vgES Demonstrations

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VGrADS Site Visit

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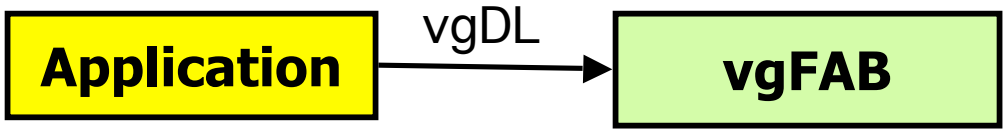
Virtual Grid Application Development Software Project

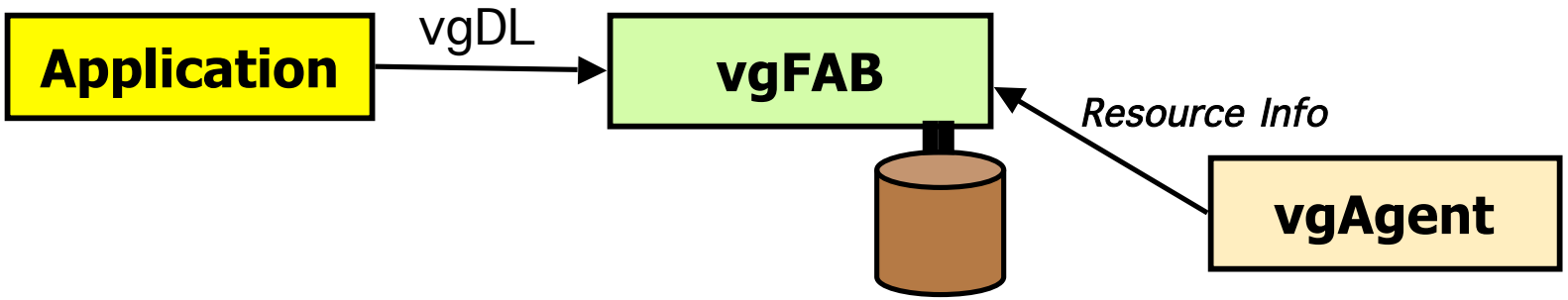
vgES: Prototype Research Infrastructure

- **We have developed a functional prototype of vgES**
  - **vgES 0.7, March 2005**
- **Two demonstrations:**
  - **vgFAB: Finding and Selecting Resources**
  - **vgES: Full application run on the VGrADS testbed**

The vgES Research Prototype



The vgES Research Prototype



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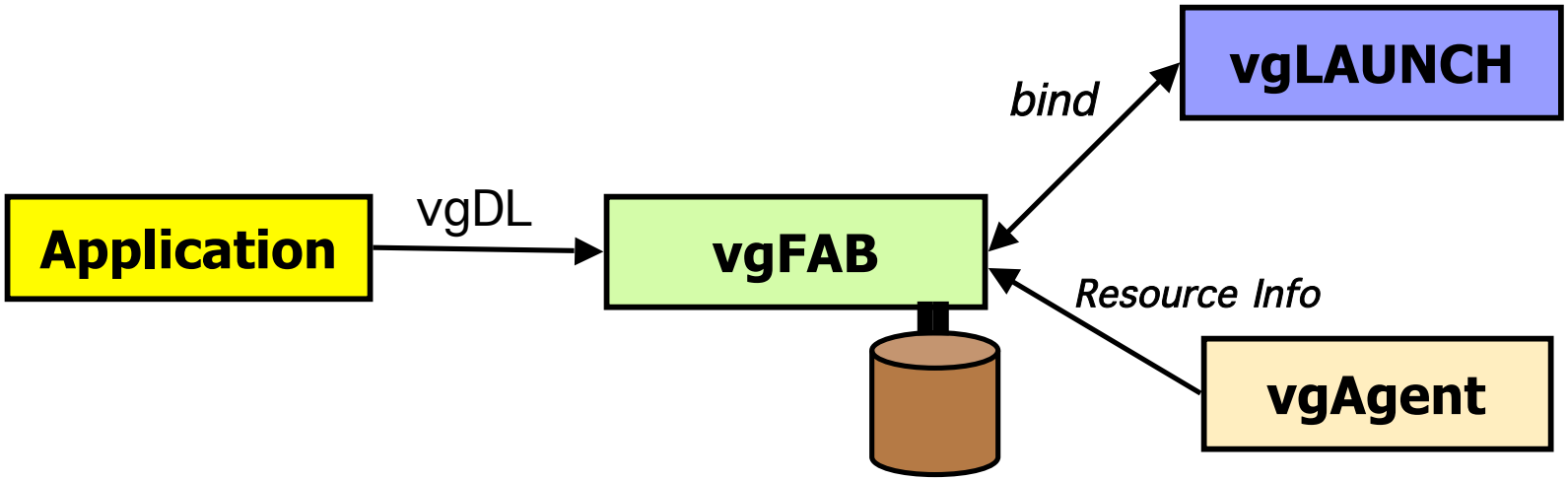

