

Proposal for a Data Management API within the GridRPC

Y. Caniou, E. Caron, F. Desprez, G. Le Mahec, H. Nakada and Y. Tanimura

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Status of This Memo

This document (**version 0.7**) provides a recommendation to the Grid community on a proposed model and API for data management to GridRPC. Distribution is unlimited.

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Abstract

This document follows the document produced by the GridRPC-WG on GridRPC Model and API for End-User applications [1]. This new document aims at completing the GridRPC API with Data Management mechanisms and API.

This document is not intended to provide features and capabilities for building data management middleware. The goal of this document is to complete the GridRPC set of functions and definitions to allow users to manipulate their data. The motivation for this document is to provide explicit functions to manipulate the exchange of data between a GridRPC platform and a client since (1) the size of the data used in Grid applications may be large and useless data transfers must be avoided; (2) data are not always stored on the client side but may be made available either on a storage resource or within the GridRPC platform.

Contents

1	Introduction	3
2	Data Management motivation	3
3	GridRPC Data Management model	4
4	Data Management API	5
4.1	GridRPC data types	5
4.2	Examples of use	8
4.3	Data Management functions	8
5	Annexe 1: Examples of use of the API	14
5.1	Basic example	14
5.2	Example with external storage resources	14
5.3	Example with persistence	15
5.4	Example with prefetching	16
5.5	Example with data migration	17

1 Introduction

The goal of this document is to define a data management extension to the GridRPC API for End-User applications. As for the GridRPC API document [1], it is out of the scope of this document to discuss the implementation of data management mechanisms inside a GridRPC platform or on a data storage server.

The motivation of the data management extension is to provide explicit functions to handle data exchanges between a data storage service, a GridRPC platform, and the client. The GridRPC API defines a RPC mechanism to access Network Enabled Servers. However, an application needs data to run and generates some output data, which have to be transferred. As the size of the data may be large in grid environments, it is mandatory to optimize the transfers of large data and avoid useless exchanges. Several cases may be considered depending on where data are stored: on an external data storage, inside the GridRPC platform or on the client side. In all these cases, the knowledge of “what to do with these data?” is owned by the client. Then, the GridRPC API must be extended to provide functions for explicit and simple data management.

We firstly present a motivation for the data management and in Section 3, the proposed data management model is introduced. The main contribution of this document is given in Section 4 where we describe our proposal for a data management API.

2 Data Management motivation

The main motivation of the data management extension is to provide a way to explicitly manage the data and their placement in the GridRPC model. With the help of this explicit management, the client will avoid useless transfers of large data. However, the client may not want to, or may not know how to manage data. Then, the default behavior of the GridRPC Data Management extension must be in accordance with the GridRPC API document. To illustrate the motivation of data management, we give now some examples describing when it can be used.

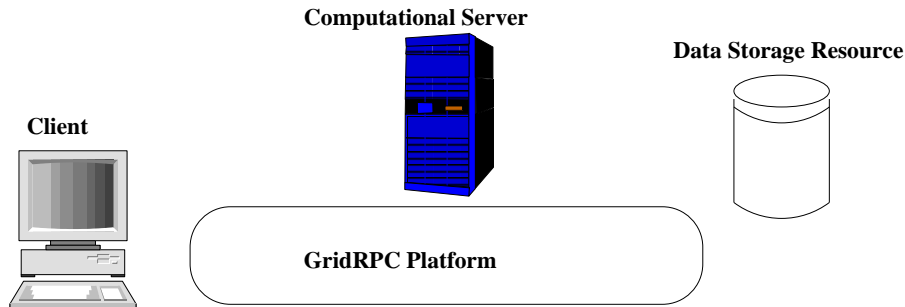


Figure 1: Data locations in the GridRPC model

In a GridRPC environment, data can be stored either on a client host, on a data storage server, on a computational server or inside the GridRPC platform, as shown in Figure 1. When clients do not need to manage their data, then the basic GridRPC API is sufficient. On each `grpc_call()`, data is transferred between a client and the computational server used. Once the computation performed, results are sent back to the client. However, to minimize data transfers, clients need data management functions.

Next, we explain two different cases concerning external data and internal data:

- External data are placed on servers, like data repositories. These servers are not registered inside the platform but can be directly accessed to read/write data. The use of such data implies several data transfers if the client uses the basic GridRPC API: the client must download the data and then send

it to the GridRPC platform when issuing the call to `grpc_call()`. One of these transfers should be avoided: the client may just give a data reference (or *handle*) to the platform/server and the transfer is completed by the platform/server. Consider a client, with small data storage capacities, that needs to issue a request on large data stored in a data storage server. It is costly, and it may be not possible to send the data first to the client before issuing the call. The client could also need to directly store its results from the computational server to the data storage, or share an input or output data with other users of the GridRPC platform. Examples of such Data Storage servers are IBP [2] or SRB [3]. Among the different available examples of this approach, we can cite: (1) the Distributed Storage Infrastructure of NetSolve [6]; (2) the utilization of JuxMem in DIET [8]. This approach is well suited for, but not limited to, long life persistent data.

- Internal data are managed inside the GridRPC platform. Their placement depends on computations and it may be transparent to clients: in this case, the GridRPC middleware can manage data. Temporary data, generated by request sequencing [4], are examples of internal data. For instance, a client issues two calls to solve the same problem and the second call use input or output data from the first call. This is the case if we solve $C = {}^t(A \times B)$, where A and B are matrices. If the client do not find a solver which computes these two operations in one step, then he must issue two calls: $W = A \times B$ and $C = {}^t W$. But the value of W is of no interest for him. Then, this matrix should not be sent back to the client host. Temporary data should be leaved inside the platform, close to or on the computational server, when clients do not need it. Other cases of useless temporary data occur when the results of a simulation are sent to a graphical viewer as done in most Problem Solving Environments. Among the examples of internal data management, we can cite the Data Tree Management infrastructure used in DIET [5], and the data layer omniStorage in omniRPC [7]. This approach is suitable for, but not limited to, intermediate results to be reused in case of request sequencing.

