

# TROY

## Tiered Resource OverlaY

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<http://saga-project.github.com/troy/>





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- support for application level **scheduling across** those PFs

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# Use Case (ii)

- NGS data on storage archive on XSEDE/lonestar
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- publish ;-)

# TROY Placement and Scope

- **is-a** application framework
  - application defines resource requirments
  - application defines data and compute workload

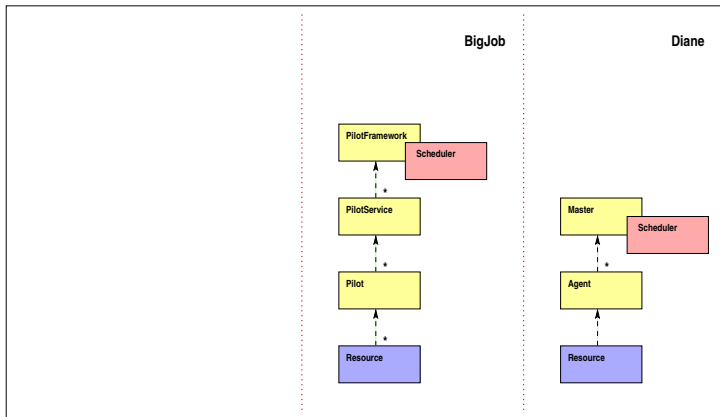
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- **is-a** scheduling framework
  - hosts scheduling algorithms
  - interfaces to external schedulers
  - enacts scheduling decisions

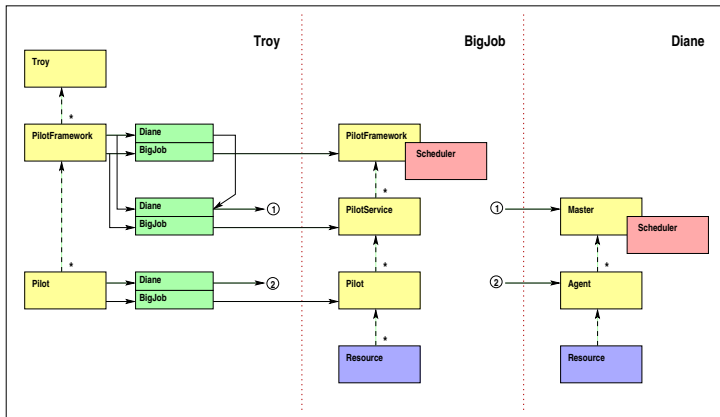
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  - application defines data and compute workload
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  - hosts scheduling algorithms
  - interfaces to external schedulers
  - enacts scheduling decisions
- **interface to** pilot job frameworks
  - assumes P\*, and possibly Pilot API

# Architecture

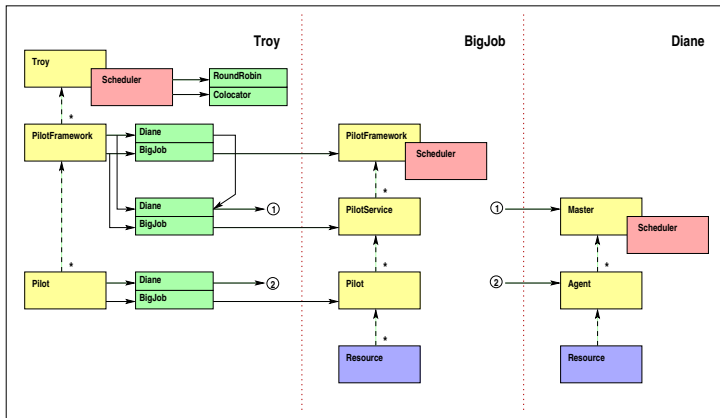


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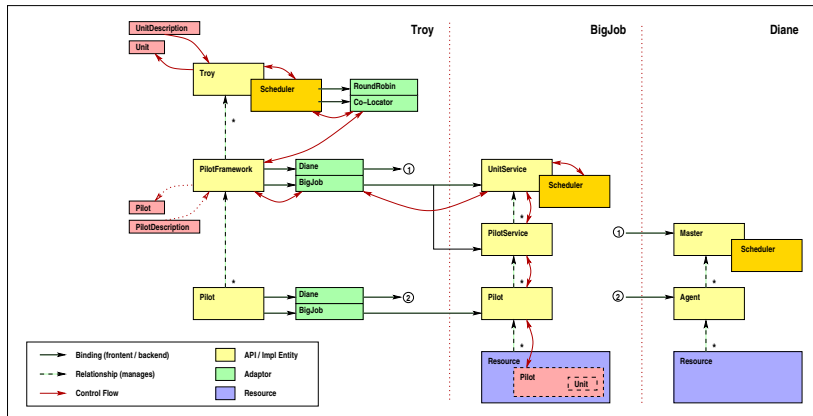