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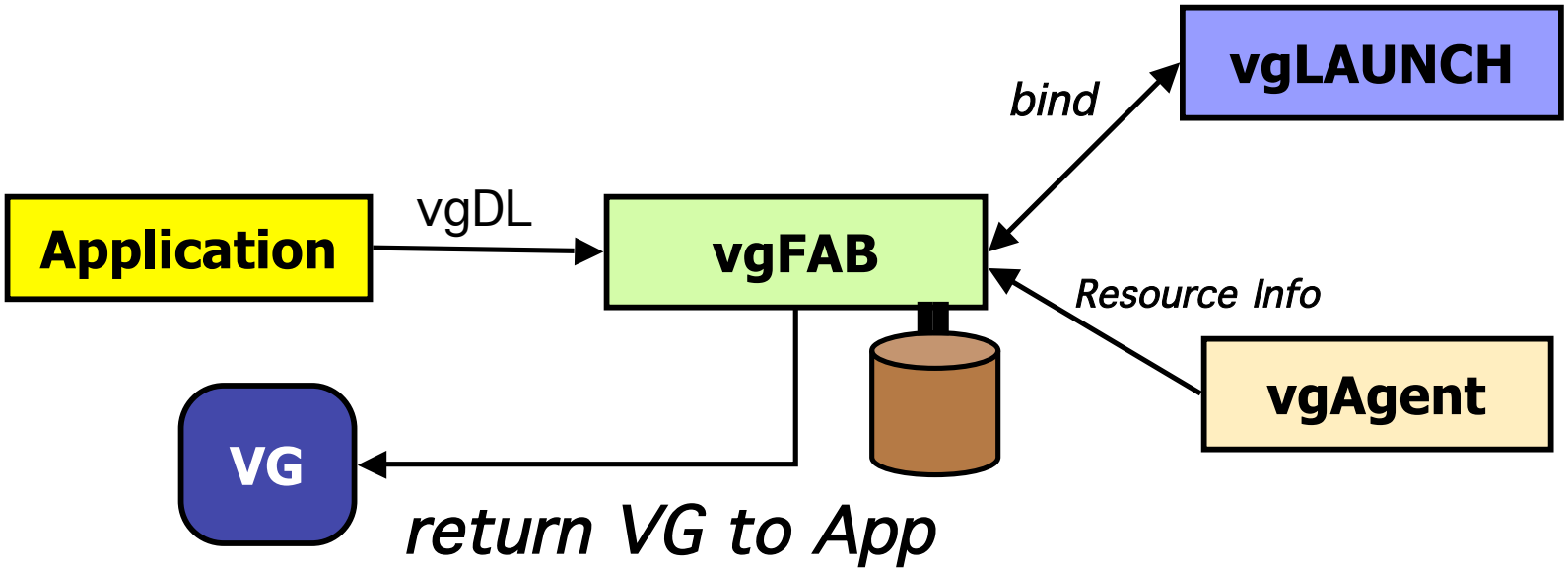
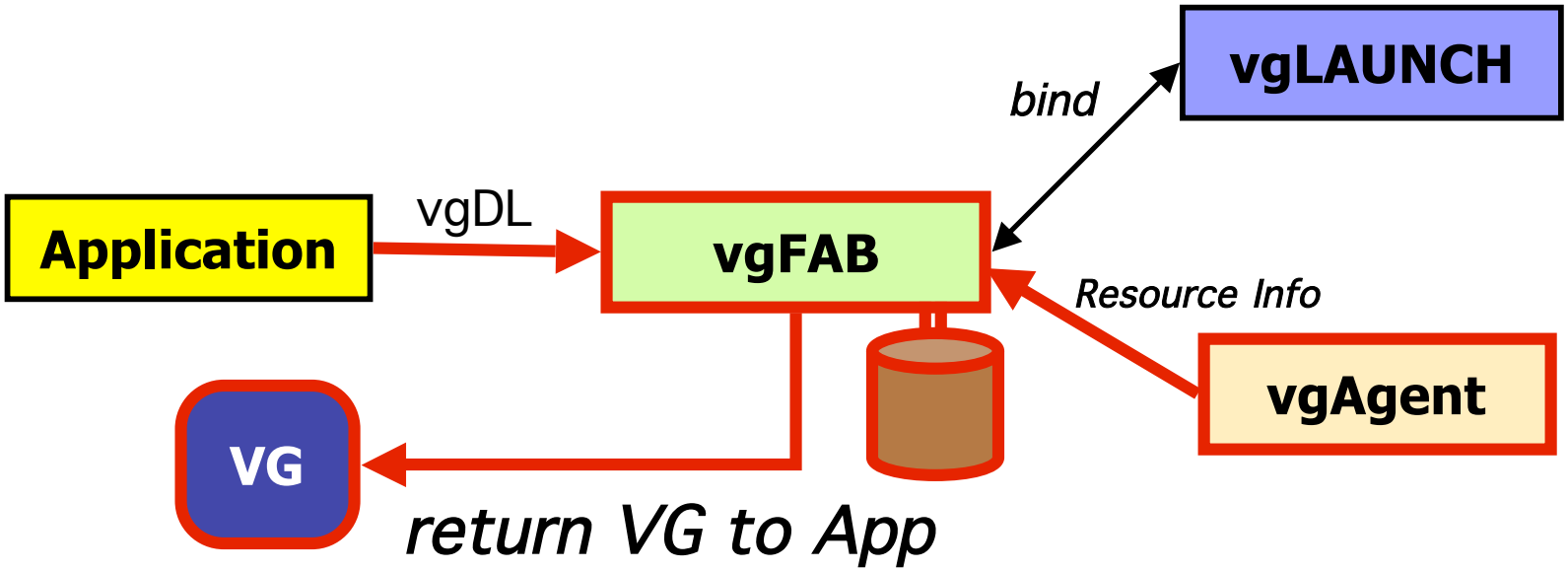


Demonstration #1: vgFAB



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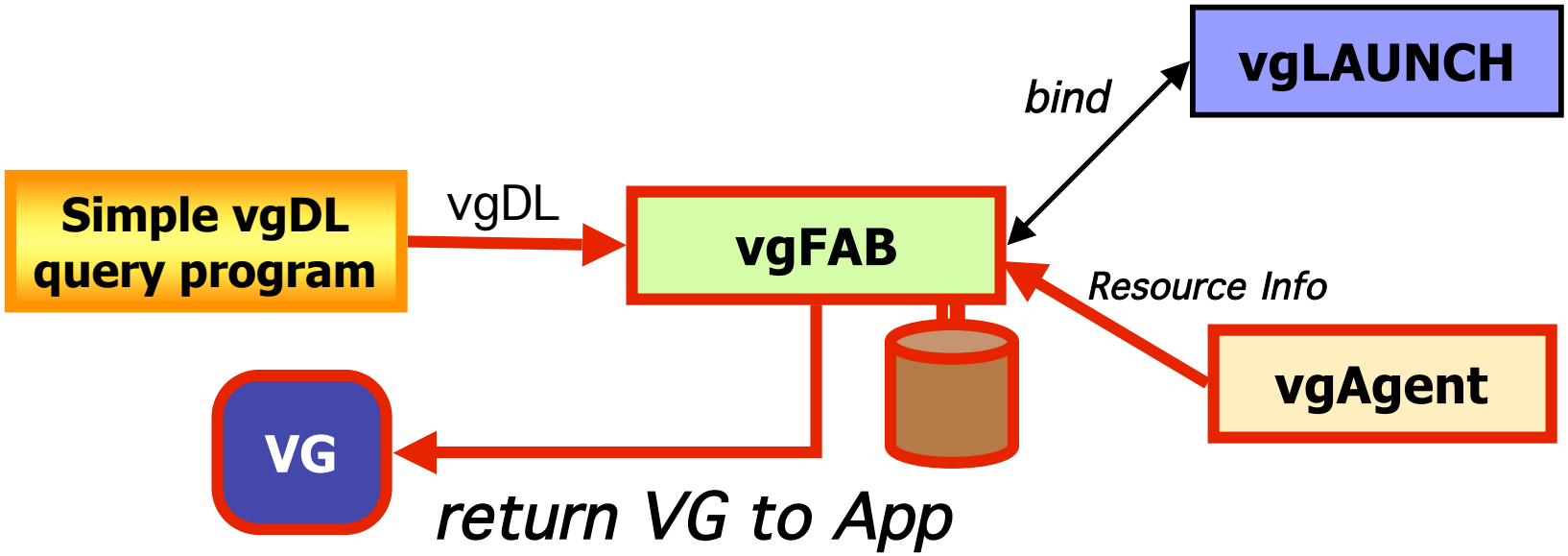