3 GridRPC Data Management model

As exposed in the previous section, we consider two different types of data: external and internal data.

In the external data case, data are explicitly stored on a storage depot. Clients manage explicitly their data. When clients invoke a server, they give a data reference to identify the data used for the computation. A client can use already existing data by just providing the data identification given by the storage service.

In the internal data case, the data management service tries to read/write the data inside the GridRPC platform, from the client side or on a computational server. In this case, either the client knows where the data is stored and can manage the transfer (he can use the same calls than the ones to manage external data stored on a storage server), either the data is transparently managed by the GridRPC middleware, in which case the middleware provides mechanisms for transfers between computational servers.

These two approaches are complementary in the data management model proposed here. The GridRPC platform and the data storage interact to implement data transfers. Note that some additional functionalities which are not addressed in this document, can be designed, such as: reusable data generated by a computation could be stored during a TTL (Time To Leave) on the computational server before being sent to data storage servers; or when the storage capacity of a computational server is overloaded, it may be sent to another data storage server.

In both cases, it is mandatory to identify each data. All data stored either in the platform or on storage servers will be identified by **Data Handles** and **Storage Information**. Without lack of generality, we define the *GridRPC data type* as either *the data used for a computational problem*, either both a *Data Handle and storage information*. Indeed, when a computational server receives a GridRPC data which does not contain the computational data, it must know the unique name of the data with the Data Handle, and must know its location to get it and where the client wants to save it after the computation. Thus storage information must record the original location of the data and the destination of the data.

4 Data Management API

In [1], data used as input/output parameters are provided within the `<varargs>` notation of the `grpc_call()` and `grpc_call_async()` functions. Without lack of generality, and in order to propose an API independent of the language of implementation, we refer to `grpc_data_t` as the type of such variables. Thus, in the following, a `grpc_data_t` is any kind of data, or contains a reference on the computational data, which we call a *Data Handle*, as well as some *Storage Information*.

Next, we firstly define some data types for GridRPC data management. We present afterwards the different functions to managed them, composing the proposed API for GridRPC Data Management.

Note that in the following, we refer to “GridRPC data” to designate the generic data which is used in the GridRPC calls and “data” to designate the content data.

4.1 GridRPC data types

We introduce here the notion of a GridRPC data which at least includes the data or a data handle, and may contains some information about the data itself (*e.g.*, type, size) as well as information on its location and the protocol used to access it (*e.g.*, the URI of a specific server, a link with a Storage Resource Broker, containing the correct protocol to use). A data handle is essentially a unique reference to a data that may reside anywhere. Data and data handles can be created separately. By managing GridRPC data with data handles, clients do not have to know where data are currently stored.

4.1.1 The `grpc_data_t` type

A data in a GridRPC middleware is defined by the `grpc_data_t` type. It relies on a data, or on a `grpc_data_handle_t` type and a `grpc_data_storage_info_t` type to access it.

Consequently, the `grpc_data_t` type can be seen as a structure containing the data itself and/or a `grpc_data_handle_t`. The `grpc_data_storage_info_t` type can also be stored in the `grpc_data_t` structure or it can also be stored and managed inside the GridRPC data middleware.

4.1.2 The `grpc_data_handle_t` type

A variable of this type represents a specific data. It is allocated by the user. After a *data handle* is initialized, it may be used in a server invocation. The lifetime of a *data handle* is determined when the user invalidates it. Data handles are created/allocated by simply creating a variable of this type.

4.1.3 The `grpc_data_storage_info_t` type

Variables of this type represent information on a specific data which can be local or remote. It is at least composed of:

- Two NULL-terminated lists of URIs, one to access the data and one if the data has to be stored somewhere from this server (for example, an OUT parameter to transfer at the end of a computation).
- Information concerning the mode of management. For example, data management is defaulted to the one of the standard GridRPC paradigm, but it can be noted for example as `GRPC_PERSISTENT`, which corresponds to a transparent management by the GridRPC middleware.
- Information concerning the type of the data, as well as its size.

grpc_data_type_t	Definition
GRPC_INT	integer
GRPC_DOUBLE	double
GRPC_COMPLEX	complex
GRPC_ARRAY_OF_INT	array of int
GRPC_ARRAY_OF_DOUBLE	array of double
GRPC_ARRAY_OF_COMPLEX	array of complex
GRPC_MATRIX_OF_INT	matrix of int
GRPC_MATRIX_OF_DOUBLE	matrix of double
GRPC_MATRIX_OF_COMPLEX	matrix of complex
GRPC_CONTAINER_OF_GRPC_DATA	container of grpc_data_t

