

GWD-R.90  
SAGA-CORE-WG

Tom Goodale, Cardiff  
Shantenu Jha, UCL<sup>1</sup>  
Hartmut Kaiser, LSU  
Thilo Kielmann, VU<sup>1</sup>  
Pascal Kleijer, NEC  
Andre Merzky, VU/LSU<sup>1</sup>  
John Shalf, LBNL  
Christopher Smith, Platform

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## A Simple API for Grid Applications (SAGA)

### Status of This Document

This document provides information to the grid community, proposing the core components for an extensible Simple API for Grid Applications (SAGA Core API). It is supposed to be used as input to the definition of language specific bindings for this API, and by implementors of these bindings. Distribution is unlimited.

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### Abstract

This document specifies the core components for the Simple API for Grid Applications (SAGA Core API), a high level, application-oriented API for grid application development. The scope of this API is derived from the requirements specified in GFD.71 ("A Requirements Analysis for a Simple API for Grid Applications"). It will in the future be extended by additional API extensions.

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<sup>1</sup>editor

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# 1 Introduction

This document specifies SAGA CORE, the Core of the *Simple API for Grid Applications*. SAGA is a high-level API that directly addresses the needs of application developers. The purpose of SAGA is two-fold:

1. Provide an **simple** API that can be used with much less effort compared to the vanilla interfaces of existing grid middleware. A guiding principle for achieving this simplicity is the *80-20 rule*: serve 80 % of the use cases with 20 % of the effort needed for serving 100 % of all possible requirements.
2. Provide a standardized, common interface across various grid middleware systems and their versions.

## 1.1 How to read this Document

This document is an *API specification*, and as such targets *implementors of the API*, rather than its end users. In particular, this document should not be confused with a SAGA Users' Guide. This document might be useful as an API reference, but, in general, the API users' guide and reference should be published as separate documents, and should accompany SAGA implementations. The latest version of the users guide and reference can be found at <http://saga.cct.lsu.edu>

An implementor of the SAGA API should read the complete document carefully. It will very likely be insufficient to extract the embedded SIDL specification of the API and implement a SAGA-compliant API. In particular, the general design considerations in Section 2 give essential, additional information to be taken into account for any implementation in order to be SAGA compliant.

This document is structured as follows. This Section focusses on the formal aspects of an OGF recommendation document. Section 2 outlines the general design considerations of the SAGA API. Sections 3 and 4 contain the SAGA API specification itself. Section 5 gives author contact information and provides disclaimers concerning intellectual property rights and copyright issues, according to OGF policies. Finally, Appendix A gives illustrative, non-normative, code examples of using the SAGA API.

## 1.2 Notational Conventions

The key words **MUST**, **MUST NOT**, **REQUIRED**, **SHALL**, **SHALL NOT**, **SHOULD**, **SHOULD NOT**, **RECOMMENDED**, **MAY**, and **OPTIONAL** are to be interpreted as described in RFC 2119 [6].

## 1.3 Security Considerations

As the SAGA API is to be implemented on different types of grid (and non-grid) middleware, it does not specify a single security model, but rather provides hooks to interface to various security models – see the documentation of the `saga::context` class in Section 3.6 for details.

A SAGA implementation is considered secure if and only if it fully supports (i.e. implements) the security models of the middleware layers it builds upon, and neither provides any (intentional or unintentional) means to by-pass these security models, nor weakens these security models' policies in any way.

## 2 General Design Considerations

This section addresses those aspects of the SAGA API specification XRepn- that are applicable common to most or all of the SAGA packages as defined in Sections 3 and 4.

### 2.1 API Scope and Design Process

The scope and requirements of the SAGA API have been defined by OGF's *Simple API for Grid Applications Research Group* (SAGA-RG). The SAGA-RG has collected as broad as possible a set of use cases which has been published as GFD.70 [17]. The requirements for the SAGA API were derived from this use cases document, an analysis of which has been published as GFD.71 [18]. The formal specification and resulting document is the work of the *SAGA-CORE Working Group* which was spawned from the SAGA-RG.

#### 2.1.1 Requirements from the SAGA Requirement Analysis

The SAGA Requirement Analysis [18] lists the following functional and non-functional requirements of the SAGA API:

##### Functional Requirements

- Job submission and management should be supported by the SAGA API.
- Resource discovery should be supported by the SAGA API.
- Data management should be supported by the SAGA API.
- Efficient data access should be supported by the SAGA API.
- Data replication should be supported by the SAGA API.
- Persistent storage of application specific information should be supported by the SAGA API.
- Streaming of data should be supported by the SAGA API.
- Support for messages on top of the streaming API should be considered by the SAGA API.
- 
- Asynchronous notification should be supported by the SAGA API.

- Application level event generation and delivery should be supported by the SAGA API.
- Application steering should be supported by the SAGA API, but more use cases would be useful.
- GridRPC should be supported by the SAGA API.
- Further communication schemes should be considered as additional use cases are submitted to the group.
- Access to data-bases does not currently require explicit support in the SAGA API.

### Non-functional Requirements

- Asynchronous operations should be supported by the API.
- Bulk operations should be supported by the API.
- The exception handling of the API should allow for *application level* error recovery strategies.
- The SAGA API should be implementable on a variety of security infrastructures.
- The SAGA API should expose only a minimum of security details, if any at all.
- Auditing, logging and accounting should not be exposed in the API.
- Workflows do not require explicit support on API level.
- QoS does not require explicit support on API level.
- Transactions do not require explicit support on API level.

#### 2.1.2 Requirement Adoption Strategy

The use cases expressed the above requirements different levels of importance or urgency. This reflects the fact that some functionality is considered more important or even vital (like file access and job submission) while other functionality is seen as "nice to have" by many use cases (like application steering). Also, the group of active people in the SAGA specification process constitutes a specific set of expertise and interest – and this set is, to some extent, reflected in the selection of SAGA packages specified in this document.

For example, as there were no use cases from the enterprise user community, nor was there any active participation from that community in the SAGA standardization process, no enterprise specific API package is included here . This does not imply that we consider them unnecessary, but rather reflects the wish and need to derive the API on real use cases, and to avoid the creation of an API for made up from perceived use cases, and half-baked expertise.

### Scope of the SAGA API

As various sides expressed their need for the availability of a useful (i.e. implementable and usable) API specification as quickly as possible, the SAGA-CORE-WG decided to follow a two-phase approach. The SAGA API, as described in this document, covers all requirements that are considered both urgent and sufficiently well understood to produce an API. Addressing the other the less urgent or well understood requirements is deferred to future versions, or extensions, of the SAGA API. Based upon this reasoning, areas of functionality (from now on referred to as *packages*) that are included in SAGA API are the following:

- jobs
- files (and logical files)
- streams
- remote procedure calls [19]
- auxiliary API's for
  - session handle and security context
  - asynchronous method calls (tasks)
  - access control lists
  - attributes
  - monitoring
  - error handling

Possible extensions to be included in future SAGA versions or extensions are:

- steering and extended monitoring
- possibly combining logical/physical files (read on logical files)
- persistent information storage (see, e.g. the GAT Advert Service [2])
- GridCPR [11]
- task dependencies (simple work flows and task batches)
- extensions to existing classes, based on new use cases



The packages as listed above do not imply a hierarchy of API interfaces: all packages are motivated by their use cases; there is no split into 'lower level' and 'higher level' packages. The only exception is the group of auxiliary APIs, which is considered orthogonal to the non-auxiliary SAGA packages.

Dependencies between packages have been kept to a minimum, so as to allow each package to be used independently of any other; this will also allow partially conformant API implementations (see below).

The term *CORE* in SAGA CORE refers to the fact that the scope of the API encompasses an initial required set of API objects and methods, which is perceived to be essential to the received use cases. It is important to reiterate, that the term, , does not imply any hierarchy of API packages, such as CORE and SHELL packages etc. We will drop the use of CORE when referring to the API and use the term in the context of the Working Group.

### 2.1.3 Relation to OGSA

The SAGA API specification effort has often been compared to, and seen as overlapping in scope and functionality to the OGSA standardization effort [10]. This perceived overlap in scope and functionality is misleading for the following reasons:

- OGSA applies to the service and middleware level.  
SAGA applies to the application level.
- OGSA aims at service and middleware developers.  
SAGA aims at application developers.
- OGSA is an architecture.  
SAGA is an API.
- OGSA strives to be complete, and to fully cover any potential grid service in its architectural frame.  
SAGA is by definition incomplete (80:20 rule), and aims to cover the mostly used grid functionalities at the application level.
- OGSA cannot sensibly interface to SAGA.  
SAGA implementations can interface to (a subset of) OGSA compliant services (and in fact usually will do so).

For these and more reasons we think that SAGA and OGSA are complementary, but by no means competitive. The only commonality we are aware of is the

breadth of both approaches: both OGSA and SAGA strive to cover more than one specific area of middleware and application functionality, respectively.

There have been discussions between the SAGA and OGSA groups of the OGF, which tried to ensure that the SAGA specification does not imply any specific middleware properties, and in particular does not imply any state management which would contradict OGSA based middleware. Until now, we are not aware of any such conflict, and will continue to ensure seamless implementability on OGSA based middleware.

## 2.2 The SIDL Interface Definition Language

For the SAGA API, an object oriented (OO) approach was adopted, as it is easier to produce a procedural API from an OO API than the converse, and one of the goals of SAGA is to provide APIs which are as natural as possible in each implementation language. Advanced OO features such as polymorphism were avoided, both for simplicity and also to avoid complications when mapping to procedural languages.

The design team chose to use SIDL, the *Scientific Interface Definition Language* [4], for specifying the API. This provides a programming-language neutral representation of the API, but with well-defined syntax and clear mapping to implementation languages.

This document, however, slightly deviates from the original SIDL language definition. This section gives a brief introduction to SIDL, describes the respective deviations used, and also contains a number of notes to implementors on how to interpret this specification.

SIDL, from the Babel project, is similar to COM and CORBA IDL, but has an emphasis on scientific computing, with support for multi-dimensional arrays, etc. Although the SAGA specification does not use these features extensively, the multilanguage scope of Babel for mappings from SIDL to programming languages appealed to the authors of this specification.

The key SIDL concepts used in this document are:

<b>package:</b>	specifies a name space (see note below)
<b>interface:</b>	set of methods
<b>class:</b>	stateful object and the associated set of methods
<b>method:</b>	service that can be invoked on a object
<b>type:</b>	constraint to value of method parameters

SIDL supports single inheritance of classes, and multiple inheritance of inter-

faces.

Method definitions have signatures, which define which parameters are accepted on method invocation. These parameters can be:

- **in**: input parameter, passed by value, assumed constant
- **out**: output parameter, passed by reference
- **inout**: input and output parameter, passed by reference

### 2.2.1 Deviations from SIDL in this Document

SIDL has the notion of packages, which are equivalent to Java packages or C++ name spaces. Packages are used in this specification, for the purpose of cross referencing different API sections. The packages are not required to show up in the implementation's class names or name spaces, apart from the top level 'saga' name space.

SIDL also has the notion of 'versions', which are actually required on packages. We do not use versions in this specification, as the specification itself is versioned, and we do not intend to introduce versioning on classes and interfaces.

SIDL allows multi-dimensional arrays, in the form `array<type,dim>`. As SAGA uses only one-dimensional arrays, this document uses the simplified notation `array<type>`.

SIDL defines a string to be a `char*`. We feel, however, that strings have more powerful and native expressions in some languages (such as C++, Perl and Java), and use `string` for these types. `char*`, conventionally used for binary inout memory chunks, is expressed in this document as `array<byte>`.

This specification defines all method calls as `void` (or rather does not specify any return type for method calls at all). Instead of explicit return values, we define `out` parameters, which are in SIDL parameters which are passed by reference. However, for this specification we expect language bindings to use the first specified output parameter as return value of function calls where appropriate, in particular for the synchronous versions of the function calls. The asynchronous versions will, by their very nature, stick to the `out` parameter scheme, as described in Section 3.10.

### 2.2.2 Default Parameter Values

This document, in several places, adds default values in the SIDL part of the API specification. It is up to the language bindings to exploit any native means for

default parameter values. If this is not possible, the language binding CAN abstain from default parameter values. Also, if asynchronous method calls require additional parameters, which might affect the handling of default parameters in languages such as C and C++, the language binding CAN deviate from this document in that respect.

### 2.2.3 Constness

SIDL method parameters specified as `in` parameters are considered to be `const`, and MUST NOT be changed by the implementation. The SAGA language bindings SHOULD utilize language mechanisms to enforce constness of these parameters, if possible.

To our knowledge, SIDL does not allow the specification of constness at method level. This means, SIDL does not permit a specification of which methods must leave the state of the object unchanged. We considered the introduction of `const` modifiers, to achieve consistent semantics over different implementations. However, a short analysis of various implementation techniques convinced us that requiring method constness would raise significant limitations to SAGA implementors (e.g. for implementations with late binding), with no immediately visible advantage to SAGA users. Hence, we waived any method level constness requirements for now, but this topic might get picked up in future versions of the API, e.g. with respect to object serialization (which implies known and consistent object state at serialization points).

### 2.2.4 Attributes and Metrics

The SIDL sections in this specification contain additional normative information which are inserted as SIDL comments. In particular these are definitions for *attributes* and *metrics*. Format definitions and meaning for these entities and specifications can be found in Section 3.8 "*SAGA Attributes Interface*" and Section 3.9 "*SAGA Monitoring Model*", respectively.

### 2.2.5 Method Specification Details

All methods defined in the SIDL specification sections are further explained in the 'Specification Details' sections in this document. These details to method specifications are *normative*. They are formatted as follows (example taken from the `saga::file` class):

---

```
- read
Purpose: reads up to len_in bytes from the file into
         the buffer.
Format:  read          (inout buffer      buf,
                       in    int         len_in = -1,
                       out    int         len_out);
Inputs:  len_in:       number of bytes to be read
InOuts:  buf:          buffer to read data into
Outputs: len_out:       number of bytes successfully
                       read

PreCond: -
PostCond: - the data from the file are available in the
            buffer.
Perms:    Read
Throws:   NotImplemented
          BadParameter
          IncorrectState
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

Notes:    - the actual number of bytes read into buffer
           is returned in len_out. It is not an error
           to read less bytes than requested, or in fact
           zero bytes, e.g. at the end of the file.
           - errors are indicated by returning negative
           values for len_out, which correspond to
           negatives of the respective POSIX ERRNO error
           code.
           - the file pointer is positioned at the end of
           the byte area successfully read during this
           call.
           - the given buffer must be large enough to
           store up to len_in bytes, or managed by the
           implementation - otherwise a 'BadParameter'
           exception is thrown.
           - the notes about memory management from the
           buffer class apply.
           - if the file was opened in write-only mode (i.e.
           no 'Read' or 'ReadWrite' flag was given), this
           method throws an 'PermissionDenied' exception.
           - if len_in is smaller than 0, or not given,
           the buffer size is used for len_in.
           If that is also not available, a
           'BadParameter' exception is thrown.
           - similar to read (2) as specified by POSIX
```

---

The following sections are used in these detailed specifications of class methods:

<b>Purpose:</b>	the aim of the method
<b>Format:</b>	the SIDL prototype of the method
<b>Inputs:</b>	descriptions of <b>in</b> parameters
<b>InOuts:</b>	descriptions of <b>inout</b> parameters
<b>Outputs:</b>	descriptions of <b>out</b> parameters
<b>PreCond:</b>	conditions for successful invocation
<b>PostCond:</b>	effects of successful invocation
<b>Perms:</b>	permissions required for the method
<b>Throws:</b>	list of exceptions the method can throw
<b>Notes:</b>	other details

**PreCond'tion:** an example for a precondition is a specific object state. An implementation **MUST** check these Preconditions, and **MUST** refuse to execute the method if they are not met, and throw an exception accordingly.

**PostCond'tion:** an example for a postcondition is a changed object state. An implementation **MUST** ensure that the postconditions are met upon successful method invocation, and **MUST** flag an error otherwise.

**Throws:** the exceptions listed in this section are the only SAGA exceptions which can be thrown by the method.

**Perms:** this section lists the permissions required to perform the method. If that permission is not available to the caller, a **PermissionDenied** exception **MUST** be thrown by the implementation.

**Notes:** can contain, for example, references to the origin and use of the method, conditions on which exceptions are to be raised, semantic details of invocations, consistency implications of invocations, and more. These **Notes** are normative!

### 2.2.6 Inheritance

The SAGA API specification limits class inheritance to *single inheritance* – a class can, nevertheless, implement multiple interfaces. Similar to the original SIDL syntax, this document uses the qualifiers **extends** to signal inheritance relations of a class, and **implements** to signal an interface to be provided by a class.

Almost all SAGA classes implement the **saga::object** interface (which provides, for example, a unique instance id and the **saga::error\_handler** interface), but the classes usually implement several other interfaces as well.

For inherited classes and implemented interfaces holds: if methods are overloaded (i.e. redefined with the same name), the semantics of the overloaded methods from the base class still apply (i.e. all **Notes** given on the detailed method description apply). This also holds for **CONSTRUCTORS** and **DESTRUCTORS**, and also, for example, for a `close()` which is implicitly called on the base class' destruction.

### 2.2.7 The SAGA Interfaces

For some SAGA objects, such as for `saga::logical_file`, SAGA interfaces, like the attribute interface, can allow access to remote entities. These methods should thus (a) also be available asynchronously, and (b) allow to apply the permission interface. However, asynchronous method calls and permissions make no sense for other, local SAGA objects, in particular on the SAGA Look-&-Feel level.

Thus, instead of implementing the `saga::async` and `saga::permissions` interface in the various interfaces in general, this specification defines that SAGA implementations **MUST** apply the following rules:

- SAGA classes and interfaces, which implement the `saga::async` interface, and thus implement the SAGA task model, **MUST** also implement that task model for the methods defined in the following interfaces:
  - `saga::attributes`
  - `saga::permissions`
  - `saga::monitorable`
  - `saga::steerable`
- SAGA classes and interfaces, which implement the `saga::permissions` interface, and thus implement the SAGA permission model, **MUST** also implement that permission model for the methods defined in the following interfaces:
  - `saga::attributes`
  - `saga::monitorable`
  - `saga::steerable`

## 2.3 Language Binding Issues

The abstract SAGA API specification, as provided by this document, is language independent, object oriented, and specified in SIDL. Normative bindings for specific languages, both object oriented and procedural, will be defined in additional documents.

This document contains several examples illustrating the use of the API, and these have naturally been shown in specific languages, such as C++. These examples should not be taken as normative, but merely as illustrative of the use of the API. When normative language bindings are available, these examples may be revised to reflect these bindings. In order to give an impression of the Look-&-Feel in other languages, Appendix A lists some of the examples in different languages. Again, Appendix A is illustrative, not normative.

Language bindings of the SAGA API shall provide the typical Look-&-Feel of the respective programming language. This comprises the syntax for the entities (objects, methods, classes, etc.), but also, to some degree, semantic details for which it makes sense to vary them with the programming language. We summarize the semantic details here.

- In this document, flags are denoted as bitfields (specifically, integer enums which can be combined by logical AND and OR). This is for notational convenience, and a language binding should use the most natural mechanism available.
- Language bindings MAY want to express array style arguments as variable argument lists, if that is appropriate.
- This document specifies file lengths, buffer lengths and offsets as `int` types. We expect implementations to use suitably large native data types, and to stick to language specific types where possible (such as `size_t` for buffer lengths in C, and `off_t` for file lengths in C). The SAGA language bindings MUST include the types to be used by the implementations. In particular, 64 bit types SHOULD be used if they are available.
- The SAGA attribute interface defines attribute keys to be strings. The SAGA monitorable interface defines metric names to be strings. At the same time, many attributes and metrics are predefined in this specification. In order to avoid typos, and improve interoperability between multiple implementations, we expect language bindings to exploit native mechanisms to have these predefined attributes and metric names specified as literal constants. For example, in C/C++ we would expect the following defines for the stream package (amongst others):

```
#define SAGA_METRIC_STATE      "state"
#define SAGA_STREAM_NODELAY   "nodelay"
```

- Language bindings MAY define additional constants for special parameter values. For example, in C/C++ we would expect the following defines for timeout values (amongst others):

```
#define SAGA_WAIT_FOREVER      -1.0
#define SAGA_NOWAIT            0.0
```

- Object lifetime management may be language specific. See Section 2.5.3.



- Concurrency control may be language specific. See Section 2.6.4.
- Thread safety may be language specific. See Section 2.6.5.

## 2.4 Compliant Implementations

A SAGA implementation **MUST** follow the SAGA API specification, and the language binding(s) for its respective programming language(s), both syntactically and semantically. With respect to syntax, the language binding documents overrule this document, in case of contradictions. This means that any method **MUST** be implemented with the syntax and with the semantics specified in this document and the applicable language bindings, or not be implemented at all (i.e. **MUST** then throw the `NotImplemented` exception).

The `NotImplemented` exception **MUST**, however, be used only in necessary cases, for example if an underlying grid middleware does not provide some capability, and if this capability can also not be emulated. The implementation **MUST** carefully document and motivate the use of the `NotImplemented` exception.

An implementation of the SAGA API is “*SAGA compliant*” if it implements all objects and methods of the SAGA API specification, possibly using the `NotImplemented` exception, as outlined above.

An implementation of the SAGA API is “*partially SAGA compliant*” if it implements only some packages, but implements those completely. It is, as with compliant implementations, acceptable to have methods that are not implemented at all (and thus throw a `NotImplemented` error).

All other implementations of the SAGA API are “*not SAGA compliant*”.

The SAGA Look-&-Feel classes and interfaces (see Section 3) (`exception`, `error_handler`, `object`, `session`, `context`, `permissions`, `buffer`, `attributes`, `callback`, `metric`, `monitorable`, `steerable`, `async`, `task`, and `task_container`) **MUST** be implemented completely for an implementation to be compliant. A partially compliant implementation **MUST** implement those SAGA Look-&-Feel classes and interfaces which are used by the packages the implementation intends to provide. A method in the SAGA Look-&-Feel classes and interfaces **MUST NOT** throw the `NotImplemented` exception.

Note that the exposure of additional (e.g. backend specific) classes, methods, or attributes within the SAGA API (e.g. within the `saga` name space) is considered to *break SAGA compliance*, unless *explicitly* allowed by this specification, as such extensions would bind applications to this specific implementation, and limit their portability, the latter being a declared goal of the SAGA approach.

The SAGA CORE Working Group will strive to provide, along with the language binding documents, compliance tests for implementors. It should also be noted that the SAGA language binding documents MAY specify deviations from the API syntax and semantics specified in this documents. In this case, the language binding specification supersedes this language independent specification. The language binding specifications MUST strive to keep the set of differences to this specification as small as possible.

#### 2.4.1 Early versus late binding

An implementation may choose to use late binding to middleware. This means that the middleware binding might change between subsequent SAGA calls. For example, a `file.open()` might be performed via the HTTP binding, but a subsequent `read()` on this file might fail, and instead be performed with GridFTP.

Late binding has some advantages in terms of flexibility and error recovery. However, it implies a certain amount of object state to be kept on client side, which might have semantic consequences. For example, a `read()` operation might fail on HTTP for some reasons, but might succeed via GridFTP. The situation might be reversed for `write()`. In order to allow alternating access via both protocols, the file pointer information (e.g. the file object state) must be held on client side.

It is left to a later experience document about the SAGA API implementations to discuss potential problems arising from early/late binding implementations, with respect to semantic conformance to the SAGA API specification. It should be noted here that method-level constness would represent a major obstacle for late binding implementations.

Late binding MUST NOT delay the check of error conditions if this is semantically required by the specification. For example, a `file.open()` should check for the existence of the file, even if the implementation may bind to a different middleware on subsequent operations on this file.

### 2.5 Object Management

The API specification in Sections 3 and 4 defines various kinds of objects. Here, we describe generic design considerations about managing these objects.

### 2.5.1 Session Management

The specification introduces a `saga::session` object, which acts as session handle. A session thereby identifies objects and operations which are sharing information, such as security details. Also, objects and methods from different sessions MUST NOT share any information. This will allow an application to communicate with different grids and VOs at the same time, or to assume different IDs at the same time. Many applications, however, will have no need for explicit session handling. For those cases, a default SAGA session is used if no explicit `saga::session` object is created and used.

Any SAGA object is associated with a session at creation time, by using the respective `saga::session` instance as first argument to the constructor. If the session argument is omitted, the object is associated with the default session. SAGA objects created from other SAGA objects (such as a `saga::file` instance created by calling `open()` on a `saga::directory` instance) inherit the parent's session. The remainder of the document refers to the default session instance as `theSession`.

A `saga::context` instance is used to encapsulate a virtual identity, such as a Globus certificate or an ssh key pair. Multiple context instances can be associated with one session, and only that context information MUST be used to perform any operation in this session (i.e. on objects associated with this session). If no `saga::context` instances are explicitly added to a SAGA session, the SAGA implementation MAY associate one or more default contexts with any new session, including the default session. In fact, the default session can ONLY use these default contexts.

### 2.5.2 Shallow versus Deep Copy

Copy operations on SAGA objects are, by default, shallow. This applies, for example, when SAGA objects are passed by value, or by assignment operations. Shallow copy means that the original object instance and the new (copied) instance share state. For example, the following code snippet

#### Code Example

```
1  saga::file f1 (url);           // file pointer is at 0
2  saga::file f2 = f1;           // shallow copy
3
4  cout << "f1 is at " << f1.seek (0, Current) << "\n";
5  cout << "f2 is at " << f2.seek (0, Current) << "\n";
6
7  f1.seek (10, Current);         // change state
8
```

```
9   cout << "f1 is at " << f1.seek (0, Current) << "\n";  
10  cout << "f2 is at " << f2.seek (0, Current) << "\n";
```

would yield the following output (comments added):

```
f1 is at 0  
f2 is at 0  -> shallow copy of f1  
  
f1 is at 10 -> state of f1 changes  
f2 is at 10 -> state of f2 changes too: it is shared
```

The SAGA API allows, however, to perform deep copies on all SAGA objects, by explicitly using the `clone()` method. The changed code snippet:

Code Example

```
1   saga::file f1 (url);           // file pointer is at 0  
2   saga::file f2 = f1.clone();    // deep copy  
3  
4   cout << "f1 is at " << f1.seek (0, Current) << "\n";  
5   cout << "f2 is at " << f2.seek (0, Current) << "\n";  
6  
7   f1.seek (10, Current);         // change state  
8  
9   cout << "f1 is at " << f1.seek (0, Current) << "\n";  
10  cout << "f2 is at " << f2.seek (0, Current) << "\n";
```

would then yield the following output (comments added):

```
f1 is at 0  
f2 is at 0  -> deep copy of f1  
  
f1 is at 10 -> state of f1 changes  
f2 is at 0  -> state of f2 did not change, it is not shared
```

SAGA language bindings MAY deviate from these semantics if (and only if) these semantics would be non-intuitive in the target language.

If a SAGA object gets (deeply) copied by the `clone` method, its complete state is copied, with the exception of:

- information about previous error conditions (is not copied, see Section 3.1),
- callbacks on metrics (are not copied, see Section 3.9).
- the session the object was created in (is shallow copied, see Section 3.5),

Not copying previous error conditions disambiguates error handling. Not copying the session ensures that the same session is continued to be shared between objects in that session, as intended. Not copying registered callbacks is required to ensure proper functioning of the callback invocation mechanism, as callbacks have an inherent mechanism to allow callbacks to be called *exactly* once. Copying callbacks would undermine that mechanism, as callbacks could be called more than once (once on the original metric, once on the copied metric).

Note that a copied object will, in general, point to the same remote instance. For example, the copy of a `saga:job` instance will not cause the spawning of a new remote job, but will merely create a new handle to the same remote process the first instance pointed to. The new object instance is just a new handle which is in the same state as the original handle – from then on, the two handles have a life of their own. Obviously, operations on one SAGA object instance may still in fact influence the copied instance, e.g. if `cancel()` is called on either one.

Note also, that the deep/shallow copy semantics is the same for synchronous and asynchronous versions of any SAGA method call.

### 2.5.3 Object State Lifetime

In general, the lifetime of SAGA object instances is defined as natively expected in the respective languages, so it is usually explicitly managed, or implicitly defined by scoping, or in some languages implicitly managed by garbage collection mechanisms.

The SAGA API semantics, in particular asynchronous operations, tasks, and monitoring metrics require, however, that the state of certain objects must be able to survive the lifetime of the context in which they were created. As state in these situations is shared with the original object instance, this may imply in some languages that the respective objects must survive as well.

In particular, object state **MUST** be available in the following situations:

- The state of a `saga::object` instance **MUST** be available to all tasks created on this object instance.
- The state of a `saga::object` instance **MUST** be available to all metrics created on this object instance.
- The state of a `saga::session` instance **MUST** be available to all objects created in this session.
- The state of a `saga::context` instance **MUST** be available to all sessions this context instance was added to.
- The state of the default session **MUST** be available to the first invocation of any SAGA API method, and **SHOULD** be available for the remaining lifetime of the SAGA application.

Due to the diversity of lifetime management used in existing programming languages, this document can not prescribe a single mechanism to implement objects or object states that survive the context they were created in. It is subject to individual language binding documents to prescribe such mechanisms, and to define responsibilities for object creation and destruction, both for SAGA implementations and for application programs, in order to match requirements and common-sense in the respective languages.

The SAGA specification implies that object state is shared in the following situations:

- an asynchronous operation is invoked on an object, creating a task instance;
- a SAGA object is passed as argument to a (synchronous or asynchronous) method call.

Those method calls that deviate from these semantics denote this in their `PostConditions` (e.g. prescribe that a deep copy of state occurs).

#### 2.5.4 Freeing of Resources and Garbage Collection

The destruction of objects in distributed systems has its own subtle problems, as has the interruption of remote operations. In particular it cannot be assumed that a destructor can both return timely *and* ensure the de-allocation of all (local and remote) resources. In particular, as a remote connection breaks, no guarantees whatsoever can be made about the de-allocation of remote resources.

In particular for SAGA tasks, which represent asynchronous remote operations, we expect implementations to run into this problem space, for example if `cancel()` is invoked on this task. To have common semantic guidelines for resource de-allocation, we define:

1. On explicit or implicit object destruction, and on explicit or implicit interruption of synchronous and asynchronous method invocations, SAGA implementations **MUST** make a best-effort attempt to free associated resources immediately<sup>1</sup>.
2. If the immediate de-allocation of resources is not possible, for whichever reasons, the respective interrupting or destructing methods **MUST** return immediately, but the resource de-allocation **MAY** be delayed indefinitely. However, as of (1), the best effort strategy to free these resources eventually **MUST** stay in place.
3. Methods whose semantics depend on successful or unsuccessful de-allocation of resources (such as `task.cancel()` or `file.close()`) allow for an optional `float` argument, which defines a timeout for this operation (see Section 2.6.3). If resource de-allocation does not succeed within this timeout period, a `NoSuccess` exception **MUST** be thrown. Negative values imply to wait forever. A value of zero (the default) implies that the method can return immediately; no exception is thrown, even if some resources could not be de-allocated. In any case, the best-effort policy as described above applies.

SAGA implementations **MUST** motivate and document any deviation from this behaviour. See also Section 2.4 on compliant implementations.

### 2.5.5 Destructors and `close()`

Destructors are implying a call to `close()` of the respective object (if a `close()` is defined for that class), unless, as described above, tasks are still using the respective resources – then the close is delayed until the last of these tasks is destroyed (see 2.5.3). It must be noted that, unlike when using a direct call to `close()`, exceptions occurring on such an implicit `close()` cannot be communicated to the application: throwing exceptions in destructors is, in general, considered unclean design, and is in many languages outright forbidden. Thus, an explicit `close()` should be used by the application if feedback about eventual error conditions is required. Otherwise, an implicit `close()` on object destruction will silently discard such error conditions (exceptions).

---

<sup>1</sup>*Immediately* in the description above means: within the expected response time of the overall system, but not longer.

## 2.6 Asynchronous Operations and Concurrency

In this section, we describe the general design considerations related to asynchronous operations, concurrency control, and multithreading.

### 2.6.1 Asynchronous Function Calls

The need for asynchronous calls was explicitly stated by the use cases, as reasonable synchronous behaviour cannot always be expected from grids. The SAGA task interface allows the creation of an asynchronous version of each SAGA API method call. The SIDL specification lists only the synchronous version of the API methods, but all classes implementing the task interface **MUST** provide the various asynchronous methods as well. Please see Section 3.10 for details on the task interface.

### 2.6.2 Asynchronous Notification

Related to this topic, the group also discussed the merits of callback and polling mechanisms and agreed that a callback mechanism should be used in SAGA to allow for asynchronous notification. In particular, this mechanism should allow for notification on the completion of asynchronous operations, i.e. task state changes. However, polling for states and other events is also supported.

### 2.6.3 Timeouts

Several methods in the SAGA API support the synchronization of concurrent operations. Often, those methods accept a `float` timeout parameter. The semantics of this parameter **MUST** be as follows:

```
timeout < 0.0  - wait forever
timeout = 0.0  - return immediately
timeout > 0.0  - wait for this many seconds
```

These methods **MUST** not cause a `Timeout` exception as the timeout period passes, but **MUST** return silently. For a description of the `Timeout` exception, see Section 3.1.

The various methods often define *different* default timeouts. For timeouts on `close()` methods, the description of resource de-allocation policies in Section 2.5.4 is also relevant.



#### 2.6.4 Concurrency Control

Although limited, SAGA defines a de-facto concurrent programming model, via the task model and the asynchronous notification mechanism. Sharing of object state among concurrent units (e.g. tasks) is intentional and necessary for addressing the needs of various use cases. Concurrent use of shared state, however, requires concurrency control to avoid unpredictable behavior.

(Un)fortunately, a large variety of concurrency control mechanisms exist, with different programming languages lending themselves to certain flavors, like object locks and monitors in Java, or POSIX mutexes in C-like languages. For some use cases of SAGA, enforced concurrency control mechanisms might be both unnecessary and counter productive, leading to increased programming complexity and runtime overheads.

Because of these constraints, SAGA does not enforce concurrency control mechanisms on its implementations. Instead, it is the responsibility of the application programmer to ensure that her program will execute correctly in all possible orderings and interleavings of the concurrent units. The application programmer is free to use any concurrency control scheme (like locks, mutexes, or monitors) in addition to the SAGA API.

#### 2.6.5 Thread Safety

We expect implementations of the SAGA API to be thread safe. Otherwise, the SAGA task model would be difficult to implement, and would also be close to useless. However, we acknowledge that specific languages might have trouble with (a) expressing the task model as it stands, and (b) might actually be successful to implement the API single threaded, and non-thread safe. Hence, we expect the language bindings to define if compliant implementations in this language **MUST** or **CAN** be thread safe – with **MUST** being the default, and **CAN** requiring good motivation.

### 2.7 State Diagrams

Several objects in SAGA have a *state* attribute or metric, which implies a state diagram for these objects. That means, that instances of these objects can undergo well defined state transitions, which are either triggered by calling specific methods on these object instances, or by calling methods on other object instances affecting these instances, or are triggered by internal events, for example by backend activities. State diagrams as shown in Figure 1 are used to define the available states, and the allowed state transitions. These diagrams are *normative*.

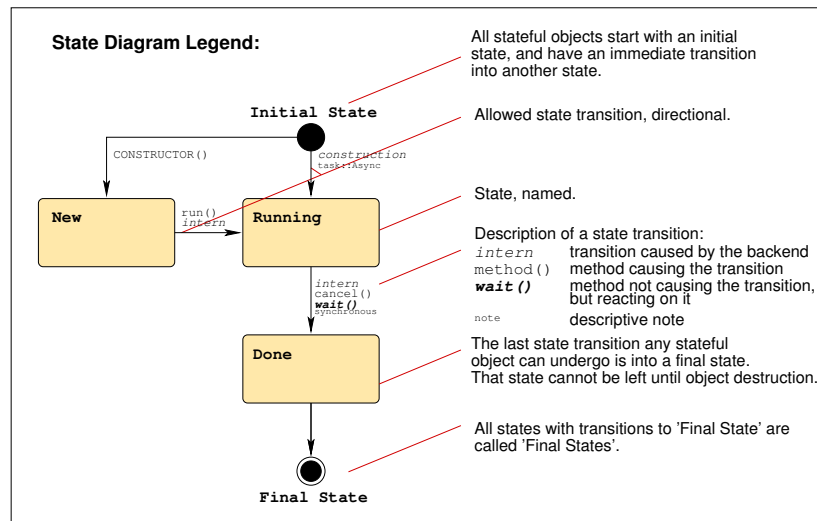


Figure 1: The SAGA state diagrams follow the notations shown here.

## 2.8 Execution Semantics and Consistency Model

A topic related to concurrency control concerns execution semantics of the operations invoked via SAGA's API calls. Unlike Section 2.6, here we are dealing with the complete execution "chain," reaching from the client API to the server side, based on whichever service or middleware layer is providing access to the server itself.

SAGA API calls on a single service or server can occur concurrently with (a) other tasks from the same SAGA application, (b) tasks from other SAGA applications, or also (c) calls from other, independently developed (non-SAGA) applications. This means that the user of the SAGA API should not rely on any specific execution order of concurrent API calls. However, implementations **MUST** guarantee that a synchronous method is indeed finished when the method returns, and that an asynchronous method is indeed finished when the task instance representing this method is in a final state. Further control of execution order, if needed, has to be enforced via separate concurrency control mechanisms, preferably provided by the services themselves, or on application level.

Most SAGA calls will invoke services that are remote to the application program, hence becoming vulnerable to errors caused by remote (network-based) invocation. Therefore, implementors **SHOULD** strive to implement "At Most Once" semantics, enforcing that, in case of failures, an API call either fails (does not get executed), or succeeds, but never gets executed more than once.

This seems to be (a) generally supported by most grid middleware, (b) implementable in distributed systems with reasonable effort, and (c) useful and intuitively expected by most end users. Any deviation from these semantics **MUST** be carefully documented by the implementation.

Beyond this, the SAGA API specification does *not* prescribe any consistency model for its operations, as we feel that this would be very hard to implement across different middleware platforms. A SAGA implementation **MAY** specify some consistency model, which **MUST** be documented. A SAGA implementation **SHOULD** always allow for application level consistency enforcement, for example by use of application level locks and mutexes.

## 2.9 Optimizing Implementations, Latency Hiding

Distributed applications are usually very sensitive to communication latencies. Several use cases in SAGA explicitly address this topic, and require the SAGA API to support (a) asynchronous operations, and (b) bulk operations, as both are commonly accepted latency hiding techniques. The SAGA task model (see Section 3.10) provides asynchronous operations for the SAGA API. Bulk operations have no explicit expression in SAGA. Instead, we think that implementations should be able to exploit the concurrency information available in the SAGA task model to transparently support bulk optimizations. In particular, the `saga::task_container` allows to run multiple asynchronous operations at the same time – implementations are encouraged to apply bulk optimizations in that situation. A proof-of-concept implementation in C++ demonstrates that bulk optimizations for task containers are indeed implementable, and perform very well [13]. We feel that this leaves the SAGA API simple, and at the same time allows for performance critical use cases.

Other optimizations are more explicit in the API, most notably the additional I/O operations for the `saga::file` class – those are described in more detail in Section 4.3.

Implementations are encouraged to exploit further optimizations; these **MUST NOT** change the semantics of the SAGA API though.

## 2.10 Configuration Management

Defining deployment and configuration related parts of an API normatively raises a number of issues, such as:

- As different SAGA implementations bind to different middleware, that middleware might need configuration information, such as the location of

a GridRPC config file (see [19]), or the location of a service endpoint.

- If such configuration information is to be provided by the end user, the end user might face, eventually, a plethora of SAGA implementation and middleware specific configuration files, or environment variables, or other configuration mechanisms, which would break the SAGA abstraction from the middleware for the end user.
- Defining a SAGA configuration file format might succeed syntactically (e.g. ini file format), but must fail semantically, as it will be impossible to foresee on which middleware SAGA gets implemented, and to know which configuration information that middleware requires.

This leaves the dilemma that a configuration mechanism seems impossible to define generically, but by leaving it undefined, we break the abstraction SAGA is supposed to provide to the end user.

For the time being, this problem is left to (a) the middleware developers, (b) to the SAGA implementors, and (c) to the SAGA deployment (i.e. system administrators). Experience gathered by these groups will hopefully allow to revise this topic, and to define a generic, simple, *and* abstract approach to the configuration problem.

## 2.11 The 'URL Problem'

The end user might expect the SAGA API, as a high level and simple API, to handle protocol specific issues transparently. In particular, she might expect that SAGA gracefully and intelligently handles a URL such as

```
http://host.net/tmp/file
```

even if HTTP as a protocol is, in fact, not available at `host.net`, but for example the FTP protocol is.

However, this innocently looking problem has far reaching consequences, and in fact is, to the best of our knowledge, unresolved. Consider the following server setup on `host.net`:

```
FTP server root:    /var/ftp/pub/  
HTTP server root:   /var/http/htdocs/
```

The entities described by the two URLs

```
http://host.net/tmp/file  
ftp://host.net/tmp/file
```

hence refer to different files on host.net! Even worse: it might be (and often is) impossible to access the HTTP file space via the FTP service, and vice versa.

Similar considerations hold for file names relative to the user's home directory. Consider:

```
http://host.net/~user/tmp/file
```

This URL may point to

```
file:///home/user/public_html/tmp/file
```

and not, as could have been expected, to

```
file:///home/user/tmp/file
```

Hence, a reliable translation of URLs between different protocols (or protocol schemes) is only possible, if the exact server setup of all affected protocol serving services is known. This knowledge is often not available.

Further, even if a correct translation of protocols and hence URLs succeeds, there is no guarantee that the referred file is actually available via this protocol, with the same permissions etc. – this again depends on the service configuration.

### **SAGA 'solution' to the 'URL Problem'**

1. A SAGA compliant implementation MAY be able to transparently translate URLs, but is not required to do so. Further, this behaviour CAN vary during the runtime of the program.
2. A SAGA compliant implementation MUST provide the `translate` method as part of the `saga:url` class. That method allows the end user to check if a specific URL translation can be performed.
3. The SAGA API specification allows the use of the placeholder 'any' (as in `any://host.net/tmp/file`). A SAGA compliant implementation MAY be able to choose a suitable protocol automatically, but CAN decline the URL with an `IncorrectURL` exception.
4. Abstract name spaces, such as the name space used by replica systems, or by grid file systems, hide this problem efficiently and transparently from the end user. We encourage implementations to use such name spaces.
5. A URL which cannot be handled for the stated reasons MUST cause the exception `IncorrectURL` to be thrown. Note that this holds only for those cases where a given URL cannot be handled *as such*, e.g. because the protocol is unsupported, `any://` cannot be handled, or a necessary URL translation failed. The detailed error message SHOULD give advice

to the end user which protocols are supported, and which types of URL translations can or cannot be expected to work. The `IncorrectURL` exception is thus listed on all methods which handle URLs as parameters, but is not individually motivated in the detailed method specifications.

6. Any other error related to the URL (e.g. invalid file name) MUST be indicated by the exceptions as listed in the method specifications in this document (in most cases a `BadParameter` exception) is applicable.

We are aware that this 'solution' is sub-optimal, but we also think that, if cleverly implemented with the help of information services, service level setup information, and global name spaces, this approach can simplify the use of the SAGA API significantly. We will carefully watch the work of related OGF groups, such as the global naming efforts in the Grid FileSystem Working Group (GFS-WG), and will revise this specification if any standard proposal is put forward to address the described problem.

Additionally, SAGA implementations SHOULD follow the following convention: if a URL is parsed as `schema://<host>/<path>`, then `path` is considered an absolute path when it starts with a slash (/), and is considered to be a relative path otherwise. Thus, the following two URLs point, in general, to different entities:

<code>gridftp://remote.host.net/bin/date</code>	<code>\$HOME/bin date tool</code>
<code>gridftp://remote.host.net//bin/date</code>	<code>system date tool</code>

## 2.12 Miscellaneous Issues

### 2.12.1 File Open Flags

For files, flags are used to specify if an `open` is truncating, creating, and/or appending to an existing entity. For jobs, and in particular for file staging, the LSF scheme is used (e.g. `'url >> local_file'` for appending a remote file to a local one after staging). We are aware of this seeming inconsistency. However, we think that a forceful unification of both schemes would be more awkward to use, and at the same time less useful.

### 2.12.2 Byte Ordering

Applications on grids as inherent homogeneous environments will often face different native byte orders on different resources. In general, SAGA always operates in the locally native byte ordering scheme, unless explicitly notified. The byte oriented I/O interfaces (files and streams) are naturally ignorant to

the byte ordering. Finally, any byte order conversion on data exchange between two SAGA applications, e.g. by using files, streams or remote procedure calls, must be taken care of in application space, unless noted otherwise.

### 3 SAGA API Specification – Look & Feel

The SAGA API consists of a number of interface and class specifications. The relation between these is shown in Figure 2 on Page 33. This figure also marks which interfaces are part of the SAGA Look-&-Feel, and which classes are combined into packages.

This and the next section form the normative part of the SAGA Core API specification. It has one subsection for each package, starting with those interfaces that define the SAGA Look-&-Feel, followed by the various, capability-providing packages: job management, name space management, file management, replica management, streams, and remote procedure call.

The SAGA Look-&-Feel is defined by a number of classes and interfaces which ensure the non-functional properties of the SAGA API (see [18] for a complete list of non-functional requirements). These interfaces and classes are intended to be used by the functional SAGA API packages, and are hence thought to be orthogonal to the functional scope of the SAGA API.

SAGA implementations should be able to implement the SAGA Look-&-Feel API packages independent of the grid middleware backend. This, however, might not always be possible, at least to a full extent. In particular Monitoring and Steering, but also Attributes and asynchronous operations, may need explicit support from the backend system. As such, methods in these four packages **MUST** be expected to throw a **NotImplemented** exception, in accordance with the SAGA implementation compliance guidelines given in Section 2.4. Similarly, the **IncorrectURL** exception is listed when appropriate, but is not, in general, separately motivated or detailed – the semantic conventions for this exception are as defined in Section 2.11.



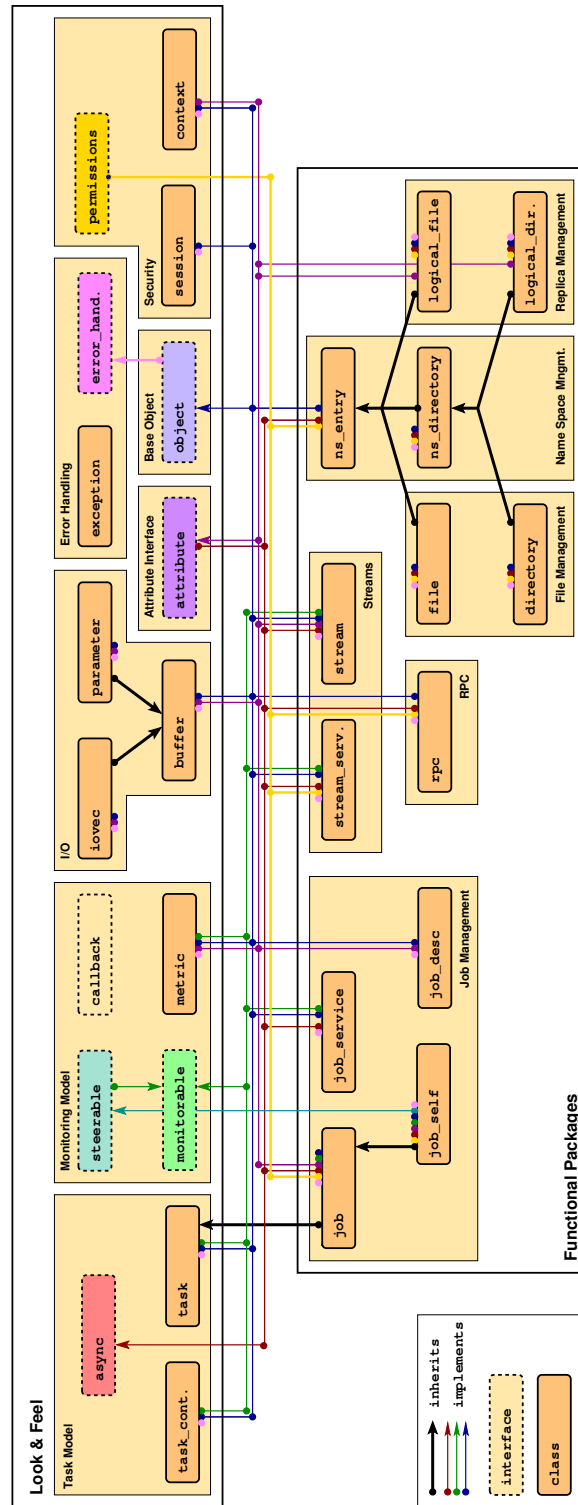


Figure 2: The SAGA class and interface hierarchy.

### 3.1 SAGA Error Handling

Each SAGA API call has an associated list of exceptions it may throw. These exceptions all extend the `saga::exception` class described below.

All objects in SAGA implement the `error_handler` interface, which allows a user of the API to query for the latest error associated with a SAGA object (pull). In languages with exception-handling mechanisms, such as Java, C++ and Perl, the language binding MAY allow exceptions to be thrown. If an exception handling mechanism is included in a language binding, the `error_handler` MUST NOT be included in the same binding. Bindings for languages without exception handling capabilities MUST stick to the `error_handler` interface described here, but MAY define additional language-native means for error reporting.

For asynchronous operations, the error handler interface is provided by the task instance performing the operation, and not by the object which created the task.

If an error occurs during object creation, then the error handler interface of the session the object was to be created in will report the error.

For objects implementing the `error_handler` interface, each method invocation on that object resets any error caused by a previous method invocation on that object.

In languages bindings where this is appropriate, some API methods return POSIX `errno` codes for errors. This is the case in particular for `read()`, `write()` and `seek()`, for `saga::file` and `saga::stream`. The respective method descriptions provide explicit details of how `errno` error codes are utilized. In any case, whenever numerical `errno` codes are used, they have to be conforming to POSIX.1 [21].

Any other details of the error handling mechanisms will be defined in the respective language bindings, if required.

