Controlling Your Site with Condor and Cgroups

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What's Wrong With your Site?

- You may not know it, but your site is due for a tune-up:

  - It's fairly easy for a job's **processes to escape** the batch system.

  - Jobs can **write files on disk** that aren't cleaned by the batch system.

  - The **accounting statistics** were designed for a 32-bit world.

  - **Resource management** is in the cavemen days.

- This talk covers what we do with Condor to fix these!

World Writable Directories

- All files created by the job should disappear when the job ends.

    - Incredibly hard to do when there are world-writable directories: which files came from which job?

- Two tricks are available:

    - A *filesystem namespace* allows for a set of processes to have a unique set of mounts.

    - A *bind mount* will make part of the filesystem available elsewhere.

World-Writable Directories

- Condor will create a filesystem namespace for the job.

  - Then, it will bind mount /tmp and /var/tmp into $_CONDOR_SCRATH_DIR.

  - Writes the job performs into /tmp will actually go into the scratch dir.

  - Feature is called MOUNT_UNDER_SCRATCH, and can remove *all* world-writable directories.

- All files will not be visible by other jobs, and be deleted after the job ends.

Chroots

- (See Carl's talk from earlier today)

- Chroots provide a higher level of isolation.

  - Sandbox for one job isn't visible by others.

- Useful for removing all setuid binaries: a common vector of attack.

  - Remove stuff from the user environment you don't want jobs to play with.

Primer: Cgroups

- Control groups, or "cgroups", are a mechanism for managing a set of processes. Unlike POSIX process groups, you must* be root to create or move to a different group.

- The kernel does the process tracking for us.

  - Within the kernel, there exists various *controllers* that operate on cgroups. There are a wide variety: they control resource limits, fairshare policies, and accounting.
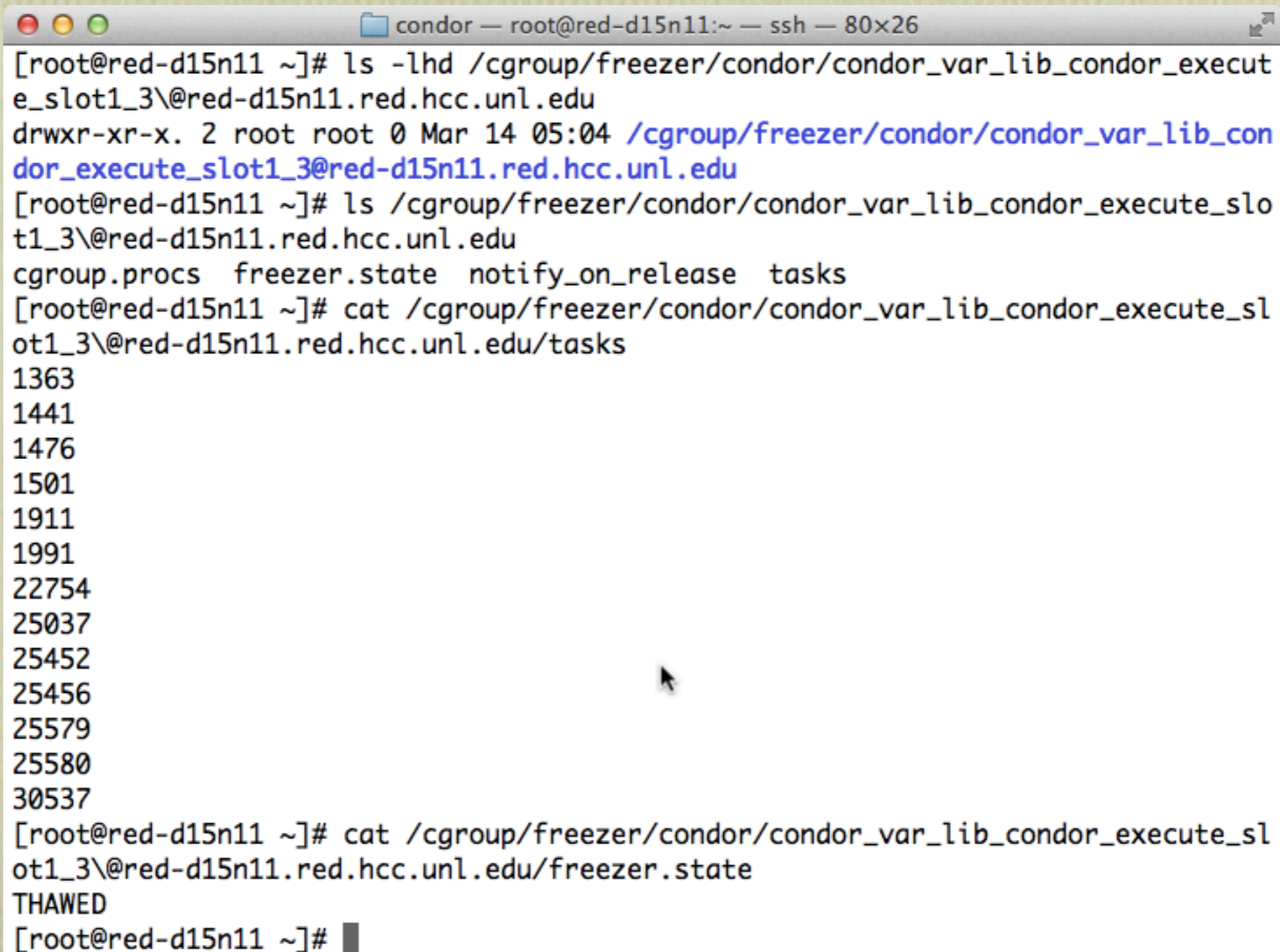
*Or have a sysadmin give your user the power.

