Computer Automation

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Learning Goals

- 1. Building distributed systems
- 2. Integrating JS projects with different backends
- 3. Building user requirements into an MVP

Architecture

Studio

Build and test computer automations locally

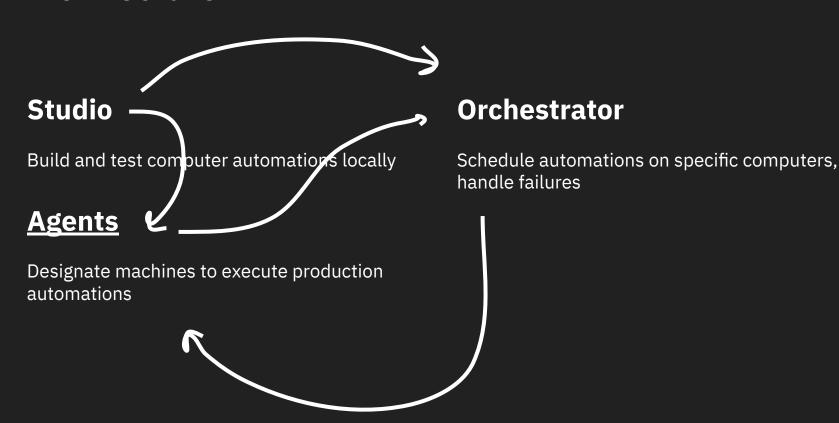
Agents

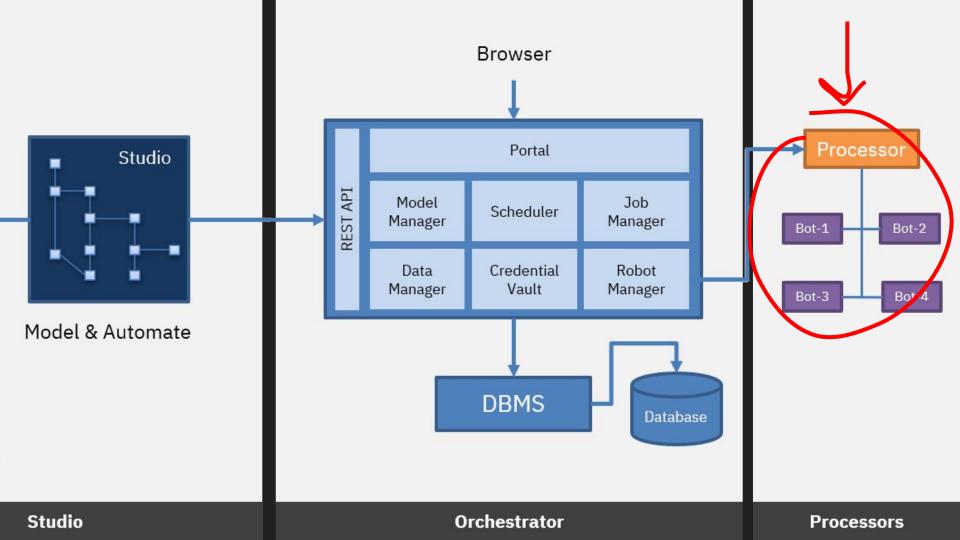
Designate machines to execute production automations

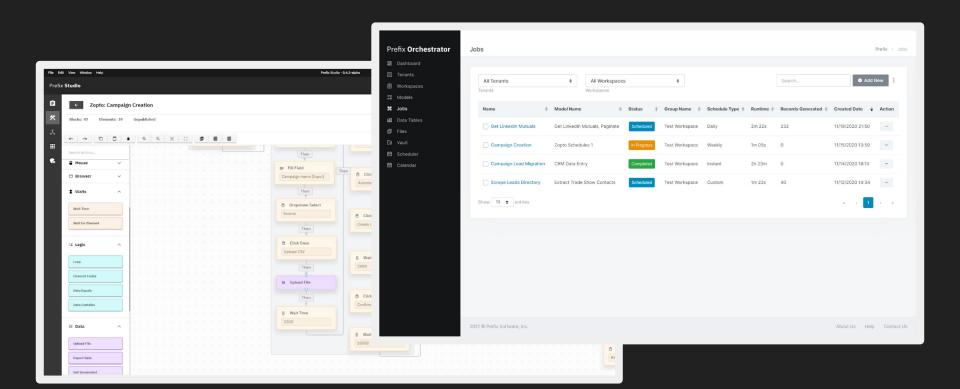
Orchestrator

Schedule automations on specific computers, handle failures

Architecture

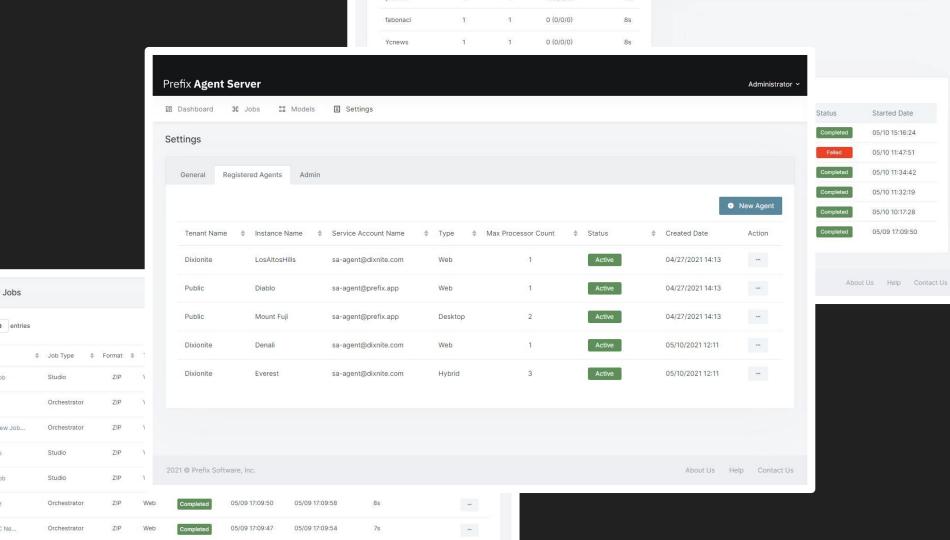






Requirements

- 1. Parse and execute automation instructions from the Studio
- 2. Allow users to override currently running automations
- 3. Connect to the orchestrator to receive automations whenever necessary
- 4. Local resource usage metrics
- 5. Failure protocols



Demo

Mechanism

- 1. An account is provisioned on the Orchestrator for the Agent Server
- The Agent Server logs into the Orchestrator via this service account and pings the Orchestrator every X seconds for any new automations
- 3. If a new automation task is available, the Agent Server makes a request to the Orchestrator for the automation instructions
- 4. The Agent Server downloads automation info, executes the instructions, and returns its results to the Orchestrator

Twists

- 1. Agent Servers configured incorrectly DDoS'd the orchestrator
- 2. Limit concurrent automations
- 3. Agent Servers may be deployed behind a firewall
- 4. "E-Stop" on automations for a particular machine



Improvements

- 1. Determine when Agent Servers are being run headlessly
 - a. Filter automations executed by compatibility
- 2. Fix/document confusing nomenclature
- 3. Native studio integration with Agents
 - a. Studio (development) -> Agent (staging) -> Orchestrator (production)
- 4. Wrap application in an installer
- 5. Develop load tests

End