



Jobsub - Best Practices

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FIFE Workshop

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Best Practices:

- Kens' running on OSG talk pretty much covered it
- Use Resources Wisely

Whats New - Since Last Workshop

- **Improved Job Query and Control**

- **Hold, Release, Remove**

- by user
- by condor_constraint (ex: all 'dbox' jobs in held state)
- super users per experiment

- **Jobsub Q**

- —better-analyze (why are my jobs not starting?)
- —hold (show held jobs only)
- —idle (show idle jobs only)

- **Jobsub History**

- much faster response time

- **Improved Resource Request Mechanism**

- help your jobs land on machines that meet your jobs needs
- easier to tailor resource requests land on more available machines
 - result: they start and finish more quickly

Best Practices - Submitting Jobs

- Use file transfer flags (-f , -d) to let jobsub figure out the best way to transfer your input/output
 - these use ifdh behind the scenes
 - they work with dCache and BlueArc locations
 - prefer dCache when possible
- Jobs requiring and requesting less resources will generally start and finish before ones needing more
 - the pool of available machines to run them is larger
 - they have a better chance of finishing before being preempted
 - use `—memory`, `—disk`, `—cpu`, `—expected_lifetime` to request this

Best Practices - jobsub_submit (2)

- Structure your jobs so that -N (number of copies of job) is not excessive
 - creates a directory with at least 4 files per job on server - easy to get unwieldy number of files
 - submits all N jobs at same time, overloading schedd
 - fetchlog of this directory creates and transfers a huge tearful
- max allowed value of -N currently 10000
- again - break this into a series of smaller jobs if you can!

Best Practices - Jobsub_hold, release, rm



- —user , —constraint can cut down on how much typing you need to do
- examples
 - `jobsub_q -G nova --constraint '(JobStatus=?=5)&&(Owner=?="dbox")'` # see dbox's held jobs
 - `jobsub_rm -G nova --constraint '(JobStatus=?=5)&&(Owner=?="dbox")'` #remove dbox's held jobs

Best Practices - Jobsub_q

- jobsub_q (no other spec) I/O intensive
- jobsub_q —long (no other spec) **very** I/O intensive
- —group, —user, —jobid, —constraint reduce I/O expense
- think twice about using these for polling in a loop!
 - if you need to poll for job completion, its a good candidate for a DAG

‘Worst Practices’

- misbehaving cron jobs
 - use flock to make sure you’re only running one copy of cron job
 - make sure cron job isn’t doing something stupid.
- jobsub_fetchlog
 - failing to use `—partial` if you only want a small portion of the logs

Tips and Tricks

- —timeout is a good way to retrieve jobs that you know are getting stuck
- ifdh log “I am doing this on machine \$HOSTNAME” another useful debugging technique
- jobsub_q —long a good way to figure out how to build - constraints
- POSIX access to libraries and data files is deprecated
 - use cvmfs
 - custom libraries can be uploaded using dropbox:// my_custom_stuff.tar
- File redmine or SNOW tickets! We can't fix what we don't realize is broken

Conclusion

- Jobsub makes submitting to the OSG much easier
- Save bandwidth, typing, and time using `—constraint` for querying and job control
- Specify `—memory` `—disk` `—expected-lifetime` to maximize throughput
- The girl scouts have a good philosophy about resource usage.