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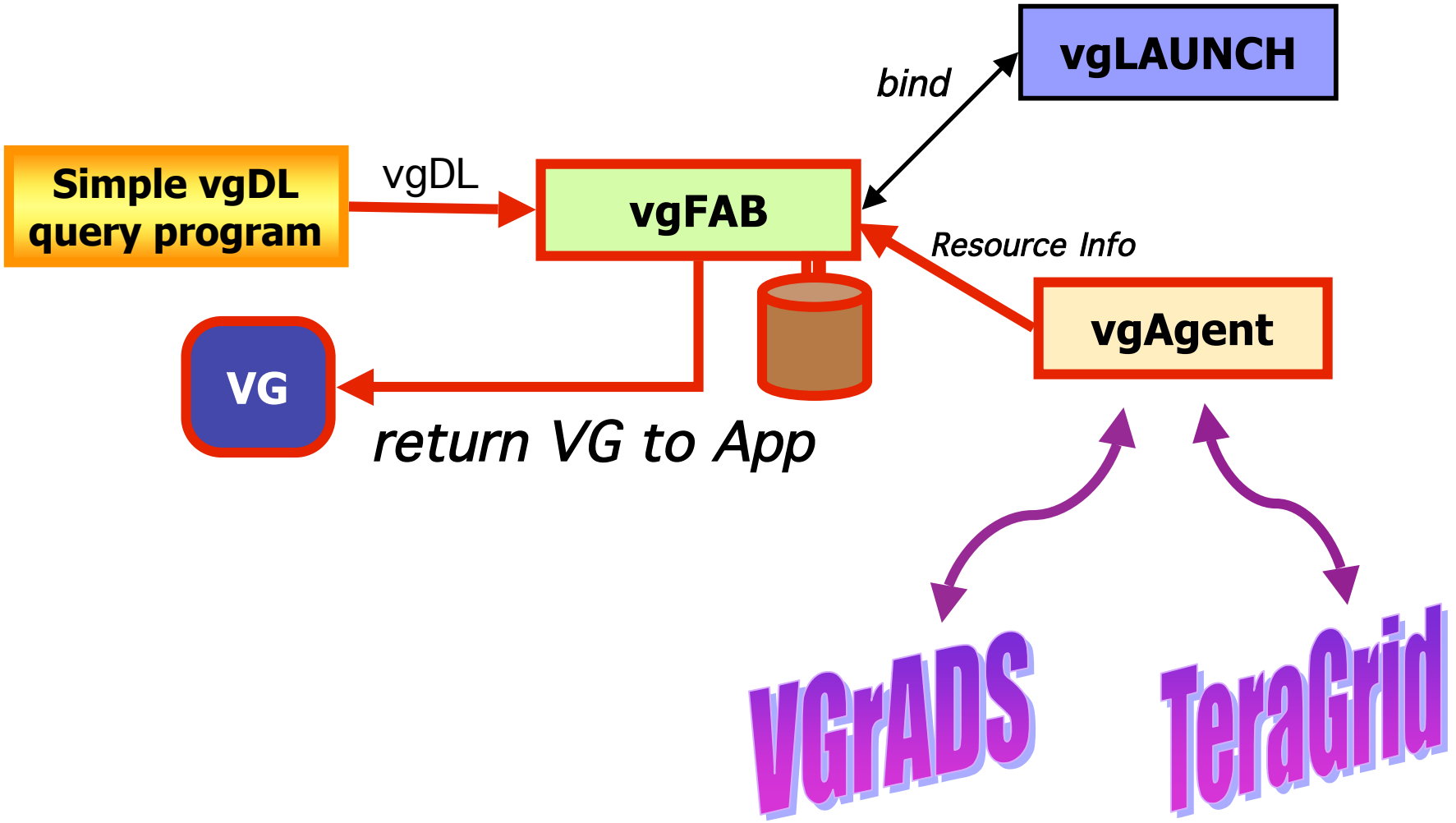
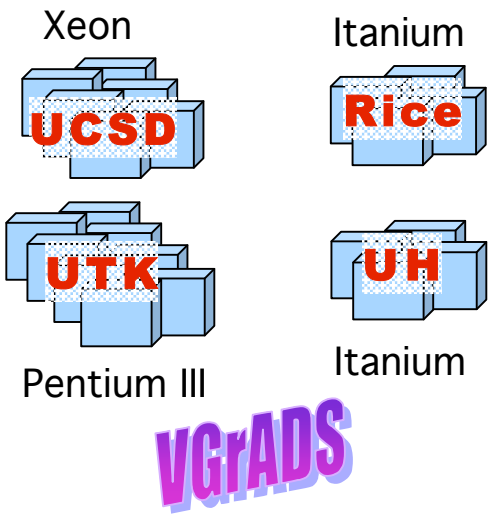
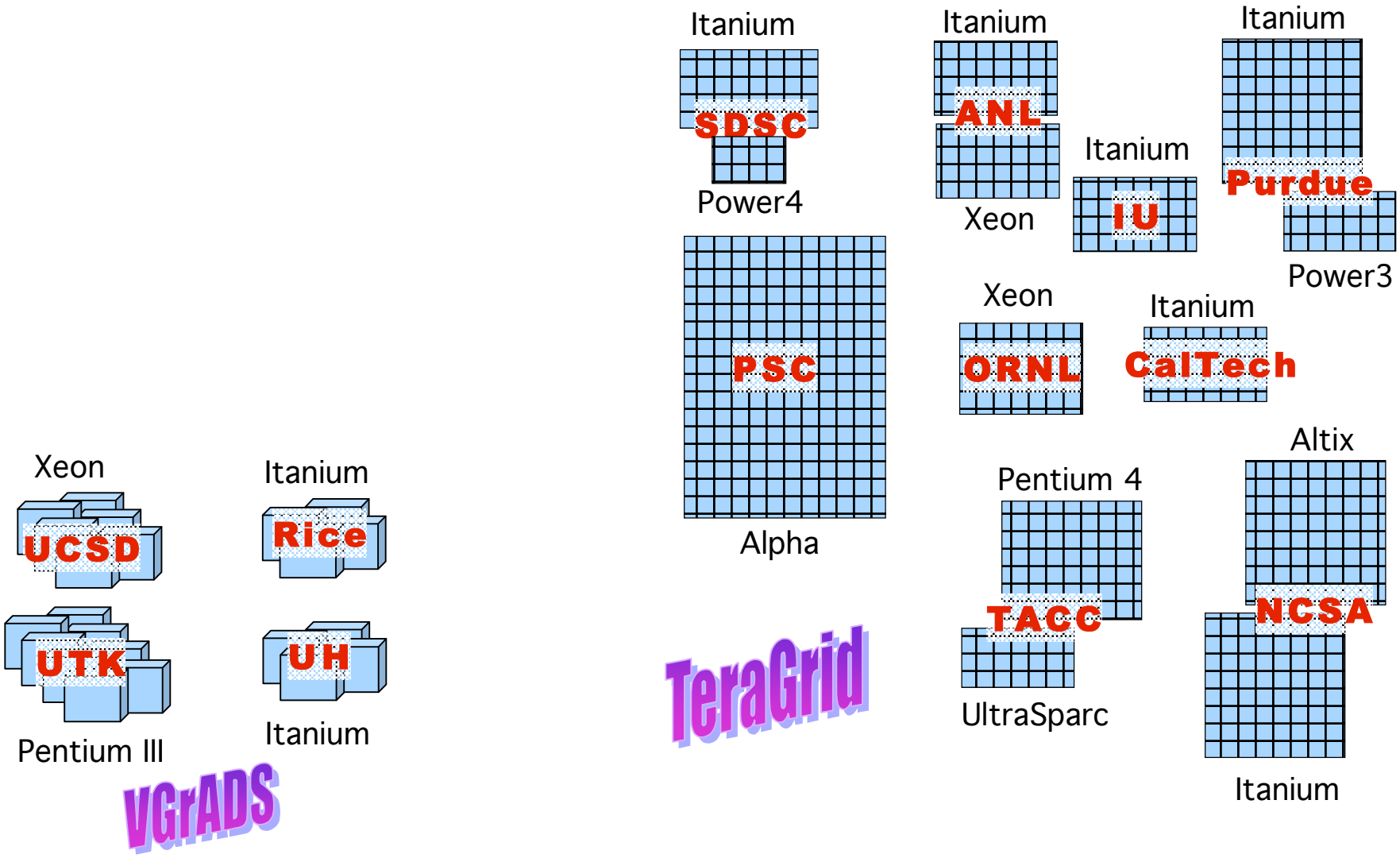