Table 1: Definition of `grpc_data_type_t` codes

Details on Storage Information

- URI: it defines the location where a data is stored. It can be built like "PROTOCOL://machine_name:PORT/path_to_data" and thus, contains at least four fields. Some straightforward examples are given in Section 4.2 and several full examples of utilization can be found in Section 5.
 - char * protocol: one of the token {"NFS", "LOCAL_MEMORY", "IBP", "LOCAL_FS", "MIDDLEWARE", "HTTP"}, and gives some information on how to access the data (the list can be extended).
 - char * hostname: the name of the server on which resides the data.
 - int port: the port to use to access the data.
 - char * path: the full path of the data or an ID.
- The management mode is an enumerated type `grpc_data_mode_t` defined by the client. It is useful to set the behavior of the data on the platform. It is related to the following policy values:
 - GRPC_VOLATILE: used when the data may not be kept inside the platform after a computation (can be considered as the default usage for GridRPC API). Still, the Data Management middleware can keep the data in the system, migrate and replicate it, for later use. Hence, potential coherency issues may arise.
 - GRPC_UNIQUE_VOLATILE, used when the data must not be kept inside the platform after a computation for security reason for example (can be considered as the default usage for GridRPC API).
 - GRPC_PERSISTENT: used when a data has to be kept on the platform. The data is not sent back to the client. Moreover, the data item can migrate or be replicated between servers depending on scheduling decisions, and potential coherency issues may arise.
 - GRPC_STICKY: used when a data is kept inside the platform but cannot be moved between the servers. In that case the data is not given back to the client after computation. This is used if the client needs that data in the platform for a second computation on the same server for example. Note that in this case, the data can be replicated and that potential coherency issues may arise.
 - GRPC_UNIQUE_STICKY: used when a data is kept inside the platform but cannot be moved between the servers. In that case the data is not given back to the client after computation. This is used if the client needs that data in the platform for a second computation on the same server for example. Note that in this case, the data cannot be replicated for security reason for example.

- The type of the data is an enumerated type `grpc_data_type_t` defined by the client: it describes the type of the data, for example `GRPC_DOUBLE`, `GRPC_ARRAY_OF_INT`, etc., as exposed in Table 1. We can note that a special `grpc_data_t` can contain other `grpc_data_t`. That way, the user relies on the GridRPC Data Middleware to transfer a set of `grpc_data_t`. The matter of how to implement it by an array, a list or anything else is GridRPC Data Middleware dependant, then not in the purpose of this document.

4.1.4 Function specific types

In this section, we describe some types that are only used in a given function. They are enumerated types, and are given here for commodity reasons.

The `grpc_data_resolution_mode_t` type. Used only in the `grpc_data_init()` function, this type is defined by the set { `GRPC_RESULT_RETURN`, `GRPC_NO_RESULT`, `GRPC_RESULT_DEFAULT` }. It lets the user precise if he wants to get the result at the end of a computation like the default GridRPC API behavior of `grpc_call()` and `grpc_call_async()`, or if data are at least momentarily kept on the computing resource.

The `grpc_completion_mode_t` type. This type is used in `grpc_data_wait()` and is defined by the enumerated type { `GRPC_WAIT_ALL`, `GRPC_WAIT_ANY` } which can be extended. It is used to detail the behavior of the waiting process: the function can wait for one or all transfers concerning data involved during the call to `grpc_data_wait()`.

The `grpc_data_diffusion_t` type. This type is only used in the `grpc_data_write()` function. Its purpose is to define some possible diffusion mechanisms when writing a data, if the GridRPC middleware or the data middleware on which it relies has some knowledge about the inner topology, etc.

It can be defined by the set { `GRPC_DEFAULT_DIFFUSION`, `GRPC_UNICAST`, `GRPC_BROADCAST` }, which can be extended.

The `grpc_data_info_type_t` type. This type is only used with the `grpc_data_getinfo()` function to define the wanted information. It is an enumerated type defined with the following values (which can be extended):

- `GRPC_HANDLE`
- `GRPC_INPUT_URI`
- `GRPC_OUTPUT_URI`
- `GRPC_MANAGEMENT_MODE` (used to know if a data is for example `GRPC_VOLATILE`, etc.)
- `GRPC_SIZE`
- `GRPC_TYPE` (used to know to which type of the language of implementation the data corresponds)
- `GRPC_LOCATIONS_LIST`
- `GRPC_RESOLUTION_MODE` (used to know if a copy of the result is returned after a computation)
- `GRPC_STATUS` (used to know if a `grpc` data is “`GRPC_IN_PLACE`” or “`GRPC_TRANSFERING`”)
- `GRPC_COHERENT` (used to know if the considered data is managed by a Data Management middleware that ensures coherency in all replicas (and then, if this replica may or is up-to-date) – should be dependent on the locations)

Note: Information is managed by the GridRPC Data Management API, which relies on at least one Data Management middleware. Then, information concerning a data can be stored within the GridRPC Data Management middleware, and/or within the `grpc_data_t` type. Nonetheless, this document does not focus on implementation.

4.2 Examples of use

- A GridRPC data corresponding to an input matrix stored in memory can partly be constructed with the information of `PROTOCOL=LOCAL_MEMORY`, `PORT` is a null string, the machine name is the one of the localhost and `path_to_data` is the path used to access the data in memory (such as a pointer in C language, or a key that lets the GridRPC API either make the correspondance with the correct input to give to the data middleware, either the key used by the data middleware).
- The URI “`HTTP://myName:/myhome/data/matrix1`” corresponds to the location of a file named `matrix1`, which we can access on the machine named `myName`, with the `http` protocol. Typically, the data, stored as a file, can be downloaded with a command like “`wget http://myName/myhome/data/matrix1`”.

4.3 Data Management functions

Data handles are provided by the GridRPC Data Management middleware. They must be unique, and the middleware must record some information about the data, such as the location, the size, etc. The **init** function sets the data handle to the data it identifies, while the user provides needed information concerning the location on where the data is stored and where it has to be stored after the computation. Using this function, all the semantic needed to provide data management and data persistence can be covered.

Data exchanges between client and explicit locations (computational servers or storage servers) are done using the *asynchronous read* and *asynchronous write* functions. Consequently, the GridRPC data can also be **inspected**, or probed, to get more information about the status of the data or its location. Functions are also given to **wait** after the completion of some transfers. Finally, one can **unbind** the handle and the data, and **free** the GridRPC data.

