SAGA API Extension: Advert API

Status of This Document

This document provides information to the grid community, proposing a standard for an extension package to the Simple API for Grid Applications (SAGA). That extension provides access to persistent storage for serialized SAGA objects, and application level meta data (adverts). As SAGA extension, it depends upon the SAGA Core API Specification [?]. This document is supposed to be used as input to the definition of language specific bindings for this API extension, and as reference for implementors of these language bindings. Distribution of this document is unlimited.

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Abstract

This document specifies an Advert API extension to the Simple API for Grid Applications (SAGA), a high level, application-oriented API for grid application development. This Advert API is motivated by a number of use cases collected by the OGF SAGA Research Group in GFD.70 [?], and by requirements derived from these use cases, as specified in GFD.71 [?]). It allows to persistently store application specific meta data in a name space hierarchy, along with serialized saga::object instances.
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1 Introduction

A significant number of SAGA use cases [?] ask for the possibility to persistently store application level meta data. In difference to data storage in files, these meta data are usually small, and structured as key-value-pairs. The main use case for this API extension is that an application stores some state information, and that these state information are either used by other applications, or by a later running instance of the same application.

For example, an application which allows to stream data (i.e. uses the SAGA Stream API [?]), may store its saga::stream::service endpoint URL as an advert, along with information about the protocol to be used, and another application which wants to connect to the first one may obtain the service object, and the protocol information, from the advert service. This allows, amongst others, for simple and environment independent bootstrapping of distributed ensembles of applications. The persistent nature of the advert service also allows applications to cooperate even if their actual application run time does not overlap.

Adverts are defined as an entry in the adverts name space, i.e. as an entry in an saga::advert_directory. Similar to saga::logical_file, each advert can have meta data attached (i.e. has key-value based attributes). As described above, an saga::advert can also store one (serialized) saga::object instance. In some sense, that object instance can be considered to be the content of the advert, and the attributes can be considered the meta data of the advert, usually describing the content. Neither element needs to exist however – even completely empty adverts can be useful in some circumstances, e.g. to simply flag specific conditions.

1.1 Notational Conventions

In structure, notation and conventions, this documents follows those of the SAGA Core API specification [?], unless noted otherwise.

1.2 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

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1 The distinction between data and meta data is usually not very well defined. In this document, we refer to meta data as small pieces of information which are used to manage the overall functionality of the application. They are, usually, not the data which are the object of the the applications core algorithms. In particular, for the purpose of theis document, we consider meta data not to be binary data.

saga-wg@ogf.org
hooks to interface to various security models – see the documentation of the saga::context class in the SAGA Core API specification [?] 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 SAGA Advert API

2.1 Introduction

Several SAGA use cases [?], and also several current and past SAGA and GAT [?] base projects, declared the need for a simple interface to storage of small sets of persisten application data. Further, as distributed applications have an inherent need of coordination [?], the state for SAGA object instances is considered to count amongst those information. The advert API extension to SAGA, which is presented and specified in this document, is designed to accommodate those needs.

In its core, the advert package represents a saga::namespace derivate which allows to store, search and retrieve saga::attribute sets and saga::object derivates in its leave nodes. The notion of namespace is repeatedly used throughout the SAGA API [?], as is the notion of attributes. By combining both, the structure of the advert API package should actually be immediately clear. The novel addition to the package is the ability to store SAGA object instances, which should be considering as serialized representation of the the respective object’s state.

The potential use cases of the API package are virtually endless, and as implementation of the API in SAGA and other APIs already exist since a number of years, the paradigm has already been proven to be incredibly useful for the development of distributed applications. An example applications is thus included to (a) demonstrate that usefulness, and (b) illustrate the structure and purpose of the API. The complete application code can be found in section 3.

