



## UNICORE/X MANUAL

UNICORE Team

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The UNICORE/X server is the central component of a UNICORE site. It hosts the services such as job submission, job management, storage access, and provides the bridge to the functionality of the target resources, e.g. batch systems or file systems.

For more information about UNICORE visit <http://www.unicore.eu>.

## 1 Getting started

### 1.1 Prerequisites

To run UNICORE/X, you need Java (OpenJDK, Oracle or IBM). We recommend using the latest version of the OpenJDK.

If not installed on your system, you can download it from <http://www.oracle.com/technetwork/java/javase/downloads/index.html>

UNICORE/X has been developed and most extensively tested on Linux-like systems, but runs on MacOS/X and even Windows well

Please note that

- to integrate into secure production environments, you will need access to a certificate authority and generate certificates for all your UNICORE servers.
- to interface with a resource management system like Slurm or SGE, you need to install and configure the UNICORE TSI server.
- to make your resources easily accessible outside of your firewalls, you should setup and configure a UNICORE Gateway.

All these configuration options will be explained in the manual below.

### 1.2 Installation

UNICORE/X can be installed from either a tar.gz or zip archive, or (on Linux) from rpm/deb packages.

To install from the tar.gz or zip archive, unpack the archive in a directory of your choice. You should then review the config files in the conf/ directory, and adapt paths, hostname and ports. The config files are commented, and you can also check Section 2.

To install from a Linux package, please use the package manager of your system to install the archive.

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#### Note

Using the Linux packages, you can install only a single UNICORE/X instance per machine (without manual changes). The tar.gz / zip archives are self contained, and you can easily install multiple servers per machine.

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The following table gives an overview of the file locations for both tar.gz and Linux bundles.

Table 1: Directory Layout

Name in this manual	tar.gz, zip	rpm	Description
CONF	<basedir>/conf/	/etc/unicore/unicorex	Config files
LIB	<basedir>/lib/	/usr/share/unicore/unicorex	Java libraries
LOG	<basedir>/log/	/var/log/unicore/unicorex	Log files
BIN	<basedir>/bin/	/usr/sbin/	Start/stop scripts

### 1.2.1 Starting/Stopping

There are two scripts that expect to be run from the installation directory. To start, do

```
cd <basedir>
bin/start.sh
```

Startup can take some time. After a successful start, the log files (e.g. LOG/startup.log) contain a message "Server started." and a report on the status of any connections to other servers (e.g. the TSI or global registry).

To stop the server, do:

```
cd <basedir>
bin/stop.sh
```

Using systemd on Linux, you would do (as root)

```
systemctl start unicore-unicorex.service
```

### 1.2.2 Log files

UNICORE/X writes its log file(s) to the LOG directory. By default, log files are rolled daily. There is no automated removal of old logs, if required you will have to do this yourself.

Details about the logging configuration are given in Section [3.2](#).

## 2 Configuration of UNICORE/X

### 2.1 Overview of the main configuration options

UNICORE/X is the central component in a UNICORE system and as such has a number of interfaces to other UNICORE components, as well as many of configuration options. This section gives an overview of what can and should be configured. The detailed configuration guide follows in the next sections.

#### 2.1.1 Mandatory configuration

- **SSL certificates and basic security:** UNICORE uses SSL certificates for all servers. For UNICORE/X these settings are made in the `container.properties` config file
- **Attribute sources:** various ways are available to assign local attributes to users, such as Unix user name, groups and role. For details, consult Section 5.
- **Backend / target system access:** to access a resource manager like Slurm, the UNICORE TSI needs to be installed and UNICORE/X needs to be configured accordingly. Please consult Section 8.
- You can choose to enable/disable certain UNICORE features, for example if you wish to set up a storage-only UNICORE server. Please refer to Section 2.12.

UNICORE/X is configured using several config files residing in the CONF directory, see Section 1 for the location of the CONF directory.

### 2.2 Config file overview

The following table indicates the main configuration files. Depending on configuration and installed extensions, some of these files may not be present, or more files may be present.

UNICORE/X watches some configuration files for changes, and tries to reconfigure if they are modified, at least where possible. This is indicated in the "dynamically reloaded" column.

Table 2: UNICORE/X configuration files

config file	usage	dynamically reloaded
<code>startup.properties</code>	Java process settings (e.g. memory), <code>lib/log/conf</code> directories	no
<code>logging.properties</code>	Logging levels, logfiles and their properties	yes

Table 2: (continued)

config file	usage	dynamically reloaded
uas.config	Main server config file. Defines features, storages, AuthN/AuthZ, AIPs/PDPs	no
container.properties	Server address, SSL settings, Web server settings	no
xnjs.properties	Backend properties for the UNICORE TSI	no
simpleidb	Backend, installed applications, resources	yes
simpleuudb	Maps user DNs to local attributes (optional)	yes
rest-users.txt	Usernames/passwords for REST authentication (optional)	yes
xacml2Policies/*.xml	Access control policy for securing the web services	yes, via xacml2.config (do <i>touch xacml2.config</i> to trigger)
xacml2.config	Configure the XACML2 access control component	yes
vo.config	Configure the use of Unity as an attribute source (optional)	no

### 2.3 Settings for the UNICORE/X process (e.g. memory)

The properties controlling the Java virtual machine running the UNICORE/X process are configured in

- UNIX: the CONF/startup.properties configuration file
- Windows: the "CONF\wrapper.conf" configuration file

These properties include basic settings (like maximum memory), see Section 3 for more on these.

General

### 2.4 Config file formats

UNICORE/X uses two different formats for configuration.



### 2.4.1 Java properties

- Each property can be assigned a value using the syntax "name=value"
- Please do not quote values, as the quotes will be interpreted as part of the value
- Comment lines are started by the "#"
- Multiline values are possible by ending lines with "\", e.g.

```
name=value1 \  
value2
```

In this example the value of the "name" property will be "value1 value2".

You can use system environment variables within property values, e.g.

```
name=${some_systemvariable}
```

Only use this syntax `${...}` to reference UNICORE/X system variables!

To use UNIX system variables e.g. in storage path definitions use the syntax `$VARIABLE`, i.e. WITHOUT curly braces.

### 2.4.2 XML

Various XML dialects are being used, so please refer to the example files distributed with UNICORE for more information on the syntax. In general XML is a bit unfriendly to edit, and it is rather easy to introduce typos.

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**Note**

It is advisable to run a tool such as *xmllint* after editing XML files to check for typos

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## 2.5 UNICORE/X container configuration overview

The following table gives an overview of the basic settings for a UNICORE/X server. These can be set in `uas.config` or `container.properties`. Many of the settings (e.g. security) will be explained in more detail in separate sections.

Property name	Type	Default value / mandatory	Description
container.baseurl	string	-	Server URL as visible from the outside, usually the gateway's address, including <i>/services</i>
container.client.	string can have subkeys	-	Properties with this prefix are used to configure clients created by the container. See separate documentation for details.
container.external	list of registry.url properties with a common prefix	*	List of external registry URLs to register local services. ( <i>runtime updateable</i> )
container.external	{true, false}.use	false	Whether the service should register itself in external registry(-ies), defined separately. ( <i>runtime updateable</i> )
container.external	string	-	Server URL as visible from the outside, usually the gateway's address.
container.feature.	string can have subkeys	-	Properties with this prefix are used to configure the deployed features. See separate documentation for details.
container.host	string	localhost	Server interface to listen on.
container.httpServer	string can have subkeys	-	Properties with this prefix are used to configure container's Jetty HTTP server. See separate documentation for details.
container.onstartu	string	-	Space separated list of runnables to be executed on server startup. It is preferred to use onstartup.
container.onstartu	list of <NUMBER> properties with a common prefix	-	List of runnables to be executed on server startup.
container.onstartu	{true, false}	true	Controls whether to run tests of connections to external services on startup.

Property name	Type	Default value / mandatory	Description
container.persiste	string <i>can have subkeys</i>	-	Properties with this prefix are used to configure container's persistence layer. See separate documentation for details.
container.port	integer [0—65535]	7777	Server listen port.
container.resource	integer number. id	10000	The timeout in millis for removing idle threads.
container.resource	integer number. max	32	The maximum thread pool size for the scheduled execution service
container.resource	integer number. min	3	The minimum thread pool size for the scheduled execution service
container.resource	integer number. id	10000	Timeout in millis for removing idle threads.
container.resource	integer number. scheduled	size	Defines the thread pool size for the execution of scheduled services.
container.security	string <i>can have subkeys</i>	-	Properties with this prefix are used to configure container's security. See separate documentation for details.
container.servlets	string	/services	Servlet context path. In most cases shouldn't be changed.
container.sitename	string	DEMO-SITE	Short, human friendly, name of the target system, should be unique in the grid.
container.wsrfe	integer number <i>can have subkeys</i>	120 [.*]	The initial delay for resource expiry checking (seconds). Additionally it can be used as a per-service setting, after appending a dot and service name to the property key.

Property name	Type	Default value / mandatory	Description
container.wsrfl.expiry	integer number <i>can have subkeys</i>	60 [.*]	The interval for resource expiry checking (seconds). Additionally it can be used as a per-service setting, after appending a dot and service name to the property key.
container.wsrfl.timeout	integer number <i>can have subkeys</i>	30 [.*]	The timeout when attempting to lock resources. Additionally it can be used as a per-service setting, after appending a dot and service name to the property key.
container.wsrfl.lifetime	integer number <i>can have subkeys</i>	6400	Default lifetime of resources (in seconds). Add dot and service name as a suffix of this property to set a default per particular service type.
container.wsrfl.lifetimeMaximum	integer number <i>can have subkeys</i>	[.*]	Maximum lifetime of resources (in seconds). Add dot and service name as a suffix of this property to set a limit per particular service type.
container.wsrfl.maxResourcesPerUser	integer number <i>can have subkeys</i>	2147483647	Maximum number per user of WS-resource instances. Add dot and service name as a suffix of this property to set a limit per particular service type.
container.wsrfl.persistence.persistent	string	setfzj.un	Implementation used to maintain the persistence of WS-resources state.
container.wsrfl.serviceTermination	integer number	800	The default termination time of service group entries in seconds.

## 2.6 Integration of UNICORE/X with other parts of a UNICORE infrastructure

Since UNICORE/X is the central component, it is interfaced to other parts of the UNICORE architecture, i.e. the Gateway and (optionally) a Registry.

### 2.6.1 Gateway

The gateway address is hard-coded into CONF/container.properties, using the "container.baseurl" property:

```
container.baseurl=https://Gateway_HOST:Gateway_PORT/SITENAME/ ↔  
services
```

where Gateway\_HOST and Gateway\_PORT are the host and port of the gateway, and SITE-NAME is the UNICORE/X site name. The gateway address **MUST** be accessible from the UNICORE/X node!

On the gateway side, the UNICORE/X address is hard-coded as well, using an entry SITE-NAME=address in the connections.properties file pointing to the network address of the UNICORE/X container.

### 2.6.2 Registry

It is possible to configure UNICORE/X to contact one or more external or "global" Registries in order to publish information on crucial services there.

For example

```
container.externalregistry.use=true  
container.externalregistry.url=https://host1:8080/REGISTRY/services ↔  
/Registry?res=default_registry  
container.externalregistry.url2=https://host2:8080/BACKUP/services/ ↔  
Registry?res=default_registry
```

### 2.6.3 Unity

If you want to support user authentication via Unity, you have to configure UNICORE/X to trust one or more Unity servers. This is done using the `container.security.trustedAssertionIssuers` property. This configures a truststore containing the certificates of all trusted Unity servers (NOT the CA certificates).

For example, to configure a directory containing the trusted certificates in PEM format:

```
# configure trusted Unity certificates  
container.security.trustedAssertionIssuers.type=directory  
container.security.trustedAssertionIssuers.directoryLocations.1= ↔  
conf/unity/unity.pem
```

All the usual options for configuring truststores are available here, as well, as described in Section .

---

**Note**

To enable certificate-less end user access, you will also make sure that the Gateway does not require SSL client-authentication. Please refer to the Gateway manual.

---

## 2.7 Startup code

In order to provide a flexible initialization process for UNICORE/X, there is a set of properties named "container.onstartup.\*". The value(s) of this property consists of a whitespace separated list of Java classes which must be implementing the "Runnable" interface. Many extensions for UNICORE/X rely on an entry in this property to initialise themselves.

Table 3: Startup code

class name	description	usage
de.fzj.unicore.uas.util.DefaultOnStartup	Initialises the job management system and the "local" registry; should usually be run on startup	normal UNICORE/X servers

## 2.8 Security

### 2.8.1 Overview

Security is a complex issue, and many options exist. On a high level, the following items need to be configured.

- SSL setup (keystore and truststore settings for securing the basic communication between components)
- Attribute sources configuration which assign an authorisation role, UNIX login, group and other properties to UNICORE users. A number of attribute sources exist, which can be combined using various combining algorithms. These are configured in the uas.config file. Due to the complexity, the description of the configuration options can be found in Section 5.
- Access control setup (controlling in detail who can do what on which services). Again, several options exist, which are described in Section 15.

**2.8.2 General security options**

This table presents all security related options, except credential and truststore settings which are described in the subsequent section.

Property name	Type	Default value / mandatory	Description
container.security[true, false] <i>control</i>	boolean	[true]	Controls whether access checking (authorisation) is enabled. Can be used per service after adding dot and service name to the property key. ( <i>runtime updateable</i> )
container.security	Class extending de.fzj.unicore.wsrflite.security.pdp	rol.pdp	Controls which Policy Decision Point (PDP, the authorisation engine) should be used. Default value is determined as follows: if eu.unicore.uas.pdp.local.LocalHerasafPDP is available then it is used. If not then this option becomes mandatory.
container.security	file system path	rol.pdpConf	Path of the PDP configuration file
container.security	list of properties with a common prefix	ServiceIdent	List of additional service identifiers (e.g. URLs where this service is accessible) accepted in SAML authentication.
container.security	string <i>control</i> <i>subkeys</i>	[.*]	Prefix used for configurations of particular attribute sources.
container.security	string	MERGE	What algorithm should be used for combining the attributes from multiple attribute sources (if more than one is defined).
container.security	string	order	Attribute sources in invocation order.

Property name	Type	Default value / mandatory	Description
container.security	string <i>can have subkeys</i>	[-. *]	Properties with this prefix are used to configure the credential used by the container. See separate documentation for details.
container.security	list of properties with a common prefix	<empty string>	List of default VOs, which should be assigned for a request without a VO set. The first VO on the list where the user is member will be used.
container.security	string <i>can have subkeys</i>	Truststore.	[When separate Delegation-Truststore is true allows to configure the trust delegation truststore (using normal truststore properties with this prefix).
container.security	string <i>can have subkeys</i>	attributes [.*]	Prefix used for configurations of particular dynamic attribute sources.
container.security	string	MERGE_LAST	When enabled, should be used for combining the attributes from multiple dynamic attribute sources (if more than one is defined).
container.security	string	DynamicAttributes.order	Dynamic attribute sources in invocation order.
container.security	filesystem path	certificate	Path to gateway's certificate file in PEM or DER format. Note that DER format is used only for files with <i>.der</i> extension. It is used only for gateway's authentication assertions verification (if enabled). Note that this is not needed to set it if waiting for gateway on startup is turned on.
container.security	[true, false]	checkSignature	Controls whether gateway's authentication assertions are verified.



Property name	Type	Default value / mandatory	Description
container.security[true, false].enable	boolean	true	Whether to accept gateway-based authentication. Note that if it is enabled either the site must be secured (usually via firewall) to disable non-gateway access or the verification of gateway's assertions must be enabled.
container.security[true, false].registration	boolean	false	Whether the site should try to autoregister itself with the Gateway. This must be also configured on the Gateway side.
container.security.registrationSecret	string		Required secret when autoregistering with the Gateway. This must match the secret configured on the Gateway side.
container.security.registrationUpdate	integer > 0	30	How often the automatic gateway registration should be refreshed.
container.security[true, false].waitOnStartup	boolean	true	Controls whether to wait for the gateway at startup.
container.security[integer > 0].waitTime	integer > 0	180	Controls for how long to wait for the gateway on startup (in seconds).
container.security	string can have subkeys	-	Prefix used to configure REST subsystem security. See separate docs.
container.security[true, false].delegationTrust	boolean	false	Significant for XSEDE integration: when turned on, allows for using a separate truststore for delegation checking then the one used for SSL connections checking.
container.security[integer > 0].lifetime	integer > 0	1800	Controls the lifetime of security sessions (in seconds).

Property name	Type	Default value / mandatory	Description
container.security	[true, false] Enabled	true	Controls whether the server supports security sessions which reduce client/server traffic and load.
container.security	integer >= 1 Per User		Controls the number of security sessions each user can have. If exceeded, some cleanup will be performed.
container.security	[true, false] res	false	Controls whether signatures (providing non-repudiation guarantees) on key requests should be required. If the system is setup without user certificates, signatures must be disabled.
container.security	[true, false] led	true	Controls whether secure SSL mode is enabled.
container.security	string <i>subkeys</i> have AssertionIssuer		Allows for configuring a truststore (using normal truststore properties with this prefix) with certificates of trusted services (not CAs!) which are permitted to issue trust delegations and authenticate with SAML. Typically this truststore should contain certificates of all Unity instances installed.
container.security	string <i>subkeys</i> have . [-.*]		Properties with this prefix are used to configure container's trust settings and certificates validation. See separate documentation for details.

### 2.8.3 Credential and truststore settings

These properties are used to configure the server's credential (used to make outgoing SSL connections) and truststore. The truststore controls which incoming SSL connections are accepted.

We recommend using a credential in PKCS12 or .pem format, and a directory containing .pem files as truststore.

Property name	Type	Default value / mandatory	Description
container.security.filesystem.path	fileSystemPath	mandatory to be set	Credential location. In case of <i>jks</i> , <i>pkcs12</i> and <i>pem</i> store it is the only location required. In case when credential is provided in two files, it is the certificate file path.
container.security[ <i>jks</i> , <i>pkcs12</i> , <i>der</i> , <i>pem</i> ]	credentialFormat	format	Format of the credential. It is guessed when not given. Note that <i>pem</i> might be either a PEM keystore with certificates and keys (in PEM format) or a pair of PEM files (one with certificate and second with private key).
container.security	credentialPassword	password	Password required to load the credential.
container.security	credentialKeyPath	keyPath	Location of the private key if stored separately from the main credential (applicable for <i>pem</i> and <i>der</i> types only),
container.security	credentialKeyPassword	keyPassword	Private key password, which might be needed only for <i>jks</i> or <i>pkcs12</i> , if key is encrypted with different password than the main credential password.
container.security	credentialKeyAlias	keyAlias	Keystore alias of the key entry to be used. Can be ignored if the keystore contains only one key entry. Only applicable for <i>jks</i> and <i>pkcs12</i> .

Property name	Type	Default value / mandatory	Description
container.security	[ALLOW, DENY]	ALLOW proxy	Controls whether proxy certificates are supported.

Property name	Type	Default value / mandatory	Description
container.security.keystore.type	[keystore, openssl, directory]	mandatory to be set	The truststore type.
container.security.updateInterval	integer number	60	How often the truststore should be reloaded, in seconds. Set to negative value to disable refreshing at runtime. ( <i>runtime updateable</i> )
--- Directory type settings ---			
container.security.directoryConnectionTime	integer number	15	Connection time for fetching the remote CA certificates in seconds.
container.security.directoryCachePath	filesystem path	directory	Directory where CA certificates should be cached, after downloading them from a remote source. Can be left undefined if no disk cache should be used. Note that directory should be secured, i.e. normal users should not be allowed to write to it.
container.security.directoryEncoding	[PEM, DER]	PEM	For directory truststore controls whether certificates are encoded in PEM or DER. Note that the PEM file can contain arbitrary number of concatenated, PEM-encoded certificates.
container.security.directoryLocations	list of properties with a common prefix	directory	List of CA certificates locations. Can contain URLs, local files and wildcard expressions. ( <i>runtime updateable</i> )
--- Keystore type settings ---			
container.security.keystoreFormat	string	keystore	The keystore type (jks, pkcs12) in case of truststore of keystore type.
container.security.keystorePassword	string	password	The password of the keystore type truststore.

Property name	Type	Default value / mandatory	Description
container.security.truststore.keystorePath	string	keystorePath	The keystore path in case of truststore of keystore type.
<i>--- Openssl type settings ---</i>			
container.security.truststore.opensslNewStyle	[true, false]	false	In case of openssl truststore, specifies whether the trust store is in openssl 1.0.0+ format (true) or older openssl 0.x format (false)
container.security.truststore.opensslNamespaceCheckOrder	[GLOBUS_EUGRIDPMA_AND_GLOBUS_EUGRIDPMA_REQUIRE, EU-GRIDPMA_GLOBUS_REQUIRE, GLOBUS_REQUIRE, EU-GRIDPMA_REQUIRE, EU-GRIDPMA_AND_GLOBUS_REQUIRE, GLOBUS_REQUIRE_IGNORE]		In case of openssl truststore, controls which (and in which order) namespace checking rules should be applied. The REQUIRE settings will cause that all configured namespace definitions files must be present for each trusted CA certificate (otherwise checking will fail). The AND settings will cause to check both existing namespace files. Otherwise REQUIRE_IGNORE is checked (in the order defined by the property).
container.security.truststore.opensslPath	filesystem path		Directory to be used for openssl truststore.
<i>--- Revocation settings ---</i>			
container.security.crlConnectTimeout	integer number	15	Connection timeout for fetching the remote CRLs in seconds (not used for Openssl truststores).

