Infrastructure - Task #1687

Story # 975 (Closed): Refactor to support synchronization across multiple MNs

Distributed job execution

2011-07-20 18:46 - Robert Waltz

Status:	Closed	**Start date:**	2011-07-20
Priority:	Normal	**Due date:**	
Assignee:	Robert Waltz	**% Done:**	100%
Category:	d1_synchronization	**Estimated time:**	0.00 hour
Target version:	Sprint-2011.37-Block.5		
Milestone:	CCI-0.6.2	**Story Points:**	
Product Version:	*		

Description

A job will execute on a given schedule. Though a trigger will execute on a home machine, the execution of the job may be distributed to a remote machine. Hazelcast allows for distributed executor service.

SyncObjectExecutor creates a single thread on each CN that runs a SyncObjectTask. SyncObjectTask polls on the syncObjectQueue (a hazelcast queue) for synchronization tasks to run. Each CN will run a maximum configurable set of tasks for each membernode being synchronized. A sync task is associated with an object. For each object that needs synchronization a TransferObjectTask thread is executed.

an object that fails to synchronize is submitted to the MN via the sync failure interface.

History

#1 - 2011-09-28 18:53 - Robert Waltz

- Status changed from New to Closed