Example: Master/Slave Application with Advert Registries

Assume a distributed application wants to employ the Master/Slave paradigm. The Master can then, after creating the slave jobs, publish those in a separate advert directory, which thus serves as this master’s job registry. Each job advert contains the serialized job instance. Further, the master can publish work items in yet another advert directory, and assign job id’s to each work item. That second advert directory this acts as a work item queue. The work item adverts contain (a) a serialized SAGA file instance representing the work data, (b) the id of the job assigned to that work item, and (c) the state of that item (e.g. 'assigned'). After all work items have been created and assigned, the jobs are run(), and can start to pick up work items.

The started slave processes search the work item registry for items assigned to them, by doing a find() on the advert directory, with a pattern which specifies 'work_id=<my_id>', with my_id being their own job id. They then
work on each item, marking it as 'accepted' when starting the work, and as 'completed' when done.

A separate master process could decide to check the overall progress of the work. To do that, it retrieves all job and work item adverts, and checks the respective status: for the jobs, it retrieves the job instances from the job adverts, and calls \texttt{get\_state()} on them; for the work items, it checks the 'work\_state' attribute of the work item adverts. If jobs are in a final state, and all work items are completed, the master can safely purge the advert directories.

That example obviously is very simplistic in respect to scheduling of work items, and also in respect to error recovery, but is nevertheless fully functional. Creating an application with similar functionality without the help of the advert service requires significantly more, and also more complex, operations. In particular, the application is immediately resilient against master failures: once the job and work item registries exist, they are persistent, and can be utilized by any application component with the respective permissions. Further, the communication between the individual application components (i.e. processes) is immediately asynchronous, secure, and persistent (no 'messages' get lost). Also, the registries allow to easily infer the overall state of the distributed application. Finally, the communication via the advert service completely solves the application bootstrapping problem: there is no need for any application component to directly contact any other component. Thus, no component needs to know where any other component is actually being executed. The only shared information are the URLs of the job and work item registries (or, in our code base, the single URL of the directory containing these registries).

2.1.1 Classes

The SAGA Advert API consists of two classes: the \texttt{advert::advert} class, which inherits \texttt{namespace::entry} and encapsulates the application information to be stored persistently; and the \texttt{advert::directory} class, which inherits the \texttt{namespace::directory} and represents the directories adverts are organized in. The \texttt{advert::advert} class has two additional methods, \texttt{store\_object()} and \texttt{retrieve\_object()}, which allow to associate a SAGA object instance with that specific advert. Also, an overloaded constructor allows to specify an associated SAGA object on construction time. The \texttt{advert::directory} has an overloaded \texttt{find()} method, which allows to also search object types, and for meta data pattern (i.e. attribute patterns), similar to the \texttt{find} of the SAGA replica package. Additionally, the \texttt{advert::flags} enum is inherited from the SAGA namespace package, and extended by the \texttt{Truncate} flag which empties both the associated object and the attributes of the advert to be opened.
2.1.2 SAGA Object Serialization

This document is silent about the details of the object serialization format to be used for storing and retrieving saga::object instances in advert entries. That implies that different implementations of the advert service API may not be interoperable, in the sense that objects stored with one implementation may not be retrievable with another implementation. We consider that to be in sync with the other functional SAGA API packages, which also introduce implicit backend dependencies – for example, jobs submitted to one backend can, usually, not be managed by another backend.

We would like to encourage, however, that various language bindings of this API try to exploit existing native object serialization schemas (where they exist) to potentially achieve interoperability, or even to exploit serialization schemes which can cross language boundaries.

It is important to realize that the actual serialization does not need to comprise the complete binary representation of the object instance. In fact, that binary representation may be the least usable version when crossing process and OS boundaries. Instead, only the state of the respective object instance needs to be saved. This specification does not prescribe the set of required state information for the individual SAGA object types, but we again would like to encourage the various language bindings to try to specify that set as concisely as possible. As an example, we consider the following elements to be necessary and sufficient to serialize a saga::filesystem::file instance (C++ rendering):

```cpp
saga::url url  // the file url
int flags   // the file open flags
off_t pos   // the file pointer position
            // for I/O operations
```

Using open() and seek(), the retrieving application instance (i.e. the retrieving SAGA implementation) should be able to re-create a saga::file instance which represents the same physical file entity, in the same state.

