BSPMaster

Introduction

The main responsibility of BSPMaster can be found at Architecture

Services

The BSPMaster is a collection of services performing different tasks, including:

- masterServer: An RPC server.
- instructor: Asynchronous message dispatcher.
- taskScheduler: A task scheduling service.
- infoServer: A http server.
- supervisor: (TODO: move to Monitor?)
- systemDirCleaner: Cleanup system directory, default /tmp/hadoop/bsp/system, on HDFS.
- syncClient: ZooKeeper client
- ~~timer service: TODO~~

- Receptionist
- Scheduler
- GroomManager
- Monitor

State

Two states are applied to BSPMaster node, including:

- Initializing
- Running
- Failed
- Shutting Down
- Recovering
- Stopped

MasterStateTransition.png|alt=BSPMaster State title=BSPMaster State!

Initializing

1. Create Identifier 2. Start RPC service 3. File System service
   a. Create System directory
      4. Start Barrier Synchronization service
   - ZooKeeper
      5. Start Scheduler
      6. Start Monitor
      7. Start Web UI

Note

- Merge 6, 7

Source

BSPMaster.java