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Distributed Resource Management Application API Version 2 (DRMAA)

Status of This Document

OGF Proposed Recommendation (GFD-R-P.194)

Obsoletes

This document obsoletes GFD-R.022 [8], GFD-R-P.130 [10], and GWD-R.133 [9].

Document Change History

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Abstract

This document describes the *Distributed Resource Management Application API Version 2 (DRMAA)*. It defines a generalized API to *Distributed Resource Management (DRM)* systems in order to facilitate the

development of portable application programs and high-level libraries.

The intended audience for this specification are DRMAA language binding designers, DRM system vendors, high-level API designers and meta-scheduler architects. Application developers are expected to rely on product-specific documentation for the DRMAA API implementation in their particular DRM system.

Notational Conventions

In this document, IDL language elements and definitions are represented in a `fixed-width` font.

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 [2].

Memory quantities are expressed in *kilobyte (KB)*. 1 Kilobyte equals 1024 bytes.

Parts of this document are only normative for DRMAA language binding specifications. These sections are graphically marked as shaded box.

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Contents

1 Introduction

The *Distributed Resource Management Application API Version 2 (DRMAA)* specification defines an interface for tightly coupled, but still portable access to *Distributed Resource Management (DRM)* systems. The scope is limited to job submission, job control, reservation management, and retrieval of job and machine monitoring information.

This document acts as root specification for the abstract API concepts and the behavioral rules of a DRMAA-compliant implementation. The programming language representation of the API is defined by a separate *language binding specification*.

There are other relevant OGF standards in the area of job submission and monitoring. An in-depth comparison and positioning of the obsoleted first version of the DRMAA [9] specification was provided in [11]. This document was created in close collaboration with the OGF SAGA and the OGF OCCI working group.

First-time readers are recommended to complete this section first, and then jump to Section 7 for getting an overview of the DRMAA functionality. Section 11 should be consulted in parallel for a global view on the API layout.

1.1 Basic concepts

The DRMAA specification is based on the following stakeholders:

- *Distributed resource management system / DRM system / DRMS*: Any system that supports the concept of distributing computational tasks on execution resources by the help of a central scheduling entity. Examples are multi-processor systems controlled by a operating system scheduler, cluster systems with multiple machines controlled by a central scheduler, grid systems, or cloud systems with a job concept.
- *(DRMAA) implementation / (DRMAA) library*: The implementation of a DRMAA language binding specification, with the functional behavior as described in this document. The resulting artifact is expected to target one DRM system.
- *(DRMAA-based) application*: Software that utilizes the DRMAA implementation for gaining access to one or multiple DRM systems in a standardized way.
- *Submission host*: A resource in the DRM system that runs the DRMAA-based application. A submission host MAY also be able to act as execution host.
- *Execution host*: A resource in the DRM system that can run a submitted job.
- *Job*: A computational activity submitted by the DRMAA-based application to a DRM system with the help of a DRMAA implementation. A job is expected to run as one or many operating system processes on one or many execution hosts.
- *User*: An operating system account, referenced by the login name. The formatting of such user names is implementation-specific, but SHOULD be consistent. If not stated otherwise, it relates to the user running the DRMAA-based application.

Table 1 defines the conceptual mapping of DRMAA to the GLUE 2.0 Information model [1]. Since the DRMAA API design is derived from existing DRM system functionality and terminology, not all GLUE concepts are applicable here. Examples are the expression of ID's as URI's, the SI metric model, the representation of date information, or the endpoint concept in GLUE.

DRMAA	Reference	GLUE 2.0	Reference [1]
DRM system	Section 1.1	Manager	Section 5.9
Execution host	Section 1.1	ExecutionEnvironment + ComputingManager	Section 6.4 / 6.6
Socket	Section 5.3.3	Physical CPU	Section 6
Core	Section 5.3.4	Logical CPU	Section 6
Job	Section 1.1	ComputingActivity	Section 6.9
Job category	Section 1.4	ApplicationEnvironment	Section 6.7
`UNSET` value	Section 1.3	Placeholder values for unknown data	Appendix A

Table 1: Mapping of DRMAA concepts to GLUE 2.0

1.2 Slots and Queues

Similar to GLUE, DRMAA supports the notion of slots and queues as resources of a DRM system. A DRMAA application can request them in advance reservation and job submission. However, slots and queues SHALL be opaque concepts from the viewpoint of a DRMAA implementation, meaning that the requirements given by the application are just passed through to the DRM system. This is reasoned by the large variation in interpreting that concepts in the different DRM systems, which makes it impossible to define a common understanding on the level of the DRMAA API.

1.3 Language Bindings

The interface semantics are described in the *OMG Interface Definition Language (IDL)* [5]. Based on this language-agnostic specification, *language binding* standards have to be developed that map the abstract concepts into an API for a particular programming language (e.g. C, Java, Python). While this document has the responsibility to ensure consistent API semantics for all possible DRMAA implementations, the language binding document has the responsibility to ensure source-code portability for DRMAA applications on different DRM systems.

Based on this idea, an effort has been made to choose an API layout that is not unique to a particular language. However, in some cases, various languages disagree over some points. In those cases, the most natural approach was taken, irrespective of language.

A language binding specification derived from this document MUST define a mapping between the IDL constructs and the constructs of its targeted programming language. The focus MUST be on source code portability for the DRMAA-based application in the particular language.

A language binding will most likely not rely completely on the OMG IDL language mapping standards, since they have a significant overhead of CORBA-related syntax that is not relevant here. The language binding MUST use its own type system mapping in a consistent manner for the complete API layout.

Due to the usage of IDL, all method groups for a particular purpose (e.g. job control) are described in terms of interfaces, and not classes. Language bindings MAY map the DRMAA IDL interfaces to classes.

It may be the case that IDL constructs do not map directly to any language construct. In this case it MUST be ensured that the chosen mapping retains the intended semantic of the DRMAA interface definition.

Access to scalar attributes (`string`, `boolean`, `long`) MUST operate in a pass-by-value mode. For non-scalar attributes, the language binding MUST specify a consistent access strategy for all these attributes,

for example pass-by-value or pass-by-reference.

This specification tries to consider the possibility of a Remote Procedure Call (RPC) scenario in a DRMAA-conformant language binding. It SHOULD therefore be ensured that the programming language type for an IDL `struct` definition supports serialization and the comparison of instances. These capabilities should be accomplished through whatever mechanism is most natural for the programming language.

A language binding MUST define a way to declare an invalid value (`UNSET`). It MAY be needed to specify a separate invalid value per data type. Evaluating an `UNSET` boolean value MUST result in a negative result, e.g. for `JobTemplate::emailOnStarted`. Invalid strings MAY be modeled according to the GLUE 2.0 scheme [1], where an `UNSET` string contains the value "UNDEFINEDVALUE". Invalid integers MAY be also modeled according to GLUE 2.0 scheme, where an `UNSET` integer is expressed as "all nines".

1.4 Job Categories

DRMAA facilitates writing DRM-enabled applications even though the deployment properties, in particular the configuration of the DRMS, cannot be known in advance. This is realized by a set of standardized attributes that can be specified for job submission or advance reservation.

One of these attributes is the job category, which allows one to give an indication about the nature of the job at execution time. Examples are parallel MPI jobs, OpenMP jobs, jobs targeting specific accelerator hardware, or jobs demanding managed runtime environments (e.g. Java).

Job categories typically map to site-specific reservation or submission options. Each category expresses a particular type of job execution that demands site-specific configuration such as path settings, environment variables, or application starters. This mapping to site-specific conditions SHOULD take place at submission time of the job or advance reservation.

A non-normative recommendation of category names is maintained at:

`http://www.drmaa.org/jobcategories/`

Implementations SHOULD use these recommended names. In case the name is not taken from this list, it should be self-explanatory for application developer to grasp the implications on job execution.

Implementations MAY provide a library configuration facility, which allows a site administrator to link job category names with specific product- and site-specific configuration options.

The order of precedence between the job category and other attributes is implementation-specific. It is RECOMMENDED to overrule explicit job / reservation settings with the implicit settings resulting from a conflicting job category.

For bulk job submissions, the category is expected to be valid for each of the jobs created.

1.5 Multithreading

High-level APIs such as SAGA [4] are expected to utilize DRMAA for their own asynchronous operation, based on the assumption that re-entrancy is supported by the DRMAA implementation. For this reason, implementations SHOULD ensure the proper functioning of the library in case of re-entrant library calls without any explicit synchronization among the application threads. DRMAA implementers should document their level of thread safety.

2 Namespace

The DRMAA interfaces and structures are encapsulated by a naming scope, to avoid conflicts with other APIs used in the same application.

```
module DRMAA2 {
```

A language binding MUST map the IDL module encapsulation to an according package or namespace concept. It MAY change the module name according to programming language conventions.

3 Common Type Definitions

The abstract DRMAA specification defines some custom types to express special value semantics not available in original IDL:

```
typedef sequence<string> OrderedStringList;
typedef sequence<string> StringList;
typedef sequence<Job> JobList;
typedef sequence<QueueInfo> QueueInfoList;
typedef sequence<MachineInfo> MachineInfoList;
typedef sequence<SlotInfo> OrderedSlotInfoList;
typedef sequence<Reservation> ReservationList;
typedef sequence< sequence<string,2> > Dictionary;
typedef string AbsoluteTime;
typedef long long TimeAmount;
native ZERO_TIME;
native INFINITE_TIME;
native NOW;
native HOME_DIRECTORY;
native WORKING_DIRECTORY;
native PARAMETRIC_INDEX;
```

OrderedStringList: An unbounded list of strings, which supports element insertion, element deletion, and iteration over elements while keeping an element order.

StringList: An unbounded list of strings, without any demand on element order.

JobList: An unbounded list of `Job` instances, without any demand on element order.

QueueInfoList: An unbounded list of `QueueInfo` instances, without any demand on element order.

MachineInfoList: An unbounded list of `MachineInfo` instances, without any demand on element order.

OrderedSlotInfoList: An unbounded list of `SlotInfo` instances, which supports element insertion, element deletion, and iteration over elements while keeping an element order.

ReservationList: An unbounded list of `Reservation` instances, without any demand on element order.

Dictionary: An unbounded dictionary type for storing key-value pairs, without any demand on element order.

AbsoluteTime: Expression of a point in time, with a resolution at least to seconds.

TimeAmount: Expression of an amount of time, with a resolution at least to seconds.

ZERO_TIME: A constant value of type `TimeAmount` that expresses a zero amount of time.

INFINITE_TIME: A constant value of type `TimeAmount` that expresses an infinite amount of time.

NOW: A constant value of type `AbsoluteTime` that represents the point in time at which it is evaluated by some function.

HOME_DIRECTORY: A constant placeholder value of type `string` that SHOULD be allowed at the beginning of a `JobTemplate` attribute value. It denotes the remaining portion as a directory / file path resolved relative to the job users home directory on the execution host.

WORKING_DIRECTORY: A constant placeholder value of type `string` that SHOULD be allowed at the beginning of a `JobTemplate` attribute value. It denotes the remaining portion as a directory / file path resolved relative to the jobs working directory on the execution host.

PARAMETRIC_INDEX: A constant placeholder value of type `string` that SHOULD be usable at any position within an attribute value that supports placeholders. It SHALL be substituted by the parametric job index when `JobSession::runBulkJobs` is called (see Section 8.2.7). If the job template is used for a `JobSession:runJob` call, `PARAMETRIC_INDEX` SHOULD be substituted with a constant implementation-specific value.

A language binding MUST specify how these type definitions and constant values materialize in the particular language. This MAY include the creation of new complex language types for one or more of the above concepts. The language binding MUST define a mechanism for obtaining the RFC822 string representation from a given `AbsoluteTime` or `TimeAmount` instance.

4 Enumerations

Some methods and attributes in DRMAA expect enumeration constants as input. The specified enumerations SHOULD NOT be extended by an implementation or language binding.

Language bindings SHOULD define values for all enumeration members.

4.1 OperatingSystem enumeration

DRMAA supports the identification or demand for a operating system kind on execution hosts. The enumeration defines a set of standardized identifiers for operating system types. The list is a shortened version of the corresponding CIM Schema [7]. It includes only operating systems that are supported by the majority of DRM systems available at the time of writing:

```
enum OperatingSystem {
  AIX, BSD, LINUX, HPUX, IRIX, MACOS, SUNOS, TRU64, UNIXWARE, WIN,
  WINNT, OTHER_OS};
```

AIX: AIX Unix by IBM.

BSD: All operating system distributions based on the BSD kernel.

LINUX: All operating system distributions based on the Linux kernel.

HPUX: HP-UX Unix by Hewlett-Packard.

IRIX: The IRIX operating system by SGI.

MACOS: The MAC OS X operating system by Apple.

SUNOS: SunOS or Solaris operating system by Sun / Oracle.

TRU64: Tru64 Unix by Hewlett-Packard, or DEC Digital Unix, or DEC OSF/1 AXP.

UNIXWARE: UnixWare system by SCO group.

WIN: Windows 95, Windows 98, Windows ME.

WINNT: Microsoft Windows operating systems based on the NT kernel.

OTHER_OS: An operating system type not specified in this list.

Implementations SHOULD NOT add new operating system identifiers to this enumeration, even if they are supported by the underlying DRM system.

The operating system information is only useful in conjunction with version information (see Section 5.2):

- The Apple MacOS X operating system commonly denoted as "Snow Leopard" would be reported as "MACOS" with the version structure ["10","6"]
- The Microsoft Windows 7 operating system would be reported as "WINNT" with the version information ["6","1"], which is the internal version number reported by the Windows API.
- All Linux distributions would be reported as operating system type "LINUX" with the major revision of the kernel, such as ["2","6"].
- The Solaris operating system is reported as "SUNOS", together with the internal version number, e.g. ["5","10"] for Solaris 10.

