Queue systems and how to use TORQUE & Maui

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Outline

1. The Problem We Are Trying to Solve
2. Using the Resource Manager
3. Understanding Resource Management
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?*
The Admin’s Problem

- minimize resource waste
- promote fair share of resources *a.k.a. «avoid complaints from users»*
- monitor and account for everything
At the core of a batch system there is a RM that:

- accepts job submissions from users
- tracks resource usage
- delivers jobs to execution nodes
- informs users about job status
The TORQUE Resource Manager

The Terascale Open-source Resource and QUEue manager is deployed as

- a server component (pbs_server) on the masternode
- an execution mini-server (pbs_mom) on each execution node

There is also a scheduler component, but we will use the Maui Scheduler instead – more on this later
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.
3. The batch system sends the job to an execution queue where it is executed without human intervention.
4. Job results are then delivered back to you.
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.

```bash
#!/bin/sh
#PBS -l walltime=1:00:00
#PBS -l nodes=1:ppn=2
#PBS -N MyTestJob
do_something_useful &&
do_more ||
do_something_else
exit $?
```
Job Submission

Jobs are submitted to the batch system by means of the `qsub` command, as in

```
qsub job.sh
```

But you can also add resource description directly on the command line:

```
qsub -l nodes=4:ppn=4 job.sh
```

This is especially useful when you are experimenting with subtle variations of a job submission.
Batch systems are usually configured with multiple queues. 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.

Be sure to select the right queue for your jobs.

Queue selection is performed with `-q queue_name` on the `qsub` command line or with `#PBS -q queue_name` in the job script.
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 `feature` e.g. we use `:myri` for nodes with Myrinet cards
- `-q name` submit job to named queue
- `-N name` give job a name
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.

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

a211 $ 
```
A common configuration on mid-sized to large clusters is:

- 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
- while a job is running you are granted interactive access to nodes allocated to your job
- at job completion access rights are cleared
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
- you should arrange so that your jobs completes before the walltime limit, or save partial results before the job is killed
Queue Status

- `qstat` query queue status
- `qstat -a` alternate form
- `qstat -r` show only running jobs
- `qstat -rn` only running jobs, w/ list of allocated nodes
- `qstat -i` only idle jobs
- `qstat -u username` show jobs for named user
Queue systems

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The Problem

TORQUE

Understanding Resource Management

TORQUE Monitoring Commands

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 cxxx@cerbero [...] job name = STDIN, queue = em64ts

...  

02/26/2007 10:12:40 S Job Run at request of maaui@cerbero

...  

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
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.
$ showq

<table>
<thead>
<tr>
<th>Jobname</th>
<th>Username</th>
<th>State</th>
<th>Proc</th>
<th>Remaining</th>
<th>Starttime</th>
</tr>
</thead>
<tbody>
<tr>
<td>29199</td>
<td>axxxx</td>
<td>Running</td>
<td>32</td>
<td>1:59:17</td>
<td>Wed ...</td>
</tr>
<tr>
<td>29055</td>
<td>sxxxxxx</td>
<td>Running</td>
<td>8</td>
<td>4:03:07</td>
<td>Tue ...</td>
</tr>
<tr>
<td>28496</td>
<td>mxxxxxx</td>
<td>Running</td>
<td>4</td>
<td>5:24:00</td>
<td>Sat ...</td>
</tr>
</tbody>
</table>

...  

27 Active Jobs 125 of 142 Processors Active (88.03%)  
52 of 58 Nodes Active (89.66%)  

<table>
<thead>
<tr>
<th>Jobname</th>
<th>Username</th>
<th>State</th>
<th>Proc</th>
<th>WCLimit</th>
<th>Queuetime</th>
</tr>
</thead>
<tbody>
<tr>
<td>29069</td>
<td>sxxxx</td>
<td>Idle</td>
<td>4</td>
<td>1:21:00</td>
<td>Mon Feb 19 ...</td>
</tr>
<tr>
<td>29019</td>
<td>kxxxxxx</td>
<td>Idle</td>
<td>4</td>
<td>4:00:00</td>
<td>Mon Feb 19 ...</td>
</tr>
<tr>
<td>29076</td>
<td>fxxxxxx</td>
<td>Idle</td>
<td>4</td>
<td>4:00:00</td>
<td>Mon Feb 19 ...</td>
</tr>
</tbody>
</table>

...  

22 Idle Jobs  

<table>
<thead>
<tr>
<th>Jobname</th>
<th>Username</th>
<th>State</th>
<th>Proc</th>
<th>WCLimit</th>
<th>Queuetime</th>
</tr>
</thead>
<tbody>
<tr>
<td>28777</td>
<td>rxxxxxx</td>
<td>Hold</td>
<td>8</td>
<td>2:00:00</td>
<td>Thu ...</td>
</tr>
<tr>
<td>28892</td>
<td>dxxxxxx</td>
<td>BatchHold</td>
<td>4</td>
<td>4:00:00</td>
<td>Sat ...</td>
</tr>
<tr>
<td>29025</td>
<td>axxxx</td>
<td>Idle</td>
<td>4</td>
<td>4:00:00</td>
<td>Mon ...</td>
</tr>
</tbody>
</table>
The Backfill Window

- 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!
Discovering Free Resources

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

- `showbf` summary of free resources
- `showbf -f myri` select only nodes with a given feature
- `showbf -p intel` select only nodes in a given partition

```
$ showbf
backfill window (user: 'cxxx' group: 'bxxx'
partition: ALL) Mon Feb 26 13:46:16
5 procs available with no timelimit

$ showbf -f myri
backfill window (user: 'cxxx' group: 'bxxx'
partition: ALL) Mon Feb 26 13:49:16
no procs available

$ showbf -p intel
backfill window (user: 'cxxx' group: 'bxxx'
partition: intel) Mon Feb 26 13:51:16
4 procs available for 5:30:00
```
"That's all Folks!"