VGrADS and TeraGrid Resources



VGrADS and TeraGrid Resources



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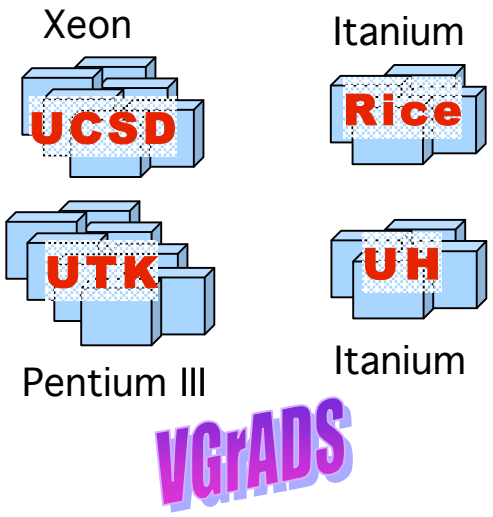
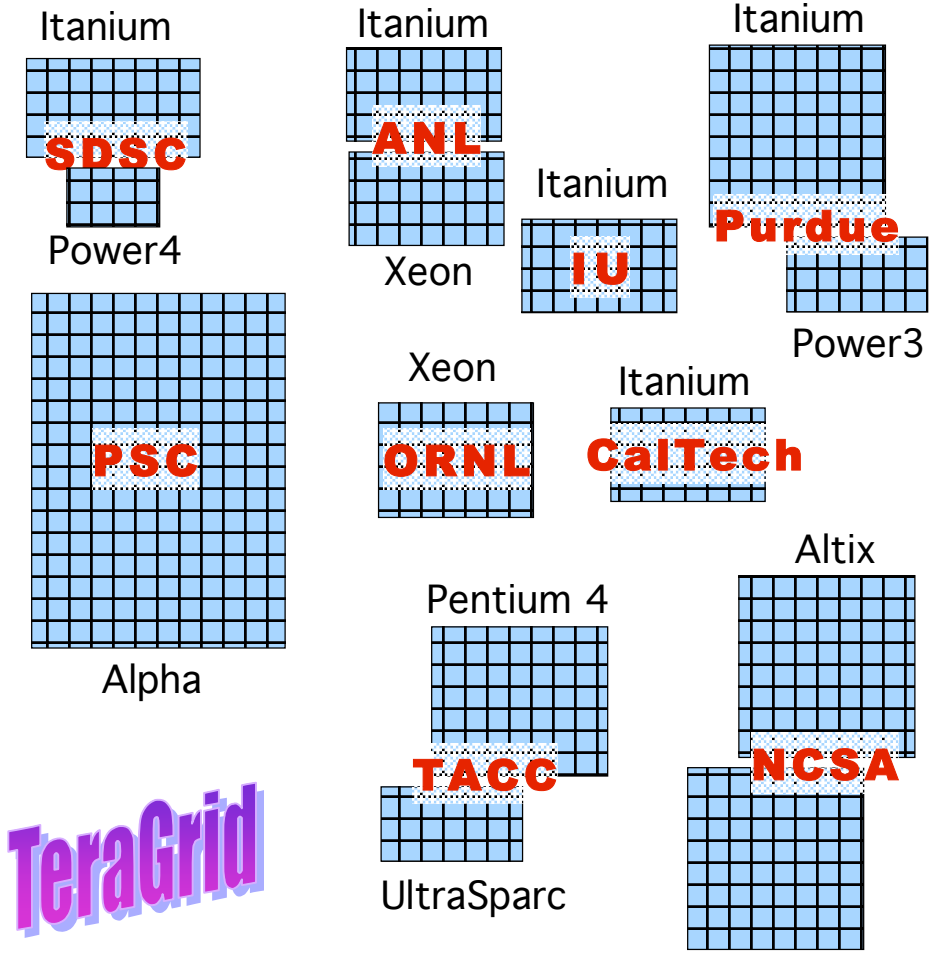
A simple vgDL query

```
VG1 = ClusterOf(node) [4:64]
   {
      node =[
         (Processor == Xeon) &&
         (Clock >= 1000) &&
         (Memory >= 1000)
      ]
   }
```