To provide identification of long lived data, data handles should be **saved** and **restored**, for instance in a file. This will allow two different users to share the same data. Security and data life cycle management issues are not of the API concerns.

Examples of the use of this API are given in Section 5.

4.3.1 The **init** function

The **init** function initializes the *GridRPC data* with a specific data. This data may be available locally or on a remote storage server. Both identifications can be used. GridRPC data referencing input parameters must be initialized with identified data before being used in a `grpc_call()`. GridRPC data referencing output parameters do not have to be initialized.

Function prototype:

```
grpc_error_t grpc_data_init( grpc_data_t * data,
                           char ** list_of_URI_input,
                           char ** list_of_URI_output,
                           grpc_data_type_t variable_type,
                           grpc_data_mode_t storage_mode,
                           grpc_data_resolution_mode_t resolution_mode );
```


list_of_URI_input and **list_of_URI_output** parameters are NULL-terminated lists of strings, which give the different locations on where to transfer the data from, and the locations on where to possibly transfer the data to, as explained previously. Hence, a list describes all the available locations known by the client, in order for the GridRPC Data Management middleware to possibly implement some efficient and fault-tolerant mechanisms to perform a choice among all the proposed selections (and the ones eventually known by the Data Management middleware). In sake of simplicity, one can imagine that the default behavior would be a sequential try until the transfer to/from one of them can be achieved.

If different than `GRPC_RESULT_RETURN`, **resolution_mode** may be used to change the default behavior of the standardized GridRPC API functions `grpc_call()` and `grpc_call_async()`. Indeed, if set to `GRPC_NO_RESULT` and if **data** is used as an output argument for the solve, the result is considered as an intermediate result and then is not sent back to the client but stored on the resource (still, if **List_of_URI_output** is not NULL, then result is also transferred to the given locations).

Remarks:

- If `GRPC_UNIQUE_VOLATILE` is used at the same time than a **resolution_mode** equal to `GRPC_NO_RESULT`, then if **List_of_URI_output** is NULL, the result is lost.
- **storage_mode** is by default set to `GRPC_VOLATILE`. If another value is given, for example `GRPC_STICKY`, then the storage management is applied to all locations if needed. If a user wants to use the same handle in order to use the same data possibly being managed differently on numerous locations (for example `GRPC_STICKY` on given resources and `GRPC_VOLATILE` on others), then he has to do it when calling the `grpc_data_write()` function.
- Some of the parameters, such as the output parameter, can be unset.
- If the function is called with a `grpc_data_t` which has been used in a previous call, fields corresponding to information already given are overwritten.

Error code identifier	Meaning
GRPC_NO_ERROR	Success
GRPC_INVALID_TYPE	Specified type is not valid
GRPC_INVALID_MODE	Specified location is not valid
GRPC_INVALID_RESOLUTION_MODE	Resolution mode is either not valid or not managed
GRPC_OTHER_ERROR_CODE	Internal error detected

4.3.2 Containers of `grpc_data_t` management functions

In order to facilitate the use of some special structures like lists or arrays of `grpc_data_t` variables, the two following functions let the user manipulate them at a higher level and without knowing the contents of the structures.

Function prototype:

```

grpc_error_t grpc_data_container_set( grpc_data_t * container, int rank,
                                     grpc_data_t * data );
grpc_error_t grpc_data_container_get( grpc_data_t * container, int rank,
                                     grpc_data_t * data );

```

The variable **container** is necessarily a `grpc_data_t` of type `GRPC_CONTAINER_OF_GRPC_DATA`. **rank** is a given integer which acts as a key index, and **data** is the data that the user wants to add in or get from the container. Note that getting the data does not remove the data from the container. Furthermore, the container management is free of implementation.

Error code identifier	Meaning
GRPC_NO_ERROR	Success
GRPC_INVALID_TYPE	Specified type is not valid
GRPC_OTHER_ERROR_CODE	Internal error detected

4.3.3 The write function

This function writes a GridRPC data identified by `data` to the output location set during the init call in the output parameters fields. For commodity reasons, a diffusion mode and a list of additional servers on which the data has to be uploaded can be provided. Some broadcast/multicast mechanisms can then be implemented in the GridRPC data middleware in order to improve performance. The diffusion mode can be used by more intelligent data middleware to diffuse a data in a broadcast manner for example.

A user may want to be able to transfer data while computations are done. For example, if a computation can begin as soon as some data are downloaded but needs all of them to finish, the management of data must use **asynchronous mechanisms** as default behavior. Then, this function initiates the call for the transfers and returns immediately after.

Function prototype:

```
grpc_error_t grpc_data_write( grpc_data_t * data, grpc_data_diffusion_t mode,
                             char ** list_of_URI,
                             grpc_data_mode_t * list_of_management_modes );
```

mode is the mode of diffusion of the data. It can be used if the user may want to benefit from the eventual possibility of the data middleware to manage some kind of point to point protocols (such as using a spanning tree). **list_of_management_modes** is a NULL-terminated list with the same number of items than **list_of_URI**. For each URI describing the hostname, the protocol used to access the data, etc., a management mode can be specified: a data can be flagged `GRPC_STICKY` on given resources. Hence, **list_of_management_modes** can be used to set different management policies on some resources (for example, set the data as `GRPC_STICKY` to a set of a resources and `GRPC_PERSISTENT` to the others) while possibly benefiting of an “aggressive” write as the data is the same everywhere.

Remarks:

- If **list_of_management_modes** is set to NULL, the management mode of the data is the one specified during the initialization of the data, else the management mode is overridden.
- No information is given as when the transfer will indeed begin.
- If a user needs to know if the transfer is completed on one or another server (or all), he can use the `grpc_data_getinfo()` function.
- If a user wants to wait of the completion of one or more transfers, he can use the `grpc_data_wait()` function.
- If the data middleware (*e.g.*, the GridRPC middleware or the data middleware on which it relies) does not manage coherency between the duplicates on the platform, a correct call to this function can be useful to ensure that all copies are up to date.