Property name	Type	Default value / mandatory	Description
container.security.filesystem.path.crlDiskCache	filesystem path	crlDiskCache	Directory where CRLs should be cached, after downloading them from remote source. Can be left undefined if no disk cache should be used. Note that directory should be secured, i.e. normal users should not be allowed to write to it. Not used for Openssl truststores.
container.security.filesystem.path.crlLocations	list of properties with a common prefix	crlLocations	List of CRLs locations. Can contain URLs, local files and wildcard expressions. Not used for Openssl truststores. ( <i>runtime updateable</i> )
container.security.crlMode	[REQUIRED, IF_VALID, IGNORE]	IF_VALID	General CRL handling mode. The IF_VALID setting turns on CRL checking only in case the CRL is present.
container.security.crlUpdateInterval	integer number	600	How often CRLs should be updated, in seconds. Set to negative value to disable refreshing at runtime. ( <i>runtime updateable</i> )
container.security.ocspCacheTime	integer number	3600	For how long the OCSP responses should be locally cached in seconds (this is a maximum value, responses won't be cached after expiration)
container.security.filesystem.path.ocspDiskCache	filesystem path	ocspDiskCache	If this property is defined then OCSP responses will be cached on disk in the defined folder.
container.security.filesystem.path.ocspLocalResponders	list of properties with a common prefix	ocspLocalResponders	Optional list of local OCSP responders

Property name	Type	Default value / mandatory	Description
container.security	[REQUIRE, IF_AVAILABLE, IGNORE]	oBspMoALAB	General OCSP ckecking mode. REQUIRE should not be used unless it is guaranteed that for all certificates an OCSP responder is defined.
container.security	integer number	oBspMoALAB	Timeout for OCSP connections in miliseconds.
container.security	[CRL, OCSP, OCSP_CRL]	oBspMoALAB	Controls overall revocation sources order
container.security	[true, false]	oBspMoALAB	Controls whether all defined revocation sources should be always checked, even if the first one already confirmed that a checked certificate is not revoked.

## 2.9 Configuring the execution backend (XNJS and TSI)

Information on the configuration of the XNJS and TSI backend can be found in Section 8.

## 2.10 Configuring storage services

Information on the configuration of the storage factory service, shared storages and per-user storages attached to target systems can be found in Section 12.

## 2.11 HTTP proxy, timeout and web server settings

A number of settings exist that control the the web server and the HTTPClient library used for outgoing HTTP(s) calls.

The HTTP server options are shown in the following table.

Property name	Type	Default value / mandatory	Description
container.httpServer	string	CORS_allowedHeaders	CORS: comma separated list of allowed HTTP headers (default: any)
container.httpServer	string	CORS_allowedVerbs	CORS: comma separated list of allowed HTTP verbs.

Property name	Type	Default value / mandatory	Description
container.httpServer.CORS_allowedOrigins	string		CORS: allowed script origins.
container.httpServer.CORS_preflightChain	[true, false]	false	CORS: whether preflight OPTION requests are chained (passed on) to the resource or handled via the CORS filter.
container.httpServer.CORS_exposedHeaders	string	empty	CORS: comma-separated list of HTTP headers that are allowed to be exposed to the client.
container.httpServer.disabledCipherSuites	string	empty string	Space separated list of SSL cipher suites to be disabled. Names of the ciphers must adhere to the standard Java cipher names, available here: <a href="http://docs.oracle.com/javase/8/docs/technotes-guides/security-SunProviders.html#SupportedCipherSuites">http://docs.oracle.com/javase/8/docs/technotes-guides/security-SunProviders.html#SupportedCipherSuites</a>
container.httpServer.enableCORS	[true, false]	false	Control whether Cross-Origin Resource Sharing is enabled. Enable to allow e.g. accessing REST services from client-side JavaScript.
container.httpServer.enableHsts	[true, false]	false	Control whether HTTP strict transport security is enabled. It is a good and strongly suggested security mechanism for all production sites. At the same time it can not be used with self-signed or not issued by a generally trusted CA server certificates, as with HSTS a user can't opt in to enter such site.



Property name	Type	Default value / mandatory	Description
container.httpServer[true, false]random	[true, false]	false	Use insecure, but fast pseudo random generator to generate session ids instead of secure generator for SSL sockets.
container.httpServer[true, false]enable	[true, false]	false	Controls whether to enable compression of HTTP responses.
container.httpServerinteger numberGzipSize	integer number	1024	Specifies the minimal size of message that should be compressed.
container.httpServerinteger numberConnections	integer number	200	If the number of connections exceeds this amount, then the connector is put into a special <i>low on resources</i> state. Existing connections will be closed faster. Note that the server will also go to the low on resources mode if there are no available threads in the pool. You can set this to 0 to disable the connections limit (and have only thread pool size governed limit). If set to a negative number then the <i>low on resources</i> mode won't be used at all.
container.httpServerinteger numberMaxIdleTime	integer number	10000	In low resource conditions, time (in ms.) before an idle connection will time out.
container.httpServerinteger numberIdleTime	integer number	200000	Time (in ms.) before an idle connection will time out. It should be large enough not to expire connections with slow clients, values below 30s are getting quite risky.

Property name	Type	Default value / mandatory	Description
container.httpServer.maxThreads	integer	255	Maximum number of threads to have in the thread pool for processing HTTP connections. Note that this number will be increased with few additional threads to handle connectors.
container.httpServer.minThreads	integer	1	Minimum number of threads to have in the thread pool for processing HTTP connections. Note that this number will be increased with few additional threads to handle connectors.
container.httpServer.requireClientAuthn	{true, false}	false	Controls whether the SSL socket requires client-side authentication.
container.httpServer.acceptClientAuthn	{true, false}	false	Controls whether the SSL socket accepts (but does not require) client-side authentication.
container.httpServer.xFrameAllowedFrom	string	http://localhost	URL origin that is allowed to embed web interface inside a (i)frame. Meaningful only if the xFrameOptions is set to <i>allowFrom</i> . The value should be in the form: <i>http[s]://host[:port]</i>
container.httpServer.xFrameOptions	{deny, sameOrigin, allowFrom, allow}	deny	Defines whether a clickjacking prevention should be turned on, by insertion of the X-Frame-Options HTTP header. The <i>allow</i> value disables the feature. See the RFC 7034 for details. Note that for the <i>allowFrom</i> you should define also the xFrameAllowed option and it is not fully supported by all the browsers.

The HTTP client options are the following

Property name	Type	Default value / mandatory	Description
container.client.debugging	<code>{true, false}</code>	Enabled	Controls whether signing of key web service requests should be performed.
container.client.httpAuth	<code>{true, false}</code>	Enabled	Whether HTTP basic authentication should be used.
container.client.httpPassword	string	empty string	Password for use with HTTP basic authentication (if enabled).
container.client.httpUser	string	empty string	Username for use with HTTP basic authentication (if enabled).
container.client.incomingHandlers	string	empty string	Space separated list of additional handler class names for handling incoming WS messages
container.client.maxRetries	integer number	0	Controls how many times the client should try to call a failing web service. Note that only the transient failure reasons cause the retry. Note that value of 0 enables unlimited number of retries, while value of 1 means that only one call is tried.
container.client.messageLogging	<code>{true, false}</code>	false	Controls whether messages should be logged (at INFO level).
container.client.outgoingHandlers	string	empty string	Space separated list of additional handler class names for handling outgoing WS messages
container.client.session	<code>{true, false}</code>	on	Controls whether security sessions should be enabled.

Property name	Type	Default value / mandatory	Description
container.client.ssl.hostnameChecking	[NONE, WARN, FAIL]	WARN	Controls whether server's hostname should be checked for matching its certificate subject. This verification prevents man-in-the-middle attacks. If enabled WARN will only print warning in log, FAIL will close the connection.
container.client.ssl.enabled	[true, false]	true	Controls whether SSL authentication of the client should be performed.
container.client.webRetryDelay	integer number	1000	Amount of milliseconds to wait before retry of a failed web service call.
<i>--- HTTP client settings ---</i>			
container.client.http.chunking	[true, false]	true	If set to false, then the client will not use HTTP 1.1 data chunking.
container.client.http.close	[true, false]	false	If set to true then the client will send connection close header, so the server will close the socket.
container.client.http.timeout	integer number	2000	Timeout for the connection establishing (ms)
container.client.http.connectionsPerHost	integer number	6	How many connections per host can be made. Note: this is a limit for a single client object instance.
container.client.http.redirects	integer number	5	Maximum number of allowed HTTP redirects.
container.client.http.connectionsTotal	integer number	20	How many connections in total can be made. Note: this is a limit for a single client object instance.
container.client.http.socketTimeout	integer number	1000	Socket timeout (ms)
<i>--- HTTP proxy settings ---</i>			
container.client.http.nonProxyHosts	string		Space (single) separated list of hosts, for which the HTTP proxy should not be used.

Property name	Type	Default value / mandatory	Description
container.client.http.proxy.password	string		Relevant only when using HTTP proxy: defines password for authentication to the proxy.
container.client.http.proxy.user	string		Relevant only when using HTTP proxy: defines username for authentication to the proxy.
container.client.http.proxyHost	string		If set then the HTTP proxy will be used, with this hostname.
container.client.http.proxyPort	integer number		HTTP proxy port. If not defined then system property is consulted, and as a final fallback 80 is used.
container.client.http.proxyType	string	HTTP	HTTP proxy type: HTTP or SOCKS.

## 2.12 Features provided by UNICORE/X

The functionality of the UNICORE/X server is organised into "features", where each feature can combine services, startup code and the like.

Features are enabled by default.

Features can be disabled via configuration. It is also possible to disable single services in a feature.

### 2.12.1 JobManagement

This feature deals with job submission and management, as well as those storage services required for job processing.

To disable the whole feature

```
container.feature.JobManagement.enable=false
```

Table 4: UNICORE/X JobManagement feature

Service name	usage
TargetSystemFactoryService	High level compute service

Table 4: (continued)

Service name	usage
TargetSystemService	Per-user compute service instances
JobManagement	Per job service instance
ReservationManagement	Make and edit reservations
StorageManagement	Access to storages
ServerServerFileTransfer	Server-server file transfers
ClientServerFileTransfer	Data upload/download

### 2.12.2 StorageAccess

This feature provides storage access, storage factory service, metadata management and file transfers.

Table 5: UNICORE/X StorageAccess feature

Service name	usage
StorageManagement	Access to storages
StorageFactory	Dynamically create new storage endpoints
MetadataManagement	Metadata service
ServerServerFileTransfer	Server-server file transfers
ClientServerFileTransfer	Data upload/download

To disable the whole feature

```
container.feature.StorageAccess.enable=false
```

To disable only one service, e.g. the Storage Factory

```
container.feature.StorageAccess.StorageFactory.enable=false
```

### 2.12.3 Base

This feature provides low-level services, but also contains the RESTful APIs for jobs and data management.

Table 6: UNICORE/X Base feature

Service name	usage
core	RESTful APIs for jobs and data
Enumeration	SOAP/XML service for long lists (jobs, ...)
Task	SOAP/XML service for async tasks (metadata extraction)

#### 2.12.4 Admin

This feature provides the Admin service (see Section 3.3.2)

Table 7: UNICORE/X Admin feature

Service name	usage
admin	RESTful API to the admin service
AdminService	SOAP/XML API to the admin service

#### 2.12.5 Registry

This feature provides the Registry service. This covers both the "internal" version running in every UNICORE/X server, as well as the shared Registry that is used to store information about multiple UNICORE servers.

A setting

```
container.feature.Registry.mode=shared
```

will enable "shared" mode. Don't do this on a "normal" UNICORE/X server.

Table 8: UNICORE/X Registry feature

Service name	usage
registries	RESTful API to the Registry service
Registry	Registry service and SOAP/XML API
ServiceGroupEntry	Registry entries service and SOAP/XML API

## 3 Administration

### 3.1 Controlling UNICORE/X memory usage

You can set a limit on the number of service instances (e.g. jobs) per user. This allows you to make sure your server stays nicely up and running even if flooded by jobs. To enable, edit `CONF/container.properties` and add properties, e.g.

```
container.wsrfl.maxInstancesPerUser.JobManagement=200
container.wsrfl.maxInstancesPerUser.FileTransfer=20
```

The last part of the property name is the service name, see Section 2.12 for the services in UNICORE/X.

When the limits are reached, the server will report an error to the client (e.g. when trying to submit a new job).

### 3.2 Logging

UNICORE uses the Log4j logging framework (<http://logging.apache.org/log4j/1.2/>), which supports many useful options, such as logging to the server's syslog (on Linux). Log4j is configured using a config file. By default, this file is `CONF/logging.properties`. To change the default, edit the start script (`CONF/startup.properties`) or, on Windows, the `CONF/wrapper.conf`. The config file is specified with a Java property `log4j.configuration`.

---

**Note**

You can change the logging configuration at runtime by editing the `logging.properties` file. The new configuration will take effect a few seconds after the file has been modified.

---

By default, log files are written to the the `LOGS` directory.

The following example config file configures logging so that log files are rotated daily.

```
# Set root logger level to INFO and its only appender to A1.
log4j.rootLogger=INFO, A1

# A1 is set to be a rolling file appender with default params
log4j.appender.A1=org.apache.log4j.DailyRollingFileAppender
log4j.appender.A1.File=logs/uas.log

#configure daily rollover: once per day the uas.log will be copied
#to a file named e.g. uas.log.2008-12-24
```



```
log4j.appender.A1.DatePattern='.'yyyy-MM-dd

# A1 uses the PatternLayout
log4j.appender.A1.layout=org.apache.log4j.PatternLayout
log4j.appender.A1.layout.ConversionPattern=%d [%t] %-5p %c{1} %x - ←
    %m%n
```

**Note**

In Log4j, the log rotation frequency is controlled by the DatePattern. Check <http://logging.apache.org/log4j/1.2/apidocs/org/apache/log4j/DailyRollingFileAppender.html> for the details.

Within the logging pattern, you can use special variables to output information. In addition to the variables defined by Log4j (such as *%d*), UNICORE defines several variables related to the client and the current job.

Variable	Description
<i>%X{clientName}</i>	the distinguished name of the current client
<i>%X{jobID}</i>	the unique ID of the currently processed job

A sample logging pattern might be

```
log4j.appender.A1.layout.ConversionPattern=%d [%X{clientName}] [%X{ ←
    jobID}] [%t] %-5p %c{1} %x - %m%n
```

For more info on controlling the logging we refer to the log4j documentation:

- [PatternLayout](#)
- [RollingFileAppender](#)
- [DailyRollingFileAppender](#)

Log4j supports a very wide range of logging options, such as date based or size based file rollover, logging different things to different files and much more. For full information on Log4j we refer to the publicly available documentation, for example the [Log4j manual](#).

### 3.2.1 Logger categories, names and levels

Logger names are hierarchical. In UNICORE, prefixes are used (e.g. "unicore.security") to which the Java class name is appended. For example, the XUADB connector in UNICORE/X logs to the "unicore.security.XUADBAuthoriser" logger.

Therefore the logging output produced can be controlled in a fine-grained manner. Log levels in Log4j are (in increasing level of severity) TRACE, DEBUG, INFO, WARN, ERROR, and FATAL.

For example, to debug a security/authorisation problem in the UNICORE/X security layer, you can set

```
log4j.logger.unicore.security=DEBUG
```

If you are just interested in XUADB related output, you can set

```
log4j.logger.unicore.security=INFO
log4j.logger.unicore.security.XUADBAuthoriser=DEBUG
```

so the XUADBAuthoriser will log on DEBUG level, while the other security components log on INFO level.

Here is a table of the various logger categories

Log category	Description
unicore	All of UNICORE
unicore.security	Security layer
unicore.services	Service operational information
unicore.services.jobexecution	Information related to job execution
unicore.services.jobexecution.USAGE	Usage logging (see next section)
unicore.xnjs	XNJS subsystem (execution engine)
unicore.xnjs.tsi	TSI subsystem (batch system connector)
unicore.client	Client calls (to other servers)
unicore.wsrflite	Underlying services environment (WSRF framework)
uftp	UFTP client/server communication
org.apache.cxf	Web service toolkit (Apache CXF)

---

#### Note

Please take care to not set the global level to TRACE or DEBUG for long times, as this will produce a lot of output.

---

### 3.2.2 Usage logging

Often it is desirable to keep track of the usage of your UNICORE site. The UNICORE/X server has a special logger category called `unicore.services.jobexecution.USAGE` which logs information about finished jobs at INFO level. If you wish to enable this, set

```
log4j.logger.unicore.services.jobexecution.USAGE=INFO
```

It might be convenient to send usage output to a different file than normal log output. This is easily achieved with log4j:

```
# send usage logger output to a separate file

# use separate appender 'U1' for usage info
log4j.logger.unicore.services.jobexecution.USAGE=INFO,U1

# U1 is set to be a rolling file appender with default params
log4j.appender.U1=org.apache.log4j.DailyRollingFileAppender
log4j.appender.U1.File=logs/usage.log
# U1 uses the PatternLayout
log4j.appender.U1.layout=org.apache.log4j.PatternLayout
log4j.appender.U1.layout.ConversionPattern=%d [%t] %-5p %c{1} %x - <←
    %m%n
```

For each finished job, the usage logger will log a line with the following information (if available)

```
[result] [executable] [actionUUID] [clientDN] [BSSJobId] [ <←
    clientXlogin] [jobName] [machineName] [VOs]
```

An example output line is:

```
2011-08-16 10:00:39,513 [XNJS-1-JobRunner-1] INFO  USAGE - [ <←
    SUCCESSFUL] [ /bin/date] [ e9deab79-af1f-4704-a6bd-427b3ab20969 <←
    ] [CN=Bernd Schuller, O=GridGermany, C=DE] [82942] [schuller] [ <←
    Date job submitted using UCC] [zam025c02.zam.kfa-juelich.de] []
```

### 3.3 Administration and monitoring

The health of a UNICORE/X container, and things like running services, lifetimes, etc. can be monitored in several ways.

#### 3.3.1 Commandline client (UCC)

It is possible to use the UNICORE commandline client (UCC) for administrative and operations tasks.

To do this you need to configure UCC with administrative privileges. One way to do this is using the *server* certificate of the UNICORE/X server, which will give UCC administrator rights.

Also you should connect directly to UNICORE/X, not to the registry as usual. Here is an example UCC configuration file. Say your UNICORE/X server is running on *myhost* on port 7777, your preferences file would look like this

```
registry=https://myhost:7777/services/Registry?res=default_registry

# use UNICORE/X keystore
credential.path=/path/to/unicorex/keystore
credential.password=...

# truststore config omitted
```

Note that the registry URL points directly to the UNICORE/X server, not to a gateway.

Another way is to add the "admin" role to your user account, and select this role when running UCC commands

```
ucc .... -Z role:admin
```

### Examples

Some UCC commands that are useful are the *list-jobs*, *list-sites* and *wsrf* commands. Using *list-jobs* you can search for jobs with given properties, whereas the *wsrf* command allows to look at any resource, or even destroy resources.

To list all jobs on the server belonging to a specific user, do

```
ucc list-jobs -f Log contains <username>
```

where *username* is some unique part of the user's DN, or the xlogin. Similarly, you can filter based on other properties of the job.

The *wsrf* command can be used to destroy resources, extend their lifetime and look at their properties. Please see "ucc wsrp -h" for details.

Try

```
ucc wsrp getproperties https://myhost:7777/services/ ↵
TargetSystemFactory?res=default_target_system_factory
```

### 3.3.2 The Admin web service

The Admin service is a powerful tool to get "inside information" about your server using the UCC (or possibly another UNICORE client) and run one of the available "admin actions", which provide useful functions.

If you have enabled the admin service, you can do

```
ucc admin-info -l
```

to get information about available admin services. Note that you need to have role "admin" to invoke the admin service. The output includes information about the available administrative commands. To run one of these, you can use the *admin-runcommand* command. For example, to temporarily disable job submission

```
ucc admin-runcommand ToggleJobSubmission
```

To have a look at the internal information about a user job, try

```
ucc admin-runcommand ShowJobDetails jobID=.....
```

where *jobID* is the unique ID of the job.

### 3.4 Migration of a UNICORE/X server to another physical host

If you want to migrate a UNICORE/X server to another host, there are several things to consider. The hostname and port are listed in *CONF/wsrf-lite.xml* and usually in the Gateway's *connection.properties* file. These you will have to change. Otherwise, you can copy the relevant files in *CONF* to the new machine. Also, the persisted state data needs to be moved to the new machine, if it is stored on the file system. If it is stored in a database, there is nothing to be done. If you are using a TSI server, you might need to edit the TSI's properties file and update the *tsi.njs\_machine* property.

## 4 Security concepts in UNICORE/X

This section describes the basic security concepts and architecture used in UNICORE/X. The overall procedure performed by the security infrastructure can be summarised as follows:

- the incoming message is authenticated by the SSL layer
- extract the information used for authorisation from the message sent to the server. This information includes: originator of the message (in case the message passed through a UNICORE gateway), trust delegation tokens, incoming VO membership assertions, etc.
- deal with trust delegation
- generate or lookup attributes to be used for authorisation in the configured attribute sources
- perform policy check by executing a PDP request

All these steps can be switched on/off, and use pluggable components. Thus, the security level of a UNICORE/X server is widely configurable

## 4.1 Security concepts

### 4.1.1 Identity

A server has a certificate, which is used to identify the server when it makes a web service request. This certificate resides in the server keystore, and can be configured in the usual config file (see Section 2).

### 4.1.2 Security tokens

When a client makes a request to UNICORE/X, a number of tokens are read from the message headers. These are placed in the security context that each WSRF instance has. Currently, tokens are the certificates for the UNICORE consignor and user, if available. Also, trust delegation assertions are read, and it is checked if the message is signed.

### 4.1.3 Resource ownership

Each service is *owned* by some entity identified by a distinguished name (X500 Principal). By default, the server is the owner. When a resource is created on user request (for example when submitting a job), the user is the owner.

### 4.1.4 Trust delegation

When the user and consignor are not the same, UNICORE/X will check whether the consignor has the right to act on behalf of the user. This is done by checking whether a trust delegation assertion has been supplied and is valid.

### 4.1.5 Attributes

UNICORE/X retrieves user attributes using either a local component or a remote service. In the default configuration, the XUADB attribute service is contacted. See Section 5 for more information.

### 4.1.6 Policy checks

Each request is checked based on the following information.

- available security tokens
- the resource owner
- the resource accessed (e.g. service name + WSRF instance id)

- the activity to be performed (the web method name such as GetResourceProperty)

The validation is performed by the PDP (Policy Decision Point). The default PDP uses a list of rules expressed in XACML 2.0 format that are configured for the server. The Section 15 describes how to configure different engines for policy evaluation including a remote one.