The DRMAA `OperatingSystem` enumeration can be mapped to other high-level specifications. Table 2 gives a non-normative set of examples.

DRMAA `OperatingSystem`	JSDL `jsdl:OperatingSystemTypeEnumeration`	GLUE v2.0
HPUX	HPUX	
LINUX	LINUX	OSFamily_t:linux
IRIX	IRIX	
TRU64	Tru64_UNIX, OSF	
MACOS	MACOS	OSFamily_t:macosx
SUNOS	SunOS, SOLARIS	OSFamily_t:solaris
WIN	WIN95, WIN98, Windows_R_Me	OSFamily_t:windows
WINNT	WINNT, Windows_2000, Windows_XP	OSFamily_t:windows
AIX	AIX	OSName_t:aix
UNIXWARE	SCO_UnixWare, SCO_OpenServer	
BSD	BSDUNIX, FreeBSD, NetBSD, OpenBSD	

Table 2: Mapping example for the DRMAA `OperatingSystem` enumeration

4.2 CpuArchitecture enumeration

DRMAA supports identifying the currently enabled processor instruction set architecture on execution hosts. The `CpuArchitecture` enumeration is used as data type in job submission, advance reservation and system monitoring. It defines a set of standardized identifiers for processor architecture families. The list is a adjusted version of the corresponding CIM Schema [7]. It includes only processor families that are supported by the majority of DRM systems available at the time of writing:

```
enum CpuArchitecture {
  ALPHA, ARM, ARM64, CELL, PARISC, PARISC64, X86, X64, IA64, MIPS,
  MIPS64, PPC, PPC64, PPC64LE, SPARC, SPARC64, OTHER_CPU};
```

ALPHA: The DEC Alpha / Alpha AXP processor architecture.

ARM: The ARM processor architecture without 64bit support.

ARM64: The ARM processor architecture with 64bit support.

CELL: The Cell processor architecture.

PARISC: The PA-RISC processor architecture without 64bit support.

PARISC64: The PA-RISC processor architecture with 64bit support.

X86: The IA-32 line of the X86 processor architecture family without 64bit support.

X64: The X86-64 line of the X86 processor architecture family with 64bit support.

IA64: The Itanium processor architecture.

MIPS: The MIPS processor architecture without 64bit support.

MIPS64: The MIPS processor architecture with 64bit support.

PPC: The PowerPC processor architecture without 64bit support.

PPC64: The PowerPC processor architecture with 64bit support.

PPC64LE: The PowerPC processor architecture with 64bit and little endian support.

SPARC: The SPARC processor architecture without 64bit support.

SPARC64: The SPARC processor architecture with 64bit support.

OTHER_CPU: A processor architecture not specified in this list.

The DRMAA `CpuArchitecture` enumeration can be mapped to other high-level APIs. Table 3 gives a non-normative set of examples.

The reporting and job configuration for processor architectures SHOULD operate on a “as-is” base. This means that the reported architecture should reflect the current operation mode of the processor with the running operating system. For example, X64 processors executing a 32-bit operating system should be reported as X86 processor.

DRMAA `CpuArchitecture`	JSDL `jsdl:ProcessorArchitectureEnumeration`	GLUE v2.0
ALPHA	other	
ARM	arm	
ARM64	arm	
CELL	other	
PARISC	parisc	
PARISC64	parisc	
X86	x86_32	Platform_t:i386
X64	x86_64	Platform_t:amd64
IA64	ia64	Platform_t:itanium
MIPS	mips	
MIPS64	mips	
PPC	powerpc	Platform_t:powerpc
PPC64	powerpc	Platform_t:powerpc
PPC64LE	powerpc	Platform_t:powerpc
SPARC	sparc	Platform_t:sparc
SPARC64	sparc	Platform_t:sparc

Table 3: Mapping example for DRMAA `CpuArchitecture` enumeration

4.3 DrmaaCapability

The `DrmaaCapability` enumeration expresses DRMAA features and data attributes that may or may not be supported by a particular implementation. Applications are expected to check the availability of optional capabilities through the `SessionManager::supports` method (see Section 7.1.5).

```
enum DrmaaCapability {
  ADVANCE_RESERVATION, RESERVE_SLOTS, CALLBACK, BULK_JOBS_MAXPARALLEL,
   JT_EMAIL, JT_STAGING, JT_DEADLINE, JT_MAXSLOTS, JT_ACCOUNTINGID,
  RT_STARTNOW, RT_DURATION, RT_MACHINEOS, RT_MACHINEARCH
};
```

ADVANCE_RESERVATION: Indicates that the implementation supports advance reservation through the interfaces (`ReservationSession` and `Reservation`).

RESERVE_SLOTS: Indicates that the advance reservation functionality is targeting slots. If this capability is not given, the advance reservation is targeting whole machines.

CALLBACK: Indicates that the implementation supports event notification through a `DrmaaCallback` interface in the application.

BULK_JOBS_MAXPARALLEL: Indicates that the `maxParallel` parameter in the `JobSession::runBulkJobs` method is considered and supported by the implementation.

JT_EMAIL: Indicates that the optional `email`, `emailOnStarted`, and `emailOnTerminated` attributes in job templates are supported by the implementation.

JT_STAGING: Indicates that the optional `JobTemplate::stageInFiles` and `JobTemplate::stageOutFiles` attributes are supported by the implementation.

JT_DEADLINE: Indicates that the optional `JobTemplate::deadlineTime` attribute is supported by the implementation.

JT_MAXSLOTS: Indicates that the optional `JobTemplate::maxSlots` attribute is supported by the implementation.

JT_ACCOUNTINGID: Indicates that the optional `JobTemplate::accountingId` attribute is supported by the implementation.

RT_STARTNOW: Indicates that the `ReservationTemplate::startTime` attribute accepts the `NOW` value.

RT_DURATION: Indicates that the optional `ReservationTemplate::duration` attribute is supported by the implementation.

RT_MACHINEOS: Indicates that the optional `ReservationTemplate::machineOS` attribute is supported by the implementation.

RT_MACHINEARCH: Indicates that the optional `ReservationTemplate::machineArch` attribute is supported by the implementation.

5 Extensible Data Structures

DRMAA defines a set of data structures commonly used in the API to express information for and from the DRM system. A DRMAA implementation MAY extend these structures with *implementation-specific attributes*. Behavioral aspects of such extended attributes are out of scope for DRMAA. Implementations MAY even ignore the attribute values in some situations.

A language binding MUST define a consistent mechanism to realize implementation-specific extension, without breaking the portability of DRMAA-based applications that rely on the original version of the data structures. Object oriented languages MAY use inheritance mechanisms for this purpose. Instances of extended structures SHALL still be treated in a "call-by-value" fashion.

Implementations SHALL only extend data structures in the way specified by the language binding. The introspection of supported implementation-specific attributes is offered by the `DrmaaReflective` interface (see Section 5.9). Implementations SHOULD also support native introspection functionalities if defined by the language binding.

Language bindings MAY define how the native introspection capabilities of a language or its runtime environment can be used. These mechanisms MUST work in parallel to the `DrmaaReflective` interface.

5.1 QueueInfo structure

DRMAA defines queues as opaque concept for an implementation, which allows different mappings to DRMS concepts (see Section 1.2). The DRMAA `QueueInfo` struct therefore contains only the name of the queue, but can be extended by the implementation as described above. All such structure instances are read-only.

```
struct QueueInfo {
  string name;
};
```

5.1.1 name

This attribute contains the name of the queue as reported by the DRM system. The format of the queue name is implementation-specific. The naming scheme SHOULD be consistent for all instances.

5.2 Version structure

The `Version` structure denotes versioning information for an operating system, DRM system, or DRMAA implementation.

```
struct Version {
  string major;
  string minor;
};
```

Both the `major` and the `minor` part are expressed as strings, in order to allow extensions with character combinations such as "rev". Original version strings containing a dot, e.g. Linux "2.6", SHOULD be interpreted as having the major part before the dot, and the minor part after the dot. The dot character SHOULD NOT be added to the `Version` attributes.

Implementations SHOULD NOT extend this structure with implementation-specific attributes.

5.3 MachineInfo structure

The `MachineInfo` structure describes the properties of a particular execution host in the DRM system. It contains read-only information. An implementation or its DRM system MAY restrict jobs in their resource utilization even below the limits described in the `MachineInfo` structure. The limits given here MAY be imposed by the hardware configuration, or MAY be be imposed by DRM system policies.

```
struct MachineInfo {
  string name;
  boolean available;
  long sockets;
  long coresPerSocket;
  long threadsPerCore;
  double load;
  long physMemory;
  long virtMemory;
  OperatingSystem machineOS;
  Version machineOSVersion;
  CpuArchitecture machineArch;
};
```

5.3.1 name

This attribute describes the name of the machine as reported by the DRM system. The format of the machine name is implementation-specific, but MAY be a DNS host name. The naming scheme SHOULD be consistent among all instances of this structure type.

5.3.2 available

This attribute expresses the usability of the machine for job execution at the time of querying. The value of this attribute SHALL NOT influence the validity of job templates referencing `MachineInfo` instances. DRM systems and their DRMAA implementation MAY allow to submit jobs intended for machines unavailable at this time.

5.3.3 sockets

This attribute describes the number of processor sockets (CPUs) usable for jobs on the machine. The attribute value MUST be greater than 0. In the case where the correct value is unknown to the implementation, the value MUST be set to 1.

5.3.4 coresPerSocket

This attribute describes the number of cores per socket usable for jobs on the machine. The attribute value MUST be greater than 0. In case where the correct value is unknown to the implementation, the value MUST be set to 1.

5.3.5 threadsPerCore

This attribute describes the number of threads that can be executed in parallel by a job's process on one core in the machine. The attribute value MUST be greater than 0. In case where the correct value is unknown to the implementation, the value MUST be set to 1.

5.3.6 load

This attributes describes the 1-minute average load on the given machine. Implementations MAY use the same mechanism as the Unix *uptime* command. The value has only informative character, and should not be utilized by applications for job scheduling purposes. An implementation MAY provide delayed or averaged data here, if necessary due to implementation issues. The implementation strategy on non-Unix systems is undefined.

5.3.7 physMemory

This attribute describes the amount of physical memory in kilobyte installed in this machine.

5.3.8 virtMemory

This attribute describes the amount of virtual memory in kilobyte available for a job executing on this machine. The virtual memory SHOULD be defined as the sum of physical memory installed, plus the configured swap space for the operating system. The value is expected to be used as an indicator of whether or not an application is able to have its memory allocation needs fulfilled on a particular machine. Implementations SHOULD derive this value directly from operating system information, without further consideration of additional memory allocation restrictions, such as address space ranges or already running processes.

5.3.9 machineOS

This attribute describes the operating system installed on the machine, with values as specified in Section 4.1.

5.3.10 machineOSVersion

This attribute describes the operating system version on the machine, with values as specified in Section 4.1.

5.3.11 machineArch

This attribute describes the instruction set architecture of the machine, with values as specified in Section 4.2.

5.4 SlotInfo structure

DRMAA defines slots as an opaque concept for an implementation, which allows different mappings to DRMS concepts (see Section 1.2). The DRMAA `SlotInfo` structure describes the number of reserved slots on a machine. Implementations SHALL NOT extend this structure with implementation-specific attributes. All such structure instances are read-only.

```
struct SlotInfo {
  string machineName;
  long slots;
};
```

5.4.1 machineName

The name of the machine. Strings returned here SHOULD be equal to the `MachineInfo::name` attribute in the matching `MachineInfo` instance.

5.4.2 slots

The number of slots reserved on the given machine. Depending on the interpretation of slots in the implementation, this value MAY be always one.

5.5 JobInfo structure

The `JobInfo` structure provides detailed information about the characteristics of a (bulk) job.

```
struct JobInfo {
  string jobId;
  string jobName;
  long exitStatus;
  string terminatingSignal;
  string annotation;
  JobState jobState;
  any jobSubState;
  OrderedSlotInfoList allocatedMachines;
  string submissionMachine;
  string jobOwner;
  long slots;
  string queueName;
  TimeAmount wallclockTime;
```

```
    long cpuTime;
    AbsoluteTime submissionTime;
    AbsoluteTime dispatchTime;
    AbsoluteTime finishTime;
  };
```

It is used in two situations - first for the representation of information about a single job, and second as filter expression when retrieving a list of jobs.

In both usage scenarios, the structure information has to be understood as snapshot of the live DRM system. Multiple values being set in one structure instance should be interpreted as "occurring at the same time". In real implementations, some granularity limits must be assumed - for example, the `wallclockTime` and the `cpuTime` attributes might hold values that were measured with a very small delay one after each other.

In the filtering case, the value `UNSET` for an attribute MUST express wildcard semantics, meaning that this part of `JobInfo` is ignored for filtering.

DRMAA makes no assumption on the `JobInfo` availability for jobs in a a "Terminated" state (see Section 8.1). Implementations SHOULD allow the application to fetch information about such jobs, complete or incomplete, for a reasonable amount of time. For such terminated jobs, implementations MAY also decide to return only partially filled `JobInfo` instances.

For additional DRMS-specific information, the `JobInfo` structure MAY be extended by the DRMAA implementation (see Section 5).

5.5.1 jobId

For monitoring: Reports the job identifier assigned to the job by the DRM system in string format.

For filtering: Returns the job with the chosen job identifier.

5.5.2 jobName

For monitoring: Reports the job name in string format.

For filtering: Returns the job with the chosen name.

5.5.3 exitStatus

For monitoring: The process exit status of the job, as reported by the operating system on the execution host. The value MAY be `UNSET`. If the job contains of multiple processes, the behavior is implementation-specific.

For filtering: Return the jobs with the given `exitStatus` value.

5.5.4 terminatingSignal

For monitoring: This attribute describes the UNIX signal that was responsible for the termination of the job. Implementations should document the extent to which they can gather such information in the particular DRM system.