#### 3.1.1 Specification

---

```
package saga.error
{
    class exception
    {
        CONSTRUCTOR          (in  object      obj,
```

```

        in string      message,
        out exception  e);
    CONSTRUCTOR        (in string      message,
                        out exception  e);
    DESTRUCTOR          (void);

    get_message        (out string      message);
    get_object          (out object      obj);
}

```

```

class NotImplemented      : extends saga::exception { }
class IncorrectURL        : extends saga::exception { }
class BadParameter        : extends saga::exception { }
class AlreadyExists       : extends saga::exception { }
class DoesNotExist        : extends saga::exception { }
class IncorrectState      : extends saga::exception { }
class PermissionDenied    : extends saga::exception { }
class AuthorizationFailed : extends saga::exception { }
class AuthenticationFailed : extends saga::exception { }
class Timeout             : extends saga::exception { }
class NoSuccess           : extends saga::exception { }

```

```

interface error_handler
{
    has_error          (out boolean      has_error);
    get_error          (out exception    error);
}
}

```

---

### 3.1.2 Specification Details

SAGA provides a set of well-defined exceptions (error states) which **MUST** be supported by the implementation. As to whether these error states are critical, non-critical or fatal depends on, (a) the specific implementation (one implementation might be able to recover from an error while another implementation might not), and (b) the specific application use case (e.g. the error 'file does not exist' may or may not be fatal, depending on whether the application really needs information from that file).

In language bindings where this is appropriate, some SAGA methods do not raise exceptions on certain error conditions, but return an error code instead. For

example, `file.read()` might return an error code indicating that not enough data is available right now. The error codes used in SAGA are based on the definitions for `errno` as defined by POSIX, and MUST be used in a semantically identical manner.

This specification defines the set of allowed exceptions for each method explicitly – this set is normative : other SAGA exceptions MUST NOT be thrown on these methods. Also, implementations MUST NOT specify or use other SAGA exceptions than listed in this specification.

Additionally, an implementation MAY throw other, non-SAGA exceptions, e.g. on system errors, resource shortage etc. SAGA implementations MUST, however, translate grid middleware-specific exceptions and error conditions into SAGA exceptions whenever possible, in order to avoid middleware specific exception handling on applications level – that would clearly contradict the intent of SAGA to be middleware independent.

In the SAGA language bindings, exceptions are either derived from the base SAGA exception types, or are error codes with that specific name etc. Note that the detailed description for `saga::exception` below does not list the **CONSTRUCTORS** and **DESTRUCTORS** for all exception classes individually, but only for the base exception class. The individual exception classes MUST NOT add syntax or semantics to the base exception class.

The string returned by `get_message()` MUST be formatted as follows: "`<ExceptionName>: message`", where `<ExceptionName>` MUST match the literal exception names as defined in this document, and `message` SHOULD be a detailed, human readable description of the cause of the exception.

For implementations with multiple middleware bindings, it can be difficult to provide detailed and conclusive error messaging with a single exception. To support such implementations, language bindings MAY allow nested exceptions. The outermost exception MUST, however, follow the syntax and semantics guidelines described above. Implementations of such bindings which only bind to a single backend MUST support the defined interface for nested exceptions as well, in order to keep the application independent of the specifics of the SAGA implementation, but will then in general not be able to return lower-level exceptions.

The exceptions available in SAGA are listed below, with a number of explicit examples on when exceptions should be thrown. These examples are not normative, but merely illustrative. This list of exceptions is sorted, with the most specific exceptions listed first and least specific last. The most specific exception possible (i.e. applicable) MUST be thrown on all error conditions. This means that if multiple exceptions are applicable to an error condition (e.g. `PermissionDenied` and `NoSuccess` for opening a file with incorrect per-

missions), then that exception **MUST** be thrown which gives more specific information about the respective error condition: e.g., **PermissionDenied** describes the error condition much more explicitly than a generic **NoSuccess**.

- **NotImplemented**

If a method is specified in the SAGA API, but cannot be provided by a specific SAGA implementation, this exception **MUST** be thrown. Object constructors can also throw that exception, if the respective object is not implemented by that SAGA implementation at all. See also the notes about compliant implementations in Section 2.4.

Examples:

- An implementation based on Unicores might not be able to provide streams. The `saga::stream_server` constructor should throw a **NotImplemented** exception for such an implementation.

- **IncorrectURL**

This exception is thrown if a method is invoked with a URL argument that could not be handled. This error specifically indicates that an implementation cannot handle the specified protocol, or that access to the specified entity via the given protocol is impossible. The exception **MUST NOT** be used to indicate any other error condition. See also the notes to 'The URL Problem' in Section 2.11.

Examples:

- An implementation based on gridftp might be unable to handle http-based URLs sensibly, and might be unable to translate them into gridftp based URLs internally. The implementation should then throw an **IncorrectURL** exception if it encounters a http-based URL.
- A URL is well formed, but includes characters or path elements which are not supported by the SAGA implementation or the backend. Then, an **IncorrectURL** exception is thrown, with detailed information on why the URL could not be used.

- **BadParameter**

This exception indicates that at least one of the parameters of the method call is ill-formed, invalid, out of bounds or otherwise not usable. The error message **MUST** give specific information on what parameter caused the exception, and why.

Examples:

- a specified context type is not supported by the implementation
  - a file name specified is invalid, e.g. too long, or contains characters which are not allowed
  - an ivec for scattered read/write is invalid, e.g. has offsets which are out of bounds, or refer to non-allocated buffers
  - a buffer to be written and the specified lengths are incompatible
  - an enum specified is not known
  - flags specified are incompatible (`ReadOnly` and `Truncate`)
- 
- **AlreadyExists**

This exception indicates that an operation cannot succeed because an entity to be created or registered already exists or is already registered, and cannot be overwritten. Explicit flags on the method invocation may allow the operation to succeed, e.g. if they indicate that `Overwrite` is allowed.

Examples:

- a target for a file move already exists
  - a file to be created already exists
  - a name to be added to a logical file is already known
  - a metric to be added to a object has the same name as an existing metric on that object
- 
- **DoesNotExist**

This exception indicates that an operation cannot succeed because a required entity is missing. Explicit flags on the method invocation may allow the operation to succeed, e.g. if they indicate that `Create` is allowed.

Examples:

- a file to be moved does not exist
- a directory to be listed does not exist
- a name to be deleted is not in a replica set
- a metric asked for is not known to the object
- a context asked for is not known to the session
- a task asked for is not in a task container
- a job asked for is not known by the backend
- an attribute asked for is not supported

- **IncorrectState**

This exception indicates that the object a method was called on is in a state where that method cannot possibly succeed. A change of state might allow the method to succeed with the same set of parameters.

Examples:

- calling read on a stream which is not connected
- calling run on a task which was canceled
- calling resume on a job which is not suspended

- **PermissionDenied**

An operation failed because the identity used for the operation did not have sufficient permissions to perform the operation successfully. The authentication and authorization steps have been completed successfully.

Examples:

- attempt to change or set a ReadOnly attribute
- attempt to change or update a ReadOnly metric
- calling write on a file which is opened for read only
- calling read on a file which is opened for write only
- although a user could login to a remote host via GridFTP and could be mapped to a local user, the write on `/etc/passwd` failed.

- **AuthorizationFailed**

An operation failed because none of the available contexts of the used session could be used for successful authorization. That error indicates that the resource could not be accessed at all, and not that an operation was not available due to restricted permissions. The authentication step has been completed successfully.

The differences between `AuthorizationFailed` and `PermissionDenied` are, admittedly, subtle. Our intention for introducing both exceptions was to allow to distinguish between administrative authorization failures (on VO and DN level), and backend related authorization failures (which can often be resolved on user level).

The `AuthorizationFailed` exception **SHOULD** be thrown when the backend does not allow the execution of the requested operation at all, whereas the `PermissionDenied` exception **SHOULD** be thrown if the operation was executed, but failed due to insufficient privileges.

Examples:

- although a certificate was valid on a remote GridFTP server, the distinguished name could not be mapped to a valid local user id. A call to `file.copy()` should then throw an `AuthorizationFailed` exception.

- **AuthenticationFailed**

An operation failed because none of the available session contexts could successfully be used for authentication.

Examples:

- a remote host does not accept a X509 certificate because the respective CA is unknown there. A call to `file.copy()` should then throw an `AuthenticationFailed` exception.

- **Timeout**

This exception indicates that a remote operation did not complete successfully because the network communication or the remote service timed out. The time waited before an implementation raises a `Timeout` exception depends on implementation and backend details, and **SHOULD** be documented by the implementation. This exception **MUST NOT** be thrown if a timed `wait()` or similar method times out. The latter is not an error condition and gets indicated by the method's return value.

Examples:

- a remote file authorization request timed out
- a remote file read operation timed out
- a host name resolution timed out
- a started file transfer stalled and timed out
- an asynchronous file transfer stalled and timed out

- **NoSuccess**

This exception indicates that an operation failed semantically, e.g. the operation was not successfully performed. This exception is the least specific exception defined in SAGA, and **CAN** be used for all error conditions which do not indicate a more specific exception specified above. The error message **SHOULD** always contain some further detail, describing the circumstances which caused the error condition.



Examples:

- a once open file is not available right now
- a backend response cannot be parsed
- a remote procedure call failed due to a corrupted parameter stack
- a file copy was interrupted mid-stream, due to shortage of disk space

### Class exception

This is the exception base class inherited by all exceptions thrown by a SAGA object implementation.

Note that `saga::exception` does not implement the `saga::object` interface.

---

```

- CONSTRUCTOR
  Purpose:  create the exception
  Format:   CONSTRUCTOR  (in  object      obj,
                        in  string      message
                        out exception    e);
  Inputs:   obj:         the object associated with the
                        exception.
            message:     the message to be associated
                        with the new exception
  InOuts:   -
  Outputs:  e:           the newly created exception
  PreCond:  -
  PostCond: -
  Perms:    -
  Throws:   -
  Notes:    -

- CONSTRUCTOR
  Purpose:  create the exception, without associating
            a saga object instance
  Format:   CONSTRUCTOR  (in  string      message
                        out exception    e);
  Inputs:   message:     the message to be associated
                        with the new exception
  InOuts:   -
  Outputs:  e:           the newly created exception
  PreCond:  -

```

---

PostCond: -  
Perms: -  
Throws: -  
Notes: -

- DESTRUCTOR

Purpose: destroy the exception  
Format: DESTRUCTOR (in exception e);  
Inputs: e: the exception to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: -  
Perms: -  
Throws: -  
Notes: -

- get\_message

Purpose: gets the message associated with the exception  
Format: get\_message (out string message);  
Inputs: -  
InOuts: -  
Outputs: message: the error message  
PreCond: -  
PostCond: -  
Perms: -  
Throws: -  
Notes: - the returned string MUST be formatted as  
described earlier in this section.

- get\_object

Purpose: gets the SAGA object associated with exception  
Format: get\_object (out object obj);  
Inputs: -  
InOuts: -  
Outputs: obj: the object associated with the  
exception  
PreCond: - an object was associated with the exception  
during construction.  
PostCond: -  
Perms: -  
Throws: DoesNotExist  
NoSuccess

- Notes:
- the returned object is a shallow copy of the object which was used to call the method which caused the exception.
  - if the exception is raised in a task, e.g. on `task.rethrow()`, the object is the one which the task was created from. That allows the application to handle the error condition without the need to always keep track of object/task relationships.
  - an 'DoesNotExist' exception is thrown when no object is associated with the exception, e.g. if an 'NotImplemented' exception was raised during the construction of an object.
- 

### Interface error handler

The `error_handler` interface allows the application to retrieve exceptions. An alternative approach would be to return an error code for all method invocations. This, however, would put a significant burden on languages with exception handling, and would also complicate the management of return values. Language bindings for languages with exception support will thus generally *not* implement the `error_handler` interface, but use exceptions instead.

Implementations which are using the interface maintain an internal error state for each class instance providing the interface. That error state is `false` by default, and is set to `true` whenever an method invocation meets an error condition which would, according to this specification, result in an exception to be thrown.

The error state of an object instance can be tested with `has_error()`, and the respective exception can be retrieved with `get_error()`. Any one of these calls clears the error state (i.e. resets it to `false`). Note that there is no other mechanism to clear an error state – that means in particular that any successful method invocation on the object leaves the error state unchanged. If two or more subsequent operations on an object instance fail, then only the last exception is returned on `get_error()`. That mechanism allows to execute a number of calls, and to check if they resulted in any error condition, somewhat similar to `try/catch` statements in languages with exception support. However, it must be noted that an exception does *not* cause subsequent methods to fail, and does not inhibit their execution.

If `get_error()` is called on an instance whose error state is `false`, an `IncorrectState` exception is returned, which **MUST** state explicitly that the `get_error()` method has been invoked on an object instance which did not encounter

an error condition.

---

```
- has_error
  Purpose: tests if an object method caused an exception
  Format:  has_error      (out bool      has_error);
  Inputs:  -
  InOuts:  -
  Outputs: has_error:     indicates that an exception was
                        caught.

  PreCond: -
  PostCond: - the internal error state is false.
  Perms:    -
  Throws:   -
  Notes:    -

- get_error
  Purpose: retrieve an exception caught during a member
           method invocation.
  Format:  get_error      (out exception e);
  Inputs:  -
  InOuts:  -
  Outputs: e:             the caught exception
  PreCond: - the internal error state is true.
  PostCond: - the internal error state is false.
  Perms:    -
  Throws:   NotImplemented
           IncorrectURL
           BadParameter
           AlreadyExists
           DoesNotExist
           IncorrectState
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess

  Notes:    - the method throws the error/exception it is
              reporting about.
            - an 'IncorrectState' exception is also thrown
              if the internal error state is false.
```

---

### 3.1.3 Examples

#### Code Example

```

1  //////////////////////////////////////
2  //
3  // C++ examples for exception handling in SAGA
4  //
5  //////////////////////////////////////
6
7  //////////////////////////////////////
8  //
9  // simple exception handling
10 //
11 int main ()
12 {
13     try
14     {
15         saga::file f ("file://localhost/etc/passwd");
16         f.copy ("file:///usr/tmp/passwd.bak");
17     }
18
19     catch ( const saga::exception::PermissionDenied & e )
20     {
21         std::cerr << "SAGA error: No Permissions!" << std::endl;
22         return (-1);
23     }
24
25     catch ( const saga::exception & e )
26     {
27         std::cerr << "SAGA error: "
28                 << e.get_message ()
29                 << std::endl;
30         return (-1);
31     }
32
33     return (0);
34 }
35
36
37 //////////////////////////////////////
38 //
39 // exception handling for tasks
40 //
41 int main ()
42 {
43
44     saga::file f ("file://localhost/etc/passwd");
45
46     saga::task t = f.copy <saga::task::Async>

```

```
47         ("file:///usr/tmp/passwd.bak");
48
49     t.wait ();
50
51     if ( t.get_state () == saga::task::Failed )
52     {
53         try {
54             task.rethrow ();
55         }
56         catch ( const saga::exception & e )
57         {
58             std::cout << "task failed: "
59                       << e.get_message ()
60                       << std::endl;
61         }
62         return (-1);
63     }
64     return (0);
65 }
```

## 3.2 SAGA Base Object

The SAGA object interface provides methods which are essential for all SAGA objects. It provides a unique ID which helps maintain a list of SAGA objects at the application level as well as allowing for inspection of objects type and its associated session.

The object id MUST be formatted as UUID, as standardized by the Open Software Foundation (OSF) as part of the Distributed Computing Environment (DCE). The UUID format is also described in the IETF RFC-4122 [16].

Note that there are no object IDs for the various SAGA exceptions, but only one ID for the `saga::exception` base class. Also, it is not possible to inspect a SAGA object instance for the availability of certain SAGA interfaces, as they are fixed and well defined by the SAGA specification. Language bindings MAY, however, add such inspection, if that is natively supported by the language.

### 3.2.1 Specification

---

```
package saga.object
{
    enum object_type
    {
        Exception          = 1,
        URL                 = 2,
        Buffer               = 3,
        Session              = 4,
        Context              = 5,
        Task                 = 6,
        TaskContainer        = 7,
        Metric               = 8,
        NSEntry              = 9,
        NSDirectory           = 10,
        IOVec                = 11,
        File                 = 12,
        Directory            = 13,
        LogicalFile           = 14,
        LogicalDirectory      = 15,
        JobDescription        = 16,
        JobService            = 17,
        Job                  = 18,
        JobSelf              = 19,
        StreamService        = 20,
```

```
Stream          = 21,
Parameter       = 22,
RPC             = 23,
}

interface object : implements saga::error-handler
{
    get_id      (out string      id      );
    get_type    (out object_type type    );
    get_session (out session     s       );

    // deep copy
    clone       (out object      clone   );
}
}
```

---

### 3.2.2 Specification Details

#### Enum object\_type

The SAGA `object_type` enum allows for inspection of SAGA object instances. This, in turn, allows to treat large numbers of SAGA object instances in containers, without the need to create separate container types for each specific SAGA object type. Bindings to languages that natively support inspection on object types MAY omit this enum and the `get_type()` method.

SAGA extensions which introduce new SAGA objects (i.e. introduce new classes which implement the `saga::object` interface) MUST define the appropriate `object_type` enums for inspection. SAGA implementations SHOULD support these enums for all packages which are provided in that implementation, even for classes which are not implemented.

#### Interface object

---

```
- get_id
  Purpose:  query the object ID
  Format:   get_id          (out string id);
  Inputs:   -
  InOuts:   -
```

---



```
Outputs: id:                uuid for the object
PreCond: -
PostCond: -
Perms:    -
Throws:   -
Notes:    -

- get_type
Purpose:  query the object type
Format:   get_type          (out object_type type);
Inputs:   -
InOuts:   -
Outputs:  type:             type of the object
PreCond:  -
PostCond: -
Perms:    -
Throws:   -
Notes:    -

- get_session
Purpose:  query the objects session
Format:   get_session       (out session s);
Inputs:   -
InOuts:   -
Outputs:  s:                session of the object
PreCond:  - the object was created in a session, either
            explicitly or implicitly.
PostCond: - the returned session is shallow copied.
Perms:    -
Throws:   DoesNotExist
Notes:    - if no specific session was attached to the
            object at creation time, the default SAGA
            session is returned.
            - some objects do not have sessions attached,
              such as job_description, task, metric, and the
              session object itself. For such objects, the
              method raises a 'DoesNotExist' exception.

// deep copy:
-----

- clone
Purpose:  deep copy the object
```

---

```

Format:    clone                      (out object clone);
Inputs:    -
InOutputs: -
Outputs:   clone:                     the deep copied object
PreCond:   -
PostCond:  - apart from session and callbacks, no other
              state is shared between the original object
              and it's copy.

Perms:     -
Throws:    NoSuccess
Notes:     - that method is overloaded by all classes
              which implement saga::object, and returns
              a deep copy of the respective class type
              (the method is only listed here).
              - the method SHOULD NOT cause any backend
              activity, but is supposed to clone the client
              side state only.
              - for deep copy semantics, see Section 2.

```

---

### 3.2.3 Examples

#### Code Example

```

1  // c++ example
2
3  // have 2 objects, streams and files, and do:
4  // - read 100 bytes
5  // - skip 100 bytes
6  // - read 100 bytes
7
8  int out;
9  char data1[100];
10 char data2[100];
11 char data[100];
12
13 saga::buffer buf1 (data1, 100);
14 saga::buffer buf2 (data2, 100);
15 saga::buffer buf;
16
17 // create objects
18 saga::file f (url[1]);
19 saga::stream s (url[2]);
20
21 // f is opened at creation, s needs to be connected
22 s.connect ();
23

```

```
24 // create tasks for reading first 100 bytes ...
25 saga::task t1 = f.read <saga::task> (100, buf1);
26 saga::task t2 = s.read <saga::task> (100, buf2);
27
28 // create and fill the task container ...
29 saga::task_container tc;
30
31 tc.add (t1);
32 tc.add (t2);
33
34 // ... and wait who gets done first
35 while ( saga::task t = tc.wait (saga::task::Any) )
36 {
37     // depending on type, skip 100 bytes then create a
38     // new task for the next read, and re-add to the tc
39
40     switch ( t.get_object().get_type () )
41     {
42     case saga::object::File :
43         // point buf to results
44         buf = buf1;
45
46         // get back file object
47         saga::file f = saga::file (t.get_object ());
48
49         // skip for file type (sync seek)
50         saga::file (f.seek (100, SEEK_SET));
51
52         // create a new read task
53         saga::task t2 = f.read <saga::task> (100, buf1));
54
55         // add the task to the container again
56         tc.add (t2);
57
58         break;
59
60     case saga::object::Stream :
61         // point buf to results
62         buf = buf2;
63
64         // get back stream object
65         saga::stream s = saga::stream (t.get_object ());
66
67         // skip for stream type (sync read and ignore)
68         saga::stream (s.read (100, buf2));
69
70         // create a new read task
71         saga::task t2 = s.read <saga::task> (100, buf2));
72
73         // add the task to the container again
```

```
74         tc.add (t2);
75
76         break;
77
78         default:
79             throw exception ("Something is terribly wrong!");
80     }
81
82     std::cout << "found: '" << out << " bytes: "
83               << buf.get_data ()
84               << std::endl;
85
86     // tc is filled again, we run forever, read/seeking from
87     // whatever we find after the wait.
88 }
```

### 3.3 SAGA URL Class

**This whole section has been added to the specification!**

In many places in the SAGA API, URLs are used to reference remote entities. In order to

- simplify the construction and the parsing of URLs on application level,
- allow for sanity checks within and outside the SAGA implementation,
- simplify and unify the signatures of SAGA calls which accept URLs,

a SAGA URL class is used. This class provides means to set and access the various elements of a URL. The class parses the URL in conformance to RFC-3986 [5].

In respect to the URL problem (stated in Section 2.11), the class provides the method `translate` (in `string scheme`), which allows to translate a URL from one scheme to another – with all the limitations mentioned in Section 2.11.

---

```
package saga.url
{
  class url : implements  saga::object
                  // from object  saga::error_handler
  {
    CONSTRUCTOR    (in  string    url      ,
                    out buffer    obj      );
    DESTRUCTOR     (in  buffer    obj      );

    set_string     (in  string    url      = "");
    get_string     (out string    url      );

    set_scheme     (in  string    scheme   = "");
    get_scheme     (out string    scheme   );

    set_host       (in  string    host     = "");
    get_host       (out string    host     );

    set_port       (in  int       port     = "");
    get_port       (out int       port     );
```

---

```

    set_fragment (in string fragment = "");
    get_fragment (out string fragment );

    set_path      (in string path      = "");
    get_path      (out string path      );

    set_query     (in string query     = "");
    get_query     (out string query     );

    set_userinfo  (in string userinfo = "");
    get_userinfo  (out string userinfo );

    translate     (in string scheme    ,
                  out url    url      );
}

```

---

### 3.3.1 Specification Details

#### Class url

---

```

- CONSTRUCTOR
  Purpose: create a url instance
  Format:  CONSTRUCTOR      (in string url = "",
                             out url    obj);
  Inputs:  url:              initial URL to be used
  InOuts:  -
  Outputs: url:              the newly created url
  PreCond: -
  PostCond: -
  Perms:   -
  Throws:  NotImplemented
           BadParameter
           NoSuccess
  Notes:   - if the implementation cannot parse the
             given url, a 'BadParameter' exception is
             thrown.
           - this constructor will never throw an
             'IncorrectURL' exception, as the
             interpretation of the URL is not part of this
             class'es functionality.

```

---

- the implementation MAY change the given URL as long as that does not change the resource the URL is pointing to. For example, an implementation may normalize the path element of the URL.
- DESTRUCTOR
  - Purpose: destroy a url
  - Format: DESTRUCTOR (in url obj);
  - Inputs: obj: the url to destroy
  - InOuts: -
  - Outputs: -
  - PreCond: -
  - PostCond: -
  - Perms: -
  - Throws: -
  - Notes: -
- set\_string
  - Purpose: set a new url
  - Format: set\_string (in string url = "");
  - Inputs: url: new url
  - InOuts: -
  - Outputs: -
  - PreCond: -
  - PostCond: -
  - Perms: -
  - Throws: NotImplemented  
BadParameter
  - Notes:
    - the method is semantically equivalent to destroying the url, and re-creating it with the given parameter.
    - the notes for the DESTRUCTOR and the CONSTRUCTOR apply.
- get\_string
  - Purpose: retrieve the url as string
  - Format: get\_string (out string url);
  - Inputs: -
  - InOuts: -
  - Outputs: url: string representation of the url
  - PreCond: -

PostCond: -  
Perms: -  
Throws: NotImplemented  
Notes: - the URL may be empty, e.g. after creating the instance with an empty url parameter.

- set\_\*

Purpose: set an url element

Format:    set\_<element>           (in string <element> = "");  
          set\_scheme           (in string scheme = "");  
          set\_host           (in string host = "");  
          set\_port           (in int port = "");  
          set\_fragment       (in string fragment = "");  
          set\_path           (in string path = "");  
          set\_query           (in string query = "");  
          set\_userinfo       (in string userinfo = "");

Inputs: <element>:       new url <element>

InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - the <element> part of the URL is updated.  
Perms: -  
Throws: NotImplemented  
        BadParameter

Notes: - these calls allow to update the various elements of the url.  
      - the given <element> is parsed, and if it is either not well formed (see RFC-3986), or the implementation cannot handle it, a 'BadParameter' exception is thrown.  
      - if the given <element> is empty, it is removed from the URL. If that results in an invalid URL, a 'BadParameter' exception is thrown.  
      - the implementation MAY change the given elements as long as that does not change the resource the URL is pointing to. For example, an implementation may normalize the path element.

- get\_\*

Purpose: get an url element

Format:    get\_<element>           (out string <element>);  
          get\_scheme           (out string scheme );  
          get\_host           (out string host );



```

        get_port      (out int    port    );
        get_fragment  (out string fragment );
        get_path      (out string path    );
        get_query     (out string query   );
        get_userinfo  (out string userinfo );

Inputs:  -
InOuts:  -
Outputs: <element>:      the url <element>
PreCond:  -
PostCond: -
Perms:    -
Throws:   NotImplemented
Notes:    - these calls allow to retrieve the various
           elements of the url.
           - the returned <element> is either empty, or
             guaranteed to be well formed (see RFC-3986).

- translate
Purpose:  translate an URL to a new scheme
Format:   translate      (in string scheme,
                          out url    url);

Inputs:   scheme:        the new scheme to
                          translate into

InOuts:   -
Outputs:  url:           string representation of
                          the translated url

PreCond:  -
PostCond: -
Perms:    -
Throws:   NotImplemented
          BadParameter
          NoSuccess
Notes:    - the notes from the section 'The URL Problem'
           apply.
           - if the scheme is not supported, a
             'BadParameter' exception is thrown.
           - if the scheme is supported, but the url
             cannot be translated to the scheme, a
             'NoSuccess' exception is thrown.
           - if the url can be translated, but cannot be
             handled with the new scheme anymore, no
             exception is thrown. That can only be
             detected if the returned string is again used
             in a URL constructor, or with set_string().
           - the call does not change the URL represented

```

by the class instance itself, but the translation is only reflected by the returned url string.

### 3.3.2 Examples

#### Code Example

```

1  ///////////////////////////////////////////////////////////////////
2  // C++ URL examples
3  ///////////////////////////////////////////////////////////////////
4
5  int main (int argc, char ** argv)
6  {
7      if ( argc < 1 )
8      {
9          return 0;
10     }
11
12     std::string url_string = argv[1];
13
14     try
15     {
16         saga::url url (url_string);
17
18         cout << "url      : " << url.get_string    () << endl;
19         cout << "===== " << endl;
20         cout << "scheme   : " << url.get_scheme    () << endl;
21         cout << "host     : " << url.get_host      () << endl;
22         cout << "port     : " << url.get_port      () << endl;
23         cout << "fragment : " << url.get_fragment  () << endl;
24         cout << "path     : " << url.get_path      () << endl;
25         cout << "query    : " << url.get_query     () << endl;
26         cout << "userinfo : " << url.get_userinfo  () << endl;
27         cout << "===== " << endl;
28
29         url.set_scheme   ("ftp");
30         url.set_host     ("ftp.remote.net");
31         url.set_port     (1234);
32         url.set_fragment ("");
33         url.set_path     ("/tmp/data");
34         url.set_query    ("");
35         url.set_userinfo ("ftp:anon");
36
37         cout << "===== " << endl;
38         cout << "scheme   : " << url.get_scheme    () << endl;
39         cout << "host     : " << url.get_host      () << endl;
40         cout << "port     : " << url.get_port      () << endl;

```

```
41     cout << "fragment : " << url.get_fragment  () << endl;
42     cout << "path      : " << url.get_path      () << endl;
43     cout << "query     : " << url.get_query     () << endl;
44     cout << "userinfo  : " << url.get_userinfo  () << endl;
45     cout << "===== " << endl;
46     cout << "url       : " << url.get_string   () << endl;
47   }
48 }
```

### 3.4 SAGA I/O Buffer

**This whole section has been added to the specification!**

The SAGA API includes a number of calls which perform byte-level I/O operations, e.g. `read()/write()` on files and streams, and `call()` on rpc instances. Future SAGA API extensions are expected to increase the number of I/O methods. The `saga::buffer` class encapsulates a sequence of bytes to be used for such I/O operations – that allows for uniform I/O syntax and semantics over the various SAGA API packages.

The class is designed to be a simple container containing one single element (the opaque data). The data can either be allocated and maintained in application memory, or can be allocated and maintained by the SAGA implementation. The latter is the default, and applies when no data and no size are specified on buffer construction.

For example, an application that has data memory already allocated and filled, can create and use a buffer by calling

```
// create buffer with application memory
char data[1000];
saga::buffer b (data, 1000);
```

The same also works when used with the respective I/O operations:

```
// write to a file using a buffer with application memory
char data[1000] = ...;
file.write (saga::buffer (data, 1000));
```

Another application, which wants to leave the buffer memory management to the SAGA implementation, can use a second constructor, which causes the implementation to allocate memory on the fly:

```
// create empty, implementation managed buffer
saga::buffer b; // no data nor size given!

// read 100 byte from file into buffer
file.read (b, 100);

// get memory from SAGA
const char * data = b.get_data ();

// or use data directly
std::cout << "found: " << b.get_data () << std::endl;
```

Finally, an application can leave memory management to the implementation, as above, but can specify how much memory should be allocated by the SAGA implementation:

```
// create an implementation managed buffer of 100 byte
saga::buffer b (100);

// get memory from SAGA
const char * data = b.get_data ();

// fill the buffer
memcpy (data, source, b.get_size ());

// use data for write
file.write (b);
```

Application-managed memory **MUST NOT** be re- or de-allocated by the SAGA implementation, and implementation-managed memory **MUST NOT** be re- or de-allocated by the application. However, an application **CAN** change the *content* of implementation managed memory, and vice versa.

Also, a buffer's contents **MUST NOT** be changed by the application while it is in use, i.e. while any I/O operation on that buffer is ongoing. For asynchronous operations, an I/O operation is considered ongoing if the associated `saga::task` instance is not in a final state.

If a buffer is too small (i.e. more data are available for a read, or more data are required for a write), only the available data are used, and an error is returned appropriately. If a buffer is too large (i.e. read is not able to fill the buffer completely, or write does not need the complete buffer), the remainder of the buffer data **MUST** be silently ignored (i.e. not changed, and not set to zero). The error reporting mechanisms as listed for the specific I/O methods apply.

Implementation-managed memory is released when the buffer is destroyed, (either explicitly by calling `close()`, or implicitly by going out of scope). It **MAY** be re-allocated, and reset to zero, if the application calls `set_size()`.

Application-managed memory is released by the application. In order to simplify memory management, language bindings (in particular for non-garbage-collecting languages) **MAY** allow to register a callback on buffer creation which is called on buffer destruction, and which can be used to de-allocate the buffer memory in a timely manner. The `saga::callback` class **SHOULD** be used for that callback – those language bindings **SHOULD** thus define the buffer to be **monitorable**, i.e. it should implement the `saga::monitorable` interface. After the callback's invocation, the buffer **MUST NOT** be used by the implementation anymore.

When calling `set_data()` for application-managed buffers, the implementation MAY copy the data internally, or MAY use the given data pointer as is. The application SHOULD thus not change the data while an I/O operation is in progress, and only consider the data pointer to be unused after another `set_data()` has been called, or the buffer instance was destroyed.

Note that these conventions on memory management allow for zero-copy SAGA implementations, and also allow to reuse buffer instances for multiple I/O operations, which makes, for example, the implementation of pipes and filters very simple.

The buffer class is designed to be inherited by application-level I/O buffers, which may, for example, add custom data getter and setter methods (e.g. `set_jpeg()` and `get_jpeg()`). Such derived buffer classes can thus add both data formats and data models transparently on top of SAGA I/O. For developers who program applications for a specific community it seems advisable to standardize both data format and data model, and possibly to standardize derived SAGA buffers – that work is, at the moment, out of scope for SAGA. The SAGA API MAY, however, specify such derived buffer classes in later versions, or in future extensions of the API.

A buffer does not belong to a session, and a buffer object instance can thus be used in multiple sessions, for I/O operations on different SAGA objects.

Note that even if a buffer size is given, the `len_in` parameter to the SAGA I/O operations supersedes the buffer size. If the buffer is too small, a `'BadParameter'` exception will be thrown on these operations. If `len_in` is omitted and the buffer size is not known, a `'BadParameter'` exception is also thrown.

Note also that the `len_out` parameter of the SAGA I/O operations has not necessarily the same value as the buffer size, obtained with `buffer.get_size()`. A read may read only a part of the requested data, and a write may have written only a part of the buffer. That is not an error, as is described in the notes for the respective I/O operations.

SAGA language bindings may want to define a `const`-version of the buffer, in order to allow for safe implementations. A non-const buffer SHOULD then inherit the `const` buffer class, and add the appropriate constructor and setter methods. The same holds for SAGA classes which inherit from the `buffer`.

Also, language bindings MAY allow buffer constructors with optional `size` parameter, if the size of the given data is implicitly known. For example, the C++ bindings MAY allow an buffer constructor `buffer (std::string s)`. The same holds for SAGA classes that inherit from the `buffer`.

### 3.4.1 Specification

---

```

package saga.buffer
{
    class buffer : implements    saga::object
                        // from object saga::error_handler
    {
        CONSTRUCTOR (in  array<byte>  data,
                     in  int           size,
                     out buffer       obj);
        CONSTRUCTOR (in  int           size = -1,
                     out buffer       obj);
        DESTRUCTOR  (in  buffer       obj);

        set_size    (in  int           size = -1)
        get_size    (out int           size);

        set_data    (in  array<byte>  data,
                     in  int           size);
        get_data    (out array<byte>  data);

        close      (in  float         timeout = -0.0);
    }
}

```

---

### 3.4.2 Specification Details

#### Class buffer

---

```

- CONSTRUCTOR
  Purpose:  create an I/O buffer
  Format:   CONSTRUCTOR          (in  array<byte>  data,
                                  in  int           size,
                                  out buffer       obj);

  Inputs:   data:                data to be used
            size:                size of data to be used
  InOuts:   -
  Outputs:  buffer:              the newly created buffer
  PreCond:  - size >= 0
  PostCond: - the buffer memory is managed by the

```

---

application.

Perms: -

Throws: NotImplemented  
BadParameter  
NoSuccess

Notes: - see notes about memory management.  
- if the implementation cannot handle the given data pointer or the given size, a 'BadParameter' exception is thrown.  
- later method descriptions refer to this CONSTRUCTOR as 'first CONSTRUCTOR'.

- CONSTRUCTOR

Purpose: create an I/O buffer

Format: CONSTRUCTOR (in int size = -1,  
out buffer obj);

Inputs: size: size of data buffer

InOuts: -

Outputs: buffer: the newly created buffer

PreCond: -

PostCond: - the buffer memory is managed by the implementation.  
- if size > 0, the buffer memory is allocated by the implementation.

Perms: -

Throws: NotImplemented  
BadParameter  
NoSuccess

Notes: - see notes about memory management.  
- if the implementation cannot handle the given size, a 'BadParameter' exception is thrown.  
- later method descriptions refer to this CONSTRUCTOR as 'second CONSTRUCTOR'.

- DESTRUCTOR

Purpose: destroy a buffer

Format: DESTRUCTOR (in buffer obj);

Inputs: obj: the buffer to destroy

InOuts: -

Outputs: -

PreCond: -

PostCond: -

Perms: -



Throws: -

Notes: - if the instance was not closed before, the  
DESTRUCTOR performs a close() on the instance,  
and all notes to close() apply.

- set\_data

Purpose: set new buffer data

Format: set\_data (in array<byte> data,  
in int size);

Inputs: data: data to be used in buffer  
size: size of given data

InOuts: -

Outputs: -

PreCond: -

PostCond: - the buffer memory is managed by the  
application.

Perms: -

Throws: NotImplemented  
BadParameter  
IncorrectState

Notes: - the method is semantically equivalent to  
destroying the buffer, and re-creating it with  
the first CONSTRUCTOR with the given size.  
- the notes for the DESTRUCTOR and the first  
CONSTRUCTOR apply.

- get\_data

Purpose: retrieve the buffer data

Format: get\_data (out array<byte> data);

Inputs: -

InOuts: -

Outputs: data: buffer data to retrieve

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
DoesNotExist  
IncorrectState

Notes: - see notes about memory management  
- if the buffer was created as implementation  
managed (size = -1), but no I/O operation has  
yet been successfully performed on the buffer,  
a 'DoesNotExist' exception is thrown.

```
- set_size
  Purpose: set size of buffer
  Format:  set_size      (in int    size = -1);
  Inputs:  size:         value for size
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: - the buffer memory is managed by the
               implementation.
  Perms:    -
  Throws:   NotImplemented
            BadParameter
            IncorrectState
  Notes:    - the method is semantically equivalent to
               destroying the buffer, and re-creating it with
               the second CONSTRUCTOR using the given size.
            - the notes for the DESTRUCTOR and the second
              CONSTRUCTOR apply.

- get_size
  Purpose: retrieve the current value for size
  Format:  get_size      (out int    size);
  Inputs:  -
  InOuts:  -
  Outputs: size           value of size
  PreCond: -
  PostCond: -
  Perms:    -
  Throws:   NotImplemented
            IncorrectState
  Notes:    - if the buffer was created with negative size
               with the second CONSTRUCTOR, or the size was
               set to a negative value with set_size(), this
               method returns '-1' if the buffer was not yet
               used for an I/O operation.
            - if the buffer was used for a successfull I/O
               operation where data have been read into the
               buffer, the call returns the size of the
               memory which has been allocated by the
               implementation during that read operation.

- close
  Purpose: closes the object
```

---

```

Format:   close           (in float timeout = 0.0);
Inputs:   timeout         seconds to wait
InOuts:   -
Outputs:  -
Perms:    -
PreCond:  -
PostCond: - any operation on the object other than
              close() or the DESTRUCTOR will cause
              an 'IncorrectState' exception.
Throws:   NotImplemented
Notes:    - any subsequent method call on the object
              MUST raise an 'IncorrectState' exception
              (apart from DESTRUCTOR and close()).
              - if the current data memory is managed by the
              implementation, it is freed.
              - close() can be called multiple times, with no
              side effects.
              - if the current data memory is managed by the
              application, it is not accessed anymore by the
              implementation after this method returns.
              - if close() is implicitly called in the
              DESTRUCTOR, it will never throw an exception.
              - for resource deallocation semantics, see
              Section 2.
              - for timeout semantics, see Section 2.

```

---

### 3.4.3 Examples

#### Code Example

```

1  ///////////////////////////////////////////////////////////////////
2  // C++ I/O buffer examples
3  ///////////////////////////////////////////////////////////////////
4
5  ///////////////////////////////////////////////////////////////////
6  //
7  // general examples
8  //
9  // all following examples ignore the ssize_t return value, which
10 // should be the number of bytes successfully read
11 //
12 ///////////////////////////////////////////////////////////////////
13 {
14     char data[x][y][z];
15     char* target = data + 200;
16     buffer b;

```

```
17
18 // the following four block do exactly the same, reading
19 // 100 byte (the read parameter supersedes the buffer size)
20
21 // apps managed memory
22 {
23     b.set_data (target);
24     stream.read (b, 100);
25     printf ("%100s", target);
26 }
27
28 {
29     b.set_data (target, 100);
30     stream.read (b);
31     printf ("%100s", target);
32 }
33
34 {
35     b.set_data (target, 100);
36     stream.read (b, 100);
37     printf ("%100s", target);
38 }
39
40 {
41     b.set_data (target, 200);
42     stream.read (b, 100);
43     printf ("%100s", target);
44 }
45
46
47 // now for impl managed memory
48 {
49     b.set_size (100);
50     stream.read (b);
51     printf ("%100s", b.get_data ());
52 }
53
54 {
55     b.set_size (-1);
56     stream.read (b, 100);
57     printf ("%100s", b.get_data ());
58 }
59
60 {
61     b.set_size (200);
62     stream.read (b, 100);
63     printf ("%100s", b.get_data ());
64 }
65
66
```

```
67 // these two MUST throw, even if there is
68 // enough memory available
69
70 // app managed memory
71 {
72     b.set_data (target, 100);
73     stream.read (b, 200);
74 }
75
76 // impl. managed memory
77 {
78     b.set_size (100);
79     stream.read (b, 200);
80 }
81 }
82
83
84 ///////////////////////////////////////////////////////////////////
85 //
86 // the next 4 examples perform two reads from a stream,
87 // first 100 bytes, then 200 bytes.
88 //
89 ///////////////////////////////////////////////////////////////////
90
91 // impl managed memory
92 {
93     {
94         buffer b;
95
96         stream.read (b, 100);
97         printf ("%100s", b.get_data ());
98
99         stream.read (b, 200);
100         printf ("%200s", b.get_data ());
101
102     } // b dies here, data are gone after that
103 }
104
105
106 // same as above, but with explicit c'tor
107 {
108     {
109         buffer b (100);
110         stream.read (b);
111         printf ("%100s", b.get_data ());
112
113         b.set_size (200);
114         stream.read (b);
115         printf ("%200s", b.get_data ());
116     }
```

```
117     } // b dies here, data are gone after that
118 }
119
120
121 // apps managed memory
122 {
123     char    data[x][y][z]; // the complete data set
124     char * target = data; // target memory address to read into...
125     target += offset;      // ... is somewhere in the data space.
126
127     stream.read (buffer (target,      100));
128     stream.read (buffer (target + 100, 200));
129
130     printf ("%300s", target);
131
132     // data must be larger than offset + 300, otherwise bang!
133 }
134
135
136 // same as above with explicit buffer c'tor
137 {
138     char    data[x][y][z]; // the complete data set
139     char * target = data; // target memory address to read into...
140     target += 200;        // ... is somewhere in the data space.
141
142     {
143         buffer b (target, 100);
144         stream.read (b);
145
146         b.set_data (target + 100, 200);
147         stream.read (b);
148
149     } // b dies here.  data are intact after that
150
151     printf ("%300s", target);
152
153     // data must be larger than offset + 300, otherwise bang!
154 }
155
156
157 ///////////////////////////////////////////////////////////////////
158 //
159 // the next two examples perform the same reads,
160 // but switch memory management in between
161 //
162 ///////////////////////////////////////////////////////////////////
163
164 // impl managed memory, then apps managed memory
165 {
166     {
```

```
167     char [x][y][z] data;
168     char* target = data + 200;
169
170     buffer b;
171
172     // impl managed
173     stream.read (b, 100);
174     printf ("%100s", target);
175
176     b.set_data (target, 200); // impl data are gone after this
177
178     // apps managed
179     stream.read (b);
180     printf ("%200s", target);
181
182     } // b dies here, apps data are ok after that, impl data are gone
183 }
184
185
186 // apps managed memory, then impl managed
187 {
188     {
189         char [x][y][z] data;
190         char* target = data + 200;
191
192         buffer b (target);
193
194         // apps managed
195         stream.read (b, 100);
196         printf ("%100s", target);
197
198         b.set_size (-1);
199
200         // impl managed
201         stream.read (b, 200);
202         printf ("%200s", target);
203
204         } // b dies here, apps data are ok after that, impl data are gone
205     }
206
207
208     //////////////////////////////////////
209     //
210     // now similar for write
211     //
212     //////////////////////////////////////
213
214     //////////////////////////////////////
215     //
216     // general part
```

```
217 //
218 // all examples ignore the ssize_t return value, which should be
219 // the number of bytes successfully written
220 //
221 ///////////////////////////////////////////////////////////////////
222 {
223     char data[x][y][z];
224     char* target = data + 200;
225     buffer b;
226
227     // the following four block do exactly the same, writing
228     // 100 byte (the write parameter supersedes the buffer size)
229
230     // apps managed memory
231     {
232         b.set_data (target);
233         stream.write (b, 100);
234     }
235
236     {
237         b.set_data (target, 100);
238         stream.write (b);
239     }
240
241     {
242         b.set_data (target, 100);
243         stream.write (b, 100);
244     }
245
246     {
247         b.set_data (target, 200);
248         stream.write (b, 100);
249     }
250
251
252     // now for impl managed memory
253     {
254         b.set_size (100);
255         memcpy (b.get_data (), target, 100);
256         stream.write (b);
257     }
258
259     {
260         b.set_size (200);
261         memcpy (b.get_data (), target, 200);
262         stream.write (b, 100);
263     }
264
265
266     // these two MUST throw, even if there is
```



```
267 // enough memory available
268
269 // app managed memory
270 {
271     b.set_data (target, 100);
272     stream.write (b, 200); // throws BadParameter
273 }
274
275 // impl. managed memory
276 {
277     b.set_size (100);
278     memcpy (b.get_data (), target, 200); // apps error
279     stream.write (b, 200); // throws BadParameter
280 }
281 }
282
283
284 ///////////////////////////////////////////////////////////////////
285 //
286 // the next 4 examples perform two writes to a stream,
287 // first 100 bytes, then 200 bytes.
288 //
289 ///////////////////////////////////////////////////////////////////
290
291 // impl managed memory
292 {
293     char data[x][y][z]; // the complete data set
294     char * target = data; // target memory address to write into...
295     target += offset; // ... is actually somewhere in the data space.
296
297     {
298         buffer b (200);
299
300         memcpy (b.get_data (), target, 100);
301         stream.write (b, 100);
302
303         memcpy (b.get_data (), target + 100, 200);
304         stream.write (b, 200);
305
306     } // b dies here, data are gone after that
307 }
308
309
310 // same as above, but using set_size ()
311 {
312     char data[x][y][z]; // the complete data set
313     char * target = data; // target memory address to write into...
314     target += offset; // ... is actually somewhere in the data space.
315
316     {
```

```
317     buffer b (100);
318     memcpy (b.get_data (), target, 100);
319     stream.write (b);
320
321     b.set_size (200);
322     memcpy (b.get_data (), target + 100, 200);
323     stream.write (b);
324
325     } // b dies here, data are gone after that
326 }
327
328
329 // apps managed memory
330 {
331     char    data[x][y][z]; // the complete data set
332     char * target = data; // target memory address to write into...
333     target += offset;      // ... is actually somewhere in the data space.
334
335     stream.write (buffer (target,      100));
336     stream.write (buffer (target + 100, 200));
337
338     // data must be larger than offset + 300, otherwise bang!
339 }
340
341
342 // same as above with explicit buffer c'tor
343 {
344     char    data[x][y][z]; // the complete data set
345     char * target = data; // target memory address to write into...
346     target += 200;        // ... is actually somewhere in the data space.
347
348     {
349         buffer b (target, 100);
350         stream.write (b);
351
352         b.set_data (target + 100, 200);
353         stream.write (b);
354
355     } // b dies here.  data are intact after that
356
357
358     // data must be larger than offset + 300, otherwise bang!
359 }
360
361
362 //////////////////////////////////////
363 //
364 // the next two examples perform the same reads,
365 // but switch memory management in between
366 //
```

```
367 ///////////////////////////////////////////////////////////////////
368
369 // impl managed memory, then apps managed memory
370 {
371     {
372         char [x][y][z] data;
373         char* target = data + 200;
374
375         buffer b (100);
376
377         // impl managed
378         memcpy (b.get_data (), target, 100);
379         stream.write (b, 100);
380
381         b.set_data (target + 100, 200); // apps managed now
382                                         // impl data are gone after this
383
384         // apps managed
385         stream.write (b);
386
387     } // b dies here, apps data are ok after that, impl data are gone
388 }
389
390
391 // apps managed memory, then impl managed
392 {
393     {
394         char [x][y][z] data;
395         char* target = data + 200;
396
397         buffer b (target);
398
399         // apps managed
400         stream.write (b, 100);
401
402         b.set_size (200); // impl managed now
403         memcpy (b.get_data (), target + 100, 200);
404
405         // impl managed
406         stream.write (b);
407
408     } // b dies here, apps data are ok after that, impl data are gone
409 }
410
411
```

### 3.5 SAGA Session Management

The session object provides the functionality of a session, which isolates independent sets of SAGA objects from each other. Sessions also support the management of security information (see `saga::context` in Section 3.6).

#### 3.5.1 Specification

---

```

package saga.session
{
    class session : implements    saga::object
                        // from object    saga::error_handler
    {
        CONSTRUCTOR      (in  bool          default = true,
                          out session      obj);
        DESTRUCTOR       (in  session      obj);

        add_context      (in  context      context);
        remove_context   (in  context      context);
        list_contexts    (out array<context,1> contexts);
    }
}

```

---

#### 3.5.2 Specification Details

##### Class session

Almost all SAGA objects are created in a SAGA session, and are associated with this (and only this) session for their whole life time.

A session instance to be used on object instantiation can explicitly be given as first parameter to the SAGA object instantiation call (`CONSTRUCTOR`).

If the session is omitted as first parameter, a default session is used, with default security context(s) attached. The default session can be obtained by passing `true` to the session `CONSTRUCTOR`.

##### Code Example

```

1      // Example in C++:
2

```

```
3 // create a file object in a specific session:
4 saga::file f1 (session, url);
5
6 // create a file object in the default session:
7 saga::file f2 (url);
```

SAGA objects created from another SAGA object inherit its session, such as, for example, `saga::streams` from `saga::stream_server`. Only some objects do not need a session at creation time, and can hence be shared between sessions. These include:

```
saga::exception
saga::buffer
saga::iovec
saga::parameter
saga::context
saga::job_description
saga::metric
saga::exception
saga::task
saga::task_container
```

Note that tasks have no explicit session attached. The `saga::object` the task was created from, however, has a `saga::session` attached, and that session instance is indirectly available, as the application can obtain that object via the `get_object` method call on the respective task instance.