#### 4.1.7 Authorisation

A request is allowed, if the PDP allows it, based on the user's attributes.

## 5 Attribute sources

The authorization process in UNICORE/X requires that each UNICORE user (identified by an X.500 DN) is assigned some *attributes* such as her *role*. Attributes are also used to subsequently run tasks for the authorized user and possibly can be used for other purposes as well (for instance for accounting).

Therefore the most important item for security configuration is selecting and maintaining a so called *attribute source* (called sometimes attribute information point, AIP), which is used by USE to assign attributes to UNICORE users.

Several attribute sources are available, that can even be combined for maximum flexibility and administrative control.

There are two kinds of attribute sources:

- *Classic or static attribute sources*, which are used BEFORE authorization. Those attribute sources maintain a simple mappings of user certificates (or DNs) to some attributes. The primary role of those sources is to provide attributes used for authorization, but also incarnation attributes may be assigned.
- *Dynamic attribute sources*, which are used AFTER authorization, only if it was successful. Therefore these attribute sources can assign only the incarnation attributes. The difference is that attributes are collected for already authorized users, so the attributes can be assigned in dynamic way not only using the user's identity but also all the static attributes. This feature can be used for assigning pool accounts for authorized users or adding additional supplementary gids basing on user's Virtual Organization.

### 5.1 UNICORE incarnation and authorization attributes

Note that actual names of the attributes presented here are not very important. Real attribute names are defined by attribute source (advanced attribute sources, like Unity/SAML attribute source, even provide a possibility to choose what attribute names are mapped to internal UNICORE attributes). Therefore it is only important to know the concepts represented by the internal UNICORE attributes. On the other hand the values which are defined below are important.

The attributes in UNICORE can be multi-valued.

There are two special authorization attributes:

- *role* - represents an abstract user's role. The role is used in a default (and rarely changed) UNICORE authorization policy and in authorization process in general. There are several possible values that are recognized by the default authorization policy:
- *user* - value specifies that the subject is allowed to use the site as a normal user (submit jobs, get results, ...)
- *admin* - value specifies that the subject is an administrator and may do everything. For example may submit jobs, get results of jobs of other users and even delete them.
- *banned* - user with this role is explicitly banned and all her request are denied.
- *anything else* - means that user is not allowed to do anything serious. Some very basic, read-only operations are allowed, but this is a technical detail. Also access to owned resources is granted, what can happen if the user had the *user* role before. Typically it is a good practice to use value *banned* in such case.
- *virtualOrganisations* - represents an abstract federated group of the user. By default it is not used directly anywhere in the core stack, but several subsystems (as dynamic attribute sources or jobs accounting) may be configured to use it.

There are several attributes used for incarnation:

- *xlogin* - specifies which local user id (in UNIX called *uid*) should be assigned to the UNICORE user.
- *group* - specifies the primary group (primary gid) that the UNICORE user should get.
- *supplementaryGroups* - specifies all supplementary groups the UNICORE user should get.
- *addDefaultGroups* - boolean attribute saying whether groups assigned to the Xlogin (i.e. the local uid of the UNICORE user) in the operating system should be additionally added for the UNICORE user.
- *queue* - define which BSS queues are allowed for the particular user.

Finally UNICORE can consume other attributes. All other attributes can be used only for authorization or in more advanced setups (for instance using the UNICORE/X incarnation tweaker). Currently all such additional attributes which are received from attribute source are treated as XACML attributes and are put into XACML evaluation context. This feature is rather rarely used, but it allows for creating a very fine grained authorization policies, using custom attributes.

Particular attribute source define how to assign these attribute to users. Not always all types of attributes are supported by the attribute source, e.g. XUADB can not define (among others) per-user queues or VOs.



After introducing all the special UNICORE attributes, it must be noted that those attributes are used in two ways. Their primary role is to strictly define what is allowed for the user. For instance the *'Xlogin'* values specify the valid uids from which the user may choose one. One exception here is *Add operating system groups* - user is always able to set this according to his/her preference.

The second way of using those attributes is to specify the default behavior, when the user is not expressing a preference. E.g. a default *Group* (which must be single valued) specify which group should be used, if user doesn't provide any.

Attribute sources define the permitted values and default values for the attributes in various ways. Some use conventions (e.g. that first permitted value is a default one), some use a pair of real attributes to define the valid and default values of one UNICORE attribute.

## 5.2 Configuring Attribute Sources

---

### Note

The following description is for configuring the classic, static attribute sources. However everything written here applies also to configuration of the dynamic sources: the only difference is that instead of `container.security.attributes.` property prefix, the `container.security.dynamicAttributes.` should be used.

---

### Note

The full list of options related to attribute sources is available here: [Section 2.8.2](#).

---

To configure the static attribute sources, the `container.security.attributes.order` property in the configuration file is used. This is a space-separated list with attribute sources names, where the named attribute sources will be queried one after the other, allowing you to query multiple attribute sources, override values etc.

A second property, `container.security.attributes.combiningPolicy`, allows you to control how attributes from different sources are combined.

For example, the following configuration snippet

```
#
# Authorisation attribute source configuration
#
container.security.attributes.order=XUADB FILE

#
# Combining policy
#
# MERGE_LAST_OVERRIDES (default), FIRST_APPLICABLE, ↔
#   FIRST_ACCESSIBLE or MERGE
container.security.attributes.combiningPolicy=MERGE_LAST_OVERRIDES
```

will declare two attribute sources, "XUADB" and "FILE", which should be both queried and combined using the `MERGE_LAST_OVERRIDES` policy.

Since multiple attribute sources can be queried, it has to be defined how attributes will be combined. For example, assume you have both XUADB and FILE, and both return a `xlogin` attribute for a certain user, say "xlogin\_1" and "xlogin\_2".

The different combining policies are

- `MERGE_LAST_OVERRIDES` : new attributes override those from previous sources. In our example, the result would be "xlogin\_2".
- `FIRST_APPLICABLE` : the attributes from the first source that returned a non empty list of attributes are used. In our case this would be "xlogin\_1". If there were no `xlogin` attribute for the user in XUADB then "xlogin\_2" would be returned.
- `FIRST_ACCESSIBLE` : the attributes from the first source that is accessible are used. In our case this would be "xlogin\_1". This policy is useful for redundant attribute sources. E.g. you can configure two instances of XUADB with the same users data; the 2nd one will be tried only if the first one is down.
- `MERGE` : attributes are merged. In our example, the result would be "xlogin\_1, xlogin\_2", and the user would be able to choose between them.

Each of the sources needs a mandatory configuration option defining the Java class, and several optional properties that configure the attribute source. In our example, one would need to configure both the "XUADB" and the "FILE" source:

```
container.security.attributes.XUADB.class=...
container.security.attributes.XUADB.xuadbHost=...
...

container.security.attributes.FILE.class=...
container.security.attributes.FILE.file=...
...
```

Additionally you can mix several combining policies together, see "Chained attribute source" below for details.

## 5.3 Available attribute sources

### 5.3.1 XUADB

The XUADB is the standard option in UNICORE. It has the following features:

- Web service interface for querying and administration. It is suitable for serving data for multiple clients. Usually it is deployed to handle attributes for a whole UNICORE site running multiple service containers.

- Access can be protected by a client-authenticated SSL
- XUADB can store static mappings of UNICORE users: the local `xlogin`, `role` and `project` attributes (where `project` maps to Unix groups)
- XUADB since version 2 can also assign attributes in a dynamic way, e.g. from pool accounts.
- Multiple `xlogins` per DN, where the user can select one
- Entries are grouped using the so-called *Grid component ID (GCID)*. This makes it easy to assign users different attributes when accessing different UNICORE/X servers.

Full XUADB documentation is available from <http://www.unicore.eu/documentation/manuals/xuadb>

To enable and configure the XUADB as a static attribute source, set the following properties in the configuration file:

```
container.security.attributes.order=... XUADB ...
container.security.attributes.XUADB.class=eu.unicore.uas.security.XUADBAuthoriser
container.security.attributes.XUADB.xuadbHost=https://<xuadbhost>
container.security.attributes.XUADB.xuadbPort=<xuadbport>
container.security.attributes.XUADB.xuadbGCID=<your_gcid>
```

To enable and configure the XUADB as a dynamic attribute source, set the following properties in the configuration file:

```
container.security.dynamicAttributes.order=... XUADB ...
container.security.dynamicAttributes.XUADB.class=eu.unicore.uas.security.xuadb.XUADBDynamicAttributeSource
container.security.dynamicAttributes.XUADB.xuadbHost=https://<xuadbhost>
container.security.dynamicAttributes.XUADB.xuadbPort=<xuadbport>
```

### 5.3.2 SAML Virtual Organizations aware attribute source (e.g. Unity)

UNICORE supports SAML attributes, which can be either fetched by the server or pushed by the clients, using a Virtual Organisations aware attribute source. In the most cases Unity is deployed as a server providing attributes and handling VOs, as it supports all UNICORE features and therefore offers a greatest flexibility, while being simple to adopt. SAML attributes can be used only as a static attribute source.

The SAML attribute source is described in a separate section: [?].

### 5.3.3 File attribute source

This attribute source uses a single map file to map DN's to xlogin, role and other attributes (only static mappings are possible). It is useful when you don't want to setup an additional service like the XUADB, or when you want to locally override attributes for selected users (e.g. to ban somebody).

In contrast to the XUADB, the File attribute source can store all types of attributes, while the XUADB only handles role, uid and group.

To use, set

```
container.security.attributes.order=... FILE ...
container.security.attributes.FILE.class=eu.unicore.uas.security. ↵
    file.FileAttributeSource
container.security.attributes.FILE.file=<your map file>
container.security.attributes.FILE.matching=<strict|regex>
```

The map file itself has the following format:

```
<?xml version="1.0" encoding="UTF-8"?>
<fileAttributeSource>
  <entry key="USER DN">
    <attribute name="role">
      <value>user</value>
    </attribute>
    <attribute name="xlogin">
      <value>unixuser</value>
      <value>nobody</value>
      ...
    </attribute>
    ...
  </entry>
  ...
</fileAttributeSource>
```

You can add an arbitrary number of attributes and attribute values.

The *matching* option controls how a client's DN is mapped to a file entry. In *strict* mode, the canonical representation of the key is compared with the canonical representation of the argument. In *regex* mode the key is considered a Java regular expression and the argument is matched with it. When constructing regular expressions a special care must be taken to construct the regular expression from the canonical representation of the DN. The canonical representation is defined [here](#). (but you don't have to perform the two last upper/lower case operations). In 90% of all cases (no multiple attributes in one RDN, no special characters, no uncommon attributes) it just means that you should remove extra spaces between RDNs.

The evaluation is simplistic: the first entry matching the client is used (which is important when you use regular expressions).

The attributes file is automatically refreshed after any change, before a subsequent read. If the syntax is wrong then an error message is logged and the old version is used.

Recognized attribute names are:

- `xlogin`
- `role`
- `group`
- `supplementaryGroups`
- `addOsGroups` (with values `true` or `false`)
- `queue`

Attributes with those names (case insensitive) are handled as special UNICORE incarnation attributes. The correspondence should be straightforward, e.g. the `xlogin` is used to provide available local OS user names for the client.

For all attributes except of the `supplementaryGroups` the default value is the first one provided. For `supplementaryGroups` the default value contains all defined values.

You can also define other attributes - those will be used as XACML authorization attributes, with XACML string type.

#### 5.3.4 PAM

This is a special attribute source which only works in conjunction with the corresponding REST authentication module.

```
container.security.attributes.order=... PAM ...
container.security.attributes.PAM.class=eu.unicore.services.rest. ↵
security.PAMAttributeSource
```

#### 5.3.5 Chained attribute source

Chained attribute source is a meta source which allows you to mix different combining policies together. It is configured as other attribute sources with two parameters (except of its class): `order` and `combiningPolicy`. The result of the chain attribute source is the set of attributes returned by the configured chain.

Let's consider the following example situation where we want to configure two redundant Unity servers (both serving the same data) to achieve high availability. Additionally we want to override settings for some users using a local file attribute source (e.g. to ban selected users, by assigning them the *banned* role).

```
# The main chain configuration:
container.security.attributes.order=UNITY_CLUSTER FILE
container.security.attributes.combiningPolicy=MERGE_LAST_OVERRIDES

# The FILE source cfg:
container.security.attributes.FILE.class=eu.unicore.uas.security. ↵
    file.FileBasedAuthoriser
container.security.attributes.FILE.file=<your map file>

# The UNITY_CLUSTER is a sub chain:
container.security.attributes.UNITY_CLUSTER.class=de.fzj.unicore. ↵
    uas.security.util.AttributeSourcesChain
container.security.attributes.UNITY_CLUSTER.order=UNITY1 UNITY2
container.security.attributes.UNITY_CLUSTER.combiningPolicy= ↵
    FIRST_ACCESSIBLE

# And configuration of the two real sources used in the sub chain:
container.security.attributes.UNITY1.class=...
...
container.security.attributes.UNITY2.class=...
...
```

## 6 RESTful services

### 6.1 Authentication

RESTful services require configuration of the available mechanisms for end user authentication, which will check the supplied credentials and map the user to a distinguished name (DN).

This configuration is done in the container config file (typically `uas.config` or `container.properties`).

The enabled authentication options and their order are configured similarly to the attribute sources, using a list of enabled mechanisms. For example

```
container.security.rest.authentication.order=FILE UNITY-OAUTH X509
```

As you can see, you can use one or more authentication methods, UNICORE will try all configured authentication options in order.

For each enabled option, a set of additional properties is used to configure the details (for example the Unity address)

#### 6.1.1 Username-password file

The FILE mechanism uses a map file containing username, password and the DN. Required configuration is the location of the file.

```
container.security.rest.authentication.FILE.class=eu.unicore. ↵
    services.rest.security.FilebasedAuthenticator
container.security.rest.authentication.FILE.file=conf/rest-users. ↵
txt
```

The file format is

```
#
# on each line:
# username:hash:salt:DN
#
demouser:<...>:<...>:CN=Demo User, O=UNICORE, C=EU
```

i.e. each line gives the username, the hashed password, the salt and the user's DN, separated by colons. To generate entries, i.e. to hash the password correctly, the *md5sum* utility can be used. For example, if your intended password is *test123*, you could do

```
$> SALT=$(tr -dc "A-Za-z0-9_!+=#" < /dev/urandom | head -c 16 | ↵
    xargs)
$> echo "Salt is ${SALT}"
$> echo -n "${SALT}test123" | md5sum
```

which will output the salted and hashed password. Here we generate a random string as the salt. Enter these together with the username, and the DN of the user into the password file.

### 6.1.2 Unity authentication using OAuth2 Bearer token

This mechanism uses the OAuth2 token sent from the client (HTTP "Authorization: Bearer ..." header) to authenticate to Unity. In Unity terms, this uses the endpoint of type "SAMLUnicore-SoapIdP" with authenticator of type "oauth-rp with cxf-oauth-bearer".

```
container.security.rest.authentication.UNITY-OAUTH.class=eu.unicore ↵
    .services.rest.security.UnityOAuthAuthenticator
container.security.rest.authentication.UNITY-OAUTH.address=https:// ↵
    localhost:2443/unicore-soapidp-oidc/saml2unicoreidp-soap/ ↵
    AuthenticationService
# validate the received assertions?
container.security.rest.authentication.UNITY-OAUTH.validate=true
```

UNICORE must be configured to trust the assertions issued by the Unity server, please refer to the relevant section on trusted assertion issuers in the manual.

### 6.1.3 Unity authentication using username/password

This mechanism takes the username/password sent from the client (HTTP Basic auth) and uses this to authenticate to Unity, retrieving an authentication assertion.

```
container.security.rest.authentication.UNITY.class=eu.unicore. ↔  
    services.rest.security.UnitySAMLAuthenticator  
container.security.rest.authentication.UNITY.address=https:// ↔  
    localhost:2443/unicore-soapidp/saml2unicoreidp-soap/ ↔  
    AuthenticationService  
# validate the received assertions?  
container.security.rest.authentication.UNITY.validate=true
```

UNICORE must be configured to trust the assertions issued by the Unity server, please refer to the relevant section on trusted assertion issuers in the manual.

#### 6.1.4 X.509 certificate

UNICORE supports X.509 client certificates for authentication.

```
container.security.rest.authentication.order= ... X509 ...  
  
container.security.rest.authentication.X509.class=eu.unicore. ↔  
    services.rest.security.X509Authenticator
```

NOTE that this requires Gateway 7.3.0 or later.

#### 6.1.5 PAM

This authentication module allows to authenticate users with the username and password that they have on the UNICORE/X system.

```
container.security.rest.authentication.order= ... PAM ...  
  
container.security.rest.authentication.X509.class=eu.unicore. ↔  
    services.rest.security.PAMAuthenticator  
container.security.rest.authentication.X509.DNTemplate=CN=%s, OU= ↔  
    pam-local-users
```

The parameter "DNTemplate" is used to define which DN will be assigned to authenticated users, where the "%s" will be replaced by the user name. In the example above, user "test-user" will have the DN "CN=test-user, OU=pam-local-users".

There is also a PAM attribute source that you can use to automatically assign role="user" as well the Unix login and groups correctly for authenticated users.

```
container.security.attributes.order= ... PAM ...  
container.security.attributes.PAM.class=eu.unicore.services.rest. ↔  
    security.PAMAttributeSource
```



### 6.1.6 OAuth2 authentication using a Bearer token

It is also possible to directly authenticate to an OAuth2 server, contact unicore-support for details.

## 6.2 JWT Delegation

Beginning with UNICORE 8.0.0, delegation is fully supported for REST services. The delegating server creates a JWT token containing user authentication information and signs it with its private key. The receiving server can check the signature using the sender's public key.

Public keys are distributed via the shared service Registry.

The lifetime of the issued tokens is 300 seconds by default, which can be changed via

```
container.security.rest.jwt.lifetime=300
```

For very simple cases, e.g. when no shared registry is used, a shared hmac secret can be configured as well. The length of the secret must be at least 32 characters

```
container.security.rest.jwt.hmacSecret=...
```

This secret must be the same on all the UNICORE servers that are supposed to trust each other.

## 7 The UNICORE persistence layer

UNICORE stores its state in data bases. The information that is stored depends on the services that are running in the container, and can include

- user's resources (instances of storage, job and other services)
- jobs
- workflows

etc.

The job directories themselves reside on the target system, but UNICORE keeps additional information (like, which UNICORE user owns a particular job).

The data on user resources is organised by service name, i.e. each service (for example, Job-Management) stores its information in a separate database table (having the same name as the service, e.g. "JobManagement").

The UNICORE persistence layer offers three kinds of storage:

- on the filesystem of the UNICORE/X server (using the H2 database engine), which is generally the default;

- on a database server (MySQL, or the "server mode" of H2);
- in-memory, i.e. all info is lost on server restart.

While the first one is very easy to setup, and easy to manage, the second option allows advanced setups like clustering/load balancing configurations involving multiple UNICORE/X servers sharing the same persistent data. Using MySQL has the additional benefit that the server starts up faster.

Data migration from one database system to another is in principle possible, but you should select the storage carefully before going into production. In general, if you do not require clustering/load balancing, you should choose the default filesystem option, since it is less administrative effort.

## 7.1 Configuring the persistence layer

Persistence properties are configured in two files:

- container.properties for all service data
- xnjs.properties for job data

It is recommended to specify a configuration file using the `persistence.config` property. Thus, persistence configuration can be easily shared between the job (XNJS) data and other service data. If the "persistence.config" property is set, the given file will be read as a Java properties file, and the properties will be used.

---

### Note

All properties can be specified on a "per table" basis, by appending "<TABLENAME>" to the property name. This means you can even select different storage systems for different data, e.g. store service data on the filesystem and jobs in MySQL. The table name is case-sensitive.

---

Property name	Type	Default value / mandatory	Description
<code>persistence.cache</code>	<code>{true,false}</code> <i>can have subkeys</i>	true	Enable caching.
<code>persistence.cache</code>	<code>integer number</code> <i>can have subkeys</i>	10	Maximum number of elements in the cache (default: 10).
<code>persistence.class</code>	<code>string</code> <i>can have subkeys</i>	<code>de.fzj.uni</code>	The persistence implementation class, which controls with DB backend is used.

Property name	Type	Default value / mandatory	Description
persistence.clustering	string can have subkeys	-	Clustering configuration file.
persistence.clustering.enabled	[true, false] can have subkeys	false	Enable clustering mode.
persistence.config	filesystem path	-	Allows to specify a separate properties file containing the persistence configuration.
persistence.database	string can have subkeys	-	The name of the database to connect to (e.g. when using MySQL).
persistence.directory	string can have subkeys	-	The directory for storing data (embedded DBs).
persistence.driver	string can have subkeys	-	The database driver. If not set, the default one for the chosen DB backend is used.
persistence.h2.cache.size	integer number can have subkeys	1024	(H2) Cache size.
persistence.h2.options	string can have subkeys	-	(H2) Further options separated by ;.
persistence.h2.server	[true, false] can have subkeys	false	(H2) Connect to a H2 server.
persistence.host	string can have subkeys	localhost	The database host.
persistence.max_connections	integer number can have subkeys	1	Connection pool maximum size.
persistence.mysql.table_type	string can have subkeys	MyISAM	(MySQL) Table type (engine) to use.
persistence.mysql.timezone	string can have subkeys	UTC	(MySQL) Server timezone.
persistence.mysql.use_ssl	[true, false] can have subkeys	false	(MySQL) Connect using SSL.
persistence.password	string can have subkeys	empty string	The database password.
persistence.pool_timeout	integer number can have subkeys	3600	Connection pool timeout when trying to get a connection.
persistence.port	integer number can have subkeys	3306	The database port.

Property name	Type	Default value / mandatory	Description
<code>persistence.user</code>	string <i>can have subkeys</i>	sa	The database username.

### 7.1.1 Caching

By default, caching of data in memory is enabled. It can be switched off and configured on a per-table (i.e. per entity class) basis. If you have a lot of memory for your server, you might consider increasing the cache size for certain components.

