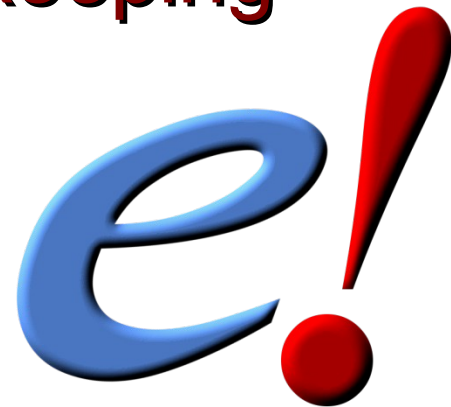




# The joys of beekeeping

Leo Gordon



# Software pipeline (Q)

- ***What makes a software pipeline different from a script/program?*** (assuming top-down approach)

# Software pipeline (A)

- Usually a computation that doesn't need interaction
- Availability of multiple computers (cluster/farm/grid) to perform the computation
- Availability of convenient tools/languages to automate running of this computation

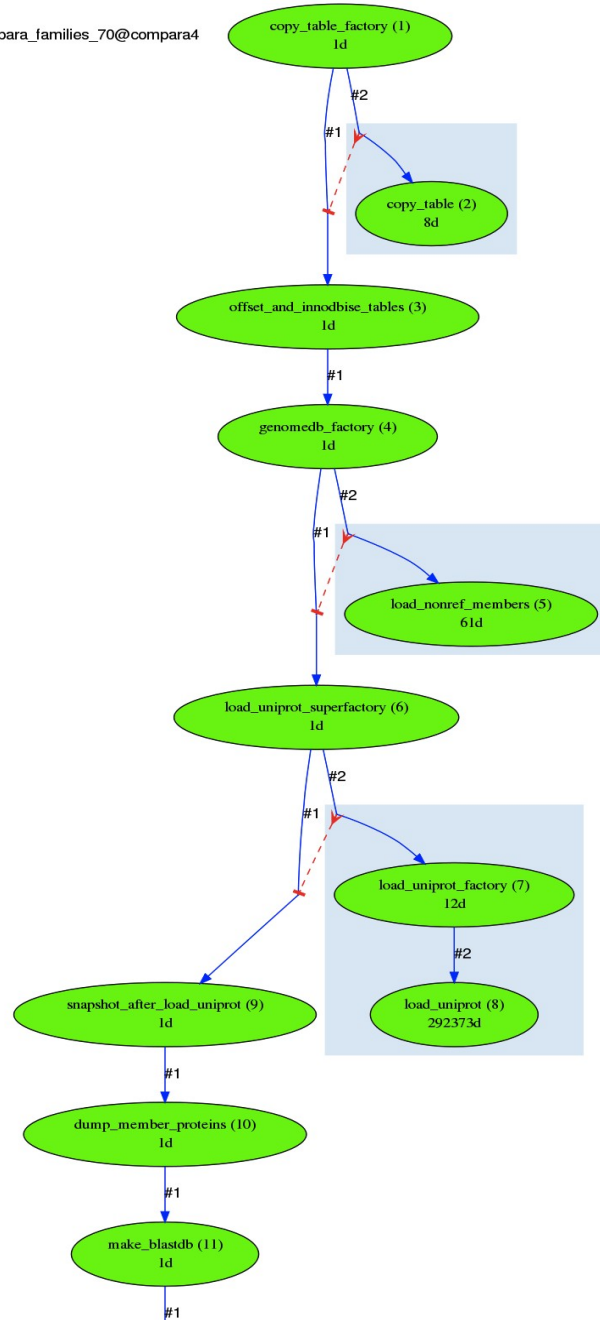
# Software pipeline (requirements)

- Some code may take too long to compute sequentially
  - Transform independent loop iterations into individual “jobs”
    - rotate time into space
- Some code may crash eventually
  - Use checkpointing, restarting only individual jobs that crashed
    - rather than restarting the whole computation
  - Checkpointing in a non-sequential process means complex states
- Some code may be resource-greedy
  - Jobs can be given different (estimated) resources -  
memory, execution time, disk/temp storage space
  - Feedback collected on the actual usage of resources