Multiple sessions can co-exist.

If a `saga::session` object instance gets destroyed, or goes out of scope, the objects associated with that session survive. The implementation **MUST** ensure that the session is internally kept alive until the last object of that session gets destroyed.

If the session object instance itself gets destroyed, the resources associated with that session **MUST** be freed immediately as the last object associated with that session gets destroyed. The lifetime of the default session is, however, only limited by the lifetime of the SAGA application itself (see Notes about life time management in Section 2.5.3).

Objects associated with different sessions **MUST NOT** influence each other in any way - for all practical purposes, they can be considered to be running in different application instances.

Instances of the `saga::context` class (which encapsulates security information in SAGA) can be attached to a `saga::session` instance. The context instances

are to be used by that session for authentication and authorization to the backends used.

If a `saga::context` gets removed from a session, but that context is already/still used by any object created in that session, the context MAY continue to be used by these objects, and by objects which inherit the session from these objects, but not by any other objects. However, a call to `list_contexts` MUST NOT list the removed context after it got removed.

For the default `session` instance, the list returned by a call to `list_contexts()` MUST include the default `saga::context` instances. These are those contexts that are added to any `saga::session` by default, e.g. because they are picked up by the SAGA implementation from the application's run time environment. An application can, however, subsequently remove default contexts from the default session. A new, non-default session has initially no contexts attached.

A SAGA implementation MUST document which default context instances it may create and attach to a `saga::session`. That set MAY change during run-time, but SHOULD NOT be changed once a `saga::session` instance was created. For example, two `saga::session` instances might have different default `saga::context` instances attached. Both sessions, however, will have these attached for their complete lifetime – unless they expire or get otherwise invalidated.

Default `saga::context` instances on a session can be removed from a session, with a call to `remove_context()`. That may result in a session with no contexts attached. That session is still valid, but likely to fail on most authorization points.

---

- CONSTRUCTOR

```

Purpose:  create the object
Format:   CONSTRUCTOR           (in bool    default = true,
                                out session obj)
Inputs:   default:              indicates if the default
                                session is returned
InOuts:   -
Outputs:  obj:                  the newly created object
PreCond:  -
PostCond: -
Perms:    -
Throws:   NotImplemented
          NoSuccess
Notes:    - the created session has no context
          instances attached.
          - if 'default' is specified as 'true', the

```

constructor returns a shallow copy of the default session, with all the default contexts attached. The application can then change the properties of the default session, which is continued to be implicitly used on the creation of all saga objects, unless specified otherwise.

- DESTRUCTOR

Purpose: destroy the object  
Format: DESTRUCTOR (in session obj)  
Inputs: obj: the object to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - See notes about lifetime management  
in Section 2  
Perms: -  
Throws: -  
Notes: -

- add\_context

Purpose: attach a security context to a session  
Format: add\_context (in context c);  
Inputs: c: Security context to add  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - the added context is deep copied, and no  
state is shared.  
- any object within that session can use the  
context, even if it was created before  
add\_context was called.  
Perms: -  
Throws: NotImplemented  
Notes: - if the session already has a context attached  
which has exactly the same set of attribute  
values as the parameter context, no action is  
taken.

- remove\_context

Purpose: detach a security context from a session  
Format: remove\_context (in context c);

Inputs: c: Security context to remove  
InOuts: -  
Outputs: -  
Throws: NotImplemented  
DoesNotExist  
PreCond: - a context with completely identical attributes  
is available in the session.  
PostCond: - that context is removed from the session, and  
can from now on not be used by any object in  
that session, even if it was created before  
remove\_context was called.  
Perms: -  
Notes: - this methods removes the context on the  
session which has exactly the same set of  
parameter values as the parameter context.  
- a 'DoesNotExist' exception is thrown if no  
context exist on the session which has the  
same attributes as the parameter context.

- list\_contexts  
Purpose: retrieve all contexts attached to a session  
Format: list\_contexts (out array<context>  
contexts);  
Inputs: -  
InOuts: -  
Outputs: contexts: list of contexts of this  
session  
PreCond: -  
PostCond: -  
Perms: -  
Throws: NotImplemented  
Notes: - a empty list is returned if no context is  
attached.  
- contexts may get added to a session by  
default, hence the returned list MAY be  
non-empty even if add\_context() was never  
called before.  
- a context might still be in use even if not  
included in the returned list. See notes  
about context life time above.

---



### 3.5.3 Examples

#### Code Example

```
1 // c++ example
2 saga::session s;
3 saga::context c (saga::context::X509);
4
5 s.add_context (c);
6
7 saga::directory d (s, "gsiftp://remote.net/tmp/");
8 saga::file f = d.open ("data.txt");
9
10 // file has same session attached as dir,
11 // and can use the same contexts
```

#### Code Example

```
1 // c++ example
2 saga::task t;
3 saga::session s;
4
5 {
6     saga::context c ("X509");
7
8     s.add_context (c);
9
10    saga::file f (s, url);
11
12    t = f.copy <saga::task::Task> (target);
13
14    s.remove_context (c);
15 }
16
17 // As it leaves the scope, the X509 context gets 'destroyed'.
18 // However, the copy task and the file object MAY continue to
19 // use the context, as its destruction is actually delayed
20 // until the last object using it gets destroyed.
21
22 t.run (); // can still use the context
```

### 3.6 SAGA Context Management

The `saga::context` class provides the functionality of a security information container. A context gets created, and attached to a session handle. As such it is available to all objects instantiated in that session. Multiple contexts can co-exist in one session – it is up to the implementation to choose the correct context for a specific method call. Also, a single `saga::context` instance can be shared between multiple sessions. SAGA objects created from other SAGA objects inherit its session and thus also its context(s). Section 3.5 contains more information about the `saga::session` class, and also about the management and lifetime of `saga::context` instances associated with a SAGA session.

A typical usage scenario is:

Code Example

```
1 // context usage scenario in c++
2
3 saga::context c_1, c_2;
4
5 // c_1 will use a globus proxy. Set the type to globus, pick
6 // up the default globus settings, and then identify the proxy
7 // to be used
8 c_1.set_attribute ("Type", "globus");
9 c_1.set_defaults ();
10 c_1.set_attribute ("UserProxy", "/tmp/special_x509up_u500");
11
12 // c_2 will be used as ssh context, and will just pick up the
13 // public/private key from $HOME/.ssh
14 c_2.set_attribute ("Type", "ssh");
15 c_2.set_defaults ();
16
17 // a saga session gets created, and uses both contexts
18 saga::session s;
19 s.add_context (c_1);
20 s.add_context (c_2);
21
22 // a remote file in this session can now be accessed via
23 // gridftp or ssh
24 saga::file f (s, "any://remote.net/tmp/data.txt");
25 f.copy ("data.bak");
```

A context has a set of attributes which can be set/get via the SAGA attributes interface. Exactly which attributes a context actually evaluates, depends upon its type (see documentation to the `set_defaults()` method).

An implementation CAN implement multiple types of contexts. The implemen-

tation **MUST** document which context types it supports, and which values to the **Type** attribute are used to identify these context types. Also, the implementation **MUST** document what default values it supports for the various context types, and which attributes need to be or can be set by the application.

The lifetime of `saga::context` instances is defined by the lifetime of those `saga::session` instances the contexts are associated with, and of those SAGA objects which have been created in these sessions. For detailed information about lifetime management, see Section 2.5.3, and the description of the SAGA session class in Section 3.5.

For application level Authorization (e.g. for streams, monitoring, steering), contexts are used to inform the application about the requestor's identity. These contexts represent the security information that has been used to initiate the connection to the SAGA application. To support that mechanism, a number of specific attributes are available, as specified below. They are named "Remote<attribute>". An implementation **MUST** at least set the **Type** attribute for such contexts, and **SHOULD** provide as many attribute values as possible.

For example, a SAGA application *A* creates a `saga::stream_server` instance. A SAGA application *B* creates a 'globus' type context, and, with a session using that context, creates a `saga::stream` instance connecting to the stream server of *A*. *A* should then obtain a context upon connection accept (see Sections on Monitoring, 3.9, and Streams, 4.5, for details). That context should then also have the type 'globus', its 'RemoteID' attribute should contain the distinguished name of the user certificate, and its attributes 'RemoteHost' and 'RemotePort' should have the appropriate values.

Note that **UserIDs** **SHOULD** be formatted so that they can be used as user identifiers in the SAGA permission model – see Section 3.7 for details.

### 3.6.1 Specification

---

```
package saga.context
{
    class context : implements    saga::object
                        implements saga::attributes
                        // from object saga::error_handler
    {
        CONSTRUCTOR      (in string      type = "",
                          out context    obj);
        DESTRUCTOR       (in context     obj);
    }
}
```

---

```
set_defaults      (void);

// Attributes:
//  name:  Type
//  desc:  type of context
//  mode:  ReadWrite
//  type:  String
//  value: naming conventions as described above apply
//
//  name:  Server
//  desc:  server which manages the context
//  mode:  ReadWrite
//  type:  String
//  value: -
//  note:  - a typical example would be the contact
//          information for a MyProxy server, such as
//          'myproxy.remote.net:7512', for a 'myproxy'
//          type context.
//
//  name:  CertRepository
//  desc:  location of certificates and CA signatures
//  mode:  ReadWrite
//  type:  String
//  value: -
//  note:  - a typical example for a globus type context
//          would be "/etc/grid-security/certificates/".
//
//  name:  UserProxy
//  desc:  location of an existing certificate proxy to
//          be used
//  mode:  ReadWrite
//  type:  String
//  value: -
//  note:  - a typical example for a globus type context
//          would be "/tmp/x509up_u<uid>".
//
//  name:  UserCert
//  desc:  location of a user certificate to use
//  mode:  ReadWrite
//  type:  String
//  value: -
//  note:  - a typical example for a globus type context
//          would be "$HOME/.globus/usercert.pem".
//
//  name:  UserKey
//  desc:  location of a user key to use
```

```
// mode: ReadWrite
// type: String
// value: -
// note: - a typical example for a globus type context
//         would be "$HOME/.globus/userkey.pem".
//
// name: UserID
// desc: user id or user name to use
// mode: ReadWrite
// type: String
// value: -
// note: - a typical example for a ftp type context
//         would be "anonymous".
//
// name: UserPass
// desc: password to use
// mode: ReadWrite
// type: String
// value: -
// note: - a typical example for a ftp type context
//         would be "anonymous@localhost".
//
// name: UserVO
// desc: the VO the context belongs to
// mode: ReadWrite
// type: String
// value: -
// note: - a typical example for a globus type context
//         would be "O=dutchgrid".
//
// name: LifeTime
// desc: time up to which this context is valid
// mode: ReadWrite
// type: Int
// value: -1
// note: - format: time and date specified in number of
//         seconds since epoch
//         - a value of -1 indicates an infinit lifetime.
//
// name: RemoteID
// desc: user ID for an remote user, who is identified
//         by this context.
// mode: ReadOnly
// type: String
// value: -
// note: - a typical example for a globus type context
```

```

//          would be
//          "/0=dutchgrid/0=users/0=vu/0U=cs/CN=Joe Doe".
//
//  name: RemoteHost
//  desc: the hostname where the connection originates
//        which is identified by this context.
//  mode: ReadOnly
//  type: String
//  value: -
//
//  name: RemotePort
//  desc: the port used for the connection which is
//        identified by this context.
//  mode: ReadOnly
//  type: String
//  value: -
//
}
}

```

---

### 3.6.2 Specification Details

#### Class context

---

```

- CONSTRUCTOR
  Purpose: create a security context
  Format:  CONSTRUCTOR          (in stringt type = "",
                                out context obj);
  Inputs:  type:                initial type of context
  InOuts:  -
  Outputs: obj:                the newly created object
  PreCond: -
  PostCond: -
  Perms:   -
  Throws:  NotImplemented
           IncorrectState
           Timeout
           NoSuccess
  Notes:   - if type is given (i.e. non-empty), then the
             CONSTRUCTOR internally calls set_defaults().

```

---

The notes to `set_defaults` apply.

- DESTRUCTOR

Purpose: destroy a security context  
Format: DESTRUCTOR (in context obj);  
Inputs: obj: the object to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - See notes about lifetime management  
in Section 2  
Perms: -  
Throws: -  
Notes: -

- set\_defaults

Purpose: set default values for specified context type  
Format: set\_defaults (void);  
Inputs: -  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - the context is valid, and can be used for  
authorization.  
Perms: -  
Throws: NotImplemented  
IncorrectState  
Timeout  
NoSuccess  
Notes: - the method evaluates the value of the 'Type'  
attribute, and of all other non-empty  
attributes, and, based on that information,  
tries to set sensible default values for all  
previously empty attributes.  
- if the 'Type' attribute has an empty value, an  
'IncorrectState' exception is thrown.  
- this method can be called more than once on  
a context instance.  
- if the implementation cannot create valid  
default values based on the available  
information, an 'NoSuccess' exception is  
thrown, and a detailed error message is given,  
describing why no default values could be  
set.





### 3.7 SAGA Permission Model

**This whole section has been added to the specification!**

A number of SAGA use cases imply the ability of applications to allow or deny specific operations on SAGA objects or grid entities, such as files, streams, or monitorables. This package provides a generic interface to query and set such permissions, for (a) everybody, (b) individual users, and (c) groups of users.

Objects implementing this interface maintain a set of permissions for each object instance, for a set of IDs. These permissions can be queried, and, in many situations, set. The SAGA specification defines which permissions are available on a SAGA object, and which operations are expected to respect these permissions.

A general problem with this approach is that it is difficult to anticipate how users and user groups are identified by various grid middleware systems. In particular, any translation of permissions specified for one grid middleware is likely not completely translatable to permissions for another grid middleware.

For example, assume that a `saga::file` instance gets created via `ssh`, and permissions are set for the file to be readable and executable by a specific POSIX user group ID. Which implications do these permissions have with respect to operations performed with GridFTP, using a Globus certificate? The used X509 certificates have (a) no notion of groups (groups are implicit due to the mapping of the `grid-mapfile`), and (b) are not mappable to group ids; and (c) GridFTP ignores the executable flag on files.

For this reason, it is anticipated that the permission model described in this section has the following, undesired consequences and limitations:

- Applications using this interface are not expected to be fully portable between different SAGA implementations. (In cases like having two SAGA implementations that use different middleware backends for accessing the same resources.)
- A SAGA implementation **MUST** document which permission it supports, for which operations.
- A SAGA implementation **MUST** document if it supports group level permissions.
- A SAGA implementation **MUST** document how user and group IDs are to be formed.

Note that there are no separate calls to `get/set` user, group and world permissions: this information must be part of the IDs the methods operate upon. To

set/get permissions for 'world' (i.e. anybody), the ID '\*' is used.

## IDs

SAGA can not, by design, define globally unique identifiers in a portable way. For example, it would be impossible to map, transparently and bi-directionally, a Unix user ID and an associated X509 Distinguished Name on any resource onto the same hypothetical SAGA user ID, at least not without explicit support by the grid middleware (e.g., by having access to the Globus `grid-mapfile`). That support is, however, rarely available.

It is thus required that SAGA implementations **MUST** specify how the user and group IDs are formed that they support. In general, IDs which are valid for the `UserID` attribute of the SAGA context instances **SHOULD** also be valid IDs to be used in the SAGA permission model.

A typical usage scenario is (extended from the context usage scenario):

### Code Example

```
1 // context and permission usage scenario in C++
2
3 saga::context c_1 ("globus")
4 saga::context c_2 ("ssh");
5
6 // c_1 is a globus proxy. Identify the proxy to be used,
7 // and pick up the other default globus settings
8 c_1.set_attribute ("UserProxy", "/tmp/special_x509up_u500");
9 c_1.set_defaults ();
10
11 // c_2 is a ssh context, and will just pick up the
12 // public/private key from $HOME/.ssh
13 c_2.set_defaults ();
14
15 // a saga session gets created, and uses both contexts
16 saga::session s;
17 s.add_context (c_1);
18 s.add_context (c_2);
19
20 // a remote file in this session can now be accessed via
21 // gridftp or ssh
22 saga::file f (s, "any://remote.net/tmp/data.txt");
23 f.copy ("data.bak");
24
25 // write permissions can be set for both context IDs
26 f.permission_allow (c_1.get_attribute ("UserID"), Write);
27 f.permission_allow (c_2.get_attribute ("UserID"), Write);
```

For middleware systems where group and user ids can clash, the IDs should be implemented as `'user-<id>'` and `'group-<id>'`. For example: on Unix, the name `'mail'` can (and often does) refer to a user and a group. In that case, the IDs should be expressed as `'user-mail'` and `'group-mail'`, respectively. The ID `'*'` is always reserved, as described above.

Permissions for a user ID supersede the permissions for a group ID, which supersede the permissions for `'*'` (all). If a user is in multiple groups, and the group's permissions differ, the most permissive permission applies.

### 3.7.1 Permissions for Multiple Backends

In SAGA, an entity which provides the `permissions` interface always has exactly one owner, for one middleware backend. However, this implies that for SAGA implementations with multiple backend bindings, multiple owner IDs may be valid. For example, `"/O=dutchgrid/O=users/O=vu/OU=cs/CN=Joe Doe"` and `"user-jdoe"` might be equally valid IDs, at the same time, if the implementation supports local Unix access and GridFTP access to a local file. As long as the ID spaces do not conflict, the `permissions` interface obviously allows to set permissions individually for both backends. In case of conflicts, the application would need to create new SAGA objects from sessions that contain only a single context, representing the desired backend's security credentials. As such situations are considered to be very rare exceptions in the known SAGA use cases, we find this limitation acceptable.

Note that, for SAGA implementations supporting multiple middleware backends, the `permissions` interface can operate on permissions for any of these backends, not only for the one that was used by the original creation of the object instance. Such a restriction would basically inhibit implementations with dynamic ("late") binding to backends.

### Conflicting Backend Permission Models

Some middleware backends may not support the full range of permissions, e.g., they might not distinguish between `Query` and `Read` permissions. A SAGA implementation **MUST** document which permissions are supported. Trying to set an unsupported permission results in a `BadParameter` exception, and **NOT** in a `NotImplemented` exception – that would indicate that the method is not available at all, i.e. that no permission model at all is available for this particular implementation.

An implementation **MUST NOT** silently merge permissions, according to its own model – that would break for example the following code:

```
file.permissions_allow ("user-jdoe", Query);  
file.permissions_deny  ("user-jdoe", Read );  
off_t file_size = file.get_size ();
```

If an implementation binds to a system with standard Unix permissions and does not throw a `BadParameter` exception on the first call, but silently sets `Read` permissions instead, because that does also allow query style operations on Unix, then the code in line three would fail for no obvious reason, because the second line would revoke the permissions from line one.

### Initial Permission Settings

If new grid entities get created via the SAGA API, the owner of the object is set to the value of the `'UserID'` attribute of the context used during the creation. Note that for SAGA implementations with support for multiple middleware backends, and support for late binding, this may imply that the owner is set individually for one, some or all of the supported backends.

Creating grid entities may require specific permissions on other entities. For example:

- file creation requires `Write` permissions on the parent directory.
- executing a file requires `Read` permissions on the parent directory.

An implementation CAN set initial permissions other than `Owner`. An implementation SHOULD document which initial permission settings an application can expect.

The specification of the `ReadOnly` flag on the creation or opening of SAGA object instances, such as `saga::file` instances, causes the implementation to behave as if the `Write` permission on the entity on that instance is not available, even if it is, in reality, available. The same holds for the `WriteOnly` flag and the availability of the `Read` permission on that entity.

### Permission Definitions in the SAGA specification

The SAGA specification normatively defines for each operation, which permissions are required for that operation. If a permission is supported, but not set, the method invocation MUST cause a `PermissionDenied` exception. An implementation MUST document any deviation from this scheme, e.g., if a specified permission is not supported at all, or cannot be tested for a particular method. An example of such a definition is (from the `monitorable` interface):

---

```

- list_metrics
  Purpose: list all metrics associated with the object
  Format:  list_metrics      (out array<string>  names);
  Inputs:  -
  InOuts:  -
  Outputs: names:            array of names identifying
                               the metrics associated with
                               the object instance

  PreCond: -
  PostCond: -
  Perms:   Query
  Throws:  NotImplemented
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess
  Notes:   - [...]

```

---

This example implies that for the session in which the `list_metrics()` operation gets performed, there must be at least one context for which's attribute 'UserID' the `Query` permission is both supported and available; otherwise, the method **MUST** throw a `PermissionDenied` exception. If `Query` is not supported by any of the backends for which a context exists, the implementation **MAY** try the backends to perform the operation anyway.

For some parts of the specification, namely for attributes and metrics, the `mode` specification is normative for the respective, required permission. For example, the mode attribute `ReadOnly` implies that a `Write` permission, required to change the attribute, is never available.

### The `PermissionDenied` exception in SAGA

SAGA supports a `PermissionDenied` exception, as documented in Section 3.1. This exception can originate from various circumstances, that are not necessarily related to the SAGA permission model as described here. However, if the reason why that exception is raised maps onto the SAGA permission model, the exception's error message **MUST** have the following format (line breaks added for readability):

```

PermissionDenied: no <PERM> permission
                  on <ENTITY> <NAME>

```

for <ID>

Here, <PERM> denotes which permission is missing, <ENTITY> denotes on what kind of entity this permission is missing. <NAME> denotes which entity misses that permission, and <ID> denotes which user is missing that permission.

<PERM> is the literal string of the `permission` enum defined in this section. <ENTITY> is the type of backend entity which is missing the permission, e.g. `file`, `directory`, `job_service` etc. Whenever possible, the literal class name of the respective SAGA class name SHOULD be used. <NAME> SHOULD be a URL or literal name which allows the end user to uniquely identify the entity in question. <ID> is the value of the `UserID` attribute of the context used for the operation (the notes about user IDs earlier in this section apply).

Some examples for complete error messages are:

```
PermissionDenied: no Read permission
                  on file http:///tmp/test.dat
                  for user-jdoe

PermissionDenied: no Write permission
                  on directory http:///tmp/
                  for user-jdoe

PermissionDenied: no Query permission
                  on logical_file rls:///tmp/test
                  for /O=ca/O=users/O=org/CN=Joe Doe

PermissionDenied: no Query permission
                  on job [fork://localhost]-[1234]
                  for user-jdoe

PermissionDenied: no Exec permission
                  on RPC [rpc://host/matmult] for
                  for /O=ca/O=users/O=org/CN=Joe Doe
```

#### **Note to users**

The description of the SAGA permission model above should have made clear that, in particular, the support for multiple backends makes it difficult to strictly enforce the permissions specified on application level. Until a standard for permission management for Grid application emerges, this situation is unlikely to change. Applications should thus be careful to trust permissions specified in SAGA, and should ensure to use an implementation which fully supports and enforces the permission model, e.g., they should choose an implementation which binds to a single backend.

### 3.7.2 Specification

---

```
package saga.permissions
{
    enum permission
    {
        None      = 0,
        Query     = 1,
        Read      = 2,
        Write     = 4,
        Exec      = 8,
        Owner     = 16,
        All       = 31
    }

    interface permissions : implements saga::async
    {
        // setter / getters
        permissions_allow      (in string      id,
                               in int         perm);
        permissions_deny      (in string      id,
                               in int         perm);
        permissions_check      (in string      id,
                               in int         perm,
                               out bool        value);
        get_owner              (out string      owner);
        get_group              (out string      group);
    }
}
```

---

### 3.7.3 Specification Details

#### Enum permission

This enum specifies the available permissions in SAGA. The following examples demonstrate which type of operations are allowed for certain permissions, and which aren't. To keep these examples concise, they are chosen from the following list, with the convention that those operations in this list, which are not listed in the respective example section, are *not* allowed for that permission. In general, the availability of one permission does not imply the availability of any other permission (with the exception of **Owner**, as described below).

- provide information about a metric, and its properties
- provide information about file size, access time and ownership
- provide information about job description, ownership, and runtime
- provide information about logical file access time and ownership
- provide access to a job's I/O streams
- provide access to the list of replicas of a logical file
- provide access to the contents of a file
- provide access to the value of a metric
- provide means to change the ownership of a file or job
- provide means to change the permissions of a file or job
- provide means to fire a metric
- provide means to connect to a stream server
- provide means to manage the entries in a directory
- provide means to manipulate a file or its meta data
- provide means to manipulate a job's execution or meta data
- provide means to manipulate the list of replicas of a logical file
- provide means to run an executable

The following permissions are available in SAGA:

#### Query

This permission identifies the ability to *access all meta data of an entity*, and thus to obtain any information about an entity. If that permission is not available for an actor, that actor **MUST NOT** be able to obtain any information about the queried entity, if possible not even about its existence. If that permission is available for an actor, the actor **MUST** be able to query for any meta data on the object which (a) do imply changes on the entities state, and (b) are part of the *content* of the entity (i.e., do not comprise its data).

Note that for logical files, attributes are part of the data of the entities (i.e., the meta data belong to the logical file's data).

An authorized **Query** operation can:

- provide information about a metric, and its properties
- provide information about file size, access time and ownership
- provide information about job description, ownership, and runtime
- provide information about logical file access time and ownership



### Read

This permission identifies the ability to *access the contents and the output of an entity*. If that permission is not available for an actor, that actor **MUST NOT** be able to access the data of the entity. That permission does not imply the authorization to change these data, or to manipulate the entity. That permission does also not imply **Query** permissions, i.e. the permission to access the entity's meta data.

An authorized **READ** operation can:

- provide access to a job's I/O streams
- provide access to the list of replicas of a logical file
- provide access to the contents of a file
- provide access to the value of a metric

### Write

This permission identifies the ability to *manipulate the contents of an entity*. If that permission is not available for an actor, that actor **MUST NOT** be able to change neither data nor meta data of the entity. That permission does not imply the authorization to read these data of the entity, nor to manipulate the entity. That permission does also not imply **Query** permissions, i.e., the permission to access the entity's meta data.

Note that, for a directory, its entries comprise its data. Thus, **Write** permissions on a directory allow to manipulate all entries in that directory – but do not imply the ability to change the data of these entries. For example, **Write** permissions on the directory `'/tmp'` allows to move `'/tmp/a'` to `'/tmp/b'`, or to remove these entries, but does not imply the ability to perform a `read()` operation on `'/tmp/a'`.

An authorized **Write** operation can:

- provide means to manage the entries in a directory
- provide means to manipulate a file or its meta data
- provide means to manipulate a job's execution or meta data
- provide means to manipulate the list of replicas of a logical file

### Exec

This permission identifies the ability to *perform an action on an entity*. If that permission is not available for an actor, that actor **MUST NOT** be able to perform that action. The actions covered by that permission are usually those which affect the state of the entity, or which create a new entity.

An authorized **Exec** operation can:

- provide means to fire a metric
- provide means to connect to a stream server
- provide means to run an executable

**Owner**

This permission identifies the ability to *change permissions and ownership of an entity*. If that permission is not available for an actor, that actor **MUST NOT** be able to change any permissions or the ownership of an entity. As this permission indirectly implies full control over all other permissions, it does also imply that an actor with that permission can perform *any* operation on the entity. **Owner** is not listed as additional required permission in the specification details for the individual methods, but only listed for those methods, where **Owner** is an explicit permission requirement which cannot be replaced by any other permission.

An authorized **Owner** operation can:

- provide means to change the ownership of a file or job
- provide means to change the permissions of a file or job
- perform *any* other operation, including all operations from the original list of examples above

Note that only one user can own an entity. For example, the following sequence:

```
file.permissions_allow ("Tarzan", saga::permission::Owner);
file.permissions_allow ("Jane",    saga::permission::Owner);
```

would result in a file ownership by 'Jane'.

Also note that

```
file.permissions_allow ("*", saga::permission::Owner);
```

or

```
file.permissions_deny (id, saga::permission::Owner);
```

will never be possible, and will throw a `BadParameter` exception.

**Interface permissions**


---

```
- permissions_allow
Purpose:  enable permission flags
Format:  permissions_allow    (in  string    id,
                               in  int       perm);
Inputs:   id:                  id to set permission for
          perm:                 permissions to enable
InOuts:   -
Outputs:  -
PreCond:  -
PostCond: - the permissions are enabled.
Perms:    Owner
```

Throws:   NotImplemented  
          BadParameter  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess

Notes:    - an id '\*' sets the permissions for all (world)  
          - whether an id is interpreted as a group id is up to  
            the implementation. An implementation MUST  
            specify how user and group id's are formed.  
          - the 'Owner' permission can not be set to the  
            id '\*' (all).  
          - if the given id is unknown or not supported, a  
            'BadParameter' exception is thrown.

- permissions\_deny

Purpose:   disable permission flags

Format:   permissions\_deny       (in string     id,  
                                  in int         perm);

Inputs:   id:                    id to set permissions for  
          perm:                   permissions to disable

InOuts:   -

Outputs:   -

PreCond:   -

PostCond:  - the permissions are disabled.

Perms:    Owner

Throws:   NotImplemented  
          BadParameter  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess

Notes:    - an id '\*' sets the permissions for all (world)  
          - whether an id is interpreted as a group id is up to  
            the implementation. An implementation MUST  
            specify how user and group id's are formed.  
          - the 'Owner' permission can not be set to the  
            id '\*' (all).  
          - if the given id is unknown or not supported, a  
            'BadParameter' exception is thrown.

- permissions\_check

```

Purpose:  check permission flags
Format:  permissions_check  (in string    id,
                             in int      perm,
                             out bool    allow);

Inputs:   id:                id to check permissions for
          perm:              permissions to check
InOuts:   -
Outputs:  allow:            indicates if, for that id,
                             the permissions are granted
                             (true) or not.

PreCond:  -
PostCond: -
Perms:    Query
Throws:   NotImplemented
          BadParameter
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

Notes:    - an id '*' gets the permissions for all (world)
          - 'true' is only returned when all permissions
            specified in 'perm' are set for the given id.
          - if the given id is unknown or not supported, a
            'BadParameter' exception is thrown.

- get_owner
Purpose:  get the owner of the entity
Format:  get_owner          (out string    owner);
Inputs:   -
InOuts:   -
Outputs:  owner:            id of the owner
PreCond:  -
PostCond: -
Perms:    Query
Throws:   NotImplemented
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

Notes:    - returns the id of the owner of the entity
          - an entity, on which the permission interface is
            available, always has exactly one owner: this
            method MUST NOT return an empty string, and

```

MUST NOT return '\*' (all), and MUST NOT return a group id.

```
- get_group
  Purpose:  get the group owning the entity
  Format:   get_group          (out string      group);
  Inputs:   -
  InOuts:   -
  Outputs:  group:              id of the group
  PreCond:  -
  PostCond: -
  Perms:    Query
  Throws:   NotImplemented
            PermissionDenied
            AuthorizationFailed
            AuthenticationFailed
            Timeout
            NoSuccess

  Notes:    - returns the id of the group owning the entity
            - this method MUST NOT return '*' (all), and
              MUST NOT return a user id.
            - if the implementation does not support groups,
              the method returns an empty string.
```

### 3.7.4 Examples

#### Code Example

```
1 // c++ example
2 {
3   // create a file in the default session
4   saga::file f (url, saga::file::Create
5                 | saga::file::Exclusive);
6
7   // get all contexts of the default session, and for each...
8   std::list <saga::context> ctxs = theSession.list_contexts ();
9
10
11   for ( int i = 0; i < ctxs.size (); i++ )
12   {
13     saga::context ctx = ctxs[i];
14
15     // set the file to be executable
16     f.permission_allow (ctx.get_attribute ("UserID"),
17                        saga::permission::Exec);
```

```
18     }
19
20     // the file should now be usable for job submission for all
21     // contexts in the default session.  Often, however, only
22     // one context will succeed in setting the permission: the
23     // one which was used for creation in the first place.  In
24     // that case, job submission is most likely to succeed with
25     // that context, too.
26 }
```

### 3.8 SAGA Attribute Model

There are various places in the SAGA API where attributes need to be associated with objects, for instance for job descriptions and metrics. The **attributes** interface provides a common interface for storing and retrieving attributes.

Objects implementing this interface maintain a set of attributes. These attributes can be considered as a set of key-value pairs attached to the object. The key-value pairs are string based for now, but might cover other value types in later versions of the SAGA API specification.

The interface name **attributes** is somewhat misleading: it seems to imply that an object implementing this interface **IS-A** set of attributes. What we actually mean is that an object implementing this interface **HAS** attributes. In the absence of a better name, we left it **attributes**, but implementors and users should be aware of the actual meaning (the proper interface name would be 'attributable', which sounds awkward).

The SAGA specification defines attributes which **MUST** be supported by the various SAGA objects, and also defines their default values, and those which **CAN** be supported. An implementation **MUST** motivate and document if a specified attribute is not supported.

#### 3.8.1 Specification

---

```
package saga.attributes
{
    interface attributes
    {
        // setter / getters
        set_attribute      (in string      key,
                           in string      value);

        get_attribute      (in string      key,
                           out string     value);

        set_vector_attribute (in string      key,
                             in array<string> values);

        get_vector_attribute (in string      key,
                             out array<string> values);

        remove_attribute    (in string      key);

        // inspection methods
        list_attributes      (out array<string> keys);
        find_attributes      (in array<string> pattern,
```

---

```

        out array<string> keys);
    attribute_is_readonly (in string key,
        out bool test);
    attribute_is_writable (in string key,
        out bool test);
    attribute_is_removable (in string key,
        out bool test);
    attribute_is_vector (in string key,
        out bool test);
    }
}

```

---

### 3.8.2 Specification Details

The `attributes` interface in SAGA provides a uniform paradigm to set and query parameters and properties of SAGA objects. Although the `attributes` interface is generic by design (i.e. it allows arbitrary keys and values to be used), its use in SAGA is mostly limited to a finite and well defined set of keys.

In several languages, attributes can much more elegantly be expressed by native means - e.g. by using hash tables in Perl. Bindings for such languages MAY allow to use a native interface *additionally* to the one described here.

Several SAGA objects have very frequently used attributes. To simplify usage of these objects, setter and getter methods MAY be defined by the various language bindings, again *additionally* to the interface described below. For attributes of native non-string types, these setter/getters MAY be typed.

For example, additionally to:

---

```
stream.set_attribute ("BufferSize", "1024");
```

---

a language binding might allow:

---

```
stream.set_buffer_size (1024); // int type
```

---

Further, in order to limit semantic and syntactic ambiguities (e.g., due to



spelling deviations), language bindings MUST define known attribute keys as constants, such as (in C):

---

```
#define SAGA_BUFFERSIZE "BufferSize"
...
stream.set_attribute (SAGA_BUFFERSIZE, "1024");
```

---

The distinction between scalar and vector attributes is supposed to help those languages where this aspect of attributes cannot be handled transparently, e.g. by overloading. Bindings for languages such as Python, Perl and C++ CAN hide this distinction as long as both access types are supported.

Elements of vector attributes are ordered. This order MUST be preserved by the SAGA implementation. Comparison also relies on ordering (i.e. 'one two' does not equal 'two one'). For example, this order is significant for the `saga::job_description` attribute 'Arguments', which represents command line arguments for a job.

Attributes are expressed as string values. They have, however, a type, which defines the formatting of that string. The allowed types are **String**, **Int**, **Enum**, **Float**, **Bool**, and **Time** (the same as metric value types). Additionally, attributes are qualified as either **Scalar** or **Vector**. The default is **Scalar**.

Values of **String** type attributes are expressed as-is.

Values of **Int** (i.e. Integer) type attributes are expressed as they would in result of a printf of the format '%lld', as defined by POSIX.

Values of **Enum** type attributes are expressed as strings, and have the literal value of the respective enums as defined in this document. For example, the initial task states would have the values 'New', 'Running' and 'Done'.

Values of **Float** (i.e. floating point) type attributes are expressed as they would in result of a printf of the format '%Lf', as defined by POSIX.

Values of **Bool** type attributes MUST be expressed as 'True' or 'False'.

Values of **Time** type attributes MUST be expressed as they would in result of a call to `ctime()`, as defined by POSIX. Applications can also specify these attribute values as seconds since epoch (this formats the string as an **Int** type), but all time attributes set by the implementation MUST be in `ctime()` format. Applications should be aware of the `strptime()` and `strftime()` methods defined in POSIX, which assist time conversions.

### 3.8.3 Attribute Definitions in the SAGA specification

The SAGA specification defines a number of attributes which **MUST** or **CAN** be supported, for various SAGA objects. An example of such a definition is (from the Metric object):

---

```
class metric ...
{
    ...

    // Attributes:
    //  name:  Name
    //  desc:  name of metric
    //  mode:  ReadOnly
    //  type:  String
    //  value: -
    //  notes: naming conventions as described below apply
    //
    //  ...
}
```

---

These specifications are **NORMATIVE**, even if described as comments in the SIDL specification! The specified attributes **MUST** be supported by an implementation, unless noted otherwise, as:

```
// mode:  ReadOnly, optional
// mode:  ReadWrite, optional
```

If an attribute **MUST** be supported, but the SAGA implementation cannot support that attribute, any set/get on that attribute **MUST** throw a `NotImplemented` exception, and the error message **MUST** state "**Attribute <name> not available in this implementation**".

If the default value is denoted as '-', then the attribute is, by default, not set at all.

Attribute support can 'appear' and 'go away' during the lifetime of an object (e.g., as late binding implementations switch the backend). Any set on an attribute which got removed ('dead attribute') **MUST** throw a `DoesNotExist` exception. However, dead attributes **MUST** stay available for read access. The SAGA implementation **MUST NOT** change such an attribute's value, as long as it is not available. Allowed values for mode are `ReadOnly` and `ReadWrite`.

It is not allowed to add attributes other than those specified in this document, unless explicitly allowed, as:

```
// Attributes (extensible):
```

The `find_attributes()` method accepts a list of patterns, and returns a list of keys for those attributes which match any one of the specified patterns (OR semantics). The patterns describe both attribute keys and values, and are formatted as:

```
<key-pattern>=<value-pattern>
```

Both the `key-pattern` and the `value-pattern` can contain wildcards as defined in the description of the SAGA namespace package. If a `key-pattern` contains an '=' character, that character must be escaped by a backslash, as must any backslash character itself. The `value-pattern` can be empty, and the method will then return all attribute keys which match the `key-pattern`. The equal sign '=' can then be omitted from the pattern.

## Interface attributes

---

```
- set_attribute
  Purpose:  set an attribute to a value
  Format:   set_attribute      (in string key,
                               in string value);

  Inputs:   key:              attribute key
            value:            value to set the
                               attribute to

  InOuts:   -
  Outputs:   -
  PreCond:   -
  PostCond:  -
  Perms:     Write
  Throws:    NotImplemented
            BadParameter
            DoesNotExist
            IncorrectState
            PermissionDenied
            AuthorizationFailed
            AuthenticationFailed
            Timeout
            NoSuccess

  Notes:     - an empty string means to set an empty value
              (the attribute is not removed).
```

- the attribute is created, if it does not exist
  - a 'PermissionDenied' exception is thrown if the attribute to be changed is ReadOnly.
  - only some SAGA objects allow to create new attributes - others allow only access to predefined attributes. If a non-existing attribute is queried on such objects, a 'DoesNotExist' exception is raised
  - changes of attributes may reflect changes of endpoint entity properties. As such, authorization and/or authentication may fail for settings such attributes, for some backends. In that case, the respective 'AuthenticationFailed', 'AuthorizationFailed', and 'PermissionDenied' exceptions are thrown. For example, an implementation may forbid to change the `saga::stream` 'Bufsize' attribute.
  - if an attribute is not well formatted, or outside of some allowed range, a 'BadParameter' exception with a descriptive error message is thrown.
  - if the operation is attempted on a vector attribute, an 'IncorrectState' exception is thrown.
  - setting of attributes may time out, or may fail for other reasons - which causes a 'Timeout' or 'NoSuccess' exception, respectively.
- 
- `get_attribute`
    - Purpose: get an attribute value
    - Format: `get_attribute` (in string key, out string value);
    - Inputs: key: attribute key
    - InOuts: -
    - Outputs: value: value of the attribute
    - PreCond: -
    - PostCond: -
    - Perms: Query
    - Throws: NotImplemented
    - DoesNotExist
    - IncorrectState
    - PermissionDenied
    - AuthorizationFailed
    - AuthenticationFailed
    - Timeout

Notes: NoSuccess

- queries of attributes may imply queries of endpoint entity properties. As such, authorization and/or authentication may fail for querying such attributes, for some backends. In that case, the respective 'AuthenticationFailed', 'AuthorizationFailed', and 'PermissionDenied' exceptions are thrown. For example, an implementation may forbid to read the `saga::stream 'Bufsize'` attribute.
- reading an attribute value for an attribute which is not in the current set of attributes causes a 'DoesNotExist' exception.
- if the operation is attempted on a vector attribute, an 'IncorrectState' exception is thrown.
- getting attribute values may time out, or may fail for other reasons - which causes a 'Timeout' or 'NoSuccess' exception, respectively.

- `set_vector_attribute`

Purpose: set an attribute to an array of values.

Format: `set_vector_attribute (in string key, in array<string> values);`

Inputs: key: attribute key  
values: array of values for the attribute

InOuts: -

Outputs: -

PreCond: -

PostCond: -

Perms: Write

Throws: NotImplemented  
BadParameter  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- the notes to the `set_attribute()` method apply.
- if the operation is attempted on a scalar attribute, an 'IncorrectState' exception is

thrown.

- `get_vector_attribute`

Purpose: get the array of values associated with an attribute

Format: `get_vector_attribute` (in string key, out array<string> values);

Inputs: key: attribute key

InOuts: -

Outputs: values: array of values of the attribute.

PreCond: -

PostCond: -

Perms: Query

Throws: NotImplemented  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - the notes to the `get_attribute()` method apply.  
- if the operation is attempted on a scalar attribute, an 'IncorrectState' exception is thrown.

- `remove_attribute`

Purpose: removes an attribute.

Format: `remove_attribute` (in string key);

Inputs: key: attribute to be removed

InOuts: -

Outputs: -

PreCond: -

PostCond: - the attribute is not available anymore.

Perms: Write

Throws: NotImplemented  
DoesNotExist  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - a vector attribute can also be removed with

```

        this method
        - only some SAGA objects allow to remove
          attributes.
        - a ReadOnly attribute cannot be removed - any
          attempt to do so throws a 'PermissionDenied'
          exception.
        - if a non-existing attribute is removed, a
          'DoesNotExist' exception is raised.
        - exceptions have the same semantics as defined
          for the set_attribute() method description.

- list_attributes
  Purpose:  Get the list of attribute keys.
  Format:   list_attributes      (out array<string>  keys);
  Inputs:   -
  InOuts:   -
  Outputs:  keys:                existing attribute keys
  PreCond:  -
  PostCond: -
  Perms:    Query
  Throws:   NotImplemented
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess
  Notes:    - exceptions have the same semantics as defined
             for the get_attribute() method description.
             - if no attributes are defined for the object,
               an empty list is returned.

- find_attributes
  Purpose:  find matching attributes.
  Format:   find_attributes      (in  array<string>  pattern,
                                out array<string>  keys);
  Inputs:   pattern:            search patterns
  InOuts:   -
  Outputs:  keys:                matching attribute keys
  PreCond:  -
  PostCond: -
  Perms:    Query
  Throws:   NotImplemented
           BadParameter
           PermissionDenied
```

AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- the pattern must be formatted as described earlier, otherwise a 'BadParameter' exception is thrown.
- exceptions have the same semantics as defined for the get\_attribute() method description.

- attribute\_is\_readonly

Purpose: check the attribute mode.

Format: attribute\_is\_readonly(in string key,  
out bool test);

Inputs: key: attribute key

InOuts: -

Outputs: test: bool indicating success

PreCond: -

PostCond: -

Perms: Query

Throws: NotImplemented  
DoesNotExist  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- This method returns TRUE if the attribute identified by the key exists, and can be read by get\_attribute() or get\_vector\_attribute(), but cannot be changed by set\_attribute() and set\_vector\_attribute().
- exceptions have the same semantics as defined for the get\_attribute() method description.

- attribute\_is\_writable

Purpose: check the attribute mode.

Format: attribute\_is\_writable(in string key,  
out bool test);

Inputs: key: attribute key

InOuts: -

Outputs: test: bool indicating success

PreCond: -

PostCond: -



Perms: Query  
Throws: NotImplemented  
DoesNotExist  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - This method returns TRUE if the attribute identified by the key exists, and can be changed by `set_attribute()` or `set_vector_attribute()`.  
- exceptions have the same semantics as defined for the `get_attribute()` method description.

- `attribute_is_removable`  
Purpose: check the attribute mode.  
Format: `attribute_is_removable` (in string key, out bool test);  
Inputs: key: attribute key  
InOuts: -  
Outputs: test: bool indicating success  
PreCond: -  
PostCond: -  
Perms: Query  
Throws: NotImplemented  
DoesNotExist  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - This method returns TRUE if the attribute identified by the key exists, and can be removed by `remove_attribute()`.  
- exceptions have the same semantics as defined for the `get_attribute()` method description.

- `attribute_is_vector`  
Purpose: check the  
Format: `attribute_is_vector` (in string key, out bool test);  
Inputs: key: attribute key  
InOuts: -

Outputs: test                      bool indicating if  
                                     attribute is scalar  
                                     (false) or vector (true)

PreCond: -  
PostCond: -  
Perms: Query  
Throws: NotImplemented  
         DoesNotExist  
         PermissionDenied  
         AuthorizationFailed  
         AuthenticationFailed  
         Timeout  
         NoSuccess

Notes:    - This method returns TRUE if the attribute  
            identified by key is a vector attribute.  
            - exceptions have the same semantics as defined  
            for the get\_attribute() method description.

---

### 3.8.4 Examples

#### Code Example

```
1  // c++ example:
2  job_definition d;
3
4  std::list <std::string> hosts;
5  hosts.push_back ("host_1");
6  hosts.push_back ("host_2");
7
8  // vector attributes
9  d.set_attribute ("ExecutionHosts", hosts);
10
11 // scalar attribute
12 d.set_attribute ("MemoryUsage", "1024");
13
14 ...
```

### 3.9 SAGA Monitoring Model

The ability to query grid entities about state is requested in several SAGA use cases. Also, the SAGA task model introduces numerous new use cases for state monitoring.

This package definition approaches the problem space of monitoring to unify the various usage patterns (see details and examples), and to transparently incorporate SAGA task monitoring. The paradigm is realised by introducing monitorable SAGA objects, which expose *metrics* to the application, representing values to be monitored. Metrics thus represent monitorable entities.

A closely related topic is Computational Steering, which is (for our purposes) not seen independently from Monitoring: in the SAGA approach, the steering mechanisms extend the monitoring mechanisms with the ability to push values back to the monitored entity, i.e. to introduce writable metrics (see `fire()`). Thus, metrics can also represent steerable entities.

#### 3.9.1 Specification

---

```

package saga.monitoring
{
    // callbacks are used for asynchronous notification of
    // metric changes (events)
    interface callback
    {
        cb          (in monitorable    mt,
                    in metric         metric,
                    in context        ctx,
                    out bool          keep);
    }

    // a metric represents an entity / value to be monitored.
    class metric : implements    saga::object
                    implements    saga::attributes
                    // from object saga::error_handler
    {
        CONSTRUCTOR    (in string      name,
                        in string      desc,
                        in string      mode,
                        in string      unit,
                        in string      type,

```

```

                                in  string      value,
                                out metric      obj);
DESTRUCTOR                      (in  metric      obj);

// callback handling
add_callback                    (in  callback    cb,
                                out int         cookie);
remove_callback                 (in  int         cookie);

// actively signal an event
fire                            (void);

// Attributes:
//  name:  Name
//  desc:  name of the metric
//  mode:  ReadOnly
//  type:  String
//  value: -
//  notes: naming conventions as described below apply
//
//  name:  Description
//  desc:  description of the metric
//  mode:  ReadOnly
//  type:  String
//
//  name:  Mode
//  desc:  access mode of the metric
//  mode:  ReadOnly
//  type:  String
//  value: 'ReadOnly', 'ReadWrite' or 'Final'
//
//  name:  Unit
//  desc:  unit of the metric
//  mode:  ReadOnly
//  type:  String
//
//  name:  Type
//  desc:  value type of the metric
//  mode:  ReadOnly
//  type:  String
//  value: 'String', 'Int', 'Enum', 'Float', 'Bool',
//         'Time' or 'Trigger'
//
//  name:  Value
//  desc:  value of the metric
```

```

    // mode: depending on the mode attribute above
    // type: String
    // value: -
    // notes: see description of value formating below
}

// SAGA objects which provide metrics and can thus be
// monitored implement the monitorable interface
interface monitorable
{
    // introspection
    list_metrics      (out array<string>  names);
    get_metric        (in  string          name,
                      out metric          metric);

    // callback handling
    add_callback      (in  string          name,
                      in  callback        cb,
                      out int              cookie);
    remove_callback   (in  int              cookie);
}

// SAGA objects which can be steered by changing their
// metrics implement the steerable interface
interface steerable : implements monitorable
{
    // metric handling
    add_metric        (in  metric          metric,
                      out bool              success);
    remove_metric     (in  string          name);
    fire_metric        (in  string          name);
}
}

```

---

### 3.9.2 Specification Details

#### Interface callback

The callback interface is supposed to be implemented by custom, application level classes. Instances of these classes can then be passed to monitorable SAGA objects, in order to have their `cb` method invoked on changes of metrics upon

these monitorables.

The callback classes can maintain state between initialization and successive invocations. The implementation **MUST** ensure that a callback is only called once at a time, so that no locking is necessary for the end user.

If an invoked callback returns true, it stays registered and can be invoked again on the next metric change. If it returns false, it is not invoked again.

A callback can throw an **AuthorizationFailed** exception if the passed context (i.e. the remote party) is not deemed trustworthy. In this case, the callback is not removed. The implementation **MUST** catch this exception, and interpret it as a decline of the operation which caused the callback.

For example, if a `saga::stream_server` instance invokes a callback on a Client-Connect metric, and the `cb` method raises an **AuthorizationFailed** exception, the created client stream must be closed.

As another example, if a job instance invokes a callback on a MemoryUsage metric, and the `cb` method raises an **AuthorizationFailed** exception, the previous value of the memory usage metric **MUST** be restored, and the declined value **MUST NOT** influence the memory high water mark. Essentially, the exception indicates that the new metric value was not trustworthy.

