

Aug 17, 2004

## Agenda

GGF12 Meeting schedules

Spec Document

XML schema

## Attendees

Steve

Subir

Akioka

Darren

Anuj

Ali

Saga

## Action Items

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- (Darren) to finish the Spec document by friday and send link Stacey.
- (Steve) to ask Japan about their implementation of JSDL.
- Create a new category in gridForge to store JSDL documents. (Ali)
- Test suite needs to be created for validation (Darren & Steve)
- (Steve) start Logical operator discussion on email list.

## News:

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Steve's org is going to have an implementation of JSDL at GGF12

Darren's org is going to have an implementation of JSDL at GGF12

## Milestones

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- First Draft by the end of the year.
- We need to make sure that everything is backward compatible. between 1.0 and future versions.

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Meeting Schedule for GGF12

- Sep 21, tuesday

1100 - 1230 - D002 (172p)

1330 - 1500 - D002 (172p)

- Sep 22, wednesday

0900 - 1030 - D002 (172p)

1330 - 1500 - D002 (172p)

- Sep 23, thursday

0900 - 1030 - D002 (172p)

**[ Text Slide A ]**

Logic operator discussion.

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What operators are we going to support.

AND -

OR

NOT

[NAND, NOR. XOR are derived from AND OR NOT]

-

```
<jsdl:Resource logicaloperator="OR">
```

```
  <jsdl:CPUDescription>intelPentium4</jsdl:CPUDescription>
```

```
<jsdl:Resource name="MyR" logicaloperator="AND">
```

```
  <jsdl:CPUDescription>intelPentium4</jsdl:CPUDescription>
```

```
  <jsdl:CPUCount>4</jsdl:CPUCount>
```

```
  <jsdl:CPUSpeed>2048Mhz</jsdl:CPUSpeed>
```

```
  <jsdl:PhysicalMemory>4096Mb</jsdl:PhysicalMemory>
```

```
</jsdl:Resource>
```

```
<jsdl:Resource logicaloperator=NOT>
```

```
<jsdl:Resource logicaloperator=OR>
```

```
<jsdl:Resource logicaloperator=AND>
```

```
<jsdl:CPUDescription>intelPentium3</jsdl:CPUDescription>
```

# Not good <jsdl:CPUCount logicaloperator="NOT">2</jsdl:CPUCount> # this is not needed  
because NotEqual is available

```
<jsdl:CPUCount operator="NotEqual">2</jsdl:CPUCount>
```

```
<jsdl:CPUSpeed>1048Mhz</jsdl:CPUSpeed>
```

```
<jsdl:PhysicalMemory>2096Mb</jsdl:PhysicalMemory>
```

```
</jsdl:Resource>
```

```
</jsdl:Resource>
```

```
</jsdl:Resource>
```

```
</jsdl:Resource>
```

- Preferences can be added as another attribute of the elements.

```
<jsdl:CPUDescription preference=1>intelPentium4</jsdl:CPUDescription>
```

We need to support NAND, NOR and XOR now that it is easy to define the logical operators as

attributes of elements.

There is no deference between OR and XOR as far as a resource is concerned, because by definition only one resource will match and will be used to execute the job specified. XOR may have validity in other elements of the JSDL.

## Numerical Operators

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+ addition  
- subtraction  
\* multiplication  
/ division  
% modulus (this is the remainder when you divide something)

These can be done through the extensibility mechanism.

```
<jsdl:Extend name='CustomResource'> mem * cpus > 1000</>
```

## Comparison Operators

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> Greater Than -  
< Less Than  
>= Greater Than or equal to  
<= Less Than or equal to  
== Equal to (remember, the "=" sign assigns a value to a variable, the "==" compares two values for equality.)  
!= Not equal to  
~= Similar to or like - done through extensibility not in the standard.

```
<jsdl:PhysicalMemory operator="GreaterThan">4096Mb</jsdl:PhysicalMemory>  
<jsdl:PhysicalMemory operator="LessThan">4096Mb</jsdl:PhysicalMemory>  
<jsdl:PhysicalMemory operator="GreaterThanOrEqual">4096Mb</jsdl:PhysicalMemory>  
<jsdl:PhysicalMemory operator="LessThanOrEqual">4096Mb</jsdl:PhysicalMemory>  
<jsdl:PhysicalMemory operator="Equal">4096Mb</jsdl:PhysicalMemory>  
<jsdl:PhysicalMemory operator="NotEqual">4096Mb</jsdl:PhysicalMemory>
```

If the operator is not defined then the implementation SHOULD treat it as an equal operator. Discuss in Brussels about if it should be a MUST or SHOULD.

**[ Text Slide B ]**

A Sharing Slide

**[ Share A ]**