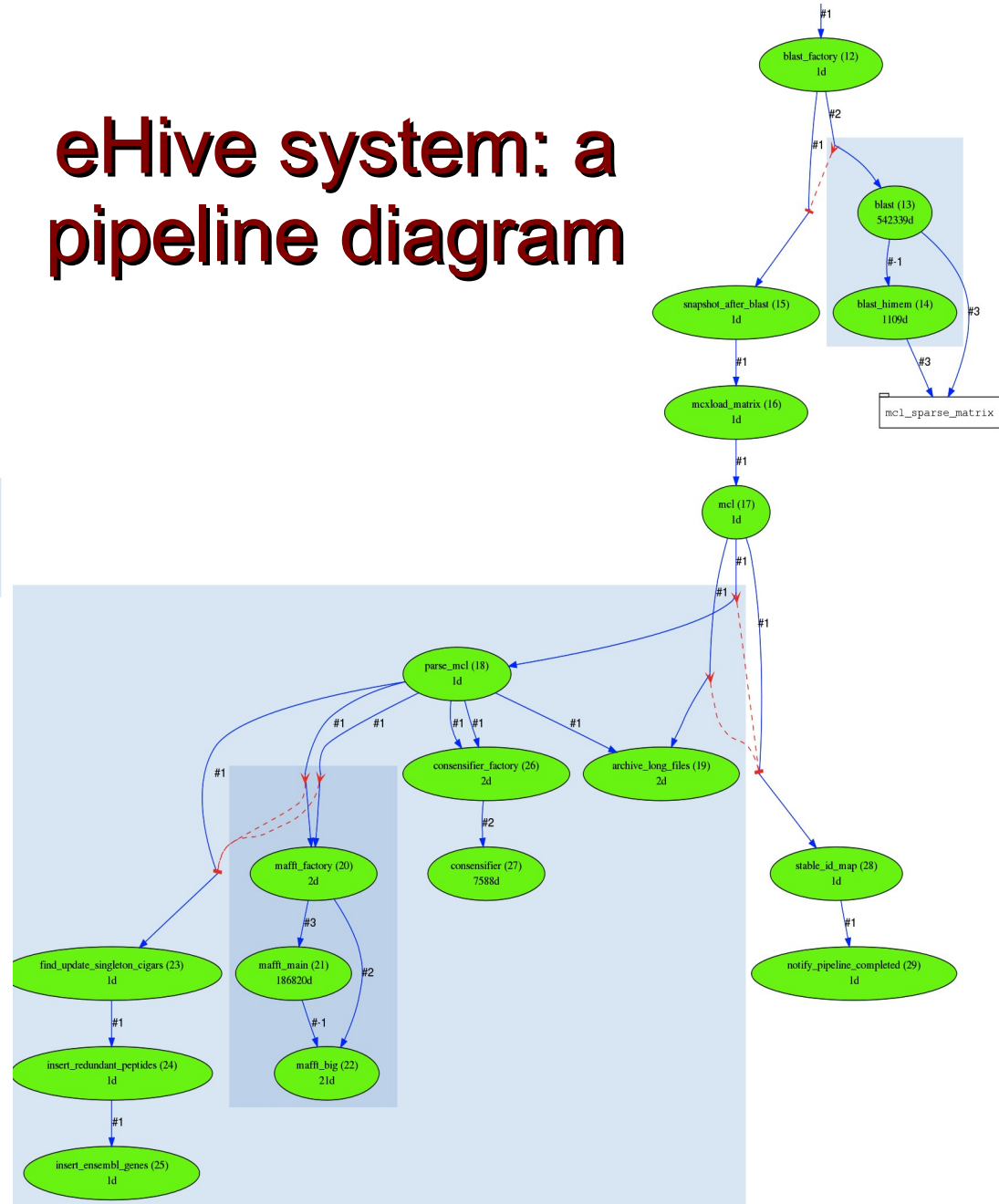
# eHive system: analyses, jobs, rules

- Database-centric
- Individual pipeline instances created from config files and become “pipeline databases” with eHive schema
  - possibly extended with pipeline-specific tables
- Pipeline database contains a flow diagram with “*analyses*” as its nodes and “*rules*” as its edges.
- *Analyses* are abstract classes, *jobs* are specific instances, units of computation.
- *Jobs* can create other jobs (*dataflow rules*), block other jobs (*semaphores*) or whole analyses (*control rules*)