Callbacks are passed (e.g. added to a metric) by reference. If a callback instance is used with multiple metrics, the application must use appropriate locking mechanisms.

---

```

- cb
  Purpose: asynchronous handler for metric changes
  Format:  cb                                (in monitorable mt,
                                              in metric      metric,
                                              in context    ctx,
                                              out bool       keep);
  Inputs:  mt:                               the saga monitorable object
                                              which causes the callback
                                              invocation
           metric:                           the metric causing the
                                              callback invocation
           ctx:                               the context associated with
                                              the callback causing entity
  InOuts:  -
  Outputs: keep:                             indicates if callback stays
                                              registered
  PreCond: - the passed context is authenticated.

```

---

PostCond: - if 'keep' is returned as true, the callback stays registered, and will be invoked again on the next metric update.

- if 'keep' is returned as false, the callback gets unregistered, and will not be invoked again on metric updates, unless it gets re-added by the user.

Perms: -

Throws: NotImplemented  
AuthorizationFailed

Notes: - 'metric' is the metric the callback is invoked on - that means that this metric recently changed. Note that this change is semantically defined by the metric, e.g. the string of the 'value' attribute of the metric might have the same value in two subsequent invocations of the callback.

- 'mt' is the monitorable object the metric 'metric' belongs to.
- the context 'ctx' is the context which allows the callback to authorize the metric change. If the cb method decides not to authorize this particular invocation, it MUST throw an 'AuthorizationFailed' exception.
- if no context is available, a context of type 'Unknown' is passed, with no attributes attached. Note that this can also indicate that a non-authenticated party connected.
- a callback can be added to a metric multiple times. A 'false' return value (no keep) will remove only one registration, and keep the others.
- a callback can be added to multiple metrics at the same time. A false return (no keep) will only remove the registration on the metric the callback was invoked on.
- the application must ensure appropriate locking of callback instances which are used with multiple metrics.
- a callback added to exactly one metric exactly once is guaranteed to be active at most once at any given time. That implies that the SAGA implementation MUST queue pending requests until a callback invocation is finished.

---

### Class `metric`

The fundamental object introduced in this package is a `metric`. A metric represents an observable item, which can be readable, or read/writable. The availability of a readable observable corresponds to monitoring; the availability of a writable observable corresponds to steering. A metric is `Final` when its values cannot change anymore, (i.e. progress is 100%, job state is `Done` etc).

The approach is severely limited by the use of SAGA attributes for the description of a metric, as these are only defined in terms of string-typed keys and values. An extension of the attribute definition by typed values will greatly improve the usability of this package, but will also challenge its semantic simplicity.

The metric MUST provide access to following attributes (examples given):

---

<code>name:</code>	short human readable name. - ex: <code>file.copy.progress</code>
<code>desc:</code>	extensive human readable description - ex: "This metric gives the state of an ongoing file transfer as percent completed."
<code>mode:</code>	"ReadOnly", "ReadWrite" or "Final" - ex: "ReadWrite"
<code>unit:</code>	Unit of values - ex: "percent (%)" - ex: "Unit"
<code>type:</code>	"String", "Int", "Enum", "Float", "Bool", "Time", "Trigger" - ex: "Float"
<code>value:</code>	value of the metric - ex: "20.5"

---

The name of the metric must be unique, as it is used in several methods to identify the metric of interest. The use of a dot-delimited name space for metrics as in the example above is encouraged, as it greatly benefits the interactive handling of metrics. The first element of the name space SHOULD be the SAGA



class the metric belongs to, the second element **SHOULD** be the operation the metric describes (if applicable, otherwise leave out), the third element **SHOULD** indicate the description of the metric (e.g. 'state' or 'progress' or 'temperature'). Illustrative examples for metric names are:

```
file.copy.progress
file.move.progress
file.size
job.state
drive.temperature // a custom observable
```

The name, description, type and mode attributes are **ReadOnly** – so only unit and value can be changed by the application. All attributes are initialized in the metric constructor. The **mode**, **unit** and **value** attributes can be changed internally, i.e. by the SAGA implementation or lower layers. Such a change does cause the metric to *fire*. For example, a metric fires if its **mode** changes from **ReadWrite** to **Final**.

The **name** attribute **MUST** be interpreted case insensitive: An implementation **MAY** change that attribute to all-lowercase on metric creation.

If **fire()** is called on a metric, it returns immediately, but any callbacks registered on that metric are not invoked immediately. Instead, the remote entity which is represented by the metric gets invoked first, and only if it acknowledges the changes, the callbacks are invoked. A fire can thus fail in the sense that the remote entity declines the changes. It is good practice to have at least one callback registered on the metric before calling **fire()**, in order to confirm the operation.

The metric **types** are the same as defined for attributes, and the metric **values** are to be formatted as described for the respective attribute types. The only exception is a metric of type **Trigger** which has no value at all – an attempt to access the value of that metric **MUST** result in a **DoesNotExist** exception.

### Metric definitions in the SAGA specification

The SAGA specification defines a number of metrics which **MUST** or **CAN** be supported, for various SAGA objects. An example of such a definition is (from the `saga::stream` object):

---

```
class stream ...
{
    ...
```

```
// Metrics:
//   name:  stream.read
//   desc:  fires if a stream gets readable
//   mode:  ReadOnly
//   unit:  1
//   type:  Trigger
//   value: 1
//
//   ...
}
```

---

These specifications are **NORMATIVE**, even if described as comments in the SIDL specification! The specified metrics **MUST** be supported by an implementation, unless noted otherwise in the mode description, as:

---

```
//   mode:  ReadOnly, optional
//   mode:  ReadWrite, optional
```

---

If a metric **MUST** be supported, but the SAGA implementation cannot provide that metric, any operation on that metric **MUST** throw a `NotImplemented` exception, and the resulting error message **MUST** state "Metric <name> not not available in this implementation".

Implementations **MAY** add custom metrics, which **SHOULD** be documented similarly. However, metrics **CAN** also be added at runtime – that is, for example, required for computational steering of custom applications.

## Metric Lifetime

A metric can *appear* and *go away* during the lifetime of an object (again, computational steering provides the obvious use case for this). Any operation on a metric which got removed (*dead metric*) **MUST** throw an `IncorrectState` exception, with the exceptions described below. Existing class instances of a dead metric **MUST** stay valid, and expose the same lifetime as any other *live metric*. Attributes of a dead metric **MUST** be readable for the lifetime of the object. The `mode` attribute of such an instance **MUST** be changed to `Final` by the implementation. Callbacks cannot be registered to a `Final` metric, but can be unregistered. No other changes are allowed on a `Final` metric, neither by the user, nor by the SAGA implementation.

## Client Side Authorization

A metric can get fired from a remote party - in fact, that will be the default situation for both monitoring and steering. In order to allow for client side authorization, callbacks get a context as second parameter. That context contains information to be used to authorize the remote party which caused the metric to fire, and the callback to be invoked. Thus, authorization is only available via the callback mechanism. The context information passed to the callback are assumed to be authenticated by the implementation. If no context information is available, a context of type 'Unknown' is passed, which has no attributes attached.

A callback can evaluate the passed context, and throw an `AuthorizationFailed` exception if the context (i.e. the remote party) is not deemed trustworthy. See callback description above.

---

```

- CONSTRUCTOR
  Purpose:  create the object
  Format:   CONSTRUCTOR      (in  string  name
                              in  string  desc,
                              in  string  mode,
                              in  string  unit,
                              in  string  type,
                              in  string  value,
                              out metric  obj);

  Inputs:   name:            name of the metric
            desc:            description of the metric
            mode:            mode of the metric
            unit:            unit of the metric value
            type:            type of the metric
            value:           initial value of the metric

  InOuts:   -
  Outputs:  obj:             the newly created object
  PreCond:  -
  PostCond: - callbacks can be registered on the metric.
  Perms:    -
  Throws:   NotImplemented
            BadParameter
            Timeout
            NoSuccess

  Notes:    - a metric is not attached to a session, but
            can be used in different sessions.
            - the string arguments given are used to

```

- initialize the attributes of the metric.
- the constructor ensures that metrics are always initialized completely. All changes to attributes later will always result in an equally valid metric.
- incorrectly formatted 'value' parameter, invalid 'mode' and 'type' parameter, and empty required parameter (all but 'unit') will cause a 'BadParameter' exception.
- a 'Timeout' or 'NoSuccess' exception indicates that the backend could not create that specific metric.

#### - DESTRUCTOR

- Purpose: destroy the object
- Format: DESTRUCTOR (in metric obj)
- Inputs: obj: the object to destroy
- InOuts: -
- Outputs: -
- PreCond: -
- PostCond: - all callbacks registered on the metric are unregistered.
- Perms: -
- Throws: -
- Notes: - if a callback is active at the time of destruction, the destructor MUST block until that callback returns. The callback is not activated anew during or after that block.

// manage callbacks on the metric

#### - add\_callback

- Purpose: add asynchronous notifier callback to watch metric changes
- Format: add\_callback (in callback cb, out int cookie);
- Inputs: cb: callback class instance
- InOuts: -
- Outputs: cookie: handle for this callback, to be used for removal
- PreCond: - the metric is not 'Final'.
- PostCond: - the callback is invoked on metric changes.
- Perms: Read
- Throws: NotImplemented  
IncorrectState

PermissionDenied  
 AuthorizationFailed  
 AuthenticationFailed  
 Timeout  
 NoSuccess

- Notes:
- 'IncorrectState' is thrown if the metric is 'Final'.
  - the 'callback' method on cb will be invoked on any change of the metric (not only when its value changes)
  - if the 'callback' method returns true, the callback is kept registered; if it returns false, the callback is called, and is un-registered after completion. If the callback throws an exception, it stays registered.
  - the cb is passed by reference.
  - the returned cookie uniquely identifies the callback, and can be used to remove it.
  - A 'Timeout' or 'NoSuccess' exception is thrown if the implementation cannot invoke the callback on metric changes.
  - a backend MAY limit the ability to add callbacks - the method may hence cause an 'AuthenticationFailed', 'AuthorizationFailed' or 'PermissionDenied' exception to be thrown.

- remove\_callback

Purpose: remove a callback from a metric

Format: remove\_callback (in int cookie);

Inputs: cookie: handle identifying the cb to be removed

InOuts: -

Outputs: -

PreCond: - the callback identified by 'cookie' is registered for that metric.

PostCond: - the callback identified by 'cookie' is not active, nor invoked ever again.

Perms: Read

Throws: NotImplemented  
 BadParameter  
 PermissionDenied  
 AuthorizationFailed  
 AuthenticationFailed  
 Timeout

NoSuccess

Notes:

- if a callback is active at the time of removal, the call MUST block until that callback returns. The callback is not activated anew during or after that block.
- if the callback was removed earlier, or was unregistered by returning false, this call does nothing.
- the removal only affects the cb identified by 'cookie', even if the same callback was registered multiple times.
- if the cookie was not created by adding a callback to this object instance, a 'BadParameter' is thrown.
- a 'Timeout' or 'NoSuccess' exception is thrown if the backend cannot guarantee that the callback gets successfully removed.
- note that the backend MUST allow the removal of the callback, if it did allow its addition - hence, no authentication, authorization or permission faults are to be expected.

- fire

Purpose: push a new metric value to the backend

Format: fire (void);

Inputs: -

InOuts: -

Outputs: -

PreCond: - the metric is not 'Final'.

- the metric is 'ReadWrite'

PostCond: - callbacks registered on the metric are invoked.

Perms: Write

Throws: NotImplemented

IncorrectState

PermissionDenied

AuthorizationFailed

AuthenticationFailed

Timeout

NoSuccess

Notes:

- 'IncorrectState' is thrown if the metric is 'Final'.
- 'PermissionDenied' is thrown if the metric is not 'ReadWrite' -- That also holds for a once writable metric which was flagged 'Final'.

- To catch race conditions on this exceptions, the application should try/catch the fire().
- it is not necessary to change the value of a metric in order to fire it.
  - 'set\_attribute ("value", "...") on a metric does NOT imply a fire. Hence the value can be changed multiple times, but unless fire() is explicitly called, no consumer will notice.
  - if the application invoking fire() has callbacks registered on the metric, these callbacks are invoked.
  - 'AuthenticationFailed', 'AuthorizationFailed' or 'PermissionDenied' may get thrown if the current session is not allowed to fire this metric.
  - a 'Timeout' or 'NoSuccess' exception signals that the implementation could not communicate the new metric state to the backend.
- 

### Interface monitorable

The monitorable interface is implemented by those SAGA objects which can be monitored, i.e. which have one or more associated metrics. The interface allows introspection of these metrics, and allows to add callbacks to these metrics which get called if these metrics change.

Several methods of this interface reflect similar methods on the metric class – the additional string argument **name** identifies the metric these methods act upon. The semantics of these calls are identical to the specification above.

---

```
// introspection
- list_metrics
  Purpose: list all metrics associated with the object
  Format:  list_metrics      (out array<string>  names);
  Inputs:  -
  InOuts:  -
  Outputs: names:           array of names identifying
                           the metrics associated with
                           the object instance

  PreCond: -
  PostCond: -
  Perms:   Query
```

---

Throws:   NotImplemented  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess

Notes:    - several SAGA objects are required to expose certain metrics (e.g. 'task.state'). However, in general that assumption cannot be made, as implementations might be unable to provide metrics. In particular, listed metrics might actually be unavailable.  
          - no order is implied on the returned array  
          - the returned array is guaranteed to have no double entries (names are unique)  
          - an 'AuthenticationFailed', 'AuthorizationFailed' or 'PermissionDenied' exception indicates that the current session is not allowed to list the available metrics.  
          - a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to list the available metrics.

- get\_metric

Purpose:   returns a metric instance, identified by name

Format:   get\_metric                   (in string name,  
  out metric metric);

Inputs:   name:                       name of the metric to be  
  returned

InOuts:   -

Outputs:   metric:                    metric instance identified  
  by name

PreCond:   -

PostCond:   -

Perms:    Query

Throws:    NotImplemented  
          DoesNotExist  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess

Notes:    - multiple calls of this method with the same value for name return multiple identical instances (copies) of the metric.



- a 'DoesNotExist' exception indicates that the backend does not know the metric with the given name.
- an 'AuthenticationFailed', 'AuthorizationFailed' or 'PermissionDenied' exception indicates that the current session is not allowed to obtain the named metric.
- a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to return the named metric.

// callback handling

- add\_callback

Purpose: add a callback to the specified metric

Format: add\_callback (in string name,  
in callback cb,  
out int cookie);

Inputs: name: identifies the metric to which cb  
is to be added  
cb: reference to callback class  
instance to be registered

InOuts: -

Outputs: cookie: handle to be used for  
removal of the callback

PreCond: -

PostCond: - the callback is registered on the metric.

Perms: Read on the metric.

Throws: NotImplemented  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
NoSuccess

Notes: - notes to the add\_callback method of the metric  
class apply.

- remove\_callback

Purpose: remove a callback from the specified metric

Format: remove\_callback (in string name,  
in int cookie);

```

Inputs:  name:          identifies the metric for
          cookie:       which cb is to be removed
                      identifies the cb to be
                      removed
InOuts:  -
Outputs: -
PreCond: - the callback was registered on the metric.
PostCond: -
Perms:   Read on the metric.
Throws:  NotImplemented
        BadParameter
        DoesNotExist
        PermissionDenied
        AuthorizationFailed
        AuthenticationFailed
        Timeout
        NoSuccess
Notes:   - notes to the remove_callback method of the
          metric class apply

```

---

### Interface steerable

The steerable interface is implemented by saga objects which can be steered, i.e. which have writable metrics, and which might allow to add new metrics. Steerable objects also implement the monitorable interface.

The method `add_metric()` allows to implement steerable applications. In particular, the `saga::self` object is steerable, and allows to add metrics (see description of `saga::self` in the specification of the SAGA job management).

---

```

// metric handling
- add_metric
  Purpose: add a metric instance to the application
           instance
  Format:  add_metric          (in metric metric,
                              out bool  success);
  Inputs:  metric:            metric to be added
  InOuts:  -
  Outputs: success:            indicates success
  PreCond: -
  PostCond: - the metric can be accessed from this
              application, and possibly from other

```

---

applications.

Perms: Write

Throws: NotImplemented  
AlreadyExists  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- a metric is uniquely identified by its name attribute - no two metrics with the same name can be added.
- any callbacks already registered on the metric stay registered (the state of metric is not changed)
- an object being steerable does not guarantee that a metric can in fact be added -- the returned boolean indicates if that particular metric could be added.
- an 'AuthenticationFailed', 'AuthorizationFailed' or 'PermissionDenied' exception indicates that the current session is not allowed to add metrics to the steerable.
- a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to add the metric.
- if a metric with the same name is already known for the object, an 'AlreadyExists' exception is thrown.
- if the steerable instance does not support the addition of new metrics, i.e. if only the default metrics can be steered, an 'IncorrectState' exception is thrown.

- remove\_metric

Purpose: remove a metric instance

Format: remove\_metric (in string name);

Inputs: name: identifies the metric to be removed

InOuts: -

Outputs: -

PreCond: -

PostCond: - all callbacks registered on that metric are

```

        unregistered.
        - the metric is not available anymore.
    Perms: Write
    Throws: NotImplemented
           DoesNotExist
           IncorrectState
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess
    Notes: - only previously added metrics can be removed;
           default metrics (saga defined or implementation
           specific) cannot be removed; attempts to do so
           raise a BadParameter exception.
           - an 'AuthenticationFailed',
             'AuthorizationFailed' or 'PermissionDenied'
             exception indicates that the current session
             is not allowed to remove the metrics from the
             steerable.
           - a 'Timeout' or 'NoSuccess' exception indicates
             that the backend was not able to remove the
             metric.
           - if a metric with that name is not known for
             the object, a 'DoesNotExist' exception is
             thrown.
           - if a steerable instance does not support the
             removal of some metric, e.g. if a metric
             needs to be always present, an
             'IncorrectState' exception is thrown.
           For example, the 'state' metric on a steerable
           job cannot be removed.

- fire_metric
  Purpose: push a new metric value to the backend
  Format:  fire_metric      (int string name);
  Inputs:  name:           identifies the metric to be
                           fired
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: -
  Perms:   Write
  Throws:  NotImplemented
           DoesNotExist

```

IncorrectState  
 PermissionDenied  
 AuthorizationFailed  
 AuthenticationFailed  
 Timeout  
 NoSuccess

- Notes:
- notes to the fire method of the metric class apply
  - fire can be called for metrics which have been added with add\_metric(), and for predefined metrics
  - an 'AuthenticationFailed', 'AuthorizationFailed' or 'PermissionDenied' exception indicates that the current session is not allowed to fire the metric.
  - a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to fire the metric.
  - if a metric with that name is not known for the object, a 'DoesNotExist' exception is thrown.
  - an attempt to fire a metric which is 'ReadOnly' results in an 'IncorrectState' exception.
  - an attempt to fire a 'Final' metric results in an 'IncorrectState' exception.

### 3.9.3 Examples

#### Code Example

```

1  callback example: trace all job state changes:
2  -----
3
4  // c++ example
5  // callback definition
6  class trace_cb : public saga::callback
7  {
8  public:
9      bool cb (saga::monitorable mt,
10             saga::metric      m,
11             saga::context      c)
12      {
13          std::cout << "metric " << m.get_attribute ("name")
14                  << " fired." << std::endl;
15          return true; // stay registered

```

```
16     }
17 }
18
19 // the application
20 int main ()
21 {
22     ...
23
24     // if the callback defined above is added to all known
25     // metrics of all saga objects, a continuous trace of state
26     // changes of these saga objects will be written to stdout
27     trace_cb cb;
28
29     saga::job j = ...
30
31     j.add_callback ("state", cb);
32
33     ...
34 }
35
36
37 monitoring example: monitor a write task
38 -----
39
40 // c++ example for task state monitoring
41 class write_metric_cb : public saga::callback
42 {
43     public:
44         bool cb (saga::monitorable mt,
45                 saga::metric      m,
46                 saga::context      c)
47         {
48             saga::task t = saga::task (mt);
49             std::cout << "bytes written: "
50                       << m.get_attribute ("value")
51                       << std::endl;
52
53             std::cout << "task state:  "
54                       << t.get_state ()
55                       << std::endl;
56
57             return true; // keep callback registered
58         }
59 };
60
61 int main (int argc, char** argv)
62 {
63     ssize_t      len = 0;
64     saga::buffer buf ("Hello SAGA\n");
65     saga::url     url (argv[1]);
```

```

66
67     saga::file    f (url);
68     saga::task    t = f.write <saga::task::Async> (buf, &len);
69
70     // assume that a file write task has a 'progress' metric
71     // indicating the number of bytes already written. In
72     // general, the list of metric names has to be searched
73     // for an interesting metric, unless it is a default
74     // metric as specified in the SAGA spec.
75
76     // create and add the callback instance
77     write_metric_callback cb;
78     t.add_callback ("file.write.progress", cb);
79
80     // wait until task is done, and give cb chance to get
81     // called a couple of times
82     t.wait ();
83 }
84
85
86 steering example: steer a remote job
87 -----
88
89 // c++ example
90 class observer_cb : public saga::metric::callback
91 {
92     public:
93         bool cb (saga::monitorable mt,
94                 saga::metric      m,
95                 saga::context      c)
96         {
97             std::cout << "the new value is"
98                       << atoi ( m.get_attribute ("value") )
99                       << std::endl;
100
101             return true; // keep callback registered
102         }
103 };
104
105 // the steering application
106 int main (int argc, char** argv)
107 {
108     saga::job_service js;
109
110     saga::job j = js.run ("remote.host.net",
111                          "my_remote_application");
112
113     // Assume that job has a 'param_1' metric representing
114     // an integer parameter for the remote application.
115     // In general, one has to list the metrics available on

```

```

116 // job, with list_metric, and search for an interesting
117 // metric. However, we assume here that we know that
118 // metric exists. So we get that metric, and add an
119 // observer callback to it - that causes the asynchronous
120 // printout of any changes to the value of that metric.
121
122 // then we get the metric for active steering
123 saga::metric m = j.get_metric ("param_1");
124
125 observer_cb cb;
126 m.add_callback (cb);
127
128 for ( int i = 0; i < 10; i++ )
129 {
130     // if param_1 is ReadOnly, set_value() would throw
131     // 'ReadOnly' - it would not be usable for
132     // steering then.
133     m.set_attribute ("value", std::string (i));
134
135     // push the pending change out to the receiver
136     m.fire ();
137
138     // callback should get called NOW + 2*latency
139     // That means fire REQUESTS the value change, but only
140     // the remote job can CHANGE the value - that change
141     // needs then reporting back to us.
142
143     // give steered application some time to react
144     sleep (1);
145 }
146 }
147
148
149
150 steering example: BE a steerable job
151 -----
152
153 // c++ example
154 //
155 // the example shows a job which
156 // - creates a metric to expose a Float steerable
157 //   parameter
158 // - on each change of that parameter computes a
159 //   new isosurface
160 //
161 // callback - on any change of the metric value, e.g. due to
162 // steering from a remote GUI application, a new iso surface
163 // is computed
164 class my_cb : public saga::callback
165 {

```



```
166     public:
167         // the callback gets called on any steering events, i.e.
168         // if some other application steeres 'me'.
169         bool cb (saga::monitorable mt,
170                 saga::metric      m,
171                 saga::context      c)
172     {
173         // get the new iso-value
174         float iso = atof (m.get_attribute ("value"));
175
176         // compute an isosurface with that iso-value
177         compute_iso (iso);
178
179         // keep this callback alive, and get called again on
180         // the next metric event.
181         return true;
182     }
183 }
184
185 int main ()
186 {
187     // create a metric for the iso-value of an isosurfacers
188     saga::metric m ("application.isosurfacers.isovalue",
189                    "iso-value of the isosurfacers",
190                    "ReadWrite", // is steerable
191                    "",          // no unit
192                    "Float",     // data type
193                    "1.0");      // initial value
194
195     // add the callback which reacts on changes of the
196     // metric's value (returned cookie is ignored)
197     my_cb cb;
198     m.add_callback (cb);
199
200     // get job handle for myself
201     saga::self self;
202
203     // add metric to myself
204     self.add_metric (m);
205
206     /*
207     // the callback could also have been added with:
208     self.add_callback ("application.isosurfacers.isovalue", cb);
209     */
210
211     // now others can 'see' the metric, e.g. via
212     // job.list_metrics ();
213
214     // compute isosurfaces for the next 10 minutes -
215     // the real work is done in the callback, on incoming
```

```
216 // requests (i.e. steering events).
217 sleep (600);
218
219 // on object (self) destruction, metrics and callback
220 // objects are destroyed as well
221 return (0);
222 }
223
224
225
226 monitoring example: callback for stream connects
227 -----
228
229 // c++ example
230 //
231 // callback class which accepts an incoming client
232 // connection, and then un-registeres itself. So, it
233 // accepts exactly one client, and needs to be re-registered
234 // to accept another client.
235 class my_cb : public saga::callback
236 {
237     privat:
238         // we keep a stream server and a single client stream
239         saga::stream_server ss_;
240         saga::stream        s_;
241
242
243     public:
244         // constructor initializes these (note that the
245         // client stream should not be connected at this
246         // point)
247         my_cb (saga::stream_server ss,
248               saga::stream        s )
249         {
250             ss_ = ss;
251             s_  = s;
252         }
253
254
255         // the callback gets called on any incoming client
256         // connection
257         bool cb (saga::monitorable mt,
258                 saga::metric      m,
259                 saga::context      c)
260         {
261             // the stream server got an event triggered, and
262             // should be able to create a client socket now.
263             s_ = ss_.wait ();
264
265             if ( s_.state == saga::stream::Open )
```

```
266     {
267         // have a client stream, we are done
268         // don't call this cb again!
269         return (true);
270     }
271
272     // no valid client stream obtained: keep this
273     // callback alive, and get called again on the
274     // next event on ss_
275     return true;
276 }
277
278
279 int main ()
280 {
281     // create a stream server, and an un-connected
282     // stream
283     saga::stream_server ss;
284     saga::stream      s;
285
286     // give both to our callback class, and register that
287     // callback with the 'client_connect' metric of the
288     // server. That causes the callback to be invoked on
289     // every change of that metric, i.e. on every event
290     // that changes that metric, i.e. on every client
291     // connect attempt.
292     my_cb cb (ss, s);
293     ss.add_callback ("client_connect", cb);
294
295     // now we serve incoming clients forever
296     while ( true )
297     {
298         // check if a new client is connected
299         // the stream state would then be Open
300         if ( s.state == saga::stream::Open )
301         {
302             // a client got conncted!
303             // handle open socket
304             saga::buffer buf ("You say hello, "
305                             "I say good bye!\r\n", 33);
306             s.write (buf);
307
308             // and close stream
309             s.close ();
310
311             // the stream is not Open anymore. We re-add the
312             // callback, and hence wait for the next client
313             // to connect.
314             ss.add_callback ("client_connect", cb);
315         }
```

```
316         else
317         {
318             // no client yet, idle, or do something useful
319             sleep (1);
320         }
321     }
322
323     // we should never get here
324     return (-1);
325 }
```

### 3.10 SAGA Task Model

Operations performed in highly heterogenous distributed environments may take a long time to complete, and it is thus desirable to have the ability to perform operations in an asynchronous manner. The SAGA task model as described here, provides this ability to all other SAGA classes. As such, the package is orthogonal to the rest of the SAGA API.

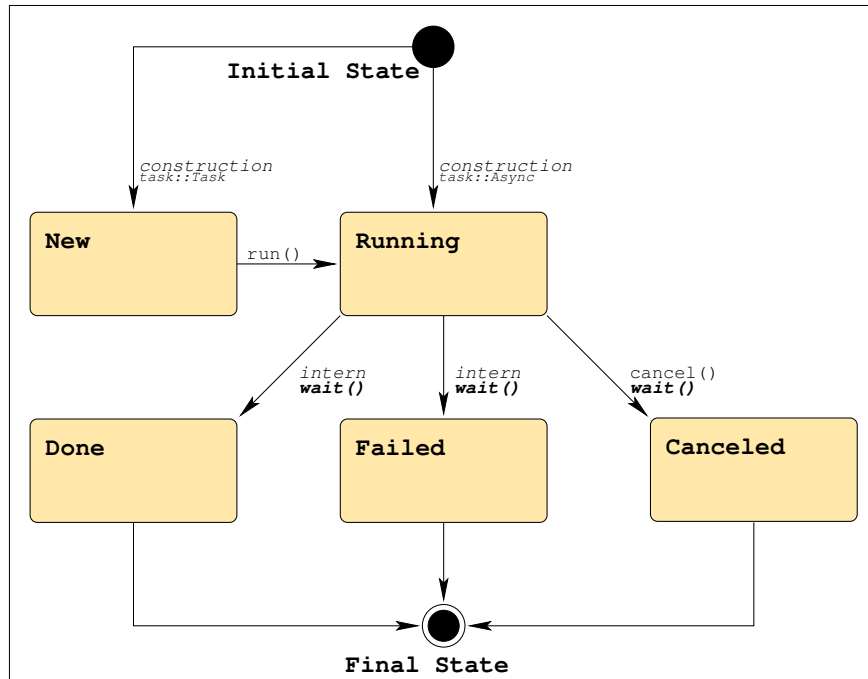


Figure 3: The SAGA task state model (See figure 1 for a legend).

In order to understand the SAGA task model it is *not* sufficient to read the specification of the `saga::task` and `saga::task_container` classes below, but it is also imperative to understand how task instances get created. This is actually not covered in the SIDL specification sections in this document, but documented in prose below, with references to Figure 3. Note that the task state model is closely modeled after the BES state model [12], which is in particular relevant to the (similar) job state model as described in Section 4.1.

## Tasks versus Jobs

In SAGA, tasks should not be confused with jobs! Jobs represent remotely running applications/executables, which are usually managed by a job manager. Tasks on the other hand represent asynchronous operations. Thus, any asynchronous method call in SAGA results in a task.

Tasks and jobs have, however, several commonalities, the most important one is *state*: both can be newly created (in **New** state), can be currently making progress (in **Running** state), or can be finished in some way (in **Done**, **Failed** or **Canceled** state). Additionally, jobs can be suspended and resumed (they have a **Suspended** state).

Mostly for this reason, and to simplify the management of both tasks and jobs in SAGA, the `saga::job` class inherits the `saga::task` class.

## Tasks versus Threads

Tasks and threads are another potential pair to confuse: in many APIs and programming languages, tasks and asynchronous operations are implemented by threading. In SAGA, however, tasks have a semantically richer meaning. In particular, threads always imply that the state management for the asynchronous operation lies within the application hosting the thread. SAGA tasks, however, imply no such restriction.

For example, a SAGA task to copy a remote file could be implemented by using the Globus Reliable File Transfer Service (RFT, [1]): the asynchronous method invocation in SAGA would then start the remote operation on the RFT service. All management of the operation progress is in the service - no threading at all is required on the application side. Even more: the application could finish, and after restart could reconnect to the RFT service, and recreate the task, as the complete state is still available on the RFT service - that is basically impossible with threads. Well, it is also not possible in SAGA right now, but for very different reasons, and it is expected that future versions and extensions of SAGA add this and other options to the notion of tasks.

Implementors of SAGA are warned **not** to rely solely on threading while implementing `saga::task`, but to exploit middleware support for server side asynchronous operations wherever possible.

## Task Model Description

The SAGA task model operates as follows:

- A SAGA object is said to *implement the SAGA task model* if, (a) it inherits the `saga:async` interface, and (b) all methods on that object are implemented in three different versions, which are called *synchronous*, *asynchronous*, and *task* version.
- The *synchronous* version of a SAGA call corresponds to the normal method call specified in the SAGA specification. The first `out` parameter specified (if any) is used as return value.
- The *asynchronous* version of a SAGA call has the same signature, but returns a `saga:task` instance. That returned task is in **Running** state and represents the asynchronous operation: it can be queried for state, and can be canceled.
- The *task* version of the SAGA call is very similar to the asynchronous version; the only difference is that the returned task instance is in the **New** state, and must be `run()` to get into the **Running** state.
- For symmetry, a language binding MAY add a second flavour of the synchronous call, which has the same signature as the asynchronous and task version, but the returned task is in a final state (i.e., `run()` and `wait()` have been called on that task before returning).<sup>2</sup>
- The first `out` parameter, which is the return value in the synchronous method version, is, in the task and asynchronous version, accessed by calling `task.get_result <return_type> (void);`, which is a templetized member method. That call implies a call to `wait()`. For language bindings where templetized member functions are not available, a language specific mechanism MUST be found, which MAY use type casting.
- Other `out` and all `inout` parameter for asynchronous operations are passed by reference to the initial function call, and MUST NOT be accessed before the corresponding task enters the **Done** state. In all other states, no assumption can be made about the contents of these parameters. They are guaranteed to not be accessed or changed by the implementation when the task enters any final state.
- `in` parameters are passed by value, and are assumed to be constant. They can be accessed and changed again as soon as the task instance is created.
- The original object instance, from which the task was created, can be retrieved from a task by calling `get_object <object_type> (void);`, again a templetized member method, on the task. The same comments as above apply to that templetized method.

---

<sup>2</sup>Note that state transitions for this type of method call are not shown in the state diagram – the diagram would essentially have 'Done' as an initial and final state.

## Asynchronous Object Construction

The task model as described above focuses on asynchronous invocation of object methods. It does not explicitly cover asynchronous object construction or destruction though. That is important, however, as many constructors, such as for example for `saga::file`, imply a remote operation during construction or destruction (here `open()/close()`).

How asynchronous constructors and destructors are provided is up to the specific language bindings. Procedural bindings, such as expected for C, SHOULD integrate asynchronous versions for the respective method calls to keep these mechanisms in sync with the task model presented above. Object oriented language bindings MAY either introduce an asynchronous factory pattern, or introduce delayed construction/destruction by explicitly using asynchronous `init()` and `close()`, or MAY introduce some other mechanism which most natively allows to asynchronously create SAGA objects.

## Tasks and Error Handling

Errors arising from synchronous method invocations on SAGA objects are, in general, flagged by exceptions, and can be inspected using the `error_handler` interface that all SAGA objects implement. For asynchronous operations, this mechanism would break, as the `error_handler` interface allows in general only inspection of the *last* method call – but the order of execution is undefined for asynchronous operations. Additionally, exceptions from asynchronous operations would be difficult to catch, as they would presumably be thrown outside of an exception protection block.

For this reason, errors on asynchronous operations (i.e. tasks) are handled as follows:

**Error Handler:** The `saga::task` class implements the `saga::error_handler` interface, which allows inspection of an error thrown by an asynchronous operation. Errors MUST NOT be reported unless the task enters a final state.

**Exceptions:** The task instance MUST catch all SAGA exceptions and, if possible, all other exceptions thrown by the asynchronous operation. If an exception is caught by the task instance, the task state MUST be changed to **Failed** immediately. Such exceptions are to be re-thrown by the task when the `rethrow()` method is called.

This specification assumes that tasks are, in general, created and maintained in the API implementation, and not in the backend. However, for those cases



where task states are maintained in the middleware backend, several methods on `tasks` and `task_containers` MAY throw a `Timeout` or `NoSuccess` exception, if that backend is not available – these exceptions can be directly delivered to the application. It is, however, not allowed to throw an `AuthorizationFailed`, `AuthenticationFailed` or `PermissionDenied` exception, as this specification assumes that the creator of the task can always inspect and control that task – these exceptions MUST be caught, and MUST be made available via `rethrow()`. Later versions of this API MAY change that, for example when they introduce persistent tasks which can survive the lifetime of a SAGA application.

### 3.10.1 Example Rendering in C++

Below is an example of how the SAGA task model might be rendered in C++ (this example is not normative). Note that template-tags are used here to distinguish the three task-returning method calls.

Code Example

```

1  // c++ example
2
3  // SAGA specification:
4  // read      (inout array<byte>      buffer,
5  //           in    int                len_in = -1,
6  //           out   int                len_out);
7
8  // create a saga file
9  saga::file f (url);
10
11 // synchronous version
12 ssize_t len_out = f.read (size_t  len_in,
13                          char    * buffer);
14
15
16 // alternative synchronous version
17 saga::task t1   = f.read <saga::task::Sync>
18                  (size_t  len_in,
19                  char    * buffer);
20
21 // asynchronous version
22 saga::task t2   = f.read <saga::task::ASync>
23                  (size_t  len_in,
24                  char    * buffer);
25
26 // task version
27 saga::task t3   = f.read <saga::task::Task>
28                  (size_t  len_in,
29                  char    * buffer);
30

```

```

31 // t1 is in Done or Failed state
32 // t2 is in Running state
33 // t3 is in New state
34
35 // get results
36 ssize_t len_out_1 = t1.get_result <ssize_t> ();
37 ssize_t len_out_2 = t2.get_result <ssize_t> ();
38 ssize_t len_out_3 = t3.get_result <ssize_t> ();
39
40 // all tasks are in a final state now,
41 // as get_result() implies a wait().
42
43 // obtain the original file object, three
44 // times the same actually
45 saga::file f1 = t1.get_object <saga::file> ();
46 saga::file f2 = t2.get_object <saga::file> ();
47 saga::file f3 = t3.get_object <saga::file> ();

```

A C language binding of this package might choose to use flags to distinguish between these calls; equivalently the C binding might use different method names, for it is up to the language bindings to define the mechanism that is native – or as close as possible – to the language to distinguish these calls.

For additional notes on resource management and task lifetime, see the introduction Section 2.5.3 of this document.

### 3.10.2 Specification

```

package saga.task
{
    enum state
    {
        New          = 1,
        Running      = 2,
        Done         = 3,
        Canceled     = 4,
        Failed       = 5
    }

    enum wait_mode
    {
        All          = 0,

```

```
    Any          = 1
}

interface async
{
    // this interface is empty on purpose, and is used only
    // for tagging of SAGA classes which implement the SAGA
    // task model.
}

class task : implements saga::object
            implements saga::monitorable
            // from object saga::error_handler
{
    // no constructor
    DESSTRUCTOR      (in task          obj);

    // state management
    run              (void);
    cancel           (in float          timeout = 0.0);
    wait             (in float          timeout = -1.0,
                     out boolean        finished);

    // inspection
    get_state        (out state          state);
    get_result <type> (out type          result);
    get_object <type> (out type          object);

    // error handling
    rethrow          (void);

    // Metric:
    //   name: task.state
    //   desc: fires on task state change, and
    //         has the literal value of the task
    //         state enum.
    //   mode: ReadOnly
    //   unit: 1
    //   type: Enum
    //   value: 0
}

class task_container : implements saga::object
```

```
                                implements saga::monitorable
                                // from object saga::error_handler
{
    CONSTRUCTOR      (out task_container obj);
    DESTRUCTOR       (in task_container obj);

    // task management
    add              (in task          task,
                     out int          cookie);
    remove           (in int          cookie,
                     out task        task);

    // state management
    run              (void);
    cancel           (in float        timeout = 0.0);
    wait             (in wait_mode    mode    = All,
                     in float        timeout = -1.0,
                     out task        finished);

    // inspection
    size             (out int          n);
    list_tasks       (out array<int>   cookies);
    get_task         (in int          cookie,
                     out task        t);
    get_tasks        (out array<task>  tasks);
    get_states       (out array<state> states);

    // Metric:
    //   name: task_container.state
    //   desc: fires on state changes of any task in
    //         container, and has the value of that
    //         task's cookie.
    //   mode: ReadOnly
    //   unit: 1
    //   type: Int
    //   value: -
}
}
```

---

### 3.10.3 Specification Details

#### Enum state

A task can be in one of several possible states (see Fig. 3):

##### New

This state identifies a newly constructed task instance which has not yet run. This state corresponds to the BES state 'Pending'. This state is initial.

##### Running

The `run()` method has been invoked on the task, either explicitly or implicitly. This state corresponds to the BES state 'Running'. This state is initial.

##### Done

The synchronous or asynchronous operation has finished successfully. It corresponds to the BES state 'Finished'. This state is final.

##### Canceled

The asynchronous operation has been canceled, i.e. `cancel()` has been called on the task instance. It corresponds to the BES state 'Canceled'. This state is final.

##### Failed

The synchronous or asynchronous operation has finished unsuccessfully. It corresponds to the BES state 'Failed'. This state is final.

#### Enum wait\_mode

The `wait_mode` enum specifies the condition on which a `wait()` operation on a `saga::task_container` returns:

##### All

`wait()` returns if all tasks in the container reached a final state.

##### Any

`wait()` returns if one or more tasks in the container reached a final state.

## Class task

Objects of this class represent asynchronous API calls. They are only created by invoking a method on a SAGA object which returns a task object (with `saga::task::ASync` or `saga::task::Task`). But as `saga::job` instances inherit from the task class, jobs are also effectively created as tasks.

If a task gets created, it will share the state of the object it was created from. For more information on state sharing, see Section 2.5.3).

Note that no `CONSTRUCTOR` is available, as tasks are only created through asynchronous method calls.

---

```

- DESTRUCTOR
  Purpose:  destroy the object
  Format:   DESTRUCTOR          (in task obj)
  Inputs:   obj:                the object to destroy
  InOuts:   -
  Outputs:  -
  PreCond:  -
  PostCond: - state is no longer shared with the object
               the task was created from.
               - the task instance is 'Canceled' prior to
                 resource deallocation.

  Perms:    -
  Throws:   -
  Notes:    - if the instance was not in a final state
               before, the destructor performs a cancel()
               on the instance, and all notes to cancel()
               apply.

```

## State Management

-----

```

- run
  Purpose:  Start the asynchronous operation.
  Format:   run (void);
  Inputs:   -
  InOuts:   -
  Outputs:  -
  PreCond:  - task is in 'New' state.
  PostCond: - task is in 'Running' state.
  Perms:    - appropriate permissions for the method

```

represented by the task

Throws: NotImplemented  
IncorrectState  
Timeout  
NoSuccess

Notes: - run can only be called on a task in 'New' state. All other states will cause the 'IncorrectState' exception to be thrown.  
- a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to start the task.

- wait

Purpose: Wait for the task to finish.

Format: wait (in float timeout, out boolean done);

Inputs: timeout: seconds to wait

InOuts: -

Outputs: done: indicating if the task is done running

PreCond: - task is not in 'New' state.

PostCond: - if no timeout occurs, task is in a final state.

Perms: -

Throws: NotImplemented  
IncorrectState  
Timeout  
NoSuccess

Notes: - wait returns success (true) as soon as the task enters a final state  
- if the task is already in a final state, the call returns success (true) immediately.  
- if the task is in 'New' state, an 'IncorrectState' exception is thrown.  
- wait returns no success (false) if the task is, even after timeout, not in a final state.  
- a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to wait for the task. Note that a 'Timeout' exception does not indicate that the task is not in a final state after the given wait period - that causes an unsuccessful (false) return value.  
- for timeout semantics, see Section 2.

```

- cancel
  Purpose: Cancel the asynchronous operation.
  Format:  cancel                (in float timeout);
  Inputs:  timeout:              time for freeing resources
  InOuts:  -
  Outputs: -
  PreCond: - task is in 'Running' state.
  PostCond: - task is in 'Canceled' state.
  Perms:   -
  Throws:  NotImplemented
           IncorrectState
           Timeout
           NoSuccess
  Notes:   - for resource deallocation semantics, see
             Section 2.
           - if cancel() fails to cancel the task
             immediately, and tries to continue to cancel
             the task in the background, the task state
             remains 'Running' until the cancel operation
             succeeded. The state then changes to
             'Canceled'.
           - if the task is in a final state, the call has
             no effect, and, in particular, does NOT change
             the state from 'Done' to 'Canceled', or from
             'Failed' to 'Canceled'. This is to
             avoid race conditions.
           - if the task is in 'New' state, an
             'IncorrectState' exception is thrown.
           - a 'NoSuccess' exception indicates
             that the backend was not able to initiate the
             cancelation for the task.
           - for timeout semantics, see Section 2.

```

#### Inspection

-----

```

- get_state
  Purpose: Get the state of the task.
  Format:  get_state            (out state state);
  Inputs:  -
  InOuts:  -
  Outputs: state:              state of the task.
  PreCond: -
  PostCond: -
  Perms:   -

```



Throws:   NotImplemented  
          Timeout  
          NoSuccess

Notes:    - a 'Timeout' or 'NoSuccess' exception indicates  
            that the backend was not able to retrieve the  
            task state.

- get\_result

Purpose:    Get the result of the async operation

Format:   get\_result <type>      (out type result);

Inputs:   -

InOuts:   -

Outputs:   result:                    return value of async  
  method

PreCond:   - task is not in New, Failed or Canceled state.

PostCond:   - task is in a final state.

Perms:    -

Throws:    NotImplemented  
            IncorrectState  
            Timeout  
            NoSuccess

Notes:    - get\_result implies a wait() - all notes to  
            wait apply.  
            - the method returns the type and value which  
              would be returned by the synchronous version of  
              the respective function call.

- get\_object

Purpose:    Get the object from which this task was created

Format:   get\_object <type>      (out type object);

Inputs:   -

InOuts:   -

Outputs:   object:                    object this task was  
  created from

PreCond:   -

PostCond:   -

Perms:    -

Throws:    NotImplemented  
            Timeout  
            NoSuccess

Notes:    - the method returns a shallow copy of the  
            object this task was created from.

- rethrow

Purpose: re-throw any exception a failed task caught.

Format: rethrow (void);

Inputs: -

InOuts: -

Outputs: -

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
IncorrectURL  
BadParameter  
AlreadyExists  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- that method does nothing unless the task is in 'Failed' state, and also MUST NOT throw 'IncorrectState' if the task is in any other state.
- if in 'Failed' state, the method MUST raise an exception which indicates the reason why that task entered the 'Failed' state (i.e. it throws the exception which caused it to enter the 'Failed' state.
- language bindings for languages with no support for exceptions MUST change the state of the object from which the task was created so that a subsequent call to `has_error()` on that object returns true. A subsequent call to `get_error()` must then return the respective exception.
- rethrow can be called multiple times, always throwing the same exception.

---

### Class `task_container`

Managing a large number of tasks can be tedious. The `task_container` class is designed to help in these situations, and to effectively handle a large number

of asynchronous operations.

For example, when an application uses many tasks, it would be inefficient to invoke the `wait()` method on each of them individually. The `task_container` class provides (amongst other operations) a mechanism to wait for a set of tasks.

Language bindings CAN specify the `task_container` to be, or to inherit from, a native container type, if that allows for the same semantics as described below, and if that helps to 'naturalize' the SAGA Look & Feel for that language.

- 
- CONSTRUCTOR
    - Purpose: create a `task_container`
    - Format: CONSTRUCTOR (out `task_container` tc);
    - Inputs: -
    - InOuts: -
    - Outputs: tc: newly created container
    - PreCond: -
    - PostCond: -
    - Perms: -
    - Throws: NotImplemented
    - Timeout
    - NoSuccess
    - Notes: - a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to create a task container.
  
  - DESTRUCTOR
    - Purpose: destroy a `task_container`
    - Format: DESTRUCTOR (in `task_container` tc);
    - Inputs: tc: container to destroy
    - InOuts: -
    - Outputs: -
    - PreCond: -
    - PostCond: -
    - Perms: -
    - Throws: -
    - Notes: - tasks in the `task_container` during its destruction are not affected by its destruction, and, in particular, are not canceled.

## Task Management

-----

- add
  - Purpose: Add a task to a task\_container.
  - Format: add (in task task,  
out int cookie);
  - Inputs: task: task to add to the  
task\_container
  - InOuts: -
  - Outputs: cookie: cookie identifying the  
added task
  - PreCond: -
  - PostCond: - the task is managed by the task container.
  - Perms: -
  - Throws: NotImplemented  
Timeout  
NoSuccess
  - Notes:
    - a task can be added only once. Any attempt to add a task to the container which already is in the container is silently ignored, and the same cookie as for the original task is returned again.
    - a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to add the task to the container.
  
- remove
  - Purpose: Remove a task from a task\_container.
  - Format: remove (in int cookie,  
out task task);
  - Inputs: task: cookie identifying the  
task to be removed
  - InOuts: -
  - Outputs: task: the removed task
  - PreCond: - the task is managed by the task container.
  - PostCond: - the task is not managed by the task container.
  - Perms: -
  - Throws: NotImplemented  
DoesNotExist  
Timeout  
NoSuccess
  - Notes:
    - if a task was added more than once, it can be removed only once - see notes to add().
    - if the task identified by the cookie is not in the task\_container, a 'DoesNotExist' exception

is thrown.

- a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to remove the task from the container.

## State Management

-----

- run
  - Purpose: Start all asynchronous operations in the container.
  - Format: run (void);
  - Inputs: -
  - InOuts: -
  - Outputs: -
  - PreCond: - all tasks in the container are in 'New' state.
  - PostCond: - all tasks in the container are in 'Running' state.
  - Perms: - see permissions on task::run()
  - Throws: NotImplemented  
IncorrectState  
DoesNotExist  
Timeout  
NoSuccess
  - Notes:
    - run() MUST cause an 'IncorrectState' exception if any of the tasks in the container causes that exception on run().
    - a 'Timeout' or 'NoSuccess' exception indicates that the backend was not able to run one or more tasks in the container.
    - if the task\_container is empty, an 'DoesNotExist' exception is thrown.
    - As the order of execution of the tasks is undefined, no assumption on the individual task states can be made after any exception gets thrown.
- wait
  - Purpose: Wait for one or more of the tasks to finish.
  - Format: wait (in wait\_mode mode = All, in float timeout = -1.0, out task done);
  - Inputs: mode: wait for All or Any task  
timeout: seconds to wait

```

InOuts:  -
Outputs: done:          finished task
PreCond:  -
PostCond: - if no timeout occurs, All/Any tasks in the
            container are in a final state.
Perms:    -
Throws:   NotImplemented
          IncorrectState
          DoesNotExist
          Timeout
          NoSuccess
Notes:    - if mode is 'All', the wait call returns only
            if all tasks in the container are finished,
            or on timeout, whichever occurs first.
            The output task is then any of the finished
            tasks.
          - if mode is 'Any', the wait call returns on the
            first task which would return on task::wait in
            that timeout period, and returns that task.
          - the default wait mode is 'All' (0).
          - the returned task is removed from the
            container, which allows constructs like
            while ( tc.size () )
            {
                saga::task t = tc.wait (saga::task::Any) )
                ...
            }
          - wait() MAY cause an 'IncorrectState' exception
            if any of the tasks in the container causes
            that exception on wait().
          - if the task_container is empty, an
            'DoesNotExist' exception is thrown.
          - a 'Timeout' or 'NoSuccess' exception indicates
            that the backend was not able to wait for one
            or more tasks in the container.
          - As the order of execution of the tasks is
            undefined, no assumption on the individual
            task states can be made after any
            exception gets thrown.
          - for timeout semantics, see Section 2.

- cancel
  Purpose: Cancel all the asynchronous operations in the
           container.
  Format:  cancel          (in float timeout);

```

```

Inputs:  timeout:          time for freeing resources
InOuts:  -
Outputs: -
PreCond: -
PostCond: - if no timeout occurs, all tasks in the
             container are in 'Canceled' state.
Perms:   -
Throws:  NotImplemented
         IncorrectState
         DoesNotExist
         Timeout
         NoSuccess
Notes:   - see semantics of task cancel.
         - cancel() MUST cause an 'IncorrectState'
           exception if any of the tasks in the container
           causes that exception on cancel().
         - a 'Timeout' or 'NoSuccess' exception indicates
           that the backend was not able to run one or
           more tasks in the container.
         - if the task_container is empty, an
           'DoesNotExist' exception is thrown.
         - As the order of execution of the tasks is
           undefined, no assumption on the individual
           task states can be made after any
           exception gets thrown.

