

OSG All Hands Meeting

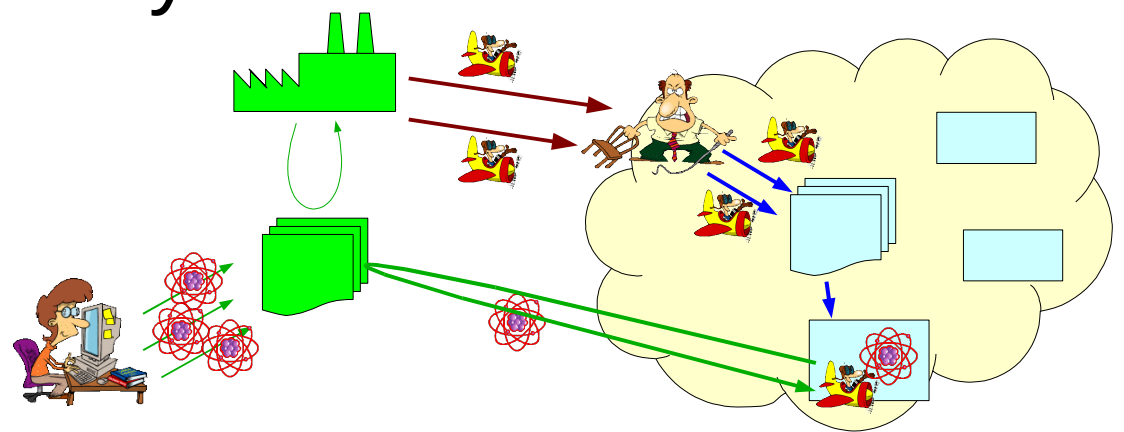
GlideinWMS

The CMS processing experience

by Igor Sfiligoi
for the CMS processing team

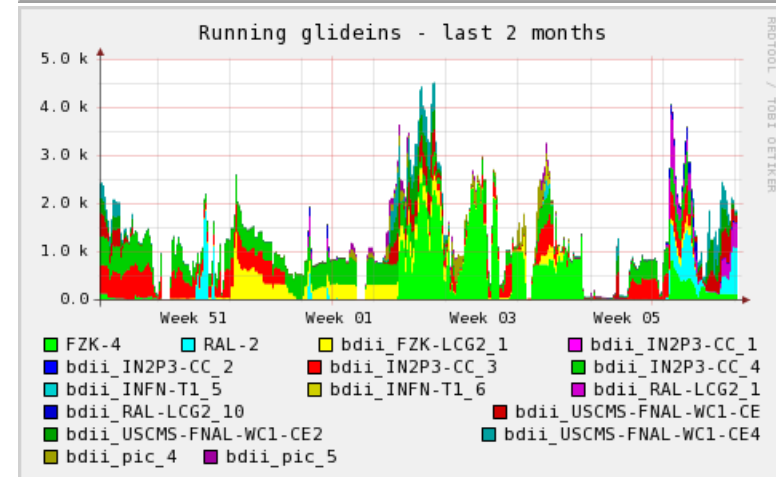
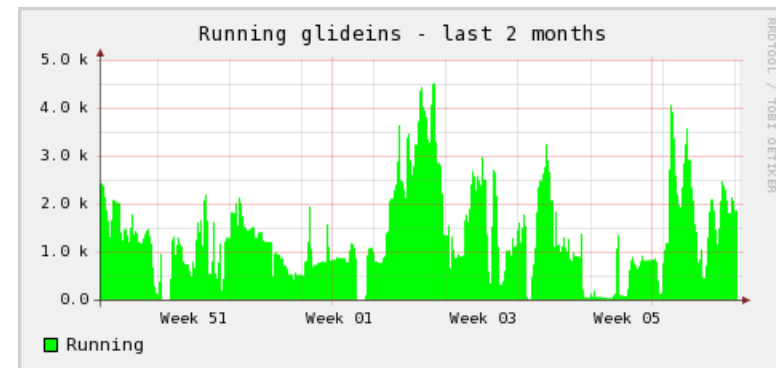
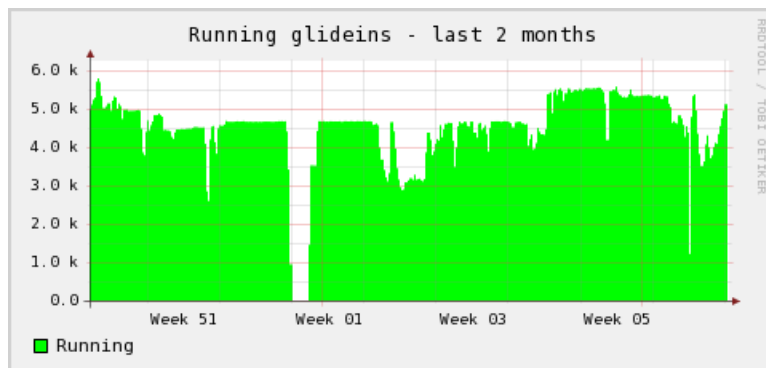
What is glideinWMS?

- glideinWMS is a pilot-based Grid Workload management system
 - Based on the Condor glide-in mechanism
 - Pilots sent to the Grid sites
 - Jobs pulled to the worker nodes after pilot start
- Currently being used by
 - CMS
 - CDF
 - MINOS



CMS processing and glideinWMS

- Two instances at Fermilab
- First instance using just FNAL resources
- Second instance using resources from all CMS T1s
- Best case scenario (Gatekeeper and WNs on local LAN)
- Giving us consistently ~5k batch slots



The result?

- FNAL instance
 - Rock solid since the installation
 - Virtually no maintenance
 - 99% job success rate
 - Helped achieve the target job turnaround goals
 - Tested up to 7k/h
 - Regularly at 500/h
- WAN instance
 - Bumpy start; had networking problems
 - Was difficult to debug
 - But fixed now
 - Working mostly fine now; but still having problems at a few sites
 - Mostly data handling issues
 - Very few errors due to glideinWMS per se

Conclusions

- CMS is actively involved in commissioning the glideinWMS for Tier 1 processing tasks
 - Already employed doing real work for CMS (full re-reconstruction and skimming of CRAFT data)
- glideinWMS benefits
 - Allows to efficiently run very short jobs on the Grid (and long jobs, too)
 - Improved monitoring (even interactive-like access to jobs running anywhere in the world)
 - Reduces the error rates
- For more details on the glideinWMS internals, see the dedicated poster