For example, to set the maximum size of the JOBS cache to 1000, you'd configure

```
persistence.cache.maxSize.JOBS=1000
```

### 7.1.2 The H2 engine

H2 is a pure Java database engine. It can be used in embedded mode (i.e. the engine runs in-process), or in server mode, if multiple UNICORE servers should use the same database server. For more information, visit <http://www.h2database.com>

#### Connection URL

In H2 server mode, the connection URL is constructed as follows

```
jdbc:h2:tcp://<persistence.host>:<persistence.port>/<persistence.
directory>/<table_name>
```

### 7.1.3 The MySQL Engine

The MySQL database engine does not need an introduction. To configure its use for UNICORE persistence data, you need to set

```
persistence.class=de.fzj.unicore.persist.impl.MySQLPersist
```

To use MySQL, you need access to an installed MySQL server. It is beyond the scope of this guide to describe in detail how to setup and operate MySQL. The following is a simple sequence of steps to be performed for setting up the required database structures.

- open the mysql console
- create a dedicated user, say *unicore* who will connect from some server in the domain "your-domain.com" or from the local host:

```
CREATE USER 'unicore'@'%yourdomain.com' identified by ' ←  
    some_password' ;  
CREATE USER 'unicore'@'localhost' identified by 'some_password' ;
```

- create a dedicated database for use by the UNICORE/X server:

```
CREATE DATABASE 'unicore_data_demo_site' ;  
USE 'unicore_data_demo_site' ;
```

- allow the unicore user access to that database:

```
GRANT ALL PRIVILEGES ON 'unicore_data_demo_site.*' to 'unicore'@' ←  
    localhost' ;  
GRANT ALL PRIVILEGES ON 'unicore_data_demo_site.*' to 'unicore'@'%yourdomain.com' ;
```

The UNICORE persistence properties would in this case look like this:

```
persistence.class=de.fzj.unicore.persist.impl.MySQLPersist  
persistence.database=unicore_data_demo_site  
persistence.user=unicore  
persistence.password=some_password  
persistence.host=<your_mysql_host>  
persistence.port=<your_mysql_port>  
persistence.mysql.tabletype=MyISAM
```

If you want to store data from multiple UNICORE servers, make sure to use a different database for each of them.

## 7.2 Clustering

If you intend to run a configuration with multiple UNICORE servers accessing a shared database, you need to enable clustering mode by setting a property

```
persistence.cluster.enable=true
```

The clustering config file can be set using a (per-table) property

```
persistence.cluster.config=<path to config file>
```

If this is not set, a default configuration is used.

For clustering, the Hazelcast library is used (<https://hazelcast.org/documentation>). A basic TCP based configuration is

```

<hazelcast xmlns="http://www.hazelcast.com/schema/config">
  <group>
    <name>persistence-dev</name>
    <password>dev-pass</password>
  </group>
  <network>
    <port auto-increment="true">5701</port>
    <join>
      <multicast enabled="false"/>
      <tcp-ip enabled="true">
        <!-- list other members of the cluster -->
        <member>127.0.0.1</member>
        <member>some.host.org</member>
      </tcp-ip>
    </join>
  </network>
</hazelcast>

```

The most important part is the "tcp-ip" setting, which must list at least one other node in the cluster. The "group" setting allows to run multiple clusters on the same set of hosts, just make sure that the group name is the same for all nodes in a cluster.

## 8 Configuring the XNJS

The XNJS is an internal UNICORE/X component that deals with the actual job execution and file system access. It is configured using a properties file named *xnjs.properties*. It is included from the main config file.

Here's an overview of the most important properties that can be set in this file.

Property name	Type	Default value / mandatory	Description
XNJS.allowUserExec	[true, false]	true	Whether to allow user-defined executables. If set to false, only applications defined in the IDB may be run.
XNJS.autosubmit	[true, false]	false	Automatically submit a job to the BSS without waiting for an explicit client start.
XNJS.bssResubmitCount	integer >= 1	3	How often should UNICORE/X try to submit a job to the BSS.

Property name	Type	Default value / mandatory	Description
XNJS.bssResubmitDelay	integer >= 1	10	Minimum delay (in seconds) between attempts to submit a job to the BSS.
XNJS.filespace	string	-	Directory on the TSI for the job directories. Must be world read/write/executable.
XNJS.filespaceUmask	integer number	0002	Umask to be used for creating the base directory for job directories.
XNJS.idbfile[.*]	string <i>can have subkeys</i>	-	IDB configuration.
XNJS.idbtype	string	json	IDB format: <i>json</i> (default) or <i>xml</i>
XNJS.incarnationTweakerConfig	string	<i>not set</i>	Path to configuration file for the incarnation tweaker subsystem. If not set, the subsystem will be disabled.
XNJS.localtsi[.*]	string <i>can have subkeys</i>	-	Properties for configuring the embedded Java TSI (if used). See separate docs.
XNJS.numberofworkerThreads	integer >= 0	4	Number of XNJS worker threads.
XNJS.parameterSweepLimit	integer >= 0	1000	Upper limit for number of jobs generated in a single parameter sweep.
XNJS.staging[.*]	string <i>can have subkeys</i>	-	Properties for configuring the data staging and I/O components. See separate docs.
XNJS.staging.addWaitingLoop	boolean	false	Whether to add a waiting loop for files to appear on shared filesystems.
XNJS.staging.filesystemGraceTime	integer >= 0	0	Grace time (in seconds) when waiting for files to appear on shared filesystems.

Property name	Type	Default value / mandatory	Description
XNJS.strictUserInputChecking	[true, false]	true	Whether to be restrictive in checking user-supplied arguments and environment variables. Set to true if you do not want ANY user code to run on your TSI node.

Most of the other settings in this file are used to configure the internals of the XNJS and should usually be left at their default values.

## 8.1 The UNICORE TSI

This section describes installation and usage of the UNICORE TSI. This is a mandatory step if you want to interface to batch systems such as Slurm to efficiently use a compute cluster.

---

### Note

Without this component, all jobs will run on the UNICORE/X server, under the user id that started UNICORE/X.

---

In a nutshell, you have to perform the following steps

- Install the UNICORE TSI on your cluster front end node
- Edit the tsi.properties file
- On the UNICORE/X server, edit uas.config, simpleidb and xnjs.properties
- Start the newly installed TSI (as root in a multiuser setting)
- Restart UNICORE/X

### 8.1.1 Installation of the correct TSI

The TSI is a service that is running on the target system. In case of a cluster system, you'll need to install it on the frontend machine(s), i.e. the machine from where your jobs are submitted to the batch system. There are different variants available for the different batch systems such as Torque or SGE.

Usually installation and start of the TSI will be performed as the root user. The TSI will then be able to change to the current Grid user's id for performing work (Note: nothing will ever be



executed as "root"). You can also use a normal user, but then all commands will be executed under this user's id.

As the TSI is a central and sensitive service, make sure to read its documentation. This guide serves just as a quick overview of the necessary steps.

- First, download and install the UNICORE TSI package. The UNICORE core server bundle ("quickstart" package) includes the TSI in the *tsi* subdirectory. You should copy this folder to the correct machine first. In the following this will be denoted by `<tsidir>`
- Install the correct TSI variant by

```
cd <tsidir>
./Install.sh
```

When prompted for the path, choose an appropriate one, denoted `<your_tsi>` in the following

- Check the TSI configuration, especially command locations, path settings etc.

### 8.1.2 Required TSI Configuration

Configuration is done by editing `<tsi_conf_dir>/tsi.properties`. At least check the following settings:

```
# UNICORE/X machine
tsi.njs_machine=<UNICORE/X host>

# UNICORE/X listener port (check unicorex/conf/xnjs_legacy.xml ↔
  variable "CLASSICTSI.replyport"
tsi.njs_port=7654

# TSI listener port (check unicorex/conf/xnjs_legacy.xml variable " ↔
  CLASSICTSI.port"
tsi.my_port=4433
```

### 8.1.3 UNICORE/X configuration

Edit `unicorex/conf/uas.config` and check that the "xnjs.properties" file is included

```
# read XNJS/TSI config
$include.XNJS conf/xnjs.properties
```

Edit `unicorex/conf/xnjs.properties`. Check the filesystem location, this is where the local job directories will be created. On a cluster, these have to be on a shared part of the filesystem. Also, the filesystem location has to be read/write/executable for the current user. If you wish to

avoid a world-executable directory, it is possible to use a per-user location, like `$HOME/UNICORE_Jobs`.

Check the `CLASSICTSI` related properties. Set the correct value for the machine and the ports (these can usually be left at their default values). The `CLASSICTSI.machine` property is a comma separated list of machines names or IP addresses. Optionally, a port number can be added to each entry, separated from the machine by a colon. The XNJS will establish connections to each of these machines and ports in a round-robin fashion to ensure that jobs can be submitted and job statuses retrieved even if one of the TSI instances is unavailable. Should the port not be given along with the machine, `CLASSICTSI.port` will be used as a default.

Here is an small example.

```
XNJS.filespace=$HOME/UNICORE_Jobs/
XNJS.idbfile=/opt/unicore/unicorex/conf/simpleidb

CLASSICTSI.machine=login.mycluster.com
CLASSICTSI.port=4433
CLASSICTSI.replyport=7654
CLASSICTSI.priveduser=unicore

XNJS.staging.wget=wget --no-check-certificate
```

#### 8.1.4 Communication parameters

Some additional parameters exist for tuning the XNJS-TSI communication.

Table 9: XNJS-TSI communication settings

property name	range of values	default value	description
<code>CLASSICTSI.BUFFER_SIZE</code>	integer	1000000	Buffersize for filetransfers in bytes
<code>CLASSICTSI.socket.timeout</code>	integer	300000	Socket timeout in milliseconds
<code>CLASSICTSI.socket.connecttimeout</code>	integer	10000	Connection timeout in milliseconds

#### 8.1.5 Tuning the batch system settings

UNICORE uses the normal batch system commands (e.g. `qstat`) to get the status of running jobs. There is a special case if a job is not listed in the `qstat` output. UNICORE will then

assume the job is finished. However, in some cases this is not true, and UNICORE will have a wrong job status. To work around, there is a special property

```
# how often the XNJS will re-try to get the status of a job
# in case the job is not listed in the status listing
CLASSICTSI.statusupdate.grace=2
```

If the value is larger than zero, UNICORE will re-try to get the job status.

---

#### Note

When changing TSIs, it's a good idea to remove the UNICORE/X state and any files before restarting. See Section 7 for details

---

### 8.1.6 Enabling SSL for the XNJS to TSI communication

The UNICORE/X server can be set up to use SSL for communicating with the UNICORE TSI. On the UNICORE/X side, this is very simple to switch on. In the XNJS config file, set the following property to *false* (by default it is set to true):

```
# enable SSL -
CLASSICTSI.ssl.disable=false
```

To setup the TSI side, please refer to the TSI manual!

### 8.1.7 Using an SSH tunnel for the XNJS to TSI communication

In the special case that the XNJS callback port is not accessible from the TSI server, you may want to use an SSH tunnel configuration. For example, this case occurs if the TSI is running in a different location (e.g. an Amazon cloud) than the UNICORE/X server.

We recommend using the tool "autossh", and adding the tunnel setup to to your UNICORE/X start script.

Here is an example how to do this

```
killall -g autossh
autossh -M 0 -f -o "ExitOnForwardFailure=yes" -o "↔
  ServerAliveInterval 30"
-o "ServerAliveCountMax 3" -4 -N
-L 4433:localhost:4433
-R 7654:localhost:7654
-i path_to_key remoteuser@remote.server.org
```

### 8.1.8 TSI configuration parameter reference

Here is a full list of TSI-related parameters.

Property name	Type	Default value / mandatory	Description
CLASSICTSI.BUFFERSIZE	integer >= 1	1048576	Buffer size (in bytes) for transferring data from/to the TSI.
CLASSICTSI.CD	string	cd	Unix <i>cd</i> command.
CLASSICTSI.CHGRP	string	/bin/chgrp	Unix <i>chgrp</i> command.
CLASSICTSI.CHMOD	string	/bin/chmod	Unix <i>chmod</i> command.
CLASSICTSI.CP	string	/bin/cp	Unix <i>cp</i> command.
CLASSICTSI.FSID	string	-	TSI filesystem identifier which uniquely identifies the file system. The default value uses the <i>CLASSICTSI.machine</i> property.
CLASSICTSI.GROUPS	string	groups	Unix <i>groups</i> command.
CLASSICTSI.LN	string	/bin/ln -s	Unix <i>ln</i> command.
CLASSICTSI.MKDIR	string	/bin/mkdir -p	Unix directory creation command.
CLASSICTSI.MKFIFO	string	/bin/mkfifo	Unix <i>mkfifo</i> command.
CLASSICTSI.MV	string	/bin/mv	Unix <i>mv</i> command.
CLASSICTSI.PERL	string	/usr/bin/perl	Perl interpreter.
CLASSICTSI.PS	string	ps -e	Command to get the process list on the TSI node.
CLASSICTSI.RM	string	/bin/rm	Unix <i>rm</i> command.
CLASSICTSI.RMDIR	string	/bin/rm -rf	Unix directory removal command.
CLASSICTSI.UMASK	string	umask	Unix <i>umask</i> command.
CLASSICTSI.interactive_execution_disable	boolean	false	Disable execution of user commands on the TSI node.
CLASSICTSI.interactive_timeout	integer number	1, maxtime	Limit the run time of user commands on the TSI node (-1 means no limit).
CLASSICTSI.limitTSI_workers	integer number	-1	Limit the total number of TSI worker processes created by this UNICORE/X (-1 means no limit).
CLASSICTSI.machine	string	localhost	TSI host(s) or IP address(es). Specify multiple hosts in the format <i>machine1[:port1],machine2[:port2],...</i>

Property name	Type	Default value / mandatory	Description
CLASSICTSI.pooledThreads	integer >= 1	4	How many TSI worker processes per TSI host to keep (even if idle).
CLASSICTSI.port	integer >= 1	4433	TSI port to connect to.
CLASSICTSI.privilegedUser	string	unicore	Account used for getting statuses of all batch jobs (cannot be <i>root</i> ).
CLASSICTSI.replyport	integer >= 1	7654	Reply port on UNICORE/X server.
CLASSICTSI.reservationAdminUser	string	unicore	Account used for making reservations (cannot be <i>root</i> ). If null, the current user's login will be used.
CLASSICTSI.reservationEnabled	[true, false]	false	Whether to enable the reservation interface.
CLASSICTSI.socketTimeout	integer >= 0	0	Connection timeout (seconds) on when establishing (or checking) the TSI connection. Set to 0 for no timeout.
CLASSICTSI.socketMatchIPs	[true, false]	false	Disable checking if IP address(es) of command/data socket callbacks are as expected.
CLASSICTSI.socketReadTimeout	integer >= 0	180	Read timeout (seconds) on the TSI connection. Set to 0 for no timeout.
CLASSICTSI.ssl.disabled	[true, false]	true	Whether to disable SSL for the TSI-UNICORE/X connection.
CLASSICTSI.statusUpdateGrace	integer >= 1	2	How many times the XNJS will re-check job status in case of a <i>lost</i> job.
CLASSICTSI.statusUpdateInterval	integer >= 1	10000	Interval (ms) for updating job statuses on the batch system.

## 8.2 Operation without a UNICORE TSI

In some situations (e.g. in a Windows-only environment) you will not use the UNICORE TSI, which is designed for multi-user Unix environments. The XNJS can run code in an "embedded" mode on the UNICORE/X machine. Note that this is without user switching, and inherently not

secure as user code can access potentially sensitive information, such as configuration data. Also, there is no separation of users.

Embedded mode is enabled in `xnjs.properties` file by setting

```
coreServices.targetsystemfactory.tsiMode=embedded
```

The embedded mode can be configured with a set of properties which are listed in the following table.

Property name	Type	Default value / mandatory	Description
<code>XNJS.localtsi.jobLimit</code>	integer number	0	Maximum number of concurrent jobs, if set to a value >0. Default is no limit.
<code>XNJS.localtsi.shell</code>	string	/bin/bash	Default UNIX shell to use (if shell is used).
<code>XNJS.localtsi.useShell</code>	[true, false]	true	Should a UNIX shell be used to execute jobs.
<code>XNJS.localtsi.workerThreads</code>	integer >= 1	4	Number of worker threads used to execute jobs.

## 9 The IDB

The UNICORE IDB (incarnation database) contains information on the target system capabilities (like number of nodes, CPUs etc) and allowing to check client resource requests against these.

The second IDB function is to define abstract application definitions that are then mapped onto concrete executables. This process (called "incarnation") is performed by the XNJS component.

### 9.1 Defining the IDB location

The IDB file is defined by the property "XNJS.idbfile", which must point to a file or directory on the UNICORE/X machine which is readable by the UNICORE/X process.

#### 9.1.1 Using an IDB directory

While the IDB can be put into a single file, it can be convenient to use multiple files. In this case, the property "XNJS.idbfile" points to a directory. The information from all files in this directory is merged.

When using a directory, you can optionally specify a "main" IDB file containing applications, resources, properties etc. From other files, only Applications will be read. A main IDB file is defined via "XNJS.idbfile.main"

### 9.1.2 User-specific applications (IDB extensions)

Sometimes it is required to define special applications for (groups of) users, and even let users define their own applications. This means that the set of available applications differs between users.

User specific applications can be defined using additional properties, for example like this:

```
XNJS.idbfile.ext.1=/opt/staff/unicore/*.xml
XNJS.idbfile.ext.2=$HOME/.unicore/*.xml
XNJS.idbfile.ext.3=$WORK/projects/apps/*.xml
```

These paths are resolved on the TSI machine, NOT on UNICORE/X. As you can see, they can contain variables (using \$VARIABLE syntax WITHOUT curly braces!). Make sure that the numbering is consistent (ext.1,ext.2,...).

---

**Note**

Some UNICORE features such as brokering in workflows might not (yet) work with user-specific applications!

---

### 9.1.3 Examples for IDB setup

Here are a few common IDB config examples

Single IDB file (default)

```
XNJS.idbfile=/etc/unicore/unicorex/simpleidb
```

IDB directory, all files are merged

```
XNJS.idbfile=/etc/unicore/unicorex/idb/
```

IDB directory, main file defined, read apps from all other files

```
XNJS.idbfile=/etc/unicore/unicorex/applications/
XNJS.idbfile.main=/etc/unicore/unicorex/simpleidb
```

IDB directory, main file defined, user-specific extension

```
XNJS.idbfile=/etc/unicore/unicorex/applications/
XNJS.idbfile.main=/etc/unicore/unicorex/simpleidb
XNJS.idbfile.ext.1=$HOME/.unicore/apps/*.xml
```

## 9.2 IDB syntax description

Starting with UNICORE 8.0, the IDB is written in JSON. This documentation focuses on the JSON format.

---

### Note

The older XML format is deprecated, but still supported. It is limited to a single partition, i.e. a single set of resource limits (number of nodes / CPUs etc). For reference, the schema for the XML IDB can be found at <http://svn.code.sf.net/p/unicore/svn/xnjs/trunk/src/main/schema/idb.xsd>

---

The IDB contains Partitions, Applications, Submit/Excute script templates and Info elements, all of which will be described below. Additionally the administrator can customize the script template that is used to

Applications can also be defined in separate files (if using a directory)

```
{
  "Partitions" : {},
  "Info" : {},
  "Applications" : [],
  "ExecuteScriptTemplate" : "...",
  "SubmitScriptTemplate" : "...",
}
```

### 9.2.1 Partitions

Each Partition corresponds essentially to a batch queue. Each partition may have its own runtime limits, number of CPUs etc.

Let's look at an example first. In the IDB file

```
{
  "Partitions": {
    "batch" : {
      "IsDefaultPartition": "true",
      "Description": "Default batch queue",
      "OperatingSystem": "LINUX",
      "OperatingSystemVersion": "4.15.0-62-generic / Ubuntu 18.04",
      "CPUArchitecture": "x86_64",
      "Resources": {
```



```

    "Nodes": "1-64:1",
    "CPUsPerNode": "4",
    "TotalCPUs": "4-256",
    "Runtime": "1-72000:3600",
  },
},
"dev" : {
  "Description": "Development queue",
  "OperatingSystem": "LINUX",
  "CPUArchitecture": "x86_64",
  "Resources": {
    "Nodes": "1-4:1",
    "CPUsPerNode": "4",
    "TotalCPUs": "4-16",
    "Runtime": "1-3600:10m",
  },
},
},
}

```

If you have more than one Partition, make sure to set one as the default using the element

```
"IsDefaultPartition": "true",
```

## Resources

Here you can specify things like number of nodes, job runtime (wall time!) CPUs per node, total number of CPUs, etc.

Integer-valued capabilities are specified with a range and an optional default, for example:

```
"Nodes" : "1-64:1",
```

or in a more verbose style:

```

"Nodes" : {
  "Range": "1-64",
  "Default": "1",
}

```

If a default is specified, the resource is part of the site's default resource set, and a value will be always be sent to the TSI.

If NO default is specified, the resource request will only be sent to the TSI if the user has requested it in her job.

A number of standard resource names exist, which a system should adhere to, in order to make user jobs as portable as possible. You may choose to not specify some of them, if they do not

make sense on your system. For example, some sites do not allow the user to explicitly select nodes and processors per node, but only "total number of CPUs", or only "Nodes".

- `Runtime` : The wall clock time (integer). You can use the usual units ("m", "h", "d"), e.g. "12h"
- `Nodes` : The number of nodes (integer)
- `CPUsPerNode` : The number of CPUs per node (integer)
- `TotalCPUs` : The total number of CPUs (integer)
- `Memory` : The amount of memory per node in bytes (integer). You can use the usual units ("k", "M", "G"), e.g. "128G"
- `NodeConstraints` : Identifiers for requesting specific node types (list of values)
- `QoS` : Quality of service required by the job (list of values)

```
"NodeConstraints" : {
  "Type": "CHOICE",
  "AllowedValues" : ["gpu", "mc"],
}
```

### Support for array jobs

Many resource managers support submission of job arrays, i.e. multiple similar jobs are submitted at the same time, where the user can control two things: how many jobs are submitted, and how many jobs run at the same time.

To enable this feature, the site administrator needs to define two resources in the IDB partition(s), named "ArraySize" and "ArrayLimit".