For filtering: Returns the jobs with the given `terminatingSignal` value.

5.5.5 annotation

For monitoring: Gives a human-readable annotation describing why the job is in its current state or sub-state. Implementations MAY decide to offer such description only in specific cases, so it MAY also be `UNSET`.

For filtering: This attribute is ignored for filtering.

5.5.6 jobState

For monitoring: This attribute reports the jobs current state according to the DRMAA job state model (see Section 8.1).

For filtering: Returns all jobs in the specified state. If the given state is emulated by the implementation (see Section 8.1), the implementation SHOULD raise an `InvalidArgumentException` explaining that this filter can never match.

5.5.7 jobSubState

For monitoring: This attribute reports the current implementation-specific sub-state for this job (see Section 8.1).

For filtering: Returns all jobs in the specified sub-state. If the given sub-state is not supported by the implementation, it MAY raise an `InvalidArgumentException` explaining that this filter can never match.

5.5.8 allocatedMachines

This attribute expresses a set of machines that is utilized for job execution. Each `SlotInfo` instance in the attribute value describes the utilization of a particular execution host, and of a set of slots related to this host.

Implementations MAY decide to give the ordering of machine names a particular meaning, for example putting the master node of a parallel job at first position. This decision should be documented.

For monitoring: The attribute lists the machines and the slot count per machine allocated for the job. The slot count value MAY be `UNSET`. The machine name value MUST be set.

For filtering: Returns all jobs that fulfill the following condition: The job is executed on a superset of the given list of machines, and received at least the given number of slots on the particular machine. The `slots` value per machine MUST be allowed to have an `UNSET` value. In this case, only the machine condition SHALL be checked.

5.5.9 submissionMachine

This attribute provides the name of the submission host for this job. The machine name SHOULD be equal to the according `MachineInfo::name` attribute in monitoring data.

For monitoring: This attribute reports the machine from which this job was submitted.

For filtering: Returns the set of jobs that were submitted from the specified machine.

5.5.10 jobOwner

For monitoring: This attribute reports the job owner as recorded in the DRM system.

For filtering: Returns all jobs owned by the specified user.

5.5.11 slots

For monitoring: This attribute reports the number of slots that were allocated for the job. The value SHOULD be in between `JobTemplate::minSlots` and `JobTemplate::maxSlots`.

For filtering: Return all jobs with the specified number of reserved slots.

5.5.12 queueName

For monitoring: This attribute reports the name of the queue in which the job was queued or started (see Section 1.2).

For filtering: Returns all jobs that were queued or started in the queue with the specified name.

5.5.13 wallclockTime

For monitoring: The accumulated wall clock time, with the semantics as defined in Section 5.7.25.

For filtering: Returns all jobs that have consumed at least the specified amount of wall clock time.

5.5.14 cpuTime

For monitoring: The accumulated CPU time, with the semantics as defined in Section 5.7.25.

For filtering: Returns all jobs that have consumed at least the specified amount of CPU time.

5.5.15 submissionTime

For monitoring: This attribute reports the time at which the job was submitted. Implementations SHOULD use the submission time recorded by the DRM system, if available.

For filtering: Returns all jobs that were submitted at or after the specified submission time.

5.5.16 dispatchTime

For monitoring: The time the job first entered a "Started" state (see Section 8.1). On job restart or rescheduling, this value does not change.

For filtering: Returns all jobs that entered a "Started" state at or after the specified dispatch time.

5.5.17 finishTime

For monitoring: The time the job first entered a "Terminated" state (see Section 8.1).

For filtering: Returns all jobs that entered a "Terminated" state at or after the specified finish time.

5.6 ReservationInfo structure

The structure provides information about an existing advance reservation, as reported by the DRM system.

```
struct ReservationInfo {
  string reservationId;
  string reservationName;
  AbsoluteTime reservedStartTime;
  AbsoluteTime reservedEndTime;
  StringList usersACL;
  long reservedSlots;
  OrderedSlotInfoList reservedMachines;
};
```

The structure is used for the expression of information about a single advance reservation. Information provided in this structure SHOULD NOT change over the reservation lifetime. However, implementations MAY reflect the altering of advance reservations outside of DRMAA sessions.

For additional DRMS-specific information, the `ReservationInfo` structure MAY be extended by the implementation (see Section 5).

5.6.1 reservationId

Returns the identifier assigned to the advance reservation by the DRM system as string.

5.6.2 reservationName

This attribute describes the reservation name that was stored by the implementation or the DRM system for the reservation. It SHOULD be derived from the `reservationName` attribute in the originating `ReservationTemplate`.

5.6.3 reservedStartTime

This attribute describes the start time for the reservation. If the value is `UNSET`, it expresses an unrestricted start time (i.e., *minus infinity*) for this reservation.

5.6.4 reservedEndTime

This attribute describes the end time for the reservation. If the value is `UNSET`, the behavior is implementation-specific.

5.6.5 usersACL

The list of the users that are permitted to submit jobs to the reservation.

5.6.6 reservedSlots

This attribute describes the number of slots reserved by the DRM system. The value SHOULD range in between `ReservationTemplate::minSlots` and `ReservationTemplate::maxSlots`.

5.6.7 reservedMachines

This attribute describes the set of machines that were reserved under the conditions described in the corresponding reservation template. Each `SlotInfo` instance in this list describes the reservation of a particular machine and of a set of slots related to this machine. The sum of all slot counts in the sequence SHOULD be equal to `ReservationInfo::reservedSlots`.

5.7 JobTemplate structure

A DRMAA application uses the `JobTemplate` structure to define characteristics of a job submission. The template instance is passed to the DRMAA `JobSession` instance when job execution is requested.

```
struct JobTemplate {
  string remoteCommand;
  OrderedStringList args;
  boolean submitAsHold;
  boolean rerunnable;
  Dictionary jobEnvironment;
  string workingDirectory;
  string jobCategory;
  StringList email;
  boolean emailOnStarted;
  boolean emailOnTerminated;
  string jobName;
  string inputPath;
  string outputPath;
  string errorPath;
  boolean joinFiles;
  string reservationId;
  string queueName;
  long minSlots;
  long maxSlots;
  long priority;
  OrderedStringList candidateMachines;
  long minPhysMemory;
  OperatingSystem machineOS;
  CpuArchitecture machineArch;
  AbsoluteTime startTime;
  AbsoluteTime deadlineTime;
  Dictionary stageInFiles;
  Dictionary stageOutFiles;
  Dictionary resourceLimits;
  string accountingId;
};
```

Implementations MUST set all attribute values to `UNSET` on struct allocation. This ensures that both the DRMAA application and the library implementation can determine untouched attribute members. If not described differently in the following sections, all attributes SHOULD be allowed to have the `UNSET` value on job submission.

The initialization to `UNSET` SHOULD be realized without additional methods in the DRMAA interface, if possible. The according approach MUST be specified by the language binding.

The DRMAA job template concept makes a distinction between *mandatory* and *optional* attributes. Mandatory attributes MUST be supported by the implementation in the sense that they are evaluated on job submission. Optional attributes MAY be evaluated on job submission, but MUST be provided as part of the `JobTemplate` structure in the implementation. If an unsupported optional attribute has a value different to `UNSET`, the job submission MUST fail with a `UnsupportedAttributeException`. DRMAA applications are expected to check for the availability of optional attributes before using them (see Section 4.3).

An implementation MUST support the placeholder constants `HOME_DIRECTORY`, `WORKING_DIRECTORY` and `PARAMETRIC_INDEX` at the occasions defined in this specification. It MAY also allow their usage in other attributes.

A language binding specification SHOULD define how a `JobTemplate` instance is convertible to a string for printing, through whatever mechanism is most natural for the implementation language. The resulting string MUST contain the values of all set properties.

5.7.1 remoteCommand

This attribute describes the command to be executed on the remote host. In case this parameter contains path information, it MUST be interpreted as relative to the execution host root file system. The implementation SHOULD NOT use the value of this attribute to trigger file staging activities. Instead, the file staging should be performed by the application explicitly.

The behavior of the implementation with an `UNSET` value in this attribute is undefined.

The support for this attribute is mandatory.

5.7.2 args

This attribute contains the list of command-line arguments for the job(s) to be executed.

The support for this attribute is mandatory.

5.7.3 submitAsHold

This attribute defines if the job(s) should have `QUEUED` or `QUEUED_HELD` (see Section 8.1) as initial state after submission. Since the boolean `UNSET` value defaults to `False`, jobs are submitted as non-held if this attribute is not set.

The support for this attribute is mandatory.

5.7.4 rerunnable

This flag indicates if the submitted job(s) can safely be restarted by the DRM system, for example on node failure or some other re-scheduling event. Since the boolean `UNSET` value defaults to `False`, jobs are submitted as not re-runnable if this attribute is not set. This attribute SHOULD NOT be used to let the

application denote the checkpointability of a job - instead, this should be expressed an appropriate job category setting.

The support for this attribute is mandatory.

5.7.5 jobEnvironment

This attribute holds the environment variable settings to be configured on the execution machine(s). The values SHOULD override the execution host environment settings.

The support for this attribute is mandatory.

5.7.6 workingDirectory

This attribute specifies the directory where the job or the bulk jobs are executed. If the attribute value is `UNSET`, the behavior is undefined. If set, the attribute value MUST be evaluated relative to the root file system on the execution host. The attribute value MUST be allowed to contain either the `HOME_DIRECTORY` or the `PARAMETRIC_INDEX` placeholder.

The `workingDirectory` attribute should be specified by the application in a syntax that is common at the host where the job is executed. Implementations MAY perform according validity checks on job submission. If the attribute is set and no placeholder is used, an absolute directory specification is expected. If the attribute is set and the job was submitted successfully and the directory does not exist on the execution host, the job MUST enter the state `JobState::FAILED`.

The support for this attribute is mandatory.

5.7.7 jobCategory

This attribute defines the job category to be used (see Section 1.4). A valid input SHOULD be one of the strings in `JobSession::jobCategories` (see Section 8.2.3), otherwise an `InvalidArgumentException` SHOULD be raised.

The support for this attribute is mandatory.

5.7.8 email

This attribute defines a list of email addresses that SHOULD be used when the DRM system sends status notifications. Content and formatting of the emails are defined by the implementation or the DRM system. If the attribute value is `UNSET`, no emails SHOULD be sent to the user running the job(s), even if the DRM system default behavior is different.

The support for this attribute is optional, expressed by the `DrmaaCapability::JT_EMAIL` flag. If an implementation cannot configure the email notification functionality of the DRM system, or if the DRM system has no such functionality, the attribute SHOULD NOT be supported in the implementation.

5.7.9 emailOnStarted / emailOnTerminated

The `emailOnStarted` flag indicates if the given email address(es) SHOULD get a notification when the job (or any of the bulk jobs) entered one of the "Started" states. `emailOnTerminated` fulfills the same purpose for the "Terminated" states. Since the boolean `UNSET` value defaults to `False`, the notification about state changes SHOULD NOT be sent if the attribute is not set.

The support for these attributes is optional, expressed by the `DrmaaCapability::JT_EMAIL` flag.

5.7.10 jobName

The job name attribute allows the specification of an additional non-unique string identifier for the job(s). The implementation MAY truncate any client-provided job name to an implementation-defined length.

The support for this attribute is mandatory.

5.7.11 inputPath / outputPath / errorPath

This attribute specifies standard input / output / error stream of the job as file path. If the attribute value is `UNSET`, the behavior is undefined. If set, the attribute value MUST be evaluated relative to the root file system of the execution host. Implementations MAY perform validity checks for the path syntax on job submission. The attribute value MUST be allowed to contain any of the placeholders `HOME_DIRECTORY`, `WORKING_DIRECTORY` and `PARAMETRIC_INDEX`. If the attribute is set and no placeholder is used, an absolute file path specification is expected.

If the `outputPath` or `errorPath` file does not exist at the time of job execution start, the file SHALL automatically be created. An existing `outputPath` or `errorPath` file SHALL be opened in append mode.

If the attribute is set and the job was submitted successfully and the file cannot be created / read / written on the execution host, the job MUST enter the state `JobState::FAILED`.

The support for this attribute is mandatory.

5.7.12 joinFiles

Specifies whether the error stream should be intermixed with the output stream. Since the boolean `UNSET` value defaults to `False`, intermixing SHALL NOT happen if the attribute is not set.

If this attribute is set to `True`, the implementation SHALL ignore the value of the `errorPath` attribute and intermix the standard error stream with the standard output stream as specified by the `outputPath`.

The support for this attribute is mandatory.

5.7.13 reservationId

Specifies the identifier of the existing advance reservation to be associated with the job(s). The application is expected to generate this ID by creating an advance reservation through the `ReservationSession` interface. The resulting `reservationId` (see Section 9.2.1) then acts as valid input for this job template attribute. Implementations MAY support a reservation identifier from non-DRMAA information sources as valid input. The behavior on conflicting settings between the job template and the granted advance reservation is undefined.

The support for this attribute is mandatory.

5.7.14 queueName

This attribute specifies the name of the queue the job(s) should be submitted to. In case this attribute value is `UNSET`, the implementation SHOULD use the DRM systems default queue. If no default queue is defined or if the given queue name is not valid, the job submission MUST lead to an `InvalidArgumentException`.

The `MonitoringSession::getAllQueues` method (see Section 10.1) supports the determination of valid queue names. Implementations SHOULD allow at least these queue names to be used in the `queueName` attribute. Implementations MAY also support queue names from non-DRMAA information sources as valid input.

If `MonitoringSession::getAllQueues` returns an empty list, this attribute MUST be only allowed to have the value `UNSET`.

Since the meaning of "queues" is implementation-specific, there is no DRMAA-defined effect when using this attribute. Implementations therefore should document the effects of this attribute in their targeted environment.