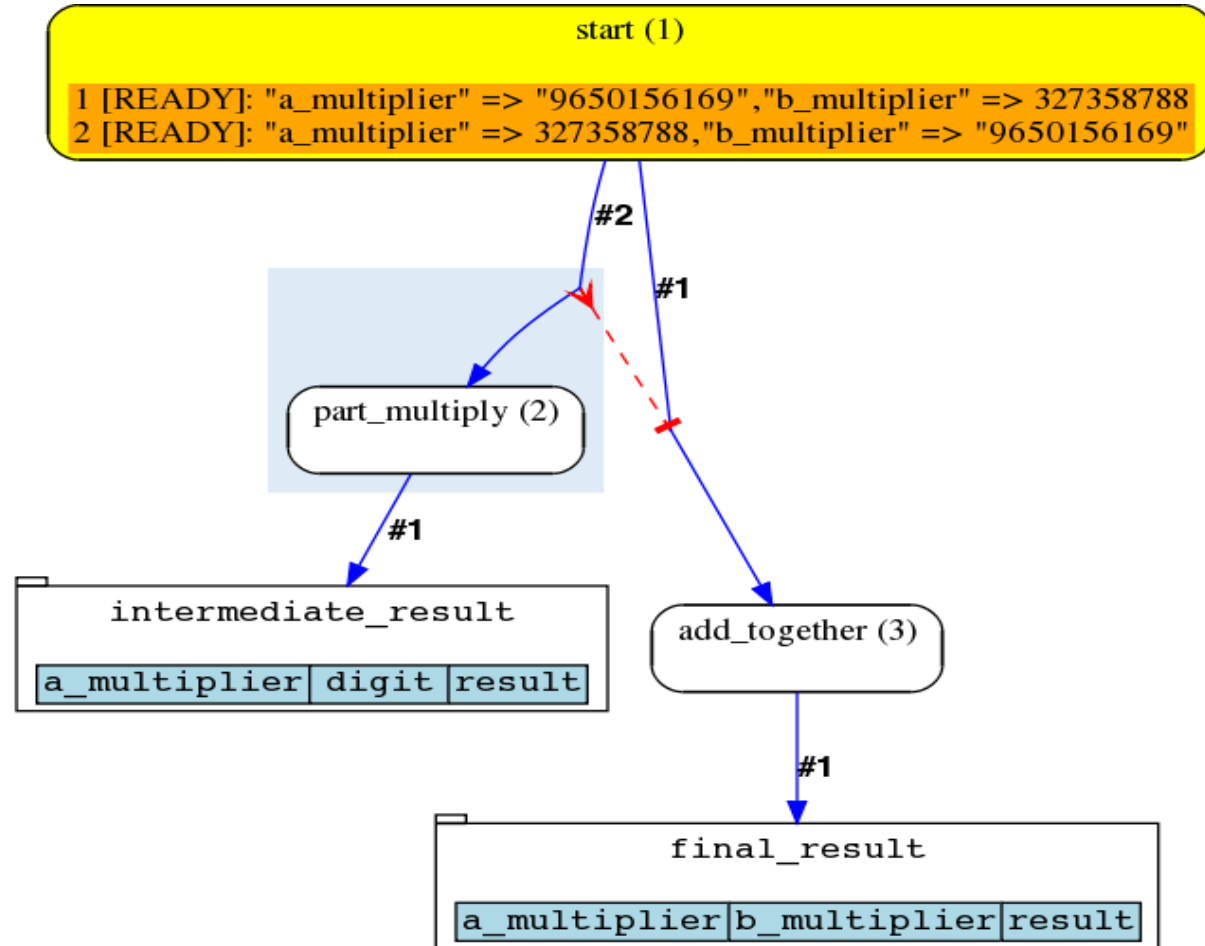


# eHive system: a pipeline diagram



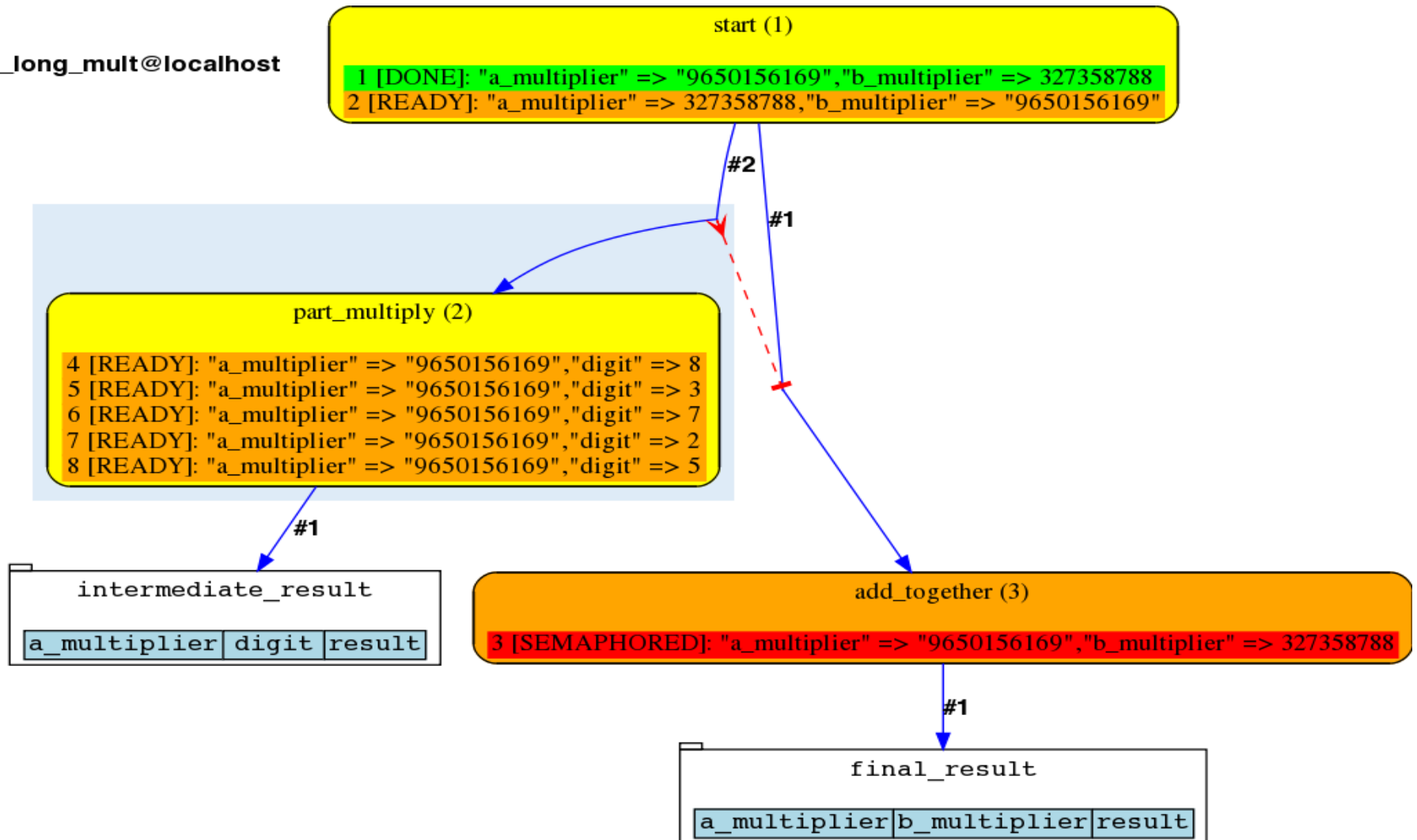
# LongMultiplication example pipeline (1)

