Queue systems
and how to use TORQUE & Maui

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Trieste

March 9th 2007
Advanced School
in High Performance Computing Tools
for e-Science

Outline

The User's Problem

- have dedicated resources
  multitasking is Bad for HPC
- have resources as soon as possible
  you need to have your computation done by next week, right?
- have jobs run unattended and results delivered back to you
  what do you want to do at 4.30AM?

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- promote fair share of resources
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- a server component (`pbs_server`) on the masternode
- an execution mini-server (`pbs_mom`) on each execution node

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A Job's Life

1. a job is a shell script that contains a description of the resources needed and the command you want to execute
2. you submit the job to the batch system
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Job Must Be a Shell Script

A job script contains a description of the resources you request and all the commands your job needs to perform.
Resource description always comes at the beginning of the script and is identified by the `#PBS` mark.

```
#!/bin/sh
#PBS -l walltime=1:00:00
#PBS -l nodes=1:ppn=2
#PBS -N MyTestJob
do_something_useful
do_more
exit 0
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Job Submission

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qsub job.sh
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But you can also add resource description directly on the command line:

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Each queue can be configured to accept job from a certain group of users, or within specified resource limits, or simply on request from the user.
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Simple Resource Specification

`-l nodes=`*n*	request *n* execution nodes
`-l nodes=`*n*`:ppn=`*m*	request *n* execution nodes with *m* CPUs each
`-l walltime=`*n*	request *n* seconds of wallclock time (walltime can be specified also as *hours:minutes:seconds*)
`-l nodes=`*n*`:`*feature*	request *n* nodes with a specific feature e.g. we use `:myri` for nodes with Myrinet cards
`-q` *name*	submit job to named queue
`-N` *name*	give job a name

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Interactive Jobs

If resources are available right now you can run interactive jobs with `qsub -I`
In an interactive job you are given a shell on a computing node and are allowed to execute all your computation interactively, possibly on several nodes.

```
masternode $ qsub -I -q smp -l walltime=5:00 -l
nodes=1:ppn=2
qsub:  job 29506.cerbero.hpc.sissa.it ready

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(No) Access to Computing Nodes

- no «normal» user access to computing nodes
- access permissions are created on the fly by the RM when (and where) needed for your job to run
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Node Access and Resource Limit Enforcement

- access right is granted only to nodes allocated to your job
  this enforces the limit on the number of nodes you can access and guarantees that no concurrent usage of a resource is possible
- access right is granted only for the walltime allocated to your job
  when your allocated walltime expires, you are given a short *grace time*, then all your processes on the computing node are killed
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Queue Status

`qstat`	query queue status
`qstat -a`	alternate form
`qstat -r`	show only running jobs
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Job Trace

`tracejob` *id* show what happened today to job *id*

`tracejob -n` *d id* search last *d* days

searching the RM logs is a time-consuming operation, don't abuse it!

```
$ tracejob 29506
Job:  29506.cerbero.hpc.sissa.it
02/26/2007 10:12:39 S Job Queued at request of cxxxxx@cerbero.hpc.sissa.it, owner =
cxxxxxx@cerbero.hpc.sissa.it, job name = STDIN, queue = em64ts
02/26/2007 10:12:40 S Job Modified at request of maui@cerbero.hpc.sissa.it
02/26/2007 10:12:40 S Job Run at request of maui@cerbero.hpc.sissa.it
02/26/2007 10:12:40 S Job Modified at request of maui@cerbero.hpc.sissa.it

02/26/2007 10:19:36 S Exit_status=265 resources_used.cput=00:00:00

resources_used.mem=2940kb resources_used.vmem=89532kb

resources_used.walltime=00:06:51
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The Scheduler

The Maui Scheduler prioritizes jobs in the idle queue, according to admin-defined policies. The highest-priority job is run as soon as resources are available.

Jobs can be blocked if their requirements exceed available resources. Blocked jobs have an undefined priority.

Job priorities are recomputed at each scheduler iteration, so your job can move up and down the idle queue as an effect of resource usage by other jobs of yours.

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Queues as Seen by Maui

```
$ showq
ACTIVE JOBS--------------
 JOBNAME   USERNAME     STATE   PROC   REMAINING   STARTTIME

 29199        axxxx   Running     32     1:59:17     Wed ...
 29055     sxxxxxxx   Running      8     4:03:07     Tue ...
 28496     mxxxxxxx   Running      4     5:24:00     Sat ...
                  ...
 27 Active Jobs   125 of   142   Processors Active   (88.03%)
                   52 of    58   Nodes Active        (89.66%)
```

(*usernames obfuscated to protect the guilty)*

Queues as Seen by Maui

```
$ showq
IDLE JOBS----------------
 JOBNAME   USERNAME   STATE   PROC      WCLIMIT        QUEUETIME

 29069        sxxxx    Idle      4   1:21:00:00   Mon Feb 19 ...
 29019     kxxxxxxx    Idle      4   4:00:00:00   Mon Feb 19 ...
 29076      fxxxxxx    Idle      4   4:00:00:00   Mon Feb 19 ...
                ...
22 Idle Jobs
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Queues as Seen by Maui

```
$ showq
BLOCKED JOBS----------
 JOBNAME   USERNAME       STATE   PROC      WCLIMIT        QUEUETIME

 28777     rxxxxxxx         Hold      8   2:00:00:00   Thu Feb 15 ...
 28892     dxxxxxxx   BatchHold      4   4:00:00:00   Sat Feb 17 ...
 29025        axxxx         Idle      4   4:00:00:00   Mon Feb 19 ...
                  ...
Total Jobs:  71 Active Jobs:  27

Idle Jobs:  22 Blocked Jobs:  22
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The Backfill Window

	node 1	node 2	node 3
0:00			
1:00			
2:00			

- *job2* cannot run until *job1* is done
- if you submit a *job3* that requires only one node for two hours or less you can run before *job2*!

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Discovering Free Resources

The `showbf` command queries the scheduler and display resources that are available for immediate use.

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`showbf -f myri`	select only nodes with a given feature
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backfill window (user:  'cxxxxxx' group:
'bxxxxxxx' partition:  ALL) Mon Feb 26 13:46:16
5 procs available with no timelimit
```

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$ showbf -f myri
backfill window (user:  'cxxxxxx' group:
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no procs available
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```
$ showbf -p intel
backfill window (user:  'cxxxxxx' group:
'bxxxxxxx' partition:  intel) Mon Feb 26 13:51:16
partition intel:
4 procs available for 5:30:00
```

"That's all Folks!"

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