

# BSPMaster

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## 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~~

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- [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](#)