lg4\_long\_mult@localhost



# LongMultiplication example pipeline (2)

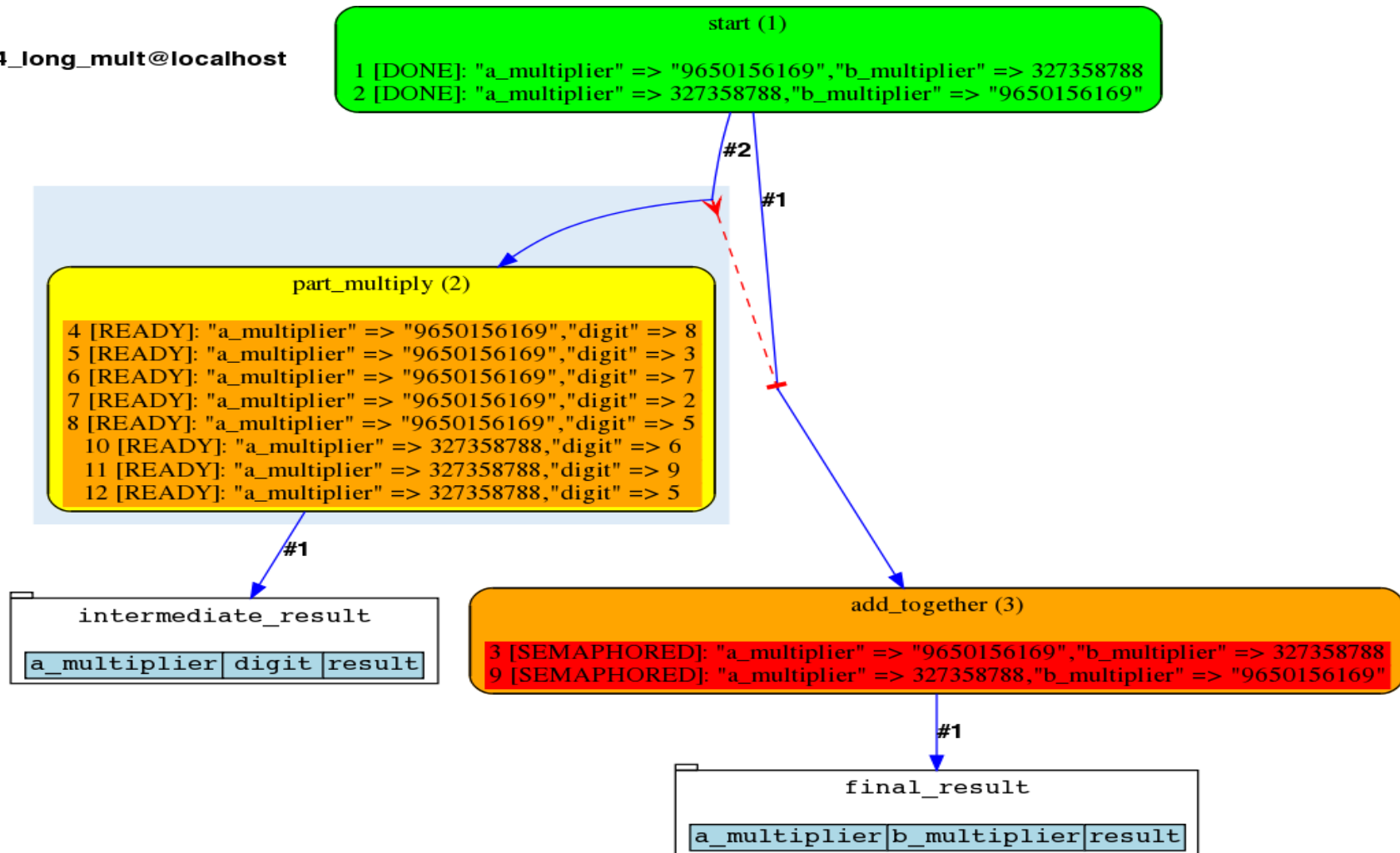
lg4\_long\_mult@localhost





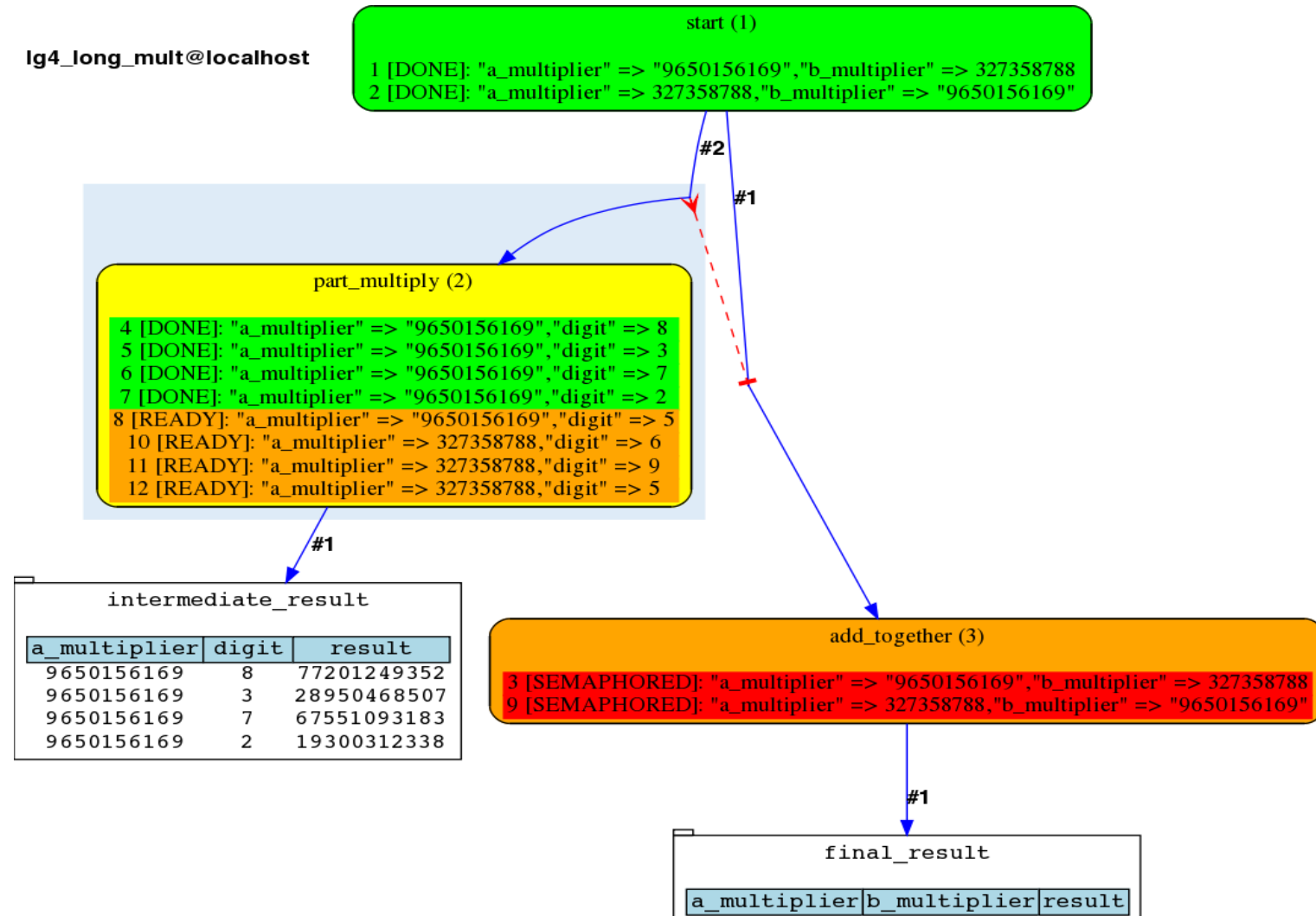
# LongMultiplication example pipeline (3)