Error code identifier	Meaning
<code>GRPC_NO_ERROR</code>	Success
<code>GRPC_INVALID_HANDLE</code>	Specified handle is invalid
<code>GRPC_INVALID_DATA</code>	Specified data is not valid
<code>GRPC_OTHER_ERROR_CODE</code>	Internal error detected

To discuss:

- A special ERROR if protocol not set or not correct should be given?
- A special ERROR if at least on server does not respond?

4.3.4 The read function

This function reads a data stored inside the platform or on a specific storage server. A user may want to be able to transfer data while computations are done. For example, if a computation can begin as soon as some data are downloaded but needs all of them to finish, the management of data must use **asynchronous mechanisms** as default behavior. Then, this function initiates the call for the transfers and returns immediately after.

Function prototype:

```
grpc_error_t grpc_data_read( grpc_data_t * data );
```

Remarks:

- No information is given as when the transfer will indeed begin.
- If a user needs to know if the transfer is completed on one or another server (or all), he can use the `grpc_data_getinfo()` function.
- If a user wants to wait of the completion of one or more transfers, he can use the `grpc_data_wait()` function.

Error code identifier	Meaning
GRPC_NO_ERROR	Success
GRPC_INVALID_HANDLE	Specified handle is invalid
GRPC_INVALID_DATA	Specified data is not valid
GRPC_OTHER_ERROR_CODE	Internal error detected

4.3.5 The `grpc_data_wait()` function

For convenient reasons, the functions `grpc_data_write()` and `grpc_data_read()` are asynchronous. Hence, a user have the possibility to perform overlap transfers with computation and try to realize transfers in parallel. This function can then be used by the user to wait for the completion of one or several transfers.

Function prototype:

```
grpc_error_t grpc_data_wait( grpc_data_t ** list_of_data,  
                             grpc_completion_mode_t mode);
```

Depending on the value of **mode** (`GRPC_WAIT_ALL` or `GRPC_WAIT_ANY`), the call returns when all or one of the data listed in **list_of_data** is transferred, which means that for a given data, all transfers involved for the input *or* output part are finished.

Remarks:

- If `list_of_data` is `NULL`, then either one or all data (depending on the value of `mode`) are transferred since the call to `grpc_initialize()`.
- The use of this function can be done in such a way that the server can test if data are in place (*i.e.*, that transfers involved in the `grpc_data_write()` on the client part have been completed) before doing anything. If the user performs a `grpc_data_read()` of a `grpc_data_t` whose transfer has not been completed, the behavior is depending on the data middleware which manage the data: if the middleware implements some stamps mechanisms, then no problem will occur.
- This function considers only the information that the user is aware of: if the data is shared between different users, then a call to `grpc_data_wait()` returns depending on the input of the user that has performed the call. Hence, the call will not depend on an other user action.

Error code identifier	Meaning
GRPC_NO_ERROR	Success
GRPC_INVALID_HANDLE	Specified handle is invalid
GRPC_INVALID_DATA	Specified data is not valid
GRPC_OTHER_ERROR_CODE	Internal error detected

4.3.6 The unbind function

When the user does not need a handle anymore, but knows that the data may be used by another user for example, he can unbind the handle and the GridRPC data by calling this function without actually freeing the GridRPC data on the remote servers.

Function prototype:

```
grpc_error_t grpc_data_unbind( grpc_data_t data );
```

After calling this function, `data` does not reference the data anymore.

Error code identifier	Meaning
GRPC_NO_ERROR	Success
GRPC_INVALID_HANDLE	Specified handle is invalid
GRPC_OTHER_ERROR_CODE	Internal error detected

4.3.7 The free function

This function frees the GridRPC data identified by `data` on a subset or on all the different locations where the data is stored, and unbind the handle and the data. This function may be used to explicitly erase the data on a storage resource.

Function prototype:

```
grpc_error_t grpc_data_free( grpc_data_t * data, char ** URI_locations );
```

If `URI_locations` is `NULL`, then the data is erased on all the locations where it is stored, else it is freed on all the location contained in the list of URI.

After calling this function, `data` does not reference the data anymore.

Error code identifier	Meaning
GRPC_NO_ERROR	Success
GRPC_INVALID_HANDLE	Specified handle is invalid
GRPC_INVALID_DATA	Specified data is invalid
GRPC_OTHER_ERROR_CODE	Internal error detected

4.3.8 A function to get information on a `grpc_data_t` variable

This function let the user access information about an instantiation of a `grpc_data_t`. It returns information on data characteristics, status, locations, etc.

Function prototype:

```
grpc_error_t grpc_data_getinfo( grpc_data_t * data,
                               grpc_data_info_type_t info_tag,
                               char * server_name,
                               char ** info );
```

The kind of information that the function gets is defined by the `info_tag` parameter. A server name can be given to get some data information dependent on the location of where is the data (like `GRPC_STICKY`). `info` is a `NULL`-terminated list containing the different available information corresponding to the request.

Remarks:

- For values equal to `GRPC_INPUT_URI` and `GRPC_OUTPUT_URI`, the returned list is the considered to be information on the `grpc` data in the system, not only the information got locally for the handle (or stored in the `grpc_data_t`).
- `server_name` can be set to `NULL` (default behavior). In that case, if the user tries to access the information of the mode (`GRPC_STICKY` for example) and the data has different management mode on the platform, then the value `GRPC_UNDEFINED` may be returned.
- If `info_tag` equals to `GRPC_STATUS`, then `info` can be one of the “`GRPC_IN_PLACE`” and “`GRPC_TRANSFERING`” value)

Note that in case of `info_tag` is set to `GRPC_HANDLE`, information is of no use to manage data with the given API: handles are initialized in the `init` call function, stored in the `grpc_data_t`.