```

### Inspection

-----

```

- size
  Purpose: return the number of tasks in the task
           task_container.
  Format:  size          (out int  n);
  Inputs:  -
  InOuts:  -
  Outputs: n:            number of tasks in
                       task_container
  PreCond: -
  PostCond: -
  Perms:   -
  Throws:  NotImplemented
         Timeout
         NoSuccess
Notes:    - a 'Timeout' or 'NoSuccess' exception indicates
           that the backend was not able to list the

```

tasks in the container.

- list\_tasks

Purpose: List the tasks in the task\_container.

Format: list\_tasks (out array<int> cookies);

Inputs: -

InOuts: -

Outputs: cookies: array of cookies for all  
tasks in task\_container

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
Timeout  
NoSuccess

Notes: - a 'Timeout' or 'NoSuccess' exception indicates  
that the backend was not able to list the  
tasks in the container.

- get\_task

Purpose: Get a single task from the task\_container.

Format: get\_task (in int cookie,  
out task t);

Inputs: cookie: the cookie identifying the  
task to return

InOuts: -

Outputs: t: the task identified by  
cookie

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
DoesNotExist  
Timeout  
NoSuccess

Notes: - the returned task is NOT removed from the  
task\_container.  
- if cookie specifies a task which is not in the  
container, a 'DoesNotExist' exception is  
thrown.  
- a 'Timeout' or 'NoSuccess' exception indicates  
that the backend was not able to list the  
tasks in the container.



```
- get_tasks
Purpose:  Get the tasks in the task_container.
Format:   get_tasks          (out array<task>   tasks);
Inputs:   -
InOutputs: -
Outputs:  tasks:             array of tasks in
                               task_container

PreCond:  -
PostCond: -
Perms:    -
Throws:   NotImplemented
          Timeout
          NoSuccess

Notes:    - the returned tasks are NOT removed from the
            task_container.
            - if the task_container is empty, an
              empty list is returned.
            - a 'Timeout' or 'NoSuccess' exception indicates
              that the backend was not able to list the
              tasks in the container.
```

```
- get_states
Purpose:  Get the states of all tasks in the
          task_container.
Format:   get_states          (out array<state>   states);
Inputs:   -
InOutputs: -
Outputs:  states:             array of states for
                               tasks in task_container

PreCond:  -
PostCond: -
Perms:    -
Throws:   NotImplemented
          Timeout
          NoSuccess

Notes:    - the returned list is not ordered
            - if the task_container is empty, an
              empty list is returned.
            - a 'Timeout' or 'NoSuccess' exception indicates
              that the backend was not able to obtain the
              states of the tasks in the container.
```

---

### 3.10.4 Examples

#### Code Example

```

1  // c++ example
2  saga::directory dir;
3  saga::job      job;
4
5  ...
6
7  /* create tasks */
8  saga::task t1 = dir.ls      <saga::task> (result);
9  saga::task t2 = dir.copy    <saga::task> (source,target);
10 saga::task t3 = dir.move     <saga::task> (source,target);
11 saga::task t4 = job.checkpoint <saga::task> ();
12 saga::task t5 = job.signal    <saga::task> (SIG_USR);
13
14 // start tasks
15 t1.run ();
16 t2.run ();
17 t3.run ();
18 t4.run ();
19 t5.run ();
20
21 // put all tasks into container
22 saga::task_container tc;
23
24 tc.add (t1);
25 tc.add (t2);
26 tc.add (t3);
27 tc.add (t4);
28 tc.add (t5);
29
30 // take one out again
31 tc.remove (t5);
32
33 // wait for all other tasks in container to finish
34 tc.wait ();
35
36 // wait for the last task
37 t5.wait ();
38
39 +-----+
40
41 // example for error handling in C++
42 {
43     task.run ();
44     task.wait ();
45
46     if ( task.get_state () == saga::task::Failed )

```

```
47     {  
48         try {  
49             task.rethrow ();  
50         }  
51         catch ( const saga::exception & e )  
52         {  
53             std::cout << "task failed: "  
54                 << e.get_message ()  
55                 << std::endl;  
56         }  
57     }  
58 }
```

## 4 SAGA API Specification – API Packages

The Functional SAGA API packages define the functional SAGA API scope, as motivated in the Introduction and in [18].

### General Properties of Functional API Classes and Instances

The interfaces, classes and methods defined in this part of the specification are, in general, representing explicit entities and actions of some backend system. As such, all operations on these entities are, in general, subject to authentication and authorization. In order to simplify the specification, the following exceptions are not separately motivated: `AuthenticationFailed`, `AuthorizationFailed`, `PermissionDenied`, `Timeout`, `NoSuccess`. These exceptions have then exactly the semantics as indicated in their description in Section 3.1. Additionally, the conventions for the exceptions `NotImplemented` and `IncorrectURL` apply as described in Section 3.

## 4.1 SAGA Job Management

Nearly all of the SAGA use cases (except for the GridRPC use cases) had either explicit or implicit requirements for submitting jobs to grid resources, and most needed also to monitor and control these submitted jobs.

This section describes the SAGA API for submitting jobs to a grid resource, either in batch mode, or in an interactive mode. It also describes how to control these submitted jobs (e.g. to `cancel()`, `suspend()`, or `signal()` a running job), and how to retrieve status information for both running and completed jobs.

This API is also intended to incorporate the work of the DRMAA-WG [9]. Much of this specification was taken directly from DRMAA specification [24], with many of the differences arising from an attempt to make the job API consistent with the overall SAGA API Look-&-Feel<sup>3</sup>.

The API covers four classes: `saga::job_description`, `saga::job_service`, `saga::job` and `saga::job_self`. The job description class is nothing more than a container for a well defined set of attributes which, using JSDL [15] based keys, defines the job to be started, and its runtime and resource requirements. The job server represents a resource management endpoint which allows the starting and inspection of jobs.

The job class itself is central to the API, and represents an application instance running under the management of a resource manager. The `job_self` class IS-A job, but additionally implements the steering interface. The purpose of this class is to represent the current SAGA application, which allows for a number of use cases with applications which actively interact with the grid infrastructure, for example to provide steering capabilities, to migrate itself, or to set new job attributes.

The job class inherits the `saga::task` class 3.10, and uses its methods to `run()`, `wait()` for, and to `cancel()` jobs. The inheritance feature also allows for the management of large numbers of jobs in task containers. Additional methods provided by the `saga::job` class relate to the `Suspended` state (which is not available on tasks), and provide access to the job's standard I/O streams, and to more detailed status information. In this specification, the standard I/O streams are specified to have `opaque` types. The SAGA language bindings MUST specify a native type for I/O streams. That type SHOULD be the one used as the file descriptor to the POSIX `read()` call in that language.

---

<sup>3</sup>We expect that SAGA-API implementations may be implemented using DRMAA, or may produce JSDL documents to be passed to underlying scheduling systems.

### 4.1.1 Job State Model

The SAGA job state diagram is shown in Figure 4. It is an extension of the `saga::task` state diagram (Figure 3), and extends the state diagram with a 'Suspended' state, which the job can enter/leave using the `suspend()`/`resume()` calls.

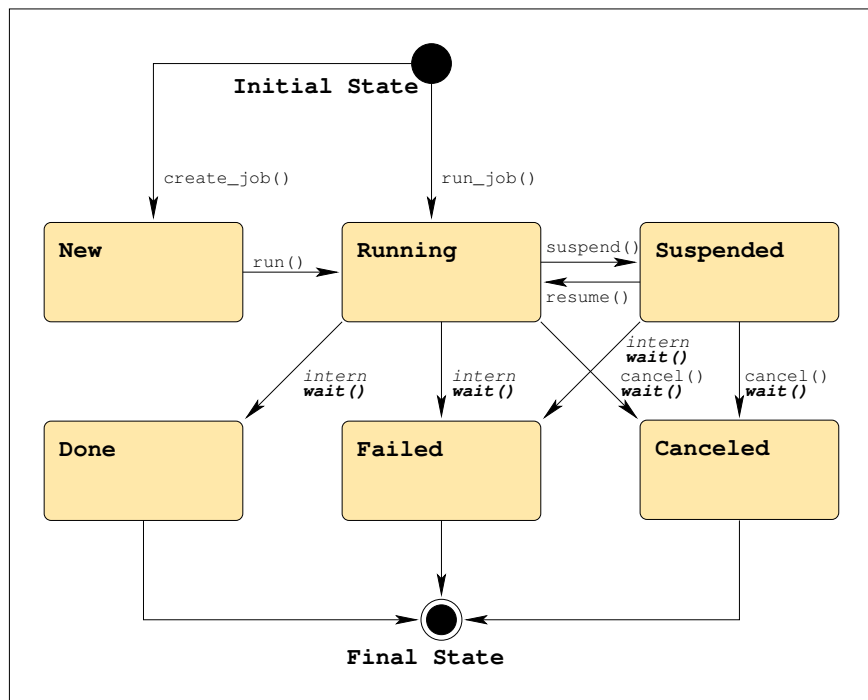


Figure 4: The SAGA job state model extends the SAGA task state model with a 'Suspended' state, and additional transitions (See Figure 1 for a legend).

SAGA implementations need to map the native backend state model onto the SAGA state model. The SAGA state model should be simple enough to allow a straight forward mapping in most cases. For some applications, access to the native backend state model is useful. For that reason, an additional metric named 'StateDetail' allows to query the native job state. That schema follows the current state model of the OGSA-BES specification [12], which also has a simplified top level state model, and allows for additional, backend specific state details.

State details in SAGA SHOULD be formatted as follows:

```
'<model>:<state>'
```

with valid models being "BES", "DRMAA", or other implementation specific models. For example, a state detail for the BES state 'StagingIn' would be rendered as 'BES:StagingIn'), and would be a substate of **Running**. If no state details are available, the metric is still available, but it has always an empty string value.

#### 4.1.2 Job Description Attributes

SAGA implementations **MUST** support the **Executable** attribute, as that is the only required attribute for a **job\_description**. An implementation **MUST** document which other attributes are supported, and which are not. In general, a **job\_description** containing an unsupported attribute does *not* cause an error on job creation or submission, unless noted otherwise in the attribute description.

Attributes marked as '**not supported by JSDL**' might disappear in future versions of the SAGA API – all other attributes are likely to be kept, at least for backward compatibility. The attribute description additionally mentions if the attributes are supported by DRMAA (see [24]) – that is for information purposes only, and supposed to support implementations on top of DRMAA.

Several Metrics on the **saga::job** class (the class implements the **saga::monitorable** interface) reflect attributes from the job description. This redundancy is intentional, and aims at providing information about (a) attributes which may change at runtime, and (b) attributes for jobs for which no job description is available (e.g. **saga::job** instances obtained by calling **get.job()**).

Although JSDL [3] and JSDL SPMD extension [8] based attribute names are used for job description, the API supports no explicit representation of JSDL (i.e. JSDL compliant XML). XML is deemed to be too low level to be included into the SAGA API. Also, the JSDL parameter sweep extension [7] is not used in SAGA at the moment, as bulk job submission, and related the creation of multiple related job descriptions, is performed on application level in SAGA, as described in section 2.9.

#### 4.1.3 File Transfer Specifications

The syntax of a file transfer directive for the job description is modeled on the LSF syntax (LSF stands for *Load Sharing Facility*, a commercial job scheduler by Platform Computing), and has the general syntax:

```
local_file operator remote_file
```

Both the **local\_file** and the **remote\_file** can be URLs. If they are not URLs,

but full or relative pathnames, then the `local_file` is relative to the host where the submission is executed, and the `remote_file` is evaluated on the execution host of the job.

The operator is one of the following four:

- '>'    copies the local file to the remote file before the job starts.  
         Overwrites the remote file if it exists.
- '>>'   copies the local file to the remote file before the job starts.  
         Appends to the remote file if it exists.
- '<'    copies the remote file to the local file after the job finishes.  
         Overwrites the local file if it exists.
- '<<'   copies the remote file to the local file after the job finishes.  
         Appends to the local file if it exists.

#### 4.1.4 Command Line Specification

The `run_job()` method of the `saga::job_service` class accepts a string parameter which constitutes a command line to be executed on a remote resource. The parsing of that command lines follows the following rules:

- Elements are delimited by white space, which is either a space or a tab.
- A string surrounded by double quotation marks is interpreted as a single element, regardless of white space contained within. A quoted string can be embedded in an element.
- A double quotation mark preceded by a backslash, `\"`, is interpreted as a literal double quotation mark (`"`).
- Backslashes are interpreted literally, unless they immediately precede a double quotation mark.
- The first element is used as executable name; all other elements are treated as job arguments.

#### 4.1.5 Job Identifiers

The `JobID` is treated as an opaque string in the SAGA API. However, for the sake of interoperability of different SAGA implementations, and for potential extended use of the `JobID` information, the `JobID` SHOULD be implemented as:

```
'[backend url]-[native id]'
```



For example, a job submitted to the host `remote.host.net` via `ssh` (whose daemon runs on port 22), and having the POSIX PID 1234, should get the job id:

```
'[ssh://remote.host.net:22/]-[1234]'
```

The implementation MAY free the resources used for the job, and hence MAY invalidate a `JobID`, after a successful wait on the job, or after the application received the job status information, and job status details if available, at least once.

A `JobID` may be unknown until the job enters the `Running` state, as the backend will often not assign IDs to jobs which are not yet running. In such cases, the value of the `JobID` attribute SHOULD be empty. The job MUST, however, retain its `JobID` after it enters in a final state.

#### 4.1.6 Specification

---

```
package saga.job
{
    enum state
    {
        New          = 1, // same as in saga::task::state
        Running      = 2, // same as in saga::task::state
        Done         = 3, // same as in saga::task::state
        Canceled     = 4, // same as in saga::task::state
        Failed       = 5, // same as in saga::task::state
        Suspended    = 6
    }

    class job_description : implements saga::object
                        implements saga::attributes
                        // from object: saga::error_handler
    {
        CONSTRUCTOR      (out job_description obj);
        DESTRUCTOR        (in job_description obj);

        // Attributes:
        //   name: Executable
        //   desc: command to execute.
        //   type: String
        //   mode: ReadWrite
    }
}
```

```
// value: ''
// notes: - this is the only required attribute.
//         - can be a full pathname, or a pathname
//           relative to the 'WorkingDirectory' as
//           evaluated on the execution host.
//         - semantics as defined in JSDL
//         - available in JSDL, DRMAA
//
// name: Arguments
// desc: positional parameters for the command.
// mode: ReadWrite, optional
// type: Vector String
// value: -
// notes: - semantics as specified by JSDL
//         - available in JSDL, DRMAA
//
// name: SPMDVariation
// desc: SPMD job type and startup mechanism
// mode: ReadWrite, optional
// type: String
// value: -
// notes: - as defined in the SPMD extension of JSDL
// notes: - semantics as defined in JSDL
//         - available in JSDL, SPMD extension
//         - the SPMD JSDL extension defines the value
//           to be an URI. For simplicity, SAGA allows
//           the following strings, which map into the
//           respective URIs: MPI, GridMPI, IntelMPI,
//           LAM-MPI, MPICH1, MPICH2, MPICH-GM, MPICH-MX,
//           MVAPICH, MVAPICH2, OpenMP, POE, PVM, None
//         - the value 'Empty' (default) indicates that
//           the application is not a SPMD application.
//         - as JSDL, SAGA allows other arbitrary values.
//           The implementation must clearly document
//           which values are supported.
//
// name: TotalCPUCount
// desc: total number of cpus requested for this job
// mode: ReadWrite, optional
// type: Int
// value: '1'
// notes: - semantics as defined in JSDL
//         - available in JSDL, DRMAA
//
// name: NumberOfProcesses
// desc: total number of processes to be started
```

```
// mode: ReadWrite, optional
// type: Int
// value: '1'
// notes: - semantics as defined in JSDL
//         - available in JSDL, SPMD extension
//
// name: ProcessesPerHost
// desc: number of processes to be started per host
// mode: ReadWrite, optional
// type: Int
// value: '1'
// notes: - semantics as defined in JSDL
//         - available in JSDL, SPMD extension
//
// name: ThreadsPerProcess
// desc: number of threads to start per process
// mode: ReadWrite, optional
// type: Int
// value: '1'
// notes: - semantics as defined in JSDL
//         - available in JSDL, SPMD extension
//
// name: Environment
// desc: set of environment variables for the job
// mode: ReadWrite, optional
// type: Vector String
// value: -
// notes: - exported into the job environment
//         - format: 'key=value'
//         - semantics as specified by JSDL
//         - available in JSDL, DRMAA
//
// name: WorkingDirectory
// desc: working directory for the job
// mode: ReadWrite, optional
// type: String
// value: '.'
// notes: - semantics as specified by JSDL
//         - available in JSDL, DRMAA
//
// name: Interactive
// desc: run the job in interactive mode
// mode: ReadWrite, optional
// type: Bool
// value: 'False'
// notes: - this implies that stdio streams will stay
```

```
//      connected to the submitter after job
//      submission, and during job execution.
//      - if an implementation cannot handle
//      interactive jobs, and this attribute is
//      present, and 'True', the job creation MUST
//      throw an 'IncorrectParameter' error with a
//      descriptive error message.
//      - not supported by JSDL, DRMAA
//
//      name: Input
//      desc: pathname of the standard input file
//      mode: ReadWrite, optional
//      type: String
//      value: -
//      notes: - semantics as specified by JSDL
//             - available in JSDL, DRMAA
//             - will not be used if 'Interactive' is 'True'
//
//      name: Output
//      desc: pathname of the standard output file
//      mode: ReadWrite, optional
//      type: String
//      value: -
//      notes: - semantics as specified by JSDL
//             - available in JSDL, DRMAA
//             - will not be used if 'Interactive' is 'True'
//
//      name: Error
//      desc: pathname of the standard error file
//      mode: ReadWrite, optional
//      type: String
//      value: -
//      notes: - semantics as specified by JSDL
//             - available in JSDL, DRMAA
//             - will not be used if 'Interactive' is 'True'
//
//      name: FileTransfer
//      desc: a list of file transfer directives
//      mode: ReadWrite, optional
//      type: Vector String
//      value: -
//      notes: - translates into jsdl:DataStaging
//             - used to specify pre- and post-staging
//             - semantics as specified in JSDL
//             - staging is part of the 'Running' state
//             - syntax similar to LSF (see earlier notes)
```

```
//      - available in JSDL, DRMAA
//
//  name: Cleanup
//  desc: defines if output files get removed after the
//        job finishes
//  mode: ReadWrite, optional
//  type: String
//  value: 'Default'
//  notes: - can have the Values 'True', 'False', and
//          'Default'
//          - On 'False', output files MUST be kept
//            after job the finishes
//          - On 'True', output files MUST be deleted
//            after job the finishes
//          - On 'Default', the behaviour is defined by
//            the implementation or the backend.
//          - translates into 'DeleteOnTermination' elements
//            in JSDL
//
//  name: JobStartTime
//  desc: time at which a job should be scheduled
//  mode: ReadWrite, optional
//  type: Int
//  value: -
//  notes: - Could be viewed as a desired job start
//          time, but that is up to the resource
//          manager.
//          - format: number of seconds since epoch
//          - available in DRMAA
//          - not supported by JSDL
//
//  name: TotalCPUTime
//  desc: estimate total number of CPU seconds which
//        the job will require.
//  mode: ReadWrite, optional
//  type: Int
//  value: -
//  notes: - intended to provide hints to the scheduler.
//          scheduling policies.
//          - available in JSDL, DRMAA
//          - semantics as defined in JSDL
//
//  name: TotalPhysicalMemory
//  desc: Estimated amount of memory the job requires
//  mode: ReadWrite, optional
//  type: Float
```

```
// value: -
// notes: - unit is in MegaByte
//         - memory usage of the job is aggregated
//         across all processes of the job
//         - semantics as defined by JSDL
//         - available in JSDL
//
// name: CPUArchitecture
// desc: compatible processor for job submission
// mode: ReadWrite, optional
// type: Vector String
// value: -
// notes: - allowed values as specified in JSDL
//         - semantics as defined by JSDL
//         - available in JSDL
//
// name: OperatingSystemType
// desc: compatible operating system for job submission
// mode: ReadWrite, optional
// type: Vector String
// value: -
// notes: - allowed values as specified in JSDL
//         - semantics as defined by JSDL
//         - available in JSDL
//
// name: CandidateHosts
// desc: list of host names which are to be considered
//       by the resource manager as candidate targets
// mode: ReadWrite, optional
// type: Vector String
// value: -
// notes: - semantics as defined by JSDL
//         - available in JSDL
//
// name: Queue
// desc: name of a queue to place the job into
// mode: ReadWrite, optional
// type: String
// value: -
// notes: - While SAGA itself does not define the
//         semantics of a "queue", many backend systems
//         can make use of this attribute.
//         - not supported by JSDL
//
// name: JobContact
// desc: set of endpoints describing where to report
```

```
//      job state transitions.
//  mode:  ReadWrite, optional
//  type:  Vector String
//  value: -
//  notes: - format: URI (e.g. fax:+123456789,
//           sms:+123456789, mailto:joe@doe.net).
//           - available in DRMAA
//           - not supported by JSDL
}

class job_service : implements saga::object
                  implements saga::async
                  // from object saga::error_handler
{
    CONSTRUCTOR      (in session      s,
                      in url          rm = "",
                      out job_service obj);
    DESTRUCTOR       (in job_service  obj);

    create_job       (in job_description jd,
                      out job          job);
    run_job          (in string        cmdline,
                      in string        host = "",
                      out job          job,
                      out opaque       stdin,
                      out opaque       stdout,
                      out opaque       stderr);
    list             (out array<string> job_ids);
    get_job          (in string        job_id,
                      out job         job);
    get_self         (out job_self     job);
}

class job : extends saga::task
            implements saga::async
            implements saga::attributes
            implements saga::permissions
            // from task saga::object
            // from task saga::monitorable
            // from object saga::error_handler
{
    // no CONSTRUCTOR
    DESTRUCTOR       (in job          obj);
}
```

```
// job inspection
get_job_description (out job_description jd);
get_stdin           (out opaque          stdin);
get_stdout          (out opaque          stdout);
get_stderr          (out opaque          stderr);

// job management
suspend             (void);
resume              (void);
checkpoint          (void);
migrate             (in job_description  jd);
signal              (in int              signum);

// Attributes:
//  name:  JobID
//  desc:  SAGA representation of the job identifier
//  mode:  ReadOnly
//  type:  String
//  value: -
//  notes: - format: as described earlier
//
//  name:  ExecutionHosts
//  desc:  list of host names or IP addresses allocated
//         to run this job
//  mode:  ReadOnly, optional
//  type:  Vector String
//  value: -
//  notes: -
//
//  name:  Created
//  desc:  time stamp of the job creation in the
//         resource manager
//  mode:  ReadOnly, optional
//  type:  Time
//  value: -
//  notes: - can be interpreted as submission time
//
//  name:  Started
//  desc:  time stamp indicating when the job started
//         running
//  mode:  ReadOnly, optional
//  type:  Time
//  value: -
//
//  name:  Finished
//  desc:  time stamp indicating when the job completed
```



```
// mode: ReadOnly, optional
// type: Time
// value: -
//
// name: WorkingDirectory
// desc: working directory on the execution host
// mode: ReadOnly, optional
// type: String
// value: -
// notes: - can be used to determine the location of
//         files staged using relative file paths
//
// name: ExitCode
// desc: process exit code as collected by the wait(2)
//       series of system calls.
// mode: ReadOnly, optional
// type: Int
// value: -
// notes: - exit code is collected from the process
//         which was started from the 'Executable'
//         attribute of the job_description object.
//         - only available in final states, if at all
//
// name: Termsig
// desc: signal number which caused the job to exit
// mode: ReadOnly, optional
// type: Int
// value: -
// notes: - only available in final states, if at all

// Metrics:
// name: job.state
// desc: fires on state changes of the job, and has
//       the literal value of the job state enum.
// mode: ReadOnly
// unit: 1
// type: Enum
// value: New
// notes: - the state metric is inherited from
//         saga::task, but has a different set
//         of possible values
//         - see description of job states above
//
// name: job.state_detail
// desc: fires as a job changes its state detail
```

```
// mode: ReadOnly, optional
// unit: 1
// type: String
// value: -
//
// name: job.signal
// desc: fires as a job receives a signal, and has a
//       value indicating the signal number
// mode: ReadOnly, optional
// unit: 1
// type: Int
// value: -
// notes: - no guarantees are made that any or all
//         signals can be notified by this metric
//
// name: job.cpu_time
// desc: number of CPU seconds consumed by the job
// mode: ReadOnly, optional
// unit: seconds
// type: Int
// value: -
// notes: - aggregated across all processes/threads
//
// name: job.memory_use
// desc: current aggregate memory usage
// mode: ReadOnly, optional
// unit: megabyte
// type: Float
// value: 0.0
// notes: - metric becomes 'Final' after job
//         completion, and then shows the memory
//         high water mark
//
// name: job.vmemory_use
// desc: current aggregate virtual memory usage
// mode: ReadOnly, optional
// unit: megabyte
// type: Float
// value: 0.0
// notes: - metric becomes 'Final' after job
//         completion, and then shows the virtual
//         memory high water mark
//
// name: job.performance
// desc: current performance
// mode: ReadOnly, optional
```

```

    // unit:  FLOPS
    // type:  Float
    // value: 0.0
    // notes: - metric becomes 'Final' after job
    //          completion, and then shows the performance
    //          high water mark
}

class job_self : extends    saga::job
                  implements saga::steerable
                  // from job  saga::async
                  // from job  saga::attributes
                  // from job  saga::task
                  // from job  saga::object
                  // from job  saga::monitorable
                  // from job  saga::permissions
                  // from job  saga::error_handler
{
    // no CONSTRUCTOR
    DESTRUCTOR          (in  job_self          obj);
}
}

```

---

#### 4.1.7 Specification Details

##### Enum state

The `state` is equivalent to the inherited `saga::task::state`, but adds the `Suspended` state:

##### Suspended

This state identifies a job instance which has been suspended. This state corresponds to the BES state 'Suspend'.

##### Class `job_description`

This object encapsulates all the attributes which define a job to be run. It has no methods of its own, but implements the `saga::attributes` interface in order to provide access to the job properties, which are expressed as JSDL keywords.

The only required attribute in order to perform a valid job submission is the

**Executable.** Given the **Executable**, a job can be instantiated in many existing backend systems without any further specification.

There should be significant overlap between the attributes defined within SAGA and within the JSDL specification. This list, however, will not be complete in cases where the JSDL was deemed more complicated than was required for a simple API (e.g. the notion of JSDL profiles), or where an attribute was needed to interact with a scheduler, which was not within the stated scope of the JSDL working group (e.g. **Queue**, which is considered a *site attribute*, and thus not relevant to the pure description of a job).

---

- CONSTRUCTOR

Purpose: create the object  
 Format: CONSTRUCTOR (out job\_description obj)  
 Inputs: -  
 InOuts: -  
 Outputs: obj: the newly created object  
 PreCond: -  
 PostCond: -  
 Perms: -  
 Throws: NotImplemented  
       NoSuccess  
 Notes: - a job\_description is not associated with a  
       session, but can be used for job services  
       from different sessions.

- DESTRUCTOR

Purpose: destroy the object  
 Format: DESTRUCTOR (in job\_description obj)  
 Inputs: obj: the object to destroy  
 InOuts: -  
 Outputs: -  
 PreCond: -  
 PostCond: -  
 Perms: -  
 Throws: -  
 Notes: -

---

**Class `job_service`**

The `job_service` represents a resource management backend, and as such allows to create and submit jobs, and to discover jobs. The job management methods are on the job object itself – this probably implies that implementations need to internally track what resource manager (or `job_service` instance) created the job.

---

**- CONSTRUCTOR**

Purpose: create the object

Format: CONSTRUCTOR (in session s,  
in url rm = "",  
out job\_service obj)  
Inputs: s: session to associate with  
the object  
rm: contact url for resource  
manager

InOuts: -

Outputs: obj: the newly created object

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
IncorrectURL  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - 'rm' defaults to an empty string - in that case, the implementation must perform a resource discovery, or fall back to a fixed value, or find a valid rm contact in any other way. If that is not possible, a 'BadParameter' exception MUST be thrown, and MUST indicate that a rm contact string is needed. The expected behaviour MUST be documented (i.e. if a default is available).  
- if the rm identified by the rm URL cannot be contacted (i.e. does not exist), a 'BadParameter' exception is thrown.

**- DESTRUCTOR**

Purpose: destroy the object  
Format: DESTRUCTOR (in job\_service obj)  
Inputs: obj: the object to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - jobs created by that job\_service instance  
are not affected by the destruction, and are  
in particular not canceled.  
Perms: -  
Throws: -  
Notes: -

- create\_job  
Purpose: create a job instance  
Format: create\_job (in job\_description jd,  
out job job);  
Inputs: jd: description of job to be  
submitted  
InOuts: -  
Outputs: job: a job object representing  
the submitted job instance  
PreCond: - jd has an 'Executable' attribute.  
PostCond: - job is in 'New' state  
- jd is deep copied (no state is shared  
after method invocation)  
- 'Owner' of the job is the id of the context  
used for creating the job.  
Perms: -  
Throws: NotImplemented  
BadParameter  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
Notes: - calling run() on the job will submit it to  
the resource, and advance its state.  
- if the job description does not have a valid  
'Executable' attribute, a 'BadParameter'  
exception is thrown.  
- if the job description contains values which  
are outside of the allowed range, or cannot be  
parsed, or are otherwise invalid and not  
usable for creating a job instance, a

'BadParameter' exception is thrown, which MUST indicate which attribute(s) caused this exception, and why.

```
- run_job
  Purpose: Run a command synchronously.
  Format:  run_job      (in string  cmdline,
                        in string  host = "",
                        out job    job,
                        out opaque stdin,
                        out opaque stdout,
                        out opaque stderr);

  Inputs:  cmdline:    the command and arguments
                        to be run
           host:       hostname to be used by rm for
                        submission

  InOuts:  -
  Outputs: stdin:      IO handle for the running
                        job's standard input stream
           stdout:     IO handle for the running
                        job's standard output
           stderr:     IO handle for the running
                        job's standard error
           job:        a job object representing
                        the submitted job instance

  PreCond: -
  PostCond: - job is in 'Running', 'Done' or 'Failed' state.
             - 'Owner' of the job is the id of the context
               used for creating the job.

  Perms:   -
  Throws:  NotImplemented
           BadParameter
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess

  Notes:   - This is a convenience routine built on the
             create_job method, and is intended to simplify
             the steps of creating a job_description,
             creating and running the job, and then
             querying the standard I/O streams.
           - the I/O handles have to be passed to the call
             as references, in most languages, as calls
             often allow only one return value (perl or
```

python being notable exceptions). If these parameters are omitted, the job is to be started non-interactively, and the output I/O streams may be discarded.

- the job is guaranteed to run on the given host, or not at all.
- the method is exactly equivalent to the sequence of (1) creation of a `job_description` with 'Executable' set to the values from the commandline, 'Interactive' set if I/O is requested, 'CandidateHost' set to host; (2) `create_job()` with that description; (3) calling `run()` on that job. This method can throw any of the exceptions which can occur in this sequence, with the semantics defined in the detailed description of the methods used in this sequence. No other exception are to be expected.
- if 'host' is an empty string (the default), the implementation MUST choose an arbitrary host for execution.
- `stdin`, `stdout` and `stderr` are guaranteed to contain/provide the complete standard I/O streams, beginning at the start of the remote process.

#### - list

**Purpose:** Get a list of jobs which are currently known by the resource manager.

**Format:** list (out array<string> job\_ids);

**Inputs:** -

**InOuts:** -

**Outputs:** job\_ids: an array of job identifiers

**PreCond:** -

**PostCond:** -

**Perms:** Query on jobs identified by the returned ids

**Throws:** NotImplemented  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

**Notes:** - which jobs are viewable by the calling user context, and how long a resource manager keeps job information, are both implementation



- dependent.
- a returned `job_id` may translate into a job (via `get_job()`) which is not controllable by the requesting application (e.g. it could cause an 'AuthorizationFailed' exception).
- `get_job`
- Purpose: Given a job identifier, this method returns a job object representing this job.
- Format: `get_job` (in string `job_id`, out job job)
- Inputs: `job_id`: job identifier as returned by the resource manager
- InOuts: -
- Outputs: `job`: a job object representing the job identified by `job_id`
- PreCond: - job identified by `job_id` is managed by the `job_service`.
- PostCond: -
- Perms: Query on the job.
- Throws: `NotImplemented`  
`BadParameter`  
`DoesNotExist`  
`PermissionDenied`  
`AuthorizationFailed`  
`AuthenticationFailed`  
`Timeout`  
`NoSuccess`
- Notes: - in general, only a `job_service` representing the resource manager which submitted the job may be able to handle the `job_id`, and to identify the job -- however, other `job_services` may succeed as well.
- if the resource manager can handle the `job_id`, but the referenced job is not alive, a 'DoesNotExist' exception is thrown.
  - if the resource manager cannot parse the `job_id` at all, a 'BadParameter' exception is thrown.
- `get_self`
- Purpose: This method returns a job object representing `_this_` job, i.e. the calling application.
- Format: `get_self` (out `job_self` self)

```

Inputs:  -
InOuts:  -
Outputs: self:          a job_self object
                        representing _this_ job.
PreCond: - the application is managed by the job_service.
PostCond: - job_self is, by definition, in 'Running'
           state.
Perms:   Query on the job.
Throws:  NotImplemented
         PermissionDenied
         AuthorizationFailed
         AuthenticationFailed
         Timeout
         NoSuccess
Notes:   - in general, only a job_service representing the
           resource manager which started the application
           which now calls get_self() can successfully
           return a job_self instance. However, other
           job_services may succeed as well.
         - if a job_service cannot handle the calling job
           as a job_self instance, a 'NoSuccess' exception
           is thrown, with a descriptive error message.

```

---

## Class job

The job provides the manageability interface to a job instance submitted to a resource manager. There are two general types of methods: those for retrieving job state and information, and those for manipulating the job. The methods intended to manipulate jobs cannot make any guarantees about *how* the resource manager will affect an action to be taken. The API implementation is designed to be agnostic of the backend implementation, such that any backend could be implemented to perform an action. For example, the checkpoint routine might cause an application level checkpoint, or might use the services of GridCPR.

Job implements the `saga::attributes` interface. If not noted otherwise, none of these attributes is available before the job is running, and none is guaranteed to have a non-empty value while the job is running or after the job finishes.

Job also implements the monitorable interface, and thus allows monitoring and notification for changes of runtime attributes.

---

- DESTRUCTOR

Purpose: destroy the object  
Format: DESTRUCTOR (in job obj)  
Inputs: obj: the object to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: -  
Perms: -  
Throws: -  
Notes: - the object destruction does not imply a  
call to cancel() for the job instance.

- get\_job\_description

Purpose: Retrieve the job\_description which was used to  
submit this job instance.  
Format: get\_job\_description (out job\_description jd);  
Inputs: -  
InOuts: -  
Outputs: jd: a job\_description object  
PreCond: -  
PostCond: - jd is deep copied (no state is shared  
after method invocation)  
Perms: Query  
Throws: NotImplemented  
DoesNotExist  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
Notes: - There are cases when the job\_description is not  
available. This may include cases when  
the job was not submitted through  
SAGA and get\_job() was used to retrieve the  
job, or when this state information has been  
lost (e.g. the client application restarts and  
the particular SAGA implementation did not  
persist the information). In that case, a  
'DoesNotExist' exception is thrown, with a  
descriptive error message.

- get\_stdin

Purpose: retrieve input stream for a job.  
Format: get\_stdin (out opaque stdin)

Inputs: -  
InOuts: -  
Outputs: stdin: standard input stream for  
the job  
PreCond: - the job is interactive.  
PostCond: - the jobs standard input stream is available  
at stdin.  
Perms: Write (application can write to the jobs stdin).  
Throws: NotImplemented  
BadParameter  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
Notes: - if the preconditions are met, but the standard  
input stream is not available for some  
reason, a 'DoesNotExist' exception is thrown.  
- the stream MUST be valid until the job reaches  
a final state. If it is, for some reason,  
disconnected earlier, a language typical error  
message is thrown (e.g. EBADF could be  
returned on writes on that stream in C).  
- if the job is not interactive, e.g. it was  
submitted with the 'Interactive' attribute set  
to 'False', an 'IncorrectState' exception is  
thrown.  
- if the job is not in 'New' state, it is not  
guaranteed that the job did not receive other  
data on its standard input stream before.

- get\_stdout  
Purpose: retrieve output stream of job  
Format: get\_stdout (out opaque stdout)  
Inputs: -  
InOuts: -  
Outputs: stdout: standard output stream for  
the job  
PreCond: - the job is interactive.  
PostCond: - the jobs standard output stream is available  
from stdout.  
Perms: Read (application can read the jobs stdout).  
Throws: NotImplemented

BadParameter  
 DoesNotExist  
 IncorrectState  
 PermissionDenied  
 AuthorizationFailed  
 AuthenticationFailed  
 Timeout  
 NoSuccess

- Notes:
- if the preconditions are met, but the standard output stream is not available for some reason, a 'DoesNotExist' exception is thrown.
  - the stream MUST be valid until the job reaches a final state. If it is, for some reason, disconnected earlier, a language typical error message is thrown (e.g. EBADF could be returned on reads on that stream in C).
  - if the job is not interactive, e.g. it was submitted with the 'Interactive' attribute set to 'False', an 'IncorrectState' exception is thrown.
  - if the job is not in 'New' state, it is not guaranteed that the job did write data on its standard output stream before, which are then not returned on the returned stream.

- get\_stderr

Purpose: retrieve error stream of job  
 Format: get\_stderr (out opaque stderr)  
 Inputs: -  
 InOuts: -  
 Outputs: stderr: standard error stream for the job  
 PreCond: - the job is interactive.  
 PostCond: - the jobs standard error stream is available from stderr.  
 Perms: Read (application can read the jobs stderr).  
 Throws: NotImplemented  
 BadParameter  
 DoesNotExist  
 IncorrectState  
 PermissionDenied  
 AuthorizationFailed  
 AuthenticationFailed  
 Timeout  
 NoSuccess

- Notes:
- if the preconditions are met, but the standard error stream is not available for some reason, a 'DoesNotExist' exception is thrown.
  - the stream MUST be valid until the job reaches a final state. If it is, for some reason, disconnected earlier, a language typical error message is thrown (e.g. EBADF could be returned on reads on that stream in C).
  - if the job is not interactive, e.g. it was submitted with the 'Interactive' attribute set to 'False', an 'IncorrectState' exception is thrown.
  - if the job is not in 'New' state, it is not guaranteed that the job did write data on its standard error stream before, which are then not returned on the returned stream.

#### Job Management Methods:

-----

##### - suspend

Purpose: Ask the resource manager to perform a suspend operation on the running job.

Format: suspend (void);

Inputs: -

InOuts: -

Outputs: -

PreCond: - the job is in 'Running' state.

PostCond: - the job is in 'Suspended' state.

Perms: Exec (job can be controlled).

Throws: NotImplemented

IncorrectState

PermissionDenied

AuthorizationFailed

AuthenticationFailed

Timeout

NoSuccess

Notes: - if the job is not in 'Running' state, an 'IncorrectState' exception is thrown.

##### - resume

Purpose: Ask the resource manager to perform a resume operation on a suspended job.

Format: resume (void);

Inputs: -  
InOuts: -  
Outputs: -  
PreCond: - the job is in 'Suspended' state.  
PostCond: - the job is in 'Running' state.  
Perms: Exec (job can be controlled).  
Throws: NotImplemented  
          IncorrectState  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess  
Notes: - if the job is not in 'Suspended' state, an  
          'IncorrectState' exception is thrown.

- checkpoint  
Purpose: Ask the resource manager to initiate a checkpoint operation on a running job.  
Format: checkpoint (void);  
Inputs: -  
InOuts: -  
Outputs: -  
PreCond: - the job is in 'Running' state.  
PostCond: - the job is in 'Running' state.  
          - the job was checkpointed.  
Perms: Exec (job can be controlled).  
Throws: NotImplemented  
          IncorrectState  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess  
Notes: - The semantics of checkpoint(), and the actions taken to initiate a checkpoint, are resource manager specific. In particular, the implementation or backend can trigger either a system level or an application level  
          - if the job is not in 'Running' state, an 'IncorrectState' exception is thrown.

- migrate  
Purpose: Ask the resource manager to migrate a job.

Format: migrate (in job\_description jd);  
Inputs: jd: new job parameters to apply  
when the job is migrated

InOuts: -  
Outputs: -  
PreCond: - the job is in 'Running' or 'Suspended' state.  
PostCond: - the job keeps its state.  
- jd is deep copied (no state is shared  
after method invocation)  
- the job reflects the attributes specified in  
the job\_description.  
Perms: Exec (job can be controlled).  
Throws: NotImplemented  
BadParameter  
IncorrectState  
AuthorizationFailed  
AuthenticationFailed  
PermissionDenied  
Timeout  
NoSuccess

Notes: - jd might indicate new resource  
requirements, for example.  
- the action of migration might change the job  
identifier within the resource manager.  
- ideally, the submitted job description was  
obtained by get\_job\_description(), and then  
changed by the application. This is not a  
requirement though.  
- if the job is not in 'Running' or 'Suspended'  
state, an 'IncorrectState' exception is thrown.  
- the method can call the same exceptions as  
the submit\_job() and run() methods, in  
particular in respect to an incorrect  
job\_description.

- signal  
Purpose: Ask the resource manager to deliver an arbitrary  
signal to a dispatched job.  
Format: signal (in int signum);  
Inputs: signum: signal number to be  
delivered

InOuts: -  
Outputs: -  
PreCond: - job is in 'Running' or 'Suspended' state.  
PostCond: - the signal was delivered to the job.



Perms: Exec (job can be controlled).  
Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
Notes: - there is no guarantee that the signal number specified is valid for the operating system on the execution host where the job is running, or that the signal can be delivered.  
- if the signal number is not supported by the backend, a 'BadParameter' exception is thrown.  
- if the job is not in 'Running' or 'Suspended' state, an 'IncorrectState' exception is thrown.

---

### Class `job_self`

The `job_self` class IS-A job which represents the current application (i.e. the very application which owns that `job_self` instance). It can only be created by calling `get_self()` on a job service (that call can fail though).

The motivation to introduce this class is twofold: (1) it allows to actively handle the current application as a grid job (e.g. to migrate it, or to obtain its job description for cloning/spawning); (2) as the class implements the steerable interface, it is possible to add `ReadWrite` metrics to its instance – that way it is possible to expose these metrics to other external applications, which in fact allows to steer the current application.

A drawback of this approach is that, in order to make an application steerable, a `job_service` instance is needed which can in fact return a `job_self` instance, which means there must be a resource manager available which can manage the current application – that however has nothing to do with the concept of remote steering. Future versions of the SAGA API may change that, and may make `job_self` a singleton, independent from the `job_service` behaviour. As a result, that class might disappear, and might not be maintained for backward compatibility.

---

- DESTRUCTOR

Purpose: destroy the object  
Format: DESTRUCTOR (in job\_self obj)  
Inputs: obj: the object to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: -  
Perms: -  
Throws: -  
Notes: - the object destruction does not imply a  
call to cancel() for the job\_self instance.

---

#### 4.1.8 Examples

##### Code Example

```
1  Example : simple job submission and polling for finish.
2
3  // -----
4  // c++ example
5  std::list <std::string>   transfers;
6  saga::job_description jobdef;
7  saga::job_service      js;
8
9  transfers.push_back ("infile > infile");
10 transfers.push_back ("ftp://host.net/path/out << outfile");
11
12 jobdef.set_attribute      ("CandidateHost", "hostname");
13 jobdef.set_attribute      ("Executable",    "job.sh");
14 jobdef.set_attribute      ("TotalCPUCount", "16");
15 jobdef.set_vector_attribute ("FileTransfer", transfers);
16
17 saga::job job = js.create_job (jobdef);
18
19 job.run ();
20
21 while ( 1 )
22 {
23     // get job state
24     saga::job::state state = job.get_state ();
25
26     // get list of hosts the job is/where running on
27     std::list <std::string> hostlist = job.get_attribute
28                                     ("ExecutionHosts");
29
30     if ( saga::job::Running == state )
31     {
```

```
32     std::cout << "Job is running." << std::endl;
33 }
34 else if ( saga::job::Suspended == state )
35 {
36     std::cout << "Job is suspended." << std::endl;
37 }
38 else if ( saga::job::Done == state )
39 {
40     std::cout << "Job completed successfully." << std::endl;
41     exit (0);
42 }
43 else if ( saga::job::Canceled == state )
44 {
45     std::cout << "Job canceled." << std::endl;
46     exit (1);
47 }
48 else
49 {
50     // state can only be 'Failed'
51     assert (saga::job::Failed == state);
52
53     std::string exitcode = job.get_attribute ("ExitCode");
54
55     std::cout << "Job failed with exitcode:"
56               << exitcode
57               << std::endl;
58     exit ( atoi(exitcode) );
59 }
60
61 sleep (1); // idle
62 }
```

## 4.2 SAGA Name Spaces

Several SAGA packages share the notion of name spaces and operations on these name spaces. In order to increase consistency in the API, these packages share the same API paradigms. This section describes those paradigms, and these classes which operate on arbitrary hierarchical name spaces, such as used in physical, virtual, and logical file systems, and in information systems.

The API is inspired by the POSIX standard, which defines tools and calls to handle the name space of physical files and directories. The methods listed for the interfaces have POSIX-like syntax and semantics.

While POSIX has an iterative interface to directory listing (i.e. `opendir`, `telldir`, `seekdir`, `readdir`), the corresponding part of the interface included here deviates significantly from the POSIX version: it has fewer calls, with a different syntax, but identical semantics.

Please note that 'stat'-like API calls are *not* covered here – they are rather meaningless on a name space per se, but belong to the specific implementations, e.g. physical files, which inherit the `namespace` classes.

### 4.2.1 Definitions

The Grid File System Working Group in OGF has defined a Resource Name-space Service (RNS [20]). The SAGA Core API specification follows the definition of a name space from that document.

**Directory:** A 'Directory' represents what [20] defines as 'Virtual Directory':

*“A virtual directory is an RNS entry that is represented as a non-leaf node in the hierarchical name space tree. When rendered by a name space service client, a virtual directory functions similar to that of a standard filesystem directory or registry key. It is considered virtual because it does not have any corresponding representation outside of the name space. A virtual directory, therefore, is purely a name space entity that functions in much the same way as a conventional filesystem directory or registry key by maintaining a list of subentries, which thereby demonstrate a hierarchical relationship. There are no restrictions regarding the layout of the name space tree; both virtual directories and junctions can be nested within nested virtual directories recursively.*

*A virtual directory may be considered analogous to a collection, category, or context – to the extent that these terms are used in most directory, registry, or catalogue contexts. Virtual directories do not have any time or space existence outside of the name space and strictly serve to facilitate hierarchy. Name space hierarchies offer categorization or grouping*

*of entries, by presenting the illusion of compartments, which may contain sub-compartments as well as junctions.”*

**Directory Entry:** A *directory entry* or *entry* represent what [20] defines as ‘Junction’. Note that any type of junction defined there could be used:

*“A junction is an RNS entry that interconnects a reference to an existing resource into the hierarchical name space. Junctions represent a name-to-resource mapping that is composed of a human oriented index key or ‘name’ that maps to an endpoint reference. The endpoint reference may refer to any addressable resource, which includes other name space entries, as well as names or unique identifiers to be resolved by other resolution service, as well as definitive target consumable resource. All compliant RNS implementations MUST embody the target information of a name space junction within a valid WS-Addressing [...] Endpoint Reference (EPR).”*

**Pathnames:** A *pathname* as accepted by this specification MUST be either formatted as URLs or MUST follow the specification of entry names as described in [20], Section 1.2.2.1 “Entry Name Restrictions” (formatting changed):

*“Entry names are composed of a simple string of human readable characters. Since certain characters serve special purposes both within the name space service and within a number of systems that may use this service, this section describes the mandatory restrictions for all entry names:*

*Names MUST NOT..*

- *Contain any of the following characters: / : ; \* ? " < > |*
- *Contain any non-readable characters, such as the carriage return (ANSI 13) or line feed (ANSI 10) or tab (ANSI 9)*
- *Be greater than 255 characters in length (Unicode)*

*Names SHOULD...*

- *Accommodate Unicode characters*
- *Be easily readable by a human user, suggesting less than 32 characters per name*

*Names MAY...*

- *Contain space (ANSI 32) characters*

*Notice these restrictions apply to entry names and are not describing paths. Paths are constructed of one or more entry names separated by the forward slash character (/).*

Note that, in fact, pathnames as specified above *are* syntactically valid URLs, and this specification is therefore only referring to URLs. Both, SAGA implementations and SAGA usage SHOULD, however, strive for compliance with [20]. An exception is the use of relative pathnames which, in SAGA, can contain wildcards (see below).

