Software architectures for modern data in the VO

Challenges and technics

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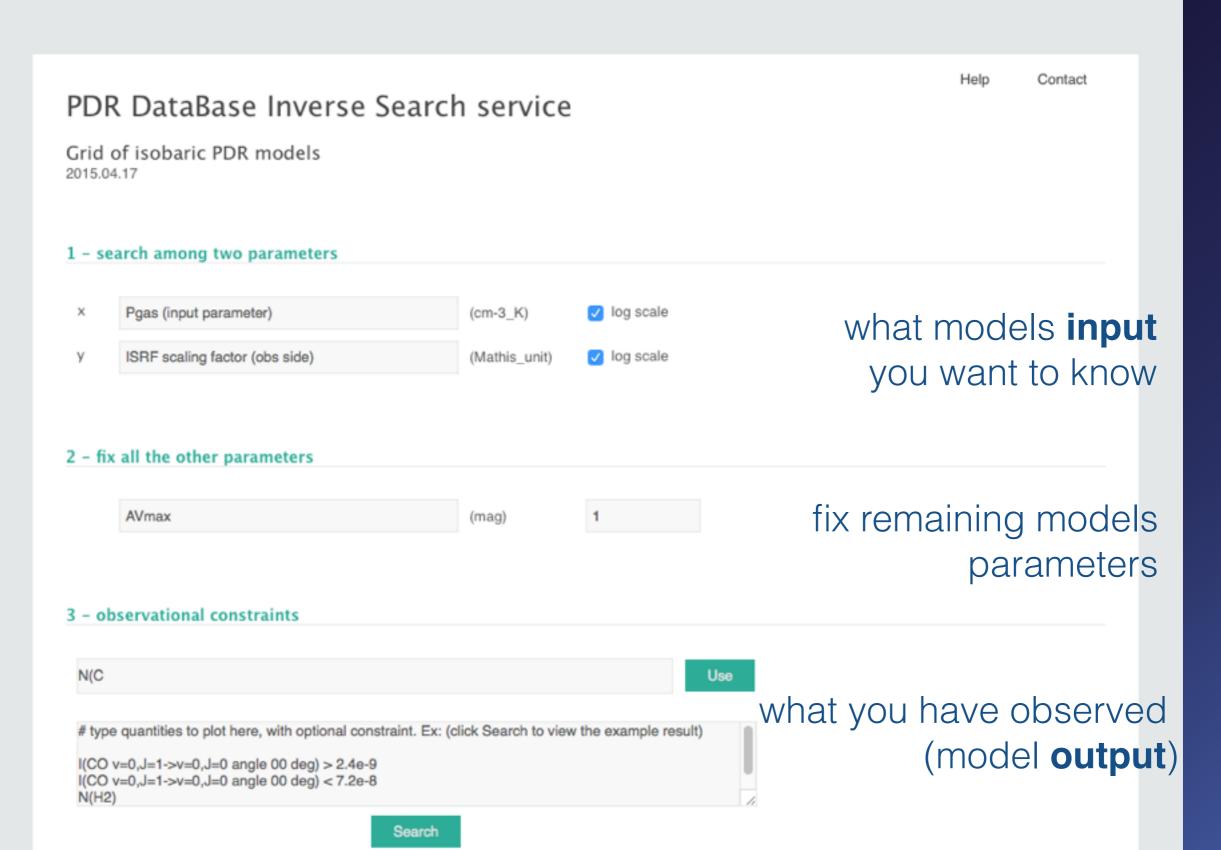
Modern data challenges old software architectures

- Datasets are big, Big Data(set)
- But not the only one problem
 - datasets are chunks distributed in distant nodes
 - objects are very different & may have lots of properties

PDR Database

What you want What you **know** inverse search parameters quantities input output

