

```
"computingservices" : [
  {
    "sitename": "AGLT2",
    "resourcename": "LUND-HTCONDOR-CE-gate1",
    "endpointurl": "https://gate01.aglt2.org:8888",
    "flavour": "HTCONDOR-CE",
    "version": "2.12",
    "jobmanager": "condor",
    "jobmanager_version": "12",
    "status": "production",
    "numberoflogicalcpus": 640,
    "resourcecapacity": "XXX",
    "resourcecapacityunit": "HS06hours",
    "queue": "long",
    "maxwalltime": 4300,
    "maxmainmemory": "8048",
    "assignedvo": ["ATLAS", "CMS"],
    "message": "free form string..." ,
    "modification_time": "1540306937"
  },
  {
    "sitename": "AGLT2",
    "resourcename": "LUND-HTCONDOR-CE-gate1",
    "endpointurl": "https://gate12.aglt2.org:1122",
    "flavour": "HTCONDOR-CE",
    "version": "2.12",
    "jobmanager": "condor",
    "jobmanager_version": "12",
    "status": "production",
    "numberoflogicalcpus": 640,
    "resourcecapacity": "XXX",
    "resourcecapacityunit": "HS06hours",
    "queue": "long",
    "maxwalltime": 4300,
    "maxmainmemory": "8048",
    "assignedvo": ["ATLAS", "CMS"],
    "message": "this is the same service as above except a different endpoint" ,
    "modification_time": "1540306937"
  }
  {
    "sitename": "AGLT2",
    "resourcename": "NeIC-ARC-LUND",
    "endpointurl": "https://arcce.neic.org:1122",
    "flavour": "ARC-CE",
    "version": "5.64",
    "jobmanager": "SLURM",
    "jobmanager_version": "2",
    "status": "production",
    "numberoflogicalcpus": 400,
    "resourcecapacity": "XXX",
    "resourcecapacityunit": "HS06hours",
    "queue": "simulation",
    "maxwalltime": "4300",
    "maxmainmemory": "8048",
    "assignedvo": ["ATLAS", "CMS"],
```

```
"message" : "this is a different CE" ,  
  "modification_time": "1540306937"  
}  
],
```

DEFINITIONS:

- computingservice: is an abstracted logical view of software and hardware components that participates in the creation of a computational capacity. "identical" computing services (i.e. same hardware, same software) with the only difference of service endpoints or queue names can be grouped under the 'resource' concept. Identical computing services form the same computing element.

- sitename: the GOCDDB, OIM name of the site hosting the computing service

-resource: The resourceconcept aggregates identical computing services with the only difference of service endpoints or queue names.

-resourcename: a unique (in the site scope) human readable name to identify the computing resource (see definition above)

- endpointurl: as defined by the GLUE2ComputingServiceEndpointURL attribute: the network location of the serviceendpoint to contact the computing service

- flavour: as defined by the GLUE2ComputingServiceType, the type of the service according to agreed namespace specification

- version: the version of the service type, e.g. 6.0 of ARC

- jobmanager, jobmanager_version: the type and the version of the LRMS (batch system) underneath of the computing service. Identical to the GLUE2ManagerProductName and GLUE2ManagerProductVersion

- modification_time : UTC time stamp in seconds since epoch of the time when the data block has been modified

- status: the maturity of the service in terms of quality of the software/hardware components. fixed enumeration values development,pre-production,testing,production. See GLUE2QualityLevel definitions

- numberoflogicalcpus : number of logical CPUs of the resource
- resourcecapacity : overall capacity of the resource expressed in the unit of resourcecapacityunit
- resourcecapacityunit: the unit to measure/specify the capacity of the resource

- queuename: a human readable name of the underlying batch queue. For cases when queue is not defined like happens with condor, queue name will be omitted.

- maxwalltime: as defined in the GLUE2ComputingShareMaxWalltime, the max. obtainable wallclock limit for a single-core job. The unit is minutes!

- maxmainmemory: as defined by the GLUE2ComputingShareMaxMainMemory, the max physical memory a job is allowed to use. The unit is GBs!

- assignedvo: the list of authorized user groups