lg4\_long\_mult@localhost



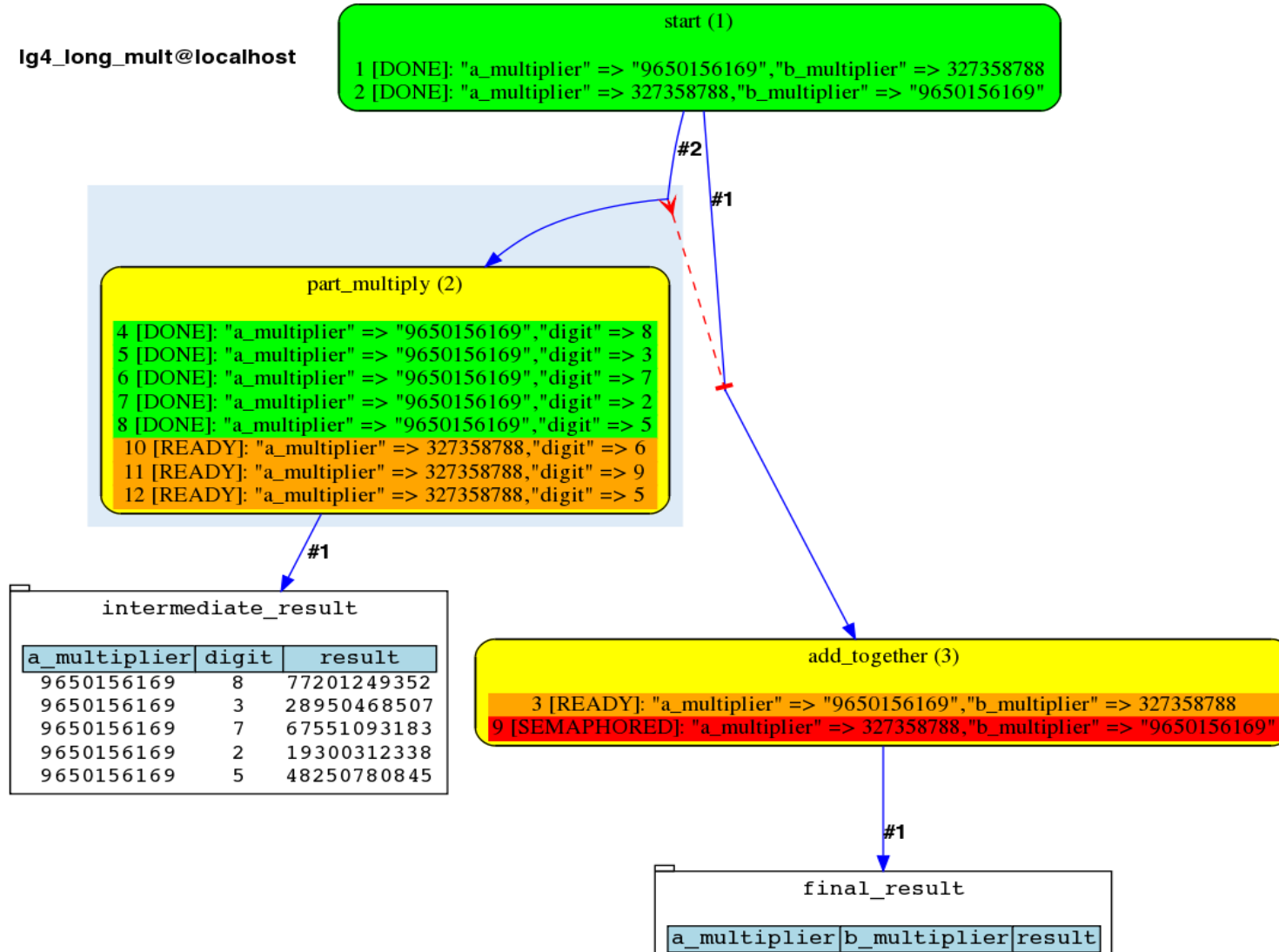
# LongMultiplication example pipeline (4)