code



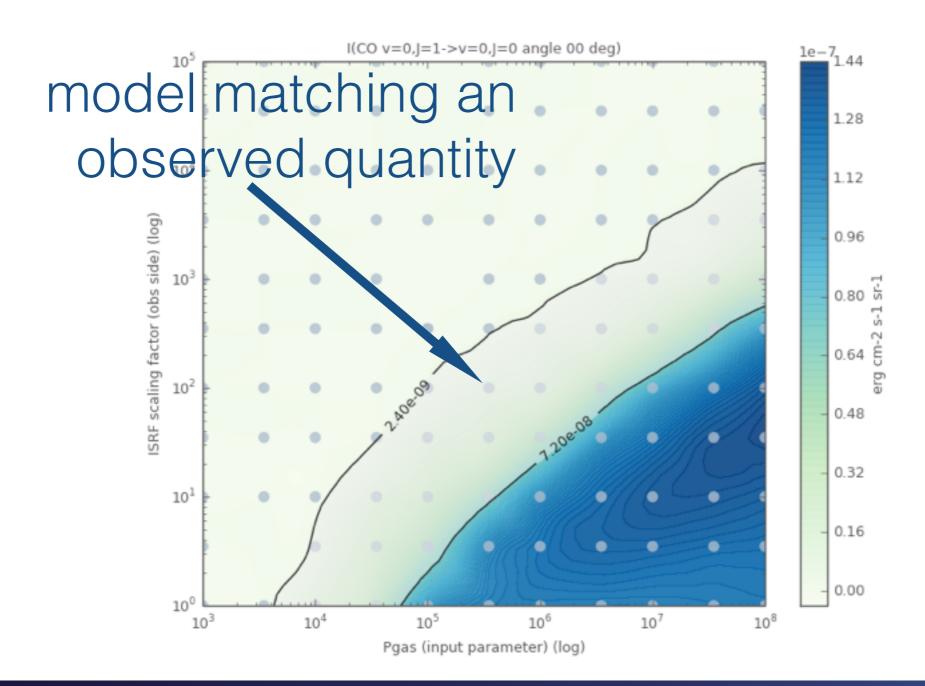
type quantities to plot here, with optional constraint. Ex: (click Search to view the example result)

I(CO v=0,J=1->v=0,J=0 angle 00 deg) > 2.4e-9 I(CO v=0,J=1->v=0,J=0 angle 00 deg) < 7.2e-8 N(H2)

Search

I understood the following query:

I(CO v=0,J=1->v=0,J=0 angle 00 deg) > 2.4e-09I(CO v=0,J=1->v=0,J=0 angle 00 deg) < 7.2e-08N(H2)



PDRDb inverse search

Use case

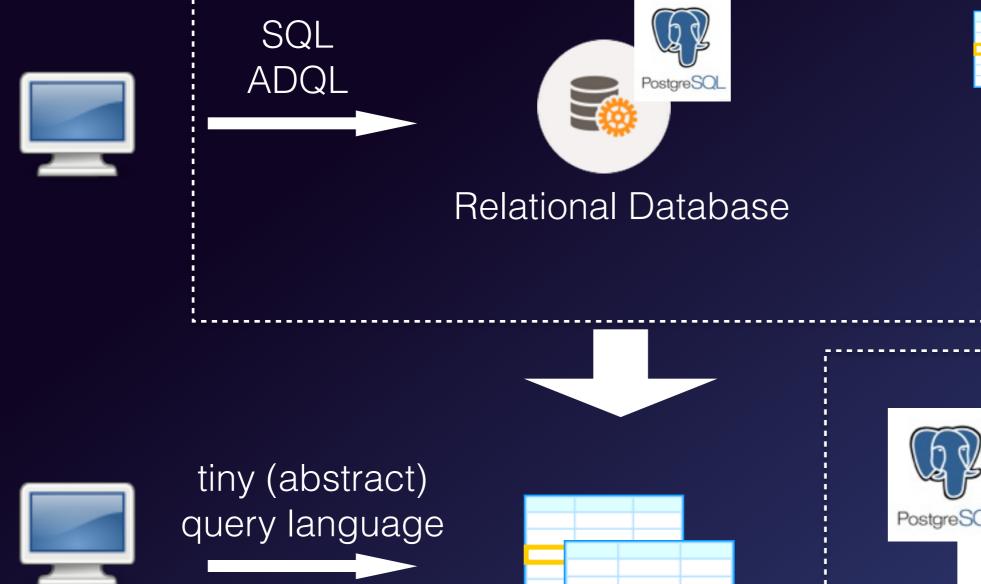
object	prop1	prop2		propN
01	12	rad		1,2E+04
o2		N is BIG		
• • •		M is com	nmon	
оМ				

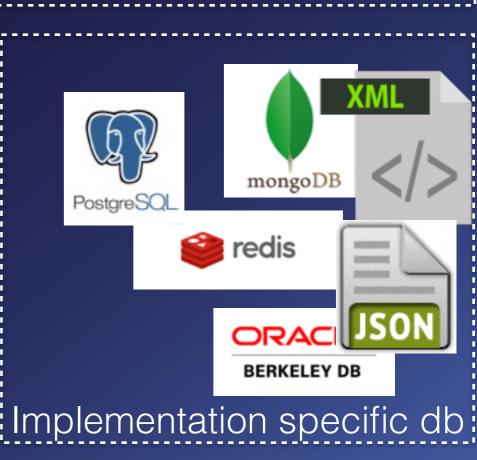
PDRDb inverse search

- We need flat tables with no relations but lots of columns
- We want to keep close to TAP semantics, TAP_SCHEMA
- But, get rid of relational dbs, with columns number limits
- Actually, get rid of any implementation tight coupling

PDRDb inverse search

virtual flat tables





physical tables

with relations

VOTable as virtual table abstraction

- Map virtual flat tables to server-side VOTable
- Query through basic query language for flat tables
 - select, where
- Doing so, we have for free:
 - data exchange through VOTable xml serialisation
 - table schema (VOTable header)
 - VOTable have virtually infinite number of columns

Transparent sync/async

- You don't always know if it's best to choose either sync or async.
- The server may have more data than you to choose the best solution given a specific environment.
- Still allows manual settings for specific situations
 - I want async if available, do not auto-choose sync.