Consider the following example:

```
"ArraySize" : "1-100:1",
"ArrayLimit" : "1-100:10",
```

The array size and limit are passed to the TSI via

```
#TSI_ARRAY 0-99
#TSI_ARRAY_LIMIT 10
```

The TSI also sets an environment variable in the job script that corresponds to the "task id", i.e. the ID of the current job instance:

```
UC_ARRAY_TASK_ID = "22"; export UC_ARRAY_TASK_ID
```

## 9.2.2 Other types of resources

Most HPC sites have special settings that cannot be mapped to the generic resource elements shown in the previous section. Therefore UNICORE allows to define custom system settings and allow users to request these in their UNICORE jobs.

UNICORE/X will send these to the TSI in upper case, with a "#TSI\_SSR\_" prefix, e.g.

```
#!/bin/sh
#TSI_SUBMIT
# ...
#TSI_SSR_GPUS 4
# ....
```

## 9.2.3 Script templates

If you need to modify the scripts that are generated by UNICORE/X and sent to the TSI, you can achieve this using two entries in the IDB.

```
"SubmitScriptTemplate" : "#!/bin/sh \n #COMMAND \n#RESOURCES \n# ↵
SCRIPT \n",
"ExecuteScriptTemplate" : "#!/bin/sh \n#COMMAND \n#RESOURCES \n# ↵
SCRIPT \n"
```

(JSON requires this as a single-line string)

The SubmitScriptTemplate is used for batch job submission, the ExecuteScriptTemplate is used for everything else (e.g. creating directories, resolving user's home, etc)

UNICORE/X generates the TSI script as follows:

- "#COMMAND" entry will be replaced by the action for the TSI, e.g. "#TSI\_SUBMIT".
- (for submit)the "#RESOURCES" will be replaced by the resource requirements, e.g. "#TSI\_NODES=..."
- "#SCRIPT" will be the user script / the executed command

Modifying these templates can be used to perform special actions, such as loading modules, or changing the shell (but use something compatible to *sh*). For example, to add some special directory to the path for user scripts submitted in batch mode, you could use

```
"SubmitScriptTemplate" :
"#!/bin/bash \n#COMMAND \n#RESOURCES \nLD_LIBRARY_PATH= ↵
$LD_LIBRARY_PATH:/opt/openmpi-2.1/lib; export LD_LIBRARY_PATH ↵
nPATH=$PATH:/opt/openmpi-2.1/bin; export PATH \n#SCRIPT \n",
```

**Note**

Make sure that the commands added to the ExecuteScriptTemplate DO NOT generate any output on standard out or standard error! Always redirect any output to /dev/null

For example

```
"ExecuteScriptTemplate" :
"#!/bin/bash \n#COMMAND \nmodule load java-11 > /dev/null 2>&1 \n# ←→
  SCRIPT \n",
```

**9.2.4 Info**

Simple key-value pairs can be entered into the IDB which are then accessible client-side. This is very useful for conveying system-specifics to client code and also to users.

Here is an example

```
{
  "Info" : {
    "ssh-host"      : "login.cluster.com",
    "admin-email"  : "root@cluster.com",
  },
}
```

These pieces of information are accessible client side as part of the target system properties.

**9.2.5 Summary**

Table 10: Translation of standard resource names to TSI parameters

<b>Resource</b>	<b>TSI parameter</b>
Name of the selected partition	#TSI_QUEUE
Accounting project (from job)	#TSI_PROJECT
Runtime	#TSI_TIME
Nodes	#TSI_NODES
CPUsPerNode	#TSI_PROCESSORS_PER_NODE
TotalCPUs	#TSI_TOTAL_PROCESSORS
NodeConstraints	#TSI_BSS_NODES_FILTER
QoS	#TSI_QOS
MemoryPerNode	#TSI_MEMORY
ArraySize	#TSI_ARRAY
ArrayLimit	#TSI_ARRAY_LIMIT

Table 10: (continued)

Resource	TSI parameter
Other resources	#TSI_SSR_<name>

### 9.3 IDB Application definitions

Apart from describing the available queues and their associated resources, the most important functionality of the IDB is defining applications.

Applications can be defined in the main IDB file,

```
{
  Applications: [
    { Name: Date, ... },
    { Name: "Python script", ... },
  ],
}
```

or in separate files (one application per file).

Here is a quick overview of the available elements, which will be documented in detail below.

Table 11: JSON IDB Application

Tag	Type	Description	Optional/mandatory
Name	String	Application name	Mandatory
Version	String	Application version	Mandatory
Description	String	Application description	Optional
Executable	String	Executable	Mandatory
Arguments	List of strings	Command line arguments	Optional
Environment	Map of strings	Environment values	Optional
PreCommand	String	Pre-processing executed on the login node	Optional
PostCommand	String	Post-processing executed on the login node	Optional
Prologue	String	Pre-processing in the batch script	Optional

Table 11: (continued)

Tag	Type	Description	Optional/mandatory
Epiloge	String	Post-processing in the batch script	Optional
Parameters	Map	Metadata for application arguments / parameters	Optional
Resources	Map	Application-specific resource requests	Optional
RunOnLoginNode	"true"/"false"	Run job on login node	Optional, default=false
IgnoreNonZeroExitCode	"true"/"false"	Don't fail the job if app exits with non-zero exit code	Optional, default=true

Here is an example:

```
{
  Name: "Python script",
  Version: "3.4",
  Description: "Python 3 interpreter",
  Executable: "/usr/bin/python3",
  Arguments: [
    "-d$DEBUG?",
    "-vVERBOSE?",
    "$OPTIONS?",
    "$SOURCE?",
    "$ARGUMENTS",
  ],
  Parameters: {
    "SOURCE": {Type: "filename"},
    "ARGUMENTS": {Type: "string"},
    "DEBUG": {Type: "boolean"},
    "VERBOSE": {Type: "boolean"},
    "OPTIONS": {Type: "string"},
  },
  Prologue: "module load python3",
  Resources: {
```

```
Nodes: 1,  
}  
}
```

### 9.3.1 Basic Application definition

Here is an example entry for the "Date" application on a UNIX system

```
{  
  Name: Date,  
  Version: 1.0,  
  Executable: "/bin/date",  
}
```

Invoking the "Date" application will be simply mapped to an invocation of "/bin/date".

### 9.3.2 Arguments

Command line arguments are specified using <Argument> tags:

```
{  
  Name: LS,  
  Version: 1.0,  
  Executable: /bin/ls  
  Arguments: [ "-l", "-t", ],  
}
```

This would result in a command line "/bin/ls -l -t".

### 9.3.3 Conditional Arguments

The job submission from a client usually contains environment variables to be set when running the application. It often happens that a certain argument should only be included if a corresponding environment variable is set. This can be achieved by using "conditional arguments" in the incarnation definition. Conditional arguments are indicated by a question mark "?" appended to the argument value:

```
{  
  Name: JAVA,  
  Version: "11.0",  
  Description: "Java virtual machine",  
  Executable: "/usr/bin/java",  
  
  Arguments: [ "-cp$CLASSPATH?", ],  
}
```

Here, `-cp$CLASSPATH?` is an optional argument.

If the user's job submission now includes a environment variable named `CLASSPATH` the incarnated commandline will be `"/usr/bin/java -cp$CLASSPATH ..."`, otherwise just `"/usr/bin/java ..."`.

This allows very flexible incarnations.

### 9.3.4 Environment variables

To set environment variables, add a map

```
{
  Name: LS,
  Version: 1.0,
  Executable: "/bin/ls",

  Environment: {
    "PATH": "/opt/myapp:/usr/bin:$PATH",
    "MYENV": "value",
  },
}
```

### 9.3.5 Pre and post-commands

Sometimes it is useful to be able to execute one or several commands before or after the execution of an application, for example, to perform some pre- or postprocessing. These pre/post commands are executed on a login node (i.e. they are not part of the batch job).

```
{
  Name: SomeSimulation,
  Version: "1.0",
  Executable: "/usr/bin/simulation",

  PreCommand: "/opt/licenses/aquire_license",

  PostCommand: "/opt/licenses/release_license",
}
```

### 9.3.6 Prologue and epilogue

These commands will be executed as part on a batch node of the user's job script, and are placed before / after the application executable command.



```
{
  Name: SomeSimulation,
  Version: "1.0",
  Executable: "/usr/bin/simulation",

  Prologue: "module load some_module"

  Epilogue: "",
}
```

### 9.3.7 Interactive execution when using a batch system

If an application should not be submitted to the batch system, but be run on the login node (i.e. interactively), a flag in the IDB can be set:

```
{
  Name: SomeApp,
  Version: 1.0,

  # instruct UNICORE to run the application on a login node

  RunOnLoginNode: true,
}
```

### 9.3.8 Exit code handling

By default, a UNICORE job will be set to NOT\_SUCCESSFUL if the application exits with a non-zero exit code. If you want to change this behaviour, you can set a flag

```
{
  Name: SomeApp,
  Version: 1.0,

  # instruct UNICORE to NOT fail if the application
  # exits with non-zero exit code

  IgnoreNonZeroExitCode: true,
}
```

## 9.4 Application argument metadata

For client components it can be useful to have a description of an application in terms of its arguments. This allows for example the UNICORE Portal to automatically build a nice GUI for the application.

```
{
  Name: SomeApp,
  Version: 1.0,

  Parameters: {

    SOURCE:{
      Type: filename,
      Description: "The input file",
    },

    VERBOSE:{
      Type: boolean,
      Description: "Verbose mode",
    },

    PRECISION:{
      Type: choice,
      Description: "Computational precision",
      ValidValues: [
        "sloppy", "normal", "pedantic",
      ],
    },
  },
}
```

The meaning of the attributes should be fairly obvious.

- the `Description` attribute contains a human-readable description of the argument
- the `Type` attribute can have the values (lower/upper case does not matter) "string", "boolean", "int", "double", "filename" or "choice". In the case of "choice", the `ValidValues` attribute is used to specify the list of valid values. The type `filename` is used to specify that this is an input file for the application, allowing clients to enable special actions for this.
- The `ValidValues` attribute is used to limit the range of valid values, depending on the `Type` of the argument. The processing of this attribute is client-dependent. The UNICORE Rich Client supports intervals for the numeric types, and Java regular expressions for the string types.

### 9.4.1 Per-application resource requirements

If the application requires any default resources, like particular node constraints, or a specific queue, you can add resource requests in the IDB.

For example:

```
{
  Name: SomeSimulation,
  Version: "3.0",

  Resources: {
    Nodes: "2",
    NodeConstraints: "amd",
  }
}
```

Note that the user job can override these, i.e. if the user requests different values for the requested resources, the values from the user job will be used.

## 9.5 Tweaking the incarnation process

In UNICORE the term incarnation refers to the process of changing the abstract and probably universal *grid request* into a sequence of operations *local to the target system*. The most fundamental part of this process is creation of the execution script which is invoked on the target system (usually via a batch queuing subsystem (BSS)) along with an execution context which includes local user id, group, BSS specific resource limits.

UNICORE provides a flexible incarnation model - most of the magic is done automatically by TSI scripts basing on configuration which is read from the IDB. IDB covers script creation (using templates, abstract application names etc). Mapping of the grid user to the local user is done by using UNICORE Attribute Sources like the XUADB.

In rare cases the standard UNICORE incarnation mechanism is not flexible enough. Typically this happens when the script which is sent to TSI should be tweaked in accordance to some runtime constraints. Few examples may include:

- Administrator wants to set memory requirements for all invocations of the application X to 500MB if user requested lower amount of memory (as the administrator knows that the application consumes always at least this amount of memory).
- Administrator wants to perform custom logging of suspected requests (which for instance exceed certain resource requirements threshold)
- Administrator need to invoke a script that create a local user's account if it doesn't exist.
- Administrator wants to reroute some requests to a specific BSS queue basing on the arbitrary contents of the request.

- Administrator wants to set certain flags in the script which is sent to TSI when a request came from the member of a specific VO. Later those flags are consumed by TSI and are used as submission parameters.

Those and all similar actions can be performed with the Incarnation tweaking subsystem. Note that though it is an extremely powerful mechanism, it is also a very complicated one and configuring it is error prone. Therefore always try to use the standard UNICORE features (like configuration of IDB and attribute sources) in the first place. Treat this incarnation tweaking subsystem as the last resort!

To properly configure this mechanism at least a very basic Java programming language familiarity is required. Also remember that in case of any problems contacting the UNICORE support mailing list can be the solution.

### 9.5.1 Operation

It is possible to influence incarnation in two ways:

- *BEFORE-SCRIPT* it is possible to change all UNICORE variables which are used to produce the final TSI script just *before it is created* and
- *AFTER-SCRIPT* later on to *change the whole TSI script*.

The first BEFORE-SCRIPT option is suggested: it is much easier as you have to modify some properties only. In the latter much more error prone version you can produce an entirely new script or just change few lines of the script which was created automatically. It is also possible to use both solutions simultaneously.

Both approaches are configured in a very similar way by defining rules. Each rule has its condition which triggers it and list of actions which are invoked if the condition was evaluated to true. The condition is in both cases expressed in the same way. The difference is in case of actions. Actions for BEFORE-SCRIPT rules can modify the incarnation variables but do not return a value. Actions for AFTER-SCRIPT read as its input the original TSI script and must write out the updated version. Theoretically AFTER-SCRIPT actions can also modify the incarnation variables but this doesn't make sense as those variables won't be used.

### 9.5.2 Basic configuration

By default the subsystem is turned off. To enable it you must perform two simple things:

- Add the `XNJS.incarnationTweakerConfig` property to the XNJS config file. The value of the property must provide a location of the file with dynamic incarnation rules.
- Add some rules to the file configured above.

The following example shows how to set the configuration file to the value `conf/incarnationTweaker.xml`:

```

...
<eng:Properties>
  ...
  <eng:Property name="XNJS.incarnationTweakerConfig" value="conf/ ←
    incarnationTweaker.xml"/>
  ...
</eng:Properties>
...

```

The contents of the rules configuration file must be created following this syntax:

```

<?xml version="1.0" encoding="UTF-8"?>
<tns:incarnationTweaker xmlns:tns="http://eu.unicore/xnjs/ ←
  incarnationTweaker"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">

  <tns:beforeScript>
    <!-- Here come BEFORE-SCRIPT rules-->
  </tns:beforeScript>

  <tns:afterScript>
    <!-- And here AFTER-SCRIPT rules-->
  </tns:afterScript>
</tns:incarnationTweaker>

```

### 9.5.3 Creating rules

Each rule must conform to the following syntax:

```

<tns:rule finishOnHit="false">
  <tns:condition> <!-- Here comes the rule's ←
    condition --> </tns:condition>

  <tns:action type="ACTION-TYPE">ACTION-DEFINITION</ ←
    tns:action>
  <!-- More actions may follow -->
</tns:rule>

```

The rule's attribute `finishOnHit` is optional, by default its value is `false`. When it is present and set to `true` then this rule becomes the last rule invoked if its condition was met.

You can use as many actions as you want (assuming that at least one is present), actions are invoked in the order of appearance.

### SpEL and Groovy

Rule conditions are always boolean expressions of the Spring Expression Language (SpEL). As SpEL can be also used in some types of actions it is the most fundamental tool to understand.

Full documentation is available here: <http://static.springsource.org/spring/docs/3.0.0.M3/spring-framework-reference/html/ch07.html>

The most useful is the section 7.5: <http://static.springsource.org/spring/docs/3.0.0.M3/spring-framework-reference/html/ch07s05.html>

Actions can be also coded using the Groovy language. You can find Groovy documentation at Groovy's web page: <http://groovy.codehaus.org>

### Creating conditions

Rule conditions are always Spring Expression Language (SpEL) boolean expressions. To create SpEL expressions, the access to the request-related variables must be provided. All variables which are available for conditions are explained in Section 9.6.

### Creating BEFORE-SCRIPT actions

There are the following action types which you can use:

- `spel` (the default which is used when type parameter is not specified) treats action value as SpEL expression which is simply evaluated. This is useful for simple actions that should modify value of one variable.
- `script` treats action value as a SpEL expression which is evaluated and which should return a string. Evaluation is done using SpEL templating feature with `\${` and `}` used as variable delimiters (see section 7.5.13 in Spring documentation for details). The returned string is used as a command line which is invoked. This action is extremely useful if you want to run an external program with some arguments which are determined at runtime. Note that if you want to cite some values that may contain spaces (to treat them as a single program argument) you can put them between double quotes `"`. Also escaping characters with `"\"` works.
- `groovy` treats action value as a Groovy script. The script is simply invoked and can manipulate the variables.
- `groovy-file` works similarly to the `groovy` action but the Groovy script is read from the file given as the action value.

All actions have access to the same variables as conditions; see Section 9.6 for details.

### Creating AFTER-SCRIPT actions

There are the following action types which you can use:

- `script` (the default which is used when type parameter is not specified) treats action value as SpEL expression which is evaluated and which should return a string. Evaluation is done using SpEL templating feature with `\${` and `}` used as variable delimiters (see section 7.5.13

in Spring documentation for details). The returned string used as a command line which is invoked. The invoked application gets as its standard input the automatically created TSI script and is supposed to return (using standard output) the updated script which shall be used instead. This action is extremely useful if you want to run an external program with some arguments which are determined at runtime. Note that if you want to cite some values that may contain spaces (to treat them as a single program argument) you can put them between double quotes ". Also escaping characters with \ works.

- `groovy` treats action value as a Groovy script. The script has access to one special variable `input` of type `Reader`. The original TSI script is available from this reader. The groovy script is expected to print the updated TSI script which shall be used instead of the original one.
- `groovy-file` works the same as the `groovy` action but the Groovy script is read from the file given as the action value.

All actions have access to the same variables as conditions; see Section 9.5 for details.

#### 9.5.4 Final notes

- The rules configuration file is automatically reread at runtime.
- If errors are detected in the rules configuration file upon server startup then the whole subsystem is disabled. If errors are detected at runtime after an update then old version of rules is continued to be used. Always check the log file!
- When rules are read the system tries to perform a dry run using an absolutely minimal execution context. This can detect some problems in your rules but mostly only in conditions. Actions connected to conditions which are not met won't be invoked. Always try to submit a real request to trigger your new rules!
- Be careful when writing conditions: it is possible to change incarnation variables inside your condition - such changes also influence incarnation.
- It is possible (from the version 6.4.2 up) to stop the job processing from the rule's action. To do so with the `groovy` or `groovy-file` action, throw the `de.fzj.unicore.xnjs.ems.ExecutionException` object from the script. In case of the `script` action, the script must exit with the exit status equal to 10. The first 1024 bytes of its standard error are used as the message which is included in the `ExecutionException`. This feature works both for the BEFORE- and AFTER-SCRIPT actions. It is not possible to achieve this with the `spel` action type.

#### 9.5.5 Complete examples and hints

Invoking a logging script for users who have the `specialOne` role. Note that the script is invoked with two arguments (role name and client's DN). As the latter argument may contain spaces we surround it with quotation marks.

```
<?xml version="1.0" encoding="UTF-8"?>
<tns:incarnationTweaker xmlns:tns="http://eu.unicore/xnjs/ ↵
  incarnationTweaker"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">

  <tns:beforeScript>
    <tns:rule>
      <tns:condition>client.role.name == "specialOne"</tns: ↵
        condition>
      <tns:action type="script">/opt/scripts/logSpecials.sh $ ↵
        {client.role.name} "${client.distinguishedName}"</ ↵
        tns:action>
    </tns:rule>
  </tns:beforeScript>

  <tns:afterScript>
</tns:afterScript>
</tns:incarnationTweaker>
```

A more complex example. Let's implement the following rules:

- The Application with a IDB name HEAVY-APP will always get 500MB of memory requirement if user requested less or nothing.
- All invocations of an executable */usr/bin/serial-app* are made serial, i.e. the number of requested nodes and CPUs are set to 1.
- For all requests a special script is called which can create a local account if needed along with appropriate groups.
- There is also one AFTER-RULE. It invokes a groovy script which adds an additional line to the TSI script just after the first line. The line is added for all invocations of the */usr/bin/serial-app* program.

