# Middleware Meeting Notes 2014-06-10

## Date

June 10, 2014

# **Attendees**

• LSST: Kian-Tat Lim, Greg Daues; HTCondor: Greg Thain, Todd Tannenbaum

# Discussion Items

GregD has been working on getting HTCondor jobs assigned to slots according to data that they have cached locally. He has been working on two job assignment scenarios:

- 1) One best slot for each job, plus empty spares that are worse.
- 2) Best slot, empty spares, and already-used slots that are worse than both.

#### GreqD:

- \* Static ClassAds situation using job rank, scenario 1
- + Submitting jobs slowly works well
- + As jobs submitted faster, some go to "wrong" machine

### GregT:

- \* Job rank doesn't preempt
- \* Negotiator pre-job rank may work better
- + Use condor\_config\_val NEGOTIATOR\_PRE\_JOB\_RANK to look at it
- + Answer: RemoteOwner =?= Undefined (machines not currently used)

#### GregD:

- \* Any way to look at ranks assigned?
- + Tried debug in ClassAd expression, didn't see additional info

#### GregT:

\* Look in negotiator log

#### Todd:

- \* Could also pass evaluated rank to job using \$\$[]
- \* Machine rank would trump this if it is set

#### GregD:

\* Saw machine rank at 0 for all machines, which is correct

## Todd:

\* What is negotiator interval?

# GregD:

- \* Not set, is default
- \* Was also not seeing jobs going to second-best slot in scenario 2
- + Saw it going to non-preferred slot instead

# Todd:

- \* Aside: shouldn't preempt a job by same (user) owner
- \* When a job completes, slot goes to "claimed idle"
- + Highest priority job gets assigned
- \* Could force claim release
- + Should be OK even with 2 minute jobs on 200 slots
- \*\*\* Will try to reproduce scenario 1 problem

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### GregD:

\* From last month: need to do slot-based dynamic ClassAds in HawkEye

#### Todd:

\* TJ has ticket to enhance HawkEye to enable specification of slots

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#### GregD:

- \* Will be trying fault tolerance scenarios
- \* Possible for just one slot to disappear?

#### Todd:

- \* All slots on a node are present or absent together
- + Controlled by one process
- \* Other scenarios to consider:
- + Could have infinite loops in application code
- + Could have processes block on filesystem or NIS or DNS
- \* Killing processes gives cleaner notice to other side
- \* Should notice within 20 min but possibly up to 2 hrs
- + Collector ages machines out
- + Collector option to keep track of absent machines

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# Action Items