Implementations of the advert package SHOULD strive to provide support for all SAGA objects types. Language bindings MAY allow to associate other types, such as primitive data types like int or string, or even complex application level data types such as custom classes, with advert entries. It should be noted though that this will reduce the portability of applications, as it becomes less likely that the respective serializations can be interpreted by (a) other implementations in the same language, and (b) by implementations in other languages.

Again, implementors SHOULD thus follow the guideline that not the binary representation of objects is serialized, but rather the minimal set of information which represents the complete state of the object, as far as the application is
concerned.

Note that the `advert.retrieve_object()` method is able to return different object types. It thus uses the same type templatization signature as employed in the SAGA core specification, for example for the `task.get_result()` method. Language bindings MAY utilize the same technique for `advert` constructor and the `advert.store_object()`, if the argument’s type cannot automatically inferred in that language.

### 2.1.3 Advert Persistency and Lifetime Management

Adverts have, by default, an unspecified lifetime, and can thus in particular survive the application which created the advert. It should be noted that this can, however, lead to garbage, i.e. to an increasing number of entries which are not needed anymore. It is the responsibility of the end user to avoid garbage. For that, the `set_ttl (int)` methods on the `advert` and `advert_dir` classes can be used to specify a minimal advert lifetime (time to live, TTL) – beyond that time, the advert can be considered as garbage, and MAY be purged out automatically.

If the TTL of an advert is expired, the result of any call accessing that advert is undefined. Implementations MAY be able to open expired adverts, but no guarantees are given on their content. Implementations SHOULD throw an ‘IncorrectState’ exception for expired adverts.

### 2.1.4 Advert URLs

The exact rendering of the advert namespace is up to the respective implementation, and it is thus not specified in this document how valid URLs are formed (i.e. what schemas are supported). Implementations SHOULD, however, strive to support the generic URL schema ‘any’, as motivated in [?]. Otherwise, the rules specified for file system URLs in [?] SHOULD be followed.

### 2.2 Specification

```java
package saga.adverts {
enum flags : extends saga::namespace::flags {
    None = 0, // from saga::namespace
}`
```
Overwrite = 1, // from saga::namespace
Recursive = 2, // from saga::namespace
Dereference = 4, // from saga::namespace
Create = 8, // from saga::namespace
Exclusive = 16, // from saga::namespace
Lock = 32, // from saga::namespace
CreateParents = 64, // from saga::namespace
Truncate = 128,
Read = 512, // from saga::namespace
Write = 1024, // from saga::namespace
ReadWrite = 1536 // from saga::namespace

class advert_directory: extends saga::ns_directory
    extends saga::attributes
    // 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 session,
                 in string url,
                 out advert_directory obj);
    DESTRUCTOR (in advert_directory obj);

    // set estimated life time
    set_ttl (in int ttl = 2500000);

    // find adverts based on name, object type, and meta data
    find (in string name_pattern,
          in array<string> attr_pattern,
          in saga::object::type type = 0,
          in int flags = Recursive,
          out array<saga::url> names );

    // Attributes (extensible):
}

class advert: extends saga::ns_entry
    extends saga::attributes
    // from ns_entry saga::object
    // from ns_entry saga::async
    // from ns_entry saga::permissions

}
2.3 Specification Details

2.4 Enum flags

The flags describe the properties of several operations on advert directories and entries. This package inherits the flags from the namespace package, and uses the same ag semantics unless specified otherwise. The Truncate flags is added, which is to be used when opening an advert::entry instance shall completely empty that entry. The Truncate flag does not imply a reset of the creation time, but it causes the entry’s time-to-live (TTL) counter to be restarted.

2.4.1 Class advert::directory

The advert::directory class follows the purpose and semantics of the inherited saga::namespace::directory class.

It has one additional method, to set the directories TTL. If that time is passed (i.e., the directories creation-time plus its TTL is smaller than ’now’), it can
be considered to be 'garbage'. It MAY be automatically cleaned out by the backend, if and only if it contains only expired entries. The TLL counter starts on object creation, and is restarted whenever the set_ttl() method is called.