lg4\_long\_mult@localhost



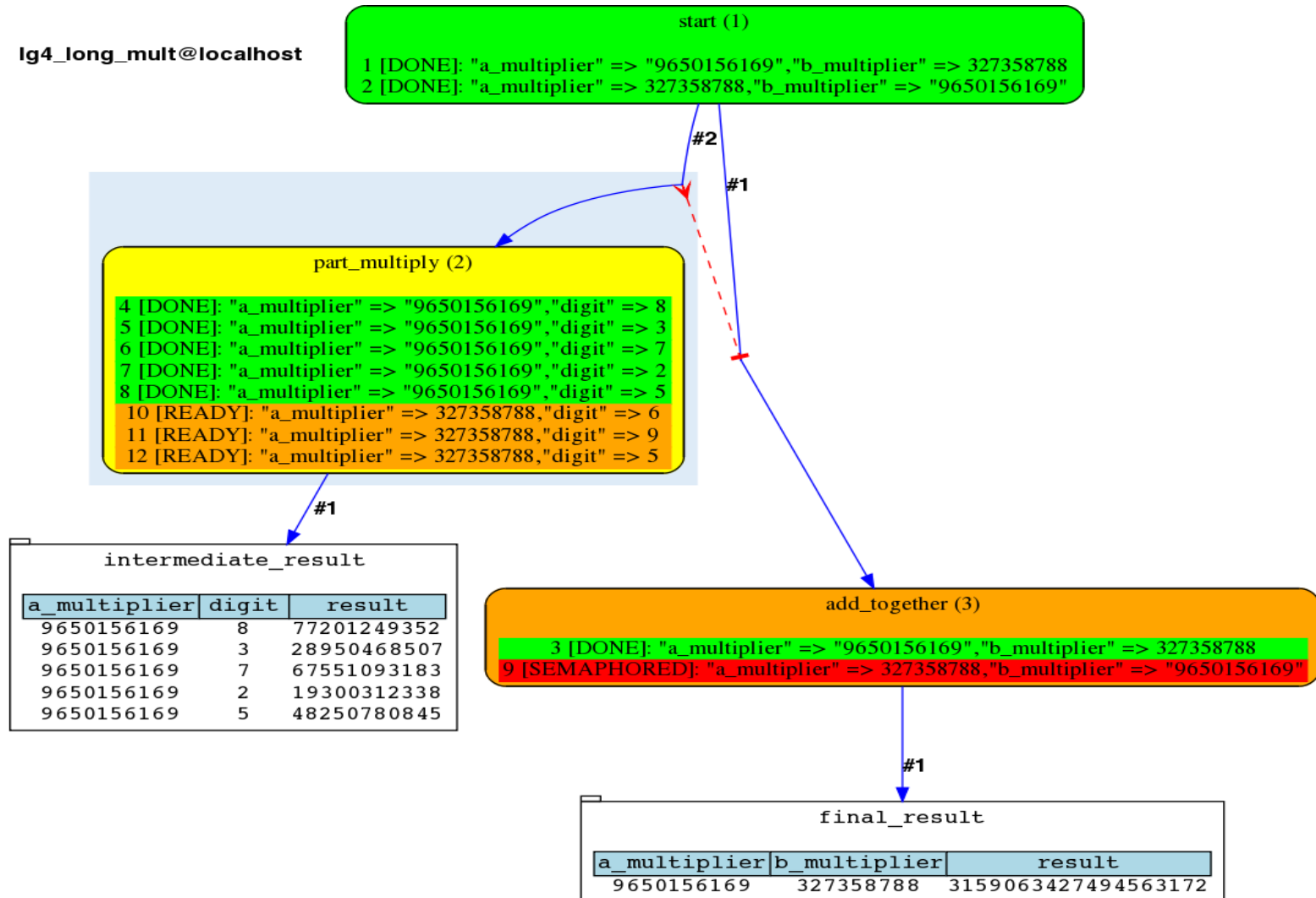
# LongMultiplication example pipeline (5)