The support for this attribute is mandatory.

5.7.15 minSlots

This attribute expresses the minimum number of slots requested per job (see also Section 1.2). If the value of `minSlots` is `UNSET`, it SHOULD default to 1.

Implementations MAY interpret the slot count as number of concurrent processes being allowed to run. If this interpretation is taken, and `minSlots` is greater than 1, than the `jobCategory` SHOULD also be demanded on job submission, in order to express the nature of the intended parallel job execution.

The support for this attribute is mandatory.

5.7.16 maxSlots

This attribute expresses the maximum number of slots requested per job (see also Section 1.2). If the value of `maxSlots` is `UNSET`, it SHOULD default to the value of `minSlots`.

Implementations MAY interpret the slot count as number of concurrent processes being allowed to run. If this is interpreted in this manner, and `maxSlots` is greater than 1, than `jobCategory` SHOULD also be required as input from the application about the nature of the parallel job.

The support for this attribute is optional, as indicated by the `DrmaaCapability::JT_MAXSLOTS` flag.

.

5.7.17 priority

This attribute specifies the scheduling priority for the job. The interpretation of the given value is implementation-specific.

The support for this attribute is mandatory.

5.7.18 candidateMachines

Requests that the job(s) should run on this set or any subset (with minimum size of 1) of the given machines. If the attribute value is `UNSET`, it should default to the result of the `MonitoringSession::getAllMachines` method, if working. If the resource demand cannot be fulfilled, an `InvalidArgumentException` SHOULD be raised on job submission time. If the problem can only be detected after job submission, the job should enter `JobState::FAILED`.

The support for this attribute is mandatory.

5.7.19 minPhysMemory

This attribute denotes the minimum amount of physical memory in kilobyte that should be available for the job. If the job gets more than one slot, the interpretation of this value is implementation-specific. If this resource demand cannot be fulfilled, an `InvalidArgumentException` SHOULD be raised at job submission time. If the problem can only be detected after job submission, the job SHOULD enter `JobState::FAILED` accordingly.

The support for this attribute is mandatory.

5.7.20 machineOS

This attribute denotes the expected operating system type on the / all execution host(s). If this resource demand cannot be fulfilled, an `InvalidArgumentException` SHOULD be raised on job submission time. If the problem can only be detected after job submission, the job SHOULD enter `JobState::FAILED` accordingly.

The support for this attribute is mandatory.

5.7.21 machineArch

This attribute denotes the expected machine architecture on the / all execution host(s). If this resource demand cannot be fulfilled, an `InvalidArgumentException` SHOULD be raised on job submission time. If the problem can only be detected after job submission, the job should enter `JobState::FAILED`.

The support for this attribute is mandatory.

5.7.22 startTime

This attribute specifies the earliest time when the job may be eligible to be run.

The support for this attribute is mandatory.

5.7.23 deadlineTime

Specifies a deadline after which the implementation or the DRM system SHOULD change the job state to any of the "Terminated" states (see Section 8.1).

The support for this attribute is optional, as expressed by the `DrmaaCapability::JT_DEADLINE`.

5.7.24 stageInFiles / stageOutFiles

This attribute specifies what files should be transferred (staged) as part of the job execution. The data staging operation MUST be a copy operation between the submission host and a execution host. File transfers between execution hosts are not covered by DRMAA.

The attribute value is formulated as dictionary. For each key-value pair in the dictionary, the key defines the source path of one file or directory, and the value defines the destination path of one file or directory for the copy operation. For `stageInFiles`, the submission host acts as source, and the execution host act as destination. For `stageOutFiles`, the execution host acts as source, and the submission host acts as destination.

All values MUST be evaluated relative to the root file system on the host in a syntax that is common at that host. Implementations MAY perform according validity checks on job submission. Paths on the

execution host MUST be allowed to contain any of the placeholders `HOME_DIRECTORY`, `WORKING_DIRECTORY` and `PARAMETRIC_INDEX`. Paths on the submission host MUST be allowed to contain the `PARAMETRIC_INDEX` placeholder. If no placeholder is used, an absolute path specification on the particular host SHOULD be assumed by the implementation.

Relative path specifications for the submission host should be interpreted starting from the current working directory of the DRMAA application at the time of job submission. The behavior for relative path specifications on the execution is implementation-specific. Implementations MAY use *JobTemplate::workingDirectory*, if defined, as starting point on the execution host.

Jobs SHOULD NOT enter `JobState::DONE` unless all staging operations are finished. The behavior in case of missing files is implementation-specific. The support for wildcard operators in path specifications is implementation-specific. Any kind of recursive or non-recursive copying behavior is implementation-specific.

If the job category (see Section 1.4) implies a parallel job (e.g., MPI), the copy operation SHOULD target the execution host of the parallel job master as destination. A job category MAY also trigger file distribution to other hosts participating in the job execution.

The support for this attribute is optional, expressed by the `DrmaaCapability::JT_STAGING` flag.

5.7.25 resourceLimits

This attribute specifies the limits on resource utilization of the job(s) on the execution host(s). The dictionary has a set of allowed predefined string keys:

```
string CORE_FILE_SIZE;
string CPU_TIME;
string DATA_SIZE;
string FILE_SIZE;
string OPEN_FILES;
string STACK_SIZE;
string VIRTUAL_MEMORY;
string WALLCLOCK_TIME;
```

Modern DRM systems expose resource constraint mechanisms in the operating system for being used by jobs. DRMAA2 supports the most common *setrlimit* parameters [6] supported in DRM systems. If a job is instantiated as multiple processes, the behavior is implementation-specific.

The following resource restrictions should operate as soft limit, meaning that exceeding the limit SHOULD NOT influence the job state from a DRMAA perspective:

CORE_FILE_SIZE: The maximum size of the core dump file created on fatal errors of the job, in kilobyte. Setting this value to zero SHOULD disable the creation of core dump files on the execution host.

DATA_SIZE: The maximum amount of memory the job can allocate for initialized data, uninitialized data and heap space, in kilobyte.

FILE_SIZE: The maximum file size the job can generate, in kilobyte.

OPEN_FILES: The maximum number of file descriptors the job is allowed to have open at the same time.

STACK_SIZE: The maximum amount of memory the job can allocate on the stack, e.g. for local variables, in kilobyte.

VIRTUAL_MEMORY: The maximum amount of memory the job is allowed to allocate, in kilobyte.

The following resource restrictions should operate as hard limit, meaning that exceeding the limit MAY terminate the job. The termination MAY be performed by the DRM system. It MAY also be done by the job itself if it reacts on a signal from the DRM system or the execution host operating system:

CPU_TIME: The maximum time in seconds the job is allowed to perform computations. The value SHOULD be interpreted as sum for all processes belonging to the job. This value MUST only include time the job is spending in `JobState::RUNNING` (see Section 8.1).

WALLCLOCK_TIME: The maximum wall clock time in seconds that all processes of a job are allowed to exist. The time amount MUST include the time spent in RUNNING state, and MAY also include the time spent in SUSPENDED state (see Section 8.1). The limit value MAY also be used for job scheduling decisions by the DRM system or the implementation.

A language binding MUST specify how these constant string values materialize in the particular language. The MAY use the according variable name as value.

Conflicts of these attribute values with any other job template attribute or with referenced advance reservations are handled in an implementation-specific manner. Implementations SHOULD try to delegate the decision about parameter combination validity to the DRM system, in order to ensure similar semantics in different DRMAA implementations for this system.

The support for this attribute is mandatory. If only a subset of the above attributes is supported by the implementation, and some of the unsupported attributes are used, the job submission SHOULD raise an `InvalidArgumentException` expressing the fact that resource limits are supported in general.

5.7.26 accountingId

This attribute denotes a string that can be used by the DRM system for job accounting purposes. Implementations SHOULD NOT utilize this information as authentication token, but only as untested identification information in addition to the implementation-specific authentication (see Section 12).

The support for this attribute is optional, as described by the `DrmaaCapability::JT_ACCOUNTINGID` flag.

5.8 ReservationTemplate structure

In order to define the characteristics of a reported advance reservation, the DRMAA application creates an `ReservationTemplate` instance and submits it through the `ReservationSession` methods.

```
struct ReservationTemplate {
  string reservationName;
  AbsoluteTime startTime;
  AbsoluteTime endTime;
  TimeAmount duration;
  long minSlots;
  long maxSlots;
  string jobCategory;
  StringList usersACL;
  OrderedStringList candidateMachines;
  long minPhysMemory;
```

```
    OperatingSystem machineOS;
    CpuArchitecture machineArch;
  };
```

Similar to the `JobTemplate` concept (see Section 5.7), there is a distinction between *mandatory* and *optional* attributes in the `ReservationTemplate`. Mandatory attributes MUST be supported by the implementation in the sense that they are evaluated in a `ReservationSession::requestReservation` method call. Optional attributes MAY NOT be evaluated by the particular implementation, but MUST be provided as part of the `ReservationTemplate` structure in the implementation. If an optional attribute is not evaluated, but has a value different to `UNSET`, the method call to `ReservationSession::requestReservation` MUST fail with an `UnsupportedAttributeException`.

Implementations MUST set all attribute values to `UNSET` on struct allocation. This ensures that both the DRMAA application and the library implementation can determine untouched attribute members.

A language binding specification SHOULD model the `ReservationTemplate` representation the same way as the `JobTemplate` interface, and therefore MUST specify the realization of implementation-specific attributes, printing, and the initialization to `UNSET`.

5.8.1 reservationName

A human-readable reservation name. The implementation MAY truncate or alter any application-provided name in order to adjust it to DRMS-specific constraints. The name of the reservation SHALL be automatically defined by the implementation if this attribute is `UNSET`.

The support for this attribute is mandatory.

5.8.2 startTime / endTime / duration

The time frame in which resources should be reserved. Table 4 explains the different possible parameter combinations and their semantic.

The support for `startTime` and `endTime` is mandatory. The support for `duration` is optional, as described by the `DrmaaCapability::RT_DURATION` flag. Implementations that do not support the described "sliding window" approach for the SET / SET / SET case SHOULD express this by NOT supporting the *duration* attribute.

Implementations MAY support `startTime` to have the constant value `NOW` (see Section 3), which expresses that the reservation should start at the time of reservation template approval in the DRM system. The support for this feature is declared by the `DrmaaCapability::RT_STARTNOW` flag.

5.8.3 minSlots

This attribute expresses the minimum number of slots requested per job (see also Section 1.2). If the value of `minSlots` is `UNSET`, it SHOULD default to 1.

Implementations MAY interpret the slot count as number of concurrent processes being allowed to run. In this case, and with `minSlots` greater than 1, the implementation MAY raise an exception if the `jobCategory` is not set to explain the nature of the parallel job.

The support for this attribute is mandatory.

startTime	endTime	duration	Description
UNSET	UNSET	UNSET	Invalid, SHALL leave to an InvalidArgumentException.
Set	UNSET	UNSET	Invalid, SHALL leave to an InvalidArgumentException.
UNSET	Set	UNSET	Invalid, SHALL leave to an InvalidArgumentException.
Set	Set	UNSET	Attempt to reserve resources in the specified time frame.
UNSET	UNSET	Set	Attempt to reserve resources at least for the time amount given in duration.
Set	UNSET	Set	Implies endTime = startTime + duration
UNSET	Set	Set	Implies startTime = endTime - duration
Set	Set	Set	If endTime - startTime is larger than duration, perform a reservation attempt where the demanded duration is fulfilled at the earliest point in time after startTime, and without extending endTime ("sliding window" approach). If endTime - startTime is smaller than duration, the reservation attempt SHALL leave to an InvalidArgumentException. If endTime - startTime and duration are equal, duration SHALL be ignored.

Table 4: Parameter combinations for the advance reservation time frame. If duration is not supported, it should be treated as UNSET.

5.8.4 maxSlots

This attribute expresses the maximum number of slots requested per job (see also Section 1.2). If the value of maxSlots is UNSET, it SHOULD default to the value of minSlots.

Implementations MAY interpret the slot count as number of concurrent processes being allowed to run. In this case, and with maxSlots greater than 1, the implementation MAY raise an exception if the jobCategory is not set to explain the nature of the parallel job.

The support for this attribute is mandatory.

5.8.5 jobCategory

This attribute defines the job category to be used (see Section 1.4). A valid input SHOULD be one of the strings in JobSession::jobCategories (see Section 8.2.3), otherwise an InvalidArgumentException SHOULD be raised.

The support for this attribute is mandatory.

5.8.6 usersACL

The list of the users that would be permitted to submit jobs to the created reservation. If the attribute value is UNSET, it should default to the user running the application.

The support for this attribute is mandatory.

5.8.7 candidateMachines

Requests that the reservation SHALL be created for the given set of machines. Implementations and their DRM system MAY decide to reserve only a subset of the given machines. If this attribute is not specified,

it should default to the result of `MonitoringSession::getAllMachines`, if working (see Section 10.1).

The support for this attribute is mandatory.

5.8.8 minPhysMemory

Requests that the reservation SHALL be created with machines that have at least the given amount of physical memory in kilobyte. Implementations MAY interpret this attribute value as filter for candidate machines, or as memory reservation demand on a shared execution resource.

The support for this attribute is mandatory.

5.8.9 machineOS

Requests that the reservation must be created with machines that have the given type of operating system, regardless of its version, with semantics as specified in Section 4.1.

The support for this attribute is optional, the availability is indicated by the `DrmaaCapability::RT_MACHINEOS` flag.

5.8.10 machineArch

Requests that the reservation must be created for machines that have the given instruction set architecture, with semantics as specified in Section 4.2.

The support for this attribute is optional, the availability is indicated by the `DrmaaCapability::RT_MACHINEARCH` flag.

5.9 DrmaaReflective Interface

The `DrmaaReflective` interface allows an application to determine the set of supported implementation-specific attributes. It also standardizes the read / write access to such attributes at run-time by the application.