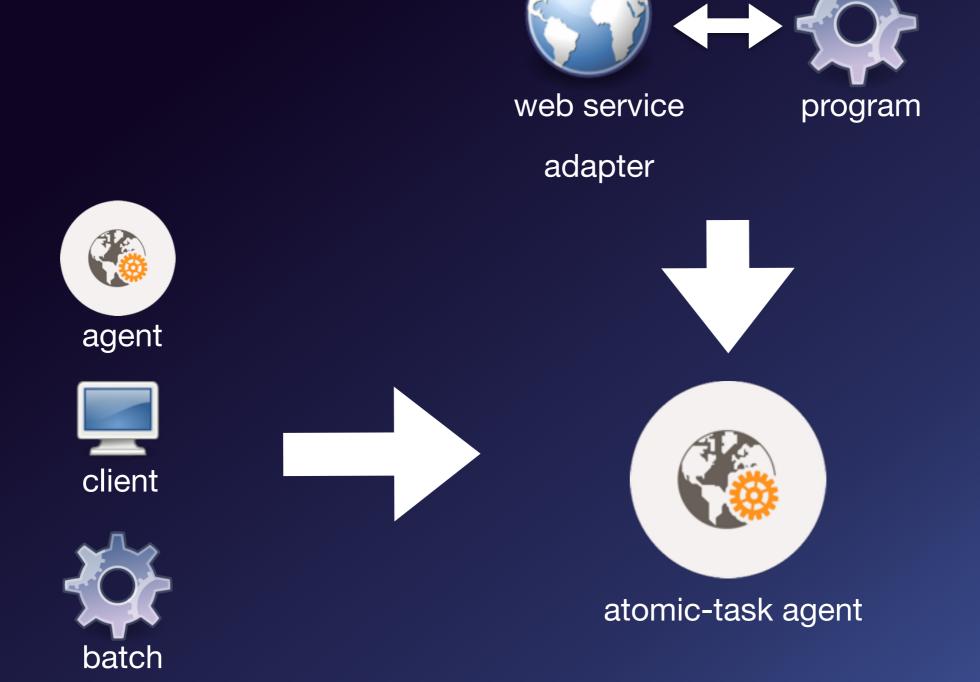
Transparent sync/async

/resource

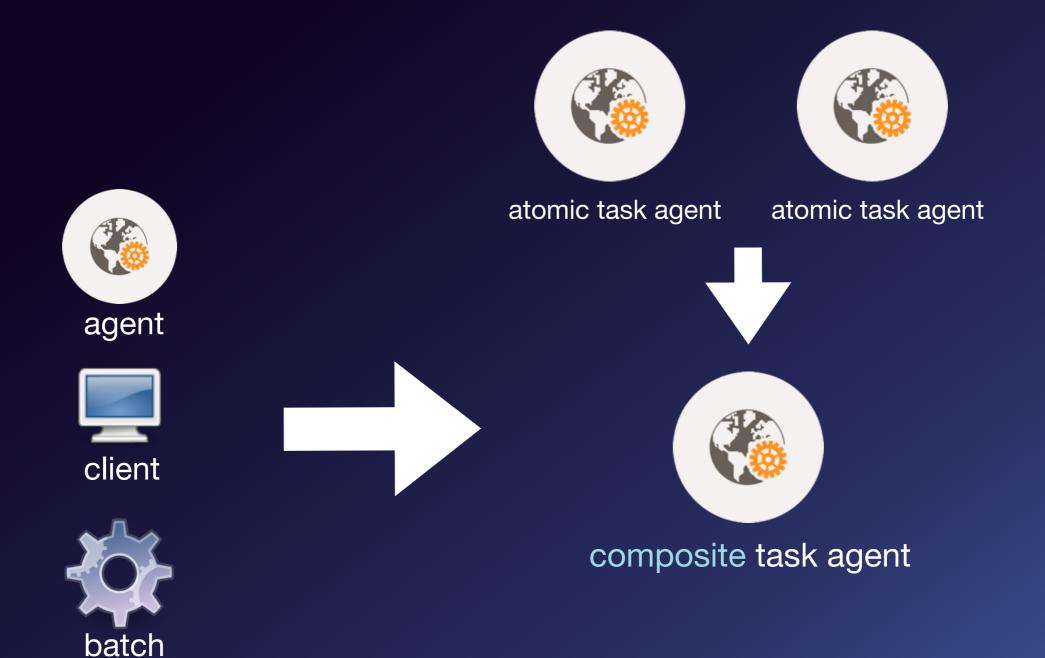
Distributed jobs communication and synchronisation

