

Scoring Load Balancer plugin

Plugin Information

View Scoring Load Balancer on the [plugin site](#) for more information.

Decides a build run on which node by scoring nodes.

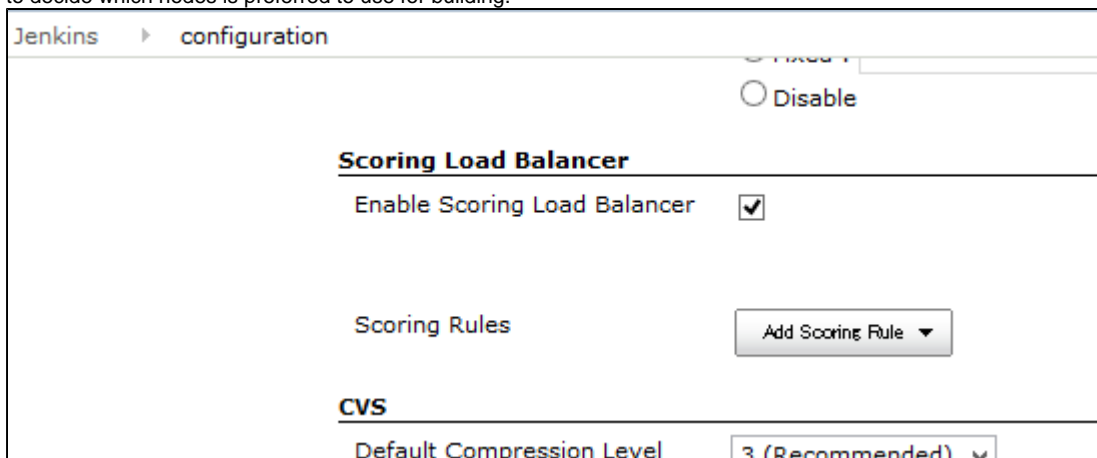
What's this?

This plugin provides following features:

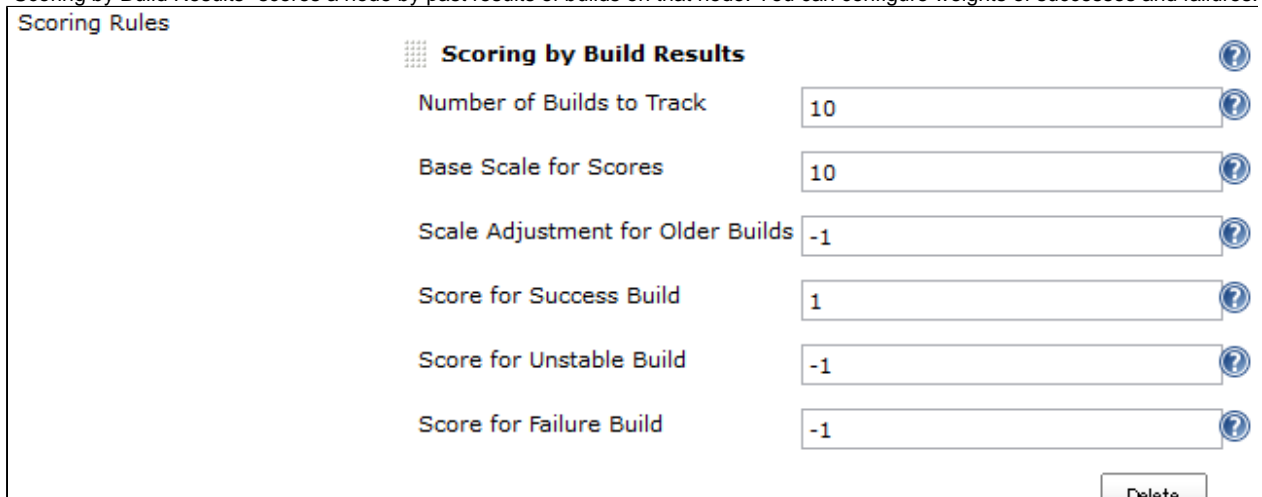
- Decides a node where a build run depending on scores of nodes.
- Provides following scoring rules. New ones can be added using `ExtensionPoint`.
 - Scoring by Build Results
 - Prefers nodes where the last builds of the project succeeded.
 - Avoids nodes where the last builds of the project failed.
 - Scoring by Node Loads
 - Prefers nodes where more executors remain.
 - Avoids nodes where more builds run.
 - Scoring by Node Preferences
 - Prefers nodes marked "Preferred" in configuration of the building project.
 - Prefers nodes with labels marked "Preferred" in configuration of the building project.
 - Prefers nodes marked "Preferred" in configuration of nodes.
- Scoring rules are configured in "Manage Jenkins" > "Configure System"
 - Pick up available scoring rules and put them in preferred order.
 - Each scoring rules provides its configuration.
 - You can put scoring rules twice or more, but it might be useless for current providing methods.