For the second class of non-mandatory attributes, the *optional* ones, applications are expected to use the DRMAA capabiliy feature (see Section 4.3).

```
interface DrmaaReflective {
  readonly attribute StringList jobTemplateImplSpec;
  readonly attribute StringList jobInfoImplSpec;
  readonly attribute StringList reservationTemplateImplSpec;
  readonly attribute StringList reservationInfoImplSpec;
  readonly attribute StringList queueInfoImplSpec;
  readonly attribute StringList machineInfoImplSpec;
  readonly attribute StringList notificationImplSpec;

  string getInstanceValue(in any instance, in string name);
  void setInstanceValue(in any instance, in string name, in string value);
  string describeAttribute(in any instance, in string name);
};
```

5.9.1 jobTemplateImplSpec

This attribute provides the list of supported implementation-specific `JobTemplate` attributes.

5.9.2 jobInfoImplSpec

This attribute provides the list of supported implementation-specific `JobInfo` attributes.

5.9.3 reservationTemplateImplSpec

This attribute provides the list of supported implementation-specific `ReservationTemplate` attributes.

5.9.4 reservationInfoImplSpec

This attribute provides the list of supported implementation-specific `ReservationInfo` attributes.

5.9.5 queueInfoImplSpec

This attribute provides the list of supported implementation-specific `QueueInfo` attributes.

5.9.6 machineInfoImplSpec

This attribute provides the list of supported implementation-specific `MachineInfo` attributes.

5.9.7 notificationImplSpec

This attribute provides the list of supported implementation-specific `DrmaaNotification` attributes.

5.9.8 getInstanceValue

This method allows to retrieve the attribute value for `name` from the structure instance referenced in the `instance` parameter. The return value is the current attribute value in text format.

5.9.9 setInstanceValue

This method allows to set the attribute `name` to `value` in the structure instance referenced in the `instance` parameter. In case the conversion from string input into the native attribute type leads to an error, `InvalidArgumentException` SHALL be thrown.

5.9.10 describeAttribute

This method returns a human-readable description of an attributes purpose, for the attribute referenced by `name` and `instance`. The content and language of the result value is implementation-specific.

6 Common Exceptions

The exception model specifies error information that MAY be returned by a DRMAA implementation on method calls. Implementations MAY also wrap DRMS-specific error conditions in DRMAA exceptions.

```
exception DeniedByDrmsException {string message;};
exception DrmCommunicationException {string message;};
exception TryLaterException {string message;};
exception TimeoutException {string message;};
exception InternalException {string message;};
exception InvalidArgumentException {string message;};
exception InvalidSessionException {string message;};
exception InvalidStateException {string message;};
exception OutOfResourceException {string message;};
exception UnsupportedAttributeException {string message;};
exception UnsupportedOperationException {string message;};
exception ImplementationSpecificException {string message; long code;};
```

The exceptions have the following general meaning, if not specified otherwise in a method description:

DeniedByDrmsException: The DRM system rejected the operation due to security issues.

DrmCommunicationException: The DRMAA implementation could not contact the DRM system. The problem source is unknown to the implementation, so it is unknown if the problem is transient or not.

TryLaterException: The DRMAA implementation detected a transient problem while performing the operation, for example due to excessive load. The application is recommended to retry the operation.

TimeoutException: The timeout given in one the waiting functions was reached without successfully finishing the waiting attempt.

InternalException: An unexpected or internal error occurred in the DRMAA library, for example a system call failure. It is unknown if the problem is transient or not.

InvalidArgumentException: From the viewpoint of the DRMAA library, an input parameter for the particular method call is invalid or inappropriate. If the parameter is a structure, the exception description SHOULD contain the name(s) of the problematic structure attribute(s).

InvalidSessionException: The session used for the method call is not valid, for example since the session was previously closed.

InvalidStateException: The operation is not allowed in the current state of the job.

OutOfResourceException: The implementation has run out of operating system resources, such as buffers, main memory, or disk space.

UnsupportedAttributeException: The optional attribute is not supported by this DRMAA implementation.

UnsupportedOperationException: The method is not supported by this DRMAA implementation.

ImplementationSpecificException: The implementation needs to report a special error condition that cannot be mapped to one of the other exceptions.

Implementations MAY introduce product-specific error information, as long as the portability of DRMAA-based application is not affected. For this reason, the reporting MUST be performed through `ImplementationSpecificException`, either directly, or by product-specific exceptions having it as base class.

The DRMAA specification assumes that programming languages targeted by language bindings typically support the concept of exceptions. If a destination language does not support them (like ANSI C), the language binding specification SHOULD map error reporting to an appropriate alternative concept.

A language binding MAY chose to model exceptions as numeric error codes. In this case, the language binding specification SHOULD specify numeric values for all DRMAA error constants.

The representation of exceptions in the language binding MUST support a possibility to express an additional error cause as textual description, as specialization of the general error information.

Object-oriented language bindings MAY decide to derive all exception classes from one or multiple base classes, in order to support generic catch clauses.

Language bindings MAY decide to introduce a hierarchical ordering of DRMAA exceptions based on class derivation. In this case, any new exceptions added for aggregation purposes SHOULD be prevented from being thrown, for example by marking them as abstract.

Language bindings SHOULD replace a DRMAA exception by some semantically equivalent native exception from the application runtime environment, if available.

The `UnsupportedAttributeException` may either be raised by a setter function for an attribute, or by the job submission function. This depends on the language binding design. A consistent decision for either one or the other approach MUST be declared by the language binding specification.

7 The DRMAA Session Concept

DRMAA relies on a session concept, to support the persistency of job and advance reservation information in multiple runs of short-lived applications. Typical examples are a job submission portal or command-line tool. The session concept also allows an implementation to perform attach / detach activities with the DRM system at dedicated points in the application control flow.

7.1 SessionManager Interface

```
interface SessionManager{
  readonly attribute string drmsName;
  readonly attribute Version drmsVersion;
  readonly attribute string drmaaName;
  readonly attribute Version drmaaVersion;
  boolean supports(in DrmaaCapability capability);
  JobSession createJobSession(in string sessionName,
                              in string contact);
  ReservationSession createReservationSession(in string sessionName,
                                              in string contact);
  JobSession openJobSession(in string sessionName);
  ReservationSession openReservationSession(in string sessionName);
  MonitoringSession openMonitoringSession (in string contact);
  void closeJobSession(in JobSession s);
  void closeReservationSession(in ReservationSession s);
  void closeMonitoringSession(in MonitoringSession s);
```

```
    void destroyJobSession(in string sessionName);
    void destroyReservationSession(in string sessionName);
    StringList getJobSessionNames();
    StringList getReservationSessionNames();
    void registerEventNotification(in DrmaaCallback callback);
  };
```

The `SessionManager` interface is the main interface of a DRMAA implementation for establishing communication with the DRM system. By the help of this interface, sessions for job management, monitoring, and/or reservation management can be maintained.

Job and reservation sessions maintain persistent state information (about jobs and reservations created) between application runs. State data SHOULD be persisted in the DRMS itself. If this is not supported, the DRMAA implementation MUST realize the persistency. The data SHOULD be saved when the session is closed by the according method in the `SessionManager` interface.

The state information SHOULD be kept until the job or reservation session is explicitly reaped by the corresponding destroy method in the `SessionManager` interface. If an implementation runs out of resources for storing session information, the closing function SHOULD throw an `OutOfResourceException`. If an application ends without closing the session properly, the behavior is unspecified.

Instances created by the help of an active session instance (e.g. DRMAA `Job` objects in an object-oriented binding) MAY remain usable completely or in parts after session closing.

The `contact` parameter in some of the interface methods SHALL allow the application to specify which DRM system instance to use. A contact string represents a specific installation of a specific DRM system, e.g., a Condor central manager machine at a given IP address, or a Grid Engine 'root' and 'cell'. Contact strings are always implementation-specific and therefore opaque to the application. If `contact` has the value `UNSET`, a default DRM system SHOULD be contacted. The manual configuration or automated detection of a default contact string is implementation-specific.

The re-opening of a session MUST work on the machine where the session was originally created. Implementations MAY also offer to re-open the session on another machine, if the state information is accessible.

An implementation MUST allow the application to have multiple open sessions of the same or different type at the same time. This includes the proper coordination of parallel calls to session methods that share state information.

A `SessionManager` instance SHALL be available as singleton at DRMAA application start. Language bindings MAY realize this by mapping the session manager methods to global functions.

7.1.1 drmsName

A read-only system identifier denoting the DRM system targeted by the implementation, e.g., "LSF" or "GridWay". Implementations SHOULD NOT make versioning information of the particular DRM system a part of this attribute value.

The value is only intended as informative output.

7.1.2 drmsVersion

This attribute provides the DRM-system specific version information.

The value is only intended as informative output.

7.1.3 drmaaName

This attribute contains a string identifying the vendor of the DRMAA implementation.

The value is only intended as informative output.

7.1.4 drmaaVersion

This attribute provides the minor / major version number information for the DRMAA implementation. The major version number MUST be the constant value "2", the minor version number SHOULD be used by the DRMAA implementation for expressing its own versioning information.

7.1.5 supports

This method allows to test if the DRMAA implementation supports a feature specified as optional. The allowed input values are specified in the `DrmaaCapability` enumeration (see Section 4.3). This method SHOULD throw no exceptions.

7.1.6 createJobSession / createReservationSession

The method creates and opens a new job / reservation session instance. On successful completion of this method, the necessary initialization for making the session usable MUST be completed. Examples are the connection establishment from the DRMAA library to the DRM system, or the prefetching of information from non-thread-safe operating system calls.

The `sessionName` parameter denotes a unique name to be used for the new session. If a session with such a name already exists, the method MUST throw an `InvalidArgumentException`. In all other cases, including if the provided name has the value `UNSET`, a new session MUST be created with a unique name generated by the implementation.

If the DRM system does not support advance reservation, than `createReservationSession` SHALL throw an `UnsupportedOperationException`.

7.1.7 openJobSession / openReservationSession

The method is used to open a persisted `JobSession` or `ReservationSession` instance that has previously been created under the given `sessionName`. The implementation MUST support the case that the session have been created by the same application or by a different application running on the same machine. The implementation MAY support the case that the session was created or updated on a different machine. If no session with the given `sessionName` exists, an `InvalidArgumentException` MUST be raised.

If the session referenced by `sessionName` is already opened, implementations MAY return this job or reservation session instance.

If the DRM system does not support advance reservation, `openReservationSession` SHALL throw an `UnsupportedOperationException`.

7.1.8 openMonitoringSession

The method opens a stateless `MonitoringSession` instance for fetching information about the DRM system. On successful completion of this method, the necessary initialization for making the session usable MUST be completed. One example is the connection establishment from the DRMAA library to the DRM system.

7.1.9 closeJobSession / closeReservationSession / closeMonitoringSession

The method MUST perform the necessary action to disengage from the DRM system. It SHOULD be callable only once, by only one of the application threads. This SHOULD be ensured by the library implementation. Additional calls beyond the first one SHOULD lead to a `InvalidSessionException` error notification.

For `JobSession` or `ReservationSession` instances, the corresponding state information MUST be saved to some stable storage before the method returns. This method SHALL NOT affect any jobs or reservations in the session (e.g., queued and running jobs remain queued and running).

If the DRM system does not support advance reservation, `closeReservationSession` SHALL throw an `UnsupportedOperationException`.

A language binding MAY define implicit calls to `closeJobSession`, `closeReservationSession`, or `closeMonitoringSession`, for example when session objects are destroyed. It MAY also add a `close` method to `JobSession`, `ReservationSession`, or `MonitoringSession` with the same functionality as described here. In these cases, the close..() functions of the SessionManager MAY be left out of the language binding specification.

7.1.10 destroyJobSession / destroyReservationSession

The method MUST do whatever work is required to reap persistent or cached state information for the given session name. It is intended to be used when no session instance with this particular name is open. If session instances for the given name exist, they MUST become invalid after this method was finished successfully. Invalid sessions MUST throw `InvalidSessionException` on every attempt of utilization. This method SHALL NOT affect any jobs or reservations in the session, i.e. queued and running jobs remain queued and running.

If the DRM system does not support advance reservation, `destroyReservationSession` SHALL throw an `UnsupportedOperationException`.

7.1.11 getJobSessionNames

This method returns a list of `JobSession` names that are valid input for the `openJobSession` method.

7.1.12 getReservationSessionNames

This method returns a list of `ReservationSession` names that are valid input for the `openReservationSession` method.

If the DRM system does not support advance reservation, the method SHALL always throw an `UnsupportedOperationException`.

7.1.13 registerEventNotification

This method is used to register a `DrmaaCallback` interface (see Section 8.3) offered by the DRMAA-based application in the DRMAA implementation. If it does not support the callback functionality, this method SHALL raise an `UnsupportedOperationException`. Applications can check for the support through the `DrmaaCapability::CALLBACK` flag (see Section 4.3). Implementations with callback support SHOULD allow to perform multiple registration calls that just update the callback target.

If the argument of the method call is `UNSET`, the currently registered callback MUST be unregistered. After such a method call returned, no more events SHALL be delivered to the application. If no callback target is registered, such a method call SHOULD return immediately without an error.

A language binding specification MUST define how the reference to an interface-compliant method can be given as argument to this method. It MUST also clarify how to pass an `UNSET` callback method reference.

8 Working with Jobs

A DRMAA job represents a single computational activity that is executed by the DRM system. There are three relevant method sets for working with jobs: The `JobSession` interface represents all control and monitoring functions available for jobs. The `Job` interface represents the common control functionality for one existing job. Sets of jobs resulting from a bulk submission are controllable as a whole by the `JobArray` interface.