Switch to live demo

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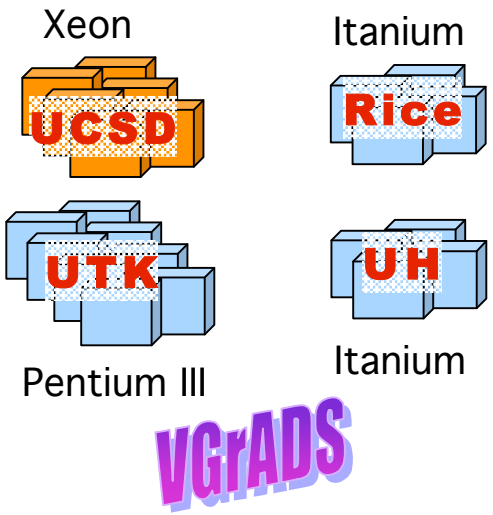
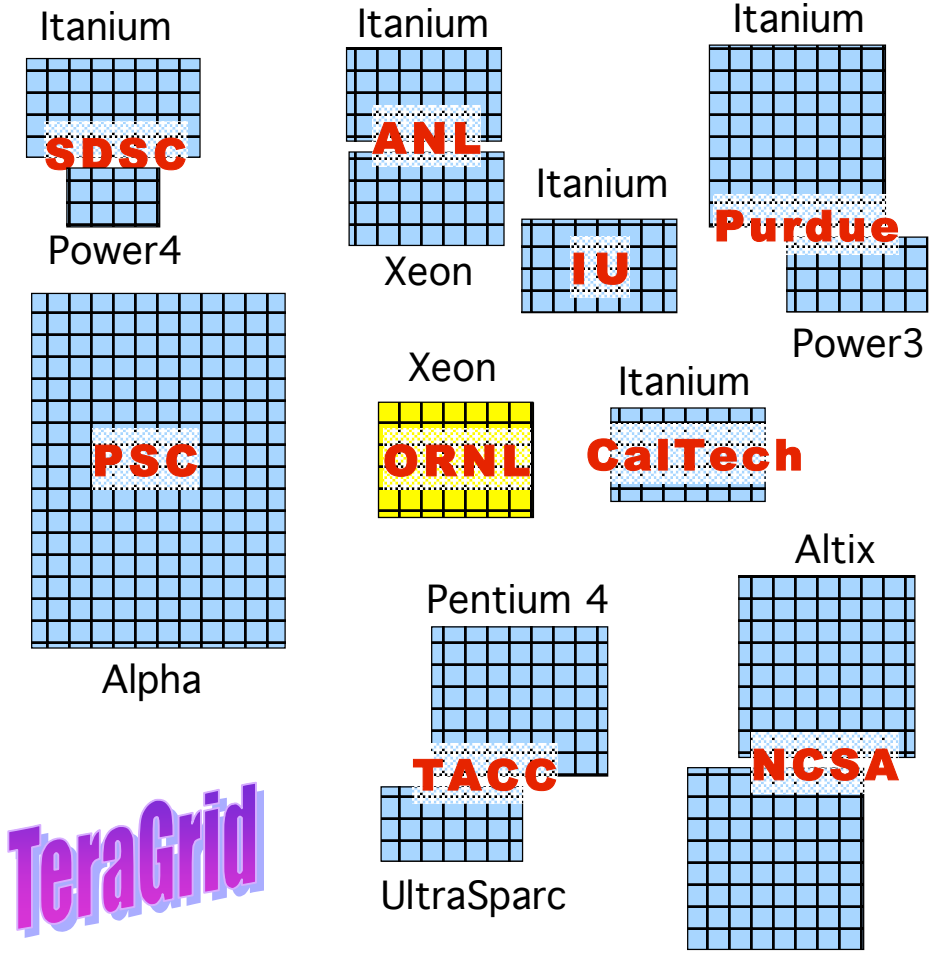
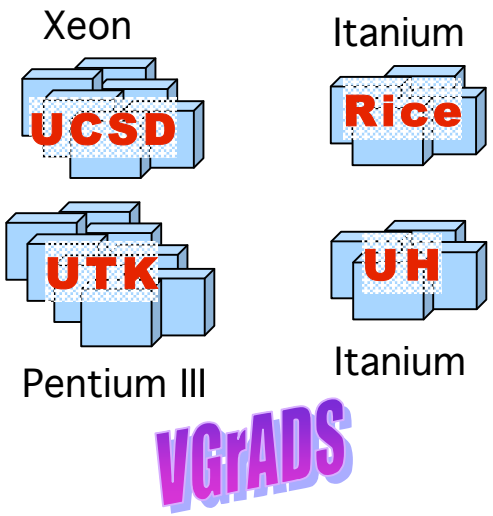
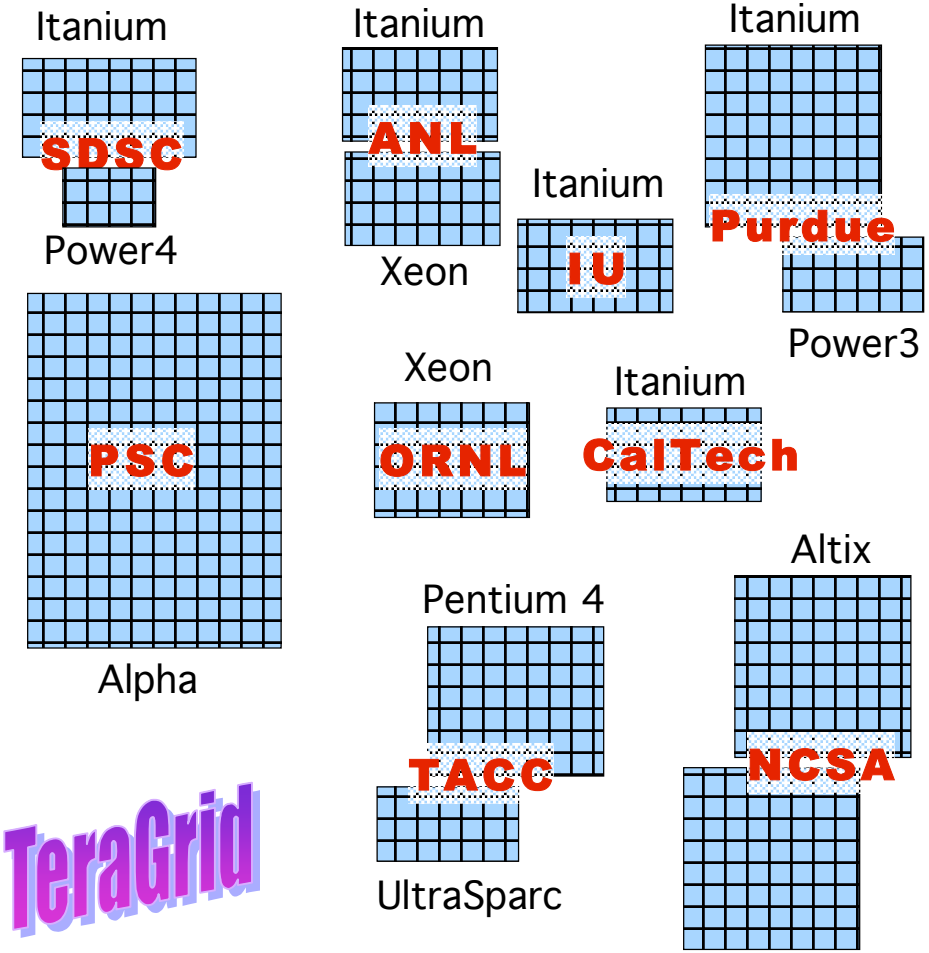




