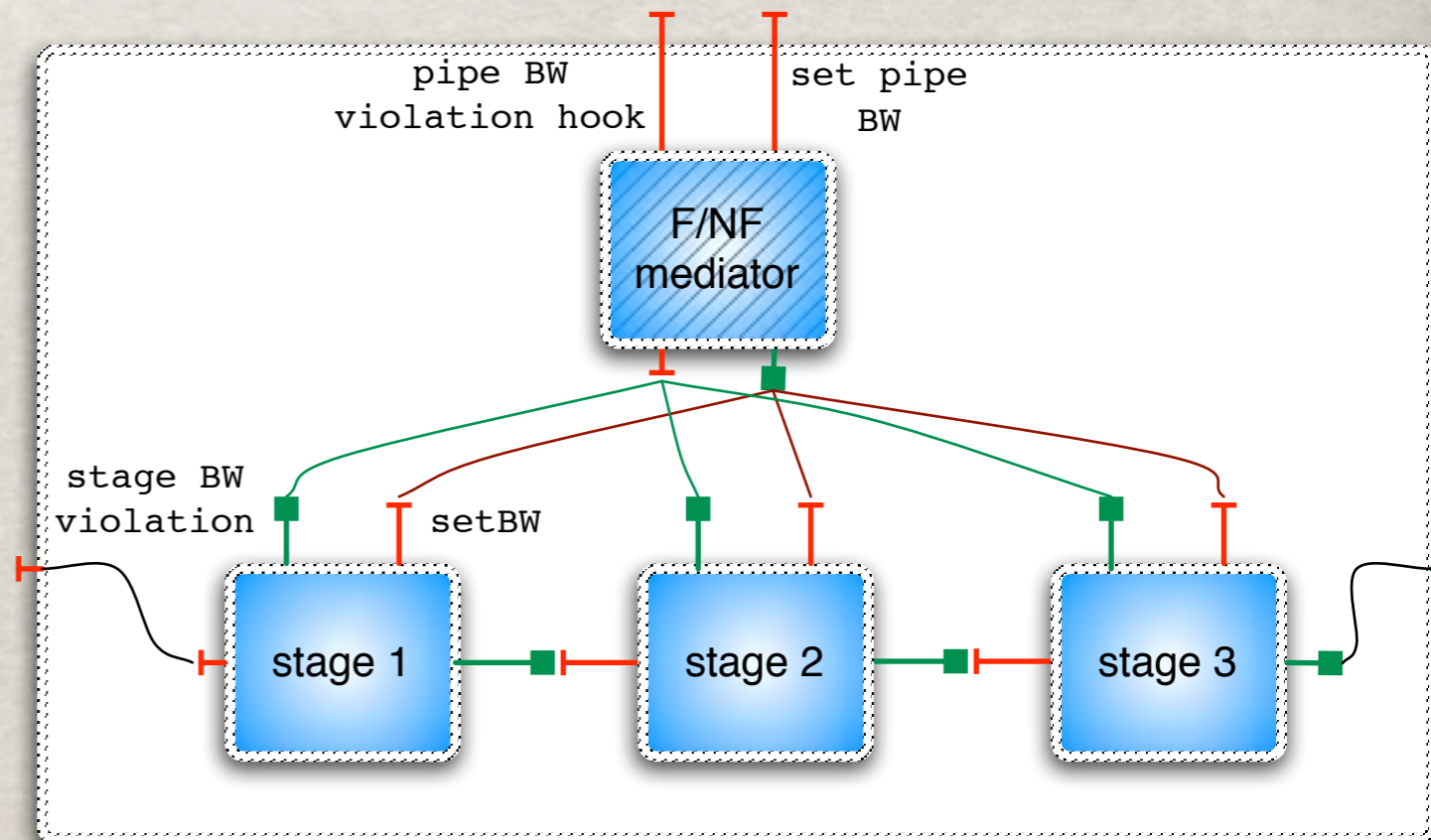
- ☀ Implemented, works
 - ☀ Overheads not yet measured
- ☀ Managing code completely up to the user
 - ☀ NF binding programmatically described

PIPE WITH ACTIVE NF STAGES



❁ Not succeed to express this

- ❁ Maybe not impossible, but we don't succeeded in several weeks
- ❁ Can be simulated by inserting an functional component (explicit manager)
- ❁ Import/export bindings for NF controllers appears under-specified (-studied, -implemented)



POINTS NEEDING FURTHER INVESTIGATION

☼ Programming controllers

- ☼ GCM specification should be refined

☼ Interactions among controllers

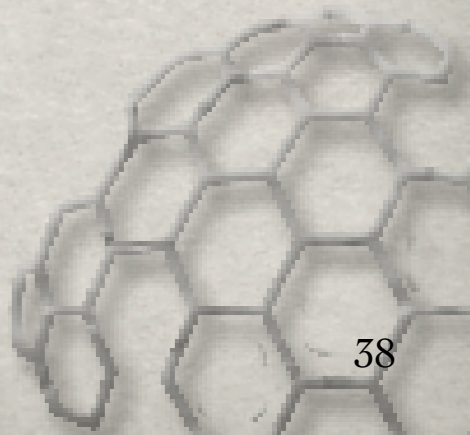
- ☼ Ports exposed by controllers, toward in and out
- ☼ Interaction among ports

☼ Mapping membrane & controllers

- ☼ VN, ActiveObjects, JVM, nodes, ...

☼ Low-level points

- ☼ Sent to Proactive Q&A



CONCLUSION

☼ High-level research issues

- ☼ Formalization of QoS property ongoing
- ☼ Interaction among managers is still a black hole

☼ Implementation issues

- ☼ Middleware expressiveness/effectiveness tradeoff can (should?) be improved
- ☼ Low-level issues submitted to Proactive Q&A
- ☼ Layering of features
 - ☼ In our idea, some of middleware features may require a promotion to QoS features (e.g. load balancing, communication synchronicity, group communication semantics, security ...) because they are supposed to be dependent by semantics of GCM application not on ProActive