Screenshots

- Scoring Load Balancer plugin adds a new configuration section to "Manage Jenkins" > "Configure System" page. You can add rules to decide which nodes is preferred to use for building.



- "Scoring by Build Results" scores a node by past results of builds on that node. You can configure weights of successes and failures.



- "Scoring by Node Loads" scores a node by the number of builds are running on that node now.

Scoring by Node Loads ?

Scale for Scores ?

Score for Idle Executor ?

Score for Busy Executor ?

- "Scoring by Node Preference" scores a node by preference configuration in nodes or projects.

Scoring by Node Preferences ?

Scale for Node Preferences ?

Scale for Project Preferences ?

- In node configuration pages, "Preference of Node" can be specified.

nodes ▾

Node Properties

Coverity Static Analysis

Environment variables

Preference of Node

Preference Score

- In project configuration pages, "Preference of Node" appears. You can specify scores for nodes or node labels. Multiple preferences can be specified.

project ▾ configuration

Configure Build Authorization

This build is parameterized

Preference of Node

Preferences Node Preference

Label for Target Nodes

Preference Score

Node Preference

Label for Target Nodes

How does this work?

You may read later "WorkChunks and ExecutorChunks" first for understanding how Jenkins works for build assignment.

This plugin works as following:

1. When the plugin loaded, replaces the default `LoadBalancer` to `ScoringLoadBalancer`.
2. Jenkins requests to map builds to nodes (`LoadBalancer#map`)
3. Pick the first `WorkChunk` (that is, subtask).
4. Score all nodes by calling all configured `ScoringRule`
 - You can define a new scoring rule by creating a subclass of `ScoringRule`.
5. Pick the `ExecutorChunk` with the highest score node. Assign that `ExecutorChunk` to the current `WorkChunk`.
6. Pick the next `WorkChunk`, and back to 4. Scoring is performed for each `WorkChunk`, for the case scores differ for each subtask.
7. If assignment is failed (e.g. some constrains is broken), pick the next `ExecutorChunk`, and back to 6.
8. If assignment is succeeded, it is used.

WorkChunks and ExecutorChunks

In simple cases, Jenkins launches only one build at the same time. Though multi-configuration project results in multiple builds even triggered once, these builds are launched just one by one sequentially.

But there are cases Jenkins launches two or more builds at the same time. SEE `JobProperty#getSubTasks` or `SubTaskContributor` for details.

Before builds start on node, Jenkins requests to map tasks to executors. Here are definitions of words:

Word	Explanation
Task	A root source of builds. Includes <code>FreeStyleProject</code> , <code>MatrixConfiguration</code> . <code>MatrixProject</code> is also a task, but not processed with <code>LoadBalancer</code> (for it is a <code>FlyWeightTask</code>).
SubTask	A task may contain multiple subtasks. One subtask creates one build. Generally, a task contains itself as a subtask. For example, task <code>FreeStyleProject</code> contains a subtask <code>FreeStyleProject</code> itself and other subtasks created by <code>JobProperty#getSubTasks</code> or <code>SubTaskContributor</code> .
Build	A process runs on a computer. A build is created by a subtask.
Node	One can be registered in "Manage Nodes".
Computer	A node which is connected and builds can run on now.
Executor	Build slots a computer provides. The number of executor of a node can be configured with "# of executors" in "Manage Nodes" page.

When Jenkins requests to map tasks to executors, it passes `WorkChunks` and `ExecutorChunks`.

`WorkChunk` groups subtasks that must run on a same node. Subtasks can be grouped by `SubTask#getSameNodeConstraint` returning the same `Object`.

`ExecutorChunk` groups executors by their computers (that is by nodes).

Extension point

New scoring rule can be added with extending `ScoringRule`, overriding the following method:

```
public abstract boolean updateScores(Task task, WorkChunk wc, Mapping m, NodesScore nodesScore);
```

You can score nodes by updating `nodesScore`.

Limitations

- A performance problem may occurs for a large number of nodes.
 - I've tested the behavior with only 10 nodes.

Issues

To report a bug or request an enhancement to this plugin please create a ticket in JIRA (you need to login or to sign up for an account). Also have a look on [How to report an issue](#)

- [Bug report](#)
- [Request or propose an improvement of existing feature](#)
- [Request or propose a new feature](#)

Key	T	P	Summary
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JENKINS-41267



scoring-load-balancer support for pipeline jobs

JENKINS-20439



Scoring-load-balancer - Scoring Rule for nodes which have workspace checked out

2 issues

Change Log

Version 1.0.1 (Nov 07, 2013)

- Fixed NPE happening when BuildPreferenceJobProperty is enabled but not configured.

Version 1.0.0 (Sep 07, 2013)

- Initial release.