A more complex vgDL query

```
VG2 =
   rsc1 = ClusterOf(node)[4:64] {
      node = [ (Processor == Xeon) &&
                (Clock>=1000) &&
                (Memory >=1000) ] }
   FAR
   rsc2 = LooseBagOf(cluster1)[1:20] {
      cluster1 = ClusterOf(node)[4:128] {
         node = [ (Processor == Itanium)
                  && (Memory >= 2048) ] }
}
```





Switch to live demo

A more complex vgDL query

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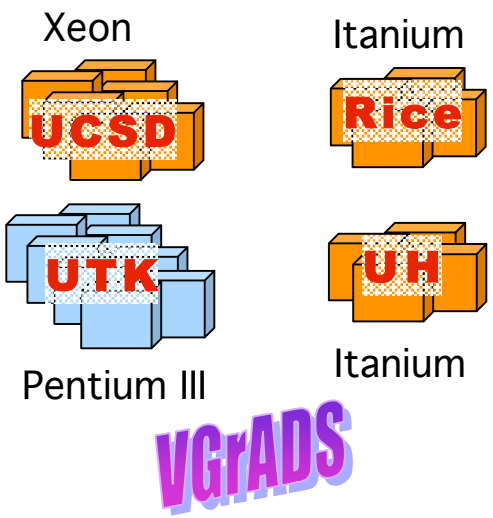
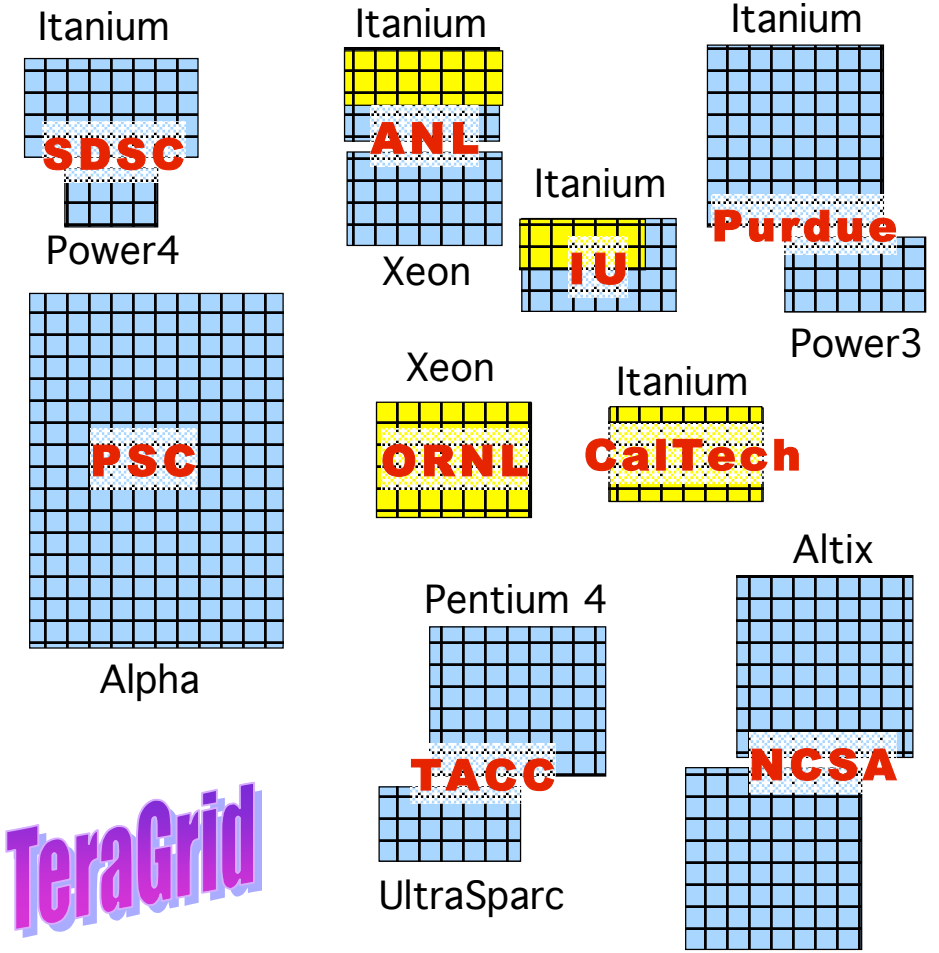
VG2 =
   rsc1 = ClusterOf(node)[4:64] {
      node = [ (Processor == Xeon) &&
                (Clock>=1000) &&
                (Memory >=1000) ] }
   FAR
   rsc2 = LooseBagOf(cluster1)[1:20] {
      cluster1 = ClusterOf(node)[4:128] {
         node = [ (Processor == Itanium)
                  && (Memory >= 2048) ] }
}
```





Synthetic Resource Environments

- **Resource selection is a difficult problem**
  - It's NP-hard
  - We have a heuristic and a prototype implementation
- **Research: result quality, scalability, response time, contention, ...**
  - What is needed: Simulation studies in large and realistic environments
- **We have developed a "resource environment generator"**
  - Based on survey of existing systems and analysis of technology trends
  - Kee, Casanova,Chien, Realistic Modeling and Synthesis of Resources for Computational Grids, SC2004.