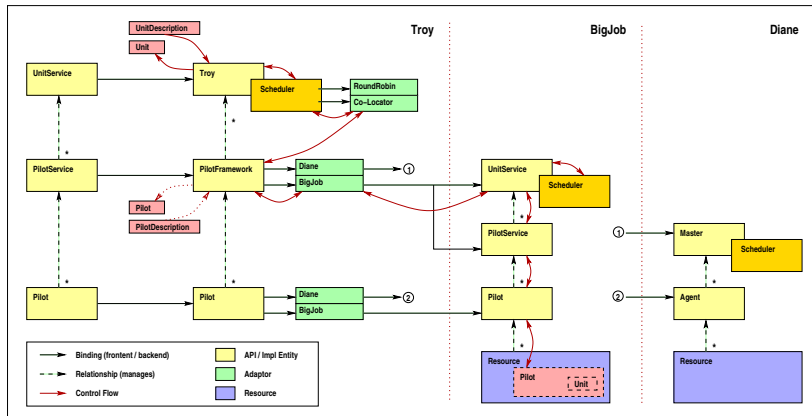
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# Troy API Classes

Troy classes interfacing to backend pilot systems:

- `troy.Scheduler`
- `troy.PilotFramework`  
interfaces to the `XXXUnitService` and `XXXPilotService`  
classes of Pilot API
- `troy.ComputePilot`
- `troy.ComputeUnit`
- `troy.DataPilot`
- `troy.DataUnit`

# Troy API

## API Example

```
t    = troy.Troy ()
t.PilotFramework ('bigjob//lonestar')
t.PilotFramework ('bigjob//kraken')

s    = troy.Scheduler ('Random')
t.add_scheduler (s)

cpd  = troy.ComputePilotDescription ()
pf1.submit_pilot (cpd)
pf2.submit_pilot (cpd)
```

# Troy API

## API Example Cont.

```

cud = troy.ComputeUnitDescription ()

cud['executable'] = '/bin/sh'
cud['arguments']  = ['-c', 'touch /tmp/hello_troy_pj && sleep 10']

cu  = t.submit_unit (cud)
```

# Troy API

## API Example Cont.

```
s_ = cu.state

while s_ != troy.State.Done and \
      s_ != troy.State.Failed :

    print "cu : %s" % (str(s_))
    time.sleep (1)
    s_ = cu.state

print "cu : %s" % (str(s_))

cp1.cancel ()
cp2.cancel ()

pf.cancel ()
```

# Troy API

## Scheduler

```
def my_scheduler (troy, ud) :  
  
    pf_ids = troy.list_pilot_frameworks ()  
    pilots = []  
  
    for pf_id in pf_ids :  
        pf      = troy.PilotFramework (pf_id)  
        p_ids = pf.list_pilots ()  
  
        for p_id in p_ids :  
            if _ud_is_compute (ud) :  
                pilots.append (troy.ComputePilot (p_id))  
            else :  
                # ignore non-compute ud's  
                pass
```



# Troy API

## Scheduler Cont.

```
idx = random.randint (0, len (pilots) - 1)
p   = pilots[idx]

return p.submit_unit (ud)
```

# Troy API

## API Example + Scheduler

```
t    = troy.Troy ()
pf   = troy.PilotFramework ('bigjob//')
t.add_pilot_framework (pf)

s    = troy.Scheduler ('Random')
t.add_scheduler (s)

cpd  = troy.ComputePilotDescription ()
cp1  = pf.submit_pilot (cpd)
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# Troy API

## API Example + Scheduler

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t    = troy.Troy ()
pf   = troy.PilotFramework ('bigjob//')
t.add_pilot_framework (pf)

t.add_scheduler (my_scheduler)

cpd  = troy.ComputePilotDescription ()
cp1  = pf.submit_pilot (cpd)
cp2  = pf.submit_pilot (cpd)
```