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All method arguments which are named **name**, **source** or **target** are considered pathnames. These pathnames can always be relative pathnames (i.e. they can be relative to the current working directory (**cwd**) of the object instance the operation is performed upon, e.g. when they start with `'./'` or `'../'`).

Note that the comments from Section 2.11, apply here. In particular, an implementation MAY throw an **IncorrectURL** exception if it is unable to handle a given URL, e.g. because of its scheme.

**Current Working Directory (cwd)** Every `saga::ns_entry` instance has an associated current working directory (**cwd**), which forms the implicit base for all operations on relative pathnames. For `saga::ns_directory` instances, that **cwd** can be changed with the `change_dir` method. Otherwise, **cwd** only changes if the entry itself is `move()`'d.

**Links:** *Links* in this specification are considered *symbolic links*, i.e. they can break if the entry they point to is removed. An implementation MAY support links, as not all backends can support links, and others might support links only in specific circumstances (e.g. if entry and link live on the same file system).

The 'Dereference' flag allows methods to operate on the link target instead of the link – only one level of reference is resolved though. The `read_link()` method does also resolve only one link level, and returns a URL pointing to the link target.

At the moment, [20] does not have a notion of symbolic links. However, an RNS 'junction' which is associated with another RNS junction can be regarded as a symbolic link.

**Wildcards:** The API supports wildcards for a number of calls, as listed below, and thereby follows the POSIX standard [21, 22, 23] for shell wildcards.

Available wildcard patterns are:

<code>*</code>	: matches any string
<code>?</code>	: matches a single character
<code>[abc]</code>	: matches any of a set of characters
<code>[a-z]</code>	: matches any of a range of characters
<code>[!abc]</code>	: matches none of a range of characters
<code>[!a-z]</code>	: matches none of a range of characters
<code>{a,bc}</code>	: matches any of a set of strings

See the POSIX standard [21, 22, 23] for more details. In the SAGA API, wildcards are allowed in all pathnames where they can be used in the respective shell commands, as:

```
copy    *.txt dir
move    *.txt dir
link     *.txt dir
ls       *.txt
remove  *.txt
```

Note that the methods `read_link()`, `exists()`, `is_dir()`, `is_entry()`, `is_link()`, `open()`, and `open_dir()` MUST NOT support wild cards (their return values make only sense in respect to a single entry). Flags MUST be applied to all elements of a wildcard expansion, even if that raises an exception for any reason.

For the use of wildcards, separate calls are provided which accept strings instead of URLs. The reason for this is that RFC 3986 [5], which defines the syntax of URLs, explicitly forbids most POSIX wildcard characters as part of a URL. Also, we feel that wildcards make most sense in relative pathnames (i.e. relative to a working directory). Strings in these separate calls thus MUST be relative paths, and thus MUST only contain URL path elements, whereby the path element MUST NOT start with an `'/'`. Apart from that, the semantics of the wildcard-enabled string method versions of the calls are identical to the semantics of their respective URL counterparts. If the method encounters any error condition on any one of the expanded URLs, an exception is thrown, and the state of the other (valid or invalid) expanded URL targets remains undefined.

**Opening and Closing Name Space Entries:** If a `ns_entry` object instance gets created, it is also opened. Hence, the semantics and all notes of the respective `open()` call also apply to the constructor. The same holds for all classes that inherit `ns_entry`.

In accordance with Section 2.5.4, the `saga::ns_entry` class has a `close()`

method, which allows to enforce a timely release of used (local and remote) resources. After a `ns_entry` instance was closed, all method calls on that instance (apart from the `DESTRUCTOR`) MUST throw an `IncorrectState` exception. A destruction of an entry implies the respective `close()` semantics. The same holds for all classes that inherit `ns_entry`.

If an entry gets successfully opened without specifying 'Lock' as open flag, its state may get corrupted if some other backend operation removes or moves the opened entity, or changes its state. In that case, any subsequent operation on the object instance can fail unexpectedly. An `IncorrectState` exception describing the type of state change SHOULD be thrown if such a state change is detected and causes an operation to fail. Otherwise, the normal exception indicating the type of error which occurred SHOULD be thrown. The `IncorrectState` exception is thus listed on most method calls below, but not individually motivated unless it is also used in any other semantic context.

#### 4.2.2 Specification

---

```

package saga.namespace
{
    enum flags
    {
        None           = 0,
        Overwrite       = 1,
        Recursive       = 2,
        Dereference     = 4,
        Create          = 8,
        Exclusive       = 16,
        Lock            = 32,
        CreateParents   = 64,
    }

    class ns_entry : implements saga::object,
                          implements saga::async
                          implements saga::permissions
                          // from object saga::error_handler
    {
        CONSTRUCTOR      (in session      s,
                          in saga::url    name,
                          in int          flags = None);
                          out ns_entry    obj );
        DESTRUCTOR       (in ns_entry     obj );
    }

```



```

// basic properties
get_url      (out saga::url      url      );
get_cwd      (out saga::url      cwd      );
get_name     (out saga::url      name     );

// navigation/query methods
is_dir       (out boolean        test     );
is_entry     (out boolean        test     );
is_link      (out boolean        test     );
read_link    (out saga::url      link     );

// management methods
copy         (in  saga::url      target,
              in  int            flags = None);
link         (in  saga::url      target,
              in  int            flags = None);
move         (in  saga::url      target,
              in  int            flags = None);
remove       (in  int            flags = None);
close        (in  float          timeout = 0.0);

// permissions with flags
permissions_allow (in  string      id,
                  in  permission   perm,
                  in  int          flags = None);
permissions_deny  (in  string      id,
                  in  permission   perm,
                  in  int          flags = None);
}

class ns_directory : extends      saga::ns_entry
                      // from ns_entry saga::object
                      // from ns_entry saga::async
                      // from ns_entry saga::permissions
                      // from object  saga::error_handler
{
    CONSTRUCTOR      (in  session    s,
                      in  saga::url   name,
                      in  int         flags = None,
                      out ns_directory obj );
    DESTRUCTOR       (in  ns_directory obj );

    // navigation/query methods

```

```

change_dir      (in  saga::url      dir      );
list            (in  string          name_pattern = ".",
                in  int              flags    = None,
                out array<saga::url> names    );
find           (in  string          name_pattern,
                in  int              flags    = Recursive,
                out array<saga::url> names    );
read_link      (in  saga::url      name,
                out saga::url      link     );
exists         (in  saga::url      name,
                out boolean        exists   );
is_dir         (in  saga::url      name,
                out boolean        test     );
is_entry       (in  saga::url      name,
                out boolean        test     );
is_link        (in  saga::url      name,
                out boolean        test     );

// manage entries by number
get_num_entries (out int           num      );
get_entry       (in  int           entry,
                out saga::url      name     );

// management methods
copy           (in  saga::url      source,
                in  saga::url      target,
                in  int              flags = None);
link           (in  saga::url      source,
                in  saga::url      target,
                in  int              flags = None);
move           (in  saga::url      source,
                in  saga::url      target,
                in  int              flags = None);
remove         (in  saga::url      target,
                in  int              flags = None);
make_dir       (in  saga::url      target,
                in  int              flags = None);

// management methods - wildcard versions
copy           (in  string          source,
                in  saga::url      target,
                in  int              flags = None);
link           (in  string          source,
                in  saga::url      target,
                in  int              flags = None);
move           (in  string          source,

```

---

```

                                in  saga::url    target,
                                in  int         flags = None);
remove                          (in  string     target,
                                in  int         flags = None);

// factory methods
open                           (in  saga::url    name,
                                in  int         flags = None,
                                out ns_entry    entry );
open_dir                       (in  saga::url    name,
                                in  int         flags = None,
                                out ns_directory dir );

// permissions with flags
permissions_allow (in  saga::url    target,
                   in  string       id,
                   in  int         perm,
                   in  int         flags = None);
permissions_deny  (in  saga::url    target,
                   in  string       id,
                   in  int         perm,
                   in  int         flags = None);

// permissions with flags - wildcard versions
permissions_allow (in  string       target,
                   in  string       id,
                   in  int         perm,
                   in  int         flags = None);
permissions_deny  (in  string       target,
                   in  string       id,
                   in  int         perm,
                   in  int         flags = None);
}
}

```

---

#### 4.2.3 Specification Details

##### Enum flags

The **flags** describe the properties of several operations on namespace entries. Packages which inherit from the namespace package use the same flag semantics unless specified otherwise, but will, in general, add additional flags to some

operations.

**None**

indicates the absence of flags, and thus also implies that the default flags for an operation do not apply, either.

**Overwrite**

enforces an operation which creates a new namespace entry to continue even if the target entry does already exist – if that flag is not given, an **'AlreadyExists'** exception would result from such an operation.

**Recursive**

enforces an operation to apply recursively on a directory tree – if that flag is not given, the same operation would only apply to the given directory, and not to its children.

**Dereference**

enforces an operation to apply not to the entry pointed to by the target name, but to the link target of that entry – if that flag is not given, the same operation would apply to the entry directly, and its link target stays unaffected.

**Create**

allows a namespace entry to be created while opening it, if it does not already exist – if that flag is not given, the same open operation would cause a **'DoesNotExist'** exception. If the entry exists, the flag is ignored.

**Exclusive**

implies a modification to the meaning of the **Create** flag: if the entry already exists, the **Create** flag is no longer silently ignored, but causes an **'AlreadyExists'** exception.

**Lock**

enforces a lock on the name space entry when it is opened. Locks are advisory in SAGA, semantic details for locking are defined in the description of the `open()` call.

**CreateParents**

An operation which would create a name space entry would normally fail if any path element in the targets name does not yet exist. If this flag is given, such an operation would not fail, but would imply that the missing path elements are created on the fly.

**Class ns\_entry**

`ns_entry` defines methods which serve the inspection of the entry itself, methods which allows to manage the entry (e.g. to copy, move, or remove it), and

methods to manipulate the entry's access control lists.

In general, multiple such URLs might be valid to identify an entry:

---

```
ftp://ftp.host.net/pub/data/test.txt
http://www.host.net/ftp/data/test.txt
http://www.host.net/ftp/data/./test.txt
http://www.host.net/ftp/data/../data/test.txt
```

---

Any valid URL can be returned on `get_url()`, but it SHOULD not contain `'..'` or `'.'` path elements, i.e. should have a normalized path element. The URL returned on `get_url()` should serve as base for the return values on `get_cwd()` and `get_name()`: In general it should hold:

```
get_url() = get_cwd() + '/' + get_name()
```

---

#### - CONSTRUCTOR

Purpose: create the object

Format: CONSTRUCTOR (in session s,  
in saga:url name,  
in int flags = None,  
out ns\_entry obj)

Inputs: s: session handle  
name: initial working dir  
flags: open mode

InOuts: -

Outputs: obj: the newly created object

PreCond: -

PostCond: - the entry is opened.  
- 'Owner' of target is the id of the context  
use to perform the operation, if the  
entry gets created.

Perms: Exec for parent directory.  
Write for parent directory if Create is set.  
Write for name if Write is set.  
Read for name if Read is set.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
DoesNotExist  
AlreadyExists  
PermissionDenied  
AuthorizationFailed

AuthenticationFailed

Timeout

NoSuccess

Notes:    - the default flags are 'None' (0)  
          - the constructor performs an open of the  
            entry - all notes to the respective open  
            call (on namespace\_directory) apply.

- DESTRUCTOR

Purpose:    destroy the object

Format:    DESTRUCTOR                   (in ns\_entry     obj)

Inputs:    obj:                         the object to destroy

InOuts:    -

Outputs:   -

PreCond:   -

PostCond:  - the entry is closed.

Perms:     -

Throws:    -

Notes:     - if the instance was not closed before, the  
            destructor performs a close() on the instance,  
            and all notes to close() apply.

Methods for inspecting ns\_entry:

-----

- get\_url

Purpose:    obtain the complete url pointing to the entry

Format:    get\_url                     (out saga::url url);

Inputs:    -

InOuts:    -

Outputs:   url                         url pointing to the entry

PreCond:   -

PostCond:  -

Perms:     -

Throws:    NotImplemented

            IncorrectState

            Timeout

            NoSuccess

Notes:     -

- get\_cwd

Purpose: obtain the current working directory for the entry

Format: get\_cwd (out saga::url cwd);

Inputs: -

InOuts: -

Outputs: cwd current working directory

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
IncorrectState  
Timeout  
NoSuccess

Notes: -  
- returns the directory part of the url path element.

- get\_name

Purpose: obtain the name part of the url path element

Format: get\_name (out saga::url name);

Inputs: -

InOuts: -

Outputs: name last part of path element

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
IncorrectState  
Timeout  
NoSuccess

Notes: -

- is\_dir

Purpose: tests the entry for being a directory

Format: is\_dir (out boolean test);

Inputs: -

InOuts: -

Outputs: test: boolean indicating if entry is a directory

PreCond: -

PostCond: -

Perms: Query

Query for parent directory.

Throws: NotImplemented  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - returns true if entry is a directory, false otherwise  
- similar to 'test -d' as defined by POSIX.

- is\_entry

Purpose: tests the entry for being an ns\_entry

Format: is\_entry (out boolean test);

Inputs: -

InOuts: -

Outputs: test: boolean indicating if entry is an ns\_entry

PreCond: -

PostCond: -

Perms: Query  
Query for parent directory.

Throws: NotImplemented  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - the method returns false if the entry is a link or a directory (although an ns\_directory IS\_A ns\_entry, false is returned on a test on an ns\_directory) - otherwise true is returned.  
- similar to 'test -f' as defined by POSIX.

- is\_link

Purpose: tests the entry for being a link

Format: is\_link (out boolean test);

Inputs: -

InOuts: -

Outputs: test: boolean indicating if entry is a link

PreCond: -



PostCond: -  
Perms: Query  
Query for parent directory.  
Throws: NotImplemented  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
Notes: - returns true if the entry is a link, false  
otherwise  
- similar to 'test -L' as defined by POSIX.

- read\_link  
Purpose: returns the name of the link target  
Format: read\_link (out saga::url link);  
Inputs: -  
InOuts: -  
Outputs: link: resolved name  
PreCond: -  
PostCond: -  
Perms: Query  
Query for parent directory.  
Throws: NotImplemented  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
Notes: - the returned name MUST be sufficient to  
access the link target entry  
- resolves one link level only  
- if the entry instance this method is called  
upon does not point to a link, an  
'IncorrectState' exception is thrown.  
- similar to 'ls -L' as defined by POSIX.

Methods for managing the name space entry:  
-----

- copy  
Purpose: copy the entry to another part of the name space

Format: copy (in saga::url target,  
in int flags = None);

Inputs: target: name to copy to  
flags: flags defining the operation  
modus

InOuts: -

Outputs: -

PreCond: -

PostCond: - an identical copy exists at target.  
- 'Owner' of target is the id of the context  
use to perform the operation, if target gets  
created.

Perms: Query  
Exec for parent directory.  
Query for target.  
Query for target's parent directory.  
Exec for target's parent directory.  
Write for target  
if target does exist.  
Write for target's parent directory  
if target does not exist.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
DoesNotExist  
AlreadyExists  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - if the target is a directory, the source entry  
is copied into that directory  
- a 'BadParameter' exception is thrown if the  
source is a directory and the 'Recursive' flag  
is not set.  
- a 'BadParameter' exception is thrown if the  
source is not a directory and the 'Recursive'  
flag is set.  
- if the target lies in a non-existing part of  
the name space, a 'DoesNotExist' exception is  
thrown, unless the 'CreateParents' flag is  
given - then that part of the name space must  
be created.  
- if the target already exists, it will be

```

        overwritten if the 'Overwrite' flag is set,
        otherwise it is an 'AlreadyExists' exception.
    - if a directory is to be copied recursively,
      but the target exists and is not a directory,
      and not a link to a directory, an
      'AlreadyExists' exception is thrown even if
      the 'Overwrite' flag is set.
    - if the instance points at an symbolic link,
      the source is deeply dereferenced before copy.
      If derefencing is impossible (e.g. on a broken
      link), an 'IncorrectState' exception is thrown.
    - other flags are not allowed, and cause a
      'BadParameter' exception.
    - the default flags are 'None' (0).
    - similar to 'cp' as defined by POSIX.

- link
  Purpose: create a symbolic link from the target entry to
           the source entry ( this entry) so that any reference
           to the target refers to the source entry
  Format:  link                (in  saga::url target,
                               in  int      flags = None);
  Inputs:  target:            name to link to
           flags:             flags defining the operation
                               modus
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: - a symbolic link to the entry exists at target.
              - 'Owner' of target is the id of the context
                use to perform the operation if target gets
                created.
  Perms:   Query
           Exec for parent directory.
           Query for target.
           Query for target's parent directory.
           Exec for target's parent directory.
           Write for target
              if target does exist.
           Write for target's parent directory
              if target does not exist.
  Throws:  NotImplemented
           IncorrectURL
           BadParameter
           DoesNotExist

```

AlreadyExists  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

- Notes:
- if the target is a directory, the source entry is linked into that directory
  - if the source is a directory, and the 'Recursive' flag is set, the source directory is recursively linked to the target (which must be a directory as well - otherwise a 'BadParameter' exception is thrown). The method then behaves similar to lndir. If the 'Recursive' flag is not set, the source entry itself is linked.
  - a 'BadParameter' exception is thrown if the source is not a directory and the 'Recursive' flag is set.
  - if the target lies in a non-existing part of the name space, a 'DoesNotExist' exception is thrown, unless the 'CreateParents' flag is given - then that part of the name space must be created.
  - if the target already exists, it will be overwritten if the 'Overwrite' flag is set, otherwise it is an 'AlreadyExists' exception.
  - if a directory is to be moved, but the target exists and is not a directory, and not a link to a directory, an 'AlreadyExists' exception is thrown even if the 'Overwrite' flag is set.
  - if the instance points at an symbolic link, the source is not dereferenced before linking, unless the 'Dereference' flag is given. If dereferencing is impossible (e.g. on a broken link), an 'IncorrectState' exception is thrown.
  - other flags are not allowed, and cause a 'BadParameter' exception.
  - the default flags are 'None' (0).
  - similar to 'ln' as defined by POSIX.

- move

Purpose: rename source to target, or move source to target if target is a directory.

Format:    move                    (in saga::url target,  
                                      in int        flags = None);

Inputs:    target:                name to move to  
            flags:                flags defining the operation  
                                      modus

InOuts:    -

Outputs:    -

PreCond:    -

PostCond:    - an identical copy exists at target.  
              - the original entry is removed.  
              - 'Owner' of target is the id of the context  
                  use to perform the operation if target gets  
                  created.

Perms:    Query  
            Write  
            Exec for parent directory.  
            Write for parent directory.  
            Query for target.  
            Exec for target's parent directory.  
            Write for target  
                  if target does exist.  
            Write for target's parent directory  
                  if target does not exist.

Throws:    NotImplemented  
            IncorrectURL  
            BadParameter  
            DoesNotExist  
            AlreadyExists  
            IncorrectState  
            PermissionDenied  
            AuthorizationFailed  
            AuthenticationFailed  
            Timeout  
            NoSuccess

Notes:    - if the target is a directory, the source entry  
            is moved into that directory  
            - a 'BadParameter' exception is thrown if the  
                  source is a directory and the 'Recursive' flag  
                  is not set.  
            - a 'BadParameter' exception is thrown if the  
                  source is not a directory and the 'Recursive'  
                  flag is set.  
            - if the target lies in a non-existing part of  
                  the name space, a 'DoesNotExist' exception is  
                  thrown, unless the 'CreateParents' flag is  
                  given - then that part of the name space must

- be created.
  - if the target already exists, it will be overwritten if the 'Overwrite' flag is set, otherwise it is an 'AlreadyExists' exception.
  - if the instance points at an symbolic link, the source is not dereferenced before moving, unless the 'Dereference' flag is given. If derefencing is impossible (e.g. on a broken link), an 'IncorrectState' exception is thrown.
  - other flags are not allowed, and cause a 'BadParameter' exception.
  - the default flags are 'None' (0).
  - similar to 'mv' as defined by POSIX.
- remove
- Purpose: removes this entry, and closes it
- Format: remove (in int flags = None);
- Inputs: target: entry to be removed
- InOuts: -
- Outputs: -
- PreCond: -
- PostCond: - the original entry is closed and removed.
- Perms: Query  
Write  
Exec for parent directory.  
Write for parent directory.
- Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess
- Notes: - a 'BadParameter' exception is thrown if the source is a directory and the 'Recursive' flag is not set.
- a 'BadParameter' exception is thrown if the source is not a directory and the 'Recursive' flag is set.
- the source will not be dereferenced unless the 'Dereference' flag is given. If derefencing is impossible (e.g. on a broken link), an 'IncorrectState' exception is thrown.
- other flags are not allowed, and cause a

```

        'BadParameter' exception.
    - the default flags are 'None' (0).
    - if the instance was not closed before, this
      call performs a close() on the instance, and
      all notes to close() apply.
    - similar to 'rm' as defined by POSIX.

- close
  Purpose: closes the object
  Format:  close          (in float timeout = 0.0);
  Inputs:  timeout        seconds to wait
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: - the entry instance is closed.
  Perms:   -
  Throws:  NotImplemented
           IncorrectState
           NoSuccess
  Notes:   - any subsequent method call on the object
            MUST raise an 'IncorrectState' exception
            (apart from DESTRUCTOR and close()).
            - close() can be called multiple times, with no
              side effects.
            - if close() is implicitly called in the
              DESTRUCTOR, it will never throw an exception.
            - for resource deallocation semantics, see
              Section 2.
            - for timeout semantics, see Section 2.

// overload permissions because of namespace specific flags

- permissions_allow
  Purpose: enable a permission
  Format:  permissions_allow (in string id,
                             in int    perm,
                             in int    flags = None);
  Inputs:  id:              id to set permission for
           perm:            permission to enable
           flags:           mode of operation
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: - the permissions are enabled.

```

```

    Perms:    Owner
    Throws:   NotImplemented
              BadParameter
              IncorrectState
              PermissionDenied
              AuthorizationFailed
              AuthenticationFailed
              Timeout
              NoSuccess

    Notes:    - all notes to permissions_allow from the
              saga::permissions interface apply.
              - allowed flags are: 'Recursive', 'Dereference'.
                All other flags cause a 'BadParameter'
                exception.
              - specifying 'Recursive' for a non-directory
                causes a 'BadParameter' exception.

- permissions_deny
  Purpose:   disable a permission flag
  Format:    permissions_deny    (in string    id,
                                in int        perm,
                                in int        flags);

  Inputs:    id:                  id to set permission for
              perm:                permission to disable
              flags:               mode of operation

  InOuts:    -
  Outputs:    -
  PreCond:    -
  PostCond:   - the permissions are disabled.
  Perms:      Owner
  Throws:     NotImplemented
              BadParameter
              IncorrectState
              PermissionDenied
              AuthorizationFailed
              AuthenticationFailed
              Timeout
              NoSuccess

  Notes:      - all notes to permissions_deny from the
              saga::permissions interface apply.
              - allowed flags are: 'Recursive', 'Dereference'.
                All other flags cause a 'BadParameter'
                exception.
              - specifying 'Recursive' for a non-directory
                causes a 'BadParameter' exception.

```



**Class ns\_directory**

`ns_directory` inherits all navigation and manipulation methods from `ns_entry`, but adds some more methods to these sets: instead of `dir.copy (target)` they allow, for example, to do `dir.copy (source, target)`. Other methods added allow to change the cwd of the instance (which changes the values returned by the `get_name()`, `get_cwd()` and `get_url()` inspection methods), and others allow to open new `ns_entry` and `ns_directory` instances (`open()` and `open_dir()`).

For all methods which have the same name as in the `ns_entry` class, the descriptions and semantics defined in `ns_entry` apply, unless noted here otherwise.

---

```
- CONSTRUCTOR
  Purpose:  create the object
  Format:   CONSTRUCTOR          (in session s,
                                in saga:url name,
                                in int flags = None,
                                out ns_directory obj)

  Inputs:   name:                initial working dir
            flags:               open mode
            s:                   session handle for
                                object creation

  InOuts:   -
  Outputs:  obj:                 the newly created object
  PreCond:  -
  PostCond: - the directory is opened.
            - 'Owner' of target is the id of the context
              use to perform the operation, if the
              directory gets created.

  Perms:    Exec for parent directory.
            Write for parent directory if Create is set.
            Write for name if Write is set.
            Read for name if Read is set.

  Throws:   NotImplemented
            IncorrectURL
            BadParameter
            DoesNotExist
            PermissionDenied
            AuthorizationFailed
            AuthenticationFailed
```

---

```

        Timeout
        NoSuccess
Notes:   - the semantics of the inherited constructors
        apply
        - the constructor performs an open of the
        entry - all notes to the respective open
        call apply.
        - the default flags are 'None' (0).

- DESTRUCTOR
Purpose: destroy the object
Format:  DESTRUCTOR          (in ns_directory obj)
Inputs:  obj:                the object to destroy
InOuts:  -
Outputs: -
PreCond: -
PostCond: - the directory is closed.
Perms:   -
Throws:  -
Notes:   - the semantics of the inherited destructors
        apply

```

Methods for navigation in the name space hierarchy:

-----

```

- change_dir
Purpose: change the working directory
Format:  change_dir          (in saga::url dir);
Inputs:  dir:                directory to change to
InOuts:  -
Outputs: -
PreCond: -
PostCond: - dir is the directory the instance represents.
Perms:   Exec for dir.
Throws:  NotImplemented
        IncorrectURL
        BadParameter
        DoesNotExist
        IncorrectState
        PermissionDenied
        AuthorizationFailed
        AuthenticationFailed
        Timeout
        NoSuccess

```

Notes:

- if 'dir' can be parsed as URL, but contains an invalid directory name, a 'BadParameter' exception is thrown.
- if 'dir' does not exist, a 'DoesNotExist' exception is thrown.
- similar to the 'cd' command in the POSIX shell.

- list

Purpose: list entries in this directory

Format: list (in string name\_pattern = ".",  
in int flags = None  
out array<saga::url> names);

Inputs: flags: flags defining the operation  
modus  
name\_pattern: name or pattern to list

InOuts: -

Outputs: names: array of names matching the  
name\_pattern

PreCond: -

PostCond: -

Perms: Query for entries specified by name\_pattern.  
Exec for parent directories of these entries.  
Query for parent directories of these entries.  
Read for directories specified by name\_pattern.  
Exec for directories specified by name\_pattern.  
Exec for parent directories of these directories.  
Query for parent directories of these directories.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- if name\_pattern is not given (i.e. is an empty string), all entries in the current working directory are listed.
- if name\_pattern is given and points to a directory, the contents of that directory are listed.
- the name\_pattern follows the standard POSIX shell wildcard specification, as described

above.

- list does not follow symbolically linked directories, unless the 'Dereference' flag is specified - otherwise list lists symbolic link entries with a matching name.
- if the 'DeReference' flag is set, list returns the name of link targets, not of the link entry itself.
- the default flags are 'None' (0).
- other flags are not allowed, and cause a 'BadParameter' exception.
- if the name\_pattern cannot be parsed, a 'BadParameter' exception with a descriptive error message is thrown.
- if the name\_pattern does not match any entry, an empty list is returned, but no exception is raised.
- similar to 'ls' as defined by POSIX.

- find

Purpose: find entries in the current directory and below

Format: find (in string name\_pattern,  
in int flags = Recursive,  
out array<saga:url> names);

Inputs: name\_pattern: pattern for names of  
entries to be found

flags: flags defining the operation  
modus

InOuts: -

Outputs: names: array of names matching the  
name\_pattern

PreCond: -

PostCond: -

Perms: Read for cwd.  
Query for entries specified by name\_pattern.  
Exec for parent directories of these entries.  
Query for parent directories of these entries.  
Read for directories specified by name\_pattern.  
Exec for directories specified by name\_pattern.  
Exec for parent directories of these directories.  
Query for parent directories of these directories.

Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied

```

AuthorizationFailed
AuthenticationFailed
Timeout
NoSuccess
Notes:
- find operates recursively below the current
  working directory if the 'Recursive' flag is
  specified (default)
- find does not follow symbolically linked
  directories, unless the 'Dereference' flag
  is specified - otherwise find lists symbolic
  link entries with a matching name.
- the default flags are 'Recursive' (1).
- other flags are not allowed, and cause a
  'BadParameter' exception.
- the name_pattern follows the standard POSIX
  shell wildcard specification, as described
  above.
- the matching entries returned are path names
  relative to cwd.
- similar to 'find' as defined by POSIX, but
  limited to the -name option.

- exists
Purpose: returns true if entry exists, false otherwise
Format:  exists          (in saga::url name,
                        out boolean exists);
Inputs:  name:           name to be tested for
                        existence
InOuts:  -
Outputs: exists:         boolean indicating existence
                        of name
PreCond:  -
PostCond: -
Perms:    Query for name.
          Exec for name's parent directory.
          Read for name's parent directory.
Throws:   NotImplemented
          IncorrectURL
          BadParameter
          IncorrectState
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

```

Notes:

- if 'name' can be parsed as URL, but contains an invalid entry name, an 'BadParameter' exception is thrown.
- note that no exception is thrown if the entry does not exist - the method just returns 'false' in this case.
- similar to 'test -e' as defined by POSIX.

- is\_dir

Purpose: tests name for being a directory

Format: is\_dir (in saga::url name, out boolean test);

Inputs: name: name to be tested

InOuts: -

Outputs: test: boolean indicating if name is a directory

PreCond: -

PostCond: -

Perms: Query for name.  
Exec for name's parent directory.  
Read for name's parent directory.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- returns true if the instance represents a directory entry, false otherwise
- all notes to the ns\_ntry::is\_dir() method apply.
- if 'name' can be parsed as URL, but contains an invalid entry name, an 'BadParameter' exception is thrown.
- if 'name' is a valid entry name but the entry does not exist, a 'DoesNotExist' exception is thrown.
- similar to 'test -d' as defined by POSIX.

- is\_entry

Purpose: tests name for being an ns\_entry

```

Format:  is_entry          (in  saga::url name,
                           out boolean  test);

Inputs:  name:             name to be tested
InOuts:  -
Outputs: test:             boolean indicating if name
                           is a non-directory entry

PreCond: -
PostCond: -
Perms:   Query for name.
         Exec  for name's parent directory.
         Read  for name's parent directory.

Throws:  NotImplemented
         IncorrectURL
         BadParameter
         DoesNotExist
         IncorrectState
         PermissionDenied
         AuthorizationFailed
         AuthenticationFailed
         Timeout
         NoSuccess

Notes:   - all notes to the ns_ntry::is_entry() method
         apply.
         - if 'name' can be parsed as URL, but contains
           an invalid entry name, a 'BadParameter'
           exception is thrown.
         - if 'name' is a valid entry name but the entry
           does not exist, a 'DoesNotExist' exception is
           thrown.
         - similar to 'test -f' as defined by POSIX.

- is_link
Purpose: tests name for being a symbolic link
Format:  is_link          (in  saga::url name,
                           out boolean  test);

Inputs:  name:             name to be tested
InOuts:  -
Outputs: test:             boolean indicating if name
                           is a link

PreCond: -
PostCond: -
Perms:   Query for name.
         Exec  for name's parent directory.
         Read  for name's parent directory.

Throws:  NotImplemented

```

```

IncorrectURL
BadParameter
IncorrectState
DoesNotExist
PermissionDenied
AuthorizationFailed
AuthenticationFailed
Timeout
NoSuccess
Notes:  - all notes to the ns_ntry::is_link() method
        apply.
        - if 'name' can be parsed as URL, but contains
          an invalid entry name, a 'BadParameter'
          exception is thrown.
        - if 'name' is a valid entry name but the entry
          does not exist, a 'DoesNotExist' exception is
          thrown.
        - similar to 'test -L' as defined by POSIX.

- read_link
Purpose: returns the name of the link target
Format:  read_link      (in  saga::url name,
                        out saga::url link);
Inputs:  name:          name to be resolved
InOuts:  -
Outputs: link:          resolved name
PreCond: -
PostCond: -
Perms:   Query for name.
         Exec  for name's parent directory.
         Read  for name's parent directory.
Throws:  NotImplemented
         IncorrectURL
         BadParameter
         DoesNotExist
         IncorrectState
         PermissionDenied
         AuthorizationFailed
         AuthenticationFailed
         Timeout
         NoSuccess
Notes:   - all notes to ns_entry::read_link() apply
         - if 'name' can be parsed as URL, but contains
           an invalid entry name, a 'BadParameter'
           exception is thrown.

```



- if 'name' does not exist, a 'DoesNotExist' exception is thrown.

Iterate over large directories:

-----

- `get_num_entries`
  - Purpose: gives the number of entries in the directory
  - Format: `get_num_entries` (out int num);
  - Inputs: -
  - InOuts: -
  - Outputs: num: number of entries in the directory
  - PreCond: -
  - PostCond: -
  - Perms: Query for cwd.  
Exec for cwd.  
Read for cwd.
  - Throws: NotImplemented  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess
  - Notes: - at the time of using the result of this call, the actual number of entries may already have changed (no locking is implied)  
- vaguely similar to 'opendir'/'readdir' (2) as defined by POSIX.
- `get_entry`
  - Purpose: gives the name of an entry in the directory based upon the enumeration defined by `get_num_entries`
  - Format: `get_entry` (in int entry, out saga::url name);
  - Inputs: entry: index of entry to get
  - InOuts: -
  - Outputs: name: name of entry at index
  - PreCond: -
  - PostCond: -
  - Perms: Query for cwd.

```

        Exec  for cwd.
        Read  for cwd.
Throws:  NotImplemented
        IncorrectState
        DoesNotExist
        PermissionDenied
        AuthorizationFailed
        AuthenticationFailed
        Timeout
        NoSuccess
Notes:   - '0' is the first entry
        - there is no sort order implied by the
          enumeration, however an underlying
          implementation MAY choose to sort the entries
        - subsequent calls to get_entry and/or
          get_num_entries may return inconsistent data,
          i.e. no locking or state tracking is implied.
          In particular, an index may be invalid - a
          'DoesNotExist' exception is then thrown (not a
          'BadParameter' exception).
        - vaguely similar to 'opendir'/'readdir' (2) as
          defined by POSIX.

```

#### Management of name space entries:

-----

```

- copy
  Purpose:  copy the entry to another part of the name space
  Format:   copy                (in saga::url source,
                                in saga::url target,
                                in int    flags = None);
  Inputs:   source:             name to copy
            target:             name to copy to
            flags:              flags defining the operation
                                modus
  InOuts:   -
  Outputs:   -
  PreCond:   -
  PostCond:  - an identical copy of source exists at target.
            - 'Owner' of target is the id of the context
              used to perform the operation if target gets
              created.
  Perms:     Query for source.
            Exec  for source's parent directory.
            Query for target.

```

```

    Query for target's parent directory.
    Exec  for target's parent directory.
    Write for target
        if target does exist.
    Write for target's parent directory
        if target does not exist.
Throws:  NotImplemented
        IncorrectURL
        BadParameter
        AlreadyExists
        DoesNotExist
        IncorrectState
        PermissionDenied
        AuthorizationFailed
        AuthenticationFailed
        Timeout
        NoSuccess
Notes:   - all notes to the ns_entry::copy() method
        apply.
        - the default flags are 'None' (0).
        - if 'name' can be parsed as URL, but contains
          an invalid entry name, a 'BadParameter'
          exception is thrown.
        - if 'name' is a valid entry name but the entry
          does not exist, a 'DoesNotExist' exception is
          thrown.

- link
  Purpose: create a symbolic link from the target entry to
           the source entry so that any reference to the
           target refers to the source entry
  Format:  link          (in saga::url source,
                        in saga::url target,
                        in int    flags = None);
  Inputs:  source:      name to link
           target:      name to link to
           flags:       flags defining the operation
                        modus
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: - a symbolic link to source exists at target.
             - 'Owner' of target is the id of the context
               used to perform the operation if target gets
               created.

```

Perms:   Query for source.  
          Exec   for source's parent directory.  
          Query for target.  
          Query for target's parent directory.  
          Exec   for target's parent directory.  
          Write for target  
                if target does exist.  
          Write for target's parent directory  
                if target does not exist.

Throws:  NotImplemented  
          IncorrectURL  
          BadParameter  
          AlreadyExists  
          DoesNotExist  
          IncorrectState  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess

Notes:   - all notes to the ns\_entry::link() method  
          apply.  
          - if the 'Recursive' flag is defined, the source  
            is recursively linked if it is a directory;  
            otherwise this flag is ignored.  
          - if the 'Dereference' flag is specified, the  
            method applies to the link target of source.  
            The flag causes a 'BadParameter' exception if  
            source is not a link.  
          - if the the target already exists, the  
            'Overwrite' flag must be specified, otherwise  
            an 'AlreadyExists' exception is thrown.  
          - the default flags are 'None' (0).  
          - other flags are not allowed on this method,  
            and cause a 'BadParameter' exception.  
          - if 'source' can be parsed as URL, but contains  
            an invalid entry name, a 'BadParameter'  
            exception is thrown.  
          - if 'source' is a valid entry name but the entry  
            does not exist, a 'DoesNotExist' exception is  
            thrown.

- move

Purpose:   rename source to target, or move source to  
          target if target is a directory.

Format:    move                    (in saga::url source,  
                                      in saga::url target,  
                                      in int        flags = None);

Inputs:    source:                name to move  
            target:                name to move to  
            flags:                 flags defining the operation  
                                      modus

InOuts:    -

Outputs:    -

PreCond:    -

PostCond:    - an identical copy of source exists at target.  
              - source is removed.  
              - 'Owner' of target is the id of the context  
                  used to perform the operation if target gets  
                  created.

Perms:    Query for source.  
            Write for source.  
            Exec for source's parent directory.  
            Write for source's parent directory.  
            Query for target.  
            Exec for target's parent directory.  
            Write for target  
                  if target does exist.  
            Write for target's parent directory  
                  if target does not exist.

Throws:    NotImplemented  
            IncorrectURL  
            BadParameter  
            AlreadyExists  
            DoesNotExist  
            IncorrectState  
            PermissionDenied  
            AuthorizationFailed  
            AuthenticationFailed  
            Timeout  
            NoSuccess

Notes:    - all notes to the ns\_entry::move() method  
            apply.  
            - if the 'Recursive' flag is defined, the source  
                  is recursively copied if it is a directory;  
                  otherwise this flag is ignored.  
            - if the 'Dereference' flag is specified, the  
                  method applies to the link target of source.  
                  The flag causes a 'BadParameter' exception if  
                  source is not a link.  
            - if the the target already exists, the

```

        'Overwrite' flag must be specified, otherwise
        an 'AlreadyExists' exception is thrown.
    - the default flags are 'None' (0).
    - other flags are not allowed on this method,
      and cause a 'BadParameter' exception.
    - if 'source' can be parsed as URL, but contains
      an invalid entry name, a 'BadParameter'
      exception is thrown.
    - if 'source' is a valid entry name but the entry
      does not exist, a 'DoesNotExist' exception is
      thrown.
    - moving any parent or the current directory
      (e.g. '.', '..' etc.) is not allowed, and
      throws a 'BadParameter' exception

- remove
  Purpose: removes the entry
  Format:  remove                (in saga::url target,
                                in int      flags = None);
  Inputs:  target:                entry to be removed
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: - source is removed.
              - source is closed if it refers to the cwd.
  Perms:   Query for source.
           Write for source.
           Exec  for source's parent directory.
           Write for source's parent directory.
  Throws:  NotImplemented
           IncorrectURL
           BadParameter
           AlreadyExists
           DoesNotExist
           IncorrectState
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess
  Notes:   - all notes to the ns_entry::remove() method
            apply.
            - if the 'Recursive' flag is defined, the source
              is recursively removed if it is a directory;
              otherwise this flag is ignored.

```

- if the 'Dereference' flag is specified, the method applies to the link target of source. The flag causes a 'BadParameter' exception if source is not a link.
  - the default flags are 'None' (0).
  - other flags are not allowed on this method, and cause a 'BadParameter' exception.
  - if 'source' can be parsed as URL, but contains an invalid entry name, a 'BadParameter' exception is thrown.
  - if 'source' is a valid entry name but the entry does not exist, a 'DoesNotExist' exception is thrown.
  - removing any parent or the current directory (e.g. '.', '..' etc.) is not allowed, and throws a 'BadParameter' exception
- make\_dir
- Purpose: creates a new directory
- Format: make\_dir (in saga::url target, in int flags = None);
- Inputs: target: directory to create
- InOuts: -
- Outputs: -
- PreCond: -
- PostCond: - 'Owner' of target is the id of the context used to perform the operation if target gets created.
- Perms: Exec for target's parent directory.  
Write for target's parent directory.  
Write for target if Write is set.  
Read for target if Read is set.
- Throws: NotImplemented  
IncorrectURL  
BadParameter  
AlreadyExists  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess
- Notes: - if the parent directory or directories do not exist, the 'CreateParents' flag must be set

```

        or a 'DoesNotExist' exception is thrown.
        If set, the parent directories are created as
        well.
    - an 'AlreadyExists' exception is thrown if the
      directory already exists and the 'Exclusive'
      flag is given.
    - the default flags are 'None' (0).
    - other flags are not allowed on this method,
      and cause a 'BadParameter' exception.
    - if 'target' can be parsed as URL, but contains
      an invalid entry name, a 'BadParameter'
      exception is thrown.
    - similar to 'mkdir' (2) as defined by POSIX.

- open_dir
  Purpose: creates a new ns_directory instance
  Format:  open_dir          (in  saga::url name,
                             in  int      flags = None,
                             out ns_directory dir);
  Inputs:  name:             directory to open
           flags:            flags defining the operation
                             modus
  InOuts:  -
  Outputs: dir:              opened directory instance
  PreCond: -
  PostCond: - the session of the returned instance is that of
              the calling instance.
            - 'Owner' of name is the id of the context
              used to perform the operation if name gets
              created.
            - the namespace directory is created if it
              does not yet exist, and the Create is set.
  Perms:   Exec for name's parent directory.
           Write for name's parent directory if Create is set.
           Write for name if Write is set.
           Read  for name if Read  is set.
  Throws:  NotImplemented
           IncorrectURL
           BadParameter
           AlreadyExists
           DoesNotExist
           IncorrectState
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed

```



```

Timeout
NoSuccess
Notes:
- the cwd of the new dir object instance is set
  to 'name'
- a 'DoesNotExist' exception is thrown if 'name'
  does not exist and the 'Create' flag is not
  given.
- a 'AlreadyExist' exception is thrown if 'name'
  does exist and the 'Create' flag and the
  'Exclusive' flag are given.
- no exception is thrown if 'name' does exist and
  the 'Create' flag is given, and the 'Exclusive'
  flag is not given.
- if the 'Create' flag is given, all notes to the
  ns_directory::make_dir() method apply.
- the default flags are 'None' (0).
- other flags are not allowed on this method,
  and cause a 'BadParameter' exception.
- 'name' is always deeply dereferenced, however,
  the cwd is still set to 'name', and not to the
  value of the link target.
- parent directories are created on the fly if
  the 'CreateParents' and 'Create' flag are both
  given, if they don't exist.
- if 'name' can be parsed as URL, but contains
  an invalid directory name, a 'BadParameter'
  exception is thrown.

- open
  Purpose: creates a new ns_entry instance
  Format:  open          (in  saga::url name,
                        in  int      flags = None,
                        out ns_entry entry);
  Inputs:  name:         entry
           flags:        flags defining the operation
                        modus
  InOuts:  -
  Outputs: entry:         opened entry instance
  PreCond: -
  PostCond:
    - the session of the returned instance is that
      of the calling instance.
    - 'Owner' of name is the id of the context
      used to perform the operation if name gets
      created.
    - the namespace entry is created if it does not

```

yet exist, and the CREATE flag is specified.

Perms: Exec for name's parent directory.  
Write for name's parent directory if Create is set.  
Write for name if Write is set.  
Read for name if Read is set.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
AlreadyExists  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- a 'BadParameter' exception is thrown if 'name' points to a directory, or is an invalid entry name.
- a 'DoesNotExist' exception is thrown if 'name' does not exist, and the 'Create' flag is not given.
- a 'AlreadyExists' exception is thrown if 'name' does exist, and the 'Create' and 'Exclusive' flags are given.
- 'name' is always deeply dereferenced, the cwd, however, is not changed to the link targets cwd.
- parent directories are created on the fly if the 'CreateParents' and 'Create' flag are both given, if they don't exist.
- the entry is locked on open if the 'Lock' flag is given. If the entry is already in a locked state, the open will fail and a descriptive error will be issued. If a entry is opened in locked mode, any other open on that entry MUST fail with a 'NoSuccess' exception if the 'Lock' flag is given. Note that a entry can be opened in unlocked mode, and then in locked mode, without an error getting raised. The application programmer must take precautions to avoid such situations. The lock will get removed on destruction of the entry object, and also on close. If an implementation does not support locking, a descriptive 'BadParameter' exception MUST get thrown if the 'Lock' flag

is given. Read-locks and Write-locks are not distinguished.

- the default flags are 'None' (0).
- other flags are not allowed on this method, and cause a 'BadParameter' exception.
- similar to 'open' (2) as defined by POSIX.

#### Management of name space entries - wildcard versions:

##### - copy

Purpose: copy the entry to another part of the name space

Format: copy (in string source,  
in saga::url target,  
in int flags = None);

- Notes:
- the syntax and semantics of this call is identical to its URL based counterpart.
  - the 'source' string can contain wildcards, as described above.
  - on error conditions on any of the expanded list of source entries, the respective error described in the URL version of the method is thrown - the state of the operations on the other elements of the expanded entry list is undefined.
  - if source expands to multiple entries, then the target URL MUST specify a directory - otherwise a 'BadParameter' exception is thrown.

##### - link

Purpose: create a symbolic link from the target entry to the source entry so that any reference to the target refers to the source entry

Format: link (in string source,  
in saga::url target,  
in int flags = None);

- Notes:
- the syntax and semantics of this call is identical to its URL based counterpart.
  - the 'source' string can contain wildcards, as described above.
  - on error conditions on any of the expanded list of source entries, the respective error described in the URL version of the method is thrown - the state of the operations on the

other elements of the expanded entry list is undefined.

- if source expands to multiple entries, then the target URL MUST specify a directory - otherwise a 'BadParameter' exception is thrown.

- move

Purpose: moves sources to a target directory.

Format:   move                   (in string    source,  
                                  in saga::url target,  
                                  in int       flags = None);

Notes:    - the syntax and semantics of this call is identical to its URL based counterpart.

- the 'source' string can contain wildcards, as described above.
- on error conditions on any of the expanded list of source entries, the respective error described in the URL version of the method is thrown - the state of the operations on the other elements of the expanded entry list is undefined.
- if source expands to multiple entries, then the target URL MUST specify a directory - otherwise a 'BadParameter' exception is thrown.

- remove

Purpose: removes entries

Format:   remove                   (in string target,  
                                  in int       flags = None);

Notes:    - the syntax and semantics of this call is identical to its URL based counterpart.

- the 'source' string can contain wildcards, as described above.
- on error conditions on any of the expanded list of source entries, the respective error described in the URL version of the method is thrown - the state of the operations on the other elements of the expanded entry list is undefined.

// overload permissions because of namespace specific flags

- permissions\_allow

Purpose: enable a permission

Format:   permissions\_allow    (in saga::url target,

```

                                in string  id,
                                in int     perm,
                                in int     flags = None);
Inputs:  target:                entry to set permissions for
        id:                    id to set permission for
        perm:                  permission to enable
        flags:                 mode of operation
InOuts:  -
Outputs:  -
PreCond:  -
PostCond: - the permissions are enabled.
Perms:    Owner of target
Throws:    NotImplemented
           IncorrectURL
           BadParameter
           IncorrectState
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess
Notes:    - all notes to permissions_allow from the
           saga::permissions interface apply.
           - allowed flags are: 'Recursive', 'Dereference'.
             All other flags cause a 'BadParameter'
             exception.
           - specifying 'Recursive' for a non-directory
             causes a 'BadParameter' exception.

- permissions_deny
Purpose:  disable a permission flag
Format:   permissions_deny    (in saga::url target,
                                in string  id,
                                in int     perm,
                                in int     flags = None);
Inputs:   target:              entry to set permissions for
        id:                    id to set permission for
        perm:                  permission to disable
        flags:                 mode of operation
InOuts:   -
Outputs:   -
PreCond:   -
PostCond:  - the permissions are disabled.
Perms:     Owner of target
Throws:     NotImplemented

```

IncorrectURL  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

- Notes:
- all notes to permissions\_deny from the saga::permissions interface apply.
  - allowed flags are: 'Recursive', 'Dereference'. All other flags cause a 'BadParameter' exception.
  - specifying 'Recursive' for a non-directory causes a 'BadParameter' exception.

// permissions calls - wildcard versions

- permissions\_allow

Purpose: enable a permission

Format: permissions\_allow (in string target,  
in string id,  
in int perm,  
in int flags = None);

- Notes:
- the syntax and semantics of this call is identical to its URL based counterpart.
  - the 'source' string can contain wildcards, as described above.
  - on error conditions on any of the expanded list of source entries, the respective error described in the URL version of the method is thrown - the state of the operations on the other elements of the expanded entry list is undefined.

- permissions\_deny

Purpose: disable a permission flag

Format: permissions\_deny (in string target,  
in string id,  
in int perm,  
in int flags = None);

- Notes:
- the syntax and semantics of this call is identical to its URL based counterpart.
  - the 'source' string can contain wildcards, as

described above.

- on error conditions on any of the expanded list of source entries, the respective error described in the URL version of the method is thrown - the state of the operations on the other elements of the expanded entry list is undefined.