- **A sample synthetic environment**
  - 1 million hosts, 10,000 clusters, Pentium 2-4, Itanium, Opteron, Athlon.
  - VG3 = rsc1= **ClusterOf** (node) [4:64] { node = [(Processor==Pentium4) && (Clock>=2000) && (Memory>=4096)] } **FAR** rsc2 = **LooseBagOf** (nest_cluster) [1:20] { nest_cluster = **ClusterOf** (node) [4:128] { node = [(Processor==Itanium) && (Memory>=8192)] } }

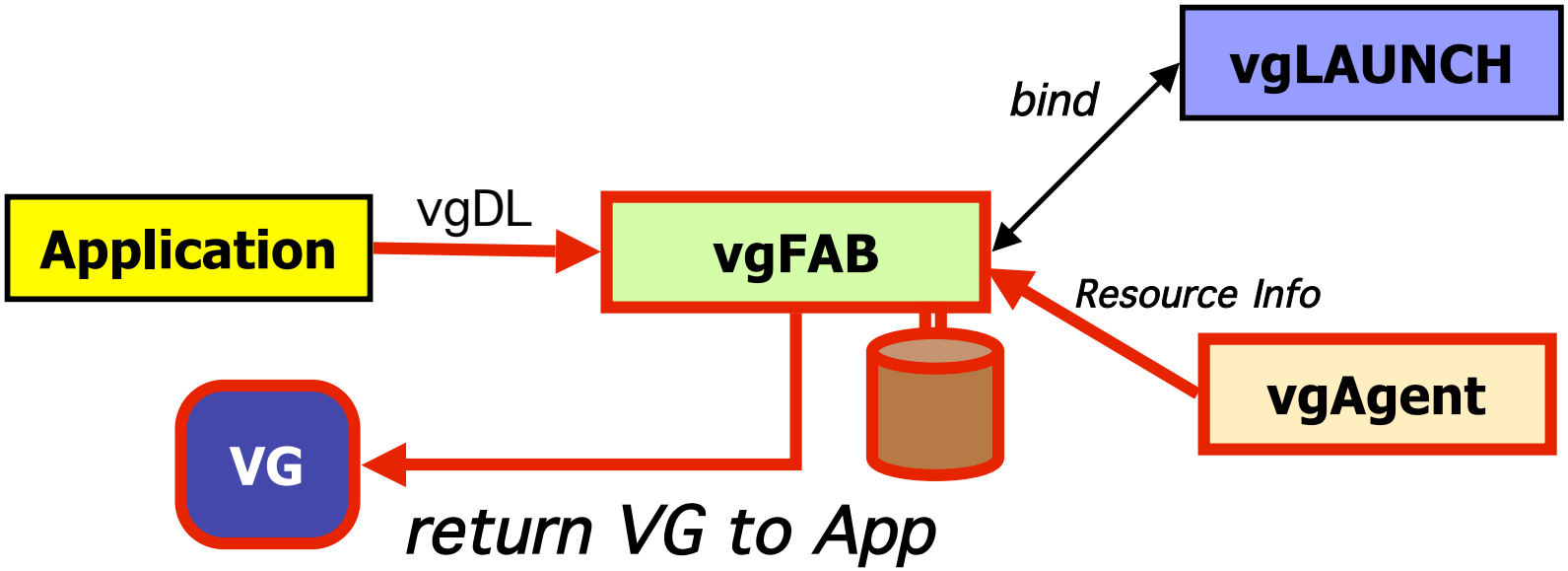
Switch to live demo

Take-away from Demonstration #1

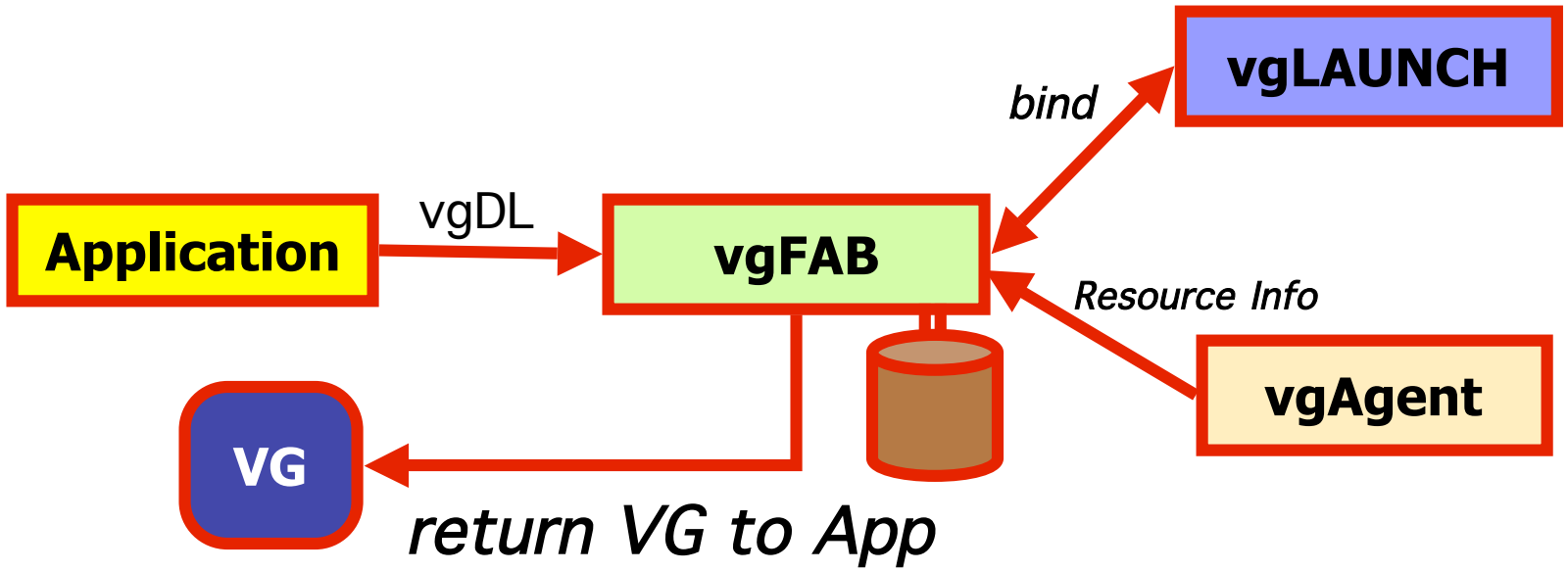
- We have a working research prototype for vgFAB within vgES
  - interfaces with the application via vgDL
  - interfaces with resource information systems
  - returns sets of matching resources
- Makes it possible to use a high-level description of resource requirements
- Makes it possible to find resources over different resource environments
- Research
  - evaluating scalability, result quality, etc.

[CCGrid'05] [SC'05 submission]

Demonstration #2: vgES

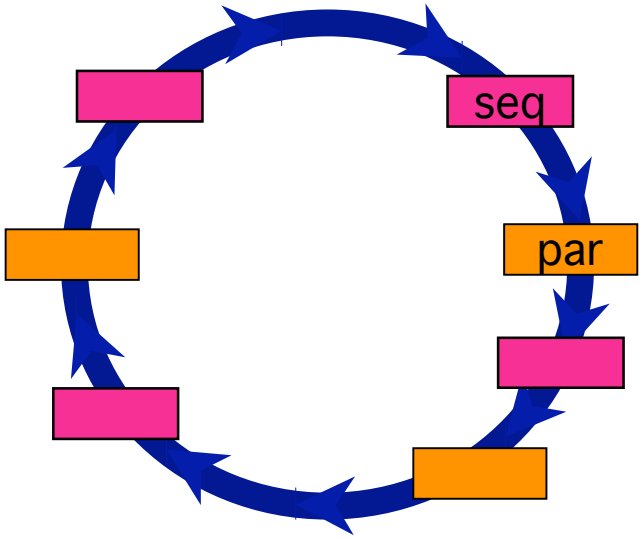


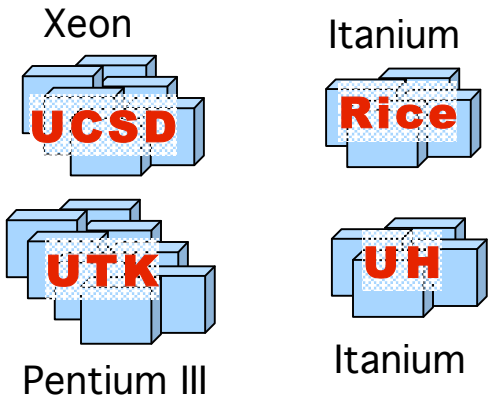
Demonstration #2: vgES



Application: EMAN

- EMAN: Electro Micrograph ANalysis
  - Performs 3-D reconstructions
  - Workflow Application
  - See Chuck Koelbel's talk this afternoon, and the EMAN poster
- Demonstration: Run EMAN on the VGrADS testbed with vgES





EMAN and the Virtual Grid