lg4\_long\_mult@localhost



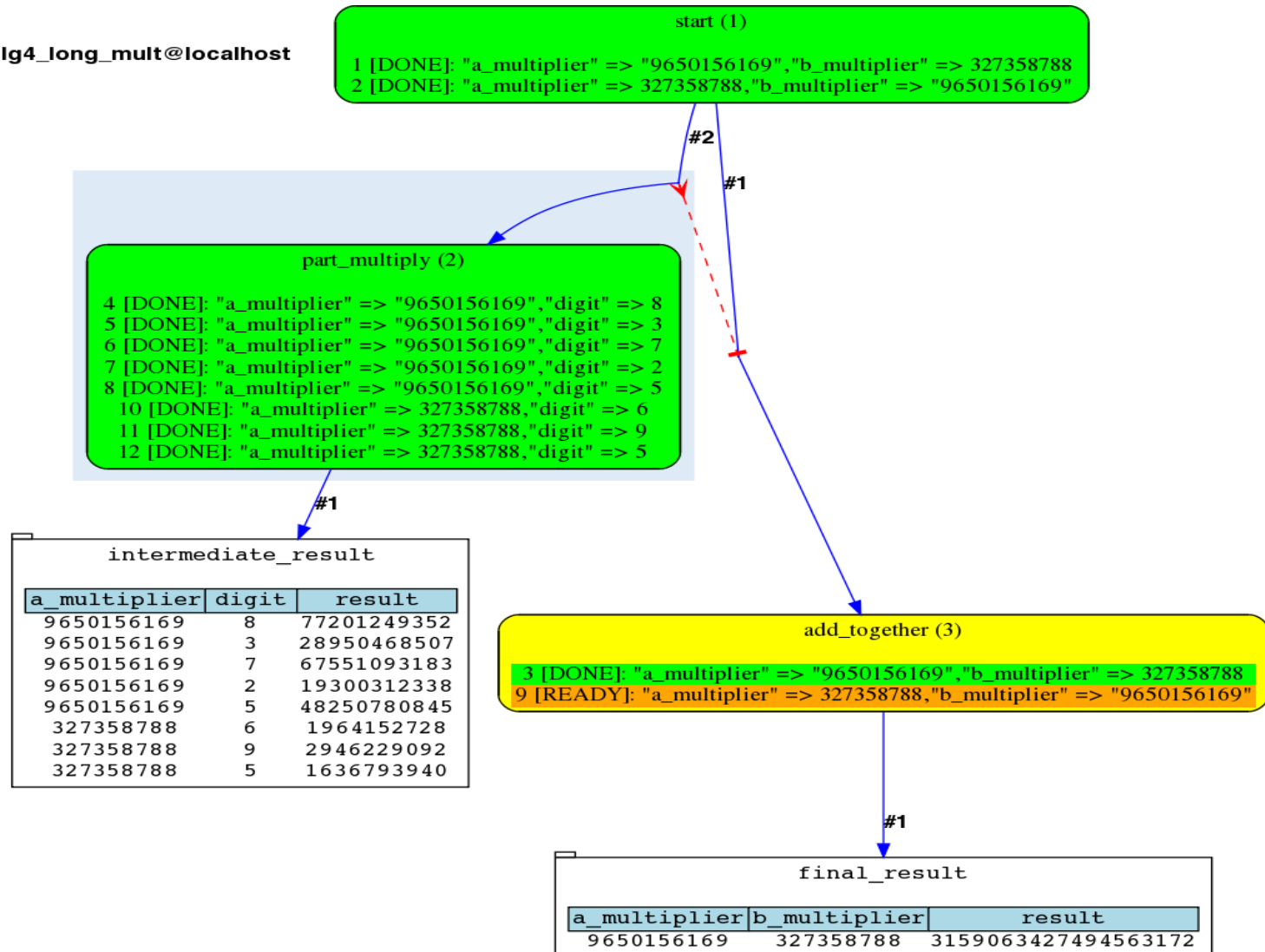
# LongMultiplication example pipeline (6)

lg4\_long\_mult@localhost



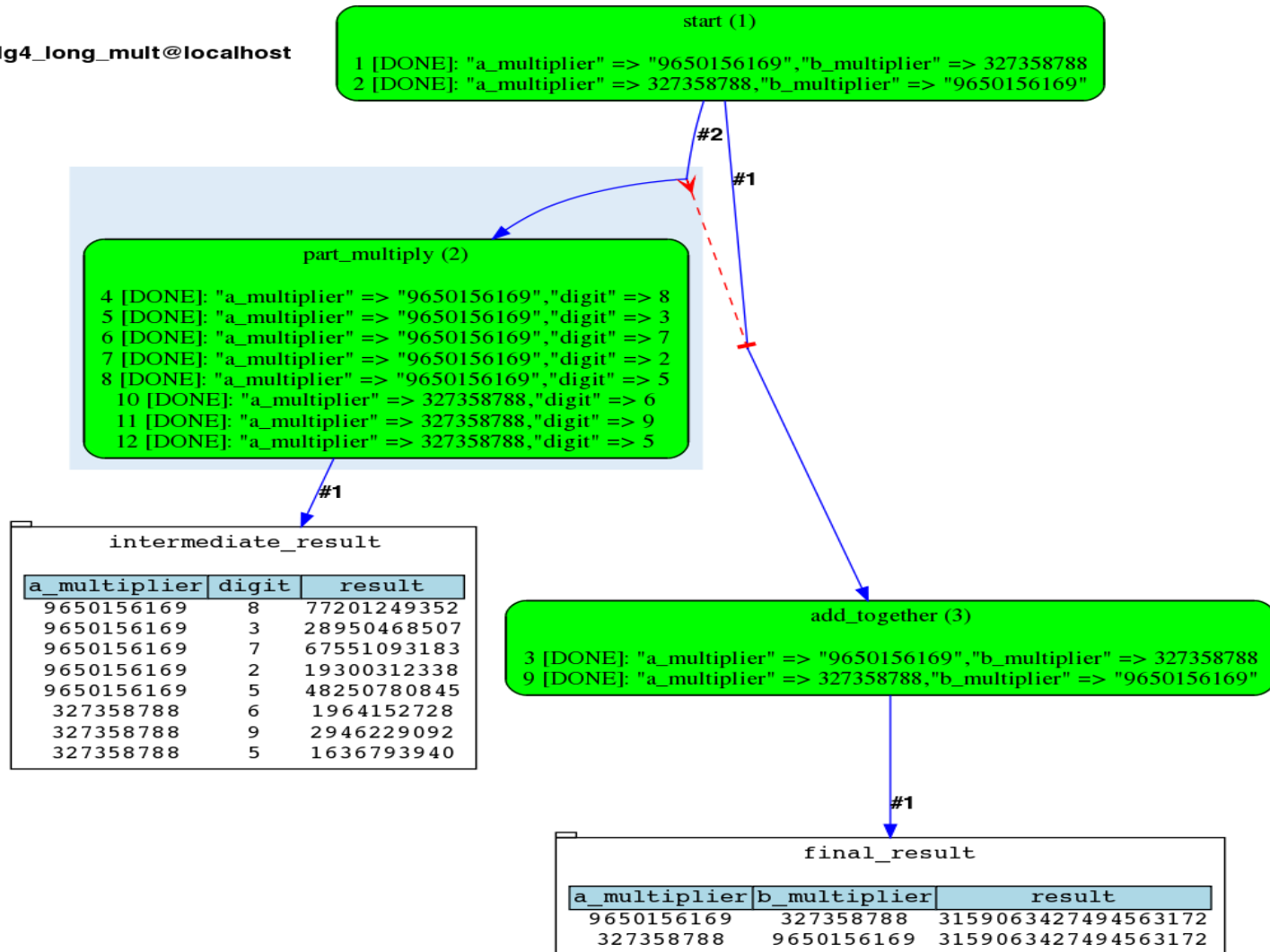
# LongMultiplication example pipeline (7)