8.1 The DRMAA State Model

DRMAA defines the following states for jobs. The status values relate to the DRMAA job state transition model, as shown in Figure 1:

```
enum JobState {
  UNDETERMINED, QUEUED, QUEUED_HELD, RUNNING, SUSPENDED, REQUEUED,
  REQUEUED_HELD, DONE, FAILED};
```

UNDETERMINED: The job status cannot be determined. This is a permanent issue, not being solvable by asking again for the job state.

QUEUED: The job is queued for being scheduled and executed.

QUEUED_HELD: The job has been placed on hold by the system, the administrator, or the submitting user.

RUNNING: The job is running on an execution host.

SUSPENDED: The job has been suspended by the user, the system or the administrator.

REQUEUED: The job was re-queued by the DRM system, and is eligible to run.

REQUEUED_HELD: The job was re-queued by the DRM system, and is currently placed on hold by the system, the administrator, or the submitting user.

DONE: The job finished without an error.

FAILED: The job exited abnormally before finishing.

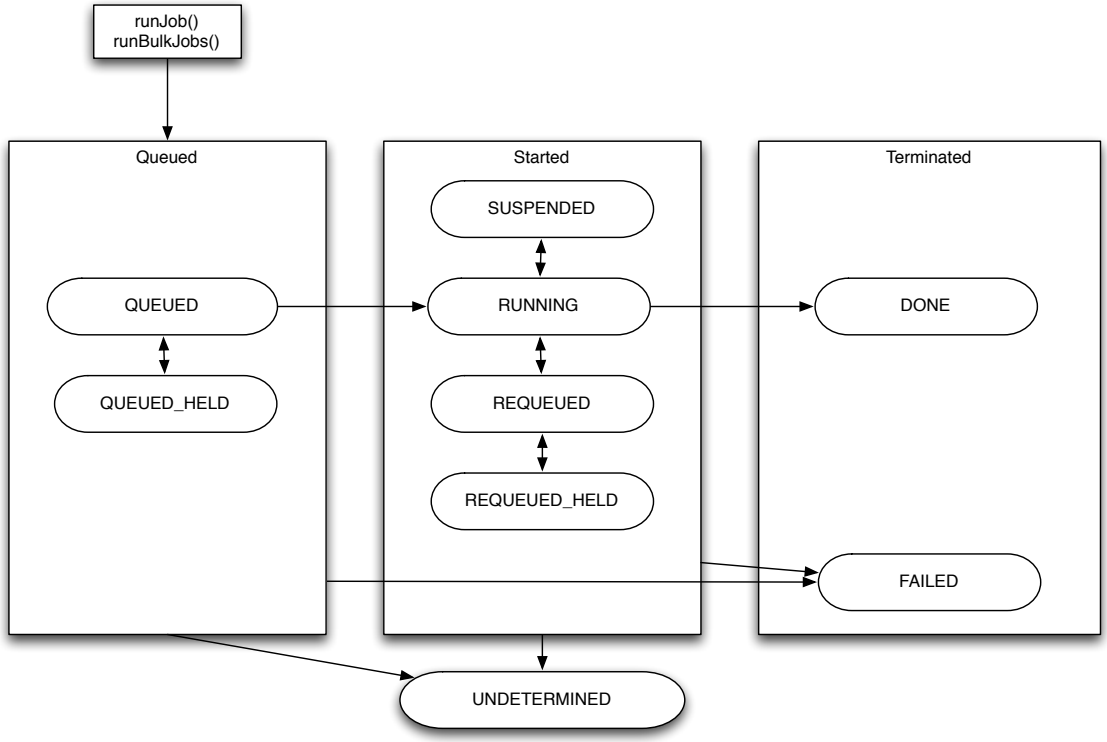

Figure 1: DRMAA Job State Transition Model

If a DRMAA job state has no representation in the underlying DRMS, the DRMAA implementation MAY never report it. However, all DRMAA implementations MUST provide the `JobState` enumeration as given here. An implementation SHOULD NOT return any job state value other than those defined in the `JobState` enumeration.

The transition diagram in Figure 1 expresses the grouping of job states into "Queued", "Started", and "Terminated". The "Terminated" class of states is final, meaning that no further state transition is allowed.

Implementations SHALL NOT introduce other job transitions (e.g., from `RUNNING` to `QUEUED`) beside the ones stated in Figure 1, even if they might happen in the underlying DRM system. In this case, implementations MAY emulate the necessary intermediate steps for the DRMAA-based application.

When an application requests job state information, the implementation SHOULD also provide the `jobSubState` value (see Section 5.5.7) to explain DRM-specific details about the job state. The value of this attribute is implementation-specific, but should be documented properly. Examples are extra states for staging phases or details on the hold reason. Implementations SHOULD define a DRMS-specific data structure for the sub-state information that can be converted to / from the data type defined by the language binding.

The IDL definition declares the `jobSubState` attribute as type `any`, expressing the fact that the language binding MUST map the data type to a generic language type (e.g., *void**, *Object*) that keeps source code

portability across DRMAA implementations, and accepts an `UNSET` value.

The DRMAA job state model can be mapped to other high-level API state models. Table 5 gives a non-normative set of examples.

DRMAA JobState	SAGA JobState [4]	OGSA-BES Job State [3]
UNDETERMINED	N/A	N/A
QUEUED	Running	Pending (Queued)
QUEUED_HELD	Running	Pending (Queued)
RUNNING	Running	Running (Executing)
SUSPENDED	Suspended	Running (Suspended)
REQUEUED	Running	Running (Queued)
REQUEUED_HELD	Running	Running (Queued)
DONE	Done	Finished
FAILED	Cancelled, Failed	Cancelled, Failed

Table 5: Example Mapping of DRMAA Job States

8.2 JobSession Interface

A job session instance acts as container for job instances controlled through the DRMAA API. The session methods support the submission of new jobs and the monitoring of existing jobs. The relationship between jobs and their session MUST be persisted, as described in Section 7.1.

```
interface JobSession {
  readonly attribute string contact;
  readonly attribute string sessionName;
  readonly attribute StringList jobCategories;
  JobList getJobs(in JobInfo filter);
  JobArray getJobArray(in string jobArrayId);
  Job runJob(in JobTemplate jobTemplate);
  JobArray runBulkJobs(
      in JobTemplate jobTemplate,
      in long beginIndex,
      in long endIndex,
      in long step,
      in long maxParallel);
  Job waitAnyStarted(in JobList jobs, in TimeAmount timeout);
  Job waitAnyTerminated(in JobList jobs, in TimeAmount timeout);
};
```

8.2.1 contact

This attribute reports the `contact` value that was used in the `SessionManager::createJobSession` call for this instance (see Section 7.1). If no value was originally provided, the default contact string from the implementation MUST be returned. This attribute is read-only.

8.2.2 sessionName

This attribute reports the session name, a value that resulted from the `SessionManager::createJobSession` or `SessionManager::openJobSession` call for this instance (see Section 7.1). This attribute is read-only.

8.2.3 jobCategories

This method provides the list of valid job category names which can be used for the `jobCategory` attribute in a `JobTemplate` instance. Further details about job categories are described in Section 1.4.

8.2.4 getJobs

This method returns the set of jobs that belong to the job session. The `filter` parameter allows to choose a subset of the session jobs as return value. The semantics of the `filter` argument are explained in Section 5.5. If no job matches or the session has no jobs attached, the method MUST return an empty set. If `filter` is `UNSET`, all session jobs MUST be returned.

Time-dependent effects of this method, such as jobs no longer matching to filter criteria on evaluation time, are implementation-specific. The purpose of the filter parameter is to keep scalability with a large number of jobs per session. Applications therefore must consider the possibly changed state of jobs during their evaluation of the method result.

8.2.5 getJobArray

This method returns the `JobArray` instance with the given ID. If the session does not / no longer contain the according job array, `InvalidArgumentException` SHALL be thrown.

8.2.6 runJob

The `runJob` method submits a job with the attributes defined in the given job template instance. The method returns a `Job` object that represents the job in the underlying DRM system. Depending on the job template settings, submission attempts may be rejected with an `InvalidArgumentException`. The error details SHOULD provide further information about the attribute(s) responsible for the rejection.

When this method returns a valid `Job` instance, the following conditions SHOULD be fulfilled:

- The job is part of the persistent state of the job session.
- All non-DRMAA and DRMAA interfaces to the DRM system report the job as being submitted to the DRM system.
- The job has one of the DRMAA job states.

8.2.7 runBulkJobs

The `runBulkJobs` method creates a set of parametric jobs, each with attributes as defined in the given job template instance. Each job in the set has the same attributes, except for the job template attributes that include the `PARAMETRIC_INDEX` macro.

If any of the resulting parametric job templates is not accepted by the DRM system, the method call MUST raise an `InvalidArgumentException`. No job from the set SHOULD be submitted in this case.

The first job in the set has an index equal to the `beginIndex` parameter of the method call. The smallest valid value for `beginIndex` is 1. The next job has an index equal to `beginIndex + step`, and so on. The last job has an index equal to `beginIndex + n * step`, where n is equal to`(endIndex - beginIndex) / step`. The index of the last job may not be equal to `endIndex` if the difference between `beginIndex` and `endIndex` is not evenly divisible by `step`. The `beginIndex` value must be less than or equal to `endIndex`, and only positive index numbers are allowed, otherwise the method SHOULD raise an `InvalidArgumentException`.

Jobs can determine their index number at run time by the mechanism described in Section 8.6.

The `maxParallel` parameter allows to specify how many of the bulk job's instances are allowed to run in parallel on the utilized resources. Implementations MAY consider this value if the DRM system supports such functionality, otherwise the parameter MUST be silently ignored. If given, the support MUST be expressed by the `DrmaaCapability::BULK_JOBS_MAXPARALLEL` capability flag (see Section 4.3). If the parameter value is `UNSET`, no limit SHOULD be applied.

The `runBulkJobs` method returns a `JobArray` (see Section 8.5) instance that represents the set of `Job` objects created by the method call under a common array identity. For each of the jobs in the array, the same conditions as for the result of `runJob` SHOULD apply.

8.2.8 waitAnyStarted / waitAnyTerminated

The `waitAnyStarted` method blocks until any of the jobs referenced in the `jobs` parameter entered one of the "Started" states. The `waitAnyTerminated` method blocks until any of the jobs referenced in the `jobs` parameter entered one of the "Terminated" states (see Section 8.1). If the input list contains jobs that are not part of the session, the method SHALL fail with an `InvalidArgumentException`.

The `timeout` argument specifies the desired waiting time for the state change. The constant value `INFINITE_TIME` MUST be supported to get an indefinite waiting time. The constant value `ZERO_TIME` MUST be supported to express that the method call SHALL return immediately. A number of seconds can be specified to indicate the maximum waiting time . If the method call returns because of timeout, an `TimeoutException` SHALL be raised.

An application waiting for some condition to happen in *all* jobs of a set is expected to perform looped calls of these waiting functions.

8.3 DrmaaCallback Interface

The `DrmaaCallback` interface allows the DRMAA library or the DRM system to inform the application about relevant events in an asynchronous fashion. One expected use case is continuous monitoring of job state transitions. The implementation MAY decide to not deliver all events occurring in the DRM system. The support for such callback functionality is optional, indicated by the `DrmaaCallback::CALLBACK` flag. Also, all implementations MUST define the `DrmaaCallback` interface type as given in the language binding, regardless of the support for these functions.

```
interface DrmaaCallback {
  void notify(in DrmaaNotification notification);
};

struct DrmaaNotification {
  DrmaaEvent event;
  string jobId;
```

```
    string sessionName;
    JobState jobState;
  };

  enum DrmaaEvent {
    NEW_STATE, MIGRATED, ATTRIBUTE_CHANGE
  };
```

The application implements a `DrmaaCallback` interface as pre-condition for using this functionality. This interface is registered through the `SessionManager::registerEventNotification` method (see Section 7.1). On notification, the implementation or the DRM system pass a `DrmaaNotification` instance to the application. Implementations MAY extend this structure for further information (see Section 5). All given information SHOULD be valid at least at the time of notification generation.

The `DrmaaNotification::jobState` attribute expresses the state of the job at the time of notification generation.

The `DrmaaEvent` enumeration defines standard event types for notification:

NEW_STATE The job entered a new state, which is described in the `jobState` attribute.

MIGRATED The job was migrated to another execution host, and is now in the state described by `jobState`.

ATTRIBUTE_CHANGE A monitoring attribute of the job, such as the memory consumption, changed to a new value. The `jobState` attribute MAY have the value UNSET on this event.

DRMAA implementations SHOULD protect themselves from unexpected behavior of the called application. This includes indefinite delays or unexpected exceptions from the callee on notification processing. The implementation SHOULD prevent a nested callback at the time of occurrence, and MAY decide to deliver the according events at a later point in time.

Scalability issues of the notification facility are out of scope for this specification. Implementations MAY support non-standardized throttling configuration options.

8.4 Job Interface

Every job in the `JobSession` is represented by its own instance of the `Job` interface. It allows one to instruct the DRM system of a job status change, and to query the properties of the job in the DRM system. Implementations MAY provide `Job` objects for jobs created outside of a DRMAA session.

```
interface Job {
  readonly attribute string jobId;
  readonly attribute string sessionName;
  readonly attribute JobTemplate jobTemplate;
  void suspend();
  void resume();
  void hold();
  void release();
  void terminate();
  void reap();
  JobState getState(out any jobSubState);
```

```
    JobInfo getInfo();
    void waitStarted(in TimeAmount timeout);
    void waitTerminated(in TimeAmount timeout);
  };
```

8.4.1 jobId

This attribute reports the job identifier assigned by the DRM system in text form. This method is expected to be used as a fast alternative to the fetching of a complete `JobInfo` instance.

8.4.2 sessionName

This attribute reports the name of the `JobSession` that was used to create the job. If the session name cannot be determined, for example since the job was created outside of a DRMAA session, the attribute SHOULD be `UNSET`.