Error code identifier	Meaning
<code>GRPC_NO_ERROR</code>	Success
<code>GRPC_INVALID_HANDLE</code>	Specified handle is invalid
<code>GRPC_INVALID_DATA</code>	Specified data is invalid
<code>GRPC_OTHER_ERROR_CODE</code>	Internal error detected

4.3.9 The `load_data` and `save_data` functions

In order to communicate a reference between Grid users, for example in case of large size data, one should be able to store a GridRPC data. The location can then be shared, for example by mail, and one can be able to load the corresponding information.

Function prototype:

```
grpc_error_t grpc_data_load( grpc_data_t * data, char * URI_input );
grpc_error_t grpc_data_save( grpc_data_t * data, char * URI_output );
```

These functions are used to load/save the data descriptions. Even if the GridRPC `data` contains the data in addition to metadata management informations (data handle, size, type, etc.), only data informations have to be saved in the location. The format used by these functions is let to the developer’s choice. The way the informations are shared by different middleware is out of scope of this document and should be discussed in an interoperability recommendation document.

Error code identifier	Meaning
<code>GRPC_NO_ERROR</code>	Success
<code>GRPC_INVALID_HANDLE</code>	Specified handle is invalid
<code>GRPC_INVALID_DATA</code>	Specified data is invalid
<code>GRPC_OTHER_ERROR_CODE</code>	Internal error detected

5 Annexe 1: Examples of use of the API

In this section, we give examples of the data management API usage to illustrate its interest. Depending on the passing mode of the arguments (data), we show how to optimize data placement and avoid useless transfers. We do not consider these examples as an exhaustive list but they can help to understand the way to build a data management API in GridRPC middleware.

5.1 Basic example

```
grpc_function_handle_init(handle1, "karadoc.aist.go.jp", "*");
grpc_data_init(&dhA, {"LOCAL_MEMORY://britannia.ens-lyon.fr/&A", NULL}, NULL, GRPC_DOUBLE,
              GRPC_VOLATILE, GRPC_RESULT_DEFAULT);
grpc_data_init(&dhB, {"NFS://britannia.ens-lyon.fr/home/user/B.dat", NULL}, NULL, GRPC_DOUBLE,
              GRPC_VOLATILE, GRPC_RESULT_DEFAULT);
grpc_data_init(&dhC, NULL, {"NFS://britannia.ens-lyon.fr/home/user/C.out", NULL}, GRPC_DOUBLE,
              GRPC_VOLATILE, GRPC_NO_RESULT);
grpc_call(handle1, dhA, dhB, &dhC);
```

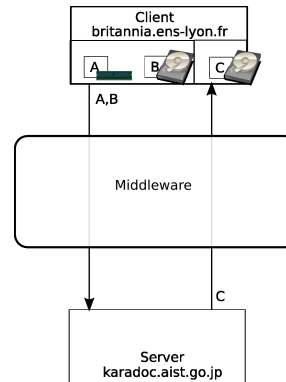


Figure 2: Simple RPC call with input and output data.

In this example (see Figure 2), we show an example on how to use the GridRPC data management functions when the data does not need to be stored inside the platform or on a storage resource. This example corresponds to the default behavior of the data management performed in the GridRPC paradigm, but conducted by the client with data handles.

5.1.1 Input data

Here, we illustrate the way to send a local data (in memory and on disk) to the GridRPC platform. In this example, the client issues a call with two input data A and B. A and B are local to the client. Note that we use the `&A` notation in the URI for commodity reason, but the real memory address should be given here.

5.1.2 Output data

Output data C is sent back to the client because in our case, no data conservation is needed. In this example, the client issues a call with A and B as input data and C as output data. We note that the example uses the `GRPC_NO_RESULT` resolution mode during the initialization of the `grpc_data_t` because the client manage the output data: the given URI is used to manage the data. If `GRPC_RESULT_RETURN` was used, there could be two transfers: one more because of the normal GridRPC behavior of the GridRPC middleware which transfers output data locally on the client (in that case, the client may have to question the GridRPC middleware to get how to access the data).

5.2 Example with external storage resources

In this example we show how to use the GridRPC data management when the data is stored on an external data repository.

Figure 3 shows how to manage external data repository as IBP or SRB.

```

grpc_function_handle_init(handle12,"karadoc.aist.go.jp","*");
grpc_data_init(&dhA, {"IBP://kaamelott.cs.utk.edu/1212#A.dat/ReadKey/READ", NULL}, {"NFS://britannia.ens-lyon.fr/home/user/A.dat", NULL}, GRPC_DOUBLE,
GRPC_VOLATILE, GRPC_RESULT_DEFAULT);
grpc_data_init(&dhB, {"SRB://carmelide.ens-lyon.fr/COLLECTION/Simulations/B.dat", NULL}, {"IBP://kaamelott.cs.utk.edu/1213#B.dat/WriteKey/WRITE", NULL},
GRPC_DOUBLE, GRPC_VOLATILE, GRPC_RESULT_DEFAULT);
grpc_data_init(&dhC, NULL, {"NFS://britannia.ens-lyon.fr/home/user/C.out", NULL}, GRPC_DOUBLE, GRPC_VOLATILE, GRPC_NO_RESULT);
grpc_call(handle1,dhA,dhB,&dhC);

```

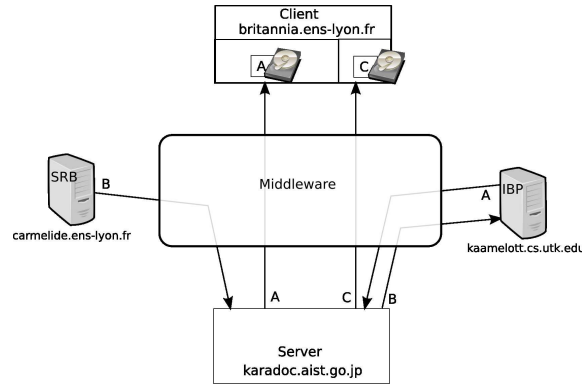


Figure 3: Simple RPC call with input and output data using external storage resources.