Killing Jobs

- An example is the "freezer" controller.

  - The freezer can take a cgroup of processes and prevent them from receiving further CPU cycles.

  - Similar to SIGSTOP - but delivered to multiple processes atomically.

- Condor will spawn the job into a dedicated cgroup.

  - The kernel guarantees all child processes will stay in this cgroup.

  - To kill a job, it will freeze the cgroup, send SIGKILL to all processes, then unfreeze.

  - All processes will receive SIGKILL simultaneously: no more race conditions with forking!

Cgroups are managed via the Filesystem

Memory Accounting

- The memory controller is already used for memory accounting: much more accurate with modern jobs.

- When memory limits are hit, our options are either to ignore it (and let them be violated) or to kill the job.

  - Not very efficient if the job only needs to violate the limit slightly.

Memory Accounting

Memory Limits

- We have implemented two new policies:

  - *Soft limit:* A job can use arbitrary amounts of memory until the node starts swapping; then, only jobs over the limit will be swapped out.

  - *Hard limit:* When a job hits its memory request, it will immediately start swapping.

CPU Fair-share

- Condor has had CPU affinity for quite some time.

  - Prevents idle CPUs from being used; number of jobs really must be number of cores.

- The "cpu" controller allows fine-grained fairsharing to be done between the cgroups without having to lock them to a CPU.

  - So, you can evenly fairshare 24 cores between 25 jobs.

Other Accounting Tricks

Block device I/O: Actually, not nearly as interesting as I thought it would be.

- Maybe something for the future? At a CMS site with up to 24 cores/node, not very relevant.

- Network I/O: Quite an invasive patch set, but we create a virtual ethernet device per job.

- This allows us to have per-job firewall rules and to-the-byte network accounting.

Other cgroup tricks

- We limit all of Condor and job processes to 62GB RAM (on a 64GB host) to prevent Condor from crashing the host.

- Planning to do the same thing for the OSG CE.

- Prioritize Hadoop block I/O over scratch disk.

For the Future

- In Condor, I really want per-job or per-node swap rates and NFS activity stats.

- We're actively porting a subset of this work to PBS. MOUNT_UNDER_SCRATCH and memory limits should be available as a patch to torque.

- In SL6, Cgroups are a real game-changer for resource management without having to resort to virtual machines!