The realization of the above logic can be written as follows:

```
<?xml version="1.0" encoding="UTF-8"?>
<tns:incarnationTweaker xmlns:tns="http://eu.unicore/xnjs/ ↵
  incarnationTweaker"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">

  <tns:beforeScript>
    <tns:rule>
      <tns:condition>app.applicationName == " ↵
        HEAVY-APP" and (resources. ↵
        individualPhysicalMemory == null
          or resources. ↵
            individualPhysicalMemory ↵
              < 500000000)</tns ↵
        :condition>
```



```

        <tns:action>resources. <↵
            individualPhysicalMemory=500000000</tns <↵
            :action>
    </tns:rule>
    <tns:rule>
        <tns:condition>app.executable == "/usr/bin/ <↵
            serial-app" and resources. <↵
            individualCPUCount != null</tns: <↵
            condition>
        <tns:action>resources.individualCPUCount <↵
            =1</tns:action>
        <tns:action>resources.totalResourceCount <↵
            =1</tns:action>
    </tns:rule>
    <tns:rule>
        <tns:condition>>true</tns:condition>
        <tns:action type="script">/opt/ <↵
            addUserIfNotExists.sh ${client.xlogin. <↵
            userName} ${client.xlogin.encodedGroups <↵
            }</tns:action>
    </tns:rule>
</tns:beforeScript>

    <tns:afterScript>
        <tns:rule>
            <tns:condition>app.executable == "/usr/bin/ <↵
                serial-app"</tns:condition>
            <tns:action type="groovy">
int i=0;
input.eachLine() { line ->
if(i==1) {
    println("#TSI_MYFLAG=SERIAL");
    println(line);
} else
    println(line);

i++;
}

                </tns:action>
            </tns:rule>
        </tns:afterScript>
</tns:incarnationTweaker>

```

Remember that some characters are special in XML (e.g. < and &). You have to encode them with XML entities (e.g. as &lt; and &gt; respectively) or put the whole text in a CDATA section. A CDATA section starts with "<![CDATA[" and ends with "]]>". Example:

```

<tns:condition><![CDATA[ resources.individualPhysicalMemory < <↵
    500000000 ]]></tns:condition>

```

Note that usually it is better to put Groovy scripts in a separate file. Assuming that you placed the contents of the groovy AFTER-action above in a file called `/opt/scripts/filter1.g` then the following AFTER-SCRIPT section is equivalent to the above one:

```
<tns:afterScript>
  <tns:rule>
    <tns:condition>app.executable == "/usr/bin/ serial-app"</tns:condition>
    <tns:action type="groovy-file">/opt/scripts /filter1.g</tns:action>
  </tns:rule>
</tns:afterScript>
```

It is possible to fail the job when a site-specific condition is met. E.g. with the groovy script:

```
<tns:afterScript>
  <tns:rule>
    <tns:condition>SOME - CONDITION</tns:condition>
    <tns:action type="groovy">
throw new de.fzj.unicore.xnjs.ems.ExecutionException(de.fzj.unicore
.xnjs.util.ErrorCode.ERR_EXECUTABLE_FORBIDDEN, "Description for
the user");
    </tns:action>
  </tns:rule>
</tns:afterScript>
```

To check your rules when you develop them, it might be wise to enable DEBUG logging on incarnation tweaker facility. To do so add the following setting to the `logging.properties` file:

```
log4j.logger.unicore.xnjs.IncarnationTweaker=DEBUG
```

You may also want to see how the final TSI script looks like. Most often TSI places it in a file in job's directory. However if the TSI you use doesn't do so (e.g. in case of the NOBATCH TSI) you can trigger logging of the TSI script on the XNJS side. There are two ways to do it. You can enable DEBUG logging on the `unicore.xnjs.tsi.TSIConnection` facility:

```
log4j.logger.unicore.xnjs.tsi.TSIConnection=DEBUG
```

This solution is easy but it will produce also much more of additional information in you log file. If you want to log TSI scripts only, you can use AFTER-SCRIPT rule as follows:

```
<tns:afterScript>
  <tns:rule>
    <tns:condition>>true</tns:condition>
    <tns:action type="groovy">
org.apache.log4j.Logger log=org.apache.log4j.Logger.getLogger("
unicore.xnjs.RequestLogging");
```

```
log.info("Dumping TSI request:");
input.eachLine() { line ->
    println(line);
    log.info(" " + line);
}
</tns:action>
</tns:rule>
</tns:afterScript>
```

The above rule logs all requests to the normal UNICORE/X log file with the INFO level.

## 9.6 Incarnation tweaking context

Dynamic incarnation tweaker conditions and also all actions are provided with access to all relevant data structures which are available at XNJS during incarnation.

The following variables are present:

- `Client client` provides access to authorization material: `xlogin`, `roles`, `attributes` etc. NOTE: In general it makes sense to modify only the `xlogin` field in the `Client` object, the rest are available only for information purposes. E.g. there is a `queue` field, but changing it in the incarnation tweaker rules will have no effect on incarnation. Use the `queue` property available from `resources` variable instead. You can read `client`'s `queue` to check what queue settings were defined in attribute sources for the user. [The source](#)
- `ApplicationInfo app` provides access to information about application to be executed (both abstract IDB name and actual target system executable). You can change the values here to influence the incarnation. Remember that changing the user's DN here won't influence authorization layer as authorization was already done for each request at this stage. [The source](#)
- `ResourcesWrapper resources` provides access to resource requirements of the application. [The source](#)
- `ExecutionContext ec` provides access to the application environment: interactive setting, environment variables, working directory and `stdin/out/err` files. [The source](#)
- `IncarnationDataBase idb` provides an (read only) access to the contents of the IDB. <https://sourceforge.net/p/unicore/svn/HEAD/tree/xnjs/trunk/src/main/java/de/fzj/unicore/xnjs/idb/IDBImpl.java> [[The source](#)]

Each of the available variables has many properties that you can access. It is best to check source code of the class to get a complete list of them. You can read property X if it has a corresponding Java `public Type getX()` method. You can set a property Y if it has a corresponding Java `public void setY(Type value)` method.

### 9.6.1 Simple example

Let's consider the variable `client`. In the `Client` class you can find methods:

```
public String getDistinguishedName()  
  
public void setDistinguishedName(String distinguishedName)
```

This means that the following SpEL condition is correct:

```
client.distinguishedName != null and client.distinguishedName == " ←  
CN=Roger Zelazny,C=US"
```

Note that it is always a safe bet to check first if the value of a property is not null.

Moreover you can also set the value of the distinguished name in an action (this example is correct for both SpEL and Groovy):

```
client.distinguishedName="CN=Roger Zelazny,C=US"
```

### 9.6.2 Advanced example

Often the interesting property is not available directly under one of the above enumerated variables. In case of the `client` variable one example may be the `xlogin` property holding the list of available local accounts and groups and the ones which were selected among them.

Example of condition checking the local user id:

```
client.xlogin.userName != null and client.xlogin.userName == "roger ←  
"
```

Setting can also be done in an analogous way. However always pay attention to the fact that not always setting a value will succeed. E.g. for `Xlogin` it is possible to set a selected `xlogin` only to one of those defined as available (see contents if the respective `setSelectedLogin()` method). Therefore to change local login to a fixed value it is best to just override the whole `XLogin` object like this (SpEL):

```
client.xlogin=new eu.unicore.security.Xlogin(new String[] {"roger ←  
"}, new String{"users"})
```

### 9.6.3 Resources variable

As it is bit difficult to manipulate the resources requirements object which is natively used by UNICORE, it is wrapped to provide an easier to use interface. The only exposed properties are those requirements which are actually used by UNICORE when the TSI script is created.

You can access the low level (and complicated) original resources object through the `resources.allResources` property.

## 10 Data staging

When executing user jobs, the XNJS also performs data staging, i.e. getting data from remote locations before starting the job, and uploading data when the job has finished. A variety of protocols can be used for data movement, including UNICORE-specific protocols such as BFT or UFTP, but also standard protocols like ftp, scp, and e-mail.

Some of these (like mail) have additional configuration options, which are given in this section.

### 10.1 SCP support

UNICORE supports file staging in/out using SCP, as defined in the Open Grid Forum's "HPC File staging profile" (GFD.135).

In the JSDL job description, an scp stage in is specified as follows:

```
<?xml version="1.0"?>
<p:JobDefinition xmlns:p="http://schemas.ggf.org/jSDL/2005/11/jSDL"
                 xmlns:jSDL-posix="http://schemas.ggf.org/jSDL/2005/11/jSDL-posix">
  <p:JobDescription>
    <p:Application>
      <jSDL-posix:POSIXApplication>
        <jSDL-posix:Executable>/bin/ls</jSDL-posix:Executable>
        <jSDL-posix:Argument>-l</jSDL-posix:Argument>
      </jSDL-posix:POSIXApplication>
    </p:Application>
    <p>DataStaging>
      <p:FileName>input</p:FileName>
      <p:CreationFlag>overwrite</p:CreationFlag>
      <p:Source>
        <p:URI>scp://HOST:PORT:filepath</p:URI>
      </p:Source>
      <ac:Credential xmlns:ac="http://schemas.ogf.org/hpcp/2007/11/
ac">
        <wsse:UsernameToken xmlns:wsse="http://docs.oasis-open.org/
wss/2004/01/oasis-200401-wss-wssecurity-secext-1.0.xsd">
          <wsse:Username>***</wsse:Username>
          <wsse:Password>***</wsse:Password>
        </wsse:UsernameToken>
      </ac:Credential>
    </p>DataStaging>
  </p:JobDescription>
</p:JobDefinition>
```

As you can see, username and password required to invoke SCP are embedded into the job description, and the URL schema is "scp://"

### 10.1.1 Site setup

At a site that wishes to support SCP, the UNICORE server needs to be configured with the path of an scp wrapper script that can pass the password to scp, if necessary.

If not already pre-configured during installation, you can configure this path manually in the XNJS config file

```
# scp wrapper script
XNJS.staging.scpWrapper=/path/to/scp-wrapper.sh
```

### 10.1.2 SCP wrapper script

A possible scp wrapper script written in TCL is provided in the "extras" folder of the core server bundle, for your convenience it is reproduced here. It requires TCL and Expect. You may need to modify the first line depending on how Expect is installed on your system.

```
#!/usr/bin/expect -f

# this is a wrapper around scp
#
# it automates the interaction required to enter the password.
#
# Prerequisites:
# The TCL Expect tool is used.
#
# Arguments:
# 1: source, 2: target, 3: password

set source [lindex $argv 0]
set target [lindex $argv 1]
set password [lindex $argv 2]
set timeout 10

# start the scp process
spawn scp "$source" "$target"

# handle the interaction
expect {
    "passphrase" {
        send "$password\r"
        exp_continue
    } "password:" {
        send "$password\r"
        exp_continue
    } "yes/no)?" {
        send "yes\r"
        exp_continue
    } timeout {
```

```
    puts "Timeout."
    exit
} -re "." {
    exp_continue
} eof {
    exit
}
}
```

Similar scripts may also be written in other scripting languages such as Python.

## 10.2 Mail support

UNICORE supports file staging out using email. An existing SMTP server or some other working email mechanism is required for this to work.

In the JSDL job description, a stage out using email is specified as follows:

```
<?xml version="1.0"?>
<p:JobDefinition xmlns:p="http://schemas.ggf.org/jsdl/2005/11/jsdl"
                 xmlns:jsdl-posix="http://schemas.ggf.org/jsdl ←
                 /2005/11/jsdl-posix">
  <p:JobDescription>

    <!-- example stage-out using email -->
    <p:DataStaging>
      <p:FileName>stdout</p:FileName>
      <p:Target>
        <p:URI>mailto:user@domain?subject=Your output is ready</p: ←
        URI>
      </p:Target>
    </p:DataStaging>

  </p:JobDescription>
</p:JobDefinition>
```

The "mailto" URI consists of the email address and an OPTIONAL user-defined subject.

### 10.2.1 Site setup

Without any configuration, UNICORE will use JavaMail and attempt to use an SMTP server running on the UNICORE/X host, expected to be listening on port 25 (the default SMTP port).

To change this behaviour, the following properties can be defined (in the XNJS config file). See the next section if you do not want to use an SMTP server directly.

- XNJS.staging.mailHost: the host of the SMTP server

- XNJS.staging.mailPort : the port of the SMTP server
- XNJS.staging.mailUser : the user name of the mail account which sends email
- XNJS.staging.mailPassword : the password of the mail account which sends email
- XNJS.staging.mailSSL : to use SSL, see the XNJS/TSI SSL setup page on how to setup SSL

### 10.2.2 Email wrapper script

As an alternative to using JavaMail, the site admin can define a script which is executed (as the current UNICORE user) to send email.

```
# mailto wrapper script, defining this will disable JavaMail
XNJS.staging.mailSendScrip=/path/to/mail-wrapper.sh
```

This is expected to takes three parameters: email address, file to send and a subject. An example invocation is

```
mail-wrapper.sh "user@somehost.eu" "outfile" "Result file from your ↵
job"
```

## 10.3 GridFTP

Using GridFTP requires a proxy cert, please refer to section [?]

## 10.4 Configuration reference

The configuration settings related to data staging are summarized in the following table.

Property name	Type	Default value / mandatory	Description
XNJS.staging.curl	string	-	Location of the <i>curl</i> executable used for FTP stage-ins. If null, Java code will be used for HTTP.
XNJS.staging.filesystemGraceTime	integer	0	Grace time (in seconds) when waiting for files to appear on shared filesystems.
XNJS.staging.gridftp	string	globus-url	Location of the <i>globus-url-copy</i> executable used for GridFTP staging.



Property name	Type	Default value / mandatory	Description
XNJS.staging.gridParameters	string	empty string	Additional options for <i>globus-url-copy</i> .
XNJS.staging.mailEnableSsl	boolean	false	Outgoing mail (SMTP): enable SSL connection.
XNJS.staging.mailHost	string	localhost	Outgoing mail host (SMTP) used for staging-out via email.
XNJS.staging.mailPassword	string	-	Outgoing mail (SMTP) password.
XNJS.staging.mailPort	integer number	25	Outgoing mail (SMTP) port number.
XNJS.staging.mailScript	string	-	Script to be used for sending outgoing mail (instead of using SMTP).
XNJS.staging.mailUser	string	-	Outgoing mail (SMTP) user name.
XNJS.staging.scpWrapper	string	scp-wrapper	Location of the wrapper script used for scp staging.
XNJS.staging.threadCount	integer >= 1	4	Number of worker threads to use for data staging.
XNJS.staging.wgetExecutable	string	-	Location of the <i>wget</i> executable used for HTTP stage-ins. If null, Java code will be used for HTTP.
XNJS.staging.wgetParameters	string	-	Additional options for <i>wget</i> .

## 11 UFTP setup

UFTP is a high-performance file transfer protocol. For using UFTP as a data staging and file upload/download solution in UNICORE, a separate server (uftp) is required. This is installed on a host with direct access to the file system, usually this is a cluster login node, but it can also be a separate host.

In a UFTP transfer, one side acts as a client and the other side is the uftp server. UNICORE/X will run the client code via the TSI (recommended) or in-process (with lower performance)

For details on how to install the uftp server please refer to the separate UFTP manual available on [unicore.eu](http://unicore.eu), which provides all information required to install and configure the UFTP.

---

### Note

If UFTP is not running on the same host(s) as the TSI, you will need to copy the UFTP libs and client executable to the TSI machine(s).

---

The minimal required UNICORE/X configuration consists of the listen and command addresses of the UFTPD server and the location of the client executable on the TSI host.

```
# Listener (pseudo-FTP) socket of UFTPD
coreServices.uftp.server.host=uftp.yoursite.edu
coreServices.uftp.server.port=64434

# Command socket of UFTPD
coreServices.uftp.command.host=uftp.yoursite.edu
coreServices.uftp.command.port=64435

# Full path to the 'uftp.sh' client executable
# installed on the TSI node
coreServices.uftp.client.executable=/usr/share/unicore/uftpd/bin/ ↔
uftp.sh
```

If you want to run the client code in the UNICORE/X process, set

```
coreServices.uftp.client.local=true
```

The following table shows all the available configuration options for UFTP.

Property name	Type	Default value / mandatory	Description
coreServices.uftp.buffer_size	integer	128	File read/write buffer size in kbytes.
coreServices.uftp.client.executable	string	uftp.sh	Configures the path to the client executable (location of <i>uftp.sh</i> ).
coreServices.uftp.client.host	string	<i>not set</i>	Client host. If not set and UFTP client is set to local, then the local interface address will be determined at runtime. If not set and non-local mode is configured, then the TSI machine will be used.
coreServices.uftp.client.ip_addresses	string	<i>not set</i>	Client IP address(es) to send to UFTPD. If not set, the client.host value will be used.

Property name	Type	Default value / mandatory	Description
coreServices.uftp.	<del>[true, false]</del> local	false	Controls whether, the Java UFTP client code should be run directly within the JVM, which will work only if the UNICORE/X has access to the target file system, or, if set to false, in the TSI.
coreServices.uftp.	<del>string</del> and.host	localhost	The UFTPD command host.
coreServices.uftp.	<del>integer [0..65535]</del> .port	64435	The UFTPD command port.
coreServices.uftp.	<del>integer [0..300]</del> .socketTimeout		The timeout (in seconds) for communicating with the command port.
coreServices.uftp.	<del>[true, false]</del> sslDisable	false	Allows to disable SSL on the command port (useful for testing).
coreServices.uftp.	<del>[true, false]</del> sessionMode	Multiple	Controls multi-file transfers should be done one by one (NOT recommended).
coreServices.uftp.	<del>[true, false]</del>	true	Controls whether UFTP should be enabled for this server.
coreServices.uftp.	<del>[true, false]</del> .on	false	Controls whether encryption should be enabled by default for server-server transfers.
coreServices.uftp.	<del>integer number</del>	0	Limit the bandwidth (bytes per second) used by a single transfer (0 means no limit).
coreServices.uftp.	<del>string</del> .host	-	UFTPD listen host. If this is not set, UFTP is disabled.
coreServices.uftp.	<del>integer [1..65535]</del> .port	64434	UFTPD listen port.
coreServices.uftp.	<del>integer number</del>	1	Requested number of parallel data streams.
coreServices.uftp.	<del>integer number</del> .limit	4	Server limit for number of streams (per client connection).

## 12 Configuration of storages

A UNICORE/X server can make storage systems (e.g. file systems) accessible to users in several ways.

- storages endpoints can be defined which are available even if there is no compute service;
- storages can be "attached" to compute services;
- each job has a working directory, which is exposed as a storage instance and can be freely accessed using a UNICORE client.
- the "StorageFactory" service allows users to create dynamic storage instances, which is very useful if the UNICORE workflow system is used;

Storages have additional features which are covered in other sections of this manual.

- Metadata management is covered in [Section 13](#)
- Data-triggered processing is described in [Section 14](#)

### 12.1 Configuring storage services

Storage services are created on server startup and published in the registry. They are independent of any compute services and accessible for all users.

---

#### Note

Service accessibility does not imply file system accessibility. The file system access control is still in place, so users must have the appropriate Unix permissions to access a storage.

---

The basic property controls which storages are enabled

```
coreServices.sms.storage.enabledStorages=HOME WORK SHARE2 ...
```

Each enabled storage is configured using a set of properties.

Property name	Type	Default value / mandatory	Description
coreServices.sms.storage.allowUserDefined	{true/false}	otherwise	Whether the allow the user to set the storage base directory when creating the storage via the StorageFactory.

Property name	Type	Default value / mandatory	Description
coreServices.sms.s[true,false].checkExistence	[true,false]	checkExistence	Whether the existence of the base directory should be checked when creating the storage.
coreServices.sms.s[true,false].class	Class extending de.fzj.unicore.uas.StorageManager	StorageManager	Storage implementation class used (and mandatory) in case of the CUSTOM type.
coreServices.sms.s[true,false].cleanUp	[true,false]	false	Whether files of the storage should be removed when the storage is destroyed. This is mostly useful for storage factories. ( <i>runtime updateable</i> )
coreServices.sms.s[integer number].defaultUmask	integer number	777	Default (initial) umask for files in the storage. Must be an octal number. Note that this property is not updateable at runtime for normal storages as it wouldn't have sense (it is the initial umask by definition). However in case of storage factory it is, i.e. after the property change, the SMSes created by the factory will use the new umask as the initial one. At runtime the SMS umask can be changed by the clients (if are authorized to do so).
coreServices.sms.s[string].description	string	File system	Description of the storage. It will be presented to the users. ( <i>runtime updateable</i> )
coreServices.sms.s[true,false].disableMetadata	[true,false]	false	Whether the metadata service should be disabled for this storage.
coreServices.sms.s[true,false].enableTrigger	[true,false]	false	Whether the triggering feature should be enabled for this storage.

Property name	Type	Default value / mandatory	Description
coreServices.sms.storage.filterFiles	[true, false]	faFiles	If set to true then this SMS will filter returned files in response of the ListDirectory command: only files owned or accessible by the caller will be returned. <i>(runtime updateable)</i>
coreServices.sms.storageInfoProvider	Class extending <code>de.fzj.unicore.uas.impl.sms.StorageInfoProvider</code>	DefaultStorageInfoProvider	(Very advanced settings) Provide information about storages produced by the SMS factory.
coreServices.sms.storage.name	string		Storage name. If not set then the internal unique identifier is used.
coreServices.sms.storage.path	string		Denotes the storage base path.
coreServices.sms.storage.protocols	string		(DEPRECATED, ignored) <i>(runtime updateable)</i>
coreServices.sms.storage.settings	string <i>can have subkeys</i>		Useful for CUSTOM storage types: allows to set additional settings (if needed) by such storages. Please refer to documentation of a particular custom storage type for details. Note that while in general updates of the properties at runtime are propagated to the chosen implementation, it is up to it to use the updated values or ignore changes. <i>(runtime updateable)</i>
coreServices.sms.storage.triggerUserID	string		For data triggering on shared storages, use this user ID for the controlling process.

Property name	Type	Default value / mandatory	Description
coreServices.sms.storage.N.type	string		Storage type. FIXEDPATH: mapped to a fixed directory, VARIABLE: resolved using an environmental variable lookup, CUSTOM: specified class is used.
coreServices.sms.storage.N.workdir	string		(DEPRECATED, use <i>path</i> instead)

For example to define a storage for accessing the user's HOME and some shared path

```
coreServices.sms.storage.HOME.name=HOME
coreServices.sms.storage.HOME.type=HOME
coreServices.sms.storage.HOME.description=User's HOME

coreServices.sms.storage.WORK.name=WORK
coreServices.sms.storage.WORK.description=Shared projects workspace
coreServices.sms.storage.WORK.path=/mnt/gpfs/projects
coreServices.sms.storage.WORK.defaultUmask=07
```

The *name* parameter will be used as the storage's service ID. This means that the URL to access these storages will be something like

```
https://<site_address>/rest/core/storages/HOME
https://<site_address>/rest/core/storages/WORK
```

and via the SOAP/XML interfaces

```
https://<site_address>/services/StorageManagement?res=HOME
https://<site_address>/services/StorageManagement?res=WORK
```

Usually, the "name" property is not needed, if you set it it should match the ID to avoid confusion.

The other storage properties (see the previous section) are also accepted!

## 12.2 Configuring storages attached to TargetSystem instances

Each TargetSystem instance can have one or more storages attached to it. Note that this is different case from the shared storages which are not attached to any particular TargetSystem. The practical difference is that to use storages attached to a TargetSystem, a user must first create one.

By default, NO storages are created.

For example, to allow users access their home directory on the target system, you need to add a storage. This is done using configuration entries in `uas.config`.