5.2.1 Input data

Here, we illustrate the way to send a remote data stored on SRB or IBP server to the GridRPC platform. In this example, the client issues a call with two input data A and B. A is available on SRB repository and B is available on IBP repository. With the input and output parameters from the `grpc_data_init()` function we can move the data from a repository to another:

- A is read from SRB server and will be sent to the client.
- B is read from IBP server and will be sent to SRB server.

5.2.2 Output data

Output data C is sent back to the client.

5.3 Example with persistence

In this example we show how to re-use data on a specific server without resending them. Client wants to compute $C = C \times A^n$ using the service "*" on server *karadoc*.

In this example (see Figure 4), we show how to use the GridRPC data management functions when the data needs to be stored inside the platform. In this example we consider the client needs to keep the data on the same server. The `GRPC_STICKY` mode provides this behavior.

5.3.1 Input data

Data A will be used and will remain on server *karadoc*, we can use the `GRPC_STICKY` parameter to keep the data on server *karadoc*. Data C is an input/output data. The first `grpc_data_init` for this data requires only an input location and the `GRPC_STICKY` mode.

```

grpc_function_handle_init(handle1,"karadoc.aist.go.jp","*");
grpc_data_init(&dhA, {"LOCAL_MEMORY://britannia.ens-lyon.fr/&A", NULL}, {"LOCAL_MEMORY://karadoc.aist.go.jp", NULL}, GRPC_DOUBLE, GRPC_STICKY,
GRPC_RESULT_DEFAULT);
grpc_data_init(&dhC, {"NFS://britannia.ens-lyon.fr/home/user/C.in", NULL}, {"LOCAL_MEMORY://karadoc.aist.go.jp", NULL}, GRPC_DOUBLE, GRPC_STICKY,
GRPC_NO_RESULT);

for(i=0;i<n+1;i++)
{
  if( i==1 )
    grpc_data_init(&dhC, {"LOCAL_MEMORY://karadoc.aist.go.jp", NULL}, NULL, DOUBLE, GRPC_STICKY, GRPC_NO_RESULT);
  if( i==n )
    grpc_data_init(&dhC, {"LOCAL_MEMORY://karadoc.aist.go.jp", NULL}, {"NFS://britannia.ens-lyon.fr/home/user/C.out", NULL}, GRPC_DOUBLE,
GRPC_VOLATILE, GRPC_NO_RESULT);

  grpc_call(handle1 ,dhA,dhC,&dhC);
}
grpc_data_free(&dhA);
grpc_data_free(&dhC);

```

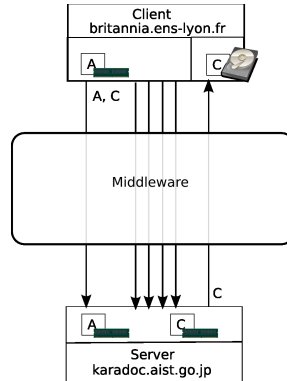


Figure 4: GridRPC call with data management using persistence through the GRPC_STICKY mode.

5.3.2 Output data

Output data C is generated on server *karadoc* but only the last result is useful for the client. Thus, to send the final result to the client we update the output location just before the last `grpc_call()`.

5.4 Example with prefetching

In this example we show how the user can deal with the GridRPC to manage the data and thus performs the prefetching of data. Client wants to compute $C = A \times B$ on server *karadoc* and $C = A + C$ on server *perceval*.

In this example (see Figure 5), we show how to use the GridRPC data management functions to prefetch the data.

5.4.1 Input data

Data A is stored on the *Kaamelot IBP* server and will be used on *karadoc* to compute the first operation. This data is also used as an entry to the second operation. Data B is located on the *SRB* server and will be used as the second entry of the first operation only. The data prefetching is done by transferring A from the *IBP* server to the *perceval* server in parallel of the first computation. The second operation will use the output data C as input parameter with A that could be prefetched when the computation starts.