8.4.3 jobTemplate

This attribute provides a reference to a `JobTemplate` instance that has equal values to the one that was used for the job submission creating this `Job` instance.

For jobs created outside of a DRMAA session, implementations MUST also return a `JobTemplate` instance here, which MAY be empty or only partially filled.

8.4.4 suspend / resume / hold / release / terminate

The job control functions allow modifying the status of a single job in the DRM system, according to the state model presented in Section 8.1.

The `suspend` method triggers a transition from `RUNNING` to `SUSPENDED` state.

The `resume` method triggers a transition from `SUSPENDED` to `RUNNING` state.

The `hold` method triggers a transition from `QUEUED` to `QUEUED_HELD`, or from `REQUEUED` to `REQUEUED_HELD` state.

The `release` method triggers a transition from `QUEUED_HELD` to `QUEUED`, or from `REQUEUED_HELD` to `REQUEUED` state.

The `terminate` method triggers a transition from any of the "Started" states to one of the "Terminated" states.

If the job is in an inappropriate state for the particular method call, it MUST raise an `InvalidStateException`.

The methods SHOULD return after the action has been acknowledged by the DRM system, but MAY return before the action has been completed. Some DRMAA implementations MAY allow these methods to be used to control jobs submitted externally to the DRMAA session. Examples are jobs submitted by other DRMAA sessions, in other DRMAA implementations, or jobs submitted via native utilities. This behavior is implementation-specific.

8.4.5 reap

This function is intended to let the DRMAA implementation clean up any data about this job. The motivating factor are long-running applications maintaining large amounts of jobs as part of a monitoring session. Using a reaped job in any subsequent activity MUST generate an `InvalidArgumentException` for the job parameter.

This function MUST only work for jobs in "Terminated" states, so that the job is promised to not change its status while being reaped.

The language binding object, or struct instance, representing a job may or may not be still valid after the `reap()` call. The semantics of this must be clarified by the language binding.

8.4.6 getState

This method allows the application to get the current status of the job according to the DRMAA state model, together with an implementation specific sub state (see Section 8.1). It is intended as a fast alternative to the fetching of a complete `JobInfo` instance. The timing conditions are described in Section 5.5.

8.4.7 getInfo

This method returns a `JobInfo` instance for the particular job, under the conditions described in Section 5.5.

8.4.8 waitStarted / waitTerminated

The `waitStarted` method blocks until the job entered one of the "Started" states. The `waitTerminated` method blocks until the job entered one of the "Terminated" states (see Section 8.1). All other behavior MUST work as described in Section 8.2.8.

8.5 JobArray Interface

An instance of the `JobArray` interface represents a set of jobs created by one operation. In DRMAA, `JobArray` instances are only created by the `runBulkJobs` method (see Section 8.2). `JobArray` instances differ from the `JobList` data structure due to their potential for representing a DRM system concept, while `JobList` is a DRMAA-only concept realized by language binding support.

Implementations SHOULD realize the `JobArray` functionality as wrapper for DRM system job arrays, if available. If the DRM system has only single job support or incomplete job array support with respect to the DRMAA-provided functionality, implementations MUST offer the `JobArray` functionality on their own, for example based on looped activities with a list of jobs.

```
interface JobArray {
  readonly attribute string jobArrayId;
  readonly attribute JobList jobs;
  readonly attribute string sessionName;
  readonly attribute JobTemplate jobTemplate;
  void suspend();
  void resume();
```

```
    void hold();
    void release();
    void terminate();
    void reap();
  };
```

8.5.1 jobArrayId

This attribute reports the job identifier assigned to the job array by the DRM system in text form. If the DRM system has no job array support, the implementation MUST generate a system-wide unique identifier for the result of the `runBulkJobs` method.

8.5.2 jobs

This attribute provides the list of jobs that are part of the job array, regardless of their state.

8.5.3 sessionName

This attribute states the name of the `JobSession` that was used to create the bulk job represented by this instance. If the session name cannot be determined, for example since the bulk job was created outside of a DRMAA session, the attribute SHOULD have an `UNSET` value.

8.5.4 jobTemplate

This attribute provides a reference to a `JobTemplate` instance that has equal values to the one that was used for the job submission creating this `JobArray` instance.

8.5.5 suspend / resume / hold / release / terminate

The job control functions allow modifying the status of the job array in the DRM system, with the same semantic as in the `Job` interface (see Section 8.4.4). If one of the jobs in the array is in an inappropriate state for the particular method, the method MAY raise an `InvalidStateException`.

The methods SHOULD return after the action has been acknowledged by the DRM system for all jobs in the array, but MAY return before the action has been completed for all of the jobs. Some DRMAA implementations MAY allow this method to be used to control job arrays created externally to the DRMAA session. This behavior is implementation-specific.

8.5.6 reap

This function performs a `reap()` operation (see 8.4.5) for each of the jobs in the array. Non-reapable jobs MUST be silently skipped. The `JobArray` instance SHOULD remain valid. All further operations with it SHOULD act like the reaped jobs would have never been part of it.

8.6 Indirect environment variables

DRMAA implementations SHOULD implicitly set the environment variables `DRMAA_INDEX_VAR` and `DRMAA_JOB_ID` for each job submitted to the DRM system.

One possible implementation strategy is the transparent addition of environment variable specifications during job submission. Such a definition SHOULD NOT be visible for the application as part of the job template. If the application defines environment variables with the same name, they SHOULD override the default value.

The `DRMAA_INDEX_VAR` environment variable MUST contain the name of the DRM system environment variable that provides the parametric index of the job being executed. Examples are `TASK_ID` in GridEngine, `PBS_ARRAYID` in Torque, or `LSB_JOBINDEX` in LSF. For DRM systems that do not provide such an environment variable, `DRMAA_INDEX_VAR` SHOULD not be set. If the job is not a bulk job, `DRMAA_INDEX_VAR` SHOULD not be set.

The `DRMAA_JOB_ID` environment variable MUST contain the name of the DRM system environment variable that provides the unique identifier of the job being executed. For DRM systems that do not provide such an environment variable, `DRMAA_JOB_ID` SHOULD NOT be set.

9 Working with Advance Reservation

Advance reservation is a DRM system concept that allows the reservation of execution resources for jobs to be submitted in the future. DRMAA encapsulates such functionality of a DRM system with the interfaces and data structures described in this chapter.

DRMAA implementations for a DRM system that does not support advance reservation MUST still implement the described interfaces, in order to keep source code portability for DRMAA-based applications. All methods related to advance reservation MUST raise an `UnsupportedOperationExeption` in this case. Support for advance reservation is expressed by the `DrmaaCapability::ADVANCE_RESERVATION` flag (see Section 4.3).

9.1 ReservationSession Interface

Every `ReservationSession` instance acts as container for advance reservations in the DRM system. Every `Reservation` instance SHALL belong only to one `ReservationSession` instance.

```
interface ReservationSession {
  readonly attribute string contact;
  readonly attribute string sessionName;
  Reservation getReservation(in string reservationId);
  Reservation requestReservation(in ReservationTemplate reservationTemplate);
  ReservationList getReservations();
};
```

9.1.1 contact

This attribute reports the `contact` value that was used in the `createReservationSession` call for this instance (see Section 7.1). If no value was originally provided, the default contact string from the implementation MUST be returned. This attribute is read-only.

9.1.2 sessionName

This attribute reports the name of the session that was used for creating or opening this `Reservation` instance (see Section 7.1). This attribute is read-only.

9.1.3 getReservation

This method returns the `Reservation` instance that has the given `reservationId`. Implementations MAY support access to reservations created outside of a DRMAA session scope, under the same regularities as for the `MonitoringSession::getAllReservations` method (see Section 10.1.1). If no reservation matches, the method SHALL raise an `InvalidArgumentException`. Time-dependent effects of this method are implementation-specific.

9.1.4 requestReservation

The `requestReservation` method SHALL request an advance reservation in the DRM system as described by the `ReservationTemplate`. On a successful reservation, the method returns a `Reservation` instance that represents the advance reservation in the underlying DRM system.

If the current user is not authorized to create reservations, `DeniedByDrmsException` SHALL be raised. If the reservation cannot be performed by the DRM system due to invalid `ReservationTemplate` attributes, or if the demanded combination of resources is not available, `InvalidArgumentException` SHALL be raised. The exception SHOULD provide further details about the rejection cause in the extended error information (see Section 6).

Some of the requested conditions might be not fulfilled after the reservation was successfully created, for example due to execution host outages. In this case, the reservation itself SHOULD remain valid. A job using such a reservation may spend additional time in one of the non-`RUNNING` states. In this case, the `JobInfo::jobSubState` information SHOULD inform about this situation.

9.1.5 getReservations

This method returns the list of reservations successfully created so far in this session, regardless of their start and end time. The list of `Reservation` instances is only cleared in conjunction with the destruction of the actual session instance through `SessionManager::destroyReservationSession` (see Section 7.1).

9.2 Reservation Interface

The `Reservation` interface represents attributes and methods available for an advance reservation successfully created in the DRM system. Implementations MAY offer `Reservation` instances for advance reservations created outside of a DRMAA session.

```
interface Reservation {
  readonly attribute string reservationId;
  readonly attribute string sessionName;
  readonly attribute ReservationTemplate reservationTemplate;
  ReservationInfo getInfo();
  void terminate();
};
```

9.2.1 reservationId

The `reservationId` is an opaque string identifier for the advance reservation. If the DRM system has identifiers for advance reservations, this attribute SHOULD provide the according value. If not, the DRMAA implementation MUST generate a value that is unique in time and extend of the DRM system.

9.2.2 sessionName

This attribute states the name of the `ReservationSession` that was used to create the advance reservation instance. If the session name cannot be determined, for example since the reservation was created outside of a DRMAA session, the attribute SHOULD have an `UNSET` value.

9.2.3 reservationTemplate

This attribute provides a reference to a `ReservationTemplate` instance that has equal values to the one that was used to create this reservation. For reservations created outside of a DRMAA session, implementations MUST also return a `ReservationTemplate` instance, which MAY be empty or only partially filled.

9.2.4 getInfo

This method returns a `ReservationInfo` instance under the conditions described in Section 5.6. The method SHOULD throw `InvalidArgumentException` if the reservation is already expired (i.e., its end time passed), or if it was previously terminated.

9.2.5 terminate

This method terminates the advance reservation represented by this `Reservation` instance. All jobs submitted with a reference to this reservation SHOULD be terminated by the DRM system or the implementation, regardless of their current state.

10 Monitoring the DRM System

The monitoring support in DRMAA focusses on the investigation of resources and on global data maintained by the DRM system. Session-related information is available from the `JobSession` and `ReservationSession` instances, respectively.

10.1 MonitoringSession Interface

The `MonitoringSession` interface provides a set of stateless methods for fetching information about the DRM system and the DRMAA implementation itself.

```
interface MonitoringSession {
  ReservationList getAllReservations();
  JobList getAllJobs(in JobInfo filter);
  QueueInfoList getAllQueues(in StringList names);
  MachineInfoList getAllMachines(in StringList names);
};
```

The returned data SHOULD be related to the current user running the DRMAA-based application. For example, the `getAllQueues` function MAY be reduced to only report queues that are usable or generally accessible for the DRMAA application and the user performing the query.

Because of cases where such a list reduction may demand excessive overhead in the DRMAA implementation, an unreduced or only partially reduced result MAY also be returned. The behavior of the DRMAA implementation in this regard should be clearly documented. In all cases, the list items MUST be valid input for job submission or advance reservation through the DRMAA API, but MAY lead to later exceptions.

10.1.1 getAllReservations

This method returns the list of all advance reservations visible for the user running the DRMAA-based application. In contrast to a `ReservationSession::getReservations` call, this method SHOULD also return reservations that were created outside of DRMAA (e.g., through command-line tools) by this user.

The DRM system or the DRMAA implementation is at liberty to restrict the set of returned reservations based on site or system policies, such as security settings or scheduler load restrictions. The returned list MAY contain reservations that were created by other users. It MAY also contain reservations that are not usable for the user.

This method SHALL raise an `UnsupportedOperationException` if advance reservation is not supported by the implementation.

10.1.2 getAllJobs

This method returns the list of all DRMS jobs visible to the user running the DRMAA-based application. In contrast to a `JobSession::getJobs` call, this method SHOULD also return jobs that were submitted outside of DRMAA (e.g., through command-line tools) by this user. The returned list MAY also contain jobs that were submitted by other users if the security policies of the DRM system allow such global visibility. The DRM system or the DRMAA implementation is at liberty, however, to restrict the set of returned jobs based on site or system policies, such as security settings or scheduler load restrictions.

Querying the DRM system for all jobs might result in returning an excessive number of `Job` objects. Implications to the library implementation are out of scope for this specification.

The method supports a `filter` argument for fetching only a subset of the job information available. Both the return value semantics and the filter semantics SHOULD be similar to the ones described for the `JobSession::getJobs` method (see Section 8.2).

Language bindings SHOULD NOT try to solve the scalability issues by replacing the sequence type of the return value with some iterator-like solution. This approach would break the basic snapshot semantic intended for this method.

10.1.3 getAllQueues

This method returns a list of queues available for job submission in the DRM system. The names from all `QueueInfo` instances in this list SHOULD be a valid input for the `JobTemplate::queueName` attribute (see Section 5.7.14). The result can be an empty list or might be incomplete, based on queue, host, or system policies. It might also contain queues that are not accessible for the user at job submission time because of queue configuration limits.

The `names` parameter supports restricting the result to `QueueInfo` instances that have one of the names given in the argument. If the `names` parameter value is `UNSET`, all `QueueInfo` instances should be returned.

10.1.4 getAllMachines

This method returns the list of machines available in the DRM system as execution host. The returned list might be empty or incomplete based on machine or system policies. The returned list might also contain machines that are not accessible for the user, e.g., because of host configuration limits.