#### 4.2.4 Examples:

##### Code Example

```

1  More examples are given in the File and Logical_File packages.
2
3  Example: provide recursive directory listing for a given
4          directory
5
6  Note:   - check for '.' and '..' recursion are left as an
7           exercise to the reader.
8           - string operations and printf statements are
9           obviously simplified.
10
11  +-----+
12  // c++ example
13  std::string indent (int indent)
14  {
15      std::string s = " ";
16
17      for (int i = 0; i < indent; i++, s += " ");
18
19      return (s);
20  }
21
22  void list_dir (saga::url url,
23                int      indent = 0)
24  {
25      try
26      {
27          // create directory and iterate over entries
28          saga::ns_dir dir (url);
29
30          printf ("\n%s ---> %s\n", indent (indent), url.get_url ());
31
32          for ( int i = 0; i < dir.get_num_entries (); i++ )
33          {
34              char   type = '?';
35              string info = "";

```

```
36
37 // get name of next entry
38 saga::url name = dir.get_entry (i);
39
40 // get type and other infos
41 if ( dir.is_link (name) )
42 {
43     // check where link points to
44     if (dir.exists(dir.read_link (name))){info=" ---> ";}
45     else {info=" -|-> ";}
46     info += dir.read_link (name);
47     type = 'l';
48 }
49 else if (dir.is_entry(name)){ type = 'f'; }
50 else if (dir.is_dir (name)){ type = 'd'; info = "/";}
51
52 printf ("%s > %3d - %s - %s%s\n",
53         indent (indent), i + 1,
54         type, name.get_cstr (), info);
55
56 // recursion on directories
57 if ( dir.is_dir (name) )
58 {
59     list_dir (name, indent++);
60 }
61 }
62
63 printf ("\n%s <--- %s\n", indent (indent), url.get_url ());
64 }
65
66 // catch all errors - see elsewhere for better examples
67 // of error handling in SAGA
68 catch ( const saga::exception & e )
69 {
70     std::cerr << "Oops! SAGA exception: "
71               << e.get_message ()
72               << std::endl;
73 }
74
75 return;
76 }
```



### 4.3 SAGA File Management

The ability to access the contents of files regardless of their location is central to many of the SAGA use cases. This section addresses the most common operations detailed in these use cases.

It is important to note that interactions with files as opaque entities (i.e. as entries in file name spaces) are covered by the `namespace` package. The classes presented here supplement the `namespace` package with operations for the reading and writing of the *contents* of files. For all methods, the descriptions and notes of the equivalent methods in the `namespace` package apply if available, unless noted here otherwise.

The described classes are syntactically and semantically POSIX oriented [21, 22, 23]. Executing large numbers of simple POSIX-like remote data access operations is, however, prone to latency related performance problems. To allow for efficient implementations, the presented API borrows ideas from GridFTP and other specifications which are widely used for remote data access. These extensions should be seen as just that: optimizations. Implementations of this package MUST implement the POSIX-like `read()`, `write()` and `seek()` methods, and MAY implement the additional optimized methods (a 'NotImplemented' exception MUST be thrown if these are not implemented). The optimizations included here are:

**Scattered I/O** Scattered I/O operations are already defined by POSIX, as `readv()` and `writelv()`. Essentially, these methods represent vector versions of the standard POSIX `read()`/`write()` methods; the arguments are, basically, vectors of instructions to execute, and buffers to operate upon. In other words, `readv()` and `writelv()` can be regarded as specialized bulk methods, which cluster multiple I/O operations into a single operation. Advantage of such an approach are that it is easy to implement, is very close to the original POSIX I/O in semantics, and in some cases even very fast. Disadvantages are that for many small I/O operations (a common occurrence in SAGA use cases), the description of the I/O operations can be larger than the sent, returned or received data.

**Pattern-Based I/O (FALLS)** One approach to address the bandwidth limitation of scattered I/O is to describe the required I/O operations at a more abstract level. Regularly repeating patterns of binary data can be described by the so-called 'Family of Line Segments' (FALLS) [14]. The pattern-based I/O routines in SAGA use such descriptions to reduce the bandwidth limitation of scattered I/O. The advantage of such an approach is that it targets very common data access patterns (at least those very commonly found in SAGA use cases). The disadvantages are that FALLS is a paradigm not widely known or used, and that FALLS is by definition, limited to regular patterns of data, and

hence is inefficient for more randomized data access.

FALLS (FAMiLy of Line Segments) were originally introduced for transformations in parallel computing. There is also a parallel filesystem which uses FALLS to describe the file layout. They can be used to describe regular subsets of arrays with a very compact syntax.

FALLS pattern are formed as 5-tuples: "(from,to,stride,rep,(pat))". The **from** element defines the starting offset for the first pattern unit, **to** defines the finishing offset of the first pattern unit, **stride** defines the distance between consecutive pattern units (begin to begin), and **rep** defines the number of repetitions of the pattern units. The optional 5th element **pat** allows to defines nested patterns, where the internal pattern defines the unit the outer pattern is applied to (by default that is one byte). As an example: the following FALLS describe the highlighted elements of the matrix in Fig 5: "(0,17,36,6,(0,0,2,6))": the inner pattern describes a pattern unit of one byte length (from 0 to 0), with a distance of 2 to the next application, and 6 repetitions. These are the 6 bytes per line which are marked. The outer pattern defines the repeated application of the inner pattern, starting at 0, ending at 17 (end of line), distance of 36 (to begin of next but one line), and repetition of 6.

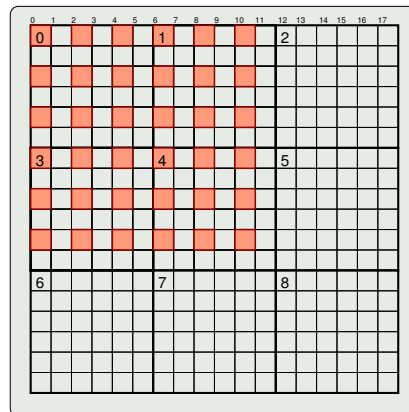


Figure 5: The highlighted elements are defined by "(0,17,36,6,(0,0,2,6))".

**Extended I/O** GridFTP (which was designed for a similar target domain) introduced an additional remote I/O paradigm, that of Extended I/O operations.

In essence, the Extended I/O paradigm allows the formulation of I/O requests using custom strings, which are not interpreted on the client but on the server side; these can be expanded to arbitrarily complex sets of I/O operations. The type of I/O request encoded in the string is called **mode**. A server may support one or many of these extended I/O modes. Whereas the approach is very flexible and powerful and has proven its usability in GridFTP, a disadvantage is that it requires very specific infrastructure to function, i.e. it requires a remote server instance which can interpret opaque client requests. Additionally, no client side checks or optimizations on the I/O requests are possible. Also, the application programmer needs to estimate the size of the data to be returned in advance, which in some cases is very difficult.

The three described operations have, if compared to each other, increasing semantic flexibility, and are increasingly powerful for specific use cases. However, they are also increasingly difficult to implement and support in a generic fashion. It is up to the SAGA implementation and the specific use cases, to determine the level of I/O abstraction that serves the application best and that can be best supported in the target environment.

#### 4.3.1 Specification

---

```
package saga.file
{
    enum flags
    {
        None           = 0, // same as in namespace::flags
        Overwrite       = 1, // same as in namespace::flags
        Recursive       = 2, // same as in namespace::flags
        Dereference     = 4, // same as in namespace::flags
        Create          = 8, // same as in namespace::flags
        Exclusive       = 16, // same as in namespace::flags
        Lock            = 32, // same as in namespace::flags
        CreateParents   = 64, // same as in namespace::flags
        Truncate        = 128,
        Append          = 256,
        Read            = 512,
        Write           = 1024,
        ReadWrite       = 1536, // Read | Write
        Binary          = 2048
    }

    enum seek_mode
    {
        Start          = 1,
        Current         = 2,
        End             = 3
    }

    class iovec : extends saga::buffer
        // from buffer saga::object
        // from object saga::error_handler
    {
        CONSTRUCTOR (in array<byte>          data = "",
```

```

        in    int    size    = 0,
        in    int    offset = 0,
        in    int    len_in = size,
        out   buffer  obj);

set_offset (in    int    offset);
get_offset (out   int    offset);

set_len_in (in    int    len_in);
get_len_in (out   int    len_in);

get_len_out (out   int    len_out);
}

class file : extends    saga::ns_entry,
                // from ns_entry    saga::object
                // from ns_entry    saga::async
                // from ns_entry    saga::permissions
                // from object    saga::error_handler
{
    CONSTRUCTOR (in    session    s,
                in    saga::url    name,
                in    int    flags = Read,
                out   file    obj    );
    DESTRUCTOR (in    file    obj    );

    // inspection
    get_size (out   int    size    );

    // POSIX-like I/O
    read      (inout buffer    buf,
                in    int    len_in = -1,
                out   int    len_out );
    write     (in    buffer    buf,
                in    int    len_in = -1,
                out   int    len_out );
    seek      (in    int    offset,
                in    seek_mode whence,
                out   int    position );

    // scattered I/O
    read_v     (inout array<iovec>    iovecs );
    write_v    (inout array<iovec>    iovecs );

    // pattern-based I/O
    size_p     (in    string    pattern,

```

```

        out    int    size    );
read_p    (in    string    pattern,
          inout buffer    buf,
          out    int    len_out );
write_p    (in    string    pattern,
           in    buffer    buf,
           out    int    len_out );

// extended I/O
modes_e    (out    array<string>    emodes    );
size_e    (in    string    emode,
          in    string    spec,
          out    int    size    );
read_e    (in    string    emode,
          in    string    spec,
          inout buffer    buf,
          out    int    len_out );
write_e    (in    string    emode,
           in    string    spec,
           in    buffer    buf,
           out    int    len_out );
    }
}

class directory : extends    saga::ns_directory
    // from ns_directory    saga::ns_entry
    // from ns_entry    saga::object
    // from ns_entry    saga::async
    // from ns_entry    saga::permissions
    // from object    saga::error_handler
{
    CONSTRUCTOR (in    session    s,
                in    saga::url    name,
                in    int    flags = Read,
                out    directory    obj    );
    DESTRUCTOR (in    directory    obj    );

    // inspection methods
    get_size    (in    saga::url    name,
                in    int    flags = None,
                out    int    size    );
    is_file    (in    saga::url    name,
                in    int    flags = None,
                out    boolean    test    );

```

```
// factory-like methods
open_dir  (in    saga::url    name,
           in    int         flags = Read,
           out   directory    dir   );

open      (in    saga::url    name,
           in    int         flags = Read,
           out   file         file  );
}
```

---

### 4.3.2 Specification Details

#### Enum flags

The `flags` enum is inherited from the `namespace` package. A number of file specific flags are added to it. All added flags are used for the opening of `file` and `directory` instances, and are not applicable to the operations inherited from the `namespace` package.

#### Truncate

Upon opening, the file is truncated to length 0, i.e. a following `read()` operation will never find any data in the file. That flag does not apply to directories.

#### Append

Upon opening, the file pointer is set to the end of the file, i.e. a following `write()` operation will extend the size of the file. That flag does not apply to directories.

#### Read

The file or directory is opened for reading – that does not imply the ability to write to the file or directory.

#### Write

The file or directory is opened for writing – that does not imply the ability to read from the file or directory.

#### ReadWrite

The file or directory is opened for reading and writing.

#### Binary

Some operating systems (notably windows based systems) distinguish between binary and non-binary modes – this flag mimics that behaviour.

## Class `iovec`

The `iovec` class inherits the `saga::buffer` class, and three additional state attributes: `offset`, `len_in` and `len_out` (with the latter one being read-only). With that addition, the new class can be used very much the same way as the `iovec` structure defined by POSIX for `readv/writev`, with the buffer `len_in` being interpreted as the POSIX `iov_len`, i.e. the number of bytes to read/write.

If `len_in` is not specified, that length is set to the size of the buffer. It is a `BadParameter` error if `len_in` is specified to be larger than size, for application managed buffers (see Section 3.4 for details on buffer memory management). Before an `iovec` instance is used, it's `len_in` MUST be set to a non-zero value; otherwise it's use will cause a `BadParameter` exception.

After a `read_v()` or `write_v()` operations completes, `len_out` will report the number of bytes read. Before completion, the SAGA implementation MUST report `len_out` to be -1.

---

### - CONSTRUCTOR

Purpose: create an `iovec` instance

```
Format:  CONSTRUCTOR      (in  array<byte> data   = "",
                           in  int          size    = -1,
                           in  int          offset  = 0,
                           in  int          len_in  = size,
                           out iovec        obj);
```

```
Inputs:  type:            data to be used
          size:           size of data to be used
          offset          offset for I/O operation
          len_in:         number of bytes to read
                           or write on read_v/write_v
```

InOuts: -

Outputs: buffer: the newly created `iovec`

PreCond: -

PostCond: -

Perms: -

Throws: `BadParameter`  
`NoSuccess`

Notes: - all notes from the buffer CONSTRUCTOR apply.  
 - if `len_in` is larger than size, and size is not given as -1, a 'BadParameter' exception is thrown.

### - DESTRUCTOR

Purpose: destroy an `iovec` instance

Format: DESTRUCTOR (in iovec obj);  
Inputs: obj: the iovec to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: -  
Perms: -  
Throws: -  
Notes: - all notes from the buffer DESTRUCTOR apply.

- set\_offset  
Purpose: set offset  
Format: set\_offset (in int offset);  
Inputs: offset: value for offset  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: -  
Perms: -  
Throws: BadParameter  
Notes: - if offset is smaller than zero, a  
          'BadParameter' exception is thrown.

- get\_offset  
Purpose: retrieve the current value for offset  
Format: get\_offset (out int offset);  
Inputs: -  
InOuts: -  
Outputs: offset: value of offset  
PreCond: -  
PostCond: -  
Perms: -  
Throws: -  
Notes: -

- set\_len\_in  
Purpose: set len\_in  
Format: set\_len\_in (in int len\_in);  
Inputs: len\_in: value for len\_in  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: -  
Perms: -  
Throws: BadParameter  
Notes: - if len\_in is larger than size, and size is



not set to -1, a 'BadParameter' exception is thrown.

```
- get_len_in
  Purpose: retrieve the current value for len_in
  Format:  get_len_in          (out int   len_in);
  Inputs:  -
  InOuts:  -
  Outputs: len_in:            value of len_in
  PreCond: -
  PostCond: -
  Perms:   -
  Throws:  -
  Notes:   -

- get_len_out
  Purpose: retrieve the value for len_out
  Format:  get_len_out          (out int   len_out);
  Inputs:  -
  InOuts:  -
  Outputs: len_out:            value of len_out
  PreCond: -
  PostCond: -
  Perms:   -
  Throws:  -
  Notes:   - len_out reports the number of bytes read
              or written in a completed read_w or write_w
              operation.
              - before completion of the operation, the
                returned value is -1.
              - for implementation managed memory, the
                value of len_out is always the same as
                for size.
```

---

## Class file

This class represents an open file descriptor for read/write operations on a physical file. Its concept is similar to the file descriptor returned by the `open (2)` call in POSIX.

In language bindings where this is appropriate, several methods can return error codes indicating failure, instead of always raising an exception. These error codes are, as described in Section 3.1, defined as POSIX `errno` values.

These codes SHOULD be used in identical situations as described in POSIX.  
The calls which can use return error codes are documented.

---

- CONSTRUCTOR

Purpose: create the obj  
 Format: CONSTRUCTOR (in session s,  
                           in saga::url name,  
                           in int flags = Read,  
                           out file obj)  
 Inputs: s: session to associate the  
           name: location of file  
           flags: mode for opening  
 InOuts: -  
 Outputs: obj: the newly created object  
 PreCond: -  
 PostCond: - the file is opened.  
           - 'Owner' of target is the id of the context  
             use to perform the operation, if the file  
             gets created.  
 Perms: Exec for parent directory.  
         Write for parent directory if Create is set.  
         Write for name if Write is set.  
         Read for name if Read is set.  
 Throws: NotImplemented  
         IncorrectURL  
         BadParameter  
         AlreadyExists  
         DoesNotExist  
         PermissionDenied  
         AuthorizationFailed  
         AuthenticationFailed  
         Timeout  
         NoSuccess  
 Notes: - all notes from the directory::open() method  
         apply.  
         - the default flags are 'Read' (512).

- DESTRUCTOR

Purpose: destroy the object  
 Format: DESTRUCTOR (in file obj)  
 Inputs: obj: the object to destroy  
 InOuts: -

Outputs: -  
PreCond: -  
PostCond: - the file is closed.  
Perms: -  
Throws: -  
Notes: - the semantics of the inherited destructors  
          apply

additional inspection methods:

-----

- get\_size  
Purpose: returns the number of bytes in the file  
Format: get\_size (out int size);  
Inputs: -  
InOuts: -  
Outputs: size: number of bytes in the file  
PreCond: -  
PostCond: -  
Perms: Query  
Throws: NotImplemented  
         IncorrectState  
         PermissionDenied  
         AuthorizationFailed  
         AuthenticationFailed  
         Timeout  
         NoSuccess  
Notes: - similar to the 'st\_size' field from 'stat' (2)  
         as defined by POSIX

POSIX-like I/O methods:

-----

- read  
Purpose: reads up to len\_in bytes from the file into  
         the buffer.  
Format: read (inout buffer buf,  
              in int len\_in = -1,  
              out int len\_out);  
Inputs: len\_in: number of bytes to be read  
InOuts: buf: buffer to read data into  
Outputs: len\_out: number of bytes successfully  
                  read  
PreCond: -

PostCond: - the data from the file are available in the buffer.

Perms: Read

Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - the actual number of bytes read into buffer is returned in len\_out. It is not an error to read less bytes than requested, or in fact zero bytes, e.g. at the end of the file.  
- errors are indicated by returning negative values for len\_out, which correspond to negatives of the respective POSIX ERRNO error code.  
- the file pointer is positioned at the end of the byte area successfully read during this call.  
- the given buffer must be large enough to store up to len\_in bytes, or managed by the implementation - otherwise a 'BadParameter' exception is thrown.  
- the notes about memory management from the buffer class apply.  
- if the file was opened in write-only mode (i.e. no 'Read' or 'ReadWrite' flag was given), this method throws an 'PermissionDenied' exception.  
- if len\_in is smaller than 0, or not given, the buffer size is used for len\_in.  
If that is also not available, a 'BadParameter' exception is thrown.  
- similar to read (2) as specified by POSIX

- write

Purpose: writes up to len\_in bytes from buffer into the file at the current file position.

Format: write (in buffer buf,  
in int len\_in = -1,  
out int len\_out);

Inputs: len\_in: number of bytes to write  
buf: buffer to write data from

```

InOuts:  -
Outputs: len_out:          number of bytes successfully
                               written

PreCond:  -
PostCond: - the buffer data are written to the file.
Perms:    Write
Throws:   NotImplemented
          BadParameter
          IncorrectState
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

Notes:    - errors are indicated by returning negative
           values for len_out, which correspond to
           negatives of the respective POSIX ERRNO error
           code.
           - the file pointer is positioned at the end
             of the byte area written during this call.
           - if the file was opened in read-only mode (i.e.
             no 'Write' or 'ReadWrite' flag was given), this
             method throws an 'PermissionDenied' exception.
           - the given buffer must hold enough data to
             write - otherwise, only the available data
             will be written, and len_out will be set
             to the number of bytes written.
           - the notes about memory management from the
             buffer class apply.
           - if len_in is smaller than 0, or not given,
             the buffer size is used for len_in.
             If that is also not available, a
             'BadParameter' exception is thrown.
           - if data are written beyond the current end of
             file, the intermediate gap is filled with '\0'
             bytes.
           - similar to write (2) as specified by POSIX

- seek
Purpose: reposition the file pointer
Format:  seek          (in int          offset,
                       in seek_mode whence,
                       out int         position);
Inputs:  offset:       offset in bytes to move
                               pointer

```

```

        whence:          offset is relative to
                           'whence'
InOuts:  -
Outputs: position:      position of pointer after
                           seek
PreCond:  -
PostCond: - the file pointer is moved to the new position.
            - following read() or write() operations use
              that position.
Perms:    Read or Write.
Throws:   NotImplemented
          IncorrectState
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess
Notes:    - seek repositions the file pointer for
            subsequent read, write and seek calls.
            - initially (after open), the file pointer is
              positioned at the beginning of the file,
              unless the 'Append' flag was given - then
              the initial position is the end of the file.
            - the repositioning is done relative to the
              position given in 'Whence', so relative to
              the 'Begin' or 'End' of the file, or to the
              'Current' position.
            - errors are indicated by returning negative
              values for len_out, which correspond to
              negatives of the respective POSIX ERRNO error
              code.
            - the file pointer can be positioned after the
              end of the file without extending it.
            - the given offset can be positive, negative, or
              zero.
            - note that a subsequent read at or behind the end
              of file returns no data.
            - similar to lseek (2) as specified by POSIX.

```

#### Scattered I/O methods:

-----

```

- read_v
  Purpose: gather/scatter read
  Format:  read_v          (inout array<iovec> iovecs);

```

Inputs: -  
InOuts: iovecs: array of iovec structs  
defining start (offset) and  
length (len\_in) of each  
individual read, the buffer  
to read into, and integer  
to store result into  
(len\_out).

Outputs: -  
PreCond: -  
PostCond: - data from the file are available in the  
iovec buffers.

Perms: Read  
Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - the behaviour of each individual read is as  
in the normal read method, and all notes from  
the read() method apply.  
- an exception MUST be thrown if any of the  
individual reads detects a condition which  
would raise an exception for the normal  
read() method.  
- the notes about memory management from the  
buffer class apply.  
- if for any of the given iovecs no len\_in is  
given, then the buffer size is used as len\_in.  
If that is also not available, a  
'BadParameter' exception is thrown.  
- if the file was opened WriteOnly, a  
'PermissionDenied' exception is thrown.  
- similar to readv (2) as specified by POSIX

- write\_v  
Purpose: gather/scatter write  
Format: write\_v (inout array<iovec> iovecs);  
Inputs: -  
InOuts: iovecs: array of iovec structs  
defining start (offset) and  
length (len\_in) of each

individual write, and  
 buffers containing the data  
 to write (len\_out)

Outputs: -  
 PreCond: -  
 PostCond: - the iovec buffer data are written to the file.  
 Perms: Write  
 Throws: NotImplemented  
         IncorrectState  
         BadParameter  
         PermissionDenied  
         AuthorizationFailed  
         AuthenticationFailed  
         Timeout  
         NoSuccess  
 Notes: - the behaviour of each individual write is as  
         in the normal write method.  
         - an exception MUST be thrown if any of the  
             individual writes detects a condition which  
             would raise an exception for the normal write  
             method.  
         - the notes about memory management from the  
             buffer class apply.  
         - if for any of the given iovecs no len\_in is  
             given, then the buffer size is used as len\_in.  
             If that is also not available, a  
             'BadParameter' exception is thrown.  
         - if the file was opened ReadOnly, a  
             'PermissionDenied' exception is thrown.  
         - similar to writev (2) as specified by POSIX

#### Pattern-based I/O methods:

-----

- size\_p  
 Purpose: determine the storage size required for a  
         pattern I/O operation  
 Format: size\_p (in string pattern,  
                   out int size);  
 Inputs: pattern: pattern to determine size for  
 InOuts: -  
 Outputs: size: size required for I/O  
                   operation with that pattern  
 PreCond: -  
 PostCond: -



Perms: -  
Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - the method does, in general, not perform a remote operation, but is intended to help the application programmer to correctly handle pattern-based I/O and associated buffer sizes.  
- if the pattern cannot be parsed or interpreted, a 'BadParameter' exception is thrown.

- read\_p

Purpose: pattern-based read

Format: read\_p (in string pattern,  
inout buffer buf,  
out int len\_out);

Inputs: pattern: pattern specification for read operation

InOuts: buf: buffer to store read data into

Outputs: len\_out: number of successfully read bytes

PreCond: -  
PostCond: - data from the file are available in the buffers.

Perms: Read

Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - if the pattern cannot be parsed or interpreted, a 'BadParameter' exception is thrown.  
- all notes for the read() method apply for the individual reads resulting from the interpretation of the pattern.  
- an exception MUST be thrown if any of the

individual writes detects a condition which would raise an exception for the normal write method.

```
- write_p
  Purpose: pattern-based read
  Format:  write_p          (in  string    pattern,
                           in  buffer    buf,
                           out int      len_out);

  Inputs:  pattern:        pattern specification for
                           write operation
           buf:            buffer to be written

  InOuts:  -
  Outputs: len_out:        number of bytes successfully
                           written

  PreCond: -
  PostCond: - the buffer data are written to the file.
  Perms:   Write
  Throws:  NotImplemented
           BadParameter
           IncorrectState
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess

  Notes:   - if the pattern cannot be parsed or interpreted,
           a 'BadParameter' exception is thrown.
           - all notes for the write() method apply for the
             individual writes resulting from the
             interpretation of the pattern.
           - an exception MUST be thrown if any of the
             individual writes detects a condition which
             would raise an exception for the normal write
             method.
```

Extended I/O methods:

-----

```
- modes_e
  Purpose: list the exetnded modes available in this
           implementation, and/or on server side
  Format:  modes_e          (out array<string> emodes);
  Inputs:  -
```

```

InOuts:  -
Outputs: emodes:      list of modes available for
                        extended I/O

PreCond:  -
PostCond: -
Perms:    -
Throws:   NotImplemented
          IncorrectState
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

Notes:    - the method does, in general, not perform a
            remote operation, but is intended to help
            the application programmer to determine what
            extended I/O methods are supported by the
            implementation.

- size_e
  Purpose: determine the storage size required for an
            extended I/O operation
  Format:  size_e      (in string emode,
                        (in string spec,
                        out int    size);
  Inputs:  emode:      extended mode to use
            spec:      specification to determine
                        size for
  InOuts:  -
  Outputs: size:      size required for I/O
                        operation with that
                        emode/spec

  PreCond:  -
  PostCond: -
  Perms:    -
  Throws:   NotImplemented
          BadParameter
          IncorrectState
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

  Notes:    - the method does, in general, not perform a
            remote operation, but is intended to help

```

the application programmer to correctly handle extended I/O and associated buffer sizes.

- if the specification cannot be parsed or interpreted, a 'BadParameter' exception is thrown.

```
- read_e
  Purpose:  extended read
  Format:   read_e          (in   string   emode,
                           in   string   spec,
                           inout buffer   buf,
                           out  int      len_out);

  Inputs:   emode:          extended mode to use
             spec:          specification of read
                           operation
  InOuts:   buf:            buffer to store read data
                           into
  Outputs:   len_out:       number of successfully read
                           bytes

  PreCond:   -
  PostCond:  - data from the file are available in the
               buffers.

  Perms:     Read
  Throws:    NotImplemented
             BadParameter
             IncorrectState
             PermissionDenied
             AuthorizationFailed
             AuthenticationFailed
             Timeout
             NoSuccess

  Notes:     - if the emode is not supported, a 'BadParameter'
               exception is thrown.
             - if the spec cannot be parsed or interpreted,
               a 'BadParameter' exception is thrown.
             - all notes from the read() method apply to the
               individual reads resulting from the
               interpretation of the emode and spec.
             - an exception MUST be thrown if any of the
               individual writes detects a condition which
               would raise an exception for the normal write
               method.
```

```
- write_e
```

```

Purpose:  extended write
Format:   write_e          (in   string      emode,
                           in   string      spec,
                           in   buffer      buf,
                           out  int         len_out);

Inputs:   emode:           extended mode to use
          spec:            specification of write
                           operation
          buf:             buffer to store read data
                           into

InOuts:   -

Outputs:  len_out:        number of bytes successfully
                           written

PreCond:  -

PostCond: - the buffer data are written to the file.

Perms:    Write

Throws:   NotImplemented
          BadParameter
          IncorrectState
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess

Notes:    - if the emode is not supported, a 'BadParameter'
          exception is thrown.
          - if the spec cannot be parsed or interpreted,
            a 'BadParameter' exception is thrown.
          - all notes from the write() method apply to the
            individual writes resulting from the
            interpretation of the 'emode' and 'spec'.
          - an exception MUST be thrown if any of the
            individual writes detects a condition which
            would raise an exception for the normal write
            method.

```

---

## Class directory

---

```

- CONSTRUCTOR
  Purpose:  open the directory
  Format:   CONSTRUCTOR      (in  session    s,
                             in  saga::url   name,

```

---

```

                                in  int      flags = Read,
                                out directory obj)
Inputs:  s:                    session to associate the
                                object with
                                name:        location of directory
                                flags:       mode for opening
InOuts:  -
Outputs: obj:                  the newly created object
PreCond: -
PostCond: - the directory is opened.
          - 'Owner' of target is the id of the context
            use to perform the operation, if the
            directory gets created.
Perms:   Exec  for parent directory.
          Write for parent directory if Create is set.
          Write for name if Write is set.
          Read  for name if Read  is set.
Throws:  NotImplemented
          IncorrectURL
          BadParameter
          AlreadyExists
          DoesNotExist
          PermissionDenied
          AuthorizationFailed
          AuthenticationFailed
          Timeout
          NoSuccess
Notes:   - the default flags are 'Read' (512).
          - the semantics of the inherited constructors
            apply

- DESTRUCTOR
Purpose: destroy the directory object
Format:  DESTRUCTOR          (in  directory obj)
Inputs:  obj:                  the object to destroy
InOuts:  -
Outputs: -
PreCond: -
PostCond: - the directory is closed.
Perms:   -
Throws:  -
Notes:   - the semantics of the inherited destructors
            apply.

```

## inspection methods:

-----

## - get\_size

Purpose: returns the number of bytes in the file

Format: get\_size (in saga::url name,  
in int flags = None,  
out int size);Inputs: name: name of file to inspect  
flags: mode for operation

InOuts: -

Outputs: size: number of bytes in the file

PreCond: -

PostCond: -

Perms: Query

Throws: NotImplemented

IncorrectURL

BadParameter

DoesNotExist

IncorrectState

PermissionDenied

AuthorizationFailed

AuthenticationFailed

Timeout

NoSuccess

- Notes:
- if 'name' can be parsed as URL, but contains an invalid entry name, a 'BadParameter' exception is thrown.
  - if the entry 'name' points to does not exist, a 'DoesNotExist' exception is thrown.
  - if the 'name' points to a link and the 'Dereference' flag is set, the size is returned for the link target. If that target does not exist, a 'DoesNotExist' exception is thrown.
  - the default flags are 'None' (0).
  - other flags are not allowed on this method, and cause a 'BadParameter' exception.
  - similar to the 'st\_size' field from 'stat' (2) as defined by POSIX

## - is\_file

Alias: for is\_entry in saga::ns\_directory

Factory-like methods for creating objects:

```

-----

- open_dir
  Purpose:  creates a directory object
  Format:   open_dir          (in  saga::url name,
                              in  int      flags = Read,
                              out directory dir)

  Inputs:   name:             name of directory to open
            flags:            flags defining operation
                              modus

  InOuts:   -
  Outputs:  dir:              opened directory instance
  PreCond:  -
  PostCond: - the session of the returned instance is that of
              the calling instance.
            - 'Owner' of name is the id of the context
              used to perform the operation if name gets
              created.

  Perms:    Exec  for name's parent directory.
            Write for name's parent directory if Create is set.
            Write for name if Write is set.
            Read  for name if Read  is set.

  Throws:   NotImplemented
            IncorrectURL
            BadParameter
            AlreadyExists
            DoesNotExist
            IncorrectState
            PermissionDenied
            AuthorizationFailed
            AuthenticationFailed
            Timeout
            NoSuccess

  Notes:    - all notes from the ns_directory::open_dir()
            method apply.
            - default flags are 'Read' (512).

- open
  Purpose:  creates a new file instance
  Format:   open              (in  saga::url name,
                              in  int      flags = Read,
                              out file     file);

  Inputs:   name:             file to be opened
            flags:            flags defining operation
                              modus

```



InOuts: -

Outputs: file: opened file instance

PreCond: -

PostCond: - the session of the returned instance is that of the calling instance.  
- 'Owner' of name is the id of the context used to perform the operation if name gets created.

Perms: Exec for name's parent directory.  
Write for name's parent directory if Create is set.  
Write for name if Write is set.  
Read for name if Read is set.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
AlreadyExists  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - all notes from the ns\_directory::open() method apply.  
- the file is truncated to length 0 on the open operation if the 'Trunc' flag is given.  
- the file is opened in append mode if the 'Append' flag is given (a seek(0, End) is performed after the open). If the 'Append' flag is not given, the file pointer is initially placed at the beginning of the file (a seek(0,Start) is performed after the open).  
- the 'Binary' flag is to be silently ignored on systems which do not support it.  
- at least one of the flags 'Read', 'Write' or 'ReadWrite' must be given, otherwise a 'BadParameter' exception is thrown.  
- the flag set 'Read | Write' is equivalent to the flag 'ReadWrite'.  
- default flags are 'Read' (512).

---

### 4.3.3 Examples

Example: open a file. If its size is greater than 10, then read the first 10 bytes into a string, and print it.

#### Code Example

```
1  // c++ example
2  void head (saga::url url)
3  {
4      try {
5          // get type and other infos
6          saga::file f (url);
7
8          off_t size = f.get_size ();
9
10         if ( size > 10 )
11         {
12             char    buf[11];
13
14             ssize_t len_out = f.read (saga::buffer (buf));
15
16             if ( 10 == len_out )
17             {
18                 std::cout << "head: "
19                     << buffer.get_data ()
20                     << std::endl;
21             }
22         }
23     }
24
25     // catch any possible error - see elsewhere for better
26     // examples of error handling in SAGA
27     catch ( const saga::exception & e )
28     {
29         std::cerr << "Oops! SAGA error: "
30             << e.get_message ()
31             << std::endl;
32     }
33
34     return;
35 }
```

## 4.4 SAGA Replica Management

This section of the SAGA API describes the interaction with replica systems. Numerous SAGA use cases required replica management functionality in the API – however, only a small number of operation have been requested. The methods described here are hence limited to the creation and maintainance of logical files, replicas, and to search on logical file meta data.

The `saga::logical_file` class implements the `saga::attributes` interface. It is important to realize that this is intended to reflect the ability of replica systems to associate meta data with logical files. The SAGA attribute model (string based key/value pairs) can, with all probability, only give a crude representation of meta data models used in real world replica systems – however, the definition of a more abstract and comprehensive data model for replica meta data was felt to be outside the scope of a SAGA API definition. Implementations are expected to map the native data model to key/value pairs as well as possible, and **MUST** document that mapping process (and in particular the supported keys) carefully.

Please note that the interactions with logical files as opaque entities (as entries in logical file name spaces) are covered by the `namespace` package. The interfaces presented here supplement the `namespace` package with operations for operating on entries in replica catalogues.

It is up to the used backend to ensure that multiple replica locations registered on a logical file are indeed identical copies – the SAGA API does not imply any specific consistency model. The SAGA implementation **MUST** document the consistency model used.

### 4.4.1 Definitions

**Logical File:** A *logical file* represents merely an entry in a name space which has (a) an associated set of registered (physical) replicas of that file, and (b) an associated set of meta data describing that logical file. Both sets can be empty. To access the *content* of a logical file, a `saga::file` needs to be created with one of the registered replica locations.

**Replica:** A *replica* (or *physical file*) is a file which is registered on a logical file. In general, all replicas registered on the same logical file are identical. Often, one of these replicas is deemed to be a master copy (often it is the first replica registered, and/or the only one which can be changed) – that distinction is, however, not visible in the SAGA API.

**Logical Directory:** A *logical directory* represents a directory entry in the name space of logical files. Several replica system implementations have the notion of *containers*, which, for our purposes, represent directories which can have, just as logical files, associated sets of meta data. In the presented API, logical directories and containers are the same.

Note that the `Truncate`, `Append` and `Binary` flags have no meaning on logical files. The respective enum values for these flags for `saga::files` have been reserved though, for (a) future use, and (b) consistency with the `saga::file` flag values.

The `find()` method of the `saga::logical_directory` class represents a combination of (a) the `find()` method from the `saga::ns_directory` class, and (b) the `find_attributes()` method from the `saga::attributes` interface. The method accepts patterns for meta data matches (`attr_pattern`) and a single pattern for file name matches (`name_pattern`), and returns a list of logical file names which match all `attr_pattern` and the `name_pattern` (AND semantics). The `attr_pattern` are formatted as defined for `find_attribute()` of the `saga::attributes` interface. The `name_pattern` are formatted as defined for the `find()` method of the `saga::ns_directory` class. In general, the allowed patterns are the same as defined as wildcards in the description of the SAGA namespace package.

#### 4.4.2 Specification

---

```
package saga.logical_file
{
    enum flags
    {
        None           = 0, // same as in namespace::flags
        Overwrite       = 1, // same as in namespace::flags
        Recursive       = 2, // same as in namespace::flags
        Dereference     = 4, // same as in namespace::flags
        Create          = 8, // same as in namespace::flags
        Exclusive       = 16, // same as in namespace::flags
        Lock            = 32, // same as in namespace::flags
        CreateParents   = 64, // same as in namespace::flags
        //              = 128, reserved for Truncate
        //              = 256, reserved for Append
        Read            = 512,
        Write           = 1024,
        ReadWrite       = 1536, // Read | Write
        //              = 2048 reserved for Binary
    }
}
```

---

```
}

```

```
class logical_file : extends      saga::ns_entry
                        implements saga::attributes
                        // from ns_entry saga::object
                        // from ns_entry saga::async
                        // from object  saga::error_handler
{
    CONSTRUCTOR      (in session          s,
                      in saga::url        name,
                      in int              flags = Read,
                      out logical_file    obj);
    DESTRUCTOR       (in logical_file    obj);

    // manage the set of associated replicas
    add_location      (in saga::url        name);
    remove_location   (in saga::url        name);
    update_location    (in saga::url        name_old,
                       in saga::url        name_new);
    list_locations     (out array<saga::url> names);

    // create a new physical replica
    replicate         (in saga::url        name,
                      in int              flags = None);

    // Attributes (extensible):
    //
    // no attributes pre-defined
}
```

```
class logical_directory : extends      saga::ns_directory
                        implements saga::attributes
                        // from ns_directory saga::ns_entry
                        // from ns_entry    saga::object
                        // from ns_entry    saga::async
                        // from object      saga::error_handler
{
    CONSTRUCTOR      (in session          s,
                      in saga::url        name,
                      in int              flags = Read,
                      out logical_directory obj);
    DESTRUCTOR       (in logical_directory obj);
}
```

```

// inspection methods
is_file      (in  saga::url      name,
              out boolean        test);

// open methods
open_dir     (in  saga::url      name,
              in  int            flags = Read,
              out logical_directory dir);

open         (in  saga::url      name,
              in  int            flags = Read,
              out logical_file   file);

// find logical files based on name and meta data
find         (in  string         name_pattern,
              in  array<string>   attr_pattern,
              in  int            flags = Recursive,
              out array<saga::url> names );
}
}

```

---

#### 4.4.3 Specification Details

##### Enum flags

The `flags` enum is inherited from the `namespace` package. A number of replica specific flags are added to it. All added flags are used for the opening of `logical_file` and `logical_directory` instances, and are not applicable to the operations inherited from the `namespace` package.

##### Read

The logical file or directory is opened for reading – that does not imply the ability to change the logical file or directory.

##### Write

The logical file or directory is opened for writing – that does not imply the ability to read from the logical file or directory.

##### ReadWrite

The logical file or directory is opened for reading and writing.

**Class `logical_file`**

This class provides the means to handle the contents of logical files. These contents consists of strings representing locations of physical files (replicas) associated with the logical file.

---

```

- CONSTRUCTOR
  Purpose:  create the object
  Format:   CONSTRUCTOR      (in session    s,
                              in saga::url name,
                              in int       flags = Read,
                              out logical_file obj)

  Inputs:   s:               session to associate with
                              the object
            name:            location of file
            flags:           mode for opening

  InOuts:   -
  Outputs:  obj:             the newly created object
  PreCond:  -
  PostCond: - the logical_file is opened.
              - 'Owner' of target is the id of the context
                use to perform the operation, if the
                logical_file gets created.

  Perms:    Exec for parent directory.
            Write for parent directory if Create is set.
            Write for name if Write is set.
            Read for name if Read is set.

  Throws:   NotImplemented
            IncorrectURL
            BadParameter
            AlreadyExists
            DoesNotExist
            PermissionDenied
            AuthorizationFailed
            AuthenticationFailed
            Timeout
            NoSuccess

  Notes:    - the semantics of the inherited constructors
              and of the logical_directory::open() method
              apply.
            - the default flags are 'Read' (512).

- DESTRUCTOR

```

Purpose: destroy the object  
Format: DESTRUCTOR (in logical\_file obj)  
Inputs: obj: the object to destroy  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - the logical\_file is closed.  
Perms: -  
Throws: -  
Notes: - the semantics of the inherited destructors apply.

manage the set of associated replicas:  
-----

- add\_location  
Purpose: add a replica location to the replica set  
Format: add\_location (in saga:url name);  
Inputs: name: location to add to set  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - name is in the list of replica locations for the logical file.  
Perms: Write  
Throws: NotImplemented  
IncorrectURL  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess  
Notes: - this methods adds a given replica location (name) to the set of locations associated with the logical file.  
- the implementation MAY choose to interpret the replica locations associated with the logical file. It MAY return an 'IncorrectURL' error indicating an invalid location if it is unable or unwilling to handle that specific locations scheme. The implementation documentation MUST specify how valid replica locations are formed.  
- if 'name' can be parsed as URL, but contains



- an invalid entry name, a 'BadParameter' exception is thrown.
- if the replica is already in the set, this method does nothing, and in particular MUST NOT raise an 'AlreadyExists' exception
- if the logical file was opened ReadOnly, a 'PermissionDenied' exception is thrown.

- remove\_location

Purpose: remove a replica location from the replica set

Format: remove\_location (in saga:url name);

Inputs: name: replica to remove from set

InOuts: -

Outputs: -

PreCond: -

PostCond: - name is not anymore in list of replica locations for the logical file.

Perms: Write

Throws: NotImplemented  
IncorrectURL  
BadParameter  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes:

- this method removes a given replica location from the set of replicas associated with the logical file.
- the implementation MAY choose to interpret the replica locations associated with the logical file. It MAY return an 'IncorrectURL' error indicating an invalid location if it is unable or unwilling to handle that specific locations scheme. The implementation documentation MUST specify how valid replica locations are formed.
- if 'name' can be parsed as URL, but contains an invalid entry name, a 'BadParameter' exception is thrown.
- if the location is not in the set of replicas, a 'DoesNotExist' exception is thrown.
- if the set of locations is empty after this

operation, the logical file object is still a valid object (see replicate() method description).

- if the logical file was opened ReadOnly, a 'PermissionDenied' exception is thrown.

- update\_location
  - Purpose: change a replica location in replica set
  - Format: update\_location (in saga:url name\_old, in saga:url name\_new);
  - Inputs: name\_old replica to be updated  
name\_new update of replica
  - InOuts: -
  - Outputs: -
  - PreCond: -
  - PostCond: - name\_old is not anymore in list of replica locations for the logical file.  
- name\_new is in the list of replica locations for the logical file.
  - Perms: Read  
Write
  - Throws: NotImplemented  
IncorrectURL  
BadParameter  
AlreadyExists  
DoesNotExist  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess
  - Notes: - this method removes a given replica location from the set of locations associated with the logical file, and adds a new location.  
- the implementation MAY choose to interpret the replica locations associated with the logical file. It MAY return an 'IncorrectURL' error indicating an invalid location if it is unable or unwilling to handle that specific locations scheme. The implementation documentation MUST specify how valid replica locations are formed.  
- if 'name' can be parsed as URL, but contains an invalid entry name, a 'BadParameter' exception is thrown.

- if the old replica location is not in the set of locations, a 'DoesNotExist' exception is thrown.
  - if the new replica location is already in the set of locations, an 'AlreadyExists' exception is thrown.
  - if the logical file was opened ReadOnly, an 'PermissionDenied' exception is thrown.
  - if the logical file was opened WriteOnly, an 'PermissionDenied' exception is thrown.
- 
- list\_locations
    - Purpose: list the locations in the location set
    - Format: list\_locations (out array<saga::url> names);
    - Inputs: -
    - InOuts: -
    - Outputs: names: array of locations in set
    - PreCond: -
    - PostCond: -
    - Perms: Read
    - Throws: NotImplemented  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess
    - Notes:
      - this method returns an array of urls containing the complete set of locations associated with the logical file.
      - an empty array returned is not an error - the logical file object is still a valid object (see replicate() method description).
      - if the logical file was opened WriteOnly, an 'PermissionDenied' exception is thrown.
- 
- replicate
    - Purpose: replicate a file from any of the known replica locations to a new location, and, on success, add the new replica location to the set of associated replicas
    - Format: replicate (in saga::url name,  
in int flags = None);
    - Inputs: name: location to replicate to

	flags:	flags defining the operation modus
InOuts:	-	
Outputs:	-	
PreCond:	-	
PostCond:	-	an identical copy of one of the available replicas exists at name. - name is in the list of replica locations for the logical file.
Perms:	Read Write	
Throws:	NotImplemented IncorrectURL BadParameter AlreadyExists DoesNotExist IncorrectState PermissionDenied AuthorizationFailed AuthenticationFailed Timeout NoSuccess	
Notes:	-	the method implies a two step operation: 1) create a new and complete replica at the given location, which then represents a new replica location. 2) perform an add_location() for the new replica location. - all notes to the saga::ns_entry::copy() and saga::local_file::add_location methods apply. - the method is not required to be atomic, but: the implementation MUST be either successful in both steps, or throw an exception indicating if both methods failed, or if one of the methods succeeded. - a replicate call on an instance with empty location set raises an 'IncorrectState' exception, with an descriptive error message. - the default flags are 'None' (0). The interpretation of flags is as described for the ns_entry::copy() method. - The 'Recursive' flag is not allowed, and causes a 'BadParameter' exception. - if the logical file was opened ReadOnly, an 'PermissionDenied' exception is thrown.

- 
- if the logical file was opened WriteOnly, an 'PermissionDenied' exception is thrown.
- 

## Class logical\_directory

This class represents a container for logical files in a logical file name space. It allows traversal of the catalog's name space, and the manipulation and creation (open) of logical files in that name space.

---

### Constructor / Destructor:

-----

#### - CONSTRUCTOR

Purpose: create the object

Format: CONSTRUCTOR (in session s,  
in saga:url name,  
in int flags = Read,  
out logical\_directory  
obj)

Inputs: s: session to associate with  
the object  
name: location of directory  
flags: mode for opening

InOuts: -

Outputs: obj: the newly created object

PreCond: -

PostCond: - the logical\_directory is opened.  
- 'Owner' of target is the id of the context  
use to perform the operation, if the  
logical\_directory gets created.

Perms: Exec for parent directory.  
Write for parent directory if Create is set.  
Write for name if Write is set.  
Read for name if Read is set.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
AlreadyExists  
DoesNotExist  
PermissionDenied  
AuthorizationFailed

```

        AuthenticationFailed
        Timeout
        NoSuccess
Notes:  - the semantics of the inherited constructors
        and of the logical_directory::open_dir()
        method apply.
        - the default flags are 'Read' (512).

- DESTRUCTOR
Purpose: destroy the object
Format:  DESTRUCTOR          (in logical_directory obj)
Inputs:  obj:                 the object to destroy
InOuts:  -
Outputs: -
PreCond: -
PostCond: - the logical_directory is closed.
Perms:   -
Throws:  -
Notes:   - the semantics of the inherited destructors
        apply.

- is_file
Alias:   for is_entry of saga::ns_directory

- open_dir
Purpose: creates a new logical_directory instance
Format:  open_dir            (in saga::url name,
                             in int      flags = Read,
                             out logical_directory dir);
Inputs:  name:               name of directory to open
        flags:               flags defining operation
                             modus
InOuts:  -
Outputs: dir:                opened directory instance
PreCond: -
PostCond: - the session of the returned instance is that of
        the calling instance.
        - 'Owner' of name is the id of the context
        used to perform the operation if name gets
        created.
Perms:   Exec for name's parent directory.
        Write for name's parent directory if Create is set.
        Write for name if Write is set.

```

```

        Read for name if Read is set.
Throws:  NotImplemented
        IncorrectURL
        BadParameter
        AlreadyExists
        DoesNotExist
        IncorrectState
        PermissionDenied
        AuthorizationFailed
        AuthenticationFailed
        Timeout
        NoSuccess
Notes:   - all notes from the ns_directory::open_dir()
          method apply.
          - default flags are 'Read' (512).

- open
Purpose: creates a new logical_file instance
Format:  open          (in saga::url   name,
                       in int        flags = Read,
                       out logical_file file);
Inputs:  name:         file to be opened
          flags:        flags defining operation
                       modus
InOuts:  -
Outputs: file:         opened file instance
PreCond: -
PostCond: - the session of the returned instance is that of
             the calling instance.
          - 'Owner' of name is the id of the context
            used to perform the operation if name gets
            created.
Perms:   Exec for name's parent directory.
          Write for name's parent directory if Create is set.
          Write for name if Write is set.
          Read for name if Read is set.
Throws:  NotImplemented
        IncorrectURL
        BadParameter
        AlreadyExists
        DoesNotExist
        IncorrectState
        PermissionDenied
        AuthorizationFailed
        AuthenticationFailed

```

```

Timeout
NoSuccess
Notes:  - all notes from the ns_directory::open() method
        apply.
        - the flag set 'Read | Write' is equivalent to
        the flag 'ReadWrite'.
        - default flags are 'Read' (512).

- find
Purpose: find entries in the current directory and below,
        with matching names and matching meta data
Format:  find      (in  string      name_pattern,
                   in  array<string> attr_pattern,
                   in  int         flags = Recursive,
                   out array<saga::url> names);
Inputs:  name_pattern: pattern for names of
                   entries to be found
         attr_pattern:  pattern for meta data
                   key/values of entries to be
                   found
         flags:         flags defining the operation
                   modus
InOuts:  -
Outputs: names:       array of names matching both
                   pattern
PreCond: -
PostCond: -
Perms:   Read  for cwd.
        Query for entries specified by name_pattern.
        Exec  for parent directories of these entries.
        Query for parent directories of these entries.
        Read  for directories specified by name_pattern.
        Exec  for directories specified by name_pattern.
        Exec  for parent directories of these directories.
        Query for parent directories of these directories.
Throws:  NotImplemented
        BadParameter
        IncorrectState
        PermissionDenied
        AuthorizationFailed
        AuthenticationFailed
        Timeout
        NoSuccess
Notes:   - the description of find() in the Introduction
        to this section applies.

```



- the semantics for both the `find_attributes()` method in the `saga::attributes` interface and for the `find()` method in the `saga::ns_directory` class apply. On conflicts, the `find()` semantic supersedes the `find_attributes()` semantic. Only entries matching all attribute patterns and the name space pattern are returned.
  - the default flags are 'Recursive' (2).
- 

#### 4.4.4 Examples

##### Code Example

```
1  // c++ example
2  int main ()
3  {
4      saga::logical_file lf ("lfn://remote.catalog.net/tmp/file1");
5
6      lf.replicate ("gsiftp://localhost/tmp/file.rep");
7      saga::file f ("gsiftp://localhost/tmp/file.rep");
8
9      std::cout << "size of local replica: "
10                << f.get_size ()
11                << std::endl;
12
13      return (0);
14  }
```

## 4.5 SAGA Streams

A number of use cases involve launching remotely located components in order to create distributed applications. These use cases require simple remote socket connections to be established between these components and their control interfaces.