lg4\_long\_mult@localhost



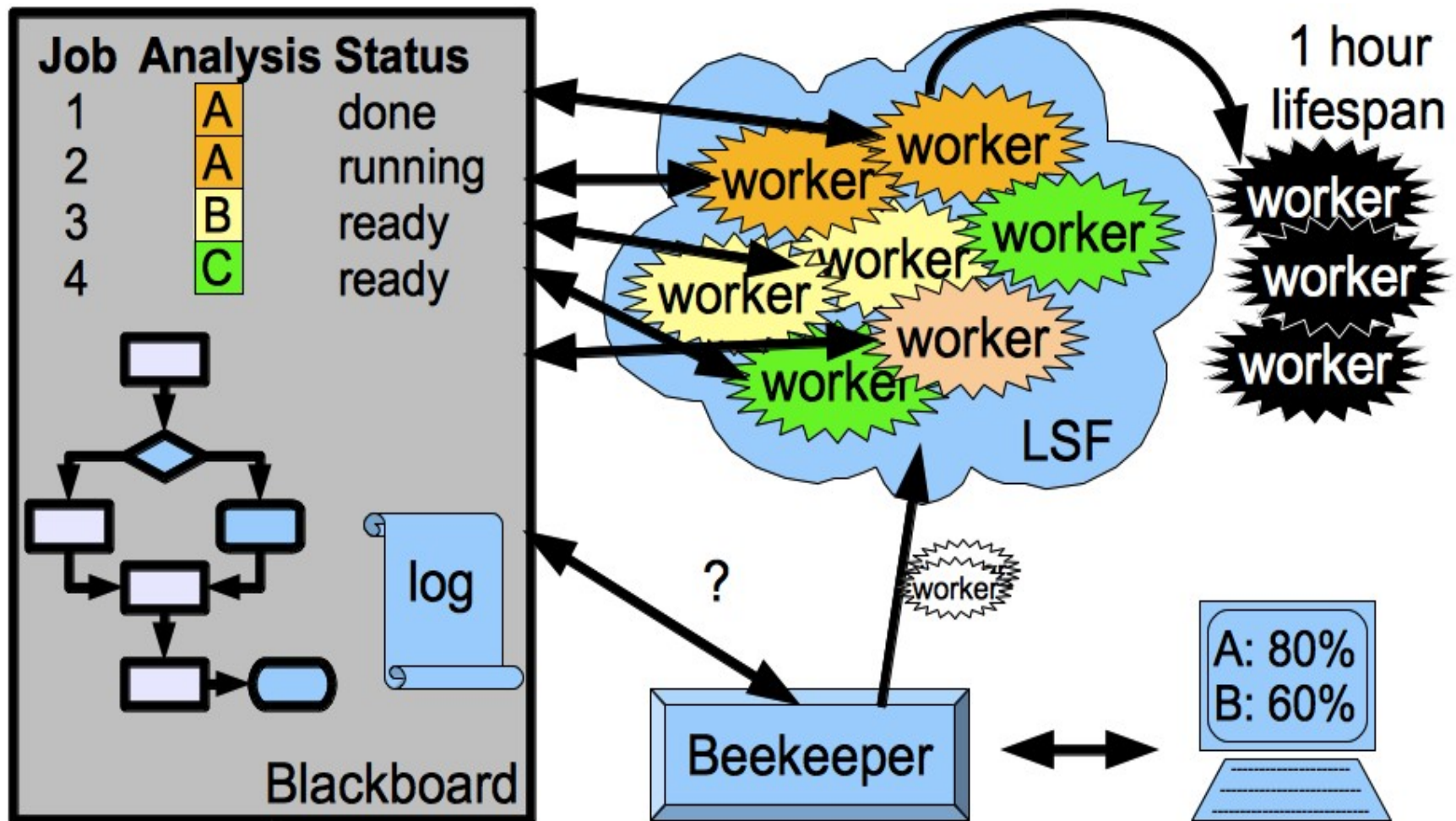
# LongMultiplication example pipeline (8)

lg4\_long\_mult@localhost





# Workers, beekeeper, [re]specialization



# Multi-meadow scheduling

- The same beekeeper can now submit both farm Workers and local Workers (busy farms, lots of light “linking code” between farm-needing processes)
- This preference (as well as desired resources) can be set for each Analysis
- Helps to save compute time, esp. combined with re-specialization of Workers

# Using Git for development

- Development is done in Git (locally)
- Regularly pushed to the internal Git server visible to Sanger network users
- Less frequent (once per release?) exports to the externally-visible CVS server
- Fancy to try?

```
git clone git.internal:/repos/git/ensembl/compara/ensembl-hive.git
```

- eHive mailing list:

*ehive-users@ebi.ac.uk*

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**Current and previous members  
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**All users of eHive system for  
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**Paul Flicek, Steve Searle and  
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**wellcome**trust

EMBL



National  
Human Genome  
Research Institute



**BBSRC**  
bioscience for the future

**European Commission  
Framework Programme 7**



**Quantomics**

From Sequence to Consequence :  
Tools for the Exploitation of Livestock Genomes