```
VG = LooseBagOf (cluster) [1:4] {
        cluster = ClusterOf (node) [4:10] {
              node = [Clock >= 900]
        }
      }
```

```
VGES myVGES = new VGES()                        // new vgES instance
myVG = myVGES.createVG( vgDL_string )           // found & bound VG
vgRoot = myVG.getRoot();
...   // Traverse VG tree to find resource information
vgES.copyToNode(someNode, "input1");            // Send input files
vgES.runCmd(someNode,"command");                // Start command
vgES.copyFromNode(someNode, "output1");         // Get output files
vgES.terminateVG(myVG);                         // Destroy VG
```

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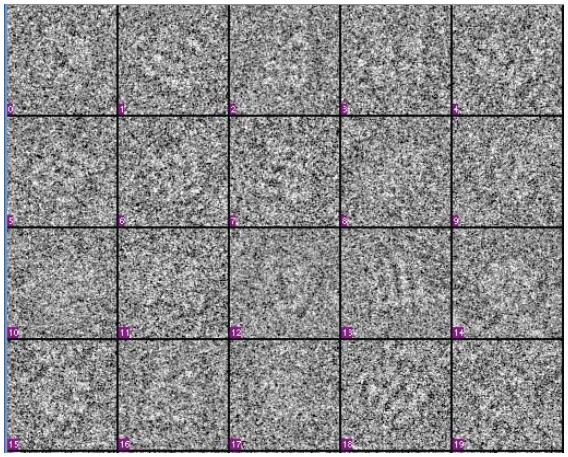
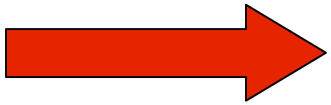
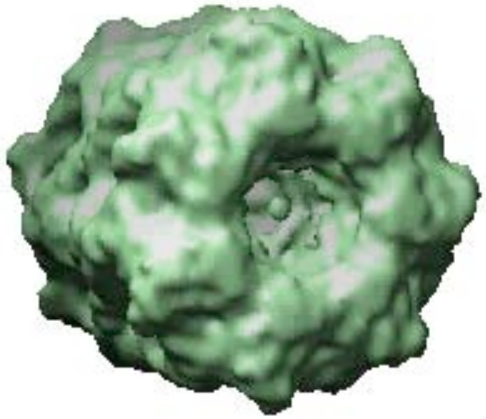
Take-away from Demonstration #2



2-D images





3-D model

- **The vgES prototype is functional for a real-application**
- **VG provides a simple abstraction that integrates**
  - **access to resources (Globus)**
  - **access to resource information (MDS, Ganglia, NWS, etc.)**

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VGrADS and the Virtual Grid

- The VG abstraction and its runtime implementation are the focal point of the VGrADS multi-team collaboration
  - see afternoon presentations and posters

- Interface to applications (vgDL + VG)
- Program preparation and optimization
- Application scheduling
- Monitoring, fault-tolerance, and adaptation
- Resource Management
- Single access/interface to various resource information sources
- Research platform for all the above