The target of the streams API is to establish the simplest possible authenticated socket connection with hooks to support application level authorization. The stream API has the following characteristics

1. It is not performance oriented: If performance is required, then it is better to program directly against the APIs of existing performance oriented protocols like GridFTP or XIO. The API design should allow, however, for high performance implementations.
2. It is focused on TCP/IP socket connections. There has been no attempt to generalize this to arbitrary streaming interfaces (although it does not prevent such things as connectionless protocols from being supported).
3. It does not attempt to create a programming paradigm that diverges very far from baseline BSD sockets, Winsock, or Java Sockets.

This API greatly reduces the complexity of establishing authenticated socket connections in order to communicate with remotely located components. It however, provides very limited functionality and is thus suitable for applications that do not have very sophisticated requirements (as per 80-20 rule). It is envisaged that as applications become progressively more sophisticated, they will gradually move to more sophisticated, native APIs in order to support those needs.

Several SAGA use cases require a more abstract communication API, which exchanges opaque messages instead of byte streams. That behaviour can be modelled on top of this stream API, but future versions of the SAGA API may introduce higher level communication APIs.

### 4.5.1 Endpoint URLs

The SAGA stream API uses URLs to specify connection endpoints. These URLs are supposed to allow SAGA implementations to be interoperable. For example, the URL

```
tcp://remote.host.net:1234/
```

is supposed to signal that a standard `tcp` connection can be established with host `remote.host.net` on port `1234`. No matter what the specified URL scheme is, the SAGA stream API implementation **MUST** have the same semantics on API level, i.e. behave like a reliable byte-oriented data stream.

#### 4.5.2 Endpoint Permissions

The SAGA API allows for application level authorization of stream communications: an application is able to set permissions on `saga::stream_server` and `saga::stream` instances. These permissions control what remote party can perform what action on those streams, e.g. control what remote parties are able to connect to an endpoint, or to write to them etc.

Not all implementations will be able to fully implement that security model – the implementation **MUST** carefully document which permissions are supported, and which are not.

#### 4.5.3 Specification

---

```
package saga.stream
{
    enum state
    {
        New           = 1
        Open          = 2,
        Closed        = 3,
        Dropped       = 4,
        Error          = 5
    }

    enum activity
    {
        Read          = 1,
        Write          = 2,
        Exception      = 4
    }

    class stream_service : implements
                        saga::object
                        implements
                        saga::async
                        implements
                        saga::monitorable
                        implements
                        saga::permissions
```

```

// from object  saga::error_handler
{
    CONSTRUCTOR      (in    session      s,
                     in    saga::url     url,
                     out   stream_service obj);
    DESTRUCTOR       (in    stream_service obj);

    get_url          (out   saga::url     url);

    serve            (in    float         timeout = -1.0,
                     out   stream        stream);

    close            (in    float         timeout = 0.0);

    // Metrics:
    //  name:  stream_server.client_connect
    //  desc:  fires if a client connects
    //  mode:  ReadOnly
    //  unit:  1
    //  type:  Trigger
    //  value: 1
}

class stream : extends    saga::object
               implements saga::async
               implements saga::attributes
               implements saga::monitorable
               // from object  saga::error_handler
{
    // constructor / destructor
    CONSTRUCTOR (in    session      s,
                 in    saga::url     url = "",
                 out   stream        obj);
    DESTRUCTOR  (in    stream        obj);

    // inspection methods
    get_url     (out   saga::url     url);
    get_context (out   context       ctx);

    // management methods
    connect     (void);
    wait        (in    int           what,
                 in    float         timeout = -1.0,
                 out   int           cause);
    close       (in    float         timeout = 0.0);
}

```

```
// I/O methods
read      (inout buffer      buf,
           in    int          len_in = -1,
           out   int          len_out);
write     (in    buffer      buf,
           in    int          len_in = -1,
           out   int          len_out);

// Attributes:
//   name:  Bufsize
//   desc:  determines the size of the send buffer,
//          in bytes
//   mode:  ReadWrite, optional
//   type:  Int
//   value: system dependend
//   notes: - the implementation MUST document the
//          default value, and its meaning (e.g. on what
//          layer that buffer is maintained, or if it
//          disables zero copy).
//
//   name:  Timeout
//   desc:  determines the amount of idle time
//          before dropping the line, in seconds
//   mode:  ReadWrite, optional
//   type:  Int
//   value: system dependend
//   notes: - the implementation MUST document the
//          default value
//          - if this attribute is supported, the
//            connection MUST be closed by the
//            implementation if for that many seconds
//            nothing has been read from or written to
//            the stream.
//
//   name:  Blocking
//   desc:  determines if read/writes are blocking
//          or not
//   mode:  ReadWrite, optional
//   type:  Bool
//   value: True
//   notes: - if the attribute is not supported, the
//          implementation MUST be blocking
//          - if the attribute is set to 'True', a read or
//            write operation MAY return immediately if
//            no data can be read or written - that does
```

```
//          not constitute an error (see EAGAIN in
//          POSIX).
//
//  name:  Compression
//  desc:  determines if data are compressed
//         before/after transfer
//  mode:  ReadWrite, optional
//  type:  Bool
//  value: schema dependent
//  notes: - the implementation MUST document the
//         default values for the available schemas
//
//  name:  Nodelay
//  desc:  determines if packets are sent
//         immediately, i.e. without delay
//  mode:  ReadWrite, optional
//  type:  Bool
//  value: True
//  notes: - similar to the TCP_NODELAY option
//
//  name:  Reliable
//  desc:  determines if all sent data MUST arrive
//  mode:  ReadWrite, optional
//  type:  Bool
//  value: True
//  notes: - if the attribute is not supported, the
//         implementation MUST be reliable

// Metrics:
//  name:  stream.state
//  desc:  fires if the state of the stream changes,
//         and has the value of the new state
//         enum
//  mode:  ReadOnly
//  unit:  1
//  type:  Enum
//  value: New
//
//  name:  stream.read
//  desc:  fires if a stream gets readable
//  mode:  ReadOnly
//  unit:  1
//  type:  Trigger
//  value: 1
//  notes: - a stream is considered readable if a
```

---

```

//          subsequent read() can sucessfully read
//          1 or more bytes of data.
//
//  name:  stream.write
//  desc:  fires if a stream gets writable
//  mode:  ReadOnly
//  unit:  1
//  type:  Trigger
//  value: 1
//  notes: - a stream is considered writable if a
//          subsequent write() can sucessfully write
//          1 or more bytes of data.
//
//  name:  stream.exception
//  desc:  fires if a stream has an error condition
//  mode:  ReadOnly
//  unit:  1
//  type:  Trigger
//  value: 1
//  notes: -
//
//  name:  stream.dropped
//  desc:  fires if the stream gets dropped by the
//          remote party
//  mode:  ReadOnly
//  unit:  1
//  type:  Trigger
//  value: 1
}
}

```

---

#### 4.5.4 Specification Details

##### Enum state

A SAGA stream can be in several states – the complete state diagram is shown in Figure 6. The stream states are:

##### New

A newly constructed stream enters the initial **New** state. It is not connected yet, and no I/O operations can be performed on it. `connect()` must be called to advance the state to **Open** (on success) or **Error** (on failure).

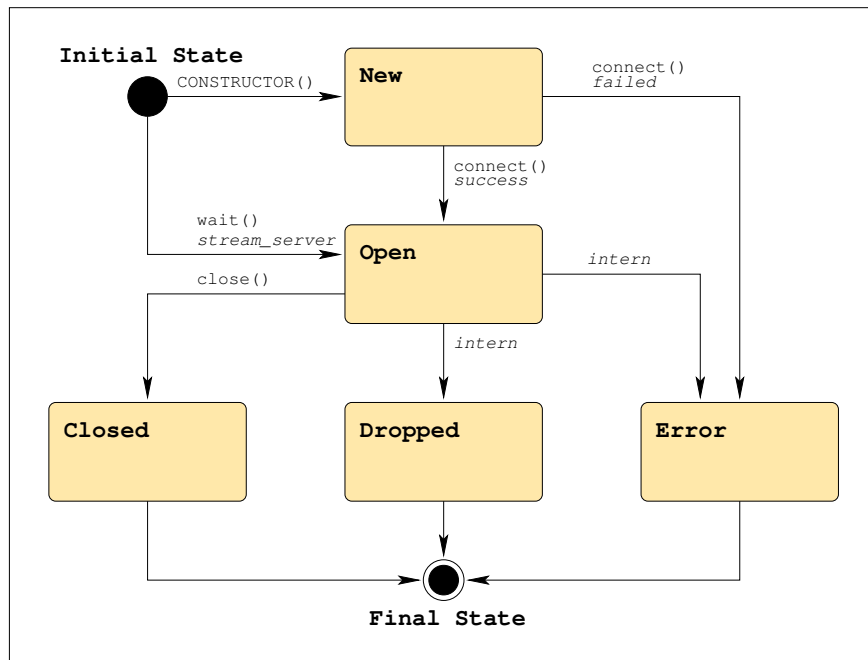


Figure 6: The SAGA stream state model (See Figure 1 for a legend).

#### Open

The stream is connected to the remote endpoint, and I/O operations can be called. If any error occurs on the stream, it will move into the **Error** state. If the remote party closes the connection, the stream will move into the **Dropped** state. If **close()** is called on the stream, the stream will enter the **Closed** state.

#### Closed

The **close()** method was called on the stream – I/O is no longer possible. This is a final state.

#### Dropped

The remote party closed the connection – I/O is no longer possible. This is a final state.

#### Error

An error occurred on the stream – I/O is no longer possible. This is a final state. The exact reason for reaching this state **MUST** be available through the **error\_handler** interface.



All method calls, apart from the `DESTRUCTOR`, will cause an `IncorrectState` exception if the stream is in a final state.

### Enum `activity_type`

The SAGA stream API allows for event driven communication. A stream can flag activities, i.e. `Read`, `Write` and `Exception`, and the application can react on these activities. It is possible to poll for these events (using `wait()` with a potential timeout), or to get asynchronous notification of these events, by using the respective metrics.

#### Read

Data are available on the stream, and a subsequent `read()` will succeed.

#### Write

The stream is accepting data, and a subsequent `write()` will succeed.

#### Exception

An error occurred on the stream, and a following I/O operation may fail.

### Class `stream_service`

The `stream_service` object establishes a listening/server object that waits for client connections. It can *only* be used as a factory for client sockets. It doesn't do any read/write I/O.

---

```
- CONSTRUCTOR
Purpose:  create a new stream_service object
Format:   CONSTRUCTOR      (in session s,
                             in saga::url url = "",
                             out stream_service obj);

Inputs:   s:                session to be used for
                             object creation
           url:              channel name or url,
                             defines the source side
                             binding for the stream

InOuts:   -
Outputs:  obj:              new stream_service object
PreCond:  -
PostCond: - stream_service can wait for incoming
           connections.
```

```

        - 'Owner' of name is the id of the context
          used to create the stream_service.
        - the stream_server has 'Exec', 'Query', 'Read'
          and 'Write' permissions for '*'.
    Perms:  -
    Throws: NotImplemented
           IncorrectURL
           BadParameter
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           Timeout
           NoSuccess
    Notes:  - if the given url is an empty string (the
              default), the implementation will choose an
              appropriate default value.
            - the implementation MUST ensure that the given
              URL is usable, and a later call to 'serve'
              will not fail because of the information given
              by the URL - otherwise, a 'BadParameter'
              exception MUST be thrown.

- DESTRUCTOR
  Purpose: Destructor for stream_service object.
  Format:  DESTRUCTOR          (in stream_service obj)
  Inputs:  obj:                object to be destroyed
  InOuts:  -
  Outputs: -
  PreCond: -
  PostCond: - the stream_service is closed.
  Perms:   -
  Throws:  -
  Notes:   - if the instance was not closed before, the
              destructor performs a close() on the instance,
              and all notes to close() apply.

// inspection
- get_url
  Purpose: get URL to be used to connect to this server
  Format:  get_url            (out saga::url url);
  Inputs:  -
  InOuts:  -
  Outputs: url:                the URL of the connection.
  PreCond: -
  PostCond: -

```

Perms: -  
Throws: NotImplemented  
          IncorrectState  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess  
Notes: - returns a URL which can be passed to  
          the stream constructor to create a connection  
          to this stream\_service.

```
// stream management
- serve
  Purpose: wait for incoming client connections
  Format:  serve          (in float  timeout,
                          out stream client);
  Inputs:  timeout:       number of seconds to wait
                          for a client
  InOuts:  -
  Outputs: client:         new Connected stream object
  PreCond: -
  PostCond: - the returned client is in 'Open' state.
               - the session of the returned client is that of
                 the stream_server.
  Perms:   - Exec.
               - Exec for the connecting remote party.
  Throws:  NotImplemented
           IncorrectState
           PermissionDenied
           AuthorizationFailed
           AuthenticationFailed
           NoSuccess
           Timeout
  Notes:   - if successful, it returns a new stream object
             that is connected to the client.
           - if no client connects within the specified
             timeout, a 'Timeout' exception is thrown.
           - if connection setup failed (not on timeout!),
             the returned client is in the 'Error' state.
             Its error_handler interface should give
             detailed information about the reason.
           - for timeout semantics, see Section 2.
```

```

- close
  Purpose:  closes a stream service
  Format:   close                (in float timeout)
  Inputs:   timeout              seconds to wait
  InOuts:   -
  Outputs:  -
  PreCond:  -
  PostCond: - no clients are accepted anymore.
              - no callbacks registered for the
                'ClientConnect' metric are invoked.

  Perms:    -
  Throws:   NotImplemented
            IncorrectState
            NoSuccess

  Notes:    - any subsequent method call on the object
              MUST raise an 'IncorrectState' exception
              (apart from DESTRUCTOR and close()).
              - if close() is implicitly called in the
                DESTRUCTOR, it will never throw an exception.
              - close() can be called multiple times, with no
                side effects.
              - for resource deallocation semantics, see
                Section 2.
              - for timeout semantics, see Section 2.

```

---

## Class stream

This is the object that encapsulates all client stream objects.

---

### Constructor / Destructor:

-----

```

- CONSTRUCTOR
  Purpose:  Constructor, initializes a client stream,
            for later connection to a server.
  Format:   CONSTRUCTOR          (in session   s,
                                in saga::url url,
                                out stream obj);
  Inputs:   s:                  saga session handle
            url:                 server location as URL
  InOuts:   -

```

---

Outputs: obj: new, unconnected stream instance

PreCond: -

PostCond: - the state of the socket is 'New'.

Perms: - Query for the stream\_service represented by url.

Throws: NotImplemented  
IncorrectURL  
BadParameter  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - server location and possibly protocol are described by the input URL - see description above.  
- the 'url' can be empty (which is the default). A stream so constructed is only to be used as parameter to an asynchronous stream\_server::serve() call. For such a stream, a later call to connect() will fail.  
- the implementation MUST ensure that the information given in the URL are usable - otherwise a 'BadParameter' exception MUST be thrown.  
- the socket is only connected after the connect() method is called.

- DESTRUCTOR

Purpose: destroy a stream object

Format: DESTRUCTOR (in stream obj)

Inputs: obj: stream to destroy

InOuts: -

Outputs: -

PreCond: -

PostCond: - the socket is closed.

Perms: -

Throws: -

Notes: - if the instance was not closed before, the destructor performs a close() on the instance, and all notes to close() apply.

Inspection methods:

```
-----

- get_url
  Purpose:  get URL used for creating the stream
  Format:   get_url                (out saga::url url);
  Inputs:   -
  InOuts:   -
  Outputs:  url:                    the URL of the connection.
  PreCond:  -
  PostCond: -
  Perms:    -
  Throws:   NotImplemented
            IncorrectState
            PermissionDenied
            AuthorizationFailed
            AuthenticationFailed
            Timeout
            NoSuccess

  Notes:    - returns a URL which can be passed to a
              stream constructor to create another
              connection to the same stream_service.
            - the returned url may be empty, indicating that
              this instance has been created with an empty
              url as parameter to the stream CONSTRUCTOR().

- get_context
  Purpose:  return remote authorization info
  Format:   get_context            (out context ctx);
  Inputs:   -
  InOuts:   -
  Outputs:  ctx:                    remote context
  PreCond:  - the stream is, or has been, in the 'Open'
              state.
  PostCond: - the returned context is deep copied, and does
              not share state with any other object.
  Perms:    -
  Throws:   NotImplemented
            IncorrectState
            PermissionDenied
            AuthorizationFailed
            AuthenticationFailed
            Timeout
            NoSuccess

  Notes:    - the context returned contains the security
              information from the REMOTE party, and can be
```

used for authorization.

- if the stream is in a final state, but has been in 'Open' state before, the returned context represents the remote party the stream has been connected to while it was in 'Open' state.
- if the stream is not in 'Open' state, and is not in a final state after having been in 'Open' state, an 'IncorrectState' exception is thrown.
- if no security information are available, the returned context has the type 'Unknown' and no attributes are attached.
- the returned context MUST be authenticated, or must be of type 'Unknown' as described above.

#### Management methods:

-----

- connect
  - Purpose: Establishes a connection to the target defined during the construction of the stream.
  - Format: connect (void);
  - Inputs: -
  - InOuts: -
  - Outputs: -
  - PreCond: - the stream is in 'New' state.
  - PostCond: - the stream is in 'Open' state.
  - Perms: Exec for the stream\_service represented by the url used for creating this stream instance.
  - Throws: NotImplemented  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess
  - Notes: - on failure, the stream state is changed to 'Error'  
- if the stream instance is not in 'New' state, an 'IncorrectState' exception is thrown.
- close
  - Purpose: closes an active connection

```

Format:   close                               (in float timeout)
Inputs:   timeout                             seconds to wait
InOuts:   -
Outputs:  -
PreCond:  -
PostCond: - stream is in 'Closed' state
Perms:    -
Throws:   NotImplemented
          IncorrectState
          NoSuccess
Notes:    - any subsequent method call on the object
          MUST raise an 'IncorrectState' exception
          (apart from DESTRUCTOR and close()).
          - if close() is implicitly called in the
          DESTRUCTOR, it will never throw an exception.
          - close() can be called multiple times, with no
          side effects.
          - for resource deallocation semantics, see
          Section 2.
          - for timeout semantics, see Section 2.

```

#### Stream I/O methods:

-----

##### - read

```

Purpose:  Read a data buffer from stream.
Format:   read                               (inout buffer      buf,
          in   int          len_in = -1,
          out  int          len_out);
Inputs:   len_in:                           Maximum number of bytes
          that can be copied into
          the buffer.
InOuts:   buf:                               buffer to store read data
          into
Outputs:  len_out:                           number of bytes read, if
          successful.
PreCond:  - the stream is in 'Open' state.
PostCond: - data from the stream are available in the
          buffer.
Perms:    Read for the stream_service represented by the
          url used for creating this stream instance.
Throws:   NotImplemented
          BadParameter
          IncorrectState
          PermissionDenied

```



AuthorizationFailed  
 AuthenticationFailed  
 Timeout  
 NoSuccess

- Notes:
- if the stream is blocking, the call waits until data become available.
  - if the stream is non-blocking, the call returns immediately, even if no data are available -- that is not an error condition.
  - the actually number of bytes read into buffer is returned in len\_out. It is not an error to read less bytes than requested, or in fact zero bytes.
  - errors are indicated by returning negative values for len\_out, which correspond to negatives of the respective ERRNO error code
  - the given buffer must be large enough to store up to len\_in bytes, or managed by the implementation - otherwise a 'BadParameter' exception is thrown.
  - the notes about memory management from the buffer class apply.
  - if len\_in is smaller than 0, or not given, the buffer size is used for len\_in. If that is also not available, a 'BadParameter' exception is thrown.
  - if the stream is not in 'Open' state, an 'IncorrectState' exception is thrown.
  - similar to read (2) as specified by POSIX

#### - write

Purpose: Write a data buffer to stream.

Format: write (in buffer buf,  
                   in int len\_in = -1,  
                   out int len\_out);

Inputs: len\_in: number of bytes of data in the buffer  
           buffer: buffer containing data that will be sent out via socket

InOuts: -

Outputs: len\_out: bytes written if successful

PreCond: - the stream is in 'Open' state.

PostCond: - the buffer data are written to the stream.

Perms: Write for the stream\_service represented by the

url used for creating this stream instance.

Throws: NotImplemented  
BadParameter  
IncorrectState  
PermissionDenied  
AuthorizationFailed  
AuthenticationFailed  
Timeout  
NoSuccess

Notes: - if the stream is blocking, the call waits until the data can be written.  
- if the stream is non-blocking, the call returns immediately, even if no data are written -- that is not an error condition.  
- it is not an error to write less than len\_in bytes.  
- errors are indicated by returning negative values for len\_out, which correspond to negatives of the respective ERRNO error code  
- the given buffer must be large enough to store up to len\_in bytes, or managed by the implementation - otherwise a 'BadParameter' exception is thrown.  
- the notes about memory management from the buffer class apply.  
- if len\_in is smaller than 0, or not given, the buffer size is used for len\_in.  
If that is also not available, a 'BadParameter' exception is thrown.  
- if the stream is not in 'Open' state, an 'IncorrectState' exception is thrown.  
- similar to write (2) as specified by POSIX

- wait

Purpose: check if stream is ready for reading/writing, or if it has entered an error state.

Format: wait (in int what,  
in float timeout,  
out int cause);

Inputs: what: activity types to wait for  
timeout: number of seconds to wait

InOuts: -

Outputs: cause: activity type causing the call to return

PreCond: - the stream is in 'Open' state.

PostCond: - the stream can be read from, or written to, or it is in 'Error' state.

Perms: -

Throws: NotImplemented  
 IncorrectState  
 PermissionDenied  
 AuthorizationFailed  
 AuthenticationFailed  
 NoSuccess

Notes: - wait will only check on the conditions specified by 'what'  
 - 'what' is an integer representing OR'ed 'Read', 'Write', or 'Exception' flags.  
 - 'cause' describes the availability of the socket (eg. OR'ed 'Read', 'Write', or 'Exception')  
 - for timeout semantics, see Section 2.  
 - if the stream is not in 'Open' state, an 'IncorrectState' exception is thrown.

---

#### 4.5.5 Examples

##### Code Example

```

1  Sample SSL/Secure Client:
2  -----
3
4  Opens a stream connection using native security: the
5  context is passed in implicitly via the default SAGA
6  session's contexts.
7
8  // C++/JAVA Style
9  ssize_t recvlen;
10  saga::buffer b;
11  saga::stream s ("localhost:5000");
12
13  s.connect ();
14  s.write  (saga::buffer ("Hello World!"));
15
16  // blocking read, read up to 128 bytes
17  recvlen = s.read (b, 128);
18
19
20  /* C Style */
21  ssize_t recvlen;
22

```

```

23     SAGA_stream sock = SAGA_Stream_open ("localhost:5000");
24     SAGA_buffer b_in = SAGA_Buffer_create ("Hello World");
25     SAGA_buffer b_out = SAGA_Buffer_create ("Hello World");
26
27     SAGA_Stream_connect (sock);
28     SAGA_Stream_write (sock, b_in);
29
30     /* blocking read, read up to 128 bytes */
31     recvlen = SAGA_Stream_read (sock, b_out, 128);
32
33
34 c Fortran Style */
35     INTEGER err,SAGAStrRead,SAGAStrWrite,err
36     INTEGER*8 SAGAStrOpen,streamhandle
37     CHARACTER buffer(128)
38     SAGAStrOpen("localhost:5000",streamhandle)
39     call SAGAStrConnect(streamhandle)
40     err = SAGAStrWrite(streamhandle,"localhost:5000",12)
41     err = SAGAStrRead(streamhandle,buffer,128)
42
43
44 Sample Secure Server:
45 -----
46
47 Once a connection is made, the server can use information
48 about the authenticated client to make an authorization
49 decision
50
51 // c++ example
52 saga::stream_service server ("tcp://localhost/5000");
53
54 saga::stream client;
55
56 // now wait for a connection
57 while ( saga::stream::Open != client.get_state () )
58 {
59     // wait forever for connection
60     client = server.serve ();
61
62     // get remote security details
63     saga::context ctx = client.get_context ();
64
65     // check if context type is X509, and if DN is the
66     // authorized one
67     if ( ctx.type () == "X509" &&
68         ctx.get_attribute ("DN") == some_auth_dn )
69     {
70         // allowed - keep open and leave loop
71         client.write (saga::buffer ("Hello!"));
72     }

```

```
73         else
74         {
75             client.close (); // not allowed
76         }
77     }
78
79     // start activity on client socket...
80
81
82     Example for async stream server
83     -----
84
85     // c++ example
86     class my_cb : public saga::callback
87     {
88     private:
89         saga::stream_service ss;
90         saga::stream         s;
91
92     public:
93
94         my_cb (saga::stream_service ss_,
95              saga::stream         s_)
96         {
97             ss = ss_;
98             s  = s_;
99         }
100
101         bool cb (saga::monitorable mt,
102                saga::metric        m,
103                saga::context        c)
104         {
105             s = ss.serve ();
106             return (false); // want to be called only once
107         }
108     }
109
110     int main ()
111     {
112         saga::stream_service ss;
113         saga::stream         s;
114         my_cb cb (ss, s);
115
116         ss.add_callback ("client_connect", cb);
117
118         while ( true )
119         {
120             if ( s.state != saga::stream::Open )
121             {
122                 // no client, yet
```

```
123         sleep (1);
124     }
125     else
126     {
127         // handle open socket
128         s.write ("Hello Client\r\n", 14);
129         s.close ();
130
131         // restart listening
132         ss.add_callback ("client_connect", cb);
133     }
134 }
135
136 return (-1); // unreachable
137 }
```

## 4.6 SAGA Remote Procedure Call

GridRPC is one of the few high level APIs that have been specified by the GGF [19]. Thus including the GridRPC specification in the SAGA API benefits both SAGA and the GridRPC effort: SAGA becomes more complete and provides a better coverage of its use cases with a single Look-&-Feel, whilst GridRPC gets embedded into a set of other tools of similar scope, which opens it to a potentially wider user community, and ensures its further development.

Semantically, the methods defined in the GridRPC specification, as described in GFD.52 [19], map exactly with the RPC package of the SAGA API as described here. In essence, the GridRPC API has been imported into the SAGA RPC package, and has been equipped with the Look-&-Feel, error conventions, task model, etc. of the SAGA API.

The `rpc` class constructor initialises the remote function handle. This process may involve connection setup, service discovery, etc. The `rpc` class further offers one method `'call'`, which invokes the remote procedure, and returns the respective return data and values. The asynchronous call versions described in the GridRPC specification are realised by the SAGA task model, and are not represented as separate calls here.

In the constructor, the remote procedure to be invoked is specified by a URL, with the syntax:

```
gridrpc://server.net:1234/my_function
```

with the elements responding to:

<code>gridrpc</code>	–	scheme	–	identifying a grid rpc operation
<code>server.net</code>	–	server	–	server host serving the rpc call
<code>1234</code>	–	port	–	contact point for the server
<code>my_function</code>	–	name	–	name of the remote method to invoke

All elements can be empty, which allows the implementation to fall back to a default remote method to invoke.

The argument and return value handling is very basic, and reflects the traditional scheme for remote procedure calls, that is, an array of structures acts as variable parameter vector. For each element of the vector, the `parameter` struct describes its data `buffer`, the `size` of that buffer, and its input/output `mode`.

The `mode` value has to be initialized for each `parameter`, and `size` and `buffer` values have to be initialized for each `In` and `InOut` struct. For `Out` parameters, `size` may have the value 0 in which case the `buffer` must be un-allocated, and

is to be created (e.g. allocated) by the SAGA implementation upon arrival of the result data, with a size sufficient to hold all result data. The `size` value is to be set by the implementation to the allocated buffer size. SAGA language bindings **MUST** prescribe the responsibilities for releasing the allocated buffer, according to usual procedures in the respective languages.

When an `Out` or `InOut` struct uses a pre-allocated buffer, any data exceeding the buffer size are discarded. The application is responsible for specifying correct buffer sizes for pre-allocated buffers; otherwise the behaviour is undefined.

This argument handling scheme allows efficient (copy-free) passing of parameters. The parameter vector must be passed by reference because it is specified as `inout` in SIDL. (See also Section 2.2.)

#### 4.6.1 RPC Permissions

The SAGA API allows for application level authorization of RPC calls an application is able to set permissions on `saga::rpc` instances. Not all implementations will be able to fully implement that security model – the implementation **MUST** carefully document which permissions are supported, and which are not.

#### 4.6.2 Specification

---

```
package saga.rpc
{
    enum io_mode
    {
        In      = 1,          // input  parameter
        Out     = 2,          // output parameter
        InOut   = 3           // input and output parameter
    }

    class parameter : extends saga::buffer
        // from buffer saga::object
        // from object saga::error_handler
    {
        CONSTRUCTOR (in      array<byte>      data = "",
                    in      int              size = 0,
                    in      io_mode          mode = In,
                    out     buffer           obj);

        set_io_mode (in      io_mode          mode);
    }
}
```



```

    get_io_mode (out    io_mode          mode);
}

class rpc : implements    saga::object
           implements    saga::async
           implements    saga::permissions
           // from object saga::error_handler
{
    CONSTRUCTOR (in    session          s,
                 in    saga::url        url = "",
                 out    rpc             obj          );
    DESTRUCTOR  (in    rpc             obj          );

    // rpc method invocation
    call        (inout array<parameter> parameters );

    // handle management
    close       (in    float           timeout = 0.0);
}
}

```

---

#### 4.6.3 Specification Details

##### Enum `io_mode`

The `io_mode` enum specifies the modus of the `rpc::parameter` instances:

##### In

The parameter is an input parameter: its initial value will be evaluated, and its data buffer will not be changed during the invocation of `call()`.

##### Out

The parameter is an output parameter: its initial value will not be evaluated, and its data buffer will likely be changed during the invocation of `call()`.

##### InOut

The parameter is input and output parameter: its initial value will not be evaluated, *and* its data buffer will likely be changed during the invocation of `call()`.

## Class parameter

The `parameter` class inherits the `saga::buffer` class, and adds one additional state attribute: `io_mode`, which is read-only. With that addition, the new class can conveniently be used to define input, inout and output parameters for RPC calls.

---

### - CONSTRUCTOR

Purpose: create an parameter instance

Format: CONSTRUCTOR (in array<byte> data = "",  
in int size = -1,  
in io\_mode mode = In,  
out parameter obj);

Inputs: type: data to be used  
size: size of data to be used  
io\_mode: type of parameter

InOuts: -

Outputs: parameter: the newly created parameter

PreCond: -

PostCond: -

Perms: -

Throws: NotImplemented  
BadParameter  
NoSuccess

Notes: - all notes from the buffer CONSTRUCTOR apply.

### - DESTRUCTOR

Purpose: destroy an parameter instance

Format: DESTRUCTOR (in parameter obj);

Inputs: obj: the parameter to destroy

InOuts: -

Outputs: -

PreCond: -

PostCond: -

Perms: -

Throws: -

Notes: - all notes from the buffer DESTRUCTOR apply.

### - set\_io\_mode

Purpose: set io\_mode

Format: set\_io\_mode (in io\_mode mode);

Inputs: mode: value for io mode

```

InOuts:  -
Outputs: -
PreCond: -
PostCond: -
Perms:   -
Throws:  -
Notes:   -

- get_io_mode
Purpose:  retrieve the current value for io mode
Format:   get_io_mode      (out io_mode mode);
Inputs:   -
InOuts:   -
Outputs:  mode:            value of io mode
PreCond:  -
PostCond: -
Perms:    -
Throws:   -
Notes:    -

```

---

## Class rpc

This class represents a remote function handle, which can be called (repeatedly), and returns the result of the respective remote procedure invocation.

---

```

- CONSTRUCTOR
Purpose:  initializes a remote function handle
Format:   CONSTRUCTOR (in session s,
                        in saga::url url = "",
                        out rpc      obj);
Inputs:   s:          saga session to use
          funcname:    name of remote method to
                        initialize
InOuts:   -
Outputs:  obj          the newly created object
PreCond:  -
PostCond: - the instance is open.
Perms:    Query
Throws:   NotImplemented
          IncorrectURL
          BadParameter
          DoesNotExist

```

---

PermissionDenied  
 AuthorizationFailed  
 AuthenticationFailed  
 Timeout  
 NoSuccess

- Notes:
- if url is not given, or is empty (the default), the implementation will choose an appropriate default value.
  - according to the GridRPC specification, the constructor may or may not contact the RPC server; absence of an exception does not imply that following RPC calls will succeed, or that a remote function handle is in fact available.
  - the following mapping MUST be applied from GridRPC errors to SAGA exceptions:
 

GRPC_SERVER_NOT_FOUND	: BadParameter
GRPC_FUNCTION_NOT_FOUND	: DoesNotExist
GRPC_RPC_REFUSED	: AuthorizationFailed
GRPC_OTHER_ERROR_CODE	: NoSuccess
  - non-GridRPC based implementations SHOULD ensure upon object construction that the remote handle is available, for consistency with the semantics on other SAGA object constructors.

#### - DESTRUCTOR

Purpose: destroy the object  
 Format: DESTRUCTOR (in rpc obj)  
 Inputs: obj: the object to destroy  
 InOuts: -  
 Outputs: -  
 PreCond: -  
 PostCond: - the instance is closed.  
 Perms: -  
 Throws: -  
 Notes: - if the instance was not closed before, the destructor performs a close() on the instance, and all notes to close() apply.

#### - call

Purpose: call the remote procedure  
 Format: call (inout array<parameter> param);  
 Inputs: -  
 In/Out: param: argument/result values for call  
 InOuts: -  
 Outputs: -

PreCond: - the instance is open.  
PostCond: - the instance is available for another call()  
          invocation, even if the present call did not  
          yet finish, in the asynchronous case.  
Perms: Exec  
Throws: NotImplemented  
          IncorrectURL  
          BadParameter  
          DoesNotExist  
          IncorrectState  
          PermissionDenied  
          AuthorizationFailed  
          AuthenticationFailed  
          Timeout  
          NoSuccess  
Notes: - according to the GridRPC specification, the  
          RPC server might not be contacted before  
          invoking call(). For this reason, all notes to  
          the object constructor apply to the call()  
          method as well.  
          - if an implementation finds inconsistent  
          information in the parameter vector, a  
          'BadParameter' exception is thrown.  
          - arbitrary backend failures (e.g. semantic  
          failures in the provided parameter stack, or  
          any errors occurring during the execution of  
          the remote procedure) MUST be mapped to a  
          'NoSuccess' exception, with a descriptive  
          error message. That way, error semantics of  
          the SAGA implementation and of the RPC  
          function implementation are strictly  
          distinguished.  
          - the notes about memory management from the  
          buffer class apply.

- close  
Purpose: closes the rpc handle instance  
Format: close (in float timeout = 0.0);  
Inputs: timeout seconds to wait  
InOuts: -  
Outputs: -  
PreCond: -  
PostCond: - the instance is closed.  
Perms: -  
Throws: NotImplemented

IncorrectState

NoSuccess

- Notes:
- any subsequent method call on the object MUST raise an 'IncorrectState' exception (apart from DESTRUCTOR and close()).
  - if close() is implicitly called in the DESTRUCTOR, it will never throw an exception.
  - close() can be called multiple times, with no side effects.
  - for resource deallocation semantics, see Section 2.
  - for timeout semantics, see Section 2.

#### 4.6.4 Examples

##### Code Example

```

1  // c++ example
2  // call a remote matrix multiplication A = A * B
3  try
4  {
5      rpc rpc ("gridrpc://rpc.matrix.net/matrix-mult");
6
7      std::vector <saga::rpc::parameter> params (2);
8
9      params[0].set_data (A); // ptr to matrix A
10     params[0].set_io_mode (saga::rpc::InOut);
11
12     params[1].set_data (B); // ptr to matrix B
13     params[1].set_io_mode (saga::rpc::In);
14
15     rpc.call (params);
16
17     // A now contains the result
18 }
19 catch ( const saga::exception & e)
20 {
21     std::err << "SAGA error: "
22             << e.get_message ()
23             << std::endl;
24 }
25
26 +-----+
27
28 // c++ example
29 // call a remote matrix multiplication C = A * B
30 try

```

```

31 {
32     rpc rpc ("gridrpc://rpc.matrix.net/matrix-mult-2");
33
34     std::vector <saga::rpc::parameter> params (3);
35
36     params[0].set_data (NULL); // buffer will be created
37     params[0].set_io_mode (saga::rpc::Out);
38
39     params[1].set_data (A); // ptr to matrix A
40     params[1].set_io_mode (saga::rpc::In);
41
42     params[2].set_data (B); // ptr to matrix B
43     params[2].set_io_mode (saga::rpc::In);
44
45     rpc.call (params);
46
47     // params[0].get_data () now contains the result
48 }
49 catch ( const saga::exception & e)
50 {
51     std::err << "SAGA error: "
52             << e.get_message ()
53             << std::endl;
54 }
55
56 +-----+
57
58 // c++ example
59 // asynchronous version of A = A * B
60 try
61 {
62     rpc rpc ("gridrpc://rpc.matrix.net/matrix-mult");
63
64     std::vector <saga::rpc::parameter> params (2);
65
66     params[0].set_data (A); // ptr to matrix A
67     params[0].set_io_mode (saga::rpc::InOut);
68
69     params[1].set_data (B); // ptr to matrix B
70     params[1].set_io_mode (saga::rpc::In);
71
72     saga::task t = rpc.call <saga::task::ASync> (params);
73
74     // do something else
75
76     t.wait ();
77     // A now contains the result
78 }
79 catch ( const saga::exception & e)
80 {

```

```
81     std::err << "SAGA error: "  
82             << e.get_message ()  
83             << std::endl;  
84 }  
85  
86 +-----+  
87  
88 // c++ example  
89 // parameter sweep example from  
90 // http://ninf.apgrid.org/documents/ng4-manual/examples.html  
91 //  
92 // Monte Carlo computation of PI  
93 //  
94 try  
95 {  
96     saga::url      uri[NUM_HOSTS]; // initialize...  
97     long times, count[NUM_HOSTS], sum;  
98  
99     std::vector <saga::rpc> servers;  
100  
101     // create the rpc handles for all URIs  
102     for ( int i = 0; i < NUM_HOSTS; ++i )  
103     {  
104         servers.push_back (saga::rpc (uri[i]));  
105     }  
106  
107     // create persistent storage for tasks and parameter structs  
108     saga::task_container tc;  
109     std::vector <std::vector <saga::parameter> > params;  
110  
111     // fill parameter structs and start async rpc calls  
112     for ( int i = 0; i < NUM_HOSTS; ++i )  
113     {  
114         std::vector <saga::rpc::parameter> param (3);  
115  
116         param[0].set_data (i); // use as random seed  
117         param[0].set_io_mode (saga::rpc::In);  
118  
119         param[1].set_data (times);  
120         param[1].set_io_mode (saga::rpc::In);  
121  
122         param[2].set_data (count[i]);  
123         param[2].set_io_mode (saga::rpc::Out);  
124  
125         // start the async calls  
126         saga::task t = servers[i].call <saga::task::Async> (param);  
127  
128         // save the task;  
129         tc.add (t[i]);  
130
```



```
131     // save the parameter structs
132     params.push_back (param);
133 }
134
135 // wait for all async calls to finish
136 tc.wait (saga::task::All);
137
138 // compute and print pi
139 for ( int i = 0; i < NUM_HOSTS; ++i )
140 {
141     sum += count[i];
142 }
143
144 std::out << "PI = "
145           << 4.0 * ( sum / ((double) times * NUM_HOSTS))
146           << std::endl;
147 }
148 catch ( const saga::exception & e)
149 {
150     std::err << "SAGA error: "
151             << e.get_message ()
152             << std::endl;
153 }
```

## 5 Intellectual Property Issues

### 5.1 Contributors

This document is the result of the joint efforts of many contributors. The authors listed here and on the title page are those taking responsibility for the content of the document, and all errors. The editors (underlined) are committed to taking permanent stewardship for this document and can be contacted in the future for inquiries.

**Tom Goodale**

`t.r.goodale@cs.cardiff.ac.uk`  
Cardiff School of Computer Science  
5, The Parade, Roath  
Cardiff, CF24 3AA  
United Kingdom

**Hartmut Kaiser**

`hkaiser@cct.lsu.edu`  
Center for Computation and Technology  
Louisiana State University  
216 Johnston Hall  
70803 Baton Rouge  
Louisiana, USA

**Pascal Kleijer**

`k-pasukaru@ap.jp.nec.com`  
NEC Corporation  
HPC Marketing Promotion  
1-10, Nisshin-cho, Fuchu  
183-8501 Tokyo  
Japan

**John Shalf**

`jshalf@lbl.gov`  
Lawrence Berkeley  
National Laboratory  
Mailstop 50F  
1 Cyclotron Road  
94720 Berkeley  
California, USA

**Shantenu Jha**

`s.jha@ucl.ac.uk`  
Centre for Computational Science  
University College London  
London, WC1H 0AJ  
United Kingdom

**Thilo Kielmann**

`kielmann@cs.vu.nl`  
Vrije Universiteit  
Dept. of Computer Science  
De Boelelaan 1083  
1081HV Amsterdam  
The Netherlands

**Andre Merzky**

`andre@merzky.net`  
VU (see Kielmann)  
CCT/LSU (see Kaiser)

**Christopher Smith**

`csmith@platform.com`  
Platform Computing Inc.  
USA

The initial version of the presented SAGA API was drafted by the SAGA Design Team. Members of that design team did not necessarily contribute text to the document, but did certainly contribute to its current state, and very much so. Additional to the authors listed above, the following people were members of the design team, in alphabetical order:

Hrabri Rajic (Intel), Keith Jackson (LBL), David Konerding (LBL), Gregor von Laszewski (ANL).

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## Appendix

### A SAGA Code Examples

This appendix shows a couple of SAGA examples in different languages. As stated in the introduction, these examples are not normative – language bindings are outside the scope of this document. This appendix is rather supposed to illustrate how the authors imagine the use of the API in various languages.

We hope that the examples illustrate that the API stays SIMPLE in various language incarnations, as was the major design intent for the `_SAGA` API.

#### Code Example

```
1
2 Example 1 (C++): Object State:
3 =====
4
5 // This example illustrates the expected life
6 // times of object states. State is shared in
7 // these cases, as only shallow copies occur.
8
9 int main (void)
10 {
11     { // task scope
12         saga::task t;
13
14         { // file scope
15             saga::file f;
16
17             { // session scope
18                 saga::session s;
19
20                 { // context scope
21                     saga::context c (saga::context::UserPass);
22
23                     s.add_context (c);
24                     f (s, saga::url ("file:///tmp/data.bin"));
25                     t = f.copy <saga::task::Task>
26                         (saga::url ("file:///tmp/data.bak"));
27
28                 } // leave context scope
29                 // session keeps context state
30
31             } // leave session scope
32             // file keeps session state
33
34         } // file scope
```

```

35         // task keeps file state
36
37         t.run ();
38         // task runs, and uses state of file, session,
39         // and context.
40         t.wait ();
41
42     } // task scope
43     // task    releases file state
44     // file    releases session state
45     // session releases context state
46
47     return (0);
48 }
49
50
51 +-----+
52
53 Example 2: Files:
54 =====
55
56 open a file. if its size is > 10, then read the first 10
57 bytes into a string, print it, end return it.
58
59 -----
60 Example 2a: C++
61 -----
62 // c++ example
63 void head (const saga::url url)
64 {
65     try {
66         // get type and other infos
67         saga::file f (url);
68
69         off_t size = f.get_size ();
70
71         if ( size > 10 )
72         {
73             char    buf[11];
74
75             ssize_t len_out = f.read (saga::buffer (buf));
76
77             if ( 10 == len_out )
78             {
79                 std::cout << "head: "
80                     << buffer.get_data ()
81                     << std::endl;
82             }
83         }
84     }

```

```

85         catch ( const saga::exception & e )
86         {
87             std::cerr << "Oops! SAGA error: "
88                     << e.get_message ()
89                     << std::endl;
90         }
91
92         return;
93     }
94
95     -----
96     -----
97     Example 2b: C
98     -----
99     void head (const SAGA_URL url)
100    {
101        SAGA_File my_file = SAGA_File_create (url);
102
103        if ( NULL == my_file )
104        {
105            fprintf (stderr, "Could not create SAGA_File "
106                    "for %s: %s\n",
107                    SAGA_URL_get_url (url),
108                    SAGA_Session_get_error (theSession));
109            return (NULL);
110        }
111
112        off_t size = SAGA_File_get_size (my_file);
113
114        if ( size < 0 )
115        {
116            fprintf (stderr, "Could not determine file size "
117                    "for %s: %s\n",
118                    SAGA_URL_get_url (url),
119                    SAGA_Session_get_error (theSession));
120            return (NULL);
121        }
122        else if ( size >= 10 )
123        {
124            SAGA_buffer b = SAGA_Buffer_create ();
125            size_t buflen;
126
127            ssize_t ret = SAGA_File_read (my_file, b, 10);
128
129            if ( ret < 0 )
130            {
131                fprintf (stderr, "Could not read file %s: %s\n",
132                        SAGA_URL_get_url (url),
133                        SAGA_Session_get_error (theSession));
134            }

```

```
135         else if ( ret < 10 )
136         {
137             fprintf (stderr, "head: short read: %d\n", ret);
138         }
139         else
140         {
141             printf ("head: '%s'\n", SAGA_Buffer_get_data (b));
142         }
143     }
144     else
145     {
146         fprintf (stderr, "head: file %s is too short: %d\n",
147                 file, size);
148     }
149
150     return;
151 }
152
153 -----
154 Example 2c: Java
155 -----
156
157 import org.ogf.saga.URI;
158 import org.ogf.saga.buffer.Buffer;
159 import org.ogf.saga.buffer.BufferFactory;
160 import org.ogf.saga.file.File;
161 import org.ogf.saga.file.FileFactory;
162 import org.ogf.saga.namespace.Flags;
163 import org.ogf.saga.session.Session;
164
165 public class Example {
166     // open a file. if its size is >= 10, then read the first
167     // 10 bytes into a string, print it, end return it.
168     public String head(Session session, URI uri)
169     {
170         try
171         {
172             File f = FileFactory.createFile(session, uri, Flags.READ);
173             long size = f.getSize();
174
175             if (10 <= size) {
176                 Buffer    buffer = BufferFactory.createBuffer(10);
177                 int      res    = f.read(10, buffer);
178
179                 if (10 == res) {
180                     System.out.println("head: " + buffer);
181                 } else {
182                     System.err.println("head: read is short! " + res);
183                 }
184                 return new String(buffer.getData());
185             }
186         }
187     }
188 }
```



```

185         } else {
186             System.err.println("file is too small: " + size);
187         }
188     } catch (Exception e) {
189         // catch any possible error - see elsewhere for better
190         // examples of error handling in SAGA
191         System.err.println ("Oops! " + e);
192     }
193
194     return null;
195 }
196 }

```

-----  
Example 2d: Perl ('normal' error handling)  
-----

```

200
201 sub head ($)
202 {
203     my $url      = shift;
204     my $my_file = new saga::file ($url)
205         or die ("can't create file for $url: $!\n");
206
207     my $size      = my_file->get_size ();
208
209     if ( $size > 10 )
210     {
211         my $buffer = new saga::buffer (10)
212         my $ret      = my_file->read ($buffer)
213             or die ("can't read from file $url: $!\n");
214
215         if ( $ret == 10 )
216         {
217             print "head: ", $buffer->get_data (), "\n";
218         }
219         else
220         {
221             printf STDERR "head: short read: %d\n" ($buffer);
222         }
223     }
224     else
225     {
226         print STDERR "file $url is too short: $size\n";
227     }
228
229     return;
230 }

```

-----  
Example 2e: Perl (exceptions)  
-----

```

235 sub head ($)
236 {
237     my $url      = shift;
238
239     eval
240     {
241         my $my_file = new saga::file ($url);
242         my $size     = my_file->get_size ();
243
244         if ( $size > 10 )
245         {
246             my $buffer = new saga::buffer (10);
247             my $ret     = my_file->read ($buffer);
248
249             if ( $ret == 10 )
250             {
251                 print "head: ", $buffer->get_data (), "\n";
252             }
253             else
254             {
255                 printf "head: short read: %d \n", length ($buffer);
256             }
257         }
258         else
259         {
260             print "file $url is too short: $size\n";
261         }
262     }
263
264     if ( $@ =~ /^saga/i )
265     {
266         print "caught saga error: $@\n" if $@;
267     }
268
269     return;
270 }

```

-----  
 Example 2f: Fortran 90  
 -----

```

275 C Fortran 90 example
276 SUBROUTINE HEAD(session, url, buffer)
277
278     INTEGER      :: session, url, file, size, buflen
279     CHARACTER*10 :: buffer
280
281
282     CALL SAGA_FILE_CREATE(session, url, file)
283     CALL SAGA_FILE_GET_SIZE(file, size)
284

```

```
285     IF size .GT. 10 THEN
286
287         CALL SAGA_FILE_READ(file, 10, buffer, buflen)
288
289         IF buflen .EQ. 10 THEN
290             WRITE(5, *) 'head: ', buffer
291         ELSE
292             WRITE(5, *) 'head: short read: ', buflen
293         ENDIF
294     ELSE
295         WRITE(5, *) 'file is too short'
296     ENDIF
297
298     END
299
300     -----
301     Example 2g: Python
302     -----
303     # Python example
304     def head (session,url):
305
306         try:
307             my_file = saga.file(session,url)
308             size = my_file.get_size()
309
310             if (size > 10):
311                 my_buffer = saga.buffer (10)
312                 ret = my_file.read (my_buffer)
313                 if (ret == 10):
314                     print "head: ", my_buffer.get_data ()
315                 else
316                     print "head: short read: ", ret
317             else
318                 print "head: file is too short: ", size
319
320             # catch any possible error - see elsewhere for better
321             # examples of error handling in SAGA
322             except saga.Exception, e:
323                 print "Oops! SAGA error: ", e.get_message ()
```

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