

System Design of Job scheduler in Golang

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System Design - Intro

Goal setting: design a microservices system work that periodically crawls job information, retry if failed. Then do the comparison between user preference and send out information through email.

Codebase: https://github.com/HarrisonLL/Distributed_Job_Crawler

Design choice:

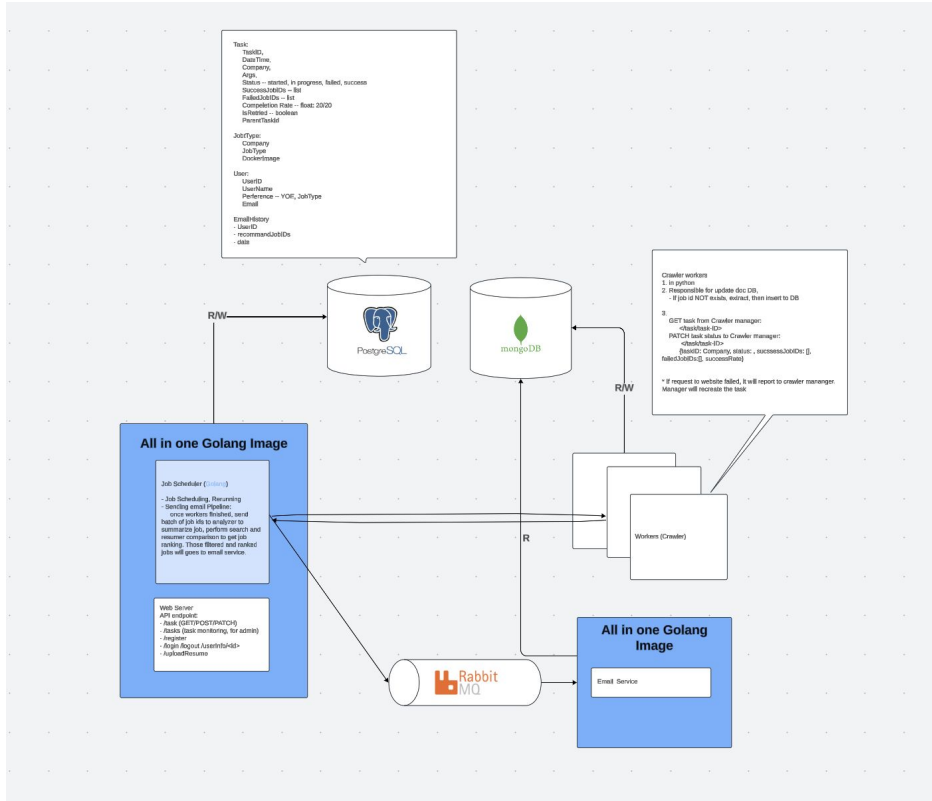
Golang for job scheduler manager, because it is designed for high concurrent applications, and easy to communicate with kubernetes services.

RabbitMQ for emailing queuing, and not used for queuing tasks. Since only the design only targets on spawn and monitor < 10 individual jobs, parallel processes are fine if there are enough CPU cores. However, when numbers of users increase, say hundreds to thousands user, queueing system is needed. This project simulate this situation.

Python for crawler. Python has build in easy-to-use crawling and html parser modules like selumni and beautiful soup.

Docker for containerization. I separated components into different docker containers, which can be managed by kubernetes or docker-compose.

System Design



Demo

Step 1. docker-compose up middleware

```
docker-compose.yml      mongo_data      postgres_data      rabbitmq_data
(base) harrisonli@Go_micro_job_crawler % docker-compose up -d
Starting mongodb ... done
Starting rabbitmq ... done
Starting postgres ... done
(base) harrisonli@Go_micro_job_crawler %
```