The `names` parameter supports restricting the result to `MachineInfo` instances that have one of the names given in the argument. If the `names` parameter value is `UNSET`, all `MachineInfo` instances should be returned.

11 Complete DRMAA IDL Specification

The following text shows the complete IDL specification for the DRMAAv2 application programming interface. The ordering of IDL constructs here has no normative meaning, but ensures an easier compilation with a standard CORBA IDL compiler for syntactical correctness checks. This demands also some additional forward declarations to resolve circular dependencies.

```
module DRMAA2 {

  enum JobState {
    UNDETERMINED, QUEUED, QUEUED_HELD, RUNNING, SUSPENDED, REQUEUED,
    REQUEUED_HELD, DONE, FAILED};

  enum OperatingSystem {
    AIX, BSD, LINUX, HPUX, IRIX, MACOS, SUNOS, TRU64, UNIXWARE, WIN,
    WINNT, OTHER_OS};

  enum CpuArchitecture {
    ALPHA, ARM, ARM64, CELL, PARISC, PARISC64, X86, X64, IA64, MIPS,
    MIPS64, PPC, PPC64, PPC64LE, SPARC, SPARC64, OTHER_CPU};


  enum DrmaaEvent {
    NEW_STATE, MIGRATED, ATTRIBUTE_CHANGE
  };

  enum DrmaaCapability {
    ADVANCE_RESERVATION, RESERVE_SLOTS, CALLBACK, BULK_JOBS_MAXPARALLEL,
     JT_EMAIL, JT_STAGING, JT_DEADLINE, JT_MAXSLOTS, JT_ACCOUNTINGID,
    RT_STARTNOW, RT_DURATION, RT_MACHINEOS, RT_MACHINEARCH
  };

  typedef sequence<string> OrderedStringList;
  typedef sequence<string> StringList;
  typedef sequence<Job> JobList;
  typedef sequence<QueueInfo> QueueInfoList;
  typedef sequence<MachineInfo> MachineInfoList;
  typedef sequence<SlotInfo> OrderedSlotInfoList;
  typedef sequence<Reservation> ReservationList;
  typedef sequence< sequence<string,2> > Dictionary;
  typedef string AbsoluteTime;
  typedef long long TimeAmount;
  native ZERO_TIME;
  native INFINITE_TIME;
  native NOW;
```

```
native HOME_DIRECTORY;
native WORKING_DIRECTORY;
native PARAMETRIC_INDEX;

struct JobInfo {
  string jobId;
  string jobName;
  long exitStatus;
  string terminatingSignal;
  string annotation;
  JobState jobState;
  any jobSubState;
  OrderedSlotInfoList allocatedMachines;
  string submissionMachine;
  string jobOwner;
  long slots;
  string queueName;
  TimeAmount wallclockTime;
  long cpuTime;
  AbsoluteTime submissionTime;
  AbsoluteTime dispatchTime;
  AbsoluteTime finishTime;
};

struct SlotInfo {
  string machineName;
  long slots;
};

struct ReservationInfo {
  string reservationId;
  string reservationName;
  AbsoluteTime reservedStartTime;
  AbsoluteTime reservedEndTime;
  StringList usersACL;
  long reservedSlots;
  OrderedSlotInfoList reservedMachines;
};

struct JobTemplate {
  string remoteCommand;
  OrderedStringList args;
  boolean submitAsHold;
  boolean rerunnable;
  Dictionary jobEnvironment;
  string workingDirectory;
  string jobCategory;
  StringList email;
```

```
    boolean emailOnStarted;
    boolean emailOnTerminated;
    string jobName;
    string inputPath;
    string outputPath;
    string errorPath;
    boolean joinFiles;
    string reservationId;
    string queueName;
    long minSlots;
    long maxSlots;
    long priority;
    OrderedStringList candidateMachines;
    long minPhysMemory;
    OperatingSystem machineOS;
    CpuArchitecture machineArch;
    AbsoluteTime startTime;
    AbsoluteTime deadlineTime;
    Dictionary stageInFiles;
    Dictionary stageOutFiles;
    Dictionary resourceLimits;
    string accountingId;
  };

  struct ReservationTemplate {
    string reservationName;
    AbsoluteTime startTime;
    AbsoluteTime endTime;
    TimeAmount duration;
    long minSlots;
    long maxSlots;
    string jobCategory;
    StringList usersACL;
    OrderedStringList candidateMachines;
    long minPhysMemory;
    OperatingSystem machineOS;
    CpuArchitecture machineArch;
  };

  struct DrmaaNotification {
    DrmaaEvent event;
    string jobId;
    string sessionName;
    JobState jobState;
  };

  struct QueueInfo {
    string name;
```

```
};

struct Version {
  string major;
  string minor;
};

struct MachineInfo {
  string name;
  boolean available;
  long sockets;
  long coresPerSocket;
  long threadsPerCore;
  double load;
  long physMemory;
  long virtMemory;
  OperatingSystem machineOS;
  Version machineOSVersion;
  CpuArchitecture machineArch;
};

exception DeniedByDrmsException {string message;};
exception DrmCommunicationException {string message;};
exception TryLaterException {string message;};
exception TimeoutException {string message;};
exception InternalException {string message;};
exception InvalidArgumentException {string message;};
exception InvalidSessionException {string message;};
exception InvalidStateException {string message;};
exception OutOfResourceException {string message;};
exception UnsupportedAttributeException {string message;};
exception UnsupportedOperationException {string message;};
exception ImplementationSpecificException {string message; long code;};

interface DrmaaReflective {
  readonly attribute StringList jobTemplateImplSpec;
  readonly attribute StringList jobInfoImplSpec;
  readonly attribute StringList reservationTemplateImplSpec;
  readonly attribute StringList reservationInfoImplSpec;
  readonly attribute StringList queueInfoImplSpec;
  readonly attribute StringList machineInfoImplSpec;
  readonly attribute StringList notificationImplSpec;

  string getInstanceValue(in any instance, in string name);
  void setInstanceValue(in any instance, in string name, in string value);
  string describeAttribute(in any instance, in string name);
};
```

```
interface DrmaaCallback {
  void notify(in DrmaaNotification notification);
};

interface ReservationSession {
  readonly attribute string contact;
  readonly attribute string sessionName;
  Reservation getReservation(in string reservationId);
  Reservation requestReservation(in ReservationTemplate reservationTemplate);
  ReservationList getReservations();
};

interface Reservation {
  readonly attribute string reservationId;
  readonly attribute string sessionName;
  readonly attribute ReservationTemplate reservationTemplate;
  ReservationInfo getInfo();
  void terminate();
};

interface JobArray {
  readonly attribute string jobArrayId;
  readonly attribute JobList jobs;
  readonly attribute string sessionName;
  readonly attribute JobTemplate jobTemplate;
  void suspend();
  void resume();
  void hold();
  void release();
  void terminate();
  void reap();
};

interface JobSession {
  readonly attribute string contact;
  readonly attribute string sessionName;
  readonly attribute StringList jobCategories;
  JobList getJobs(in JobInfo filter);
  JobArray getJobArray(in string jobArrayId);
  Job runJob(in JobTemplate jobTemplate);
  JobArray runBulkJobs(
      in JobTemplate jobTemplate,
      in long beginIndex,
      in long endIndex,
      in long step,
      in long maxParallel);
  Job waitAnyStarted(in JobList jobs, in TimeAmount timeout);
  Job waitAnyTerminated(in JobList jobs, in TimeAmount timeout);
};
```

```
  interface Job {
    readonly attribute string jobId;
    readonly attribute string sessionName;
    readonly attribute JobTemplate jobTemplate;
    void suspend();
    void resume();
    void hold();
    void release();
    void terminate();
    void reap();
    JobState getState(out any jobSubState);
    JobInfo getInfo();
    void waitStarted(in TimeAmount timeout);
    void waitTerminated(in TimeAmount timeout);
  };

  interface MonitoringSession {
    ReservationList getAllReservations();
    JobList getAllJobs(in JobInfo filter);
    QueueInfoList getAllQueues(in StringList names);
    MachineInfoList getAllMachines(in StringList names);
  };

  interface SessionManager{
    readonly attribute string drmsName;
    readonly attribute Version drmsVersion;
    readonly attribute string drmaaName;
    readonly attribute Version drmaaVersion;
    boolean supports(in DrmaaCapability capability);
    JobSession createJobSession(in string sessionName,
                                in string contact);
    ReservationSession createReservationSession(in string sessionName,
                                                in string contact);
    JobSession openJobSession(in string sessionName);
    ReservationSession openReservationSession(in string sessionName);
    MonitoringSession openMonitoringSession (in string contact);
    void closeJobSession(in JobSession s);
    void closeReservationSession(in ReservationSession s);
    void closeMonitoringSession(in MonitoringSession s);
    void destroyJobSession(in string sessionName);
    void destroyReservationSession(in string sessionName);
    StringList getJobSessionNames();
    StringList getReservationSessionNames();
    void registerEventNotification(in DrmaaCallback callback);
  };

};
```

12 Security Considerations

The DRMAA API does not specifically assume the existence of a particular security infrastructure in the DRM system. The scheduling scenario described herein presumes that security is handled at the point of interaction with the DRM system. It is assumed that user credentials owned by the application using the API are in effect for the DRMAA implementation too, so that it acts as stakeholder for the application.

An authorized but malicious user could use a DRMAA implementation or a DRMAA-enabled application to saturate a DRM system with a flood of requests. Unfortunately for the DRM system, this case is not distinguishable from the case of an authorized good-natured user who has many jobs to be processed. For temporary load defense, implementations SHOULD utilize the `TryLaterException`, if possible. In case of permanent issues, the implementation SHOULD raise the `DeniedByDrmsException`.

DRMAA implementers SHOULD guard their product against buffer overflows that can be exploited through DRMAA enabled interactive applications or portals. Implementations of the DRMAA API will most likely require a network to coordinate subordinate DRM system requests. However, the API makes no assumptions about the security posture provided by the networking environment. Therefore, application developers SHOULD also consider the security implications of "on-the-wire" communications in this case.

For environments that allow remote or protocol based DRMAA clients, the implementation SHOULD offer support for secure transport layers to prevent man in the middle attacks.

13 Contributors

The DRMAA working group is grateful to numerous colleagues for support and discussions on the topics covered in this document, in particular (in alphabetical order, with apologies to anybody we have missed):

Guillaume Alleon, Ali Anjomshoaa, Ed Baskerville, Harald Böhme, Nadav Brandes, Matthieu Cargnelli, Karl Czajkowski, Piotr Domagalski, Fritz Ferstl, Paul Foley, Nicholas Geib, Becky Gietzel, Alleon Guillaume, Daniel S. Katz, Andreas Haas, Tim Harsch, Greg Hewgill, Rayson Ho, Eduardo Huedo, Dieter Kranzmüller, Krzysztof Kurowski, Peter G. Lane, Miron Livny, Ignacio M. Llorente, Martin v. Löwis, Andre Merzky, Thijs Metsch, Ruben S. Montero, Greg Newby, Steven Newhouse, Michael Primeaux, Greg Quinn, Hrabri L. Rajic, Martin Sarachu, Jennifer Schopf, Enrico Sirola, Chris Smith, Ancor Gonzalez Sosa, Douglas Thain, John Tollefsrud, Jose R. Valverde, and Peter Zhu.

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14 Intellectual Property Statement

15 Disclaimer

16 Full Copyright Notice

17 References

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A Errata 2 (July 2015)

The following changes were applied in the July 2015 revision of this document:

`enum ResourceLimitType` was removed, since enumeration values are typically numeric in language bindings, but the dictionary type allows only string keys. This was discussed in issue # 57 of the C binding, but turned out to be a general problem of the root specification. All former enumeration members are now native constants, their initialization is clarified by the language binding. Section 5.7.25 and 3 were modified accordingly.

`JobInfo` now contains a new member `jobName`, since this attribute is supported in the job templates too. Section 5.5 was updated with the additional attribute description. This fixes issue #102.

`Job` and `JobArray` now offer a `reap` method, described in Section 8.4.5 and 8.5.6. This fixes issue #163.

Section 7.1.6 was updated to clarify that newly created job sessions are also openend. This solves issue #61.

Minor corrections of formulations were done for clearness, without changing the rules of the specification (issue #292, issue #291, issue #288, issue #286). The author affiliations and dates were updated.

The meaning of the word 'user' was clarified by an addition to Section 1.1. This resolves issue #290.

Originally, the spec strictly demanded a job category in reservation templates with minSlots or maxSlots > 1. This was changed to a pure implementation recommendation, which fixes issue #289.

The PPC64LE architecture was introduced in Section 4.2, which fixes issue #287.

The language binding rules in Section 7.1.9 were relaxed, which solves issue #285.

B Errata 1 (November 2012)

The following changes were applied in the November 2012 revision of this document:

`HOME_DIRECTORY`, `WORKING_DIRECTORY` and `PARAMETRIC_INDEX` are now native string constants, instead of being a separate enumeration.

The term `TRUE64` was changed to `TRU64`.

The enumeration of CPU architectures was extended with the following entries: `ARM64, PARISC64, MIPS64`. The JSDL mappings are the same as for the 32-bit counterparts of these architectures.

`DATA_SEG_SIZE` was renamed to `DATA_SIZE`. The description of this attribute was modified in the following way:

- *DATA_SIZE:* The maximum amount of memory the job can allocate for initialized data, uninitialized data and heap space, in kilobyte.

The following two sentences were removed without replacement:

> *The largest (syntactically) allowed value for endIndex MUST be defined by the language binding.*
>
> *Further restrictions on the maximum endIndex MAY be implied by the implementation.*

The return type of `waitStarted` and `waitTerminated` was changed from `Job` to `void`.