Another namespace method, find(), is overloaded, and allows to extends the search pattern to (a) the type of objects associated with adverts, and (b) the attributes associated with adverts.

- CONSTRUCTOR
  Purpose: create the object
  Format: CONSTRUCTOR (in session s,
  in saga::url name,
  in int flags = Read,
  out directory obj)
  Inputs: s: session handle
  name: location of directory
  flags: open mode
  InOuts: -
  Outputs: obj: the newly created object
  PreCond: -
  PostCond: - the directory is opened.
  - 'Owner' of directory is the id of the context use to perform the operation, if the directory gets created.
  - the TTL timer of the object is resetted on Creation, and if the Truncate flag is specified.
  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
  BadRequest
  DoesNotExist
  AlreadyExists
  PermissionDenied
  AuthorizationFailed
  AuthenticationFailed
  Timeout
  NoSuccess
  Notes: - if the 'Truncate' flag is given, the returned object MUST NOT have an associated object, and MUST have an empty attribute set.
- the 'Truncate' flag requires that the entry exists, or that the 'Create' flag is given, too. Otherwise, a DoesNotExist exception is thrown.

- **DESTRUCTOR**
  
  **Purpose:** destroy the object  
  **Format:** DESTRUCTOR (in entry obj)  
  **Inputs:** obj: the object to destroy  
  **Outputs:** -  
  **PreCond:** -  
  **PostCond:** - the directory is closed.  
  **Perms:** -  
  **Throws:** -  
  **Notes:** -  

- **set_ttl**
  
  **Purpose:** set a time to life, and restart the ttl timer.  
  **Format:** store_object (in int ttl = 2500000);  
  **Inputs:** ttl: time to live in seconds  
  **Outputs:** -  
  **PreCond:** -  
  **PostCond:** - the instance’s ttl timer is restarted.  
  - the instance’s ttl is set to ttl.  
  **Perms:** - Write  
  **Throws:** NotImplemented  
  IncorrectState  
  Timeout  
  NoSuccess  
  **Notes:** - A negative ttl just restarts the ttl timer,  
  but does not actually change the ttl value.  

- **find**
  
  **Purpose:** find adverts 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 saga::object::type type = 0,  
  in int flags = Recursive,  
  out array <saga::url> names);  
  **Inputs:** name_pattern: pattern for names of
attr_pattern: pattern for meta data key/values of entries to be found
type: filter for adverts with attached saga objects of that type
flags: flags defining the operation modus

InOuts: -
Outputs: names: array of names matching all criteria
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 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 supercedes the find_attributes() semantic. Only entries matching all attribute patterns, the name space pattern and the object type are returned.
- the default flags are 'Recursive' (2).
- expired entries (TTL) SHOULD NOT be returned.
2.4.2 Class advert::advert

The advert::advert class follows the purpose and semantics of the inherited saga::namespace::entry class. Two methods allow to manage the saga::object instance associated with that advert entry. Along the same lines, an overloaded CONSTRUCTOR is added which specifies the associated saga::object on creation time. That constructor will only succeed when the Create or Truncate flag is given, and can succeed.

Advert entry instances do also have a TTL, which follows the same semantics as defined above for the advert directory.

Further, the advert entry implements the saga::attributes interface, and can hold an arbitrary set of user define attributes.

- CONSTRUCTOR
  Purpose: create the object
  Format: CONSTRUCTOR (in session s,
  in saga::url name,
  in int flags = Read,
  out 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:
- semantic as in saga::namespace::entry
- if the 'Truncate' flag is given, the returned object MUST NOT have an associated object, and MUST have an empty attribute set.
- the 'Truncate' flag requires that the entry exists, or that the 'Create' flag is given, too. Otherwise, a DoesNotExist exception is thrown.