Property name	Type	Default value / mandatory	Description
<code>coreServices.target[true/false].storage.N.allow</code>	<code>[true/false]</code>	<code>true</code> .N.allow	Whether to allow the user to set the storage base directory when creating the storage via the <code>StorageFactory</code> .
<code>coreServices.target[true/false].storage.N.check</code>	<code>[true/false]</code>	<code>true</code> .N.check	Whether the existence of the base directory should be checked when creating the storage.
<code>coreServices.target[true/false].storage.N.class</code>	Class extending <code>de.fzj.unicore.uas.StorageManager</code>	<code>de.fzj.unicore.uas.StorageManager</code> .N.class	Storage implementation class used (and mandatory) in case of the CUSTOM type.
<code>coreServices.target[true/false].storage.N.clean</code>	<code>[true/false]</code>	<code>false</code> .N.clean	Whether files of the storage should be removed when the storage is destroyed. This is mostly useful for storage factories. ( <i>runtime updateable</i> )
<code>coreServices.target[true/false].storage.N.default</code>	integer number	<code>777</code> .N.default	Default (initial) umask for files in the storage. Must be an octal number. Note that this property is not updateable at runtime for normal storages as it wouldn't have sense (it is the initial umask by definition). However in case of storage factory it is, i.e. after the property change, the SMSes created by the factory will use the new umask as the initial one. At runtime the SMS umask can be changed by the clients (if are authorized to do so).



Property name	Type	Default value / mandatory	Description
coreServices.target.system.storage.FileSystem	string	FileSystem	Description of the storage. It will be presented to the users. <i>(runtime updateable)</i>
coreServices.target.system.storage.NoMetadata	[true, false]	false	Whether the metadata service should be disabled for this storage.
coreServices.target.system.storage.NoTrigger	[true, false]	false	Whether the triggering feature should be enabled for this storage.
coreServices.target.system.storage.NoFilter	[true, false]	false	If set to true then this SMS will filter returned files in response of the ListDirectory command: only files owned or accessible by the caller will be returned. <i>(runtime updateable)</i>
coreServices.target.system.storage.NzInfoProvider	Class extending de.fzj.unicore.uas.impl.sms.StorageInfoProvider		<i>(Very advanced setting)</i> Provides information about storages produced by the SMS factory.
coreServices.target.system.storage.N.name	string		Storage name. If not set then the internal unique identifier is used.
coreServices.target.system.storage.N.path	string		Denotes the storage base path.
coreServices.target.system.storage.N.protocol	string		<i>(DEPRECATED, ignored)</i> <i>(runtime updateable)</i>
coreServices.target.system.storage.N.settings	string with subkeys		Useful for CUSTOM storage types: allows to set additional settings (if needed) by such storages. Please refer to documentation of a particular custom storage type for details. Note that while in general updates of the properties at runtime are propagated to the chosen implementation, it is up to it to use the updated values or ignore changes. <i>(runtime updateable)</i>

Property name	Type	Default value / mandatory	Description
<code>coreServices.targets.system.storage.N.trigger</code>	string		For data triggering on shared storages, use this user ID for the controlling process.
<code>coreServices.targets.system.storage.N.type</code>	string		Storage type. FIXEDPATH: mapped to a fixed directory, VARIABLE: resolved using an environmental variable lookup, CUSTOM: specified class is used.
<code>coreServices.targets.system.storage.N.workdir</code>	string		(DEPRECATED, use <i>path</i> instead)

Here, "N" stands for an identifier (e.g. 1,2, 3, ...) to distinguish the storages. For example, to configure three storages (Home, one named TEMP pointing to "/tmp" and the other named DEISA\_HOME pointing to "\$DEISA\_HOME") you would add the following configuration entries in `uas.config`:

```
coreServices.targets.system.storage.0.name=Home
coreServices.targets.system.storage.0.type=HOME

coreServices.targets.system.storage.1.name=TEMP
coreServices.targets.system.storage.1.type=FIXEDPATH
coreServices.targets.system.storage.1.path=/tmp

coreServices.targets.system.storage.2.name=DEISA_HOME
coreServices.targets.system.storage.2.type=VARIABLE
coreServices.targets.system.storage.2.path=$DEISA_HOMES

# example for a custom SMS implementation
coreServices.targets.system.storage.3.name=MyStorage
coreServices.targets.system.storage.3.type=CUSTOM
coreServices.targets.system.storage.3.path=/
coreServices.targets.system.storage.3.class=my.custom.sms. ↵
    ImplementationClass
```

### 12.2.1 Controlling target system's storage resources

By default storage resource names (used in storage address) are formed from the owning user's `xlogin` and the storage type name, e.g. "someuser-Home". This is quite useful as users can write a URL of the storage without prior searching for its address. However if the site's user mapping configuration maps more than one grid certificate to the same `xlogin`, then this solution is not acceptable: only the first user connecting would be able to access her/his storage. This

is because resource owners are expressed as grid user names (certificate DNs) and not xlogins. To have unique, but dynamically created and non user friendly names of storages (and solve the problem of non-unique DN mappings) set this option in uas.config:

```
coreServices.targetsystem.uniqueStorageIds=true
```

### 12.3 Configuring the StorageFactory service

The StorageFactory service allows clients to dynamically create storage instances. These can have different types, for example you could have storages on a normal filesystem, and other storages on an S3 cluster.

The basic property controls which storage types are supported

```
coreServices.sms.enabledFactories=TYPE1 TYPE2 ...
```

Each supported storage type is configured using a set of properties

Property name	Type	Default value / mandatory	Description
coreServices.sms. <del>factory</del> .allowUserDefinition	<del>boolean</del>	<del>false</del>	Whether to allow the user to set the storage base directory when creating the storage via the StorageFactory.
coreServices.sms. <del>factory</del> .checkExistence	<del>boolean</del>	<del>false</del>	Whether the existence of the base directory should be checked when creating the storage.
coreServices.sms. <del>factory</del> .defaultImplementationClass	Class extending <code>de.fzj.unicore.uas.StorageManagement</code>		Storage implementation class used (and mandatory) in case of the CUSTOM type.
coreServices.sms. <del>factory</del> .cleanUp	<del>boolean</del>	<del>false</del>	Whether files of the storage should be removed when the storage is destroyed. This is mostly useful for storage factories. ( <i>runtime updateable</i> )

Property name	Type	Default value / mandatory	Description
coreServices.sms.defaultUmask	integer number	077	Default (initial) umask for files in the storage. Must be an octal number. Note that this property is not updateable at runtime for normal storages as it wouldn't have sense (it is the initial umask by definition). However in case of storage factory it is, i.e. after the property change, the SMSes created by the factory will use the new umask as the initial one. At runtime the SMS umask can be changed by the clients (if are authorized to do so).
coreServices.sms.description	string	N/A	Description of the storage. It will be presented to the users. <i>(runtime updateable)</i>
coreServices.sms.disableMetadata	{true, false}	false	Whether the metadata service should be disabled for this storage.
coreServices.sms.enableTrigger	{true, false}	false	Whether the triggering feature should be enabled for this storage.
coreServices.sms.filterFiles	{true, false}	false	If set to true then this SMS will filter returned files in response of the ListDirectory command: only files owned or accessible by the caller will be returned. <i>(runtime updateable)</i>
coreServices.sms.provider	Class extending de.fzj.unicore.uas.impl.sms.StorageProvider	N/A	(Very advanced setting) DefaultStorageInfoProvider information about storages produced by the SMS factory.
coreServices.sms.name	string	N/A	Storage name. If not set then the internal unique identifier is used.

Property name	Type	Default value / mandatory	Description
coreServices.sms.factory.N.path	string		Denotes the storage base path.
coreServices.sms.factory.N.protocols	string		(DEPRECATED, ignored) <i>(runtime updateable)</i>
coreServices.sms.factory.N.settings.subkeys	string	runtime settings. [. *]	Useful for CUSTOM storage types: allows to set additional settings (if needed) by such storages. Please refer to documentation of a particular custom storage type for details. Note that while in general updates of the properties at runtime are propagated to the chosen implementation, it is up to it to use the updated values or ignore changes. <i>(runtime updateable)</i>
coreServices.sms.factory.N.triggerUserID	string		For data triggering on shared storages, use this user ID for the controlling process.
coreServices.sms.factory.N.type	string		Storage type. FIXEDPATH: mapped to a fixed directory, VARIABLE: resolved using an environmental variable lookup, CUSTOM: specified class is used.
coreServices.sms.factory.N.workdir	string		(DEPRECATED, use <i>path</i> instead)

#### For example

```

coreServices.sms.factory.TYPE1.description=GPFs file system
coreServices.sms.factory.TYPE1.fixedpath=GPFs file system
coreServices.sms.factory.TYPE1.path=/mnt/gpfs/unicore/unicorex-1/ ↵
storage-factory

# if this is set to true, the directory corresponding to a storage ↵
instance will
# be deleted when the instance is destroyed. Defaults to "true"
coreServices.sms.factory.TYPE1.cleanup=true

```

```
# allow the user to pass in a path on storage creation. Defaults to ←  
  "true"  
coreServices.sms.factory.TYPE1.allowUserDefinedPath=true
```

The "path" parameter determines the base directory used for the storage instances (i.e. on the backend), and the unique ID of the storage will be appended automatically.

The "cleanup" parameter controls whether the storage directory will be deleted when the storage is destroyed.

It is also possible to let the user control the path of the dynamic storage, by sending a "path" parameter when creating the storage. For example, the user can use UCC to create a storage:

```
$> ucc create-sms path=/opt/projects/shared-data
```

This will create a storage resource for accessing the given directory. In this case, there will be no cleanup, and no appended storage ID.

The normal storage properties (see the previous section) are also accepted: "type", "class", "filterFiles" etc.

If you have a custom storage type, an additional "class" parameter defines the Java class name to use (as in normal SMS case). For example:

```
coreServices.sms.factory.TYPE1.type=CUSTOM  
coreServices.sms.factory.TYPE1.class=de.fzj.unicore.uas.jclouds.s3. ←  
  S3StorageImpl
```

## 12.4 Configuring the job working directory storage services

For each UNICORE job instance, a storage instance is created, corresponding to the job's working directory. In some cases you might wish to control this storage in detail, e.g. configure a special storage backend.

The working directory storages are configured using a set of properties, which is the same as for the other storage types, except for the prefix.

---

### Note

The "path", "name", "description", "enableTrigger" and "disableMetadata" properties are ignored, they are set by the server.

---

For example

```
coreServices.sms.jobDirectories.type=CUSTOM  
coreServices.sms.jobDirectories.class=your.custom.SMSImpl
```

## 13 The UNICORE metadata service

UNICORE supports metadata management on a per-storage basis. This means, each storage instance (for example, the user's home, or a job working directory) has its own metadata management service instance.

Metadata management is separated into two parts: a front end (which is a web service) and a back end.

The front end service allows the user to manipulate and query metadata, as well as manually trigger the metadata extraction process. The back end is the actual implementation of the metadata management, which is pluggable and can be exchanged by custom implementations. The default implementation has the following properties

- Apache Lucene for indexing,
- Apache Tika for extracting metadata,
- metadata is stored as files directly on the storage resource, in files with a special ".metadata" suffix
- the index files are stored on the UNICORE/X server, in a configurable directory

### 13.1 Configuring metadata support

By default, metadata support is enabled on all storages (except job directories).

You can disable it on a per-storage basis, see Section 12 for the relevant config settings.

You can also control which implementation should be used. This is done in `<CONF>/uas.config`.

```
#
# Metadata manager settings
#
coreServices.metadata.managerClass=eu.unicore.uas.metadata. ←
    LuceneMetadataManager
#
# use Tika for extracting metadata
# (if you do not want this, remove this property)
#
coreServices.metadata.parserClass=org.apache.tika.parser. ←
    AutoDetectParser
#
# Lucene index directory:
#
# Configure a directory on the UNICORE/X machine where index
```

```
# files should be placed
#
coreServices.metadata.luceneDirectory=/tmp/data/luceneIndexFiles/
```

### 13.2 Controlling metadata extraction

If a file named `.unicore_metadata_control` is found in the base directory (i.e. where the crawler starts its crawling process), it is evaluated to decide which files should be included or excluded in the metadata extraction process.

By default, all files are included in the extraction process, except those matching a fixed set of patterns (".svn", and the UNICORE metadata and control files themselves).

The file format is a standard "key=value" properties file. Currently, the following keys are understood

- `exclude` a comma-separated list of string patterns of filenames to exclude
- `include` a comma-separated list of string patterns of filenames to include
- `useDefaultExcludes` if set to "false", the predefined exclude list will NOT be used

The include/exclude patterns may include wildcards ? and \*.

Examples:

To only include pdf and jpg files, you would use

```
include=*.pdf,*.jpg
```

To exclude all doc and ppt files,

```
exclude=*.doc,*.ppt
```

To include all pdf files except those whose name starts with 2011,

```
include=*.pdf
exclude=2011*.pdf
```

## 14 Data-triggered processing

UNICORE can be set up to automatically scan storages and trigger processing steps (e.g. submit batch jobs or run processing tasks) according to user-defined rules.



## 14.1 Enabling and disabling data-triggered processing

By default, data-triggered processing is disabled on all storages.

Explicit control is available via the configuration properties for storages, as listed in Section 12. Set the *enableTrigger* property to "true" to enable the data-triggered processing for the given storage.

## 14.2 Controlling the scanning process

To control which directories should be scanned, a file named `.UNICORE_Rules` at the top-level of the storage is read and evaluated. This file can be (and usually will be) edited and uploaded by the user.

The file must be in JSON format, and has the following elements:

```
{
  "DirectoryScan": {
    "IncludeDirs": [
      "project.*",
    ],
    "ExcludeDirs": [
      "project42",
    ],
    "Interval": "30",
  },
  "Rules": [ ]
}
```

The "IncludeDirs" and "ExcludeDirs" are lists of Java regular expression strings that denote directories (as always relative to the storage root) that should be included or excluded from the scan.

The "Rules" section controls which files are to be processed, and what is to be done (actions). This is described below.

## 14.3 Special case: shared storages

Since shared storages are "owned" by the UNICORE server and used by multiple users, data-triggered processing requires a valid Unix user ID in order to list files independently of any actual user. Therefore the *triggerUserID* property is used to configure which user ID should be used (as always in UNICORE, this cannot be *root*, and multiuser operation requires the TSI!).

For example, you might have a project storage configured like this:

```
#
# Shares
#
coreServices.sms.storage.enabledStorages=PROJECTS

coreServices.sms.storage.PROJECTS.name=projects
coreServices.sms.storage.PROJECTS.description=Shared projects
coreServices.sms.storage.PROJECTS.path=/opt/shared-data
coreServices.sms.storage.PROJECTS.defaultUmask=007
coreServices.sms.storage.PROJECTS.enableTrigger=true
coreServices.sms.storage.PROJECTS.triggerUserID=projects01
```

Here the scanning settings are only evaluated top-level.

For each included directory, a separate scan is done, controlled by another `.UNICORE_Rules` file in that directory. So the directory structure could look like this:

```
&#x251c;&#x2500;&#x2500; dir1
&#x2502;~~ &#x251c;&#x2500;&#x2500; ...
&#x2502;~~ &#x2514;&#x2500;&#x2500; .UNICORE_Rules
&#x251c;&#x2500;&#x2500; dir2
&#x2502;~~ &#x251c;&#x2500;&#x2500; ...
&#x2502;~~ &#x2514;&#x2500;&#x2500; .UNICORE_Rules
&#x251c;&#x2500;&#x2500; dir3
&#x2502;~~ &#x251c;&#x2500;&#x2500; ...
&#x2502;~~ &#x2514;&#x2500;&#x2500; .UNICORE_Rules
&#x2514;&#x2500;&#x2500; .UNICORE_Rules
```

The top-level `.UNICORE_Rules` file must list the included directories. Processing the included directories is then done using the owner of that directory.

## 14.4 Rules

The "Rules" section in the `.UNICORE_Rules` file is a list of file match specifications together with a definition of an "action", i.e. what should be done for those files that match.

The general syntax is

```
{
  "DirectoryScan": {
    "IncludeDirs": [...],
    "ExcludeDirs": [...]
  },
  "Rules": [
    {
      "Name": "foo",
      "Match": ".*incoming/file_.*",
```

```
"Action": { ... }
}
]
}
```

The mandatory elements are

- **Name** : the name of the rule. This is useful when checking the logfiles,
- **Match** : a regular expression defining which file paths (relative to storage root) should be processed,
- **Action** : the action to be taken.

#### 14.4.1 Variables

The following variables can be used in the `Action` description.

- `UC_BASE_DIR` : the storage root directory
- `UC_CURRENT_DIR` : the absolute path to the parent directory of the current file
- `UC_FILE_PATH` : the full path to the current file
- `UC_FILE_NAME` : the file name

#### 14.4.2 Scripts

This type of action defines a script that is executed on the cluster login node (TSI node).

```
"Action":
{
  "Name": "local_example",
  "Type": "LOCAL",
  "Command": "/bin/md5sum ${UC_FILE_PATH}",
  "Outcome": "output_directory",
  "Stdout": "${UC_FILE_NAME}.md5",
  "Stderr": "${UC_FILE_NAME}.error"
}
```

#### 14.4.3 Batch jobs

This type of action defines a batch job that is submitted to the resource management system of your cluster.

```
"Action":
{
  "Name": "batch_example",
  "Type": "BATCH",
  "Job": { ... }
}
```

The `Job` element is a normal UNICORE job in the same syntax as used for the UCC command-line client.

#### 14.4.4 Automated metadata extraction

```
"Action":
{
  "Name": "extract_example",
  "Type": "EXTRACT",
  "Settings": { ... }
}
```

This action will extract metadata from the file. The `Settings` element is currently unused.

## 15 Authorization back-end (PDP) guide

The authorization process in UNICORE/X requires that nearly all operations must be authorized prior to execution (exceptions may be safely ignored).

UNICORE allows to choose which authorization back-end is used. The module which is responsible for this operation is called Policy Decision Point (PDP). You can choose one among already available PDP modules or even develop your own engine.

Local PDPs use a set of policy files to reach an authorisation decision, remote PDPs query a remote service.

Local UNICORE PDPs use the XACML language to express the authorization policy. The XACML policy language is introduced in the [Guide to XACML security policies](#) Section 16. You can also review this guide if you want to have a deeper understanding of the authorization process.

### 15.1 Basic configuration

---

**Note**

The full list of options related to PDP is available here: [Section 2.8.2](#).

---

There are three options which are relevant to all PDPs:

- `container.security.accesscontrol` (values: `true` or `false`) This boolean property can be used to completely turn off the authorization. This guide makes sense only if this option is set to `true`. Except for test scenarios this should never be switched off, otherwise every user can in principle access all resources on the server.
- `container.security.accesscontrol.pdp` (value: full class name) This property is used to choose which PDP module is being used.
- `container.security.accesscontrol.pdpConfig` (value: file path) This property provides a location of a configuration file of the selected PDP.

## 15.2 Available PDP modules

### 15.2.1 XACML 2.0 PDP

The implementation class of this module is: `eu.unicore.uas.pdp.local.LocalHerasafPDP` so to enable this module use the following configuration in `uas.config`:

```
container.security.accesscontrol.pdpConfig=<CONFIG_DIR>/xacml2.conf
container.security.accesscontrol.pdp=eu.unicore.uas.pdp.local. ←
    LocalHerasafPDP
```

The configuration file content is very simplistic as it is enough to define only few options:

```
# The directory where XACML 2.0 policy files are stored
localpdp.directory=conf/xacml2Policies

# Wildcard expression to select actual policy files from the ←
  directory defined above
localpdp.filesWildcard=*.xml

# Combining algorithm for the policies. You can use the full XACML ←
  id or its last part.
localpdp.combiningAlg=first-applicable
```

The policies from the `localpdp.directory` are always evaluated in alphabetical order, so it is good to name files with a number. By default the first-applicable combining algorithm is used and UNICORE policy is stored in two files: `01coreServices.xml` and `99finalDeny.xml`. The first file contains the default access policy, the latter a single fall through deny rule. Therefore you can put your own policies using an additional file in file named e.g. `50localRules.xml`.

The policies are reloaded whenever you change (or touch) the configuration file of this PDP, e.g. like this:

```
touch conf/xacml2.conf
```

## 15.2.2 Remote SAML/XACML 2.0 PDP with Argus PAP

---

### Note

Releases 6.5.x of UNICORE offered an other Argus PDP implementation which allows for off-sourcing authorisation decision to a remote Argus PDP daemon. While this implementation was working, in the Argus policy language it is impossible to express any rules using the resource owner. Therefore creation of a functional policy for UNICORE with Argus is barely possible and this implementation was dropped in UNICORE 6.6.0.

---

This PDP allows for mixing local policies with policies downloaded from a remote server using SAML protocol for XACML policy query. This protocol is implemented by Argus PAP server [Argus PAP](#). Please note that under the name Argus there is a whole portfolio of services, but for purpose of UNICORE integration Argus PAP is the only one required.

Usage of Argus PAP together with UNICORE policies is useful as Argus PAP allows for a quite easy editing of authorization policies with its Simplified Policy Language. It is less powerful than XACML but allows for performing all the typical tasks like banning selected users or VOs. Also if Argus is used to provide authorization rules for other middleware installed at the site (as gLite or ARC), it might be desirable to have a single place to store site-wide policies.

Unfortunately as Argus policy can not fully take over the UNICORE authorization (see the above note for details), the Argus policy must be combined with the classic UNICORE XACML 2 policy, stored locally.

The implementation class of this module is: `eu.unicore.uas.pdp.argus.ArgusPDP` so to enable this module use the following configuration in `uas.config`:

```
container.security.accesscontrol.pdpConfig=<CONFIG_DIR>/argus. ↔  
    config  
container.security.accesscontrol.pdp=eu.unicore.uas.pdp.argus. ↔  
    ArgusPAP
```

The PDP configuration is very simple as it is only required to provide the Argus endpoint and query timeout (in milliseconds).

```
# The directory where XACML 2.0 policy files are stored  
# (both local and downloaded from Argus PAP)  
localpdp.directory=conf/xacml2PoliciesWithArgus  
  
# Wildcard expression to select actual policy files from the ↔  
# directory defined above  
localpdp.filesWildcard=*.xml  
  
# Combining algorithm for the policies. You can use the full XACML ↔  
# id or its last part.  
# This algorithm will be used to combine the Argus and local ↔  
# policies.  
localpdp.combiningAlg=first-applicable
```

```
# Address of the Argus PAP server. Typically only the hostname ↔ ↔
  needs to be changed,
# rarely the port.
argus.pap.serverAddress=https://localhost:8150/pap/services/ ↔ ↔
  ProvisioningService

# What is the name of a file to which a downloaded Argus policy is ↔ ↔
  saved.
# Note that name of this file is very important as it determines ↔ ↔
  policies evaluation order.
# Here the Argus policy will be evaluated first.
argus.pap.policysetFilename=00argus.xml

# How often (in ms) the Argus PAP should be queried for a new ↔ ↔
  policy
argus.pap.queryInterval=3600000

# What is the Argus query timeout in ms.
argus.pap.queryTimeout=15000

# If Argus PAP is unavailable for that long (in ms) the PDP will ↔ ↔
  black all users
# assuming that the policy is outdated. Use negative value to ↔ ↔
  disable this feature.
argus.pap.deny.timeout=36000000
```

You can use both http and https addresses. In the latter case server's certificate is used to make the connection. Note that all `localpdp.*` settings are the same as in case of the default, local XACML 2.0 PDP.