5.4.2 Output data

Data C is used as output for the two operations. It is first generated on *karadoc* and updated after the call on *perceval*. It is not directly sent back to the client. To obtain it, the client proceed to an explicit data transfer


```

grpc_function_handle_init(handle1,"karadoc.aist.go.jp","*");
grpc_function_handle_init(handle2,"perceval.rush.aero.org","+");

/* Data initialization */
grpc_data_init(&dhA, {"IBP://kaamelott.cs.utk.edu/1212#A.dat/ReadKey/READ", NULL}, {"NFS://britannia.ens-lyon.fr/home/user/A.dat", NULL}, GRPC_DOUBLE,
GRPC_VOLATILE, GRPC_RESULT_DEFAULT);

grpc_data_init(&dhB, {"SRB://carmelide.ens-lyon.fr/COLLECTION/Simulations/B.dat", NULL}, {"IBP://kaamelott.cs.utk.edu/1213#B.dat/WriteKey/WRITE", NULL},
GRPC_DOUBLE, GRPC_VOLATILE, GRPC_RESULT_DEFAULT);

grpc_data_init(&dhC, NULL, {"NFS://perceval.rush.aero.org/home/user/C.out", NULL}, GRPC_DOUBLE, GRPC_PERSISTENT, GRPC_NO_RESULT);
grpc_data_init(&dhD, {"NFS://perceval.rush.aero.org/home/user/C.out", NULL}, {"NFS://britannia/home/user/C.out", NULL}, GRPC_DOUBLE, GRPC_PERSISTENT,
GRPC_NO_RESULT);

/* Write the data using dhA handle on a NFS server. */
grpc_data_write(&dhA, GRPC_BROADCAST, {"NFS://perceval.rush.aero.org/home/user/A2.dat", NULL}, {GRPC_STICKY, NULL});

grpc_call(handle1,dhA,dhB,&dhC);

/* The data transfer of A has been asked previously */
grpc_call(handle2,dhA,dhC,&dhC);

/* Waiting for the end of the C data transfer proceeded after C computation. */
grpc_wait({dhC, NULL}, GRPC_WAIT_ALL);

/* The data is written on its output destination (NFS://britannia/home/user/C.out) */
grpc_data_read(&dhD);

```

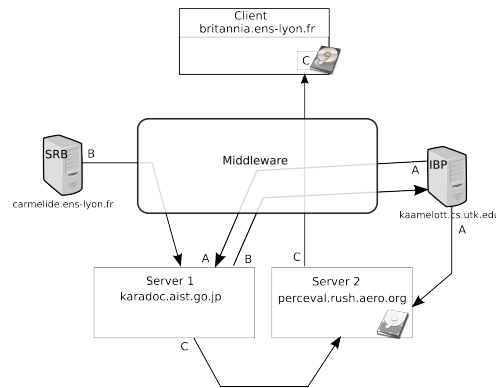


Figure 5: GridRPC call with data prefetching using the API.

using the `grpc_data_read()` function.

5.5 Example with data migration

In this example (see Figure 6), we show how to use the GridRPC data management functions when the data needs to be stored inside the platform (or on a storage resources, this point depends on the middleware implementation). In this example we consider that the persistence data is kept in memory. Three `grpc_call()` are performed, two on server *karadoc* and one on server *perceval* working on the same data. The goal of the code here is to compute $C = A \times (B + A \times B)$, which is done by doing the steps $C = A \times B$, then $C = B + C$ and finally $C = A \times C$.

5.5.1 Input data

Data A will be used only on server *karadoc*, we can use the `GRPC_STICKY` parameter to keep the data on server *karadoc* (see Section 5.3). Thus A is already available when the third `grpc_call()` is performed. The data B is used on two servers. With the `GRPC_PERSISTENT` mode the second `grpc_call()` implies that the data moves (or is duplicated) from server *karadoc* to server *perceval*.

```

grpc_function_handle_init(handle1, "karadoc.aist.go.jp", "*");
grpc_function_handle_init(handle2, "perceval.rush.aero.org", "*");
grpc_function_handle_init(handle3, "karadoc.aist.go.jp", "+");
grpc_data_init(&dhA, {"LOCAL_MEMORY://britannia.ens-lyon.fr/&A", NULL}, GRPC_DOUBLE, GRPC_STICKY, GRPC_RESULT_DEFAULT);
grpc_data_init(&dhB, {"NFS://britannia.ens-lyon.fr/home/user/B.dat", NULL}, GRPC_DOUBLE, GRPC_PERSISTENT, GRPC_RESULT_DEFAULT);
grpc_data_init(&dhC, NULL, {"LOCAL_MEMORY://karadoc.aist.go.jp", NULL}, GRPC_DOUBLE, GRPC_PERSISTENT, GRPC_NO_RESULT);
grpc_call(handle1, dhA, dhB, &dhC);
grpc_data_init(&dhC, {"LOCAL_MEMORY://karadoc.aist.go.jp", NULL}, {"LOCAL_MEMORY://perceval.rush.aero.org", NULL}, GRPC_DOUBLE,
GRPC_PERSISTENT, GRPC_NO_RESULT);
grpc_call(handle2, dhB, dhC, &dhC);
grpc_data_init(&dhC, {"LOCAL_MEMORY://perceval.rush.aero.org", NULL}, {"NFS://britannia.ens-lyon.fr/home/user/C.out", NULL}, GRPC_DOUBLE, GRPC_PERSISTENT,
GRPC_NO_RESULT);
grpc_call(handle3, dhA, dhC, &dhC);

```

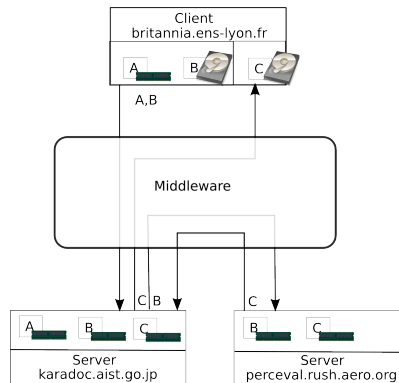


Figure 6: Three RPC call with data management using persistence.

5.5.2 Output data

Output data *C* is created on server *karadoc*. At Line 8, *C* moves (or is duplicated) from server *karadoc* to server *perceval*. *C* moves (or is duplicated) from server *perceval* to server *karadoc* and at the end, data *C* is sent back to the client.

Author contact information

Yves Caniou
University of Lyon / CNRS / ENS Lyon / INRIA / UCBL
Yves.Caniou@ens-lyon.fr

Eddy Caron
University of Lyon / CNRS / ENS Lyon / INRIA / UCBL
Eddy.Caron@ens-lyon.fr

Hidemoto Nakada
National Institute of Advanced Industrial Science and Technology
hide-nakada@aist.go.jp

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