- CONSTRUCTOR

Purpose: create the object
Format: CONSTRUCTOR
         (in session s,
          in saga::url name,
          in saga::object content,
          in int flags = Read,
          out entry obj)

Inputs:
- s: session handle
- name: initial working dir
- content: saga::object to be associated with the entry
- 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:
- semantic as in the overloaded CONSTRUCTOR
- if the 'Truncate' flag is given, the returned
object MUST have an empty attribute set.
- the 'Truncate' flag requires that the entry exists, or that the 'Create' flag is given, too. Otherwise, a DoesNotExist exception is thrown.
- if the entry is newly created, a default TTL timer MAY be started by the implementation.
- the 'Truncate' flags restarts the entries TTL timer, but does not reset its creation time.
- if the implementation does not support the association of the specified object type, a 'BadParameter' exception is thrown.

- DESTRUCTOR
  Purpose: destroy the object
  Format: DESTRUCTOR (in entry obj)
  Inputs: obj: the object to destroy
  InOuts: -
  Outputs: -
  PreCond: -
  PostCond: - the entry is closed.
  Perms: -
  Throws: -
  Notes: - semantic as in saga::namespace::entry

- set_ttl
  Purpose: set a time to life, and restart the ttl timer.
  Format: store_object (in int ttl = 2500000);
  Inputs: ttl: time to live in seconds
  InOuts: -
  Outputs: -
  PreCond: -
  PostCond: - the instance's ttl timer is restarted.
  - the instance's ttl is set to ttl.
  Perms: - Write
  Throws: NotImplemented
  IncorrectState
  Timeout
  NoSuccess
  Notes: - A negative ttl just restarts the ttl timer, but does not actually change the ttl value.

- store_object
Purpose: associate a saga::object instance with the entry
Format: store_object (in saga::object content);
Inputs: content: saga::object to be associated with the entry
InOuts: -
Outputs: -
PreCond: -
PostCond: - the given object instance can be retrieved with retrieve_object().
- any reference to an previously associated object is removed.
Perms: -
Throws: NotImplemented
IncorrectState
Timeout
BadParameter
NoSuccess
Notes: - if the implementation does not support the association of that object type, a 'BadParameter' exception is thrown.

- retrieve_object
Purpose: retrieve the associated saga::object instance
Format: retrieve_object (out saga::object content);
Inputs: -
InOuts: -
Outputs: content: saga::object associated with the entry
PreCond: -
PostCond: -
Perms: -
Throws: NotImplemented
IncorrectState
Timeout
BadParameter
NoSuccess
Notes: - if the implementation cannot de-serialize the stored object type, a 'NoSuccess' exception is thrown.
- if the implementation can deserialize the stored object type, but cannot deserialize that specific instance, an 'IncorrectState' exception is thrown.
- the object stays associated with the entry.
- each call to this method retrieves a new copy
of the object. Depending on the implementation, these copies may or may not share state.
3 Example Code

For a high level description of these examples, see section 2.1.

```cpp
#define BASE_URL std::string("any://advert.db.net/my_app")
#define JOBNUM 100 // size of worker pool
#define WORKNUM 1000 // number of work items

// the master spawns jobs, and assigns them work items. These info
// are stored in the advert service, waiting for the jobs to pick
// them up, and report back.
int main ()
{
    // create the job service used to spawn the slaves
    saga::job::service js("any://job.service.net");

    // create the job registry in the advert data base
    saga::advert::advert_dir jobs(BASE_URL + "jobs/",
        saga::advert::Create);

    // keep track of jobs and job_ids
    saga::task_container tc;
    std::vector<std::string> job_ids;

    // spawn the slaves
    for ( int i = 0; i < JOBNUM; i++ )
    {
        saga::job::job j = js.create_job (jd);

        // register the slaves in the registry
        saga::advert a = jobs.open (j.get_jobid (), j,
            saga::advert::Create);

        // keep job and jobid
        tc.add_task (j);
        job_ids.push_back (j.get_jobid ());
    }

    // create the work item registry in the advert data base
    saga::advert::advert_dir works("BASE_URL + "works/",
        saga::advert::Create);

    // publish work items, and assign them to the slaves
    for ( int i = 0; i < WORKNUM; i++ )
    {
        // open file representing the work item (pseudo code)
        saga::filesystem::file f("any://data.src.net/data/set_[i].dat");
    }
}
```
// publish it in the work item queue
saga::advert a = works.open (f.get_name (), f,
    saga::advert::Create);