Using the available configuration options, it is possible to merge Argus policies in many different ways. Here we present a simple pattern, which is good for cases when Argus is used to ban users (it was also applied to the example above):

- Argus policy should be saved to a file which will be evaluated first, e.g. `00argus.xml`
- Default XACML 2.0 policies of UNICORE local PDP should be added to the directory, without any changes.
- The policy combining algorithm should be `first-applicable`
- Argus PAP policies should include a series of deny statements (see Argus documentation for details) and no final permit (or deny) fall-through rule.

Then Argus policy will be evaluated first. If any banning rule matches the user then it will be denied by the Argus policy. Otherwise it will be non-applicable and the local, default UNICORE policy will be evaluated. Note that if it is problematic for other (non-UNICORE) services using

Argus, to remove the final fall-through permit or deny rule, then you can add such rule, but with a proper `resource` statement so it will be applicable only for non-UNICORE components.

Of course it is also possible to creatively design other patterns, when for instance Argus policy is evaluated as a second one.

## 16 Guide to XACML security policies

XACML authorization policies need not to be modified on a day-to-day basis when running the UNICORE server. The most common tasks as banning or allowing users can be performed very easily using UNICORE Attribute Sources like XUADB or Unity. This guide is intended for advanced administrators who want to change the non-standard authorization process and for developers who want to provide authorization policies for services they create.

The [XACML](#) standard is a powerful way to express fine grained access control. The idea is to have XML policies describing how and by whom actions on resources can be performed. A very readable introduction into XACML can be found with [Sun's XACML implementation](#).

There are several versions of XACML policy language. Currently UNICORE supports both 1.x and 2.0 versions. Those are quite similar and use same concepts, however note that syntax is a bit different. In this guide we provide examples using XACML 2.0. The same examples in the legacy XACML 1.1 format are available in [xref:use\\_policies-11](#).

UNICORE allows to choose one of several authorization back-end implementations called Policy Decision Points (PDP). Among others you can decide whether to use local XACML 1.x policies or local XACML 2.0 policies. The [authorization section](#) Section 15 shows how to choose and configure each of the available PDPs.

In UNICORE terms XACML is used as follows. Before each operation (i.e. execution of a web service call), an XACML request is generated, which currently includes the following attributes:

XACML attribute name	XACML category	XACML type	Description
<code>urn:oasis:names:tc:xacml:1.0:resource-id</code>	Resource	AnyURI	WS service name
<code>urn:unicore:wsresource</code>	Resource	String	Identifier of the WSRF resource instance (if any).
<code>owner</code>	Resource	X.500 name	The name of the VO resource owner.
<code>voMembership-VONAME</code>	Resource	String	For each VO the accessed resource is a member, there is such attribute with the <i>VONAME</i> set to the VO, and with the value specifying allowed access type, using the same action categories as are used for the <code>actionType</code> attribute.



XACML attribute name	XACML category	XACML type	Description
actionType	Action	String	Action type or category. Currently <i>read</i> for read-only operation and <i>modify</i> for others.
urn:oasis:names:tc:xacml:1.0:action:actionName	Action	String	Operation name.
urn:oasis:names:tc:xacml:1.0:subject:subjectDN	Subject	X.500 name	User's DN.
role	Subject	String	The user's role.
consignor	Subject	X.500 name	Client's (consignor's) DN.
vo	Subject	Strings	Bag with all VOs the user is member of (if any).
selectedVo	Subject	String	The effective, selected VO (if any).

Note that the above list is valid for the default local XACML 2 and legacy XACML 1.x PDPs. For others the attributes might be different - see the respective documentation.

The request is processed by the server and checked against a (set of) policies. Policies contain rules that can either deny or permit a request, using a powerful set of functions.

## 16.1 Policy sets and combining of results

Typically, the authorization policy is stored in one file. However as this file can get long and unmanageable sometimes it is better to split it into several ones. This additionally allows to easily plug additional policies to the existing authorization process. In UNICORE, this feature is implemented in the XAML 2.0 PDP.

When policies are split in multiple files each of those files must contain (at least one) a separate policy. A PDP must somehow combine result of evaluation of multiple policies. This is done by so-called policy combining algorithm. The following algorithms are available, the part after last colon describes behaviour of each:

```
urn:oasis:names:tc:xacml:1.1:policy-combining-algorithm:ordered- ←
  permit-overrides
urn:oasis:names:tc:xacml:1.0:policy-combining-algorithm:permit- ←
  overrides
urn:oasis:names:tc:xacml:1.1:policy-combining-algorithm:ordered- ←
  deny-overrides
urn:oasis:names:tc:xacml:1.0:policy-combining-algorithm:deny- ←
  overrides
urn:oasis:names:tc:xacml:1.0:policy-combining-algorithm:first- ←
  applicable
urn:oasis:names:tc:xacml:1.0:policy-combining-algorithm:only-one- ←
  applicable
```

Each policy file can contain one or more rules, so it is important to understand how possible conflicts are resolved. The so-called combining algorithm for the rules in a single policy file is specified in the top-level Policy element.

The XACML (from version 1.1 onwards) specification defines six algorithms: permit-overrides, deny-overrides, first-applicable, only-one-applicable, ordered-permit-overrides and ordered-deny-overrides. For example, to specify that the first matching rule in the policy file is used to make the decision, the Policy element must contain the following "RuleCombiningAlgId" attribute:

```
<Policy xmlns="urn:oasis:names:tc:xacml:2.0:policy:schema:os"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  PolicyId="ExamplePolicy"
  RuleCombiningAlgId="urn:oasis:names:tc:xacml:1.0:rule- ←
    combining-algorithm:first-applicable">
```

The full identifiers of the combining algorithms are as follows:

```
urn:oasis:names:tc:xacml:1.0:rule-combining-algorithm:deny- ←
  overrides
urn:oasis:names:tc:xacml:1.0:rule-combining-algorithm:permit- ←
  overrides
urn:oasis:names:tc:xacml:1.1:rule-combining-algorithm:ordered-deny- ←
  overrides
urn:oasis:names:tc:xacml:1.1:rule-combining-algorithm:ordered- ←
  permit-overrides
urn:oasis:names:tc:xacml:1.0:rule-combining-algorithm:first- ←
  applicable
```

## 16.2 Role-based access to services

A common use case is to allow/permit access to a certain service based on a user's role. This can be achieved with the following XACML rule, which describes that a user with role "admin" is given access to all services.

```
<Rule RuleId="Permit:Admin" Effect="Permit">
  <Description> Role "admin" may do anything. </Description>
  <Target />
  <Condition>
    <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function: ←
      string-equal">
      <Apply FunctionId="urn:oasis:names:tc:xacml:1.0: ←
        function:string-one-and-only">
        <SubjectAttributeDesignator
          DataType="http://www.w3.org/2001/XMLSchema# ←
            string" AttributeId="role" />
        </Apply>
      <AttributeValue DataType="http://www.w3.org/2001/ ←
        XMLSchema#string">admin</AttributeValue>
```

```

    </Apply>
  </Condition>
</Rule>

```

If the access should be limited to a certain service, the `Target` element must contain a service identifier, as follows. In this example, access to the *DataService* is granted to those who have the *data-access* role.

```

<Rule RuleId="rule2" Effect="Permit">
  <Description>Allow users with role "data-access" access to
  the DataService</Description>
  <Target>
    <Resources>
      <Resource>
        <ResourceMatch MatchId="urn:oasis:names:tc:xacml:1.0:
        function:anyURI-equal">
          <AttributeValue DataType="http://www.w3.org/2001/
          XMLSchema#anyURI">DataService</AttributeValue>
          <ResourceAttributeDesignator AttributeId="urn:oasis:
          names:tc:xacml:1.0:resource:resource-id"
          DataType="http://www.
          w3.org/2001/
          XMLSchema#anyURI"
          MustBePresent="
          true" />
        </ResourceMatch>
      </Resource>
    </Resources>
  </Target>

  <Condition>
    <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:
    string-equal">
      <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:
      function:string-one-and-only">
        <SubjectAttributeDesignator DataType="http://www.w3.
        org/2001/XMLSchema#string" AttributeId="role" />
      </Apply>
      <AttributeValue DataType="http://www.w3.org/2001/
      XMLSchema#string">data-access</AttributeValue>
    </Apply>
  </Condition>

```

By using the `<Action>` tag in policies, web service access can be controlled on the method level. In principle, XACML supports even control based on the content of some XML document, such as the incoming SOAP request. However this is not yet used in UNICORE/X.

### 16.3 Limiting access to services to the service instance owner

Most service instances (corresponding e.g. to jobs, or files) should only ever be accessed by their owner. This rule is expressed as follows:

```
<Rule RuleId="Permit:AnyResource_for_its_owner" Effect="Permit">
  <Description> Access to any resource is granted for its owner </Description>
  <Target />
  <Condition>
    <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:x500Name-equal">
      <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:x500Name-one-and-only">
        <SubjectAttributeDesignator AttributeId="urn:oasis:names:tc:xacml:1.0:subject:subject-id"
          DataType="urn:oasis:names:tc:xacml:1.0:data-type:x500Name"
          MustBePresent="true" />
      </Apply>
    <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:x500Name-one-and-only">
      <ResourceAttributeDesignator
        AttributeId="owner" DataType="urn:oasis:names:tc:xacml:1.0:data-type:x500Name"
        MustBePresent="true" />
    </Apply>
  </Apply>
</Condition>
</Rule>
```

### 16.4 More details on XACML use in UNICORE/X

To get more detailed information about XACML policies (e.g. to get the list of all available functions etc) consult the [XACML specification](#). To get more information on XACML use in UNICORE/X it is good to set the logging level of security messages to DEBUG:

```
log4j.logger.unicore.security=DEBUG
```

You will be able to read what input is given to the XACML engine and what is the detailed answer. Alternatively, ask on the [support mailing list](#).

### 16.5 Policy examples in XACML 1.1 syntax

This section contains the same examples as are contained in the previous section, but using XACML 1.x syntax. For more detailed discussion of each example please refer to the previous section.

Policy header with first-applicable combining algorithm.

```
<Policy xmlns="urn:oasis:names:tc:xacml:1.0:policy"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  PolicyId="ExamplePolicy"
  RuleCombiningAlgId="urn:oasis:names:tc:xacml:1.0:rule-
    combining-algorithm:first-applicable">
```

A user with role "admin" is given access to all service.

```
<Rule RuleId="rule1" Effect="Permit">
  <Description>Allow users with role "admin" access to any service</
    Description>
  <Target>
    <Subjects>
      <AnySubject/>
    </Subjects>
    <Resources>
      <AnyResource/>
    </Resources>
    <Actions>
      <AnyAction/>
    </Actions>
  </Target>
  <Condition FunctionId="urn:oasis:names:tc:xacml:1.0:function:
    string-equal">
    <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:string-
      one-and-only">
      <SubjectAttributeDesignator DataType="http://www.w3.org/2001/
        XMLSchema#string" AttributeId="role" />
    </Apply>
    <!-- here is the role value -->
    <AttributeValue DataType="http://www.w3.org/2001/XMLSchema#
      string">admin</AttributeValue>
  </Condition>
</Rule>
```

Defining which resource access is defined with the Target element:

```
<Rule RuleId="rule2" Effect="Permit">
  <Description>Allow users with role "data-access" access to the
    DataService</Description>
  <Target>
    <Subjects>
      <AnySubject/>
    </Subjects>
    <Resources>
      <!-- specify the data service -->
      <Resource>
        <ResourceMatch MatchId="urn:oasis:names:tc:xacml:1.0:
          function:anyURI-equal">
```

```

    <AttributeValue DataType="http://www.w3.org/2001/XMLSchema#anyURI">DataService</AttributeValue>
    <ResourceAttributeDesignator DataType="http://www.w3.org/2001/XMLSchema#anyURI"
        AttributeId="urn:oasis:names:tc:xacml:1.0:resource:resource-id"/>
  </ResourceMatch>
</Resource>
</Resources>
<Actions>
  <AnyAction/>
</Actions>
</Target>
<Condition FunctionId="urn:oasis:names:tc:xacml:1.0:function:string-equal">
  <Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:string-one-and-only">
    <SubjectAttributeDesignator DataType="http://www.w3.org/2001/XMLSchema#string" AttributeId="role" />
  </Apply>
  <!-- here is the role value -->
  <AttributeValue DataType="http://www.w3.org/2001/XMLSchema#string">data-access</AttributeValue>
</Condition>
</Rule>

```

#### Allowing access for the resource owner:

```

<Rule RuleId="PermitJobManagementServiceForOwner" Effect="Permit">
  <Description>testing</Description>
  <Target>
    <Subjects> <AnySubject/> </Subjects>
    <Resources>
      <Resource>
        <ResourceMatch MatchId="urn:oasis:names:tc:xacml:1.0:function:anyURI-equal">
          <AttributeValue DataType="http://www.w3.org/2001/XMLSchema#anyURI">JobManagementService</AttributeValue>
          <ResourceAttributeDesignator AttributeId="urn:oasis:names:tc:xacml:1.0:resource:resource-id" DataType="http://www.w3.org/2001/XMLSchema#anyURI" MustBePresent="true"/>
        </ResourceMatch>
      </Resource>
    </Resources>
    <Actions> <AnyAction/> </Actions>
  </Target>
  <Condition FunctionId="urn:oasis:names:tc:xacml:1.0:function:

```

```

x500Name-equal">
<Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:↵
x500Name-one-and-only">
  <SubjectAttributeDesignator AttributeId="urn:oasis:names:tc:↵
    xacml:1.0:subject:subject-id" DataType="urn:oasis:names:↵
    tc:xacml:1.0:data-type:x500Name" MustBePresent="true"/>
</Apply>
<Apply FunctionId="urn:oasis:names:tc:xacml:1.0:function:↵
x500Name-one-and-only">
  <ResourceAttributeDesignator AttributeId="owner" DataType="↵
    urn:oasis:names:tc:xacml:1.0:data-type:x500Name" ↵
    MustBePresent="true"/>
</Apply>
</Condition>
</Rule>

```

## 17 XtremFS support

XtremFS is a distributed filesystem (see <http://www.xtremfs.org>).

XtremFS can be mounted locally at more than one UNICORE site, making it desirable to have an optimized way of moving files used in UNICORE jobs into and out of XtremFS.

To achieve this, UNICORE supports a special URL scheme "xtremfs://" for data staging (i.e. moving data into the job directory prior to execution, and moving data out of the job directory after execution).

As an example, in their jobs users can write (using a UCC example):

```

{
  Imports:
  [
    { From: "xtremfs://CN=test/test.txt", To: "infile", },
  ]
}

```

to have a file staged in from XtremFS.

### 17.1 Site setup

At a site that wishes to support XtremFS, two ways of providing access are possible. If XtremFS is mounted locally and accessible to the UNICORE TSI, it is required to define the mount point in `CONF/uas.config`:

```
coreServices.xtremfs.mountpoint=...
```

In this case, data will simply be copied by the TSI.

If XtreamFS is not mounted locally, it is possible to define the URL of a UNICORE Storage which provides access to XtreamFS

```
coreServices.xtreamfs.url=https://...
```

In this case, data will be moved using the usual UNICORE file transfer mechanism.

## 18 Cloud storages support (S3, Swift, CDMI)

UNICORE/X can use S3, Swift or CDMI storages as backend. These storages can be configured both as a normal storage (shared or attached to target systems) and as storage backend for the StorageFactory service (see also Section 12)

### 18.1 Basic configuration

Configuring a cloud storage as a shared storage works exactly as described in Section 12, you just have to make sure to use the required properties.

The following sections list the required properties for all of the supported cloud storages. Note that the prefix depends on what type of storage (shared, dynamic, TSS, job working directory) is being configured.

#### 18.1.1 S3

```
<prefix>.type=CUSTOM
<prefix>.class=de.fzj.unicore.uas.jclouds.s3.S3StorageImpl
<prefix>.infoProviderClass=de.fzj.unicore.uas.jclouds.s3. ←
    S3InfoProvider

# provider is "s3" or "aws-s3"
<prefix>.settings.provider=s3

# http(s) URL of the S3 storage
<prefix>.settings.endpoint=...

# authentication keys
<prefix>.settings.accessKey=...
<prefix>.settings.secretKey=...

# may the user set the endpoint (default: false)
<prefix>.settings.allowUserDefinedEndpoint=false
```



### 18.1.2 Swift

```
<prefix>.type=CUSTOM
<prefix>.class=de.fzj.unicore.uas.jclouds.swift.SwiftStorageImpl
<prefix>.infoProviderClass=de.fzj.unicore.uas.jclouds.swift. ←
    SwiftInfoProvider

# http(s) URL of the Swift storage
<prefix>.settings.endpoint=...

# authentication username/password
<prefix>.settings.username=...
<prefix>.settings.password=...

# allow the user to set the endpoint
<prefix>.settings.allowUserDefinedEndpoint=true
```

### 18.1.3 CDMI

```
<prefix>.type=CUSTOM
<prefix>.class=de.fzj.unicore.uas.cdmi.CDMIStorageImpl
<prefix>.infoProviderClass=de.fzj.unicore.uas.cdmi.CDMIInfoProvider

# http(s) URL of the CDMI storage
<prefix>.settings.endpoint=...

# authentication username/password
<prefix>.settings.username=...
<prefix>.settings.password=...

# Openstack Keystone token endpoint
# if not set, HTTP basic authentication will be used
<prefix>.settings.tokenEndpoint=...

# allow the user to set the endpoint
<prefix>.settings.allowUserDefinedEndpoint=true
```

Compare the examples below! The authentication keys can be handled flexibly, as detailed in the next section.

## 18.2 Authentication credentials

There are several ways to configure the required credentials for authenticating the user to the cloud store. Two of them are done server-side (i.e. by the UNICORE administrator) and the third uses the credentials provided by the user.

UNICORE/X looks for credentials in the following order

- credentials provided by the user
- per-user credentials provided via UNICORE's attribute sources
- fixed credentials provided in the server config

It is always possible for the user to pass in credentials when creating the storage using the StorageFactory service. Of course this mechanism does not apply when using a cloud store for a different type of storage service.

The second option (using attribute sources) allows to configure per-user credentials, but managing everything server-side, so the user has a nice single-sign-on experience when using UNICORE.

If you use the map file attribute source, an example entry looks like this:

```
<entry key="CN=Demo User,O=UNICORE,C=EU">
  <!-- standard UNICORE attributes -->
  <attribute name="role">
    <value>user</value>
  </attribute>
  <attribute name="xlogin">
    <value>somebody</value>
  </attribute>
  <attribute name="group">
    <value>users</value>
  </attribute>

  <!-- S3 specific attributes -->

  <attribute name="s3.accessKey">
    <value> ... access key data omitted ... </value>
  </attribute>
  <attribute name="s3.secretKey">
    <value> ... secret key data omitted ... </value>
  </attribute>

</entry>
```

Last not least, the keys can also be hardcoded into the config, using the `accessKey` and `secretKey` properties.

```
# authentication keys
<prefix>.settings.accessKey=...
<prefix>.settings.secretKey=...
```

## 18.3 Examples

### 18.3.1 Dynamic storage using the StorageFactory

If configured as a dynamic storage, a new directory will be created corresponding to each storage.

In the following example we configure S3 in addition to the "DEFAULT" storage type.

```
#
# Available storage types
#
coreServices.sms.factory.storagetypes=DEFAULT S3

#
# NOTE
#
# the configuration for the "DEFAULT" storage type
# is OMITTED in this example!
#

#
# S3 storage configuration
#
coreServices.sms.factory.S3.description=S3 interface
coreServices.sms.factory.S3.type=CUSTOM
coreServices.sms.factory.S3.class=de.fzj.unicore.uas.jclouds.s3. ↵
    S3StorageImpl
coreServices.sms.factory.S3.infoProviderClass=de.fzj.unicore.uas. ↵
    jclouds.s3.S3InfoProvider
coreServices.sms.factory.S3.path=/dynamic-storages
coreServices.sms.factory.S3.cleanup=false
coreServices.sms.factory.S3.protocols=BFT

#
# the next four settings depend on your S3 backend
#

# provider is "s3" or "aws-s3"
coreServices.sms.factory.S3.settings.provider=s3
# endpoint of the S3
coreServices.sms.factory.S3.settings.endpoint=...
# OPTIONAL access key and secret key
coreServices.sms.factory.S3.settings.accessKey=...
coreServices.sms.factory.S3.settings.secretKey=...

# optional: may user overwrite endpoint and provider?
# this defaults to 'false'!
coreServices.sms.factory.S3.settings.allowUserdefinedEndpoint=true
```

### 18.3.2 Shared storage

```
# add 'S3' to the list of enabled shares
coreServices.sms.storage.enabledStorages=S3 ...

# S3 configuration
coreServices.sms.storage.S3.description=S3 interface
coreServices.sms.storage.S3.type=CUSTOM
coreServices.sms.storage.S3.class=de.fzj.unicore.uas.jclouds.s3. ↵
    S3StorageImpl
coreServices.sms.storage.S3.infoProviderClass=de.fzj.unicore.uas. ↵
    jclouds.s3.S3InfoProvider
coreServices.sms.storage.S3.path=/
coreServices.sms.storage.S3.protocols=BFT

coreServices.sms.storage.S3.settings.provider=s3
coreServices.sms.storage.S3.settings.endpoint=...
coreServices.sms.storage.S3.settings.accessKey=...
coreServices.sms.storage.S3.settings.secretKey=...
```

Configuring as a TSS storage works accordingly.