Step 2: start two process. Also runnable through docker

```
(myenv) harrisonli@go_services % go run main.go
[GIN-debug] [WARNING] Creating an Engine instance with the Logger and
Recovery middleware already attached.

[GIN-debug] [WARNING] Running in "debug" mode. Switch to "release" mod
e in production.
- using env:  export GIN_MODE=release
- using code: gin.SetMode(gin.ReleaseMode)

[GIN-debug] Loaded HTML Templates (3):
-
- register.html
- stats.html

[GIN-debug] GET    /                -> main.startWeb.func1 (
3 handlers)
[GIN-debug] GET    /register        -> main.startWeb.func2 (
3 handlers)
[GIN-debug] GET    /api/v1/tasks    -> go_services/handlers.
GetTasks (3 handlers)
[GIN-debug] GET    /api/v1/tasks/:task_id -> go_services/handlers.
GetTaskByID (3 handlers)
[GIN-debug] PATCH /api/v1/tasks/:task_id -> go_services/handlers.
UpdateTask (3 handlers)
[GIN-debug] POST   /api/v1/register -> go_services/handlers.
RegisterUser (3 handlers)
[GIN-debug] GET    /api/v1/task_stats -> go_services/handlers.
GetTaskStats (3 handlers)
[GIN-debug] [WARNING] You trusted all proxies, this is NOT safe. We re
commend you to set a value.
Please check https://pkg.go.dev/github.com/gin-gonic/gin#readme-don-t-
trust-all-proxies for details.
[GIN-debug] Listening and serving HTTP on :8080

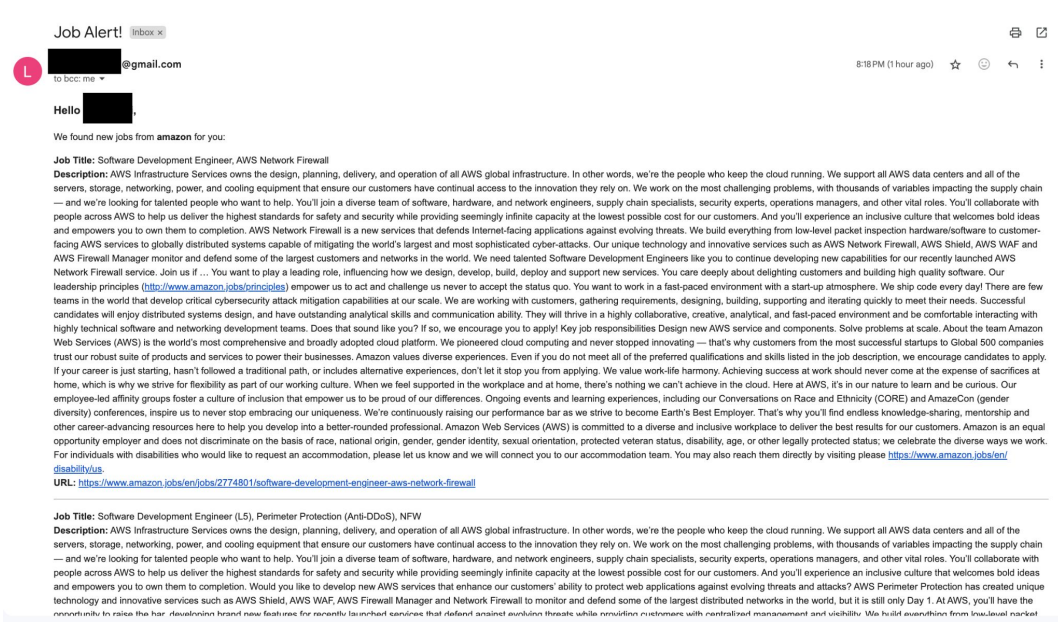
(base) harrisonli@go_services % go run main.go -servi
ce=emailConsumer
2024/08/26 22:28:13 [*] Waiting for messages. To exit press CTRL+C
```

Demo

Steps 3:

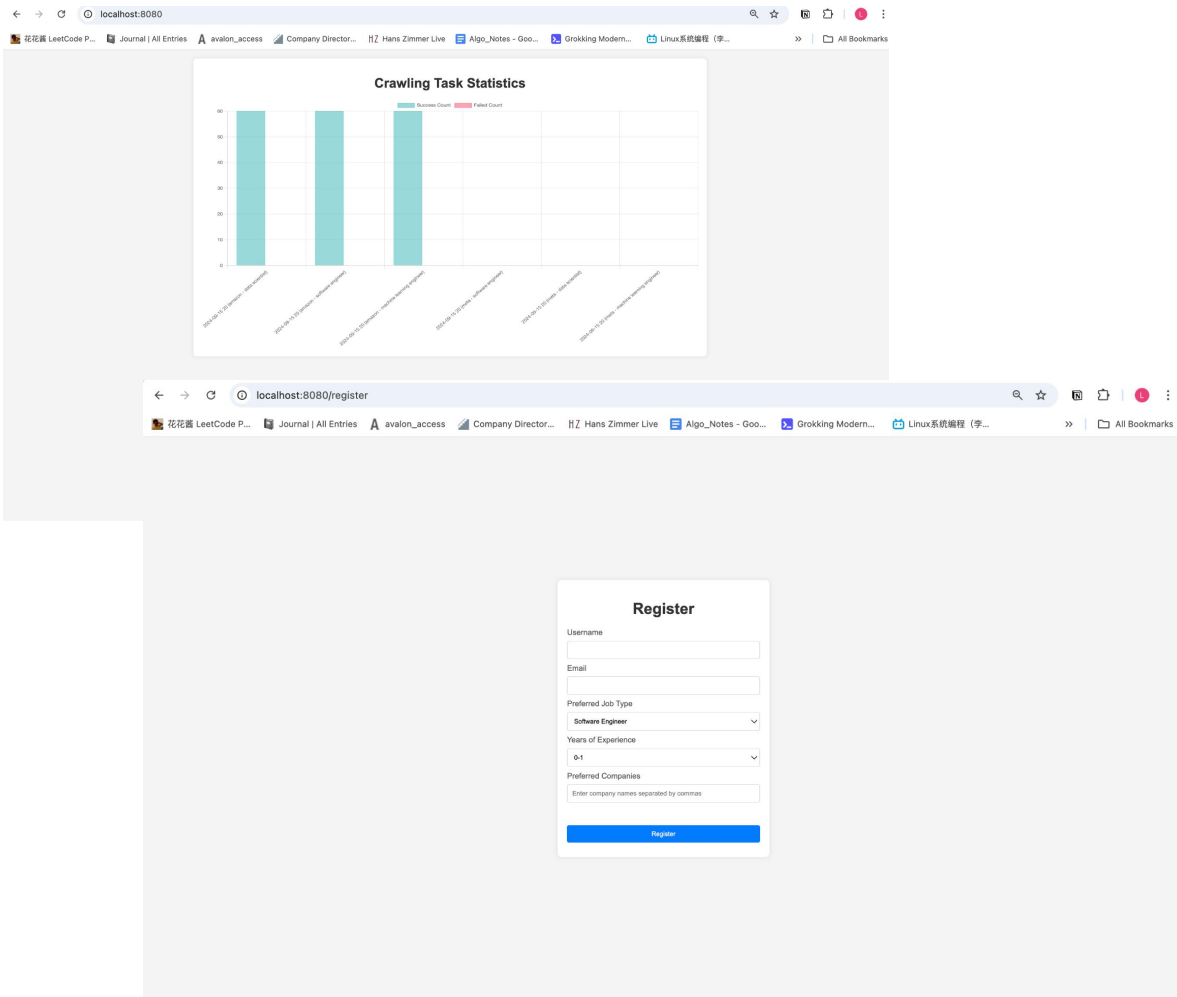
Jobs is scheduled every 6 hours, retry happens in hour of the initial job. Once job is found it will send emails to users.

Sample email:



Demo

Stats and register UI:



Study notes:

Since I am very new to GoLang, I have learned a lot from doing this project.

1. GoRoutine: go's simple way of doing multithreading
2. GoChannel: go's way to sync threads. We can also run as infinite for loop to listen to something from message queue. (refer: <https://www.rabbitmq.com/tutorials/tutorial-one-go>)
3. Other than that, I have also experimented some system programming. For example, the code on the right shows I have started many threads to run a python program, for each thread, I also started additional thread to wait till the program finishes and release its resource. (refer: <https://pkg.go.dev/os/exec>)

```
go func(jobType models.JobType) {
    pythonCmdDir := os.Getenv("PYTHONFILEPATH")
    pythonCmd := exec.Command("python3", "main.py",
        "--job_type", jobType.JobTypeName,
        "--location", "USA",
        "--company", jobType.CompanyName,
        "--task_id", taskID,
    )
    pythonCmd.Env = append(os.Environ(), envVars...)
    pythonCmd.Dir = pythonCmdDir
    var stderr bytes.Buffer
    pythonCmd.Stderr = &stderr
    if err := pythonCmd.Start(); err != nil {
        log.Printf("Failed to start crawler for company %s: %v", jobType.CompanyName, err, stderr.String())
    } else {
        log.Printf("Started Python crawler for company %s", jobType.CompanyName)
        args := models.JSONMap{
            "job_type": jobType.JobTypeName,
            "location": "USA",
            "company": jobType.CompanyName,
        }
        err = database.CreateTask(taskID, "", args, false, "")
        if err != nil {
            log.Printf("Failed to create task for company %s: %v", jobType.CompanyName, err)
        }
    }
    // Start a thread to wait till process finishes and release its resource
    go func() {
        if err := pythonCmd.Wait(); err != nil {
            log.Printf("Python crawler for company %s finished with error: %v", jobType.CompanyName, err)
            DBerr := database.UpdateTaskStatus(taskID, "", models.Error)
            if DBerr != nil {
                log.Printf("Failed to update task %s: %v", taskID, DBerr)
            }
        } else {
            log.Printf("Python crawler for company %s finished successfully", jobType.CompanyName)
        }
    }()
}
}(jobType)
```