    // assign it to a job (pseudo code)
    a.set_attribute ("worker_id", job_ids[j % JOBNUM]);
    a.set_attribute ("worker_state", "assigned");
}

// work items are created and assigned, now we can start the jobs,
// so that they can begin to pick up work
tc.run ();

// the master can safely exit here, as all job and work item info
// are persistently stored in the advert service
return 0;
}

--- Client Code Code - Work ---

#define BASE_URL std::string ("any://advert.db.net/my_app")

// the client gets its own job_id, and retrieves all work items
// assigned to it. After completing them, it ticks them off in the
// registry, and finishes if no further work is pending.
int main ()
{
    // get own job id
    saga::job::service js;
    saga::job::job me = js.get_self ();
    std::string id = me.get_jobid ();

    // retrieve a data items from the work item queue
    saga::advert::advert_dir works (BASE_URL + "works/");

    std::vector <saga::url> items = works.find ("*", pattern,
            saga::object::File);
    while ( ! items.empty () )
    {
        // work on the items
        for ( int i = 0; i < items.size (); i++ )
            

// open the work item
saga::advert::advert a = works.open(items[i]);

// signal that we work on that item
a.set_attribute("worker_state", "accepted");

// do work, on the file which is 'contained' in the advert
do_work(a.get_object<saga::filesystem::file>());

// signal that item is completed
a.set_attribute("worker_state", "completed");
}

// refresh work item list
items = works.find("*", pattern, saga::object::File);
}

// done - just finish
return 0;

--- Master Code - Check and Finish ---

#define BASE_URL std::string("any://advert.db.net/my_app")

// another master (yes, we have two) checks the status of jobs and
// workers, and cleans up if everything is done.
int main ()
{
    bool completed = true;

    // open the work item registry in the advert data base, and get
    // all work items
    saga::advert::advert_dir works(BASE_URL + "works/");
    std::vector<saga::url> items = works.list();

    // check item state
    for ( int i = 0; i < items.size(); i++ )
    {
        saga::advert::advert a = works.open(items[i]);
        std::cout << " item " << i
                   << " handled by " << a.get_attribute("worker_id")
                   << " has state " << a.get_attribute("work_state")
                   << std::endl;

        // check global state
        if ( a.get_attribute("work_state") != "completed" )
        {
            completed = false;
        }
    }
// open the job registry in the advert data base, and get all jobs
saga::advert::advert_dir jobs(BASE_URL + "jobs/");
std::vector<saga::url> ids = jobs.list();

// check item state
for (int i = 0; i < ids.size(); i++) {
    saga::advert::advert a = jobs.open(ids[i]);
    saga::job::job j = a.get_object<saga::job::job>();
    std::cout << " job " << i << " has id " << ids[i] << " and state " << j.get_attribute("State") << std::endl;

    // check global state
    if (j.get_state != saga::job::Done || j.get_state != saga::job::Failed) {
        completed = false;
    }
}

// if everything is done, we can clean up the advert service dirs.
// Otherwise, we just wait for the next run to do so, eventually.
if (completed) {
    works.remove(saga::advert::Recursive);
    jobs.remove(saga::advert::Recursive);
}
return (completed ? 0 : 1);
4 Intellectual Property Issues

4.1 Contributors

This document is the result of the joint efforts of many contributors. The author listed here and on the title page is the one taking responsibility for the content of the document, and all errors. The editor (underlined) is committed to taking permanent stewardship for this document and can be contacted in the future for inquiries.

Andre Merzky
andre@merzky.net
Center for Computation and Technology
Louisiana State University
216 Johnston Hall
70803 Baton Rouge
Louisiana, USA

The initial version of the presented SAGA API was drafted by members of the SAGA Research Group. Members of this group did not necessarily contribute text to the document, but did contribute to its current state. Additional to the authors listed above, we acknowledge the contribution of the following people, in alphabetical order:

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