- Micro services, composite services, SOA
 - move the software close to the data
 - no longer the other way around!
- Channels as interprocess communication (CSP, Hoare, 1978)

Micro services architecture

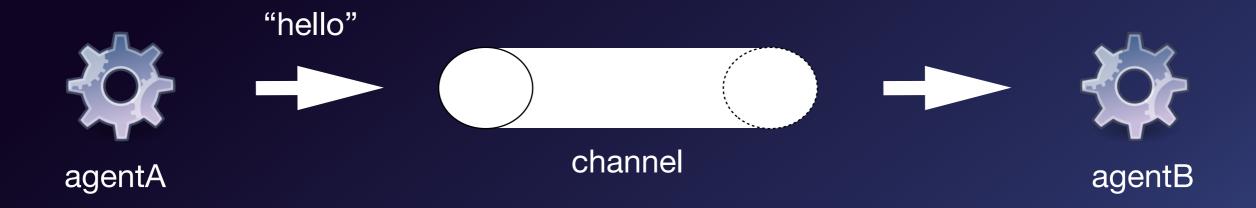


Micro services architecture



Micro services architecture

- Small
- Well defined functional perimeter
- Easy to debug & maintain
- Easy to document & delegate
- Easy to set up close to the data
- The complexity is shifted to services communication



os process

distributed processes



channels agent



- UWS 1.1 blocking alternative
 - /async?c=http://channel-resource
 - service write to channel resource (c), ex: JOBID, STATE
- Remove networks polling
- Alternative sync wrapping (cf uws 1.1 draft)

- But client must setup a channel resource
 - best suited for server-side client (batch process)
 - better for interoperability: oriented towards other services instead of Human user.
 - handle concurrent process very nicely (CSP/ blocking channel)
 - a protocol must be set between consumer / producer (uws 1.1 blocking is fine).

Case study process the models of a grid

- How to configure all the jobs of a grid at once?
 - compact parameter language (cpl): array slicing, list

parameter	value
а	1
b	2.3
С	20

job2

parameter	value
а	2
b	2.3
С	20

job3

parameter	value
а	3
b	2.3
С	20



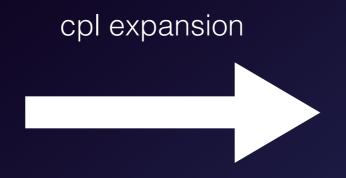
cpl v1

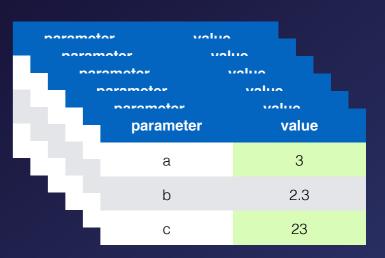
start:stop:step val1, val2, ...

parameter	value
а	1:3:1
b	2.3
С	20

Case study process the models of a grid

parameter	value
а	1:3:1
b	2.3
С	20, 23





create grid config

/resource?chan=http://jobs-monitor



http://jobs-monitor?runid=2&state=running





jobs-monitor agent

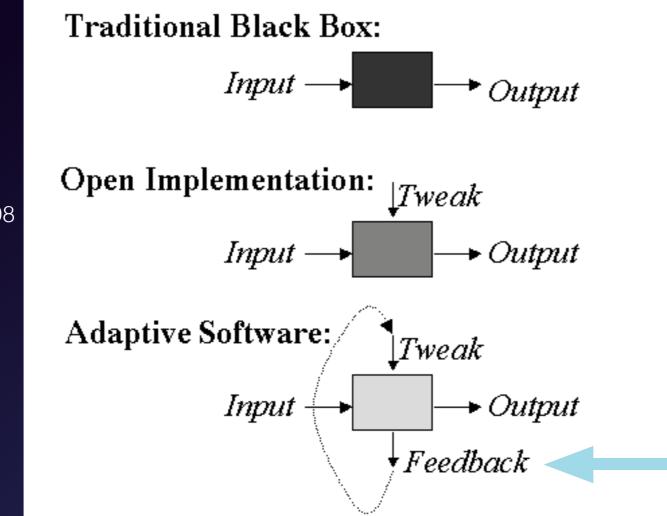
processing cluster agent

Do not forget

- Functional programming
 - would deserve an entire talk
 - Is a central component of the new data software architecture
 - Divide & conquer large data!
 - Micro services are distributed FP!

Do not forget

- Adaptive Software
 - would deserve an entire talk too



Norvig and Cohn 1998

Learnt from (big)data

Machine Learning